

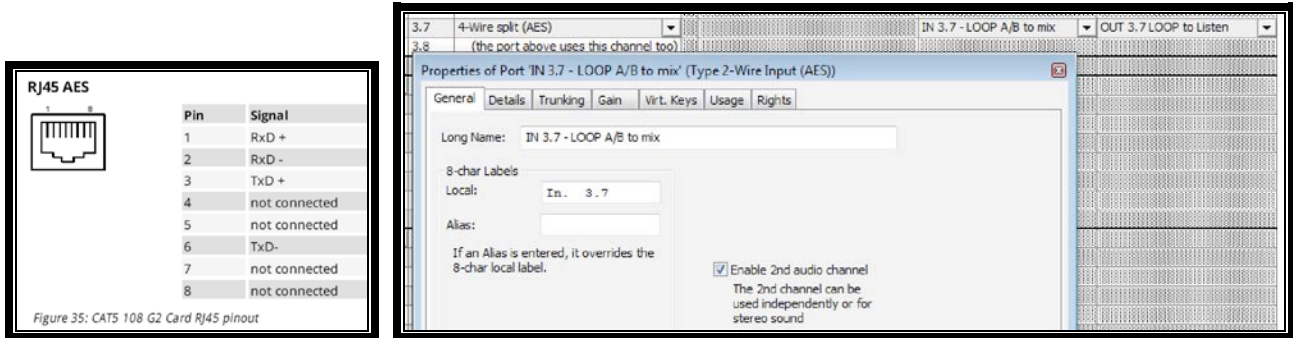
Pete's Riedel Tips – Mixing audio into a 4 wire comm port

Often it is a help if a user on a wireless comm pack could hear a channel which is not programmed on their pack. This is a way to mix in with a route audio command a listen to another Conference.

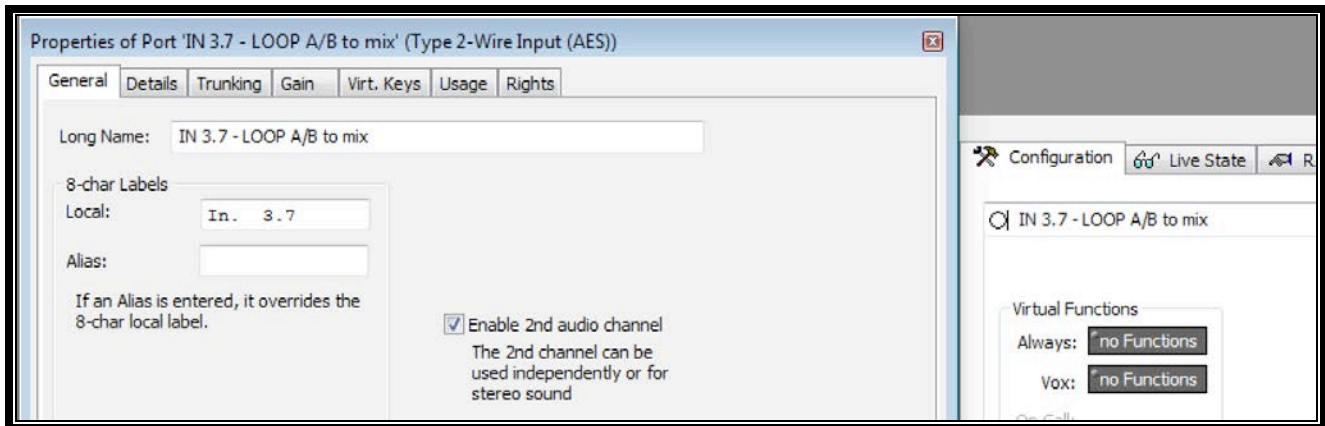
You could just add the other conference as a duplicate assignment on the port in Listen mode only. This might be too loud overwhelming the normal comms on that channel. There is no easy way to control this level from the conference.

The trick is to use one of the Artist ports in split I/O mode which is an Output port to listen to the Conference, and the associated Input port which is looped from the output to MIX into the Wireless comm Port using a Route Audio command.

