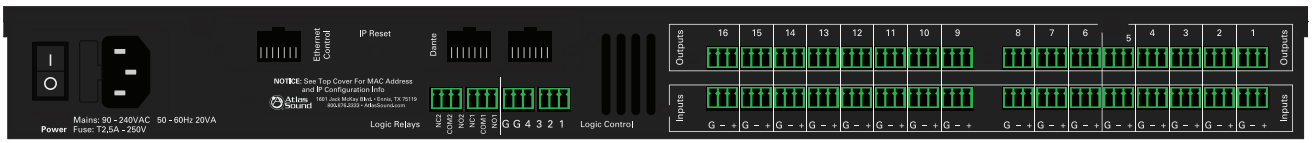
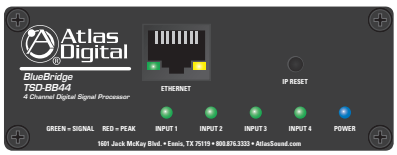
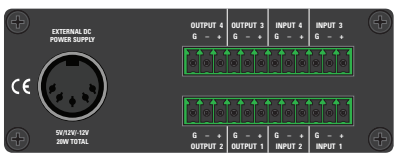
BlueBridge
Preset Reference Guide



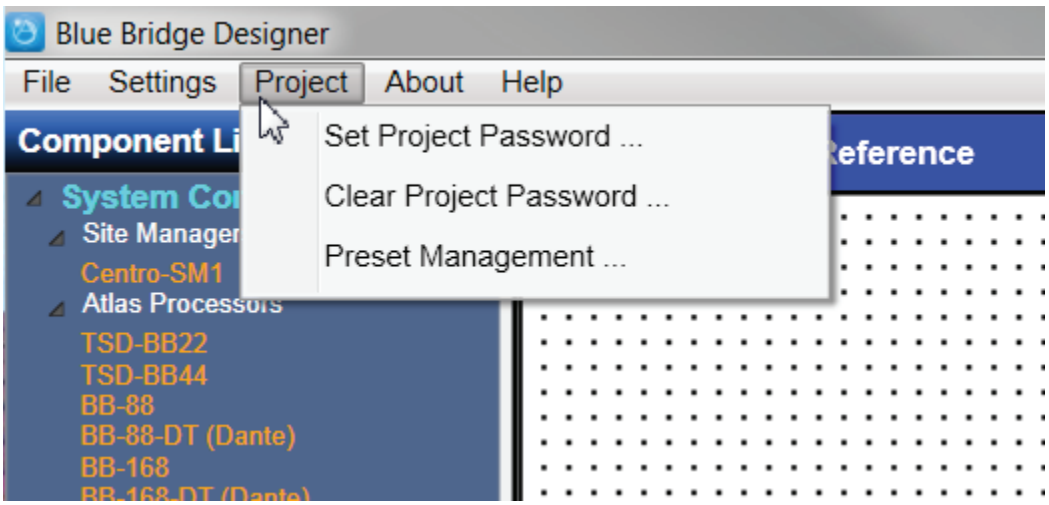




This is the Preset Reference Guide to help understand the process of creating Presets with the BlueBridge Designer Software. Presets are valuable tools that can perform basic functions, allow system operators to quickly make complex changes, or issue commands to reconfigure a system when a specific event occurs like the opening or closing of a wall. There are many ways to use Presets to make a system sound better, easier to operate or perform different tasks. Discovering useful ways to improve systems with Presets while gaining more experience with BlueBridge and learn to use presets to manage common design challenges. Before proceeding with this guide having a basic understanding of how to use BlueBridge Designer to create basic system designs. Please refer to the Project Reference Guide.

To create presets there must be a project created or started in BlueBridge Designer. Begin by showing how to create a system wide, or "Global" Preset a Preset with single processing object and Presets with multiple processing objects. Preset configuration in BlueBridge Designer is very easy and intuitive.
Start by looking at two menu selections and parts of the process to be familiar with.

First Location: From the Main Menu, Select Project Menu, then select Preset Management and a list of presets opens for the entire project.



When the Preset Management window opens it can contain as many as 70 presets. Presets can be renamed by typing in the Preset Name text box and clicking on Save at the bottom of the window. They can be removed by checking the Remove box and clicking on Save at the bottom of the window.

There is a check box for "Mute During Apply" for each preset and clicking on Save at the bottom of the window. The Audio System will mute for a short period while the change is taking place. Mute time is dependent upon how many parameters are being changed within the selected preset. Uncheck this box for a seamless preset change (usually when changing a small number of values is best).

Presets can be copied and saved to other preset numbers/names. (More on this later in the guide)

The first eight presets can be triggered by logic on all BlueBridge Platforms except for the BlueBridge TSD models. This is done by wiring the logic circuit to the Logic Output DSP Block. (Please refer to the Using Logic Reference Guide)

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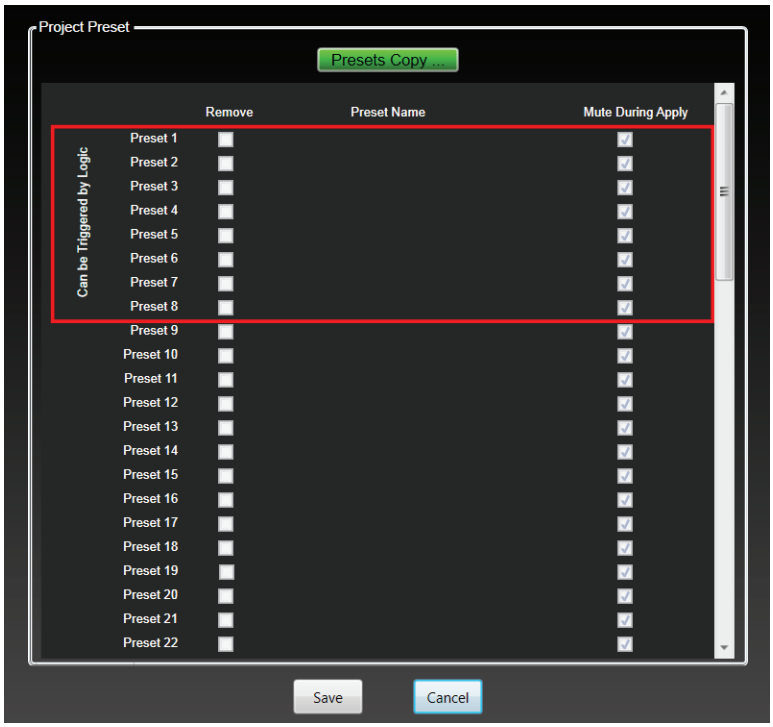
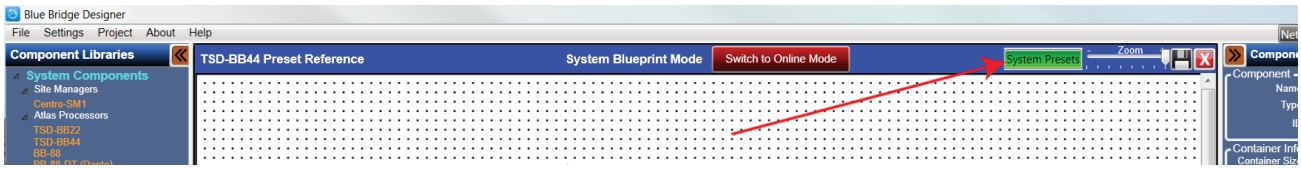
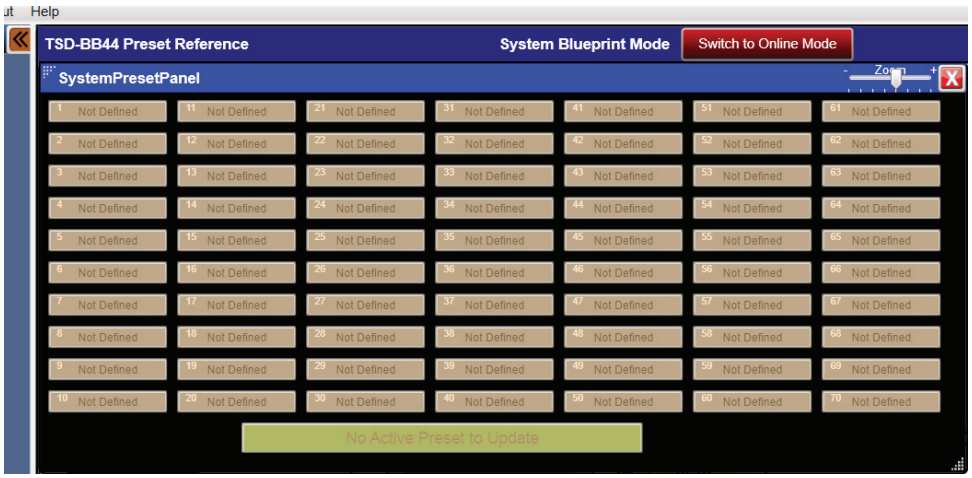


The Second Location: System Presets Button at top right side of the BluePrint window.



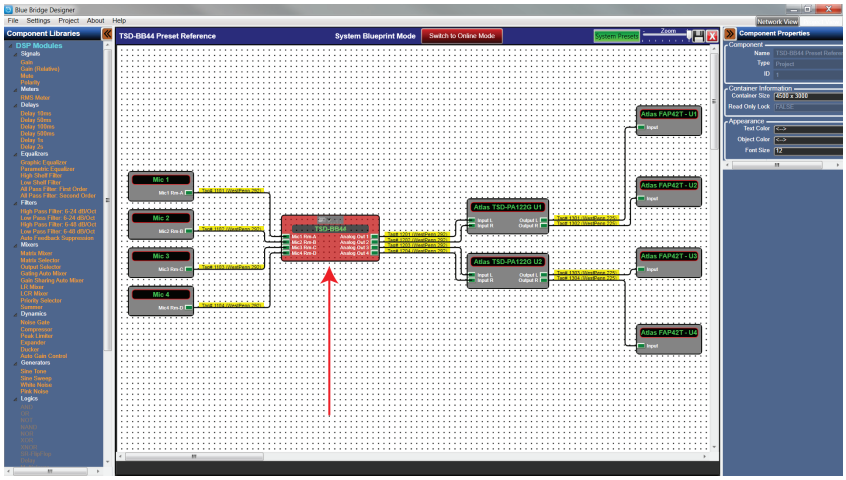
This window shows all the available preset buttons for the entire system design.

Presets can be triggered from this window and the active preset is shown at the bottom of the window. The active Preset indication at the bottom of the window also acts as an "Update" button. This button allows update the preset with any parameter changes as they are make. It will only update the specific devices assigned to the selected Preset.

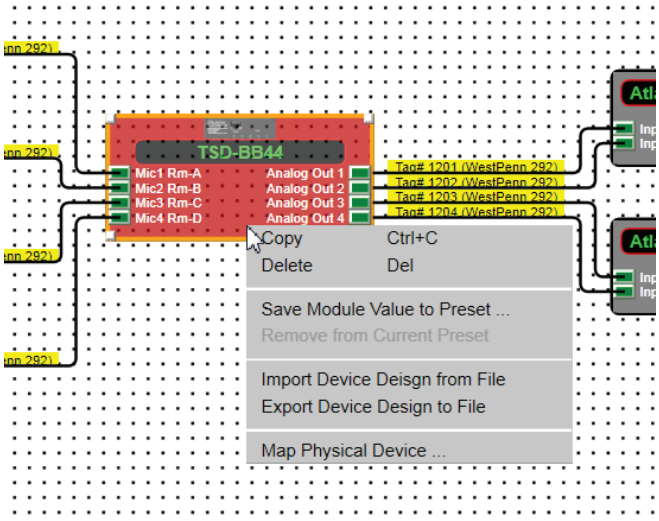


Global Presets:
A Global or System Wide Preset is done by selecting the DSP Hardware Block and right clicking on it.

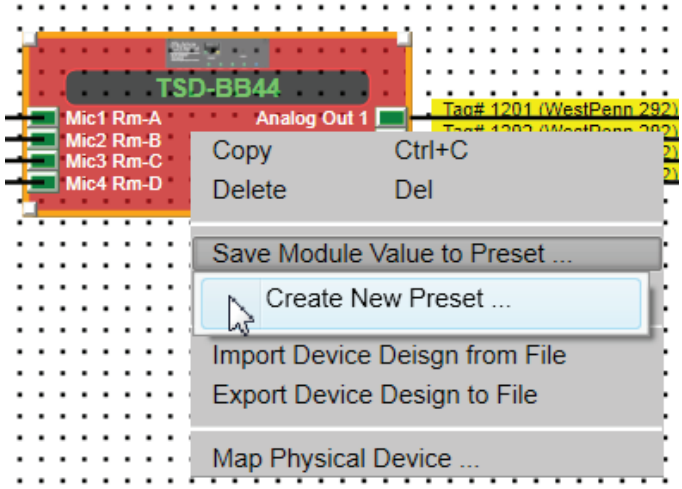
Make sure all of the parameters for the whole system are set to their desired settings.



In the pop up box select “Save Module Value to Preset”.



Select Create New Preset.



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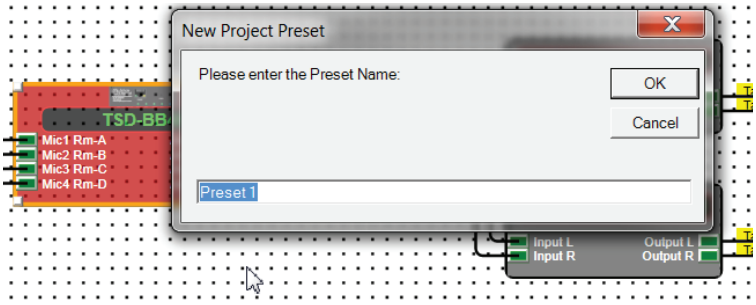
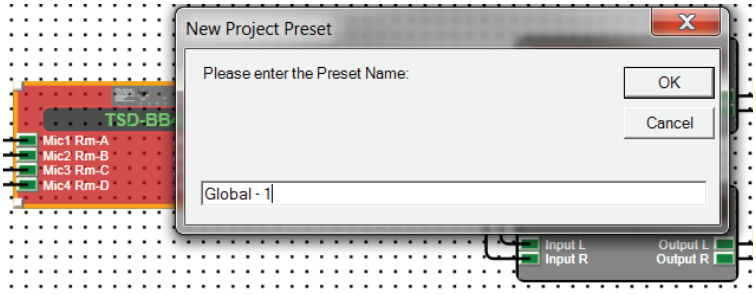
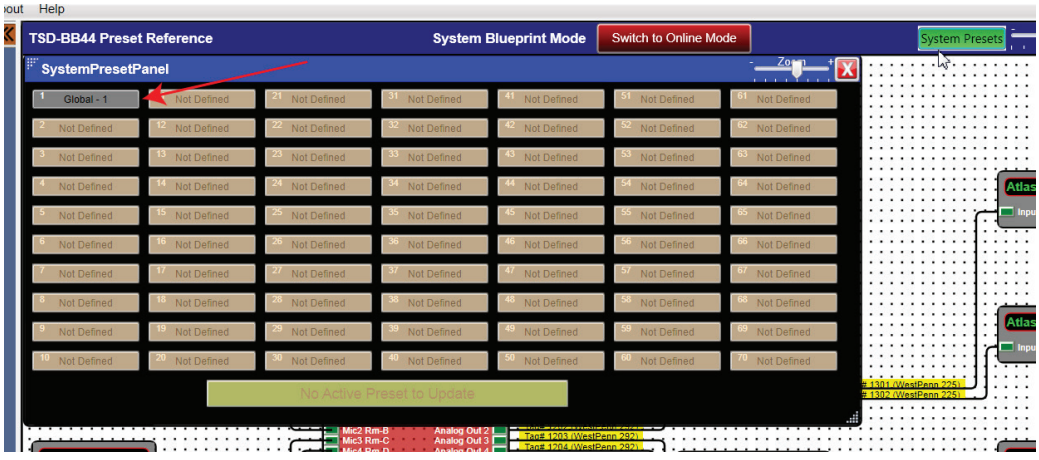
Give the Preset an Identifiable Name.



For this example "Global - 1" is used.

