

Knowledge base article

How to stop a message in VZX-8

Preface

VZX-8 has integrated media players that can be used for playing audio files as background music or messages from the internal storage medium.

With the current VZX-8 firmware version 1.0.1280, after starting a message with one of the media players the **message cannot be stopped**, for example by pushing a button on a call station, activating a GPI, or sending a command via API.

This means that any message file that has been started will be played until the end of the file, and the pre-defined number of repetitions is reached.

This document describes a **workaround to stop messages** playing in VZX-8 zones by starting a very short audio file with digital silence as a message in another message player.

Step-by-step instructions

1. Create a very short audio file with digital silence

Use an audio editing tool like for example Audacity to create an audio file with the following characteristics:

- File format: wav
- Sample rate: 48 kHz
- Bit resolution: 16 or 24 Bit
- Duration: 0-1 s (recommended)
- Audio: digital silence (= a straight zero line of audio level)

Or alternatively use the silence_0s.wav file provided with this document.

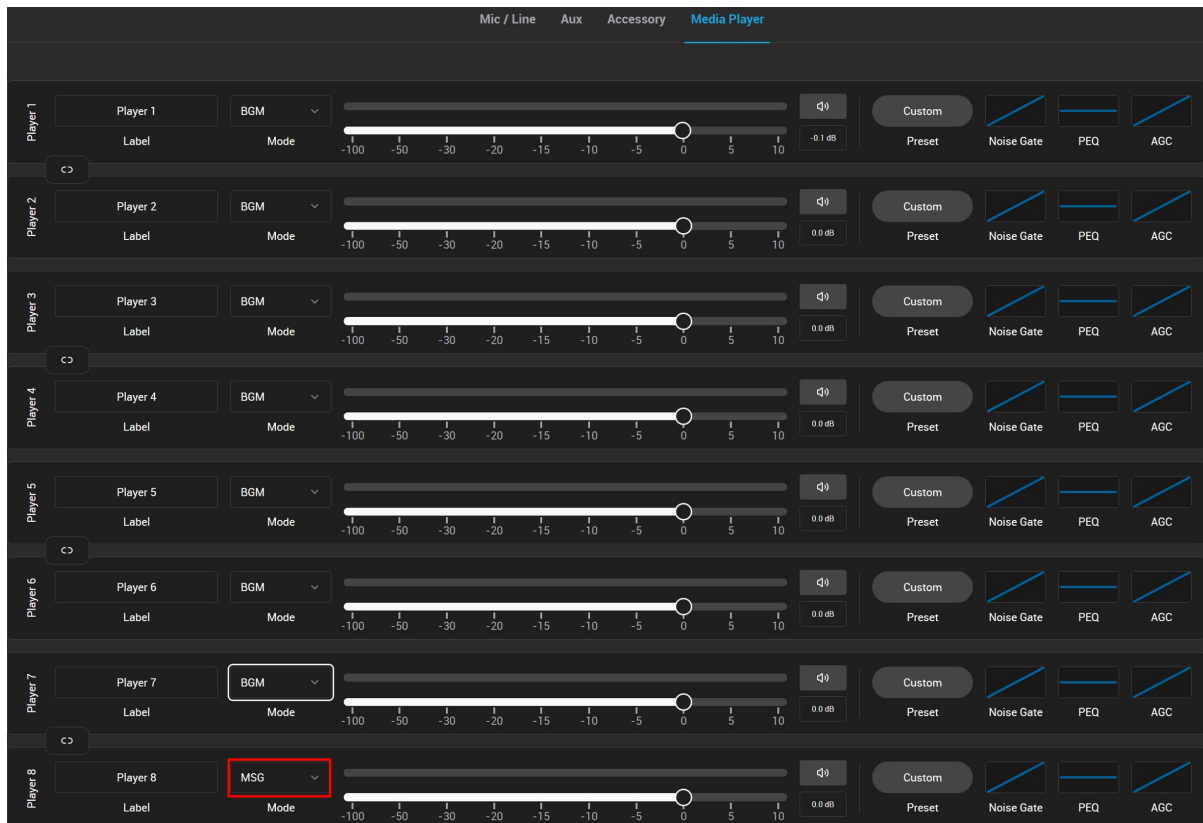
2. Assign a message file to one of the media players

In our example we will configure Player 8 as message player and assign the file Vibraphone_3_Tones.wav to the player. This file shall be played 10 times when button 8 on the call station is pressed.

Hint: As an alternative a message can be started via a contact connected to a GPI or a network command sent to the API.

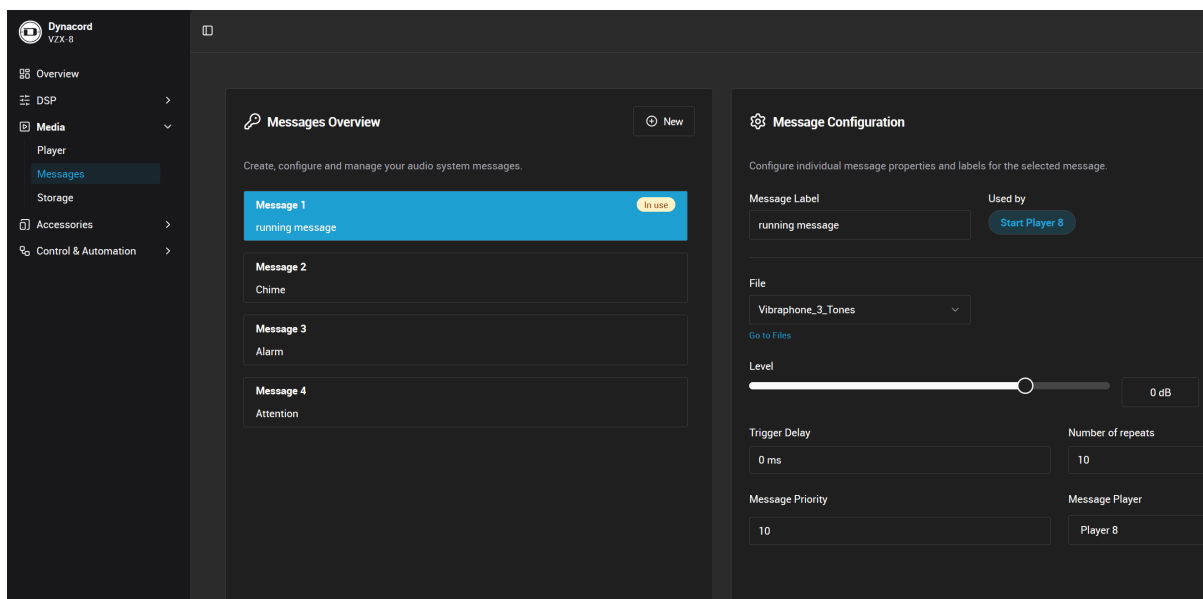
Step A1

Set *Player 8 > Mode* as *MSG*.



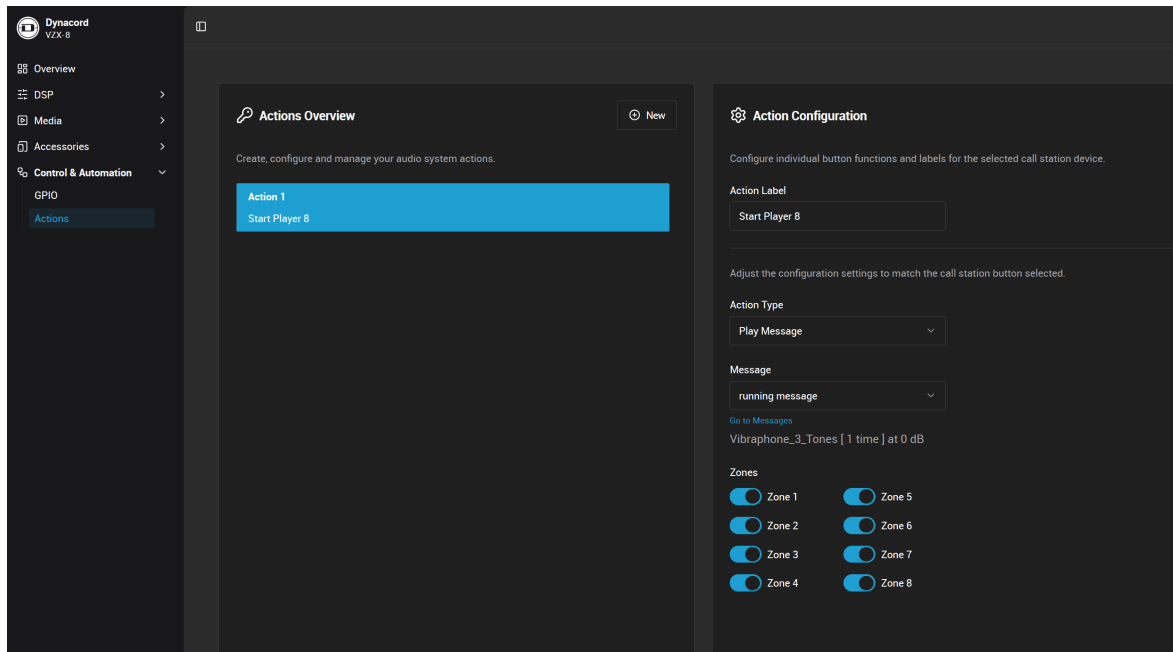
Step A2

Assign the *Message 1* file (Vibraphone_3_Tones) to *Player 8* and select *Number of repeats* = 10 and *Message Priority* = 10.



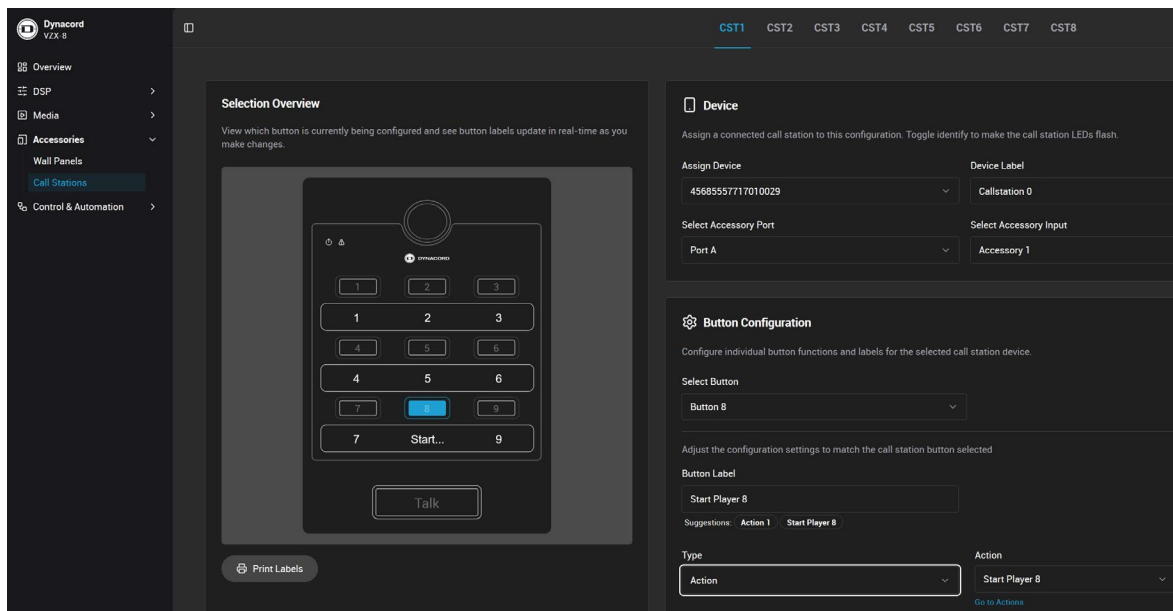
Step A3

Program an *Action 1* labeled for example *Start Player 8*, with *Action Type* = *Play Message* and *Message* = *running message*.



Step A4

Configure *Button 8* on the call station as *Type = Action* and *Action = Start Player 8*.



