

ORVESTRA

Main GUI - User Guide

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41 real GUI screenshots

Screens are numbered and followed by explanations, values and purpose. Longer tables continue on subsequent pages. The chapter number is repeated in the table header.

Scope

Home, Players, Multizone, all visible DSP modules and Settings are covered. This is a guide to the main Core GUI, not the mobile application or the Users web portal.

Captured installation

The existing M4 installation has one physical stereo output. Zones, device names, application sessions and saved presets vary by installation. Values shown are real capture-time state, not universal recommended settings.

Evidence

These screenshots were not generated or reconstructed. Repeated borders/navigation were cropped where unnecessary; only numbered annotations and leader lines were overlaid. Descriptions and ranges were checked against the displayed DOM and the matching source code.

How to read this guide

Numbers restart on every screenshot. Matching controls repeated across channels, bands or slots carry the same annotation number. Disabled fields can reflect a bypassed processor, unavailable target/hardware, a write in progress or locked controls; read the nearby status.

Units

dB describes gain ratio, while dBFS describes digital signal level relative to full scale. A gain of 0 dB means unity, not mute. Hz is frequency, ms is time and Q controls EQ bandwidth.

Applying changes

Volume, mute, processor enable and many routing controls affect Core during operation. AGC/Loudness numeric edits first create a local draft confirmed with Apply. Save in a preset library stores a snapshot; it is not a global apply button.

Scenes, presets and backups

A Multizone scene restores operating state of sources and zones. A Performance preset combines DSP snapshots. A module preset stores only its module. Export backup exports browser-local data, not a complete Core/server backup.

Conditional controls

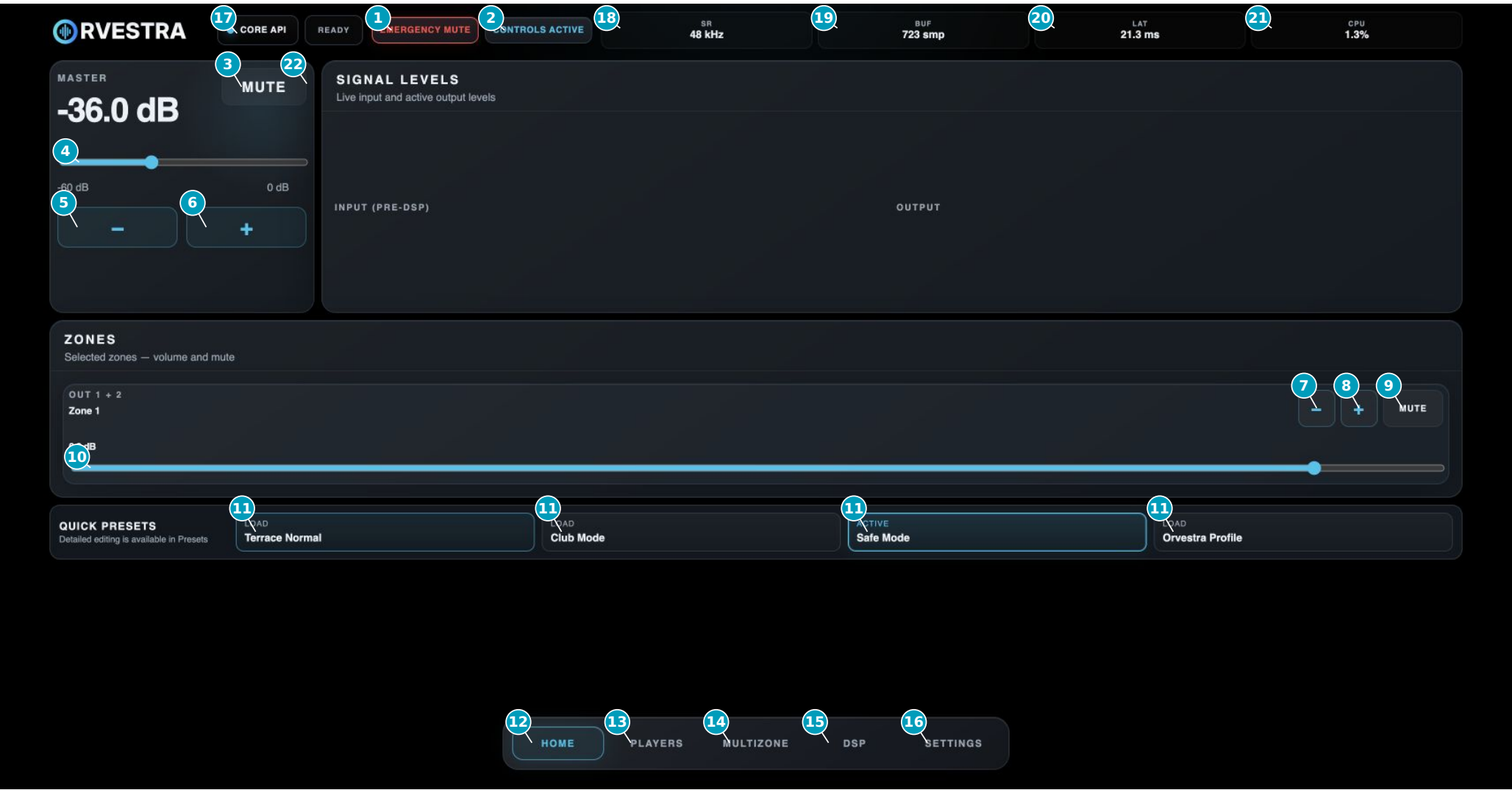
Options absent from this hardware configuration are described as conditional rather than fabricated in screenshots. Routing, playback, licensing and the video session were not changed for capture.

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01 Home - daily overview

Real screenshot · number = explanation row · repeated number = matching function on another channel or row



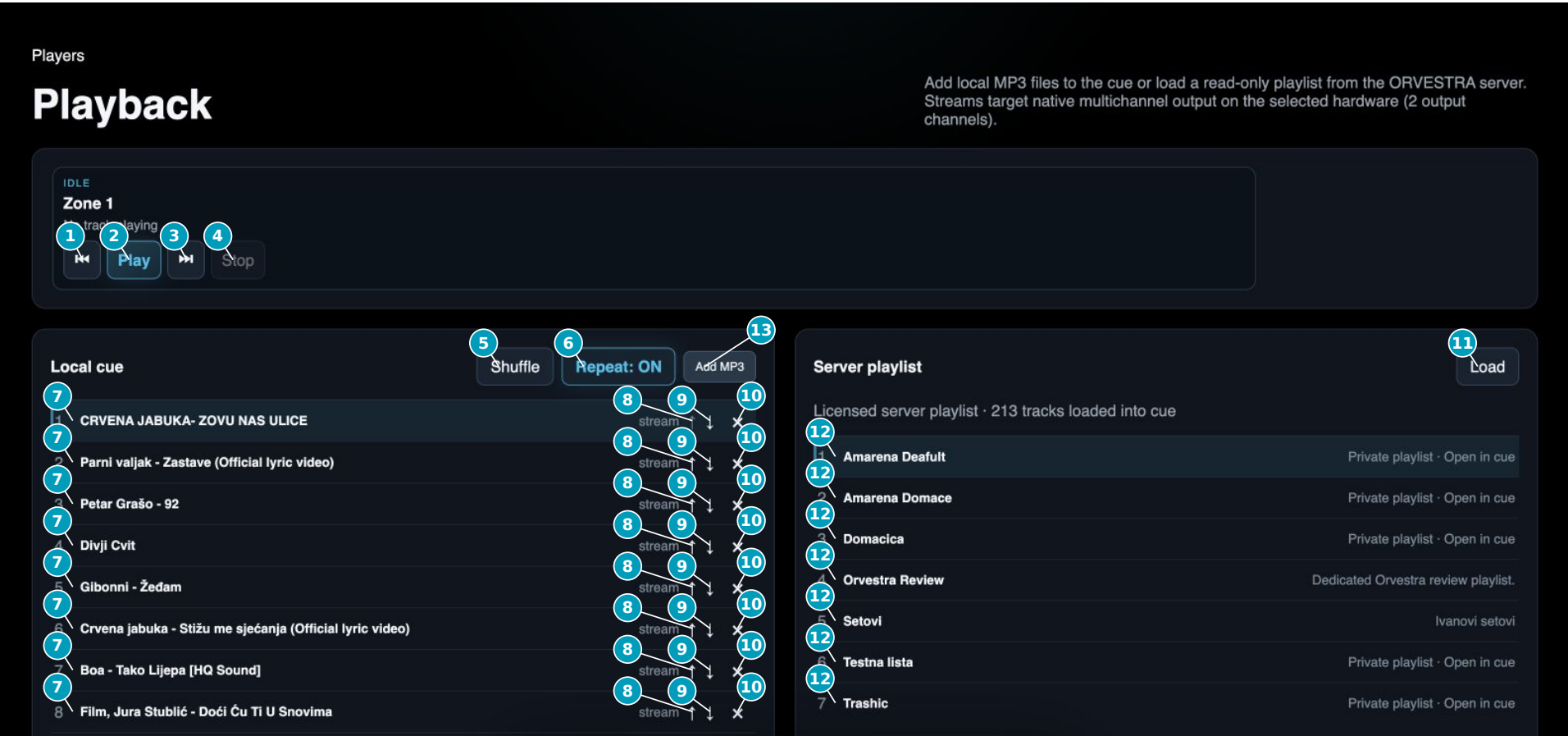
SR is sample rate, BUF is buffer size in samples, LAT is reported latency and CPU is audio-engine load. They are readouts, not editable fields. Signal levels has no displayed channel rows in this capture; no synthetic meters have been substituted.

#	Screen 01 / option	What it does	Values and behaviour
1	Emergency mute	Immediately mutes the system. Use it to stop sound quickly; it is separate from locking the controls.	Action; takes effect on Core immediately.
2	Controls active / locked	Locks or unlocks operation. When Controls PIN is enabled, unlocking requires the correct PIN.	Active / Locked; an enabled PIN has 4-6 digits.
3	Master Mute	Mutes the master audio output. Clicking again toggles the mute state.	Mute / Muted.
4	Master volume	Sets the overall system level. The dB value shows the current gain.	-60 to +6 dB; slider step 0.5 dB. The 0 dB scale label is not the upper limit.
5	Master -	Lowers master volume by one decibel.	-1 dB per step, down to -60 dB.
6	Master +	Raises master volume by one decibel.	+1 dB per step, up to +6 dB.
7	Zone -	Lowers the corresponding zone volume on Home.	-1 dB per step.
8	Zone +	Raises the corresponding zone volume on Home.	+1 dB per step.
9	Zone mute	Mutes only the selected zone.	Mute / Muted; takes effect immediately.
10	Zone volume on Home	Sets the indicated zone level. Only enabled zones with Show on home appear here; for a Slave zone this is relative trim.	-60 to +6 dB; slider step 0.5 dB.
11	Quick presets	Loads the selected performance preset. Active identifies the current preset. The first four named slots are shown.	Names are user data; edit them in Settings > Presets > Performance.
12	Home	Opens the daily view of master volume, meters, visible zones and quick presets.	Navigation only; does not change audio settings.
13	Players	Opens zone players, the local cue and server playlists.	Navigation only; does not change audio settings.
14	Multizone	Opens scenes, zones, announcements, physical output routing and Video.	Navigation only; does not change audio settings.
15	DSP	Opens audio processors and their presets.	Navigation only; does not change audio settings.
16	Settings	Opens licensing, updates, storage, access, presets, hardware and the tone generator.	Navigation only; does not change audio settings.
17	CORE API and write status	CORE API identifies the Core API connection. Ready means no write is pending; syncing means a write is in progress, synced confirms it, and error indicates failure.	Status readout.
18	SR	Audio-engine sample rate; 48 kHz in this capture. This is a readout, not a sample-rate selector.	Status readout.
19	BUF	Reported audio-engine buffer size in samples (smp).	Status readout.

#	Screen 01 / option	What it does	Values and behaviour
20	LAT	Reported audio-engine latency in milliseconds. It does not describe the full video or end-to-end system delay.	Status readout.
21	CPU	Reported audio-engine load, which varies during operation. It is not total CPU usage across all applications.	Status readout.
22	Signal levels	Live input levels before DSP and active output levels. Channel rows, when present, show RMS values and peak markers; this capture has no displayed channel rows.	Status readout.

02 Players - playback and playlists

Real screenshot · number = explanation row · repeated number = matching function on another channel or row



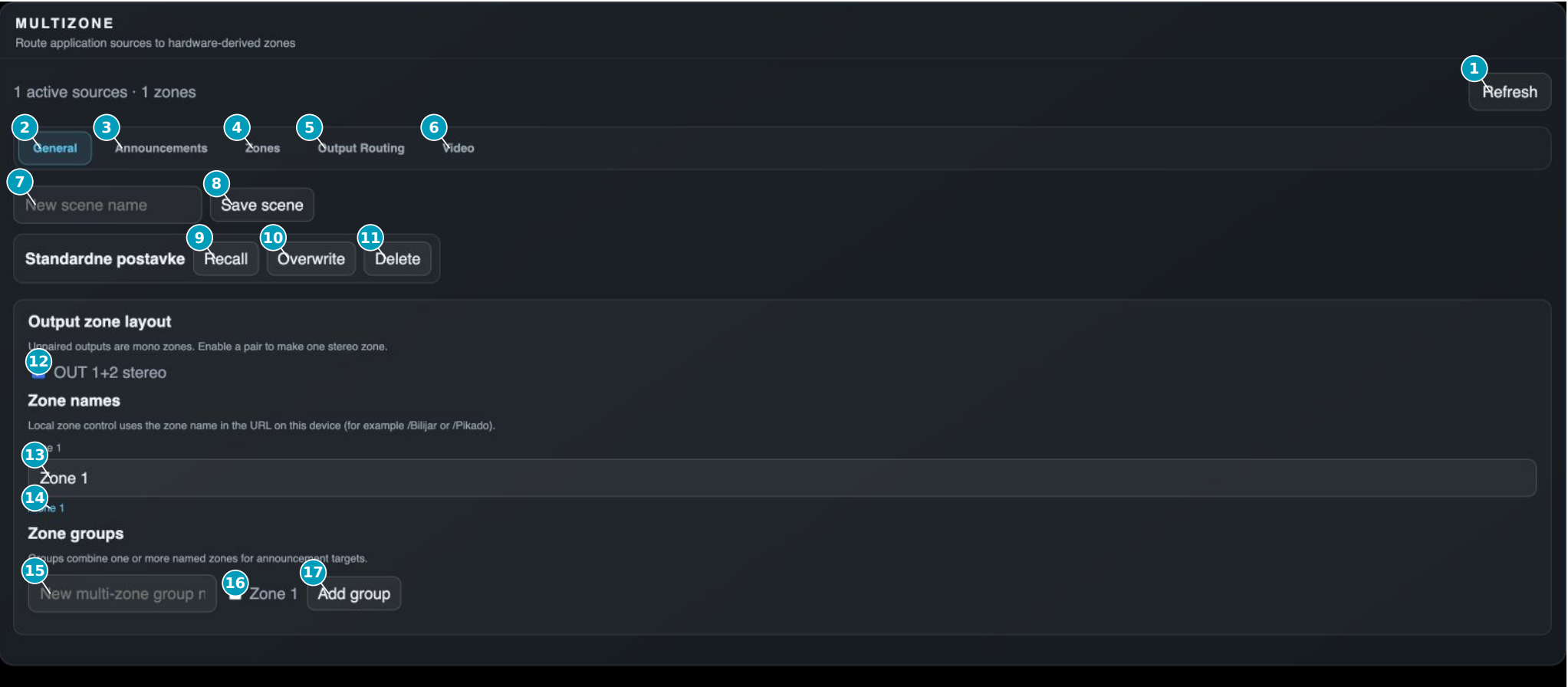
Track numbers show current cue position. Repeated annotation numbers identify the same function in each row. Viewing or editing a cue does not confirm that audio is already playing.

#	Screen 02 / option	What it does	Values and behaviour
1	Previous track	The first press restarts the current track. Another press within 600 ms selects the previous cue item.	Action for the indicated zone.
2	Play / Pause	Starts or pauses the selected player. A zone player is shown when its source is Player.	State depends on playback and the available cue item.
3	Next track	Advances the zone player to the next cue item.	Action for the indicated zone.

#	Screen 02 / option	What it does	Values and behaviour
4	Stop	Stops playback in the corresponding zone.	Disabled when playback is inactive.
5	Shuffle	Randomizes cue order. The stored order is restored after a page refresh or returning to Players.	Action; does not edit the original server playlist.
6	Repeat	Enables or disables cue repetition.	ON / OFF.
7	Local cue item	Selects a track for playback. Its number is its position in the current cue order.	Local file or stream; titles come from the actual list.
8	Move item up	Moves a track one place toward the start of the cue.	Disabled for the first item.
9	Move item down	Moves a track one place toward the end of the cue.	Disabled for the last item.
10	Remove from cue	Removes the indicated item from the local cue; it does not delete server media.	The × button applies to its own row.
11	Load server playlists	Fetches server playlists available to the current licence again.	Fetch action; the result appears below Server playlist.
12	Server playlist	Opens a licensed playlist in the cue. This GUI is for playback; the server playlist itself is edited in the portal.	Availability depends on the licence. Names shown are real examples.
13	Add MP3	Opens the local file picker and adds MP3 files to the cue.	One or more MP3 files.

03 Multizone - General

Real screenshot · number = explanation row · repeated number = matching function on another channel or row



A scene restores the operating arrangement of sources and zones. A performance preset restores a group of processing settings. The names visible here are actual user-saved data in this installation.

#	Screen 03 / option	What it does	Values and behaviour
1	Refresh	Fetches the current Multizone state from Core again.	Fetch action; does not save a scene.
2	General	Opens the general settings of the selected main section.	Navigation only; does not change audio settings.
3	Announcements	Opens audio announcements, text to speech and scheduled announcements.	Navigation only; does not change audio settings.

#	Screen 03 / option	What it does	Values and behaviour
4	Zones	Opens zone source assignment, names, roles and volume.	Navigation only; does not change audio settings.
5	Output Routing	Opens the matrix from zone buses to physical outputs.	Navigation only; does not change audio settings.
6	Video	Opens browser-tab sharing, TV addresses and the sharing PIN.	Navigation only; does not change audio settings.
7	New scene name	Names a new scene. Scenes store the operating arrangement of sources and zones with their associated state.	Text; Save scene becomes available after a name is entered.
8	Save scene	Stores the current state as a new named scene.	Action; a scene name is required.
9	Recall	Restores the stored scene and its settings.	May immediately change sources, routing and levels.
10	Overwrite	Replaces the existing scene with the current state.	Applies to the scene in the same row.
11	Delete scene	Deletes the stored scene.	Applies to the scene in the same row.
12	OUT x+y stereo	Combines the corresponding physical outputs into one stereo zone. Unpaired outputs form separate mono zones.	Checked = stereo pair; unchecked = separate mono zones. Changes zone layout.
13	Zone name	Assigns a friendly zone name, such as Bar. The local control link is derived from this name.	Up to 80 characters; committed on blur or Enter.
14	Local zone page	Opens control for this zone on the same Core. Spaces and special characters are URL-encoded.	Path /zone-name; /Zone%201 in this capture.
15	New multi-zone group name	Names a group combining zones, for example as a shared announcement target.	Text; also select the member zones.
16	Zone group membership	Includes this zone in the new group.	Checked / unchecked; multiple zones may be selected.
17	Add group	Creates a named group from the selected zones.	Requires a name and at least one zone.

