

DCi Amplifier Monitoring using Auto Panels and Venue View

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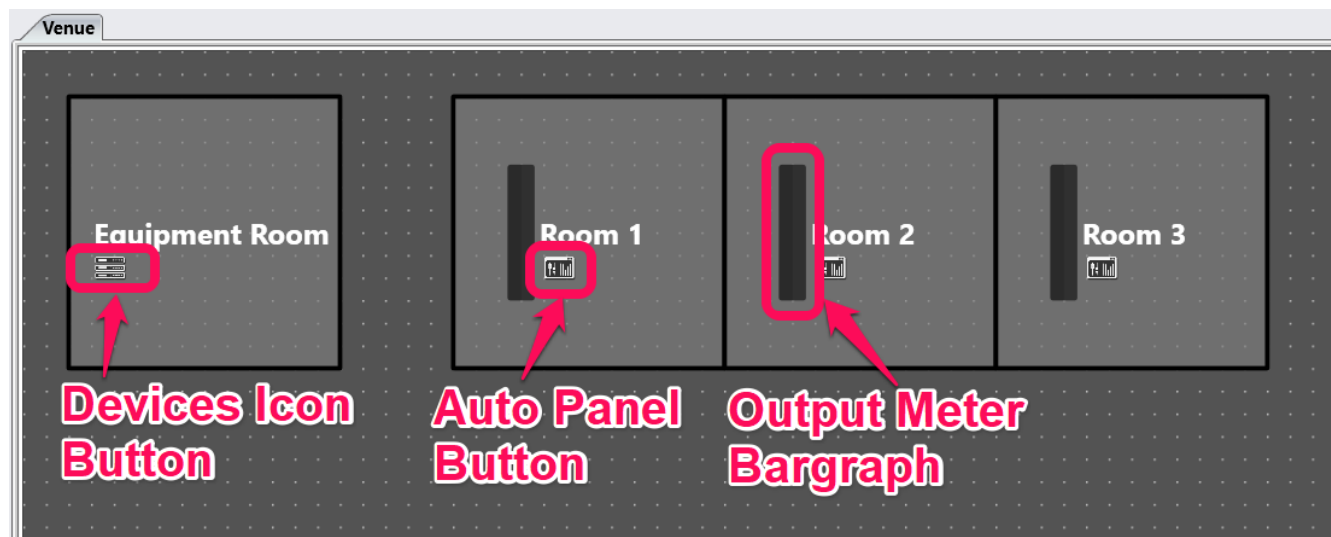
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Room Buttons and Auto Panels in the Venue View

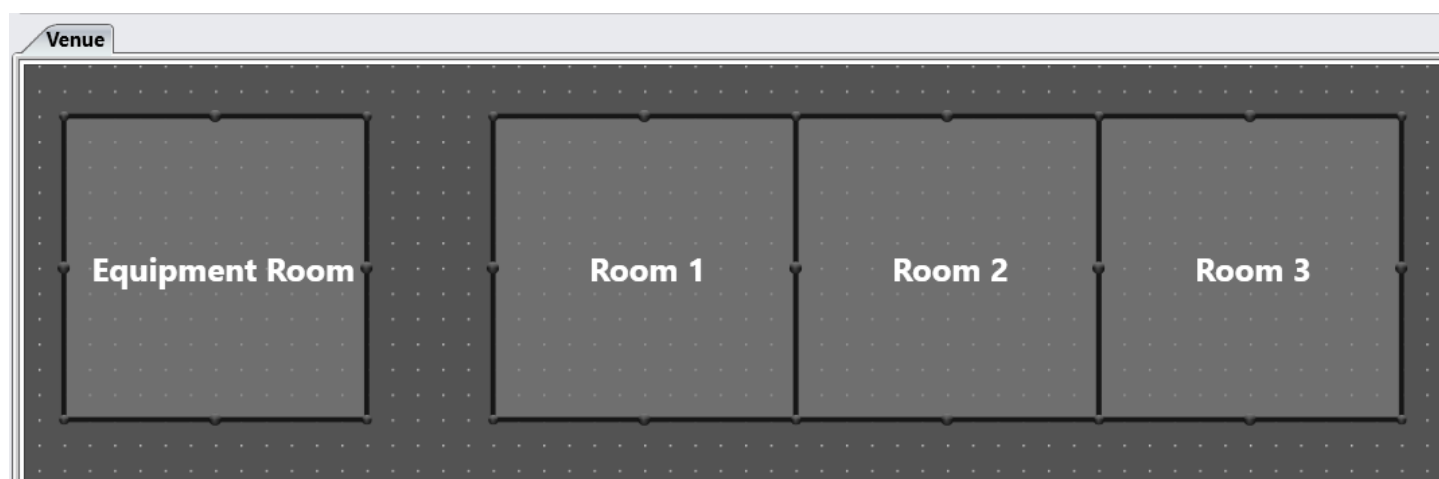
The *Venue View* in Audio Architect shows the Rooms in your Audio Architect system. For simplicity, we're assuming a single floor system.

Audio Architect automatically creates *Auto Panels*, *Auto Panel* buttons and *Output Meters* when amplifier channels are associated with rooms. *Devices icon* buttons are created on rooms that contain the actual equipment.



Example System

We'll start a simple three room system, with an equipment room.



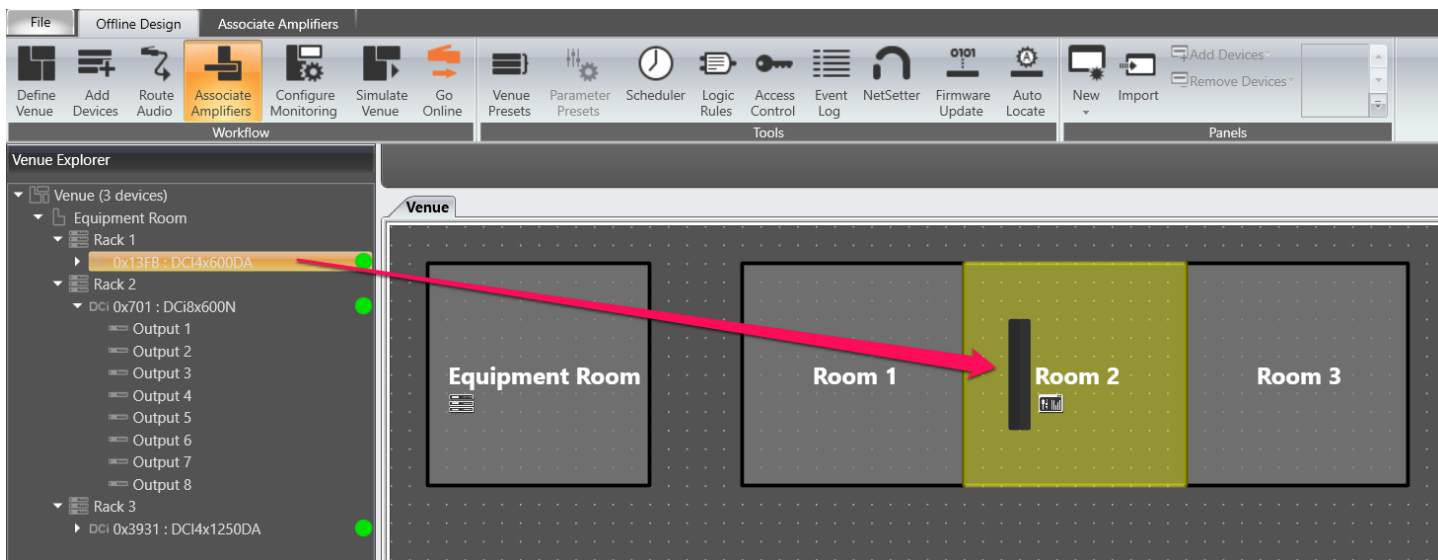
We recommend a single room for equipment as this makes finding individual pieces easier, especially in larger systems. There can be a rack for each room in this equipment room.