This function can now be tested: When Button 8 on the call station is pressed, the „Vibraphone_3_Tone“ will be played 10 times.

3. Assign the silence file to another media players

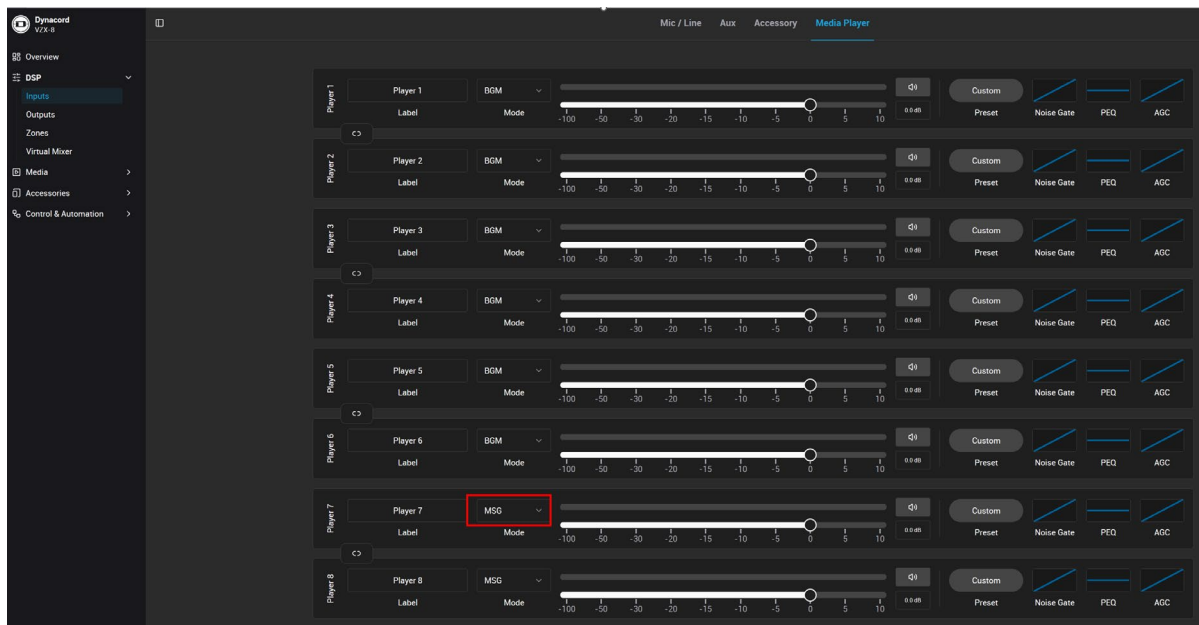
In our example we will now configure also Player 7 as message player and assign the file SILENCE_0s.wav file to the player. This file shall be played just once when button 9 on the call station is pressed to stop the message currently playing on media player 8. Therefore it needs a higher priority (in our example 100).

Note 1: you can also re-use Player 8 for the SILENCE_0s.wav file playback.

Note 2: whatever amount of repeats you set the first message to play, in this case “Vibraphone_3_Tone“ will be played 10 times, has to complete that duration before you can trigger it again, even though you do not hear anything.

