SC MEDIA ENGINE
DIGITAL MATRIX PROCESSOR FACTORY OPTION

dbx ®
by HARMAN

OVERVIEW:
The SC Media Engine is a factory option for the SC 32 and SC 64 Digital Matrix Processors. It brings cost-effective, flash-based, multi-channel playback of stored media to the SC 32 and SC 64 devices.

The SC Media Engine comprises a DSP card and 2GB of flash storage (1.6GB of which is usable). This allows storage of media files on the SC device itself for subsequent routing and playback. The Media Engine facilitates simultaneous playback of up to eight channels of stored media and a total storage time of approximately three hours. Future implementations will support higher storage capacities.

To add media to the Media Engine, media is uploaded from the hard-drive of the control PC to the SC device via the control network.

Media playback can be triggered from dbx ZC Controllers, Control Inputs, HiQnet System Architect™ Custom Control Panels and third party control systems. It can also be scheduled through the HiQnet System Architect Scheduler function, either from a schedule running on a control PC or a schedule running on an SC device itself.

The ability to run scheduled preset recalls and media playback on an SC device means that, once configured, the control PC can be taken away, leaving the SC to make scheduled system changes and play back stored media at pre-determined times. This makes it the perfect device for simplification of audio systems through pre-engineered automation.

KEY FEATURES:
- Factory Option for SC 32 and SC 64 Digital Matrix Processors
- 1.6GB of Usable Storage (approx. 3 hours)
- Eight Channels of Simultaneous Playback

- Triggering from:
  - ZC Controllers
  - Control Inputs
  - HiQnet System Architect Custom Control Panels
  - Third-Party Control Systems
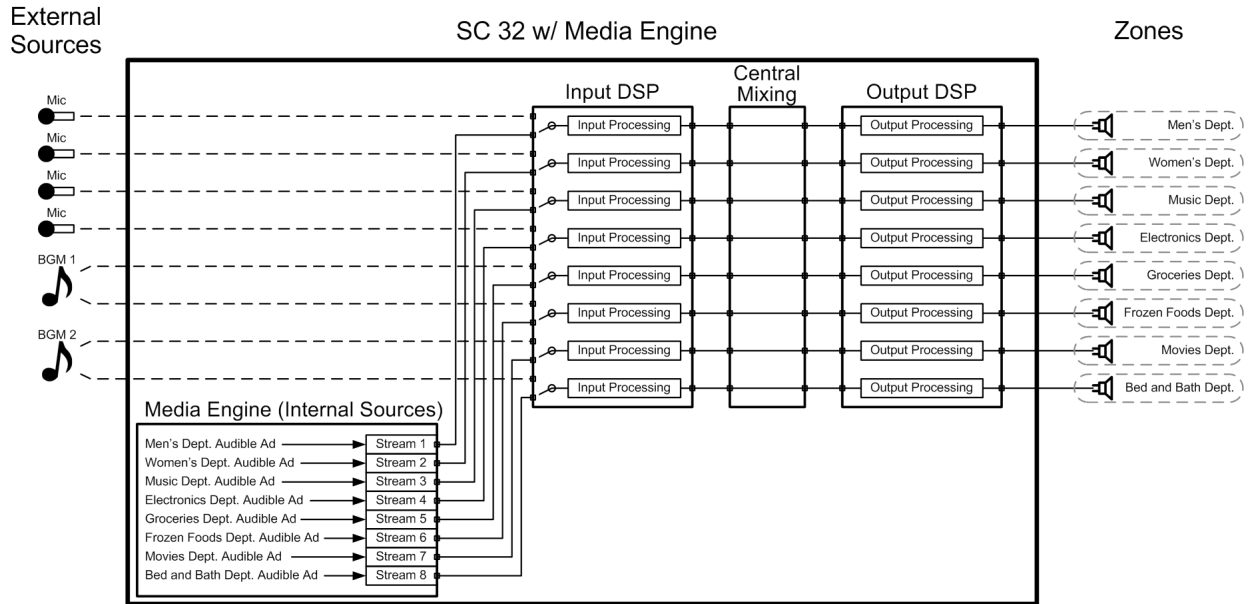- Scheduled Playback (does not require control PC once configured)

SC Media Engine Option

TECHNICAL SPECIFICATIONS:

Audio Format:	24-bit, 48kHz, Mono, PCM, WAV
Storage Capacity:	2GB (1.6GB Usable)
Approximate Storage Time:	~3 Hours
Configuration/File Transfer:	HiQnet System Architect™
Simultaneous Playback Channels:	8
Signal Path Routing Points:	Input DSP; Output DSP (see following diagrams)

ROUTING THE PLAYBACK STREAMS DIRECTLY TO THE INPUT DSP:

ROUTING THE PLAYBACK STREAMS DIRECTLY TO THE OUTPUT DSP: