



# **UAP G2 User Manual**

Version 2.0.0

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DELIVERING YOUR MESSAGE!

# Revision History

Time	Version	
2013/09/16	2.0.0	Modified & Added chapter:  PPMIT5 Wev Server PPMIT5 Control panel on URC / URC 200 TPC BPA / DPAfour Function: Update U-input to Input function Sub-preset elements Wave File Manager Component: PPM Touch component
2012/09/14	1.0.0	The First Version.

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# 1 Introduction

## 1.1 Welcome



Thank you for choosing ATEİS. This manual is intended to provide with the necessary understanding of our system architecture as well as guide users through the configuration process. We hope this user manual will provide you all the information you need. If you have any questions, feel free to [\[contact us\]](#).

This manual can be updated at any time without prior notice in order to keep it up to date.

## 1.2 Ateis Presentation

### ▼ Products & Development

ATEİS has boosted 30 years of experience in the research, designing, development and manufacturing and selling the Public Address and Voice Evacuation systems. The acquisition of ATEİS and all the technologies brought to market has successfully presented an image of "well-respected" in "high tech" electronics for the market.

We offer a full range of audio equipments: microphones, preamplifiers, digital processors, digital audio matrix, loud-speaker monitoring systems, amplifiers, etc. which have been certified EN60849 compliant by the EN54-16, EN54-24, TÜV and UL listed.

## 1.3 System Overview

The ATEİS UAP G2 is the new generation of Universal Audio Processor developed by ATEİS.

It has more powerful function and can be easily used in an exigent environment requiring audio quality.

### ❖ Audio

The UAP G2 unit handles 4 slots of 4 audio channels. Each slot can contain either an input board (A/D converters) or an output board (D/A converters); this is a factory hardware configuration. You can choose between: 16 outputs, 4 inputs and 12 outputs, 8 inputs and 8 outputs, 12 inputs and 4 outputs or 16 inputs.

The excellent sonic performance is being achieved by the advanced 24 bit A/D and D/A converters, and altogether with the 48/96 kHz capable audio processing and the ADSP 21371 DSP (266 MHz SIMD SHARC Core, capable of 1596 MFLOPS peak performance).

Every single analogue audio input can be software defined for five different sensitivities (input gain of 0dB, 12dB, 24dB, 40dB or 54dB it means the input device have sensitivities of 0dB, -12dB, -24dB, -40dB or -54dB) and for 48V phantom power operation. This can be set for each single channel and each machine independently.

#### ❖ Linking

If more inputs or outputs are required, it is possible to digitally link up to 12 UAP G2 (maximum distance between two UAP G2 is 10 meters). Through this link, you can share up to 16 channels at 48 kHz or 5 channels at 96 kHz sampling rate to the next device. It is not a network so you will have to define outputs from the previous UAP G2 to inputs from the next UAP G2 etc.

#### ❖ System configuration

To tell the machine what to do with audio and control signals there is a WindowsR based graphical design and operating environment software. With this all-in-one program you build up the network, design signal processing from a huge library of DSP components and apply control sources.

In the 'Monitor' part you can choose the parameters that make sense to be edited by the user and create an individual graphic user interface. To keep your design protected from unauthorized altering, there are many password locked user levels.

The signal path of the UAP G2 is built from virtual elements called 'Components', providing the functionality of simple preamps, filters, dynamics, delays, or more complex processors like automatic mixers, crossovers or feedback killer. Their control windows hold all the buttons, faders, knobs, meters etc. to set the desired values.

After selecting, placing and wiring DSP 'Components', your 'System' will be compiled and sent to the UAP G2 via TCP/IP Ethernet port.

#### ❖ Preset Management

The UAP G2 includes two types of presets:

- Sub-preset:

They enable values of multiple parameters of the same design, such as levels, gains, EQ, etc. to be restored either from the PC software, the remote controllers or the control inputs.

- Master preset:

They enable completely different designs to be restored. Application examples for this feature are hotel meeting rooms with removable walls. These 'Master Presets' and 'Sub-Presets' residing in the UAP G2's memory which can be accessed in many ways: PC, Logic inputs, Third party. The maximum numbers of Presets depend of the UAP G2's memory space available. This limitation doesn't depend of the number of linked UAP G2.

#### ❖ System Control

Once a 'System' is stored into the UAP G2s memories, you can disconnect your PC and run it as a standalone audio network. You can control all parameters like 'Channel Level', 'Master Volume' etc.

from assignable control sources or from front knob. There is a range of control devices built for the system you can operate. The UAP G2 integrates perfectly into third party control systems like: VITY, AMX, Audace, Crestron, etc.

#### ❖ Connection

Audio and control connections are made via Euro-block connectors on the rear panel of the units.

#### ❖ Components

Huge library with audio tools for all applications (routing, paging, signal processing, networking, speaker managing, etc)

## ❖ System

- System design by drag & drop
- DSP design by drag & drop from component library
- Changeable appearance of the control elements

## ❖ Monitor (custom designable graphical user environment)

- Freely designable user interface
- Import graphics or pictures from .jpeg, .bmp, .ico, .emf or .wmf files
- Graphic object functions: Resize, alignment, pack, space, order

## ❖ Offline Programming

Design and editing of "DSP designs"

## ❖ Easy operation

- Standard cut, copy and paste commands
- Contextual menu items
- Stackable floating docking or sliding control windows
- Resizable animated sliders, knobs and buttons
- Values can be typed directly into value fields
- Edit parameters of EQs or dynamics in graphic curve display.

## ❖ Additional Features

User-management: Up to 40 users with individual access rights, password protected 3rd Control table, with the addresses (names) and commands of all the control parameters accessible via the RS232 serial port and through TCP/IP.

## ❖ Scheduler

The scheduler allows planning of events (preset change, message play, close/open TTL out or change component's adjustments). Up to 255 different schedules can be scheduled. In one schedule you can define up to 255 events.

## ❖ Message Player

The Message player incorporated into the UAP G2 allows you to play any kind of message to be played. Two messages per UAP G2 can be run at a time.

With the 100 Mbyte memory, the following storage times are available in WAV format:

- Format : 48kHz, 24kHz, 16kHz / 16 bits
- Up to 53 minutes in 16 bits and 16 kHz sampling rate.
- Up to 34 minutes in 16 bits and 24 kHz sampling rate.
- Up to 17 minutes in 16 bits and 48 kHz sampling rate.



The message player cannot be used with the UAP G2 set at 96kHz. The UAP G2 must be set

at 48kHz.

## 1.4 Supported Firmware Version

The Update Version (UAP G2) lists the each updated version of device in this user manual. If you would like to know the added/modified topics in this manual, please see History Revision chapter.

Device	Version
UAP G2 Audio Processor	V.1.0.4.96
PPM	V6.0.3.8
URC	V3.0.0.4
URC200 TPC	V1.0.0.11
PPM-IT5	V1.2.2.15

## 2 Safety Declartion



### Warning

This sign indicates a potentially hazardous situation that can result in death or serious personal injury.

- ❖ Do not expose the device to extreme temperatures, direct sunlight, humidity, or dust, which could cause fire or electrical shock hazard.
- ❖ Keep away water or other liquids from the device. Otherwise fire or electrical shock may result.
- ❖ Connect the power cord only to an AC outlet of the type stated in this Owner's Manual or as marked on the unit. Otherwise fire and electrical shock hazard results.
- ❖ When disconnecting the power cord from an AC outlet always grab the plug. Never pull the cord. A damaged power cord is a potential risk of fire and electrical shock hazard.
- ❖ Avoid touching power plugs with wet hands. Doing so is a potential electrical shock hazard.
- ❖ Take care for correct polarity when operating the device from a DC power source. Reversed polarity may cause damage to the unit or the batteries.
- ❖ Avoid placing heavy objects on power cords. A damaged power cord is a fire and electrical shock hazard.
- ❖ Do not cut, scratch, bend, twist, pull, or heat the power cord. A damaged power cord is a fire and electrical shock hazard. Ask your ATEİS dealer for replacement.
- ❖ Turn off immediately the unit, remove the power cord from the AC outlet and consult your ATEİS dealer in any of the following circumstances:
  - Smoke, odor, or noise getting out of the unit.
  - Foreign objects or liquids get inside the device.
  - The unit has been dropped or the shell is damaged.
  - The power cord is damaged.

If you continue using the device, fire and electrical shock may result.

- ❖ Do not drop or insert metallic objects or flammable materials into the unit as this may result in fire and electrical shock.
- ❖ Do not remove the device's cover, as there are exposed parts inside carrying high voltages that may cause an electrical shock. Contact your ATEİS dealer if internal inspection, maintenance, or repair is necessary.
- ❖ Do not try to make any modifications to the device. This is a potential fire and electrical shock hazard.
- ❖ Avoid the device's ventilation slots to be blocked. Blocking the ventilation slots is a potential fire hazard.



**Caution**

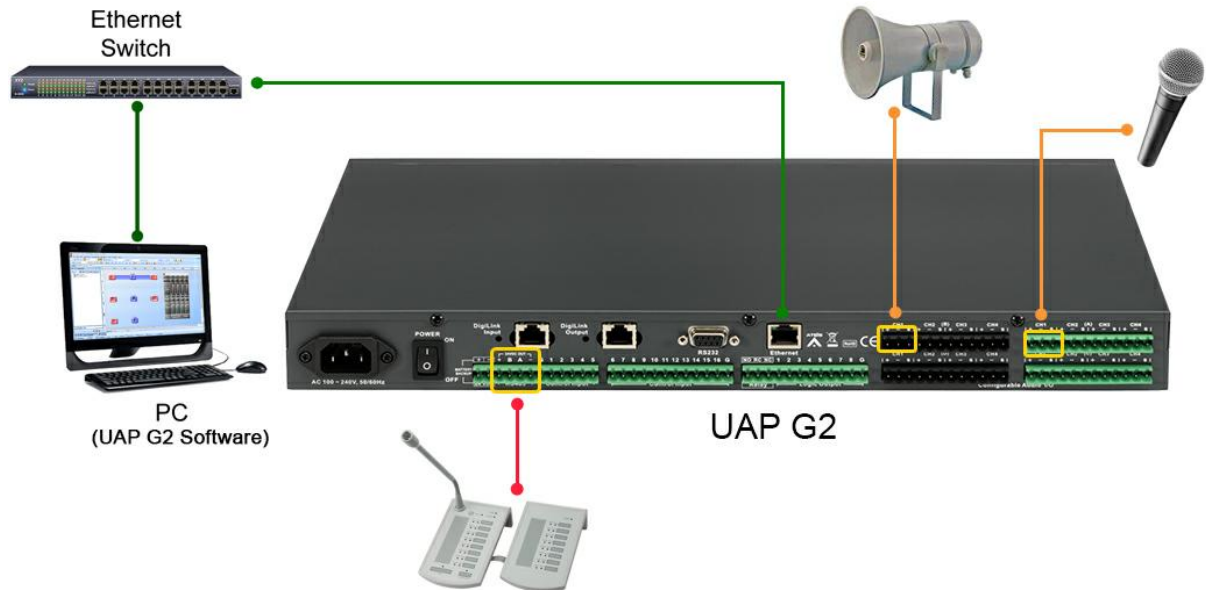
This sign indicates a potentially hazardous situation that can result in moderate or minor personal injury and/or property damage.

- ❖ To prevent the unit from falling down and causing personal injury and/or property damage, avoid installing or mounting the unit in unstable locations.
- ❖ Leave enough space above and below the unit to provide good ventilation of the device. If the airflow is not adequate, the device will heat up inside and may cause a fire.
- ❖ Operate the device in an environment with a free-air temperature of between 0 °C and 40 °C (32 °F and 104 °F).
- ❖ Turn off all audio equipment when making any connections to the device, and make sure to use adequate cables.
- ❖ Do not use benzene, thinner, or chemicals to clean the device. Use only a soft, dry cloth.
- ❖ If the device is moved from a cold place (e.g., overnight in a car) to a warmer environment, condensation may form inside the unit, which may affect performance. Allow the device to acclimatize for about one hour before use.

### 3 Quick Start

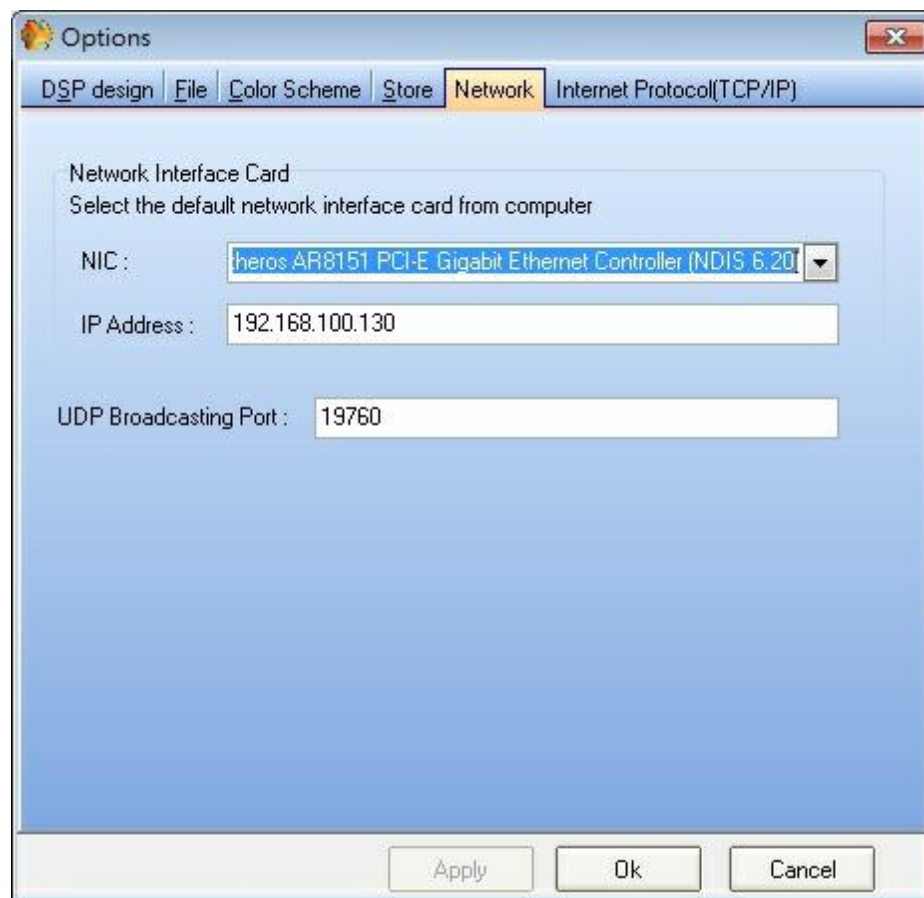
This chapter will lead you to obtain a quick usable configuration and show you how to set a audio bypass in UAP G2 software.

#### 1. Setup device and wiring



- Speaker and microphone are connected to the Audio Input/Output Connector.
    - BLACK = OUTPUT
    - GREEN = INPUT
  - Connect a PC to the UAP G2 through the Ethernet port.
  - Connect a PPM on the RS-485 port, in case of paging, connect to the Audio input as well.
  - Power up the device and make sure the power LED is on.
2. Install UAP G2 software, you can download the newest version at the Ateis website.
  3. Run UAP G2 Software.
  4. By default (factory settings) the address of the UAPG2 is 192.168.100.6.
 

Make your PC's IP address static and choose 192.168.100.50 as network address for your computer. The Subnet mask as 255.255.255.0 and the Gateway as 192.168.100.254.
  5. Choose the right network card on which the network is linked: Tools > Options( Shift + F8 ) > Network.



6. Search the UAPG2 by open the "Establish Ethernet Link" window (menu Tools, or Shift+F9).

Enter the IP address of the UAPG2 and click "Connect". Once it displays a window of "Connection Successfully", close it and start to configure.



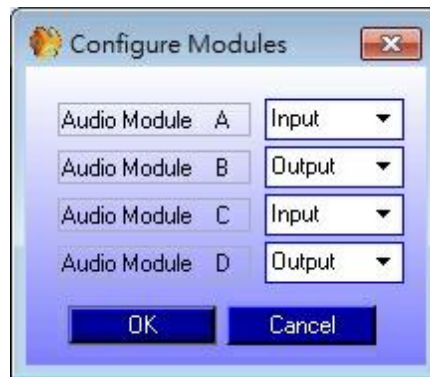
7. Create a New file:

Create a new file File > New or by clicking the button on the top left of UAP G2 software which is shown in the picture below,



8. Create a block in the device editor window, the UAP G2 will be automatically assigned when connected to.

If there are several UAP G2 units, the connection in the software is the same as the physic connection. Drag the UAP unit icon and drop it in working area (System window):



Since there are many combinations audio boards can be fitted or omitted,

- With default setting of UAPG2 which comes and fitted with the following boards:
  - Slot A: Analog Input
  - Slot B: Analog Output
  - Slot C: Analog Input
  - Slot D: Analog Output
- Tips: If you are not sure about the hardware configuration of your UAPG2:
  - BLACK Audio connectors = OUTPUT.
  - GREEN Audio connectors = INPUT.

9. Once the UAP block is in the working area, you can right click it and you will have access to some features:

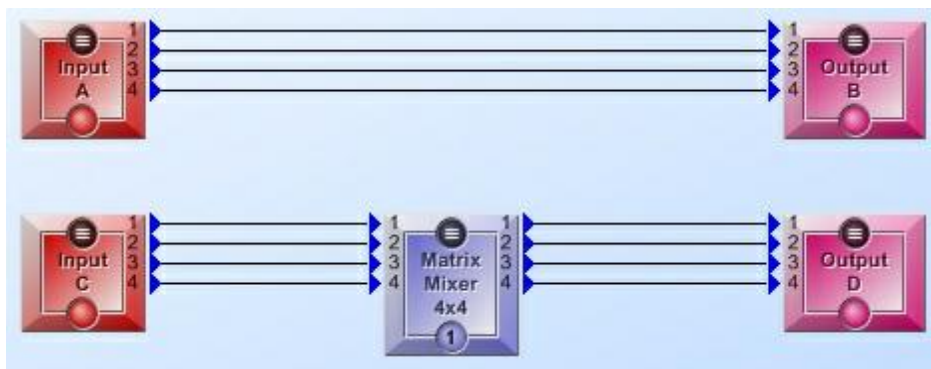
- Name: give a name to this UAPG2

- Delete: same issue as selecting and press “DEL” key (delete the virtual UAPG2)
- DSP functions: same effect as double-clicking on the UAPG2 icon, open the dsp design working area (see create audio signal path)
- ExternalSelect: define the kind of each control input (Logic in (TTL) or analogue in)
- Update U-input to Input: allow users to switch component: input board to u-input board.

10. Double click the UAP block and start to manage the component.

The [UAP (\*the name you choose)] window appears and allows you to edit the DSP configuration.

Drag and drop to add component or set audio bypass to check every channel, as the "Input A to Output B" shown in the picture below.

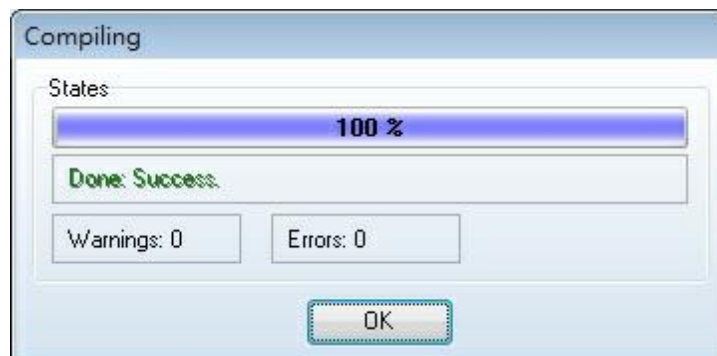


11. Compile and Store

Once the design is done, click [Compile].



The Compiling window appears as shown in the picture below.



Then, click [Store] to store your design into the UAP, the Store window appears as the picture below.



Meanwhile, the system will ask the user to connect to the device and turn audio, click [Yes] to all.

12. Adjust element:

Double click the component and adjust their parameters.



Now you can adjust the parameters when the device is connected and easily click [Save Parameters].



**Note:** If you want to add/delete the components or add more device, you need to disconnect to edit.

## 4 Product Features

### 4.1 UAP G2 Audio Processor

#### 4.1.1 Overview



The UAP G2 is a completely re-design Audio Processor of the UAP88. The processor is the state-of-the-art solution to meet almost all requirements of modern sound design in contemporary applications. Designed for Commercial application, the UAP G2 is the new DSP audio Matrix for medium paging application and multi-zone audio routing.

With its powerful audio numerical signal treatment, the UAP G2 can easily be used in an exigent environment requiring audio quality.

Thanks to its Ethernet port you can easily connect and pilot the UAP G2 through an IP network or via the PC by using RJ-45 connector directly.

The programming of UAP G2 is done through convivial software based on graphical Windows design environment. The signal path is defined by adding DSP components (Equalizer, Gate, Compressor, delay...), simply inserted a clear and intuitive graphical window by "drag en drop" operation. You can recreate a complex audio system in a simple 1U space machine. You can recreate a complex audio system in a simple 1U space machine regardless of the devices require racks and long cables demand in the past.

Once programmed, you can pilot your system through PC, VITY, Crestron or AMX. You can also disconnect the PC and the networked devices run as a standalone system; however it can be controlled through a range of controllers (logical TTL Input, logical TTL Output, analogical inputs, RS485 network). Wall mounted source selectors, smart controllers and programmable paging mikes are available.

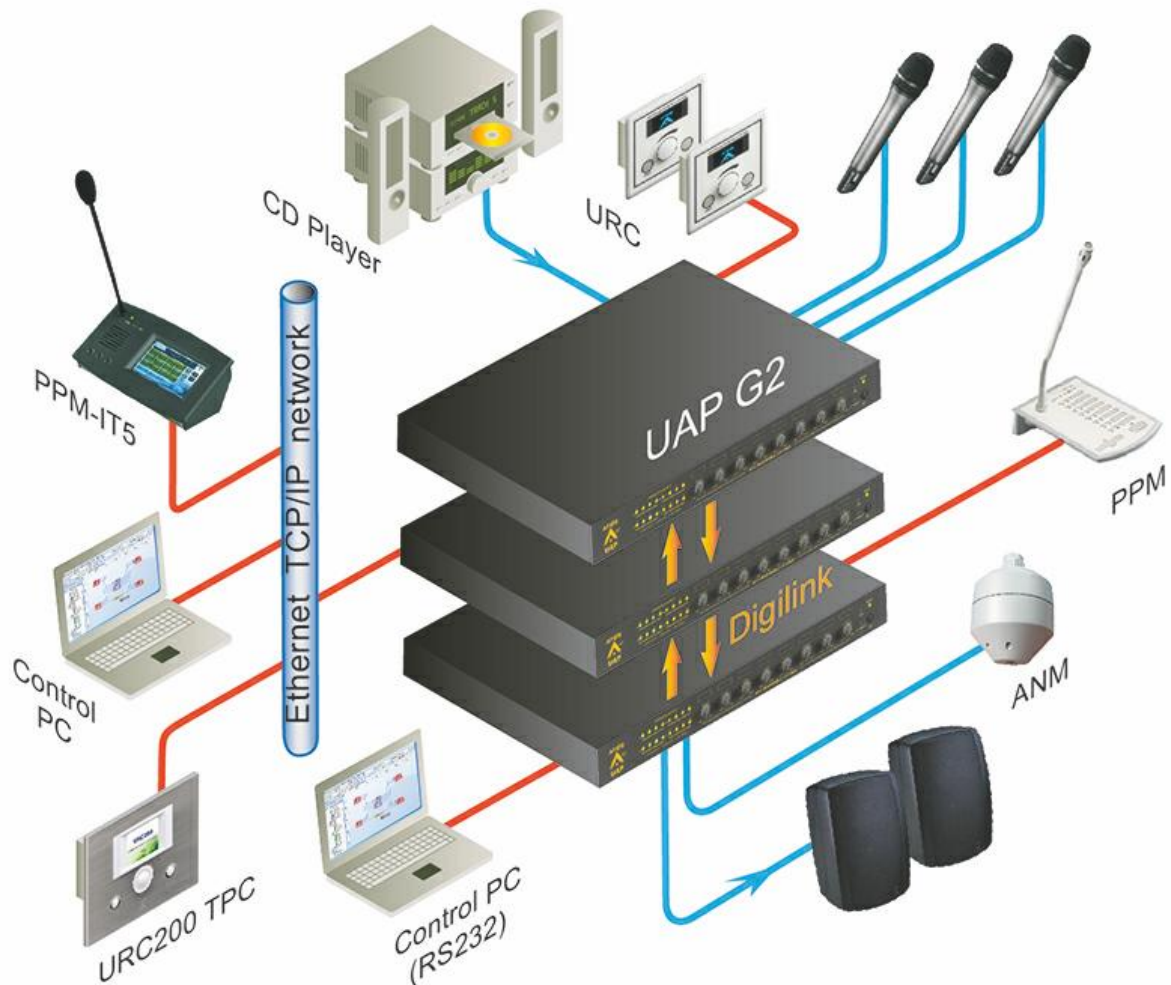
❖ The UAP G2 is made of:

- 4 slots of 4 audio channels.
- 8 Front knobs (ability to pilot every adjustment you define in the UAP G2).
- 16 (0 to 5 VDC) Control inputs either analogue or Logical (contacts).
- 8 logic outputs (Dry contacts).
- RS-232 serial interfacing for third party control.
- Ethernet port (RJ-45) TCP/IP based.



- RS-485 for connecting ATEIS remote devices (URC, PPM-SF).
- 100 Mbytes memory Message player (Wave format, 16/24/48kHz, 16bits).
- Digital link input and output to link up to 12 UAP G2 and share 16 audio channels in 48 kHz or 5 audio channels in 96 kHz.
- One microcontroller and one DSP for standalone operation.

❖ SYNOPTIC



## 4.1.2 Installation

In the Box of the UAP G2, it contains a letter with a point by point instruction that need to be followed for safety reasons.

❖ Rack mounting

If it is required, fit the rack mounting brackets to each side of the UAP G2 by using the 6 pcs Phillips M3X screws supplied with the package.

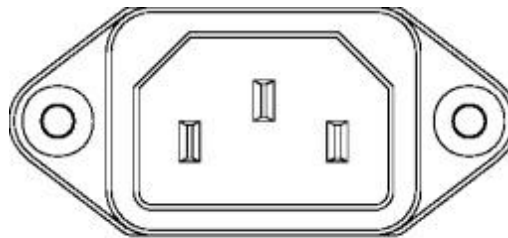
❖ Sitting

The UAP G2 takes only a single 19" rack space and generates little heat itself. Consider leaving enough ventilation space above and below the unit. Do not mount the UAP G2 directly above heat generating devices like power supplies or power amplifiers.

The UAP G2 cooling capacity is provided by a fan at the left side of the unit. Be sure to not to block the air vent holes along the sides of the housing. Normal operation is ensured within a temperature range between 0°C and 40°C (32 °F to 104 °F).

#### ❖ Power connection

Connect the AC to the mains supply via a power cord. Check your line voltage before plugging in. The power supply of the UAP G2 accepts AC voltages ranging from 100 V to 240 V, 50/60 Hz.



**100-240 VAC 50/60Hz**

### 4.1.3 Front Panel



#### **A Configuration Audio I/O:**

There have 4 audio slots (named A, B, C and D) in the UAP G2. Each of these audio slots receives either 4 audio inputs channels or 4 audio outputs channels.

When you switch on the UAP G2, you can see which kinds of audio card is fitted in each slots:

- Green LEDs mean INPUTs
- Yellow LEDs mean OUTPUTs

When a signal passes through an input or an output, the corresponding LED will blink.

#### **B Programmable Control Section (Programmable Front Knob):**

There have eight front knobs which allow a quick adjustment for every analogical audio treatment, providing users with a simple assignment of requirement. To learn how to proceed, see the [ HOW TO ] chapter.

#### **C Ethernet LED:**

Light up when the UAP G2 is connected (on-line) to the TCP/IP network.

**D Standby Button:**

Activates standby mode.

**E Link LED:**

Light up when the UAP G2 is linked in a UAP G2 system (several UAP G2 units are connected).

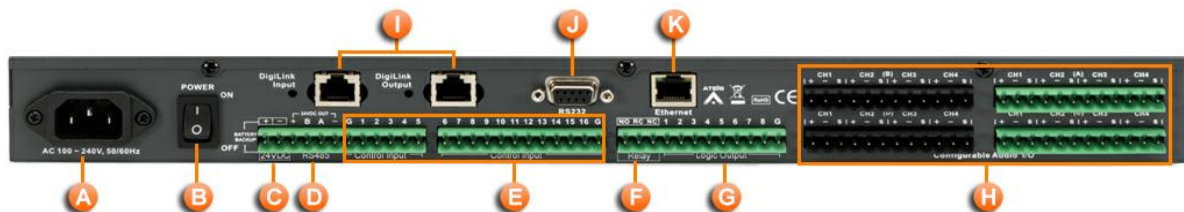
	The link is successful	Unconnected line	Already on-line but don't configured	Already on-line but LVDS receive error
Linking LED	The LED green glows bright	The LED doesn't light	Twinkle 2 times	Twinkle 3 times

**F Power LED:**

Lights up when the UAP G2 is switched on.

	Normal status	Standby status	Error status:
			<ul style="list-style-type: none"> <li>The UAP G2 has no design inside.</li> <li>The design inside the UAP G2 does not match with the physical installation.</li> <li>If the link led is off, The UAP G2 has no input link</li> </ul>
Power LED	The LED glows bright in green	The LED glows bright in red	The LED flicks in red and green

#### 4.1.4 Rear Panel

**A Power Section:**

Insert the provided power cable into the UAP G2 first, then in the wall power connector.

**B Power switch:**

- | (engaged) = ON
- O (engaged) = OFF

**C 24VDC input:**

Main 24VDC backup power supply connector.

**D PS485 Connector****E Control Input Connectors****F Relay Connectors:**

It is capable to engage a relay if the UAP G2 is powered up via 24 VDC (NO = normally open, NC =

normally close, RC = Relay common).

The contact has both normally open (NO) and normally closed (NC) relay contacts. When the machine is powered-up and working properly, the NC contact is closed and the NO contact is open.

- The NC contact is open and the NO contact is closed when there's a power fault or power-off.
- The NC contact is open and the NO contact is closed with the startup process of the UAP G2 (7 seconds).

#### **G Logic Outputs Connectors**

#### **H Audio Input/Output Connectors**

#### **I Link Connectors**

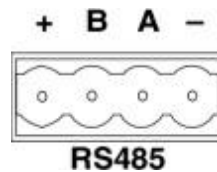
#### **J RS232 Connector**

#### **K Ethernet (RJ45) Connector:**

Connect the UAP G2 over a TCP/IP based network or via your PC directly:

- To load design in a UAP G2 system
- To pilot UAP G2 system
- To monitor UAP G2 system
- To do 3rd party control via UDP protocol.

#### **4.1.4.1 D) RS485 Connector**



Here starts the RS485 network (connection for PPM and/or URC):

- Power: + and – (max. 0.5 A total)
- DATA: A and B

The RS485 port, at the rear side of the unit is used for additional units such as the URC (Universal Remote Controller) or the PPM (Programmable Paging Microphone).

#### **Note:**

The maximum cable length is depending on the type of cable for use and it should not exceed 300 m with standard CAT5 FTP OR STP.

This restriction is due to supply voltage which drops with low wire gauge in longer cable runs and can be obviated by using external power supplies (Junction Box) or higher diameter cables. However, we have seen data cable lengths up to 850m working just fine. You will have to put external power every three remote devices (PPM or URC) or every 300m.

#### **Note:**

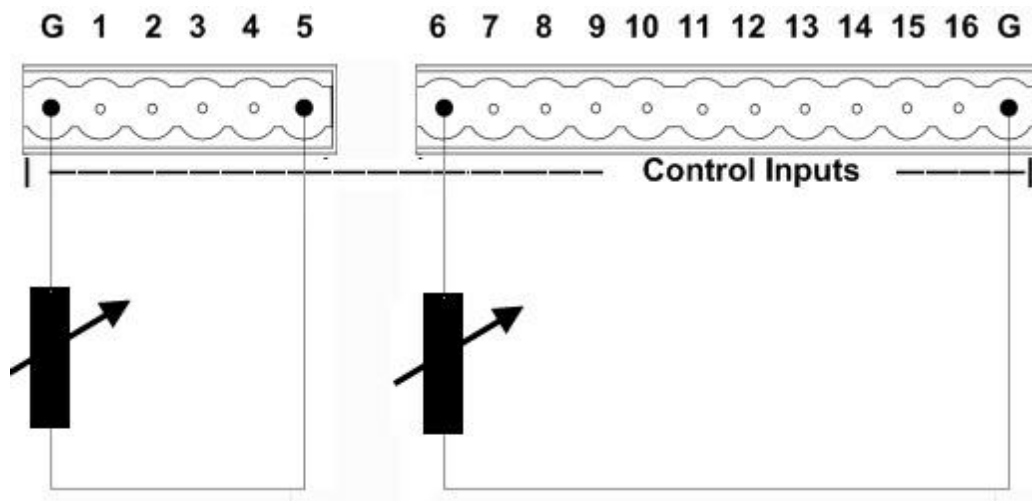
It is recommended not to put more than 8 remote devices (PPM and/or URC) on one UAP G2. You can use more remote devices for sure (UAP G2 can manage up to 16 PPMs or 12URC's), but this will increase the response time of the devices and you will have to be very careful in the wiring by adding external power supply.

#### 4.1.4.2 E) Control Input

The UAP G2 connects either logical input (TTL IN, dry contact) or analogical input (10 k Ohm potentiometer). Simply by connecting to the switch, relay or linear potentiometer between the number (1 and 8) and the G (ground). The number indicates which control logic channel will be used (when you define the action of the control input).

- **If you use control Input as analog input:**

You can connect Remote Controllers RAC5 or RAC8. Or a simple variable resistor (10K) to the analog control inputs as follows:



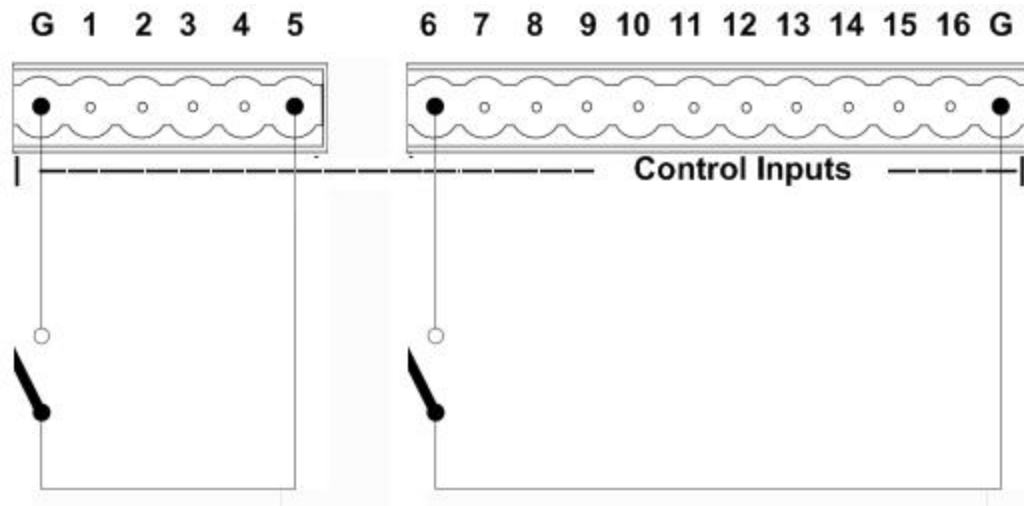
You can reduce the step by putting a 100uF capacitor in parallel across the contact.

- **If you use control Input as Logic input:**

**Caution:** The logic In is momentary activate when the contact is open.

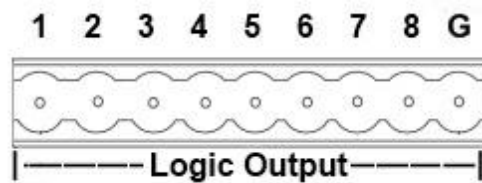
If you want to active a parameter when the contact closes, then you have to use the event Management (in menu View), to create "Element control" event. Then you can assign this event either to an opened or closed contact. For more details please see How to use Events chapter.

Simple activation of the TTL inputs can be made like the picture below:



:

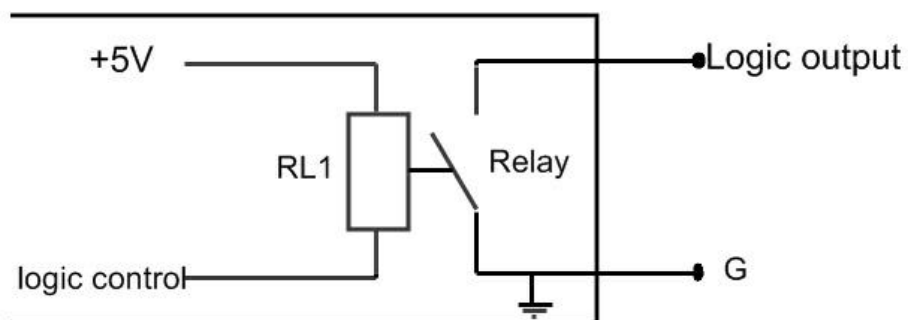
#### 4.1.4.3 G) Logic Output



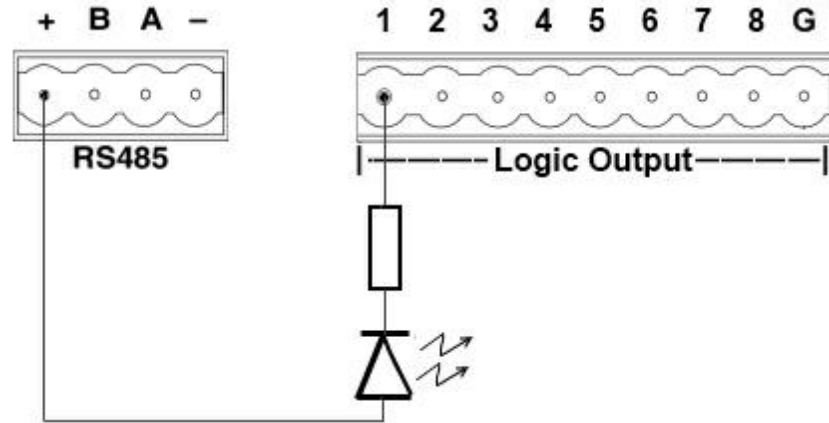
- The Contact closes when the Logic Output is active.
- The logic outputs are simple dry contact or relay contact, with a common rail.
- The common rail is linked to the ground.
- No voltage is provided.

Contact rating: (relays EGE type EDR201A0500)

Maximum voltage 100 VDC, Maximum switching current 0.5 amps, Maximum switching power 10VA.



If the RS485 bus is unused, then you can easily use the 24V DC output of the UAP G2 to feed 8 LEDs that each have a 2k2 current limiting resistor.



#### 4.1.4.4 H) Audio Input/Output Connector

Balanced Audio input or output:

- + = Hot audio signal
- - = Cold audio signal
- S = Shield

Input and output cards have different connector colors:

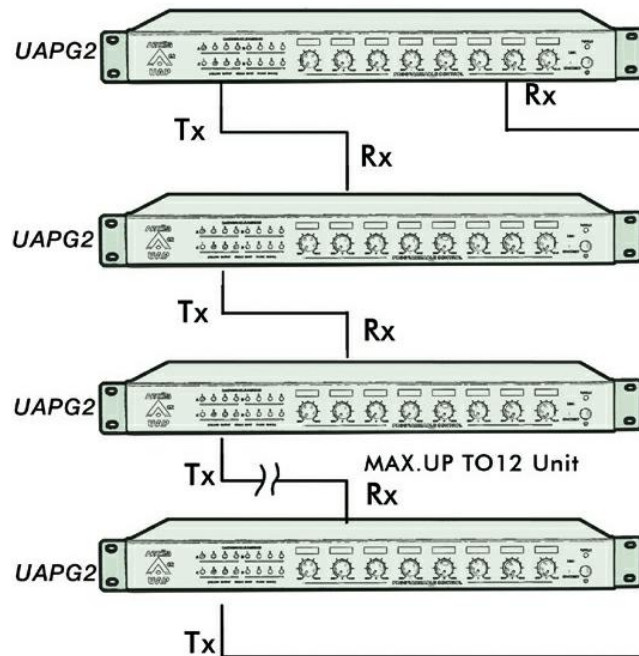
- BLACK = OUTPUT
- GREEN = INPUT

If you want to use unbalanced signal, please connect the Cold (-) pin with the Shield (S) pin. There is a hardware clip operation on input board over 15dBu.

#### 4.1.4.5 I) DigiLink Input/Output

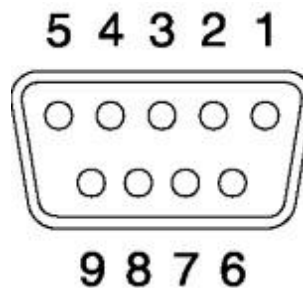
If you want to put several UAP G2 units in your rack (increase the number of input/output or remote controllers), simply use straight STP cable to connect “Digilink” output to the “Digilink” input of the next UAP G2 unit.

Close the loop by connecting the last UAP G2 to the first one, see the picture below,



**Note:** this is not a network but a link: The maximum cable length is 10 meters between two UAP G2 units, and the cable must be STP cable.

#### 4.1.4.6 J) RS232 Connector



Connect the third party device (Crestron, AMX, VITY) to pilot some desired features of your UAP G2 system by using the Ateis Third party protocol. (see also 3rd party control over Ethernet) You also can find a DB9f connector for RS232 data communication at the rear side of the UAP G2. This port can be used for transparent RS232 data multi-point communication through the network or for 3rd party control applications.

**Note:** RS232 does support cable lengths up to 15 m.

Pin	Signal	Text
1	CD	Carrier detect (n.c.)
2	RXD	Receive data
3	TXD	Transmit data
4	DTR	Data terminal ready (n.c.)
5	GND	Ground
6	DSR	Data set ready (n.c.)
7	RTS	Request to send (n.c.)



Pin	Signal	Text
8	CTS	Clear to send (n.c.)
9	RI	Ring indicator (n.c.)

(n.c.): non connected

#### 4.1.5 Characteristics

##### ❖ Case

- Dimension = 482mm(W) X 31mm(D) X 44mm(H)
- Weight = 2.45 kg
- Color = RAL7016

##### ❖ Power

Item	Voltage Min.	Voltage Max.	Comment
AC Input	100VAC	240VAC	-
Backup Power Source	20VDC	28VDC	> 2.5A
Remote Controller Power	20VDC	25VDC, (Typ.: 24VDC)	<0.5A, @mains power plug in

- Power Consumption = 40 VA, 10 VA in stand-by mode.

##### ❖ Analog Audio Specification

Parameters	Sensitivity	Min	Typ	Max	Units	Condition
Sensitivity*	-	0	-	-54	dBu	Only 5 selection(0dBu/-12dBu/-24dBu/-40dBu/-54dBu)
Equivalent Input Noise	0dBu	-	-	-81	dBu	20~20kHz@150Ω
	-12dBu	-	-	-93	dBu	20~20kHz@150Ω
	-24dBu	-	-	-104	dBu	20~20kHz@150Ω
	-40dBu	-	-	-112	dBu	20~20kHz@150Ω
	-54dBu	-	-	-115	dBu	20~20kHz@150Ω
THD+N	0dBu	-	-	0.04	%	20~20kHz@+4dBu
	-12dBu	-	-	0.06	%	20~20kHz@-2dBu
	-24dBu	-	-	0.06	%	20~20kHz@-14dBu
	-40dBu	-	-	0.06	%	20~20kHz@-30dBu
	-54dBu	-	-	0.06	%	20~20kHz@-44dBu
CMRR	0dBu	-	-	-60	dBu	10kHz@0dBu
		-	-	-70		1kHz@0dBu
	-12dBu	-	-	-70	dBu	10kHz@-12dBu
		-	-	-80		1kHz@-12dBu
	-24dBu	-	-	-75	dBu	10kHz@-24dBu
		-	-	-90		1kHz@-24dBu
	-40dBu	-	-	-80	dBu	10kHz@-40dBu
		-	-	-85		1kHz@-40dBu
	-54dBu	-	-	-70	dBu	10kHz@-54dBu
		-	-	-80		1kHz@-54dBu
Frequency	0dBu	-1	0	+1	dBu	18~30kHz@0dBu, sample rate=96k

Parameters	Sensitivity	Min	Typ	Max	Units	Condition
Response**	-12dBu	-1	0	+1	dBu	18~30kHz@-12dBu, ample rate=96k
	-24dBu	-1	0	+1	dBu	18~30kHz@-24dBu, ample rate=96k
	-40dBu	-1	0	+1	dBu	18~30kHz@-40dBu, ample rate=96k
	-54dBu	-1.5	0	+1.5	dBu	18~20kHz@-54dBu, ample rate=96k
Crosstalk***	-	-	-	-70	dBu	10kHz@150Ω
Maximum input	0dBu	-	-	+15	dBu	-
	-12dBu	-	-	+3	dBu	-
	-24dBu	-	-	-9	dBu	-
	-40dBu	-	-	-25	dBu	-
	-54dBu	-	-	-39	dBu	-
Input Impedance (Balanced)	-	9k	10k	11k	Ω	1kHz@sine wave
Output Impedance (Balanced)	-	90	100	110	Ω	1kHz@sine wave
Sample rate	-	48k	-	96k	Hz	Only 2 selection
Phantom power	-	47	48	50	V	DC

**Note:**

- \* It means input could get the gain of sensitivity absolute value. For example: When the sensitivity=-54dBu and input=-54dBu,output will get 0dBu. When the Sensitivity=-54dBu and input=-44dBu,output will get 10dBu.
- \*\* The difference between 1kHz and the frequency of maximum value.
- \*\*\*Input ch sensitivity=0dBu,other ch sensitivity=-54dBu.

## ❖ Contact Inputs

Condition	Minimum	Typical	Maximum	Comment
Low	-	0 VDC	0.1 VDC	Function Programmable
High	-	4.2 VDC	5 VDC	

## ❖ TTL Outputs

Condition	Short	Open	Comment
-	0 VDC	Hi-impedance	Function Programmable

## ❖ Working Temperature.

- 0°C ~ 40°C

## 4.1.6 Peripherals

The following table is the peripherals supported by UAP G2:

Device	Connection	Max. Num	Function
PPM V2	RS485	32	Remote console for with paging ability.
PPM V3	RS485	32	
PPM V4	RS485	32	
PPM-IT5	Ethernet	Eth. Limit	Paging, Element Control, Master/Sub Preset Control.
URC	Control Input	16	Analog and Logic functions for controlling elements such as volume.

Device	Connection	Max. Num	Function
URC200 TPC	Ethernet	Eth. Limit	Parameters Control, Master/Sub Preset Control.

- Max. Num means you can connect one or more peripheral units through the connector by using Junction Box. **Note:** One UAP G2 has 1 RS485 connector, and the sum of remote units are 32.
- Eth. Limit: The maximum numbers of IP that can be assigned over the network. **Note:** If connect to the device through the sole Ethernet port, UAP G2One PPM-IT5 can only be supported by UAP G2 or one URC200TPC.

#### 4.1.7 3rd Party Control

The following table list 3rd Party Control protocols UAP G2 Supported.

Protocol	Interface		Function
	Connection	Settings	
Ateis 3rd Party Protocol	Ethernet(UDP)	UDP Port = 19761	<ul style="list-style-type: none"> <li>• Read/Write value of parameters.</li> <li>• Stepped adjustment for parameters.</li> </ul>
Ateis 3rd Party Protocol	RS232	Baud Rate Parity Stop Bit	<ul style="list-style-type: none"> <li>• Read/Write value of parameters.</li> <li>• Stepped adjustment for parameters.</li> </ul>

## 4.2 Consoles and Accessories

### 4.2.1 PPMV2, V3, V4

#### 4.2.1.1 Overview



Unidirectional Condenser Addressable Microphone, compatible with all system units, PPM uses an RS485 protocol over a single CAT5 cable connection, to transport both Audio and Power from the PPM to the system units. The PPM comprises of 8 zones / 8 buttons with sleek condenser gooseneck microphone, and spring metal protection, providing durability and excellent aesthetics as well as allowing up to 256 zones expansion via the additional keypad easy extension station. The buttons can represent a single zone or a group of zones and are easily defined via the GUI of the system units using a simple Matrix selection.

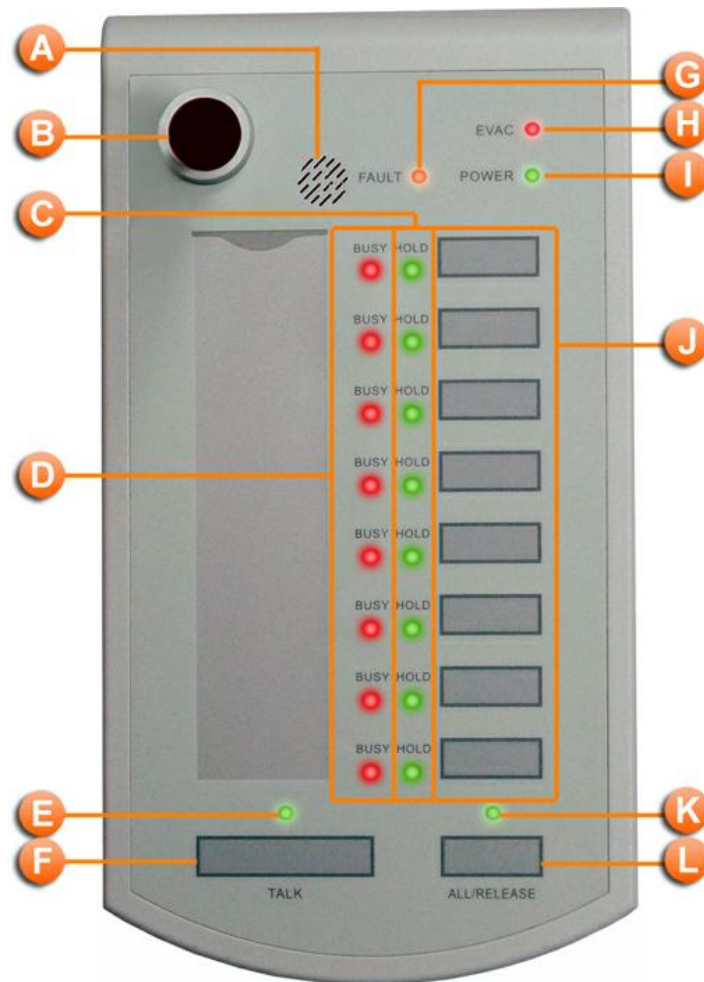
The unit offers “Hold” and “Busy” LED signals in addition to the zone LED’s, and these allow the easy identification of selection / Busy signals for the user.

All buttons can be programmed with drag & drop features from the System unit GUI software and each button can be programmed for Push To Talk or Latch functionality. The unidirectional condenser microphone warrants high quality directive signal pick up from the user and hence less interference from the surroundings thanks to the cardioid polar pick-up pattern.

The RS485 communication protocol offers daisy chaining of up to 100 m on a CAT5 cable, and yet makes outlets easy to connect via a standard RJ45 connectors. (The microphone compatibility listing

shows the maximum number of units per System).

#### 4.2.1.2 Control Panel



##### 1 Microphone

The sleek condenser gooseneck microphone. This unidirectional condenser microphone warrants high quality directive signal pick up from the user and hence less interference from the surroundings.

##### 2 Monitoring Speaker

This embedded speaker to play chime when paging or monitor signal from audio processor, it needs to work with RS485 output component to get audio signal from other DSP components in audio processor.

##### 3 Fault LED

To display fault status of system. Following table list the states of fault:

Status	Frequency	Activity
Permanent	•	There are faults in audio processor.
Blinking	• ° • ° • °	Lost communication with audio processor.

#### 4 EVAC LED

Status	Frequency	Activity
Blinking		PPM isn't assigned in UAP G2 Software, open Remote List to edit.

**Note:** "Remote Plug-in" makes audio processor to recognize the peripheral devices.

#### 5 Power LED

This LED light up when the PPM is powered on.

#### 6 Hold LED

These LEDs Indicate which keys are selected.

#### 7 Event Select Key

These buttons are used to select keys, each key may link to an event for triggering actions like paging or adjust the value of parameters.

#### 8 All/Release LED

This indicator lights up if all keys are selected.

#### 9 All/Release Button

This button is used to select or deselect all keys.

#### 10 Talk Key

Push this key to request paging.




#### 11 Talk Indicator

This LED light up if PPM is allowed to paging, on the other word, the paging request has been acknowledged.

**Note:** Sometimes even the paging request is granted, zones under paging still can be occupied by other sources with higher priority. In the event of, the talk LED still lights up, you can check it from busy LEDs.

#### 12 Busy LED

Show the status of zone:

Color	Status	Frequency	Activity
Red	Permanent		Priority of the zone is lower than other sources.
Green	Blinking		Priority of the zone is higher than other sources.
Green	Permanent		The zone only desired for paging is not using by other sources.

### 4.2.1.3 Characteristics

#### ❖ Case

Dimension = 105mm (W) x 190mm (L) x 50mm (H).

Weight = 0.7Kg.

Color = RAL7035.

Goose-neck length with microphone = 300 mm

❖ Power

Item	Voltage	Current Consumption	Comment
DC Input	18V~26V, Typical 24V	120mA	-

❖ Microphone Output

- Maximum level = 6dBu.
- Output Impedance = 100Ohm.
- THD @ 1kHz < 1%.
- Bandwidth @ -3dB = 100Hz ~ 18kHz.

❖ Front Panel Speaker

- Impedance = 4Ohm.
- Maximum Power @ 1kHz = 1W.
- THD @ 1kHz < 1%.
- Bandwidth @ -3dB = 200Hz ~ 8kHz.

❖ Cable length

300m(control and power on the same cable).

900m(when power line connects to junction box).

#### 4.2.1.4 Connection

Because every remote device requires power supply, you will have to add external power supply every three remotes devices or every 300 meters. Except for the first three remote devices or the first 300m, power will be delivered by the UAP G2. The maximum distance between UAP G2 and remote device is 800m.

There are four main steps to configure a (or several) PPM(s):

1. Connect the PPM
2. Define the system with the PPM
3. Search and set the PPM (The UAP G2 scans the system and attributes a specific IP address for each remote device (PPM and URC) automatically)
4. Adjust PPM's parameters

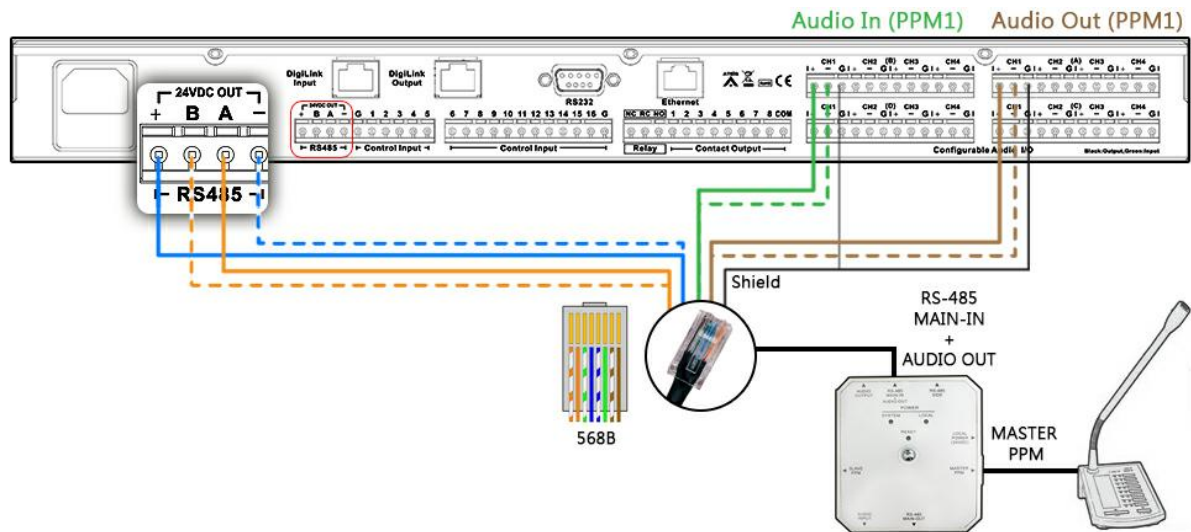
You can also assign chime to a PPM.

**Note:** Always clear remote address before installing or changing system with new PPMs. If during the search process the system do not find the correct number of remote devices clear remote IP then search again. If it doesn't correct the problem please check the wiring (to be sure that data A and B are well connected: A to A and B to B).

❖ Hardware Wiring

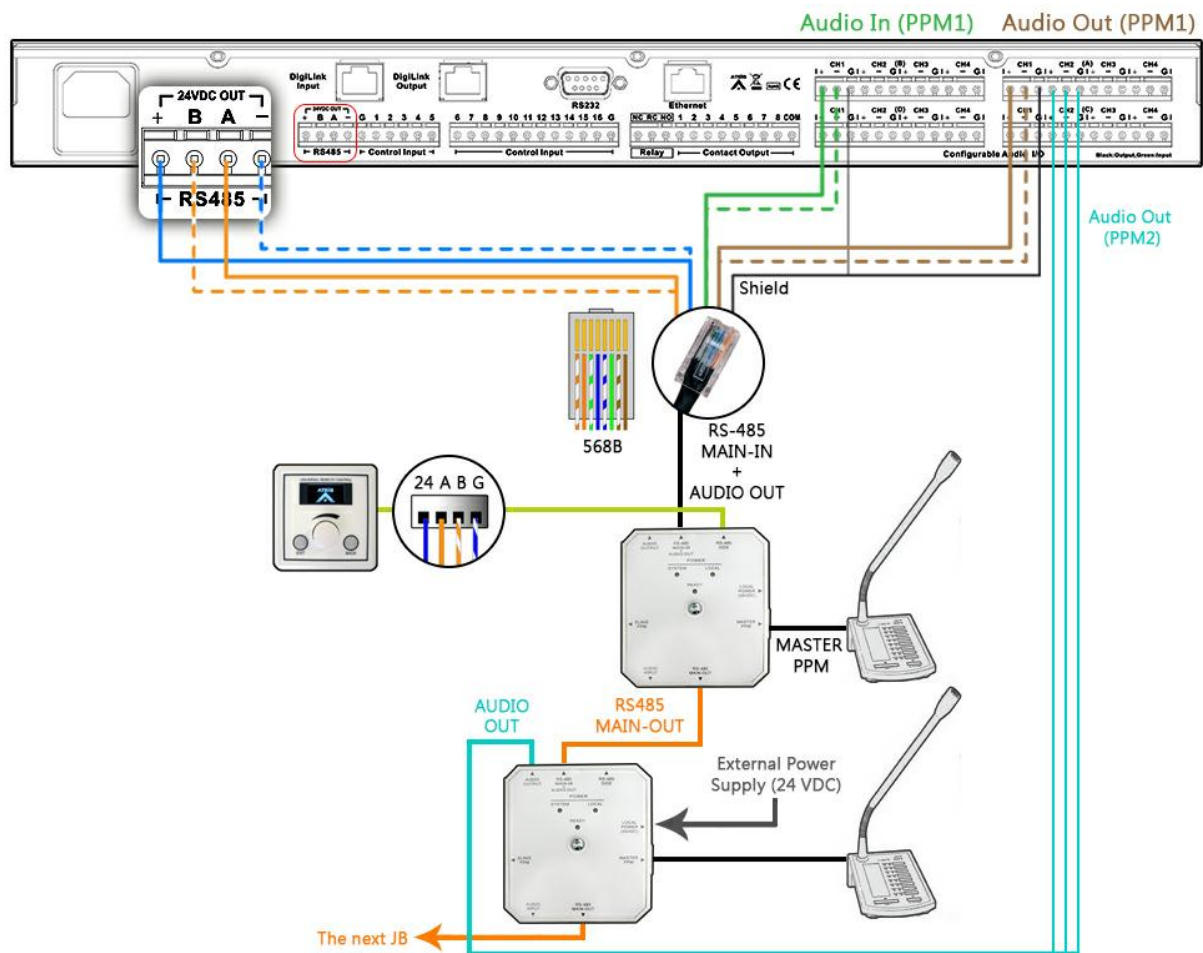
There are two examples of UAP and PPM wiring, learn more about the RJ-45 connector and Junction Box, see [this](#).

- With one PPM:



- With several PPM and URC:





#### ❖ Connect PPM

To connect one PPM or several PPM units, it requires the Junction boxes (JB). Connect Audio to the UAP G2 Input you want, and remember of which PPM is connected to which input (note the serial number). After that, define the system with the PPM.

**Note:** If there have an unstable connection, switch on the end line resistor on the last Master PPM (rear of PPM). Slave feature is not available for the moment.



- Wiring without the External Power, the maximum distance:
  - Between UAP G2 and JB: 300m
  - Between JB and PPM: 2m
- With the External Power, the maximum distance:

- Between UAP G2 and JB: 850m
- Between JB and PPM: 2m
- Cable specifications : 4 Pairs Enhanced Cat.5e UTP



#### 4.2.1.5 Configuration

##### ❖ Define system with PPM

Drag and drop the PPM in one of the UAP G2 inputs (A3 for our example) in accordance to the inputs you have physically connected to the PPMs.



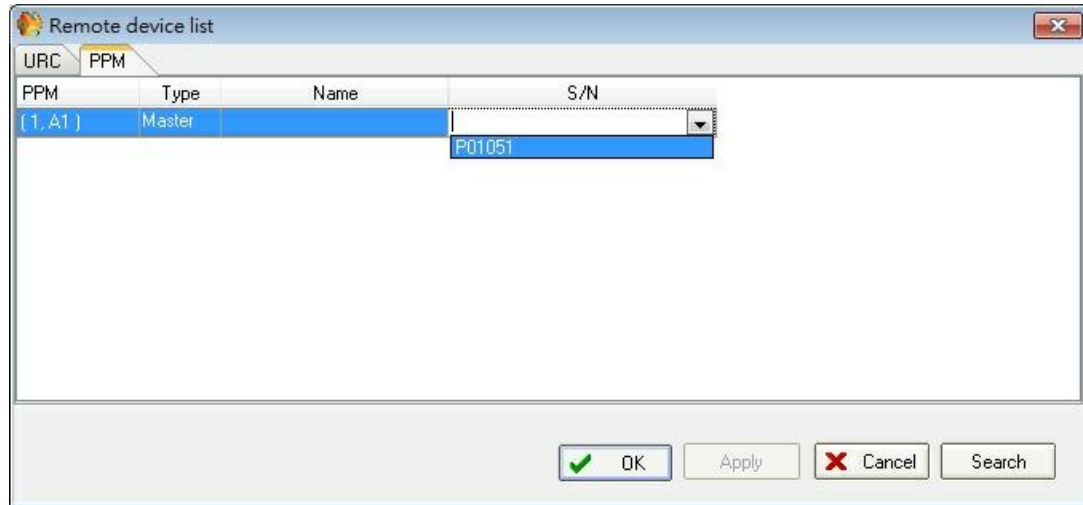
If you have several PPM units, repeat this for each PPM, then Search and Set the PPM(s) (gives IP address to each PPM).

##### ❖ Search and set PPM

1. First make sure to clear all old remote IP address, "Tools > Clear Remote IP".
2. Click "View > Remote list" or hit F9. The "Remote device list" window appears, click on PPM's page.
3. Click "Search" then a new dialogue window appears, click "Search" again.
4. When the system has finished the search, a list with the various connected PPM appears. Each PPM is identified by its own serial number. This number is written on a sticker at the back of the PPM. The system finds automatically each PPM (In our example the PPM's serial number is: R01051). **Note:** If the system doesn't find all the remote devices: clear all remote IP address

(Shift+F5) and search again.

5. Click "Close" to close the remote search window.
6. Select the PPM in the first window by assigning the corresponding serial number to each PPM (For our example on Input A1 of UAP1 we have connected the PPM R01051) and click "Apply", then click "OK".



7. The system is now ready to work with the PPM connected on the input A1 of the UAP1 (according to the last picture). Just let's adjust some PPM's parameters.

#### ❖ Adjust PPM parameter

Double click on the PPM icon in the system window, the "PPM setting" window appears:



- Serial No.: Serial number of the PPM connected on this input (on which we double clicked).
- Name: Assign a name for this PPM.
- Priority: Fix the priority of this PPM compared to others. (1 = highest priority, 8 =lowest).

- Key: Number of key (8 for a single PPM, or more with extension's modules, up to 64).
- Talk/Push: The microphone is switched on only if the Talk's key is maintained.
- Talk/Locked: A pressure on the Talk's key to switch on the microphone, a second pressure to switch it off.
- Message control:

You can have access to this option only in connection state. If notched, the last keypad is able to start messages. To be able to start messages from the PPM-SP, a keypad V2 must be link to the PPM-SP. Even, if you add several keypad, only the last one is able to start messages. (With additional keypad, don't forget to change the Key number in the PPM setting).

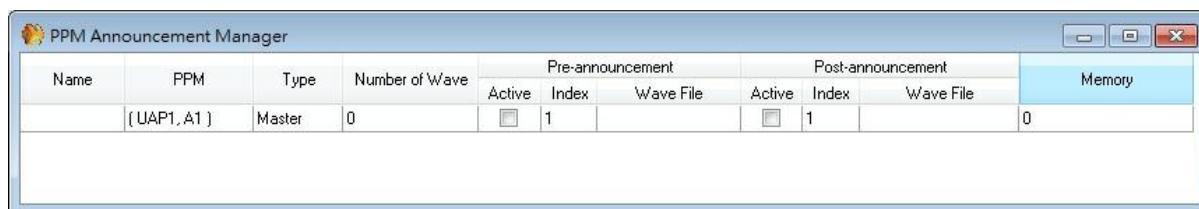
**Note:** when using a normal PPM the message control is grayed out or disappearing when the serial number of a PPM is assigned.

- Stacking Paging Cancel:

If not notched, the PPM-SP will record the announcements in case of the destination is already busy by another PPM-SP. The announcement will be play as soon as the destination will be available.

**Note:** when using a normal PPM the stacking paging cancel is grayed out or disappearing when the serial number of a PPM is assigned.

- Announcement Setup: Open a window to regulate the chime. See Configure Chime for further information.



By default the PPM has two chimes in his internal memory, click on the "active" box and select which chime you want by clicking in the "Index" field.

When all the settings are Ok, the PPM is ready to be used like any kind of input sources. To learn how to configure the system in order to control the access of the sound to various areas through the PPM's keys, see the "define paging with PPM" chapter.

#### ❖ Rear PPM adjustments

At the rear of the PPM you can adjust level of mic, speak or chime.

You can also have additional keys with PPM KEYPAD (the connector is on the left of the picture)



#### 4.2.1.5.1 Chime

##### ❖ Assign chime to PPM

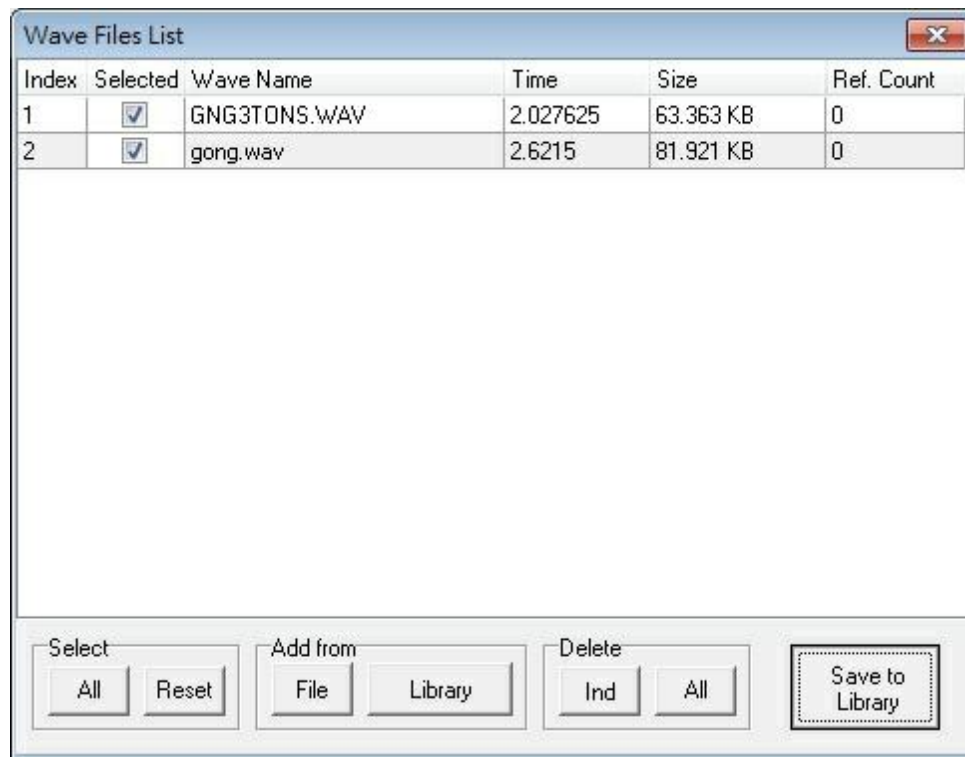
You can upload maximum 128Kb (of wave files 16 bits 16 kHz mono) in a PPM, If you want to have several chimes in a PPM then you must store all of them together in the same time.

There are three steps to load chime to a PPM:

1. Select chime.
2. Load chime (Wave files) in the PPM.
3. Adjust PPM's chime.

##### ❖ Select chime

Open the window "View > Wave File Manager".



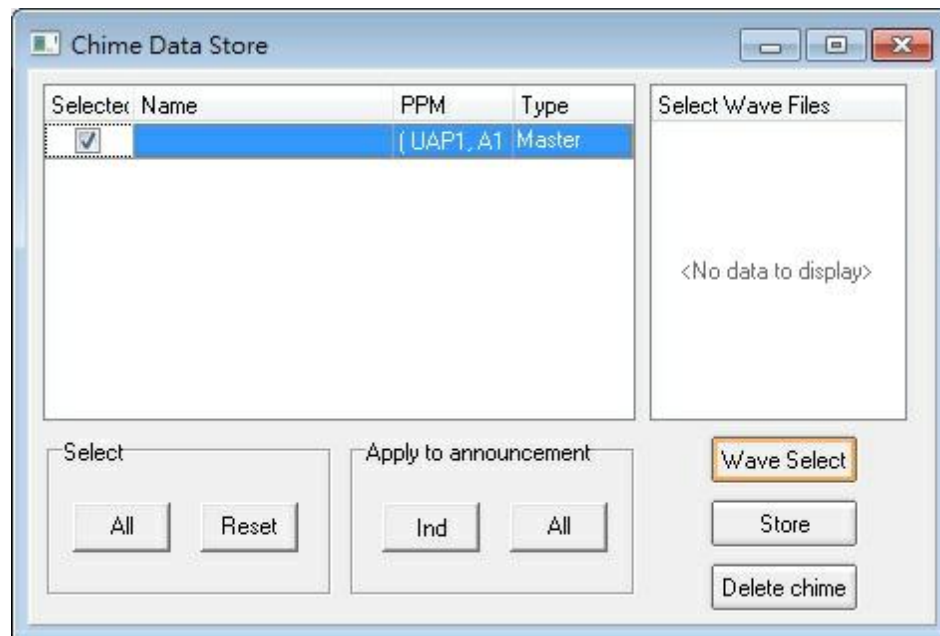
Select which audio file you want to use. Click [save to library ], a message appears, click "OK".

**Note:** If the file is already transferred, the message would say: "there are 0 wave file transfer to Wave library", just close the window.

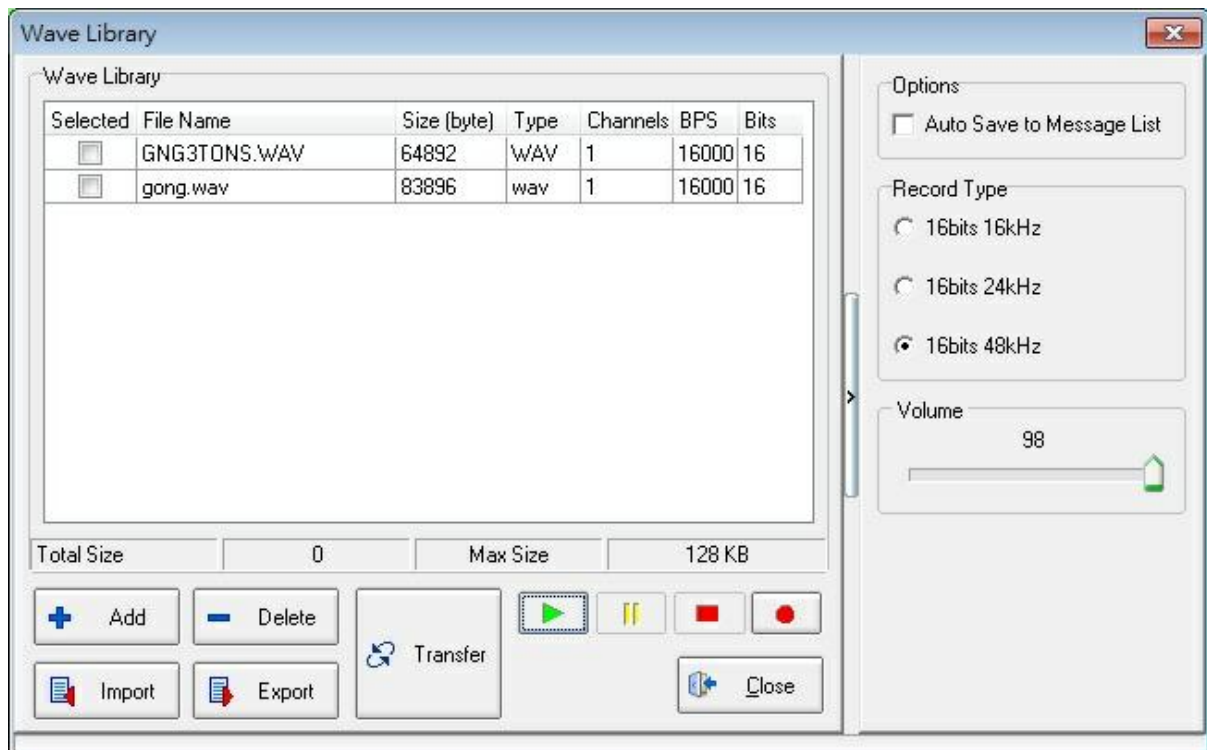
You can also load your own wave files from PC: 16bits, mono, 16kHz in the wave file manager window (menu "view") by clicking add from [File]. A window will open and request you to choose the wave files in your computer. Select the chime and click [OK]. When you've selected all the whished files, click [Cancel]. Finally, click [Save to Library].

#### ❖ Load chime

Open the window "Chime data store" > menu view"

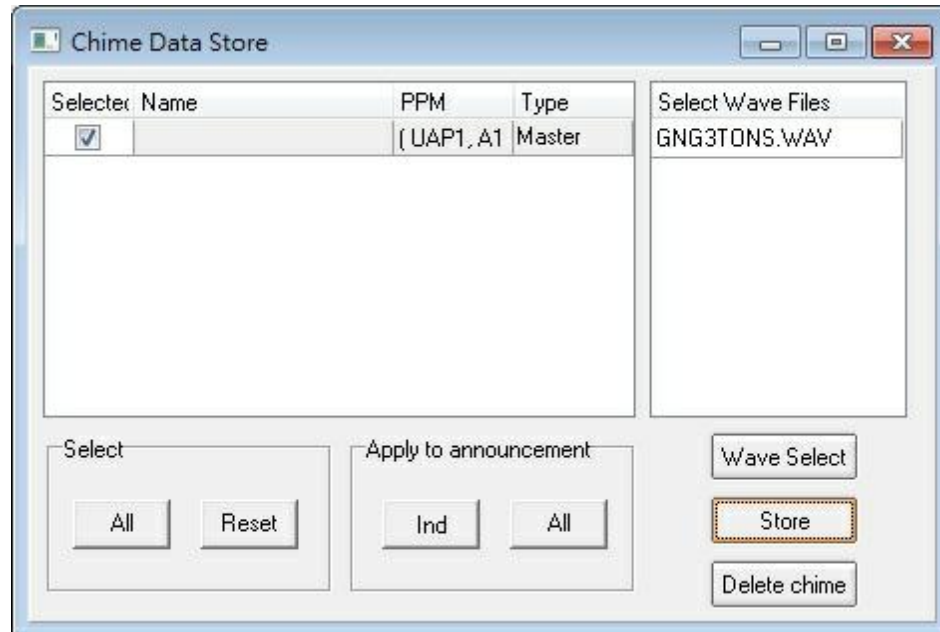


1. If you have several PPM connected, choose in which you want to load.
2. Click on the "Wave Select" button to open the Wave library.



3. Select the files to upload in each PPM.
4. To import a wave from your computer, click on "Add", to import a ZIP file from your computer, click on "Import".

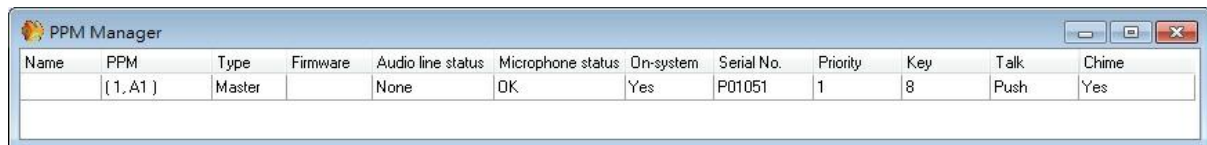
5. Click on "Transfer" to send the file in the "Chime Data Store", see the picture below.



6. Click "Store" (or if you change only one PPM chime select it and click Ind). The wave files are uploaded in the PPM. Depending on your system, this operation takes time. When the process complete, close the window.

#### ❖ Adjust PPM's chime

Open the PPM manager window menu "View > PPM Manager".

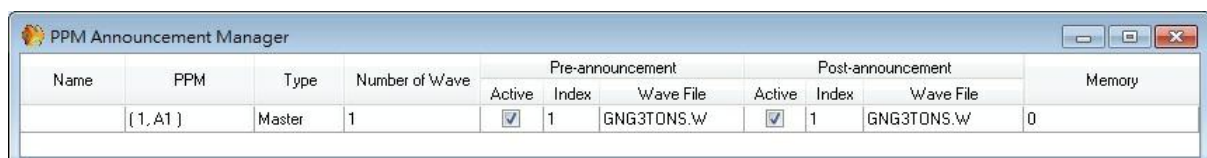


Click in the "Chime" field of the PPM which you want to authorize the chime.

You can also reach this window by double clicking the PPM's icon, and click on the "Announcement" Setup button.



The PPM announcement manager window appears:





- Click in the Index field to select the wave files you want to use as a chime.
- Activate it by notching the Active box.
- If you have several PPMs, repeat the manipulation for each.
- When all those adjustments are done, compile your project and upload it in the UAP G2.

## 4.2.2 PPM-SP

### 4.2.2.1 Overview

Same features as the PPM and a small memory (2min audio) in the PPM-SP allow storing the message if the PPM-SP cannot rout the message to the desired zone. When the zone becomes available the message will be played.

The PPM has a Cardio directional microphone capsule and an enhanced audio quality.

If the PPM-SP is linked to an additional keypad V2, the keypad is able to start messages, see [Use PPM KeypadG2 to trigger event \(as messages\)](#).

### 4.2.3 PPM-IT5 (PPM Touch)

#### 4.2.3.1 Overview



The PPMIT5 IP paging console is a man-machine interface which allows call-paging, messages broadcasting. Its back-lit touch screen is designed for simple and user-friendly operating. The 3 hardware keys can be freely assigned by software. The PPM-IT5 Media console is a versatile device that fits well in a commercial shopping center as for an industrial environment where paging over IP-networking brings flexibility and easy access.

All paging parameters needed for site operating can be programmed: zones assigned to different buttons, name of zones, group of zones, messages triggering or event control. A total of 3600 keys over 300 pages allow zones or groups of selection. The prerecorded messages and the chime are stored into the PPM-IT5 IP paging console.

All the settings are done via web pages with your web browser. Thanks to powerful echo cancellation, the PPM-IT5 delivers clear sound for full duplex conversation.

❖ PPM-IT5 is made of:

- 5" TFT full color paging console.
- High quality gooseneck microphone.
- Built in loudspeaker.
- Ethernet interface including PoE (Power Over Ethernet).
- 24 VDC power supply (if no PoE available).
- Automatic gain control on microphone input
- Echo cancellation / noise reduction.
- G.711 / G.722 / G.726 / G.727 audio encoding /decoding.
- Stream using SHOUTcast/ ICEcast (AAC 48K/44.1K) protocols.
- Half or full duplex conversation.
- Memory space for prerecorded messages.
- POWER / FAULT / EVAC LEDs.
- 3 key-buttons: User definable using ATEİS Studio GUI.
- RJ 9 for optional telephone headset.
- 2 mini-jack plugs for optional headset.

#### 4.2.3.2 Control Panel



**A Microphone:**

A 280mm flex microphone.

**B Power LED:**

This LED light up when the PPM-IT5 is powered on.

**C Fault LED:**

To display fault status of system, permanently lit if a fault state in the VACIE system has been engaged.

**D EVAC LED:**

The EVAC LED won't light up because UAP G2 doesn't have the Evacuation function. (Normally lights up when system is under Evac paging.)

**E Left Button:**

Switch between Auto detecting the Microphone and phone jack.

**F Middle Button:**

Push to talk for paging out during the half-duplex conversation.

**G Right Button:**

Push to hang up the call during the half-duplex conversation.

**H Monitoring Speaker:**

This embedded speaker to play chime when paging or monitor signal from audio processor, it needs to work with RS485 output component to get audio signal from other DSP components in audio processor.

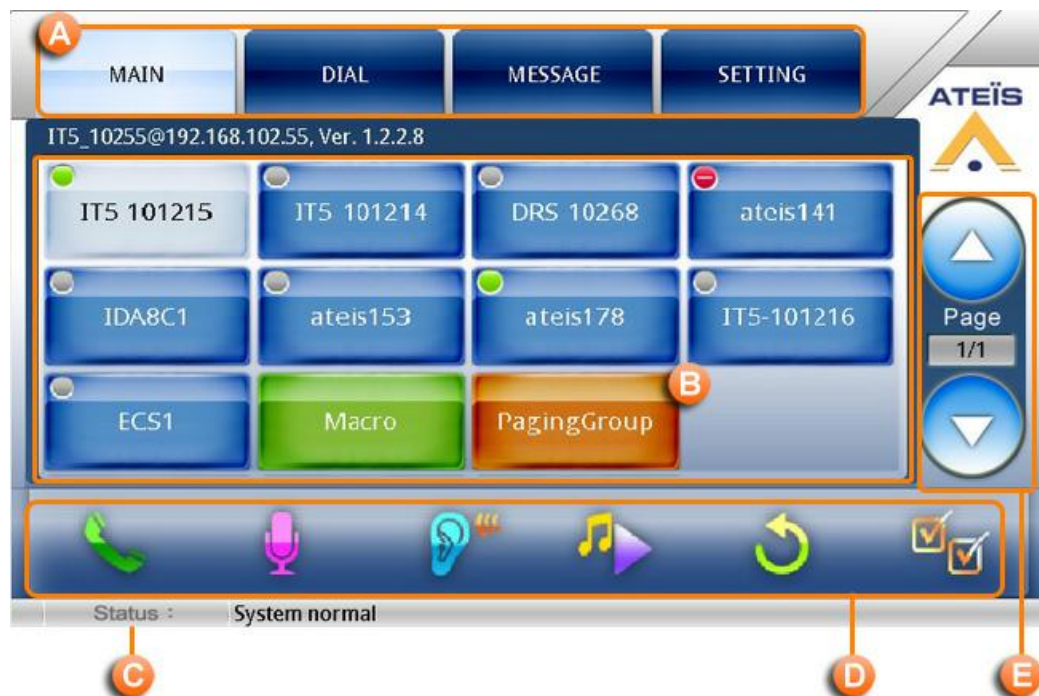
**I Touch Screen:**

A back-lit touch screen with 5" diagonal and 800 x 480 resolution, each buttons in pages can freely config to paging or adjustment parameters in audio processor.

#### 4.2.3.3 LCD Menu

All buttons are managed on PPM-IT5's web interface, the touch panel is for operation only.

The PPM-IT5 supports multi-language. You can change the language shown on each button and the default language is English.



**A** Primary horizontal menu:

- MAIN: Display the Device as button, Events as buttons and function buttons.
- DIAL: For typing telephone numbers, SIP URI and so on.
- MESSAGE: Messages list.
- SETTING: Display the setting information.

**B** Content area.

**C** System status: Display the status of the device, such as a network cable is unplugged.

**D** Operation:



SIP Call.



Paging.



Monitoring.



Play message.



Back to root menu (works with Macro buttons)



Select all.

 Page Up/ Page Down.

#### 4.2.3.3.1 Main



❖ Button types:

All buttons change to lighter color while pressed.

Device Button (Blue): Displays the device name on the button. There is an indicator at the upper-left corner of a button showing its status, see the picture below:



❖ Device Status

- Available (Green)
- Off line (Gray)
- Busy (Red)

**Note:** In case of changing a device button names. you can use Ateis Studio to change the name of LAP, ECS and IDA8 and enter in each Terracom device's web interface to edit its name.

- Paging Group (Orange) : The Paging Group button. Press it then start paging by speaking to the goose-neck microphone of the IT5.



**Note:** Pressing the orange button won't pop up for asking for permission to access. For example, if you press PagingGroup button, the pre-chime will play right away for the paging.

- Command Button (Orange): Press to perform the Command (string) function defined on the web interface.



- Logic Out Button (Orange): Press to perform the Logic (Out) function defined edit on the web interface.



- Locked Button (Orange): Similar to Command button, but it holds the Up/Down status.



- Macro Button (Green): Manages buttons like a folder. After create a Macro button, press to enter in its page. See how to create a Macro button.

#### ❖ SIP Call

- Call to other device (one to one)





- Call from other device (one to one)



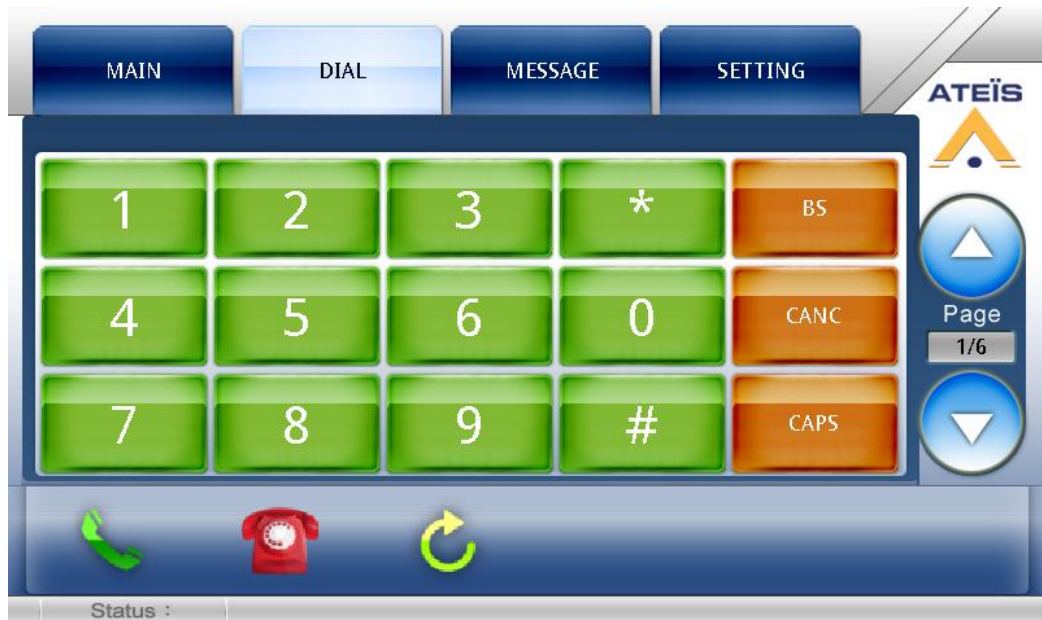




- Paging to multi-user




#### 4.2.3.3.2 Dial




- BS: Backspace.
- CANCEL: Cancel all.
- CAPS: Caps lock.




