

# CODA

C O D A A U D I O



## Operation Manual

- LINUS Q-SYS Plugin v2.3-





- 1. The Application ..... 3
- 2. End-User License Agreement (EULA) of LINUS Q-SYS Plugin ..... 3
  - 2.1. Warranty..... 3
  - 2.2. License Grant..... 4
  - 2.3. Nature of Software ..... 4
  - 2.4. Intellectual Property and Ownership..... 4
  - 2.5. Termination..... 5
  - 2.6. Governing Law..... 5
- 3. Copyright / Trademarks..... 5
- 4. Requirements..... 5
  - 4.1. Hardware Minimums ..... 5
  - 4.2. Software ..... 5
- 5. Changelog..... 6
  - 5.1. V2.3 ..... 6
  - 5.2. V2.2.33..... 6
  - 5.3. V2.2.22..... 6
  - 5.4. V2.2.14 | Initial Release..... 6
- 6. Installation..... 6
- 7. Usage..... 6



## 1. The Application

LINUS Q-SYS Plugin is an extension designed for QSC's Q-SYS Designer that allows users to remotely control CODA LINUS Loudspeaker Management Amplifiers.

## 2. End-User License Agreement (EULA) of LINUS Q-SYS Plugin

This End-User License Agreement ("EULA") is a legal agreement between you and CODA Audio GmbH. This EULA agreement governs your acquisition and use of our LINUS Q-SYS Plugin software ("Software") directly from CODA Audio GmbH or indirectly through a CODA Audio GmbH authorized reseller / distributor / dealer (a "Reseller").

Please read this EULA agreement carefully before completing the installation process and using the Software. It provides a license to use the Software and contains warranty information and liability disclaimers.

If you register to participate in any beta programme of the Software, this EULA agreement will also govern that period. By installing and/or using the Software, you are confirming your acceptance of the Software and agreeing to become bound by the terms of this EULA agreement.

If you are entering into this EULA agreement on behalf of a company or other legal entity, you represent that you have the authority to bind such entity and its affiliates to these terms and conditions. If you do not have such authority or if you do not agree with the terms and conditions of this EULA agreement, do not install or use the Software, and you must not accept this EULA agreement.

This EULA agreement shall apply only to the Software supplied by CODA Audio GmbH herewith regardless of whether other Software is referred to, or described herein. The terms also apply to any CODA Audio GmbH updates, supplements, Internet-based services, and support services for the Software, unless other terms accompany those items on delivery. If so, those terms apply.

### 2.1. Warranty

The Software is provided "as-is" without warranty. CODA Audio GmbH shall not be liable for any direct, indirect, special, incidental, consequential, or exemplary damages for breach of the limited warranty. To the maximum extent permitted by law, CODA Audio GmbH expressly disclaims, and you expressly waive, all other warranties, whether expressed, implied, or statutory, including without limitation all implied warranties of merchantability, fitness for a particular purpose or use, or any warranty arising out of any proposal, specification, or sample, as well as any warranties that the software (or any elements thereof) will achieve a particular result, or will be uninterrupted or error-free. The term of any implied warranties that cannot be disclaimed under applicable law shall be limited to the duration of the foregoing express



warranty period. You agree that neither CODA Audio GmbH nor any other party has made any representations or warranties, nor have you relied on any representations or warranties, express or implied, including any implied warranty of merchantability or fitness for any particular purpose with respect to the Software. You acknowledge that no affirmation of fact or statement (whether written or oral) made by CODA Audio GmbH, its representatives, or any other party outside of this EULA with respect to the Software shall be deemed to create any express or implied warranty on the part of CODA Audio GmbH or its representatives.

## 2.2. License Grant

CODA Audio GmbH hereby grants you a personal, non-transferable, non-exclusive licence to use the Software on your devices in accordance with the terms of this EULA agreement.

You are permitted to load the Software on a device (for example a PC, laptop or tablet) under your control. You are responsible for ensuring your device meets the minimum requirements of the Software.

You are not permitted to:

- Edit, alter, modify, adapt, emulate the functionality, reverse compile, translate or otherwise change the whole or any part of the Software nor permit the whole or any part of the Software to be combined with or become incorporated in any other software, nor decompile, disassemble or reverse engineer the Software or attempt to do any such things.
- Reproduce, copy, distribute, or resell the Software .
- Allow any third party to use the Software on behalf of or for the benefit of any third party.
- Use the Software in any way which breaches any applicable local, national or international law.
- Use the Software for any purpose that CODA Audio GmbH considers is a breach of this EULA agreement.

