S-TRACK

P6

Programmable Touch Control Panel

User Manual

Product Compliance Statement

I. Product Quality Assurance

Our company is committed to providing high-quality civilian products. All products are carefully designed and manufactured to ensure compliance with relevant national and industry standards. We strictly adhere to our product quality management system to guarantee product performance, reliability, and durability, thereby providing users with an exceptional user experience.

II. Legal Compliance

Our company consistently complies with national laws, regulations, and product standards, and strictly adheres to all relevant regulations in the design, production, and sales processes of our products. We guarantee that the products we sell meet relevant product compliance requirements and continuously update and advance related technologies and production processes to ensure the legality and compliance of our products.

III. Environmental Responsibility

Our company places great importance on environmental protection and sustainable development. In the product design and manufacturing processes, we use environmentally friendly materials and continuously improve production processes to minimize our environmental impact. We are committed to complying with national and local environmental protection laws and regulations and contributing to the creation of a greener planet.

IV. Health and Safety

The health and safety of our users are our company’s top priority. Our products comply with relevant health and safety standards and have undergone rigorous testing and verification to ensure they pose no harm or risk to users. We actively promote knowledge regarding safe use and maintenance, and provide detailed product instructions and warning information to safeguard users’ physical health and personal safety.

V. Protection of User Rights

Our company respects users’ rights and is committed to protecting the security of their personal information and privacy. We strictly comply with relevant data protection laws and regulations and have established comprehensive information security management systems and technical measures to prevent the leakage, misuse, or improper use of personal information. We will spare no effort to protect users’ legitimate rights and interests and safeguard their personal privacy.

VI. After-Sales Service

Our company provides comprehensive after-sales service, including product quality guarantees, technical support, and problem resolution. If users have any questions or needs, they can contact our customer service team through official channels; we will respond promptly and provide satisfactory solutions.

Preface

The purpose of this section is to ensure that the user is able to use the product correctly through this manual in order to avoid danger in operation or property damage. Before using this product, please read the product manual carefully and keep it for future reference.

Outlined

This manual applies to Digital Signal Processor.

This manual describes the functions and use of the various functional modules of the Digital Signal Processor, and guides you through the installation and commissioning of the Digital Signal Processor.

Symbol Conventions

The symbols that may be found in this document are defined as follows.

Symbol	Description
Note	Provides additional information to emphasize or supplement important points of the main text.
Caution	Indicates a potentially hazardous situation, which if not avoided, could result in equipment damage, data loss, performance degradation, or unexpected results.
Danger	Indicates a hazard with a high level of risk, which if not avoided, will result in death or serious injury.

Safety Instructions

Danger

To ensure reliable use of the equipment and the safety of personnel, please observe the following during installation, use and maintenance:

- During the installation and use of the equipment, all electrical safety regulations of the country and the region of use must be strictly observed.
- When installing the equipment, make sure that the power supply of the equipment is PoE or 24V adapter.
- Keep the working environment well ventilated so that the heat generated by the equipment during operation can be discharged in time to avoid damage to the equipment due to excessive temperature.

- Always unplug the unit's power adapter from the AC power outlet before: A. Removing or reinstalling any part of the equipment; B. Disconnecting or reconnecting any electrical plug or connection of the equipment. Do not operate with electricity.
- There are AC high-voltage parts in the equipment, non-professionals should not disassemble them without permission to avoid the risk of electric shock. Do not repair the equipment privately to avoid aggravating the damage.
- Do not spill any corrosive chemicals or liquids on or near the equipment.
- If the unit emits smoke, odour or noises, turn off the power immediately and unplug the power cord, and contact your dealer or service centre.
- If the appliance is not working properly, contact the shop where you purchased the appliance or the nearest service centre and do not disassemble or modify the appliance in any way. (We cannot be held responsible for problems caused by unapproved modifications or repairs).

Caution

- Do not drop objects on the equipment or vibrate the equipment vigorously, and keep the equipment away from locations with magnetic field interference. Avoid installing the equipment in a place where the surface vibrates or is susceptible to shock (neglecting this may damage the equipment).
- Do not use the equipment in high temperature, low temperature or high humidity environments. Refer to the equipment's data sheet for specific temperature and humidity requirements.
- Use the unit indoors, not in an exposed installation where it may be exposed to rain or extreme humidity.
- When the equipment is not used for a long period of time or in a humid and dewy environment, the main power supply of the equipment should be switched off.
- When cleaning the equipment, please use a sufficiently soft dry cloth or other alternatives to wipe the internal and external surfaces, do not use alkaline detergent to wash, and avoid hard objects to scratch the equipment.
- Please keep all the original packaging materials of the equipment properly, so that in case of problems, use the packaging materials to pack the equipment and send it to the agent or return it to the manufacturer for processing. We will not be responsible for any accidental damage in transit not caused by the original packaging materials.

Note

- Requirements for the quality of installation and commissioning personnel

  Qualifications or experience in the installation and commissioning of audio and video systems and qualifications to perform related work, in addition to the knowledge and operational skills listed below.

  - Basic knowledge and installation skills of audio and video systems and components.

- Basic knowledge and skills in low voltage cabling and wiring of low voltage electronics.
- Basic audio and networking knowledge and skills and the ability to read and understand the contents of this manual.

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Chapter 1 Programmable Touch Control Panel

1.1 Introduction

This is a programmable touch control panel that offers a seamlessly integrated user experience. Equipped with a 4-inch full-screen IPS display featuring a resolution of 480×480 RGB, it perfectly blends stylish design with powerful functionality. The device is powered by a high-performance Amlogic S905D3 quad-core Cortex-A55 processor and runs on Android 9.0, making it an all-in-one touchscreen solution for controlling audio processors. It supports volume control, mute control, matrix control, playback control, scene switching, and extensive customizable control programming—all designed for a convenient user experience. When used in conjunction with our company's DSP products, it can meet a wide range of application needs.

1.2 Product Features

- ✧ Core Processor: Amlogic S905D3, Quad-Core Cortex-A55;
- ✧ Capacitive touchscreen control with standard TCP/IP protocol transmission;
- ✧ Powered by PoE or 24V adapter;
- ✧ Network control processor, unlimited distance;
- ✧ 4-inch IPS slim-edge, ultra-thin full-screen operation;
- ✧ Supports volume control, mute control, matrix control, playback control, scene switching, and a wide range of customizable control programming, making it easy to use;
- ✧ Installation of 86-type wall-mounted boxes.

1.3 Connect Control Panel Device

This programmable touch control panel connects to a PoE or 24V adapter. When the control panel powers on, it automatically obtains an IP address by default. You must assign an IP address to the control panel via a router or switch that supports DHCP.

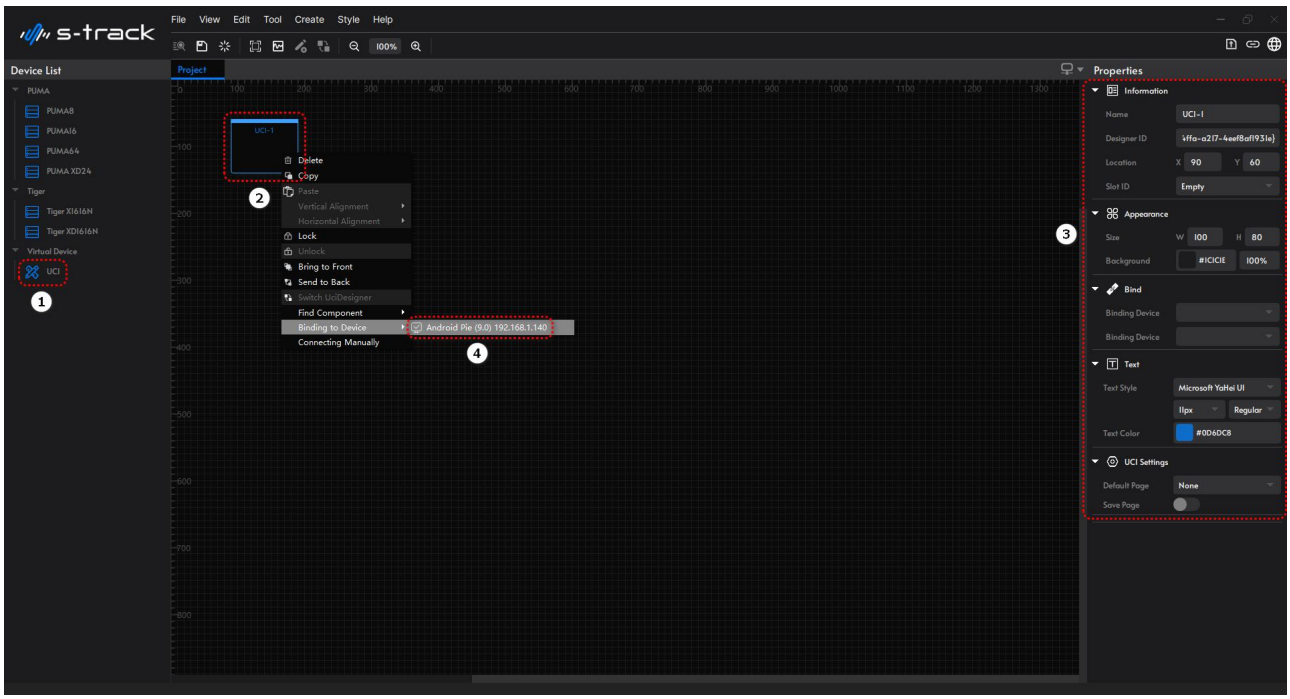
After the programmable touch control panel starts up, it comes with a pre-designed UCI scene by default. The default bound IP address for the DSP is 192.168.1.200. To change the bound IP address, refer to Chapter 2; to redesign the UCI, refer to the following chapters.



Chapter 2 Controls Semi-Open and Fixed DSP

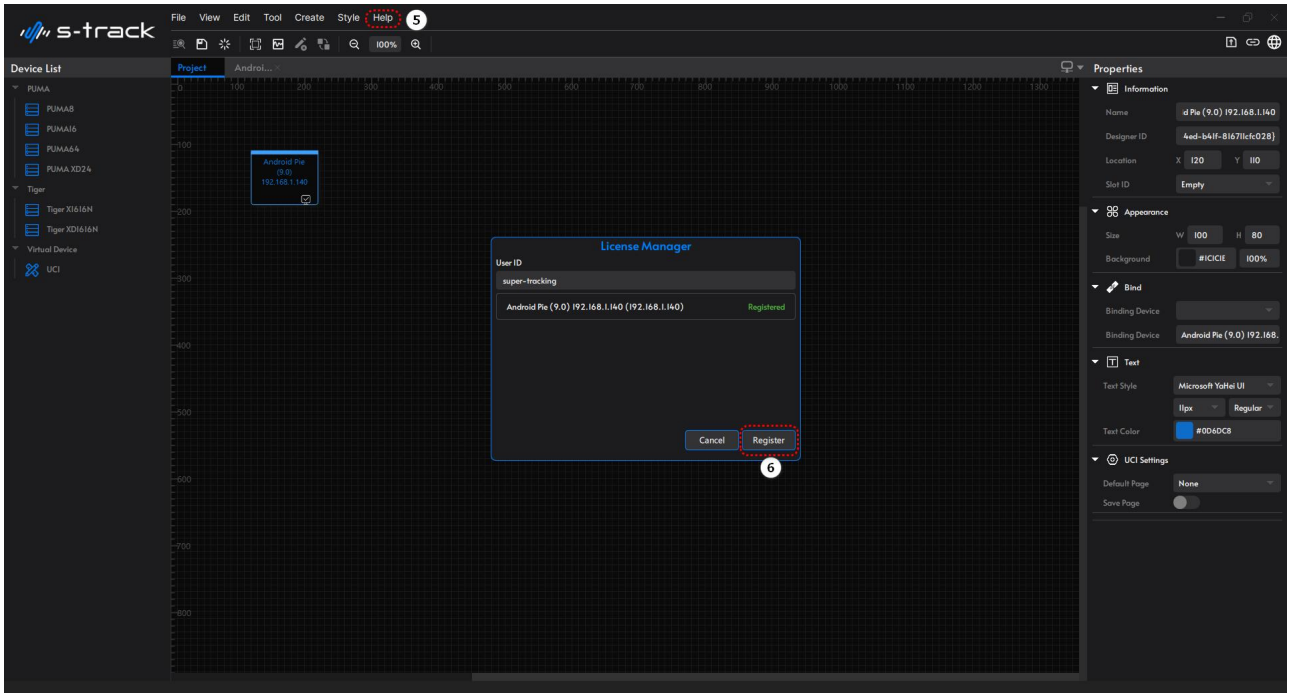
Use this programmable touch panel to control input mute, phantom power, and volume increase/decrease for the Semi-Open and Fixed DSP, as well as matrix mixing, output mute, and volume increase/decrease.

2.1 New UCI Control

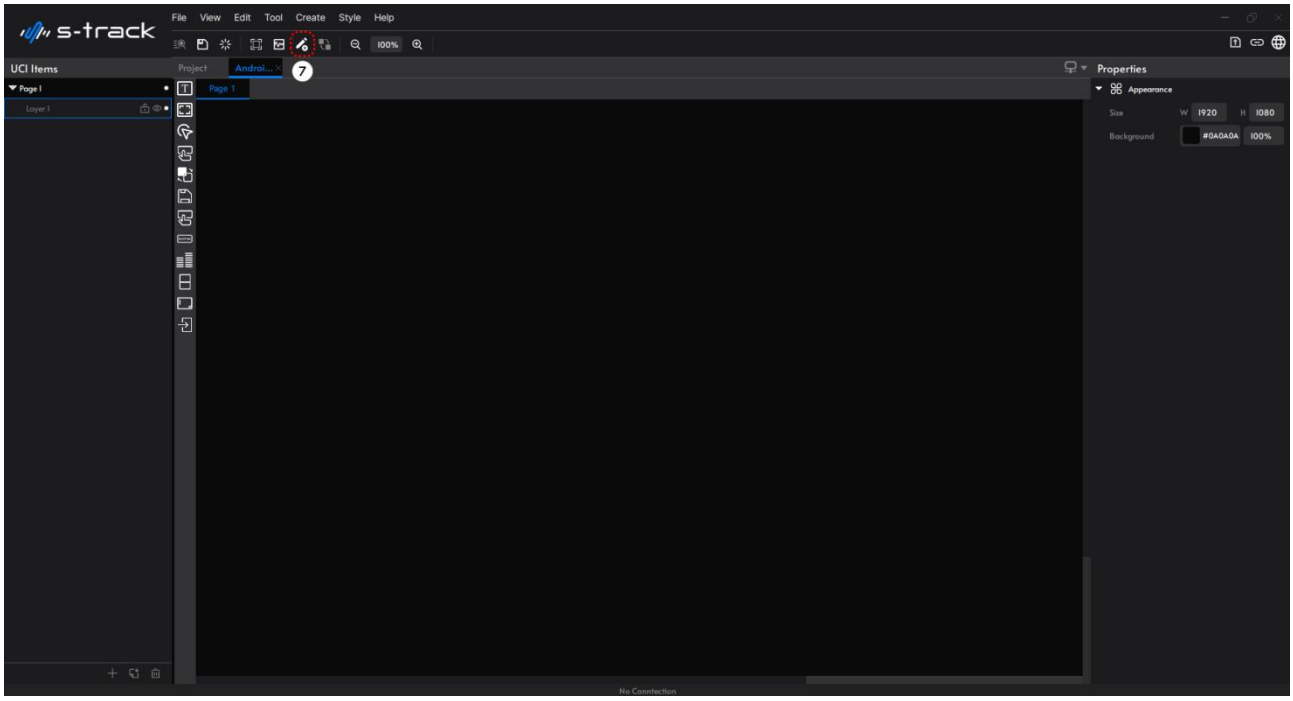


1. Create a new UCI control: In the Designer software's Project main interface, drag the Virtual Device ① UCI from the left pane to the Project interface. By default, it displays as ② "UCI-1." In the ③ Properties pane on the right, you can modify the UCI name, bind a DSP device, bind a UCI control panel, and configure other devices;

2. Bind a UCI device: Right-click ② "UCI-1," select ④ "Control Panel" or other devices under "Binding to Device" to bind the control panel device. The  icon indicates that the device is online;



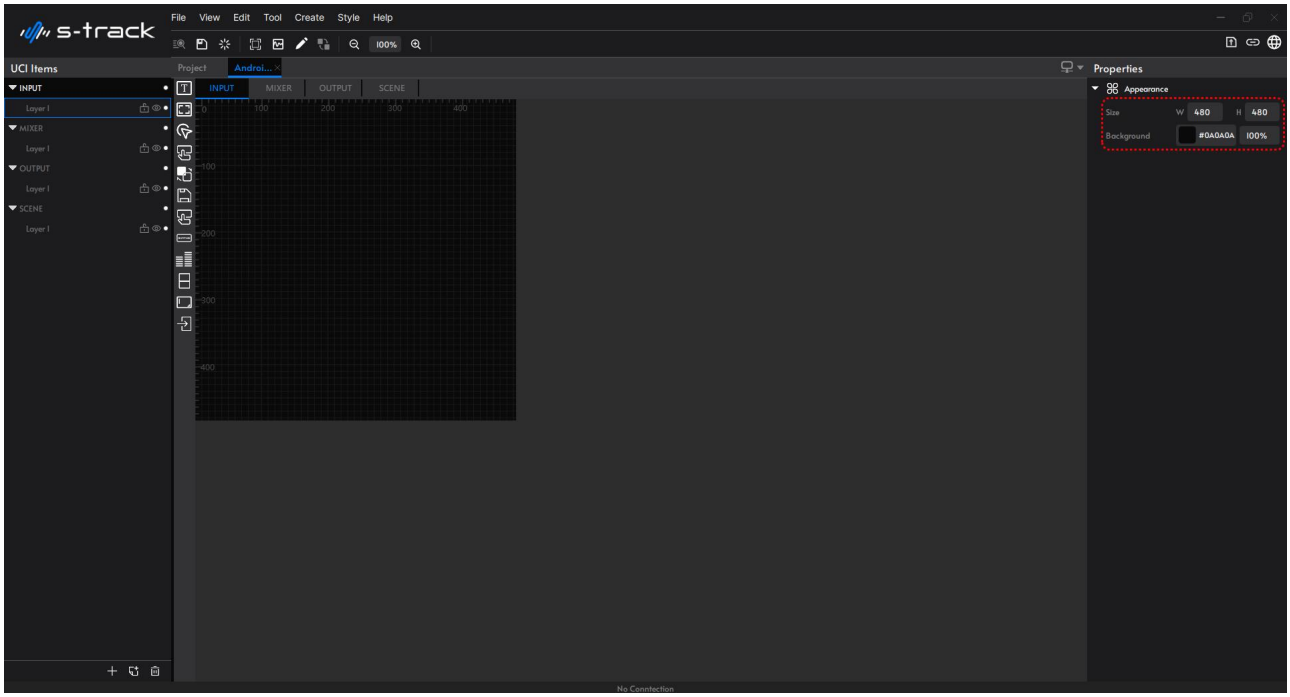
3. Register the UCI device: After binding the control panel, select ⑤ Menu > Help > License Manager to open the License Manager dialog box. Select the control panel device you want to register, then click ⑥ Register to register the control panel. Once registration is successful, the status will display as "Registered";



4. **Double-click** ②UCI on the design interface to enter the UCI design interface. Click the ⑦  icon to switch to  icon view; this will change the interface to UCI Designer Mode, which is the editable mode for UCI design. **Otherwise, you will not be able to drag and drop the controls on this interface.**

2.2 Add Page

Add 3 Pages: INPUT, MIXER, and OUTPUT, each with a Page Size of 480x480, as shown in the figure below:

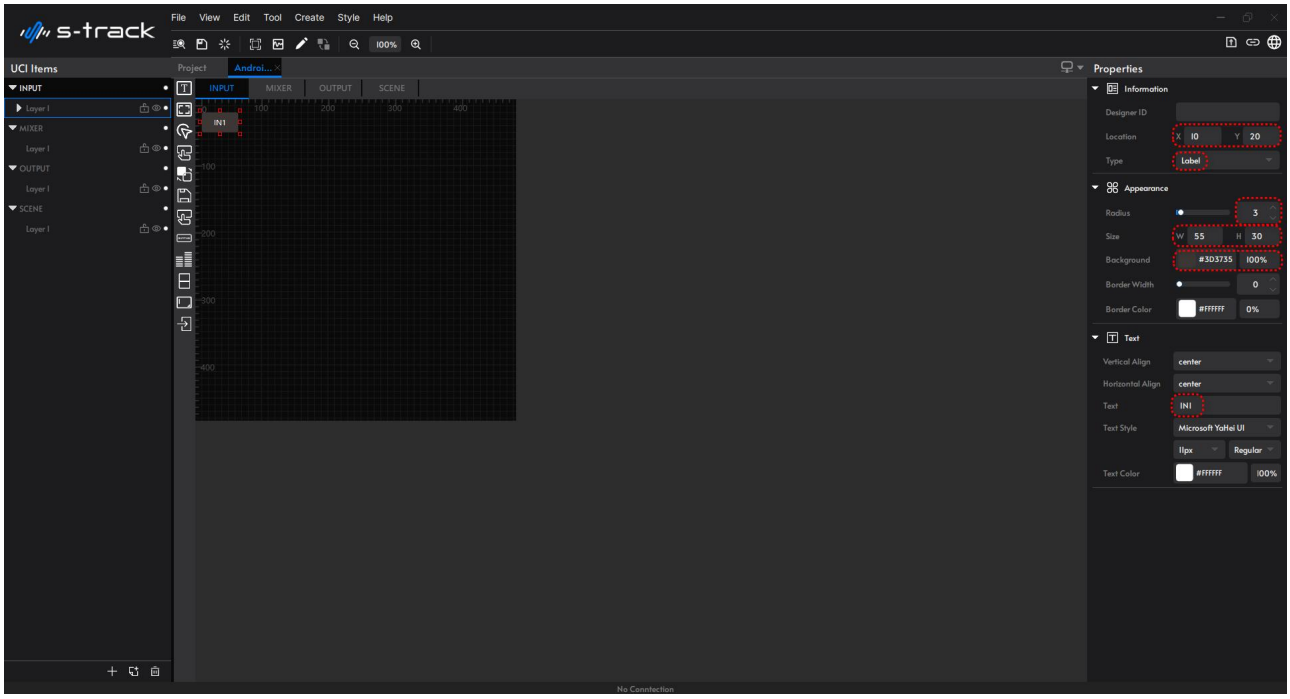


2.2.1 INPUT Page

1. Add an input channel named “IN1” and modify its properties as follows:

Properties	Value
Location	X: 10, Y: 20
Type	Label
Radius	3
Background	Color: #3D3735, Opacity: 100%
Text	IN1

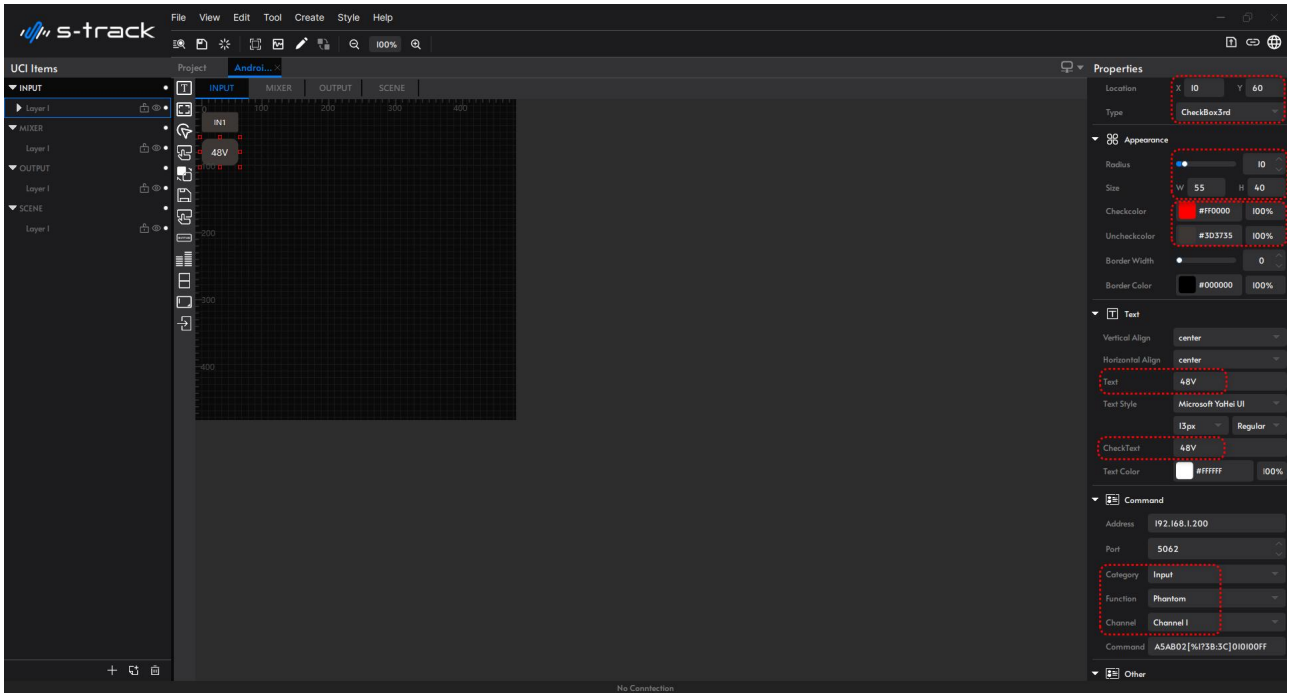
❖ **Note:** To apply changes, press “Enter”; the same applies below.



2. Add a “48V” phantom power button to the input channel and modify its properties as follows:

Properties	**Value**
Location	X: 10, Y: 60
Type	CheckBox3rd
Radius	10
Check Color	Color: #FF0000, Opacity: 100%
Uncheck Color	Color: #3D3735, Opacity: 100%
Text	48V
Text Style	13px
Check Text	48V
Text Color	Color: #FFFFFF, Opacity: 100%
Command	
Category	**Input**

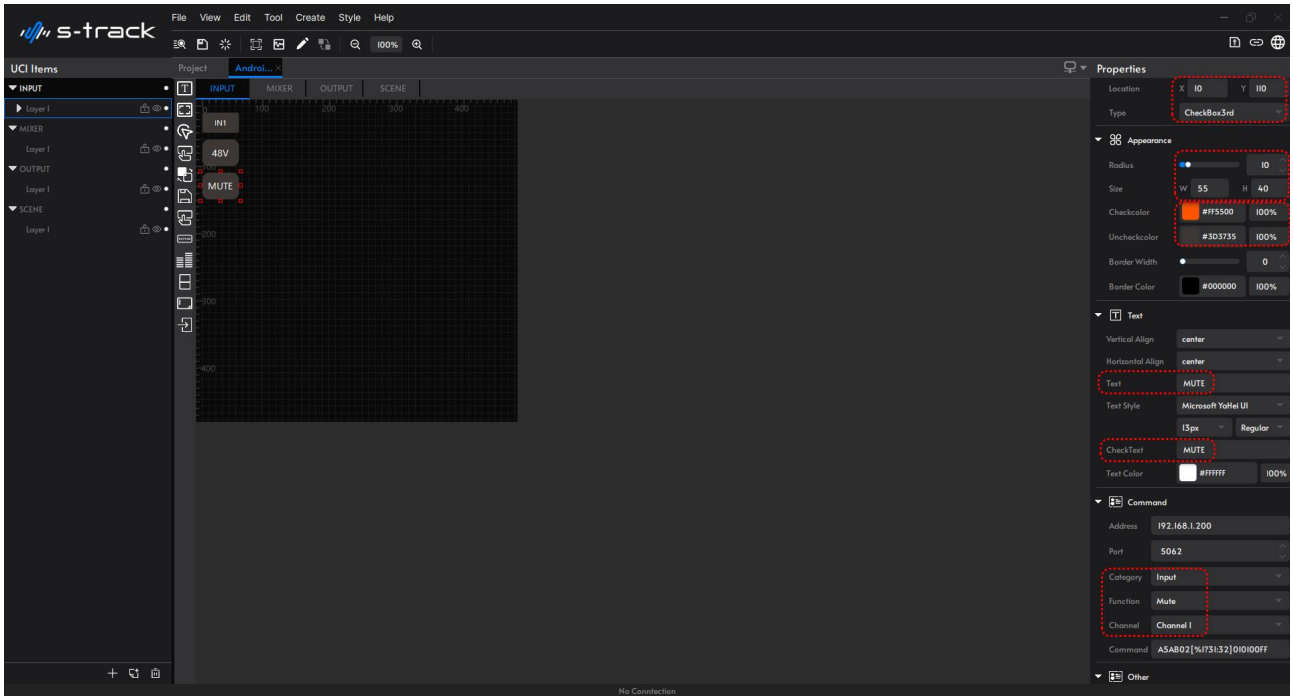
Function	**Phantom**
Channel	**Channel 1**



3. Add a “MUTE” button to the input channel and modify its properties as follows:

Properties	**Value**
Location	X: 10, Y: 110
Type	CheckBox3rd
Radius	10
Check Color	Color: #FF5500, Opacity: 100%
Uncheck Color	Color: #3D3735, Opacity: 100%
Text	MUTE
Text Style	13px
Check Text	MUTE
Text Color	Color: #FFFFFF, Opacity: 100%

