
G-5 Digital Control Surface

TECHNICAL GUIDE

 *Wheatstone Corporation*

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G-5 Digital Control Surface Technical Manual - 1st Edition

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General Information

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General Information



Introduction

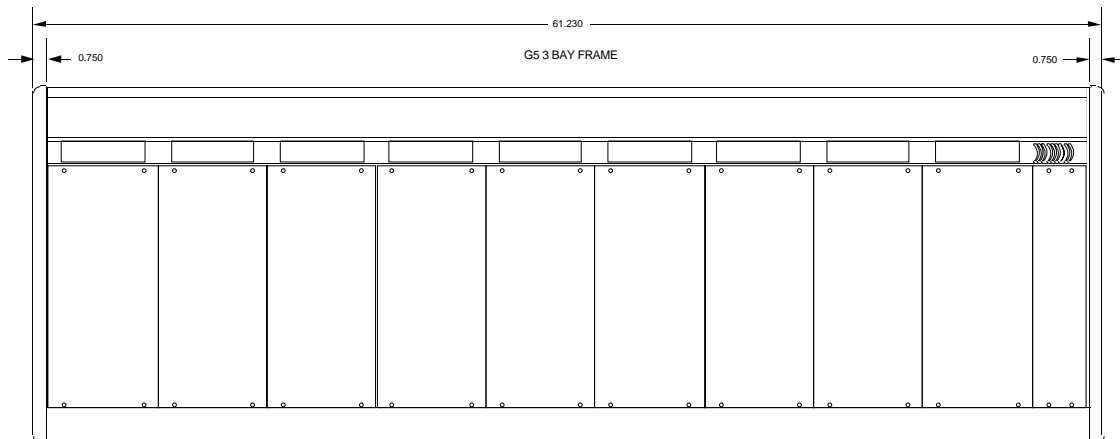
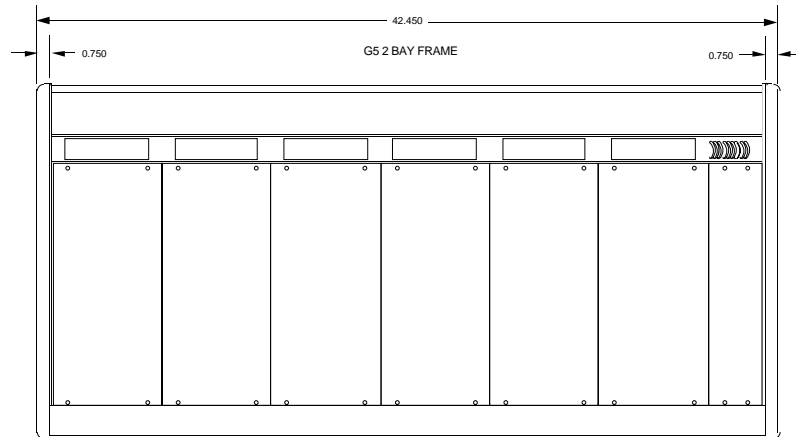
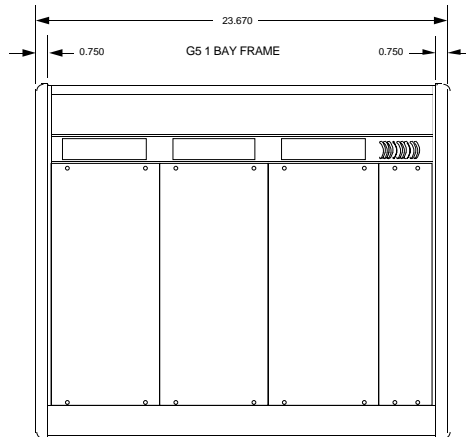
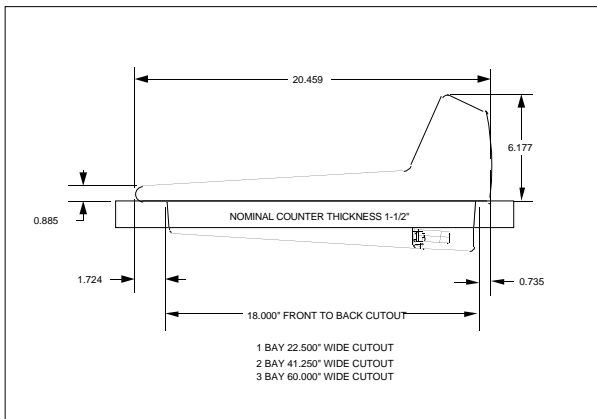
The G-5 Digital Control Surface is the next step in the continuing evolution of Wheatstone's proven BRIDGE technology. Designed to integrate flawlessly with the Wheatstone BRIDGE digital audio network router, the G-5 control surface allows you to easily create large or small platform-based systems that are exceptionally user-friendly and flexible. Wheatstone BRIDGE network cages house all I/O ports and engine cards, and may be wired in tandem within a single equipment room or interconnected to separate remote locations by means of fiber-optic or CAT-5 cables to provide single wire studio integration schemes.

Once configured, the system operates entirely independently of external computers. Configuration itself is intuitive and carried out onsite by means of user-friendly graphic interfaces provided by Wheatstone desktop software. The G-5 system also takes full advantage of Wheatstone's exclusive VDip configuration software, so that studio functions (like mutes, fader and timer starts, tally, etc.) are easily accomplished right at your desktop. Once completed, all settings are retained in non-volatile storage, allowing the entire system to run independently. Ethernet protocol is built in, providing interface with automation, scheduling, and hardware controllers as you require.

Control Surface Placement

The G-5 digital audio control surface may be table-top mounted, using the holes provided in the bottom of the chassis. The control surface's handrest top would be generally located 29-30 inches from the floor. Three different frame sizes are available: 1 Bay, 2 Bay, and 3 Bay (see sketches below).

Do not connect the G-5 control surface to its power supply (and do not connect the power supply to the AC power line) until instructed to do so.



