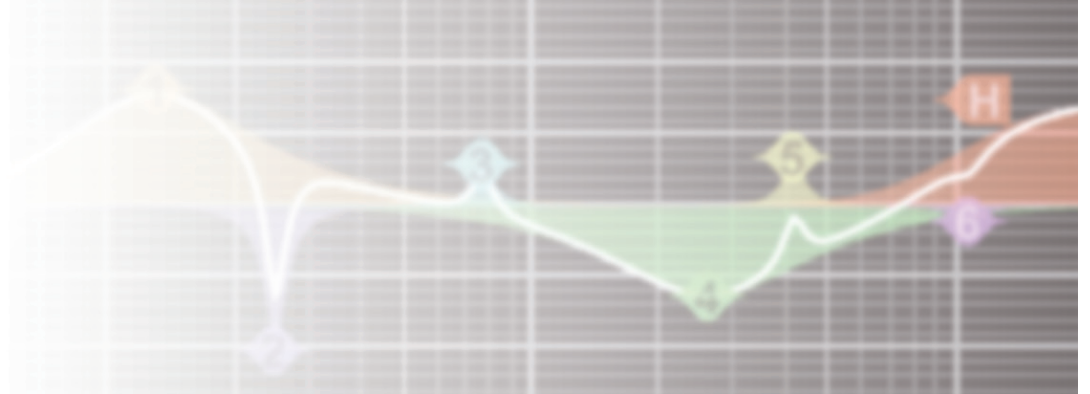


LA
AUDIO



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Welcome.

This guide will get you up to speed with **DLX**'s remote control and networking capabilities and introduce PodWare, the PC software used to control **DLX** processors. Please read the installation section of this manual thoroughly before trying to install software or connect devices.

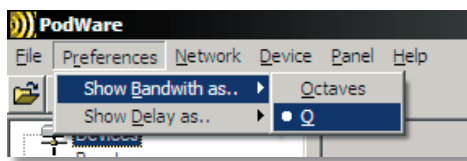
SUPPORT

If, after consulting this manual, you're still thwarted, stuck or otherwise bamboozled by a problem, our support people are ready and willing to assist. Just email support@laaudio.co.uk to bring them to your rescue.

CONVENTIONS

 This is a warning. Dire consequences will befall those who do not heed them.

Menu selections are denoted using a different font, separated by the | character. The following example would be written as: Preferences|Show Bandwidth As...|Q



HELP

To get help on anything to do with PodWare, go to Help|Help topics. This opens an HTML file containing help information.

Ways to connect.

There are two ways of connecting a PC to **DLX** units:



RS232

Connection to a single unit is made over RS232. If your computer has a serial port, you can connect directly to the device. If your computer does not have an RS232 port, you will need to use the USB-RS232 adapter supplied with your **DLX** processor. Ensure that this is installed, using the supplied disc, before beginning your PodWare installation.



BVNET

BVNET is a way of networking multiple devices using the RS485 standard, carried over a CAT5-type cable. While the physical appearance of BVNet components may be familiar, it is important to use approved BVNet devices when assembling your network. This will ensure the easy set up of your system and afford you the security of LA Audio support should you need it.

DLX units equipped with BVNet cards can be connected in networks of up to 100 devices. Use an approved BVNet adapter to connect your computer to the network. A device with a BVNet card can still be controlled via its RS232 port, although not simultaneously.

Installation Guide.



SYSTEM REQUIREMENTS

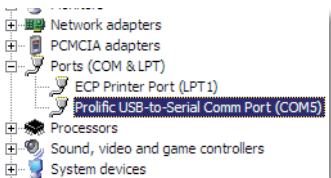
PodWare requires a PC running Windows 2000, or XP. PodWare also requires the Microsoft .NET framework. In the event that you do not have the .NET Framework installed on your computer, you will be prompted to do so by PodWare's installer. Version 2.0 is included on the installation package, entitled dotnetfx.exe. It is recommended that you check for and install any available updates using Microsoft Update.

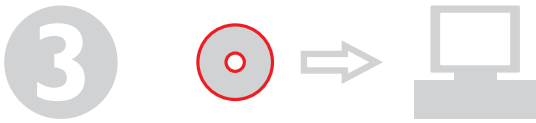
Your PC will also need a serial port to connect to your **DLX** processor. If your computer does not have a serial port, you can use the supplied USB-RS232 adapter in a free USB socket. The adapter will have its own software, which must be installed first, as shown below.



