



### QUICK START

If you don't read all of this document, you risk setting up your system improperly. But at least read this section *and* the Input Trim section on page Manual-12. Paying careful attention to your system's gain structure and setting the RPM's Input Trim properly are essential in maximizing the noise performance of your entire system. (See the enclosed RaneNote "Setting Sound System Level Controls".) Once you're done reading and memorizing the manual, please recycle the paper it is printed on by reconing an old speaker. If RaneWare has not yet been installed on your computer, refer to STEP BY STEP RANEWARE INSTALLATION on page Manual-2 first.

Leave the audio connections on the RPM 26 until last. Connect the **RW 232 INPUT** jack on the unit's rear to a serial (COM) port on a PC-compatible computer using a standard 9-pin RS-232 cable. A short one is supplied with the unit, which is intended to connect between units in a rack. *The cable and adapter must not be a null-modem type.*

Locate the **RW 232 DEVICE ADDRESS** switch on the rear panel. If this unit is to be used by itself, set the switch to '1' by setting all switches *off* (down), except switch one (labeled '1' on the *chassis*, the right-most switch when viewed from the rear). If there is more than one unit, refer to **Device Address Calculator** in the software's **Help** system or run the included **Device Address Calculator** software and set a unique address for each unit.

Apply power by connecting the RS 3 remote supply's 5-pin DIN jack to the rear of the unit, *then* connect the IEC end to a powered AC outlet. **CAUTION:** *Do not connect anything but an approved RANE power supply to this jack.* If the RS 3 and the RPM 26 are getting power, the yellow front panel **POWER** LED will be *on*.

Start your computer, run Windows®, and launch RaneWare by double-clicking on the **RaneWare™** umbrella icon. (See the next page for software installation instructions.) The Help file's Software License Agreement appears the first time **RaneWare** is run — read it all and close it. Then the **System Setup** window may appear. If it doesn't, select **System Setup** from the **Setup** menu. Be careful to select the **COM** port which is physically connected to the RPM 26. Click OK. Now, the **Device Selection** window may appear. If it doesn't, choose **Select** from the **Device** menu. Click on **Poll...** and the **Devices Found:** displays the units found. Click the **Stop** button to stop Polling. Select the unit from the **Device Selection** window and click **OK**. If no unit was found, please refer to the TROUBLESHOOTING section at the end of this manual or in the software's **Help** system.

Several clues indicate communication between the computer and the RPM 26. The yellow **COM** (communications) LED on the front of the unit flashes or stays on. The **Memory** numbers (**1-16**) near the top of the computer screen will be *black* rather than gray. The **Active** indicator at the bottom left of the computer screen will be green.

**Important Note:** The RPM 26 contains many insightful, preprogrammed DSP Programs. Each "fixed" DSP Program can be thought of as a unique "system setup," i.e., 2-way crossover system, 3-way system, 2 x 6 splitter, etc. *Each of the 16 Memories can contain a different DSP Program. Before connecting the RPM 26 to the other audio components in your system, it is wise to choose and store the appropriate DSP Program for your system in all 16 Memories. This avoids the problem of accidentally recalling a Memory that restores an undesired DSP Program, such as the case where you recall from a 3-way DSP Program to a splitter: this sends full-range audio to all Outputs!*

Once the proper DSP Program is stored in the RPM's memories, audio connections can be made. Turn the amplifier(s) *off* until all connections are complete. Connect balanced audio **INPUTS** and **OUTPUTS** to the Euroblocks on the rear.

### SYSTEM REQUIREMENTS

RaneWare works under Microsoft Windows 3.1 or Windows 95®, on a PC or laptop with an unused serial port. Recommended optimum system: 486 or higher with at least 16 colors. Monochrome displays work, though adjustment of the gray scaling is necessary for optimum viewing.

RW 232, RaneWare's protocol, uses a DB-9 cable less than 50 feet long, connecting from the serial port of a computer to the RPM 26 communications Input port. No interface boxes are required; just a cable and your computer.

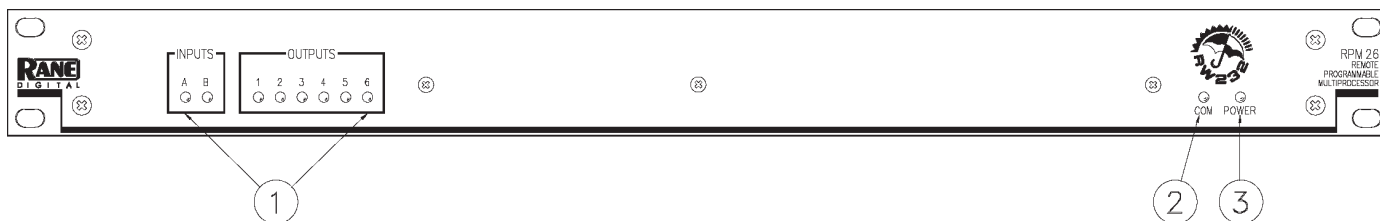
RaneWare can be fully demonstrated and used without an actual RPM 26 attached. Simply select the **OFFLINE** RPM 26 or any other **OFFLINE** unit under **Select** in the **Device** menu.

A RaneWare 3½" floppy comes with each unit. Installation is simple, using the instructions below. The latest version is downloadable 24 hours a day from Rane's Internet site: <http://www.rane.com>.

**Note:** If you have previously installed an older version of RaneWare and you just received a new RPM 26 unit, you **must** reinstall the new version of RaneWare that was shipped with your unit. Use of an old version will not work and could be a leading cause of halitosis.



## FRONT PANEL DESCRIPTION



**1. Signal/Overload.** These multi-color LEDs indicate the presence of a significant audio Signal (green) or Overload conditions (red). Both Input and Output indicators are provided for signal flow verification without a computer. The Inputs' Signal LEDs are driven from an analog comparator circuit prior to the input level control. All other LEDs are controlled from the microprocessor.

The Output LEDs cycle yellow from left to right during power up and when the unit is loading a new DSP Program. *All outputs are muted during DSP Program changes.*

If Output 1 or 2 is flashing, something has gone wrong. See TROUBLESHOOTING on page Manual-21.

**2. COM** (yellow, communications) flashes when a message for the unit is successfully received. This LED flashes often when communicating with the computer, since metering messages are continually requested by the computer. The COM LED may flash so often it may appear to be constantly on. There is also a brief flash whenever the Remote Switch Interface is used.

**3. POWER** indicates that the unit is connected to a powered RS 3 remote supply.

## RPM 26 CONNECTION

When connecting the RPM 26 in your system, *leave its power supply and the amplifiers for last.* This gives you a chance to correct mistakes before damage is done to your amps, speakers, ears, etc. Also, be sure to read the *Important Note* in the QUICK START section on page Manual-1.

The RPM 26 has balanced Inputs and Outputs, with shields connected to the chassis through three #4 serrated screws on the rear. Keep these screws tight for the best possible shield-to-chassis connections. The RS-232 cable shields connect to the chassis through the four nuts and star washers that the cable screws into. Be sure to screw down RS-232 cables to guarantee good shield connections. *The chassis and the audio signal ground are connected together internally at the audio Input screw terminal.* The RPM 26 chassis connects through the RS 3 power supply cables to the earth ground (3<sup>rd</sup> pin) of the 100 and 120 VAC line cords. A 6-32 screw and star washer are also provided on the unit's rear if a technical ground connection is needed. This chassis connection is also recommended for 230V operation. Connect the non-inverting (positive) audio lines to the '+' terminals, and the inverting (negative) lines to the '-' terminals. Connect the cable shields to the center terminal on the Euroblock. For those installations where the RPM's internal shield-to-chassis connection causes interference, connect the shields directly to the chassis PEM nuts directly above each shield terminal. Be sure to bite through the paint with the star washer and keep the shields wrapped around the audio conductors as much as possible. For the "theoretical" best ElectroMagnetic Interference (EMI) immunity, *connect the shields at both ends of the cables.* (For more information on System Connections, see RaneNote 110, "Sound System Interconnection" later in this manual or on Rane's Internet Web site at [www.rane.com](http://www.rane.com).)

For those systems where Murphy and his EMI pests have

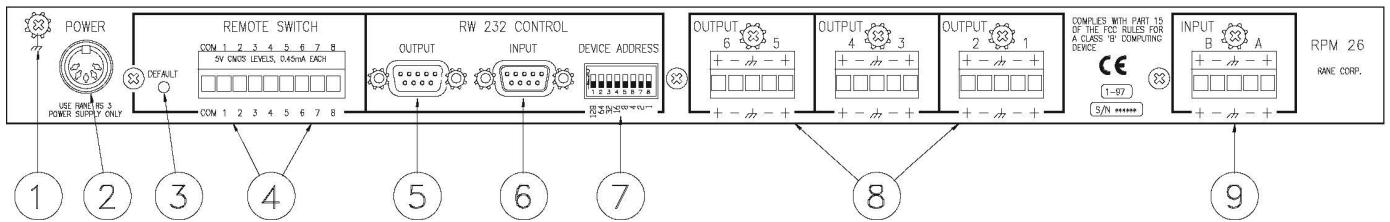
arisen or for those who wish not to tempt fate, the RPM 26 accepts optional line level input isolation transformers (Rane part number 150-010). Call your nearest Rane dealer for more information on the optional transformers.

To control the unit from a computer, use 9-pin RS-232 cables which are 50 feet or shorter. *The cable and adapter must not be a null-modem type.* A short cable is supplied for connecting adjacent units. Daisy-chain up to 250 units by connecting the computer COM port to the RW 232 INPUT connector on the first unit. Then connect the unit's RW 232 OUTPUT connector to the next unit's RW 232 INPUT.

The DEVICE ADDRESS switch identifies each unit with an 'address', and must be set uniquely for each unit. The switches form a binary code from 0 through 255. *Only the numbers 1 through 250 may be used.* The place values of each switch are marked on the rear panel. The switch itself may have numbers printed on it; *these should be ignored.* To set a specific address, refer to the SETTING THE DEVICE ADDRESS section on page Manual-22 or run the Address Calculator software included with RaneWare.

The REMOTE SWITCH INTERFACE (RSI) provides contact closure control for up to eight preset memories. No computer is required after the initial setup. There are nine screw terminals; one is the common chassis ground (COM), and the other eight are for Memories 1 through 8. Connection of one of these to the COM terminal causes the unit to recall a preset Memory. Multiple units may be controlled by connecting these terminals in parallel. Either momentary or latching switches may be used. *A latching switch should only close one contact at a time.* If an RSI switch configuration changes while the power is off, Memory recall results upon power-up — since the RPM checks for changes to the RSI port each time power is restored.

## REAR PANEL DESCRIPTION



**1. Chassis Ground Point** This 6-32 screw and star washer have three purposes:

- Chassis ground when needed. The RPM 26 chassis connects through the RS 3 power supply cables to earth ground (3<sup>rd</sup> pin) of the 100V and 120V AC line cord.
- It can also provide a technical ground connection if needed, (highly recommended for 230V use).
- It is also the attachment point for the RS 3 captivation bracket. (See #2 below.)

**2. Remote POWER** jack is for connection to a Rane RS 3 power supply.

- With the AC power disconnected, insert the RS 3 DIN plug into this jack.
- Attach the included RS 3 captivation bracket to the Chassis Ground Point (#1 above). Install the star washer between the bracket and the Chassis (especially if you are using this point as a technical ground). The star washer helps guarantee a reliable electrical connection to the RPM 26's chassis metal by biting through the non-conductive paint.
- Now the unit is ready for AC power. *To power the RPM 26 up and down, it is wiser to cycle the AC power cord, rather than to unplug and plug the DIN jack.*

**3. DEFAULT** switch recalls Memory 1. This may be useful in case of computer failure and *duplicates the function of the number '1' Remote Memory Switch*—without the need for an external switch (See **Signal/Overload** on page Manual-2).

**4. REMOTE SWITCH INTERFACE (RSI)** provides the ability to recall one of 8 Memories using contact closures. The front panel COM LED flashes briefly whenever the RSI switch configuration changes. Since each memory can contain a different DSP Program (i.e., a 2-way crossover in one memory, 3-way in another), in a fixed installation, be sure that all memories contain the appropriate DSP Programs for your system. This avoids the problem of accidentally recalling a memory which could be detrimental to the system. On the other hand, this feature is useful in rental systems, for example, where fixed DSP Programs can be stored in various memories requiring only an RSI wiring alteration to change the signal processing from a 2-way to a 3-way system.

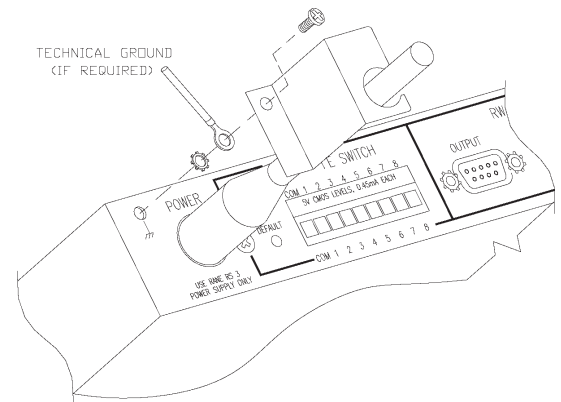
**5. RW 232 OUTPUT** connects to the RW 232 INPUT on other Rane RW 232 units.

**6. RW 232 INPUT** connects to the computer's COM port, or to the RW 232 OUTPUT of the previous Rane RW 232 unit.

**7. RW 232 DEVICE ADDRESS** identifies each unit uniquely by assigning it a number from 1 to 250. Refer to the Device Address Table on page Manual-22 or the RaneWare Address Calculator software for binary switch positions.

**8. Balanced Outputs.** No surprises here. Connect balanced audio connections as in RPM 26 CONNECTION on the previous page.

**9. Balanced Inputs.** Connect balanced audio connections per the RPM 26 CONNECTION section on the previous page.



### FCC NOTICE

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy, and if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of the equipment in a residential area is likely to cause harmful interference in which

case the user will be required to correct the interference at their own expense. Changes or modifications not expressly approved by Rane Corporation could void the user's authority to operate the equipment.

### CANADIAN EMC NOTICE

This Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations. Cet Appareil numerique de la classe B respecte toutes les exigences du Reglement sur le material brouilleur du Canada.

## STEP BY STEP RANEWARE INSTALLATION

1. If you have the RaneWare 3.5" floppy disk, insert it in your drive.
2. In *Windows 3.1 Program Manager*, under **File**, select **Run...** On the **Command Line:**, type **A:\install**. (Use the drive letter that matches your 3.5" drive, some systems use **B:** instead.) Click **OK**. Installation begins.
3. In *Windows 95*, from the **Start** menu, select **Run...** Under **Open:**, type **A:\install**. Click **OK**. This starts installation.
4. If you downloaded RaneWare from the web, decompress the RaneWare .zip file first. Locate the now uncompressed **install.exe** file and run it. Installation proceeds.

## SOFTWARE OPERATION

### STARTING RANEWARE

If RaneWare has not yet been installed on your computer, refer to STEP BY STEP RANEWARE INSTALLATION above. Once the software is installed, a RaneWare Program Group is created with four icons. One icon each for the RaneWare application, Help, Address Calculator, and Manual. The **RaneWare** umbrella icon launches device control, **Help** provides extensive on-line assistance, the **Address Calculator** software makes selecting RW 232 device addresses easy and the **Manual** icon contains the manual for the RPM 26 and the other RW232 products.

When the Device Control software is first run, RaneWare's Help screen displays Rane's Software License Agreement. The License Agreement is contained in the Help file, so you can continue to browse for helpful details before continuing. Once you've read the License Agreement, close the Help file. After you've selected a Com port, subsequent activations do not bring up the Help screen unless you ask for it. Now let's get on with the program. Double-click the RaneWare umbrella icon.

Welcome to RaneWare! A splash screen displays for a few seconds, then the Device Select window or an RW 232 Device Edit screen appears. To try the software without a unit hooked up, select the OFFLINE RPM 26 and click OK or to control a real RPM, click **P**oll, and polling for units begins. This process checks if any units are connected to the serial port. If a Device is found, you are in control! *If you have a device hooked up and it is not found, read the TROUBLESHOOTING section on page Manual-21 or see the Help file.*

There are multiple RaneWare products available from the RaneWare software screen. They include the RPM 26, the RPE 228, a 2-channel, one-third octave equalizer, and the ECS line of Engineered Conference Systems products for teleconferencing and distance learning applications.

### RW 232 BASICS OVERVIEW

All RW 232 devices, including the RPM 26, contain a "current" or working memory (memory zero) and 16 additional memories where the current settings may be stored and recalled. All of these memories exist inside the device, not inside the computer controlling the device. Thus, if the computer crashes, the unit continues to operate and keeps its current settings. If the unit loses power, all current settings are saved and automatically recalled upon power up — unless

an RSI contact switch has changed positions while the power was off, then it recalls the selected RSI memory.

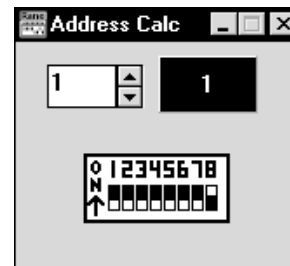
The Windows screens perform the traditional function of a front panel, displaying and editing the device's settings. For example, the Store button tells the unit to copy its current settings (Memory zero) into a specific memory number (let's say, Memory 4).

Use the RaneWare Button Bar to store and recall memories. (See THE RANEWARE BUTTON BAR section on page Manual-10 for more details.)

Devices can also be given custom names, tailored to your installation. Simply choose **N**ame Device from the **D**evice menu (see page Manual-9).

If your installation changes by adding more units, choose **D**evice|**S**elect, and the **P**OLL button to make the computer recognize new units in the system.

When multiple units are connected, assign each unit a unique Device Address number. Rane provides a special calculator to assist in setting the DIP switches on the back of each unit. In the RaneWare Program Group, launch the RaneWare Address Calculator. This binary calculator converts decimal numbers into corresponding DIP switch settings and vice-versa.



### SECURITY

The RPM can be operated on a daily basis either through a computer or through the contact closures. To preserve preset security during computer operation, each device can be locked (under **D**evice|**L**ock Device), and a password can be assigned (under **S**ystem|**C**hange Password). The default password is *please*. Passwords are case insensitive, therefore, *PIEASe*, *pLEaSE*, *PLEASE* and *please* are all equivalent.

With a device locked, no settings can be changed; only preset memories can be recalled. Presets can be customized with names (through **S**ystem, **S**ite Control Panel Setup). Each memory can have a logical name. The Site Control Panel is all an operator needs to see to recall memories. If

only a few presets are required, deleting the name entry in the Site Control Panel Setup removes the button from the Site Control Panel, reducing the number of buttons. A password is not required to operate the RPM from the Site Control Panel.

If more than 16 memories are needed, they can be saved to disk and recalled later. For mobile sound trucks, presets for a particular venue can be saved to disk and loaded when returning to that venue. Printouts of device data and graphs are available for those who still like to file paper. These can be kept in the project documentation. (Use Print Device Report found in the Device menu.)

### SELECTING A DEVICE

The quickest way to get to the RPM 26 Device Edit screen, if it is not already displayed, is to click the Device button on the far right side of the Button Bar. When you press it, a menu pops up that shows a list of the first fifteen connected devices from the most recent Poll and an offline version of each RW 232 device. Click one of the RPM 26 devices—either the OFFLINE RPM 26 or an actual device—and the RPM’s Device Edit screen appears.

Alternatively, after Polling for units, the same device list appears in the Device Select window. Select the OFFLINE RPM 26 device or, if a connected unit was found, select it from the list and click OK. Each unit’s Device Address will be displayed within brackets [1] to the left of the device name. Double-clicking on the device name is equivalent to selecting the device and clicking OK.

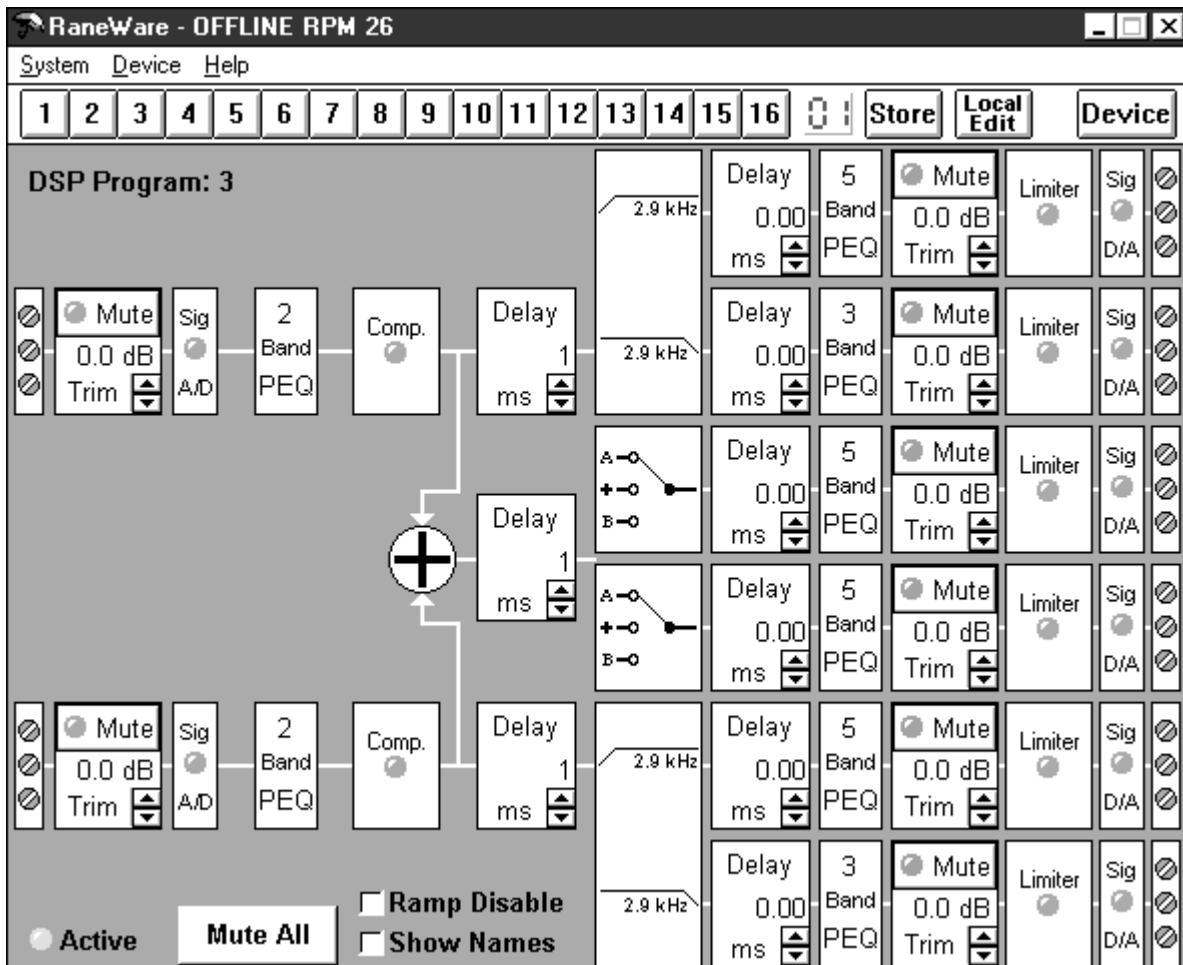
### THE RANEWARE SCREEN

The RaneWare computer screen for the RPM 26 provides an overall “system” picture of the available signal processing functions. This screen (shown below) is called the Device Edit screen. The RaneWare screen also contains a Button Bar and typical Windows pull-down Menus. The RaneWare screen gives you complete control of all signal processing functions as well as access to all system-level controls such as COM port selection and the Site Control Panel that recalls memories stored in multiple RW 232 devices.

The “system” picture in each Device Edit screen contains groups of independent signal processing “blocks” called DSP Programs. The number of the loaded DSP Program appears in the upper left corner, in this case, DSP Program: 3.

Each of these DSP Programs contains many processing blocks. For example, each has at least one Input Trim block, an A/D block with a dual-color Signal present and overload indicator, Delay blocks, and so on. The RPM 26 contains many variations of these user-selectable DSP Programs—which are covered in more detail later in this manual.

RaneWare computer screens always display at a specific size on the screen, optimized for typical laptop computer screen resolutions. This makes it possible to view *and* control multiple screens when your graphics resolution allows.



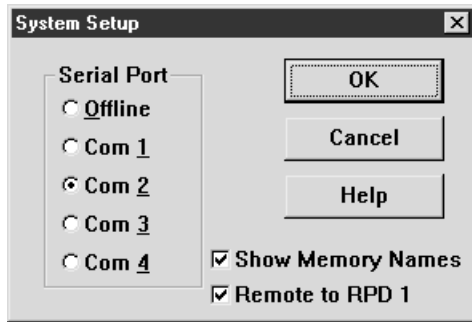
## RANEWARE MENUS

There are three RaneWare pull-down Menus. The System menu for “system-level” controls that apply to the computer or all connected RW 232 devices. The Device menu for device-specific control and the Help menu for on-line help.

### SYSTEM MENU

These menu commands apply to all connected RW 232 devices and contain the following menu items:

**System|System Setup** displays this screen:



The Serial Port radio buttons on the left tell the computer which Com port is being used to “speak” to the connected RW 232 unit(s). The Offline radio button permits use of the software without connecting a unit. To operate an RW 232 unit, you must select the Com (serial) port that is physically connected to the unit. This screen is also displayed the first time you start RaneWare or after erasing the RW232.INI file from your Windows directory.

Most laptop computers have a built in mouse. If you use an external mouse with your laptop, you may need to use the built in mouse if your laptop does not have two serial ports—one for the mouse and a second for the RW 232 unit.

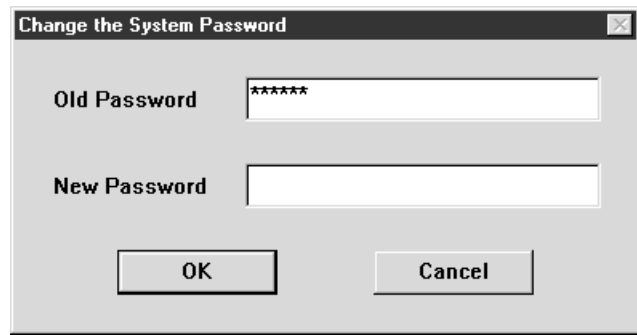
Check the Show Memory Names check box to display the Memory names in the RaneWare Button Bar whenever the mouse is on top of a Memory recall button. Memory names are edited in the Site Control Panel Setup window. (See Site Control Panel Setup below.)

The Remote to RPD 1 check box is only used with Rane’s RPD 1 product. *Check this box only if you are using an RPD 1 to remotely communicate with an RW 232 system. When this box is checked, no communication with local RW 232 devices is possible.* See Dial and Hang up below for more RPD 1 details.

### System|Dial and System|Hang up

These selections are only used with Rane’s RPD 1 product. The RPD 1 is a telephone interface which, when used with an external modem, allows remote diagnostics of RW 232, AMX or Crestron systems. Thus, from the office, a system designer can call a properly equipped remote system to view and control that system’s RW 232 settings.

**System|Change Password** displays this screen:



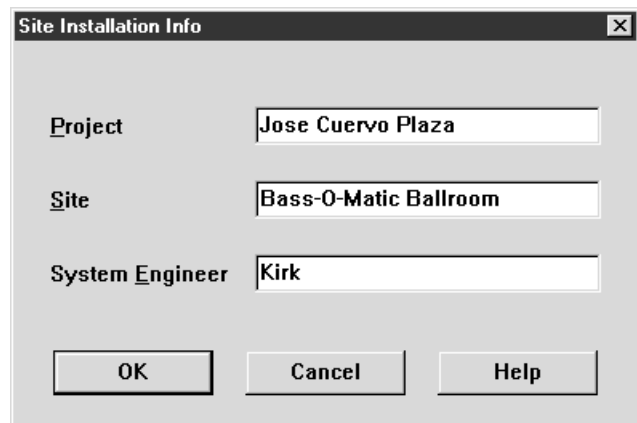
This window allows you to change the password. The default password set by the factory at the time the software ships is *please*. Passwords are case insensitive, therefore, *PLEASE*, *pLEAsE*, *PLEASE* and *please* are all equivalent. Type the old password in the Old Password edit box, then type the new one in the New Password box. Click OK. Then be sure to note the new password *somewhere*, preventing future embarrassment.

Certain commands such as Lock Device (see page Manual-9) or exiting from the Site Control Panel require the correct password before they will execute.

**Important Note:** The *computer* stores the password, *not* the units. Therefore, it is wise to think of the RW 232 password as the computer’s password, not as each individual system’s password. This makes it easier to remember the password since it will be the same for every installation where you remove the computer once the system is set up. This also provides the flexibility to have unique passwords for those installations where a dedicated computer is left on site to operate the system. If you return to an installation with locked devices, and do not have the same computer used to initially lock the devices, you will only need to know the computer’s password, not the original password used to lock the devices.

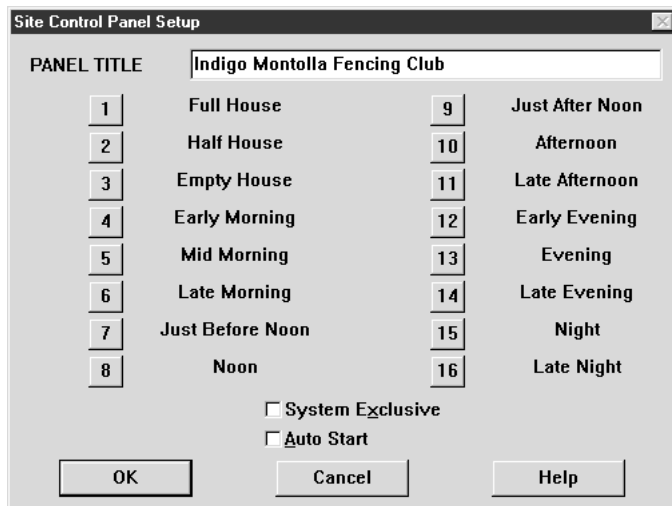
### System|Edit Installation Info

This selection allows you to enter the Project name, installation Site and System Engineer for a given project. All of these are printed on the Device Report printouts. Click in the edit box or hold the Alt key and press the underlined character to type new names.



Similar to the password, the Site Installation Info is stored in the computer, not in each unit. The Site Installation Info is also stored with backup memories when you save a unit’s memories to a file.

## System|Site Control Panel Setup



RaneWare's Site Control Panel (shown at right) is a sound system re-configuration screen. It works by telling *all* connected Rane RW 232 devices to switch immediately to a designated memory that you have programmed in each unit. Use the Site Control Panel Setup window (above) to customize the Site Control Panel's Title and Memory names.

There are 16 buttons available to use and each can be renamed according to their assigned configuration. Initially, the buttons are named Memory 1, Memory 2, etc., through Memory 16. On the example screen above, you see that Memory 1 is renamed Full House, Memory 2 to Half House, Memory 3 to Empty House and so on.

A corresponding button will not appear on the Site Control Panel if its name has been deleted. Thus panels can be created with as few as 2 or as many as 16 buttons.

RaneWare also allows you to assign a unique title to the Site Control Panel window. Thus, instead of the default title, it could be Hotel Meeting Room Configurations or Sunday Services. In this example, we've used Indigo Montolla Fencing Club.

**Note:** You may also press the Tab key to move the focus (i.e., the dotted line around the button) to the configuration button you want, press the Enter key, then type the new name.

If you check the **System Exclusive** box, a user will not be able to task-switch (Alt-Tab) away from the Site Control Panel to other Windows applications.

If you check the **Auto Start** box, the Site Control Panel will automatically appear each time you start the RaneWare program. Otherwise, the panel appears in the last mode you were in. If you were in the Device Edit screen when you exited the program, Device Edit mode appears the next time you run RaneWare. Likewise, if you exit from the Site Control Panel, it appears next time you start the program. Microsoft Windows can also be set up to start RaneWare automatically by dragging the RaneWare program icon from the RaneWare Group to the Windows Startup Group. Refer to your Microsoft Windows manual for detailed instructions.

**Important Note:** The names you assign become the memory names associated with each RW 232 device on line, regardless of the type of device (RPM 26, RPE 228, ECS Teleconferencing system, etc.). If you set up the button

corresponding to memory number 1 to represent a particular sound system configuration, make sure memory number 1 in each device in the system is pre-programmed appropriately for this particular sound system configuration.

## System|Site Control Panel



The Site Control Panel is RaneWare's sound system re-configuration screen. Depending upon how you set up the control panel (using Site Control Panel Setup), up to 16 buttons can be displayed and each can have a unique name representing a particular sound system configuration.

To operate the Site Control Panel, click on the desired configuration button with the mouse. Notice that its adjacent indicator illuminates *red* so you always know the current sound system configuration.

For Windows 3.1 users:

To exit the Site Control Panel and the RaneWare program click on the box in the upper left corner of the window. This displays Windows' system menu from which you can choose Exit (Alt-F4). If you select Exit, you terminate the program upon entering the correct password. Double-clicking the box also exits RaneWare after entering the password.

To return to Device Edit mode, click on the box in the upper left corner of the window. This displays Windows' system menu; choose Device Edit. Upon entering the correct password you return to the Device Edit screen .

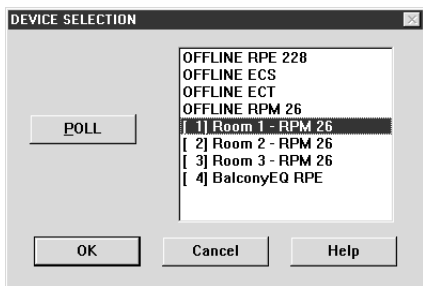
Important Note For Windows 95 users:

While operating the Site Control Panel there is no button-box in the upper left corner for the system menu allowing you to either exit or return to the Device Edit screen. There is, however, a Close-Window button-box in the upper right corner. As expected, the Close-Window button-box exits the Site Control Panel, but unfortunately, it also quits the entire RaneWare program. *To get back to the Device Edit screen, right-click the mouse on the Site Control Panel title bar. This opens a menu (see picture above) allowing you to return to Device Edit mode or exit RaneWare altogether. As usual, a password is required for either option.*

## DEVICE MENU

This menu applies only to the single, selected device you are editing and contains the following:

### Device|Select



The DEVICE SELECTION window displays the list of available RW 232 units, including the OFFLINE versions of each RW 232 product. The OFFLINE versions allow you to operate the software just as if you had an actual unit hooked up.

If the only devices shown in the Device Selection window are the OFFLINE ones or if the list is inaccurate, click on the POLL button with the mouse. During polling, the program looks for connected devices by sequentially stepping through addresses 1 through 250 (or until you click on the STOP button in the Polling message box). When a device is found, its name will be displayed in the DEVICE SELECTION window.

**Note:** Since you know what addresses were assigned, you may stop polling as soon as it has exceeded your last device's address. Depending on the number of devices connected, polling may take approximately 30 seconds for as few as 6 devices to 3 minutes for 250 devices.

**Note:** You do not have to poll each time the program is run, only when RW 232 devices are added, deleted, substituted, or have had their addresses changed.

Click the device you wish to edit from among those shown in the window, then click OK (or just double-click on the device). The Device Edit window for the device you've selected appears allowing complete control of the device.

### Device|Choose DSP Program

Choosing DSP Programs is covered in more detail in the CHOOSING DSP PROGRAMS section on page Manual-11. There are many intuitive DSP Programs available in the RPM 26. Each can be thought of as a unique audio system. Choose DSP Program brings up a window allowing selection of these various DSP Programs or systems. The following is just an overview of the RPM's DSP Programs.

Each of the RPM's DSP Programs (or systems) is fixed. In other words, the arrangement and type of the various signal processing functions are not editable.

The RPM 26's various DSP Programs provide:

- Display of all important control settings on one screen.
- Many useful signal processing blocks including: trim, program compression, delay, input summing, I/O routing, crossover, splitting, parametric EQ, limiting, pink noise and sine wave generation.

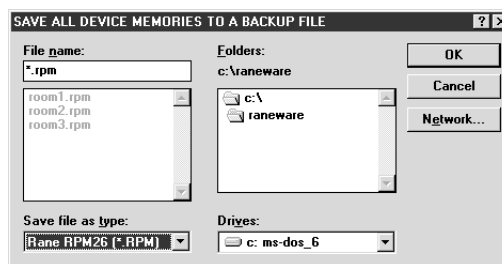
- 16 memories to store the settings of all signal processing blocks.
- Independent Input and Output muting, plus a Mute All button.
- Show Names check box for displaying the user assignable Input and Output names.

### Device|Load External DSP Program

This menu pick is for future RPM 26 capabilities. We anticipate new DSP Programs that fulfill currently unrealized applications. To support this, the Load External DSP Program menu pick allows downloading a new DSP Program from a computer to an RPM 26 without the need to replace firmware chips. At the time of printing, no new DSP Programs are available. We are working with James Doohan on a future DSP Program that transports audio waves through space.

### Device|Backup Memories to File

This menu item allows you to create or select a file in which all the data in a device's memories will be saved. To save all the data stored in the device to a disk file, select the



Backup Memories to File command from the Device menu. Type the name you want for the file in the File name: field or select one of the files shown in the list box. Then press return or click OK.

**Note:** You do not have to type an extension to the filename (unless you want to). The program will automatically append .RPM as the file extension. Also, the current project name, site, and system engineer information entered through the Edit Installation Info dialog box is automatically saved in each .RPM file.

*Backing up device memories is highly recommended. Just like any computer data, the RPM data should be saved to a file, especially during and after detailing system settings. Each RW 232 device saves its own settings internally; other than the password, no settings are stored on the computer. Having these settings backed up separately in a file provides extra peace of mind as well as a convenient starting point for similar or future systems. It is also wise to save a floppy disk copy of each device's settings—with the RaneWare Device Printouts—in a hardcopy file. This provides complete system documentation as well as a convenient backup of each device should a replacement device ever be needed.*

### Device|Restore Memories from File

This menu item allows you to restore all memories and names to a device from a selected file.

**Note:** All saved RPM 26 data files are given the default extension .RPM.



## Device|Lock Device

Lock Device allows you to lock a device to prevent unauthorized users from making changes to your programmed settings in the device's memories. Although a device is locked, different presets can still be recalled by selecting another memory via the Site Control Panel, the Remote Switch Interface, or by clicking on a desired memory key on the button bar with the mouse. The data previously stored in the device's memories, however, can not be changed.

To Lock a device, type in the password in the dialog box shown above after selecting Lock Device from the Device menu.



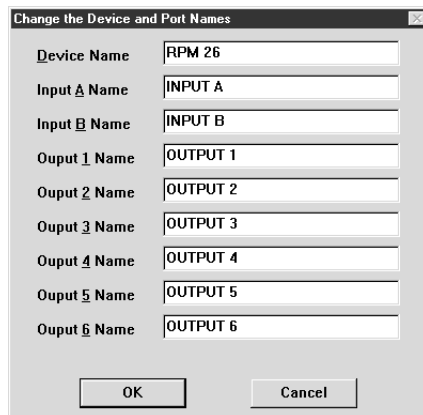
When a device is locked, this icon appears to the right of the Local Edit button on the button bar.

## Device|Unlock Device

This menu selection restores a device to its unlocked state, allowing changes to the data previously stored in its memories. You must type in the correct password before the device will unlock and the lock icon disappears.

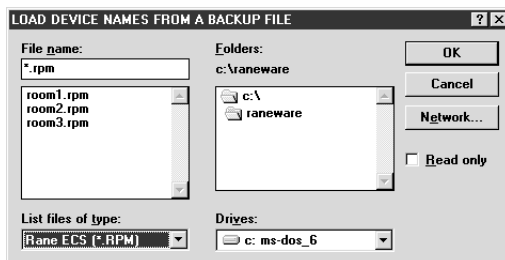
## Device|Name Device

Name Device allows you to name each RPM 26 and their channels. The device and channel names are stored in the unit. Type the unique name you want for each RPM 26 in the Device Name field, then press the Tab key to move the focus to the next field. Type the names you want for each channel in the remaining fields, then click OK.



## Device|Restore Names from File

This selection allows you to restore the Device, Input and Output names from saved memory backup files without changing any of the device's current settings.



## Device|Print Device Report

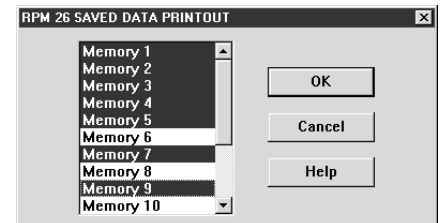
Selecting this item prints the current device settings from the current or working memory. The control settings are printed in a tabular format so you know precisely where each control is set. Also printed is the Project, Site, and System Engineer information you entered in the Edit Installation Info dialog box, plus four blank lines for handwritten comments and the report date.

Each of the RPM's parameters are printed including the DSP Program with its description, the device address, device name, the memory number and memory name. The device report for each RPM 26 memory is 7 pages, one for the Input parameters and one page for each Output which includes each output's overall response curve.

## Device|Print Device Report from File

This menu item prints device settings from a stored file instead of a connected unit. This allows you to setup a system, save the system's settings to a file and print them at your office; saving you the hassle of dragging your printer to each site just to print out device settings (though this may impress your client).

