

OMEGA INSTALLATION MANUAL



Digital Broadcast Production Console with Bluefin HDSP



Putting Sound in the Picture

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IMPORTANT INFORMATION

After Sales Modifications

Please be aware that any modifications other than those made or approved by Calrec Audio Limited or their agents, may invalidate the console's warranty. This includes changes to cabling provided by Calrec and variations to the recommended installation as detailed in Calrec documentation.

Modifications to this equipment by any party other than Calrec Audio Limited may invalidate EMC and safety features designed into this equipment. Calrec Audio Limited can not be liable for any legal proceedings or problems that may arise relating to such modifications.

If in doubt, please contact Calrec Audio Limited for guidance prior to commencing any modification work.

ESD (Static) Handling Procedures

In its completed form, this equipment has been designed to have a high level of immunity to static discharges. However, when handling individual boards and modules, many highly static sensitive parts are exposed. In order to protect these devices from damage and to protect your warranty, please observe static handling procedures, for example, use an appropriately grounded anti-static wrist band. Calrec will supply an electrostatic cord and wrist strap with all of its digital products.

All modules and cards should be returned to Calrec Audio Limited in anti-static wrapping. Calrec Audio Limited can supply these items upon request, should you require assistance.

This applies particularly to digital products due to the types of devices and very

small geometries used in their fabrication, analog parts can however still be affected.

ROHS Legislation

In order to comply with European RoHS (Reduction of Hazardous Substances) legislation, from the second week in April 2006 the vast majority of Calrec PCB and cable assemblies will have been produced with lead-free (tin/copper/silver) solder

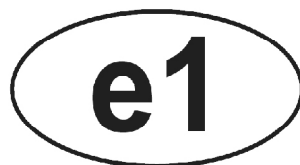


Lead Free

instead of tin/lead solder.

This means that for a period of time after April 2006 delivered consoles will contain a mixture of assemblies produced with different types of solder. This is unavoidable due to the fact that circuit boards are built in batches and allocated to consoles on a 'first in, first out' basis (hence the need to change the process well in advance of the legislation coming into force).

In the unlikely event of a customer having to carry out any re-soldering on such assemblies, it is imperative that the correct type of solder is used; not doing so is likely to have an adverse effect on the long-term reliability of the product. Circuit boards assembled with lead-free solder can be identified (in accordance with IPC/JEDEC standards) by a small oval sticker placed on the top-side of the circuit board near the PCB reference number (8xx-xxx).



The same sticker is used on the connectors of soldered cable assemblies. The absence of a sticker indicates that tin/lead solder has been used.

If in doubt, please check with a Calrec customer support engineer before carrying out any form of re-soldering.

Please observe the following:

- This equipment must be EARTHED
- Only suitably trained personnel should service this equipment
- Please read and take note of all warning and informative labels
- Before starting any servicing operation, equipment must be isolated from the AC supply (mains)
- Fuses should only be replaced with ones of the same type and rating as that indicated
- Operate only in a clean, dry and pollutant-free environment
- Do not operate in an explosive atmosphere
- Do not allow any liquid or solid objects to enter the equipment. Should this accidentally occur then immediately switch off the unit and contact your service agent
- Do not allow ventilation slots to be blocked
- Do not leave the equipment powered up with the dust cover fitted
- The rack mounting parts of this equipment must be fitted into an enclosure which complies with local regulations

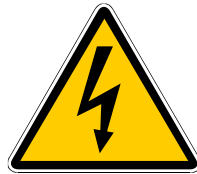
Cleaning

For cleaning the front panels of the equipment we recommend anti-static screen cleaner sprayed onto a soft cloth to dampen it only.

Explanation of Warning Symbols

The triangular warning symbols below contain a black symbol on a yellow background, surrounded by a black border.

The lightning flash with arrow head symbol within an equilateral triangle is intended to alert the user to the presence of dangerous voltages and energy levels within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock or injury.



The exclamation mark within an equilateral triangle is intended to prompt the user to refer to important operating or maintenance (servicing) instructions in the documentation supplied with the product.