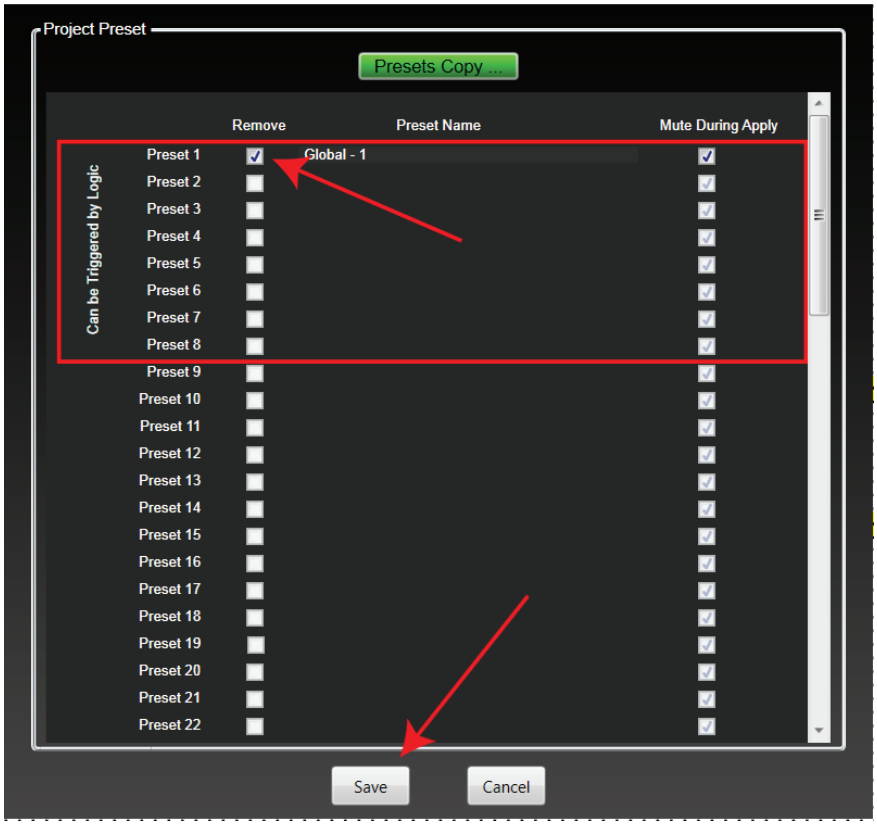


Once entered, the new Preset will appear in the SystemPresetsPanel as a working button.



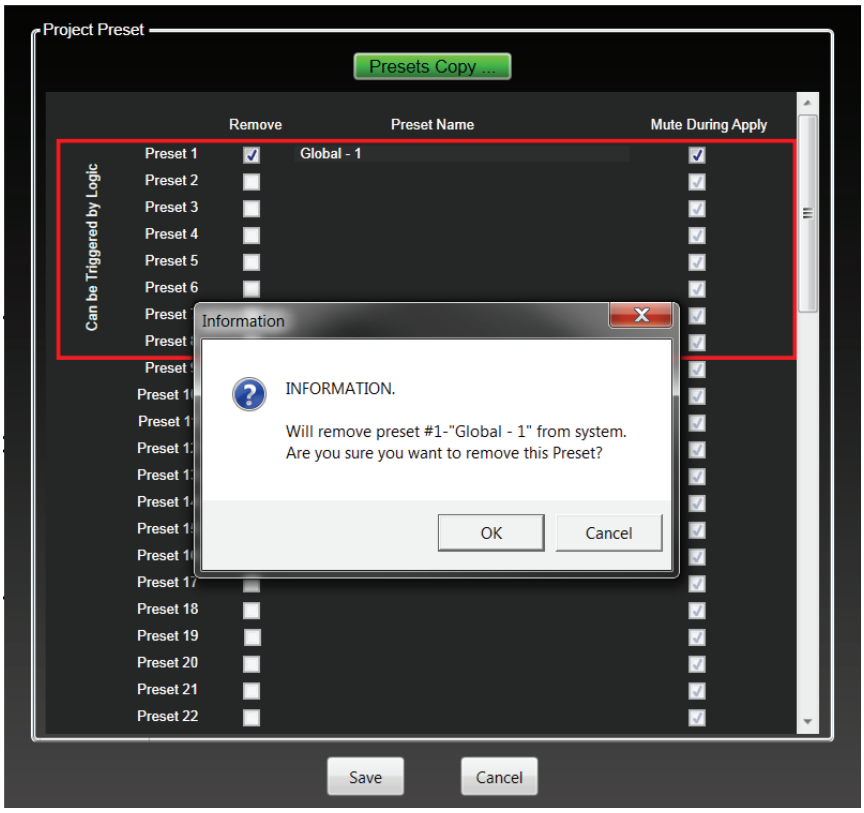
If there is more than one DSP hardware bock in the design this procedure should be repeated for each DSP block to make the Preset a system wide global preset. Save to the same preset name.

Check the Presets Manager, in the Project Menu, and the Preset can be further modified or removed.



To remove a preset, check the Remove box and clicked on the Save button at the bottom.

When the Information box pops up, select OK if to remove the preset.



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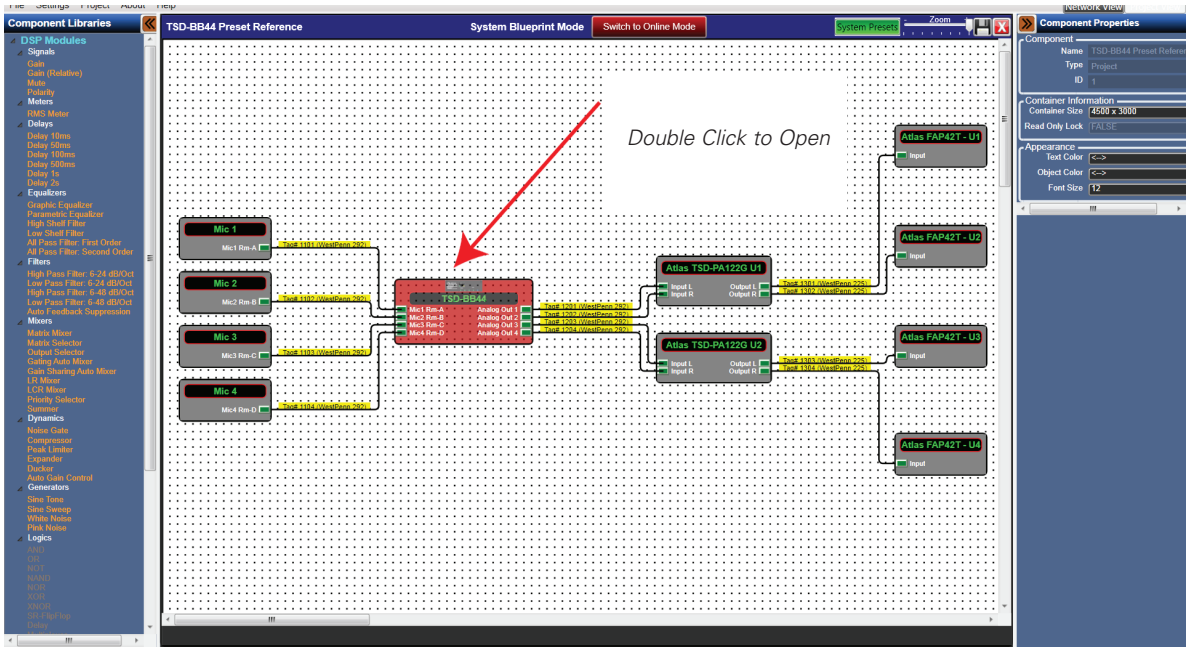
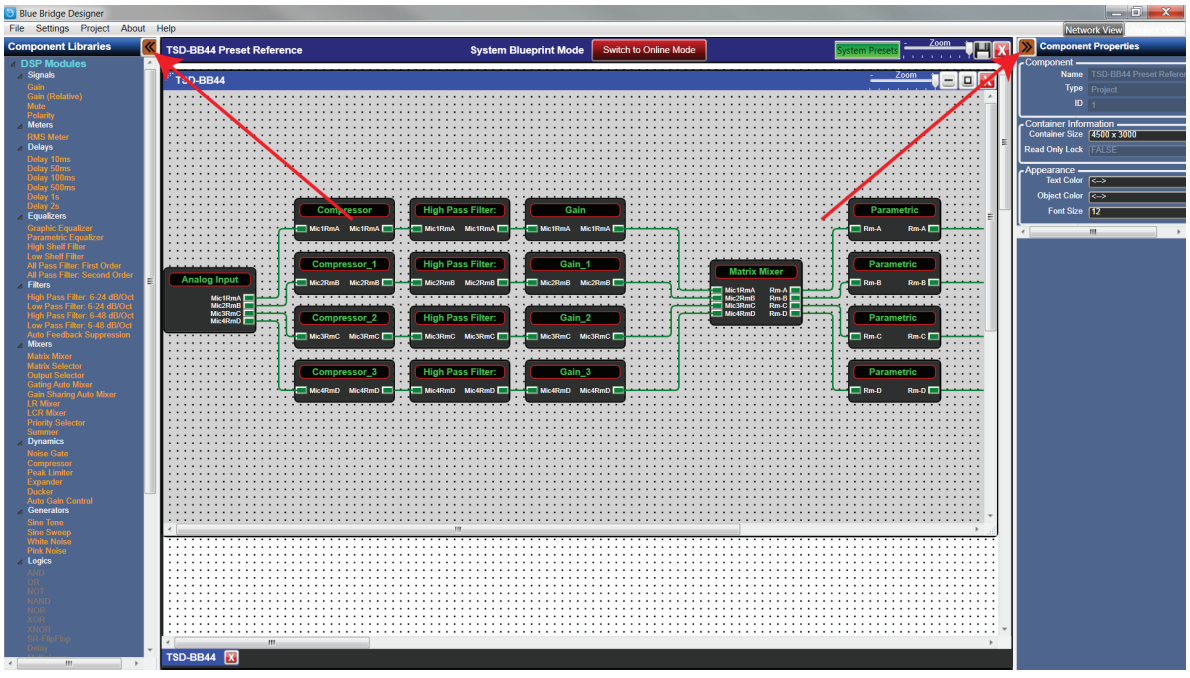
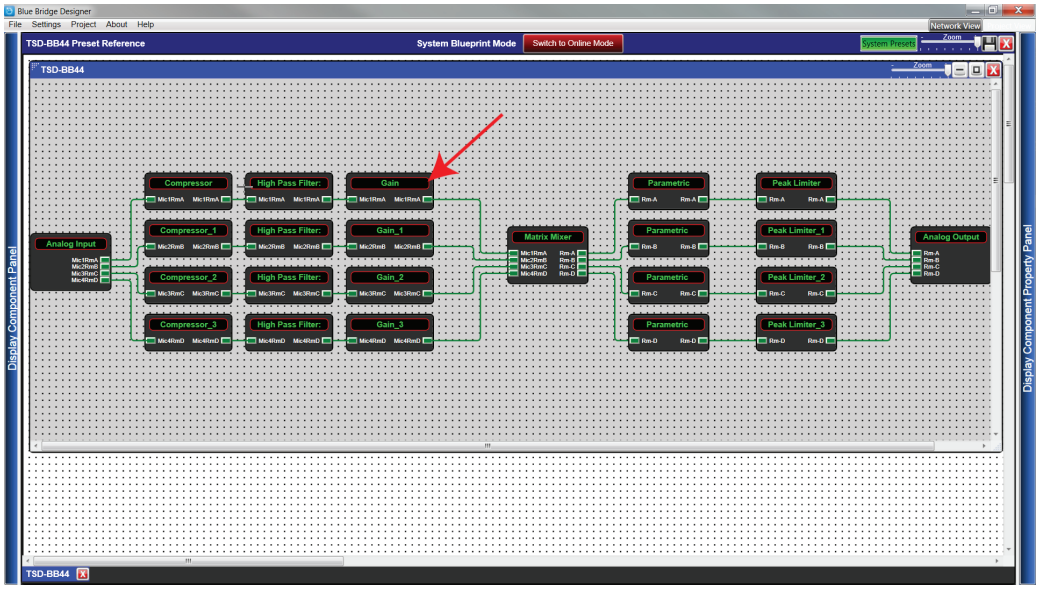
Single Processing Object Preset:
Learning how to create the most basic preset. Start by opening the DSP processing block in the design that has the processing object to be used in a preset.



