

# AMX SVSI N2600S Encoder Installation and Usage Guide



**Version:** 1.0.1  
**Date:** Saturday, May 03, 2025  
**Authors:** Richard Mullins



# Contents

<b>Overview.....</b>	<b>4</b>
<b>Product Features.....</b>	<b>5</b>
<b>AMX SVSI N2600S Encoder Module.....</b>	<b>6</b>
Digital Inputs.....	6
Connect.....	6
Play_Live.....	6
Play_Local.....	6
Play_Off.....	6
Mute_On.....	6
Mute_Off.....	6
Video_Mute_On.....	6
Video_Mute_Off.....	6
HDMI1.....	7
HDMI2.....	7
Auto.....	7
HDMI_Audio_On.....	7
HDMI_Audio_Off.....	7
KVM_Enable.....	7
KVM_Disable.....	7
USB_Enable.....	7
USB_Disable.....	7
Reboot.....	8
Analog Inputs.....	8
Set_Stream.....	8
Playlist.....	8
String Inputs.....	8
Custom Command.....	8
Dynamic IP Address.....	8
Digital Outputs.....	8
Connected.....	8
Play_Live_FB.....	8

Play_Local_FB.....	8
Mute_FB.....	9
Video_Mute_FB.....	9
HDMI1_FB.....	9
HDMI2_FB.....	9
Auto_FB.....	9
HDMI_Audio_FB.....	9
HDMI1_Connection_FB.....	9
HDMI2_Connection_FB.....	9
KVM_Enable_FB.....	9
USB_Enable_FB.....	9
Analog Outputs.....	9
Output_Stream_FB.....	9
Playlist_FB.....	10
String Outputs.....	10
Model.....	10
Device_Name.....	10
MAC_Addr.....	10
Web_Version.....	10
Firmware.....	10
Input_Resolution.....	10

## Overview

As the industry pioneer in video over IP, AMX has been delivering AVoIP solutions for well over a decade and can be found in many world-class installations. They offer a wide range of solutions for delivering up to 4K60 4:4:4 video, audio, USB, and control over standard gigabit networks. AMX AVoIP solutions are designed to support the latest enterprise network security features and to be configured and managed simply. AMX SVSI AVoIP solutions deliver secure, quality video wherever you need it.



## Product Features

- Support for the N2600S range of encoders and decoders
- Support for the N2600 Wall Plate range of encoders and decoders
- Support for the N2400 range of encoders and decoders
- Support for the N4000 Audio Transceivers

# AMX SVSI N2600S Encoder Module

## Digital Inputs

### Connect

The Connect command is used to initialize and keep the module running. It is level triggered and needs to be held high for the module to function. Sending this signal high will begin and maintain a connection to the device. Sending this signal low will disable the module.

### Play\_Live

The Play\_Live command allows you to switch the stream to using the live connection. This signal is level based and triggered with the rising edge.

### Play\_Local

The Play\_Local command allows you to switch to a local connection and playlist. This signal is level based and triggered with the rising edge.

### Play\_Off

The Play\_Off command allows you to disable both the live stream and the local stream. This signal is level based and triggered with the rising edge.

### Mute\_On

The Mute\_On command allows you to turn the audio mute on. This signal is level based and triggered with the rising edge.

### Mute\_Off

The Mute\_Off command allows you to turn the audio mute function off. This signal is level based and triggered with the rising edge.

### Video\_Mute\_On

The Video\_Mute\_On command allows you to turn the video mute function on. This signal is level based and triggered with the rising edge.

### Video\_Mute\_Off

The Video\_Mute\_Off command allows you to turn the video mute function off. This signal is level based and triggered with the rising edge.

## **HDMI1**

The HDMI1 command allows you to set the video input to HDMI1. This signal is level based and triggered with the rising edge.

## **HDMI2**

The HDMI2 command allows you to set the video input to HDMI2. This signal is level based and triggered with the rising edge.

## **Auto**

The Auto command allows you to set the video input to Auto. This signal is level based and triggered with the rising edge.

