

**Partner: BSS**  
**Model: BLU Series**  
**Device Type: Digital Signal Processor**



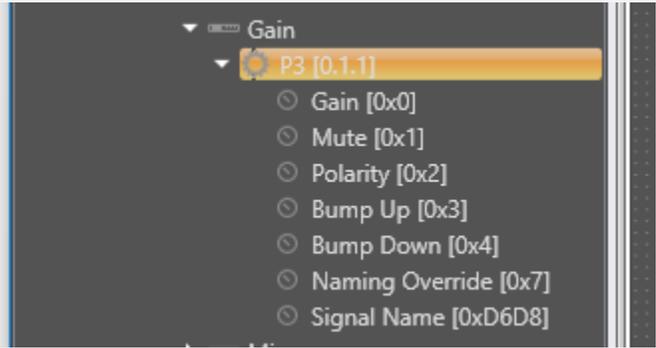
## GENERAL INFORMATION

<b>SIMPLWINDOWS NAME:</b>	BSS BLU RoomCombinerGroup Control Module v1.4
<b>CATEGORY:</b>	DSP
<b>VERSION:</b>	v1.4
<b>SUMMARY:</b>	This module controls Room Combiner Groups on the BSS BLU Series audio processors.
<b>GENERAL NOTES:</b>	<p>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.</p> <p>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.</p> <p>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.</p>
<b>CRESTRON HARDWARE REQUIRED:</b>	3-Series & 4-Series processors <b>only</b>
<b>SETUP OF CRESTRON HARDWARE:</b>	This module requires the BSS BLU Command Processor IP v1.4 or the BSS BLU Command Processor RS232 v1.4 modules in order to operate. Please read the help files associated with these modules.
<b>VENDOR FIRMWARE:</b>	This module was tested using BSS BLU Firmware Version: 86.04.2

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**PARAMETERS:**

<p><b>CommandProcessorID</b></p>	<p>Set this value to match the value set on Command Processor module. This is how the control module registers itself for control.</p>
<p><b>ObjectID</b></p>	<p>Set this value to match the Object ID found in the BSS Audio Architect for the DSP object you wish to control. <i>This is a three byte hexadecimal value.</i></p> <p>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.</p> 
<p><b>RoomNumber</b></p>	<p>Value that represents which room to control.</p> <p>Range: &gt;= 1d</p>

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**CONTROL:**

<b>AssignGroup</b>	D	Pulsing will Assign the "GroupValue" to the controlled room.
<b>UnassignGroup</b>	D	Pulsing will Unassign the "GroupValue" to the controlled output, if the group value is currently assigned to this room.
<b>GroupValue</b>	A	Sets the "GroupValue" to be assigned or unassigned

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**FEEDBACK:****ActualGroup**

A

This is the actual group value that is current assigned to the controlled room.

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**TESTING:**

<b>OPS USED FOR TESTING:</b>	CP3 v1.8001.5061.26823 CP4 v2.8000.00017.01
<b>SIMPL WINDOWS USED FOR TESTING:</b>	4.2000.00
<b>DEVICE DB USED FOR TESTING:</b>	200.240.001.00
<b>CRES DB USED FOR TESTING:</b>	216.00.001.00
<b>SYMBOL LIBRARY USED FOR TESTING:</b>	1179
<b>SAMPLE PROGRAM:</b>	BSS BLU v1.4 IP Demo.smw or BSS BLU v1.4 RS232 Demo.smw
<b>REVISION HISTORY:</b>	v1.0 – Initial Release v1.2 – No revisions have been performed v1.3 – No revisions have been performed v1.4 – Fix index issue with preset recall in library. – Updated level control demo to show use of SetValue.