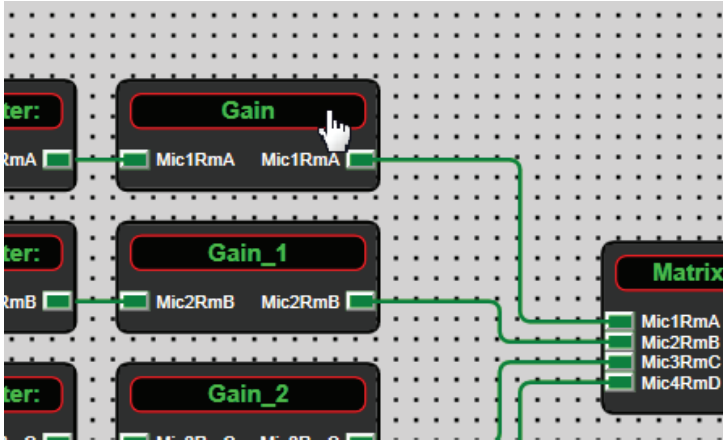
Double click the DSP Block to open its design window.



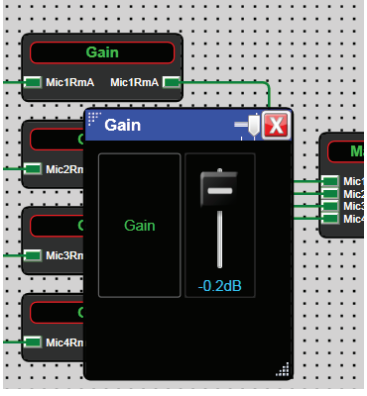
Tip: Close the Component Libraries and Properties Panes for more work space.

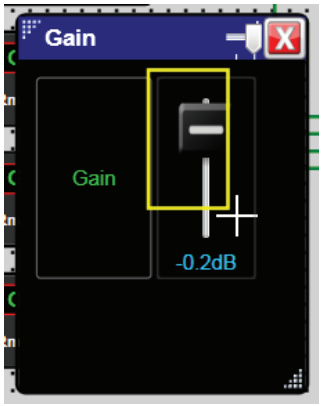


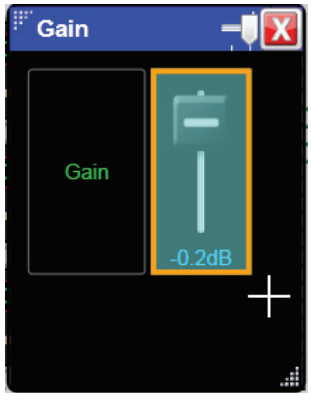
To create the Preset, the Gain processing block for Mic-1 will be used.



Double click the processing block to expose the level control.
With the cursor left click+hold and select the fader as illustrated below. When selecting the control, be sure to outline the entire control while click+hold. When done properly the fader will become shaded.







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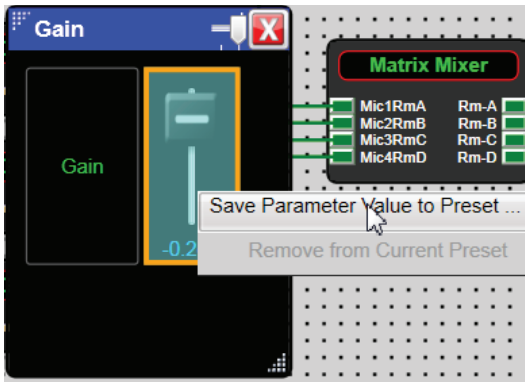
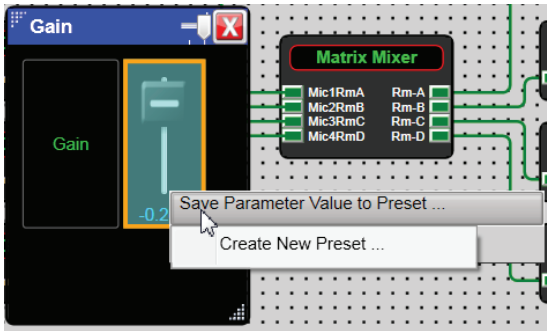
Right click and select “Save Parameter Value to Preset”.



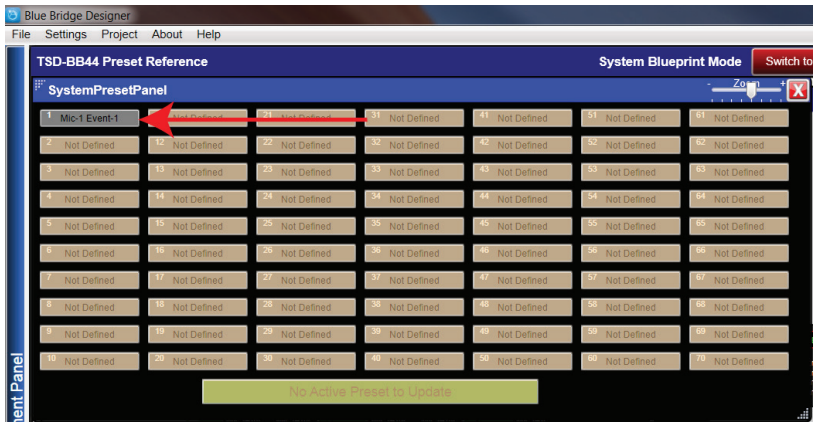
In this example there are no presets in the design so the only choice is to “Create New Preset”.



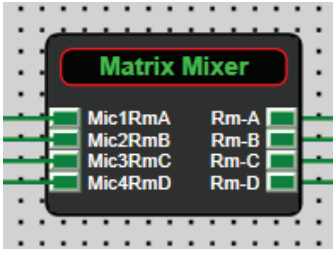
At this point the Preset can be named.