[INSTALL YOUR ADAPTER]

If you require a USB-RS232 adapter, you will first need to install it onto your computer using the disc supplied with the ATen adapter (not the PodWare disc!). Follow the on-screen instructions to install the adapter. When doing so, make a note of the COM port assigned to your device; you will need this shortly. To discover the COM port used for your device, you will need to check the device manager. From the Windows Control Panel, select System, then on the Hardware tab, click to open the Device Manager. Under the 'Ports (COM & LPT)' heading, you should find your device with its COM Port in brackets.





INSERT THE PODWARE CD

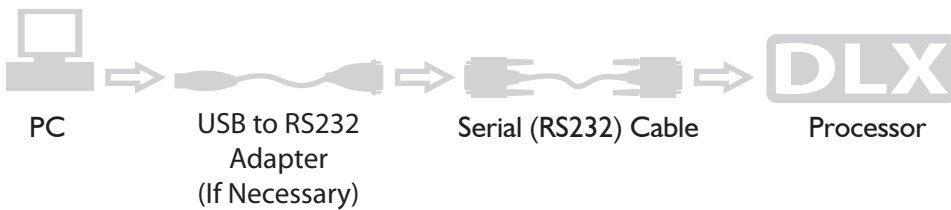
Upon insertion, the PodWare installer should start automatically. If it does not, navigate to your computer's CD ROM drive and run Setup.exe. Select a suitable installation directory and click 'Next'. Then view and agree to the software license and click 'Next'. You should then see the 'Installation Complete' screen. PodWare is now ready for you to use.



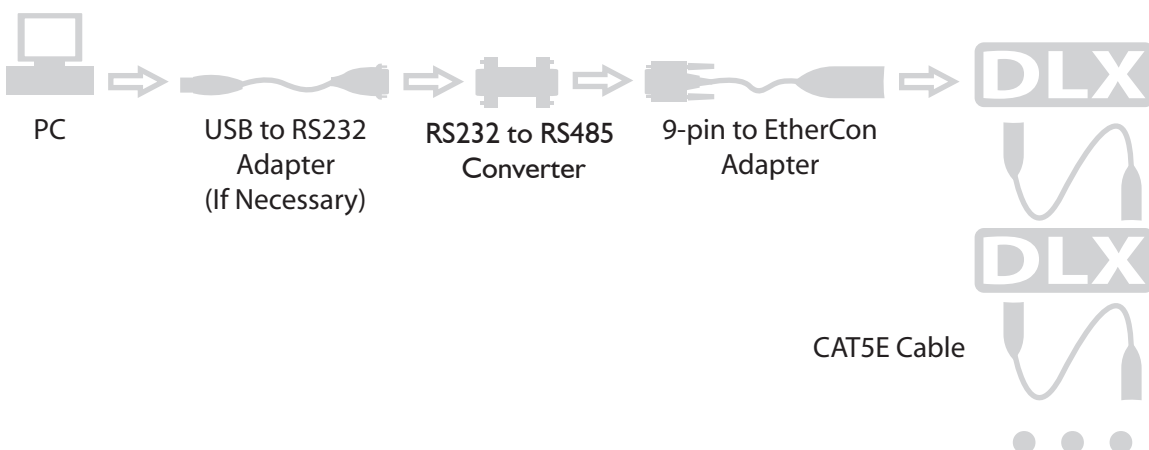
CONNECT YOUR PROCESSOR

Connect your **DLX** processor to your PC. The method of connection will vary depending on whether or not you are using BVNet networking.

For non-networked systems, your cables will look like this:



For systems using BVNet, your cables will connect like this:



You're now ready to run PodWare for the first time...

First Use.


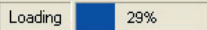

AUTHORISATION CODE

When PodWare starts, it will ask you to enter an Authorisation code. This code can be found on your installation CD.

COM PORT

If you require a USB-RS232 adapter, by this point you will have installed its software and noted the COM port used. To enable communications between PodWare and the adapter, you will have to tell PodWare which COM Port to use. To do this go to `Network | COM Port` and select the correct port.


