adertech

APROC-6464D

16x16 + Dante 64x64

APROC-1616D32

16x16 + Dante 32x32

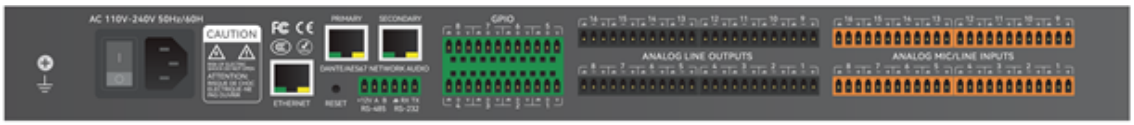
APROC-88D32

8x8 + Dante 32x32

APROC-88D64

8x8 + Dante 64x64





DSP digital signal processor

Operating instructions

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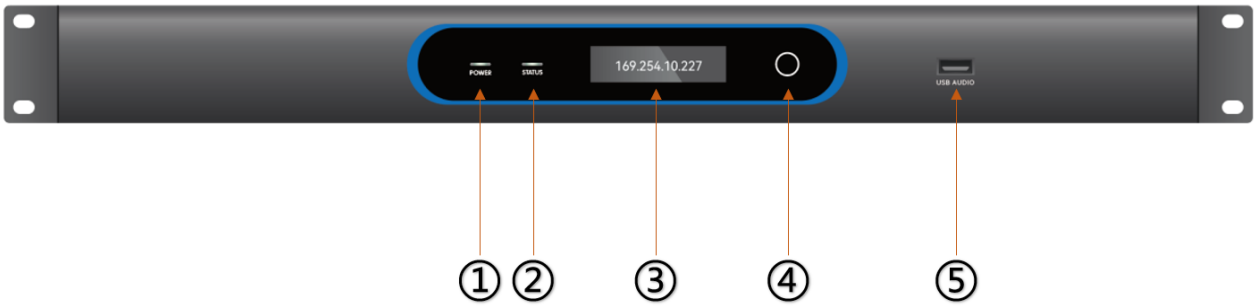
1. Overview

This software is an audio system control software, mainly used as audio processor series product configuration software, processor equipment programming, control software, etc. The interface is simple and intuitive, which is convenient for users to set and call various parameters and projects. Among them, the graphical control interface is one of the cores of the system, the signal is what you see is what you get, and the user can achieve control through the software installed on the computer. At the same time, the software also supports wireless touch screen control, providing a more convenient wireless control method.

When using this software, users can complete the setting and calling of various parameters and projects in the entire audio system through simple mouse operation. The intuitive and simple user interface makes it easy for users to get started. At the same time, this manual is written to provide detailed operation guidelines to help users better understand the functions and uses of the software, so as to improve user satisfaction and experience.

2. Introduction to panels and interfaces

1. Front panel



(1) Power: LED power indicator;

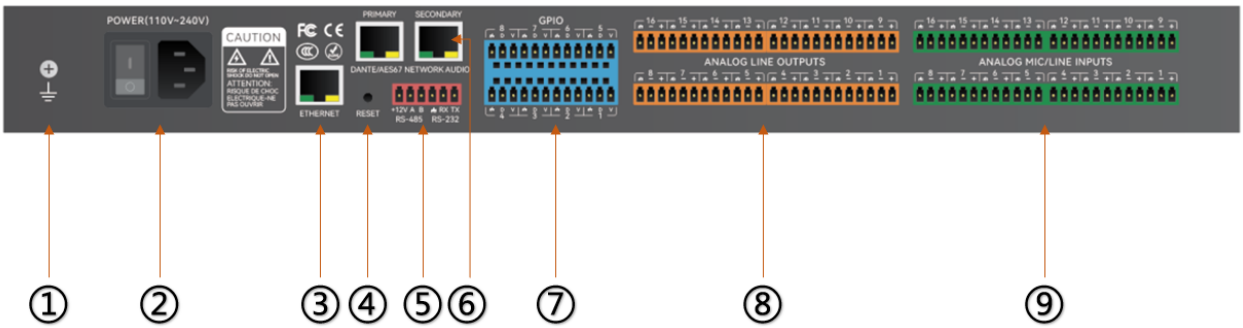
(2) STATUS: equipment operating status indicator;

(3) OLED display: the display content includes: device name, project name, IP address, subnet mask, default gateway, firmware information, temperature, fan speed; Input and output channel status: mute, signal indication, +48V phantom power;

(4) Touch button: turn the page of the display content;

(5) USB audio: USB sound card, which can realize recording function.

2. Rear panel



① Grounding screw: It can prevent static electricity or leakage on the surface of electrical equipment from causing lightning damage to humans.

② Power: connect 110V—240V AC power supply, rocker switch to control processor power;

③ Ethernet: by connecting to this network port, the client computer can debug and monitor the device;

④ RESET: press and hold for 3 seconds to restore factory settings;

⑤ RS232+RS485 interface: connect control terminal or central control equipment;

⑥ Dante network interface: used to connect to the Dante audio network, the left side is the main port and the right side is the backup port (the two ports cannot be plugged in at the same time);

⑦ GPIO interface: 8 channels can define input/output logic level control ports, which can be connected to trigger equipment actions below 24V, such as dry contact signals, or output 5 V after triggering actions to drive relays and other equipment;

⑧ Analog output interface: can be connected to power amplifiers, active speakers and other equipment;

⑨ Analog signal input interface: can connect microphone, DVD and other devices.

3. Operating environment

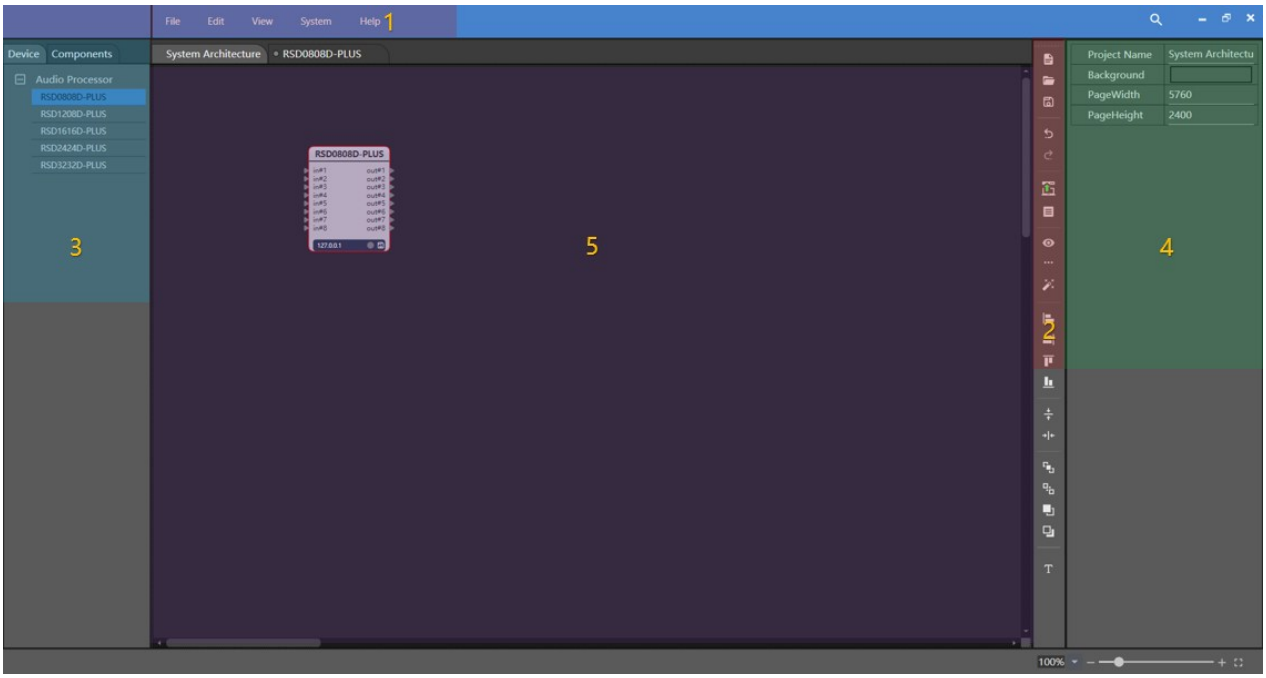
1. Hardware environment

- Processor: Intel Pentium Celeron dual-core J1800 and above
- Memory: 4G
- Storage: 64G

2. Software environment

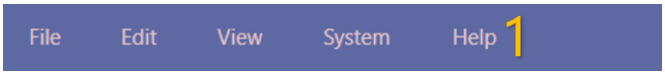
- Operating system: Windows 7, Windows 10
- Environment support: NET Framework 4.5.1 and above

4. Introduction to the software interface



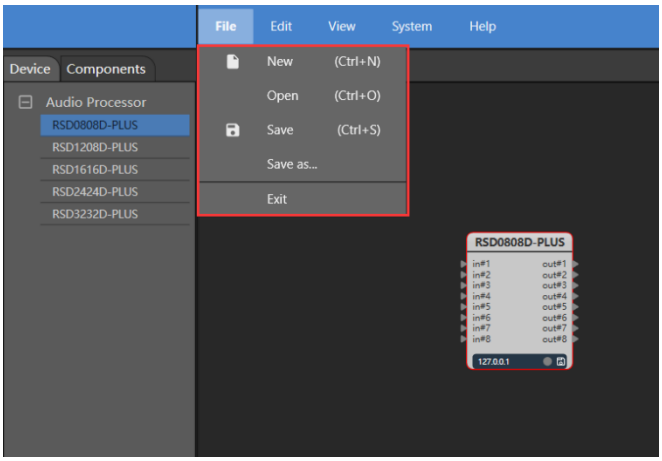
The software is divided into five areas, 1 corresponds to the menu bar, 2 is the toolbar, 3 is the device bar, 4 is the property bar, and 5 is the editing area.

1. Menu bar



The menu bar has a total of 4 options, corresponding to "File", "View", "System", and "Help".

A. file



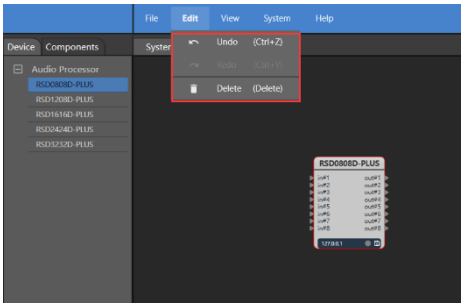
New: Click to create a new project;

Open: Click to select an item from the path to open;

Save: Click to save the project to the default path;

Save As: Click to save the project to the specified path.

