PRODUCT FEATURE

Taking Control: CDT100 MKII & Control Devices

Last month we talked about the upgraded CDT100 with the added Blue LED control and all the possibilities and advantages this feature can offer. Another feature that was added in the same upgrade was the use of the available pins on the RJ45 ports.

Since the launch of the 2nd generation of our CDT100, integrators are realizing that they can control more than Clockaudio touch switches. Indeed, each of the control ports (TS 1-4) of the CDT100 MkII essentially has a 12Volt DC supply, 3 X GPI/O inputs and 3 X GPI/O outputs (or relays). Just one CDT100 MkII becomes an extension of the control processor, adding a GPI/O block of 12 inputs and 12 outputs and a 12 Volt power supply for LEDs without all the cabling.

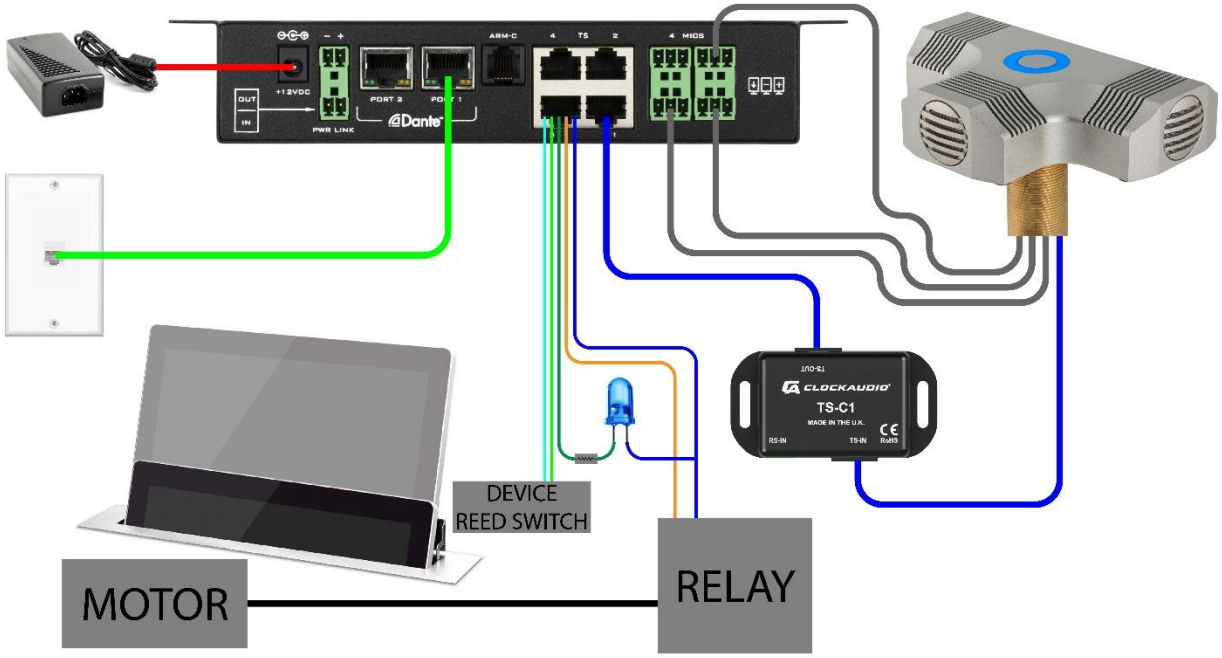
The CDT100 MkII ports can be wired to light up a Halo on goosenecks or trigger a motorized device or even have a security call button in case of an emergency, tied into the Dante network.

Using Clockaudio's multi-element microphones with a touch switch, like the CS3S-RF RGB, will require only 1 X TS port and 3 X mic inputs on a CDT100, leaving the extra TS ports open to connect any contact closure or LED to the control system for displaying different statuses or sending feedback on that same Dante line.

Another option is to simply have more buttons controlling other devices in the room, like the lighting or the blinds, or another device on the control network.

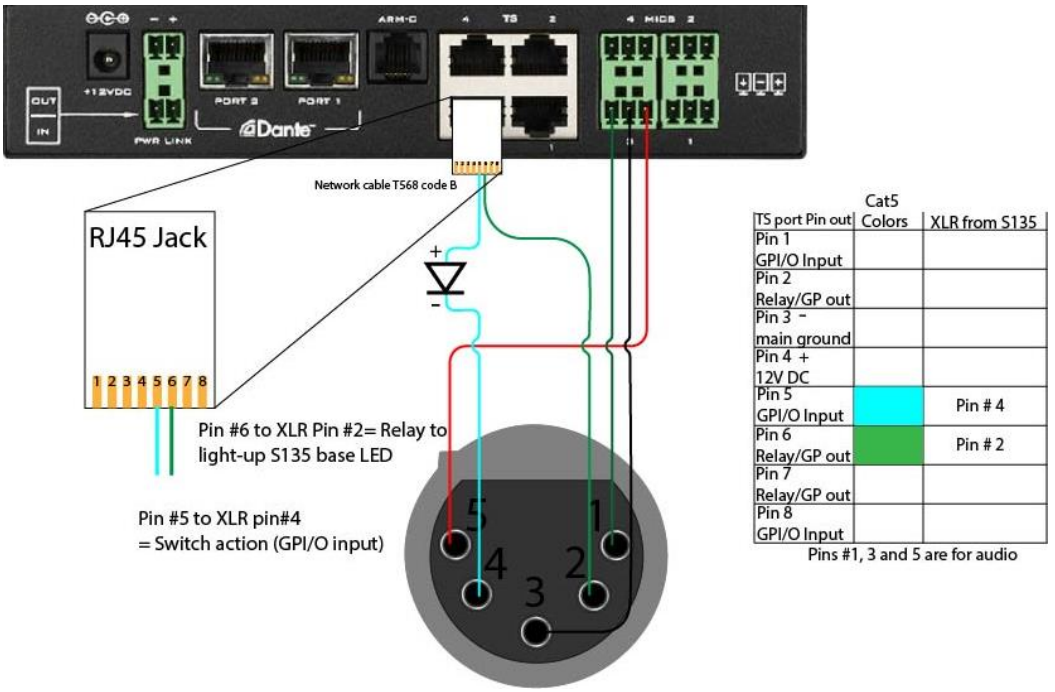
For example, a boardroom table with lifts raising the monitors out of the table could be integrated into the control network through the same CDT100 cable run as all the microphones and touch switches.