GO ONLINE

Press the Go Online  button. The software then searches the network for any connected processors. During this time, the loading bar  in the bottom-right corner of the screen will display progress. Once online, the triangle in the button turns green  and all connected devices are displayed in the left-hand pane.

FIRMWARE CHECK

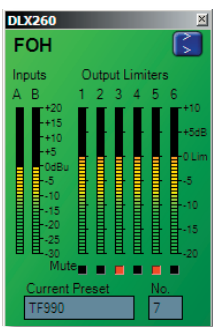
The first time a processor is connected to the network, it will be scanned to see if it has the latest version of the device firmware. If not, you will be prompted to update your processor's firmware. For more information on this, see the 'Device Firmware' section on page 15.

WINK



The wink button can help you test communications and find your way through a large network of devices. Select a device in the sidebar by clicking on its name once. Clicking the Wink  button will cause the selected device to show "RECEIVING" for a few seconds.

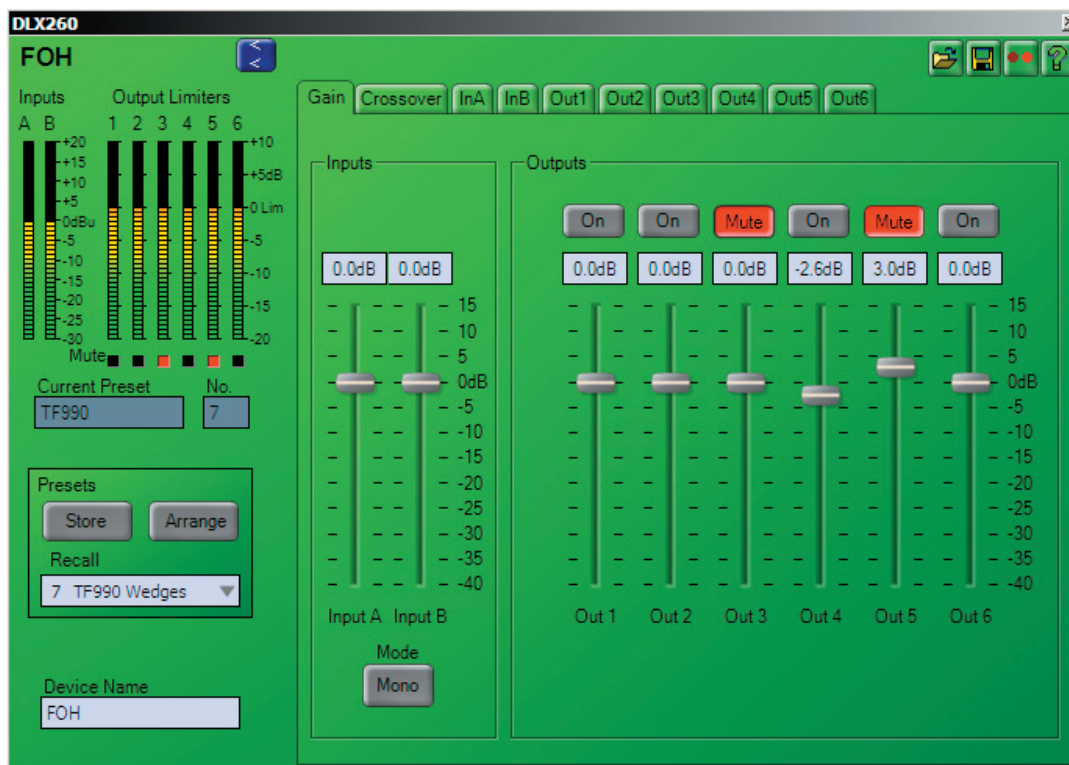
In Use.

To begin controlling a device, double click its icon in the left-hand pane. To create settings offline, go to Device | Add Device Panel. This will open a MonIcon, a quick display showing monitor levels and mute status. MonIcons are ideal for keeping an eye on systems with multiple devices, as the critical elements of a system can be viewed on a single screen. The MonIcon is purely a display window and does not allow you to control parameters.



A MonIcon

To alter the parameters of a device, press the Expand  button. The panel will now expand showing a number of tabs for each of the available control pages. To shrink a full panel back to a MonIcon, press the Contract  button.

