HNC SmartLink Product Voice Broadcast Configuration Instruction

Voice Broadcast

Catalogue

I. Voice Broadcast

1. New Project Configuration

Double-click to open the HTCloud Designer ,click【Create a new project】,select the【Runtime platform】.

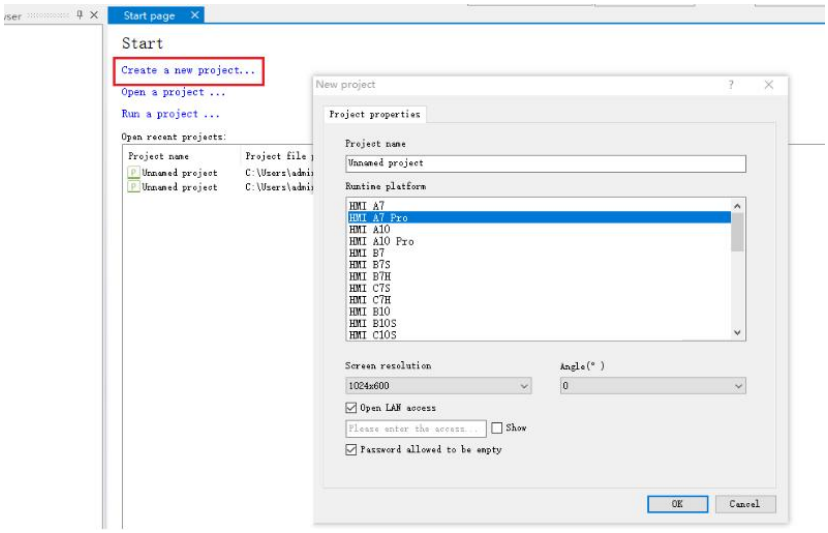


Figure1 New Project

Right-click on【Internal Variable】and select【Add Internal variable group】.

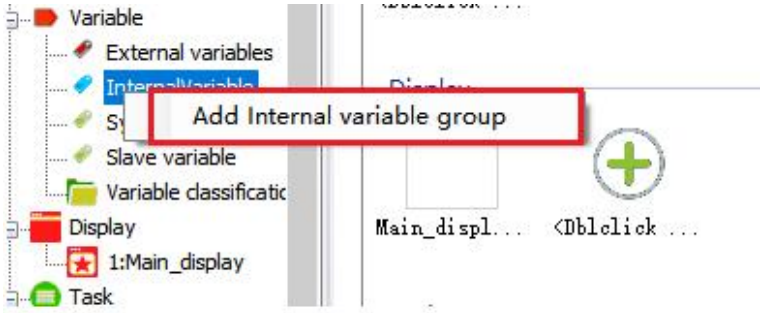


Figure2 Adding Internal Variable Group

Name the variable group "Voice_Broadcast" and click OK.

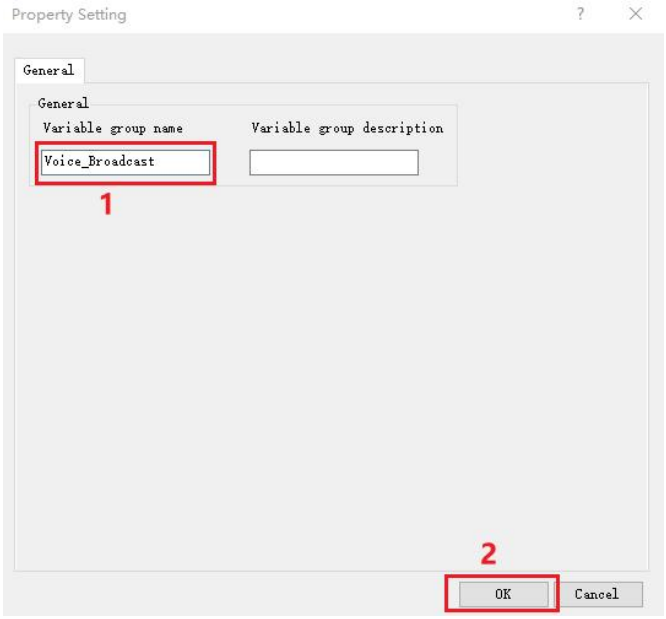
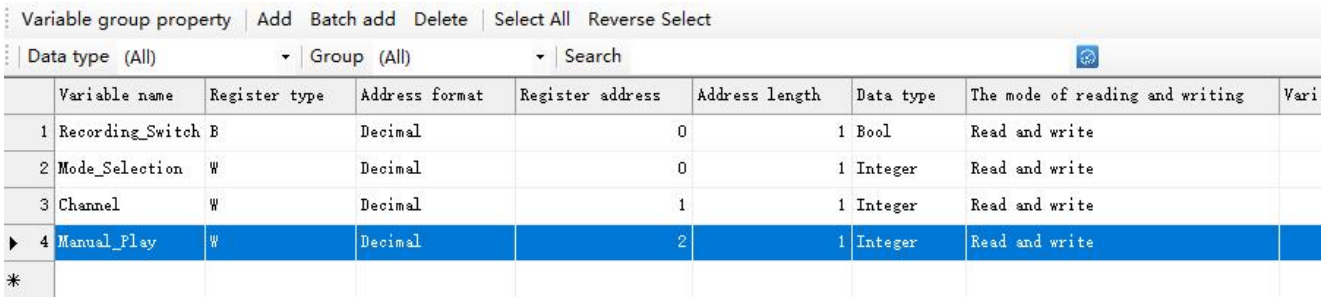


