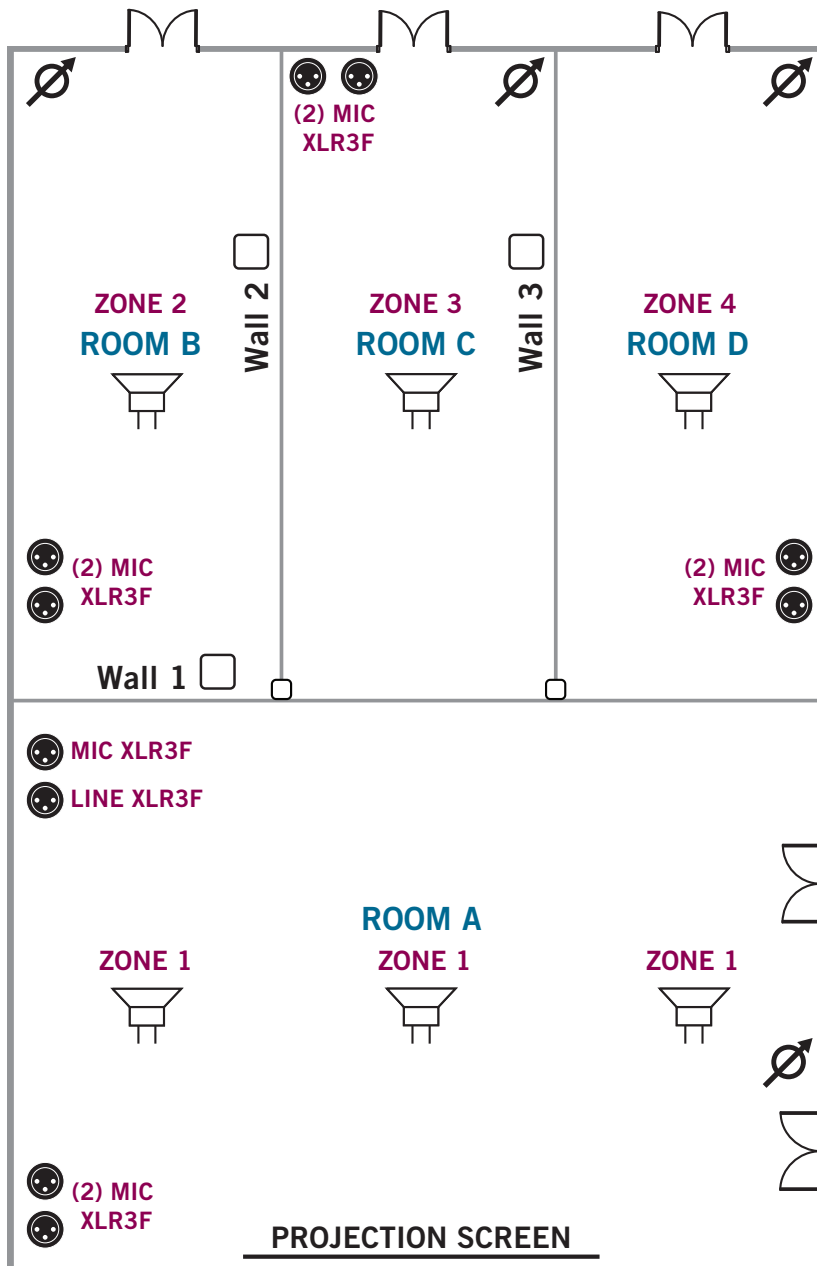


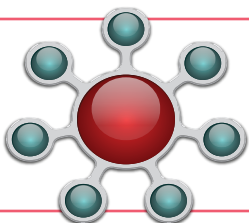
Room combining matrix mixers are for amateurs.



The screenshot displays a 'Room Combine' interface for 'Flamingo Rooms'. It features a 'Distributed Program Bus' with four mixer sections, each corresponding to a room:

- Room A:** Includes an Auto Mixer with Mic In A1, A2, and A3; an 8 Mics AM2 Mixer; and a Mixer with Line In A1. Outputs include Record Out A and Room Out A (A+B+C).
- Room B:** Includes an Auto Mixer with Mic In B1 and B2; and a Mixer with an Unused input. Outputs include Record Out B and Room Out B (A+B+C).
- Room C:** Includes an Auto Mixer with Mic In C1 and C2; and a Mixer with an Unused input. Outputs include Record Out C and Room Out C (A+B+C).
- Room D:** Includes an Auto Mixer with Mic In D1 and D2; and a Mixer with an Unused input. Outputs include Record Out D and Room Out D (D).

Each room section has a 'Ballroom X Page' button and a close icon. An 'Add Room' button is at the bottom.

