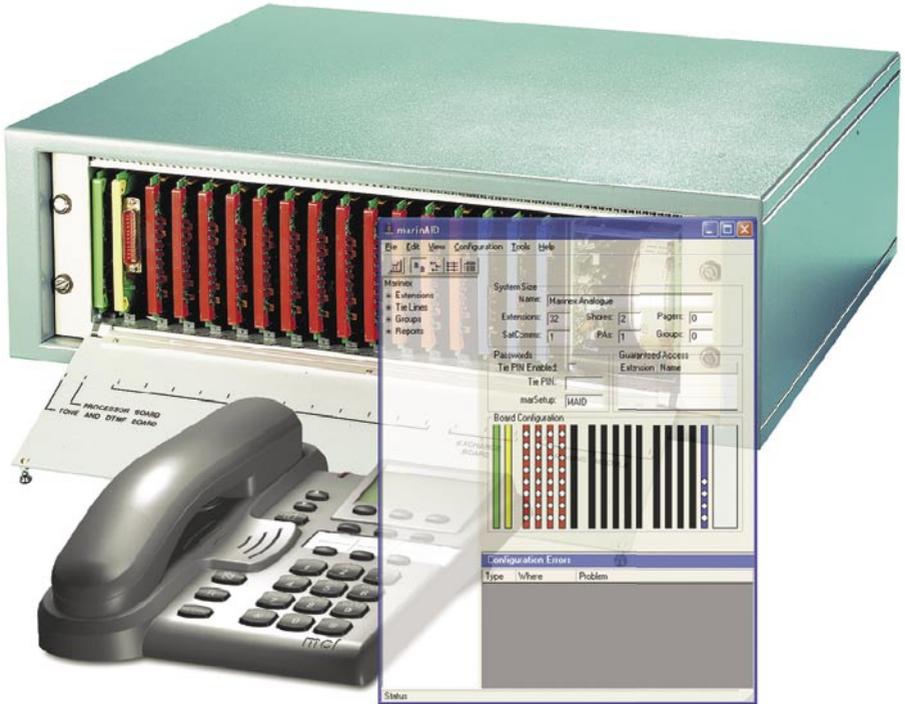


mcl



marinAid for Windows

Document History

Version	Notes
1	First Issue

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Introduction to marinAid for Windows

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A



marinAID for Windows is used to program the Marinex Analogue Exchange, produced by Marine Communications Ltd. so that they meet customers specific requirements. It offers extensive facilities to allow for almost every feature of the exchange to be customized.

All references to marinAID refer to marinAID for windows.

marinAID needs to use this special adapter with Windows due to limitation of the marinex telephone exchange. This means that “built-in” serial ports or other USB to RS232 adapters cannot be used.

When an exchange is delivered, it is factory configured and ready to use but can be re-configured using marinAID.

marinAID enables configuration of the extensions, tie lines and extension groups, including setting up of the telephone directory. The existing exchange set up can be up loaded to the PC, manipulated by marinAID and then down loaded back to the exchange, or to another exchange.

marinAID also allows features which are not available in the factory set up to be accessed, for example, Pickup Groups, Hunt Groups, and Multiple Call-forward Groups.

**marinAID for Windows
can only be used with marinex exchanges
fitted with version 02.2x or later firmware.**

System Requirements

Minimum system requirements for marinAID for Windows

- USB Marinex Analogue Programming Adapter
- 233MHz Pentium® or higher IBM® compatible PC
- 64MB RAM
- 10MB free hard disk space
- Available USB port or self-power USB hub
- Microsoft Windows® 98SE, Windows® 2000, or Windows® XP
Windows® 2000, or Windows® XP are recommended
(Windows® 95 and Windows® ME not supported)
- CD-ROM drive

1

Features

Several new features are available in marinAID for windows, which were not available in the original DOS program.

Hotline

The new extension class “Hotline” allows an extension to automatically call another extension or a tie line as soon as the telephone is picked up. The number to be dialed is entered in the box which will appear beside the class name.

Incoming Tie Line Groups

A group can be selected instead of a second extension for incoming tie line calls.

Custom Classes

Custom classes can be defined and used for extensions allow rights to be modified globally.

Configuration Problems

Configuration warnings and errors are continually checked as the configuration is being built. By double-clicking on the warning or error will highlight the problem.



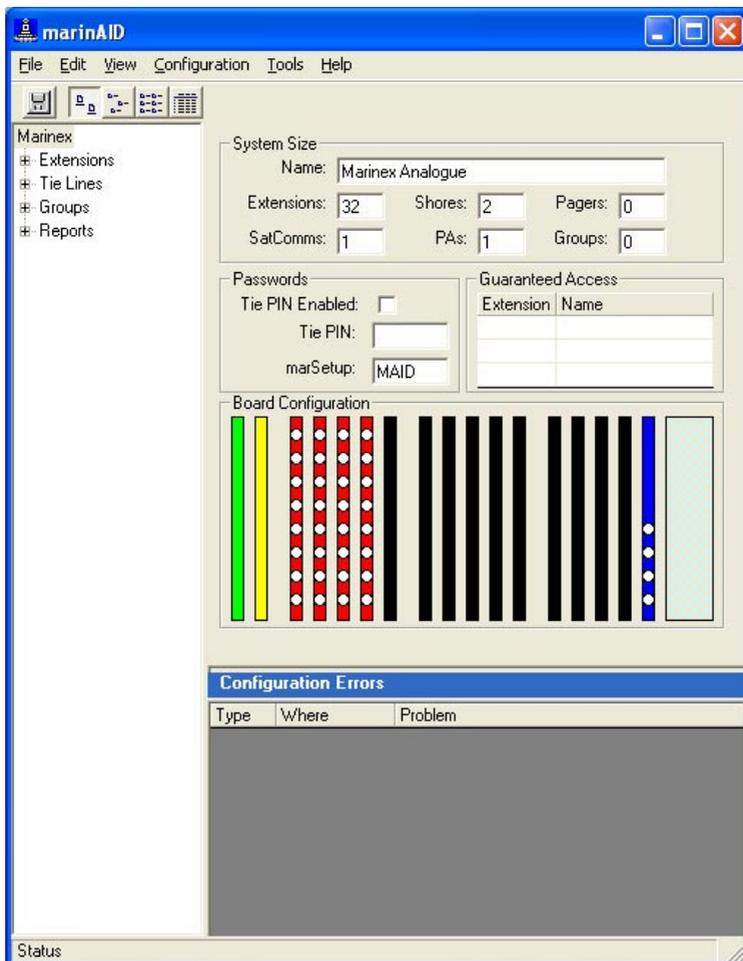
marinAID screen

The configurAID screen is divided up into 5 main areas.

2

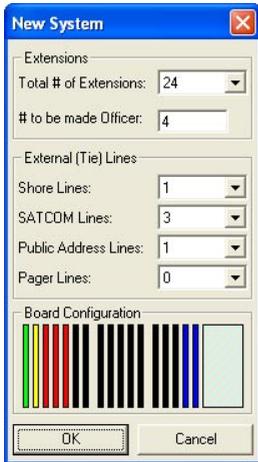
The menu across the top are used to open and close files, Add new extensions etc, and set other parameters.

- The tool bar which allows the display to changed
- An Explorer style tree, showing all of the different extensions, tie lines, users etc.
- The detail for the item chosen in the tree view.
- Configuration Errors, showing any problems as the configuration is changed.
- A status bar at the bottom



Building a new configuration

A new configuration can be created by selecting `File⇒New` menu.



The **Total # of Extensions** dropdown list shows the possible number of extensions available (in groups of 8). This is not defining the number to be used, but the maximum available. As the number is changed, then the number of red boards in the drawings will change.

to be made officer sets up the number of extensions which will be officer class and so have access to the external (tie) lines.

The **External (Tie) lines** defines the number of shore, satellite (SATCOM), public address and pager lines.

When Marinex Analogue was designed cellular telephone, such as GSM, had not been invented. These can be assigned as SATCOM here. The difference between a shore and a SATCOM line is that only the shore lines can be accessed using the access digit '9'.

Public Address is the four wire link to the ships PA system.

Pager lines are for connection to radio pager systems, which are controlled by a telephone. The Marinex Analogue appears to the pager system as a telephone.

As the number of tie lines are changed, then the number of blue boards in the drawings will change.

Saving a Configuration

Once a configuration has been generated, you will need to save it to disk. The file can be saved over the previous file, by selecting `File⇒Save`.

The file can be saved as a new file by selecting `File⇒Save As`. A standard windows "Save As" dialog box will appear.

2

Opening a Saved Configuration

2 A previously saved configuration can be opened by the `File⇒Open` menu. The last ten files saved also appear on the `File` menu.

If there is an unsaved file open in `configurAID`, then a warning dialog box will appear.

Getting a System Configuration

The configuration of a system can be obtained from a system by connecting the programming adapter between your computer and the system. A window with a progress bar will appear as the configuration is obtained from the system.

If the process is stopped before it is finished, then a partial configuration may be loaded.

Sending a System Configuration

After a configuration has been created, it will be needed to be sent to an exchange. The configuration is held on the processor card so it is the only card needed. There are no checks to see if the system has enough cards for the required configuration.

Once the configuration has been sent, the systems need to be rebooted for the new settings to take effect, this is done automatically at the end of the programming.

If the process is stopped before it is finished, then a partial configuration will be loaded and this may leave the system unusable.

Leaving `marinAID`

When you have finished with `marinAID`, select the `File⇒Exit` menu. If the file has not been saved, then a confirmation dialog box will be displayed.