Once you select the file with backed-up memories to print, the following window appears:



You can select one or more memories to print.

To select a single memory to print, click on your choice then click OK. As with many Windows selection boxes, to select a contiguous range of memories, click on the first memory choice, then hold down the Shift key and click on the last memory choice of the range. This is a handy way to print memories 1 through 5 for example, or even all 16 memories. To select a random group of memories to print, click on the first choice, hold down the Ctrl key and click on any subsequent memory choices. Repeat this process until all the memories you want to print are selected, then click OK.

## Device|Device Status

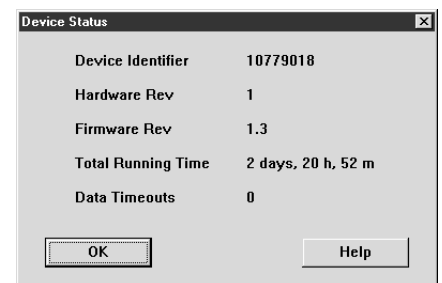
Device Identifier is a unique number assigned to each unit by the factory. It's more for our information than yours.

Hardware Rev is the current revision number of the unit's hardware.

Firmware Rev is the current revision number of the unit's firmware. This is the software that is installed in each unit and controls the actions of the internal microprocessor.

Total Running Time is the total amount of time that the unit has been operating (powered).

Data Timeouts is the number of times RaneWare failed to communi-



cate with the selected unit since software launch. This number should always be zero but could increase if the communications cabling becomes intermittent or open.

**Note:** *Be sure you have the above Device Status information as well as the version number of RaneWare you are using (found under Help|About...) when calling the factory for technical support.*

## HELP MENU

The Help menu provides extensive On-Line Help. There is a help Index and a help Contents (F1) interface for quick access to the information you may seek.

Also, the infamous About... selection displays the beautiful RaneWare splash screen where the current RaneWare application software revision is available. The revision number in Help|About... is very important if you ever need RPM 26 or RaneWare technical support from Rane.

## THE RANEWARE BUTTON BAR

This Button Bar appears at the top of every RW 232 product's screen.

The 16 numbered buttons immediately recall the indicated memory number from the connected RW 232 product. The most recently recalled memory is indicated by the red memory number to the left of the Store button. The red memory number flashes when the current memory settings have changed and no longer match the settings stored in the flashing memory. If you wish to save the changed settings in one of the 16 memories, click Store, and then click the memory number in which you wish to store the settings. It's that easy! Go ahead and store different settings in different memories. After storing a few, click any memory number to instantly recall that memory. Store those settings you'll use most often in memories 1 through 8, since these can be recalled via the rear panel Remote Switch contact closures when the computer is removed.

**Note:** When you click the Store button, it appears in light-gray until you select a memory in which to store the current data. *The red, most recently recalled memory number does not change to the memory number you've stored to.* As an example, if you recall memory 3, make some changes, then hit Store followed by memory 5 to store the changes in Memory 5, the red memory number continues to indicate memory 3 as the most recently recalled memory. Only if you hit the memory 5 button a second time (after Storing) will memory 5 actually be recalled. This means that *storing to a given memory does not automatically recall that memory.*

To change any settings without affecting the audio, simply select the Local Edit button, make the changes, then re-click Local Edit. You will be asked: Accept the Changes? Answering Yes sends those settings to the RPM. *While Local Edit is selected, clicking on any of the memory buttons displays that memory's settings without recalling them.*

The Device button brings up a selection menu of up to 15 RW 232 units connected to the computer from the most recent Poll. Simply select the device you wish to control.

## RPM 26 BASICS

The RPM 26 has 2 inputs, named Input A and Input B; and 6 outputs, named Output 1 through Output 6. To display these default names on the Device Edit screen, check the **Show Names** box at the bottom of the screen. These are the *default* names of the RPM's inputs and outputs. To change these I/O default names or the device's name to those that apply to your install, select **Name Device** under the **Device** menu.

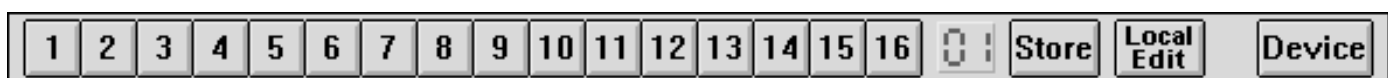
## RAMPING

When the **Ramp Disable** check box at the bottom of the Device Edit screen is unchecked, the RPM 26 slowly ramps level and EQ setting changes. Ramping is provided as an application level feature. For example, when changing from one memory to another with program audio playing *and* where EQ or level settings change, it is appropriate to ramp between memories. During set up, however, it may be distracting or deceiving to have settings ramp. Check the **Ramp Disable** box during set-up to avoid, for example, running analysis sweeps too quickly after a change – i.e., before the RPM settings finish ramping. Checking this box during set-up steers you clear of scratching your head on the first sweep and finding that the second sweep is just fine. Ramp Disable and Show Names states are *not* stored in memories — the unit either has ramping *enabled* or *disabled*.

Ramping affects the following processing functions: All Trim controls (including Invert and unmuting), all PEQ Filters (including Frequency, Level, Q and Filter Type changes), Crossover and High & Low Cut Filters (Type & Frequency changes) and the Compressor Ratio & Threshold settings. Every time you change DSP Programs these settings *always* ramp. Filter bypassing is *never* ramped. Mute controls *always* attenuate quickly and ramp back up when ramping is enabled. Enabled ramping is recommended once set up is complete, to avoid small ticks and tiny pops that may occur when ramping is disabled.

When enabled, ramping occurs while you are editing settings "live" with a unit or while you are recalling different memories. The ramp rates may be deceptive until you get used to them. For example, when you unmute an output with ramping enabled, the level slowly ramps up to its displayed setting. Ramping is also implemented for Level (boost/cut) settings *and* Frequency settings in all PEQs. When changing from one memory to another where the PEQ settings change or when editing filter values "live," the RPM ramps between *like-numbered* PEQ filters. For example, **Filter 1's** Level and Frequency settings slowly change from their initial value to **Filter 1's** new values. Filter 2's settings do the same, et cetera. Ramping is disabled via the Ramp Disable checkbox at the bottom of the Device Edit screen.

It is wise to keep like-numbered filters in a similar frequency range when changing memories. For example, always set filter number one as your lowest frequency PEQ filter. This way, when changing memories where filters move,



the ramping algorithm is most efficient and therefore least noticeable. If the Frequency settings change dramatically and the Level changes, then the Level of the Filter is slowly brought to zero, the Frequency value is changed, then finally the Level is ramped to the new value.

PEQ Levels ramp in 1/2 dB steps and Frequency settings ramp in 1/24 octave steps (all other filters ramp in 1/6 octave steps). The ramping algorithm is based on the number of these steps and works as follows: When changed, the new settings for PEQ Level & Frequency are compared to the old settings. If, *in steps*, the Frequencies are closer than the Levels, the settings simply ramp to the new values. If the Frequencies are “farther apart” than the Levels (i.e., for large frequency changes), the Level ramps to 0 dB as the Frequency ramps slowly toward the new settings. When the Level reaches 0 dB, the frequency is abruptly changed to the new setting, then the Level ramps to its new setting.

## CHOOSING DSP PROGRAMS

The RPM 26 contains predefined DSP Programs. The DSP Programs are “fixed” and the placement and order of the signal processing functions cannot be edited.

Each DSP Program can be thought of as a unique “system setup.” For example, there are 2-way crossover programs, 3-way programs, 2 x 6 splitter programs, etc. The RPM 26’s default DSP Program is Program number 3. Program 3 provides a Dual 2-way crossover system, complete with program compression, delay, parametric EQ, limiting and two extra outputs with delay that are useful for mono or stereo subs or two full range outputs.

To select a different DSP Program, select Choose DSP Program from the Device menu. A dialog box listing of the available DSP Programs appears, as shown below.

The number on the left side of the descriptions indicates the DSP Program’s number. A simplified graphic of the DSP Program indicates the general audio system flow for each Program. Only the number of available parametric EQ filters and crossover type (if applicable) are shown in this simple graphic. All DSP Programs, however, do provide additional processing blocks not shown. The additional processing blocks vary from Program to Program but always include Input Trim, Output Trim, Meters and Delay. Program Compression and Limiting are available in most DSP Programs. Input Summing, test signal Generators and I/O Routing — available in some

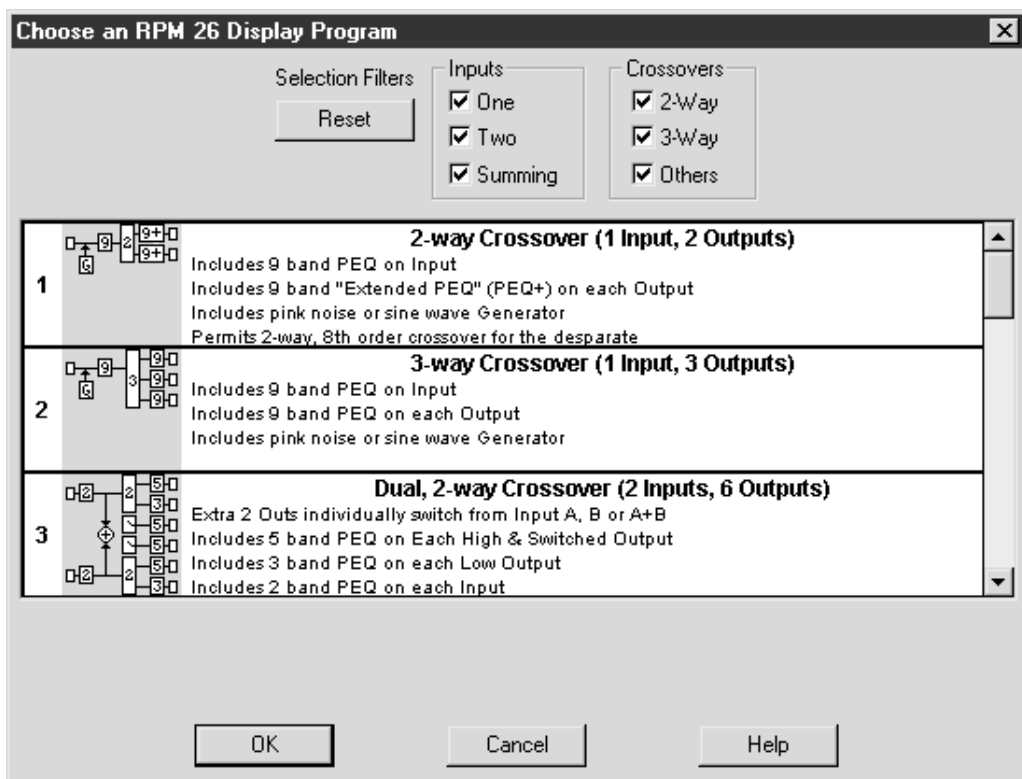
DSP Programs — are also shown in the simplified graphic where applicable.

To help find a desired DSP Program, the Inputs and Crossovers check boxes near the top of the screen allow the user to reduce the DSP Program list to include only those Programs matching the checked criteria. For example, if one desires only two input, 3-way crossovers, de-select all but the Two Input and 3-Way check boxes. The displayed list is then reduced to only two DSP Programs — both Programs 4 and 5 provide a Dual 3-way Crossover. To quickly show all available DSP Programs, click the Reset button.

A few lines describing each DSP Program are listed. Generally these descriptions duplicate information available in the simple graphic, but some DSP Programs provide much greater functionality than the simple graphics indicate. For example, some DSP Programs contain “Extended” parametric EQ, shown with a plus sign after PEQ (PEQ+). DSP Programs with PEQ+ permit multi-way crossover implementations since two filters in each Extended Parametric can be changed to crossover filters such as Linkwitz-Riley, 24 dB/Oct., etc.

Each time you change DSP Programs from this window, all settings revert to their defaults and all outputs of the newly loaded DSP Program are automatically muted. This is not the case, however, when recalling a new DSP Program during a Memory change.

**Important Note:** *Each of the 16 Memories can contain a different DSP Program. Before connecting the RPM 26 to other audio system components, it is wise to choose the appropriate DSP Program and **store this program in each of the 16 Memories**. This avoids the problem of accidentally recalling a Memory that restores an undesired DSP Program; such as the case where you recall from a 3-way DSP Program to a splitter: this sends full-range audio to all Outputs!*



## PROGRAMMING THE RPM 26

Each DSP Program contains a number of processing Blocks. There is a Block shown for each available signal processing function. The quantity and type of available processing blocks varies from DSP Program to DSP Program.

Double clicking on most of these processing Blocks opens a detail window where most processing settings are edited. Assuming your computer screen provides enough graphics resolution, up to three of these detail windows can be open at any one time. In addition, a fourth window that displays the Overall Response curve for a given output can be opened by double-clicking any output's screw terminal graphic. Once a detail window is opened, settings can be edited. The window can then be closed and the changed settings are retained in the working memory (memory zero). Changes are not stored in any other memory until you save them with the Store button.

It is not possible to Alt-Tab to another Windows application while any RPM Detail Window has the focus. You can, however, Alt-Tab from the RPM's main Device Edit screen when it has the focus. This allows you to toggle between Windows applications and still keep the RPM's Detail Windows open on the screen.

### INPUT TRIM

The Input Trim processing block is on the left side of the Device Edit screen, just to the right of the input screw terminal. This block is shown here:

The Input Trim operates the RPM's internal analog level control whose sole purpose is to provide the analog-to-digital converter with the proper voltage level. Click on the up and down arrows to increment or decrement the Input Trim.

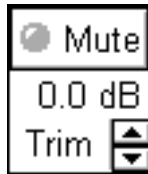
For more precise control of the Input Trim, double click on the Input Trim block. You may double click anywhere except on the arrows or on the Mute button to open the detail window, shown below.

