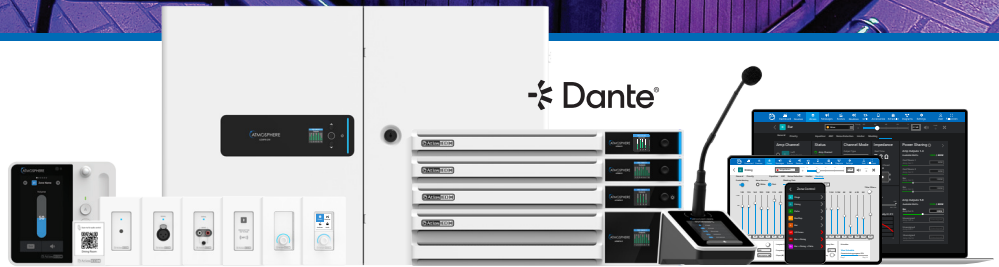




ATMOSPHERE™



AtlasIED's Atmosphere platform sets a new standard for digital audio with multi-zone processors, amplifiers, and a variety of accessories. Touchless control, easy-to-program automation, and artificial intelligence offer integrators and users an effortless way to create the perfect Atmosphere for their business.

FEATURES/BENEFITS



Touchless Control

Chosen users can control pre-authorized aspects of the system from their personal mobile device. Individual device control is cleaner and more hygienic than utilizing public control hardware.



Smart DSP with Ambient Noise Compensation

Atmosphere algorithms set a new standard for the way digital audio systems compensate for ambient noise enabling it to continually learn and adapt to changes in the environment without using external microphones.



Automated Message Player and Bell Scheduler

Operational effectiveness and efficiencies are improved by dispatching pre-recorded messages according to a schedule, or triggered by an input device, such as an ambient noise sensor, or volume/source/zone selections.



Simple Programming & Intuitive GUI

Atmosphere is easily setup with a web browser. No proprietary software to download. The GUI is refreshingly intuitive and allows for design freedom without requiring days of training seminars to learn how to program, install, and deploy a system.



Sound Masking

Used in corporate, healthcare/clinical, and other settings, sound masking helps to reduce distracting office noises, increase focus and productivity, and protect confidential conversations.



Accessory Self-Heal

Quickly and easily replace any Atmosphere accessory without the need to reprogram. Simply plug the network cable into a new unit and the AZM processor will automatically reinstall the same settings as the accessory it replaced.

DIGITAL AUDIO PROCESSORS



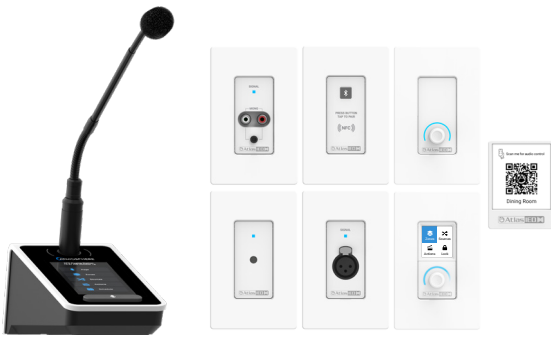
At the heart of an Atmosphere audio control system are 4 and 8 zone processors featuring powerful DSP combined with innovative algorithms. All models include a built-in message player, bell scheduler, self-test system capabilities, and learning ambient noise sensing. Programming is made simple through a modern, on-board web interface which is device agnostic, responsive, and meticulously designed for an ideal user experience without sacrificing design freedom. Processors are available with or without on-board amplification and can include Dante®.

DIGITAL AMPLIFIERS



Atmosphere 400 & 800-watt amplifiers are designed to interface with other products within the family and can be used in 70V, 4Ω or 8Ω mode, or a combination of the two. They come standard with four balanced line inputs and an accessory slot for an optional four-channel Dante™ receiver card (model DPA-DAC4), for a total of up to eight inputs. All inputs can be mixed and routed to any of the four amplifier channels.

ACCESSORIES



Enhancing the functionality of an Atmosphere system are a variety of audio input, monitoring, and control accessories. Mono audio input models include balanced Mic/Line XLR, dual RCA stereo summed with 3.5mm, and Bluetooth. A monitoring sensor allows for Ambient Noise Compensation and loud noise detection and two wall plates and a paging console with 4.3-inch touchscreen and premium gooseneck microphone enable simple to full system control.

ATMOSPHERE CLOUD



ATMOSPHERE CLOUD

Atmosphere Cloud provides installers the ability to monitor and control their Atmosphere system deployments from the internet while off-site. Access to the full Atmosphere configuration GUI is securely accessible through a tunneling feature enabling remote programming changes, adjustments, and troubleshooting.

TOUCHSCREEN CONTROLLERS



The C-T4 controllers offer seamless plug-and-play integration with the Atmosphere system, enabling effortless configuration of zones, sources, recalling actions, and more. The capacitive touch volume slider enables intuitive and precise volume adjustments, while the programmable action buttons provide customizable control options to suit various application needs.