AudioCodes Media Gateways & Session Border Controllers

# TrunkPack Downloadable Conversion Utility

Version 2.8



ac audiocodes

# Table of Contents

**This page is intentionally left blank.**

> ## Notice
>
> Information contained in this document is believed to be accurate and reliable at the time of printing. However, due to ongoing product improvements and revisions, AudioCodes cannot guarantee accuracy of printed material after the Date Published nor can it accept responsibility for errors or omissions. Updates to this document can be downloaded from https://www.audiocodes.com/library/technical-documents.
>
> This document is subject to change without notice.
>
> Date Published: November-23-2020

## WEEE EU Directive

Pursuant to the WEEE EU Directive, electronic and electrical waste must not be disposed of with unsorted waste. Please contact your local recycling authority for disposal of this product.

## Customer Support

Customer technical support and services are provided by AudioCodes or by an authorized AudioCodes Service Partner. For more information on how to buy technical support for AudioCodes products and for contact information, please visit our website at https://www.audiocodes.com/services-support/maintenance-and-support.

## Abbreviations and Terminology

Each abbreviation, unless widely used, is spelled out in full when first used.

## Document Revision Record

| LTRT | Description |
|------|-------------|
| 30521 | Initial document release for Version 2.8 |
| 30522 | Updated with new logos and URLs |
| 30523 | PRT file updated (acUserDefineTone) |
| 30524 | AcUserDefineTone for playing tone upon call connect |

## Documentation Feedback

AudioCodes continually strives to produce high quality documentation. If you have any comments (suggestions or errors) regarding this document, please fill out the Documentation Feedback form on our website at https://online.audiocodes.com/documentation-feedback.

# 1      Introduction

This document describes the AudioCodes proprietary TrunkPack Downloadable Conversion (DConvert) utility.

This utility is used to create the following files for loading (installing) to the device:

■   Call Progress Tones (CPT) file – see Section 3 on page 11

■   Voice Prompts (VP) file from prerecorded voice messages – see Section 4 on page 13

■   CAS protocol table file – see Section 5 on page 15

■   Dial Plan file – see Section 6 on page 17

■   Encode / decode an *ini* file – see Section 7 on page 19

■   Prerecorded Tones file – see Section 8 on page 20

■   AMD Sensitivity file – see Section 9 on page 25

> **Note:** Some file types are applicable only to specific features and telephony interfaces and thus, may not be relevant for certain devices.

**This page is intentionally left blank.**

# 2    Starting the DConvert Utility

The DConvert file is supplied with your software package.

➢   **To start DConvert, do one of the following:**

■   On your desktop, click the ⚙ icon.
■   Double-click the *DConvert.exe* file.

**Figure 2-1: Main Screen**
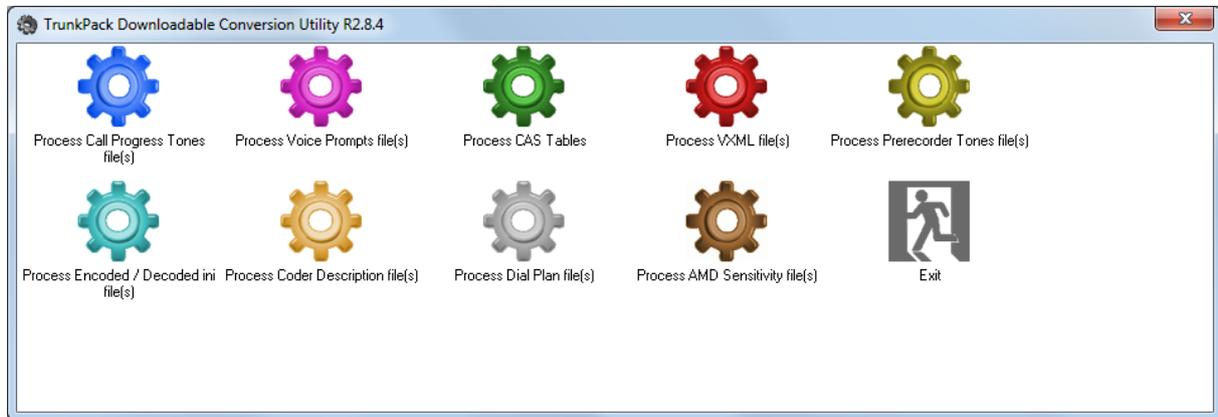


| ⚠ | **Note:** The **Process VXML file(s)** and **Process Coder Description files(s)** options are not applicable. |

**This page is intentionally left blank.**

# 3    Converting a CPT ini File to a Binary dat File

The procedure below describes how to convert a Call Progress Tones (CPT) *ini* file to a binary *.dat file, using DConvert. For detailed information on creating a CPT *ini* file, refer to the device>s *User's Manual*.

