

# Sennheiser SLDW

<b>Version</b>	1.0.0
<b>Simpl+ Module filename</b>	Sennheiser_SLDW_1.0.0_SE.usp
<b>Simpl# Library filename</b>	Sennheiser_Modules_CSharp.clz
<b>Tested on processor</b>	CP3
<b>Tested on processor firmware</b>	1.601.0050
<b>Tested on device model</b>	Sennheiser SL Rack Receiver DW
<b>Tested on device firmware</b>	2.6.2
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## Summary:

This module integrates with Sennheiser SpeechLine Digital Wireless (SLDW), a wireless microphone system.

## Release notes:

- 1.0.0
  - Initial release

PARAMETERS	
Device_IP_Param	The IP-address of the device we will connect to. If you want to be able to change this during runtime, instead use serial input <b>Device_IP</b>
Device_UDP_Port_Param	The UDP port of the device we will connect to. This should most likely always be 45d Default: 45d
INPUTS	
Connect	Opens the connection to the device when signal is high. If you use the parameters to set Device Ip and Port, you may define this signal as '1'.
Debug	Enables debug messages to be printed to the text console while signal is high. Make sure this is not left high when not used.
Enable_Incoming_Commands	When set to high, all received data from the device will be outputted on the serial output <b>Incoming_Command_FB</b> .
Enable_Rf_Quality_Feedback	Set this high when you want the analog output RF_Quality_FB to start outputting values. You may define this signal as '1'. The reason you have to manually enable this is because the device is quite "chatty" so if you don't use this feature all that traffic is unnecessary.
Identify_On Identify_Off Identify_Toggle	Turns on/off/toggles the identify feature of the device. It blinks a LED on the frontpanel.
Mute_Switch_Active Mute_Switch_Inactive Mute_Switch_Active_Toggle	Turns on/off/toggles the possibility to use the mute button on the transmitting device (such as the handmic or bodypack).
Low_Cut_On Low_Cut_Off Low_Cut_Toggle	Turns on/off/toggles the Low Cut equalizer feature. It removes the bass frequencies in the audio.
Brightness	Sets the frontpanel brightness of the device. Range: 0-65535 (0-100%)
Output_Gain	Sets the output gain of the device. Range: 0-6  0 = -24 dB 1 = -18 dB 2 = -12 dB 3 = -6 dB

	4 = 0 dB 5 = 6 dB 6 = 12 dB
<b>Eq</b>	Selects which EQ to use. Range: 0-4  0 = Off 1 = Female speech 2 = Male speech 3 = Media 4 = Custom
<b>Set_Name</b>	Sets the name of the device. Max length: 8 characters.
<b>Set_Group</b>	Sets the group (location) of the device. Max length: 8 characters. Allowed chars: 0-9, -, _, A-Z, a-z (comma not included) Must start with a letter May not start or end with a – or _
<b>Send_Custom_Command</b>	Makes it possible to send your own commands to the device. Refer to the Sennheiser Sound Control Protocol (SSC). Example command: {"device":{"reset":true}}
<b>Device_IP</b>	The IP-address of the device we will connect to. Make sure you connect after this is set.
<b>Device_UDP_Port</b>	The UDP port of the device we will connect to. This should most likely always be 45. Make sure you connect after this is set.

## OUTPUTS

<b>Responding_FB</b>	This is high as long as the device is responding. As the protocol uses UDP there is no connection state, so it might take up to a minute before responding goes low after the device has stopped responding.
<b>Identifying_FB</b>	This is high while the device is in identifying state.
<b>Mute_Switch_Active_FB</b>	This is high if it's possible to use the mute button on the transmitting device (such as the handmic or bodypack).
<b>Low_Cut_On_FB</b>	This is high if the Low Cut EQ feature is on in the device.
<b>TX_Active_FB</b>	This is high when a transmitter (such as the handmic or bodypack) is turned on and connected to the device.

<b>TX_Charging_FB</b>	<p>This is high when a transmitter is charging while it is on and connected.</p> <p>This will not work when charging a handmic or bodypack in the CHG-4N, as it will then disconnect from the device.</p>
<b>Brightness_FB</b>	The current frontpanel brightness of the device.
<b>Output_Gain_FB</b>	<p>The current output gain of the device.</p> <p>Range 0-6.</p> <p>0 = -24 dB  1 = -18 dB  2 = -12 dB  3 = -6 dB  4 = 0 dB  5 = 6 dB  6 = 12 dB</p>
<b>Eq_FB</b>	<p>The currently selected EQ of the device.</p> <p>Range: 0-4</p> <p>0 = Off  1 = Female speech  2 = Male speech  3 = Media  4 = Custom</p>
<b>RF_Quality_FB</b>	<p>If you set the digital input <b>Enable_Rf_Quality_Feedback</b> high, this will output the current RF connection quality with the transmitter.</p>
<b>TX_Device_Type_FB</b>	<p>The currently connected transmitter type.</p> <p>Range: 0-3</p> <p>0 = Handheld  1 = Bodypack  2 = Tablestand  3 = Boundary</p>
<b>TX_Battery_Type_FB</b>	<p>The currently connected transmitters battery type.</p> <p>Range: 0-1</p> <p>0 = Battery  1 = Rechargeable</p>
<b>TX_Battery_Gauge_FB</b>	<p>The currently connected transmitters battery level.</p> <p>Range: 0-65535 (0-100%)</p>
<b>TX_Battery_Health_FB</b>	<p>The currently connected transmitters battery health level.</p> <p>Range: 0-65535 (0-100%)</p>

<b>TX_Battery_Lifetime_FB</b>	<p>The currently connected transmitters battery lifetime in minutes. Lifetime means before you have to replace the rechargable battery with a new one, not until the current charge is depleted.</p> <p>This only works if you have a rechargable battery.</p>
<b>Name_FB</b>	The name of the device.
<b>Group_FB</b>	The group (location) of the device.
<b>Product_FB</b>	The product name of the device. Example: SLDW
<b>Version_FB</b>	The firmware version of the device. Example: 2.6.2
<b>Serial_FB</b>	The serial number of the device. Example: 1234567890
<b>Mac_Addresses_FB</b>	The mac adresses of the device. Example: 00:1B:66:11:22:33
<b>RX_Warnings</b>	<p>The warning message shown on the frontpanel of the device.</p> <p>Example: Bad Link</p>
<b>TX_Warnings</b>	<p>The warning message shown on the frontpanel of the transmitter.</p> <p>Example: Low Bat</p>
<b>Incoming_Command_FB</b>	<p>If you set the digital input <a href="#">Enable_Incoming_Commands</a> high, this will output all the received data from the device.</p> <p>The use case for this would be to extend the functionality of the module.</p>