PEDcall 6

Software User Guide

Mine Site Technologies Pty Limited

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Compiled By:

Darren Koski
TECHNICAL SUPPORT ENGINEER

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INTRODUCTION

PEDCall is a simple, efficient and intelligent message generation package. PEDCall software enables messages to be sent to individuals, predefined groups, or broadcasted simultaneously to all receiving units. PEDCall can be accessed using configured clients over a local area network, enabling messages to be sent from multiple computers. PEDCall also has the ability to operate ControlPED's and BlastPED Receivers. PEDCall can use an ODBC compliant database, allowing third party applications to directly connect to PEDCall and send messages.

MINE MONITORING provides automatic message generation in response to an alarm condition. The alarms can be directly connected or linked to existing monitoring equipment. The system can monitor virtually an unlimited number of inputs. The messages that are generated can be pre-programmed by mine personnel. This could be used to immediately warn all personnel of unsafe gas levels or inform maintenance staff of breakdowns or failures.

BlastPED software allows remote centralised blasting via the BlastPED exploder. The software is provided as an extension to PEDCall, retaining the same user friendly interface and keeping training to a minimum. The BlastPED software, like the receiver, is designed to ensure a high level of security is maintained for blasting operations.

OVERVIEW

PED Receivers

The PED System, as a paging device, has the ability to contact individuals, groups of personnel or provide a general broadcast to all PED receivers.

This could be:

- To make contact with another person.
- To give an instruction to evacuate.
- A request to go to a different location.
- An instruction to attend to a breakdown.
- A request to bring equipment to a particular location

The PED system will enhance the total effectiveness of the underground communications network. Specifically, the ability to immediately contact individuals, regardless of their location will increase the efficiency and safety of underground operations.

BeltPED units are mounted on the miners caplamp battery. The BeltPED receiver will display any message up to 32 characters in length. On reception of a valid message the cap lamp will flash (full to half brightness) and a buzzer will sound. The message is displayed on a backlit Liq-

uid Crystal Display (LCD). The BeltPED stores the last two (2) messages that have been received.

ICCL units are self contained cap lamp battery & PED Receiver. The ICCL receiver will display any message up to 32 characters in length. On reception of a valid message the cap lamp will flash (full to half brightness) and a buzzer will sound. The message is displayed on a backlit Liquid Crystal Display (LCD). The BeltPED stores the last two (2) messages that have been received.

AutoPED units are installed on mine vehicles. Due to the shielding effect of a solid steel cabin, the AutoPED is separated into an external antenna unit and an internal display/receiver unit. The external antenna removes any limitations imposed by the surrounding cabin. The AutoPED has similar features to the BeltPED and can be connected to the horn or lights to indicate message reception.

ControlPED units allow the remote control of devices, such as fans and pumps underground. More precise time management of these devices will reduce energy consumption.

BlastPED units are utilised for remote, centralised blasting. The BlastPED unit utilises a capacitor to discharge into the firing line, therefore initiating electric detonators. The BlastPED system has several levels of security to ensure safe operation.

TRANSMISSION SYSTEM

The Transmission System comprises five (5) essential components housed in a 19-inch rack mount cabinet. All major components connect together by heavy duty industrial connectors, the main wiring points have been brought out to accessible terminals. The terminals have a disconnect link to allow for easy fault finding and isolation.

The following components are housed in the 19-inch cabinet:

- PED ULF Transmitter
- Antenna Safety Unit (Earth leakage and open circuit protection)
- PED Protector (Surge Protection)
- PED Loop Matching Transformer
- PED Marshalling Box

The output from this transmission Headend goes to:

- Loop Antenna

The following make up the user interface:

- MS Windows PC
- Proprietary External Modulator
- PEDCall software package

Additionally, the following can be installed:

- An Uninterruptible Power Supply

PEDCall Computer - The operator interface

The computer, a Windows PC running PEDCall, controls the PED transmission system. The PEDCall software provides the interface from the operator to the PED system in a simple and efficient manner.

The operator inputs information, such as the destination and the message content, then PEDCall will encode this information. Encoding of the destination and message utilises advanced encryption methods to eliminate any chance of invalid information being transmitted. These encryption methods also ensure the receivers can decode the information in adverse signal conditions.

WHAT'S NEW IN PEDCALL 6

Data

PED6 introduces a new backend to PEDCall for storing data, intended to replace the proprietary closed data format currently used by PEDcall5 and earlier versions. This will allow for better integration by both third party and existing MST products.

XML files

Using flat files with XML (eXtensible Markup Language) formatted data is the default for a new installation, and a simple solution for sites where only one computer will be accessing data. XML files will be located in the same directory as the application executable, as .tps data files were with previous versions of PEDCall.

XML is very much established as the industry standard for data storage and exchange. This makes exporting XML formatted data to products like Excel or Access for further analysis a simple task.

ADO Connection

PEDCall installations can alternatively use an ADO connection to reference where data is stored. An ADO connection can point to a large variety of data sources (including the XML files of a PEDCall install on another computer), but is most commonly used to connect to a database like MSSQL.

ADO stands for ActiveX Data Object, a Microsoft connection layer available on Windows 98 and later.

ADO is to be used when setting up remote copies of PEDCall that reference the same data as the Master install that communicates with the modulator.

Other applications, including Tracker and third party products, can easily insert a new message onto the PED queue with one SQL statement. PEDcall6 automatically handles the message formatting, 'Time Stamping', and queue control.

Interface Improvements

PEDcall6 introduces an update to the user interface that cleans up the screen, and brings it in line with Windows design recommendations.

Simplified Layout of the main interface has been simplified, making it easier for new users to understand what is happening. There is a progress bar so operators can see how long it will be until the next PED message is sent to the modulator.

Buttons are identifiable by relevant icons, and overall presentation is intended to have strong similarities to Tracker Viewer, without distancing itself from previous versions. Pending messages can be moved up and down the list anytime before they're sent.

Previously sent messages can be easily turned into reoccurring messages.

Selecting a recipient to send a message to uses incremental filtering as the user types their name. Text messages are automatically formatted to correctly wrap across two lines without breaking the words up if possible.

Emergency message notifications and system warnings produce audible and flashing alerts until they are confirmed by an operator. The application is still usable during these events, only the field that shows the currently sending message is not visible, replaced instead by text appropriately explaining the problem. The user may still create new messages, modify users, reoccurring messages, etc.

Customisable: Users can customise the layout of the main interface, what columns are viewable and their width, as well as what buttons appear on the toolbar (even turn the toolbar off altogether). The interface can be resized and made relevant at any resolution from 640x480 through to 1680x1050 or higher.

The MST Watermark can be replaced by any bitmap graphic, allowing for client specific customization. From something as simple as having both the mine's and MST's logo appear together, through to something like a graphic listing important safety guidelines or procedure steps to follow to initiate a BlastPED.

Hotkeys: All PEDCall hotkeys from earlier versions of remain, with the addition of new keys to allow for experienced operators to send messages with the minimum number of keystrokes possible.

Full ICCL Functionality

PEDcall6 will fully PEDcall6 will fully support all ICCL functionality, without breaking compatibility with older PED receivers.

Extended ID range: PEDcall6 allows for addressing PED IDs up to 10,000.

On Charge Group: ICCL's on charge are not addressable by using All PED's, but can instead be addressed by using a new "On Charge" group. This allows an operator to run tests on PED's not in use, without sending messages that may confuse those working underground.

Custom Emergency Messages: PEDcall6 can send messages to update an ICCL's three programmable Emergency Message responses. Additionally, this can be configured as a reoccurring message every 24 hours, ensuring that any ICCL's brought on site will be updated within that time.

BlastPED3: Sending of 'Time Stamp' and 'Safety Release' messages are now integrated into the BlastPED Arm and Blast messages respectively. This allows for transparent use of BlastPED2 and BlastPED3s on the same site without any further user training. Be aware that this means Arm and Blast messages now each take two minutes to be transmitted instead of the previous one.

SYSTEM REQUIRMENTS

PEDcall6 with XML data files is intended to run on the same computer customers have their current version of PEDCall for Windows installed on.

Stand Alone Installation

Minimum system requirements for stand alone PEDcall 6:

- Pentium II processor
- 64 MB RAM
- 100MB spare HDD space
- Microsoft Windows 98 with MDAC 2.1 or later
- Available comport or USB port
- Either one of 3.5 Floppy, CD-ROM, or USB memory key required for BlastPED security media

SQL Installation

Minimum system requirements for PEDcall 6 using SQL database:

- Pentium IV processor
- 128 MB Ram
- 200MB spare HDD
- Microsoft Windows 2000
- Microsoft SQL2000 ADO connection

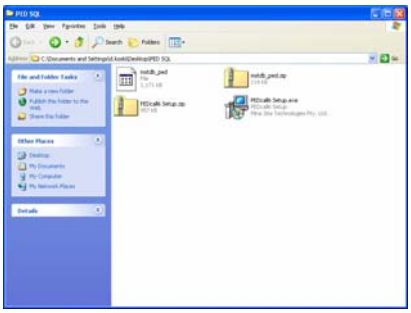
Recommended Requirements

Recommended for best performance:

- Pentium IV processor
- 512MB RAM
- 300MB spare HDD
- Microsoft Windows XP or 2003
- ODBC to Microsoft SQL2000 or 2003

- Available Comport
- Lockable USB memory key

PEDCall 6 Installation

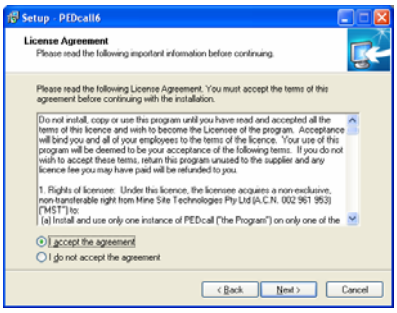


|DBL Click| PEDcall6 Setup.exe

Select your preferred language.

|Click| Ok

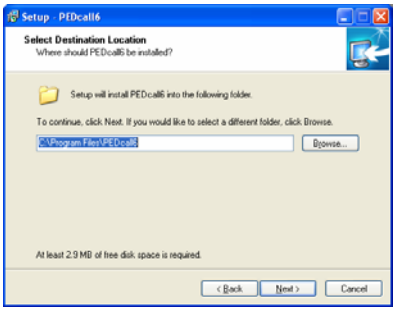
|Click| Next



Read the Licence Agreement.

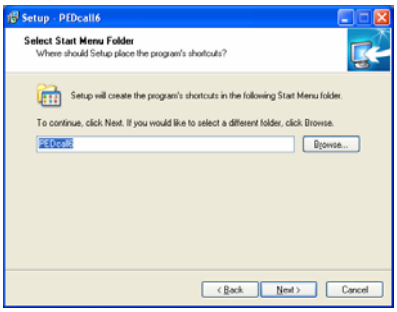
|Click| I accept the agreement.

|Click| Next



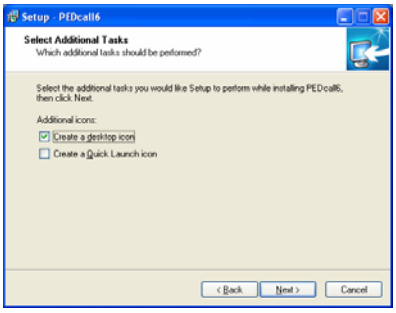
Select location for the program files to be installed.

|Click| Next



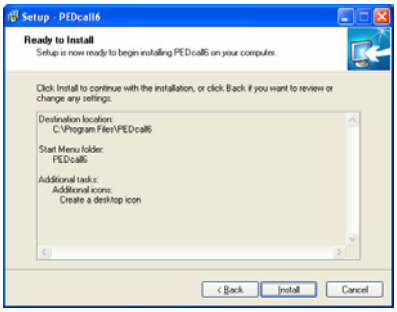
Select name for PEDCall Shortcut.

|Click| Next



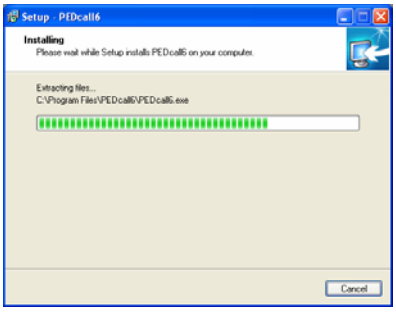
Select types of Shortcuts to install.

|Click| Next

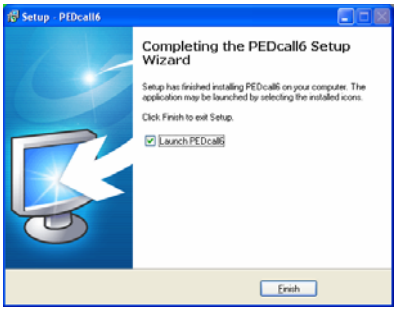


Verify installation parameters.

|Click| Install



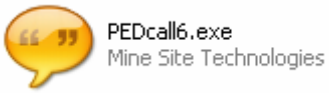
Verify successful program installation.



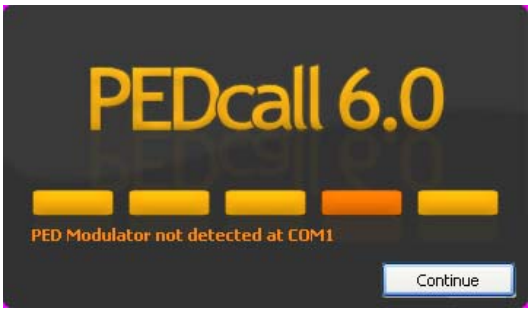
|Click| Finish

PEDCall 6 Configuration

PEDCall SQL Database Configuration

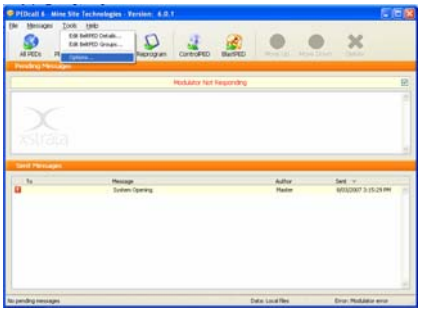


|Dbl Click| PEDCall Shortcut



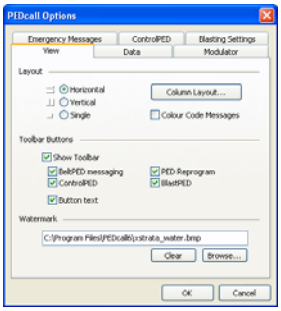
Note: Database can be configured without connection to PED Modulator, if necessary.

|Click| Continue



|Click| Tools

|Click| Options



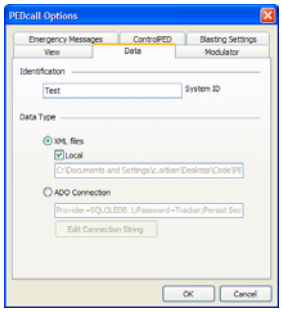
View

|Layout| Select Layout preference.

|Toolbar Buttons| Select Toolbar Buttons suited for Site messaging requirements.

|Watermark| Select Corporate Watermark Logo, if available.

Data

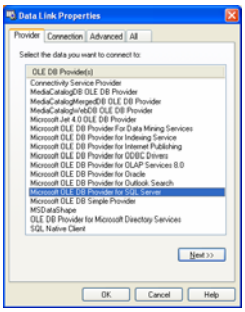


|Identification| Enter preferred Identification in System ID Dialog Box. Note this will be the ‘Name’ of the computer for message source identification.

|Data Type|

|Click| ADO Connection

|Click| Edit Connection String



|Click| Provider Tab

|Click| Microsoft OLE DB Provider for SQL Server

|Click| Next

|Click| Connection Tab

|Select or enter a Server Name|

Enter the Server Name for the SQL Express Server as viewed in the SQL Server Management Studio Express Startup Dialog
eg. XP-DKOSKI\SQLEXPRESS

|Enter information to log on to server|

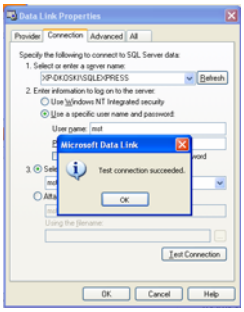
|Click| Use a specific user name and password

|User name| mst

|Password| Tracker

|Click| Allow saving password

|Select the database on the server|



|Click| mstdb_ped

|Click| Test Connection

Verify successful database connection.

|Click| Ok

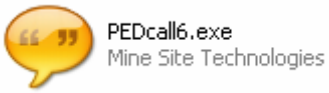
|Click| Ok

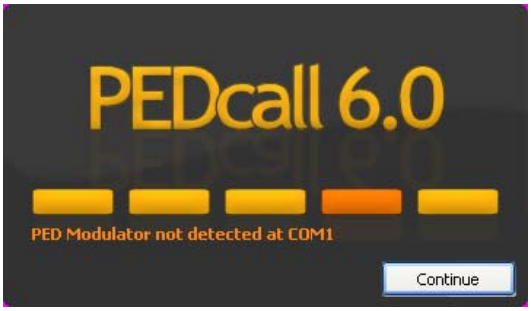
|Click| Ok

Then close the PEDCall program to enable changes.

PEDCall XML Database Configuration

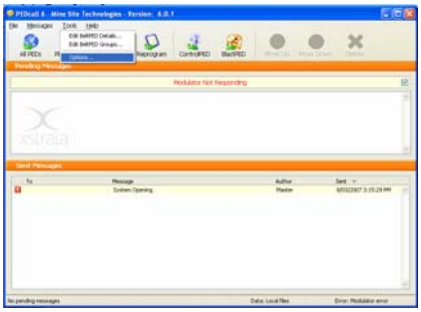
|Dbl Click| PEDCall Shortcut





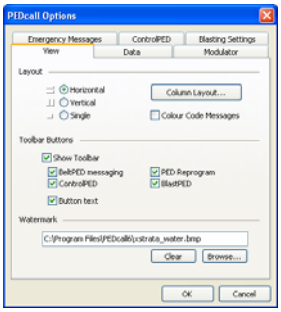
Note: Database can be configured without connection to PED Modulator, if necessary.

|Click| Continue



|Click| Tools

|Click| Options



View

|Layout| Select Layout preference.