Give the Preset an Identifiable Name and select OK.

Once entered, the new Preset, Mic-1 Event-1, will appear in the SystemPresetsPanel as a working button.



Multiple Processing Objects Preset:
It is common to create Presets with more than one processing objects. Looking at an example that shows how to create a Preset with two processing blocks and multiple processing objects.
With the DSP design open, a Matrix Mixer can be selected. Double click the processing block to open the controls.



With the cursor left click+hold and select the parameter that will be included in the Preset. For this Preset, all of the input Connect button and level values will be selected.

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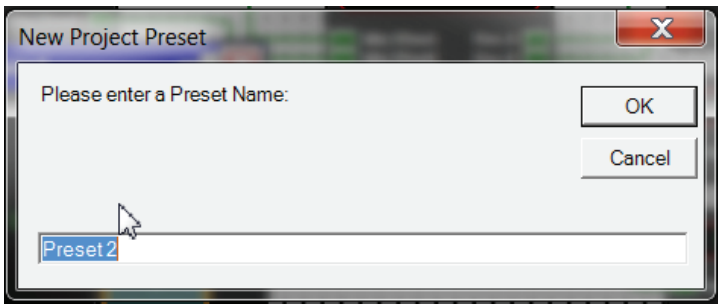
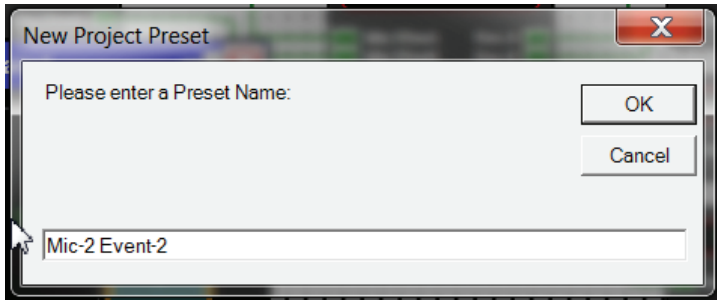
With the cursor left click+hold and select the processing elements to be included in the Preset. When selecting the elements, be sure to outline all of the elements to include while click+hold as shown in.

When done properly the processing elements will be shaded.

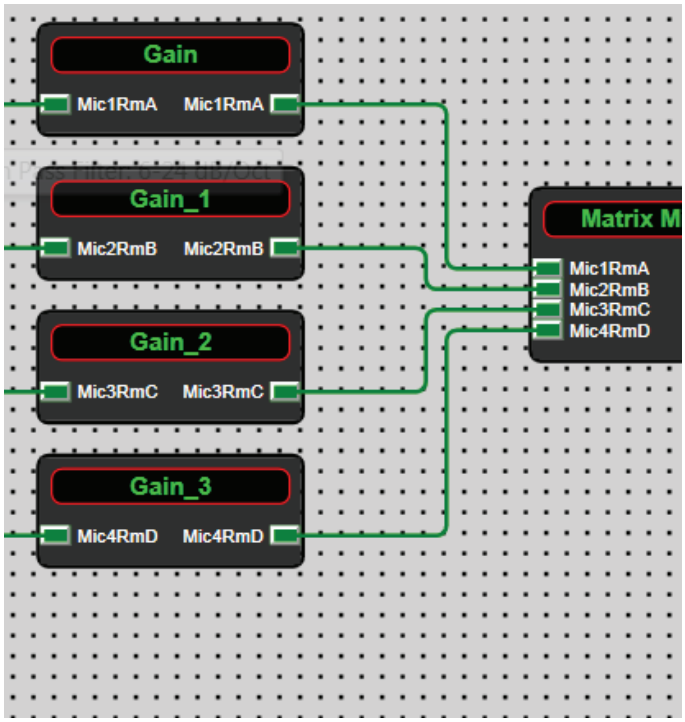
Because there already is a Preset in this design, a second Preset will need to be created for Multiple Processing Objects Preset. The next step is to "Create New Preset" will be selected.



Give the Preset an Identifiable Name and select OK.



After entering the name, add the Gain for Mic-2.



Following the same procedure used in creating a Single Processing Object Preset, double click the processing block to open the level control.

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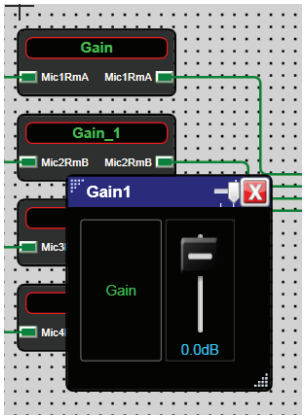
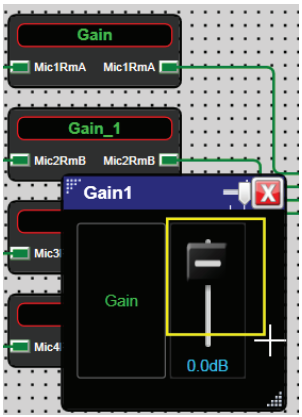
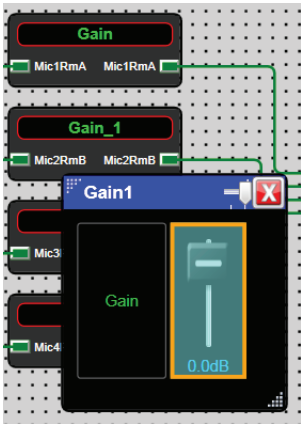
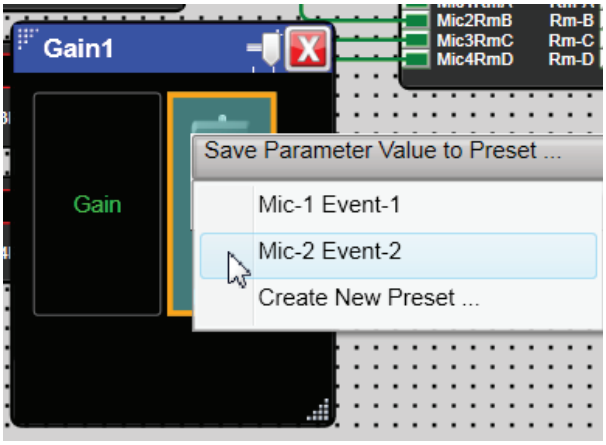
Left click+hold, outline the entire fader to select the fader. When selecting the gain control, be sure to outline the entire control while click+hold. When done properly the fader will be shaded.







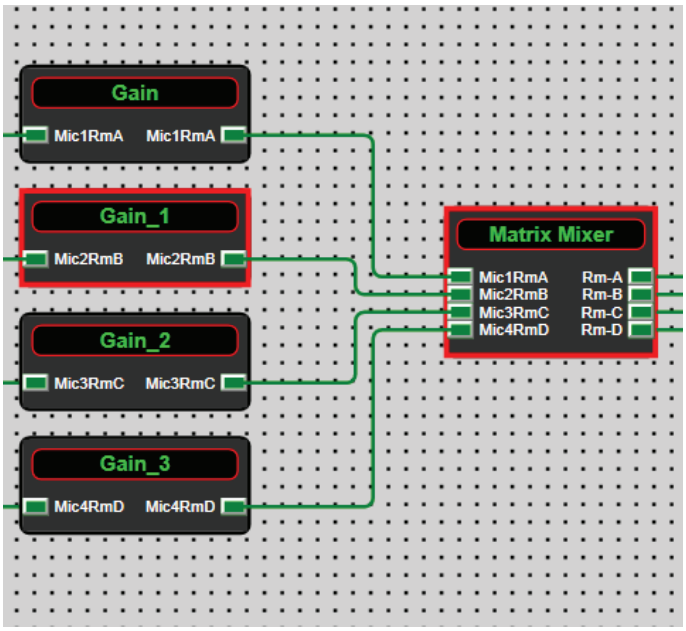
Right click and select "Save Parameter Value to Preset" then select Mic-2 Event-2. This will tie the preset change to the previous one that was just created.

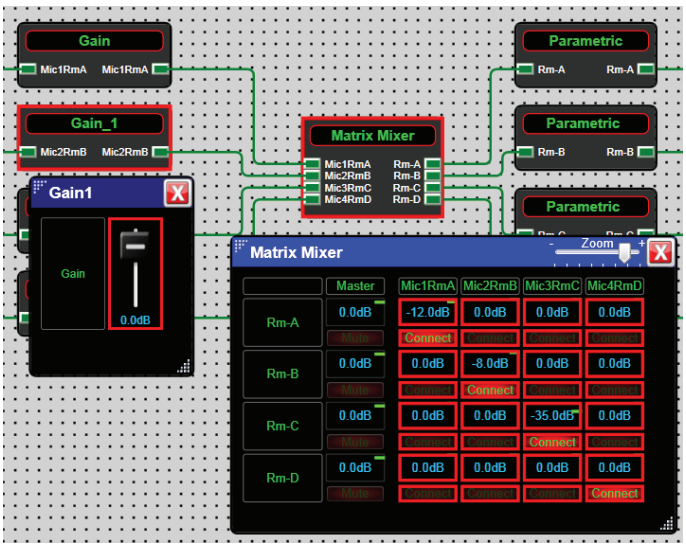


Once entered the new Multi-Parameter Preset will appear in the SystemPresetsPanel as a working button.

