ORVESTRA

Main GUI - User Guide

9 November 2026 edition | User guide

Scope

Core: audio, players, zones, DSP, video and settings. Hotel operations belong in the Users portal.

Actual interface captures

Earlier captures are retained for existing controls. New chapters use actual November captures, including isolated test data. Images are not generated. Layout and availability depend on version, hardware and permissions.

Using this guide

Before an action, check the selected venue, hotel, guest or device. Amounts and settings shown are not instructions for actual payments or audio tuning.

Applying and saving

Volume, Mute, routing and processor enable can affect audio immediately. A local draft is not the same as applying it. A preset stores a selected set of settings; it is not a complete backup.

Backup

Exports JSON containing Core audio settings and browser-local settings. Includes dashboard, Multizone, DSP and DSP presets. It is not a backup of the operating system, media files or hotel, POS and inventory databases. Select and apply the destination hardware first. Import checks channel and zone compatibility and retains destination devices. If partial restoration is reported, review both parts before continuing.

Transfer and privacy

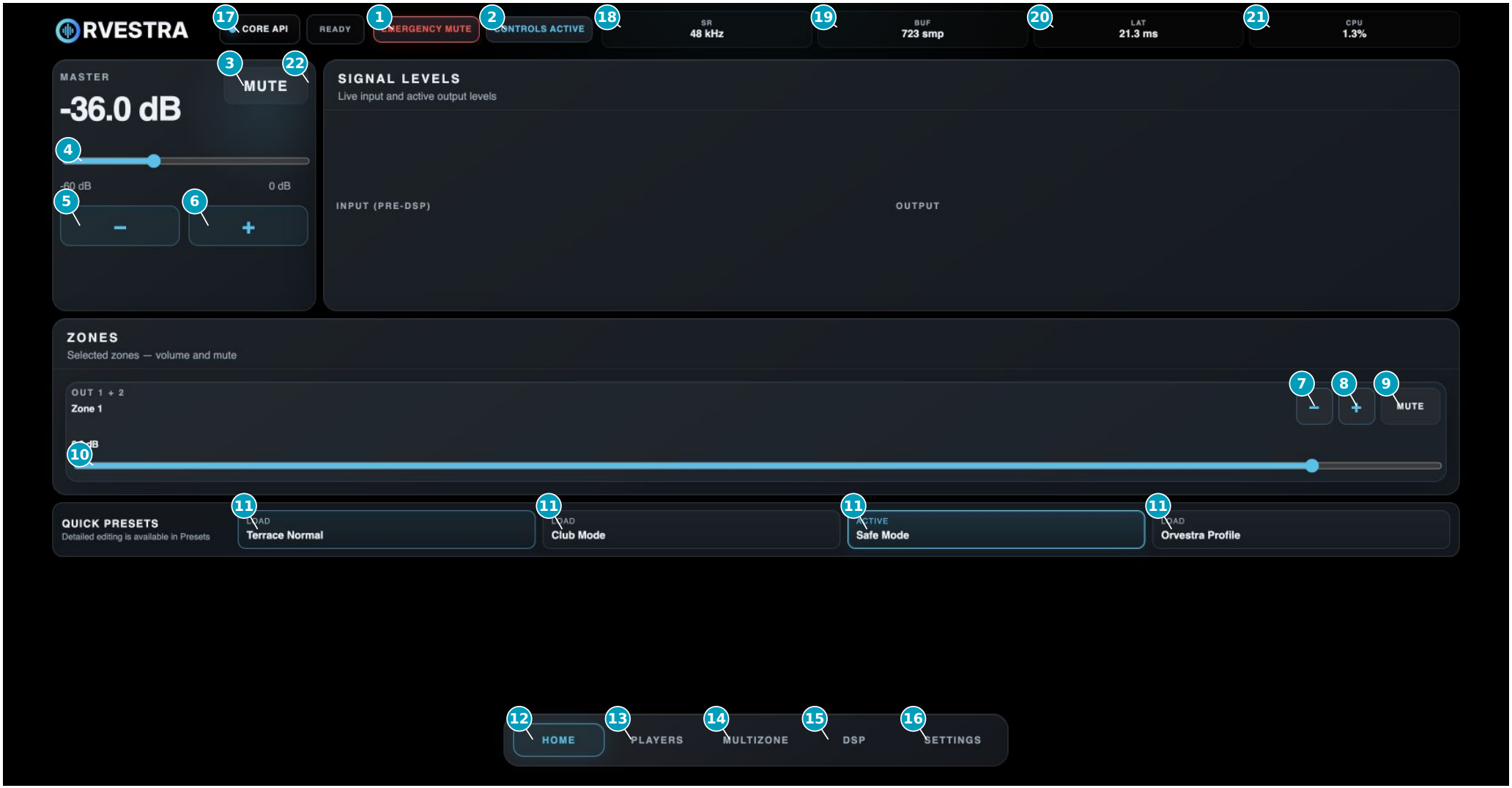
Keep backups private. They may include local settings and access data. Remove sensitive data before sharing with support.

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01 Home - daily overview

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.



Players in zone cards

Player controls also appear in the zone card on Home. A shared source has one player; zones with separate sources have their own controls. A master zone shares its music source, while volume, mute and output DSP remain independent for each zone.

PRE and POST meters

PRE shows the raw Player, App or Live input before processing and has no DSP processing badges. POST shows the level after input processing with the corresponding indicators. Output meters show the output signal. The shared dBFS label applies to all meters.

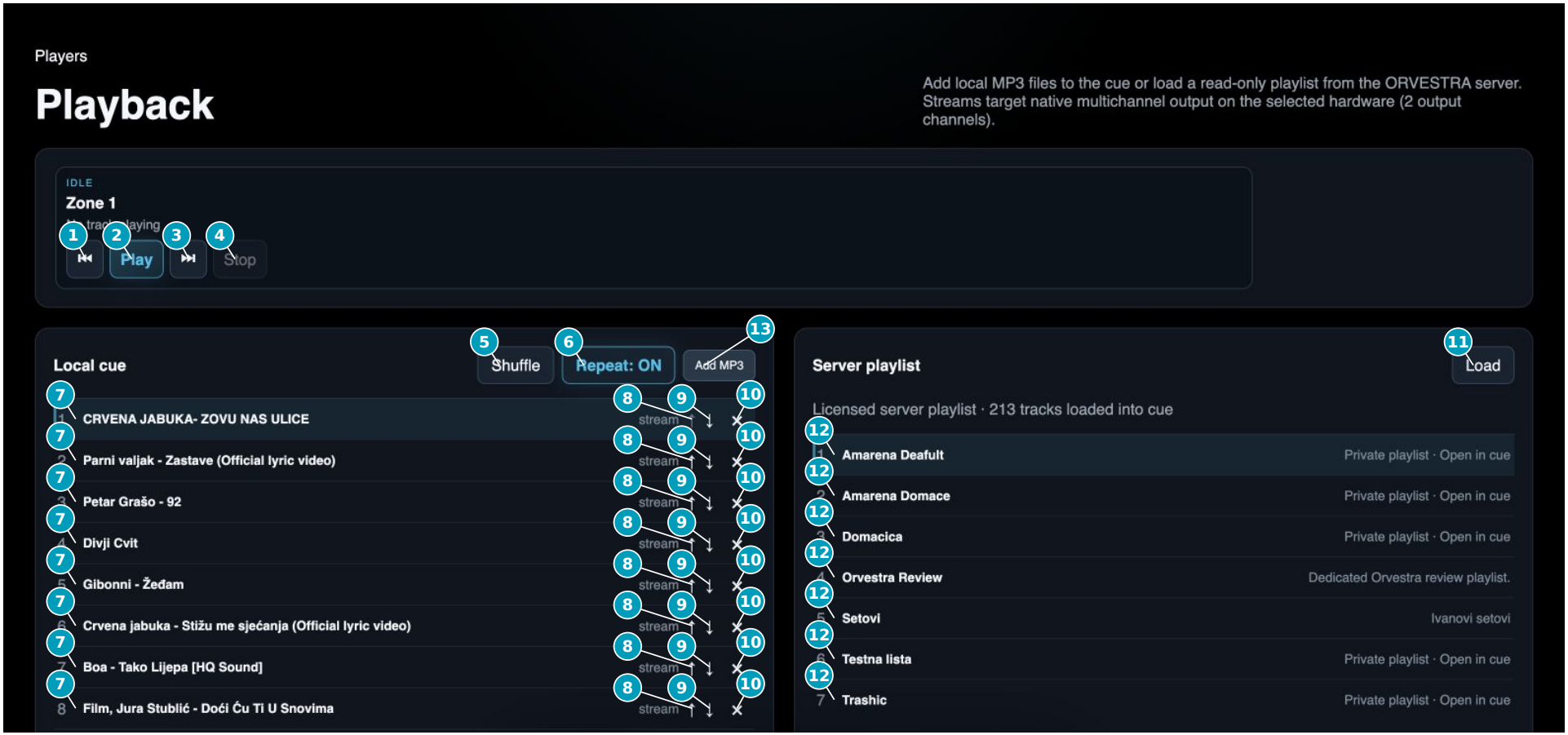
SR is sample rate, BUF is buffer size in samples, LAT is reported latency and CPU is audio-engine load. They are readouts, not editable fields. Signal levels has no displayed channel rows in this capture; no synthetic meters have been substituted.

#	Screen 01 / option	What it does	Values and behaviour
1	Emergency mute	Immediately mutes the system. Use it to stop sound quickly; it is separate from locking the controls.	Action; takes effect on Core immediately.
2	Controls active / locked	Locks or unlocks operation. When Controls PIN is enabled, unlocking requires the correct PIN.	Active / Locked; an enabled PIN has 4-6 digits.
3	Master Mute	Mutes the master audio output. Clicking again toggles the mute state.	Mute / Muted.
4	Master volume	Sets the overall system level. The dB value shows the current gain.	-60 to +6 dB; slider step 0.5 dB. The 0 dB scale label is not the upper limit.
5	Master -	Lowers master volume by one decibel.	-1 dB per step, down to -60 dB.
6	Master +	Raises master volume by one decibel.	+1 dB per step, up to +6 dB.
7	Zone -	Lowers the corresponding zone volume on Home.	-1 dB per step.
8	Zone +	Raises the corresponding zone volume on Home.	+1 dB per step.
9	Zone mute	Mutes only the selected zone.	Mute / Muted; takes effect immediately.
10	Zone volume on Home	Changes the selected zone volume independently of other zones. Enabled zones with Show on home appear here.	-60 to +6 dB; slider step 0.5 dB.
11	Quick presets	Loads the selected performance preset. Active identifies the current preset. The first four named slots are shown.	Names are user data; edit them in Settings > Presets > Performance.
12	Home	Opens the daily view of master volume, meters, visible zones and quick presets.	Navigation only; does not change audio settings.
13	Players	Opens zone players, the local cue and server playlists.	Navigation only; does not change audio settings.
14	Multizone	Opens scenes, zones, announcements, physical output routing and Video.	Navigation only; does not change audio settings.
15	DSP	Opens audio processors and their presets.	Navigation only; does not change audio settings.
16	Settings	Opens licensing, updates, storage, access, presets, hardware and the tone generator.	Navigation only; does not change audio settings.

#	Screen 01 / option	What it does	Values and behaviour
17	CORE API and write status	CORE API identifies the Core API connection. Ready means no write is pending; syncing means a write is in progress, synced confirms it, and error indicates failure.	Status readout.
18	SR	Audio-engine sample rate; 48 kHz in this capture. This is a readout, not a sample-rate selector.	Status readout.
19	BUF	Reported audio-engine buffer size in samples (smp).	Status readout.
20	LAT	Reported audio-engine latency in milliseconds. It does not describe the full video or end-to-end system delay.	Status readout.
21	CPU	Reported audio-engine load, which varies during operation. It is not total CPU usage across all applications.	Status readout.
22	Signal levels	Live input levels before DSP and active output levels. Channel rows, when present, show RMS values and peak markers; this capture has no displayed channel rows.	Status readout.

02 Players - playback and playlists

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.



Browse without interrupting playback

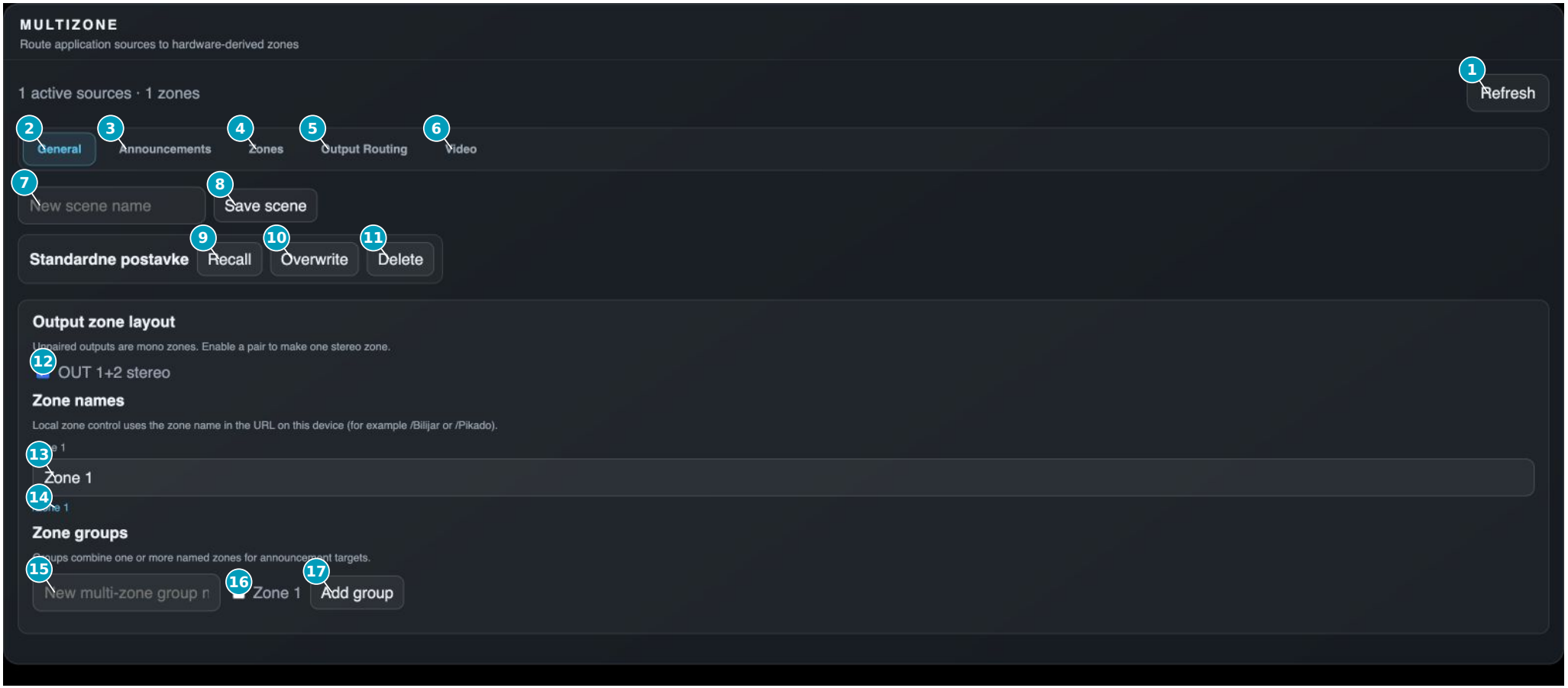
Server playlists are on the right; their cue items are on the left. Selecting a playlist loads its items on the left without stopping the current track or automatically starting its first item. Select a track and press Play to start the new list. Scheduled playlist playback is separate from manual browsing.

Track numbers show current cue position. Repeated annotation numbers identify the same function in each row. Viewing or editing a cue does not confirm that audio is already playing.

#	Screen 02 / option	What it does	Values and behaviour
1	Previous track	The first press restarts the current track. Another press within 600 ms selects the previous cue item.	Action for the indicated zone.
2	Play / Pause	Starts or pauses the selected player. A zone player is shown when its source is Player.	State depends on playback and the available cue item.
3	Next track	Advances the zone player to the next cue item.	Action for the indicated zone.
4	Stop	Stops playback in the corresponding zone.	Disabled when playback is inactive.
5	Shuffle	Randomizes cue order. The stored order is restored after a page refresh or returning to Players.	Action; does not edit the original server playlist.
6	Repeat	Enables or disables cue repetition.	ON / OFF.
7	Local cue item	Selects a track for playback. Its number is its position in the current cue order.	Local file or stream; titles come from the actual list.
8	Move item up	Moves a track one place toward the start of the cue.	Disabled for the first item.
9	Move item down	Moves a track one place toward the end of the cue.	Disabled for the last item.
10	Remove from cue	Removes the indicated item from the local cue; it does not delete server media.	The × button applies to its own row.
11	Load server playlists	Fetches server playlists available to the current licence again.	Fetch action; the result appears below Server playlist.
12	Server playlist	Opens a licensed playlist in the cue. This GUI is for playback; the server playlist itself is edited in the portal.	Availability depends on the licence. Names shown are real examples.
13	Add MP3	Opens the local file picker and adds MP3 files to the cue.	One or more MP3 files.

03 Multizone - General

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.



A scene restores the operating arrangement of sources and zones. A performance preset restores a group of processing settings. The names visible here are actual user-saved data in this installation.

#	Screen 03 / option	What it does	Values and behaviour
1	Refresh	Fetches the current Multizone state from Core again.	Fetch action; does not save a scene.
2	General	Opens the general settings of the selected main section.	Navigation only; does not change audio settings.
3	Announcements	Opens audio announcements, text to speech and scheduled announcements.	Navigation only; does not change audio settings.

#	Screen 03 / option	What it does	Values and behaviour
4	Zones	Opens zone source assignment, names, roles and volume.	Navigation only; does not change audio settings.
5	Output Routing	Opens the matrix from zone buses to physical outputs.	Navigation only; does not change audio settings.
6	Video	Opens browser-tab sharing, TV addresses and the sharing PIN.	Navigation only; does not change audio settings.
7	New scene name	Names a new scene. Scenes store the operating arrangement of sources and zones with their associated state.	Text; Save scene becomes available after a name is entered.
8	Save scene	Stores the current state as a new named scene.	Action; a scene name is required.
9	Recall	Restores the stored scene and its settings.	May immediately change sources, routing and levels.
10	Overwrite	Replaces the existing scene with the current state.	Applies to the scene in the same row.
11	Delete scene	Deletes the stored scene.	Applies to the scene in the same row.
12	OUT x+y stereo	Combines the corresponding physical outputs into one stereo zone. Unpaired outputs form separate mono zones.	Checked = stereo pair; unchecked = separate mono zones. Changes zone layout.
13	Zone name	Assigns a friendly zone name, such as Bar. The local control link is derived from this name.	Up to 80 characters; committed on blur or Enter.
14	Local zone page	Opens control for this zone on the same Core. Spaces and special characters are URL-encoded.	Path /zone-name; /Zone%201 in this capture.
15	New multi-zone group name	Names a group combining zones, for example as a shared announcement target.	Text; also select the member zones.
16	Zone group membership	Includes this zone in the new group.	Checked / unchecked; multiple zones may be selected.
17	Add group	Creates a named group from the selected zones.	Requires a name and at least one zone.

04 Multizone - announcements and TTS

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.



Manual Start and the scheduler use the selected announcement target. Idle means no announcement is playing. This installation has no saved schedules; no schedule rows have been fabricated.

#	Screen 04 / option	What it does	Values and behaviour
1	Audio file	Selects a sound file for a manual announcement. Status identifies the prepared media and playback format.	WAV, OPUS or OGG according to the file-picker filter; check status after loading.
2	Text to speech	Text to convert into spoken audio.	Up to 2000 characters; Generate speech requires non-empty text.
3	Announcement name	Names the generated announcement in the library.	Up to 80 characters, for example Closing announcement.
4	Voice	Chooses the voice used to generate speech.	Male / Female.
5	Language	Chooses the speech language.	Croatian / English.
6	Silence before	Adds silence before the generated speech.	0, 100, 250, 500 or 1000 ms.
7	Silence after	Adds silence after the generated speech.	0, 100, 250, 500 or 1000 ms.
8	Generate speech	Generates and stores speech using the selected text, voice and language. Generating speech does not start the announcement.	Action; read the resulting status message.