## **HDMI\_Audio\_On**

The HDMI\_Audio\_On command allows you to turn the HDMI Audio on. This signal is level based and triggered with the rising edge.

## **HDMI\_Audio\_Off**

The HDMI\_Audio\_Off command allows you to turn the HDMI Audio off. This signal is level based and triggered with the rising edge.

## **KVM\_Enable**

The KVM\_Enable command allows you to enable the KVM function. This signal is level based and triggered with the rising edge.

## **KVM\_Disable**

The KVM\_Disable command allows you to disable the KVM function. This signal is level based and triggered with the rising edge.

## **USB\_Enable**

The USB\_Enable command allows you to enable the USB connection. This signal is level based and triggered with the rising edge.

## **USB\_Disable**

The USB\_Disable command allows you to disable the USB connection. This signal is level based and triggered with the rising edge.

## **Reboot**

The Reboot command allows you to reboot the unit. This signal is level based and triggered with the rising edge.

## **Analog Inputs**

### **Set\_Stream**

The Set\_Stream command allows you to set the current stream you wish to connect to. The stream number can be found by using the stream feedback provided by the encoder modules.

### **Playlist**

The Playlist signal is used to set a playlist. Valid range is 0 and 7.

## **String Inputs**

### **Custom Command**

The Custom Command input can be used to send a command that isn't built in to the driver. Care needs to be taken to make sure the command you are sending is valid as this will simply pass through whatever you present directly to the device. The command can be entered directly as it is, there is no need to add carriage returns or any other characters.

### **Dynamic IP Address**

The Dynamic IP Address input can be used to set the IP address at runtime. By default the parameter IP Address will be used, but if you update this signal it will be used for the next connection. Please note, there will be no immediate change, the new address will only be used on the rising edge or Connect.

## **Digital Outputs**

### **Connected**

The Connected signal will be high when the module is enabled and low when its not.

### **Play\_Live\_FB**

The Play\_Live\_FB signal will be high when the devices playback mode is set to live and low when its not.

### **Play\_Local\_FB**

The Play\_Local\_FB signal will be high when the devices playback mode is set to local and low when its not.



## **Mute\_FB**

The Mute\_FB signal will be high when the device is muted and low when its unmuted.

## **Video\_Mute\_FB**

The Video\_Mute\_FB signal will be high when the devices video is muted and low when its unmuted.

## **HDMI1\_FB**

The HDMI1\_FB signal will be high when the HDMI1 input is active and low when its not.

## **HDMI2\_FB**

The HDMI2\_FB signal will be high when the HDMI2 input is active and low when its not.

## **Auto\_FB**

The Auto\_FB signal will be high when the devices input is set to auto and low when its not.

## **HDMI\_Audio\_FB**

The HDMI\_Audio\_FB signal will be high when the HDMI audio is enabled and low when its not.

## **HDMI1\_Connection\_FB**

The HDMI1\_Connection\_FB signal will be high when the HDMI1 connection has a signal and low when it does not.

## **HDMI2\_Connection\_FB**

The HDMI2\_Connection\_FB signal will be high when the HDMI2 connection has a signal and low when it does not.

## **KVM\_Enable\_FB**

The KVM\_Enable\_FB signal will be high when the KVM function is active and low when its not.

## **USB\_Enable\_FB**

The USB\_Enable\_FB signal will be high when the USB connection is enabled and low when its not.

## **Analog Outputs**

### **Output\_Stream\_FB**

The Output\_Stream\_FB contains the value of the currently selected stream.

## **Playlist\_FB**

The Playlist\_FB contains the current playlist number

## **String Outputs**

### **Model**

The Model signal contains the model of the connected device.

### **Device\_Name**

The Device\_Name signal contains the name of the connected device.

### **MAC\_Addr**

The MAC\_Addr signal contains the mac address of the connected device.

### **Web\_Version**

The Web\_Version signal contains the version of the web interface software for the connected device.

### **Firmware**

The Firmware signal contains the version of firmware for the connected device.

### **Input\_Resolution**

The Input\_Resolution signal contains the current input resolution of the connected device.