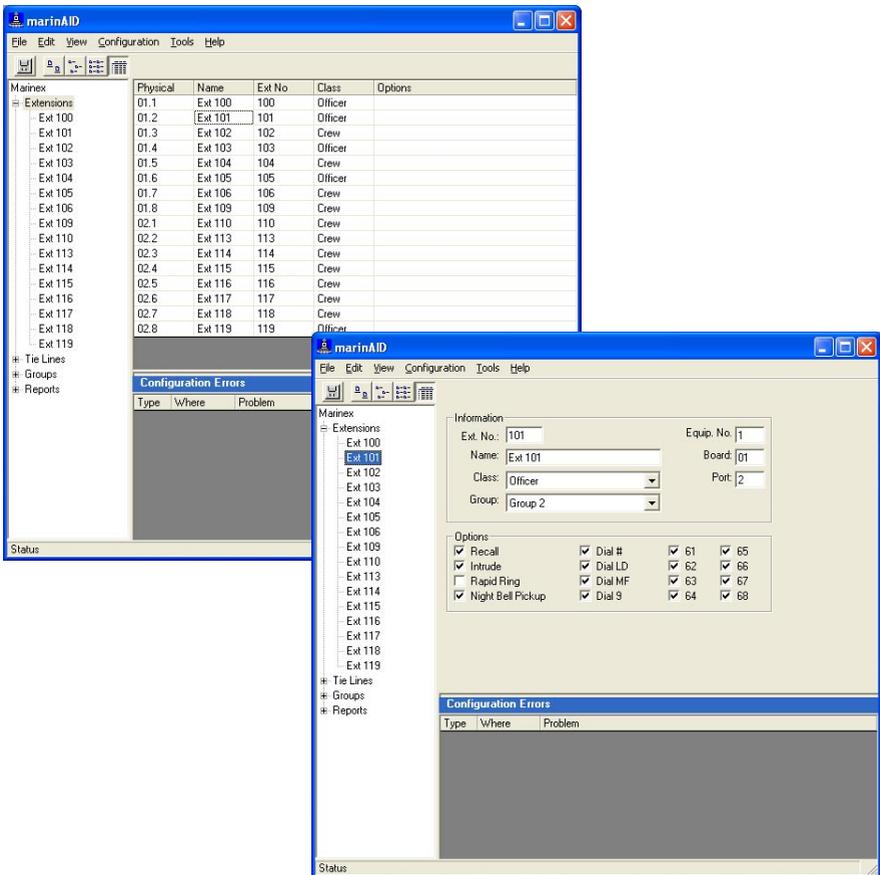
Changing Settings

When a configuration has been loaded or created, it can be changed to reflect the actual requirements. This is achieved through the main window.

2

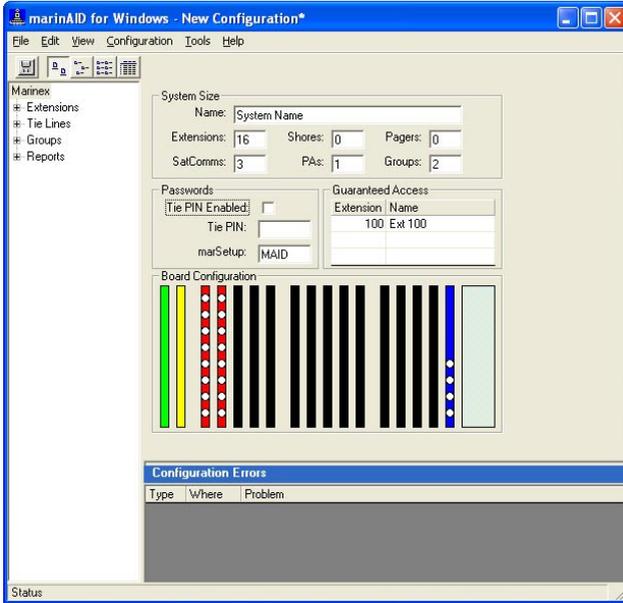
On the left hand side of the window is an Explorer style tree. The Extension, Tie Lines etc are all grouped under the relevant heading. When a heading is selected, a summary of is shown on the right hand side as below.

A detailed view can be shown by “double-clicking” the line on the right hand side or by opening up the tree and clicking on the item.





The global settings are defined by clicking on the Marinex at the top of the left hand side tree.



3

System Size

The size of the configured system is shown here. Only the name can be changed.

Passwords

Tie Pin

A 4 digit PIN (Personal Identification Number), can be entered from officer class extensions, so that a user can access outside lines (9 or 61 through to 68), on phones that do not normally have access. Only one PIN number can be set up. This number will be sent to the exchange when it is programmed. The PIN number allows the user to access outside lines from extensions which do not normally have access to outside lines.

To use this facility, enter *0 YYYY 9 nn where YYYY is the PIN number and nn is the outside call number. If the incorrect PIN number is entered, then an unobtainable tone will be heard. Access using the PIN number is valid for the current call only.

marSetup

MARSETUP is a program contained in the Marinex memories to enable the user to configure the extensions and external lines. It is completely menu driven for ease of use and is provided with password protection.

3

The password to access marSetup is set here. The password must be 4 character long and cannot contain the letter 'Q'

Guaranteed Access

A maximum of three extensions can have guaranteed access. When an extension is listed, it is always guaranteed to be able to make a call. In a Marinex Analogue there is only 8 or 16 speech paths available to all calls, i.e. only 8 or 16 telephone can be placing a call at the same time.

Board Configuration

This diagrammatically shows the configuration of the Marinex being configured. As the mouse is rolled over the different boards, their type is shown. The white circles represent the channels on the board and a summary will be shown of their options.

To change the configuration of the system, click with the right-hand mouse button on a board and a context menu will appear. Select the board type required and this will be added to the system. Relevant extensions or tie lines will appear in the left hand tree to be configured.



