MENU Key

Figure 14-1: The [MENU] Key.

Pressing the [MENU] key opens the Main menu page(see Figure 14-2) in the master section's screen.

MAIN

Figure 14-2: Main Page.

The other menu pages can be accessed by touching the appropriate tab at the top of the screen.

The software Release number and Build must be quoted when requesting technical support from Soundcraft personnel.

SECURITY Field

{LOCK} locks all switches, encoders and faders on the console, except fot the {LOCK} key.

BRIGHTNESS Control

The user has a choice of three brightness levels for the screens, illuminated keys and FaderGlow™.
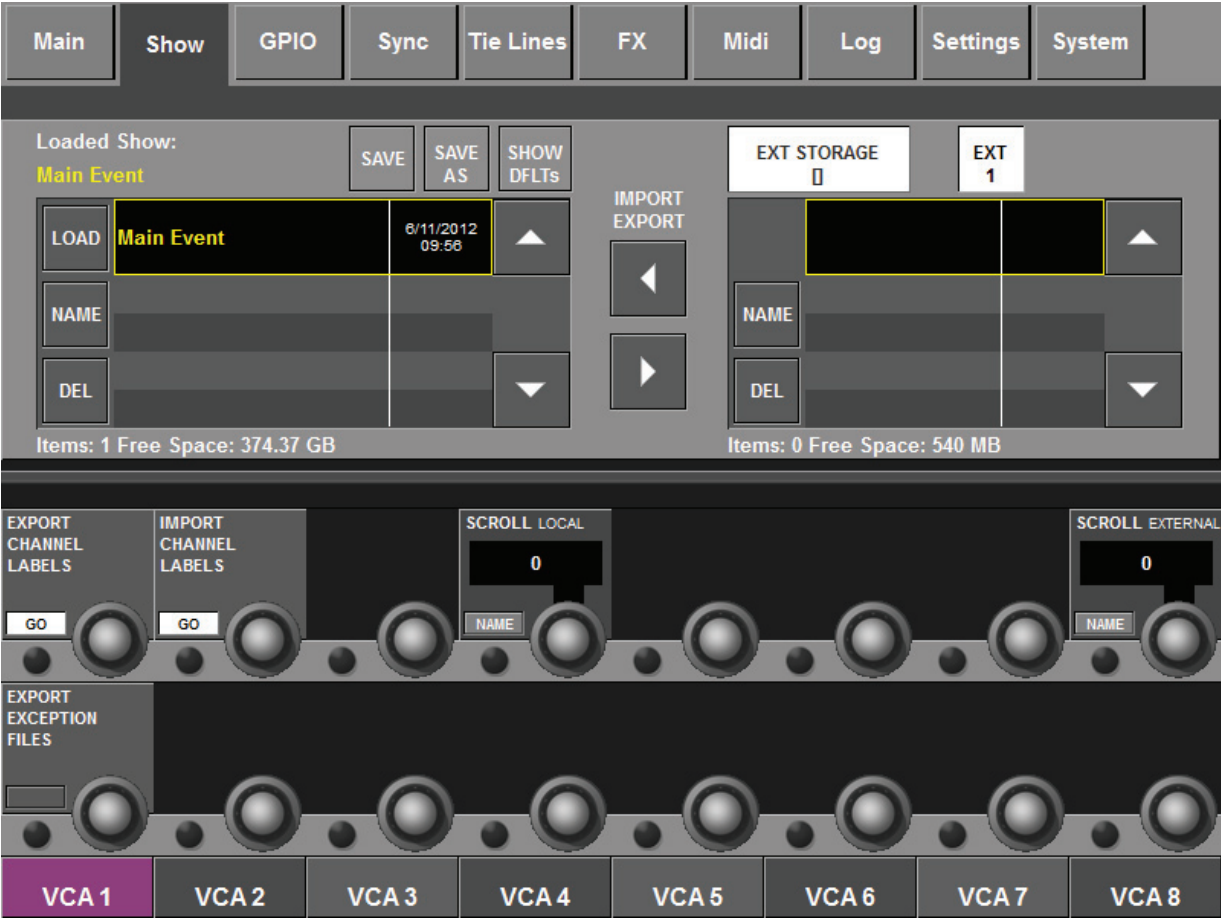
SHOW

Figure 14-3: Show Page.

