



Bulletin No: SBX_TT030308_EDT

Date: March 3, 2008

Application: Speed Editor

TOPIC: Using the Speed Editor Application

The Speed Editor is an application provided free of charge to Vertical SBX IP 320 dealers. It is an MS-Windows application that can download, edit, and upload speed data of the SBX IP 320 system. Speed Editor can send and receive the speed information such as speed bin number, speed bin name, phone number, CO line type (Net Number), and CO number (Network index number).

The latest version of Speed Editor may be downloaded from the Vertical Customer Care Center (CCC). It may be used as a stand alone tool or as an adjunct to the Online Admin Tool.

This document provides the following Speed Editor general information:

- **Opening the Speed Editor - see below**
- **Using the Speed Editor - see page 5**
- **Connecting Speed Editor to the KSU and Downloading/Uploading Files - see page 7**

NOTE: Remember that you can find more detailed information about the Speed Editor in the PCAdmin Programming Guide provided with the SBX system and/or found on the Vertical Customer Care Center (www.vertical.com/ccc).

Opening the Speed Editor

Once you download and unzip the Speed Editor File from the CCC, you can open it as either of the following:

- A Stand-Alone Application - see below
- Part of the PCAdmin Tool - page 3



NOTE

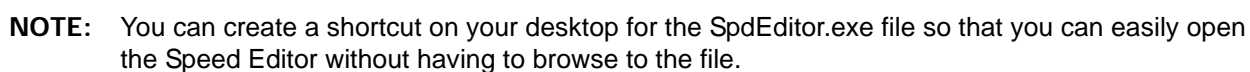
Be sure to make note of where the file is being saved as you will need to navigate to it for installation.

Opening the Speed Editor as a Stand-alone Application

You can access and use the Speed Editor any time without having to use the PCAdmin tool.

NOTE: You can also connect the Speed Editor to the KSU for downloading and uploading without using the PCAdmin tool (see "Setting Up and Opening the Speed Editor within the PCAdmin" on page 3).

- 1) Locate the file that you downloaded and unzipped from the CCC.



***Now you can create, edit, download, and/or upload files
(information for these tasks begins on page 5).***

Setting Up and Opening the Speed Editor within the PCAdmin

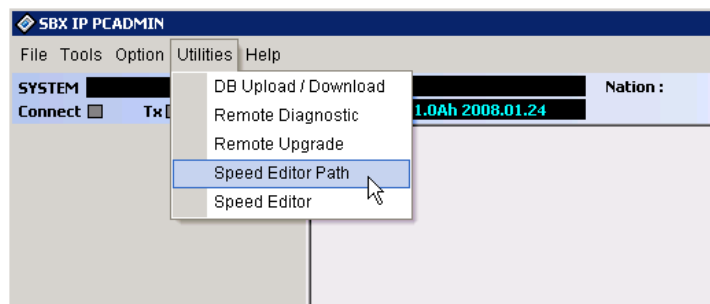
The first time you use the Speed Editor, you'll need to set it up within the online tool. Once that's complete, you can just open the Speed Editor using the instructions shown in "Opening Speed Editor" on page 4.

This section shows you how to:

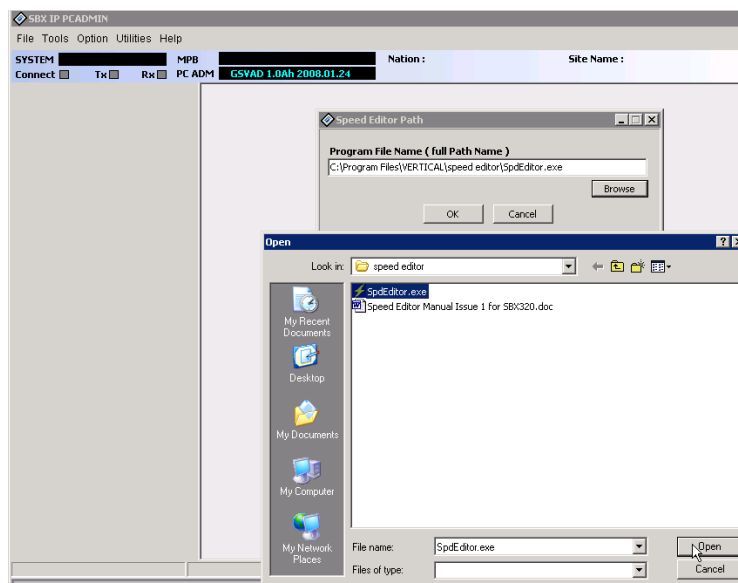
- Set up the Speed Editor (see below)
- Open the Speed Editor (see page 4)

Setting Up Speed Editor

- 1) Log into the SBX PCAdmin.
- 2) Go to *Utilities* ▶ *Speed Editor Path*.