Power Supply

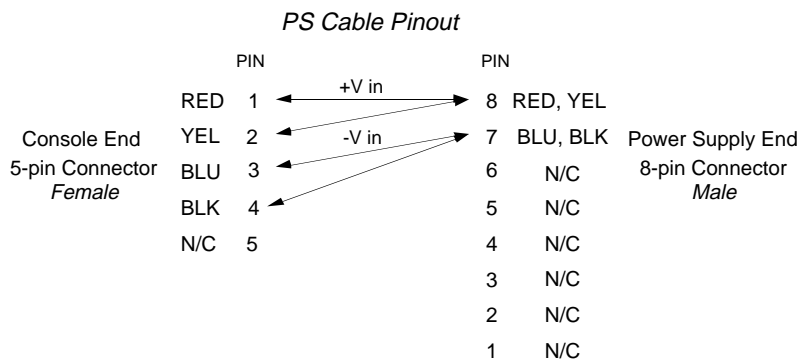
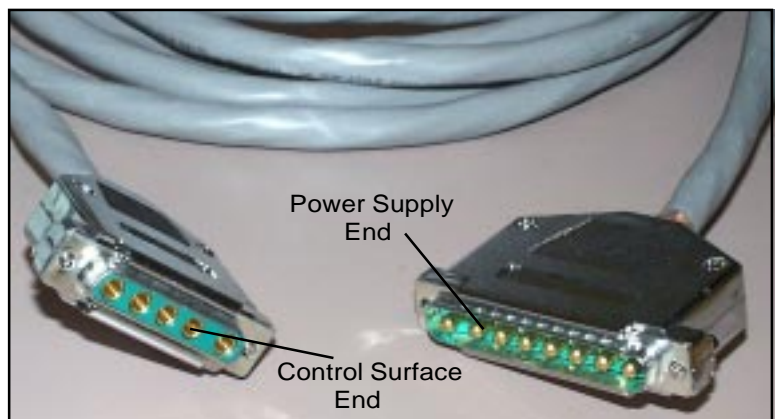


The G-9 control surface is powered by an SPS-180 power supply installed in a Wheatstone Model PSR rackmount unit. Each PSR houses up to four SPS-180 power supply units. Mount the power supply in a standard 19" equipment rack, keeping in mind that adequate ventilation is necessary to prevent heat build-up within the rack.

If failsafe redundant supplies have been ordered, you will be installing two SPS-180 units.

Note the power supply (supplies) should be mounted in an equipment rack within fifteen feet of the control surface (but no closer than 3 feet).

Once the supply is rackmounted, it should be connected to the control surface using the factory supplied cable. The cable has two different types of connectors on its end: a 5-pin female connector that connects to the control surface's power supply connector, and an 8-pin male connector that plugs into the PSR power supply. The control surface's two power supply connectors are located at the rear of the control surface, in the middle of the meterbridge bottom pan. If you are using one supply, connect it to one of the control surface connectors (it doesn't matter which one). If you are using the failsafe option, connect one end of a power supply cable to either control surface power connector and connect the other end of the cable to one of the two power supply connectors. Then use the other cable to connect the second power supply connector to the remaining control surface power supply connector. Connect the cable(s) first to the control surface, then to the rear of the rackmount power supply.



Note each power supply is fitted with a 3-wire grounded AC cord that should be plugged into a "clean" AC power source, that is, an AC source that feeds only the control room audio gear. This source should be a separate feed from those powering lighting, air-conditioning, or any other non-audio machinery. The third pin ground wire of the AC source should be tied to the central system ground point.

The power feed recommended in the text is often installed and referred to in studios as an "isolated AC ground" outlet. It is usually orange in color.

Failsafe Dual Redundant Supply

Wheatstone failsafe power supply systems use two SPS-180 power supplies for each piece of powered equipment. Though either is capable of running a full load on its own, in failsafe operation both units run in tandem: if one fails, the other takes over, assuring uninterrupted operation.

In order for failsafe systems to perform as designed, always have BOTH rackmount supplies powered up and connected to their associated equipment.

Energizing

Assuming the G-5 control surface mainframe is properly placed, and its PSR power supply (or supplies) correctly rackmounted and connected to the control surface, you may now energize the PSR rackmount power supply by plugging it into the AC mains. The control surface's LCD displays will illuminate and individual module switches will assume factory default settings.

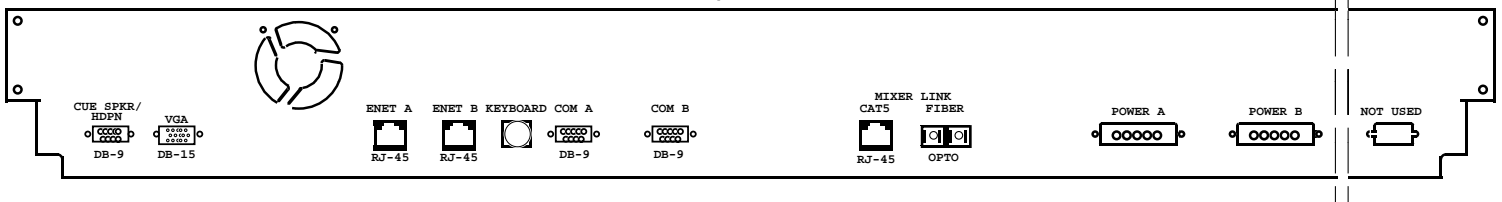
Note: To de-energize the control surface, unplug the rackmount power supply's AC cord from the AC mains. *Never de-energize the control surface by disconnecting the cable that connects the control surface and power supply together.*

Once you have verified proper power-up, unplug the rackmount power supplies to de-energize the control surface. You may now proceed to wire up audio and control connections.

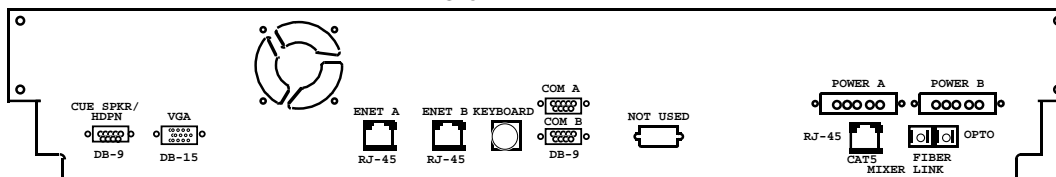
I/O Connections

All user wiring to and from the G-5 control surface is made via connectors located on the control surface's rear panel. Two 5-pin male connectors at the left end of the control surface's rear are for power supply connections. A cue speaker plugs into the female DB-9 connector, located next to power supply connectors. VGA connections are made via the female DB-15 connector that is mounted below the cue speaker connector. There are two RJ-45 connectors for main and failsafe ethernet connections. There are also two female DB-9 serial port connectors for use as RS-485/RS-232 communication links to the Wheatstone Bridge 2001 Router and XY controllers. CAT-5 or multi-mode optical fiber Mixer Link connections are made via RJ-45 or SC type optical connectors. For all wiring pinout connections refer to Chapter 5. Sketches below show connector location.

G-5 2,3 BAY FRAME



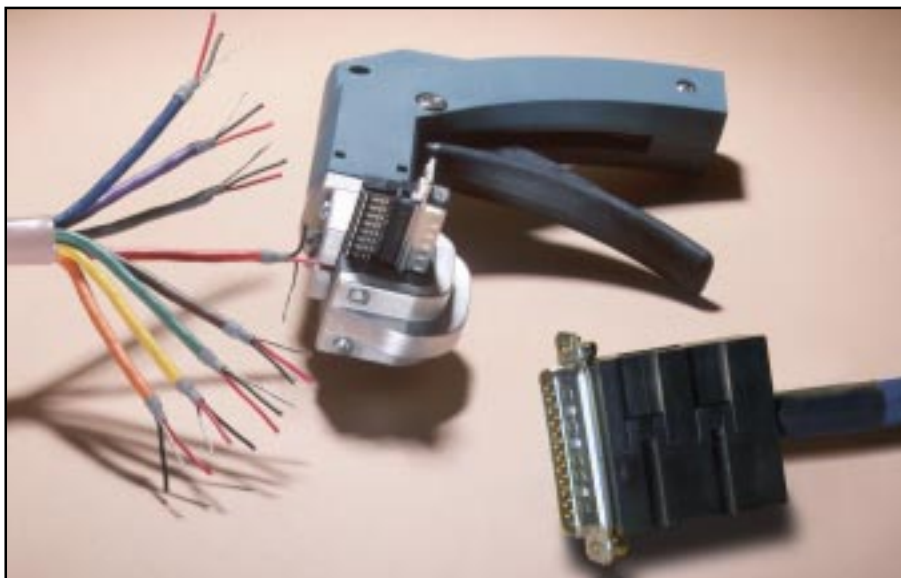
G-5 1 BAY FRAME



NOTE: Keyboard and VGA connectors for factory use only.

The Insulation Displacement Connector System

The I/O wiring interface system is based on insulation displacement technology. A special AMP wiring tool is included with each control surface; it is auto-indexing, and allows individual wire connections to



The AMP tool insulation displacement connector system. Note the right angle hood with self-locking tabs. The tool, multipin connectors (with gold plated pins) and latching hoods are supplied with each control surface.

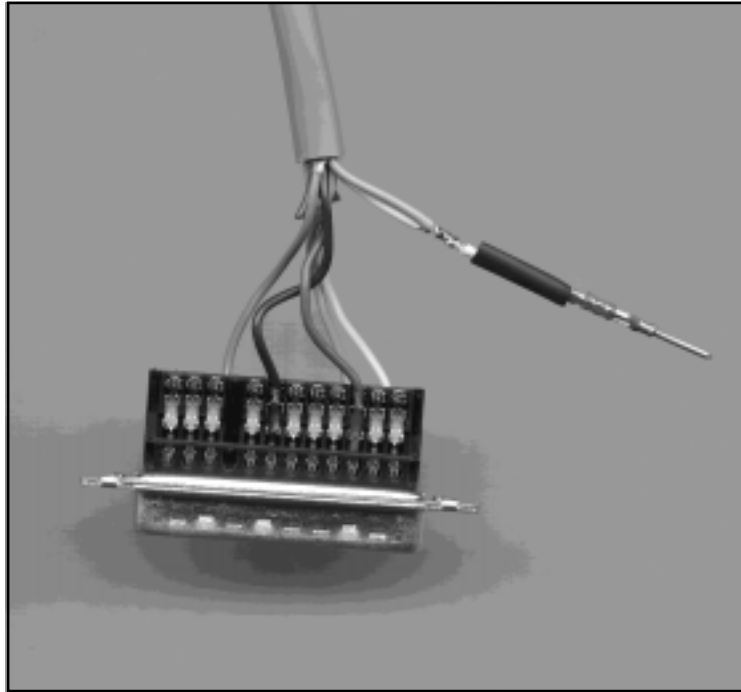
be positively made with a single squeeze of the tool's trigger. The trigger action is ratchet controlled, and will not release until a full connection is made. Once released, the multipin connector held in the tool's jaw automatically indexes to the next connector pin. The technology is such that no stripping, soldering or tinning of wire ends is required; all that is needed is for the wires destined for the connector be snub cut and laid out in order (although tubing should be used on bare drain wires). An empty DB-9 or DB-15 connector is inserted into the tool, indexed to the first pin, and the wires are inserted one by one into the jaw and the trigger squeezed. In this way a single multipin connector can be completely wired up in a minute or two. These connectors will accept wire gauge 22 - 26 AWG.

In the event of a wiring error, connector pins may easily be removed from the shell with the wire still attached, and inserted into the correct position. Observe the side of the connector, with the metal part down. You will see a row of "Vees"—simply press the top of the vee together with a scribe or other sharp instrument; this will unlock the pin from the shell, and it can be removed and inserted into the correct position. Spread the vee apart to lock the pin in the new position. It should never be necessary to discard a connector due to a wiring error.

Note that mating hoods for each connector are also supplied with the system. These have locking screws that hold the connectors securely to their mates.

Wiring Procedure - Double Connection to One Pin

ref: DB-25 male multi-pin connector



Most audio equipment machine interfaces (as well as Wheatstone consoles) use subminiature D-type connectors. Sometimes the interfaces require making two connections to a single DB pin. If the wiring has been set up using punchblocks, this is not a problem; however, for situations where direct machine-to-console wiring is used, Wheatstone recommends the following procedure:

- 1) Connect the first wire to the desired pin as you normally would.
- 2) Note connector pins may easily be removed from the DB-25 shell with the wire still attached: Hold the connector with the metal part down and observe its side. You will see a row of "Veeds"—simply press the top of the selected vee together with a scribe or other sharp instrument; this will unlock the pin from the shell, allowing it to be removed.
- 3) With the pin removed, strip out a short section of insulation from the connected wire and wrap and solder the second wire to the first as shown above.
- 4) A short piece of heatshrink tubing (pictured here before being slid into place) completes the connection.
- 5) Re-insert the pin into the DB-25 shell, spreading the vee apart to lock it in place.