➢ **To convert a CPT *ini* file to a binary *dat* file:**

1.  Click the **Process Call Progress Tones File(s)** ⚙ button; the 'Call Progress Tones' dialog box opens, shown in the figure below.

**Figure 3-1: Call Progress Tones Dialog Box**
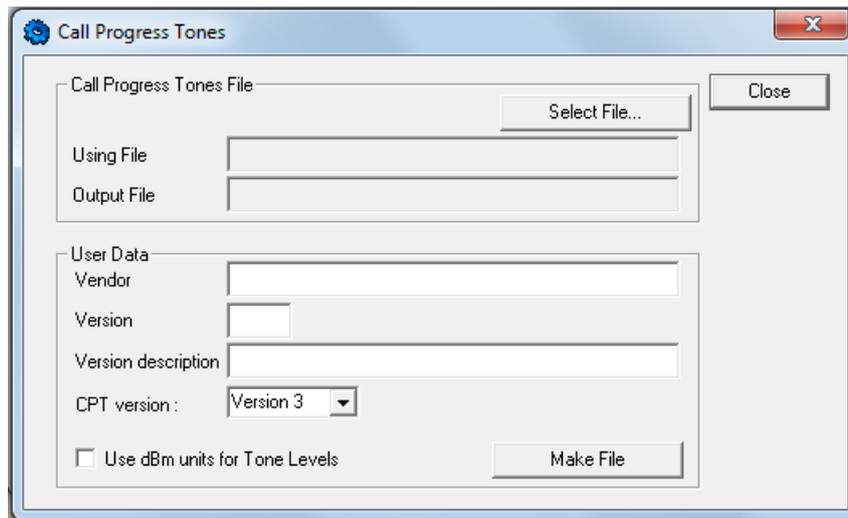


2.  Under the 'Call Progress Tones File' group, click the **Select File** button.
3.  Navigate to the folder that contains the CPT *ini* file that you want to convert.
4.  Select the *ini* file, and then click the **Open** button; the name and path of both the *ini* file and the (output) *dat* file appears in the fields below the **Select File** button.
5.  Under the 'User Data' group, enter the perform the following:

    a.  In the 'Vendor' field, enter the vendor's name (maximum length is 256 characters).
    b.  In the 'Version' field, enter the version number. The format is composed of two integers separated by a period '.' (e.g., 1.2, 23.4, 5.22)/
    c.  In the 'Version Description' field, enter a brief description of this file. The maximum length is 256 characters.

6.  The default value of the 'CPT Version' drop-down list is Version 3. Perform one of the following:

    •   If the software version you are using is prior to version 4.4, select Version 1 (to maintain backward compatibility).

    •   If the software version you are using is 4.4, select Version 2.

    •   Otherwise, leave the value at its default.

7.  Select the 'Use dBm units for Tone Levels' check box. Note that the levels of the call progress tones (in the CPT file) must be in -dBm units.

8.  Click the **Make File** button; the file is created and a message box is displayed when successfully complete.

9.  Close the application.

# 4 Creating a Loadable Voice Prompts File

The procedure below describes how to create a loadable Voice Prompts file, using DConvert. For detailed information on the Voice Prompts file, refer to device's *User's Manual*.

