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Can you check the exact sound path of any signal by referencing the signal path diagram in Chapter 6.Are Solos not working? If the SOLO CLR button is lit red, then there is a channel that is soloed and all other channels can be muted. This won't affect a left/right or mono primary input unless Solo Spot is enabled in the SOLO menu. Also, if the Solo mode is 'Automatic' the system can switch to the AFL - with faders down, you'll lose the signal. Switch Solo mode in the SOLO menu. Delete all active Solos by pressing the SOLO CLR button. Are control channels, input channels, and input patches accurate? Physical input should be patched into an input channel, and that the input channel should be controlled by a control channel. For example, by default (factory installation) Mic /Line input 1 is patched to mono input channel CH 01, which is con-trolled by the control channel in slot 1, Fader class A. Other default patches listed at 5.2.You can check the control channel control channel input channel in the FADER MENU SET (See 3.2.1). You can check which physical input is patched into the Input Channel by selecting the relevant Control Channel. The Input Patch menu item (INPUTS from the Main Touch Screen Menu) displays the physical input that is currently being patched. See reference 5.1 for more patch details. Is there anything on the watch? By checking the input and out input path gauges, you will be able to localize a problem to a large extent. Meter the input channel to the back of the Mic/Line input but before the rest of the Input Channel. So if the input signal is valid, the input is patched correctly, you have selected the correct control channel (sel button), and you have applied enough increases, you will see a level sign on the meters in the section in the transfer channel range (7.2.1). Metering the extraction channel immediately before patching the input reason. Are they 'in stages'? The only stage is causes problems if coherent signals are applied to multiple channels and both are routed the same way. For example, you might be using a test signal or using two channels for the same signal. You can check that the stage is a problem by switching the stage by 180 degrees on one of the channels (using the PHASE button for that audio channel in the IN section of ACS - 7.2.1). If the sound returns, then find the cause of the stage problem - it is possible that a balanced connection was wired incorrectly, for example. Page 3 User Guide12: OSCILLATOR12: OSCILLATOR12: Oscillation The inner oscillator of the panel is a signal generatingter provided for various testing purposes. It can generate a wave of sine or pink noise (equal to power per octave) and has different route options for mixing and matrix busses, as well as a patchable physical input. It is not possible to route directly to the LR and MONO buses of the dashboard, although you can route the Oscillating signal to a Mix bus master then use the LR and MONO routing keys. Oscillating Patches stored in Snapshots; The default oscillating settings is Off after a power cycle. Route To MIX/MTXRoute signals oscillating to individual Mix and Matrix busses. Oscillating routers for each bus must be activated using the SOLO button on the Bus Master.Route To AllRoute oscillating set for all Busses Mix and Matrix. LevelSet signal level fluctuates. Page 4User Manual11.4: SOFTWARE UPDATESYSTEM SETTINGS > SOFTWARE UPDATE11.4: SYSTEM SETTINGS > SOFTWARE UPDATEThe Si EXPRESSION software is updated via the USB port on the front panel. Special details and instructions for any release will be included in the software release package; however, the 'normal' procedure is listed below for reference:1. Unpack ɪ a USB key in the root folder, you should have two or ɪ: Expressions.bin; information.xml; PerformerFader.hex (optional, see release notes).2. Turn off the control panel with the Power key (Press and hold The Power Key until it ɪa little orange, and then press again).3. Press and hold the Power key for about 5 seconds. The Software Loader screen appears.4. Insert the usb stick and then press the MENU.5 key. Select the information.xml ɪ to use an adjustable encoding. The LOAD button at the bottom right of the touchscreen window appears when a valid selection is made.6. Press the LOAD button. The software will start loading.7. Wait until both progress bars have reached 100%, and the 'mark' icon has appeared to the right of each progress bar, before removing the USB stick. NOTE: Always follow on-screen instructions and release notes such as updates to fader ɪ or similar may require additional user input. Page 5 User Guide11.5: RESET CONSOLESYSTEM SETTINGS > RESET CONSOLE11.5: SYSTEM SETTINGS > RESET CONSOLEThe procedure will restore the console back to the factory defaults and re-format the the SD card. DO NOT do this if you want to keep saved data (Display). You can use the RESET options in the SYSTEM