## 2.3. Nature of Software

The Software is not a stand-alone executable application; it is an 'extension' to be used with third-party software, which is not part of this Software. Reference must be made to the licensing terms of the third-party software. You assume full responsibility for the accuracy and interpretation of the results delivered by the Software.

## 2.4. Intellectual Property and Ownership

CODA Audio GmbH shall at all times retain ownership of the Software as originally downloaded by you and all subsequent downloads of the Software by you. The Software (and the copyright, and other intellectual property rights of whatever nature in the Software, including any modifications made thereto) are and shall remain the property of CODA Audio GmbH. CODA Audio GmbH reserves the right to grant licences to use the Software to third parties.



## 2.5. Termination

This EULA agreement is effective from the date you first use the Software and shall continue until terminated. You may terminate it at any time upon written notice to CODA Audio GmbH.

It will also terminate immediately if you fail to comply with any term of this EULA agreement. Upon such termination, the licenses granted by this EULA agreement will immediately terminate and you agree to stop all access and use of the Software. The provisions that by their nature continue and survive will survive any termination of this EULA agreement.

## 2.6. Governing Law

This EULA agreement, and any dispute arising out of or in connection with this EULA agreement, shall be governed by and construed in accordance with the laws of Germany.

## 3. Copyright / Trademarks

QSC® and Q-SYS™ are registered trademarks of QSC, LLC in the U.S. Patent and Trademark Office and other countries.

Mac and macOS are trademarks of Apple Inc., registered in the U.S. and other countries.

Windows® is a registered trademark of Microsoft Corporation in the U.S. and/or other countries.

## 4. Requirements

### 4.1. Hardware Minimums

This software does not require any special hardware to function. If the minimum hardware requirements for Q-SYS Designer are met, then successful execution should be assured.

### 4.2. Software

This software was developed & tested with **Q-SYS Designer v9.4.2** on Microsoft Windows 10. Compatibility with previous versions of Q-SYS Designer may be possible, but is not supported.

This software will control CODA Audio LINUS Loudspeaker Management Amplifiers which are running the following Firmware:

Product	Firmware Version
LINUS CON	V1.69
LINUS 14 / LINUS14-D	V3.69
LINUS12C	V3.69
LINUS10	V2.69
LINUS10-C	V5.69
LINUS5-C	V5.69

*Note – these firmware versions are included with LINUS Control v2.3.*



## 5. Changelog

### 5.1. V2.3

- Verified operation on units, updated with LINUS Control version v2.3

### 5.2. V2.2.33

- Implementation of LINUS12C
- Verified operation on units, updated with LINUS Control version v2.2.33

### 5.3. V2.2.22

- Verified operation on units, updated with LINUS Control version v2.2.22

### 5.4. V2.2.14 | Initial Release

Features:

- Controlling Power state
- Loading Snapshots
- Controlling Fallback state
- Controlling Gain / Mute / Delay

## 6. Installation

The download for the LINUS Q-SYS Plugin contains:

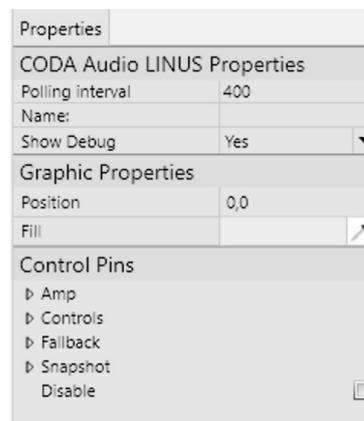
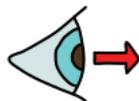
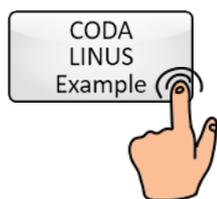
- This document.
- The 'CODA Q-SYS Plugin v2\_3\_00.qplugx' file.

