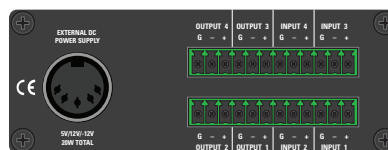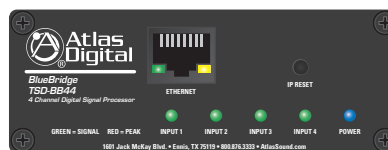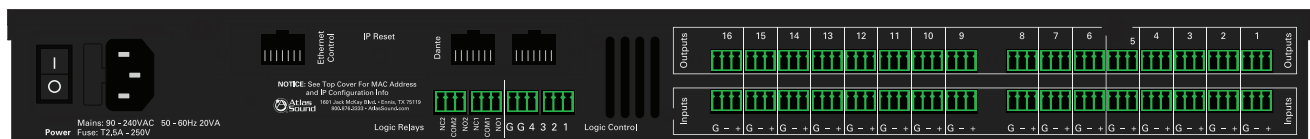# Atlas Digital

BlueBridge
# Wall Control Reference Guide

Introduction

This reference guide is for creating an external set of controls to be used to operate any of the Atlas Digital BlueBridge DSP Products.

BlueBridge Designer Software is used for creating the system file for the Wall Controls. Wall Controls enhance the capabilities of the BlueBridge DSP platform by providing a simple way for your customers to control a BlueBridge audio system.

This guide will take you through the process of creating a wall control in a system design file, associating it with the appropriate wall control hardware, and providing the user with an easy way to control their system. You will learn through this process that the Wall Controls are easy for the programmer to incorporate into an audio system. The process in this guide for creating Wall Controls can be applied to any of the available BlueBridge Wall Plate Controllers.

The BlueBridge family of Wall Plate Controls come in five different configurations.
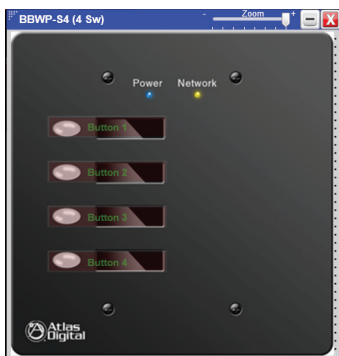
BBWP-S4 control of any four buttons in the system design including Preset selection
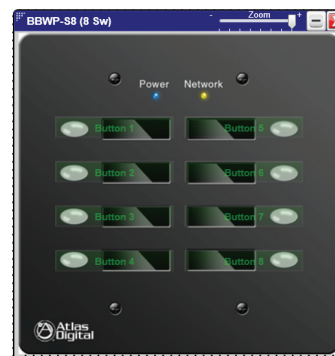
BBWP-S8 control of any eight buttons in the system design including Preset selection

BBWP-K4 control of any four value changes including gain, threshold, frequency and other values.

BBWP-K1 control of any single value change including gains, threshold, frequency and other values.

BBWP-S4K1 control of any four buttons in the system design including Preset selection and control of any single value change including gain, threshold, frequency and other values.

The BlueBridge Wall Plate Controllers connect to the network via standard Ethernet CAT5e cable. They are powered either by local DC power supply or by PoE (Power over Ethernet via a PoE compatible network switch)

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First Step

Begin your session by opening BlueBridge software and creating a new project or opening a BlueBridge project you have already created. (See Fig.1)
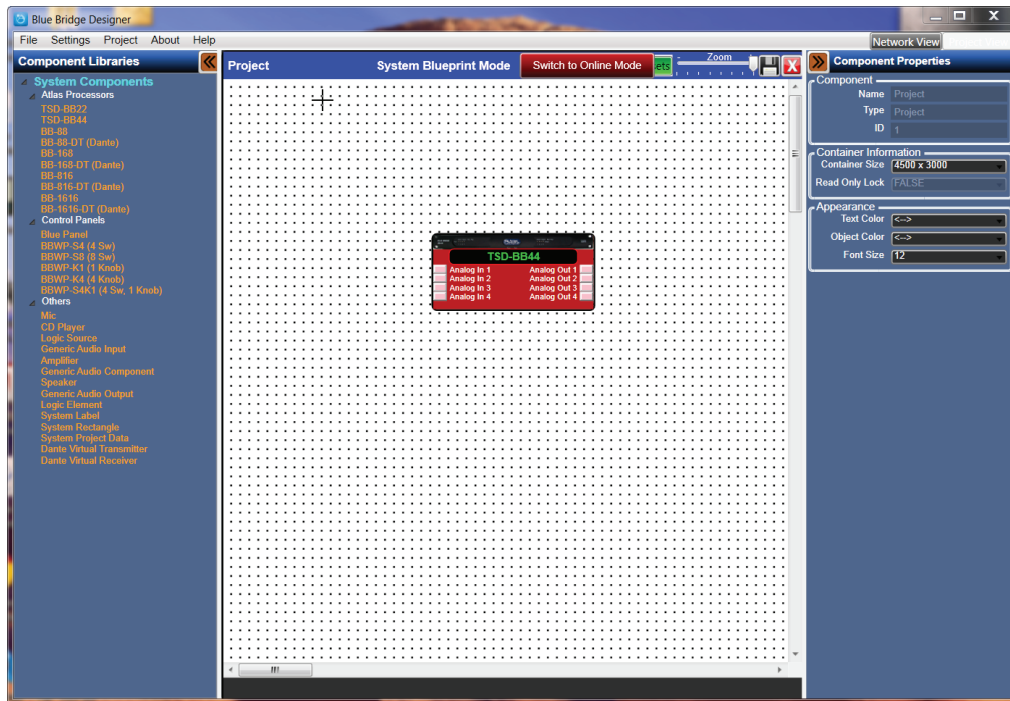

