This document provides additional assistance with wiring your Extron IP Link Pro Control Processor to your device. Different components may require a different wiring scheme than those listed below.

For complete operating instructions, refer to the user's manual for the specific IP Link Pro Control Processor or the documentation supplied by the manufacturer of the controlled device.

For more information on using Global Scripter Modules, refer to the "Guide to Using Scripter Modules" document.

Device Specifications

Device Type: Audio Processor
Manufacturer: Shure
Firmware Version: N/A
Model(s): MXA910, MXA310

Tested on the Following Software and Firmware Versions

IP Link Pro Control Processor Firmware	Global Scripter Version
3.03.0000-b006	2.3.0

Version History

Module Version	Date	Notes
1_3_0_0	6/28/2019	Initial Version
1_2_1_0	2/4/2019	Initial Version

Module Notes

- Unidirectional variable must be set to 'True' if status is not required. Default value is 'False'.
  `Example: InterfaceName.Unidirectional = 'True'`

- connectionCounter variable must be set to the number of queries that will be sent to the device before displaying 'Disconnected' if no response is received. Default value is 15.
  `Example: InterfaceName.connectionCounter = 5`

Supported Class and Example

EthernetClass

```
InterfaceName = ModuleName.EthernetClass('192.168.254.254', 2202, Model='MXA910')
```

Control Commands

Format with Qualifier:

```
InterfaceName.Set(Command, Value, {'Qualifier Key': 'Qualifier Value'})
```

Format with Qualifier:

```
InterfaceName.Set(Command, Value)
```

Command **AudioGain**	Value -110 to 30 in steps of 0.1		
Qualifier Key **'Channel'**	Qualifier Value '1' – '8'	Qualifier Value 'Automix Output'	
`# AudioGain example` `InterfaceName.Set('AudioGain', 30, {'Channel': '1'})`			
Command **BeamLobeHeight**	Value 0 to 914 in steps of 1		
Qualifier Key **'Channel'**	Qualifier Value '1' – '8'		
`# BeamLobeHeight example` `InterfaceName.Set('BeamLobeHeight', 914, {'Channel': '1'})`			
Command **BeamLobeSteering**	Value -1524 to 1524 in steps of 1		
Qualifier Key **'Axis'**	Qualifier Value 'X'	Qualifier Value 'Y'	
Qualifier Key **'Channel'**	Qualifier Value '1' – '8'		
`# BeamLobeSteering example` `InterfaceName.Set('BeamLobeSteering', 1524, {'Axis': 'X', 'Channel': '1'})`			
Command **BeamLobeWidth**	Value 'Wide'	Value 'Medium'	Value 'Narrow'
Qualifier Key **'Channel'**	Qualifier Value '1' – '8'		
`# BeamLobeWidth example` `InterfaceName.Set('BeamLobeWidth', 'Wide', {'Channel': '1'})`			
Command **ChannelAudioMute**	Value 'On'	Value 'Off'	
Qualifier Key **'Channel'**	Qualifier Value '1' – '8'	Qualifier Value 'Automix Output'	
`# ChannelAudioMute example` `InterfaceName.Set('ChannelAudioMute', 'On', {'Channel': '1'})`			
Command **ChannelAudioMuteAllChannels**	Value 'On'	Value 'Off'	
`# ChannelAudioMuteAllChannels example` `InterfaceName.Set('ChannelAudioMuteAllChannels', 'On')`			
Command **DeviceAudioMute**	Value 'On'	Value 'Off'	
`# DeviceAudioMute example` `InterfaceName.Set('DeviceAudioMute', 'On')`			
Command **IdentifyMicrophone**	Value 'On'	Value 'Off'	
`# IdentifyMicrophone example` `InterfaceName.Set('IdentifyMicrophone', 'On')`			

