# User's Guide

AudioCodes Media Gateways & Session Border Controllers

# TrunkPack Downloadable Conversion Utility

Version 2.8





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### **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**

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## 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.



# **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 <sup>(1)</sup>/<sub>(2)</sub> 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.



## 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)** shown in the figure below.

log Call Progress Tones	×
Call Progress Tones File	Select File
Using File	
Output File	
User Data Vendor Version Version description CPT version : Version 3 •	
Use dBm units for Tone Levels	Make File

#### 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.

### **C**audiocodes

- 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:
- Click the Process Voice Prompts File(s) States button; the 'Voice Prompts' dialog box opens.

Add files by droppi	ing or using the "Add File(s)" bu	itton			Add File(s)
Name			Coder		Description
۲					4
< O file(s)	m		Play	Remove	Remove all
< O file(s) Dutput	III C:\Users\bradb\Desktop\vo	piceprompts.dat	Play	Remove	Remove all
∢ O file(s) Dutput	III C:\Users\bradb\Desktop\vo	Diceprompts.dat	Play	Remove	Remove all
< O file(s) Dutput way File Info	III C:\Users\bradb\Desktop\vo	Diceprompts.dat	Play	Remove	Remove all
<ul> <li>✓ file(s)</li> <li>Output</li> <li>wav File Info</li> </ul>	III C:\Users\bradb\Desktop\vo	Diceprompts.dat	Play	Remove	Remove all  Make File(s)

#### 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

File Data					23
Coder G	711Alaw_64 _	•	Description	coder read from wav	

- 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*).
- 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.

Channel Associated Signaling (CAS) File(s)		x
CAS File		lose
Using File Using File	Select File	
User Data		
Vendor		
Version		
Table Name		
Output state names to file     TableStateNames.txt		
Table Format Dynamic Format 💌		
	Make File	
Cas output		*
		Ŧ

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)** window appears.

Figure	6-1:	Dial	Plan	Screen
	• • •			

Dial Plan File(s)		×
Dial Plan File(s)	Select File	Close
Using File Output File		
Supported Version	Below 5.8	
		Ŧ
	Make File	

- 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.

# 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)** sutton; the 'Encode/Decode *ini* File(s)' screen, shown below, opens.

		.,	
Encode/Deco	de ini File(s)		×
Encode ini File	(\$)	Select File	Close
Input File(s)	D:\Files\Digital_SIP_E1.ini		
Output	d:\files\digital_sip_e1.aen		
🗖 Use passv	vord		
Password			
		Encode File(s)	
Decode ini File	(\$)		
		Select File	
Input File(s)			
Output			
		Decode File(s)	

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.

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### 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.
- Click the Process Prerecorder Tones File(s) <sup>1</sup>/<sub>2</sub> button; the Prerecorded Tones File(s) screen opens.

Figure 8-1: Prerecorded Tones Screen

۲	Prerecorded Tones File	e(s)				x	
	Prerecorded Tones File(s	)				_	
	Add files by dropping or using the "Add File(s)" button						
	Tone Type	Name			Coder		
	I file(s)			- 1			
			Play	Remove	Remove all		
	Output C:\U	Jsers\bradb\Desktop\prerec	ordedtones.dat				
				Ma	ake File(s)		
	.wav File Info					_	
	Progress						
Ľ	,						

- **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

File Data			×
Туре	•	Coder	•
DescriacUserDefineTone1	^	Default	(msec
acUserDefineTone3			
acUserDefineTone4			
acUserDefineTone6			
acUserDefineTone7			
acUserDefineTone9			
acUserDefineTone10	_		
acUserDefineTone12			
acUserDefineTone13			
acUserDefineTone15			

- **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

File Data				×
Type acDialTone	•	Coder	G711Alaw_64	•
Description coder read from way		Default		1000 (msec)

The following figure shows an example of a PRT file being created with multiple recorded tones:

Prerecorded Tones File(s) Add files by dropping or using the "Add File(s)" button Tone Type Name Coder Def Description acRingingTone I:\DOKU\ G711Alaw_64 5000 Ringback DE ALAW acIngingTone I:\DOKU\ G711Alaw_64 11000 Hold OCS ALAW acOnHoldTone I:\DOKU\ G711Alaw_64 11000 Hold OCS ALAW acOnHoldTone I:\DOKU\ G711Alaw_64 11000 Hold OCS ALAW acTestCallTone I:\DOKU\ G711Alaw_64 11000 Test Call ALAW acTestCallTone I:\DOKU\ G711Alaw_64 11000 Hold OCS ALAW acUserDefineTone1 I:\DOKU\ G711Alaw_64 11000 Hold OCS ALAW acUserDefineTone1 I:\DOKU\ G711Alaw_64 11000 Hold OCS ALAW acUserDefineTone2 I:\DOKU\ G711Alaw_64 11000 Hold OCS ALAW acUserDefineTone2 I:\DOKU\ G711Alaw_64 1000 Hold LYNC ALAW acUserDefineTone2 I:\DOKU\ G711Alaw_64 1000 Hold LYNC ALAW acUserDefineTone1 I:\DOKU\ G711Alaw_64 1000 Hold LYNC ALAW acUserDefineTone1 I:\DOKU\ G711Alaw_64 5000 RB DE ALAW acUserDefineTone1 I:\DOKU\ G711Alaw_64 5000 RB DE ALAW acUserDefineTone1 I:\DOKU\ G711Alaw_64 5000 RB DE ALAW acUserDefineTone1 I:\DOKU\ G711Alaw_64 5000 RB ULAW acUserDefineTone1 I:\DOKU\ G711Alaw_64 5000 RB UK ALAW acUserDefineT		ecorded Tones File	e(s)	يالو		ي ال	
Add files by dropping or using the "Add File(s)" button       Image: Coder	Prerec	corded Tones File(s)					
Tone Type     Name     Coder     Def     Description       acRingingTone     I:\DDKU\     G711Alaw_64     5000     Ringback DE ALAW       acDnHoldTone     I:\DDKU\     G711Alaw_64     11000     Hold DCS ALAW       acDnHoldTone     I:\DDKU\     G711Mulaw     11000     Hold DCS ALAW       acDnHoldTone     I:\DDKU\     G711Mulaw     11000     Hold DCS ALAW       acTestCallTone     I:\DDKU\     G711Mulaw     11000     Test Call ALAW       acTestCallTone     I:\DDKU\     G711Mulaw     11000     Test Call ALAW       acTestCallTone     I:\DDKU\     G711Mulaw     11000     Hold DCS ALAW       acUserDefineTone1     I:\DDKU\     G711Mulaw     11000     Hold DCS ALAW       acUserDefineTone2     I:\DDKU\     G711Mulaw     11000     Hold DCS ALAW       acUserDefineTone1     I:\DDKU\     G711Mulaw     1000     Hold LYNC ALAW       acUserDefineTone10     I:\DDKU\     G711Mulaw     1000     Hold LYNC ALAW       acUserDefineTone11     I:\DDKU\     G711Mulaw     12000     RB DE ALAW       acUserDefineTone12     I:\DDKU\	Add fi	iles by dropping or u	sing the ''Add F	File(s)'' button			Add File(s)
acRingingTone       I:\DOKU\       G711Alaw_64       5000       Ringback DE ALAW         acRingingTone       I:\DOKU\       G711Alaw_64       5000       Ringback DE ALAW         acOnHoldTone       I:\DOKU\       G711Mulaw       5000       Ringback DE ULAW         acOnHoldTone       I:\DOKU\       G711Mulaw       11000       Hold OCS ALAW         acOnHoldTone       I:\DOKU\       G711Mulaw       11000       Hold OCS ALAW         acTestCallTone       I:\DOKU\       G711Mulaw       11000       Test Call ALAW         acTestCallTone       I:\DOKU\       G711Mulaw       11000       Test Call ALAW         acUserDefineTone1       I:\DOKU\       G711Mulaw       1000       Hold CS ULAW         acUserDefineTone2       I:\DOKU\       G711Alaw_64       4000       Hold LYNC ALAW         acUserDefineTone1       I:\DOKU\       G711Mulaw       4000       Hold LYNC ULAW         acUserDefineTone10       I:\DOKU\       G711Mulaw       4000       Hold LYNC ULAW         acUserDefineTone11       I:\DOKU\	Ton	е Туре	Name	Coder	Def	Description	