Power Supply Blanking Plates (ZN4849-3 and ZN6020)

If you are in receipt of a ZN4849-3 or ZN6020 power supply unit please do not remove the blanking plates which are fitted to the unused output connectors. The maximum potential between the terminals exceeds 60 volts, the blanking plates are fitted to avoid the risk of electric shock.

Earthing

The Earth Bolt connection at the rear of the console should be connected to Earth using Earth cable at least 6mm² in cross section (10 AWG).

Where IEC AC power inlets are used, an Earth connection **MUST** be provided in the AC power cord. These are Class I products.

Should you require any technical assistance with your Calrec product then please contact your local distributor, if outside the UK and Ireland. For a list of Worldwide distributors please see the Calrec Web site at www.calrec.com or contact Calrec UK.

For technical assistance within the UK and Ireland, please contact the Customer Support Team at :-

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Email: support@calrec.com
Website: www.calrec.com

We can deal with all technical after sales issues, such as :-

- Arrange repairs
- Supply of replacement or loan units while repairs are being carried out
- Service / commissioning site visits
- Operational training courses
- Maintenance training courses
- Supply of replacement components
- Supply of documentation
- Technical advice by telephone

Customer Support Hours

Factory based customer support engineers can be contacted by telephone during normal office hours (Monday - Friday 8:30 a.m - 5:00 p.m). Outside these hours, a message can be left on the answering machine, all messages are dealt with promptly on the next working day. Alternatively a message can be sent to them by email.

Product Warranty

A full list of our conditions & warranties relating to Goods & Services is contained in the Company's standard Terms and Conditions. A copy of this is available on request.

Repairs

If you need to return goods to Calrec, for whatever reason, please contact the Company beforehand in order that you can receive advice on the best method of returning the goods, and that a repair order reference number can be issued.

Standard of Service

Ensuring high standards is a priority, if you have any comments on the level of service, product quality or documentation offered to you by Calrec, then the Customer Support team would be pleased to receive your comments through any of the normal contact numbers, email or on the User registration form located at the end of this manual. If you have any other issues regarding your Calrec purchase, then please contact us and we will do our best to help. Calrec welcomes all Customer feedback.

Operator and Installation Manual PDFs

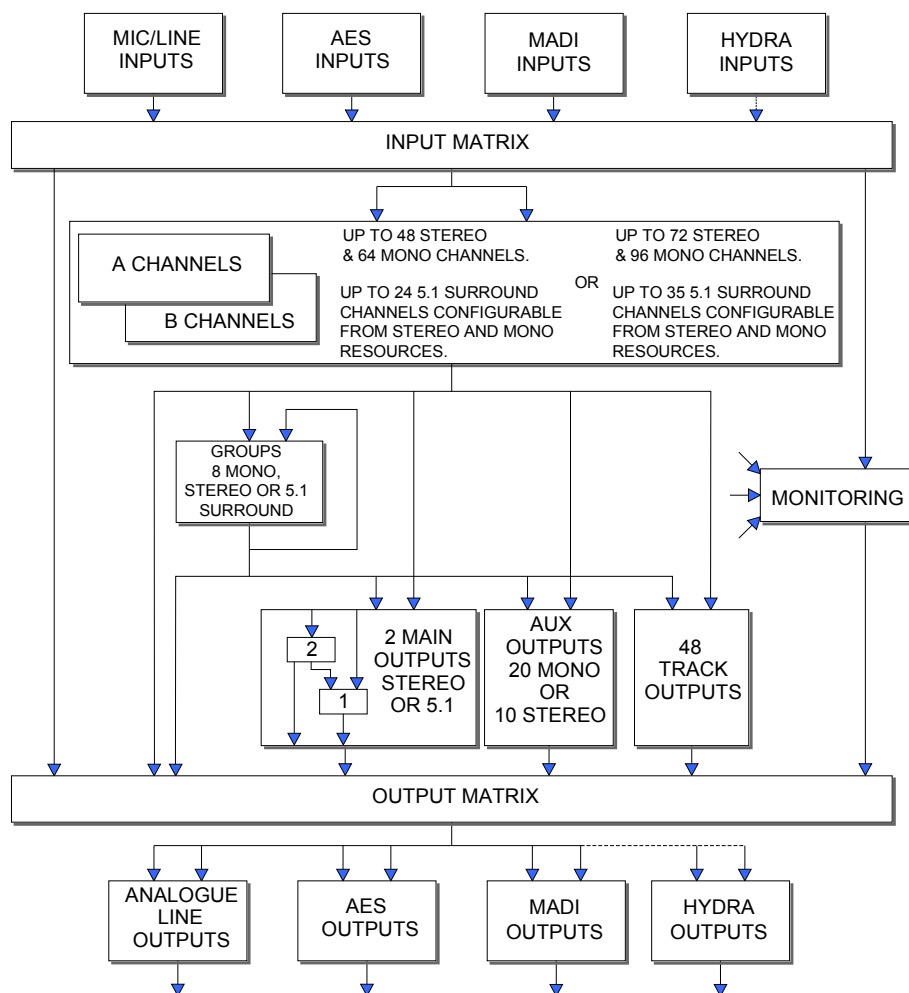
This manual and the Omega operator manual can be found in pdf format on your console's CD Handbook.

You can also access this manual on your console's PC from the start menu, under the Calrec Omega group.

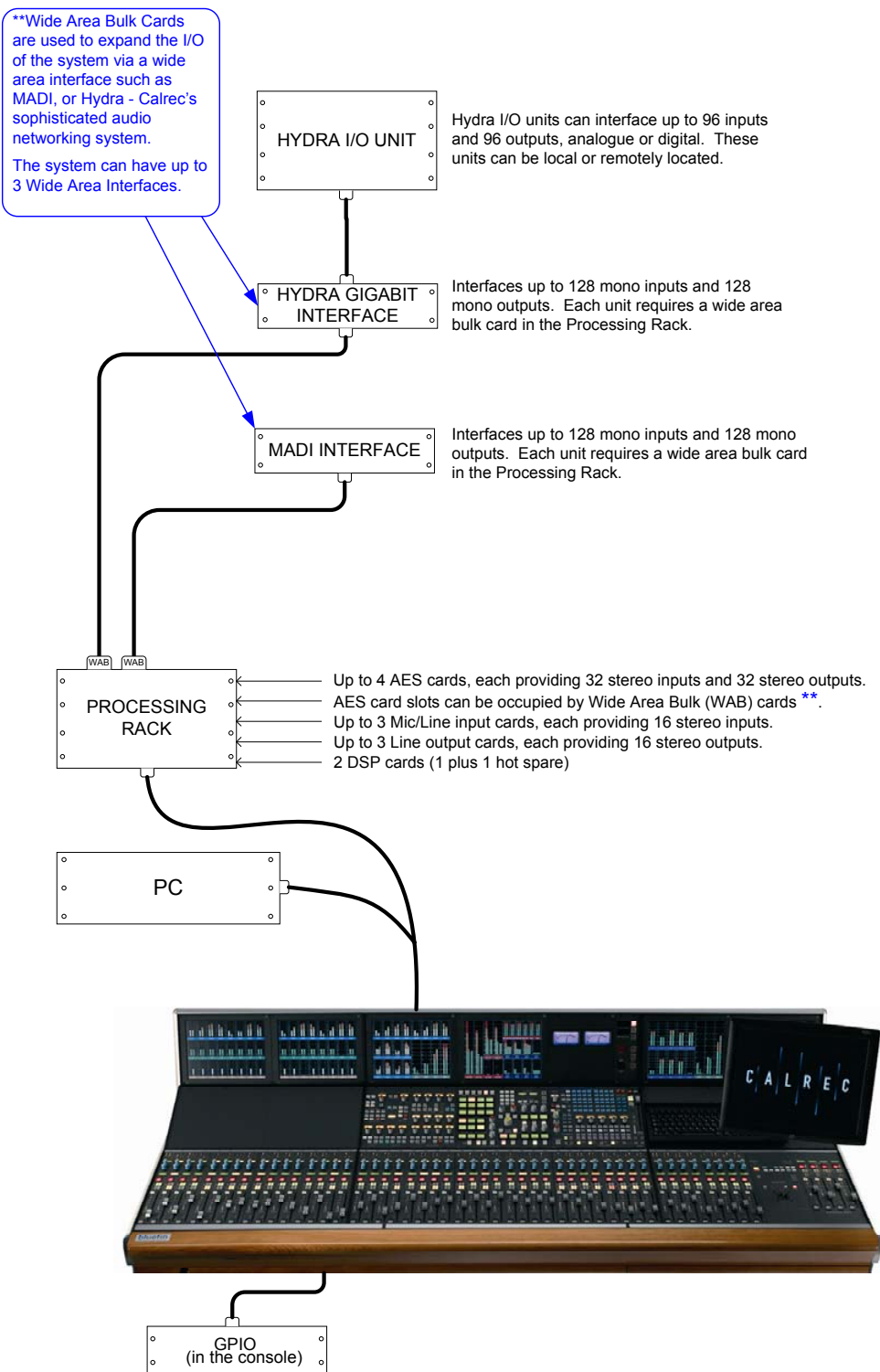
OMEGA OVERVIEW

SYSTEM OVERVIEW

- Available in three frame sizes - 24 fader, 40 fader and 56 fader.
- Available in 160 or 240 equivalent channel versions.
- 160 channel version provides up to 48 stereo plus 64 mono channels. Up to 24 5.1 surround channels can be configured from the available stereo and mono resource.
- 240 channel version provides up to 72 stereo plus 96 mono channels. Up to 35 5.1 surround channels can be configured from the available stereo and mono resource.
- Table-top or floor stand mounting.
- Console operates independently of PC, and PC failure has no effect on audio or control.
- Independent DSP operation ensures audio continuity even during PC or control reset.
- Console and racks boot from power on in less than 20 seconds.
- Full control system reset in less than 15 seconds.
- Last settings fully restored on power-up or reset.
- Automatic change over to hot spares for power supplies, control cards and DSP cards.
- Hot plugging of every card and module.
- Hot plugged cards initialise upon insertion.



----- PLEASE NOTE THAT
HYDRA INPUTS CANNOT
BE PATCHED TO HYDRA
OUTPUTS



ENVIRONMENTAL CONSIDERATIONS

Temperature Range

Operating: 0 °C to +30 °C (32 °F to +86 °F) in the immediate environment.

Non-operating: -20 °C to +60 °C (-4 °F to +140 °F).

Relative humidity

Operating: 25% to 80% non condensing.

Non-operating: 0% to 90% non condensing.

Altitude

Operating: Up to 2,000 metres (6562 feet). (This is the limit to which the safety tests are valid).

Non-operating: Up to 15,000 metres (49213 feet).

Earthing

The control surface and processing rack are provided with chassis earth studs. These must be connected to a common earth buss before any AC power is applied to the system. The system power supplies and PC are earthed via their AC power inlets.

AC (Mains) Power

All power supplies are rack-mounting and are separate from the units they power, except for the PC which has a built-in power supply.

AC (Mains) Power inlets are IEC type. Each PSU in the Bulk PSU rack has one inlet, each Multi-Rail power supply unit has one inlet, the PC has one inlet, each mains powered MADI unit (if purchased) has one inlet, and there is one inlet on the rear of the control surface, for any AC powered equipment which needs to be housed within it.

The whole system must be powered from the same phase of the AC power supply. All modules, cards and cables are designed to permit hot plugging.

Touch Screen

If the console is installed into an outside broadcast vehicle, it is important that the touch screen monitor is secured using suitable fixings during transit to prevent movement, and possible damage. Calrec Audio Ltd is not liable for any damages to the touch screen, the touch screen arm, the console or any other items caused by movement or damage of the monitor and / or monitor arm.