#	Screen 04 / option	What it does	Values and behaviour
9	Saved audio - manual announcement	Selects previously stored audio for manual playback.	Dynamic list of stored announcement audio.
10	Delete audio	Deletes the selected sound from the announcement library.	Action on the selected recording.
11	Target	Selects where the announcement will play. Announcements use a dedicated bus.	All zones, an individual zone or a configured group.
12	Duck	Attenuates existing music during an announcement to make speech clearer.	-100 to 0 dB; 0 dB does not attenuate music.
13	Fade in	Transition time at the start of the announcement and ducking.	Off, 250 ms, 500 ms, 1 s or 2 s.
14	Fade out	Transition time at the end of the announcement and when restoring the level.	Off, 250 ms, 500 ms, 1 s or 2 s.
15	Start	Plays the selected announcement on the selected target.	Changes sound and ducking in the targeted zones.
16	Stop	Stops the current announcement.	Disabled when no announcement is active.
17	Save defaults	Stores announcement defaults, including target and transition settings.	Save action; does not play an announcement.
18	Upload audio	Uploads an audio file to the library for scheduled announcements.	WAV, OPUS or OGG according to the file-picker filter.
19	Saved audio - schedule	Chooses stored audio for a new scheduled announcement.	Dynamic library list; separate from the manual announcement selection.
20	Schedule name	Names the scheduled announcement.	Up to 80 characters.
21	Schedule repetition	Selects how often the announcement runs.	Once / Every day / Selected days.
22	Time	Sets the scheduled start time.	HH:MM; scheduling follows Core time.
23	Add schedule	Adds a schedule for the selected audio and announcement target.	Requires a name, audio and target; Selected days also requires at least one day.

05 Announcements - selected weekdays

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.



This is an actual unsaved form with Selected days chosen. No schedule was added and no announcement was played. The upper controls have the same functions as on the previous screen.

#	Screen 05 / option	What it does	Values and behaviour
1	Audio file	Selects a sound file for a manual announcement. Status identifies the prepared media and playback format.	WAV, OPUS or OGG according to the file-picker filter; check status after loading.
2	Text to speech	Text to convert into spoken audio.	Up to 2000 characters; Generate speech requires non-empty text.
3	Announcement name	Names the generated announcement in the library.	Up to 80 characters, for example Closing announcement.
4	Voice	Chooses the voice used to generate speech.	Male / Female.
5	Language	Chooses the speech language.	Croatian / English.
6	Silence before	Adds silence before the generated speech.	0, 100, 250, 500 or 1000 ms.
7	Silence after	Adds silence after the generated speech.	0, 100, 250, 500 or 1000 ms.
8	Generate speech	Generates and stores speech using the selected text, voice and language. Generating speech does not start the announcement.	Action; read the resulting status message.

#	Screen 05 / option	What it does	Values and behaviour
9	Saved audio - manual announcement	Selects previously stored audio for manual playback.	Dynamic list of stored announcement audio.
10	Delete audio	Deletes the selected sound from the announcement library.	Action on the selected recording.
11	Target	Selects where the announcement will play. Announcements use a dedicated bus.	All zones, an individual zone or a configured group.
12	Duck	Attenuates existing music during an announcement to make speech clearer.	-100 to 0 dB; 0 dB does not attenuate music.
13	Fade in	Transition time at the start of the announcement and ducking.	Off, 250 ms, 500 ms, 1 s or 2 s.
14	Fade out	Transition time at the end of the announcement and when restoring the level.	Off, 250 ms, 500 ms, 1 s or 2 s.
15	Start	Plays the selected announcement on the selected target.	Changes sound and ducking in the targeted zones.
16	Stop	Stops the current announcement.	Disabled when no announcement is active.
17	Save defaults	Stores announcement defaults, including target and transition settings.	Save action; does not play an announcement.
18	Upload audio	Uploads an audio file to the library for scheduled announcements.	WAV, OPUS or OGG according to the file-picker filter.
19	Saved audio - schedule	Chooses stored audio for a new scheduled announcement.	Dynamic library list; separate from the manual announcement selection.
20	Schedule name	Names the scheduled announcement.	Up to 80 characters.
21	Schedule repetition	Selects how often the announcement runs.	Once / Every day / Selected days.
22	Time	Sets the scheduled start time.	HH:MM; scheduling follows Core time.
23	Add schedule	Adds a schedule for the selected audio and announcement target.	Requires a name, audio and target; Selected days also requires at least one day.
24	Weekdays	Chooses the days on which an announcement repeats. Shown only for Selected days.	Sun, Mon, Tue, Wed, Thu, Fri, Sat; multiple selections allowed.

06 Announcements - one-time schedule

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.



The actual Once form adds a date field. Changing form selections does not create a schedule; Add schedule saves it.

#	Screen 06 / option	What it does	Values and behaviour
1	Audio file	Selects a sound file for a manual announcement. Status identifies the prepared media and playback format.	WAV, OPUS or OGG according to the file-picker filter; check status after loading.
2	Text to speech	Text to convert into spoken audio.	Up to 2000 characters; Generate speech requires non-empty text.
3	Announcement name	Names the generated announcement in the library.	Up to 80 characters, for example Closing announcement.
4	Voice	Chooses the voice used to generate speech.	Male / Female.
5	Language	Chooses the speech language.	Croatian / English.
6	Silence before	Adds silence before the generated speech.	0, 100, 250, 500 or 1000 ms.
7	Silence after	Adds silence after the generated speech.	0, 100, 250, 500 or 1000 ms.
8	Generate speech	Generates and stores speech using the selected text, voice and language. Generating speech does not start the announcement.	Action; read the resulting status message.

#	Screen 06 / option	What it does	Values and behaviour
9	Saved audio - manual announcement	Selects previously stored audio for manual playback.	Dynamic list of stored announcement audio.
10	Delete audio	Deletes the selected sound from the announcement library.	Action on the selected recording.
11	Target	Selects where the announcement will play. Announcements use a dedicated bus.	All zones, an individual zone or a configured group.
12	Duck	Attenuates existing music during an announcement to make speech clearer.	-100 to 0 dB; 0 dB does not attenuate music.
13	Fade in	Transition time at the start of the announcement and ducking.	Off, 250 ms, 500 ms, 1 s or 2 s.
14	Fade out	Transition time at the end of the announcement and when restoring the level.	Off, 250 ms, 500 ms, 1 s or 2 s.
15	Start	Plays the selected announcement on the selected target.	Changes sound and ducking in the targeted zones.
16	Stop	Stops the current announcement.	Disabled when no announcement is active.
17	Save defaults	Stores announcement defaults, including target and transition settings.	Save action; does not play an announcement.
18	Upload audio	Uploads an audio file to the library for scheduled announcements.	WAV, OPUS or OGG according to the file-picker filter.
19	Saved audio - schedule	Chooses stored audio for a new scheduled announcement.	Dynamic library list; separate from the manual announcement selection.
20	Schedule name	Names the scheduled announcement.	Up to 80 characters.
21	Schedule repetition	Selects how often the announcement runs.	Once / Every day / Selected days.
22	Date	Sets the date of a one-time announcement. Shown only for Once.	Calendar date; use Time to set the time of day.
23	Time	Sets the scheduled start time.	HH:MM; scheduling follows Core time.
24	Add schedule	Adds a schedule for the selected audio and announcement target.	Requires a name, audio and target; Selected days also requires at least one day.

07 Zones - source assignment matrix

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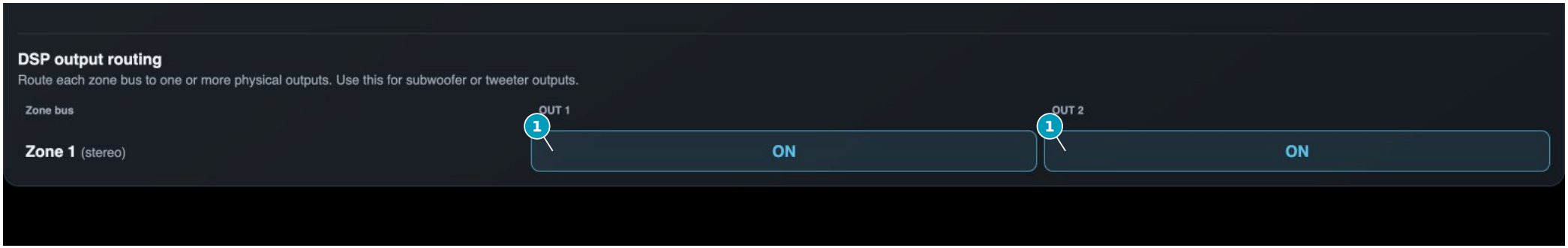
This M4 has one physical stereo output zone, so Slave is unavailable. When another suitable Master exists, Slave mode displays Slave of to select it. That field is not present in this configuration. A Slave keeps its own output DSP and relative trim.

#	Screen 07 / option	What it does	Values and behaviour
1	Zone selection	Selects the zone to edit in the source matrix.	One of the hardware-derived zones; this M4 has one visible stereo zone.
2	Source name	Friendly name of an application input or physical input.	Up to 80 characters; committed on blur or Enter.
3	Application bundle ID	Associates an application with an Orvestra input on supported systems. Discovered sessions and activity appear below.	Application identifier; these captures show macOS bundle IDs. Windows assignment uses system audio settings.

#	Screen 07 / option	What it does	Values and behaviour
4	Zone name	Assigns a friendly zone name, such as Bar. The local control link is derived from this name.	Up to 80 characters; committed on blur or Enter.
5	Zone role	A Master has its own source. A Slave follows its Master source and volume, with its own volume acting as relative trim.	Master / Slave. Slave is unavailable without another suitable Master or when it would create an invalid dependency chain.
6	Show on home	Controls whether this zone has a volume control on Home.	On / off; does not enable or disable the audio output itself.
7	Zone source	Selects this zone audio source. A Slave inherits its Master source, so its own source selector is locked.	App, Player or Line in, according to available sources.
8	Zone mute	Mutes only the selected zone.	Mute / Muted; takes effect immediately.
9	Zone volume	Sets zone level; for a Slave this is relative trim against its Master.	-60 to +6 dB; slider and buttons here use 0.5 dB steps.
10	Zone - in Multizone	Lowers the zone level.	-0.5 dB per step.
11	0 dB	Resets zone gain to unity, or relative trim to zero.	0 dB does not mean mute.
12	Zone + in Multizone	Raises the zone level.	+0.5 dB per step.
13	Source-to-zone assignment	Selects the source for this zone from the corresponding column. This assigns a source to a zone, not a bus to a physical output.	ON / OFF; Slave and reserved announcement routes are restricted.

08 Multizone - Output Routing

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.

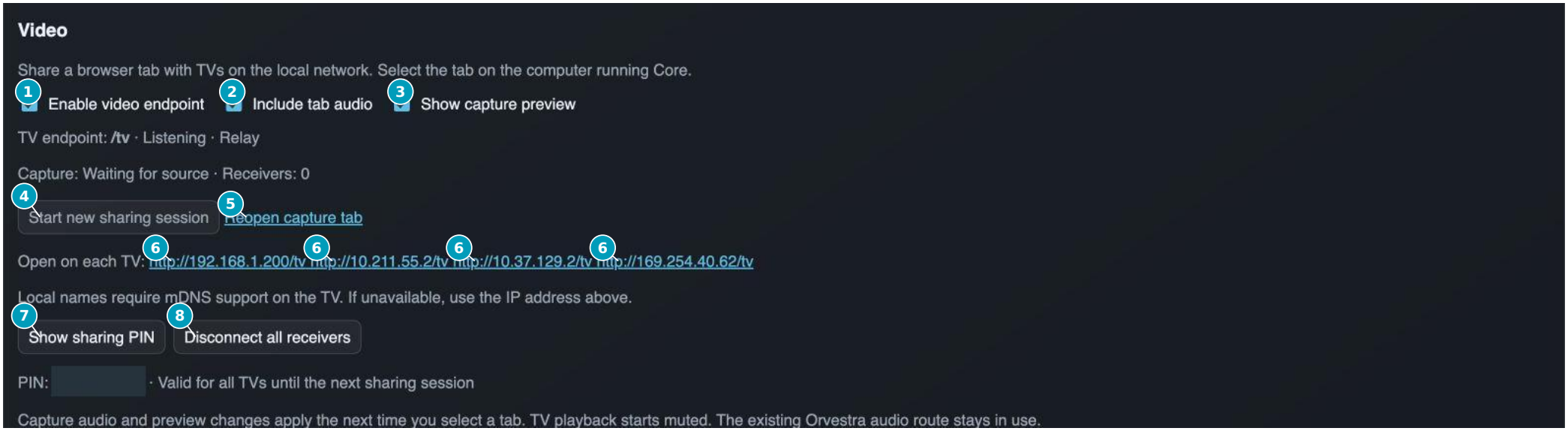


Routing has two levels: Zones assigns a source to a zone, while this matrix sends its bus to physical outputs. An output appearing in the matrix is not, by itself, a reason to enable it.

#	Screen 08 / option	What it does	Values and behaviour
1	Zone-to-physical-output route	Enables or disables a zone bus on a physical output. One zone can feed several outputs, such as mains and a subwoofer.	ON / OFF; rows are zones and columns are physical OUT channels. Slave routes may be locked.

09 Multizone - Video

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.



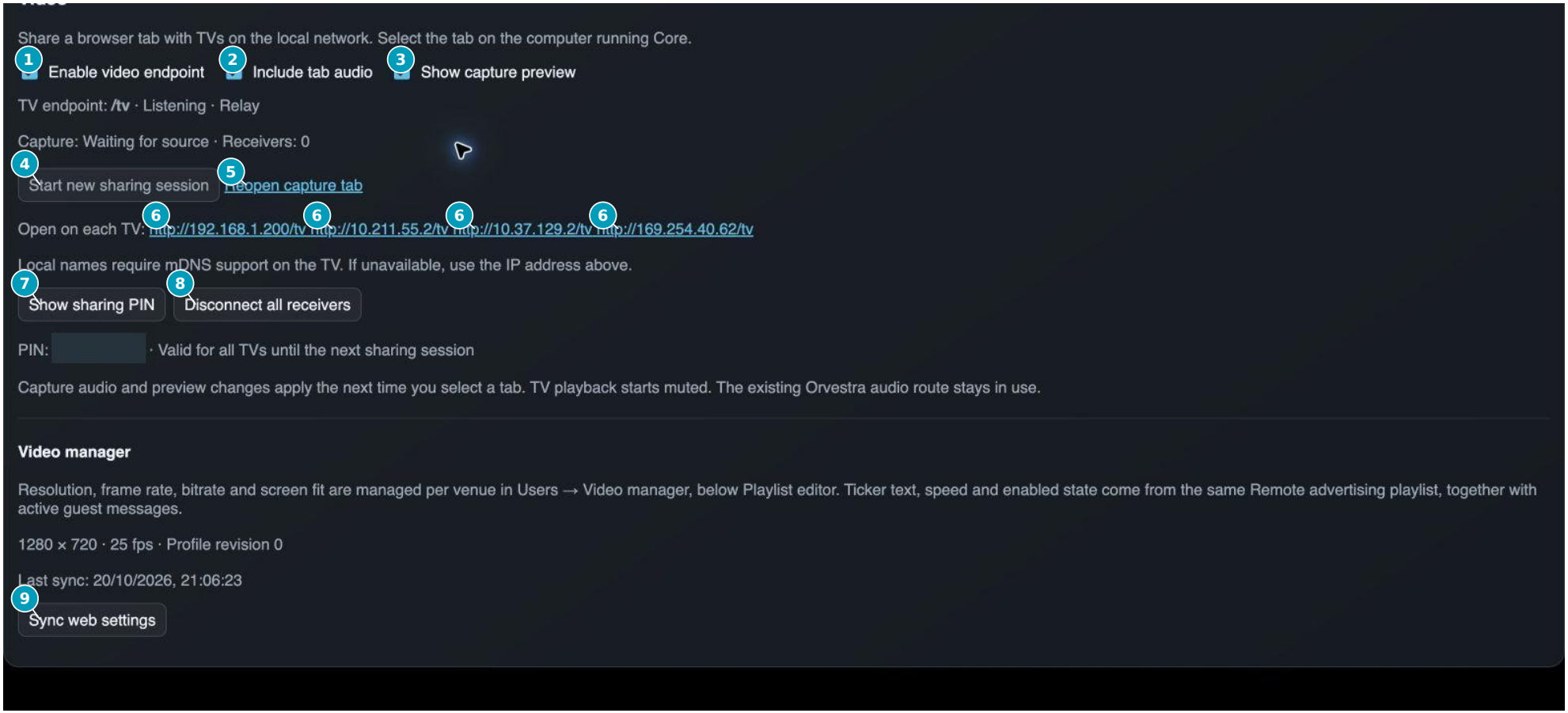
Resolution, FPS, bitrate and screen fit are configured in the Users portal Video manager. Ticker text, speed and enabled state come from Remote advertising together with the queue of active guest messages. Portal content is not edited here.

#	Screen 09 / option	What it does	Values and behaviour
1	Enable video endpoint	Enables or disables the local TV video service.	On / off; the primary receiver path is /tv.
2	Include tab audio	Requests audio from the shared tab the next time a source is selected. Support depends on the browser and operating system.	On / off; TV playback initially starts muted.
3	Show capture preview	Shows a preview of the captured source on the sender page.	On / off; applies when a tab is selected again.
4	Start new sharing session	Starts a new sharing session and opens source selection on the Core computer. A new session changes the PIN and previous pairing validity.	Action; may interrupt existing video connections.
5	Reopen capture tab	Reopens the sender page of the current session to select and share a browser tab.	Local path /tv/sender; select the source on the Core computer.
6	TV address	Opens the video receiver. Use the network interface reachable by the TV, rather than an unrelated virtual network.	http://IP/tv on port 80. Local names require mDNS support.

#	Screen 09 / option	What it does	Values and behaviour
7	Show sharing PIN	Shows the TV pairing PIN for the current sharing session.	Six digits; the same PIN works for all TVs until the next sharing session.
8	Disconnect all receivers	Disconnects all currently connected video receivers.	Action on video receivers.

10 Video - PIN and synchronization

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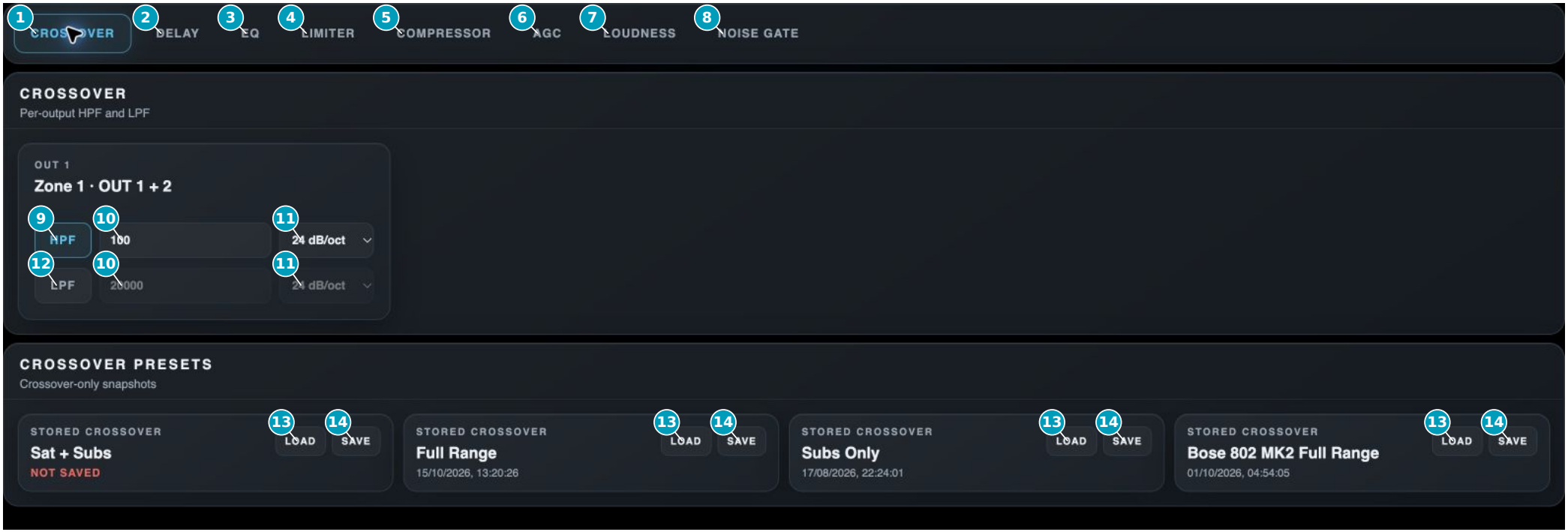
The lower part of the same card shows the synchronized video profile, revision and last sync time. The captured PIN belongs to the session at capture time; it is not a universal product PIN.

#	Screen 10 / option	What it does	Values and behaviour
1	Enable video endpoint	Enables or disables the local TV video service.	On / off; the primary receiver path is /tv.
2	Include tab audio	Requests audio from the shared tab the next time a source is selected. Support depends on the browser and operating system.	On / off; TV playback initially starts muted.
3	Show capture preview	Shows a preview of the captured source on the sender page.	On / off; applies when a tab is selected again.

#	Screen 10 / option	What it does	Values and behaviour
4	Start new sharing session	Starts a new sharing session and opens source selection on the Core computer. A new session changes the PIN and previous pairing validity.	Action; may interrupt existing video connections.
5	Reopen capture tab	Reopens the sender page of the current session to select and share a browser tab.	Local path /tv/sender; select the source on the Core computer.
6	TV address	Opens the video receiver. Use the network interface reachable by the TV, rather than an unrelated virtual network.	http://IP/tv on port 80. Local names require mDNS support.
7	Show sharing PIN	Shows the TV pairing PIN for the current sharing session.	Six digits; the same PIN works for all TVs until the next sharing session.
8	Disconnect all receivers	Disconnects all currently connected video receivers.	Action on video receivers.
9	Sync web settings	Immediately fetches Video manager settings from the Users portal.	Resolution, FPS, bitrate and screen fit are edited in the portal; ticker content comes from Remote advertising.

11 DSP - Crossover

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.



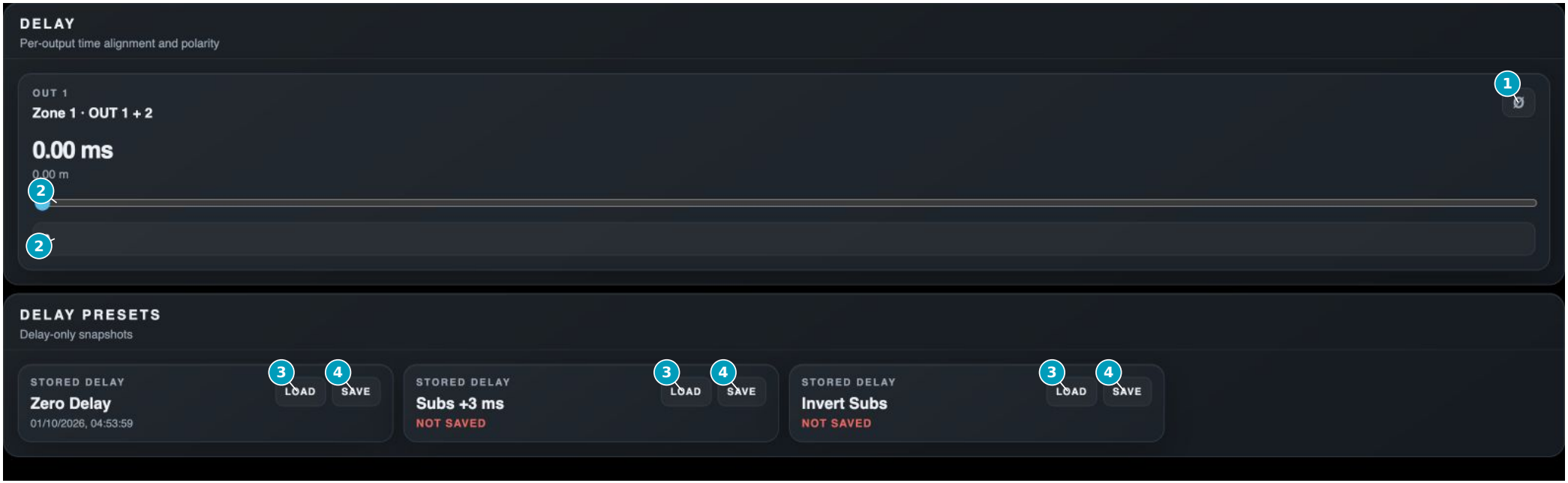
HPF and LPF operate per output or linked stereo pair. Named presets store crossover settings; Load applies a stored configuration and Save replaces a slot with the current one.

#	Screen 11 / option	What it does	Values and behaviour
1	Crossover	Opens output high-pass and low-pass filters.	Navigation only; does not change audio settings.
2	Delay	Opens output delay and polarity inversion.	Navigation only; does not change audio settings.
3	EQ	Opens the output parametric equalizer.	Navigation only; does not change audio settings.
4	Limiter	Opens input/output limiters and output speaker protection.	Navigation only; does not change audio settings.
5	Compressor	Opens input and output compressors.	Navigation only; does not change audio settings.
6	AGC	Opens automatic source-level control.	Navigation only; does not change audio settings.
7	Loudness	Opens tonal compensation for quiet listening.	Navigation only; does not change audio settings.

#	Screen 11 / option	What it does	Values and behaviour
8	Noise Gate	Opens output attenuation for signals below a threshold.	Navigation only; does not change audio settings.
9	HPF	Enables the high-pass filter, attenuating frequencies below its cutoff.	On / off; parameters become available when enabled.
10	Cutoff frequency	Sets the cutoff of the corresponding HPF or LPF.	20-20000 Hz, step 1 Hz.
11	Filter slope	Sets how steeply the filter attenuates frequencies outside its passband.	12, 24 or 48 dB per octave.
12	LPF	Enables the low-pass filter, attenuating frequencies above its cutoff.	On / off.
13	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
14	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.

12 DSP - Delay

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.



Delay aligns speaker arrival times. The displayed distance is a conversion of delay, not a measurement of actual speaker position. Polarity inversion is independent of time delay.

#	Screen 12 / option	What it does	Values and behaviour
1	Polarity - Ø	Inverts the polarity of the indicated output or linked stereo pair.	Normal / inverted; this is different from time delay.
2	Delay	Adds delay to align loudspeakers in time. The slider and number field edit the same setting; metres are an informational conversion.	0-50 ms, step 0.01 ms.
3	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
4	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.

13 DSP - parametric EQ

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.



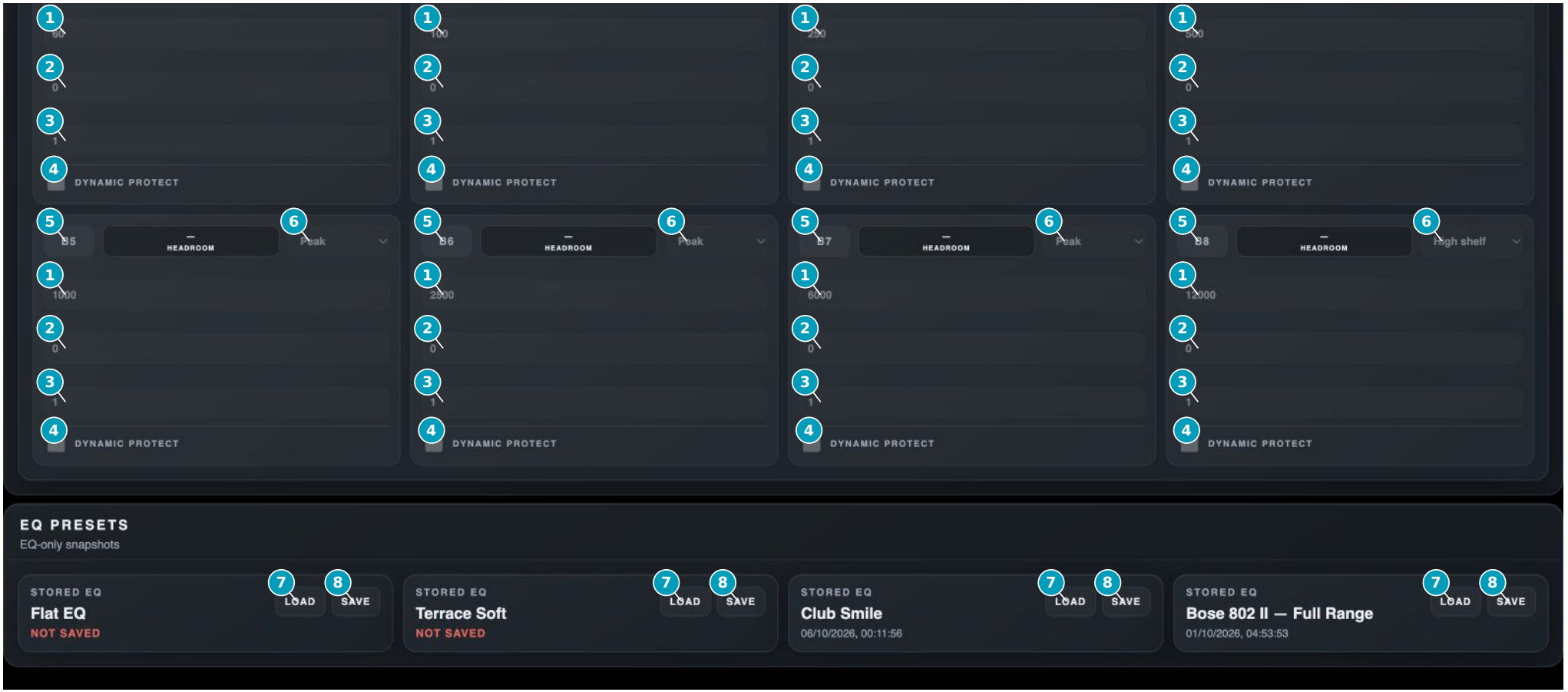
All eight EQ bands have the same controls. HEADROOM is an informational estimate of reserve for positive gain, not another regulator. A bypassed band has greyed-out fields. Matching controls on other bands repeat the same annotation numbers.

#	Screen 13 / option	What it does	Values and behaviour
1	Crossover	Opens output high-pass and low-pass filters.	Navigation only; does not change audio settings.
2	Delay	Opens output delay and polarity inversion.	Navigation only; does not change audio settings.
3	EQ	Opens the output parametric equalizer.	Navigation only; does not change audio settings.

#	Screen 13 / option	What it does	Values and behaviour
4	Limiter	Opens input/output limiters and output speaker protection.	Navigation only; does not change audio settings.
5	Compressor	Opens input and output compressors.	Navigation only; does not change audio settings.
6	AGC	Opens automatic source-level control.	Navigation only; does not change audio settings.
7	Loudness	Opens tonal compensation for quiet listening.	Navigation only; does not change audio settings.
8	Noise Gate	Opens output attenuation for signals below a threshold.	Navigation only; does not change audio settings.
9	EQ output selection	Selects the output or stereo pair being edited.	The available buttons depend on hardware and stereo pairing.
10	Copy target	Selects another available destination for the processor settings.	Another output/channel; disabled when none is available.
11	Copy	Copies this processor configuration to the selected destination.	Action; changes the destination settings.
12	B1-B8	Enables or bypasses the corresponding parametric EQ band. Each band has its own type, frequency, gain and Q.	Eight bands per output/stereo pair; bypassed bands have greyed-out fields.
13	EQ filter type	Peak affects the region around a centre frequency; Low shelf and High shelf affect the lower or upper part of the spectrum.	Peak / Low shelf / High shelf.
14	EQ frequency - Hz	Centre frequency for Peak, or the transition region of a shelving filter.	20-20000 Hz, step 1 Hz.
15	EQ gain - dB	Boosts or cuts the selected frequency region.	-18 to +18 dB, step 0.1 dB.
16	Q - bandwidth	Sets filter bandwidth. Higher Q produces a narrower region; lower Q produces a wider region.	0.1-20, step 0.1.
17	Dynamic protect	Enables dynamic protection of a boosted EQ band as the signal approaches the target. Additional fields appear only when enabled.	On / off. Additional ranges are listed with the screenshot notes; it was not enabled for capture.

14 DSP - EQ presets

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.



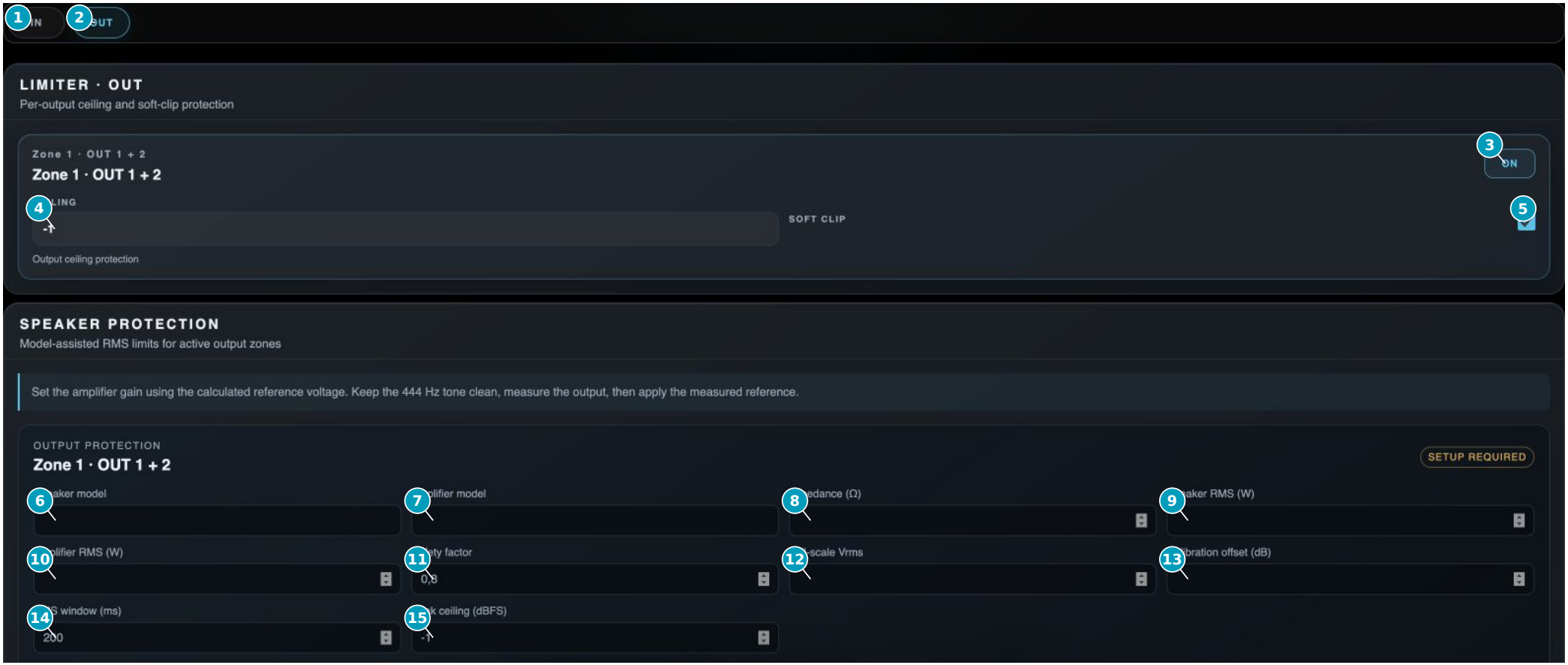
This scrolled view shows the module library. Enabling Dynamic protect reveals Target (-6 to -0.5 dB, step 0.1), Min dB (-18 to max(0, current band gain), step 0.1), Attack (1-200 ms, step 1) and Release (50-5000 ms, step 10). These were not enabled just to capture them.

#	Screen 14 / option	What it does	Values and behaviour
1	EQ frequency - Hz	Centre frequency for Peak, or the transition region of a shelving filter.	20-20000 Hz, step 1 Hz.
2	EQ gain - dB	Boosts or cuts the selected frequency region.	-18 to +18 dB, step 0.1 dB.
3	Q - bandwidth	Sets filter bandwidth. Higher Q produces a narrower region; lower Q produces a wider region.	0.1-20, step 0.1.

#	Screen 14 / option	What it does	Values and behaviour
4	Dynamic protect	Enables dynamic protection of a boosted EQ band as the signal approaches the target. Additional fields appear only when enabled.	On / off. Additional ranges are listed with the screenshot notes; it was not enabled for capture.
5	B1-B8	Enables or bypasses the corresponding parametric EQ band. Each band has its own type, frequency, gain and Q.	Eight bands per output/stereo pair; bypassed bands have greyed-out fields.
6	EQ filter type	Peak affects the region around a centre frequency; Low shelf and High shelf affect the lower or upper part of the spectrum.	Peak / Low shelf / High shelf.
7	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
8	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.

15 DSP - output limiter and speaker protection

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.



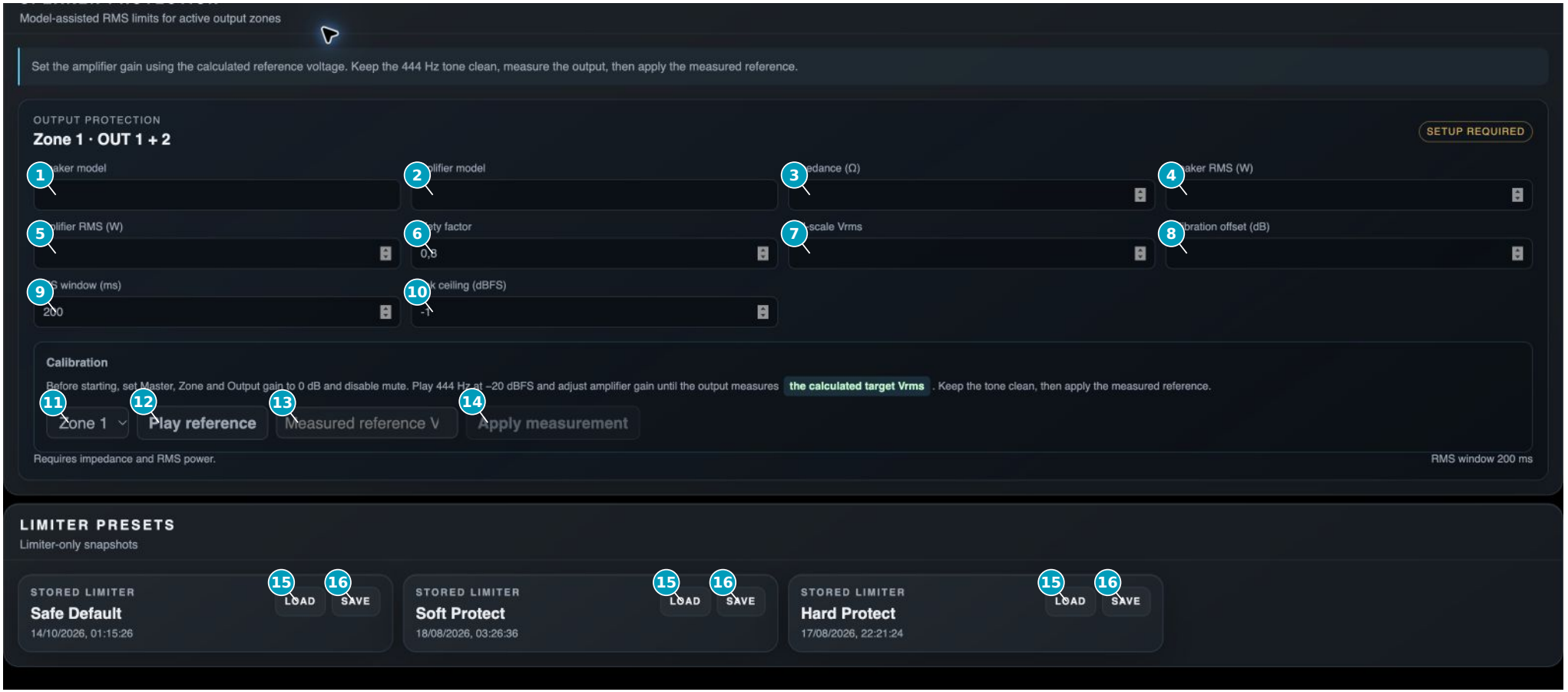
Speaker protection needs actual specifications and calibration; entering a model name does not calibrate the system. SETUP REQUIRED means the reference is incomplete. No calibration tone was played for this guide.

#	Screen 15 / option	What it does	Values and behaviour
1	IN	Selects input processing before the routing matrix.	Input channels; linked stereo channels are displayed together.
2	OUT	Selects physical-output processing after routing.	Outputs/stereo pairs derived from the hardware layout.
3	Processor On / Off	Enables or bypasses this processor on the indicated channel.	On / Off; does not mute the channel.