A complete explanation of Shows is given in chapter 15 of this manual.

GPIO

Figure 14-4: GPIO Page.

A complete explanation of GPIO usage is given in chapter 18 of this manual.

SYNC
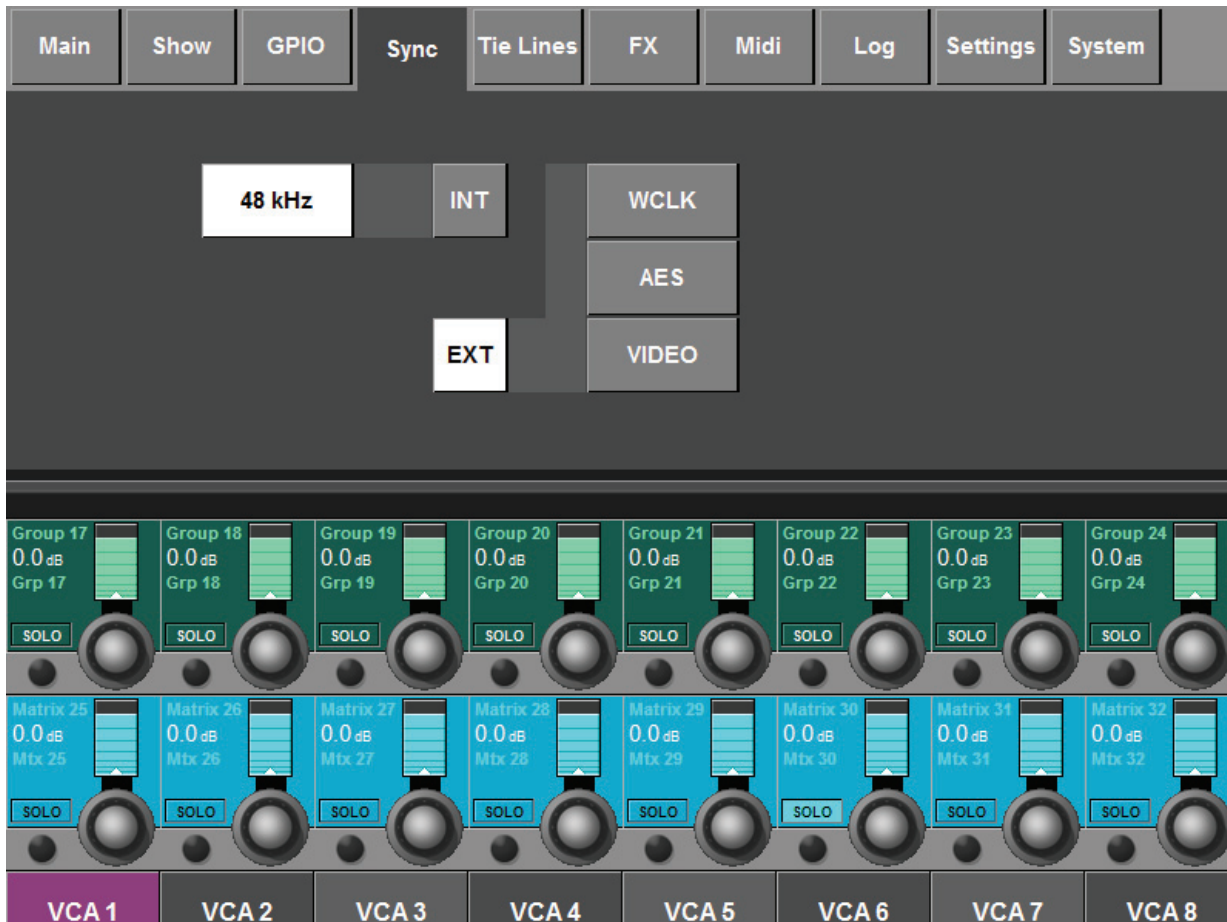
Figure 14-5: Sync Page

Currently the console will work only on an internal clock of 48kHz.