Input Panel (IS-G5)

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Input Panel (IS-G5)

Controls and Functions

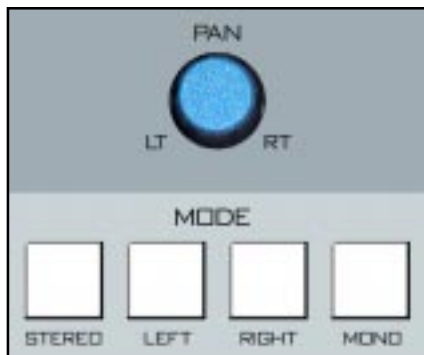
Each input panel of the G-5 digital audio control surface has four identical strips representing four input channels.

Input Sources

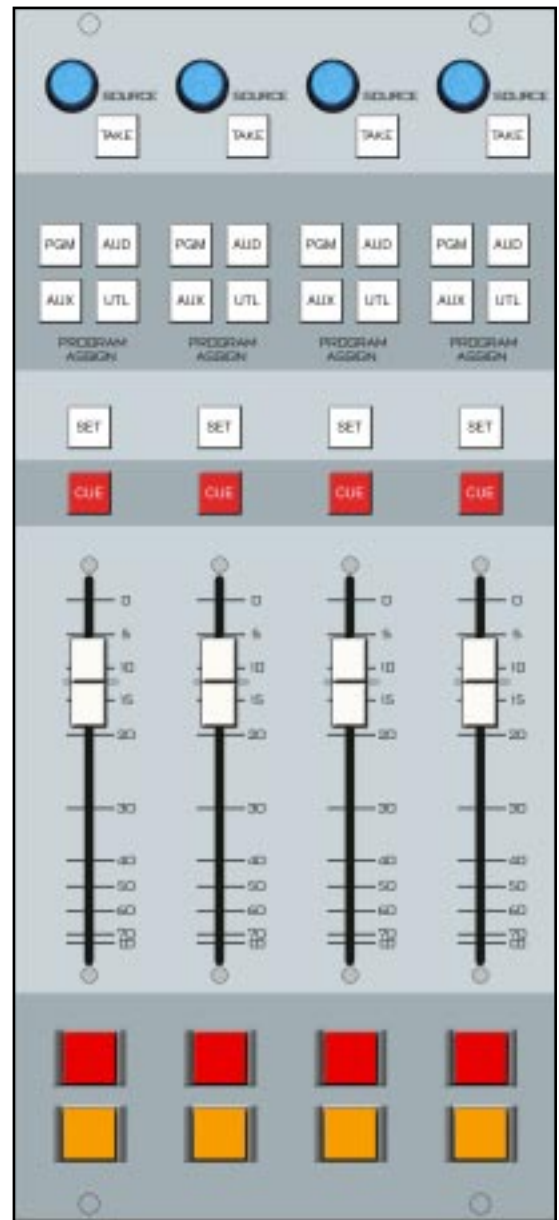
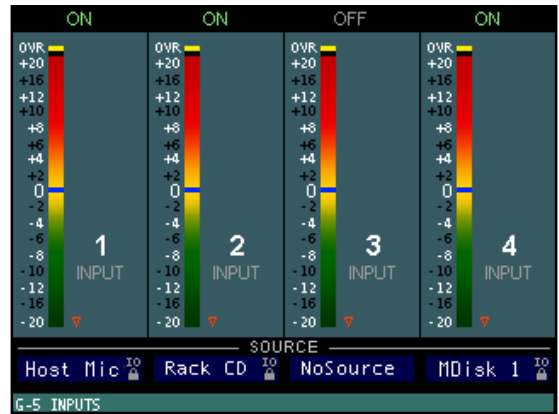
Each input panel controls four stereo sources. By turning SOURCE knobs, the available inputs are displayed in the SOURCE window of the LCD screen above the channel strip. When the desired input source is scrolled into the SOURCE window, pressing the TAKE button will cause that source to be switched to the input of the channel, and the source name will be displayed in the SOURCE window of the LCD screen.

Mode Selector Indicator

MODE selection switches in the EFS CONTROL panel (see Chapter 3) enable input channels to operate in Stereo, Mono, Left only, or Right only. The switch lights up to indicate the selected mode. This feature is activated for a given channel by pressing the channel's SET button (see page 2-3).



EFS-G5 Panel



PAN/BALANCE Knob

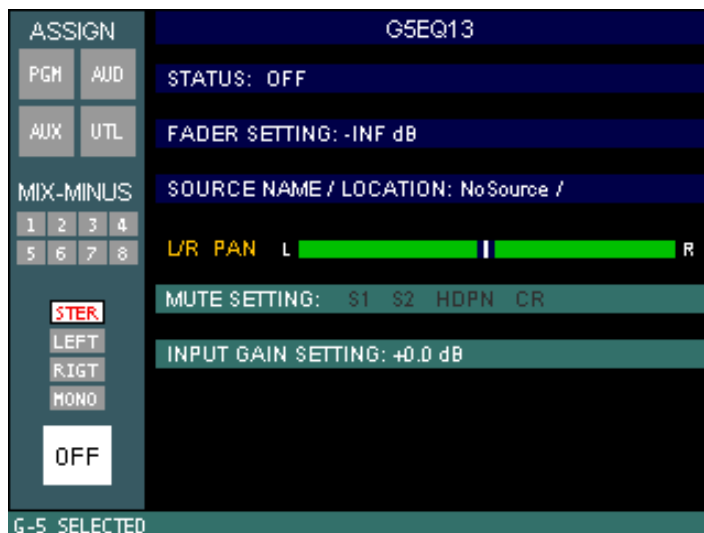
The PAN knob (in the EFS CONTROL panel) acts as a panpot in MONO, LEFT only and RIGHT only modes; and as a balance control in STEREO mode. Once again, this feature is activated for a given channel by pressing the channel's SET button. To easily set the PAN to center, you can press the control twice in rapid succession, like double-clicking a mouse button.

Main Bus Assign

PROGRAM ASSIGN buttons assign the input channel signal to the four main busses: PGM (program), AUD (audition), AUX (auxiliary), and UTL (utility) respectively. Note that the UTL bus can be set up during configuration to be pre/post fader or ON switch.