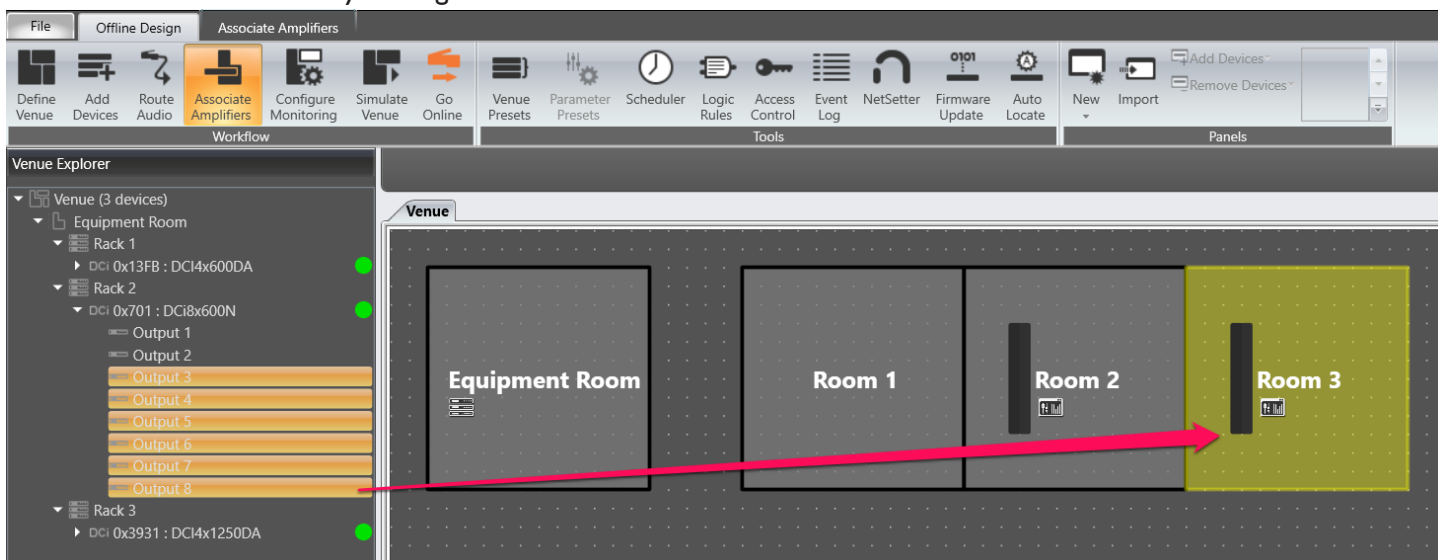
Associating Amp Channels to Rooms

Once the amps are in their racks, associate them with the rooms in the Associate Amplifiers workflow.

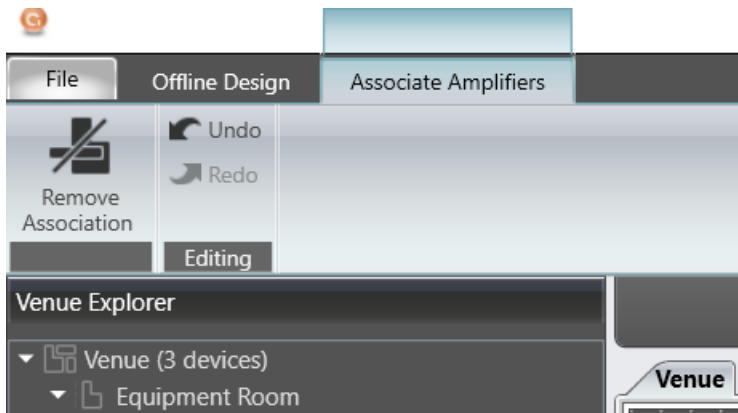
You can drag a whole amplifier, or individual amplifier channels, from the Venue Explorer on the left to the rooms in the Venue.



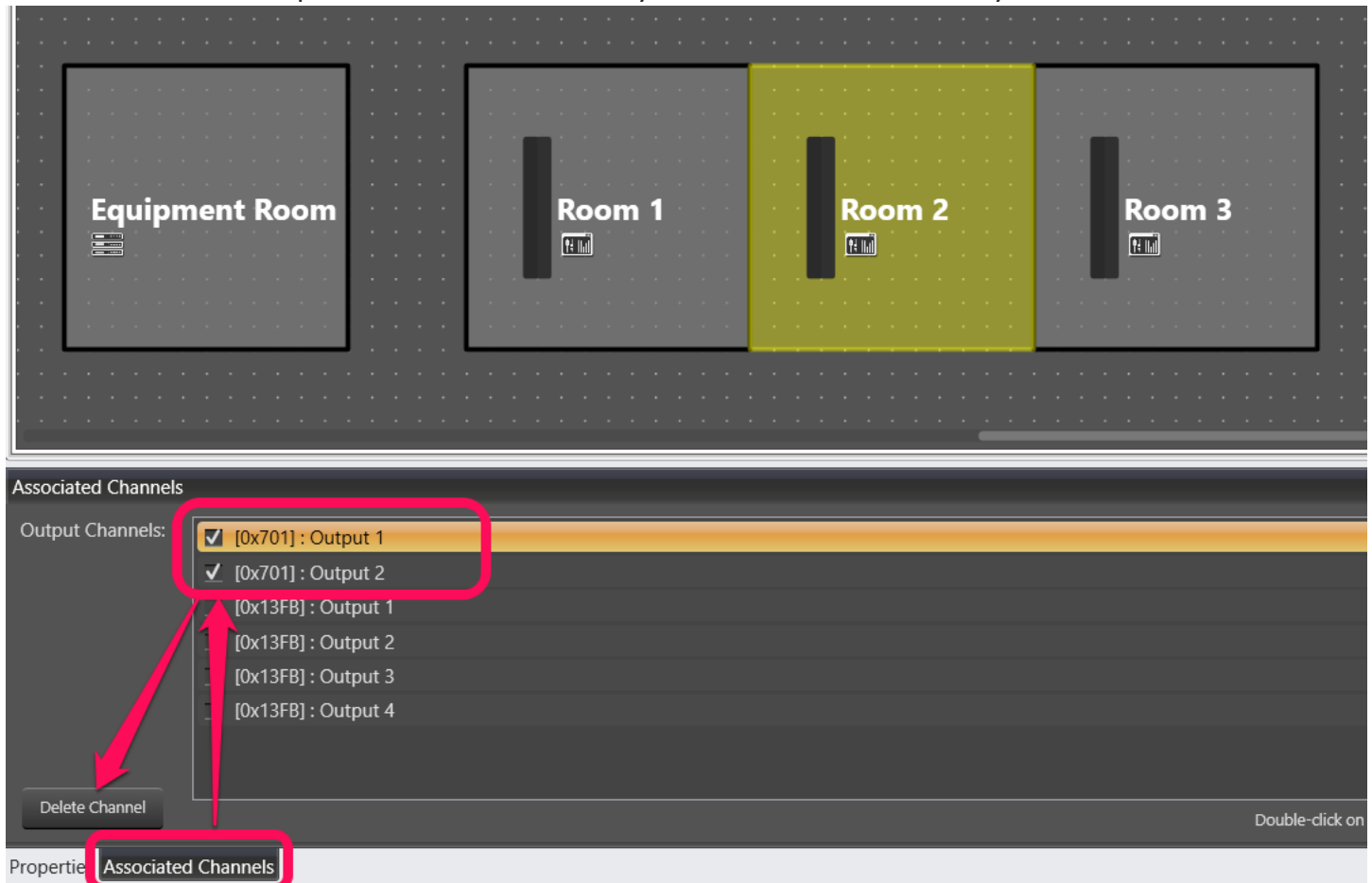
Hold down the Shift key to select multiple channels to drag over. Hold the mouse button on the last selected channel to maintain the selection while you drag them.



If you find you've made a mistake, you can clear the room association completely in the Associate Amplifiers tab.



The Associated Channels pane below the Venue will let you remove channels individually.

