Arcadia is configured using the Core Configuration Manager (CCM). Arcadia includes various configuration options to accommodate various intercom workflows. Channels and Groups are created, named, and associated with I.V. Direct, Dante, 2-Wire, 4-Wire interfaces connections and assigned to FreeSpeak and HelixNet user station roles as is appropriate to enable the user's primary work. Logic control allows third party controls to activate or trigger from crosspoints and call signals.



## **CONFIGURATION**

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	Channels	Groups	Roles	Logic
	Talker Point to Multipoint Listener	Talker Point to Multipoint with Private Response	User Station Configuration Template	Conditional Audio & Signaling
	Partyline allowing User Stations with assigned keys to the Channel to communicate between each other as well as their assigned interface ports.	Group allows User Station with assigned talk key to the Group to initiate a talk to the Group's User Station Roles and interfaces. Group members can respond privately to the initiator using the Reply key.	Role includes assignment of Intercom User Station's key/ keysets as well as peripheral settings for the User Station. Role is applied to an Intercom User Station to give it the function required.	General Purpose Inputs can be assigned to activation of audio crosspoints. General Purpose Outputs can activate upon key presses, audio routing, call signals. Crosspoints can initiate Call Signals, GPO or other crosspoints.
FreeSpeak				
Wireless Intercom  Beltpacks and Transceivers in 1.9 GHz, 2.4 GHz & 5 GHz frequency ranges.	<b>√</b>	<b>√</b>	Role can be applied to one beltpack	<b>√</b>
HelixNet Wired Networked Partyline Partyline Beltpacks, Remote Stations and Speaker Stations over local networks.	HelixNet Enabled Channels		Role can be applied to many stations	Channel Talk Button Active
I.V. Direct NEW				
Clear-Com Intercom Interface Interface port with audio to LQ, Eclipse E-IPA, Arcadia over global or local networks. Include call & virtual GPIO to LQ.	✓	<b>✓</b>	Arcadia, FreeSpeak	<b>✓</b>
Dante 3rd Party Audio Network Interface port with audio to 3rd party Dante devices over local networks.	<b>√</b>	1	Arcadia, FreeSpeak	<b>√</b>
2-Wire  Analog Partyline & Signaling  Hardwired interface ports with optional power and termination for partyline intercom, such as Encore.	<b>√</b>	✓	Arcadia, FreeSpeak	<b>✓</b>
4-Wire Line Level Audio & Signaling Hardwired interface ports with transformer isolated audio and Clear-Com intercom signaling.	1	1	Arcadia, FreeSpeak	1
GPIO General Purpose Inputs & Outputs Hardwired interface ports with optically isolated inputs and relay.	<b>√</b>		<b>√</b>	<b>√</b>

— Intercom Stations —

CONNECTION







