YAMAHA

MRX Setup Manual

This manual serves as an introduction to possible installation methods and application examples for the MRX series of DSP processors used in conjunction with MTX-MRX Editor control software.

Please refer to the owner's manual on a device about the details of MRX, and refer to the "MTX-MRX Editor User Guide" (PDF file) about the details of MTX-MRX Editor.

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Introduction

The MRX Setup Manual explains how to create setups using the MRX and MTX-MRX Editor. As examples, we will provide simple explanations of the typical setups described below. For detailed parameter settings, refer to "MTX-MRX Editor User Guide" and "MRX Designer User Guide".

When you install MTX-MRX Editor, the three example files described here will be found in the following folders.

32-bit operating system

C:\Program Files\Yamaha\MTX-MRX Editor\V*.*\ProjectFile

64-bit operating system

C:\Program Files(x86)\Yamaha\MTX-MRX Editor\V*.*\ProjectFile

. will be the version of the installed MTX-MRX Editor.

Example 1 : MRX7-D Ballroom-*.mtx

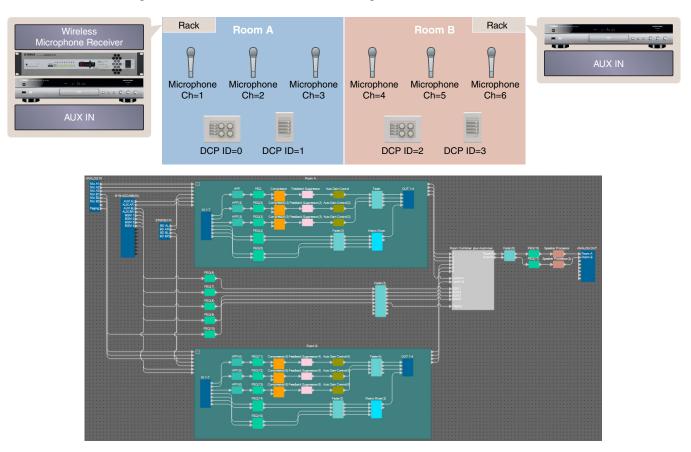
Example 2 : MRX7-D Conference-*.mtx

Example 3 : MRX7-D+PGM1+MCP1 Fitness-*.mtx

-* is a management number. In some cases, there will be no -*.

Example 1) Ballroom where the Room Combiner can be used

This is an example where the sections of the room can be split or combined, as in a ballroom.



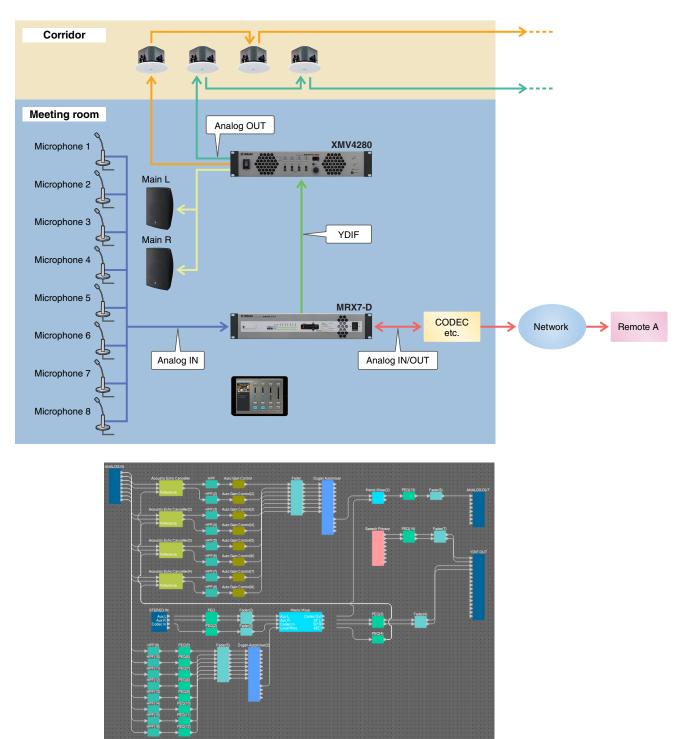
This example assumes that you're using the following equipment.

- MRX7-D × 1
- MY8-ADDA96 $\times 1$
- DCP4V4S \times 2
- DCP4S $\times 2$
- Amplifier
- (two channels of amplification)
- Speakers (the number needed)
- SD memory card × 1
- Background music source such as a Blu-ray player × 2
- Stereo input ports such as an AUX IN $\times 2$
- Wireless microphone receivers (6 channels)
- Wireless microphones $\times 6$

The number of speakers is not specified; choose amplifiers that are suitable for your speaker setup. You will also need to provide the appropriate number of cables.

Example 2) Remote conferencing system that also uses Speech Privacy

This is an example where Speech Privacy is used to prevent the discussion content from being leaked outside of the remote conferencing system room and other external rooms. We'll assume that there is a single remote location, and that there are eight mics in the conference room.



This example assumes that you're using the following equipment.

- MRX7-D × 1
- XMV4280 × 1
- iPad with ProVisionaire Touch installed × 1
- CODEC $\times 1$

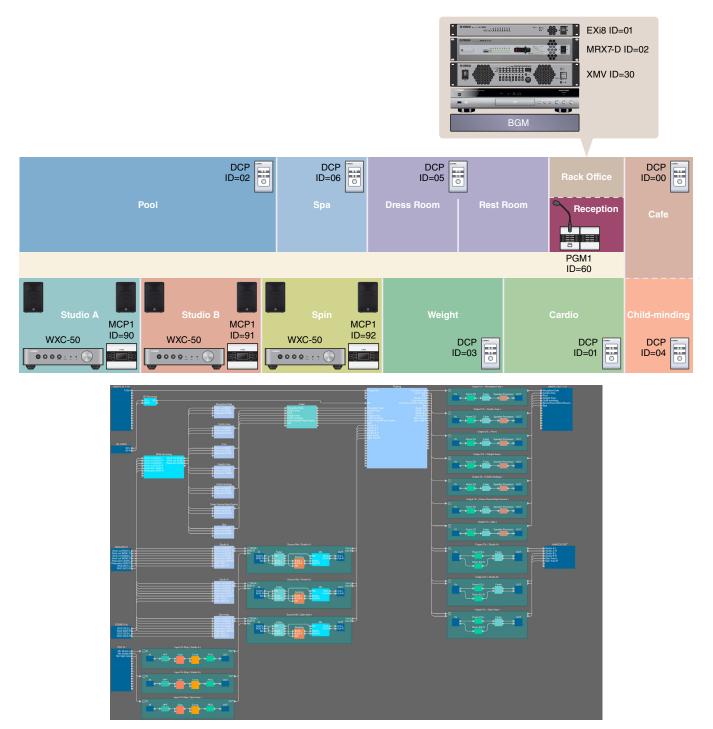
- Speakers (the number needed)
- SD memory card × 1
- Stereo input ports such as an AUX IN $\times 2$
- Microphones × 8

The number of speakers is not specified. You will also need to provide the appropriate number of cables.

Example 3) A paging system using the PGM1

This example envisions a paging system using the PGM1 installed in a space such as a fitness club, and using the MCP1 to switch the background music.

Powered speakers such as the DBR15 are placed in spaces that require high volume.



This example assumes that you're using the following equipment.

- MRX7-D × 1
- EXi8 $\times 1$
- XMV8280-D × 1
- DCP1V4S \times 7
- MCP1 × 3
- PGM1 × 1
- $PGX1 \times 1$
- · PoE-compatible gigabit network switch such as the SWR2100P-5G \times 1
- WXC-50 × 3
- Powered speakers such as the DBR15 \times 6
- XLR (male) output jacks $\times 6$
- (for powered speakers)

- Speakers (the required number)
- SD memory card × 1
- · Background music sources such as a Bluray player $\times 3$
- Wireless mic receivers (for three channels)
- Headset mics for wireless use × 3

The number of speakers is not specified; choose amplifiers that are suitable for your speaker setup. You will also need to provide the appropriate number of cables.

Setup workflow

The following table shows the workflow for connecting equipment such as MTX series signal processors and XMV series power amplifiers to your computer, and making settings in MTX-MRX Editor.

		Example 1	Example 2	Example 3	
Installing MTX-MRX Editor		Page 5			
Starting up MTX-MRX Editor	r		Page 6		
Using the Device Configuration	ion Wizard to create your device setup	Page 7	Page 65	Page 110	
	Placing and connecting the components	Page 13	Page 71	Page 117	
	Compiling	Page 32	Page 88	Page 161	
	Specifying snapshots	Page 33	—	—	
Configuring the pattings on	Setting a parameter link group	Page 38	Page 89	Page 162	
Configuring the settings on the MRX	Making the DCP settings	Page 42	—	Page 166	
	Making MCP1 settings	_	—	Page 176	
	Creating the Remote Control Setup List used by ProVisionaire Touch	_	Page 93	_	
	Storing presets	Page 53	Page 97	Page 185	
Making EXT. I/O settings		-	Page 99	Page 190	
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Powering-on the MRX		Page 62	Page 105	—	
Powering-on the amp	Page 62	Page 105	—		
Specifying the computer's To	Page 62	Page 105	Page 199		
Sending the Speech Privacy	_	Page 106	_		
Taking MTX-MRX Editor onli	Page 63	Page 107	Page 200		
Verifying that the settings we	Page 64	Page 108	Page 201		

For details on PGM1 settings, refer to page 142.

Installing MTX-MRX Editor

In order to connect MRX series devices to your computer, you'll need to download MTX-MRX Editor from the "download" page of the Yamaha Pro Audio website.

http://www.yamahaproaudio.com/

System Requirements

OS Windows 10 (32bit/64bit)	
CPU Core i3/i5 or better	
Memory 4 GB or more	
H.D.D. 230 MB or more free (When you install, need 480 MB or more free.)	
Other Bonjour must be installed, Ethernet (1000BASE-T or higher)	

NOTE

The System Requirements described above are applied to the MTX-MRX Editor version 4.0.0. You can check the latest version information of each program and its system requirements at the following website

http://www.yamahaproaudio.com/

The system requirements may differ slightly depending on the particular computer.

Follow the steps below to install MTX-MRX Editor.

1. After decompressing the downloaded file, double-click "setup.exe" in the decompressed file location.

The MTX-MRX Editor setup wizard will appear.

2. Proceed with the installation as directed by the instructions in the screen.

NOTE

If the computer you're using does not have Bonjour installed, a screen asking you to install Bonjour will appear during the installation.

If you are asked to install Bonjour, download Bonjour from the Yamaha Pro Audio website, and install it. Then install MTX-MRX Editor again.

http://www.yamahaproaudio.com/

Starting up MTX-MRX Editor

Follow the steps below to start up MTX-MRX Editor.

1. Double-click the MTX-MRX Editor icon on the desktop.

NOTE

The "User Account Control" dialog box may appear. Click [Continue] or [Yes].

2. If the "Network Setup" dialog box appears, click [OK] or [Cancel].

You'll be performing the setup during the step "Specifying the computer's TCP/IP address"

3. The "Startup" dialog box will appear; click [New file] and then click [OK].

The "Device Configuration Wizard" will start up. Now you can proceed to make basic settings.

We will use specific examples to explain "Using the Device Configuration Wizard to create your device setup" and subsequent steps.

Example 1) Ballroom where the Room Combiner can be used

Using the Device Configuration Wizard to create your device setup

Before setting the internal configuration on the MRX, use the wizard on the MTX-MRX Editor to create a configuration for the device.

After you've made basic settings, you'll be able to print information about system cabling and ID numbers. Use the following procedure to make basic settings.

1. Type a name for the MTX/MRX System you'll be constructing, and click [Next>].

Tevice Configuration Wizard			x
System #1		0 (
The Device Configuration Wizard guides you through the initial configuration of your system design, and configures device settings. Select and name a new configuration, edit an existing configuration, or clear an existing configuration.		8 (mmis	
SYSTEM NAME System #1			
New			
Edit Configuration Changing the number of devices, type of devices and/or connection will initialize the settings of Word Clock and Dante.			
O Go to Mini-YGDAI Card and Controller Setup.			
© Clear			
Cancel	< Back	Next >	Finish

2. Specify the number of units that will be connected in your MTX/MRX System, and click [Next>].

In "YDIF Connected," specify 1 as the number of MRX7-D units.

🐻 Device Config	guration Wizard											X
Ballroom								8		· •		
Enter the numb	er of devices which a	re co	onnected via YDIF.	Analog, and/or Dant	e.				10			
At least one MT	X or MRX device must	exi	st to make up a sy	stem. After changing	the	Configuration, re-	store the exi	sting Preset	da	ta.		
							->	0		_	-	
DEVICE TYPE	F Connected Number	-	DEVICE TYPE	DG Connected Number	-	DEVICE TYPE	TE Connecte Number	D		DEVICE TYPE	Number	
MRX7-D	1		XMV4140	0 -) ^	PGM1	0	•	•	MCP1	0	•
MTX5-D	0 •		XMV4280	0 •)	XMV4140-D	0	•				
MTX3	0 •		XMV8140	0 •)	XMV4280-D	0	•				
EX18	0 •	=	XMV8280	0 •)	XMV8140-D	0	•				
XMV4140	0 •		XMV4140-D	0 •)	XMV8280-D	0	•				
XMV4280	0 •		XMV4280-D	0 •)							
XMV8140	0 •		XMV8140-D	0 •)							
XMV8280	0 •	آ ج	XMV8280-D	0 -	,			-	-			-
Number of Assig ·MTX/MRX Tot	ned Devices: al: 1 / 4 ·YDIF Total:	1/	8			·MTX/MRX/XI	/IV/EXio: 1	/ 20 ·PGI	M1	/MCP1: 0/20	Project	Total: 1/80
								Cancel		< Back	Next >	Finish

3. Verify that the MRX's UNIT ID is 1, and then click [Next>].

Unless you have specific reasons for doing so, use the UNIT ID that is assigned.

Tevice Configuration Wizard					x
Ballroom			a ()		Ł
Set the Unit IDs. Match the Unit IDs in the list below to the If no devices are present yet, match the p					
YDIF Connected DEVICE TYPE UNIT ID	ANALOG Conne DEVICE TYPE UNIT ID		NTE Connected	DEVICE TYPE Number	
	DEVICE TYPE UNIT ID	DEVICE TYPE		DEVICE TYPE Number	
MRX7-D 01 V		~	*		*
		-	-		-
YDIF MODE DISTRIBUTION *					
			Cancel	< Back Next > Finish	

4. Set the MRX's [UNIT ID] rotary switch and DIP switch.

You will set the computer's IP address after completing the wizard, in "Specifying the computer's TCP/IP address." If the MRX is not nearby, make settings during the step "Connecting the equipment."

Configuration Wizard	
Ballroom Set the Unit ID with the [UNIT ID] rotary switch and DIP switches 1-2 on the device's rear par Connect the computer and the device directly using an Ethernet cable.	
	MRX7-D / MTX5-D
Set IP SETTING (DIP switch 6) to the [UNIT ID] position on the device's rear panel. After setting, reboot the device. Set the computer's IP Address to 192.168.0.253 and the subnet mask to 255.255.255.0 .	
	Cancel < Back Next > Finish

Make the following settings.

MRX7-D	
	UNIT ID = 01 [UNIT ID] rotary switch = 1 DIP switches are all OFF (upward)

5. When you've finished setting the MRX's [UNIT ID] rotary switch and DIP switch, click [Next>].

6. Verify that the MRX is shown, and click [Next>].

Configuration Wizard				×
Ballroom			B ()	
The order of the YDIF connected devices	can be changed by dragging and droppin	ng.	······································	
		- 2		
YDIF Connected DEVICE	ANALOG Connected DEVICE	DANTE Connec DEVICE	ted DEVICE	
01 MRX7-D				
		T	Ŧ	
Refresh			Cancel < Back	: Next > Finish

7. Click [Next>].

On the MRX Designer of the MRX, select the Mini-YGDAI card.

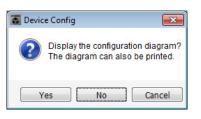
Device Config	guration Wizard		×
Ballroom			Ļ
Select the Mini-	YGDAI card.		
		Mini-YGDAI Card	
DEVICE	CARD TYPE	INFORMATION	
01 MRX7-D	No Assign	Assign Card Type using slot component in MRX Designer Window.	
		Cancel < Back Next > Finish	

8. Choose the model of DCP that is connected to the MRX, enter a device name, and click [Finish].

One DCP4S and one DCP4V4S will be placed respectively in each room, allocated as follows: ID=0 is DCP4V4S in Room A, ID=1 is DCP4S in Room A, ID=2 is DCP4V4S in Room B, ID=3 is DCP4S in Room B.

🐻 Dev	/ice	Confi	guration Wizard						×
	in a	ind na	me the Digital Control Pa sing DCH8 is also poss	inels connected to each MTX or MRX. ible.					
DE	/ICI	E 0	1 MRX7-D 🔻						
1	D		MODEL	Name					
	D	100	DCP4V4S-US/EU	Room A DCP4V4S	^				
	1		DCP4S-US/EU	Room A DCP4S					
:	2	100 100	DCP4V4S-US/EU	Room B DCP4V4S					
:	3		DCP4S-US/EU	Room B DCP4S					
	4		None						
:	5		None						
	6		None						
	7		None		Ŧ				
						Cancel	< Back	Next >	Finish

9. When you see the dialog box "Display the configuration diagram? The diagram can also be printed." click [Yes].



A cabling diagram will appear. If you want, click [Print] to print the diagram. To close the screen, click [Close].

Configuration Dia	agram							×
Ethernet	Connect the cor using Ethernet	nputer and device directly cable.	DCP M 1 2 3 4 fro	nportant - Always set om each MTX or MR)	DCP DIP switch 4 ((only set for one D	(termination) to the ON positio DCP per MTX or MRX).	n for the longest DCP cable r	un
Ballroom DEVICE		Digital Control Panel	This is an example	of a daisy shain as	ppostion	ANALOG	DANTE	
		OH OH OH 1 2 3 4 1 2 3 4 ID=0 ID=1	ID=2 ID=3			D=7	DANTE	
01 MRX7-D								
							>>Page2 Print	Close

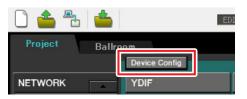
Set the DIP switches of the DCP units as shown in the "Digital Control Panel" section of the schematic diagram. For the last DCP (ID=3), set DIP switch 4 ON (upward).



NOTE

If you want to view the cabling diagram again, do so by choosing [File] menu \rightarrow [Print Configuration Diagram].

If you want to use the Device Configuration Wizard to change the device configuration, click the [Device Config] button in the Project screen.



Configuring the settings on the MRX

Placing and connecting the components

Use the MRX Designer to set an internal configuration on the MRX.

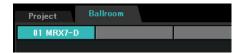
When you have finished each setting, we recommend that you save the configuration from the [File] menu \rightarrow [Save].

NOTE

The "User Account Control" dialog box may display. Click either [Continue] or [Yes].

Starting the MRX Designer

Click the tab for the system name that you set in step 1 of "Using the Device Configuration Wizard to create your device setup" to go to the settings screen.



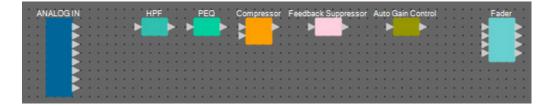
After going to the settings screen, click the "Open MRX Designer" button to start the MRX Designer.



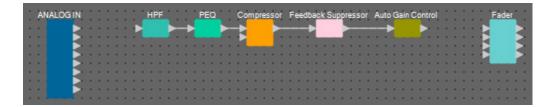
Placing and connecting the components related to the mics in Room A

Here we will place and connect the components related to the mics in Room A.

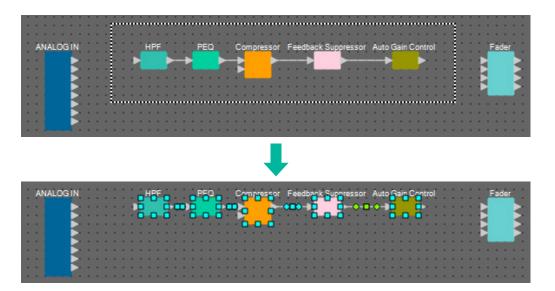
- **1.** Place the components shown below by dragging them from the "Components" area and dropping them into the Design sheet.
 - "ANALOG IN"
 - "HPF" (MONO)
 - "PEQ" (MONO, 4 BAND)
 - "Compressor" (MONO)
 - "Notch FBS" (Feedback Suppressor)
 - "Auto Gain Control" (MONO)
 - "Fader" (4 CH)



2. Connect the space between the ports from "HPF" to "Auto Gain Control" by dragging and dropping.



3. Select the area between "HPF" and "Auto Gain Control", so that the components and wires are selected.



4. Copy the selected components and wires and paste twice, or drag and drop the selected components and wires while holding down <Ctrl>.

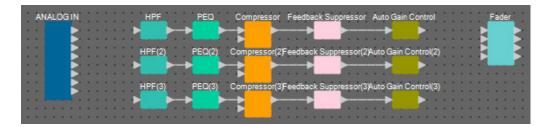
Change the placement of the components as need be.

Here's how to copy:

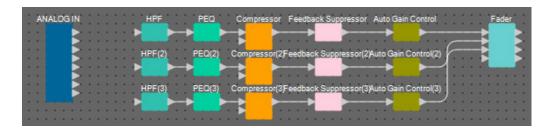
- $\bullet <\!\! \mathsf{Ctrl}\!\! > + <\!\! \mathsf{C}\!\! >$
- Right-click and select [Copy] from the context menu
- Select [Copy] from the [Edit] menu

Here's how to paste:

- <Ctrl> + <V>
- Right-click and select [Paste] from the context menu
- Select [Paste] from the [Edit] menu



5. Connect each Auto Gain Control to the Faders.



6. Double-click "Fader."

The "Fader" component editor will appear.



7. Turn channel 4 (which has not been connected) off, and click the [x] button at the top right-hand corner to close the component editor.

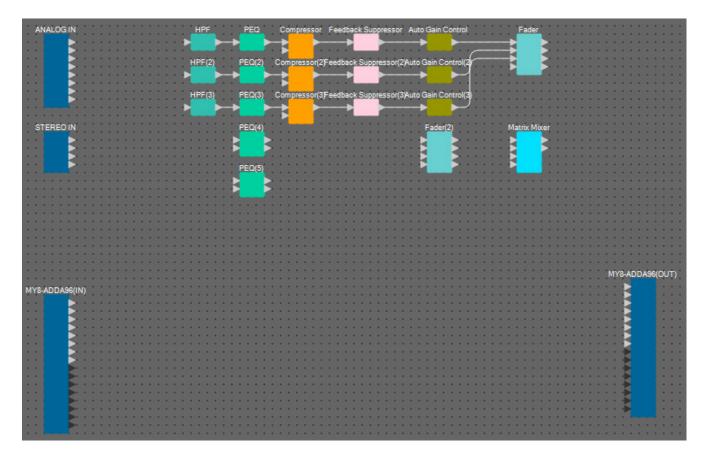


Placing and connecting the components not related to the mics in Room A

Place and connect the components related to the Blu-Ray player and input from AUX IN in Room A.

1. Place the components shown below by dragging them from the "Components" area and dropping them into the Design sheet.

- "STEREO IN"
- "SLOT" (MY8-ADDA96)
- "PEQ" (STEREO, 4 BAND) $\times 2$
- "Fader" (4 CH)
- "Matrix Mixer" (IN=4, OUT=2)



2. Connect the space between the ports from "PEQ" to "Matrix Mixer" by dragging and dropping.

PEQ(4)		Fader(2)	Matrix Mixer
PEQ(5)	f		

3. Double-click "Fader(2)."

The "Fader" component editor will appear.



4. Turn channels 3 and 4 off.

Register whether the [ON] button will switch to AUX or BD in the parameter link group. This will turn fader channels 3/4 off when channels 1/2 are on, and fader channels 3/4 on when channels 1/2 are off. Do not make any changes from this point on.

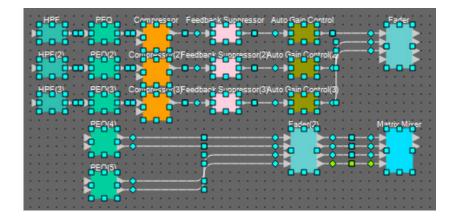


5. Click the [x] button at the top right-hand corner to close the component editor.

Encapsulating the Room A components as a block

Since the same components are to be connected for Room B, we'll use the User Defined Block function to make work easier, encapsulating the components as a block.

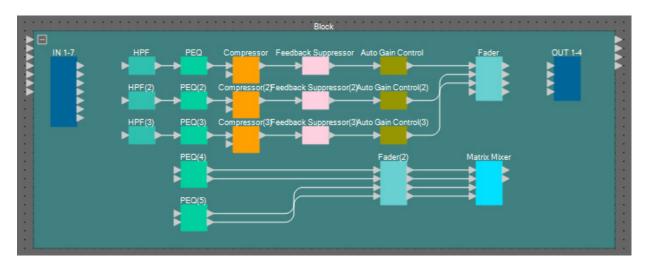
1. Select the area outside of the input/output components, and select the components and wires.



2. Select [Create User Defined Block] in the [Edit] menu. Change the IN value to "7" and the OUT value to "4" in the dialog box, and click [OK].

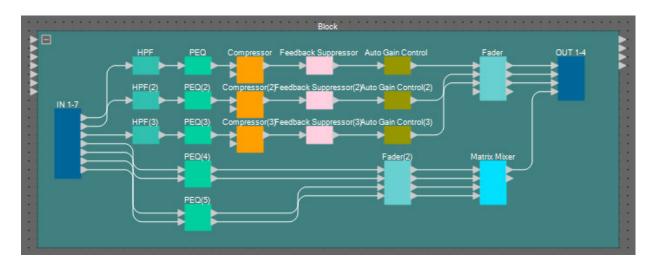
🔣 User De	ef 👝	
IN	7	-
OUT	4	•
	ОК	Cancel

3. Change the position and size of the User Defined Block and the components as necessary.

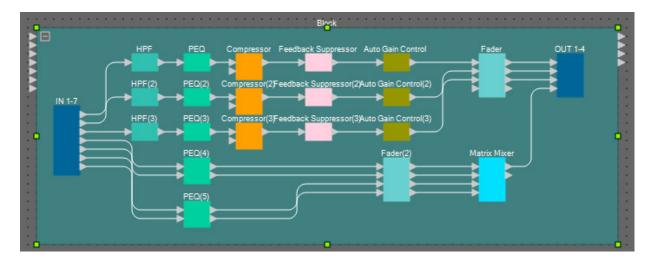


4. Make the following connections with the User Defined Block.

	1	HPF	1		1		1
	2	HPF(2)	1	Fader	2		2
	3	HPF(3)	1		3		3
IN	4		1L			OUT	
	5	PEQ(4)	1R	Matrix Mixer	4		4
	6	PEQ(5)	1L		I		4
	7	F LQ(3)	1R				



5. Click somewhere besides the User Defined Block components and wires, and select the User Defined Block.



6. Change the name of the User Defined Block using [Label] in the "Properties" area to "Room A."

🗒 Save S	
E 2 ↓ E Save S	ityle
User Defined Bloc	
Form 7In / 4Out	
Label Room A	
🗆 Display	
Font Microsoft Sar	is Se
Font Color 255, 255,	255.
Background Co 📰 255, 64, 1	28, 1
Foreground Col 📰 255, 64, 1	28, 1
Border Color 🚺 255, 44, 8	38, 88
Brush Style SimpleGradier	ntVer
E Location 190, 70	
From End Segn 0	
To End Segmer 0	

Displaying the port name in the input component

To eliminate confusion when making further connections, enter the port name in the "Port Name" dialog box. To open the "Port Name" dialog box, click a port of an input component, and click the button that's located at the right of the edit area for [Label] in the "Properties" area.

The port names for ANALOG IN can be inputted by double-clicking the component to display the "ANALOG IN" component editor.

In this example, we have used the following port names.

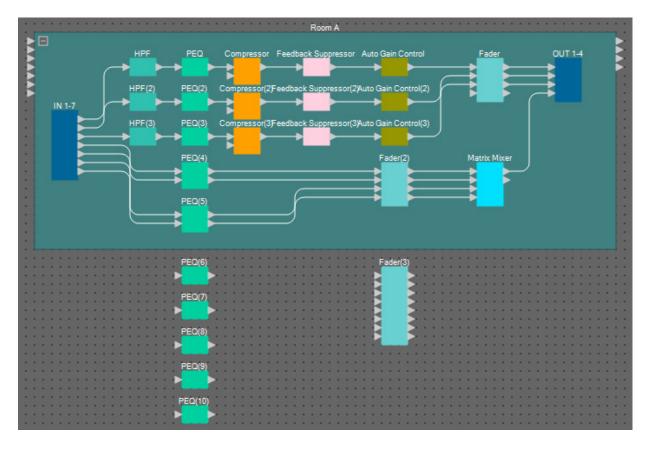
	_	_		_	_
A	NAL	DG	IN		
	Mic	A1			
	Mic	A2			
	Mic Mic	A3			•
	Mic	B1			
	Mic	D 2			
	Mic	B3			
					•
	Pag	ina			
	-	-	100		•
					•
	ER	EO	IN		•
	BD	AL			•
	BD.	AR			
	BD	BL			•
	BD				
			100		•
		•		1	•
		•			•
		•			•
		•			•
		•	• •		•
	• •	•	• •		•
		•			•
		10	• •		•
	• •	•	• •		•
	• •	•	• •		•
	• •	•	• •		•
MY	8-AF	nn.	96	IN	:
7 7	AL	JX.	AL I	2	1
• •	AL	IX. JX	٩R	2	:
	AL	IX.	BL	2	-
• •	AL	X	SR.	2	-
1 1		GI	11	2	7
• •		GI	12	2	-
• •			13		1
	E	G	14		1
1 1					1
• •					-
• •					-
• •					1
• •					1
• •				-	1
10.10					7

1	Mic A1
2	Mic A2
3	Mic A3
4	Mic B1
5	Mic B2
6	Mic B3
8	Paging
1L	BD AL
1R	BD AR
2L	BD BL
2R	BD BR
1	AUX AL
2	AUX AR
3	AUX BL
4	AUX BR
5	BGM 1
6	BGM 2
7	BGM 3
8	BGM 4
	2 3 4 5 6 8 1L 1R 2L 2R 1 2R 1 2 3 4 5 6 7

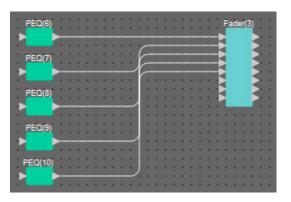
Placing and connecting the input-related components that are common to Rooms A/B

Here we will place and connect the components related to BGM and the paging mic.

- **1.** Place the components shown below by dragging them from the "Components" area and dropping them into the Design sheet.
 - "PEQ" (MONO, 4 BAND) × 5
 - "Fader" (8 CH)



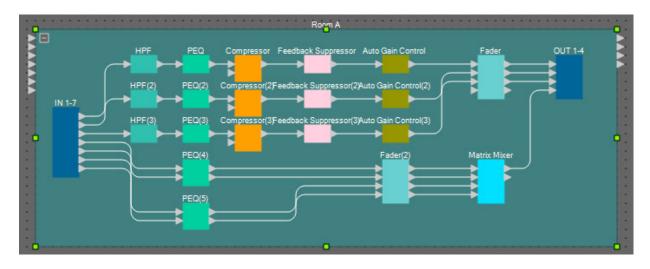
2. Connect each PEQ and fader.



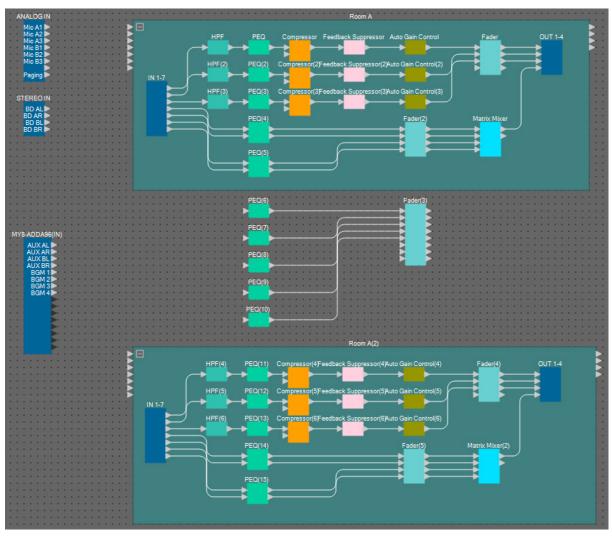
Creating Room B

Copy the User Defined Block for Room A to create Room B.

1. Click somewhere besides the User Defined Block components and wires of Room A, and select the User Defined Block.



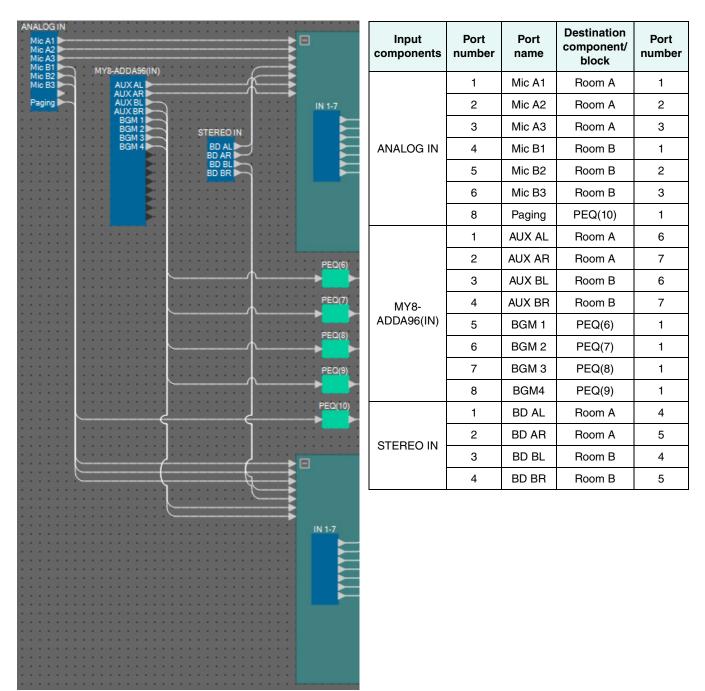
- **2.** Drag and drop a User Defined Block while holding down <Ctrl>. The User Defined Block will be copied to the place where it is dropped.
- **3.** Change the position and size of the User Defined Block as necessary.



4. Change the name of the User Defined Block that you pasted to "Room B", by using [Label] in the "Properties" area.

Connecting to the input components

The input components are connected to other components as shown below.

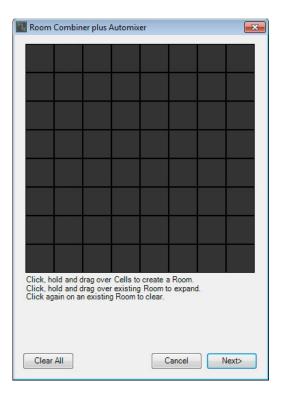


Placing and connecting the "Room Combiner plus Automixer" component

Place and connect the "Room Combiner plus Automixer" component, which manages the division and combining of rooms.

1. From the "Components" area, drag the "Room Combiner plus Automixer" component and drop it on the design sheet.

The room design dialog box will appear.



2. Drag the cells to create a room, and then click the [Next] button.

This time, we will create two rooms, since we have both Room A and Room B. In this example, each room will take up four cells.