If an external clock is connected to the clock card in the Local Rack (to the wordclock, AES or video sync inputs) the console will switch to external sync, and the EXT indicator, together with the WCLK, AESor VIDEO indicators (as appropriate) will illuminate.

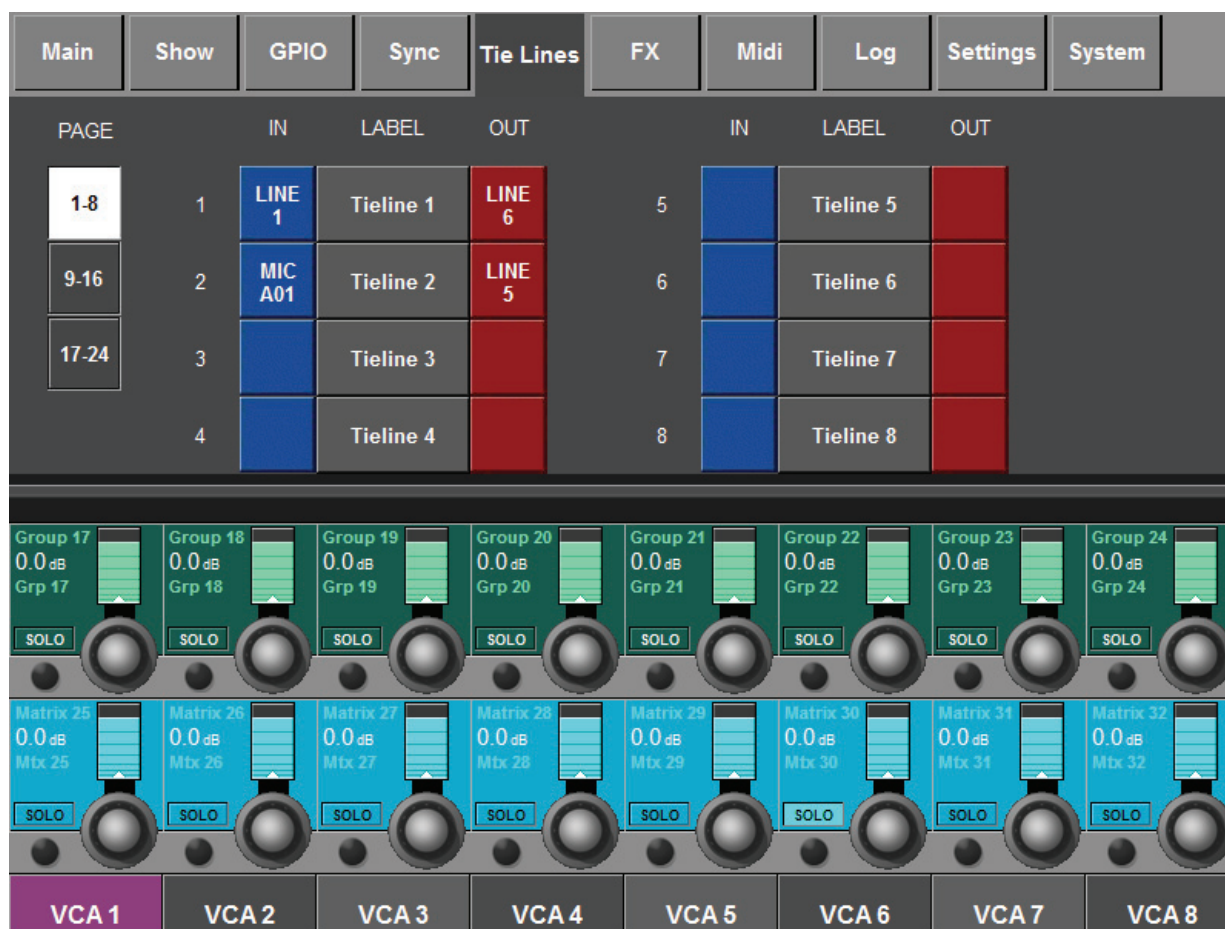In order for the console to lock to the external clock its frequency must be 48kHz +/-100ppm (+/- 0.01%).

