

**Partner: DBX**  
**Model: ZonePro 126x**  
**Device Type: DSP**



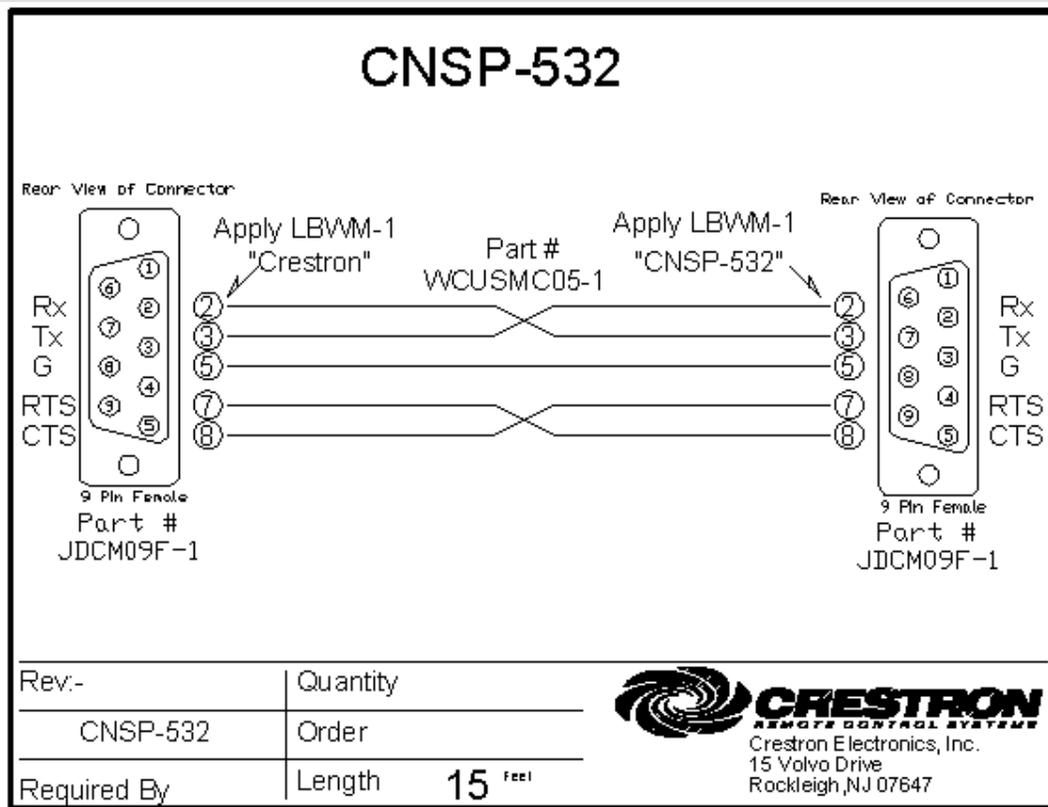
## GENERAL INFORMATION

<b>SIMPLWINDOWS NAME:</b>	DBX ZonePro126x Processor
<b>CATEGORY:</b>	Digital Sound Processor
<b>VERSION:</b>	1.0B
<b>SUMMARY:</b>	This processor controls a DBX ZonePro 1260,1261,1260m, or 1261m over RS-232.
<b>GENERAL NOTES:</b>	<p>RS-232 Control only. Use this module with the "DBX ZonePro126x Mixer" and "DBX ZonePro 126x Router".</p> <p>This module is intended for the control of a single DBX ZonePro 1260,1261,1260m, or 1261m over RS-232.</p> <p>This module will handle all "keep-alive" communication required by the ZonePro and distribute incoming traffic to their proper modules for processing.</p> <p>The ZonePro processors have twelve inputs and six outputs. For processing, we can use either a router, or a mixer to control traffic between the inputs and outputs. In the ZonePro Designer Software, if you specify that "RTE" 1-3 are mixers and 4-6 are routers, you will need to attach the "DBX ZonePro126X Mixer" to Module_TX_1 -3 and the "DBX ZonePro126x Router" to Module_TX_4 - 6. All modules will connect back to the processor on the same input "From_Modules".</p> <p>Feedback: This module handles realtime feedback from the DBX Module. To enable feedback, simply put a "1" on the Polling_Enable signal. Feedback will engage 30 seconds after enabling or program startup. Feedback will only function when Node ID is 32. To change your Node ID in DBX Designer, select Network &gt; Address Tool &gt; Next &gt; Change Address.</p>
<b>CRESTRON HARDWARE REQUIRED:</b>	2-Series Processor w/RS-232 Port, 3-Series Processor w/RS-232 Port
<b>SETUP OF CRESTRON HARDWARE:</b>	N/A
<b>VENDOR FIRMWARE:</b>	v1.110
<b>VENDOR SETUP:</b>	DBX ZonePRO1261