Procedure to install LINUS Q-SYS Plugin:

- Double click the '**.qplugx**' file.
- Launch Q-SYS Designer.
- On the lower right of the Q-SYS Designer Interface, click:  
**Plugins \ User \ CODA Audio LINUS**

## 7. Usage

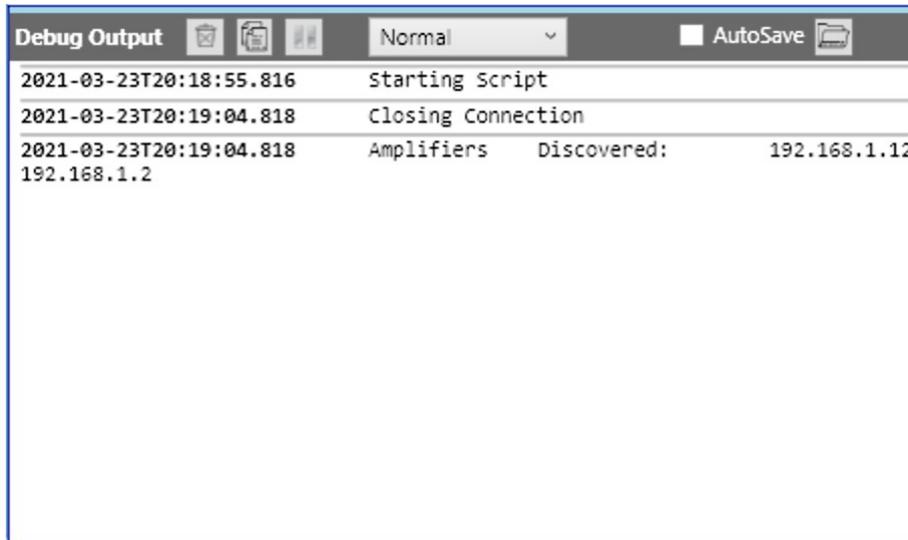
Select the instance of the plugin, then observe the properties panel in the top right of the application:



Select **“Show Debug”** then choose **Yes**.

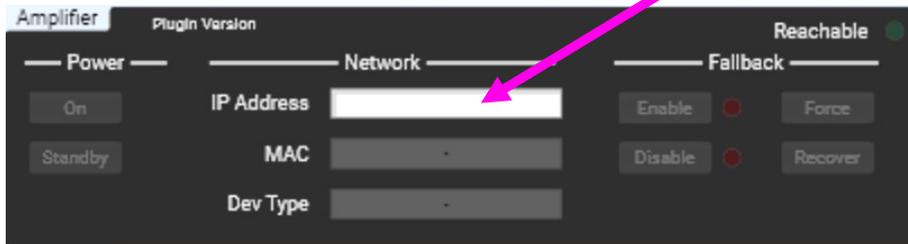


When online / emulating, double click the instance of the plugin in the workspace. Below the plugin itself, you will see the debug window.



Within the debug window, you will see the plugin scan the network in an attempt to discover CODA LINUS Amplifiers – in this picture above, you can see it has discovered two devices. One at **192.168.1.12**, the other at **192.168.1.2**.

Enter the IP of the device you want to connect to, in the IP Address textfield:



The plugin will then connect to the unit and all settings will be retrieved from the unit:



The device IP Address

The device MAC Address

The device type

Power the device ON

Place the device in Standby

Current Snapshot Number & Name

Load Snapshot buttons

Channel Gain faders

Channel Gain readouts (dB)

Channel Mute Buttons

Channel Delay value (ms)

Device connected OK LED

Enable Fallback

Force Fallback to Analog

Recover to Digital, after falling back

Disable Fallback

The screenshot shows the LINUS Q-SYS Plugin interface. At the top, there are sections for Power, Network, and Fallback. The Power section has 'On' and 'Standby' buttons. The Network section shows 'IP Address' (192.68.1.2), 'MAC' (001555F0923B), and 'Dev Type' (LINUS 14). The Fallback section has 'Enable', 'Disable', 'Force', and 'Recover' buttons. A 'Reachable' indicator is lit green. Below this is the 'Snapshot' section with a 'Current Snapshot' of '1.6712s' and a grid of 20 'Load S/S' buttons. The bottom section is 'Controls', featuring four channel faders (A, B, C, D) with 'Gain (dB)' readouts (all at 0dB), 'Mute' buttons (Mute A, B, C, D), and 'Delay (ms)' readouts (all at 0.0).