Quick start – Artist programming
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This list covers the main steps in programming a Riedel Artist Matrix. Some of the items could be incorporated into a blank template for any type and size of frame and are marked with a ■. A template for your specific frame might include these ►.

1. Name the Node and set it's number
2. ■ Modify Markers
3. ■ Set Panel and Key defaults
4. ► Enter the configuration of the cards in frame
5. ► Create panel entries in the odd ports to start
6. ► Create the party lines
7. Create 4-wire ports and assign Conferences
8. ► Create the C3 Beltpack ports and assign keys
9. ► Create split ports for program audio, SA, IFB, etc.
10. ► Create IFBs
11. ► Setup a basic panel -- ADD
    a. Panels to buttons
    b. Conferences
    c. ► IFB, SA, PROGRAM
    d. ► Reply
    e. ► Sidetone
    f. In Autopatch
        i. ► Set the HS Mic gain to +20
        ii. ► Create mute mic autopatch
        iii. ► Audio out A to get Matrix I
12. Copy this default panel to other panels.
13. Setup your panel with Volume controls
14. Your system is programmed now – the rest is tweaking

Director limits

500 groups, 100 audio channels per group
500 conferences, 100 audio channels per conference

1 scroll list per panel
100 scroll lists
1000 entries per scroll list
10000 characters in all send string commands per scroll list

1024 MCR Members, 100 MCR Member Presets, 100 MCR Monitors
20 conference pages in "MCR - Online View", 48 conferences on a page

64 logic destinations per node
64 logic sources per destination

32 functions per key
50 users in the configuration
255 explicit user rights entries per object
1024 audio ports
100 port shortlists
1000 GPIO inputs, 1000 GPIO outputs
1000 events, 100 actions per event
1000 scheduled tasks, max task autoend 24h, resolution 1 min
1500 IFBs

20 active audio sources per destination
255 simultaneous activations per audio crosspoint
1024 forced crosspoints
12287 active RRCS actions
2048 active trunk calls