Figure 14-6: Tie Lines Page.

A complete explanation of Tie lines usage is given in chapter 11 of this manual.

FX

Figure 14-7: FX Page.

See Chapter 21.

MIDI

Figure 14-8: MIDI Page.

The MIDI page of the Main Menu contains the following elements :

- · Device Lists for TX MIDI Channel, RX MIDI Channel and TX MIDI Device ID.
- · Global MIDI Receive Channel, On/Off and Global Receive MIDI Device ID
- · Global MIDI Transmit Channel and On/Off switch.
- · MIDI Timecode RX global On/Off switch and Frame Rate control.

Further information is in Chapter 22.

LOG

Figure 14-9: Log Page.

This page displays any errors which have occured since the console was last powered-up. These would usually be communications errors between the various components in the system, i.e. control surface, local rack and stagebox.

The arrow butons allow the user to scroll up and down the list.
The <Expand> button displays 3 lines of text for the currently-selected message, the <Compact> button replaces <Expand>.

The <Auto Scroll> button causes the most recent message to be dispalyed as the currently-selected one.

The <Clear> button clears the log.

Hint: The most recent message is also displayed at the top right of the master section's main screen, in the Error Log Display Area (see Figure 14-11). The message is cleared from the main screen after the Log page has been viewed by the user. Note that the Log page can be reached as described above, or by touching the Error Log Display Area on the main screen.
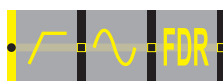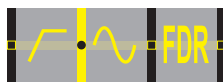
SETTINGS

Figure 14-10: Settings Page

This page contains the general settings of the console.
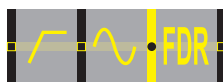
POINT

The point at which the input meters measure the signals within the input channels can be globally set via the {POINT} encoder. There are four options as shown below.
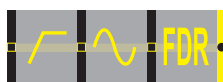

The Meter Point is after the analogue mic gain section, but before the digital trim and filters.

The default setting. The Meter Point is after the digital trim and filters, but before the Gate/EQ/Dynamics.

The Meter Point is after the Gate/EQ/Dynamics, but before the fader.

The Meter Point is after the fader.

ENABLE NEXT/LAST

The [NEXT] and [LAST] keys are duplicated near the front of the desk, above the [SOLO CLR] and [GANG] keys. For safety these duplicated keys are normally not enabled, and have to be switched on via the {NO/ YES} key. Once the keys have been enabled this will be stored when the show is saved.

DEACTIVATE FADER TOUCH

If strong RF Fields are present (such as from a nearby MW radio transmitter), the operation of the fader touch sensors may be affected. The Fader Touch can be deactivated, to allow the faders to function without interference. The Fader Touch is set to deactivated as the factory default.

GEQ Mode

This mode determines how many faders are used on the desk to control the graphic EQ bands.

The 'Large' 30-fader mode allows fast access on multiple faders, at the expense of access to the input faders. (normal).

The 'Small' (8-fader) mode is used when the opertor requires access to input faders at all times. Frequency bands can be scrolled in banks of 4 or 8 bands, using the Output Fader page buttons.

DELAY UNIT

This control allows the current delay time value on inputs, outputs and monitors to be displayed as milliseconds, metres or feet & inches, allowing the operator to choose the most appropriate unit for setting up delay.

Distance conversion assumes fixed temperature of 20 degrees C/68 degrees F

The Delay unit setting is saved in the Show file.

EQ UNIT

This control allows the operation of the bandwidth controls in the EQ sections throughout the console to be selected as either Octaves or Q-factor. Until now this has been fixed as Q-factor.