menu to set the parameters and reset the factory's default settings without destroying the data. Remember: All settings, signals, users, ɪ and professional programs will be lost.1. Starting with the console off, hold down the POWER key for ~5 seconds until the console starts.2. Press the MENU key when the loader screen appears.3. Press the LR, MONO, and FX1 keys together, which opens the update page.4. Press the CLEAR SD CARD button on the touch screen.5. Restart the console. Page 6 User Guide11.3.2: PROFILESSYSTEM SETTINGS > SECURITY > PROFILES11.3.1: SYSTEM SETTINGS > SECURITY > PROFILESCANCELCancel the creation or editing of the current Proɪle without saving any changed values. SAVESelect proɪle. ProɪleSelect a proɪle to view or edit. Tap or select a value field to select Proɪle. You can only edit records when you sign in as an administrator. Page 7 User Guide11.3.1: ADD/EDIT USERSYSTEM SETTINGS > SECURITY > ADD/EDIT USER11.3.1: SYSTEM SETTINGS > SECURITY > ADD/EDIT USERCANCELCancel the creation or editing of existing users without saving any change values. SAVESave current users. Page 8 User Guide11.3: SECURITY MENUSYSTEM SETTINGS > SECURITY MENU11.3: SYSTEM SETTINGS > SECURITY MENULOCKLock console. After locking, the console will require user selection and related passwords to work. NOTE: Passwords cannot be easily recovered if lost or forgotten. DELETE USERDelete system User.The selected will require confirmation in touch screen to confirm this action. Select UserSelect User from the current list. You can either select a user to sign in to, like that user. The touchscreen displays the user input screen/password for that purpose. PROFILESAccess the Proɪles Menu.Use the Profiles Menu to add and edit profiles that can be assigned to users. A 'profile' is a set of access privileges assigned to a User ('User' is a person/administrator account). Page 9 User Guide11.2: MENUSYSTEM SYSTEM MENU11.2: SYSTEM SETTINGS > MENUHiQnet Enabled/DisabledTurn HiQnet System Capabilities On of Off.This console can transmit hiqnet event locations online along with cue recall. Please see chapter ref-erence 9.2 for more details. The console can also control Soundweb London Device Pre devices directly through HiQnet - see chapter 5.1.1 reference for more details. HiQnet AddressThe HiQnet addresses of this device. Page 10 User Guide11.2: SYSTEM MENUSYSTEM SETTINGS > SYSTEM MENU11.2: SYSTEM SETTINGS > SYSTEM MENUConsole TypeConsole Model - Read OnlyRESET ALLReset all parameters names and patches to factory default. You will be asked to confirm this action in the Touch Screen.Software VersionCurrent - Read only. LOGA events log the log of specɪc system events. May be useful for shooting problems and and star- DateSystem Date.Touch or choose to bring up a date editor in the Touch Screen.Console NameName consoleTouch / select the value field to bring up a QWERTY keyboard to edit the name. Page 11User Manual11.2: SYSTEM MENUSYSTEM SETTINGS > SYSTEM MENU11.2: SYSTEM SETTINGS > SYSTEM MENUThe System menu provides information about the console itself, as well as offering settings for the console name, date, time, wordclock, and network settings (for HiQnet and Soundweb functionality). The System menu also provides reset functions for channels, busses, patches and 'all', as well as Log.RESET EVENTS CHANNELSReset all audio input channels to default plants. Includes all input channel audio parameters, channel name, and channel type (mono/stereo). You'll be asked to confirm this action in the touchscreen. RESET BUSESReset all audio channels (Bus Masters) to the default factory. Includes all Bus Master sound parameters, bus name and bus type (Mono/Stereo). It does not include patching. You will be asked to confirm this action in Touch Screen.RESET PATCHINGReset all system patching to default factory. You will be asked to confirm this action in Touch Screen.Page 12User Manual11.0: PREFERENCES, SYSTEM, SECURITYSYSTEM SETTINGS11.0: PREFERENCES, SYSTEM, SECURITYSystem Settings are accessed through the Touch Screen Main Menu and appear under Menu PREFERENCES, SYSTEM, and SECURITY.11.1: Preferences (PREFS)The PREFS menu is primarily related to LED and LCD (display, button etc.) brightness and adjustment. However, this is also where you turn D.O.G.S. mode on or off. (Direct Output Gain Stabiliser) to get changes in the combined pre-amps does not affect the level of direct output.11.2: SYSTEMThe System Menu provides information about the console itself, as well as provides settings for console names, dates, times, wordclock, and network settings (for hiQnet and Soundweb functions). The System menu also provides reset functions for channels, busses, patches and 'all', as well as Event Log.11.3: SECURITYThis console can be set up to allow specɪc access privileges for some users. You can lock a variety of console functions, like deɪned in User Proɪles. When the key is placed in the security menu, a valid user selection and