04 Multizone - announcements and TTS

Real screenshot · number = explanation row · repeated number = matching function on another channel or row



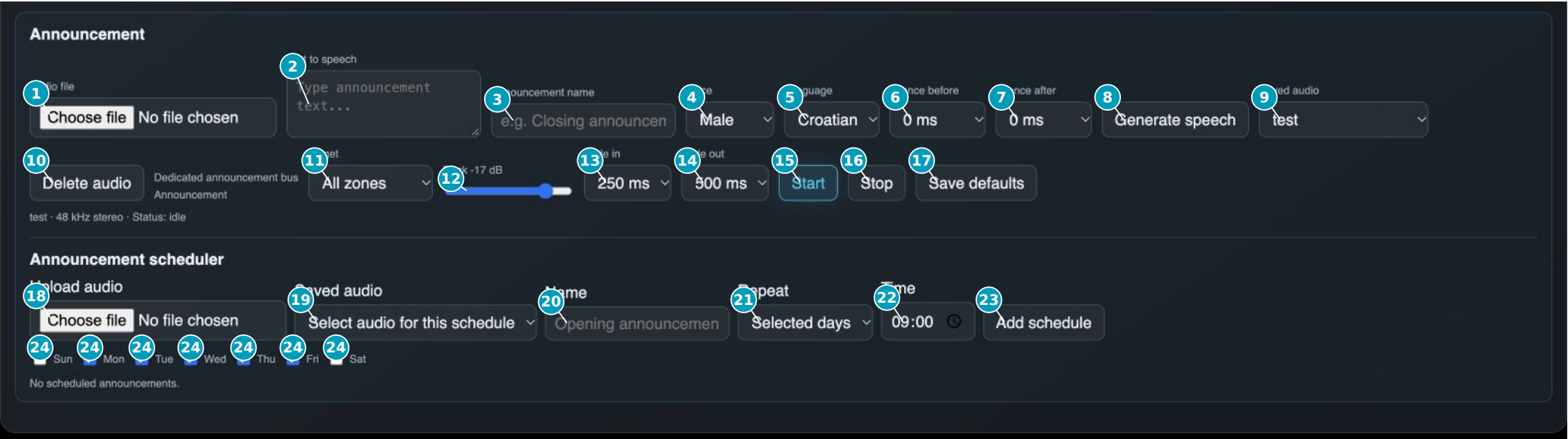
Manual Start and the scheduler use the selected announcement target. Idle means no announcement is playing. This installation has no saved schedules; no schedule rows have been fabricated.

#	Screen 04 / option	What it does	Values and behaviour
1	Audio file	Selects a sound file for a manual announcement. Status identifies the prepared media and playback format.	WAV, OPUS or OGG according to the file-picker filter; check status after loading.
2	Text to speech	Text to convert into spoken audio.	Up to 2000 characters; Generate speech requires non-empty text.
3	Announcement name	Names the generated announcement in the library.	Up to 80 characters, for example Closing announcement.
4	Voice	Chooses the voice used to generate speech.	Male / Female.
5	Language	Chooses the speech language.	Croatian / English.
6	Silence before	Adds silence before the generated speech.	0, 100, 250, 500 or 1000 ms.
7	Silence after	Adds silence after the generated speech.	0, 100, 250, 500 or 1000 ms.
8	Generate speech	Generates and stores speech using the selected text, voice and language. Generating speech does not start the announcement.	Action; read the resulting status message.

#	Screen 04 / option	What it does	Values and behaviour
9	Saved audio - manual announcement	Selects previously stored audio for manual playback.	Dynamic list of stored announcement audio.
10	Delete audio	Deletes the selected sound from the announcement library.	Action on the selected recording.
11	Target	Selects where the announcement will play. Announcements use a dedicated bus.	All zones, an individual zone or a configured group.
12	Duck	Attenuates existing music during an announcement to make speech clearer.	-100 to 0 dB; 0 dB does not attenuate music.
13	Fade in	Transition time at the start of the announcement and ducking.	Off, 250 ms, 500 ms, 1 s or 2 s.
14	Fade out	Transition time at the end of the announcement and when restoring the level.	Off, 250 ms, 500 ms, 1 s or 2 s.
15	Start	Plays the selected announcement on the selected target.	Changes sound and ducking in the targeted zones.
16	Stop	Stops the current announcement.	Disabled when no announcement is active.
17	Save defaults	Stores announcement defaults, including target and transition settings.	Save action; does not play an announcement.
18	Upload audio	Uploads an audio file to the library for scheduled announcements.	WAV, OPUS or OGG according to the file-picker filter.
19	Saved audio - schedule	Chooses stored audio for a new scheduled announcement.	Dynamic library list; separate from the manual announcement selection.
20	Schedule name	Names the scheduled announcement.	Up to 80 characters.
21	Schedule repetition	Selects how often the announcement runs.	Once / Every day / Selected days.
22	Time	Sets the scheduled start time.	HH:MM; scheduling follows Core time.
23	Add schedule	Adds a schedule for the selected audio and announcement target.	Requires a name, audio and target; Selected days also requires at least one day.

05 Announcements - selected weekdays

Real screenshot · number = explanation row · repeated number = matching function on another channel or row



This is an actual unsaved form with Selected days chosen. No schedule was added and no announcement was played. The upper controls have the same functions as on the previous screen.

#	Screen 05 / option	What it does	Values and behaviour
1	Audio file	Selects a sound file for a manual announcement. Status identifies the prepared media and playback format.	WAV, OPUS or OGG according to the file-picker filter; check status after loading.
2	Text to speech	Text to convert into spoken audio.	Up to 2000 characters; Generate speech requires non-empty text.
3	Announcement name	Names the generated announcement in the library.	Up to 80 characters, for example Closing announcement.
4	Voice	Chooses the voice used to generate speech.	Male / Female.
5	Language	Chooses the speech language.	Croatian / English.
6	Silence before	Adds silence before the generated speech.	0, 100, 250, 500 or 1000 ms.
7	Silence after	Adds silence after the generated speech.	0, 100, 250, 500 or 1000 ms.
8	Generate speech	Generates and stores speech using the selected text, voice and language. Generating speech does not start the announcement.	Action; read the resulting status message.

#	Screen 05 / option	What it does	Values and behaviour
9	Saved audio - manual announcement	Selects previously stored audio for manual playback.	Dynamic list of stored announcement audio.
10	Delete audio	Deletes the selected sound from the announcement library.	Action on the selected recording.
11	Target	Selects where the announcement will play. Announcements use a dedicated bus.	All zones, an individual zone or a configured group.
12	Duck	Attenuates existing music during an announcement to make speech clearer.	-100 to 0 dB; 0 dB does not attenuate music.
13	Fade in	Transition time at the start of the announcement and ducking.	Off, 250 ms, 500 ms, 1 s or 2 s.
14	Fade out	Transition time at the end of the announcement and when restoring the level.	Off, 250 ms, 500 ms, 1 s or 2 s.
15	Start	Plays the selected announcement on the selected target.	Changes sound and ducking in the targeted zones.
16	Stop	Stops the current announcement.	Disabled when no announcement is active.
17	Save defaults	Stores announcement defaults, including target and transition settings.	Save action; does not play an announcement.
18	Upload audio	Uploads an audio file to the library for scheduled announcements.	WAV, OPUS or OGG according to the file-picker filter.
19	Saved audio - schedule	Chooses stored audio for a new scheduled announcement.	Dynamic library list; separate from the manual announcement selection.
20	Schedule name	Names the scheduled announcement.	Up to 80 characters.
21	Schedule repetition	Selects how often the announcement runs.	Once / Every day / Selected days.
22	Time	Sets the scheduled start time.	HH:MM; scheduling follows Core time.
23	Add schedule	Adds a schedule for the selected audio and announcement target.	Requires a name, audio and target; Selected days also requires at least one day.
24	Weekdays	Chooses the days on which an announcement repeats. Shown only for Selected days.	Sun, Mon, Tue, Wed, Thu, Fri, Sat; multiple selections allowed.

06 Announcements - one-time schedule

Real screenshot · number = explanation row · repeated number = matching function on another channel or row



The actual Once form adds a date field. Changing form selections does not create a schedule; Add schedule saves it.

#	Screen 06 / option	What it does	Values and behaviour
1	Audio file	Selects a sound file for a manual announcement. Status identifies the prepared media and playback format.	WAV, OPUS or OGG according to the file-picker filter; check status after loading.
2	Text to speech	Text to convert into spoken audio.	Up to 2000 characters; Generate speech requires non-empty text.
3	Announcement name	Names the generated announcement in the library.	Up to 80 characters, for example Closing announcement.
4	Voice	Chooses the voice used to generate speech.	Male / Female.
5	Language	Chooses the speech language.	Croatian / English.
6	Silence before	Adds silence before the generated speech.	0, 100, 250, 500 or 1000 ms.
7	Silence after	Adds silence after the generated speech.	0, 100, 250, 500 or 1000 ms.
8	Generate speech	Generates and stores speech using the selected text, voice and language. Generating speech does not start the announcement.	Action; read the resulting status message.

#	Screen 06 / option	What it does	Values and behaviour
9	Saved audio - manual announcement	Selects previously stored audio for manual playback.	Dynamic list of stored announcement audio.
10	Delete audio	Deletes the selected sound from the announcement library.	Action on the selected recording.
11	Target	Selects where the announcement will play. Announcements use a dedicated bus.	All zones, an individual zone or a configured group.
12	Duck	Attenuates existing music during an announcement to make speech clearer.	-100 to 0 dB; 0 dB does not attenuate music.
13	Fade in	Transition time at the start of the announcement and ducking.	Off, 250 ms, 500 ms, 1 s or 2 s.
14	Fade out	Transition time at the end of the announcement and when restoring the level.	Off, 250 ms, 500 ms, 1 s or 2 s.
15	Start	Plays the selected announcement on the selected target.	Changes sound and ducking in the targeted zones.
16	Stop	Stops the current announcement.	Disabled when no announcement is active.
17	Save defaults	Stores announcement defaults, including target and transition settings.	Save action; does not play an announcement.
18	Upload audio	Uploads an audio file to the library for scheduled announcements.	WAV, OPUS or OGG according to the file-picker filter.
19	Saved audio - schedule	Chooses stored audio for a new scheduled announcement.	Dynamic library list; separate from the manual announcement selection.
20	Schedule name	Names the scheduled announcement.	Up to 80 characters.
21	Schedule repetition	Selects how often the announcement runs.	Once / Every day / Selected days.
22	Date	Sets the date of a one-time announcement. Shown only for Once.	Calendar date; use Time to set the time of day.
23	Time	Sets the scheduled start time.	HH:MM; scheduling follows Core time.
24	Add schedule	Adds a schedule for the selected audio and announcement target.	Requires a name, audio and target; Selected days also requires at least one day.

07 Zones - source assignment matrix

Real screenshot · number = explanation row · repeated number = matching function on another channel or row



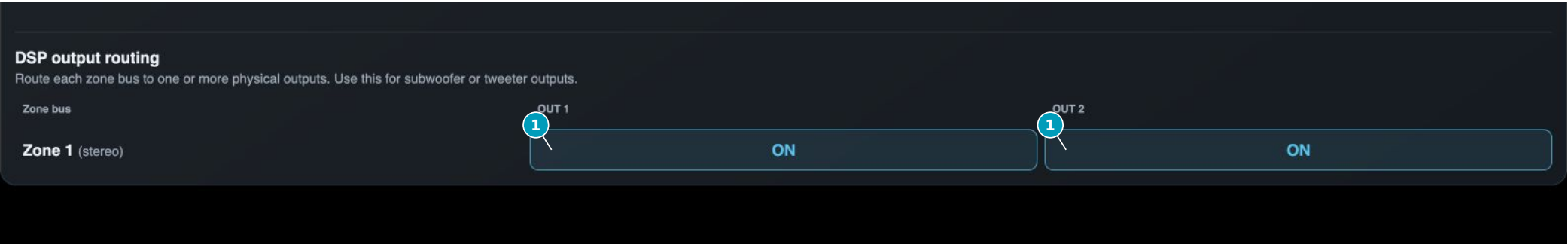
This M4 has one physical stereo output zone, so Slave is unavailable. When another suitable Master exists, Slave mode displays Slave of to select it. That field is not present in this configuration. A Slave keeps its own output DSP and relative trim.

#	Screen 07 / option	What it does	Values and behaviour
1	Zone selection	Selects the zone to edit in the source matrix.	One of the hardware-derived zones; this M4 has one visible stereo zone.
2	Source name	Friendly name of an application input or physical input.	Up to 80 characters; committed on blur or Enter.
3	Application bundle ID	Associates an application with an Orvestra input on supported systems. Discovered sessions and activity appear below.	Application identifier; these captures show macOS bundle IDs. Windows assignment uses system audio settings.

#	Screen 07 / option	What it does	Values and behaviour
4	Zone name	Assigns a friendly zone name, such as Bar. The local control link is derived from this name.	Up to 80 characters; committed on blur or Enter.
5	Zone role	A Master has its own source. A Slave follows its Master source and volume, with its own volume acting as relative trim.	Master / Slave. Slave is unavailable without another suitable Master or when it would create an invalid dependency chain.
6	Show on home	Controls whether this zone has a volume control on Home.	On / off; does not enable or disable the audio output itself.
7	Zone source	Selects this zone audio source. A Slave inherits its Master source, so its own source selector is locked.	App, Player or Line in, according to available sources.
8	Zone mute	Mutes only the selected zone.	Mute / Muted; takes effect immediately.
9	Zone volume	Sets zone level; for a Slave this is relative trim against its Master.	-60 to +6 dB; slider and buttons here use 0.5 dB steps.
10	Zone - in Multizone	Lowers the zone level.	-0.5 dB per step.
11	0 dB	Resets zone gain to unity, or relative trim to zero.	0 dB does not mean mute.
12	Zone + in Multizone	Raises the zone level.	+0.5 dB per step.
13	Source-to-zone assignment	Selects the source for this zone from the corresponding column. This assigns a source to a zone, not a bus to a physical output.	ON / OFF; Slave and reserved announcement routes are restricted.

08 Multizone - Output Routing

Real screenshot · number = explanation row · repeated number = matching function on another channel or row

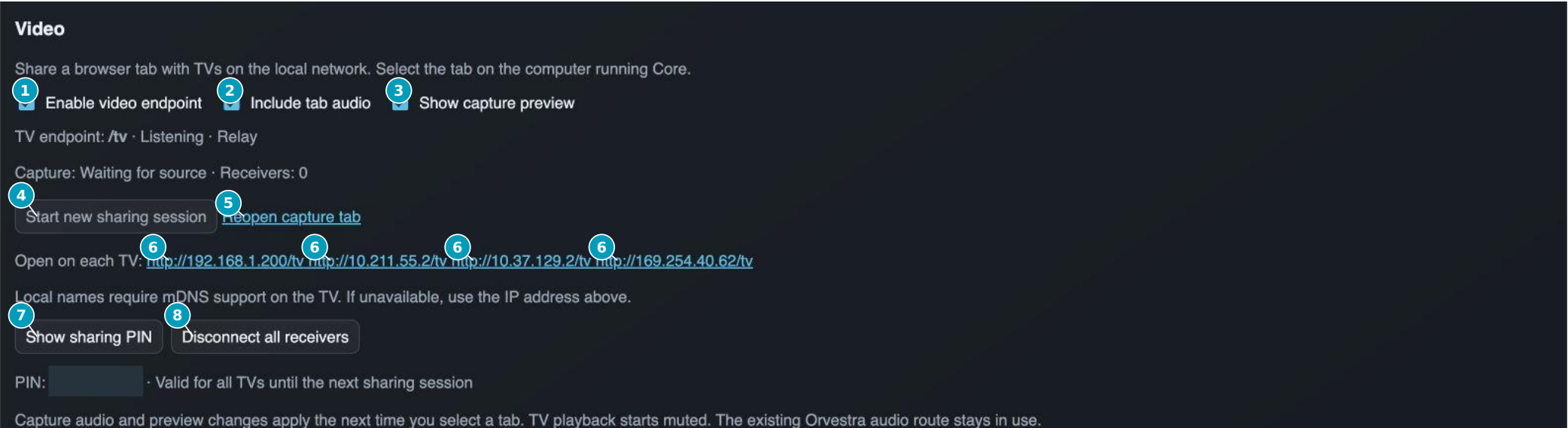


Routing has two levels: Zones assigns a source to a zone, while this matrix sends its bus to physical outputs. An output appearing in the matrix is not, by itself, a reason to enable it.

#	Screen 08 / option	What it does	Values and behaviour
1	Zone-to-physical-output route	Enables or disables a zone bus on a physical output. One zone can feed several outputs, such as mains and a subwoofer.	ON / OFF; rows are zones and columns are physical OUT channels. Slave routes may be locked.

09 Multizone - Video

Real screenshot · number = explanation row · repeated number = matching function on another channel or row



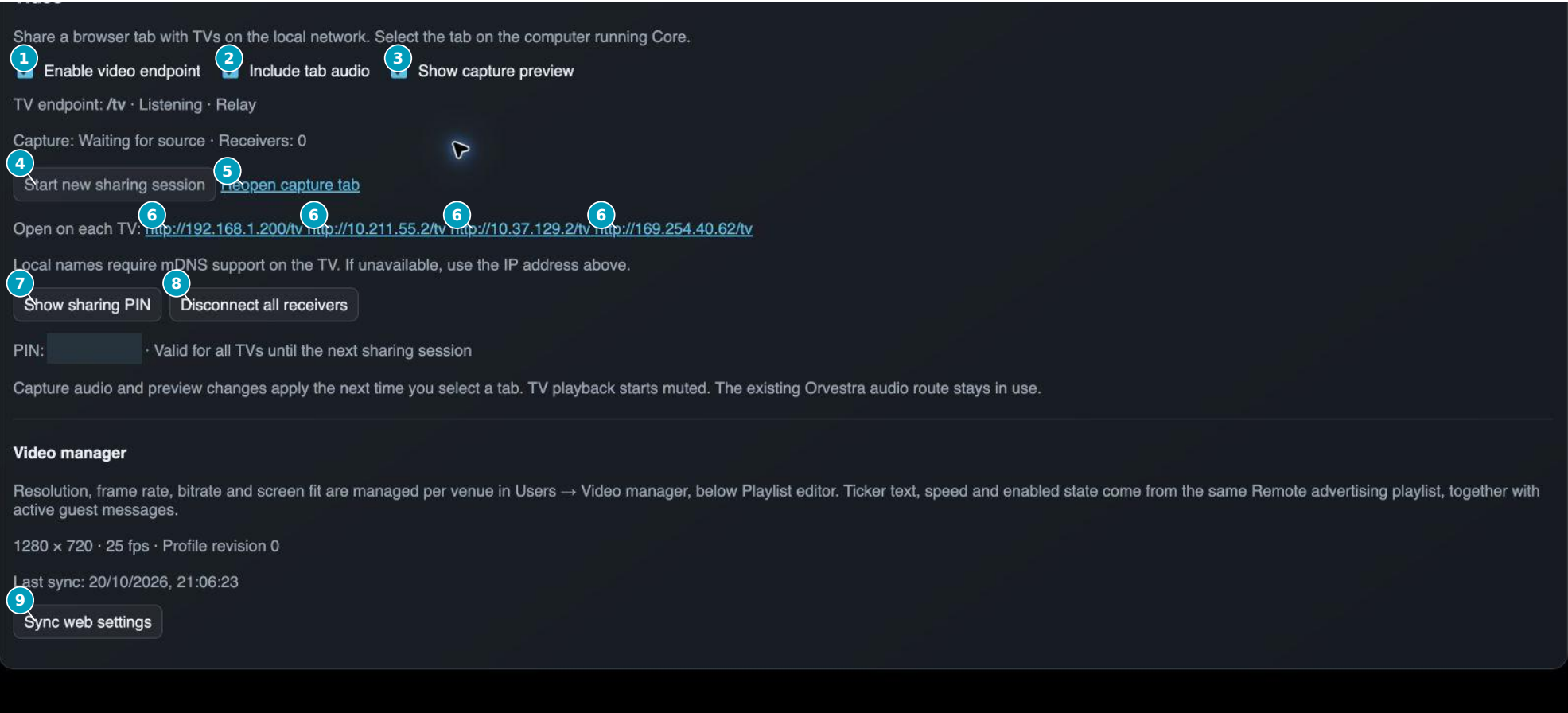
Resolution, FPS, bitrate and screen fit are configured in the Users portal Video manager. Ticker text, speed and enabled state come from Remote advertising together with the queue of active guest messages. Portal content is not edited here.