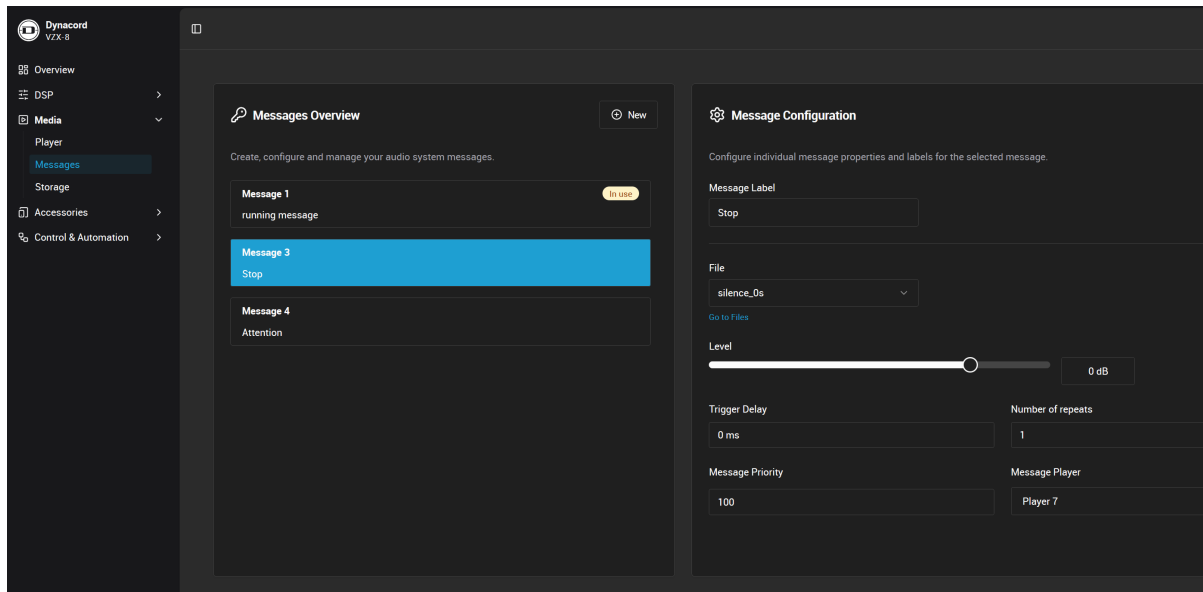
Step B1

Set *Player 7 > Mode* as *MSG*.



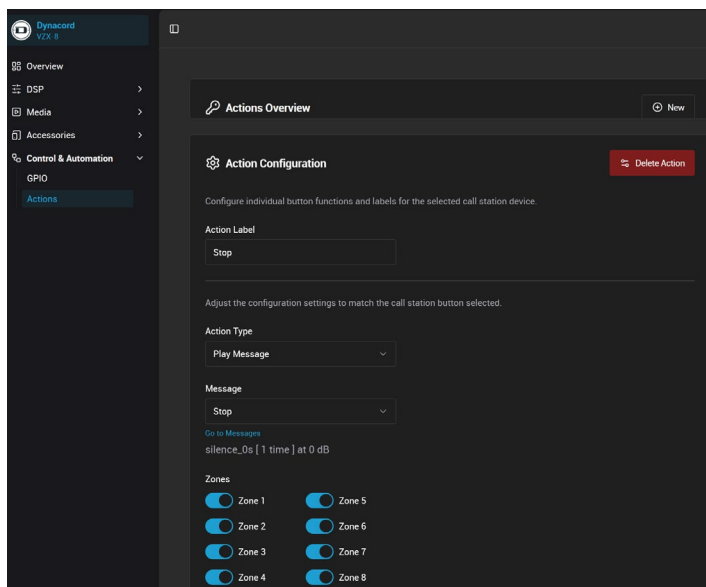
Step B2

Assign the *Message 3* file (SILENCE_0s) with *Message Label* = *Stop* to *Player 7* and select *Number of repeats* = *1* and *Message Priority* = **100**.