The direction of the control is reversed between the two settings: In Q mode, clockwise narrows bandwidth, in Octaves mode, clockwise widens bandwidth.

The 'Octaves' setting provides a more intuitive control in a musical context.

The setting of the control is saved in the Show file.
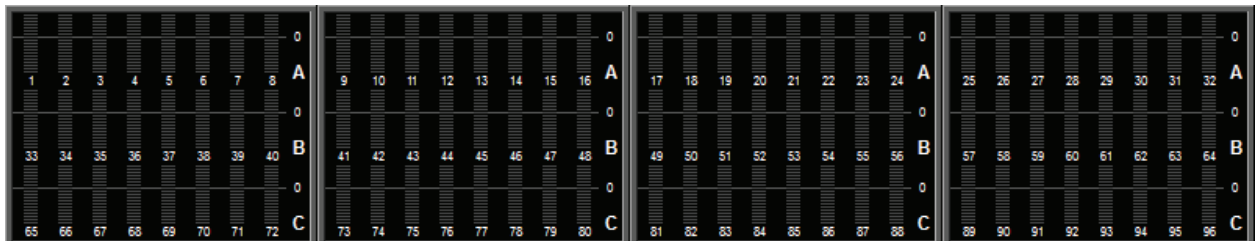
REDUCE Ch Count

When a third DSP card is fitted to Vi2, 4 or 6 consoles, the input channel count is increased from 64 to 96 channels.
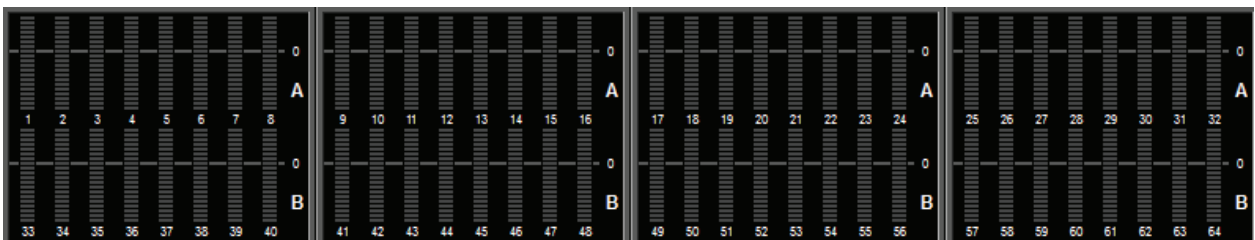
There may be occasions where even on a fully expanded console, more than 64 channels are not needed and in this case the channel count may be reduced back to 64 using this control in the Settings page.

The main benefit of this is to give easier handling of the touch-selection of blocks of inputs using the meter overview screen.

Input meter screen with REDUCE CH COUNT control OFF - 96 inputs, smaller meters

Input meter screen with REDUCE CH COUNT control ON - 64 inputs, larger meters

SETTING THE INTERNAL CLOCK

Press the Menu button on the console surface to open the Menu page. Choose the Settings tab at the top of the Menu page.

The current time/date setting of the console's internal clock is displayed at the top left of the screen. Touch the SETUP button on the touchscreen below the time and date display to open an editing page on the Vistonics encoders below. The encoders and buttons then allow various aspects of the time and date to be adjusted, as follows:

DAY, MONTH and YEAR encoders set the date.

DATE FORMAT encoder sets one of three date formats for the console: These are: DD/MM/YYYY, MM/DD/YYYY, YYYY/MM/DD. The console uses the selected format wherever it displays date information (eg: Show file creation dates, time display in Main Menu page).

HOURS, MINUTES, SECONDS encoders set the time.

TIME FORMAT encoder selects either 12-hour or 24-hour clock format.

AM/PM encoder selects AM or PM (12-hour time format only).

