

Atlas Configuration - Edit & Delete Guide

Overview

The Atlas Configuration interface provides full editing and deletion capabilities for inputs, outputs, and configurations.

Input Configuration - Edit & Delete Features

Edit Input Name

- Click on the input name field at the top of each input card
- Type the new name directly
- Changes are saved automatically

Edit Input Type

- Use the dropdown below the name to change between:
- Microphone
- Line Input
- Dante Network
- Zone Feed

Edit Input Parameters

Each input card allows editing:

- **Physical Input Assignment** - Select which physical input (1-8) to use
- **Stereo Mode** - Choose Mono, Stereo Left, Stereo Right, or Full Stereo
- **Gain Control** - Slider from -20dB to +60dB
- **Processing Options** - Toggle checkboxes for:
 - Phantom Power (+48V) - for microphones
 - Low Cut Filter
 - Compressor
 - Noise Gate
- **3-Band EQ** - Adjust High, Mid, and Low bands (-12dB to +12dB)
- **Output Routing** - Check/uncheck which zones receive this input

Delete Input

- Click the red trash icon button in the top-right of each input card
- System prevents deleting the last input (minimum of 1 required)
- Confirmation prompt appears before deletion

Add New Input

- Click the "Add Input" button at the top of the inputs tab
- New input is created with the next available physical input

Stereo Linking

- Link two mono inputs together for stereo operation
- Use the "Link with..." dropdown to pair inputs

- Click “Unlink” to separate paired inputs

Output Configuration - Edit & Delete Features

Edit Output Name

- Click on the output name field at the top of each output card
- Type the new name directly
- Changes are saved automatically

Edit Output Type

- Use the dropdown below the name to change between:
 - Speaker Zone
 - Dante Output
 - Zone Feed

Edit Output Parameters

Each output card allows editing:

- **Physical Output Assignment** - Select which physical output (1-8) to use
- **Level Control** - Slider from -60dB to +12dB
- **Delay** - Set delay in milliseconds (0-500ms)
- **Processing Options** - Toggle checkboxes for:
 - Mute
 - Compressor
 - Limiter
- **3-Band EQ** - Adjust High, Mid, and Low bands (-12dB to +12dB)

Delete Output

- Click the red trash icon button in the top-right of each output card
- System prevents deleting the last output (minimum of 1 required)
- Confirmation prompt appears before deletion

Add New Output

- Click the “Add Output” button at the top of the outputs tab
- New output is created with the next available physical output

Output Grouping

- Create groups of outputs that control together
- Click “Create Group” to start a new group
- Click “+ [Adjacent Output]” for quick grouping with nearby zones
- Click “Leave Group” to remove an output from its group
- Grouped outputs show a GROUP badge with the group name

Scene Management

Save Configuration as Scene

- Click “Save Configuration” button
- Enter a scene name and description

- All current input/output settings are stored
- Scene appears in the Scene Recall tab

Recall Scene

- Go to the Scene Recall tab
- Click “Recall” button on any saved scene
- All settings are restored to match the scene
- Confirmation message appears

Delete Scene

- Currently scenes are stored locally
- Delete function can be added by clicking the trash icon (if implemented)

Text Input Styling

White Background Fields

All input boxes with white backgrounds now use:

- **Text Color:** Black (`text-black`)
- **Placeholder:** Gray (`text-gray-500`)
- **Border:** Light gray (`border-gray-200`)
- **Focus Ring:** Blue (`ring-blue-500`)

This ensures maximum readability when entering or editing values.

Tips for Best Experience

1. **Save Configurations Frequently:** Use the “Save Configuration” button to preserve your settings as named scenes
2. **Use Descriptive Names:** Give inputs and outputs meaningful names like “DJ Mic”, “Main Bar Zone”, etc.
3. **Group Related Zones:** Create output groups for areas that always play together
4. **Test Before Saving:** Adjust settings and test audio before saving as a scene
5. **Physical Input Mapping:** Remember physical inputs on the processor are 1-based (Input 1, 2, 3, etc.)

Color Scheme

The Atlas section uses a consistent blue color scheme:

- Background: Dark blue tones
- Primary accent: Teal/cyan for headers and icons
- Text on dark: Light blue tones (blue-100 through blue-400)
- Cards: White backgrounds with black text
- Interactive elements: Blue highlights

All purple text has been removed for better readability.