Fig. 1

To begin the configuration of a wall plate control and associate it with a system design, First, drag and drop a Wall Plate Controller, from the Components library onto the system blueprint page. (See Fig 2)

In this example we have a TSD-BB44 DSP, one BBWP-S4 and one BBWP-K1 Wall Controllers.
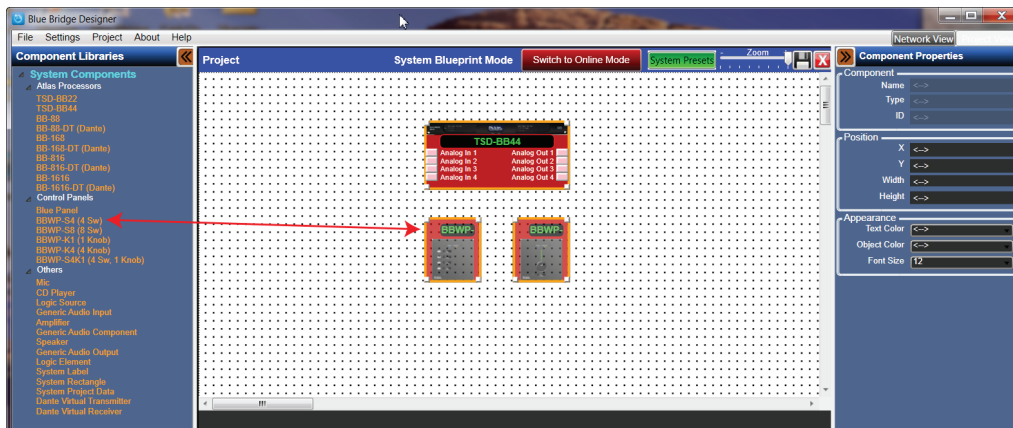

Fig. 2

The Wall Controller Blocks will appear to be translucent (see through) until they have been "Mapped" to the physical hardware.

Note: Before Mapping you must program the wall controller.

Programming a Button

To program a "Button Control" device like the BBWP-S4, Double click on the BBWP-S4 block to open. (See Fig 3)
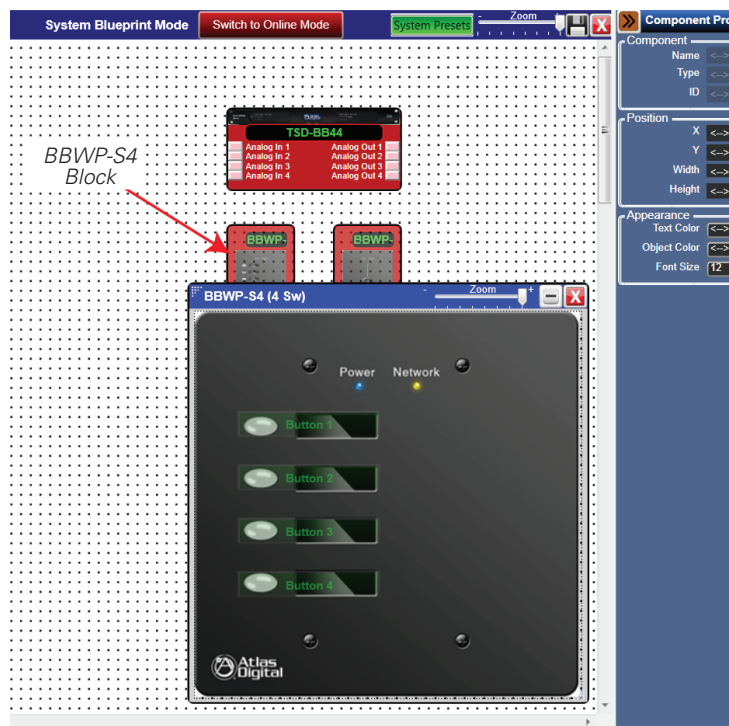

Fig. 3

A representation of the BBWP-S4 Wall Controller will appear. (See Fig 3)

In this example we will be using the BBWP-S4 to control presets using the wall plate buttons. To select a preset go to the System Presets button in the upper right corner of the window to open the preset list. (See Fig 4)