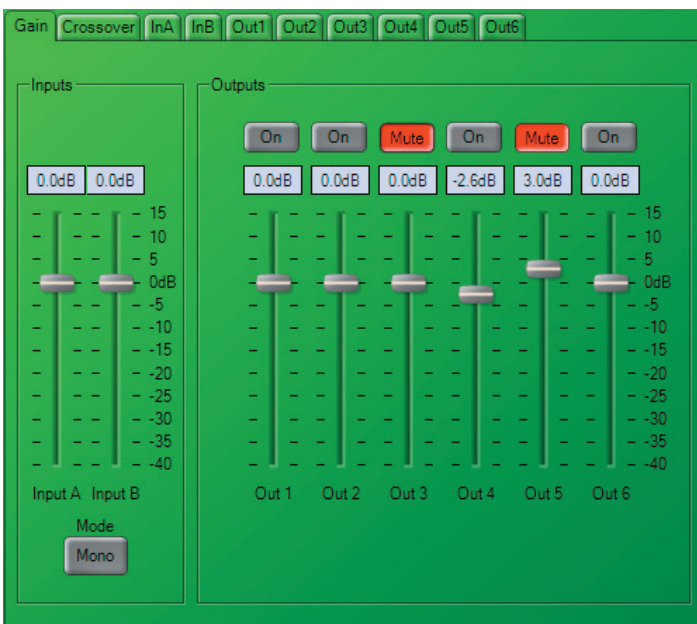


DEVICE NAME

The text box in the bottom-left corner of the full panel allows you to enter a name for a device. This allows easy identification of devices within a networked system. The name will also be stored in the device's memory and stay with it for future set-ups.

GAIN TAB

The gain page allows the adjustment of input and output gains, mutes and the Mono/Stereo mode.



MONO/STEREO MODE

To toggle between Mono and Stereo mode, press the Mono / Stereo button. In Stereo Mode, channels are paired as shown in the tables below. When switching to Stereo Mode, settings from the left side of the unit are copied to the corresponding channel on the right. The controls will then be paired, so that any adjustments will be reflected in the opposite channel.

! Switching to Stereo Mode will overwrite settings on the Right side of the unit.

DLX 240

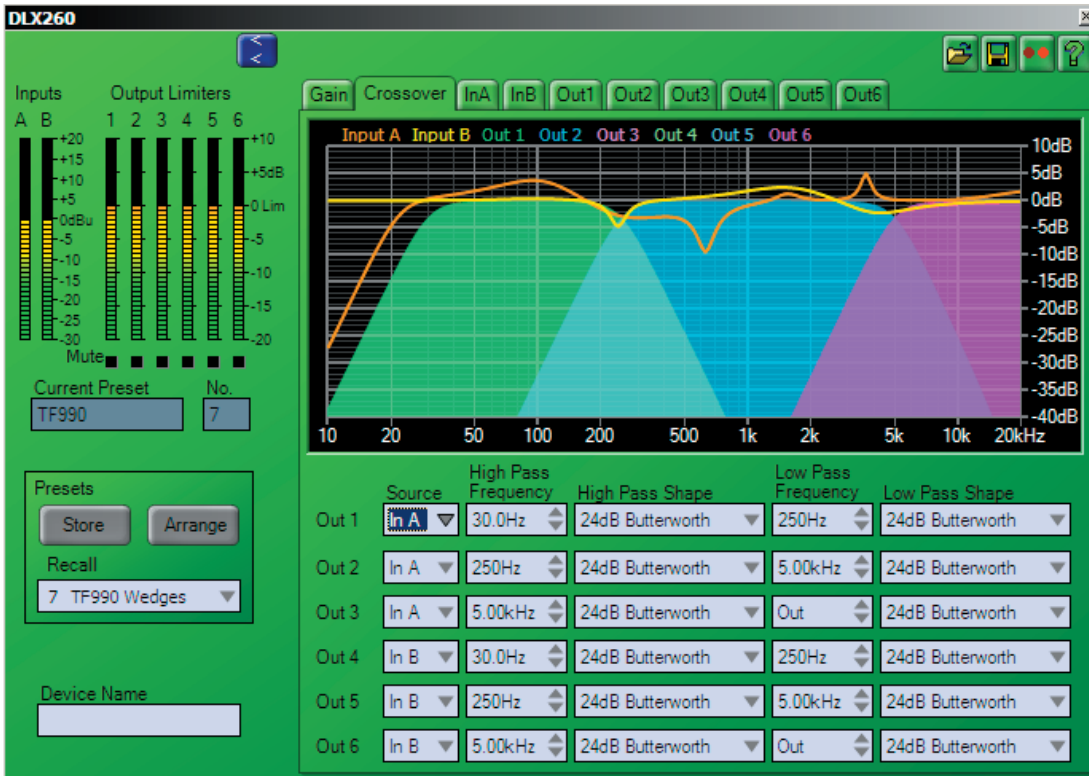
Left	Input A	Output 1	Output 2
Right	Input B	Output 3	Output 4