acBingingTone I:\DOKU\ G711Mulaw 5000 Ringback DE ULAW acDnHoldTone I:\DOKU\ G711Mulaw 11000 Hold OCS ALAW acDnHoldTone I:\DOKU\ G711Mulaw 11000 Hold OCS ULAW acTestCallTone I:\DOKU\ G711Mulaw 11000 Test Call ALAW actestCallTone I:\DOKU\ G711Mulaw 11000 Test Call ALAW actestCallTone I:\DOKU\ G711Mulaw 11000 Hold OCS ULAW actestCallTone I:\DOKU\ G711Mulaw 4000 Hold CS ALAW actestCallTone I:\DOKU\ G711Mulaw 4000 Hold CS ALAW actestCallTone I:\DOKU\ G711Mulaw 4000 Hold CS ULAW actestCallTone I:\DOKU\ G711Mulaw 5000 RB DE ALAW actestCallTone I:\DOKU\ G711Mulaw 5000 RB DE ALAW actestCallTone1 I:\DOKU\ G711Mulaw 5000 RB DE ALAW actestCallTone1 I:\DOKU\ G711Mulaw 5000 RB ULAW actestCallTone1 I:\DOKU\ G711Mulaw 5000 RB CALAW actestCallTone1 I:\DOKU\ G711Mulaw 5000 RB CALAW	acRi	ingingTone	I:\DOKU\	G711Alaw_64	5000	Ringback DE Al	LAW
acDnHoldTone I:\DDKU\ G711Alaw_64 11000 Hold DCS ALAW acTestCallTone I:\DDKU\ G711Mulaw 11000 Hold DCS ULAW acTestCallTone I:\DDKU\ G711Alaw_64 11000 Test Call ALAW acTestCallTone I:\DDKU\ G711Mulaw 11000 Hold DCS ALAW acUserDefineTone1 I:\DDKU\ G711Mulaw 41000 Hold DCS ALAW acUserDefineTone2 I:\DDKU\ G711Mulaw 4000 Hold LYNC ALAW acUserDefineTone10 I:\DDKU\ G711Mulaw 4000 Hold LYNC ALAW acUserDefineTone10 I:\DDKU\ G711Mulaw 5000 RB DE ALAW acUserDefineTone11 I:\DDKU\ G711Mulaw 5000 RB DE ALAW acUserDefineTone11 I:\DDKU\ G711Mulaw 5000 RB DE ALAW acUserDefineTone11 I:\DDKU\ G711Mulaw 5000 RB US ALAW acUserDefineTone11 I:\DDKU\ G711Mulaw 5000 RB US ALAW acUserDefineTone11 I:\DDKU\ G711Mulaw 5000 RB US ALAW acUserDefineTone12 I:\DDKU\ G711Mulaw 5000 RB US ALAW acUserDefineTone13 I:\DDKU\ G711Mulaw 5000 RB US MAW acUserDefineTone13 I:\DDKU\ G711Mulaw 5000 RB US MAW acUserDefineTone13 I:\DDKU\ G711Mulaw 5000 RB SG ULAW acUserDefineTone13 I:\DDKU\ G711Mulaw 5000 RB SG ULAW acUserDefineTone13 I:\DDKU\ G711Mulaw 5000 RB SG ULAW * max File Info B000Hz , 8000 bytes per second, mono, Mulaw, 8 bits per sample, 8 bit mono, 5 seconds Progress	acRi	ingingTone	I:\DOKU\	G711Mulaw	5000	Ringback DE U	LAW
acUnHoldTone I:\DUKU\ G711Mulaw 11000 Hold DCS ULAW acTestCallTone I:\DUKU\ G711Mulaw_64 11000 Test Call ULAW acUserDefineTone1 I:\DUKU\ G711Mulaw 11000 Test Call ULAW acUserDefineTone2 I:\DUKU\ G711Mulaw 64 1000 Hold CS ULAW acUserDefineTone2 I:\DUKU\ G711Mulaw 64 4000 Hold LYNC ALAW acUserDefineTone1 I:\DUKU\ G711Mulaw 64 4000 Hold LYNC ALAW acUserDefineTone10 I:\DUKU\ G711Mulaw 5000 RB DE ALAW acUserDefineTone11 I:\DUKU\ G711Mulaw 5000 RB DE ULAW acUserDefineTone12 I:\DUKU\ G711Mulaw 5000 RB DE ULAW acUserDefineTone12 I:\DUKU\ G711Mulaw 5000 RB DE ALAW acUserDefineTone13 I:\DUKU\ G711Mulaw 5000 RB SG ALAW ACUSERDEFIN	acO	nHoldTone	I:\DOKU\	G711Alaw_64	11000	Hold OCS ALAV	V.
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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.

# 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)** which button; the 'AMD Sensitivity File(s)' dialog box opens, shown in the figure below.

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AMD Sensitivity	Files(s)			×
AMD Sensitivity F	File(s)			Close
_		Select File		·
Using File				
Output File				
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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

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Look in:	) Local Disk (D:)	- 🗲 🗈 👉	
Files FileZilla ForAlan forBaruc forDafna	h	forLauren forMike forMiki ForNir ForOffer ForShlomo	
•			Þ
File name:			Open
Files of type:	Amd XML Files *xml	<b>•</b>	Cancel
	Open as read-only		

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

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