COMPASS CONTROL®

PROFESSIONAL

QSC
MP-M Audio Router
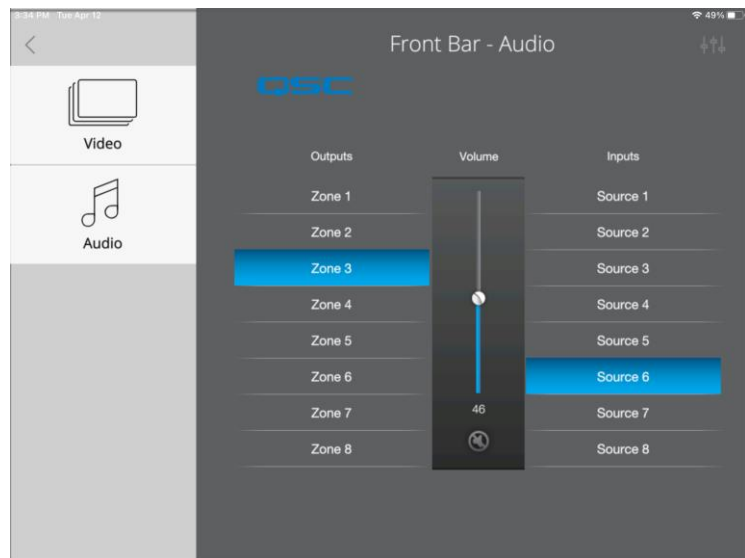## Module Manual

About:
The QSC MP-M music and paging mixers are fixed architecture mixer/processors offering unprecedented capabilities combined with ease of configuration and operation. The products are intended for retail and hospitality applications in which high-quality audio from various sources is routed to multiple zones.