DLX 260

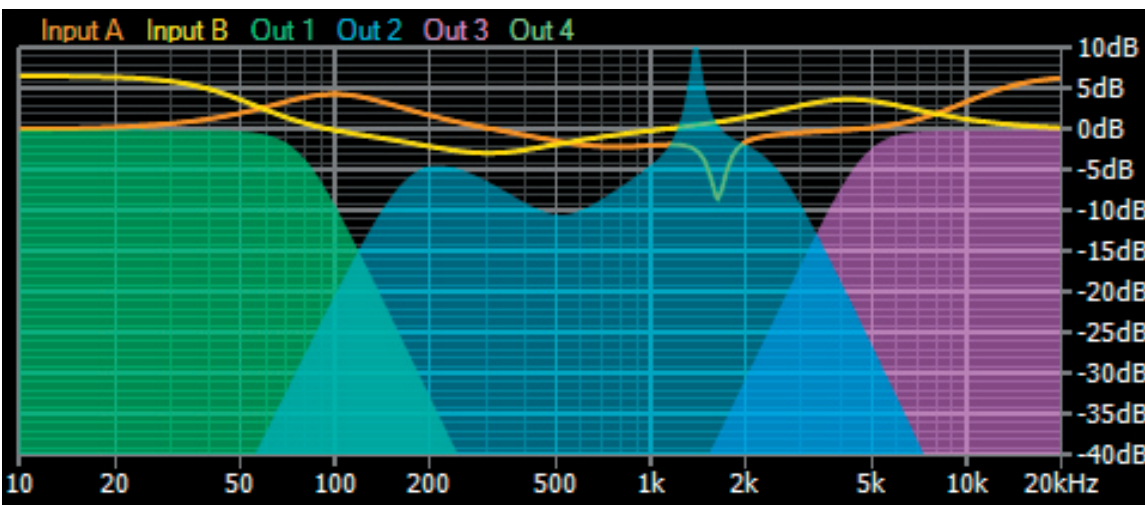
Left	Input A	Output 1	Output 2	Output 3
Right	Input B	Output 4	Output 5	Output 6

CROSSOVER

The crossover page allows you to adjust routing, crossover points and filter shapes for each of the unit's outputs. It also displays EQ information for all channels, to give you an excellent overview of the system's frequency response.

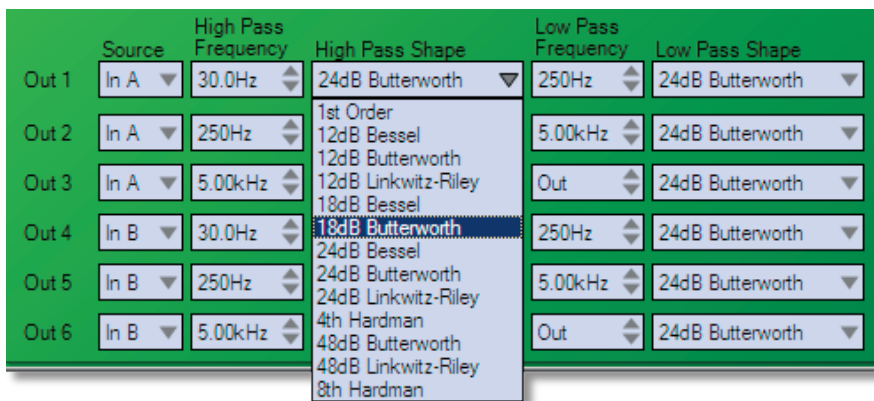


Each of the output channels can define a source input. This can be either Input A or B, or the Sum of A+B. In Stereo Mode routing is fixed and the routing controls will be shown in dark grey. For more information on Stereo Mode, see above.



