

# Leaving the Jobsite Final MediaMatrix® Settings

OK.....so you've installed your first MediaMatrix® system. You have successfully designed a really cool view file with all kinds of unique signal processing and routing. The user interface screens are filled with easy-to-use graphics, and the end user can operate the system without screwing it up.

Now you are ready for the final step.....leaving the jobsite. To make sure that you won't be "nickel and dime'd" to death with service calls, let's go through some basic essentials to "finalize" the system.

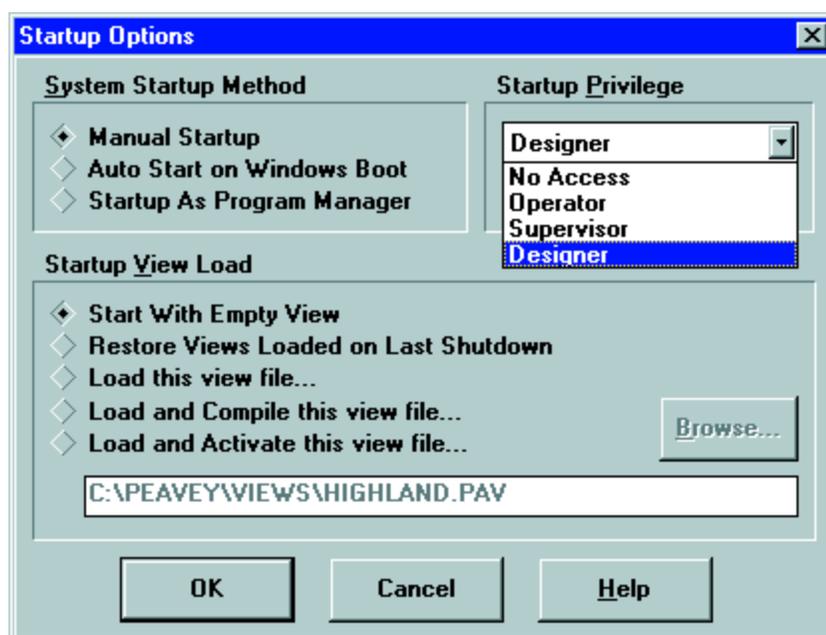
Goals

**P**rior to leaving the jobsite, you should have several goals in mind. A primary goal should be that the customer will have no further need to call you in the immediate future. Or, if he does call, you have all the necessary backup files to restore the system when someone accidentally hits "format c:\"

What you do at this time will depend upon the customer requirements (requests). A typical scenario could be:

When the MediaMatrix is powered up in the morning, it automatically enters Windows, automatically finds the audio view file (.pav), loads this file and compiles it. The next decision is whether the system then goes to a **Default Preset** (low level, morning music) or begins where you left off yesterday (very late last night!) You must also decide at what **Security Level** it comes up in, whether it bypasses the **Program Manager** or not, whether it starts **PASHA™**, and finally, what control screen it comes up in.

To accomplish this, you need to "finalize" the MediaMatrix® system by properly setting up this screen (which can be found under the **Tools** menu) and the following areas:



The information contained in this paper is based on the assumption that a few basics are included in your system. We have tried to keep this as simple as possible, while covering the most common elements of system design. All of the information presented applies to MediaMatrix systems using Windows 3.11 and MWare™ V2.0 or higher (actually all MWare versions—just some of the screens are different!)

We will assume that your system includes at least 2 global **Presets**, one of them being the **Default Preset**. We will also assume that there are external controls, such as a master volume, and switches to call up **Presets** or router controls. Finally, we will assume that there are at least 2 levels of security in use, one for you, and one for the user/operator. At this point in the job, the following items should be confirmed:

- All of your connections, wire dress-off, etc. are complete.
- All of the audio connections are correct. Take time to ensure that polarity is observed and any unbalanced signals are correctly wired.  
(Low (-) jumpered to ground)
- Be sure that all of your Break-Out-Box (**BoB**) cables are firmly seated in the connectors and that they are screwed in and secure.
- Check the BoB cable dress-off to ensure that there are no radical bends or kinks in the cable, and that you can easily identify which BoB port (DB-9 connectors at rear of MM frame) connects to which BoB. Use labels!
- Double check the connections from the mouse and the keyboard.  
Use the rear panel connections if you can.
- Verify that the monitor connector is screwed in firmly.
- Make sure that there is no disk left in the floppy drive.
- Make sure all the fans in the frame are unobstructed. Ensure good air flow around and through the BoBs (one rack space between units is recommended).