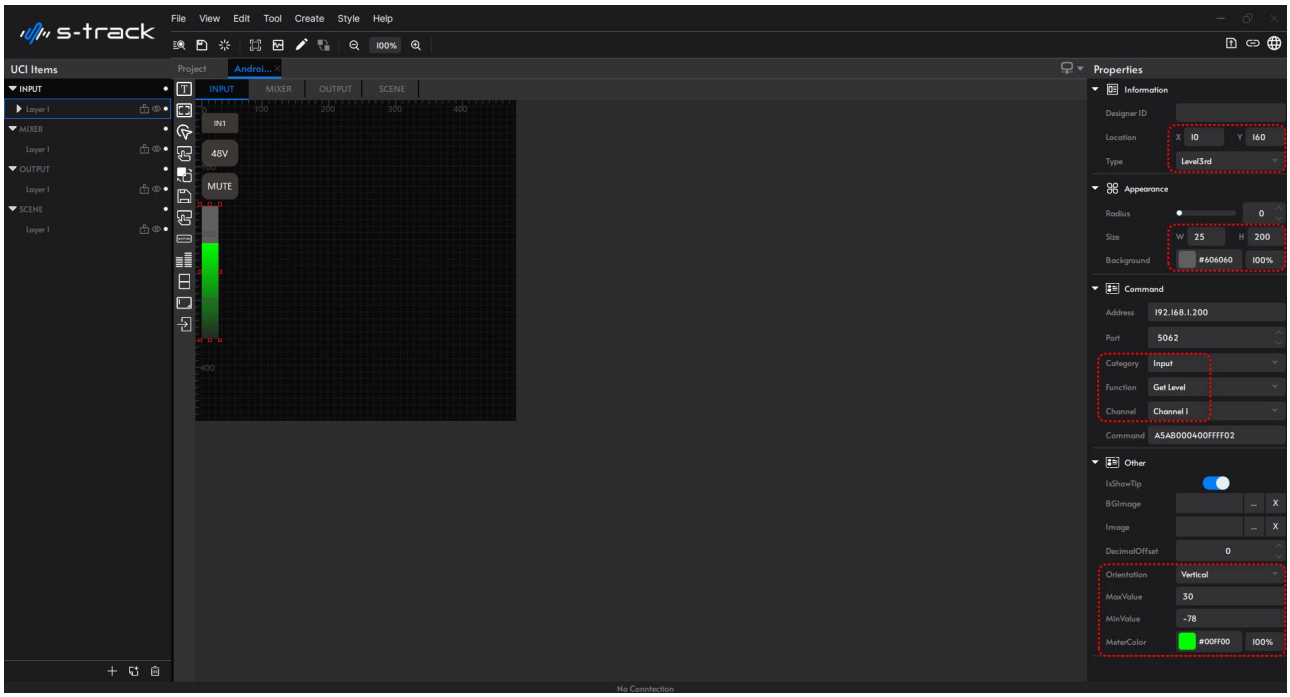
Command	
Category	**Input**
Function	**Mute**
Channel	**Channel 1**



4. Add an input channel level meter and modify its properties as follows:

Properties	Value
Location	X: 10, Y: 160
Type	Level3rd
Size	W: 25, H: 200
Background	Color: #606060, Opacity: 100%
Orientation	Vertical
MaxValue	30

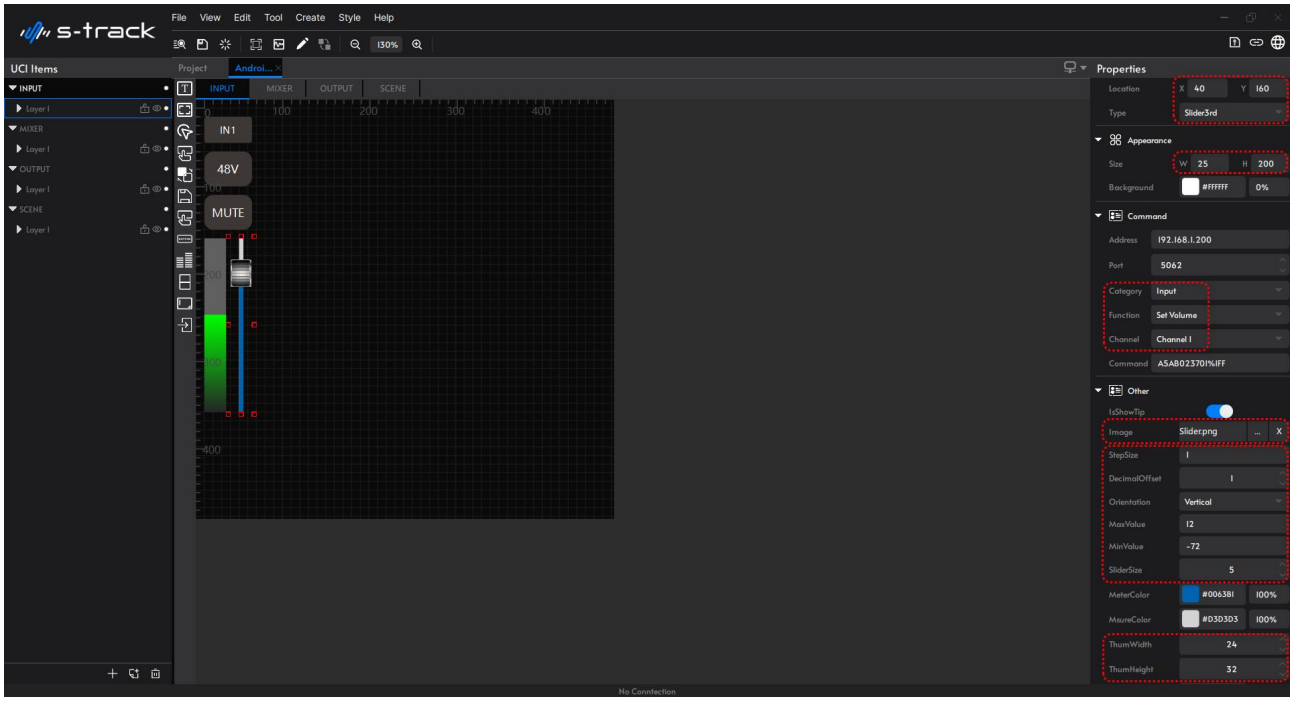
MinValue	-78
Meter Color	Color: #00FF00, Opacity: 100%
Command	
Category	**Input**
Function	**Get Level**
Channel	**Channel 1**



5. Add an input channel slider and modify its properties as follows:

Properties	**Value**
Location	X: 40, Y: 160
Type	Slider3rd
Size	W: 25, H: 200
Background	Color: #FFFFFF, Opacity: 0%

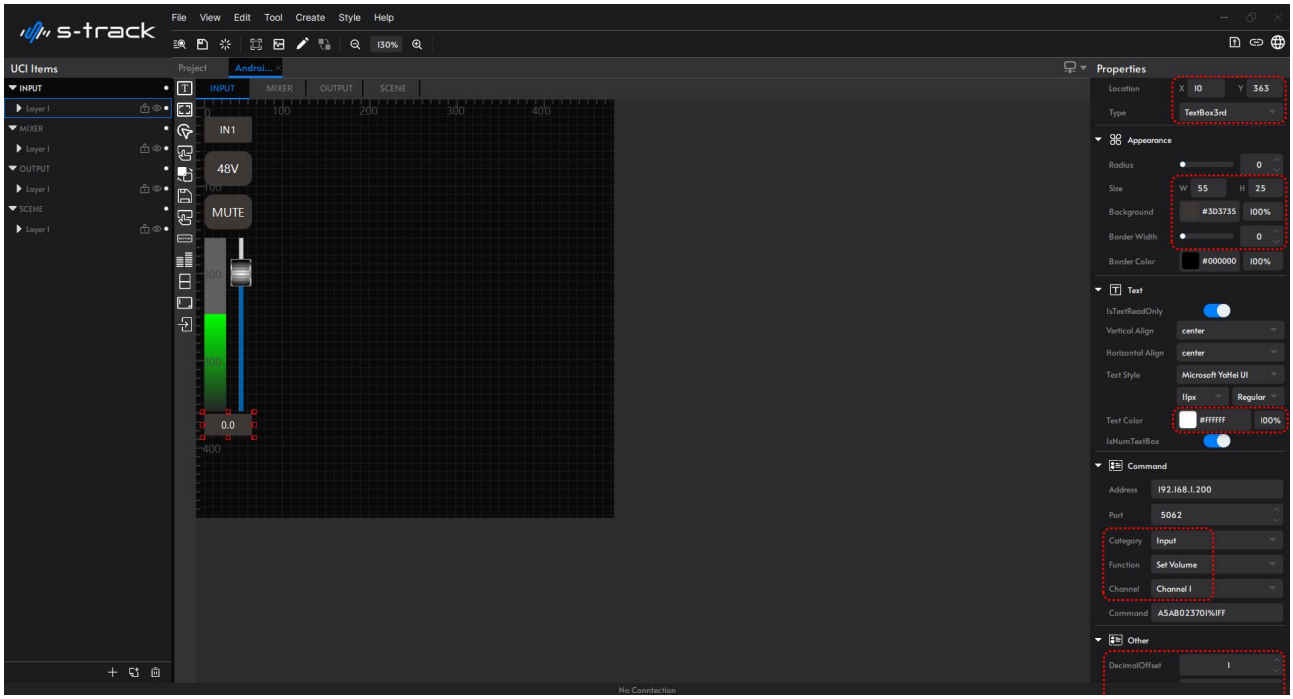
Image	Add Slider resource image 
StepSize	1
DecimalOffset	1
Orientation	Vertical
MaxValue	12
MinValue	-72
SliderSize	5
ThumWidth	24
ThumHeight	32
Command	
Category	**Input**
Function	**Set Volume**
Channel	**Channel 1**



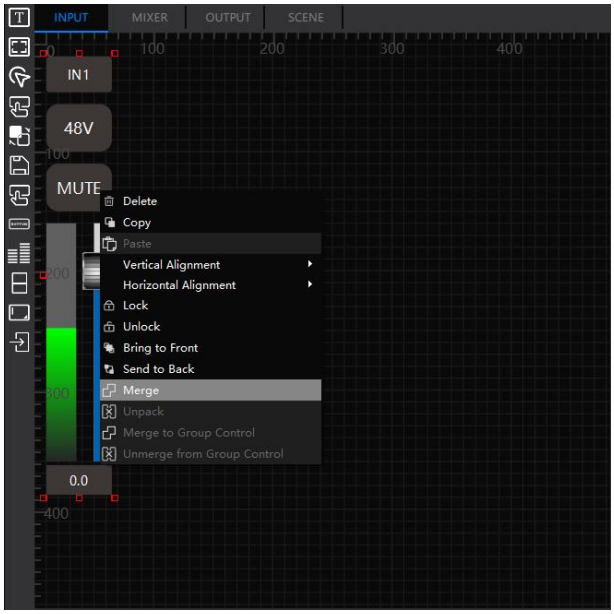
6. Add the gain value for the input channel and modify the properties as follows:

Properties	**Value**
Location	X: 10, Y: 363
Type	TextBox3rd
Size	W: 55, H: 25
Background	Color: #3D3735, Opacity: 100%
TextColor	Color: #FFFFFF, Opacity: 100%
DecimalOffset	1
MaxLength	>4
MaxValue	12
MinValue	-72
Command	
Category	**Input**

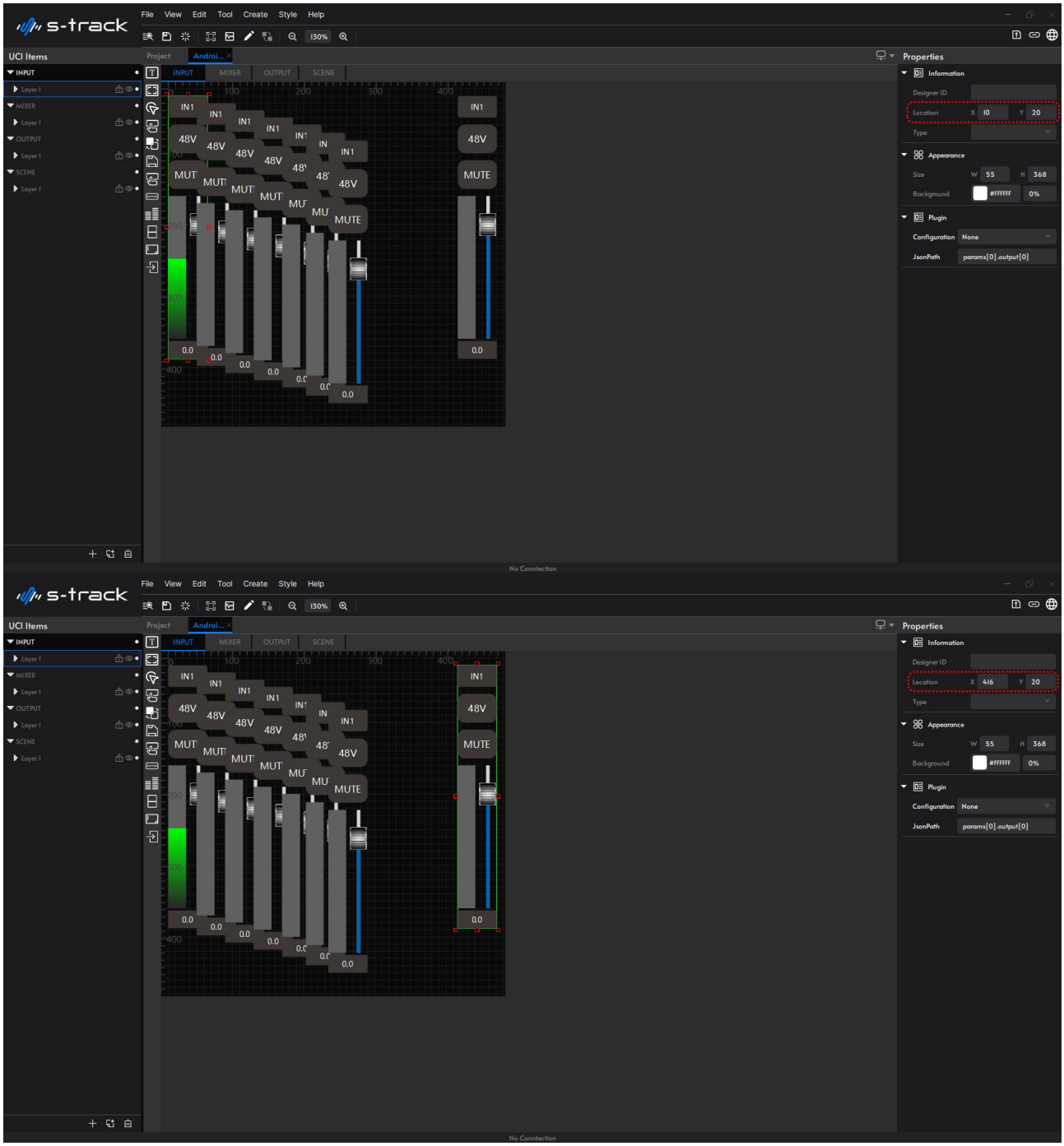
Function	**Set Volume**
Channel	**Channel 1**

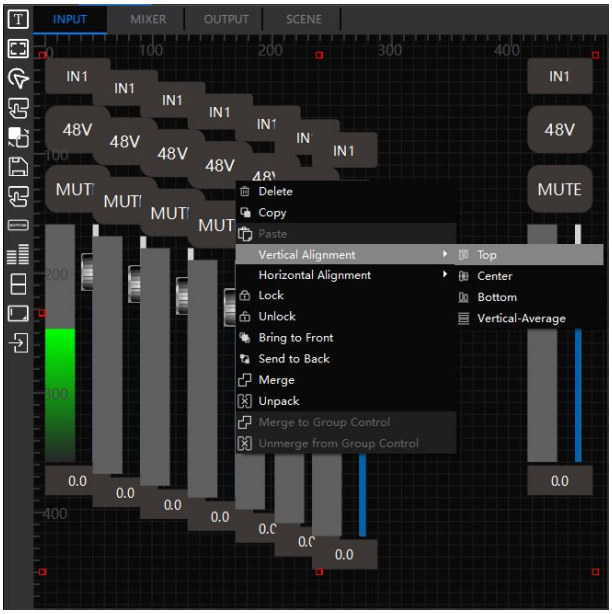


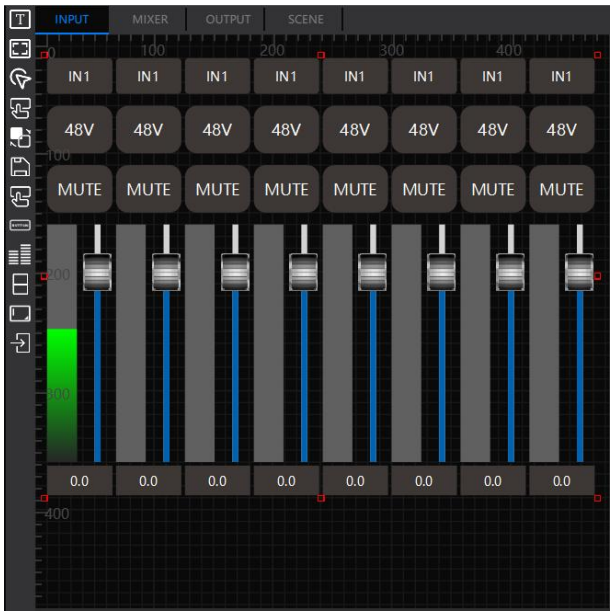
7. Select these controls on the Page, right-click, and select “Merge” to merge the controls:



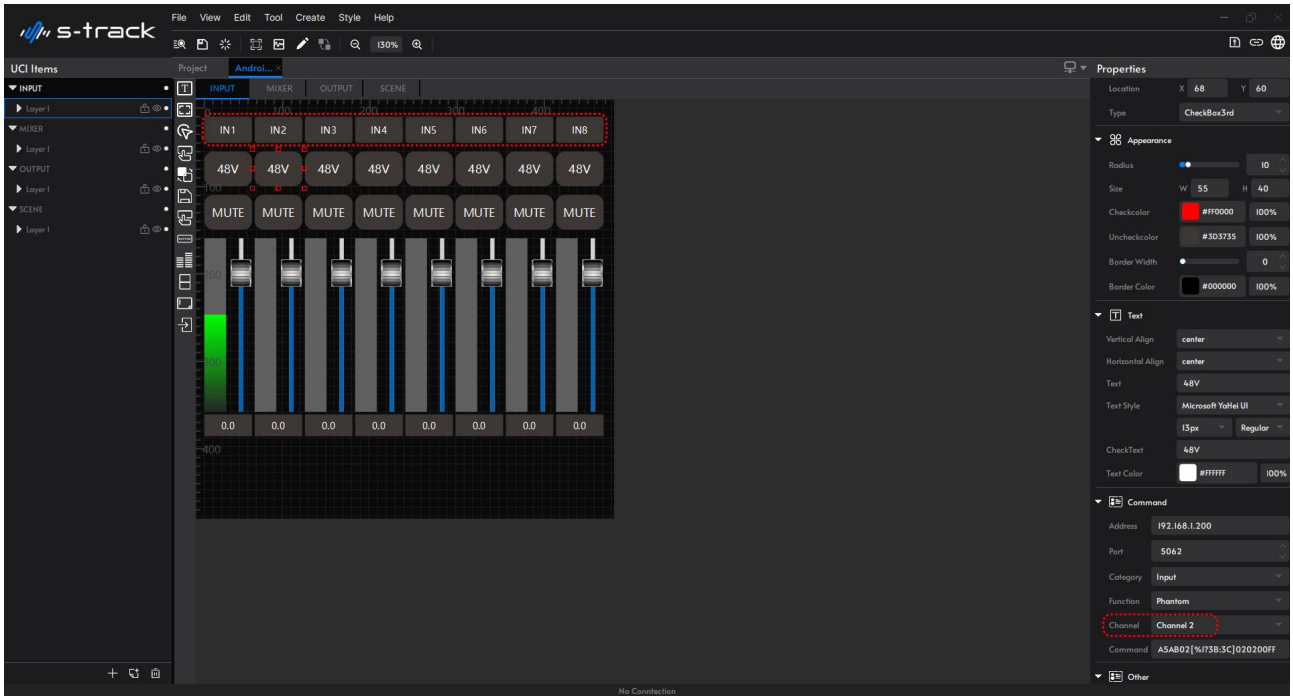
8. Copy and paste the merged control seven times; then use the Location property to position the leftmost and rightmost controls. Select all the controls on the Page, right-click and select “Vertical Alignment-Top” to align them vertically, then right-click again and select “Horizontal Alignment-Horizontal-Average” to align them horizontally:


s-track
File View Edit Tool Create Style Help
UCI Items
INPUT
MIXER
OUTPUT
SCENE
Properties
Information
Designer ID
Location
Type
Appearance
Size
Background
Plugin
Configuration
JsonPath
IN1
48V
MUTE
No Connection



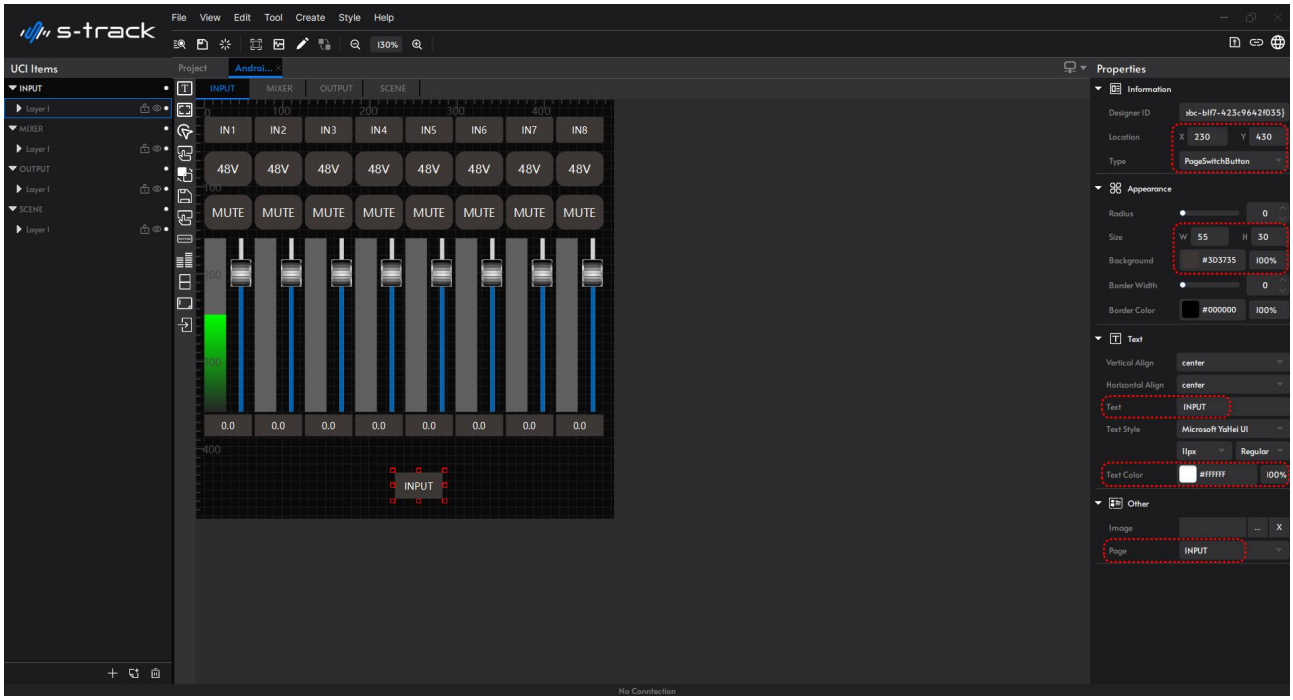


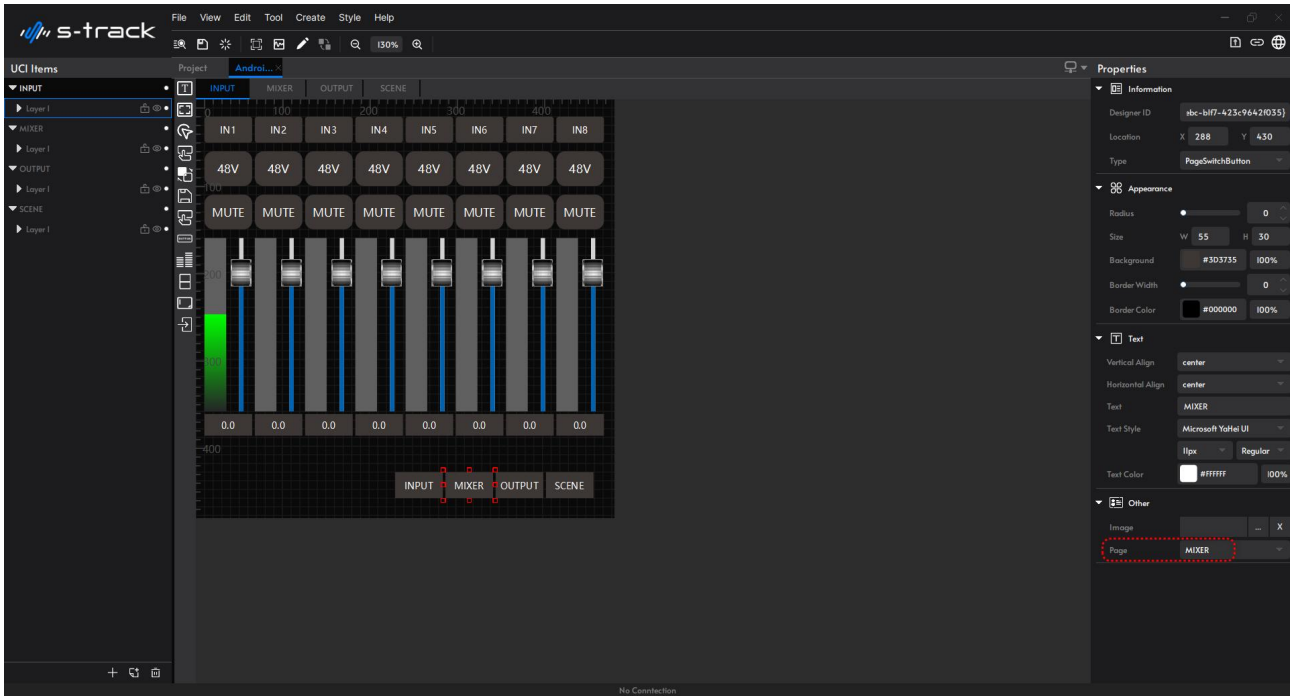
9. Select all these controls, right-click and select “Unpack” to unpack them, then select the “Command > Channel” property for each control and change it to the corresponding channel. You must modify this for every control in each channel:



10. Set the page to jump to. Modify the properties of the INPUT page as follows; do the same for the MIXER page, and OUTPUT page:

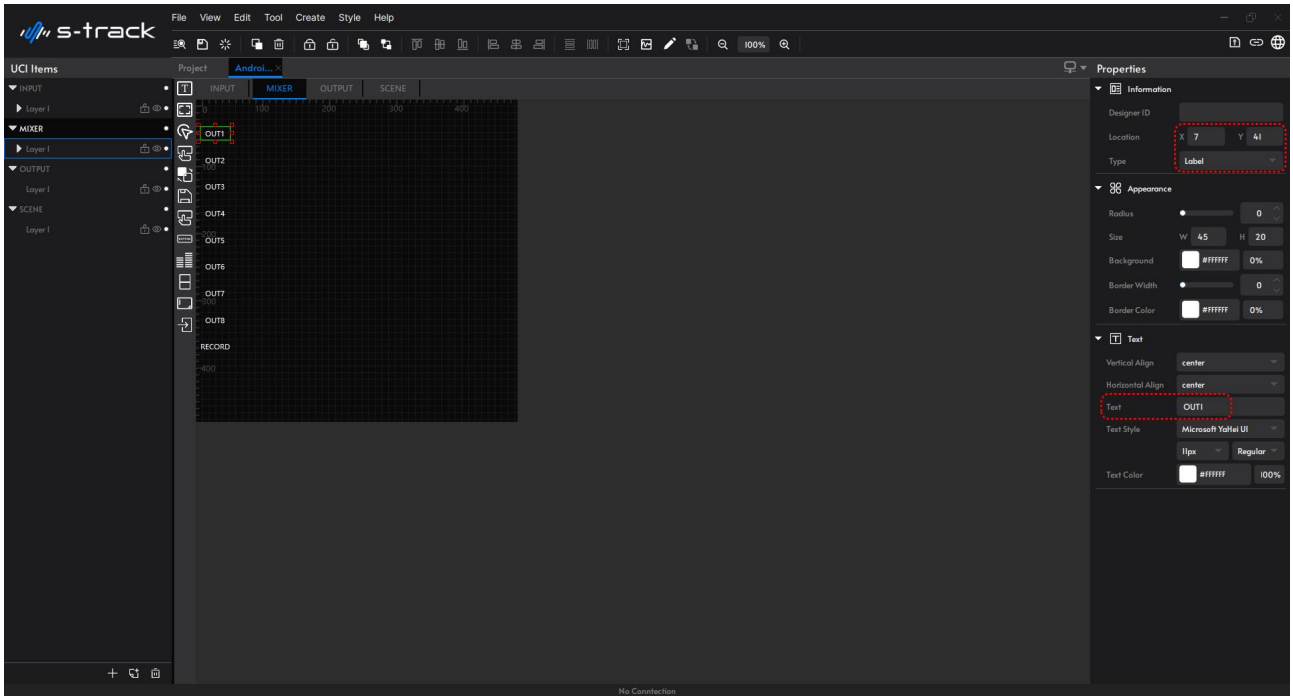
Properties	Value
Location	X: 230, Y: 430
Type	PageSwitchButton
Size	W: 55, H: 30
Background	Color: #3D3735, Opacity: 100%
Text	INPUT
TextColor	Color: #FFFFFF, Opacity: 100%
Page	INPUT