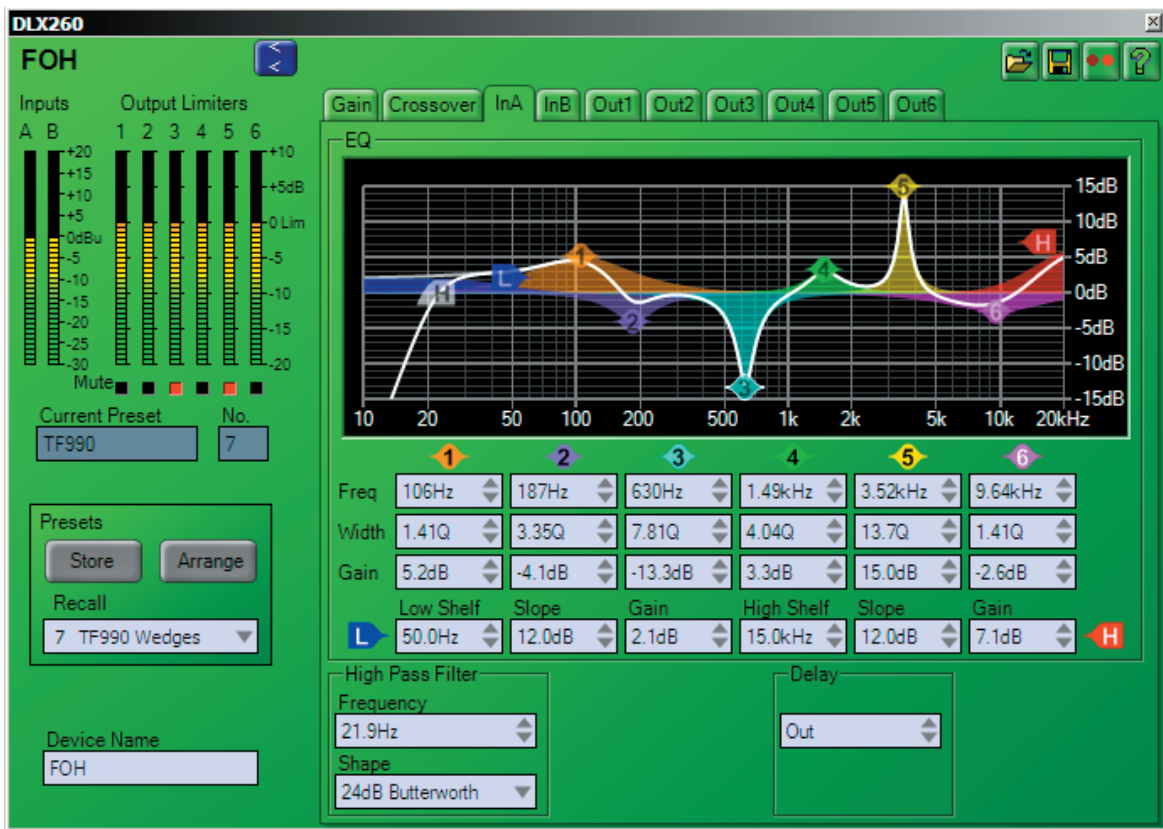
The display area of the crossover page shows all of the frequency response information; EQ, crossover settings and filters for all of the inputs and outputs. These are colour-coded to correspond with the key above the graph. Coloured areas correspond to the frequency response of the output, displaying a combination of crossover settings and output EQ. In the example above, the dip and peak in the blue area are caused by EQ filters, but their effect is shown in the crossover display. Input EQs are shown as lines laid over the crossover settings as the thin yellow and orange lines.

Crossover points and filter shapes can be set using the text input boxes and drop-down menus at the bottom of the panel. Alternatively, you can adjust the settings using curve-dragging.



To activate curve-dragging, click on the black display area. You will now see a selection of handles with which to drag crossover points. Dragging horizontally will control the frequency. Holding shift and dragging vertically will step through available filter types and slopes.

EQ



Input and output channels have an 8-band EQ section. This can be set using the text input boxes and drop-down menus at the bottom of the panel. Alternatively, you can adjust the settings using curve-dragging.

To activate curve-dragging, click on the black display area. You will now see a selection of handles with which to drag EQ filters. Dragging horizontally will control the frequency, while dragging vertically will adjust the gain. Holding shift and dragging vertically will vary the bandwidth or, in the case of a shelving filter, the slope.