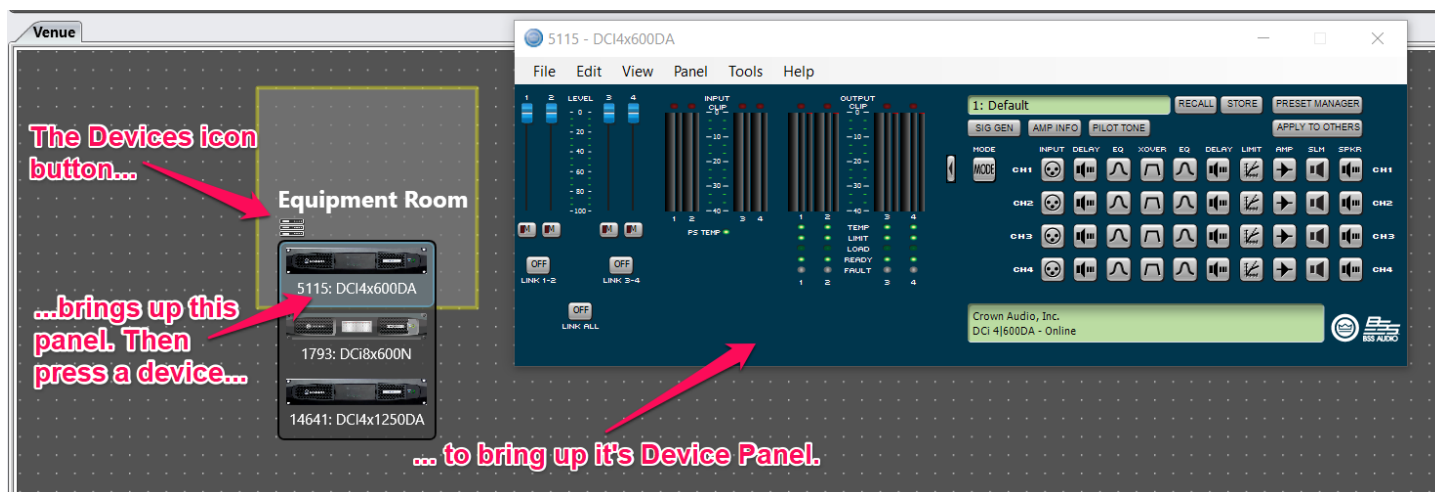


Automatically created Room Buttons and Meters

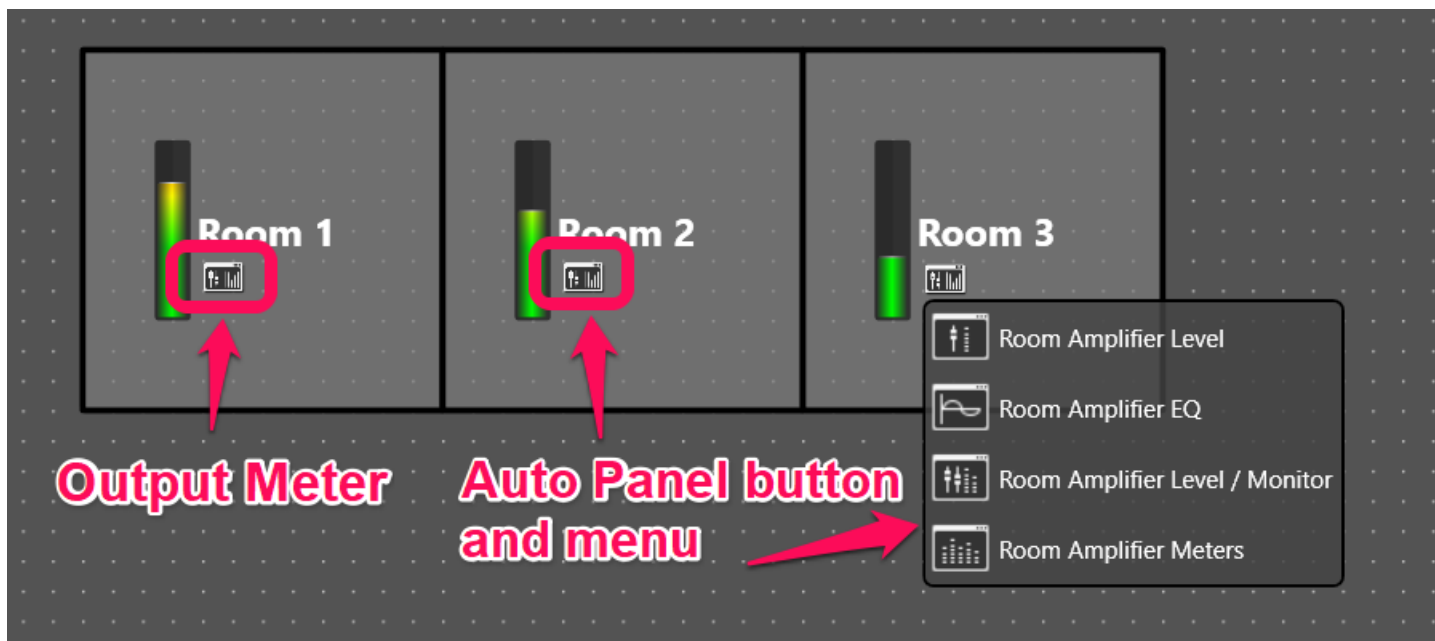
Assigning one or more amp channels to a room automatically adds a combined Output Meter and Auto Panel button access to the automatically created control panels.

Devices icon and Auto Panel buttons

The Devices icon button automatically appears on rooms that contain equipment. It provides quick access to the *Device Panel* for each device, that is, the main control panel for each Crown amplifier.

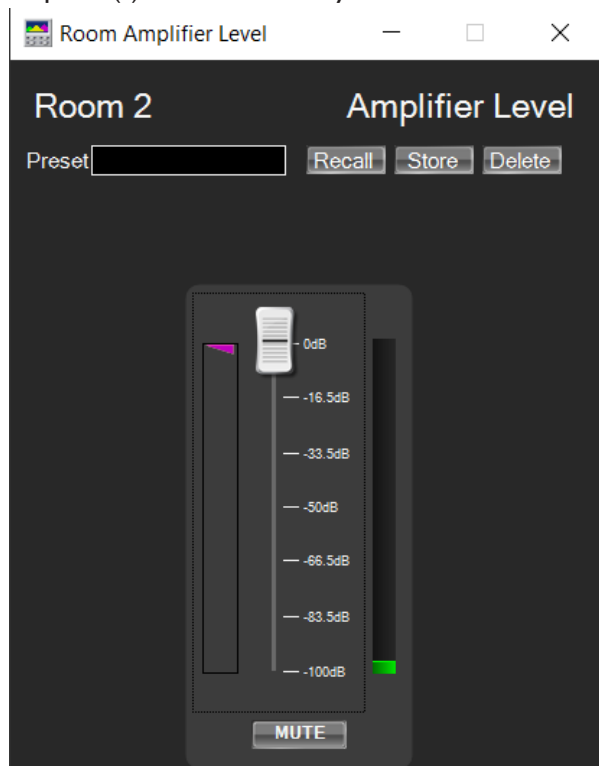


The Room Output Meters and Auto Panel buttons will appear once amplifier channels are associated with a room.



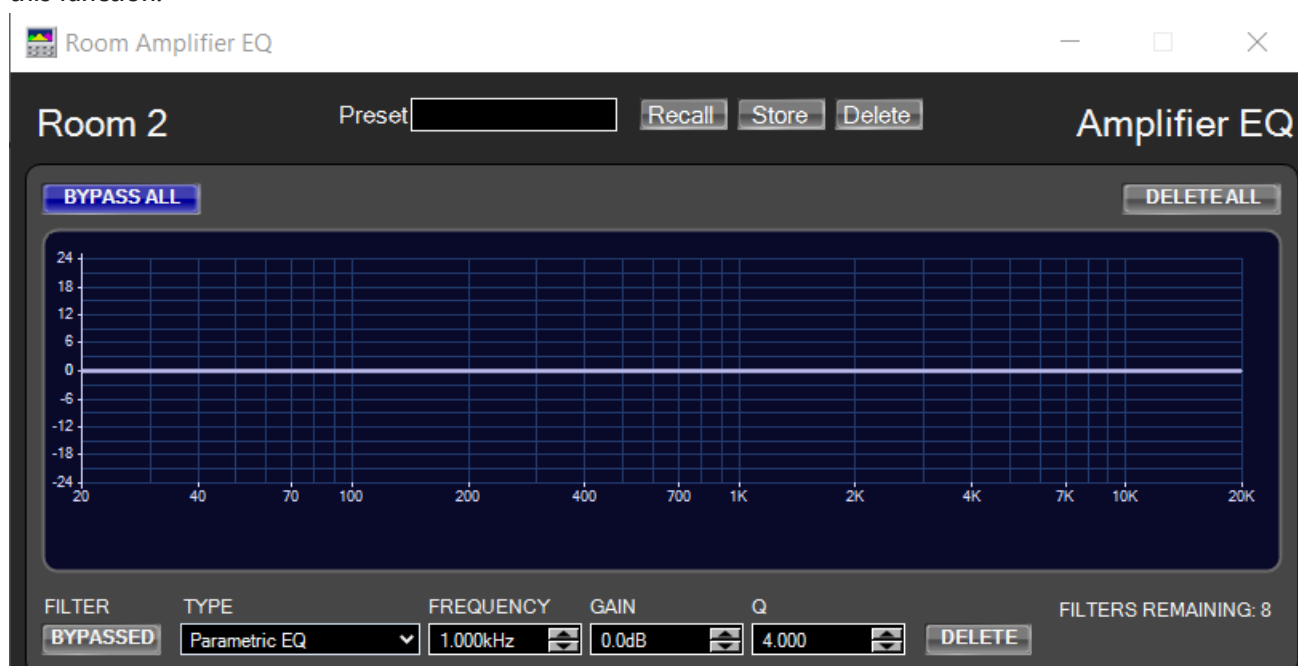
Room Amplifier Level

This panel controls the level of the amplifier(s) associated to that Room. A Mute button is available to mute the amplifier(s), and Presets may be created, stored and/or deleted.