After entering the phone number, press the "  " icon to dial from SIP Call.

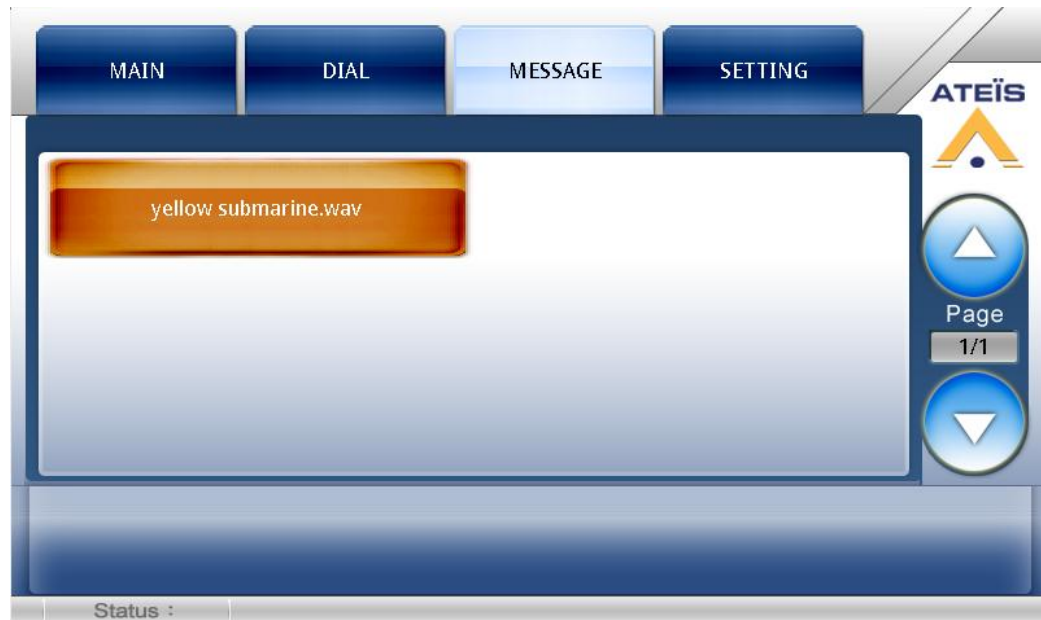


You can re-dial the last phone number by pressing "  ".




If you intend to dial a local call, press the  icon to dial.

#### 4.2.3.3.3 Message



❖ Play messages:

Select the audio file > Go to Main page, select devices > Press  button.

The audio files are stored in the device's flash. You can check the free disk space on the web server.

**Note:** The format currently supported is WAV(16k 16bit only).

#### 4.2.3.3.4 Setting



Use -, + buttons to adjust the speaker volume.

-  ( Volume ):

Use -, + buttons to adjust the speaker volume.

-  (Brightness):

Use -, + buttons to adjust the Screen brightness.

#### 4.2.3.4 Characteristics

##### ❖ Case

- Dimension = 250mm(W) x 140mm(L) x 80mm(H)
- Weight = 1.1kg (2.43 lb)
- Color = RAL7016

##### ❖ Screen

Diagonal = 5"

Resolution = 800 x 480

##### ❖ Power

Item	Voltage	Current Consumption	Connect Type
PoE	>19VDC	250mA	RJ45
24VDC	24VDC	-	DC Jack

- MAX Power consumption = 6W.

##### ❖ Microphone Length: 275 mm.

##### ❖ Microphone Output

- Maximum level = 6dBu.
- Output Impedance = 100Ohm.
- THD @ 1kHz < 1%.
- Bandwidth @ -3dB = 100Hz ~ 18kHz.
- Noise Gate Threshold = -84dBu ~ -24dBu.
- Target Output Level = 0.
- Max Output Level = -54dBu ~ 6dBu.
- Attack Time = 8ms.
- Release Time = 100ms.

##### ❖ Front Panel Speaker

- Impedance = 4Ohm.

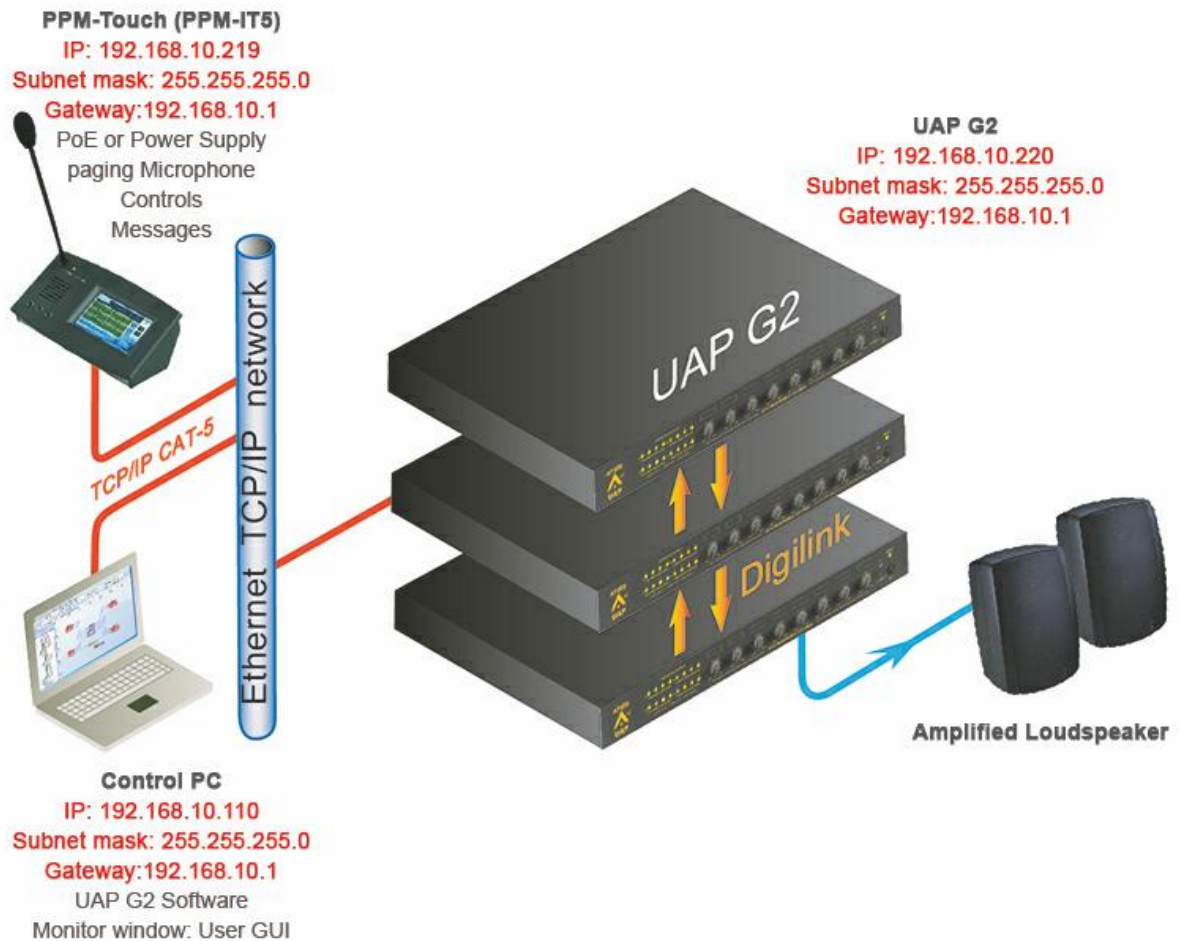
- Maximum Power @ 1kHz = 1W.
- THD @ 1kHz < 1%.
- Bandwidth @ -3dB = 200Hz ~ 12kHz.

❖ Maximum Cable Length

- 100m on Category 5 cable

#### 4.2.3.5 Connection

At first connect the PPMTouch to your TCP/IP network. If your switch/hub provides PoE (power over ethernet) then you don't need to use a power supply. The switch/hub will bring power to the PPMTouch. If you don't have PoE, then power the PPMTouch with the external power supply.

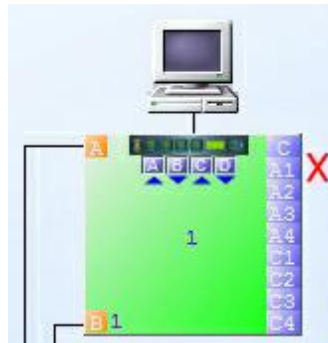


Set the IP settings of your PC to be on the same network than the PPMTouch.

#### 4.2.3.6 Configuration

❖ Define the PPMTouch in the UAP G2 software

With the PPMTouch, there is no need to put it in the System window as we do with the PPM and PPM-SP.

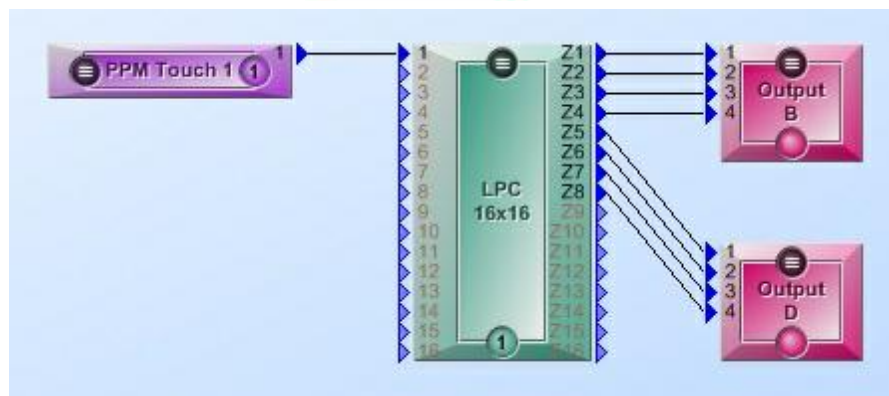
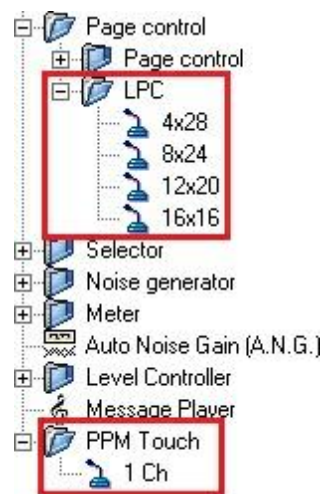


Double-click in the UAP G2 icon, to open the component list.

Drag and drop one of the LPC to the design area. The PPMTouch can have 16 output zones at max.

Drag and drop the PPMTouch component to the design area.

Link the PPMTouch component output to the input of the LPC. Connect also the LPC outputs to the zone outputs.



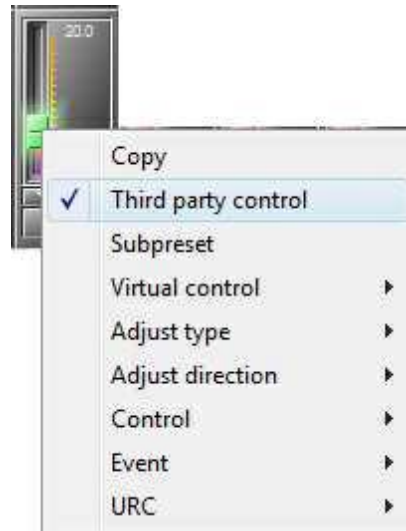
#### ❖ Define Control

- Control a fader:

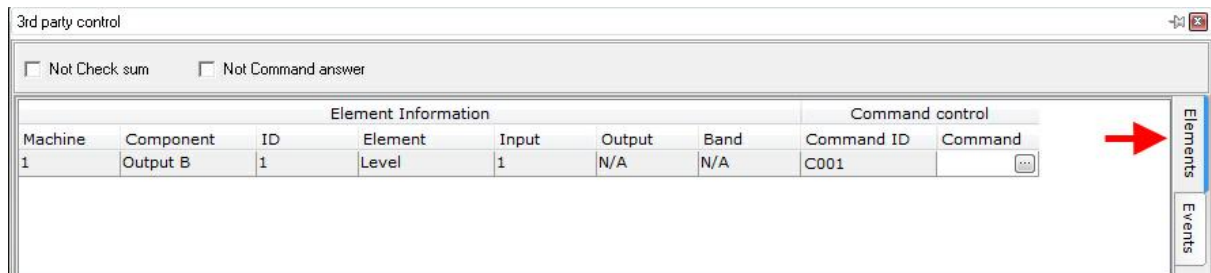
In the UAP G2 software, open the component to control.



To control a fader, right-click on the fader and select "Third Party".



Open View/Third Party, and select the "Elements" tab. You can see the element control.



Just add a "I" to the command ID (here C001) to increase or a "D" to decrease.

In this example, the command IC001, will increase of 2.2 dB.

⚠ The following content is not available on v1.0.3.54:

Click on the three dots (⋮) of the event, that will open this window.



Here you can see three different command: Increase, Decrease, Read and Write.

If you want to increase or decrease the fader, then you have to write the step (in dB) in the horizontal

fader in the window top. The Command will change, depending of the step.

If you want to write a value, then you have to write this target value on the knobs, in the window

bottom. The Command will change, depending of target value.

If you want to read a value, then you don't have to set the knobs, just use the Command.

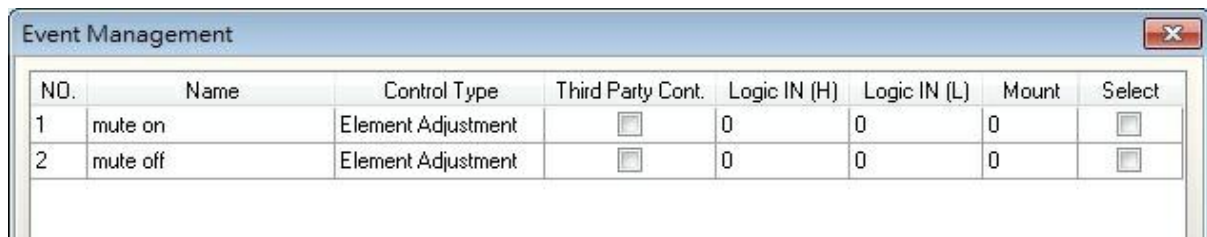
You can read, under "Commands", the Command string to be set in the PPMTouch.

Please see Set Control on PPMTouch.

- Control a button:

To control a button, we need to use two events. One event is used to active the button and another to release it.

Open "View > Event Management."



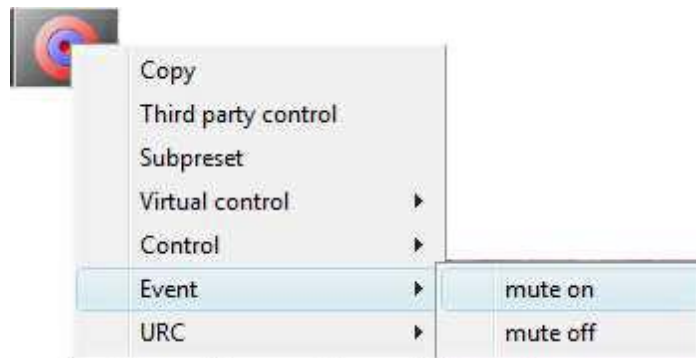
NO.	Name	Control Type	Third Party Cont.	Logic IN (H)	Logic IN (L)	Mount	Select
1	mute on	Element Adjustment	<input type="checkbox"/>	0	0	0	<input type="checkbox"/>
2	mute off	Element Adjustment	<input type="checkbox"/>	0	0	0	<input type="checkbox"/>

Click [Add] two times, to create two events. Under "control Type" select "Element Adjustment".

Rename the event as you want.

Now push your button to have it in its "active position". Then right-click in the button and select the

event for the activation (in our example, Mute On).



Then do the same for the other button position. Release the button and assign it to the event for the release (in our example, Mute Off).





Now open again View/Events Management.

Notch the "third Party" option for the both events.

NO.	Name	Control Type	Third Party Cont.	Logic IN (H)	Logic IN (L)	Mount	Select
1	mute on	Element Adjustment	<input checked="" type="checkbox"/>	0	0	1	<input type="checkbox"/>
2	mute off	Element Adjustment	<input checked="" type="checkbox"/>	0	0	1	<input type="checkbox"/>



Check on "Mount", it must be 1 if the event is assigned to an element parameter.

Open View/Third Party, and select the "events" tab. You can see the both events.

3rd party control

☐ Not Check sum

☐ Not Command answer

Event Information				Command control	
NO.	Name	Control Type	Mount	Command_id	Command
1	mute on	Element Adjustment	1	C002	
2	mute off	Element Adjustment	1	C003	

Events

Click on the three dots (...) of the both events, one by one, that will open these windows.

Command Type	Command frame					Packet
	STX	Command	EXT	CS	CR	
Element Adjustment	0x02	VC002	0x03	0x2B	0x0D	02 56 43 30 30 32 03 2B 0D

Command Type	Command frame					Packet
	STX	Command	EXT	CS	CR	
Element Adjustment	0x02	VC003	0x03	0x2C	0x0D	02 56 43 30 30 33 03 2C 0D

You can read, under Command, the Command string to be set in the PPMTouch.

Compile and store the configuration.

Please see Set Control on PPMTouch.

#### **4.2.3.7 Web Server**

##### **4.2.3.7.1 Overview**

UAP G2 System embeds a web interface that enables you to control the PPM-IT5 through your favorite internet browser.



#### 4.2.3.7.2 Window Layout

The screenshot displays the ATEIS PPM-IT5 configuration web interface. At the top, a banner reads "DELIVERING YOUR MESSAGE". Below it, a navigation bar includes "Setup 1", "Setup 2", "Update", "Status", "About", and "Logout". A secondary bar contains "Basic Setting", "Device List", "Function Libraries", "Main Window", "Volume Control", and "GUI". The main content area is divided into several panels:

- Network:** Includes DHCP (Enable/Disable), IP Address (192.168.101.169), Subnet Mask (255.255.252.0), Gateway (192.168.100.254), and DNS (192.168.100.203).
- System Time:** Includes Location (Asia/Taipei), Date/Time (Setting...), and NTP Client Service (Enable/Disable).
- Family Status:** Includes Status Notify Service (Enable/Disable).
- Third Party Controls:** Includes Network Controls Service (Enable/Disable) and + Network Port (8010).
- Command String Controls:** Includes Network Port (8000).
- SIP:** Includes Firewall Traversal Mode (SIP Server/TERRA Net), + Username (IT5\_101169), SIP Port (5060), RTP Port (6912), AGC (Disable/Enable), AGC Maximum Gain Allowed (30.0 dB), AGC Noise Threshold Control (-76 dB), Global Priority (10), Audio Codec (G.722), Time To Stop Ring (0 sec), and SIP Auto Answer (Disable/Enable).
- Paging setting:** Includes TERRA Server Agent (Enable/Disable) and IGMP Fix Address (Enable/Disable).
- License:** Includes License Service (Enable/Disable).
- Dial Agent:** Includes Agent Device (dropdown menu).

Callouts A through G highlight specific UI elements: A points to the "Setup 1" button; B points to the "Basic Setting" tab; C points to the version and time information; D points to the URI "IT5\_101169@192.168.101.169:5060"; E points to the "IN: Internal / OUT: Internal" status; F points to the "Family Status" panel; and G points to the "Agent Device" dropdown.

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**A Main menu bar:**

In this menu you will find the major operations related to your device which allows you to compile the configuration design and to save the compiled configuration into the device.

**B Second menu bar:**

In this menu you will find the detail settings for each function.

**C Name / Version:**

Display the name of the product, firmware version and system time.

**D URI:**

Display the URI (sip:x@y:Port).

**E** Line / Out:

Display the information of Line Out(2 channels).In

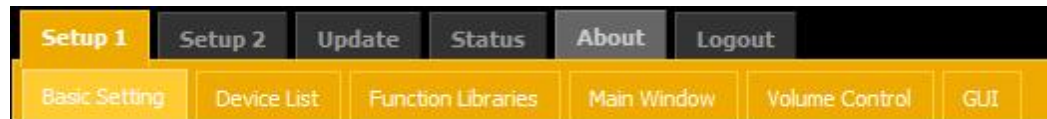
**F** Content area:

List the information of device and the adjustment of each setting.

**G** Save/Cancel:

These buttons are made for users whether to save or cancel the settings.

#### 4.2.3.7.3 Setup 1



Under the "Setup 1" tab, you can set how PPM-IT5 connects with network and perform each functions such as Stream Out, Logic Control, 3rd party control, etc.

##### 4.2.3.7.3.1 Basic Setting

❖ Network:

- DHCP: Enables/disables the Dynamic Host Configuration Protocol.
- IP Address: Click to change its IP to fit your network. (Each Terracom device is shipped from the factory with a default IP address of 192.168.100.1)
- Subnet Mask: Depends on the LAN where the Terracom devices located.
- Gateway Server: The IP address of the gateway server.
- DNS: Check the checkbox to enable the DNS server and type the IP address.

❖ Serial:

This area is for the 3rd Party control.

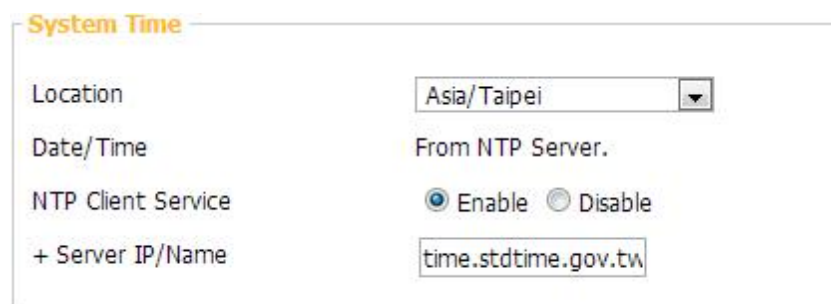


The Serial configuration form contains four rows of settings, each with a label on the left and a dropdown menu on the right. The settings are: Speed (baud) set to 2400, Data bits set to 5, Stop bits set to 1, and Parity set to None.

Label	Value
Speed (baud)	2400
Data bits	5
Stop bits	1
Parity	None

- Speed(Baud), Date bits, Stop bits, Parity: Settings for 3rd Party Control and SERIAL LINK bypass.

❖ System Time:



The System Time configuration form contains four rows. The first row is 'Location' with a dropdown menu showing 'Asia/Taipei'. The second row is 'Date/Time' with the text 'From NTP Server.'. The third row is 'NTP Client Service' with two radio buttons: 'Enable' (selected) and 'Disable'. The fourth row is '+ Server IP/Name' with a text input field containing 'time.stdtime.gov.tw'.

Label	Value
Location	Asia/Taipei
Date/Time	From NTP Server.
NTP Client Service	<input checked="" type="radio"/> Enable <input type="radio"/> Disable
+ Server IP/Name	time.stdtime.gov.tw

- Location: Click the drop-down list to select the location and click the [Save] button at the bottom of the page to apply.
- Date/Time: Manually set the device's time.
- NTP Client Service: Once enable this, the NTP Server IP is needed.

**Note:** Changes in the System Time area will affect the Scheduler and the Current Time displayed at the upper right of the web page.

❖ Dial Agent:

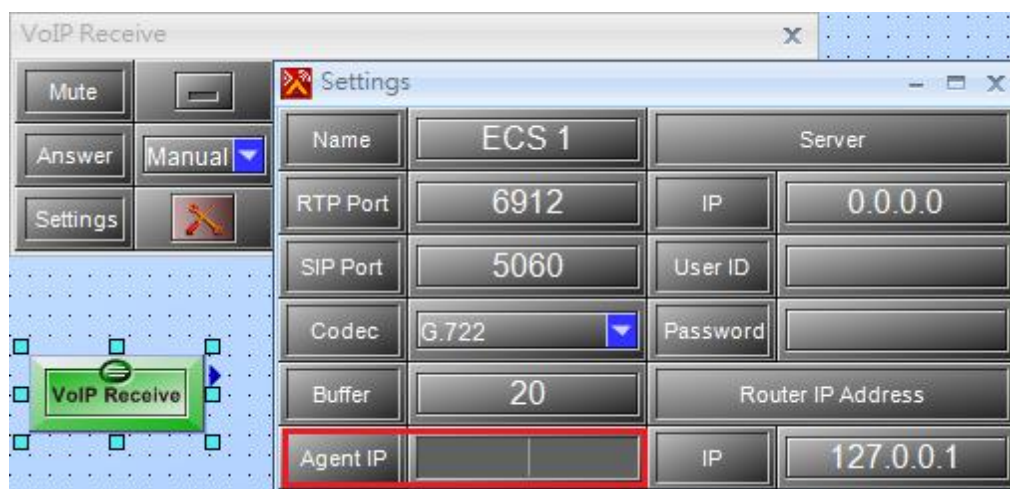
- On PPM-IT5's webpage:



The Dial Agent configuration form contains two rows. The first row is 'Agent Service' with two radio buttons: 'Enable' (selected) and 'Disable'. The second row is '+ Dialer IP' with a text input field containing '192.168.100.100'.

Label	Value
Agent Service	<input checked="" type="radio"/> Enable <input type="radio"/> Disable
+ Dialer IP	192.168.100.100

Agent Service: Enables/Disables the dial function. The PPM-IT5 will become the dial for other device with telephone card such as ECS. You need to add a VoIP component for ECS by Ateis Studio and type your IT5's IP at the Dial Agent field as shown in the picture below:



Once the setting is done, switch to dial page of IT5 and you can start a telephone, see [this](#).

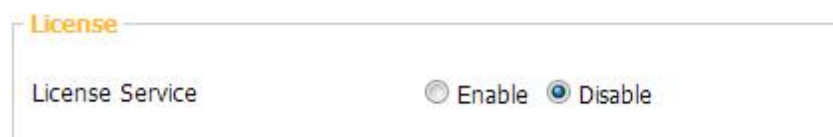
**Note:** Once enable this, the IT5 only remains the dial function.

- On the webpage of other types of Terracom device (non-Terra-FXO and non-IT5):



The Terra-FXO is the Foreign Exchange Station and can perform the telephone call with a phone set plugged. Click the drop-down list to choose the FXO as the Agent Device which has been added into the Address Book.

- ❖ License (Only appears on IT5's webpage):



- License Service: Enables/Disables the License Service, the user need to enter the username/ password before performing a call, paging, etc. Once the license service is enabled, you can set the permission of buttons as well. See [this](#).

- ❖ Family Status:



- Status Notify Service:

Enables/Disables this feature for the management and monitoring purpose usually when the network setting doesn't support IGMP. Under this occasion, a TerraServer is needed.

Once enable Status Notify Service, the Terracom device will unicast its online status to the Server, and the Server will spread it to other devices, therefore, each device can be added into Address Book and be communicated.

❖ SERIAL LINK Bypass:



**SERIAL LINK Bypass**

Serial to Network Service ☒ Enable ☐ Disable

+ Network IP

+ Network Port

Network to Serial Service ☒ Enable ☐ Disable

+ Network Port

+ Receive IP ☒ IGMP ☐ Local

- Serial to Network Service: Enables/Disables the bypass from the Terracom device to Network.
- Network to Serial Service: Enables/Disables the bypass from Network to the Terracom device.

❖ Third Party Controls:



**Third Party Controls**

Serial Controls Service ☒ Enable ☐ Disable

Network Controls Service ☒ Enable ☐ Disable

+ Network Port

There are two interfaces provided for 3rd Party Control:

- Serial Controls Service: Enables/Disables the 3rd party control. Once enabled, the "Serial" setting area is required.



This will automatically disable the Serial to Network Bypass.

- Network Controls Service: If the Network Controls Service is enabled, the local network port is required.

❖ Command String Controls:



**Command String Controls**

Network Port

- Network Port: If the user chooses Ethernet interface for Command feature, the source(network) port must be assigned.



❖ SIP:

**SIP**

Transfer Protocol	<input type="radio"/> TCP <input checked="" type="radio"/> UDP
Firewall Traversal Mode	<input type="radio"/> SIP Server <input checked="" type="radio"/> TERRA Net
+ Username	<input type="text" value="ateis171"/>
SIP Port	<input type="text" value="5060"/>
RTP Port	<input type="text" value="6912"/>
AGC	<input type="radio"/> Disable <input checked="" type="radio"/> Enable
AGC Maximum Gain Allowed	<input type="text" value="5.0"/> dB (Reference: <b>36dB</b> )
AGC Noise Threshold Control	<input type="text" value="Disal"/> dB (Reference: <b>-76dB</b> )
Global Priority	<input type="text" value="1"/>
Audio Codec	<input type="text" value="G.722"/>
Time To Stop Ring	<input type="text" value="15"/> sec
SIP Auto Answer	<input checked="" type="radio"/> Disable <input type="radio"/> Enable
Booting Tone	<input type="radio"/> Disable <input checked="" type="radio"/> Enable
Speak Out IP Address (CIN1)	<input type="radio"/> Disable <input checked="" type="radio"/> Enable
Factory Setting (CIN2)	<input type="radio"/> Disable <input checked="" type="radio"/> Enable
SIP Active	<input type="text" value="--"/>
SIP Inactive	<input type="text" value="--"/>
Audio Out 1 Active	<input type="text" value="--"/>
Audio Out 1 Inactive	<input type="text" value="--"/>
Audio Out 2 Active	<input type="text" value="--"/>
Audio Out 2 Inactive	<input type="text" value="--"/>

- Transfer Protocol: In certain cases, users may use the Terra Server to relay the audio packet through TCP or UDP.
- Firewall Traversal Mode: For users to choose SIP server or not.
- Username: For TERRA family to identify this device.
- SIP Port: Network port for SIP protocol.
- RTP Port: Network port for RTP protocol, the value should be an even number.
- AGC: If Auto Gain Control is enabled, the following items will appear:
  - AGC Noise Threshold Control: The threshold for active AGC.
  - AGC Maximum Gain Allowed: Limit the maximum gain in AGC.
- Global Priority:

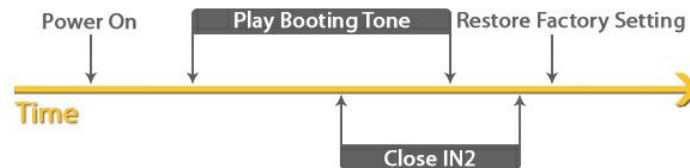
IDA8, UAP G2, LAP G2T and ECS use central priority control mechanism. The device priority is



required while cooperating with these devices.

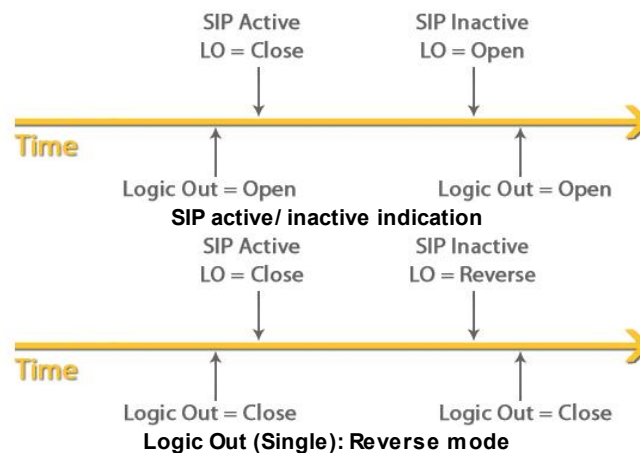
**Note:** Once the SIP priority here is higher than the TerraManager's, this device's zone won't be able to paged by TerraManager.

- Audio Codec: There are two Codec for SIP, G.711 / G.722 / G.726 / G.727
- Time to Stop Ring: The SIP call will be hung up after the set time. If sets up as 0 second, it won't stop ringing.
- SIP Auto Answer: The SIP call will be automatically picked up, usually for monitoring usage.
- SIP Auto Answer Input: Choose the input source, MIC IN or LINE IN.
- Booting Tone: The Terracom device will play the booting tone after it's ready.
- Speak Out IP Address(CIN1): Closing pin G and pin 1 during the booting tone, TERRA-EX, EXA, IEX, AMP, FDX, DS will speak out its IP Address.
- Factory Setting(CIN2): Closing pin G and pin 2 during the booting tone will restore the default setting.



- SIP Active/Inactive, Audio Out Active/Inactive:

The Terracom will trigger the chosen "Logic Out (Single)" Function while the SIP call/Audio output is active/inactive. The following pictures show the change of a logic signal in time line graphic:



❖ SIP :

Half-duplex

☐ Disable ☒ Enable

Half-duplex: Enables/Disables the half-duplex intercom to PPM-IT5.

Once it's enabled, a new button "Push to Talk" appears on IT5's touch screen during a call from Terra-DS as shown in the picture below:



When the button is pressed, the IT5 is the party who transmits.

❖ Stream Buffer:

**Stream Buffer**

Streaming Buffering Time  Seconds

Streaming Buffering Time: Buffering time for Audio-in from network.

❖ Paging Setting:

You can only enable one setting a time.

**Paging setting**

TERRA Server Agent ☒ Enable ☐ Disable

+ TEERA Server IP

---

**Paging setting**

TERRA Server Agent ☐ Enable ☒ Disable

IGMP Fix Address ☒ Enable ☐ Disable

+IGMP Fix IP

- TERRA server agent: Paging through Terra Server, you need to enable the "Family Status" as well.
  - TEERA Server IP: Enter the IP Address of your Terra Server.
- IGMP Fix Address: This is for multi-paging. Enable the fix address to use the specific IGMP address and disable the fix address to get the IGMP address randomly.

#### 4.2.3.7.3.2 Device List

Basic Setting	Device List	Function Libraries	Audio Matrix	Control Input	Playlist	Recording
---------------	-------------	--------------------	--------------	---------------	----------	-----------

Name	URI	Zone	Product Type	Action
AMP_101115	AMP_101115@192.168.101.115:5060	1,2	amp	<a href="#">Edit</a> / <a href="#">Delete</a>
EX536_101162	EX536_101162@192.168.101.162:5060	1,2	ex536	<a href="#">Edit</a> / <a href="#">Delete</a>
ITS_101215	ITS_101215@192.168.101.215:5060		touch	<a href="#">Edit</a> / <a href="#">Delete</a>

Name	URI	Product Type	Action
FDX_101170	FDX_101170@192.168.101.170:5060	fdx	<a href="#">Add</a>
LAPG2T1	LAPG2T1@192.168.101.98:5060	lapg2t	<a href="#">Add</a>
1	1@192.168.100.230:5060	uapg2	<a href="#">Add</a>
IDA8C4	IDA8C4@192.168.101.8:5060	IDA8C	<a href="#">Add</a>
DS_10112	DS_10112@192.168.101.12:5060	drs	<a href="#">Add</a>
1001	1001@192.168.101.218:5060	fdx	<a href="#">Add</a>
ITS_101169	ITS_101169@192.168.101.169:5060	touch	<a href="#">Add</a>
AMP_101118	AMP_101118@192.168.101.118:5060	amp	<a href="#">Add</a>
ateis	ateis@192.168.102.55:5060	touch	<a href="#">Add</a>
EXA_101124	EXA_101124@192.168.101.124:5060	exa	<a href="#">Add</a>

#### ❖ Address Book:

If you need to use Function Libraries, the devices need to be added into the Address Book.

**Add Device**

Name	FDX_101170		
Product Type	TERRA-FDX ▼		
URI	FDX_101170@192.168.101.170:		
Zone	1,2	▼	<input type="button" value="Add"/>
Priority	99		



The priority set will affect the paging and SIP calls. The smaller the number the higher the priority.

#### ❖ RealTime Search:

Shows the list of all Terracom units connecting to your LAN, click "add" to add the device.

#### 4.2.3.7.3.3 Function Libraires

The Function Libraries chapter talks about how to set the functions for Control Inputs.

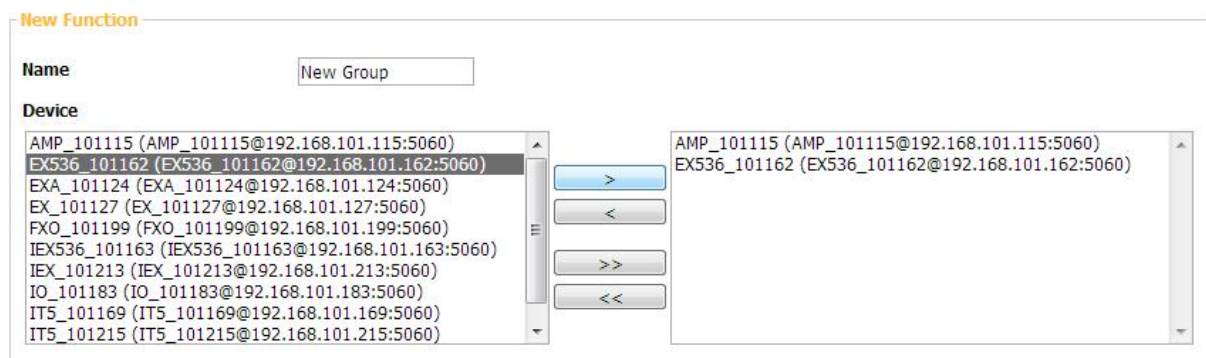
First things first, please make sure the Basic Setting and the Control Calibration are done completely.



Allows the user to create a group as a function target with devices added in the address book.



Click the [Add] button to add a group as shown in the picture below:



Sends Command String to other device.

1. Set the Function and click Save.

TERRA-IEX, Version 1.2.1.13, 15:22:57  
 IEX\_101213@192.168.101.213:5060  
 OUT-1: Network S1 / OUT-2: Network S1

Setup 1 | Setup 2 | Update | Status | About | Logout

Basic Setting | Device List | Function Libraries | Audio Matrix | Control Input | Playlist | Recording

**Modify Function**

Name: IEXTEST

String: IEXTEST

Interface: Network

+ Network IP: 192.168.1.100.96

+ Network Port: 8800

Mode: Time Interval

+ Time Interval: 1000 ms

+ Repeat: 4

Save Cancel

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- String: The command string depends on the target device. Terracom only receive the command string in ASCII.
- Interface: You can send Command string through the Serial port or Network.
- Mode:
  - Time Interval: The device will send the command string in period.
  - Time Out: The device will stop sending the string if receiving the answer string from the target.

Mode: Time Out

+ Ans: done -- Add

+ Time Out: 1000 ms

+ Repeat: 4

## 2. A Command (String) can be triggered by a Logic or by a scheduler.

- By using a Logic:

Go to "Control Input" page and use logic to send a command.

After connecting a trigger device such as a push button, you can perform the function with the setting listed below:

TERRA-IEX, Version 1.2.1.13, 15:48:12  
 IEX\_101213@192.168.101.213:5060  
 OUT-1: Network S1 / OUT-2: Network S1

Setup 1 | Setup 2 | Update | Status | About | Logout

Basic Setting | Device List | Function Libraries | Audio Matrix | Control Input | Playlist | Recording

Local Control

CONTROL INPUT	CONTROLLER	POSITION	FUNCTION	SOURCE	TARGET
IN1	Logic		Command (String)		IEXTEST
IN2	--		--		
IN3	--		--		

Add Remote Control Input Done Cancel

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- Control Input: Select the input your button is connected to. (IN1 means short pin 1 and pin G)
- Controller: Select Logic.
- Position: N/A.
- Function: Select Command (String)
- Source: N/A.
- Target: Select the command function you set.

After pressing the button, the command will be sent through Network or through Serial.

- By using a Scheduler:

Go to "Scheduler" page and use the scheduler to send a command at the the time you set.

1. Go to "Setup2 > Scheduler".
2. Click the first drop-down list at the Command area to select "Command (String)", the commands will show on the next drop-down list as shown in the picture below.
3. After the Date, Time and Repeat settings are done, the Terracom will send the command trigger by the scheduler.



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TERRA-IEX, Version 1.1.2.1, 09:20:39  
 IEX-101213@192.168.101.213:5060  
 OUT-1: USB / OUT-2: USB

Setup 1 **Setup 2** Update Status About Logout

Account Management Scheduler

**Custom Scheduler List:**

Example Scheduler	Send logic1(Logic out) Command...
a	<a href="#">Send TEST(String) Command...</a> Start on: 2012-07-25 Ends: 2012-07-26 Repeats: Daily <a href="#">Delete</a> <a href="#">Edit»</a>
b	<a href="#">Send 213-30q-pl(Logic out) Command...</a>
162	<a href="#">Send B(Message) to d162...</a>
5555	<a href="#">Send L(Message) to d127...</a>

**In-Store Scheduler List**

**Scheduler Configuration Form:**

Name: a

Start on: 2012-07-25

Time: 00:00 (Add Del)

Time: 15:37 - 15:38

Command: Command (String)

Command: TEST

Repeat: Daily

End: ☐ Never ☒ On 2012-07-26

Summary:

Done Cancel

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3. Here is an example the PPM-IT5 sends command to control 3rd party type of UAP G2, ECS, LAP G2T, etc.

Setup 1 **Setup 2** Update Status About Logout

Basic Setting Device List **Function Libraries** Audio Matrix Control Input Playlist Recording

**New Function**

Name: U2

String: %02hcmd=3rd WC0051%03h\$1%0dh

Interface: Network

+ Network IP: 192.168.100.55

+ Network Port: 8000

Mode: Time Interval

+ Time Interval: 1000 ms

+ Repeat: 3

Save Cancel

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- Send the string: %02hWC0051%03h\$1%0dh from PPM-IT5.
  - **02**: This is a fixed value and cannot be changed.
  - **WC0051**: Number created by Ateis Studio.
  - **%xxh**: Convert xx into hexadecimal values.
  - **\$1**: Checksum.

- **0D**: This is a fixed value and cannot be changed.

**Note:** Normally, you only have to change the "WC0051".



- Here we can check the 3rd party control command received by the target:

3rd Party Control Command										
3rd Party Control Command   3rd Party Control List   Device Management										
Control	Type	Command							Command Data	
		STX	OP	ID	Value	EXT	CS	CR		
Single	Read	0x02	R	0005		0x03	0x17	0x0D	02 52 30 30 30 35 03 17 0D	
Single	Write	0x02	W	0005	1.0	0x03	0xAB	0x0D	02 57 30 30 30 35 31 2E 30 03 AB 0D	
Single	Increase	0x02	I	0005	1.0	0x03	0x9D	0x0D	02 49 30 30 30 35 31 2E 30 03 9D 0D	
Single	Decrease	0x02	D	0005	1.0	0x03	0x98	0x0D	02 44 30 30 30 35 31 2E 30 03 98 0D	

String: %02hcmd=3rd WC0015%03h\$1%0dh

Sends the Logic controls to the target.

1. Set the Function and click Save:

TERRA-FDX, Version 1.2.1.14, 18:20:45  
FDX\_101170@192.168.101.170:5060  
OUT-1: USB / OUT-2: USB

Setup 1 | Setup 2 | Update | Status | About | Logout

Basic Setting | Device List | Function Libraries | Audio Matrix | Control Input | Playlist | Recording

### New Function


Name:

Remote target:

Channel:

Value:

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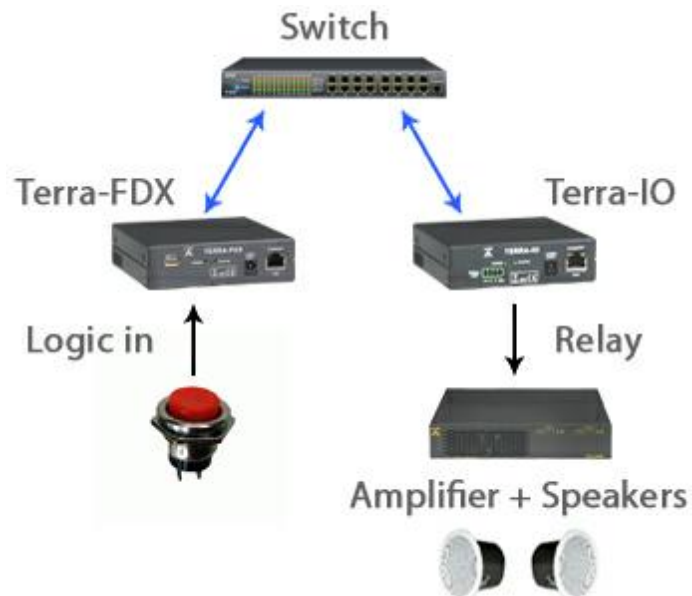
- **Name:** The function's name.
- **Remote Target:** Select the target you want it to perform the Logic Out as a remote. If none of items are selected, the target will be the local device.
- **Channel:** Depends on the type of Terracom. For example, the Terra-IO has 8 relays.  
 If the Terracom device doesn't have the channel you chosen, no activity will be taken.
- **Value:**
  - **LOUT\_MODE\_ZERO:** Contact output's channel relay will be "Normally open".
  - **LOUT\_MODE\_ONE:** Contact output's channel relay will be "Normally close".
  - **LOUT\_MODE\_TOGGLE:** Contact output's channel relay will switch between open and close.



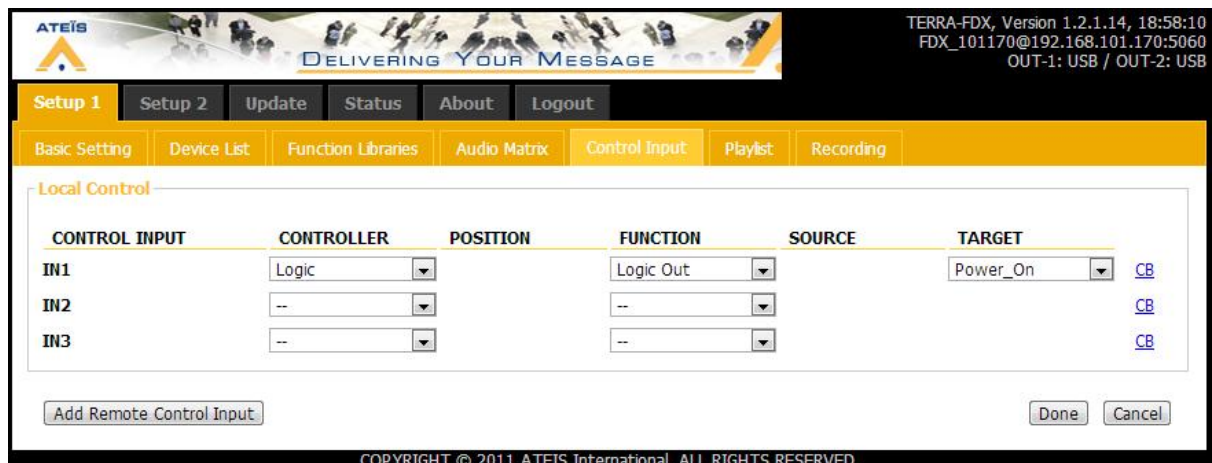
- LOUT\_MODE\_PULSE: Close during High period then open during Low period like a square wave.
    - High/Low period: The period between each pulse.
    - Times: The times of the pulse.
  - LOUT\_MODE\_REVERSE: Reverse the last status.
2. Go to "Control Input" page, there are two ways to use the Logic Out(Single) function.
- By using the Logic:

Here we use an example to explain how the remote control works with Logic Out(single) function.

After connecting a device such as a power switch which can be controlled by a Terracom device's relay. You have to set a logic input (button) to trigger the Logic Out (relay). See the picture below:



FDX uses IO's relay to open the Amplifier's power.



- Control Input: Select the input the button is connected to. (IN1 means short pin 1 and pin G)
- Controller: Select Logic.
- Position: N/A.
- Function: Select Logic Out.
- Source: N/A.
- Target: Select the Logic Out(single) function you set, here we use Power\_On.

After pressing the button connected to FDX, the IO switches its relay to open the power of the Amplifier.

- By using a Scheduler:

Go to "Scheduler" page and use the scheduler to send a Logic Out at the the time you set.

1. Go to "Setup2 > Scheduler".
2. Click the first drop-down list at the Command area to select "Logic Out (Single)", the logic out function will show on the next drop-down list as shown in the picture below.
3. After the Date, Time and Repeat settings are done, the Terracom will send the Logic Out signal triggered by the scheduler.

TERRA-FDX, Version 1.2.1.14, 18:47:44  
FDX\_101170@192.168.101.170:5060  
OUT-1: USB / OUT-2: USB

Setup 1 **Setup 2** Update Status About Logout

Account Management **Scheduler**

**Custom Scheduler List**

Example Scheduler	<a href="#">Send logic1(Logic out) Command...</a>
a	<a href="#">Send FDXTEST(String) Command...</a>
b	<a href="#">Send 170-p(Logic out) Command...</a>
c	<a href="#">Send B(Message) to dall...</a>

**In-Store Scheduler List**

18:35 playmusic (-playonce)	Start on: The 8th of this month Ends: The 8th of this month Repeat: undefined
18:50 playmusic (-stop)	Start on: The 8th of this month Ends: The 8th of this month Repeat: undefined

**New Scheduler**

Name:

Time:    [Add Del](#)

Command:  Logic Out (Single)

Repeat:  --

Start Time:

End Time: ☐ Never ☐ On

Summary:

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The Marco manage the sub-page and controls the function at the same time.

1. Set the Function's name and click Save.

PPM-IT5, Version 1.2.1.13, 00:41:44  
 ateis@192.168.101.169:5060  
 IN: Internal / OUT: Internal

Setup 1 | Setup 2 | Update | Status | About | Logout

Basic Setting | Device List | Function Libraries | Main Window | Volume Control | GUI

New Function

Name: Macro

Control: 101127\_zero,101127 | 101127\_zero | Add

Save Cancel

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- Name: The button name.
- Control: This item is for Logic Out(Single) and Command(String), the action will be taken while the Marco button is pressed.

2. Go to Main Window page and set the Marco button you create before.

Click the drop-down list to switch between Macro and the Main page.

PPM-IT5, Version 1.2.1.13, 00:43:48  
 ateis@192.168.101.169:5060  
 IN: Internal / OUT: Internal

Setup 1 | Setup 2 | Update | Status | About | Logout

Basic Setting | Device List | Function Libraries | Main Window | Volume Control | GUI

Page: Macro

Button Function	Button Name
Device	EX_101127
Locked Btn	Status

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- Button Function: There are Device, Paging Group, Command(String), Logic Out(Single) and Locked Btn.
- Button Name: The name of each button appears on IT5's touch screen.

**Note:** There is no way to move buttons from one Macro to another, you need to add those buttons manually.

Pages to all devices in the group.

1. Select devices you want to paging and give this paging group a name, here shows "p115" which includes 4 devices.

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TERRA-IEX, Version 1.2.1.13, 14:10:18  
IEX\_101213@192.168.101.213:5060  
OUT-1: Network S1 / OUT-2: Network S1

Setup 1 Setup 2 Update Status About Logout

Basic Setting Device List Function Libraries Audio Matrix Control Input Playlist Recording

Modify Function

Name: p115

Device:

- AMP\_101115 (AMP\_101115@192.168.101.115:5060)
- DS\_10112 (DS\_10112@192.168.101.12:5060)
- EX536\_101162 (EX536\_101162@192.168.101.162:5060)**
- EXA\_101124 (EXA\_101124@192.168.101.124:5060)
- EX\_101127 (EX\_101127@192.168.101.127:5060)
- FDX\_101170 (FDX\_101170@192.168.101.170:5060)
- FXO\_101199 (FXO\_101199@192.168.101.199:5060)
- IEX536\_101163 (IEX536\_101163@192.168.101.163:5060)
- IO\_101183 (IO\_101183@192.168.101.183:5060)
- IT5\_101169 (IT5\_101169@192.168.101.169:5060)

AMP\_101115 (AMP\_101115@192.168.101.115:5060)  
DS\_10112 (DS\_10112@192.168.101.12:5060)  
EXA\_101124 (EXA\_101124@192.168.101.124:5060)  
EX536\_101162 (EX536\_101162@192.168.101.162:5060)

> < >> <<

Save Cancel

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2. Go to "Control Input" page, there are two ways to use the Paging Group function you set.

- By using a Logic:

After connecting a trigger device such as a push button, you can perform the function with the setting listed below:

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TERRA-IEX, Version 1.2.1.13, 14:18:26  
IEX\_101213@192.168.101.213:5060  
OUT-1: Network S1 / OUT-2: Network S1

Setup 1 Setup 2 Update Status About Logout

Basic Setting Device List Function Libraries Audio Matrix Control Input Playlist Recording

Local Control

CONTROL INPUT	CONTROLLER	POSITION	FUNCTION	SOURCE	TARGET
IN1	Logic		Call Button	MIC IN	Paging p115
IN2	--		--		
IN3	--		--		

Add Remote Control Input

Done Cancel

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- Control Input: Select the input your button is connect to. (IN1 means short pin 1 and pin G)
- Controller: Select Logic.
- Position: N/A.
- Function: Select Call Button.
- Source: Select the source, MIC IN or LINE IN.
- Target: Select the target, here we use p115.

By pressing the button to start a paging to all devices (if the priority is lower than other current paging source, the paging failed)

- By using a RAC-5 or RAC-8:

After connect a RAC and a button, you can perform the function with the setting listed below

CONTROL INPUT	CONTROLLER	POSITION	FUNCTION	SOURCE	TARGET
IN1	RAC-5	Channel 1	Call Target		Paging p115
		Channel 2			Paging p124
		Channel 3			Paging p127
		Channel 4			Paging p162
		Channel 5			Paging p163
IN2	Logic		Call Trigger	MIC IN	IN1
IN3	--		--		

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- Control Input: Select the input the RAC is connected to. (IN1 means short pin 1 and pin G)
- Controller: RAC-5 (or RAC-8).
- Position: The channels of the RAC.
- Function: Select Call Target.
- Source: N/A
- Target: Select the target, you can set 5 (or 8) different targets.

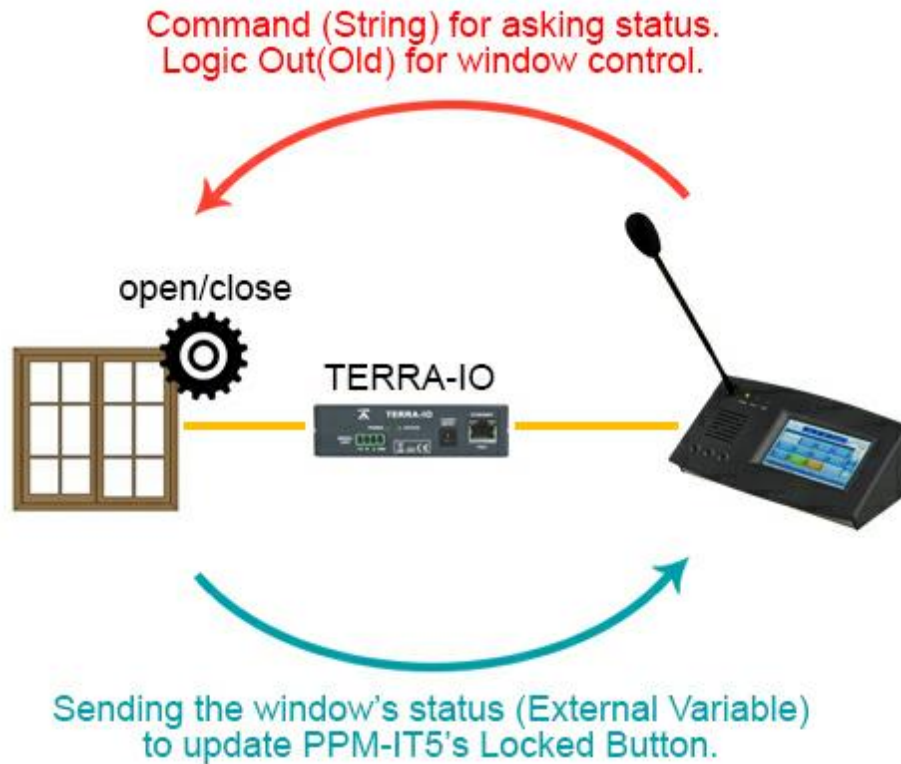
Now, set a button (as mentioned before) to trigger for RAC.

- Control Input: Select the input your button is connect to. (IN2 means short pin 2 and pin G)
- Controller: Select Logic.
- Position: N/A.
- Function: Select Call Trigger.
- Source: Select the source, MIC IN or LINE IN.
- Target: Select the target, here we use "IN1" where the RAC is connected to.

Easily switch the knob to the target you want and press the button to paging.



Locked Button is associated with External Variable and only appear at PPM-IT5's Function Libraries. Here we use a simple example showing how to combine those functions steps by steps:



Pressing one button on PPM-IT5 to control the window with the Terra-IO.

❖ Add a Locked Button function:

This is for performing the Logic Out with External Variable's status.

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PPM-IT5, Version 1.2.1.13, 16:18:28  
1003@192.168.101.169:5060  
IN: Internal / OUT: Internal

Setup 1 Setup 2 Update Status About Logout

Basic Setting Device List Function Libraries Main Window Volume Control GUI

Modify Function

Name Open\_Window

Down trigger action Switch\_On

Up trigger action Switch\_Off

Status Status

Save Cancel

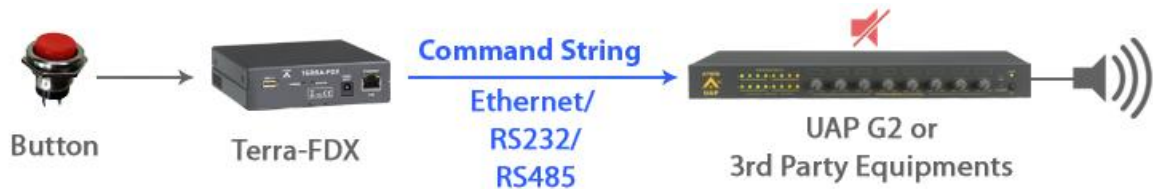
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- Name: Button's name, this will appear on IT5's touch screen.
- Down trigger action: Select the Logic Out(Single), action when the button is down.
- Up trigger action: Select the Logic Out(Single), action when the button is up.

- Status: This is the External Variable function.

After the Locked Button function added, see the next chapter to add an External Variable function.

Allows other device to control Terracom devices through 3rd Party Control. You have to enable the 3rd Party Control at Basic Setting page.



1. Set the Function and click Save.

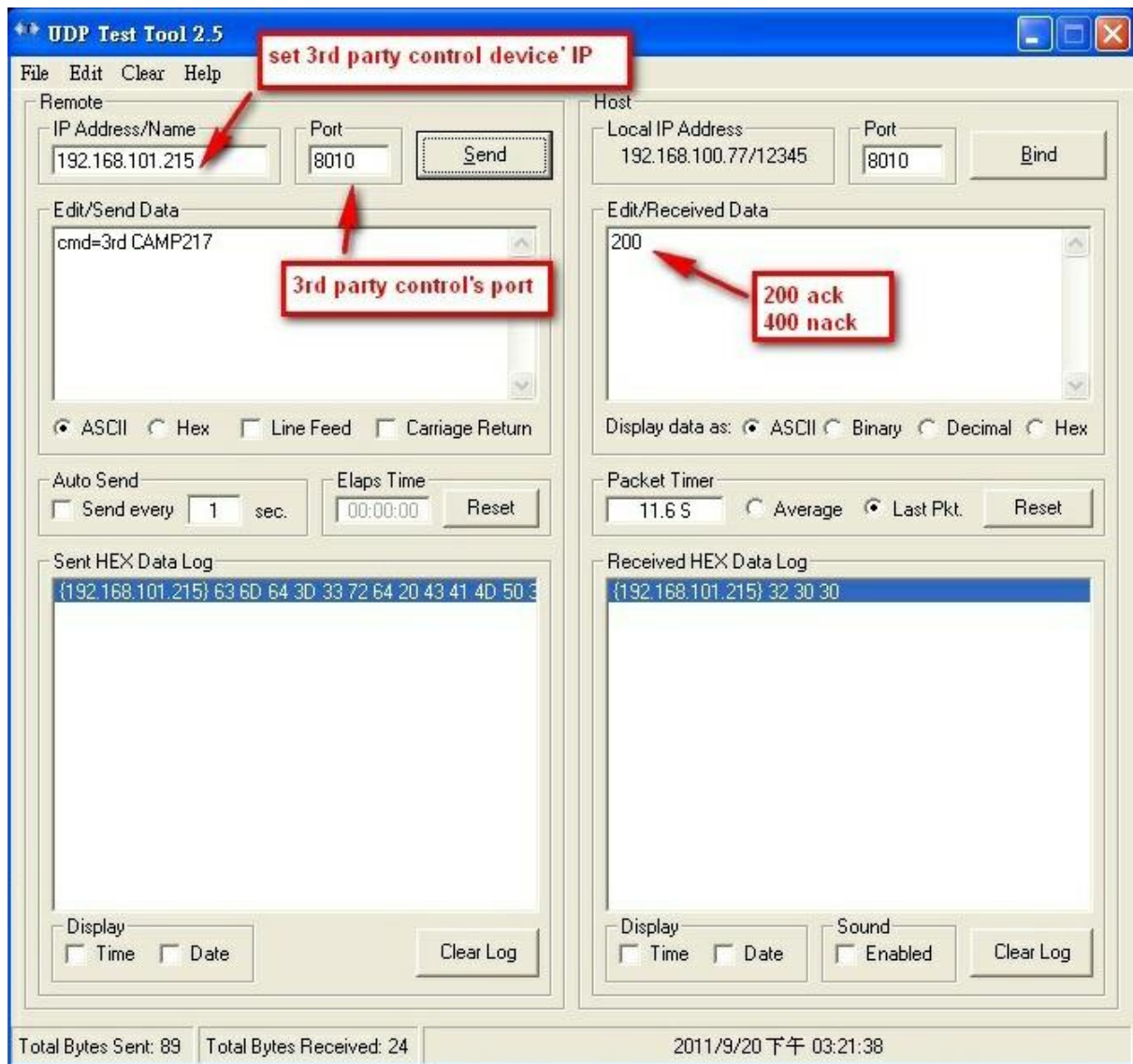
- Name: Function's name as the string.
- Function:
  - Call: Calls one device or call devices one by one.
  - Paging: Pages to device. (One or more)
  - Message: Plays message to device. (One or more)
  - Monitor: As the monitor function of PPM-IT5's.
  - Hung up: Closes the session (Call, paging, Message, Monitor).
  - Logic out: Controls local Logic Out or remote Logic Out by sending UDP packets.
- Source: Choose the The MIC-IN or LINE-IN from the Terracom.
- Target: The target for the selected function, a group or a device.

❖ Example:

- 3rd party control Terracom device:

We use this program "UDP Test Tool" to command IT5, string: cmd=3rd \_\_\_\_\_, underline is the function's name.

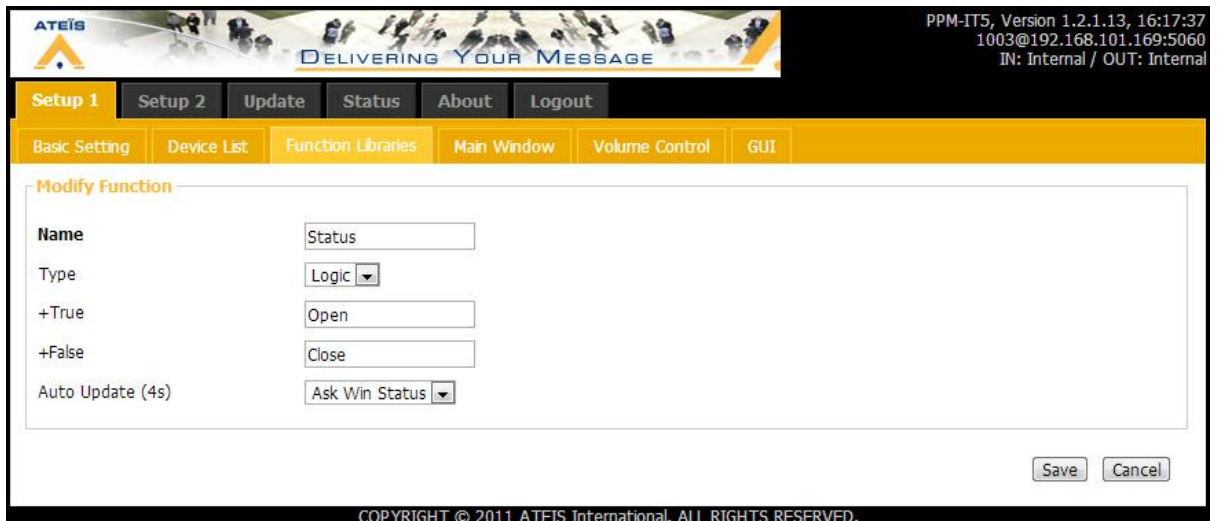
And then the PPM-IT5(192.168.101.215) will call AMP-101217.



Add an External Variable function and save.

This is for updating the button status with the true/false value and showing the "button up" or "button down".





ATEIS DELIVERING YOUR MESSAGE

PPM-IT5, Version 1.2.1.13, 16:17:37  
1003@192.168.101.169:5060  
IN: Internal / OUT: Internal

Setup 1 Setup 2 Update Status About Logout

Basic Setting Device List Function Libraries Main Window Volume Control GUI

**Modify Function**

Name: Status

Type: Logic

+True: Open

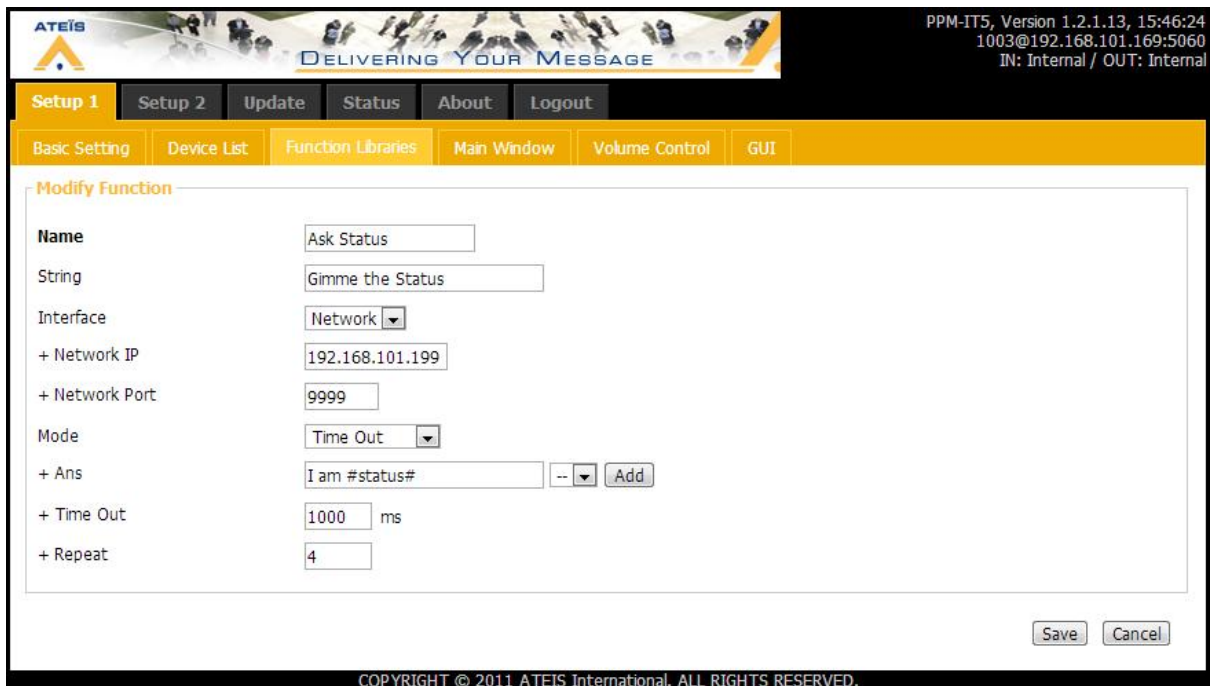
+False: Close

Auto Update (4s): Ask Win Status

Save Cancel

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- Name: The name of the function.
- Type: The type of function, select Logic.
- True/False: The elements of the answer string.
- Auto Update: The command string, see the picture below.



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PPM-IT5, Version 1.2.1.13, 15:46:24  
1003@192.168.101.169:5060  
IN: Internal / OUT: Internal

Setup 1 Setup 2 Update Status About Logout

Basic Setting Device List Function Libraries Main Window Volume Control GUI

**Modify Function**

Name: Ask Status

String: Gimme the Status

Interface: Network

+ Network IP: 192.168.101.199

+ Network Port: 9999

Mode: Time Out

+ Ans: I am #status# -- Add

+ Time Out: 1000 ms

+ Repeat: 4

Save Cancel

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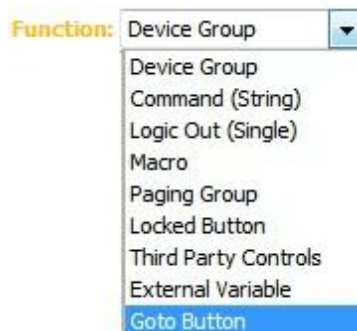
- Name: The function's name.
- String: The command string depending on what your target device can receive and read.
- Interface: Choose Network
  - Network IP: The IP of the device which performs the Logic Out.

- Network Port: The Port of the device which performs the Logic Out.
- Mode: The way a device answering the command.
  - Time Out: The device will stop sending the string if receiving the answer string from the target.
  - Time Interval: The device will send the command string in period.
- Ans: Click the [Add] button to add the Variable, here is #Status#.
- Time Out: Set the time out, the unit is millisecond.
- Repeat: The times of sending the command string.

In this case, the answer string would be "I am open"(true) or "I am close" (false). Once PPM-IT5 receive this, it will update the button's status(up or down).

Jumping pages via the PPM-IT5 by using this function. Users can customize the pages which reduce the difficulties for switching pages repeatedly.

1. Select the "Goto Button" function at "Setup1 > Function Libraries".



2. Choose the name of the function.



- Edit / Delete: Edit or delete the selected function. Edit: To open the setting window, see the next picture below.
- Add: Set more page jumping function.

3. Select the customized function users intend to change via PPM-IT5, then press the [Save] button.

- Name: The customized name of each button appears on IT5's touch screen.
- Page: Choose the modified page intending to switch to .

Set the Null Button for specific black space via the PPM-IT5 by using this function.

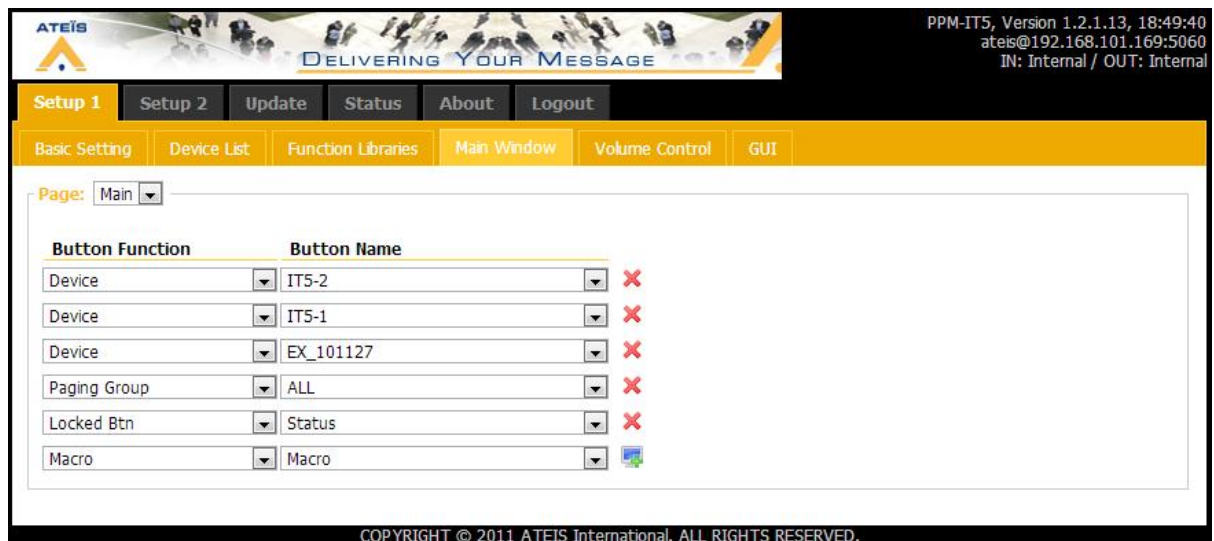
[illegible]



2. Once the setup has completed, see the picture below and check whether the alteration is modified or not.



#### 4.2.3.7.3.4 Main Window

Here you can set the buttons of PPM-IT5, this will immediately show on its TFT screen.



Use " and " to add/delete buttons, it needs to click the [Add] icon to confirm the last button you added.

#### ❖ Button Function:

- Device:

The booked device, the button name is the same as the device's name. See [this](#).

- Paging Group:

The Paging Group button is a group of devices edited in the Function Libraries. The paging starts and the pre-chime plays after the button pressed. See [this](#).

- Command (String):

The button which sends a command string edited in the Function Libraries. See [this](#).

- Logic Out (Single):

The Logic Out edited in the Function Libraries, see [this](#).

- Locked Btn:

The Locked Btn edited in the Function Libraries, see [this](#).

- Macro:

The Macro edited in the Function Libraries for managing buttons. See [this](#).

- Goto Button:

The Goto Button edited in the Function Libraries, see [this](#).

- Null Button:

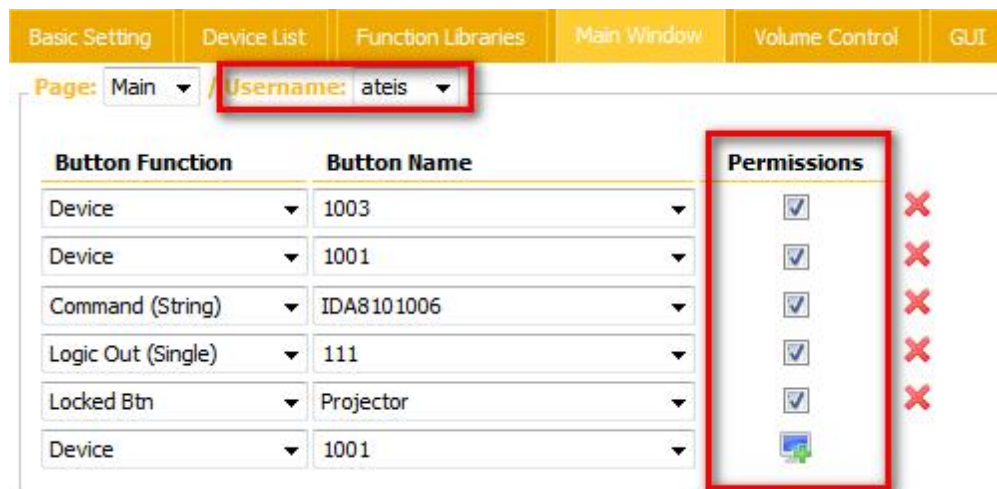
This Null Button edited in the Function Libraries, see [this](#).

❖ Button Name:


You have to add functions at the Function Libraries page, then the items will appear at each drop-down list.

❖ License Service:

Once the license service is enabled, you can set the permission of buttons. The password is required for the unchecked items.



The keyboard for typing the password appears when the secured button is pressed as shown in the picture below:

Please enter username(Max Len:63) 

q	w	e	r	t	y	u	i	o	p
	a	s	d	f	g	h	j	k	l
CapsLock	z	x	c	v	b	n	m	DEL	
?123	,						.	Enter	

#### 4.2.3.7.3.5 Volume Control

**Volume Control**

Volume	20 ▾
PhoneJack	0.0-dB ▾
Microphone	0.0-dB ▾
Chime itself	-8.0-dB ▾
Chime out	-8.0-dB ▾

Save Cancel

- **Volume:**  
Adjust the level of built-in speaker.
- **Phone Jack:**  
Adjust the level of Audio In-Out (3.5mm phone jack).
- **Microphone:**  
Adjust the level of built-in microphone on your PPM-IT5 device.
- **Chime itself:**  
Adjust the level of chime sounds for the built-in speaker.
- **Chime out:**  
Adjust the level of chime sounds for other paging zones.

#### 4.2.3.7.3.6 GUI

Here you can change the font size and language of the main buttons, you have to reboot PPM-IT5 for the changes to take effect.

❖ Display Settings:

Display Settings	
Title	Options
Screen Timeout	OFF ▼
Disable Screen Saver During Phone Calls	OFF ▼
Enlarge Font	100% ▼
Backlight Level	7 ▼

- Screen Timeout: Set the Screen Timeout from 15 seconds to 30mins.
- Disable Screen Saver During Phone Calls: Enable or Disable the Screen Saver function on your device.
- Enlarge Font: Enlarge the font from scale 80% to 160 %.
- Backlight Level: The level settings for backlight control.

❖ Label Settings:

Label Settings	
Default Name	Customize Name
MAIN	MAIN
DIAL	DIAL
MESSAGE	MESSAGE
SETTING	SETTING

- PPM-IT5 supports multi-language Here you can change the name of MAIN, DIAL, MESSAGE, SETTING. It will also display on the PPM-IT5.

#### 4.2.3.7.4 Setup 2

Setup 1	Setup 2	Update	Status	About	Logout
Account Management	Scheduler				

Under the "Setup 2" tab, you can set how PPM-IT5 connects with network and perform each functions such as Account Management and Scheduler.

##### 4.2.3.7.4.1 Account Management

Here you can manage the accounts, such as add/delete a user's ID and change one's password.

Five default account:



1. admin / admin
2. ateis / ateis
3. user1 / user1
4. user2 / user2
5. user3 / user3

If you want to change an existing account, the old password is required.

**Management**

Select Function
Change a user's password

**Change a user's password**

User's ID

Old Password

New Password

Re-enter to Confirm

#### 4.2.3.7.4.2 Scheduler

❖ Custom Scheduler List:

**Custom Scheduler List**

Example Scheduler	
	<a href="#">Send logic1(Logic out) Command...</a> <a href="#">Send FDXTEST(String) Command...</a> Start on: 2012-11-05 Ends: 2012-11-06 Repeats: Daily <a href="#">Delete</a>
a	<a href="#">Edit»</a>
b	<a href="#">Send 170-p(Logic out) Command...</a>
c	<a href="#">Send B(Message) to dall...</a>

You can click the Example to see how to set a scheduler. The schedules will be listed after the example, click the content for further editing or to delete.

❖ New Scheduler:



**Example Scheduler**

**Name:**

**Start on:**

**Time:**   [Add Del](#)

**Command:**

**Repeat:**

**Repeat on:** ☐ SU ☒ MO ☒ TU ☒ WE ☒ TH ☐ FR ☐ SA

**End:** ☐ Never ☒ On

**Summary:**

- Name: Scheduler's name.
- Start On: The start time.
- Time: From 00:00 to 23:59.
- Command: Logic Out(Single), Command(String) and Play message.
- Repeat (YYYY/MM/DD)
  - Daily: Repeat every day.
  - Weekly: Repeat weekly, you can choose the weekdays.
  - Monthly: Repeat the DD every month.
  - Yearly: Repeat the MM/DD every year.

**Note:** If you want to repeat two or more days monthly or yearly, please set another scheduler.

- End: The end time.
- Summary: No function for the moment.

#### 4.2.3.7.5 Update



❖ Firmware:

**Firmware**

Please select a file to upgrade

Browse...

**WARNING**

Upgrading firmware may take a few minutes.  
Do not turn off the power or press the reset button!

You can download the newest version of Firmware on [Ateis website](#).

## ❖ Configuration:

**Reverse Settings**

Click the "Reverse" button to download the configuration backup file to your computer.

**Store Settings**

Please select a file to store

Browse...

**WARNING**

Only upload files backed up using this firmware and from the same model of devices.  
Do not upload any files that were not created by this interface!

It will create a file with .sql extension in your PC.

**Note:** Only upload files backed up using this firmware and from the same model of devices. Do not upload any files that were not created by this interface.

## ❖ Message / Chime:

Here you can set the Pre-Chime/Post-Chime of Paging and Message. Click on the "Upgrade new chime file" to add more chimes.

**Note:** The format currently supported is WAV(16k 16bit only).

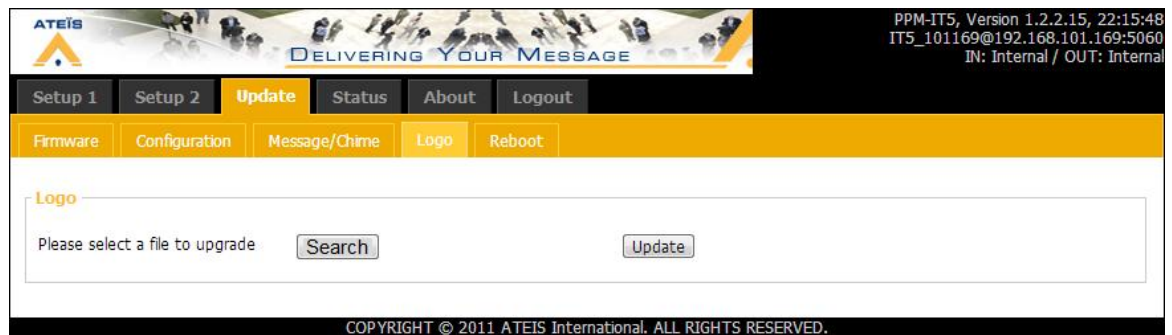
CHIME LIST	
<input type="checkbox"/>	post-chime-2.wav
<input type="checkbox"/>	pre-chime-2.wav
<a href="#">Upgrade new chime file / Chime Setting</a>	

**Disk Space**

Total:	68.0M
Free:	66.8M

## ❖ Logo:

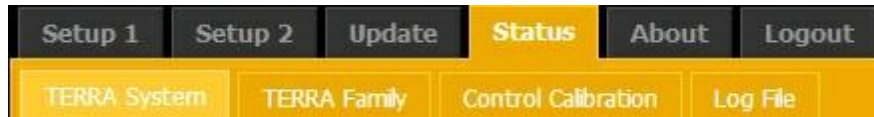
Here you can customize your own Logo figure on the device. (Size: 75x75 , PNG file)



❖ Reboot:

Reboot the Terracom device, this would take a while.

#### 4.2.3.7.6 Status



❖ TERRA System:

Shows the basic information of the Terracom unit.

❖ TERRA Family:

Shows the list of all Terracom units connecting to your LAN and some Ateis Devices which can be paged or received SIP call from Terracom such as IDA8C, UAPG2, etc.

**Note:** LAP G2T and ECS needs VoIP component edited.

❖ Control Calibration:

Displays the result of control input calibration.

❖ Log File:

Displays the log file, it is up to 3000 lines of text.

##### 4.2.3.7.6.1 System

❖ System time:

Displays the current time. You can change the location and NTP server at "Setup1 > Basic Setting".



❖ Network:

Displays the IP address, MAC address, etc of the local Terracom device. You can change each filed

at "Setup1 > Basic Setting".

NETWORK	
DHCP	DISABLE
MAC Address	00:22:13:00:19:43
IP Address	192.168.101.170
Subnet Mask	255.255.252.0
Gateway	192.168.100.254
DNS	192.168.100.203

❖ SIP:

Displays the SIP information. You can change each filed at "Setup1 > Basic Setting".

SIP	
Username	IT5_101169
SIP Port	5060
RTP Port	6912
Audio Codec	G.722

❖ Detect Router type:

DETECT ROUTER TYPE	
Dependent Mapping, random port, no hairpin	

The following are router's types:

1. **Open:** This device is under Open Internet.
2. **Independent Mapping, Independent Filter:** This device is under Full Cone NAT.
3. **Independent Mapping, Address Dependent Filter:** This device is under Restricted Core NAT.
4. **Independent Mapping, Port Dependent Filter:** This device is under Port Restricted Core NAT.
5. **Dependent Mapping:** This device is under Symmetric NAT.
6. **Firewall:** This device is under Symmetric Firewall..
7. **Blocked or could not reach STUN server:** The UDP is Blocked.

⚠ If shows the type 2, 3 which means the router supports STUN protocol and can go through NAT automatically.

⚠ If shows the type 4, 5, 6 which means the router doesn't support the SIP, you need to use a SIP server or TerraServer.

⚠ If shows the type 7, please contact the technician to fix your network.

#### 4.2.3.7.6.2 Family

TERRA FAMILY STATUS			
URL	Product	Version	Status
IEX_101213@192.168.101.213:5060	TERRA-IEX	1.2.1.13	Available
SDM_10113@192.168.101.13:5060	TERRA-DS	2.2.1.13	phone(callee)
IDA8C4@192.168.101.8:5060	IDA8C	2.0.0.17	Available
ateis155@192.168.101.155:5060	TERRA-FDX	1.2.1.13	Available
DS_10112@192.168.101.12:5060	TERRA-DS	1.2.1.13	Available
IO_101183@192.168.101.183:5060	TERRA-IO	1.2.1.13	Available
ateis150@192.168.101.150:5060	TERRA-FDX	1.2.1.13	Available
ateis153@192.168.101.153:5060	TERRA-FDX	1.2.1.13	Available

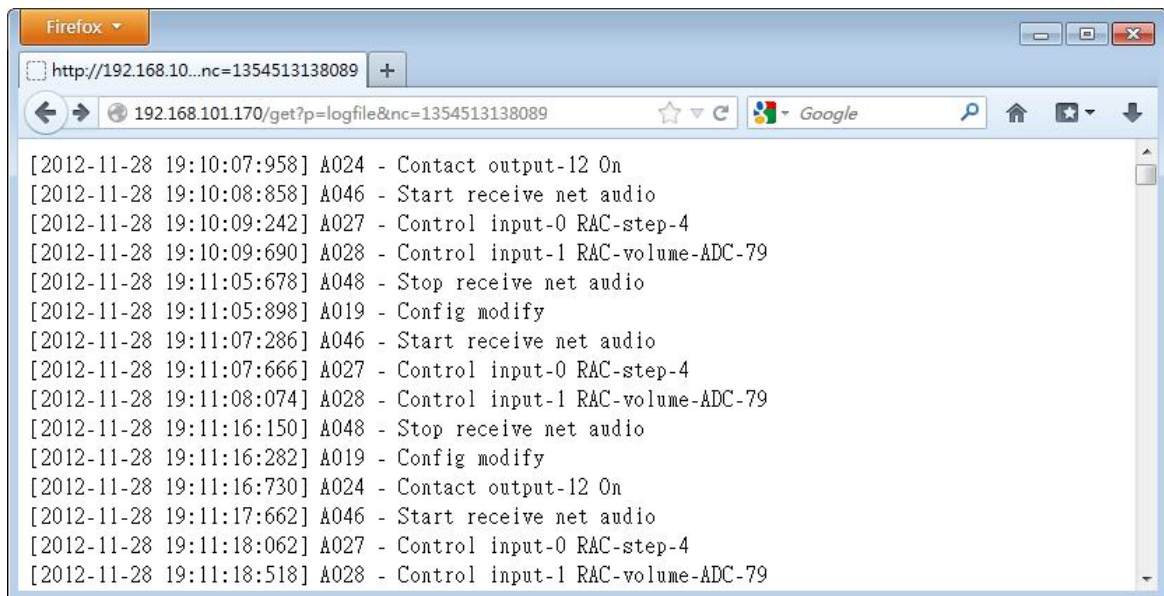
- URL: Shows the web interface URL of the Terra com device and its SIP Port.
- Available status:
  - Available: The device is available for SIP call or paging.
  - phone (caller)/(callee): The SIP caller and callee.

**Note:** There is no way to know which device is called by which device is.

#### 4.2.3.7.6.3 Log File

Click the Log File will open a new window displaying the log content.

You can save the webpage to a single html file.



## 4.2.4 URC

### 4.2.4.1 Overview



URC can be fully programmed via UAP G2 software to adjust every setting you want: volume, mute, preset, components' adjustments, etc. This remote device is connected to the UAP G2 via the RS485 port.