B. View

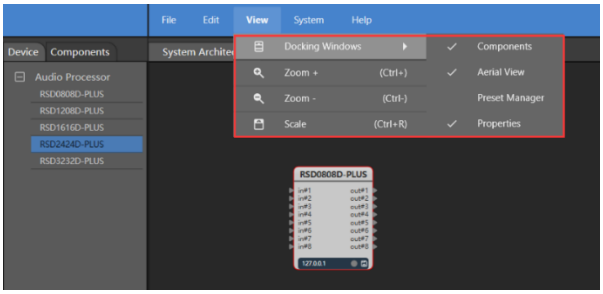


Undo: Recall the previous action, shortcut key "Ctrl +Z";

Redo: Restore the previous operation, shortcut key "Ctrl +Y";

Delete: Delete a component or segment, shortcut key "Delete".

C. View



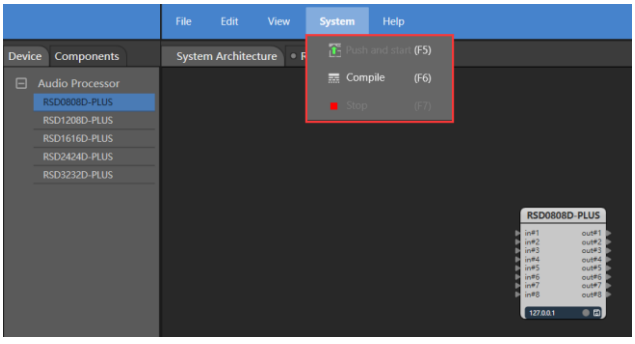
Docking Windows: you can select the functions that need to be displayed on the software interface on the right side;

Zoom+: Zoom in on the editing area viewport (up to 400%), use the shortcut key "Ctrl+" or hold down "Ctrl +mouse wheel" to zoom in;

Zoom -: Zoom out the editing area viewport (minimum 50%), using the shortcut key "Ctrl+" or holding down "Ctrl +mouse wheel" to zoom out;

Scale: Restore the viewport scale to 100% with the shortcut key "Ctrl +R";

D. System

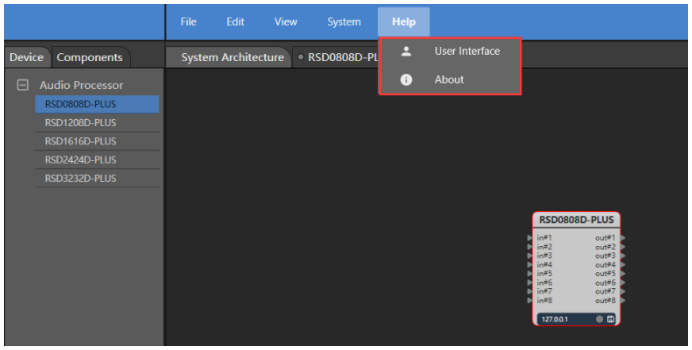


Push and start: upload and run the program, shortcut key "F5";

Compile: compile the program, shortcut key "F6";

Stop: Stop running programs, shortcut key "F7".

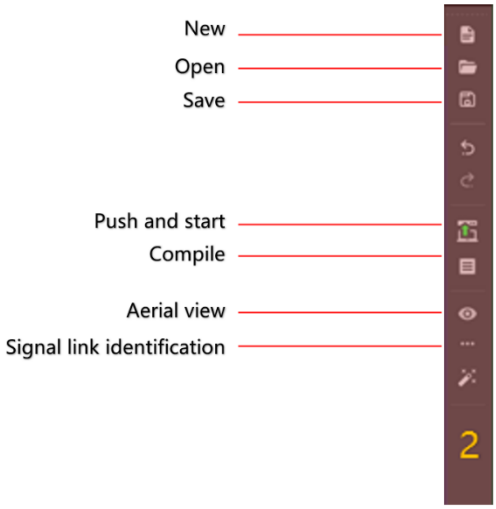
E. Help



User Interface: Where central control programming can be carried out;

About: Displays software information, version.

2. Toolbar



New: Click to create a new project;

Open: Click to select an item from the path to open;

Save: Click to save the project to the default path;

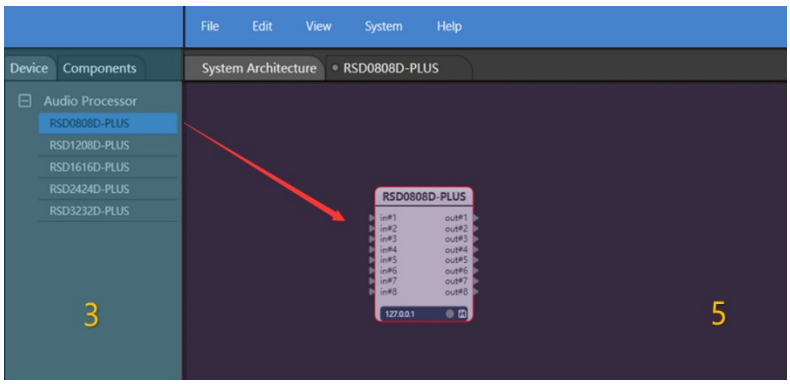
Push and start: upload and run the program, shortcut key "F5";

Compile: compile the program, shortcut key "F6";

Bird's eye view: display a bird's eye view on the interface;

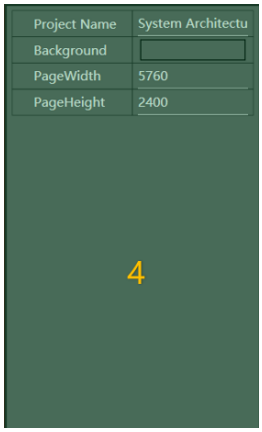
Link ID: After opening, selecting any line in any area will display the associated lines from beginning to end of this line.

3. Device bar



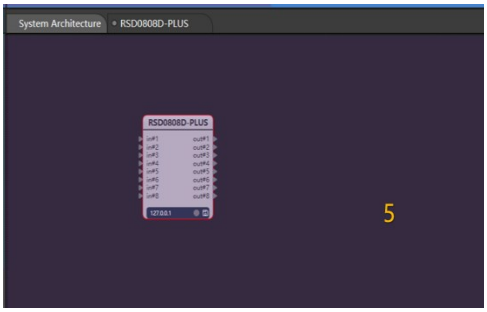
All options in the Device column are all models of devices supported by the software, and you need to drag the model of the device to the editing area when connecting the device.

4. Property bar



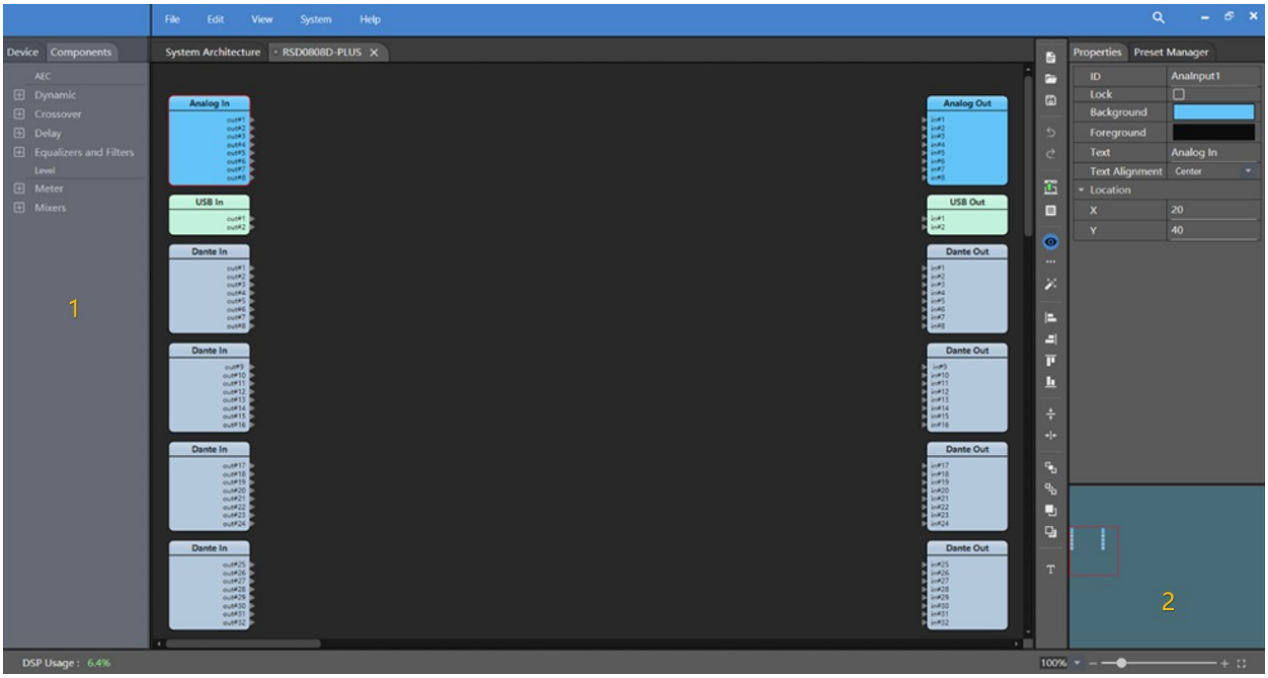
After selecting a different module, you can edit the parameters about that module in the property bar.

5. Edit the region



The editing area is the project editing area, where all module debugging connections are made.

6. Other interfaces (interface after dual devices enter the device)

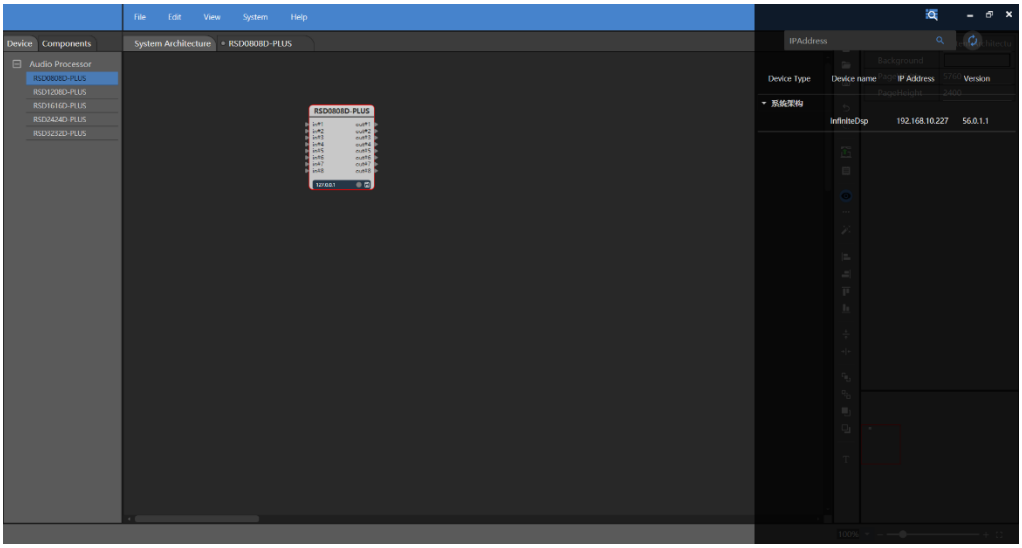


1. Component library area, you can switch component library at the bottom, preset management contains the addition, call and deletion of preset bits, there are various modules for audio processing in the component library, and when used, drag in the corresponding module to the editing area according to the actual situation of the site to open the module for debugging;
2. Bird's eye view area, which displays a bird's eye view of the entire editing area module.