When "Off Line", with hardware and a Preset selected, a Red Ring will highlight all of the Processing Blocks including the internal parameters selected for that specific preset.

Example: Preset 2, Mic-2 Event-2





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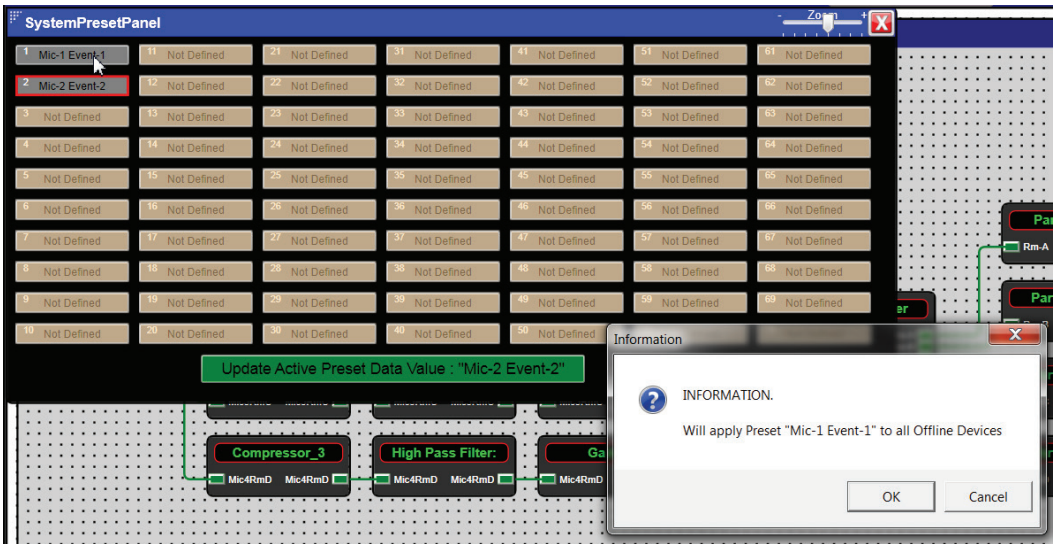
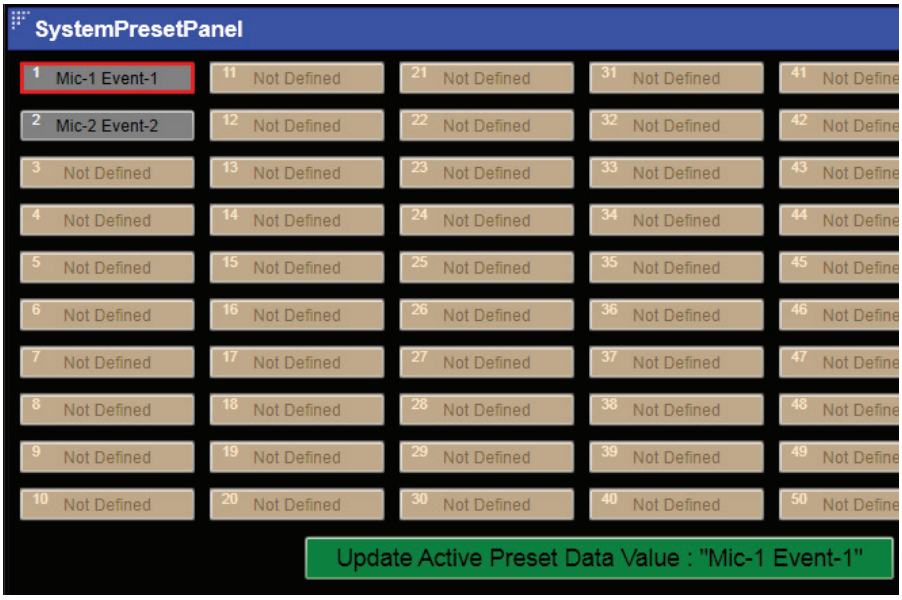
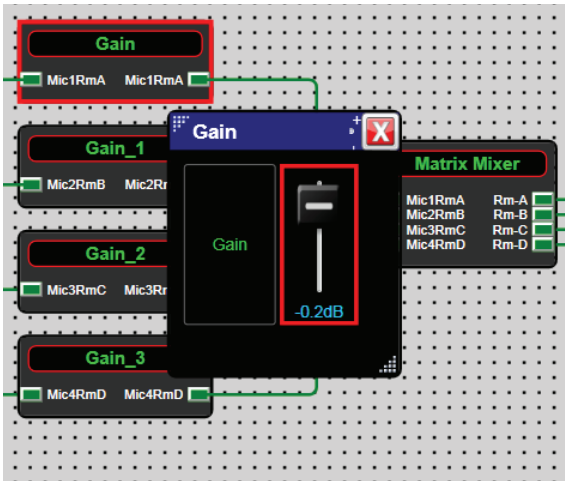
Now changing over to Preset 1, select the Mic-1 Event-1 button.

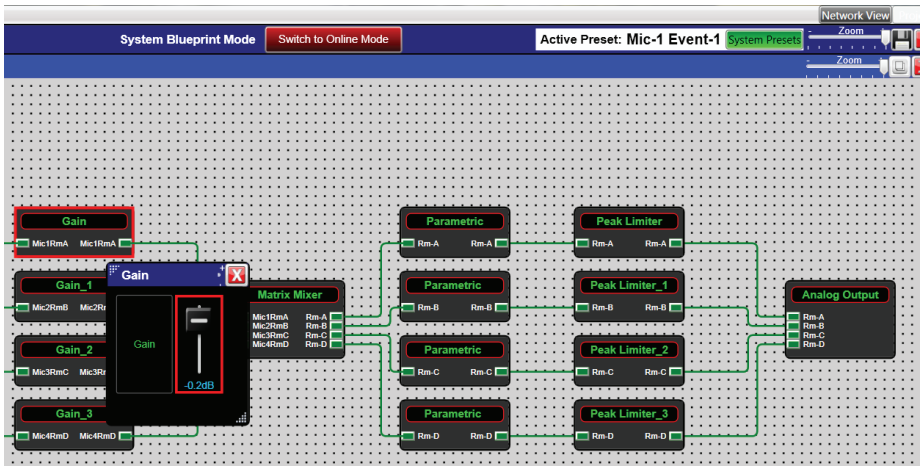


Example: Preset 1, Mic-2 Event-1
Red Ring around Selected Preset including Processing Block and parameter inside.





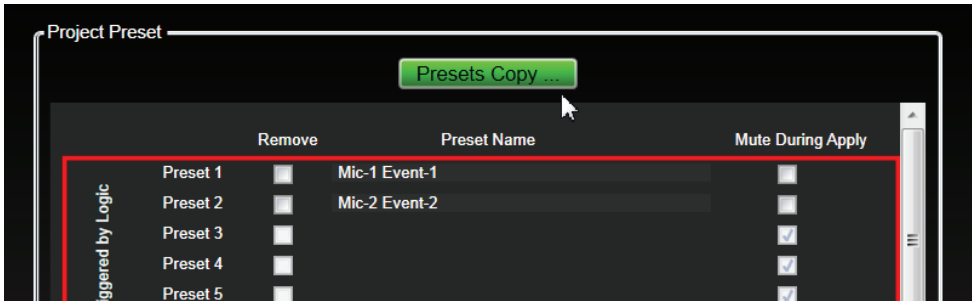
Next to the System Preset Button an Information Text will show the Active Preset.