An analogue Extension card contains the circuits for 8 telephones.

There are no individual settings for the extension on the line cards so they can be swapped as required.

An analogue Extension card contains the circuits for 8 telephone or extension lines. There are no individual settings for the extension on the line cards so they can be changed as required.

When a configuration error or conflict is detected, the relevant area will be highlighted in red and a message will be displayed in the Configuration Errors section. More details on the possible errors are described later.

Information

Ext No.

4

Ext. No. is the extension number to be used to call this telephone. It must be unique in the system, is 3 digits long and must be between 100 and 499. If Guaranteed Access is displayed beside the number then this extension will always be able to make a telephone call.

Name

An extension can be renamed with a name such as Captain or Galley to give more informative information. The extension table on the left window is updated with the new name. This name is used through out marinAID as an aid to help remember where extension numbers refer to. **Note:** The name is not stored in the Marinex Analogue exchange only in the configuration file.

The screenshot shows a configuration window with two main sections: 'Information' and 'Options'. The 'Information' section contains several input fields and dropdown menus: 'Ext. No.' (101), 'Equip. No.' (1), 'Name' (Ext 101), 'Board' (01), 'Class' (Officer), and 'Group' (Group 2). The 'Options' section contains a grid of checkboxes for various features: Recall, Intrude, Rapid Ring, Night Bell Pickup, Dial #, Dial LD, Dial MF, Dial 9, and a 4x4 grid of checkboxes numbered 61 through 68. All checkboxes are checked.

Information	
Ext. No.:	101
Equip. No.:	1
Name:	Ext 101
Board:	01
Class:	Officer
Group:	Group 2
Port: 2	

Options			
<input checked="" type="checkbox"/> Recall	<input checked="" type="checkbox"/> Dial #	<input checked="" type="checkbox"/> 61	<input checked="" type="checkbox"/> 65
<input checked="" type="checkbox"/> Intrude	<input checked="" type="checkbox"/> Dial LD	<input checked="" type="checkbox"/> 62	<input checked="" type="checkbox"/> 66
<input type="checkbox"/> Rapid Ring	<input checked="" type="checkbox"/> Dial MF	<input checked="" type="checkbox"/> 63	<input checked="" type="checkbox"/> 67
<input checked="" type="checkbox"/> Night Bell Pickup	<input checked="" type="checkbox"/> Dial 9	<input checked="" type="checkbox"/> 64	<input checked="" type="checkbox"/> 68

Equip. No., Board, Port

This is the physical position of the extension in the exchange. The Equip No is the same as in the old marinAID for DOS.

Class

marinAID requires that each extension has a class of service. These define the options (see below) available for an extension. If the options are changed then the class will be automatically updated to “custom”. New class types can be setup from the Edit -> Class Rights. (See Class Rights Later)

4

Group

If an extension is not answered or is busy, then the call can be passed to other extensions in a group. For this to occur, a group has to be defined (see Groups chapter later) and selected from the list.

Options

The options are automatically updated if a new class is selected.

Recall	If selected, this extension transfer calls using the recall or flash button on the telephone.
Intrude	If selected, this extension will be able to intrude into a conversation on the engaged dialled extension, using the intrude function keys.
Rapid Ring	If enabled, will cause a rapid ring on the extension dialled when this extension is used to make a call.
Night Bell Pickup	If selected, this extension can be used to dial 8 and answer a call on the night bell.
Dial #	If selected, this extension can be used to access special functions preceded by the # key on the phone.

Dial LD	If selected, loop disconnect dialling will be allowed on this extension.
Dial MF	If selected, DTMF dialling will be allowed on this extension. All modern telephones are of this type. Note that you must have one of the Dial LD and MF selected.
Dial 9	If selected, this extension can access anything in the dial 9 directory, usually a shore line.
Dial 6	If selected, this extension can access anything in the dial 61 - 68 directories. 61 is normally used to give access to Satcomms, dial 62 to 65 are normally used to access public address lines and dial 66 and 67 are normally used to access pagers.



A Tie Line card contains the circuits for 4 external lines.

There are no individual settings for the tie lines on the line cards so they can be swapped as required.

A Tie Line card contains the circuits for 4 external lines. There are no individual settings for the tie lines on the line cards so they can be swapped as required.

When a configuration error or conflict is detected, the relevant area will be highlight in red and a message will be displayed in the Configuration Errors section. More details on the possible errors are described later.

Information

Dir. No.

Dir. No. is the internal number used by the Marinex Analogue to access a tie line. It is always disabled as you are not able to change it.

Name

A Tie Line can be renamed with a name such as Shore 1 or Mini-M to give more informative information. The tie line table on the left window is updated with the new name. **Note:** The name is not stored in the Marinex Analogue exchange only in the configuration file.

5

Information

Dir. No.: Equip. No.

Name: Board:

Class: Port:

Incoming

Direct Dial In

Call MCF Group

	Extension	Name
1st	103	Radio Room
2nd		

Outgoing

61 65

62 66

63 67

64 68

9 DTMF

Class

The class defines the type of tie lines being configured. Depending on the class selected, only various options will be enabled. The classes “Shore” and “Satcom” only refer to the options available. Any type of external equipment, which expects a telephone to be connected to it, can be used.