Command **LEDBrightness**	Value 'Disabled' '60%'	Value '20%' '80%'	Value '40%' '100%'
`# LEDBrightness example` `InterfaceName.Set('LEDBrightness', 'Disabled')`			
Command **LEDMuteColor**	Value 'Red' 'Pink' 'Orange' 'Yellow Green' 'Cyan' 'Violet'	Value 'Green' 'Purple' 'White' 'Turquoise' 'Sky Blue' 'Orchid'	Value 'Blue' 'Yellow' 'Gold' 'Powder Blue' 'Light Purple'
Qualifier Key **'Mute State'**	Qualifier Value 'Muted'	Qualifier Value 'Unmuted'	
`# LEDMuteColor example` `InterfaceName.Set('LEDMuteColor', 'Red', {'Mute State': 'Muted'})`			
Command **LEDMuteFlashing**	Value 'On'	Value 'Off'	Value 'Flashing'
Qualifier Key **'Mute State'**	Qualifier Value 'Muted'	Qualifier Value 'Unmuted'	
`# LEDMuteFlashing example` `InterfaceName.Set('LEDMuteFlashing', 'On', {'Mute State': 'Muted'})`			
Command **LEDPower**	Value 'On'	Value 'Off'	
`# LEDPower example` `InterfaceName.Set('LEDPower', 'On')`			
Command **RecallPreset**	Value '1' – '10'		
`# RecallPreset example` `InterfaceName.Set('RecallPreset', '1')`			
Command **RingLEDPower**	Value 'On'	Value 'Off'	
`# RingLEDPower example` `InterfaceName.Set('RingLEDPower', 'On')`			
Command **SegmentLEDPower**	Value 'On'	Value 'Off'	
Qualifier Key **'Channel'**	Qualifier Value '1' – '4'		
`# SegmentLEDPower example` `InterfaceName.Set('SegmentLEDPower', 'On', {'Channel': '1'})`			

Status Available

For all commands, call Update to receive the latest status. ConnectionStatus does not support the Update function and is triggered by the device providing a successful response to other Update function calls.

Format with Qualifier:

```
InterfaceName.Update(Command, {'Qualifier Key': 'Qualifier Value'})
Value = InterfaceName.ReadStatus(Command, {'Qualifier Key': 'Qualifier Value'})
InterfaceName.SubscribeStatus(Command, {'Qualifier Key': 'Qualifier Value'},
FeedbackHandler)
FeedbackHandler will be called only when the specified qualifier gets a new status.
```

Format without Qualifier:

```
InterfaceName.Update(Command)
Value = InterfaceName.ReadStatus(Command)
InterfaceName.SubscribeStatus(Command, None, FeedbackHandler)
FeedbackHandler will be called when any qualifier gets a new status.
```

Command	Value	
ActiveMicChannels	'1' – '8'	

`# ActiveMicChannels example`
`InterfaceName.Update('ActiveMicChannels')`
`Value = InterfaceName.ReadStatus('ActiveMicChannels')`
`InterfaceName.SubscribeStatus('ActiveMicChannels', None, FeedbackHandler)`		

Command	Value	
AudioGain	-110 to 30 in steps of 0.1	
Qualifier Key	Qualifier Value	Qualifier Value
'Channel'	'1' – '8'	'Automix Output'

`# AudioGain example`
`InterfaceName.Update('AudioGain', {'Channel': '1'})`
`Value = InterfaceName.ReadStatus('AudioGain', {'Channel': '1'})`
`InterfaceName.SubscribeStatus('AudioGain', None, FeedbackHandler)`		

Command	Value	
AudioPeakLevelStatus	0 – 60	
Qualifier Key	Qualifier Value	Qualifier Value
'Channel'	'1' – '8'	'Automix Output'

`# AudioPeakLevelStatus example`
`InterfaceName.Update('AudioPeakLevelStatus', {'Channel': '1'})`
`Value = InterfaceName.ReadStatus('AudioPeakLevelStatus', {'Channel': '1'})`
`InterfaceName.SubscribeStatus('AudioPeakLevelStatus', None, FeedbackHandler)`		

Command	Value	
AudioRMSLevelStatus	0 – 60	
Qualifier Key	Qualifier Value	Qualifier Value
'Channel'	'1' – '8'	'Automix Output'

`# AudioRMSLevelStatus example`
`InterfaceName.Update('AudioRMSLevelStatus', {'Channel': '1'})`
`Value = InterfaceName.ReadStatus('AudioRMSLevelStatus', {'Channel': '1'})`
`InterfaceName.SubscribeStatus('AudioRMSLevelStatus', None, FeedbackHandler)`		

Command	Value	
BeamLobeHeight	0 to 914 in steps of 1	
Qualifier Key	Qualifier Value	
'Channel'	'1' – '8'	

`# BeamLobeHeight example`
`InterfaceName.Update('BeamLobeHeight', {'Channel': '1'})`
`Value = InterfaceName.ReadStatus('BeamLobeHeight', {'Channel': '1'})`
`InterfaceName.SubscribeStatus('BeamLobeHeight', None, FeedbackHandler)`		