Presets.

Every **DLX** processor has 45 presets. The first two of these are reserved as the base Mono and Stereo presets. The remaining 43 are all yours to use.

STORING A PRESET

To store a preset, press the Store **Store** button. The Store dialogue box will appear, asking you to choose the memory location and type a name.



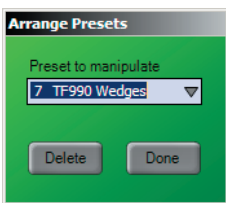
Pressing Store **Store** will then write the current settings to that memory location. To exit without storing, click Cancel **Cancel**.

RECALLING A PRESET

To recall a preset, click the arrow on the drop-down menu. Click on the desired preset to recall. This will overwrite any current settings. To exit without recalling, click Cancel **Cancel**.

DELETING A PRESET

To delete a preset, click the Arrange **Arrange** button.




In the Arrange dialogue, select the preset to delete and press the Delete **Delete** button. When you're done, click Done **Done**.

Device Settings.

All current settings and stored presets for a device (or an offline device panel) can be saved as a device settings (.dse) file onto your computer. This is a useful way of retaining device settings, both as a backup and as a means of transferring settings from one unit to another.

STORING DEVICE SETTINGS


To store settings from a **DLX** processor to your computer, first click the desired processor on the left-hand panel. Then click the Save  button, or go to File | Save. Choose a memorable location for your settings file, and give it a name. PodWare will ask you if you would like to store all of the used presets into the file. Saying yes will store all of the presets containing settings information, even if they are not currently in use. This will consequently increase the file size and load times of the file. Saying no will only transfer the current settings of the device.

RECALLING DEVICE SETTINGS


To recall settings from your computer into a **DLX** processor, first select the desired processor on the left-hand panel. Then click the Open  button, or go to File | Open, and navigate to your settings file.

When recalling a file containing just current settings, only the device's current settings will be altered. To retain your device's current settings before recalling a file, store them into a spare preset location.

Recalling a file containing presets will cause any existing presets in the same locations to be overwritten, as shown below.

Settings File		Current Presets		Result
1 DS911 Tops		1 <input type="checkbox"/> Mono	=	1 <input type="checkbox"/> Mono
2 DS943 Tops		2 <input type="checkbox"/> Stereo		2 <input type="checkbox"/> Stereo
3 DS945 Subs		3 XG666 Wedges		3 DS945 Subs
4		4 XG111 Wedges		4 XG111 Wedges
5 DS949 Wedges		5		5 DS949 Wedges

 Recalling a settings file with presets will overwrite any presets stored in the same locations.

 When creating settings in an offline device panel, be sure not to use presets 1 and 2, as these are reserved for the base Mono and Stereo presets, which cannot be overwritten.

Device Firmware.

Firmware is a set of instructions designed to inform your **DLX** processor of its purpose and functions. As part of our programme of continuing improvement, firmware updates may be released from time to time. You can use PodWare to update the firmware in an attached processor.

Firmware files can be identified by the .dfw extension. The file name will contain the device model number (before the V) and firmware version (after the V) number as shown below.

Model Number
****|1169 V1234 .dfw
Firmware Version

So, in the above example, the firmware is for Model 1169 (**DLX 240**) and its version number is 1.234.

FIRMWARE FOR BVNET ENABLED DEVICES

DLX processors with BVNet cards installed have different model numbers, and will therefore require different firmware to those without network capabilities. PodWare will prevent you from installing an inappropriate firmware file, as this would render the unit unusable.

To add networking features to your **DLX** processor, please consult your LA Audio dealer.

! DO NOT attempt to install network firmware onto a device without a BVNet card.

	Without Networking	With BVNet Card
DLX 240	1169	1311
DLX 260	1102	1308

UPDATING DEVICE FIRMWARE

To update an attached device's firmware, go to Device|Update Firmware, then locate the required firmware file (.dfw). At the time of writing, the most recent versions of firmware are included on your Podware installation disc. Check www.laaudio.com for more recent versions.

! During the firmware updating process, the progress bar in the bottom-right corner of the screen will turn red. DO NOT disturb the update process during this time. Doing so will render the device useless and involve returning your **DLX** processor to LA Audio for repair.