Figure3 Naming Internal Variable Group

Add the new variable B0 (Bit variable named "Recording_Switch"), W0 (Integer named "Mode_Selection"), W1 (Integer named "Channel"), W2 (Integer named "Manual_Play").



	Variable name	Register type	Address format	Register address	Address length	Data type	The mode of reading and writing	Vari
1	Recording_Switch	B	Decimal	0	1	Bool	Read and write	
2	Mode_Selection	W	Decimal	0	1	Integer	Read and write	
3	Channel	W	Decimal	1	1	Integer	Read and write	
4	Manual_Play	W	Decimal	2	1	Integer	Read and write	

Figure4 Creating Variables

2. Project Voice Broadcast Configuration

In【Project Explorer】, click【Audio】， and double-click【Broadcast】to open the configuration window.Check【Enabled】.

2.1 Floating Window

Disabled by default. When enabled, a floating window button appears at the bottom-right corner of the screen. Tapping it opens the【Broadcast Floating Window】, allowing intercom and broadcast functions without variable binding. For details, refer to【Broadcast Floating Window】.

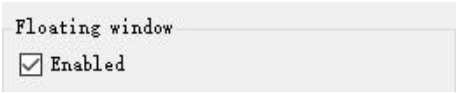


Figure5 Floating Window

2.2 Channel Settings

Enter the channel number in the【Fixed Channel】input field.

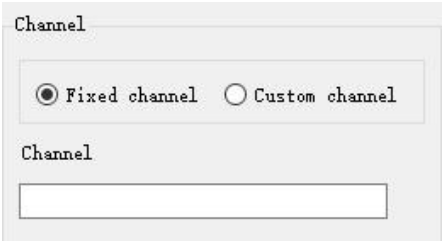


Figure6 Fixed Channel

Bind a variable in【Custom Channel】to switch broadcast channels dynamically. Variable values follow the【Fixed Channel】format.

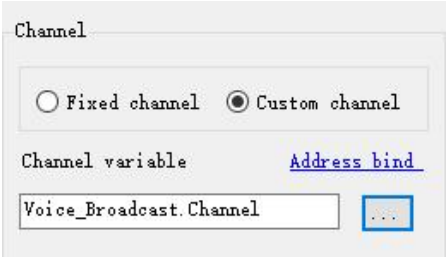


Figure7 Custom Channel

Note: Channel numbers range from 0~254. Channel 0 disables voice broadcast.

2.3 Mode Settings

By default, all messages are intercom. When enabled, mode is controlled via bound variables.

Local Intercom: Sends messages to the specified channel within the same LAN.

Broadcast: Sends messages to all channels in the LAN.

Cloud Intercom: Sends messages to devices bound with the A/B Key.