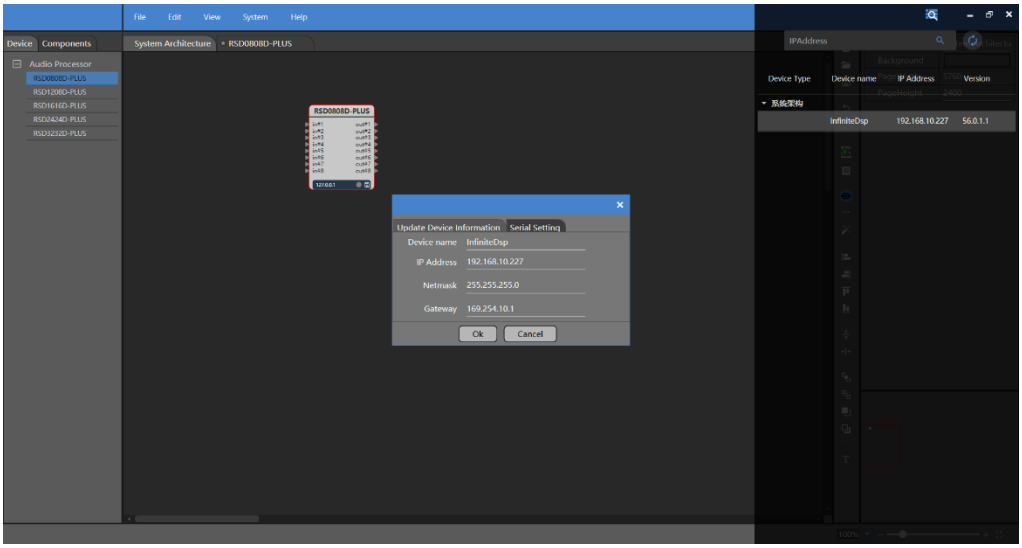
5. Introduction to the use of the software

1. Discover devices

In the upper right corner of the main interface of the software, click the device search button (the small icon of the magnifying glass), all the recognized devices in the network will pop up on the right side of the interface, and the device type, device name, IP address, and firmware version of all known devices on the network will be displayed in the device discovery list.



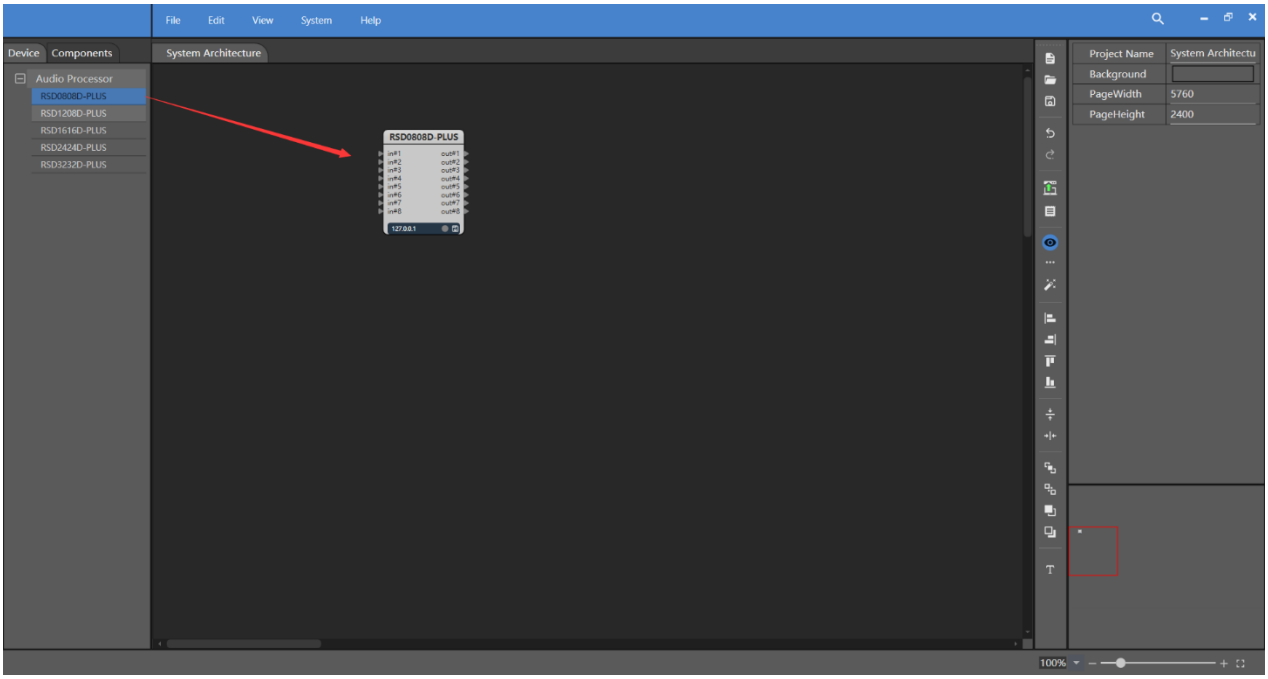
Double-click a device in the device list, and in the pop-up dialog box, you can modify the basic information of the device and the serial port settings, as shown in the following figure:



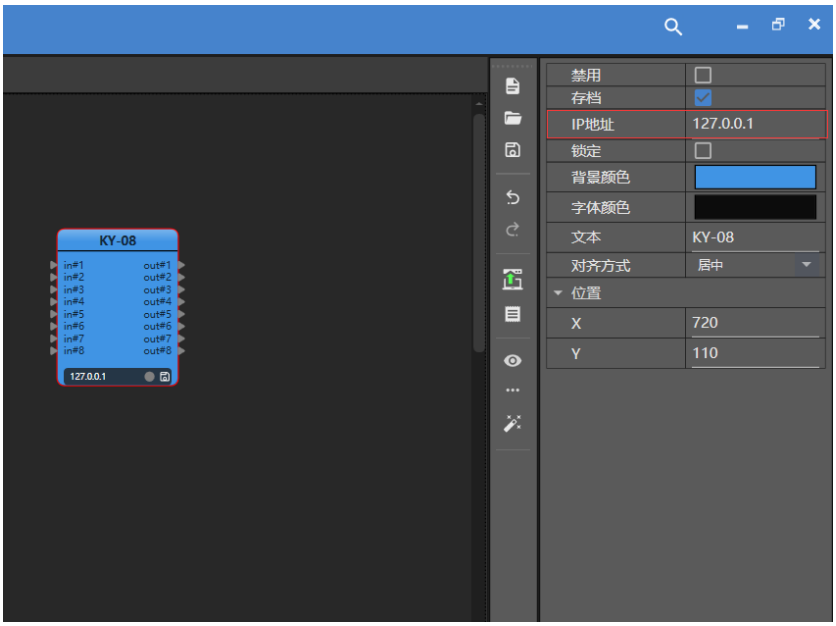
Note: As long as the device is in the unified LAN, even if it is not in the same network segment, the user can find it through the device discovery bar, but if you want to download and upload the device program, the operating computer must be in the same network segment as the device.

2. Create a new device

In the system architecture interface, the user selects the target device from the device bar on the left side of the main interface of the software, and holds down the left mouse button and drags it to the main form of the software center, as shown in the following figure:



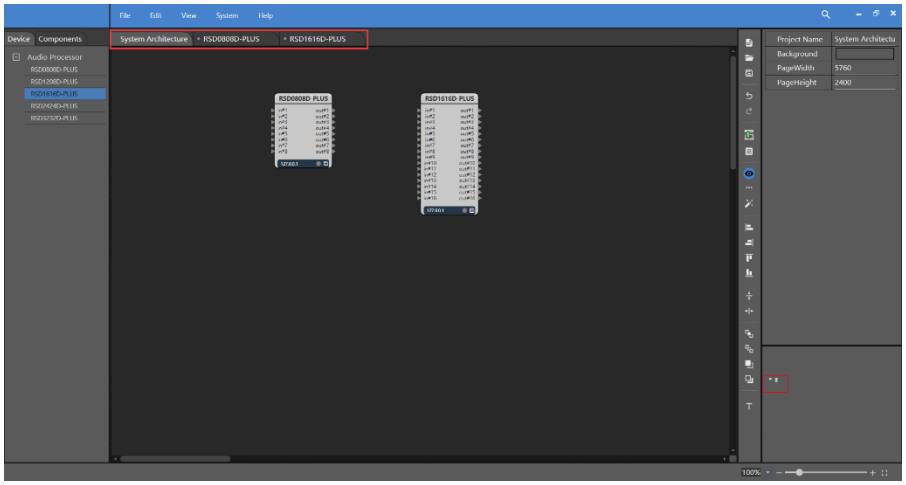
Click to select the created device module, and the property configuration of the created device module will be displayed in the property change area on the right side of the form, and the following properties can be configured:



（1） IP address: the IP of the corresponding device hardware (target device IP in the device discovery list); **Note: Incorrect configuration will cause the program to not upload properly to the processor.**

（2） Text: The display name of the device module.

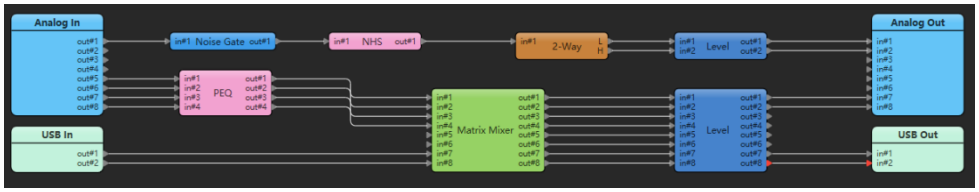
The software supports the program of designing and managing multiple devices under the same program, and you only need to double-click the device module or stand-alone device name to enter the program design page of the device for editing or controlling each device, as shown in the following figure:



3. Detailed programming steps

3.1. Module connection

The system realizes the programming of the entire system equipment through an intuitive module pin connection, connecting the output pin of one module to the input pin of another module, and the input and output pins connected in series with the same lead represent the same link, as shown in the figure below. The user only needs to click on a pin and drag it to the peer pin, or select multiple pins and drag it to the peer pin.



