*Pete's **Riedel** Tips*

Monitoring I/O on panels without alerting user

As a Comm manager I often want to monitor users communications and also hear what they are hearing but without alerting them that I am listening.

Anytime any audio is going out of a panel, such as if I have setup a LISTEN to the panel and activated it, the Blue **MIC ON** light illuminates on the panel and turns on their sidetone. Users usually freq out at this.

The first method is built into the current Artist capabilities: **The Monitor Function**. This has the limitation that you can only hear the outgoing audio from the panel, not what the user is hearing. That is what I am interested in hearing – when a user calls me it is usually, "I have noise coming out of my panel. What is it?" Most of the time you can look at X-point view and determine the problem or even just remote control view of the panel.

Here is a way to hear it all and not alert the user.

9.12.2.2 Monitoring Function

Under *"Fn-Key Assignment"* there is the possibility to replace either the *"Beep"* or *"Norm"* function keys with a monitoring function.

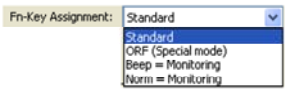
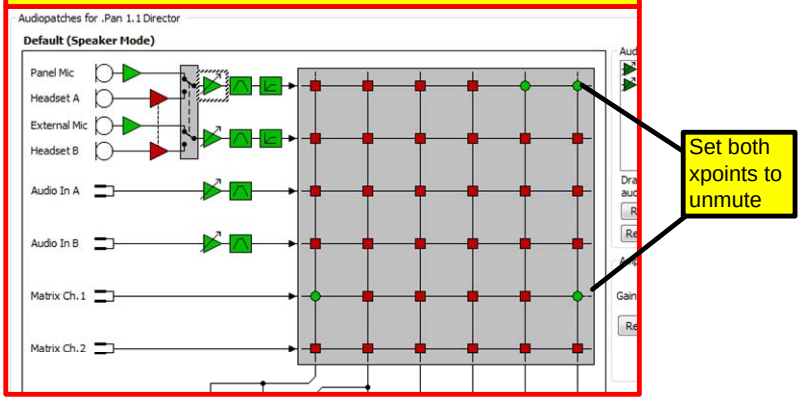


Figure 455: Monitoring - FN key assignment

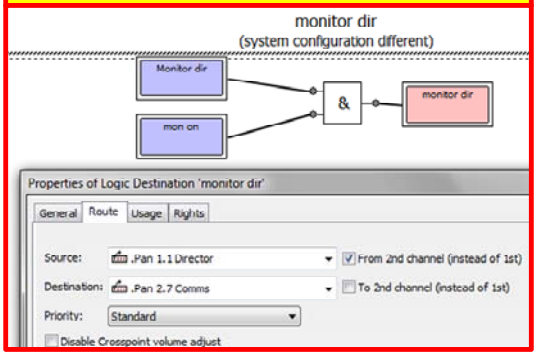
This makes it possible to monitor a selected port in the system. That means that as soon as the monitored panel talks to a destination, the audio from the monitored panel will also be routed to the monitoring panel.

To activate monitoring, either the *"Norm"* or *"Beep"* key is pressed, depending on how the function is configured. The key has a latching timeout of around 2 seconds. During this time, press a *"Call to"* key on your panel to monitor this port.

The Panel you want to fully monitor must be in 2-channel mode. Set both the Speaker and headset patches to route the mic and the matrix input out the second matrix output.



Create a Logic function which when activated will route the second channel monitor audio to your panel. One of the sources will be your control MON ON on your panel. The other MONITOR DIR will be put on every button on the directors panel that you want to monitor.

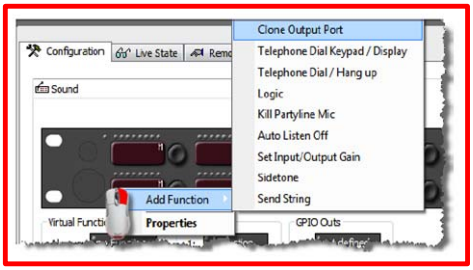


Of course this method only works when the user's mic is turned on.

If you just want to hear the same thing but not actually the port that the user is on, use the **Clone output port** command. Another port of the system is now able to hear exactly all signals like the origin port when this function is activated. So you can use the "*Clone Output Port*"- function as a monitoring function

This is the director's panel. The reason I use a logic function, besides giving me a way to disable this function, is that the logic function can be dragged and added to keys easily. Now, when I have the function on and the director pushes his key I not only hear the director but any audio that is coming out the panel's speaker.

Also all crosspoint volume levels of the cloned port are 1:1 duplicated to the clone output port. That means for example, when the volume of an incoming call on a key is changed on the origin panel, also the volume from the same source to the clone output is changing in real-time.



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Riedel
Monitoring another panel

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