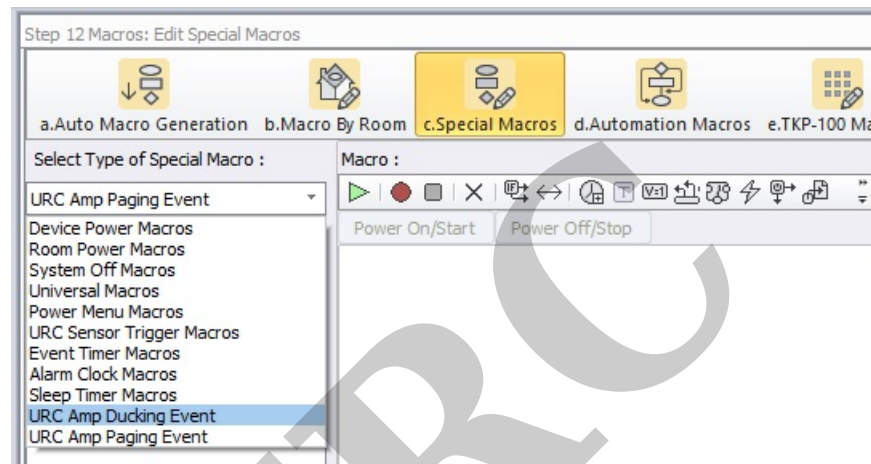


Ducking Events - General Information

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The following article provides general information and a basic overview of the **HDA Ducking Event** and its capabilities. Additional articles detail the procedure for creating and programming the Ducking Events when using Accelerator 3 and Flex 2 software.

Please refer to [this article](#) for the difference between a **Paging Event** and a **Ducking Event**.



Location of Ducking Event in Accelerator 3 software - Step 12c

Ducking Events:

- An **HDA Ducking Event** is essentially a Macro programmed in Accelerator that allows the playing of two inputs in a zone.
- One input or sound file is “ducked” on top of another.
- When an input is “ducked” on top of another, the original input in the zone may have its volume reduced by a percentage.
- Setup **Ducking Events** in Accelerator Step 12c, TC Flex 2 Step 10 (Special Macro):

URC Amplifier Ducking Event

Name:

Ducking event actions will execute after volume and input changes are set and concurrent with Ducking Duration period start.

Ducking Rooms/Zones

- Bar 8100Z2
- Den 8100Z3
- Ktch 130 #1 Z1LR
- Lake IOZ1
- Lanai 8100Z1L
- LivRm 4100Z1,2LR
- Loft 4100Z3,4 LR
- Maze 8100Z7,8 - 130#2 Z1LR
- Office 8100Z1R
- Pool 8100Z5
- Porch 8100Z4
- Spa 8100Z6

Select All Clear All

Optional Input Change Before Ducking

No Change

Play Sound Loop
Wait before playing sound(seconds)

Mic Input

Volume Level

Reduce by

Volume Ramp Down

Time

Switch to Input

Play Sound Loop
Wait before playing sound(seconds)

Input

Ducking Duration

End After "Power Off/Stop" macro executes after this period unless the event is prematurely forced OFF

Indefinite

Volume Return Ramp Rate

Time

Force Event End

End on any zone off or input change

OK Cancel

HDA Ducking Event Applications:

- 64 **Ducking Events** may be programmed in the system
- Use for announcements in commercial applications, blending the microphone audio into the zones while decreasing the volume of the current zone input
- Duck a pre-recorded announcement sound file into a zone playing background music, just like what you hear at an airport, or in an office setting
- Duck a pre-recorded sound effect into a zone playing a sporting event, just like sound effects heard at a sports bar when the home team scores
- Blend Two Microphone Inputs together in a zone or group of zones

Additional Information & Resources:

Please refer to [this article](#) for the difference between a **Paging Event** and a **Ducking Event**.
Please also refer to [this article](#) describing when to use sound & audio files in a **Paging Event**.
Please also refer to [this article](#) describing when to use sound & audio files in a **Ducking Event**.

To learn more about HDA products and programming, please see the [HDA Programmers Guide](#) or the Accelerator 3 online [Programming Guide](#).

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