TFT Screens

The TFT meter screens that are fitted in our consoles are industrial units. The display manufacturer states that screen brightness may reduce to 50% of the initial value after the unit has been running at maximum brightness for 50,000 hrs. Our maximum brightness is intentionally reduced so that the useful life of the back lights should be in excess of 100,000 hrs.

We do not believe that there are any burn-in or image-persistence issues with this type of TFT display.

The TFT screens should be cleaned with a micro-fiber cloth, dampened only with clean water. Do not use any corrosive chemicals, solvents or window cleaning solutions.

The TFT screens have no user-serviceable parts. Should you encounter a problem with any of your screens, please contact Calrec.

INPUT/OUTPUT PORT LABELLING

The system allows the user to pre-define labels for all the I/O. Please use the labelling sheets provided at the end of this manual.

The rules imposed on labelling are:

- The I/O must be labelled in pairs.
- The label must be no more than six characters.
- No two inputs can have the same label, but an input can have the same label as an output.

I/O is labelled in pairs to make it easier to use with any type of signal; mono, stereo or surround.

In addition to this, Digital I/O is wired in pairs and it makes sense to deal with all the I/O in the same way.

The input port label is used as the default name for the channel input and will be shown on the display above the fader.

The system automatically adds a left (L) and right (R) suffix to the label to distinguish the two halves of the pair, or an L/R suffix when the pair is used together.

The pairs can be used either for two mono signals, a stereo signal, or parts of a surround signal.

One exception to these rules is allowed:

When I/O is dedicated to mono signals only, (e.g. phone lines, mono reverbs, mono distribution feeds) it can be marked as being mono in which case the two halves of the pair have separate labels and the L & R suffixes are not applied.

Note that I/O marked in this way cannot be connected in pairs to stereo paths from the control surface.

A stereo channel input can only be connected to the L - R of a pair of ports, or to one mono port in which case the mono signal will be fed to both L & R of the channel.

A stereo channel direct output can only be connected to the L - R of a pair of ports.

A mono channel input or direct output can be connected to any of: The L or R of a pair of ports, or any mono port.

Mono ports should therefore be considered as unusual. If there is any doubt as to the use of ports, they should be treated as a pair.

Suitable Labels

Generally, I/O ports should be labelled with the name which appears at the other end of the cable, which is connected to the port.

Ideally, the port will be connected directly to a device (Mic splitter box, Video Tape Recorder, Echo unit, Transmission Control Suite, etc).

Alternatively, some I/O may be wired to a patch. This will be done, for example, to allow for hired devices to be connected and may also be done to aid maintenance and operator familiarity with analog consoles.

When planning the use and labelling of I/O, you should also bear in mind that the console includes an internal electronic input patch and output patch. These allow ports to be used for different purposes

on different shows and also, the patch connections are stored with the snap-shot memories.

Lists

In addition to labelling, each port can be allocated to one of a number of lists using the Options - Port Lists screens. This allows I/O which is wired for similar purposes to be grouped together for selection.

Each list will have been given a six character "list label" and the lists can be sorted into the required order on the Options-Port Lists screens. The lists will appear in the same order on the I/O port selection controls on the control surface. It is possible to determine which lists appear for selection on the control surface. This reduces the number of times the pot needs to be pushed, to go through all the available lists.