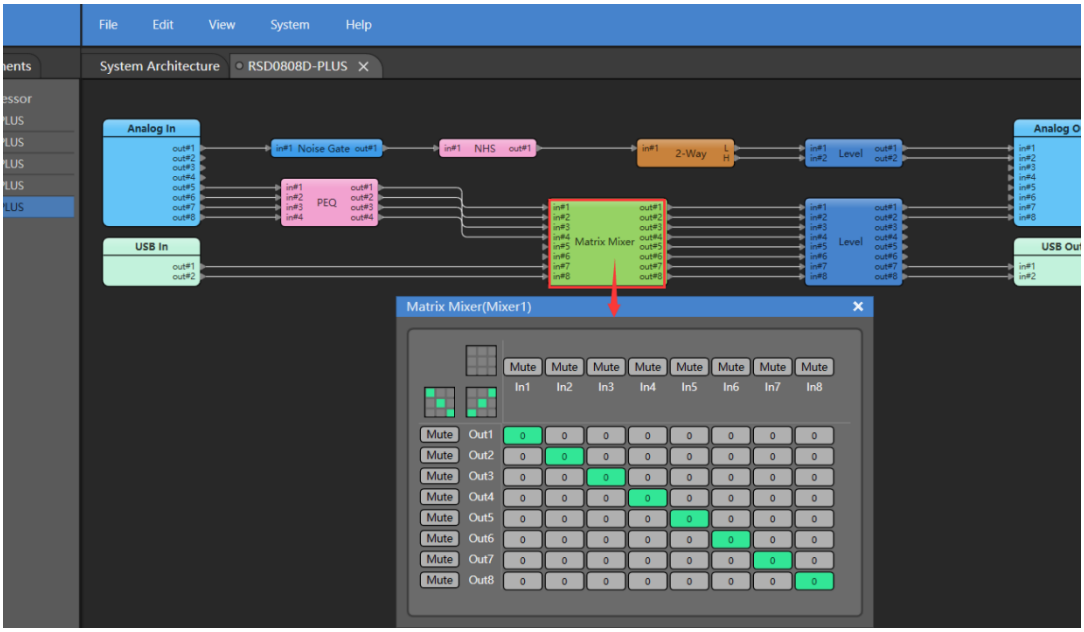
3.2. Module app

There are a variety of DSP control processing modules in the software, after the user double-clicks to enter the device module page, the left area of the software is all available component libraries of the software, according to user needs and the actual situation of the system, drag and drop the relevant processing modules from the component library to the program for corresponding connection, complete the routing allocation, control and processing of audio signals.

Hold down the left mouse button and drag to the main window area to use, including level control, level display, high and low pass filter, parametric equalizer, feedback suppressor, delay

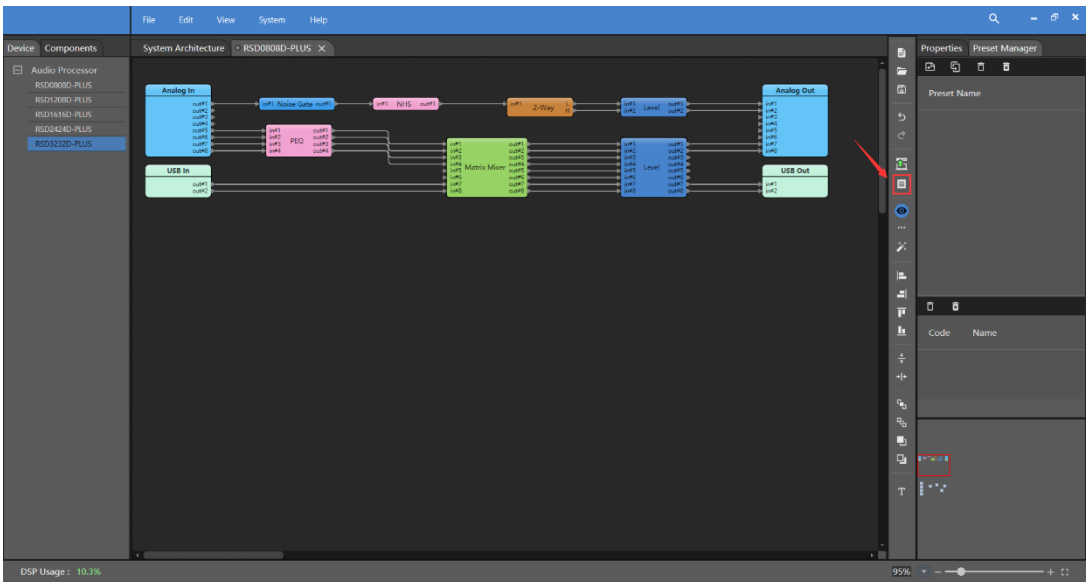
processing, route allocation, matrix mixing, and more.

As shown in the following figure:



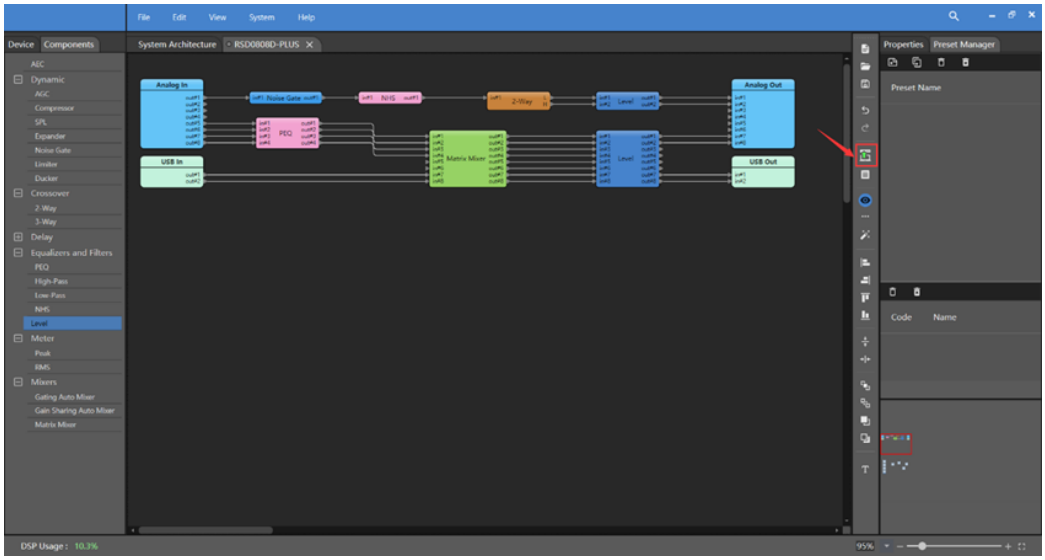
3.3. Simulate a run

After the program design is completed, the user can compile the simulation run locally, click the compile button in the toolbar (as shown in the figure below) or press the "F6" of the keyboard, and the user can change the parameter configuration of the program locally after the simulation runs.

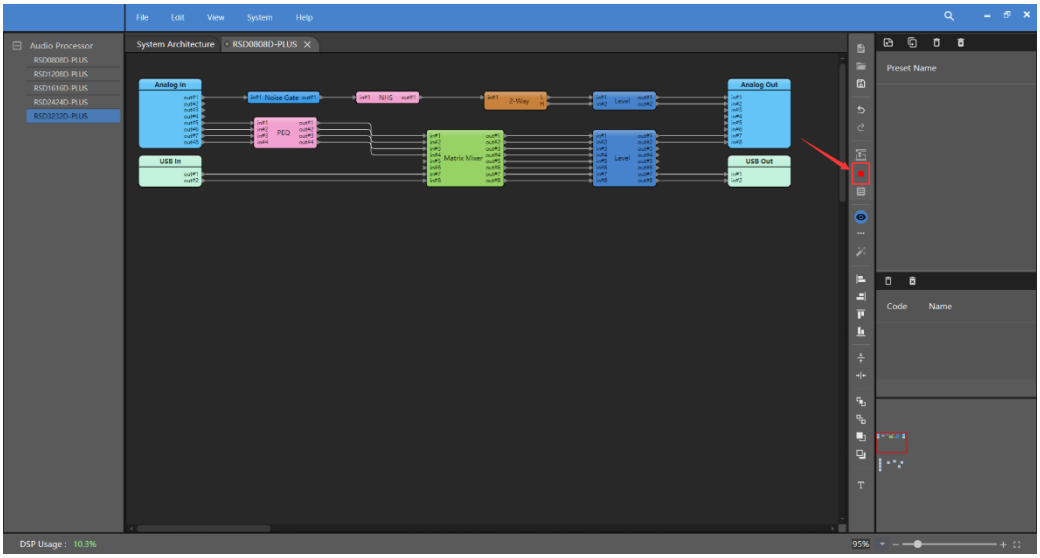


3.4. Upload and run the program/stop the program

After editing the programmatic design of the device, you need to upload it to the processor for the program to take effect, click the upload icon in the software toolbar (as shown in the figure below) or press the F5 key on the keyboard.



After the program is successfully uploaded, the toolbar of the software interface will change from "edit status" to "running state", at this time most of the modules are not editable, you need to press F7 or stop button to continue editing.

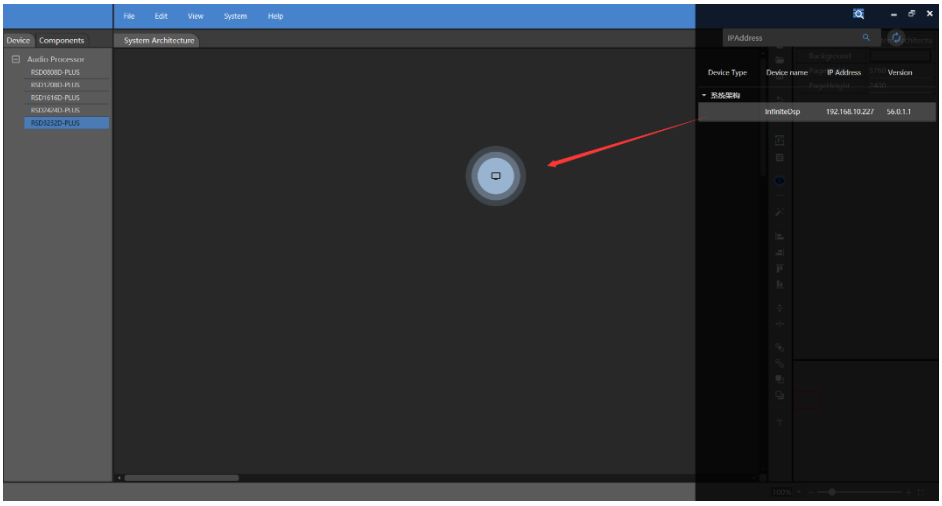


Note: The "DSP Occupancy Rate" at the bottom left of the software window cannot exceed **100%** when making the program, **if this value is exceeded, the software and the corresponding equipment will not operate normally.**

Note: The IP and line card of the uploaded program device module **must be consistent with the hardware device configuration, if the configuration is inconsistent, it will cause the uploader to fail and pop up a dialog box.**