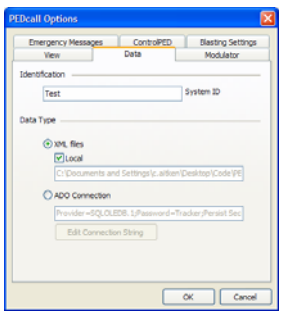
|Toolbar Buttons| Select Toolbar Buttons suited for Site messaging requirements.

|Watermark| Select Corporate Watermark Logo, if available.

Data

|Identification| Enter preferred Identification in System ID Dialog Box. Note this will be the 'Name' of the computer for message source identification.

|Data Type|



|Check| XML files

|Check| Local

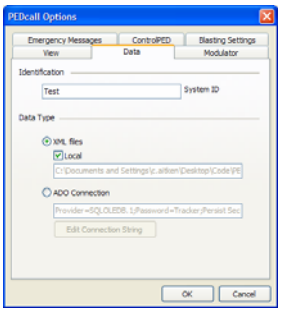
|Click| OK

Then close the PEDCall program to enable changes.

Networked using XML

Install & Configure PEDCall as required.

|Identification| Enter preferred Identification in System ID Dialog Box. Note this will be the 'Name' of the computer for message source identification.



|Data Type|

|Check| XML files

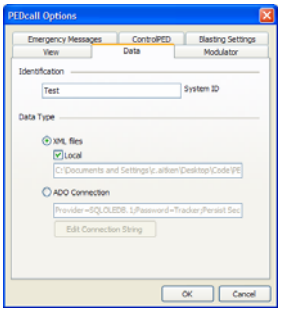
Note: Do not check 'Local'.

Select appropriate file path to location of 'Master' XML files.

|Click| OK

Then close the PEDCall program to enable changes.

Networked using Microsoft SQL 2005

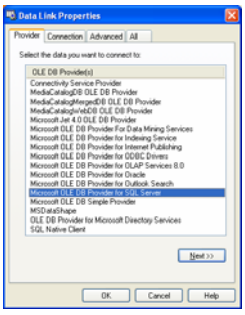


|Identification| Enter preferred Identification in System ID Dialog Box. Note this will be the 'Name' of the computer for message source identification.

|Data Type|

|Click| ADO Connection

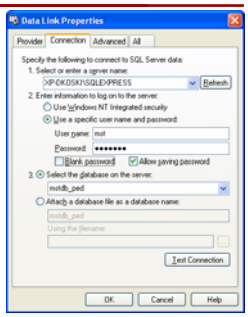
|Click| Edit Connection String



|Click| Provider Tab

|Click| Microsoft OLE DB Provider for SQL Server

|Click| Next



|Click| Connection Tab

|Select or enter a Server Name|

Enter the Server Name for the SQL Express Server as viewed in the SQL Server Management Studio Express Startup Dialog.

eg. XP-DKOSKI\SQLEXPRESS

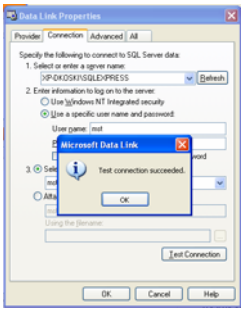
|Enter information to log on to server|

|Click| Use a specific user name and password

|User name| mst

|Password| Tracker

|Click| Allow saving password



|Select the database on the server|

|Click| mstdb_ped

|Click| Test Connection

Verify successful database connection.

|Click| Ok

|Click| Ok

|Click| Ok

Then close the PEDCall program to enable changes.

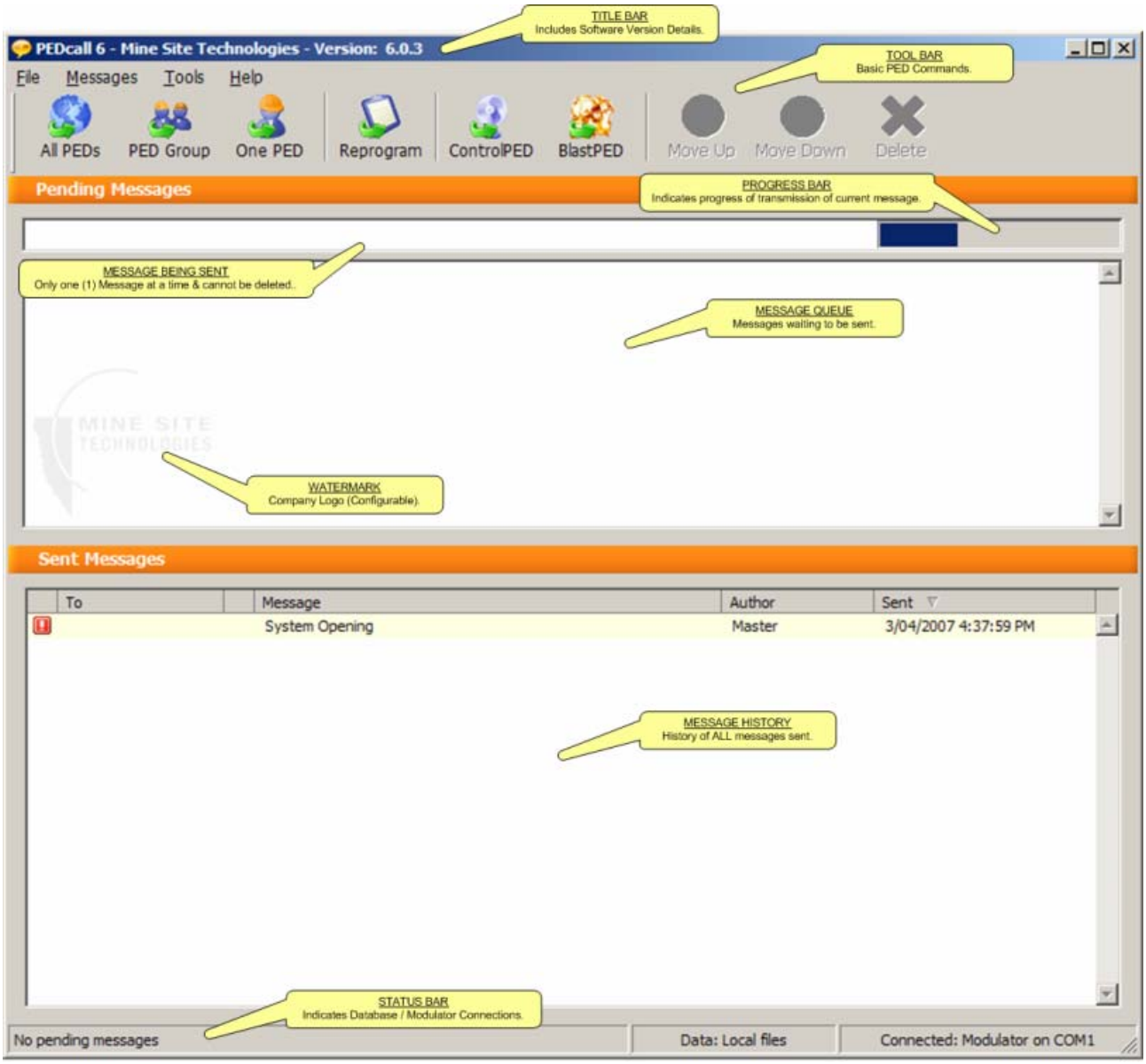
PEDCALL— OPERATOR INTERFACE

The PEDCall Main Screen

The PEDcall6 main screen may be configured in a variety of layouts. Visually the main screen may be divided into three main areas, the Message Queue, Message Being Sent & the Message History.

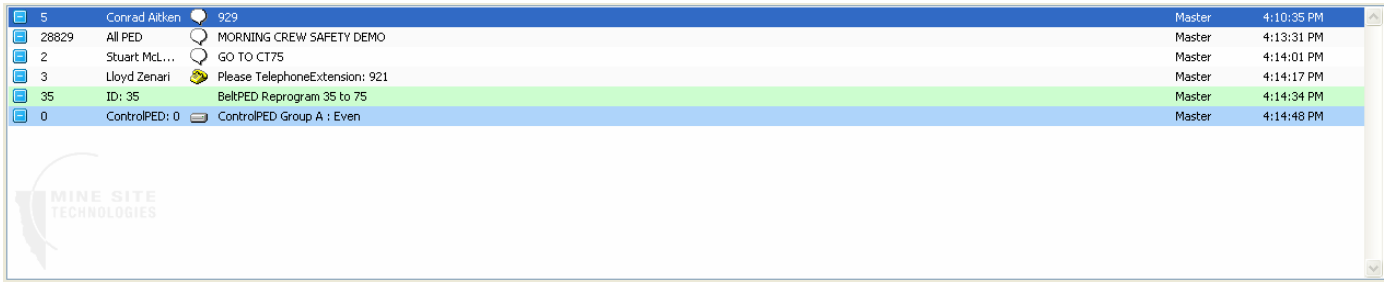
Additionally there are further items available for the user. This includes the Title Bar, the Options Toolbar, the Message Transmission Progress Bar & Status Bar (including Database & PED Modulator connection Details).

Further to the physical layout which can be customised, so to can the data represented. Data presented can include, 'The message', 'Date Created', 'Date Sent', 'Recipient Name', 'PED ID', 'Sending Computer Name' & 'The Message Type'. Message types may be indicated by colour for ease of identification.



The Message Queue Window

PED can only transmit one (1) message at a time. Therefore messages which have not been sent must wait or queue. This area is called the 'Message Queue'. Messages here may be Moved Up, Moved Down or deleted.
The Mine Site Technologies watermark may be replaced with a corresponding client logo if preferred.



Referring to the example above note that displayed is, The 'PED Receiver ID', 'PED Receiver Name', 'Message Type Icon', 'Message to be sent', 'Sending PC Name' & 'Time Message Created'.

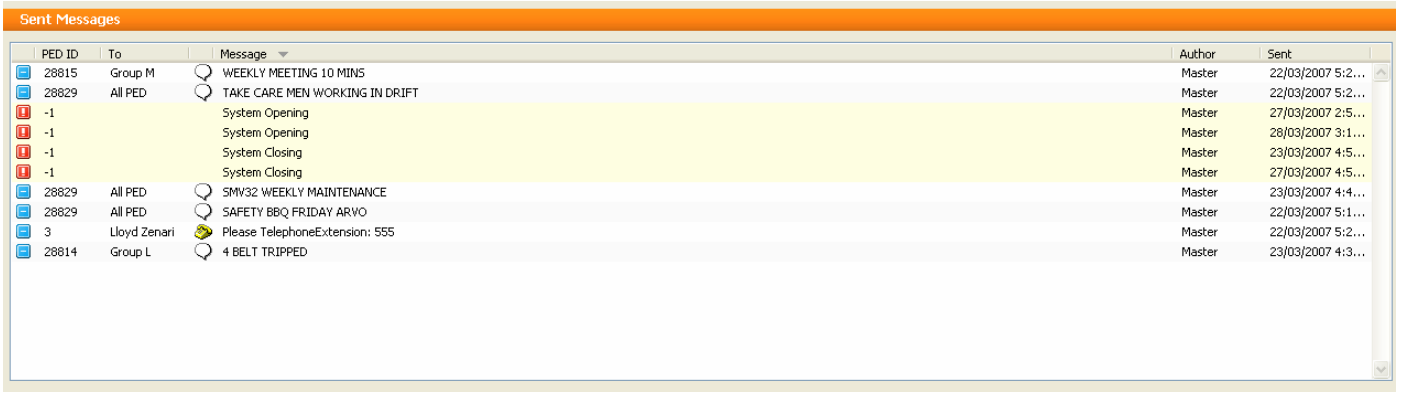
Also note the message type colour, ControlPED Message (highlighted Light Blue) & the Reprogram Message (Highlighted Light Green). Furthermore the ControlPED Message has a box like Icon & the 'Telephone Message' has a Telephone Icon & the Text Message has a Callout Icon.

The Message Being Sent Window

PED can only transmit one (1) message at a time. The message being been sent is moved to the 'Message Being Sent Window'. This Message cannot be deleted. This message will remain in this window for approximately one (1) to two (2) minutes. The progress of the transmission is given on the right with the 'Progress Bar'. Once the Progress Bar completes the message will have been sent & the message will then move to the 'Message History Window'.

The Message History Window

After a PED message has been transmitted, the Message will be stored in the 'Message History Window'. A historical record of correspondence is then available for viewing eg preceding & subsequent to an incident. This information is also available for printing.



Time Readout

The time displayed on the BeltPED & AutoPED is updated from the PC time via the PEDcall6, therefore it should be accurate. This time can be altered through Windows Control Panel.

The time is used for the Time Create / Time Sent columns, which are also stored by the software, files created by PEDcall6 are time stamped.

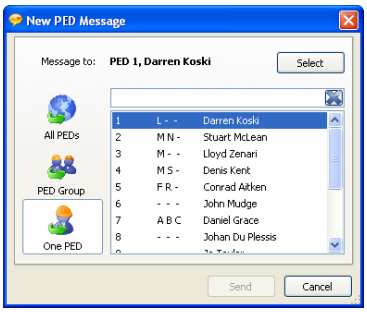
Creating a PED Message

Generating a PED message involves selecting the PED receiver/(s), entering the message and placing the message on the queue. The software is designed to allow personnel with little to no previous computer experience to easily access the system.

PEDcall can send a single message to an individual PED Receiver, or to a Group of PED Receivers, or to ALL PED Receivers. The PEDCall software can individually page 10,000 destinations. Each PED Receiver can also belong to three (3) different Groups.

To create a PED Message, Firstly determine your message destination, Individual, Group or ALL. Then select the corresponding command.

To an Individual PED Receiver



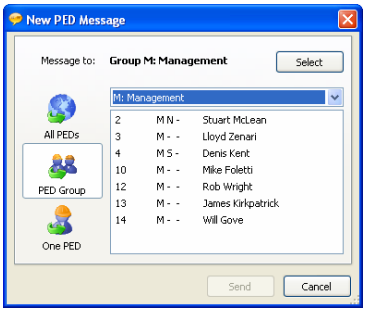
Select the 'One PED' icon on the Tool Bar (Alternatively select MESSAGES | NEW MESSAGE | ONE PED or F3). This will open the PED Receiver 'New PED Message' Dialog Box. Note, if you subsequently change your mind, an alternate destination (ie PED Group or ALL PED's) can be selected from this dialog by selecting the appropriate icon on the left of the Dialog Box.

An individual PED Receiver may be selected by simply scrolling through the list of PED Receivers / Names in the dialog box (Using the Up / Down Keyboard Arrows or the Scroll Bar). Alternatively you can simply begin to type the PED ID or the Name of the Person you wish to Message (the list of users presented will dynamically begin to filter).

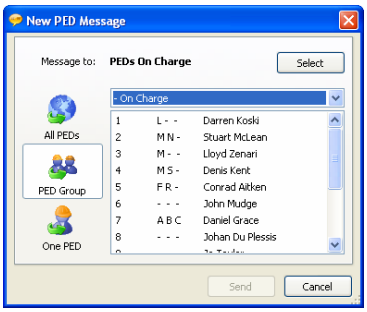
Once you have selected the correct PED Receiver / Destination then press the 'Select' button (or alternatively 'Cancel' if you wish to terminate the message).

To a Group of PED Receivers

Select the 'PED Group' icon on the Tool Bar (Alternatively select MESSAGES | NEW MESSAGE | PED Group or F2). This will open the PED Receiver 'New PED Message' Dialog Box. Note, if you subsequently change your mind, an alternate destination (ie One PED or ALL PED's) can be selected from this dialog by selecting the appropriate icon on the left of the Dialog Box.

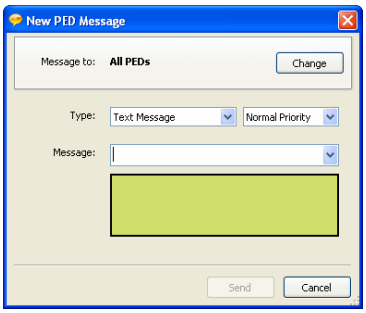


A PED Receiver Group may be selected by simply selecting the drop down box & scrolling through the list of PED Receiver Groups in the dialog box (Using the Up / Down Keyboard Arrows or the Scroll Bar). Alternatively you can simply begin to type the PED Group letter or the Name of the Group you wish to Message (the list of Groups presented will dynamically begin to filter).



Once a Group is selected, a list of PED Receivers / Persons allocated to that Group will appear in the Window below. Once you have selected the correct PED Group then press the 'Select' button (or alternatively 'Cancel' if you wish to terminate the message).

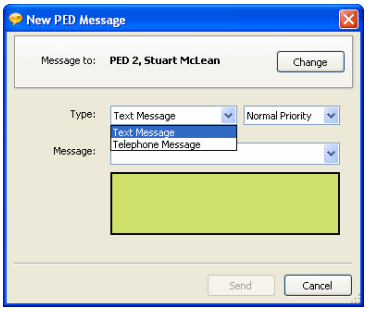
To ALL PED Receivers



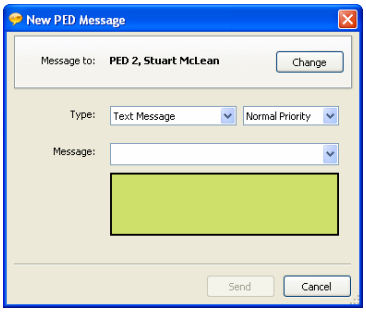
Select the 'ALL PED's' icon on the Tool Bar (Alternatively select MESSAGES | NEW MESSAGE | ALL PED's or F1). This will open the Message Dialog Box. Note, if you subsequently change your mind, an alternate destination (ie Individual PED or PED Group) may be selected from this dialog by selecting the 'Change'.

The Message

After selecting the destination, you must create your message to be sent.

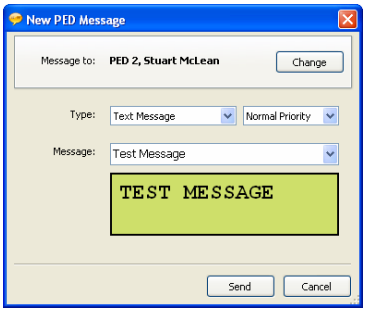


The 'Message' Dialog Box will then appear. If at this stage you change your mind, an alternative Recipient may be selected by pressing the 'Change' button on the Top Right Hand of the dialog box, this will return you to the previous PED Receiver Select Dialog Box.
Once a PED Recipient has been selected you must decide what type of message you wish to send. There are three (3) types of message available Text, Telephone or Fixed.



