

## Muting a Studio Speaker When a Mic Is Active

In traditional consoles monitor mutes, such as control room or studio mutes, are typically programmed by setting a switch or jumper. Surfaces used with the Wheatstone Bridge or Wheatnet use the VDip (Virtual Dipswitch) settings to activate muting.

As a simple example, let's see how to mute a studio monitor output when a microphone located in that studio is turned on. We will use the VDip settings in the Wheatstone XPoint application to set this up.

In our example we have a mic signal named "Mic 11" with a *Signal Id* of 36. We want the Studio 1 output to mute when a fader with this signal is on air. From the XPoint menu, select *Configure>VDip Settings*. The following form appears:

Make sure the *Control Surface Id* matches the surface you want to mute with this mic signal. On the *Per Signal* tab, dial up the *Input Signal Id* of the target mic signal (in this case, 36). Put a check mark in the *Override Defaults* check box to have this setting apply only to the specified signal. Put a check mark in the appropriate *Studio Mutes* check box (in this case, number 1). Normally you would also want this signal to activate the air tally light, so we also put a check mark in the number 1 Tally check box. Click *OK* at the bottom of the form, and save your configuration.

If this setup was done with XPoint in Online mode the settings are automatically sent to the surface.