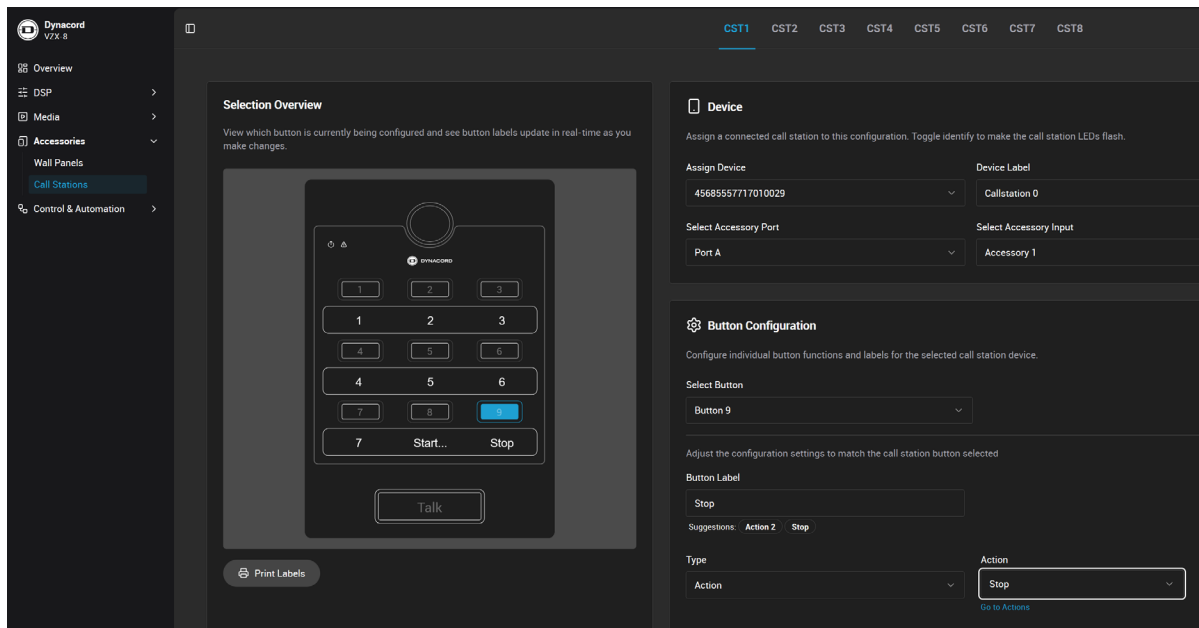
Step B3

Program another *Action* labeled for example *Stop*, with *Action Type* = *Play Message* and *Message* = *Stop*.



Step B4

Configure *Button 9* on the call station as *Type = Action* and *Action = Stop*.

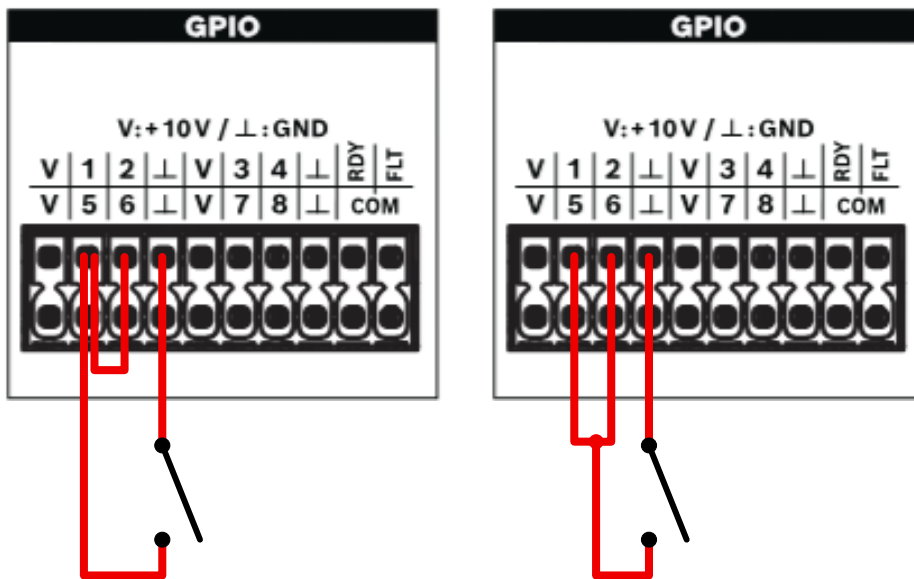


The workaround solution can now be tested:

- When Button 8 on the call station is pressed, the message will be started.
- When Button 9 on the call station is pressed, the message will be stopped.

4. Configuring GPIOs to start/stop a message

In our example the easiest way to trigger start/stop of a message via GPIOs and a single contact is the following wiring:



You would have to use a jumper or splice the conductors on 1 into 2 with 2x wire ferrels.

Configure the GPIOs as follows:

- GPIO 1: Action 1, Message 1: "intended message" (e.g. Vibraphone_3_Tone)
 - o make contact
- GPIO 2: Action 2, Message 2: "stop message" (e.g. silence_0s)
 - o break contact