SYSTEM SPECIFICATION

DIGITAL INPUTS		
Word length	24-Bit	
Formats supported	AES/EBU (AES3) Also suitable for use with SPDIF (IEC958 Type 2) signals	
Interface	110 Ohm transformer balanced, 5V Pk-Pk 75 Ohm unbalanced (BNC), 1V Pk-Pk	
Sample rate conversion	24-Bit switchable on all digital inputs	
SRC THD+N	-117dB @ 1kHz, 0.00014%	
DIGITAL OUTPUTS		
Word length	24-Bit	
Formats supported	AES/EBU (AES3)	
Interface	Transformer balanced 4V Pk-Pk (nominal) into 110 Ohm load Unbalanced 1V Pk-Pk (nominal) into 75 Ohm load (BNC)	
ANALOG INPUTS		
Analog - digital conversion	24-Bit	
Input balance/CMRR	Electronically Balanced - Better than -70dB (Typically -80dB)	
Input impedance	>1k Ohms for Mic gains (1K2 Nominal) 10k Ohms for Line gains	
Sensitivity	+18 / -78dB	
Equivalent input noise	-125dB (150 Ohm source, 22Hz-22kHz bandwidth)	
Distortion	-1dBFS @ 1kHz - Better than 0.003% -20dBFS @ 1kHz - Better than 0.004% -60dBFS @ 1kHz - Better than 0.3%	
Frequency response	20Hz to 20kHz +/- 0.25dB	
Crosstalk	20Hz to 20kHz >-86dB	
Delay	0.3ms	
ANALOG OUTPUTS		
Digital - analog conversion	24-Bit	
Output balance	Electronically Balanced, 20Hz to 20kHz, Better than -45dB, typically -55dB	
Output impedance	<40 Ohms	
Distortion	-1dBFS @ 1kHz - Better than 0.003% -20dBFS @ 1kHz - Better than 0.006% -60dBFS @ 1kHz - Better than 0.5%	
Frequency response	20Hz to 20kHz +/- 0.25dB	
Crosstalk	20Hz to 20kHz >-90dB	
Delay	0.22ms	
PERFORMANCE		
Digital to digital (AES/EBU) distortion	-1dBFS, 20Hz to 10kHz - Better than 0.002%	
Digital to digital (with SRC) distortion	-1dBFS, 20Hz to 10kHz - Better than 0.002%	
Frequency response (analog input to output)	20Hz to 20kHz +/- 0.5dB	
SYNCHRONIZATION		
48kHz synchronization from	NTSC/PAL Video Internal Crystal Reference TTL Wordclock AES/EBU Digital Input	
ENVIRONMENTAL CONSIDERATIONS		
	Operating	Non-Operating
Temperature range	0°C to +30°C (32°F to +86°F)	-20°C to +60°C (-4°F to +140°F)
Relative humidity	25% to 80% Non-condensing	0% to 90% Non-condensing
Maximum altitude	2,000 Metres (6500ft)*	15,000 Metres (49,000ft)

*This is the limit to which the safety tests are valid

Analog input for 0 dBFS can be pre-set globally to +28, +24, +22, +20, +18 or +15 dBu

Analog output for 0 dBFS Matches input setting into >1 kOhm (+24 dBu max into 600 Ohms)