➢ **To create a loadable Voice Prompts *dat* file from your voice recording files:**

1. Click the **Process Voice Prompts File(s)** button; the 'Voice Prompts' dialog box opens.

**Figure 4-1: Voice Prompts Screen**
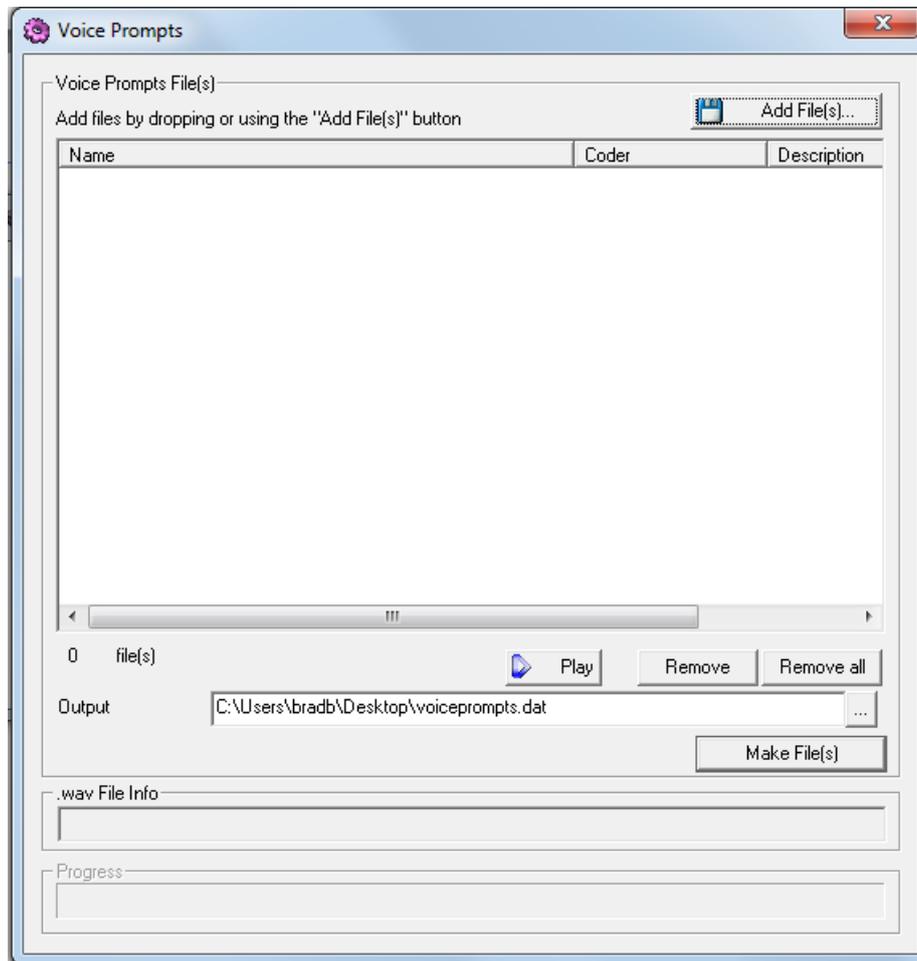


2. To add the prerecorded voice files to the 'Voice Prompts' screen, perform one of the following:

   - Select the files and drag them into the 'Voice Prompts' screen.
   - Click the **Add File(s)** button; the 'Select Files' screen opens. Select the required Voice Prompt files, and then click the **Add** button. Close the 'Select Files' screen.

3. Arrange the files according to your requirements by dragging and dropping them from one location in the list to another. Note that the order of the files determines their assigned Voice Prompt ID.

**Tips:**

   - Use the **Play** button to listen to the *wav* files.
   - Use the **Remove** and **Remove all** buttons to delete files from the list.

4. For each of the raw files, select a coder that corresponds to the coder in which it was originally recorded, by completing the following steps:

   **a.** Double-click or right-click the required file(s); the 'File Data' window (shown in the figure below) appears.

   **b.** From the 'Coder' drop-down list, select the required coder type.

   **c.** In the 'Description' field, enter additional identifying information.

   **d.** Close the 'File Data' window.

**Note:** For *wav* files, a coder is automatically selected from the wav file's header.

**Figure 4-2: File Data Window**



5. In the 'Output' field, specify the directory to which the Voice Prompts file is generated, followed by the name of the Voice Prompts file (the default name is voiceprompts.dat).

6. Click the **Make File(s)** button; the Voice Prompts loadable file is produced.

# 5   Creating a Loadable CAS Protocol Table File

The procedure below describes how to create a loadable CAS Protocol Table file, using DConvert.