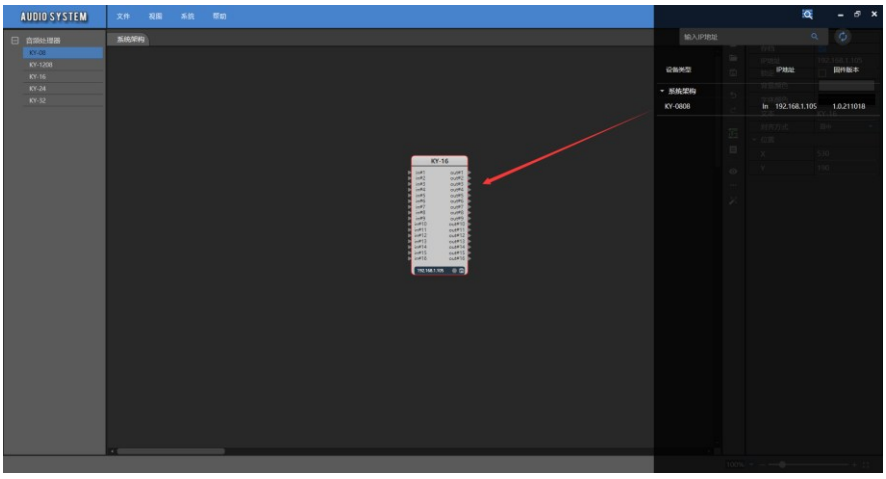
3.5. Download the program

Users can view, control, or modify the programs in the devices that can be discovered by the current network, but they need to download the programs in the running devices to the local software for corresponding operations, and the download operation of the programs only needs to select the target device from the right discovery bar, hold down the left mouse button, and drag it to the page of "System Architecture" in the middle area of the software, as shown in the following figure.



Note: The local computer must be on the same network segment as the target device to successfully download programs from the target device.

After the download is successful, the software will be in the running state, the target device module will appear in the main interface, and the status light sent by the device module will be green. As shown in the following figure:



Note: If the target device has modified the IP address, the downloaded program will still modify the **previous** IP address, and the **status light under the main interface device module after downloading the program is "gray" and the IP address displayed on the module is** also the **IP before the modification (as shown in the figure below), If we need to control the device at this**

time, we need to exit the "running state" first, click the device module, modify the IP address to the actual **IP address of the current device hardware** in the properties column of the device module**, and upload the program again.**

3.6. Save

After the program is edited, you can perform the "save" operation, and the newly made program needs to select your local path first.

6. UI

1. Introduction to the user interface

The user interface is an important feature of the audio processor, which allows the user to create and customize the application interface according to their own needs or the actual layout of the field, so as to better control and monitor the entire audio system.

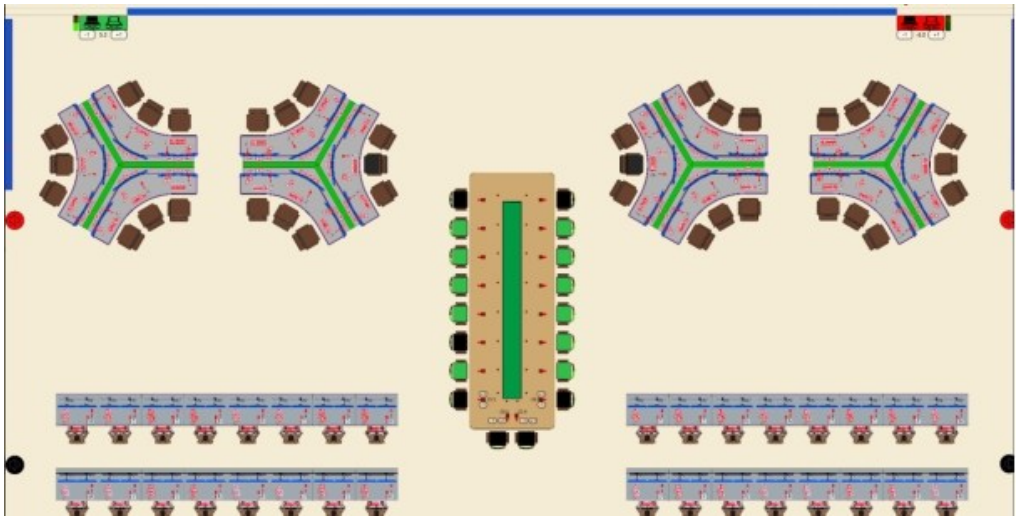
The user interface provides easy access to the various functions of the audio processor and provides intuitive visual feedback to better understand the status and operation of the system. Through the interface, users can perform various operations, such as adjusting volume, switching input sources, selecting sound effects, mixing routes, and more.

(1) **Customization:** Users can create their own interface according to their own needs and preferences in order to better meet their specific application needs.

(2) **Easy to use:** The user interface uses intuitive graphics and controls, making it easy for users to operate (as shown in the figure below) without cumbersome programming or technical knowledge.

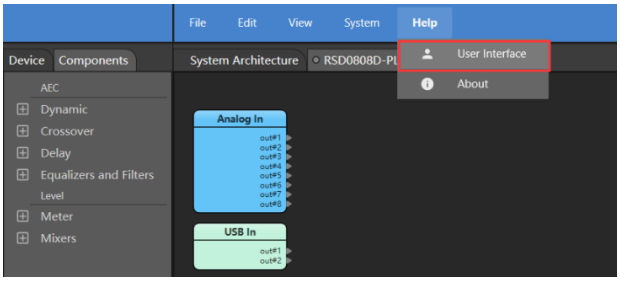
(3) **Improve efficiency:** The user interface can improve the user's work efficiency because it allows users to quickly access and control all aspects of the system.

(4) Real-time feedback: The user interface provides **real-time feedback**, which can help users better understand the status and activities of the system for better monitoring and control.

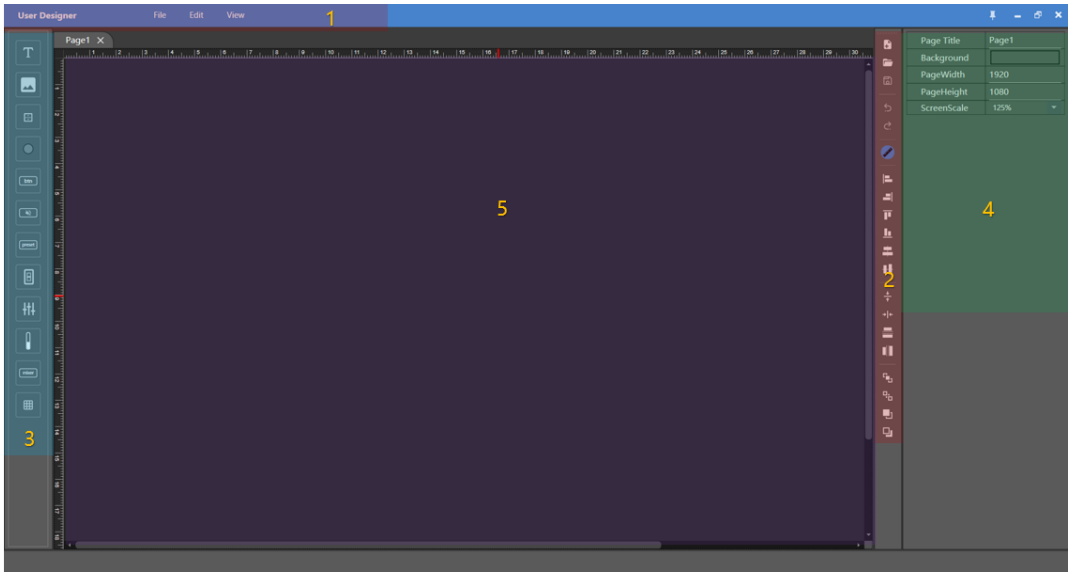


In summary, users provide a customized, easy-to-use, and efficient way to control and monitor audio systems.

In the menu bar of the software interface, click "Help" → "User Interface" to open the user interface creation program.



The editing interface is shown in the following figure:



The user interface is divided into five areas, 1 corresponds to the menu bar, 2 is the toolbar, 3 is the component bar, 4 is the property bar, and 5 is the editing area.

Menu bar and toolbar: New Page, Open, Save, Undo, Restore, Ruler, Various Align Buttons, Arrange Buttons, Control Layering Buttons.

Component Bars: Text, Image, Border, Status LED, Button, Mute Button, Preset Button, Gain, Channel, Level, Mix Matrix, etc.

Property bar: Parameter modifications to the properties of different controls.

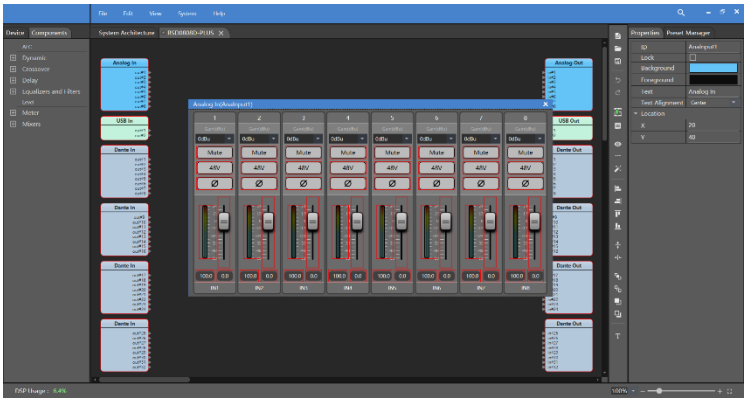
Editing area: The editing area is the project editing area where the debugging of all modules takes place.

Note: The controls in the component library on the left will be slightly different from the control properties copied in the software, and it is recommended to directly copy the functional modules needed in the software.

2. Make the user interface

Design and drag various controls into the editing area in the software, and set and configure them. Users can set the look and feel of the control, including color, size, position, font, and so on. Users can also set the behavior and functionality of controls, such as which devices or parameters they should control and how to respond to user input.

The user needs to switch to the software interface first, select the device module and double-click to enter the target device engineering page, double-click the module that needs to be controlled, select the keys and modules that need to be controlled and in the system editing software (mouse box selection can be selected in batches), and then use copy (Ctrl+C), paste (Ctrl+V).) to the editing area of the user interface, as shown in the following figure.





