

***ClearOne***<sup>®</sup>



CONVERGE PRO SERIAL COMMAND GUIDE

















































Value Unsigned Short 2 0 = 5  
 1 = 10  
 Default 0 (5)  
 (Null to query in text)

### FEDR – Feedback Elimination Dynamic Node Reset

This command will reset only the dynamic filters on the feedback eliminator. There is no query associated with this command.

Command Form: *DEVICE FEDR*<CHANNEL> <GROUP>

Argument	Type	Size	Values	Units
Channel	Channel	1	See GroupAndChannels	
Group	Group	1	23 (J)	
Reserved	Zero	2	Value:0-16 (Null to query in text)	Nodes

### FEF – Feedback Elimination Fixed Filter

This command sets the number of fixed filter to use in the feedback eliminator. The fixed filters number will be used during the initialization phase when gain is increased until feedback occurs. A fixed filter will be set at the feedback point during the initialization.

Command Form: *DEVICE FEF*<CHANNEL> <GROUP> [VALUE]

Argument	Type	Size	Values	Units
Channel	Channel	1	See GroupAndChannels	
Group	Group	1	23 (J)	
Reserved	Unsigned Short	2	Zero	

### FEG – Feedback Elimination Auto Gain Max

This command sets the target gain for auto setup in feedback cancellation.

Command Form: *DEVICE FEG*<Channel> <Group> [Value]

Argument	Type	Size	Values	Units
Channel	Channel	1	See GroupAndChannels	
Group	Group	1	23 (J)	
Reserved	Unsigned Short	2	0 - 8 (Null to query in text)	dB

### FEGL – Feedback Elimination Gain Level

This command reports the gain value achieved at the end of the feedback automatic setup. The maximum value possible is set in the FEG command. **This is a query only command.**

Command Form: *DEVICE FEGL*<Channel> <Group> [Value]

Argument	Type	Size	Values	Units
Channel	Channel	1	See GroupAndChannels	
Group	Group	1	23 (J)	
Value	Signed Float	2	-99.99 to 99.99 (Sent with Null, value returned)	dB

### FELD – Feedback Elimination Lock Depth

This command sets the operation of a fixed filter node to be either locked or unlocked. In locked mode, the fixed filter's depth will remain the same after all the fixed filters are placed. In unlocked mode, the fixed filter's depth can be modified anytime until the maximum depth is achieved.

Command Form: *DEVICE FELD*<Channel> <Group> [Value]



Argument	Type	Size	Values	Units
Channel	Channel	1	See GroupAndChannels	
Group	Group	1	23 (J)	
Value	Unsigned Float	2	0 = Locked 1 = Unlocked Default 0 (Null to query in text)	

### FEM – Feedback Elimination Mode

This command set the feedback mode to either Music or Voice. This effects how aggressive the reduction is.

*Command Form:* **DEVICE FEM**<Channel> <Group> [Value]

Argument	Type	Size	Values	Units
Channel	Channel	1	See GroupAndChannels	
Group	Group	1	23 (J)	
Value	Unsigned Float	2	0 = Locked 1 = Unlocked Default 0 (Null to query in text)	

### FEN – Feedback Elimination Nodes

This command reports the total number of filter nodes (fixed and dynamic) currently being used for the feedback cancellation. **This is a query only command.**

*Command Form:* **DEVICE FEN**<Channel> <Group> [Value]

Argument	Type	Size	Values	Units
Channel	Channel	1	See GroupAndChannels	
Group	Group	1	23 (J)	
Value	Unsigned Short	2	Total Nodes (ALWAYS NULL IN TEXT)	

### FER – Feedback Elimination Node Reset

This command resets both the fixed and dynamic filters on the feedback eliminator. **There is no query associated with this command.**

*Command Form:* **DEVICE FER**<Channel> <Group> [Value]

Argument	Type	Size	Values	Units
Channel	Channel	1	See GroupAndChannels	
Group	Group	1	23 (J)	
Value	Unsigned Short	2	Zero	

### FERNG – Feedback Elimination Ring Elimination Mode

This command enables/disables the Ring Elimination Mode on the feedback eliminator.

*Command Form:* **DEVICE FERNG**<Channel> <Group> [Value]

Argument	Type	Size	Values	Units
Channel	Channel	1	See GroupAndChannels	
Group	Group	1	23 (J)	
Reserved	Zero	2	0 = Off 1 = On 2 = Toggle (Null to query in text)	

### FES – Feedback Elimination Setup

This command reset the feedback eliminator and initiates an automatic training cycle. When the automatic setup is complete, the FESC (Feedback Elimination Setup Complete) command will be issued. **There is no query associated with this command.**

*Command Form:* `DEVICE FES<Channel> <Group> [Value]`

Argument	Type	Size	Values	Units
Channel	Channel	1	See GroupAndChannels	
Group	Group	1	23 (J)	
Reserved	Zero	2	Zero	

### FESC – Feedback Elimination Setup Complete

This command reports when the automatic feedback eliminator setup training cycle is in progress. The training cycle is started using the command FES (Feedback Elimination Setup). **This is a query only command.**

*Command Form:* `DEVICE FESC<Channel> <Group> [Value]`

Argument	Type	Size	Values	Units
Channel	Channel	1	See GroupAndChannels	
Group	Group	1	23 (J)	
Value	Unsigned Short	2	0 = Setup Complete 1 = Setup in Progress (Sent Null, Value Returned)	

### FILTER – Filter Adjust

This command selects/reports the settings of a filter.

*Command Form:* `DEVICE FILTER <Channel> <Group> <Node> [Type Frequency Gain/Slope Bandwidth/Subtype]`

Argument	Type	Size	Values	Units
Channel	Channel	1	See <b>Groups and Channels</b>	
Group	Group	1	3, 5 (M, P)	
Node	Unsigned Integer	1	Group 3                    1 – 4 Group 5                    1 – 15	
Type	Unsigned Integer	1	0 = None 1 = All Pass 2 = Low Pass 3 = High Pass 4 = Low Shelving 5 = High Shelving 6 = Parametric Equalizer 7 = CD Horn 8 = Bessel Crossover 9 = Butterworth Crossover 10 = Linkwitz-Riley Crossover 11 = Notch (Null to query in text)	
Frequency	Unsigned Float	4	Type 0                    0 (Null in text) Type 1 – 6, 8 – 11      20.00 – 20000.00 Type 7                    500.00 – 5000.00	Hz
Gain/Slope	Signed Float	2	Type 0 – 3, 7, 11      0 (Null in text) Type 4 – 6                -15.00 – 15.00 Type 8 – 9                12, 18, 24 Type 10                    12, 24	dB / dB per Octave
Bandwidth/Subtype	Unsigned Float	2	Type 0 – 5, 7            0 (Null in text) Type 6, 11                0.05 – 5.00 Type 8 – 10                2 = Low Pass 3 = High Pass	Octaves / Type

















































