➢ **To create a loadable CAS protocol table file:**

1. Create the CAS protocol files (*xxx.txt* and *UserProt_defines_xxx.h*).

2. Copy the files generated in the previous step to the same directory in which DConvert is located. Ensure that the files *CASSetup.h* and *cpp.exe* are also located in the same directory.

3. Start DConvert.

4. Click **Process CAS Tables** button; the Channel Associated Signaling (CAS) screen opens, shown in the figure below.

**Figure 5-1: Call Associated Signaling (CAS) Screen**
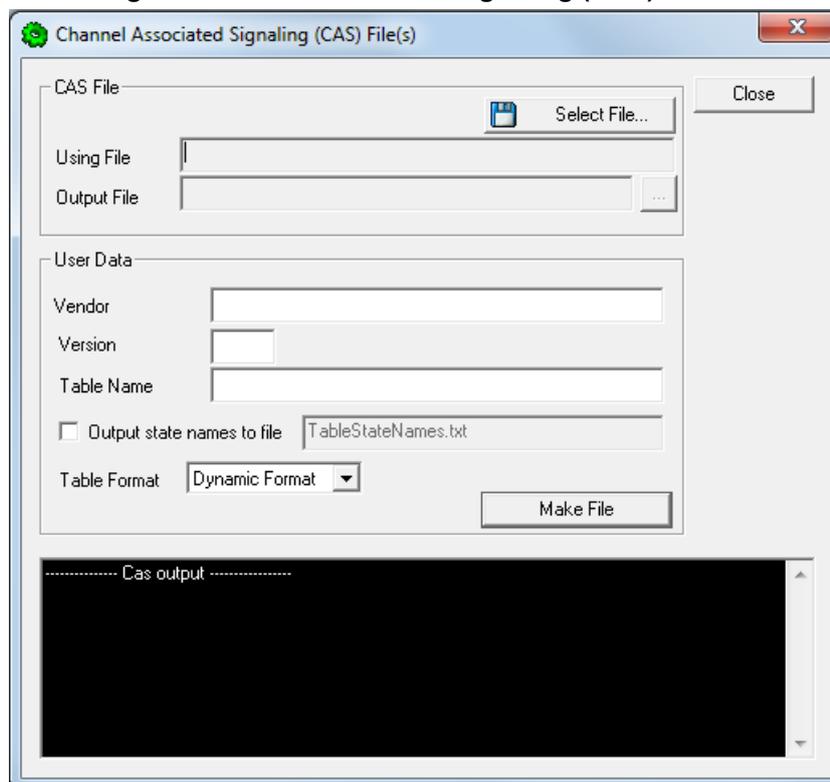


5. Under the 'CAS File' group, click **Select File**, navigate to the folder in which the file is located, and then select the *txt* file you want converted; the 'Output File' field displays the file name and path, but with a *dat* extension. The table's name is also automatically designated.

6. Under the 'User Data' group, perform the following:

   a. In the 'Vendor' field, enter the vendor's name (maximum of 32 characters).

   b. In the 'Version' field, enter the version number. The value must be in the following format: [number] [single period '.'] [number] (e.g., 1.2, 23.4, 5.22)

7. In the 'Table Name' field, modify the name according to your requirements.

8. To create a file (for troubleshooting purposes) that contains the name of the States and their actual values, select the 'Output state names to file' check box; the default file name *TableStateNames.txt* appears in the adjacent field (you can modify the name of the file). The generated file is to be located in the same directory as DConvert.

9. From the 'Table Format' drop-down list, select the format you want to use:

   - Old Format: supported by all versions. Many CAS features are not supported in this format.

   - New Format: supported from 4.2 and later. From 5.2 and later a few new features are not supported by this format.

   - Dynamic Format: supported from 5.2 and later. Some 5.2 features are only supported by this format. The size of the file with dynamic format is significantly lower that other formats.

10. Click **Make File**; the *dat* file is generated and saved in the directory specified in the 'Output File' field. A message box informing you that the operation was successful indicates that the process is completed. In the pane at the bottom of the Call Assisted Signaling (CAS) Files(s) screen, the CAS output log box displays the log generated by the process. It can be copied as needed. The information in it isn't retained after the screen is closed.

# 6      Creating a Dial Plan File

The procedure below describes how to create a Dial Plan file, using DConvert.