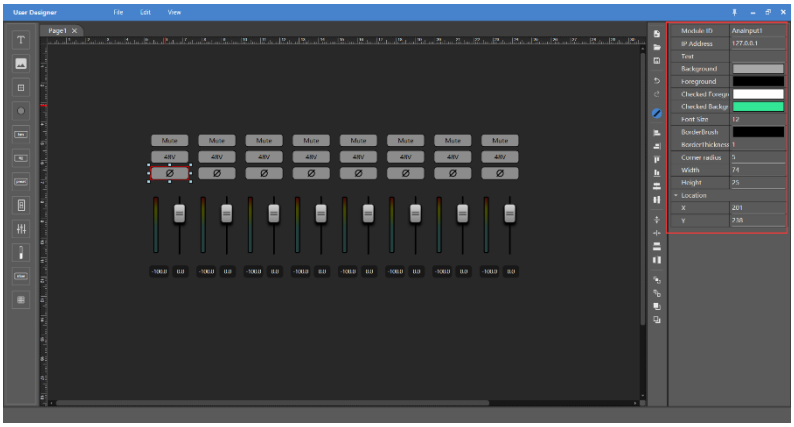
Note:

User interface production requires pressing F7 or **Stop to take the engineering out of simulation or online running.**

If the software is double-open, controls can only be copied from the software interface that opens the user interface.

3. Property adjustments

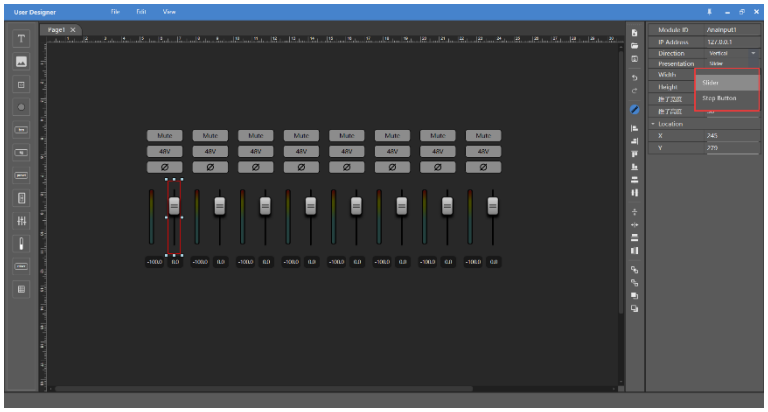
During project programming, users can specify and edit parameters such as the name, description, font, color, size, direction, and IP address of the corresponding device in the property bar on the right.

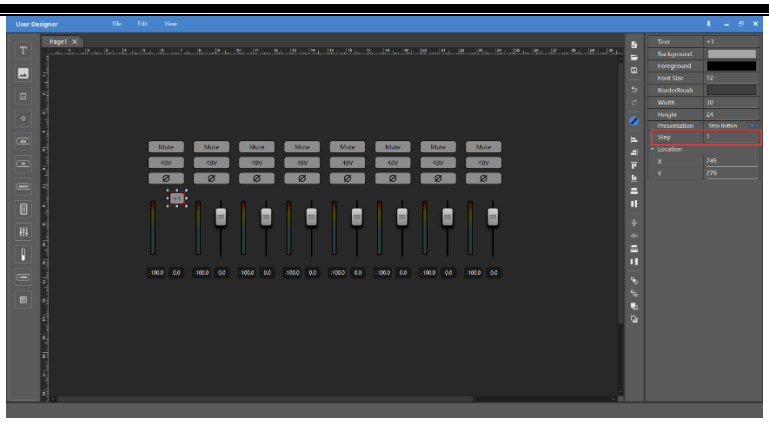


4. Control pattern adjustments

Controls such as gain actuators can adjust their control types and change their controls accordingly to suit the needs of the user and the style of the interface.

For example, the gain actuator module can be changed to the mode of the step button, you can set the step size to +1 or -1, select the gain actuator control, and change the control type from "Slider" to "Step Button". After that, modify the step size attribute to "1", "-1" or other numbers not less than 5, as shown in the following figure:

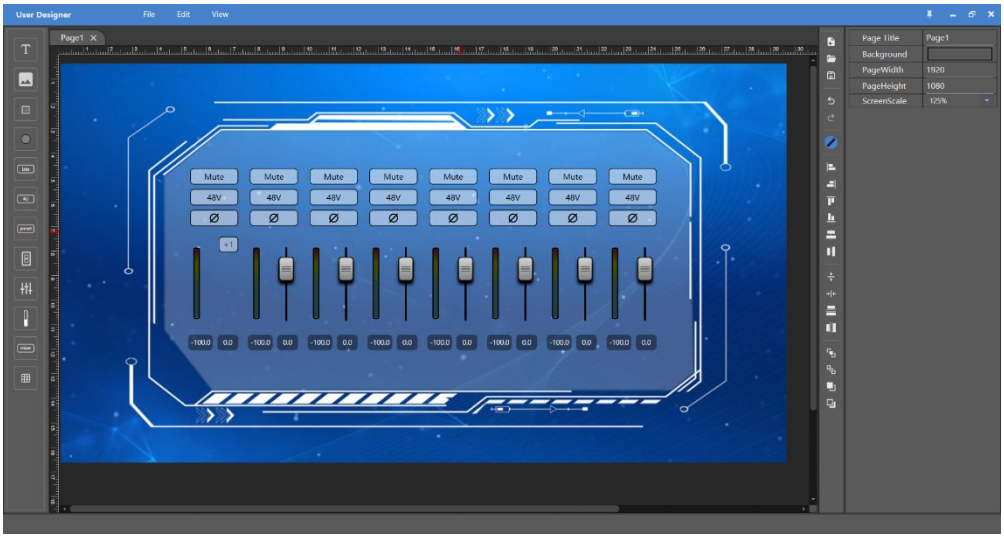




5. Set the picture

The user interface supports the addition of images or base maps, which can add more visual elements to the UCI interface, making the UCI interface more beautiful, intuitive and easy to understand. By adding pictures or base maps, the UCI interface can be made more vivid, rich and interesting, improving user experience and satisfaction. By adding images or base maps, you can provide guidance and tips in the UCI interface, such as marking important controls and operating areas, as well as providing instructions and help information so that users can quickly understand and use the system.

Drag an image control from the component library on the left to the editing area, and select the corresponding image from the local computer through the property bar on the right, as shown in the following figure:



7. Central Control Command Instructions

TCP/IP: The communication port number is 8001; UDP/IP: The communication port number is 50000.

1. Explanation

- There must be at least one or more space characters between each item ("[Method]"); within a single item ("[Method]"), multiple inputs must be separated by "," (comma).
- Module ID and Item must strictly differentiate the initial letters in terms of case; otherwise, the command cannot be recognized.
- To simultaneously support UDP, RS-232, RS-485, and not affect the existing functionalities, all input commands are uniformly terminated with "#" as the end identifier.
- The [Channel] is recommended to be entered as a non-negative integer greater than or equal to 0; entering a floating-point number or negative integer may result in errors.
- Some items have corresponding values that are integers, while others are floating-point types. It is recommended to distinguish between them. If it is a floating-point type, enter a value like 2.0; it is not suggested to enter 2.

Example: Set AnaInput001 Step 1 -2.0 # Here, the value corresponding to the "Step" parameter is a floating-point type. In reality, entering -2 is also acceptable. At the end of this text, there is a summary of items with values as floating-point types.

[Method]

Get, Set, Call, FactorySet (Restore Factory Settings), GetLevel(Get Module Voltage Level)

[Module]

Expander, Compress, AGC, EQ, Gain, Mixer, Highpass, Lowpass, NHS, Limiter, Delay

[Item]

Gain Floating-point

Mute

Phantom

Phase

Sensitive

MaxGain Floating-point

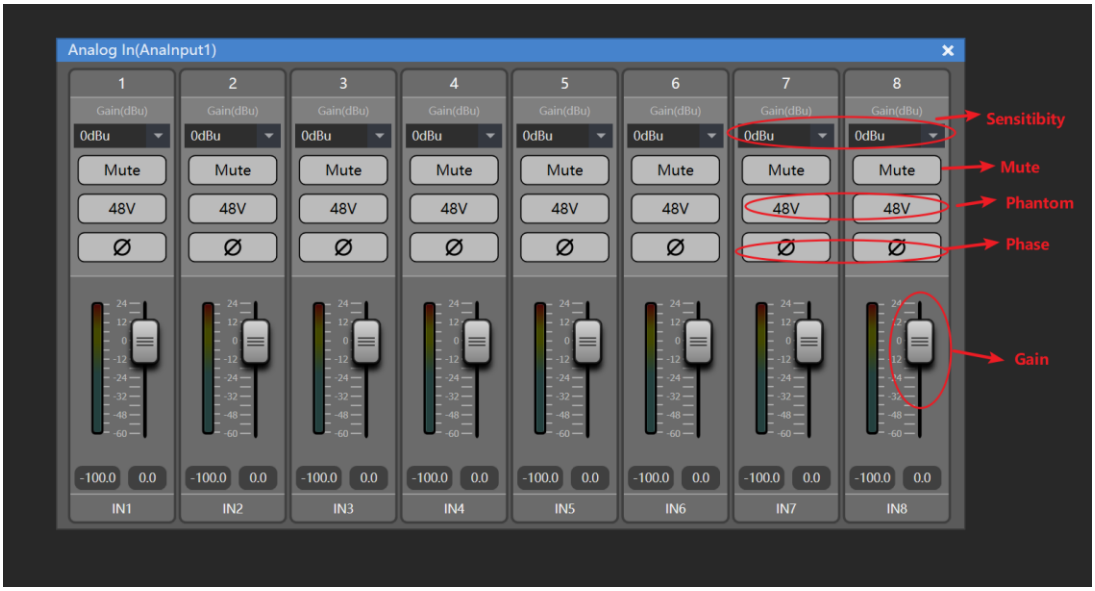
MinGain Floating-point

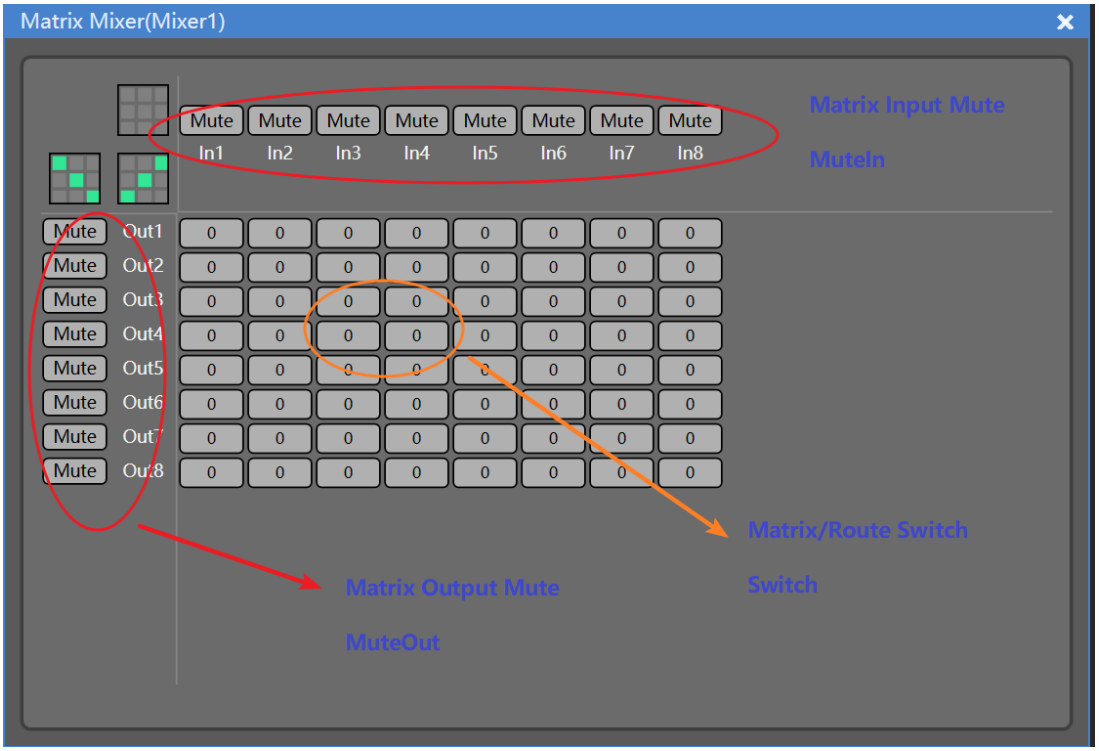
MuteIn

MuteOut

Switch

Step Floating-point





2. SET Method

Command Format: [Method] [Module] [Item] [Value] [#]

