

Principles of the iDR system

Matrix and I/O

Both iDR-8 & 4 have a 16x16 matrix.

iDR-8 has 8x XLR i/p and 8x XLR o/p. Two extra i/p and o/p are available on jacks giving a total of 10 in 10 out but the matrix is still always 16x16.

iDR-4 has 4x XLR i/p and 4x XLR o/p. Two extra i/p and o/p are available on jacks giving a total of 6 in 6 out but the matrix is still always 16x16.

If more i/p and/or o/p is required there are two choices:

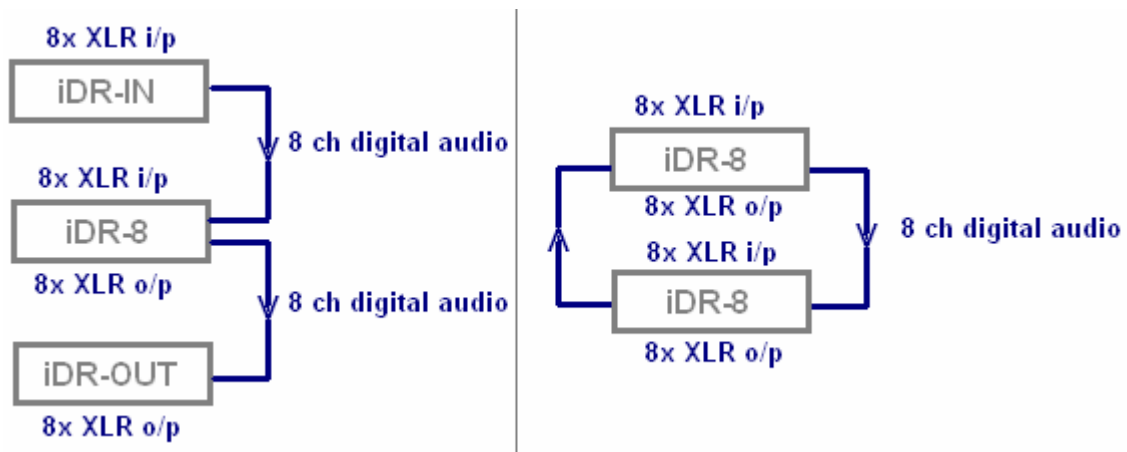
1. An 8x XLR INput expander and/or 8x XLR OUTput expander can be connected.
2. Several iDR units can be connected with or without iDR-IN & iDR-OUT expanders. Only a **single** IN and/or OUT expander can be connected to any system.

Audio transfer between units is digital with a max of any 8 channels at any time.

The selection of which 8 channels is transferred can be changed in each preset.


Audio transfer is one-way but if no IN/OUT expanders are used, the digital audio can be looped from the out of one iDR to the in of another iDR.

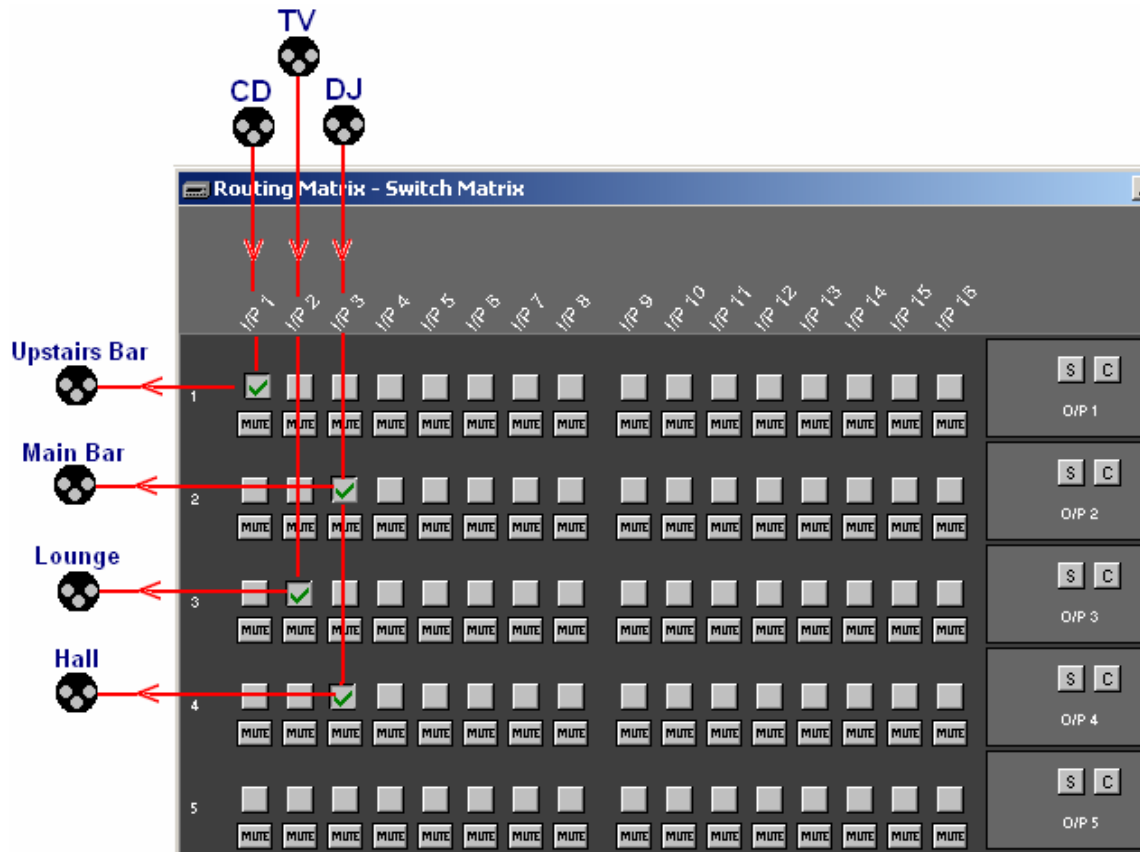
The drawing below shows a chain and a loop.