#	Screen 09 / option	What it does	Values and behaviour
1	Enable video endpoint	Enables or disables the local TV video service.	On / off; the primary receiver path is /tv.
2	Include tab audio	Requests audio from the shared tab the next time a source is selected. Support depends on the browser and operating system.	On / off; TV playback initially starts muted.
3	Show capture preview	Shows a preview of the captured source on the sender page.	On / off; applies when a tab is selected again.
4	Start new sharing session	Starts a new sharing session and opens source selection on the Core computer. A new session changes the PIN and previous pairing validity.	Action; may interrupt existing video connections.
5	Reopen capture tab	Reopens the sender page of the current session to select and share a browser tab.	Local path /tv/sender; select the source on the Core computer.
6	TV address	Opens the video receiver. Use the network interface reachable by the TV, rather than an unrelated virtual network.	http://IP/tv on port 80. Local names require mDNS support.

#	Screen 09 / option	What it does	Values and behaviour
7	Show sharing PIN	Shows the TV pairing PIN for the current sharing session.	Six digits; the same PIN works for all TVs until the next sharing session.
8	Disconnect all receivers	Disconnects all currently connected video receivers.	Action on video receivers.

10 Video - PIN and synchronization

Real screenshot · number = explanation row · repeated number = matching function on another channel or row



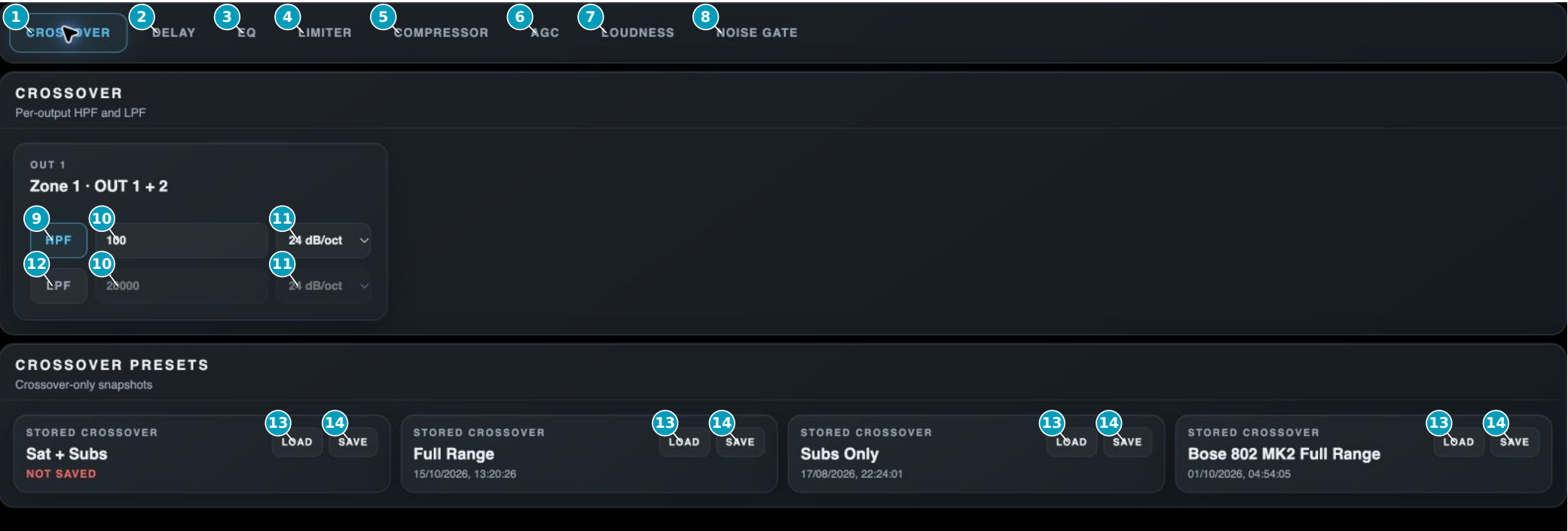
The lower part of the same card shows the synchronized video profile, revision and last sync time. The captured PIN belongs to the session at capture time; it is not a universal product PIN.

#	Screen 10 / option	What it does	Values and behaviour
1	Enable video endpoint	Enables or disables the local TV video service.	On / off; the primary receiver path is /tv.
2	Include tab audio	Requests audio from the shared tab the next time a source is selected. Support depends on the browser and operating system.	On / off; TV playback initially starts muted.
3	Show capture preview	Shows a preview of the captured source on the sender page.	On / off; applies when a tab is selected again.

#	Screen 10 / option	What it does	Values and behaviour
4	Start new sharing session	Starts a new sharing session and opens source selection on the Core computer. A new session changes the PIN and previous pairing validity.	Action; may interrupt existing video connections.
5	Reopen capture tab	Reopens the sender page of the current session to select and share a browser tab.	Local path /tv/sender; select the source on the Core computer.
6	TV address	Opens the video receiver. Use the network interface reachable by the TV, rather than an unrelated virtual network.	http://IP/tv on port 80. Local names require mDNS support.
7	Show sharing PIN	Shows the TV pairing PIN for the current sharing session.	Six digits; the same PIN works for all TVs until the next sharing session.
8	Disconnect all receivers	Disconnects all currently connected video receivers.	Action on video receivers.
9	Sync web settings	Immediately fetches Video manager settings from the Users portal.	Resolution, FPS, bitrate and screen fit are edited in the portal; ticker content comes from Remote advertising.

11 DSP - Crossover

Real screenshot · number = explanation row · repeated number = matching function on another channel or row



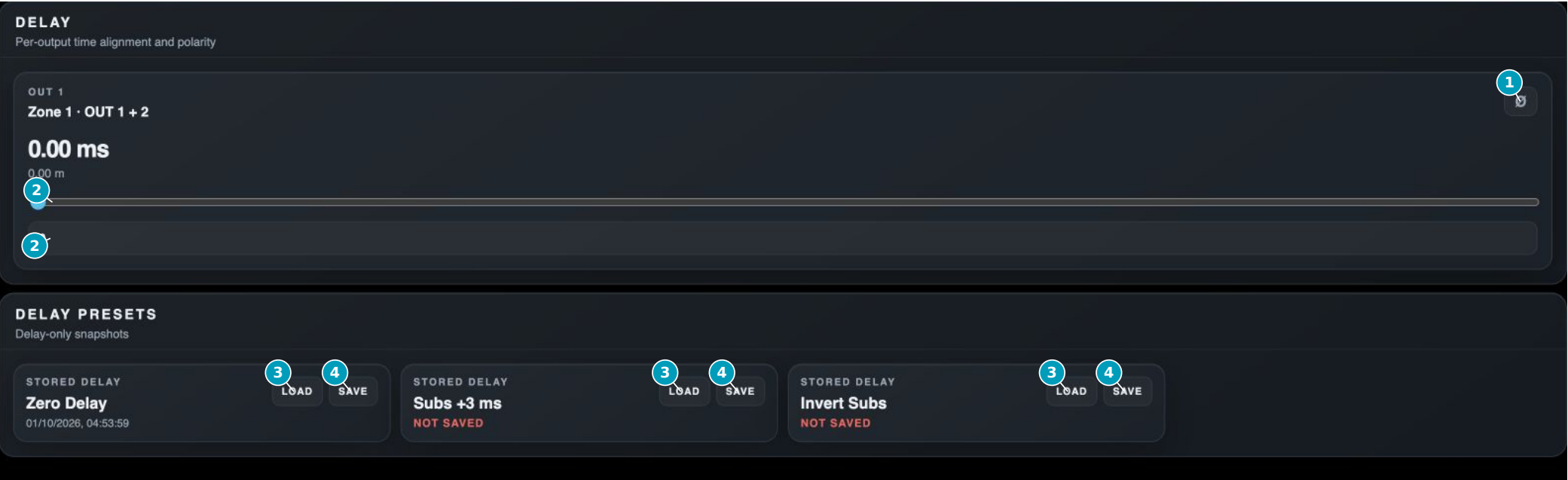
HPF and LPF operate per output or linked stereo pair. Named presets store crossover settings; Load applies a stored configuration and Save replaces a slot with the current one.

#	Screen 11 / option	What it does	Values and behaviour
1	Crossover	Opens output high-pass and low-pass filters.	Navigation only; does not change audio settings.
2	Delay	Opens output delay and polarity inversion.	Navigation only; does not change audio settings.
3	EQ	Opens the output parametric equalizer.	Navigation only; does not change audio settings.
4	Limiter	Opens input/output limiters and output speaker protection.	Navigation only; does not change audio settings.
5	Compressor	Opens input and output compressors.	Navigation only; does not change audio settings.
6	AGC	Opens automatic source-level control.	Navigation only; does not change audio settings.
7	Loudness	Opens tonal compensation for quiet listening.	Navigation only; does not change audio settings.

#	Screen 11 / option	What it does	Values and behaviour
8	Noise Gate	Opens output attenuation for signals below a threshold.	Navigation only; does not change audio settings.
9	HPF	Enables the high-pass filter, attenuating frequencies below its cutoff.	On / off; parameters become available when enabled.
10	Cutoff frequency	Sets the cutoff of the corresponding HPF or LPF.	20-20000 Hz, step 1 Hz.
11	Filter slope	Sets how steeply the filter attenuates frequencies outside its passband.	12, 24 or 48 dB per octave.
12	LPF	Enables the low-pass filter, attenuating frequencies above its cutoff.	On / off.
13	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
14	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.

12 DSP - Delay

Real screenshot · number = explanation row · repeated number = matching function on another channel or row



Delay aligns speaker arrival times. The displayed distance is a conversion of delay, not a measurement of actual speaker position. Polarity inversion is independent of time delay.

#	Screen 12 / option	What it does	Values and behaviour
1	Polarity - Ø	Inverts the polarity of the indicated output or linked stereo pair.	Normal / inverted; this is different from time delay.
2	Delay	Adds delay to align loudspeakers in time. The slider and number field edit the same setting; metres are an informational conversion.	0-50 ms, step 0.01 ms.
3	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
4	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.

13 DSP - parametric EQ

Real screenshot · number = explanation row · repeated number = matching function on another channel or row



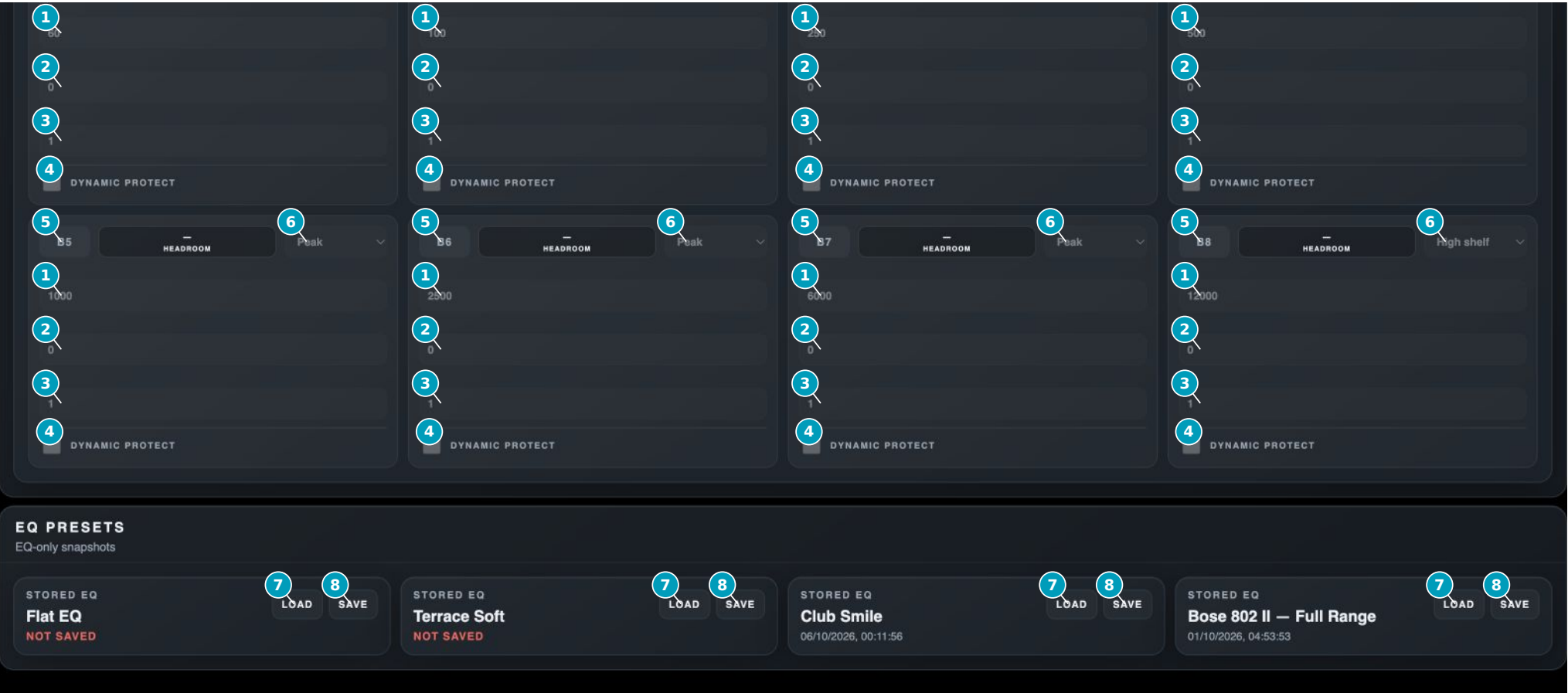
All eight EQ bands have the same controls. HEADROOM is an informational estimate of reserve for positive gain, not another regulator. A bypassed band has greyed-out fields. Matching controls on other bands repeat the same annotation numbers.

#	Screen 13 / option	What it does	Values and behaviour
1	Crossover	Opens output high-pass and low-pass filters.	Navigation only; does not change audio settings.
2	Delay	Opens output delay and polarity inversion.	Navigation only; does not change audio settings.
3	EQ	Opens the output parametric equalizer.	Navigation only; does not change audio settings.

#	Screen 13 / option	What it does	Values and behaviour
4	Limiter	Opens input/output limiters and output speaker protection.	Navigation only; does not change audio settings.
5	Compressor	Opens input and output compressors.	Navigation only; does not change audio settings.
6	AGC	Opens automatic source-level control.	Navigation only; does not change audio settings.
7	Loudness	Opens tonal compensation for quiet listening.	Navigation only; does not change audio settings.
8	Noise Gate	Opens output attenuation for signals below a threshold.	Navigation only; does not change audio settings.
9	EQ output selection	Selects the output or stereo pair being edited.	The available buttons depend on hardware and stereo pairing.
10	Copy target	Selects another available destination for the processor settings.	Another output/channel; disabled when none is available.
11	Copy	Copies this processor configuration to the selected destination.	Action; changes the destination settings.
12	B1-B8	Enables or bypasses the corresponding parametric EQ band. Each band has its own type, frequency, gain and Q.	Eight bands per output/stereo pair; bypassed bands have greyed-out fields.
13	EQ filter type	Peak affects the region around a centre frequency; Low shelf and High shelf affect the lower or upper part of the spectrum.	Peak / Low shelf / High shelf.
14	EQ frequency - Hz	Centre frequency for Peak, or the transition region of a shelving filter.	20-20000 Hz, step 1 Hz.
15	EQ gain - dB	Boosts or cuts the selected frequency region.	-18 to +18 dB, step 0.1 dB.
16	Q - bandwidth	Sets filter bandwidth. Higher Q produces a narrower region; lower Q produces a wider region.	0.1-20, step 0.1.
17	Dynamic protect	Enables dynamic protection of a boosted EQ band as the signal approaches the target. Additional fields appear only when enabled.	On / off. Additional ranges are listed with the screenshot notes; it was not enabled for capture.

14 DSP - EQ presets

Real screenshot · number = explanation row · repeated number = matching function on another channel or row



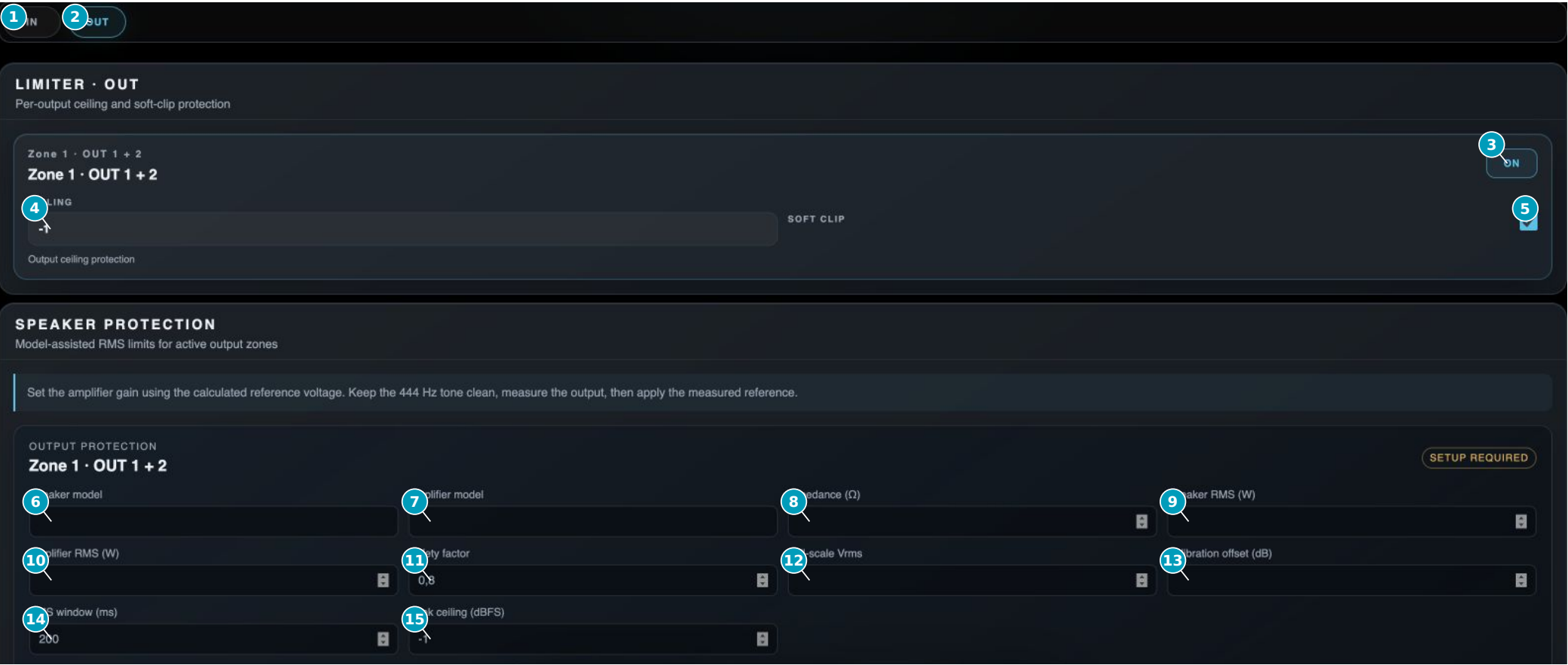
This scrolled view shows the module library. Enabling Dynamic protect reveals Target (-6 to -0.5 dB, step 0.1), Min dB (-18 to max(0, current band gain), step 0.1), Attack (1-200 ms, step 1) and Release (50-5000 ms, step 10). These were not enabled just to capture them.