Triggering the motorized mechanism to deploy the lifts via one of the output pins, and the lift's limit switch to send a feedback to the control processor, via an input pin, to turn on the monitors once they are raised. A status LED could also be patched-in and turned on with another output pin, all from the same TS port.



Pictured above, the CDT100 MkII is using output Pin #2 and the 12V supply from Pin #4 to trigger the Motor relay. The limit switch is sending a feedback via an input Pin #5 by grounding to Pin #3 and the LED is powered by Pin #4 and turned on by the internal grounding of Pin #6.

Some of Clockaudio's programmable table top bases, such as the S135 or the S157, can be patched in the CDT100 quickly and easily using a Cat5 cable and the appropriate XLR connector.

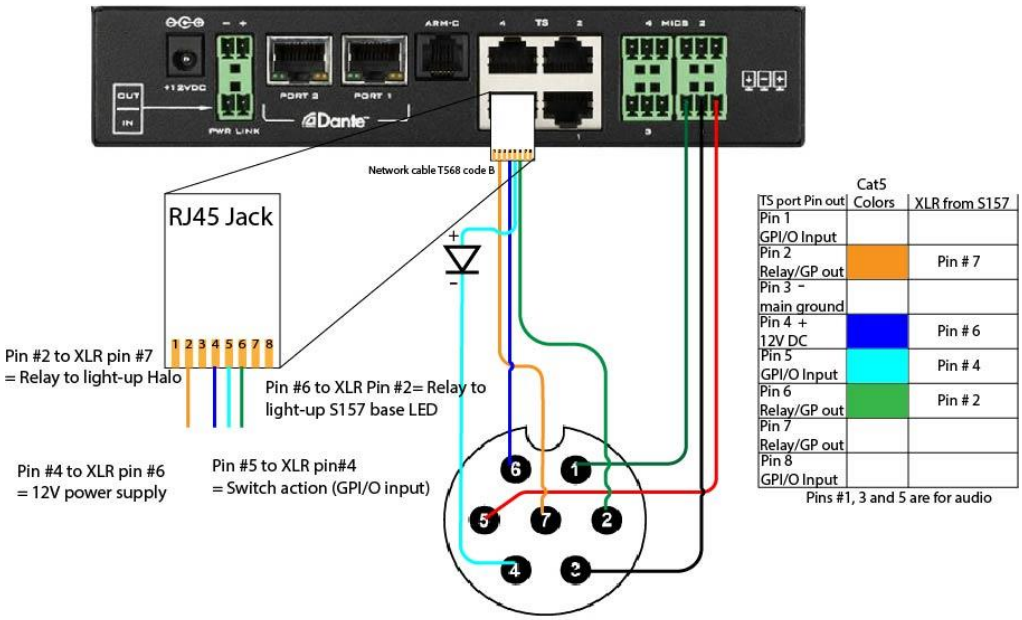


TS port Pin out	Cat5 Colors	XLR from S135
Pin 1 GPI/O Input		
Pin 2 Relay/GP out		
Pin 3 – main ground		
Pin 4 + 12V DC		
Pin 5 GPI/O Input		Pin # 4
Pin 6 Relay/GP out		Pin # 2
Pin 7 Relay/GP out		
Pin 8 GPI/O Input		

Pins #1, 3 and 5 are for audio

The image above shows the connector of an S135 connected to input Pin #5 for sending the pulse of the 'button press' and output Pin #6 to light up the LED on the base.

**NOTE: Using CDT100 with Goosenecks may require attenuation pads that Clockaudio can supply*



TS port Pin out	Cat5 Colors	XLR from S157
Pin 1 GPI/O Input		
Pin 2 Relay/GP out		Pin # 7
Pin 3 – main ground		
Pin 4 + 12V DC		Pin # 6
Pin 5 GPI/O Input		Pin # 4
Pin 6 Relay/GP out		Pin # 2
Pin 7 Relay/GP out		
Pin 8 GPI/O Input		

Pins #1, 3 and 5 are for audio

The diagram above shows the Halo microphone base, the S157, it connects the same way as the S135 but using Pin #4 for a 12 Volt supply to the Halo LED and output Pin #2 to turn it on.

**NOTE: Again, using CDT100 with Goosenecks may require attenuation pads that Clockaudio can supply*

Undeniably, the CDT100 MkII's versatility and compatibility to third party devices, demonstrates how it can provide a Clearly Different level of system integration and interface.

As always, if you have any questions, contact our customer service and technical support team.