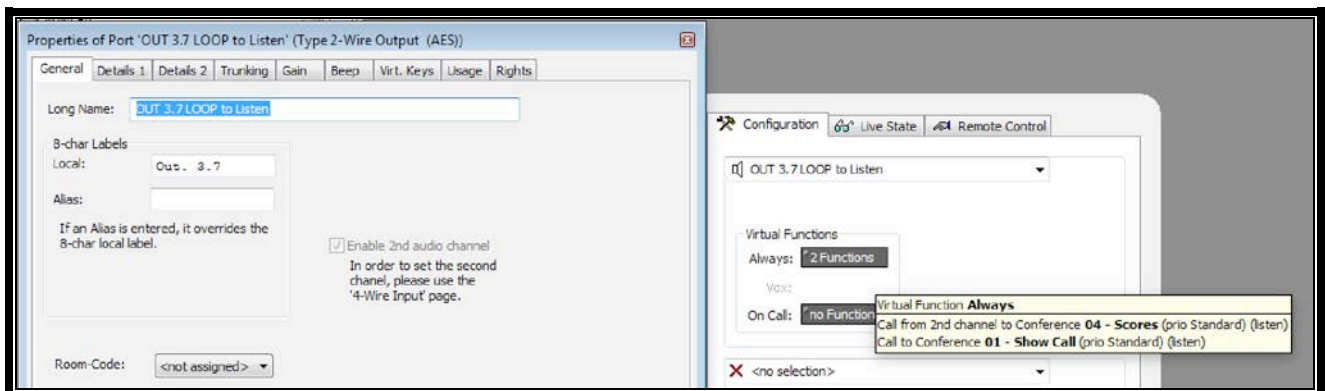
If you use an AIO port it is simple enough to connect the in to out with a cable. I often use a digital port which is more available to do 2 mix loops simultaneously. Using a single RJ45 connector wired 1-3 and 2-6, plug it into the port to loop.



Above is shown an AES port on a Cat5 card set to 2 channel audio. The input side is called “LOOP A/B to Mix” into another port with Route audio. The output side is called “LOOP to Listen” to another conference.

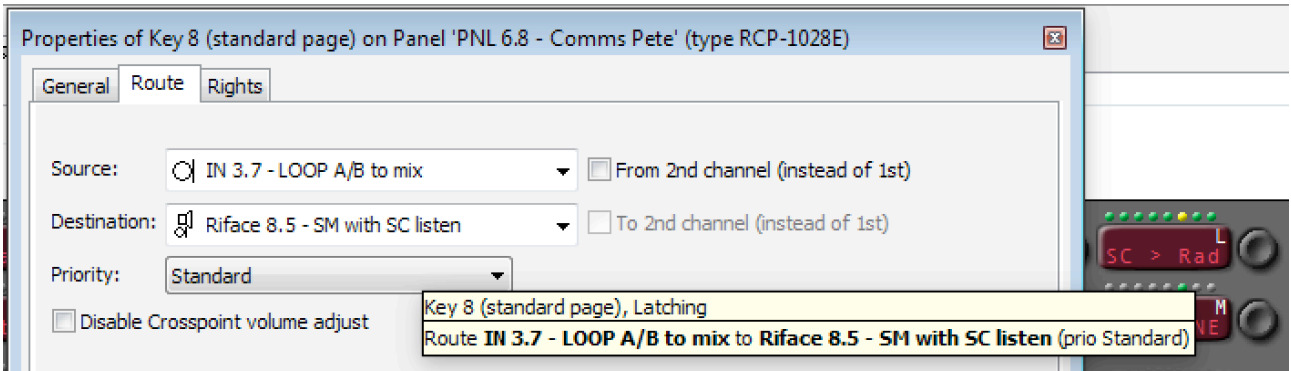


The IN channel has nothing programmed from it.

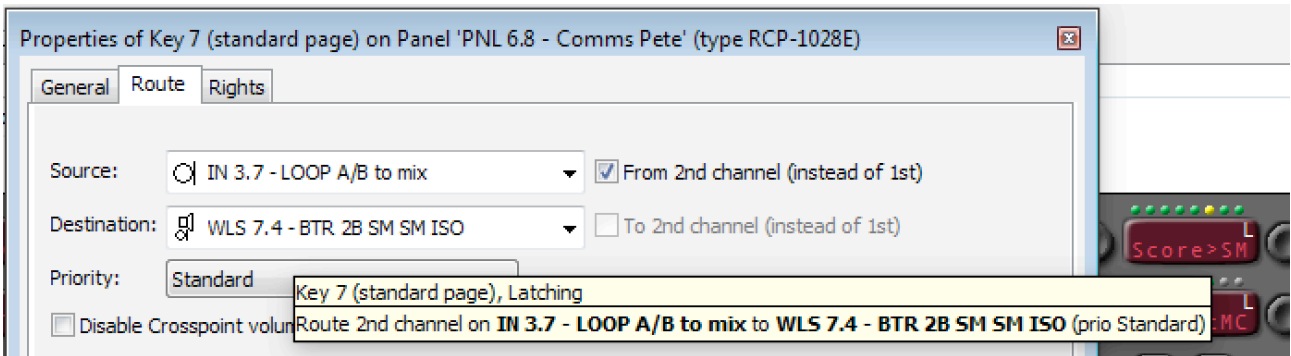


Note that the programming for the Output side needs to specify that your B channel is on channel 2. The A side is listening to the **Show Call Conference** and the B side is listening to the **SCORE conference**.

On your control panel make 2 keys to control the levels. The first one uses the A side of the AES port. Here is a Riface radio channel which listens to the **Show Call Conference**.



The second Route uses the B side. This Stage Manager ISO channel has the **SCORE conference** mixed into it.



Now turn on your Route audio keys and adjust the level in the comm. Pack as needed.