Roor	n Combin	er plus /	Automix	er			×
1	1	2	2				
1	1	2	2				
Click, Click, Click a	hold and o hold and o again on a	drag over drag over n existing	Cells to rexisting g Room t	create a Room t o clear.	a Room. o expand	ł.	_
Clea	ar All			(Cancel		lext>

3. Click the rooms and change the numbers as necessary, and then click the [Next] button.

٦,	Room	Combin	er plus A	Automix	er		e	ĸ
	1	1	2	2				
	1	1	2	2				
	Click on	assigne	d Cells t	o re-num	ber Roo	ms.		
(Restart	numberi	ng		0	Cancel	lext>)

4. Set the [Total Microphones] to [6].

Room	Comb	iner plu	us Auto	mixer					×
Assign	Assign Microphone Inputs for each Room.								
T1 M		nes 🧯							
Total M	0								
Room	1	2	3	4	5	6	7	8	<u> </u>
Mic1									
Mic2									
Mic3									
Mic4									
Mic5									E
Mic6									-
Mic7									
Mic8									
Mic9									
Mic10									
Mic11									- C
Mic12									
Mic13									
Mic14									
Mic15									
Mic16									-
					(Cancel		Creat	e

T		nes 🚦		-				
Total Mi Room	cropno	nes e	3	4	5	6	7	8
Mic1	1	2	3	4	C	b	/	ð
Mic1 Mic2								
Mic2			8 8				s s	
Mic3	_	_		2			<u>.</u>	2
Mic4								
Mic6				<u>i</u>				
Mic7	_			8			8 - S	
Mic8								
Mic9						-		
Mic10					1			
Mic11			î î					
Mic12								
Mic13								
Mic14								
Mic15								
Mic16								

5. Click the spaces to allocate Mic4, Mic5, and Mic6 to Room 2.

6. Click the [Create] button.

"Room Combiner plus Automixer" is placed in the design sheet.

R	oon	n Co	ombi	ner	plus	i Al	to	mi	xe	٢.
1			1			9	0			
			H							
1			ы			2	1	1	1	1
1		1	H.		- 1			1	1	
٠		• •			- 1				•	•
٠			12		- 1					
٠		• •								
۰.		1.1	-				۰.		۰.	×
٠							٠		۰.	٠
×							×		٠	×
÷			88						÷	
			E.				×.		۰.	×
			Б.						۰.	٠
×										×
÷			12							
			88				х.		۰.	×
			и.							

7. Click the "Room Combiner plus Automixer" port, and click the button that's located at the right of the edit area in "Properties."

The "Port Name" dialog box will appear.

IN	Port Name	OUT	Port Name
1		Room 1	
2		Room2	
3			
4			
5			
6			
Local In1			
Local In2			
BGM1			
BGM2			
BGM3			
BGM4			
Paging			

8. Click the [Set Default Name] button.

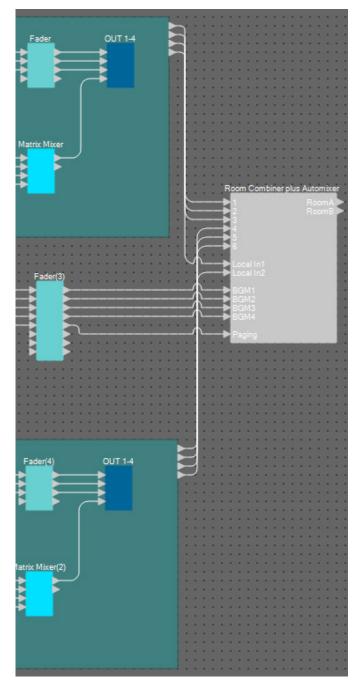
A default name is entered as the port name.

IN	Port Name	OUT	Port Name
1	1	Room 1	Room1
2	2	Room2	Room2
3	3		
4	4		
5	5		
6	6		
Local In1	Local In1		
Local In2	Local In2		
BGM1	BGM1		
BGM2	BGM2		
BGM3	BGM3		
BGM4	BGM4		
Paging	Paging		

9. Change the Room 1 port name to Room A, change the Room 2 port name to Room B, and click the [OK] button.

IN	Port Name	OUT	Port Name
1	1	Room 1	Room A
2	2	Room2	Room B
3	3		
4	4		
5	5		
6	6		
Local In1	Local In1		
Local In2	Local In2		
BGM1	BGM1		
BGM2	BGM2		
BGM3	BGM3		
BGM4	BGM4		
Paging	Paging		

10. Make the input connections to the "Room Combiner plus Automixer" as shown below.



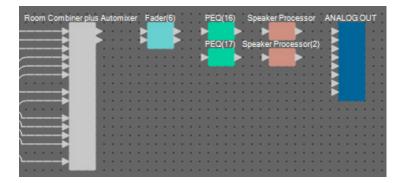
Source component/ block	Port number	Room Combiner plus Automixer input port
Room A	1	1
Room A	2	2
Room A	3	3
Room B	1	4
Room B	2	5
Room B	3	6
Room A	4	Local In1
Room B	4	Local In2
Fader(3)	1	BGM1
Fader(3)	2	BGM2
Fader(3)	3	BGM3
Fader(3)	4	BGM4
Fader(3)	5	Paging

Placing and connecting components from "Room Combiner plus Automixer" to analog outputs

Here we will place and connect the necessary components from the "Room Combiner plus Automixer" to the analog outputs.

1. Place the components shown below by dragging them from the "Components" area and dropping them into the Design sheet.

- "Fader" (2 CH)
- "PEQ" (MONO, 6 BAND) × 2
- "Speaker Processor" (1 Way) \times 2
- "ANALOG OUT"



2. Make the connections from the "Room Combiner plus Automixer" to the "ANALOG OUT."

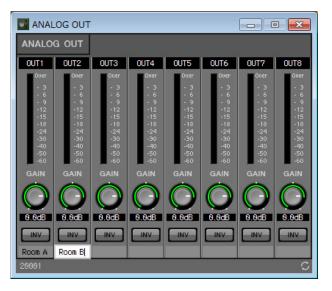
Room Combiner plus	i Ai	Jto	mi	xe	r	F	ade	er(6)	•	•	•	PI	Ξ0	(1	6)	• •	Sp	ea	ke	er P	ro	ce	55	or	1	AN	AL	.0	G	ou	т	
					B	Ì				ġ	-	7	2	=0				pe		2	Br.		2		12	~	E					:	
	•	÷				ł	ł		d		l	•	ŗ			1	-	he.	-)					_	5		E	2				•	
	:	•	-	•	-	-	-	•	-	1		:	1	2	P	f	:	1	-	•	•	•	•			-							ł
	-	-			-				-	-		•	-	ł	-		-	-	-		-	-			ł	-	t	1					
	•	:	:	•	•	•	•	•	1	1	•	:	1	:	1	:	1	•	:	:	1	:	•	•		1	:	•			•		
	•	:	•	•	•	•	•	•	•	:		•	•	:	:	•	•	:	•	•	•	:	•	•	•	:	•	•	:	:			
` ►	•	1	:	:	•	•	•	:		1	•	:		:		:		:	:	:		:	•	:		1	:	:		:	1	•	
·	•		•	•	•	•	•	•	•		•	•	•	:	•	•	•		•	•	•	•	•	•	•	•	•	•	•		:	•	1

3. Double-click "ANALOG OUT."

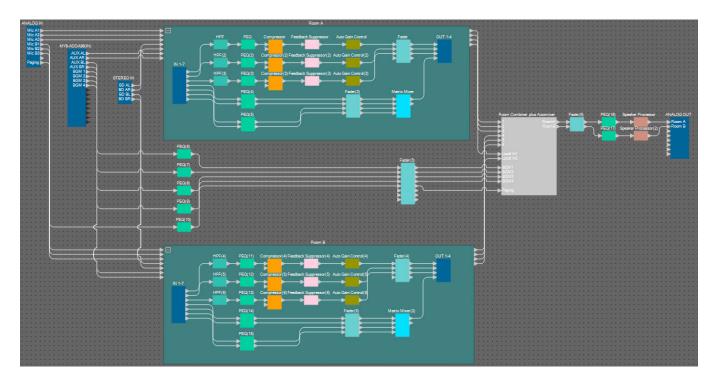
The "ANALOG OUT" component editor will appear.



4. Set the port name of OUT 1 to "Room A", and the port name of OUT 2 to "Room B."



5. Click the [x] button at the top right-hand corner to close the component editor.



Now you're finished placing and connecting the components. Change the placement of the components and change the wiring as need be.

Compiling

This analyzes the placement and wiring of the components in the MRX, to determine whether there are any problems.

1. Click the [Compile] tool button (Higher Compile).

Start the analysis.

2. Confirm the analysis results.

If the message "Completed successfully" is displayed in the "Message" field, there were no problems. If a problem was detected, click the [Detail] button to check how to solve the problem and to correct it.

🔣 Compile		×
Ballroom		Detail >
Message		
Compile Successful.		
-01 MRX7-D		
DSP		
Processing	49%	
Memory	1%	
Connections	OK	
Latency (44. 1kHz)	3.12ms	
Latency(48kHz)	2.87ms	
System Resource 1 U	sage 11%	
System Resource2 U	sage 13%	
		OK

Now you're finished compiling.

Specifying snapshots

In this example, we'll operate a DCP switch to switch between split and combined rooms. Although you can simply recall the presets for split rooms and for combined rooms respectively, you can make quicker changes to the settings just by turning the Combine button in the "Room Combiner plus Automixer" editor on and off, rather than recalling all of the parameters.

Now, we'll explain how to create a snapshot.

1. Open the "Parameter Sets" area on the left side of the MRX Designer.

	Components	
	Parameter Sets	무 ×
Step 2	New Add Device	Delete
	Uuplicate	
	Click 'New' button to create Pa Set.	arameter
	Snapshot	
	Store Recall	Clear
	No Name Fa	ade Time
	ග Parameter Link Group	
	ග Gang Edit Group	22

2. Click the [New] button.

A dialog box for setting the parameter set name will appear.

🔟 Parameter Set	×
Name Param, Set(1)	
Ōĸ	<u>C</u> ancel

3. Input [Room Combine] and click the [OK] button.

A parameter set named "Room Combine" will display in the "Parameter Sets" area.

📳 Parame	ter Sets	
New	Add Device	Delete
Duplicate]	
ΞΞ		
😰 Roor	n Combine	

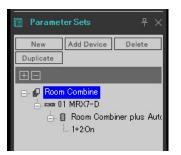
4. Double-click "Room Combiner plus Automixer."

The "Room Combiner plus Automixer" component editor will appear.

Room Combiner plus Aut	tomixer	
Room 1	Room 2	
Room 1	Room 2	Dugan Automixer
		ROOM COMBINE
		Room 1+2
38899		1+2:On 🗘

5. While holding down <Ctrl>, drag and drop the [Room 1+2] button () into [Room Combine] in the "Parameter Sets" area.

The parameters for 1+2 will be registered in the "Room Combine" parameter set.



6. To create a snapshot of the split rooms with the Room Combiner, click on "Snapshot" number 01, while the rooms are two different colors in the "Room Combiner plus Automixer" component editor.

S	tore	Recall	
0	Name		Fade Time

7. Click the [Store] button.

A dialog box for setting the snapshot name will appear.



8. Input [Split] and click the [OK] button.

A snapshot named [Split] will display in "Snapshot."

S	tore	Recall	Clear
No	Name		Fade Time
01	Split		0:00:00.0
02			
03			
04			
05			

9. To create a snapshot of the combined rooms with the Room Combiner, click the [Room 1+2] button ()) in the "Room Combiner plus Automixer" component editor.

The rooms will be combined.

Room Combiner plus Au	tomixer	- • •
Room 1 Room 1	Room 2 Room 2	Dugan Automixer
		Room 1+2
38899		1+2:0n C

10. Click on "Snapshot" number 02, while the rooms are the same color in the "Room Combiner plus Automixer" component editor.

S	tore	
No	Name	Fade Time
01	Split	0:00:00.0
02		
03		
04		
05		

11. Click the [Store] button.

A dialog box for setting the snapshot name will appear.

🚺 Snapshot	— ×-
Name Snapshot 02	<u>C</u> ancel

12. Input [Combined] and click the [OK] button.

A snapshot named [Combined] will display in "Snapshot."

Snapshot							
S	tore	Recall	Clear				
No	Name		Fade Time				
01	Split		0:00:00.0				
02	Combine	ed	0:00:00.0				
03							
04							
05							

Now you're finished setting the snapshots. When you recall the [Split] snapshot, the room will be split; and when you recall the [Combined] snapshot, the rooms will be combined.

Setting a parameter link group

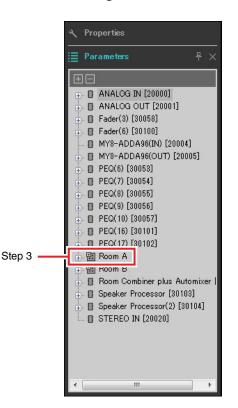
In this example, we'll see how we can avoid the unnecessary use of DCP switches and knobs, such as by assigning a single fader to a stereo pair of inputs (such as a Blu-Ray player or AUX In), or by making a single ON button for both L and R. Here we'll create a parameter link group that links multiple parameters such as levels or ON/OFF, so that we can change multiple parameters at the same time with a DCP knob or button.

As with snapshots, parameter link groups are registered by dragging and dropping while holding down <Ctrl>. However, in this example we will use a different method, since there are a total of 24 parameters to change. The same operation can be used with snapshots.

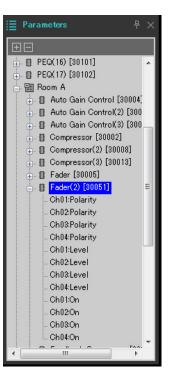
1. Open the "Parameter Link Group" area on the left side of the MRX Designer, in order to check the parameters that are registered.

Parameter Sets Parameter Link Group P	
ග Parameter Link Group 🛛 🗕 🛓	_
	¢
New Delete Open	
Ξ	
Click 'New' button to create Parameter Link Group.	

2. Open the "Parameter" area on the right side of the MRX Designer.

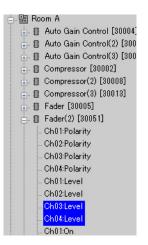


3. Since the AUX level of Room A is adjusted using "Fader(2)" of Room A, open [Room A] \rightarrow [Fader(2)] in the "Parameters" area.



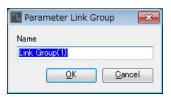
4. After clicking [Ch03:Level], hold down <Ctrl> and click [Ch04:Level].

You can select multiple items while holding down <Ctrl> and clicking. To select continuous parameters, click the start parameter, hold down the <Shift> and then click on the end parameter.



5. Do a right-click and select [Add to Parameter Link Group] \rightarrow [Add New Group].

A dialog box for setting the parameter link group name will appear.



6. Input [RoomA Aux Level] and click the [OK] button.

The [Room A Aux Level] group will be generated in the "Parameter Link Group" area, and the Link Master editor will appear.



7. Select [Absolute] on the Link Master editor combo box.

8. Double-click "Fader(2)" for Room A.

The "Fader(2)" component editor will appear.

- **9.** Move the fader in the Link Master editor, and confirm that channels 3 and 4 in the "Fader(2)" component editor are linked together.
- **10.** Click the [x] buttons at the top right-hand corner of the Link Master editor and the "Fader(2)" component editor to close the editor and component editor.

Parameter link group name	Components	Parameters	Link Master editor combo box settings
RoomA BD Level	[Doom A] > [Fodor(2)]	Ch01:Level	Absolute
ROOTIA DD Level	$[\text{Room A}] \rightarrow [\text{Fader(2)}]$	Ch02:Level	Absolute
		Ch01:On	
RoomA BD-AUX On/Off	$[Room\;A]\to[Fader(2)]$	Ch02:On	Opposito
	$[\text{ROOIT} A] \rightarrow [\text{ROOIT}(2)]$	Ch03:On	- Opposite
		Ch04:On	
		In01Out01:On	
RoomA Matrix On/Off		In02Out01:On	- Faugl
Rooma Mainx On/Oli	$[\text{Room A}] \rightarrow [\text{Matrix Mixer}]$	In03Out01:On	- Equal
		In04Out01:On	
RoomB Aux Level	[Deem D] . [Feder/[]]	Ch03:Level	Absolute
ROOMB AUX LEVEI	$[\text{Room B}] \rightarrow [\text{Fader(5)}]$	Ch04:Level	Absolute
RoomB BD Level	[Deem D] . [Feder/[]]	Ch01:Level	Absolute
ROOMB BD Level	$[Room B] \to [Fader(5)]$	Ch02:Level	Absolute
		Ch01:On	
	[Deem D] . [Feder/[]]	Ch02:On	Onnosite
RoomB BD-AUX On/Off	$[Room \ B] \to [Fader(5)]$	Ch03:On	- Opposite
		Ch04:On	
		In01Out01:On	
Deem P. Metrix On /Off		In02Out01:On	Fauel
RoomB Matrix On/Off	$[\text{Room B}] \rightarrow [\text{Matrix Mixer(2)}]$	In03Out01:On	– Equal
		In04Out01:On	

Repeat step 2 through 10 to create the following parameter link groups.

This parameter link group switches [Room BD-AUX On/Off] to either AUX or BD. This will turn fader channels 3/4 off when channels 1/2 are on, and fader channels 3/4 on when channels 1/2 are off.

Now you're finished setting the parameter link group.

Making the DCP settings

Allocates parameters to the DCP4V4S and DCP4S in each room, so that they can be changed by operating a switch or knob.

Set the library name to "Room Split" if the room is split, and to "Room Combine" if the rooms are combined. Allocate the following parameters to the switches and knobs. (The steps for allocating parameters will be explained later.)

DCP	Switch/knob	Component, snapshot, or parameter link group that includes the set parameter	Parameters
DCP4V4S for	Switch 1	Room Combiner plus Automixier	Mics [ON] button for Room 1
Room A	Switch 2	Room Combiner plus Automixer	BGM [ON] button for Room 1
	Switch 3	RoomA BD-AUX On/Off for parameter link group	[ON] button for Link Master
	Switch 4	RoomA Matrix On/Off for parameter link group	[ON] button for Link Master
	Knob 1	Room Combiner plus Automixier	Mics knob for Room 1
	Knob 2	Room Combiner plus Automixier	BGM knob for Room 1
	Knob 3	RoomA BD Level for parameter link group	Link Master fader
	Knob 4	RoomA Aux Level for parameter link group	Link Master fader
DCP4S for	Switch 1	Preset	01 Split *
Room A	Switch 2	Preset	02 Combine *
	Switch 3	Room Combiner plus Automixier	Room 1 BGM list (Inc/Upper Limit=4)
	Switch 4	Room Combiner plus Automixier	Room 1 BGM list (Dec)
DCP4V4S for	Switch 1	Room Combiner plus Automixier	Mics [ON] button for Room 2
Room B	Switch 2	Room Combiner plus Automixier	BGM [ON] button for Room 2
	Switch 3	RoomB BD-AUX On/Off for parameter link group	[ON] button for Link Master
	Switch 4	RoomB Matrix On/Off for parameter link group	[ON] button for Link Master
	Knob 1	Room Combiner plus Automixier	Mics knob for Room 2
	Knob 2	Room Combiner plus Automixier	BGM knob for Room 2
	Knob 3	RoomB BD Level for parameter link group	Link Master fader
	Knob 4	RoomB Aux Level for parameter link group	Link Master fader
DCP4S for	Switch 1	Preset	01 Split *
Room B	Switch 2	Preset	02 Combine *
	Switch 3	Room Combiner plus Automixier	Room 2 BGM list (Inc/Upper Limit=4)
	Switch 4	Room Combiner plus Automixier	Room 2 BGM list (Dec)

• "Room Split" parameters

* The preset has not been configured at this time, so only the preset number is displayed. By recalling the preset, you will be able to tell which preset was recalled by looking at the indicator on the DCP4S switch. (When using the DCP switch to switch the Combine button on and off, you won't be able to tell whether it is on or off just by looking at the DCP.)

For the "Room Combine" parameters, use the "Room Split" parameters, but change the red characters to "1" or "A."

Now, we'll explain how to set the parameters for switch 1 (parameter) of the DCP4V4S, and for switch 1 (preset) of the DCP4S in Room A. This time, we'll explain how to do this by dragging and dropping the parameters while holding <Ctrl> using the component editor and so on; but you can also drag and drop from the "Parameters" area while holding <Ctrl>.

1. Select [Digital Control Panel] from the [Controller] menu.

The "Digital Control Panel" dialog box will appear.

🔃 Digital Control Panel					×
Library	01 MRX7-D 🔻	Room A DCP4V4S 🔻			
Save Load	DCP4V4S-US/EU	Parameter Assign Dimme	er & Lock S	Source Select	
No. No Data] 01 [No Data] 02 [No Data] 03 [No Data] 04 [No Data] 05 [No Data] 06 [No Data] 07 [No Data] 08 [No Data] 09 [No Data] 10 [No Data] 11 [No Data]		FUNCTION FUNCTION FUNCTION No Assign No Assign ANo Assign	DEVICE	PAR	AMETER
12 [No Data] 13 [No Data] 14 [No Data]		FUNCTION	DEVICE	PAR	AMETER
15 [No Data] 16 [No Data] 17 [No Data] 18 [No Data]		1 No Assign 2 No Assign 3 No Assign			
19 [No Data] 20 [No Data] 21 [No Data]		4 No Assign			
Copy Paste Clear To apply the settings, associ and then recall the Preset.	ate the Library with a P	reset in the Preset dialog,			Close

2. Double-click "Room Combiner plus Automixer."

The "Room Combiner plus Automixer" editor will appear.

Room Combiner plus Au	tomixer	
Room 1 Room 1	Room 2 Room 2	Dugan Automixer
		ROOM COMBINE
		Room 1+2
38899		1+2:On 🗘

3. Double-click "Room 1" or "Room 2."

The Combiner parameter setting window will appear.



4. Turn all of the [ON] buttons on.

Since the buttons are off by default, you will not be able to hear any sound.



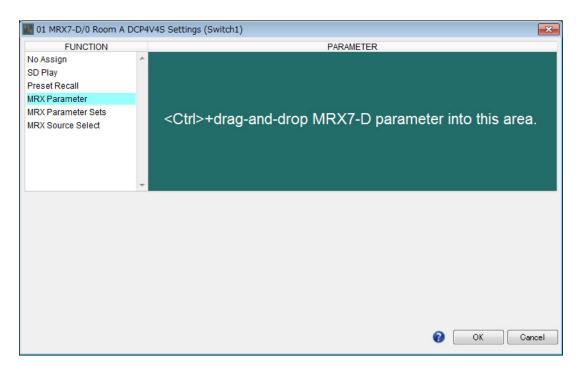
5. Click the "Switch" [1] button on the "Digital Control Panel" dialog box.

The "Settings" dialog box will appear.

I MRX7-D/0 Room A DCP4V4S Settings (Switch1)								
FUNCTION			DEVICE		PARAMETER1		PARAMETER2	
No Assign SD Play Preset Recall MRX Parameter MRX Parameter Sets MRX Source Select	*	*		*		*		*
	-	-		-		-		-
						0	OK Can	cel

6. Click [MRX Parameter] under "FUNCTION."

The screen changes to a screen where you can register the [MRX Parameter].



7. Drag and drop the Mics [ON] button for Room 1 in the Combiner parameter settings window to the "PARAMETER" area in the "Settings" dialog box, while holding down <Ctrl>.

This will register the Mics [ON] button for Room 1.

01 MRX7-D/0 Room A DCP4V4S Settings (Switch1)							
FUNCTION		PARAMETER					
No Assign SD Play Preset Recall	*						
MRX Parameter MRX Parameter Sets MRX Source Select		01 MRX7-D Room Combiner plus Automixer Room01:Mics:On					
	-	<ctrl>+drag-and-drop MRX7-D parameter into this area.</ctrl>					
		OK Cancel					

8. Click the [OK] button.

The "Digital Control Panel" dialog box will be displayed, with the Mics [ON] button for Room 1 registered.

Digital Control Panel						×
Library	01 MRX7-D 🔻	0 Room A DCP4V4S 🔻				
Save Load		Parameter Assign	Dimmer &	Lock	Source Select	
No. Name	DCP4V4S-US/EU	Switch		751		
01 [No Data]		FU	NCTION	DEVICE	PA	RAMETER
02 [No Data] 03 [No Data]		1 MRX Par	ameter	01 MRX7-D	Room Combine	r plus Automixer_1+2:
04 [No Data]						
05 [No Data]		2 No Assig	n			
06 [No Data]		D Na Assis	_			
07 [No Data]		3 No Assig	n			
		4 No Assig	n			
09 [No Data] 10 [No Data]						
11 [No Data]		1				}
12 [No Data]		Knob				
13 [No Data]		FU	NCTION	DEVICE	PA	RAMETER
14 [No Data]		1 No Assig	n			
15 [No Data] 16 [No Data]						
17 [No Data]		2 No Assig	n			
18 [No Data]		3 No Assig	n			
19 [No Data]						
20 [No Data]		4 No Assig	n			
21 [No Data]						
Copy Paste Clear		<i></i>				L
To apply the settings, assoc and then recall the Preset.	iate the Library with a F	reset in the Preset dialog	.)			Close

9. Register the other parameters as shown in steps 2 through 7.

The Link Master editor for the parameter link group can be displayed by right-clicking on the parameter link group and selecting [Open Link Master] from the context menu.

🔣 Digital Control Panel						— ———————————————————————————————————
Library	01 MRX7-D 🔻	0 Room A DCP4V4	s 🔹			
Save Load		Parameter Assig	gn Dimmer	& Lock	Source Select	
No. Name	DCP4V4S-US/EU	Switch				
01 [No Data]			FUNCTION	DEVICE	PA	RAMETER
02 [No Data]			RX Parameter	01 MRX7-D	Room Combine	r plus Automixer_Roo
03 [No Data] 04 [No Data]				or more b		
05 [No Data]		2 MF	RX Parameter	01 MRX7-D	Room Combine	r plus Automixer_Roo
06 [No Data]						
07 [No Data]		3 MF	RX Parameter		RoomA BD-AUX	On/Off_On
08 [No Data] =			RX Parameter		RoomA Matrix O	n/Off On
09 [No Data]		4 WI	A raiameter		KOOTHA Maurix O	1/01_01
10 [No Data] 11 [No Data]						
12 [No Data]		Knob				
13 [No Data]			FUNCTION	DEVICE	PA	RAMETER
14 [No Data]			RX Parameter	01 MRX7-D	Room Combine	r plus Automixer_Roo
15 [No Data]						,
16 [No Data]		2 MF	RX Parameter	01 MRX7-D	Room Combine	r plus Automixer_Roo
17 [No Data] 18 [No Data]						
19 [No Data]		3 MF	RX Parameter		RoomA BD Leve	el_Level _ [-∞dB - 10.0
20 [No Data]			RX Parameter		RoomA Aux Leve	el Level [-∞dB - 10
21 [No Data] 🚽			or alameter		AUDITIA AUX LEV	
Copy Paste Clear		k				J
	ista tha Library with a P	react in the Draad	dialag			
To apply the settings, assoc and then recall the Preset.	late the Library with a P	reset in the Preset	dialog,			Close

10. Click No. 01 in the "Library", and then click the [Save] button.

The "Save Library" dialog box will appear.

🔣 Save L	library		—
Name:	_ibrary01		
		ОК	Cancel

11. Input [Room Split] and click the [OK] button.

The data will be registered in No. 01 of the "Library."

🔣 Digital Control Panel						
Library	01 MRX7-D 🔻	Room A DCP4V4S	•			
Save Load		Parameter Assign	Dimmer	& Lock	Source Select	
No. Name	DCP4V4S-US/EU	Switch			0.7	
01 Room Split			FUNCTION	DEVICE	PA	RAMETER
02 [No Data] 03 [No Data]		1 MRX F	arameter	01 MRX7-D	Room Combine	r plus Automixer_Roo
04 [No Data] 05 [No Data]		2 MRX F	arameter	01 MRX7-D	Room Combine	r plus Automixer_Roo
06 [No Data] 07 [No Data]		3 MRX F	arameter		RoomA BD-AUX	On/Off_On
08 [No Data] = 09 [No Data]		4 MRX F	arameter		RoomA Matrix O	n/Off_On
10 [No Data] 11 [No Data]		Knob]
12 [No Data] 13 [No Data]			FUNCTION	DEVICE	PA	RAMETER
14 [No Data] 15 [No Data]		1 MRX F	arameter	01 MRX7-D	Room Combine	r plus Automixer_Roo
16 [No Data] 17 [No Data]		2 MRX F	arameter	01 MRX7-D	Room Combine	r plus Automixer_Roo
18 [No Data] 19 [No Data]		3 MRX F	arameter		RoomA BD Leve	el_Level _ [-∞dB - 10.0
20 [No Data] 21 [No Data]		4 MRX F	arameter		RoomA Aux Lev	el_Level _ [-∞dB - 10
Copy Paste Clear To apply the settings, associ and then recall the Preset.	iate the Library with a F	reset in the Preset dia	og,			Close

12. Since "Room Split" and "Room Combine" are the same for the DCP in Room A, click No. 02 in the "Library", and then click the [Save] button.

The "Save Library" dialog box will appear.

🔣 Save	Library		x
Name:	Library02		
		OK	Cancel

13. Input [Room Combine] and click the [OK] button.

The data will be registered in No. 02 of the "Library."

🔟 Digital Control Panel						—
Library	01 MRX7-D 🔻	0 Room A DCP4V	4S 🔻			
Save Load		Parameter Ass	sign Dimme	er & Lock	Source Select	
No. Name	DCP4V4S-US/EU	Switch		171		
01 Room Split			FUNCTION	DEVIC	E P.	ARAMETER
02 Room Combine 03 [No Data]			MRX Parameter	01 MRX7-E	Room Combin	er plus Automixer_Roo
04 [No Data]						
05 [No Data]		2	MRX Parameter	01 MRX7-E	Room Combin	er plus Automixer_Roo
06 [No Data] 07 [No Data]		3	MRX Parameter		RoomA BD-AU	X On/Off On
08 [No Data]						
09 [No Data]		4 N	MRX Parameter		RoomA Matrix	On/Off_On
10 [No Data]						
11 [No Data]		Knob				
12 [No Data] 13 [No Data]			FUNCTION	DEVIC	E P	ARAMETER
14 [No Data]				04 1077	Darm Ormbin	and the Automitian Data
15 [No Data]			MRX Parameter	01 MRX7-E	Room Combin	er plus Automixer_Roo
16 [No Data]		2	MRX Parameter	01 MRX7-E	Room Combin	er plus Automixer_Roo
17 [No Data] 18 [No Data]						
18 [No Data] 19 [No Data]		3 1	MRX Parameter		RoomA BD Lev	vel_Level _ [-∞dB - 10.0
20 [No Data]		4	MRX Parameter		Boom Aux Lo	vel Level [-∞dB - 10
21 [No Data]			WRA Falameter		ROOMAAUX LE	vel_Level_[-~dB - 10
		<u> </u>				
<u>C</u> opy <u>P</u> aste Cl <u>e</u> ar		L				
To apply the settings, associ and then recall the Preset.	ate the Library with a P	reset in the Pres	et dialog,			Close

14. Select [1 Room A DCP4S] using the DCP selection list box.

The screen will change to the Room A DCP4S settings screen for ID=1.

🔟 Digital Control Panel						×
Library	01 MRX7-D 🔻	1 Room A DCP4S 🔻				
Save Load		Parameter Assign	Dimmer & Lo	ck Sourc	ce Select	<u> </u>
No. Name 01 Room Split • 03 [No Data] • 03 [No Data] • 04 [No Data] • 05 [No Data] • 06 [No Data] • 07 [No Data] • 08 [No Data] • 09 [No Data] • 10 [No Data] • 11 [No Data] • 12 [No Data] • 13 [No Data] • 14 [No Data] • 15 [No Data] •	DCP4S-US/EU	Switch	NCTION	DEVICE	PARAMET	TER
16 [No Data] 17 [No Data] 18 [No Data] 19 [No Data] 20 [No Data]						
21 [No Data] + Copy Paste Clear To apply the settings, assoc and then recall the Preset.	iate the Library with a F	reset in the Preset dialog,	8			Close

15. Click the "Switch" [1] button on the "Digital Control Panel" dialog box.

The "Settings" dialog box will appear.

1 MRX7-D/1 Room A D	CP4S Settings (Switch1)				×
FUNCTION		DEVICE	PARAMETER1	PARAMETER2	
No Assign SD Play Preset Recall MRX Parameter MRX Parameter Sets MRX Source Select	*	*	*	*	*
	-	-	-	-	-
				OK Carr	cel

16. Click [Preset Recall] under "FUNCTION."

The screen changes to a screen where you can register the preset to recall.

01 MRX7-D/1 Room A	DCP	1S Settings (Switch1	.)						×
FUNCTION				DEVICE		PARAMETER1		PARAMETER2	
No Assign SD Play	~	Preset Recall	*	*	01 02		* III		~
Preset Recall					03		-		
MRX Parameter					04				
MRX Parameter Sets MRX Source Select					05 06				
MRA Source Select					07				
					08				
					09				
	-		-	-	10		-		-
							2	OK Can	cel

17. Click [01] in "PARAMETER 1", and then click the [OK] button.

The "Digital Control Panel" dialog box will be displayed, with the 01 in the presets registered.

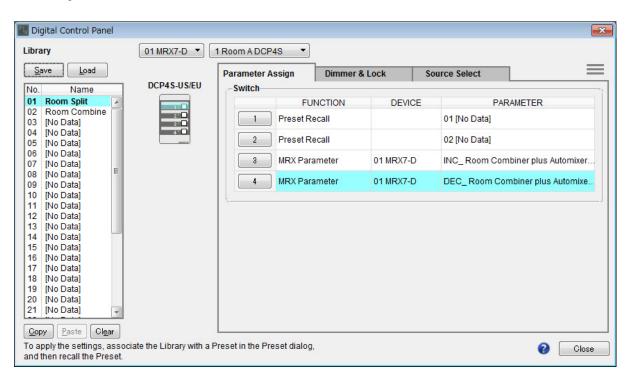
🔣 Digital Control Panel						
Library	01 MRX7-D 🔻	1 Room A DCP4S 🔹				
Save Load		Parameter Assign	Dimmer & Lo	ock So	urce Select	
No. Name 01 Room Split Room Combine (No Data) (No Data)	DCP4S-US/EU	Switch FU 2 No Assig 3 No Assig 4 No Assig	n	DEVICE	PAR 01 [No Data]	ZAMETER
14 [No Data] 15 [No Data] 16 [No Data] 17 [No Data] 18 [No Data] 19 [No Data] 20 [No Data] 21 [No Data] To apply the settings, assocand then recall the Preset.	iate the Library with a F	Preset in the Preset dialog,	8			Close

18. Register the presets and parameters to the other switches in the same way.

📃 Dig	gital Control Panel						×
Libra	агу	01 MRX7-D 🔻	1 Room A DCP4S	•			
S	ave Load		Parameter Assi	ign Dimmer &	Lock So	urce Select	
No.	Name	DCP4S-US/EU	Switch			0.0	
01	Room Split	1		FUNCTION	DEVICE	PARA	METER
02	Room Combine [No Data]	2	1 P	reset Recall		01 [No Data]	
04	[No Data]		2 P	reset Recall		02 [No Data]	
05	[No Data]	BPSFCR.		reserrecali			
06	[No Data] [No Data]		3 M	IRX Parameter	01 MRX7-D	INC_Room Combi	iner plus Automixer
08	[No Data]						
09	[No Data]		M	IRX Parameter	01 MRX7-D	DEC_Room Comb	piner plus Automixe
10	[No Data]						
11	[No Data]						
12	[No Data]						
13	[No Data] [No Data]						
15	[No Data]						
16	[No Data]						
17	[No Data]						
18	[No Data]						
19	[No Data]						
20	[No Data]						
21	[No Data] 🚽						
	pply the settings, association the recall the Preset.	ate the Library with a F	Preset in the Prese	et dialog,			Close

19. Select both No. 01 and No. 02 in the "Library", and then click the [Save] button.

The settings for the DCP4S in Room A are overwritten.



