

## Using the Priority Auto Mixer / Ducker Block's Push to Talk Feature

### Before You Begin

The Storage (offline) configurations for all of the examples discussed in this article are available from Rane's website (<http://www.rane.com>). Download or copy these files to your computer, and add them to a new or existing Project.

*NOTE: Drag Net 3.0 or higher is required to view these device configurations. The latest version of Drag Net can be downloaded from <http://www.rane.com/dragnet.html>*

To add Storage configurations to a Project:

- 1) Right-click anywhere within the Project window and choose **Add File(s)**.  
  
- or -  
  
Click on the **File** menu, choose **Project**, then select **Add File(s)**.
- 2) Browse to the location of the Application Example files (.rxx file extension, where xx is the device type - .r88 for RPM 88, as an example) on your hard drive.
- 3) Select one or more of the files from the list, then choose **Open**. The configurations then appear as entries under the Storage folder of the Project window.

### Drag Net Files Required

- Push\_To\_Talk.r44
- Push\_To\_Talk.r44.mem
- Push\_To\_Talk.r44.lnk.xml

### Concepts Presented in this Example

- Using a Push to Talk switch to activate one or more inputs of an Auto Mixer/Ducker block.

### Problem

Each of the Auto Mixer/Ducker block's inputs can be assigned one of three detection modes: **Threshold** (gated), **Push to Talk**, or **Forced** active. When Push to Talk is selected a momentary or latching contact switch connected to one of the RPM's VIP (logic) input pins is used to activate an Auto Mixer/Ducker input. This article details the steps required to assign a VIP pin to a specific Auto Mixer/Ducker input.

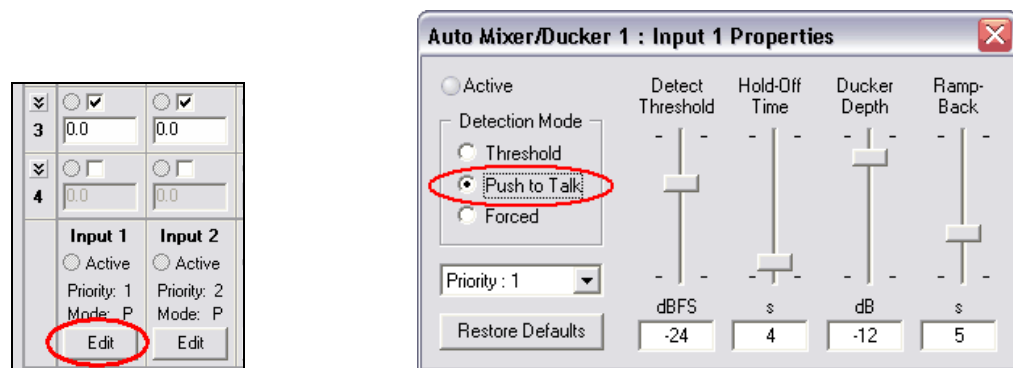


## Solution

When a Priority Auto Mixer / Ducker is dropped into a configuration each of its inputs becomes available in the Parameter Window (View > Parameter). These inputs are then grouped with VIP pins on the Remote Map to engage Push-to-Talk functionality.

Enabling **Push-to-Talk** requires just a few easy steps:

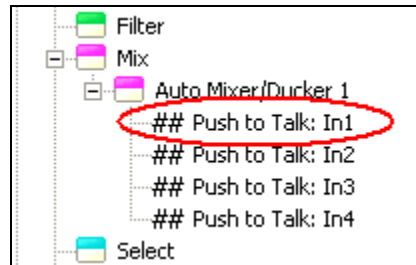
1. Double-click on the Auto Mixer/Ducker block to display its Properties dialog.
2. Select an input and click on the **Edit** button to display the Input Properties dialog. Choose **Push to Talk** as the Detection Mode.



■ Figure 1 Choose an input and edit its Properties.

■ Figure 2 Select **Push to Talk** Detection Mode.

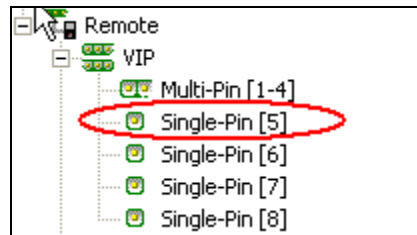
3. Switch to the **Remote Map**. Make sure the **Parameter Window** (View > Parameter) is visible.
4. Locate the appropriate Auto Mixer input within the parameter tree.