#	Screen 15 / option	What it does	Values and behaviour
4	Limiter ceiling	Sets the upper signal limit protected by the limiter.	-60 to 0 dBFS, step 0.5 dB.
5	Soft clip	Enables softer peak clipping in the corresponding processor.	On / off.
6	Speaker model	Descriptive loudspeaker model for the protection profile. The name does not replace impedance and power specifications.	Text.
7	Amplifier model	Descriptive amplifier model for the protection profile.	Text.
8	Impedance	Nominal load impedance used to calculate the safe output voltage.	1-64 ohms, step 0.1 ohm.
9	Speaker RMS	Rated RMS loudspeaker power used in the safe-voltage calculation.	At least 1 W, step 1 W; the GUI specifies no upper bound.
10	Amplifier RMS	Amplifier RMS power at the selected load. The calculation uses the lower of the available speaker and amplifier ratings.	At least 1 W, step 1 W; the GUI specifies no upper bound.
11	Safety factor	Reduces the calculated permitted power to provide a safety margin.	0.1-1, step 0.05; default 0.8.
12	Full-scale Vrms	Output voltage corresponding to digital full scale in the actual gain chain. Needed to convert a safe RMS voltage into a dBFS threshold.	At least 0.001 Vrms, step 0.01. Calibration derives it from the measured reference voltage.
13	Calibration offset	Additional calibration correction used to calculate the protection threshold.	-60 to +60 dB, step 0.1 dB.
14	RMS window	Averaging period for RMS protection.	50-1000 ms, step 10 ms; default 200 ms.
15	Peak ceiling	Peak limit in the output protection profile.	-60 to 0 dBFS, step 0.5 dB.

16 DSP - calibration and limiter presets

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.



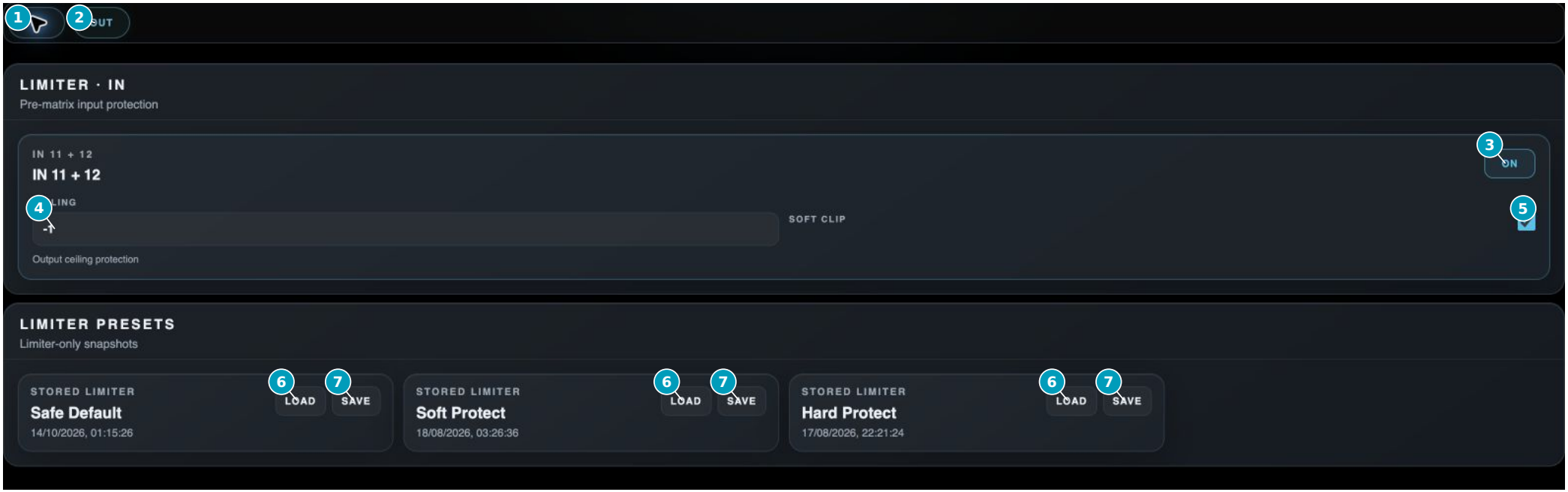
Safe RMS voltage is calculated as sqrt(min(speaker power, amplifier power) × safety factor × impedance), using the available ratings. Reference voltage at -20 dBFS is one tenth of that. CALIBRATED appears only when a calibrated threshold can be calculated.

#	Screen 16 / option	What it does	Values and behaviour
1	Speaker model	Descriptive loudspeaker model for the protection profile. The name does not replace impedance and power specifications.	Text.
2	Amplifier model	Descriptive amplifier model for the protection profile.	Text.
3	Impedance	Nominal load impedance used to calculate the safe output voltage.	1-64 ohms, step 0.1 ohm.

#	Screen 16 / option	What it does	Values and behaviour
4	Speaker RMS	Rated RMS loudspeaker power used in the safe-voltage calculation.	At least 1 W, step 1 W; the GUI specifies no upper bound.
5	Amplifier RMS	Amplifier RMS power at the selected load. The calculation uses the lower of the available speaker and amplifier ratings.	At least 1 W, step 1 W; the GUI specifies no upper bound.
6	Safety factor	Reduces the calculated permitted power to provide a safety margin.	0.1-1, step 0.05; default 0.8.
7	Full-scale Vrms	Output voltage corresponding to digital full scale in the actual gain chain. Needed to convert a safe RMS voltage into a dBFS threshold.	At least 0.001 Vrms, step 0.01. Calibration derives it from the measured reference voltage.
8	Calibration offset	Additional calibration correction used to calculate the protection threshold.	-60 to +60 dB, step 0.1 dB.
9	RMS window	Averaging period for RMS protection.	50-1000 ms, step 10 ms; default 200 ms.
10	Peak ceiling	Peak limit in the output protection profile.	-60 to 0 dBFS, step 0.5 dB.
11	Calibration zone	Chooses the zone receiving the reference tone.	Available enabled zones.
12	Play reference / Stop tone	Starts or stops the reference tone used to measure amplifier voltage. Follow the displayed gain and mute instructions before calibrating.	444 Hz at -20 dBFS; this action produces actual sound.
13	Measured reference Vrms	Measured RMS output voltage while the reference tone is playing.	At least 0.001 Vrms, step 0.01; enter a measurement, not an estimate.
14	Apply measurement	Sets Full-scale Vrms to measured voltage / 0.1, offset to 0 and mode to calibrated.	Available after a valid measured-voltage entry.
15	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
16	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.

17 DSP - input limiter

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.



IN protects inputs before the routing matrix. Speaker calibration is available under OUT, not here. Limiter module presets store output snapshots; the IN/OUT buttons themselves only change the view.

#	Screen 17 / option	What it does	Values and behaviour
1	IN	Selects input processing before the routing matrix.	Input channels; linked stereo channels are displayed together.
2	OUT	Selects physical-output processing after routing.	Outputs/stereo pairs derived from the hardware layout.
3	Processor On / Off	Enables or bypasses this processor on the indicated channel.	On / Off; does not mute the channel.
4	Limiter ceiling	Sets the upper signal limit protected by the limiter.	-60 to 0 dBFS, step 0.5 dB.
5	Soft clip	Enables softer peak clipping in the corresponding processor.	On / off.
6	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.

#	Screen 17 / option	What it does	Values and behaviour
7	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.

18 DSP - input compressor

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.



Stereo inputs appear as a linked pair. NumericCommitInput fields commit when editing finishes; Save is not required to make each processor change take effect. Save in the library stores a preset.

#	Screen 18 / option	What it does	Values and behaviour
1	IN	Selects input processing before the routing matrix.	Input channels; linked stereo channels are displayed together.
2	OUT	Selects physical-output processing after routing.	Outputs/stereo pairs derived from the hardware layout.
3	Processor On / Off	Enables or bypasses this processor on the indicated channel.	On / Off; does not mute the channel.
4	Threshold dB	Signal level above which the compressor reduces dynamics.	-80 to 0 dBFS, step 0.5 dB.
5	Factor	Compression ratio; a higher value reduces growth above the threshold more strongly.	1-50, step 0.1; 1 means no ratio-based compression.
6	Attack ms	Compressor reaction time when the signal rises above threshold.	0.1-500 ms, step 0.1 ms.
7	Release ms	Time over which compression relaxes as the signal falls.	1-5000 ms, step 1 ms.

#	Screen 18 / option	What it does	Values and behaviour
8	Makeup dB	Gain applied after compression to compensate for a reduced level.	-24 to +24 dB, step 0.5 dB.
9	Clip limit dB	Final compressor clipping limit.	-24 to 0 dBFS, step 0.5 dB.
10	Soft clip	Enables softer peak clipping in the corresponding processor.	On / off.
11	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
12	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.

19 DSP - output compressor

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.



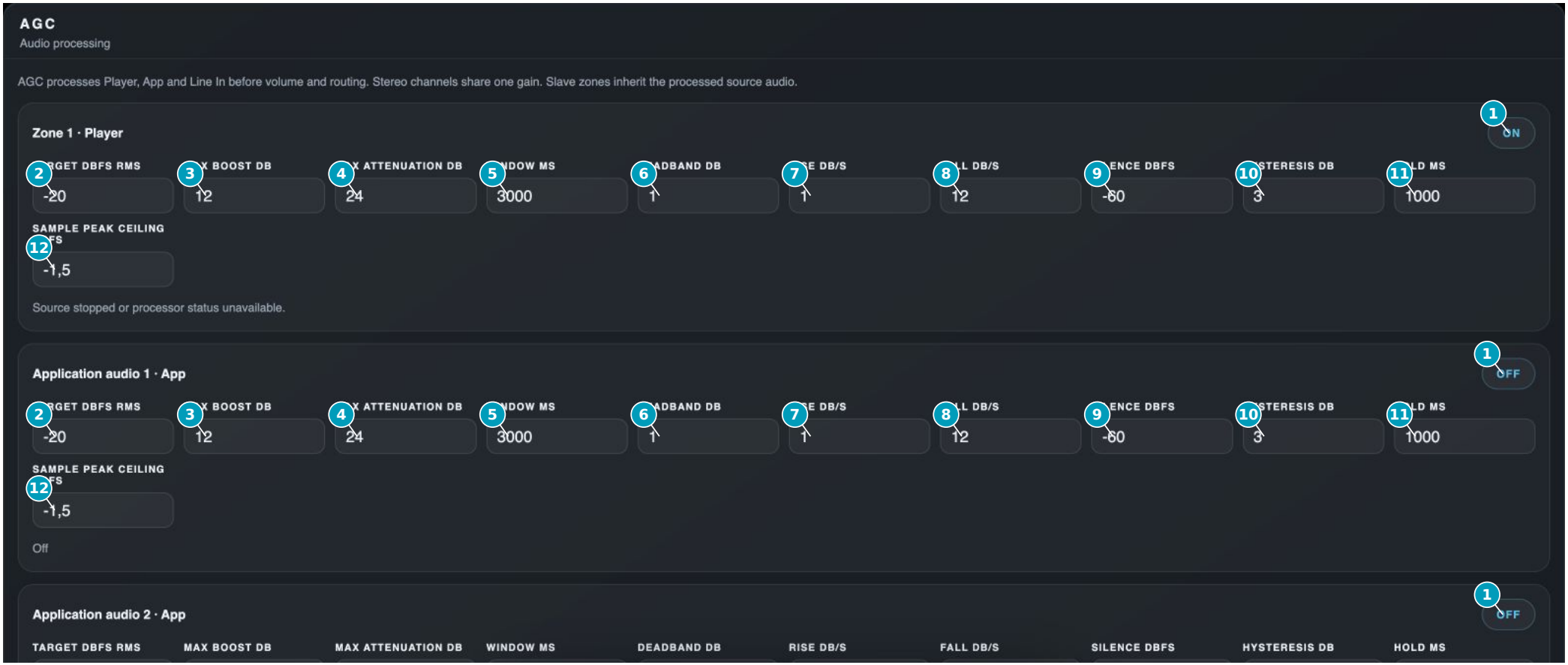
The output compressor is Off in this capture, so its fields are greyed out. That does not indicate a connection failure. It was not enabled just to capture documentation.

#	Screen 19 / option	What it does	Values and behaviour
1	IN	Selects input processing before the routing matrix.	Input channels; linked stereo channels are displayed together.
2	OUT	Selects physical-output processing after routing.	Outputs/stereo pairs derived from the hardware layout.
3	Processor On / Off	Enables or bypasses this processor on the indicated channel.	On / Off; does not mute the channel.
4	Threshold dB	Signal level above which the compressor reduces dynamics.	-80 to 0 dBFS, step 0.5 dB.
5	Factor	Compression ratio; a higher value reduces growth above the threshold more strongly.	1-50, step 0.1; 1 means no ratio-based compression.
6	Attack ms	Compressor reaction time when the signal rises above threshold.	0.1-500 ms, step 0.1 ms.
7	Release ms	Time over which compression relaxes as the signal falls.	1-5000 ms, step 1 ms.

#	Screen 19 / option	What it does	Values and behaviour
8	Makeup dB	Gain applied after compression to compensate for a reduced level.	-24 to +24 dB, step 0.5 dB.
9	Clip limit dB	Final compressor clipping limit.	-24 to 0 dBFS, step 0.5 dB.
10	Soft clip	Enables softer peak clipping in the corresponding processor.	On / off.
11	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
12	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.

20 DSP - source AGC

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.



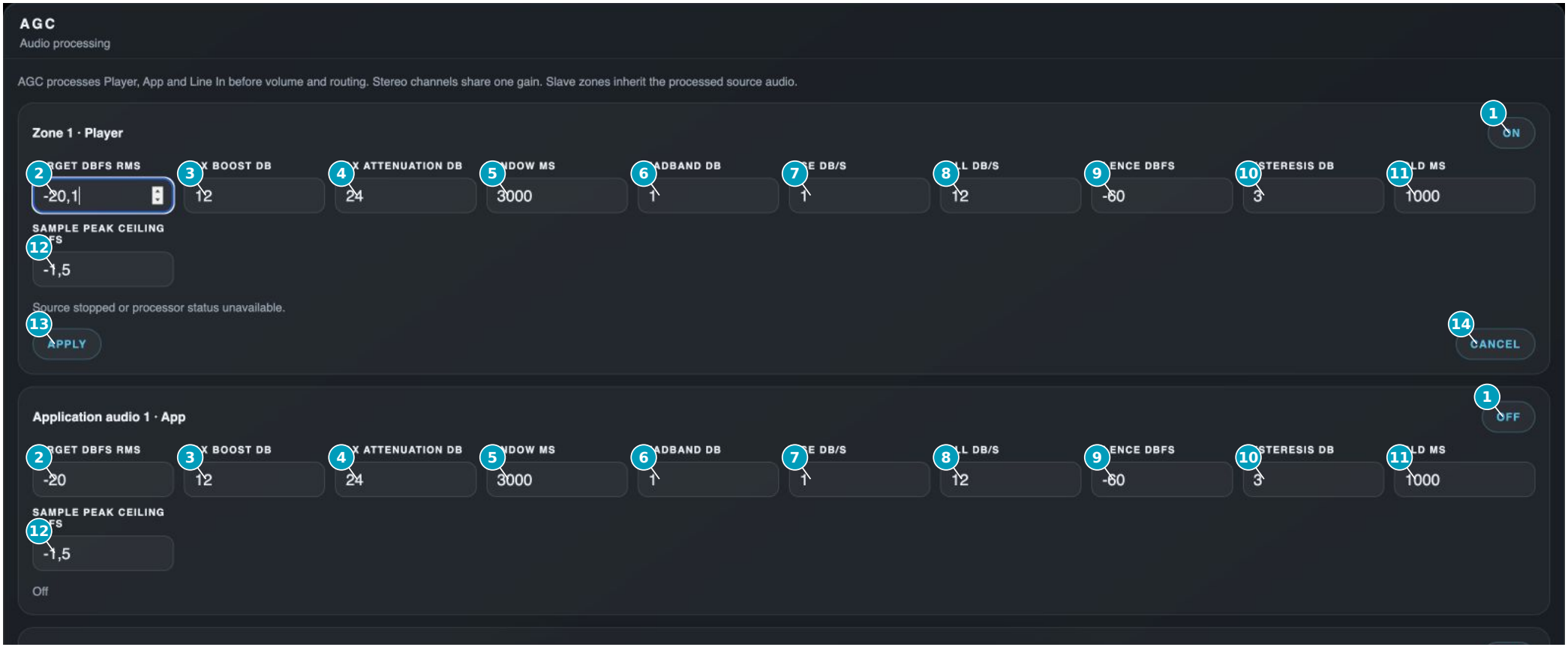
AGC processes Player, App and Line In before volume and routing. Slave zones do not have an independent output AGC. Status may be Off, armed, active, hold, or a source/status-unavailable message. On alone does not mean an active signal is present.

#	Screen 20 / option	What it does	Values and behaviour
1	AGC On / Off	Enables automatic level control for this Player, App or Line In source before volume and routing. Stereo channels share one gain.	On / Off; toggling immediately sends the current parameter draft too. Slave zones inherit the processed source.
2	Target dBFS RMS	Target average source level. AGC measures RMS rather than LUFS.	-40 to -6 dBFS RMS. Decimal input is allowed.
3	Max boost dB	Maximum permitted gain increase for quiet material.	0-18 dB. Decimal input is allowed.

#	Screen 20 / option	What it does	Values and behaviour
4	Max attenuation dB	Maximum permitted gain reduction for loud material.	0-48 dB. Decimal input is allowed.
5	Window ms	Energy-averaging window; longer windows follow short changes more slowly.	100-10000 ms. Decimal input is allowed.
6	Deadband dB	Region around the target in which small differences do not trigger gain adjustment.	0-6 dB. Decimal input is allowed.
7	Rise dB/s	Maximum rate at which gain increases.	0.1-6 dB/s. Decimal input is allowed.
8	Fall dB/s	Maximum rate at which gain decreases.	1-48 dB/s. Decimal input is allowed.
9	Silence dBFS	Threshold below which AGC freezes adaptation to avoid boosting silence or background noise.	-100 to -40 dBFS. Decimal input is allowed.
10	Hysteresis dB	Gap between the silence threshold and reopening gain adaptation.	0-12 dB. Decimal input is allowed.
11	Hold ms	Time spent in silence before entering hold. Gain adaptation freezes below the silence threshold.	0-5000 ms. Decimal input is allowed.
12	Sample peak ceiling dBFS	Limits sampled peaks after AGC gain. It is not a true-peak measurement.	-12 to 0 dBFS. Decimal input is allowed.

21 AGC - apply or discard a draft

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.



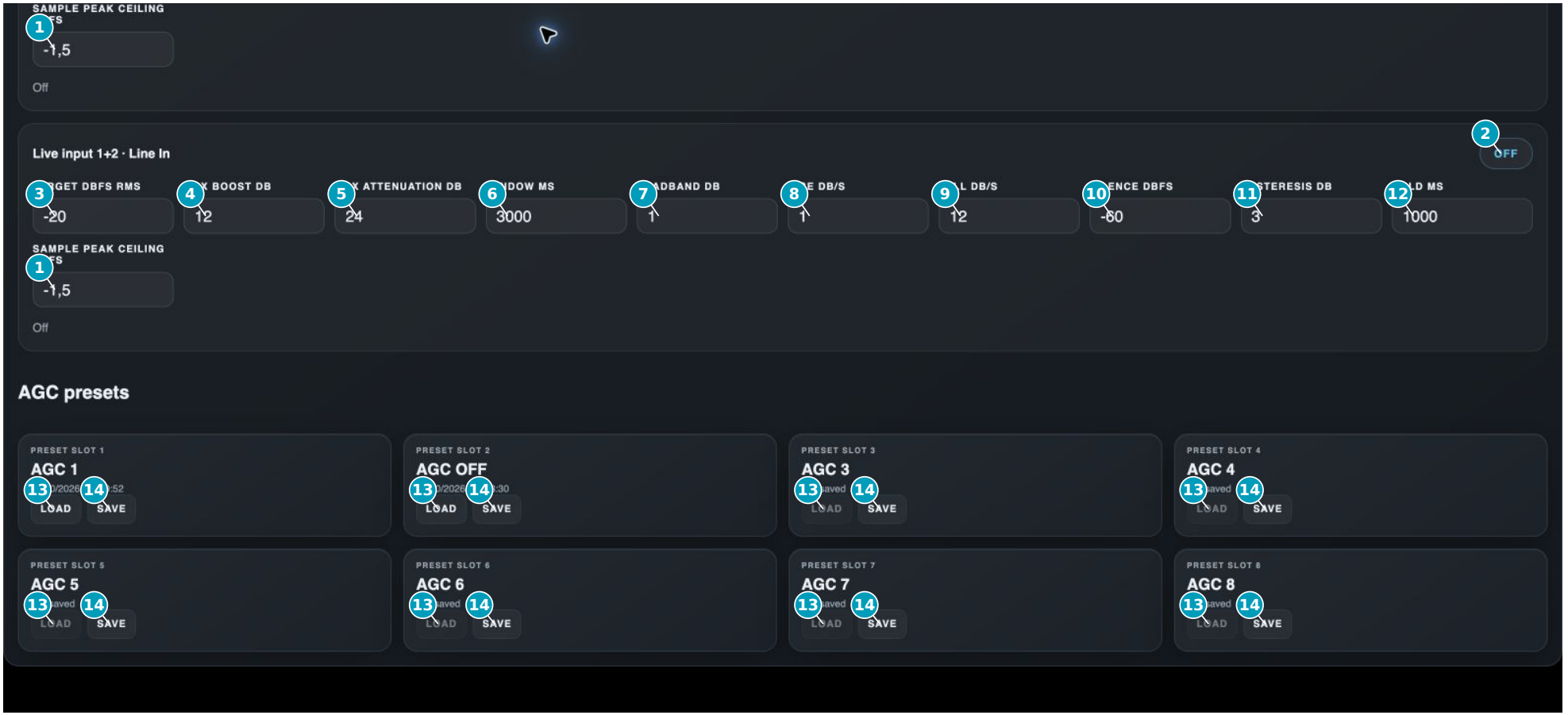
This capture shows a local -20.1 dBFS draft so Apply and Cancel are visible. It was discarded with Cancel; the applied value stayed -20 dBFS. The draft is not a recommended replacement target.

