

RS232 CONTROL FOR GSL12 CODEC

COMMAND (19200 BAUD)

Some ASCII Characters sent to the RS232 port mimic DTMF input.

ASCII <	=	(direct all further characters to channel 1)
ASCII >	=	(direct all further characters to channel 2)
ASCII 0 – 9	=	DTMF 0 - 9
ASCII *	=	DTMF *
ASCII #	=	DTMF #
ASCII A(a) (answer)	=	DTMF A (off hook)
ASCII C(c) (clear)	=	DTMF C (on hook)
ASCII D(d) (dial)	=	DTMF A (off hook)
ASCII ? (query)	=	DTMF B (?)
ASCII Q(q) (query)	=	(?) (voice response suppressed)
ASCII S (silent)	=	(all voice & tones suppressed)
ASCII F (full)	=	(all voice & tones enabled)
ASCII H	=	help (?) sound on
ASCII h	=	help (?) sound off
ASCII I	=	incoming ring sound on
ASCII i	=	incoming ring sound off
ASCII L	=	line state (connected / cleared, searching / framed) sound on
ASCII l	=	line state (codec) sound off
ASCII O	=	outgoing ring sound on
ASCII o	=	outgoing ring sound off
ASCII T	=	tone sound on
ASCII t	=	tone sound off
ASCII P	=	port ident sound on
ASCII p	=	port ident sound off
ASCII N	=	number entry sound on
ASCII n	=	number entry sound off
ASCII U	=	user action sound on
ASCII u	=	user action sound off
ASCII V	=	dial telephone call only (voice)
ASCII v	=	dial telephone call only (voice)

ASCII B = dial broadcast call only
ASCII b = dial broadcast call only

ASCII X = enable x directory mode (suppress outgoing calling party no.)
ASCII x = disable x directory mode (presents outgoing calling party no.)

Example: ">01622753662D" (call Glensound)

It is not necessary to include one of the <> characters with each command, but it may be safer and aid clarity for debugging.

The RS232 input buffer is 255 characters long. Allow time for commands to execute! Sending a series of ASCII C should result in a CLEAR response if the codec state is not known or is suspected.

RESPONSE

All responses start with one of the <> characters, indicating which port it applies to.

CLEARED [+ call termination cause (0 – 255)
RING [+ calling number if available] (repeats every second)
NUMBER CLEARED
NO NUMBER TO DIAL
OUTGOING CALLS BARRED
DIALLING [+ number dialed]
TRYING BROADCAST CALL AT 64K
TRYING BROADCAST CALL AT 56K
TRYING TELEPHONE CALL
TELEPHONE CALL
INCOMING [+ calling number if available] (query response if ringing)
RESTART (the codec has reset)
CONNECTED [+ called or calling number if available]
SEARCHING
FRAMED