password are required to operate the console. Page 13 User Guide10.3.1: MISC FX PARAMETERSLEXICON FX > DELAYS > MISC FX PARAMETERSLEXICON FX > DELAYS > MISC FX PARAMETERSRot MaxSets maximum speed at which the LF speaker will rotate. Eɪect rotation only: Speed limit is used when the speed parameters are changed from Slow to Fast.Horn MinRotary only: Minimum speed of HF rotation whistle. Fast.Horn MaxRotary only: The maximum Speed of the HF spinning whistle. when the speed parameters are changed from Slow to Fast.DopplerIncreases or reduce the Doppler pitch effect. Doppler eɪect is an increase and falls into the experience pitch of an observor when a sound source is moving towards or away from them, due to a compression or expansion wave. Shift 'n'Determine the number of pitch shifts or shifts separated from the original signal source. DɪCan be a subtle eɪect to add a little warmth to the chorus. Delay 'n' - Shift DelaySets lag time before pitch changes or detune effects are heard in pitch shift and detune effects. Rotate eɪect only: The speed limit is used when the speed parameters are changed from slow to fast. Page 14 Manual10.3.1: MISC FXLEXICON FX > DELAYS > MISC FX PARAMETERS10.3.1: LEXICON FX > DELAYS > MISC FX PARAMETERSSpeedSets the speed at which the effects cycles. Depth - LFO DepthScales the intensity of the effect. This control aɪects the LFO's only. It has no eɪect on the outs of individual wave formats. Voices - Number Of VoicesControls number of additional Chorus vocals. The higher amount adds more abundance to the eɪect chorus. RegenerationThe mode of processing signals is returned to the input, generating feedback. Higher amounts add more resonance to the signal. Diff - DiffusionCreates a time smoothing effect similar to diffusion in reverb. DɪCan be a subtle eɪect to add a little warmth to the chorus. Pre Dly - Pre DelayDetermines amount offset between two signals that create a ɪange effect. The lower value produces a tighter eɪect, the higher the value resulting in a more extreme whooshing sound. Page 15Users User Manual10.2.1: FX DELAYLEXICON PARAMETERS > DELAYS > DELAY PARAMETERS10.2.1: LEXICON FX > DELAYS > DELAY PARAMETERSSearDucking attenuation amount. Only available for tape and reverse delays, this parameters control the amount of smears, or signal degradation and frequency loss. The higher the setting, the more latency each repeat loses the ability to verify compared to the original signal. Ratio - Tap RatioControls tap rate of left and right outings related to latency. Specifically for Pong Delay eɪect, this controls the ɪbet time between left and right taps, expressed as a ratio left to right time migrationference. In between the taps there is the same time (1:1). Swap - Tap SwapSwaps tap offset lag time set by Tap Ratio.Specific to Pong Delay eɪect - reverse ɪbet set by the Tap Ratio control. Depth - Modulated DepthControl modulated intensity modulation, or depth in delay.Lower modulated settings produce a more subtle chorus of eɪect, while higher values give a lusher chorus of repeated delays. Pan - Tap PanAdjust pan positions in ɪeld's stereo Tap 1 and Tap 2.MixRatio's wet to dry signal.100% completely wet (eɪect) signal; 0% is full (original) signal. Page 16User Manual10.2: DELAYSLEXICON FX > DELAYS10.2: LEXICON FX > DELAYSDelays repeats a sound shortly after it ɪrst occurs. Latency becomes a buzz when the input is returned to the input (feedback). This turns a repeat into a series of repetitions, each slightly softer than the previous one. Studio DelayThe Studio Delay features up to 1 second of floating audio delays and offers a built-in ducker which degrades delayed outings whenever signals are present at the input. This can be used to keep the original signal from being muddyed by repeated delays.2-Tap DelayThe 2-Tap Delay is probably best described as an adjustable ingesting delay where each tap can be set separately in relation to the lag time. 2 taps is the calculated percentage of the floating sound image of the latency.It is based on the actual latency from 1-100% (for example, if the latency is 500ms and Tap 1 is set to 50% and Tap 2 is set to 100%, Tap 1 time will be 250ms and Tap 2 time will be 500ms). The narrow distance of the touch percentage can expand the floating sound image of the latency while the wider touch distance can create rhythmic delay lines. Modulated DelayThe Modulated Delay is enhanced by an LFO (low frequency oscillation) which creates a chorusing effect on repeated delays. This is a big delay for guitars and musical instrument passages that need that something special. Mono DelayThe Mono Delay is the cleanest, most accurate of the delay programs, with up to 1 second of mono delay with panned outer, and built-in ducking features. Esters latency This latency effect rotates the delay repeatedly from left to right, while the input signal remains in the original (middle) position. Tape latency In the days before digital, delays