Room Amplifier EQ

This is a Master EQ for the Room. If different channels associated to this room require separate equalization, do not use this function.



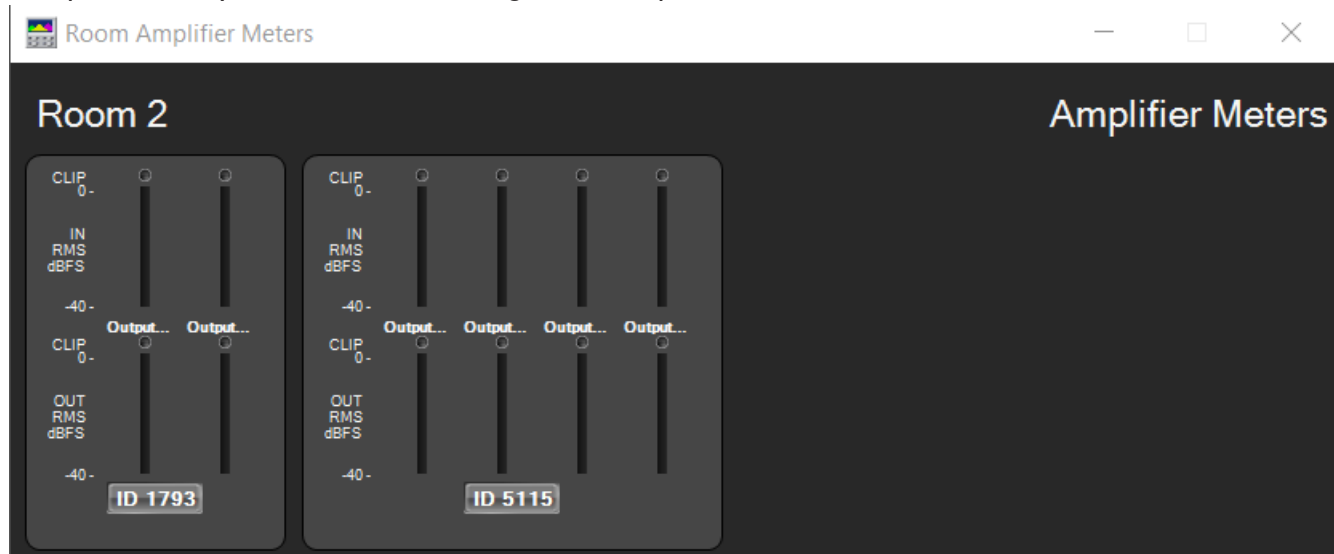
Room Amplifier Level/Monitor

This panel provides the means to monitor and adjust the main functions of the amplifier(s).



Room Amplifier Meters

This panel allows you to view the metering of each amplifier.



Amplifier Error Monitoring

Once a Room has an amp channel associated, the Room can be used to monitor amplifier status. This is set via 5 error states that are configurable via the Properties window for each room when you are in the Offline Design tab/Workflow/Associate Amplifiers or Offline Design tab/Workflow/Configure Monitoring.

Error State hierarchy and colors

The Error States are hierarchical, only one will show on a room at one time. Error State 5 has the highest priority and Error state 1 has the lowest priority in Audio Architect v2.25.1.4.

For this reason, we recommend setting the Error State colors to the reverse of their default settings. Do this under File tab/Venue Options/Room Color. The reverse default color scheme is shown below.

