

Arcadia Interfacing

Arcadia includes versatile audio and control interfacing options to integrate the intercom system into a wide variety of environments. From the simplicity of basic contact closure control signals to high-capacity Audio-over-IP (AoIP), adding a handful of analog devices or connecting to existing partyline systems, Arcadia has you covered.

2

Inputs

4

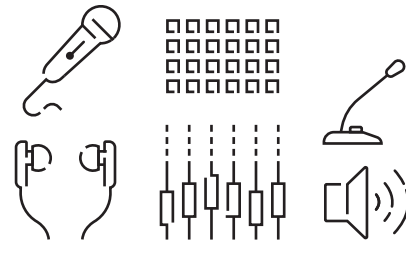
Outputs



GPIO

64

Dante Ports



Dante

8

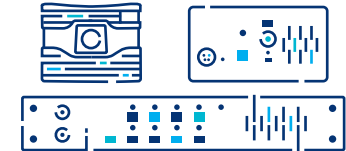
Hardwire Ports



4-wire

4

Hardwire Ports



2-wire



GPIO

Inputs and Relay Outputs for Control
Inputs allow activation of audio crosspoints while Outputs can be activated upon key presses, audio crosspoints and or call signals configurable in Arcadia's Logic configurator.

2-WIRE

Analog Partyline Intercom Interface
Allows the addition of partyline intercom devices, such as Encore belt packs, speaker stations or remote stations to Arcadia with the integrated power supply or to interface existing powered partyline intercom systems to any Arcadia Channel, Group or direct Key Assignment to FreeSpeak belt packs.

4-WIRE

Line Level Audio Interface
For interfacing to other intercom systems, connection peripherals or line level audio devices for addition to any Arcadia Channel, Group or direct Key Assignment to FreeSpeak belt packs.

DANTE

Dante 3rd Party Audio Networks
Enables easy interfacing to any Input or Output on the Dante network such as pre-fade microphones, paging zones, monitoring systems, audio processing, recorders, playback devices, for addition to any Arcadia Channel, Group or direct Key Assignment to FreeSpeak belt packs.

Note: HelixNet Endpoint Keysets can only be assigned to HelixNet Enabled Channels and not to Groups or direct to interfaces.

Visit the Arcadia Knowledge Center for more information.



www.clearcom.com/arcadia-knowledge-center/

Find out how many Licensed Ports you need with the Arcadia License Port Calculator



www.clearcom.com/arcadia-calculator/

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