Note: It is recommended to create a preset first (See Preset Reference guide). However, it is not required in order to complete this step. The preset can be created at any time.
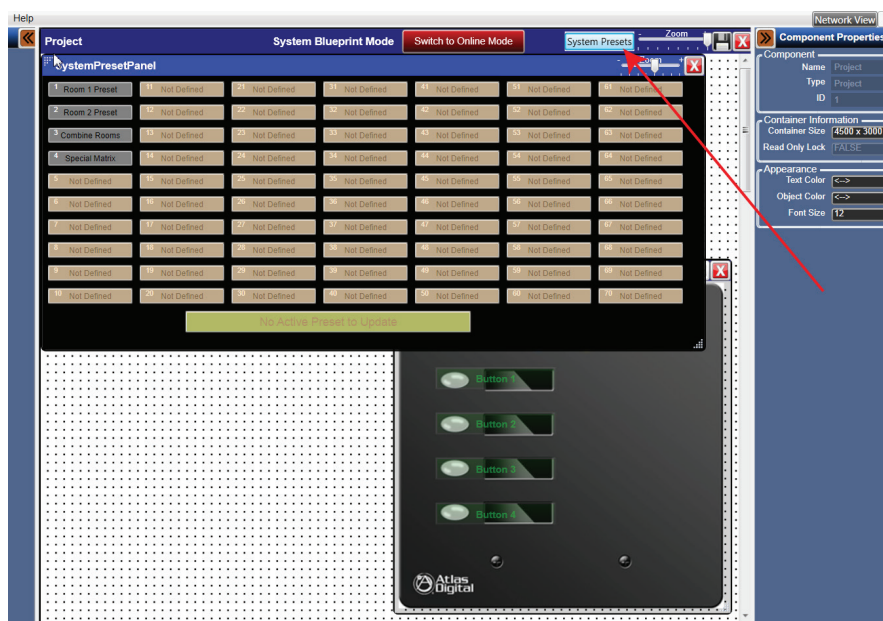

Fig. 4

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With your cursor select the preset to use by (clicking + holding) a rectangle around the preset button. (See Fig 5)

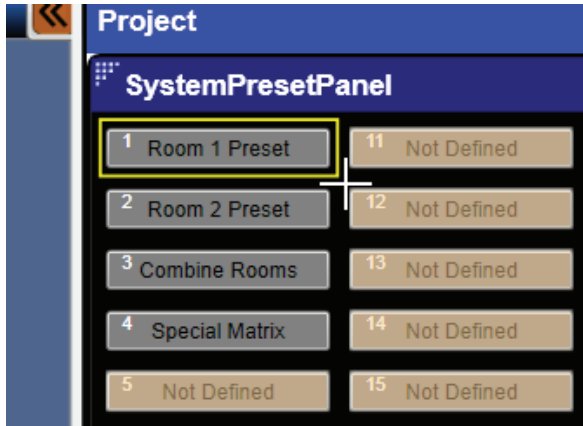When you release the cursor, the button will appear grayed out. (See Fig 6)
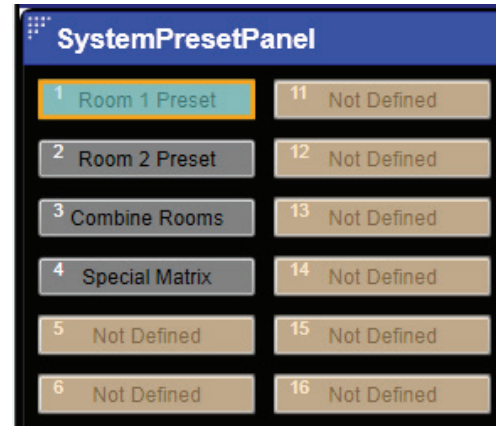

Fig. 5

Fig. 6

Click+hold and drag the Preset button to the desired button location on the Wall Plate Controller. (See Fig 7)

Fig. 7

When this step is complete the button on the Wall Plate Controller will stay highlighted. (See Fig 8)
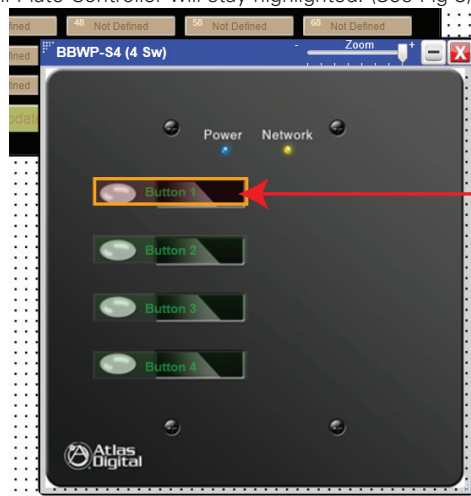

Fig. 8

Repeat this step for the remaining buttons.

