

AIO-16 High Density Port Allocation

dbx port alloc.xls

# Frames	Total Ports	Audio Status	# DBX per frame	# AIO per frame	Comment
2	512	non-redundant	1	16	not recommended
2	480	redundant	2	15	
3	720	non-redundant	2	15	
3	624	redundant	4	13	
4	896	non-redundant	3	14	not enough DBX memory for 896 port

AIO-8 Standard Density Port Allocation

# Frames	Total Ports	Audio Status	# DBX per frame	# AIO per frame	Comment
2	256	non-redundant	1	16	
2	240	redundant	2	15	
3	384	non-redundant	1	16	
3	360	redundant	2	15	
4	480	non-redundant	2	15	
4	448	redundant	3	14	
5	600	non-redundant	2	15	
5	520	redundant	4	15	
6	672	non-redundant	3	14	
6	576	redundant	5	12	
7	784	non-redundant	3	14	
7	616	redundant	6	11	

