Mimer SoftRadio

Connecting radios all over the world

Mimer Option 3299

MultiSpeaker

Release date Oct 15, 2021

This guide will help with the setup and use of your Mimer option 3299 giving the possibility to use up to four audio cards, with in total eight speakers. Please also refer to the web pages www.lse.se, and the setup instructions for SoftRadio.

1   Table of Contents

2 General

This option is aimed at operators that need to distribute their received audio in many speakers. They might have up to eight different speakers, either standard speakers or in a headset or a handset.

The operator can easily setup for each device (radio, phone, intercom etc) where the sound shall be routed. Each device can be heard in several audio accessories at the same time.

Using both a headset and four speakers to distribute the audio.

The speaker key is setup so that it mimics how the speakers and headset are placed around the operator.

3   Needed hardware

There needs to be a number of audio accessories connected to the operator PC. You can have up to four audio cards each with two speakers.

Note: Check in Windows that all audio cards are working and makes sound.

If you are using USB connected devices, Windows might treat them differently if you unplug the USB and then replug in a different socket. To be on the safe side, keep each audio accessory connected in the same USB socket as used during setup.

4   Needed software

The clients shall have Mimer SoftRadio XL installed.

Note: This option requires the large SoftRadio version "XL".

5   Installation

Install the Option 3299 "Mimer MultiSpeakers", from the supplied USB stick or download, into all SoftRadio clients that shall have this functionality.

Do the needed setup described below on each operator PC. Or setup one and copy the settings to the other operator PC´s. Copying the settings is described at the end of this manual.

6   Settings in Mimer Connections Setup

First you need to select the audio accessories that you have connected to the operator PC.

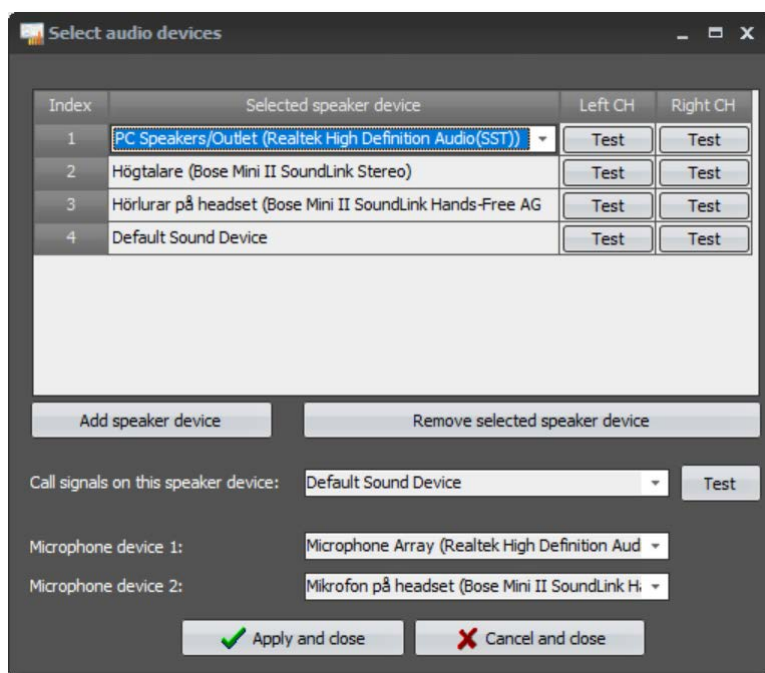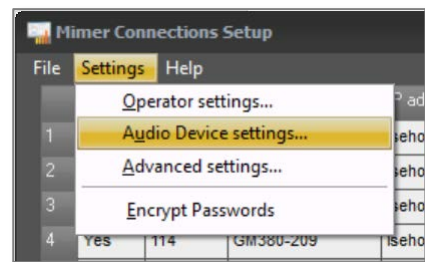Please note that they also need to be active in Windows.

After you have selected the audio accessories you go to the Advanced Settings and setup how you would like to use the speakers. All described below.

6.1   Select Audio Devices

In **Mimer Connection Setup**, after installation of the option, there is a window where you can select your audio cards and test them.

The Index number they get here, will be used later when setting up the MultiSpeaker option. So, you need to remember them.

The menu for selecting audio devices looks a bit different from the standard settings, without the MultiSpeaker option.