20. Set the DCP for Room B in the same way.

The "Room Combine" settings for Room B are the same as the "Room Combine" settings for Room A. Click the menu button for the DCP of Room A () and select [Copy], switch to the DCP of Room B, and then select [Paste] from the menu button. Afterwards, if you save this by overwriting as "Room Combine", the work will be easier.

Storing presets

Set the preset that will be recalled from the DCP4S.

1. Click the [Preset] tool button (

The [Preset] dialog box will appear.

<u>S</u> tore	e Reca	ill 📄					Recall <u>F</u> ilte
No.	Name	•	MRX7-D	DCP	Wireless DCP	GPI / SD PLAY	
01	[No Data]						
02	[No Data]						
03	[No Data]						
04	[No Data]						
05	[No Data]						
06	[No Data]						
07	[No Data]						
08	[No Data]						
09	[No Data]						
10	[No Data]						
11	[No Data]						
12	[No Data]						
13	[No Data]						
14	[No Data]						
15	[No Data]						
16	[No Data]						
17	[No Data]						
18	[No Data]						
19	[No Data]						
20	[No Data]						
<u>С</u> ору	<u>P</u> aste	Cl <u>e</u> ar]	ALL: Recall all			🔏 Preset <u>L</u> in
er on l	Default Emer	rgency Recal	I	Recall pa	artial parameters		
FF	1 • OF	F 1	•				
							Glose

2. Click No. 01 and then click the [Store] button.

The "Store Preset" dialog box will appear.

Store Preset	
Name: Preset 01	
ОК	Cancel

3. Input [Split] and click the [OK] button.

The current state will be registered as a preset named "Split."

🛄 Pre	eset									×
	<u>S</u> tore		<u>R</u> ecall							Recall <u>F</u> ilter
P	No.	Name				MRX7-D	DCP	Wireless DCP	GPI / SD PLAY	
	01	Split			✓	01 ALL Parameters	No Assign	No Assign	details	
	02	[No Data]								
	03	[No Data]								
	04	[No Data]								
	05	[No Data]								=
	06	[No Data]								
	07	[No Data]								
	08	[No Data]								
	09	[No Data]								
	10	[No Data]								
	11	[No Data]								
	12	[No Data]								
	13	[No Data]								
	14	[No Data]								
	15	[No Data]								
	16	[No Data]								
	17	[No Data]								
	18	[No Data]								
	19	[No Data]								
	20	[No Data]								-
C 0	ору	Paste		Cl <u>e</u> ar			ALL: Recall all para	meters	ſ	8 Preset Link
			mergen		rall		Recall partial p	parameters		
OF	_	1 -	OFF	_	•					
	r		OFF							
										<u>C</u> lose

4. Click on the [MRX7-D] field in No. 01.

The "Snapshot" dialog box will appear.

Snapshot(Pr	reset01)	×
⊙ No Assign ● 01 All Para ⊙ Snapshot		
Snapshot	Snapshot Group	
+ Room C	Combine	*
		Ŧ
	ers' is selected, the Preset will t all current parameters.	e re-
	OK Can	cel

5. Select [Snapshot/Snapshot Group].

The screen changes to the snapshot registration screen.

🔣 Snapshot(I	Preset01)	×
⊘ No Assigr ⊘ 01 All Par . (● Snapshot		
Snapshot	Snapshot Group	
E Room (Combine	^
		•
	<u> </u>	el

6. Click [+] to expand the snapshot list.

💹 Snapshot(F	Preset02)		×
⊙ No Assigr ⊙ 02 All Para .@ Snapshot			
Snapshot	Snapshot Group		
E Room C	Combine		~
- 01 S	olit	0:00:00.0	
	ombined	0:00:00.0	
- 03		010010010	
04			
05			
06			
07			
- 08			
09			
10			
			-
	<u> </u>	<u>C</u> ano	el

7. Click [01 Split] and then click the [OK] button.

When the preset is recalled, the snapshots will also be recalled.

eset								
<u>S</u> tore	•	<u>R</u> ecall						
No.	Name			Ъ	MRX7-D	DCP	Wireless DCP	GPI/SD PLAY
01	Split			¥	Room Combine:01 Split	No Assign	No Assign	details
02	[No Data]							
03	[No Data]							
04	[No Data]							
05	[No Data]							
06	[No Data]							
07	[No Data]							
08	[No Data]							
09	[No Data]							
10	[No Data]							
11	[No Data]							
12	[No Data]							
13	[No Data]							
14	[No Data]							
15	[No Data]							
16	[No Data]							
17	[No Data]							
18	[No Data]							
19	[No Data]							
20	[No Data]							
∑ору	Past	te	Cl <u>e</u> ar			ALL: Recall all para		ſ
er on l	Default	Emerger	icy Re	call		P : Recall partial	parameters	
F	1 -	OFF	1	•				

8. Double-click the [DCP] field in No. 01.

The "Settings" dialog box will appear.

DCP Library									2
Assign					less DCP Assign	Library	202		,
01 Room Split 02 Room Combin 03	e		< III	01 02 03					1
04 05 06				04 05 06					
07 08 09			-	07 08 09					+
GPI OUT									
DEVICE	1	2	3	4	5	6	7	8	
01 MRX7-D	Ignore	Ignore	Ignore	Ignore	Ignore	Ignore	Ignore	Ignore	
SD Song Select &	Diav								
SD Song Select &	Play -	so	DNG		PLAY	MODE	1		
-	Play -		DNG		PLAY	MODE			
DEVICE	-		DNG		PLAY	MODE			
DEVICE	-		NG		PLAY	MODE			
DEVICE	-		NG		PLAY	MODE			
DEVICE	-		ING		PLAY	MODE	OK	Canc	

9. Select the [Assign] check box in "DCP Library."

DCP Library					less DCP	Library	23		
Assign					ssign				
01 Room Split				01					*
02 Room Combin 03	ie		=	02 03					I
03				03					
04				04					
06				06					
07				07					
08				08					
09			-	09					Ŧ
GPI OUT									
DEVICE	1	2	3	4	5	6	7	8	
01 MRX7-D			1	1	Inners	Inners	Innora	Innora	
	Ignore	Ignore	Ignore	Ignore	Ignore	Ignore	Ignore	Ignore	
		Ignore	Ignore	Ignore	Ignore	Ignore	ignore	Ignore	
SD Song Select 8				Ignore			Ignore	Ignore	
SD Song Select & DEVICE	k Play	SC	Ignore	Ignore		MODE	Ignore	Ignore	
SD Song Select 8		SC		Ignore			Ignore	Ignore	
SD Song Select & DEVICE	k Play	SC		Ignore			ightite	Ignore	
SD Song Select & DEVICE	k Play	SC		Ignore			ighter	gnore	
SD Song Select & DEVICE	k Play	SC		Ignore				ignore	
SD Song Select & DEVICE	k Play	SC		Ignore				I GIIOTE	
SD Song Select & DEVICE	k Play	SC		Ignore				I GII O LE	
SD Song Select & DEVICE	k Play	SC		Ignore					

10. Click [01 Room Split] and then click the [OK] button.

When the preset is recalled, the library will also be loaded.

<u>S</u> tor	re <u>R</u> ec	all						Recall <u>F</u> ilte
No.	Name		5	MRX7-D	DCP	Wireless DCP	GPI / SD PLAY	
01	Split		1	Room Combine:01 Split	01 Room Split	No Assign	details	
02	[No Data]							
03	[No Data]							
04	[No Data]							
05	[No Data]							
06	[No Data]							
07	[No Data]							
08	[No Data]							
09	[No Data]							
10	[No Data]							
11	[No Data]							
12	[No Data]							
13	[No Data]							
14	[No Data]							
15	[No Data]							
16	[No Data]							
17	[No Data]							
18	[No Data]							
19	[No Data]							
20	[No Data]							
<u>С</u> ору	Paste	Clear		,	ALL: Recall all para	meters	[🖉 Preset <u>L</u> ir
		ergency Re	call		P : Recall partial p	parameters		
FF		FF 1						

11. Click No. 02 and then click the [Store] button.

The "Store Preset" dialog box will appear.

Store Preset	×
Name: Preset 02	
ОК	Cancel
UK	Uancel

12. Input [Combine] and click the [OK] button.

The current state will be registered as a preset named "Combine."

Pre	eset									×
	<u>S</u> tore		<u>R</u> ecall							Recall <u>F</u> ilter
P	No.	Name				MRX7-D	DCP	Wireless DCP	GPI / SD PLAY	
	01	Split			-	Room Combine:01 Split	01 Room Split	No Assign	details	_
	02	Combine			✓	02 ALL Parameters	No Assign	No Assign	details	
	03	[No Data]								
	04	[No Data]								
	05	[No Data]								E
	06	[No Data]								
	07	[No Data]								
	08	[No Data]								
	09	[No Data]								
	10	[No Data]								
	11	[No Data]								
	12	[No Data]								
	13	[No Data]								
	14	[No Data]								
	15	[No Data]								
	16	[No Data]								
	17	[No Data]								
	18	[No Data]								
	19	[No Data]								
	20	[No Data]								-
С	ору	Past	te	Cl <u>e</u> ar			ALL: Recall all para	meters	[8 Preset Link
		Default	Emerge		call		P : Recall partial p	parameters	L	
OF	F	1 -	OFF	1	•					
										<u>C</u> lose

13. Set the "Combine" preset in the same way.

For the MRX7-D, set the [02 Combined] snapshot; and for the DCP, set the [02 Room Combine] library.

n Pre	eset								×
	<u>S</u> tore		<u>R</u> ecall						Recall <u>F</u> ilter
ø	No.	Name			MRX7-D	DCP	Wireless DCP	GPI / SD PLAY	
	01	Split		-	Room Combine:01 Split	01 Room Split	No Assign	details	*
	02	Combine		1	Room Combine:02 Co	02 Room Com	No Assign	details	
	03	[No Data]							
	04	[No Data]							
	05	[No Data]							=
	06	[No Data]							
	07	[No Data]							
	08	[No Data]							_
	09	[No Data]							
	10	[No Data]							
	11	[No Data]							
	12	[No Data]							
	13	[No Data]							
	14	[No Data]							
	15	[No Data]							
	16	[No Data]							
	17	[No Data]							
	18	[No Data]							
	19	[No Data]							
	20	[No Data]							-
	∑ору	Paste	Clear			ALL: Recall all para	meters	(Preset Link
				_		P : Recall partial p	arameters	L	- Hoset Link
			mergency Re						
OF	F	1 -	OFF 1	•					
									Close

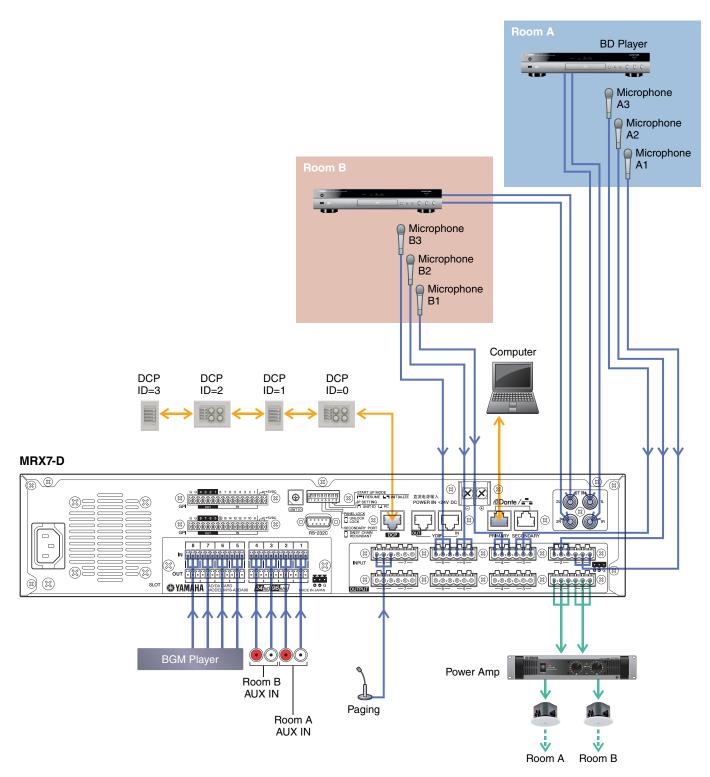
14. Click the [Close] button.

The "Preset" dialog box is closed.

This completes settings in the offline state. Save the settings once again.

Connecting the equipment

After you've rack-mounted the MRX and your other equipment, connect the MRX and the other equipment as shown below. If you've copied audio sources to an SD memory card, insert the card into the MRX now.



Powering-on the MRX

Turn on the power of the MRX.

Turn off the amplifier before you power-off the MRX.

Powering-on the amp

Turn on the power of the amplifier.

To prevent unwanted sound from being output, we recommend that you turn down the attenuator settings of all channels on the amp itself before you turn it on.

Specifying the computer's TCP/IP address

To allow the MRX and the computer to communicate, specify the computer's TCP/IP as follows.

- **1.** Select [Network Setup] in the [System] menu of the MTX-MRX Editor. The "Network Setup" dialog box will appear.
- **2.** Click [Open Network Connection]. "Network Connections" will appear.
- **3.** Right-click the adapter to which the MRX is connected, and choose [Properties]. The "Local Area Connection Properties" dialog box will appear.
- **4.** Choose [Internet Protocol Version 4 (TCP/IPv4)], and then click [Properties]. The "Internet Protocol Version 4 (TCP/IPv4) Properties" dialog box will appear.
- 5. Click [Use the following IP address (S)].
- 6. In the [IP address] box, enter "192.168.0.253"; in the [Subnet mask] box, enter "255.255.255.0."

NOTE

The IP address of the MRX7-D is set to "192.168.0.1."

Internet Protocol Version 4 (TCP/IPv4) Properties
General	
You can get IP settings assigned auto this capability. Otherwise, you need t for the appropriate IP settings.	
Obtain an IP address automatica	lly
• Use the following IP address:	
IP address:	192.168.0.253
Subnet mask:	255.255.255.0
Default gateway:	
Obtain DNS server address auto	matically
• Use the following DNS server ad	dresses:
Preferred DNS server:	
Alternate DNS server:	
🔲 Validate settings upon exit	Ad <u>v</u> anced
	OK Cancel

7. Click [OK].

NOTE

In some cases, Windows firewall may block MTX-MRX Editor when you make this setting. Select the [Private Network] check box, and click [Allow Access].

Taking MTX-MRX Editor online

In the upper right of MTX-MRX Editor, click the [Online] button. When the unit has successfully come online, the indicator 1 will light blue.



When the "Synchronization" dialog box appears, select "To Device," and click the [OK] button. When the indication in the dialog box has switched, select the system that you want to place online, and click the [Online] button. The project created in MTX-MRX Editor will be sent to the MRX.

	S	Synchronization			
		DIRECTION: To Dev	ice		
		SYSTEM	STATUS	PROGRESS	
		MTX3 basic sy	OFFLINE	details	
Synchronization		No Assign	LOST	details	
To Device O From Device		No Assign	LUSI	uetails	-
		No Assign	LOST	details	1
· · · · · · · · ·		No Assign	LOST	details	
		System Message			_
OK Cancel		Select the systems to	go online and	d then click [Online] button.	
				Online Cancel	

Verifying that the settings were applied

The main items to verify are listed below. For details on each parameter setting, refer to "MTX-MRX Editor User Guide" and "MRX Designer User Guide."

1. Push switch 1 of the DCP4S to recall the "Split" preset.

2. Connect an audio signal such as BGM, a Blu-Ray disc player, or AUX IN to the inputs of the MRX7-D, and adjust the input levels.

Individually adjust the BGM input levels using "Fader(3)." The overall BGM sound can be adjusted using knob 2 on the DCP4V4S. Individually adjust the input levels of the Blu-Ray disc player and AUX IN using "Fader(2)" and "Fader(5)."

NOTE

When adjusting the Blu-Ray disc player and AUX IN, make sure that the Matrix Mixer is on. Also, since the input signal that will be accepted is based on whether the fader is on/off, use switch 3 on the DCP4V4S to switch between the two when making adjustments.

3. Individually adjust the output levels using "Fader(6)."

4. Adjust the input level of the mic using the "ANALOG IN" editor.

Turn the [+48V] button on as necessary.

NOTICE

Be sure to leave this button off if you do not need phantom power.

Follow the important precautions below, in order to prevent noise and possible damage to external devices as well as the unit when you operate this switch.

- Be sure to leave this button off when you connect a device that does not support phantom power to [INPUT] connector.
- Do not connect/disconnect a cable to/from [INPUT] connector while this button is on.
- Down the output level to the minimum before operating this button.

NOTE

There is no master switch. To avoid malfunctions, be sure to set this appropriately for the equipment that is connected.

5. Adjust the other inputs and outputs.

6. Press switch 2 of the DCP4S to recall the "Combine" preset.

Check the input and output levels.

When you need to make settings for "Split" and "Combine" but cannot operate the parameters from the DCP, register the parameters in the "Room Combine" parameter set, storing the state before changing parameters as "Split", and the state after changing parameters as "Combine."

7. Confirm the DCP settings.

Check whether the DCP is operating according to the settings.

When you have finished making all settings, save the project and switch MTX-MRX Editor offline.

This completes the settings for example 1.

Example 2) Remote conferencing system that also uses Speech Privacy

■ Glossary

Here we'll explain the terminology used for the remote conferencing system.

Gossary	Description
Local	Your own meeting room within the remote conferencing system. Also called "near-end."
Remote	The other party's meeting room within the remote conferencing system. Also called "far-end."
From Far-end	The input signal from the remote location (the other party.)
Far-end Voice	The signal from the remote location reproduced via your local speakers.
Near-end Mic.	The input signal from the microphone(s) of the remote location.
Near-end Voice	The signal from the local microphone(s) reproduced via the local speakers.
To Far-end	The signal of the local microphone(s), processed by echo cancellation and sent to the remote location.
CODEC	A device for transmitting and receiving data via a digital communication network.

Using the Device Configuration Wizard to create your device setup

Before setting the internal configuration on the MRX, use the wizard on the MTX-MRX Editor to create a configuration for the device.

After you've made basic settings, you'll be able to print information about system cabling and ID numbers. Use the following procedure to make basic settings.

1. Type a name for the MTX/MRX System you'll be constructing, and click [Next>].

👅 Device Configuration Wizard			×
System #1		·	
The Device Configuration Wizard guides you through the initial configuration of your system design, and configures device settings. Select and name a new configuration, edit an existing configuration, or clear an existing configuration.			
SYSTEM NAME System #1			
New			
C Edit Configuration Changing the number of devices, type of devices and/or connection will initialize the settings of Word Clock and Dante.			
O Go to Mini-YGDAI Card and Controller Setup.			
Clear			
Cancel	< Back	Next >	Finish

2. Specify the number of units that will be connected in your MTX/MRX System, and click [Next>].

Specify "1" as the number of MRX7-D units in "YDIF Connected," and specify "1" as the number of XMV4280 units to be connected.

To Device Configuration Wizard			X
Conference		8	
	onnected via YDIF, Analog, and/or Dante. ist to make up a system. After changing the	Configuration, re-store the existing Preset d	ata
YDIF Connected	ANALOG Connected	DANTE Connected	
DEVICE TYPE Number	DEVICE TYPE Number	DEVICE TYPE Number	DEVICE TYPE Number
	XMV4140 0 •	PGM1 ^	MCP1 ^ ^
MTX5-D 0 ▼	xwv4280 □ · · · · · · · · · · · · · · · · · · ·	XMV4140-D 0 ▼	
MTX3	xwv8140 0 ▼	XMV4280−D 0 ▼	
EX18 	xwv8280 0 ▼	XMV8140-D	
XMV4140 □ 0 ▼	XMV4140-D 0 ▼	XMV8280-D	
xmv4280 1 ▼	XMV4280-D 0 ▼		
XMV8140	xmv8140-D 0 ▼		
XMV8280 □ 0 ▼	XMV8280-D 0 ▼	-	
Number of Assigned Devices: •MTX/MRX Total: 1 / 4 •YDIF Total: 2 /	/ 8	·MTX/MRX/XMV/EXio: 2/20 ·PGM	1/MCP1: 0 / 20 · Project Total: 2 / 80
		Cancel	< Back Next > Finish

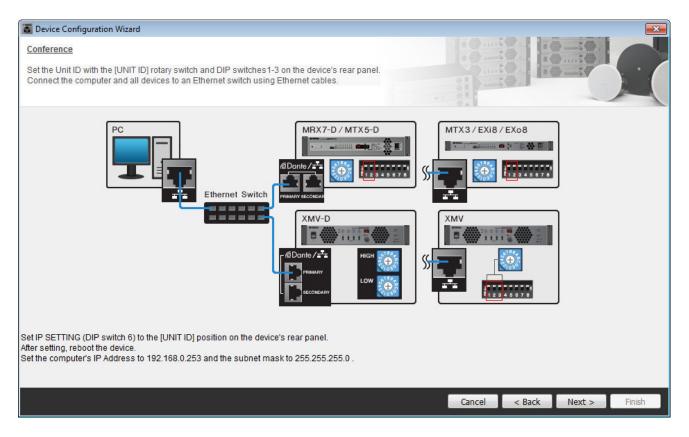
3. Specify the UNIT ID of each device, and click [Next>].

Unless you have specific reasons for doing so, use the UNIT ID that is assigned. In this example, set the XMV's UNIT ID to 1A so that we can explain how to change the UNIT ID.

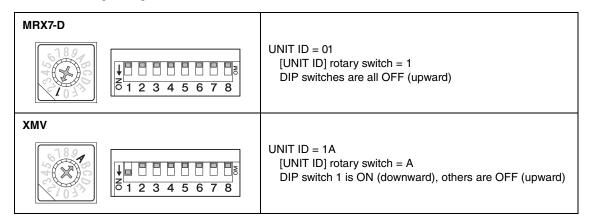
Device Configuration Wizard			X
Conference		8	
	physical IDs to the configuration diagram lat	er.	
YDIF Connected DEVICE TYPE UNIT ID	ANALOG Connected DEVICE TYPE UNIT ID	DANTE Connected DEVICE TYPE UNIT ID	DEVICE TYPE Number
MRX7-D 01 • XMV4280 • 1A •			
		Cancel	< Back Next > Finish

4. Set the [UNIT ID] rotary switch and DIP switch of the MRX and XMV.

You will set the computer's IP address after completing the wizard, in "Specifying the computer's TCP/IP address." If the MRX and XMV are not nearby, you can set them during the step "Connecting the equipment."



Make the following settings.



5. When you have finished setting the [UNIT ID] rotary switch and DIP switch of the MRX and the XMV, click [Next>].

6. Verify that the MRX and XMV are shown in the screen, and click [Next>].

Since there is only one MRX unit and one XMV unit, there's no need to change the order.

Configuration Wizard					—
Conference					
The order of the YDIF connected devices	can be changed by dragging and droppi	ng.		:0.	
YDIF Connected DEVICE	ANALOG Connected DEVICE	DEVICE	DANTE Connected	DEVICE	
01 MRX7-D	DEVICE	*		A	
1A XMV4280					
1007 · · · · · · · · · · · · · · · · · ·					
		Ŧ		Ŧ	
Refresh			Cancel	< Back	Next > Finish

7. Click [Next>].

On the MRX Designer of the MRX, select the Mini-YGDAI card.

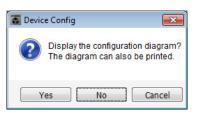
🐻 Device Confi	guration Wizard		×
Conference			
Select the Mini-	YGDAI card.		
		Mini-YGDAI Card	
DEVICE	CARD TYPE	INFORMATION	
01 MRX7-D	No Assign	Assign Card Type using slot component in MRX Designer Window.	
		Cancel < Back Next > Finish	

8. Choose the model of DCP that is connected to the MRX, enter a device name, and click [Finish].

For this example, we will use ProVisionaire Touch, and we will not make any settings on the DCP.

🐻 Dev	rice C	onfiguration Wizard		
<u>Confe</u> Assig Star t	n an	te d name the Digital Control Panels connected to each MTX or MRX. gy using DCH8 is also possible.		
DE\	/ICE	01 MRX7-D 💌		
I	D	MODEL Name		
()	None	*	
		None		
:	2	None		
:	3	None		
4	1	None		
	5	None		
(5	None		
1	7	None	Ŧ	
				Cancel < Back Next > Finish

9. When you see the dialog box "Display the configuration diagram? The diagram can also be printed." click [Yes].



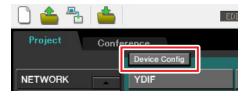
A cabling diagram will appear. If you want, click [Print] to print the diagram. To close the screen, click [Close].

Configuration Dia	igram									
	Connect the con switch using Eth	nputer and devices to an lernet cables.	Ethernet ON Imp	portant - Always m each MTX or	s set DCP DIP switc MRX (only set for or	ch 4 (termin ne DCP per	ation) to the ON positior MTX or MRX).	n for the longes	t DCP cable rur	ı
Conference DEVICE		Digital Control Panel	This is an example	of a daiau abai	n connection		ANALOG		ANTE	
		Digital Control Panel 1 2 3 4 1 2 3 4 ID=0 ID=1	ID=2 ID=3			0H 1 2 3 4 ID=7	ANALOG	Ľ	ANTE	
01 MRX7-D										
1A XMV4280										
								>>Page2	Print	Close

NOTE

If you want to view the cabling diagram again, do so by choosing [File] menu \rightarrow [Print Configuration Diagram].

If you want to use the Device Configuration Wizard to change the device configuration, click the [Device Config] button in the Project screen.



Configuring the settings on the MRX

Placing and connecting the components

Use the MRX Designer to set an internal configuration on the MRX.

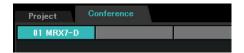
When you've finished making settings, you should save them by clicking [File] menu, then [Save].

NOTE

The "User Account Control" dialog box may appear. Click [Continue] or [Yes].

Starting the MRX Designer

Click the tab for the system name that you set in step 1 of "Using the Device Configuration Wizard to create your device setup" to go to the settings screen.



After going to the settings screen, click the [Open MRX Designer] button to start the MRX Designer.



Placing and connecting the components related to the mics in the local location that send audio to far-end

Place and connect the components that will send the input signals from the mics in the local location to the remote location.

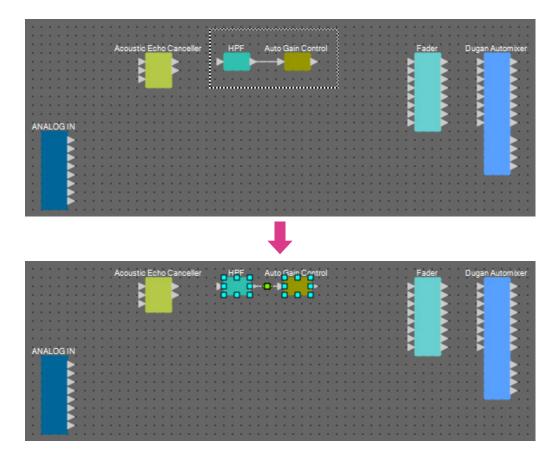
- Place the components shown below by dragging them from the "Components" area and dropping them into the Design sheet.
 - "ANALOG IN"
 - "Acoustic Echo Canceller"
 - "HPF" (MONO)
 - "Auto Gain Control" (MONO)
 - "Fader" (8CH)
 - "Dugan Automixer" (8CH)

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2. Drag and drop the components between the "HPF" and "Auto Gain Control" ports to connect them.

	Acoustic Echo Canceller	HPF Auto Gain Control	 Fader Dugan Automixer
	🗧 🗧 🛛		
	:::: ! ::::		
:::::::::			
ANALOG IN			
1 2000			

3. Select the area between "HPF" and "Auto Gain Control", so that the components and wires are selected.



4. Copy the selected components and wires and paste once, or drag and drop the selected components and wires while holding down <Ctrl>.

Change the placement of the components as need be.

Here's how to copy:

- <Ctrl> + <C>
- Right-click and select [Copy] from the context menu
- Select [Copy] from the [Edit] menu

Here's how to paste:

- <Ctrl> + <V>
- Right-click and select [Paste] from the context menu
- Select [Paste] from the [Edit] menu

	Acoustic Echo Canceller HPF	Auto Gain Control	Fader Dugan Automixer
		▶──▶	
	HPF(2	2) Auto Gain Control(2)	
ANALOG IN			
1 211			

5. Drag and drop the components between the "Acoustic Echo Canceller", "HPF" and "HPF(2)" ports to connect them.

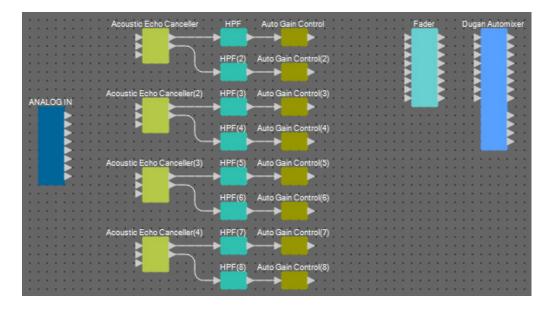
2	•	•	1		•				A	١cc	JUS	stic	E	cł	10	Ca	inc	ell	er	•	•		HF	F		•	Au	to	G	ain	Co	ont	rol						1	Fa	de	r	•		D	ug	an	Au	itor	mio	ter	
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6. Select the area between "Acoustic Echo Canceller" and "Auto Gain Control", so that the components and wires are selected.

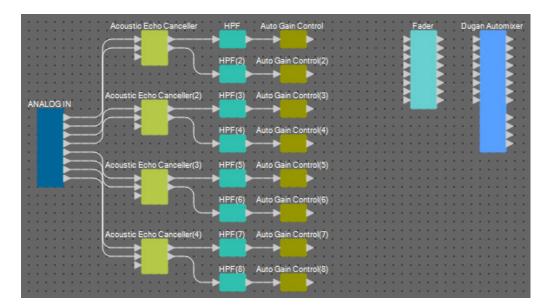
• • • • • • • • •	Acoustic Echo Canceller HPF Auto Gain Control Fader Dugan Automixer	
		•
	HPE(2) Auto Gain Control(2)	
	·····································	
1.1.01.01 1.01.01.01 1.		
ANALOG IN	······································	
200		

7. Copy the selected components and wires and paste four times, or drag and drop the selected components and wires while holding down <Ctrl>.

Change the placement of the components as need be.

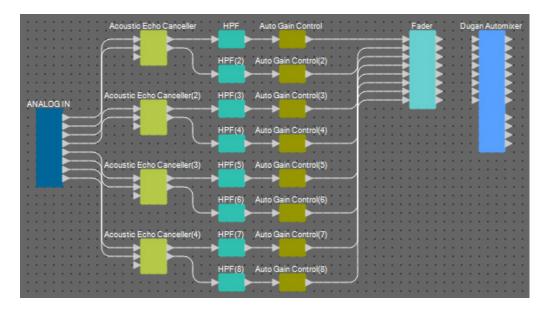


8. Connect the "ANALOG IN" 1 through 8 ports and the Mic In 1/2 port for each "Acoustic Canceller" by dragging and dropping.

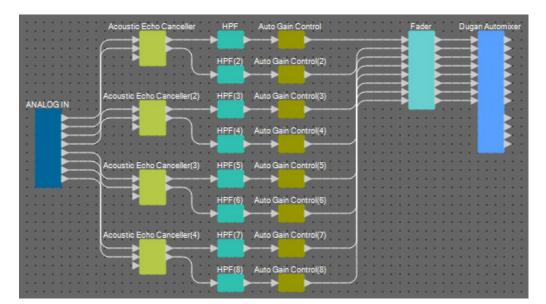


9. Drag and drop between the "Auto Gain Control" output ports and the "Fader" input ports to connect them.

Select the "Auto Gain Control" output port area, and drag and drop them all at once to the "Fader" input ports to connect them.



10. Drag and drop between the "Fader" output ports and the "Dugan Automixer" input ports to connect them.



Placing and connecting the components not related to the mics in the local location that send audio to far-end

Now we'll bring the audio signal inputs from the AUX L/R and remote location to the MRX7-D [ST-IN] connectors.

- **1.** Place the components shown below by dragging them from the "Components" area and dropping them into the Design sheet.
 - "STEREO IN"
 - "PEQ" (STEREO, 3BAND)
 - "PEQ" (MONO, 3BAND)
 - "Fader" (2CH) × 2
 - "Fader" (1CH)
 - "Matrix Mixer" (IN=4, OUT=4)
 - "PEQ" (STEREO, 4BAND)
 - "PEQ" (MONO, 4BAND)

STEREO IN	PEQ Fader(2)	Matrix Mixer	
			PEQ(3) Fader(4)
	PEO(2) Eader(3)	· 🎽 🎽 🖌 🖌	s see se s
· • • • • • •		· 🕨 🕨 · · · · ·	PEQ(4)

2. Click the "STEREO IN" port, and click the button that's located at the right of the edit area in "Properties."

The "Port Name" dialog box will appear.

🔣 Port Name			×
STEREO IN			
IN	Port Name	OUT	Port Name
		1L	
		1R	
		2L	
		2R	
Set <u>D</u> efault	Name All Cl <u>e</u> ar	<u> </u>	<u>C</u> ancel

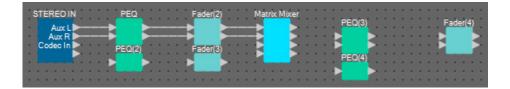
3. Enter the port name, and click the [OK] button.

In this example, 1L is named as "Aux L", 1R as "Aux R", and 2L as "Codec In".

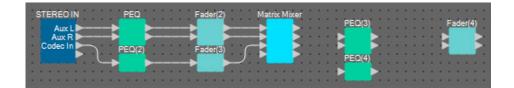
IN	Port Name	OUT	Port Name
		1L	Aux L
		1R	Aux R
		2L	Codec In
		2R	



4. Connect the space between "STEREO IN" output ports 1/2 to the "Matrix Mixer" input ports 1/2 by dragging and dropping.

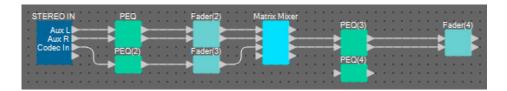


5. Connect the space between "STEREO IN" output port 3 to the "Matrix Mixer" input port 3 by dragging and dropping.

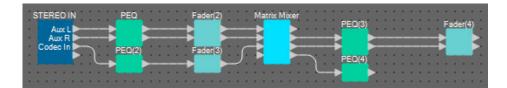


6. Connect the space between "Matrix Mixer" output ports 2/3 to "Fader(4)" input ports 1/ 2 by dragging and dropping.

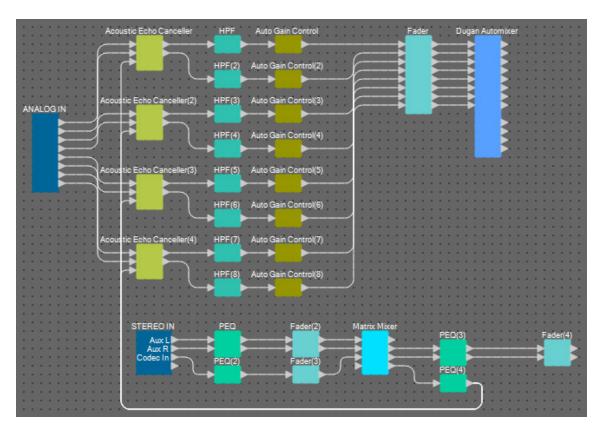
Output port 1 of the "Matrix Mixer" will be used to send the Aux signal to the remote location. Output ports 2/3 of the "Matrix Mixer" will be used to output to the speakers in the local location. Output port 4 of the "Matrix Mixer" will be used as an input to the AEC reference.



7. Connect the space between the "Matrix Mixer" output port and the "PEQ(4)" input port 1 by dragging and dropping.

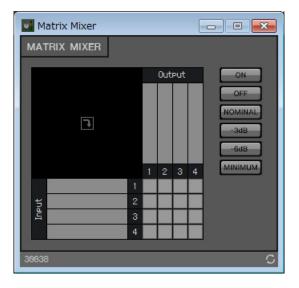


8. Connect the output port of "PEQ(4)" to each Reference port of the "Acoustic Echo Canceller" by dragging and dropping.



9. Double-click the "Matrix Mixer."

The "Matrix Mixer" component editor will appear.



10. Double-click the area where the Input 1 port name is displayed.

The "Port Label" dialog box will appear.

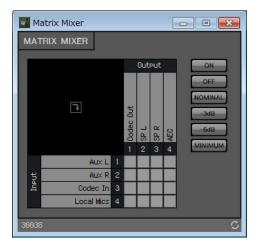
Cancel

11. Input [Aux L] and click the [OK] button.

💽 Port Label	×
Port Label (1):	
Aux L	
ОК	Cancel

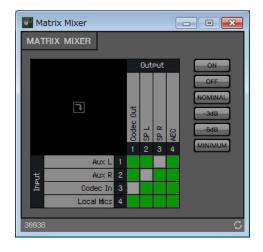
12. Repeat steps 10 and 11 to input the names for the other ports.

In this example, we've used the following names.



	1	Aux L
Innut	2	Aux R
Input	3	Codec In
	4	Local Mics
	1	Codec Out
Output	2	SP L
Output	3	SP R
	4	AEC

13. Click the spaces to turn the sends on, as shown in the image below.

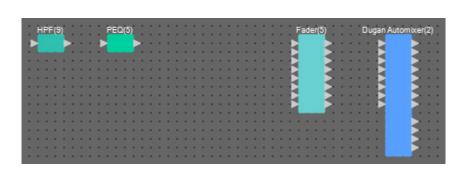


14. Click the [x] button at the top right-hand corner to close the component editor.

Placing and connecting the components related to the mics for the Near-end voice

Set the input from the mics so that they will output to the speakers at the local location.

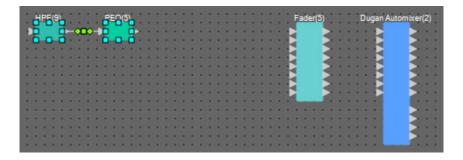
- **1.** Place the components shown below by dragging them from the "Components" area and dropping them into the Design sheet.
 - "HPF" (MONO)
 - "PEQ" (MONO, 4BAND)
 - "Fader" (8CH)
 - "Dugan Automixer" (8CH)



2. Drag and drop the components between the "HPF(9)" and "PEQ(5)" ports to connect them.

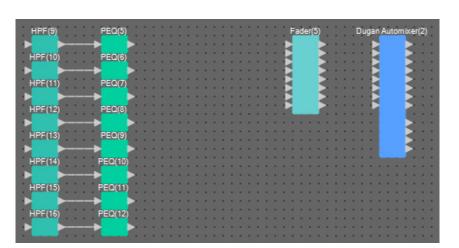
HPF(9)	PEQ(5) Fader(5) Dugan Automixer(2	2)
> >	▶ <mark> </mark> ▶ · · · · · · · · · · · · · · · ▶ <mark> </mark> ▶ · · · · · <mark>▶</mark> ▶ ·	•
1.1.1.1.1.1.1.1.1.1		
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		•••
		• •

3. Select the area between "HPF(9)" and "PEQ(5)", so that the components and wires are selected.



4. Copy the selected components and wires and paste seven times, or drag and drop the selected components while holding down <Ctrl>.

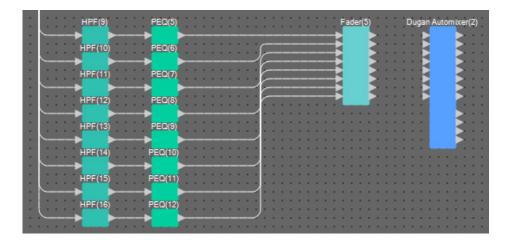
Change the placement of the components as need be.



ANALOGIN				
Acoustic Echo Canceller	HPF Auto Gain Control	Fader Duga	n Automixer	
Reference	HPF(2)Auto Gain Control(2)			::::::::::::::
Acoustic Echo Canceller(2)	HPF(3Auto Gain Control(3)	=; ;=;		
	HPF(4)Auto Gain Control(4)		• • • • • • • • •	::::::::::::::
	→ →			
Acoustic Echo Canceller(3)	HPF(5)Auto Gain Control(5)			
Reference	HPF(6)Auto Gain Control(6)			
	→ → ▶′			
Acoustic Echo Canceller(4)	HPF(7Auto Gain Control(7)			
Reference	HPF(8)Auto Gain Control(8)			
	→ →→			
STEREO IN PEO	Fader(2)	Matrix Mixer	PEQ(3)	
	Fader(2)	Matrix Mixer	PEQ(3	Fader(4)
STEREO IN PEQ Aux L Aux R Codec h PEQ(2)	Fader(2) Fader(3)		SP L	Fader(4)
Aux L Aux R Codec h PEQ(2)	Fader(3)	Aux L Code		Fader(4)
Aux L Aux R Codec h PEQ(2) HPF(9) PEQ(5)	- 	Aux L Code	SP L	Fader(4)
Aux L Aux R Codec h PEQ(2)	Fader(3)	Aux L Code	SP L	Fader(4)
Aux L Aux R Codec h PEQ(2) HPF(9) PEQ(5)	Fader(3)	Aux L Code	SP L	Fader(4)
Aux L Aux R Codec In PEQ(2) HPF(9) PEQ(5) HPF(10) PEQ(6)	Fader(3)	Aux L Code	SP L	Fader(4)
Aux L Aux R Codec h PEQ(2) HPF(9) PEQ(5) HPF(10) PEQ(6) HPF(11) PEQ(7)	Fader(3)	Aux L Code	SP L	Fader(4)
Aux L Aux R Codec h HPF(9) PEQ(2) HPF(10) PEQ(6) HPF(11) PEQ(7) HPF(12) PEQ(8)	Fader(3)	Aux L Code	SP L	Fader(4)
Aux L Aux R Codec h PEQ(2) HPF(9) PEQ(5) HPF(10) PEQ(6) HPF(11) PEQ(7) HPF(12) PEQ(8) HPF(13) PEQ(9) HPF(14) PEQ(10)	Fader(3)	Aux L Code	SP L	Fader(4)
Aux L Aux R Codec h PEQ(2) HPF(9) PEQ(5) HPF(10) PEQ(6) HPF(11) PEQ(7) HPF(12) PEQ(8) HPF(13) PEQ(9)	Fader(3)	Aux L Code	SP L	Fader(4)

5. Connect the "ANALOG IN" 1 through 8 ports and each "HPF" input port by dragging and dropping.

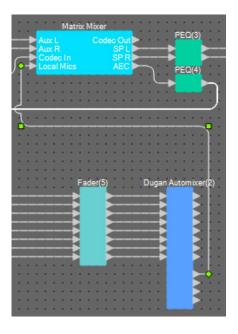
6. Drag and drop between each "PEQ" output port and the "Fader" input ports to connect them.



7. Drag and drop between the "Fader(5)" output ports 1 through 8 and the "Dugan Automixer" input ports 1 through 8 to connect them.

: . : :	HPF(9)	PEQ(5)	 Fader(5) Dugan Automixer	(2)
	HPF(10)			: :
	HPF(11)			::
	HPF(12)			::
	HPF(13)	PEQ(9)		
	HPF(14)	PEQ(10)		::
	HPF(15)	PEQ(11)	 	::
	HPF(16)	PEQ(12)	 	11
	▶ <u></u>		 	::

8. Drag and drop between "Dugan Automixer(2)" output port a and the "Matrix Mixer" input port 4 to connect them.



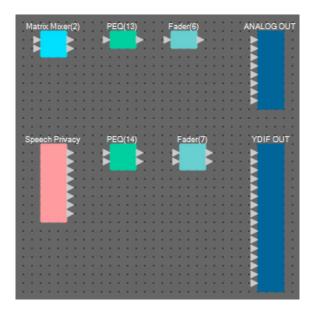
Placing and connecting the components related to the mics for output

Here we will place and connect the components related to the conference room speakers, the hallway speakers, and output to CODEC.

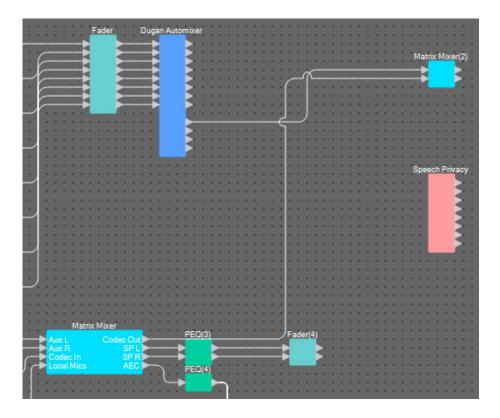
Allocate the "ANALOG OUT" 1 to CODEC, the "YDIF OUT" 1 and 2 to speech privacy (hallway speakers), and the "YDIF OUT" 3 and 4 to the conference room speakers.

1. Place the components shown below by dragging them from the "Components" area and dropping them into the Design sheet.

- "Matrix Mixer" (IN=2, OUT=2)
- "PEQ" (MONO, 4BAND)
- "Fader" (1CH)
- "Speech Privacy"
- "PEQ" (STEREO, 4BAND)
- "Fader"(2CH)
- "ANALOG OUT"
- "YDIF OUT"



2. Drag and drop between the "Dugan Automixer" output port a and the "Matrix Mixer(2)" input port 1 to connect them. Drag and drop between the "Matrix Mixer" output port 1 (Codec Out) and the "Matrix Mixer(2)" input port 2 to connect them.



3. Drag and drop between the "Matrix Mixer(2)" output port 1 and the "ANALOG OUT" input port 1 to connect them.

N	/lat	tric	c N	lix	er	(2)	1	1		PE	0	(1:	3)	•	i	1	B	ade	er(6)	•		i	1	•	AN/	G	DU		•
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4. Double-click the "Matrix Mixer(2)."

The Matrix Mixer component editor will appear.



5. Click the spaces to turn the sends on, as shown in the image below.



- **6.** Click the [x] button at the top right-hand corner to close the component editor.
- 7. Drag and drop from between the "Speech Privacy" output port 1 and the 1W/Offset to the "YDIF OUT" input ports 1 and 2 to connect them.

1	Бре		ch	Pri	iva	ю		•	1	PE	0	(14	4)	1	1	•	1	Fa	ade	er(7)	1	1	•	1	Y	DIF	ou.	г
	•	Ł			2	ä	i	ī	F	ł				ä	i	ī	F	ł			2	ä	i	ī	ï	R			1
•	•	Ł				3	•	•	k	L			1		•	•	k	L			1		•	•	•				
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	l	L			3	3	i	i	l	i	i	:	l	i	i	i	l	i	i	:	1	i	1	1	1	R			
1	1	L			2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	R			1
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8. Double-click "Speech Privacy."

The Speech Privacy component editor will appear.

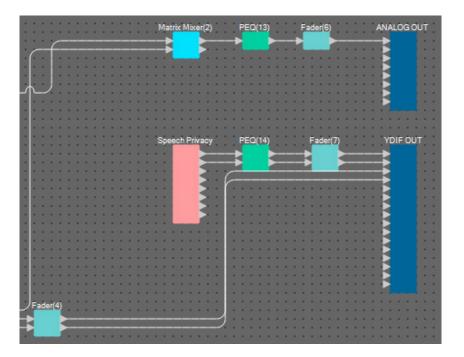


9. Select "Building" on the [Environmental Sound] list box for source 1, and click the [ON] button for source 1 to turn it on.

Set the environmental sound to "Building" (air-conditioner sound) to send speech privacy sounds through the hallway speakers.



- **10.** Click the [x] button at the top right-hand corner to close the component editor.
- **11.** Drag and drop from between the "Fader(4)" output ports 1 and 2 to the "YDIF OUT" input ports 3 and 4 to connect them.



Now you're finished placing and connecting the components. Change the placement of the components and change the wiring as need be.

Compiling

This analyzes the placement and wiring of the components in the MRX, to determine whether there are any problems.

1. Click the [Compile] tool button (Higher Compile).

Start the analysis.

2. Confirm the analysis results.

If the message "Completed successfully" is displayed in the "Message" field, there were no problems. If a problem was detected, click the [Detail] button to check how to solve the problem and to correct it.

Compile		- ×
		Detail >
Conference		
Message		
Compile Successful.		
01 MRX7-D		
DSP		
Processing	96%	
Memory	13%	
Connections	ОК	
Latency (44. 1kHz)	20.22ms	
Latency(48kHz)	18.58ms	
System Resource 1 U	age 9%	
System Resource2 U	age 10%	
		OK

Now you're finished compiling.

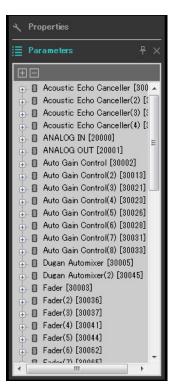
Setting a parameter link group

In this example, we'll see how to make it easier to operate in ProVisionaire Touch, such as by assigning a single fader to two faders for stereo output to conference room speakers, or by assigning a single button to activate all of the mic ON buttons.

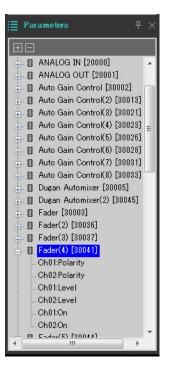
Here we'll create a parameter link group that links multiple parameters such as levels or ON/OFF, so that we can change multiple parameters at the same time with a ProVisionaire Touch fader or button.

1. Open the "Parameter Link Group" area on the left side of the MRX Designer, in order to check the parameters that are registered.

2. Open the "Parameter" area on the right side of the MRX Designer.



3. Since the conference room speaker levels are adjusted using "Fader(4)", open [Fader(4)] in the "Parameters" area.



4. After clicking [Ch01:Level], hold down <Ctrl> and click [Ch02:Level].

You can select multiple items while holding down <Ctrl> and clicking. To select continuous parameters, click the start parameter, hold down the <Shift> key and then click on the end parameter.

🖶 🕕 Dugan Automixer(2) [30045]
Đ 🗍 Fader [30003]
🖶 🕕 Fader(2) [30036]
🕂 🗍 Fader(3) [30037]
🚊 🔲 Fader(4) [30041]
Ch01:Polarity
Ch02:Polarity
Ch01:Level
Ch02:Level
Ch01:On

5. Do a right-click and select [Add to Parameter Link Group] \rightarrow [Add New Group].

A dialog box for setting the parameter link group name will open.

🔣 Parame	eter Link Group	— ×-
Name		
Link Grou	p(1)	
ſ	OK	<u>C</u> ancel

6. Input [Speaker Level] and click the [OK] button.

The [Speaker Level] group will be generated in the "Parameter Link Group" area, and the Link Master editor will appear.



7. Select [Absolute] on the Link Master editor combo box.

8. Double-click "Fader(4)."

The "Fader(4)" component editor will appear.

- **9.** Move the fader in the Link Master editor, and confirm that the "Fader(4)" component editor faders are linked together.
- **10.** Click the [x] button at the top right-hand corner of the "Fader(4)" component editor to close the component editor.

Now open the Link Master editor, as we will be using it to register the Remote Control Setup List.

Parameter link group name	Components	Parameters	Link Master editor combo box settings
		Ch01:On	
		Ch02:On	
		Ch03:On	
Mine 01/0#		Ch04:On	Abaaluta
Mics On/Off	[Fader(5)]	Ch05:On	Absolute
		Ch06:On	
		Ch07:On	
		Ch08:On	

Repeat step 2 through 10 to create the following parameter link groups.

Now you're finished setting the parameter link group.

Creating the Remote Control Setup List used by ProVisionaire Touch

To change the parameters by operating the ProVisionaire Touch, register the parameters in the Remote Control Setup List, and output the file. Add the outputted rcsl file as a document to ProVisionaire Touch on the iPad. Register the following parameters in the Remote Control Setup List. The steps for registering will be explained later.

No.	Component or parameter link group that includes the registered parameters	Parameters
001	Speaker Level	Link Master fader
002	Mics On/Off	[ON] button for Link Master
003	Speech Privacy	Source 1 [ON] button

Now we'll explain how to register the Remote Control Setup List. This time, we'll explain how to do this by dragging and dropping the parameters while holding <Ctrl> using the component editor and so on; but you can also drag and drop from the "Parameters" area.

1. Select [Remote Control Setup List] in the [Tools] menu.

The "Remote Control Setup List" dialog box will appear.

MRX7-D	101 - 200	201 - 300	301 - 400	401 - 500	501 - 600	601 - 700	701 - 800	801 - 900	901 - 1000	Revolabs		
No. F	UNCTION	PARAME	TER (<ctrl>+(</ctrl>	drac-and-droi	MRX7-D par	' ameter into th	is column.)	Туре	Cmp ID	MIN	MAX	
1							,					2
2												
3												
4												
5												
6												
7												
8												
9												
10												
11												
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<mark></mark>												
								ige View Type				

2. Click the Link Master editor for the "Speaker Level."

The focus will move to the Link Master editor for the "Speaker Level." If the Link Master editor is closed, right-click on "Speaker Level" in the parameter link group area and select [Open Link Master] from the context menu to display it.



3. Drag and drop the Link Master editor fader to the "PARAMETER" area in line No.001 of the "Remote Control Setup List" dialog box, while holding down <Ctrl>.

The "Speaker Level" fader will be registered.

🔣 Remote Co	ontrol Setup Lis	t										×
01MRX7-D												
001 - 100	101 - 200	201 - 300	301 - 400	401 - 500	501 - 600	601 - 700	701 - 800	801 - 900	901 - 1000	Revolabs		
No.	FUNCTION	PARAME	TER (<ctrl>+</ctrl>	drag-and-dror	MRX7-D nar	ameter into th	is column)	Туре	Cmp ID	MIN	MAX	
	Link Group		Level_Level	aray and aro,	ini un e per			Level +10dE		-INFINITYdB		
2												
3												E
4												
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17												-
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20												-
22												-
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Class				Tractor				ige View Type				
Clear	<u>A</u> ll Clear		xport	<u>T</u> ransfer	<u>S</u> ear	rch	String Displ	ay <u>N</u> u	umeric	<u>О</u> К	<u>C</u> an	cel

- × Remote Control Setup List 01MRX7-D 001-100 101-200 201-300 301-400 401-500 501-600 601-700 701-800 801-900 901-1000 Revolabs FUNCTION PARAMETER (<Ctrl>+drag-and-drop MRX7-D parameter into this column.) Type Cmp ID MIN MAX No. 1 Link Group Speaker Level_Level Level +10dB -INFINITYdB 10.00dB . 2 Link Group Mics On/Off_On On OFF ON OFF 3 Parameter Speech Privacy 30063 ON 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 100 . Range View Type String Display <u>N</u>umeric Clear <u>A</u>ll Clear Export Transfer <u>S</u>earch OK <u>C</u>ancel
- 4. Register the other parameters as shown in steps 2 through 3.

5. Click the [Export] button.

The file save dialog box will appear.

I Select export folder				×
C C Desktop >	• i j	Search Desktop		٩
Organize 🔻 New folder			<u>ii</u> ≡ <u>N</u> ≡ ▼	0
★ Favorites ▲ □ Desktop □ □ Downloads □		Computer System Folder		
□ JA-7 (C:) □ IT-7 (D:) □ FR-7 (E:) □ ES-7 (F:) ▲ EN-7 (G:) □ R1L7 (H+)				
File name: 01 MRX7-D MRX7-D 2015xxxxx.csv				-
Save as type: *.csv				•
Hide Folders		Save	Cancel	

6. Change the "File type" to "rcsl."

The file extension will change to "rcsl."

Select export folder		—
🕞 🕞 💌 🛄 Desktop 🕨	🗸 🍫 Search Desktop	٩
Organize 🔻 New folder		s= ▼ (2)
 ★ Favorites ▲ Desktop ▲ Downloads ▲ Recent Places ▲ Libraries ▲ Libraries ▲ Documents ▲ Music 	System Folder	
Finish Pictures Videos		
E Computer JA-7 (C:) □ IT-7 (D:) □ FR-7 (E:) □ ES-7 (F:) ■ EN-7 (G:) □ FIL-7 (H+)		
File name: 01 MRX7-D MRX7-D 2015xxxx		•
Save as type: [*.rcsl		•
Hide Folders	Save	Cancel

- **7.** Select the desired folder and change the file name as desired, and click the [Save] button. The Remote Control Setup List used by ProVisionaire Touch will be saved.
- **8.** Click the [OK] button on the "Remote Control Setup List" dialog box.

The "Remote Control Setup List" dialog box is closed.

9. Click the [x] buttons at the top right-hand corner of the Link Master editor and the component editor to close the editor and component editor.

Now you've finished registering the Remote Control Setup List. Refer to the "ProVisionaire Touch Setup Guide" to learn how to use ProVisionaire Touch.

The created file can be transmitted with "File Transfer" application. Refer to the "MRX Designer User Guide" for how to use application.

Storing a preset

You'll need to set which preset will be recalled when the MRX is started up.

1. Click the [Preset] tool button (

The "Preset" dialog box will appear.

No.	Name			MDV7 D	DCP	Wireless DCP	
			EXT.I/O	MRX7-D	DCP	WIFeless DCP	GPI / SD
01	[No Data]						
02	[No Data]		 				
03	[No Data]		 				
04	[No Data]		 				
05	[No Data]						
06	[No Data]		 				
07	[No Data]		 				
08	[No Data]						
09	[No Data]		 				
10	[No Data]		 				
11	[No Data]						
12	[No Data]						
13	[No Data]						
14	[No Data]						
15	[No Data]						
16	[No Data]						
17	[No Data]						
10	[NI- D-4-1						
òору	<u>P</u> aste	Cl <u>e</u> ar			I all parameters		🖉 Preset
er on De	efault Emergenc	v Recall		E : Recal	l partial parameters		
	1 T OFF	1 -					

2. Click No. 01 and then click the [Store] button.

The "Store Preset" dialog box will appear.

Store Preset	
Name: Preset 01	
ОК	Cancel
UK	Cancel

3. Input [Conference] and click the [OK] button.

The current state will be registered as a preset named "Conference."

<u>S</u> tore No.	Recall							X
No.							Recall <u>F</u> ilte	er
	Name	8	EXT.I/O	MRX7-D	DCP	Wireless DCP	GPI / SD F	PL/
01	Conference		ALL	01 ALL Parameters	No Assign	No Assign	details	
02	[No Data]							
03	[No Data]							
04	[No Data]							
05	[No Data]							
06	[No Data]							
07	[No Data]							
08	[No Data]							
09	[No Data]							
10	[No Data]							
11	[No Data]							
12	[No Data]							
13	[No Data]							
14	[No Data]							
15	[No Data]							
16	[No Data]							
17	[No Data]							
10	THE DELET			<u> </u>				

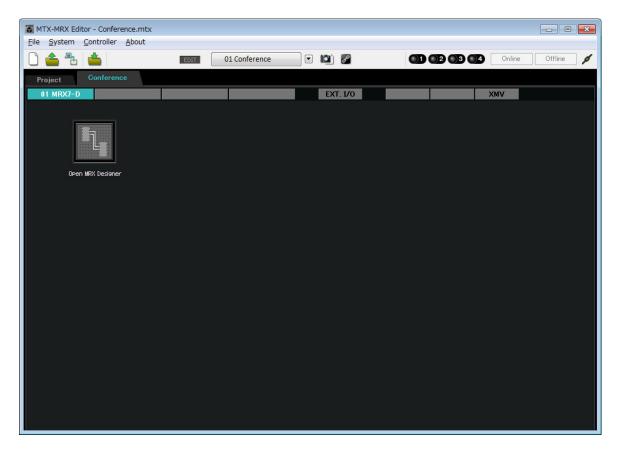
4. Click the [Close] button.

The "Preset" dialog box is closed.

Making EXT. I/O settings

Now we've set the audio output to YDIF channels 1 through 4 of the MRX in MRX Designer. Here, we'll set which XMV channels will receive the audio signals from YDIF channels 1 through 4. We'll make these settings in the MTX-MRX Editor.

1. Switch to the MTX-MRX Editor display.



2. Click the [EXT. I/O] button.

The "EXT. I/O" screen will appear.

MTX-MRX Editor - Conference.mtx			
<u>File System Controller About</u>			
🗋 📤 🐁 📥	EDIT 01 Conference 💌 🚺		Online Offline 💋
Project Conference			
01 MRX7-D		r. I/0	XMV
YDIF 1-8 YDIF 9-16 ANALOG	DANTE		
EDIT YDIF 1 YDIF 2	YDIF 3 YDIF 4	YDIF 5 YDIF 6 YI	VIF 7 YDIF 8
01 MRX7-D	0 0 0	0 0	0 0
MRX7-D			
1A XMV4280	\mathbf{n} \mathbf{n} \mathbf{n}		
			▝▋╡▎▋▀▀▋╡╽

3. Click the [EDIT] button.

<u>____</u>

Now you can specify the inputs from the XMV unit's YDIF 1-8.

TX-MRX Editor - Conference.mtx	- • •
Elle System Controller About	
□ □	Offline 💋 💋
Project Conference	
01 MRX7-D EXT. 1/0 XMV	
YDIF 1-8 YDIF 9-16 ANALOG DANTE	
EXT.I/O YOLF 1 YOLF 2 YOLF 3 YOLF 4 YOLF 5 YOLF 6 YOLF 7 YOL	
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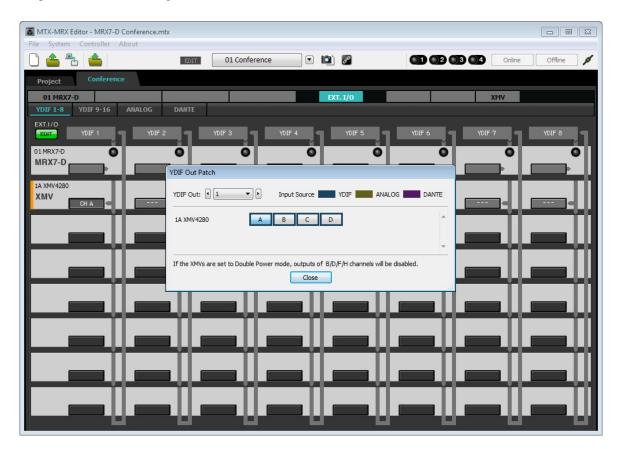
4. Click the XMV's output routing select button for "YDIF 1."

The "YDIF Out Patch" dialog box will appear.

YDIF Out Patch					33
YDIF Out: 1	•	Input Source	YDIF	ANALOG	DANTE
1A XMV4280	A	B C	D		*
102					~
If the XMVs are set t	o Double Power r	node, outputs o Close	f B/D/F/H channel	s will be disabled.	h

5. For CHANNEL, click [A] button.

Output the YDIF 1 audio signal from the XMV's A channel.



6. Switch to channel 2 using the [YDIF Out:] list box.

The editing target will switch to channel 2.

YDIF Out Patch		
YDIF Out: 12	Input Source YDIF	ANALOG DANTE
1A XMV4280	A B C D	*
		Ŧ
If the XMVs are set to	Double Power mode, outputs of B/D/F/H char Close	nnels will be disabled.

- **7.** Click the [B] button to output the YDIF 2 audio signal from the XMV's B channel.
- 8. Allocate channels 3/4 to C/D, as shown in steps 6 through 7.

MTX-MRX Editor - MRX7-D Conference.mtx
File System Controller About
Image: Contract of the second seco
Project Conference
01 MRX7-D EXT. 1/0 XMV YDIF 1-8 YDIF 9-16 ANALOG DANTE
EXT.//0
MRX7-D YDIF Out Patch
TA XW/4280
XMV CH A CH B YDIF Out: 9 4 V Input Source YDIF ANALOG DANTE
1A XMV4280 A B C D
If the XMVs are set to Double Power mode, outputs of B/D/F/H channels will be disabled.

9. Click the [Close] button.

The "YDIF Out Patch" dialog box is closed.

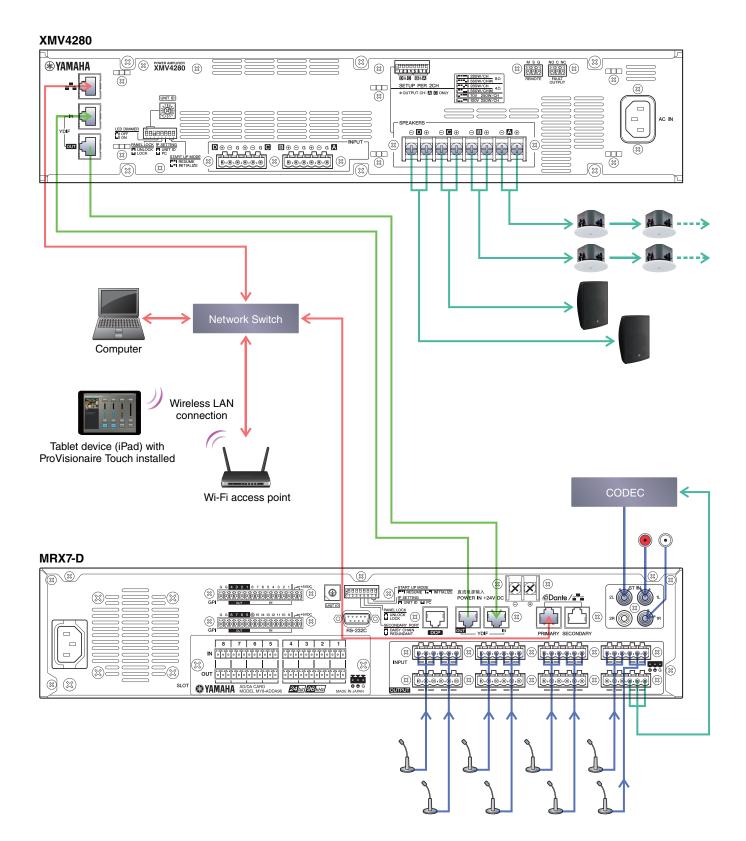
TX-MRX Editor - Conference.mtx			
<u>File System Controller About</u>			
🗋 📥 📥	EDIT 01 Conference 💌 🔯		3 🛯 4 Online Offline 💋
Project Conference			
01 MRX7-D		XT. 1/0	XMV
YDIF 1-8 YDIF 9-16 ANALOG	DANTE		1
EXT.1/O EDIT YDIF 1 YDIF 2	YDIF 3 YDIF 4	YDIF 5 YDIF 6	YDIF 7 YDIF 8
MRX7-D		── ° ── °	
1A XMV4280			
	е онс е оно е		

10. Click the [EDIT] button to disable the YDIF output routing select buttons.

This completes settings in the offline state. Save the settings once again.

Connecting the equipment

After you've rack-mounted the MRX and your other equipment, connect the MRX and the other equipment as shown below. If you've copied audio sources to an SD memory card, insert the card into the MRX now.



Powering-on the MRX

Turn on the power of the MRX. Turn off the amplifier before you power-off the MRX.

Powering-on the amp

Turn on the power of the amplifier.

To prevent unwanted sound from being output, we recommend that you turn down the attenuator settings of all channels on the amp itself before you turn it on.

Specifying the computer's TCP/IP address

To allow the MRX and the computer to communicate, specify the computer's TCP/IP as follows.

- **1.** Select [Network Setup] in the [System] menu of the MTX-MRX Editor. The "Network Setup" dialog box will appear.
- **2.** Click [Open Network Connection]. "Network Connections" will appear.
- **3.** Right-click the adapter to which the MRX is connected, and choose [Properties]. The "Local Area Connection Properties" dialog box will appear.
- **4.** Choose [Internet Protocol Version 4 (TCP/IPv4)], and then click [Properties]. The "Internet Protocol Version 4 (TCP/IPv4) Properties" dialog box will appear.
- 5. Click [Use the following IP address (S)].
- 6. In the [IP address] box, enter "192.168.0.253"; in the [Subnet mask] box, enter "255.255.255.0."

NOTE

The IP address of the MRX7-D is set to "192.168.0.1."

Internet Protocol Version 4 (TCP/IPv4	4) Properties
General	
You can get IP settings assigned aut this capability. Otherwise, you need for the appropriate IP settings.	
Obtain an IP address automatic	ally
• Use the following IP address:	
IP address:	192.168.0.253
Subnet mask:	255.255.255.0
Default gateway:	
Obtain DNS server address auto	omatically
Ose the following DNS server ac	idresses:
Preferred DNS server:	
<u>A</u> lternate DNS server:	
Validate settings upon exit	Ad <u>v</u> anced
	OK Cancel

7. Click [OK].

NOTE

In some cases, Windows firewall may block MTX-MRX Editor when you make this setting. Select the [Private Network] check box, and click [Allow Access].

Sending the Speech Privacy environmental sound

Before going online, send the environmental sound to be used for Speech Privacy to the MRX.

1. Start up the MRX Designer.

2. Select [Install Speech Privacy File] from the [File] menu.

The "Install Speech Privacy File" dialog box will appear.

If "Installed" is displayed in the "File" field, the environmental sound has already been installed in the MRX, so there is no need to send it.

🔟 Install Spee	ch Privacy Fi	le			×
Install	Unit ID	Туре	Device Name	File	Refresh
V	01	MRX7-D	MRX7-D		
Speech Privac	y Audio File wi	be sent to MR	X7-D.		
Please go offlir	ne to send aud	lio file.			
		Environ	nental Sound		
	Α	Fo	prest		
	В	Sea	shore		
	С	St	reet		
	D	Bu	ilding]	
	[Install	Cancel		

3. Select the checkbox in the "Install" field, and click the [Install] button.

A dialog box will appear, indicating that this may take a while. Click the [Yes] button to continue.

4. When "Complete" is displayed in the "File" field, close the dialog box.

Install	Unit ID	Туре	Device Name	File	Refresh
V	01	MRX7-D	MRX7-D	Complete	
ipeech Priv lease go o'	acy Audio File t ffline to send a		RX7-D. mental Sound		
ipeech Priv lease go o'	racy Audio File of filme to send a	udio file. Enviro	002000		
peech Priv lease go o	ffline to send a	udio file. Enviro F	mental Sound		
ipeech Priv lease go o'	ffline to send a	udio file. Enviro F Se	mental Sound		

Taking MTX-MRX Editor online

In the upper right of MTX-MRX Editor, click the [Online] button. When the unit has successfully come online, the indicator 1 will light blue.



When the "Synchronization" dialog box appears, select "To Device," and click the [OK] button. When the indication in the dialog box has switched, select the system that you want to place online, and click the [Online] button. The project created in MTX-MRX Editor will be sent to the MRX.

		Synchronization				
		DIRECTION: To Device				
			SYSTEM	STATUS	PROGRESS	
· .			MTX XMV digita	OFFLINE		details
Synchronization			No Assign	LOST	1	details
To Device	From Device		- Horibiigh			uetalis
			No Assign	LOST		details
.			No Assign	LOST		details
			System Message			
	OK Cancel		Select the systems to	go online and	then click [Online] button.	
					Online	Cancel

Verifying that the settings were applied

The main items to verify are listed below. For details on each parameter setting, refer to "MTX-MRX Editor User Guide" and "MRX Designer User Guide."