#### ❖ Use a URC

Because every remote device needs power, you will have to add external power supply every three remotes devices or every 300 meters. Except for the first three remote devices or the first 300m, power will be delivered by the UAP G2. The maximum distance between UAP G2 and remote device is 800m.

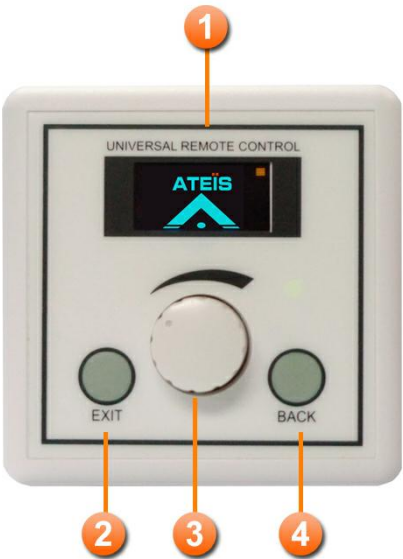
There are six main steps to configure a URC or several URCs:

1. Connect the URC(s)
2. Define the system with the URC(s)
3. Search and set the URC (The UAPG2 scans the system and attributes a specific IP address for each remotes device (PPM and URC) automatically)

- 4. Define and adjust URC's parameters
- 5. Assign adjustments
- 6. Set adjustments

**Note:** If you have some troubles during the procedure, try to clean the UAPG2 memory (first try to clear remote IP address, after, if needed, try to clean MCU data then restart UAPG2-PPM software)

4.2.4.2 Control Panel



- 1 OLED Display
- 2 Exit Button:  
Back to the main menu.
- 3 Knob:
  - Turn: Select items or change volume.
  - Press: Enter in the sub menu.
- 4 Back Button:  
Back to the root menu.

4.2.4.3 Characteristics

- ❖ Case
  - Dimension = 84mm (W) x 33mm (L) x 84mm (H).
  - Weight = 0.08KG.
- ❖ Power

Item	Voltage	Current Consumption	Comment
------	---------	---------------------	---------

DC Input	24VDC	20mA	-
----------	-------	------	---

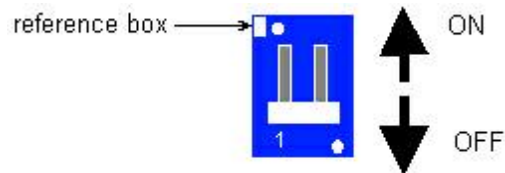
❖ Maximum Cable Length

1200m on Category 5 cable.

#### 4.2.4.4 Connection

To connect URC, use the RS485 connector at the rear of the UAPG2. For several URCs you may have to use Junction boxes (JB), or you can daisy-chain them. See [This](#).

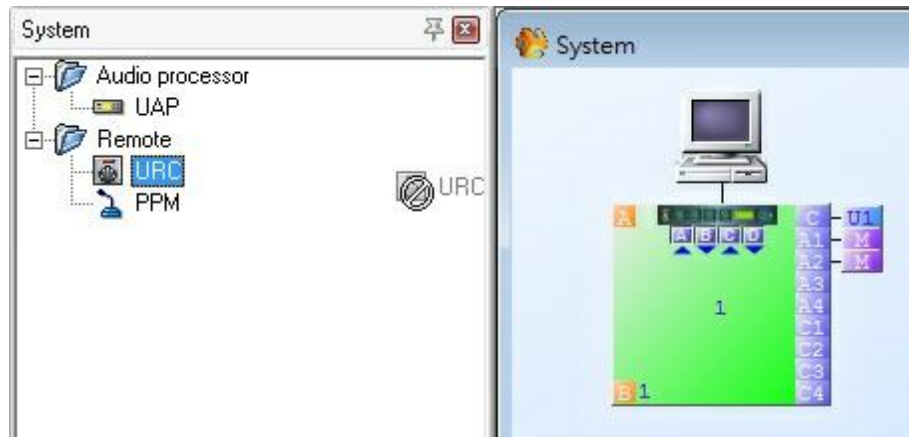
**Note:** If you have a bad connection: Switch on the end line resistor on the last URC (Blue switch: 1 = inactive, White square = active).



#### 4.2.4.5 Configuration

❖ Define the system with URC

Drag and drop the URC to the communication port of the UAPG2 (C, at the top of the inputs). If you have several URCs and several UAPG2, define the URC to the UAPG2 in the same way as the physical connection.



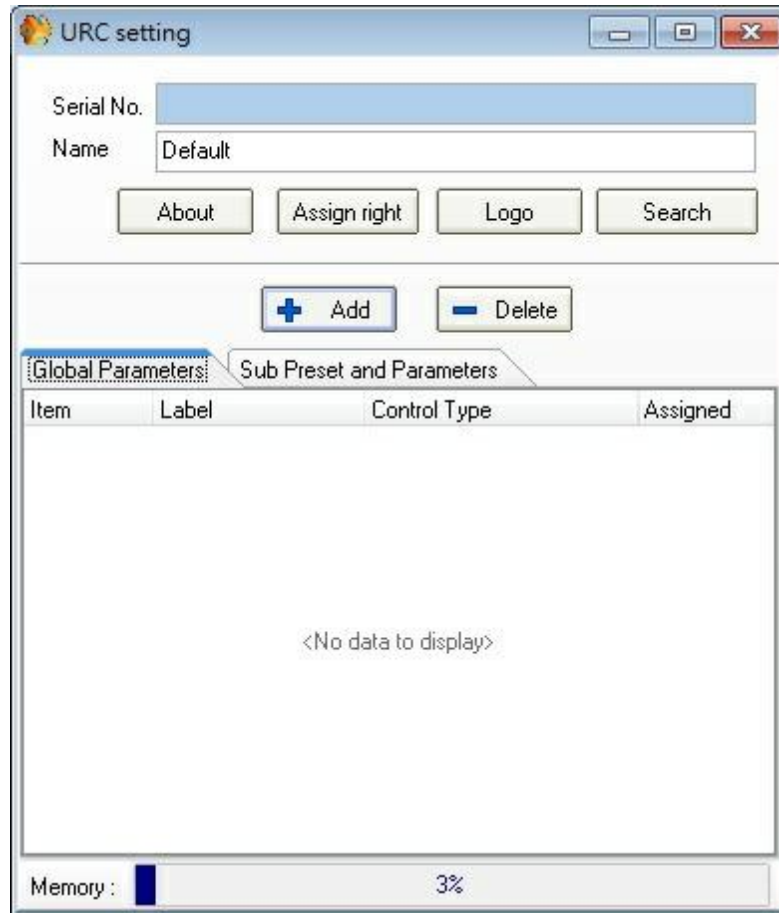
❖ Search and set URC

After defining the system, it is necessary to communicate where and who are the URCs to the system. The research procedure is automatic, but requires to be launched.

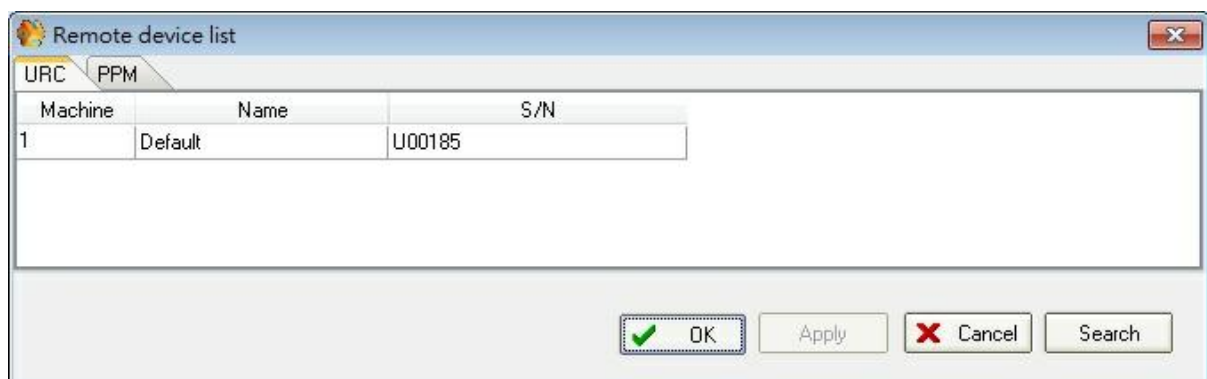
1. First make sure to clear all old remote IP address. Clear remote IP (Shift + F5).
2. Click "View Remote list" or hit F9.



3. You can also double click on one of the URC's icons. A windows appears, click [Search].



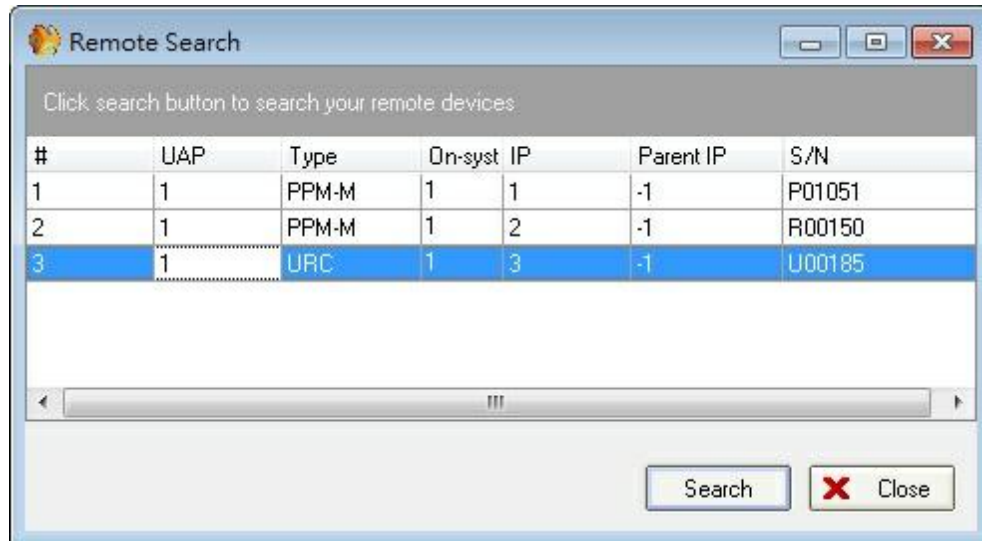
A window appears, click on URC's page, not on PPM's one.



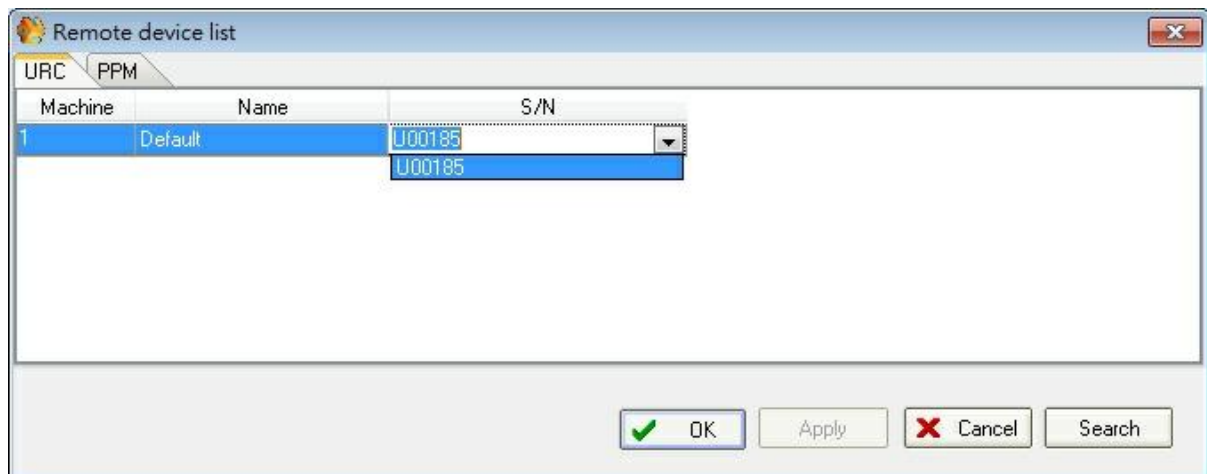
Then, Click [Search ], a new dialogue window appears, click [Search] again.

4. When the system has finished the search, a list with the various connected URCs or PPMs appears.
5. Each URC is identified by its own serial number. This number is written on a sticker on the URC. The system finds automatically each URC (in our example the URC's serial numbers is U00185). **Note:** If the system doesn't find all the devices: Clear all remote IP address and

search again.

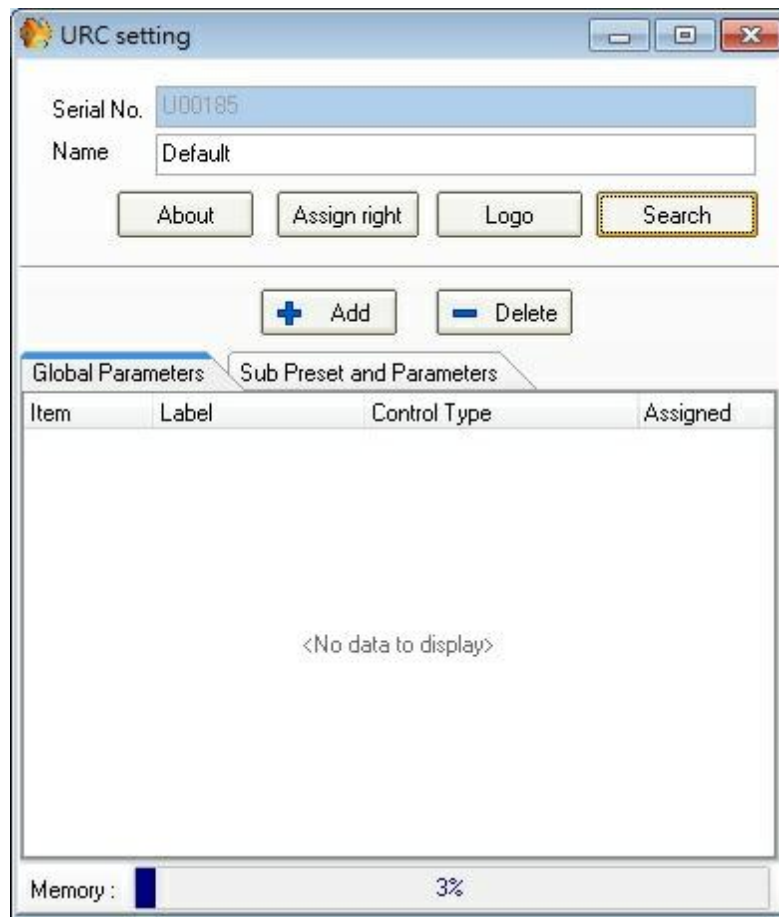


6. Click [Close] to close the Remote Search window.
7. Set the URC: Select the URC in the first window by assigning the corresponding serial number to each URC (for our example we have connected a URCs on UAPG2 1) :

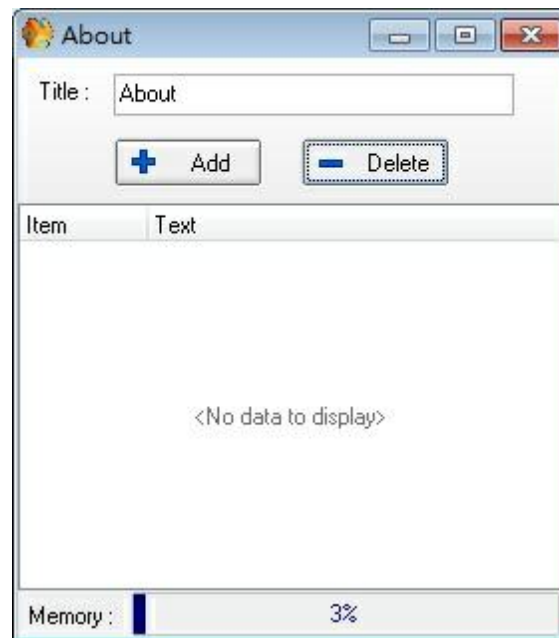


8. Click [Apply], then click [OK].
9. The system is now ready to work with the URC.

❖ Define and adjust URC's parameters



- **Serial No:**  
Indicates which URC you are going to configure.
- **Name:**  
Gives a name for this URC. Essential when you have several URCs connected.
- All the following options will be explained in details.
- **About:**  
You can write few words in the default menu called "About" The user will also have access to the URC's version number in this menu. You can also change the name of this menu.



- Title: Title for the menu which appears on the screen of URC after the various adjustments' choices (Max. ten characters).
- Add and Delete: Adds or deletes a line of ten characters.
- Memory: Indicates the state of filling of the URC's internal storage.

- **Assign right:**

Enables to protect several settings with a password. By clicking on Assign Right you can protect some adjustments you have created in the URC. Just select if you want the adjustment to the first layer (not protected) or in the protected layer.

Item	Label	Control Type	Assign right
1	SEL. MODE	Master-preset	<input type="radio"/> First Layer <input checked="" type="radio"/> Protected Layer
2	VOL. CD	Element control	<input checked="" type="radio"/> First Layer <input type="radio"/> Protected Layer
3	MUTE CD	Element control	<input checked="" type="radio"/> First Layer <input type="radio"/> Protected Layer



☒ P.P.(Push. Push) to enter First Layer

Note : Hold exit and back, and push push knob to enter Protected Layer.

To access to the protected layer: Hold exit and back and push the knob. Then enter the user name, select [apply], enter the password and select [apply].

- **Logo:**

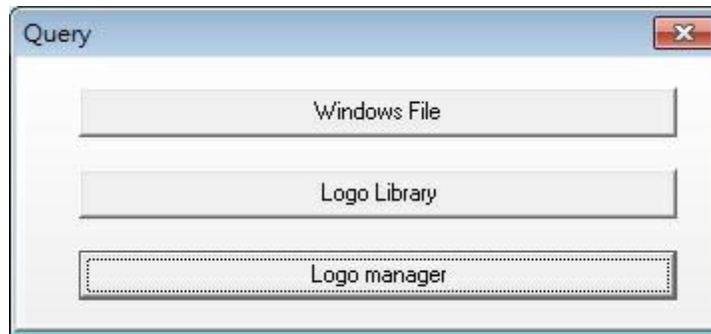
Enables to choose two different logos. Those logos will appear on the URC screen. It is possible to post two different images to the screen of the URC. Only one image at a time can be shown. By clicking the logo button the following window appears:

Logo	
Logo A	Logo B
	
<input type="button" value="Open"/>	<input type="button" value="Open"/>
<input checked="" type="radio"/> Constant Mode, <input type="radio"/> Advertisement Mode	at Logo <span>A</span> Logo Swap Time <span>1</span> S
Waiting Time <span>5</span> S	<input type="button" value="Delete"/> <input type="button" value="Store"/>
Best picture : 128 X 64 pixel , Black and White	

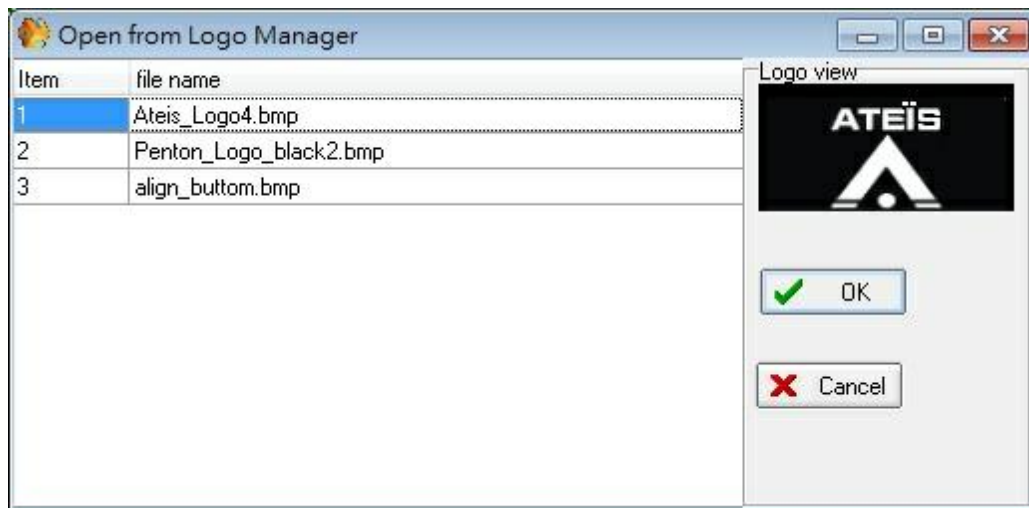
- Constant Mode: Chooses one image (A or B) to be posted on the screen of the URC.
- Advertisement Mode (warning mode): Alternates the two images every swap time

seconds.

- Waiting time: Sets the number of seconds before the URC returns to its initial state (apparent logo, and you have to push twice the rotate knob for accessing the adjustments). Be sure to let enough time to the user to read and choose.
- Open:



You can search and assign to the URC any images (be careful about the image size.) you have on your computer by clicking on Windows File or Logo Library button. By clicking Logo manager, a window shows you which images you have selected for your URC.



You can use any type of image you want. But the screen of the URC has only one color (plus the black background). So the best image parameters are:

- Size: 128x64 pixels.
- Color: Black and white.

- **Search:**

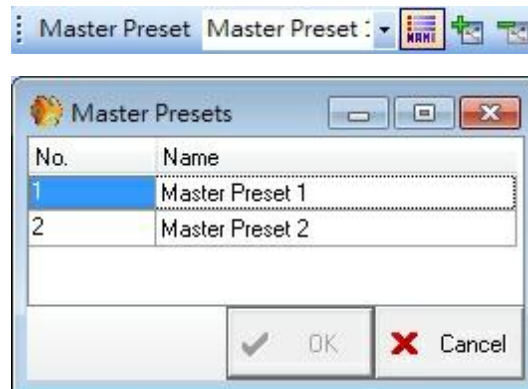
You can launch the URC's research process from here. See the "Search and set URC" paragraph above.

- **Global Parameters:**

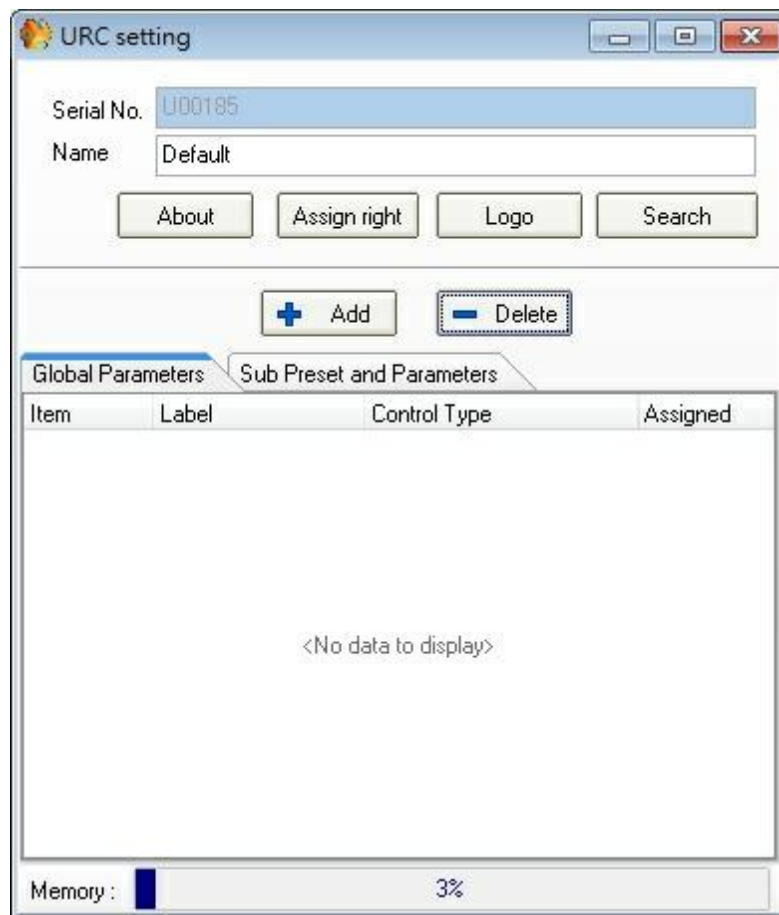
Manage the choices of Master Preset to which you will have access with the URC. (Master

Preset: change all the system's design. On this tab you can create a Master-Preset selection on the URC. This tab is called "Global Parameter" because these parameters will be available from every Master-Preset. It's different than the others tab, "Sub-Preset and Parameters", where the parameters are depending of the Master- Preset. Of course at first the Master-Preset must be created. To create Master-Preset, please see [Master- Preset chapter](#).

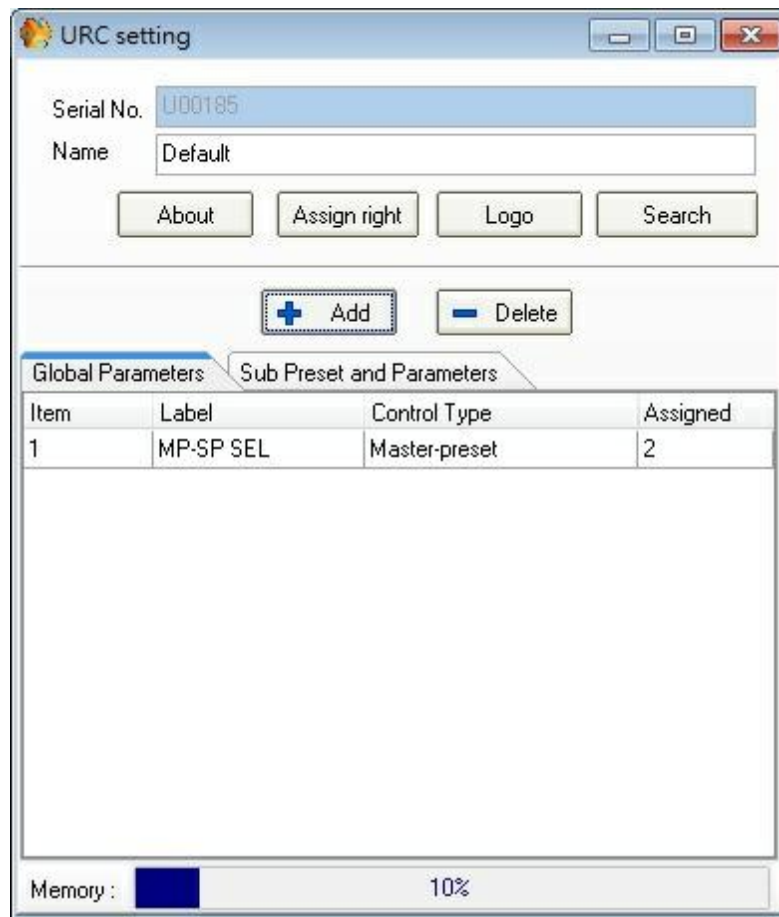
To check your Master-Preset click on [Name] button, next to the Master-Preset unroll menu.




Open the URC settings window, and select the "Global Parameters" tab.

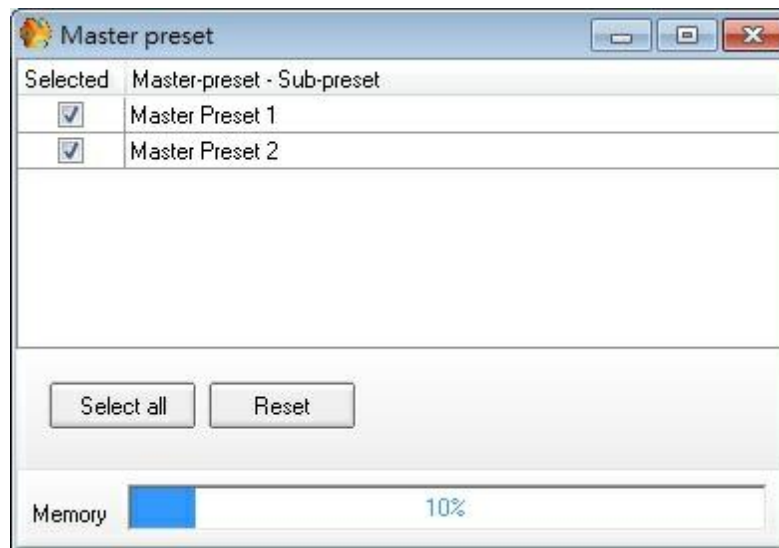


Click on [+ Add] to create a Master-Preset selector.



You can change the name in the Label space.

Click on the three dots (  ) on the right of the "Assigned" space, a window opens and you can choose which Master Preset is accessible with this function (Here named: MP-SP SEL.)





With this adjustment, you can then choose to switch between two modes/master preset pages (conference or music for example) by clicking twice on the rotate knob of the URC and clicking on "MP-SP SEL." on the URC.

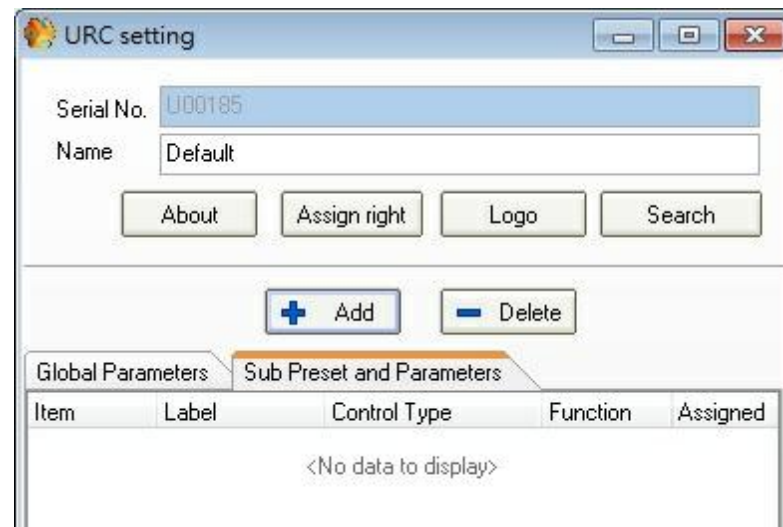
You can have several "MP-SP SEL." (by clicking [add]) with several Master Preset choices, just cross the check box after clicking the three dots on Assigned.

The setting is complete. To activate this parameter, compile and store the configuration into UAP.

- **Sub Preset and Parameters:**

On this tab You can manage the choices of parameters and Sub Preset to which you will have access with the URC. Assign adjustments of component to a URC for a specific Master Preset. The parameter of this tab depends of the Master-Preset. You have to create the parameters for each Master-Preset individually.

So at first select in which Master-Preset you want to have the adjustments. Open the URC settings window by clicking on the URC icon. Click on "Sub Preset and Parameters" tab.



You can then Add or Delete all the kind of adjustments you want to have on the URC. Be aware however not to overload the URC memory.

Assign a Label (name) for each of them. Not that here you just define how many adjustments you will have with the URC.

Unroll the "Control Type" menu, and select if it is a Sub-Preset control or an Element control.

Global Parameters		Sub Preset and Parameters		
Item	Label	Control Type	Function	Assigned
1	Label	Element control	-	0
2	Label	Sub-preset	-	0
		Element control		

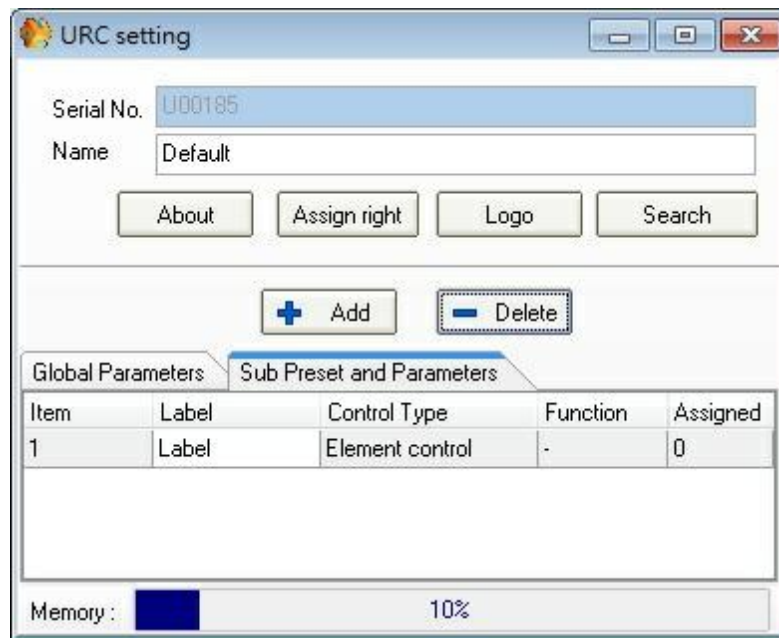
Follow the step in the chapter "[Sub-Preset](#)" or "[Element Control](#)".

- **Memory:**

Indicate the state of filling of the URC's internal storage. Pay attention to not exceed the URC storage capacity.

#### 4.2.4.5.1 Element Control


Now that we have create the Element parameter ([Sub Preset and Parameters tab](#) chapter), we have to assign this element control to an adjustment.



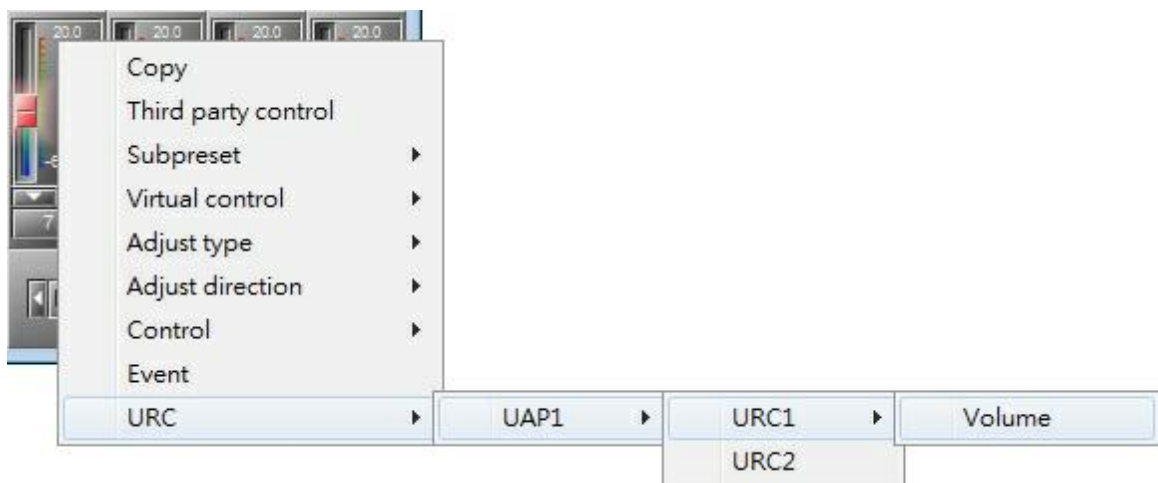
To assign the control to a specific action (adjustments), go to the design (double click on the UAPG2's icon), then double click on the component (module) of which you want to use an adjustment.

Finally right click on the adjustments and select "URC > UAPG2 (or the name you have given) > URC (or the name you have given) > Label (or the name you have given)".

#### ❖ Assign adjustments

 You cannot control an element if the corresponding inputs/outputs of the component are not linked to something. As example, to control the volume of the channel 3 on a volume control component, the input 3 and output 3 of the component must be linked to something.

Go to the design (double click on the UAPG2's icon), then double click on the component (module) of which you want to use an adjustment. Finally right click on the adjustments and select "URC > UAPG2 (or the name you have given) > URC (or the name you have given) > Label (or the name you have given, in our example it's "volume")".

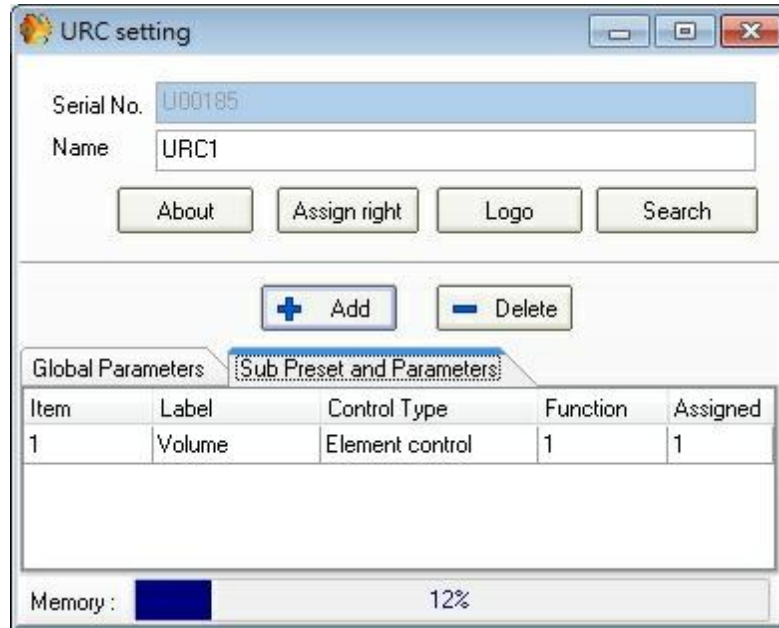


If you see an asterisk, it means that another adjustment is linked to this label. It is impossible to

assign two different types of adjustments (for example a mute with a fader) on a same Label, they must be the same type of adjustment.

**Note:** this is only visible when the machine is connected.

Now, on the URC setting window you can see the number "1" under "Assigned", that means that this control is assigned.



The setting is complete. To activate this parameter, compile and store the configuration into UAP.

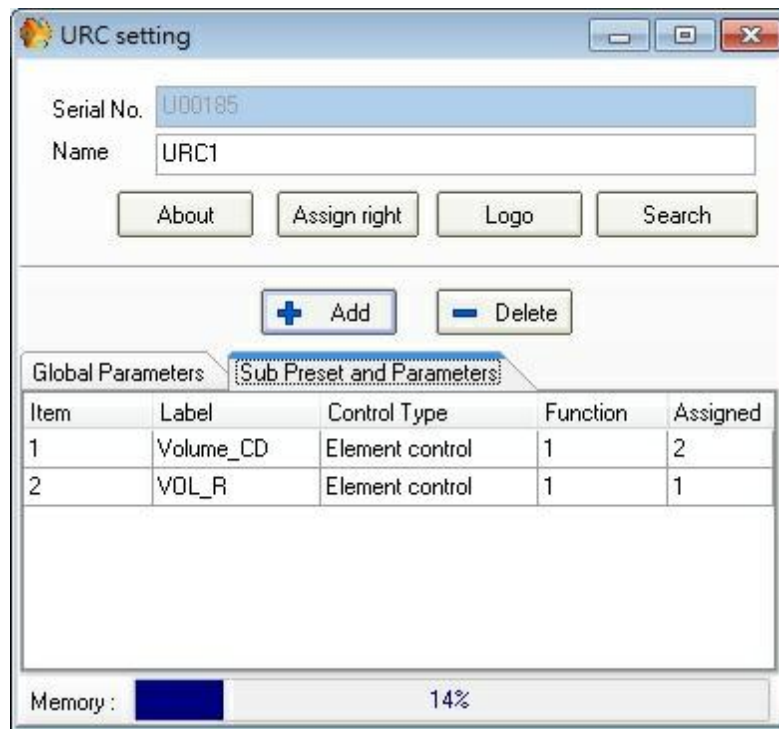
With this adjustment, you can control an element by clicking twice on the rotate knob of the URC, clicking on "volume" (the Label), and move the knobs on the URC.

After that, you can set the adjustments (default values, unity on URC's screen), by clicking on the three dots in the URC setting window. (next chapter).

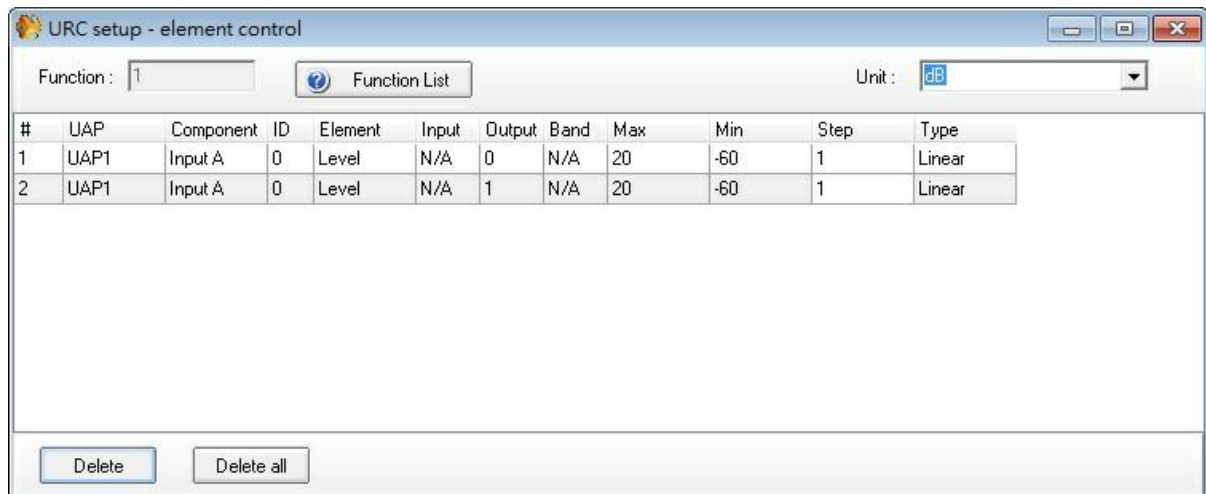
#### ❖ Set adjustments

Open the URC setting window. You can see how many module's adjustment you have assigned to a label (number in the assigned column).

For example, in the following window, we see that there are two actions connected to the Volume\_CD label.



By clicking on the three dots ( ... , in assigned column) a box appears. According to the assigned function some adjustments are available by clicking in the box and set the value):



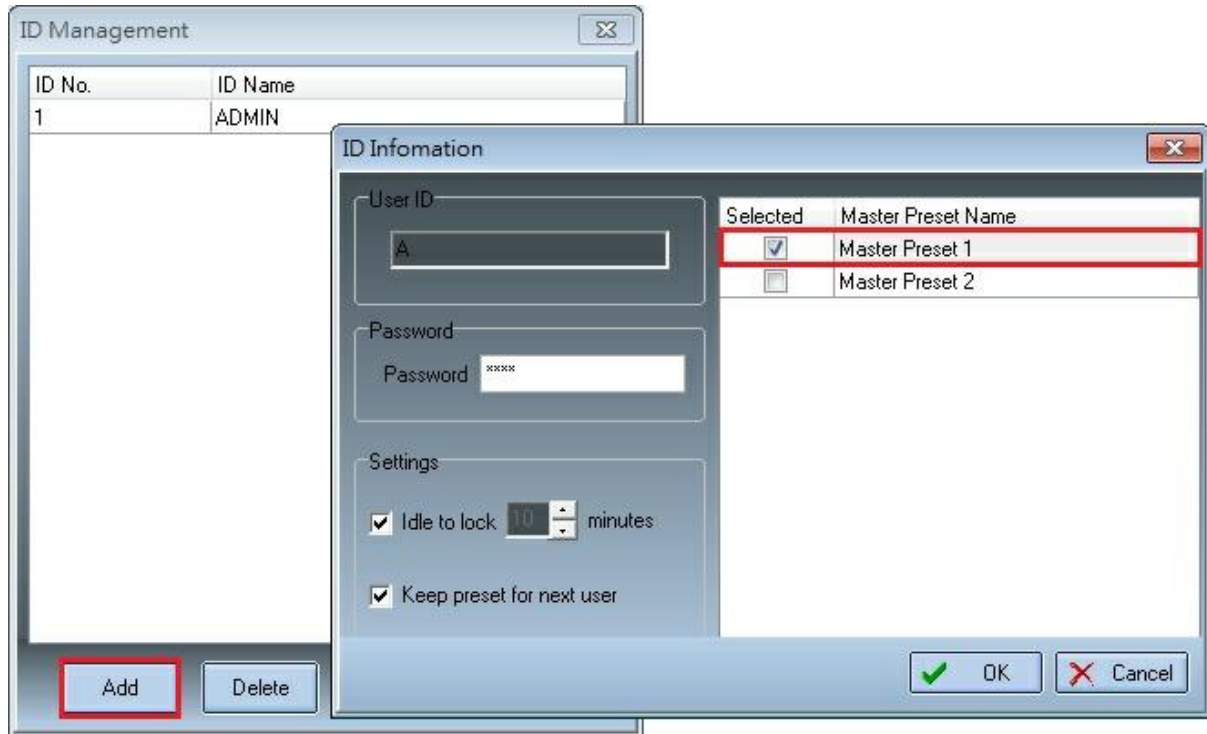
- **UAPG2 Column:** If there are several UAPG2s: shows on which the action is undertaken.
- **Component, ID Element, Input, Output, Band:** Shows which components and which kind of adjustments are assigned to this label.
- **Max, Min, Step, Type:** Enables to adjust parameter adjustment. For example here we have fixed the max level at 20 (dB), the minimum at -40 (dB), Step: fix the incrementing. Type: choose Linear or Log.
- **Unit:** Insert a unity for the adjustments, here: level in dB, this unity will be displayed on the URC's screen.

❖ Protect the access to URC with Password

You can protect the access to the element of the URC with a Password.

To do this, you have to use the IDM (access to Master-Presets), not the UserID.

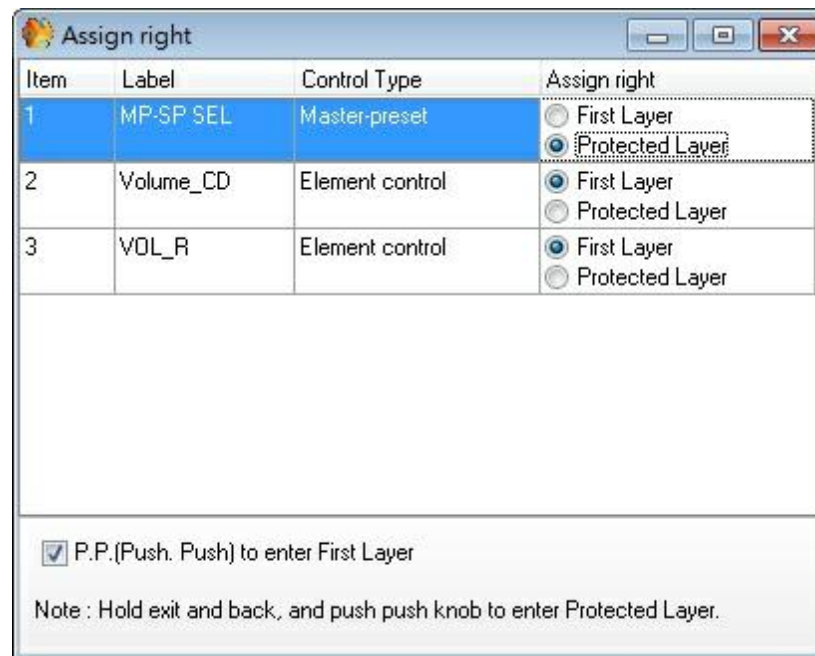
Open User > ID Management, and then create a new IDM associated with the Master-Presets.



Our advice is to use a very short user name and password, because it takes time to enter these names with the knobs of the URC.

On the URC window click on [Assign Right], a window will open and display all the parameter created in the URC:

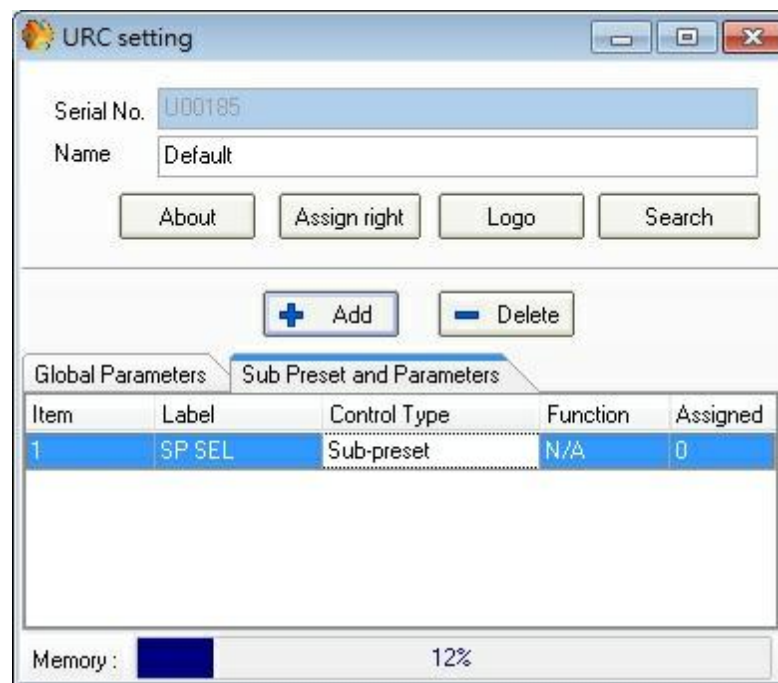
Then for each parameter, select if you want it in the first layer (not protected) or in the protected layer.



Now, to access to the protected layer on the URC, the user will have to hold exit and back buttons and push the knob. Then enter the "IDM user", select [apply], enter the "IDM password" and select [apply].

#### 4.2.4.5.2 Sub-Preset

Now that we have create the Sub-Preset parameter ([Sub Preset and Parameters tab](#) chapter), we have to assign this control the sub-presets.



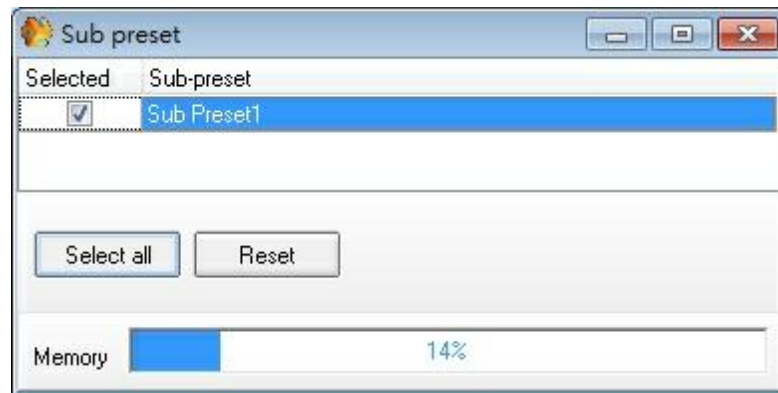
The Sub-Presets must be created before. Check the Sub-Preset tool bar in the main window.



If there is no name next to "Sub-Preset" that means that there is no Sub-Preset already created. In this case see [Sub Preset](#) chapter to create a sub-preset. You can display the Sub-Presets list by clicking on [Name] in the sub-preset tool bar.

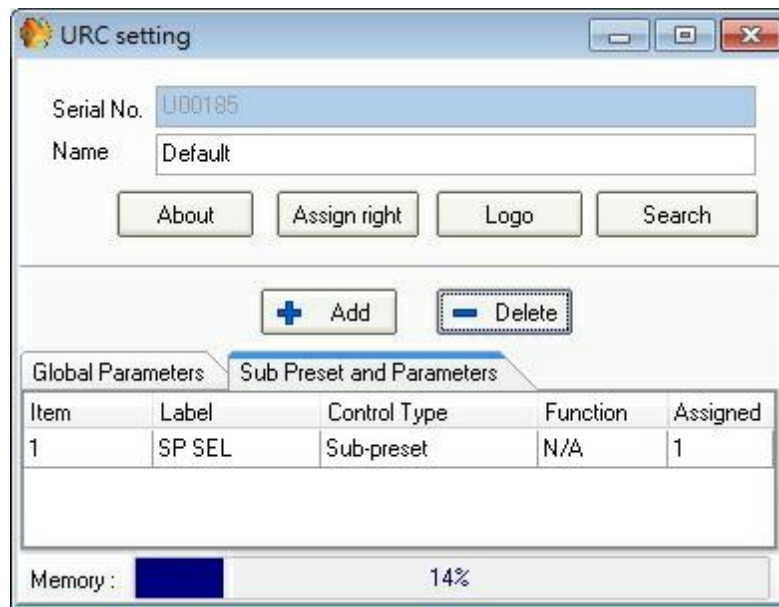


On the URC settings window, click on the three dots (⋮) on the right of the "Assigned" space, a window opens and you can choose which Sub-Preset is accessible with this function.



Close this window. Now you can see the number 1 under "Assigned".





The setting is complete.

To activate this parameter, compile and store the configuration into UAP.

With this adjustment, you can then choose to load a sub-preset by clicking twice on the rotate knob of the URC and clicking on "sub 1" (the Label) on the URC.

## 4.2.5 URC200 TPC

### 4.2.5.1 Overview



The URC200 is an programmable remote controller (TCP/IP) for the UAP G2, IDA8 system, LAPG2T and ECS DSP audio matrix System. It allows users to customize the menu items for the control parameters, master/sub presets of Ateis audio processors.

The URC200 contains a color 2" TFT panel, and with the well designed user interface it gives the user the best experience of using this control console. Two buttons and one encoders make menu controlling very simple and easy.

The URC200 is powered over IP and easy to integrate with current demands for room controllers like light, curtains, sound and video control. The full color display is easy to read and has a low-power consumption to allow for long lines and multiple devices into one system.

#### 4.2.5.2 Control Panel



**1** TFT Panel:

A color 2" TFT panel presents the menu system of URC 200 TPC.

**2** IR Receiver:

It receives the control signals of handheld devices for controlling the system.

**3** Back Button:

This button is used for going back to the upper layer of the menu.

**4** Encoder:

Rotate this encoder for select the item of the menu.

#### 5 Enter Button:

This button is used for going into to the inner layer of the menu.

### 4.2.5.3 Characteristics

#### ❖ Case

Dimension = 140mm (W) x 108mm (L) x 34mm (H).

Weight = 0.35Kg.

Color = RAL7016.

#### ❖ Screen

Diagonal = 2".

Resolution = 176 x 220.

#### ❖ Power

Item	Voltage	Current Consumption	Comment
PoE	19V	-	-
DC Input	18V~26V, Typical 24V	50mA	-

#### ❖ Maximum Cable Length

100m on Category 5 cable

## 4.3 Junction Box

Easy chain-connection of IDA8/LAP/ECS/UAP peripherals (URC and PPM) or VACIE peripherals (PSM, CD16) using standard shielded CAT-5 cables.



#### ❖ Connectors and Switches:

- 5 x RJ45 for:
  - Connection to previous JB.
  - RS485-SIDE for URC connection.

- Easy connection to a Master PPM using the supplied 10 pins cable.
- Connection to first Slave PPM/PSM (Slave features are not available on PPM and CD16).
- MAIN OUT connection to next JB.
- 2 internal screw connectors for 0 dB audio:
  - audio output from PPM/PSM/CD16 microphone --> Audio Output (not used with PSM/CD16).
  - audio input to PPM speaker --> Audio Input (Not used with PSM/CD16).
- 1 input for additional 24V power supply. (Depending on distance between UAP and PPM/URC or PSM/CD16 to the VACIE, you will have to put an external power supply).
- 1 internal switch for PPM/PSM/CD16 Master or Slave selection. (Slave features are not available PPM and CD16).
- 1 internal switch for System or Local power supply selection.

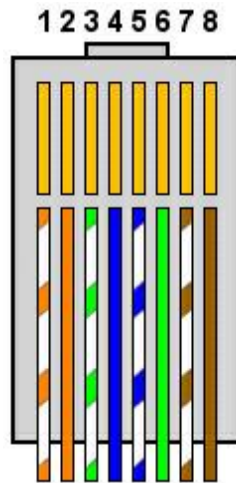
❖ LEDs:

- POWER SYSTEM: Lights if the power comes from a local power supply.
- POWER LOCAL: Lights if the power comes from UAPG2.
- READY: Lights if the Junction Box is ready to work.

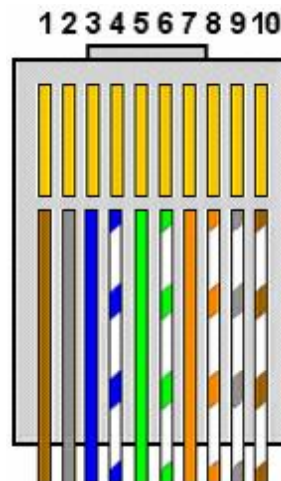
### 4.3.1 RJ45

❖ RJ45 pin out

- For practically all the wiring you'll need straight CAT5 FTP OR STP cable (4 pairs):
  - Pin1 = RS-485 B
  - Pin2 = RS-485 A
  - Pin3 = Line in -
  - Pin4 = 24VDC
  - Pin5= Ground
  - Pin6 = Line in +
  - Pin7 = Line out -
  - Pin8 = Line out +



- With PPM, a straight CAT5 FTP cable 5 pairs is needed (provided with PPM):
  - Pin1 = Slave RS-485 A
  - Pin2 = 24VDC
  - Pin3 = Master RS-485
  - Pin4 = Master RS-485 A
  - Pin5 = Line out + ( PPM Mic)
  - Pin6 = Line out - (PPM Mic)
  - Pin7 = Line in + (PPM speak.)
  - Pin8 = Line in – (PPM speak.)
  - Pin9 = Ground
  - Pin10 = Slave RS-485 B



## 4.4 Amplifier

### 4.4.1 SPA

#### 4.4.1.1 Overview

The SPA (Security Power Amplifier) is designed for perfect integration into the SINAPS system, but thanks to its flexibility, it can also be used for any Public Address application.



SPA 2060



SPA 2120



SPA 2240

The SPA were specifically developed to meet the requirements of EN 60849 for safety installations. Each amplifier module is fitted with its own 220 VAC/24 VDC power supply for increased system reliability. To avoid handling errors, the volume output is set using the potentiometer located at the back of the apparatus. In addition to standard protection via fuses, SPA amplifiers also have electronic and thermal protection to protect them from all potential hazards.

A fan provides forced cooling for the final power shelves and internal parts of the apparatus. It starts up automatically when the temperature reaches a certain threshold, and stops when it returns to normal values.

Four LEDs display the status of each amplifier: AC or DC power supply, Line Overload and Temperature overload.

Furthermore, a three LEDs Vu-Meter indicates the presence and level of audio signal.

A surveillance circuit continuously monitors the temperature and the presence of AC and DC power supplies for both amplifiers. In case of a problem, the overload LEDs will be switched ON and the Fault relay will be activated.

The SPA series (SPA 2060, 2120, 2240) can be ordered with optional 115V power supply. Please contact your local dealer or your regional ATEİS branch office.

#### ❖ Main Characteristics

- 2 audio outputs (selectable 100 / 70 / 8 Ohm outputs)
- Fault reporting outputs
- Two audio input gain control
- Supervision of the amplifiers using DIVA8 or IDA8 controllers
- Advanced audio processing for each amplifier channel using DIVA8 or IDA8 systems
- Amplifier supervision and spare amplifier switching through DIVA8 or IDA8 systems
- Loudspeaker line and loudspeaker supervision through DIVA8 or IDA8 systems

#### ❖ Specifications

- Output power:
  - SPA 2060 : 2ch X 60W
  - SPA 2120 : 2ch X 120W
  - SPA 2240 : 2ch X 240W
- Output voltage: 8  $\Omega$  / 70 V / 100 V
- Power type: 24 (range 21-28) VDC and 220 VAC
- Connector (electronically balanced): 3-pin XLR and 3-pin phoenix
- Frequency response: +/-3 dB @ 40 Hz and 20 kHz
- S/N: 86dB @ 1 kHz at full power
- THD: < 1% @ 1 kHz
- Input range: -6 dBV to 6 dBV / 770mV
- Input impedance: 22k ohm

#### 4.4.1.2 Front Panel



##### A VU Meter

The VU-meter is composed of three LEDs that represent three different level thresholds: -40dB, -20dB and 0dB. When the input signal reaches those thresholds, the corresponding LED will blink.

##### B Overload

The overload LED will blink as soon as the output power exceeds the nominal value. If the Overload LED is blinking, check that the output load is well connected and still in good condition as well as checking the level of the input signal.

##### C Temp.

If the device internal temperature exceeds 95 degrees C, the TEMP LED will light and the pre-amp will stop working until the temperature falls below 95 degrees C. The pre-amp will come back to a working state automatically. To avoid temperature failure, please insert an external fan to the rack system.

##### D DC

The DC LED indicates that the SPA amplifier is powered by a 24VDC power supply.

##### E Power

The Power LED indicates the ON/OFF status of the SPA amplifier.



#### 4.4.1.3 Rear Panel



##### A Fuse Receptacles

Two fuse receptacles are located on the left of the amplifier's rear panel.

##### B Power Switch

The power switch is located at the left of the rear panel and is a two position switch. Pushing up the power switch (I is pushed) will power on the device, pushing it down (0 is pushed) will power it off. When the power switch is on the I position, the front panel power LED will be lit.

##### C Channel 1/2 24VDC battery backup connector

The SPA amplifier can be operated with battery backup. Use the channel 1 and channel 2 "24VDC Battery Backup" connector to do so. These connectors are located on the upper part of the channel connectors on the rear panel.

This 24VDC power supply can be used where no AC power is available. When in use, the front panel Power LED will be lit as well as the front panel DC LED.

##### D AC Power Inlet

The 3 pin IEC connector is located on the left of the amplifier's rear panel. It accepts a standard mains power lead fitted with an IEC connector.

For 115 V, fuse rating:

- SPA 2060: 2.5A
- SPA 2120: 5A
- SPA 2240: 8A

For 230 V, fuse rating:

- SPA 2060: 1.25A
- SPA 2120: 2.5A
- SPA 2240: 5A

##### E Channel 1/2 Audio Output

For each amplifier channel, there is a dedicated Audio Output connector for connection of either 8

Ohm speakers, 75V speakers or 100V speakers. For the 8 Ohm connection and if you are using more than 1 speaker, please ensure that speakers are wired in a way that the total impedance load is between 8 Ohm and 16 Ohm. The Com point is the – terminal and 8 Ohm, 75V and 100V are the + terminals.

#### Fault Contact

The fault contact indicates an amplifier fault by an opening contact.

#### Channel 1/2 Outputs

Each channel outputs a replica of the corresponding balanced audio input signal either on XLR or on Euro-terminal block.

#### Channel 1/2 Inputs

For each channel, there is an XLR balanced input and a Euro-terminal block balanced input. Each input can be gain adjusted to suit the user's needs. The On/Off gain switch can instantaneously bypass the gain controller and set the channel gain amplifier to maximum.

### 4.4.1.4 Characteristics

#### ❖ Case

- Dimension:
  - SPA2060, SPA2120 = 483mm (W) x 305mm(D) x 88mm(H)
  - SPA2240 = 483mm (W) x 420mm(D) x 88mm(H)
- Weight :
  - SPA2060 = 10.6 Kg (23.3 lbs)
  - SPA2120 = 12.3 Kg (27.1 lbs)
  - SPA2240 = 18.5 Kg (40.8 lbs)
- Color = RAL7016.

#### ❖ Power

Item	Voltage	Current Consumption	Comment
AC Input	230V +/- 10%	1.2A	Frequency: 47Hz~63Hz
DC Output	24~27V, Typical: 24V	1A	-

#### ❖ Audio

- Frequency response = 40 - 20 000 Hz
- Distortion at nominal power: < 1%
- Signal/noise ratio: > 90 dB

#### ❖ Inputs/Outputs

- Power output = 100 V
- Main line input = 770 mV
- Input impedance = 20 KOhms

## ❖ Current consumption

		Current consumption with 28 VDC supply (per channel)				
		Standby	1/8 Nominal Power (Audi Messages)	1/4 Nominal Power (50% Message, 50% Siren)	1/2 Nominal Power Siren	Nominal Power
Power Consumption	SPA2060	0.19 A	1.5 A	1.8 A	2.75 A	3.2 A
	SPA2120	0.25 A	2.9 A	3.9 A	5.5 A	6.4 A
	SPA2240	0.30 A	5.47 A	7.5 A	10.4 A	12.3 A
	Current consumption with 230 AC supply (per channel)					
	SPA2060	0.07 A	0.32 A	0.42 A	0.53 A	0.67 A
	SPA2120	0.12 A	0.65 A	0.89 A	1.15 A	1.4 A
	SPA2240	0.28 A	1.25 A	1.65 A	2.20 A	2.85 A

## ❖ Working Temperature.

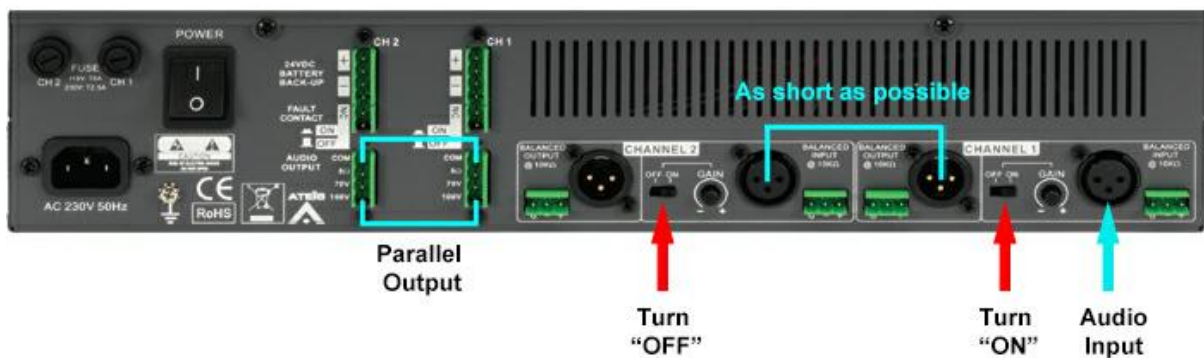
- 0°C ~ 40°C

## 4.4.1.5 Parallel Output

To combine 60W x 2 Channel to be 120W power, Simply do the following:

1. Turn the input gain to "OFF" position on channel 2, but keep the channel 1 Input gain adjustable.
2. Connect channel 1 output to channel 2 input.
3. Parallel the output of channel 1 and channel 2 (COM to COM, 70.7V line to 70.7V line).

Please refer to the example connection below:



## 4.4.1.6 Maintenance and Troubleshooting

This chapter will help you to diagnose the common problems for troubleshooting and how to solve. The maintenance of the device and peripherals are also told here.

If none of the solution way works, please contact your ATEIS dealer.

## ❖ Hardware maintenance:

1. Be sure to keep the case clean and away from any heat source.
2. The operating temperature is 0°C ~ 40°C.

3. Keep it clean, especially air filters and ventilation paths (If the device has a fan).
4. Avoid vibrations and shocks.

## 4.4.2 BPA

### 4.4.2.1 Overview

Thanks to its flexibility, the BPA (Basic Power Amplifier) is designed for perfect integration for any Public Address application.



The BPA is a 2U 19" rack-mountable, 2-channel amplifier, transformer isolated for 100 V, 50 V and 8 Ohm distributed loudspeaker systems. There are three models in the coverage of BPA :

- BPA2120 : 2 x 120 W
- BPA2240 : 2 x 240 W
- BPA2480 : 2 x 480 W

The BPA amplifier has a 230 V AC mains supply input and a 48 V DC battery back-up input which allows it to be used in combination with a battery backup system for maximum availability and reliability in an emergency evacuation system. BPA amplifiers have short-to-ground, short-circuit detection and line-impedance surveillance up to 5% deviation using the DIVA8 or IDA8 systems for loudspeaker-line surveillance. They support both single-spure and redundant loop cabling (A/B) and have a switchover facility that automatically reroutes power to a backup amplifier (if present) via the SONAES charger in the event of failure. BPA amplifiers have a rear-panel selector switch for amplifier monitoring according to EN 54-16.

#### Main Characteristics

- 2 audio outputs for BPA2120, 2240 and 2480 (100 V / 50 V / 8 Ohm selectable outputs)
- Fault reporting outputs

- Two audio input gain control
- Supervision of amplifiers through DIVA8 or IDA8 systems
- Advanced audio processing for each amplifier channel through DIVA8 or IDA8 systems
- Amplifier supervision and spare amplifier switching through DIVA8 and IDA8 systems
- Loudspeaker line and loudspeaker supervision through DIVA8 and IDA8 systems

#### 4.4.2.2 Front Panel



##### 1 VU Meter:

The VU-meter is composed of three LEDs that represent three different level thresholds: -40dB, -20dB and 0dB. When the input signal reaches those thresholds, the corresponding LED will blink.

##### 2 Temp.:

If the internal temperature of device reaches 95 degrees C, the TEMP LED will light up and the pre-amp will stop working until the temperature falls down under 95 degrees C. The pre-amp will come back to a working state automatically. To avoid temperature failure, please insert an external fan to the rack system.

##### 3 Overload:

The overload LED will blink as soon as the output power exceeds the nominal value. If the Overload LED is blinking, check that the output load is well connected and still in good condition as well as checking the level of the input signal.

##### 4 Power:

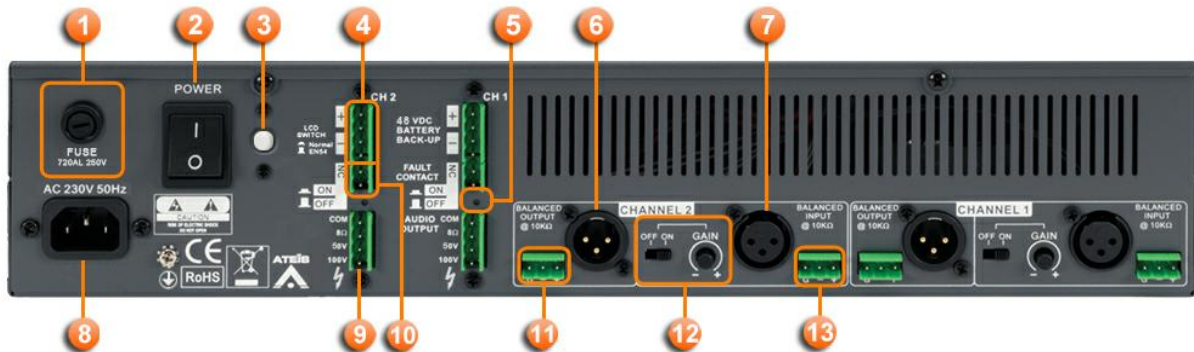
The Power LED indicates the ON/OFF status.

##### 5 Power fault:

This LED indicates the main/backup power supply, the LED lights up when one of them is lost and the system will switch to the working one as well.

**Note:** There is a button on the rear panel for disabling/enabling this LED indicator. It's required to enable this LED for the PAVA system.

#### 4.4.2.3 Rear Panel



**1 Fuse Receptacle:**

A fuse receptacle is located on the left of the amplifier's rear panel.

**2 Power Switch:**

The power switch is a two position switch. Pushing up the power switch ( I position) will power on the device, pushing it down ( O position) will off the power. When the power switch is on the I position, the front panel power LED will light up.

**3 En54 -16 LED Switch:**

- Push on : Normal type.
- Push off : EN54-16 type.



**4 Channel 1/2 48VDC battery backup connector:**

The BPA amplifier can be operated with battery backup. Use the channel 1 and channel 2 "48VDC Battery Backup" connector to do so. This 48VDC power supply can be used when it's unavailable with AC power supply. The Power and DC LED shall light up when in use of Battery Backup.

**5 Fault LED On/Off:**

Enables/Disables the Fault Power LED indicator. In need of turning off the indicator, use a thin screwdriver to press the retractable button.

**6 & 11 Channel 1/2 Outputs:**

Each channel outputs a replica of the corresponding balanced audio input signal either on the XLR connector or on the Euro-terminal block.

The following table shall list the pins of XLR connector (Female and Male):



Item	Description
Pin1	Chassis ground (cable shield).
Pin2	Positive polarity terminal for balanced audio circuits (aka "hot").
Pin3	Negative polarity terminal for balanced circuits (aka "cold").

#### 7 & 13 Channel 1/2 Inputs:

For each channel, there is an XLR balanced input and a Euro-terminal block balanced input. Each input gain control can be adjusted to suit the users' needs. The ON/OFF gain switch can instantaneously bypass the gain controller and set the channel gain amplifier to maximum.

#### 8 AC Power Socket:

Main 230V~253V, 50/60Hz AC power input with fuse. It accepts a standard mains power lead fitted with an IEC connector.

For 230 V, fuse rating:

- BPA 2120: 5A
- BPA 2240: 10A
- BPA 2480: 20A

#### 9 Channel 1/2 Audio Output:

For each amplifier channel, there is a dedicated Audio Output connector for connection of either 8 Ohm speakers, 50V speakers or 100V speakers. For the 8 Ohm connection and if you are using more than 1 speaker, please ensure that speakers are wired in a way that the total impedance load is between 8 Ohm and 16 Ohm. The Com point is the negative terminal and 8 Ohm, 50V and 100V are the positive terminals.

#### 10 Fault Contact:

The fault contact indicates an amplifier fault by an opening contact.

#### 12 Channel 1/2 Inputs GAIN and ON/OFF switch:

The ON/OFF switch is mainly for the parallel output and the knob is for adjusting the amplifier gain.

### 4.4.2.4 Characteristics

#### ❖ Case:

- Dimension:
  - DPA4125 / DPA4250 = 2RU, 88.5 x 483 x 370 mm
- Weight :
  - DPA4125 = 14 Kg (31 lb)

- DPA4250 = 18 Kg (40 lb)

- Color = RAL7016

❖ Power:

Item	Voltage	Power Consumption		Comment
AC Input	115 or 230V +/- 15%	DPA4125	Standby: 1W	Frequency: 50/60Hz
			Idle: 38W	
			Full Power: 600W	
		DPA4250	Standby: 1W	
			Idle: 44W	
			Full Power: 1169W	
DC Output	19~30V	-		-

(Total Mains-power consumption @ 230 VAC)

(Alarm cycle + 10 V pilot-tone @ 24 VDC)

❖ Audio:

- Frequency response =  $\pm 3\text{dB}@50\text{Hz} \sim 20\text{kHz}$
- Distortion at nominal power:  $<0.1\%$  (@ 1 kHz) @ -10dB of rated output power
- Signal/noise ratio:  $> 90\text{ dB}$

❖ Inputs/Outputs:

- Power output = 100 V
- Main line input = 770 mV
- Input impedance = 20k Ohm

❖ Loudspeakers outputs:

- DPA4125: (per channel)
  - Rated load resistance = 80 ohm (100 V)
  - Rated load capacitance = 62,5 nF (100 V)
  - Rated output power = 125 W (cont. at 40°C)
  - Two channels bridged = 250 W (cont. at 40°C)
- DPA4125: (per channel)
  - Rated load resistance = 40 ohm (100 V)
  - Rated load capacitance = 120 nF (100 V)
  - Rated output power = 250 W (cont. at 40°C)
  - Two channels bridged = 500 W (cont. at 40°C)
- Frequency response = 40 Hz to 20 kHz(-3 dB)
- S/N =  $>90\text{ dB}$  (no pilot tone)
- Crosstalk =  $<70\text{ dB}$  at nominal load for 1 kHz



- Distortion = <0,1% (@ 1 kHz) @ -10dB of rated output power

❖ Current consumption:

Current Consumption	Current consumption with 48 VDC supply (per channel)			
		Standby	Idle	Full Power
	DPA4125	0.03 A	1.45 A	22.5 A
	DPA4125	0.03 A	1.65 A	43.85 A

\*\* (Total Mains-power consumption @ 230 VAC)

\*(Alarm cycle + 10 V pilot-tone @ 24 VDC)

❖ Working Temperature:

- Operating temperature: -5 °C to +55 °C (+23 °F to +131 °F).
- Storage temperature: -40 °C to +70 °C (-40 °F to +158 °F).
- Relative humidity: 15% to 90%.
- Air pressure: 600 to 1100 h Pa.

#### 4.4.2.5 Parallel Output

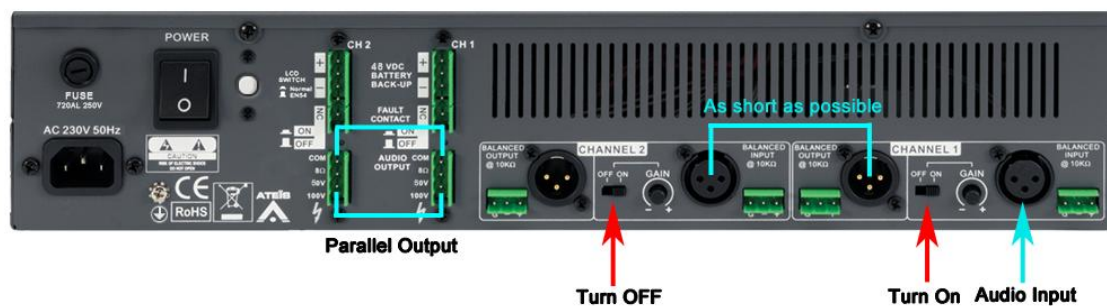
❖ In this chapter, we can combine 2 or more channels into one. For example, 120W x 2 Channels to be one channel with 240W power, see the listed description below:

- BPA-2120 (120W x 2 Channel to be 240W power)
- BPA-2240 (240W x 2 Channel to be 480W power)
- BPA-2480 (480W x 2 Channel to be 960W power)

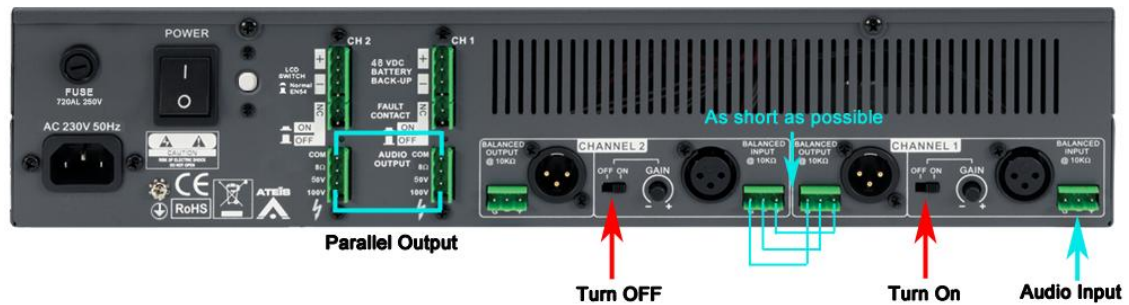
1. Turn the input gain to "OFF" position on channel 2, but keep the channel 1 Input gain adjustable.
2. Connect channel 1 output to channel 2 input (XLR connector or Euroblock connector)
3. Parallel the output of channel 1 and channel 2 (COM to COM, 100V line to 100V line).

Please refer to the example connection below:

- Via XLR connectors:



- Via Euroblock connectors:



#### 4.4.2.6 Maintenance and Troubleshooting

This chapter will help you to diagnose the common problems for troubleshooting and how to solve. The maintenance of the device and peripherals are also told here.

If none of the solution way works, please contact your ATEiS dealer.

##### ❖ Hardware maintenance:

1. Be sure to keep the case clean and away from any heat source.
2. The operating temperature is 0°C ~ 40°C.
3. Keep it clean, especially air filters and ventilation paths (If the device has a fan).
4. Avoid vibrations and shocks.

### 4.4.3 DPAfour

#### 4.4.3.1 Overview



The DPAfour is a 2U 19" rack mountable, 4-channel class-D power amplifier, transformer isolated for 100 V, 70 V, 50 V and 4 Ohm distributed loudspeaker systems. There are two models in the DPAfour range:

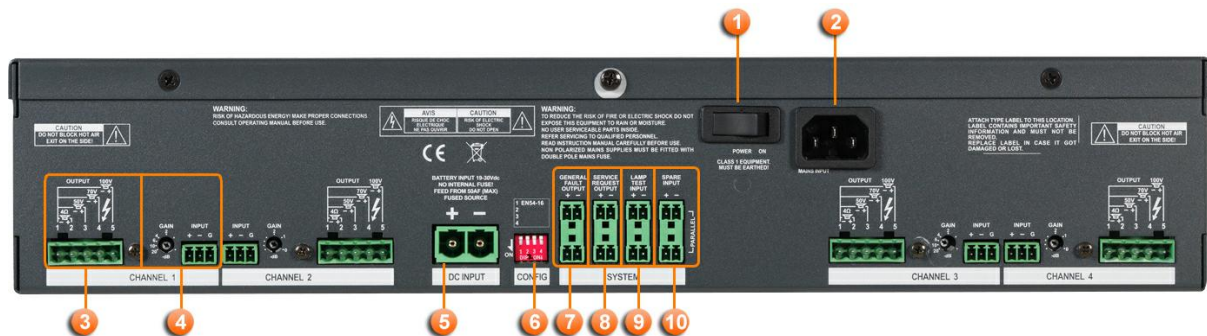
- DPAfour 125 rated at 4 x 125 W
- DPAfour 250 rated at 4 x 250 W

Each channel can deliver up to 125/250W as a separate channel or can be bridged to deliver higher power. The amplifier has a dual-voltage mains supply 115/230V AC (selectable internally) and a 24 VDC battery back-up connection. In combination with DIVA8G2 and IDA8 the DPAfour amplifiers have the following features: Loudspeaker line monitoring for Shortcut / Open line / Ground leakage / Single spur A/B loudspeaker lines individually monitored. By adding a Sonaes to the system a fully EN54-16 certified Voice Alarm system will be created, with extensive PA capabilities.

#### ❖ Main Characteristics

- 4 audio outputs (100V / 70V / 50 V / 4 Ohm selectable)
- Fault reporting outputs
- Four audio input gain control
- Advanced audio processing for each amplifier channel using DIVA8 or IDA8 systems
- Supervision of the amplifiers through DIVA8G2 or IDA8 systems
- Back up amplifier switching through DIVA8G2 or IDA8 systems
- Loudspeaker line monitoring with DIVA8G2 or IDA8
- Output bridging for higher power

#### 4.4.3.2 Rear Panel



##### 1 Power Switch:

The power switch is located next to the AC power socket on the rear panel. When the power switch is on the “on” position, the front panel power LED will be lit.

##### 2 AC Power Socket:

Main 115V~230V, 50/60Hz AC power input with fuse. It accepts a standard mains power lead fitted with an IEC connector.

##### 3 Channel 1-4 Audio Output:

For each amplifier channel, there is a dedicated Audio Output connector for connection of either 4 Ohm speakers, 50V speakers, 70V speakers or 100V speakers. The Com point is the – terminal

and 4 Ohm, 50V, 70V and 100V are the + terminals.

**4** Channel 1-4 Inputs GAIN and ON/OFF switch:

For each channel, there is a Euro-terminal block balanced input. Each input gain control can be adjusted to suit the users' needs and the ON/OFF switch is mainly for the parallel output and the knob is for adjusting the amplifier gain.

**5** 24VDC battery backup connector:

The DPA amplifier can be operated with battery backup. This 24VDC power supply can be used when it's unavailable with AC power supply or as a secondary supply which is referred to the EN54 type. The Power and DC LED shall light up when in use of Battery Backup.

**CAUTION:** This connection should be externally fused with 50AF max. when directly connects to a battery unit. This is not required when connected to the BECS150 Charger and Supply unit.

**6** Configuration switches:

1 – by setting this switch to “ON”, the indicators on the front panel will comply to the EN54-16. In case of technical maintenance, this switch may be temporarily set to the “OFF” position.

2 - For future use.

3 - For future use.

4 - For future use.

**7** General Fault Output Contact:

The fault contact indicates an amplifier fault by an operating contact. (NC)

**8** Service Request Output Contact:

The Service Request contact indicates that maintenance is needed.

This is indicated by an operating contact. (NC)

**9** Lamp Test Input Contact:

By shutting down this input contact, all LEDs on the front panel of the amplifier will light up.

**10** Spare Input Contact:

For extra input contact use.

#### 4.4.3.3 Characteristics

❖ Case:

- Dimension:
  - DPA4125 / DPA4250 = 2RU, 88.5 x 483 x 370 mm
- Weight :
  - DPA4125 = 14 Kg (31 lb)
  - DPA4250 = 18 Kg (40 lb)

- Color = RAL7016

## ❖ Power:

Item	Voltage	Power Consumption		Comment
AC Input	115 or 230V +/- 15%	DPA4125	Standby: 1W	Frequency: 50/60Hz
			Idle: 38W	
			Full Power: 600W	
		DPA4250	Standby: 1W	
			Idle: 44W	
			Full Power: 1169W	
DC Output	19~30V	-		-

(Total Mains-power consumption @ 230 VAC)

(Alarm cycle + 10 V pilot-tone @ 24 VDC)

## ❖ Audio:

- Frequency response =  $\pm 3\text{dB}@50\text{Hz} \sim 20\text{kHz}$
- Distortion at nominal power:  $<0.1\%$  (@ 1 kHz) @ -10dB of rated output power
- Signal/noise ratio:  $> 90\text{ dB}$

## ❖ Inputs/Outputs:

- Power output = 100 V
- Main line input = 770 mV
- Input impedance = 20k Ohm

## ❖ Loudspeakers outputs:

- DPA4125: (per channel)
  - Rated load resistance = 80 ohm (100 V)
  - Rated load capacitance = 62,5 nF (100 V)
  - Rated output power = 125 W (cont. at 40°C)
  - Two channels bridged = 250 W (cont. at 40°C)
- DPA4125: (per channel)
  - Rated load resistance = 40 ohm (100 V)
  - Rated load capacitance = 120 nF (100 V)
  - Rated output power = 250 W (cont. at 40°C)
  - Two channels bridged = 500 W (cont. at 40°C)
- Frequency response = 40 Hz to 20 kHz(-3 dB)
- S/N =  $>90\text{ dB}$  (no pilot tone)
- Crosstalk =  $<70\text{ dB}$  at nominal load for 1 kHz
- Distortion =  $<0,1\%$  (@ 1 kHz) @ -10dB of rated output power

## ❖ Current consumption:

Current Consumption	Current consumption with 48 VDC supply (per channel)			
		Standby	Idle	Full Power
	DPA4125	0.03 A	1.45 A	22.5 A
	DPA4125	0.03 A	1.65 A	43.85 A

\*\* (Total Mains-power consumption @ 230 VAC)

\*(Alarm cycle + 10 V pilot-tone @ 24 VDC)

## ❖ Working Temperature:

- Operating temperature: -5 °C to +55 °C (+23 °F to +131 °F).
- Storage temperature: -40 °C to +70 °C (-40 °F to +158 °F).
- Relative humidity: 15% to 90%.
- Air pressure: 600 to 1100 h Pa.

**4.4.3.4 Maintenance and Troubleshooting**

This chapter will help you to diagnose the common problems for troubleshooting and how to solve. The maintenance of the device and peripherals are also told here.

If none of the solution way works, please contact your ATEIS dealer.

❖ **Hardware maintenance:**

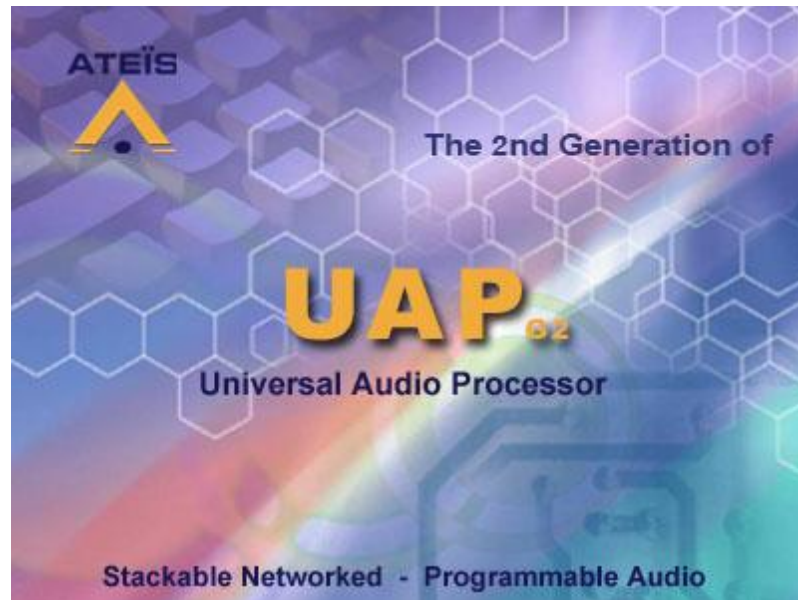
1. Be sure to keep the case clean and away from any heat source.
2. The operating temperature is 0°C ~ 40°C.
3. Keep it clean, especially air filters and ventilation paths (If the device has a fan).
4. Avoid vibrations and shocks.