Command	Value	

BeamLobeSteering	-1524 to 1524 in steps of 1		
Qualifier Key **'Axis'**	Qualifier Value 'X'	Qualifier Value 'Y'	
Qualifier Key **'Channel'**	Qualifier Value '1' – '8'		

```
# BeamLobeSteering example
InterfaceName.Update('BeamLobeSteering', {'Axis': 'X', 'Channel': '1'})
Value = InterfaceName.ReadStatus('BeamLobeSteering', {'Axis': 'X', 'Channel': '1'})
InterfaceName.SubscribeStatus('BeamLobeSteering', None, FeedbackHandler)
```

Command **BeamLobeWidth**	Value 'Wide'	Value 'Medium'	Value 'Narrow'
Qualifier Key **'Channel'**	Qualifier Value '1' – '8'		

```
# BeamLobeWidth example
InterfaceName.Update('BeamLobeWidth', {'Channel': '1'})
Value = InterfaceName.ReadStatus('BeamLobeWidth', {'Channel': '1'})
InterfaceName.SubscribeStatus('BeamLobeWidth', None, FeedbackHandler)
```

Command **ChannelAudioMute**	Value 'On'	Value 'Off'	
Qualifier Key **'Channel'**	Qualifier Value '1' – '8'	Qualifier Value 'Automix Output'	

```
# ChannelAudioMute example
InterfaceName.Update('ChannelAudioMute', {'Channel': '1'})
Value = InterfaceName.ReadStatus('ChannelAudioMute', {'Channel': '1'})
InterfaceName.SubscribeStatus('ChannelAudioMute', None, FeedbackHandler)
```

Command **ConnectionStatus**	Value 'Connected'	Value 'Disconnected'

```
# ConnectionStatus example
Value = InterfaceName.ReadStatus('ConnectionStatus')
InterfaceName.SubscribeStatus('ConnectionStatus', None, FeedbackHandler)
```

Command **DeviceAudioMute**	Value 'On'	Value 'Off'

```
# DeviceAudioMute example
InterfaceName.Update('DeviceAudioMute')
Value = InterfaceName.ReadStatus('DeviceAudioMute')
InterfaceName.SubscribeStatus('DeviceAudioMute', None, FeedbackHandler)
```

Command **ExternalSwitchOutState**	Value 'On'	Value 'Off'

```
# ExternalSwitchOutState example
InterfaceName.Update('ExternalSwitchOutState')
Value = InterfaceName.ReadStatus('ExternalSwitchOutState')
InterfaceName.SubscribeStatus('ExternalSwitchOutState', None, FeedbackHandler)
```

Command **GateOutStatus**	Value 'On'	Value 'Off'
Qualifier Key **'Channel'**	Qualifier Value '1' – '8'	

```
# GateOutStatus example
InterfaceName.Update('GateOutStatus', {'Channel': '1'})
Value = InterfaceName.ReadStatus('GateOutStatus', {'Channel': '1'})
InterfaceName.SubscribeStatus('GateOutStatus', None, FeedbackHandler)
```

Command **IdentifyMicrophone**	Value 'On'	Value 'Off'

```
# IdentifyMicrophone example
InterfaceName.Update('IdentifyMicrophone')
Value = InterfaceName.ReadStatus('IdentifyMicrophone')
InterfaceName.SubscribeStatus('IdentifyMicrophone', None, FeedbackHandler)
```

Command **LEDBrightness**	Value 'Disabled' '60%'	Value '20%' '80%'	Value '40%' '100%'

```
# LEDBrightness example
InterfaceName.Update('LEDBrightness')
Value = InterfaceName.ReadStatus('LEDBrightness')
InterfaceName.SubscribeStatus('LEDBrightness', None, FeedbackHandler)
```

Command **LEDMuteColor**	Value 'Red' 'Pink' 'Orange' 'Yellow Green' 'Cyan' 'Violet'	Value 'Green' 'Purple' 'White' 'Turquoise' 'Sky Blue' 'Orchid'	Value 'Blue' 'Yellow' 'Gold' 'Powder Blue' 'Light Purple'
Qualifier Key **'Mute State'**	Qualifier Value 'Muted'	Qualifier Value 'Unmuted'	

```
# LEDMuteColor example
InterfaceName.Update('LEDMuteColor', {'Mute State': 'Muted'})
Value = InterfaceName.ReadStatus('LEDMuteColor', {'Mute State': 'Muted'})
InterfaceName.SubscribeStatus('LEDMuteColor', None, FeedbackHandler)
```