- 3) Browse to the location at which you (unzipped and) downloaded the Speed Dial Editor file.



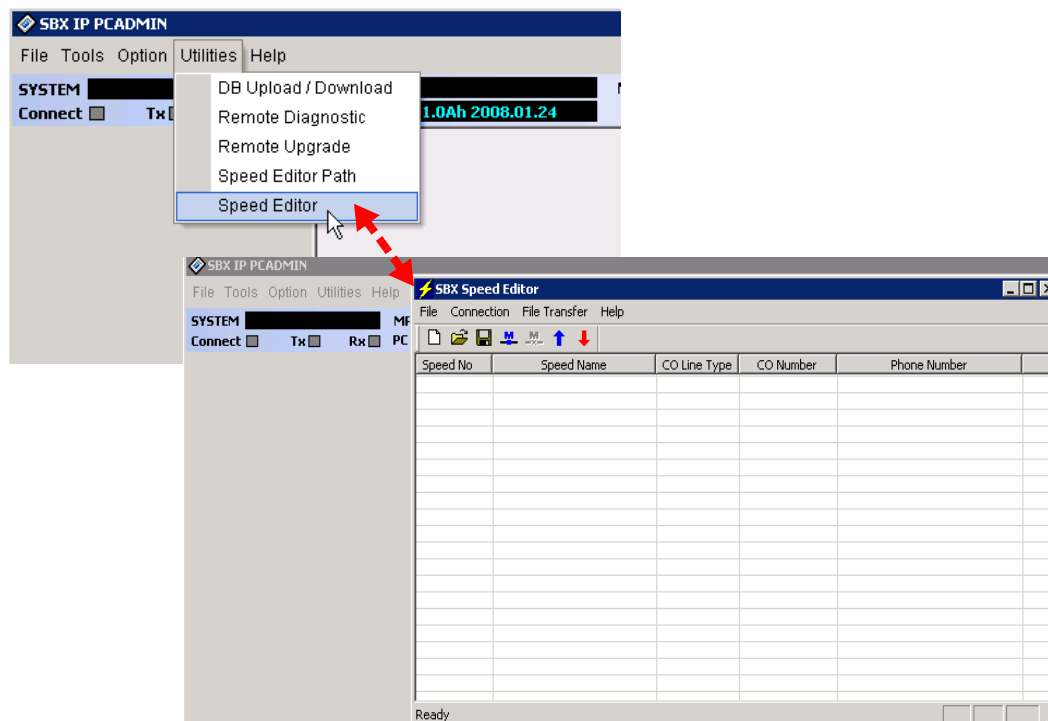
- 4) Click on *SpdEditor.exe* file to highlight it.
- 5) Click *Open* to close the browse window and return to the Program File Name path window.
- 6) Click *OK* to close the path window and complete the set up.

Opening Speed Editor

Once you download and setup the Speed Editor as shown above, you can then open it.

NOTE: Unless you move the SpdEditor.exe file from its current location, you should not have to repeat the set up process again.

- 1) Log into the SBX PCAdmin.
- 2) Go to *Utilities* ► *Speed Dial Editor* to open the application.



