

AMX SVSI N2600WP Encoder Installation and Usage Guide



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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 N2600 Wall Plate 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.

USB

The USB command allows you to set the video input to USB. 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

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.

USB_FB

The USB_FB signal will be high when the USB 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.

HDMI_Connection_FB

The HDMI_Connection_FB signal will be high when the HDMI port has an active connection and low when its 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.

USB_Resolution

The USB_Resolution signal contains the current USB resolution of the connected device.