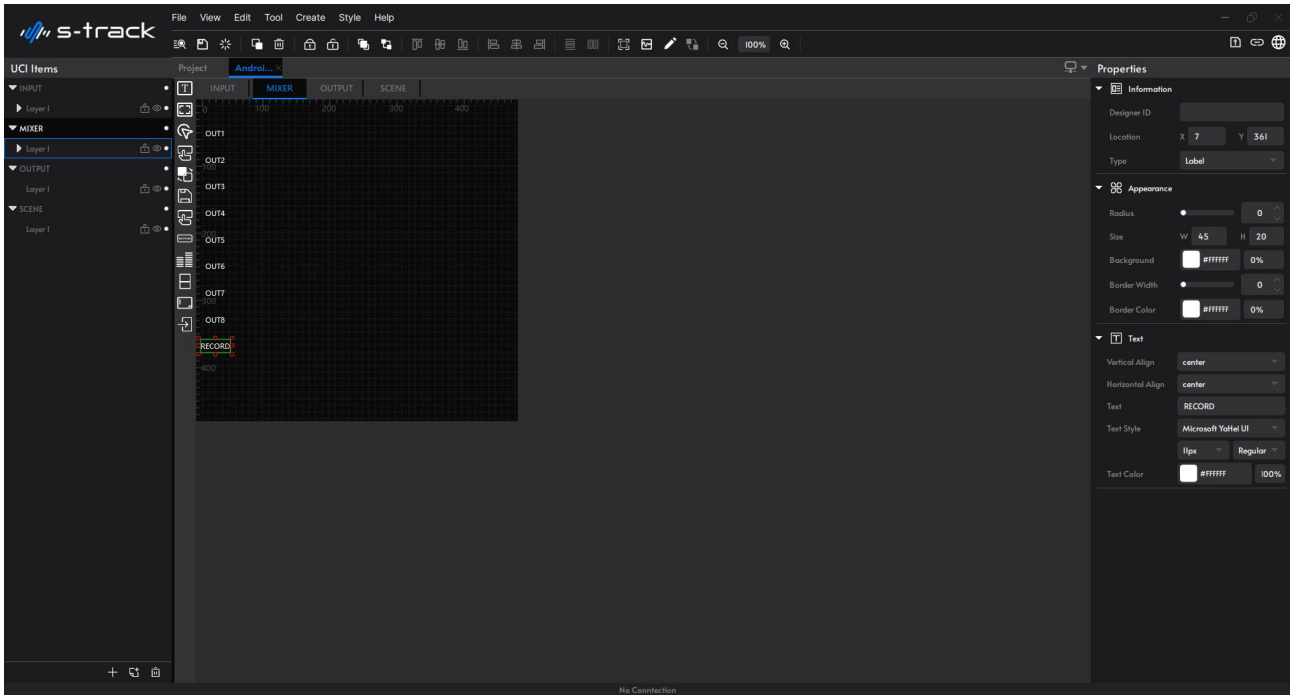




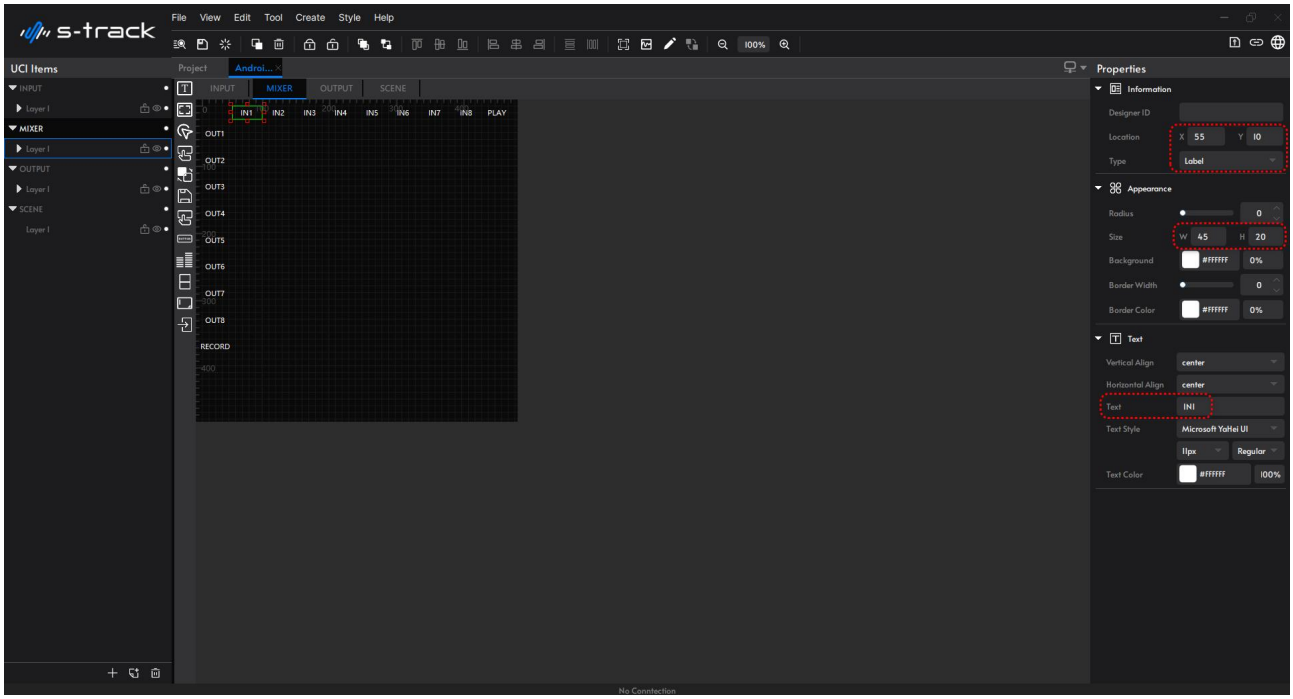
2.2.2 MIXER Page

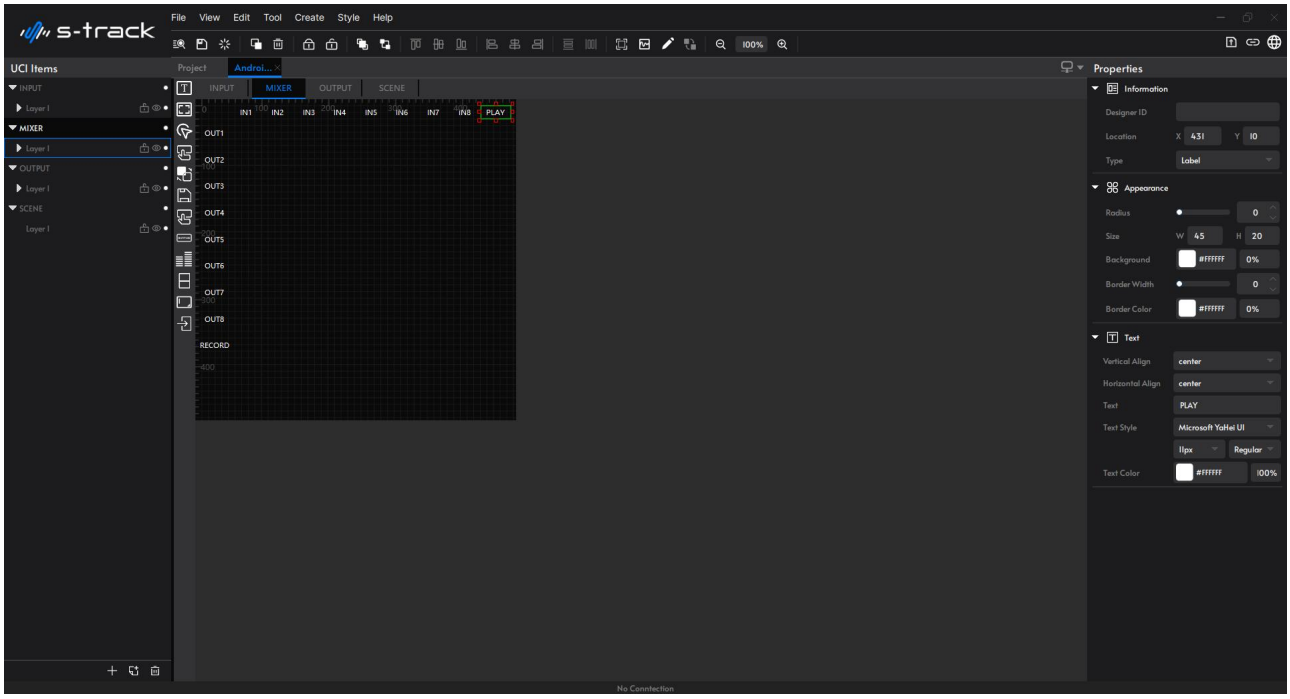
1. Add an output channel named “OUT1” and modify its properties as follows:



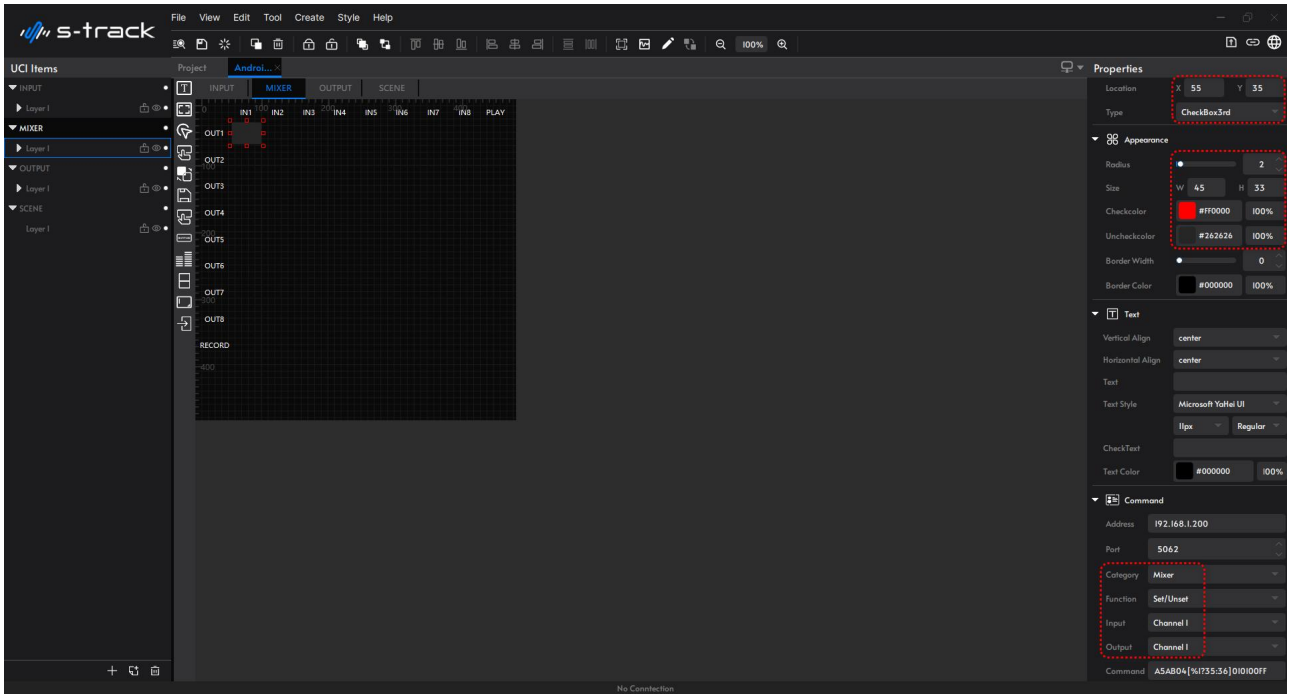


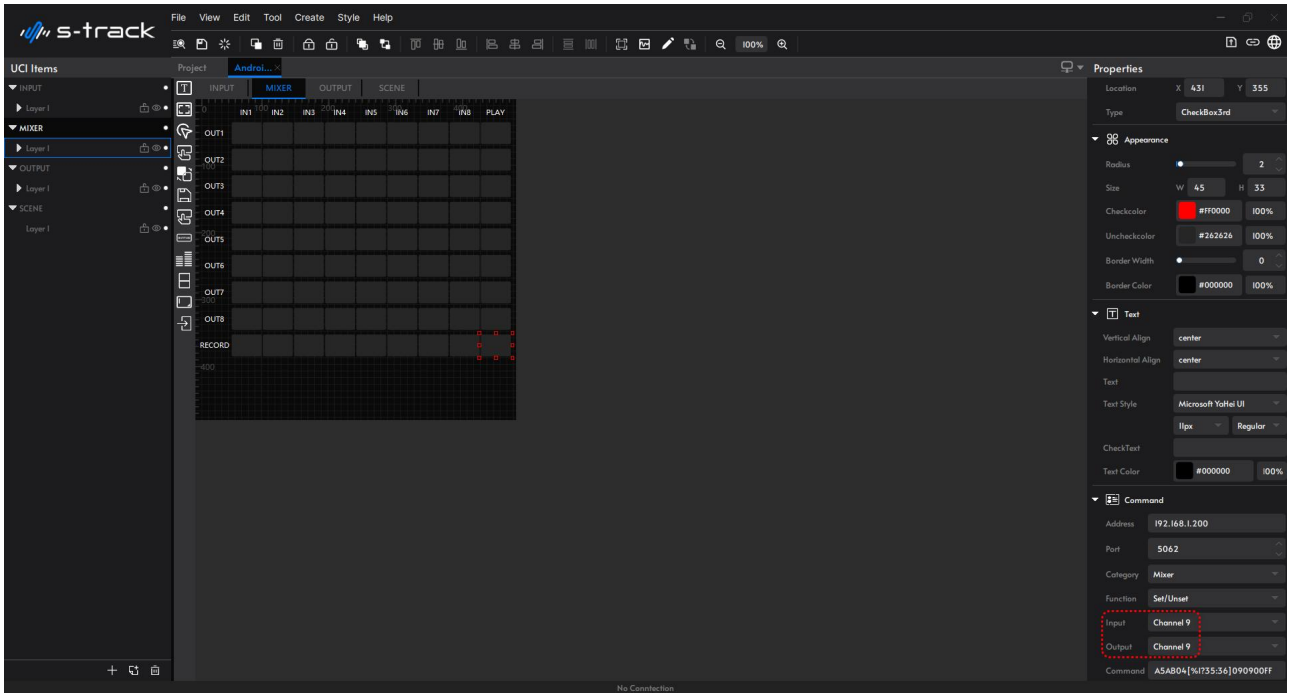
2. Add an input channel named “IN1” and modify its properties as follows:



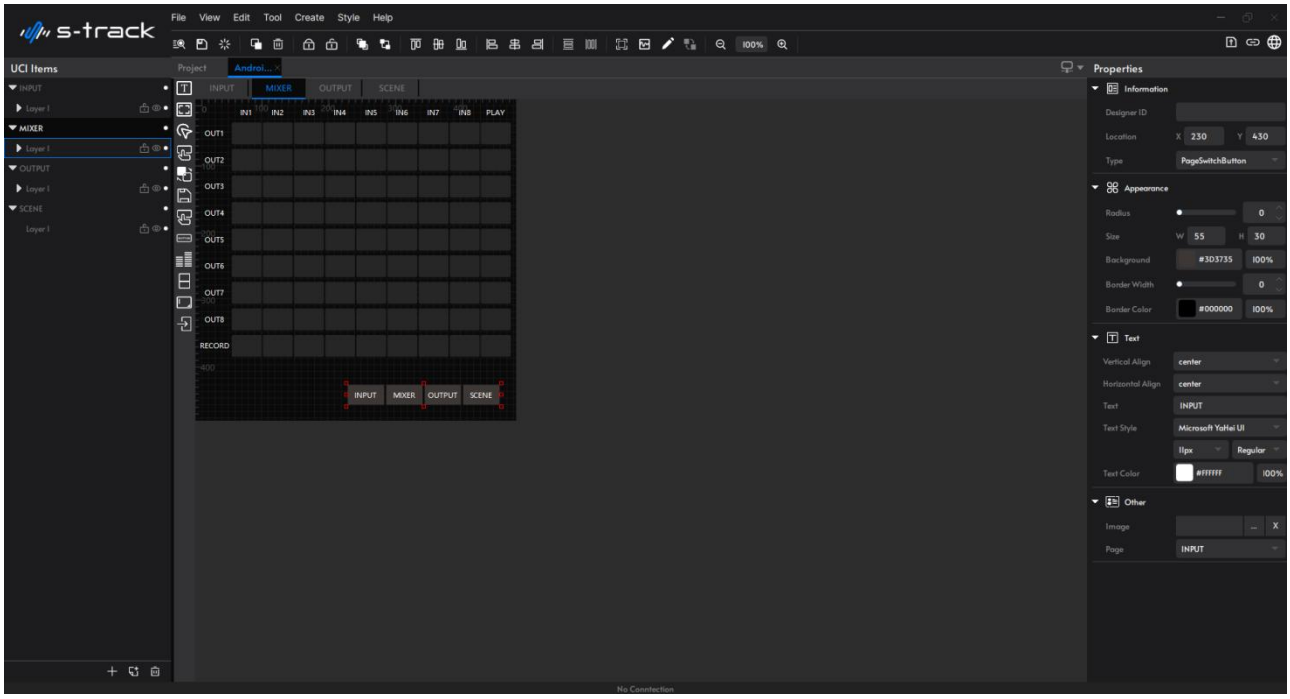


3. Add a Matrix Mixer button and modify its properties as follows; then select the channel controls and change the “Command > Input Channel” and “Output Channel” properties to the corresponding channels. You must modify these for each channel:



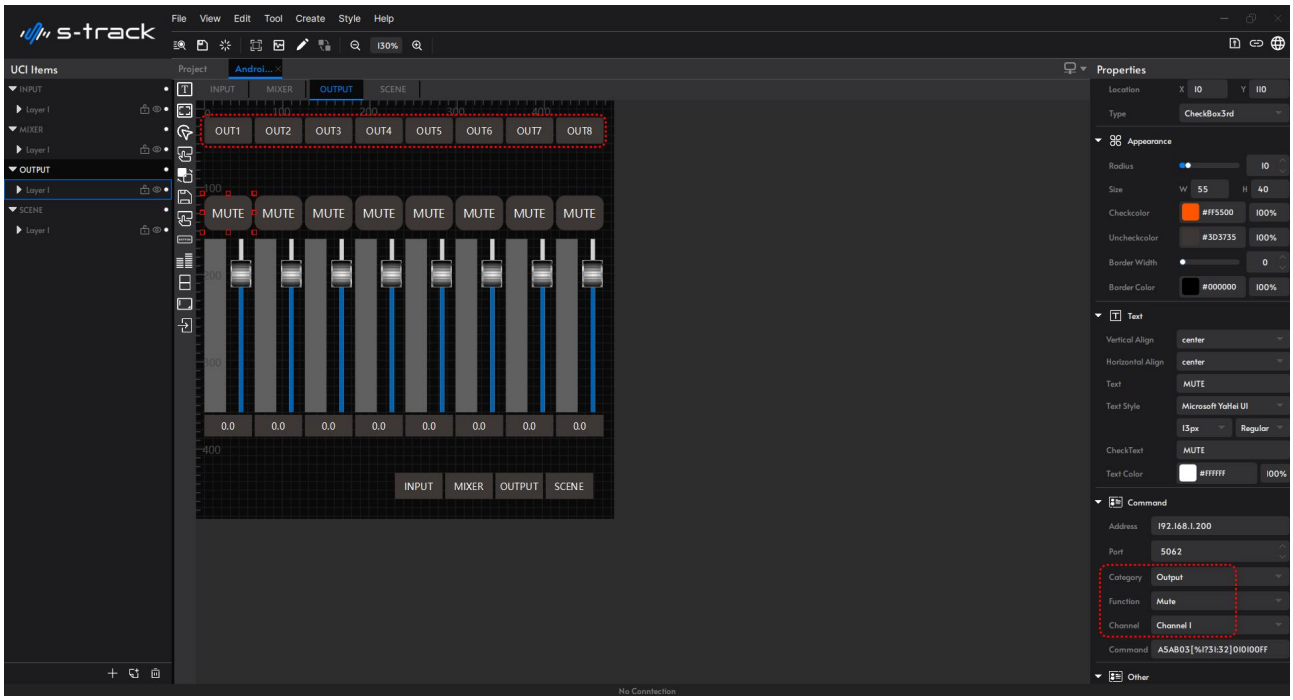


4. Set the Page to navigate to; you can copy it from the INPUT Page:



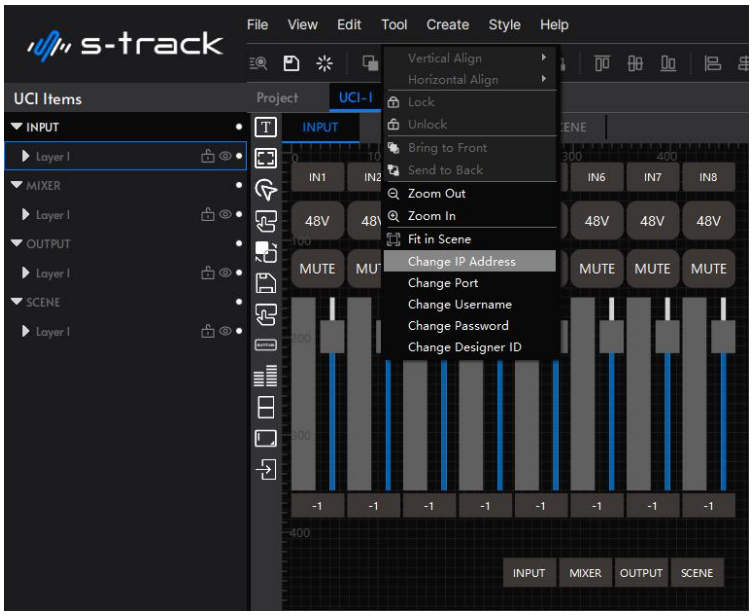
2.2.3 OUTPUT Page

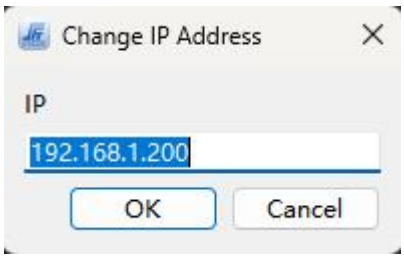
Copy and paste the controls from the INPUT Page, delete the phantom power control, and then modify the control properties to make them OUTPUT Page controls: Change the channel name to “OUT,” and select the “Command > Category and Channel” property for each control to set it to the corresponding channel. You must make these changes for every control on every channel:



2.3 Modify the IP Addresses of UCI Controls Bound to Semi-Open and Fixed DSP

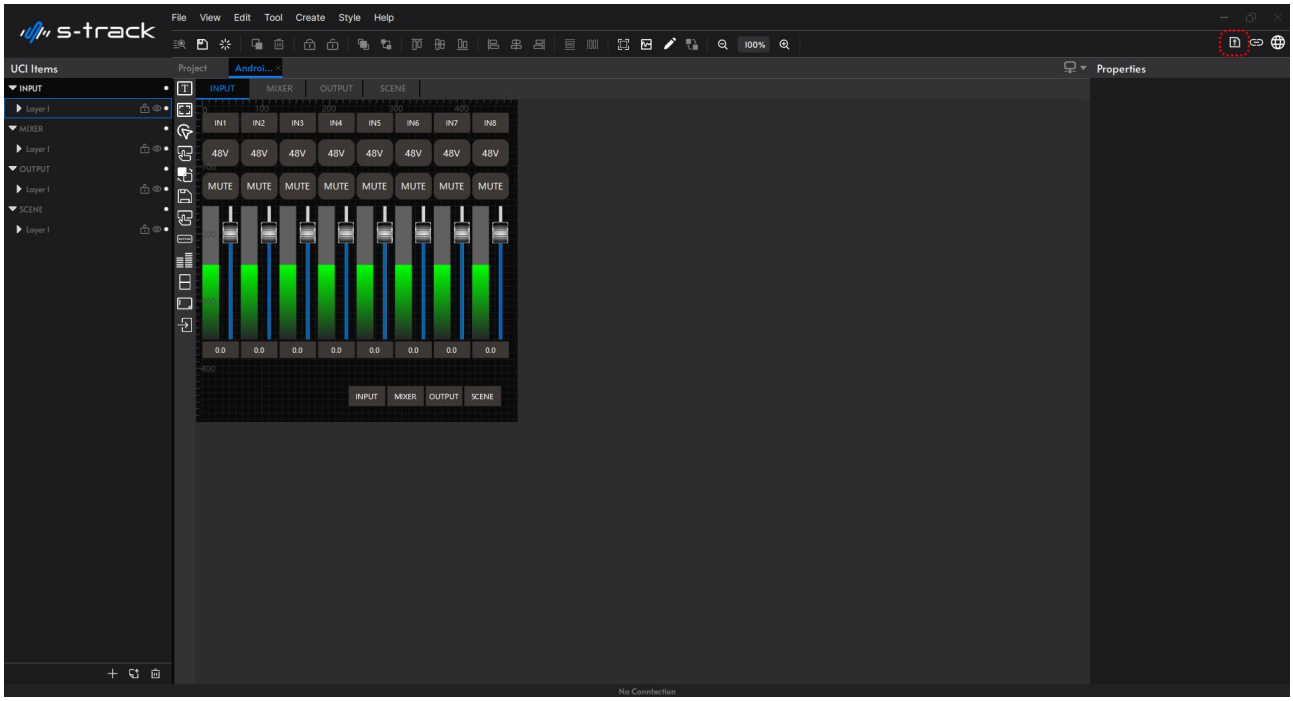
Click Menu > Tool > Change IP Address to open the Change IP Address dialog box. Enter the IP address of the target DSP to modify the IP addresses of all controls in the UCI Designer interface—that is, the IP addresses bound to the DSP.



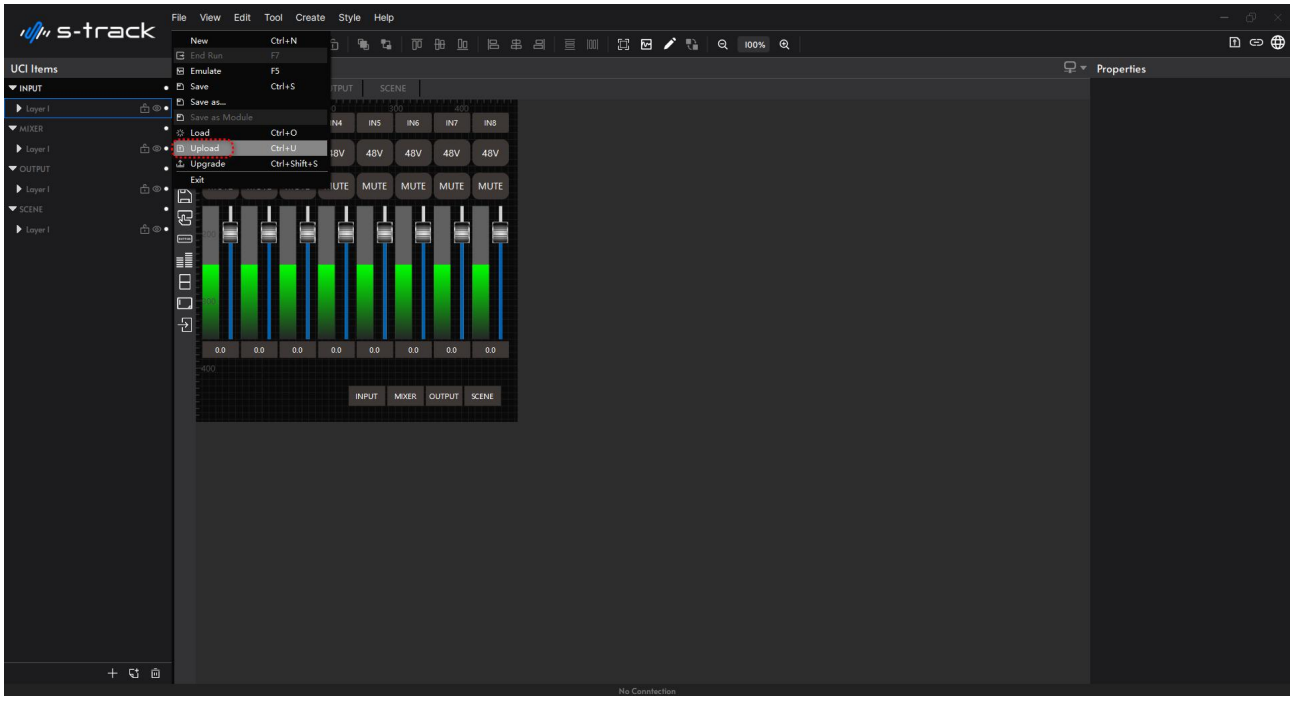


2.4 Upload to Device

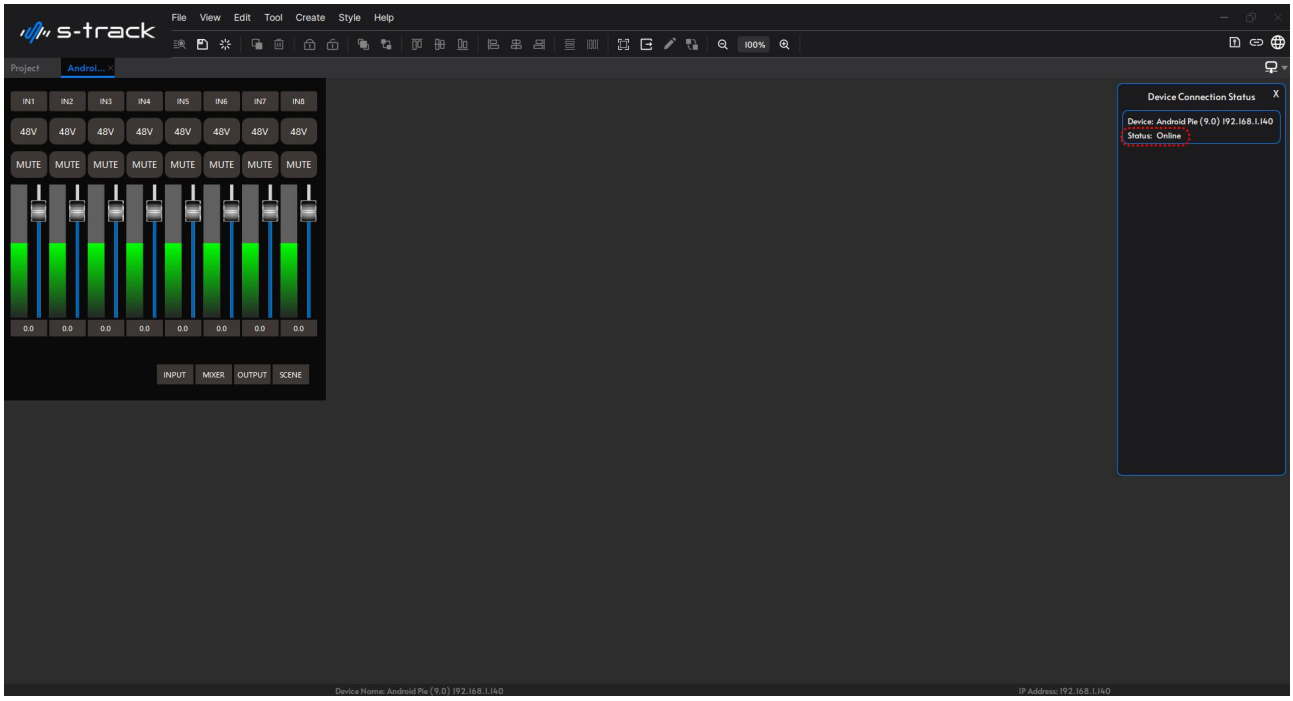
1. First, **make sure the device is online**. You can do this by clicking the “Upload to Device” icon in the toolbar;



2. You can also click Menu > File > Upload, then Upload to Device;



3. A prompt appears: “Device Status: Online” indicates that the newly designed UCI has successfully connected to the device, and UCI Designer has entered Runtime Mode;



