



Application Note: Auto-ramping feature

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What's New?

The functionality to automate changes to the fader level has always existed in the Logitek Audio Engine. However, until recently those changes were made as “hard cuts” from one fader level to another. This new feature provides the ability to make smooth fader level changes over time – allowing for automatic crossfades, ducking, etc. The command will change the fader level from its current level (whatever that may be) to the level you specify in the command in the amount of time you specify in the command.

This feature is available only on Audio Engines fitted with AE-C6 controller cards. Audio engines configured for Mosaic, Remora, Numix and/or ROC surfaces require AEC6firmware v3.74 (or later). Audio engines configured for Artisan control surfaces require AE-C6 firmware v3.95 (or later).

There is a limitation of 30 concurrent ramping commands at any one time.

CommandBuilder 3 Trigger Commands

This command takes the form of an ASM command, which sends a string of hex code to the engine. The table below explains the individual bytes of the hex string.

SEQ	BYTE	DESCRIPTION	NOTES
1	02	Start byte	
2	07	Bytes to follow	
3	AE	Command = set effect	
4	D#	Device number of fader channel	Port 1 (0b – 28), Port 2 (33 – 4a)
5	26	Effect Type = fader ramp	
6	00	Ramp Type	00 = ramp to specified fader position
7	LL	Fader position to change to	00 – FF hex (0 -255 decimal)
8	TT	Time (tenths of a second)	Duration of level change
9	FF	Fader to change (main / aux A/B)	00 = main fader, 01 = Aux A, 02 = Aux B*

** Note that Aux A and Aux B are applicable to Artisan faders only. Aux A is the TOP Aux bus gain control and Aux B is the BOTTOM Aux bus gain control.*

The following example will ramp Fader 1 from its current level to unity gain (195) over 1 second.

02 07 AE 0B 26 00 C3 0A 00

Example triggers:

MOSAIC EXAMPLE 1 – ramp down triggered by GPI

trigger ae1 device2 bus1 on ~ when engine GPI 1 is closed
cmd ae1 asm “02 07 AE 0B 26 00 00 0A 00” ~ramp fader 1 to zero over 1 second

MOSAIC EXAMPLE 2 – crossfade of two faders triggered by GPI

trigger ae1 device2 bus1 on ~ when engine GPI 1 is closed
cmd ae1 asm “02 07 AE 0B 26 00 00 0A 00” ~ramp fader 1 to zero over 1 second
cmd ae1 asm “02 07 AE 0C 26 00 C3 0A 00” ~ramp fader 2 to unity (195) over 1 second

ARTISAN EXAMPLE – ramp up of fader 1 and Aux A triggered by GPI

trigger ae1 device2 bus1 on ~ when engine GPI 1 is closed
cmd ae1 asm “02 07 AE 0B 26 00 C3 23 00” ~ramp fader 1 to unity (195) over 3.5 seconds
cmd ae1 asm “02 07 AE 0B 26 00 C3 23 01” ~ramp fader 1 AUX A to unity (195) over 3.5 seconds

Document Revision History

11 April 2007 v1.0 Initial Release – AK

11 September 2007 v1.1 – corrected examples to express TT as a hex number instead of a decimal - JD