➢   **To create a Dial Plan file:**

1.   Construct a Dial Plan text file. For detailed information on creating a Dial Plan file, refer to the device's *User's Manual*.

2.   Start DConvert.

3.   Click the **Process Dial Plan File(s)** ⚙ button; the 'Dial Plan File(s)' window appears.

**Figure 6-1: Dial Plan Screen**



4.   Click the **Select File** button, navigate to the desired folder, and then select the file to be converted; the selected file name (but with the *.dat* extension) and path is displayed in the 'Output File' field. The output file name may be altered.

5.   Click the **Make File** button. The *.dat* file is generated and saved in the same directory as shown in the 'Output File' field. A message box informing you that the operation was successful indicates that the process has been completed.

6.   On the bottom of the 'Coders' window, the 'Output' log box displays the log generated by the process.  It may be copied as needed. This information is not retained after the window is closed.

⚠    **Note:**   The process verifies the input file for validity. Invalid data causes an error and aborts the process. In such a case, the log box contains further information.

**This page is intentionally left blank.**

# 7    Encoding and Decoding an ini File

The procedure below describes how to encode and decode an *ini* file, using DConvert. For detailed information on secured *ini* file, refer to the device's *User's Manual*.

➢ **To encode an *ini* file:**

1. Click the **Process Encoded/Decoded ini file(s)** ⚙ button; the 'Encode/Decode *ini* File(s)' screen, shown below, opens.

**Figure 7-1: Encode / Decode ini File(s) Screen**
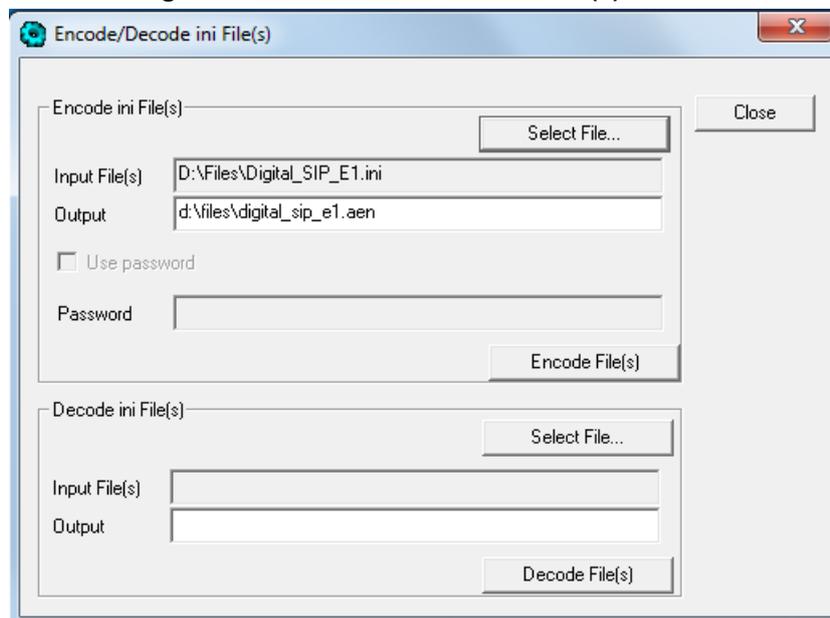


2. Under the 'Encode *ini* File(s)' group, click the **Select File** button.
3. Navigate to the folder that contains the *ini* file you want to encode.
4. Select the *ini* file, and then click the **Open** button; the name and path of both the *ini* file and the output encoded file appear in the fields under the **Select File** button. Note that the name and extension of the output file can be modified.
5. Click the **Encode File(s)** button; an encoded *ini* file with the name and extension you specified is created.

➢ **To decode an encoded *ini* file:**

1. Under the 'Decode *ini* File(s)' group, click the **Select File** button.
2. Navigate to the folder that contains the file you want to decode.
3. Click the file and click the **Open** button; the name and path of both the encode *ini* file and the output decoded file appear in the fields under the **Select File** button. Note that the name of the output file can be modified.
4. Click the **Decode File(s)** button; a decoded *ini* file with the name you specified is created.

⚠ **Note:** The decoding process verifies the input file for validity. Any change made to the encoded file causes an error and the decoding process is aborted.

