

BSS: Soundweb London

This module controls an "Gain" object in a Soundweb London program.

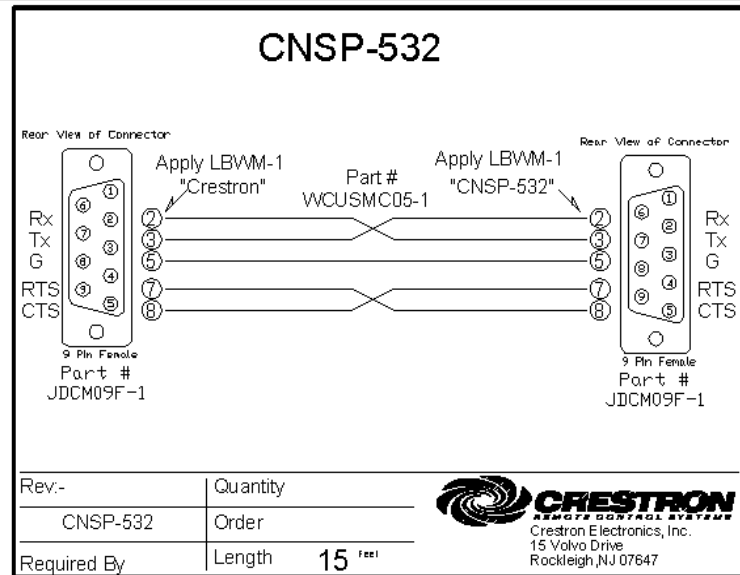


GENERAL INFORMATION

SIMPLWINDOWS NAME:	BSS Soundweb London Gain v3
CATEGORY:	Device Interface
VERSION:	V3.0
SUMMARY:	This module controls an "Gain" object in a Soundweb London program.
GENERAL NOTES:	<p>Each object in a Soundweb London program is given an object number. You have to specify the object id of the "Gain" object that is to be controlled. (objectID parameter)</p> <p>The TX and RX of this module should be connected to a "BSS Soundweb London Node.umc" module.</p> <p>This "Node" module needs to have it's "Node" parameter set to the node of the Soundweb London device to control.</p> <p>All analog input and outputs range from 0d to 65535d (0% to 100%)</p> <p>When pulsing the "subscribe" input, all functions (called state variables) of this object which have their corresponding subscribeTo-input set high will be subscribed to. 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.</p> <p>At this moment, a change made by Crestron does not generate a feedback update. Pulsing the "subscribe" input will generate a feedback report also when already subscribed.</p>
CRESTRON HARDWARE REQUIRED:	X-series or preferable 2-series
SETUP OF CRESTRON HARDWARE:	<p>The demo program was created on a PRO2 with TPS-4000</p> <p>The Soundweb London is to be connected on a com port with a standard crossed cable and the following settings:</p> <p>115200, 8, 1, N</p> <p>Or to use TCP/IP: Port 1023</p>
VENDOR FIRMWARE:	1.04.02
VENDOR SETUP:	Soundweb London Blu-80



CABLE DIAGRAM:



CONTROL:

gain	A	set the gain value (-inf to 10)
subscribeToGain	D	When this input is high, pulsing the subscribe input will cause the module to subscribe to the objects gain
Mute	D	pulse to mute the object
Unmute	D	pulse to unmute the object
subscribeToMute	D	When this input is high, pulsing the subscribe input will cause the module to subscribe to the objects mute
polarityOn	D	pulse to set polarity on
polarityOff	D	pulse to set polarity off
subscribeToPolarity	D	When this input is high, pulsing the subscribe input will cause the module to subscribe to the objects polarity



subscribe	D	Pulse to subscribe to all functions (state variables) of the object set by the subscribeTo inputs
unsubscribe	D	Pulse to unsubscribe to all functions (state variables) of the object set by the subscribeTo inputs
rx	S	connected to the "modulesRx" of the correct "BSS Soundweb London Node.umc" module

FEEDBACK:

gain_fb	A	gain feedback
mute_fb	D	mute feedback
polarity_fb	D	polarity feedback
tx	S	connected to the "modulesTx" of the correct "BSS Soundweb London Node.umc" module

PARAMETERS:

objectID	d	specifies which objectID is to be controlled. (3 bytes, for example: "\x00\x00\x01") (get this information from the BSS programmer)

TESTING:

OPS USED FOR TESTING:	3.155.1240
COMPILER USED FOR TESTING:	2.10.24
SAMPLE PROGRAM:	BSS Soundweb London v3 Demo Program
REVISION HISTORY:	V1.0 Creation V3 – BSS made changes to a number of modules.