**Now you can create, download, edit, and/or upload files
(see the following pages for more information).**

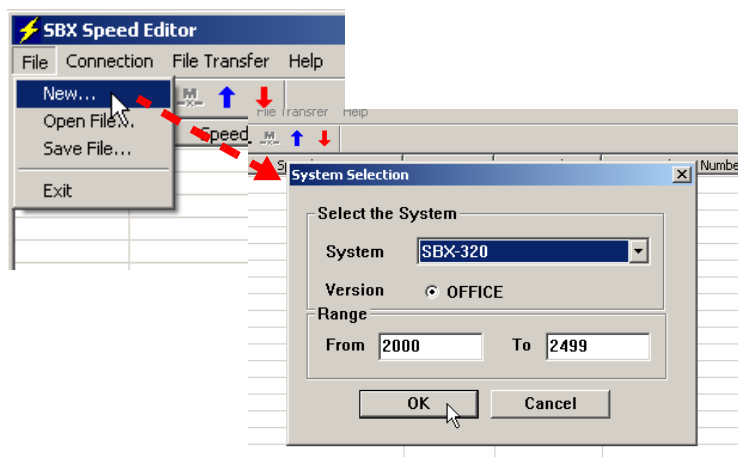
Using the Speed Editor to Edit Files

Once you have opened the Speed Dial Editor (as either a standalone application or as part of PCAdmin - see previous pages), you are ready to use its features.

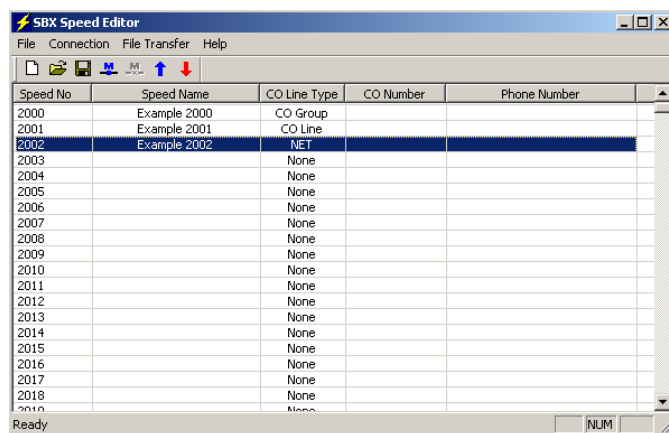
NOTE: To use existing files rather than create new files, you will need to first download the currently used file from the KSU (see "Uploading Files to the KSU" on page 8), or locate a file that you want to use from the local drive (see "Saving the Speed Editor File Locally" on page 6).

In the Speed Dial Editor window:

- 1) Go to **File** ➤ **New** to open the System Selection window.



- 2) Make sure the SBX-320 appears in the System field.
- 3) Enter the Speed Dial Range.
- 4) Click **OK** to display a new file with the designated Speed Dial Ranges.
- 5) Enter the appropriate information in the fields, and select the applicable CO Line Type.



When all the information you need to enter is complete:

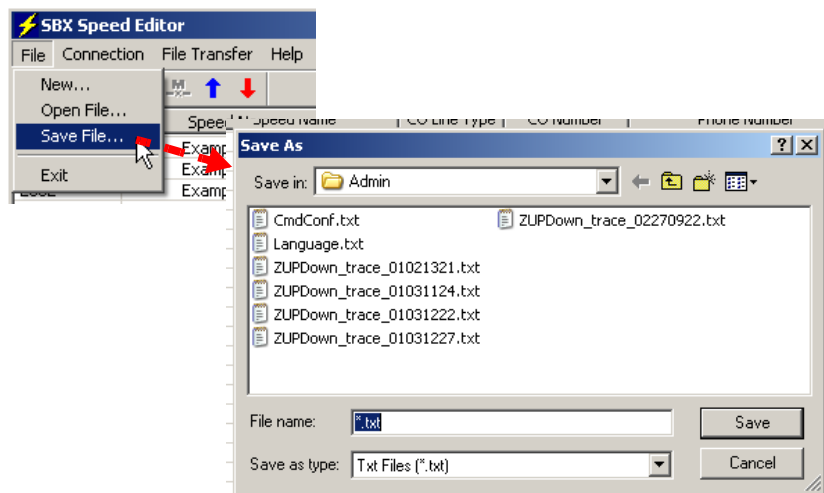
- 6) Save the file, then upload the file to the KSU (see "Saving the Speed Editor File Locally" on page 6 and "Uploading Files to the KSU" on page 8)

Saving the Speed Editor File Locally

Before uploading a file to the KSU, you **MUST** save a copy of the file locally. In addition to allowing you to upload the file, it will give you a backup, and allow for offline editing.

When all the information is entered (as per steps 1 through 4 on previous page):

- 1) Go to **File** ► **Save File**.