Equip. No., Board, Port

This is the physical position of the extension in the exchange. The Equip No is the same as in the old marinAID for DOS.

Incoming

5

This section defines the actions to be taken on an incoming call to the exchange.

Direct Dial In

If enabled, the exchange will answer an incoming call and, after 4 seconds of ringing, will give the caller a dial tone so they can call any extension provided they are using a tone type telephone.

If no extension is dialled within 5 seconds, the normal 1st designated telephone will ring for 10 seconds.

After the 10 seconds and call is not answered, it will then be transferred to the 2nd designated telephone or group, such as a night bell if available and ring for 10 seconds.

In either case, after the 10 second ringing period, if the call has not been answered, the connection through the shore line or SATCOMM will be disconnected.

When the required extension is engaged, 5 seconds of the busy tone will be heard, after which the line will be disconnected. This facility is only applicable to shore and SATCOM lines.

Note: As a dial tone is presented to the incoming caller, it is common for the person to believe that the call has failed. You are advised to tell the ship's personnel how this feature works.

Call MCF group

Incoming calls can be passed to a group instead of a single extension. When selected, the 2nd row below will list the valid groups instead of extensions.

Extension

The designated incoming extensions are entered here. Either an extension number is entered in the first column or the name is entered in the second column. The other column will automatically be updated.

If a 2nd designated extension or group is defined then the 1st designated extension will ring for about 15 seconds before the incoming call is passed to the 2nd extension or group.

5

Outgoing

To access a tie line from an extension, either 6x or 9 has to be dialled. The options here define which tie lines will be accessed using the number. The marinex will automatically search for the first free line in an outgoing group. It is advisable to only group tie lines of the same type, ie shore or satcom.



Configuring Groups

6

There can be up to 16 groups in marinAID.

Information

Group No.

Group No. is the internal directory number used by the Marinex Analogue to access a groups. It is always disabled as you are not able to change it.

Name

A group can be renamed with a name, such as Engineering, to give more informative information. The group table on the left window is updated with the new name. **Note:** The name is not stored in the Marinex Analogue exchange only in the configuration file.

Enabled

When selected, the group can be set up and it will appear in the relevant sections.



Group ID

Group No. is an internal number used by the Marinex Analogue.

The screenshot shows a configuration window with two main sections: 'Information' and 'Extensions'.

Information section:

- Group No: 546
- Enabled:
- Group ID: 1
- Name: Group 2
- Type: Multi-Call Forward (dropdown menu)

Extensions section:

Lead Ext.: 101 (Captain) [button]

	Extension	Extension Name
1	101	Captain
2	102	Ext 102
3	103	Radio Room
4	104	Ext 104
5		
6		
7		
8		
9		
10		

Type

There are three types of groups available in marinAID.

Pickup

Any ringing extension within this group can be picked up by dialling *9.

Hunt

A hunt group number can be created for up to 10 extensions. When the hunt group is dialled, the first free phone in the group will ring. This facility is particularly useful for very busy phones where alternative people could answer the calls.

Multiple Call Forward

A group can be allocated up to 10 extensions for multiple call forward. If the first number in the group is dialled and is not answered within approximately 10 - 15 seconds, the call will be available to all extensions in the group and these will all ring rapidly in short succession until the call is picked up. The extensions will then revert to normal operation. This facility is particularly useful for extensions that are not often manned. If the original extension is required to continue ringing, then it must be included again in the group.

6

Extensions

Lead Ext.

The lead extension which will call this group when it is not answered or is busy depending on the group type. It is not used for Pickup groups. The lead extensions can be selected by pressing the button beside the list.

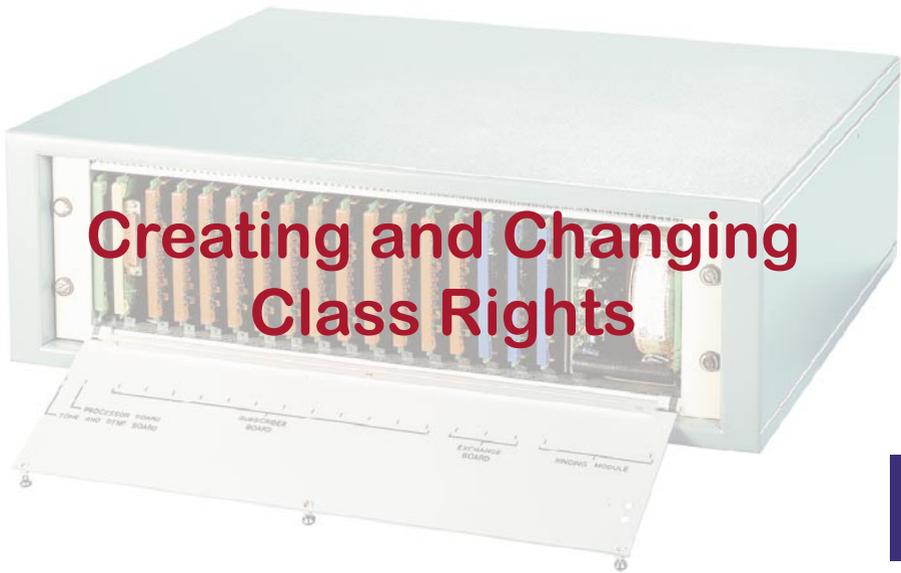
Extension List

Up to 10 Extensions are defined here for the group. Either an extension number is entered in the first column or the name is entered in the second column. The other column will automatically be updated.

Generating Reports



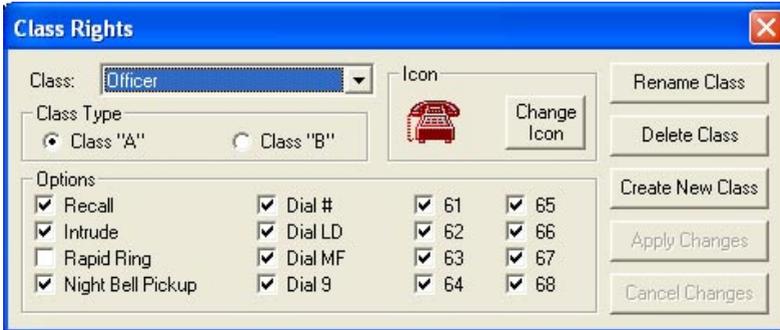
Creating and Changing Class Rights



marinAID requires that each extension has a class of service.

These define the options (see below) available for an extension. Custom class types can be set up using the `Edit⇒Class Rights` menu.

Note: Custom classes are not stored in the Marinex Analogue exchange only in the configuration file.



Class Type

A Class has to be defined as either “A” or “B”. Normally officer type classes are defined as “A” whilst crew type classes are “B”.

Icon

An icon is associated with each class right and is used in the summary display. This allows a quick check on the classes allocated to extensions.

8

Options

Recall If selected, this extension transfer calls using the recall or flash button on the telephone.

Recall If selected, this extension transfer calls using the recall or flash button on the telephone.

Intrude If selected, this extension will be able to intrude into a conversation on the engaged dialled extension, using the intrude function keys.

Rapid Ring	If enabled, will cause a rapid ring on the extension dialled when this extension is used to make a call.
Night Bell Pickup	If selected, this extension can be used to dial 8 and answer a call on the night bell.
Dial #	If selected, this extension can be used to access special functions preceded by the # key on the phone.
Dial LD	If selected, loop disconnect dialling will be allowed on this extension.
Dial MF	If selected, DTMF dialling will be allowed on this extension. All modern telephones are of this type. Note that you must have one of the Dial LD and MF selected.
Dial 9	If selected, this extension can access anything in the dial 9 directory, usually a shore line.
Dial 6	If selected, this extension can access anything in the dial 61 - 68 directories. 61 is normally used to give access to Satcomms, dial 62 to 65 are normally used to access public address lines and dial 66 and 67 are normally used to access pagers.

8

Buttons

Rename Class

A class can be renamed. The new name will then be used throughout the program.

Delete Class

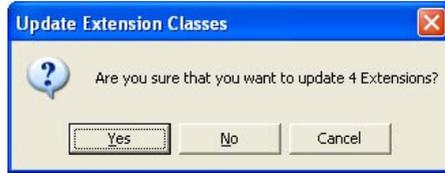
A class can be deleted. A warning will appear if the class is in use. If an in-use class is deleted, then the extensions will be re-designated as custom class, with their previous options still intact.

Create New Class

To define a new class, click this button. A dialog will appear allowing you to give the class a new name. If the check box is selected then the options from the currently selected right will be copied to the new class

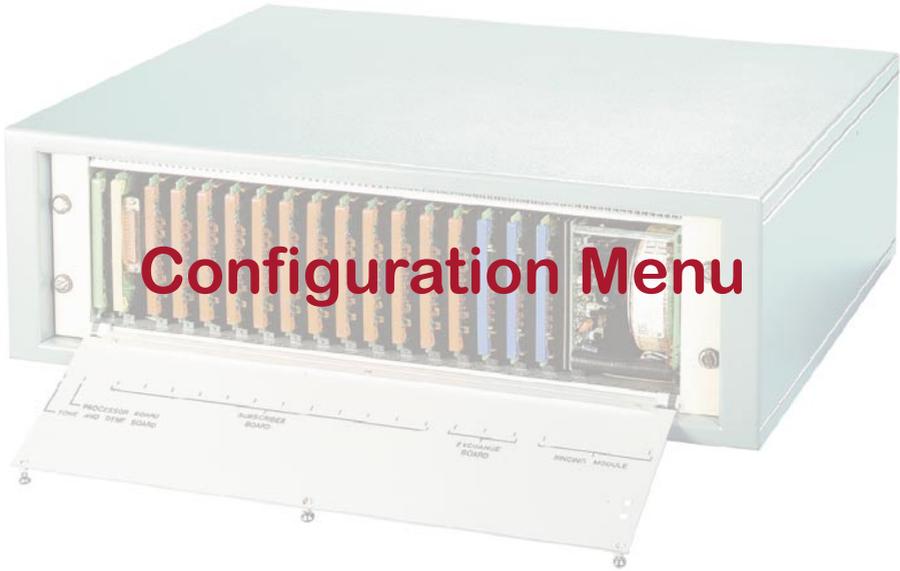
Apply Changes

When changes are made, this button is enabled. When clicked the changes are saved. If the class is in use, then you can update all of the extensions to the new options, or leave them as they are.