## 5 System Functionality

### 5.1 UAP G2 software

#### 5.1.1 Overview of UAP G2

The UAPG2 software is a powerful, yet easy to handle tool to assist you creating, controlling and monitoring DSP-Designs for UAPG2 systems, supporting up to 12 processors including all the controlling gear connected to it.



After the determination of which type and how many units would make up your network, you can start designing signal paths with all the exiting features the huge component library offers simply by drag and drop and connect different audio component.

This all is done in a straight forward and clear manner, helping you to concentrate on creating state-of-the-art electro-acoustic environments. After a Design is successfully compiled and loaded into the machine(s), you have full access to all the parameters in the system.

There are a lot of controlling features starting from simple TTL I/O's over analogue voltage control to advanced data communication. You can choose from a range of controlling devices or remote microphones suitable to access parameters within the whole networked system.

UAPG2-Design also provides a multi level user management administrating up to 40 different sets of user privileges. You also can create unique bespoke graphical environments that only consist of control elements you want operators to have access to.

Many of the concepts in this program are based on modern graphic design environments, using similar tools and techniques to provide the functionality, speed and intuitive feel of contemporary user interfaces.

The UAPG2 Software gives you control over all the design features needed to build and control a DSP System using UAPG2 Processors and all its accessories. Also it provides a graphical design environment to create custom user interfaces.

### 5.1.2 System Requirement

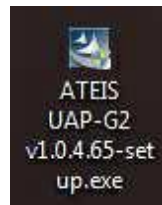
- IBM compatible computer with Pentium III MMX CPU, 400 MHz or faster
- 256 MB RAM
- Hard drive with at least 20 MB of free space
- CD-ROM or DVD drive or a connection to the www (for installation only)
- VGA display (1024 x 768, 256 color or better recommended)
- One free USB-port
- Operating system: Windows 2000R Professional (Service Pack 3 or greater), Windows XP Home or Professional (Service Pack 2 or greater), Windows 7. **Note:** If you use Windows VISTA, be sure to be in compatibility mode.

### 5.1.3 Install

Before installing the UAPG2 software, check if your PC meets the system requirements.

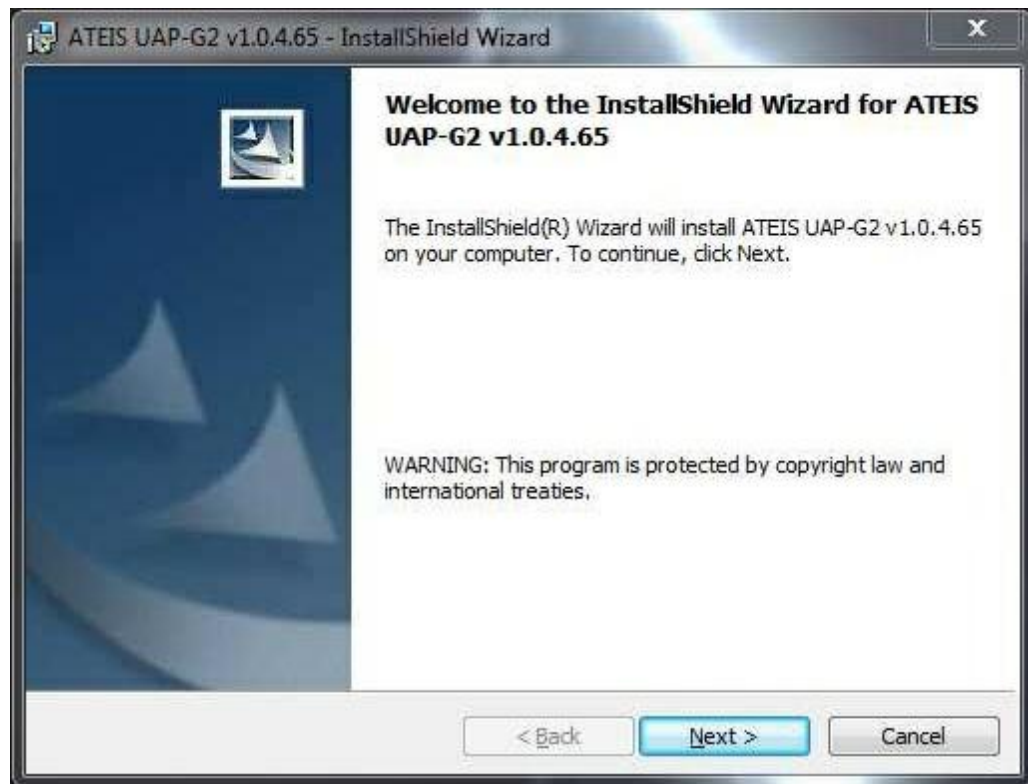
Turn on your PC and allow Windows to start up Insert the supplied CD-ROM into your drive. If the content of the CD-ROM is not displayed automatically double click the 'My Computer' icon and navigate to the 'DVD/CD' drive.

1. Copy the file 'ATEIS UAPG2 v.1.x.x setup' using the copy and paste commands or by drag and drop to the 'Desktop'. Wait until the task has finished.



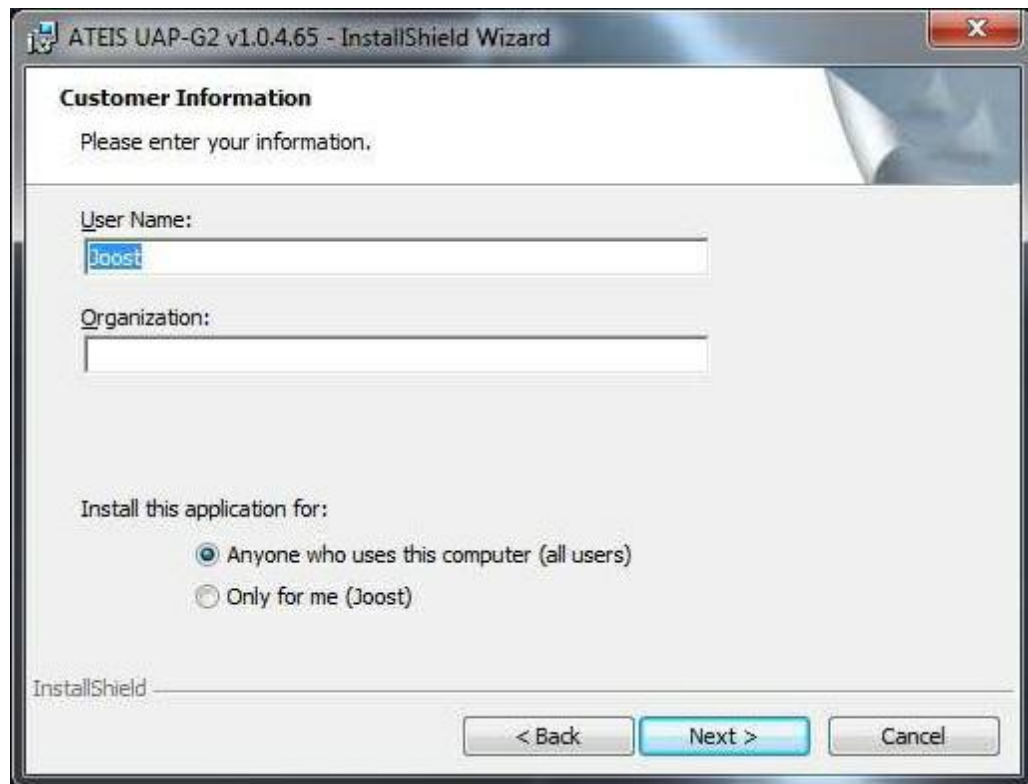
2. Start the program 'ATEIS UAPG2 v.1.x.x setup' by double click on its icon and follow the instructions to install the UAPG2 software onto your hard drive.



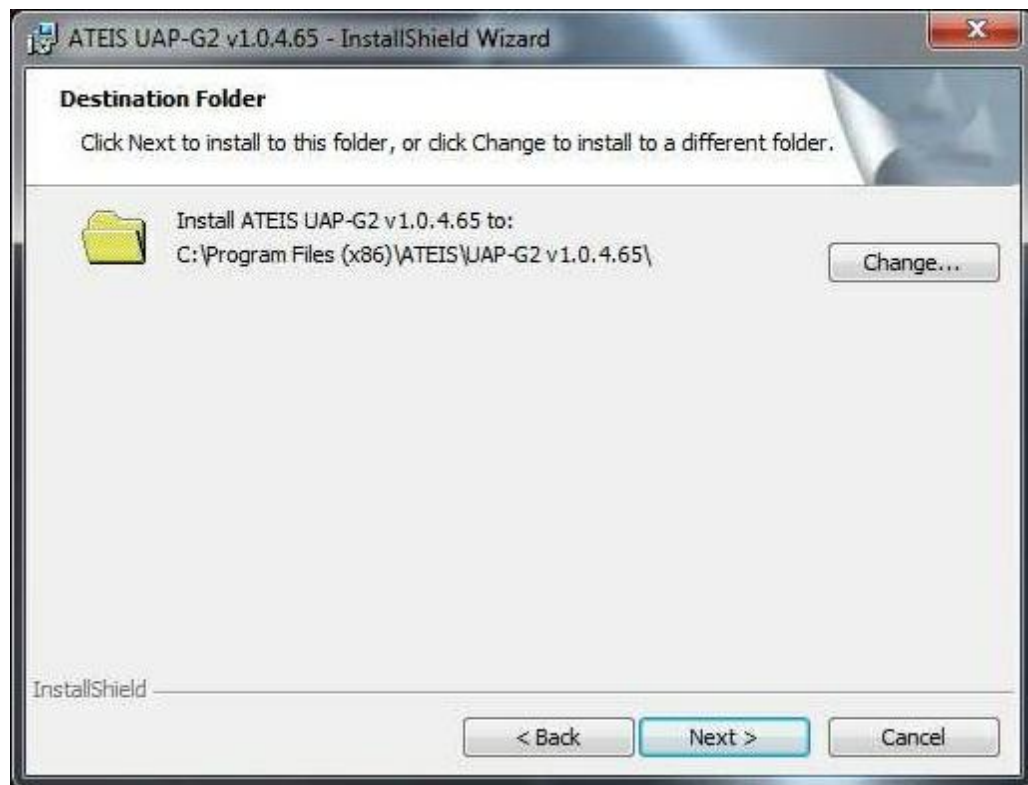


And Click "Next".

3. Type in user name and your organization name if you want and click "Next" By default the program 'UAPG2-PPM v1.x.x.exe' is installed under the path <<C:\Program Files\ATEIS\ATEIS UAPG2>>.

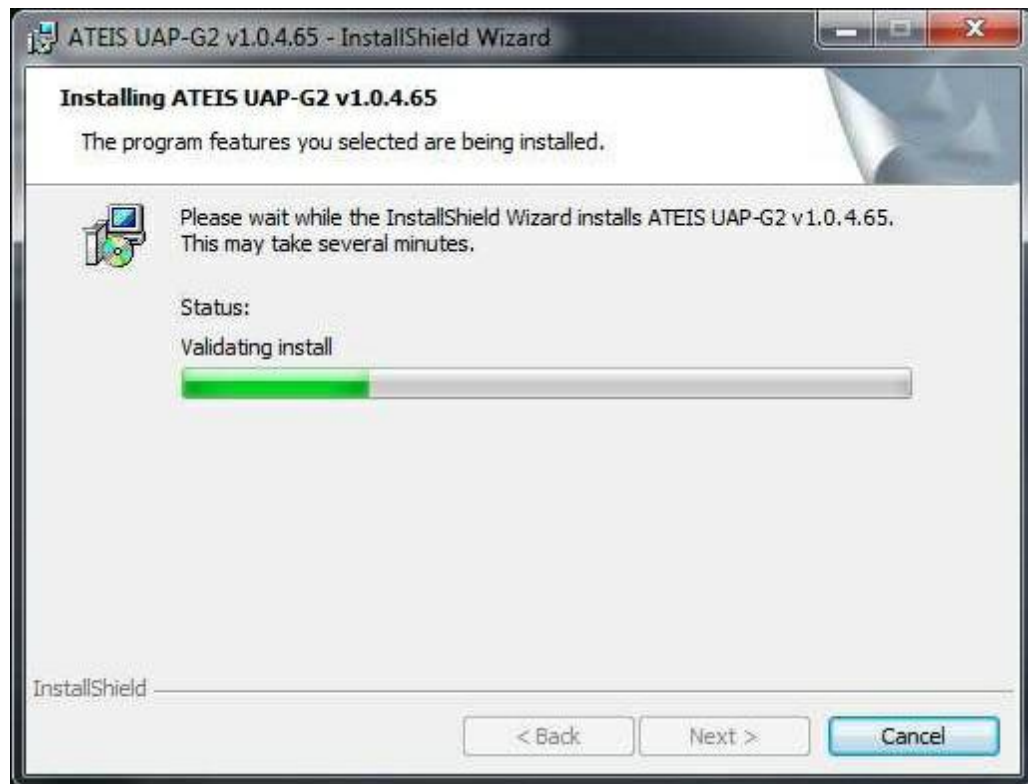


4. Change installation path (by clicking Change) if required, and click "Next".



5. As usual with the install shield wizard a window appears showing all information before the actual installation. You can enter corrections at this point by clicking "Back". If there is nothing to change click "Install" to execute the installation.





6. After all installation tasks have been finished successfully click "Finish" to exit wizard. The installation program creates a shortcut to the 'ATEIS UAPG2 v1.x.x .exe' named 'UAPG2 v1.x.x' on your 'Desktop' with the UAPG2 icon. Double click the icon to start the program.



**Note:** The newest version will be published on the Ateis website for users to update. Before you can upgrade or reinstall UAPG2 software you have to remove the older version from your applications folder.

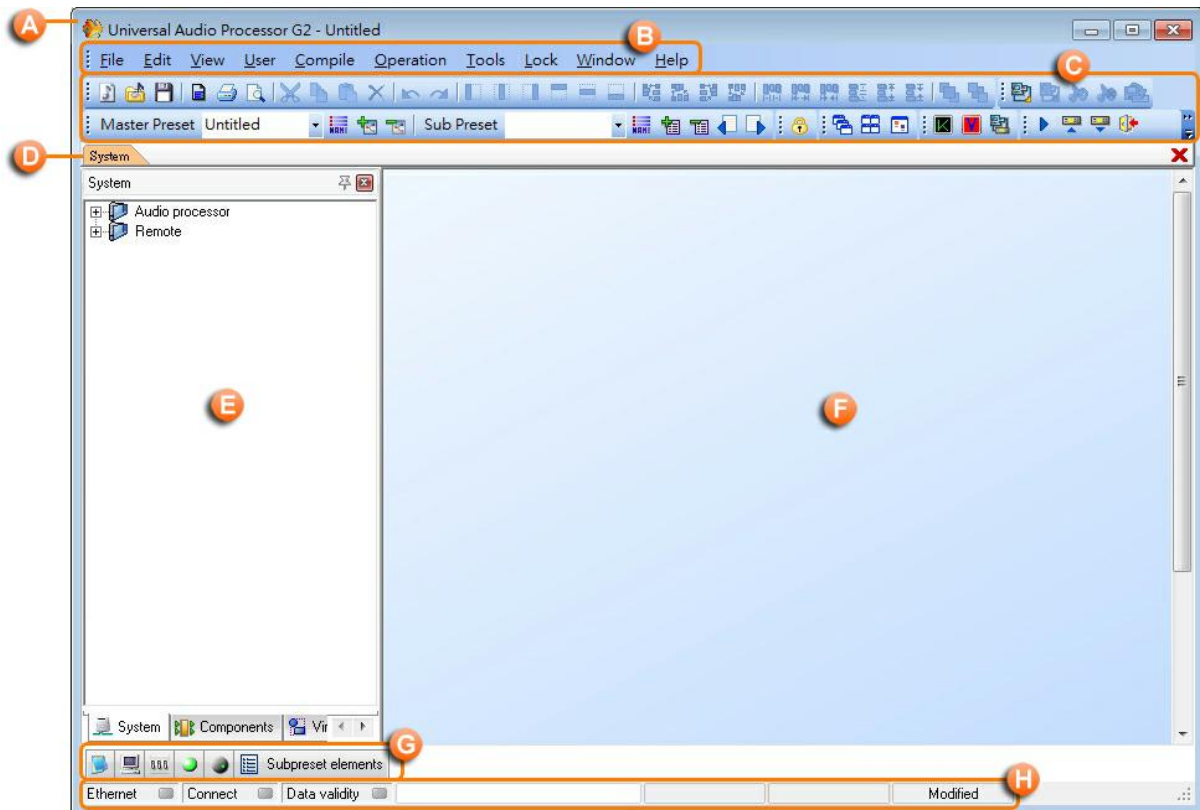
To do this, follow the instructions below:

- Choose: > Start > Program files > ATEIS > UAPG2-G2 > UAPG2-G2 v1.x.x-(yyy)\_Uninstall.
- Follow the instructions.

You can also Choose: > Start > Settings > Control Panel.

- Double click the 'Add or Remove Programs' icon, Locate and choose 'ATEIS UAP-G2 v1.x.x' and click the 'Remove' button.
- Follow the instructions to remove the 'ATEIS UAP-G2 v1.x.x' software from your hard drive.

## 5.1.4 Windows Layout



### A Title Bar:

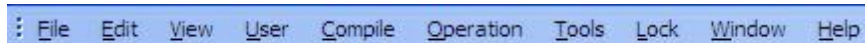
Displays the path name of the current file.

It displays UNIVERSAL AUDIO PROCESSOR G2- untitled, if you start a new system design, or the full path name of the current saved file.

At the right hand corner you can find the usual Windows minimize button and the close box (in red), which exit the program.

### B Menu Bar:

Holds all the functionalities of the software (windows and tools), arranged by topic.



### C Tools Bar:

Short access to main functionalities that are hidden into menu bar.

### D Tab Bar:

Shows the window title of all opened windows (design, components control windows) for quick access.

### E Design Components Area:

Contains all “virtual devices” you can use to build up and design your system.

**F Working Area:**

It is the space where you create your “virtual system” and make your design.

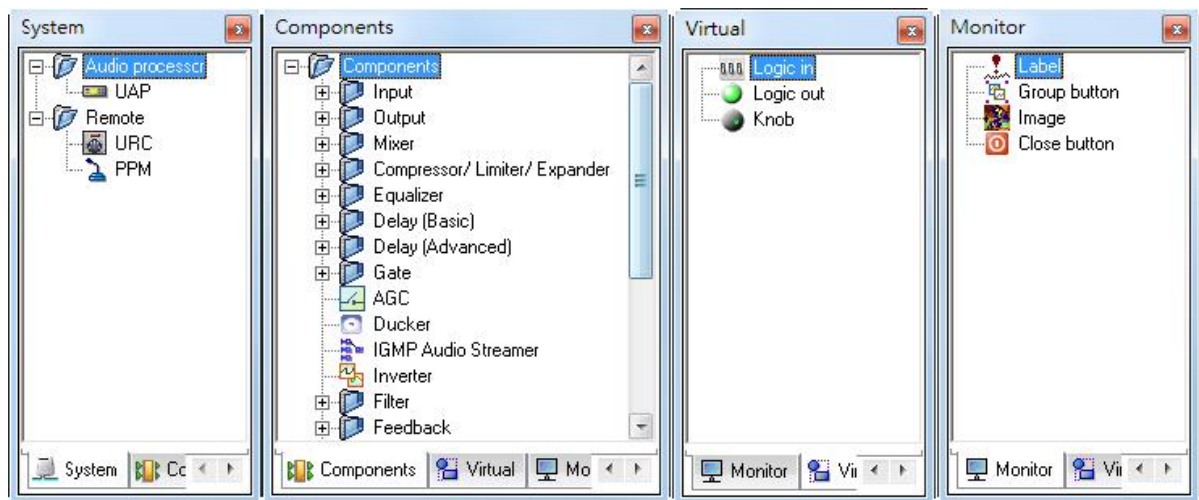
**G Properties Control Area:**

Access to some information (summaries) and functionalities regarding all communications aspects (RS-232, TTL I/O analogue Input, etc..)

**H Status Bar:**

Indicates connections status between UAPG2 and PC, and also compilation process.

## 5.1.5 System / Component



**1. Dock Panel-Component Template:**

A dock panel on the left side of UAP G2 software which contains all the devices and DSP components you can use to build up and configure into your system.

## 5.1.6 File

In this menu, you will find everything related to system/design files as well as printing command.

All the UAPG2 files are saved under the \*.UAPG2 extension.



The File menu contains the following items:

- New: Opens a new blank project (new system/design file)
- Save: Saves the current file you are currently working with
- Save As: Opens the "Save as..." dialog box to save the current working project with a different name and/or path
- Open: Opens the "Open..." dialog box which allows you to select a path and open a saved file
- Open auto saved: Opens the last auto saved file
- Recent files: Quick access to the last opened files
- Print Header Settings:

Opens the "Print header settings" window which allows you to set the headers (name, company, etc.) for the printed design. You have the possibility to print your project either for site technical documentation or for filing. You can enter project name, date, and name of the designer, a description for the project, the reference and the model of UAPG2 used. You can choose the position of this header on the paper. You can also choose Font size, type and color and also background color of the header. Finally you have the choice to display this header or not when you print your design.

**Print header settings**

Contents

Project name: Tutorial

Design date: 2012/8/29

Designer: Ateis Manual writer

Description: UAP G2 Manual

Job reference:

UAP model: 8in 8out

Position: Left top ☒ Print header

Styles

Font name: Arial

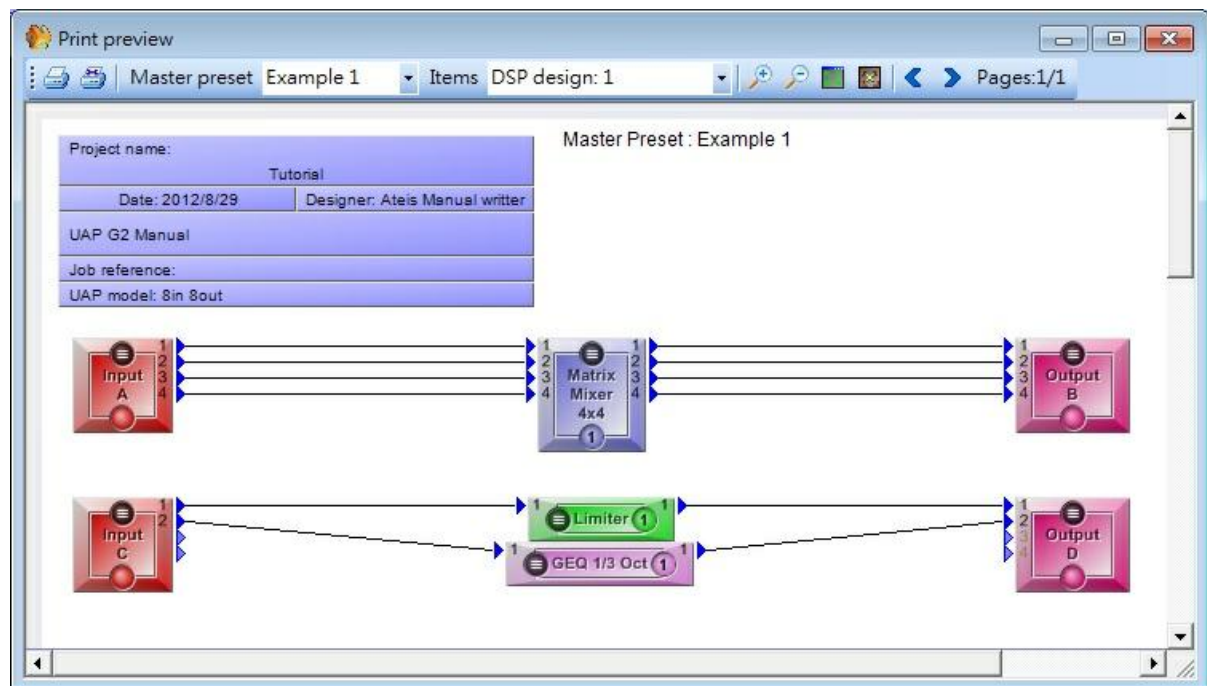
Font size: 10

Font color: Black

Background color: 144.144.255

Default OK Cancel Apply

- Print: Open your “Windows print” dialogue box which allows you to print the design file.
- Print Preview: Opens the “Print preview “dialog box which allows you to see before printing what your print will look like. Here is an example with a factice simple design:

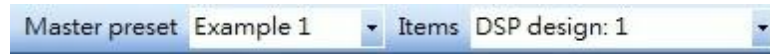


- Top left you can see the header (purple box), defined via the “print header settings” window.





- Opens the "Windows Print" dialog box to print the file
- Opens the "Windows Print settings" dialog box to set your printer



- Choose which master preset you want to preview
- Choose which Items you want to preview



- Zoom in and zoom out.



- See the complete page
- See only the part of the page where there is the design



- Navigates between all the printable pages
- Print Setup:
  - Opens the "Windows Print settings" dialog box to set your printer. This dialog box allows you to select which printers you will use and set your printer by clicking on properties.
  - You can also choose the size of paper and if you want it normal or landscape. This window is generated by your OS.
- Exit: Terminates the current UAPG2 session after asking to save modified files.

### 5.1.7 Edit

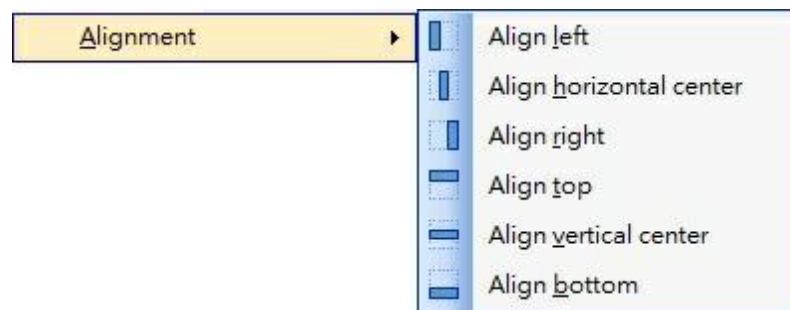
Here you will find all the common basic edition tools of windows based software.

The Edit menu contains the following items:



- Undo: Will undo the last actions
- Redo: Will redo the last action or will retrieve the last state in case undoing too far
- Cut: Cuts out the active selection and copies it to the operating system's clipboard
- Copy: Copies the active selection to the operating system's clipboard
- Paste: Pastes the content of the operating system's clipboard
- Delete: Deletes (erases) the active selection
- Alignment

You can select several elements (by maintaining left click and move the mouse you will have a selection square) then you can align all the elements.



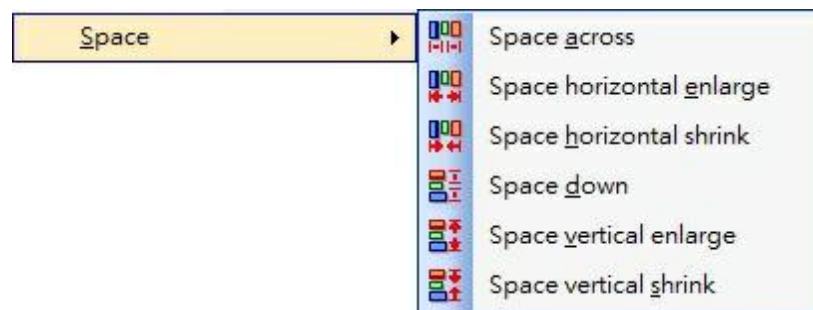
- Pack

You can select several elements (by maintaining left click and move the mouse you will have a selection square) then you can pack the elements.



- Space

You can select several elements (by maintaining left click and move the mouse you will have a selection square) then you can define the space between all the elements. It is interesting if you pack the elements first.



- Order

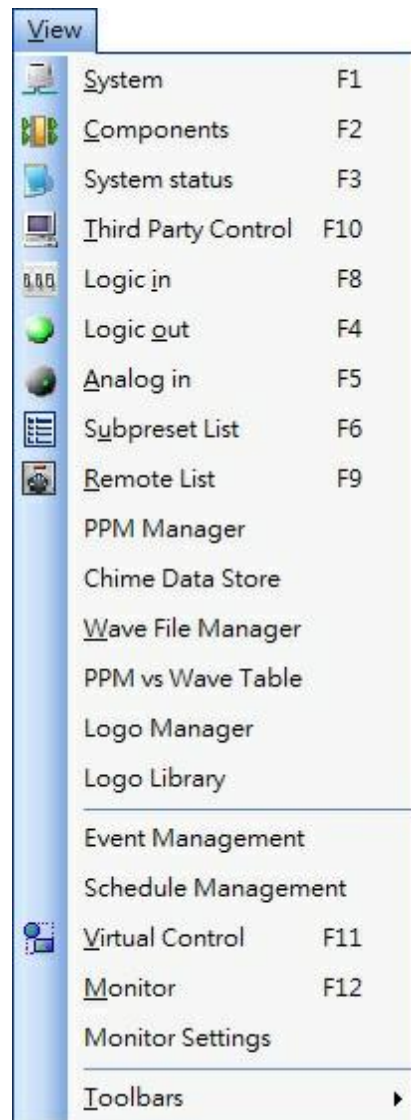
If you have elements which are under other elements, you can define by selecting one element if this will be to the front or to the back. Pay attention sometimes element can be totally hidden with this action. It is useful with background image and buttons for example.



## 5.1.8 View

In this topic you will find practically every windows of the software. Most part of those windows has short access from the TOOL BAR. We are going to introduce you every items.

The View menu contains the following items:

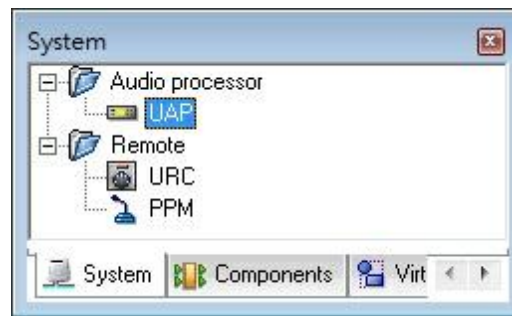


- System

Opens the system window, in the Design Component Area.

You have to explain to the software which Hardware will be used for you project. Here you can find the virtual system machines:

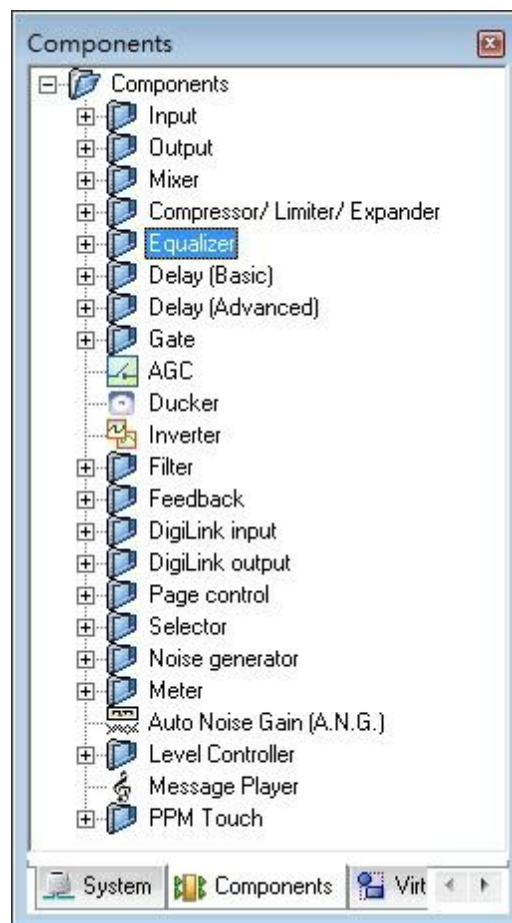
- The processor (UAPG2)
- The paging microphone (PPM)
- The remote controller (URC)



When you define your system you will drag and drop those virtual machines in the WORKING AREA. For example if you use three linked UAPG2 you will drag and drop three virtual UAPG2 from this window. Then if you use PPM you will drag and drop virtual PPM and "virtually connect" them in desired inputs of the virtual UAPG2s (be sure to connect them in the same way as the hardware).

- Components

Opens the Components window, in the Design Component Area.

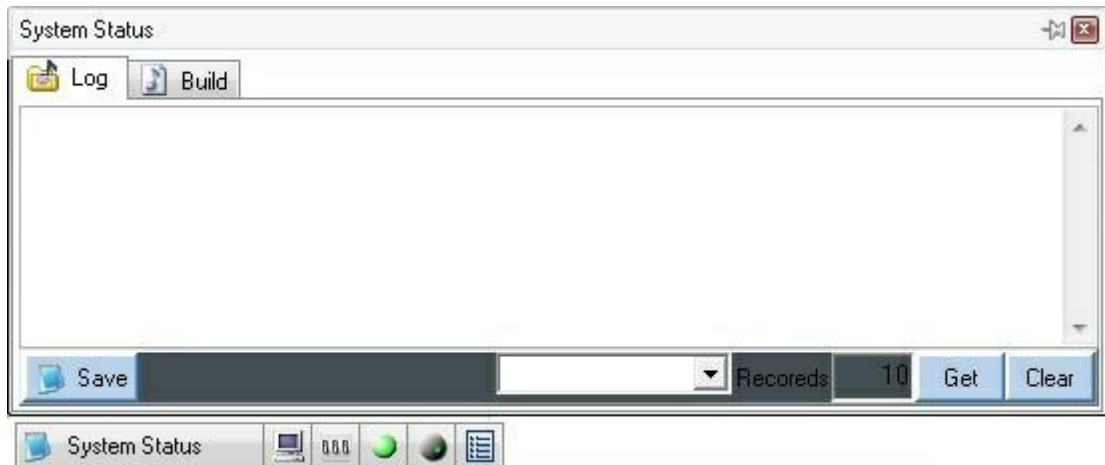


Once your (virtual) system has been defined you will define what the processor will do between Inputs and Outputs. Here are all the tools you can use for signal processing and for Audio routing etc. Simply double connect in the UAPG2 (defined in the System window in the Working Area) and then drag and drop the desired components and create wiring between inputs and

outputs.

All those components are going to be explained in the [Component](#) chapter.

- System status



The first TAB contains the "Log file" and the second TAB shows the compilation results (error and warnings).

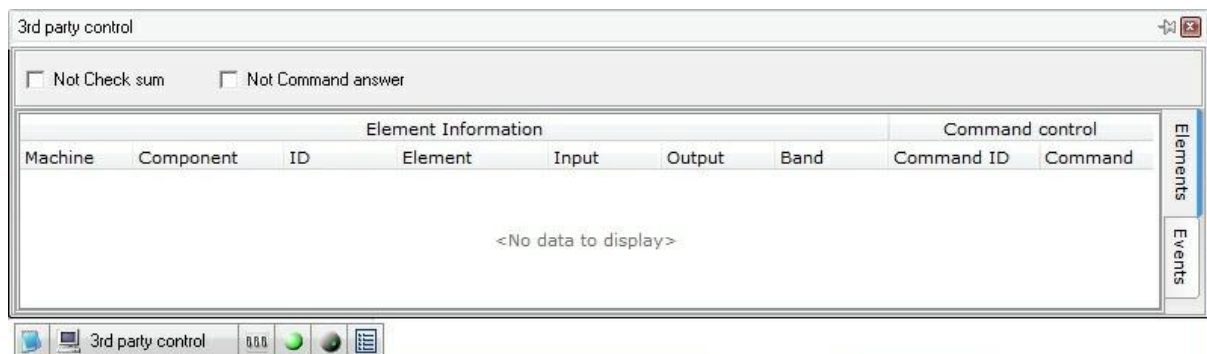
You can save log file by clicking "Save" or you can see the different recorded events selecting the number and by clicking "Get" or you can clean the Log file (click "Clear").

- Third Party Control

Opens the Third Party Control window in the Properties Control Area.

This section shows you all the detail of all the elements or events which are designated to be controlled via third party device (Crestron, AMX, VITY, ...)

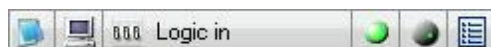
Two different TABS, One's showing the Elements controlled via third party protocol and the second 's showing the Events controlled via third party protocol



For more information, see the [Third Party Control](#) chapter.

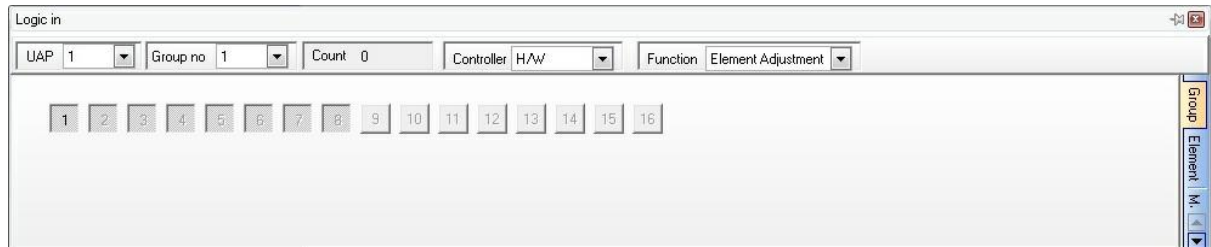
- Logic in

Opens the Logic IN Control window in the Properties Control Area.

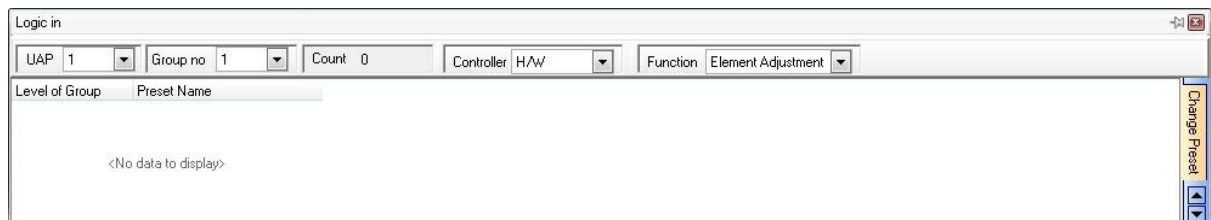


You have a lot of possibilities to use the 16 controlled inputs (either analogue or Logic) If you need to use Logic inputs you can control and do a lot of different things. Following windows shows you the details of what is controlled and what you are doing with Logic input:

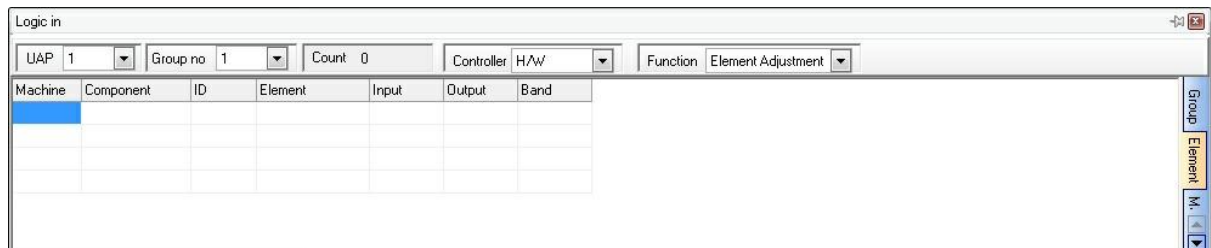
1. The contact input must be assigned to a group to be available. You can also use Logic inputs as "bit" for different choice (not available at the moment).



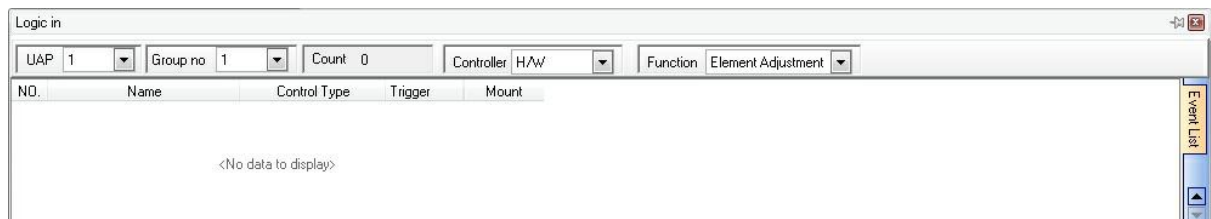
2. You can use Logic input in order to change preset:



3. You can use logic in to pilot every logic adjustments in every UAPG2 of the system (bypass, mute, routing, solo,...)



4. Finally you can choose to start events with logic input



For more information, see the [Logic Input](#) chapter.

- Logic out

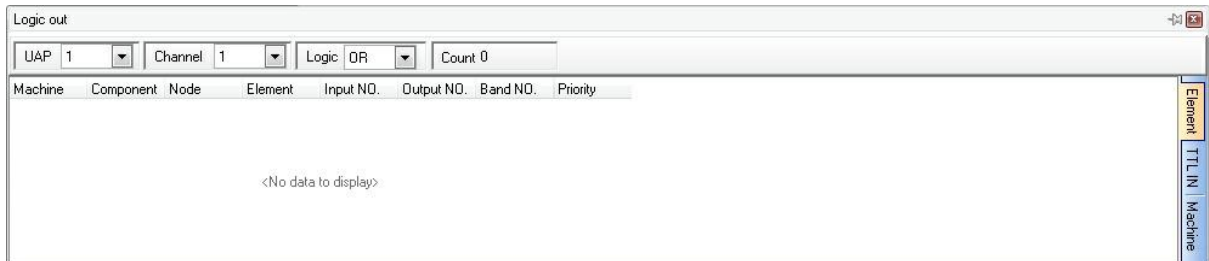
Opens the Logic Out Control window in the Properties Control Area.



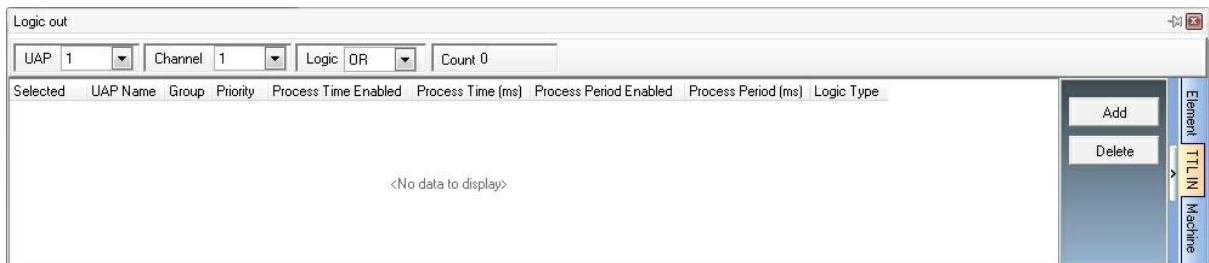
You have two possibilities to control the 8 logic outputs of one UAPG2. The window shows you

which output is controlled by what.

1. Elements can control a logic output (mute, bypass, signal, routing,...)



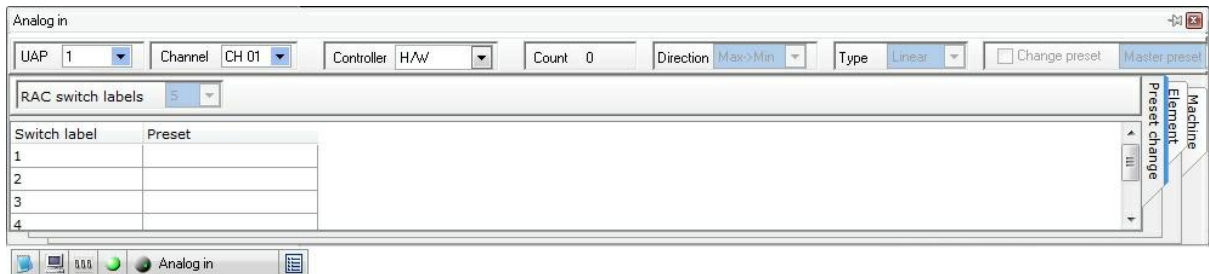
2. Logic inputs of a UAPG2 can control a Logic output of a remote UAPG2 (in order to give some logic signal to a remote device for example):



For more information, see the "HOW TO: use Logic Output" chapter of this manual.

- Analogue in

Opens the Analogue in window in the Properties Control Area.



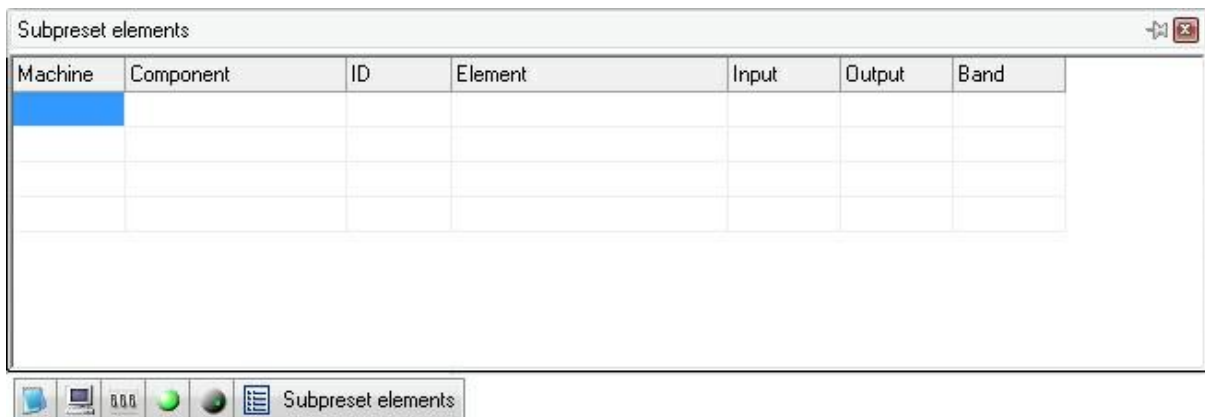
You can control some analogical elements with remote 10kOhm potentiometer (volume, attack time or threshold of a compressor, gate,...). This window shows every analogue adjustment you have defined:

For more information, see the "[Analogue Input](#)" chapter.

- Sub-preset List

Opens the Subpreset elements window in the Properties Control Area.

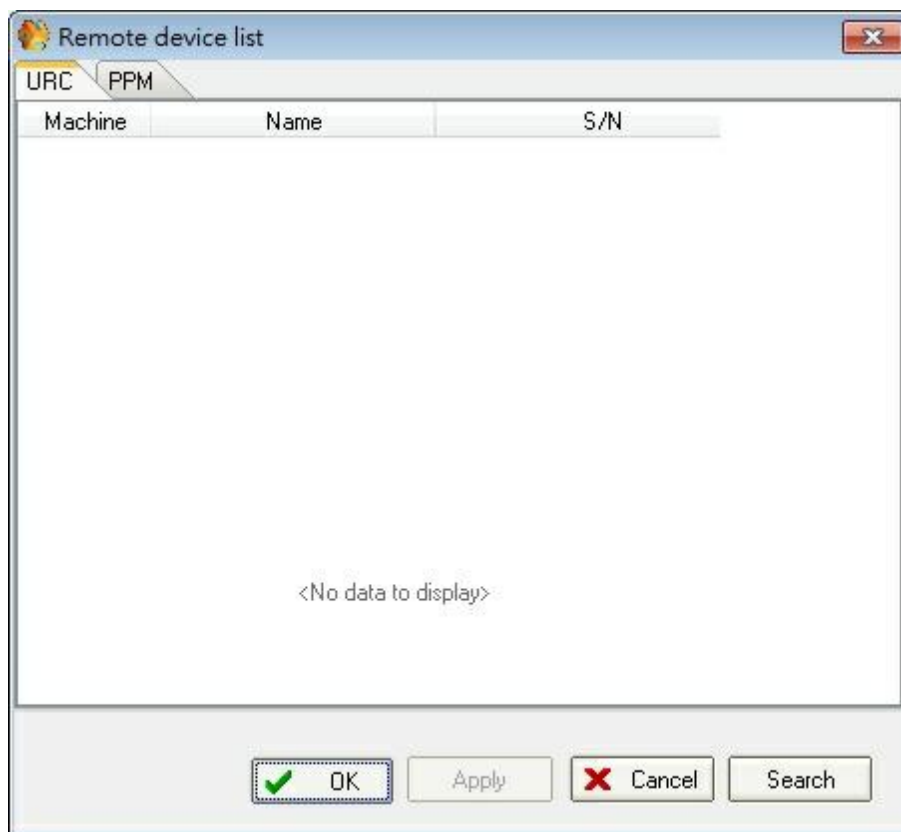




Show all the elements controlled ("virtually photographed") for each subpreset. This window is a kind of reminder.

- Remote List

Opens the Remote List window in the Properties Control Area.

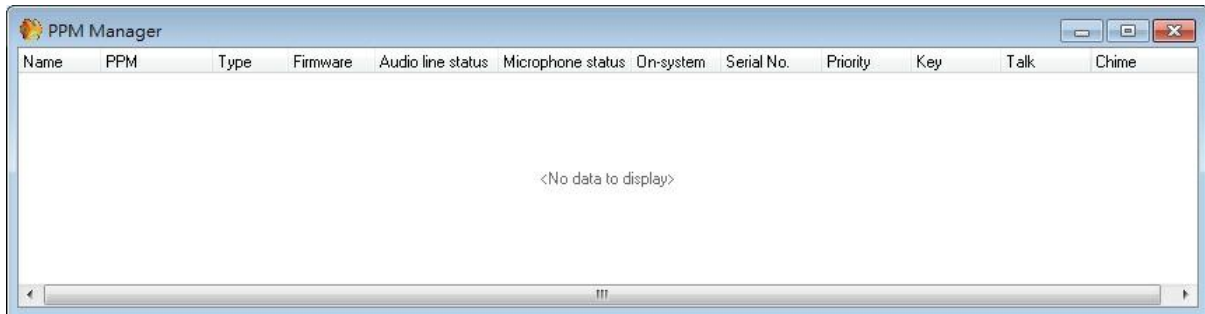


When you want to use Ateis remote device (PPM or URC, through RS485 network), you have to follow a few steps (see Remote chapter), one of those steps is the searching process: The UAPG2 scans the system and attributes a specific IP address for each remote device (PPM and URC) automatically.

From those windows you will have a summary of each PPM and URC with their serial number and where they are connected. You can also start the search process by clicking .

- PPM Manager

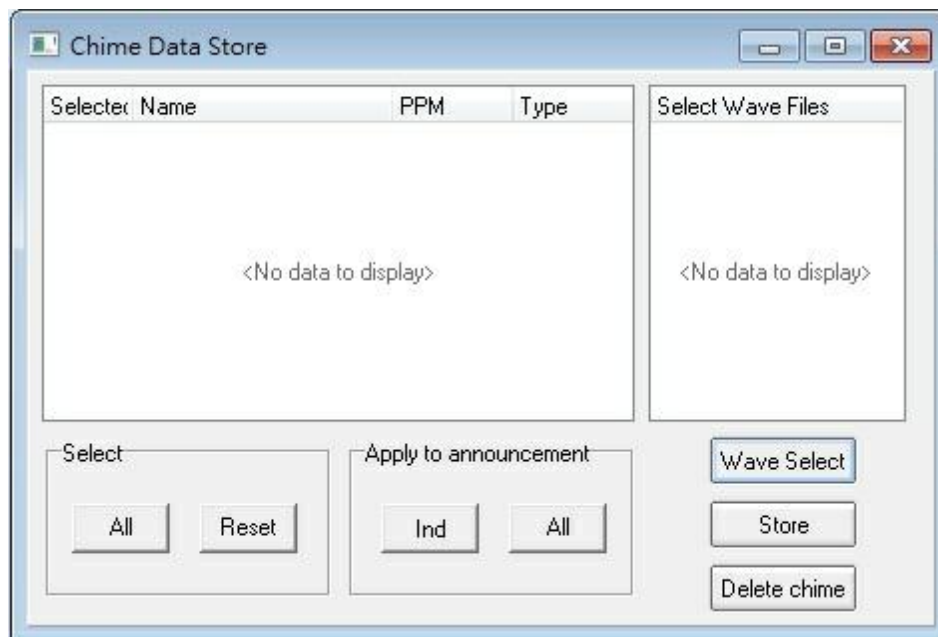
Opens the PPM Manager window in the Properties Control Area.



This window gives all the details of each PPM you are using in the system.

- Chime Data Store

Opens the Chime Data Store window (floating window)

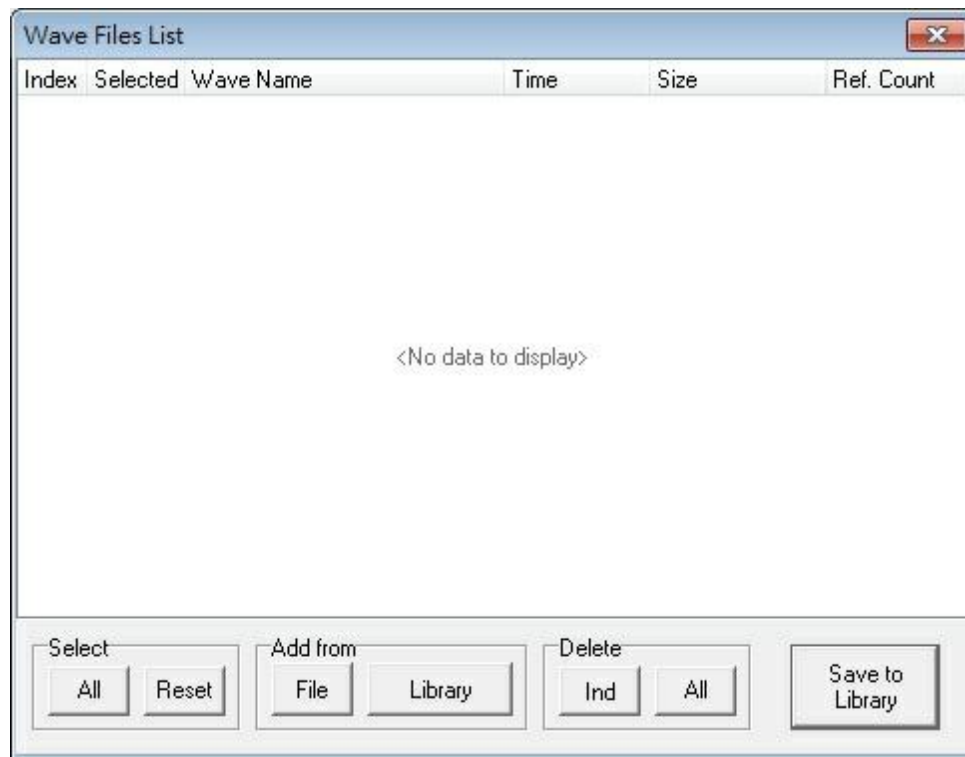


With this window you can load chime (format: 16k, 16bit WAV, storage: 128kbits) in PPM. First you will have to define the wave file by using the wave file manager.

- Wave File Manager

Opens the Wave Files List window (floating window)

With this window you select which wave file will be used with your project.



- PPM vs Wave Table

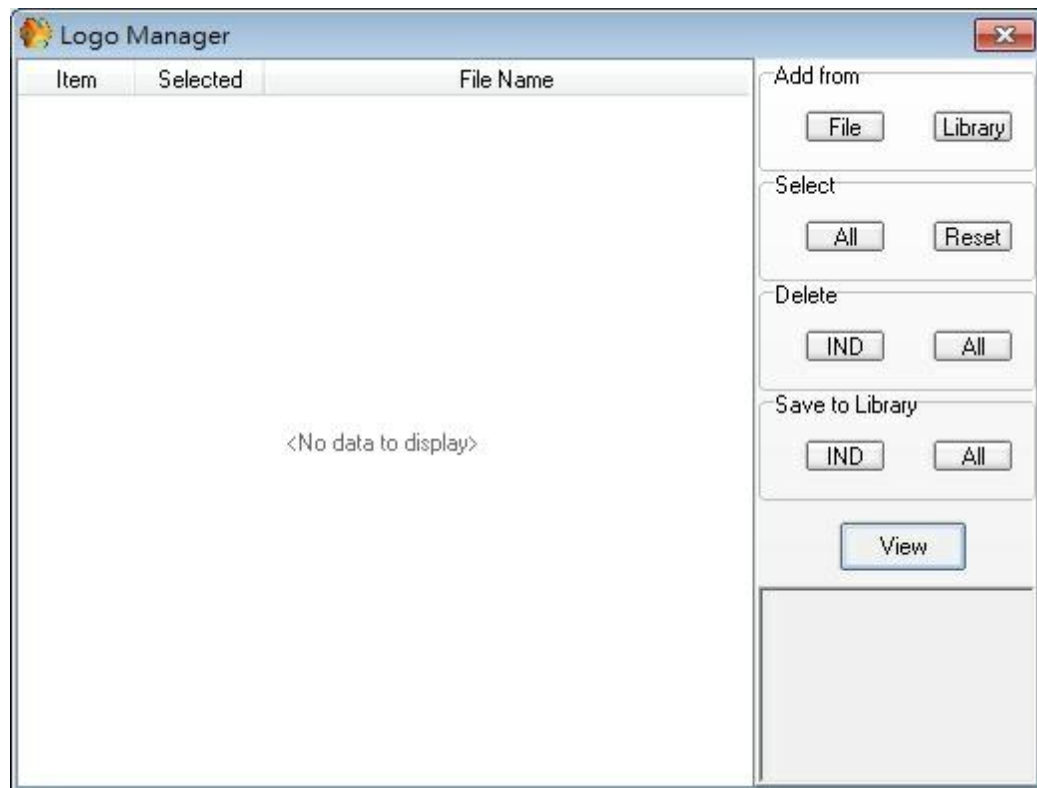
Opens the PPM vs Wave Table window (floating window)

Gives details about which wave file is loaded in which PPM (wave file associated to which UAPG2 and input's number)

- Logo Manager

You can post two different logos on the URC's display.

This window shows you which logo is in your project and you will define which logo you will use with the URC.



- Logo Library

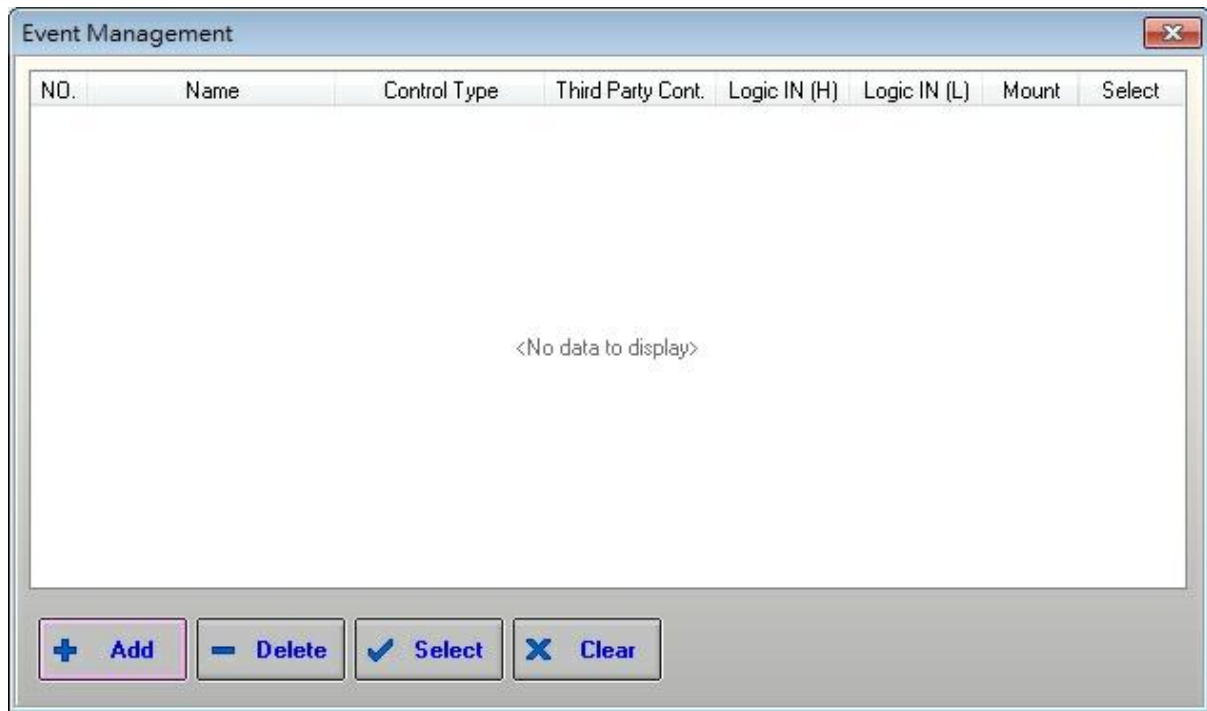
Opens the Logo Library window (floating window)



With this window, you choose which logo you will use in your project.

- Event Management

Opens the Event Management window (floating window)



Here you can add, define, select or clear some events. You can choose between five different kinds of events:

- Change master preset
- Change subpreset
- Adjust element (volume change, mute...)
- Pilot TTL Output (Logic output)
- Stop event

You can also choose to command events via third party protocol.

- Schedule Management

Opens the Schedule Management window (floating window)



Here you can define to start events automatically (you define when you want and how many times you want to start events or an event sequence (addition, sequence, of several different events).



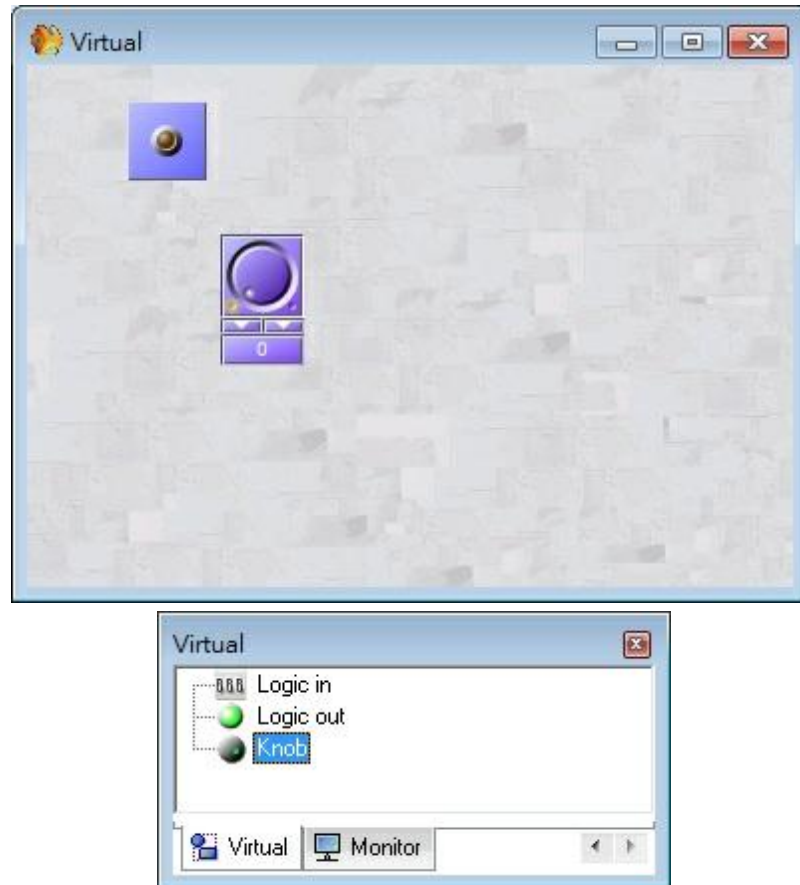
The arrow is here the event list can be opened or closed, see [how to use Scheduler to trigger](#).

- Virtual Control

Opens the Virtual Control window (floating window) and Virtual tools in the Design Components Area

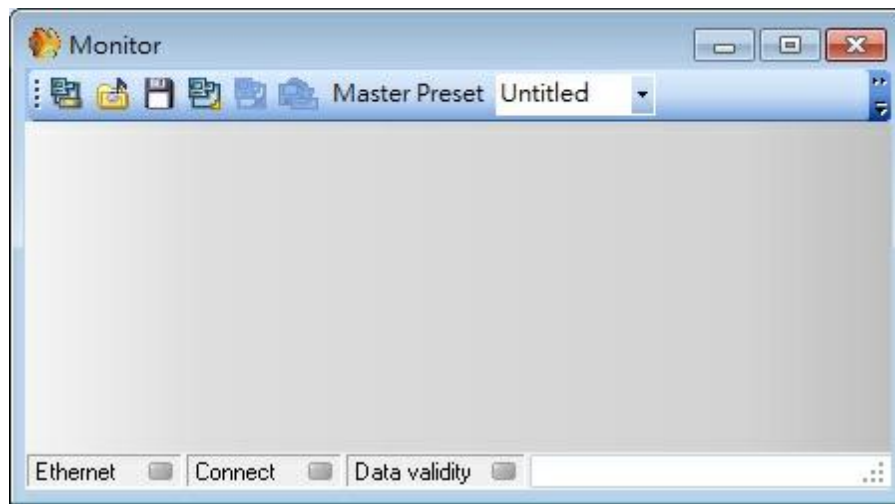
The “virtual Control” allow you to define group of buttons, LEDs, or faders. You can import these groups in the Monitor Window.

You can add as many “virtual logical in”, “virtual logical out” and “virtual analogical in” as required. Simply drag and drop object from the virtual tools menu in the PROPERTIES CONTROL AREA

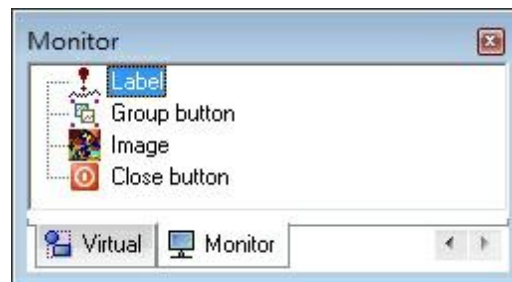


- Monitor

Open the Monitor window (floating window) and the Monitor tools window in the Design Components Area.



The Monitor window is a window in which you can bring all the adjustments and indicators you need for your project. This is helpful if you want to have a graphical control interface. You can define users whom have restricted access to the software; they will have access to this window (monitor) only. So you can put in this window all the adjustments the users will need in order to prevent improper use of the program.



You can add as many "monitor logical in", "monitor logical out" and "monitor analogical in" as required. Simply drag and drop object from the Monitor tools menu in the Properties Control Area.

When a specific restricted access user will start the software he will see the monitor window. So it is why there are a lot of small sized tools (the same as in the Tool Bar).

Here is a picture of the virtual soft keyboard:





For more information, please see the [Monitor](#) chapter.

- Monitor Settings

Opens the Monitor settings window (floating window)



When you use monitor window you can choose to hide some tools (of the monitor window tools bar)

- Change Master/Sub Preset: Disable the possibility to change Master or Sub presets from the monitor window.
- Save/Load File: The master-Preset menu on the monitor window is greyed out.
- Exit Software: Disable the possibility to save or load UAPG2 design file The software connects (live) automatically to the UAPG2 master-preset by using the default IDM (ADMIN) which has an access to all master-presets.
- Auto Connect: Disable the possibility to close the software from the monitor window

For more information, please see the [Monitoring Settings](#) chapter.

- Toolbars

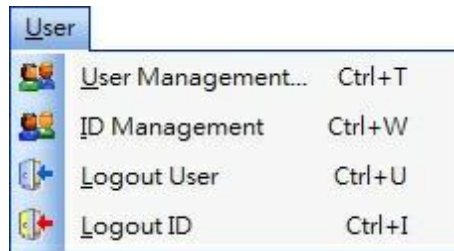
Choose which kind of tools will be "shortcutted" in the Tool Bar.

## 5.1.9 User

In this topic you will find windows related to system communication (Ethernet: ID and UAPG2 system: User). Most part of those windows has short access in the Tool Bar. We are going to introduce you every items in [User Management](#) chapter.

**Note:** to change current user, you must be unconnected with the UAP G2.

The User menu contains the following items:



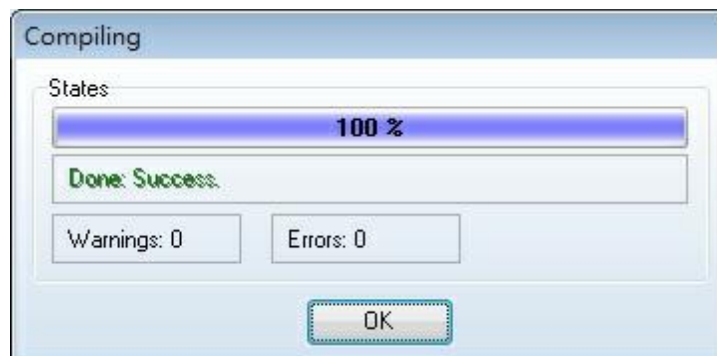
- User Management (user right)
- ID Management (Master-preset access)
- Logout User
- Logout ID

## 5.1.10 Compile

Start the compile process.



The software verifies that no major errors remain before uploading the design into UAPG2 system.



## 5.1.11 Operation

In this topic you will find windows related to system connection. Most part of those windows has short access in the TOOL BAR. We are going to introduce you every items.

The Operation menu contains the following items:

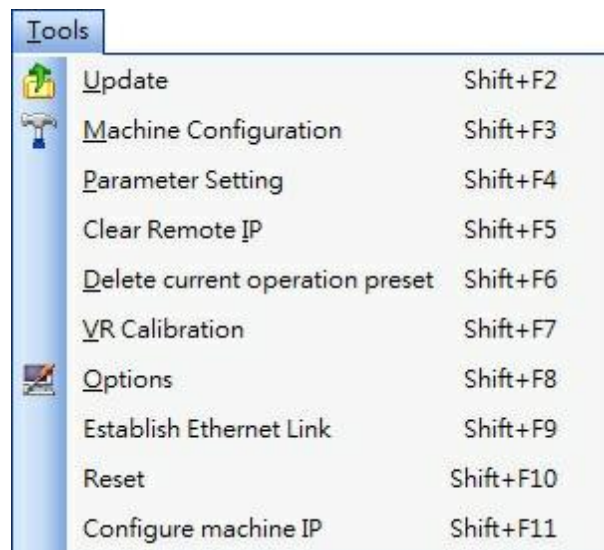


- Store: Starts the Store process which upload your design into the UAPG2 system.
- Reverse: Starts the reverse process which download the design from the UAPG2 system into your computer.
- Connect: Connects your computer to the UAPG2 system. **Note:** You have to have opened the good corresponding design file to connect to UAPG2 system.
- Disconnect: Disconnects your computer from the UAPG2 system, Allow you to change settings and re-upload them into UAPG2 system.
- Audio Enable: Activates the Audio (Outputs) of the UAPG2 g2 system.
- Audio Disable: Stops every audio signals going out of the UAPG2 system.

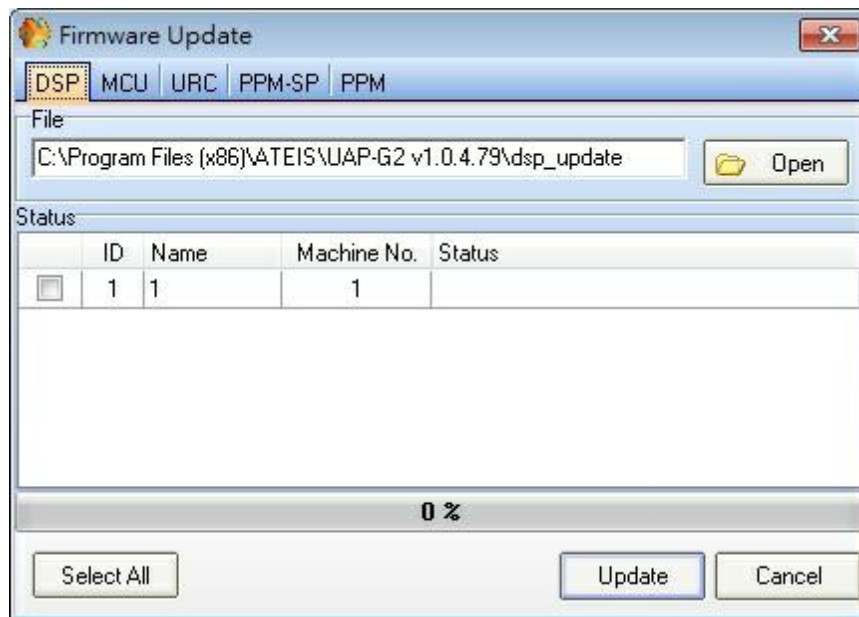
### 5.1.12 Tools

In this topic you will find windows related to system configuration and software settings. We are going to introduce you every items. To learn how to use those items please refer to the “create a project” and “how to” sections.

The Tools menu contains the following items:



- Update:  
Opens the Firmware update window (floating window)



The software contains every updated firmware. If you have to update UAPG2 or PPM or URC, just click on [update] button.

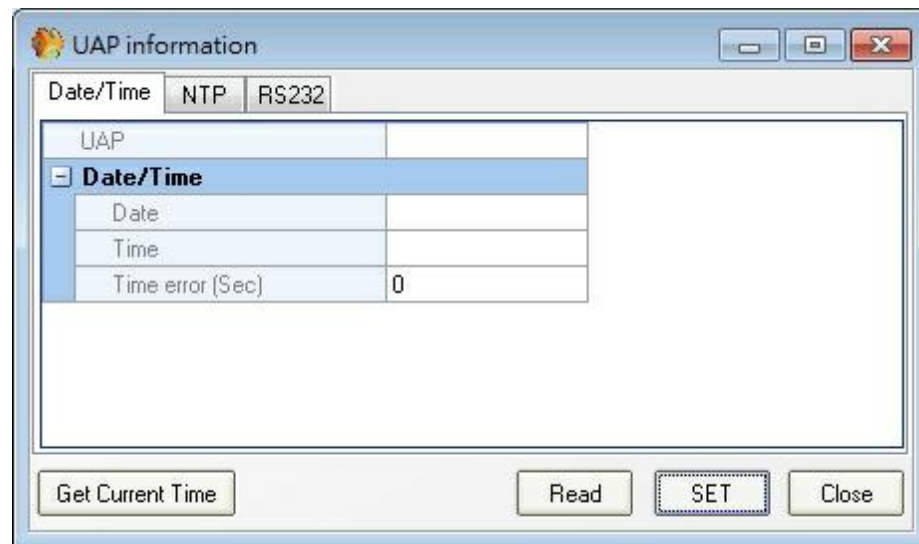
**Note:** Always update DSP before MCU and never reset between the two update processes.

- Machine Configuration:

Opens the Machine Configuration window (floating window)

When you are connected to the UAPG2 system. This window allows you to read and set some internal UAPG2 information.

- o Date/time: set the internal date and time of the UAPG2g.



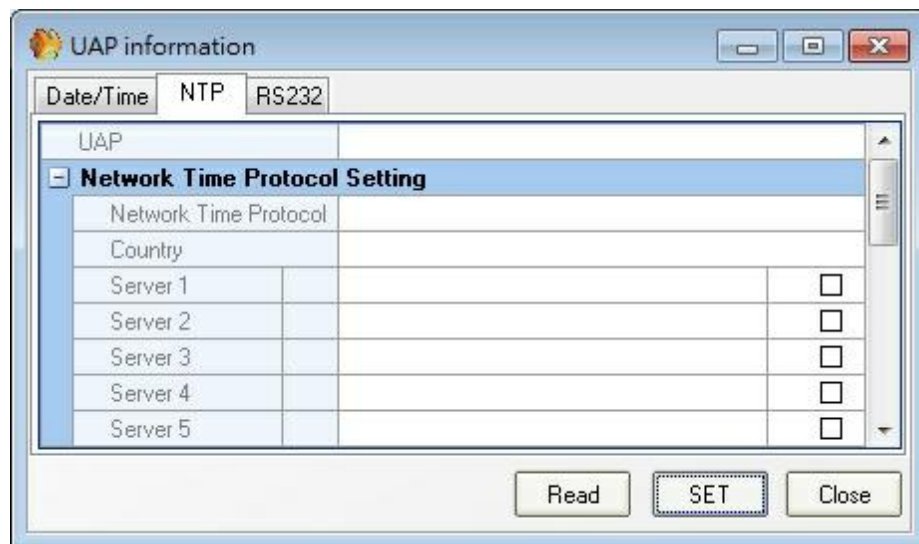
- Read: To see which settings are into each UAPG2 of the system
- Set: To load some settings changes

- Get Current Time: To get computer date and time directly.
- Time adjustment:

If you use the UAPg2 connected to internet, our advice is to synchronize the time with NTP protocol.

If you use the UAPg2 in stand alone, then the only way to adjust the time if needed is to use the parameter "Time error (Sec)".

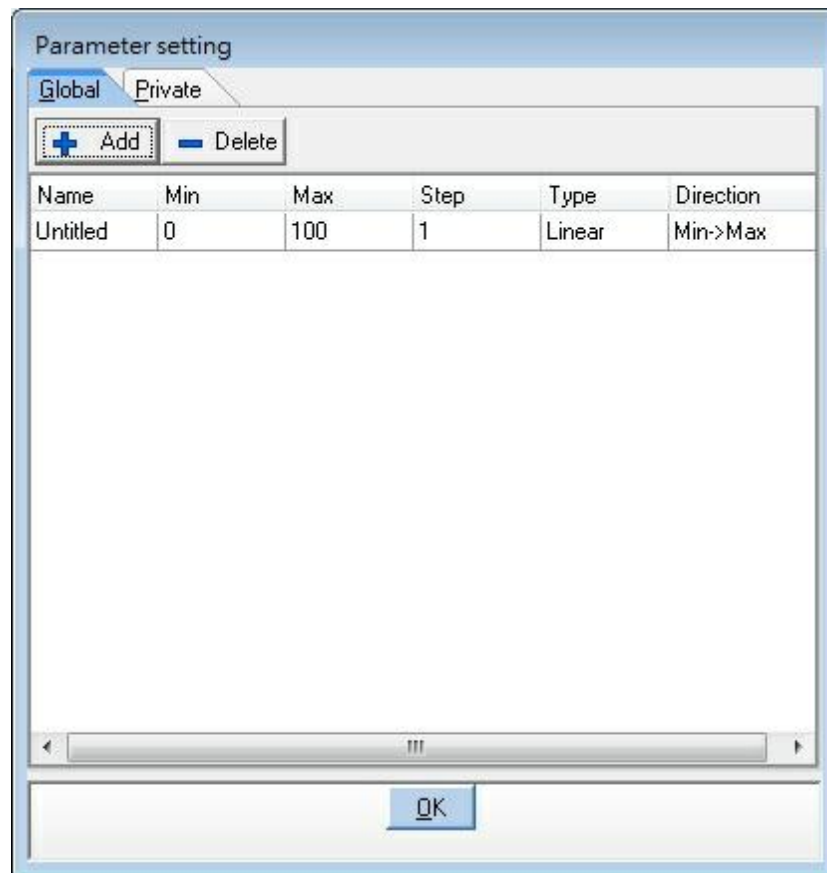
1. At first, set the time (from the PC or with NTP), and remember this time.
  2. Leave the machine working in stand-alone during one month.
  3. After one month, record the current time and see the formula.
  4.  $\text{Time Error(sec)} = (\text{current time} - \text{previous time}) / 30$ .
  5. Set time error sec in machine configuration.
  6. Every day at 00:00, the machine will automatically increase/decrease the time(calibration time).
- RS-232 SET: Set the RS232 communication, Baud rate, parity, Stop bit and connected target.



- Read: To see which settings are into each UAPG2 of the system.
  - Set: To load some settings changes.
- NTP: Set the UAPg2 to have the date/time updated in real-time by the NTP servers. NTP means Network Time Protocol.



- Read: To see which settings are into each UAPG2 of the system.
  - Set: To load some settings changes.
- Parameter Setting:
    - Opens the Parameter setting window (floating window)
    - This window is applied to setting the parameter of dsp elements with maximum and minimum value.
    - There are two tab sheets:
      - Global:
        - Here you can define a range or specifics values and give a name to this specific range then in the Private tab you can assign this specific range to specific component.



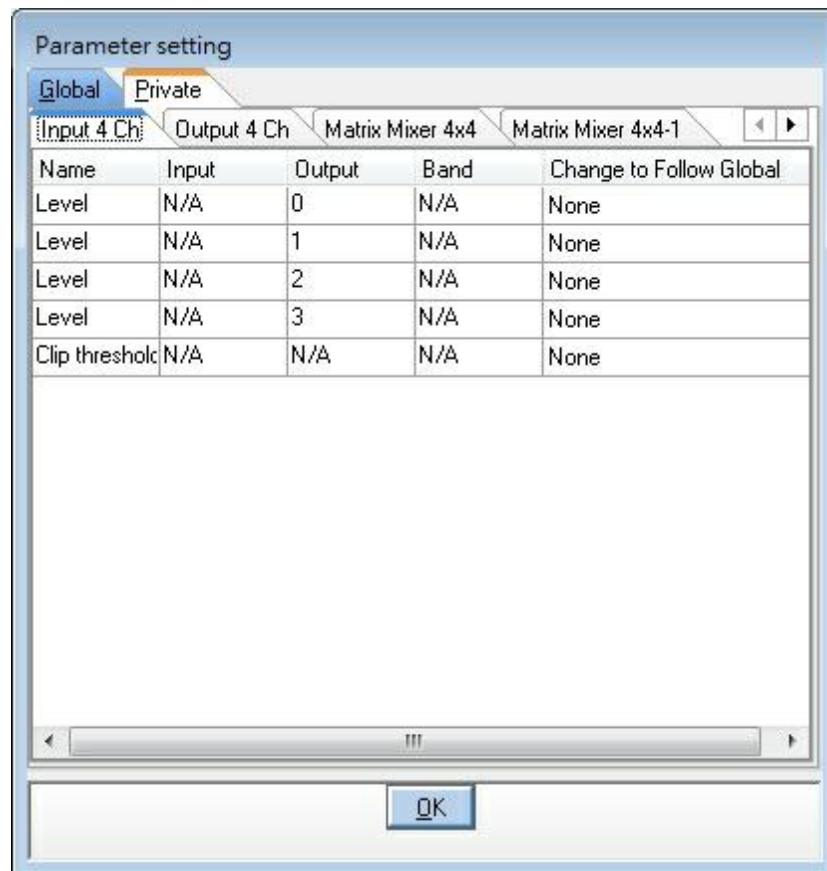
The image shows a 'Parameter setting' dialog box with two tabs: 'Global' and 'Private'. The 'Global' tab is active. Inside the dialog, there are two buttons: '+ Add' and '- Delete'. Below these buttons is a table with the following data:

Name	Min	Max	Step	Type	Direction
Untitled	0	100	1	Linear	Min->Max

Below the table is a large empty rectangular area, and at the bottom is an 'OK' button.

- Private:

Here you can assign specific range (define in global) to a component in the design.

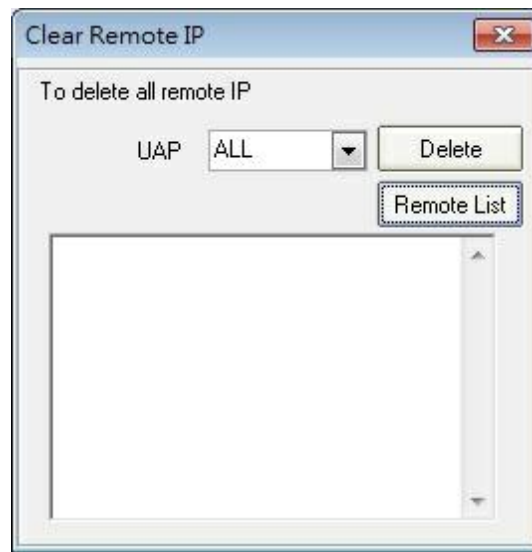


For example if there is a element ranged from 20 to -90, if we add a row on the Global tab and set maximum as 50 and minimum as 0 then give it a name "mm". Next, change to private tab and select the "mm" item in Change to follow global and click ok. The element will have a new maximum 50 and minimum 0 now.

- Clear Remote IP:

Opens the Parameter setting window (floating window)

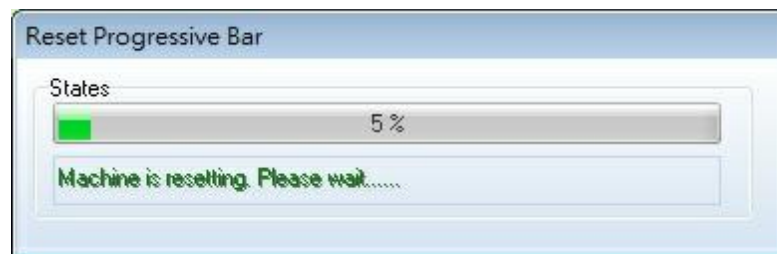
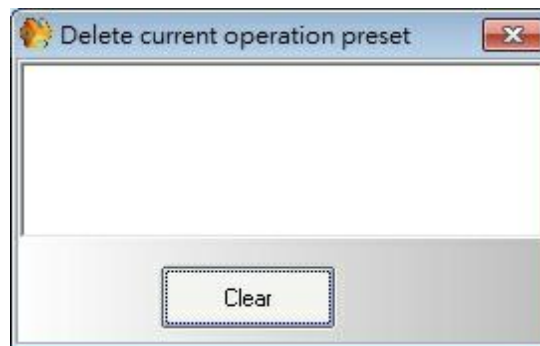


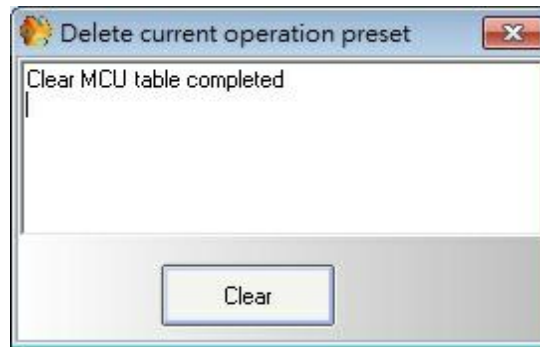


Clear the IP addresses of the remote devices (PPM, URC) connected to the selected UAPG2 (s). If you add new remote device or change something in the system you may have to clean all IP addresses and re-give addresses (Search process in the remote list window: sheet 41). Click on Delete several time.

- Delete Current Operation Preset

Opens the Delete Current Operation Preset window (floating window)

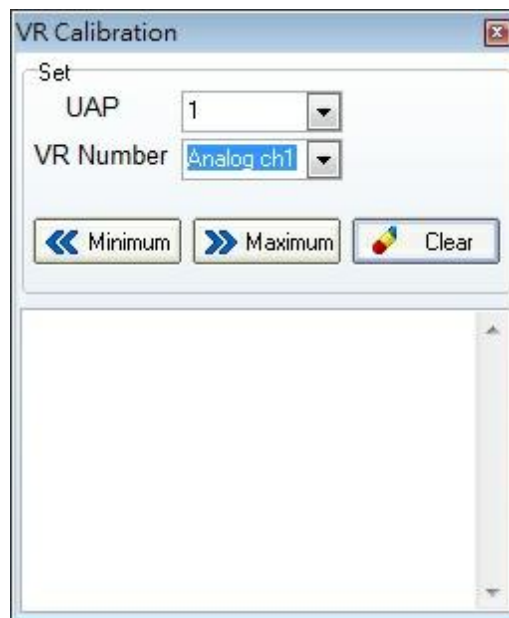




Clean the memory (design) of the connected UAPG2. This feature is useful when the UAPG2 have strange behaviours due to a error during data transfers or an old improper design.

- VR Calibration:

Opens the VR Calibration window (floating window)

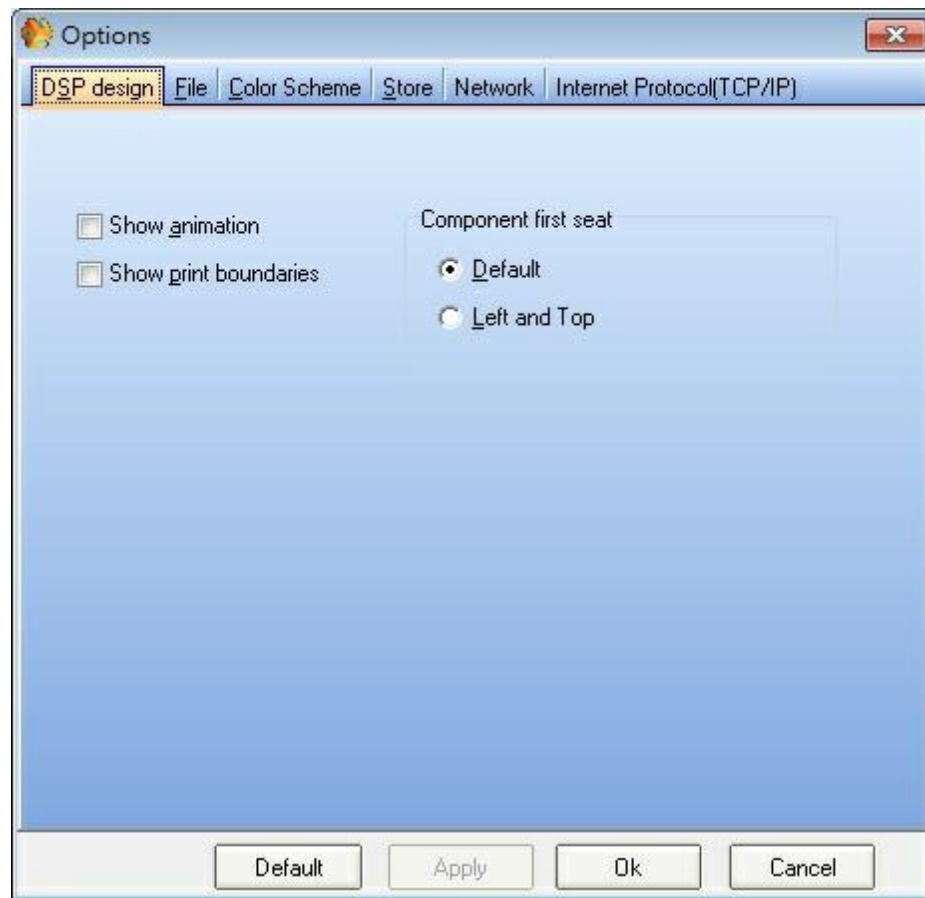


Here you calibrate all the remote potentiometer (Variable Resistors) connected in the control inputs (defined as analogue inputs) and the 8 front knobs of the UAPG2.

Simply choose the UAPG2 of the system and the control input (or the front knob) then put it at the minimum and click on [Minimum]'s button then put the potentiometer (or the front knob) to the maximum and press the [Maximum]'s button. After that switch off/on the UAPG2 and the potentiometers are calibrated.

- Options:

Opens the options window (floating window)



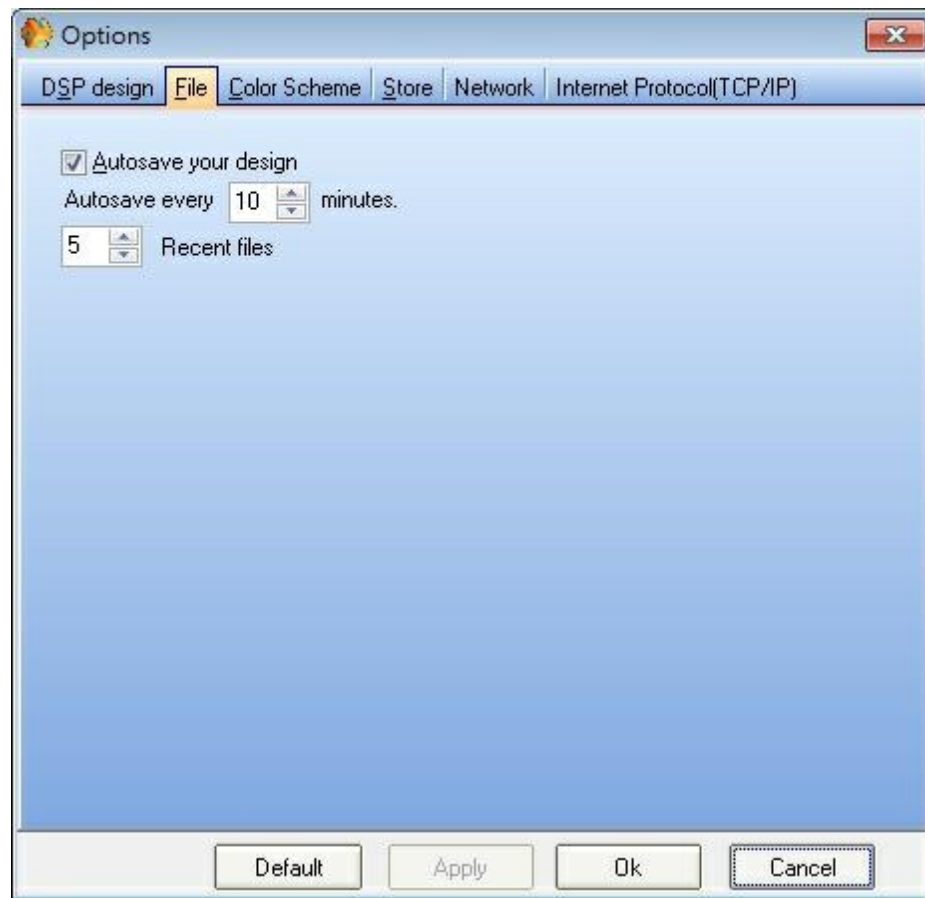
This option window contains 6 different tabs. Here are the details of each tab:

- DSP design(see the picture above):

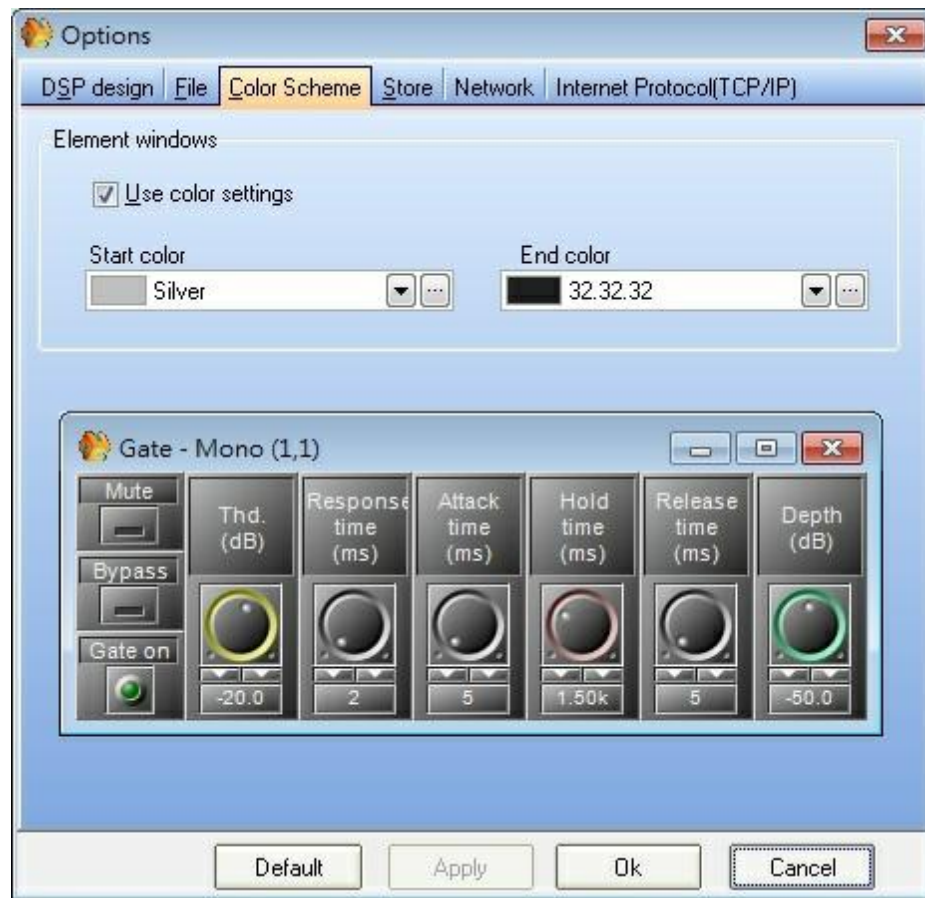
Active some option regarding design (working area):

1. Show animation, the Icons are animated.
2. Show print boundaries, you will see on the working area the limits of each page. So you can be sure that your design is not between two pages if you want to print it.
3. Component first seat, when you drag and drop the component from the component system windows (design component area) you can choose either that every components are put on top left or are put where your mouse is when you release the right button after drag and dropping.

- File:

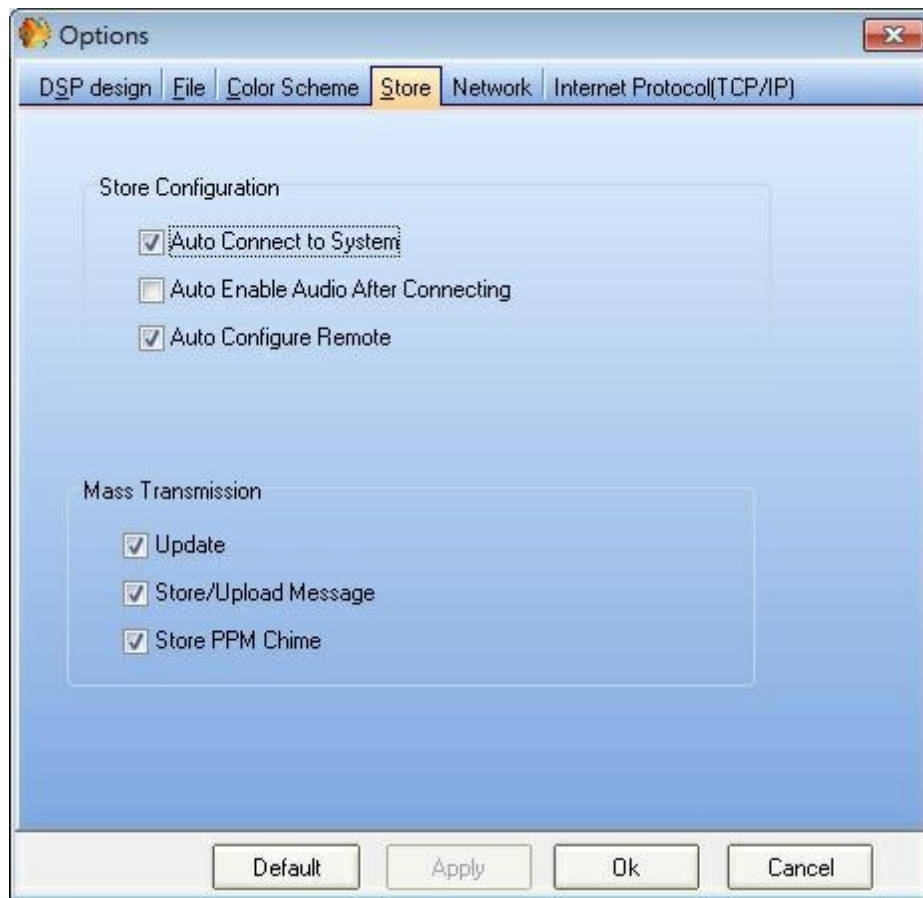


1. Autosave your design, notch it if you want that UAPG2 software auto save your current project
  2. Autosave every XX minutes, choose the time between two project saves
  3. YY recent files, Choose the number of files which will be accessible from the "recent files" option in the [file menu](#).
- o Color Scheme:



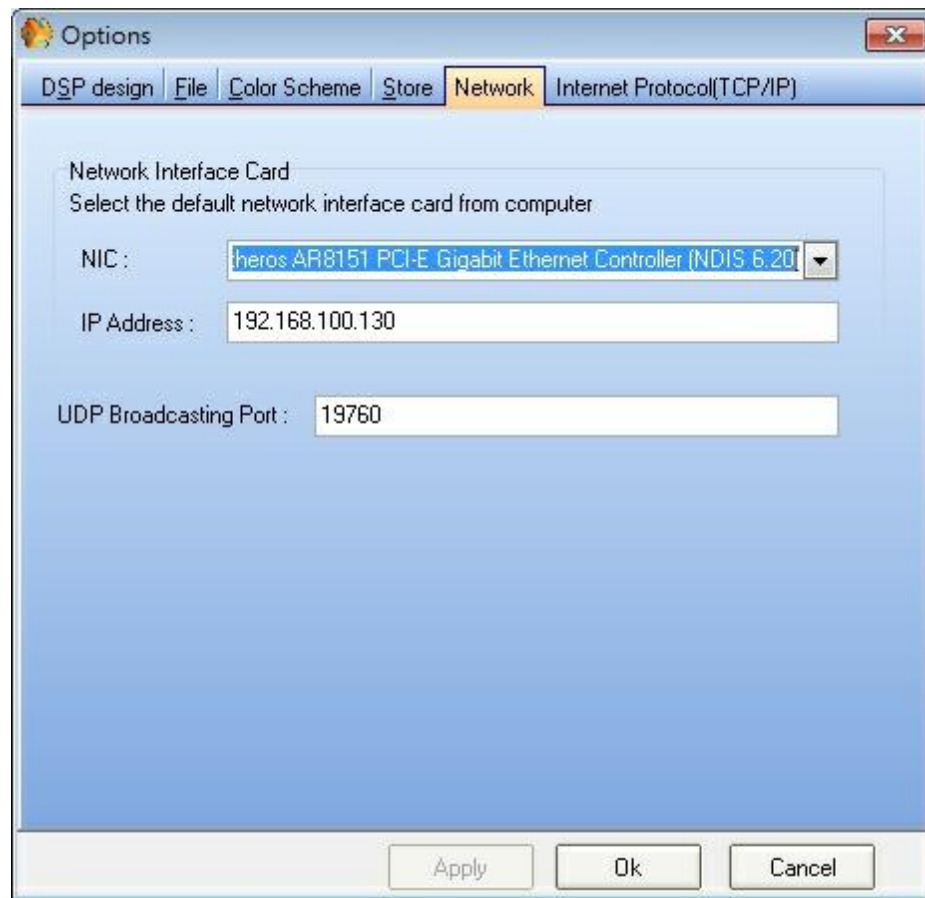
Change the color of the audio component windows.

- o Store:

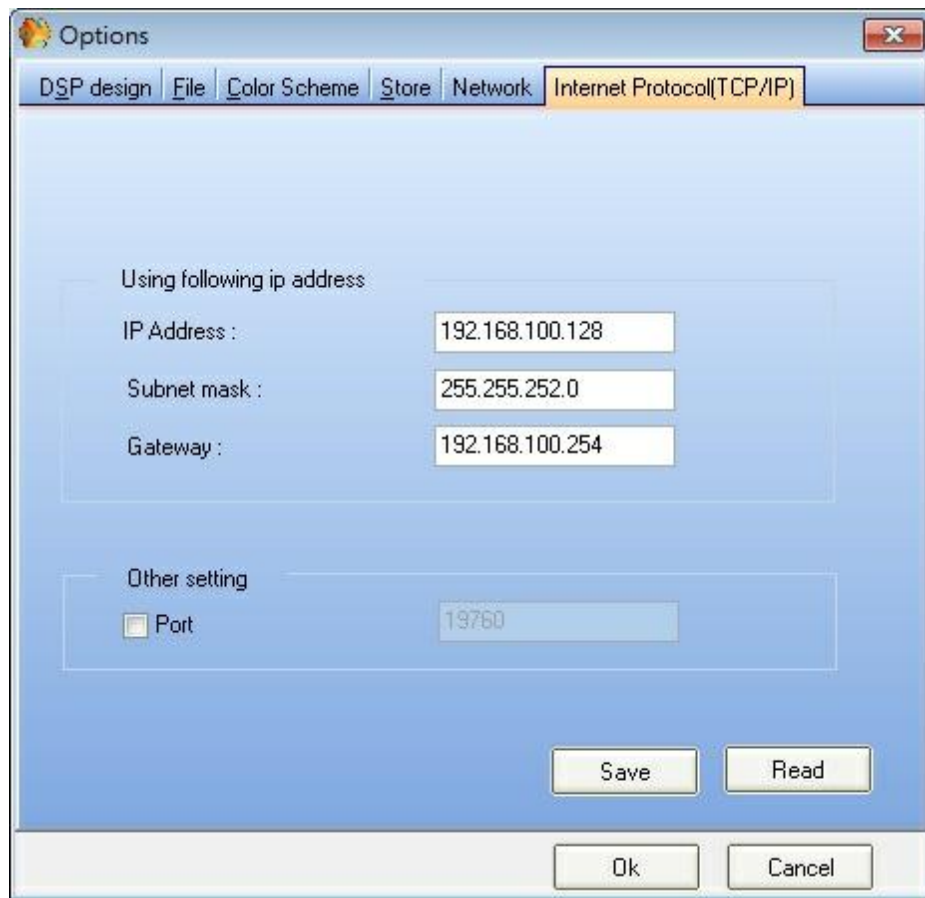


1. Auto Connect to system, notch it if you want that UAPG2 software auto connect after uploading a design file into UAPG2 system. If you do not active this option a message box will appears asking you if you want to connect or not.
2. Auto enable Audio after connecting, notch if you want that audio can go out from UAPG2 after uploading a design. If you do not active this, a message box will appears asking you if you want to order audio enable.
3. Auto configure remote, If you have remote devices (PPM, URC) the software will ask you if you want to configure them each time you upload (store) a design file. By activating this option the configuration will be automatic.

o Network:



1. NIC, Define which net-card of your computer is used by the UAPG2. Be sure the right card is used. If you are connected directly be sure that is not the WIFI card which are define here.
  2. IP Address gives you the IP address used by your Net-card. By default UAPG2 is set on address: 192.168.100.XY, be sure your computer is also set on this network and be sure the computer is not using the same as a UAPG2. To be sure use 192.168.100.1 for your computer.
  3. UDP Broadcasting Port, be sure to use same UDP port between your computer and UAPG2... (Try as possible to keep the 19760)
- Internet Protocol (TCP/IP):



Here are options to change default TCP/IP parameters. Be sure you know TCP/IP basics and use to change settings. You can change IP parameters of UAPG2 here.

Here for example the address of the UAPG2 is: 192.168.100.6

- Establish Ethernet Link:

Opens the IP Setting window (floating window)



When you want to use UAPG2 system you have first to open communication (Ethernet link) between your computer and the UAPG2 system.

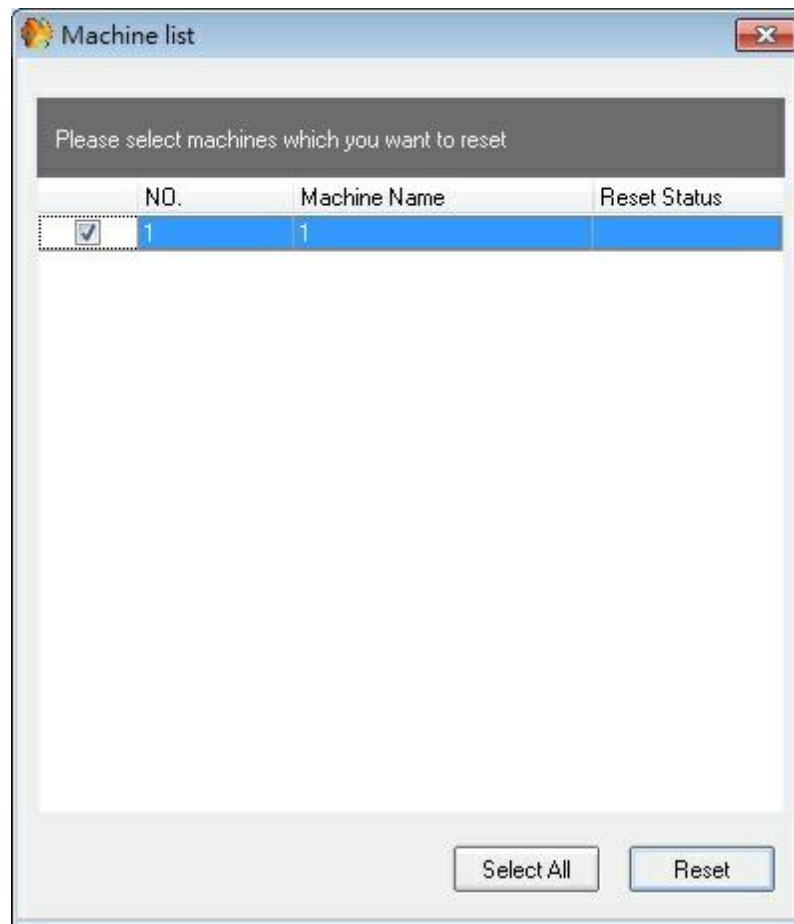
1. If you do not know the UAPG2 IP address click on [search]. Be sure to be on right network: 192.168.100.XY (factory settings)



2. If you know the IP address enter it and click [connect]

- Reset:

Opens the Machine List windows (floating window)



You can select a UAPG2 of your system and reset all the parameters. Use it if you have some trouble with your system and you do not know why.

- Configure machine IP:

Opens the UAPG2 Machine Configuration windows (floating window)



This options is used when you use linked UAPG2 (A system of UAPG2) in order to get and set the order of the several devices on the network (give a unique number to each UAPG2, identification number)

Write the numbers of UAPg2 under "Machines Count", and then click on [Configure]. Wait until you see a proper Net status.

### 5.1.13 Lock

In this topic you will find windows related to secure the software when you leave it. You have the possibility to lock the software in order to prevent unwanted use when you are away from it.

The Lock menu contains the following items:



- Lock



Block the computer. First define a password by clicking "Password Setup" Then click "Lock".

To unlock software, click [Unlock] button. And enter the password defined in the password setup window.

**Note:** you have to re-define a password each time you lock the software.

- Password Setup



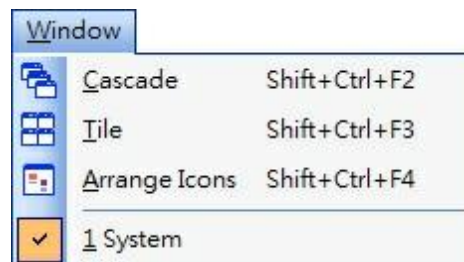
Choose a password to lock Software.

You will have to enter a password each time you want to lock software.

### 5.1.14 Window

In this topic you will find tools to re-arrange windows or find hidden opened windows.

The Window menu contains the following items:



- Cascade

Arrange every opened window in cascade mode.

- Tile

Arrange every opened window in tile mode.

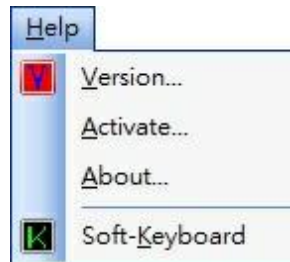
- Arrange Icons

If you have a lot minimized windows everywhere on the working area, this Items will arrange them.

### 5.1.15 Help

In this topic you will find some features.

The Tools menu contains the following items:



- Version

Opens the Version window (floating window)

This window allows you to know which versions are installed into UAPG2, PPM, URC and which version has to be used with the current software.

If the version is displayed in red it means the version is mismatching and you will have to update the UAPG2 o

- Activate

This feature is not used in Europe. You do not have to activate your product when you receive it.

- About

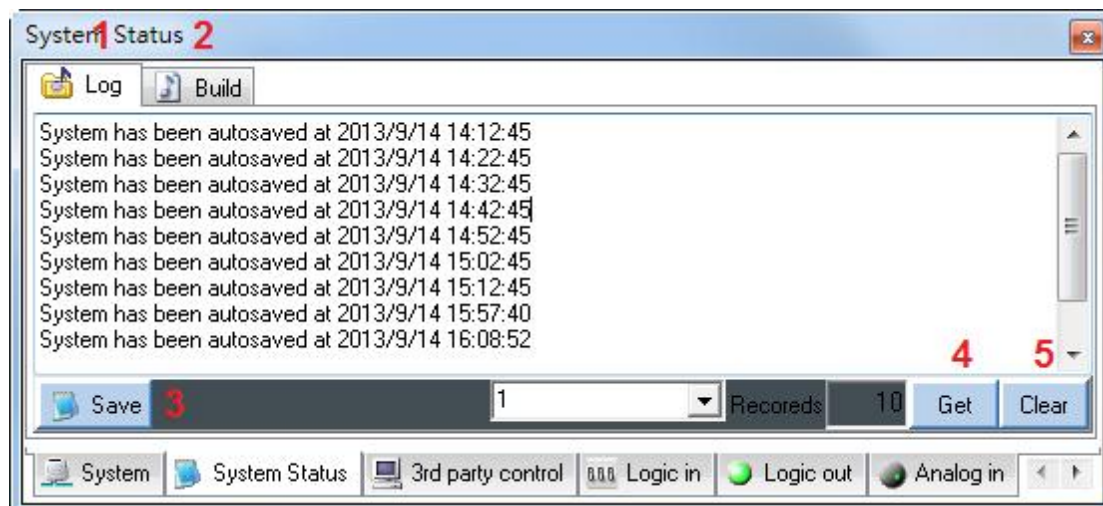
Some information about the software.

- Soft-Keyboard

Opens a Soft-Keyboard in order to use UAPG2 software with touch screen computer or with computer without

## 5.1.16 System Status

This function allows users to read the log of the UAP G2 Audio Processor.



1 Log

Display the system log data in the below table.

2 Build

Display data whether there's any fault on [Compile] procedure.

### 3 Save

In case of sending the log data to your technician, click the [Save] button to generate a .txt file.

### 4 Get

Click to show the system log data.

### 5 Clear Log

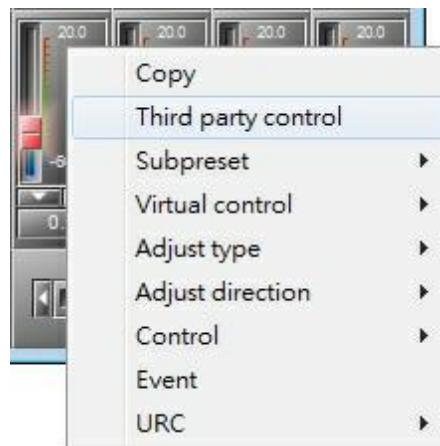
Click to clear the system log data.

## 5.1.17 3rd Party Control

### ❖ Use Third party Control

Select the adjustments you want to pilot with third party control:

1. Double click on the component's icon then right click on the adjustment you want to control and select > Third party control.



2. Repeat this step for each adjustment you want to control.
3. Then open the third party control window: > View > 3rd party control.

3rd party control								
<input type="checkbox"/> Not Check sum <input type="checkbox"/> Not Command answer								
Element Information							Command control	
LAP	Component	ID	Element	Input	Output	Band	Command_id	Command
1	Output B	1	Level	1	N/A	N/A	C001	...
1	Output B	1	Level	2	N/A	N/A	C002	...
1	Output B	1	Level	3	N/A	N/A	C003	...
1	Output B	1	Level	4	N/A	N/A	C004	...

You can change the command ID in the Command\_id field, in order to make the names of

parameters more explicit. (for example C001 --> INP1) Command\_id must be 4 characters long.

3rd party control

☐ Not Check sum ☐ Not Command answer

Element Information							Command control	
LAP	Component	ID	Element	Input	Output	Band	Command_id	Command
1	Output B	1	Level	1	N/A	N/A	OUT1	...
1	Output B	1	Level	2	N/A	N/A	C002	...
1	Output B	1	Level	3	N/A	N/A	C003	...
1	Output B	1	Level	4	N/A	N/A	C004	...

3rd party control

3rd party control

☐ Not Check sum ☐ Not Command answer

Element Information							Command control	
LAP	Component	ID	Element	Input	Output	Band	Command_id	Command
1	Input A	1	Level	N/A	1	N/A	INP1	...

To see which frame you have to send from the third party controller to pilot the UAPG2, simply click on the three dots ( ...) in the Command field.

C001

Command Type	Command frame					Packet
	STX	Command	EXT	CS	CR	
Increase	0x02	IC0010	0x03	333	0x0D	02494330303130034D0D
Decrease	0x02	DC0010	0x03	328	0x0D	0244433030313003480D

Command Type	Command frame					Packet
	STX	Command	EXT	CS	CR	
Read	0x02	RC001	0x03	294	0x0D	02524330303103260D
Write	0x02	WC0010	0x03	347	0x0D	0257433030313003580D

Move the cursor on the left to see how to change value. For example: if you want to increase volume of the parameter C001 by step of 2 dB the "command" frame is IC0012.

For all the received command, the UAP acknowledge with ACK (0x06) or DLE (0x10 ).

C001

Command Type	Command frame					Packet
	STX	Command	EXT	CS	CR	
Increase	0x02	IC0012	0x03	335	0x0D	02494330303132034F0D
Decrease	0x02	DC0012	0x03	330	0x0D	02444330303132034A0D

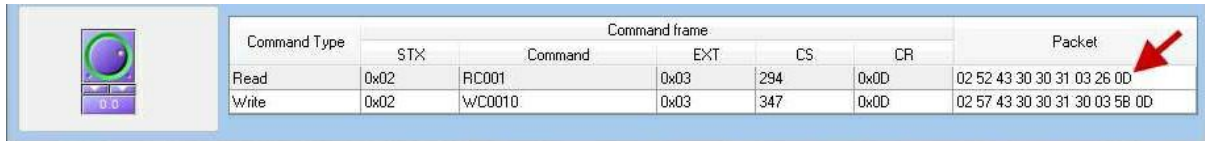
Command Type	Command frame					Packet
	STX	Command	EXT	CS	CR	
Read	0x02	RC001	0x03	294	0x0D	02524330303103260D
Write	0x02	WC0015	0x03	352	0x0D	0257433030313503600D

⚠ Each preset has its own third party command. For example, the packet for increasing the level of input A1 in the preset 1 is different with the packet for input A1 in preset 2.

## ❖ Read a Parameter Value

In this example, the third party window of command C001 displays the packet which must be sent to read the level value.

STX=0x02, ETX=0x03, CR=0x0D



Command Type	Command frame					Packet
	STX	Command	EXT	CS	CR	
Read	0x02	RC001	0x03	294	0x0D	02 52 43 30 30 31 03 26 0D
Write	0x02	WC0010	0x03	347	0x0D	02 57 43 30 30 31 30 03 5B 0D

In HEX format: [TX] - 02 52 43 30 30 31 03 26 0D

In DECIMAL format: [TX] - <STX> RC001 <ETX> & <CR>

Here you can see the response of the UAP (in this example the result is +09,9 dB).

In HEX format: [RX] - 02 52 43 30 30 31 2B 30 39 2E 39 03 0D

In DECIMAL format: [RX] - <STX> RC001+09.9 <ETX> <CR>

## ❖ Checksum calculation

The checksum is the sum of all data between STX and ETX. And keep only the least significant byte.

In the following example:

Command Type	Command frame					Packet
	STX	Command	EXT	CS	CR	
Read	0x02	RC001	0x03	294	0x0D	02 52 43 30 30 31 03 26 0D
Write	0x02	WC0010	0x03	347	0x0D	02 57 43 30 30 31 30 03 5B 0D

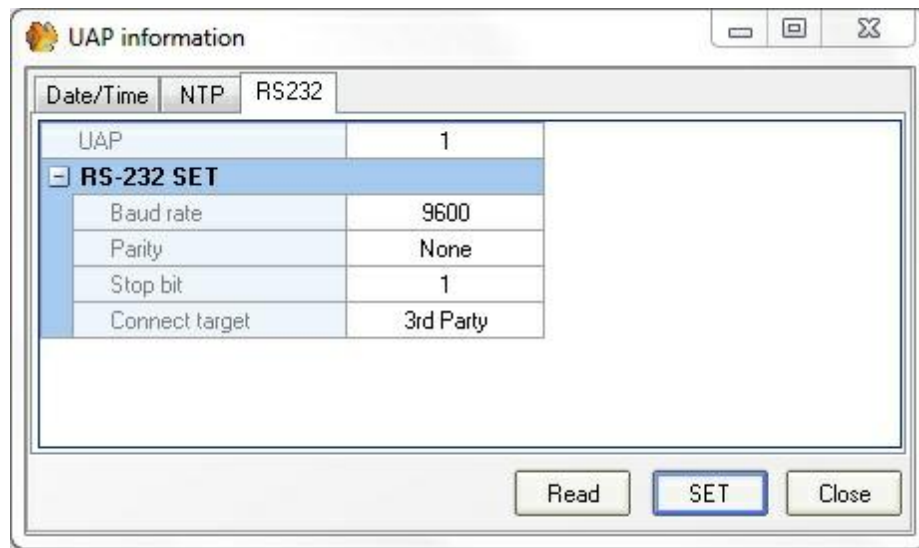
Data = WC0010 = 57 43 30 30 31 30 (in hexa)

Sum of Data (in hexa) = 57+43+30+30+31+30 = 15B

Checksum = the least significant byte of 15B = 5B

## ❖ Set RS232 Third party control parameters

Select Tools > Machine configuration



Click [Read] to load the UAP G2 values, if you want to change values and load it into the UAP G2 click [SET]

To set RS232 click on each serial parameters field "Baud rate", "Parity", "Stop bit" and choose the setting in accordance with your third party device.

You can use the RS232 connection for two tasks:

1. To control UAP G2 with a third party controller (Vity, Crestron, AMX, etc.).
2. To select the type of task, select in the "Connect target" field between IDA4 and 3rd party  
Note: These settings are also applied on the Ethernet 3rd party.

#### ❖ Use third party over IP

Since UAP G2 software version 1.0.4.65, the UAP G2 can be control by third party equipment, through the IP network.

Both third party over RS232 and UDP/IP work together.

The way to define the third party control is the same as with RS232. Please read "Define third Party control" chapter on page 108.

##### • On UAP side:

There is no parameter to set on the UAPg2. You just need to know the IP address of the UAP G2.

The UDP port used is always 19761.

##### • On the third party device:

The IP address of the third party device must be on the same network than the UAP G2 ( by default 192.168.100.x). If not, the IP routers must be set to establish links between the different networks.


The UDP port used is always 19761.

Example:

As example, I use UDP Test Tool software which is free on internet. In the third party window,

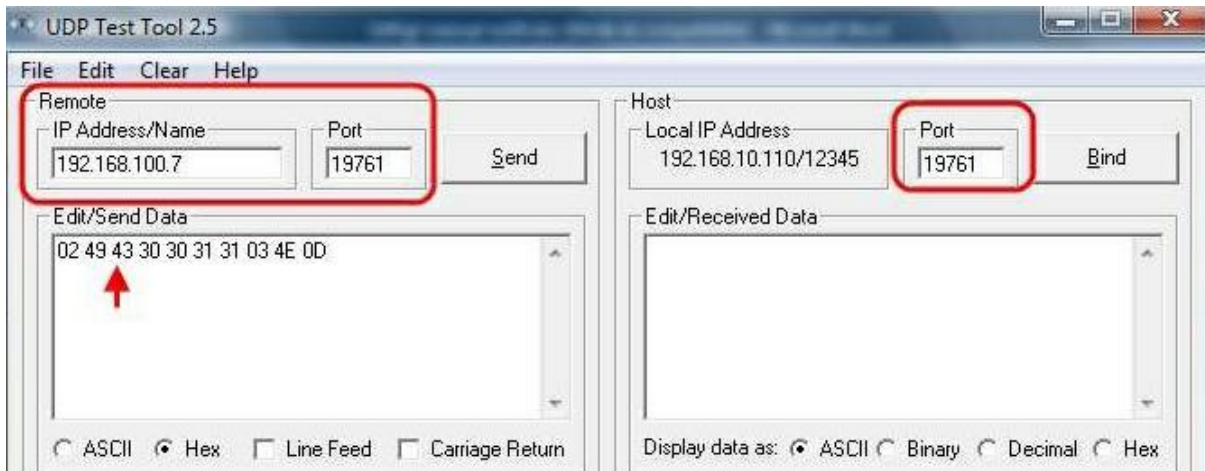


copy the string of the command.



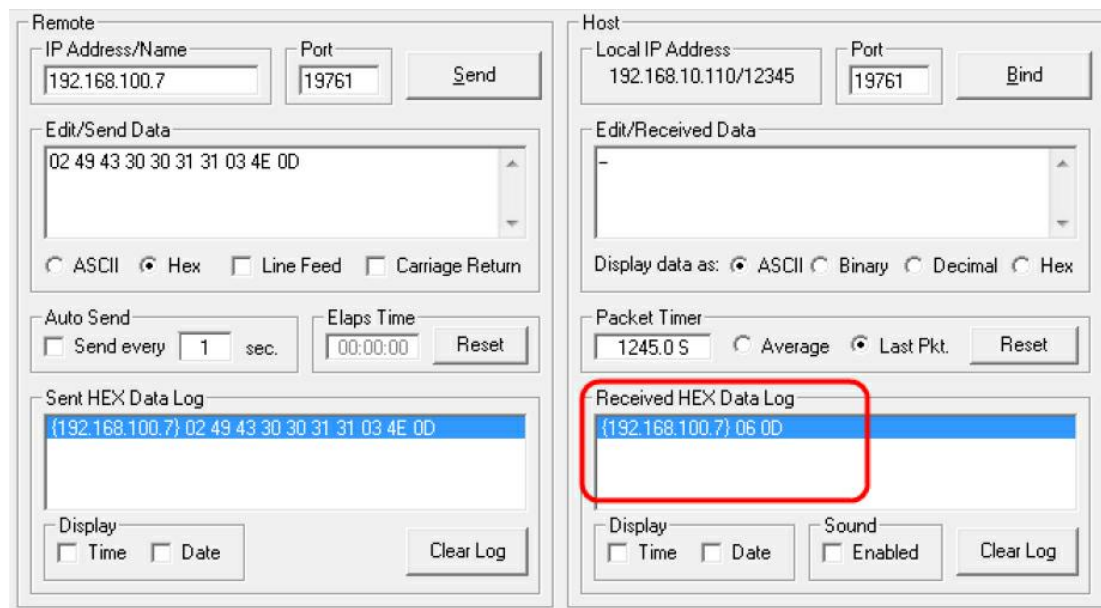
Command Type	Command frame					Packet
	STX	Command	EXT	CS	CR	
Increase	0x02	IC0011	0x03	334	0x0D	02 49 43 30 30 31 31 03 4E 0D
Decrease	0x02	DC0011	0x03	329	0x0D	02 44 43 30 30 31 31 03 49 0D

In the third party device, set its IP address to be on the same network then the UAP. Write the UAP IP address as remote IP, with UDP port 19761. The local UDP port is the same, 19761.



Now you can past or write the command string in the Data area.

Then click on "Send" to send the string to the UAP. You can see the answer in the received data area.



The UAP answer "06 0D" as acknowledge, otherwise it answer "10D" or nothing.

You can also use the test command "02 54 03 54 0D". The UAP will just acknowledge if the connection is working.



This test software is limited for Checksum max. up to 7D, If it's bigger than 7D, it will result error.

So if you want test some function with checksum bigger than 7D, Set UAP command only with "NOT Checksum".

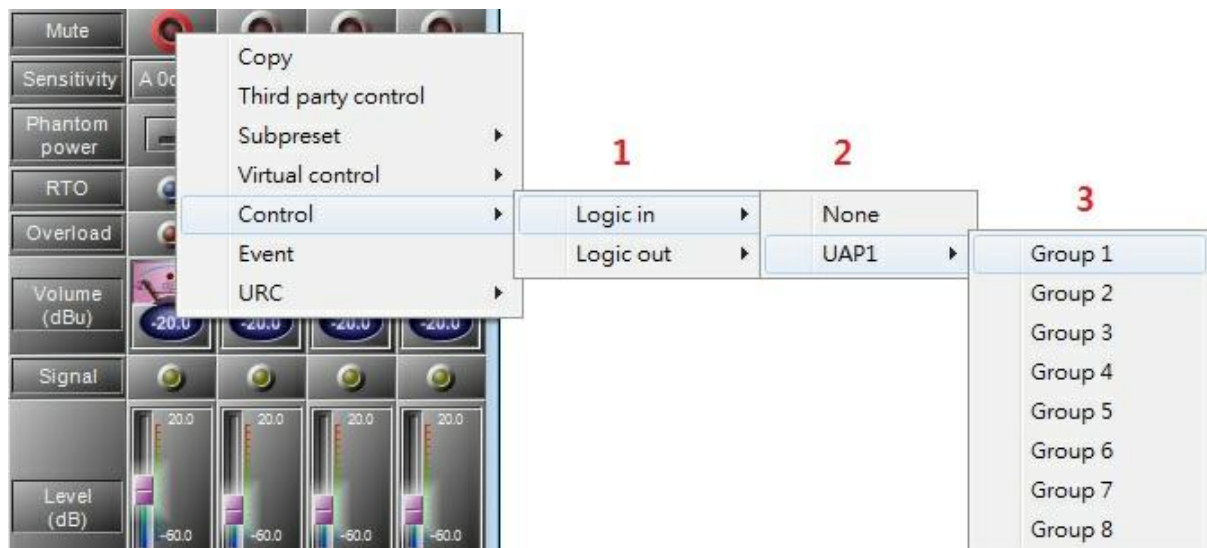
3rd party control	
<input type="checkbox"/> Not Check sum	<input type="checkbox"/> Not Command answer

### 5.1.18 Logic Inputs

The analogue/logic input must be set as TTL IN in the external settings.

Each used TTL IN must be assigned to a group to be available (Logic IN floating window).

Second step right click on the software adjustments you want to pilot with the control input and choose control option:



1. Type of control you can assign to this software control (adjustments).
2. Name of the UAPG2 in the system.
3. Connector channel number (FP = front panel knob).

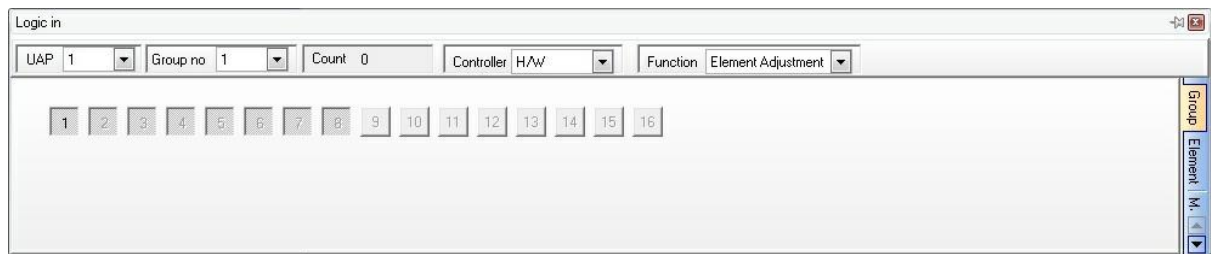
When you open the hardware contact this will active the selected software button.

If you want to active a parameter when the contact closes, then you have to use the event Management (in menu View), to create "Element control" event. Then you can assign this event either to an opened or closed contact.

#### ❖ Logic inputs in binary mode (group, only for selector component or presets selection)

The binary mode means use Logic inputs as "bit" for different choice. The analogue/logic input must be set as TTL IN in the external settings.

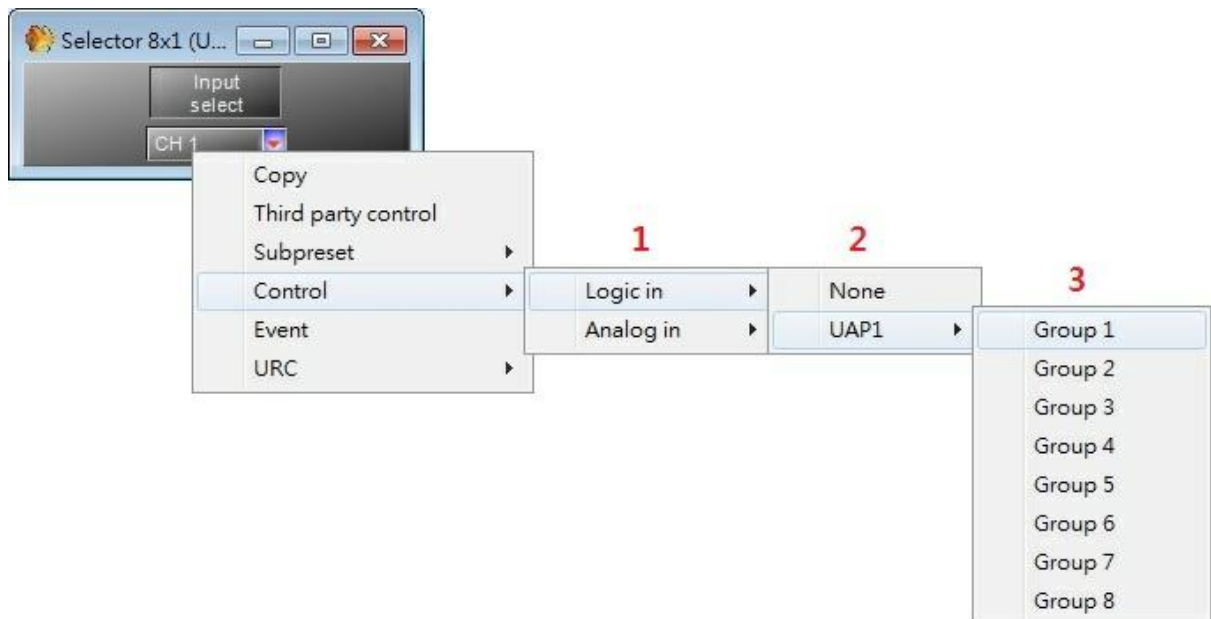
To use the TTL IN in binary mode, several TTL IN must be assigned to a group. Open the Logic IN floating window:



Assign several TTL IN to a group. In this example the TTL IN 2,3, and 4 have been unassigned to the group 2,3 and 4 (to make them free). Then all of them have been assigned to the group 1.

The TTL IN number in black means "TTL IN selected for the group".

Second step right click on the selector you want to pilot with the control input and choose control option:

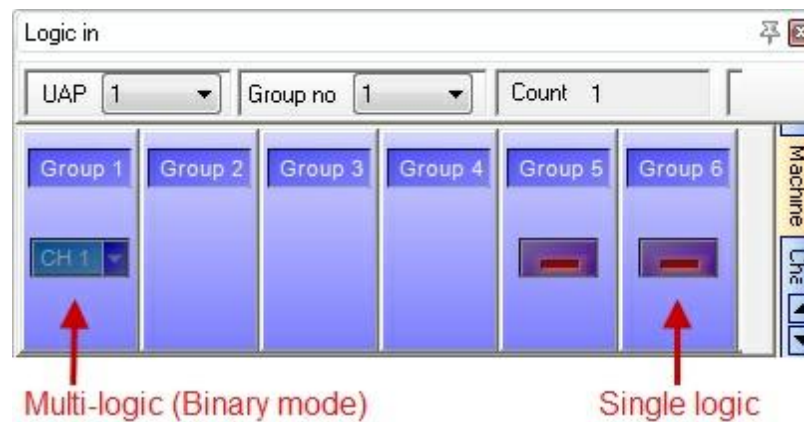


1. Select Logic IN.
2. Select the name of the UAPG2.
3. Select the "multi-logic" group .

The value of the controlled parameters will depend of the binary value of the group.

TTL IN 4 MSB	TTL IN 3	TTL IN 2	TTL IN 1 LSB	Binary value	Selector position
0	0	0	0	0000	1
0	0	0	1	0001	2
0	0	1	0	0010	3
0	0	1	1	0011	4
0	1	0	0	0100	5
0	1	0	1	0101	6
0	1	1	0	0110	7
...	...	...	...	...	...
1	1	1	1	1111	16

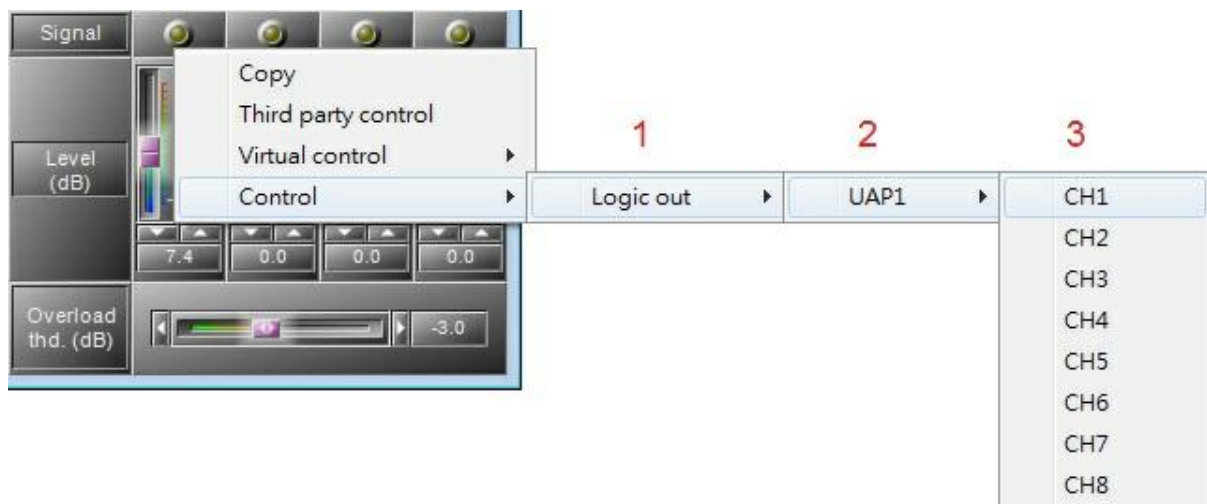
Now if you open the Machine tab of the Logic In floating window you can see the multi-logic selector



### 5.1.19 Logic Outputs



Right click on the software adjustments you want to pilot with the control input and choose control option:

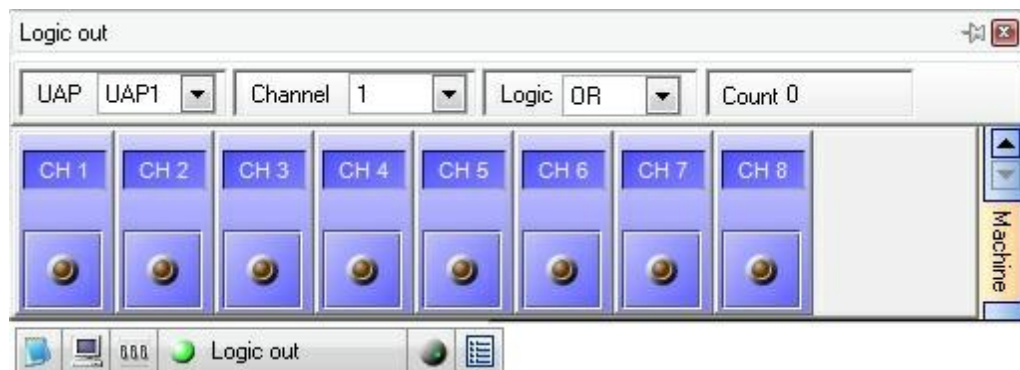


1. Type of control you can assign to this software LED.
2. Name of the UAPG2 in the system.
3. Connector channel number (here we have define control 9 to 16 as analogue input) FP = front panel knob.

These logic output are simple dry contact, there is no voltage on the output. The output contact is closed when the logical value is "1". It is open when logical value is "0".

For example, if the logical output is assigned to a "signal led", which lit when an audio signal is above the threshold (logical value = 1), so the output contact will be closed. And it will be open when there is no audio signal.

The "Machine" tab of the logic out floating window able to check the logical outputs.



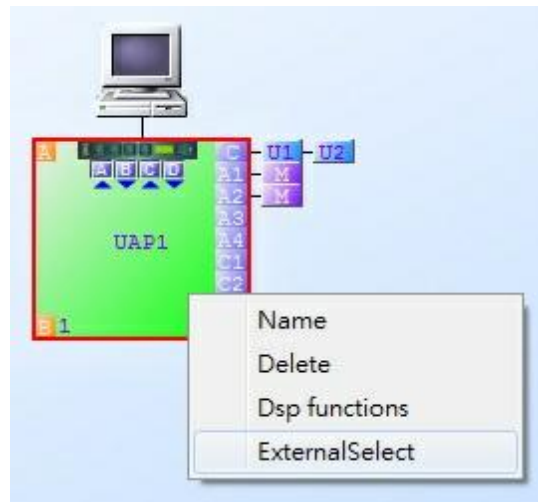
### 5.1.20 Analog In (Control Input)



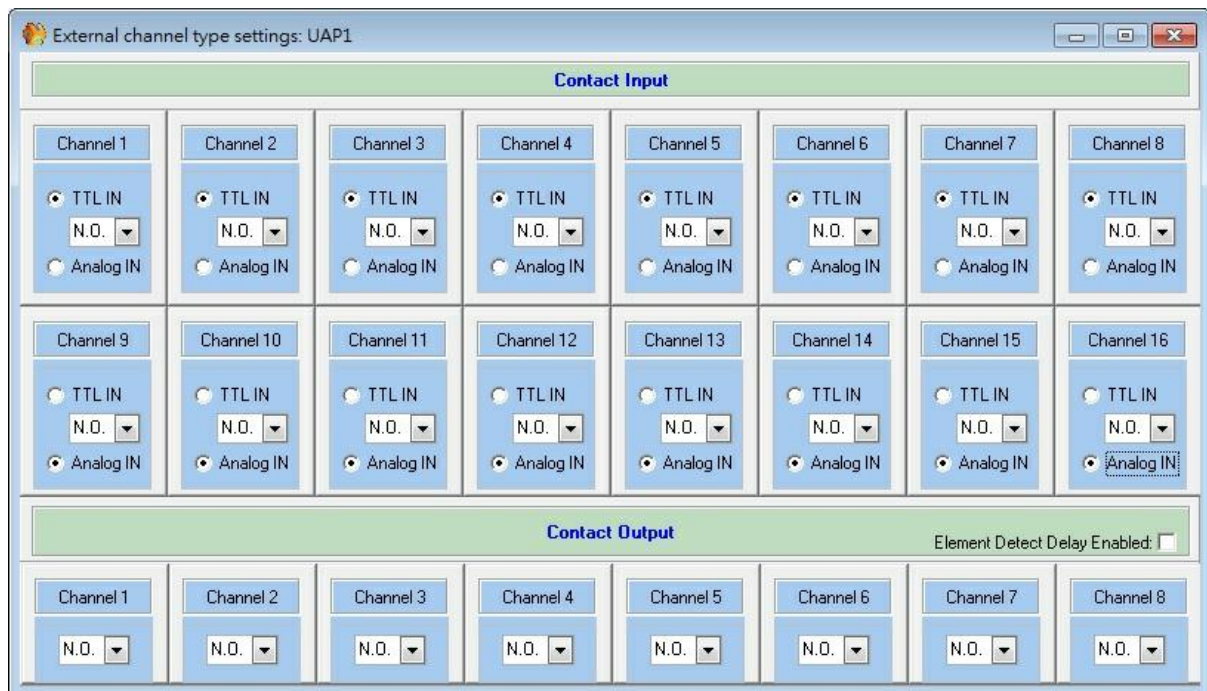
First you have to define if rear control input is logic or analogue input.

⚠ Make sure the system is fully connected to.

Right click on the desired UAPG2 (if you have several UAPG2 units in a system) and choose "ExternalSelect" option in the working area of the system window.



Then in the "External channel type settings: #name of the UAPG2#", select for each connector if it is a TTL IN (logic) or an Analogical IN.



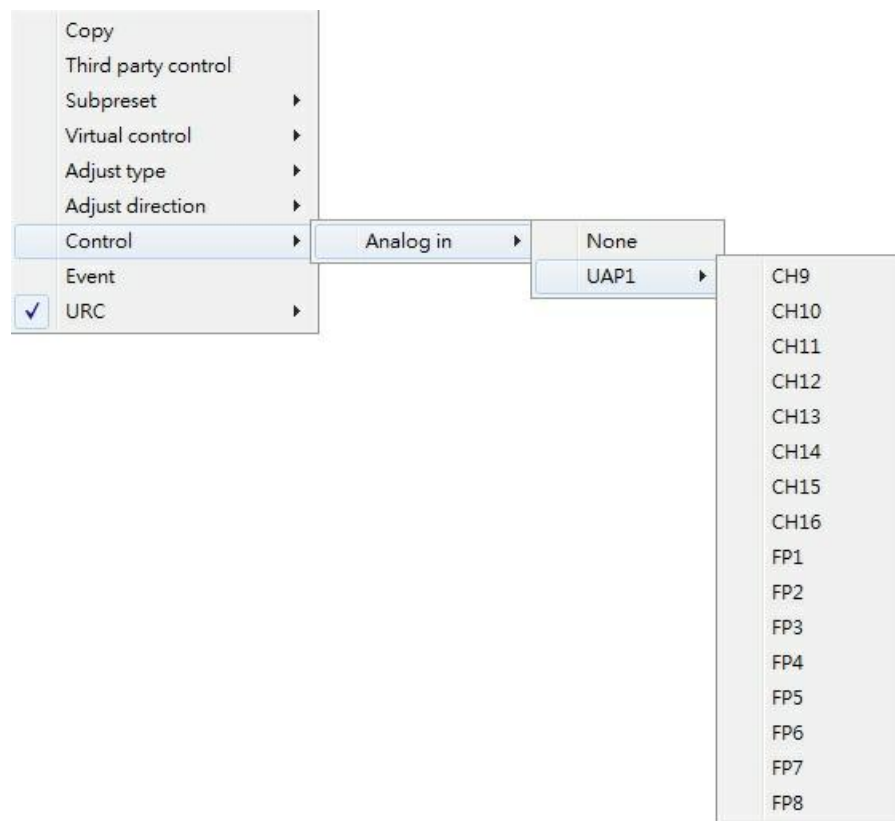
If you set the others channel ( 9 to 16 ) in TTL IN mode, than you have to configure the groups 9 to 16 in the Logic IN window (that means assign TTLin 9 to group 9, and TTLin 10 to group 10, etc).

⚠ You cannot switch the TTL and Analogue freely. The TTL IN must go before all the analog IN.

#### ❖ Analogue Inputs

Second step right click on the software adjustments you want to pilot with the control input and choose control option:



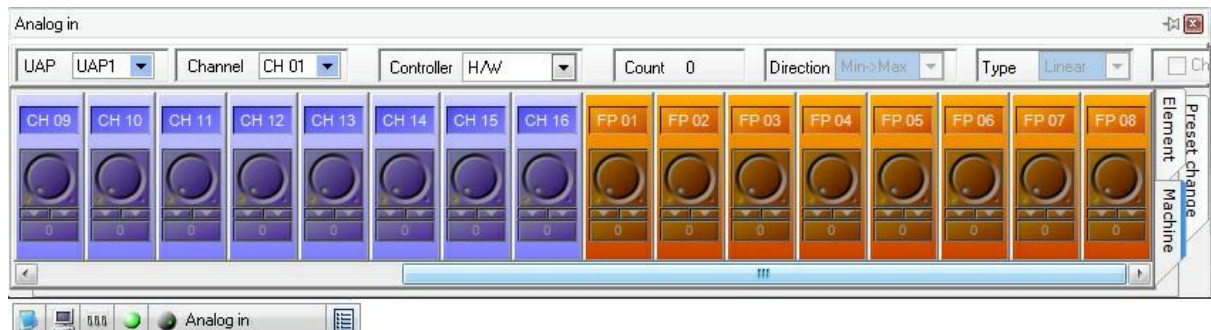


- Type of control you can assign to this software control (adjustments).
- Name of the UAPG2 in the system.
- Connector channel number (FP = front panel knob).

**Note:** An analogue input can control a component's parameter only if his corresponding component's input or output are linked to something in the design.

Don't forget to calibrate your external "variator resistance": Tools/VR calibration.

The "Machine" tab of the Analogue IN floating window able to check the analogue input.



### 5.1.21 Subpreset Elements

The Sub-Preset function allows the storing of values of different component elements (volume gain, frequency, mute, etc.) in one Sub-Preset. By loading a Sub-Preset, all of the elements associated will

take the predefined values. The Sub-Presets are different in each Master Preset and in each System (Device).

The idea is to create a Sub-Preset, define which element of which component you want to associate with the Sub-Preset, then to the elements to their target values, and then to memorize that in the Sub-Preset.



1 Sub-preset Combo Box

Select and switch to the desired sub-preset.

2 Sub-Preset:

List all the sub-preset.

3 Add / Delete:

Add a sub-preset.

4 Save:

Save a value of linked elements to the sub-preset. Those values are kept in the memory in the sub-preset.

5 Load:

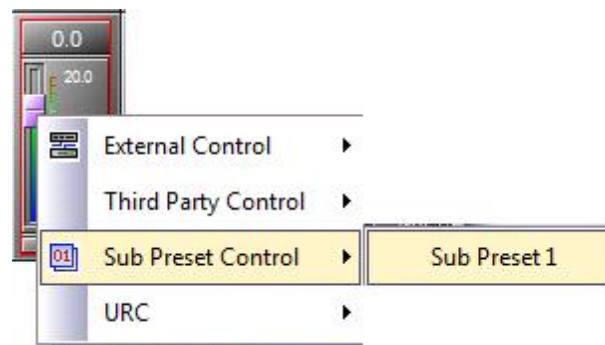
Load values from the storage of the sub-preset and set to linked elements.

Click on the [Add] button to create a new sub-preset setting, see the picture below,



❖ Assign an element to be controlled by sub-presets

Right click on the element of the component you want to control, and select your sub-preset.



❖ Table of linked elements



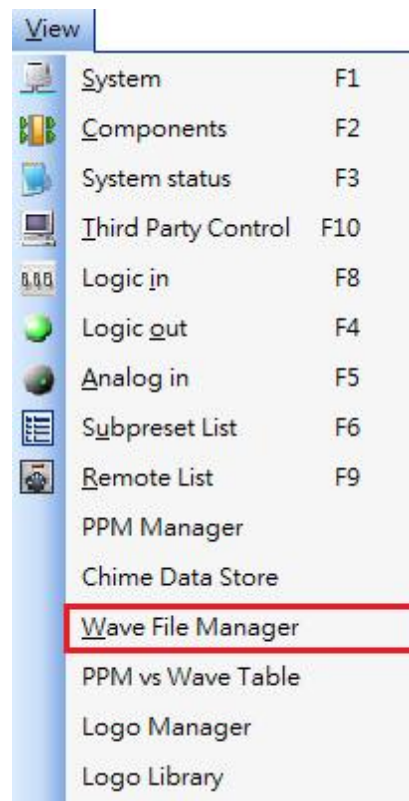
Subpreset elements						
Machine	Component	ID	Element	Input	Output	Band
1	Delay (Basic) 5ms	1	Delay time	N/A	1	N/A
1	Input A	1	Level	N/A	1	N/A

This table lists all elements controlled by the sub-preset. Each field is described in sections below.

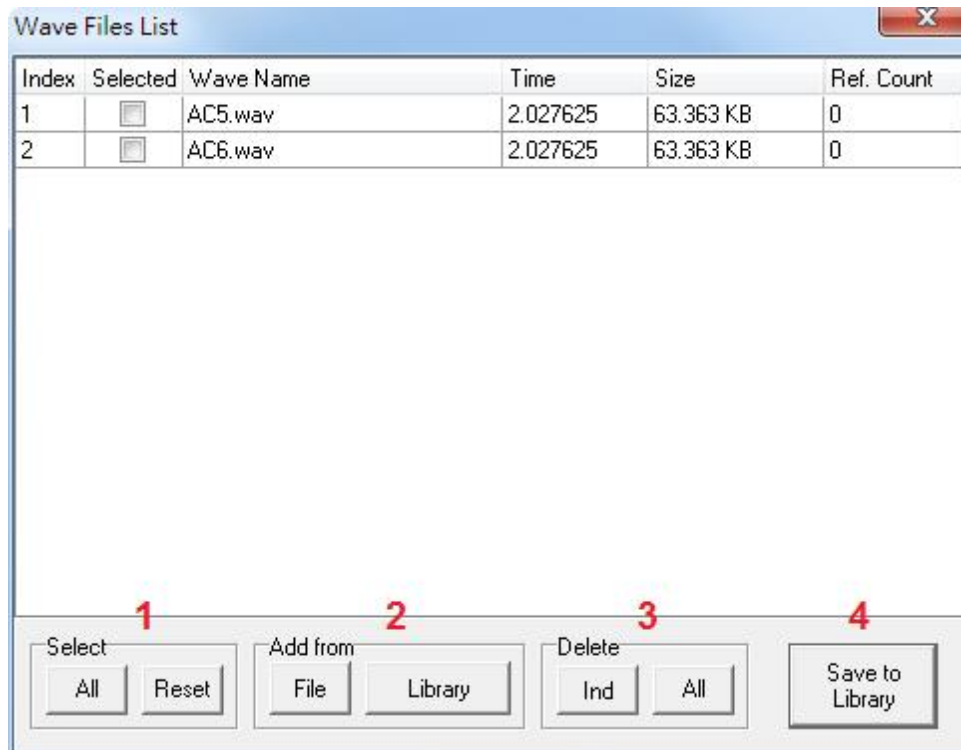
- Device  
Indicates the device containing the linked element.
- Component  
Indicates the component containing the linked element.
- ID  
Display the ID for component.
- Element  
The element could be controlled by the sub-preset.
- Input / Output / Band  
Three kinds of type to control the component.

### 5.1.22 Wave File Manager

- ❖ This function allows you to manage the Wave files stored in your device. By clicking menu [View > Wave File Manager] to open the control window.



❖ The menu of Wave File Manager contains in the following items:



1 Select

All / Reset: Select / Cancel all the selected file.

**2** Add from

File / Library: Click to add a new file from the PC or from Wave Library.

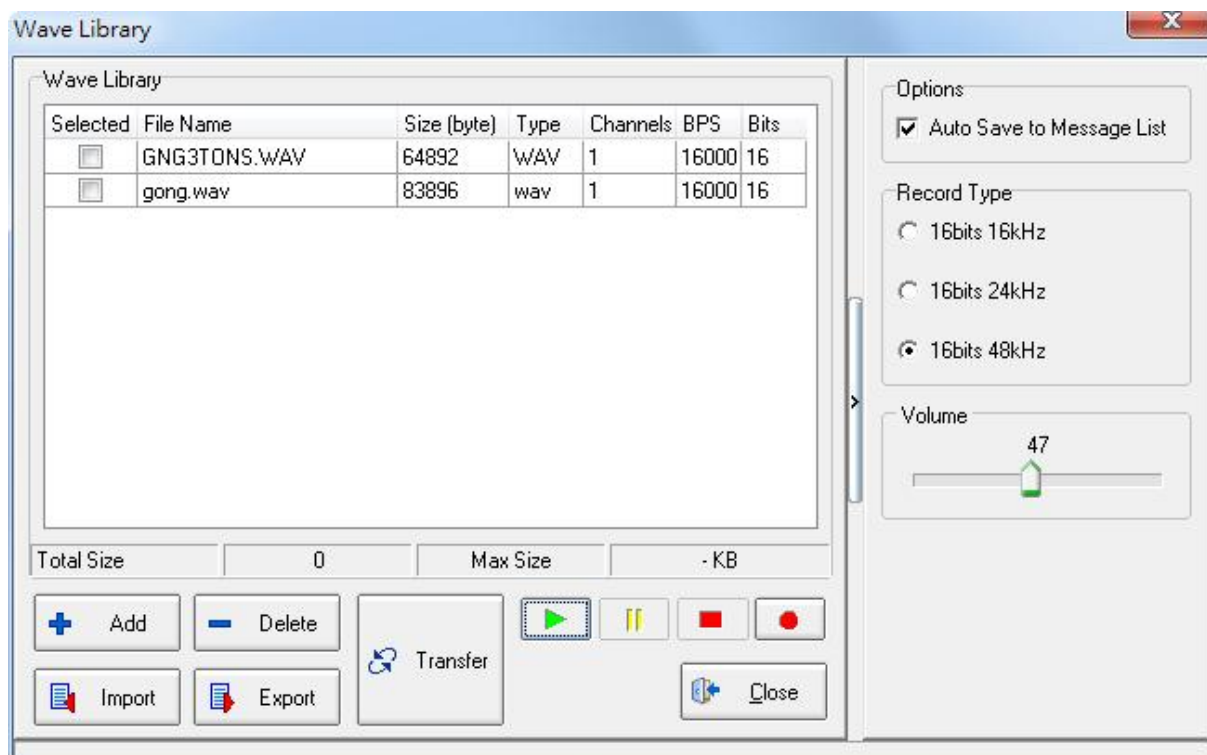
**3** Delete

Ind. / All: Delete the selected individual files or all the files.

**4** Save to Library:

Save the selected files to Wave Library.

❖ The menu of Wave Library contains in the following items:



- Add / Delete:

Add or delete the Wave file into the Wave Library.

- Import / Export:

Import or export the Wave file into the Wave Library or from your PC or laptop.

- Transfer:

Upload the selected Wave file to the [Wave File List].

- Play / Pause / Stop / Record:

- Play / Pause / Stop the selected Wave file.
- Record the the selected Wave file into your PC or laptop.

- Options:  
Click to auto save the files to [Wave File List].
- Record Type:  
Select the types of recording file.
- Volume:  
Adjust the volume on selected Wave file.
- Close:  
Close the Wave Library window.

## 5.2 Connection

### 5.2.1 UAP G2 to PC

Once you connect your PC to the UAPG2 through Ethernet port. There are one type of connection with UAPG2 software:

#### ❖ Ethernet connection

This connection allows PC to discuss with UAPG2 (one or several UAPG2 in a network) once this connection established you can:

- Check version of UAPG2 system or remote device (PPM, URC)
- Update UAPG2 system or remote device (PPM, URC)
- Upload design file in UAPG2 system
- Connect PC to UAPG2 to adjust parameters in live

#### ❖ Connect the device

Connect your computer to the Ethernet connector of the UAPG2 using a straight Cat5cable.

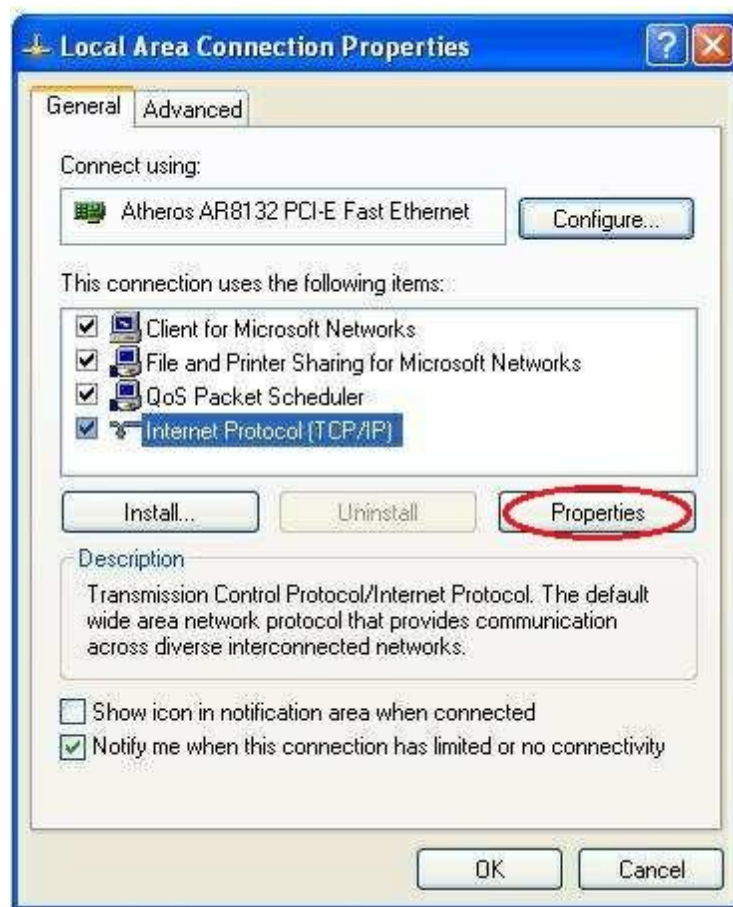
You can also using an Ethernet HUB (router) to connect your computer to several UAPG2. And switch on the UAPG2.

##### 1. Define IP address

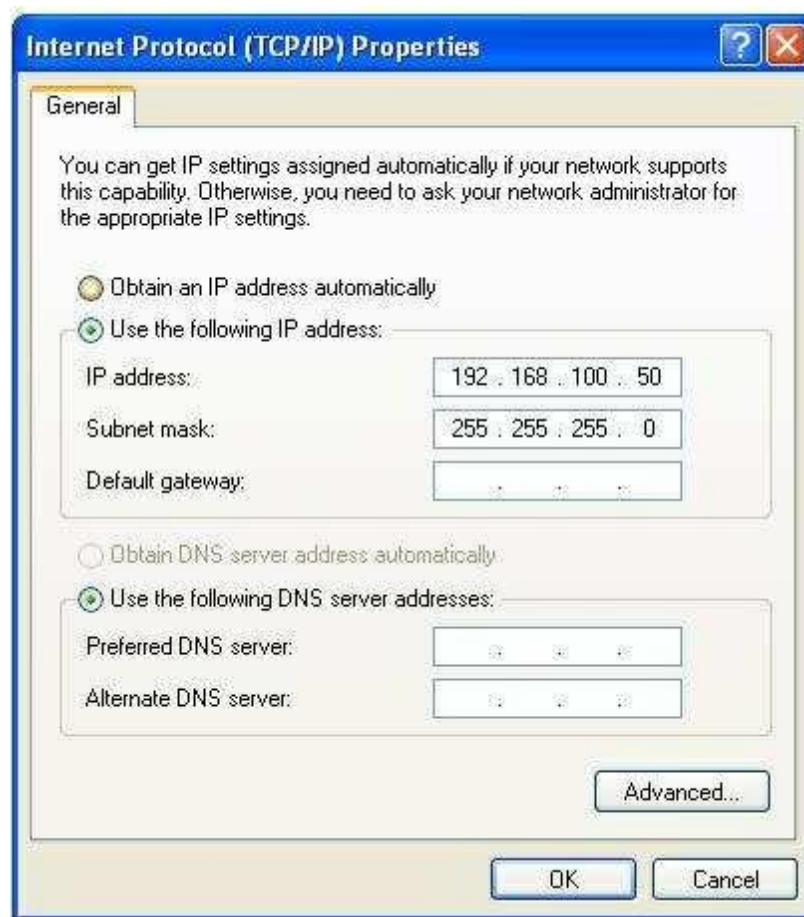
By default (factory settings) the address of the UAPG2 is 192.168.100.6. First of all you have to be sure that your computer net card is set on this network. Please refer to your network card user manual to set it. You can safely choose 192.168.100.50 as network address for your computer.

With Windows XP you can proceed as follow to change your network address (With Windows VISTA you should do similar steps).

- Click [Start] button choose "parameters" > "network connection"
- Right click on the icon of your connection (normally it is your local network) and choose "PROPERTIES"



- Use the following IP address And enter the desired IP address for your computer.



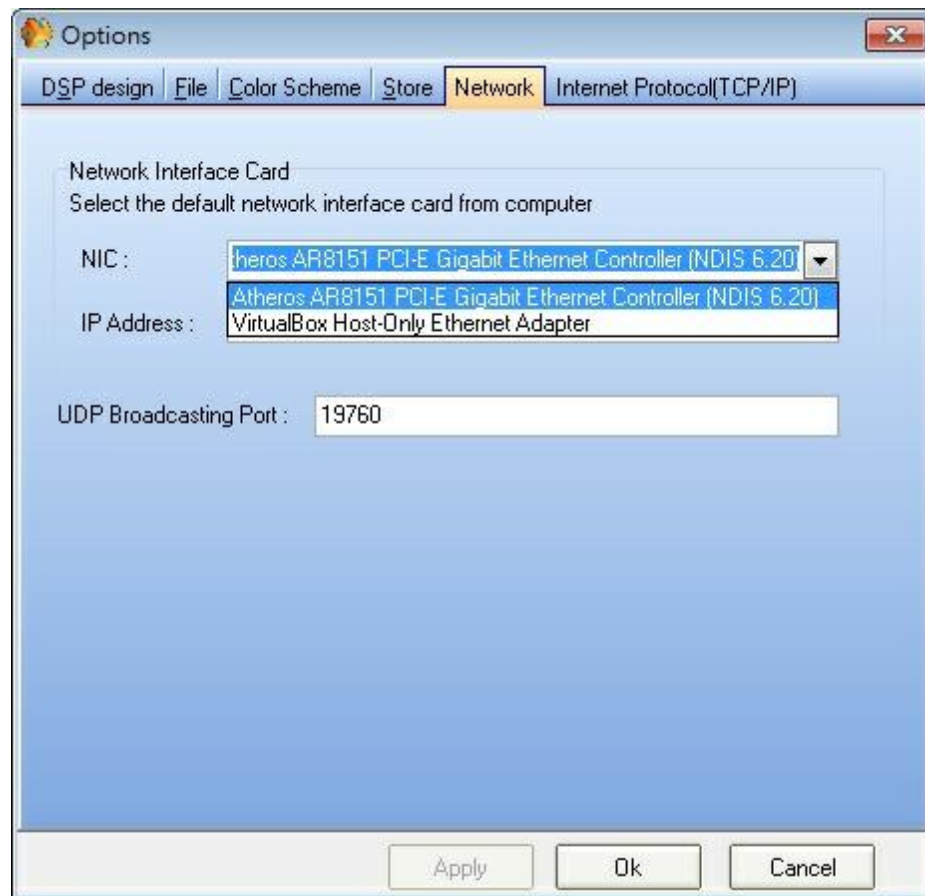
## 2. Set Ethernet connection

Now the computer is set for the right network let's see how to choose which computer net card will be used by the UAPG2 software.

Open the option window (menu tools) and choose the [Network Tab](#)

Here you can see which net card is used by UAPG2 software. And also which address and UDP Port are used by computer.

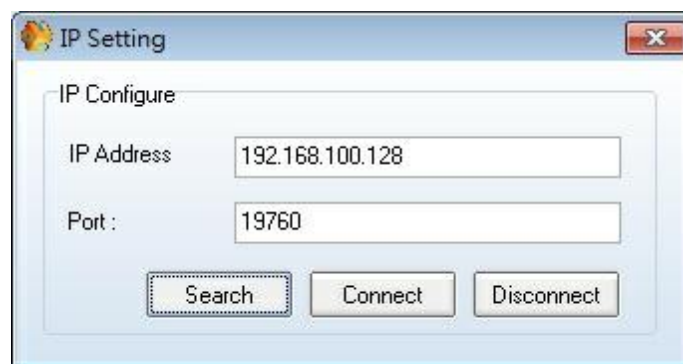
Be sure to choose the right net card (NIC) (for example here we have the choice between the VirtualBox Host and Local network)



3. Search every UAPG2 in the network

Open the Establish Ethernet Link window (menu Tools, or Shift+F9)

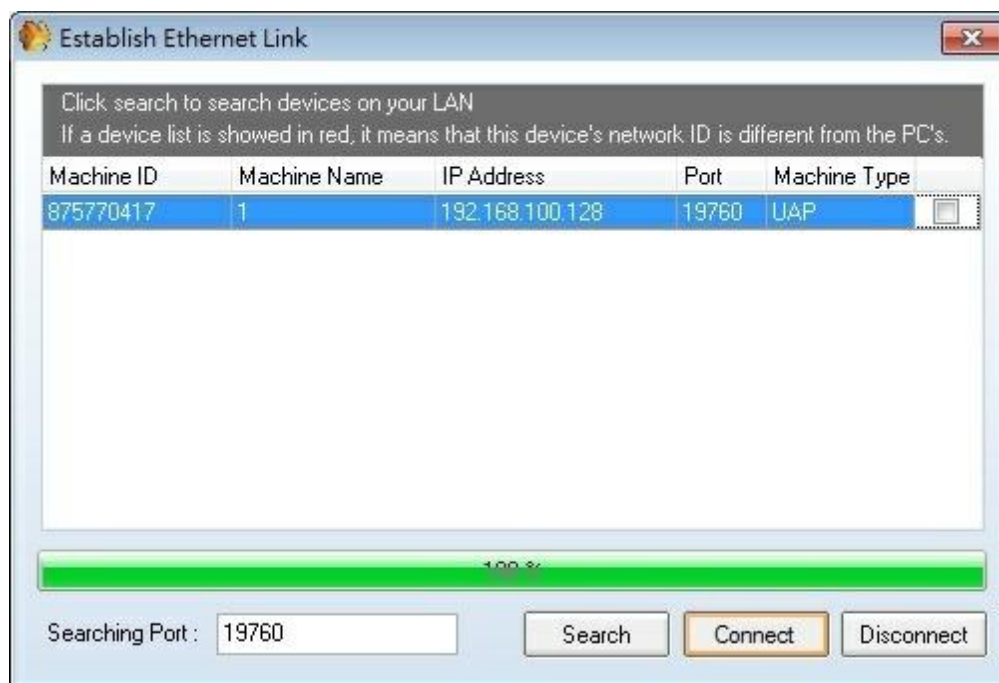
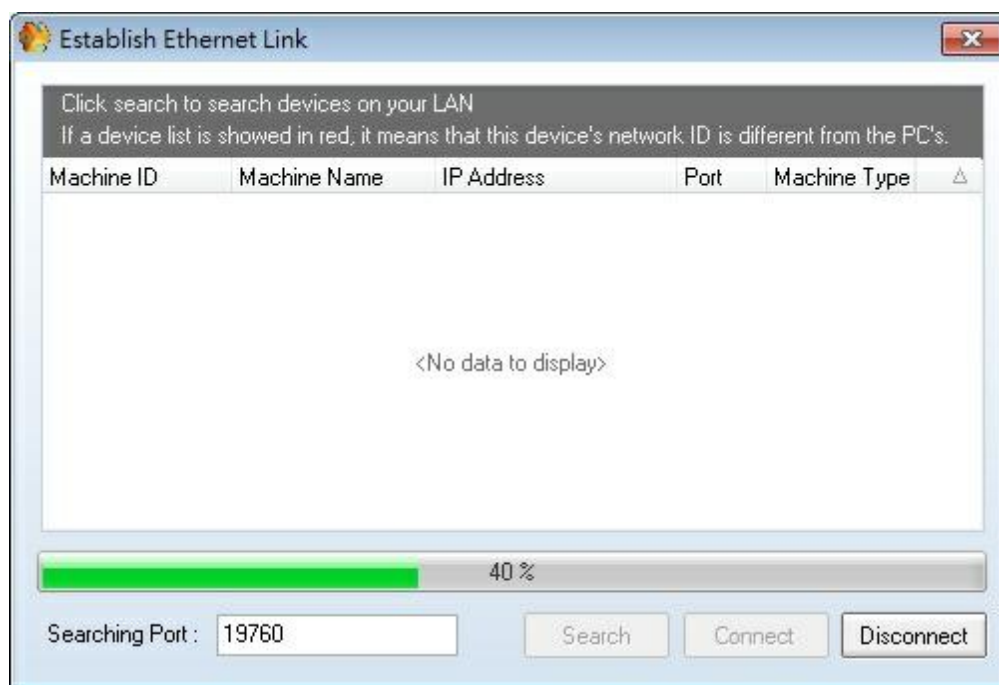
If you know the IP address of the UAPG2 you can enter it in the IP address field.



If you don't know the address or you have several UAPG2 connected in the network, leave the field blank.

Be sure the port field is the same as the one define in the (option window > network tab). And click search to find your UAP G2, see the following pictures.

**Note:** If you have this message box "No Devices Found". Verify the step 1 and 2, close UAPG2 software and re-open it



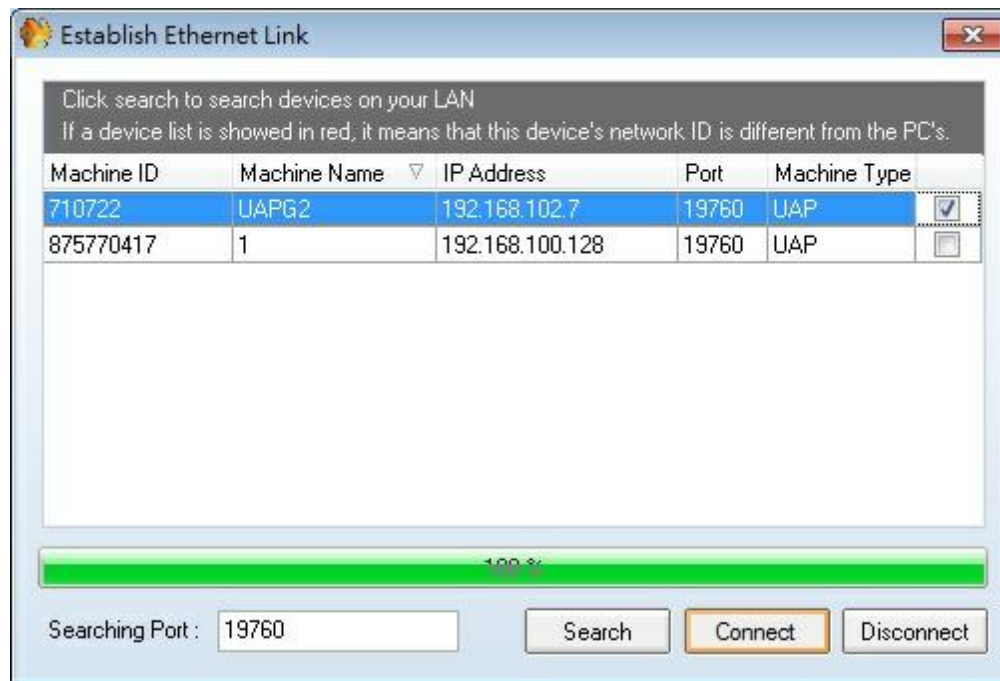
## 5.2.2 UAP G2 system

### ❖ Open Ethernet connection

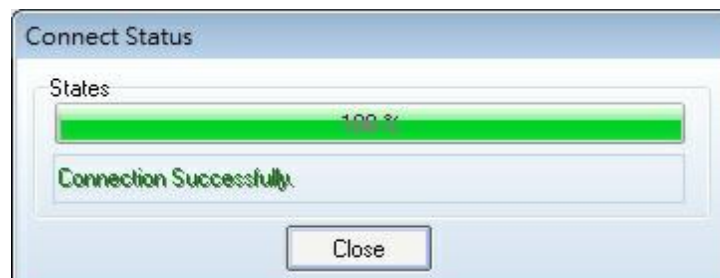
Select the UAPG2 you want to connect to (it makes sense when you have several UAPG2) and click [connect] button.

**Note:** Make sure that each UAPg2 has unique IP addresses in the list. If not, disconnect one UAPG2 and change the IP address of the other before connecting both again.





Once the connection process complete (successful) the computer is ready to communicate with the UAPG2.




To know if the Ethernet link is activated a green Ethernet led appears in the bottom left of the UAPG2 software.



#### ❖ UAPG2 system connection

This connection allows you to pilot audio settings of UAPG2 system, change sub preset or master preset, use monitor window.

To connect to the UAPG2 you have to be sure that the configuration file in the UAPG2 is the same as the file opened with the software. Then simply click on connect icon  (or operation connect). This will start the connection process.



