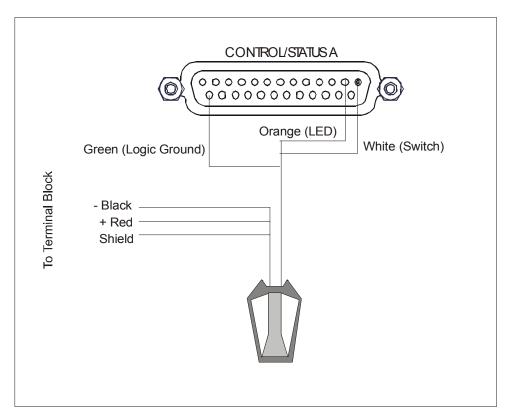


Shure MX392 Installation and Configuration

Description

The Shure MX392 is a tabletop boundary microphone designed to work with logic and control wiring to control external devices. The microphone has a switching membrane and DIP switches to program the microphone functionality. This document is an explanation of the correct way to interface the Shure MX932 to allow the microphone to control the muting functions on a XAP conferencing system.



Installation

Wire the microphones to Inputs 1-8 using the terminal blocks provided. On the terminal block, wire black to negative, red to positive and white to ground. No XLR power module is required. Next wire the Shure MC392 according to the diagram above using Control/Status port A on the ClearOne XAP 800 or XAP 400. Odd numbered pins through pin 15 are for control while even pins through pin 16 are for status. Pin 25 is the common ground. Mic 1 is wired to pins 1, 2, and 25. Mic 2 is wired to pins 3, 4 and 25 and so on.

Mic Programming

Once the microphones have been installed, they need to be programmed for microphone activation and feedback. The first step is to set the DIP switches on the MX392 to allow the microphone to work with an auto mixer such as the XAP 800/400. The proper DIP switch setting is switch 3 up (on) and 1, 2 and 4 down (off). This will allow the button presses on the microphone to control the input muting and LED status functions to work properly.

Technical Note



Push to Talk, Push to Mute Control/Status Pin Programming

Control and Status pin programming for the XAP product is done using the GPIO Builder in G-Ware.

For a microphone that will be functioning as Push to Talk, Push to Mute, program the control pins with an active (low) command of # .. Mute 1 M 2. There is no need to set up an inactive (high) command.

📷 GPIO Builder - XAP 800 0 (Device ID 0)	
Selected Pin: 1 Control Pin	Control / Status A
Active (Low) Command # MUTE 1 M 2 Inactive (High) Command	13 12 11 10 9 8 7 6 5 4 3 2 1 0 </th
Command Description Sets the Mute for an Input, Output, or Processor	Argument Description Image: Constraint of the second se
	àroup Mute Mode M 🔽 2 💌
Data: 🥝	Close

The status pin for the microphone LED is programmed with the active (low) command of # .. Mute 1 M 1 and the inactive (high) command of # .. Mute 1 M 0. This will allow the LED to follow the mute state of the microphone. For example, when the mic is muted the LED will be lit and when the mic is unmuted, the LED will not be lit.

🔚 GPIO Builder - XAP 800 0 (Device ID 0)	
Selected Pin: 2 💌 Status Pin	Control / Status A
Active (Low) Command # MUTE 1 M 1 Inactive (High) Command # MUTE 1 M 0	13 12 11 10 9 8 7 6 5 4 3 2 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
Command Description Sets the Mute for an Input, Output, or Processor	Argument Description
Type DTD Command Channel Group	Mute Mode
Data: 🕘 📃 🖸	Close

Technical Note



Push to Talk, Release to Mute Control/Status Pin Programming

For a microphone that is Push to Talk, Release to Mute, program the control pins with an active (low) command of # .. Mute 1 M 0 to disable the mute and an inactive (high) command of # .. Mute 1 M 1 to enable the mute.

GPIO Builder - XAP 800 0 (Device ID 0)	
Selected Pin: 1 Control Pin	Control / Status A
Active (Low) Command # MUTE 1 M 0 Inactive (High) Command # MUTE 1 M 1	13 12 11 10 9 8 7 6 5 4 3 2 1 C C C C C C C C C C C C 25 24 23 22 21 20 19 18 17 16 15 14 C C C C C C C C C C C C C C
Command Description Sets the Mute for an Input, Output, or Processor	Argument Description 0 to disable, 1 to enable, or 2 to toggle.
	Group Mute Mode M 1
Data: 🥥	Close

The status pins will follow the same format for the microphone LED to toggle properly. When the microphone is unmuted the LED will be off, when the microphone is muted the LED will be on.

🔚 GPIO Builder - XAP 800 0 (Device ID 0)	
Selected Pin: 2 💌 Status Pin	Control / Status A
Active (Low) Command # MUTE 1 M 0 Inactive (High) Command # MUTE 1 M 1	13 12 11 10 9 8 7 6 5 4 3 2 1 0 </th
Command Description Sets the Mute for an Input, Output, or Processor	Argument Description 0 for disabled or 1 for enabled.
Type D/D Command Channel G	iroup Mute Mode M 1
Data: 🧉	Close