1. Input an audio signal such as AUX IN to the inputs of the MRX7-D, and adjust the input levels.

Adjust the AUX IN input levels using "Fader(2)." You can use ProVisionaire Touch to adjust the level of sound coming from the room speakers.

2. Adjust the Speech Privacy output level using "Fader(7)."

3. Adjust the input level of the mic using the "ANALOG IN" editor.

Turn the [+48V] button on as necessary.

NOTICE

Be sure to leave this button off if you do not need phantom power.

Follow the important precautions below, in order to prevent noise and possible damage to external devices as well as the unit when you operate this switch.

- Be sure to leave this button off when you connect a device that does not support phantom power to [INPUT] connector.
- Do not connect/disconnect a cable to/from [INPUT] connector while this button is on.
- Down the output level to the minimum before operating this button.

NOTE

There is no master switch. To avoid malfunctions, be sure to set this appropriately for the equipment that is connected.

4. Adjust the other inputs and outputs.

5. Confirm the settings on the ProVisionaire Touch.

Check whether the ProVisionaire Touch is operating according to the settings.

When you have finished making all settings, save the project and switch MTX-MRX Editor offline.

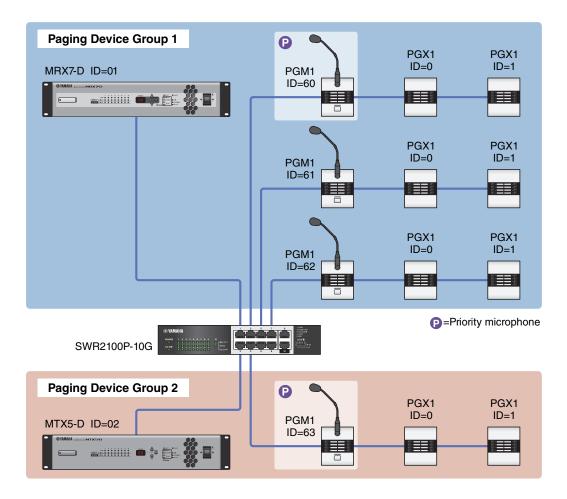
This completes the settings for example 2.

Example 3) A paging system using the PGM1

Place the "Paging" components, and assign broadcast destinations (zones, zone groups) or pre-recorded messages to the zone/message select buttons of the PGM1 units.

You can use the buttons to select the broadcast destination (multiple selections are allowed) and play back pre-recorded messages from the SD card.

On the SD card that you'll insert into the MRX, save the audio files for the Opening Chime, Closing Chime, and messages.



Up to four PGM1 units can be connected to an MTX/MRX system that includes an MRX. One PGM1 unit can control one MRX, and this PGM1 together with the MRX are collectively called a Paging Device Group. One of the PGM1 units within the Paging Device Group is the 1st Priority Mic; this unit can broadcast taking priority over the other PGM1 units. There are three ways to use the PGM1.

■ Broadcast from the mic.

- **1.** Use the zone/message select buttons to select the broadcast area.
- **2.** Press the PTT button.

If specified, the Opening Chime is heard.

- 3. When the status indicator is lit red, speak into the mic.
- 4. When you finish speaking, press the PTT button.

If specified, the Closing Chime is heard.

Play back a pre-recorded message from SD card

1. Use the zone/message select buttons to select the broadcast area.

2. Use the zone/message select buttons to select the message that you want to play back.

3. Press the PTT button.

If specified, the Opening Chime is heard. The message plays, and the status indicator is lit red. When message playback is completed, PTT automatically turns off. If specified, the Closing Chime is heard.

Use the scheduler to play back a pre-recorded message from SD card

By issuing a Paging event, the specified message is played back to the specified zone or zone group.

Using the Device Configuration Wizard to create your device setup

Before you specify the internal configuration of the MRX, use MTX-MRX Editor's wizard to create the device configuration.

After you've made basic settings, you'll be able to print information about the cabling and ID numbers. Use the following procedure to make basic settings.

1. Type a name for the MTX/MRX system you'll be constructing, and click [Next>].

C Device Configuration Wizard			×
System #1		0 ()	
The Device Configuration Wizard guides you through the initial configuration of your system design, and configures device settings. Select and name a new configuration, edit an existing configuration, or clear an existing configuration.			
SYSTEM NAME System #1			
New			
C Edit Configuration Changing the number of devices, type of devices and/or connection will initialize the settings of Word Clock and Dante.			
Go to Mini-YGDAI Card and Controller Setup.			
© Clear			
Cancel	< Back	Next >	Finish

2. Specify the number of units that will be connected in your MTX/MRX system, and click [Next>].

Set the number of "YDIF Connected" MRX7-D units to 1, the number of EXi8 units to 1, the number of "DANTE Connected" PGM1 units to 1, the number of XMV8280-D units to 1, and in the far right row set the number of MCP1 units to 3.

👅 Device Configuration Wizard						×
Fitness Gym						
		onnected via YDIF, Analog, and/or Dante. st to make up a system. After changing the	Configuration, re-			
YDIF Connected		ANALOG Connected		TE Connected		
DEVICE TYPE Number		DEVICE TYPE Number	DEVICE TYPE	Number	DEVICE TYPE	Number
MRX7-D		XMV4140	PGM1	1 *	MCP1	3 *
MTX5-D		xxxv4280 □ 0 ▼	XMV4140-D	0 •		
MTX3		XMV8140 □ ₩ ₩ ₩ ₩ ₩ ₩ 0 ▼	XMV4280-D	0 •		
EXi8] =	XMV8280 0 ▼	XMV8140-D	0 •		
XMV4140	וו	XMV4140-D 0 ▼	XMV8280-D	1 •		
XMV4280		XMV4280-D 0 ▼				
XMV8140		XMV8140-D 0 ▼				
<u>хмv8280</u> 0] _	ХМV8280-D 0 т			-	-
Number of Assigned Devices: •MTX/MRX Total: 1 / 4 • •YDIF Tot	al: 2	8	·MTX/MRX/XM	IV/EXio: 3/20 ·PG	M1/MCP1: 4/20	·Project Total: 7 / 80
				Cancel	< Back	Next > Finish

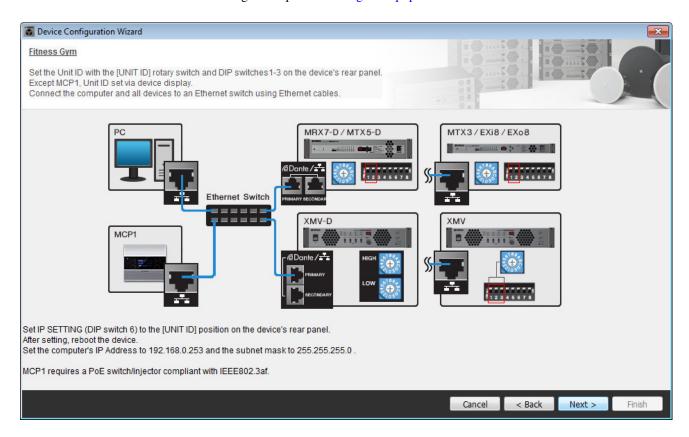
3. Specify the UNIT ID of each device, and click [Next>].

Unless you have specific reasons for doing otherwise, use the UNIT ID that is assigned.

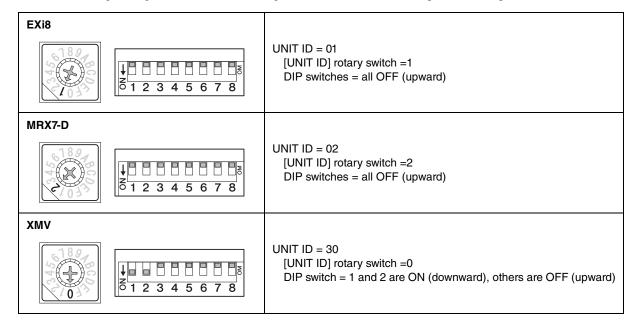
Configuration Wizard					—
Fitness Gym			a		
Set the Unit IDs. Match the Unit IDs in the list below to the If no devices are present yet, match the p		later.			
YDIF Connected DEVICE TYPE UNIT ID	ANALOG Connected DEVICE TYPE UNIT ID	DAN DEVICE TYPE	TE Connected UNIT ID	DEVICE TYPE	Number
MRX7-D 01 •••		^ PGM1 	60 -		90 •
02 -			30 -	MCP1	91 • 92 •
YDIF MODE DISTRIBUTION -		<u> </u>			Ŧ
			Cancel	< Back	Next > Finish

4. Set the [UNIT ID] rotary switch and DIP switch of the devices.

Set the computer's IP address after completing the wizard, in "Specifying the computer's TCP/IP address." If the device is not nearby, you can set it during the step "Connecting the equipment." You'll set the MCP1's UNIT ID during the step "Connecting the equipment."



Make the following settings. The method of setting the PGM1's UNIT ID is explained in step 8.



5. When you've finished setting the device's [UNIT ID] rotary switch and DIP switch, click [Next>].

6. Verify that the devices are shown in the screen, and click [Next>].

Do not change the order.

Torre Configuration Wizard							×
Fitness Gym The order of the YDIF connected devices	s can be changed by dragging and dropp	ing.			1.0 1.0 1.0 1.0		1
YDIF Connected	ANALOG Connected		DANTE Conn	ected			
DEVICE	DEVICE		DEVICE			DEVICE	
01 MRX7-D		*	60 PGM1		^	90 MCP1	^
02 EX18			30 XMV8280-D			91 MCP1	
						92 MCP1	
		Ŧ			÷		
Refresh				Cancel		< Back Next >	Finish

7. Set the number of PGX1 units to 1.

🐻 Device Confi	guration Wizard							×
Fitness Gym						a		
	mber of PGX1 extension devices GM1 to MRX7-D Paging Device		and dran			S	8 ()	
	Component in MRX Designer fo							
	sign PGX1 to PGM1				Paging Device (
DEVICE	PGX1		Group Host	1st Priority MIC	MIC2	MIC3	MIC4	
60 PGM1	1 •	1	1 01 MRX7-D	60 PGM1				
PC	Ethernet Switch	PGM 1	•	PGX 1	DAN		Paging	
						Mic2 Mic2 Mic4 SD CARD	1st Priority Mic Mic2 Mic3 Mic4 SD Program1 Program2	Zone1 Zone2 Zone3 Zone5 Zone5 Zone6 Zone6 Zone8 Zone9
						Cancel <	Back Next >	Finish

8. Set the PGM1's [UNIT ID] rotary switch and DIP switch.

If the device is not nearby, you can set it during the step "Connecting the equipment." Make the following settings.

PGM1	
	UNIT ID = 60 [UNIT ID] rotary switch =0 DIP switch = 2 and 3 are ON (downward), others are OFF (upward)

9. When you've finished setting the PGM1's [UNIT ID] rotary switch and DIP switch, click [Next>].

10. Click [Next>].

For the MRX, use MRX Designer to select the Mini-YGDAI card.

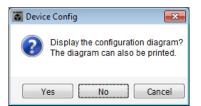
🐻 Device Config	guration Wizard					X
<u>Fitness Gym</u>						
Select the Mini-	YGDAI card.					
		Mini-YGDA	l Card			
DEVICE	CARD TYPE	INFORMATION				
01 MRX7-D	No Assign	Assign Card Type using slot component in	n MRX Designer Window.			
			Cancel	< Back	Next >	Finish

11. Choose the model of DCP that will be connected to the MRX, enter a device name, and click [Finish].

In this example, specify seven DCP1V4S units.

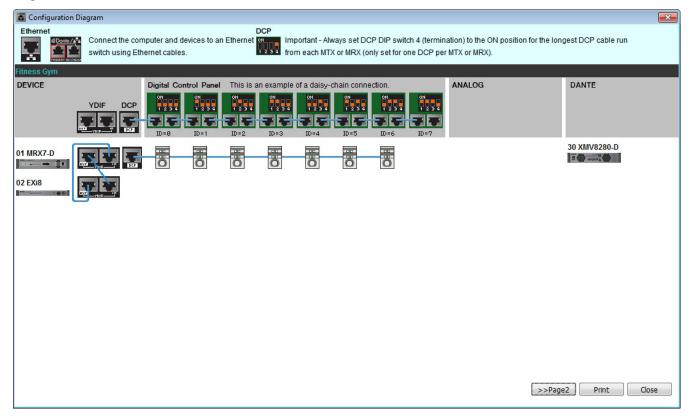
C Device	e Confi	iguration Wizard						×
	and na	ame the Digital Control Pane using DCH8 is also possibl	Is connected to each MTX or MRX 9.					
DEVIC	E	1 MRX7-D 🔻						
ID		MODEL	Name					
0	5	DCP1V4S-US/EU -	DCP1V4S	*				
1	10	DCP1V4S-US/EU 🔻	DCP1V4S					
2	8	DCP1V4S-US/EU 🔻	DCP1V4S					
3	5	DCP1V4S-US/EU	DCP1V4S					
4	ö	DCP1V4S-US/EU -	DCP1V4S					
5	5	DCP1V4S-US/EU ·	DCP1V4S					
6	5	DCP1V4S-US/EU -	DCP1V4S					
7		None 🔻		-				
					Cancel	< Back	Next >	Finish

12. When you see the dialog box "Display the configuration diagram? The diagram can also be printed." click [Yes].



A cabling diagram will appear. If you want, click [Print] to print the diagram. You can click the [>>Page2]/[>>Page1] buttons to switch pages. To close the screen, click [Close].

Page 1



Page 2

Configuration Diagram		
switch using Ett	mputer and devices to an Ethernet hernet cables.	
Fitness Gym DEVICE	PGM1/PGX1	MCP1
YDIF		
01 MRX7-D	60 PGM1	90 MCP1 91 MCP1
		=
		>>Page1 Print Close

Set the DIP switches of the DCP units as directed in "Digital Control Panel" of the cabling diagram. For the last DCP (ID=6), set DIP switch 4 upward.

|--|

NOTE

If you want to view the cabling diagram again, choose [File] menu \rightarrow [Print Configuration Diagram].

If you want to use the Device Configuration Wizard to change the device configuration, click the [Device Config] button in the Project screen.



Specifying the MRX configuration

Placing and connecting the components

Use MRX Designer to specify the internal configuration of the MRX.

When you've finished making settings, you should save them by clicking [File] menu, then [Save].

NOTE

The "User Account Control" dialog box may appear. Click [Continue] or [Yes].



Move to the setting screen by clicking the tab of the system name you specified in step 1 of "Using the Device Configuration Wizard to create your device setup."



After you've moved to this screen, click the "Open MRX Designer" button to start MRX Designer.

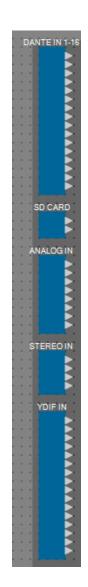


Placing the input components

Here you'll place the input components that you will use.

From the "Components" area, drag and drop the following components onto the design sheet.

- "DANTE IN 1–16"
- "SD CARD"
- "ANALOG IN"
- "STEREO IN"
- "YDIF IN"



Showing port names for the input components

To avoid subsequent confusion when connecting the cabling, use the "Port Name" dialog box to enter the port names. To access the "Port Name" dialog box, click the button located at the right of the [Label] editing area in the "Properties" area.

For "ANALOG IN," you can also enter the port name using the "ANALOG IN" component editor that appears when you double-click the component.

In this example, enter the port names as follows.

DANTE IN 1-16 PGM1	L
PGM1	
-	L
	L
	L
	L
a 🛛 🕹	
	L
	L
SD CARD	1
SD L	1
SD R	L
ANALOG IN	L
	L
Work out BGM1 L	L
Work out BGM1 R Work out BGM2 L	L
Work out BGM2 B	L
Work out BGM2 R Relaxation BGM L	L
Relaxation BGM R WXC-50(1) L	L
WXC-50(1) L	
WXC-50(1) R	
STEREO IN	
WXC-50(2)1	
WXC-50(2)1	
WXC-50(2)1	L
WXC-50(2) L WXC-50(2) R WXC-50(3) L WXC-50(3) R	
WXC-50(2) L ► WXC-50(2) R ► WXC-50(3) L ► WXC-50(3) R ►	
WXC-50(2) L ► WXC-50(2) R ► WXC-50(3) L ► WXC-50(3) R ►	
WXC-50(2) L WXC-50(2) R WXC-50(3) L WXC-50(3) R YDIF IN Mic Studio A Mic Studio B	
WXC-50(2) L ► WXC-50(2) R ► WXC-50(3) L ► WXC-50(3) R ►	
WXC-50(2) L WXC-50(2) R WXC-50(3) L WXC-50(3) R YDIF IN Mic Studio A Mic Studio B	
WXC-50(2) L WXC-50(2) R WXC-50(3) L WXC-50(3) L WXC-50(3) R WXC-50(3) R WXC-50(3) R WXC-50(3) R WXC-50(3) R Mic Studio A Mic Studio A Mic Studio B	
WXC-50(2) L WXC-50(2) R WXC-50(3) L WXC-50(3) L WXC-50(3) R WXC-50(3) R WXC-50(3) R WXC-50(3) R WXC-50(3) R Mic Studio A Mic Studio A Mic Studio B	
WXC-50(2) L WXC-50(2) R WXC-50(3) L WXC-50(3) L WXC-50(3) R WXC-50(3) R WXC-50(3) R WXC-50(3) R WXC-50(3) R Mic Studio A Mic Studio A Mic Studio B	
WXC-50(2) L WXC-50(2) R WXC-50(3) L WXC-50(3) L WXC-50(3) R WXC-50(3) R WXC-50(3) R WXC-50(3) R WXC-50(3) R Mic Studio A Mic Studio A Mic Studio B	
WXC-50(2) L WXC-50(2) R WXC-50(3) L WXC-50(3) L WXC-50(3) R WXC-50(3) R WXC-50(3) R WXC-50(3) R WXC-50(3) R Mic Studio A Mic Studio A Mic Studio B	
WXC-50(2) L WXC-50(2) R WXC-50(3) L WXC-50(3) R YDIF IN Mic Studio A Mic Studio B	
WXC-50(2) L WXC-50(2) R WXC-50(3) L WXC-50(3) R YDIF IN Mic Studio A Mic Studio B	
WXC-50(2) L WXC-50(2) R WXC-50(3) L WXC-50(3) R YDIF IN Mic Studio A Mic Studio B	
WXC-50(2) L WXC-50(2) R WXC-50(3) L WXC-50(3) R YDIF IN Mic Studio A Mic Studio B	
WXC-50(2) L WXC-50(2) R WXC-50(3) L WXC-50(3) R YDIF IN Mic Studio A Mic Studio B	

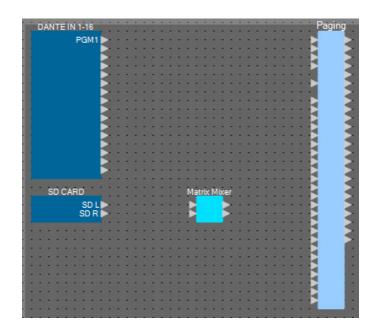
DANTE IN 1-16	1	PGM1	
SD CARD	1L	SD L	
SD CARD	1R	SD R	
	1	Work out BGM1 L	
	2	Work out BGM1 R	
	3	Work out BGM2 L	
ANALOG IN	4	Work out BGM2 R	
ANALOG IN	5	Relaxation BGM L	
	6	Relaxation BGM R	
	7	WXC-50(1) L	
	8	WXC-50(1) R	
	1L	WXC-50(2) L	
STEREO IN	1R	WXC-50(2) R	
STEREO IN	2L	WXC-50(3) L	
	2R	WXC-50(3) R	
	1	Mic Studio A	
YDIF IN	2	Mic Studio B	
	3	Mic Spin Area	

Placing and cabling the PGM1-related components in Reception

Here we will place and cable the components related to the PGM1 in Reception.

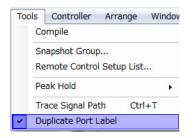
1. From the "Components" area, drag and drop the following components onto the design sheet.

- "Matrix Mixer" (2In/2Out)
- "Paging"



2. On the [Tools] menu, click [Duplicate Port Label].

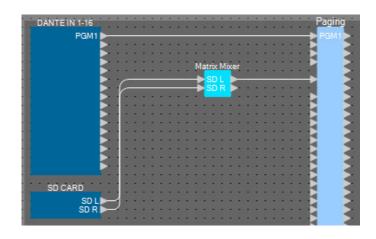
This causes the port name to be carried over when you make the connection.



3. Drag and drop to connect port 1 of "DANTE IN 1–16" to the 1st Priority Mic port of "Paging."

DANTE IN 1-16	 •		÷						•		i						•		i				P	agi	ng	-
PGM1	0																					0	2		11	2
	-	•	•	•	•	•	•	•	-	•	•	•	•	•	•	•	•	•	•	•	•					2
	-	-	-	•	•	-	•	•	-	•	-	•	•	•	-	•	•	•	•	-	•					2
	-	•	1	1	•	•	1	1	•	•	1	1	•	•	•	•	•	•	1	1	•		2			2
	-	1	-	-	-	1	-	-	-	-	-	-	•	-	-	-	-	1	-	1	-					2
	-	1	1	1	-	1	1	1	-	1	1		-		1	1	-	1	1		•	-	2			2
			-			-			-	-	-			-	-			-	-			-				

4. Drag and drop to connect the "SD CARD" ports with the input ports of the "Matrix Mixer," and drag and drop to connect output port 1 of the "Matrix Mixer" to the SD port of "Paging."



5. Double-click the "Matrix Mixer."

The "Matrix Mixer" component editor opens.



6. Make settings so that Input 1 and 2 are output to Output 1, enter "SD" for Output 1, and then click the [x] button in the upper right to close the component editor.

Matrix Mixer	- • •
MATRIX MIXER	
The off I do SD R 2	Output ON OFF NOMINAL -3dB -6dB MINIMUM
38881	C

Placing and connecting the components related to BGM (monaural) input

Here we place and connect the components related to the input of the background music (monaural) that is broadcast to the facility.

- **1.** From the "Components" area, drag and drop the following components onto the design sheet.
 - "Matrix Mixer" (8In/4Out)
 - "Source Selector" (4Source/1Ch)
 - "Fader" (8Ch)

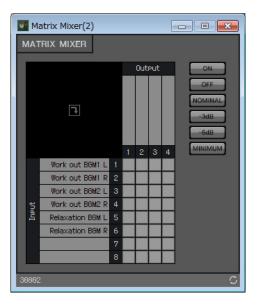
ANALOG IN			-	-	-	:	Mat	rix Mix	er(2)	:	: :		1	S	our	ce	Sel	ect	or			-	1	:			Fader			-	
Work out BGM1 L					•	-				-	•		-	-	C							-		•							
Work out BGM1 R					-	•				•		• • •	•	-	E							. . .	•	•		÷			• •		
Work out BGM2 L	-	 			-	•				•	•	• •	•	•	Ð			-		• •		-	-	•	• •	- 6			• •	• •	
Work out BGM2 R 🕨	-	• •	-	-	-	-	>			•			-	-	E						-	-	-	-		E.			• •	• • •	
Relaxation BGM L	2		-	-	-	-	-		100	-		• •	-	-	-	_	-	-			-	-	-	-					•	-	
Relaxation BGM R 🕨		 	-		-	•			100	•	-	• • •	•	•			•	-			-	÷.	•	-		E.			•	•	
WXC-50(1) L 🕨	-	•		-	-	-	>			•	•	• •	-	•	• •		•	•			-	-	-	•		10			•	-	
WXC-50(1) R	-		-	-	-	-				-	-		-	-	-	• •	-	-		-	-	-		-		- 1				• • •	-
				-		-					-		-	-				-			-	-					100	200			-

2. Drag and drop to connect "ANALOG IN" ports 1 through 6 to "Matrix Mixer(2)" input ports 1 through 6.

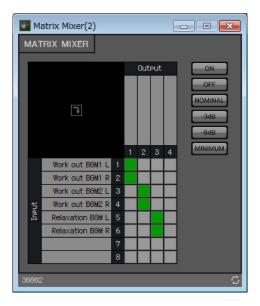
ANALOG IN	Matrix Mixer(2)	11	S	ourg	e S	iele	cto	٢						1	Fader	ļ
Work out BGM1 L	Work out BGM1 L						>	-		-	 		-	E		
Work out BGM1 R	Work out BGM1 R		-					-	-		 	-	-	Ľ		E.
Work out BGM2 L	Work out BGM2 L		•	2				-	•		 	-	-	Ð		0
Work out BGM2 R	Work out BGM2 R		•					•	•	•	 	. *		E		D
Relaxation BGM L	Relaxation BGM L		•	٠.	-	-	-	-	•	•	 	-	-	Ð		
Relaxation BGM R	Relaxation BGM F	1	•		•			-	•	-	 	-	•	E		
WXC-50(1) L					•			-	•		 	-	-			
WXC-50(1) R			•		•			•	•	-	 	-	•	Ð		1

3. Double-click "Matrix Mixer(2)."

The "Matrix Mixer" component editor opens.



4. Make settings so that Input 1 and 2 are sent to Output 1, Input 3 and 4 to Output 2, and Input 5 and 6 to Output 3.



5. Enter "Work out BGM1" for Output 1, enter "Work out BGM2" for Output 2, and enter "Relaxation BGM" for Output 3; then click the [x] button in the upper right to close the component editor.

	M	atrix Mixer(2)				[- • •
۲	MAT	rix mixer					
		an a		Out	PUT		ON
					- Git		OFF
			Ŧ	Q	周		NOMINAL
		T	t BGN	out BGM2	on B(-3dB
			Work out BGM1	k out	Relaxation BGM		-6dB
			Wor	Work			MINIMUM
	_		1	2	3	4	MINIMUM
		Work out BGM1 L					
		Work out BGM1 R					
		Work out BGM2 L					
	¥.	Work out BGM2 R					
	InPut	Relaxation BGM L					
		Relaxation BGM R					
		~					8
3	8882	2					C C

6. Click "Source Selector" to select it.

ANALOGIN	Matrix M	lixer(2)		 S	ource	Sele	ctor		-	Fader		-	
Work out BGM1 L	Work out BGM1 L	Work out BGM1	-				1		1		>		
Work out BGM1 R	Work out BGM1 R	Work out BGM2	2	 -	Ľh.				Ð			-	
Work out BGM2 L	Work out BGM2 L	Relaxation BGM	2	 -	E		-		Ð			•	
Work out BGM2 R	Work out BGM2 R		2	 -			-		Ð			-	
Relaxation BGM L	Relaxation BGM L		-	 -	· •	0.0	J - I				2	-	
Relaxation BGM R	Relaxation BGM R		1			• • •		• •	H	i i	~		• •
WXC-50(1) L WXC-50(1) R									H	i i	-		
WAC-SU(I) K													

7. Copy the selected component, and paste it six times. Alternatively, drag and drop the selected component while holding down <Ctrl>.

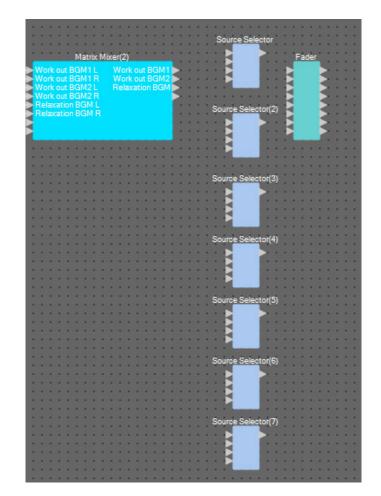
Change the location of the components as necessary.

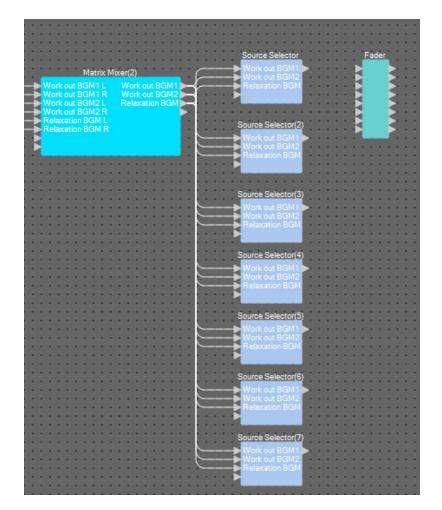
You can copy in any of the following ways.

- <Ctrl> + <C>
- Right-click, and choose the context menu item [Copy]
- On the [Edit] menu, choose [Copy]

You can paste in any of the following ways.

- <Ctrl> + <V>
- Right-click, and choose the context menu item [Paste]
- On the [Edit] menu, choose [Paste]





8. Drag and drop to connect "Matrix Mixer(2)" output ports 1 through 3 to "Source Selector" input ports 1 through 3.

9. Assign a label to each "Source Selector" so that it can be easily distinguished.

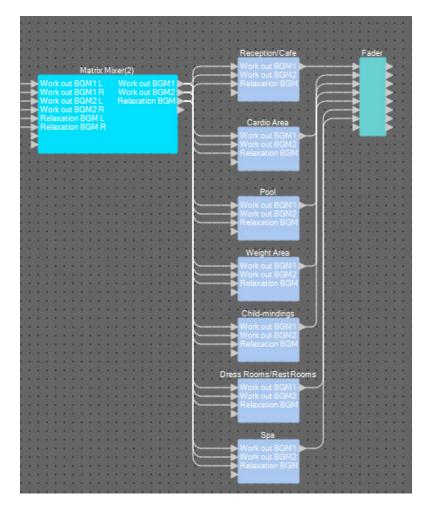
Click the label area of each "Source Selector" component to edit it.



		Barrier Contra	· · · · · · · · · · · · ·
		Reception/Cafe	Fader
		Work out BGM1	
Matrix Mix		Work out BGM2	
	Work out BGM1	Relaxation BGM	
Work out BGM1 R	Work out BGM2		
Work out BGM2 L	Work out BGM1 Work out BGM2 Relaxation BGM		
Work out BGM2 P	Relaxation Down		
Relevation PCM I			
Work out BGM2 R Relaxation BGM L Relaxation BGM R		Cardio Area	
Relaxation bolm R		Number of Design	
		> Work out BGM1 >	
		Work out BGM2	
		Pool	
		Work out BGM1	
		Work out BGM2	
		Relaxation BGM	
		Weight Area	
		Work out BGM1	
		Work out BGM2	
		Relaxation BGM	
		Child-mindings	
		Work out BGM1	
		Work out BGM2	
		Relaxation BGM	
		Dress Rooms/Rest Rooms	
		Work out BGM1	
		Work out BGM2	
		> Relaxation BGM	
		Spa	
	C	Work out BGM1	
	6	Work out BGM2 Relaxation BGM	
		Relaxation BigM	

Source Selector	Reception/Cafe
Source Selector(2)	Cardio Area
Source Selector(3)	Pool
Source Selector(4)	Weight Area
Source Selector(5)	Child-mindings
Source Selector(6)	Dress Rooms/ Rest Rooms
Source Selector(7)	Spa

10. Drag and drop to connect output port 1 of each "Source Selector" to "Fader" input ports 1 through 7.



11. Double-click "Fader."

The "Fader" component editor opens.



12. Assign a name to channels 1 through 7.

Clicking the label area of each "Source Selector" component makes it editable; copy this to make the process easier.

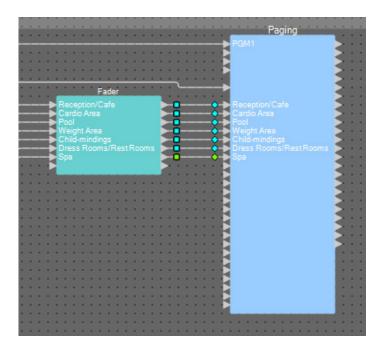


💽 Fade	r						
1	2		4		6		8
ON	ON	ON	ON	ON	ON	ON	ON
Ø	Ø	Ø	ø	Ø	Ø	Ø	Ø
0 - 3 - 6 - 9 - 12 - 15 - 15 - 15 - 15 - 15 - 18 - 12 - 15 - 18 - 12 - 10 - 12 - 15 - 15 - 15 - 15 - 19 - 12 - 15 - 15 - 15 - 15 - 15 - 15 - 15 - 15	- 0 - 3 - 12 - 12 - 15 - 18 - 12 - 12 - 12 - 12 - 12 - 12 - 12 - 12	- 0 - 3 - 6 - 9 - 12 - 15 - 18 - 24 - 30 - 40 - 50 - 60	0 3 4 12 12 12 12 12 12 12 12 12 12	- 0 - 3 - 12 - 12 - 15 - 18 - 12 - 12 - 12 - 12 - 12 - 12 - 12 - 12	- 0 - 3 - 6 - 9 - 12 - 15 - 18 - 24 - 30 - 40 - 50 - 60	- 0 - 3 - 12 - 15 - 18 - 19 - 12 - 15 - 19 - 12 - 15 - 19 - 12 - 15 - 19 - 12 - 15 - 19 - 10 - 10 - 10 - 10 - 10 - 10 - 10 - 10	- 0 - 3 - 6 - 9 - 12 - 15 - 18 - 24 - 30 - 40 - 50 - 50 - 60
0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
Recepti	Cardio	Pool	Weight	Child-mi	Dress R	Spa	
30004							C

13. Turn off channel 8, and then click the [×] button in the upper right to close the component editor.



14. Drag and drop to connect "Fader" output ports 1 through 7 to "Paging" Program 1 through 7.

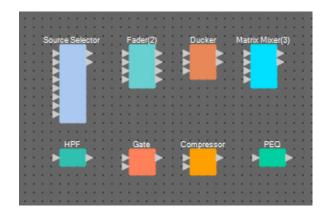


Placing and connecting the components related to BGM (stereo) and wireless mic input

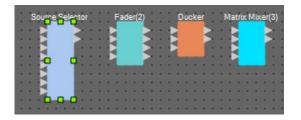
Here you'll place and connect the components related to the background music (stereo) and wireless mic input that is broadcast to Studio A/B and the Spin Area.

1. From the "Components" area, drag and drop the following components onto the design sheet.

- "Source Selector" (4Source/2Ch)
- "Fader" (4Ch)
- "Ducker" (Stereo)
- "Matrix Mixer" (4In/2Out)
- "HPF" (Mono)
- "Gate" (Mono)
- "Compressor" (Mono)
- "PEQ" (Mono/3Band)

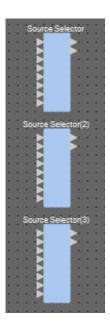


2. Click "Source Selector" to select it.



3. Copy the selected component, and paste it two times. Alternatively, drag and drop the selected component while holding down <Ctrl>.

Change the location of the components as necessary.