Text Message: A Text Message is simply a Custom Message. Essentially the user can type any thirty two (32) alpha-numeric message (including spaces) within the space provided. Note, that changing between Alpha characters to Numeric characters will insert a hidden space which will use one of the thirty two (32) characters available.

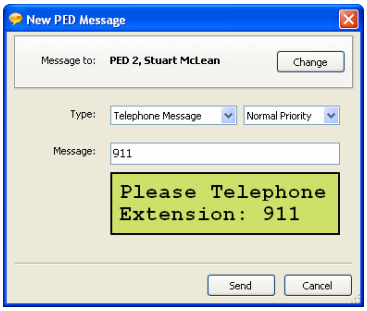
To select a Text Message simply select 'Text Message' in the 'Type' drop down list.



Then simply type your message within the 'Message' window.

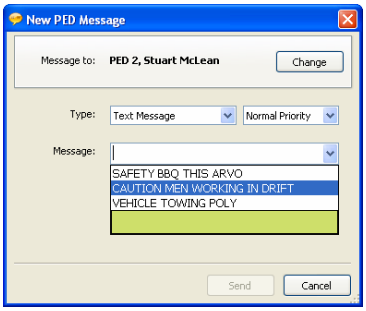
The text typed will be displayed in the green window below indicating how the message will appear on the PED Receivers.

At any stage letters may be deleted utilising the 'Delete / Backspace' key or the message may be discarded by pressing the 'Cancel' Key.



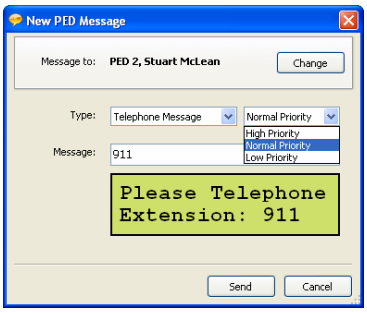
Telephone Message: A Telephone Message is simply a Fixed Message. This enables the user to send 'Please Telephone Extension: ####' (Where # is a telephone extension entered by the user). The user simply types the extension number, rather than the entire message, into the 'Message' window.

Up to four (4) numbers may be used as the extension.



Fixed Message: A Fixed Message is one which has been pre-programmed in PEDcall6. This enables the user to select from a list of available messages, rather than typing common messages each time they are required.

To select a Fixed Message, simply select the 'Arrow' to the right of the 'Message' Window. A Drop Down box will appear, select the required message from the list, or simply begin typing the message.



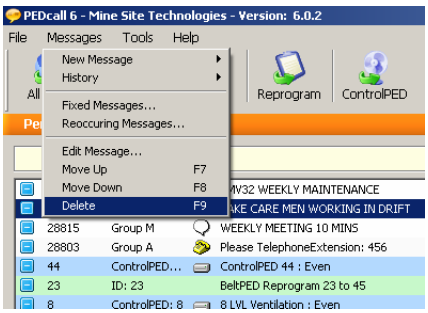
Priority: Lastly, you must select a 'Priority' for the message. How important is the message? There are three (3) options, High, Normal or Low Priority.

Safety, Cautionary messages would be High Priority, Day to Day informative Messages Normal Priority & the Footy Scores Low Priority for example.

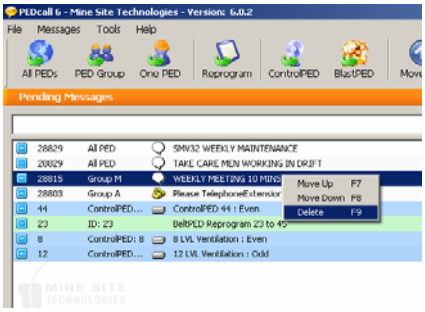
High Priority messages will be placed above Low & Normal Priority messages in the message queue. Likewise, Normal messages will be placed behind High Priority but above Low Priority messages in the message queue.

The default priority for messages is Normal Priority.
Once you are happy with your message & selections of Priority & Recipient. Simply select the 'Send' button. Your message will be placed in the message queue & will be processed.

Deleting Messages



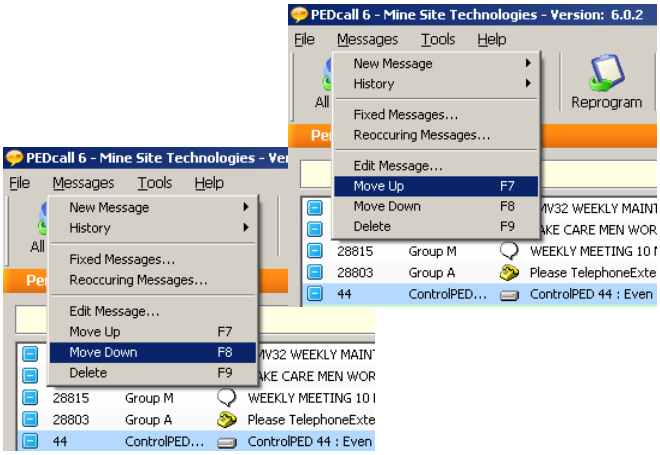
To select the Delete function:
Highlight the message you wish to delete in the 'Message Queue' window & then press the 'Delete' Button on the toolbar (Alternatively select MESSAGES | DELETE or F9).



Another menu is available simply by right clicking over the message you wish to delete then selecting ‘Delete’ from the List.

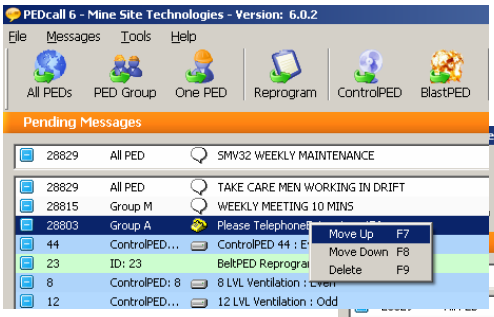
Note that messages can only be deleted whilst waiting in the queue, when the message has progressed to be the ‘Message Being Sent’ it cannot be deleted.

Moving Messages

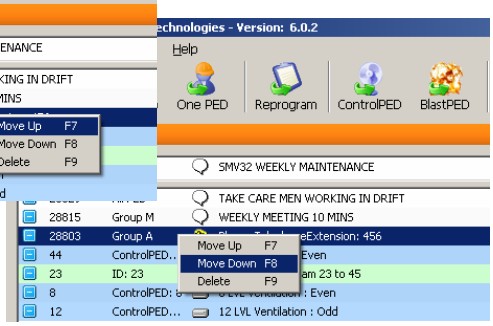


As messages progress through the Message Queue, message priorities may change. Messages may be re-ordered to enable messages to be processed in a more efficient format.

To move a message up, highlight the message in the ‘Message Queue’ & then press the ’Move Up’ Button on the toolbar (Alternatively select MESSAGES | MOVE UP or F7).

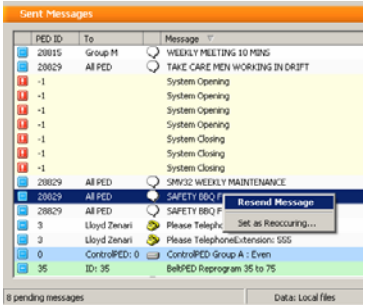


To move a message down, highlight the message you wish to Move Down in the ‘Message Queue’ & then press the ’Move Down’ Button on the toolbar (Alternatively select MESSAGES | MOVE DOWN or F8).



Another menu is available simply by right clicking over the message you wish to Move Up / Move Down then selecting ‘Move Up’ or ‘Move Down’ from the List.

Re-Sending Messages

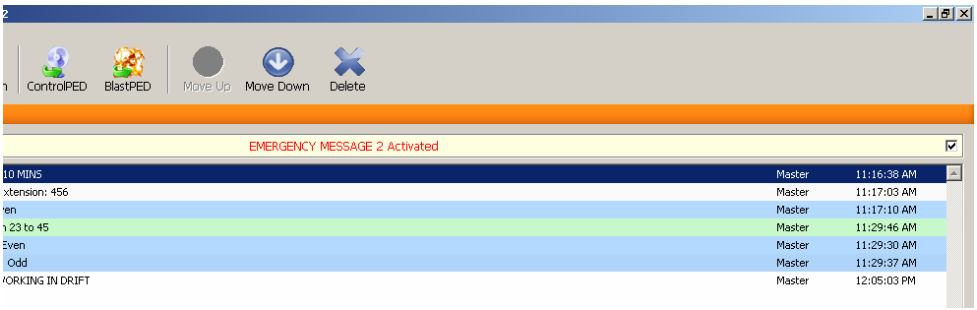


Custom and fixed messages may be re-sent by Right Clicking the left mouse button on the message in the History window (Alternatively Double Clicking on the desired message). A copy of the message is then sent back to the message queue to be resent.