The chain can contain many iDR-8 or iDR-4 but only a single IN and/or OUT expander. The loop can contain many units but not IN and/or OUT expanders.

Think of the matrix as a set of switches. The switches (called crosspoints) link inputs to outputs. The switch positions are stored in presets.

Inputs are shown at the top and outputs are shown down the side. Here is the routing matrix  showing some sources routed to some rooms.



Here is how a full set of routing presets will work out. P is preset number.

P11 i/p1 → o/p1
 P12 i/p1 → o/p2
 P13 i/p1 → o/p3
 P14 i/p1 → o/p4


P21 i/p2 → o/p1
 P22 i/p2 → o/p2
 P23 i/p2 → o/p3
 P24 i/p2 → o/p4

P31 i/p3 → o/p1
 P32 i/p3 → o/p2
 P33 i/p3 → o/p3
 P34 i/p3 → o/p4

So you see that preset 11 will switch CD to Upstairs Bar, preset 12 will switch TV to Upstairs Bar and preset 13 will switch DJ to Upstairs Bar without affecting any other room. See above that the DJ signal is currently routed to both Main bar and Hall. Preset 23 was recalled at some stage and preset 43 was recalled at some stage – independent of each other.

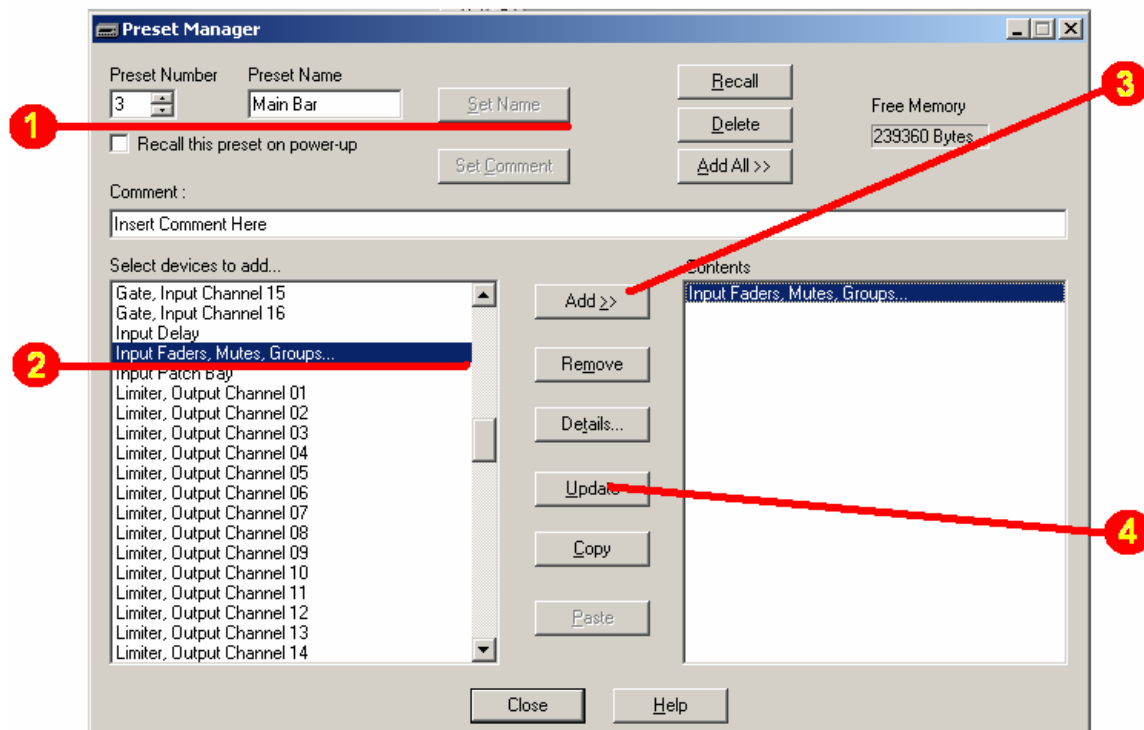
Storing changes

Changes such as routing, levels, EQ settings etc are stored in presets. A preset is a snapshot or scene memory. The

Preset manager  window can stay on view while programming since you will be constantly referring to it in order to store your settings.

The preset manager allows you to:

1. Select a preset number and name it.
2. Choose a device.
3. Add that device to a reset.
4. Update (store) the setting for that device.



Every change you make must be stored by highlighting the device in the **Contents** list and clicking **Update**.

Summary

I/O

When planning the i/o requirement for an installation, explore combinations of iDR units and IN/OUT expanders. Remember that both iDR – and iDR-4 have two 'extra' jack inputs and outputs but 16x16 is the matrix size. Any selection of 8 channels can be transmitted forwards from unit to unit. The selection can change with presets. Remember to allow two inputs for each stereo source.

Matrix

16 i/p to 16 o/p in both iDR-8 and iDR-4

Any i/p combination can be routed to any o/p combination. Routings are stored in presets.

Save

All data must be stored in presets. Settings must be Updated before moving to a new preset or they will be lost.