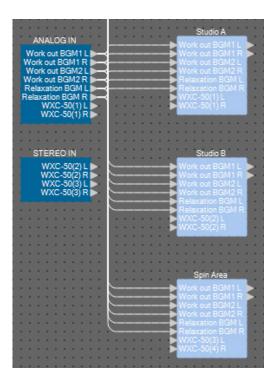


4. Assign a label to each "Source Selector" so that it can be easily distinguished.

Studio A		
100000000		1
	20	
	1	
	1000	1
	100	1
Studio B		
	2	
		1
	1.1.1	
	1.0	
Spin Area		
	>	
	S	
	1.0	
		1

Source Selector	Studio A
Source Selector(2)	Studio B
Source Selector(3)	Spin Area

5. Drag and drop to connect "ANALOG IN" output ports 1 through 6 to each "Source Selector" Src1-1 through Src3-2.

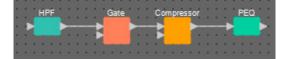


6. Drag and drop to connect the WXC-50's outputs to each "Source Selector" Src4-1 and Src4-2.

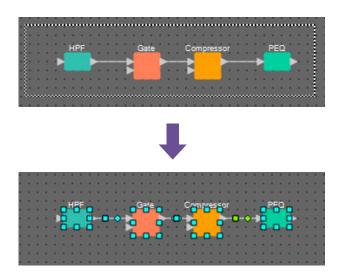
	Studio A	
ANALOG IN	Wark out BGM1 L 🕨	
Work out BGM1 L	Work out BGM1 R	
Work out BGM1 R	Work out BGM2L	
Work out BGM2 L	Work out BGM2 R	
Work out BGM2 R	Relaxation BGM L	
Relaxation BGM L	Relaxation BGM R	
Relaxation BGM R	WXC-50(1) L	
WXC-50(1) L	WXC-50(1) R	
WXC-50(1) R		8
a second s		
	Studio B	
STEREO IN		
	└───► Work out BGM1 L	
WXC-50(2) L	└───► Work out BGM1 R ►	
WXC-50(2) R	► Wark out BGM2 L	
WXC-50(3) L	Verk out BGM2 R	
WXC-50(3) R	Relaxation BGM L	
	Relaxation BGM R	
	MINO SALAY	
	₩XC-50(2) R	
	₩XC-50(2) R	
· · · · · · · · · · · · · · · · · · ·	₩XC-50(2) R	
	►► WXC-50(2) R	
	► • wxc-sa(2) R	
	Spin Area	
	Spin Area ₩VXC-50(2) R	
	Work out BGM1 L	
	Work out BGM1 L	
	Work out BGM1 L Work out BGM1 R Work out BGM2 L	
	Work out BGM1 L Work out BGM1 R Work out BGM2 L Work out BGM2 R	
	Work out BGM1 L Work out BGM1 R Work out BGM2 R Work out BGM2 R Eelaxation EGM L	
	Work out BGM1 L Work out BGM1 R Work out BGM2 R Work out BGM2 R Eelaxation EGM L	
	Work out BGM1 L Work out BGM1 R Work out BGM2 R Work out BGM2 R Eelaxation EGM L	

ANALOG IN 7 and 8	Studio A Src4-1 and Src4-2
STEREO IN 1L and 1R	Studio B Src4-1 and Src4-2
STEREO IN 2L and 2R	Spin Area Src4-1 and Src4-2

7. Drag and drop to connect between the ports from "HPF" to "PEQ."



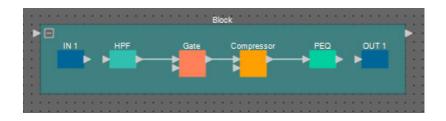
8. Select the area from "HPF" through "PEQ," so that the components and wires are selected.



9. On the [Edit] menu, choose [Create User Defined Block]; in the dialog box, set IN as 1, set OUT as 1, and click the [OK] button.

🛄 User D	efined Bloc	ck 💌
IN	1	•
OUT	[1	•
	ОК	Cancel

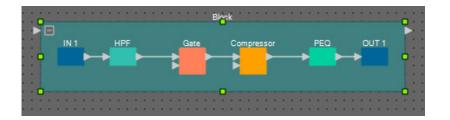
10. As necessary, change the position, size, and arrangement of the components in the User Defined Block.



11. Drag and drop to connect the ports "IN 1" to "HPF" and "PEQ" to "OUT 1."

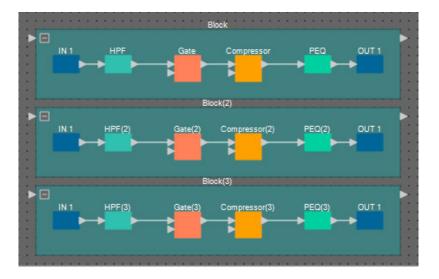
IN 1 HPF Gate Compressor PEQ OUT 1				Slock			
	IN 1	HPF	Gate	Compressor	PEQ	OUT 1	:
		→ →	→ ト		→ ►	•	1
							:
							1.

12. Click somewhere other than a component or wire in the User Defined Block, so that the User Defined Block is selected.

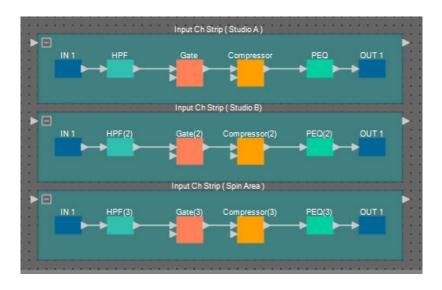


13. Copy the selected User Defined Block, and paste it two times. Alternatively, drag and drop the selected User Defined Block while holding down <Ctrl>.

Change the location of the User Defined Block as necessary.



14. Name the label of each User Defined Block so that it can be easily distinguished.



Block	Input Ch Strip (Studio A)
Block(2)	Input Ch Strip (Studio B)
Block(3)	Input Ch Strip (Spin Area)

YDIF IN Input Ch Strip (Studio A) Mic Studio A Mic Studio B Mic Studio A PEQ OUT 1 Mic Studio 🐌 Input Ch Strip (Studio B) Mic Studio B OUT 1 HPF(2) Compressor(2) PEQ(2) Mic Studio 🗭 Input Ch Strip (Spin Area) Mic Spin Area OUT 1 HPF(3) Compressor(3) PEQ(3) Mic Spin Are

15. Drag and drop to connect "YDIF IN" output ports 1 through 3 to the input port of each

YDIF IN 1 Input Ch Strip (Studio A)	
YDIF IN 2 Input Ch Strip (Studio B)	
YDIF IN 3	Input Ch Strip (Spin Area)

User Defined Block.

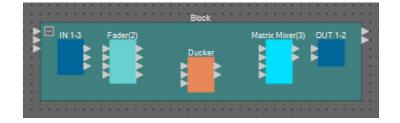
16. Select the area from "Fader(2)" through "Matrix Mixer(3)," so that the components are selected.

Eader(2)	Dunker	Matrix Mixer(3)
0	1 i i i i i i i i i i i i i i i i i i i	a a
		1 1 No. 1 1 1

17. On the [Edit] menu, choose [Create User Defined Block]; in the dialog box, set IN as 3, set OUT as 2, and click the [OK] button.

🔣 User De	efined Bl	ock 💌
IN	3	-
OUT	2	-
	ОК	Cancel

18. As necessary, change the position, size, and arrangement of the components in the User Defined Block.



19. Assign a name to the input ports of the User Defined Block.

Enter the port names in the "Port Name" dialog box. To access the "Port Name" dialog box, click the port, and then click the button located at the right of the [Label] editing area in the "Properties" area. The output port names are automatically entered during a subsequent step.

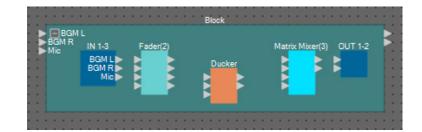
OUT Port Name

IN 1	BGM L
IN 2	BGM R
IN 3	Mic

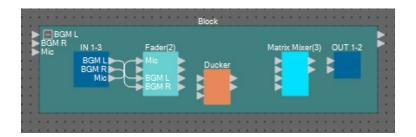
20. After you've entered the port names, click the [OK] button.

BGM R Mic		Fader(2)	Ducker	Matrix Mixer(3) OUT 1-2	
	F				

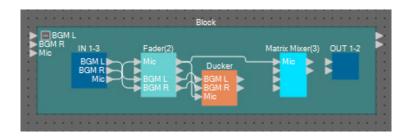
21. Also enter a port name for the User Defined Block's "IN."



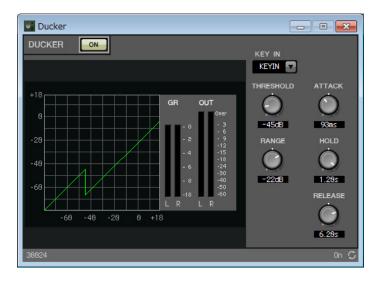
22. Drag and drop to connect "IN" output ports 1 and 2 to "Fader(2)" input ports 3 and 4; connect "IN" output port 3 to "Fader(2)" input port 1.



23. Drag and drop to connect "Fader(2)" output port 1 to "Ducker" KeylN and "Matrix Mixer(3)" input port 1; connect "Fader(2)" output ports 3 and 4 to input "Ducker" ports 1 and 2.



24. Double-click "Ducker"; verify that KEY IN is set to KEYIN, and then close the component editor.



25. Drag and drop to connect "Ducker" 1L and 1R to "Matrix Mixer(3)" input ports 3 and 4.

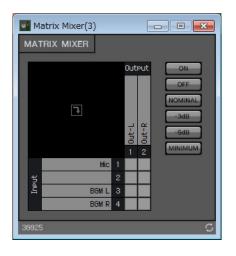
BGM R Mic	IN 1-3	Fader(2)		Mate	ix Mixer(3) OU	T 1-2
- MIG	BGML		Ducker	<mark>_</mark>	lic 🕨 🕨	
	BGM R Mic		BGML		SGM L	
		-BGM R	BGM R	0 ↔ 1	GM R	

26. Double-click "Matrix Mixer(3)."

The "Matrix Mixer" component editor appears.



27. Enter port names for Output.

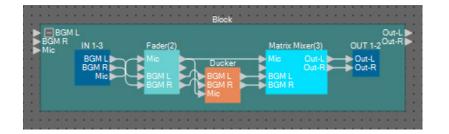


Output 1	Out-L
Output 2	Out-R

28. Enable Mic for Out-L and Out-R, enable BGM L for Out-L and BGM R for Out-R; then click the [×] button in the upper right to close the component editor.

М 🔤	atrix Mixer(3)				- • •
MAT	rix mixer				
	F		Dut I Out-I	5 Out-R	ON OFF NOMINAL -3dB -6dB MINIMUM
	Mic				
Ineut					
5	BGM L				
	BGM R	4			
30025	5				C

29. Drag and drop to connect the "Matrix Mixer(3)" output ports to the "OUT" input ports.

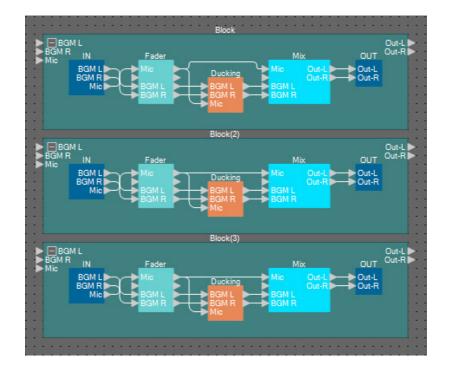


30. Click somewhere other than a component or wire in the User Defined Block, so that the User Defined Block is selected.

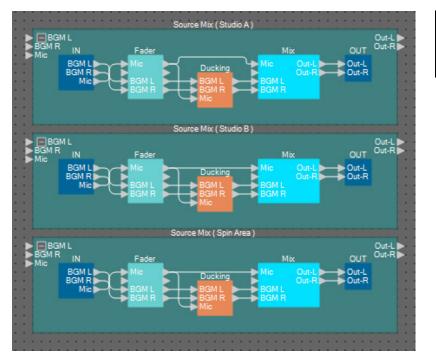
			Block			
			•		0	ut-L
Mic	IN 1-3	Fader(2)	м	atrix Mixer(3)	OUT 1-2	JIEN
	BGML	Mic	Ducker		Out-L	
: : P	BGM R			Out-R	Out-R	P ::
	THE C			SMR		
		· • • •				

31. Copy the selected User Defined Block, and paste it two times. Alternatively, drag and drop the selected User Defined Block while holding down <Ctrl>.

Change the location of the User Defined Block as necessary.



32. Name the label of each User Defined Block so that it can be easily distinguished.

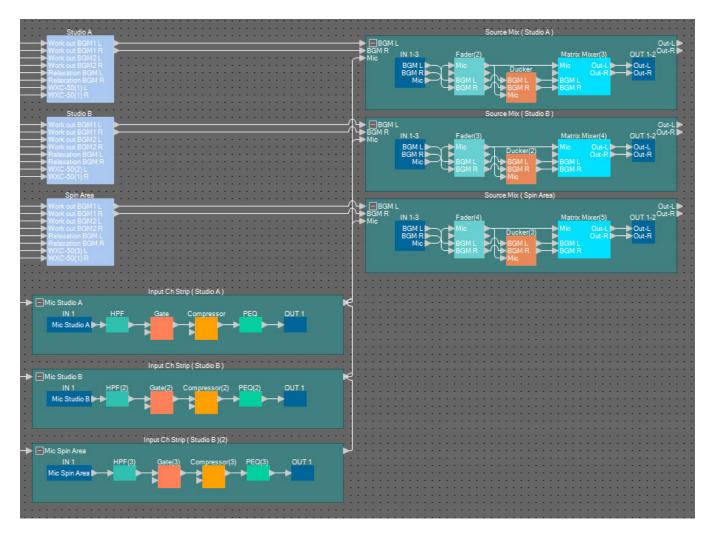


Block	Source Mix (Studio A)
Block(2)	Source Mix (Studio B)
Block(3)	Source Mix (Spin Area)

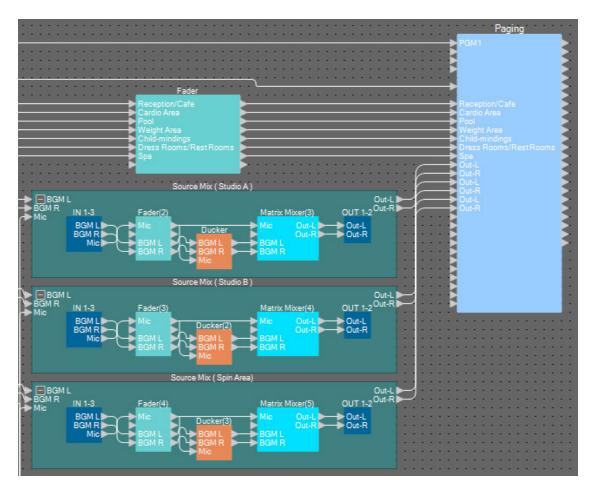
33. Drag and drop to connect "Studio A" (Source Selector) output ports 1 and 2 to "Source Mix Studio A" (User Defined Block) input ports 1 and 2; connect the "Input Ch Strip (Studio A)" (User Defined Block) output port to "Source Mix Studio A" (User Defined Block) input port 3.

DUT 1-2 ^O U Out-L Out-R
Out-L ROut-R
R Out-R





35. Drag and drop to connect each Source Mix output jack to "Paging" Program 8 through 13.



Source Mix (Studie A)	Out-L	Program 8
Source Mix (Studio A)	Out-R	Program 9
Source Mix (Studio B)	Out-L	Program 10
Source Mix (Studio B)	Out-R	Program 11
Source Mix (Spin Aree)	Out-L	Program 12
Source Mix (Spin Area)	Out-R	Program 13

Making settings for Paging

Here you'll make settings for the "Paging" component.

1. Assign the "Paging" input/output port names.

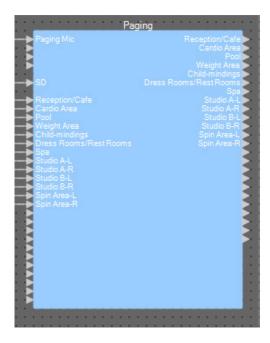
Enter the port names in the "Port Name" dialog box. To access the "Port Name" dialog box, click the port, and then click the button located at the right of the [Label] editing area in the "Properties" area.

After you've entered the input port names, you can proceed efficiently by clicking the listed port name, and then copying and pasting it to the output port name field.

IN	Port Name	OUT	Port Name	(
1st Priority Mic	Paging Mic	Zone 1	Reception/Cafe	1
Mic2		Zone2	Cardio Area	
Mic3		Zone3	Pool	1
Mic4		Zone4	Weight Area	
SD	SD	Zone5	Child-mindings	
Program 1	Reception/Cafe	Zone6	Dress Rooms/Rest	-
Program2	Cardio Area	Zone7	Spa	1
Program3	Pool	Zone8	Studio A-L	1
Program4	Weight Area	Zone9	Studio A-R	
Program5	Child-mindings	Zone 10	Studio B-L	1
Program6	Dress Rooms/Rest	Zone11	Studio B-R	
Program7	Spa	Zone 12	Spin Area-L	1
Program8	Studio A-L	Zone 13	Spin Area-R	1
Program9	Studio A-R	Zone 14		1
Program10	Studio B-L	Zone 15		1
Program11	Studio B-R	Zone 16	1	1

1sr Priority Mic	Paging Mic
SD	SD
Program1	Reception/Cafe
Program2	Cardio Area
Program3	Pool
Program4	Weight Area
Program5	Child-mindings
Program6	Dress Rooms/Rest Rooms
Program7	Spa
Program8	Studio A-L
Program9	Studio A-R
Program10	Studio B-L
Program11	Studio B-R
Program12	Spin Area-L
Program13	Spin Area-R
Zone1	Reception/Cafe
Zone2	Cardio Area
Zone3	Pool
Zone4	Weight Area
Zone5	Child-mindings
Zone6	Dress Rooms/Rest Rooms
Zone7	Spa
Zone8	Studio A-L
Zone9	Studio A-R
Zone10	Studio B-L
Zone11	Studio B-R
Zone12	Spin Area-L
Zone13	Spin Area-R

2. After you've entered the port names, click the [OK] button.



3. Double-click "Paging."

The "Paging" component editor opens.

Paging		- • •
	ZONE Group	Settings
PAGING SOURCE	ZONE	GAIN
1st MIC Pasins Mic MIC 2 Image: Constraint of the second	1 Reception/Cafe 13 Spin Area-R 2 Cardio Area 14 14 3 Pool 15 15 4 Weisht Area 16 16 5 Child-mindings 17 18 6 Dress Rooms/Re 18 18 7 Spa 19 19 8 Studio A-L 20 10 9 Studio A-R 21 11 10 Studio B-R 23 11	RANGE - codB ATTACK 5.85 REREASE C
58886	12 O Spin Area-L 24 O	5.0s On 💭

4. To create a zone group, click the [ZONE Group] button.

The "Zone Group" window appears.

Pagi ZONE	GROUP																										
				_					_	_				ZO	NE	_	_	_	_	_	_			_			CLEAR
			Reception/Cafe	Cardio Area	Pool	Weight Area	Child-mindings	Dress Rooms/Rest.	Spa	Studio A-L	Studio A-R	Studio B-L	Studio B-R	Spin Area-L	Spin Area-R												
				2	3	4	5	6		8	9			12	13	14	15	16	17	18	19	20	21	22	23	24	
	Group 1																										
																				2 10							
	Group 3																										
	23.0 A. H. 7789								8 8		a .				. 33		8 - 21		a - 1			1 0			a 9		
	A CONTRACTOR OF																										
	Group 7																										
	Group 9																										
	Group 18			s 11																3 12							
5		11																									
980	Group 12																										
ZONE GROUP	Group 13		3 - A				- 83		a 8		<i>8</i>				2 33				8 - s								
	Group 14																										
	Group 15																										
	Group 16																										
	Group 17																										
	Group 18																										
	Group 19																										
	Group 28																										
	Group 21		100																								
	Group 22																										
	Group 23																										
	Group 24	24																									J

5. Click within the zone group matrix to create zone groups.

In this example, create zone groups as follows.

				_	_	_	_	_	_	_	_	_	_	70		_	_	_	_	_	_	_	_	_	_	_		
								:						20	NE						_	_		_			6	LEAR
			Reception/Cafe	Cardio Area	Pool	Weight Area	Child-mindings	Dress Rooms/Rest	SPa	Studio A-L	Studio A-R	Studio B-L	Studio B-R	Spin Area-L	Spin Area-R		2 5								3 5			
				2	3	4	5	6		8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24		
	Group 1																											
	Group 2																			-								
	Group 3																											
	Group 4																											
	Group 5																											
	Group 6																											
	Group 7																											
	Group 8																											
	Group 9																											
	Group 18	18																	30. 3	5								
3	Group 11																											
ZUNE GRUUP	Group 12																											
ġ	Group 13						2 83		a 8		a .	2. 22			. 8		8 8		a			8. 6			8 8			
7	Group 14																											
	Group 15																											
	Group 16																											
	Group 17																											
	Group 18									_																		
	Group 19																											
	Group 28																			2. 17								
	Group 21								a 8		8.			8. 3	. 83				8. s			8. 0						
	Group 22																											
	Group 23																											
	Group 24	24																										

Group 1	ZONE 1 through 7	All monaural broadcast areas					
Group 2	ZONE 8 through 13	All stereo broadcast areas					
Group 3	ZONE 8 and 9	STUDIO A					
Group 4	ZONE 10 and 11	STUDIO B					
Group 5	ZONE 12 and 13	Spin Area					
Group 6	ZONE 1 through 13	Broadcast to entire facility					

6. Enter the zone group names.

Double-click the name of each ZONE GROUP and edit it.

🛛 Pagi	ng																											•
ZONE	GROUP																											
				_	_	_	_	_	_	_	_	_	_	70	NE	_	_	_	_	_	_	_	_	_	_	_		EAR
																					-							C/m
			Reception/Cafe	Cardio Area	Pool	Weight Area	Child-mindines	Dress Rooms/Rest.	Spa	Studio A-L	Studio A-R	Studio B-L	Studio B-R	Spin Area-L	Spin Area-R													
			1	2	3	4	5	6	7	8	9	10	11			14	15	16	17	18	19	20	21	22	23	24		
	Group A																		2									
	Group B																											
	Studio A																											
	Studio B																											
	Spin Area																											
	All Zone																											
	Group 7																											
	Group 8																											
	Group 9																											
	Group 18	10																					_					
9	Group 11	11																										
ZONE GROUP	Group 12																											
BNB	Group 13						. 8				a -								a						8. 8.			
	Group 14																				_							
	Group 15																											
	Group 16																											
	Group 17																											
	Group 18			5 10													-								3 3			
	Group 19																											
	Group 28																											
	Group 21																											
	Group 22																											
	Group 23																											
	Group 24	24																									J	
3006																												

Group 1	Group A
Group 2	Group B
Group 3	Studio A
Group 4	Studio B
Group 5	Spin Area
Group 6	All Zone

7. Click the $[\times]$ button in the upper right to close the window.

Paging	E	- • •
	ZONE Group	Settings
PAGING SOURCE	ZONE	GAIN
1st MIC O Paging Mic	1 O Reception/Cafe 13 O Spin Area-R	
MIC 2 O MIC 3 O	2 O Cardio Area 14 O 3 O Pool 15 O	\bigcirc
MIC 4 O SD	4 Veight Area 16 5 Child-mindings 17 C	-∞dB ATTACK
	6 O Dress Rooms/Re 18 O	\bigcirc
	7 O Spa 19 O 8 O Studio A-L 20 O	5.0s
	9 Studio A-R 21 10 Studio B-L 22	REREASE
	11 O Studio B-R 23 O	
	12 O Spin Area-L 24 O	5.0s
50006		On 🗘

8. To make assignments for the zone/message select buttons of the PGM1/PGX1, click the [Settings] button.

The "PGM1/PGX1" dialog box appears.

PC	GM1/PGX1					×
	MRX7-D	àM1 (1st Priority) ▼	🔲 Unlatch Enable	3		
						=
	FUNCTION	PARAMETER		FUNCTION	PA	RAMETER
1	No Assign 👻		5	No Assign	-	
2	No Assign 👻		6	No Assign	•	
3	No Assign 👻		7	No Assign	•	
4	No Assign 👻		8	No Assign	•	
0	PGX1					=
1	No Assign 👻		5	No Assign	•	
2	No Assign 👻		6	No Assign	•	
3	No Assign 👻		7	No Assign	•	
4	No Assign 👻		8	No Assign	•	
1	PGX1					=
1	No Assign 👻		5	No Assign	•	
2	No Assign 👻		6	No Assign	•	
3	No Assign 👻		7	No Assign	•	
4	No Assign 👻		8	No Assign	•	
					Label Creator	OK Cancel

9. Make assignments to zone/message select buttons.

In this example, make the following assignments.

P	GM1/PGX1				
02	MRX7-D • 60	PGM1 (1st Priority)	Enab	le	
F	unction Assign Properties	1			
					=
	FUNCTION	PARAMETER		FUNCTION	PARAMETER
	Zone Group 🔻	6:All Zone 🗸	:	5 Zone 🔻	1:Reception/Cafe 🗸
1	Zone 🔻	2:Cardio Area 🗸		5 Zone 🔻	3:Pool 🗸
1	Zone 🗸	4:Weight Area 🗸		7 Zone 🔻	5:Child-mindings
4	Zone 🗸	6:Dress Rooms/Rest Rooms		8 Zone 👻	7:Spa 👻
0	PGX1				=
	Zone Group 🔹	1:Group A		5 Zone Group 🔹	2:Group B
2	Zone Group 🗸	3:Studio A 🗸		5 Zone Group 🔻	4:Studio B
1	Zone Group 🗸	5:Spin Area 🗸		7 No Assign 👻	
4	SD Message 🔻	message.mp3		8 All Zone Off 🛛 👻	
1	PGX1				=
	No Assign 👻			5 No Assign 👻	
	No Assign 👻		(5 No Assign 👻	
:	No Assign 👻			7 No Assign 👻	
4	No Assign 👻		8	B No Assign 👻	
L	<u>.</u>	۵ 		.	
					Label Creator OK Cancel

	1	Zone Group	All Zone
	2	Zone	Cardio Area
	3	Zone	Weight Area
PGM1	4	Zone	Dress Rooms/ Rest Rooms
	5	Zone	Reception/Cafe
	6	Zone	Pool
	7	Zone	Child-mindings
	8	Zone	Spa

	1	Zone Group	Group A
	2	Zone Group	Studio A
	3	Zone Group	Spin Area
PGX1	4	SD Message	any desired file
PGAT	5	Zone Group	Group B
	6	Zone Group	Studio B
	7	No Assign	
	8	All Zone Off	

10. If necessary, click the [Label Creator] button to create labels for the PGM1/PGX1. "PGM Label Creator" starts.

PGM1 Label Creator	×
1 2 3 Export Import	
Cell	Font Settings
	MS UI Gothic 💌
	9 - BIU
	Color
	Alignment Left 💌
	Character Spacing 0 🚖
	Line Spacing 0 🚖
Preview	0 Up 0 Left Right Reset Down
	Background Settings
	Import Clear
	0 Up 0 Left Right Reset Down
	Background Color
Print All Clear	OK Cancel

11. Design the label that you want to print.

PGM1 Label Crea	tor	×
123	Export Import	
Cell		Font Settings
All	Cafe	MS UI Gothic I4 B I U
Cardio	Pool	Color
Weight	Child	Alignment Left Character Spacing 0
Dress/Rest	Spa	Line Spacing 0
Preview		0 Up 0 Left Right Reset Down
All	Cafe	Background Settings
Cardio	Pool	Import Clear
Weight Dress/Rest	Child Spa	0 Up 0 Left Right Reset Down
		Background Color
Print	All Clear	OK Cancel

12. Click the [Print] button to print, or click the [Export] button to save as a file; then click the [OK] button.

P	GM1/PGX1						×
	MRX7-D	PGM1 (1st Priority) 🔹	🔲 Unlatch End	able			
				_			
	FUNCTION	PARAMETER			FUNCTION	PARAMETER	
	1 Zone Group 🔹	6:All Zone	•	5	Zone 🔻	1:Reception/Cafe	•
	2 Zone 🔹	2:Cardio Area	•	6	Zone 🗸	3:Pool	•
	3 Zone 🔹	4:Weight Area	•	7	Zone 🗸	5:Child-mindings	•
	4 Zone 🔹	6:Dress Rooms/Rest Rooms	•	8	Zone 🗸	7:Spa	•
0	PGX1					<u>^</u>	
	1 Zone Group 🔹	1:Group A	•	5	Zone Group 🗸	2:Group B	•
	2 Zone Group 🔹	3:Studio A	•	6	Zone Group 🗸	4:Studio B	•
	3 Zone Group 🔹	5:Spin Area	•	7	No Assign 👻		
	4 SD Message 🔹	message.mp3		8	All Zone Off 🛛 🗸		
1	PGX1						=
	1 No Assign 🔹			5	No Assign 🗸		
	2 No Assign 🔹			6	No Assign 🗸		
	3 No Assign 🔹			7	No Assign 🗸		
	4 No Assign 🔹			8	No Assign 🗸		
						Label Creator OK Can	
							201

13. Click the [Properties] tab.

01 MRX7-D
MTX/MRX System When system enters emergency mode,
When system enters emergency mode,
Block paging except for 1st priority PGM1.
Paging Device Group
Opening Chime
Closing Chime
Maximum paging duration
Give priority to paging events set via Scheduler (except for 1st priority PGM1).
Label Creator OK Cancel

14. Make common settings for the PGM1 units in the MTX/MRX system or the Paging Device Group.

Here you'll specify that paging broadcast is possible only for the 1st Priority Mic when in emergency mode, and that a chime will sound before and after the broadcast.

With these settings, pressing the PTT button of the 1st Priority Mic when in emergency mode will not sound a chime, and ATTACK and RELEASE will be 0 seconds.

PGM1/PGX1		- ×
01 MRX7-D	riority) 🔻 🗌 Unlatch Enable	
Function Assign Properties		
MTX/MRX System When system enters emergency mode, Block all paging. Block paging except for 1st priority PGM1	1.	
Paging Device Group		
Opening Chime	opening.mp3	
Closing Chime	closing.mp3	
Maximum paging duration	120s 🔻	
Give priority to paging events set via Sch	neduler (except for 1st priority PGM1).	
	Label Creator OK C	Cancel

15. Click the [OK] button to close the dialog box.

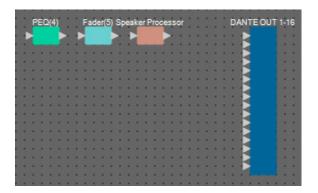
Placing and connecting the components related to BGM (monaural) output

Here you'll place and connect the components related to the output of the background music (monaural) that is broadcast to the facility.

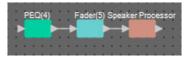
This is output to the XMV units connected via DANTE.

1. From the "Components" area, drag and drop the following components onto the design sheet.

- "PEQ" (8Band/Mono)
- "Fader" (1Ch)
- "Speaker Processor" (1Way)
- "DANTE OUT 1-16"



2. Drag and drop to connect between the ports from "PEQ(4)" to "Speaker Processor."



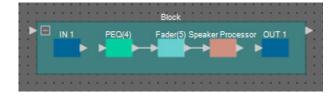
3. Select the area from "PEQ(4)" through "Speaker Processor," so that the components and wires are selected.

	PEO(4) Ender(5) Spenker Presser	
۰.	PEO(4) Eader(5) Speaker Process	
٠		
٠		

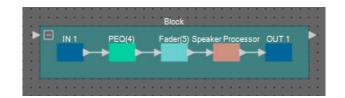
4. On the [Edit] menu, choose [Create User Defined Block]; in the dialog box, set IN as 1, set OUT as 1, and click the [OK] button.

🔣 User De	efined Block 🛛 🔜	
IN	1 -	
OUT	1 -	
	OK Cancel	

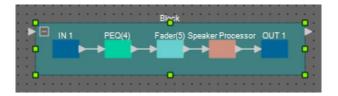
5. As necessary, change the position, size, and arrangement of the components in the User Defined Block.



6. Drag and drop to connect the ports "IN 1" to "PEQ(4)," and "Speaker Processor" to "OUT 1."

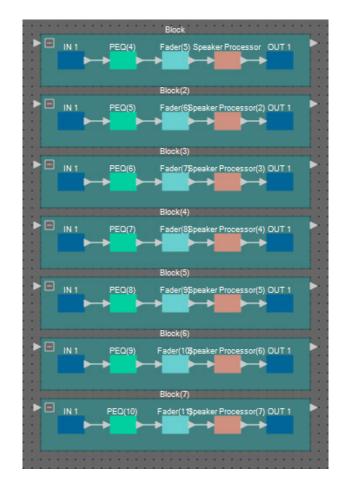


7. Click somewhere other than a component or wire in the User Defined Block, so that the User Defined Block is selected.

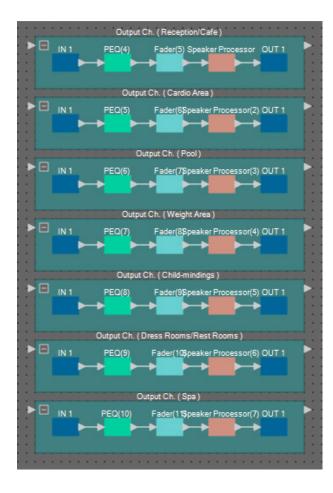


8. Copy the selected User Defined Block, and paste it six times. Alternatively, drag and drop the selected User Defined Block while holding down <Ctrl>.

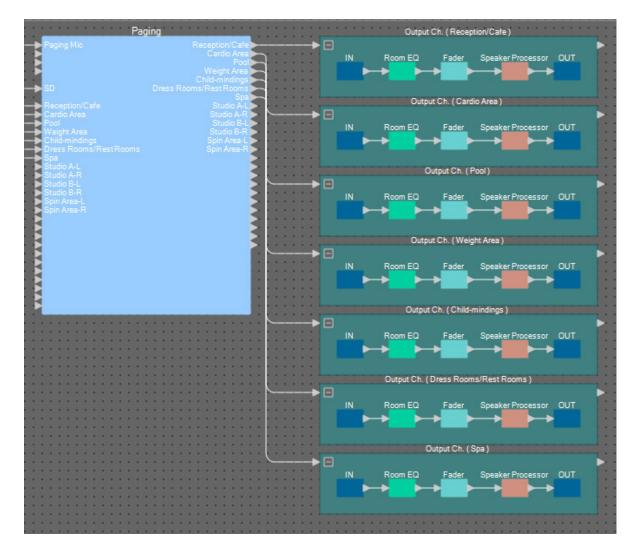
Change the location of the User Defined Block as necessary.



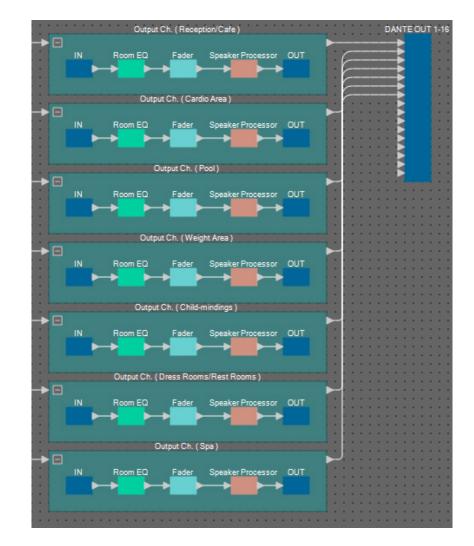
9. Name the label of each User Defined Block so that it can be easily distinguished.



Block	Output Ch. (Reception/Cafe)
Block(2)	Output Ch. (Cardio Area)
Block(3)	Output Ch. (Pool)
Block(4)	Output Ch. (Weight Area)
Block(5)	Output Ch. (Child-mindings)
Block(6)	Output Ch. (Dress Rooms/Rest Rooms)
Block(7)	Output Ch. (Spa)



10. Drag and drop to connect "Paging" Zone 1 through 7 to the input ports of each User Defined Block.



11. Drag and drop to connect the output port of each User Defined Block to "DANTE OUT 1–16" input ports 1 through 7.

12. Name each label of the "DANTE OUT 1–16" input ports so that they can be easily distinguished.

DANTE OUT 1-16		1	Reception/Cafe
Reception/Cafe Cardio Area Pool		2	Cardio Area
Weight Area Child-mindings Dress Rooms/Rest Rooms	::	3	Pool
Spa		4	Weight Area
		5	Child-mindings
		6	Dress Rooms/Rest Rooms
	: :	7	Spa

Placing and connecting the components related to BGM (stereo) output

Here you'll place and connect the components related to the output of the background music (monaural) that is broadcast to the facility.

