

# MR216 Trigger Module



## MR216 Key Features and Benefits

- Similar to Knoll Systems exclusive Eco-System™ energy savings, the MR216 triggers a 12 VDC signal when a stereo signal is detected.
- Trigger voltage typically takes 10-20 milliseconds (.01-.02 seconds) to turn on after stereo signal is detected.
- Can add up to thousands of dollars in energy savings over the lifetime of stereo and multiroom amplifiers.
- When stereo signal ceases, trigger voltage ends 30-300 seconds later, depending on sensitivity settings.

## MR216

### Saving every bit of energy helps...

With energy rates always on the rise, any break from consuming unnecessary energy helps. Knoll Systems perfected Eco-System™ energy savings technology years ago as a method of shutting off power to great sounding class A/B stereo amplifiers when they are not in use. In general, class A/B amplifiers burn up about 10% of their full power rating when idling. As CEDIA amplifier product of the year in 2008, the GS12 was the first amplifier made with Eco-System™ energy savings. It quickly became so popular that whole housing developments specified Knoll Systems amplifiers with Eco-System™ technology. Knoll is now making part of the Eco-System™ circuit available in a line level amplifier trigger that can mimic the Eco-System™ energy savings on power amplifiers that can be triggered. It's a wonder that we don't make the MR216 case green color...



Knoll Systems makes a full line of high-quality audio and video products. Knoll Systems is known for its technical firsts and award winning amplifiers, infrared repeaters, volume controls and video projectors.

Knoll Systems amplifiers and projectors, along with an extensive line of home theater and custom installation products, offer performance and value that is unmatched worldwide.



### Specifications:

- Inputs:** Stereo RCA and 2.1mm power jack.
- Outputs:** Stereo RCA and 3.5mm trigger jack
- Dimensions:** 1.1"h x 2.6"w x 2.8"d (28 x 66 x 71 mm)
- Warranty:** One year limited parts and labor