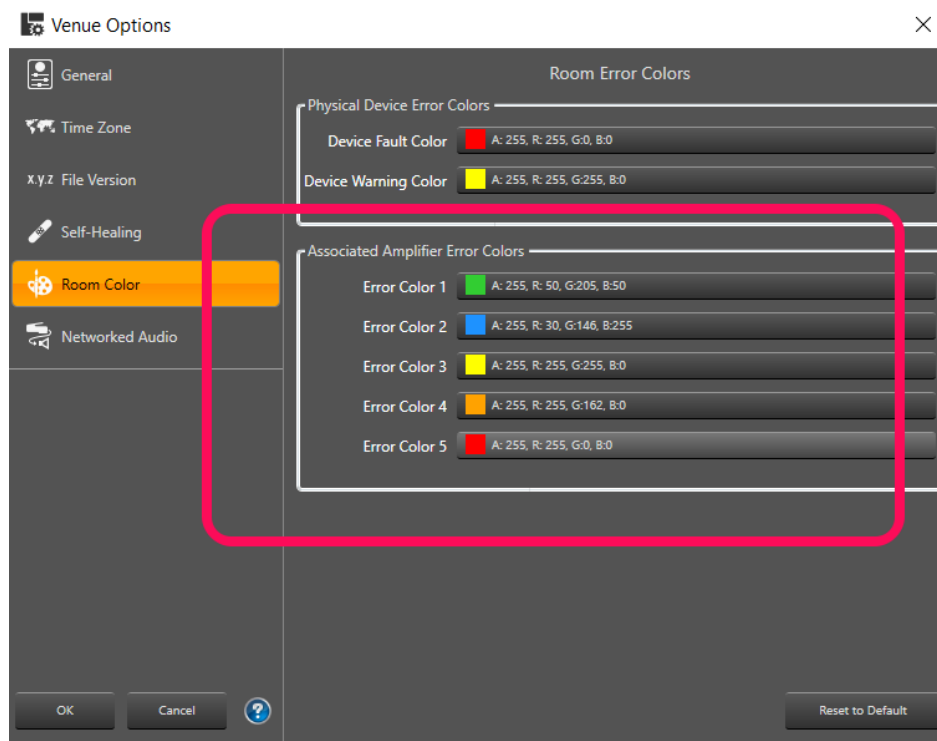
Error Color 1: Lime Green

Error Color 2: Dodger Blue

Error Color 3: Yellow

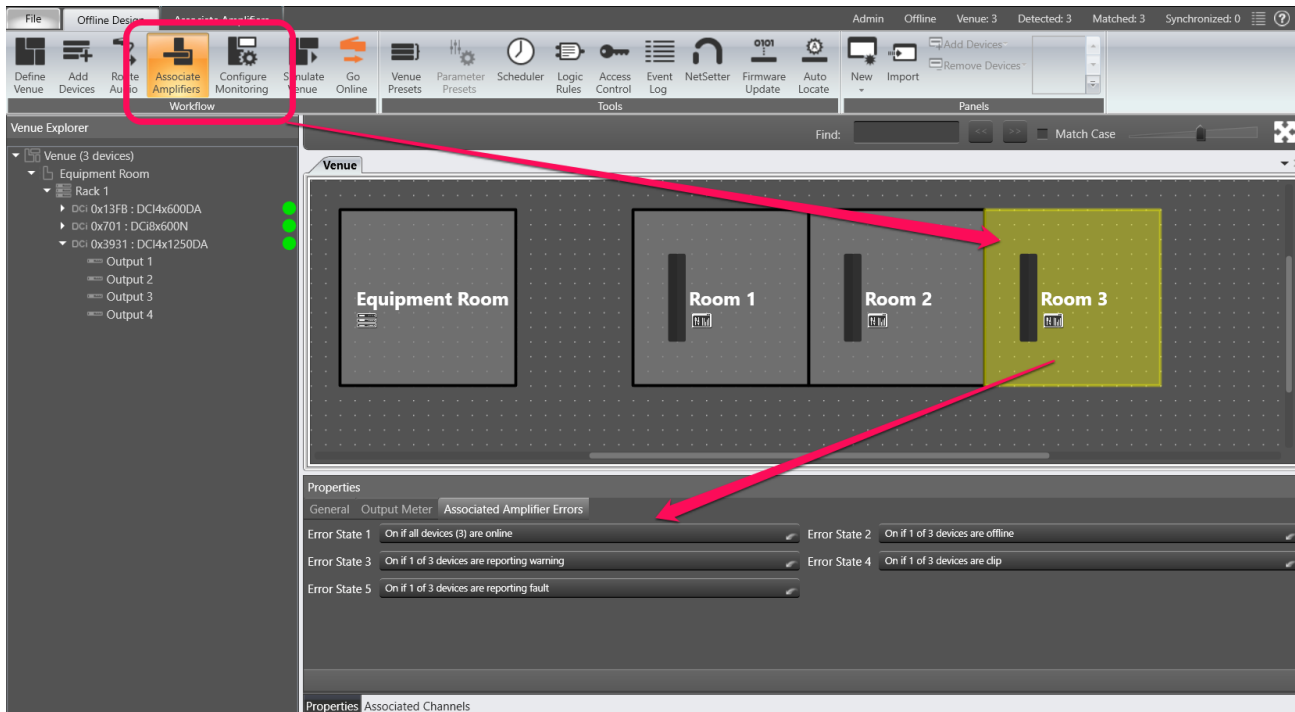
Error Color 4: Orange

Error Color 5: Red



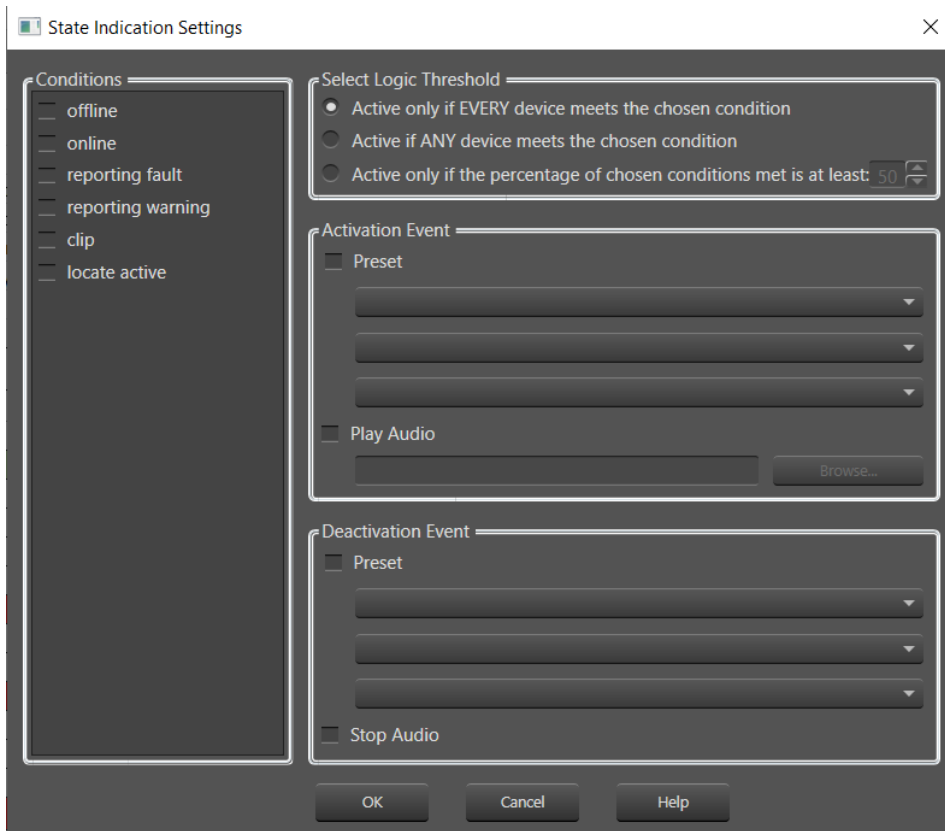
Error Monitoring Example

To setup the Error States, select the Associate Amplifiers or Configure Monitoring workflow, then select a Room. Choose *Associated Amplifier Errors* in the Property window below the Venue view. The screenshot below shows the error states we have setup for Room 2.



State Indication Settings

Selecting one of the Error State dropdowns will bring up the State Indication Settings window.



Conditions:

As indicated in the list, selecting one or more of these conditions sets the parameters for an Activation Event to take place.

Select Logic Threshold:

The choice here will determine the how many devices are required to meet the chosen condition.

Activation Event:

Select Preset if you wish Audio Architect to activate a preset (such as a Level change) if the condition is met.

Select Play Audio if you wish an audio file to be played when the condition is met.

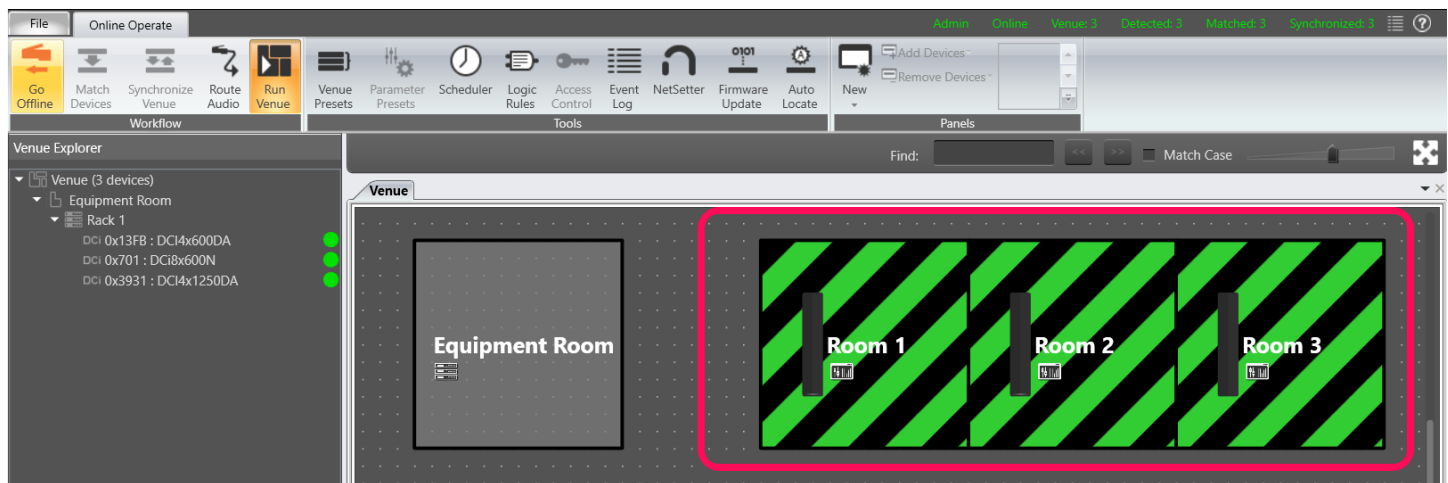
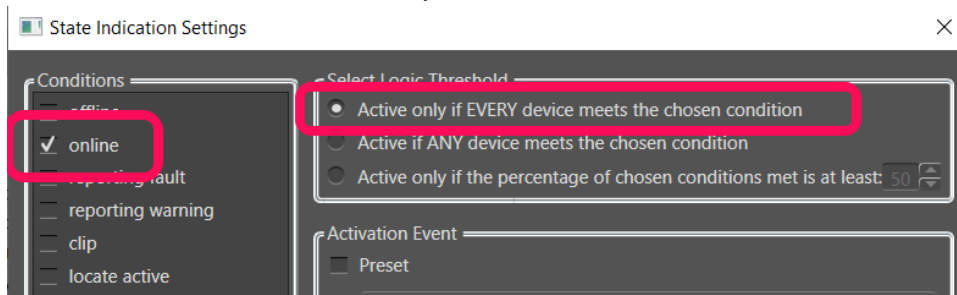
Deactivation Event:

When the condition is no longer met, you may activate a Preset as indicated above, or have the Audio file you may have selected to stop playing.

Error State 1 – All amps online

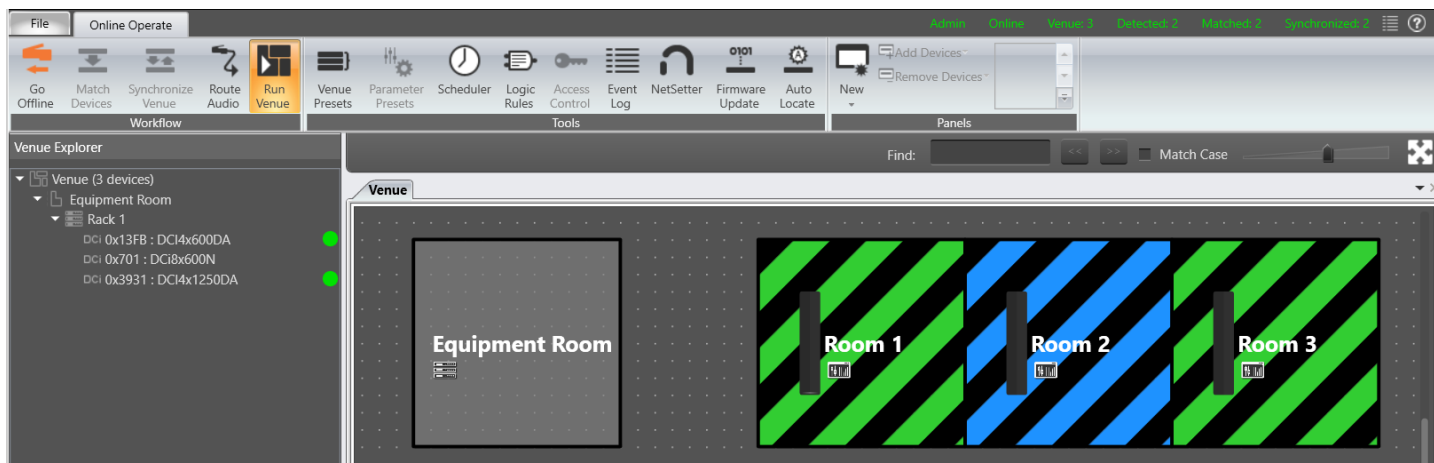
The lowest priority state – it shows only if there are no other error states present for the room amps.