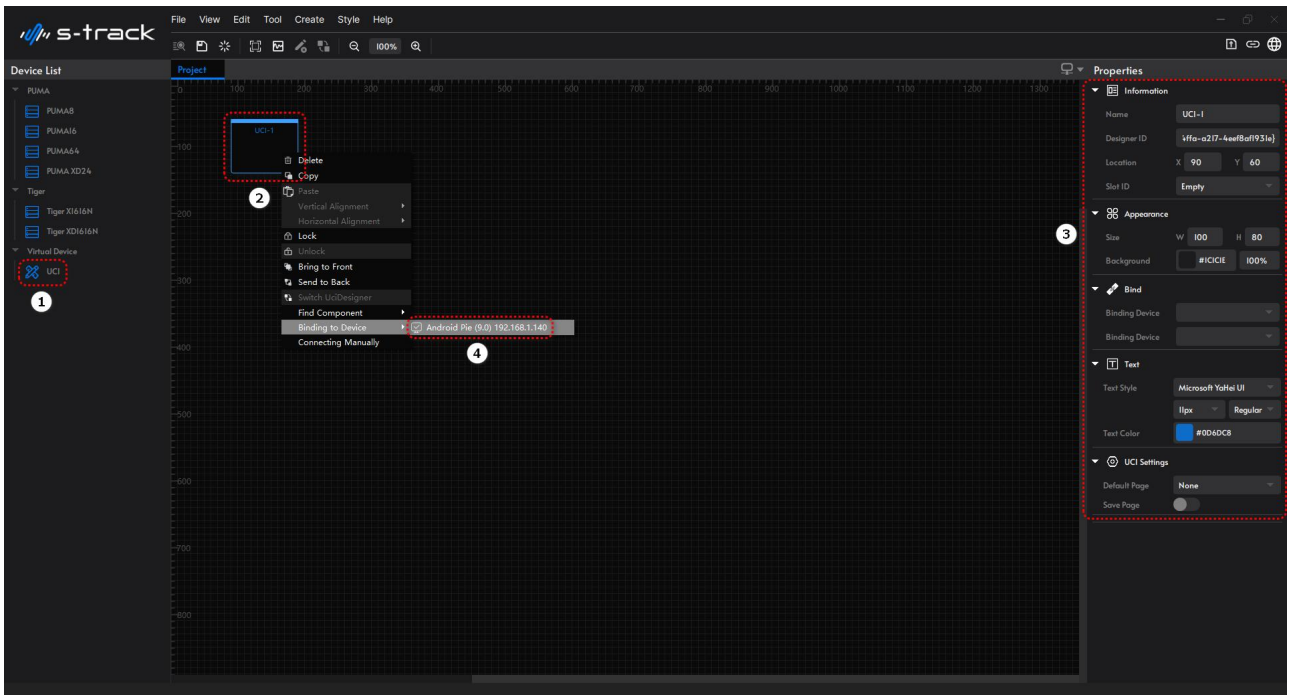
4. **At this point, the device will display the following prompt: “New device context has been received. Save the data to local?”**

5. **Click “Apply” as soon as possible to confirm the upload. The newly designed UCI will be uploaded to the device and will overwrite any existing UCI on the device.**

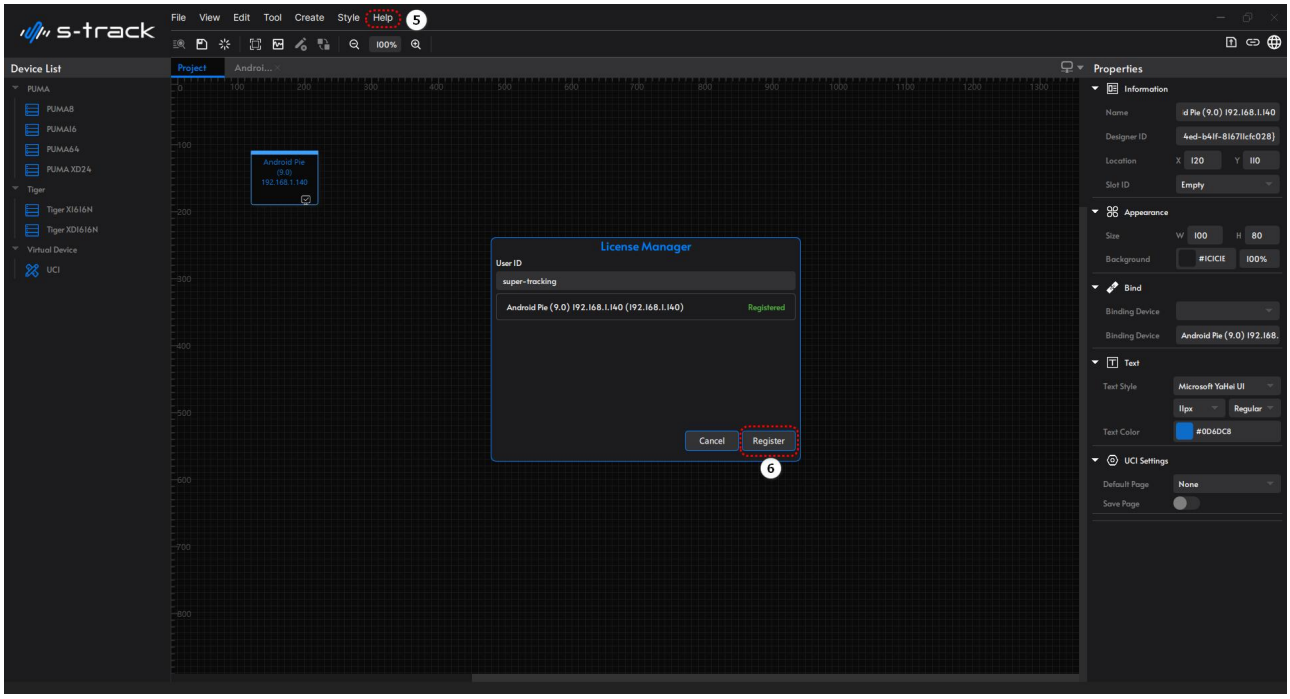
Chapter 3 Controls Open-Architecture DSP

Use this programmable touch panel to control input mute, phantom power, and volume increase/decrease for the Open-Architecture DSP, as well as matrix mixing, output mute, and volume increase/decrease.

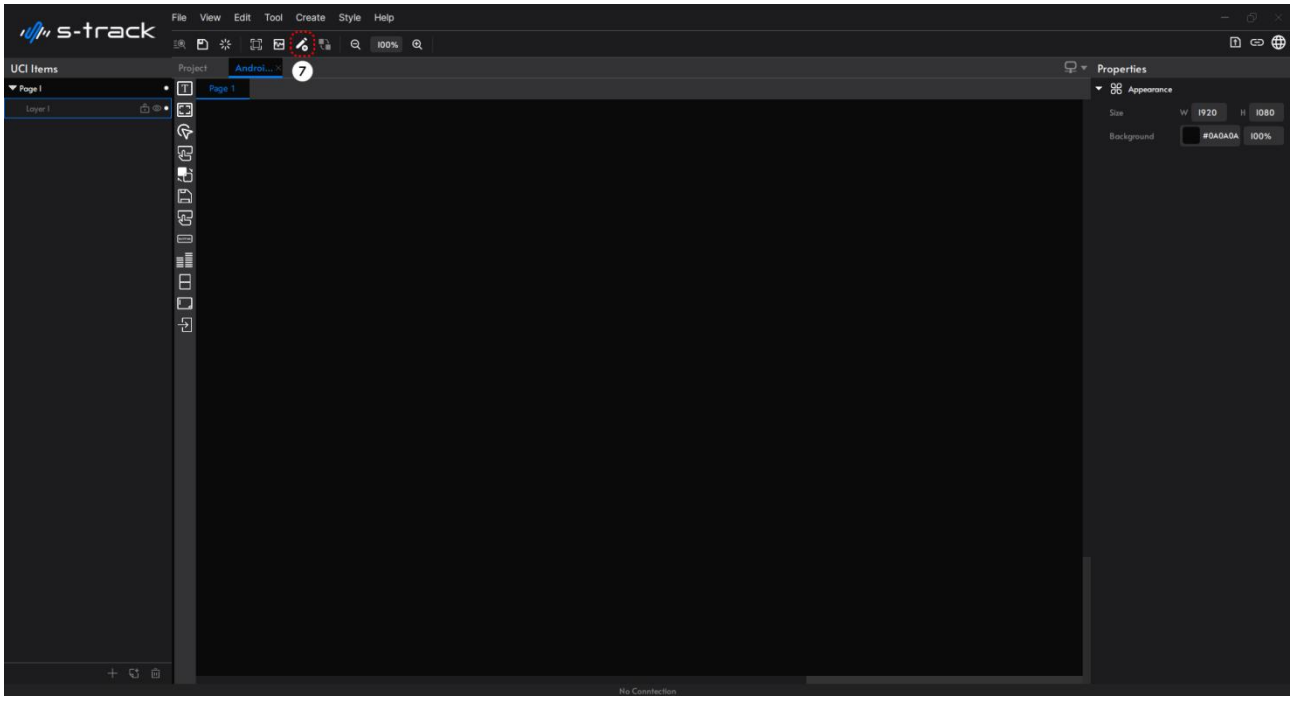
3.1 New UCI Control



1. Create a new UCI control: In the Designer software's Project main interface, drag the Virtual Device ① UCI from the left pane to the Project interface. By default, it displays as ② "UCI-1." In the ③ Properties pane on the right, you can modify the UCI name, bind a DSP device, bind a UCI control panel, and configure other devices;
2. Bind a UCI device: Right-click ② "UCI-1," select ④ "Control Panel" or other devices under "Binding to Device" to bind the control panel device. The  icon indicates that the device is online;

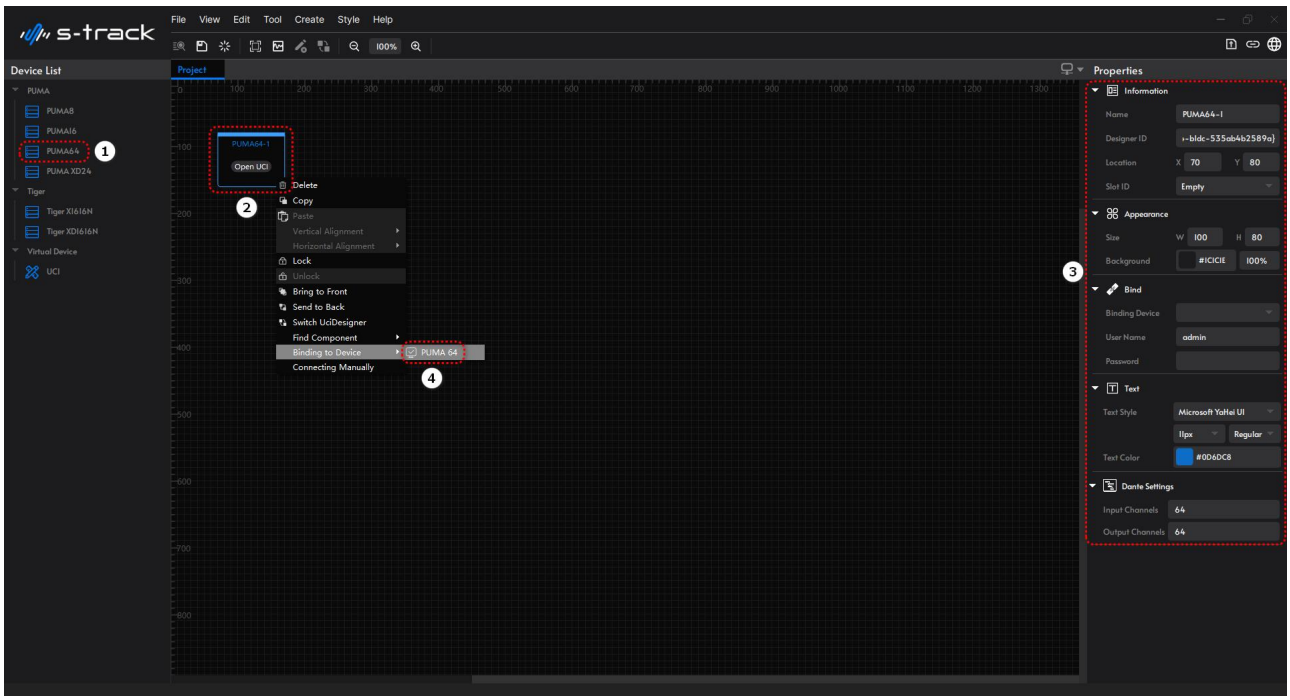


3. Register the UCI device: After binding the control panel, select Menu ⑤ > Help > License Manager to open the License Manager dialog box. Select the control panel device you want to register, then click ⑥ Register to register the control panel. Once registration is successful, the status will display as “Registered”;



4. **Double-click** ②UCI on the design interface to enter the UCI design interface. Click the ⑦  icon to switch to  icon view; this will change the interface to UCI Designer Mode, which is the editable mode for UCI design. **Otherwise, you will not be able to drag and drop the controls on this interface.**

3.2 New PUMA Designer

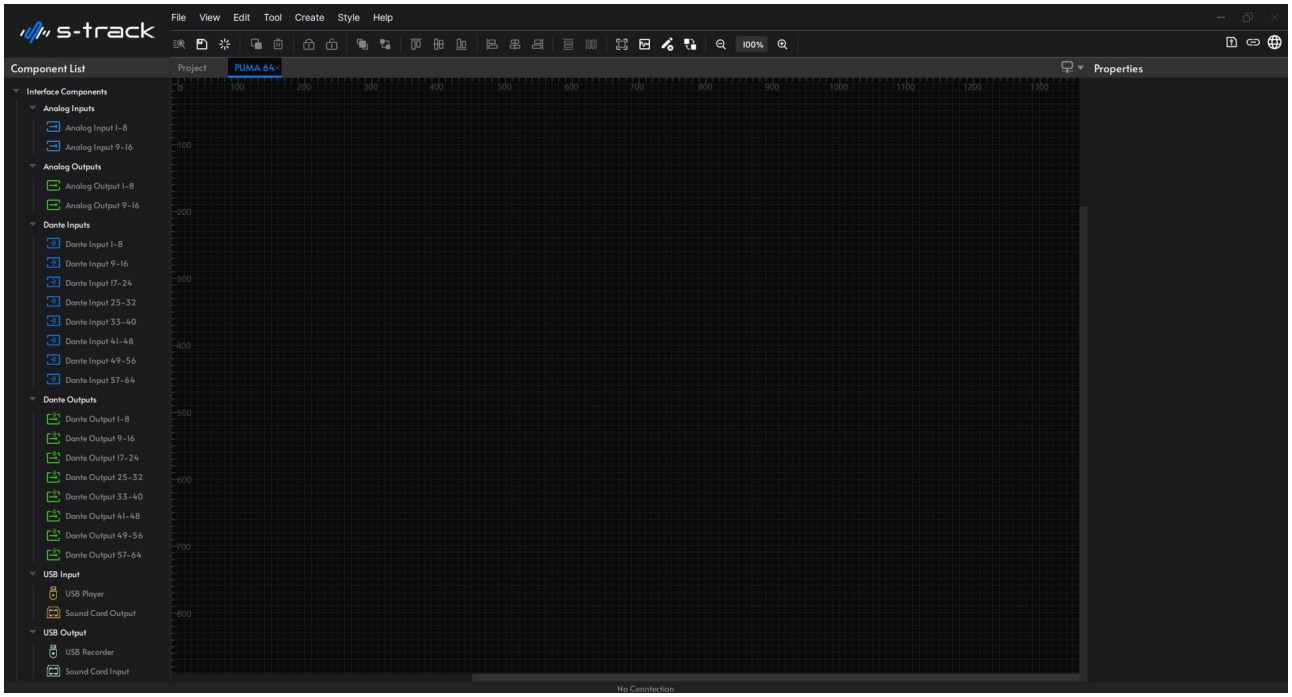


1. Create a new PUMA Designer: In the Project main interface of the Designer software, drag ①PUMA64 from the Device List on the left to the Project interface. By default, ②"PUMA64-1" will be displayed. In the ③Properties pane on the right, you can modify the Designer's name, bind a DSP device, and set the username and password, among other settings; you can also view the Designer ID for this PUMA Designer;

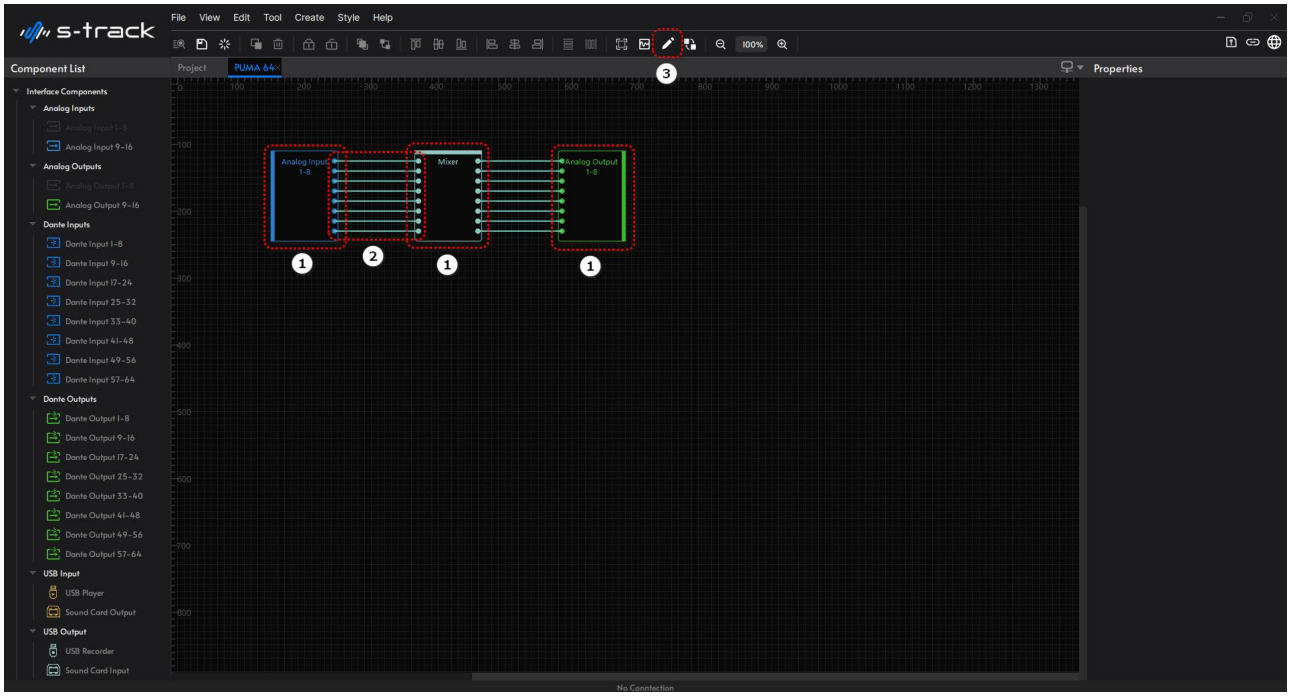
   ❖ **Important Note: Each PUMA Designer automatically generates a unique Designer ID. The PUMA UCI control must be bound to this Designer ID in order to control that PUMA Designer.**

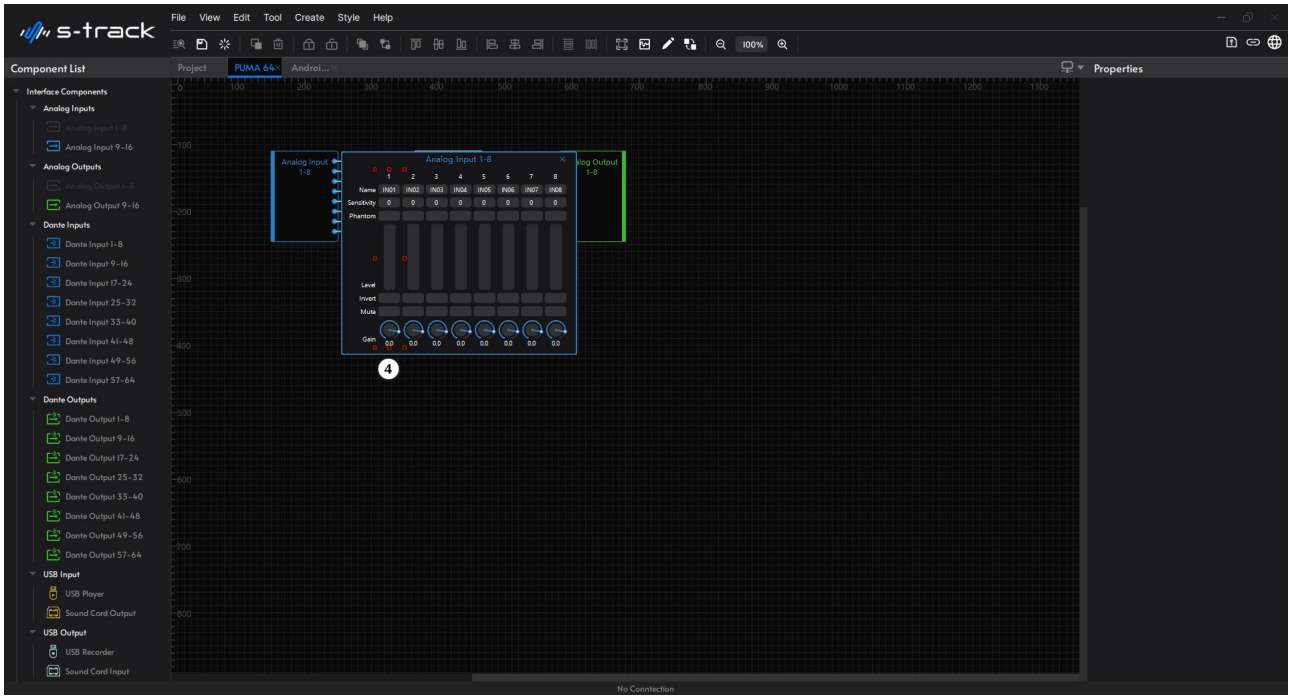
2. Binding a PUMA Designer to a DSP device: Right-click ② "PUMA64-1," select ④ a DSP device under "Binding to Device," and the binding is complete; the  icon will display as online;

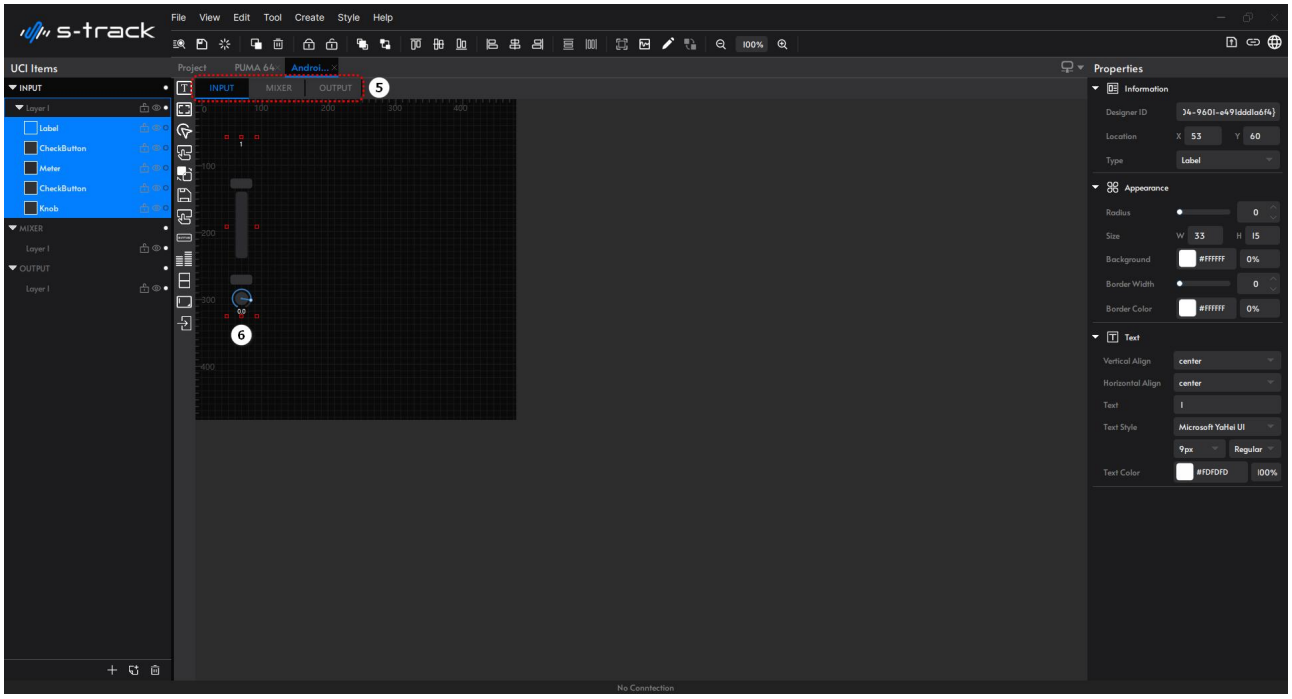
3. Double-click ② PUMA64-1 in the design interface to enter the Designer design interface, as shown in the figure below:



3.3 Designer Interface Design Component







① Drag the Analog Input component, Analog Output component, and Mixer component from the Component List on the left into the Designer interface;

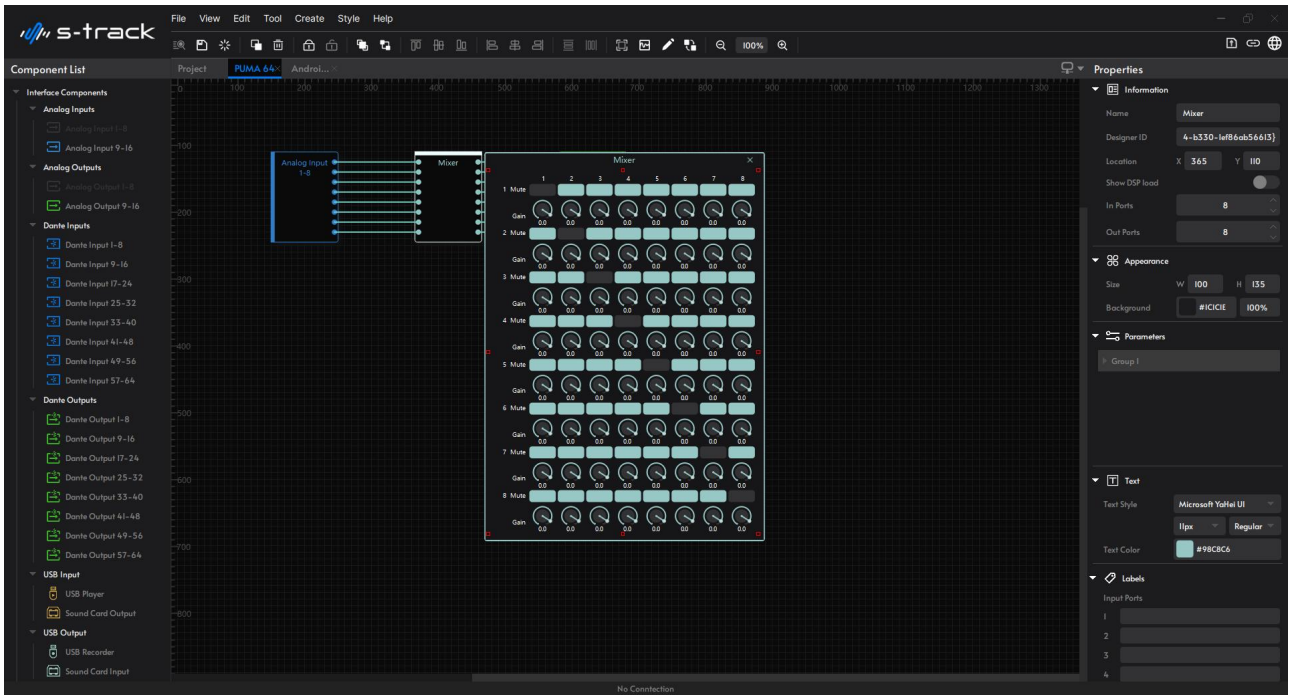
② Connect the components;

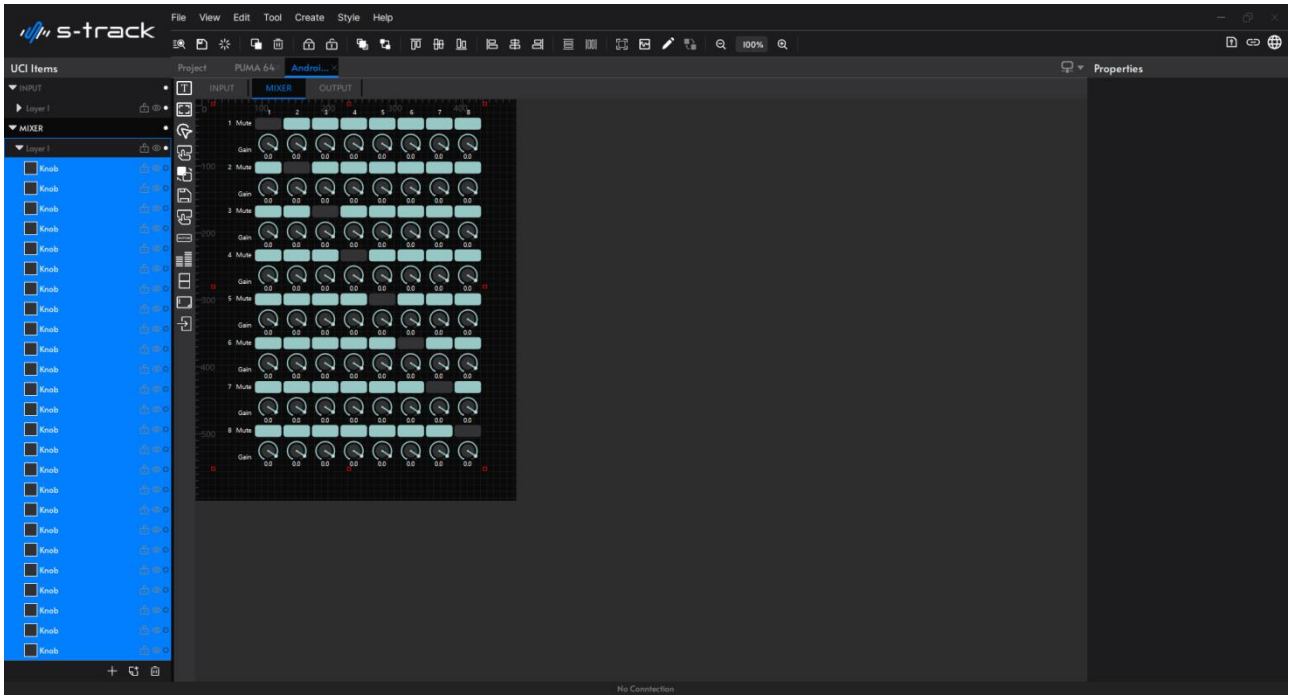
③ Click the  icon to switch to this  icon; the interface will then switch to Designer Mode, allowing you to edit it. Otherwise, you will not be able to drag the controls on that interface;