#	Screen 14 / option	What it does	Values and behaviour
1	EQ frequency - Hz	Centre frequency for Peak, or the transition region of a shelving filter.	20-20000 Hz, step 1 Hz.
2	EQ gain - dB	Boosts or cuts the selected frequency region.	-18 to +18 dB, step 0.1 dB.
3	Q - bandwidth	Sets filter bandwidth. Higher Q produces a narrower region; lower Q produces a wider region.	0.1-20, step 0.1.

#	Screen 14 / option	What it does	Values and behaviour
4	Dynamic protect	Enables dynamic protection of a boosted EQ band as the signal approaches the target. Additional fields appear only when enabled.	On / off. Additional ranges are listed with the screenshot notes; it was not enabled for capture.
5	B1-B8	Enables or bypasses the corresponding parametric EQ band. Each band has its own type, frequency, gain and Q.	Eight bands per output/stereo pair; bypassed bands have greyed-out fields.
6	EQ filter type	Peak affects the region around a centre frequency; Low shelf and High shelf affect the lower or upper part of the spectrum.	Peak / Low shelf / High shelf.
7	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
8	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.

15 DSP - output limiter and speaker protection

Real screenshot · number = explanation row · repeated number = matching function on another channel or row



Speaker protection needs actual specifications and calibration; entering a model name does not calibrate the system. SETUP REQUIRED means the reference is incomplete. No calibration tone was played for this guide.

#	Screen 15 / option	What it does	Values and behaviour
1	IN	Selects input processing before the routing matrix.	Input channels; linked stereo channels are displayed together.
2	OUT	Selects physical-output processing after routing.	Outputs/stereo pairs derived from the hardware layout.
3	Processor On / Off	Enables or bypasses this processor on the indicated channel.	On / Off; does not mute the channel.

#	Screen 15 / option	What it does	Values and behaviour
4	Limiter ceiling	Sets the upper signal limit protected by the limiter.	-60 to 0 dBFS, step 0.5 dB.
5	Soft clip	Enables softer peak clipping in the corresponding processor.	On / off.
6	Speaker model	Descriptive loudspeaker model for the protection profile. The name does not replace impedance and power specifications.	Text.
7	Amplifier model	Descriptive amplifier model for the protection profile.	Text.
8	Impedance	Nominal load impedance used to calculate the safe output voltage.	1-64 ohms, step 0.1 ohm.
9	Speaker RMS	Rated RMS loudspeaker power used in the safe-voltage calculation.	At least 1 W, step 1 W; the GUI specifies no upper bound.
10	Amplifier RMS	Amplifier RMS power at the selected load. The calculation uses the lower of the available speaker and amplifier ratings.	At least 1 W, step 1 W; the GUI specifies no upper bound.
11	Safety factor	Reduces the calculated permitted power to provide a safety margin.	0.1-1, step 0.05; default 0.8.
12	Full-scale Vrms	Output voltage corresponding to digital full scale in the actual gain chain. Needed to convert a safe RMS voltage into a dBFS threshold.	At least 0.001 Vrms, step 0.01. Calibration derives it from the measured reference voltage.
13	Calibration offset	Additional calibration correction used to calculate the protection threshold.	-60 to +60 dB, step 0.1 dB.
14	RMS window	Averaging period for RMS protection.	50-1000 ms, step 10 ms; default 200 ms.
15	Peak ceiling	Peak limit in the output protection profile.	-60 to 0 dBFS, step 0.5 dB.

16 DSP - calibration and limiter presets

Real screenshot · number = explanation row · repeated number = matching function on another channel or row

Model-assisted RMS limits for active output zones

Set the amplifier gain using the calculated reference voltage. Keep the 444 Hz tone clean, measure the output, then apply the measured reference.

OUTPUT PROTECTION

Zone 1 · OUT 1 + 2 SETUP REQUIRED

1 Speaker model 2 Amplifier model 3 Impedance (Ω) 4 Speaker RMS (W)

5 Amplifier RMS (W) 6 Safety factor 7 Scale Vrms 8 Calibration offset (dB)

9 RMS window (ms) 10 Peak ceiling (dBFS)

200 -1

Calibration

Before starting, set Master, Zone and Output gain to 0 dB and disable mute. Play 444 Hz at -20 dBFS and adjust amplifier gain until the output measures **the calculated target Vrms**. Keep the tone clean, then apply the measured reference.

11 Zone 1 12 Play reference 13 Measured reference V 14 Apply measurement

Requires impedance and RMS power. RMS window 200 ms

LIMITER PRESETS

Limiter-only snapshots

STORED LIMITER **Safe Default** 14/10/2026, 01:15:26 15 LOAD 16 SAVE

STORED LIMITER **Soft Protect** 18/08/2026, 03:26:36 15 LOAD 16 SAVE

STORED LIMITER **Hard Protect** 17/08/2026, 22:21:24 15 LOAD 16 SAVE

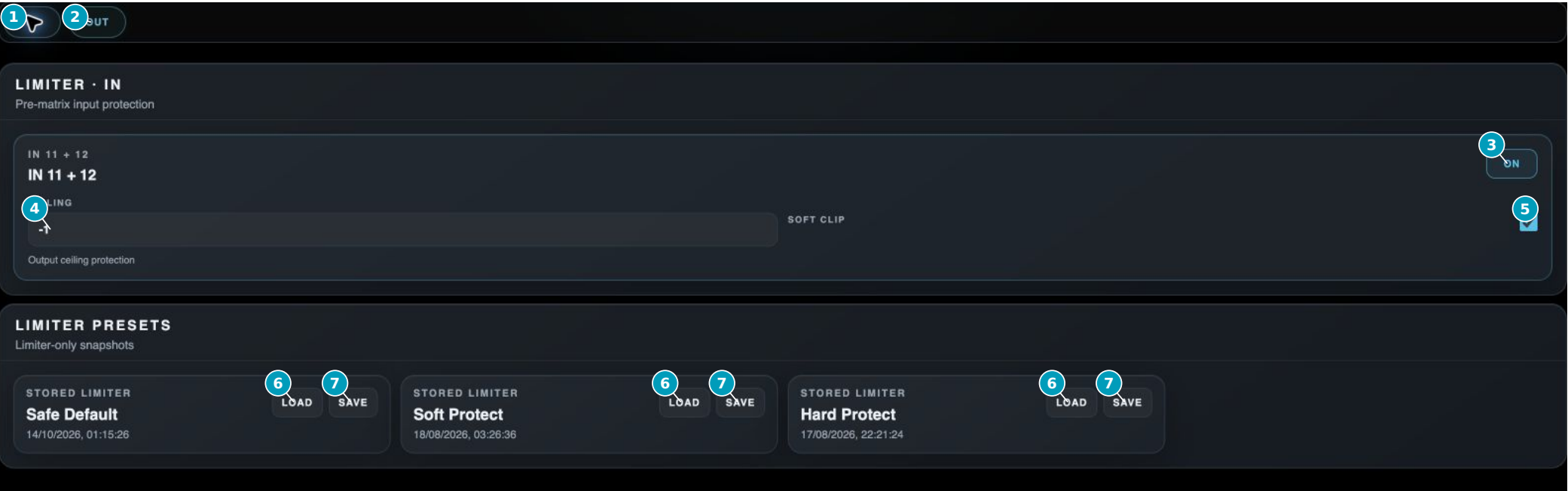
Safe RMS voltage is calculated as $\sqrt{\min(\text{speaker power}, \text{amplifier power}) \times \text{safety factor} \times \text{impedance}}$, using the available ratings. Reference voltage at -20 dBFS is one tenth of that. CALIBRATED appears only when a calibrated threshold can be calculated.

#	Screen 16 / option	What it does	Values and behaviour
1	Speaker model	Descriptive loudspeaker model for the protection profile. The name does not replace impedance and power specifications.	Text.
2	Amplifier model	Descriptive amplifier model for the protection profile.	Text.
3	Impedance	Nominal load impedance used to calculate the safe output voltage.	1-64 ohms, step 0.1 ohm.

#	Screen 16 / option	What it does	Values and behaviour
4	Speaker RMS	Rated RMS loudspeaker power used in the safe-voltage calculation.	At least 1 W, step 1 W; the GUI specifies no upper bound.
5	Amplifier RMS	Amplifier RMS power at the selected load. The calculation uses the lower of the available speaker and amplifier ratings.	At least 1 W, step 1 W; the GUI specifies no upper bound.
6	Safety factor	Reduces the calculated permitted power to provide a safety margin.	0.1-1, step 0.05; default 0.8.
7	Full-scale Vrms	Output voltage corresponding to digital full scale in the actual gain chain. Needed to convert a safe RMS voltage into a dBFS threshold.	At least 0.001 Vrms, step 0.01. Calibration derives it from the measured reference voltage.
8	Calibration offset	Additional calibration correction used to calculate the protection threshold.	-60 to +60 dB, step 0.1 dB.
9	RMS window	Averaging period for RMS protection.	50-1000 ms, step 10 ms; default 200 ms.
10	Peak ceiling	Peak limit in the output protection profile.	-60 to 0 dBFS, step 0.5 dB.
11	Calibration zone	Chooses the zone receiving the reference tone.	Available enabled zones.
12	Play reference / Stop tone	Starts or stops the reference tone used to measure amplifier voltage. Follow the displayed gain and mute instructions before calibrating.	444 Hz at -20 dBFS; this action produces actual sound.
13	Measured reference Vrms	Measured RMS output voltage while the reference tone is playing.	At least 0.001 Vrms, step 0.01; enter a measurement, not an estimate.
14	Apply measurement	Sets Full-scale Vrms to measured voltage / 0.1, offset to 0 and mode to calibrated.	Available after a valid measured-voltage entry.
15	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
16	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.

17 DSP - input limiter

Real screenshot · number = explanation row · repeated number = matching function on another channel or row



IN protects inputs before the routing matrix. Speaker calibration is available under OUT, not here. Limiter module presets store output snapshots; the IN/OUT buttons themselves only change the view.

#	Screen 17 / option	What it does	Values and behaviour
1	IN	Selects input processing before the routing matrix.	Input channels; linked stereo channels are displayed together.
2	OUT	Selects physical-output processing after routing.	Outputs/stereo pairs derived from the hardware layout.
3	Processor On / Off	Enables or bypasses this processor on the indicated channel.	On / Off; does not mute the channel.
4	Limiter ceiling	Sets the upper signal limit protected by the limiter.	-60 to 0 dBFS, step 0.5 dB.
5	Soft clip	Enables softer peak clipping in the corresponding processor.	On / off.
6	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.

#	Screen 17 / option	What it does	Values and behaviour
7	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.

18 DSP - input compressor

Real screenshot · number = explanation row · repeated number = matching function on another channel or row



Stereo inputs appear as a linked pair. NumericCommitInput fields commit when editing finishes; Save is not required to make each processor change take effect. Save in the library stores a preset.

#	Screen 18 / option	What it does	Values and behaviour
1	IN	Selects input processing before the routing matrix.	Input channels; linked stereo channels are displayed together.
2	OUT	Selects physical-output processing after routing.	Outputs/stereo pairs derived from the hardware layout.
3	Processor On / Off	Enables or bypasses this processor on the indicated channel.	On / Off; does not mute the channel.
4	Threshold dB	Signal level above which the compressor reduces dynamics.	-80 to 0 dBFS, step 0.5 dB.
5	Factor	Compression ratio; a higher value reduces growth above the threshold more strongly.	1-50, step 0.1; 1 means no ratio-based compression.
6	Attack ms	Compressor reaction time when the signal rises above threshold.	0.1-500 ms, step 0.1 ms.
7	Release ms	Time over which compression relaxes as the signal falls.	1-5000 ms, step 1 ms.

#	Screen 18 / option	What it does	Values and behaviour
8	Makeup dB	Gain applied after compression to compensate for a reduced level.	-24 to +24 dB, step 0.5 dB.
9	Clip limit dB	Final compressor clipping limit.	-24 to 0 dBFS, step 0.5 dB.
10	Soft clip	Enables softer peak clipping in the corresponding processor.	On / off.
11	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
12	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.

19 DSP - output compressor

Real screenshot · number = explanation row · repeated number = matching function on another channel or row



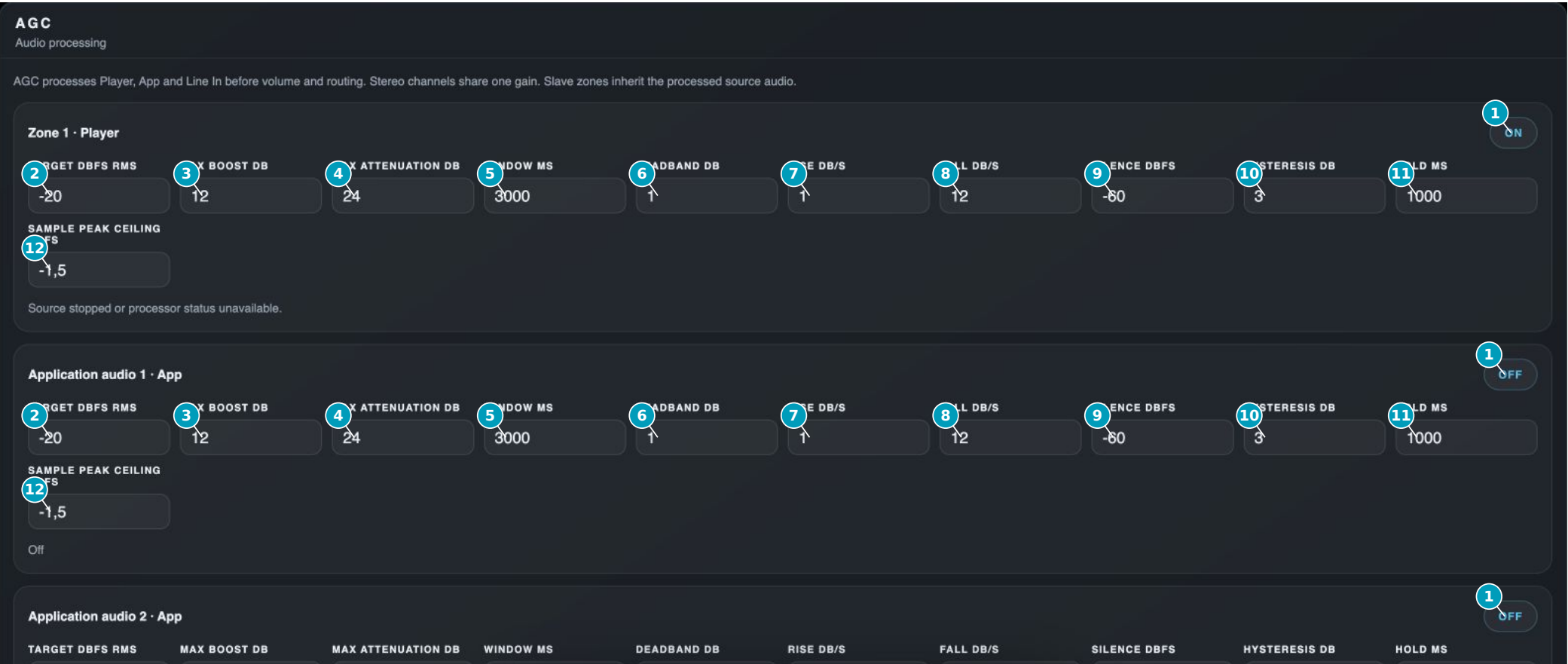
The output compressor is Off in this capture, so its fields are greyed out. That does not indicate a connection failure. It was not enabled just to capture documentation.

#	Screen 19 / option	What it does	Values and behaviour
1	IN	Selects input processing before the routing matrix.	Input channels; linked stereo channels are displayed together.
2	OUT	Selects physical-output processing after routing.	Outputs/stereo pairs derived from the hardware layout.
3	Processor On / Off	Enables or bypasses this processor on the indicated channel.	On / Off; does not mute the channel.
4	Threshold dB	Signal level above which the compressor reduces dynamics.	-80 to 0 dBFS, step 0.5 dB.
5	Factor	Compression ratio; a higher value reduces growth above the threshold more strongly.	1-50, step 0.1; 1 means no ratio-based compression.
6	Attack ms	Compressor reaction time when the signal rises above threshold.	0.1-500 ms, step 0.1 ms.
7	Release ms	Time over which compression relaxes as the signal falls.	1-5000 ms, step 1 ms.

#	Screen 19 / option	What it does	Values and behaviour
8	Makeup dB	Gain applied after compression to compensate for a reduced level.	-24 to +24 dB, step 0.5 dB.
9	Clip limit dB	Final compressor clipping limit.	-24 to 0 dBFS, step 0.5 dB.
10	Soft clip	Enables softer peak clipping in the corresponding processor.	On / off.
11	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
12	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.

20 DSP - source AGC

Real screenshot · number = explanation row · repeated number = matching function on another channel or row



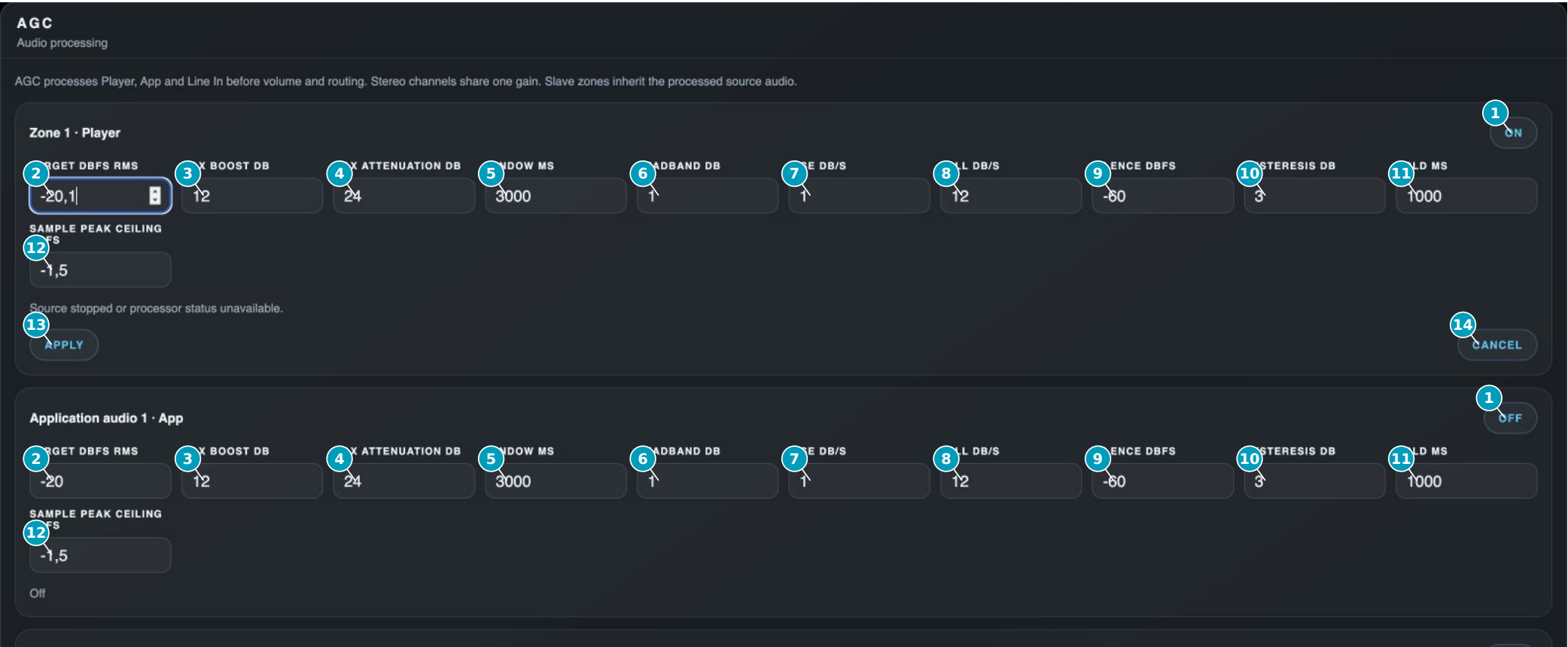
AGC processes Player, App and Line In before volume and routing. Slave zones do not have an independent output AGC. Status may be Off, armed, active, hold, or a source/status-unavailable message. On alone does not mean an active signal is present.