The name of the processing block appears at the top of each detail window, in this case, input Trim A. The horizontal scroll bar adjusts the Trim control in three ways. Clicking the left or right arrows adjusts the trim in 1/2 dB steps. Clicking between the arrows and the sliding box (Thumb) adjusts the Trim in 5 dB steps. Clicking and holding the Thumb allows you to drag the control.

Two meters are shown in the Input Trim detail window. The Input meter on the left shows the voltage level (in dBu) at the screw terminal input of the RPM 26. Adjusting the Trim control has no effect on this Input meter. Clicking the input Mute button turns this meter off, even though Input signal may still be present. (The front panel's Input signal present LEDs always show the presence of incoming audio, 'pre-trim.')

The A/D meter on the right shows the A/D level (in dB Full Scale), and indirectly shows the number of bits being toggled by the input signal after passing through the input level control. Clicking the Mute button also turns this A/D meter off.

To set the Input Trim, please read the rest of this section and the A/D, D/A & METERING section below. With the amplifiers turned down or off and all of the RPM's outputs muted, apply your system's expected average audio level to the RPM 26. The Input meter displays this voltage as long as the Input Mute is not active and the level is not set too high (clipping). The RPM 26 is designed to receive +20 dBu of



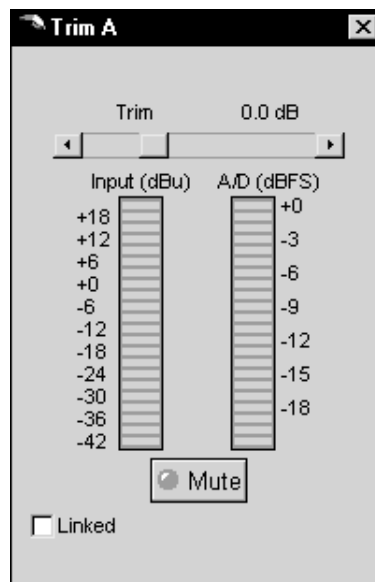
input and send the same +20 dBu out. This +20 dBu is designed to be zero dB Full Scale (dBFS) at the A/D converter (i.e., maximum input to the A/D converter) when the Input Trim is set to 0.0dB. Set the Input Trim so your nominal signal level lights the A/D meter indicator corresponding to your system's required headroom.

For example, let's assume your system requires 16 dB of headroom. Set the Input Trim until the -16 dB A/D meter indicator lights with an average signal level present. This corresponds to a nominal input signal level of +4 dBu. If you run a system with less headroom, let's say 12 dB, set the Input Trim until the -12 dB A/D meter indicator lights. This corresponds to a nominal input signal level of +8 dBu. If you tend to use a lot of EQ boost at mid or especially low frequencies, turn the Input Trim control down to compensate for the low frequency boost. Refer to the enclosed RaneNote "Setting Sound System Level Controls" for more information.

The Input Trim control should never be set such that your highest signal peaks toggle the A/D meter's +0 dBFS indicator. This is where the A/D converter clips. The RPM clips cleanly. It is important to toggle as many bits as possible on the A/D converter. Toggling as many bits as possible is precisely equivalent to maximizing signal-to-noise ratio in analog audio systems. The Input Trim should never be used as a "system" level control. This is why there is only 12 dB of attenuation available on the Input Trim.

If the functionality of the Input Mute button is unclear, perhaps trying to explain it would be moot. Remember that the signal ramps back to its setting after unmuting unless ramping is disabled.

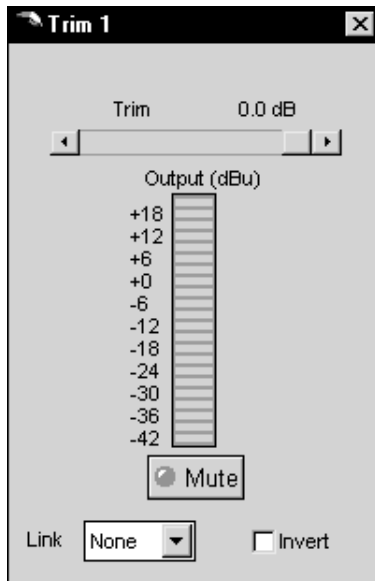
When checked, the Input Trim Linked check box "ties" the two Trim controls together. (The Mute buttons can not be linked.) Both Input Linked boxes must be checked in order for the controls to function together. This functionality provides a Linked or "stereo" Input Trim and also permits offsetting the two controls, then linking them. A red '1' appears in the Input Trim block on the Device Edit screen when the linked box is checked. This indicates the control is linked without needing to open the detail window.



## OUTPUT TRIM

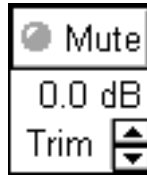
The Output Trim looks, feels and acts in much the same way as the Input Trim. So, read the INPUT TRIM section on the previous page for basic operating instructions. The two Trims differ by the location on the screen, the single Output Meter, the Link functionality and, most importantly, their purpose. The Output Trim's purpose is to provide up to 30 dB of attenuation on each output. This is useful to adjust for speaker sensitivity in both distribution and crossover applications where each output may require a slightly different level. Use the Mute button to turn individual outputs off.

*Since this is a digital attenuator and only the audio is attenuated — noise is not attenuated, use the output Trim sparingly since each dB of attenuation decreases the signal-to-noise ratio. In extreme attenuation cases, it is better to adjust the amplifier sensitivity controls for the best signal-to-noise.* The Output Trim's detail window is shown here:



The Output Meter displays the voltage level at the output screw terminal of the RPM 26 in dBu. The Mute button mutes the given output. The Invert check box inverts the polarity of the given output. When ramping is enabled, each time the Invert box is changed the given output's level ramps to off, the polarity is inverted and the level ramps back up. Many people frown upon purposely inverting the polarity of an audio signal. The invert function here is provided solely as a convenient tool for testing polarity. In permanent installations it is always wise to correct polarity inversion problems through other more permanent or "hardware" means such as correcting cable-wiring errors.

The Link selection box "ties" groups of output Trim controls together. There are 4 possible groups, None, 1, 2 or 3. None in the selection box indicates the given output is tied with no other output. If two outputs' Link boxes share a common value, for example 1, then those two output trims are linked together.



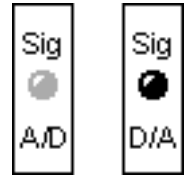
## A/D, D/A AND METERING

Now, a word about metering and our pal, the Windows operating system. Displaying meters on computers poses a unique problem for software designers and sometimes for users, especially if you have a "slow" computer. Everyone is familiar with analog meters without computers deciding that displaying meter indicators needs to wait until a "more important" task is completed. Windows provides the RPM 26 software an update window opportunity every 100 milliseconds (10 times per second). And, since there are more than just meters to update, other functions *at the computer's discretion* can have a higher priority than the meters. This simply translates into "the more meters you have on the screen, the more sluggish and inaccurate they will appear." For this reason, it is wise to adjust the RPM's Trim controls or view its meters one at a time. This displays the least number of meter indicators on the screen, making the display's update rate as reliable as possible.

The A/D and D/A blocks on the RPM 26 Device Edit screen indicate where in the signal chain the A/D and D/A conversions occur. These blocks also contain the signal present and overload indicators, all of which default to single, two-color indicators: green for signal present, red for overload and gray for no signal detected.

Double clicking on any of the A/D or D/A blocks turns the block into an eleven segment meter. On the A/D block, these meter segments correspond to every third segment from the A/D (dBFS) meter. The segments on the D/A block also correspond to every third segment from the Output meter. The top segment lights at -2 dBFS, each subsequent segment lights 3 dB before the segment above it. Again, to keep the meters as reliable as possible, keep as few meter segments on the screen as possible when adjusting levels.

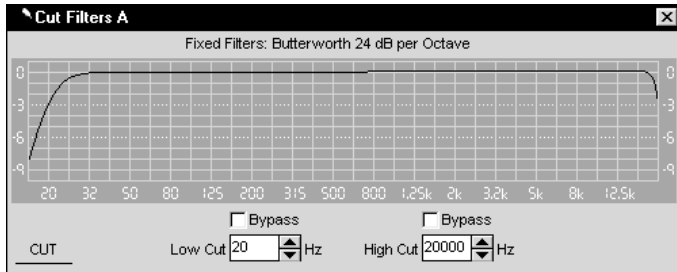
The RPM 26's front panel Input signal present LEDs are familiar analog implementations. The remaining meters — the input overload and all output meters — are microprocessor controlled but have a guaranteed update rate of 90 milliseconds, or just over 11 times per second.



## HIGH & LOW CUT FILTERS

High and Low Cut filters are provided in some DSP Programs. Their purpose is to band-limit the system's frequency range. Not all installations require 20 to 20 kHz bandwidths for their audio systems. Use the High and Low Cut filters to remove the generally undesirable frequencies below 80 or 100 Hertz and above 15 to 18 kilohertz. These frequency ranges are simply examples, since often each system requires a unique range.

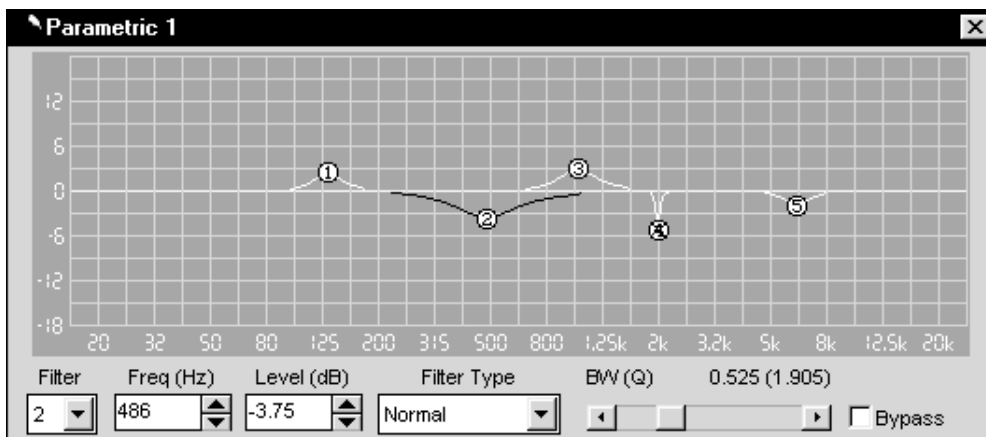
The detail window for the High and Low Cut filters is shown here:



Like all detail windows, the name of the window is displayed at the top. The edit boxes at the bottom of the window show the current Low Cut and High Cut frequency settings in Hertz. To edit the current values, click the up or down arrows, or click in the edit box to display the cursor and type a new value. The High and Low Cut filters are fixed Butterworth, 24 dB/Oct. (4<sup>th</sup> order) filters.

The Bypass check boxes on the High and Low Cut detail window turn the filters completely off. Note that this is *not* equivalent to simply setting them to their highest (20 kHz) and lowest (20 Hz) frequency settings. Toggling these Bypass check boxes provides an easy way to compare filtered versus unfiltered responses, *just be sure you don't cause any damage by bypassing the high or low cut filters*. The filters ramp between settings whenever Bypass is toggled and ramping is enabled.

Adjusting the filter frequency settings is also possible if you click and drag directly on the graphed curve itself. You must click directly on the curve's downward slope, on the high or low frequency side, to successfully grab the curve and alter the settings. The curve changes color when successfully "grabbed" and the 3 dB down point of the curve snaps to your cursor's position. This 3 dB down point defines the frequency setting for each filter.



## PARAMETRIC EQ (PEQ)

Every DSP Program contains multi-band parametric EQ, abbreviated **PEQ**. The quantity of PEQ filters varies from program to program. The PEQ block shown at the right contains 5 filters. Some DSP Programs have parametric EQ in both the Input and Output (see **INPUT BLOCKS & OUTPUT BLOCKS** on page Manual-20). Parametric EQ can be used for a wide variety of purposes. Generally, input parametric is used for program sweetening and/or band-limiting the frequency range. Output parametric can be used to correct for loudspeaker response anomalies, or if used sparingly, to sometimes overcome acoustically created room anomalies. In distribution applications, output PEQ provides independent equalization of each zone.

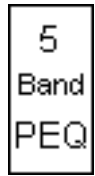
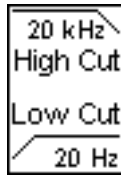
The quantity of PEQ filters may vary with each program, but the operation of the PEQ filters is consistent. Double clicking on any PEQ block opens that PEQ's detail window where all parametric parameters are adjusted. The detail window is shown at the bottom of this page.

The name of the open PEQ block appears at the top of the window. The graph contains some quantity of circled numbers, each representing an available parametric EQ filter. The location of each circle on the graph determines that filter's frequency in the x-direction (left-right) and level (boost/cut) in the y-direction (up-down). Across the bottom of the screen are edit boxes displaying the selected filter's current settings. The left-most Filter edit box displays the currently selected filter number. This same filter appears on the graph in a different color with its corresponding number circled. The plotted contribution of the selected filter also appears in a different color. This makes it easier to see the contribution of each individual parametric filter. It is also convenient to simultaneously open the Overall Response curve for the PEQ output you are viewing (double click on the Output's screw terminal). This provides the calculated overall response of all viewed PEQ filters. (See **OVERALL RESPONSE** on page Manual-19 for further details.) Click on the Filter edit box's down arrow to display and select a different filter's settings. You may also click directly on the circled number on the graph corresponding to the filter you wish to edit or view.

The Freq (Hz) edit box is changed with the up or down arrows. Or click in the edit box to display the cursor and type a new frequency value, always in integer Hertz.

The Level (dB) edit box is also changed with its up or down arrows. Or click in the edit box to display the cursor and type a new level value in dB. The Level's step size is 1/4 dB (0.25). The boost range is +12 dB, the cut range is -15 dB. Typed values are *truncated* to the nearest value, *not* rounded high or low.