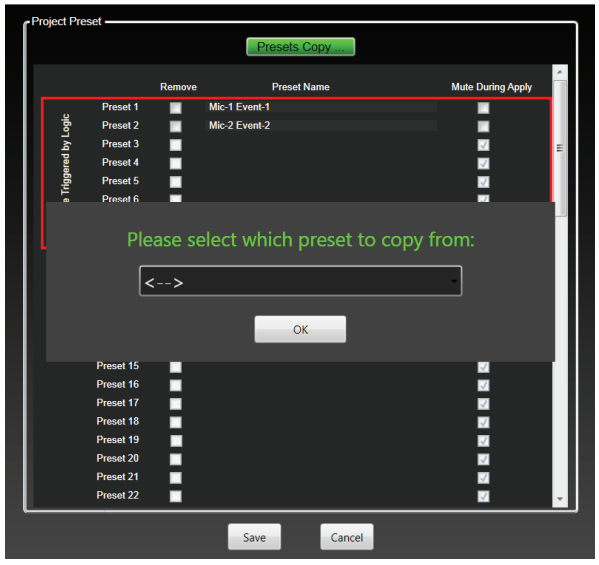
Copying Presets:
In this section Presets will be copied and pasted to a new preset position. This is time saver when multiple presets are needed using the same processing elements, but require different parameter values. Parameter values can be changed once the Presets are copied to create new presets.

First, open the Preset Management under the Project Menu.

Click on "Presets Copy".



A box will pop up with a drop down menu to choose the Preset that is to be copied.



In figure Preset 1, Mic-1 Event-1, has been chosen.

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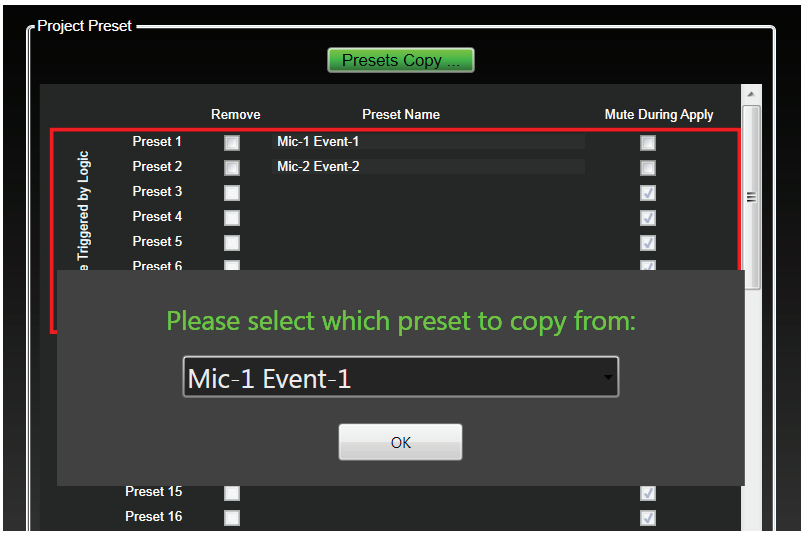
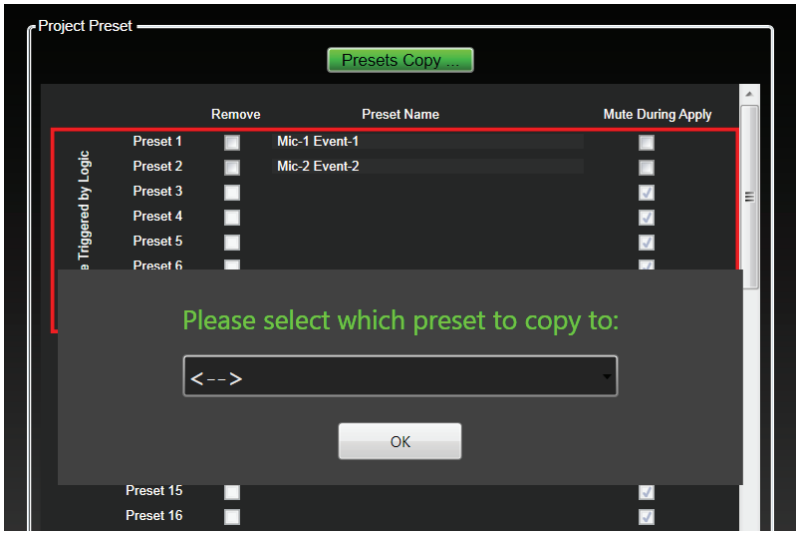
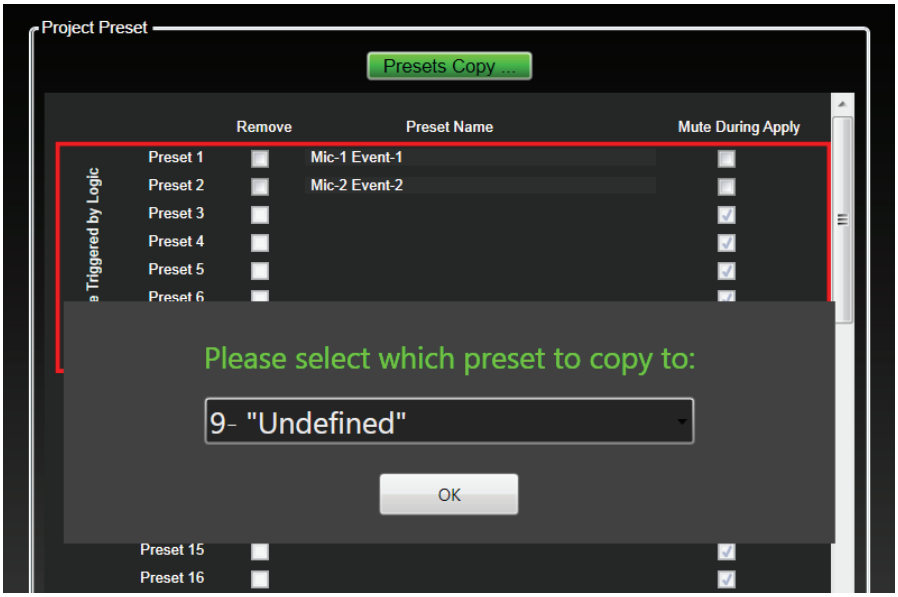


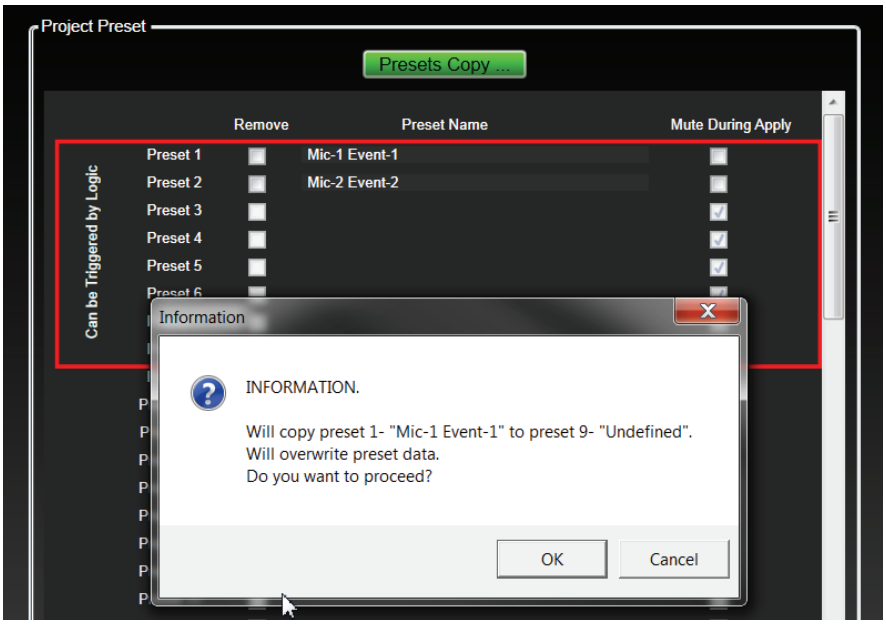
Select "OK"
A box will open with a drop down menu to choose the Preset position to paste the preset to.



In this Example, the position for Preset 9 will be chosen.



Click on "OK" and an Information Box will pop up.



Select "OK" and a copy of the preset will appear in the selected location.