#	Screen 20 / option	What it does	Values and behaviour
1	AGC On / Off	Enables automatic level control for this Player, App or Line In source before volume and routing. Stereo channels share one gain.	On / Off; toggling immediately sends the current parameter draft too. Slave zones inherit the processed source.
2	Target dBFS RMS	Target average source level. AGC measures RMS rather than LUFS.	-40 to -6 dBFS RMS. Decimal input is allowed.
3	Max boost dB	Maximum permitted gain increase for quiet material.	0-18 dB. Decimal input is allowed.

#	Screen 20 / option	What it does	Values and behaviour
4	Max attenuation dB	Maximum permitted gain reduction for loud material.	0-48 dB. Decimal input is allowed.
5	Window ms	Energy-averaging window; longer windows follow short changes more slowly.	100-10000 ms. Decimal input is allowed.
6	Deadband dB	Region around the target in which small differences do not trigger gain adjustment.	0-6 dB. Decimal input is allowed.
7	Rise dB/s	Maximum rate at which gain increases.	0.1-6 dB/s. Decimal input is allowed.
8	Fall dB/s	Maximum rate at which gain decreases.	1-48 dB/s. Decimal input is allowed.
9	Silence dBFS	Threshold below which AGC freezes adaptation to avoid boosting silence or background noise.	-100 to -40 dBFS. Decimal input is allowed.
10	Hysteresis dB	Gap between the silence threshold and reopening gain adaptation.	0-12 dB. Decimal input is allowed.
11	Hold ms	Time spent in silence before entering hold. Gain adaptation freezes below the silence threshold.	0-5000 ms. Decimal input is allowed.
12	Sample peak ceiling dBFS	Limits sampled peaks after AGC gain. It is not a true-peak measurement.	-12 to 0 dBFS. Decimal input is allowed.

21 AGC - apply or discard a draft

Real screenshot · number = explanation row · repeated number = matching function on another channel or row



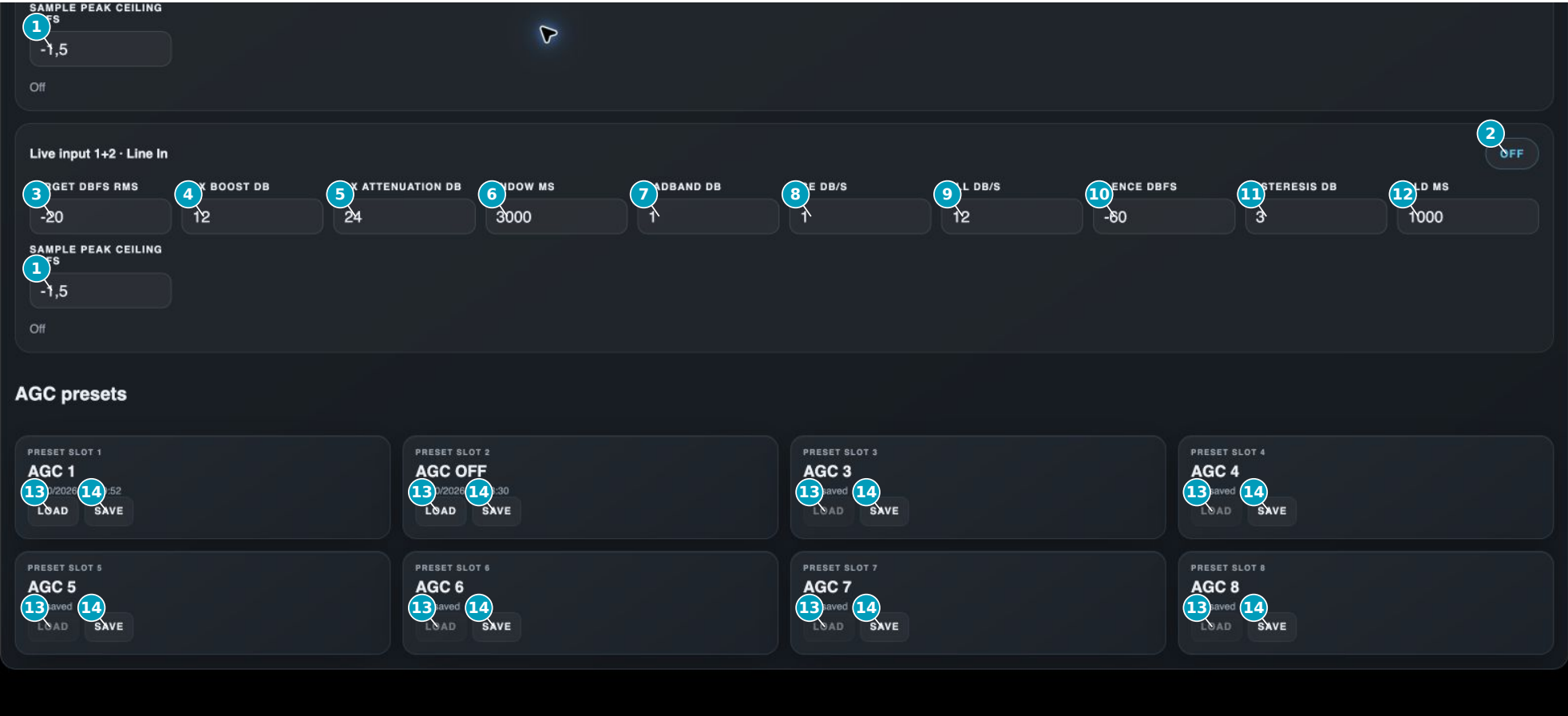
This capture shows a local -20.1 dBFS draft so Apply and Cancel are visible. It was discarded with Cancel; the applied value stayed -20 dBFS. The draft is not a recommended replacement target.

#	Screen 21 / option	What it does	Values and behaviour
1	AGC On / Off	Enables automatic level control for this Player, App or Line In source before volume and routing. Stereo channels share one gain.	On / Off; toggling immediately sends the current parameter draft too. Slave zones inherit the processed source.
2	Target dBFS RMS	Target average source level. AGC measures RMS rather than LUFS.	-40 to -6 dBFS RMS. Decimal input is allowed.
3	Max boost dB	Maximum permitted gain increase for quiet material.	0-18 dB. Decimal input is allowed.
4	Max attenuation dB	Maximum permitted gain reduction for loud material.	0-48 dB. Decimal input is allowed.

#	Screen 21 / option	What it does	Values and behaviour
5	Window ms	Energy-averaging window; longer windows follow short changes more slowly.	100-10000 ms. Decimal input is allowed.
6	Deadband dB	Region around the target in which small differences do not trigger gain adjustment.	0-6 dB. Decimal input is allowed.
7	Rise dB/s	Maximum rate at which gain increases.	0.1-6 dB/s. Decimal input is allowed.
8	Fall dB/s	Maximum rate at which gain decreases.	1-48 dB/s. Decimal input is allowed.
9	Silence dBFS	Threshold below which AGC freezes adaptation to avoid boosting silence or background noise.	-100 to -40 dBFS. Decimal input is allowed.
10	Hysteresis dB	Gap between the silence threshold and reopening gain adaptation.	0-12 dB. Decimal input is allowed.
11	Hold ms	Time spent in silence before entering hold. Gain adaptation freezes below the silence threshold.	0-5000 ms. Decimal input is allowed.
12	Sample peak ceiling dBFS	Limits sampled peaks after AGC gain. It is not a true-peak measurement.	-12 to 0 dBFS. Decimal input is allowed.
13	Apply	Sends the edited AGC/Loudness parameter draft to Core.	Shown after a field changes; requires a confirmed Core write.
14	Cancel	Discards the local draft and restores the last confirmed parameters.	Does not change the settings currently applied in Core.

22 DSP - Line In AGC and presets

Real screenshot · number = explanation row · repeated number = matching function on another channel or row



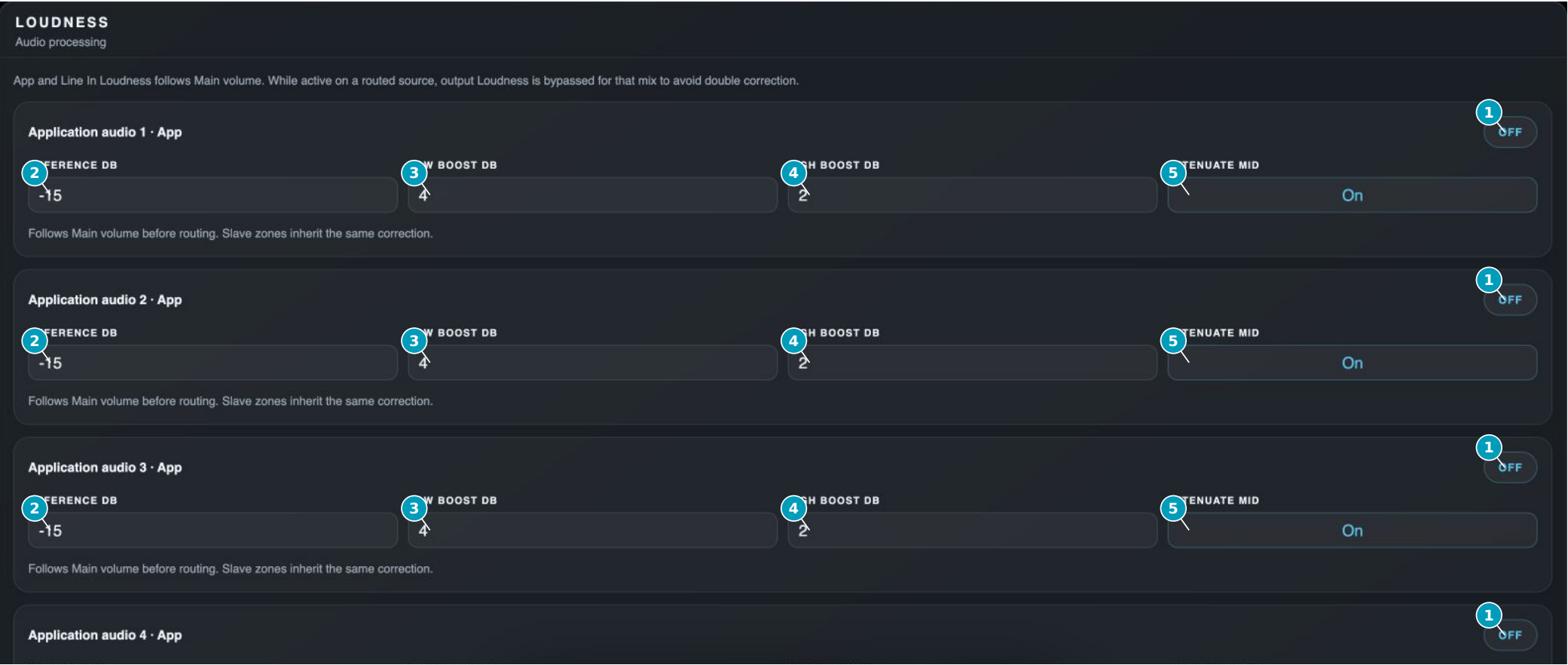
The same AGC parameters apply to Line In and application sources. Eight AGC slots appear below. Load and Save restore/store this module configuration; they are not simple enable switches.

#	Screen 22 / option	What it does	Values and behaviour
1	Sample peak ceiling dBFS	Limits sampled peaks after AGC gain. It is not a true-peak measurement.	-12 to 0 dBFS. Decimal input is allowed.
2	AGC On / Off	Enables automatic level control for this Player, App or Line In source before volume and routing. Stereo channels share one gain.	On / Off; toggling immediately sends the current parameter draft too. Slave zones inherit the processed source.
3	Target dBFS RMS	Target average source level. AGC measures RMS rather than LUFS.	-40 to -6 dBFS RMS. Decimal input is allowed.

#	Screen 22 / option	What it does	Values and behaviour
4	Max boost dB	Maximum permitted gain increase for quiet material.	0-18 dB. Decimal input is allowed.
5	Max attenuation dB	Maximum permitted gain reduction for loud material.	0-48 dB. Decimal input is allowed.
6	Window ms	Energy-averaging window; longer windows follow short changes more slowly.	100-10000 ms. Decimal input is allowed.
7	Deadband dB	Region around the target in which small differences do not trigger gain adjustment.	0-6 dB. Decimal input is allowed.
8	Rise dB/s	Maximum rate at which gain increases.	0.1-6 dB/s. Decimal input is allowed.
9	Fall dB/s	Maximum rate at which gain decreases.	1-48 dB/s. Decimal input is allowed.
10	Silence dBFS	Threshold below which AGC freezes adaptation to avoid boosting silence or background noise.	-100 to -40 dBFS. Decimal input is allowed.
11	Hysteresis dB	Gap between the silence threshold and reopening gain adaptation.	0-12 dB. Decimal input is allowed.
12	Hold ms	Time spent in silence before entering hold. Gain adaptation freezes below the silence threshold.	0-5000 ms. Decimal input is allowed.
13	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
14	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.

23 DSP - Loudness

Real screenshot · number = explanation row · repeated number = matching function on another channel or row



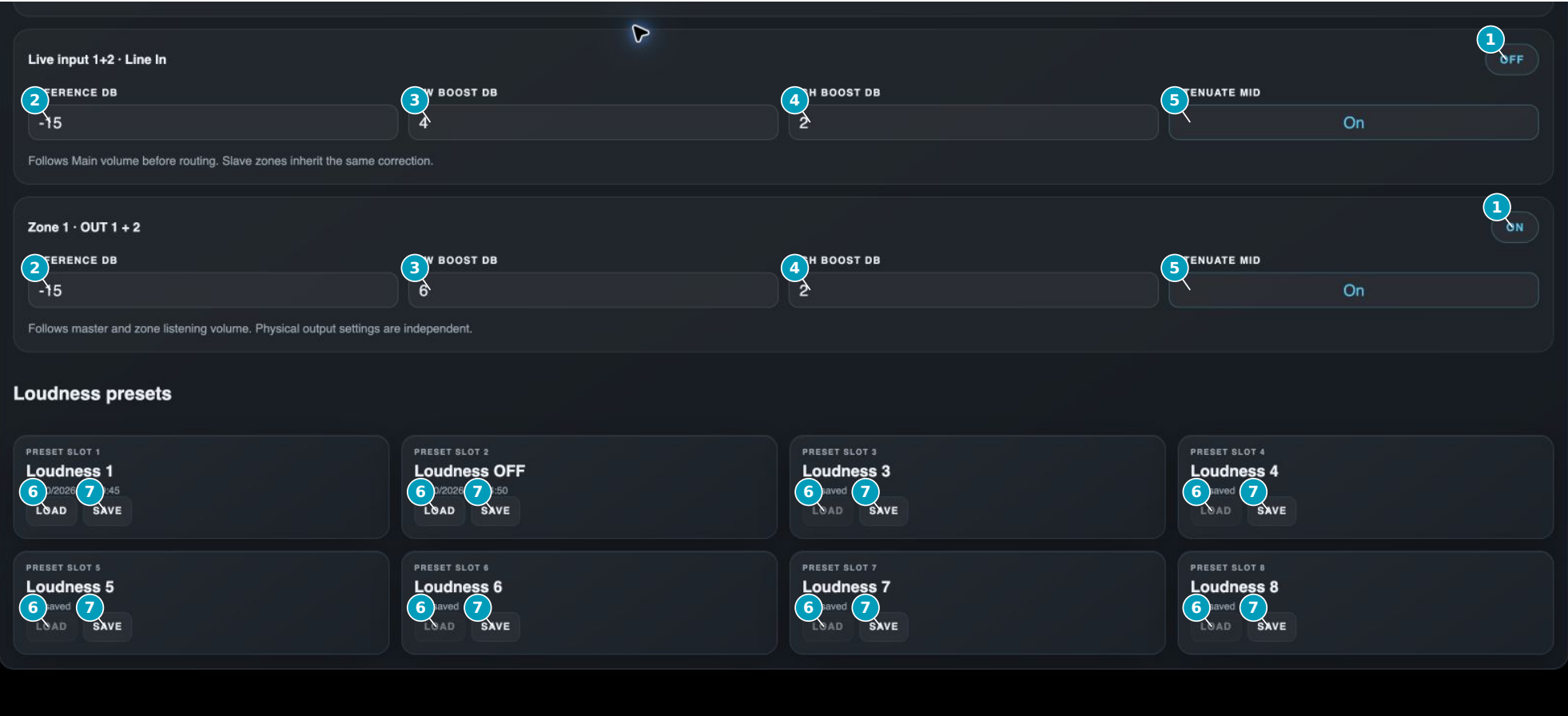
Loudness correction decreases as listening volume approaches reference and reaches zero there. On means the function is enabled; actual correction depends on listening level. Numeric edits remain a draft until Apply, while the main On/Off switch applies immediately.

#	Screen 23 / option	What it does	Values and behaviour
1	Loudness On / Off	Enables bass/treble compensation for quiet listening. App and Line In follow Main volume; output Loudness follows Master and zone volume.	On / Off; the switch also immediately sends the current draft. Source correction bypasses output Loudness for the same mix.
2	Reference dB	Listening reference level. Correction is zero at or above this level, and grows below it toward the specified boosts.	-100 to +20 dB. Full correction is reached 20 dB below reference.

#	Screen 23 / option	What it does	Values and behaviour
3	Low boost dB	Maximum low-frequency boost during quiet listening.	0-20 dB; actual correction depends on listening level relative to reference.
4	High boost dB	Maximum high-frequency boost during quiet listening.	0-20 dB; correction decreases as listening level approaches reference.
5	Attenuate mid	Attenuates the midrange alongside Loudness correction to balance the response.	On / Off; confirm the draft with Apply.

24 DSP - Loudness presets

Real screenshot · number = explanation row · repeated number = matching function on another channel or row



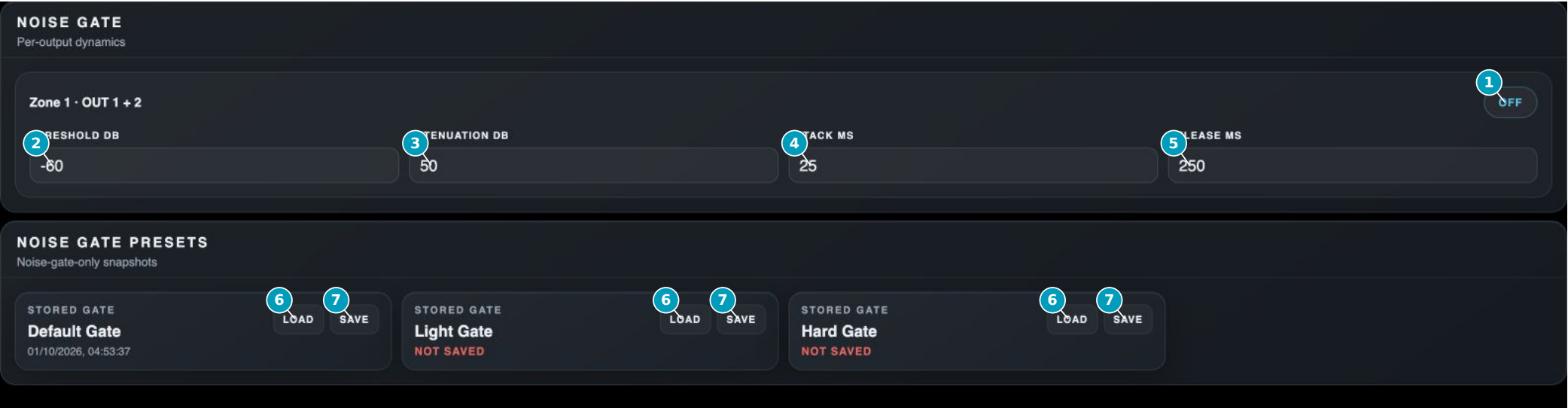
App and Line In Loudness follow Main volume before routing. Zone output Loudness follows Master and zone volume. When a routed source already has Loudness, output correction is bypassed for that mix. Eight Loudness slots appear below.