Emergency Messages

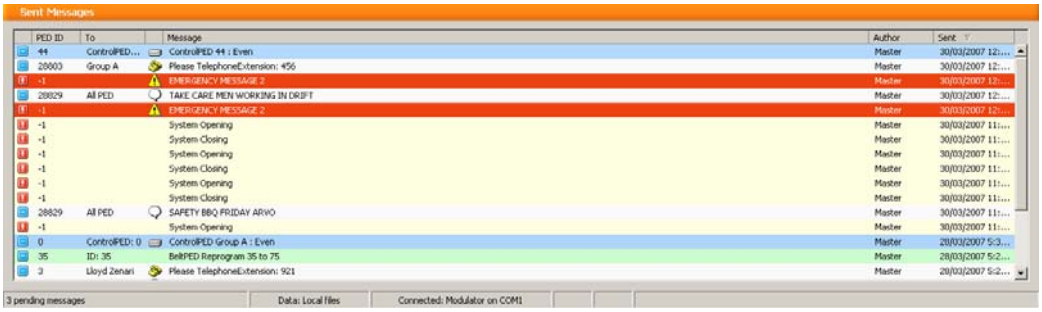
Emergency Messages are pre-configured in the software of the PED Receivers. This emergency message cannot be altered in the BeltPED / AutoPED Receivers, but may be modified in the ICCL PED Receiver.

To access the Emergency Messages the External Modulator must have been installed with the correct jumper settings. (Please refer to the PED Operators Manual)



By pressing one of the 3 buttons on the front of the external modulator (or the remote switches if fitted) and **holding in for 2 seconds**, one of three Emergency Messages will be generated. Immediately upon pressing the button, any current messages being transmitted are deleted. A message is displayed in the 'Message Being Sent' text window to inform the operator of the Emergency Message & an audible alarm can be heard (Select the Check Box on the Right to acknowledge & silence the alarm); 15 seconds later ALL receivers will display the message (Either custom Emergency or 'Emergency Procedure 1, 2 or 3').

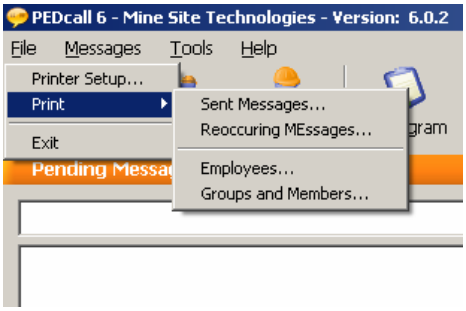
Normal operation resumes three (3) minutes after the Emergency Message has been sent, other messages can then be transmitted as per normal. Should two Emergency Messages be accessed together, the first Emergency Message must clear before transmission of the second may be enabled.



Printing the PEDCall stored files.

Files that may be printed are:

- Sent Messages
- Reoccurring Messages
- Employees

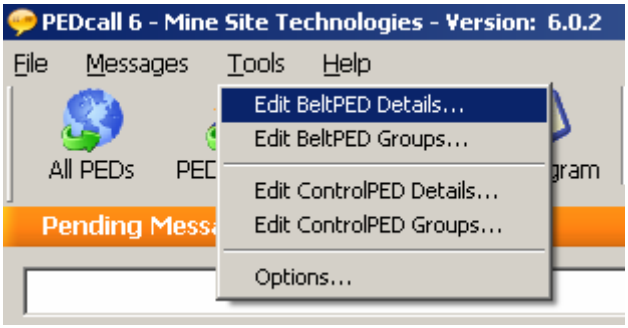


The Printer Setup option allows the user to select which printer the lists will be sent to.

Password Protection

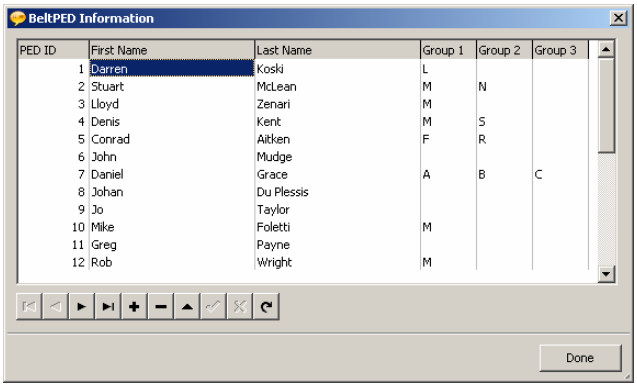
The 'Tools | Options' section is password protected. Passwords can be added and changed by the system administrator.

Assigning Names and Groups to BeltPED's / AutoPED's & ICCL's.



This section is used to insert, change or delete PED Receiver ID's and their assigned user. Each user must have a unique PED ID within the range 1 to 10,000. The PED ID is the ID within the actual PED receiver. Each BeltPED can belong to three (3) groups (A to Z).

To Add / Edit PED Receiver Details (BeltPED / AutoPED / ICCL) simply Select 'Tools | Edit BeltPED Details'.



Adding a Name / PED Receiver:
Simply select the '**+**' button & enter details in the columns as required.

Deleting a Name / PED Receiver: Simply highlight the applicable name / PED Receiver and then select the '**-**' button to delete the entry.

To Edit / Modify a Name / PED Receiver:
Simply use the Up / Down / Left / Right Arrows to manoeuvre to the detail you wish to edit. Then select the '▲' button to edit the entry.

After all modifications are complete, select the 'Done' button.

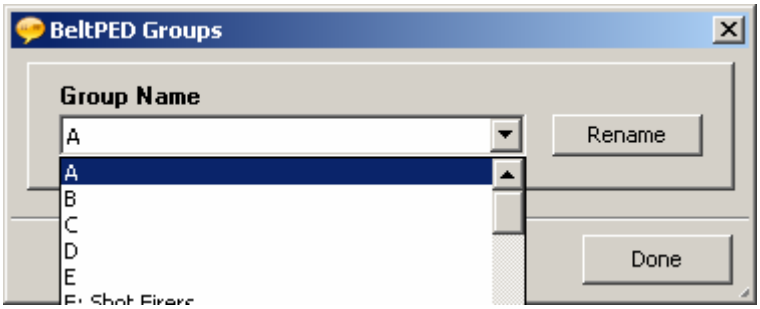
Groups

Each PED has an individual ID and can belong to three (3) groups. Each group is represented by a letter. (PED ID 25 Group A, B & C). When sending a message to Group A, only the PED receivers programmed with group A will display the message.

Note that it is only possible to send to one (1) group at a time. Employees are assigned groups in the employee details file (As shown in the preceding subject).

Editing Group Names
Select 'Tools | Edit BeltPED Groups'.

Scroll to the Group Letter you wish to rename then select 'Rename'.



Type the text detail you wish to assign to that group (eg E - Electricians, F - Fitters, N - Engineers etc) & Select 'Done' to complete.

ControlPED

A ControlPED is simply a PED Receiver which can operate Relay Contacts in response to a particular PED Message. ControlPED's have three (3) relays and can only have an even ID that is NOT divisible by 16 (i.e. You cannot use... 16, 32, 48,…).

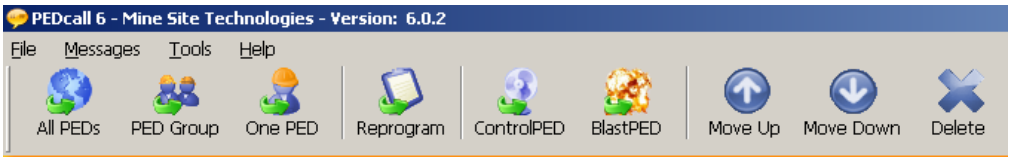
Emergency relay – This relay is triggered when an emergency message is received.
Even relay – This can be triggered separately from the other two (2) relays.
Odd relay – This can be triggered separately from the other two (2) relays.

It is possible to operate all the even or odd relays in a group with one command. ControlPED's are grouped in pages of 7 (i.e. 2 to 14, only even numbers are used), it is possible to operate the entire page simultaneously.

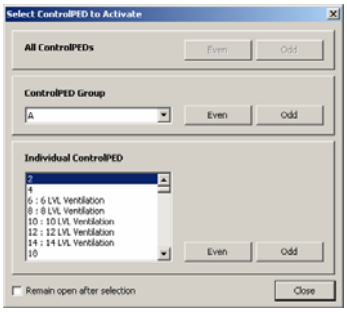
All relays will stay on for 3 seconds once they receive the command.

Send operating commands to ControlPED's

Click on the "ControlPED" button on the Tool Bar (Alternatively select MESSAGES | NEW MESSAGE | ControlPED or F5).



Individual: Scroll through to the required Individual ControlPED Name / ID. Or click within the Individual ControlPED window & begin to type the ControlPED ID / Name & the list will begin to filter. Once highlighted, Simply select the appropriate Relay you wish to operate (Odd / Even).



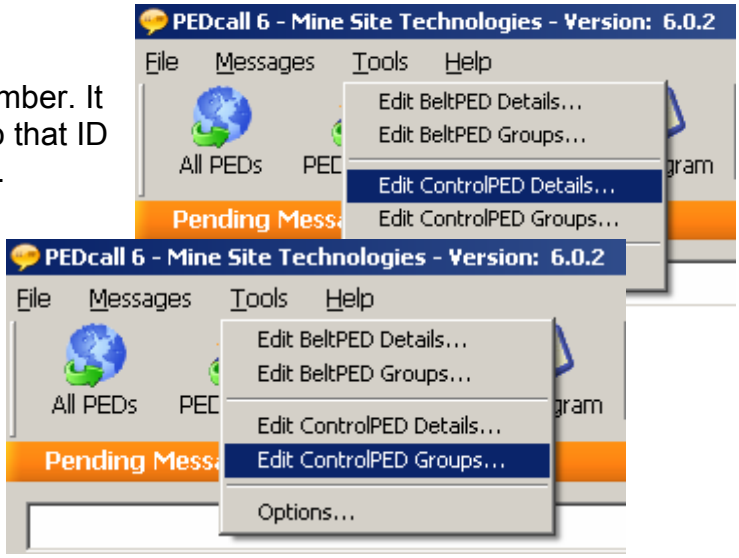
Note: It is recommended that the ControlPED's be installed in a standard fashion (i.e. Even = 'On' & Odd = 'Off' or vice versa, as long as they are consistent).

