



Meridian Audio Limited
Latham Road, Huntingdon
Cambridgeshire PE29 6YE
United Kingdom

T +44(0)1480 445678
F +44(0)1480 445686
E info@meridian.co.uk
www.meridian-audio.com

Technical Note TN16

1st April 2009

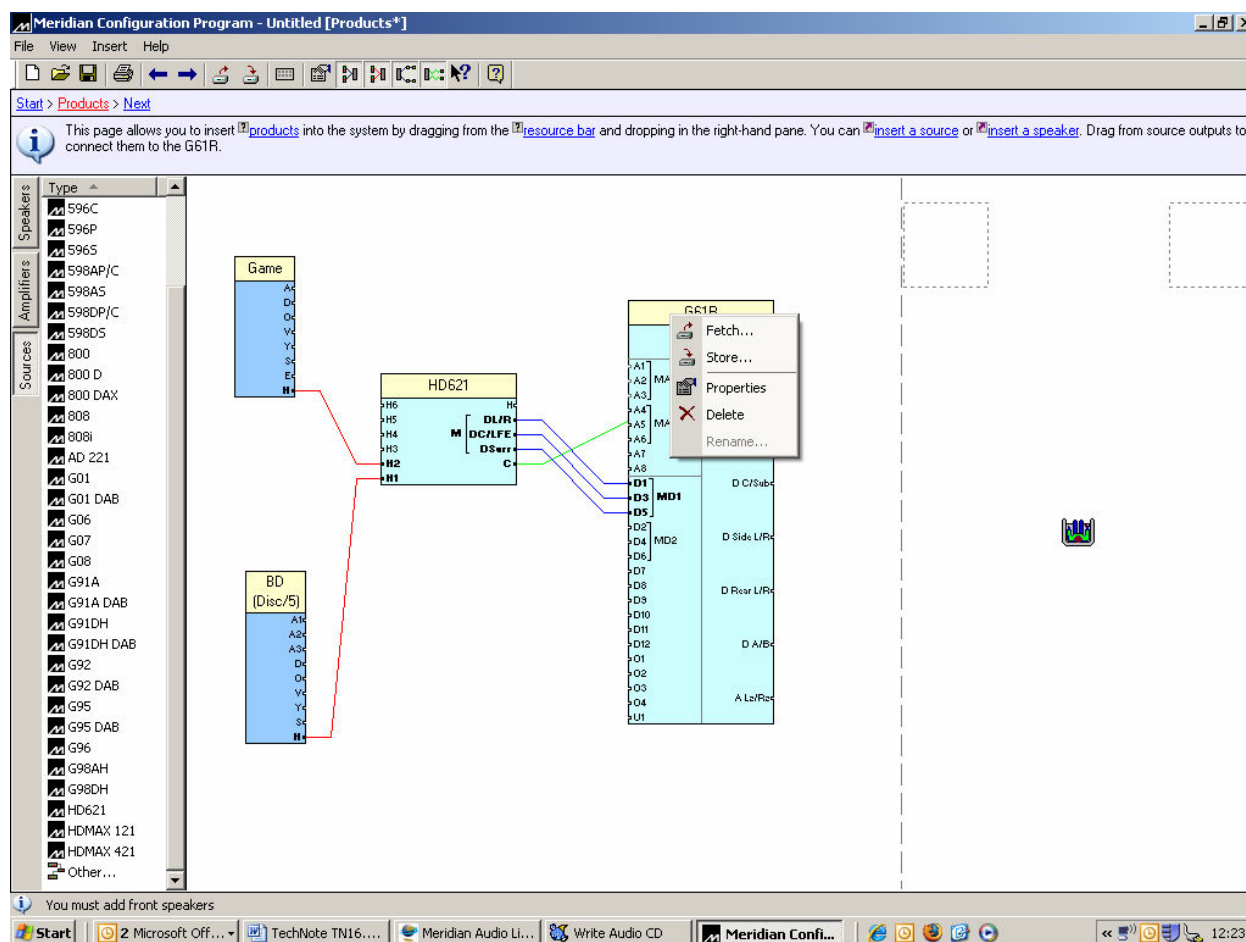
HD621, Surround Controllers and the Meridian Program

The HD621 can be configured using Meridian's Mconfig program. However, when the HD621 is combined with a surround-controller (G61R, G61, C61R, G68, 861) within the program, it is necessary to carry out the process described in this document.

When the products are introduced to the "Products" page, connections can be made using the standard methods, such as drag-and-drop or the connection wizard. However, this will not fully configure the sources on the surround controller.