Command **LEDMuteFlashing**	Value 'On'	Value 'Off'	Value 'Flashing'
Qualifier Key **'Mute State'**	Qualifier Value 'Muted'	Qualifier Value 'Unmuted'	

```
# LEDMuteFlashing example
InterfaceName.Update('LEDMuteFlashing', {'Mute State': 'Muted'})
Value = InterfaceName.ReadStatus('LEDMuteFlashing', {'Mute State': 'Muted'})
InterfaceName.SubscribeStatus('LEDMuteFlashing', None, FeedbackHandler)
```

Command **LEDPower**	Value 'On'	Value 'Off'

```
# LEDPower example
InterfaceName.Update('LEDPower')
Value = InterfaceName.ReadStatus('LEDPower')
InterfaceName.SubscribeStatus('LEDPower', None, FeedbackHandler)
```

Command **MuteButtonLEDState**	Value 'On'	Value 'Off'

```
# MuteButtonLEDState example
InterfaceName.Update('MuteButtonLEDState')
Value = InterfaceName.ReadStatus('MuteButtonLEDState')
InterfaceName.SubscribeStatus('MuteButtonLEDState', None, FeedbackHandler)
```

Command **MuteButtonStatus**	Value 'On'	Value 'Off'

```
# MuteButtonStatus example
InterfaceName.Update('MuteButtonStatus')
Value = InterfaceName.ReadStatus('MuteButtonStatus')
InterfaceName.SubscribeStatus('MuteButtonStatus', None, FeedbackHandler)
```

Command **OutputClipStatus**	Value 'On'	Value 'Off'
Qualifier Key **'Channel'**	Qualifier Value '1' – '8'	Qualifier Value 'Automix Output'

```
# OutputClipStatus example
InterfaceName.Update('OutputClipStatus', {'Channel': '1'})
Value = InterfaceName.ReadStatus('OutputClipStatus', {'Channel': '1'})
InterfaceName.SubscribeStatus('OutputClipStatus', None, FeedbackHandler)
```

Command **RecallPreset**	Value '1' – '10'	Value 'No Preset'

```
# RecallPreset example
InterfaceName.Update('RecallPreset')
Value = InterfaceName.ReadStatus('RecallPreset')
InterfaceName.SubscribeStatus('RecallPreset', None, FeedbackHandler)
```

Command	Value	Value
RingLEDPower	'On'	'Off'

```
# RingLEDPower example
InterfaceName.Update('RingLEDPower')
Value = InterfaceName.ReadStatus('RingLEDPower')
InterfaceName.SubscribeStatus('RingLEDPower', None, FeedbackHandler)
```

Command	Value	Value
SegmentLEDPower	'On'	'Off'
Qualifier Key	Qualifier Value	
'Channel'	'1' – '4'	

```
# SegmentLEDPower example
InterfaceName.Update('SegmentLEDPower', {'Channel': '1'})
Value = InterfaceName.ReadStatus('SegmentLEDPower', {'Channel': '1'})
InterfaceName.SubscribeStatus('SegmentLEDPower', None, FeedbackHandler)
```

Network communication

When configuring the Ethernet module, be sure device settings match those of the Global Scripter ethernet interface.

Port Type:	Ethernet
Default Port:	2202
Logon Credentials Supported:	No
Multi-Connection Capabilities:	Yes
Port Changeability:	Yes

Ethernet Module Configuration Description

Please refer to user manual for settings and changes to the network communication