The Filter Type selection box is edited by clicking the down arrow and selecting a new Filter Type such as Low Shelf, High Cut or a Normal parametric



filter. (See the EXTENDED PARAMETRIC section below for additional filter types such as Linkwitz-Riley, Bessel and Butterworth filters.) Those systems that require constant directivity horn equalization can use the High Shelf PEQ Filter Type in combination with other PEQ filters to achieve the appropriate EQ for the combination of horn and compression driver you are using. For optimum frequency response, use an analyzer to achieve the best possible horn EQ compensation.

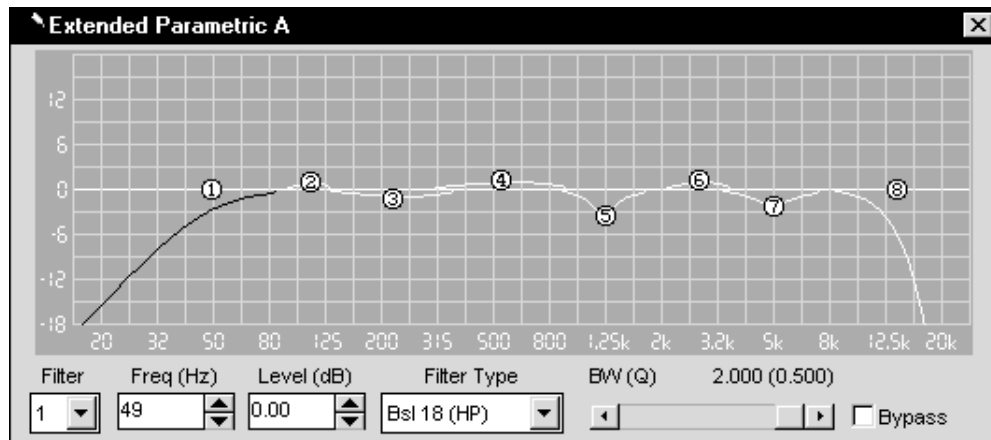
The bandwidth, abbreviated BW(Q), for each parametric EQ filter is edited with the horizontal scroll bar. There are 80 steps between a Q of 40 and 0.5. This is a bandwidth of between 0.036 and 2.543 octaves respectively. The horizontal scroll bar adjusts the bandwidth control in three ways. Clicking the left or right arrows adjusts the bandwidth one step at a time (one step is a BW(Q) change of 0.025 octaves). Clicking between the arrows and the sliding box (Thumb) adjusts the bandwidth steps 0.25 octaves at a time. Clicking and holding the Thumb allows you to drag the control.

A Bypass check box appears on the bottom right allowing the selected PEQ filter to be bypassed. This is essentially equivalent to setting that filter's level to zero. This is useful when comparing the effect of a single PEQ filter's frequency response contribution. A small red 'X' appears over the top of the circled filter number to indicate that the filter is bypassed. (See filter #4 on the example screen to the left.) *The bypassed filter's response graph does not change on the parametric graph, but it does on the Overall Response graph* (double-click on the Output's screw terminal). The Overall Response curve also shows the contributions of the crossover and the high/low cut filters (if applicable). See the OVERALL RESPONSE section on page Manual-19 for further details.

A right mouse click on the parametric detail window pops up a menu allowing flattening of the *current* (Flatten Filter Level) or *all* PEQ filters (Flatten All Filter Levels). This same right mouse click menu allows bypassing all PEQ filters (All Filters Bypassed) for conveniently comparing equalized and unequalized settings.

You can also Copy (select Copy) and Paste (*after* Copying) the PEQ settings from one PEQ to another from this menu. The PEQ copy and paste scheme allows you to copy, for example, the first three PEQ bands from a 6 band parametric into a 3 band PEQ. The three extra bands, 4, 5 & 6 in this case, are simply ignored by the 3 band PEQ. The same goes for pasting from a 3 band into a 6 band PEQ. Only the first three bands' settings will be copied into the 6 band PEQ and bands 4, 5 and 6 will be unchanged after the paste.

This makes it easy to set up one processing block, then copy settings to other blocks.



## EXTENDED PARAMETRIC (PEQ+)

Some DSP Programs provide "Extended" Parametric EQ, abbreviated PEQ+. Extended parametric simply means that two of the available PEQ filters contain extended capabilities. These two special PEQ filters support various EQ filter types, such as high pass (HP) or low pass (LP) Linkwitz-Riley, Butterworth or Bessel filters, these are abbreviated LR, BW and Bsl, respectively. Different slopes for each of these filter types are also available, allowing 12 dB/Oct., 18 dB/Oct. and 24 dB/Oct. filter implementations (2<sup>nd</sup>, 3<sup>rd</sup> or 4<sup>th</sup> order), where applicable. In any extended parametric, only the *first* and *last* filters contain the extended capabilities; 1 and 8, in the above example screen.

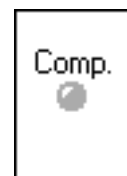
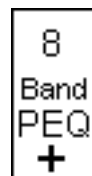
The purpose of Extended Parametric is to give the RPM 26 the capability to implement up to a 6-way crossover. Since each PEQ+ output can implement any crossover frequency range, treating each output as its own crossover band, provides multi-way crossovers.

**Hint:** For midband crossovers, use 2 bands with one set for LP, the other set for HP and overlap them.

**Note:** Operation of Extended Parametrics (PEQ+) is exactly like regular parametrics (PEQ), *the only difference is when you choose Cut, LR, BW or Bsl filter types for a given filter, the Level and BW(Q) settings for that filter have no effect and are ignored by RaneWare.* The Shelving filter type also ignores the BW(Q) setting.

## COMPRESSOR

Most DSP Programs provide a program compressor on each input. The compressor's purpose is to alter the dynamic range of the incoming signal. Compressors are simply fancy volume controls. Only the volume level is altered by compression. When compression occurs, the compressor turns the volume down in a tightly controlled manner. The Threshold is a voltage level setting above which compression (or turning down the volume) occurs. The Ratio tells the compressor how much to turn the volume down for a given increase above the Threshold. The Attack time dictates how quickly the signal reaches a "settled" compression level for a given input signal step size. The Release time dictates how long it takes the output signal to reach a "settled" level after the input signal is reduced.



The Comp. indicator lights yellow when the compressor threshold has been reached. All other Compressor settings are adjusted in the Compressor detail window shown at the bottom of this page.

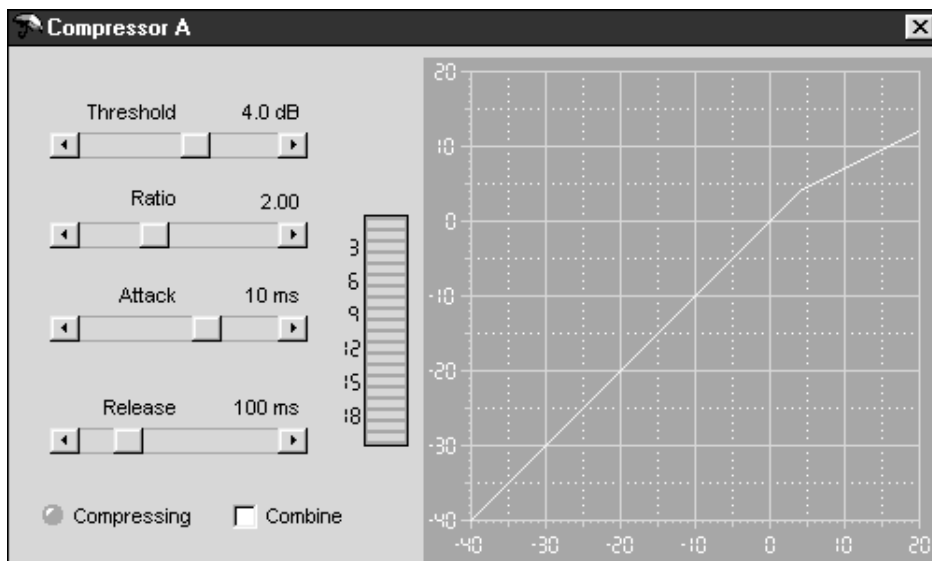
Double-clicking on the Compressor block opens the detail window. The name of the open Compressor appears at the top of the window. The detail window contains a scroll bar for adjusting the Threshold, Ratio, Attack time and Release time. A gain reduction meter is also provided that indicates the amount of gain reduction (attenuation) in dB. The Compressing indicator at the bottom left corresponds to the top Gain reduction indicator and to the yellow indicator shown on the Compressor block on the Device Edit screen.

The Compressor uses an RMS detector for Threshold detection. Avoid short Attack and Release times as they can audibly distort the signal, especially when the signal contains mostly low frequencies.

The Combine check box allows logical “or-ing” of the compression settings. *Only if both channels’ Combine boxes are checked will the “or-ed” settings apply to both channels.* When both boxes are checked, and after either channel reaches its Threshold setting, both compressors will “follow” each other with the same gain reduction, Attack and Release times being applied to both channels. The channel with the most gain reduction *always* dictates what instantaneous gain reduction, attack and release settings are applied to the combined channels. This maintains the spectral balance between the two channels and keeps your stereo program’s left-to-right sound stage intact.

If only one channel’s Combine box is checked, that compressor uses the higher gain reduction value of the two compressors as well as that same compressor’s Attack and Release times. The unchecked channel acts by itself.

The Compressor’s Threshold and Ratio settings can also be edited if you click and drag directly on the graphed curve itself. You must click directly on the curve, to the left of the Threshold point (or knee), to alter the Threshold. The vertical position of the cursor corresponds to the Threshold level once the curve is successfully grabbed. Click directly on the curve to the right of the knee to alter the Ratio setting. The curve changes color when successfully grabbed.



## DELAY

All DSP Programs provide two types of Delay blocks. Coarse Delay in the Input Block section, before the cross-overs or splitters, and Fine Delay in the Output Block, after the crossovers or splitters.

### COARSE DELAY

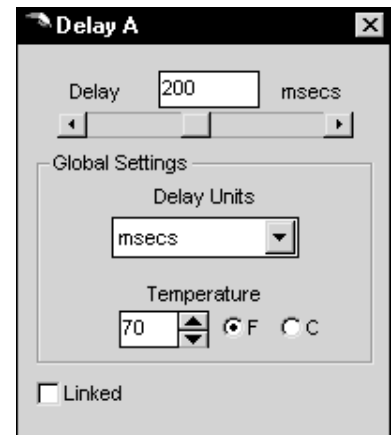
The Coarse Delay block provides 1 millisecond minimum step sizes. Coarse Delay is useful in speaker stack applications where stacks are placed many feet in front of the stage or for distributed speakers that are far from the sound source.

One millisecond is approximately 1.13 feet or 0.34 meters.

The up or down arrows in the Coarse Delay block (shown at above right) increment or decrement the Coarse Delay without opening the detail window.

For direct or scroll bar editing, open the detail window by double-clicking on the Coarse Delay block. This opens the Coarse Delay detail window where a scroll bar provides three easy ways to edit the delay value. Click the left or right arrows to adjust the delay one millisecond at a time. Click between the arrows and the sliding box (Thumb) to adjust the delay in 10 millisecond steps. Click and hold directly on the Thumb to drag the control. Click directly in the edit box to display the cursor and type in the desired value.

**Note:** *The Coarse Delay’s minimum setting is one millisecond. Values less than 1 millisecond are not valid, since the minimum time it takes signal to propagate through the RPM is one millisecond. This minimum Coarse Delay displays the propagation delay of the RPM 26. In other words, what you see is what you get.*



The Global Settings for Delay Units (milliseconds, feet and meters) and Temperature are covered next, under FINE DELAY.

The Coarse Delays can be locked together by checking the Linked box. A red ‘1’ appears in the Coarse Delay block on the Device Edit screen when the Linked box is checked. This indicates that the control is linked without the need to open the detail window. The delays are not linked together unless at least one pair of Linked boxes are checked.



## FINE DELAY

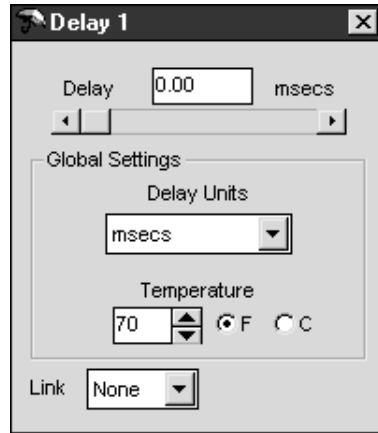
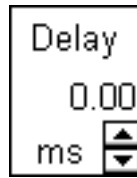
The Fine Delay block has 20 microsecond (0.02 msec) minimum delay steps and is intended to allow individual driver alignment in speaker stacks or for lobe steering. Twenty microseconds is approximately 0.02 feet (about ¼") or 0.00635 meters (which gets rounded to 0.01 meters in the RPM 26).

The Fine Delay block and Fine Delay detail window are shown to the right. Like the Coarse Delay block, the Fine Delay block provides up and down arrows for incrementing and decrementing, however the Fine Delay has 20 microsecond steps that are always displayed as 0.02 milliseconds. The Fine Delay detail window provides three ways to edit the delay value; single steps by clicking the left and right arrows, 0.20 millisecond steps by clicking between the Thumb and the arrows or clicking and dragging the Thumb itself. Click directly in the edit box to display the cursor and type in a new value.

The Global Settings for Delay Units (milliseconds, feet and meters) and Temperature are displayed in both the Coarse and Fine detail windows. *These are global settings, meaning that once changed, the changes appear throughout the RPM 26.* To change all displayed delay settings to different units, click the down arrow in any Delay Units selection box and select the new units from the list. Edit the Temperature by clicking the up or down arrows or click directly in the edit box to display the cursor and type in a new Temperature. Click one of the radio buttons to display the Temperature in either 'F' for Fahrenheit or 'C' for Celsius.

Only when *distance* units (feet or meters) are used does the Temperature setting impact the displayed units. The Temperature is calculated with dry air for the displayed distances. The RPM 26 does not alter the delay *time* when the Delay Units are changed, only the way the delay is displayed is altered. Also, even though the displayed values may be in feet or meters, clicking the scroll bars and arrows still changes the delay times in milliseconds (1 msec. for Coarse Delay and 0.02 msec. for Fine Delay).