#	Screen 21 / option	What it does	Values and behaviour
1	AGC On / Off	Enables automatic level control for this Player, App or Line In source before volume and routing. Stereo channels share one gain.	On / Off; toggling immediately sends the current parameter draft too. Slave zones inherit the processed source.
2	Target dBFS RMS	Target average source level. AGC measures RMS rather than LUFS.	-40 to -6 dBFS RMS. Decimal input is allowed.
3	Max boost dB	Maximum permitted gain increase for quiet material.	0-18 dB. Decimal input is allowed.
4	Max attenuation dB	Maximum permitted gain reduction for loud material.	0-48 dB. Decimal input is allowed.

#	Screen 21 / option	What it does	Values and behaviour
5	Window ms	Energy-averaging window; longer windows follow short changes more slowly.	100-10000 ms. Decimal input is allowed.
6	Deadband dB	Region around the target in which small differences do not trigger gain adjustment.	0-6 dB. Decimal input is allowed.
7	Rise dB/s	Maximum rate at which gain increases.	0.1-6 dB/s. Decimal input is allowed.
8	Fall dB/s	Maximum rate at which gain decreases.	1-48 dB/s. Decimal input is allowed.
9	Silence dBFS	Threshold below which AGC freezes adaptation to avoid boosting silence or background noise.	-100 to -40 dBFS. Decimal input is allowed.
10	Hysteresis dB	Gap between the silence threshold and reopening gain adaptation.	0-12 dB. Decimal input is allowed.
11	Hold ms	Time spent in silence before entering hold. Gain adaptation freezes below the silence threshold.	0-5000 ms. Decimal input is allowed.
12	Sample peak ceiling dBFS	Limits sampled peaks after AGC gain. It is not a true-peak measurement.	-12 to 0 dBFS. Decimal input is allowed.
13	Apply	Sends the edited AGC/Loudness parameter draft to Core.	Shown after a field changes; requires a confirmed Core write.
14	Cancel	Discards the local draft and restores the last confirmed parameters.	Does not change the settings currently applied in Core.

22 DSP - Line In AGC and presets

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.



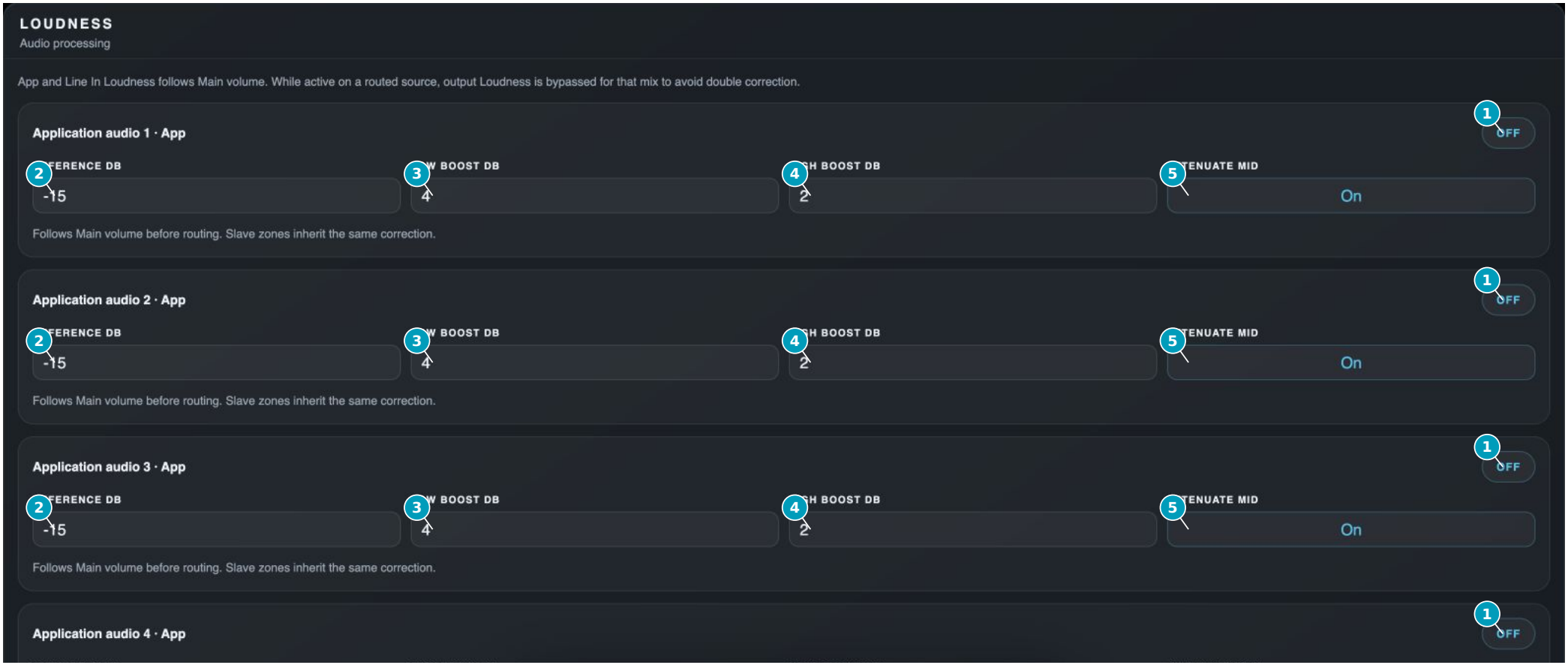
The same AGC parameters apply to Line In and application sources. Eight AGC slots appear below. Load and Save restore/store this module configuration; they are not simple enable switches.

#	Screen 22 / option	What it does	Values and behaviour
1	Sample peak ceiling dBFS	Limits sampled peaks after AGC gain. It is not a true-peak measurement.	-12 to 0 dBFS. Decimal input is allowed.
2	AGC On / Off	Enables automatic level control for this Player, App or Line In source before volume and routing. Stereo channels share one gain.	On / Off; toggling immediately sends the current parameter draft too. Slave zones inherit the processed source.
3	Target dBFS RMS	Target average source level. AGC measures RMS rather than LUFS.	-40 to -6 dBFS RMS. Decimal input is allowed.

#	Screen 22 / option	What it does	Values and behaviour
4	Max boost dB	Maximum permitted gain increase for quiet material.	0-18 dB. Decimal input is allowed.
5	Max attenuation dB	Maximum permitted gain reduction for loud material.	0-48 dB. Decimal input is allowed.
6	Window ms	Energy-averaging window; longer windows follow short changes more slowly.	100-10000 ms. Decimal input is allowed.
7	Deadband dB	Region around the target in which small differences do not trigger gain adjustment.	0-6 dB. Decimal input is allowed.
8	Rise dB/s	Maximum rate at which gain increases.	0.1-6 dB/s. Decimal input is allowed.
9	Fall dB/s	Maximum rate at which gain decreases.	1-48 dB/s. Decimal input is allowed.
10	Silence dBFS	Threshold below which AGC freezes adaptation to avoid boosting silence or background noise.	-100 to -40 dBFS. Decimal input is allowed.
11	Hysteresis dB	Gap between the silence threshold and reopening gain adaptation.	0-12 dB. Decimal input is allowed.
12	Hold ms	Time spent in silence before entering hold. Gain adaptation freezes below the silence threshold.	0-5000 ms. Decimal input is allowed.
13	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
14	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.

23 DSP - Loudness

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.



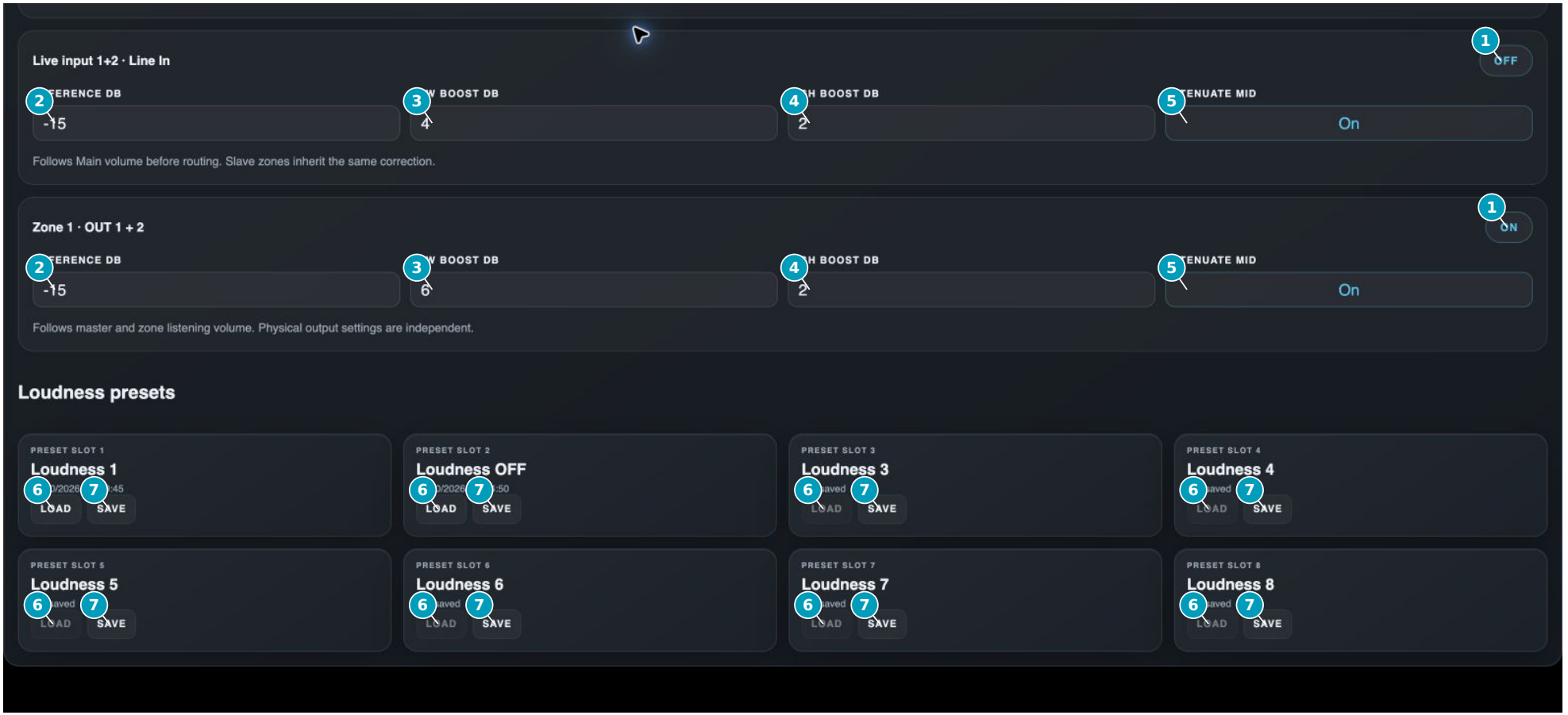
Loudness correction decreases as listening volume approaches reference and reaches zero there. On means the function is enabled; actual correction depends on listening level. Numeric edits remain a draft until Apply, while the main On/Off switch applies immediately.

#	Screen 23 / option	What it does	Values and behaviour
1	Loudness On / Off	Enables bass/treble compensation for quiet listening. App and Line In follow Main volume; output Loudness follows Master and zone volume.	On / Off; the switch also immediately sends the current draft. Source correction bypasses output Loudness for the same mix.
2	Reference dB	Listening reference level. Correction is zero at or above this level, and grows below it toward the specified boosts.	-100 to +20 dB. Full correction is reached 20 dB below reference.

#	Screen 23 / option	What it does	Values and behaviour
3	Low boost dB	Maximum low-frequency boost during quiet listening.	0-20 dB; actual correction depends on listening level relative to reference.
4	High boost dB	Maximum high-frequency boost during quiet listening.	0-20 dB; correction decreases as listening level approaches reference.
5	Attenuate mid	Attenuates the midrange alongside Loudness correction to balance the response.	On / Off; confirm the draft with Apply.

24 DSP - Loudness presets

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.



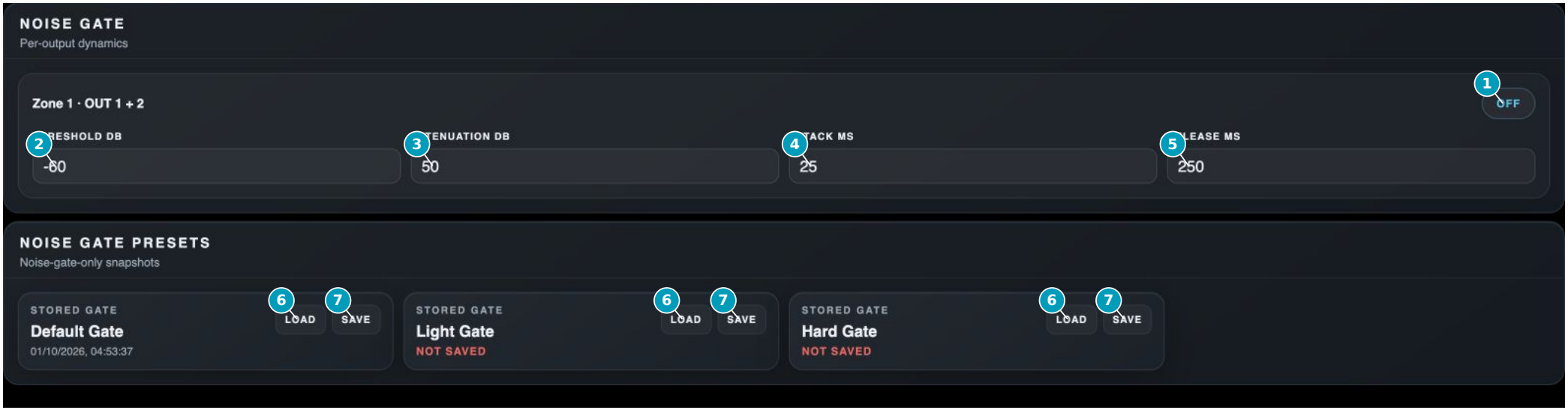
App and Line In Loudness follow Main volume before routing. Zone output Loudness follows Master and zone volume. When a routed source already has Loudness, output correction is bypassed for that mix. Eight Loudness slots appear below.

#	Screen 24 / option	What it does	Values and behaviour
1	Loudness On / Off	Enables bass/treble compensation for quiet listening. App and Line In follow Main volume; output Loudness follows Master and zone volume.	On / Off; the switch also immediately sends the current draft. Source correction bypasses output Loudness for the same mix.
2	Reference dB	Listening reference level. Correction is zero at or above this level, and grows below it toward the specified boosts.	-100 to +20 dB. Full correction is reached 20 dB below reference.

#	Screen 24 / option	What it does	Values and behaviour
3	Low boost dB	Maximum low-frequency boost during quiet listening.	0-20 dB; actual correction depends on listening level relative to reference.
4	High boost dB	Maximum high-frequency boost during quiet listening.	0-20 dB; correction decreases as listening level approaches reference.
5	Attenuate mid	Attenuates the midrange alongside Loudness correction to balance the response.	On / Off; confirm the draft with Apply.
6	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
7	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.

25 DSP - Noise Gate

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.

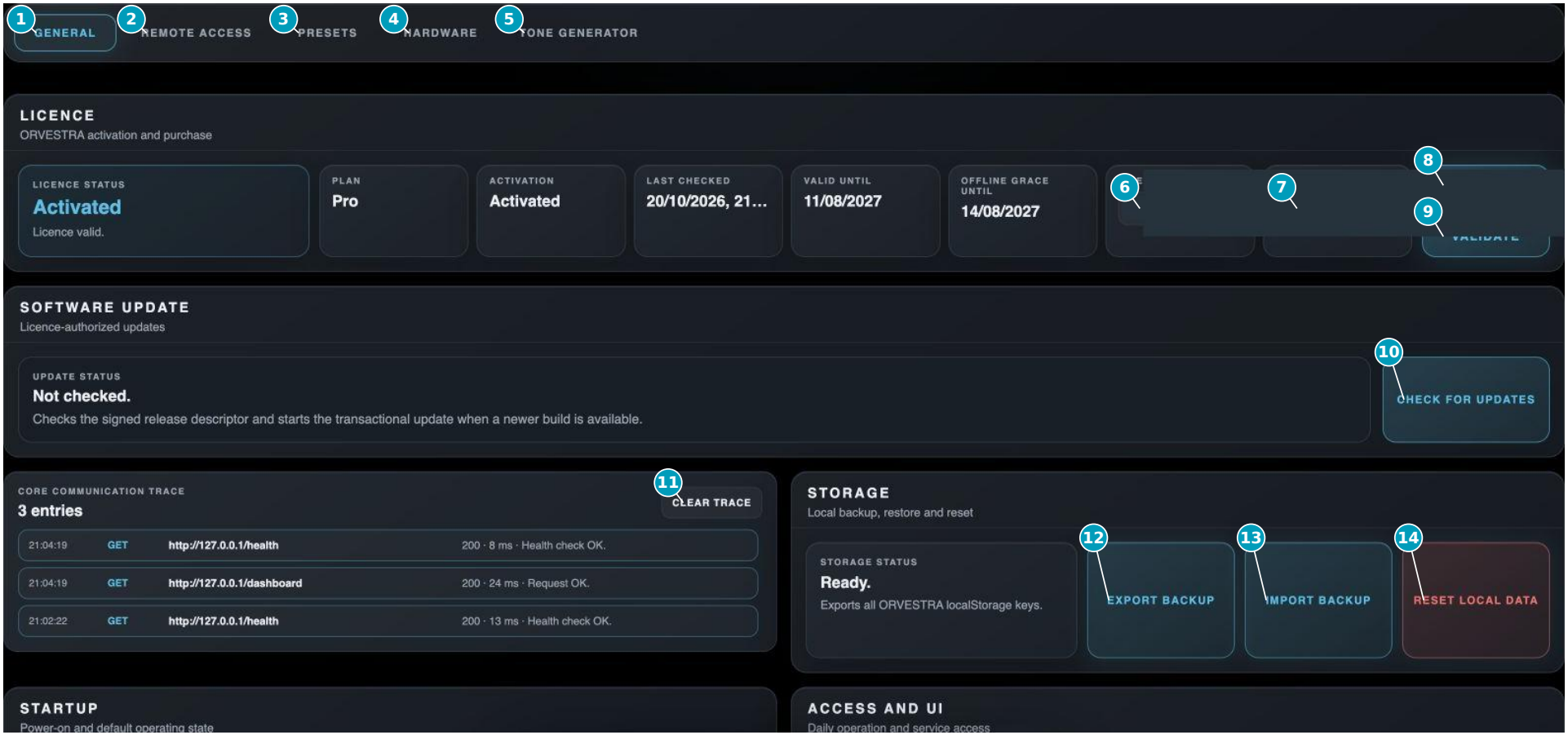


A gate reduces noise during quiet passages, but an excessively high threshold can also attenuate wanted quiet material. The gate is Off here; no parameters were changed for documentation.