6.1.1   Microphone settings

After setting up the speakers, set up one or two microphone paths also. This depends on if you also have the "Mimer Custom Functions Panel" set for microphone selection. This is often used to select between a gooseneck microphone and a headset or handset.
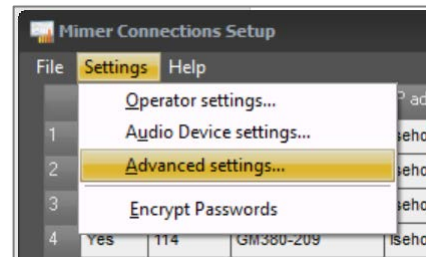
6.1.2 Call Signal settings

Here you select the audio card that you would like to use for all alert signals like calls or alarms.

This is a function that overrides other selections so you don´t miss for example a phone call because the headset used for the phone is lying on the table.

6.2 Advanced Settings / MultiSpeaker settings

In **Mimer Connections Setup**, after installation of the option and setting up the audio cards as described above, go to Advanced Settings and the tab MultiSpeaker settings.
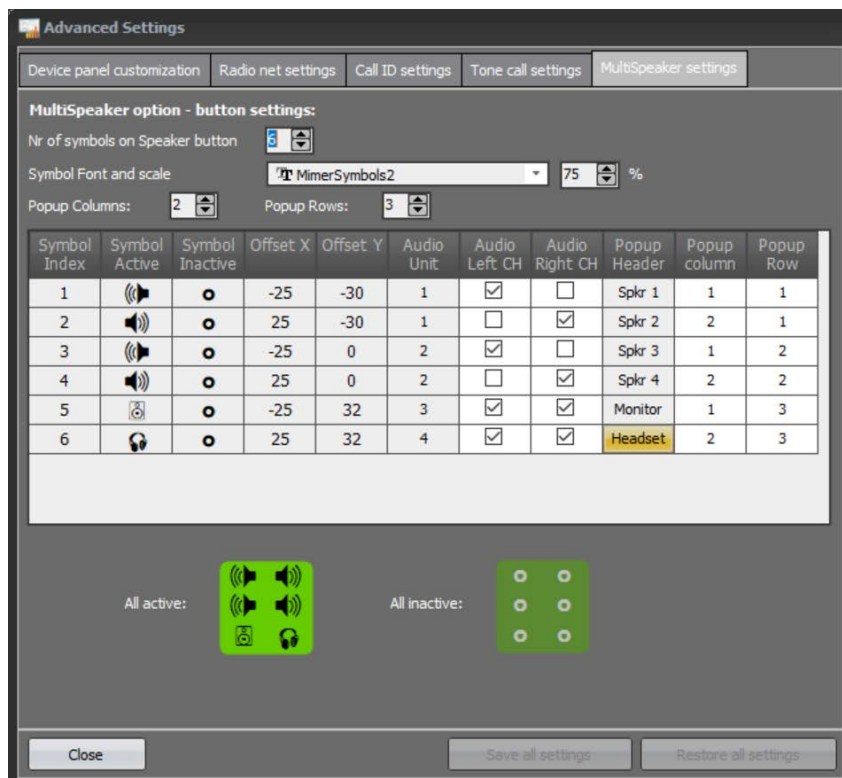

Here you configure how you would like the speaker key at the operator to look. And how the operators setting menu for turning speakers on/off should look.

There are more examples/suggestions at the end of the manual.

All settings that you do are shown live on the buttons at the bottom.

When done, push "Save all settings".

6.2.1 Number of symbols on Speaker button

This is a setting between 1-8 that selects how many different speaker symbols that shall be displayed on the green speaker key at the operator.

This selection will change the number of rows in the grid.

6.2.2 Symbol font and scale

The default font used is "MimerSymbols2" this contains a number of speaker and headset symbols. It can be changed for another font if you prefer other symbols.

The scale sets the size of each symbol on the green speaker button. If you have many symbols you will need to decrease the size.

6.2.3 Popup columns and rows

This sets the layout of the speaker selections pop-up dialogue available to the operator when long-pressing on the green speaker button on each Mimer device.

We recommend that you set this to the same style as you have set the symbols on the key. See examples further down.

6.2.4 Symbol Index

This identifies the rows in the grid for each speaker symbol.

6.2.5 Symbol Active

This defines the symbol to show on the key when the operator has selected the speaker as active for listening.

This is typically a speaker right/left, a handset or a headset. If MimerSymbols2 is selected as the font, there will be a drop-down list with available symbols.