Command Format: [Method] [Module] [Item] [Channel] [Value] [#]

Example: Set AnaInput001 Mute 1 1 #

Explanation: Sets the mute item of channel 1 in the module AnaInput001 to 1. (This is applicable to modules with channels.)

Example: Set AnaInput001 Mute 1,2,3 1 #

Explanation: Sets the mute item of channel 1, 2, and 3 in the module AnaInput001 to 1. (Maximum 10 channels can be set.)

Example: Set AnaInput001 Mute 1,2,3,4,5 1,0,1,0,1 #

Explanation: Sets channel 1 to 1, channel 2 to 0, channel 3 to 1, channel 4 to 0, and channel 5 to 1. (Maximum 10 channels can be set.)

Note: Ensure that the formats of AnaInput001 and Mute are precisely correct, and the letter case must be consistent.

Command Format: [Method] [Module] [Item] [In] [Out] [Value] [#]

Example: Set Mixer001 Gain 2 2 -11.7 #

Explanation: Sets the value corresponding to the Gain item in the module Mixer001 matrix at row 2, column 2 to -11.7. (This is applicable for matrix-type modules.)

Example: Set Mixer001 Switch 2 2 1 #

Explanation: Sets the value of switch at row 2, column 2 in the module Mixer001 to 1.

3. GET Method

Command Format: [Method] [Module] [Item] [Channel] [#]

Example: Get AnaInput001 Mute 1 #

Explanation: Get the value corresponding to channel 1 of the Mute item in the module AnaInput001.

Example: Get AnaInput001 Mute 1,2,3,4 #

Explanation: Get the values corresponding to channels 1, 2, 3, and 4 of the Mute item in the module AnaInput001. (Maximum 10 channels can be acquired.)

Command Format: [Method] [Module] [Item] [In] [Out] [#]

Example: Get Mixer001 Switch 3 3 #

Explanation: Get the value corresponding to row 2, column 2 of the Switch item in the module Mixer001.

4. Restore Factory Settings

FactorySet # or factoryset # // (This command is case-insensitive)

5. Get Module Voltage Level

GetLevel Meter001 # // (Meter001 is the module ID)

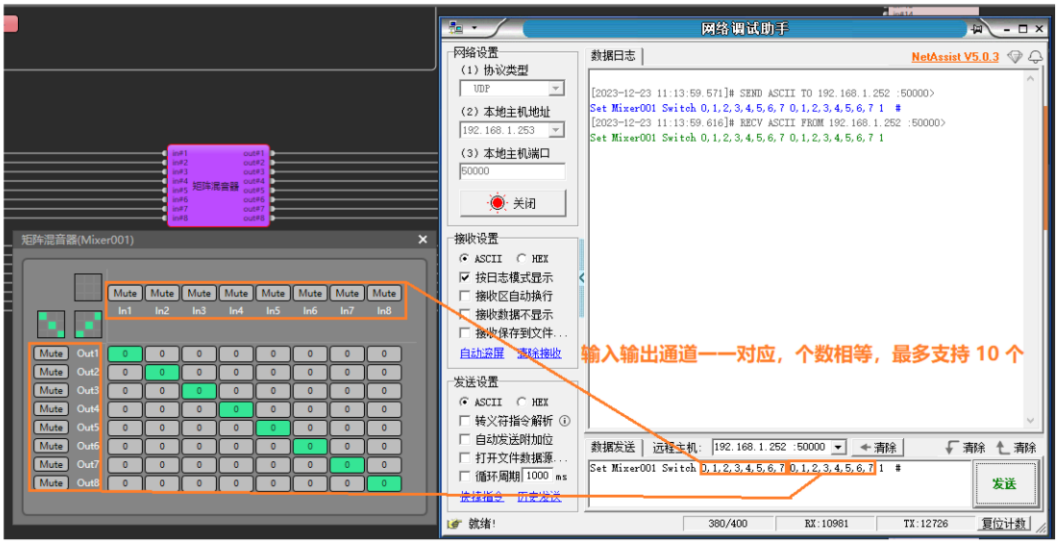
6. Call Preset

Call Preset Preset1 # // (Preset1 is the preset name)

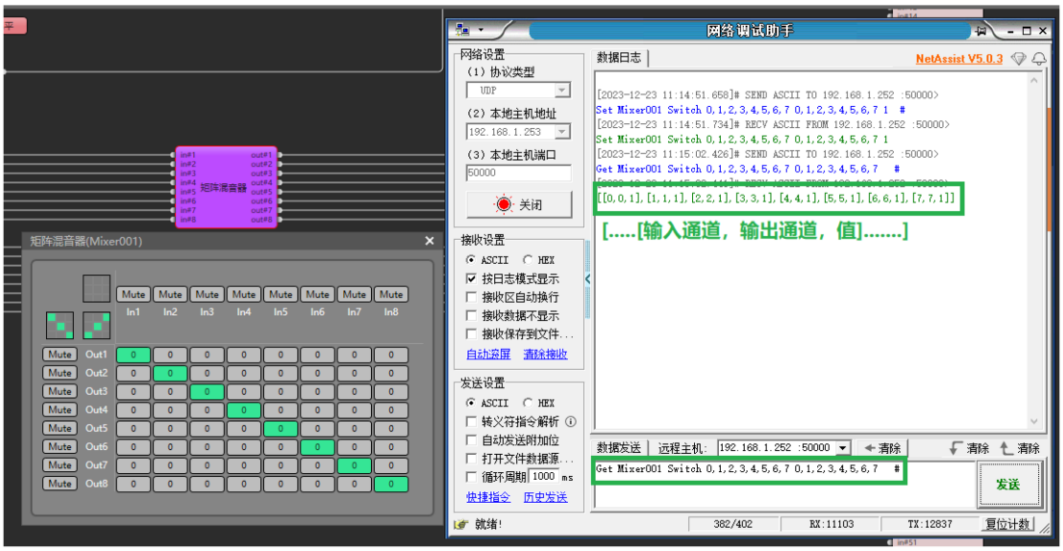
7. Matrix Mixer Module Multi-Channel Operations

7.1 Set multiple input and output channels to 1 at once; a maximum of 10 channels can be input at a time, and the number of input and output channels must be equal.