**This page is intentionally left blank.**

# 8      Creating a Loadable Prerecorded Tones File

The procedure below describes how to create a loadable Prerecorded Tones (PRT) file with all your recorded tones, using DConvert. For detailed information on PRT files, refer to the device's *User's Manual*.

> **Note:** It is highly recommended to avoid using the Linear PCM coder.

➢ **To create a loadable PRT *dat* file from your raw data files:**

**1.** Prepare the recorded tone files (.wav), using a standard third-party, recording program.

**2.** Start DConvert.

**3.** Click the **Process Prerecorder Tones File(s)** button; the Prerecorded Tones File(s) screen opens.

**Figure 8-1: Prerecorded Tones Screen**
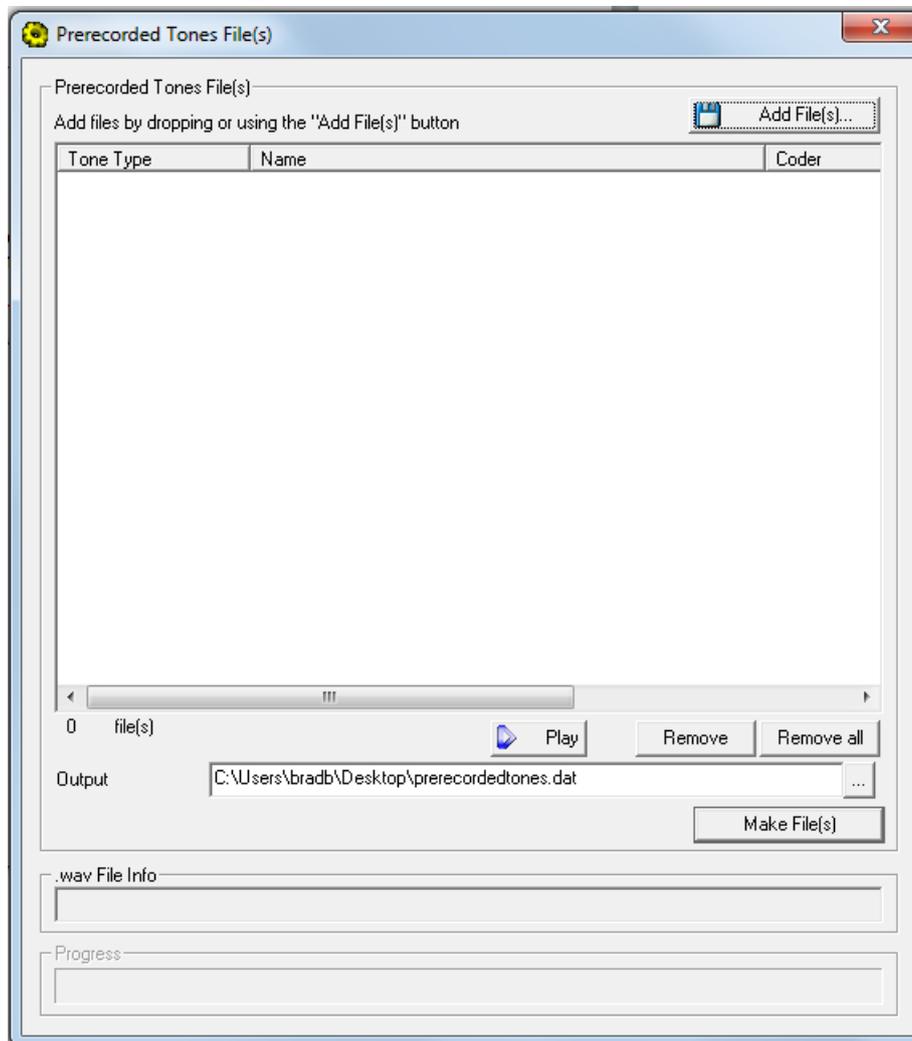
**4.** To add the recorded files (that you created in Step 1) that you want to combine into a single PRT (*.dat* file), perform one of the following:

- Select the files and drag them into the 'Prerecorded Tones File(s)' screen.
- Click the **Add File(s)** button; the 'Select Files' screen opens. Select the required PRT files, and then click the **Add** button. Close the 'Select Files' screen.