#	Screen 25 / option	What it does	Values and behaviour
1	Processor On / Off	Enables or bypasses this processor on the indicated channel.	On / Off; does not mute the channel.
2	Gate threshold dB	Level below which the noise gate attenuates the signal.	-100 to 0 dBFS, step 0.5 dB.
3	Attenuation dB	Amount of attenuation when the gate is closed.	0-100 dB, step 1 dB.
4	Gate attack ms	Opening speed when signal exceeds threshold.	0.1-500 ms, step 0.1 ms.
5	Gate release ms	Closing/attenuation speed when signal drops below threshold.	1-5000 ms, step 1 ms.
6	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
7	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.

26 Settings - General

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.



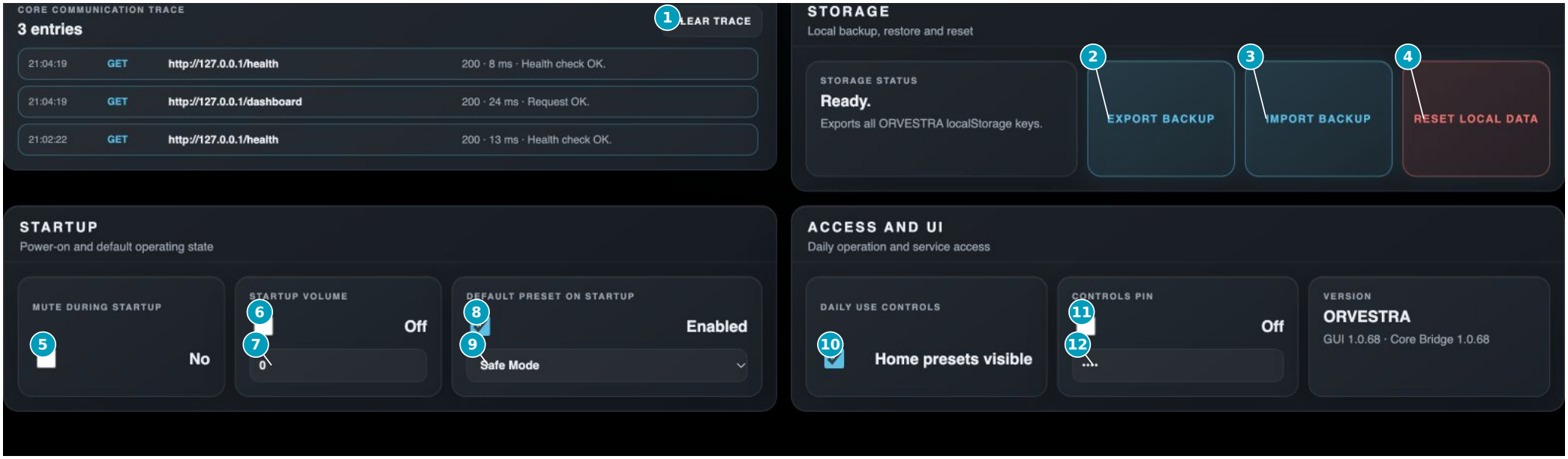
Licence status, Plan, Activation, Last checked, Valid until and Offline grace until are readouts. Offline grace is the permitted offline deadline, not the last connection time. Core trace shows method, URL, HTTP result and request duration.

#	Screen 26 / option	What it does	Values and behaviour
1	General	Opens the general settings of the selected main section.	Navigation only; does not change audio settings.
2	Remote Access	Opens phone pairing and the list of previously paired devices.	Navigation only; does not change audio settings.
3	Presets	Opens stored settings and preset-slot names.	Navigation only; does not change audio settings.

#	Screen 26 / option	What it does	Values and behaviour
4	Hardware	Opens audio-interface detection and selection.	Navigation only; does not change audio settings.
5	Tone Generator	Opens the test-signal generator.	Navigation only; does not change audio settings.
6	Licence email	Email address associated with the licence.	Email address; not the phone-pairing user name.
7	Licence key	Licence key used to activate Core.	Use the format shown in the field; no key is printed in this guide.
8	Activate	Activates a licence using the entered email and key.	Action against the licensing service; availability depends on connection mode.
9	Validate	Checks the existing activation and refreshes licence information.	Status, expiry and offline grace are displayed in the same panel.
10	Check for updates	Checks the signed release descriptor and starts a transactional update when a newer permitted build exists.	Not an information-only button: it may start download/installation and require installer confirmation.
11	Clear trace	Clears the locally displayed Core communication trace.	Does not delete all service logs on the computer.
12	Export backup	Exports JSON containing Core audio settings and browser-local settings.	Includes dashboard, Multizone, DSP and DSP presets. It is not a backup of the operating system, media files or hotel, POS and inventory databases.
13	Import backup	Restores audio and browser-local settings from a compatible backup.	Select and apply the destination hardware first. Import checks channel and zone compatibility and retains destination devices. If partial restoration is reported, review both parts before continuing.
14	Reset local data	Deletes local browser Orvestra data after confirmation and reloads the GUI.	Does not uninstall Core; export a backup before use.

27 Settings - storage, startup and PIN

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.



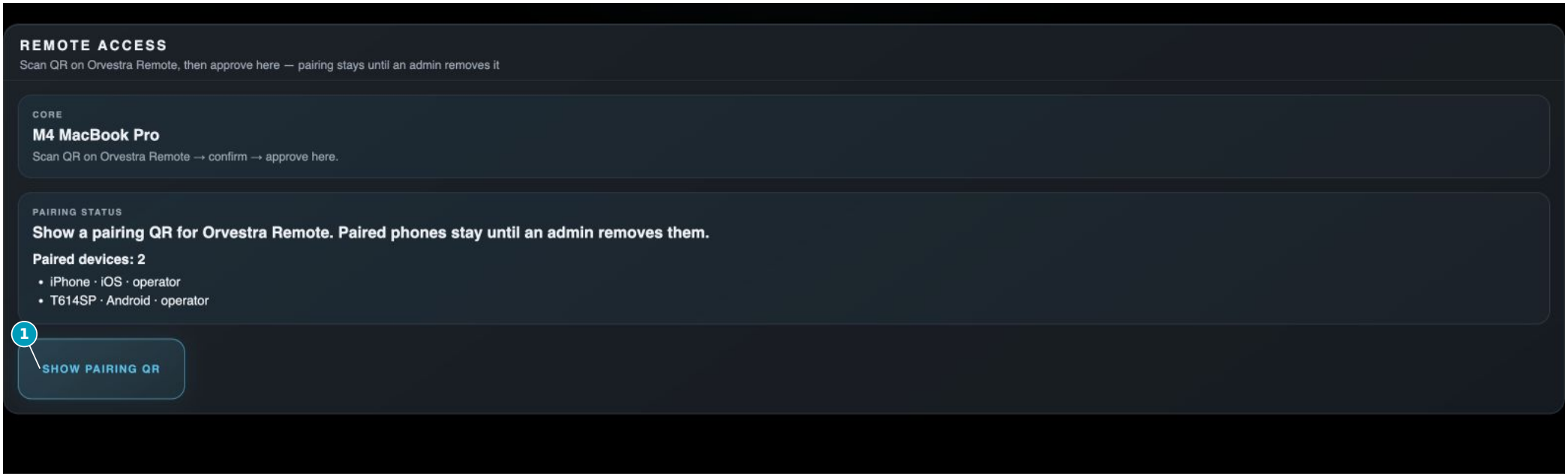
Startup settings apply at the next startup; they are not current player transport controls. Version identifies GUI and Core Bridge versions separately. Local backup is not a complete server or operating-system backup.

#	Screen 27 / option	What it does	Values and behaviour
1	Clear trace	Clears the locally displayed Core communication trace.	Does not delete all service logs on the computer.
2	Export backup	Exports JSON containing Core audio settings and browser-local settings.	Includes dashboard, Multizone, DSP and DSP presets. It is not a backup of the operating system, media files or hotel, POS and inventory databases.
3	Import backup	Restores audio and browser-local settings from a compatible backup.	Select and apply the destination hardware first. Import checks channel and zone compatibility and retains destination devices. If partial restoration is reported, review both parts before continuing.
4	Reset local data	Deletes local browser Orvestra data after confirmation and reloads the GUI.	Does not uninstall Core; export a backup before use.
5	Mute during startup	Determines whether the system starts muted.	Yes / No.
6	Startup volume enabled	Determines whether a specified startup volume is applied.	Enabled / Off.

#	Screen 27 / option	What it does	Values and behaviour
7	Startup volume value	Master level to apply at startup when enabled.	-60 to +6 dB, step 0.5 dB.
8	Default preset on startup	Determines whether the selected performance preset is loaded at startup.	Enabled / Off.
9	Startup preset selection	Chooses a named performance preset for the next startup.	Dynamic list of named Performance slots.
10	Daily use controls	Shows or hides quick performance presets on Home.	Home presets visible / hidden.
11	Controls PIN	Requires a PIN to unlock local controls.	Required / Off; does not replace portal sign-in or phone pairing.
12	Control PIN	Sets the numeric PIN used to unlock local operation.	4-6 digits; non-digit characters are removed from input.

28 Settings - Remote Access

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.

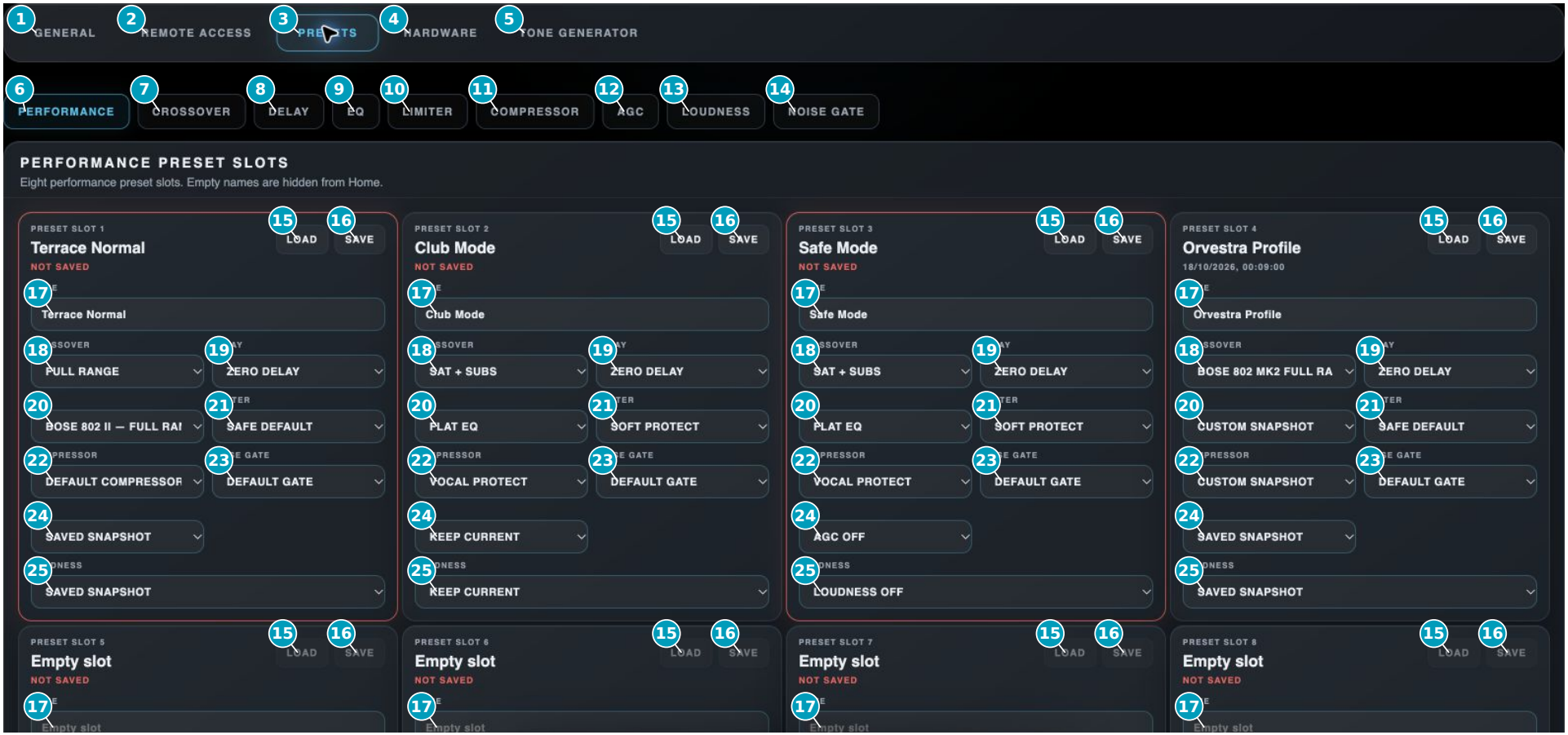


The Core name and existing paired devices are real. No new valid pairing QR was generated. Pairing is different from a guest table QR: it grants approved remote-control access to Core.

#	Screen 28 / option	What it does	Values and behaviour
1	Show pairing QR	Starts Orvestra Remote pairing. A phone scans the QR and confirms its request; an administrator approves it in the GUI.	A paired phone remains paired until removed by an administrator. No new live pairing QR is included here.

29 Settings - Performance presets

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.



Eight Performance slots combine DSP module snapshots. An empty name hides a slot from quick Home access. Custom snapshot means its values do not match a named module slot, not that a file is missing.

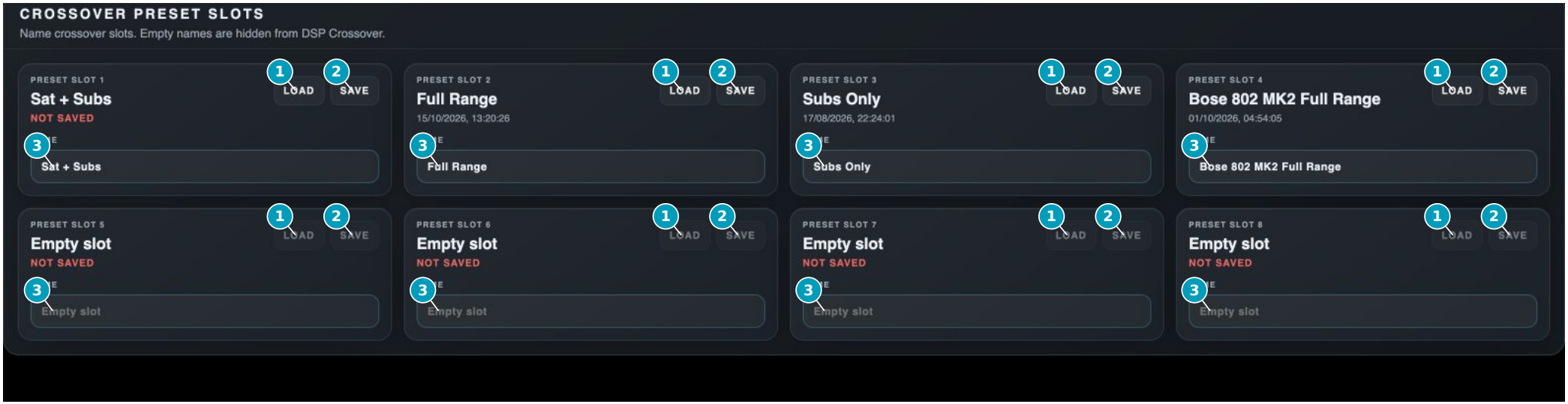
#	Screen 29 / option	What it does	Values and behaviour
1	General	Opens the general settings of the selected main section.	Navigation only; does not change audio settings.
2	Remote Access	Opens phone pairing and the list of previously paired devices.	Navigation only; does not change audio settings.
3	Presets	Opens stored settings and preset-slot names.	Navigation only; does not change audio settings.

#	Screen 29 / option	What it does	Values and behaviour
4	Hardware	Opens audio-interface detection and selection.	Navigation only; does not change audio settings.
5	Tone Generator	Opens the test-signal generator.	Navigation only; does not change audio settings.
6	Performance	Opens Performance preset-slot editing. Selecting this tab only changes the view.	Navigation between preset groups.
7	Crossover	Opens Crossover preset-slot editing. Selecting this tab only changes the view.	Navigation between preset groups.
8	Delay	Opens Delay preset-slot editing. Selecting this tab only changes the view.	Navigation between preset groups.
9	EQ	Opens EQ preset-slot editing. Selecting this tab only changes the view.	Navigation between preset groups.
10	Limiter	Opens Limiter preset-slot editing. Selecting this tab only changes the view.	Navigation between preset groups.
11	Compressor	Opens Compressor preset-slot editing. Selecting this tab only changes the view.	Navigation between preset groups.
12	AGC	Opens AGC preset-slot editing. Selecting this tab only changes the view.	Navigation between preset groups.
13	Loudness	Opens Loudness preset-slot editing. Selecting this tab only changes the view.	Navigation between preset groups.
14	Noise Gate	Opens Noise Gate preset-slot editing. Selecting this tab only changes the view.	Navigation between preset groups.
15	Load performance preset	Loads the selected combined DSP configuration, including saved AGC/Loudness snapshots when present.	Immediately changes active processing; different from recalling a Multizone scene.
16	Save performance preset	Stores current module settings in the selected performance slot.	The slot needs a name; replaces the previous snapshot.
17	Slot name	Renames this slot. Empty names hide standard module slots from quick DSP views, and Performance slots from Home.	Eight slots per group. AGC/Loudness names allow up to 80 characters.
18	Crossover in performance preset	Selects a stored Crossover module snapshot for this performance preset. Custom snapshot identifies values that do not match a named module slot.	Dynamic module-slot list; edits the preset composition.
19	Delay in performance preset	Selects a stored Delay module snapshot for this performance preset. Custom snapshot identifies values that do not match a named module slot.	Dynamic module-slot list; edits the preset composition.
20	EQ in performance preset	Selects a stored EQ module snapshot for this performance preset. Custom snapshot identifies values that do not match a named module slot.	Dynamic module-slot list; edits the preset composition.
21	Limiter in performance preset	Selects a stored Limiter module snapshot for this performance preset. Custom snapshot identifies values that do not match a named module slot.	Dynamic module-slot list; edits the preset composition.
22	Compressor in performance preset	Selects a stored Compressor module snapshot for this performance preset. Custom snapshot identifies values that do not match a named module slot.	Dynamic module-slot list; edits the preset composition.

#	Screen 29 / option	What it does	Values and behaviour
23	Noise Gate in performance preset	Selects a stored Noise Gate module snapshot for this performance preset. Custom snapshot identifies values that do not match a named module slot.	Dynamic module-slot list; edits the preset composition.
24	AGC in performance preset	Assigns a saved AGC configuration to this performance preset. Saved snapshot preserves its existing snapshot; Keep current means there is no saved snapshot to replace current processing.	Named saved slots or Saved snapshot / Keep current, depending on preset state.
25	Loudness in performance preset	Assigns a saved Loudness configuration to this performance preset. Saved snapshot preserves its existing snapshot; Keep current means there is no saved snapshot to replace current processing.	Named saved slots or Saved snapshot / Keep current, depending on preset state.

30 Presets - Crossover

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.