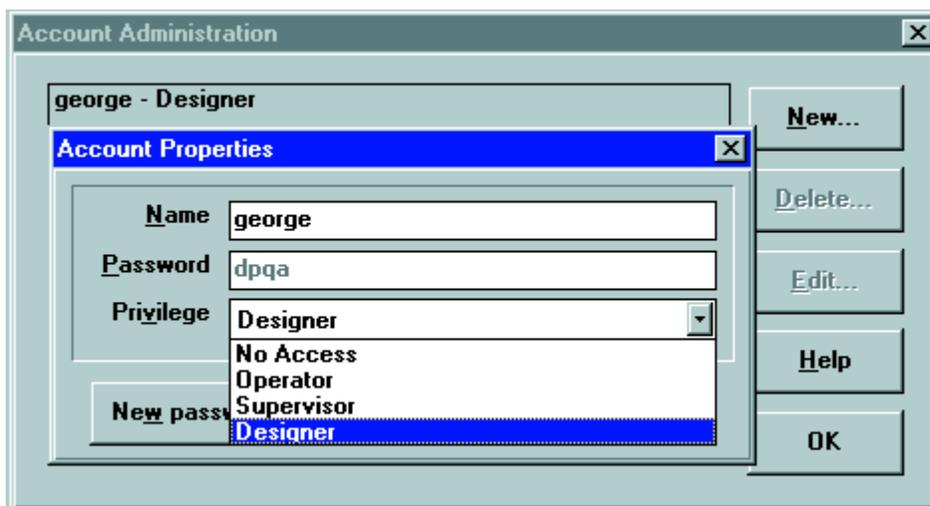
One of the most common problems with installed sound is retaining the correct adjustment of the tuned system. How many times have you painstakingly aligned loudspeakers, performed hours of equalization (EQ), only to have your masterpiece completely ruined by a well-meaning user? And then when the system doesn't sound right, it's your fault. One of the best things about MediaMatrix is that this problem can be minimized or eliminated! With the extensive graphics capability and multilevel security, any user interface can easily be created. In this section we will discuss how to set up security levels, and determine the start-up method.



MediaMatrix has four levels of security, and an almost unlimited number of available users. Here we want to make sure that the security and start-up settings are correct.

The first step is to identify the users of the system. As we stated earlier, our example will include two users. You, the “**Designer**”, and the end user, the “**Operator**”.

Under the “**User**” menu, select “**Edit User List**”. The **Account Administration** Dialog Box appears.



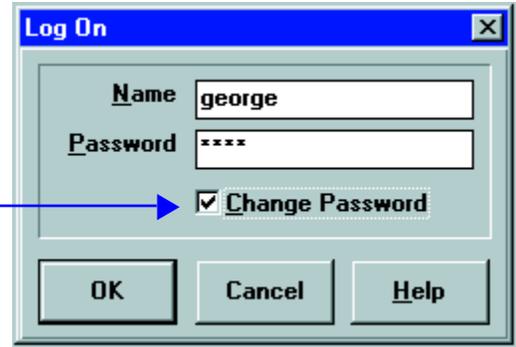
The first thing we want to do is define you, the “**Designer**”. Push the “**New**” button, and find the above Account Properties Prompt. The prompt will be for your name only. The password is a random four (4) character alpha default (**that you must accept!**) Write it down before you do anything else. All of the entries in this box are case-sensitive, so record everything exactly. Be sure to select “**Designer**” under the “**Privilege**” pull down menu, and then hit “**OK**”.

**NOTE:** You will want to enter your Designer level access and verify that the password allows you entry into the system before going any further!