#	Screen 24 / option	What it does	Values and behaviour
1	Loudness On / Off	Enables bass/treble compensation for quiet listening. App and Line In follow Main volume; output Loudness follows Master and zone volume.	On / Off; the switch also immediately sends the current draft. Source correction bypasses output Loudness for the same mix.
2	Reference dB	Listening reference level. Correction is zero at or above this level, and grows below it toward the specified boosts.	-100 to +20 dB. Full correction is reached 20 dB below reference.

#	Screen 24 / option	What it does	Values and behaviour
3	Low boost dB	Maximum low-frequency boost during quiet listening.	0-20 dB; actual correction depends on listening level relative to reference.
4	High boost dB	Maximum high-frequency boost during quiet listening.	0-20 dB; correction decreases as listening level approaches reference.
5	Attenuate mid	Attenuates the midrange alongside Loudness correction to balance the response.	On / Off; confirm the draft with Apply.
6	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
7	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.

25 DSP - Noise Gate

Real screenshot · number = explanation row · repeated number = matching function on another channel or row

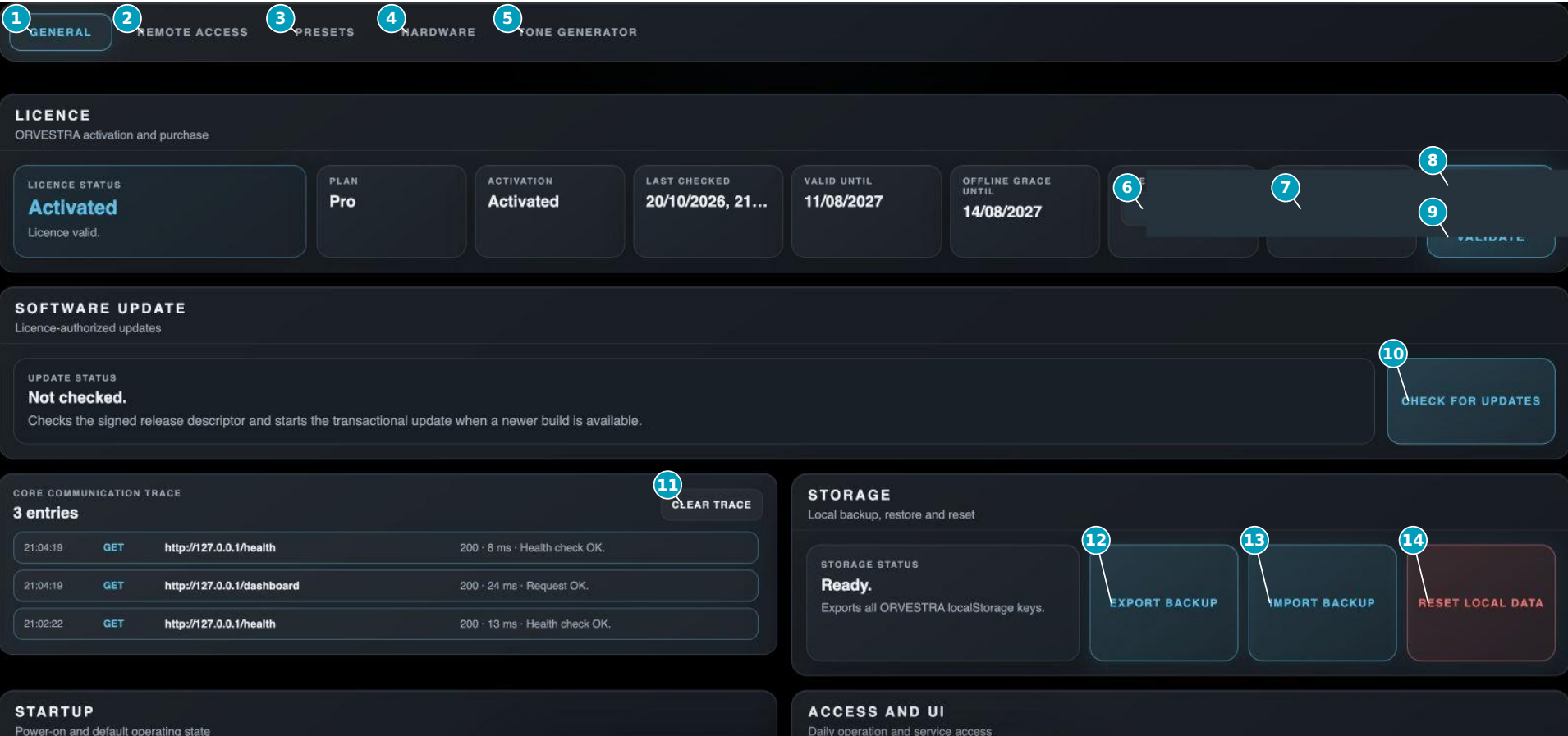


A gate reduces noise during quiet passages, but an excessively high threshold can also attenuate wanted quiet material. The gate is Off here; no parameters were changed for documentation.

#	Screen 25 / option	What it does	Values and behaviour
1	Processor On / Off	Enables or bypasses this processor on the indicated channel.	On / Off; does not mute the channel.
2	Gate threshold dB	Level below which the noise gate attenuates the signal.	-100 to 0 dBFS, step 0.5 dB.
3	Attenuation dB	Amount of attenuation when the gate is closed.	0-100 dB, step 1 dB.
4	Gate attack ms	Opening speed when signal exceeds threshold.	0.1-500 ms, step 0.1 ms.
5	Gate release ms	Closing/attenuation speed when signal drops below threshold.	1-5000 ms, step 1 ms.
6	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
7	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.

26 Settings - General

Real screenshot · number = explanation row · repeated number = matching function on another channel or row



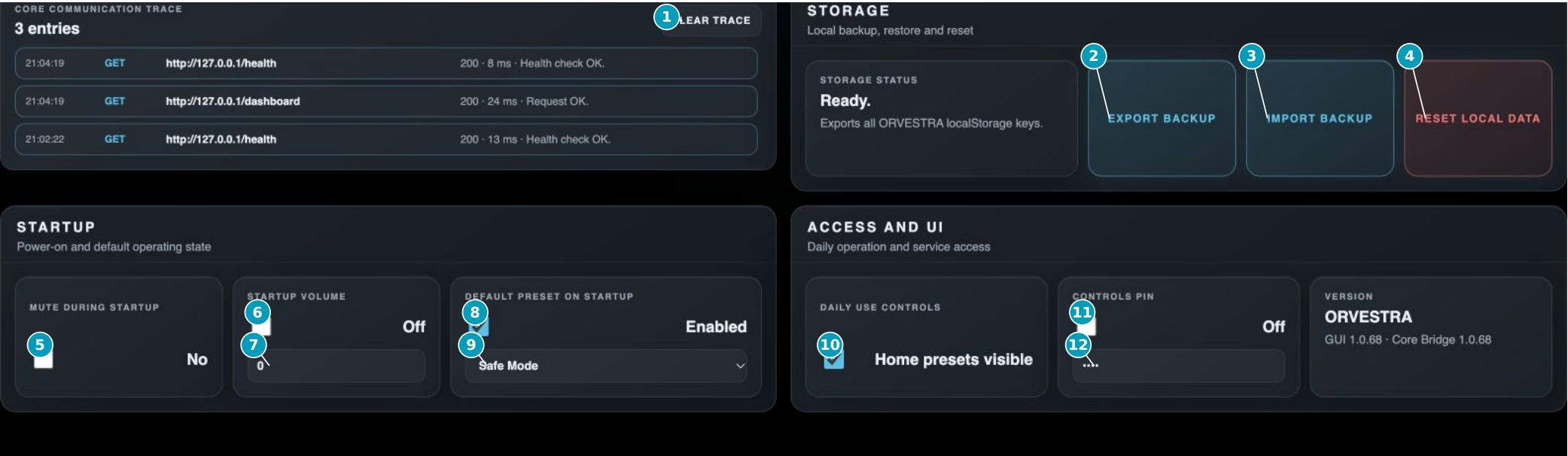
Licence status, Plan, Activation, Last checked, Valid until and Offline grace until are readouts. Offline grace is the permitted offline deadline, not the last connection time. Core trace shows method, URL, HTTP result and request duration.

#	Screen 26 / option	What it does	Values and behaviour
1	General	Opens the general settings of the selected main section.	Navigation only; does not change audio settings.
2	Remote Access	Opens phone pairing and the list of previously paired devices.	Navigation only; does not change audio settings.
3	Presets	Opens stored settings and preset-slot names.	Navigation only; does not change audio settings.

#	Screen 26 / option	What it does	Values and behaviour
4	Hardware	Opens audio-interface detection and selection.	Navigation only; does not change audio settings.
5	Tone Generator	Opens the test-signal generator.	Navigation only; does not change audio settings.
6	Licence email	Email address associated with the licence.	Email address; not the phone-pairing user name.
7	Licence key	Licence key used to activate Core.	Use the format shown in the field; no key is printed in this guide.
8	Activate	Activates a licence using the entered email and key.	Action against the licensing service; availability depends on connection mode.
9	Validate	Checks the existing activation and refreshes licence information.	Status, expiry and offline grace are displayed in the same panel.
10	Check for updates	Checks the signed release descriptor and starts a transactional update when a newer permitted build exists.	Not an information-only button: it may start download/installation and require installer confirmation.
11	Clear trace	Clears the locally displayed Core communication trace.	Does not delete all service logs on the computer.
12	Export backup	Exports Orvestra browser localStorage data to a JSON file.	Not a complete backup of the operating system, media files or every Core directory.
13	Import backup	Imports local settings from a previously exported JSON backup.	JSON; may replace locally stored GUI settings.
14	Reset local data	Deletes local browser Orvestra data after confirmation and reloads the GUI.	Does not uninstall Core; export a backup before use.

27 Settings - storage, startup and PIN

Real screenshot · number = explanation row · repeated number = matching function on another channel or row



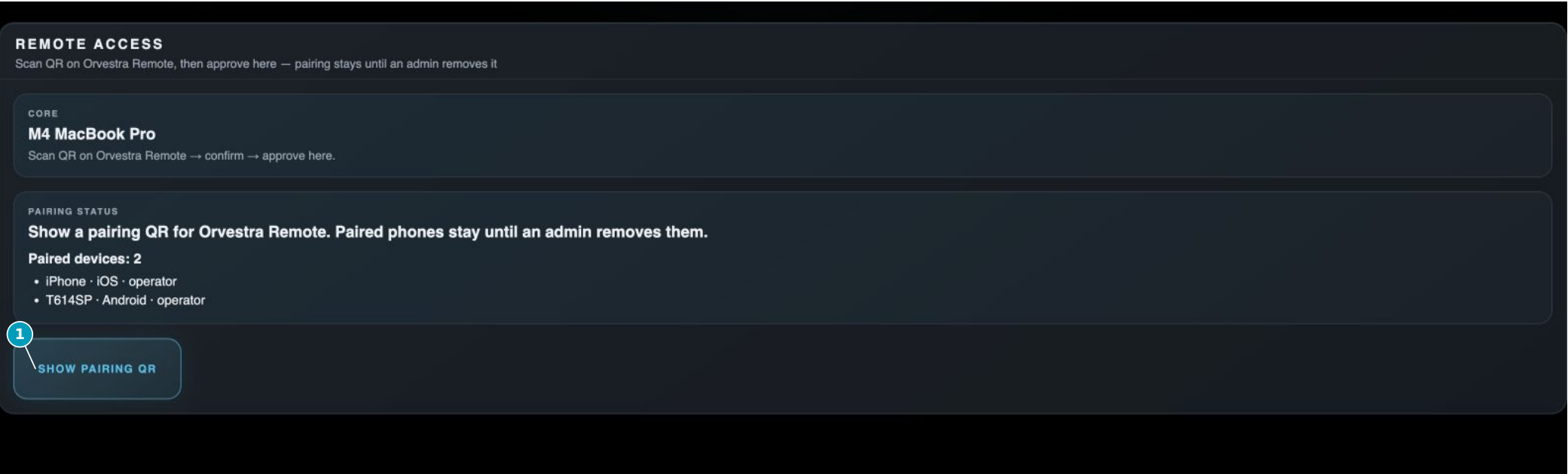
Startup settings apply at the next startup; they are not current player transport controls. Version identifies GUI and Core Bridge versions separately. Local backup is not a complete server or operating-system backup.

#	Screen 27 / option	What it does	Values and behaviour
1	Clear trace	Clears the locally displayed Core communication trace.	Does not delete all service logs on the computer.
2	Export backup	Exports Orvestra browser localStorage data to a JSON file.	Not a complete backup of the operating system, media files or every Core directory.
3	Import backup	Imports local settings from a previously exported JSON backup.	JSON; may replace locally stored GUI settings.
4	Reset local data	Deletes local browser Orvestra data after confirmation and reloads the GUI.	Does not uninstall Core; export a backup before use.
5	Mute during startup	Determines whether the system starts muted.	Yes / No.
6	Startup volume enabled	Determines whether a specified startup volume is applied.	Enabled / Off.
7	Startup volume value	Master level to apply at startup when enabled.	-60 to +6 dB, step 0.5 dB.
8	Default preset on startup	Determines whether the selected performance preset is loaded at startup.	Enabled / Off.

#	Screen 27 / option	What it does	Values and behaviour
9	Startup preset selection	Chooses a named performance preset for the next startup.	Dynamic list of named Performance slots.
10	Daily use controls	Shows or hides quick performance presets on Home.	Home presets visible / hidden.
11	Controls PIN	Requires a PIN to unlock local controls.	Required / Off; does not replace portal sign-in or phone pairing.
12	Control PIN	Sets the numeric PIN used to unlock local operation.	4-6 digits; non-digit characters are removed from input.

28 Settings - Remote Access

Real screenshot · number = explanation row · repeated number = matching function on another channel or row

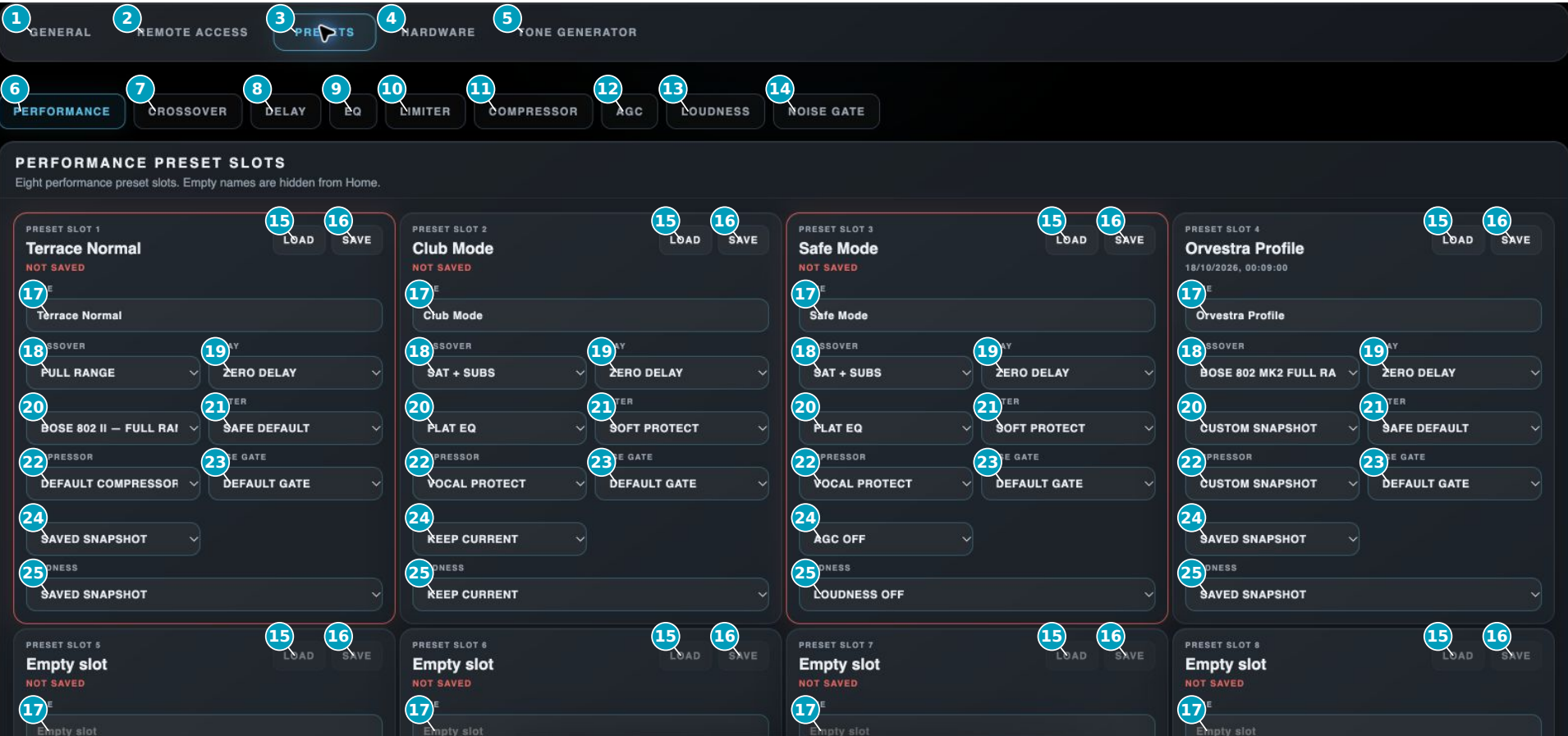


The Core name and existing paired devices are real. No new valid pairing QR was generated. Pairing is different from a guest table QR: it grants approved remote-control access to Core.

#	Screen 28 / option	What it does	Values and behaviour
1	Show pairing QR	Starts Orvestra Remote pairing. A phone scans the QR and confirms its request; an administrator approves it in the GUI.	A paired phone remains paired until removed by an administrator. No new live pairing QR is included here.

29 Settings - Performance presets

Real screenshot · number = explanation row · repeated number = matching function on another channel or row



Eight Performance slots combine DSP module snapshots. An empty name hides a slot from quick Home access. Custom snapshot means its values do not match a named module slot, not that a file is missing.