This one shows Green if all the amps are online.



Error State 2 – an amplifier is offline

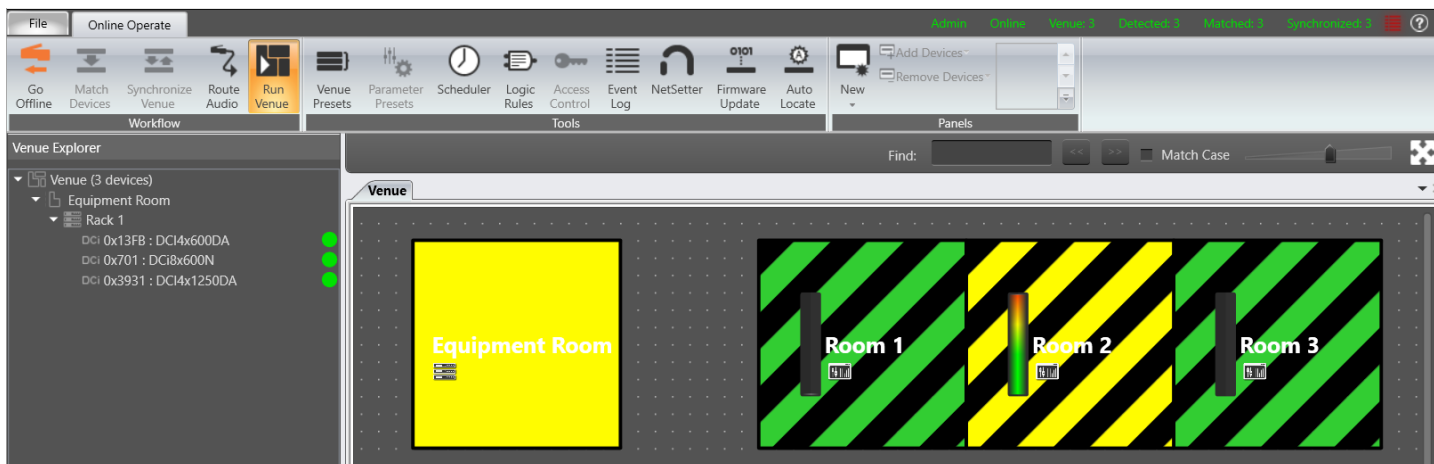
We have set this one to show the Blue state when any of the amps are offline.



Error State 3 – amplifier warning

This one shows the Yellow state when any of the amps have a Warning active.

Notice the Venue Physical Device Warning color also shows on the Equipment Room where the device is located.

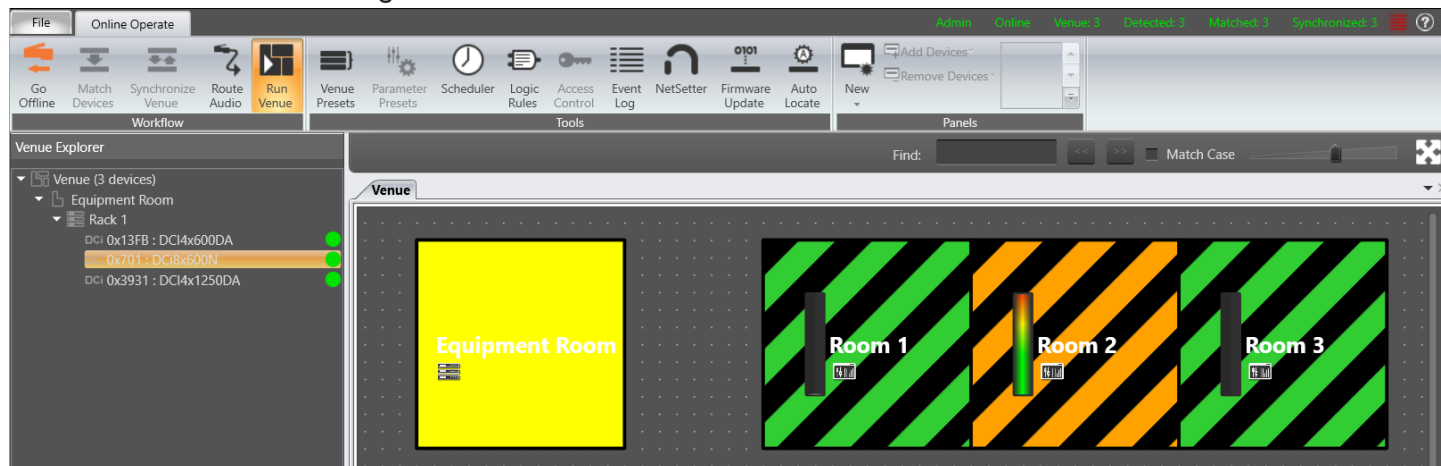


Error State 4 – amplifier clipping

This one shows the Orange state when any of the amps associated with the room have a channel in Clipping.

Clipping also triggers the Venue Physical Device Warning color that shows on the Equipment Room where the device is located.

In this case, only one channel is in clipping, in Room 1. But because the amplifier also has channels associated with Room 2, both show the Error 4 Orange state.

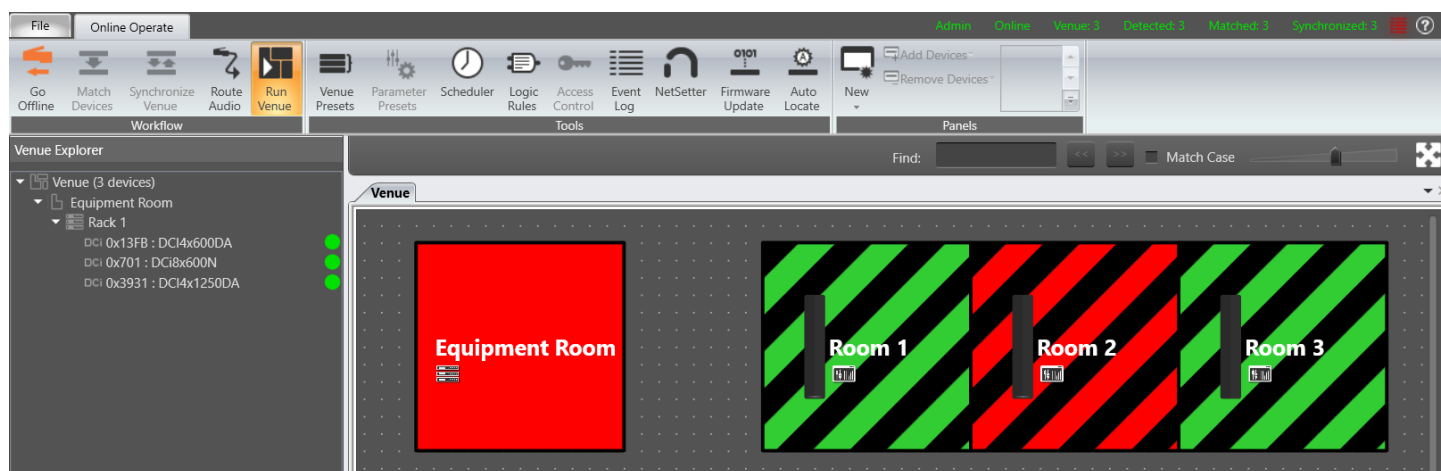


Error State 5 – amplifier fault

This one is setup to show the Red state when any of the amps have an Amplifier Fault active, generally anything that will shut down an output. In this case, an output short on an amplifier only associated with Room 2.

Error State 5 is now showing on Room 2, taking priority over the Clipping Error state that is also present.

The Venue Physical Device Fault color now shows on the Equipment Room where the device is located, also taking priority over the device Warning color.