Cancel Changes

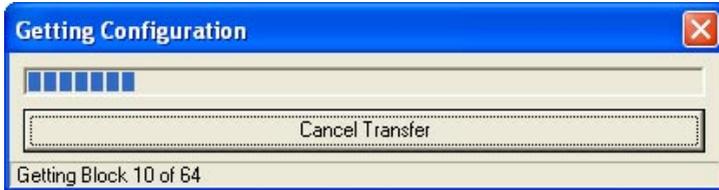
When changes are made, this button is enabled. When clicked, the options will revert the saved values.



Get Configuration

The configuration of a system can be obtained from a system by connecting the programming adapter between your computer and the system. A window with a process bar will appear as the configuration is obtained from the system.

If the process is stopped before it is finished, then a partial configuration may be loaded.



Send Configuration

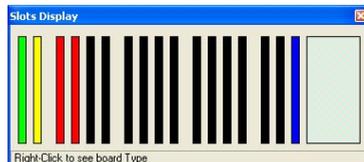
After a configuration has been created, it will be needed to be sent to an exchange. The configuration is held on the processor card so it is the only card needed in the exchange. There are no checks to see if the system has enough cards for the required configuration.

Once the configuration has been sent, the systems need to be rebooted for the new settings to take effect, this is done automatically at the end of the programming.

If the process is stopped before it is finished, then a partial configuration will be loaded and this may leave the system unusable.

Show installed boards

Show Installation enables the user to find out which boards have been installed in the exchange. The main use for this facility is to enable the user to check the number of extensions and tie lines that are available to the exchange. Each extension board supports 8 internal telephones and each tie line board provides access to 4 external lines. This function is also useful for checking that communication with the exchange has been established correctly.



Set Date & Time

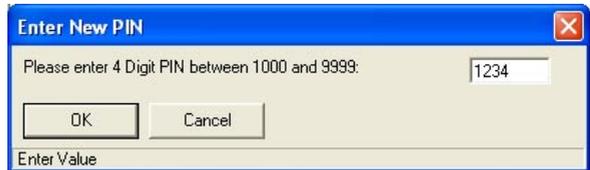
Set the time and date in the exchange. The Time and Date are used for the call log records. A time and date can be entered or press the “Set to PC Time” to set the exchange to the same time as the connected PC.

A new time and date will not be able to be entered until the current time has been read from the exchange.



Set PIN

A 4 digit PIN (Personal Identification Number), can be entered from officer class extensions, so that a user can access outside lines (9 or 61 through to 68), on phones that do not normally have access. Only one PIN number can be set up. This number will be sent to the exchange when it is programmed. The PIN number allows the user to access outside lines from extensions which do not normally have access to outside lines.



To use this facility, enter *0 YYYY 9 nn where YYYY is the PIN number and nn is the outside call number. If the incorrect PIN number is entered, then an unobtainable tone will be heard. Access using the PIN number is valid for the current call only.

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A new PIN cannot be entered until the current PIN has been read from the exchange.

Set Password

MARSETUP is a program contained in the Marinex memories to enable the user to configure the extensions and external lines. It is completely menu driven for ease of use and is provided with password protection.

The password must be 4 character long and cannot contain the letter 'Q'.



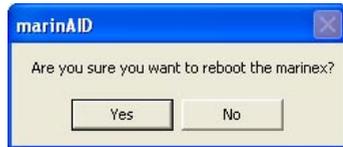
A new marSetup password cannot be entered until the current password has been read from the exchange.

Get Version

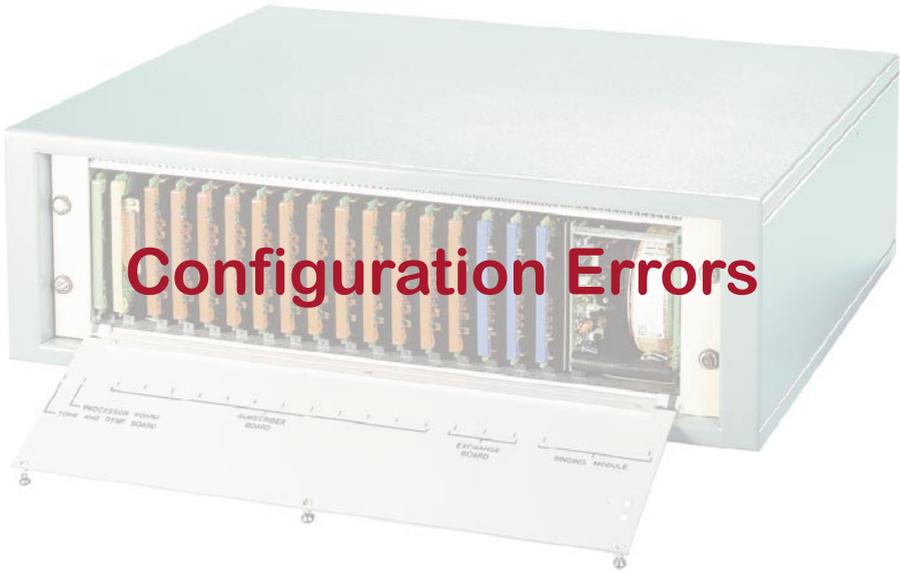
Displays the firmware version of the connected Marinex Analogue exchange

Reboot exchange

Rebooting the marinex will activate the stored configuration. This confirmation dialog box is displayed first.



