

**SIMPLWINDOWS NAME:** Cal Audio CL-2500 SSP

**CATEGORY:** Receiver/Processor

**VERSION:** 1.0

**SUMMARY:** This module will control the Cal Audio CL-2500 SSP.

**GENERAL NOTES:** This module will control the basic functions of the CL-2500 Surround Sound Processor. It provides real feedback.

NOTE: If polling is enabled during the SSP initialization process, the SSP may lock up. Polling should be enabled only when needed.

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

**SETUP OF CRESTRON HARDWARE:** Baud Rate - 19200  
Parity - None  
Data Bits - 8  
Stop Bits - 1

**VENDOR FIRMWARE:** None

**VENDOR SETUP:** None

**CABLE DIAGRAM:** CNSP-587

## CONTROL:

<b>ENABLE_POLLING==1</b>	D	Set to enable polling. The SSP will be polled every 1.0 seconds for 5.0 seconds after a button press.
<b>POWER_ON</b>	D	Pulse to turn the SSP on.
<b>POWER_OFF</b>	D	Pulse to turn the SSP off.
<b>POWER_TOGGLE</b>	D	Pulse to toggle the SSP power.
<b>MUTE_ON</b>	D	Pulse to mute the volume.
<b>MUTE_OFF</b>	D	Pulse to un mute the volume.
<b>MUTE_TOGGLE</b>	D	Pulse to toggle the volume mute.
<b>VOLUME_UP</b>	D	Volume will ramp up as long as held high.
<b>VOLUME_DOWN</b>	D	Volume will ramp down as long as held high.
<b>SOURCE_*</b>	D	Pulse to select the source.
<b>SURROUND_MODE_*</b>	D	Pulse to select the surround mode.
<b>FROM_DEVICE\$</b>	S	Serial signal to be routed from a two way serial com port.

## FEEDBACK:

<b>POWER_ON_FB</b>	D	High indicating the power is on.
<b>POWER_OFF_FB</b>	D	High indicating the power is off.
<b>MUTE_FB</b>	D	High indicating the volume is muted.
<b>SOURCE_*_FB</b>	D	High indicating the currently selected source.
<b>MODE_*_FB</b>	D	High indicating the currently selected mode.
<b>VOL_BAR</b>	A	Current volume level as an analog.
<b>VOLUME\$</b>	S	Current volume level as a serial.
<b>TO_DEVICE\$</b>	S	Serial signal to be routed to a two way serial com port.

**OPS USED FOR TESTING:** 5.12.26x  
**COMPILER USED FOR TESTING:** SimplWindows Version 1.61.12  
**SAMPLE PROGRAM:** Cal Audio CL-2500 Demo  
**REVISION HISTORY:** None