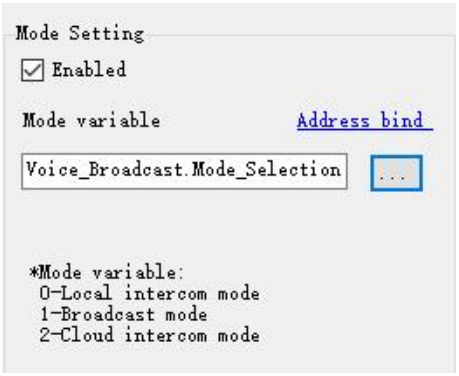


Figure8 Mode Setting

Note: Only word variables can be bound. Values: 0-Local Intercom, 1-Broadcast, 2-Cloud Intercom.

2.4 Recording Switch

Controls device recording via a bit variable.

Figure9 Recording Switch

Note: Bit variable only. Values: 0-Off, 1-On. When switching from 1 to 0, a 60-second recording is sent automatically. Recording stops at 60 seconds and resets the variable to 0,and send this recording.

2.5 Playback Settings

Choose how received messages are played. Default:【Auto Play】.

Figure10 Automatic

Note: New messages queue during playback and play sequentially.

Select【Manual】to control playback via variable values.

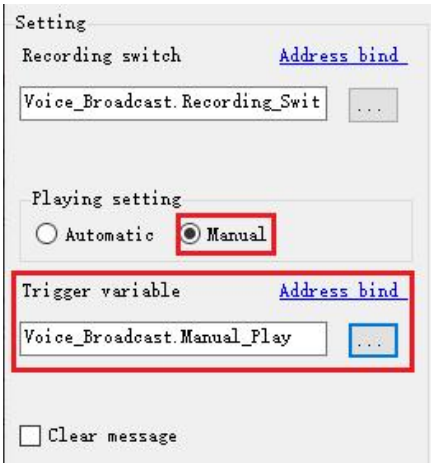


Figure11 Manual Play

Note: Word variable only. Values: 0-Stop, 1-Play latest message.

2.6 Clear Message

Unchecked by default. Checking this clears existing voice messages on devices during project download.

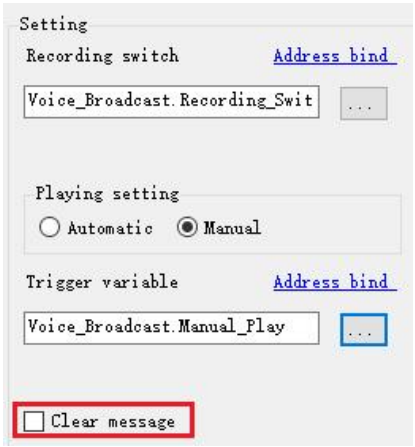


Figure12 Clear Message History

2.7 Whitelist

In the case of poor network conditions, enabling【Whitelist setting】can improve the delivery success rate of voice messages.

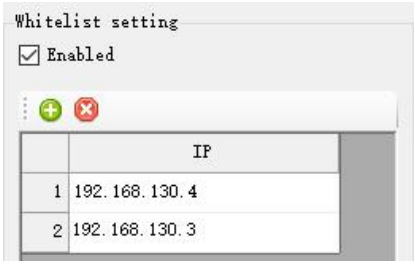


Figure13 Whitelist

Note: Up to 10 IPs allowed. When enabled, messages only reach devices in the whitelist.Disabled by default.

2.8 Channel Names

Disabled by default. Enables【channel name】configuration in a list.

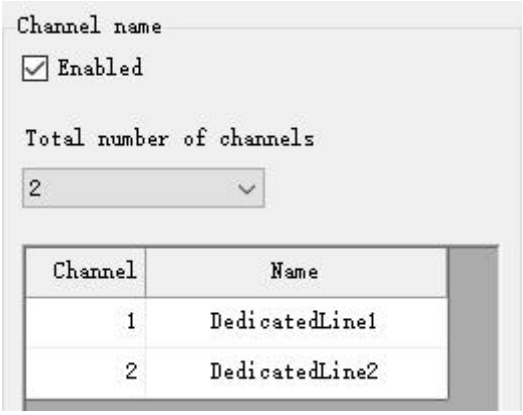


Figure14 Channel Name

Note: Up to 254 entries. Channel numbers (1-254) must be unique.The channel number cannot be repeated and can be increased according to the device data.