APPLY/CANCEL buttons applies the edited values to the console's clock, or cancels the edits and returns to the previously set date/time.
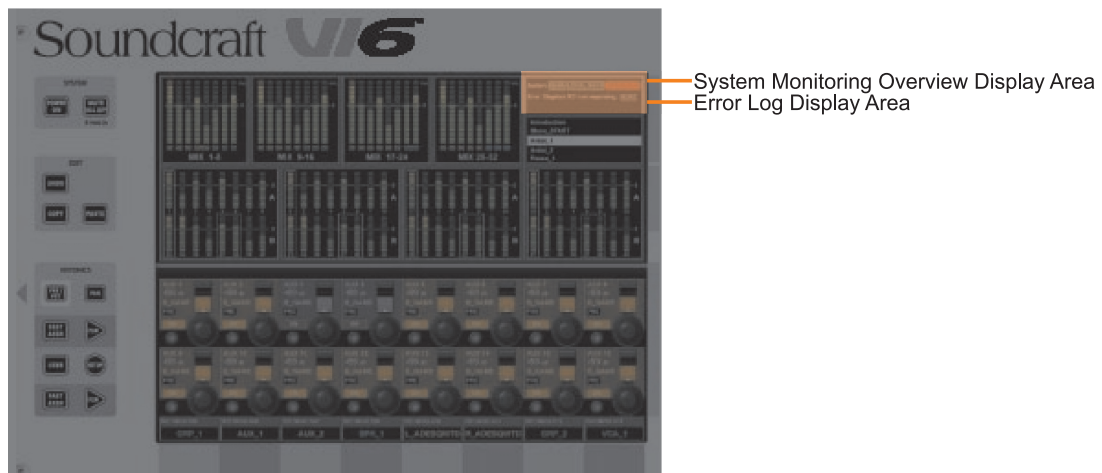
SYSTEM MONITORING
Overview

Figure 14-11: System Monitoring Overview and Error Log Display Areas

The System Monitoring Overview Display Area is located at the top right of the master screen, the Error Log Display Area is just below it (see Figure 14-11).

Within the System Monitoring Overview Display Area each hardware device and the HiQnet™ network state is represented with a coloured label. The label colour indicates the overall state of the system monitoring page. A green label indicates that this device is running correctly, whereas a red label indicates an error condition.

Error and warnings are displayed in the Error Log Display Area.

HINT: in addition to accessing the System page by pressing [MENU] then <System>, the user can also touch the System Monitoring Overview Display Area.

When the System page has been opened, there are 4 sub-pages which are accessed via the touch-pads on the right hand side: DESK, LOCAL I/O, STAGE BOX and HiQnet™.

DESK

Figure 14-12: System - Desk Page

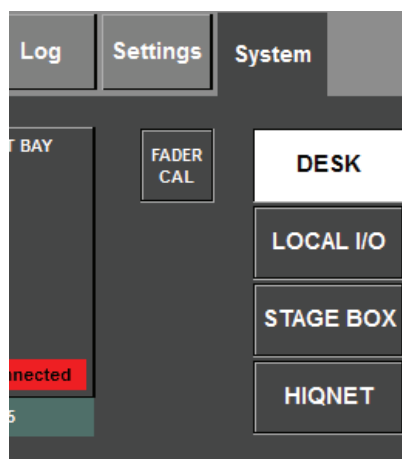This page displays the current status of the desk's 5 bays.

The numerical data displayed for each bay gives the revision number of the firmware currently installed in each bay. This information may be needed by Soundcraft service personnel if technical or service support is requested.

FADER RECALIBRATION

Under normal conditions, the faders of Vi2/4/6 will never need to be recalibrated. There is no requirement to do this on a routine basis. The only times this will be necessary will be either after the fader PCB has been replaced due to a fault, or liquid has been splashed into the faders, in which case it will be obvious that something is wrong with the behaviour of the faders.

The sign that faders need to be recalibrated will be either that paired channels or busses exhibit a 'creeping' effect where the faders move slowly by themselves up or down, or that the faders do not return to the same positions after changing layers (this can also be confirmed by watching the numerical values of the Bus Master faders which are displayed in the Control Bay whilst changing output fader pages.