In the properties section on the right side pane, you can confirm the Preset in the control value section. In the Example, Button 2 is assigned to Preset 2. (See Fig 9)
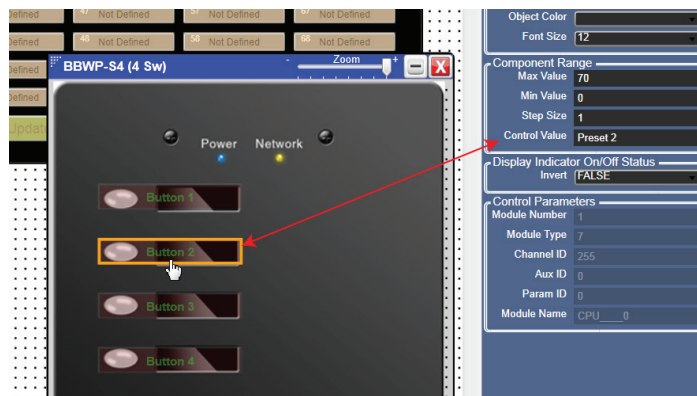

Fig. 9

Note: This process is the same for assigning any Wall Plate Control Button in a BlueBridge system design.

In other words, this process is as quick as opening a DSP module, and dragging and dropping a Button onto the Button of a Wall Plate Controller.

Programming a Dial {Knob}

The Following example will show how to program the BBWP-K1. This Wall Plate Control is also known as a value changing device. The Dial can be assigned a single function.

Function examples can be gain, threshold, frequency, etc. Programming a BBWP-K1 is very similar to programming the BBWP-S4.

To Program a "Value Changing" device such as the BBWP-K1 in a design, Double Click the BBWP-K1 to open it. (See Fig 10)
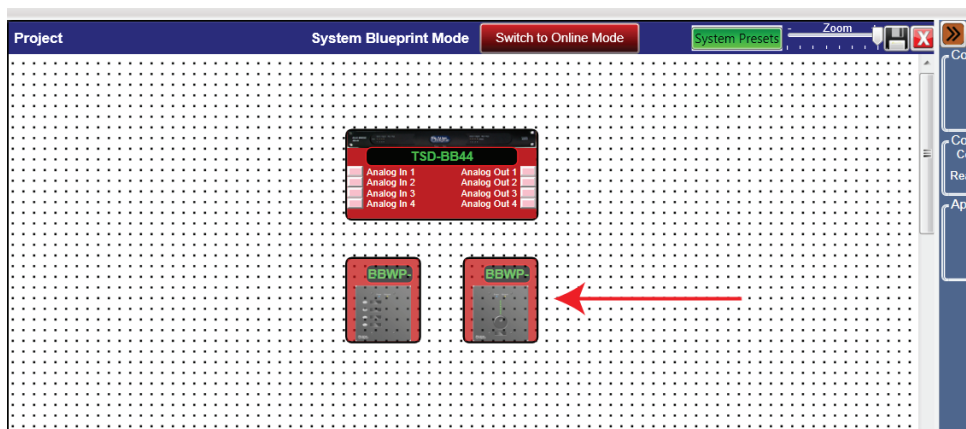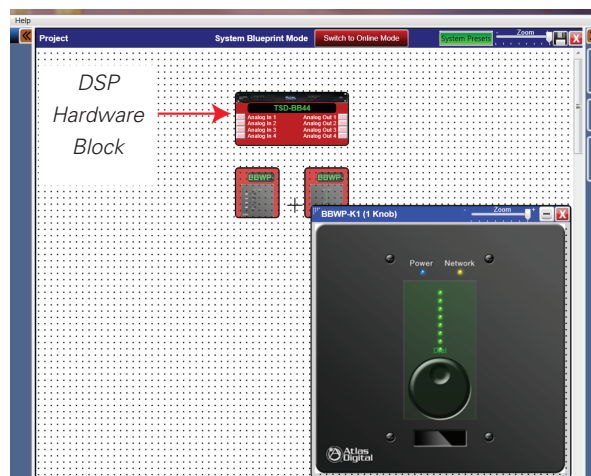

Fig. 10

A representation of the BBWP-K1 will appear.(See Fig 11)

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To assign a gain control to the dial control on the wall plate, double click on the TSD-BB44DSP Hardware Block (See Fig 11), to open the design. (See Fig 12)
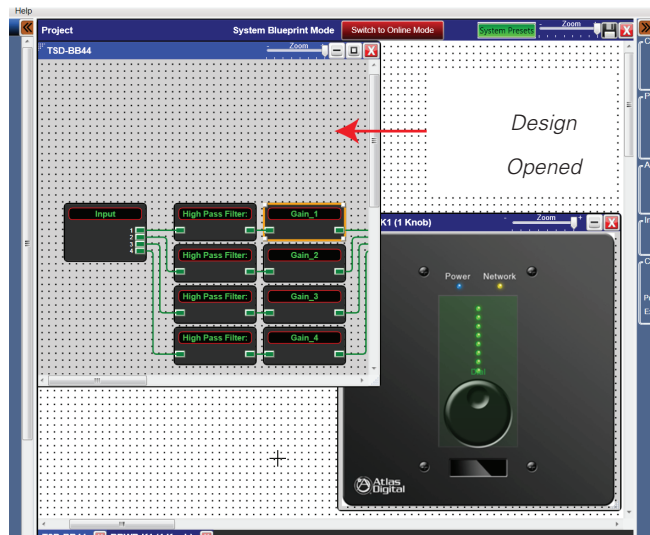

