MIXING CONSOLES

DIGICO SD7T CONSOLE, STEALTH CORE-2, T-SOFTWARE



DiGiCo SD7T: With great power comes great responsibility... When running a theatrical production there are many powerful options that the SD7T software provides you with giving you greater flexibility than ever before. In theatre mode you have access to more powerful cue list automation and editing. Now you can easily update specific parameters, across all cues automatically, using Auto Update mode, which gives you the ability to alter your cues on the fly. Channel Aliases are also introduced allowing a collection of channel parameters to be applied to any channel on the desk. Simply by assigning a different channel alias from one cue to the next applies the alias parameters, giving you the option to essentially re-use the channel and swap back to the original alias with ease. Using Auto Update in this scenario will only effect the alias you are working on, keeping your alternatives safe. Complex parameter specific custom aliases can also be created allowing the operator to change only that which is needed from one alias to another æ power that makes EQ alteration due to costume changes a breeze for example. Copying aliases from channel to channel or from cue to cue is also now quick and easy, making programming a pleasure. The use of Channel Sets is yet another step forward allowing easy allocation of groups of channels to VCAs when building cues. In the real world this would make assigning a woodwind or brass section to a VCA a one step process. Most theatrical productions use a distributed loudspeaker system and the powerful 32 x 32 matrix provides individual crosspoint delays on each of the matrix nodes with times up to 1.3 seconds. These delays on each and every individual node can be recorded in the cue list giving accurate control of audio placement and time alignment. This powerful toolset complements the standard high quality, efficient workflow processes that are built into every SD7 giving you the tools you need to get the job done in a logical and methodical manner allowing more time to concentrate on being creative. Scratching the surface A combination of technologies have been seamlessly integrated into the SD7Ts

worksurface to meet the everyday needs of any engineer. Weve managed to pack them into three user-friendly interactive 15-inch high-resolution touch screens, each of which accommodates a bank of 12 faders, to provide the user with the perfect platform everything is just where it should be. To make navigation even easier, DiGiCo added high-definition interactive meter bridges and multicoloured knobs and switches; and for further functionality and flexibility, 16 assignable faders (one bank of 12, one bank of four) sit neatly below the master screen in the centre of the console, taking the SD7Ts fader tally to a sizeable 52. To increase the fader count further for multi-engineer applications and shows, an EX-007 Fader Expansion unit is available. Two EX-007s can be connected via a simple Cat5e connector for remote control or simply to increase your fader count to 100.

Whats under the hood?

The SD7T boasts a massive 256 processing paths at 48kHz/96kHz (or 128 at 192kHz). Standard channel processing, whether inputs or outputs, includes Channel Delay, DiGiTube, Single and Multi Channel Presets, Dual insert points, Hi- and Lo-pass filters @ 24dB/octave, four-band parametric EQ (eight on outputs) with band curve selection and Dynamic EQ on each band, Dual insert points, DiGiCos DYN 1 (Compressor, De-esser or Multi Channel Compressor) and DYN 2 (Gate, Compressor or Ducker). The master section incorporates 32 gangable 32-band graphic EQs, 48 stereo effects, and 36 control groups (VCAs); and using snapshots, engineers can now switch between complete configurations in any live environment easier than ever before, be it at rehearsals, during system setup, or even at a show. In addition, weve included 128 busses, all of which are assignable as mono/stereo groups or auxiliary busses; and in addition to these busses, for further configurability, weve provided a 32 x 32 output matrix with crosspoint delays on each of the matrix nodes (that can also be recorded in the cue list), dual solo busses, and a Master buss. Essentially, users have the equivalent of 160 busses of DSP at their disposal. Unlike all other digital console manufacturers, you dont lose Aux or Group Busses when using the Matrix as they are in addition, including the Master buss. I/O The SD7Ts local I/O includes 12 analogue inputs, 12 analogue outputs and 12 AES I/O (mono); and when coupled with a second engine, with four redundant MADI ports per engine, and one Optocore loop with the ability for an option for a second to be fitted. This amounts to a monumental 1392 I/O connections on a single optic loop with one worksurface. In addition, there is an optional DiGiCo SoundGrid module which can be fitted to both engines for full redundancy when linked to two external PC servers such as SoundGrids or DiGiGrids. This provides the user with instant access to 32 fully integrated low-latency Waves stereo Multi Racks, each with the ability to have up to eight plugins per rack. Thats 128 I/O - and as youd expect from DiGiCo, this is all additional I/O. All Waves compatible plugins are pre-loaded, and as this is integral within the console, you have the added advantage of touch screen control; and all shapshots and session files are saved within the console. Now with Stealth Core-2 software.

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Features:
• 253 (Max) Input Channels
• 128 (Max) Aux / Sub-Group Busses
• Master Bus
• 32 x 32 (with nodal delay Full Processing Matrix
• 2 Solo 256 Dynamic Equalizers
• 256 DiGiTuBes
• 256 Multiband Compressors
• 48 Digital FX
• 32 Graphic Equalizers
• Optional Waves Integration
• 48/96/192kHz Sample Rate
• One loop standard Optics
• Stealth Core-2 Software
• T-Software for Theatre (one per engine)

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