The overall configuration of【Broadcast】is shown in the following figure.

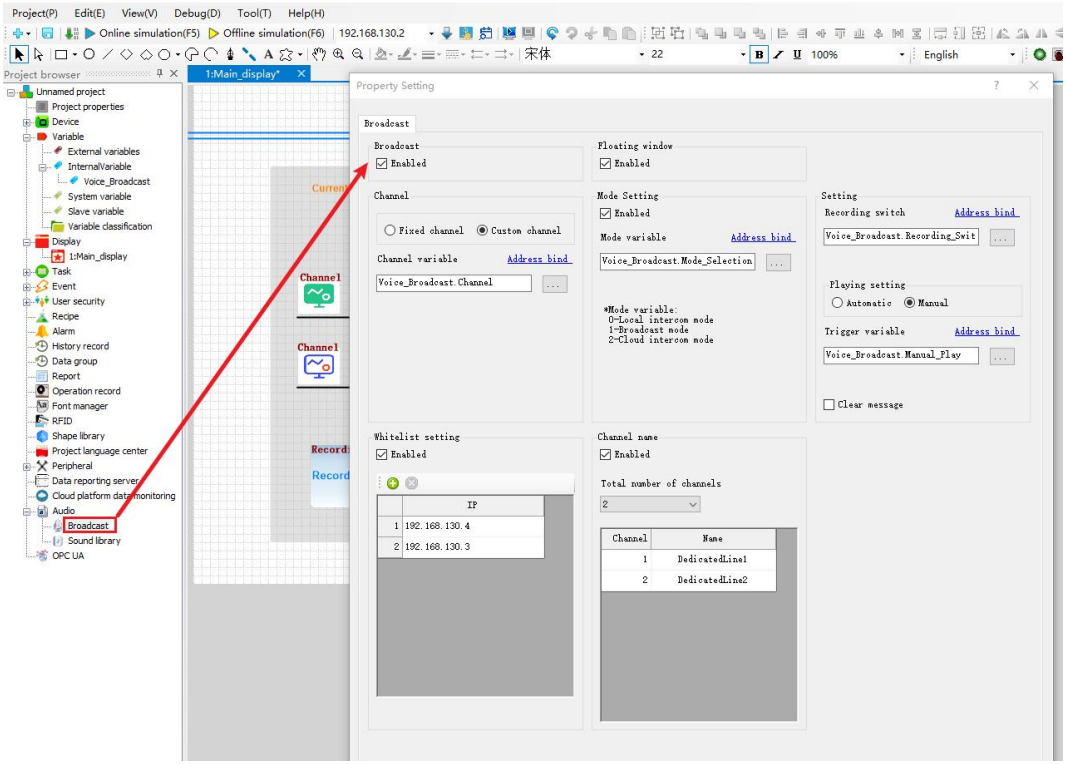


Figure15 Broadcast Configuration

3. Project Screen Configuration

3.1 Variable Binding

Bind variables from【Broadcast】to project screens.

Mode Selection: Use word set to write values to 【Voice_Broadcast.Mode_Selection】 (0-Local Intercom, 1-Broadcast, 2-Cloud Intercom).

Figure16 Mode Selection Word Switch

Channel Switching: Use word switch to write values to 【Voice_Broadcast.Channel】.

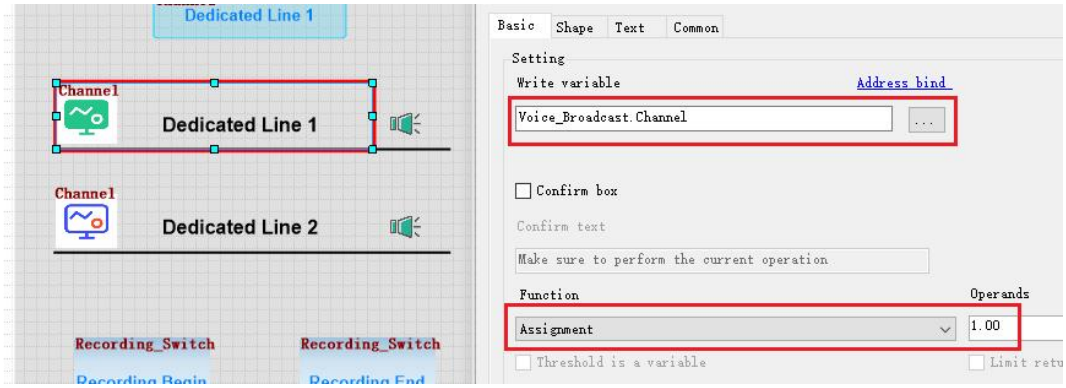


Figure17 Channel Selection Word Switch

Recording Switch: Use “Bit switch” to toggle【Voice_Broadcast.Recording_Switch】. This example uses two “Bit switch” elements (start/stop) or one toggle element.