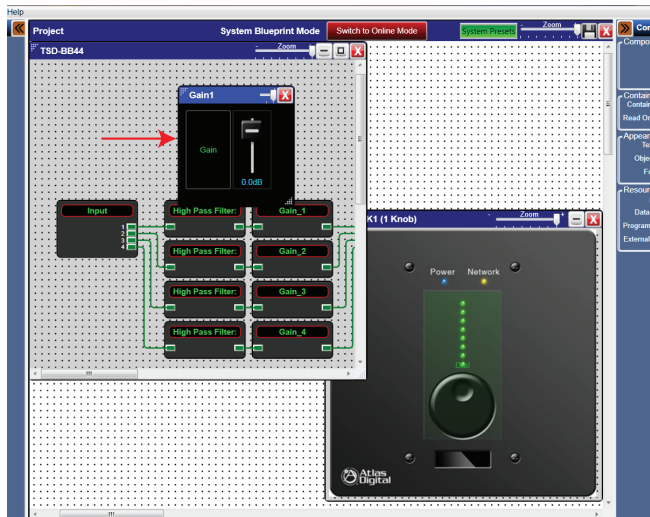*Fig. 12*

Select Gain-1 (see Fig 12)

Fig. 13

Double Click the desired Gain Block to open it. (See Fig 13)

Take your curser and select the value control by clicking and holding a rectangle around the entire control (See Fig 14) and releasing it. When you release it, the value control will appear grayed out. (See Fig 15)
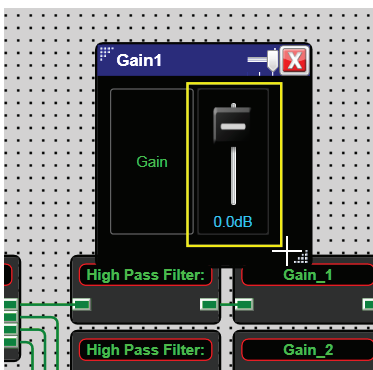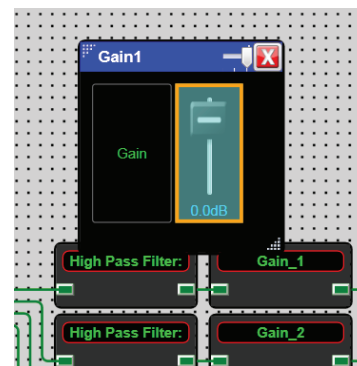

Fig. 14

Fig. 15

Click+hold and drag the value control to the dial location on the Wall Plate Control and release. (See Fig. 16)
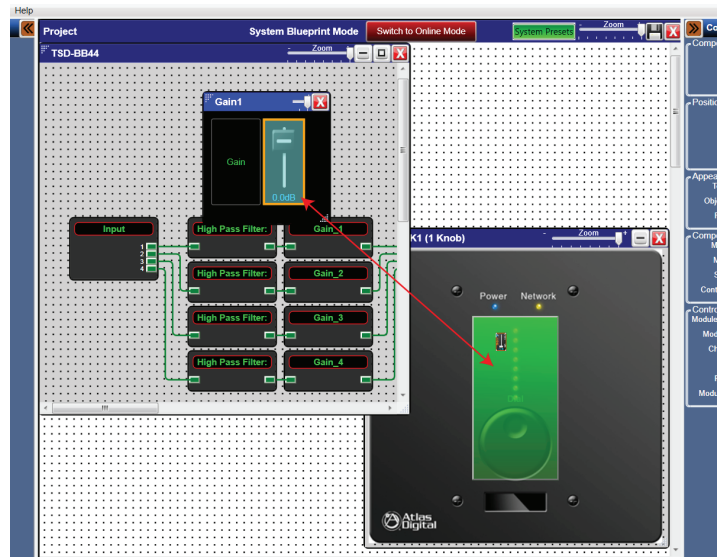

Fig. 16

When process is complete, the Dial on the Wall Plate Control will stay highlighted. (See Fig 17)
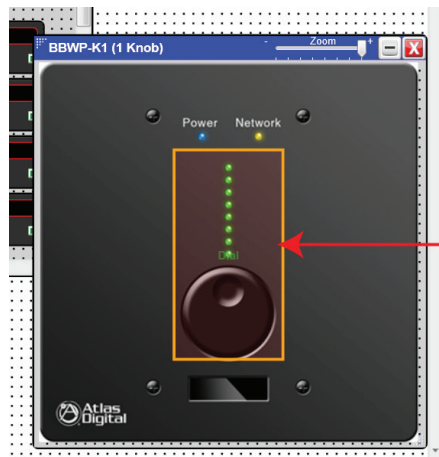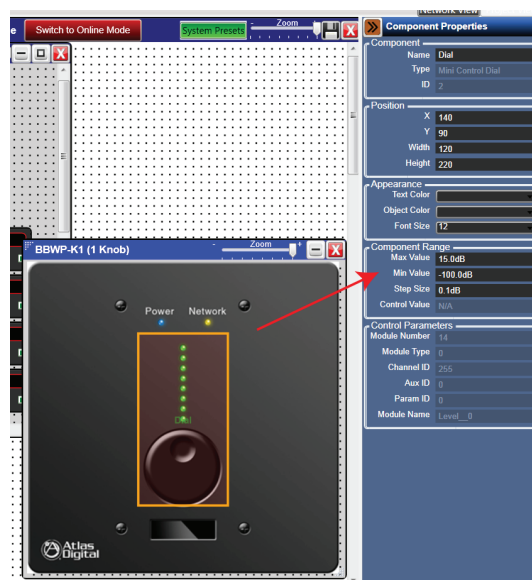