Notes for the Device

Appendix A. Set Commands

Audio Gain -110 Channel 1	< SET 1 AUDIO_GAIN_HI_RES 0000 >
Audio Gain -110 Channel 4	< SET 4 AUDIO_GAIN_HI_RES 0000 >
Audio Gain -110 Channel 8	< SET 8 AUDIO_GAIN_HI_RES 0000 >
Audio Gain -110 Channel Automix Output	< SET 9 AUDIO_GAIN_HI_RES 0000 >
Audio Gain -110 Channel Automix Output	< SET 5 AUDIO_GAIN_HI_RES 0000 >
Audio Gain 30 Channel 1	< SET 1 AUDIO_GAIN_HI_RES 1400 >
Audio Gain 30 Channel 4	< SET 4 AUDIO_GAIN_HI_RES 1400 >
Audio Gain 30 Channel 8	< SET 8 AUDIO_GAIN_HI_RES 1400 >
Audio Gain 30 Channel Automix Output	< SET 9 AUDIO_GAIN_HI_RES 1400 >
Audio Gain 30 Channel Automix Output	< SET 5 AUDIO_GAIN_HI_RES 1400 >
Beam (Lobe) Height 0 Channel 1	< SET 1 BEAM_Z 000 >
Beam (Lobe) Height 0 Channel 8	< SET 8 BEAM_Z 000 >
Beam (Lobe) Height 914 Channel 1	< SET 1 BEAM_Z 914 >
Beam (Lobe) Height 914 Channel 8	< SET 8 BEAM_Z 914 >
Beam (Lobe) Steering 1524 Channel 1 Axis X	< SET 1 BEAM_X 3048 >
Beam (Lobe) Steering -1524 Channel 1 Axis X	< SET 1 BEAM_X 0000 >
Beam (Lobe) Steering 1524 Channel 1 Axis Y	< SET 1 BEAM_Y 3048 >
Beam (Lobe) Steering -1524 Channel 1 Axis Y	< SET 1 BEAM_Y 0000 >
Beam (Lobe) Steering 1524 Channel 8 Axis X	< SET 8 BEAM_X 3048 >
Beam (Lobe) Steering -1524 Channel 8 Axis X	< SET 8 BEAM_X 0000 >
Beam (Lobe) Steering 1524 Channel 8 Axis Y	< SET 8 BEAM_Y 3048 >
Beam (Lobe) Steering -1524 Channel 8 Axis Y	< SET 8 BEAM_Y 0000 >
Beam (Lobe) Width Medium Channel 1	< SET 1 BEAM_W MEDIUM >
Beam (Lobe) Width Medium Channel 8	< SET 8 BEAM_W MEDIUM >
Beam (Lobe) Width Narrow Channel 1	< SET 1 BEAM_W NARROW >
Beam (Lobe) Width Narrow Channel 8	< SET 8 BEAM_W NARROW >
Beam (Lobe) Width Wide Channel 1	< SET 1 BEAM_W WIDE >
Beam (Lobe) Width Wide Channel 8	< SET 8 BEAM_W WIDE >
Channel Audio Mute All Channels Off	< SET 0 AUDIO_MUTE OFF >
Channel Audio Mute All Channels On	< SET 0 AUDIO_MUTE ON >
Channel Audio Mute Off Channel 1	< SET 1 AUDIO_MUTE OFF >
Channel Audio Mute Off Channel 4	< SET 4 AUDIO_MUTE OFF >
Channel Audio Mute Off Channel 8	< SET 8 AUDIO_MUTE OFF >
Channel Audio Mute Off Channel Automix Output	< SET 9 AUDIO_MUTE OFF >
Channel Audio Mute Off Channel Automix Output	< SET 5 AUDIO_MUTE OFF >
Channel Audio Mute On Channel 1	< SET 1 AUDIO_MUTE ON >
Channel Audio Mute On Channel 4	< SET 4 AUDIO_MUTE ON >
Channel Audio Mute On Channel 8	< SET 8 AUDIO_MUTE ON >
Channel Audio Mute On Channel Automix Output	< SET 9 AUDIO_MUTE ON >
Channel Audio Mute On Channel Automix Output	< SET 5 AUDIO_MUTE ON >
Device Audio Mute Off	< SET DEVICE_AUDIO_MUTE OFF >
Device Audio Mute On	< SET DEVICE_AUDIO_MUTE ON >

Identify Microphone Off	< SET FLASH OFF >
Identify Microphone On	< SET FLASH ON >
LED Brightness 100%	< SET LED_BRIGHTNESS 5 >
LED Brightness 20%	< SET LED_BRIGHTNESS 1 >
LED Brightness 40%	< SET LED_BRIGHTNESS 2 >
LED Brightness 60%	< SET LED_BRIGHTNESS 3 >
LED Brightness 80%	< SET LED_BRIGHTNESS 4 >
LED Brightness Disabled	< SET LED_BRIGHTNESS 0 >
LED Mute Color Blue Mute State Muted	< SET LED_COLOR_MUTED BLUE >
LED Mute Color Blue Mute State Unmuted	< SET LED_COLOR_UNMUTED BLUE >
LED Mute Color Cyan Mute State Muted	< SET LED_COLOR_MUTED CYAN >
LED Mute Color Cyan Mute State Unmuted	< SET LED_COLOR_UNMUTED CYAN >
LED Mute Color Gold Mute State Muted	< SET LED_COLOR_MUTED GOLD >
LED Mute Color Gold Mute State Unmuted	< SET LED_COLOR_UNMUTED GOLD >
LED Mute Color Green Mute State Muted	< SET LED_COLOR_MUTED GREEN >
LED Mute Color Green Mute State Unmuted	< SET LED_COLOR_UNMUTED GREEN >
LED Mute Color Light Purple Mute State Muted	< SET LED_COLOR_MUTED LIGHTPURPLE >
LED Mute Color Light Purple Mute State Unmuted	< SET LED_COLOR_UNMUTED LIGHTPURPLE >
LED Mute Color Orange Mute State Muted	< SET LED_COLOR_MUTED ORANGE >
LED Mute Color Orange Mute State Unmuted	< SET LED_COLOR_UNMUTED ORANGE >
LED Mute Color Orchid Mute State Muted	< SET LED_COLOR_MUTED ORCHID >
LED Mute Color Orchid Mute State Unmuted	< SET LED_COLOR_UNMUTED ORCHID >
LED Mute Color Pink Mute State Muted	< SET LED_COLOR_MUTED PINK >
LED Mute Color Pink Mute State Unmuted	< SET LED_COLOR_UNMUTED PINK >
LED Mute Color Powder Blue Mute State Muted	< SET LED_COLOR_MUTED POWDERBLUE >
LED Mute Color Powder Blue Mute State Unmuted	< SET LED_COLOR_UNMUTED POWDERBLUE >
LED Mute Color Purple Mute State Muted	< SET LED_COLOR_MUTED PURPLE >
LED Mute Color Purple Mute State Unmuted	< SET LED_COLOR_UNMUTED PURPLE >
LED Mute Color Red Mute State Muted	< SET LED_COLOR_MUTED RED >
LED Mute Color Red Mute State Unmuted	< SET LED_COLOR_UNMUTED RED >
LED Mute Color Sky Blue Mute State Muted	< SET LED_COLOR_MUTED SKYBLUE >
LED Mute Color Sky Blue Mute State Unmuted	< SET LED_COLOR_UNMUTED SKYBLUE >
LED Mute Color Violet Mute State Muted	< SET LED_COLOR_MUTED VIOLET >
LED Mute Color Violet Mute State Unmuted	< SET LED_COLOR_UNMUTED VIOLET >
LED Mute Color White Mute State Muted	< SET LED_COLOR_MUTED WHITE >
LED Mute Color White Mute State Unmuted	< SET LED_COLOR_UNMUTED WHITE >
LED Mute Color Yellow Green Mute State Muted	< SET LED_COLOR_MUTED YELLOWGREEN >
LED Mute Color Yellow Green Mute State Unmuted	< SET LED_COLOR_UNMUTED YELLOWGREEN >
LED Mute Color Yellow Mute State Muted	< SET LED_COLOR_MUTED YELLOW >
LED Mute Color Yellow Mute State Unmuted	< SET LED_COLOR_UNMUTED YELLOW >
LED Mute Flashing Flashing Mute State Muted	< SET LED_STATE_MUTED FLASHING >
LED Mute Flashing Flashing Mute State Unmuted	< SET LED_STATE_UNMUTED FLASHING >
LED Mute Flashing Off Mute State Muted	< SET LED_STATE_MUTED OFF >
LED Mute Flashing Off Mute State Unmuted	< SET LED_STATE_UNMUTED OFF >

LED Mute Flashing On Mute State Muted	< SET LED_STATE_MUTED ON >
LED Mute Flashing On Mute State Unmuted	< SET LED_STATE_UNMUTED ON >
LED Power Off	< SET DEV_LED_IN_STATE OFF >
LED Power On	< SET DEV_LED_IN_STATE ON >
Recall Preset 1	< SET PRESET 1 >
Recall Preset 10	< SET PRESET 10 >
Ring LED Power Off	< SET DEV_LED_IN_STATE OFF >
Ring LED Power On	< SET DEV_LED_IN_STATE ON >
Segment LED Power Off Channel 1	< SET 1 CHAN_LED_IN_STATE OFF >
Segment LED Power Off Channel 4	< SET 4 CHAN_LED_IN_STATE OFF >
Segment LED Power On Channel 1	< SET 1 CHAN_LED_IN_STATE ON >
Segment LED Power On Channel 4	< SET 4 CHAN_LED_IN_STATE ON >

