BSS: Soundweb London

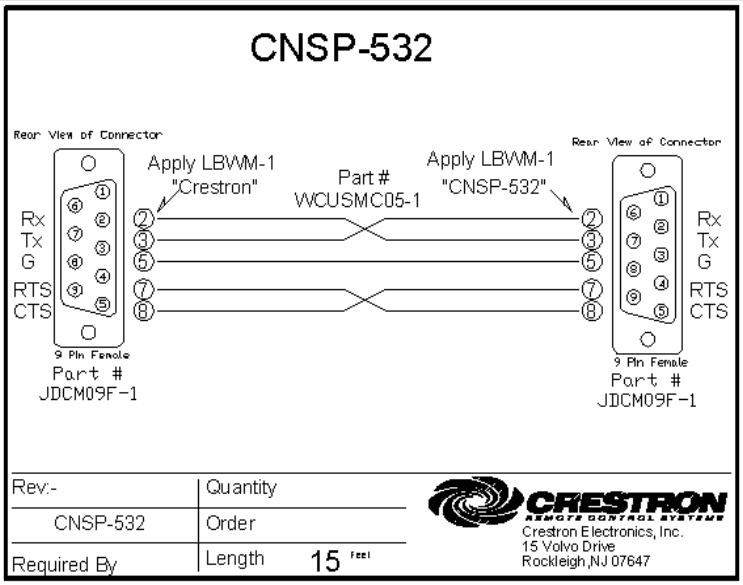
This module controls a "Room Combine" object in a Soundweb London program.

GENERAL INFORMATION

SIMPLWINDOWS NAME:	BSS Soundweb London Room Combine.umc
CATEGORY:	Device Interface
VERSION:	V1.0
SUMMARY:	This module controls a "Room Combine" object in a Soundweb London program.
GENERAL NOTES:	Each object in a Soundweb London program is given an object number. You have to specify the object id of the "Room Combine" object that is to be controlled. (objectID parameter) The TX and RX of this module should be connected to a "BSS Soundweb London Node.umc" module. This "Node" module needs to have its "Node" parameter set to the node of the Soundweb London device to control. All analog input and outputs range from 0d to 65535d (0% to 100%) When holding the "subscribe" or "Enable_Feedback" input HIGH, all functions (called state variables) of this object which have their corresponding subscribeTo-input set high will be subscribed to. The feedback will be real. From that point on, the Soundweb London will automatically report any change of these state variables made on the Soundweb London device itself. This module will then take this report and show it on the feedback outputs. Pulsing the "subscribe" input will resync all variables to the current device state and generate a feedback report even if already subscribed.
CRESTRON HARDWARE REQUIRED:	2-series
SETUP OF CRESTRON HARDWARE:	The demo program was created on a PRO2 with TPS-4000 The Soundweb London is to be connected on a com port with a standard crossed cable and the following settings: 115200, 8, 1, N Or to use TCP/IP: Port 1023
VENDOR FIRMWARE:	2.00.02
VENDOR SETUP:	Soundweb London Blu-80

15 Volvo Drive • Rockleigh, NJ 07647
800.237.2041 / 201.767.3400

CABLE DIAGRAM:



CONTROL:

Enable_Feedback	D	Subscribe to all functions (state variables) of the object. When this signal is held HIGH all feedback will be real. When this signal goes low, all subscriptions will be deleted from the Soundweb London and variable feedback will not be reported. On each rising edge of this signal the Crestron module will resync to the current state of the Room Combine object. Exact same function as 'subscribe' in previous Crestron modules. Renamed for clarity in this and all future BSS modules.
Chan_Offset	A	Channel Offset: Used to determine which channels are controlled by this module. Use 0 for Rm1-8, 1 for Rm9-16, 2 for Rm17-24.
SourceMute_Rm<x>	D	Toggles the current mute-state of the Source Mute SV for that channel. Each rising edge will change the mute-state
BGM_Mute_Rm<x>	D	Toggles the current mute-state of the Background Music Mute SV for that channel. Each rising edge will change the mute-state
MasterMute_Rm<x>	D	Toggles the current mute-state of the Master Mute SV for that channel. Each rising edge will change the mute-state
SourceGain_Rm<x>	A	sets the Source gain for the currently selected input. -inf to +10

BGM_Gain_Rm<x>	A	Sets the Background Music gain for the currently selected input. -inf to +10
SourceGain_Rm<x>	A	sets the Master gain for the currently selected input. -inf to +10
Partition<x>	D	Toggles the partition state. Each rising edge will change the partition state
Group_Rm<x>	A	Used to manually assign the Group SV of each Room. Values are determined by the Room Combine object in Soundweb London Architect. Typically; 0 = unassigned (not combined), 1 = Group1, 2 = Group2, etc
rx	S	connected to the "modulesRx" of the correct "BSS Soundweb London Node.umc" module

FEEDBACK:

SourceMute_Rm<x>_FB	D	Reports the current mute-state of the Source Mute SV for that channel when Enable_Feedback is HIGH
BGM_Mute_Rm<x>_FB	D	Reports the current mute-state of the Background Music Mute SV for that channel when Enable_Feedback is HIGH
MasterMute_Rm<x>_FB	D	Reports the current mute-state of the Master Mute SV for that channel when Enable_Feedback is HIGH
SourceGain_Rm<x>_FB	A	Reports the current state of the gain fader for that channel when Enable_Feedback is HIGH.
BGM_Gain_Rm<x>_FB	A	Reports the current state of the gain fader for that channel when Enable_Feedback is HIGH.
SourceGain_Rm<x>_FB	A	Reports the current state of the gain fader for that channel when Enable_Feedback is HIGH.
Partition<x>_FB	D	Reports the current state of the Parition Reports the current state of the gain fader for that channel when Enable_Feedback is HIGH.
Group_Rm<x>_FB	A	Reports the current Group SV of that channel Reports the current state of the gain fader for that channel when Enable_Feedback is HIGH.

PARAMETERS:

objectID	(get this information from the BSS programmer). Specifies which objectID is to be controlled. (3 bytes, for example: "\x00\x00\x01"). These bytes are ALWAYS the 4th, 5th, and 6th bytes of the HiQnet address. The HiQnet address is given in Hex in the properties window of every processing object. Do not take the address from the DI toolbar because of reserved character substitutions. For example: The first processing object placed in the design will have the

following address (if the Node address is \x74\x01) 0x740103000100. So the Object ID in this scenario will be entered as \x00\x01\x00.

Max_Rooms		Used to control the amount of strings sent when 'Enable_Feedback" is triggered. Define this number as the maximum number of rooms this module will be controlling. The default is 8d which will subscribe to all 8 rooms. If the number of rooms is less than this then change this parameter to reduce the amount of traffic whenever 'Enable_Feedback' is triggered.

TESTING:

OPS USED FOR TESTING:	V3.137
COMPILER USED FOR TESTING:	V2.07.32
SAMPLE PROGRAM:	BSS Soundweb London Demo Program
REVISION HISTORY:	V1.0 Creation

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