

**SIMPLWINDOWS NAME:** Bose DigiHiker

**CATEGORY:** Receiver/Processor

**VERSION:** 1.0

**SUMMARY:** Controls all available functions on a DigiHiker System

**GENERAL NOTES:** This module will control all functions available on the Bose DigiHiker. No feedback is provided by the DigiHiker.

Selecting any of the inputs should automatically turn the unit on. It can then be turned off using the System\_Off function.

Note that for all level adjustment functions, such as volume, bass, center, etc. this module will repeat the commands to the Bose system for as long as the input on the module is held high. The commands will be repeated at an interval specified by the Repeat\_Time=.1s parameter. By default, a repeat time of .1 second will be used. However, you can adjust this parameter as necessary.

**CRESTRON HARDWARE REQUIRED:** CNXCOM, ST-COM

**SETUP OF CRESTRON HARDWARE:** Baud Rate - 9600  
Parity - None  
Data Bits - 8  
Stop Bits - 1

**VENDOR FIRMWARE:** None

**VENDOR SETUP:** None

**CABLE NUMBER:** T.B.D.

## CONTROL:

<b>VOLUME_UP/DOWN</b>	D	Press and hold to ramp the volume level
<b>MUTE-ON/OFF</b>	D	Activate/deactivate the mute function
<b>BASS_UP/DOWN/MIDDLE</b>	D	Adjusts the bass level
<b>TREBLE_UP/DOWN/MIDDLE</b>	D	Adjusts the treble level
<b>CENTER_UP/DOWN/MIDDLE</b>	D	Adjusts the center speaker level
<b>SURROUND_UP/DOWN/MIDDLE</b>	D	Adjusts the surround speaker levels
<b>INPUT_*</b>	D	Pulse to select the desired input
<b>MODE_*</b>	D	Pulse to select the number of speakers to use
<b>MONO_TO_5CH_*</b>	D	Pulse activate/deactivate 1:5
<b>DYNAMIC_RANGE_COMPRESSION_*</b>	D	Pulse to activate/deactivate D.R.C.
<b>FILM_EQ_*</b>	D	Pulse to activate Film EQ
<b>MUTE_ALL</b>	D	Pulse to activate the mute all function
<b>SYSTEM_OFF</b>	D	Pulse to power the system down

## FEEDBACK:

**TO\_DEVICES\$**

S Serial signal to be routed to a  
RS422 port

**OPS USED FOR TESTING:**

5.12.26x

**COMPILER USED FOR TESTING:**

SimplWindows Version 1.61.12

**SAMPLE PROGRAM:**

Bose DigiHiker Demo

**REVISION HISTORY:**

None