SET Button

This allows the operator to access various controls and displays in the EFS CONTROL panel and apply them to the selected channel. To use, press the SET button and then make your appropriate section settings in other areas of the control surface. Once a SET button has been pressed, the button lights up, and all the settings remain in effect **for that input channel** until a different input SET button is pressed, or until a timeout of about 10 seconds has occurred.



CUE Switch

The CUE switch lets the operator monitor the channel's pre-fader signal.

Fader

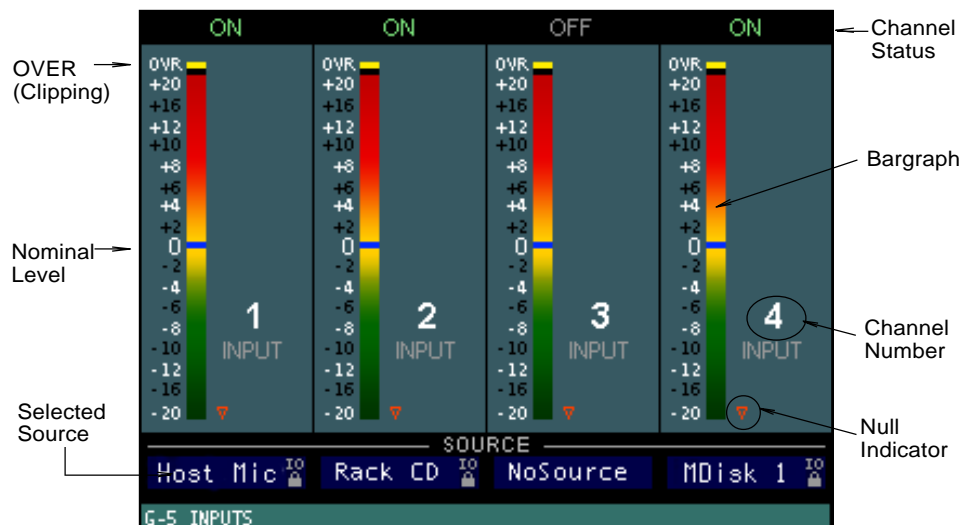
Channel output level is set by a long-throw fader. When the control surface has recalled a preset or is under external serial control from an automation system, the fader NULL indicators on the LCD display (see page 2-5) lights to show that the channel output level is actually different from what the fader indicates. The channel output level will remain at the computer directed value until the fader is moved to a matching level, after which the fader will control the level. The LCD display indicators show which direction to move the fader to regain level control. Once the fader has been moved to the matching level the NULL indicator will turn off.

ON/OFF Switches

Channel ON (red) and OFF (orange) switches are at the bottom of the input section. The ON switch turns the channel signal ON and fires the channel ON/START logic; the switch LED lights to indicate the channel is ON. The OFF switch turns the channel signal OFF and fires the channel OFF/STOP logic; the switch LED lights to indicate the channel is OFF.

LCD Display

Each input section has an associated LCD display located above the input section in the control surface meterbridge. This display shows input level, selected source, preset source, channel number, channel status, and other information.



Input Level

The pre-fader level of the input signal is shown by the large vertical bargraph on the display. The level is indicated in DB on a calibrated scale showing beside the bargraph. If the channel is stereo, the bargraph shows the sum of left and right signals. The bargraph is colored, with

green indicating lower levels and red indicating high levels. The nominal level position is in the middle of the range at the “0” scale marking, and shows as a thin blue band in the bargraph. The bargraph itself consists of a moving “DOT” over a solid “COLUMN” where the “DOT” indicates the peak value of the signal, and the “COLUMN” indicates the average value. On the G-5 control surface the average value column has been set to VU timing characteristics. In addition, a bright yellow rectangle will light at the top of the column if digital “OVER” or clipping is detected.

Nominal Level 0dB = +4dBu analog and -20dBFS digital.

Selected Source

The currently selected source name shows on the LCD display underneath the level bargraph. This name is the 8-character name as defined in the Wheatstone Bridge Router configuration.

Channel Status

Various indicators on the LCD display will show status information for the associated channel. Above the level bargraph the words “ON”, “OFF”, or “MUTE” will appear as the channel status changes. “MUTE” indicates that the channel is turned ON and has a mute set.

Null Indicators

These indicators (green upward pointing triangle or red downward pointing triangle) show the direction the fader must be moved to reach the level that a preset or external serial control has established.

Channel Number

A large white number shows near the center of the display area indicating the channel number.

Control Panel (EFS-G5)

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Control Panel (EFS-G5)

Controls and Functions

The G-5 digital audio control surface is equipped with one CONTROL panel. This panel contains MONITORS, CUE, SOLO, TALKBACK, MODE, MXM MASTER OUTPUTS, EVENT, TIMER, and SWITCHED METERS controller sections.