Repeat this entire process for each user in the system. In our example, the next user would be the “**Operator**”. Remember, the default passwords must be accepted first.

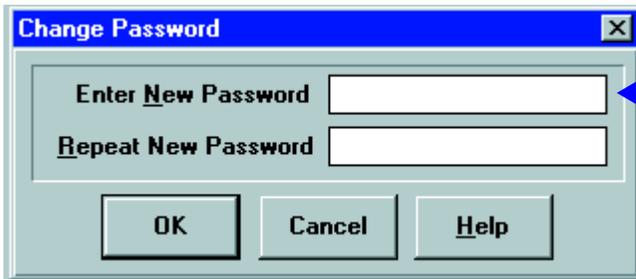
After you have set up each user, their default passwords and security level, you can proceed with personalized passwords if you desire. Each user will now have to log on to access their password option. Select the “**User**” pull down menu again, and select “**Log On**”. The Log On Dialog Box will appear.

Select this button to personalize your password



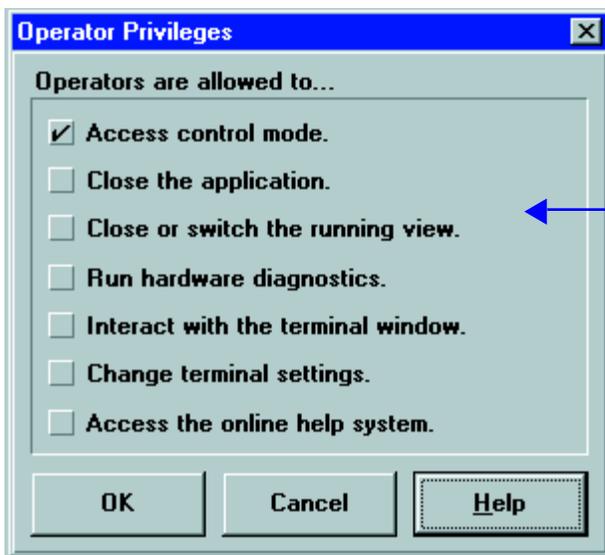
Enter your user name and default password. (The one you wrote down). If you want to change the password from the default characters to your own personalized password, put a check mark in the “**Change Password**” box before selecting “**OK**”. The system will then prompt you for your new password, and ask you to confirm it. Remember, all of this is case-sensitive, so write everything down.

Enter your new case-sensitive password here.



Now that your user list is set up, it is time to determine what features your end user, the “**Operator**”, will have access to. Under the “**User**” pull down menu, select “**Edit Operator Privileges**”. This brings up the Operator Privileges Dialog Box. These settings are “global” and affect all Operator level users.

Select each feature you would like for the “Operator” access level. **NOTE: This is “global” for all Operators.**



Place a check mark in the box for each feature you want to activate. At a minimum, the Operator should have access to Control Mode. This will allow the user to turn knobs, push switches, move faders, etc. The other features will not be available to the user unless a check mark is active for each feature you desire. Please use the on-line **Help** menu within MediaMatrix for more detailed information.



Besides the Operator Privilege restriction, the Operator Mode has other inherent restrictions. For example, the Operator cannot access Edit Mode. This will prevent the user from editing properties, adding or deleting devices or opening edit-level protected blocks. Make sure that the security scheme you desire for your client is the right one. Don't give a user something that will get them into trouble, but don't prevent knowledgeable staff from accessing important devices or controls. A good balance of end user access will prevent many phone calls to your office on Friday afternoon asking you to come and tweak the high end on their monitor rig.

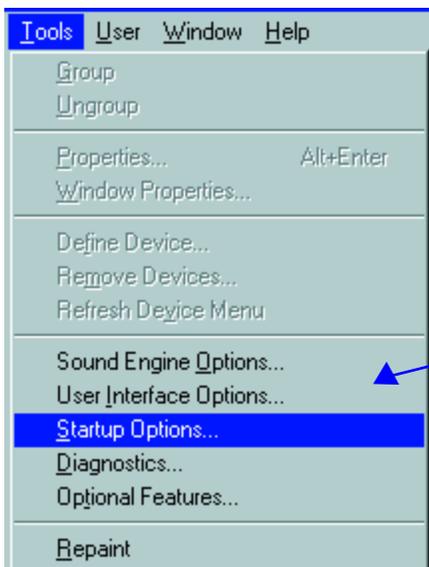
Once all of this is done, make a written note of all passwords and the corresponding user name. Remember, the **Passwords** are case-sensitive, so document them too. It is also a good idea to include this information in your backup files. Make a .txt file using Notepad, and document names, passwords and access levels for each user.

**NOTE:** If you have assigned password protection to a "block" device such as your supersecret custom overhead ceiling speaker processing device, you will be asked to enter that password every time you click on it to open it up. However, if assign the same password to your Designer level system access, you will have automatic access to all blocks protected with that same password!

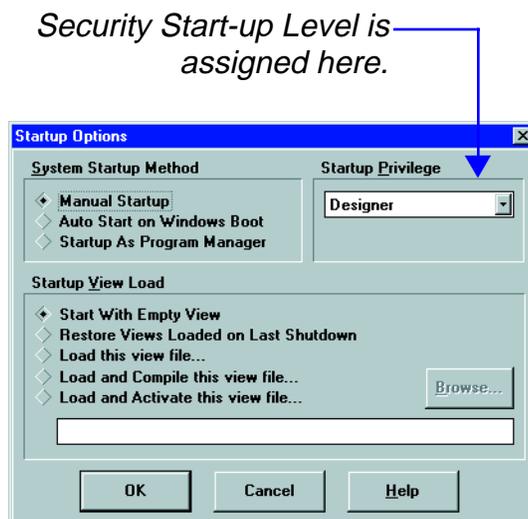
Start-up  
Settings

The final step in proper security is to determine the start-up privilege. Again, use common sense and good balance. Normally, a low user privilege is set for start-up, requiring advanced users to "Log On". To set the Start-up Privilege, Select the "**Tools**" pull down menu, and select "**Startup Options**". Under "**Startup Privilege**" in the Startup Options Dialog Box, select the security level you desire. When you boot the system, this is the level that can be accessed after the system is compiled and audio is running.

**CAUTION:** Do not select anything other than Designer Level if you have not established a Designer Level user and correct access password.



This  
opens  
this  
window



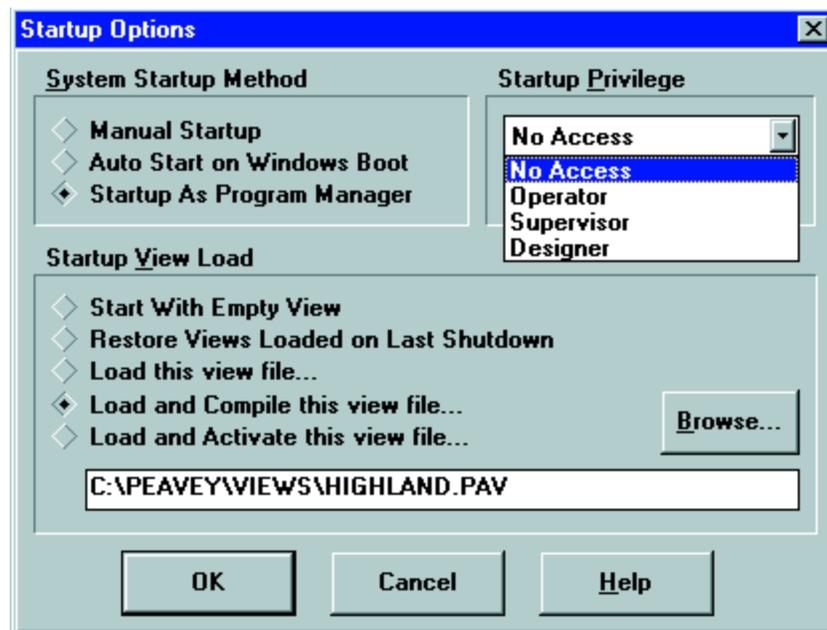
Security Start-up Level is  
assigned here.

If you desire the “**No Access**” level upon start-up, it is our recommendation that signal presence LEDs or meters be placed on the parent start-up screen. This will allow the person who starts the system to see at a glance if there is audio present at the outputs. We also recommend that Overload LEDs be visible so that if any abnormally high audio output levels are present, the user can see them easily prior to amplifier turn-on.

When Windows is loaded, it normally stops at Program Manager. Because this is an audio system, not an office desktop system, you may want to bypass **Program Manager**.

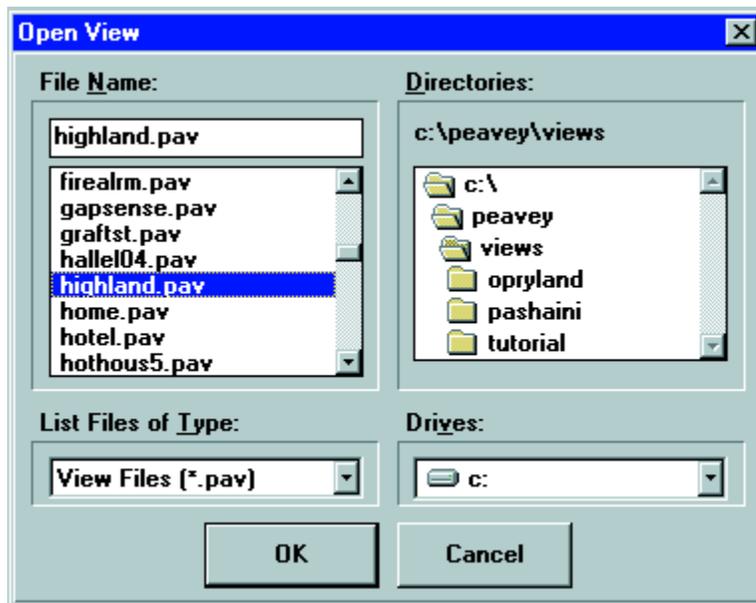
Normally, the MediaMatrix system is configured so that start-up is transparent to the user. In other words, the user shouldn't have to boot Windows, start MediaMatrix, load the correct view file and compile the audio. This can be accomplished by choosing “**Auto Start on Windows Boot**”. To fully accomplish this task automatically, the **C:\autoexec.bat** file must contain the word “**win**” in the last line.

To load MediaMatrix automatically, bypassing Program Manager, select “**Startup as Program Manager**” under the “**System Startup Method**”. The other options are: “**Manual Startup**” to start MediaMatrix from the Windows Program Manager, and “**Auto Start on Windows Boot**”, which will automatically load MediaMatrix, but will retain the Program Manager shell.



Under “**Startup View Load**”, we can determine which, if any, view file starts up, and if it is compiled. Again, for a transparent user start-up, we want an automatic action. So, select “**Load and Compile this view file....**” In the Dialog Box below, type or browse, the path (location) of the project view file.





Click on the “**Browse**” button to open this window to find a particular file. Double click on the file you want to store the location to the start-up path.

It is important to note that when MediaMatrix is set to start up as Program Manager, other applications, such as **PASHA™**, or third party software, will not be accessible. This includes applications that reside in the Windows “**Startup**” group. This problem has prevented users of PASHA from configuring the system in this manner, because there was no method for automatically launching PASHA. You can configure MediaMatrix to automatically launch other programs when it is started by making the following modification to the **pa.ini** file (shown on next file). The pa.ini file resides in the Windows directory and can be edited with Windows Notepad. Add a section titled [**ProgramLaunch**] to the pa.ini file. In this section, add an entry for each program you want to run. The entry should contain the complete path and any optional command line arguments that you want to pass to the program.

You can have up to 9 entries as shown in this example:

```
[Date]
Created=04/28/97

[Pavcon]
SecurityFileCreated=True
LastViewDirectory=C:\PEAVEY\PROJECTS
StatBoxIsMore=True
MaximizeView=True
FramePosition= -32768 0 -32768 0
MaximizeFrame=True
TerminalPosition= 0 0 804 460
TimeStamp=True
AutoWrap=False
AutoLoad1=
LastFile1=c:\peavey\projects\newseum.pav
LoadPresetAfterCompile=False
SetValuesAfterCompile=True
PalettePosition=604 432 112 336
AutoLoad2=
LastFile2=c:\peavey\projects\gold.pav
LastBitMapDirectory=C:\PEAVEY\BMPS
LastFile3=c:\peavey\projects\klay.pav
LastFile4=c:\peavey\projects\gedemer.pav
LastFile5=c:\peavey\projects\chrch108.pav
ZoomPercent=100
LastFile6=c:\peavey\projects\ldsmeet.pav
```

```
[Program Launch]
RUN1=C:\PEAVEY\PASHA.EXE /COM1
RUN2=C:\WINDOWS\notepad.exe
```

← Add this section to the pa.ini file.

← Add one line for each application that you want to start (maximum 9).

```
[Padpu]
SampleRate=44100
delay_compensate=FALSE
ext_sync=FALSE
```

Now, with all of that done, the system will start up, load Windows, load MediaMatrix, start PASHA, load Notepad, and load your system view file and compile the audio. Voila! Audio running, customer happy, no service calls.

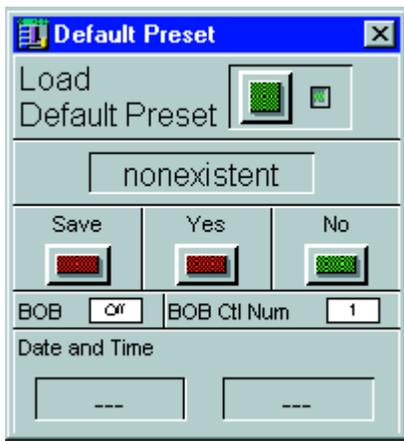
## Presets

**P**resets and **SubPresets** are very powerful tools. However, they can be double-edged swords if you are not aware of what they do and don't do.

It is important to ensure that all of the system's controls are properly stored within the Presets, and that the Presets themselves are not resetting each other. Very often, inexperienced (meaning they haven't been bitten by this yet!) designers will get themselves into a situation where they are "chasing their tails" in an endless loop of "Preset-resets". This is especially true when there are a lot of "nested" Presets and SubPresets hidden away in blocks where you can easily forget about them.

It is important to understand what exactly a Preset stores — **anything inside of your view file that can be gestured is stored as part of your Preset**. Besides device controls, this also includes BoB control port settings that reside within externally controllable **[E]** devices, and the settings within the **BoB External Control** block. Those little white boxes with values in them are technically *controls*, and are therefore stored in the Preset file. These must be set correctly **before** you save the Preset. It is equally important that all those externally controlled devices be calibrated (set min/set max) prior to saving!





External Control Setting boxes.

For example....let's say that you have an external potentiometer wired to a Level [E] control. That control has a BoB number assign box and a BoB port assign box within its block. If you forgot to assign values to these, they will be at their default, which is *off*. If there is a Preset already saved within the view, these *off* values are a part of it. So, no matter how many times you reset the port values.....to make your external volume control work.....the Preset will reset them *off* every time it is loaded! If you have a lot of [E] devices, and a lot of Presets and SubPresets, this can get real messy, real fast.

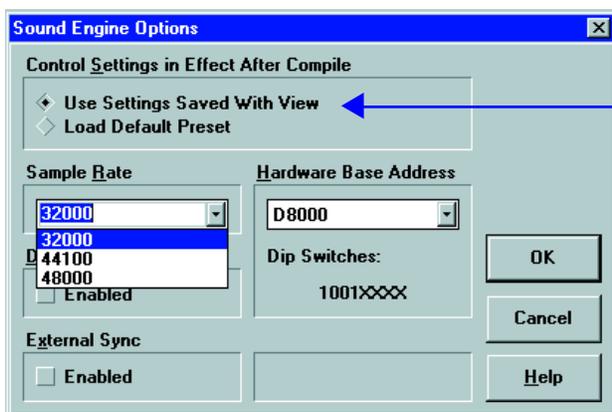
**NOTE:** Please refer to the paper “External Control via the Breakout Box” for more detailed information.