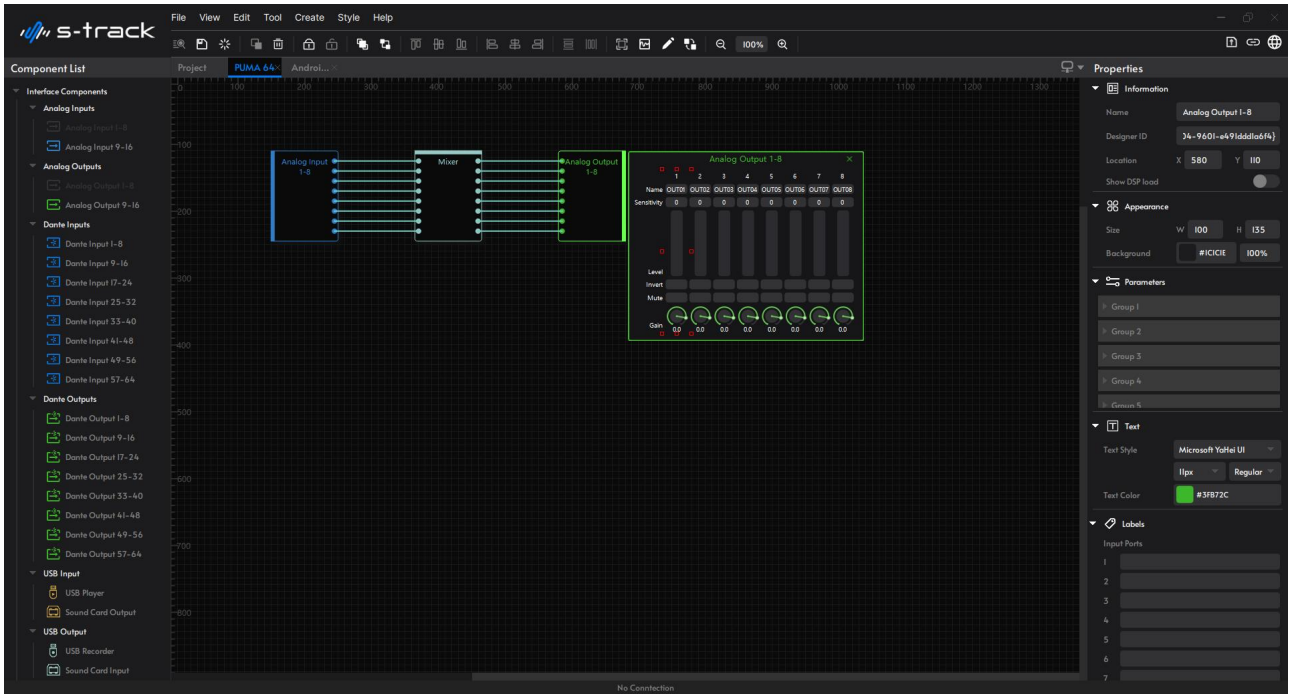
④ Double-click ① to open the Component window. Select the 1, Phantom, Level, Mute, and Gain controls for the Analog Input component; select all controls for the Mixer component; and select the 1, Level, Mute, and Gain controls for the Analog Output component;

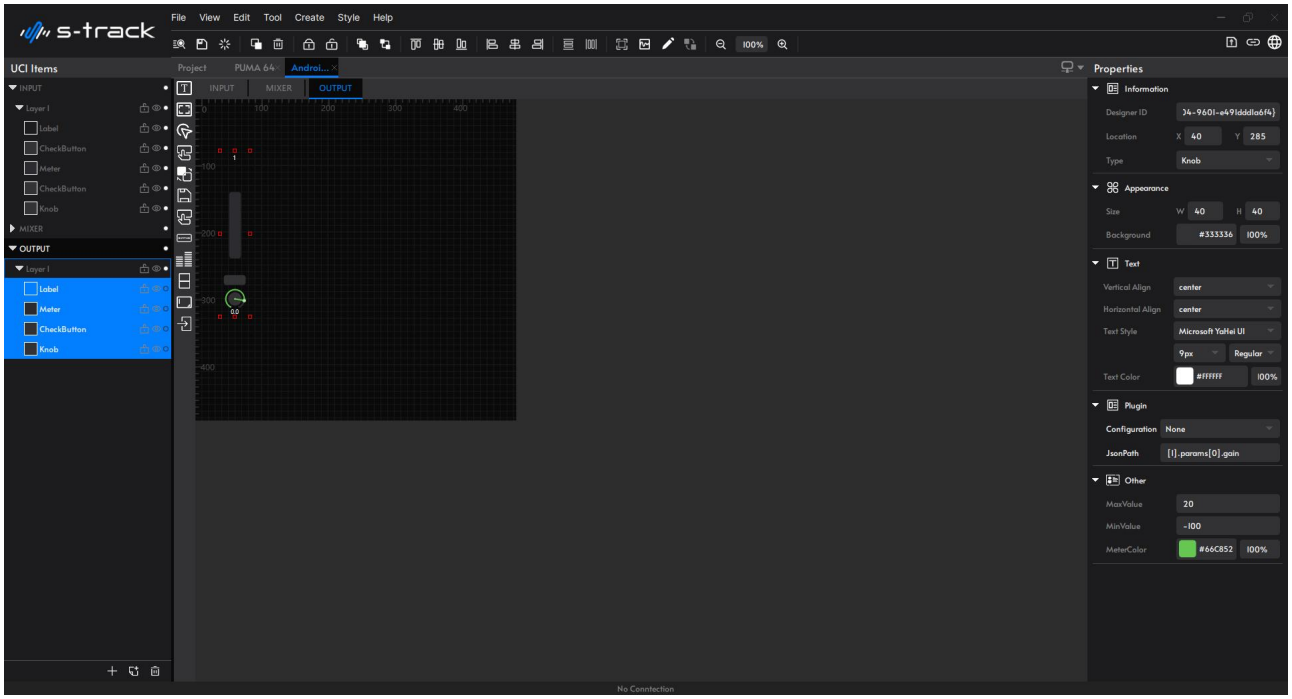
⑤ Add three Pages to the UCI interface: INPUT, MIXER, and OUTPUT, each with a Page Size of 480x480;

⑥ Use the mouse to drag the controls from step ④ to the INPUT Page of the bound control panel's UCI interface; similarly, use the mouse to drag the controls from the Mixer component to the MIXER Page of the bound control panel's UCI interface; use the mouse to drag the controls from the Analog Output component to the OUTPUT Page of the bound control panel's UCI interface, as shown in the figure below:




s-track
File View Edit Tool Create Style Help
UCI Items
Project PUMA 64 Androi...
INPUT MIXER OUTPUT
Properties
No Connection


s-track
File View Edit Tool Create Style Help
Component List
Project PUMA 64 Androi...
Properties
Analog Input 1-8
Mixer
Analog Output 1-8
Analog Output 1-8
Information
Appearance
Parameters
Text
Labels
No Connection

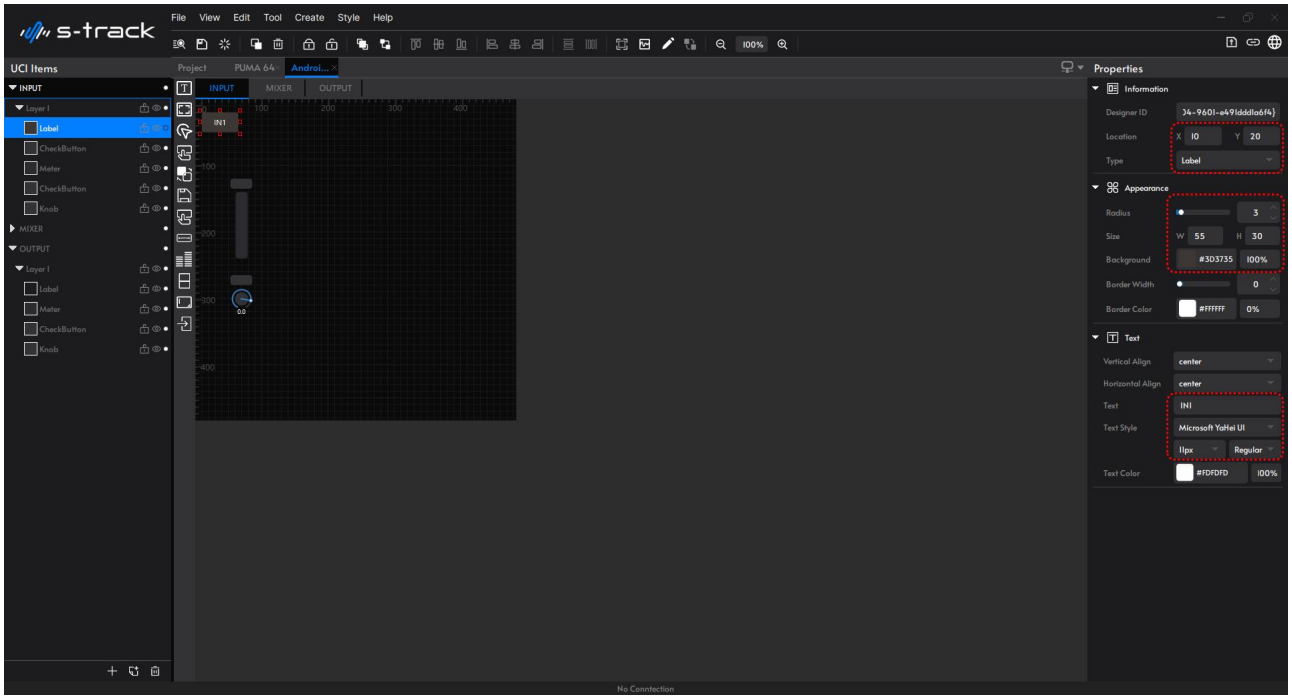


3.3.1 INPUT Page

1. Change the input channel name: Modify the properties of the “1” label on the Page as follows:

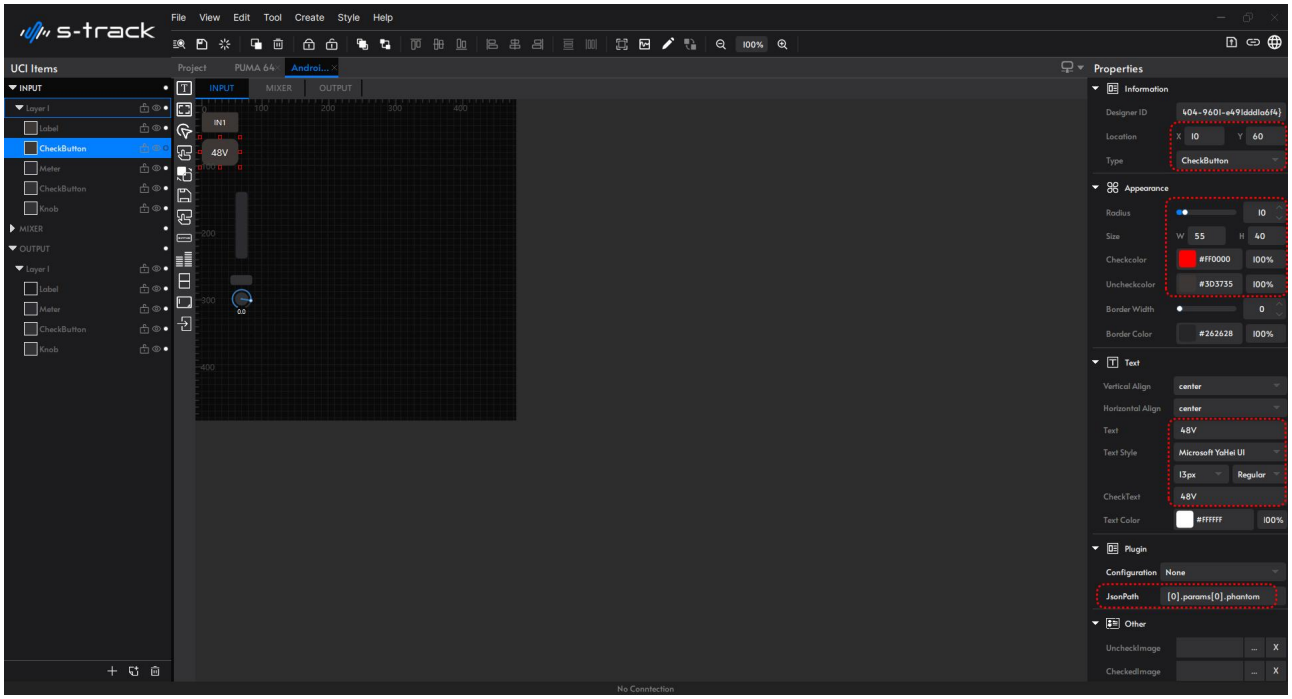
Properties	Value
Location	X: 10, Y: 20
Type	Label
Size	W: 55, H: 30
Radius	3
Background	Color: #3D3735, Opacity: 100%
Text	IN1
Text Style	11px

❖ **Note:** To apply changes, press “Enter”; the same applies below.



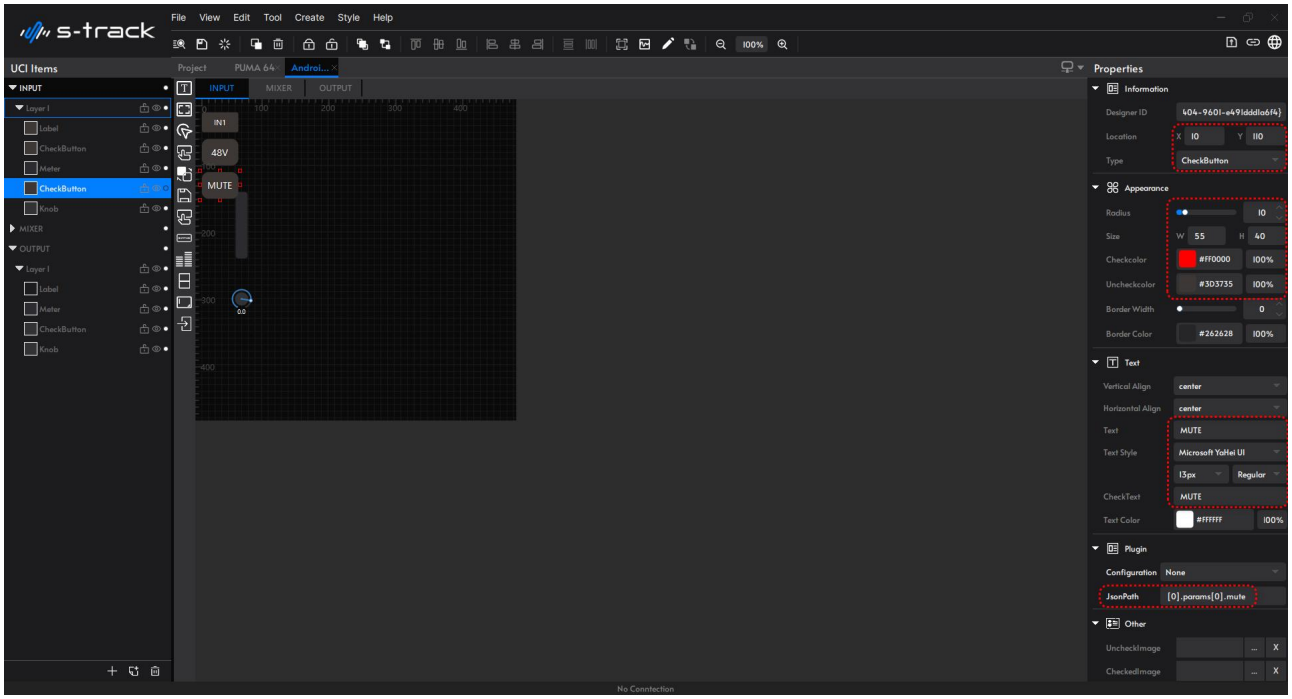
2. Modify the properties of the phantom power button for the input channel as follows:

Properties	**Value**
Location	X: 10, Y: 60
Type	CheckButton
Radius	10
Size	W: 55, H: 40
Check Color	Color: #FF0000, Opacity: 100%
Uncheck Color	Color: #3D3735, Opacity: 100%
Text	48V
Text Style	13px
Check Text	48V
Plugin	
JsonPath	**[0].params[0].phantom**



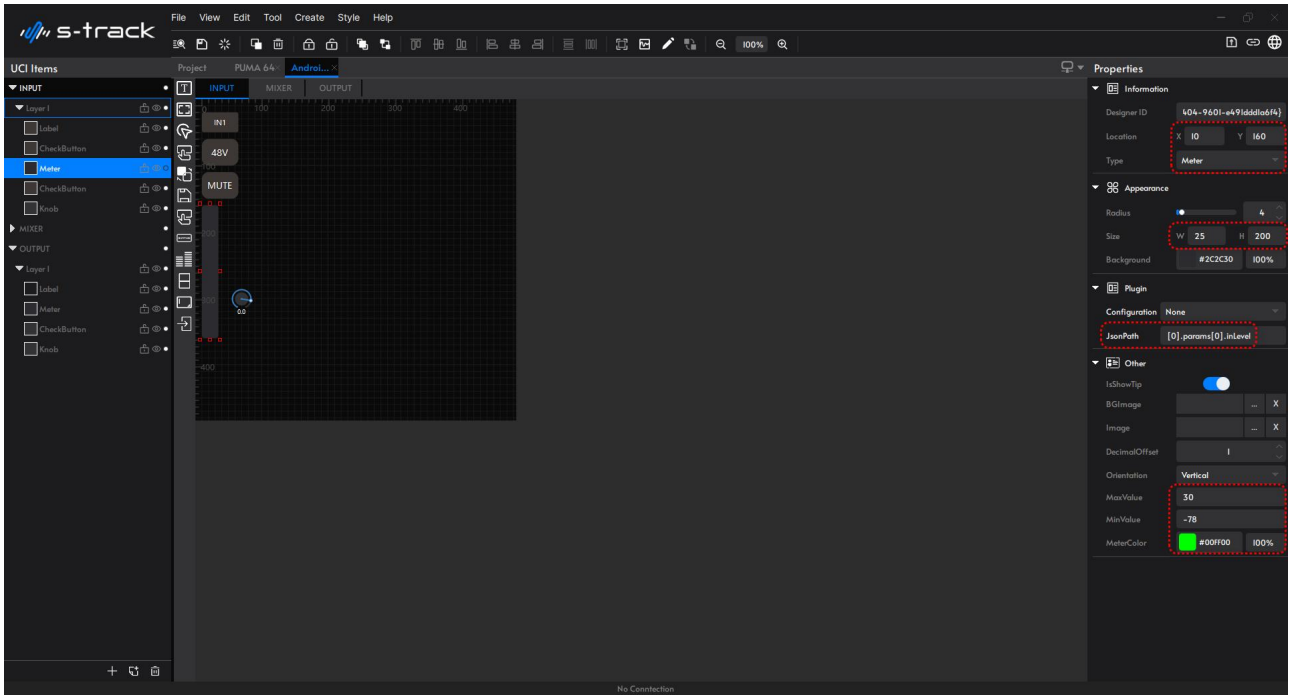
3. Modify the properties of the input channel mute button as follows:

Properties	**Value**
Location	X: 10, Y: 110
Type	CheckButton
Radius	10
Size	W: 55, H: 40
Check Color	Color: #FF5500, Opacity: 100%
Uncheck Color	Color: #3D3735, Opacity: 100%
Text	MUTE
Text Style	13px
Check Text	MUTE
Plugin	
JsonPath	**[0].params[0].mute**



4. Modify the properties of the input channel level bar as follows:

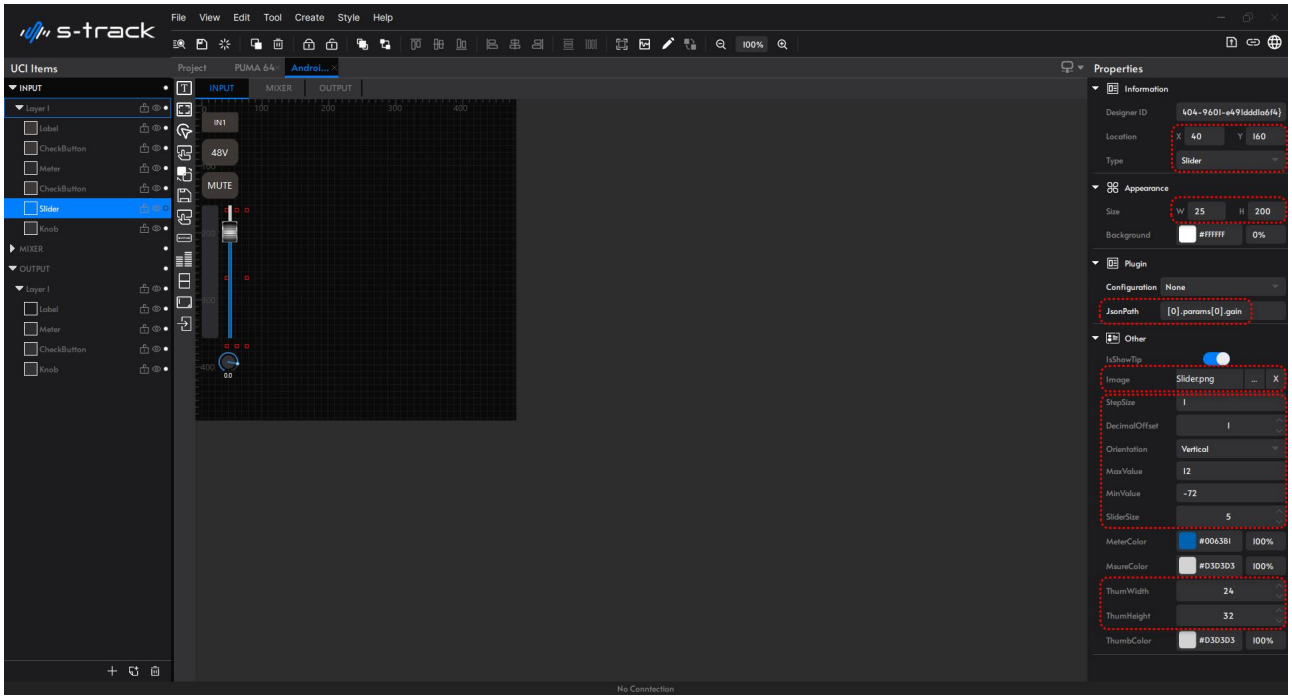
Properties	**Value**
Location	X: 10, Y: 160
Type	Meter
Size	W: 25, H: 200
Plugin	
JsonPath	**[0].params[0].inLevel**
Other	
Orientation	Vertical
MaxValue	30
MinValue	-78
Meter Color	Color: #00FF00, Opacity: 100%



5. First, duplicate the input channel gain knob once, change its type to “Slider,” and modify its properties as follows:

Properties	**Value**
Location	X: 10, Y: 160
Type	Slider
Size	W: 25, H: 200
Plugin	
JsonPath	**[0].params[0].gain**
Other	
Image	Add Slider resource image 
StepSize	1
DecimalOffset	1
Orientation	Vertical

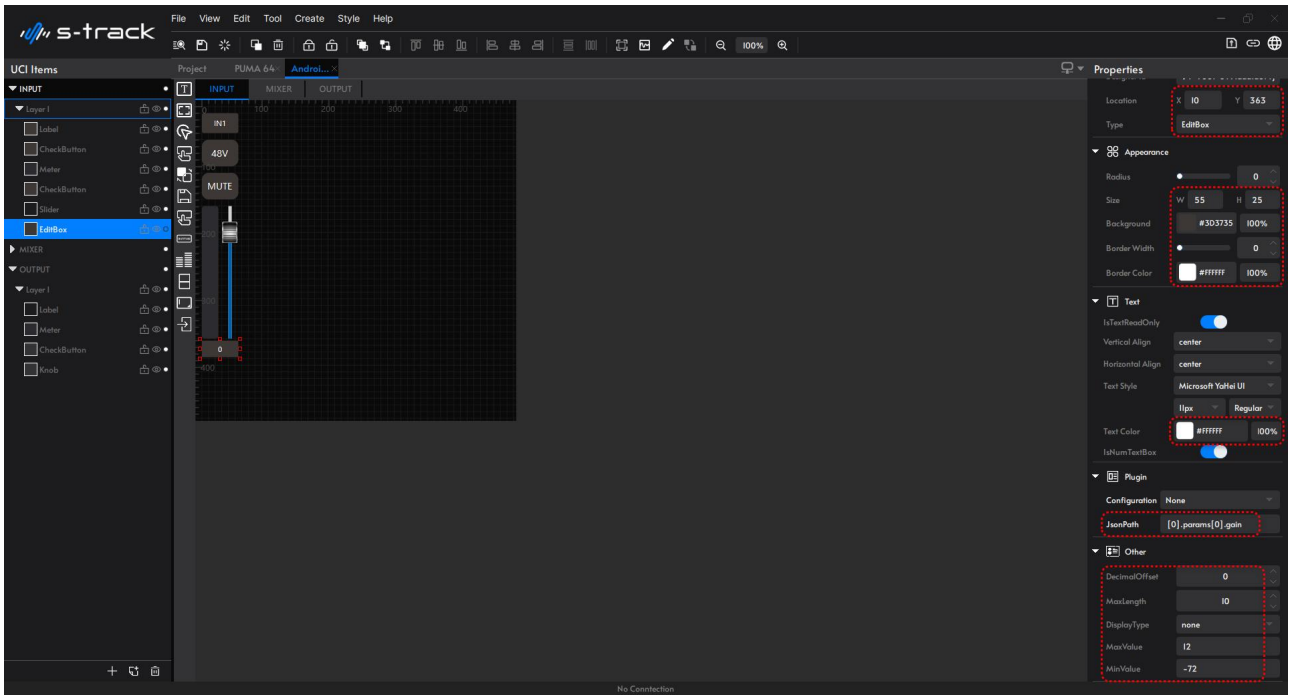
MaxValue	12
MinValue	-72
SliderSize	5
ThumWidth	24
ThumHeight	32



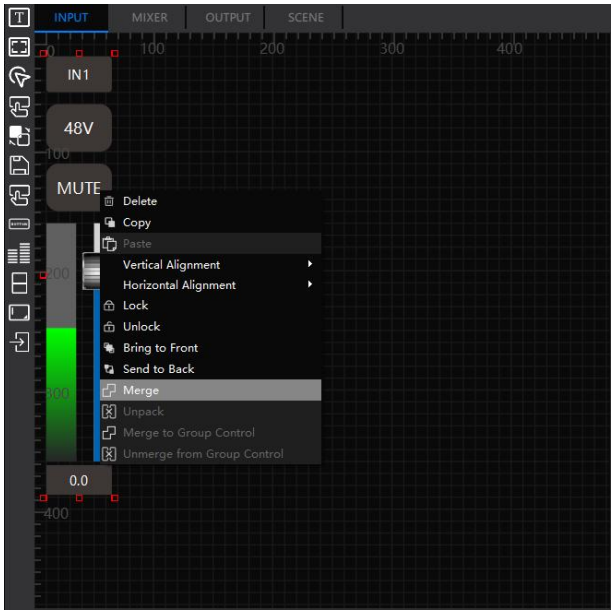
6. Change the input channel gain knob type of the copied control to “EditBox,” and modify its properties as follows:

Properties	**Value**
Location	X: 10, Y: 363
Type	EditBox
Size	W: 55, H: 25
Background	Color: #3D3735, Opacity: 100%
Border Width	0

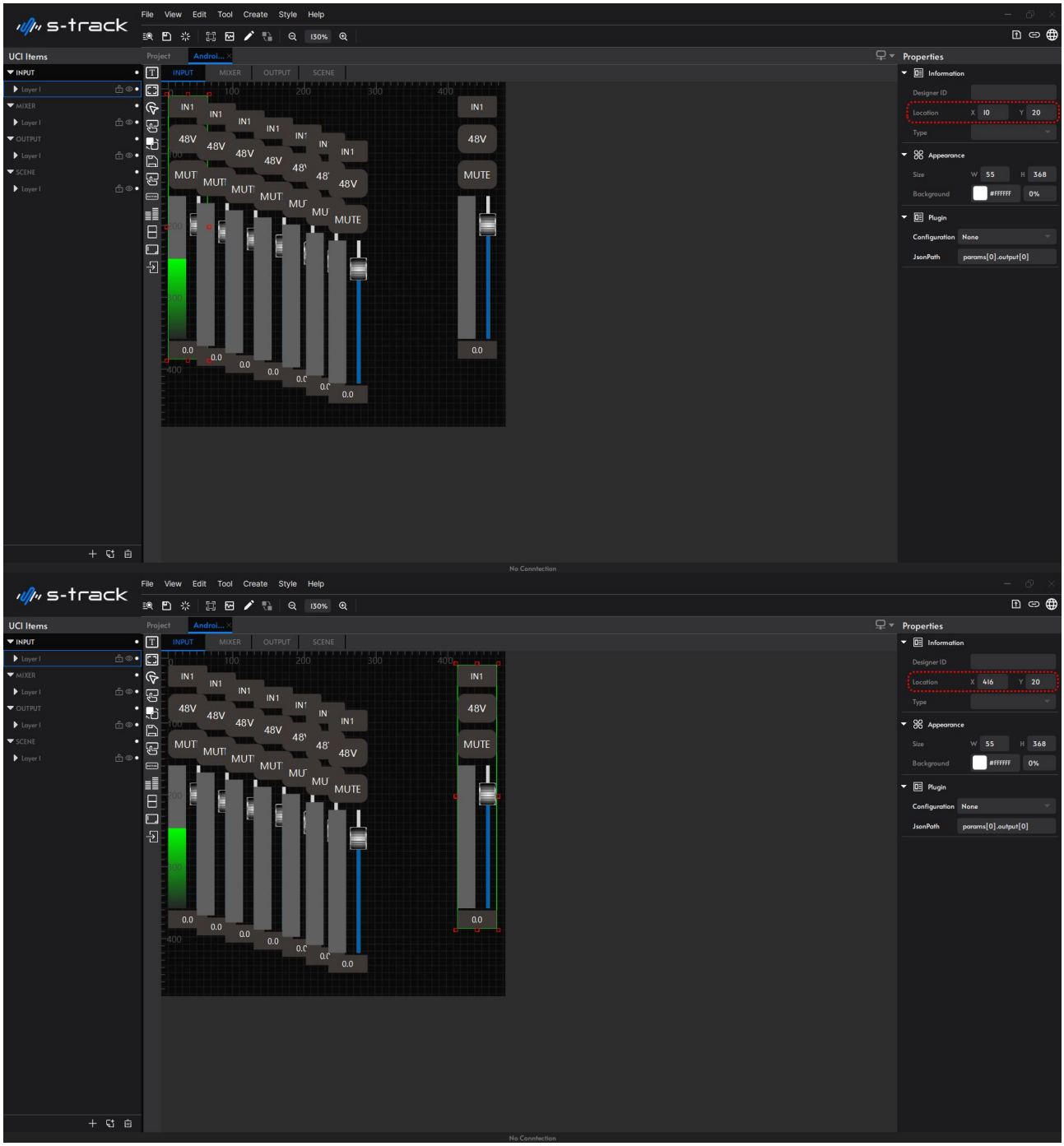
TextColor	Color: #FFFFFF, Opacity: 100%
Plugin	
JsonPath	**[0].params[0].gain**
Other	
DecimalOffset	1
MaxLength	>4
MaxValue	12
MinValue	-72