Monitors

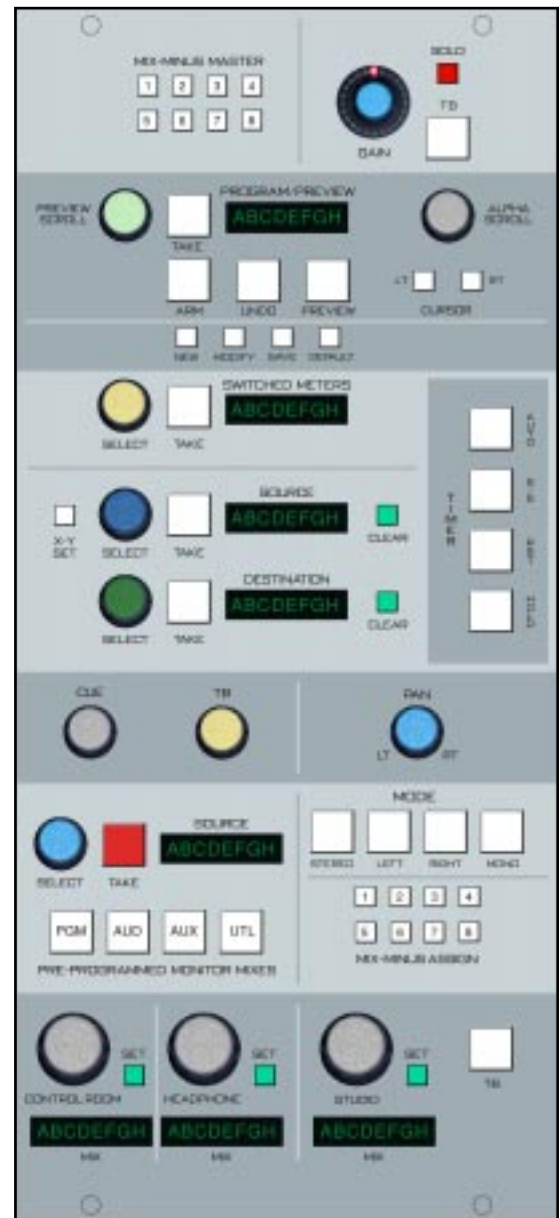
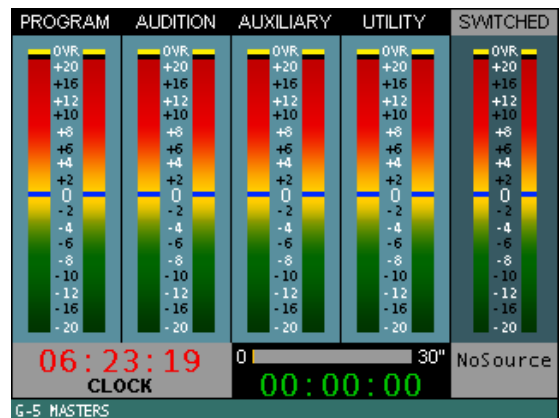
There are three monitor outputs available: CONTROL ROOM, STUDIO, and HEADPHONE.

Each monitor has a LEVEL control, a SET button, and a MIX display that is located on the bottom section of the EFS-G5 panel. There is also a TB button.



Monitor sources can be selected in the following way: Four PRE-PROGRAMMED MONITOR MIX switches (PGM, AUD, AUX, and UTL) allow direct access to the main mixes most frequently monitored. Furthermore, sources can be randomly selected with the SELECT knob and its attendant SOURCE display and TAKE button in the STUDIO section.

To select a source for a monitor, first press the SET button next to the knob for the desired monitor. The knob will control the level of the monitor signal.



Control Room Section

In a typical radio application the control surface is located in the audio control room. Speakers in the control room allow the control surface operator to listen to the various control surface bus outputs to be assured that the control surface is performing as desired. These speakers are fed by a stereo signal routed from the control surface's control room output. In addition to the control room output, the operator may also desire to listen to specific isolated faders via the cue system and the control surface's internal or external cue speaker, or may want to listen via headphones.

In some instances the control surface operator may also be performing talent whose voice will be heard over the radio. The operator's microphone may thus provide a part of the signal that is going out over the air. If that signal is the one being monitored with the control room speakers, there is the potential for feedback. The amplified signal from the control room speakers is picked up by the microphone and reamplified to a new, higher, level, which then is once again picked up by the microphone. The signal quickly rises to an ear-splitting screech. To prevent this, the operator's microphone is normally set in the configuration software to MUTE the control room output to prevent the occurrence of feedback.

CR SET BUTTON - lets the operator select the source to be listened to in the control room speakers.

CR DISPLAY - the eight character display shows the source that is selected for monitoring in the control room.

CR LEVEL CONTROL - determines the overall loudness of the signal being monitored as it appears in the control room speakers.

Studio Section

In addition to the control room, there may be a studio in which one or more performers will be assembled, usually with microphones so that their voices can become part of the mix. Speakers may be provided in the studio to allow the talent to listen to the various control surface bus outputs at times that they are not actually on air. These speakers are fed from the control surface's stereo studio output.

As in the control room, the potential for feedback also exists in the studio. The talent microphones will usually provide a part of the signal that is going out over the air. If that signal is the one being monitored with the studio speakers, feedback will occur. To prevent this, the studio mic faders are usually set to MUTE the studio output in the configuration software to prevent the occurrence of feedback.

ST SET BUTTON - lets the operator select the source to be listened to in the studio.

ST DISPLAY - the eight character display shows the source that is selected for monitoring in the studio.

ST LEVEL CONTROL - determines the overall loudness of the signal being monitored as it appears in the studio speakers.

Headphone Section

HDPN SET BUTTON - lets the operator select the source to be listened to in the headphones.

HDPN DISPLAY - the eight character display shows the source that is selected for monitoring in the headphones.

HEADPHONE LEVEL CONTROL - determines the overall loudness of the headphone output signal.

Talkback

TALKBACK (TB) BUTTON - there may be times when the control surface operator wants to talk to one of the talent in the studio. When the TB button in the studio monitor section is pressed, a predefined signal, usually the operator's mic, will "interrupt" the speaker feed that is normally heard in the studio.

If there is a live mic in the studio which has activated the mute feature, talkback will also be muted in the speakers.

In the center of the EFS control panel is the TB master level control that sets the talkback output and the level of the talkback interrupt signal.



CUE Section

The CUE master level control is located in the center section of the EFS panel. The CUE signal is pre-fader, and is normally used to check signals. When a channel is CUEd, its pre-fader signal will appear in the cue speaker, and the switched meter array in the master LCD display will show the level of the pre-fader signal.

The CUE level control determines the overall loudness of the cue signal (normally wired to the cue speaker in the meterbridge).