Instructions for Recalibrating the faders

1.   Navigate to MENU-System-Desk and press the FADER CAL button on the right hand side of the touchscreen. Answer YES to the warning dialogue box (you will lose control of audio for the duration of the process).

2.   Follow the instructions that are now displayed in the Short Chanel Label displays – initially the faders will all move to the bottom of travel and the instruction will say "Set all faders to minus infinity". Although the faders may appear to already be at minus infinity, carefully move each fader knob so the cursor line is aligned with the minus infinity mark on the fader scale.

3.   When all faders have been set in this way (do not forget the Master and Monitor faders in the Control Bay!), you will see a message in the Short Label displays saying "Press Any Key to Continue" - press any of the ON buttons on each Bay to start the lower end calibration process. The display will indicate 'Find Minimum Value' whilst this is happening,

4.   When this has finished, the faders will all move to the top, and the message will be displayed "Set All Faders to +10". Repeat the procedure of carefully aligning the fader knob cursor with the +10 mark on the scale, and when you see the message 'Press Any Key to Continue", press an ON button in each bay to start the upper calibration. The displays will indicate 'Find Maximum value' whilst this is happening.

5.   When all bays have finished, the faders will return to their previous positions and the calibration procedure is complete. The calibration will be permanently stored the next time the console power is shut down.

LOCAL IO

Figure 14-13: System - Local I/O Page

This page displays a graphical representation, and the current status, of the cards in the Local Rack. It also shows the status of the PSU(s)and the status of the voltages for the analogue (VA) and digital (VD) power supply rails. The cooling fan status is also reported. A blue label under the card indicates that it equipped with inputs, a red label indicates that it is equiped with outputs. Some cards have both inputs and outputs, they are shown with both colours in triangles.

If the card configuration of the Local Rack is changed (e.g., when optional cards are fitted in place of existing cards), the card labels will be automatically updated with the new card types if the 'Reconfig' button on the Local Rack has been pressed after changing the cards.

If an optional card has been fitted and the word 'BLOCKED' is shown in place of 'OK', this means that the new card has exceeded the total number of allowed input and output channels within the system (192 inputs and 192 outputs). This can happen particularly if additional MADI cards are fitted. In this case it is necessary to limit the number of channels on the new cards by changing their DIP switch settings.

STAGE BOX

Figure 14-14: System - Stage Box Page

This page displays a graphical representation, and the current status, of the cards in the Stage Box. It also shows the status of the PSU(s) and the status of the voltages for the analogue (VA) and digital (VD) power supply rails. The cooling fan status is also reported.

A blue label under a card display indicates an input function, and a red label indicates an output function.

If the card configuration of the Stagebox is changed (e.g., when AES input or output cards are fitted in place of the analogue cards), the card labels will be automatically updated with the new card types if the 'Reconfig' button on the Stagebox front panel has been pressed after changing the cards.

The <R01> to <R06> buttons at the top of the screen are illuminated to show the connected Stage Box(es). These buttons relate to the valid double slots in the Local Rack where a MADI card could be connected. The default position when only one Stage Box is connected is R05.

HiQNET

Figure 14-15: Settings Page

HiQNet {ON}
Enables or disales the HiQNet ethernet port on the rear of the control surface.

HiQNet ADDRESS
Allows the HiQNet Address for the console to be edited. Every piece of equipment on a HiQNet network must have a unique HiQNet address.

IP CONFIG: DHCP or MAN
Set to MAN if you wish tio manually set the IP address for the console, or to DHCP if you wish the address to be assigned automatically by an external DHCP server (e.g. a network switch)

IP ADDRESS and SUBNET MASK
If the IP CONFIG mode has been set to MAN, the IP address and subnet mask controls allow these to be set for the console. In an ethernet network, every piece of equipment must have a unique IP (Internet Protocol) address. Devices taht need to communicate with each other must be on the same subnet as each other.

Note: when changing settings on the HiQNet page there will be a delay of up to several seconds before the change is actioned. This normal, and is due to the configuration time of the internal network interface hardware.