The same logic applies to the Preset’s own external control assignments. The Preset or SubPreset *itself* can be assigned to an external control such as a switch, to allow simple recall of system settings.

The bottom line here is.....**Make sure that all of your BoB port and control assignments are set correctly *before* you start saving Presets!**

You may now want to set your system start-up to load the **Default Preset**. This can be defined as the system wake-up state after being powered up, either the first thing in the morning or possibly after a power outage. This becomes a predefined state, regardless of where the system was last set at the end of yesterday’s sessions.

In the “**Sound Engine Options**” Dialog Box, under “**Control Settings in Effect After Compile**”, select “**Load Default Preset**”. This will enable the default Preset every time the system is booted.



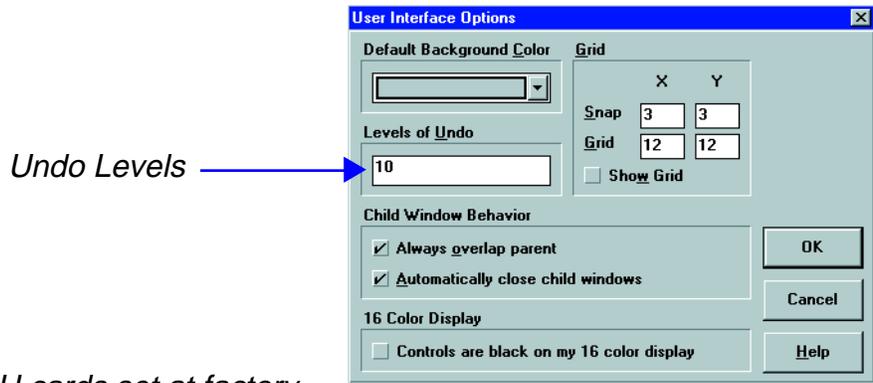
The audio start-up state is determined by this setting.

If the “**Use Settings Saved With View**” option is selected, the system controls will load at their last saved state. This “last saved state” includes all settings at the time the file was last saved. It is possible that this state is NOT what you want for normal audio performance. For example, if you set everything up, and saved those settings in a Preset, and then, after more tweaking, you saved the file, it would be this “tweaked” state that would be the last audio setting. So be very careful about what you select, and which Preset, or “saved state”, you want your default audio to be.

**F**inally....when all things are *final*, check the following to maximize system performance:

- Delete all unused BoB External Control Blocks.  
*(speeds system up as all these controls ports have to be continuously polled)*
- Set the level of **Undo** to a lower level, such as “3”. This can be found in the “**Tools**” pull down menu, under “**User Interface Options**” Dialog Box.  
*(reserves RAM space as each Undo screen must be remembered)*
- Verify Sample Rate speed and hardware settings.

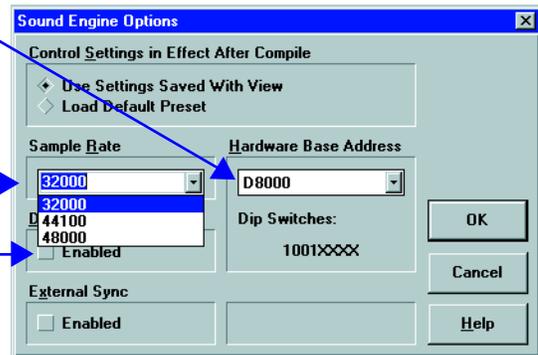
*Note: Delay Compensation must be used for Mix-Minus and true Stereo systems.*



*DPU cards set at factory to D8000. (do not change!)*

*Sample Rate must match BoB type.*

*Delay Compensation must be used for Mix-Minus and true Stereo systems.*



**B**ecause this is a computer-based product, there are several files that should be copied to floppy disks (for backup!) before you walk away. We recommend that two (2) copies of the following files be retained for each project. Keep one in your office and leave the other at the jobsite. Leave it with the owner, or better yet....hide it in the back of the rack (not near any power supplies, however!) Put the disks in a sturdy plastic storage box and mount it inside the rack. That way, if you ever have to return for a service call, all of the system files will be there just as you left them.



