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**R1 Remote control  
software.  
Licenses and credits.  
Quick guide 1.1 en**



Starting...

## **General information**

R1 Remote control software.  
Licenses and credits. Quick guide

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The d&b R1 Remote control software enables applicable d&b devices to be remotely controlled and monitored using both Ethernet (OCA/AES70) and CAN-Bus in parallel.

R1 is the virtual center of any d&b Remote control network, be it from a laptop in the control room, mix position or somewhere in the auditorium. Its intuitive user interface ensures efficient configuration and operation.

R1 also uses the data defined in ArrayCalc to generate an intuitive graphical user interface including complete details of the simulated system, including loudspeakers, amplifiers, remote IDs, groups, ArrayProcessing data and all configuration information. This workflow removes the need to manually transfer data from one software program to the other.

R1 is available as a native stand-alone application for PC and Mac.

## System requirements

<b>PC</b>	Intel/AMD 1.5 GHz (Intel i5 or higher recommended) Windows 7 or higher (64bit version recommended).
<b>Mac</b>	macOS 10.7 or later, 64-bit-processor.
<b>RAM</b>	4 GB
<b>Free disk space</b>	100 MB
<b>Screen resolution</b>	1280 x 800 or higher.
<b>Other</b>	CAN-only amplifiers (D6, D12, E-PAC) require R60 USB to CAN interface / PCAN-USB (Windows only) or R70 Ethernet to CAN interface.

## Installing R1

**Note:** Before installing and using R1, read the ⇒ Licenses and credits.

Do not delete any of the extracted files as long as R1 is installed on your computer.

- 
- PC**
1. To install R1, extract the zip-file to a dedicated folder.
  2. Start "setup.exe" or "R1\_V3.msi" and follow the instructions in the setup dialog.
    - ↳ The default installation path is:  
**C:\Program Files (x86)\dBAudio**

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**Mac** To install R1, double click the "dmg-file" and move the R1 icon to your desired application folder.

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## Starting R1

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**PC** R1 can either be started via the Windows Start Menu, where it will appear in "Programs ⇒ dBAudio ⇒ R1 ⇒ R1" or by double-clicking the R1 desktop icon.

Windows automatically links R1 project files to R1. Alternatively, the program can therefore be started by double clicking on any R1 project file.

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**Mac** Click R1 or any R1 project file.

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## Removing R1

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- PC**
1. To remove R1 from your computer, go to "Start ⇒ Settings ⇒ Control Panel ⇒ Add or Remove Programs" in the Control Panel folder.
  2. Select the R1 entry from the list and click the «Remove» button.
    - ↳ The uninstall routine starts and the software is removed including all related components.

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**Mac** Simply move the R1 icon from your application folder into the trash bin.


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## R1 Updates/Firmware updates

Within the R1 preferences, three update options can be enabled to search for updates either after a defined period, at program start or never.

In addition R1 enables the simultaneous firmware update of multiple devices of the same type from a central location. The software will automatically search the d&b website and on demand, downloads the latest available firmware versions.

## R1 Help

Detailed information on how to use and operate R1 is provided by the Help system of the software. To access the Help system, press F1 or select the Help button (  ) from the R1 toolbar. This will launch the HelpViewer which provides an overview of the program as well as a search function and direct access to the related topics.

### QtHelp module

The QtHelp module uses the CLucene indexing library to provide full-text searching capabilities for Qt Assistant and applications that use the features of QtHelp.

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### Phonon module

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### SQLite(sqlite) version 3.7.7.1

*SQLite is a small C library that implements a self-contained, embeddable, zero-configuration SQL database engine.* - quoted from ...

[www.sqlite.org](http://www.sqlite.org)

According to the comments in the source files, the code is in the public domain. See the SQLite Copyright page (<http://www.sqlite.org/copyright.html>) on the SQLite web site for further information.

### QtXmlPatterns Module

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### Data Compression Library (zlib) version 1.2.3

*zlib is a general purpose data compression library. All the code is thread safe. The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952*

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### MNG Library (libmng) version 1.0.10

The libmng library supports decoding, displaying, encoding, and various other manipulations of the Multiple-image Network Graphics (MNG) format image files. It uses the zlib compression library, and optionally the JPEG library by the Independent JPEG Group (IJG) and/or lcms (little cms), a color-management library by Marti Maria Saguer. - quoted from src/3rdparty/libmng/doc/libmng.txt. COPYRIGHT NOTICE: Copyright (c) 2000-2007 Gerard Juyn. For the purposes of this copyright and license, "Contributing Authors" is defined as the following set of individuals: Gerard Juyn - gjuyn :at: users.sourceforge.net. Glenn Randers-Pehrson - glennrp :at: users.sourceforge.net. Raphael Assenat - raph :at: raphnet.net. John Stiles. The MNG Library is supplied "AS IS". The Contributing Authors disclaim all warranties, expressed or implied, including, without limitation, the warranties of merchantability and of fitness for any purpose. The Contributing Authors assume no liability for direct, indirect, incidental, special, exemplary, or consequential damages, which may result from the use of the MNG Library, even if advised of the possibility of such damage. Permission is hereby granted to use, copy, modify, and distribute this source code, or portions hereof, for any purpose, without fee, subject to the following restrictions: 1. The origin of this source code must not be misrepresented; you must not claim that you wrote the original software. 2. Altered versions must be plainly marked as such and must not be misrepresented as being the original source. 3. This Copyright notice may not be removed or altered from any source or altered source distribution. The Contributing Authors specifically permit, without fee, and encourage the use of this source code as a component to supporting the MNG and JNG file format in commercial products. If you use this source code in a product, acknowledgment would be highly appreciated. Parts of this software have been adapted from the libpng package. Although this library supports all features from the PNG specification (as MNG descends from it) it does not require the libpng package. It does require the zlib library and optionally the IJG jpeg library, and/or the "little-cms" library by Marti Maria (depending on the inclusion of support for JNG and Full-Color-Management respectively. This library's function is primarily to read and display MNG animations. It is not meant as a full-featured image-editing component! It does however offer creation and editing functionality at the chunk level. (future modifications may include some more support for creation and or editing). Remote control software.

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### PNG Reference Library (libpng) version 1.6.20

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A "png\_get\_copyright" function is available, for convenient use in "about" boxes and the like:

```
printf("%s", png_get_copyright(NULL));
```

Also, the PNG logo (in PNG format, of course) is supplied in the files "pngbar.png" and "pngbar.jpg (88x31)" and "pngnow.png" (98x31).

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Glenn Randers-Pehrson  
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December 3, 2015

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<http://www.opensource.apple.com/tarballs/mDNSResponder/>

versions 107.6, 177 and 258.13

Version 2.0, January 2004

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Version 2.1, February 1999

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[This is the first released version of the Lesser GPL. It also counts as the successor of the GNU Library Public License, version 2, hence the version number 2.1.]

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In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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