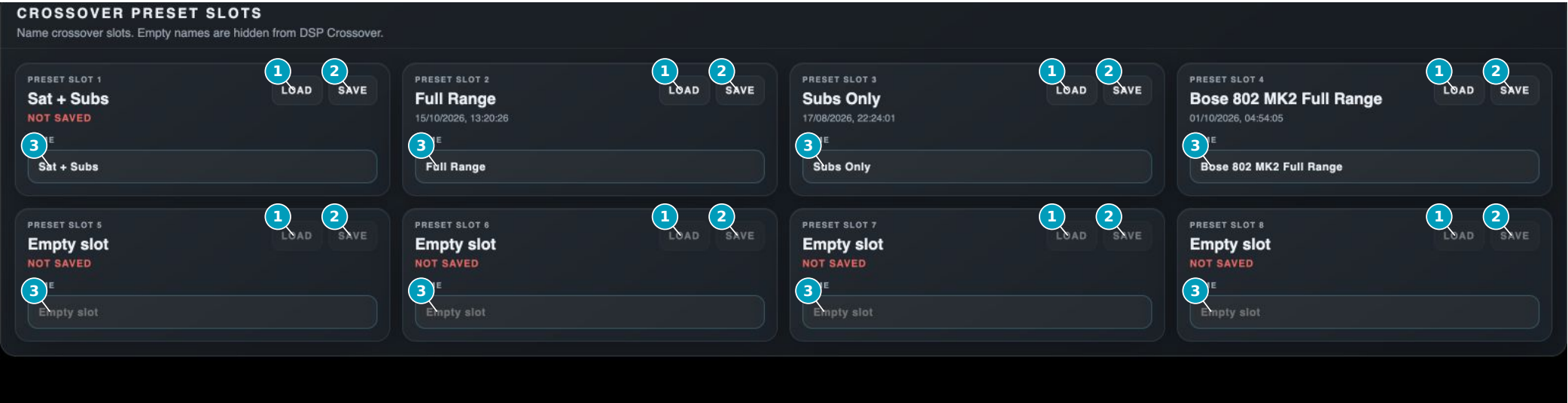
#	Screen 29 / option	What it does	Values and behaviour
1	General	Opens the general settings of the selected main section.	Navigation only; does not change audio settings.
2	Remote Access	Opens phone pairing and the list of previously paired devices.	Navigation only; does not change audio settings.
3	Presets	Opens stored settings and preset-slot names.	Navigation only; does not change audio settings.

#	Screen 29 / option	What it does	Values and behaviour
4	Hardware	Opens audio-interface detection and selection.	Navigation only; does not change audio settings.
5	Tone Generator	Opens the test-signal generator.	Navigation only; does not change audio settings.
6	Performance	Opens Performance preset-slot editing. Selecting this tab only changes the view.	Navigation between preset groups.
7	Crossover	Opens Crossover preset-slot editing. Selecting this tab only changes the view.	Navigation between preset groups.
8	Delay	Opens Delay preset-slot editing. Selecting this tab only changes the view.	Navigation between preset groups.
9	EQ	Opens EQ preset-slot editing. Selecting this tab only changes the view.	Navigation between preset groups.
10	Limiter	Opens Limiter preset-slot editing. Selecting this tab only changes the view.	Navigation between preset groups.
11	Compressor	Opens Compressor preset-slot editing. Selecting this tab only changes the view.	Navigation between preset groups.
12	AGC	Opens AGC preset-slot editing. Selecting this tab only changes the view.	Navigation between preset groups.
13	Loudness	Opens Loudness preset-slot editing. Selecting this tab only changes the view.	Navigation between preset groups.
14	Noise Gate	Opens Noise Gate preset-slot editing. Selecting this tab only changes the view.	Navigation between preset groups.
15	Load performance preset	Loads the selected combined DSP configuration, including saved AGC/Loudness snapshots when present.	Immediately changes active processing; different from recalling a Multizone scene.
16	Save performance preset	Stores current module settings in the selected performance slot.	The slot needs a name; replaces the previous snapshot.
17	Slot name	Renames this slot. Empty names hide standard module slots from quick DSP views, and Performance slots from Home.	Eight slots per group. AGC/Loudness names allow up to 80 characters.
18	Crossover in performance preset	Selects a stored Crossover module snapshot for this performance preset. Custom snapshot identifies values that do not match a named module slot.	Dynamic module-slot list; edits the preset composition.
19	Delay in performance preset	Selects a stored Delay module snapshot for this performance preset. Custom snapshot identifies values that do not match a named module slot.	Dynamic module-slot list; edits the preset composition.
20	EQ in performance preset	Selects a stored EQ module snapshot for this performance preset. Custom snapshot identifies values that do not match a named module slot.	Dynamic module-slot list; edits the preset composition.
21	Limiter in performance preset	Selects a stored Limiter module snapshot for this performance preset. Custom snapshot identifies values that do not match a named module slot.	Dynamic module-slot list; edits the preset composition.
22	Compressor in performance preset	Selects a stored Compressor module snapshot for this performance preset. Custom snapshot identifies values that do not match a named module slot.	Dynamic module-slot list; edits the preset composition.

#	Screen 29 / option	What it does	Values and behaviour
23	Noise Gate in performance preset	Selects a stored Noise Gate module snapshot for this performance preset. Custom snapshot identifies values that do not match a named module slot.	Dynamic module-slot list; edits the preset composition.
24	AGC in performance preset	Assigns a saved AGC configuration to this performance preset. Saved snapshot preserves its existing snapshot; Keep current means there is no saved snapshot to replace current processing.	Named saved slots or Saved snapshot / Keep current, depending on preset state.
25	Loudness in performance preset	Assigns a saved Loudness configuration to this performance preset. Saved snapshot preserves its existing snapshot; Keep current means there is no saved snapshot to replace current processing.	Named saved slots or Saved snapshot / Keep current, depending on preset state.

30 Presets - Crossover

Real screenshot · number = explanation row · repeated number = matching function on another channel or row

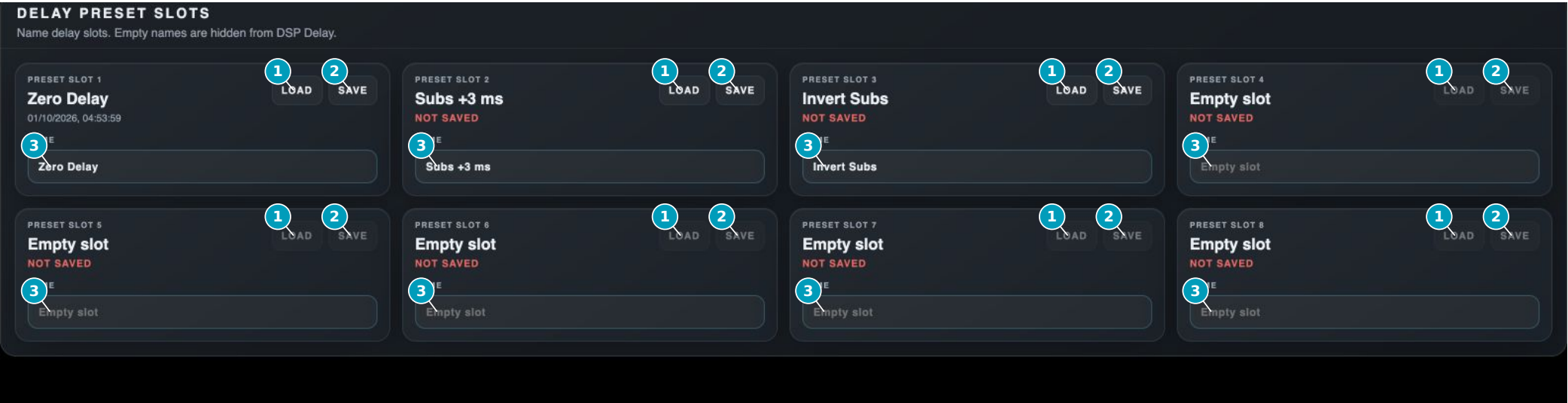


Eight slots store this module configuration. Repeated annotation numbers identify matching controls on each slot. Names and dates are actual installation data, not a factory list guaranteed on every Core.

#	Screen 30 / option	What it does	Values and behaviour
1	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
2	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.
3	Slot name	Renames this slot. Empty names hide standard module slots from quick DSP views, and Performance slots from Home.	Eight slots per group. AGC/Loudness names allow up to 80 characters.

31 Presets - Delay

Real screenshot · number = explanation row · repeated number = matching function on another channel or row

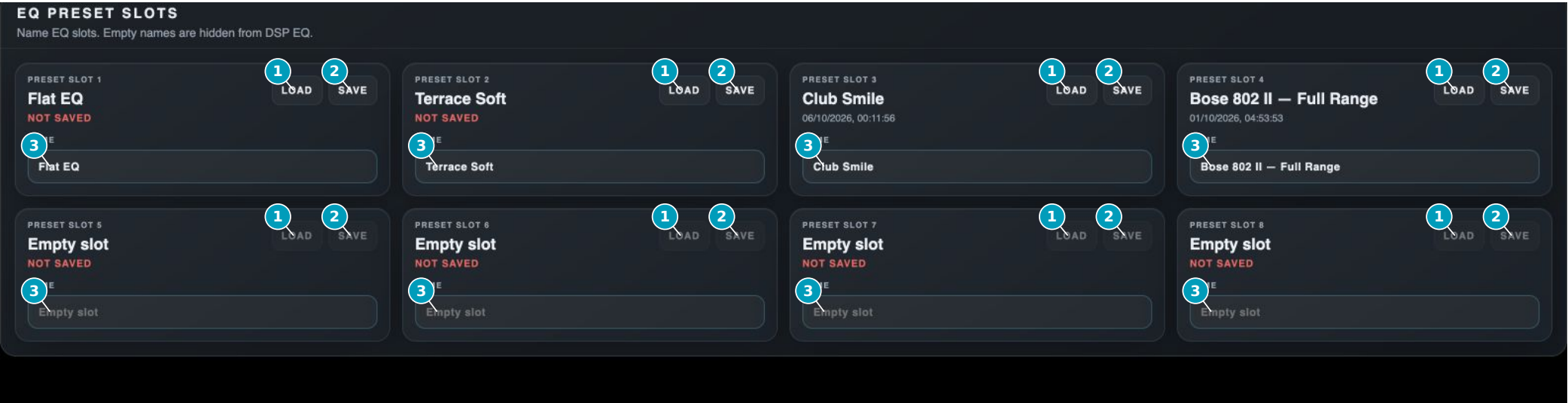


Eight slots store this module configuration. Repeated annotation numbers identify matching controls on each slot. Names and dates are actual installation data, not a factory list guaranteed on every Core.

#	Screen 31 / option	What it does	Values and behaviour
1	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
2	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.
3	Slot name	Renames this slot. Empty names hide standard module slots from quick DSP views, and Performance slots from Home.	Eight slots per group. AGC/Loudness names allow up to 80 characters.

32 Presets - EQ

Real screenshot · number = explanation row · repeated number = matching function on another channel or row

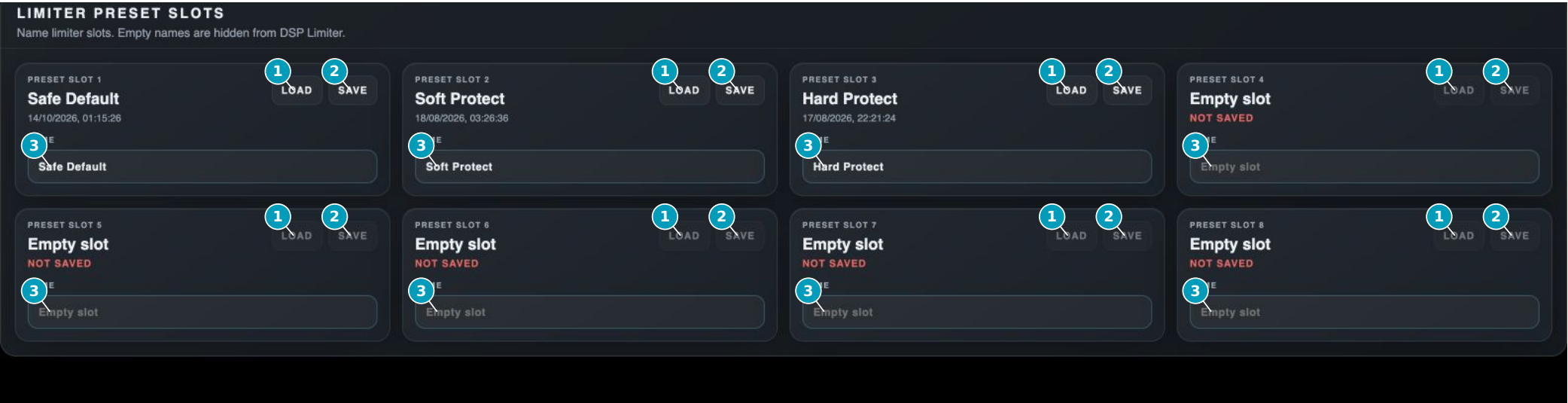


Eight slots store this module configuration. Repeated annotation numbers identify matching controls on each slot. Names and dates are actual installation data, not a factory list guaranteed on every Core.

#	Screen 32 / option	What it does	Values and behaviour
1	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
2	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.
3	Slot name	Renames this slot. Empty names hide standard module slots from quick DSP views, and Performance slots from Home.	Eight slots per group. AGC/Loudness names allow up to 80 characters.

33 Presets - Limiter

Real screenshot · number = explanation row · repeated number = matching function on another channel or row

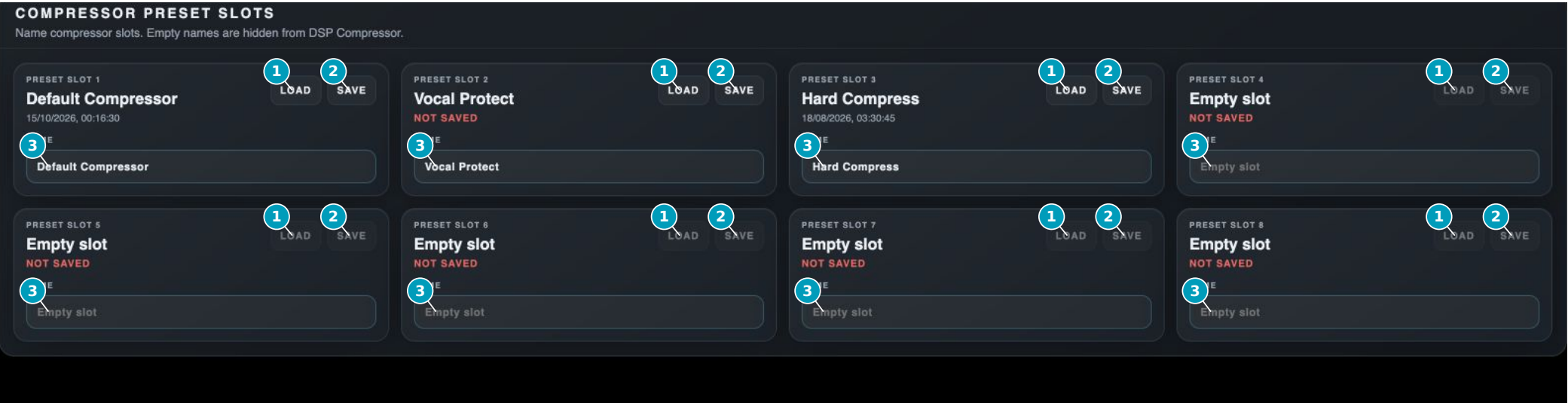


Eight slots store this module configuration. Repeated annotation numbers identify matching controls on each slot. Names and dates are actual installation data, not a factory list guaranteed on every Core.

#	Screen 33 / option	What it does	Values and behaviour
1	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
2	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.
3	Slot name	Renames this slot. Empty names hide standard module slots from quick DSP views, and Performance slots from Home.	Eight slots per group. AGC/Loudness names allow up to 80 characters.

34 Presets - Compressor

Real screenshot · number = explanation row · repeated number = matching function on another channel or row

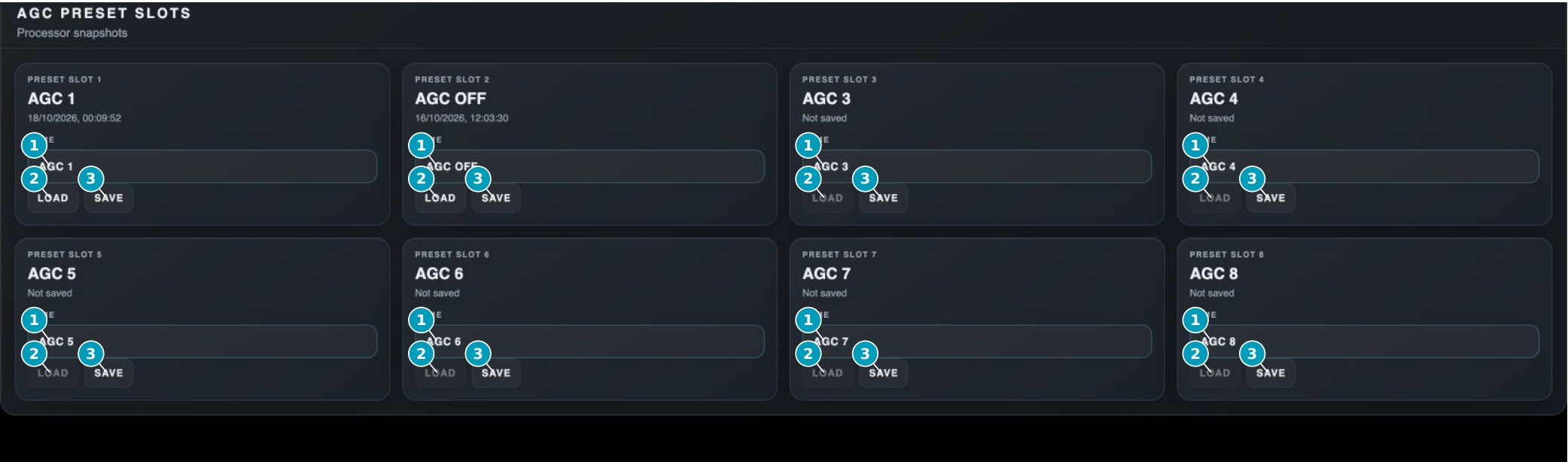


Eight slots store this module configuration. Repeated annotation numbers identify matching controls on each slot. Names and dates are actual installation data, not a factory list guaranteed on every Core.

#	Screen 34 / option	What it does	Values and behaviour
1	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
2	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.
3	Slot name	Renames this slot. Empty names hide standard module slots from quick DSP views, and Performance slots from Home.	Eight slots per group. AGC/Loudness names allow up to 80 characters.

35 Presets - AGC

Real screenshot · number = explanation row · repeated number = matching function on another channel or row

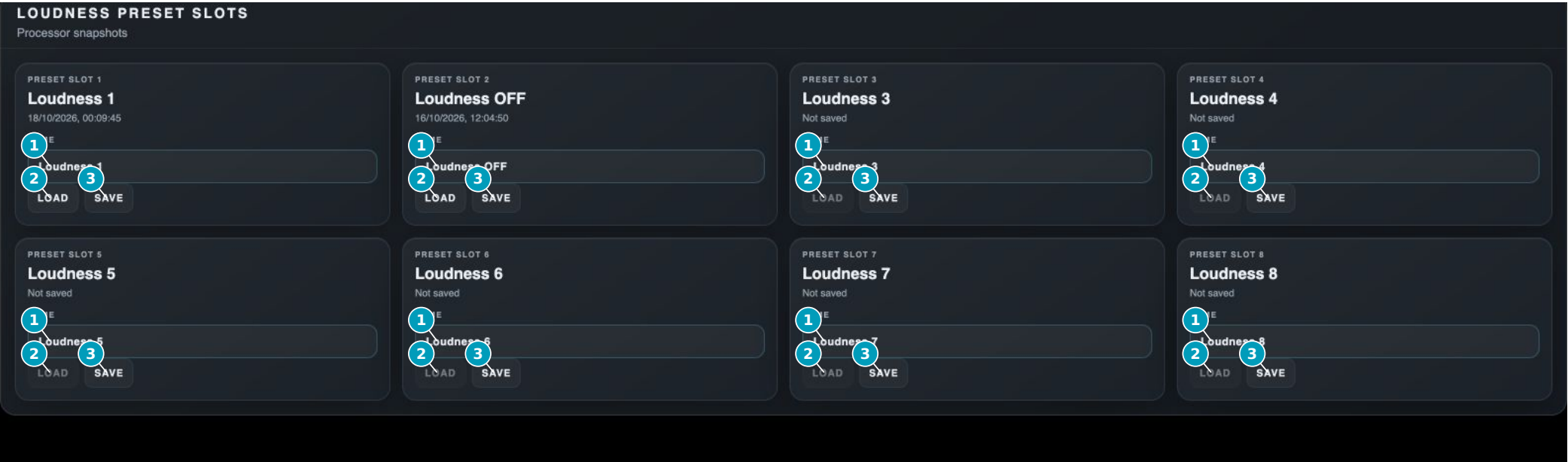


Eight slots store this module configuration. Repeated annotation numbers identify matching controls on each slot. Names and dates are actual installation data, not a factory list guaranteed on every Core.