Locate Active example

Locate Active is the other condition that can trigger an error state. This may be useful in a large system with lots of amplifiers, to visualize which rooms have an associated channel from that amp.

State Indication Settings and Error State setup

Here we set State 5 up for *Locate Active* on Any Device in all rooms, and setup a unique color for this test in Venue Options:

State Indication Settings

Conditions

- offline
- online
- reporting fault
- reporting warning
- ☒ **locate active**

Select Logic Threshold

- ☐ Active only if EVERY device meets the chosen condition
- ☒ **Active if ANY device meets the chosen condition**
- ☐ Active only if the percentage of chosen conditions met is at least: 50

Activation Event

- ☐ Preset

Venue Options

Room Error Colors

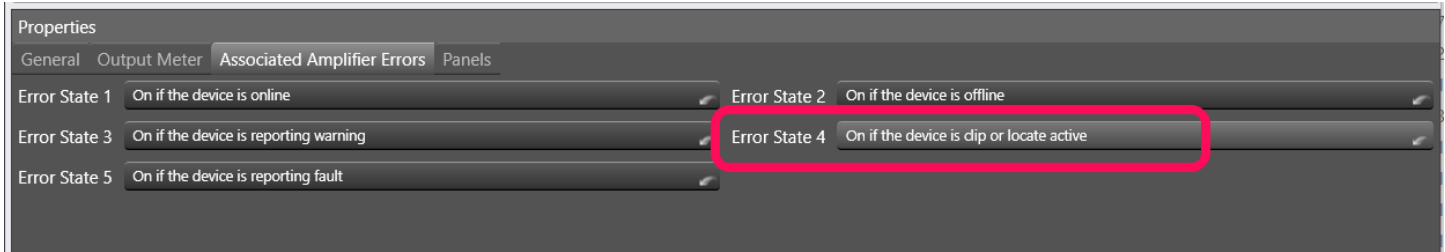
Physical Device Error Colors

- Device Fault Color** ■ A: 255, R: 255, G:0, B:0
- Device Warning Color** ■ A: 255, R: 255, G:252, B:0

Associated Amplifier Error Colors

- Error Color 1** ■ A: 255, R: 50, G:205, B:50
- Error Color 2** ■ A: 255, R: 30, G:146, B:255
- Error Color 3** ■ A: 255, R: 255, G:252, B:0
- Error Color 4** ■ A: 255, R: 255, G:162, B:0
- Error Color 5** ■ A: 255, R: 252, G:0, B:255

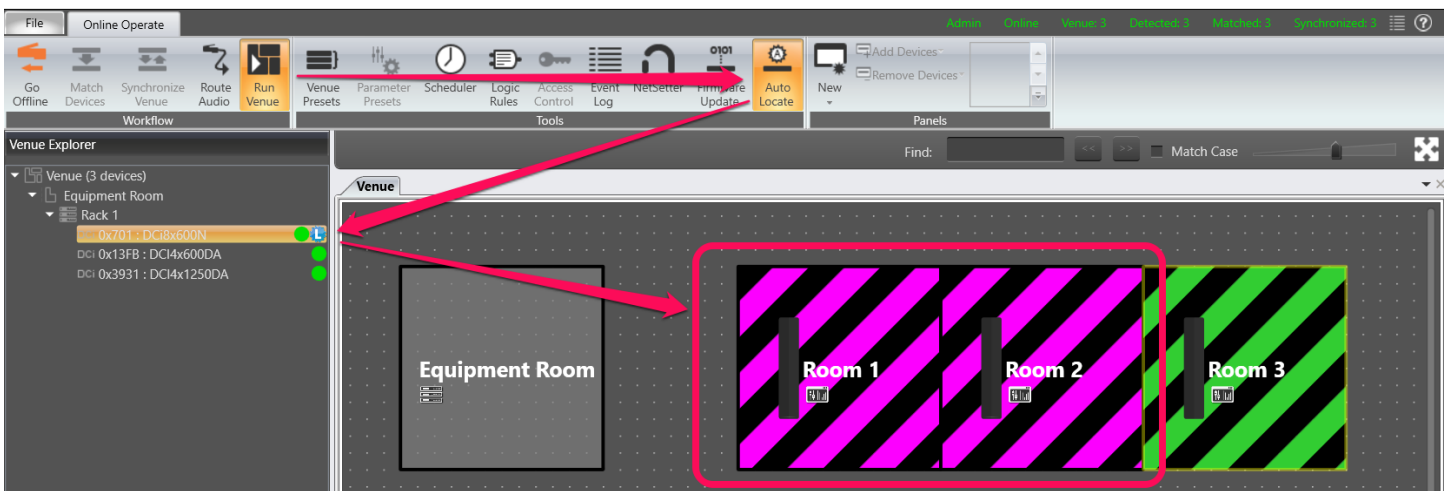
However if you want to make less changes, you could double up *Locate Active* on one of the states that is unlikely to be active during your test, for example *Clip*:



Locate Active results

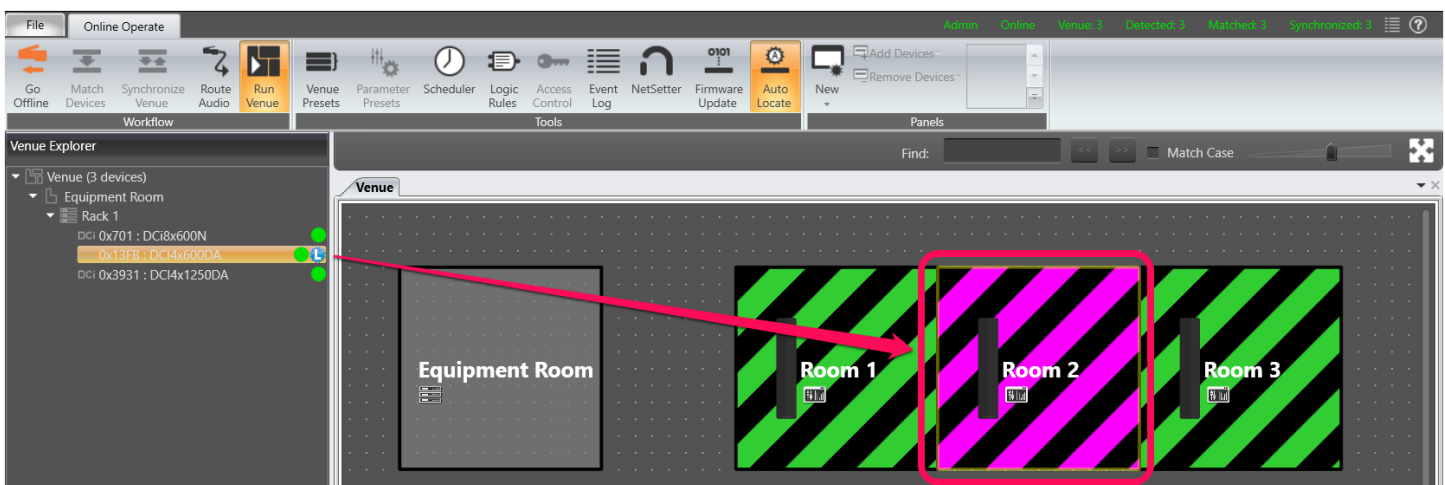
Locate Amp 1

The amplifier in the Room 1 rack has channels associated with both Room 1 and Room 2.



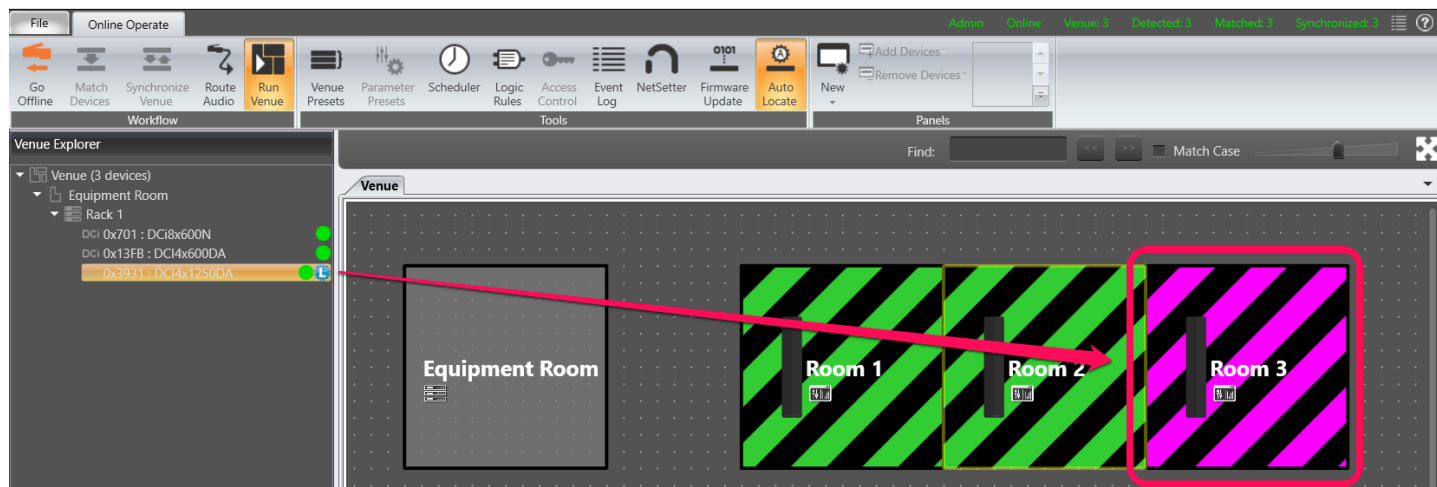
Locate Amp 2

The amplifier in the Room 2 rack has its channels associated with Room 2 only.