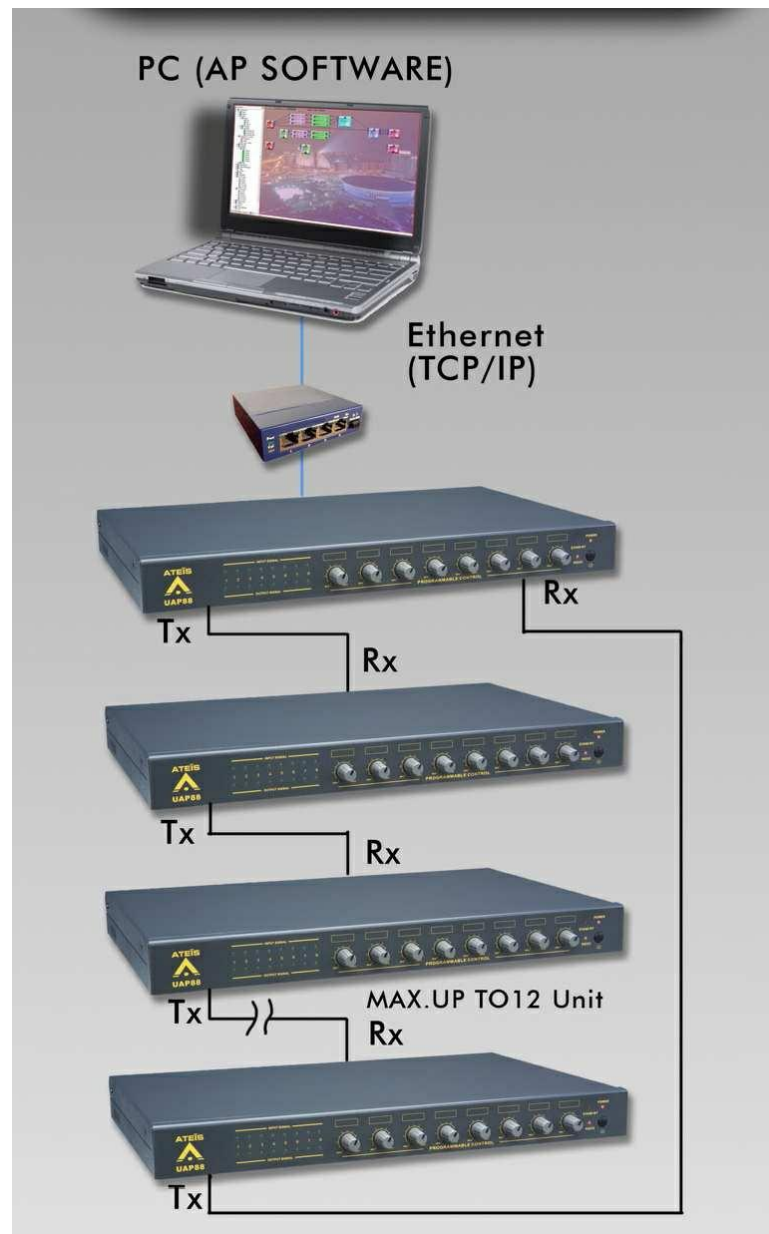
❖ Change IP address of UAPG2

To change the IP address of an UAPG2

1. Connect to the UAPG2 locally (UAPG2 have to be alone)
2. Open the "option" window (menu tools)
3. Choose the Internet Protocol (TCP/IP) Tab.
4. Enter the information you need and press save. If you need click on [Read] to know what the address of the connected UAPG2 is. **Note:** make sure that the Ethernet indication is on.
5. RESTART the UAPG2 to make changes effective. If you start the search process the new address will appear.

❖ Set Up several UAPG2 Linked together

You can link up to 12 UAPg2 together, see the picture below:



Please be aware that it is not a redundant network, if one link fails, the system fails.

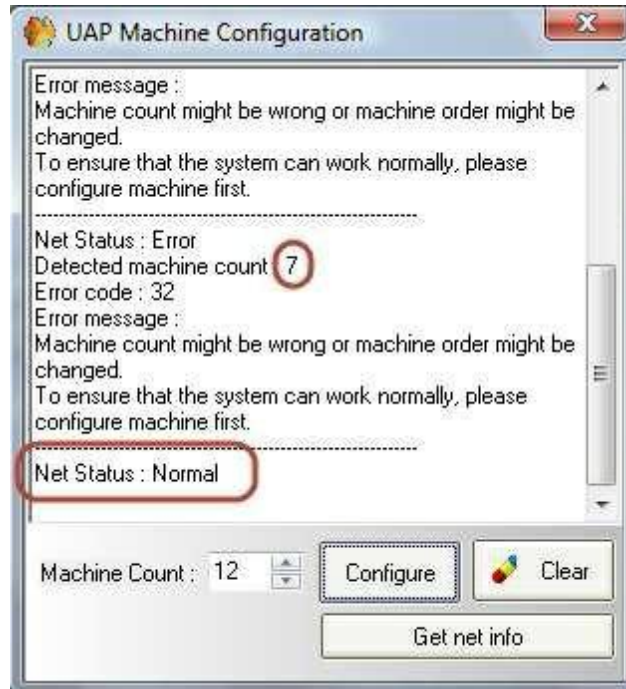
- Link all the UAP together :

Connect each Digilink output to the Digilink input of the next UAP, with RJ45 shielded CAT5 STP cable.

Close the loop by connecting the last UAP to the first (called master).

- with the master UAP : Tools/Establish Ethernet link
- If the UAP already has a configuration inside : Tools/clear the MCU data
- All the UAP must be in the same version (MCU and DSP). Check all your UAP's version, if necessary you may have to connect with each one UAP, establish Ethernet link and update.

- The master must know the physical configuration : open Tools / Configure machine IP.



You can plug and unplug the link and see instantly in this window how many machines are detected. Check your cable until the detected machine count becomes match with the number of UAP. If one of the links is broken or absent, the detected machine will be 1. As soon you see the right machine count, write the number of UAP in the Machine Count box, and click on "Configure" button. If you cannot get the "Normal status", the problem can come from the UAPg2 version. In that case establish the connection with each UAPg2 individually, and then update them to the latest version. (see [Read version](#))

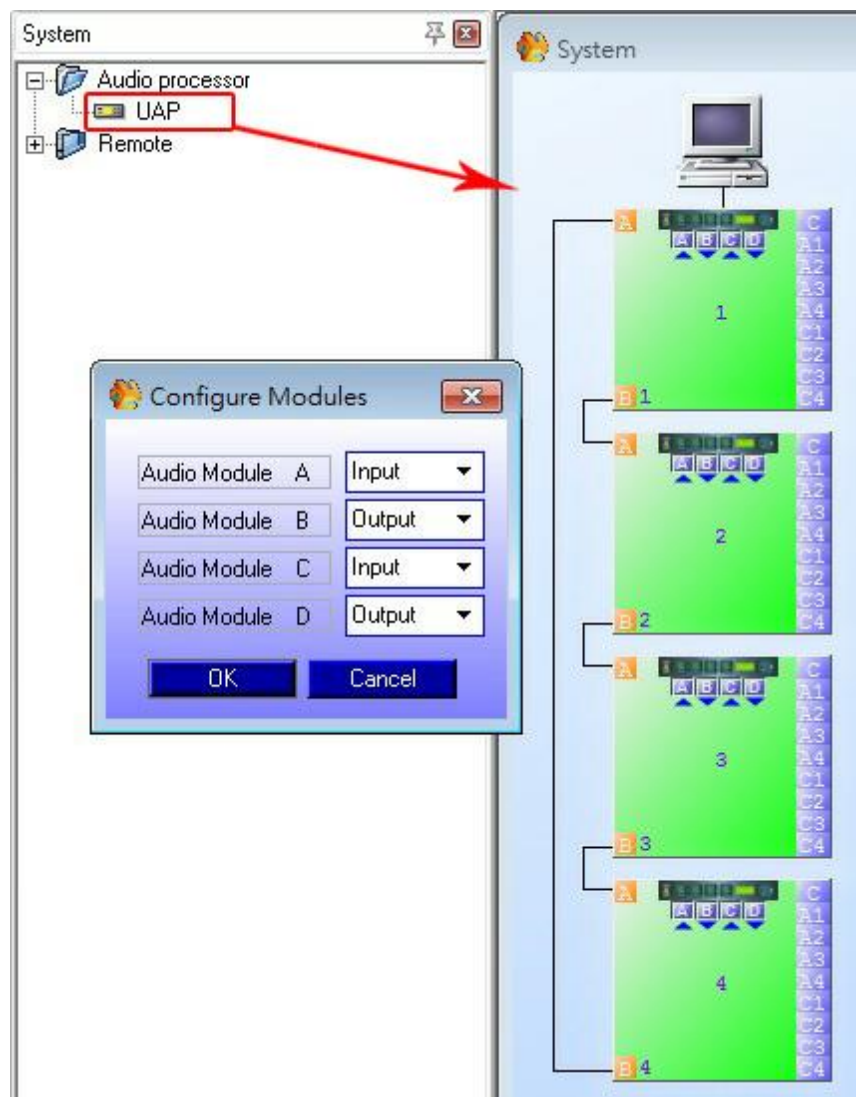
Also a possibility is to power down the complete system and power up. Give in the number of UAPG2s again. The system is configured properly, "when Net Status: Normal" is displayed.

- Then draw your design by drag and drop the UAP icon to the design area. For each UAP the "Configure Modules" window ask you about the Audio modules. As the system is configured, the Inputs/Outputs choice appears already correctly. (Check it).

To send audio between the UAP, you have to use the Digilinks components. You can send 16 channels at 48kHz (5 at 96kHz) from each UAP to the next UAP. Now your system is ready.

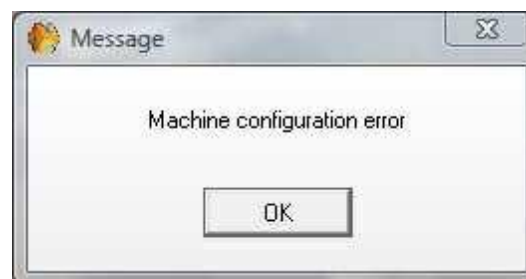
- The Ethernet led lit on the master.
- All the link led lit.

**Note:** If a link between two UAPG2's is broken this can also be seen on the front of the UAPs. The UAP with a blinking red/green power led has the broken link on the input.



#### ❖ Machine Configuration Error

If a Digilink is absent or broken, this error message appears:



- Check your RJ45 wiring.
- Look on the front LED:
  - If a link led is off (the others led should blink), it means there is a problem with the input Digilink.

- If the power led blink in red and green, that means the configuration of this UAP doesn't match its the physical connection.

When you do something to resolve the problem (like exchange a cable), the UAPs need some times to get the system in a normal state. You have to wait several seconds. I can also try to store again the configuration to wake up the system.

## 5.3 Event Management

### ❖ Event Triggering

There are several ways to trig (start) the events as "message play event" or "Stop Event":

- With Contact input > [see Use Control Inputs to trigger Events \(as messages\)](#)
- Scheduler > [see Use scheduler to trigger Events \(as messages\)](#)
- With Third Party > see [Use third party to trigger Events \(as messages\)](#)
- With PPMG2 Keypad > [see Use PPMG2 Keypad to trigger Events \(as messages\)](#)

At the moment, there is no way to use the virtual button to trig events.

### ❖ Events types

If you have several master preset you will have to re-do the operation for each master preset.

Click menu view > Event management

The screenshot shows a window titled "Event Management" with a table of events. The table has columns: NO., Name, Control Type, Third Party Cont., Logic IN (H), Logic IN (L), Mount, and Select. There are 6 events listed. Event 6 is selected, and a dropdown menu is open for its "Control Type" column, showing options: Change Master Preset, Change Sub Preset, Element Adjustment, Set TTL-OUT, and Stop Event.

NO.	Name	Control Type	Third Party Cont.	Logic IN (H)	Logic IN (L)	Mount	Select
1	Event 1	Change Master Preset	<input type="checkbox"/>	0	0	0	<input type="checkbox"/>
2	Event 2	Change Sub Preset	<input type="checkbox"/>	0	0	0	<input type="checkbox"/>
3	Event 3	Element Adjustment	<input type="checkbox"/>	0	0	0	<input type="checkbox"/>
4	Event 4	Set TTL-OUT	<input type="checkbox"/>	0	0	0	<input type="checkbox"/>
5	Event 5	Stop Event	<input type="checkbox"/>	0	0	0	<input type="checkbox"/>
6	Event 6	Change Master Preset	<input type="checkbox"/>	0	0	0	<input type="checkbox"/>

Buttons at the bottom: + Add, - Delete, ✓ Select, ✕ Clear

- Columns:
  - NO.: Number of the event
  - Name: Name of the event (click on this field to change name, click enter to finish)

- Control

Type: Here you can define all events you need we have 5 different type of event.

1. Change master preset: This event will load the selected master preset
2. Change Sub preset: This event will load the selected Sub preset
3. Element adjustment: This event will adjust one or several adjustments (elements) to a designed state.
4. Set TTL-Out: This Event will pilot one TTL output during a designed time period.
5. Stop event: This event will stop another event.

- Third party Cont.: Select here if you want to start event also with Third party control.
- Login IN (H): define here if a TTL input will start the event, when TTL is High.
- Login IN (L): define here if a TTL input will start the event, when TTL is Low.
- Mount: Number of parameters assigned to this event (clique on this field to assign or set some parameters or adjustments).
- Select: Select event for further operations.

### 5.3.1 Control Type

❖ Control Type:

- Change master preset: Once you have define several master preset and define an event which control master preset (Control Type) click on "Mount field":

NO.	Name	Control Type	Third Party Cont.	Logic IN (H)	Logic IN (L)	Mount	Select
1	Event 1	Change Master Preset	<input type="checkbox"/>	2	2	0	<input type="checkbox"/>

And select which master preset will be called by this event (notch select box and click OK)



- Change master preset:

Once you have define several master preset and define an event which control master preset (Control Type) click on Mount field:

2	Event 2	Change Sub Preset	<input type="checkbox"/>	0	0	0	<input type="checkbox"/>
---	---------	-------------------	--------------------------	---	---	---	--------------------------

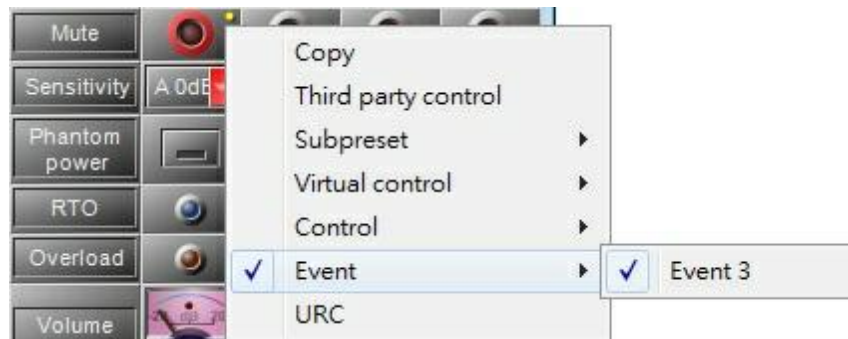
And select which master preset will be called by this event (notch select box and click OK)





- Element adjustment:

Choose which adjustments (elements of a component) will be adjusted by the event. Right click on the adjustments and choose event > name of the event.



You can assign more than one adjustment to an event (several events of several components)

A yellow dot appears next to an assigned adjustment.

3	Event 3	Element Adjustment	<input type="checkbox"/>	0	0	2	...	<input type="checkbox"/>
---	---------	--------------------	--------------------------	---	---	---	-----	--------------------------

Once all the adjustments are assigned to desired events go on the Event manager window (menu view) and click on the Mount field of the event

**Note:** you will see the number of adjustments assigned to the event in this mount field. And adjust the value of each element (click on the virtual button or knob to fix the value)

No.	Device Name	Component	ID	Element	Input	Output	Band	Value
1	UAP1	Input A	0	Mute	N/A	1	N/A	0



No.	Device Name	Component	ID	Element	Input	Output	Band	Value
1	UAP1	Input A	0	Mute	N/A	1	N/A	0
2	UAP1	AGC	0	Threshold	N/A	N/A	N/A	-47.5

- Set TTL-Out:

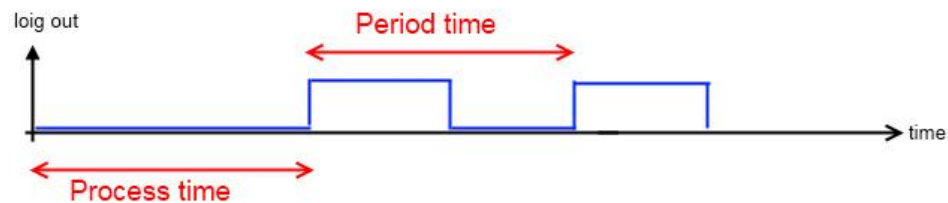
This event pilot a Logic output of any UAPG2 of the system.

Create an event which control TTL out (control type) then click in the Mount field of this event.

4	Event 4	Set TTL-OUT		0	0			
---	---------	-------------	--	---	---	--	--	--

Select which output of which UAPG2 (if several UAPG2 in a system) will be open (and also the kind of pulse capability)

Enabled	UAP Name	Channel	Priority	Process Time Enabled	Process Time (ms)	Process Period Enabled	Process Period (ms)	Logic Type
<input checked="" type="checkbox"/>	UAP1	1	5	<input checked="" type="checkbox"/>	500	<input checked="" type="checkbox"/>	500	<input checked="" type="checkbox"/>
<input type="checkbox"/>	UAP1	2	5	<input checked="" type="checkbox"/>	500	<input checked="" type="checkbox"/>	500	<input type="checkbox"/>
<input type="checkbox"/>	UAP1	3	5	<input checked="" type="checkbox"/>	500	<input checked="" type="checkbox"/>	500	<input type="checkbox"/>
<input type="checkbox"/>	UAP1	4	5	<input checked="" type="checkbox"/>	500	<input checked="" type="checkbox"/>	500	<input type="checkbox"/>
<input type="checkbox"/>	UAP1	5	5	<input checked="" type="checkbox"/>	500	<input checked="" type="checkbox"/>	500	<input type="checkbox"/>
<input type="checkbox"/>	UAP1	6	5	<input checked="" type="checkbox"/>	500	<input checked="" type="checkbox"/>	500	<input type="checkbox"/>
<input type="checkbox"/>	UAP1	7	5	<input checked="" type="checkbox"/>	500	<input checked="" type="checkbox"/>	500	<input type="checkbox"/>
<input type="checkbox"/>	UAP1	8	5	<input checked="" type="checkbox"/>	500	<input checked="" type="checkbox"/>	500	<input type="checkbox"/>



- Enable: Notch it to active the Logic output channel.
- Process Time Enabled: If not notched, the process time will be ignored. The pulse will

start directly.

- Process Time: Time before the beginning of the first pulse.
- Process Period Enabled: Notch this option if you want have cyclic pulses. If not notched, the pulse will be permanent.
- Process Period: Select here the time of the period.
- Logic: If notched, the default value during the process time is "1". The pulses are inversed.

**Note:** be sure to click [save] to enable your action.

- Stop event:

Two kind of event can be stopped by Stop event: TTL output activation and Message play.

To stop an event, create an event which stop event (control type). Then click in the Mount field of this event.



And then select which event you want to stop.



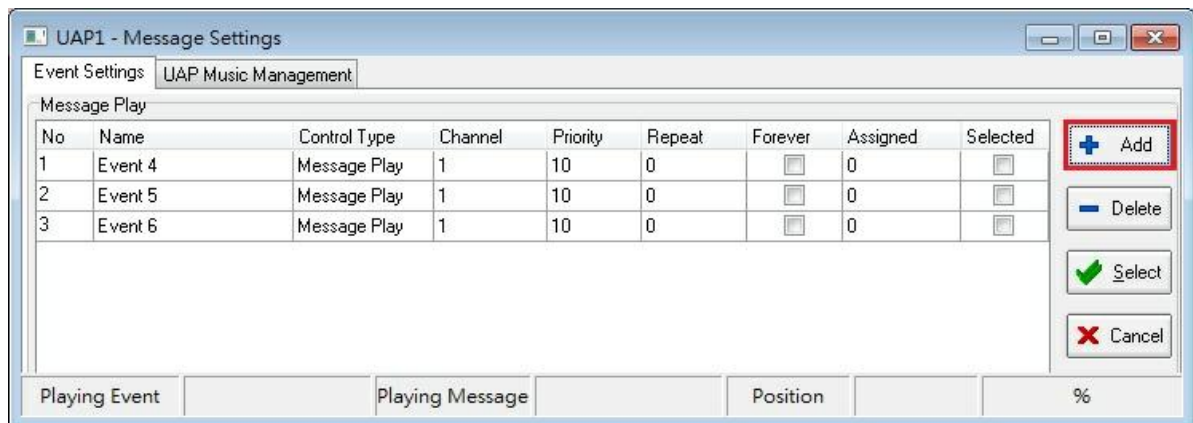
- Message play event:

(see [Use the message component](#))

First of all, Load messages into UAPG2 by using wav file manager and Message storage component.

Then into the message storage component, choose the Event Settings tab:

Click [Add] to add a message play event (events which start the selected message)

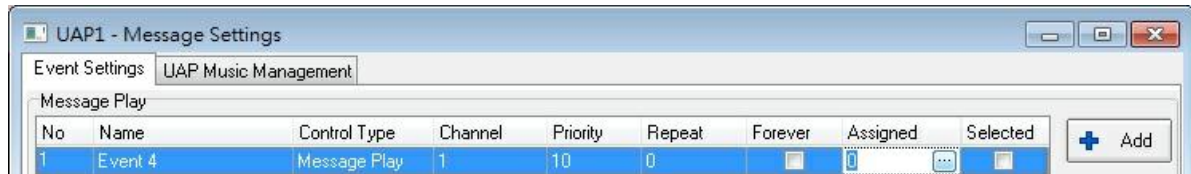


- Delete: Tick the box in the Selected column and click to delete event(s).

- Select: select all event(s).
- Cancel: unselect all selected event(s).

Now you have created message play event you will have to assign wave file to event(s):

Click on "Assigned field" of the desired event:



Choose the wave file which will be played.

You can choose to repeat the message a fixed number of times: (Repeat field) or until a stop event appears (Forever field).

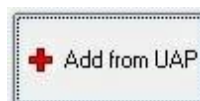


(In the assigned field you will see the number of wave file assigned). Priority allows you to fix if the event has a higher priority regarding another message event. For more information, see [Message Selection](#).

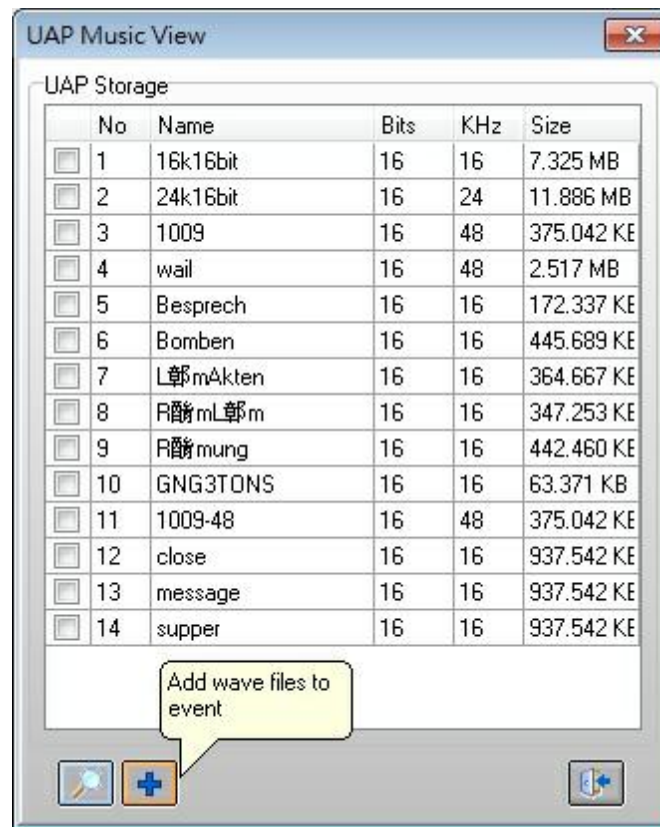
1	Event 4	Message Play	1	10	0	<input type="checkbox"/>	3	<input type="checkbox"/>
---	---------	--------------	---	----	---	--------------------------	---	--------------------------

### 5.3.1.1 Message Selection

#### ❖ Message selection from UAP



As to be played, the message must be in the UAP G2, my advice is to click on "+Add from UAP" to open this window.



Click on the reading glass to display the files, select one and then click on "+" to assign the message file to the message event.

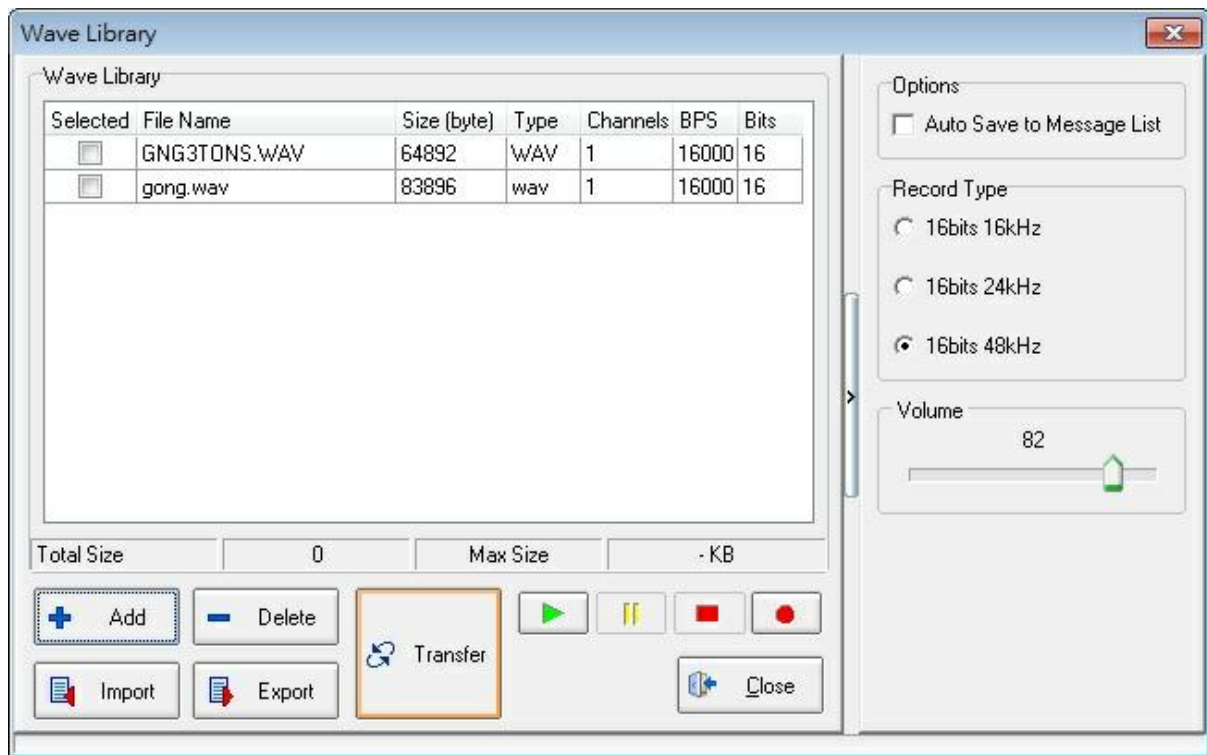
Click on the doors to quit this window.

❖ Message selection from Wave Library



If you want to import a file from your PC, click on "+Add from Wave library":

Then click on "+Add" to open the browser which allows you to select the file to import.



Select the files and click on "Transfer" to assign the message file to the message event.

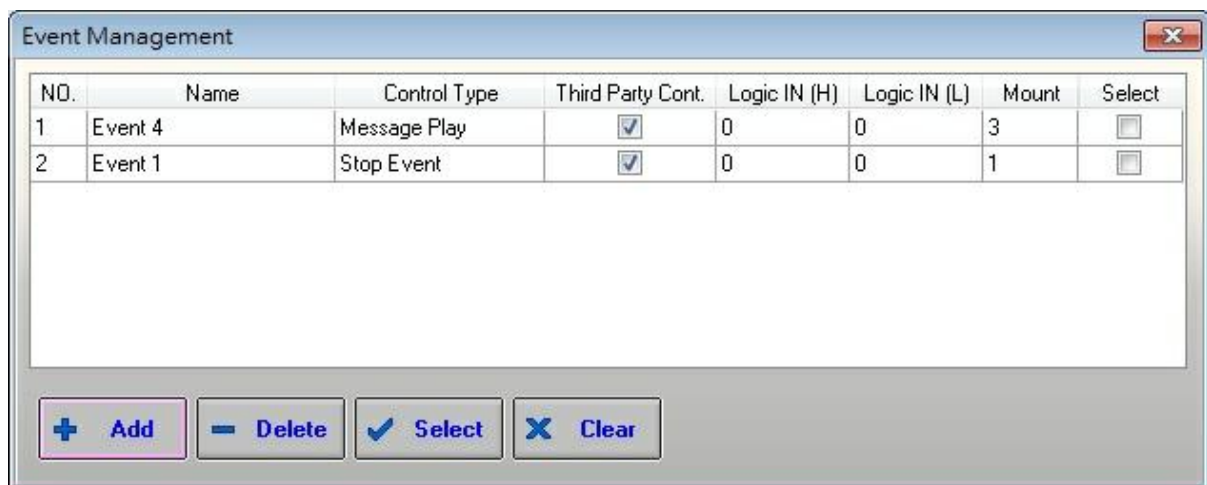
Click "Close" to close this window.

### 5.3.2 Use Third Party to trigger

Use Third Party to trigger an event as messages.

Open View > Event management:

- Here you can see the list of your events. To control an event from a third party, notch the "Third Party Cont." function of the event.

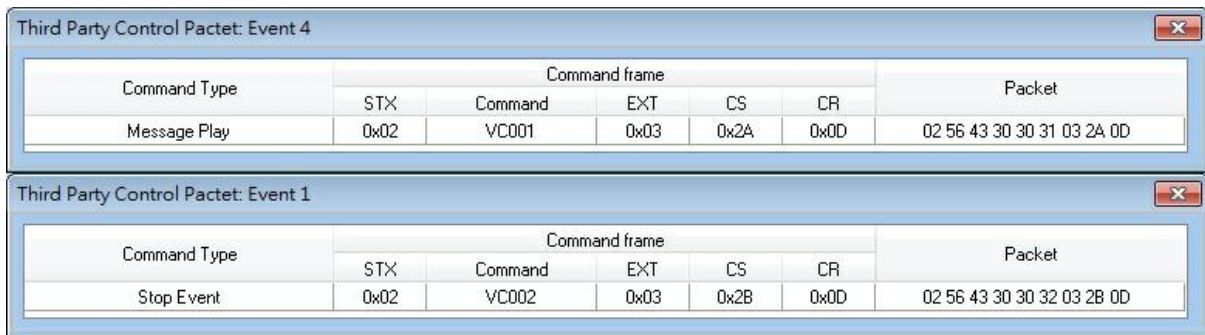


- Close this window.

3. Open View > Third Party Control. Select the "Events" tab.



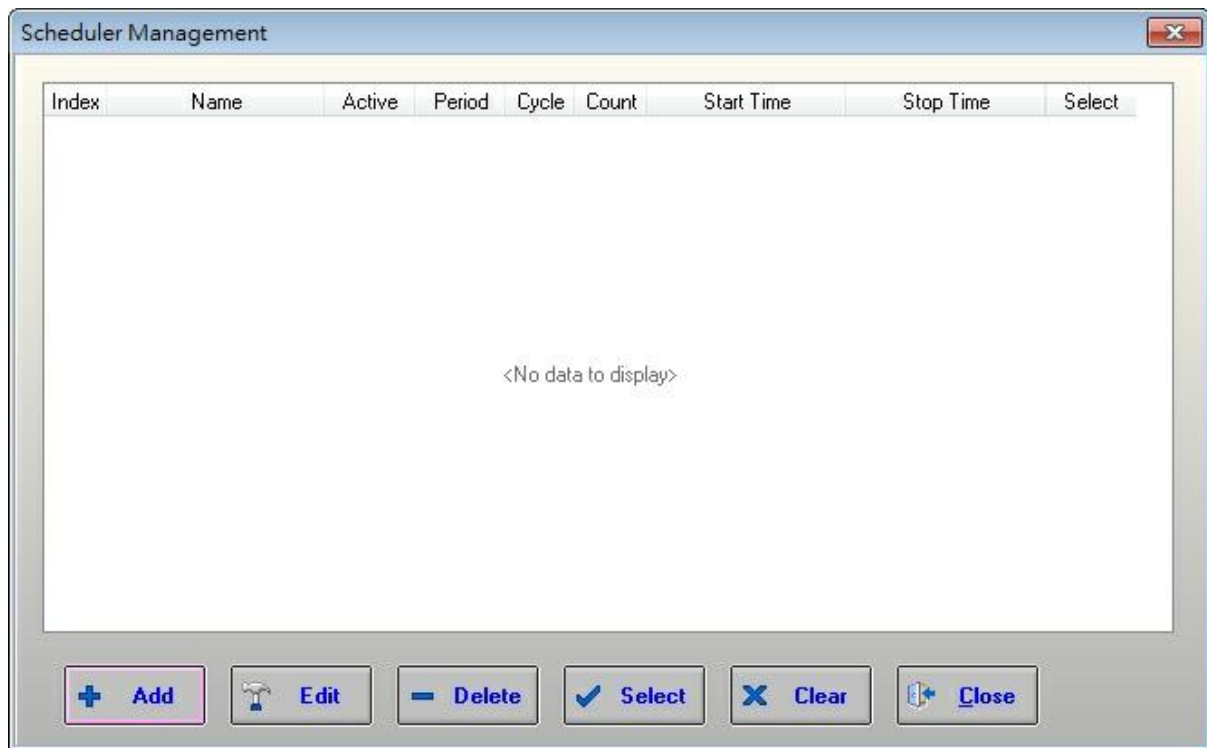
4. To see which frame you have to send from the third party controller to pilot the UAPG2, simply click on the three dots ( ...) in the Command field.



### 5.3.3 Use Scheduler to trigger

Use Scheduler to trigger an event as messages.

Open the schedule management window: menu view > Schedule management. This windows lists all the programmed schedule(s)



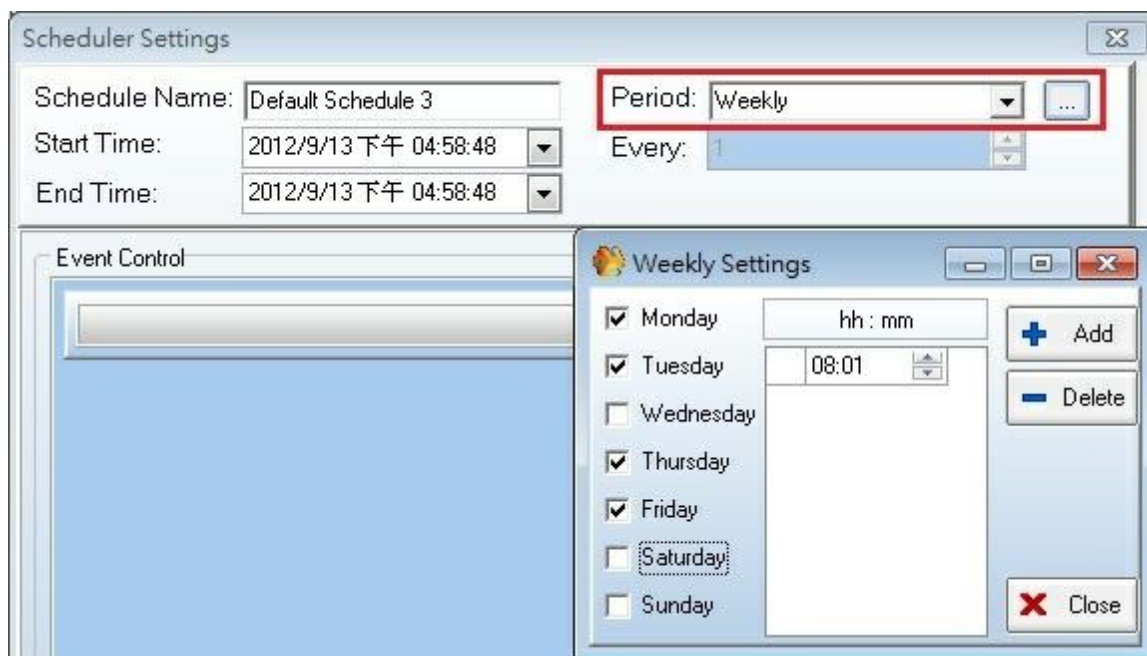
- [Add]: to add a schedule.
- [Edit]: open the Schedule setting window to edit an existing schedule.
- [Delete]: erase an existing schedule.
- [Select]: select all schedules.
- [Clear]: Clear all selected schedules.
- [Close]: Close this window.

Click [Add] to create a new schedule (open the Schedule Settings):



- **Occurrences field:**

Gives name to the schedule and set time period etc.





Start Time: 2012/09/13 下午 04:58:48

End Time: 2012/9/13 下午 04:58:48



- Schedule Name: Name of the current schedule.
- Start time: Beginning date of the current schedule.
- End time: Ending of the current schedule.
- Enable: Active the schedule.
- Period: Gives the repetition frequency for the event sequence (schedule).

• **Event List:**

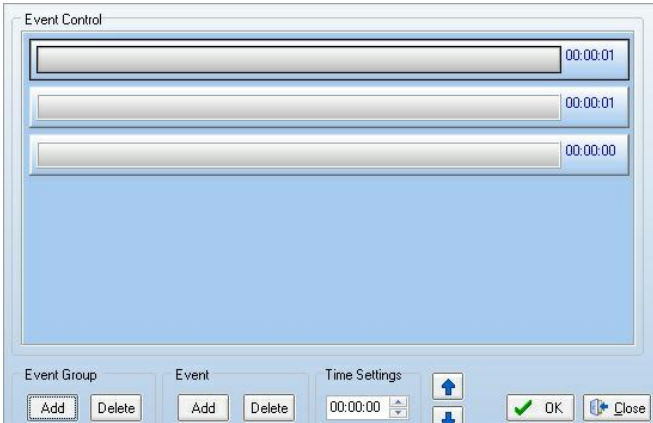
List of all the defined events (here we do not have any event created, menu: view > event management). You can find the event list on the right side at the small arrow.

• **Event control:**

Define which event will be start by the schedule. You can also create a string of several events and define time between event's launch.

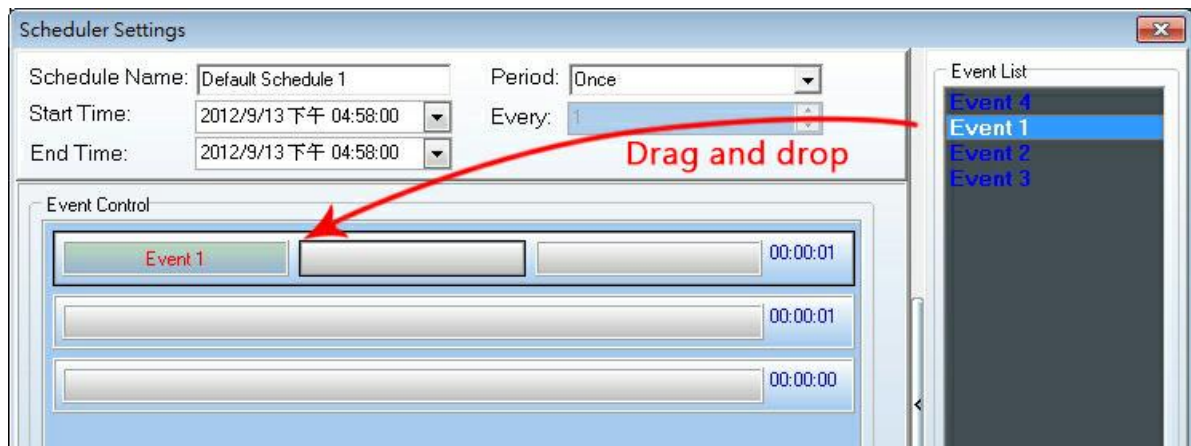
Here you assign which event(s) will be started with the schedule.

First create event group:



- Click [Add] to add Event group, click [Delete] to clear the selected group.

Then, create an event sequence (Event).

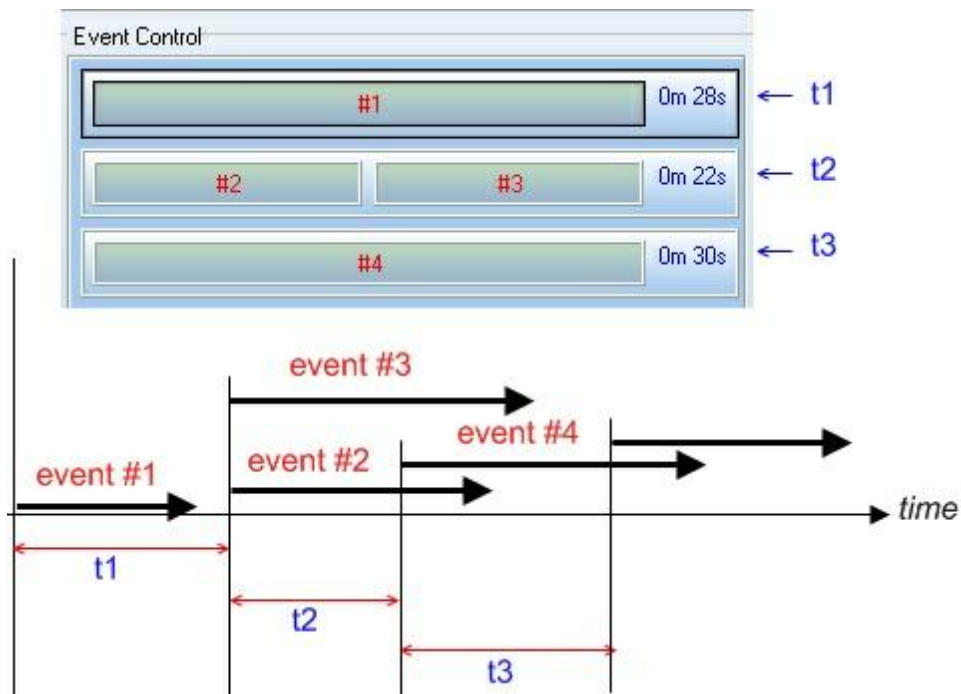


- Click [Add] Event, click [Delete] to clear selected event.

Simply drag and drop event from the event list to the event group or event field. **Note:** By double clicking on the event field in the sequence you will open the event setting window.

A time setting allows you to fix interval time between event groups (time displayed at the right of the event group) :

Be carefully if you start a message before the end of the previous message, it won't be played.



After all is defined, do not forget to click [ok]

Then check the active box in the Schedule Management window: NO= inactive, YES= active.



Index	Name	Active	Period	Cycle	Count	Start Time	Stop Time	Select
1	Default Schedule 1	YES	Once	1	2	2012/9/13 16:58:00	2012/9/13 16:58:00	<input type="checkbox"/>
2	Default Schedule 2	NO	Once	1	2	2012/9/13 16:58:00	2012/9/13 16:58:00	<input type="checkbox"/>

### 5.3.4 Use PPM KeypadG2 to trigger

1. Connect to your PPM-SP(not PPMV2~V4) a PPM- KeypadG2. Wire it physically to the UAP G2. Only the last KeypadG2 will be used to trig messages.
2. In the System page, add the remote PPM icon to an input.
3. In the menu Tools, clear the remote IP and search the PPM device.
4. Double click on the PPM icon and select to number of Key that you have (1 PPM+1 Keypad = 16 Key / 1 PPM+2 Keypad = 24 Key / etc ). When you will be connected (after compilation and storing), you will have to notch the "Message control" option.



PPM setting

Serial No. R00150

Name

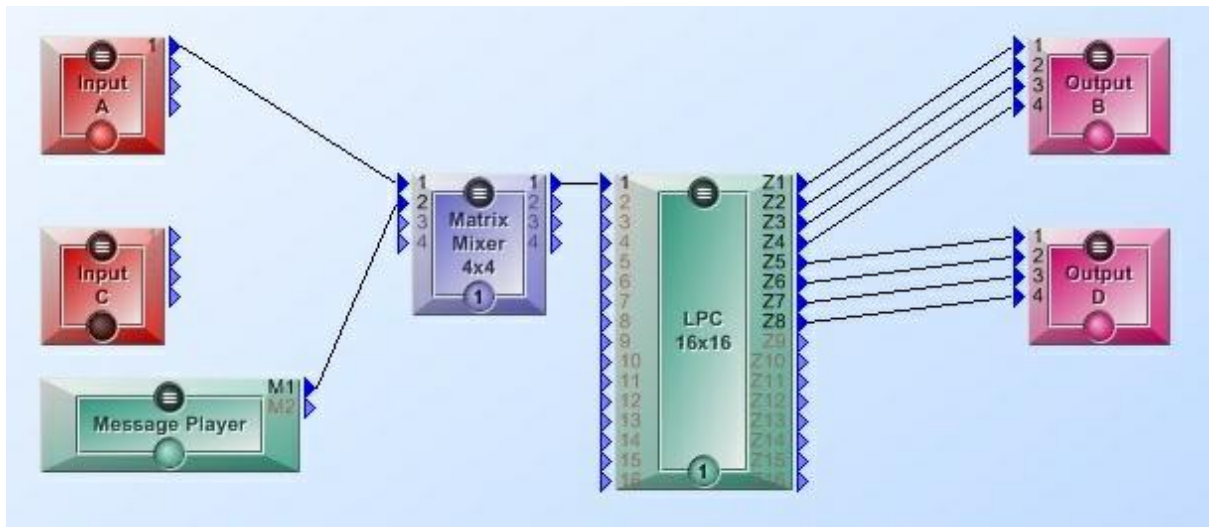
Priority 1 Key 16

Talk Push ☒ Message Control ☐ Stack Paging Cancel

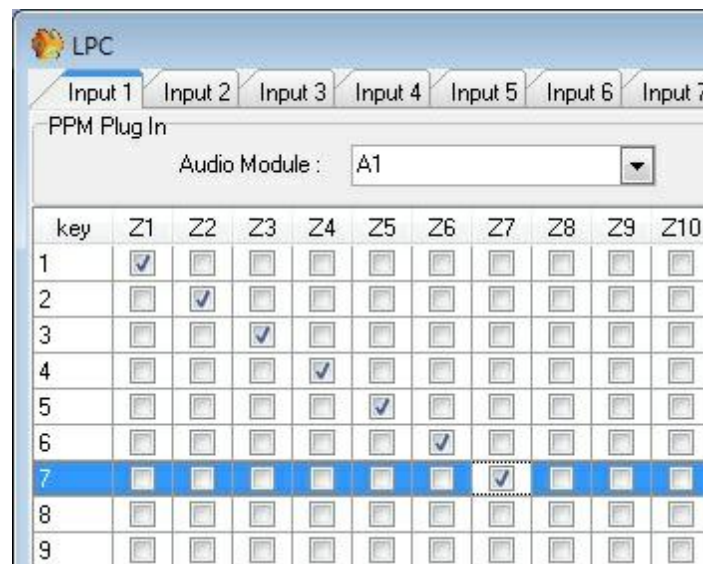
Announcement

Setup

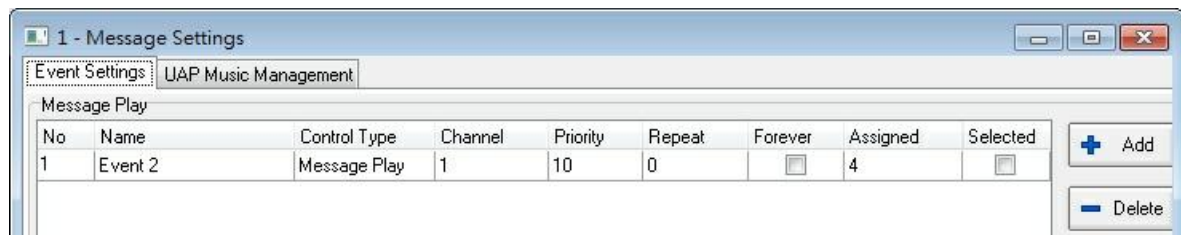
5. Double click on the UAP to enter in the draw window, and drag and drop the "Message Player", and LPC component. The message player must send its audio to the input of the LPC. If the PPM is also used as microphone, you have to mix the both microphone input and message player, you can do that by several way, Matrices, Ducker, etc.



6. Then double click on the LPC component, and notch the table to make the routing as you wish. Select the good audio input in the Audio Module Box. You cannot have fixed route for the messages, so don't assign zones to the Keypad Keys. In the message player component, add several Message events, and assign them to audio files.



7. Double click on the "Message player" component, add several "Message Play" events and assign them to audio files.



8. Open the Event management windows, and notch the "Third Party Cont." option for each message event.



9. Open the "Third Party Control" floating window. Write PPMx under "Command\_id" , where x is the Key number of the last KeypadG2 (from 1 to 8). By this way you can chose which Key of the last KeypadG2 will start which message.



10. After compilation and storing you can trig messages:

- Select the zones where the message will be played by pushing some key on the PPM-SP, and then push the Key of the PPM-KeypadG2 (that's the message selection).

### 5.3.5 Use Control Inputs to trigger

- ❖ Use Control Inputs to trig Events (as messages)

Open Event management window menu view:

Event Management

NO.	Name	Control Type	Third Party Cont.	Logic IN (H)	Logic IN (L)	Mount	Select
1	Event 4	Message Play	<input checked="" type="checkbox"/>	0	0	3	<input type="checkbox"/>
2	Event 1	Stop Event	<input checked="" type="checkbox"/>	0	0	1	<input type="checkbox"/>
3	Event 2	Change Master Preset	<input checked="" type="checkbox"/>	0	0	0	<input type="checkbox"/>
4	Event 3	Change Master Preset	<input checked="" type="checkbox"/>	0	0	0	<input type="checkbox"/>

According to the TTL state (High or Low) click on one of the two fields: Logic IN (High or Low)

Logic IN (H)	Logic IN (L)	Mount
0	0	3

And select the logic channel number:

Event Management

NO.	Name	Control Type	Third Party Cont.	Logic IN (H)	Logic IN (L)	Mount	Select
1	Event 4	Message Play	<input checked="" type="checkbox"/>	0	0	3	<input type="checkbox"/>
2	Event 1	Stop Event	<input checked="" type="checkbox"/>	0	0	1	<input type="checkbox"/>
3	Event 2	Change Master Preset	<input checked="" type="checkbox"/>	0	0	0	<input type="checkbox"/>
4	Event 3	Change Master Preset	<input checked="" type="checkbox"/>	0	0	0	<input type="checkbox"/>

Logic IN Trigger

Selected	UAP Name	Group	Channel	Count
<input checked="" type="checkbox"/>	UAP1	1	1	0
<input type="checkbox"/>	UAP1	2	2	0
<input type="checkbox"/>	UAP1	3	3	0
<input type="checkbox"/>	UAP1	4	4	0
<input type="checkbox"/>	UAP1	5	5	0
<input type="checkbox"/>	UAP1	6	6	0
<input type="checkbox"/>	UAP1	7	7	0
<input type="checkbox"/>	UAP1	8	8	0

Do not forget to activate your choice by clicking [Save].

For more details, please see [How to use Events](#) chapter.

## 5.4 Device Management

### 5.4.1 Read Version

To know which versions are loaded in the devices and which version are available with the UAPG2 software:

- Choose Menu: > Help > Version

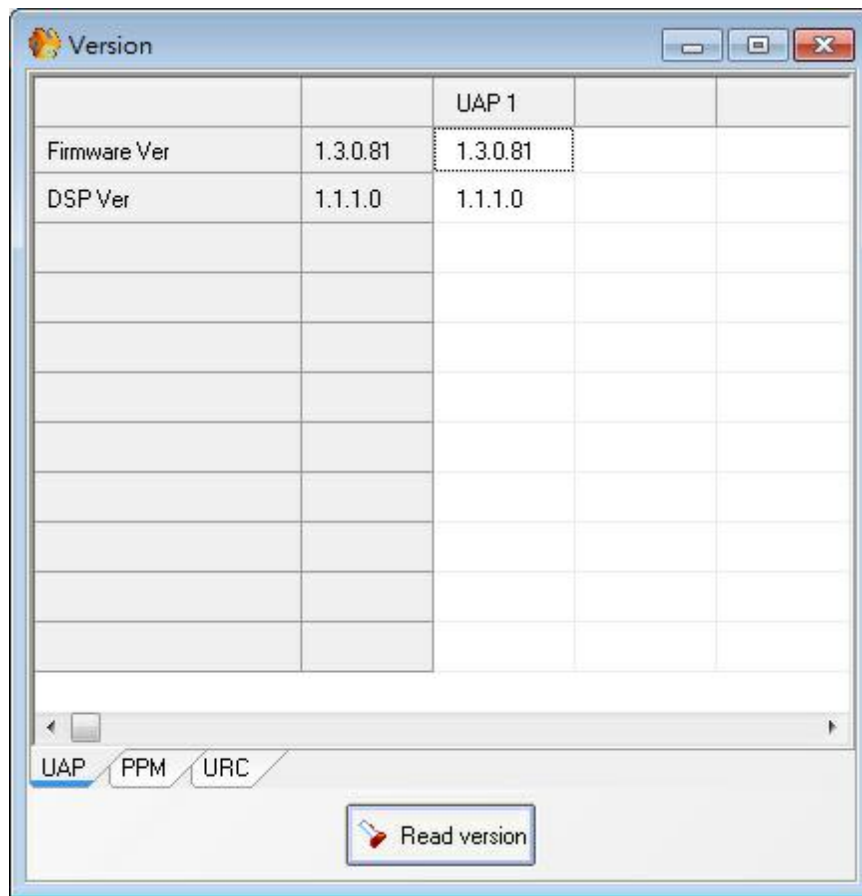
If you have trouble to read version it is probably due to the fact that the system is not configured. It means that the software doesn't know how many UAPG2 are connected to it and the UAPG2s doesn't know their place in the network (even if you have one UAPG2) to set up the system:

1. Clean MCU.
2. Make a simple design (just define UAPG2 system).
3. Compile it and load it. (If the system is not configured, the software will ask you if you want to do it. Click [yes]) The software will check if the version between the AP and the UAPG2 are matching, and tell you if it is not the case.
4. After those Steps you can read the version.

**Note:** During the Store process, the software verify the different versions (DSP, MCU, NET, PM and URC) If the version are not correct, a message appears. Connect UAPG2G ?to your PC Launch the UAPG2 software

Connect UAPG2G to your PC Launch the UAPG2 software

- Choose menu: > Help > Version.



- Click "Read Version".
  - Firmware Ver: if red indicates that MCU has to be updated.
  - DSP Ver: if red indicates that DSP has to be updated.

Version mismatch is displayed in red, indicates that you have to update the Firmware. When you have URC or PPM defined and connected you can also check if versions are OK.

**Note:** Updating the UAPG2 software makes necessary to update the UAPG2's firmware also.

## 5.4.2 Update

Updating Software UAPG2/URC/PPM firmware version.

- For the software:
 

New versions are available on the net. Read carefully the release note in order to determinate if updating is required or not for your specific system
- For the firmware:
 

The purpose is to match the version contained in your UAPG2-PPM software with the version contained in UAPG2's hardware.

First, performing "Read Version" to know if there is versions mismatching. Then proceed to the update if needed.



We need to update following:

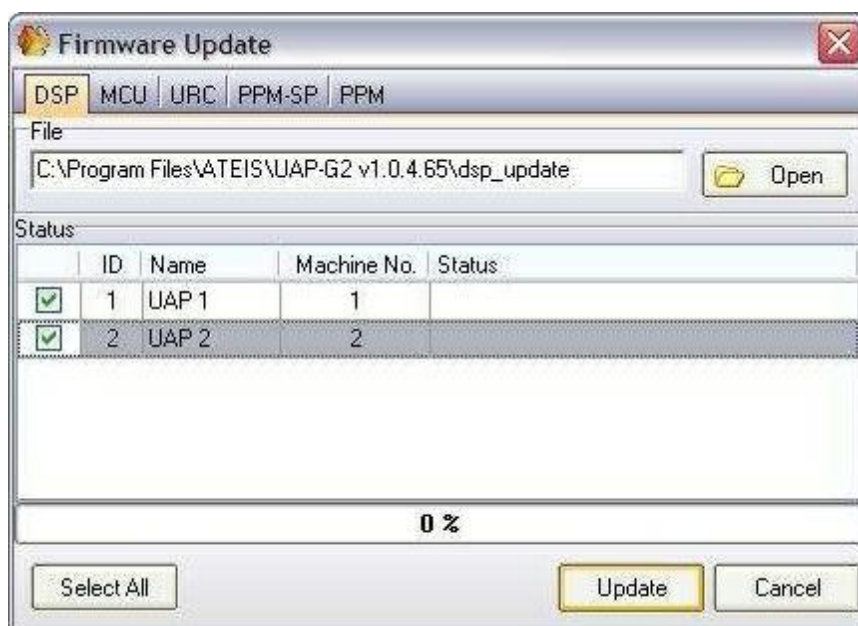
- DSP
- MCU
- PPM or URC

#### ❖ Update DSP

Updating the UAPG2 software sometimes makes necessary to update the UAPG2's firmware also. To do this follow these steps:

**Note:** Update DSP always BEFORE a MCU firmware update; even if there is no MCU firmware mismatch when reading the firmware versions.

- Open the Ethernet connection
- Choose menu: > Tools > Update... (DSP Tab)

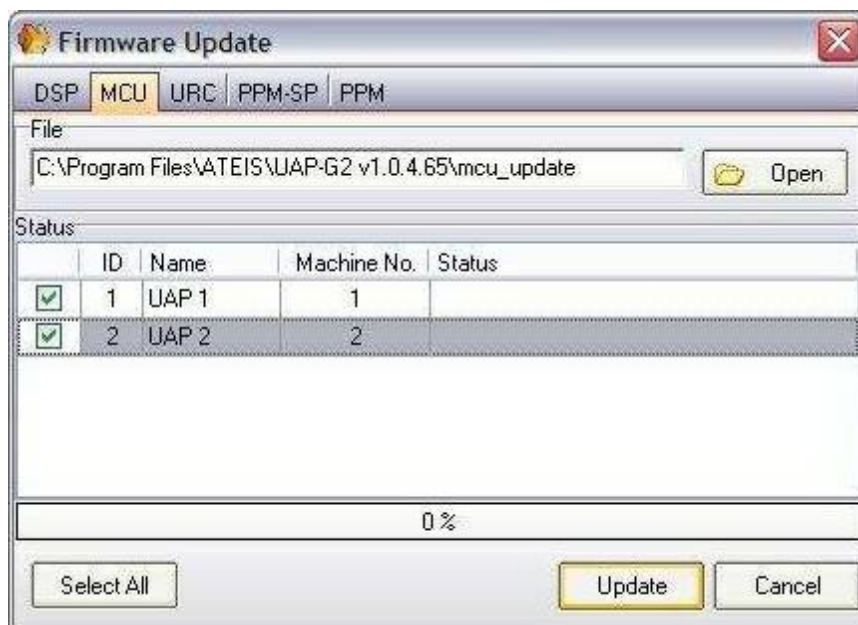


- Select the UAPG2 you want to update (click on the box on the left)
- Click [Update]

#### ❖ Update MCU

**Note:** Update MCU always after a DSP firmware update; even if there is no MCU firmware mismatch when reading the firmware versions.

- Open the Ethernet connection.
- Choose menu: > Tools > Update... (MCU tab).



- Select the UAPG2 you want to update (click on the box on the left).
- Click [Update].

**Note:** you can update several UAPG2 at same time.

#### ❖ Update URC

- Open the Ethernet connection.
- Be sure the URC is detected (search process and IP address given) and connected.
- Choose menu: > Tools > Update... (URC tab).



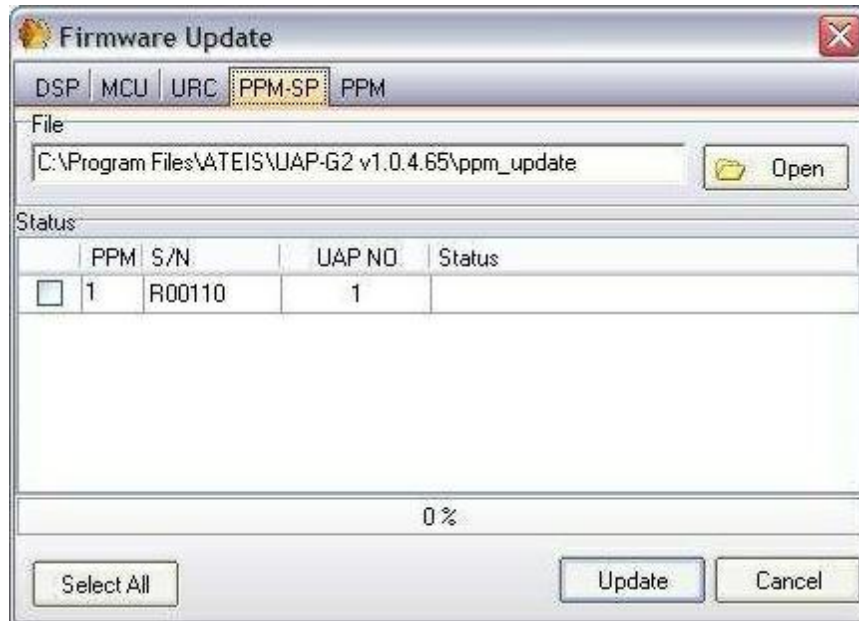
- Select the URC you want to update (click on the box on the left) (you can update several URC at

same time).

- Click [Update].

❖ Update PPM or PPM-SP

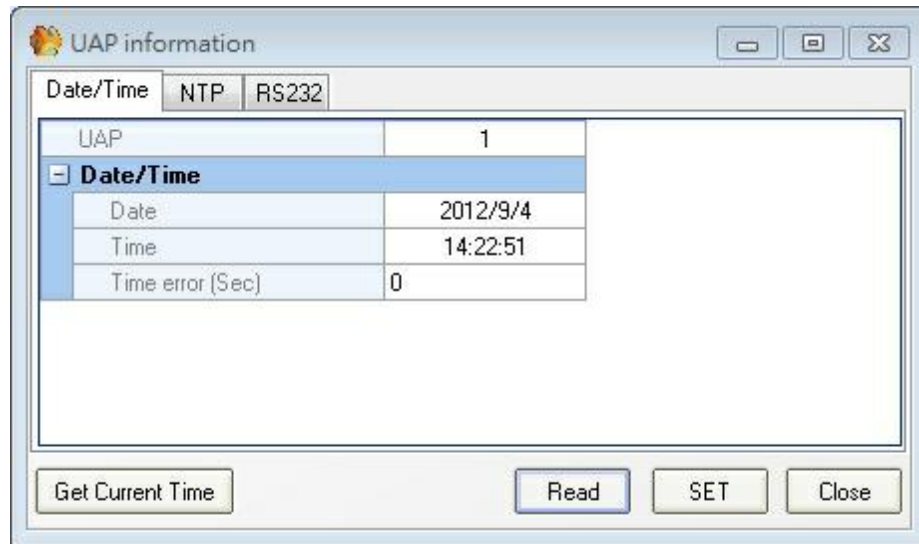
- Open the Ethernet connection.
- Be sure the PPM is detected (search process and IP address given) and connected.
- Choose menu: > Tools > Update... (PPM or PPM-SP tab).



- Select the PPM or PPM-SP you want to update (click on the box on the left).
- Click [Update].

### 5.4.3 Adjust Time/Date

Select Tools > Machine configuration, this window opens:



Click [Read] to load the UAPG2 values.

- Set Date&Time manually:

Click on (respectively) "Date" field and "Time" field, write the wished date & time.

Then click [SET] to load these values into UAPG2.

- Get Date&Time from the computer:

Click on [Get Current Time] will display the date & time of the computer.

Then click [SET] to load these values into UAPG2.

❖ Time adjustment:

- If you use the UAPG2 connects to internet, our advice is synchronizing the time with NTP protocol.

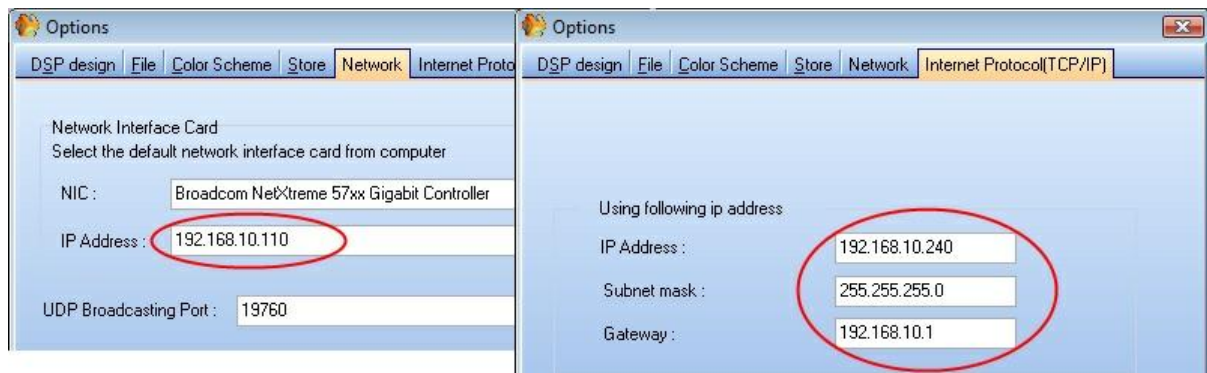
- Adjust Time/Date with NTP

Set the UAPg2 to have the date/time updated in real-time by the NTP servers. NTP means Network Time Protocol.

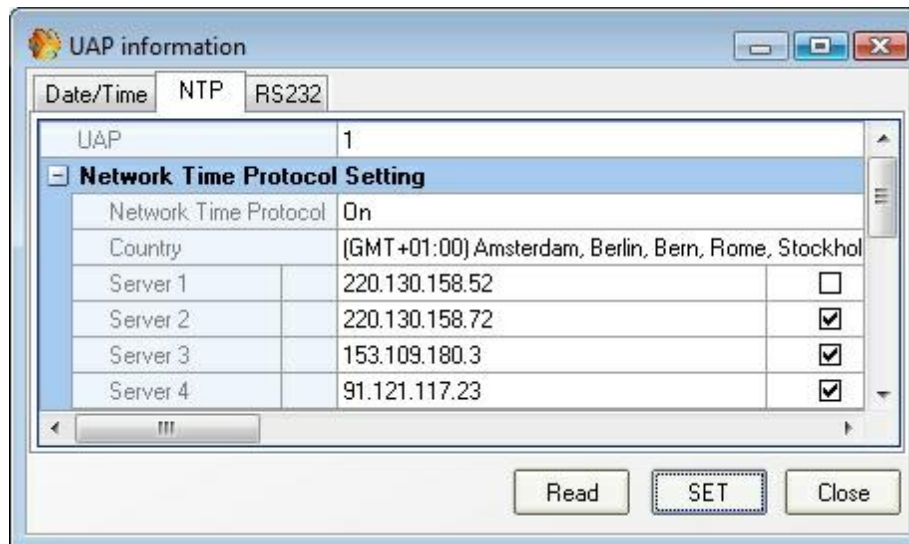
First of all, Select Tools > Option, check the IP address on the both "Network" and "Internet Protocol" tab.

The IP address of your PC (Network tab) must be in the same network than the IP address of the UAPG2 (Internet Protocol tab). The Gateway must match with the gateway of the local network where is connected the UAPG2.

If you change a parameter, then the UAPG2 must be restarted.



Unroll the "country" menu and select your time zone. Then next to "Network Time Protocol", select "On".




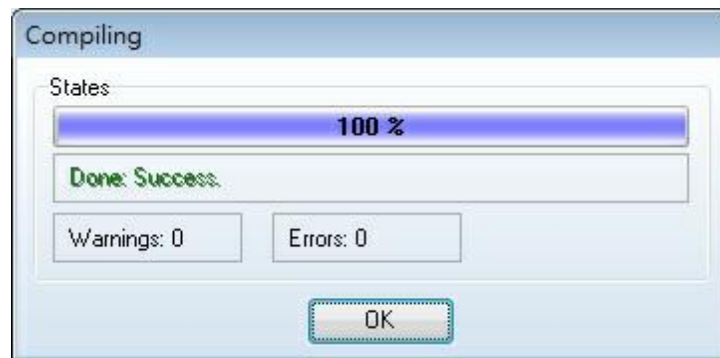
Click [read] to see which settings are into each UAPG2 of the system, click [SET] to load some settings changes

- If you use the UAPG2 is not connected to internet, then the only way to adjust the time if needed is to use the parameter "Time error (Sec)". At first, set the time (from the PC or with NTP), and remember this time. Leave the machine working in stand-alone during one month. After one month, record the current time and see the formula.  $\text{Time Error(sec)} = (\text{current time} - \text{previous time}) / 30$  Set time error sec in machine configuration. Every day at 00:00, the machine will automatically increase/decrease the time(calibration time). Note: When using the NTP protocol on an internet NTP server do not update the time or date within 5 sec of each other. You will risk getting you IP address band by the NTP server.


## 5.5 Store

When all the settings (signal path) are OK, we just have to upload them into the UAPG2 system.

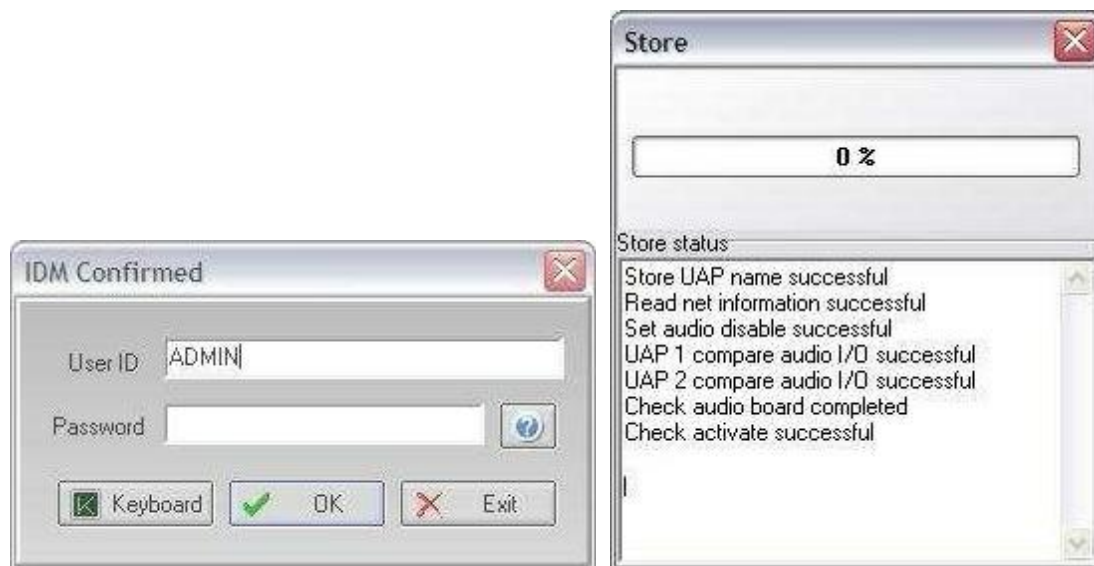
1. Compile your project: menu: "Compile >Compile..." or hit Ctrl+F4 or click on this icon .
2. When this window appears click OK.



If this window does not appear, or if there are warnings, there is some trouble with the configuration (design). Check it and correct the mistakes.

3. Now we are going to load the UAPG2 with our configuration: menu "Operations > Store" or hit ctrl+F7 or click on this icon .

4. This window appears



5. Type user ID (in a new setup this is always ADMIN no password) Click [ok], you will see the load process.

Steps 6, 7 and 8 are FOR URC AND PPM only

6. At the end, if the remote is well configured this dialogue box appears:



**Note PPM:** If this dialogue box does not appear, it means that the PPM is not recognized by the UAPG2. A yellow light flashes on the PPM (Fault led). You have to restart the research procedure.

7. Click Yes, the URCs and PPMs are configured when this dialogue box appears:



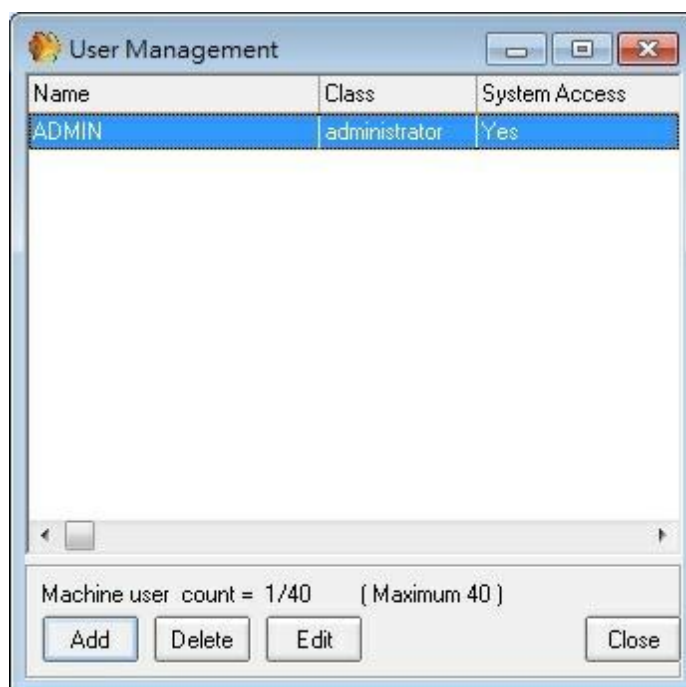
8. Click Ok. A dialogue box appears and asks if you want to connect to the machine. Click Yes if you want to pilot some settings with your computer.

9. Another dialogue box appears and asks if you want to "order audio\_enable". Click Yes if you want inputs and outputs to be active.

## 5.6 User Management

### ❖ User Management

Opens the User Management window (floating window)



You have the possibility to define up to 40 different users with different access privileges.

- Add: To add a new User (open the "Add new user window").
- Delete: To delete one user,
- Store: To load new user in UAPG2 system.
- Close: To close window.

If you select a User and click [Edit] you will have access to "Add new user window" to modify access privilege or change code:



**Add new user**

User Name  
[Text Input Field]

Set Password  
Password [Text Input Field]  
Retype [Text Input Field]

Set Access Privileges  
☐ Customized  
[Dropdown Menu]  
☐ Monitor Window Only

User Privileges  
☐ Connect/Disconnect  
☐ Start Audio/Stop Audio  
☐ Add Sub Preset/Delete Sub Preset  
☐ Add Master Preset/Delete Master Preset  
☐ Create/Delete Design Layouts  
☐ Change Control settings in Components  
☐ User list edit

Software  
Select the file you wish to assign properties to  
[Text Input Field] [Open]  
[OK] [Cancel]

This window allows you to give access password, name and to define access privileges.

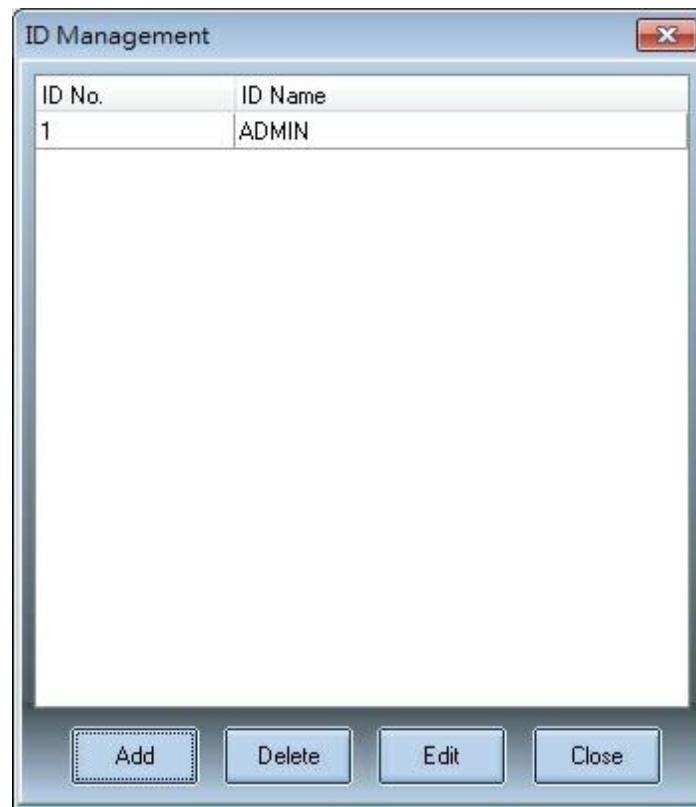
Simply read what you want to allow as rights and notch the corresponding blank square.

Bottom of the window you can define which UAPG2 file will be opened when the user will log in.

**Note:** You need to setup both Use ID and User management for a working user in the virtual/monitor window mode of the software. If the software asks to save the changes, click save.

❖ ID Management:

Opens the ID Management window (floating window)

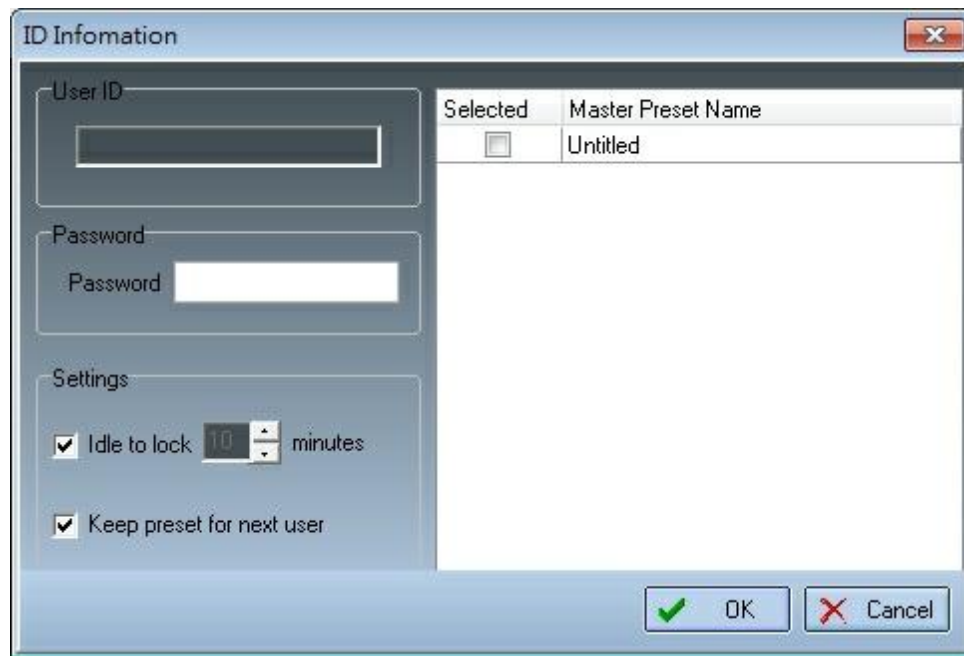


This feature is available to prevent all unauthorized people to connect to the system via the network.

The ID management allows to gives access to the Master-Preset with an user name and password. With this window you can:

- Add: create new user.
- Delete: Erase users.
- Close: Close the window.

Finally Edit user's right [Edit]) this last button opens the following ID Information window.



- Password field:

Enter desired password

- Idle to lock XX minutes:

If the user doesn't use software during XX, the connection will be closed and user will have to log again.

When the software was locked, users should enter an account with a correct password. Or the software will be locked permanently.

- Keep preset for next user:

It is possible that a user doesn't have the right to log in with the last preset used by another user (the one who just logged out).

By clicking this option, you assign the right to this user to log in and use the system even without the right for this preset.

- Box at the right part of the window: Show all master presets of the system. Choose which master preset the IDM user will have right to access and operate.

#### ❖ Logout User

Opens the User Login window (floating window)



In this window, it allows user to logout or change users, and is available only if unconnected.

❖ Logout ID

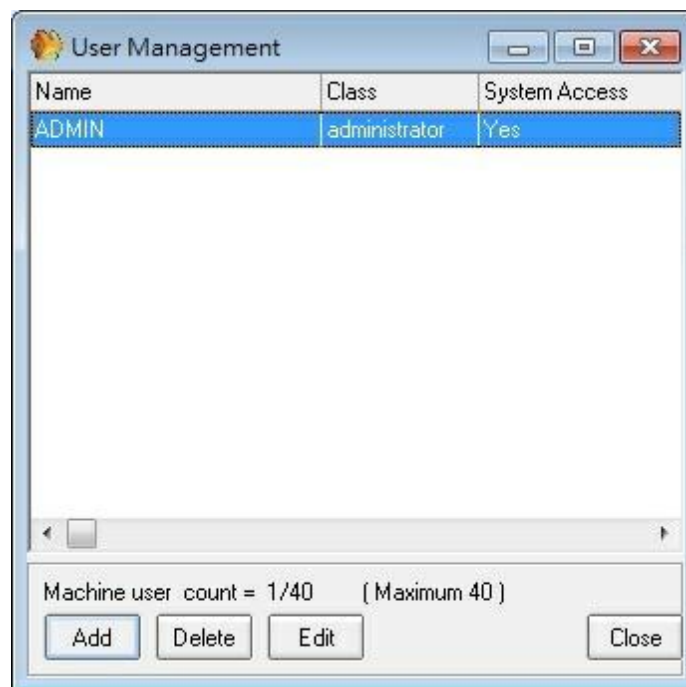
Opens the IDM Confirmed window (floating window). It allows user to logout or change ID users.

### 5.6.1 Edit User

You can define up to 40 users. Each user is protected by password. Different user's right are adjustable for each user.

❖ To set users right:

Click menu: "User > User management"



A windows appears you can add new users click "Add" or you can delete user by selecting it and clicking "Delete".

By clicking "Edit" you can adjust the user privileges and define password, these privileges are coupled on the design file selected on the bottom.

First enter User name then password. If you check Customized in the Set Access Privileges, By notching the white square you can select which are the privileges of this user (by notching what do you want). Than couple the file by selecting it in the bottom line. Now the software has all the known privileges to the users.

- ❖ To get connected to the UAPG2 with the new user the UAPG2 also has to know the user.

Click menu: "User > ID management"

Type the same User ID and Password and click ok. **Note:** The UAPG2 has to be connected to the PC to set this item.

## 5.7 Preset

- ❖ Master preset allows storing of several different DSP design in a same configuration. For example if you have room which can be separated into two smaller sized rooms etc.



- Icon from left to right:
  - Indicates which current Master Preset you are working with.

- Names each Master Preset
- Add or Delete Master Preset

1. Define (Add and Name) the number of Master Preset that you need.
2. Select the Master Preset you want to work with and make your design.
3. Do the same for each Master Preset.

To change Master preset simply change the current Master preset when the PC is connected, or use URC or Logical connectors.

- ❖ Sub Preset allows you to store different adjustments (Level, mute) but not (as Master preset) to change DSP design (no possibility to change routing, modules...)



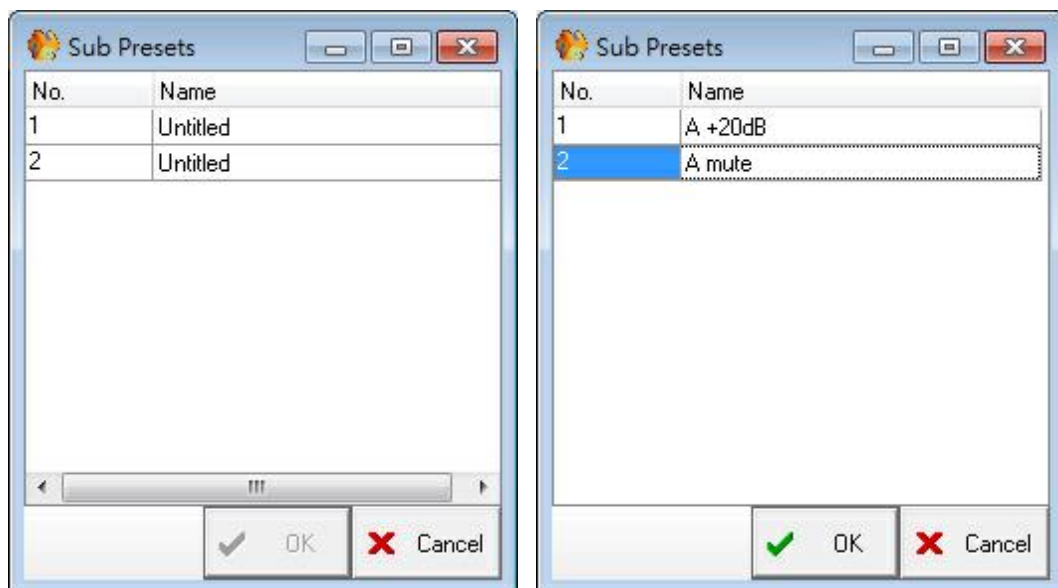
- Icon from left to right:
  - Name of the current Sub Preset
  - Add or Delete a Sub Preset
  - Manages Sub Preset name
  - Saves or Load Sub Presets

- Example for use:

We are going to define two sub-presets:

- The first with all the C inputs on +20dB (Sub preset's name: A + 20dB).
- The second with C inputs set to -90dB and Mute on (Sub preset's name: A mute).

