

Programming Steps • Installation Notes • Integration Tips

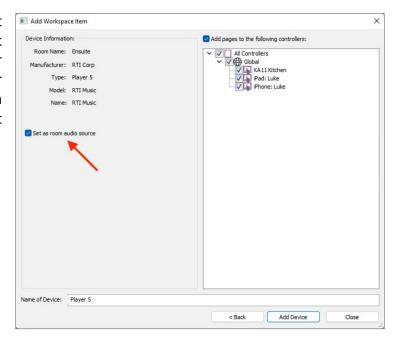
Set as Zone Audio Source in Integration Designer 11.

Content

A.	Overview	. 1
В.	What does it do?	. 1
	Why do the source level volume tags get linked to the room level tags?	
	How to change the Room Audio Source.	
υ.	now to change the recom radio boards infiliation in the recommendation in the recommenda	•

A. Overview

This document details what the check box "Set as room audio source" does when checked at the time of adding a new device to your system. It also details different options for changing the room audio source if you make a mistake or just want to change to a different audio device.



B. What does it do?

When you add a device in Integration Designer, be it an IR device, RS232 device or a Driver based device, the software takes a look inside that device to see if it's Tagged and if so, auto programs any Tags on the template page the device is being created against with the functions/commands/variables it has found

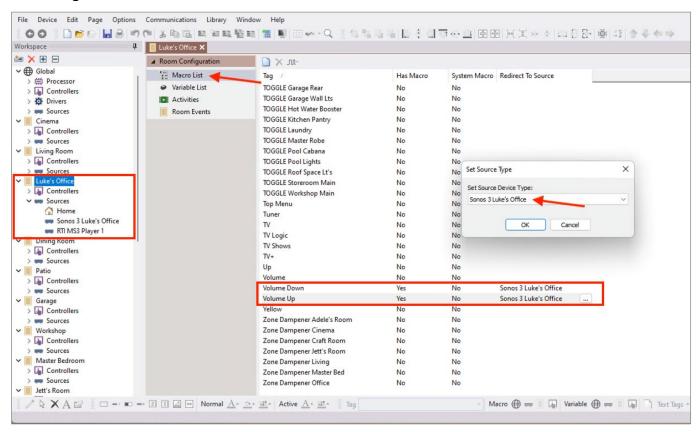
within the device. The setting "Set as room audio source" when checked is interested in 4 Tags in particular:

- 1. Volume Up
- 2. Volume Down
- 3. Mute
- 4. Volume

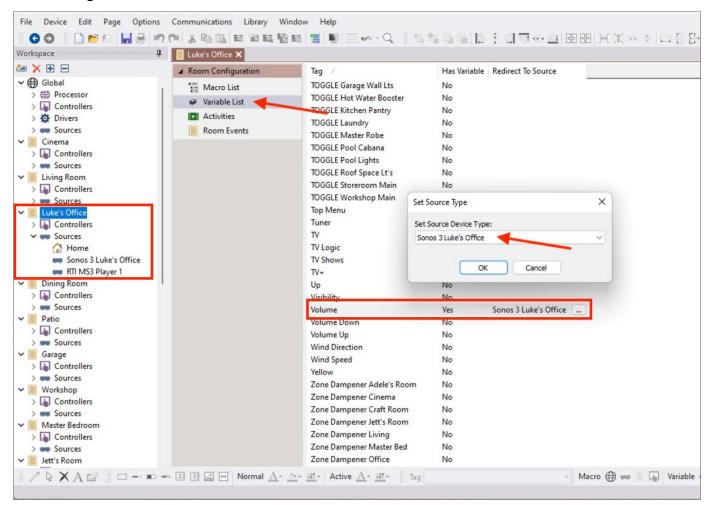
If it finds commands and functions that relate to these Tags it will auto program the Tags with the volume up/down and mute commands and in the case of a 2-way driver device, it will program the volume tag with variables for the volume level and mute tag with the mute status (this is dependent on how the driver has been written).

Next it will link the source level volume tags from the device to the room level tags in the room the device resides in. You can see this below in the screen shots:

Macro Tags:



Variable Tags:



C. Why do the source level volume tags get linked to the room level tags?

So why do the source level Volume/Mute tags get linked to the Room level Volume/Mute Tags? This is due to the System Manager. When you are using a controller (touch screen or remote) and you change that controller to a different room, the volume buttons on that controller will then change internally to control the new room. This is because the volume related tags are at the Room level and as the controller changes from room to room, the volume tags adjust to use whatever audio source they're linked to in that room. Linking the rooms audio source in this way also makes it easy to switch between devices if the rooms audio source changes without having to reprogram that room's volume tags. Simply editing the source link as detailed in the previous screen shot will quickly re-route room's volume commands to the new audio source.

D. How to change the Room Audio Source.

If needed, you can easily change to a different audio source if one has already been set like when you're creating a new file. Generally, there are three common reasons you might need to do this:

- 1. A device has failed. Let's imagine the customers AV receiver has failed and you're replacing it with a different brand. Simply delete the old device from the file and add in the new device. When adding it be sure to check the "Set as room audio source" whilst adding the device.
- There are two possible sources of audio in a room and the customer has decided to switch the device that is to be the "Set as room audio source" device. In this instance you don't want to remove anything, you just want to change the device that acts as the room's audio source and volume control. In this case you will need to manually switch the device. First select the room from the workspace on the left of your screen and the select "Macro List" In the list of macro tags navigate to the tags for Mute, Volume Down and Volume Up. Select each tag individually then click ellipsis on the right. This will bring up a popup screen with a drop down. Click the drop down and select the source you wish to change to remembering you need to do this for the Mute, Volume Down and Volume Up tags individually. Once done, select the variable list and follow the same steps for the tags Mute and Volume if applicable. Please see the screen shot below for an example:

