



vI.0

# DCi Amplifier Monitoring using Auto Panels and Venue View

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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.

Ve	nue					
· ·	Equipment Room		Room 1	loom 2	Room 3	
· .						
· ·						
· ·				a a a a a a a a a a a a a		
• • f	<b>Devices Icon</b>	Anto	Papal	Output Moto		
		Auto		<b>Output Mete</b>		
· ·	<b>Button</b>	Buff	<b>on</b> : • • • • •	Bargraph		

# **Example System**

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

Ver	nue																																			
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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.

Equipment Room	
192.168.1.195	192.168.1.188
· · · · · · · · · · · · · · · · · · ·	
Rack 1 Rack 1	

### **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.

File Offline Design Associate Amplifiers			
	Simulate Go Venue Online Presets Presets	eduler Logic Access Event NetSetter Update	Auto Locate
Workflow		Tools	Panels
Venue Explorer			
<ul> <li>Venue (3 devices)</li> <li>Equipment Room</li> <li>Rack 1 <ul> <li>Coti3FB : DCl4x600DA</li> </ul> </li> <li>Rack 2 <ul> <li>DCl 0x701 : DCl8x600N</li> <li>Output 1</li> <li>Output 2</li> <li>Output 2</li> <li>Output 3</li> <li>Output 4</li> <li>Output 5</li> <li>Output 6</li> <li>Output 7</li> <li>Output 8</li> <li>Rack 3</li> <li>DCl 0x3931 : DCl4x1250DA</li> </ul> </li> </ul>	Venue Equipment Room	Room 1	Room 2 Room 3

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.

			· · · · · · · · · · · · · · · · · · ·
Equipment Room	Room 1	Room 2	Room 3
· · · · · · · · · · · · · · · · · · ·			
Associated Channels			
Output Channels:			
[ ☑ [0x701] : Output 2 [ 0x13FB] : Output 1			
[0x13FB] : Output 2			
[Ox13FB] : Output 3			
[0x13FB] : Output 4			
Delete Channel			Double-click on
Propertie Associated Channels			



# 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.

ere i se <mark>ja Roo</mark> m 1 sees	Peop 2	Room 3 and a second second second
(te lui		
		Room Amplifier Level
	1	
		Room Amplifier EQ
Ordered Machan		
Output Meter		Room Amplifier Level / Monitor
	and monu	
	and menu 🔔	Room Amplifier Meters
		· · · · · · · · · · · · · · · · · · ·
		· · · · · · · · · · · · · · · · · · ·



# 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 Level	_			×
Room 2	Am	plifi	er Le	vel
Preset	Recall	Store	Dele	ete
	- 0dB			
	— -16.5dB			
	— -33.5dB			
-	— -50dB			
	— -66.5dB			
	— -83.5dB			
	— -100dB 🧧			
	UTE			

# 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 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

Venue Options

	~
General	Room Error Colors
🗺 Time Zone	Physical Device Error Colors Device Fault Color A: 255, R: 255, G:0, B:0
x.y.z File Version	Device Warning Color 4: 255, R: 255, G:255, B:0
🖋 Self-Healing	Associated Amplifier Error Colors
Room Color	Error Color 1 🔜 A: 255, R: 50, G:205, B:50
Retworked Audio	Error Color 2 📃 A: 255, R: 30, G:146, B:255
	Error Color 3 A: 255, R: 255, G:255, B:0
	Error Color 4 A: 255, R: 255, G:162, B:0
	Error Color 5 A: 255, R: 255, G:0, B:0
OK Cancel 🕐	Reset to Default

# **Error Monitoring Example**

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





File Offline Design	Admin Offline Venue: 3 Detected: 3 Matched: 3 Synchronized: 0 🧮 🕐
Define Add Ro te Associate Configure Venue Devices Au to Workflow	S nulate Go Venue Parameter Scheduler Logic Access Event NetSetter Firmware Auto Update Locate Presets Presets Control Log Update Locate Presets Presets Presets Control Log Update Locate Panels
Venue Explorer	Find: Match Case Match Case
<ul> <li>Venue (3 devices)</li> <li>Equipment Room</li> <li>Equipment Room</li> <li>Enack 1</li> <li>Oc: 0x13FB : DC14x600DA</li> <li>Dc: 0x701 : DC18x600DA</li> <li>Dc: 0x701 : DC18x600DA</li> <li>Dc: 0x701 : DC18x60DA</li> <li>Dc: 0x701 : DC18x6</li></ul>	Venue Equipment Room Room 1 Room 2 Room 3 M
	Properties         General       Output Meter         Associated Amplifier Errors         Error State 1       on if all devices (b) are online         Error State 2       on if 1 of 3 devices are offline         Error State 3       on if 1 of 3 devices are reporting warning         Error State 5       on if 1 of 3 devices are reporting fault

## State Indication Settings

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

State Indication Settings	×
Conditions	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: 30         Activation Event         Preset         Play Audio         Browse.
	OK Cancel Help



#### 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.

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File Online Operate		Admin Online Venue: 3 Detected: 2 Matched: 2 Synchronized: 2 🧮 🕐
Go Match Synchronize Route Run Ven	ue Parameter Scheduler Logic Access Event NetSetter Firmware Auto	
Offline Devices Venue Audio Venue Prese Workflow		
Venue Explorer		Find:
<ul> <li>♥ Venue (3 devices)</li> <li>♥ Equipment Room</li> <li>♥ Equipment Room</li> <li>♥ Ori 0x13FB : DCI4x600DA</li> <li>□C: 0x701 : DCi8x600N</li> <li>□C: 0x3931 : DCI4x1250DA</li> </ul>	Venue Equipment Room	Room 1 Room 2 Room 3

#### 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     Iocate active	<ul> <li>Select Logic Threshold —</li> <li>Active only if EVERY device meets the chosen condition</li> <li>Active if ANY device meets the chosen condition</li> <li>Active only if the percentage of chosen conditions met is at least: 50 </li> </ul>	
Venue Options	×	(
General	Room Error Colors	
🗺 Time Zone	Physical Device Error Colors	
X.Y.Z File Version	Device Warning Color A: 255, R: 255, G:252, B:0	
🖋 Self-Healing	Associated Amplifier Error Colors	J
Room Color	Error Color 1 📃 A: 255, R: 50, G:205, B:50	
Retworked Audio	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*:

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Properties						
General Ou	put Meter Associated	Amplifier Errors Panels				
Error State 1	On if the device is online			Error State 2	On if the device is offline	-
Error State 3	tate 3 On if the device is reporting warning		Error State 4	On if the device is dip or locate active	~	
Error State 5	5 On if the device is reporting fault					

#### Locate Active results

#### Locate Amp 1

The amplifier in the Room I rack has channels associated with both Room I 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 I Auto Panel selection, select Room I then choose the Panel tab in its Properties window and choose the Edit Panel Selection drop down:

File Offline Design Configure Monitoring		Admin Offline Venue: 3 Detected: 3 Matched: 3 Synchronized: 0
Define Add Route Associate Configure Nonitoring Workflow	Indiate Go nulate Go nue Online Presets Cheduler Logic Access Presets Presets Cheduler Logic Access Presets Defender Logic Access Rules Tools	New Import
Venue Explorer	Find:	Match Case
Circ Venue (3 devices)     Equipment Room     Room 1     Room 2     Room 3	Equipment Room	Room 2
	Properties General Output Meter Associated Amplifier Errors Panels	
	Panel Assignment Edit Panel Selection  Modify the Custom and Master Panels attached to the room	



## **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.



#### About HARMAN Professional Solutions

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