**5.** For each raw data file, define a tone type, a coder, and the default duration, by completing the following steps:

**a.** Double-click or right-click the required file; the 'File Data' window (shown in the figure below) appears.

**b.** From the 'Type' drop-down list, select the tone type with which this raw data file is associated.

If you want to specify a tone for the below features, you need to select the **acUserDefineTone**<Index> type. You can then configure the following parameters with the index number of the user-defined tone:

♦ Playing Local Ringback Tone per IP Profile (IPProfile_LocalRingbackTone)

♦ Playing Local Held Tone per IP Profile (IPProfile_LocalHeldTone)

♦ Playing Test Call Tone (Test_Call_PlayToneIndex)

♦ Playing Tone upon Call Connect (using the var.call.src|dst.PlayToneOnConnect variable in SIP Message Manipulations)

**Figure 8-2: Selecting acUserDefineTone<Index> for User-Defined Tones**
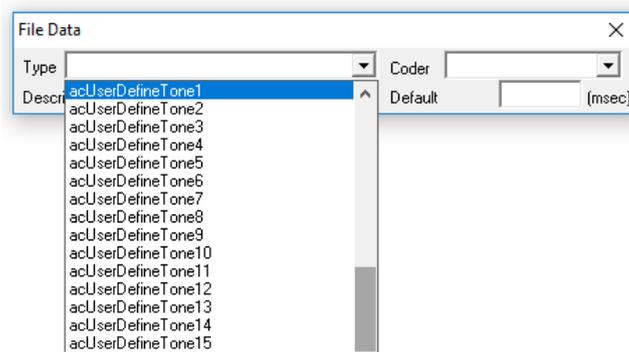


**c.** From the 'Coder' drop-down list, select the coder that corresponds to the coder with which this raw data file was originally recorded.

**d.** In the 'Description' field, enter brief identifying information (optional).

**e.** In the 'Default' field, enter the default duration this raw data file is repeatedly played.

**Figure 8-3: File Data Window**
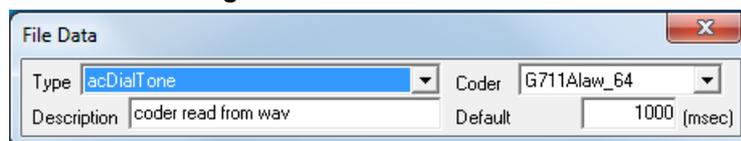
The following figure shows an example of a PRT file being created with multiple recorded tones:

**Figure 8-4: Added Recorded Files to PRT File**
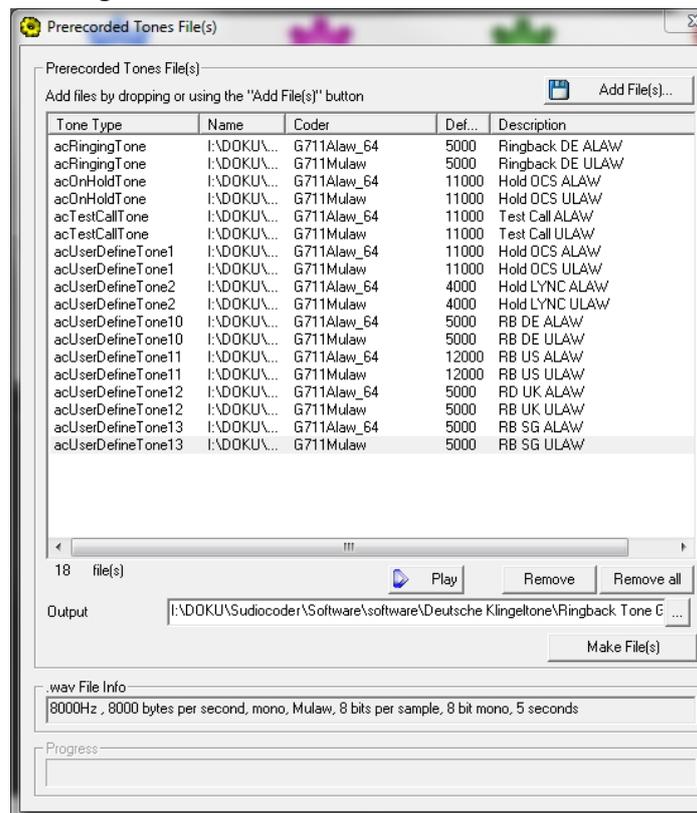


6. Close the 'File Data' window (press the **Esc** key to cancel your changes); you are returned to the 'Prerecorded Tones File(s)' screen.