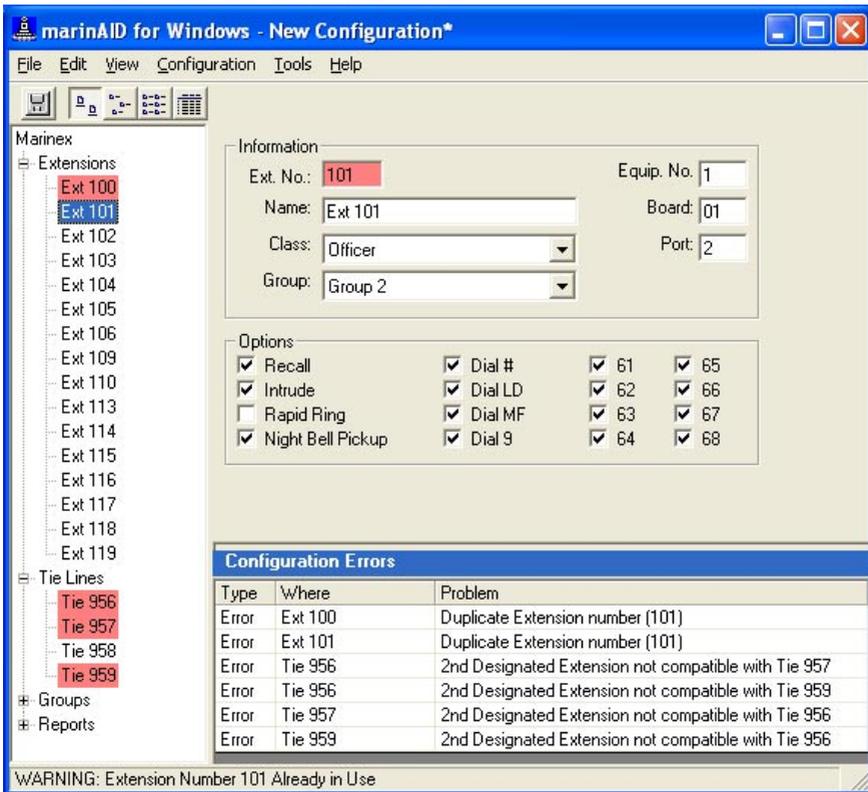
Configuration Errors



As configurations are modified, marinAID constantly checks the changes to make sure that it will work in the marinex exchange.

Warnings will not stop the marinex from being programmed, However if there are any configuration errors, then the Send Configuration menu will be disabled until the problem is corrected.

The errors and warnings are highlighted in the configuration in red, and by double-clicking on the configuration error line, you will be taken to the problem area.



The warnings and errors are listed on the next page.

Warnings

Dial 9 is only allowed on Shore

Dial 9 for outside calls can only be used with Shore tie lines. Changing tie line type will automatically disable the dial 9 option.

There is an effective 2nd Designated Extension of xxx

Marinex stores the external 2nd designated extension (or group) with the 1st designated extension records. This means that if one of the tie lines sets up a 2nd designated extension, then all of the other tie lines using the same 1st designated extension will also automatically have the same 2nd designated extension or group.

Different tie lines types using 6x

Normally it is not advisable to have different tie line types using the same 6x for outgoing calls. It can be guaranteed which outside line will be used first and so if the different lines had different costs associated with them, then it could be possible that the highest cost line was used first instead of the lowest cost first.

Errors

Invalid Extension Number (xxx)

The Extension number (xxx) must be between 100 and 499 inclusive.

Duplicate Extension number (xxx)

The Extension number (xxx) has been assigned more than one extensions, or appears more than once in a group extension list.

Invalid Group (xxx)

The group assigned to an extension is not a hunt or MCF group or is not enabled.

A

No Hotline number being called

The hotline extension has not been entered.

Hotline calling own extension

The hotline cannot call itself.

Invalid Hotline Extension number

The Hotline number (xxx) must be between 100 and 499 inclusive

No default incoming extension

There must be an extension defined for the first designated extension on a Shore or SATCOM tie line

No such Extension (xxx)

The extension number entered does not exist

No such group (xxx)

The group assigned to the 2nd designated extension does not exist or is not enabled

2nd Designated Extension not compatible with (nnn)

Marinex stores the external 2nd designated extension (or group) with the 1st designated extension records. This means that if one of the tie lines sets up a 2nd designated extension, then all of the other tie lines using the same 1st designated extension will have to have the same 2nd designated extension or group.

Too many tie lines using Dial 6x

Only 8 tie lines can use each 6x for outgoing calls

marSetup Password must be 4 characters long

The marSetup password must be 4 alphanumeric (A-Z & 0-9) characters long

marSetup password cannot contain the letter 'Q'

The character 'Q' is used to quit marSetup at any time



