



Roadmap to Control Verification of Compliance

1. Overview

InfoComm International has sponsored a project to develop a set of recommendations for the implementation and documentation of control interfaces within the professional audiovisual and information communications industries. The first results of the project were two white-papers titled **Roadmap to Control** and **Roadmap to Control - Quick Reference Guide** available at <http://www.infocomm.org/roadmap>.

The next step of the project was to develop a Verification of Compliance process and materials that Manufacturers can use to identify their products that conform to the recommendations in the **Roadmap to Control**. The concept of Verification of Compliance has been modeled after the well known CE Marking process; see Background below for details. Additionally a logo has been developed for Consultants, Integrators and Technical Managers to quickly identify Roadmap Compliant products in sales and marketing materials from Manufacturers.

2. Background

The genesis of the **Roadmap to Control** project came from discussions between the InfoComm Manufacturers and Independent Programmers subcommittees. Systems Integrators, Consultants and Technology Managers at the Fall Leadership Forum supported the initiative. The main thrust of the discussion was how to develop simpler control interfaces and how to document them better. The Manufacturers subcommittee requested the Independent Programmers to develop white-paper including recommendations for both implementation and documentation.

The idea of Verification of Compliance came about once again in discussions between the Manufacturers and Independent Programmers subcommittees after the Roadmap to Control was circulated as a Request for Comment and then revised with suggestions from many different sources. The Manufacturers subcommittee asked the Roadmap group to provide a PR kit with logo that they could use in their marketing materials.

The basic idea of self-verification is borrowed from the EU, European Union. The EU requires that any product that is imported into a member country to be marked with the CE Marking. The CE Marking indicates that the manufacturer certifies that the item meets all of the essential requirements of the EU Directives. There are about 25 directives that include toy safety, machinery, low-voltage equipment and EM compatibility.

There are two ways to be able to apply the CE Marking. One way is to hire a consultant agency to test and validate the product per the EU Directives. The other and more common way is self-certification where the manufacturer documents all of the EU requirements and how they are met by the product. This is very different then the more familiar and older UL, CSA or VDE approval mechanisms. Each of those are specific agencies which do all of the testing and award the certification for a fee. For the Roadmap to Control, we are promoting the method of Self-Verification as the means for Manufacturers to promote their products as "control friendly".



3. Benefits

- Benefits all councils and members of the audiovisual community
 - Systems Integrators and Consultants will have confidence that the equipment that they specify are “integration friendly”
 - End Users and Technology Managers will see reduced costs in development time, increased turn around time, and have more predictable, reliable systems
 - Expectations can be raised regarding the consistency of device functionality and responses. Standards can be attained.
 - Manufacturers can assure that their products will be on target, more marketable, cost effective, and profitable
 - Programmers will be able to focus on providing a more advanced, reliable, and robust system at no additional cost or time requirements
 - Problems and shortcomings with devices will be lessened
- Intended to provide suggested guidelines or recommendations/requests to manufacturers as to how to make their products “control friendly”
 - Manufacturers requested a information so that they could conform and provide what is necessary
 - Every manufacturer puts time into developing an interface/protocol. Why not ensure that it is what the audience is looking for. This can be done at a reduced cost because much of the conceptual work is already done.

4. Contacts