7. In the 'Output' field, specify the output directory in which the PRT file is generated, followed by the name of the PRT file (the default name is *prerecordedtones.dat*). Alternatively, use the **Browse** button to select a different output file, navigate to the desired file, and then select it; the selected file name and its path appear in the 'Output' field.

8. Click the **Make File(s)** button; the progress bar at the bottom of the window is activated. The *dat* file is generated and saved in the directory specified in the 'Output' field. A message box informing you that the operation was successful indicates that the process is completed.

**This page is intentionally left blank.**

# 9      Creating a Loadable AMD Sensitivity File

The procedure below describes how to create a loadable AMD Sensitivity file (*.dat), using DConvert. For detailed information on this file, refer to the device's *User's Manual*.

➢    **To convert an AMD Sensitivity *.xml file to a binary *dat* file:**

**1.**    Start DConvert.

**2.**    Click the **Process AMD Sensitivity File(s)** ⚙ button; the 'AMD Sensitivity File(s)' dialog box opens, shown in the figure below.

**Figure 9-1: AMD Sensitivity File(s) Dialog Box**
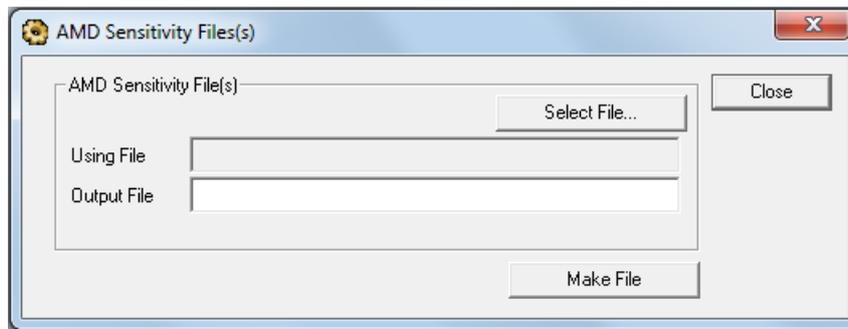


**3.**    Click the **Select File** button and then navigate and select the AMD file in XML format.

**Figure 9-2: Select File**
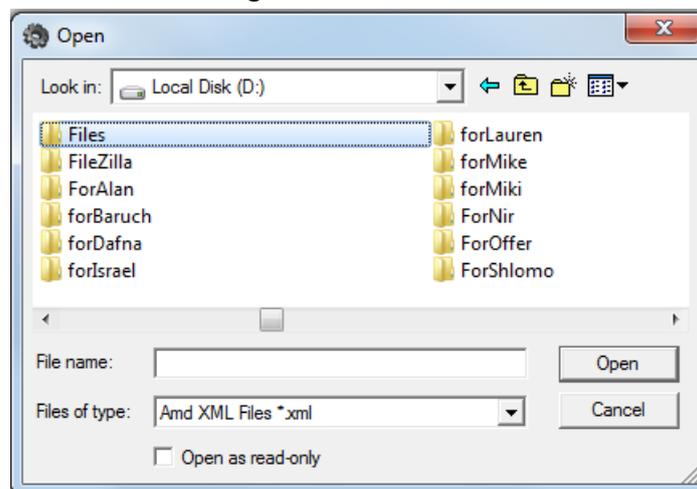


**4.**    Click the **Make File** button to convert it to a *.dat file.

**International Headquarters**

1 Hayarden Street,

Airport City

Lod 7019900, Israel

Tel: +972-3-976-4000

Fax: +972-3-976-4040

**AudioCodes Inc.**

200 Cottontail Lane,

Suite A101E,

Somerset, NJ 08873

Tel: +1-732-469-0880

Fax: +1-732-469-2298

**Contact us:** https://www.audiocodes.com/corporate/offices-worldwide

**Website**: https://www.audiocodes.com/

Document #: LTRT-30524