Set Mixer001 Switch 0,1,2,3,4,5,6,7 0,1,2,3,4,5,6,7 1 #

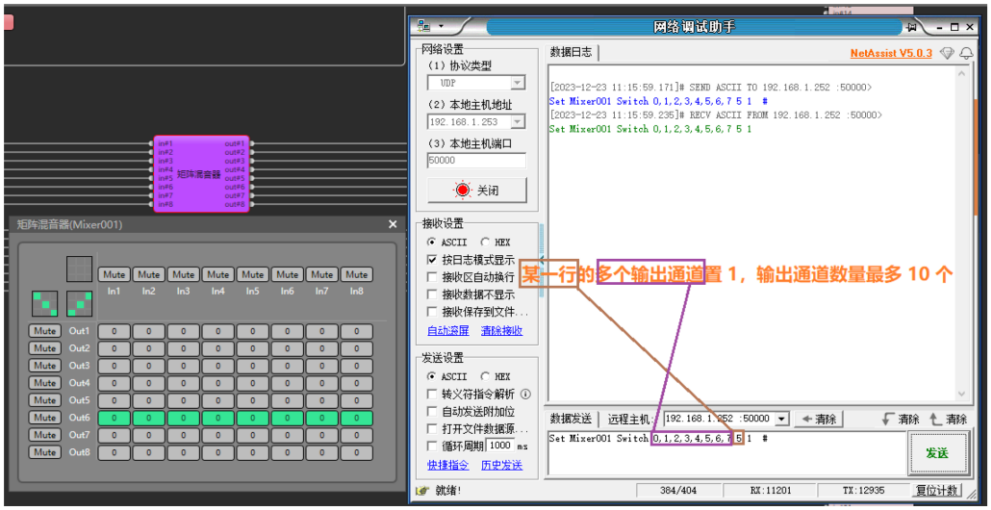


Get Mixer001 Switch 0,1,2,3,4,5,6,7 0,1,2,3,4,5,6,7 #

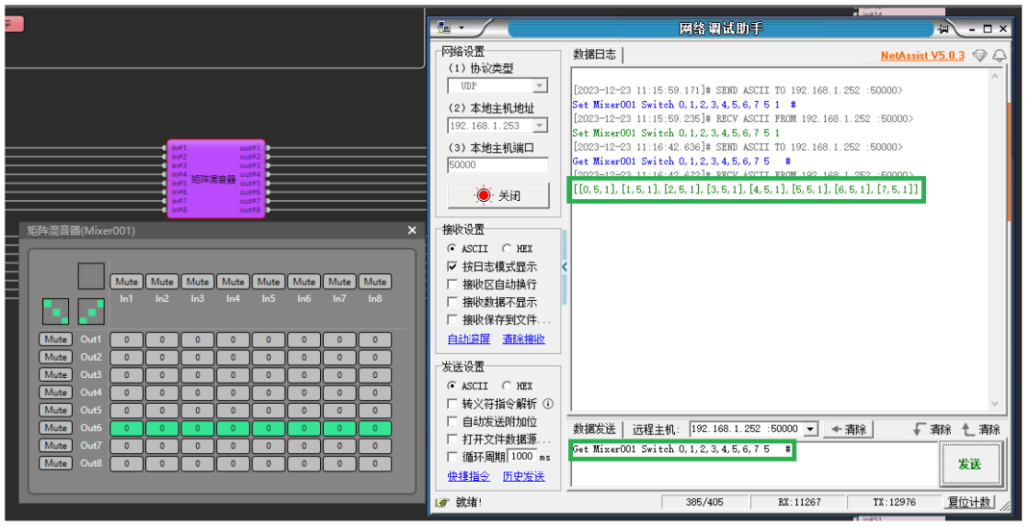


7.2 Set multiple channels in a row to 1 at once. (Maximum of 10 channels can be set)

Set Mixer001 Switch 0,1,2,3,4,5,6,7 5 1 #



Get Mixer001 Switch 0,1,2,3,4,5,6,7 5 #

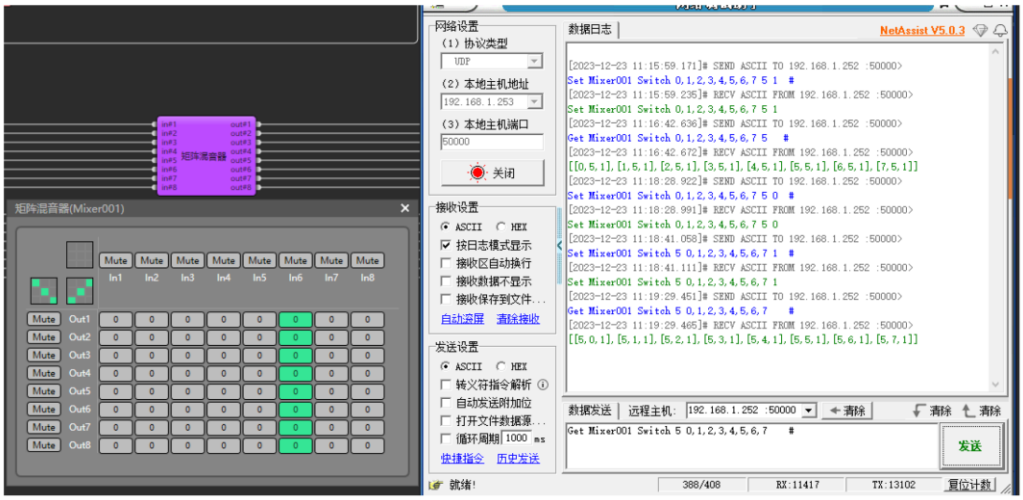


7.3 Set multiple channels of a specific column to 1 at once. (Maximum of 10 channels can be set)

Set Mixer001 Switch 5 0,1,2,3,4,5,6,7 1 #



Get Mixer001 Switch 5 0,1,2,3,4,5,6,7 #



Test Commands

AnaInput

Mute

Set AnaInput001	e	Mut	0 1 #
Get AnaInput001	e	Mut	0 #
Set AnaInput001	e	Mut	0 0 #
Set AnaInput001	e	Mut	0,1,2,3 1 #
Get AnaInput001	e	Mut	0,1,2,3 #
Set AnaInput001	e	Mut	0,1,2,3 0 #
Set AnaInput001	te	Mu	0,1,2,3 1,0,1,0 #

Sensitive

Set AnaInput001 Sensitive 1 8 #
Get AnaInput001 Sensitive 1 #
Set AnaInput001 Sensitive 0,1,3 9 #
get AnaInput001 Sensitive 0,1,3 #
set AnaInput001 Sensitive 0,1,3,2 0 #

Phantom
SET AnaInput001 Phantom 2 1 #
GET AnaInput001 Phantom 2 #
SET AnaInput001 Phantom 2 0 #

Phase

Set AnaInput001 Phase 3 1 #
Get AnaInput001 Phase 3 #
Set AnaInput001 Phase 3 0 #

Gain

Set AnaInput001 Gain 0,1,2,3 12.123 #
Get AnaInput001 Gain 0,1,2,3 #
Set AnaInput001 Gain 0,1,2,3 -48.65 #

Step
Set AnaInput001 Step 0,1,2,3 1.0 #
Set AnaInput001 Step 0,1,2,3 2.0 #
Set AnaInput001 Step 0,1,2,3 -2.0 #

AnaOutput

Mute
Set AnaOutput001 Mute 0 1 #
Get AnaOutput001 Mute 0 #
Set AnaOutput001 Mute 0 0 #
Set AnaOutput001 Mute 0,1,2,3 1 #
Get AnaOutput001 Mute 0,1,2,3 #
Set AnaOutput001 Mute 0,1,2,3 0 #
Set AnaOutput001 Mute 0,1,2,3 1,0,1,0 #
Get AnaOutput001 Mute 0,1,2,3 #

Sensitive

Set AnaOutput001 Sensitive 1 1 #
Get AnaOutput001 Sensitive 1 #
Set AnaOutput001 Sensitive 0,1,3 1 #
Get AnaOutput001 Sensitive 0,1,3 #
Set AnaOutput001 Sensitive 0,1,2,3 2 #

Phantom
Set AnaOutput001 Phantom 2 1 #
Get AnaOutput001 Phantom 2 #
Set AnaOutput001 Phantom 2 0 #

Phase

Set AnaOutput001 Phase 3 1 #
Get AnaOutput001 Phase 3 #
Set AnaOutput001 Phase 3 0 #

Gain

Set AnaOutput001 Gain 2 24 #
Get AnaOutput001 Gain 2 #
Set AnaOutput001 Gain 0,1,2,3 12.0 #
Get AnaOutput001 Gain 0,1,2,3 #
Set AnaOutput001 Gain 0,1,2,3 -48.0 #

AECInput

Mute
Set AECInput001 Mute 0 1 #
Get AECInput001 Mute 0 #

Sensitive
Set AECInput001 Sensitive 0,1,3 1 #
Get AECInput001 Sensitive 0,1,3 #

Phantom
Set AECInput001 Phantom 2 1 #
Get AECInput001 Phantom 2 #

Gain
Set AECInput001 Gain 0,1,2,3 12.43 #
Get AECInput001 Gain 0,1,2,3 #
Set AECInput001 Gain 0,1,2,3 -48.18 #

DanteInput

Mute
Set DanteInput001 Mute 0 1 #
Get DanteInput001 Mute 0 #

Phase
Set DanteInput001 Phase 2 1 #
Get DanteInput001 Phase 2 #

Gain
Set DanteInput001 Gain 0,1,2,3 12.0 #
Get DanteInput001 Gain 0,1,2,3 #
Set DanteInput001 Gain 0,1,2,3 -48.0 #

DanteOutput

Mute
Set DanteOutput002 Mute 0 1 #
Get DanteOutput002 Mute 0 #

Phase
Set DanteOutput002 Phase 2 1 #
Get DanteOutput002 Phase 2 #

Gain
Set DanteOutput002 Gain 0,1,2,3 12.0 #
Get DanteOutput002 Gain 0,1,2,3 #
Set DanteOutput002 Gain 0,1,2,3 -28.90 #

Mixer

Set Mixer001 MuteIn 2 1 #
Get Mixer001 MuteIn 2 #

set Mixer001 Switch 5 3 1 #
get Mixer001 Switch 5 3 #
set Mixer001 Switch 5 3 0 #

get Mixer001 Gain 3 3 #
set Mixer001 Gain 3 3 -11.7 #
get Mixer001 Gain 3 3 #

USBInput

Mute
Set USBInput001 Mute 0 1 #

Get USBInput001 Mute 0 #

Phase
Set USBInput001 Phase 1 1 #
Get USBInput001 Phase 1 #

Gain
Set USBInput001 Gain 0,1 12.98 #
Get USBInput001 Gain 0,1 #
Set USBInput001 Gain 0,1 -48.2 #

USBOutput

Mute
Set USBOutput001 Mute 0 1 #
Get USBOutput001 Mute 0 #

Phase

Set USBOutput001 Phase 1 1 #
Get USBOutput001 Phase 1 #

Gain

Set USBOutput001 Gain 0,1 12.0 #
Get USBOutput001 Gain 0,1 #
Set USBOutput001 Gain 0,1 -48.0 #

Router

Set Router001 Switch 3 3 1 #
Get Router001 Switch 3 3 #
Set Router001 Switch 3 3 0 #

Gain

Set Gain001 Mute 0 1 #
Get Gain001 Mute 0 #
Set Gain001 MaxGain 0 23.8 #
Get Gain001 MaxGain 0 #
Set Gain001 MaxGain 0 0 #

Gain

GetLevel Meter001 #

Others

```
Call Preset Preset1 #
FactorySet #

Set AnaInput001 Sensitive 1 8 #
Get AnaInput001 Sensitive 1 #

Set AnaInput001 Mute 1,2,3,4 1 #
Get AnaInput001 Mute 1,2,3,4 #

set AnaInput001 Mute,Phantom,Phase 0,1,2,3,4,5 1 #
set AnaInput001 Mute,Phantom,Phase 0,1,2,3,4,5 0 #

set AnaOutput001 Mute 1,2,3,4 1 #
get AnaOutput001 Mute 1,2,3,4 #

set AnaOutput001 Mute 1,2,3,4 0 #
get AnaOutput001 Mute 1,2,3,4 #

set AnaOutput001 Gain 1 24.00 #
get AnaOutput001 Gain 1 #

Set AnaOutput001 Gain 2 -60.00 #
Get AnaOutput001 Gain 2 #

set AECInput001 Sensitive 3 4 #
Get AECInput001 Sensitive 3 #

Set AECInput001 Gain 4 -24.0 #
get AECInput001 Gain 4 #

Set AECInput001 Mute, Phantom, Phase 0,1,2,3,4 1,0,1 #
Set AECInput001 Mute, Phantom, Phase 0,1,2,3,4 0,1,0 #
Set AECInput001 Mute, Phantom, Phase 0,1,2,3,4 0,0,0 #

Get AECInput001 e

                Phantom 0,1,2,3 #
Get AECInput001 Phase 0,1,2,3 #

Set Mixer001 MuteIn 2 1 #
Get Mixer001 MuteIn 2 #

set Mixer001 Switch 5 3 1 #
get Mixer001 Switch 5 3 #
set Mixer001 Switch 5 3 0 #

get Mixer001 Gain 3 3 #
set Mixer001 Gain 3 3 -11.7 #
get Mixer001 Gain 3 3 #
```

GetLevel Meter001 #

Call Preset Preset1 #

FactorySet #

Explanation: The commands listed above have been tested. Similar operations can be performed for other modules. The first item input, such as [set, get], is not case-sensitive. The second item, [AnaInput001, Mixer001], must be entered strictly according to your actual device. The third item input, [Mute, Switch], should also be strictly case-sensitive.

Modules with floating-point type values for items: Gain, MaxGain, MinGain, Step

Modules without channels: Expander, Compress, AGC, NHS, Highpass, Lowpass, Limiter, Delay, etc.

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