Manufacturer: BSS Audio
Model: BLU Series
Device Type: Audio DSP

GENERAL INFORMATION

SIMPLWINDOWS NAME:	BSS BLU Generic Control Module v1.0
CATEGORY:	Audio DSP
VERSION:	v1.0
SUMMARY:	This module is a control module for a suite of modules. The suite of modules utilizes the SIMPL# technology and will only work on the 3-Series Controller. The control modules are responsible for providing the actual control interface in SIMPL. With the SIMPL# technology, the Control modules no longer need to be physically "connected" to the command processor. They register themselves automatically behind the scenes. Each of the control modules also have a command processor ID parameter that you assign to the instance of the command processor to which they report to. You can virtually have an unlimited number of control modules report to a single instance of a command processor. The command processor must be initialized in order for this module to operate properly. Please see the BSS BLU Command Processor and BSS BLU RS232 Command Processor modules help files. *Most of the modules in the suite are dedicated to provide very specific control of the DSP control points. When you need to control something that has not specifically been design in to the other control modules, you may use this to control module. You are responsible to understand the requirements and values for the specific DSP control point you with to control/monitor.*
GENERAL NOTES:	
CRESTRON HARDWARE REQUIRED:	3-Series Controller
SETUP OF CRESTRON HARDWARE:	N/A
VENDOR FIRMWARE:	This module was tested using BSS BLU Firmware Version: 86.02.02
VENDOR SETUP:	The SIMPL Demo program provided works with the also include BSS DSP Programming File: "BSS Crestron Demo.audioarchitect"
CABLE DIAGRAM:	This module does not communicate directly with the BSS DSP. Please see the BSS BLU Command Processor and BSS BLU RS232 Command Processor modules help files for connection information.

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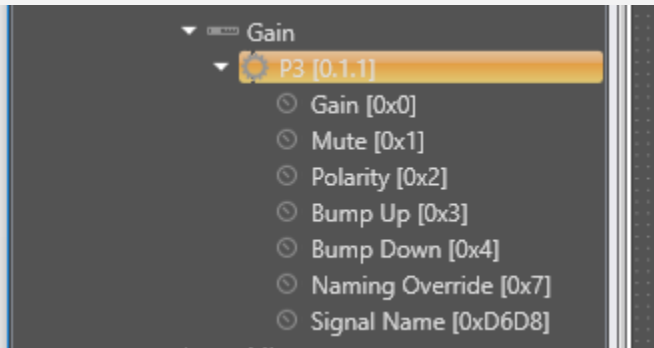Model: BLU Series
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CONTROL:

Signal/Function Name	D,S,A	Digital, Serial, Analog signal property definition.
SetValue	D	The BSS DSP use a 32bit integer value for all control points. Pulsing this control will combine the Value_High and Value_Low to form a single 32bit value. So both control signals need to be set prior to pulsing this signal.
Value_High	A	The BSS DSP use a 32bit integer value for all control points. The signal assigns the high 16 bit value to be set.
Value_Low	A	The BSS DSP use a 32bit integer value for all control points. The signal assigns the low 16 bit value to be set.

FEEDBACK:

| Signal/Function Name	D,S,A	Digital, Serial, Analog signal property definition.
Value_High_FB	A	The BSS DSP use a 32bit integer value for all control points. This and the associated Value_Low_FB together will represent the 32bit value.
Value_Low_FB	A	The BSS DSP use a 32bit integer value for all control points. This and the associated Value_High_FB together will represent the 32bit value.

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PARAMETERS:

CommandProcessorID	A	Set this value to match the value set on Command Processor module. This is how the control module registers itself for control.
ObjectID	S	Set this value to match the Object ID found in the BSS Audio Architect for the DSP object you wish to control. *This is a three byte hexadecimal value*. You can find this Object ID by looking in the BSS Audio Architect software with the DSP program file opened. In the venue explorer will be list of DSP controls under the associated Node, in this example "Gain". You will see the address in square brackets with three values separated by commas "[0,1,1]". This is the Object ID, and the correct way to assign this in the module parameter field would be \x00\x01\x01.
VirtualDevice	A	Select the appropriate value for your DSP control point. List Values (General, Logic, Audio)
StateVariable	S	Set this value to match the StateVariable ID found in the BSS Audio Architect for the DSP object you wish to control. *16bit hexadecimal value*. You can find this StateVariable ID by looking in the BSS Audio Architect software with the DSP program file opened. In the venue explorer will be list of DSP controls under the associated Node, in this example "Gain". You will see under the control the StateVariable (Gain, Mute, Polarity, etc…). If you wish to control Polarity you would assign this parameter a value of 2h.

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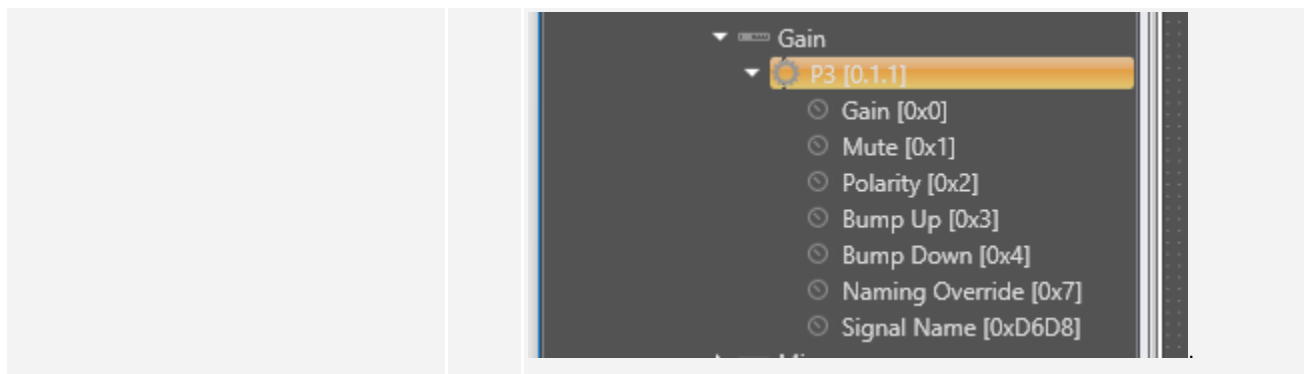
TESTING:

OPS USED FOR TESTING:	CP3 1.501.0025
SIMPL WINDOWS USED FOR TESTING:	4.05.03
DEVICE DB USED FOR TESTING:	79.05.002.00
CRES DB USED FOR TESTING:	59.00.002.00
SYMBOL LIBRARY USED FOR TESTING:	1012
SAMPLE PROGRAM:	BSS BLU v1.0 IP Demo.smw or BSS BLU v1.0 RS232 Demo.smw
REVISION HISTORY:	v1.0 – Initial Release