1. Define the two Sub-Presets. Click on the "Subpreset add" twice to add two Sub-presets and enter the name of them.

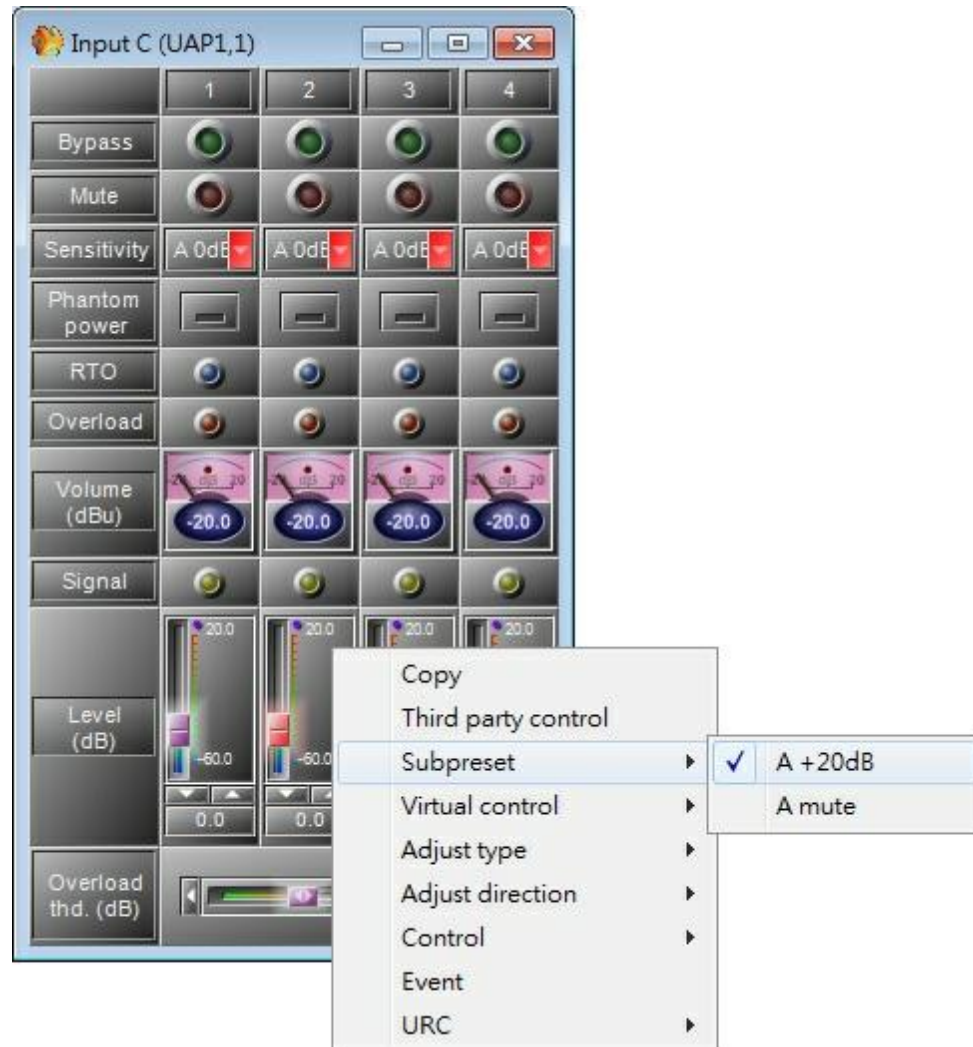


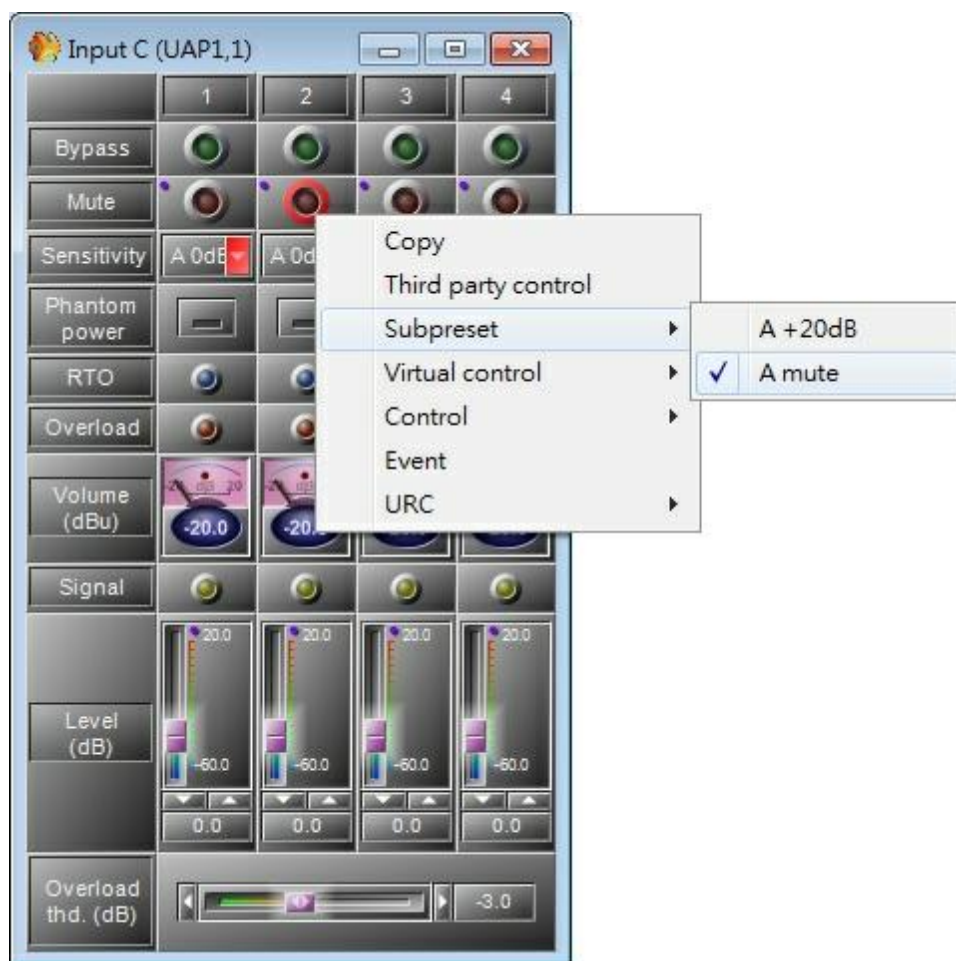
- Click "OK", the name of the current Sub-Preset appears:



- Then we are going to choose which adjustments we want to assign to the Sub preset:

Double click on the component you want, (for our example double click input C), then right click on the adjustments and assign the adjustment to the sub-preset. A purple dot appears if there is a sub-preset assigned to the adjustment. Repeat that for all the adjustments.





4. Set the adjustments: click on the Sub preset you want to store the adjustments:

For example we use "A mute", adjust the parameters as you want, here we turn on the "Mute" and decrease the Level.







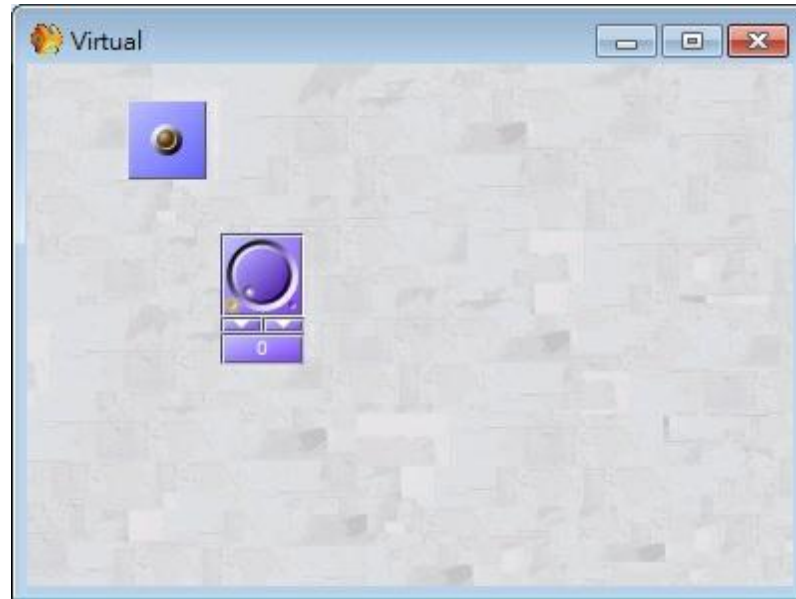
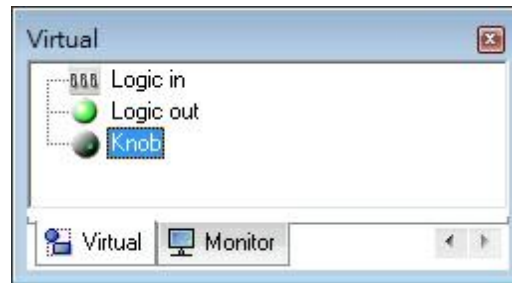
5. When the adjustments are OK. Click "Subpreset save" in order to store your adjustments in the current Sub Preset (you make a kind of photocopy of the adjustments you have selected in this Sub-preset). Repeat those actions with the other Sub preset.
6. If you want to load saved Sub Preset select the Sub Preset you want and click "Subpreset load".

## 5.8 Virtual Control

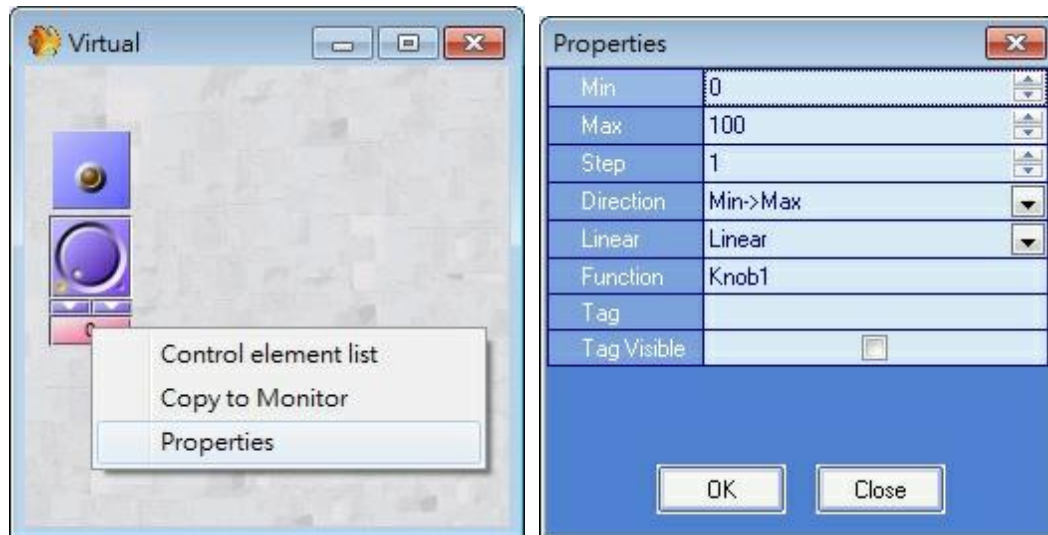
The Virtual Control allows you to define group buttons, LEDs, or Fader. You can import those groups in the Monitor Window.

Open Virtual Window: "Menu: > View > Virtual control" (or press F11)

1. Select by drag and drop (from the Design Control Area to the Virtual control window) which kind of controls or indicators (Logical In, Logical Out or Knob) you want.

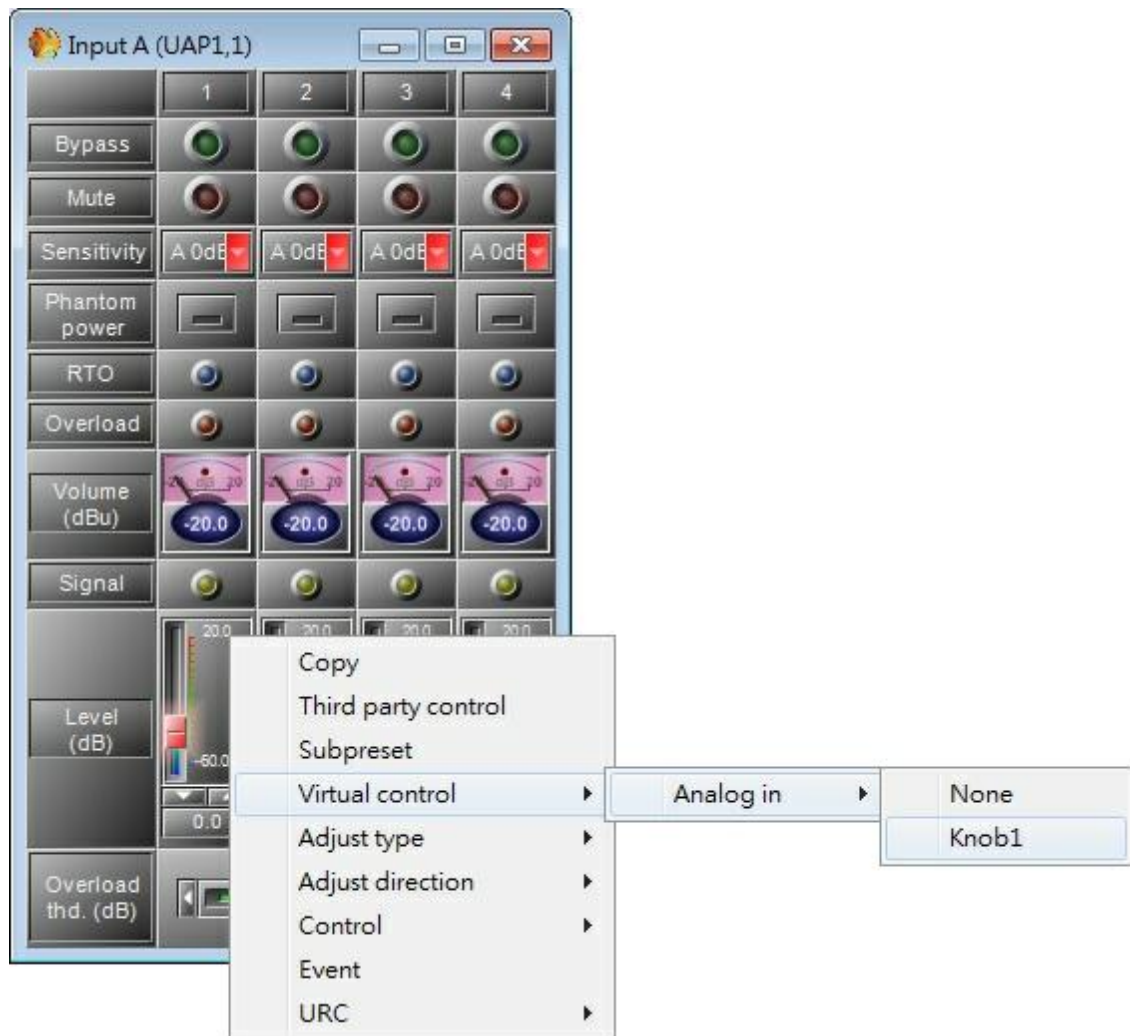


2. Name the virtual adjustment by right-clicking on it: > Properties > "Function field". You can also adjust some settings, in the properties window.



3. Assign which adjustments you want to control with this virtual adjustment (double click on the component icon then right-click on the adjustment and select Virtual control > analogue in, logic in or logic out (depends on which kind of adjustment you want to control) > name of the virtual

adjustment.



4. If you want to use the virtual adjustment in the Monitor window right click on the virtual adjustment and select > copy to Monitor then paste it on the monitor window.

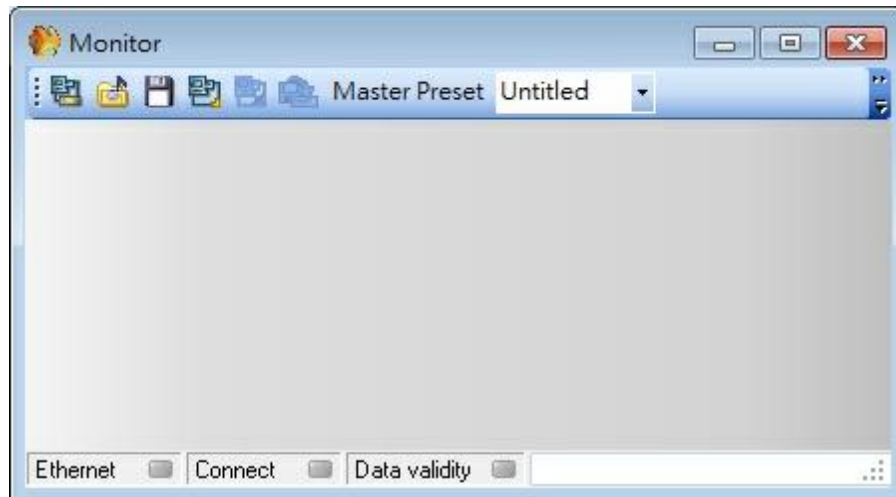


## 5.9 Monitor

The Monitor window is a window in which you can bring all the adjustments and indicators you need for your project. This is helpful if you want to have a graphical control interface.

See [View/Monitor settings](#) to set the options of the monitor window.

1. Open the Monitor Window: > View > Monitor (or F12)



2. For each adjustment you want to import in the monitor window:
  - a. Double click on the component icon
  - b. Right-click on the adjustment you want to import
  - c. Select > Copy

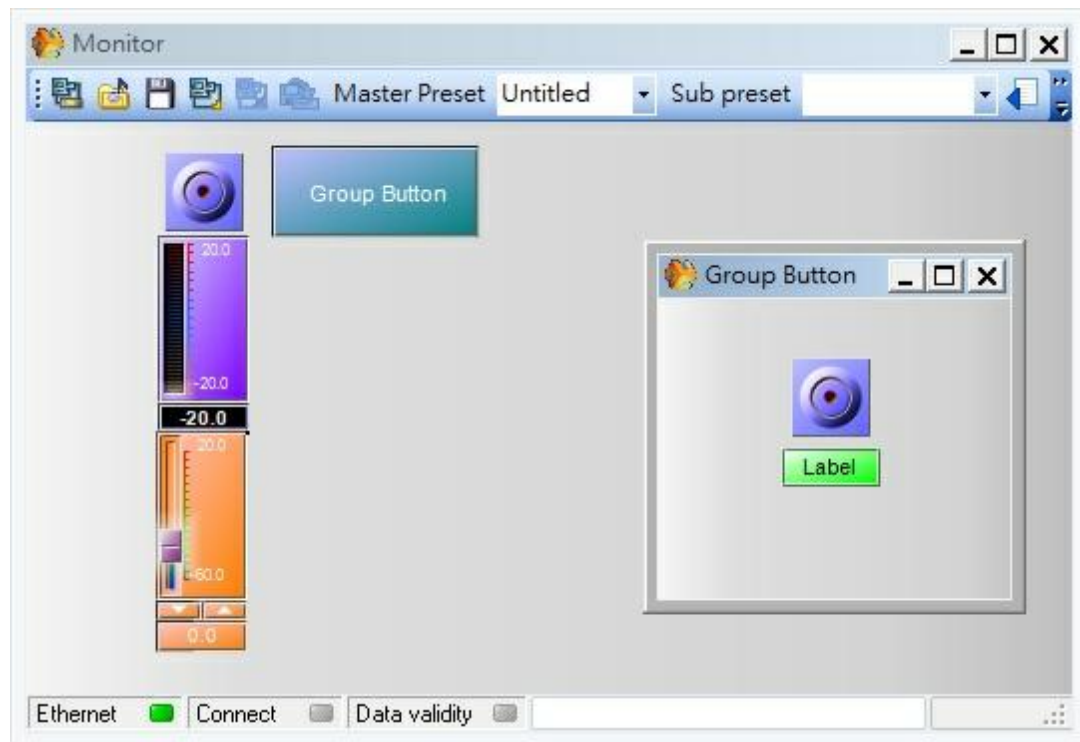


- d. Then go to the Monitor window
- e. Right-click where you want to paste the adjustment
- f. Select > Paste




❖ In the “Design Control Area” you have three choices (drag and drop to the monitor window):

- Label: Adds a written message.
- Group button: Adds a button which opens a sub-monitor window.
- Image: Adds a background Image.
- Close button: Adds a close button to close the virtual window or sub-monitor window.




#### ❖ Password Setup / Lock

If you want to protect the access to the UAP, click on  (Ctrl+M).

Chose and type two times a password (this is not an user or ID user management).



Now you can lock the system by clicking on  (Ctrl+L).



To unlock, click on the button and type the password.

**Tips:** If you want to create a complex Monitor window (for operator only) create all the parameters you'll need in Administrator mode. Then create another user with the following rights, and made the

window directly with the right window size (it is more convenient)

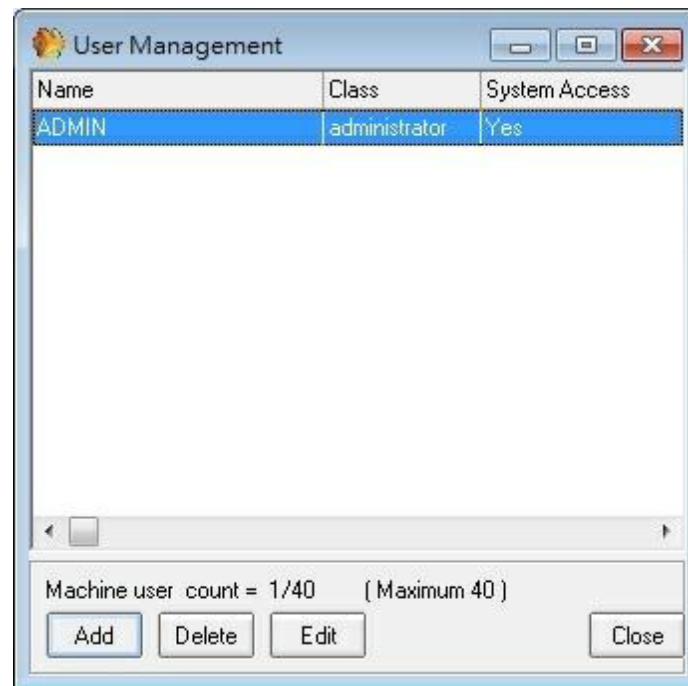
## 5.10 Monitor Settings

Use the monitor window in auto-login. You can create a specific user to have only an access to the monitor window.

This user must be associate with a configuration file (\*.uap).

At first, disconnect with the UAP, and open File -> Save As. Save the configuration.

1. Open User -> User Management:



Click [Add] to create a new user:



**Add new user**

User Name  
USER

Set Password  
Password: xxxx  
Retype: xxxx

Set Access Privileges  
☐ Customized  
operator  
☒ Monitor Window Only

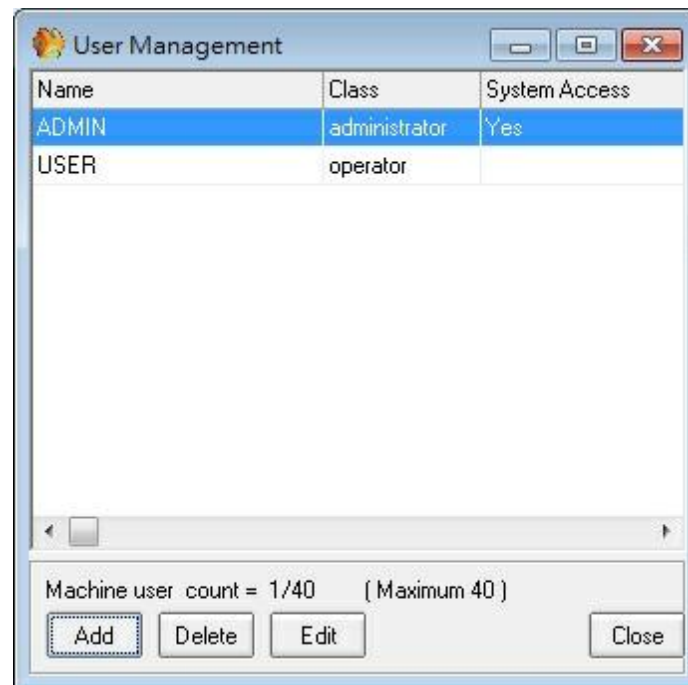
User Privileges  
☒ Connect/Disconnect  
☒ Start Audio/Stop Audio  
☐ Add Sub Preset/Delete Sub Preset  
☐ Add Master Preset/Delete Master Preset  
☐ Create/Delete Design Layouts  
☒ Change Control settings in Components  
☐ User list edit

Software  
Select the file you wish to assign properties to  
C:\Program Files (x86)\ATEIS\UAP-G2 v1.0.4.79\Data\config for monit  
Open

OK Cancel

- Write the User Name and the Password.
- Unroll the menu and select "Operator", this predefined user has an access only to the monitor. This allows user to connect or disconnect UAPG2, enable/disable the audio and change the control settings in the components.
- Click [Open] to open the browser and select your configuration file. This configuration will be automatically loaded when the user will type its user name and password.
- Click [Ok] to save and click [Close] to close the window.





2. Open View -> Monitor Settings:



Notch the options of the monitor window. See [View/Monitor settings](#) for more details.

To have an automatic logon, notch at least "Auto Connect".

After the monitor settings, compile the design then save your configuration in the file and store the configuration.

If the IDM is required (access to the Master-Presets), type the default IDM user "ADMIN" (no password).

The system is ready. Disconnect and close the software.

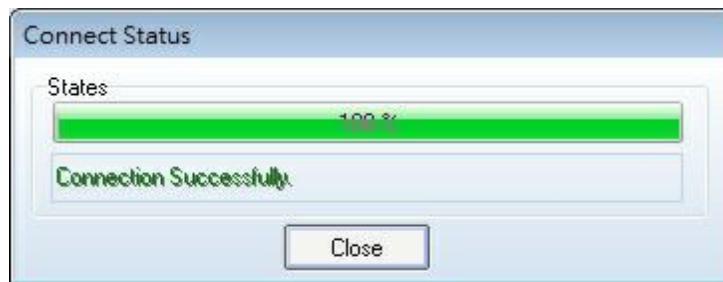
3. Now to access to the machine, the monitor user has to follow these steps:

- Open the UAPG2 software.

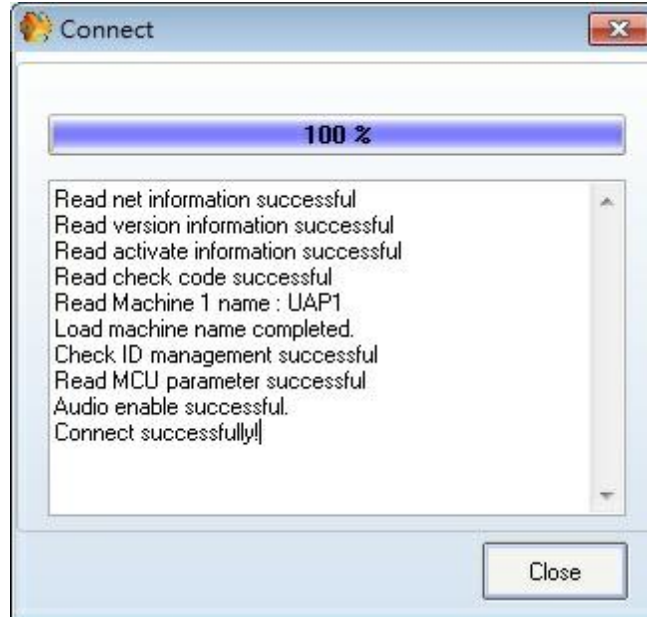
- Type the User and Password:





- The ethernet connection and also the machine connection will be done automatically:
  - Auto ethernet connection :



- Auto machine connection:



Close these windows. Now the monitor window is opened, and the user is connected (ethernet and machine).

To return in administrator mode, the user has to disconnect with the machine , Click on the "User Login" , and then type the default user ADMIN.

If you find trouble check the following points:

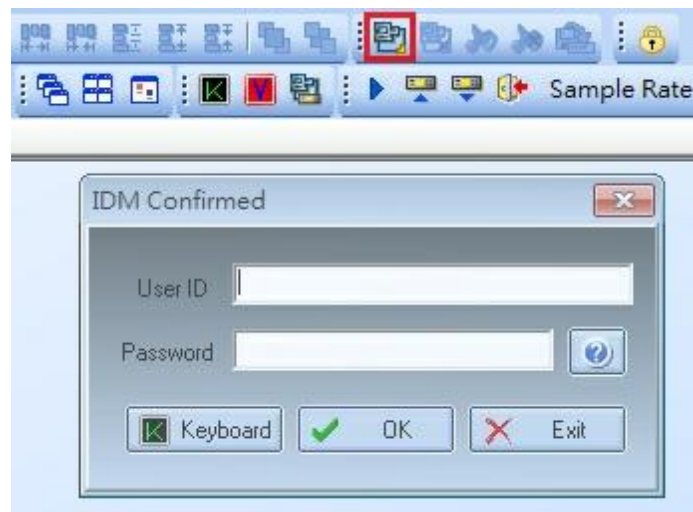
- Control the settings in View > Monitor Settings.
- Be sure to save the configuration file after compilation (needed after every change in the config).

#### 4. Master-Preset access limitation:

If you want to limit the Master-Preset access depending of the user, then don't select the "auto connect" option in the Monitor Setting window. Create an IDM (User -> ID Management) and select for this IDM the authorized Master-Presets.

Now when the user will start the software, he will have to type the UserID. The ethernet connection will be done automatically, and the configuration will be loaded but the machine won't connected.

The user has to click on the "Machine connection" icon and type the IDM.

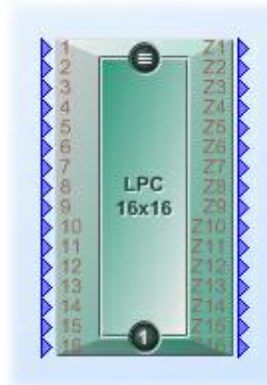


Only the Master-Presets associated to the IDM will be loaded.

## 5.11 How To

### 5.11.1 Create paging of PPM with LPC

#### ❖ Component Appearance



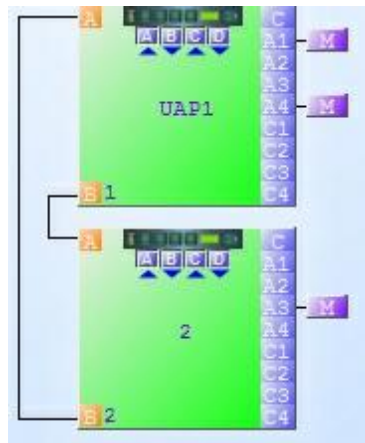
#### ❖ Description

LPC (Link Page Control) is the component for paging the audio signal of PPMs.

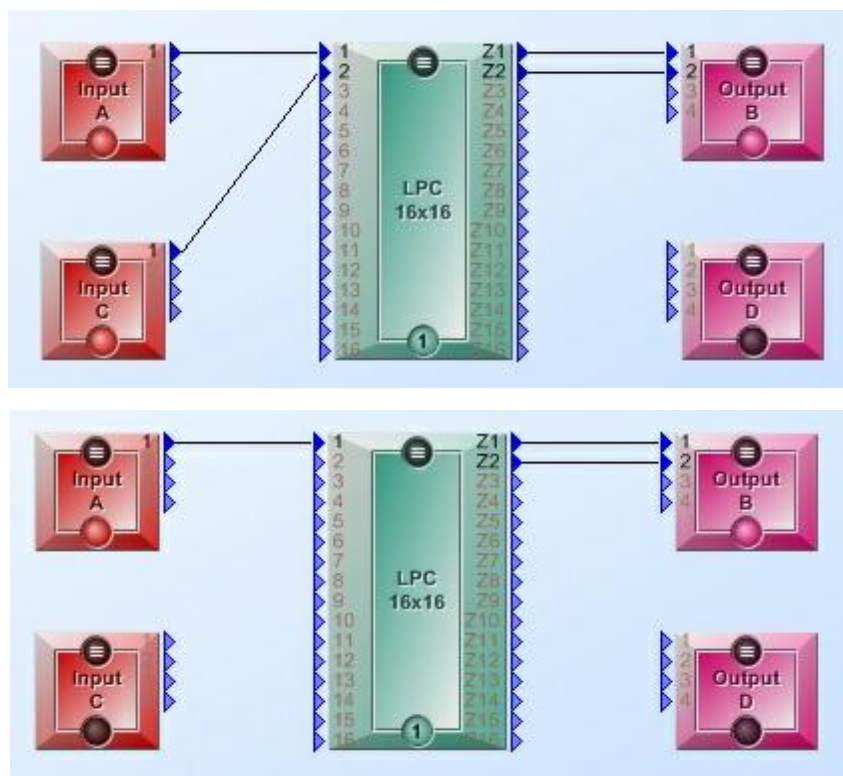
Be aware that you cannot add more than one LPC per UAPG2. If you have several PPMs on a UAPg2, then you have to use the different input of the LPC component.

#### ❖ Control Window

For example if we have two PPMs on UAPG21 and one PPM on UAPG2:



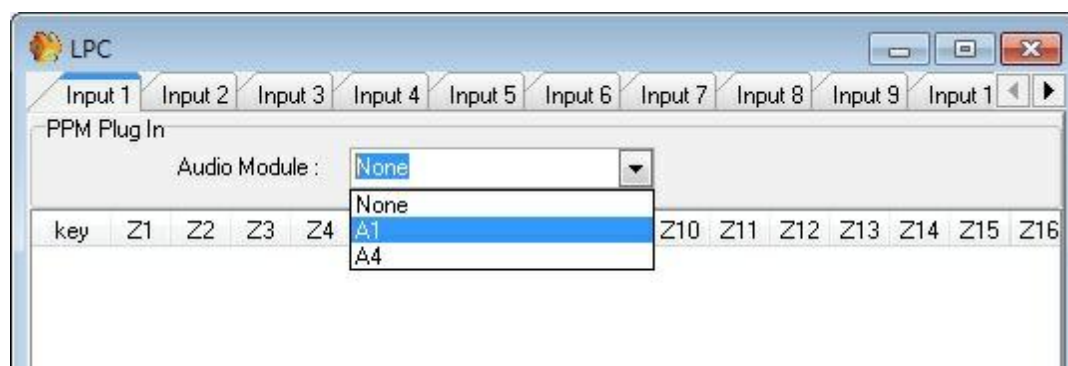
Choose one of the LPC in the LPC list. No matter which LPC you choose, it's not necessary to use all the inputs or outputs of the LPC. Even if you use one PPM (so one input of the LPC) you can use for example the LPC 4x28.



Then Double click on the component (LPC) to tell where the inputs are connected.

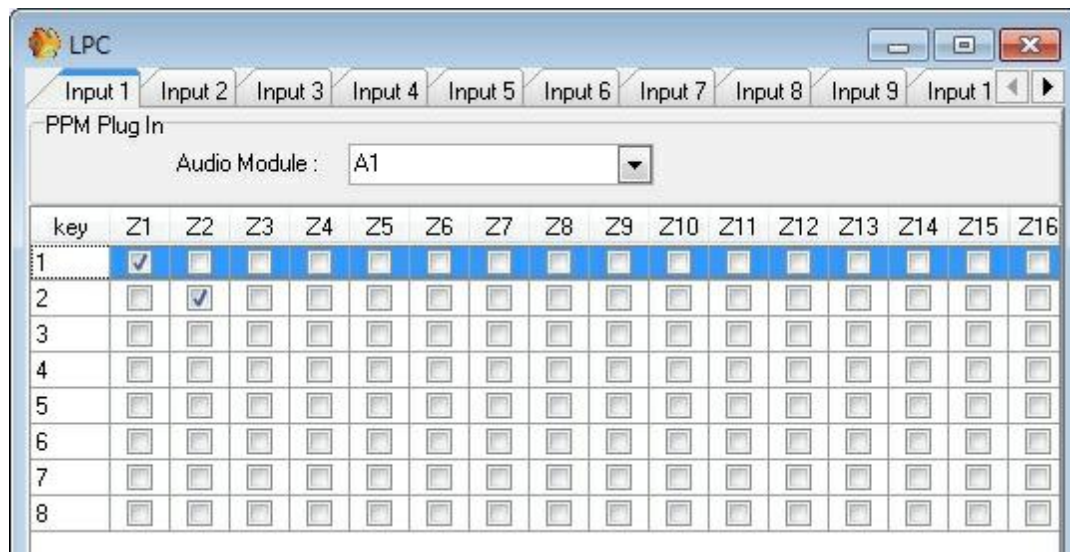
Each PPM which use one input has to be configured in its tab.

First select the "input 1" tab to set the first PPM.

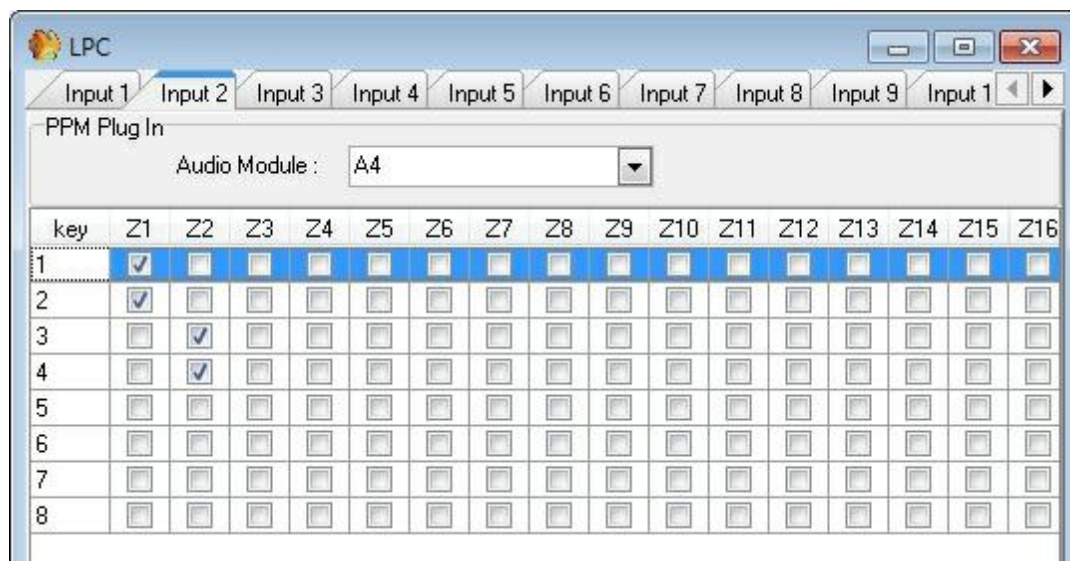


Unroll the menu "Audio Module" and select the input used by this PPM.

As soon as the input is selected, the paging matrix is displayed. Here you can choose on which zones you will have microphone signal when a key is pressed by notching the boxes:



Then do the same for the second PPM. Select the tab number 2 to set the second PPM. Unroll the Audio Module menu and select the input used by the second PPM. And then notch the boxes you want to associate the outputs with the PPM Keys.



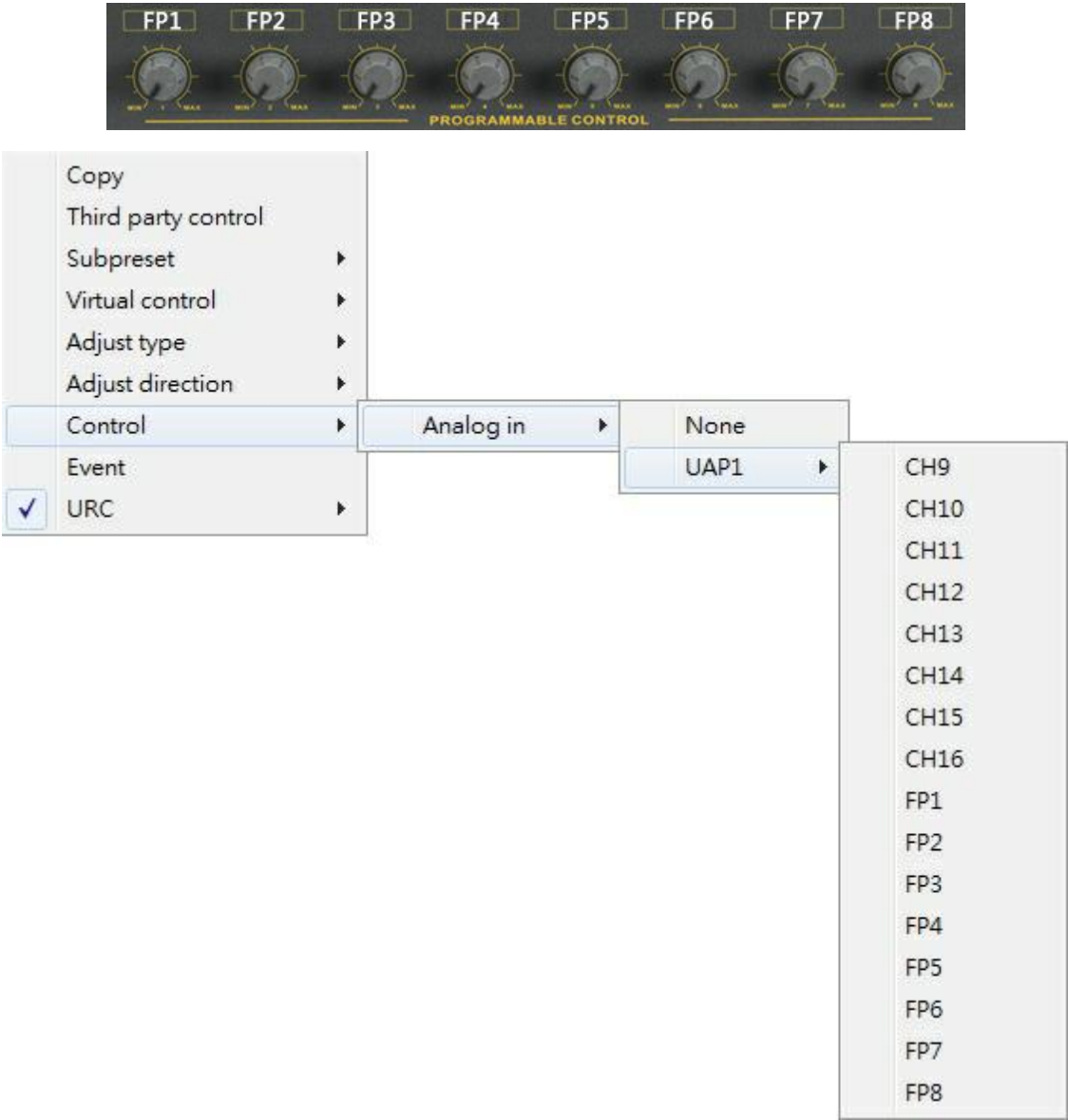
Now do the same in the second UAPG2, double click on the component (LPC) to tell where the input is connected. First select the "input 1" tab to set the PPM. Unroll the menu "Audio Module" and select the input used by this PPM.

### 5.11.2 Use front knobs

Right click on the software adjustments you want to pilot with the control input and choose control option:

1. Type of control you can assign to this software control (adjustments).
2. Name of the UAPG2 in the system.
3. Connector channel number (control input 9 to 16 defined as analogue input), FP = Front Panel

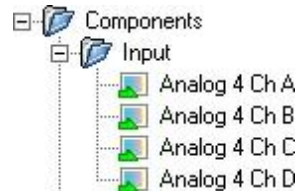
knob.)



## 6 Components of Audio Processor

### 6.1 Input

#### ❖ Component Template



#### ❖ Component Appearance



#### ❖ Description

Control the input signals parameters and monitor it. The analogue input modules represent the physical analogue inputs accessible on the rear panel of the UAPG2. There are four separate modules for use with each of the audio board slots A, B, C and D. Analogue input and output modules are added automatically to the DSP window of the relevant processor by defining their module configuration at the time you create them and should not be altered.

#### ❖ Control Window

The main control window of the input module is opened by a double click on the icon in the UAPG2 design window and appears like this:





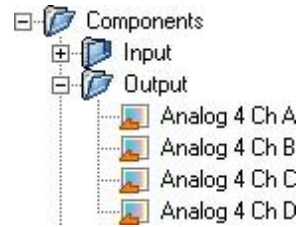
**Note:** sensitivity and phantom power can be set and changed when connected.

#### *Analogue Input Adjustments*

Parameter	Range	Comment
Bypass	On/Off	Bypasses the channel fader settings. The channel gain will be equal to unity gain (0 dB); LED, lit green when activate.
Mute	On/Off	Mutes or un-mutes the input channel; LED, lit red with channel muted.
Sensitivity	0dB, 12dB, 24dB, 40dB, 54dB	Sets the input gain of the channel preamplifier.
Phantom Power	On/Off	Applies 48 VDC phantom power to the channel input for use with condenser mikes.
RTO	LED, Lit blue	Indicates an input channel 'Routed To Output(s)'.
Clip	LED, lit red	Indicates channel level above 'Clip Threshold (dB)'.
Volume (dB)	-20 to +20 dB	Meter showing the channel RMS level.
Signal	LED, lit yellow	Indicates audio signal presence above -30 dB from chosen 'Sensitivity'.
Level (dB)	-60.0 to +20.0 dB	Signal output level of the module
Clip Threshold	-20.0 to +20.0 dB	Sets the threshold of the Clip indicator.

## 6.2 Output

### ❖ Component Template



### ❖ Component Appearance



### ❖ Description

Control the output signals parameters and monitor it. The analogue output modules represent the physical analogue outputs accessible on the rear panel of the UAPG2. There are four separate modules for use with each of the audio board slots A, B, C and D. Analogue input and output modules are added automatically to the DSP window of the relevant processor by defining their module configuration at the time you create them and should not be altered.

### ❖ Control Window



*Analogue Output Parameters*

Parameter	Range	Comment
Clip	lit red	Indicates channel level above chosen 'Clip Threshold (dB)'.
Volume (dB)	-90.0 to +20.0 dB	Mutes or un-mutes the input channel; LED, lit red with channel muted.
Mute	On/Off	Mute On/Off Mutes or un-mutes the output channel; LED, lit red with channel muted.
Signal	LED, lit blue @ -30 dB	Indicates audio signal presence above -30 dB.
Level (dB)	-60.0 to +20.0 dB	Signal output level of the module
Clip Threshold	-20.0 to +20.0 dB	Sets the threshold of the Clip indicator.

## 6.3 Mixer

Mix or route several signal to an Output.

Since the UAPG2 software only compiles active nodes, there is no use having a whole bunch of mixers, like 2x1, 3x1, to (n)x1, then 2x2, 3x2, to (n)x2, etc. It simply makes no difference if you take a 4x4 from the 4x4 component or the 16x16.

The mixer folder in the 'Component' control window holds three items:



Within these items you can find the following modules:

- Standard:
  - 4x4: 4 inputs mixing to 4 outputs.
  - 8x8: 8 inputs mixing to 8 outputs.
  - 16x16: 16 inputs mixing to 16 outputs.
- Matrix:
  - 4x4: 4 inputs routing to 4 outputs.
  - 8x8: 8 inputs routing to 8 outputs.
  - 16x16: 16 inputs routing to 16 outputs.
- Automixer:
  - 4x1: mixing/priority switching of 4 inputs to 1 output.
  - 8x1: mixing/priority switching of 8 inputs to 1 output.
  - 16x1: mixing/priority switching of 16 inputs to 1 output.

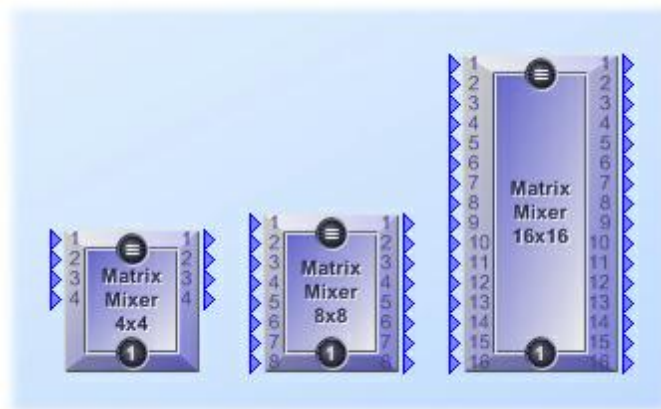
### 6.3.1 Matrix

#### ❖ Component Template



#### ❖ Component Appearance

Mix several signals to Output(s). The mixer components are organized in a sub-folder named 'Standard' holding the modules '4x4', '8x8' and '16x16'.



#### ❖ Description

This component mix several signals to Output(s).

#### ❖ Control Window

The only difference of these modules is their number of in- and outputs, let's take a detailed look just to the smallest one, the 4x4. The control window of the 'Standard Mixer' module is opened by a double click on the icon in the 'UAPG2' design window and appears like this:



Clicking the orange colored function [Output(n)] buttons under the label 'Variable Matrix' in the middle of the window opens the sub control windows of the particular output channels.



In here you can create an individual mix of the input signals independently for the specified output. By default all levels are set to 0 db, which basically means, that all audio signals at the input are mixed with no attenuation and appear like this on every output.

#### Standard Mixer (Master) Parameters

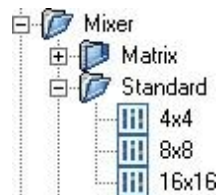
Parameter	Range	Comment
Input Mute	On/Off	Mutes or un-mutes the input channels.
Input Level (dB)	-60.0 to +20.0 dB	Sets the input level of the channel.
Variable Matrix	Button	Opens the sub control window 'Standard Mixer for routing and mixing input channels to the specified output
Output Level (dB)	-90.0 to +20.0 dB	Sets the master output level of the channel
Output Mute	On/Off	Mutes or un-mutes the output channel.

#### *Standard Mixer Parameters*

Parameter	Range	Comment
Level (dB)	-60.0 to +20.0 dB	Sets the input levels mixed to the particular output.

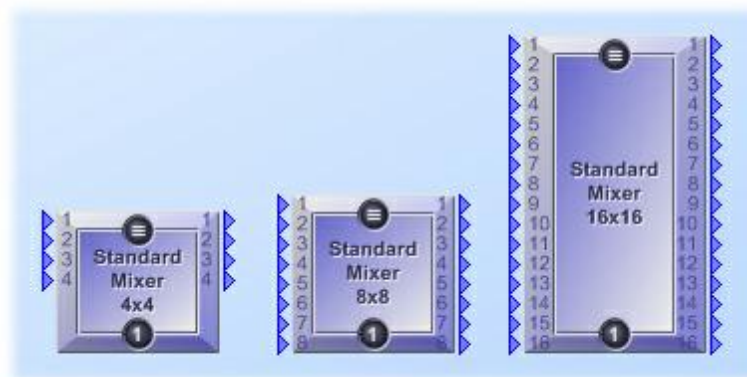
### 6.3.2 Standard

#### ❖ Component Template



#### ❖ Component Appearance

Route several signals to Output(s). The matrix components are organized in a sub-folder named 'Matrix' holding the modules '4x4', '8x8' and '16x16':

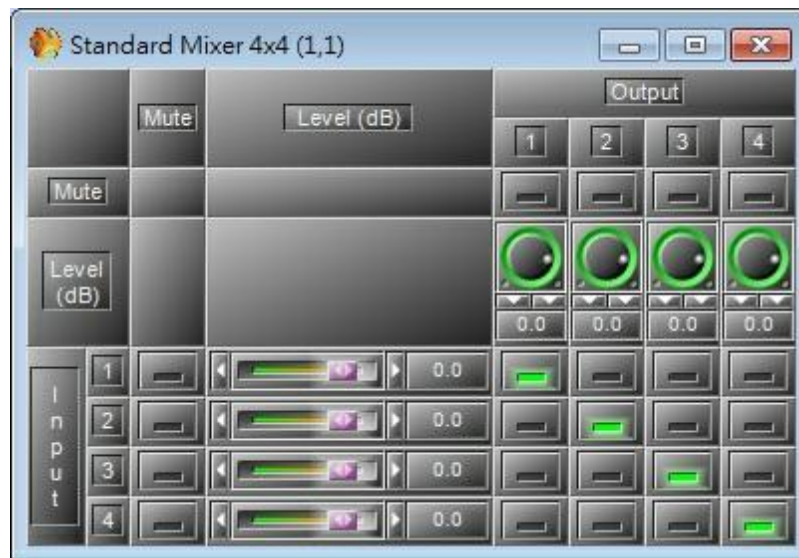


#### ❖ Description

This component routes several signals to Outputs.

#### ❖ Control Window

Since the only difference of these modules is their number of in- and outputs, let's take a detailed look just to the smallest one, the 4x4. The control window of the 'Matrix' module is opened by a double click on the icon in the 'UAPG2' design window and appears like this:



The matrix module is similar to the standard mixer, with the main difference, that there is no ability to make independent mixes for each output channel. So the module primary is used for simple routing purposes.

By default routing is set 1 to 1; audio at each input channel only appears on the particular output channel with unity gain. In short: The module does nothing at all.

*Matrix Parameters*

Parameter	Range	Comment
Input Mute	On/Off	Mutes or un-mutes the input channels.
Input Level (dB)	-90.0 to +20.0 dB	Sets the input level of the channel.
Routing Buttons	On/Off	Turns on/off the input on the particular output channel.
Output Level (dB)	-90.0 to +20.0 dB	Sets the master output level of the channel
Output Mute	On/Off	Mutes or un-mutes the output channel.

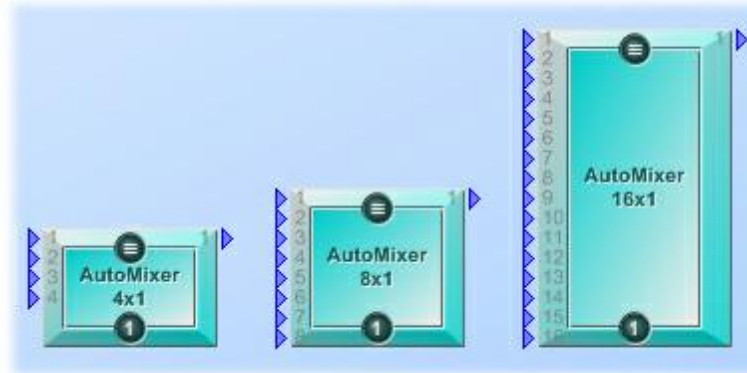
### 6.3.3 AutoMixer

#### ❖ Component Template



#### ❖ Component Appearance





#### ❖ Description

This component allows mix several signals to one output. The Activation of channel(s) can be done manually or automatically by signal threshold and priority.

#### ❖ Control Window

Since the only difference of these modules is their number of inputs, let's take a detailed look just to the smallest one, the 4x1. The control window of the 'Automixer' module is opened by a double click on the icon in the 'UAPG2' design window and appears like this:



The auto mixer adjusts the signal output level on the output node depending on the number of activated input channels. This function can be useful in conference applications or houses of workshop, where usually unattended mixing has to be executed. A special feature of this component is the priority function, which can be used for auto-paging applications or to implement a voice triggered chairman's mike in a small conference system.

#### Automixer Parameters



Parameter	Range	Comment
Mute	On/Off	Mutes or un-mutes the input channel
Invert	0°/180°	Inverts the polarity of the input channel.
Solo	On/Off	Solos the input channel. (the channel goes directly to the output)
Gate On	LED, lit green	Shows activation status of the input channel.
Level (dB)	-90.0 to +20.0 dB	Adjusts the level of the output channel.
Manual Mode	On/Off	Only used in manual mode (see "Manual/Automatic") It allows manual channel activation.
Automatic Mode Priority Level	1 to (n)	Sets the priority level of the channel. 1 is the most priority.
Output mute	On/Off	Mutes or un-mutes the module's output.
Output level (dB)	-90.0 to +20.0 dB	Sets the module's output level.
Threshold (dB)	-90.0 to +20.0 dB	Sets the threshold for channel activation.
Hold time (s)	0 to 10 s	Sets a hold time for the gate deactivation.
Attenuation Response time (ms)	10 ms to 10.0 s	Sets a pre delay time for automatic attenuation. That's means the transition time of the attenuation when a channel is added or removed.
Background threshold (%)	0.0 to 100.0%	Sets how the input signal is interpreted to open a gate. The background level will increase the input activation level.
NOM attenuation step (dB)	0.0 to 6.0 dB	Sets the amount of attenuation to be applied each time the number of activated channels increases.
NOM attenuation max (dB)	0.0 to 100.0 dB	Limits the amount of attenuation to be applied.
Attn. Gain (dB)	-100.0 to +20.0 dB	Indicates the amount of current gain reduction
Last Mic. On	On/Off	Enables the last mic on function. If activate, even if there is no audio on the inputs, one channel will stay open. (see "Last Mic.On designated" parameter)
Last Mic. On designated	Ch 1 to (n), Last Mic.	Defines which channel will stay open (Only if "Last Mic. On" is activated). Caution the channel will stay open even if it's muted.
Open Mic. Limits	1 to Non Limit	Chooses the maximum number of simultaneously activated channels.
Manual/Automatic	Manual or Automatic	Select the mode, manual or automatic. Manual mode : Only manual channel activation (threshold and priority are ignored) Automatic mode : With priority and threshold channel activation.
NOM attenuation mode	Eq1 or Eq2	Chose here if you want a linear attenuation or a logarithmic attenuation which is more near of the reality. Eq1 : (NOM-1) x step (same attenuation for each adding channel), Eq2: $\log_2(\text{NOM}) \times \text{step}$

- Channel activation:

At first, on the "Manual/Automatic" selector chose if you want manual or automatic channel activation.

- Manual: The activation is only done manually with the "Manual" buttons. The threshold and the priority are ignored.
- Automatic: The activation is depending of the threshold, and of the priority. It will pass only highest priority channel out. If several channels have the same priority, they all will be mixed

to the output together when they will be priority.

- Attenuation:

The attenuation is always active. It doesn't depend of the mode.

- The background threshold:

The background threshold allows adjusting the input level activation depending on the background level.

If the background threshold is more than at 0%, the background level will increase the input activation level. You can adjust the relation between the background and the activation level by move the background threshold knobs.

$\text{Threshold}' = \text{Threshold} + (\text{mixing input} * \text{Background threshold percent})$ .

PS: The used values to calculate are not in dB.

- Example 1:

One input in 0.5db => mixing input =  $1.059253725177289 * 1 = 1.059253725177289$

Threshold = 0dB = 1

Background threshold percent = 5%

$\text{Threshold}' = 1 + (1.059253725177289 * 0.05) = 1.052962686258864$

In this case input = 0.5db is almost critical point

Input  $\geq 0.5\text{dB}$  then on,

Input  $< 0.5\text{dB}$  then off.

- Example 2:

Two input in 9.5db => mixing input =  $2.985382618917960 * 2 = 5.970765237835919$

Threshold = 5dB = 1.778279410038923

Background threshold percent = 20%

$\text{Threshold}' = 1.778279410038923 + (5.970765237835919 * 0.05) = 2.972432457606106$

In this case input = 0.5db is almost critical point

Input  $\geq 9.5\text{dB}$  then on,

Input  $< 9.5\text{dB}$  then off.

## 6.4 Compressor/ Limiter/ Expander

The 'Compressor/Limiter/Expander' folder in the 'Component' control window holds for items:



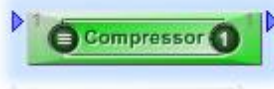
They represent the dynamic section and consist of the following modules:

- Limiter: Single channel limiter, triggered by input level (Feed-Forward type).
- Compressor" Single channel compressor, triggered by input level (Feed-Forward type).
- Expander: Single channel expander, triggered by input level (Feed-Forward type).
- Comp-Limiter: It provides a simplified compressor and a limiter together.

### 6.4.1 Compressor

#### ❖ Component Appearance

The first module within the 'Compressor/Limiter' folder is a simple single channel 'Feed-Forward' type compressor device:



#### ❖ Description

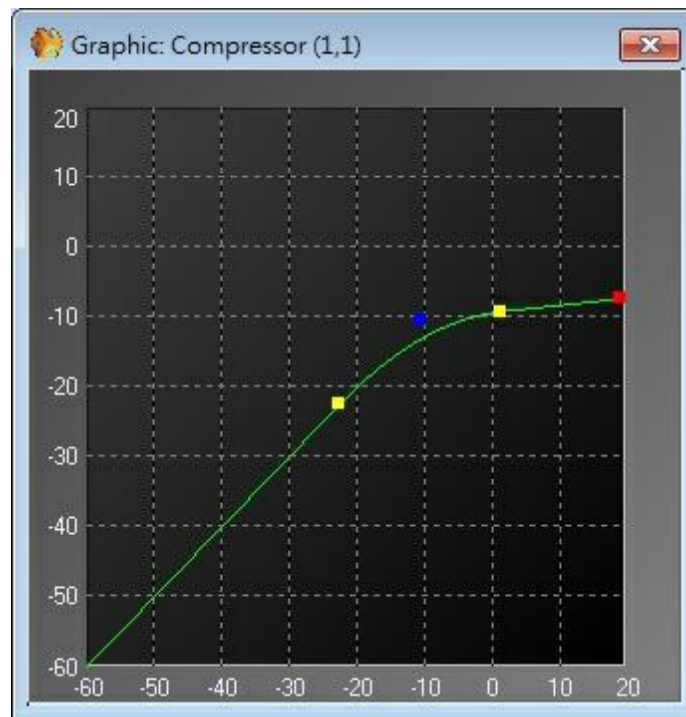
A compressor is an automatic volume control. Loud sounds over a certain threshold are reduced in level while quiet sounds remain untreated. In this way it reduces the dynamic range of an audio signal. This may be done for aesthetic reasons, to deal with technical limitations of audio equipment, or to improve audibility of audio in noisy environments. Compression reduces the level of the loud sounds, but not the quiet sounds, thus, the level can be raised to a point where the quiet sounds are more audible without the loud sounds being too loud.

#### ❖ Control Window

The control window of the 'Compressor' module is opened by a double click on the icon in the 'UAPG2' design window and appears like this:



The compressor's control window features a graphical display/editor window which is opened by a click on the [Graph] button at the top left side of the control window and looks like this:



The display/editor window displays an output to input graph, where the vertical axis corresponds to the output signal level in dB, while the horizontal axis displays the input signal level in dB. The green line reflects the currently set dynamic response graph of the compressor.

The small squares act as handles that can be dragged to the desired position and show the following parameters:

- Red Ratio x:1
- Blue Threshold (dB)
- Yellow Threshold range (dB)

*Compressor Parameters*

Parameter	Range	Comment
Graph...	Button	Opens the graphical display/editor window.
Ratio x:1	0.10 to 1.00	Sets compression ratio.
Threshold (dB)	- 60.0 to +20.0 dB	Sets the range of level, in which the ratio gradually alters from 1:1 to the value set by the ratio parameter (soft knee function).
Attack time (ms) (Attack)	10 to 1000 ms	Sets the time it takes to respond to the input signal.
Release time (ms) (Release)	10 to 1000 ms	Sets the time it takes to release gain reduction.
Gain reduction (dB)	0.0 to -25.0 dB	Reflects the current amount of gain reduction.
Bypass	On/Off	Bypasses the compressor's function.
Soft knee	On/Off	Enables/disables the "Soft Knee" mode.
Compress	LED, lit green	Indicates compression.

## 6.4.2 Limiter

### ❖ Component Appearance



### ❖ Description

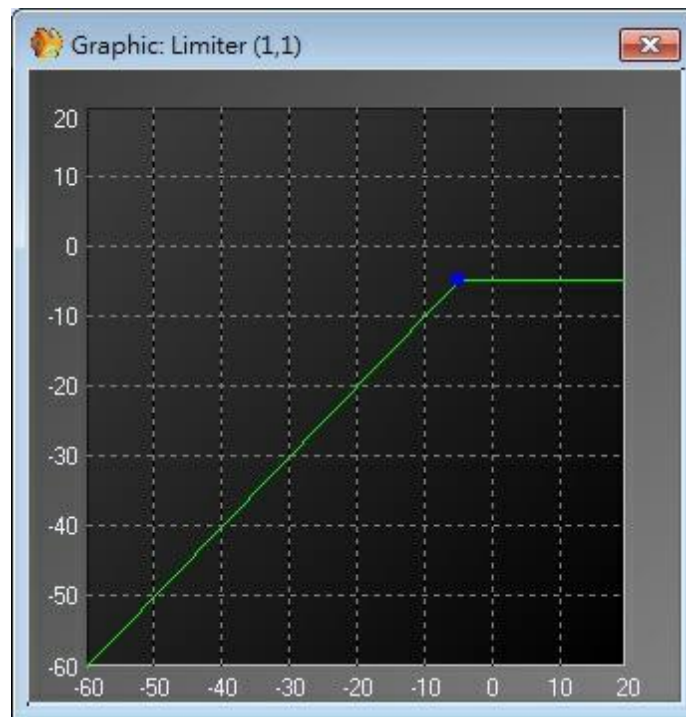
The second module within the 'Compressor/Limiter' folder is a simple single channel 'Feed-Forward' type limiter.

### ❖ Control Window

The control window of the 'Limiter' module is opened by a double click on the icon in the 'UAPG2' design window and appears like this:



The limiter's control window features a graphical display/editor window which is opened by a click on the [Graph] button at the top left side of the control window and looks like this:



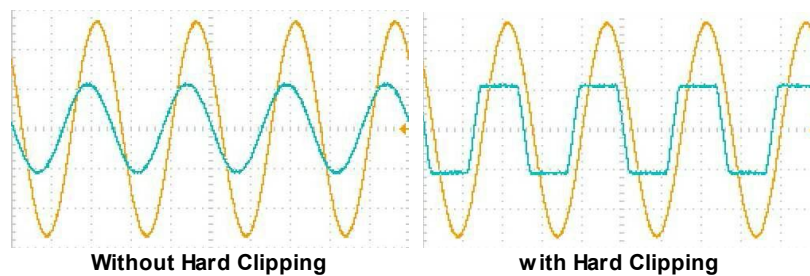
The display/editor window displays an output to input graph, where the vertical axis corresponds to the output signal level in dB, while the horizontal axis displays the input signal level in dB. The green line reflects the currently set dynamic response graph of the compressor.

The small squares act as handles that can be dragged to the desired position and show the following parameters:

- Blue Threshold (dB)

Hard Clipping mode:

This is an example of a sinusoidal signal limited with and without Hard Clipping.



If the input signal is a lot higher than the threshold the signal will be almost identical to the hard clipping. The limiter is a crude way of limiting. For smoother limiting a compressor is a better solution.

#### *Limiter Parameters*

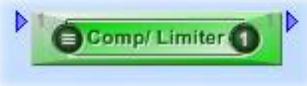
Parameter	Range	Comment
Graph...	Button	Opens the graphical display/editor window.
Threshold (dB)	- 60.0 to +20.0 dB	Sets the threshold level above which limiting begins.
Release time (ms)	10 to 1000 ms	Sets the time it takes to release gain reduction.

Parameter	Range	Comment
Bypass	On/Off	Bypasses the limiter's function.
Hard Clipping	On/Off	Enables/disables the "Hard clipping" mode.
Limiting	LED, lit red	Indicates limiting.
Gain reduction (dB)	0.0 to -45.0 dB	Reflects the current amount of gain reduction.

### 6.4.3 Comp/Limiter

#### ❖ Component Appearance

The third module within the 'Compressor/Limiter' folder is a combination of the compressor and the limiter modules described earlier:



#### ❖ Description

This component is the combination of the compressor and the limiter.

#### ❖ Control Window

The control window of the 'CompLimiter' module is opened by a double click on the icon in the 'UAP G2' design window and appears like this:



As this component works exactly like the separately described modules please refer to the parameter list of [Compressor](#) and [Limiter](#).

## 6.4.4 Expander

### ❖ Component Appearance

The only module within the 'Expander' folder is a simple expander of the same 'Feed-Forward' type like the compressor:

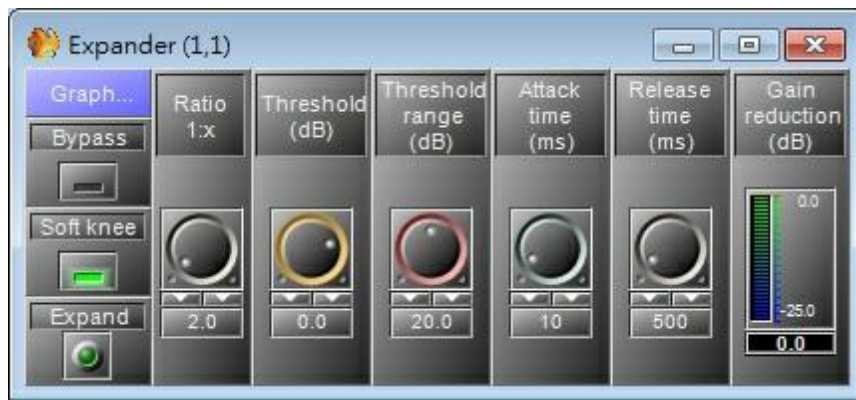


### ❖ Description

An expander works in an opposite fashion than the compressor, the threshold is set and any part of the signal dropping below this threshold will be affected by the expander and this level will be raised. The expander therefore like the compressor balances out the signal making it sound more professional. The expander allows having a signal with a bigger dynamic range.

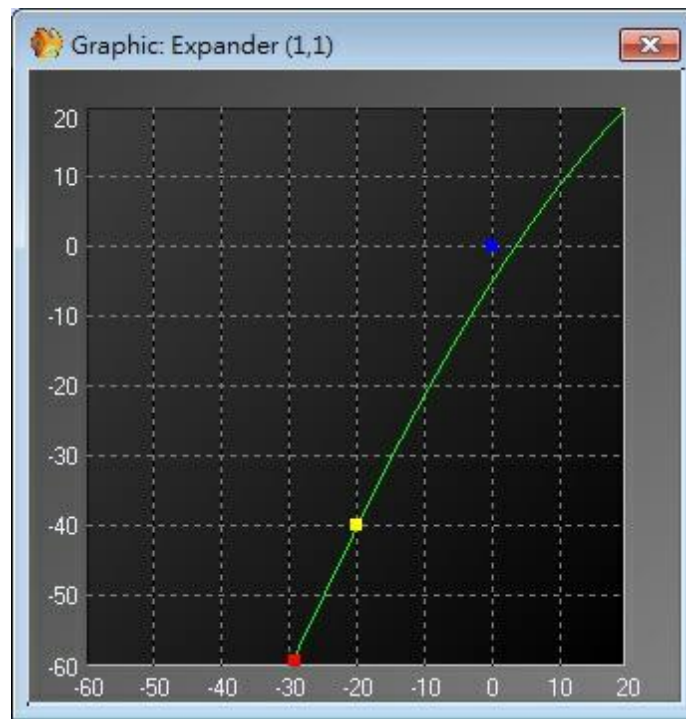
### ❖ Control Window

The control window of the 'Expander' module is opened by a double click on the icon in the 'UAPG2' design window and appears like this:



The compressor's control window features a graphical display/editor window which is opened by a click on the [Graph] button at the top left side of the control window and looks like this:





The display/editor window displays an output to input graph, where the vertical axis corresponds to the output signal level in dB, while the horizontal axis displays the input signal level in dB. The green line reflects the currently set dynamic response graph of the compressor.

The small squares act as handles that can be dragged to the desired position and show the following parameters:

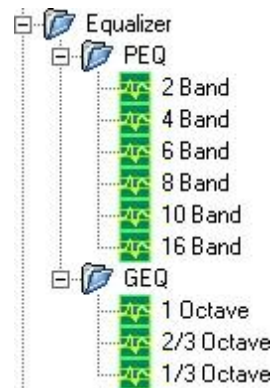
- Red Ratio x:1
- Blue Threshold (dB)
- Yellow Threshold range (dB)

#### *Expander Parameters*

Parameter	Range	Comment
Graph...	Button	Opens the graphical display/editor window.
Ratio x:1	0.10 to 1.00	Sets expansion ratio.
Threshold (dB)	- 60.0 to +20.0 dB	Sets the threshold level above which expansion begins.
Threshold range (dB)	0.0 to 40.0 dB	Sets the range of level, in which the ratio gradually alters from 1:1 to the value set by the ratio parameter (soft knee function).
Attack time (ms) (Attack)	10 to 1000 ms	Sets the time it takes to respond to the input signal.
Release time (ms) (Release)	10 to 1000 ms	Adjusts the time to stop the gain reduction.
Gain reduction (dB)	0.0 to -25.0 dB	Reflects the current amount of gain reduction.
Bypass	On/Off	Bypasses the compressor's function.
Soft knee	On/Off	Enables/disables the "Soft Knee" mode.
Expand	LED, lit red	Indicates that the function is active.

## 6.5 Equalizer

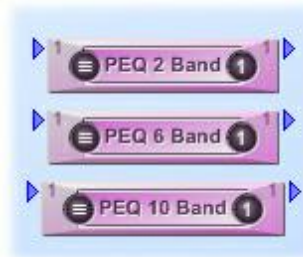
The 'Equalizer' folder in the 'Component' control window holds two sub-folders containing parametric and graphic EQs:



### 6.5.1 PEQ

#### ❖ Component Appearance

You have six different PEQ modules, 2, 4, 6, 8, 10, 16 bands:



#### ❖ Description

PEQ is abbreviation of parametric equalizer, PEQs are multi-band variable equalizers which allow users to control the three primary parameters: amplitude, center frequency and bandwidth. The amplitude of each band can be controlled, and the center frequency can be shifted, and bandwidth ("Q") can be widened or narrowed. PEQs are capable of making much more precise adjustments to sound than other equalizers, and are commonly used in sound recording and live sound reinforcement.

#### ❖ Control Window

The control window of the 'PEQ' module is opened by a double click on the icon in the 'UAPG2' design window and appears like this (example for 4 bands):



The display/editor window displays an output to input graph, where the vertical axis corresponds to the output signal level in dB, while the horizontal axis displays the frequencies. The green line reflects the currently set dynamic response graph of the equalizer.

The small squares act as handles that can be dragged to the desired position and show the following parameters (example: 4 bands):

- Orange Bandwidth (-)
- Yellow Frequency (Hz)



*Equalizer Parameters*

Parameter	Range	Comment
Symmetry	-	Not available on next versions.
Bypass all	-	To bypass the EQ (all the frequency channel).
Bypass	-	Bypasses only the selected frequency channel.
Bandwidth	-	Set the width around the frequency (Q factor)
Frequency	-	Selects the frequency to adjust

Parameter	Range	Comment
Gain	-	Set the gain (attenuate or increase the selected frequency)
Graph	-	Open the graphic window

## 6.5.2 GEQ

### ❖ Component Appearance

You have three different GEQ modules, 1 Octave, 2/3 octave, 1/3 octave:



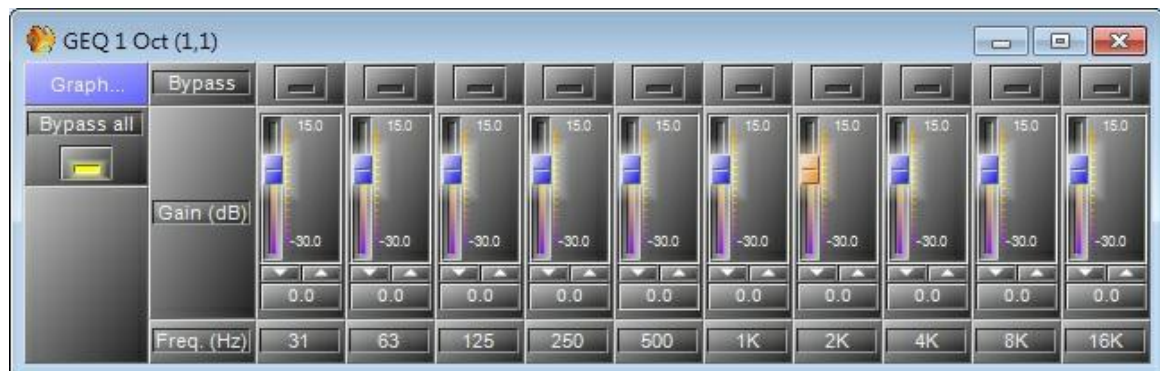
### ❖ Description

GEQ is abbreviation of graphic equalizer, in the graphic equalizer, the input signal is sent to a bank of filters. Each filter passes the portion of the signal present in its own frequency range or band. The amplitude passed by each filter is adjust using a slider in control window of UAPG2 software control to boost or cut frequency components passed by that filter. The vertical position of each slider thus indicates the gain applied at that frequency band.

The number of frequency channels (and therefore each one's bandwidth) affects the consuming DSP power of audio processor, and may be matched to the requirements of the intended application. An equalizer for professional live sound reinforcement typically has some 25 to 31 bands, for more precise control of feedback problems and equalization of room modes. There are three types of GEQ, 1 Octave, 2/3 Octave and 1/3 Octave. 1/3 Octave GEQ (spoken informally as "third-octave EQ") because the center frequency of its filters are spaced one third of an octave apart, three filters to an octave. Equalizers with half as many filters per octave are common where less precise control is called a 2/3-octave equalizer, and so on the 1 Octave GEQ, that is one filters to an octave.

### ❖ Control Window

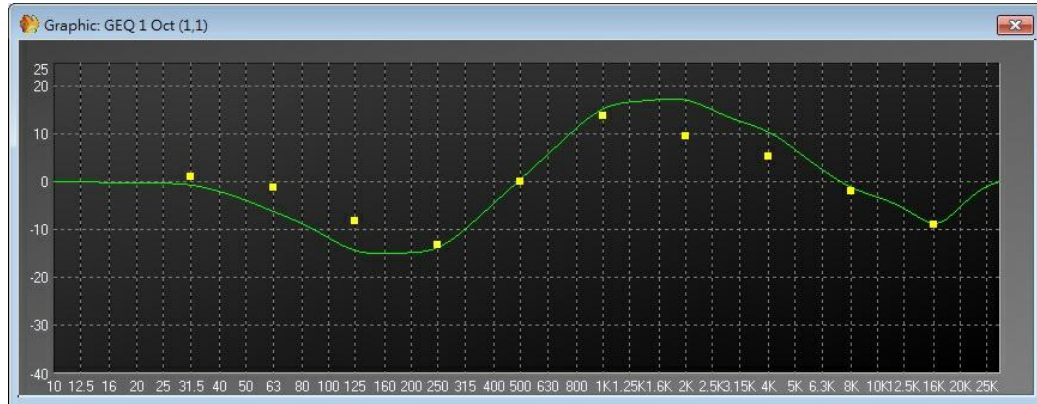
The control window of the 'GEQ' module is opened by a double click on the icon in the 'UAPG2' design window and appears like this (example: 1 octave):



The display/editor window displays an output to input graph, where the vertical axis corresponds to

the output signal level in dB, while the horizontal axis displays the frequencies. The green line reflects the currently set dynamic response graph of the equalizer. The small squares act as handles that can be dragged to the desired position and show the following parameters (example: 1 octave):

- Yellow Frequency (Hz)

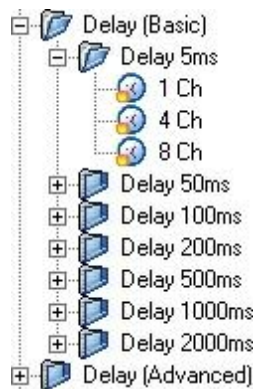


*Equalizer Parameters*

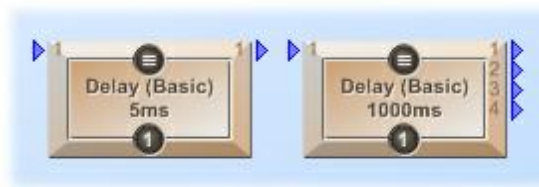
Parameter	Range	Comment
Bypass all	-	To bypass the EQ (all the frequency channel).
Bypass	-	Bypasses only the selected frequency channel.
Frequency	-	Show the frequency
Gain	-	Set the gain of the frequency
Graph	-	Open the graphic window

## 6.6 Delay Basic

- ❖ Component Template



- ❖ Component Appearance



#### ❖ Description

Delay (basics) provides all to delay the signal. You have choice between seven times (you can adjust precise time) and each sub-folders contains three components with various numbers of outputs. The difference between basic and advanced is that for the advanced you can mute or bypass delayed channels.

#### ❖ Control Window



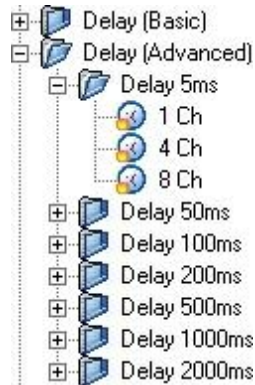
*Delay Parameters*

Parameter	Range	Comment
Type	Button	Chose between adjustments with Time or with Distance and temperature
Delay time (us)	-	Adjust the delay time (Type: switch on)
Temp (C)	-	Enter the ambient temperature in Celsius degrees (Type: switch off)
Gain	-	Adjust the distance in meter (Type: switch off)

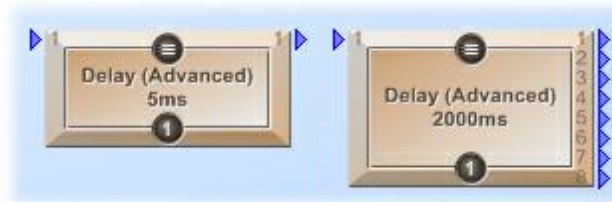


## 6.7 Delay Advanced

### ❖ Component Template



### ❖ Component Appearance



### ❖ Description

Delay (Advanced) provides all to delay the signal. You have choice between seven times (you can adjust precise time) and each sub-folders contains three components with various numbers of outputs. The difference between basic and advanced is that for the advanced you can mute or bypass delayed channels.

### ❖ Control Window

By double-clicking on the component's icon (for example: 50ms 4 Ch. ) a settings window appears:

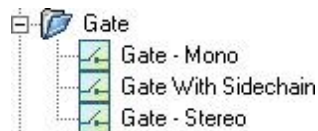


*Delay Parameters*

Parameter	Range	Comment
Type	Button	Choose between adjustments with Time or with Distance and temperature
Mute all	Button	Mute all channels
Bypass all	Button	Bypass all channels (disable the delay function)
Mute	Button	Mute the channel
Bypass	Button	Bypass the channel (disable the delay for this channel)
Delay time (us)	-	Adjust the delay time (Type: switch on)
Temp (C)	-	Enter the ambient temperature in Celsius degrees (Type: switch off)
Gain	-	Adjust the distance in meter (Type: switch off)

## 6.8 Gate

The gate allows you to cut off the signal below a chosen threshold.



You can choose between four different gates:

- Mono
- With Sidechain
- Stereo



### 6.8.1 Gate Mono

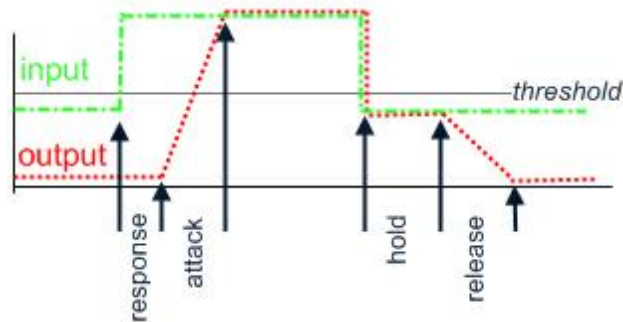
#### ❖ Component Appearance

The first module within the "Gate" folder is a simple single channel:

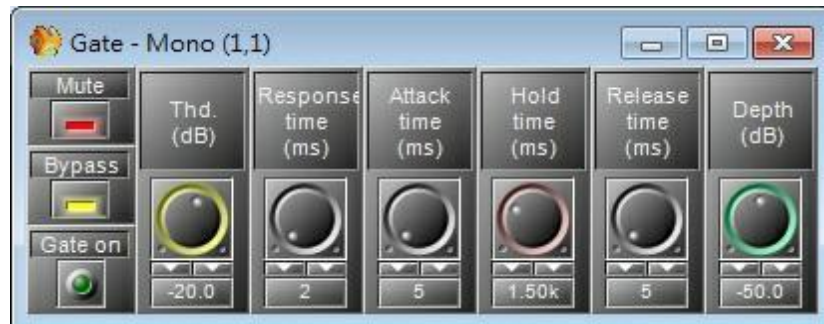


#### ❖ Description

The gate allows you to cut off the signal below a chosen threshold.



#### ❖ Control Window



Gate Parameters

Parameter	Range	Comment
Mute	Button	Mute the gate's module
Bypass	Button	Switch off the gate's operation
Gate on	LED, lit green	Flash when the gate is active (open)
Thd. (Threshold) (dB)	-60.0 to +20.0 dB	Sets the threshold level above which the Gate will open.
Response time	0 to 5000 ms	Adjust the time between the level's detection and the beginning of the Gate operation
Attack time (ms)	0 to 1000 ms	Adjust the fade-in time of the signal when Gate is working.
Hold time	0 to 5000 ms	Adjust the time between the end level's detection and the end of the Gate operation
Release time (ms)	10 to 10000 ms	Adjust the fade-out time of the signal when Gate is no longer working
Depth (dB)	-100 to 0 dB	Attenuate the level when the Gate is active.

## 6.8.2 Gate With Sidechain

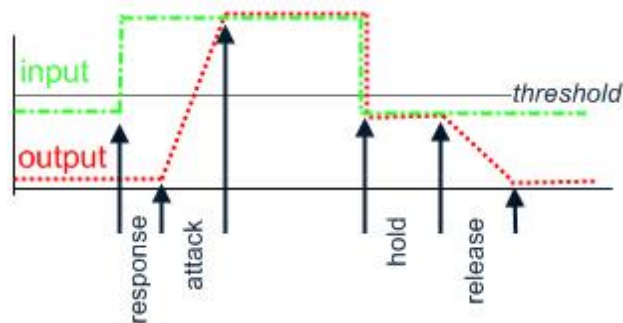
### ❖ Component Appearance



### ❖ Description

With this gate, you can control a gate on an audio channel (I) with an external sidechain signal(S).

When the Sidechain input (S) input goes above the threshold, the gate becomes active and the signal on Input (I) goes to the output.



### ❖ Control Window



Gate Parameters

Parameter	Range	Comment
Mute	Button	Mute the gate's module
Bypass	Button	Switch off the gate's operation
Gate on	LED, lit green	Flash when the gate is active (open)
Sidechain gain (dB)	-35.0 to + 35.0 dB	Set the volume of the signal connected in the input S
Input gain (dB)	-35.0 to + 35.0 dB	Set the volume of the signal connected in the input I
Thd. (Threshold) (dB)	-60.0 to +20.0 dB	Sets the threshold level above which the Gate will open.
Response time	0 to 5000 ms	Adjust the time between the level's detection and the beginning of the Gate operation
Attack time (ms)	0 to 1000 ms	Adjust the fade-in time of the signal when Gate is working.
Hold time	0 to 5000 ms	Adjust the time between the end level's detection and the end of the Gate operation
Release time (ms)	10 to 10000 ms	Adjust the fade-out time of the signal when Gate is

Parameter	Range	Comment
		no longer working
Depth (dB)	-100 to 0 dB	Attenuate the level when the Gate is active.

### 6.8.3 Gate Stereo

#### ❖ Component Appearance



#### ❖ Description

Simple double channel Gate.

#### ❖ Control Window

The control window of the "Gate - Stereo" module is opened by a double click on the icon in the 'UAPG2' design window and appears like this:



When one of the inputs goes above the threshold, the gate becomes active and the both left and right input signals are routed to the output.

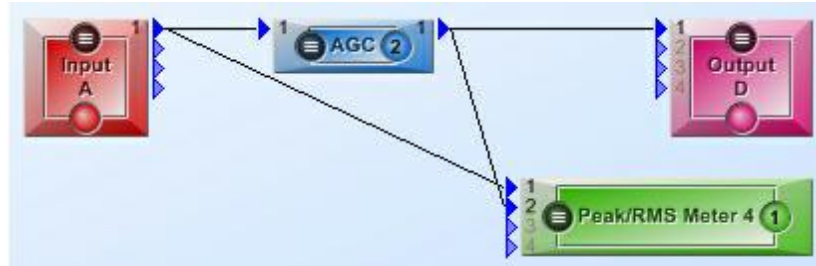
*Gate Parameters*

Parameter	Range	Comment
Mute	Button	Mute the gate's module
Bypass	Button	Switch off the gate's operation
Gate on	LED, lit green	Flash when the gate is active (open)
Left gain (dB)	-35.0 to + 35.0 dB	Set the volume of the signal connected in the input L
Right gain (dB)	-35.0 to + 35.0 dB	Set the volume of the signal connected in the input R
Thd. (Threshold) (dB)	-60.0 to +20.0 dB	Sets the threshold level above which the Gate will open.
Response time	0 to 5000 ms	Adjust the time between the level's detection and the beginning of the Gate operation
Attack time (ms)	0 to 1000 ms	Adjust the fade-in time of the signal when Gate is working.
Hold time	0 to 5000 ms	Adjust the time between the end level's detection and the end of the Gate operation
Release time (ms)	10 to 10000 ms	Adjust the fade-out time of the signal when Gate is no longer working
Left Depth (dB)	-100 to 0 dB	Attenuate the level when the Gate is active.
Right Depth (dB)	-100 to 0 dB	Attenuate the level when the Gate is active.

## 6.9 AGC

### 6.9.1 Example of AGC using

As example, we want to automatically adjust the gain of a kind of SM58 microphone.



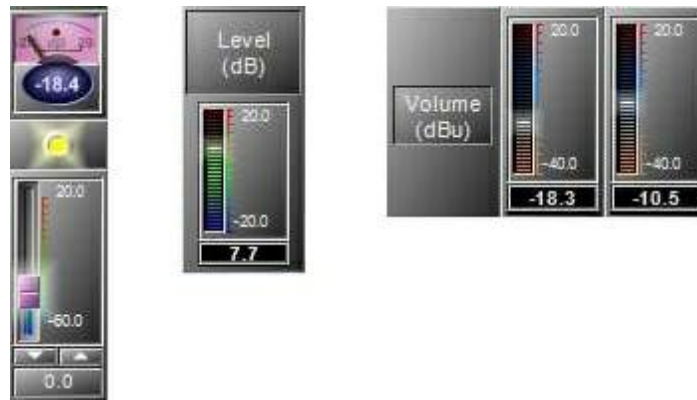
On the "Input A" component, the input sensitivity is set to -40dB for standard dynamic microphone.



- Threshold: Set at -25dB. The level is adjusted only when the input signal is above -25dB. This is to keep a natural dynamic.
- Target level: We want a final target level at -10dB.
- Maximum gain: Set at 10dB, because giving more gain will generate some uncomfortable level differences.
- Release time: Set at 800(ms), enough time to avoid hard transition when the speaker talks again, after a little break.
- Attack time: Set at 400(ms), enough time to avoid hard transition when the speaker begin to talks, and not too long because we want a stable level quickly (not since the middle of the sentence).
- AVG time: Set at 200(ms), not too long, to detect short peaks in the speech and to be responsive. Not too short to avoid level change too often.