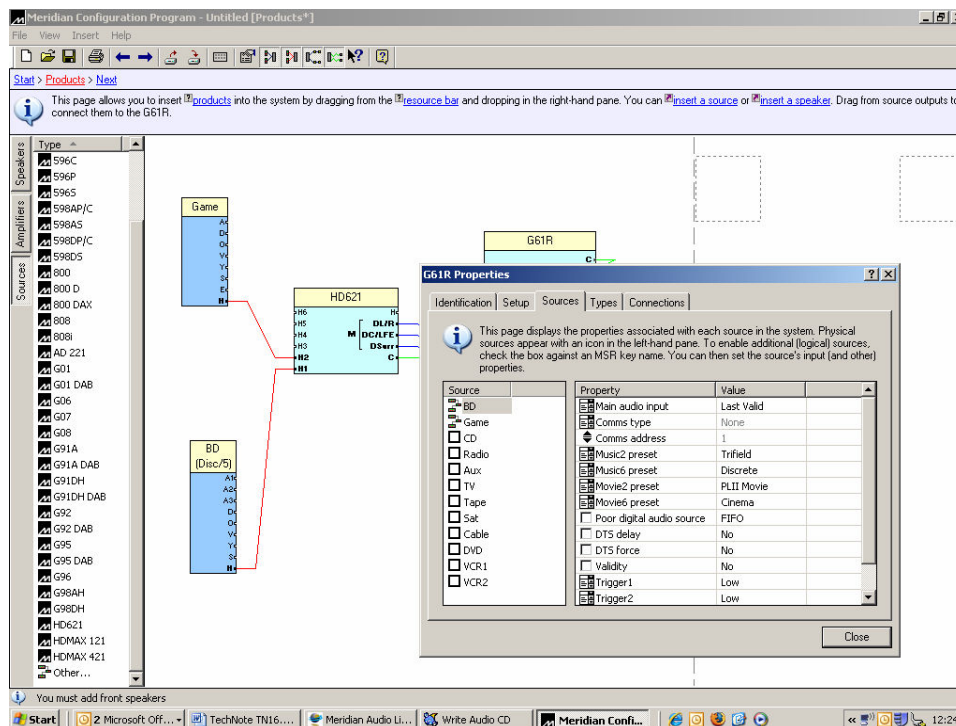
The reason for this is that the program does not automatically assign the appropriate audio input on the surround controller for the sources connected via the HD621. These settings must be made manually as follows.

First, right-click at the top of the surround-controller to reveal the option-menu shown here:

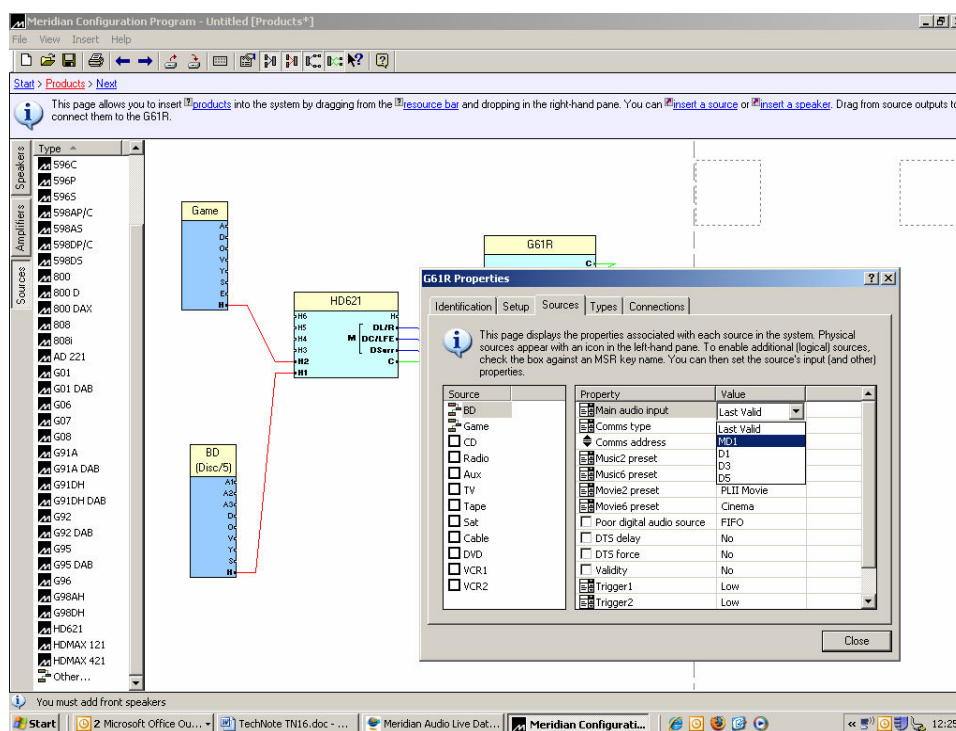




Select “Properties”, then click on the “Sources” tab to reveal the list of sources and their parameters:



For each product connected via the HD621, click on the relevant source in the list and use the drop-down for “Main audio input” to select the multi-channel input which is connected to the HD621. In this system, the HD621 is connected to “MD1” on the surround controller:





Be sure to carry out the process of assigning the multi-channel input for all sources fed through the HD621. Here, the “Game” source has now been assigned:

Meridian Configuration Program - Untitled [Products*]

File View Insert Help

Start > Products > Next

This page allows you to insert products into the system by dragging from the resource bar and dropping in the right-hand pane. You can insert a source or insert a speaker. Drag from source outputs to connect them to the G61R.

Speakers

Amplifiers

Sources

Game

BD (Disc/5)

HD621

G61R Properties

Identification Setup Sources Types Connections

This page displays the properties associated with each source in the system. Physical sources appear with an icon in the left-hand pane. To enable additional (logical) sources, check the box against an MSR key name. You can then set the source's input (and other) properties.

Source	Property	Value
BD	Main audio input	MD1
Game	Comms type	None
Game	Comms address	1
Game	Music2 preset	Trifield
Game	Music6 preset	Discrete
Game	Movie2 preset	PLII Movie
Game	Movie6 preset	Cinema
Game	Poor digital audio source	FIFO
Game	DTS delay	No
Game	DTS force	No
Game	Validity	No
Game	Trigger1	Low
Game	Trigger2	Low

You must add front speakers

Start | 2 Microsoft Office Ou... | TechNote TN16.doc - ... | Meridian Audio Live Dat... | Meridian Configurati... | 13:30

After ensuring all sources are correctly, the settings should be stored to the products in the usual way.