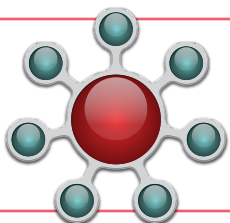
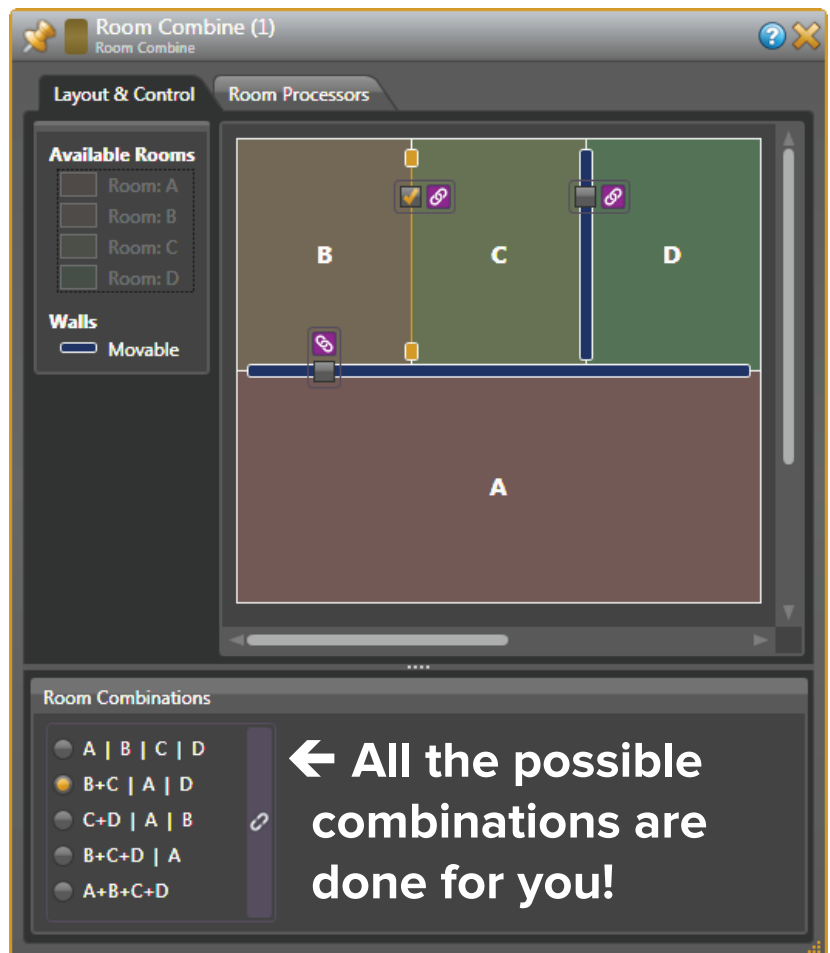
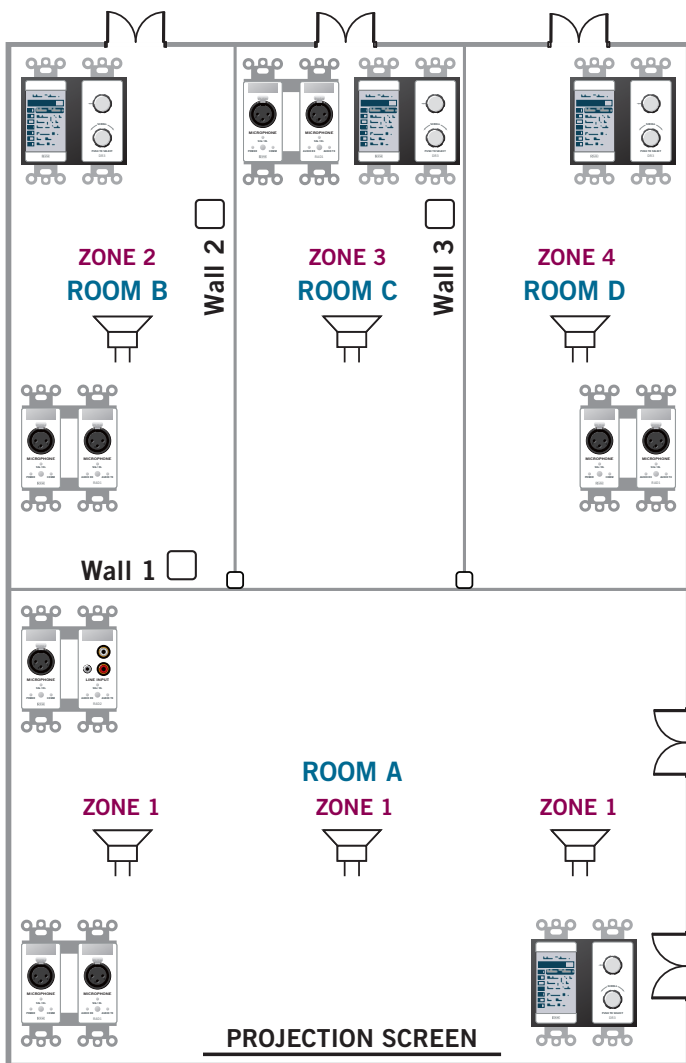


Automatic room combinations, routing and control

HAL's Room Combine and Conference Room Combine blocks simplify configuring I/O, remote behaviors and control programming as walls open and close.

Draw the room layout and moveable walls, then link controls to walls and/or levels. Halogen automatically figures out all possible room combinations – no presets needed. As walls open, remote controls track each other (or not) as required. If you like, the contents of the remote LCD screens can change automatically.

Easily customize levels, EQ and remotes, using Room Presets that are automatically restored as walls change.



HAL Note 111 • rane.com/hal
Call Us: 425-355-6000 • Mukilteo Washington USA