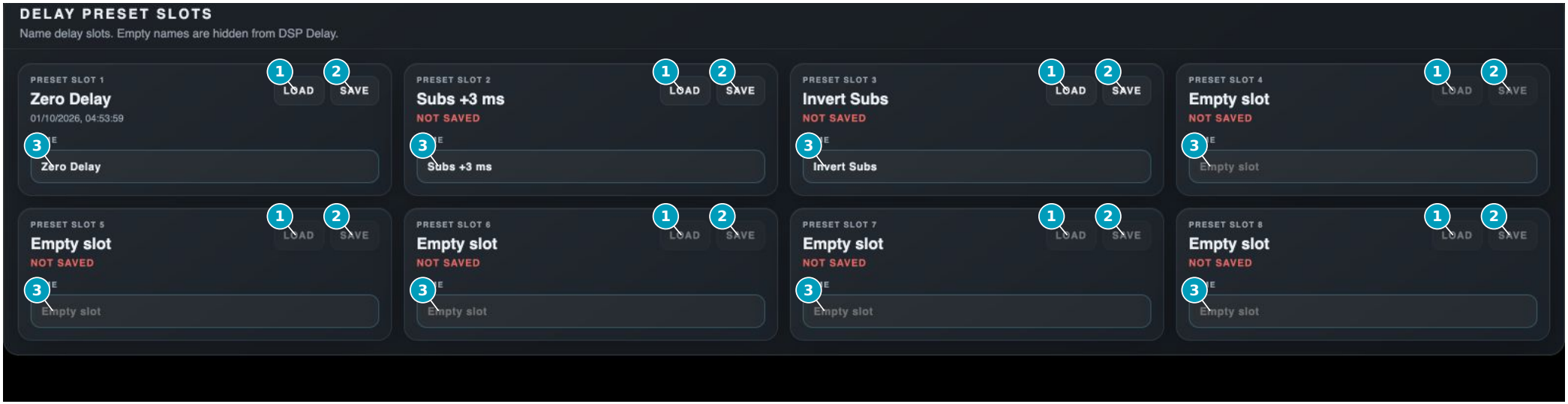


Eight slots store this module configuration. Repeated annotation numbers identify matching controls on each slot. Names and dates are actual installation data, not a factory list guaranteed on every Core.

#	Screen 30 / option	What it does	Values and behaviour
1	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
2	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.
3	Slot name	Renames this slot. Empty names hide standard module slots from quick DSP views, and Performance slots from Home.	Eight slots per group. AGC/Loudness names allow up to 80 characters.

31 Presets - Delay

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.

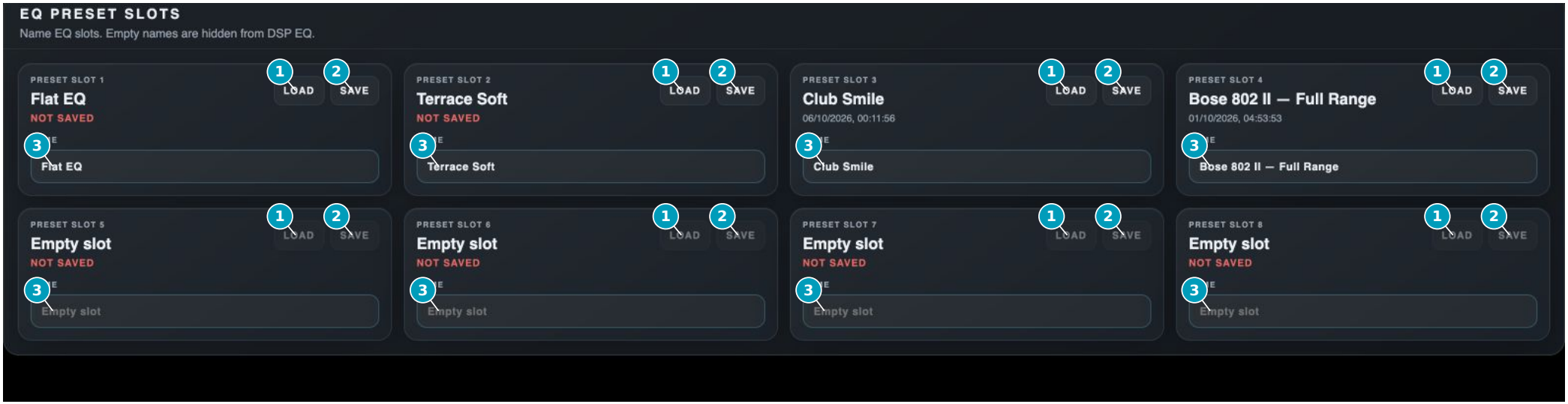


Eight slots store this module configuration. Repeated annotation numbers identify matching controls on each slot. Names and dates are actual installation data, not a factory list guaranteed on every Core.

#	Screen 31 / option	What it does	Values and behaviour
1	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
2	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.
3	Slot name	Renames this slot. Empty names hide standard module slots from quick DSP views, and Performance slots from Home.	Eight slots per group. AGC/Loudness names allow up to 80 characters.

32 Presets - EQ

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.

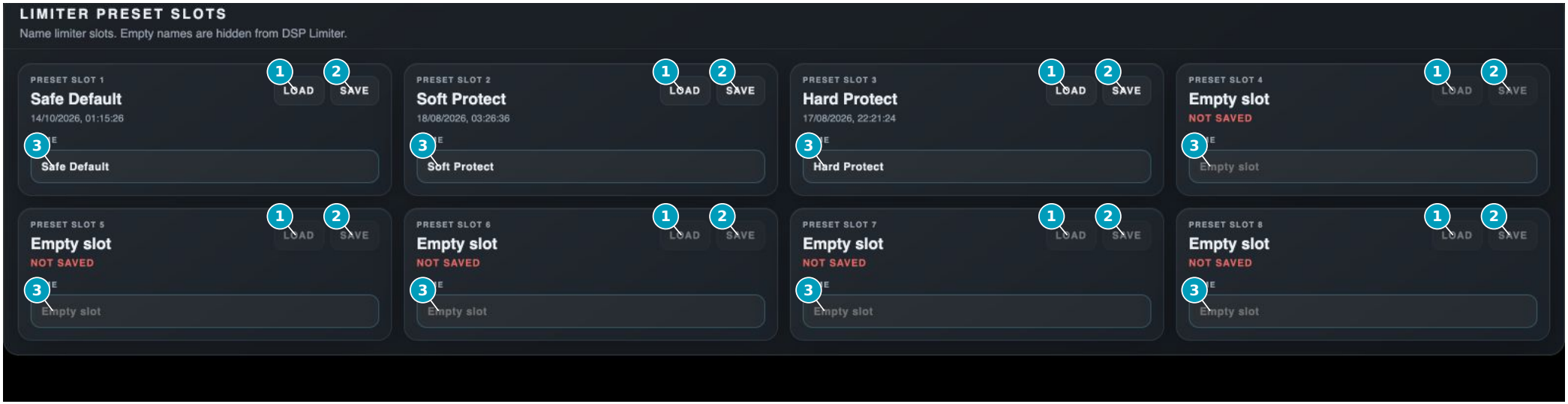


Eight slots store this module configuration. Repeated annotation numbers identify matching controls on each slot. Names and dates are actual installation data, not a factory list guaranteed on every Core.

#	Screen 32 / option	What it does	Values and behaviour
1	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
2	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.
3	Slot name	Renames this slot. Empty names hide standard module slots from quick DSP views, and Performance slots from Home.	Eight slots per group. AGC/Loudness names allow up to 80 characters.

33 Presets - Limiter

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.

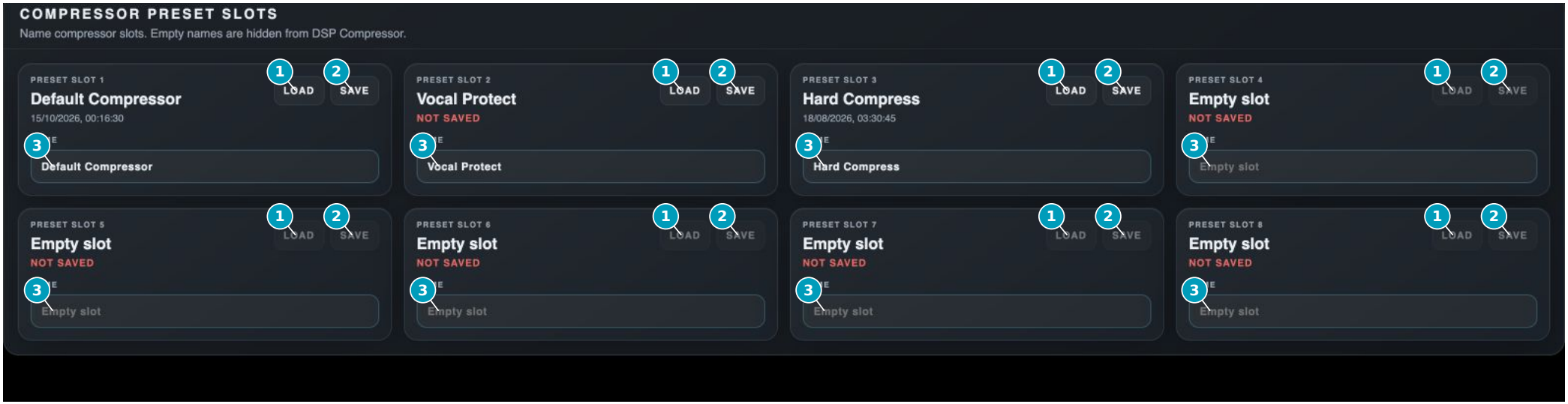


Eight slots store this module configuration. Repeated annotation numbers identify matching controls on each slot. Names and dates are actual installation data, not a factory list guaranteed on every Core.

#	Screen 33 / option	What it does	Values and behaviour
1	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
2	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.
3	Slot name	Renames this slot. Empty names hide standard module slots from quick DSP views, and Performance slots from Home.	Eight slots per group. AGC/Loudness names allow up to 80 characters.

34 Presets - Compressor

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.

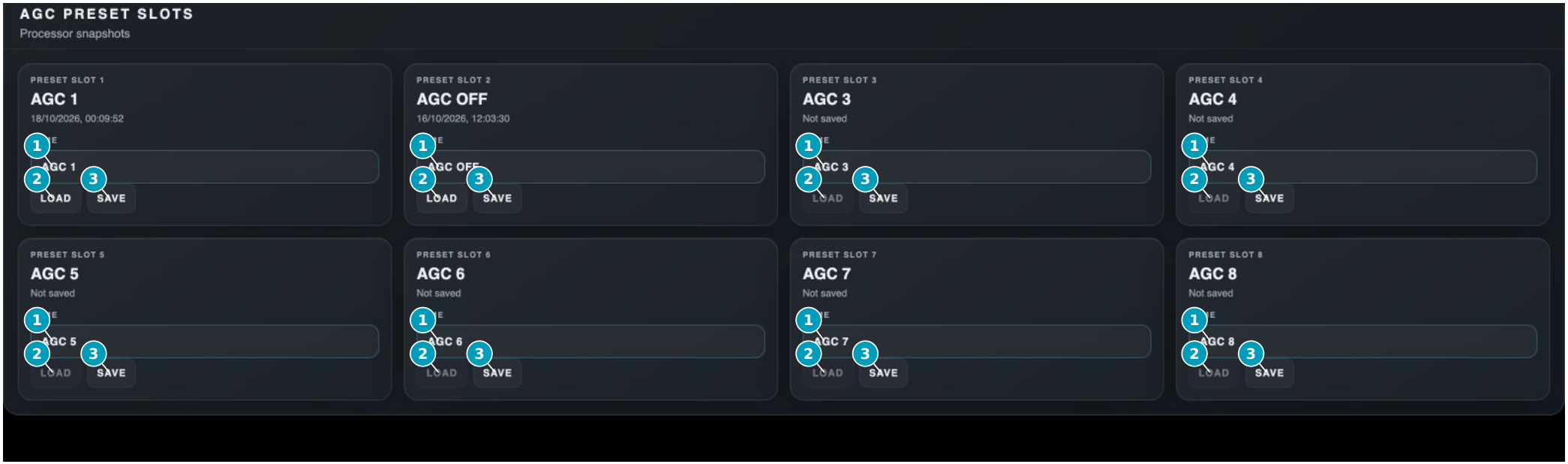


Eight slots store this module configuration. Repeated annotation numbers identify matching controls on each slot. Names and dates are actual installation data, not a factory list guaranteed on every Core.

#	Screen 34 / option	What it does	Values and behaviour
1	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
2	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.
3	Slot name	Renames this slot. Empty names hide standard module slots from quick DSP views, and Performance slots from Home.	Eight slots per group. AGC/Loudness names allow up to 80 characters.

35 Presets - AGC

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.

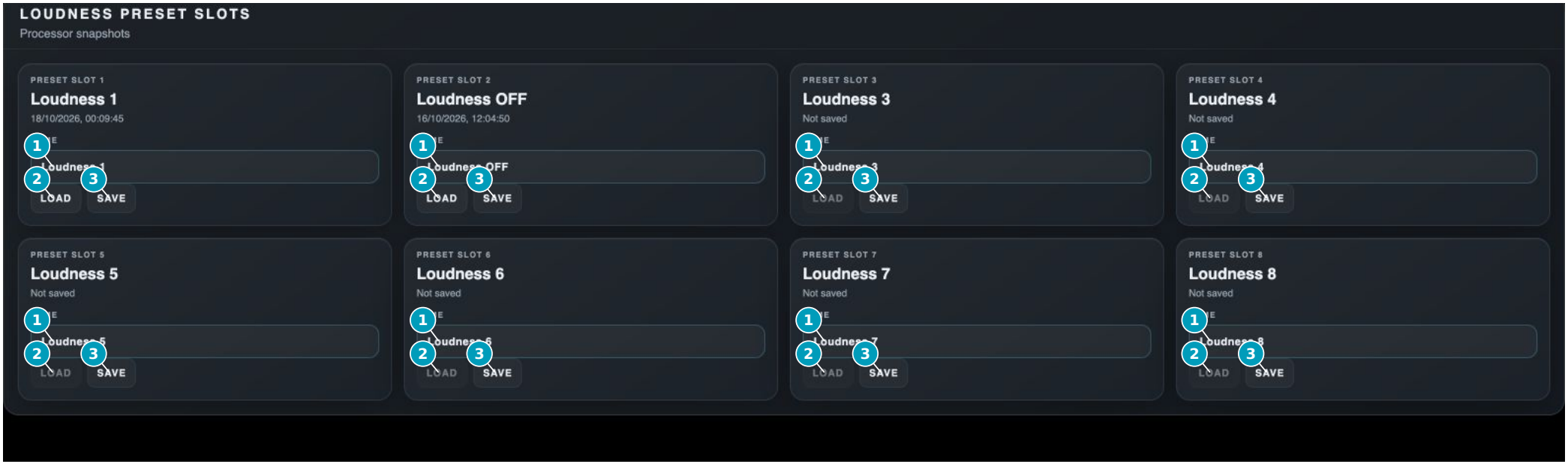


Eight slots store this module configuration. Repeated annotation numbers identify matching controls on each slot. Names and dates are actual installation data, not a factory list guaranteed on every Core.

#	Screen 35 / option	What it does	Values and behaviour
1	Slot name	Renames this slot. Empty names hide standard module slots from quick DSP views, and Performance slots from Home.	Eight slots per group. AGC/Loudness names allow up to 80 characters.
2	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
3	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.

36 Presets - Loudness

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.

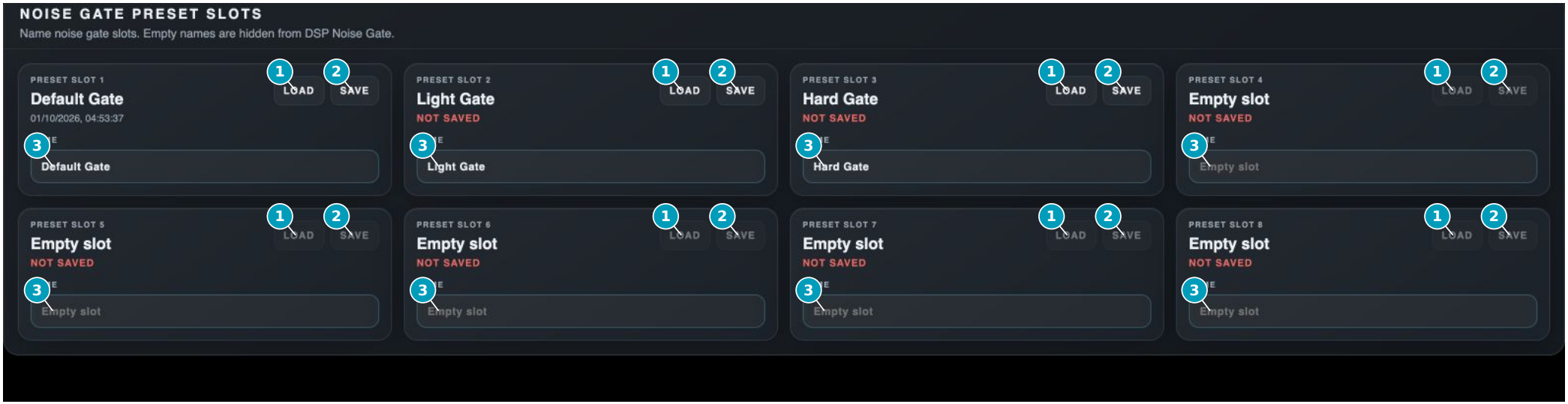


Eight slots store this module configuration. Repeated annotation numbers identify matching controls on each slot. Names and dates are actual installation data, not a factory list guaranteed on every Core.

#	Screen 36 / option	What it does	Values and behaviour
1	Slot name	Renames this slot. Empty names hide standard module slots from quick DSP views, and Performance slots from Home.	Eight slots per group. AGC/Loudness names allow up to 80 characters.
2	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
3	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.

37 Presets - Noise Gate

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.

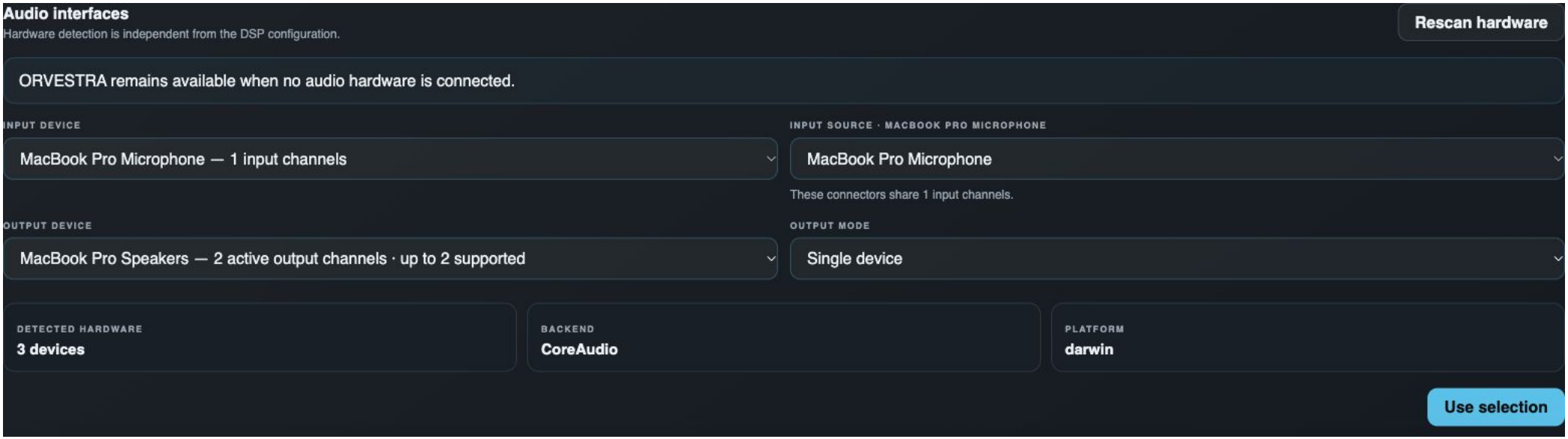


Eight slots store this module configuration. Repeated annotation numbers identify matching controls on each slot. Names and dates are actual installation data, not a factory list guaranteed on every Core.

#	Screen 37 / option	What it does	Values and behaviour
1	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
2	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.
3	Slot name	Renames this slot. Empty names hide standard module slots from quick DSP views, and Performance slots from Home.	Eight slots per group. AGC/Loudness names allow up to 80 characters.

38 Settings - Hardware

Actual screenshot, 3 November 2026. Values are examples, not recommended settings.



Input device / Input source

Select the device, then a source if the operating system exposes it. Microphone and Line In may share capture channels; two connectors do not imply two independent stereo inputs. A combined source is available only when the device actually supports it.

