

**SPECIFICATIONS**

* Mainframe-	Modular, (18 module capacity, 18 input channels used, no option positions open)
* Input Channels-	18
* Total Inputs-	24 (standard configuration, optional routing switcher input expansion available)
* Inputs per Channel	Channels 1-6, single input, analog (optional conversion to digital) Channels 7-12, single input, analog or digital (digital in w ext A/D converter) Channels 13-18, dual input, 'A'- analog / 'B'- digital
* 'B' inputs-	Channels 13-18 can be converted to analog with 6 channel A/D unit (optional- \$495)
* Input Expansion-	Mainframe is full. Additional input expansion is via PC control (Arrakis software incld) of Arrakis or 3rd party RS232 controlled switchers.
* Mic inputs-	5 (internal, jumper selectable on channels 1-5, phantom power- external)
* Mic Turret Logic	4 mics (channel On, Off, Tally, Cough, Talkback logic)
* Source Input Logic	24 (Start source, Stop source, via darlington transistor ground sink (50ma))
* Output buses-	3 (stereo, Program, Audition, & Utility, analog and digital outputs)
* Telephone buses-	2 (mono, mix minus, analog output)
* Mono Mixes-	3 (setup sets Program, Audition, or Utility outputs to mono mix)
* VU Meters	3 sets (analog VU, for Program, Audition, & Utility buses)
* Timer-	99 minute Up timer (with Start/stop/reset/ and Auto/Manual control)
* Control Room Monitor	
* Inputs	5 (Ext 1-stereo analog (or digital), Ext 2- stereo analog, Pgm, Aud, Utl)
* Output	analog, stereo, line level (muted by Control room muting bus)
* Volume	Digital Level control
* Cue	Autocue into monitor system
* Control Room Headphones	
* Inputs	follows Control room Monitor input selector
* Output	analog, stereo, line level (unmuted)
* Volume	Digital Level control
* Cue	Autocue into headphones
* Studio Monitor	
* Inputs	5 (separately selectable to Studio Monitor system inputs)
* Output	analog, stereo, line level (muted by Studio muting bus)
* Volume	Digital Level control
* Studio Headphones	
* Inputs	follows Studio Monitor input selector
* Output	analog, stereo, line level (unmuted)
* Volume	Digital Level control
* Cue System	(a) stereo Autocue into Monitor & Headphones (b) mono, analog, line level output for external amp and speaker
* Talkback Output	line level, mono, analog output from Control Room mic
* Logic	tally- darlington transistor ground sink (50ma)
* Talkback Input	line level, mono, analog input to Monitor system
* Logic	input- opto isolated input to ground
* Muting Outputs	(a) Control room- darlington transistor ground sink (50ma) (b) Studio room- darlington transistor ground sink (50ma)
* Analog IO	(a) all analog inputs and outputs are active balanced circuits (b) levels- fixed for +4 or -10dBu input, digital level adjustable after A/D (c) connectors- 9 pin 0.090" standard Molex crimp
* Digital IO	(a) all digital inputs and outputs accept AES3 and SPDIF (b) levels- digital level adjustable (c) connectors- 3 pin XLR (d) Input Sample rate- sample rate converters on all digital inputs (e) Master clock- selectable, 32,44.1, 48 kHz (f) A/D's- 18 bit, 128x oversampled (g) D/A's- 18 bit, 8x oversampled
* Digital Mixing	32 bit accumulators
* System expansion	multiple Digital engines may be connected in series for input expansion each added engine adds 9 more input channels to the system (12/21/30/+)
* Control Ports	2 (RS232 serial ports)
* Software Requires	Operating system- Windows 95/98/2000/NT PC Hardware- minimum 166MHz Pentium, 32MB RAM, 10MB hard disk space, floppy drive, 1or more RS232 serial ports depending on configuration
* Console Software (incld)	controls all console features, adjustable from 1/2/4/8/12/& 16 channel control controls a maximum of (4) 7-14 input Arrakis analog routing switchers digital clock, Up & down timer, SAS switcher interface
* Turret Software (incld)	controls 4 mic channels, Host- On/off/cough/talkback, Guests- On/off digital clock, Up & down timer, Network Call director text window interface
* Switcher Software (incld)	control 1-8 channels of an RS232 Master control switcher (such as SAS, Sierra) digital clock, Up & down timer,
* Size	(a) Console- 7" high, 23" deep, 33" wide (b) Digital engine 5 1/4" high (3RU) 18" deep, 19" wide
* Power	(a) Console- 90-240 VAC, 50-60 Hz, autosensing, 50 watts (b) Digital engine- 90-240 VAC, 50-60 Hz, autosensing, 70 watts