NOTE: The default path is LocalHardDrive\ProgramFiles\VerticalCommunicationsInc\SBXPCAdmin\Admin. However, you may browse and save to any directory you choose.

- 2) Browse to the location in which you want to save the file.
- 3) Enter a name for the file.
- 4) Click **Save** to store the file in the designated location.

NOTE: Remember where you saved the file as you will need to browse back to the file in order to upload it to the KSU.

Connecting to the KSU and Uploading/Downloading of Files

You will need to connect to the KSU to download existing files and upload new or edited files. Use the procedure below to connect, then upload/download files. Remember, the **files must first be save locally**.

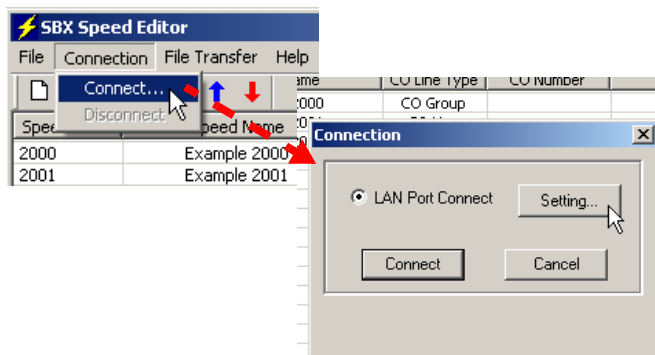
IMPORTANT

PCAdmin does NOT have to be connected to the KSU for uploading and downloading of Speed Editor files.

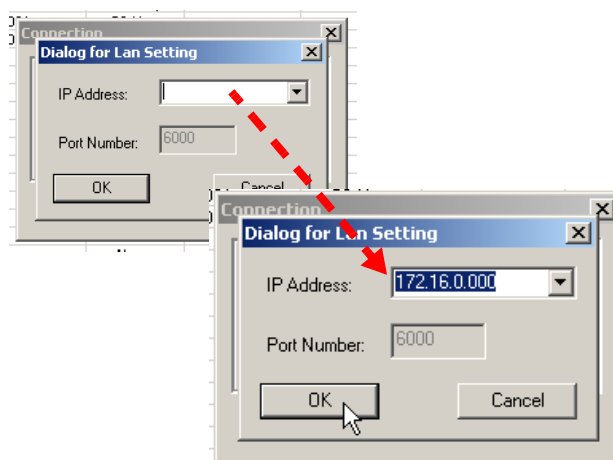
Connecting to the KSU

On the Speed Editor:

- 1) Go to **Connection** ► **Connect...** to display the Connection prompt.



- 2) Click **Setting** to display the Dialog for LAN Setting window.
- 3) Enter the IP address of the KSU.



NOTE: The IP address you enter will be saved until you change it. Therefore, in the future when you connect to the KSU, you can skip this step unless you will be using a different IP address than the one you just entered. If you need to use another IP address, enter it or (if others have been previously entered) select one from the drop down list.



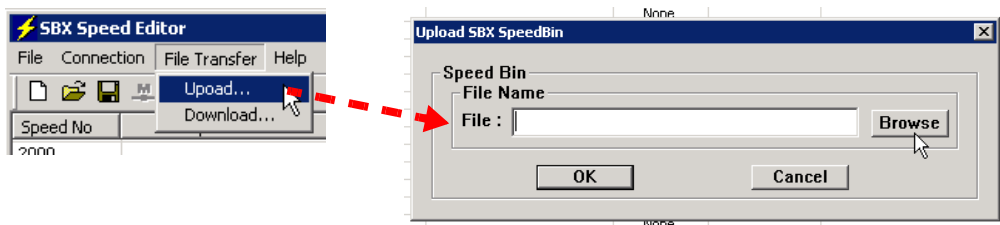
- 4) Click **OK** to return to the Connection prompt.
- 5) Click **Connect** to connect the Speed Editor to the KSU.

Uploading Files to the KSU

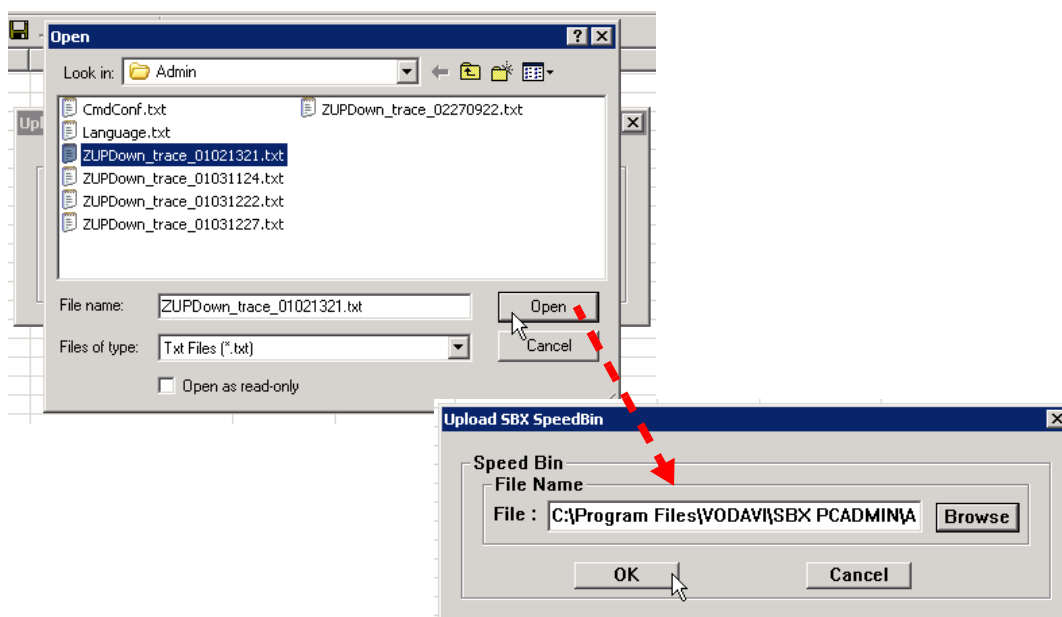
Once you have created or edited an existing file, then saved it locally, you will need to upload its contents to the KSU. Remember, you **MUST save all files locally before uploading** them to the KSU (see "Saving the Speed Editor File Locally" on page 6 for more information).

Once the Speed Editor is connected to the KSU (see previous page):

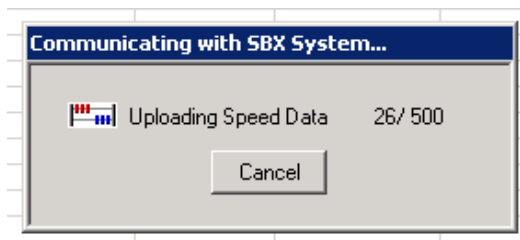
- 1) Go to **File Transfer** ► **Upload**.
- 2) Browse to where the file was saved (as per steps 1 through 4 on page 6).



- 3) Highlight the name of the file you want to upload.
- 4) Click **Open** to select the file and place the path in the Upload window.



- 5) Click **OK** to begin uploading the files contents to the KSU.



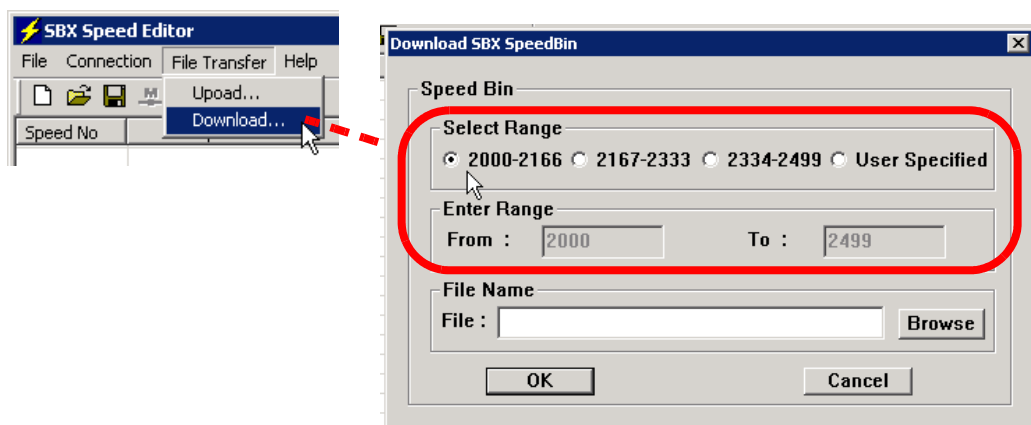
Downloading Files from the KSU

If you need to edit the contents of a file that currently resides on the KSU, you need to download it onto your local drive. However, you must first have a copy of that file saved on your local drive to enable downloading to take place.