Figure18 Recording Switch Bit Switch

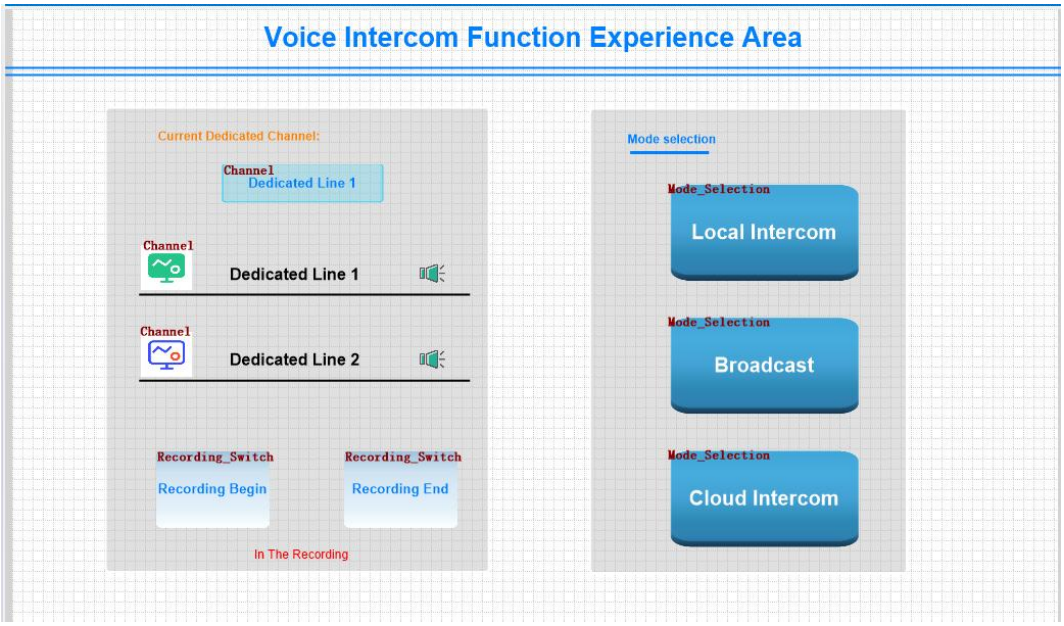


Figure19 Overall Project Configuration

3.2 Project Execution

Download the project to multiple HMIs in the LAN.

Voice Intercom: Set two HMIs to the same channel, click【Recording Begin】.After the speech is finished, click【Recording End】and the voice will be automatically sent. If【Automatic】is enabled, the received HMI will automatically play the voice.

Broadcast: Send messages to all channels of HMIs with【Broadcast】enabled.Click【Recording Begin】after the speech is finished, click【Recording End】and the voice will be automatically sent. If【Automatic】is enabled, the received HMI will automatically play the voice.

Voice intercom can also be sent in the floating window, the specific operations are as follows.

4. Runtime Screen Voice Broadcast

4.1 Floating Window Icon

Enabling【Floating Window】in the project displays the icon at the bottom-right corner.