Group: Scroll through the 'ControlPED Group' list to the required ControlPED Group. Once Highlighted, select the appropriate relays you wish to operate (Odd / Even).

All: Simply select the 'All ControlPED's Odd or Even button as required.

Note: if you change your mind & do not wish to operate any relays simply press close. Also note that there is a check box in the lower left hand corner of the 'Select ControlPED to operate' window. Check this if you would like the window to remain open after selections are made, may be necessary if multiple ControlPED's must be operated.

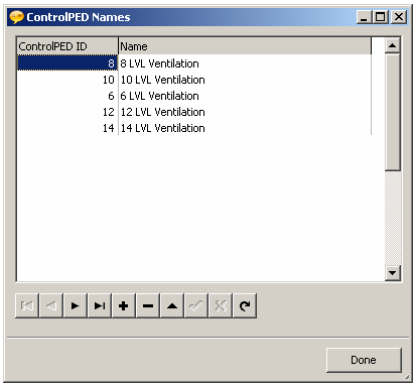
Renaming ControlPED's



Each ControlPED has its own individual ID number. It may be helpful to assign a descriptive name to that ID to assist in identifying the item being operated.

So to would a descriptive name assist with Groups of ControlPED's identification.

To Add / Edit or delete ControlPED descriptors, simply select 'Tools | Edit ControlPED Details' for individual ControlPED Units or 'Tools | Edit ControlPED Groups' for ControlPED group details.



Adding ControlPED Name: Simply select the '**+**' button & enter details in the columns as required.

Deleting ControlPED Name:
Simply highlight the applicable name / ControlPED Receiver and then select the '**-**' button to delete the entry.

To Edit / Modify a ControlPED Name:
Simply use the Up / Down / Left / Right Arrows to manoeuvre to the detail you wish to edit. Then select the '▲' button to edit the entry.

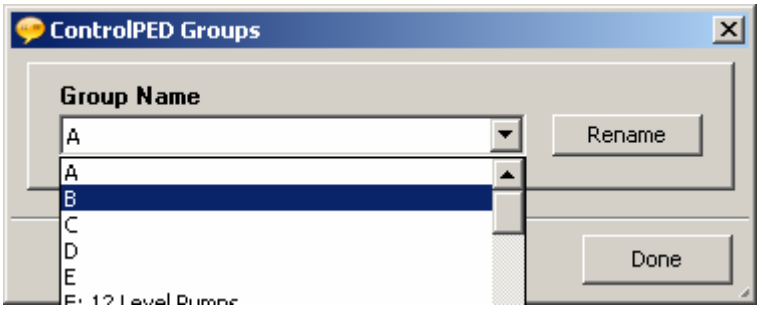
To Remove Unused ControlPEDs from List:
If you would prefer not to view unused ControlPED's on the selection list. Simply enter '-' (minus) sign in the 'Name' section beside the applicable ID.

Editing Group Names
Select 'Tools | Edit BeltPED Groups'.

Scroll to the Group Letter you wish to rename then select 'Rename'.

Type the text detail you wish to assign to that group (eg B - 8LVL Fans, C - 10LVL Fans etc) & Select 'Done' to complete.

Select 'Tools | Edit



BlastPED

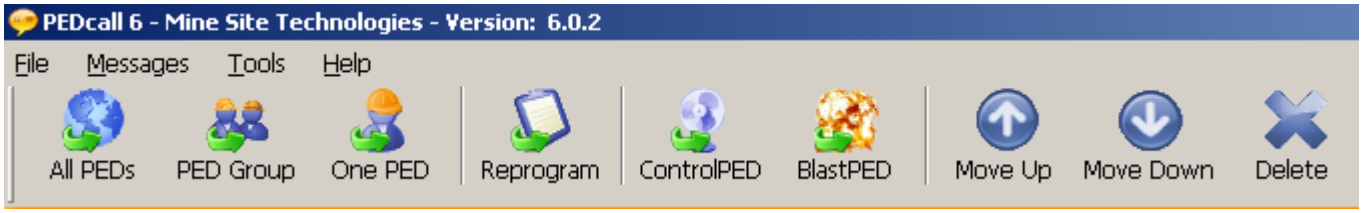
Blasting can be carried out in 3 ways, Individually, in groups or all BlastPED's fired at the same time. A special security disk is required for each method, these disks are available from Mine Site Technologies.

All the commands for ARM and BLAST are stored on a removable media device (Floppy Disk, USB Stick, CD-ROM etc). There are three (3) types of command groupings

- An individual BlastPED destination.
- A Group of BlastPED Receivers.
- ALL BlastPED Receivers.

There are two ways to set up the blasting system:

The Arm command can be generated and the Blast command generated immediately after the arm command.



The Arm command must have been sent prior to the Blast command being created. (Check the Single Blast Commands box in the Options screen).

Sending Blast Commands

Note: The BlastPED operation must be done in accordance with site 'Blasting Procedures' & should not be attempted by unauthorised / un-trained personnel.

Determine the type of Blast you wish to accomplish (Individual, Group or All).

Insert the applicable Blast Security Disk into the correct drive. (i.e. CDROM, Floppy, USB etc).

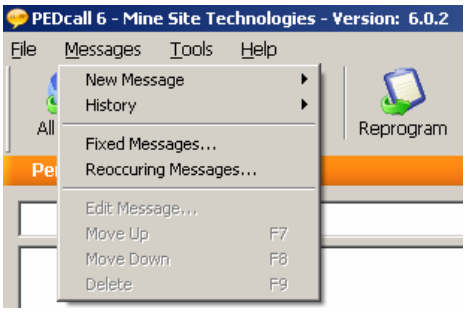
Select the 'BlastPED' button on the Tool Bar.

Select the appropriate BlastPED i.e. Scroll through the Individual BlastPED ID's, or the BlastPED Groups or Select the All BlastPED's Button.

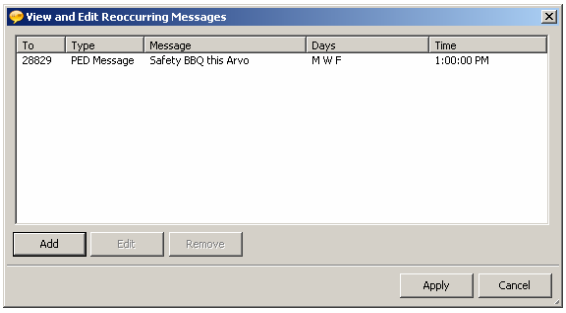
When you have highlighted the appropriate unit /s, Select 'Arm' to generate a BlastPED Arming message. Then select 'Blast' to generate a BlastPED Blasting message.

These messages will then join the PEDcall message queue & will be processed as a normal message. These messages may be deleted at any time while they remain in the 'Message Queue'.

Reoccurring Messages



Reoccurring Messages are user pre-defined messages to be automatically entered by the computer, for example test and safety messages can be programmed to occur at certain times on certain days, hence the operator need not enter this information continually.

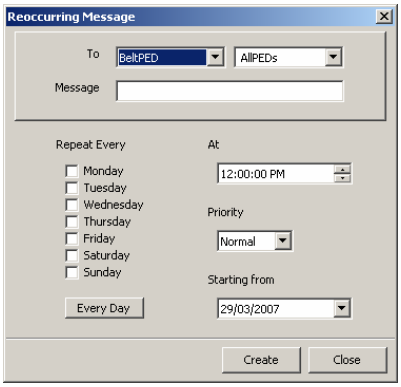


To View / Add / Delete or Modify a reoccurring message, simply select 'Messages | Reoccurring Messages…'

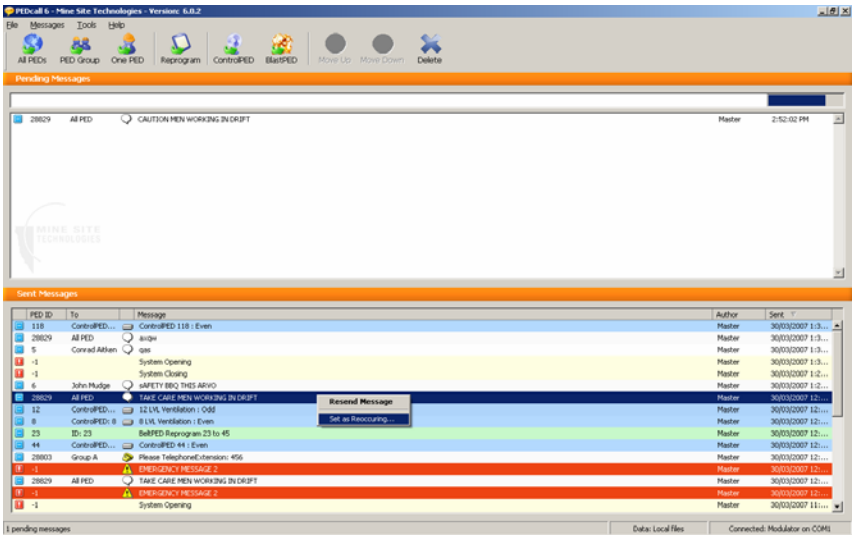
You will then be presented with a list of current reoccurring messages.