Setup Communication:
- MP-M is controlled via IP on port 17999.
- Use the MP-Install software to assign values for each of the audio sources. If you do not assign inputs to sources, the MP-M does not allow selection of that source.
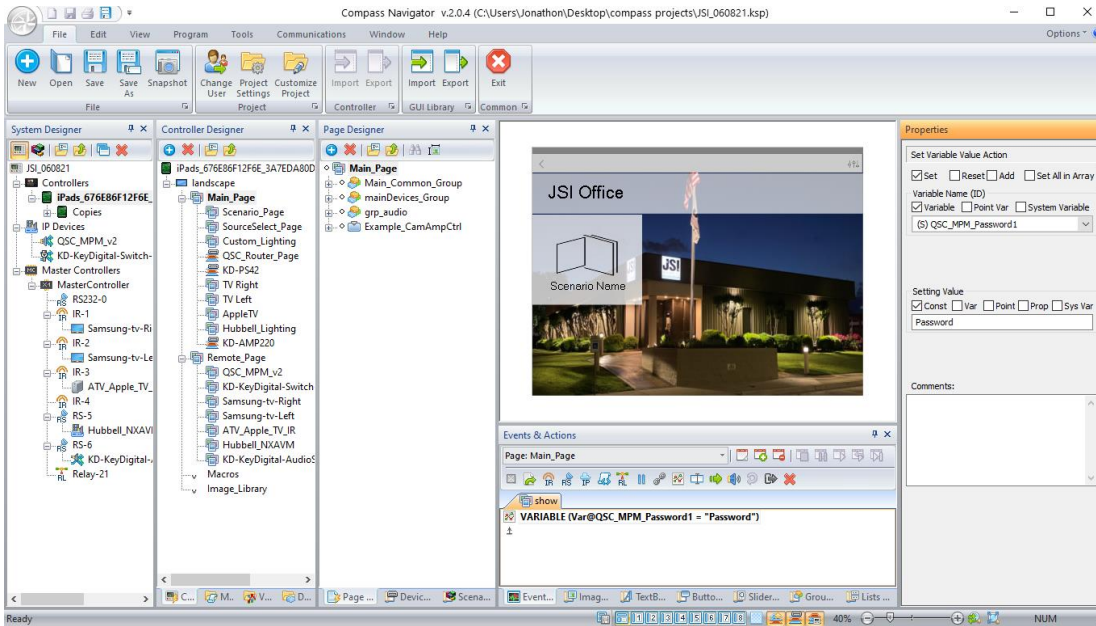
Module Supported Features:
- Router / Matrix switching
- Zone volume
- Zone muting (achieved by sending volume level 0 to mute, and volume slider's value to un-mute.
- Scene recall. To be used within Scenario or Content macros, or on custom pages and buttons
  Note: When creating Scenes in MP-Install software, do not include any spaces in naming.
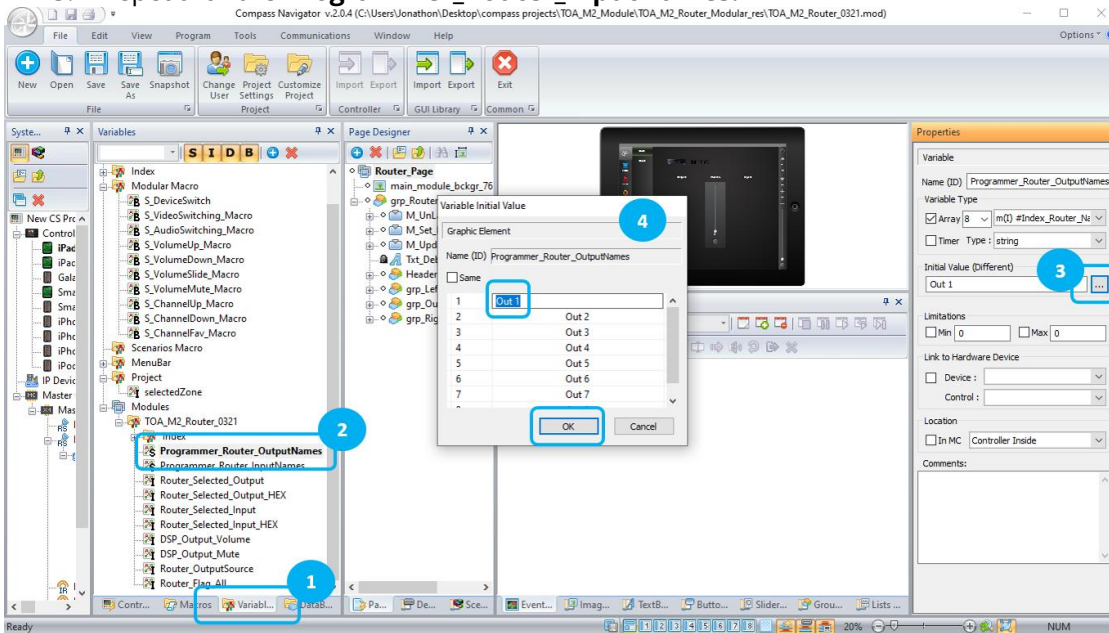
Add MP-M Password to Project
Note: Do not include any spaces in the password you apply for your unit.

1. Add the MP-M module to your Compass Control project and move to the **IP Devices** pool in the Controlling Flow programming step. Then, choose **Program → Edit System**.
2. In System Designer window, select the iPad/iOS controller in your project
3. In the Controller Designer window, select **Main_Page**, or whatever page is at the top of your pages tree.
4. Add a **Set Variable Value** to the **Show** event of that page. Choose the string variable named **QSC_MPM_Password1** enter the setting value to match your unit's password.
5. Repeat on any additional iPads/iOS controllers in your project

Editing Input and Output Names

1. In you Compass Navigator project, choose Program → Edit Module, and enter the Module's Variables folder.
2. Choose the **Programmer_Router_OutputNames** variable.
3. In the Properties window, press the "…" ellipses.
4. Enter the desired Output Names in the Variable Initial Value Table and press OK.
5. Repeat for the **Programmer_Router_InputNames.**

Done
You may now choose File → Exit to return to your project.