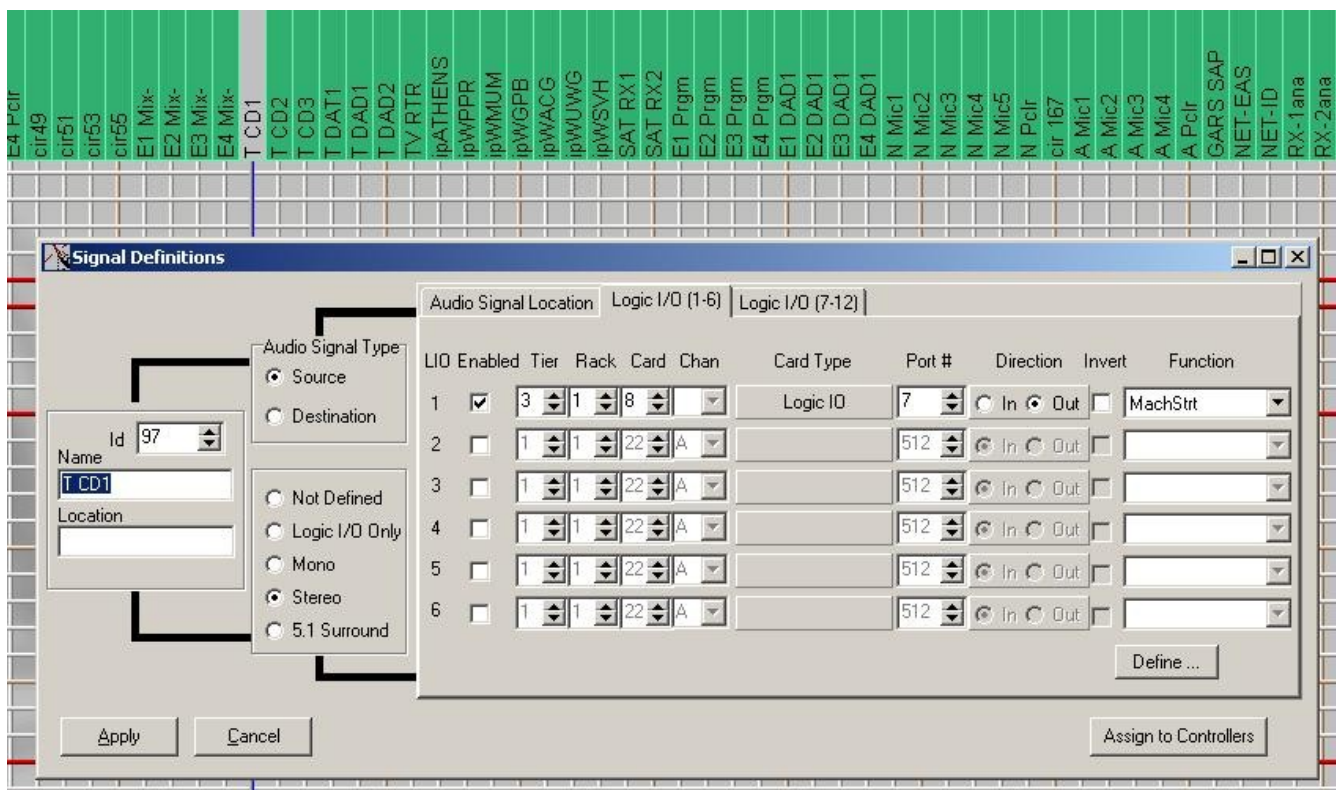


Starting an Audio Playback Device from a Surface

One of the great features of the Wheatstone Bridge and Wheatnet systems is the ability to couple logic signals with audio signals, allowing remote logic inputs and outputs to follow an audio signal as it is routed from one surface fader to another.

Let's look at a simple example, that of starting an audio playback device when the fader it is routed to is turned on. We will use the Wheatstone XPoint application to set this up.

In our example we have an audio signal named "T CD1" that carries the audio from a CD player. Find this source signal in the green Sources area of the XPoint matrix. Right click on this signal name and select *Modify Signal Definition* from the popup menu to display the following *Signal Definitions* form:



Select the *Logic I/O (1-6)* tab. Put a check in the box in the *Enabled* column on the line that starts with "1". If you already are using LIO 1, go to the first available LIO [go to the *Logic I/O (7-12)* tab if necessary]. Select *Tier*, *Rack*, and *Card* numbers that point to the Logic IO card you will use to control the player, and select a *Port #* for a currently unused logic output on that card. Select "Out" as the *Direction*, and select "MachStrt" as the *Function*. Click *Apply* and save your configuration.

You will also need to wire the logic output port you specified on the *Signal Definitions* form to the device's start input. Refer to the device's documentation for wiring details. Also note that the Wheatstone logic output port is opto-isolated; see the Wheatstone Bridge manual for details on how this output needs to be connected.

Once you have the configuration and wiring properly done, all you need to do is select the device's audio signal as a source to a surface fader. Pressing the ON button on the fader to turn the channel on issues a momentary pulse that creates a closure on the logic output port to activate the device's start circuitry.

There are several other pre-defined logic Functions that can be used in a similar manner with Wheatstone surfaces. The following table shows the Function name, direction, and purpose for each of these Functions.

Function Name	Direction	Purpose
MachStart	Out	start a remote machine
MachStop	Out	stop a remote machine
OnTally	Out	light a remote channel ON indicator
OffTally	Out	light a remote channel OFF indicator
RemOn	In	turn a fader channel ON from a remote switch
RemOff	In	turn a fader channel OFF from a remote switch
RdyLED	In	control the OFF LED on a fader (typically by flashing) from a CUE output of a remote machine
Cough	In	mute the audio from a remote location (typically the audio signal here is from a microphone) by pressing a remotely located switch
Talkback	In	puts the fader channel in CUE on the surface – typically used to allow talent at a remote mic location to talk to a control room operator