

# Managing R2 Mapping Tables

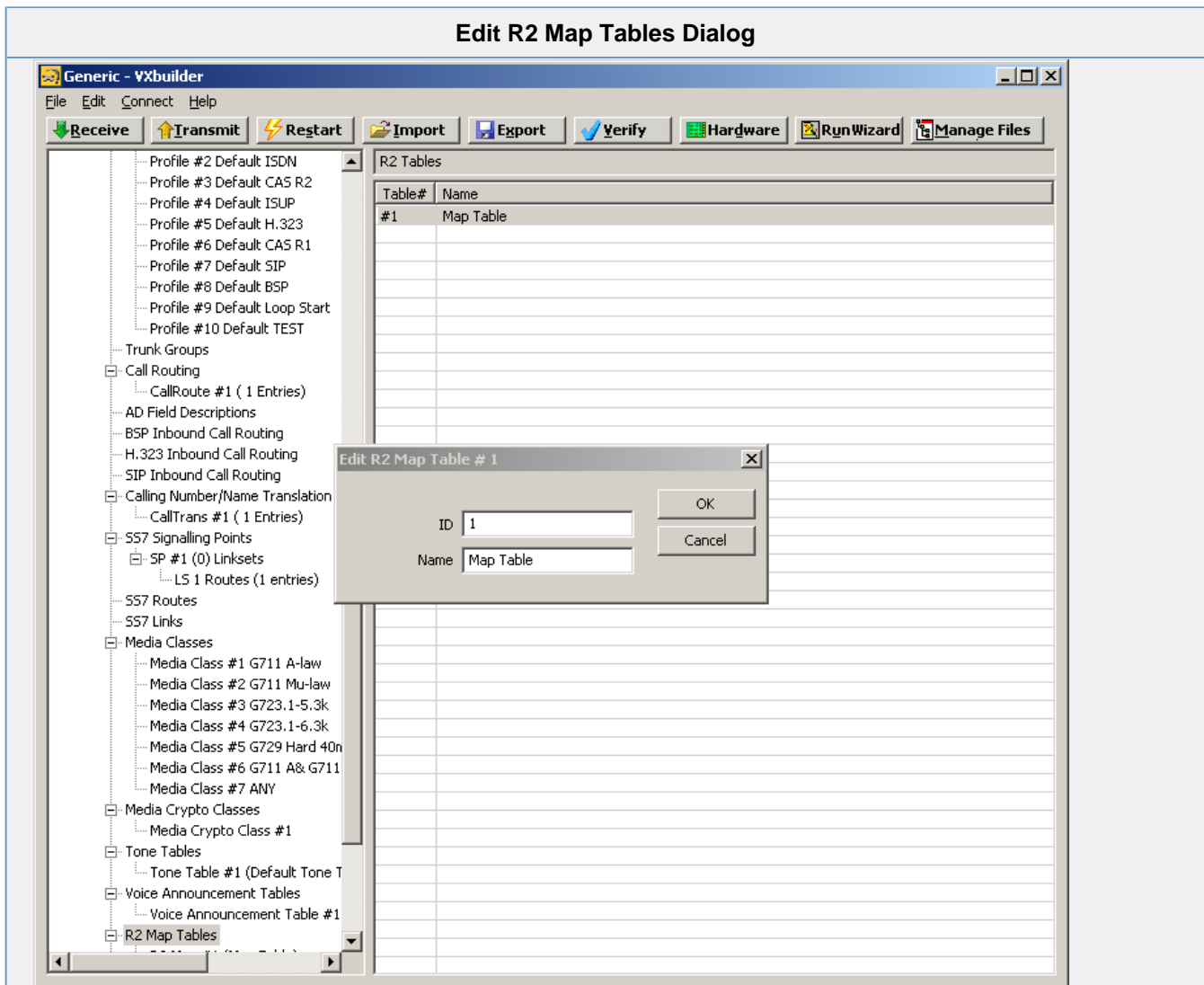
R2 mappings define how VX interprets and generates tones and bits. In various countries around the world, R2 Mapping is used to selectively control the usage of telephony systems, and R2 Tables can be used to modify these R2 tones and bits mappings.

Mapping entries are required only in areas where an implementation deviates from standard R2. All other tones and bit patterns are assumed to have standard R2 meanings. For more information about R2 group functions, refer to the ITU Specification for CAS R2.

 R2 tables are selected in the [R2 Channel Profile](#).

<b>View R2 Mapping</b>	Select the <b>Telephony &gt; R2 Tables</b> subdirectory for the VX node and view contents at the <b>R2 Tables</b> screen.
<b>Add R2 Mapping</b>	Insert a new line in the <b>R2 Tables</b> screen, then double-click the line to present the <b>Edit R2 Map Tables</b> dialog box.
<b>Modify R2 Mapping</b>	Double-click on table line in the <b>R2 Tables</b> screen to present the <b>Edit R2 Map Tables</b> dialog box.

## R2 Mapping Tables



The screenshot displays the 'Generic - VXbuilder' application interface. The main window shows a tree view on the left with 'R2 Map Tables' selected. The right pane shows a table with one entry: Table #1, Name Map Table. An 'Edit R2 Map Table # 1' dialog box is open, showing fields for ID (1) and Name (Map Table) with OK and Cancel buttons.

Table#	Name
#1	Map Table

ID	1
Name	Map Table

Field	Description
ID	Type of map
Name	Name for the R2 map table