6.2.6 Symbol Inactive

This defines the symbol to show on the key when the operator has selected the speaker as inactive (off).

This is typically just a dot, a cross or you can use a crossed over speaker or headset.

6.2.7 Offset X

This determines the horizontal position of the symbol on the face of the green key.
Offset zero is in the centre of the key. A number +/- will place it to the right or left of the centre.

6.2.8 Offset Y

This determines the vertical position of the symbol on the face of the green key.

Offset zero is in the centre of the key. A number +/- will place it above or below the centre.

6.2.9 Audio Unit

This is the index number of the speaker device in the list on the "Select Audio Devices" dialogue. You need to assign which audio device that shall be operated by the respective symbol.

6.2.10 Audio Left Channel

Selects this to operate the left channel of the speaker device by this symbol.

You can select both left and right. For example, if the accessory is a mono device, typically used for a handset.

6.2.11 Audio Right Channel

Selects this to operate the right channel of the speaker device by this symbol.

You can select both left and right. For example, if the accessory is a mono device, typically used for a handset.

6.2.12 Popup header

This is a text that is shown to the operator on the pop-up dialogue when selecting speakers for listening. See examples below.

6.2.13 Popup Column

Here you decide in which column of the operator select speaker pop-up dialogue that the on/off button and volume control for this symbol shall be shown. See examples below.

6.2.14 Popup Row

Here you decide on which row of the operator select speaker pop-up dialogue that the on/off button and volume control for this symbol shall be shown. See examples below.

7 Operation

The operator will be able to select one or more speakers for each device in Mimer SoftRadio. The selection can be changed at any time. In this way each device can be assigned for any speaker.

In the example above the first radio is monitored in the two front speakers. The second radio is monitored in the headset. The third radio is not monitored at all, and so on.

7.1 Mute / Unmute

To quickly mute the speaker(s) on a device, just click the button. It turns to dark green, still showing the symbols of selected speakers.

To unmute, just click again, and it turns bright green with the audio routed to the selected speaker(s).

7.2 Speaker and Volume Selection

With a "long press" on the speaker button a dialogue pops up, where the speakers and the volume levels can be selected. When done push close or wait for the timer to close the window.

The layout of this menu is defined in the setup as described above. It looks the same on all devices. More examples of how this can look are found further down in this manual.

For each device at the operator, there is a separate setting.

In the example to the right:
To the left you have on/off buttons for the four speakers and at the right for the Monitor speaker and for the Headset.

Speaker 2 and speaker 3 are turned off. Audio will be heard in the other four speakers.
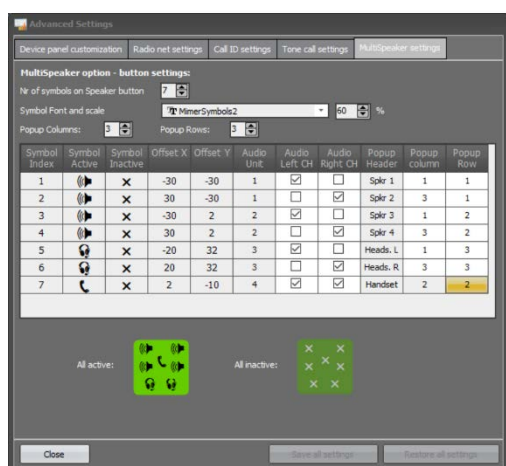
Also note that the volume is set different for each speaker.

8   Examples of setups

8.1   Example 1 / Default

Operator with mono headset and four front speakers plus one monitor speaker.

The speakers are placed at the top of the key, and the monitor and headset share the bottom line. Same layout on both the key and on the popup menu.

8.2   Example 2

Operator with mono headset and four surrounding speakers.

Both the speaker key and the speaker popup are setup so that they resemble how the speakers are placed, around the operator.

8.3 Example 3

Operator with stereo headset, a handset and four speakers.

With the stereo headset you need to use two headset symbols on the key, one for left and one for right.

9   Copying MultiSpeaker settings

When done you might want to copy the settings from one operator PC to another.

The settings are stored in the file:
C:\Users\Public\Documents\Mimer\MultiSpkrDefines.json

This file can be copied and used in another computer. However, note that the audio devices in Windows gets totally unique identities on every computer, so you will need to repeat the audio device selections on the new computer, because it will fall back to the default device on all settings.

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www.lse.se

mimer@softradio.se