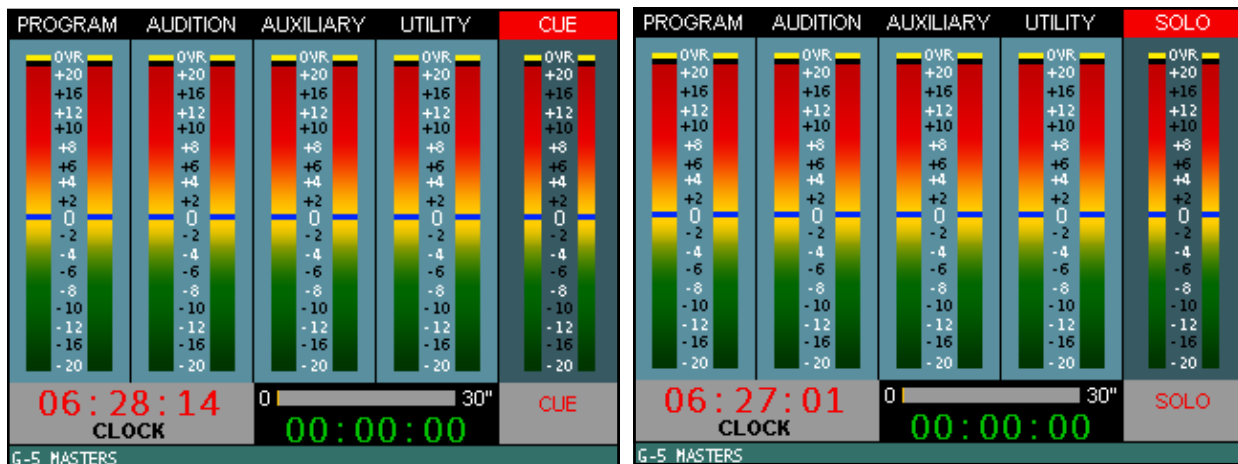
Similar to the control room speakers, the cue speaker also has the potential for feedback and should be muted (using the configuration software—VDIP menu) whenever the control room speakers are.

Switched Meters Section

The control surface has provision for a switched meter.

To select a signal to meter, rotate the encoder **SELECT**. Available sources will be displayed in the eight character **SWITCHED METERS** display. When the desired signal is displayed, press the **TAKE** button. The switched meter array will then display the signal level. If, however, after a timeout period of 5 seconds, the **TAKE** button is not pressed, the array will revert back to its previous selected program.

Any time a channel **SOLO/CUE** button is pressed, the **SOLO/CUE** level will be temporarily shown in the switched meter display until the **SOLO/CUE** button is deactivated.



Mode Select Section

The mode selector switchbank (ST, LT, RT, MONO buttons) and mode knob (PAN) are located in the center of the Control panel. There are four available channel modes: **STEREO**, **LEFT ONLY**, **RIGHT ONLY** and **MONO**. When pressed, the switch will light up to indicate the selected mode.

The **PAN** knob acts as a panpot in **MONO**, **LEFT ONLY** and **RIGHT ONLY** modes, and as a balance control in **STEREO** mode. The **PAN** knob is only used with input channels, and has no effect when setting the mode of the monitor signals.

Mode selection is set centrally. To select a **MODE**, press the **SET** button of the desired channel or mix; the **SET** button will illuminate, and the current mode setting for that channel will be displayed on the **MODE** switches. **MODE** can be reconfigured by pressing any allowable button.



MXM Master Outputs

This section is used to control the master GAIN, SOLO, TB, Mode selection, and DESTINATION routing (see Event Section) for the eight MXM mixes. It is comprised of a shared GAIN knob, TB button and SOLO switch. Additionally, there is a bank of eight MIX-MINUS MASTER buttons.



To set a GAIN, press any of the eight MIX-MINUS MASTER buttons and rotate the GAIN knob.

To set a SOLO, again press any of the eight MXM MASTER buttons and then press the SOLO button.

To interrupt a signal with the TB signal, press any of the eight MIX-MINUS MASTER buttons and then press the TB button.

MXM Assign

These buttons are used to control the makeup of the eight MIX-MINUS buses. Press the SET button on any input. If that input is assigned to feed an MXM bus, the corresponding MIX-MINUS ASSIGN switch will be lit. Pressing a MIX-MINUS ASSIGN switch will toggle that input's signal into or out of the corresponding MXM bus.



Timer Section

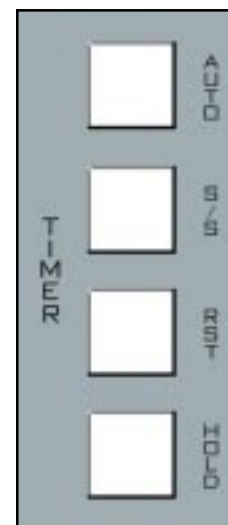
The control surface timer is provided with an AUTO-RESTART function so programmed (via GUI) input modules can automatically reset the timer display to zero and start a new count (if the timer is currently running), allowing the announcer to easily track his own pace.

The START/STOP button halts the timer, holds the last count, and then restarts and accumulates the count when depressed again—perfect for compiling tapes of desired duration.

RESET has a dual-mode capability:

- if you depress it while the timer is counting, the display will instantly reset to zero and start a fresh count;
- if the timer is already stopped, depressing this button will reset the timer to zero, where it will hold until start is pressed.

The HOLD button allows you to hold the display for a longer viewing duration, while still allowing the counter to continue in the background. Releasing the button will then display the current count.



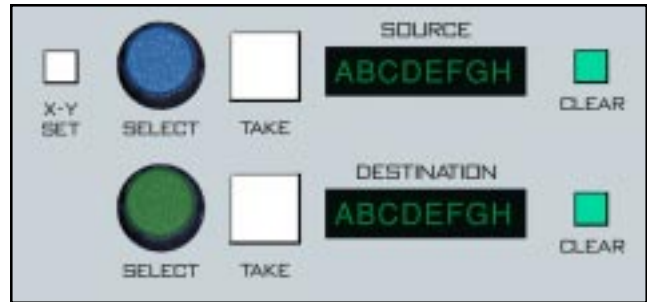
Time of Day Clock

The MASTER LCD SCREEN includes the display of a time of day clock. To set the time on this clock you run a Wheatstone utility program, WSTimeSet.exe, on a network computer. The program

allows you to set the clocks on multiple control surfaces by specifying the IP addresses of the control surfaces in a list. A single command then updates all specified clocks. Program options allow auto updating at midnight or at the top of the hour.

Events Section

This section provides a means of selecting sources for input channels, destinations for output mixes, storage and retrieval of control surface settings, and naming those settings as “events”. In this manner complete configuration and setting information that is used repeatedly (for example, morning show) can be saved and recalled. Up to 100 different events can be stored.



Selecting Input Channel Sources

The operator designates the desired input channel by pressing its SET button in the input section. Its current input source is shown in the SOURCE display. Input channel meterbridge LCD displays will mirror that same information. A different input source may be chosen by rotating the SOURCE SELECT knob. When displaying the current source the CLEAR button lights; when displaying any other source the TAKE button lights. When the desired source is shown in the SOURCE display, pressing the TAKE button will execute the take command on the downstroke, and the new input will be shown in the SOURCE display and in the meterbridge LCD display. This function operates the same as the SOURCE SELECT knob on the input panels. To remove the input source from the input channel and leave nothing connected, press the CLEAR button. The connection will be broken and the display will show “NO SOURCE”.

