

# AMX SVSI N4321-ATC 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 N4321-ATC 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.

### Tx\_Enable

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

### Tx\_Disable

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

### Rx\_Enable

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

### Rx\_Disable

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

### Rx\_Mute\_On

The Rx\_Mute\_On command allows you to mute the received audio. This signal is level based and triggered with the rising edge.

### RX\_Mute\_Off

The RX\_Mute\_Off command allows you to unmute the received audio. This signal is level based and triggered with the rising edge.

### Rx\_Unicast\_On

The Rx\_Unicast\_On command allows you to enable receiving data via unicast. This signal is level based and triggered with the rising edge.

## **Rx\_Unicast\_Off**

The Rx\_Unicast\_Off command allows you to disable receiving data via unicast. This signal is level based and triggered with the rising edge.

## **Relay\_1\_On**

The Relay\_1\_On command allows you to turn relay #1 on. This signal is level based and triggered with the rising edge.

## **Relay\_1\_Off**

The Relay\_1\_Off command allows you to turn relay #1 off. This signal is level based and triggered with the rising edge.

## **Relay\_2\_On**

The Relay\_2\_On command allows you to turn relay #2 on. This signal is level based and triggered with the rising edge.

## **Relay\_2\_Off**

The Relay\_2\_Off command allows you to turn relay #2 off. This signal is level based and triggered with the rising edge.

## **GPI\_Level\_High**

The GPI\_Level\_High command allows you to set the GPI level to HIGH. This signal is level based and triggered with the rising edge.

## **GPI\_Level\_Low**

The GPI\_Level\_Low command allows you to set the GPI level to LOW. This signal is level based and triggered with the rising edge.

## **Port\_On**

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

## **Port\_Off**

The Port\_Off command allows you to turn port on. This signal is level based and triggered with the rising edge.



## **Reboot**

The Reboot command allows you to reboot the device. 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 steam feedback provided by the encoder modules.

### **Volume\_L**

The Volume\_L allows you to set a value for the left channel volume as a percentage.

### **Volume\_R**

The Volume\_R allows you to set a value for the right channel volume as a percentage.

### **Audio\_Gain\_L**

The Audio\_Gain\_L signal allows you to set a value for the left channel gain.

### **Audio\_Gain\_R**

The Audio\_Gain\_R signal allows you to set a value for the left channel gain.

### **Line\_Out\_L**

The Line\_Out\_L signal allows you to set a value for the left channel Line Out level.

### **Line\_Out\_R**

The Line\_Out\_R signal allows you to set a value for the right channel Line Out level.

## **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 of Connect.

## **Digital Outputs**

### **Connected**

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

### **Tx\_Enable\_FB**

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

### **Tx\_Disable\_FB**

The Tx\_Disable\_FB signal will be high when the Transmit is disabled and low when its not.

### **Rx\_Enable\_FB**

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

### **Rx\_Disable\_FB**

The Rx\_Disable\_FB signal will be high when the Receive is disabled and low when its not.

### **RxMute\_On\_FB**

The RxMute\_On\_FB signal will be high when the Receive is muted and low when its not.

### **RxMute\_Off\_FB**

The RxMute\_Off\_FB signal will be high when the Receive is unmuted and low when its not.

### **Rx\_Unicast\_On\_FB**

The Rx\_Unicast\_On\_FB signal will be high when unicast receive is enabled and low when its not.

### **Rx\_Unicast\_Off\_FB**

The Rx\_Unicast\_Off\_FB signal will be high when unicast receive is disabled and low when its not.

### **Relay\_1\_On\_FB**

The Relay\_1\_On\_FB signal will be high if relay #1 is on and low if not.

### **Relay\_1\_Off\_FB**

The Relay\_1\_Off\_FB signal will be high if relay #1 is off and low if not.

### **Relay\_2\_On\_FB**

The Relay\_2\_On\_FB signal will be high if relay #2 is on and low if not.

### **Relay\_2\_Off\_FB**

The Relay\_2\_Off\_FB signal will be high if relay #2 is off and low if not.

### **GPI\_Level\_High\_FB**

The GPI\_Level\_High\_FB signal will be high if the GPI level is currently set to HIGH and low if not.

### **GPI\_Level\_Low\_FB**

The GPI\_Level\_Low\_FB signal will be high if the GPI level is currently set to LOW and low if not.

### **Port\_FB**

The Port\_FB will be high if the Port is enabled and low if not.

## **Analog Outputs**

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

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

### **Volume\_L\_FB**

The Volume\_L\_FB signal contains the current volume for the left channel as a value between 0 and 100.

### **Volume\_R\_FB**

The Volume\_R\_FB contains the current volume for the right channel as a value between 0 and 100

### **Audio\_Gain\_L\_FB**

The Audio\_Gain\_L\_FB contains the current audio gain for the left channel.

### **Audio\_Gain\_R\_FB**

The Audio\_Gain\_R\_FB contains the current audio gain for the right channel.

### **Line\_Out\_L\_FB**

The Line\_Out\_L\_FB contains the current line level out for the left channel.

## **Line\_Out\_R\_FB**

The Line\_Out\_R\_FB contains the current line level out for the right channel.

## **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.