Locate Amp 3

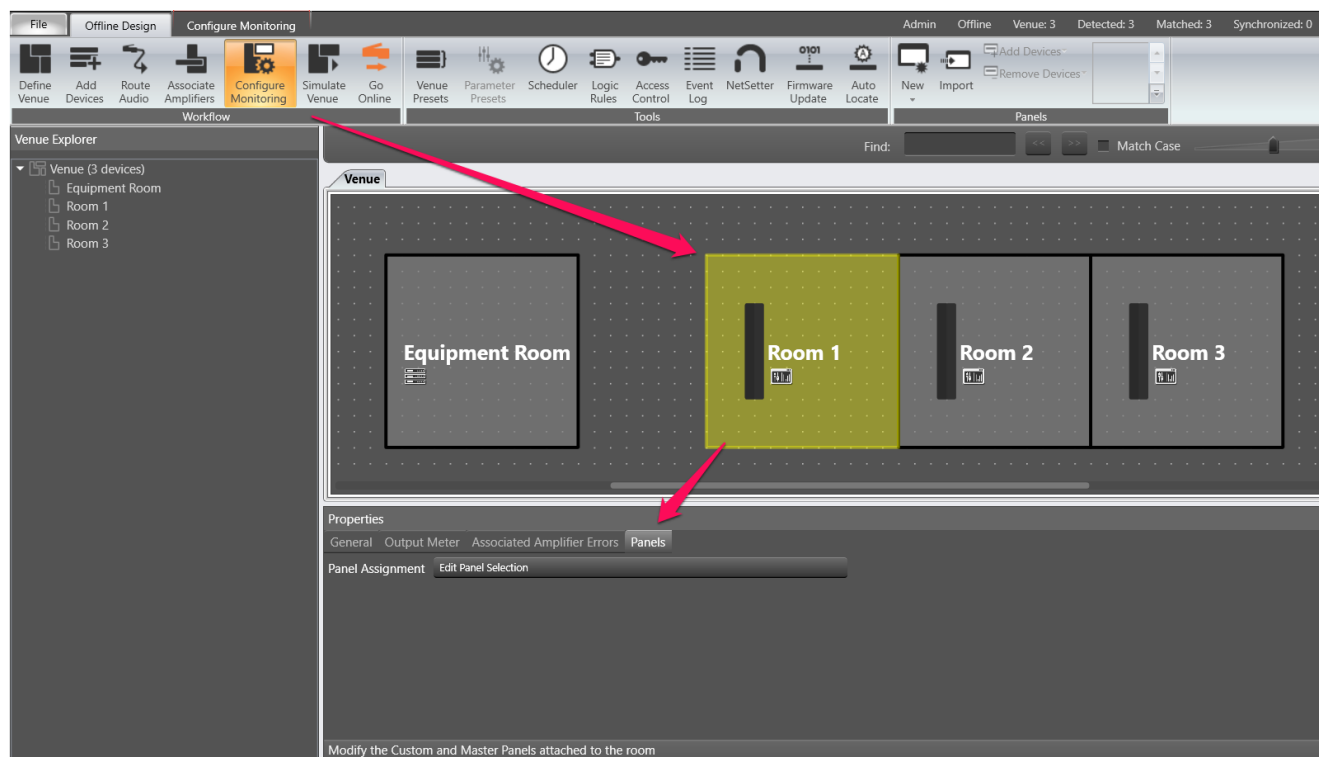
The amplifier in the Room 3 rack has its channels associated with Room 3 only.



Updating the Devices menu and Auto Panel menu for each room

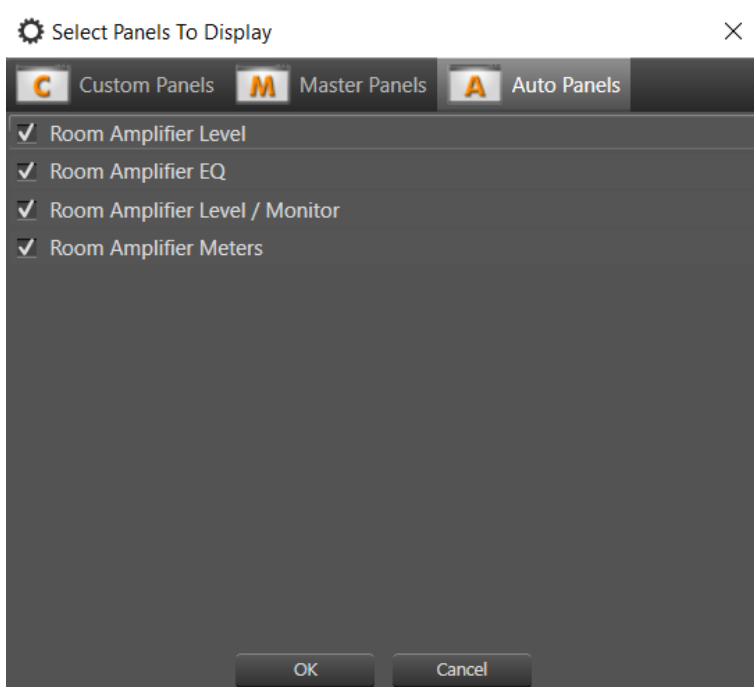
You can change which panels show when you press the Device button and Auto Panel button, under Offline Design/Workflow/Configure Monitoring.

For example, to update the Room 1 Auto Panel selection, select Room 1 then choose the Panel tab in its Properties window and choose the Edit Panel Selection drop down:



Auto Panels

The Auto Panels are automatically checked. You may uncheck any you do not want to use.

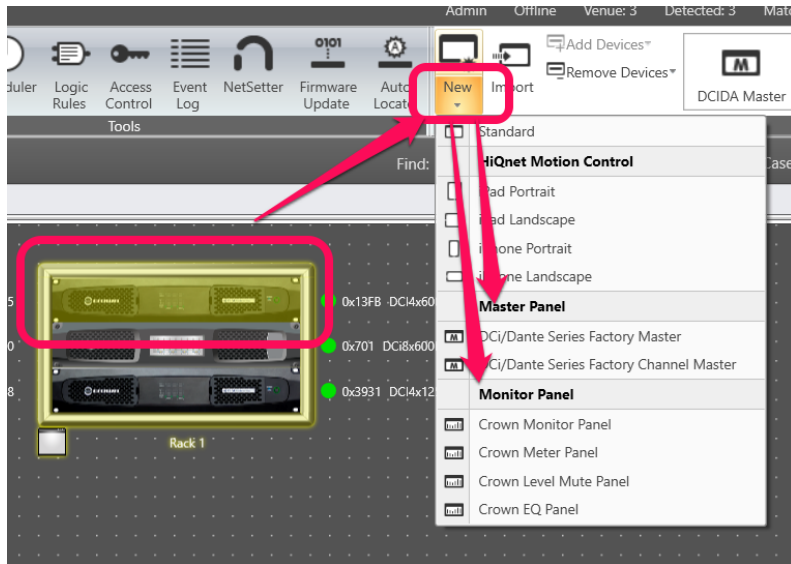


Master Panels and Monitor Panels

Any master or monitor panels created in the system may be selected here. They are not selected by default.



Master panels and Monitor panels are created by selecting one or more similar amplifiers in Offline Design, then choosing the dropdown arrow below *New* in the panels section of the ribbon. Options for these panels will show up in the New Panels menu.



Custom Panels

Custom panels created in the system may also be selected here. They are not selected by default. This example system does not contain any custom panels.



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