Selecting Output Mix Destinations

When a SET button on an output mix channel (i.e., any of the monitors, or MXM masters) is pressed, its most current destination will be shown in the DESTINATION display. A mix is capable of being sent to one or many outputs. To see all the destinations that the mix feeds, rotate the DESTINATION SELECT knob. If the mix feeds the displayed destination the CLEAR button will light; if the mix doesn't feed the displayed destination the TAKE button will light. You may also “dobby” the DESTINATION knob to step through all of the currently routed destinations.

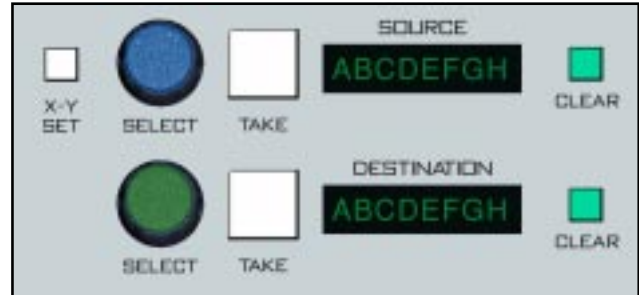
EXAMPLE: An example might be a MXM feed routed to several listeners participating in the program, or an AUD bus routed to multiple recording devices.

Tip: DOBBY (pronounce dah-bee) - means to quickly press and release an encoder knob.

Changing Output Mix Destinations

Rotate the DESTINATION SELECT knob until the desired destination is shown in the DESTINATION display. When the knob is rotated, the CLEAR button will light if the displayed destination is being fed by the mix, and the TAKE button will light if the displayed destination is not

being fed by the mix. If the operator wishes to add the destination shown, press the TAKE button to execute the command and the new destination will become the current destination, shown in available displays elsewhere on the control surface. Disallowed destinations (established in the configuration software) will not be shown.



Removing Output Mix Destinations

Press the mix channel's SET button, rotate the DESTINATION selector knob, and the TAKE and CLEAR buttons will indicate which destinations are currently being fed by the mix (see above). When the required destination to be deleted is shown in the DESTINATION display, press the CLEAR button.

X-Y SET Button

Pressing the X-Y SET button allows the source and destination controls to act as a standard X-Y type router controller for making connections between sources and destinations that are not associated with the control surface.

Previewing an Event

Rotate the PREVIEW SCROLL encoder (push knob in while rotating for faster scrolling) and available EVENT names will be shown in the 8-character PROGRAM/PREVIEW display. When the desired event is shown in the display, press the ARM button, then press the PREVIEW button. This will cause the entire control surface to display all settings associated with that event, without disturbing the current operative event. The preview status will be indicated by illumination of the PREVIEW button and flashing of all source and destination displays, to remind the operator that these would be the intended settings when the change is made. Pressing the PREVIEW button a second time will cancel the preview. ***It should be noted that no audio signals are changed in any way by the preview feature.***



Taking an Event

Rotate the PREVIEW SCROLL encoder until the desired event is shown in the PROGRAM/PREVIEW display. To prevent accidental takes, the ARM button must be pressed to arm the function. The TAKE button will now flash indicating that the panel is ready to act on a take. Then press the TAKE button to execute the EVENT.

Undoing an Event

To recover from a premature or erroneous EVENT take, press the ARM and UNDO buttons. This will return the system to its status prior to the last take, with the last program event being once again the current program event, and the last preview event (the one just taken) becoming the preview event once again.

There is only one level of undo. If undo has been done and a subsequent take has not been done, the undo function will do nothing.



Event Default Button

This control allows rapid access to a default or home control surface setting. Push it, and the TAKE button in the Preview section will flash. Hit the TAKE button and the default setting will be executed.

Establishing the Default Setting

This setting would normally be set only once. For example, it may be desirable to have all controls set to zero, or everything programmed to typical nominal settings. To establish the default setting, adjust all the control surface controls to their desired settings, press the NEW button and then the DEFAULT button. The default setting is stored.

Storing an Event

When an event is stored, all of the control surface's current settings are saved and will be recalled when that event is executed through the TAKE command. To create a new event from current control surface settings, hit the NEW button, and then hit the SAVE button. To overwrite an existing event with the current settings, turn the PREVIEW SCROLL knob until the desired event is displayed in the PROGRAM/PREVIEW window, then quickly press MODIFY, then SAVE.

Naming an Event

When events are saved, they receive a default event designation number. This way events can be saved quickly without having to name them. However, an event may be custom named when saved, or at a later time. To rename the displayed event, press the ALPHA SCROLL knob. The CURSOR LT and CURSOR RT buttons will light and the cursor, indicated by a flashing character, will be at the beginning of the name. Also, the SAVE button will begin to flash. At any time you can use CURSOR LT and CURSOR RT to move to a character you want to change. Once the cursor is at the desired character, rotate the ALPHA SCROLL encoder until the desired new character is displayed. Once all desired characters have been changed, simply press SAVE to save your changes. The event is stored with the desired name. At any time you can cancel the name edit by pressing the ALPHA SCROLL knob. Also, if you stop making name changes but fail to press the SAVE button, the name edit process will automatically cancel after a delay of several seconds.

Modifying the Currently Selected Event

It is presumed an event has already been executed on the control surface. Modifications to that event can be accomplished by simply adjusting the controls and switches as desired and then pressing the MODIFY button, then the SAVE button. In this way the modified event will overwrite the old event setting and be saved, with the same name, in its place.

Information Display

This control surface information display will appear in the right-hand LCD display when you push down the CONTROL ROOM, HEADPHONE, and STUDIO control knobs at the same time. Push down the same three knobs again to revert to the normal screen.



DCM Control Panel (DCM-G5)

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DCM Control Panel (DCM-G5)

Controls and Functions

The DCM panel contains the display and programmable buttons.

Programmable Buttons

These (12) momentary switches and indicating LEDs are designed for user accessible external functions (GPIs). They can be mapped with the configuration software to any available logic I/O ports within the Bridge 2001 Router system, and used to control external devices.



Display Buttons

These switches control the display modes for the LCD monitor.