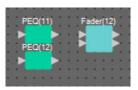
This is output to the analog output of the MRX7-D.

1. From the "Components" area, drag and drop the following components onto the design sheet.

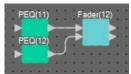
- "PEQ" (8Band/Mono)
- "Fader" (2Ch)
- "ANALOG OUT"

	1	PE	<u>a</u>	(11	0	1	•	3	Fa	de	r(1	2)	1	2	AN	A	.0	G	oı	т
	Đ	5				2		E	5				3		E	5				
						٠	٠	E	2				2	٠	E	2				
	•		٠	۰.	٠		٠	٠	L	-	-		٠		E	2				2.0
			٠	•			٠	•		•	٠	٠	۰.		E	2				
	•	٠	٠	٠	٠	×	٠	•	٠	٠	٠		٠	٠	E	2				
•	•	•	•	•	٠	٠	٠	•		٠	٠	٠		٠	E	2				
5	•	2	•	5	۰.	2	•		•	•	•	2	۰.	2	L	2				2.0
1	•	1	٠	1	2	2	٠	•	2	1	٠	•	2	•	Ł	2				1
1		1	1	1	1	1	1		1	٠	1			٠	1	1			•	

2. Copy and paste "PEQ(11)" once.



3. Drag and drop to connect the output port of each "PEQ" to the "Fader(12)" input ports.

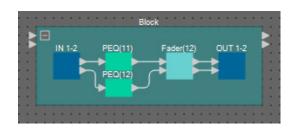


4. Specify "PEQ" and "Fader" as a 2IN/2OUT User Defined Block.

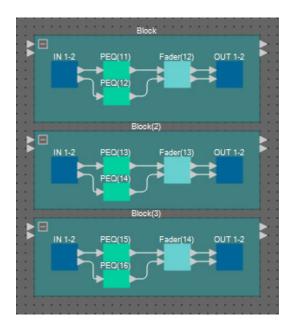
As necessary, change the position, size, and arrangement of the components in the User Defined Block.

		BI	ock		
₿"	IN 1-2	PEQ(11)	Fader(12)	OUT 1-2	
:		PEQ(12)	* *		:
:			,		:

5. Drag and drop to connect the ports "IN 1–2" to each "PEQ," and "Fader(12)" to "OUT 1–2."



6. Copy the User Defined Block, and paste it two times.



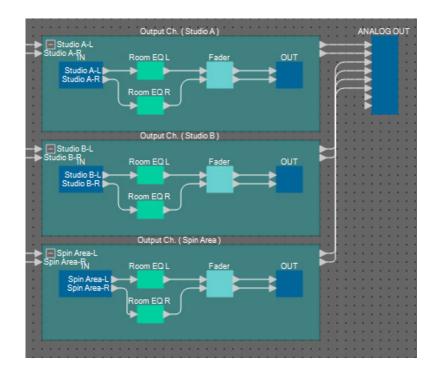
7. Name the label of each User Defined Block so that it can be easily distinguished.

Output Ch. (Studio B)
IN 1-2 PEQ(13) Fader(13) OUT 1-2
Output Ch. (Spin Area)
IN 1-2 PEQ(15) Fader(14) OUT 1-2

Block	Output Ch. (Studio A)
Block(2)	Output Ch. (Studio B)
Block(3)	Output Ch. (Spin Area)

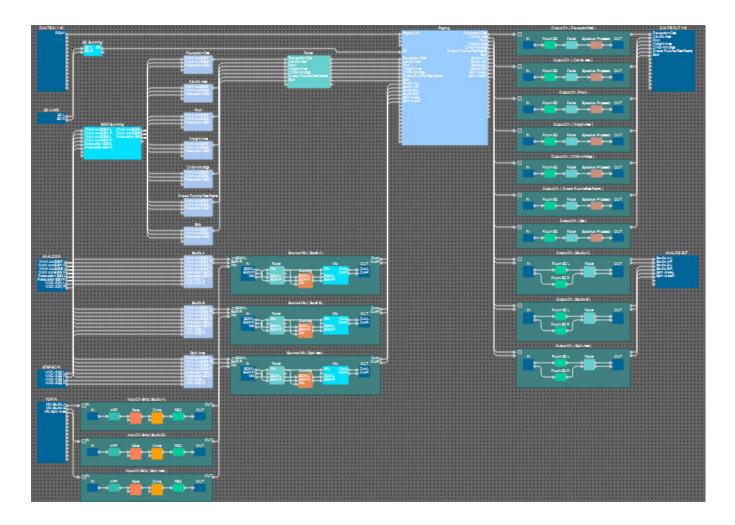
- Paging Output Ch. (Studio A) Studio A-L Studio A-R Room EQ L Studio A-L Studio A-R Room EQ R Output Ch. (Studio B) Studio B-L Studio B-R OUT Room EQ L Studio B-L Studio B-R Room EQ R Output Ch. (Spin Area) Spin Area-L Room EQ L OUT Spin Area-L Spin Area-R Room EQ R
- 8. Drag and drop to connect "Paging" Zone 8 through 13 to the input ports of each User Defined Block.

9. Drag and drop to connect the output port of each User Defined Block to "ANALOG OUT" input ports 1 through 6.



10. Name each label of the "ANALOG OUT" input ports so that they can be easily distinguished.

ANALOG OUT		1	Studio A-L
Studio A-L Studio A-R	-	2	Studio A-R
Studio B-L Studio B-R	1	3	Studio B-L
Spin Area-L Spin Area-R	1	4	Studio B-R
\$	-	5	Spin Area-L
	1	6	Spin Area-R



This completes placement and connections for the components. As necessary, move the position of the components, or change the connections of the wires.

Compiling

This performs an analysis to determine whether there are any problems with the placement and wiring of the components in the MRX.

1. Click the [Compile] tool button (**EXECOMP**).

Analysis begins.

2. Note the results of analysis.

If the message "Completed successfully" is displayed in the "Message" field, there were no problems. If there is a problem, click the [Detail] button and proceed as directed.

ness Gym ssage ompile Successful.	Detail >
ssage	
ompile Successful.	
2 MRX7-D	
DSP	
Processing 40%	
Memory 1%	
Connections OK	
Latency(44.1kHz) 1.54ms	
Latency(48kHz) 1.41ms	
System Resource 1 Usage 14%	
System Resource2 Usage 16%	
	OK

This completes the compiling process.

Setting a parameter link group

In this example, we'll do various things to make the best use of the MCP1's switches, such as combining two faders of a stereo output into a single fader, and combining the L/R ON buttons into a single button.

We'll create parameter link groups that combine multiple level-type or on/off-type parameters, so that a switch of the MCP1 can control multiple parameters simultaneously.

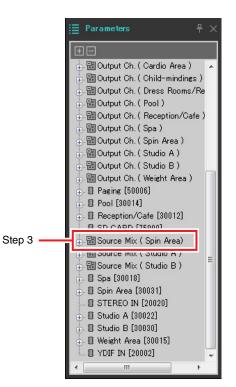
As for a snapshot, you can register parameters by holding down <Ctrl> while you drag and drop, but since there are a total of 24 parameters to be registered for this example, we'll use a different method to register them.

1. In the left side of MRX Designer, open the "Parameter Link Group" area.

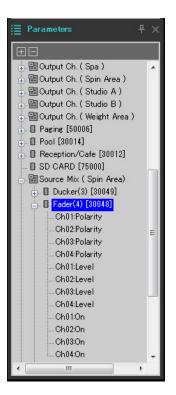
This is opened in order to check the parameters that have been registered.

0	Components
	Parameter Sets
	Parameter Link Group $\mathbb{P} imes$
	New Delete Open
E	
Cli	ck 'New' button to create Parameter ik Group.
	Gang Edit Group

2. In the right side of MRX Designer, open the "Parameters" area.

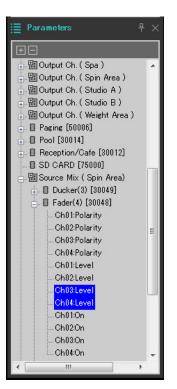


3. Since the level of the background music in the Spin Area is adjusted by Source Mix (Spin Area) "Fader(4)," open "Parameters" area [Source Mix (Spin Area)] → [Fader(4)].



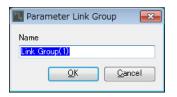
4. Click [Ch03:Level]; then hold down <Ctrl> and click [Ch04:Level].

By clicking while you hold down <Ctrl>, you can select multiple items. To select multiple adjacent parameters, click the first parameter, then hold down <Shift> and click the last parameter.



5. Right-click, and choose [Add to Parameter Link Group] \rightarrow [Add New Group].

A dialog box opens, allowing you to specify a parameter link group name.



6. Enter [Spin Area BGM LEVEL], and click the [OK] button.

In the "Parameter Link Group" area, a [Spin Area BGM LEVEL] group is created, and the Link Master editor opens.



7. In the Link Master editor's combo box, choose [Absolute].

- **8.** In Source Mix (Spin Area), double-click "Fader(4)." The "Fader(4)" component editor opens.
- **9.** Operate the fader in the Link Master editor, and verify that the faders of channels 3 and 4 in the "Fader(4)" component editor are linked.
- **10.** Click the [x] buttons located in the upper right of the Link Master editor and the "Fader(4)" component editor to close the editor and the component editor.

Parameter link group name	Component	Parameter	Setting of the Link Master editor's combo box	
Spin Area BGM ON	[Source Mix (Spin Area)] \rightarrow [Fader(4)]	Ch03:On	Equal	
Spin Alea DGM ON		Ch04:On	Lyua	
Spin Area Master LEVEL	[Output Ch. (Spin Area)] \rightarrow [Fader(14)]	Ch01:Level	Absolute	
		Ch02:Level	Absolute	
Spin Area Master ON	[Output Ch. (Spin Area)] → [Fader(14)]	Ch01:On	Faual	
Spin Area Master ON	$[Output On: (Spin Alea)] \rightarrow [Fader(14)]$	Ch02:On	Equal	
Studio A BGM LEVEL	[Source Mix (Studio A)] \rightarrow [Fader(2)]	Ch03:Level	Absolute	
Studio A BOIN LEVEL	$[\text{Source Wix (Studio A)}] \rightarrow [\text{Fader(2)}]$	Ch04:Level	Absolute	
Studio A BGM ON	[Source Mix (Studio A)] \rightarrow [Fader(2)]	Ch03:On	Equal	
	$[\text{Source Mix (Studio A)}] \rightarrow [\text{Fader(2)}]$	Ch04:On	Equal	
Studio A Master LEVEL	[Output Ch. (Studio A)] → [Fader(12)]	Ch01:Level	Absolute	
	$[Output On. (Studio A)] \rightarrow [Fader(12)]$	Ch02:Level	Absolute	
Studio A Master ON	[Output Ch. (Studio A)] \rightarrow [Fader(12)]	Ch01:On	- Equal	
Studio A Master ON	$[Output On. (Studio A)] \rightarrow [Fader(12)]$	Ch02:On	Equa	
Studio B BGM LEVEL	[Source Mix (Studio B)] \rightarrow [Fader(3)]	Ch03:Level	Absolute	
	$[\text{Source Wix (Studio B)}] \rightarrow [\text{Fader(S)}]$	Ch04:Level	Absolute	
Studio B BGM ON	[Source Mix (Studio B)] \rightarrow [Fader(3)]	Ch03:On	Faual	
	$[\text{Source Mix (Studio B)}] \rightarrow [\text{Fader(3)}]$	Ch04:On	Equal	
Studio B Master LEVEL	Output Ch. (Studio Pl.) [Eader(12)]	Ch01:Level	Absolute	
SIUUIO D MASIEI LEVEL	[Output Ch. (Studio B] \rightarrow [Fader(13)]	Ch02:Level	ADSUILLE	
Studio B Master ON	[Output Ch. (Studio B)]) [Ender(12)]	Ch01:On	Faual	
Studio D Master UN	[Output Ch. (Studio B)] \rightarrow [Fader(13)]	Ch02:On	Equal	

Repeat steps 2 through 10 to create the following parameter link groups.

This completes parameter link group settings.

Making DCP settings

Here you'll assign parameters to the DCP1V4S control panels that are located in each area, so that the parameters can be controlled by the switches and knobs of the control panels.

We'll assign the following parameters to the switches and knobs. The assignment procedure is described later.

Area	Switch/Knob	Component that includes the parameter to be assigned	Parameter
	Switch 1		1
	Switch 2	Reportion/Cafe's Source Colector	2
Reception/Cafe	Switch 3	Reception/Cafe's Source Selector	3
	Switch 4		4
	Knob	Fader	Channel 1 level
	Switch 1		1
	Switch 2		2
Cardio Area	Switch 3	Cardio Area's Source Selector	3
	Switch 4		4
	Knob	Fader	Channel 2 level
	Switch 1		1
	Switch 2		2
Pool	Switch 3	Pool's Source Selector	3
	Switch 4		4
	Knob	Fader	Channel 3 level
	Switch 1		1
	Switch 2	1	2
Weight Area	Switch 3	Weight Area's Source Selector	3
	Switch 4		4
	Knob	Fader	Channel 4 level
	Switch 1		1
	Switch 2	1	2
Child-mindings	Switch 3	Child-mindings' Source Selector	3
	Switch 4		4
	Knob	Fader	Channel 5 level
	Switch 1		1
	Switch 2	1	2
Dress Rooms/ Rest Rooms	Switch 3	Dress Rooms/Rest Rooms' Source Selector	3
nest nooms	Switch 4		4
	Knob	Fader	Channel 6 level
	Switch 1		1
	Switch 2	1	2
Spa	Switch 3	- Spa's Source Selector	3
	Switch 4	1	4
	Knob	Fader	Channel 7 level

Switch 4 of each control panel is used when background music is not desired.

Here we explain how to assign parameters to the Reception/Cafe DCP1V4S's switch 1 (source select) and knob (parameter). Although in this example we explain the method of holding down <Ctrl> and dragging parameters from the component editor, you can also hold down <Ctrl> and drag and drop from the "Parameters" area.

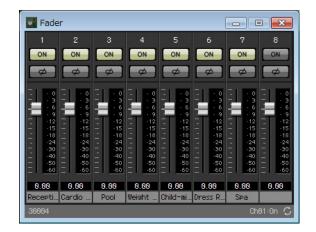
1. Select [Controller] menu \rightarrow [Digital Control Panel].

The "Digital Control Panel" dialog box opens.

🔃 Digital Control Panel						X
Library	02 MRX7-D 🔻	DCP1V4S V				
Library Save Load No. Name O1 [No Data] O2 [No Data] O3 [No Data] O4 [No Data] O5 [No Data] O6 [No Data] O7 [No Data] O7 [No Data] O8 [No Data] O8 [No Data] O9 [No Data] 10 [No Data] 11 [No Data] 12 [No Data] 13 [No Data] 14 [No Data] 15 [No Data] 16 [No Data] 16 [No Data] 17 [No Data] 18 [No Data] 18 [No Data] 19 [No Data]	02 MRX7-D V	Parameter Assign Switch I No Assign 2 No Assign 3 No Assign 4 No Assign	NCTION E	DEVICE	Select PARAMETER PARAMETER	
20 [No Data] 21 [No Data] 21 [No Data]		<u> </u>				
To apply the settings, associa and then recall the Preset.	ate the Library with a P	reset in the Preset dialog,			0	Close

2. Double-click the "Fader" component.

The "Fader" component editor opens.



3. In the "Digital Control Panel" dialog box, click the "Source Select" tab.

The Source Select screen appears.

🔟 Digital Control Panel							×
Library	02 MRX7-D 🔻	DCP1V4S -					
Save Load		Parameter Assign	Dimme	r & Lock	Source Select		≡
No. Name 01 [No Data] • 02 [No Data] • 03 [No Data] • 04 [No Data] • 05 [No Data] •	DCP1V4S-US/EU	Assign a ' Source Se After assigning Comp controls.				assign sources to DCP	
06 [No Data]	836	DEVICE		CC	MPONENT		
07 [No Data]		02 MRX7-D		Cardio Area		*	
08 [No Data]				Child-minding	S		
09 [No Data]				Dress Rooms			
10 [No Data]				Pool	arcorrooms		
11 [No Data]					-		
12 [No Data] 13 [No Data]				Reception/Cat	е		
14 [No Data]				Spa			
15 [No Data]				Spin Area			
16 [No Data]				Studio A			
17 [No Data]				Studio B			
18 [No Data]				Weight Area			
19 [No Data]			*			Ŧ	
20 [No Data]							
21 [No Data]							
Copy Paste Clear							
To apply the settings, associa and then recall the Preset.	ate the Library with a P	reset in the Preset dialog,				Cl	ose

4. In [COMPONENT], select [Reception/Cafe].

The Source Selector component of Reception/Cafe is assigned to PARAMETER 1 of MRX Source Select.

🔟 Digital Control Panel					×				
Library 021	MRX7-D V 0 DCP1V4S V								
<u>Save</u>	Parameter Assign	n Dimmer & L	Lock Source Selec	ect	\equiv				
No. Name DCF	P1V4S-US/EU								
01 [No Data] 02 [No Data] 03 [No Data] 04 [No Data] 05 [No Data]			onent for use with this DC ICP Parameter Assign tab		P				
06 [No Data]	DE	VICE	COMPONENT						
07 [No Data]	02 MRX7-D	A Car	rdio Area	*					
08 [No Data]		Chi	ild-mindings						
09 [No Data]		Dre	ess Rooms/Rest Rooms						
10 [No Data]		Poo	ol						
11 [No Data] 12 [No Data]		Re	ception/Cafe						
13 [No Data]		Spa							
14 [No Data]									
15 [No Data]			in Area						
16 [No Data]			Idio A						
17 [No Data]			idio B						
18 [No Data] 19 [No Data]		We	eight Area	-					
20 [No Data]									
21 [No Data]									
Copy Paste Clear	L								
To apply the settings, associate the and then recall the Preset.	e Library with a Preset in the Preset o	dialog,		0	Close				

5. Click the "Parameter Assign" tab.

The Parameter Assign screen appears.

🔣 Digital Control Panel						—
Library	02 MRX7-D 🔻	0 DCP1V4S V				
Save Load		Parameter Assign	Dimmer & Lo	ock So	urce Select	
No. Name	DCP1V4S-US/EU	Switch				
01 [No Data]	1 - 2	FUI	NCTION	DEVICE	PAR	AMETER
02 [No Data] 03 [No Data]	3 - 4	1 No Assign	1			
03 [No Data] 04 [No Data]	0					
05 [No Data]	LT WE C	2 No Assign	1			
06 [No Data]		No Appin				
07 [No Data]		3 No Assign	1			
08 [No Data] = 09 [No Data]		4 No Assig	1			
10 [No Data]						
11 [No Data]		Knob				
12 [No Data]			IOTION	DEVIOE	DAD	ANETED
13 [No Data]			NCTION	DEVICE	PAR	AMETER
14 [No Data] 15 [No Data]		1 No Assign	1			
16 [No Data]						
17 [No Data]						
18 [No Data]						
19 [No Data] 20 [No Data]						
20 [No Data] 21 [No Data]						
Copy Paste Clear						
To apply the settings, association and then recall the Preset.	ate the Library with a F	Preset in the Preset dialog,				Close

6. Click the "Switch" [1] button.

The "Settings" dialog box appears.

💹 02 MRX7-D/0 DCP1V4S Settings (S	witch1)				×
FUNCTION		DEVICE	PARAMETER1	PARAMETER2	
No Assign SD Play Preset Recall MRX Parameter MRX Parameter Sets MRX Source Select	*	*	*	*	*
	v	v	v	2 OK Ca	ncel

7. In "FUNCTION," click [MRX Source Select].

The [MRX Source Select] registration screen appears.

FUNCTION				DEVICE		PARAMETER1		PARAMETER	2
lo Assign	*	Source Select		02 MRX7-D		Reception/Cafe	*	1	
D Play		Inc / Dec						2	
reset Recall								3	
RX Parameter								4	
RX Parameter Sets									
RX Source Select									
	*		Ŧ		Ŧ		-		
ncel and Assign a 'Source So	elector' Com	oonent for use with thi	s DCP i	n Source Select	tab.		Ŧ		
ncel and Assign a 'Source So	elector' Comj	l conent for use with thi	is DCP i	n Source Select	tab.		Ţ		
ncel and Assign a 'Source Si	elector' Com	conent for use with thi	is DCP i	n Source Select	tab.				
ncel and Assign a 'Source So	elector' Com	l	s DCP i	n Source Select	tab.				
ncel and Assign a 'Source Si	elector' Com	 conent for use with thi	is DCP i	n Source Select	tab.		÷		

8. In "PARAMETER2," choose [1].

When you press the DCP's switch 1, the Work out BGM1 audio will play.

02 MRX7-D/0 DCP1V4S Settings (Switch1	L)								×
FUNCTION				DEVICE		PARAMETER1		PARAMETER2	
No Assign	*	Source Select	*	02 MRX7-D	*	Reception/Cafe	*	1	~
SD Play		Inc / Dec						2	
Preset Recall								3	
MRX Parameter								4	
MRX Parameter Sets									
MRX Source Select									
	-		-		+		-		-
Cancel and Assign a 'Source Selector' Con	mp	onent for use with this DCF	² ii	n Source Select tal	b.				
							?	OK Canc	el

9. Click the [OK] button.

The "Digital Control Panel" dialog box appears, with Reception/Cafe's Source Selector [1] button assigned.

💹 Digital Control Panel							×
Library	02 MRX7-D 🔻	DCP1V4S 🔻					
<u>Save</u>		Parameter Assi	gn Dimn	ier & Lock	Source Select		
No. Name	DCP1V4S-US/EU	Switch					
01 [No Data]			FUNCTION	DEV	ICE	PARAMETER	
02 [No Data]	3 - 4	1 M	RX Source Sele	t 02 MRX7	-D Reception	1/Cafe 1	
03 [No Data] 04 [No Data]	0						
05 [No Data]		2 N	o Assign				
06 [No Data]			10				
07 [No Data]		3 N	o Assign				
		4 N	o Assign				
09 [No Data] 10 [No Data]			o noorgin				
11 [No Data]		<u>k</u>					
12 [No Data]		Knob		14			i
13 [No Data]			FUNCTION	DEV	ICE	PARAMETER	
14 [No Data]		1 N	o Assign				
15 [No Data] 16 [No Data]							
17 [No Data]							
18 [No Data]							
19 [No Data]							
20 [No Data]							
21 [No Data]							
Copy Paste Clear		<u>.</u>					
To apply the settings, associa and then recall the Preset.	te the Library with a P	reset in the Prese	t dialog,			2	Close

10. Assign other parameters to the switches as described in steps 6 through 9.

🔟 Digital Control Panel							—
Library	02 MRX7-D 🔻	DCP1V4S ·]				
Save Load		Parameter A	ssign	Dimmer 8	Lock	Source Select	
No. Name	DCP1V4S-US/EU	Switch	252		7773	10.7	
01 [No Data]			FU	NCTION	DEVICE	PAR	RAMETER
02 [No Data] 03 [No Data]		1	MRX Sou	rce Select	02 MRX7-D	Reception/Cafe_	1
04 [No Data] 05 [No Data]	0	2	MRX Sou	rce Select	02 MRX7-D	Reception/Cafe_	2
06 [No Data] 07 [No Data]		3	MRX Sou	rce Select	02 MRX7-D	Reception/Cafe_	3
08 [No Data] 09 [No Data]		4	MRX Sou	rce Select	02 MRX7-D	Reception/Cafe_	4
10 [No Data] 11 [No Data]							
12 [No Data]		Knob					ì
13 [No Data]			FU	NCTION	DEVICE	PAR	AMETER
14 [No Data] 15 [No Data]		1	No Assig	n			
16 [No Data]							
17 [No Data]							
18 [No Data] 19 [No Data]							
19 [No Data] 20 [No Data]							
21 [No Data]							
Copy Paste Clear							
To apply the settings, association and then recall the Preset.	ate the Library with a P	reset in the Pre	set dialog,	0			Close

11. Click the "Knob" [1] button.

The "Settings" dialog box appears.

02 MRX7-D/0 DCP1	V4S	Settings (Knob1)							×
FUNCTION				DEVICE		PARAMETER1		PARAMETER2	
No Assign	*		*		*		*		*
MRX Parameter									
MRX Source Select									
	-		-		-		-		-
						6	2	OK Cano	
							2		

12. In "FUNCTION," click [MRX Parameter].

The [MRX Parameter] registration screen appears.

02 MRX7-D/0 DCP1	V4S	Settings (Knob1)
FUNCTION		PARAMETER
No Assign	*	
MRX Parameter		
MRX Source Select	*	<ctrl>+drag-and-drop MRX7-D parameter into this area.</ctrl>
		OK Cancel

13. While holding down the <Ctrl>, drag and drop the channel 1 fader of the "Fader" component editor into the "PARAMETER" area of the "Settings" dialog box.

The fader of "Fader" channel 1 is registered.

02 MRX7-D/0 DCP1V4S 9	Settings (Kr	iob1)	
FUNCTION		F	PARAMETER
No Assign A MRX Parameter MRX Source Select	Fa	MRX7-D der 01:Level	<ctrl>+drag-and-drop MRX7-D parameter into this area.</ctrl>
Parameter Range Upper Limit (dB) 10. Lower Limit (dB) -∞ Mute Enable		Homman Value (ab)	Knob Sensitivity Mid 2 knob rotation will adjust level between lower and upper limits. Acceleration OK Cancel

14. Click the [OK] button.

The "Digital Control Panel" dialog box appears, with the Fader channel 1 fader assigned to the knob.

Digital Control Panel						×
Library	02 MRX7-D 🔻	0 DCP1V4S 🔻				
<u>Save</u>		Parameter Assign	Dimmer 8	Lock Se	ource Select	
No. Name 01 [No Data] ▲ 02 [No Data] ▲ 03 [No Data] ▲ 04 [No Data] ● 05 [No Data] ● 06 [No Data] ● 07 [No Data] ● 08 [No Data] ■ 09 [No Data] ■	DCP1V4S-US/EU	1 MRX Sou 2 MRX Sou 3 MRX Sou	JNCTION urce Select urce Select urce Select urce Select	DEVICE 02 MRX7-D 02 MRX7-D 02 MRX7-D 02 MRX7-D	PAR Reception/Cafe_1 Reception/Cafe_2 Reception/Cafe_3 Reception/Cafe_4	3
10 [No Data] 11 [No Data] 12 [No Data] 13 [No Data] 14 [No Data] 15 [No Data]		Knob FL 1 MRX Par	INCTION ameter	DEVICE 02 MRX7-D		AMETER I _ [-∞dB - 10.0dB]
15 [No Data] 16 [No Data] 17 [No Data] 18 [No Data] 19 [No Data] 20 [No Data] 21 [No Data] 22 [No Data] 23 [No Data] 24 [No Data] 25 [No Data] 26 [No Data]						
To apply the settings, assoc and then recall the Preset.	iate the Library with a F	Preset in the Preset dialog	1,			Close

15. Click "Library" No. 01, and then click the [Save] button.

The "Save Library" dialog box appears.

Save Library		—
Name: Library01		
	OK	
	OK	Cancel

16. Click the [OK] button.

The settings are registered as "Library" No. 01.

🔣 Digital Control Panel							×
Library	02 MRX7-D 🔻	0 DCP1V4S 🔻]				
Save Load		Parameter A	ssign	Dimmer 8	Lock	Source Select	
No. Name	DCP1V4S-US/EU	Switch					
01 Library01 🛛 🔺	1 - 2		FUI	NCTION	DEVIC	E PA	RAMETER
02 [No Data] 03 [No Data]	3 4	1	MRX Sour	ce Select	02 MRX7-D	Reception/Cafe	_1
04 [No Data]	O	2	MRX Sour	re Select	02 MRX7-D	Reception/Cafe	2
05 [No Data] 06 [No Data]	()			00 001001	02 111 007 0	recoptionsourc	
07 [No Data]		3	MRX Sour	ce Select	02 MRX7-D	Reception/Cafe	_3
08 [No Data]							
09 [No Data]		4	MRX Sour	ce Select	02 MRX7-D	Reception/Cafe	_4
10 [No Data]							
11 [No Data] 12 [No Data]		Knob					
12 [No Data] 13 [No Data]			FUI	NCTION	DEVIC	E PA	RAMETER
14 [No Data]			MRX Para	meter	02 MRX7-D	Eader Ch01:Le	vel_[-∞dB - 10.0dB]
15 [No Data]			WINA Fala	ineter	02 WIXA7-D	radel_Chol.Le	ver_[ub - 10.00b]
16 [No Data]							
17 [No Data] 18 [No Data]							
18 [No Data] 19 [No Data]							
20 [No Data]							
21 [No Data]							
		L					
<u>C</u> opy <u>P</u> aste Cl <u>e</u> ar							
To apply the settings, associated and then recall the Preset.	ate the Library with a P	Preset in the Pre	set dialog,				Close

17. In the DCP selection list box, select another DCP unit and make settings for it as described in steps 3 through 16.

No. Name 01 Library01 22 [No Data] 33 [No Data] 04 [No Data]		2 DCP1V4S			Lock	Source Select	
05 [No Data] 06 [No Data] 07 [No Data] 08 [No Data] ≡	3 - 4	3 DCP1V4S 4 DCP1V4S 5 DCP1V4S 6 DCP1V4S 2 2 3	MRX Sour MRX Sour MRX Sour	ce Select ce Select	DEVICE 02 MRX7-D 02 MRX7-D 02 MRX7-D	Reception/Cafe_1 Reception/Cafe_2 Reception/Cafe_3	2 3
09 [No Data] 10 [No Data] 11 [No Data] 12 [No Data] 3 [No Data] 14 [No Data]		Knob	MRX Sour	ICTION	02 MRX7-D DEVICE 02 MRX7-D		+ AMETER el [-∞dB - 10.0dB]
15 [No Data] 16 [No Data] 17 [No Data] 18 [No Data] 19 [No Data] 20 [No Data] 21 [No Data] ←							

18. When you've made settings for all DCP units, click the [Close] button.

The "Digital Control Panel" dialog box closes.

Making MCP1 settings

Here you'll assign parameters to the MCP1 units located in Studio and Spin Area, so that parameters can be controlled by switches.

We'll assign the following parameters to the switches of the home page. The method of making Source Selector and Fader assignments is essentially the same as for the DCP. The methods for assigning parameter link groups and designing the screen are described later.

Area	Switch	Component that includes the parameter to be assigned	Parameter
	L1	Studio As Source Selector	1
	L2	Studio AS Source Selector	3
Studio A	L3	Source Mix (Studio A) Fader (2)	Channel 1 level
Studio A	R1		2
	R2	Studio A's Source Selector	4
	R3	Parameter link group's Studio A BGM LEVEL	Link master level
	L1		1
	L2	Studio B's Source Selector	3
Ohudia D	L3	Source Mix (Studio B) Fader (3)	Channel 1 level
Studio B	R1		2
	R2	Studio B's Source Selector	4
	R3	Parameter link group's Studio B BGM LEVEL	Link master level
	L1		1
	L2	Spin Area's Source Selector	3
Onin Ann	L3	Source Mix (Spin Area) Fader (4)	Channel 1 level
Spin Area	R1		2
	R2	Spin Area's Source Selector	4
	R3	Parameter link group's Spin Area BGM LEVEL	Link master level

Each L3 switch is used to adjust the mic level.

We'll explain how to design Studio A's R3 switch (parameter link group) and screen.

1. Choose [Controller] menu \rightarrow [MCP1].

The "MCP1" dialog box appears.

M. MC	CP1										— ———————————————————————————————————
Libra	iry	90 MCP1	•				PIN	Setup]		
<u>S</u>	ive Load	Home	Page 1	Page 2	Page 3	Page 4	Page 5	Page 6	Dimmer & Lock	Source Select	
No.	Name										
01 02 03	[No Data] [No Data] [No Data]			-Sw	itch						
04	[No Data]					FUNCT	ION	DEVIC	DE	PARAMETER	
05 06	[No Data] [No Data]	Label			L1 N	o Assign					
07	[No Data] [No Data]				L2 N	o Assign					
					L3 N	o Assign					
					R1 N	o Assign					
					R2 N	o Assign					
					R3 N	o Assign					
				<u> </u>							
Cop	y Paste Clear										
	oply the settings, association in the setting of the setting of the set in the set.	ate the Librar	y with a Pr	eset in the	Preset dial	og,				0	Close

2. In the "Source Select" tab, specify the applicable Source Selector, and then make settings for the L1/2/3 and R1/2 switches.

MCP1					×
Library	90 MCP1 -		PIN Setup]	
<u>Save</u>	Home Page 1 P	age 2 Page 3 Page 4	Page 5 Page 6	Dimmer & Lock Source Sele	ct
No. Name					
01 [No Data] 02 [No Data] 03 [No Data]		Switch			
04 [No Data]		FUNCT	TON DEVIC	PARAMETER	
05 [No Data] 06 [No Data]	Label	L1 MRX Source S	Select 02 MRX7-E	D Studio A_1	
07 [No Data] 08 [No Data]		L2 MRX Source S	Select 02 MRX7-E	D Studio A_3	
		L3 MRX Paramet	ter 02 MRX7-E	D Fader_Ch01:Level _ [-∞dB	I - 10.0dB]
		R1 MRX Source S	Select 02 MRX7-E	D Studio A_2	
		R2 MRX Source S	Select 02 MRX7-E	D Studio A_4	
		R3 No Assign			
Copy Paste Clear					
To apply the settings, associate the Library with a Preset in the Preset dialog, and then recall the Preset.					

3. Click the "Switch" [R3] button.

The "Settings" dialog box appears.

90 MCP1/Home Settings (Switch	R3)				×
FUNCTION		DEVICE	PARAMETER1	PARAMETE	R2
No Assign Open Page SD Play Preset Recall MRX Parameter MRX Parameter Sets MRX Source Select	*	*	*	*	*
				2 OK	Cancel

4. In "FUNCTION," click [MRX Parameter].

The [MRX Parameter] registration screen appears.

90 MCP1/Home Settings (SwitchR3)	
FUNCTION	PARAMETER
No Assign Open Page SD Play Preset Recall MRX Parameter MRX Parameter Sets MRX Source Select	<ctrl>+drag-and-drop MRX7-D parameter into this area.</ctrl>
₩	OK Cancel

5. In the "Parameter Link Group" area, right-click [Studio A Master LEVEL] and choose [Open Link Master].

The Link Master Editor for Studio A Master LEVEL opens.



6. While holding down <Ctrl>, drag and drop the fader of the Studio A Master LEVEL Link Master editor into the "PARAMETER" area of the "Settings" dialog box.

The fader of the Link Master editor for Studio A Master LEVEL is registere	d.
--	----

90 MCP1/Home Settings (Switch	1R3)	
FUNCTION		PARAMETER
No Assign Open Page SD Play Preset Recall MRX Parameter MRX Parameter Sets MRX Source Select	~	Studio A Master LEVEL Parameter Link Group Level
	Ŧ	<ctrl>+drag-and-drop MRX7-D parameter into this area.</ctrl>
Parameter Range Upper Limit (dB) 10.0 🜩 Lower Limit (dB) -∞ 🜩 Mute Enable		Switch Sensitivity Mid
()		OK Cancel

7. Click the [OK] button.

The "MCP1" dialog box appears, with the fader of the Studio A Master LEVEL Link Master editor assigned to the R3 switch.