NOTE: We highly recommend that you DO NOT alter ANY of these files without factory assistance. The system is set up with optimum settings when it leaves the factory. ANY changes to system-sensitive files or hardware settings could result in unsatisfactory performance.

### **config.sys (C:\config.sys)**

This is the file which configures your system memory. Remember, **DOS** machines can only access 640K of memory at a time. The **config.sys** file determines which devices are loaded high in memory and also determines memory locations for those devices as well as any TSR (terminate and stay resident) applications that you may have.

### **autoexec.bat (C:\autoexec.bat)**

This is a crucial file. It determines the DOS start-up and runs the Windows executable. Among other things, it contains the path of start-up files that need to load at power-up.

### **win.ini (C:\WINDOWS\win.ini)**

This initialization file contains all of your basic Windows settings. (Things like your desktop settings, mouse type, fonts, etc.) It also includes the locations, or *paths*, of the Windows applications installed on your system.

### **system.ini (C:\WINDOWS\system.ini)**

Among other things, this file stores the location of Windows device drivers and enhanced mode settings.

### **pa.ini (C:\WINDOWS\pa.ini)**

This is the MediaMatrix initialization file that stores user settings, sound engine options, security codes and more. **Do not under any condition delete or lose this file; doing so will halt all further use of your DSP sound engine.**

### **pasha.ini (C:\PEAVEY\pasha.ini)**

If you are running PASHA, this file is crucial, unless you really like rewriting control code.

### **Other files (C:\PEAVEY\VIEWS\xx.00p)**

Finally, it is important to copy all of your view files, backups and Preset files. These normally reside in your "views" (C:\peavey\views....) directory. A list of these files would be as follows:

(filename).pav files	your view files (the audio system!)
(filename).01p files	your Preset files (.01p thru .99p)
(filename).01s files	your SubPreset files (.01s thru .99s)
(filename).bmp files	your bitmap files (any custom bitmaps)
(filename).bak files	your view backup files (if you desire)

## Other files (C:\peavey\views\xx.00p) (cont.)

Also, if you created any custom devices via the “Define Device” option, include these files as well (.dvc). All of these should be included in your backup copies.

Also, to assist us in troubleshooting, it would be very helpful if you would send us a copy of all the above files. If you ever have a problem, we can use this information to get you up and running again with minimal downtime. Send your disks to:

Peavey Electronics Corporation • MediaMatrix Support Group  
711 A Street • Meridian, MS • 39301

**T**hat's it, you're done. The system should start up, load your view file, compile and start the audio to the settings you worked so hard on. The performance and operation of the MediaMatrix system should be transparent to the end user.

For more information and helpful hints, please refer to the following publications available from Peavey:

- MediaMatrix MWare™ Manual
- MediaMatrix MWare V2.1 Read.me File
- MediaMatrix MWare V2.1 Help File
- MediaMatrix Series Technical Manual
- External Control via the Breakout Box White Paper
- AmpWare™ White Paper
- Our Website—<http://www.peavey.com>

Finally, if you need further information, or just need help, don't hesitate to call us.

You can reach us during regular business hours at (601) 483-5376.

You can also get 24-hour emergency help on our SkyPager at (800) 759-7243, PIN# 113-4326.

**Please reserve this for true MediaMatrix emergencies or weekend use.**

The address for correspondence is:

Peavey Electronics Corporation • MediaMatrix Support Group  
711 A Street • Meridian, MS • 39301

On-line help is available via:

- <http://www.peavey.com>
- [Gwdouglas@aol.com](mailto:Gwdouglas@aol.com) - view files or text files, bitmaps, etc.
- [ahendrix@peavey.e-mail.com](mailto:ahendrix@peavey.e-mail.com) - text only files