To exit without changes simply select 'Cancel'.

To Add a Reoccurring Message: select the 'Add' button. Next, enter all appropriate details pertaining to the message.



- Select the recipient BeltPED or ControlPED (You may configure a ControlPED to switch automatically at certain time regularly e.g. Switching Ventilation Off before Firing time).
- Select the ID, All Receivers, a Group or an individual.
- Select the days which this event should occur.
- Select the Time at which the message should be generated.
- Select the Priority the message should take.
- Select the date at which this reoccurring message should begin.

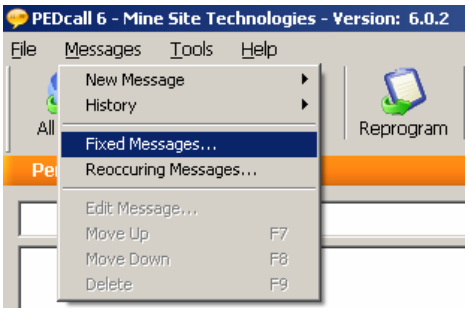


Finally Click 'Create' to enable the message to be added to the Reoccurring Message list & Apply to save all changes.

Alternatively, A custom message in the 'Message History' may be used to create a 'Reoccurring Message'. Simply Right Click on the Message you wish to make re-occurring and select 'Set as Reoccurring' from the list. Configure the Reoccurring message details as above.

To Edit a Reoccurring Message: highlight the reoccurring message you wish to edit. Select the 'Edit' button. The Reoccurring message detail entry form will open. Modify all appropriate details pertaining to the message. Then select 'Create' to create the changed message & Apply to save all changes.

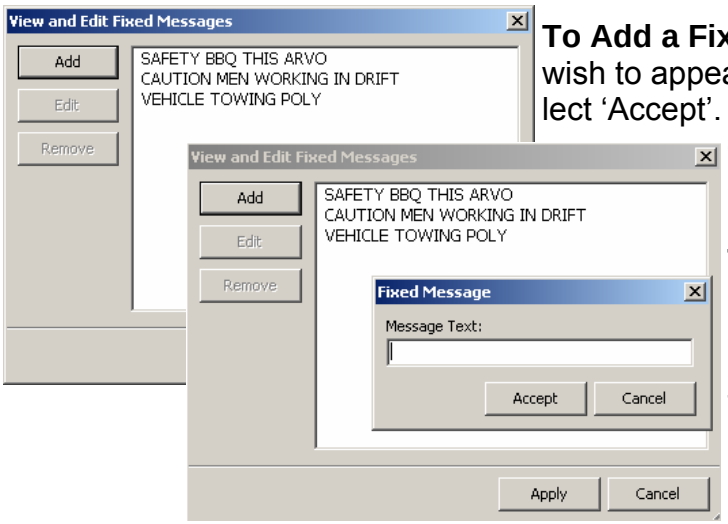
To Delete a Reoccurring Message: highlight the reoccurring message you wish to delete. Select the 'Remove' button. Then select Apply to save all changes.



Fixed Messages

Fixed messages are user pre-defined messages. The messages are sent manually, but are selected from a Drop Down list so the PEDcall user need not retype common messages.

To View / Add / Delete or Modify a fixed message, simply select 'Messages | Fixed Messages…'



To Add a Fixed Message: Click 'Add'. Type the text you wish to appear in the 'Fixed Message' dialog box. Then select 'Accept'. Your Fixed Message will be listed with the other Fixed Messages. Select Apply to save all changes.

To Edit a Fixed Message: Highlight the Fixed Message you wish to edit from the Fixed Message list. Click 'Edit'. Type the text you wish to appear in the 'Fixed Message' dialog box. Then select 'Accept'. Your Fixed Message will be listed with the other Fixed Messages. Select Apply to save all changes.

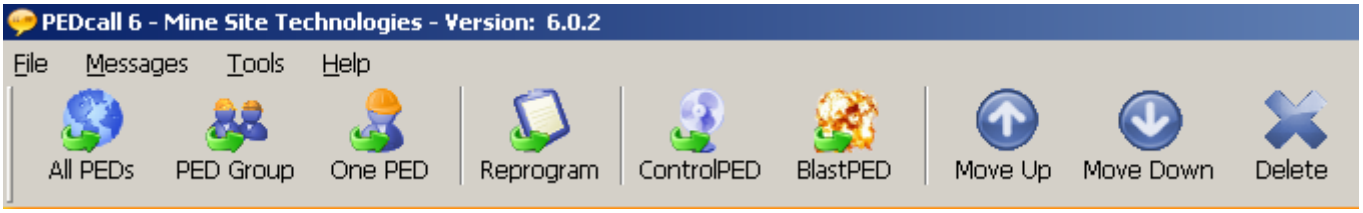
To Delete a Fixed Message: Highlight the Fixed Message you wish to delete from the Fixed Message list. Click 'Delete'. Select Apply to save all changes.

Reprogram Receiver ID

PED Receiver IDs may be reprogrammed (Note: BlastPED Receiver ID's are fixed and cannot be reprogrammed utilising the PEDcall6 Software).

The Reprogram command is sent as a message.

Note: The Receiver must be Receiving / Synchronised with the PEDcall to enable reprogramming.



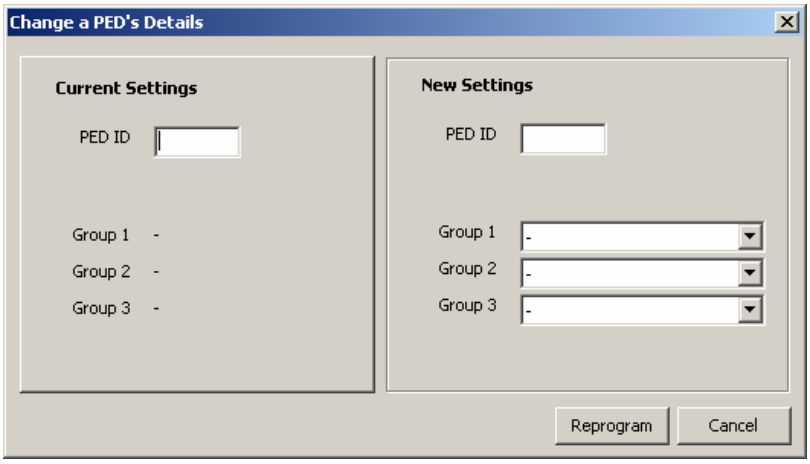
To Reprogram a BeltPED (BeltPED / AutoPED / ICCL): Select 'Reprogram' from the Tool Bar.

Enter the ID of the PED Receiver you wish to change into 'Current Settings - PED ID'.

Enter the NEW ID & Groups you wish to make that particular PED Receiver into 'New Settings - PED ID / Group 1 / Group 2 / Group 3).

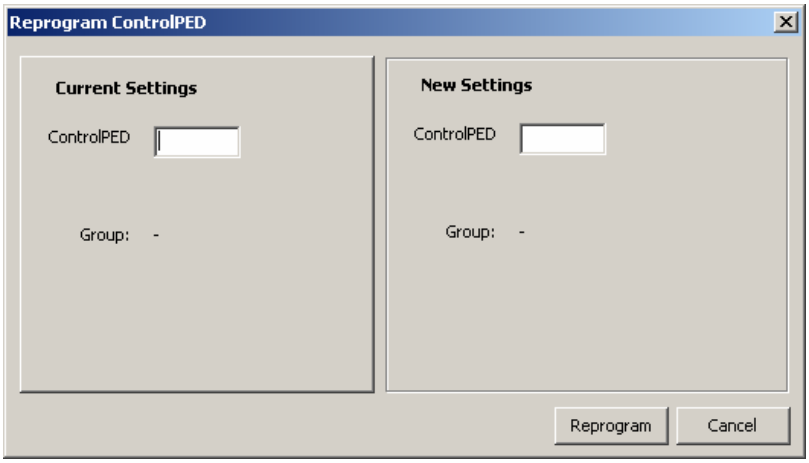
Select 'Reprogram'.

If you choose not to reprogram at this time then select the 'Cancel' button.



To Reprogram a ControlPED: (Take note of the ControlPED ID number. Be aware that there is no display available to show the ControlPED ID. It is possible to change the ControlPED ID & consequently be unable to easily identify the unit).

Select 'Reprogram' from the Tool Bar. Press **| Shift | CTRL | R |** to enable the hidden Control-PED reprogram menu.



Enter the ID of the ControlPED Receiver you wish to change into 'Current Settings - ControlPED.

Enter the NEW ID you wish to make that particular ControlPED Receiver into 'New Settings - ControlPED'.

Select 'Reprogram'.

If you choose not to reprogram at this time then select the 'Cancel' button.