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.

			3.7 4-Wire split (AES) 3.8 (the port above uses this channel too) it in the port above uses this channel tool it in the port above uses the channel tool it in the port above uses the channel tool it in the port above uses the channel tool it in the port above uses the channel tool it in the port above uses the channel tool it in the port above uses the channel tool it in the port above uses the channel tool it in the port above uses the channel tool it in the port above uses the channel tool it in the port above uses the channel tool it in the port above uses the port above uses the channel tool it in the port above uses the port above uses the channel tool it in the port above uses the port abov	OUT 3.7 LOOP to Listen
RJ45 AES			Properties of Port 'IN 3.7 - LOOP A/B to mix' (Type 2-Wire Input (AES))	
1 8	Pin	Signal	General Details Trunking Gain Virt. Keys Usage Rights	
	1 2	RxD + RxD -	Long Name: IN 3.7 - LOOP A/B to mix 8-char Labels Local: In. 3.7	
	3	TxD +		
	4 5	not connected not connected	Alas:	
	6	TxD-	If an Alas is entered, it overrides the 8-char local label.	
	8	not connected not connected	B-char local label. If Enable 2nd audio channel The 2nd channel can be used independently or for	
Figure 35: CAT5 108 G2 Card RJ45 pinout			stereo sound	

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.

Properties of Port 'IN 3.7 - LOOP A/B to mix' (Type 2-Win General Details Trunking Gain Virt. Keys Usage			
Long Name: IN 3.7 - LOOP A/B to mix 8-char Labels Local: In. 3.7		Configuration	
The used	ole 2nd audio channel 2nd channel can be d independently or for eo sound	Virtual Functio Always: no Vox: no	

The IN channel has nothing programmed from it.

Properties of Port 'OUT 3.7 LOOP to Listen' (Type 2-Wire Output (AES)) General Details 1 Details 2 Trunking Gain Beep Virt. Keys Usage Rights	
Long Name: DUT: 3.7 LOOP to Listen 8-char Labels Local: Out. 3.7 Alias:	Configuration of Uve State All Remote Control
If an Alas is entered, it overrides the 8-char local label. In order to set the second chanel, please use the '4-Wire Input page.	Virtual Functions Always: "2 Functions Vox: On Cal: "no Function Cal from 2nd channel to Conference 04 - Scores (prio Standard) (Isten) Cal to Conference 01 - Show Call (prio Standard) (Isten) X <no selection=""></no>

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**.

Properties of Ke	ey 8 (standard page) on F	anel 'PNL 6.8 - Comms Pete' (type RCP-1028E)	X			
General Rout	te Rights		_			
Source:	IN 3.7 - LOOP A/B to r	ix - From 2nd channel (instead of 1st)				
Destination: $\[\begin{subarray}{c} \mbox{Π}\]$ Riface 8.5 - SM with SC li		listen 👻 🗌 To 2nd channel (instead of 1st)				
Priority:	Standard	· ·		SC > Rad		
Disable Crosspoint volume adjust Key 8 (standard page), Latching						
	ten (pr	io Standard)				
	General Rou Source: Destination: Priority:	General Route Rights Source: O IN 3.7 - LOOP A/B to m Destination: B Riface 8.5 - SM with SO	Source: IN 3.7 - LOOP A/B to mix From 2nd channel (instead of 1st) Destination: Image: A state of the s	General Route Rights Source: IN 3.7 - LOOP A/B to mix From 2nd channel (instead of 1st) Destination: Image: Riface 8.5 - SM with SC listen To 2nd channel (instead of 1st) Priority: Standard Key 8 (standard page) Latching		

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

Properties of K	ey 7 (standard page) on Panel 'PNL 6.8 - Comms Pete' (type RCP-1028E)	X	
General Rou	Rights	_	
Source:	O IN 3.7 - LOOP A/B to mix		
Destination:	ୟା WLS 7.4 - BTR 2B SM SM ISO → To 2nd channel (instead of 1st)		Scoress
Priority:	Standard Key 7 (standard page), Latching		
Disable Cr	rosspoint volunRoute 2nd channel on IN 3.7 - LOOP A/B to mix to WLS 7.4 - BTR 2B SM SM I	50 (pri	io Standard) :MC

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