Library	90 MCP1 🔻			PIN Setup					
Save Load No. Name 01 [No Data] 02 [No Data] 03 [No Data]	Home Page 1	Page 2 Pa	age 3	Page 4	Page 5	Page 6	Dimmer & Lock	Source Select	
03 [No Data] 04 [No Data] 05 [No Data] 06 [No Data] 07 [No Data] 08 [No Data] 08 [No Data]	Label	L1 L2 L3 R1 R2 R3	MR MR MR MR	FUNCT X Source S X Source S X Paramet X Source S X Source S X Paramet	Select Select er Select Select	DEVIC 02 MRX7-C 02 MRX7-C 02 MRX7-C 02 MRX7-C 02 MRX7-C	D Studio A_1 D Studio A_3 D Fader_Ch0 D Studio A_2 D Studio A_4	PARAMETER 1:Level _ [-∞dB - 10.0dB] CM LEVEL_Parameter Link	
<u>Copy</u> Paste Clear o apply the settings, asso nd then recall the Preset.	ciate the Library with a F	reset in the Pres	et dialo	g,				Close	

8. To create the screen that will be shown in the MCP1's display, click the [Label] button. The "Label" dialog box appears.

🔠 Label	
Cell	Font Settings
	MS UI Gothic 🔹
	₿ ▼ BIU
	Color White -
	Alignment Left
	Character Spacing 0 🜲
Merge Cells Unmerge Cells	Line Spacing 0 📮
Preview	0 Up 0 Left Right Reset Down
	Image Settings
	Import Clear
	0 Up 0 Left Right Reset Down
All Clear	OK Cancel

9. Double-click the [Cell] in which you want to enter a character string, making it editable.

You can also select a cell and then press <F2> to make it editable.

Label		X
Cell	Font Settings	
	MS UI Gothic	•
	9 🔻	BIU
	Color White 💌	
	Alignment Left 💌	
	Character Spacing 0 🚔	
Merge Cells Unmerge Cells	Line Spacing 0 퉂	
Preview	0 Up 0 Left Right Down	Reset
	Image Settings	
	Import Clear	
	0 Up 0 Left Right Down	Reset
All Clear	ОК	Cancel

10. Enter a character string.

To start a new line within a cell, hold down <Alt> and press <Enter>.

🚺 Label			— ×
Cell		Font Settings	
Work out BGM1	Work out BGM2	MS Shell Dlg 2	▼ BIU
Relaxation BGM	WXC-50	Color White	
Mic Vol.	BGM Vol. Cells Unmerge Cells	Alignment Left Character Spacing 0 Line Spacing 0	
Preview Work out	: Work out	0 Up 0 Left Right Down	Reset
RGM1 Relaxatio RGM	BGM2 DN WXC-50	Image Settings	
Mic Vol.	BGM Vol.	0 Up 0 Left Right Down	Reset
	All Clear	ОК	Cancel

L1	Work out BGM1
L2	Relaxation BGM
L3	Mic Vol.
R1	Work out BGM2
R2	WXC-50
R3	BGM Vol.

- Label × Cell Font Settings MS Shell Dlg 2 -Work out Work out BGM2 BGM1 7 🔻 BIU Relaxation WXC-50 White 🔻 Color BGM Alignment Left 🔻 Mic Vol. BGM Vol. * Character Spacing 0 * Line Spacing 0 Merge Cells Unmerge Cells 0 Up 0 Left Right Reset Down Preview Work out Work out BGM1 BGM2 Image Settings Relaxation WXC-50 BGM Import... Clear Mic Vol. BGM Vol. 0 Up 0 Left Right Reset Down All Clear OK Cancel
- **11.** Use [Font Settings] to make adjustments to the display of each cell while watching [Preview] to see the result.

12. When you've finished making settings, click the [OK] button.

The "MCP1" dialog box appears with the label preview shown.

MCP1				X
Library	90 MCP1		PIN Setup	
<u>Save</u>	Home Page 1 Page	e 2 Page 3 Page 4 Page	5 Page 6 Dim	mer & Lock Source Select
No. Name 01 [No Data]				
02 [No Data]		Switch		
03 [No Data] 04 [No Data]		FUNCTION	DEVICE	PARAMETER
05 [No Data] 06 [No Data]	Label	L1 MRX Source Select	02 MRX7-D	Studio A_1
07 [No Data] 08 [No Data]	Work out Work out BGM1 BGM2 Relaxation UNC FO	L2 MRX Source Select	02 MRX7-D	Studio A_3
	BGM WXC-50 Mic Vol. BGM Vol.	L3 MRX Parameter	02 MRX7-D	Fader_Ch01:Level _ [-∞dB - 10.0dB]
		R1 MRX Source Select	02 MRX7-D	Studio A_2
		R2 MRX Source Select	02 MRX7-D	Studio A_4
		R3 MRX Parameter	02 MRX7-D	Studio A BGM LEVEL_Parameter Link
	l (k
Copy Paste Clear				
To apply the settings, associa and then recall the Preset.	ate the Library with a Preset in	the Preset dialog,		Close

13. Click "Library" No. 01, and then click the [Save] button.

The "Save Library" dialog box appears.

Save Library	—
Name: Library01	
	OK Cancel

14. Click the [OK] button.

The settings are registered as "Library" No. 01.

MCP1							
Library	90 MCP1 -			PIN	Setup		
Save Load No. Name 01 Library01 02 [No Data] 03 [No Data]	Home Page 1 Page 2	2 Page 3	Page 4	Page 5	Page 6	Dimmer & Lock Sou	rce Select
04 [No Data] 05 [No Data] 06 [No Data] 07 [No Data] 08 [No Data]	Label Work out Work out BGM1 BGM2 Relaxation UNIC FO		FUNCTIO XX Source Se XX Source Se	lect	DEVIC 02 MRX7-D 02 MRX7-D	Studio A_1	METER
	BGM WXC-50 BGM Vol. BGM Vol.		X Paramete X Source Se		02 MRX7-D 02 MRX7-D	 A strain of the s	_ [-∞dB - 10.0dB]
			X Source Se X Paramete		02 MRX7-D		EL_Parameter Link
Copy Paste Clear	5a —						
To apply the settings, associa and then recall the Preset.	ate the Library with a Preset in th	ne Preset dialo)g,				Close

15. In the MCP1 selection list box, select another MCP1 and make settings for it as described in steps 2 through 14.

Save Load 90 MCl No. Name 91 MCl 92 MCl 01 Library01 92 MCl 92 MCl 02 [No Data] 03 [No Data] 92 MCl 03 [No Data] 03 [No Data] 04 [No Data] 04 05 [No Data] Uwork ou Uwork ou 06 [No Data] 08 [No Data] BGM1 08 [No Data] BGM1 Relaxath Relaxath	P1 ge 1 Page P1 el ut Work out BGM2	Switch	Page 4 Page 5 FUNCTION RX Source Select	Page 6 Dim DEVICE 02 MRX7-D	PARAMETER
03 [No Data] 04 [No Data] 05 [No Data] 06 [No Data] 07 [No Data] 08 [No Data] 08 [No Data] 08 [No Data]	el ut Work out BGM2	L1 M			
Copy Paste Clear	WXC-50	L3 M R1 M R2 M	RX Source Select RX Parameter RX Source Select RX Source Select RX Parameter	02 MRX7-D 02 MRX7-D 02 MRX7-D 02 MRX7-D 02 MRX7-D	Studio A_3 Fader_Ch01:Level _ [-∞dB - 10.0dB] Studio A_2 Studio A_4 Studio A BGM LEVEL_Parameter Link

16. When you've made settings for all MCP1 units, click the [Close] button.

The "MCP1" dialog box closes.

Storing a preset

For the MRX, you'll need to specify the preset that is recalled when the unit starts.

1. Click the [Preset] tool button (

The "Preset" dialog box appears.

👅 Pre	eset									×
	<u>S</u> tore	<u>R</u> ecall								Recall <u>F</u> ilter
ď	No.	Name		5	EXT.I/O	MRX7-D	DCP	Wireless DCP	MCP1	GPI / SD PLAY
	01	[No Data]								
	02	[No Data]								
	03	[No Data]								
	04	[No Data]								E
	05	[No Data]								
	06	[No Data]								
	07	[No Data]								
	08	[No Data]								
	09	[No Data]								
	10	[No Data]								
	11	[No Data]								
	12	[No Data]								
	13	[No Data]								
	14	[No Data]								
	15	[No Data]								
	16	[No Data]								
	17	[No Data]								
•	10	THE DEAL					m			
	opy	fault Emergency	Cl <u>e</u> ar Recall 1 ▼]		ALL: Reca	II all parameters II partial parameters			Preset Lin <u>k</u>
										Close

2. Click No. 01, and then click the [Store] button.

The "Store Preset" dialog box appears.

🔣 Store Preset	
Name: Preset 01	
ОК	Cancel
UK	Cancel

3. Click the [OK] button.

The current state is registered as a preset with the name "Preset 01."

	<u>S</u> tore No.	<u>R</u> ecall								
8									Recall <u>F</u> ilt	er
	1	Name		EXT.I/O	MRX7-D	DCP	Wireless DCP	MCP1	GPI / SD PL	AY
	01	Preset 01		ALL	01 ALL Parameters	No Assign	No Assign	No Assign	details	
	02	[No Data]								
	03	[No Data]								
	04	[No Data]								=
	05	[No Data]								
	06	[No Data]								
	07	[No Data]								
	08	[No Data]								
	09	[No Data]								
	10	[No Data]								
	11	[No Data]								
	12	[No Data]								
	13	[No Data]								
	14	[No Data]								
	15	[No Data]								
	16	[No Data]								
	17	[No Data]								
•	10	ENI- D-L-3								- -
	r on De	fault Emergency R			ALL: Recall all pa P: Recall partia				Preset L	

4. In the "DCP" column, double-click the cell that is shown as [No Assign].

The "Settings" dialog box appears.

3 03 04 4 05 06 06 07 08 09	ettings (Preset0	1)								
1 Library01 01 01 02 03 04 02 03 04 02 03 04 05 06 06 06 06 07 08 06 07 08 06 07 08 09 00 00 06 06 07 08 09 00	-				P Library			-		
2 02 03 04 34 04 05 06 56 06 07 08 9 9 9 9 9 SPI OUT 1 2 3 4 5 6 7 8 9 <td< th=""><th></th><th></th><th></th><th>Assign</th><th></th><th></th><th></th><th></th><th></th><th>~</th></td<>				Assign						~
3 03 03 4 04 05 55 06 07 06 07 08 9 9 9 SPI OUT 1 2 3 4 5 6 7 8 02 MRX7-D Ignore Ignore Ignore Ignore Ignore Ignore Ignore SD Song Select & Play DEVICE SONG PLAY MODE	2		02				02	in any or		
15 05 06 16 07 08 17 08 09 18 09 09 100 1 2 3 4 5 6 7 8 02 MFX7-D Ignore Ignore Ignore Ignore Ignore Ignore Ignore Ignore SD Song Select & Play										
07 07 07 08 09 07 09 09 08 SPI OUT DEVICE 1 2 3 4 5 6 7 8 02 MRX7-D Ignore Ignore Ignore Ignore Ignore Ignore Ignore Ignore SD Song Select & Play DEVICE SONG PLAY MODE	15		05				05			
18 08 09 GPI OUT 02 3 4 5 6 7 8 02 MRX7-D Ignore Ignore Ignore Ignore Ignore Ignore Ignore SD Song Select & Play	16									
09 09 GPI OUT DEVICE 1 2 3 4 5 6 7 8 02 MRX7-D Ignore Ignore Ignore Ignore Ignore Ignore Ignore Ignore SD Song Select & Play)8									
DEVICE 1 2 3 4 5 6 7 8 02 MRX7-D Ignore Ignore Ignore Ignore Ignore Ignore Ignore Ignore Ignore SD Song Select & Play DEVICE SONG PLAY MODE		-				-				-
02 MRX7-D Ignore Ignore Ignore Ignore Ignore Ignore Ignore SD Song Select & Play DEVICE SONG PLAY MODE	GPI OUT						<u></u>			
SD Song Select & Play DEVICE SONG PLAY MODE	DEVICE	1	2	3	4	5	6	7	8	
DEVICE SONG PLAY MODE	00 MDV/2 D									
02 MRX7-D No Assign	02 MRA7-D	Ignore	Ignore	Ignore	Ignore	Ignore	Ignore	Ignore	Ignore	
	SD Song Select &				Ignore			Ignore	Ignore	
	SD Song Select & DEVICE	Play -	sc		Ignore			Ignore	Ignore	
	SD Song Select & DEVICE	Play -	sc		Ignore			Ignore	Ignore	
	SD Song Select & DEVICE	Play -	sc		Ignore			Ignore	Ignore	
	SD Song Select & DEVICE	Play -	sc		Ignore			Ignore	Ignore	
	SD Song Select & DEVICE	Play -	sc		Ignore			Ignore	Ignore	
	SD Song Select & DEVICE	Play -	sc		Ignore			Ignore	Ignore	

5. Select the [Assign] check boxes for "DCP Library" and "MCP1 Library."

Now you can select the library items that are recalled when the MRX7-D starts.

	1)								[
CP Library Assign 11 Library01 12 13 14 15 16 16 16 17		01 02 03 04 05 06 07 08	Assign	P Library	< III	MCP1 I Ass 01 Lib 02 03 04 05 06 07 08			(
)9	-	09							*
GPI OUT							_		
02 MRX7-D	1 Ignore	2 Ignore	3 Ignore	4 Ignore	5 Ignore	6 Ignore	7 Ignore	8 Ignore	
-	Play _						1		
SD Song Select & DEVICE 02 MRX7-D	Play -		ING		PLAY	MODE			
	-		NG		PLAY	MODE			

6. Select [01 Library01] for "DCP Library" and for "MCP1 Library," and click the [OK] button.

The "Preset" dialog box appears, with "01 Library01" assigned to "DCP Library" and "MCP1 Library."

Te Pre	🚡 Preset										
	<u>S</u> tore	<u>R</u> ecall								Recall <u>F</u> ilt	er
P	No.	Name			EXT.I/O	MRX7-D	DCP	Wireless DCP	MCP1	GPI / SD PL	AY
	01	Preset 01			ALL	01 ALL Parameters	Library01	No Assign	Library01	details	
	02	[No Data]									
	03	[No Data]									
	04	[No Data]									H
	05	[No Data]									
	06	[No Data]									
	07	[No Data]									
	08	[No Data]									
	09	[No Data]									
	10	[No Data]									
	11	[No Data]									
	12	[No Data]									
	13	[No Data]									
	14	[No Data]									
	15	[No Data]									
	16	[No Data]									
	17	[No Data]									_
•	10	THE DEAL									-
	opy r on De F	fault Emergency I	Cl <u>e</u> ar Recall 1 ▼			ALL: Recall all pa C: Recall partia				Preset L	
										Clos	e -

7. Click the [Close] button.

The "Preset" dialog box closes.

Making EXT. I/O settings

Here you'll make settings in MRX Designer for using digital input/output. In this example, you'll make YDIF settings and DANTE settings.

These settings are made using MTX-MRX Editor.

1. Switch the display to MTX-MRX Editor.

TX-MRX Editor - MRX7-D+PGM1+MCP1 Fitness Gym.mtx	- • •
Eile System Controller About	
01 Preset 01 🖸 🖉 🚺 01 02 03 04 Online	Offline 💋
Project Fitness Gym	
02 MRX7-D EXI8 XMV	
Deen MRX Designer	

2. Click the [EXT. I/O] button.

The "EXT. I/O" screen appears.

TX-MRX Editor - MRX7-D+PGM1+MCP1 F	itness Gym.mtx		_ = _
<u>File</u> System Controller About			
🗋 📤 🐁 📥	EDIT 01 Preset 01		2 3 4 Online Offline 🖊
Project Fitness Gym			
02 MRX7-D YDIF 1-8 YDIF 9-16 ANALOG DA	NTE	EXT. I/O EXi8	XMV
EXT.1/0 EXT.1/0 TOJF 1 YDJF 2 01 EX(8/1 EX(8	YDIF 3 YDIF 4	YDIF 5 YDIF 6	YDIF 7 YDIF 8
02 MRX7 MRX7-D			Thru Thru
	╺═╢═╸	╷━╷╼	╎━╢━╢
	<u>ا د از د ا</u>		وسعورهم

3. Click the [EDIT] button.

Now you can specify the output from YDIF 1–8 of the EXi8.

MTX-MRX Editor - MRX7-D+PGM1+MCP1 Fitness	Gym.mtx			
<u>File System Controller About</u>				
	01 Preset 01	🖻 🖉	01 02 03 04 Online	Offline 🖊
Project Fitness Gym				
02 MRX7-D		EXT. I/O EX	Xi8 XMV	
YDIF 1-8 YDIF 9-16 ANALOG DANTE				
EXT.I/O	YDIF 3 YDIF 4	YDIF 5	YDIF 6 YDIF 7	YDIF 8
01 EXi8/1				
EXi8 Thru Thru	Thru	Thru	Thru Thru	Thru
02 MRX7	<u> </u>	0	0 0	0
MRX7-D				

4. Click the EXi8 input routing select button for "YDIF 1."

The "YDIF In Patch" dialog box appears.

YDIF In Patch		
YDIF In: 1		
Thru 01 EXi8		
	Close	-

5. Click the [1] button.

The audio signal from the EXi8's [INPUT] jack 1 is output to YDIF 1.

MTX-MRX Editor - MRX7-D+PGM1+MC File System Controller About	P1 Fitness Gym.mtx				8
	EDIT 01 Preset 01	• • •		3 4 Online Offline	ø
Project Fitness Gym					
02 MRX7-D YDIF 1-8 YDIF 9-16 ANALOG	DANTE	EXT. 1/0	EXi8	XMV	
EXT.I/O					
EDIT YDIF 1 YDIF 2	YDIF 3	YDIF 4 YDIF 5		YDIF 7 YDIF 8	1
01 EXi8/1 EXi8 CH 1 > Thru		Thru	Thru	Thru Thru	
02 MRX7	YDIF In Patch		nre in e		
MRX7-D	YDIF In: 1				
	Thru		<u>^</u>		
	01 EXi8	2 3 4 5	6 7 8		
		Close			
	-00-				

$\boldsymbol{6.}$ In the [YDIF In:] list box, switch the channel to 2.

The object of editing changes to channel 2.

YDIF In Patch		
YDIF In: 1		
Thru		*
01 EXi8		Ŧ
	Close	 h.

7. Click the [2] button.

The audio signal from the EXi8's [INPUT] jack 2 is output to YDIF 2.

8. As described in steps 6 through 7, assign channel 3 to 3.

TX-MRX Editor - MRX7-D+PGM1+MCP1 Fitness Gym.mtx	
File System Controller About	
C1 Preset 01 🖸 🖉 OT O2 O3 O4	Online Offline 🖊
Project Fitness Gym	
02 MRX7-D EXI8 XM	v
YDIF 1-8 YDIF 9-16 ANALOG DANTE	
EXT.I/O TOUF 1 YOUF 2 YOUF 3 YOUF 4 YOUF 5 YOUF 6 YOUF 7	
01 EXi8/1 EXi8	
CH 1 2 CH 2 CH 2 Thru Thru Thru Thru Thru Thru	Thru
02 MRX7 MRX7-D YDIF In: 0 3 V	0 0
Close	

9. Click the [Close] button.

The "YDIF In Patch" dialog box closes.

10. Click the [EDIT] button.

The YDIF input routing select button is disabled.

T MTX-MRX Editor - MRX7-D+PGM1+MCP1 Fitness G	Gym.mtx	
<u>File System Controller About</u>		
	01 Preset 01 💌 😰 🔏	01 02 03 04 Online Offline 💉
Project Fitness Gym		
02 MRX7-D	EXT. I/O	EXi8 XMV
YDIF 1-8 YDIF 9-16 ANALOG DANTE		
EDIT YDIF 1 YDIF 2	YDIF 3 YDIF 4 YDIF 5	YDIF 6 YDIF 7 YDIF 8
01 EXi8/1		
EXi8 CH 1 P2 CH 2 P2	CH 3 🔉 Thru Thru	Thru Thru Thru
02 MRX7	0 0 0	Ö Ö Ö
MRX7-D		

11. Click the [DANTE] button.

The Dante setting screen appears.

MTX-MRX Editor - MRX7-D+PGM1+MCP1 Fitness Gym.mtx	
<u>File System Controller About</u>	
🗋 📥 💼 🖬 🖬 🖬 🖬 🖬 🖬 🖬	01 02 03 04 Online Offline 💉
Project Fitness Gym	
02 MRX7-D EXT. I/	0 EXi8 XMV
YDIF 1-8 YDIF 9-16 ANALOG DANTE	
Preserve the Dante settines configured by Dante Controller. Transmitters 000 020	XMV Input Source VDIF AWALOG DWITE

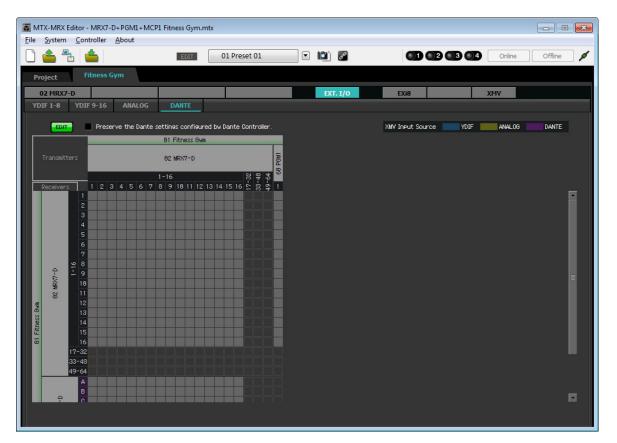
12. Click the [EDIT] button.

Now you can specify Dante input/output settings.

Ele System Controller About	TTX-MRX Editor - MRX7-D+PGM1+MCP1 Fitnes	ss Gym.mtx		- • 💌
Project Fitness Gym 02 MRX7-D EXI8 YDIF 1-8 YDIF 9-16 Preserve the Dante settings configured by Dante Controller. XMV Insut Source B1 Fm. Transmitters 02 MRX7-D EXI8				
O2 MRX7-D EXIS XHV YDIF 1-8 YDIF 9-16 ANALOG DANTE Image: Control of the settings configured by Dante Controller. YMMY Insut Source YDIF Image: Control of the settings configured by Dante Controller. YMMY Insut Source YDIF Image: Control of the settings configured by Dante Controller. YMMY Insut Source YDIF Image: Control of the settings Image: Control of the settings Image: Control of the settings Image: Control of the settings Image: Control of the settings Image: Control of the settings Image: Control of the settings Image: Control of the settings Image: Control of the settings Image: Control of the settings Image: Control of the settings Image: Control of the settings Image: Control of the settings Image: Control of the settings Image: Control of the settings Image: Control of the settings Image: Control of the settings Image: Control of the settings Image: Control of the settings Image: Control of the settings Image: Control of the settings Image: Control of the settings Image: Control of the settings Image: Control of the settings Image: Control of the settings Image: Control of the settings Image: Control of the settings Image: Control of the settings Image: Control of the settings Image: Control of the sett		EDIT 01 Preset 01 💽 🔯 🖉	01 02 03 04 Online	Offline 💋 💋
YDIF 1-8 YDIF 9-16 ANALOG DANTE Preserve the Dante settines configured by Dante Controller. XMV Input Source YDIF ANALOG DANTE 81 F. Transmitters 0 0 0 0 Receivers 0 0 0 0 0	Project Fitness Gym			
Preserve the Dante settings configured by Dante Controller. 2447 Input Source YDIF ANALOG DANTE	02 MRX7-D	EXT. I/O	EXi8 XMV	
B1 F Transmitters Contracting B2 MRX7-D	YDIF 1-8 YDIF 9-16 ANALOG DA	NITE		
	Preserve the Dante settings 61 F. Transmitters Receivers 62 MRX7-D		XMV Ineut Source YDIF ANALOG	DANTE

13. Click [1–16] for MRX7-D in [Receivers] and [Transmitters], and click XMV8280-D in [Receivers], so that the indications are expanded.

If they are already expanded, leave them as they	are.
--	------

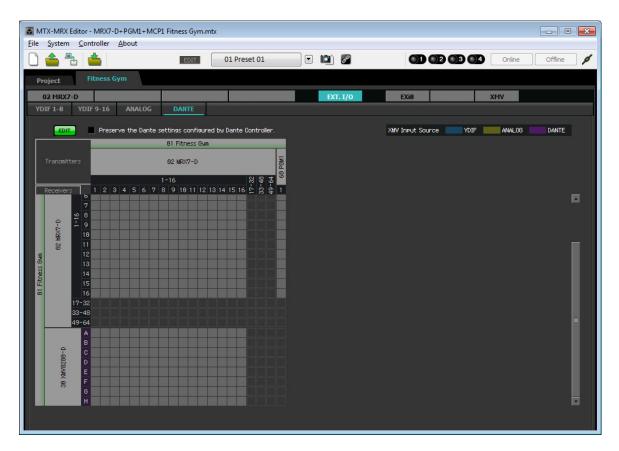


14. Click the location where the "1" of the PGM1 and MRX7-D intersect.

 $A \bigcirc$ appears in the grid.

	1RX7-D+PGM1+MCP1 Fitness Gyn	ı.mtx			
<u>File</u> <u>System</u> <u>Contro</u>	oller <u>A</u> bout				
0 📤 🐁 👛	EDIT	01 Preset 01	•		Online Offline 💋
Project Fitn	iess Gym				
02 MRX7-D			EXT. I/O	EXi8	XMV
YDIF 1-8 YDIF 9	-16 ANALOG DANTE				
EDIT	Preserve the Dante settings confis	ured by Dante Controller.		XMV Input Source YDIF	ANALOG DANTE
	01 Fitness (aw			
Transmitters	82 MRX7-D	4 8 68 PGM1			
	1-16 2 3 4 5 6 7 8 9 18 11	8 4 4 9 3 3			
Receivers 1 1 1 3 3 4 5 6 7 9 9 1 1 1 1 2 3 4 5 6 7 9 1 1 1 2 3 4 5 6 7 9 1 1 1 2 3 4 5 6 7 7 9 1 1 1 2 3 4 5 6 7 7 9 1 1 1 1 2 3 1 1 1 1 1 1 1 1 1 1 1 1 1					
e e					

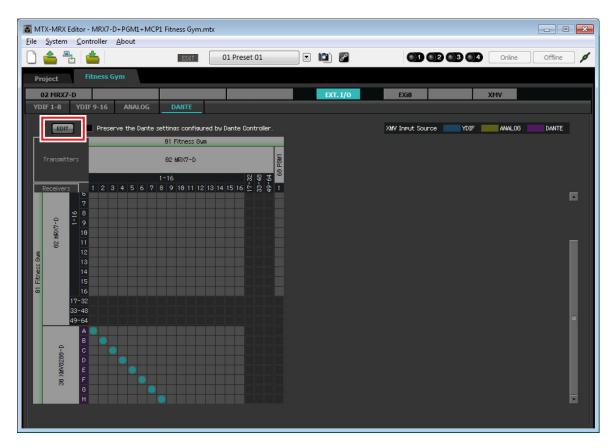
15. Scroll so that the XMV inputs are visible.



16. Click the intersections between the XMV's inputs and the MRX's outputs, so that A intersects with 1, B with 2, C with 3, and so on until H intersects with 8.

	MRX7-D+PGM1+MCP1 F	itness Gym.mtx				
<u>File System Cont</u>	troller <u>A</u> bout					
	1	EDIT 01 F	reset 01	i 🖻 🖉		Online Offline 💋
Project Fi	tness Gym					
02 MRX7-D				EXT. I/O	EXi8	ХМУ
YDIF 1-8 YDIF	9-16 ANALOG	DANTE				
EDIT	Preserve the Dante sett	ings configured by Dan	te Controller.		XMV Input Source VDIF	ANALOG DANTE
	0	1 Fitness Gym				
Transmitters	6	2 MRX7-D	60 PGM1			
	1-1 1 2 3 4 5 6 7 8	16				
•	12345678	9 10 11 12 13 14 15	16 다 없			
82 MRX7-D 11						
G 13						
14 15						
5 16 17-32						
33-48						
49-64 A						
В						
-98280-						
D-9828AWX 66						
G						
						

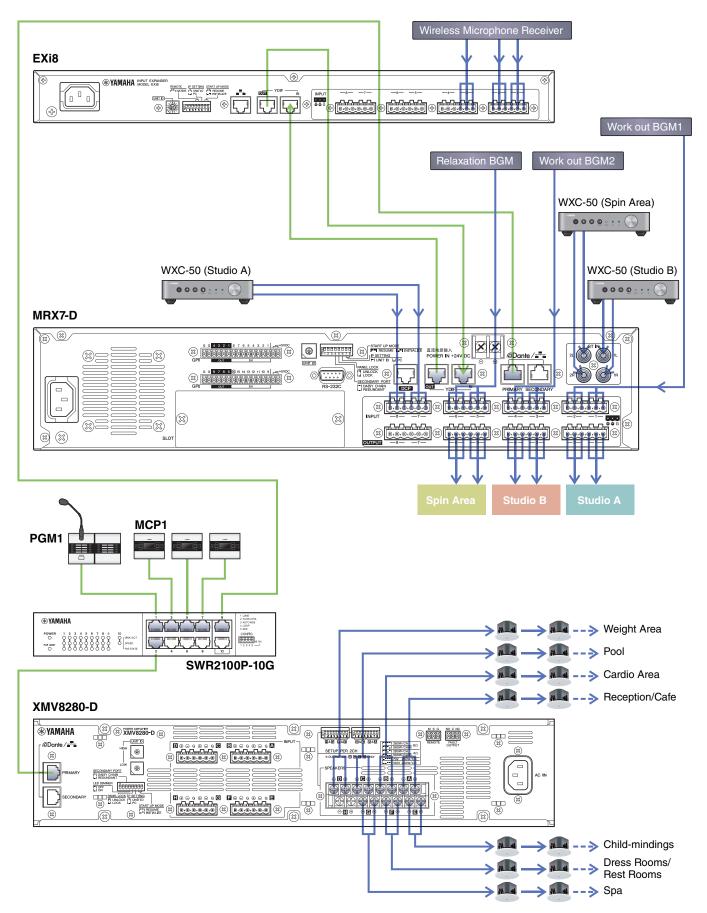
17. Click the [EDIT] button to lock the settings.



This completes settings in the offline state. Save the settings once again.

Connecting the equipment

After you've rack-mounted the MRX and your other equipment, connect the MRX and the other equipment as shown below. Insert the SD memory card into the MRX at this time.



Powering-on the PoE-equipped gigabit network switch

The PGM1 and MCP1 units start.

Specifying the MCP1's UNIT ID

Long-touch the MCP1's home switch to access the utility page. Choose [Settings] \rightarrow [Unit ID] and set Studio A to a UNIT ID of 90, Studio B to 91, and Spin Area to 92. After making the settings, touch the return switch.

For details on UNIT ID settings, refer to "Specifying the UNIT ID" in "MCP1 Installation Manual."

Power-on equipment other than amps and powered speakers

Power-on equipment other than amps and powered speakers.

When powering-off equipment other than amps and powered speakers, start by powering-off the amps and powered speakers.

Power-on amps and powered speakers

Power-on amps and powered speakers.

To prevent unwanted sound from being output, we recommend that you minimize the attenuator settings of all channels on the amp or powered speaker itself before you turn it on.

Specifying the computer's TCP/IP address

To allow the MRX and the computer to communicate, specify the computer's TCP/IP as follows.

- **1.** On MTX-MRX Editor's [System] menu, click [Network Setup]. The "Network Setup" dialog box will appear.
- 2. Click [Open Network Connection].

"Network Connections" will appear.

- **3.** Right-click the adapter to which the MRX is connected, and choose [Properties]. The "Local Area Connection Properties" dialog box will appear.
- **4.** Choose [Internet Protocol Version 4 (TCP/IPv4)], and then click [Properties]. The "Internet Protocol Version 4 (TCP/IPv4) Properties" dialog box will appear.
- 5. Click [Use the following IP address (S)].

6. In the [IP address] box, enter "192.168.0.253"; in the [Subnet mask] box, enter "255.255.255.0."

NOTE

The IP address of the MRX7-D is set to "192.168.0.2."

Internet Protocol Version 4 (TCP/IPv4)) Properties					
General						
You can get IP settings assigned auto this capability. Otherwise, you need t for the appropriate IP settings.						
Obtain an IP address automatically						
• Use the following IP address:						
IP address:	192.168.0.253					
Subnet mask:	255.255.255.0					
Default gateway:						
Obtain DNS server address auto	matically					
• Use the following DNS server add	dresses:					
Preferred DNS server:						
Alternate DNS server:	• • •					
Validate settings upon exit	Ad <u>v</u> anced					
	OK Cancel					

7. Click [OK].

NOTE

When you make these settings, the Windows firewall might block MTX-MRX Editor. Select the [Private Network] check box, and click [Allow Access].

Taking MTX-MRX Editor online

In the upper right of MTX-MRX Editor, click the [Online] button. When the unit has successfully come online, indicator 1 at the left will light blue.



When the "Synchronization" dialog box appears, select "To Device," and click the [OK] button. When the indication of the dialog box has changed, select the check box(es) of the system(s) that you want to bring online, and then click the [Online] button.

The project created in MTX-MRX Editor will be sent to the MRX.

			Synchronization		
			DIRECTION: To Dev	/ice	
			SYSTEM	STATUS	PROGRESS
-			MTX3 basic sy	OFFLINE	details
Synchronization					
To Device	From Device		No Assign		details
			No Assign	LOST	details
			📄 No Assign	LOST	details
					·
			System Message Select the systems to	do online and	then click [Online] button.
	OK Cancel				
		1			
					Online Cancel

Verifying that the settings were applied

The main items to verify are listed below. For details on each parameter's settings, refer to "MTX-MRX Editor User's Guide" and "MRX Designer User's Guide."

- **1.** In "Output Ch." User Defined Block, set "Speaker Processor" to a value appropriate for the speaker.
- 2. Input audio signals from the analog inputs and stereo inputs into the MRX7-D, and adjust the input levels.

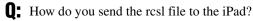
To check the input levels, you can use the "Fader" component editor and the "Fader" component editor within the "Source Mix" User Defined Block.

- **3.** Adjust the EQ using the "PEQ" located inside the "Output Ch." User Defined Block. Since the Studio and Spin Area use mics, make adjustments while inputting sound to the mics.
- **4.** While inputting sound to the mic, adjust the parameters of the components in the "Input Ch. Strip" User Defined Block.
- **5.** Operate the PGM1 to verify that paging broadcast occurs correctly.
- 6. Operate the DCP and MCP1 units to verify that they work correctly.

When you have finished making all settings, save the project and switch MTX-MRX Editor offline.

This completes the settings for example 3.

Q&A



A: In order to send the rcsl file from a computer to the iPad, you can either share the file using iTunes, send the file via email to the iPad, send it via AirDrop, or send it via the File Transfer application. Here we'll explain how to send the file using iTunes.

1. Connect your iPad to the computer.

Start up iTunes. If iTunes does not start up automatically, start the application manually.

2. Click the Device (iPad) button, and then click [Apps].

3. Under "File Sharing", click "P.V. Touch."

"File Sharing" is located further down the screen, so you may need to scroll down to see it.

4. Click the "Add..." button, and select the rscl file.

Q: I don't hear the Speech Privacy sound.

A: The environmental sound may not have been sent to the MRX. Follow the steps in example 2 ("Sending the Speech Privacy environmental sound") to send the sound to the MRX.

Uninstalling the software (Removing the application)

Use "Settings" to uninstall the software.

 $Right click [Start] \rightarrow [Settings] \rightarrow [Apps], select the item you want to uninstall, and then click [Uninstall].$

A dialog box will appear; follow the instructions in the screen to uninstall the software.

If the "User Account Control" dialog box appears, click [Continue] or [Yes].

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