Fig. 17

From the Component Properties pane on the right side, Minimum values, Maximum values, and dB Step Size can be designated for this control in the Components Range section. (See Fig 18)

To make the wall plate controllers active or "live" the hardware needs to be present on the network and then assigned to the hardware by "Mapping" the device.

Check to see if the hardware is present by changing to network view. Select network view at the top of the screen. (See Fig.19)
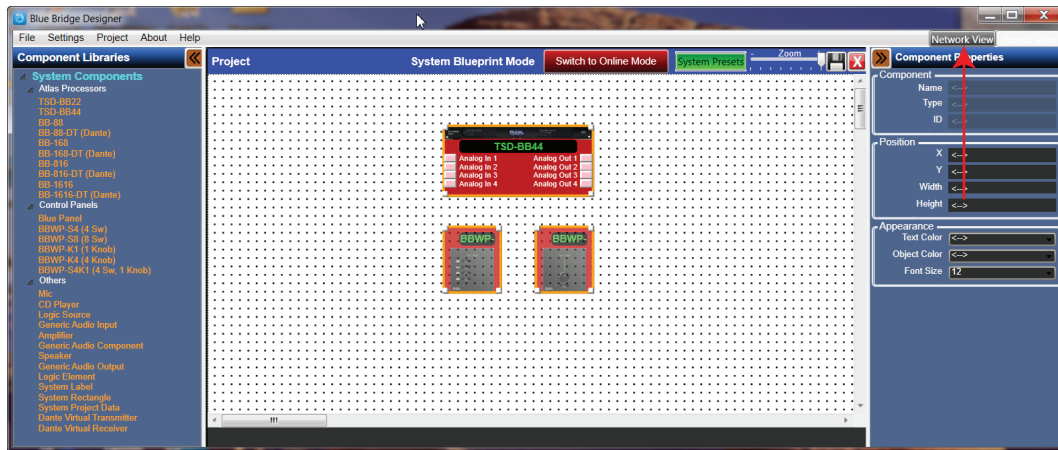

Fig. 19

In the network view, the hardware devices in this design are displayed along with the IP address the MAC address, Hardware Model, and Firmware Versions. (See Fig 20)
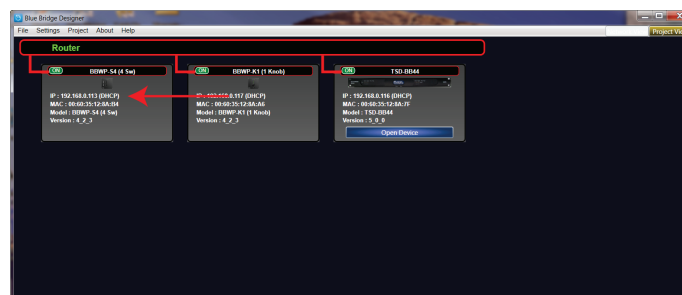

Fig. 20

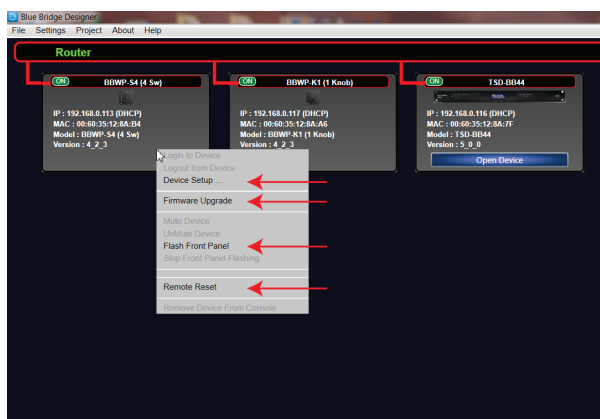Four important functions can be performed by right clicking on the device.
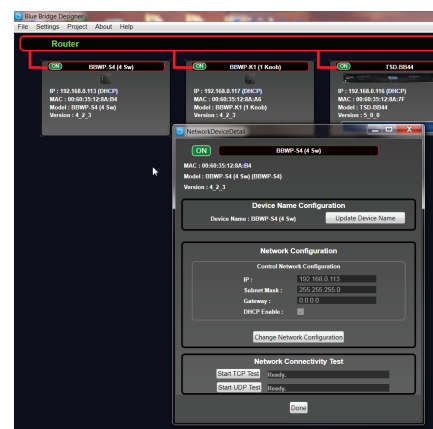

Fig. 21

Fig. 22

1. Flash Front Panel: Flash the front panel on the hardware device to locate the hardware.

2. Firmware Upgrade: For details see the BlueBridge Firmware Update Guide or Help Files.

3. Remote Reset: A remote reset can be performed in the event of a connection error.

4. Device Set Up: (See Fig. 22)

Under Device Setup, the hardware can be given a unique name, the IP can be set as DHCP or to a static address, the unit also can be tested for connectivity.