**Partner: DBX**  
**Model: ZonePro 126x**  
**Device Type: DSP**



CABLE  
DIAGRAM:



## CONTROL:

<b>From_Modules</b>	S	Information from the Mixer and Router should be connected to this serial input.
<b>Volume_Input[x]</b>	A	Sets the volume of the specified input channel. 0d (0%) = -inf (inaudible) 65535d (100%) = 20.dB
<b>Polling_Enable</b>	D	Starts polling for real-time volume changes from the DBX Processor. Polling will start 30 seconds from triggering. You may place a 1 here.
<b>Scene Recall</b>	A	Pulse with analog value (1-50d) to select desired scene.
<b>From_Device\$</b>	S	Connect to RX\$ of the DBX com port.

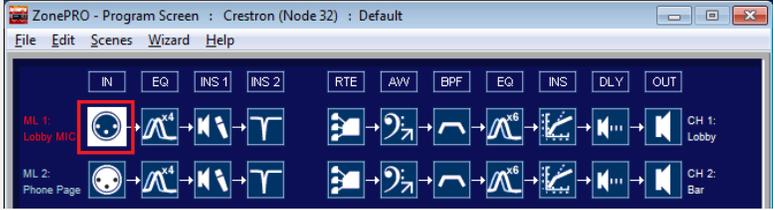
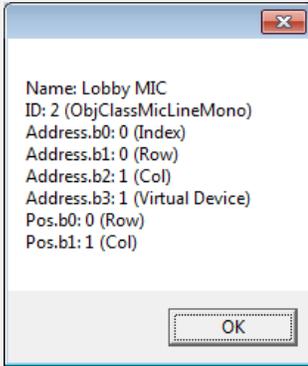
**Partner: DBX**  
**Model: ZonePro 126x**  
**Device Type: DSP**



**FEEDBACK:**

Module_TX_[x]	S	Connect these serial outputs to their proper Mixer/Router modules.
Volume_Input_[x]_FB	A	Volume feedback for input X.
Feedback_Enabled	D	Feedback Enabled will go high 30 seconds after Polling Enable has been engaged.
To_Device\$	S	Connect to the TX\$ of the DBX com port.

**PARAMETERS:**

Node ID	S	Node ID of the DBX Processor (Example = 32). * Feedback will only function when Node ID is 32. To change your Node ID in DBX Designer, select Network > Address Tool > Next > Change Address.								
Object_ID [x]	S	<p>Instance ID tag of input. These ID's change as you group inputs to stereo or run the configuration wizard. Below shows input 1 selected:</p>  <p>Once Selected, hit the keys "CTRL + SHIFT + O" to see id tag.</p>  <p>Enter b0-b1-b3-b3 into the parameter field with dashes in between.</p> <table border="1"> <tr> <td>Node ID</td> <td>32</td> </tr> <tr> <td>OBID 1</td> <td>0-0-1-1</td> </tr> <tr> <td>OBID 2</td> <td>1-1-1-1</td> </tr> <tr> <td>OBID 3</td> <td>2-2-1-1</td> </tr> </table>	Node ID	32	OBID 1	0-0-1-1	OBID 2	1-1-1-1	OBID 3	2-2-1-1
Node ID	32									
OBID 1	0-0-1-1									
OBID 2	1-1-1-1									
OBID 3	2-2-1-1									

**Partner: DBX**  
**Model: ZonePro 126x**  
**Device Type: DSP**

**TESTING:**

<b>OPS USED FOR TESTING:</b>	2-Series: v4.008.0000 3-Series: v1.008.0040
<b>SIMPL WINDOWS USED FOR TESTING:</b>	V4.02.21.00
<b>DEVICE DB USED FOR TESTING:</b>	V53.05.004.00
<b>CRES DB USED FOR TESTING:</b>	V43.00.001.00
<b>SYMBOL LIBRARY USED FOR TESTING:</b>	v810
<b>SAMPLE PROGRAM:</b>	DBX ZonePro 126x v1 Demo MC3.smw
<b>REVISION HISTORY:</b>	v1.0 – Original release.