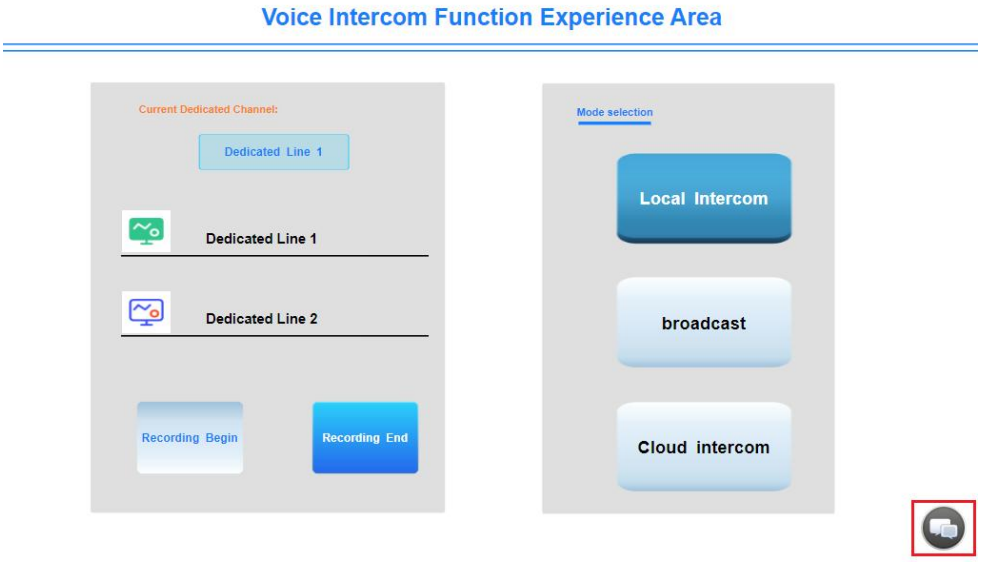


Figure20 Runtime Floating Window Icon

4.2 Floating Window Interface

Clicking the icon opens the center-aligned window with three sections: 【Type Switch】, 【Message List】, 【Function Buttons】.

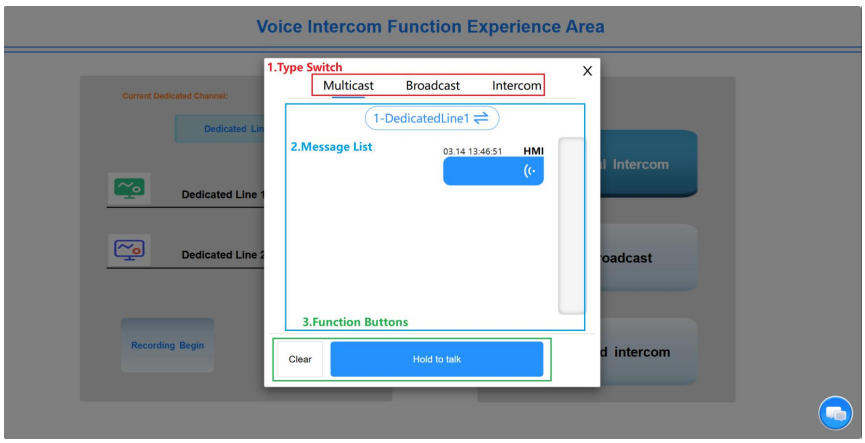


Figure21 Floating Window Interface

Note: Stores up to 99 messages; oldest cleared when exceeded.

（1） Type Switch

Voice messages can be switched in the "Mode selection" area. After switching, the “Message List”will be switched. The types are: Multicast, Broadcast,Intercom. “Multicast”is displayed by default.

（2） Channel Switch

Channel: 

Displays current channel (click to change).

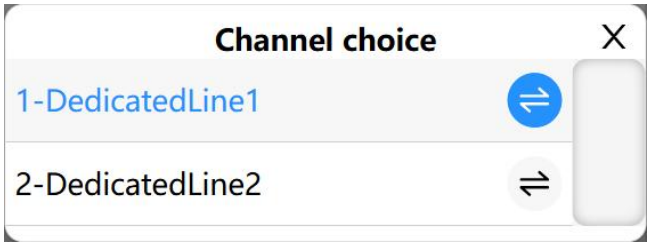


Figure22 Channel Selection Interface

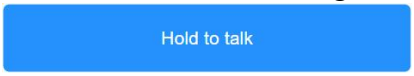
Note: Only【Multicast】will display the channel, other types are not displayed; You can switch channels in the floating window only when the channel name is enabled in the configuration project【Broadcast】.

（3） Function Buttons

This area contains two buttons: the "Clear" button and the "Record" button.

Clear: Click

to deletes all message history.

Record: Click 

to starts/stops recording and sends audio based on current mode.