#	Screen 35 / option	What it does	Values and behaviour
1	Slot name	Renames this slot. Empty names hide standard module slots from quick DSP views, and Performance slots from Home.	Eight slots per group. AGC/Loudness names allow up to 80 characters.
2	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
3	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.

36 Presets - Loudness

Real screenshot · number = explanation row · repeated number = matching function on another channel or row

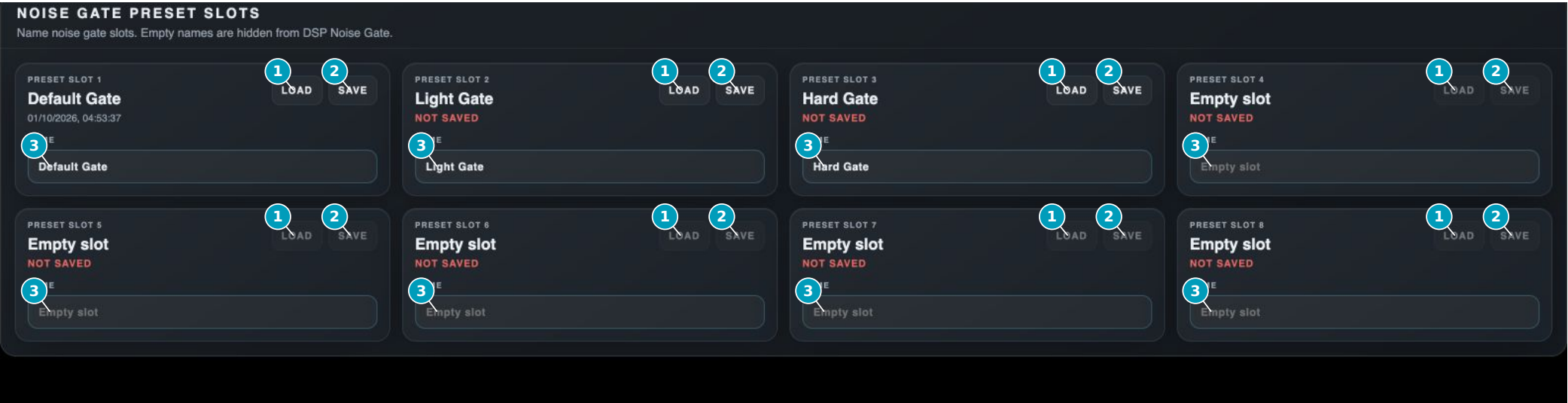


Eight slots store this module configuration. Repeated annotation numbers identify matching controls on each slot. Names and dates are actual installation data, not a factory list guaranteed on every Core.

#	Screen 36 / option	What it does	Values and behaviour
1	Slot name	Renames this slot. Empty names hide standard module slots from quick DSP views, and Performance slots from Home.	Eight slots per group. AGC/Loudness names allow up to 80 characters.
2	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
3	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.

37 Presets - Noise Gate

Real screenshot · number = explanation row · repeated number = matching function on another channel or row

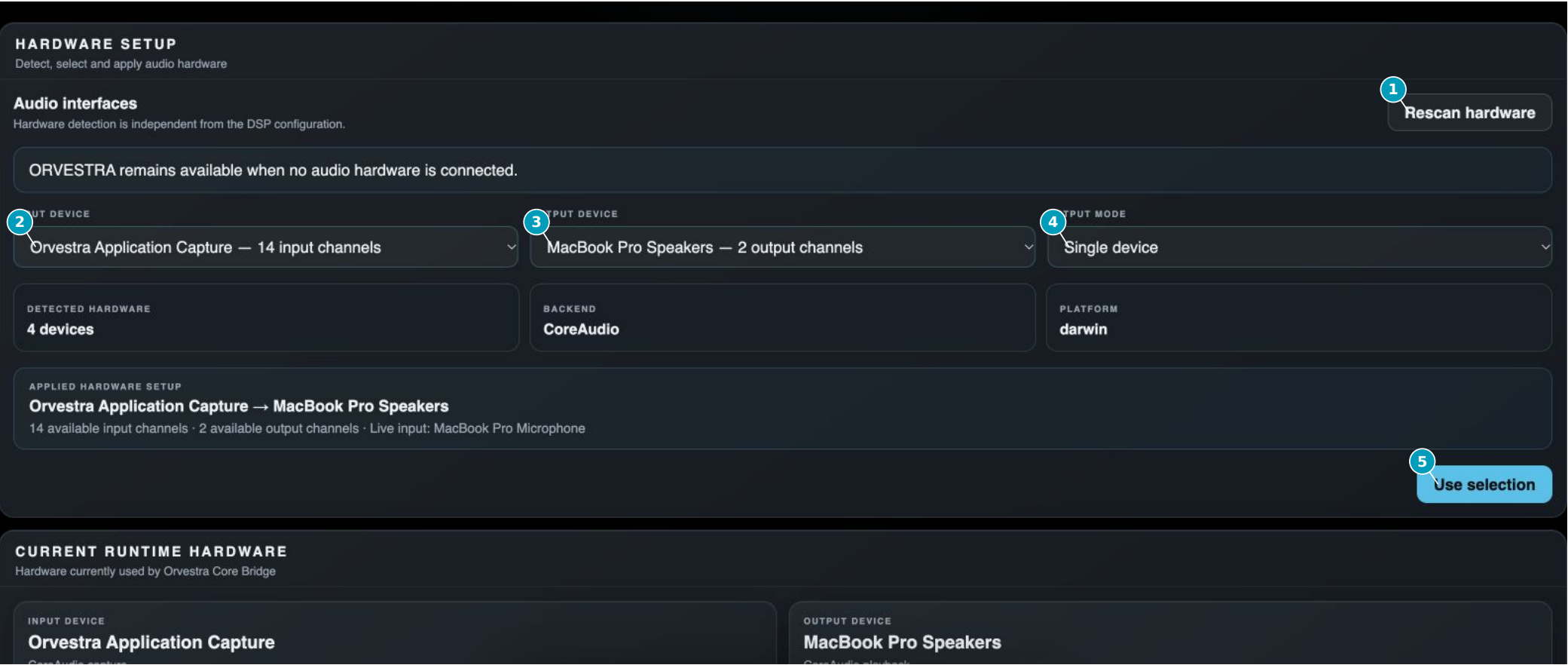


Eight slots store this module configuration. Repeated annotation numbers identify matching controls on each slot. Names and dates are actual installation data, not a factory list guaranteed on every Core.

#	Screen 37 / option	What it does	Values and behaviour
1	Load module preset	Loads the processor settings stored in this module slot, rather than a whole scene.	Names are configurable. An unsaved AGC/Loudness slot cannot be loaded.
2	Save module preset	Stores the current module state in this slot, replacing its previous contents.	Module snapshot; the card shows the last saved time.
3	Slot name	Renames this slot. Empty names hide standard module slots from quick DSP views, and Performance slots from Home.	Eight slots per group. AGC/Loudness names allow up to 80 characters.

38 Settings - detected hardware

Real screenshot · number = explanation row · repeated number = matching function on another channel or row



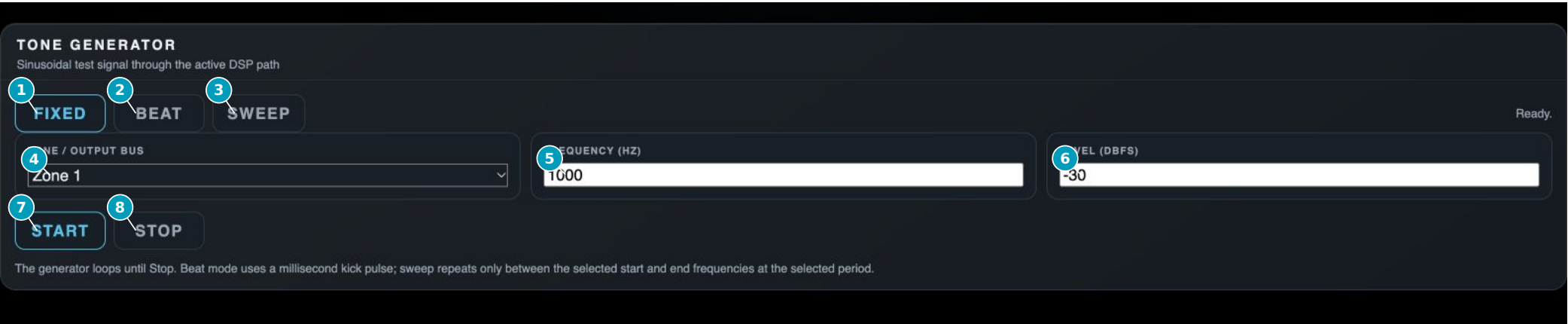
Detected hardware, Backend and Platform describe discovery. Applied Hardware Setup describes the applied selection, while Current runtime hardware describes what Core currently uses. Another computer may have different channel counts.

#	Screen 38 / option	What it does	Values and behaviour
1	Rescan hardware	Detects audio inputs and outputs again without applying a new selection.	Scanning is shown during detection; devices and channel counts depend on connected hardware.
2	Input device	Chooses the audio input device. Application capture may use an Orvestra virtual input.	Detected devices and input-channel counts; applied only with Use selection.

#	Screen 38 / option	What it does	Values and behaviour
3	Output device	Chooses the playback device.	Devices with output channels; applied only with Use selection.
4	Output mode	Single device uses one output device. Aggregate outputs combines several when supported by the platform and detected hardware.	Single device / Aggregate outputs. Aggregation is unavailable in this capture because only one output device was detected.
5	Use selection	Applies the selected audio devices and output mode to Core. Audio may briefly stop.	Compare Applied Hardware Setup with Current runtime hardware before applying.

39 Settings - Tone Generator

Real screenshot · number = explanation row · repeated number = matching function on another channel or row

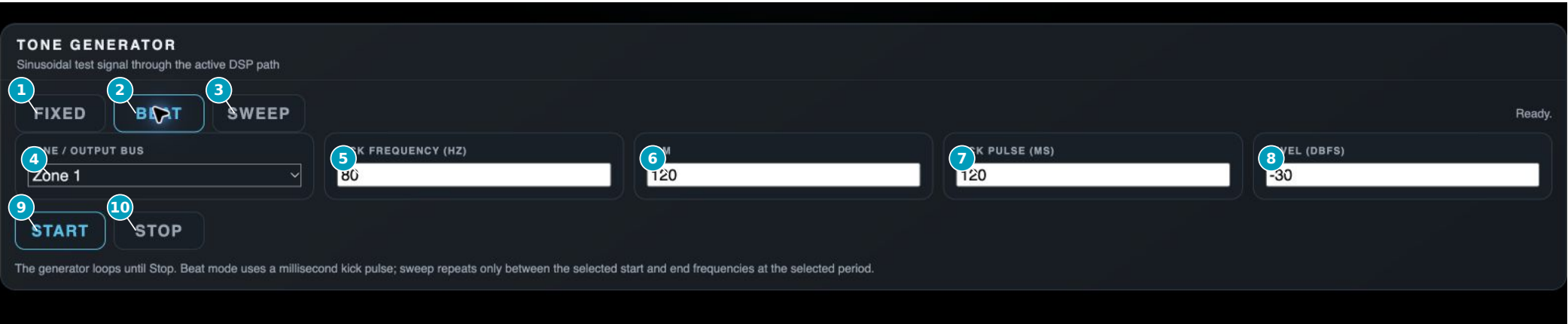


No tone was started for these captures. The signal follows the active DSP path, including volume, mute and processing. Leaving the generator component also stops its tone.

#	Screen 39 / option	What it does	Values and behaviour
1	fixed	Selects a continuous sine wave at one frequency. Selecting the mode does not start sound.	Fixed mode; playback starts with Start.
2	beat	Selects a periodic sine-wave kick pulse.	Beat mode; frequency, BPM and pulse duration are set separately.
3	sweep	Selects repeated sweeps from a start to an end frequency.	Sweep mode; endpoints and period are set separately.
4	Zone / output bus	Selects the zone receiving the test signal through the active DSP path.	Enabled zones; this does not bypass DSP.
5	Frequency / Kick frequency	Sets the sine-wave or kick-pulse frequency.	10-22000 Hz.
6	Level dBFS	Digital level of the generated test signal.	-60 to 0 dBFS, step 1 dB; default -30 dBFS.
7	Start generator	Starts the test signal with the selected settings in the selected zone.	Repeats until stopped; disabled while the generator is active.
8	Stop generator	Stops the tone generator.	Disabled when the generator is inactive.

40 Tone Generator - Beat

Real screenshot · number = explanation row · repeated number = matching function on another channel or row

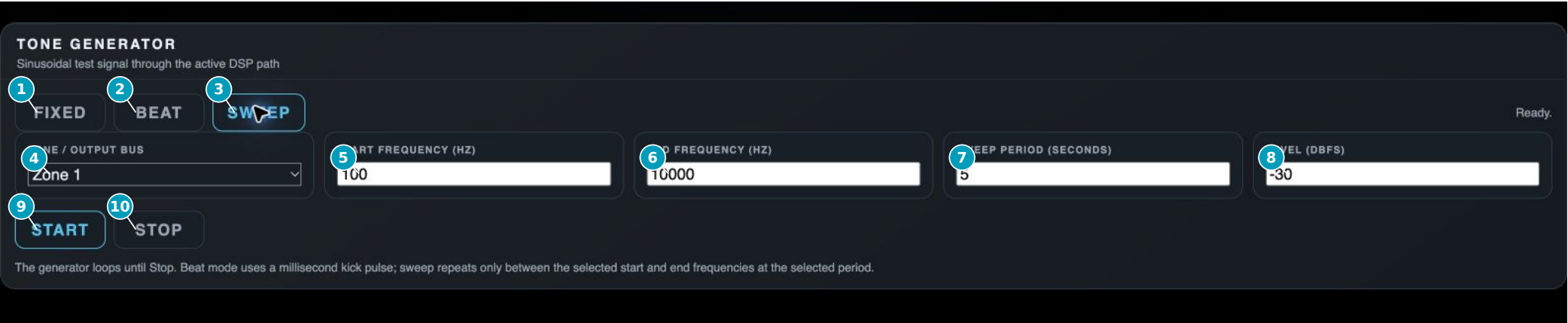


Beat creates periodic sine-wave kick pulses. This page sets parameters; only Start begins actual playback.

#	Screen 40 / option	What it does	Values and behaviour
1	fixed	Selects a continuous sine wave at one frequency. Selecting the mode does not start sound.	Fixed mode; playback starts with Start.
2	beat	Selects a periodic sine-wave kick pulse.	Beat mode; frequency, BPM and pulse duration are set separately.
3	sweep	Selects repeated sweeps from a start to an end frequency.	Sweep mode; endpoints and period are set separately.
4	Zone / output bus	Selects the zone receiving the test signal through the active DSP path.	Enabled zones; this does not bypass DSP.
5	Frequency / Kick frequency	Sets the sine-wave or kick-pulse frequency.	10-22000 Hz.
6	BPM	Number of kick pulses per minute.	20-300 BPM.
7	Kick pulse ms	Duration of one kick pulse.	5-1000 ms.
8	Level dBFS	Digital level of the generated test signal.	-60 to 0 dBFS, step 1 dB; default -30 dBFS.
9	Start generator	Starts the test signal with the selected settings in the selected zone.	Repeats until stopped; disabled while the generator is active.
10	Stop generator	Stops the tone generator.	Disabled when the generator is inactive.

41 Tone Generator - Sweep

Real screenshot · number = explanation row · repeated number = matching function on another channel or row



Sweep repeats between the selected start and end frequencies. Level is the digital signal level before subsequent gain and processing, not measured acoustic SPL.

#	Screen 41 / option	What it does	Values and behaviour
1	fixed	Selects a continuous sine wave at one frequency. Selecting the mode does not start sound.	Fixed mode; playback starts with Start.
2	beat	Selects a periodic sine-wave kick pulse.	Beat mode; frequency, BPM and pulse duration are set separately.
3	sweep	Selects repeated sweeps from a start to an end frequency.	Sweep mode; endpoints and period are set separately.
4	Zone / output bus	Selects the zone receiving the test signal through the active DSP path.	Enabled zones; this does not bypass DSP.
5	Start frequency	Sweep start frequency.	10-22000 Hz.
6	End frequency	Sweep end frequency.	10-22000 Hz.
7	Sweep period	Time for one pass from start to end frequency.	0.5-20 s, step 0.5 s.
8	Level dBFS	Digital level of the generated test signal.	-60 to 0 dBFS, step 1 dB; default -30 dBFS.
9	Start generator	Starts the test signal with the selected settings in the selected zone.	Repeats until stopped; disabled while the generator is active.
10	Stop generator	Stops the tone generator.	Disabled when the generator is inactive.

Additional readouts and conditional controls

Meter indicators A, LD, C, L and P

When Core returns the relevant channels and telemetry, A opens source AGC detail and distinguishes enabled processing from active correction. LD opens Loudness detail with correction activity relative to listening level. C identifies compression, L limiting and P calibrated RMS protection. C/L activity is estimated from RMS/peak thresholds, not a separate exact gain-reduction measurement. A and LD require fresh telemetry; a saved On setting is not proof of current activity.

Multiple output devices

When several supported outputs are connected, Hardware can offer Aggregate outputs. Device checkboxes choose members, up/down buttons order their output channels, Clock master selects the reference clock device and Offset ms adjusts latency from -100 to +100 ms in 0.1 ms steps. This M4 has one detected output, so no aggregate-configuration screenshot has been invented.

Saved schedules, groups and pairing

Saved schedule rows provide Audio selection, Enable/Disable to control execution and Delete. A saved group has Delete. Remote Access may show New pairing QR, Clear to dismiss the current session view, Approve device and Reject after a phone requests access. No new pairing access or artificial schedules were created for this guide.

Platform differences

Screens document this M4 configuration, not every operating system. macOS Bundle ID entry is not a universal Windows assignment mechanism. Linux may show Open PipeWire mixer and Windows Open Windows mixer; these open the system application-audio routing tool.

Source verification

GUI and Core Bridge reported version 1.0.68. The health endpoint identified source commit 988a5cd, and the checked-out src tree matched it. Screenshots and control metadata were captured from the live UI rather than a mock.

Verified components

HomePage/DashboardView; PlayerView; MultizoneView/VideoSettings; DspView and processor controls; SpeakerProtectionControls; AudioProcessingPilot, agc-model and loudnes-model; SettingsView/PresetsView/ToneGeneratorView; HardwareSetup; Meter and loudness-meter. English explanations use the same numbered evidence as the Croatian edition.