The Link selection box in the Fine Delay detail window, "ties" groups of Fine Delays together. Select the down arrow to the right of the selection box to assign Link groups. There are 4 possibilities, None, 1, 2 or 3. None in the selection box indicates the given delay is tied with no other delay. If two delays' Link boxes share a common value, for example, 2, then those two delays are Linked together. When Linked, the selection box's number—1, 2 or 3—also appears in red in the Fine Delay block on the Device Edit Screen. This indicates which Link group a given delay block is in without needing to open the detail window.



## CROSSOVERS

Both 2- and 3-way crossover blocks are found in various DSP Programs in the RPM. Up to a mono 6-way crossover can be implemented with the RPM's powerful Extended Parametric EQ, see the EXTENDED PARAMETRIC (PEQ+) section on page Manual-15 for details on implementing more than a 3-way crossover. The 2- and 3-way crossover interfaces are similar. Only the 3-way is covered here. The 2-way interface simply removes one band. The 3-way crossover block is shown here:

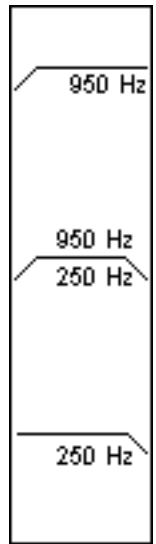
The current crossover frequency settings are shown on this block, making it unnecessary to open the detail window to check the crossover's current frequency settings. The high frequency output of the crossover block is graphically always on top with the lowest frequency outputs displayed on the bottom.

Double-clicking on the Crossover block brings up the Crossover detail window shown at the bottom of the following page. The graph displays the calculated frequency response of the RPM's outputs. For viewing ease, each frequency band is displayed in a different color. Below the graph are edit boxes, one for each crossover frequency point. Edit each frequency by clicking the up or down arrows or click directly in the edit box to display the cursor and type in the new crossover frequency directly. The RPM 26 accepts crossover frequency in 1 Hertz steps and all values must be typed in Hertz.

Editing of the crossover frequency values is also possible by clicking directly on the graphed curve. Click directly on the intersection of the two curves to successfully grab and edit the crossover frequency. The curves change color when successfully grabbed. The horizontal position of the cursor dictates what frequency value is assigned once you drop the cursor.

**Note:** *It is wise to alter crossover frequencies directly on the graph only when the outputs are muted or when the RPM 26 is not connected to amplifiers and speakers. This avoids the potential disasters of slipping with the mouse or reaching for your latté and accidentally clicking the mouse! For these reasons, the area to successfully grab the crossover curve is small.*

For both the 2-way and 3-way crossover blocks, the default crossover filter type is Linkwitz-Riley, 24 dB/Oct. (4<sup>th</sup> order) filters. The crossover frequency points are also locked together making all adjustments equivalent to familiar analog crossovers. For those with the proper analysis tools to properly adjust other crossover filter types, the RPM's crossovers contain an Advanced mode. In the crossover detail window, clicking the right mouse button pops up a menu that provides access to the Advanced mode. A Warning box is displayed before one can enter Advanced mode. Check the Don't ask me again box if you "know what you're doing" and this whole warning business is beneath you. Click OK only if you have the proper equipment to ensure your crossover adjustments are helping, not hindering your efforts. Hit



Cancel if you lack the proper analysis tools.

Once in Advanced mode, more edit boxes appear allowing precise control of each individual filter type, slope and frequency. This allows Linkwitz-Riley (LR), Butterworth (BW) or Bessel filters with 12, 18 or 24 dB/Oct. slopes, where applicable, and independent frequency settings for each filter.

One can return from Advanced crossover mode to Simple mode with the right mouse click menu, however, you must return both the crossover filter types back to LR-24 (Linkwitz-Riley 24 dB/Oct.) and the crossover frequency points back to the same frequency value.

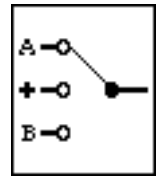
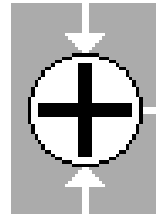
A 24 dB/Oct. (4<sup>th</sup> order) Linkwitz-Riley filter is made up of two cascaded 12 dB/Oct. (2<sup>nd</sup> order) Butterworth filters. Therefore, there is no such thing as an 18 dB/Oct. (3<sup>rd</sup> order) Linkwitz-Riley filter, since implementation of a 1½ order Butterworth is unheard of—though someone may come up with a 1½ wheeled bike! (There’s a *good* joke in there somewhere...)

As with the Simple crossover mode, click and drag on the graphed curve to alter the crossover frequency settings. In advanced mode, however, each filter slope is independently editable. You can still click directly on the intersection of two curves to edit two filters’ settings simultaneously. Or click on an individual curve’s downward slope to alter a single filter by itself.

**Note:** *It is wise to alter crossover frequencies directly on the graph only when the outputs are muted or when the RPM 26 is not connected to amplifiers and speakers. This avoids the potential catastrophe of slipping with the mouse or reaching again for your latté and accidentally clicking the mouse!*

## SUMMING AND I/O ROUTING

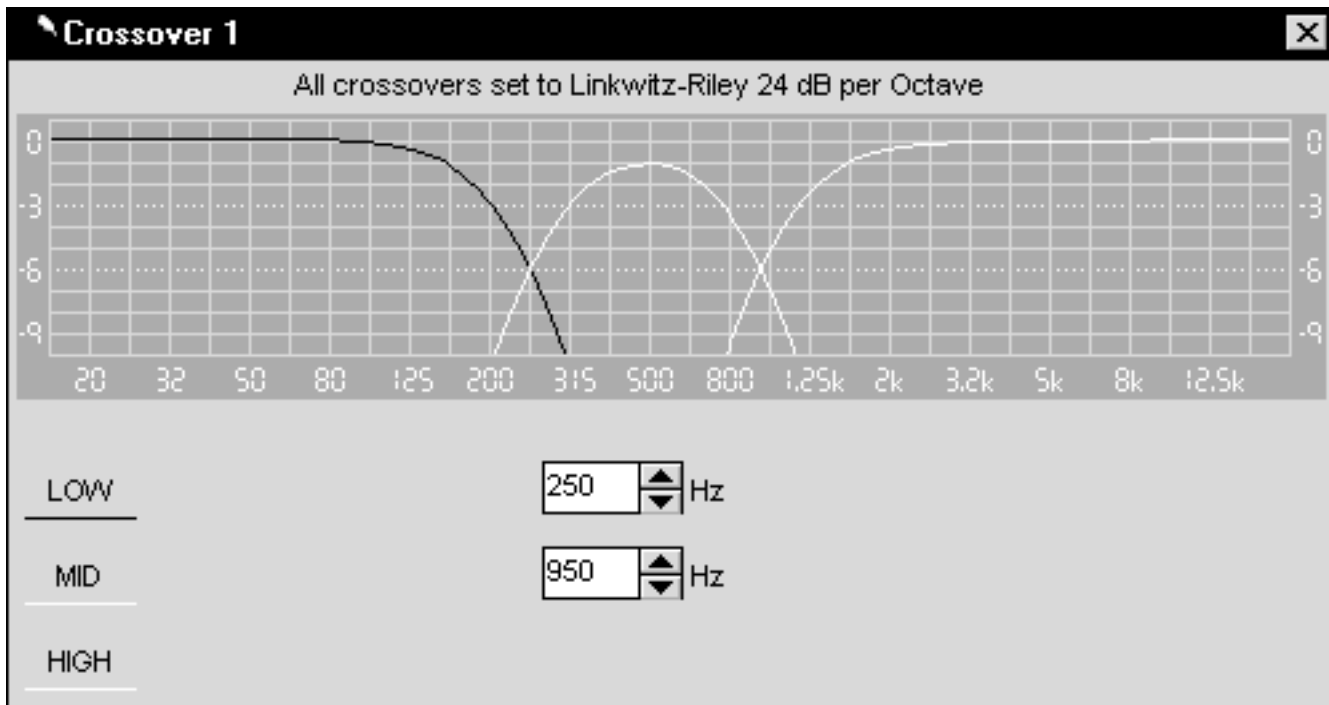
Some DSP Programs provide simple Input Summing that is generally accompanied by I/O Routing. The circled “plus” sign between the two Input Blocks indicates that summing is supported. A schematic drawing of a three position switch with A, B and + markings indicates that I/O Routing is available for the given output.

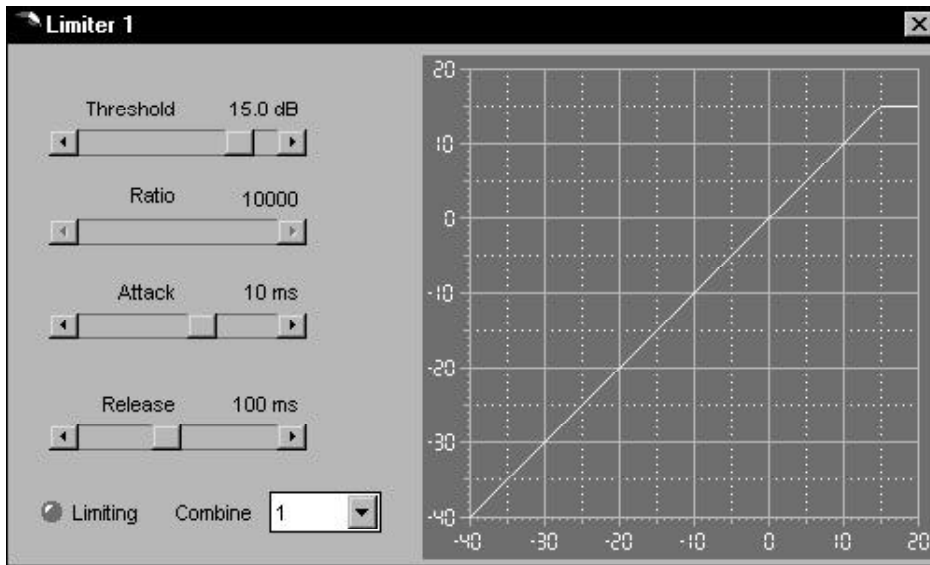


The Input summing simply adds the two input audio signals together. For example, if both inputs are in phase and each is 1 volt RMS, the simple sum of the two would be, all you math whizzes out there, 2 volts. Note that this sends more signal to the Output Block processing which may require additional Trim at the Outputs or Inputs. Be especially aware of the amount of parametric EQ boost used in summed outputs, *since too much may result in digital clipping.*

Many DSP Programs also support user switchable I/O routing indicated by a switch schematic symbol in the simplified graphic or in the Device Edit screen. This allows each output to be fed from either Input A, Input B or the simple sum of Input A+B. This functionality provides simple and convenient room switching for ballroom applications where the input source can be changed through a simple contact closure. It also can provide a quick mono source for balcony or cry rooms or, when used in conjunction with the output PEQ, can provide an effortless subwoofer output useful in many applications.

Simply double-click on the circular A, B or + switch terminal to move the switch’s output (i.e., common) to the desired Input.





## THE OVERALL RESPONSE CURVE

Double-clicking on any output's screw terminal (shown at the right) opens the Overall Response curve window (shown below). The displayed curve(s) display the frequency response contribution of the equalization settings currently active in the RPM 26. Though not necessarily useful unless you are implementing a 6-way crossover, it is possible to display the Overall Response curves for all six of the RPM's outputs. The output(s) being viewed are indicated by the check boxes on the bottom left of the window. These boxes provide a



## LIMITER

For most DSP Programs, each output is supplied with a Limiter. The limiter is meant to be a safety device to stop the RPM's output from exceeding a predetermined threshold voltage.

The Limiter block has a single yellow indicator that turns on when the output reaches the limiter's Threshold.

Double-clicking on the Limiter block opens the Limiter detail window. Scroll bars for adjusting the Threshold, Attack and Release times appear on the left. There are three ways to alter the settings with the scroll bar. Click and drag the Thumb to the desired value, click between the Thumb and the arrows to adjust in large steps or click the left or right arrows to adjust in single steps. The Limiting indicator on the bottom left indicates when the signal has reached the Threshold. This Limiting indicator corresponds to the indicator on the Limiter block in the Device Edit screen.

Each Limiter contains a Combine selection box. Limiters are combined when the numbers in the selection boxes match. The choices are None, 1, 2 or 3. None in a selection box indicates the given Limiter is tied with no other Limiter.

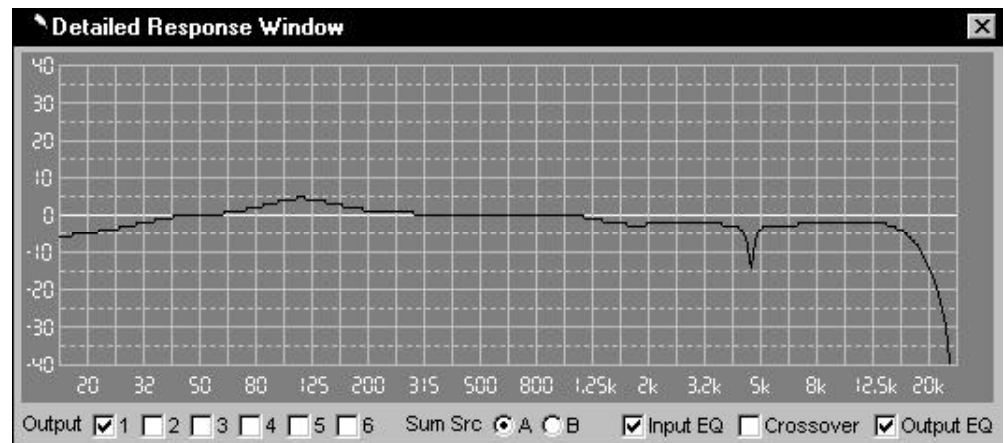
When Limiter Combine boxes share a common value, for example, 3, then those Limiters are Combined together. The Combined Limiter with the most gain reduction *always* dictates what instantaneous gain reduction, attack and release settings are applied to each Combined channel in its group. This maintains the spectral balance between the Combined channels and helps maintain your program's left-to-right image.

The Limiter's Threshold setting can also be edited if you click and drag directly on the graphed curve. The vertical position of the cursor corresponds to the Threshold level once the curve is successfully grabbed. The curve changes color when successfully grabbed.



convenient way to quickly display the response curves of other outputs or combinations of outputs. Two radio buttons labeled A and B, allow selection of the preferred Input (A or B) for the response curve comparison, when an output contains the simple sum of the two Input signals. It is not possible in RaneWare to display the "calculated" sum of the response curves. This information has limited relevance to the acoustic sum of the responses. It is more insightful to use an analyzer to perform this task. *The curves shown are the calculated responses of the RPM 26. Do not mistake these curves for the response of your system.* It is highly recommended, and some would say, required, to use a high quality analyzer to get a true indication of your system's overall response. These analysis devices include the contributions of all components of the system, including the RPM 26, amplifiers, cabling, loudspeaker and generally the room responses.

The check boxes on the bottom right allow viewing of the Input EQ (either High/Low Cut or PEQ filters), Crossover (if applicable) and Output EQ (parametric EQ). This makes it convenient to independently view the frequency response contribution of the various filter sections in the RPM 26. The graph in the example above does not show the contribution of the crossover, since the Crossover box is unchecked.



## GENERATOR (PINK NOISE OR SINE)

Pink Noise or Sine wave signals are available in some DSP Programs. A 'G' appears in the simple graphic in the Choose DSP Program window, indicating that a given DSP Program supports these Generator test signals. The Pink Noise is provided as a test signal for listening to comb filtering in speaker arrays or for listening for room reflections. The Sine wave provides a convenient test signal, helpful in setting gain structures or for more accurately hearing specific-frequency room reflections.

The signal Generators default to a Muted state when new DSP Programs containing Generators are requested. Click Mute to unmute the Generator. Click the up or down arrows to adjust the Generator's Level in ½ dB steps. The maximum attenuation is 40 dB. The Generator levels are calibrated in dBFS, i.e. at 0dB the Generator is sending a full scale digital signal to the D/As.

Double-click on the Generator block to open the detail window. A vertical scroll bar adjusts the Level in three ways. Click and drag the Thumb directly, click between the Thumb and the arrows for 5 dB steps or click on the up or down arrows for ½ dB steps.

Radio buttons on the left allow selection of Pink Noise or Sine Wave as the Generator source. If Sine Wave is selected, the edit box to the right dictates the Sine Wave frequency in Hertz. One Hertz steps are accepted.

DSP Programs with two Generators contain *two uncorrelated pink noise sources*, required when you wish to listen to "stereo" pink noise signals. Also, the two sine wave generators are *not* guaranteed to be in phase. Be sure to always Mute the RPM's Generators any time you use an analyzer for system measurements, since the analyzer must use its own internal generator for such measurements.



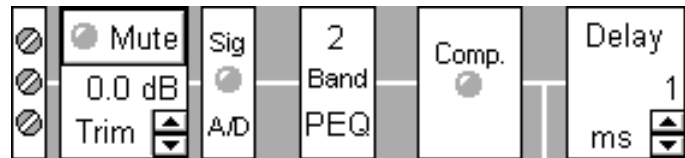
## MUTE ALL

The Mute All button is provided for those moments when you quickly need to turn all of the RPM's outputs off.

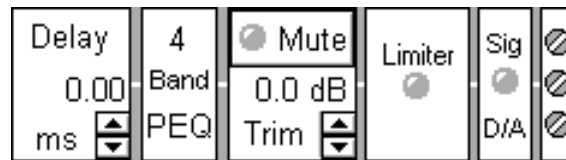


*Please note that once all outputs are muted, clicking Mute All again does not unmute all of the outputs.* All outputs are also muted each time you choose a new DSP Program from the Device menu's Choose DSP Program option. This purposely *forces the user to unmute each output separately* and allows one to reflect on the consequences of unmuting each output independently.

## INPUT BLOCKS &



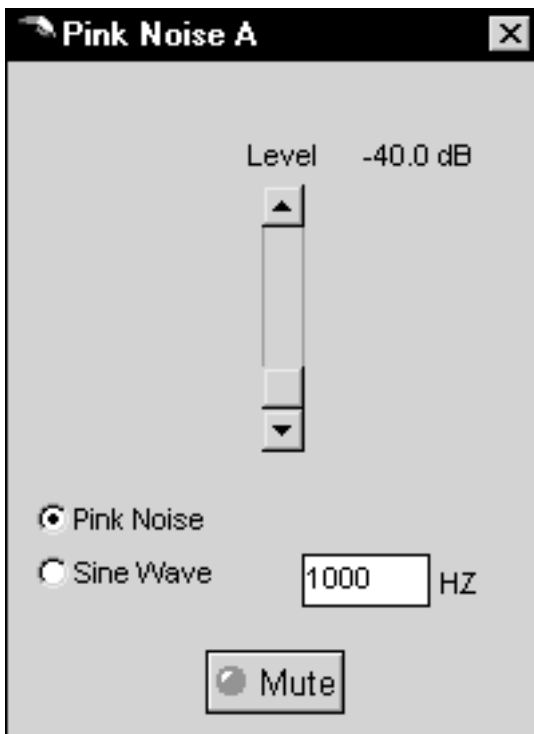
## OUTPUT BLOCKS



In addition to the individual signal processing blocks described above, the RPM 26 contains Input Blocks and Output Blocks, shown above. These terms simply describe a subset of the available processing blocks and allow convenient copying of settings from multiple processing blocks. For example, once you've properly set up one-half of a stereo 3-way speaker stack, right mouse click on any output processing block that you've already tweaked. A menu appears that permits clipboard copying of all of the Output Blocks' settings (Copy Output Settings). This includes the settings for the Fine Delay, PEQ, Trim and Limiter. Then right click on the corresponding Output Block for the other speaker stack. The pop up menu appears again allowing you to paste (Paste Output Settings) all the settings from the previously tweaked Delay, PEQ, Trim and Limiter. Then do the same for the other two loudspeaker drivers and you have a great starting point to properly adjust the other speaker stack. The Input Block provides this same Cut and Paste functionality.

## COPY & PASTE

To copy any individual signal processing block's *current* settings to another *corresponding* block, right click on it. (You may right click on any small Device Edit screen block or on any block's Detail Window to copy and paste settings.) Select Copy from the menu — the settings are now stored for pasting. Then, right click on the block you wish to paste the copied settings to and select Paste from the menu. You're done! See the above section for copying entire Input or Output block settings.



## HINTS FOR WINDOWS 95 USERS

If you find yourself squeezed for room at the bottom of the screen, you can modify the Task Bar so it only appears when you move the mouse pointer below the bottom of the screen.

To do this, Right-Click on a blank spot on the task bar. Select Properties. Enable Auto Hide. Click OK.

While operating the Site Control Panel in Windows 95, there is no button-box for the system menu on the title bar allowing you to either exit or return to the Device Edit screen. There is, however, a Close-Window button-box. As expected, the Close-Window button-box exits the Site Control Panel, but unfortunately, it also quits RaneWare. To return to the Device Edit screen, Right-Click the mouse on the Site Control Panel title bar. This opens a menu allowing you to return to Device Edit mode or exit RaneWare altogether. As usual, a password is required for either option.

## TROUBLESHOOTING

### **POWER LED IS OFF:**

Check the POWER connection on the chassis, and confirm that the remote supply is connected to a live AC source. *Ensure that the DIN power plug is plugged into the unit before connecting AC power.*

### **NO COMMUNICATION BETWEEN THE UNIT AND THE COMPUTER:**

Set the DEVICE ADDRESS to a unique small number, and try polling for units in RaneWare (under Device|Select, then click Poll). The unit should be found quickly.

Check that the COM port selected in RaneWare in the System|System Setup menu is the one on your computer that is connected to the unit. Also check that the cable is a standard RS-232 cable (*not a null modem type*). If an adapter is used, *it must not be null modem type*. The cable must be connected to the RW 232 INPUT jack on the rear of the unit.

Be sure the "Remote to RPD 1" box is not checked in the System|System Setup menu. This box is *only* used with the Rane RPD 1 to remotely communicate with an RW 232 system. *When this box is checked, no communication with local RW 232 devices is possible.* (See page Manual-6 for more RPD 1 information.)

### **AUDIO HUM OR NOISE:**

Click the Mute All button. If this helps significantly, the problem may be with the Input connection, or the equipment driving the Input. If Muting has little effect, the problem is likely either the Output connection, or equipment driven by the Output.

The RPM 26 is intended to connect to equipment with balanced audio I/O. If you really must operate unbalanced equipment with the RPM, please refer to *Rane Note 110, "Sound System Interconnection"* (next section) or *The Journal of the AES Vol. 43 No. 6 (June 1995)*.

### **FLASHING OUTPUT LEDS 1 OR 2:**

If working memory (memory zero) gets corrupted, Output 1 flashes yellow. If just Output 1 flashes, try to reload the DSP Program, load a different DSP Program or recall a different memory.

If Output 2 flashes yellow, an unrecoverable error has occurred. If this happens, the unit must be reset. Reset the unit by cycling the AC power, (*do not unplug the DIN jack to cycle the power*). This resets all of the unit's memories. Resetting all of the units memories reinitializes all of the unit's stored parameters, including reinitializing the DSP Program in all memories to DSP Program 3. To reset all memories, hold the DEFAULT button while turning the power on. Be sure to hold the DEFAULT button until the Output LEDs cycle. While memories are being reset, the Output LEDs cycle yellow from the outsides to the center.

If you are unable to stop either the Output 1 or the Output 2 LEDs from flashing by resetting the unit, contact the factory.

## SETTING THE DEVICE ADDRESS

The Device Address is set using a binary code which may be determined using the following table, our Windows Address Calculator program, or by adding the place values (1-128) silkscreened on the chassis. Ignore any numbers printed directly on the switch. For example, turning ON the switches labeled '1' and '2' yields address '3'. In the following table, 0 means switch *down* (OFF), 1 means switch *up* (ON), and the left-most digit corresponds to the switch labeled '128'.

1	00000001	51	00110011	101	01100101	151	10010111	201	11001001
2	00000010	52	00110100	102	01100110	152	10011000	202	11001010
3	00000011	53	00110101	103	01100111	153	10011001	203	11001011
4	00000100	54	00110110	104	01101000	154	10011010	204	11001100
5	00000101	55	00110111	105	01101001	155	10011011	205	11001101
6	00000110	56	00111000	106	01101010	156	10011100	206	11001110
7	00000111	57	00111001	107	01101011	157	10011101	207	11001111
8	00001000	58	00111010	108	01101100	158	10011110	208	11010000
9	00001001	59	00111011	109	01101101	159	10011111	209	11010001
10	00001010	60	00111100	110	01101110	160	10100000	210	11010010
11	00001011	61	00111101	111	01101111	161	10100001	211	11010011
12	00001100	62	00111110	112	01110000	162	10100010	212	11010100
13	00001101	63	00111111	113	01110001	163	10100011	213	11010101
14	00001110	64	01000000	114	01110010	164	10100100	214	11010110
15	00001111	65	01000001	115	01110011	165	10100101	215	11010111
16	00010000	66	01000010	116	01110100	166	10100110	216	11011000
17	00010001	67	01000011	117	01110101	167	10100111	217	11011001
18	00010010	68	01000100	118	01110110	168	10101000	218	11011010
19	00010011	69	01000101	119	01110111	169	10101001	219	11011011
20	00010100	70	01000110	120	01111000	170	10101010	220	11011100
21	00010101	71	01000111	121	01111001	171	10101011	221	11011101
22	00010110	72	01001000	122	01111010	172	10101100	222	11011110
23	00010111	73	01001001	123	01111011	173	10101101	223	11011111
24	00011000	74	01001010	124	01111100	174	10101110	224	11100000
25	00011001	75	01001011	125	01111101	175	10101111	225	11100001
26	00011010	76	01001100	126	01111110	176	10110000	226	11100010
27	00011011	77	01001101	127	01111111	177	10110001	227	11100011
28	00011100	78	01001110	128	10000000	178	10110010	228	11100100
29	00011101	79	01001111	129	10000001	179	10110011	229	11100101
30	00011110	80	01010000	130	10000010	180	10110100	230	11100110
31	00011111	81	01010001	131	10000011	181	10110101	231	11100111
32	00100000	82	01010010	132	10000100	182	10110110	232	11101000
33	00100001	83	01010011	133	10000101	183	10110111	233	11101001
34	00100010	84	01010100	134	10000110	184	10111000	234	11101010
35	00100011	85	01010101	135	10000111	185	10111001	235	11101011
36	00100100	86	01010110	136	10001000	186	10111010	236	11101100
37	00100101	87	01010111	137	10001001	187	10111011	237	11101101
38	00100110	88	01011000	138	10001010	188	10111100	238	11101110
39	00100111	89	01011001	139	10001011	189	10111101	239	11101111
40	00101000	90	01011010	140	10001100	190	10111110	240	11110000
41	00101001	91	01011011	141	10001101	191	10111111	241	11110001
42	00101010	92	01011100	142	10001110	192	11000000	242	11110010
43	00101011	93	01011101	143	10001111	193	11000001	243	11110011
44	00101100	94	01011110	144	10010000	194	11000010	244	11110100
45	00101101	95	01011111	145	10010001	195	11000011	245	11110101
46	00101110	96	01100000	146	10010010	196	11000100	246	11110110
47	00101111	97	01100001	147	10010011	197	11000101	247	11110111
48	00110000	98	01100010	148	10010100	198	11000110	248	11111000
49	00110001	99	01100011	149	10010101	199	11000111	249	11111001
50	00110010	100	01100100	150	10010110	200	11001000	250	11111010