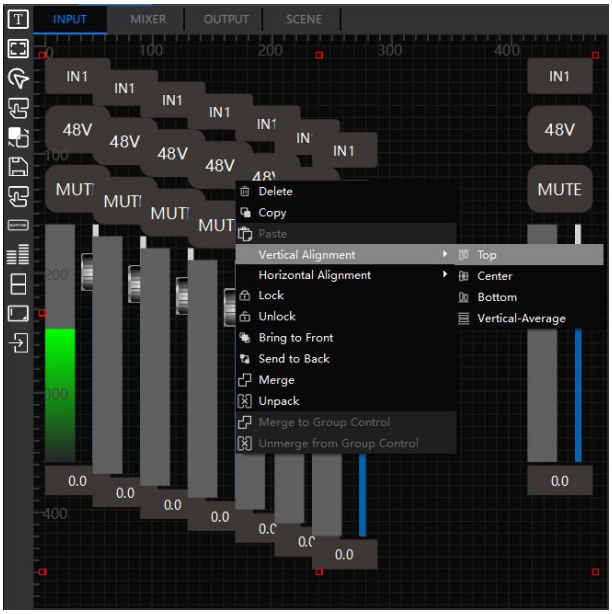


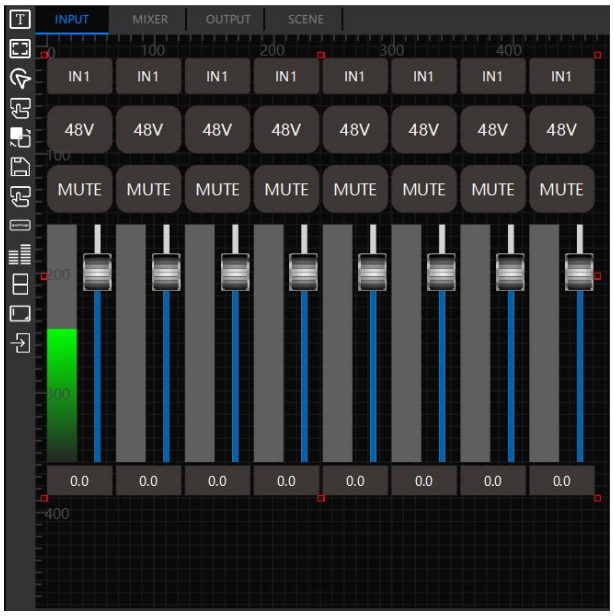
7. Select these controls on the Page, right-click, and select “Merge” to merge the controls:



8. Copy and paste the merged control seven times; then use the Location property to position the leftmost and rightmost controls. Select all the controls on the Page, right-click and select “Vertical Alignment-Top” to align them vertically, then right-click again and select “Horizontal Alignment-Horizontal-Average” to align them horizontally:


s-track
File View Edit Tool Create Style Help
UCI Items
INPUT
MIXER
OUTPUT
SCENE
Properties
Information
Designer ID
Location
Type
Appearance
Size
Background
Plugin
Configuration
JsonPath
IN1
48V
MUTE
No Connection

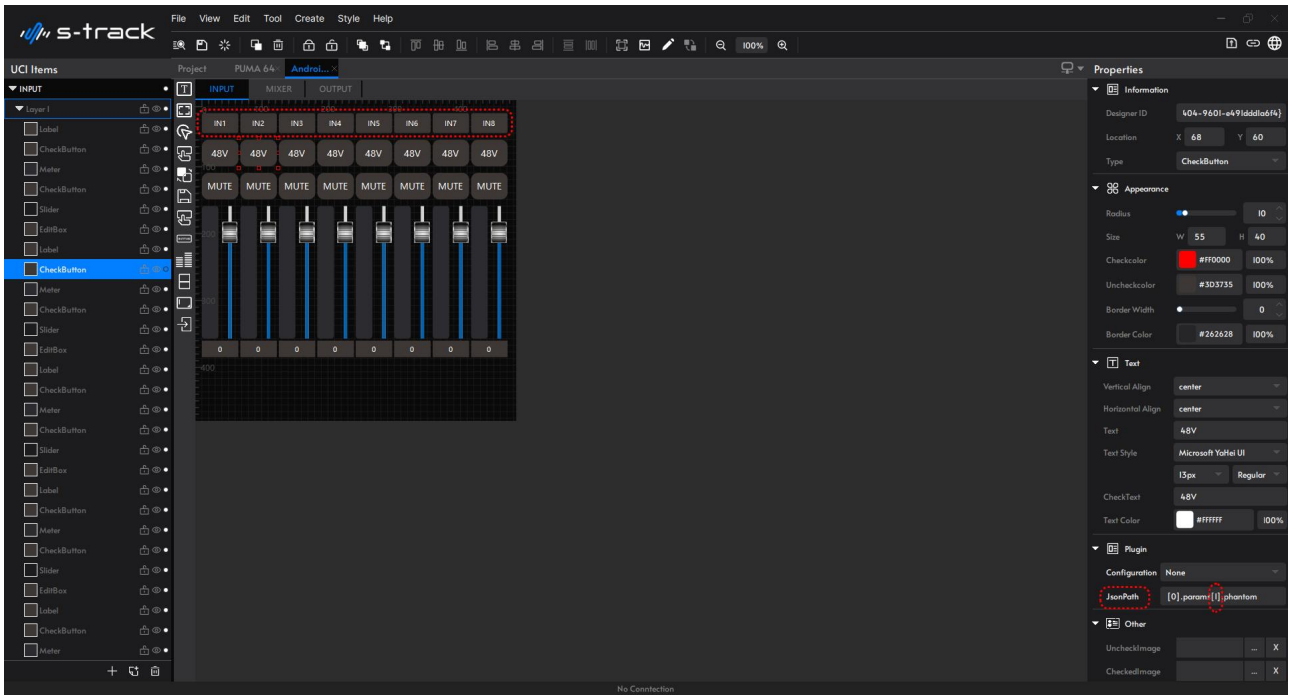




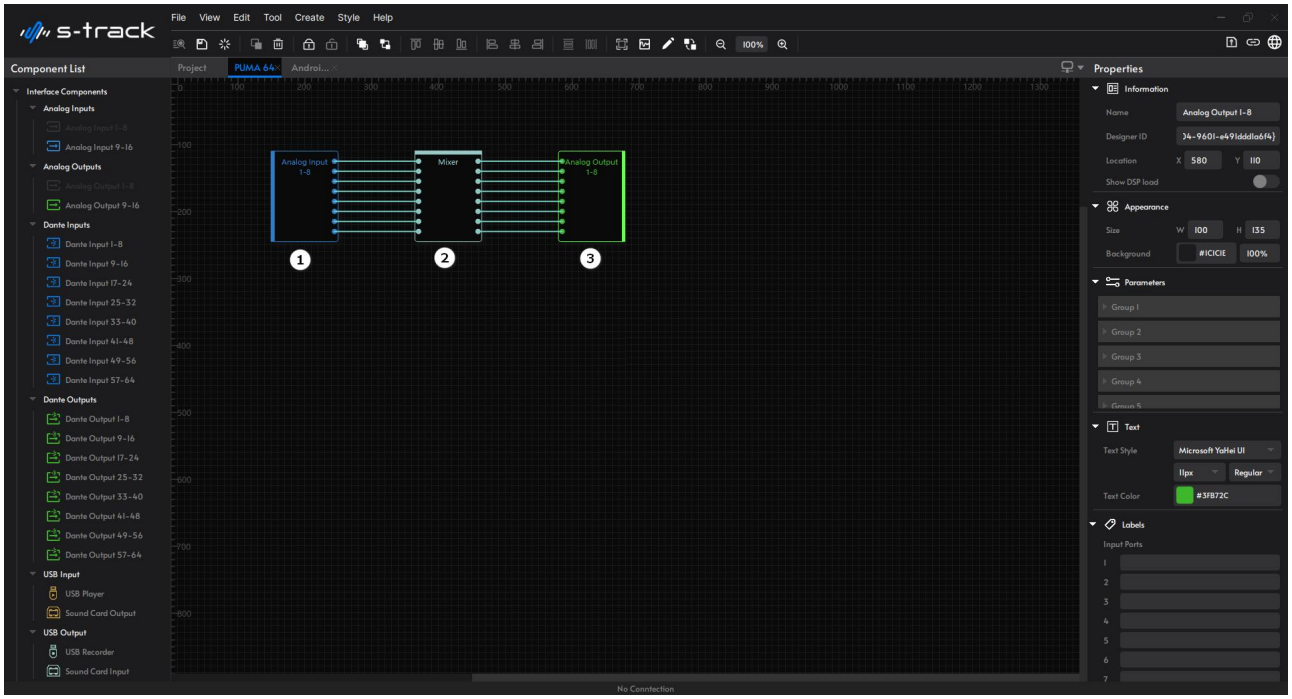
9. Select all these controls, right-click and select “Unpack” to unpack them, then rename them to match the corresponding channel names. Next, select the channel control and go to “Properties > Plugin > JsonPath” to update the value to match the corresponding channel. Repeat this process for each control in every channel:

Input Channel	JsonPath: [].params
IN1	[0].params[0]
IN2	[0].params[1]
IN3	[0].params[2]

IN4	[0].params[3]
IN5	[0].params[4]
IN6	[0].params[5]
IN7	[0].params[6]
IN8	[0].params[7]
And so on...	



❖ **Important Note:** JsonPath: [0].params[0]: The number “0” in the first [0] refers to the first component dragged into the PUMA Designer interface, and the number “0” in the second [0] refers to the control for Channel 1 within that component; Similarly, for JsonPath: [1].params[1]: The number “1” in the first [1] refers to the second component dragged into the PUMA Designer interface, and the number “1” in the second [1] refers to the control for Channel 2 within that component. And so on, as shown in the figure below:



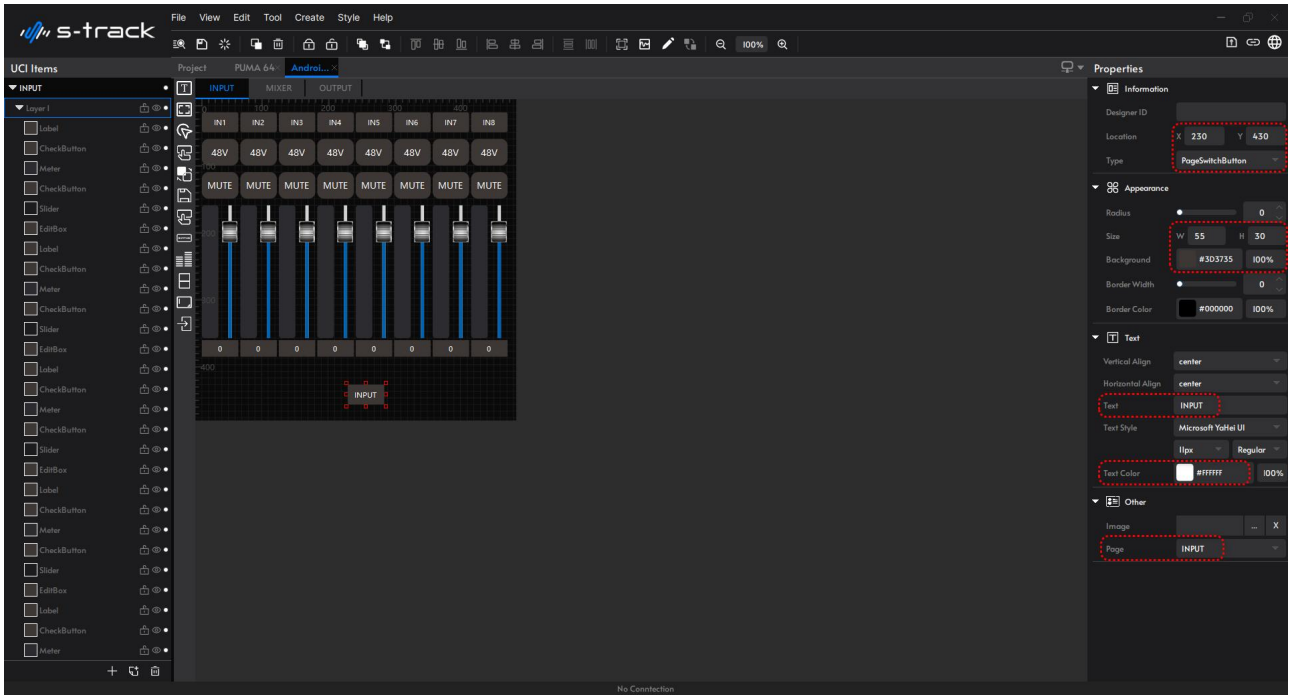
① The first component dragged into Designer, Properties > Plugin: JsonPath: [0].params...;

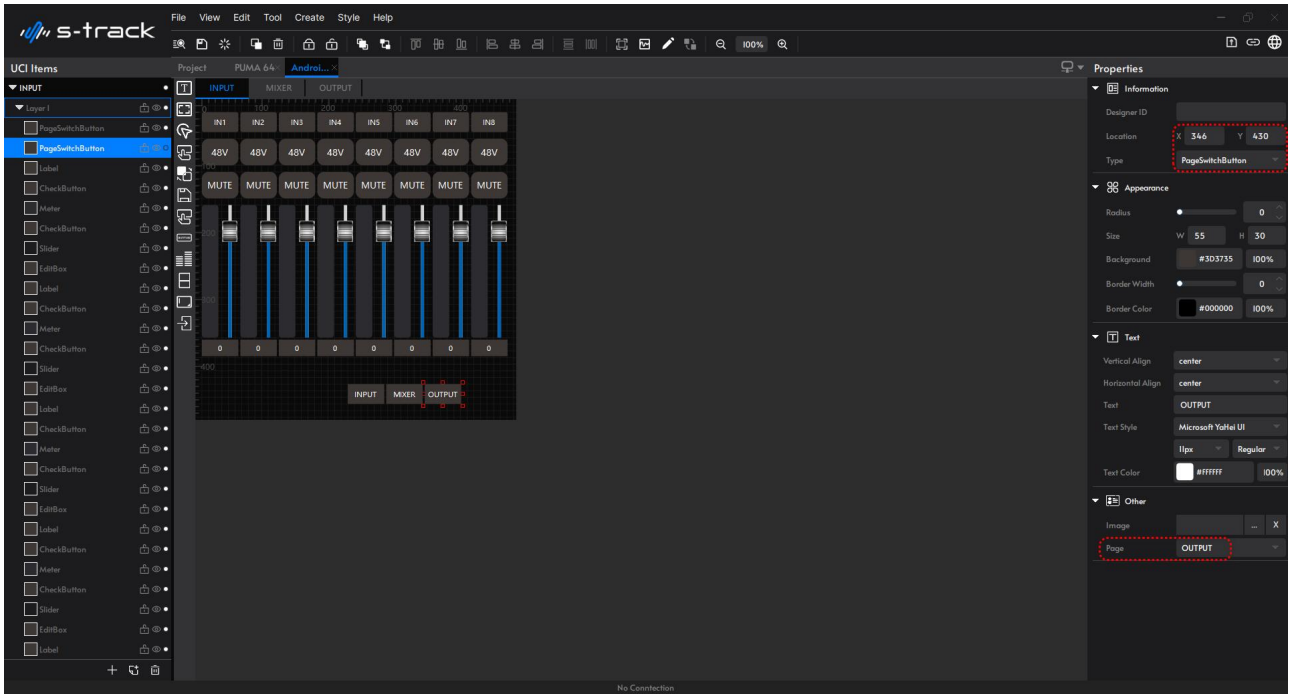
② The second component dragged into Designer, Properties > Plugin: JsonPath: [1].params...;

③ The third component dragged into Designer, Properties > Plugin: JsonPath: [2].params....

10. Set the page to jump to. Modify the properties of the INPUT page as follows; do the same for the MIXER page, and OUTPUT page:

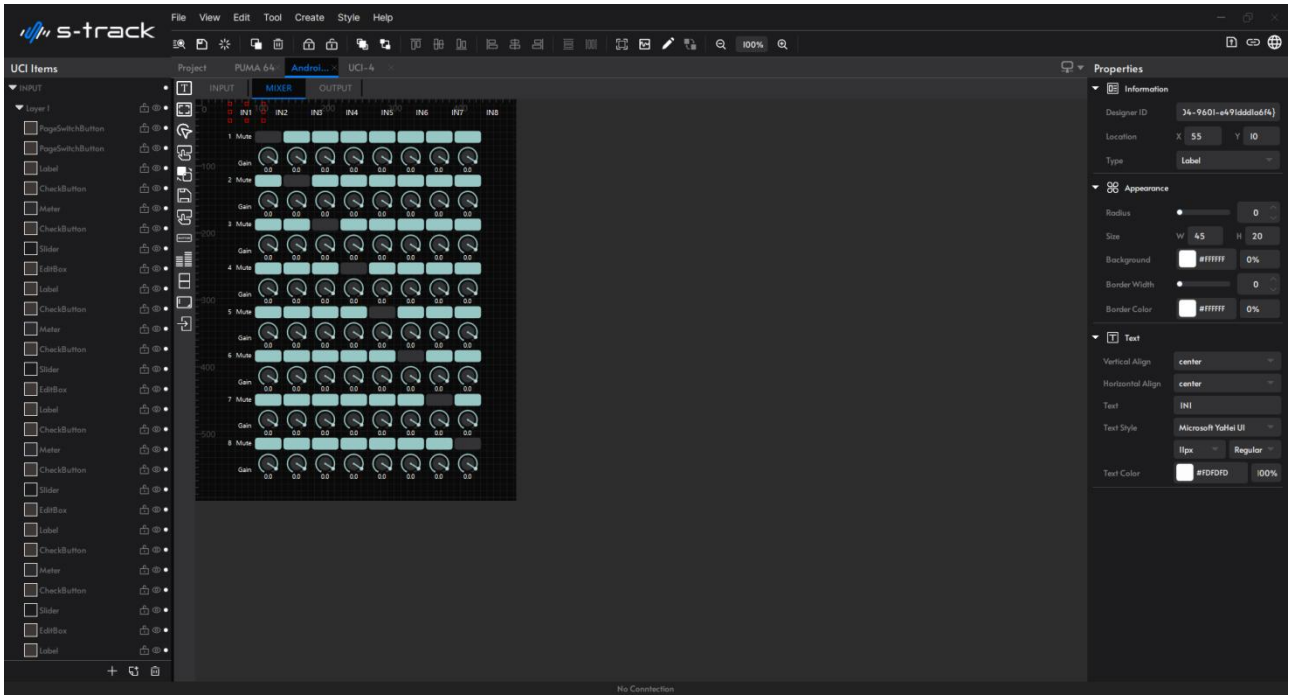
Properties	Value
Location	X: 230, Y: 430
Type	PageSwitchButton
Size	W: 55, H: 30
Background	Color: #3D3735, Opacity: 100%
Text	INPUT
TextColor	Color: #FFFFFF, Opacity: 100%
Page	INPUT

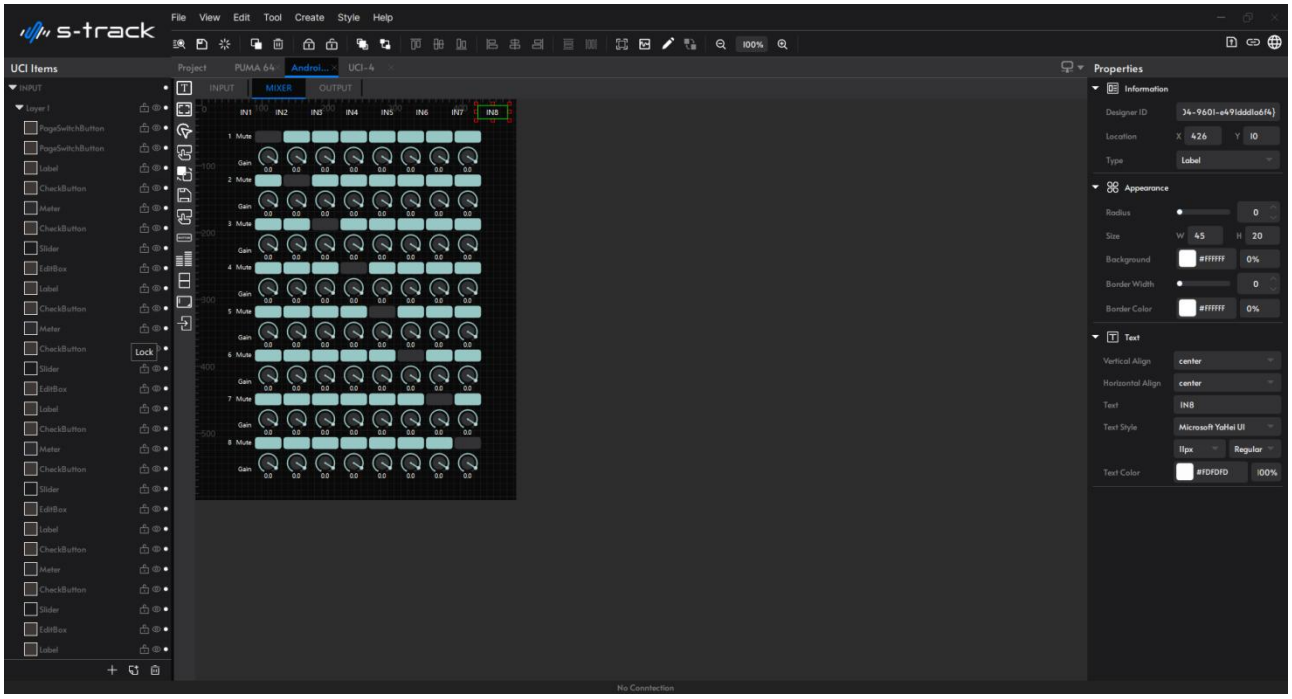




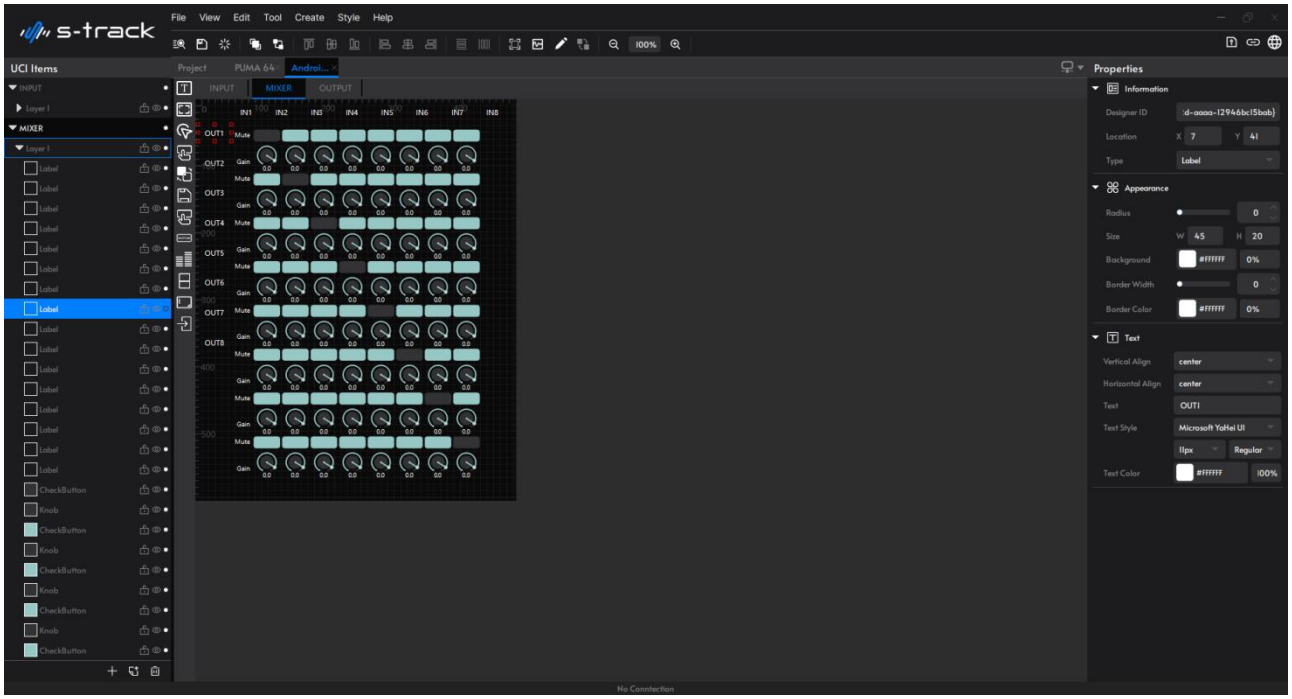
3.3.2 MIXER Page

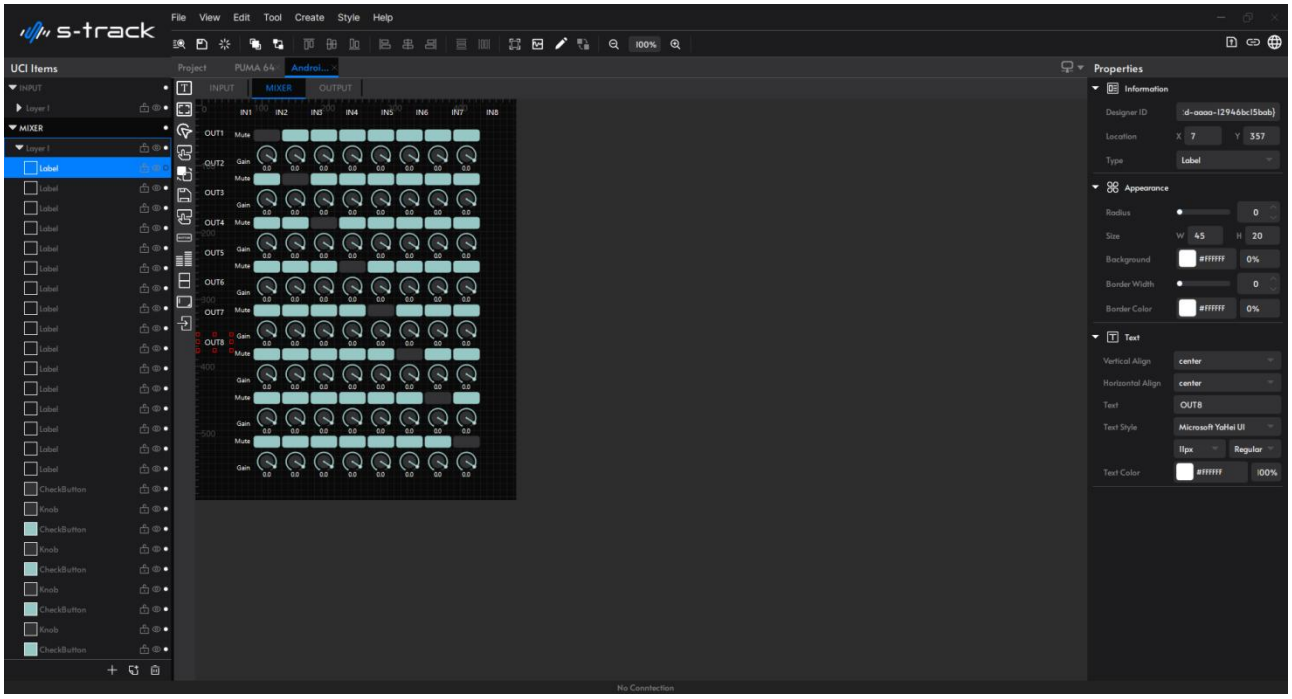
1. To change the name of the input channel, first set its position using the Location property, then align it Vertically-Center and Horizontally-Average. Modify the control properties as follows:



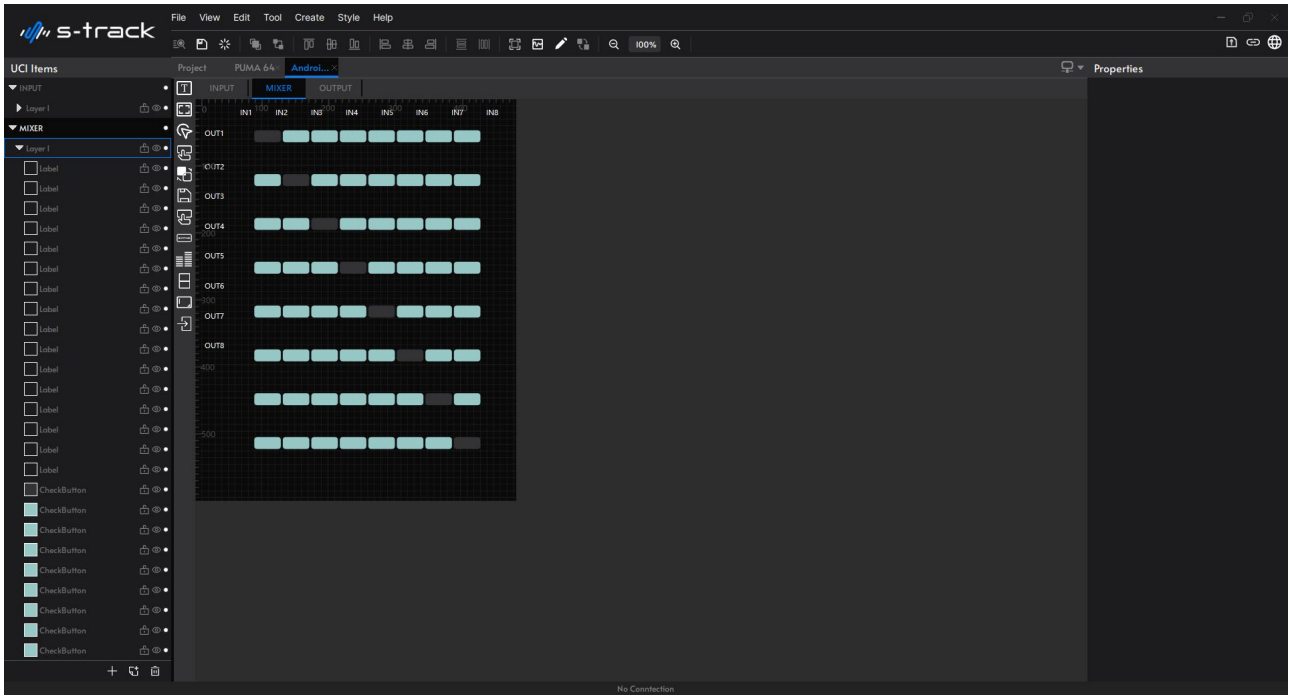


2. To modify the output channel name, first position it using the Location property, then align it Horizontally-Center and Vertically-Average. Modify the properties as follows:

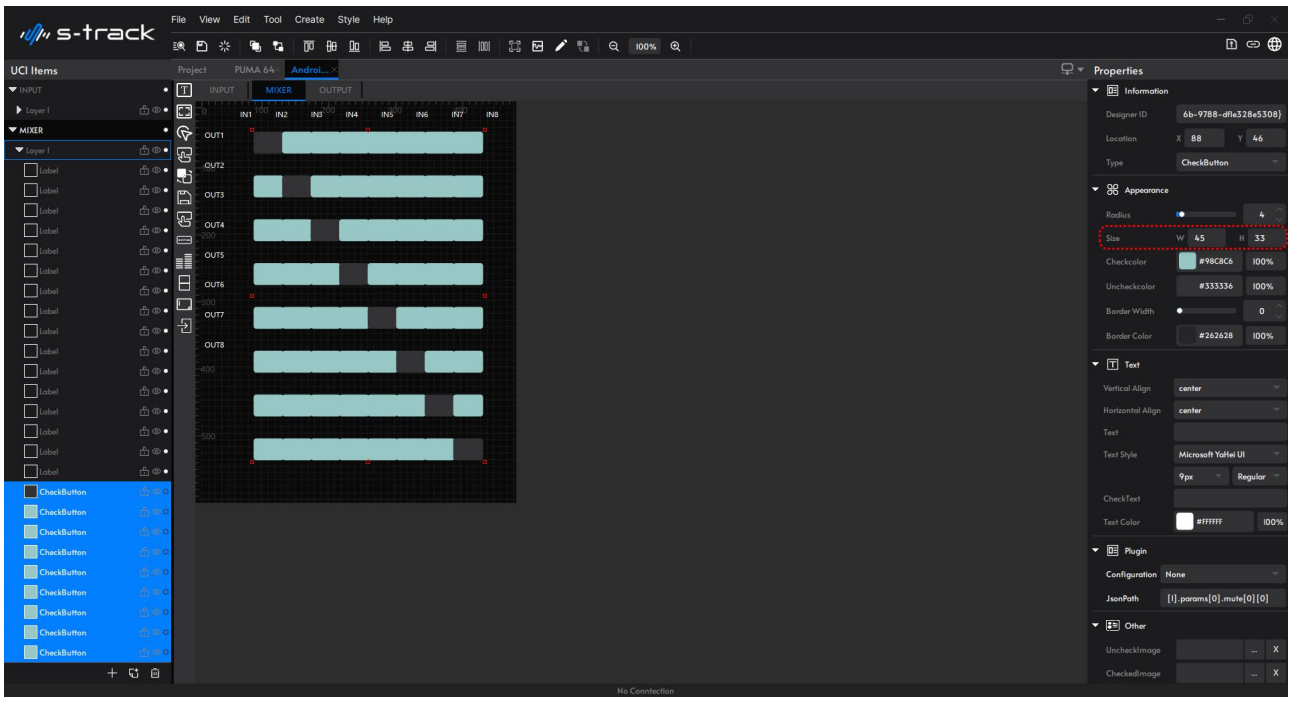




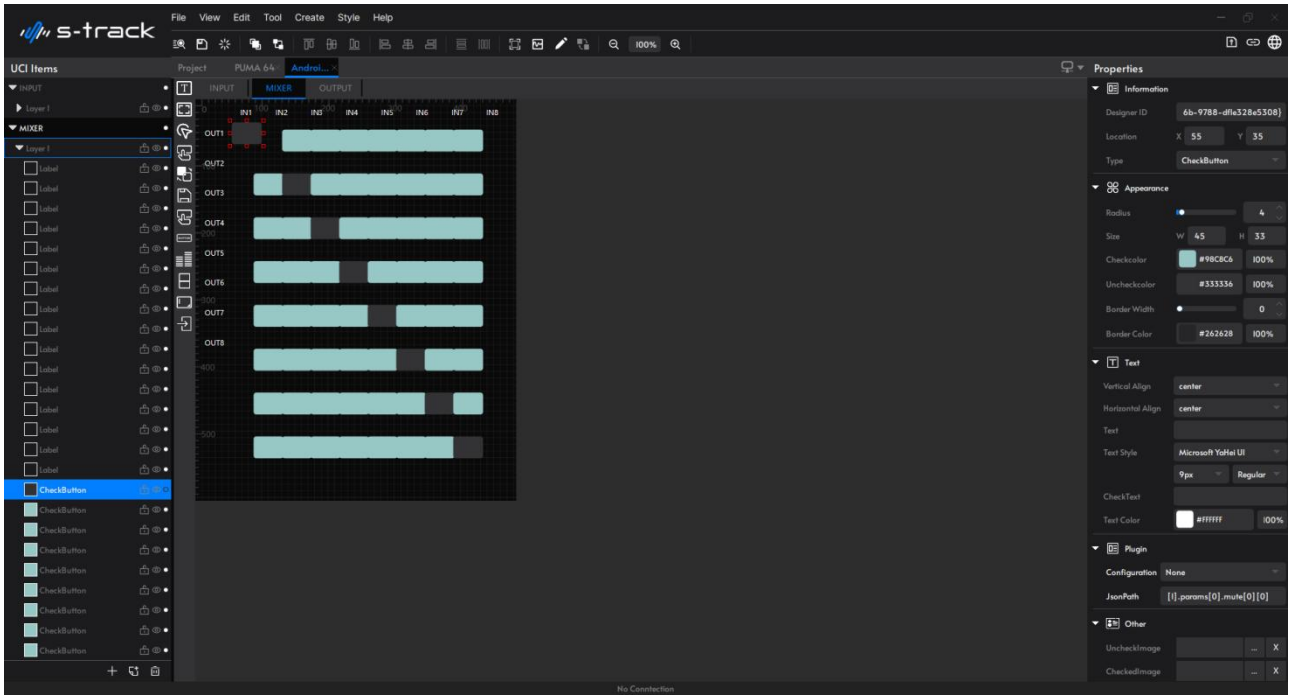
3. Delete the Gain row and the Mute Label:



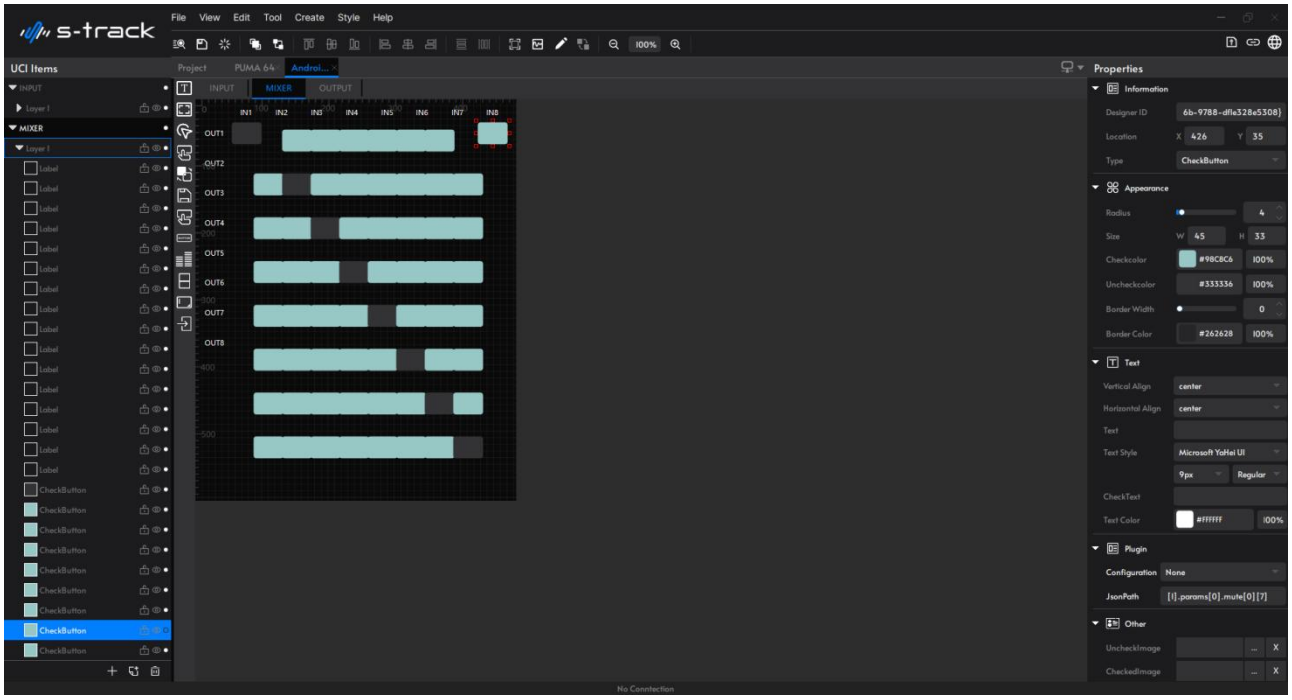
4. Select the “Matrix Mix” button and modify its properties: Size: W: 45, H: 33;



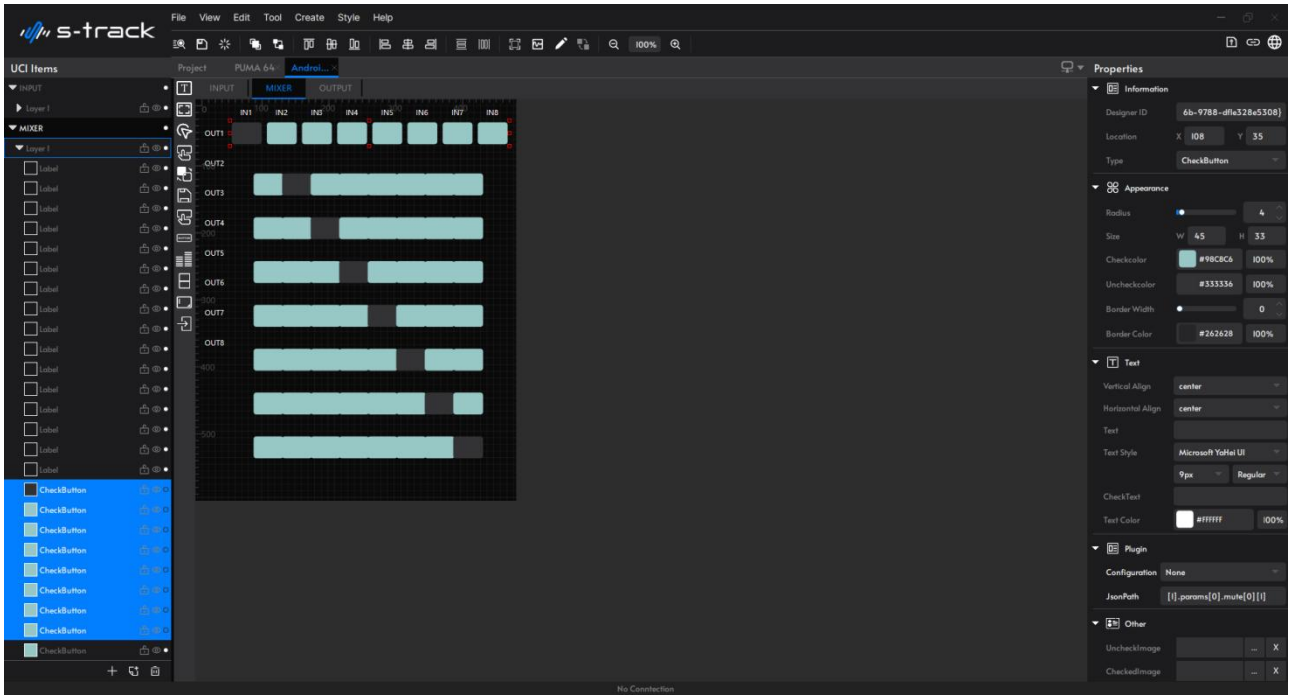
5. Align the “IN1” and “OUT1” matrix mix buttons with the “IN1” and “OUT1” labels:



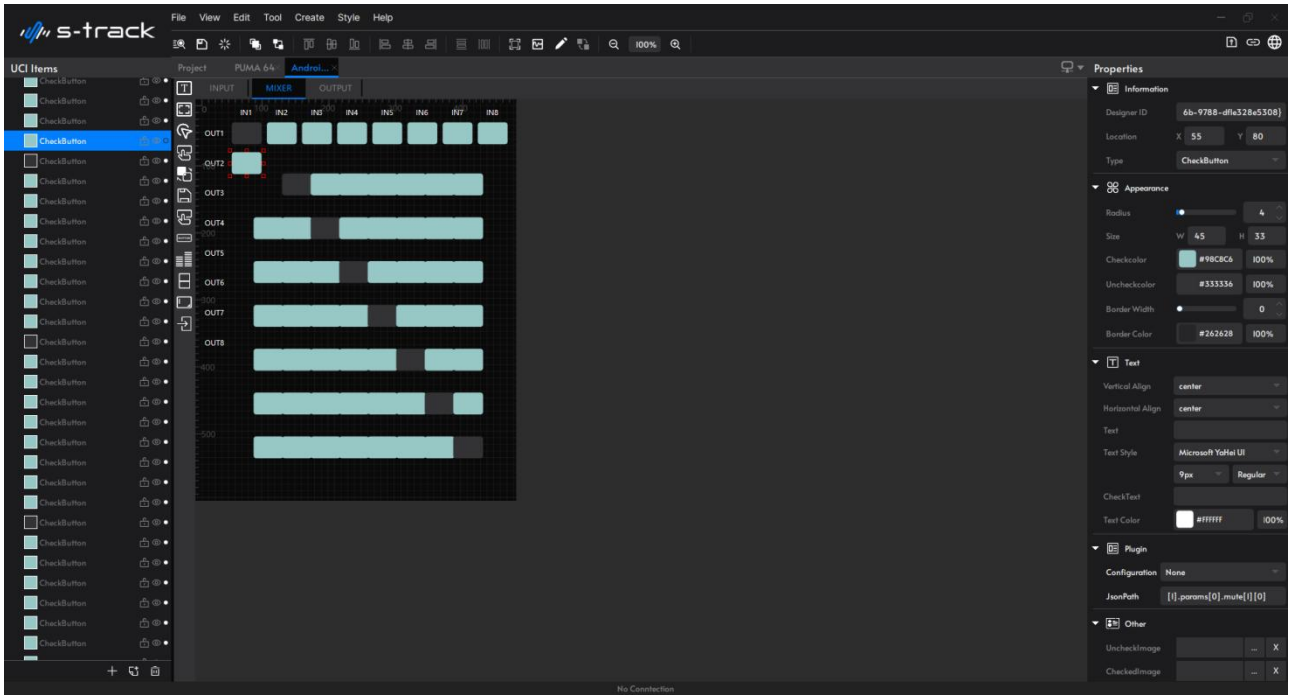
6. Align the “IN8” and “OUT1” matrix mix buttons with the “IN8” and “OUT1” labels:



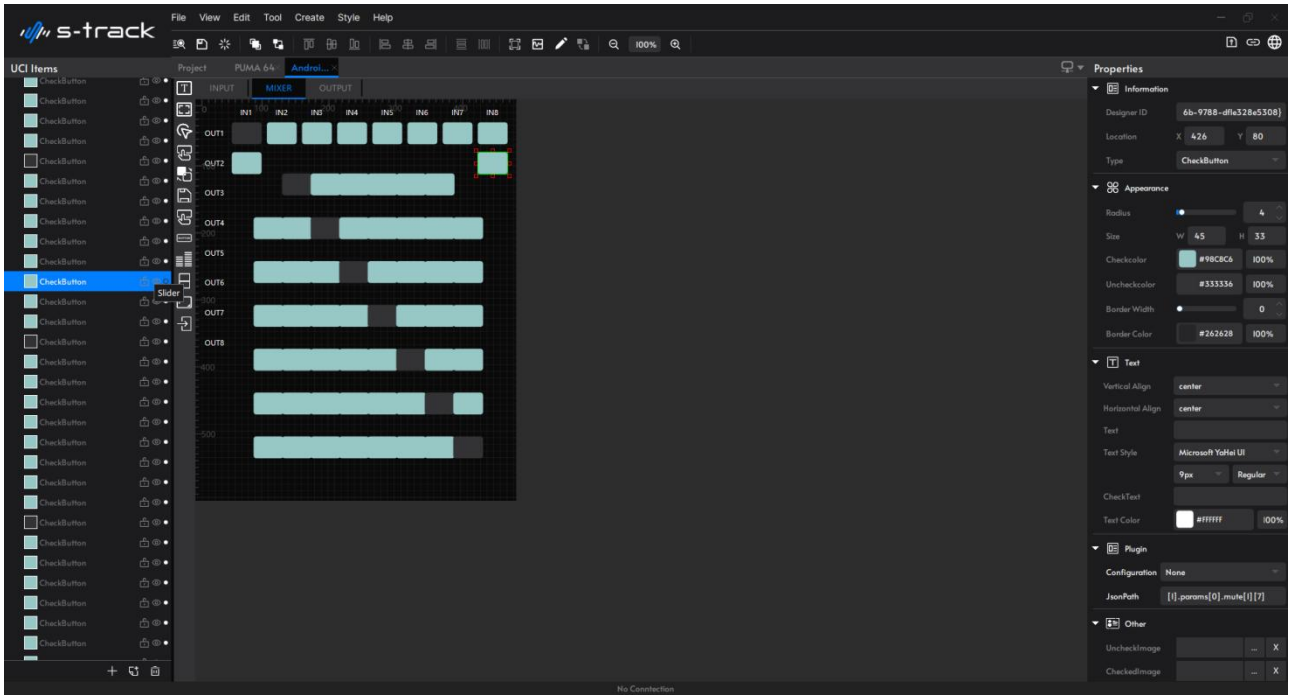
7. Select all the “OUT1” row matrix mix buttons, right-click and select “Vertical Alignment-Center” to align them vertically in the center; right-click and select “Horizontal Alignment-Horizontal-Average” to align them horizontally using the average value:



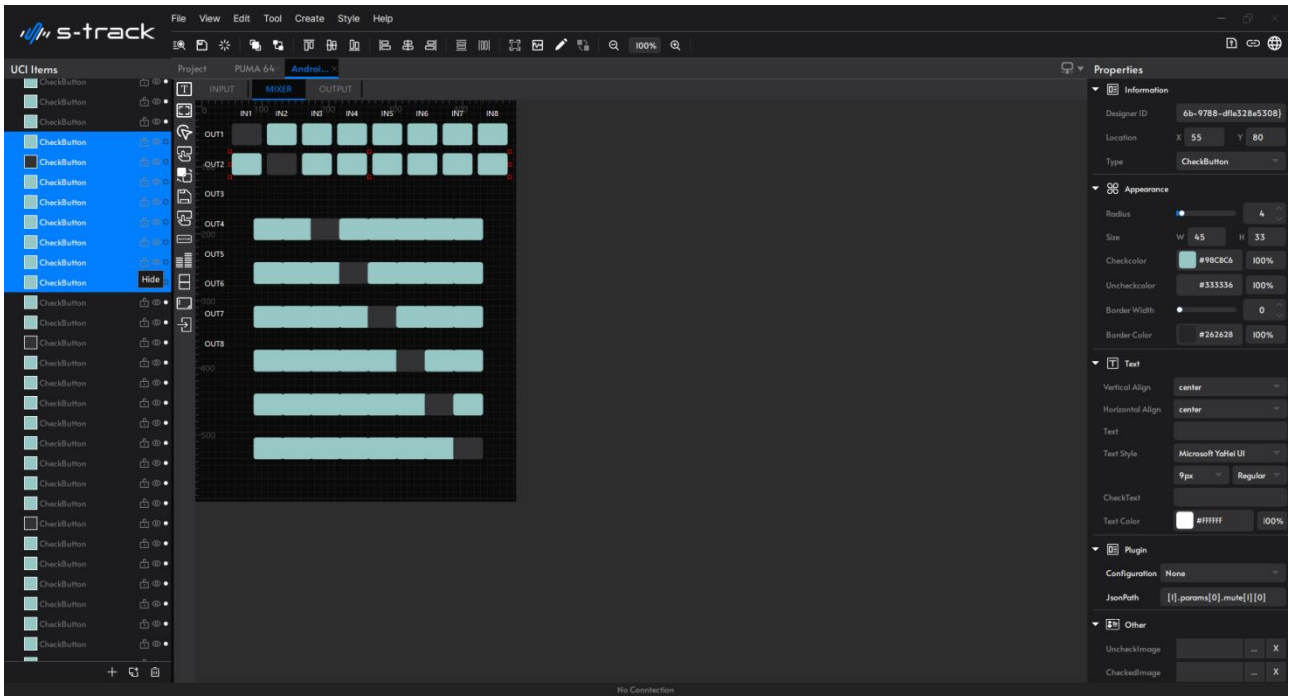
8. Align the “IN1” and “OUT2” matrix mix buttons with the “IN1” and “OUT2” labels:



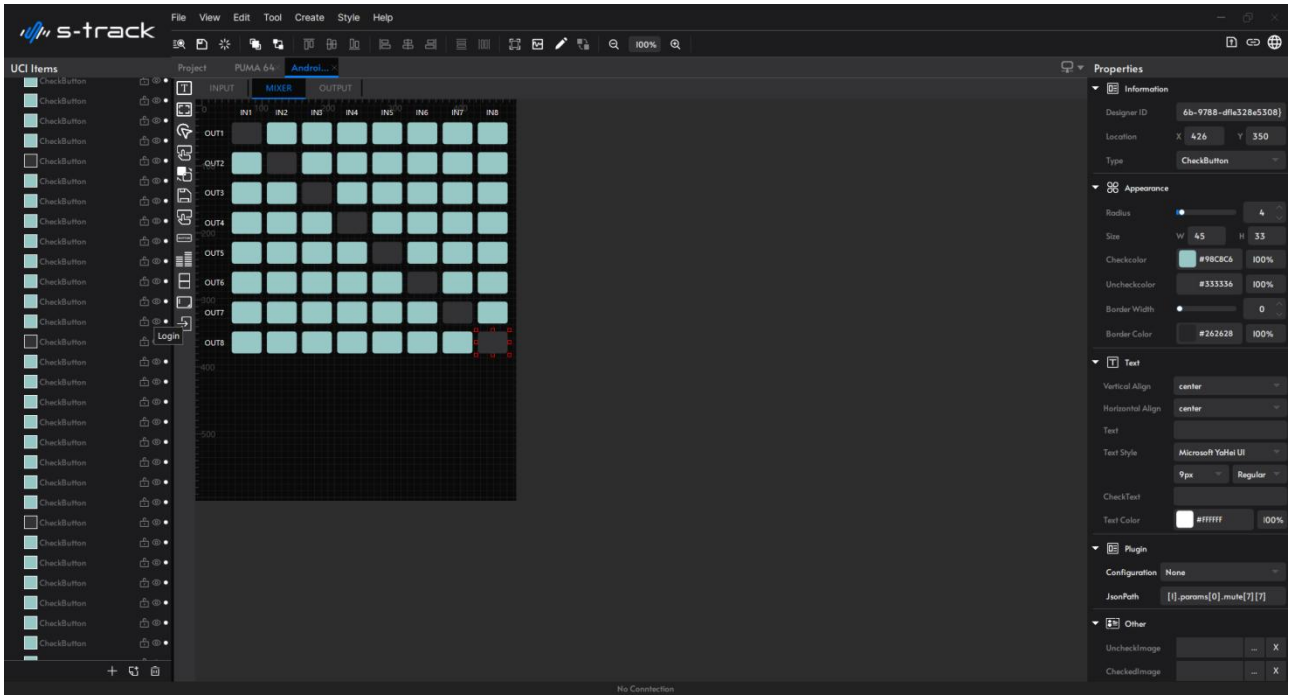
9. Align the “IN8” and “OUT2” matrix mix buttons with the “IN8” and “OUT2” labels:



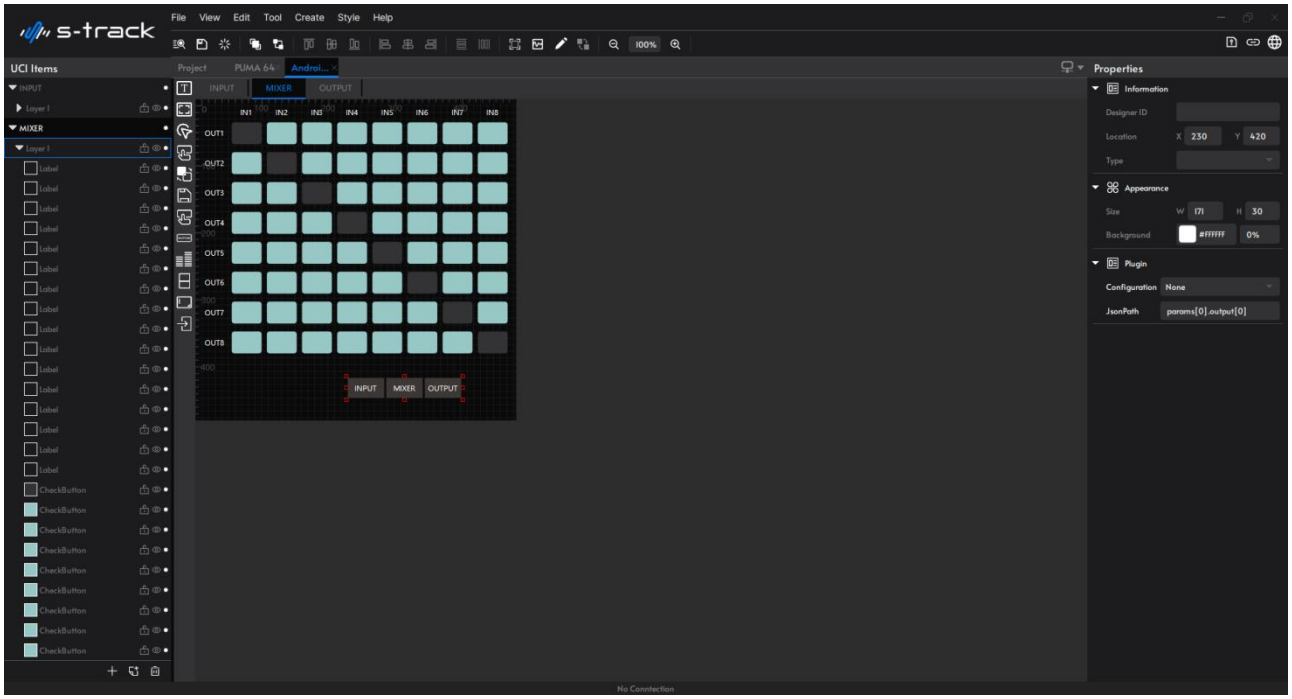
10. Select all the “OUT2” row matrix mix buttons, right-click and select “Vertical Alignment-Center” to align them vertically in the center; right-click and select “Horizontal Alignment-Horizontal-Average” to align them horizontally using the average value:



11. The “OUT3 - OUT8” row and column mixing buttons, and so on:



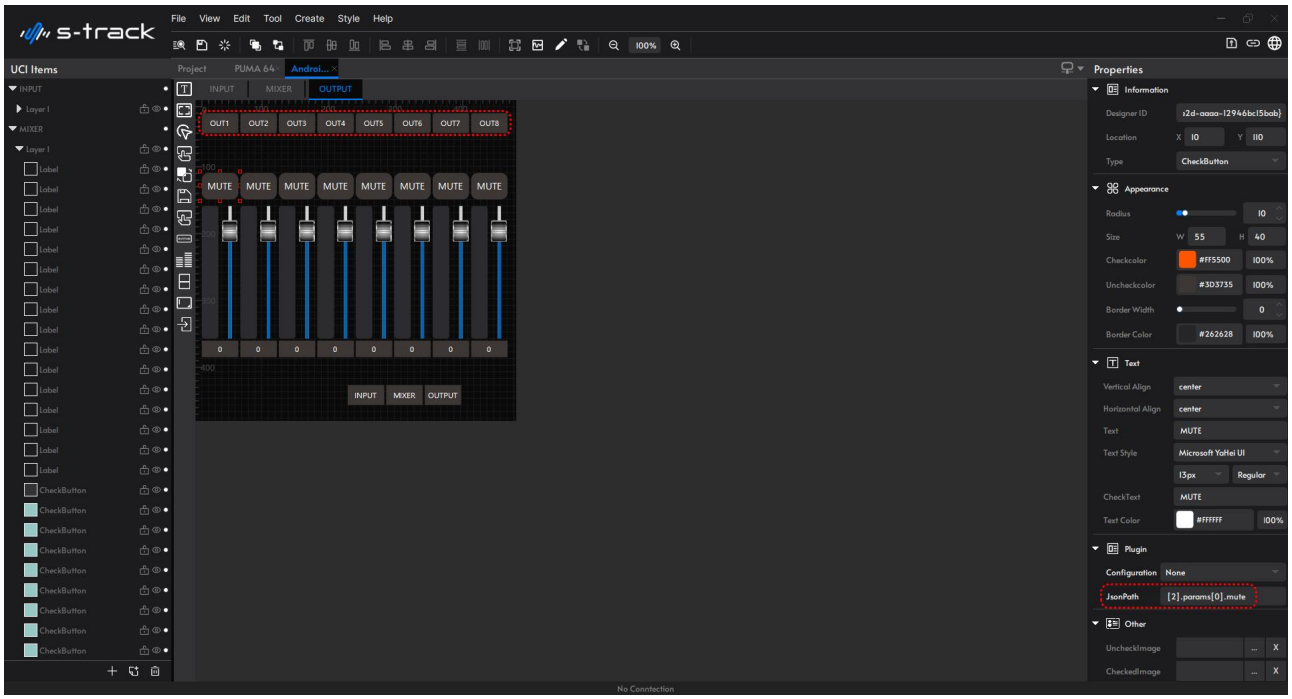
12. Set the Page to navigate to; you can copy it from the INPUT Page:



3.3.3 OUTPUT Page

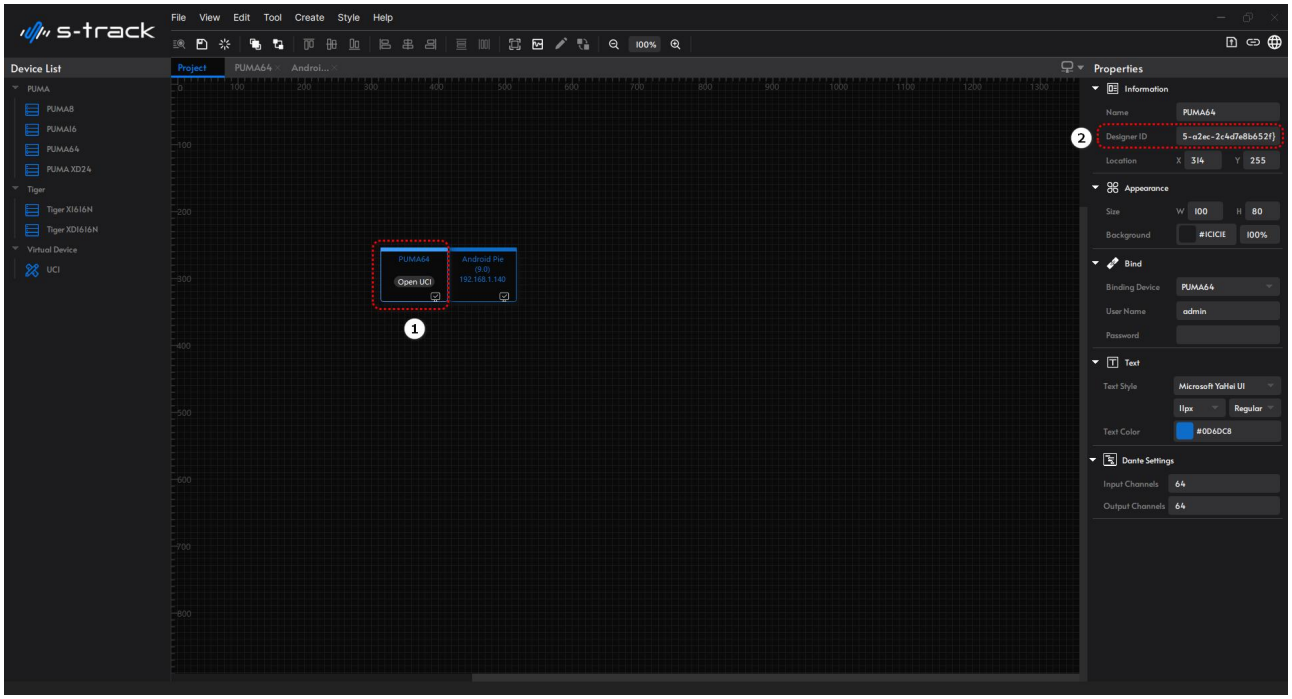
Copy and paste the controls from the INPUT page, delete the phantom power control, rename the channel to “OUT,” and then select the channel control and change the “Properties > Plugin > JsonPath” setting to the corresponding channel. You must make this change for every control on every channel:

Output Channel	JsonPath: [].params
OUT1	[2].params[0]
OUT2	[2].params[1]
OUT3	[2].params[2]
OUT4	[2].params[3]
OUT5	[2].params[4]
OUT6	[2].params[5]
OUT7	[2].params[6]
OUT8	[2].params[7]
And so on...	