You can see on the vu-meter that when the speaker talks at 18dBu, the final level is around -10.5dBu:

Left to right: Input Level, AGC level, RMS vu-meter (AGC in and AGC out)



## 6.10 Ducker

### ❖ Component Template



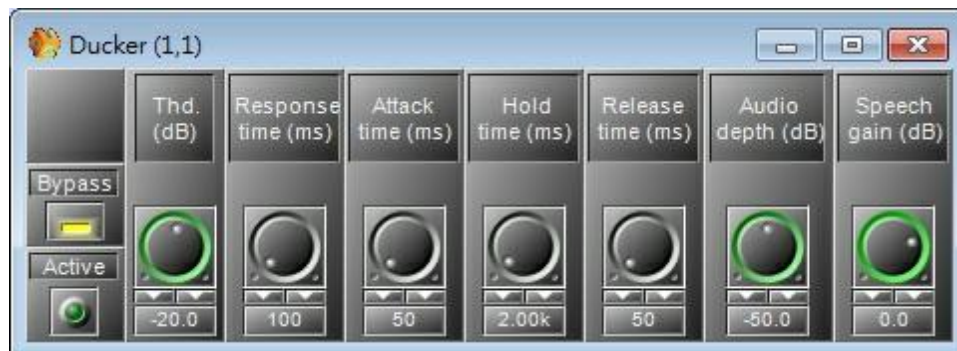
### ❖ Component Appearance



### ❖ Description

The ducker is a kind of “sophisticated switch” allowing to attenuate or switch off automatically the signal arriving in input A when a chosen level (in dB) is perceived in input S.

### ❖ Control Window



*Ducker Parameters*

Parameter	Range	Comment
Bypass	Button	Switches off the Ducker's operations
Active	LED, lit green	Flashes when the Ducker is active (Signal has been detected)

Parameter	Range	Comment
		on input S)
Thd. (Threshold) (dB)	60.0 to 20.0 dB	Threshold of detection on the input (S). The input (A) is attenuate when input signal (S) goes above this threshold. Advice : To avoid unexpected attenuation, don't set a low threshold level
Response time	0 to 5000 ms	Adjust the time between the S level's detection and the beginning of the Ducker's operation on the A signal. Advice : Don't set a long "response time", otherwise you won't hear the beginning the (S) signal (as the first words of the speech).
Attack time (ms)	0 to 1000 ms	Adjust the fade-in time of the (A) signal when Ducker's is working.
Hold time	0 to 5000 ms	Adjust the time between the end (S) level's detection and the end of the Ducker's operation Advice : Set enough "Hold time" to avoid unexpected background level during the speech's breaks.
Release time (ms)	10 to 10000 ms	Adjust the fade-out time of the A signal when Ducker's is no longer working
Audio Depth (dB)	-100 to 0 dB	Adjusts the A level when the Ducker is active.
Speech gain (dB)	-60.0 to+ 20.0 dB	Adjusts the S level when the Ducker is active.

❖ Example:

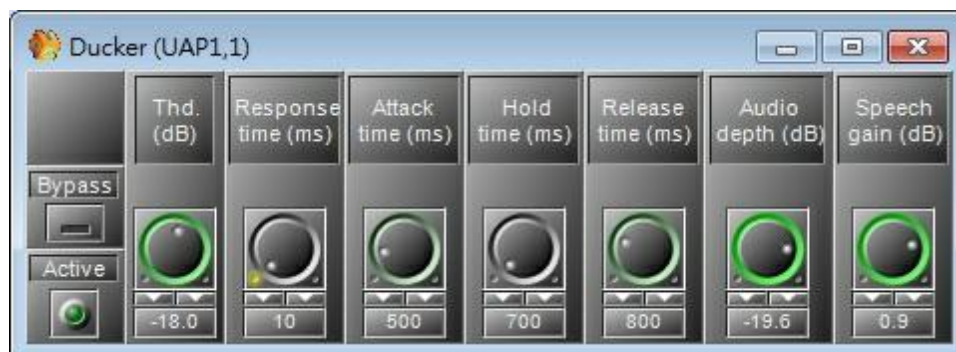
As simple example, we will set a system for a speaker with background music.

When the speaker is talking, the background music must decrease its level.

The speaking is using a standard dynamic microphone type SM58. The microphone is connected to the channel 2 of the "Input A" component, with a input sensitivity at -40dB (set in the input A component). Then the microphone is linked to the input (S) of the ducker.



The music player (as a CD player) is connected to the input 1 of the "Input A" component. Then the music is linked to the input (A) of the ducker.



- **Threshold:** set at -18dB, because less would active the attenuation when the speaker is not talking if the microphone catch some unexpected noise.



- **Response time:** set very short, because the background music must be attenuated as soon as the speaker is talking.
- **Attack and Release times:** Which are the "fade in" and "fade out" on the background music. Set almost one second for the hearing comfort, we want a kind music transition.
- **Hold time:** Set at 700(ms), enough to avoid the music back during the speech breaks.
- **Audio depth:** Set at -20dB, to hear the music during the speech, but at very low level (depending of the context).

## 6.11 Inverter

### ❖ Component Template



### ❖ Component Appearance



### ❖ Control Window

The control window of the "Inverter" module is opened by a double click on the icon in the 'UAPG2' design window and appears like this:

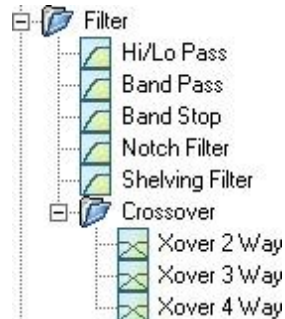


*Inverter Parameters*

Parameter	Range	Comment
Mute	Button	Mute the Inverter's module
Invert.	Button	Activate the inverter

## 6.12 Filter

The filters allow to attenuate or to select a specific frequency or band of frequency.



The Crossover splits the signal in sub-signal with 2, 3 or 4 Way. Each way contains a specific frequency band. For example:

Low, Bass medium, High medium and High (4 ways).

Useful for active loudspeaker system.

### 6.12.1 Hi/Lo Pass

#### ❖ Component Appearance



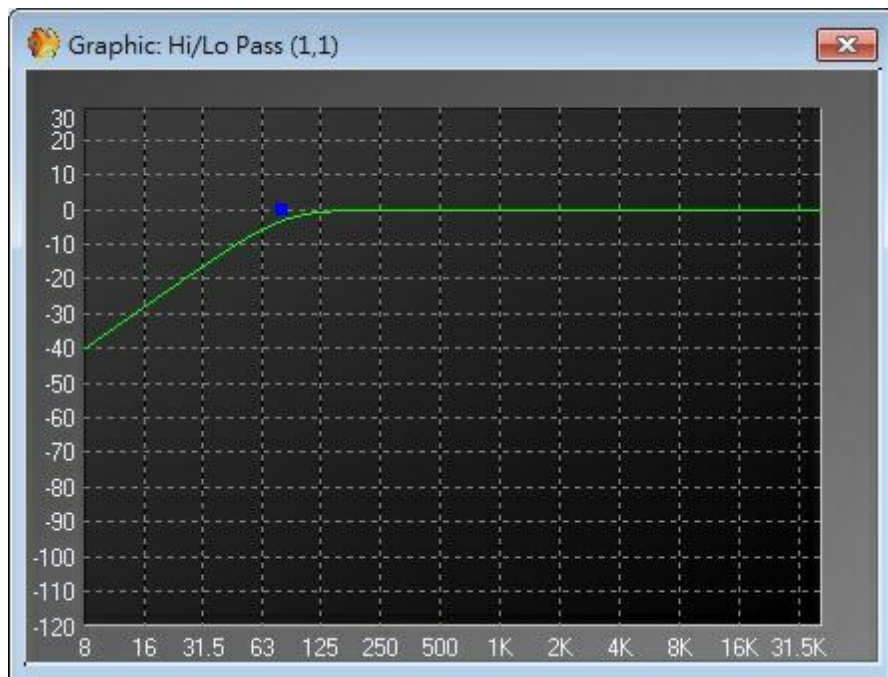
#### ❖ Description

This component allows you to filter Hi or low frequencies.

#### ❖ Control Window







The small squares act as handles that can be dragged to the desired position and show the following parameters):

- Blue Frequency (Hz)

*Hi/Lo Pass Parameters*

Parameter	Range	Comment
Mode	-	Type of filtering
Slope [dB]	12, 24, 36, 48	Slope of attenuation
Type	Low/High	Low or High pass
Bypass	Button	Bypass the filter's module
Mute	Button	Mute the filter's module
Frequency [Hz]	20 to 20k	Frequency of cut
Level [dB]	-90 to +20	gain

## 6.12.2 Band Pass

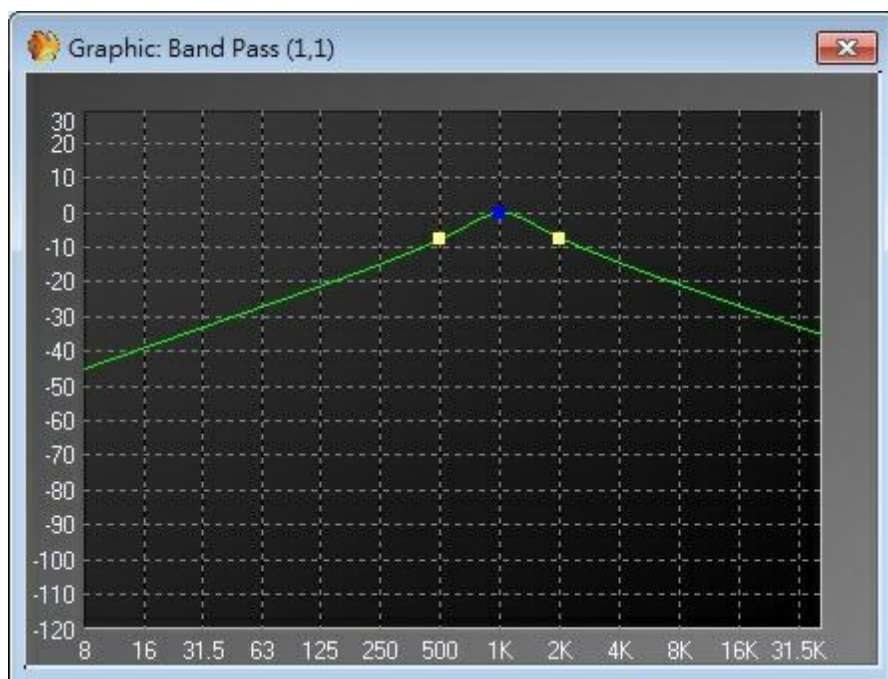
### ❖ Component Appearance



### ❖ Description

This component allows you to filter to have only a band of frequency.

### ❖ Control Window



The small squares act as handles that can be dragged to the desired position and show the following parameters:

- Blue Frequency (Hz)
- Yellow Bandwidth (-)

*Band Pass Parameters*

Parameter	Range	Comment
Mode	-	Type of filtering
Slope [dB]	12, 24, 36, 48	Slope of attenuation
Type	Low/High	Low or High pass
Bypass	Button	Bypass the filter's module
Mute	Button	Mute the filter's module
Frequency [Hz]	20 to 20k	Frequency of cut

Parameter	Range	Comment
Level [dB]	-90 to +20	gain

### 6.12.3 Band Stop

#### ❖ Component Appearance

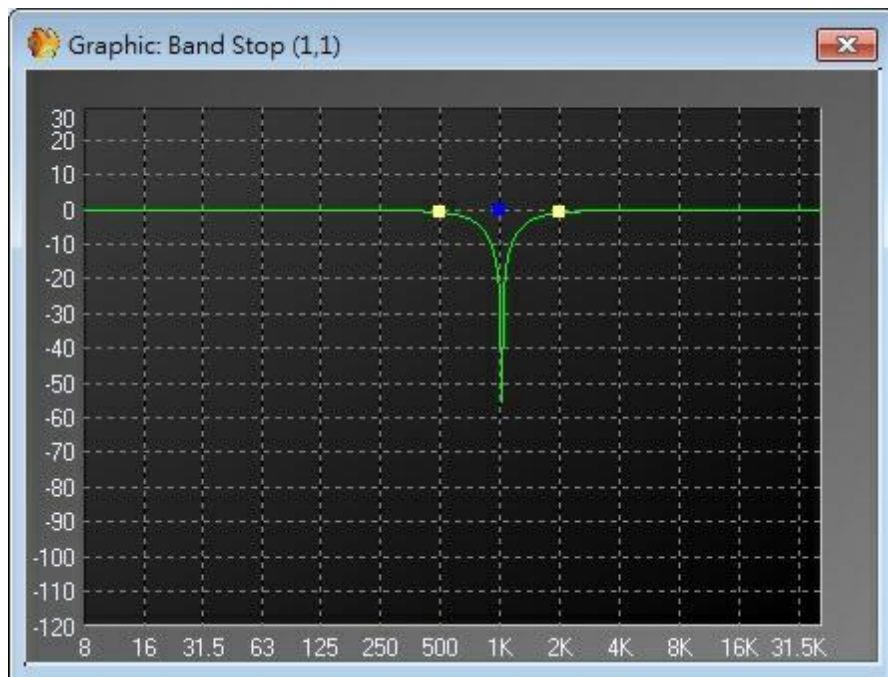


#### ❖ Description

This component allows you to filter to cut a band of frequency.

#### ❖ Control Window





The small squares act as handles that can be dragged to the desired position and show the following parameters:

- Blue Frequency (Hz)
- Yellow Bandwidth (-)

*Band stop Parameters*

Parameter	Range	Comment
Mode	-	Type of filtering
Slope [dB]	12, 24, 36, 48	Slope of attenuation
Type	Low/High	Low or High pass
Bypass	Button	Bypass the filter's module
Mute	Button	Mute the filter's module
Frequency [Hz]	20 to 20k	Frequency of cut
Level [dB]	-90 to +20	gain

#### 6.12.4 Notch Filter

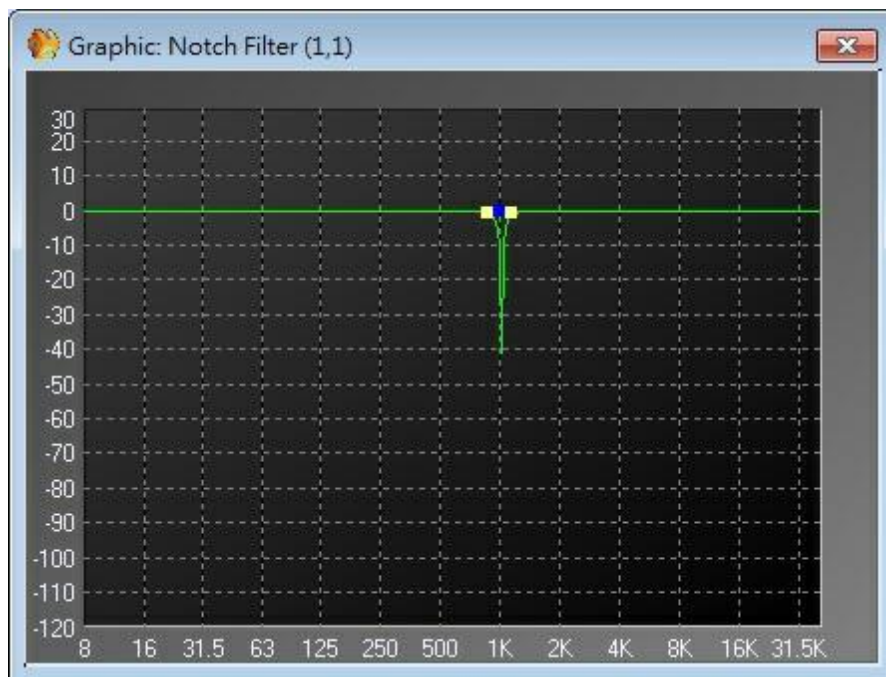
❖ Component Appearance



❖ Description

This component allows you to filter to cut a frequency.

❖ Control Window



The small squares act as handles that can be dragged to the desired position and show the following parameters:

- Blue Frequency (Hz)
- Yellow Bandwidth (-)

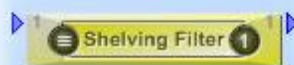
*Notch filter Parameters*

Parameter	Range	Comment
Mode	-	Type of filtering
Slope [dB]	12, 24, 36, 48	Slope of attenuation
Type	Low/High	Low or High pass
Bypass	Button	Bypass the filter's module
Mute	Button	Mute the filter's module
Frequency [Hz]	20 to 20k	Frequency of cut

Parameter	Range	Comment
Level [dB]	-90 to +20	gain

### 6.12.5 Shelving Filter

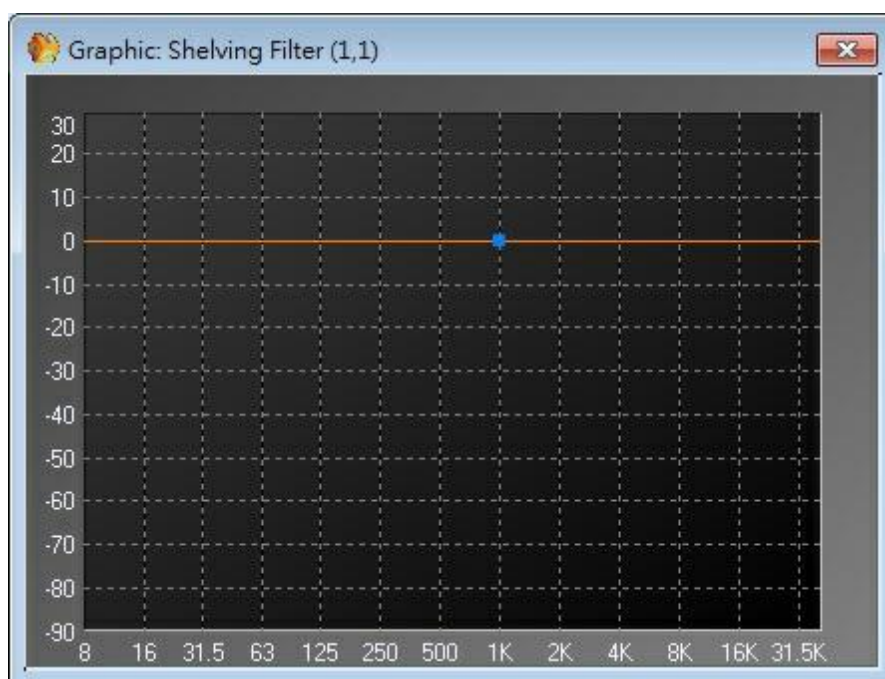
#### ❖ Component Appearance



#### ❖ Description

This component allows you to smoothly filter Hi or low frequencies.

#### ❖ Control Window





The small squares act as handles that can be dragged to the desired position and show the following parameters:

- Blue Frequency (Hz)

#### *Shelving filter Parameters*

Parameter	Range	Comment
Mode	Hi or Low	Type of filtering(high pass or low pass)
Bypass	Button	Bypass the filter's module
Frequency [Hz]	20 to 20k	Frequency of cut
Level [dB]	-90 to +20	gain

## 6.12.6 Crossover

### ❖ Component Appearance



### ❖ Description

Use to filter signal for active audio pre amplifier for pro-audio sound. Three choice 2, 3 or 4 way In the example we have open the three way cross-over.

### ❖ Control Window





The small squares act as handles that can be dragged to the desired position and show the following parameters:

- Blue, yellow, red: Frequency of each way (Hz)

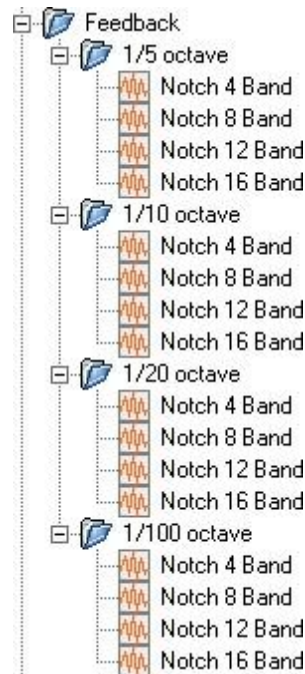
*Hi/Lo pass Parameters (for each way)*

Parameter	Range	Comment
Mode	Hi or Low	Type of filtering(high pass or low pass)
Invert	Button	Invert the phase of the signal
Slope [dB]	12, 24, 36, 48	Slope of attenuation
Mute	Button	Mute the filter's module
Frequency [Hz]	20 to 20k	Frequency of cut
Level [dB]	-90 to +20	gain

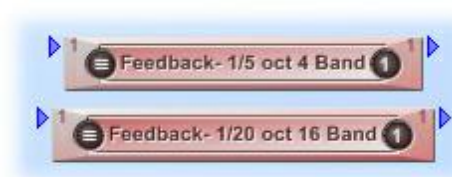


## 6.13 Feedback

### ❖ Component Template



### ❖ Component Appearance



### ❖ Description

The feedback analyzes the signal, detects feedback and attenuates the responsible frequency. There is several kind of feedback component. The difference is only the bandwidth which are tuned for Music high than speech (between it the bandwidth is decreasing). Each category has 4 different feedback it is only the number of filter (4, 8 12 or 16) that the feedback will use. The treatment time is increased with the number of filter.

### ❖ Control Window

**Tips:** use feedback killers to detect feedback then note the frequency and replace feedback component with an Equalizer. And add a simply 4 notch feedback for security.



- Bypass: Bypass the feedback's module.

**Note:** By clicking on Bypass you will erase the captured values such as frequencies, bandwidth and gain.

- Hold: when a Larsen is detected and a frequency locked the component hold this setting (like an EQ).
- Frequency: you can set the frequency.
- Bandwidth: bandwidth of the notch filter to attenuate the feedback.
- Gain: attenuation of the locked frequency.
- Lock: shows if the feedback killers channel has detected and is erased a frequency responsible of

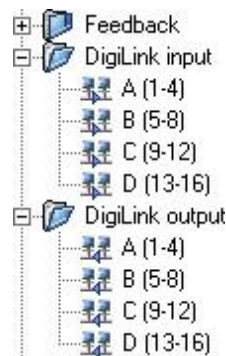
a feedback.

- Frequency: show the frequency locked.
- Bandwidth: show the bandwidth of the notch filter locked.
- Gain: show the attenuation of the frequency locked.
- Bypass all: bypass all channels.
- Hold all: hold all channels.
- Manual all: active manual settings (with Frequency, Bandwidth and gain knobs).
- Lock time: interval time during the filter will be active when a feedback is detected. After that the captured values will be loose.
- Detect level: level of feedback detection.
- Depth: means maximum reduction gain for filter.

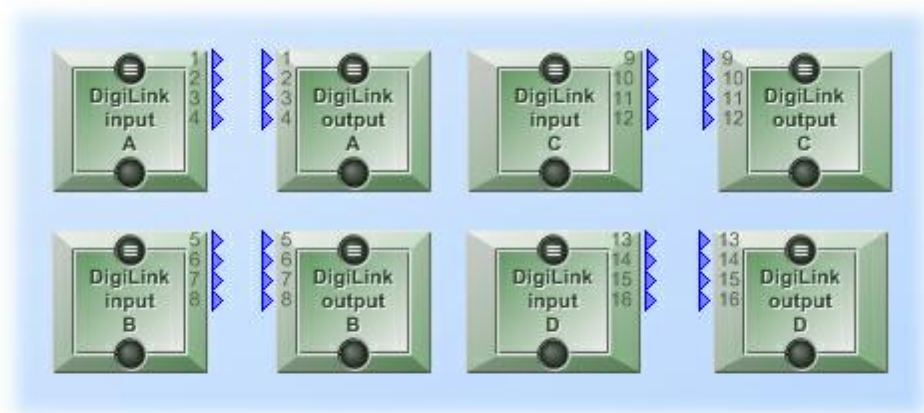
⚠ By storing again the configuration, you will erase the captured values such as frequencies, bandwidth and gain.

## 6.14 DigiLink Input/Output

### ❖ Component Template



### ❖ Component Appearance



## ❖ Description

These components are for the connection of more than one UAPG2.

## ❖ Example

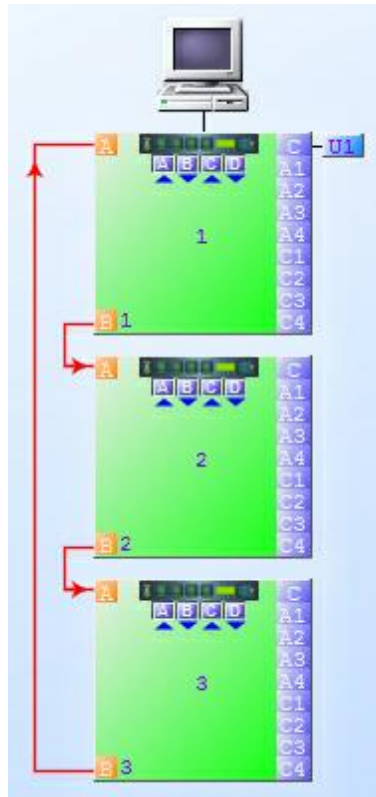
Create a virtual audio channel to send Audio through the Link protocol.

16 audio channels at 48 kHz are available from each UAP device to the next linked UAP, and 5 audio channel at 96 kHz.

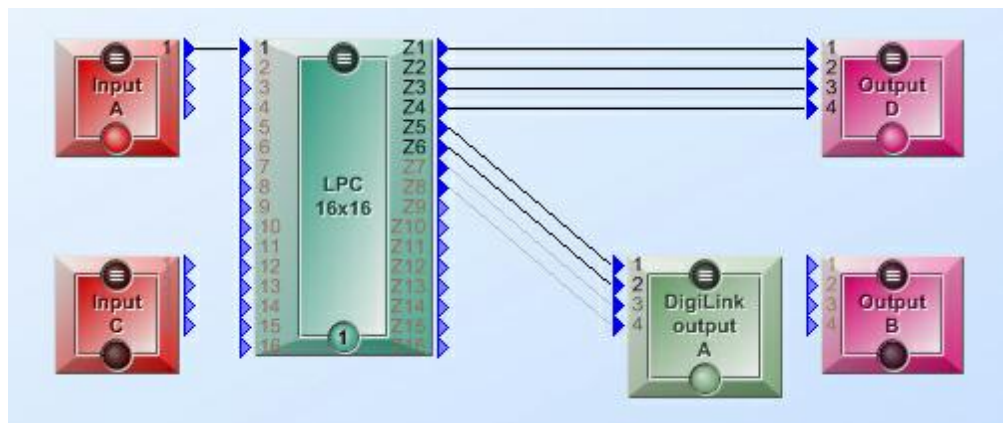
- Send audio to the next UAP & Receive audio from the previous UAP



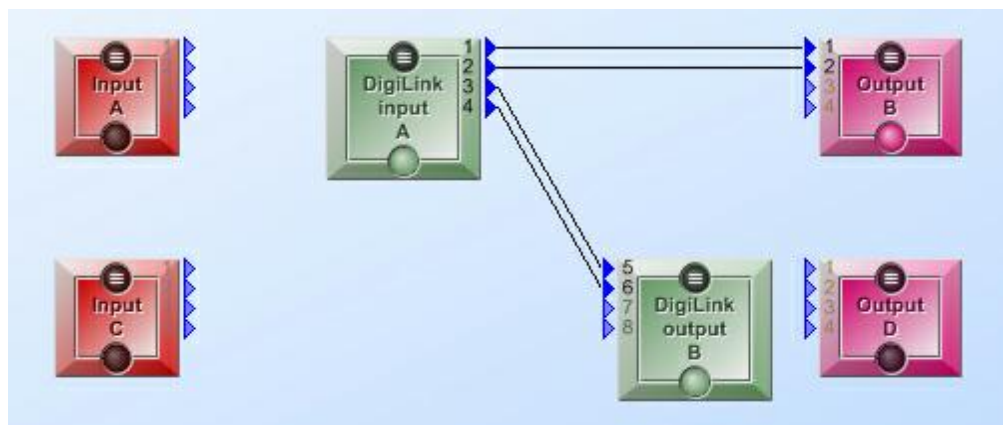
⚠ The Digilink component send the audio only to the next UAPG2 in the system (the first is connected to the PC), as in the following example.



In this is an example, the paging microphone is able to page on the three UAPG2.



Components set in UAP1.



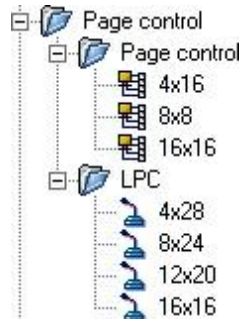
Components set in UAP2.



Components set in UAP3.

## 6.15 Page Control

This component allows you to route (page) audio signal to one or several desired outputs.



Two kinds of page control with various number of inputs and outputs

- S/W page control: for signal paging with contact IN and VOX.
- LPC: Only use with PPM (Ateis Programmable Paging Microphone) allows defining key's routing. (When you press one of the key of the PPM where the sound will be routed to.)

### 6.15.1 Page Control

#### ❖ Component Appearance



#### ❖ Description

With this component you can active and route the audio inputs to the outputs.

Caution, this is not a mixer, only one input can be routed to an output.

You can never have two inputs channels mixed to an output (even if they have the same priority), in this case the busy led of the lower channel number will light and theses channels won't be routed.

Each outputs work separately. On each one output, only the channels with the gate ON and with the highest priority will be routed.

#### ❖ Control Window

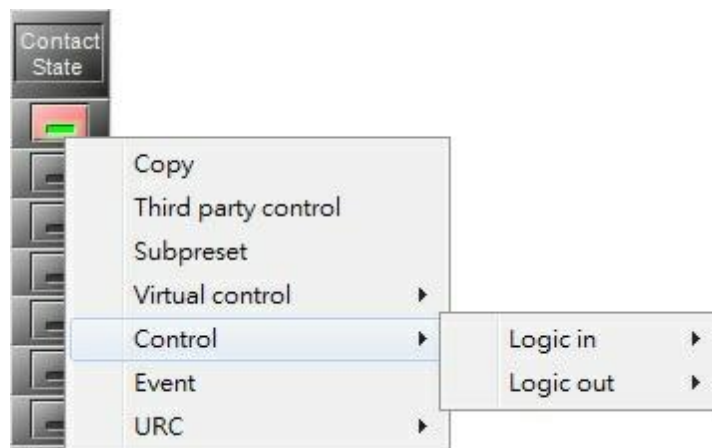
- Outputs control (routing):

To route a channel to an output, click on an output button. This button can also be controlled. So you can change the routing on the outputs by several ways. To choose what kind of control will activate or inactivate the "TTL In button", right click on an output button and choose in the list.



- Activation:

- Fixed: The gate of the channel is always activated. Only the highest priority channel of the activated channels will be routed to the output.
- VOX: The gate is activated when the audio signal on the input is above the threshold. (Choose the threshold with knobs on the bottom). Only the highest priority channel of the activated channels will be routed to the output.
- Contact: The gate of the channel is activated when the "TTL In button" is activated. There is several ways to activate this button. Right click on the "TTL In button", and choose what control this button. Only the highest priority channel of the activated channels will be routed to the output.



- VOX + Contact:

The gate of the channel is activated when the audio signal on the input is above the threshold, and if the "TTL In" button is activated. Only the highest priority channel of the

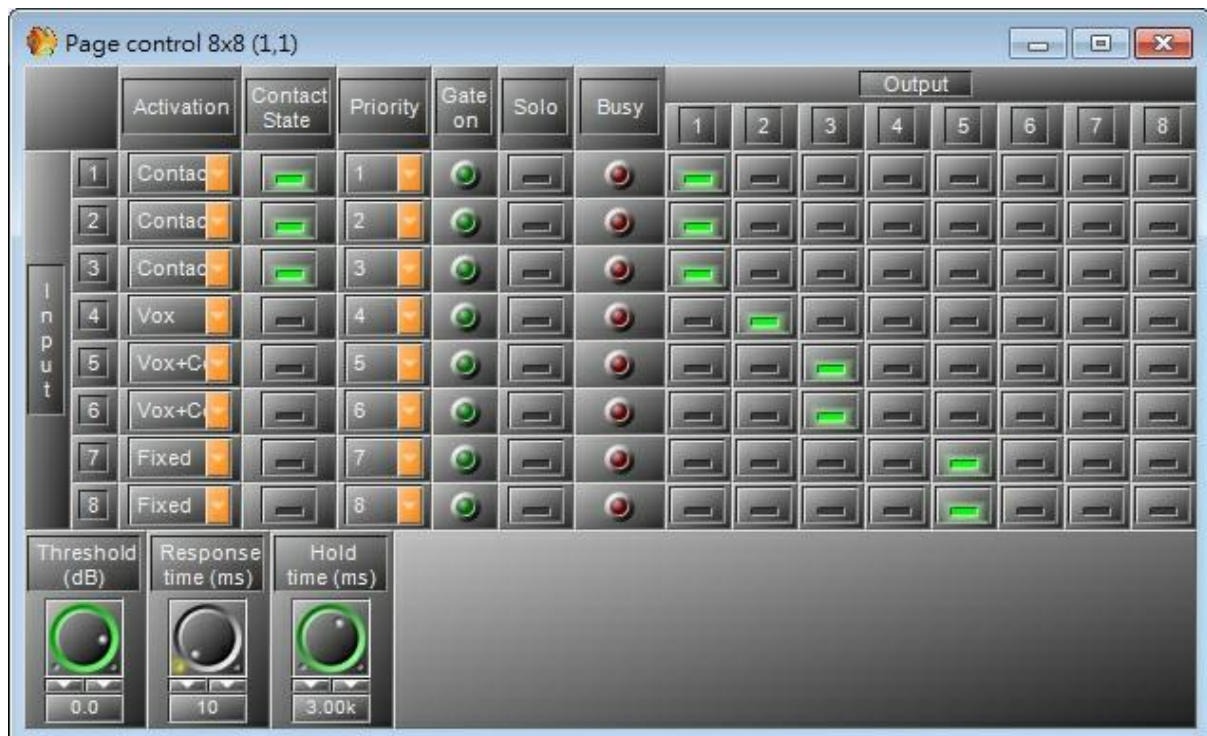
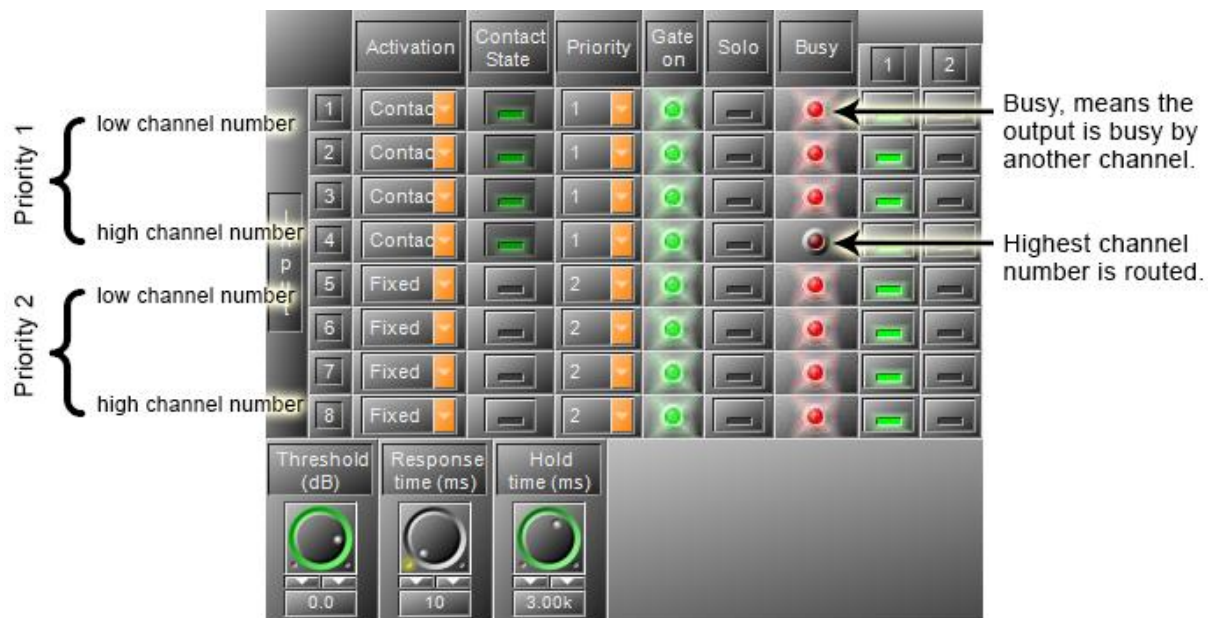


activated channels will be routed to the output.

- Priority:

You can set a priority number for each channel. 1 is the biggest priority. When several channels are active (gate open), only one of the channel with the biggest priority will be routed.

If you have several channels with the same priority, only the highest channel number will be routed to the output.





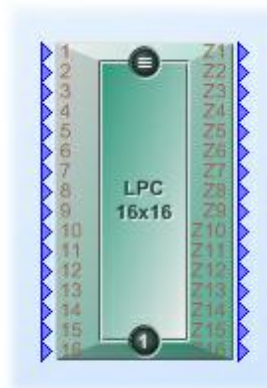
*Ducker Parameters*

Parameter	Range	Comment
Input	-	Channel number of the input
Output	button	Click on the desired output's button to rout input to desired outputs
Activation	-	Type of activation of the routing (fixe, with TTL, or with a gate)
Contact State	Button	If you want to active the routing with a logical input (rear panel of UAP)
Priority	1 to 8	Choose the priority of this input (1 is the biggest priority)
Gate on	LED, lit green	Flash when the gate is active (open)
Solo	Button	Route this input
Busy	LED, lit red	Lit if the gate of the channel is open, but another channel with highest priority is already activate, and unable this channel to be routed to the output. Busy means: gate open, but channel not routed.
Thd. (Threshold) (dB)	-60.0 to +20.0 dB	Sets the threshold level above which Gate will open automatically route the signal.
Response time	0 to 5000 ms	Adjust the time between the level's detection and the beginning of the Gate operation
Hold time	0 to 5000 ms	Adjust the time between the end level's detection and the end of the Gate operation

## 6.15.2 LPC

### ❖ Component Appearance

There are several types of LPCs, various numbers of inputs as well as outputs.



### ❖ Description

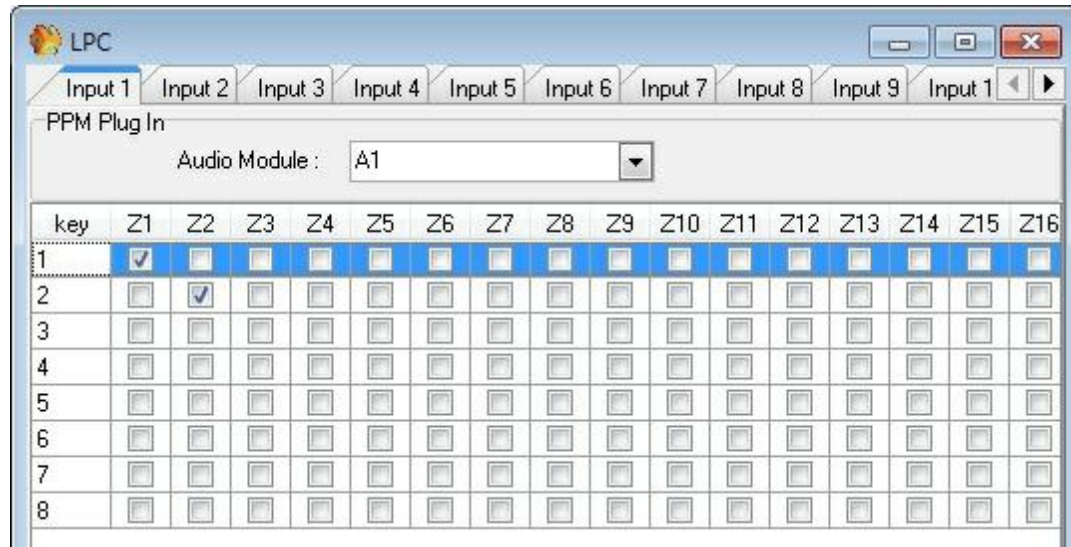
All the PPM connected to an UAPg2 will be configured in the same LPC component.

Connect the component's inputs to the virtual inputs of the UAPg2 where the PPMs are physically connected, then connect outputs of the component to virtual outputs (you can add audio component to adjust signal before and after the component: ducker, Eq, Mixer....).

### ❖ Control Window

Then in the component, select the right physique input of the PPM (to define key) in the PPM plug on.

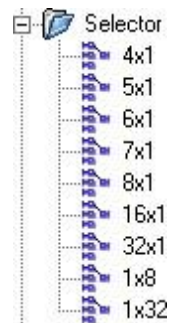
After that create your paging (notch which key route where...)



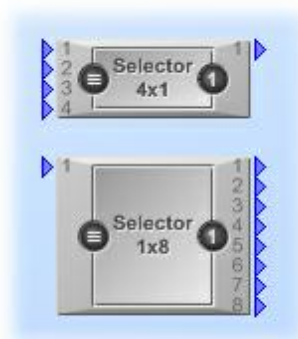
For more information please see "[Create paging of PPM with LPC](#)" chapter.

## 6.16 Slector

### ❖ Component Template



### ❖ Component Appearance



### ❖ Description

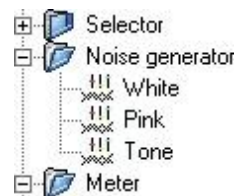
Simple selector to select different inputs to output. It can be used with URC, RAC, analogue input or

contact input in binary mode.

❖ Control Window



## 6.17 Noise Generator



### 6.17.1 White Noise Generator

❖ Component Appearance



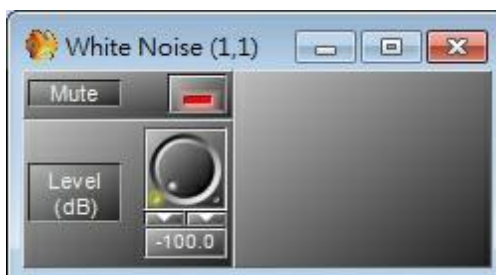
❖ Description

This component generates a White noise. The White noise is a random signal (or process) with a flat power spectral density. In other words, the signal contains equal power within a fixed bandwidth at any center frequency.

An infinite-bandwidth, white noise signal is purely a theoretical construction. By having power at all frequencies, the total power of such a signal is infinite and therefore impossible to generate. In practice, however, a signal can be "white" with a flat spectrum over a defined frequency band.

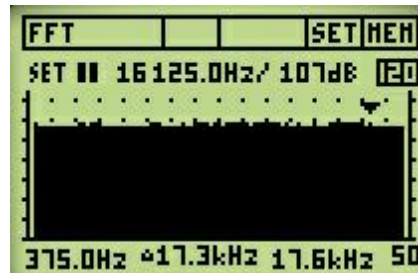
❖ Control Window

As example, it can be used to set up the equalization for a concert or other performance in a venue, a short burst of white or pink noise is sent through the PA system and monitored from various points in the venue so that the engineer can tell if the acoustics of the building naturally boost or cut any frequencies. The engineer can then adjust the overall EQ to ensure a balanced mix.



*White Noise Generator Parameters*

Parameter	Range	Comment
Mute	Button	Mute the sound coming out from the component
Level	-100 to +20 (dB)	Level of the white noise



Measured white noise spectrum

## 6.17.2 Pink Noise Generator

### ❖ Component Appearance

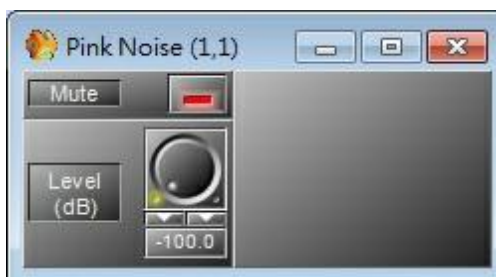


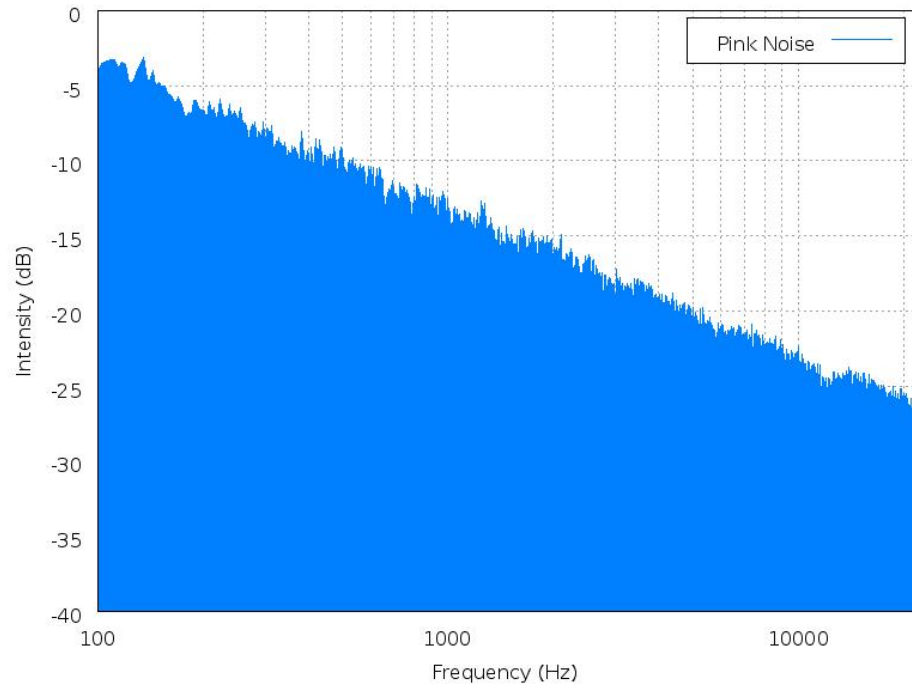
### ❖ Description

This component generates a Pink noise.

Pink noise or  $1/f$  noise is a signal or process with a frequency spectrum such that the power spectral density is inversely proportional to the frequency. In pink noise, each octave carries an equal amount of noise power.

### ❖ Control Window

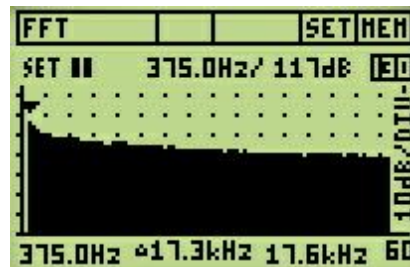




Pink noise spectrum

*Pink Noise Generator Parameters*

Parameter	Range	Comment
Mute	Button	Mute the sound coming out from the component
Level	-100 to +20 (dB)	Level of the pink noise



Measured Pink noise spectrum

### 6.17.3 Tone Generator

#### ❖ Component Appearance



#### ❖ Description

Generates either tone (single frequency) or sweep sequence (between two fixed frequencies and in a defined interval of time).

## ❖ Control Window

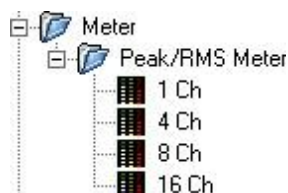
*Tone Generator Parameters*

Parameter	Range	Comment
Mute	Button	Mute the sound coming out from the component
Level	-100 to +20 (dB)	Level of the signal
Sweep	button	Active the sweep mode (sweep of frequency)
Tone	button	Active Tone mode (one single frequency played)
Sweep type	selector	Choose the interval between Min and Max frequencies (octave, 1/3 octave...)
Tone Freq.	20 to 10k (Hz)	If Tone mode is activated select the frequency played
Start Freq.	20 to 20k (Hz)	Select the minimum frequency in sweep mode
Stop Freq.	20 to 20k (Hz)	Select the maximum frequency in sweep mode
Inc. Time	(ms)	Select the time between the frequencies change in sweep mode

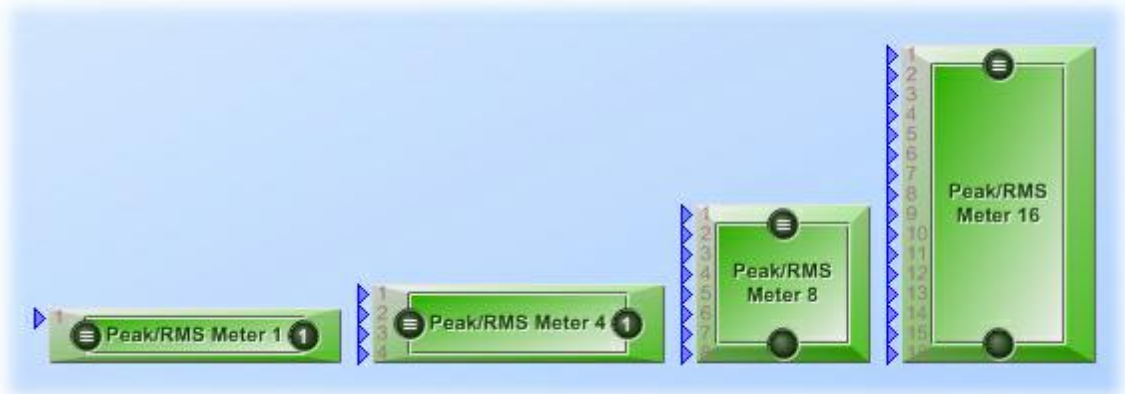
## 6.18 Meter

### 6.18.1 Peak/RMS Meter

## ❖ Component Template



## ❖ Component Appearance



## ❖ Description

This component allows the user to see the audio level.

## ❖ Control Window



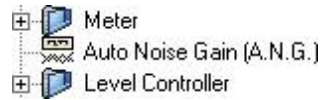
- Peak value : Maximum value of the signal
- RMS value : Power average of the signal

*Meter Parameters*

Parameter	Range	Comment
Indefinite	Button	Block the display of level value
Measure type	Rms/Peak	Type of measure
Hold time (ms)	10 to 1000(ms)	Able to see keep displayed the value along a the hold time
Value (dBu)	Vu-meter	Measure

## 6.19 Auto Noise Gain

### ❖ Component Template



### ❖ Component Appearance



### ❖ Description

Adjust the audio level of the paging input (P.M.) depending of the ambient noise.

The ambient noise is measured with a sensing microphone connected to the sensing microphone input (S.M.). Our advice is to use the sensing microphone MSN (Ateis), but you can also use another one.

- S.M: sensing microphone input
- P.M: paging input

### ❖ Control Window



*A.N.G Parameters*

Parameter	Range	Comment
Calibration	Button	Click on to start the automatic calibration procedure
Calibration	LED, lit red	Lit all along the calibration procedure
Calibration	LED, lit green	Lit when the A.N.G is properly calibrate
Over	LED, lit red	Indicates the calibration result: The white noise level needed is over the range.



Parameter	Range	Comment
		A pop-up window will shows you what to do.
Under	LED, lit red	Indicates the calibration result: The white noise level needed is under the range. A pop-up window will show you what to do :
Response speed	Selector	Select here the reaction speed of the A.N.G. That's means the speed to adapt the P.M. audio level depending of the ambient noise.
Min Gain	-15 to 0 dB	The minimum AGC level compensation
Max Gain	0 to 15 dB	The maximum AGC level compensation
Sampling time	0.5 to 60 sec	Determine the period time between two ambient noise measures
Noise generator	Meter	White noise level, automatically Adjusted by the calibration
Ambiant noise	Meter	-
AGC Level	Meter	Display the current compensation gain
Hold time	1 to 5 sec	Holding time between when the P.M. signal passes below the mode threshold and the end of the paging activity.
Paging activity	LED, lit green	Light up when the paging is active. (when P.M. is above the mode threshold)
Decrease Zone	LED, lit blue	Indicates that the AGC gain is decreasing
Dead Zone	LED, lit green	Indicates that the AGC is not changing
Increase Zone	LED, lit yellow	Indicates that the AGC gain is increasing
Fast Increase Zone	LED, lit red	Indicates that the AGC gain is increasing fast
Sensing Mic Level	Indicator/RMS	Show the input level of the sensing microphone
C/Sensing Mic Level	Indicator	Show the input level of the sensing microphone through the calibration transfer function
Output Level	Indicator/RMS	Show the output level
Differential Level	Indicator	Difference between the Output level and C/Sensing Mic level.

For the procedures and use, please see the next topic: Use the Auto Noise Gain Component (A.N.G).

### 6.19.1 Use the A.N.G

#### ❖ Procedure to set the ANG

Connect the sensing microphone to the S.M. input, and the paging audio source to the P.M. input. The NSM sensing microphone need an input sensitivity of 0dB ( software). The max cable length between the NSM and the UAPg2 is 500 meter with CAT-5 STP cable.

Link the output of the ANG component to an UAPg2 output where is connected a loudspeaker.

Click on the Calibrate button, to start the calibration procedure. The system will start to estimate the acoustic transfer function between loudspeakers and microphone when user clicks the Calibration button, and it will automatically stop calibrating until the system find a better transfer function. The calibration red led light up, means the calibration procedure is running. During the procedure, don't move the physical installation, and don't make punctual noise. The calibration must be done in normal ambient conditions.

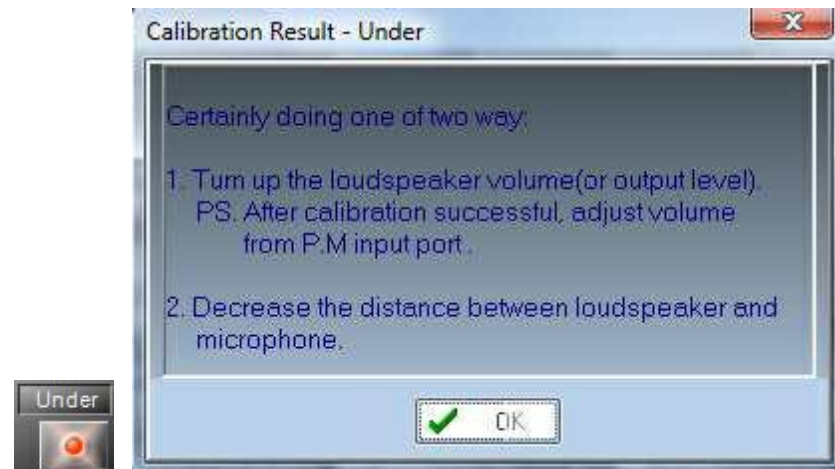
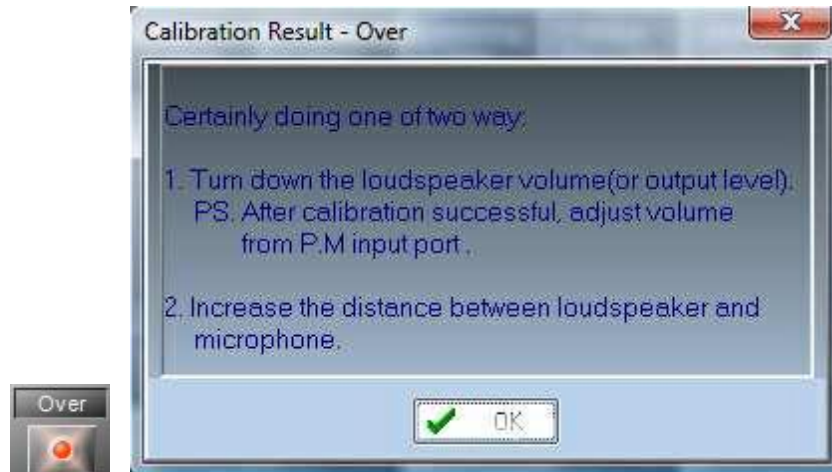
Wait until the end of the calibration. The red calibration led light off, and the green calibration led light up.



Now look the Over/Under red led:

- If both Over/Under led are OFF, it means the calibration has properly finished and the ANG is ready.
- If one of the Over/Under led light ON, it means the white noise level needed is out of range.

Depending of the issue, a pop-up window will show you what to do. Follow the most usefully advice and restart the calibration procedure until the both Over/Under led are OFF after the calibration.



The system is properly set.

Even when the paging is not active, the ANG is still adjusting the AGC level with the ambient noise to be ready when the paging will begin.

**Note:**

- The calibration should be done in normal ambient noise (shouldn't have suddenly loud noise during calibration).
- Do not adjust the gain of output, amplifier or sensing microphone during or after calibration. (You can adjust volume of the audio source connected to P.M input.

- Theoretically, when the calibration has finished, the AGC level will be stable around 0 dB in the environment of no increasing noise. But every calibration might exist deviation, if the AGC level is not stable around 0 dB, user could adjust the gain of output function, amplifier or sensing microphone to let AGC level stable around 0 dB.
- When the system is calibrating, clicking on the calibration button will cancel the calibration at that moment. (The system will use the calibration result which was successfully calibrated at last time.)
- After calibration successful, the paging microphone shouldn't be placed nearly to sensing microphone. (because the user's voice will be also received into sensing microphone.)
- Inactive mode means that it is no paging. When the paging Microphone (or Music) input is inactive, in general, it needn't increase or decrease gain. But it is better to set an initial gain before outputs are active, then you become with a good approximation of gain. Suppose your AGC gain is -6dB and there is a lot of ambient noise. When outputs are active, but before it reach a correct gain, you won't hear the beginning of the announcement.

❖ Use the A.N.G

When the calibration green led lit, the system is ready. In our example, the A.N.G has detected an ambient noise average of -12dB. We choose a medium "response speed" and a short "sampling time" to be enough reactive quickly.



Now the A.N.G will automatically adjust the level on the (P.M) signal depending on the ambient noise detected on the sensing microphone. The A.N.G will working when the paging activity led will light, meaning that an audio signal is detected on the (P.M) input.

- Dead Zone:

If the sensing microphone doesn't detect more noise than during the calibration, the A.N.G works in the "Dead Zone" which means that there is no need to adjust the gain.



As the noise level is near than during the calibration, the differential level is almost null. You can see the AGC level near from 0 dB, meaning no compensation.

- Increase Zone:

If the sensing microphone detects more noise than during the calibration, the A.N.G. works in the "Increase Zone" which means that the gain must be increased to compensate the ambient noise.

In our example, the noise is now louder than during the calibration. The differential level is around 4.4dB. You can see the AGC level at 3.5dB, meaning the (P.M) signal is increased of 3.5dB. As soon as the AGC level reach the level needed to compensate the ambient noise (or the Max Gain), the A.N.G. will goes back in the "Dead Zone".



- Fast Increase Zone:

If the sensing microphone detects more noise than during the calibration, the A.N.G. works in the "Fast Increase Zone" which means that the gain must be quickly increased to compensate the loud ambient noise.



## 6.20 Level Controller

### ❖ Component Template



### ❖ Component Appearance



### ❖ Description

Various numbers of level controllers allows you to adjust the signal level after a signal treatments.

### ❖ Control Window





*Level Control Parameters*

Parameter	Range	Comment
Mute	Button	Mute the sound coming out from the component
Bypass	Button	Switches off the Ducker's operations
Level	-100 to +20 (dB)	Increase Level of the signal

## 6.21 Message Player

### ❖ Component Template



### ❖ Component Appearance



### ❖ Description

This component is an internal messages player. It is able to play two different messages in the same time on two separate outputs M1 and M2.

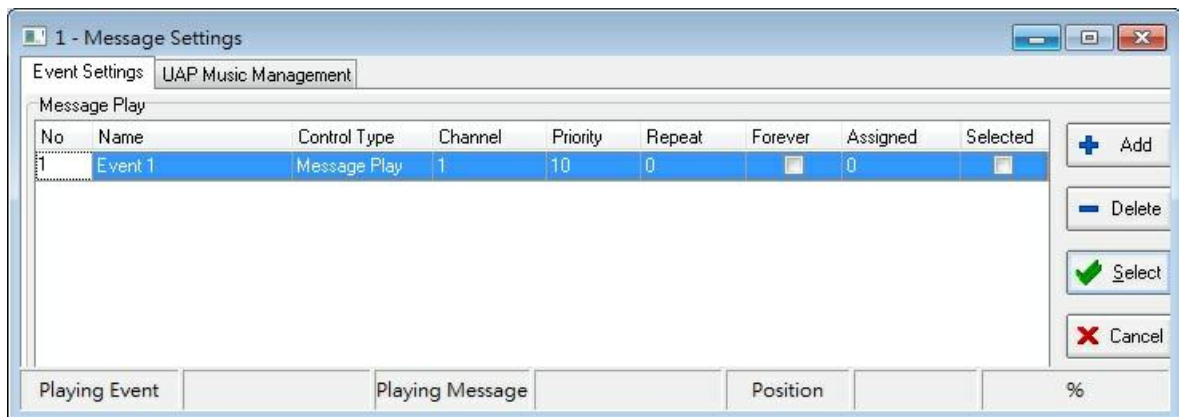
You will have to store your Wave messages into the UAPg2 device.

### ❖ Control Window

The component contains two Tabs:

- Events Settings

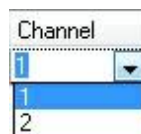
To create and manage the message play event:



Playing a message is considered as an event: the "Message play" event.

Like every event, it can be controlled by a lot of ways (contact In, scheduler, third party, etc).

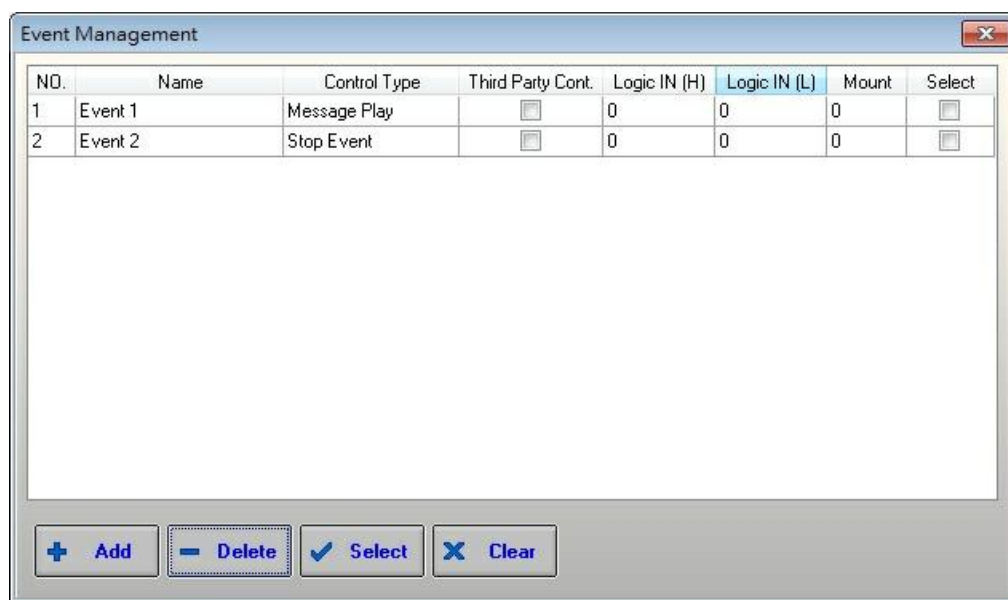
Here you can select the output used for each Message play event:



This component window allows creation and assignation of the "play message" event.

To set the control of this event, and also to create and use a "stop message event", you have to open

View->Events Management.



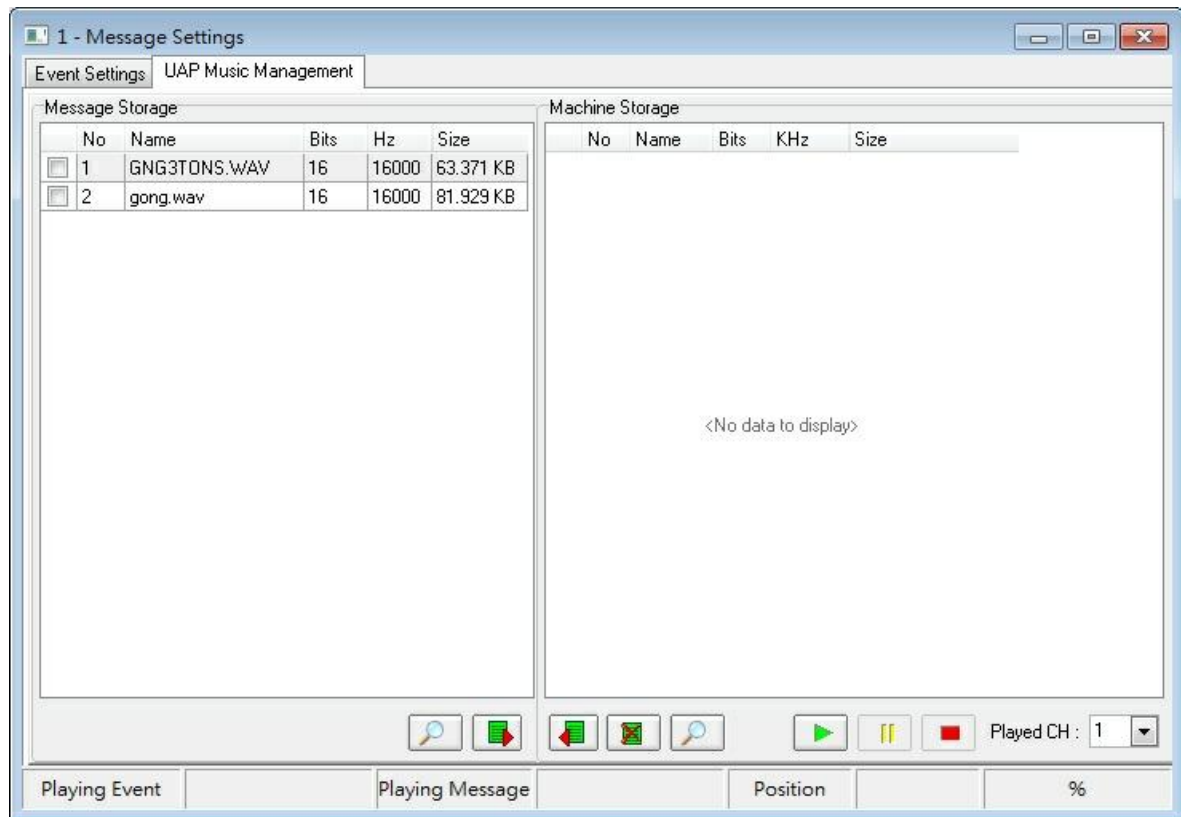
- UAP Music Management (which should be understood as "Messages management")

load wave file into UAPG2 or recover wave file from UAPG2 to Computer. (Don't mind about

"Music", it is the messages management)

This tab contains two sides:

- Message Storage: files in the computer (in the wave library).
- Machine Storage: files in the UAPG2.



*Message player Parameters*

Buttons	Comment
	Clicking on this button to display the messages either of the wave library or of the UAP G2 machine, depending of the side.
	To store the selected messages of the wave library into the UAP G2.
	To retrieve the messages from UAP G2 to the wave library
	To delete the selected messages.
	To play/Pause/Stop the message listening
Played CH :	Select here the output used for the messages listening.



## 6.22 PPM Touch

### ❖ Component Template



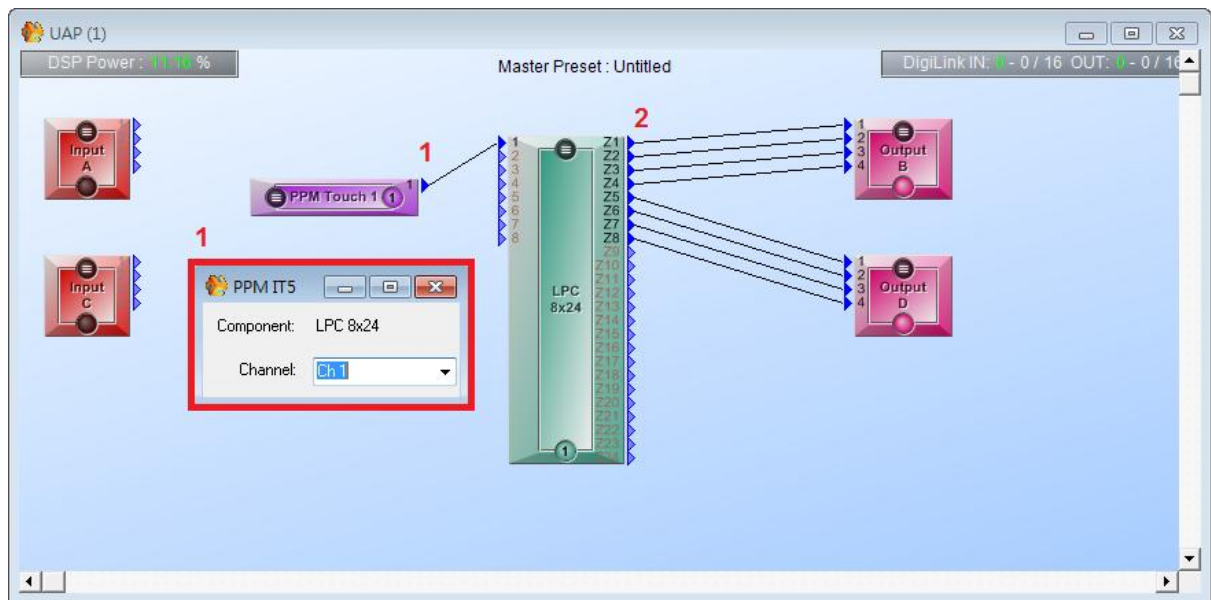
### ❖ Component Appearance



### ❖ Description

This component is for transferring audio from microphone input of PPM IT5 to output of UAP G2. In order to assign which zones to paging for PPM IT5, it requires a LPC paging component too.

### ❖ Control Window



1. Connect to the pin of PPM Touch Component to corresponding pin and channel.
2. Connect to the pin of paging zone to corresponding output pin.

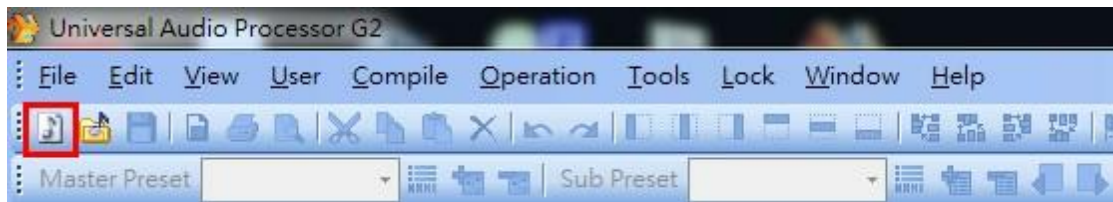
## 7 3rd Party Control

### 7.1 Where to Access 3rd Party Control

- ❖ Go to the UAP G2 (Universal Audio Processor G2) to launch the software.



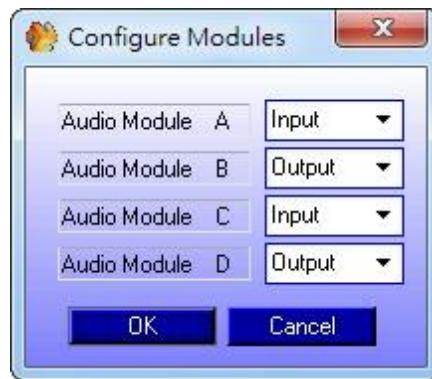
- ❖ Open the editing panel by clicking on the icon.



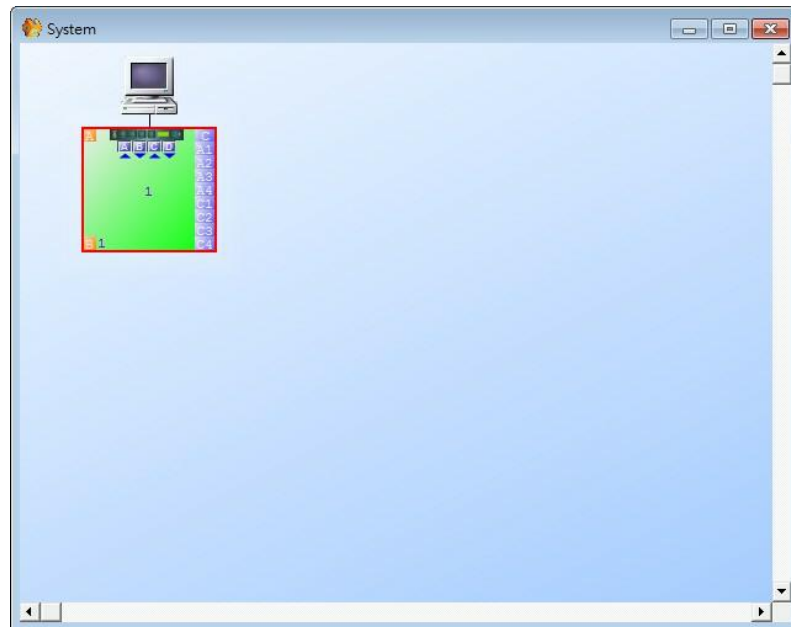
- ❖ After, please go the "System" on your left hand side of the page and drag the UAP G2 icon to the editing page.



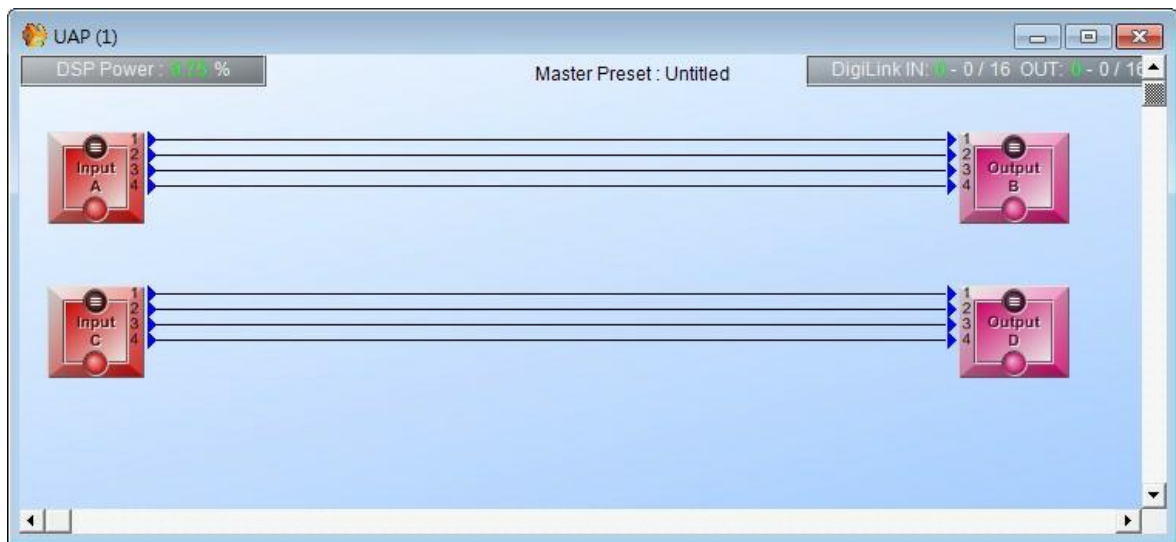
- ❖ The "Configure Modules" window appears; users are free to select the components according to your device configuration and click on "OK" to open the System Page.



- ❖ On the System Page, the UAP G2 icon appeared in green, and double click on the icon to open its Component Window.



- ❖ In the Component Window, the components appear as the picture shown below.



- Please note that the components are vary from different device configurations.
- ❖ Double click on the component to see open the Component Parameter Window.

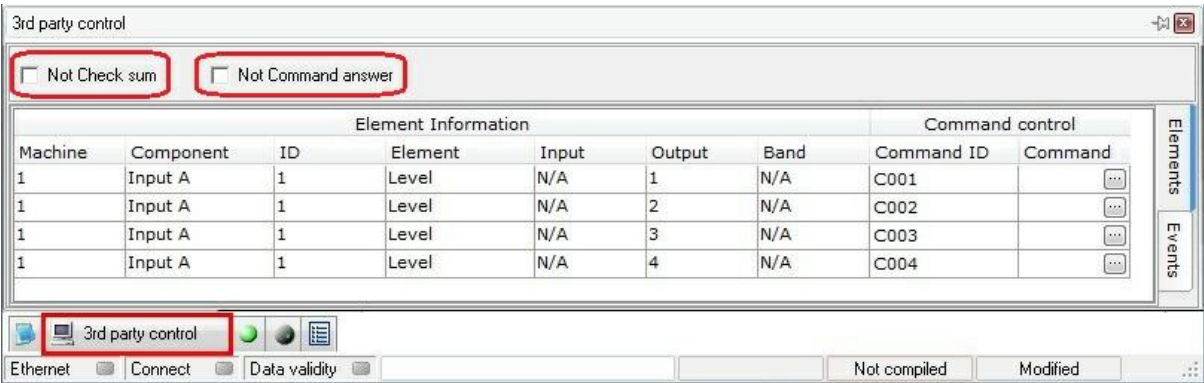


- Please note that the Component Parameter Window are vary from different components.

❖ Right click on the channels to apply the 3rd party control function.



❖ The selected channels to do 3rd party control will automatically appears on the bottom of page.



- What is "Check sum"?
  - "Check sum" is an error-detection method in a the transmitter computes a numerical value according to the number of set or unset bits in a message and sends it along with each message frame.
- Not Check sum :
  - Tick the "Not Check sum" box to **NOT** use the check sum calculation after sending/receiving command. User **MUST** input a value to set up the command.

For command type "Increase", the check sum value must not be empty, users can fill in any number to set up the command.

For command type "Decrease", the check sum value must not be empty, users can fill in any number to set up the command.



Note: The "??" is for users to enter a number under "CS" to set the command.

- If you do not tick the box, the "check sum" function will be auto applied and users will see the calculation value on the "Packet".

For command type "Increase", the check sum value is 51.

For command type "Decrease", the check sum value is 4C.



- In the "Packet", a serial number is the calculated from the "Command frame", which is consisted of "Header section", "Data Section", "EXT", "Check-sum" and "CR".

<i><b>Header section</b></i>	<i><b>Data Section</b></i>		<i><b>Check-sum</b></i>	
STX	Command string	EXT	CS	CR

- STX : always be 0x02
- EXT : always be 0x03
- Command string : Number of Max is 50
- Command code : 1 char, I/D/W/R/T/M/S/L/E/P/V/N/Y/U/B.
- Function name : 4 char, named by user.



- Value : depend on each command.
- CS : Sum of all all characters of command string
- CR : always be 0x0D always be 0x02

For each command, the answer can be ACK CR (executed), NACK CR (not executed), DLE CR (not executed), or none, depending on the communication protocol settings.

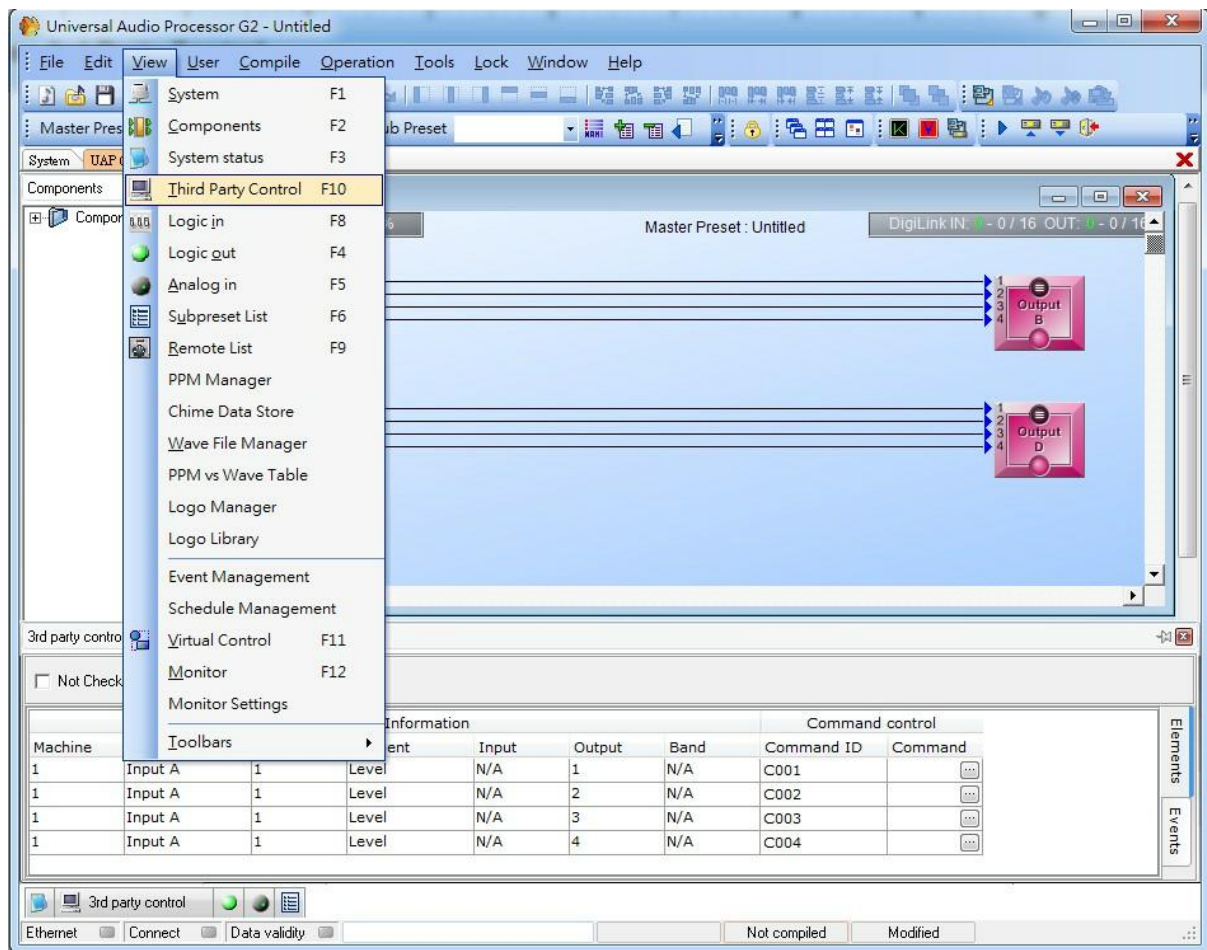
(ACK : 0x06      DLE : 0x10      NACK : 0x10)

- Not Command answer : After sending a command, the receiver will automatically send out a message to let the sender know if the command has been successfully sent or failed.

Tick the box for not to send out the messages, or un-tick the box to agree with sending out the messages.

- Sent successfully: 060D
- Sent failure: 100D

- ❖ Or, users can click on the View tab to open the "Third Party Control" page and apply the 3rd party control function to the channels.



## 8 Various types of 3rd Command

### 8.1 Increase/ Decrease Command

Command string = I/D nnnn vvv

STX	Data Section			
STX	I/D nnnn vvv	EXT	CS	CR

STX	Data Section			
STX	I/D nnnn vvv	EXT	EXT	CR

nnnn = function name (fixed 4 length)

vvv = value (unfixed)

For example : Room1 volume, value = 3 dB

'STX' + I0013 + 'EXT' + 'CS' + 'CR '

'STX' + I0013 + 'EXT' + 'CR '

### 8.2 Write Parameter Command

Command string = W nnnn ww

STX	Data Section			
STX	I/D nnnn ww	EXT	CS	CR

STX	Data Section			
STX	I/D nnnn ww	EXT	EXT	CR

nnnn = function name (fixed 4 length)

ww = value (unfixed)

For example : cd1, value = 10 dB

'STX' + WCD1?10 + 'EXT' + 'CS' + 'CR '

'STX' + WCD1?10 + 'EXT' + 'CR '

### 8.3 Read Parameter Command

Command string =Rnnnn

STX	Data Section			
STX	Rnnnn	EXT	CS	CR



STX	Data Section			
STX	Rnnnn	EXT		CR

**nnnn** = function name (fixed 4 length)

Answer is always **Rnnnnvvvv** (Reply Read Para. Com.)

## 8.4 Connect Test Command

Command string = T

STX	Data Section			
STX	T	EXT	CS	CR

STX	Data Section			
STX	T	EXT		CR

Answer is always **ACK CR** or None, depend on communication protocol settings.

## 8.5 Control Command

### 8.5.1 Change Preset

Command string = Mwww

STX	Data Section			
STX	Mwww	EXT	CS	CR

STX	Data Section			
STX	Mwww	EXT		CR

**vvvv** = Master preset number

### 8.5.2 Load Sub-preset

Command string = Swww

STX	Data Section			
STX	Swww	EXT	CS	CR

STX	Data Section			
STX	Swww	EXT		CR

**vvvv** = Sub preset number

## 8.6 Reply Read Parameter Command

Command string = Rnnnnwww

STX	Data Section			
	Rnnnnvww			

STX	Data Section			
	Rnnnnvww			

DB element

**nnnn** = function name (fixed 4 length)

**vww** = sign + integer(fixed 2 length) + dot + decimal(fixed 1 length)

Other element

Answer is always **Rnnnnvww (Reply Read Para. Com.)**

**nnnn** = function name (fixed 4 length)

**vww** = value (unfixed)

## 8.7 Set Machine System Value

Command string =Lnnnn

STX	Data Section			
STX	Lnnnniww	EXT	CS	CR

STX	Data Section			
STX	Lnnnniww	EXT		CR

**nnnn** = function name (fixed 4 length)

**iiii** = Machine IP number(fixed 2 length)

**vww** = value (unfixed)

## 8.8 Read Machine System Value

Command string =Ennnn

STX	Data Section			
STX	Ennnnii	EXT	CS	CR

STX	Data Section			
STX	Ennnnii	EXT		CR

**nnnn** = function name (fixed 4 length)

**iiii** = Machine IP number(fixed 2 length)

## 8.9 Reply Machine System Value

Command string =Pnnnnvvv

STX	Data Section			
	Pnnnnvvv			

STX	Data Section			
	Pnnnnvvv			

nnnn = function name (fixed 4 length)

vvv = value (unfixed)

## 8.10 Event Action

Command string =Vnnnn

STX	Data Section			
	Vnnnn			

STX	Data Section			
	Vnnnn			

nnnn = function name (fixed 4 length)

## 8.11 Ethernet Reset Command

Command string = N

STX	Data Section			
STX	N	EXT	CS	CR

STX	Data Section			
STX	N	EXT		CR

## 8.12 Auto-reply Control Command

Command string = N

STX	Data Section			
STX	Sww	EXT	CS	CR

STX	Data Section			
STX	Sww	EXT		CR

Reset Value

IP Address	192.168.100.230
Sub Mask	225.225.225.0
Getway	192.168.100.254
Receive Port	19760

### 8.13 Machine ID Setting

Command string =Ykdddd

STX	Data Section			
STX	Ykdddd	EXT	CS	CR

STX	Data Section			
STX	Ykdddd	EXT		CR

k = Write kind

1	LAP G2
2	UAP G2
3	DIVA (Reserve Kind)
4	VNB (Reserve Kind)
5	PPM G2
6	ECS
7	DigiDrive

### 8.14 Firm Wave Version Read

Command string = O

STX	Data Section			
STX	O	EXT	CS	CR

STX	Data Section			
STX	O	EXT		CR

Answer is always **Oaaaa-bbbb-cccc-dddd (Reply FirmWave Version Com.)**

aaaa = firmwave version 1

bbbb = firmwave version 2

cccc = firmwave version 3

dddd = firmwave version 4

### 8.15 Power On/Off

Command string = Qnnnn

STX	Data Section			
STX	Qnnnn	EXT	CS	CR

STX	Data Section			
STX	Qnnnn	EXT		CR

nnnn = flag

0	Stand by
1	Reset
2	Read State

Answer is always **(Reply Power On/Off)**

## 8.16 Reply Power On/Off

Command string = Qnnnn

STX	Data Section			
STX	Qnnnn	EXT	CS	CR

STX	Data Section			
STX	Qnnnn	EXT		CR

nnnn = Standby Mode of System

## 8.17 Message State Read

Command string = Gc

STX	Data Section			
STX	Gc	EXT	CS	CR

STX	Data Section			
STX	Gc	EXT		CR

c = Message Channel Number

Answer is always **(Reply Message State)**

## 8.18 Reply Message State

Command string = Gcsnnnn

STX	Data Section			
STX	Gcsnnnn	EXT	CS	CR

STX	Data Section			
STX	Gcsnnnn	EXT		CR

0	Stop
1	Play
2	Pause

nnnn = Message Name(reply null when message stop)

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