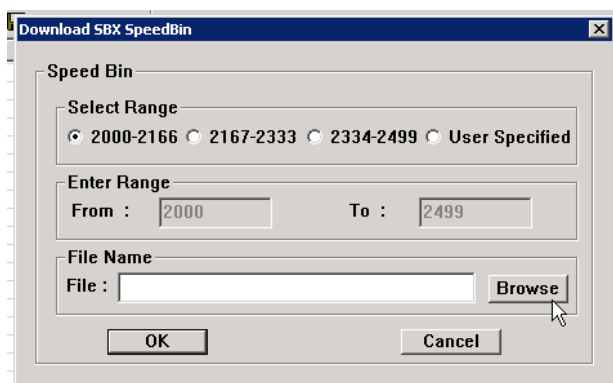
Once the Speed Editor is connected to the KSU (see previous page):

- 1) Go to **File Transfer** ► **Download**.
- 2) Select the appropriate Speed Bin Range.

NOTE: If you select the “User Specified” option, the Enter Range fields will become available. You can then enter the customized range you want to download.

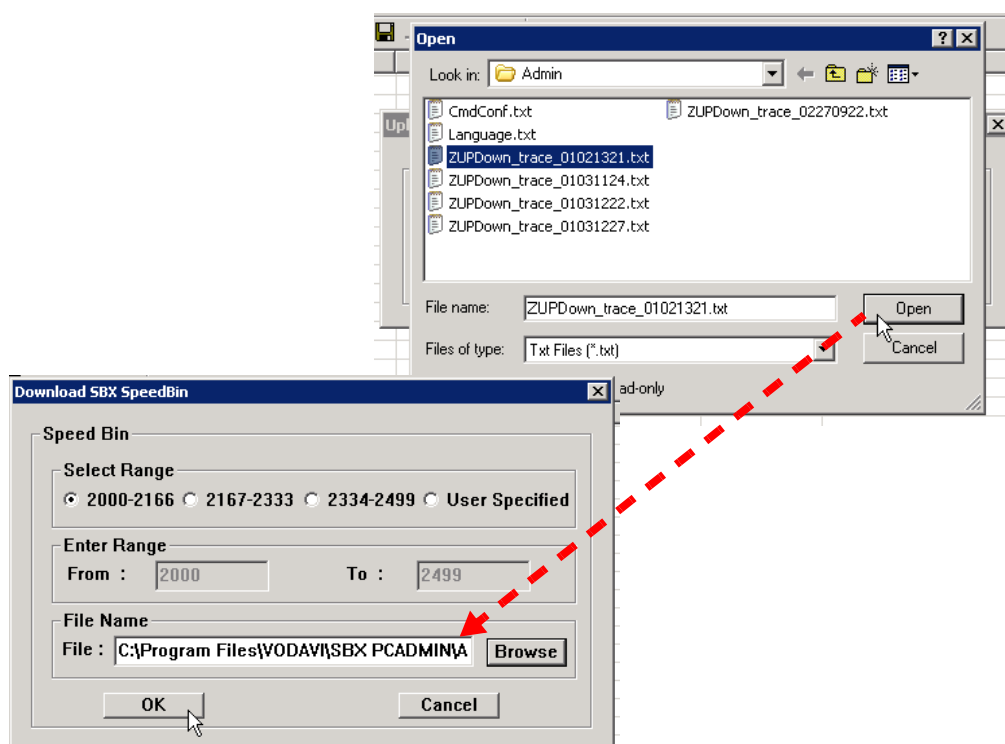


- 3) Browse to where you have a copy of the file you'll be downloading.



- 4) Highlight the name of the file you want to download.

- 5) Click *Open* to select the file and place the path in the Upload window.



- 6) Click *OK* to begin downloading the file contents from the KSU.



Additional Support

If you require additional assistance or have questions regarding this topic, please contact Technical Support at 1-888-422-2305, Option 4.