

## { Supplemental Courtesy Tone Information }

unlinkedct - Sends this courtesy tone when the user unkeys if the node is not connected to any other nodes

remotect - This courtesy tone will be sent in addition to any other courtesy tone when a remote base is connected to the node.

linkunkeyct - Courtesy tone sent when a networked user unkeys.

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As far as what the numbers mean,

(000,000,010,000)

| | | |-----amplitude

| | |-----duration

| |-----Tone 2

|-----Tone 1

So, with 0,0,10,0 That says No Tone1, No Tone2, 10ms duration, 0 Amplitude.

Use it for a delay. Fine tuning for how long before telemetry is sent, in conjunction with the telemdelay parameter)

The numbers, like 350,440,10,2048 are 350Hz, 440Hz, 10ms delay, amplitude of 2048.

-----**To send a voice file as a courtesy tone use this syntax**-----

ct45=|/etc/asterisk/local/ct-unkey

This would send the audio file ct-unkey in /etc/asterisk/local at the end of a network connected transmission.

The audio file would be named the format it is filename.ul, gsm, etc. but the extent is never used when specifying the file.

----- **Tones listed in the sample page** -----

ct1=|t(350,0,100,2048)(500,0,100,2048)(660,0,100,2048)

ct2=|t(660,880,150,2048)

ct3=|t(440,0,150,4096)

ct4=|t(550,0,150,2048)

ct5=|t(660,0,150,2048)

ct6=|t(880,0,150,2048)

ct7=|t(660,440,150,2048)

ct8=|t(700,1100,150,2048) ; 2048 amplitude

ct9=|t(0,0,640,0)(330,0,50,2048)(495,0,50,2048)(660,0,50,2048) ; YELLOW JACKET

ct10=|t(800,0,100,2048)(800,0,100,2048)(540,0,100,2048) ; SHOOTING STAR

ct11=|t(500,0,100,2048)(500,0,100,2048)(750,0,100,2048) ; COMET

ct12=|t(750,0,125,2048)(808,0,80,2048)(880,1200,80,2048) ; STARDUST  
 ct13=|t(0,0,640,0)(660,0,50,2048)(500,0,50,2048)(385,0,50,2048) ; HORNET  
 ct14=|t(1000,0,20,2048)(800,0,20,2048)(600,0,20,2048) ; TUMBLE WEED  
  
 ct15=|t(0,0,640,0)(660,0,100,2048)(500,0,100,2048)(385,0,100,2048) ; WASP  
 ct16=|t(1500,0,20,2048)(1250,0,20,2048)(1000,0,20,2048)(750,0,20,2048)(500,0,20,2048)  
 (2550,0,20,2048) ; CHIRPCHOMP  
 ct17=|t(1000,800,50,2048)(800,0,50,2048)(600,0,50,2048)(1500,0,50,2048) ; MOONBOUNCE  
  
 ct18=|t(500,700,100,2048) ; UONK  
 ct19=|t(1000,0,100,2048) ; BEEP  
 ct20=|t(440,0,100,2048) ; BOOP  
  
 ct21=|t(840,500,100,2048) ; BLOOP  
 ct22=|t(1000,0,50,2048)(750,0,50,2048)(500,0,50,2048) ; DESCENDING  
 ct23=|t(500,0,50,2048)(750,0,50,2048)(1000,0,50,2048) ; ASCENDING  
  
 ct24=|t(1760,0,30,2048)(0,0,30,0)(1760,0,30,2048)(0,0,30,0)(1760,0,30,2048) ; NEXTEL  
 ct25=|t(2450,0,200,2048) or ctX=|t(2500,0,100,2048) ; NASA OVER  
 ct26=|t(2175,0,200,2048)(1950,0,175,2048) ; MOTOROLA TONE REMOTE 1  
  
 ct27=|t(2175,0,75,2048)(1950,0,50,2048) ; MOTOROLA TONE REMOTE SHORT  
 ct28=|t(0,0,640,0)(660,880,100,2048) ; PIANO CHORD  
 ct29=|t(0,0,640,0)(330,0,100,2048)(495,0,100,2048)(660,0,100,2048) ; BUMBLE BEE  
  
 ct30=|t(500,0,50,2048)(750,0,50,2048)(1000,0,50,2048) ; JACKRABBIT  
 ct31=|t(0,0,640,0)(660,0,580,2048) ; ACC8  
 ct32=|t(0,0,640,0)(660,250,100,2048) ; ACC9  
  
 ct33=|t(1000,1200,120,2048)(1200,1400,80,2048)(600,800,100,2048) ; FIRE FLY  
 ct34=|t(440,500,200,2048)(440,350,200,2048) ; DUNCE CAP  
 ct35=|t(800,0,75,2048)(400,50,50,2048) ; DOORBELL  
  
 ct36=|t(480,1200,40,2048)(0,0,40,0)(480,1200,40,2048) ; FUNCTION COMPLETE 1  
 ct37=|t(900,0,60,2048)(0,0,60,0)(900,0,60,2048) ; FUNCTION COMPLETE 2  
 ct38=|t(800,440,50,2048)(440,220,50,2048) ; PIANO DOOR BELL  
  
 ct39=|t(540,0,050,2048)(540,0,050,2048)(880,0,050,2048) ; MOTH  
 ct40=|t(540,0,100,2048)(540,0,100,2048)(880,0,100,2048) ; BUTTERFLY  
 ct41=|t(1000,0,50,2048)(750,0,50,2048)(500,0,50,2048) ; SNOWSHOE RABBIT  
  
 ranger=|t(1800,0,60,3072)(0,0,50,0)(1800,0,60,3072)(0,0,50,0)(1800,0,60,3072)(0,0,50,0)  
 (1800,0,60,3072)(0,0,50,0)(1800,0,60,3072)(0,0,50,0)(1800,0,60,3072)(0,0,150,0)  
 remotemon = |t(1209,0,50,2048) ; local courtesy tone when receive only  
 remotetx = |t(1633,0,50,3000)(0,0,80,0)(1209,0,50,3000) ; local courtesy tone when linked  
 Trancieve mode  
 cmdmode = |t(900,903,200,2048)  
 functcomplete = |t(1000,0,100,2048)(0,0,100,0)(1000,0,100,2048)  
 remcomplete = |t(650,0,100,2048)(0,0,100,0)(650,0,100,2048)(0,0,100,0)(650,0,100,2048)

pfxtone = |t(350,440,30000,3072)

patchup = rpt/callproceeding

patchdown = rpt/callterminated