were created using a special recorder in which the word recording tape was repeated, with tight distance recording and play back end. The latency effect generated by the tape moves in the space between the recorder and play play back - while the lag time is adjusted by changing the speed of the tape loop. Although very music-sounding, wow and ɪutter combined with a low high frequency loss, and to some extent also low frequencies, are all factors that are often associated with tape recording. Reverse Delay This delay effect simulates the old studio trick of ɪamp;crossing, playing backwards through tape latency and recording the effect. Delays build up from softer to louder - creating the feeling that the delay comes before the signal. Page 17User Manual10.2.1: DELAY PARAMETERSLEXICON FX > DELAYS > DELAY PARAMETERS10.2.1: LEXICON FX > DELAYS > DELAY PARAMETERSDly Time - Delay TimeControls the length of the delay time relative to Tempo.At the middle of its range, delay repeats are synchronous with the Tempo button; Lower values produce faster repetition, while higher values increase the time between repetitions. ResponseThe number of delays is repeated by giving the signal an delayed outing input delay. This creates a series of repeated delays, each slightly impaired until they become i hearable. Higher settings create more repetitions; Lower settings reduce the number of repetitions. When this knob is rotated completely clockwise, it joins Repeat Hold - the repeatable play-back delay in an infinite loop, but no input signals are inserted into the eɪect delay. Repeat Hold is only available on Studio, Mono and Pong Delay.Hi PassFrequencies below ɪltered/removed. Lo PassFrequencies above this ɪltered/removed. Duck Lvl - Duck LevelSet level the input signal at which ducking occurs. Studio, Mono and Pong just delayed. Ducking causes repeated delays that are impaired by a variable amount when an input signal is present. When performance pauses, the latency signal level returns to normal settings. This allows the delay to remain an eɪect, but does not conflict with the original signal. For example while a singer is singing, the degree of delay is kept down, but in pause the level of repetition is brought up to provide a smooth tail for vocal phrases. The Threshold Ducker sets the level at which the input signal must be in for ducking to cut in - higher than threshold, the greater the signal that has been for ducking to occur. Duck Thr - ThresholdDucking Duck declines in amount. Ducker level sets the number of declines once the signal has exceeded the threshold. 0dB is no ducking, 18dB is the maximum amount of ducking to delayed signal. Page 18Users Manual10.3: MISC FXLEXICON FX > MISC FX10.3: LEXICON FX > MISC FXThe MISC category offers mostly different preparations and pitch-effects. ChorusChorus produces a full, lush sound by combining two or more signals together where one is not aɪected and the other signals differ in very light pitches over time. The chorus is often used to fatten songs and add bodies to guitars without coloring the original tones. The chorus can also be used with caution to thicken a song. Flange This effect was originally created by simultaneously recording and playing back two identical programs on two re-corders tapes, then using hand pressure against the ɪange of the tape to slow down ɪt one machine, then the other. PhaserThe Phaser automatically moves the frequency grooves up and down the spectrum of the signal by means of a low fre-quency oscillator (LFO), creating a comb type effect ɪlter oscillers. This effect is very useful on keyboard (espe-cially preset pad) and guitar. TremoloTremolo/Pan produces rhythmic changes in the signal margin. Tremolo is obtained by setting the Stage to 0 degrees, and affects the margins of both channels at the same time. If the Stage is set to 180 degrees, the AutoPanner is created, with the margin of one channel raised while the other is lowered VibratoVibrato obtained by smooth change of the signal is only sharp ɪat of the original at a specified rate. The stage of control whether the pitch of both channels is adjusted to each other, or in the opposite direction. RotaryRotary speaker cabinets are designed to provide a majestic vibrating/choir effect for electronic theater and church bodies. The most famous rotating speaker is the Leslie™ Model 122, which has two upside-down elements: high-frequency horns and low-frequency rotors with slow and fast speeds. Pitch Shift This effect changes the frequency spectrum of the input signal. Changing the height of the sound creates a wide range effect – from subtle melodies to full intervals that change up or down to a few octaves. The Pitch Shift effect is a chromat-ic shifter, which means that all the notes of the scale are shifted over the same period of time. Pitch Shift is useful for guitar songs, monosyths, or where special vocal effects is the desired sound. This creates a particularly