- Drag this input from the Parameter window to an empty Group on the Remote Map.



- Within the parameter tree, locate the VIP pin to be used for control. VIPs allocated to Single-Pin Control mode are used for Push to Talk. We'll use Pin 5 in this example.



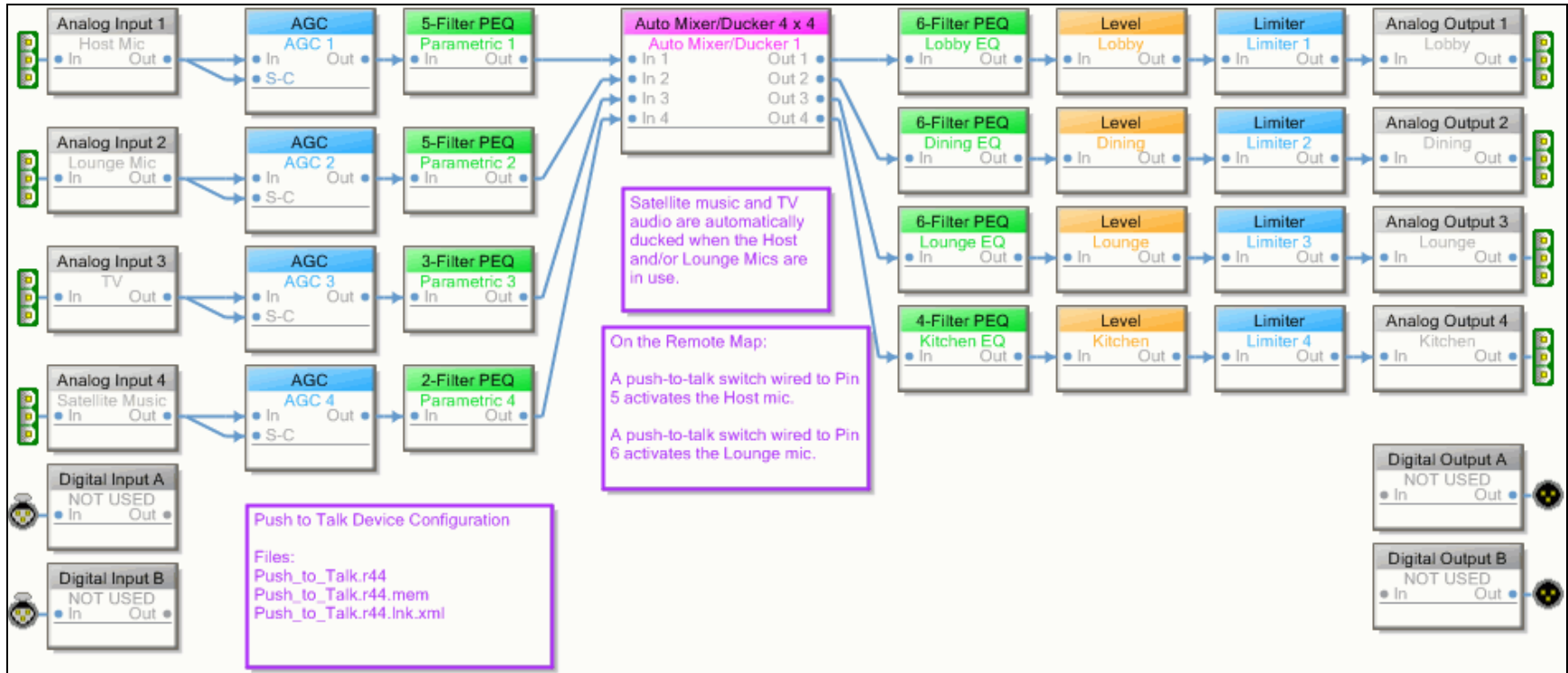
- Drag this VIP pin from the Parameter window to the same Group as the Auto Mixer Input.



You're done! Grounding the VIP pin using a contact closure activates the associated Priority Auto Mixer / Ducker input.

*Handy tip: multiple Auto Mixer inputs can be grouped with a single VIP and controlled simultaneously with a single contact closure. Use this feature to allow a meeting chairman to turn multiple discussion microphones on or off with only a single button press, for example.*





■ Figure 3 Push\_to\_Talk.r44 Processing Map