Appendix B. Update Commands

Active Mic Channels	< GET NUM_ACTIVE_MICS >
Audio Gain Channel 1	< GET 1 AUDIO_GAIN_HI_RES >
Audio Gain Channel 4	< GET 4 AUDIO_GAIN_HI_RES >
Audio Gain Channel 8	< GET 8 AUDIO_GAIN_HI_RES >
Audio Gain Channel Automix Output	< GET 9 AUDIO_GAIN_HI_RES >
Audio Gain Channel Automix Output	< GET 5 AUDIO_GAIN_HI_RES >
Audio Peak Level Status Channel 1	< GET 0 AUDIO_IN_PEAK_LVL >
Audio Peak Level Status Channel 4	< GET 0 AUDIO_IN_PEAK_LVL >
Audio Peak Level Status Channel 8	< GET 0 AUDIO_IN_PEAK_LVL >
Audio Peak Level Status Channel Automix Output	< GET 0 AUDIO_IN_PEAK_LVL >
Audio RMS Level Status Channel 1	< GET 0 AUDIO_IN_RMS_LVL >
Audio RMS Level Status Channel 4	< GET 0 AUDIO_IN_RMS_LVL >
Audio RMS Level Status Channel 8	< GET 0 AUDIO_IN_RMS_LVL >
Audio RMS Level Status Channel Automix Output	< GET 0 AUDIO_IN_RMS_LVL >
Beam (Lobe) Height Channel 1	< GET 0 BEAM_Z >
Beam (Lobe) Height Channel 8	< GET 0 BEAM_Z >
Beam (Lobe) Steering Channel 1 Axis X	< GET 0 BEAM_X >
Beam (Lobe) Steering Channel 1 Axis Y	< GET 0 BEAM_Y >
Beam (Lobe) Steering Channel 8 Axis X	< GET 0 BEAM_X >
Beam (Lobe) Steering Channel 8 Axis Y	< GET 0 BEAM_Y >
Beam (Lobe) Width Channel 1	< GET 0 BEAM_W >
Beam (Lobe) Width Channel 8	< GET 0 BEAM_W >
Channel Audio Mute Channel 1	< GET 0 AUDIO_MUTE >
Channel Audio Mute Channel 4	< GET 0 AUDIO_MUTE >
Channel Audio Mute Channel 8	< GET 0 AUDIO_MUTE >
Channel Audio Mute Channel Automix Output	< GET 0 AUDIO_MUTE >
Device Audio Mute	< GET DEVICE_AUDIO_MUTE >
External Switch Out State	< GET EXT_SWITCH_OUT_STATE >
Gate Out Status Channel 1	< GET 0 AUTOMIX_GATE_OUT_EXT_SIG >
Gate Out Status Channel 4	< GET 0 AUTOMIX_GATE_OUT_EXT_SIG >
Gate Out Status Channel 8	< GET 0 AUTOMIX_GATE_OUT_EXT_SIG >
Identify Microphone	< GET FLASH >
LED Brightness	< GET LED_BRIGHTNESS >
LED Mute Color Mute State Muted	< GET LED_COLOR_MUTED >
LED Mute Color Mute State Unmuted	< GET LED_COLOR_UNMUTED >
LED Mute Flashing Mute State Muted	< GET LED_STATE_MUTED >
LED Mute Flashing Mute State Unmuted	< GET LED_STATE_UNMUTED >
LED Power	< GET DEV_LED_IN_STATE >
Mute Button LED State	< GET MUTE_BUTTON_LED_STATE >
Mute Button Status	< GET MUTE_BUTTON_STATUS >
Output Clip Status Channel 1	< GET 0 AUDIO_OUT_CLIP_INDICATOR >
Output Clip Status Channel 4	< GET 0 AUDIO_OUT_CLIP_INDICATOR >

Output Clip Status Channel 8	< GET 0 AUDIO_OUT_CLIP_INDICATOR >
Output Clip Status Channel Automix Output	< GET 0 AUDIO_OUT_CLIP_INDICATOR >
Recall Preset	< GET PRESET >
Ring LED Power	< GET DEV_LED_IN_STATE >
Segment LED Power Channel 1	< GET 0 CHAN_LED_IN_STATE >
Segment LED Power Channel 4	< GET 0 CHAN_LED_IN_STATE >