Once the hardware has been identified on the network and setup, the hardware in the system design can be "Mapped".

Return to the Project View by selecting the project view button at the top right of the window. (See Fig.23)
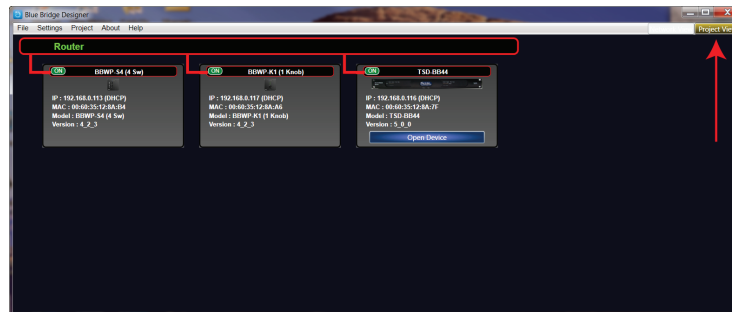

Fig. 23

Right click the Wall Plate Control Block and select "Map Physical Device". (See Fig 24)

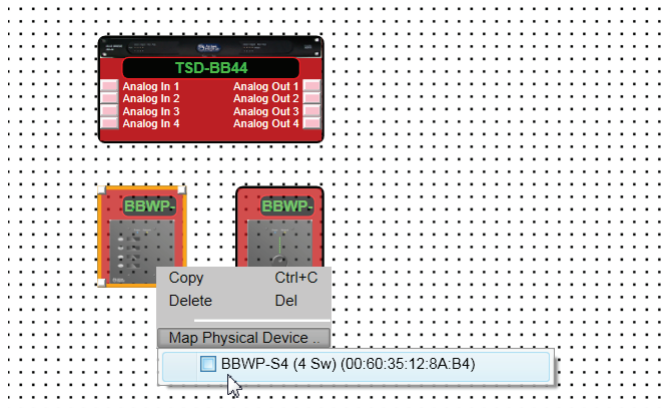(For more information on Mapping, see BlueBridge Quick Start Guide or Mapping of Physical Device Reference Guide)
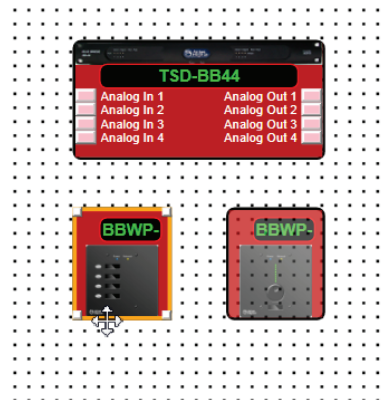

Fig. 24

Fig. 25

When the device is "mapped" it is no longer translucent and will appear opaque. (See Fig 25)

This process can be repeated for all wall control plates in the design. (See Fig 26&27)
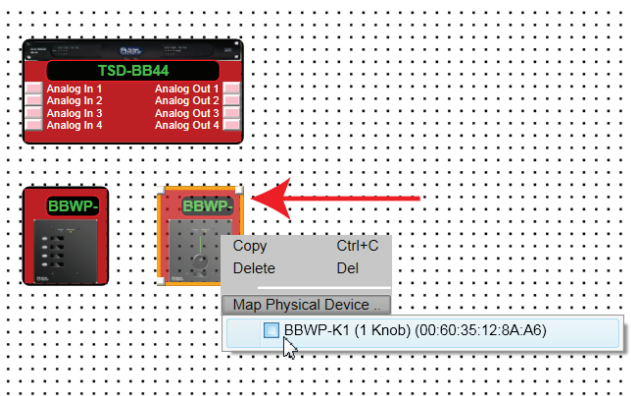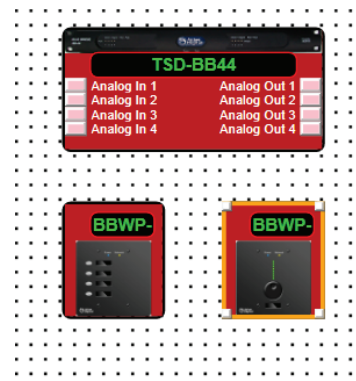