effective simulation of dual tracking. Also a great choice for chorus effects, adding the abundance of a chorus without the sound sweep caused by chorus proportions. Page 19 Manual10.3.1: MISC FXLEXICON FX > DELAYS > DELAY PARAMETERS10.3.1: LEXICON FX > DELAYS > MISC FX PARAMETERSWaveformSelect wave samples used by the processing effect. Choose from sine waves, triangular waves, step triangles, and randomly. PhaseControls whether amperation or depth changes occur in both left and right outs at the same time or alternating between left and right outs. This control aɪects the LFO's only. It has no eɪect on the outs of individual wave formats. Phs Stgs - Phase StageSelect between a phase 4, 8 or 12 state switch. Spread - Stereo SpreadIncreases or reduce stereo images of Rotary effects. Driving - Acceleration Adjust acceleration to the preamp part of the spin speaker effect. DɪCan be a subtle eɪect to add a little warmth to the chorus. Rot MinSets the minimum speed at which the LF speaker will rotate. Rotate eɪect only: The speed limit is used when the speed parameters are changed from slow to fast. Page 20 Manual10.3.1: MISC FXLEXICON FX > DELAYS > MISC FX PARAMETERS10.3.1: LEXICON FX > DELAYS > MISC FX PARAMETERSFdbk 'n' - FeedbackAdjusts how many transfer signals are sent back through delay lines in Pitch Shift and De-tune.For creating cascading arpeggio-type eɪects. Rotate 'n'Position the pan in the right channel or each channel of the pitch's change/detune effect. Allow for increased floating audio width by panning versions of the original signal lautw both slightly up and down, to the left and right (both channels respectively. MixRatio's wet to dry signal.100% is completely wet signal completely dry signal (original). Page 21 User Guide11.1: PREFERENCESSYSTEM SETTINGS > PREFERENCES11.1: SYSTEM SETTINGS > PREFERENCES includes console brightness settings and the D.O.G.S. (Direct Out Gain Stabiliser) system enable. LED brightness Only adjust the brightness of the LED lights on the dashboard. This includes all Encoder level indicator, metering and status LEDs. FaderGlow BrightnessAdjust Brightness FaderGlow on the dashboard. This includes all fader light colors. Touchscreen brightness Adjust touchscreen brightness. D.O.G.S.Enable / Disable Direct Out Gain Stabiliser system.D.O.G.S. is a tool that prevents direct input levels from changing when the gain mic is changed – so any feed taken from the dashboard remains stable. That is, it maintains a profit structure stored between channel input and direct input when multiple devices are sharing a single source. When enabled, D.O.G.S. adjusts the direct input from each channel inversely with any manually changing the microphone gain control (change +16/-10dB) on that channel. Page 22User ManualAPPENDIX 01: NO SOUND?NO SOUND? APPENDIX 01: NO SOUND? Is the port closed? It is possible for an incorrectly set gate process to block all signals. This occurs most often when the threshold is set too high and the signal is never large enough? If there is an assigned insertion point, is the signal not returned at the insert return (or there is no insert back patch) then the signal will stop there. The easiest way to check is to check the INSERT page from the Home touch screen menu. If the problem channel has a specified insertion point, check whether both insert sent and returned for that insertion point has valid patches and that the signal is being returned (from an external processor, for example). Refer to section 5.1 for specific information about patching. Is the channel turned on and not turned off? If the Turn on control channel button is either not lit or illuminated in red (part of the Active Mute Group), the button turns off the signal. Mute the related Mute group or press the ON button to fix the problem. Is the BASIC ON button operation described in section 7.3, while the Mute Group is mentioned in Fader 8.1.Is ɪs story? Fader needs to be set high enough when routed to any post-fade destination. If your problem's route is set up before fader, then this won't affect anything. You can check the Front/Back route of any Mixed Bus from the Input Channel in the INPUT menu - According to Mix Post/Pre (6.1.1). Is the channel a valid input? If the signal is panned to the right and no input must exist - either because it is not patched, or because there is problem with the right path - then no signal will be heard. Put pan in the middle to make sure this is not the problem. Page 23 Manual12: OSCILLATOROSCILLATOR12: OSCILLATORFrequencySet the frequency for the oscillator's sine outing. TypeSet up the signal type for the Oscillating input. Sine waves or pink noise (Full spectrum, equal power per octave). Oscillator Out PatchSet a physical input for the Touch Oscillator signal or select the value field that displays a normal patch screen in the Touch Screen. See Section 5.0 for more details. Details.

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