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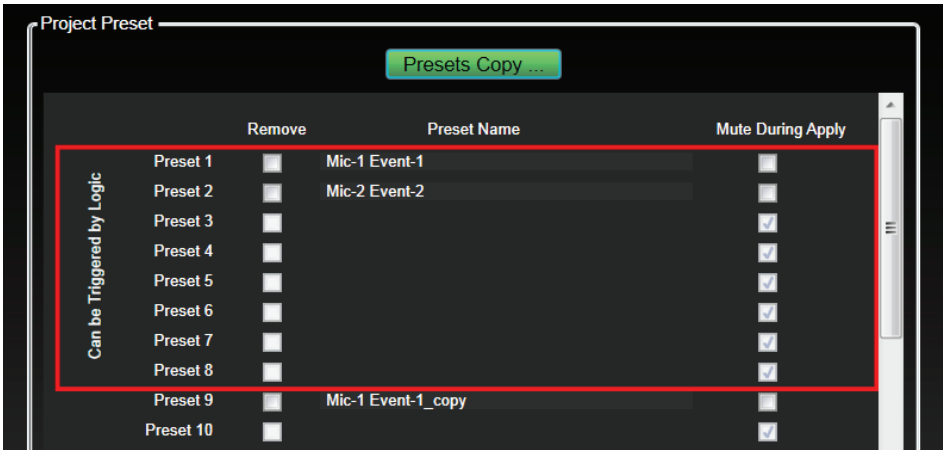
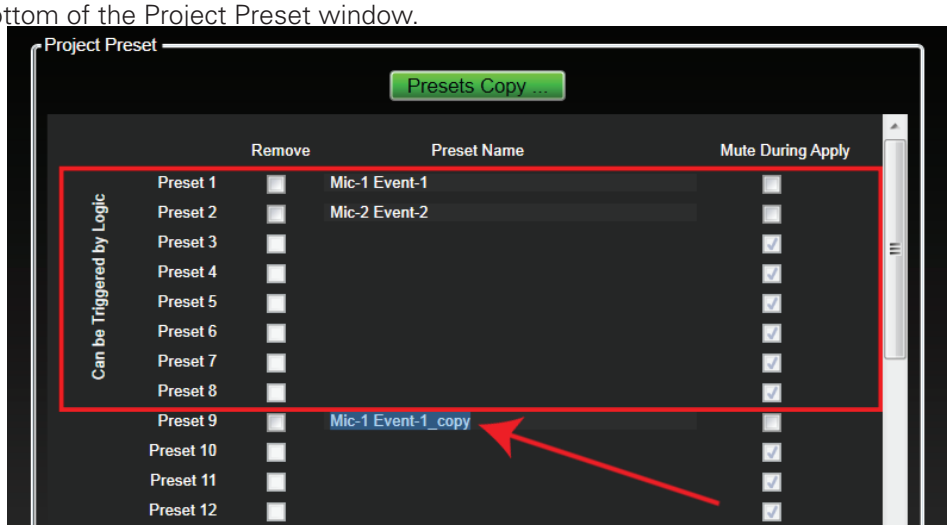
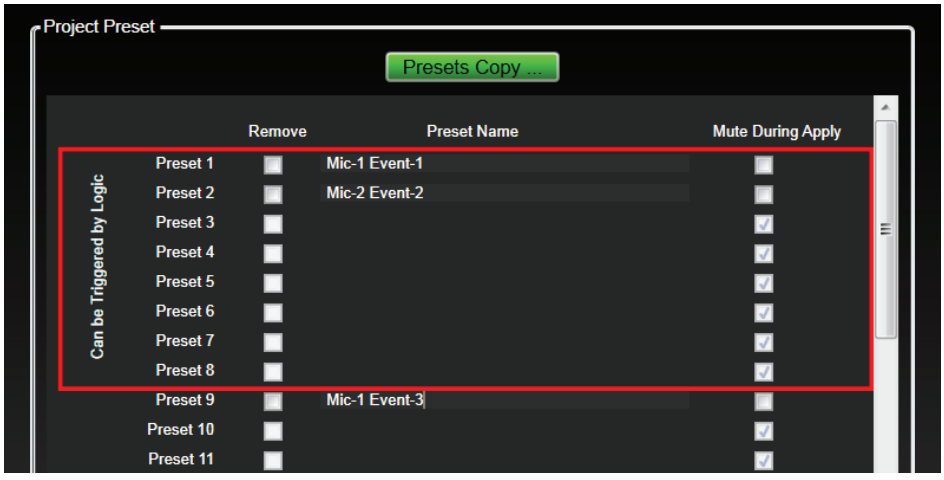


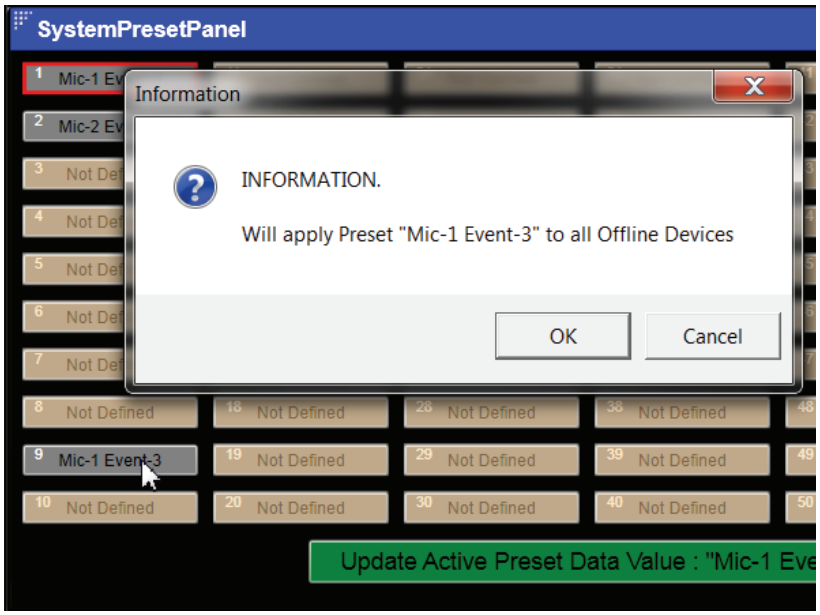
Left click+hold , then highlight the Name, it can be changed. Simply type in the new name for the copied preset and select save at the bottom of the Project Preset window.



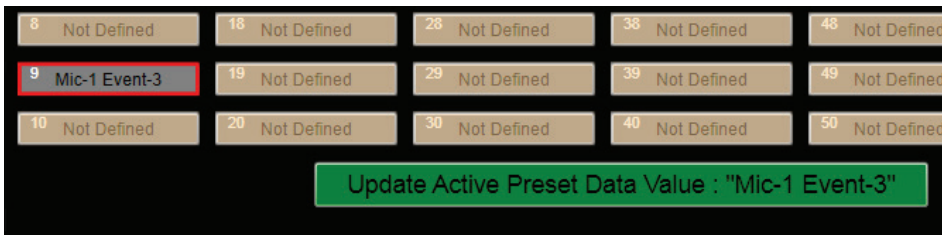


The new name will appear in the SystemPresetPanel, but it is the exact same preset copied from.

To customize this new preset with new parameter values, click on the new Preset in the SystemPresetPanel. An information box will pop up asking to complete the preset change.



Click "OK" and the active preset will have the Red Ring around it. Make the desired value changes to the Processing Objects. This is very easy to do since the processing objects in the selected preset will be highlighted with the Red Ring. After changing the values required for the new preset, click on the "Update Active Preset Data Value" button at the bottom of the window to update values.



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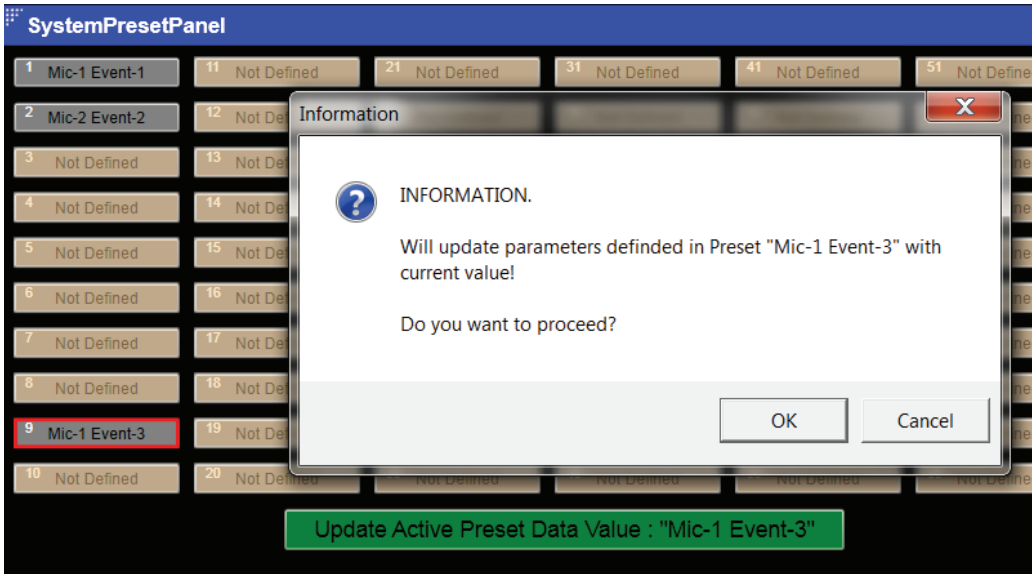
An information box will pop up asking to complete the Data change for the selected Preset.



Select “OK” and it is set.