Output device / Output channels

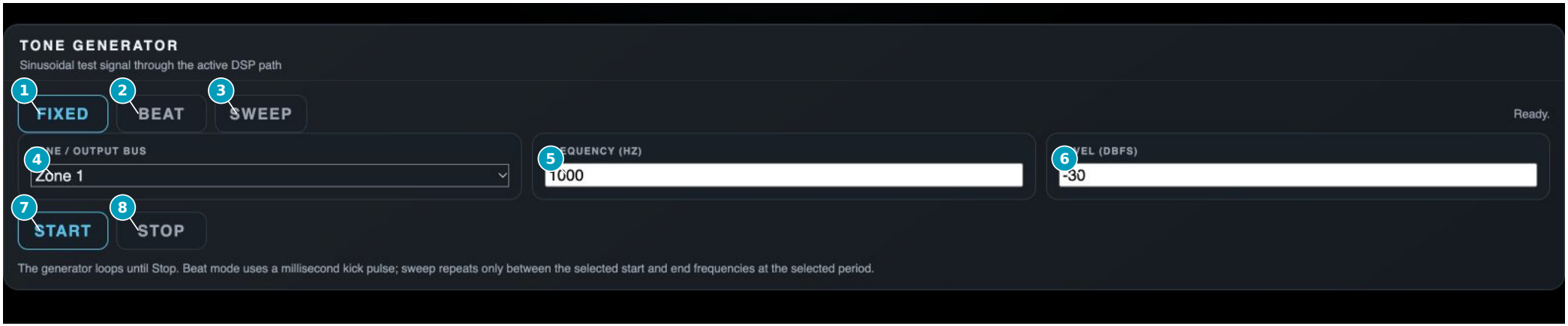
Compare the active channel count with the supported maximum. Where a format selector is offered, select the required output count and confirm Use selection. 7.1 means up to eight output channels, not eight inputs.

Output mode / Use selection

Single device uses one device. Aggregate outputs combines supported outputs with channel order, clock reference and offset. Rescan hardware refreshes the list; Use selection applies the choice. Schedule hardware changes outside playback.

39 Settings - Tone Generator

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.

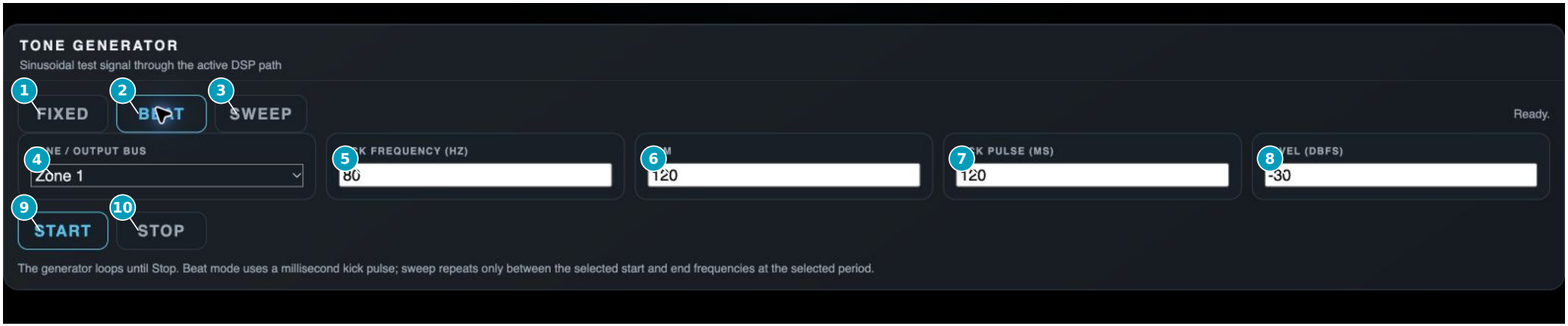


No tone was started for these captures. The signal follows the active DSP path, including volume, mute and processing. Leaving the generator component also stops its tone.

#	Screen 39 / option	What it does	Values and behaviour
1	fixed	Selects a continuous sine wave at one frequency. Selecting the mode does not start sound.	Fixed mode; playback starts with Start.
2	beat	Selects a periodic sine-wave kick pulse.	Beat mode; frequency, BPM and pulse duration are set separately.
3	sweep	Selects repeated sweeps from a start to an end frequency.	Sweep mode; endpoints and period are set separately.
4	Zone / output bus	Selects the zone receiving the test signal through the active DSP path.	Enabled zones; this does not bypass DSP.
5	Frequency / Kick frequency	Sets the sine-wave or kick-pulse frequency.	10-22000 Hz.
6	Level dBFS	Digital level of the generated test signal.	-60 to 0 dBFS, step 1 dB; default -30 dBFS.
7	Start generator	Starts the test signal with the selected settings in the selected zone.	Repeats until stopped; disabled while the generator is active.
8	Stop generator	Stops the tone generator.	Disabled when the generator is inactive.

40 Tone Generator - Beat

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.

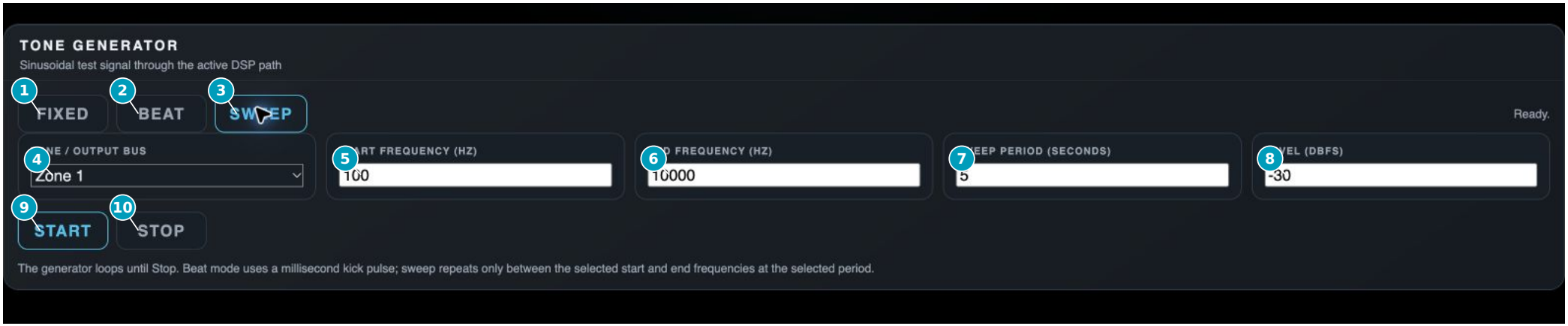


Beat creates periodic sine-wave kick pulses. This page sets parameters; only Start begins actual playback.

#	Screen 40 / option	What it does	Values and behaviour
1	fixed	Selects a continuous sine wave at one frequency. Selecting the mode does not start sound.	Fixed mode; playback starts with Start.
2	beat	Selects a periodic sine-wave kick pulse.	Beat mode; frequency, BPM and pulse duration are set separately.
3	sweep	Selects repeated sweeps from a start to an end frequency.	Sweep mode; endpoints and period are set separately.
4	Zone / output bus	Selects the zone receiving the test signal through the active DSP path.	Enabled zones; this does not bypass DSP.
5	Frequency / Kick frequency	Sets the sine-wave or kick-pulse frequency.	10-22000 Hz.
6	BPM	Number of kick pulses per minute.	20-300 BPM.
7	Kick pulse ms	Duration of one kick pulse.	5-1000 ms.
8	Level dBFS	Digital level of the generated test signal.	-60 to 0 dBFS, step 1 dB; default -30 dBFS.
9	Start generator	Starts the test signal with the selected settings in the selected zone.	Repeats until stopped; disabled while the generator is active.
10	Stop generator	Stops the tone generator.	Disabled when the generator is inactive.

41 Tone Generator - Sweep

Actual capture dated 20 October 2026; text revised 3 November 2026. Numbers link controls to table rows.

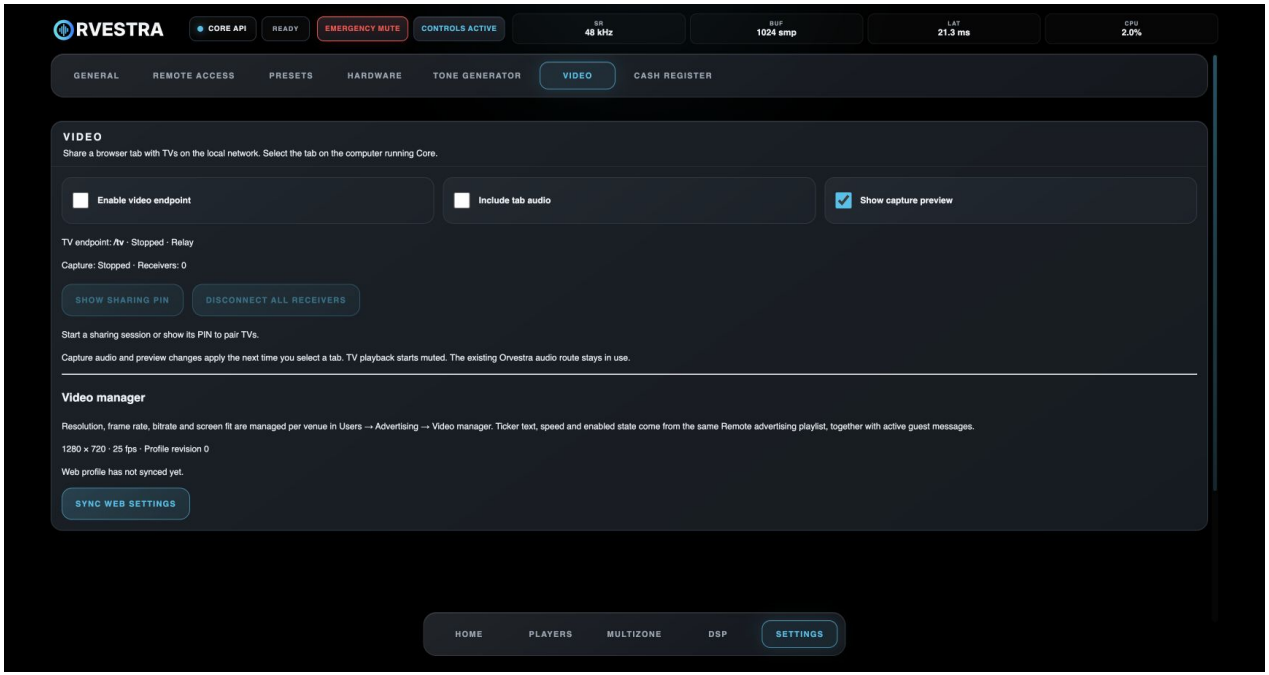


Sweep repeats between the selected start and end frequencies. Level is the digital signal level before subsequent gain and processing, not measured acoustic SPL.

#	Screen 41 / option	What it does	Values and behaviour
1	fixed	Selects a continuous sine wave at one frequency. Selecting the mode does not start sound.	Fixed mode; playback starts with Start.
2	beat	Selects a periodic sine-wave kick pulse.	Beat mode; frequency, BPM and pulse duration are set separately.
3	sweep	Selects repeated sweeps from a start to an end frequency.	Sweep mode; endpoints and period are set separately.
4	Zone / output bus	Selects the zone receiving the test signal through the active DSP path.	Enabled zones; this does not bypass DSP.
5	Start frequency	Sweep start frequency.	10-22000 Hz.
6	End frequency	Sweep end frequency.	10-22000 Hz.
7	Sweep period	Time for one pass from start to end frequency.	0.5-20 s, step 0.5 s.
8	Level dBFS	Digital level of the generated test signal.	-60 to 0 dBFS, step 1 dB; default -30 dBFS.
9	Start generator	Starts the test signal with the selected settings in the selected zone.	Repeats until stopped; disabled while the generator is active.
10	Stop generator	Stops the tone generator.	Disabled when the generator is inactive.

42 Video - presentations on multiple TVs

Actual screenshot, 3 November 2026. Values are examples, not recommended settings.



Start new sharing session

Enable the video endpoint, open capture and choose a browser tab. For presentation audio, enable Include tab audio and grant tab-audio sharing in the browser picker where available. Each TV opens the receiver address and enters the displayed code.

Odaberi novi tab

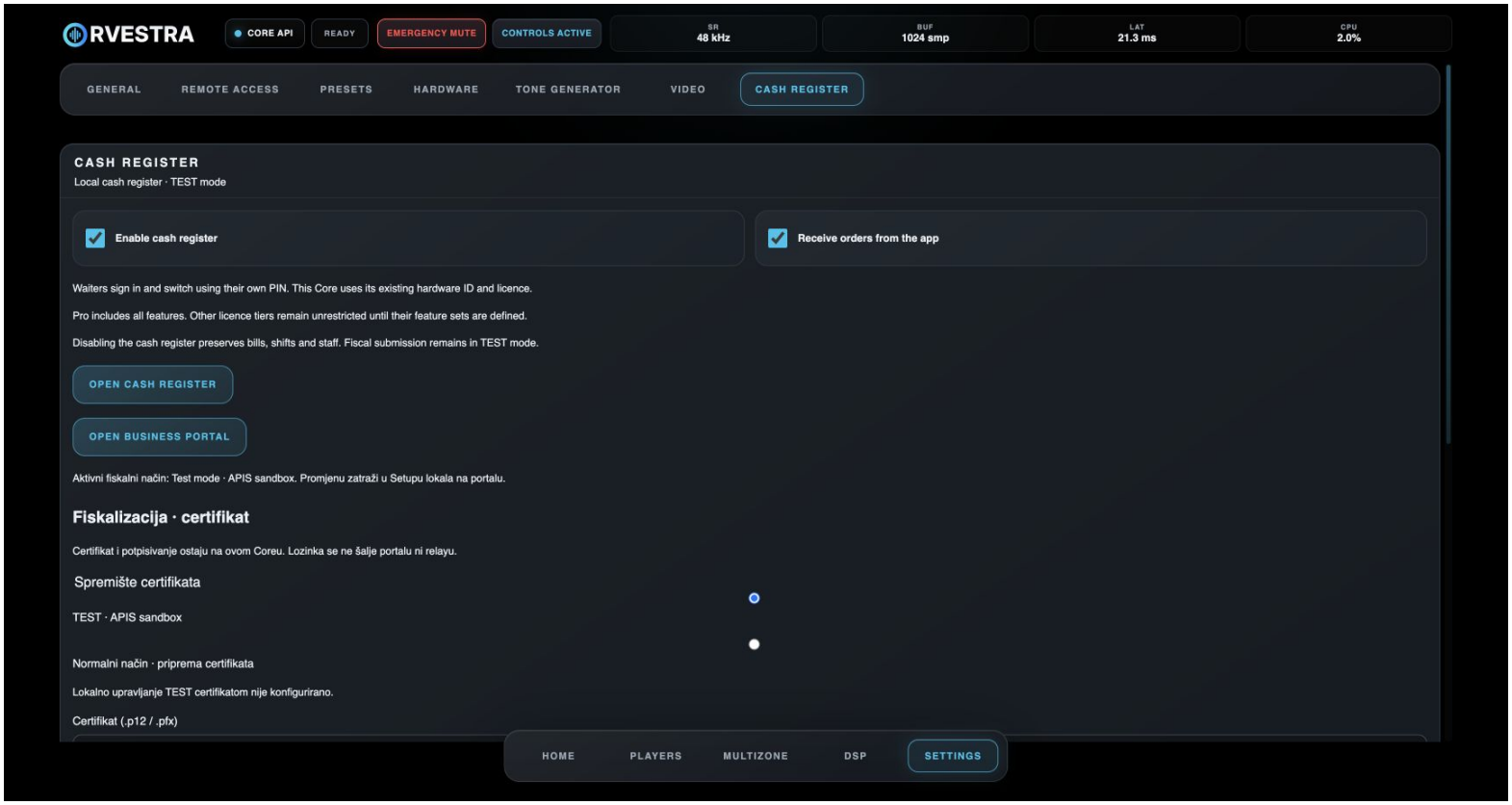
During sharing, use this button on the capture page. Select another tab and confirm. The existing session stays connected, so TVs do not need to pair again. Cancelling the picker retains the previous tab. Do not create a new session merely to change content.

PowerPoint and the network

Open the presentation in a browser, start presenting and share that tab. Picture and supported audio travel over LAN or WLAN to multiple TVs without HDMI distribution. This is tab streaming, not a built-in PowerPoint player or direct PPT import. Quality depends on the network and browser capabilities.

43 Settings - Cash register and TEST mode

Actual screenshot, 3 November 2026. Values are examples, not recommended settings.



Business functions

This section enables local POS functions and shows their settings. Open hotel operations through Hotel in the Users portal. A TEST receipt is not a live fiscal receipt; actual operation requires the issuer configuration and appropriate permissions.

44 IoT - output controls

Actual interface capture, 6 November 2026. Unavailable indicates a device without a confirmed connection.



Open the controls

In Core, open IOT in the bottom navigation. In the Users portal, open IoT > Controls. Assigned IoT buttons are also available in a connected POS. Outputs depend on your venue assignment and permissions; button names come from server setup.

Pulse or continuous operation

Pulse: press the output name once and wait for completion. The relay switches off after its configured duration. Continuous ON/OFF: the same button turns the output on and off. A green border means OFF; red means ON. The display follows device confirmation, not merely a submitted request.

Unavailable device or pending action

If Unavailable is displayed, check device power and connectivity. Do not rapidly repeat a request awaiting confirmation. For an uncertain result, first check the refreshed state. Locked Core controls prevent operation. If no devices are assigned, ask the administrator to check the venue assignment and enabled outputs.

What ON confirms

ON is the output state reported by the board. Without a separate sensor, it does not confirm that a barrier is open, a door is unlocked or the connected load is working.

45 IoT - power, connectivity and updates

First Wi-Fi connection

A factory-prepared board without saved Wi-Fi settings opens Orvestra_Relay_XXXX, where XXXX is the last four hexadecimal digits of its MAC address. Connect to that network, open http://192.168.4.1 and enter the local 2.4 GHz Wi-Fi details. Factory web login is admin / admin; the administrator should then change the password in the board interface. Record the device ID and give it to the administrator for venue assignment. Wi-Fi connectivity alone does not complete assignment and access to Orvestra.

Outputs that may pulse at startup

May pulse during startup identifies an output whose electrical state may change briefly when the ESP starts. It is a warning, not a ban on using the output. The installer must choose a suitable purpose and verify the actual board.

Remote control power supply

If the installation has a dedicated supply relay, select Power supply relay under Remote control power supply. Power-on delay (ms) allows the board to settle; Remote warmup (ms) allows the remote control to start before commands are accepted. The supply relay cannot also be an ordinary pulse output. The installer sets these values to match the actual wiring.

Connection loss and restart

Continuous ON/OFF outputs retain their state on network loss; they do not automatically turn off after 60 seconds. Pulses finish on the local timer. Reconnection synchronizes the display without replaying an old command. Power loss or restarting the board differs from network loss: firmware starts outputs OFF, with a possible brief startup pulse on the marked GPIO outputs.

Device firmware

An administrator manages updates through Device firmware in the portal when an appropriate signed version is available. An initial USB installation is required for OTA means compatible firmware must first be installed over USB. Updating Core does not automatically update the relay board. Schedule updates when output interruption is acceptable.

46 First start - company, venue and modules

Licence and module selection

Activate the licence. The wizard shows steps for the modules included in your licence. Select or enter the company and venue first. The cash register receives its venue binding automatically; there is no need to copy a venue identifier manually.

Real or demo details

Choose demo mode if your operational details are not ready. Hotel setup prepares a demo property; POS setup uses a test configuration. Demo documents and records are not real invoices or card charges. Before real operation, enter company, business-premises and applicable fiscal settings.

Readiness checks

Continue when the checks confirm the correct venue, operating mode and service availability. Complete the first operator in POS. If a service is not ready, review the displayed error and repeat the check; an active licence alone does not mean the cash register is ready.

Resuming setup

The wizard keeps completed steps for the licence. Changing the assigned venue or configuration may require another check. Steps for unavailable modules should not be confirmed manually.

47 IoT - venue assignment and Remote

Device assignment

In IoT device settings, select the company and venue where the board is installed. Device and output names come from the saved settings. Availability follows venue assignment, user permissions and the licence, rather than a predefined email address.

App controls

In the paired Remote view, select IoT beside Audio. Available outputs for the assigned venue appear automatically. The countdown after a pulse applies to outputs on the same board; another board remains independent. An offline board cannot confirm execution.

Pulse or maintained state

An output can use pulse mode or maintained ON/OFF. A maintained output keeps its state during a network interruption, and its displayed status synchronizes with the device when the connection returns. A lost connection does not confirm that an output is off. For schedules, select the output, action, days, time and time zone.

Signal measurement

Input shows the input signal, Post-input shows available measurement after input processing, and Output shows output signal. An enabled processor is not proof of current activity. When disconnected, check measurement and hardware status; saved values are not proof of a current signal.

Platform differences

Device counts, source names and simultaneous use depend on CoreAudio, ALSA/PipeWire or the Windows driver. The built-in Mac microphone example does not demonstrate every Delock capability.