3.4 Modify the Designer ID of UCI Bound to the Open-Architecture DSP

1. View the device's Designer ID

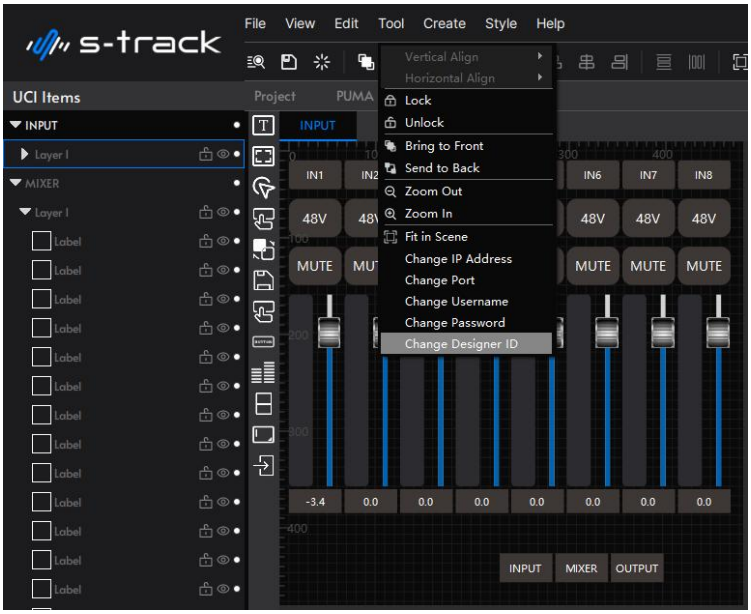


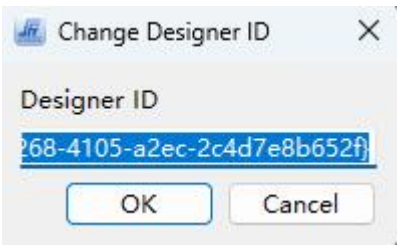
① After binding a DSP device to a new PUMA Designer, click the device to view its properties;

② Under Properties > Designer ID, you can select all and copy the Designer ID.

2. Modify the Designer ID of a UCI control

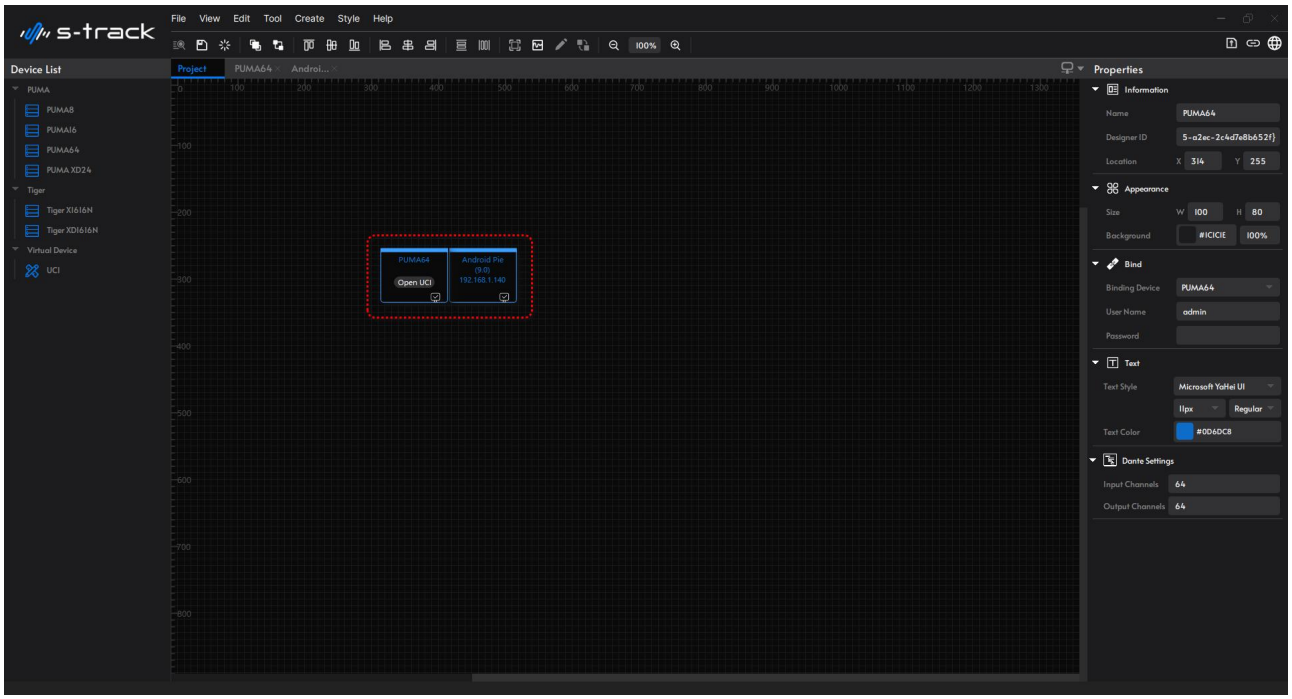
On the UCI interface, click Menu > Tool > Change Designer ID to open the Change Designer ID dialog box. Enter the Designer ID of the target DSP to modify the Designer ID of all controls on that UCI interface—that is, the Designer ID bound to the DSP.





3. Save the Designed Designer and UCI

On the Project main interface, click Menu > File > Save As to save the project file in .dgrs format. The Designer and UCI will be saved together in a single project file (the Designer ID is also saved). If you make changes to the Project interface after saving, you can select Menu > File > Save to save the changes.

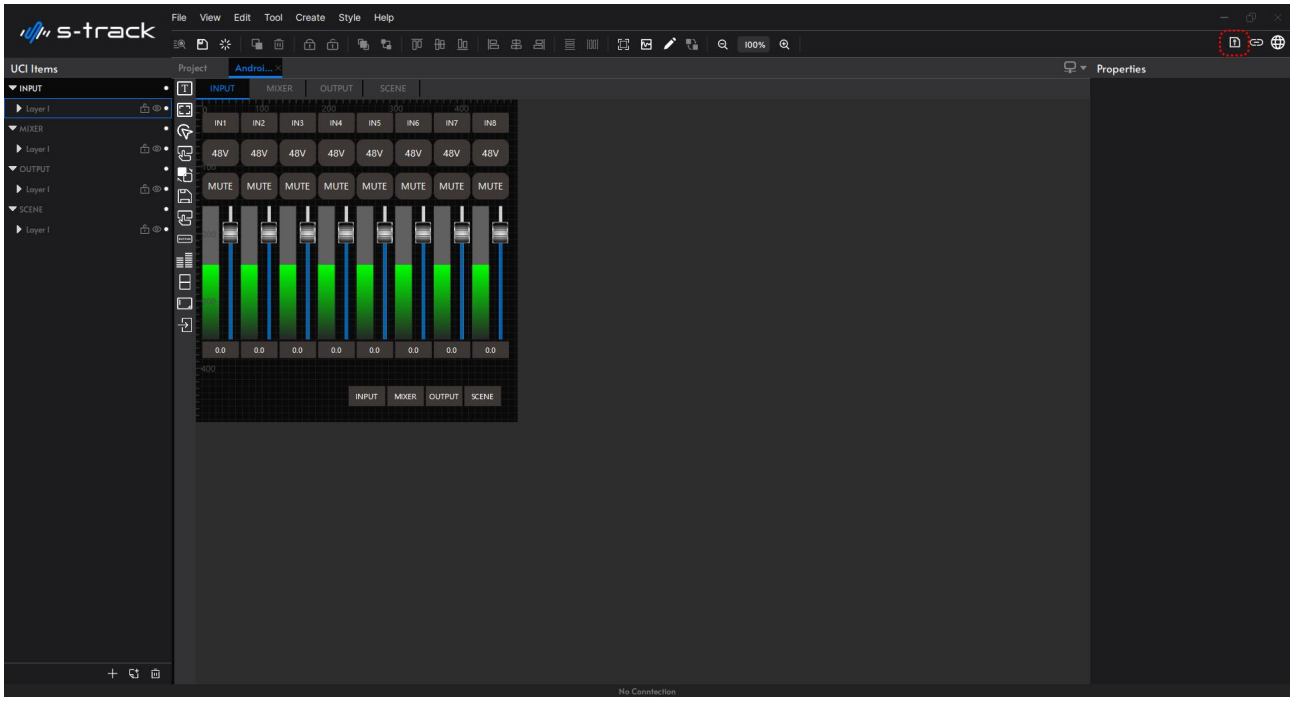


4. Load the Saved Designer and UCI

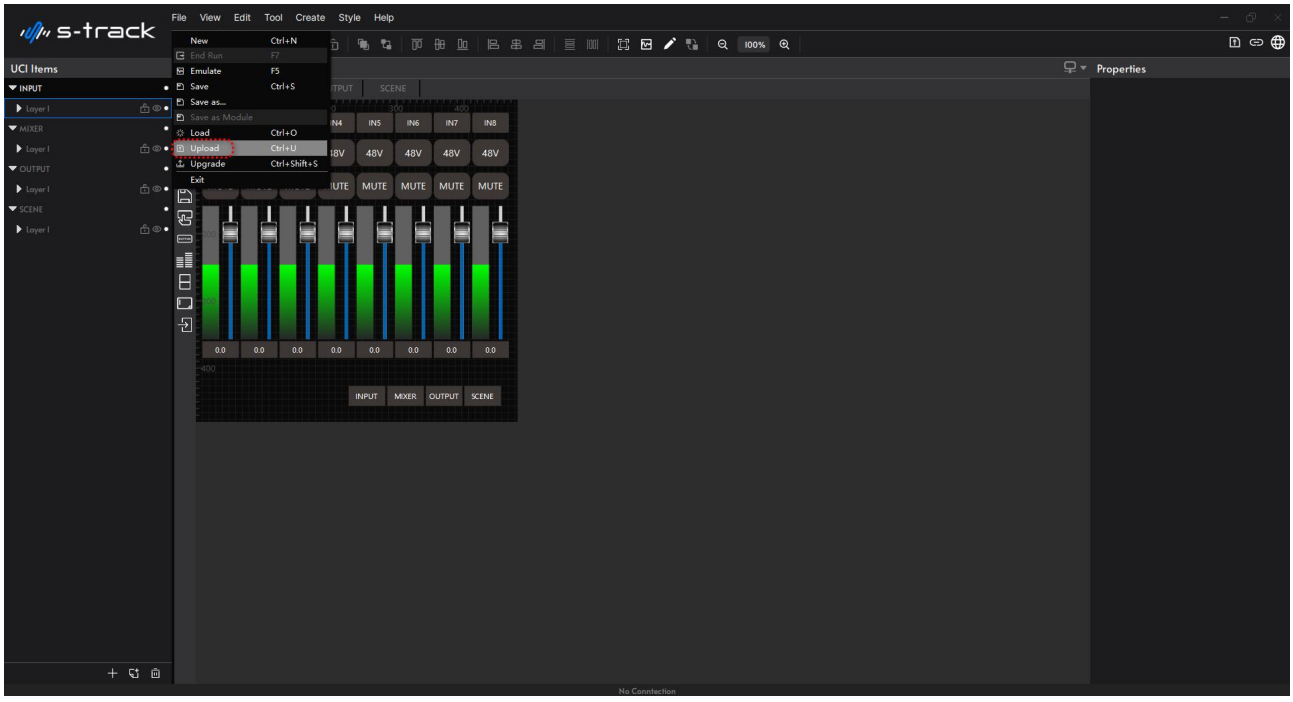
On the Project main interface, click Menu > File > Load to select a project file in .dgrs format and load it into the Project main interface. This way, you won't have to modify the UCI's Designer ID every time.

3.5 Upload to Device

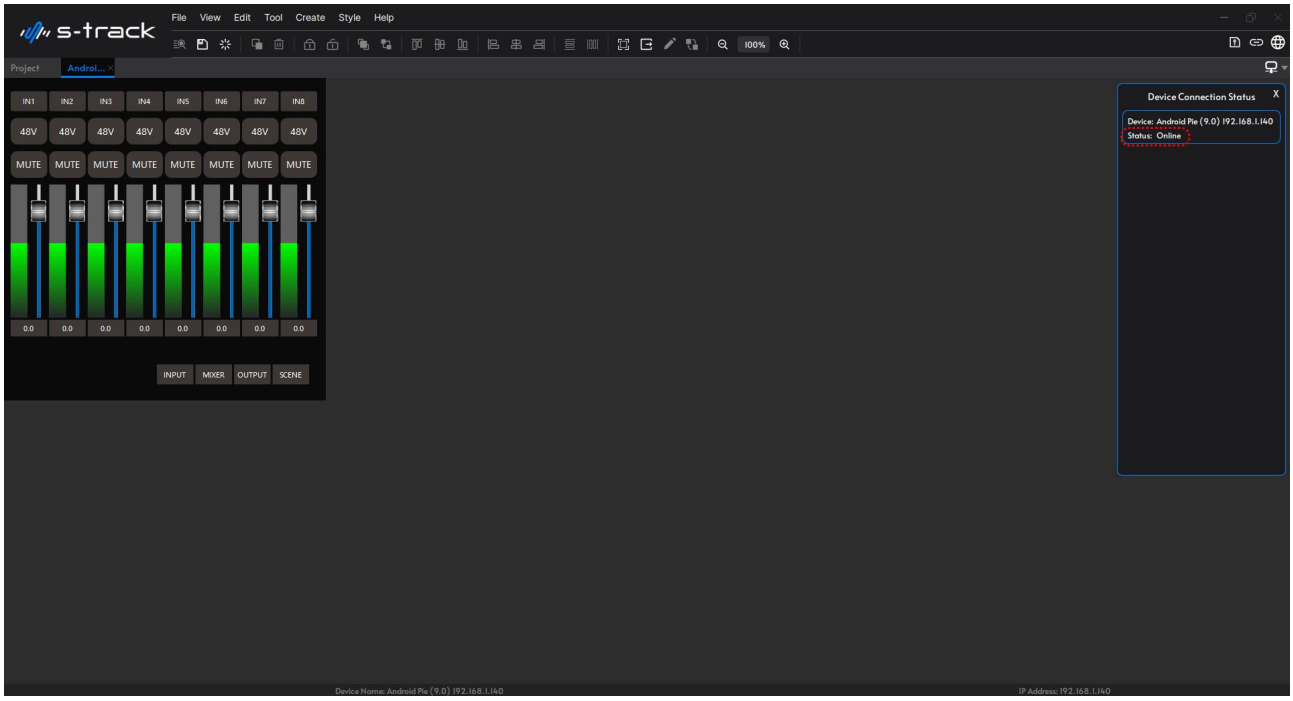
1. First, make sure the device is online. You can do this by clicking the "Upload to Device"  icon in the toolbar;



2. You can also click Menu > File > Upload, then Upload to Device;



3. A prompt appears: “Device Status: Online” indicates that the newly designed UCI has successfully connected to the device, and UCI Designer has entered Runtime Mode;



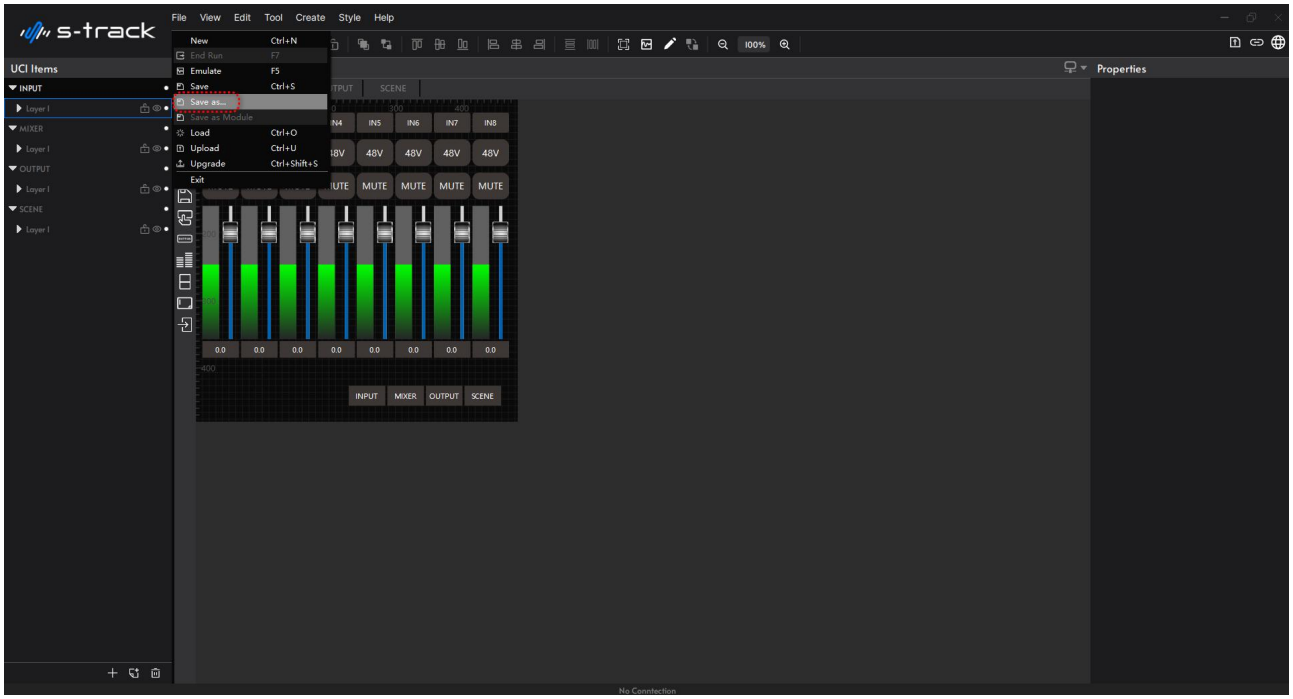
4. **At this point, the device will display the following prompt: “New device context has been received. Save the data to local?”**

5. **Click “Apply” as soon as possible to confirm the upload. The newly designed UCI will be uploaded to the device and will overwrite any existing UCI on the device.**

Chapter 4 Save and Load UCI

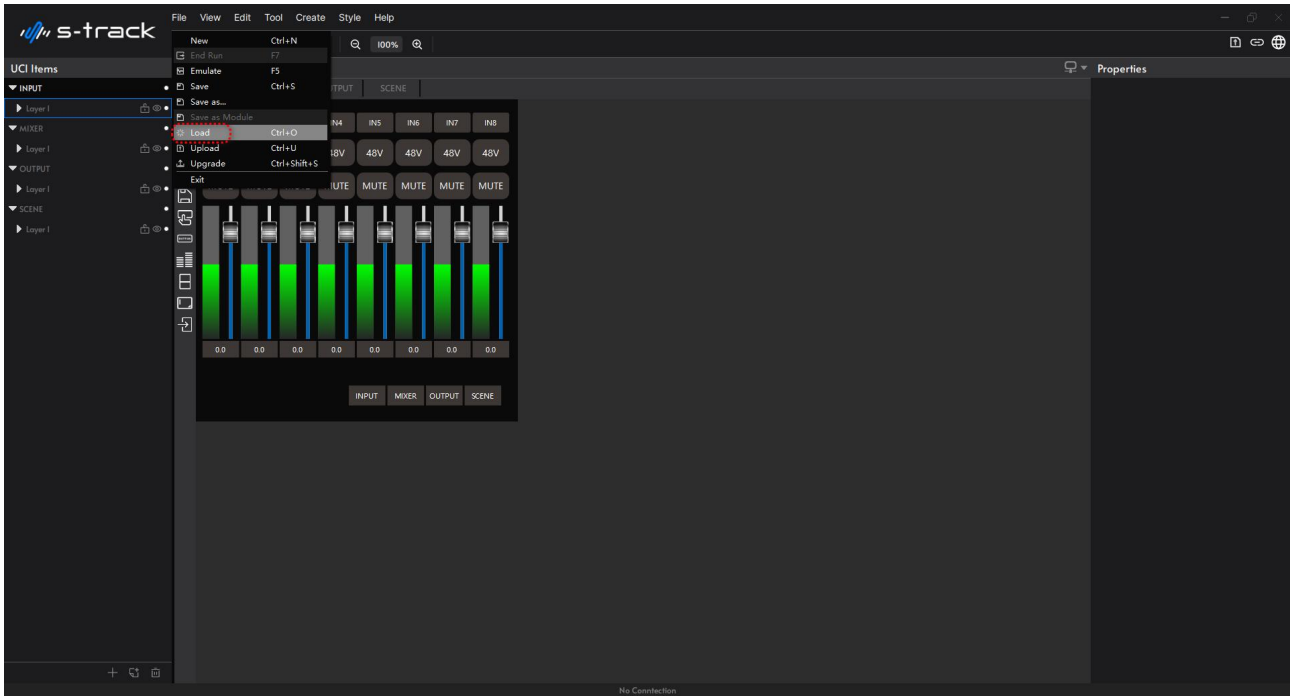
4.1 Save All Controls in the UCI Designer Interface

Click Menu > File > Save As to save the scene as a .dgr file or the project as a .dgrs file. If you make changes to the UCI controls after saving, you can select Menu > File > Save to save the changes.

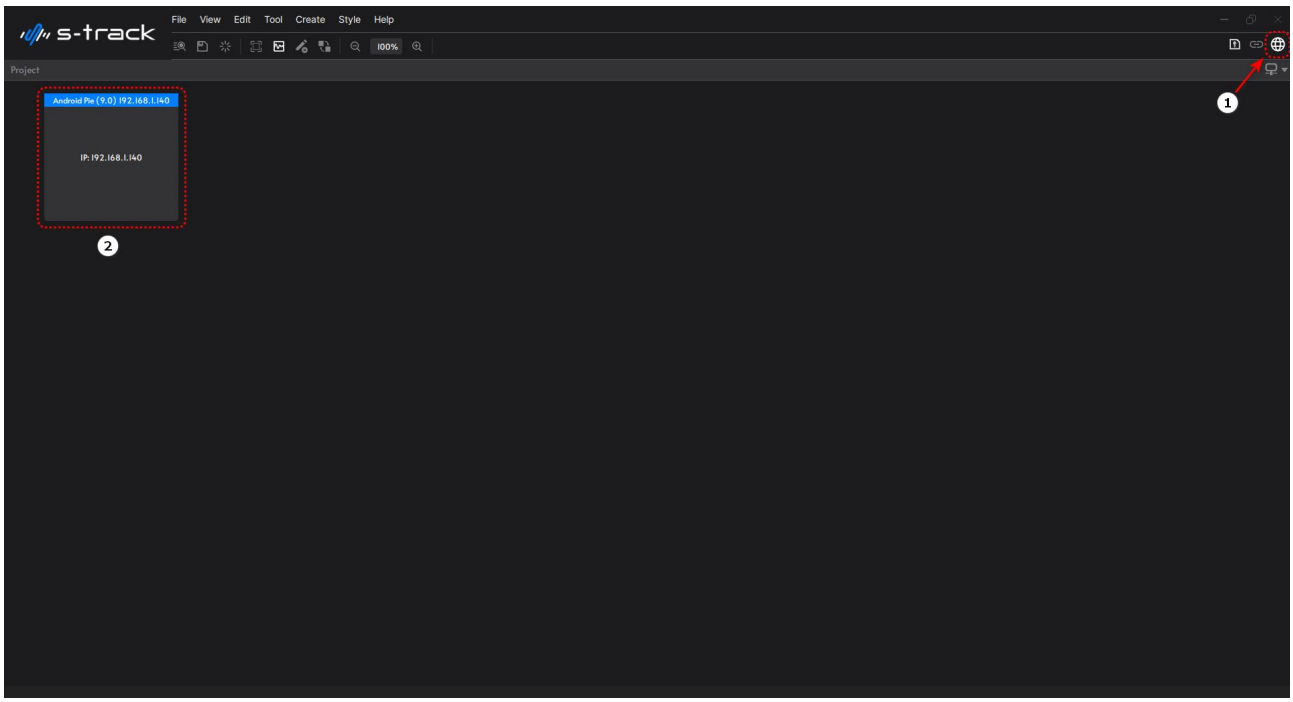


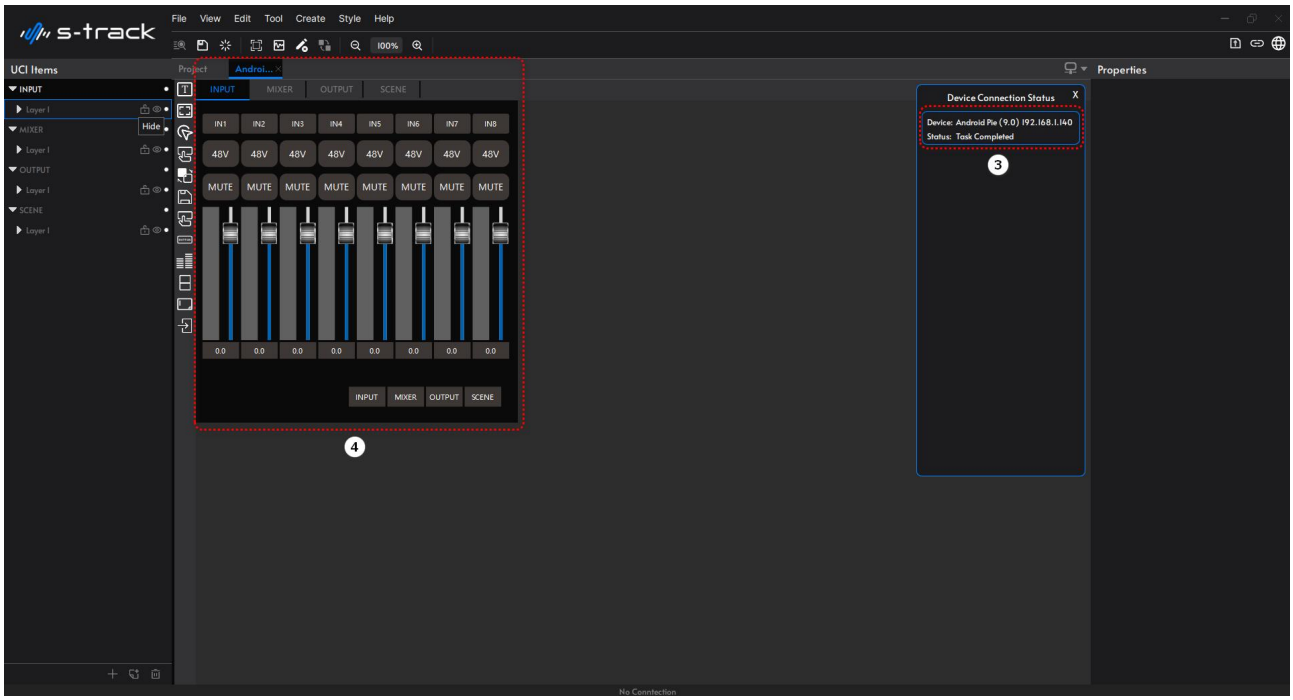
4.2 Load Saved Scene Files into UCI Designer

Create a new UCI in the Project main interface, double-click to open it, then click Menu > File > Load to select a scene file in .dgr format or a project file in .dgrs format to load into UCI Designer.



4.3 Load UCI Scene from Control Panel Devices into UCI Designer





① Click the Network View icon on the toolbar to open the device list;

② Double-click a device to navigate to the UCI Designer interface;

③ Note: “Device Status: Task Completed” indicates that the device’s UCI scenario has been loaded into UCI Designer, as shown in ④.

❖ **Note:** For detailed information on the User Control Interface Designer, please refer to the PUMA Designer User Manual.

Warranty Regulations

The warranty period of this product is 1 year.

In the warranty period of non-man-made damage caused by the product performance failure can enjoy three packages of service.

Warranty card by the sales unit stamped after the effective. The alteration is invalid!

The following conditions (**including, but not limited to, this**) **are not covered by the three-package service:**

1. No warranty card or missing valid invoice or the date has exceeded the validity period of the three packages of services;
2. Not in accordance with the requirements of the product instructions for use, maintenance, management and damage caused;
3. The product model or code on the warranty voucher does not match the physical goods;
4. Damage caused by the dismantling and repair of non-authorised service providers;
5. Normal discolouration, wear and tear and consumption during the use of the product are not covered by the warranty;
6. The product cannot be used due to the user's own network reasons, please consult customer service staff.



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