Fig. 26

Fig. 27

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Once all hardware blocks have been Mapped and assigned to a physical piece of hardware you can go online or "Live". Click on Switch to Online Mode. (See Fig 28)
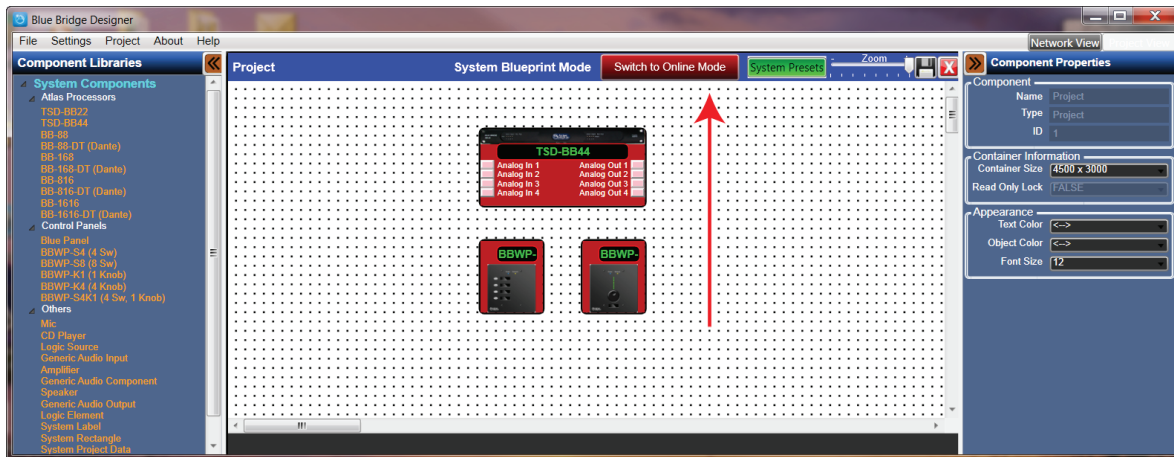

Fig. 28

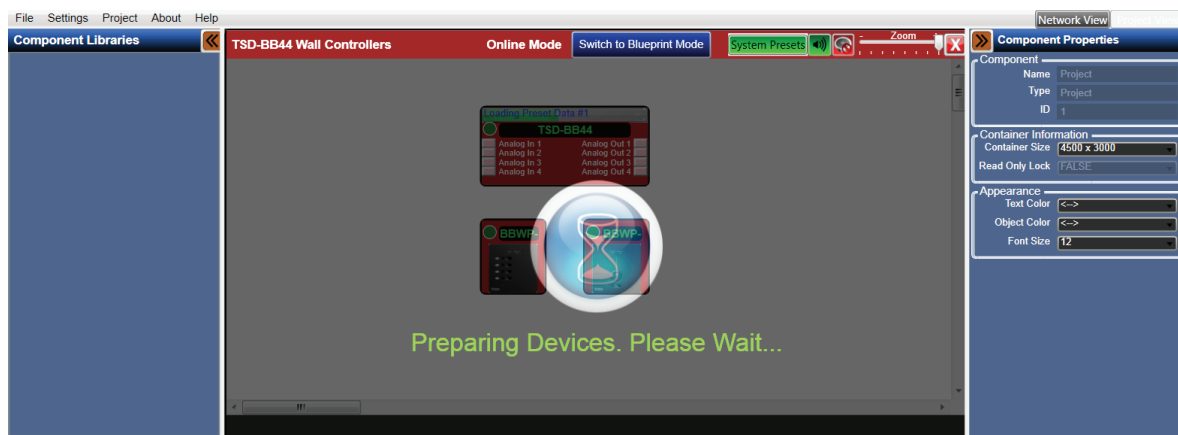The system will go through a loading and confirming process. (See Fig 29)

Fig. 29

When all device objects are no longer translucent and the grid disappears, (See Fig 30) the design is Good to Go!
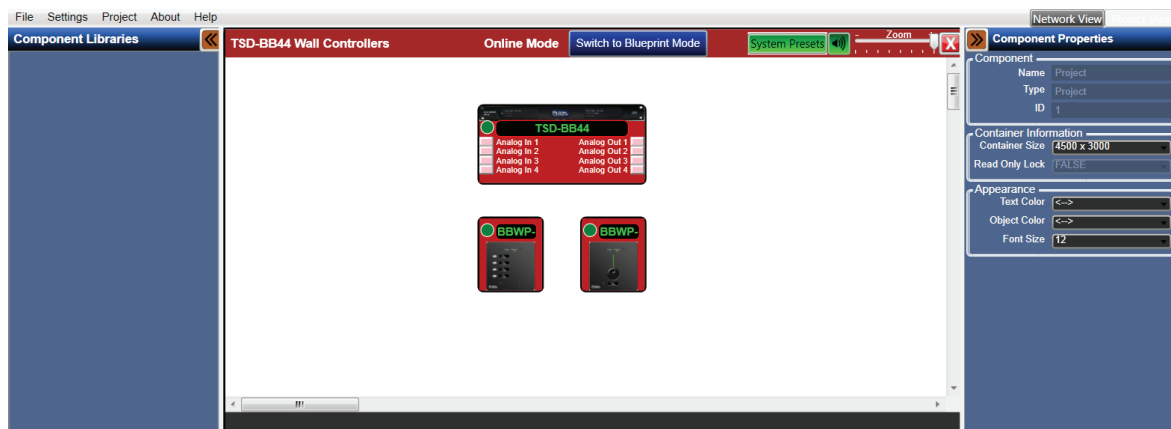

Fig. 30