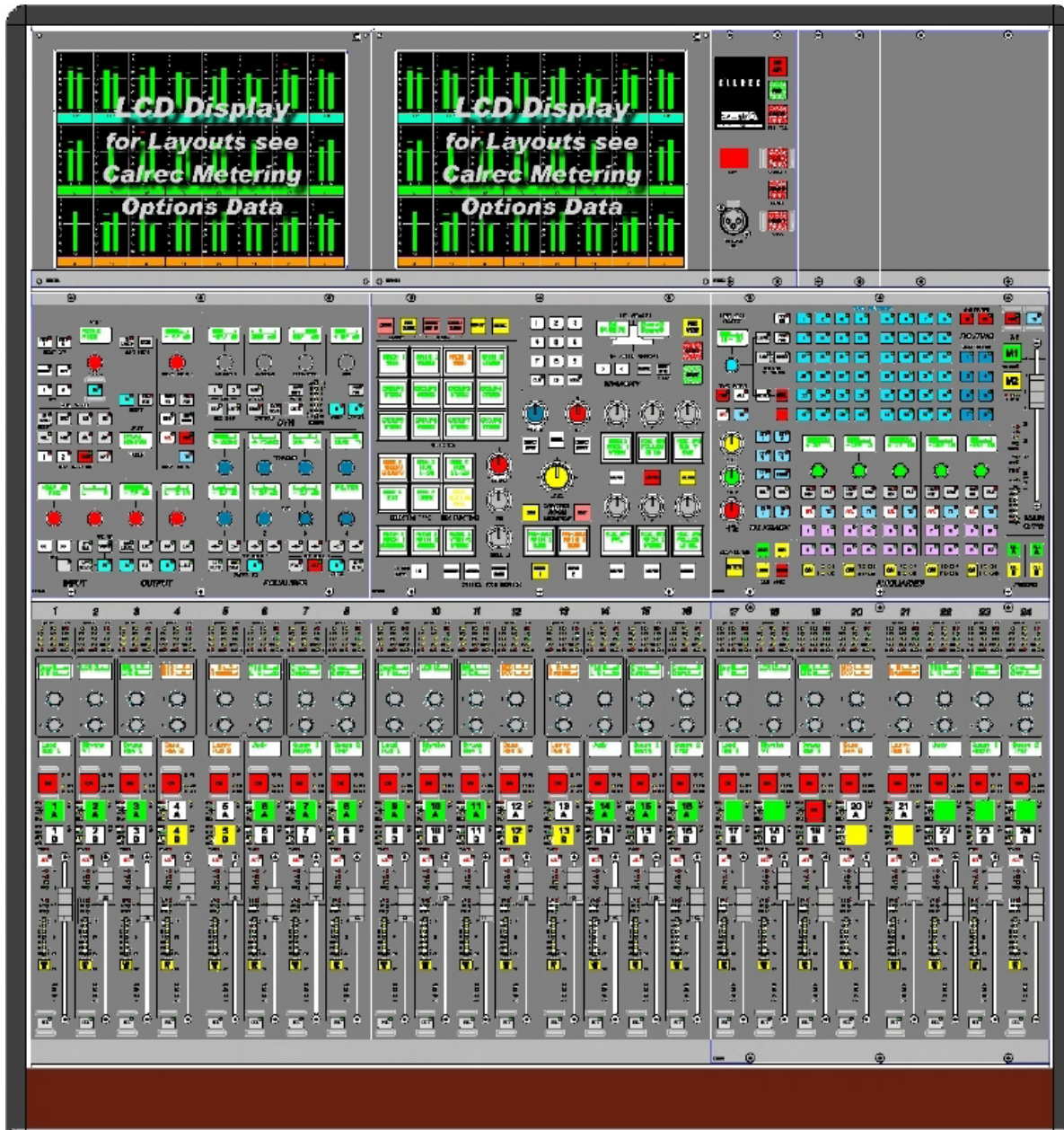
Pre-fader headroom on analog inputs is adjustable globally from +24 to +36 dB in 2 dB steps

The system can be pre-set with up to five external sync sources, plus internal, such that if the 1st source fails, it will automatically switch to the 2nd, and so on.

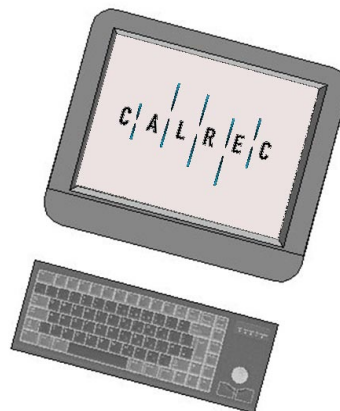
OMEGA

FRAME OPTIONS AND DIMENSIONS

24 FADER FRAME TYPICAL LAYOUT



The smallest frame houses up to 24 faders, which allows up to 48 "Channel Faders" within a frame only 784 mm (30.9 inches) wide. Due to the compact size, the colour touch screen, keyboard and trackball need to be housed separately. There is also no space to fit either a surround spill or joystick panel, though surround images can still be adjusted in other ways.



40 FADER FRAME TYPICAL LAYOUT



The medium sized frame houses up to 40 faders, which allows up to 80 "Channel Faders" within a frame only 1290 mm (50.8 inches) wide. Fitting a surround spill and/or joystick panel in the 40 fader frame reduces the frame capacity to a maximum of 32 faders.

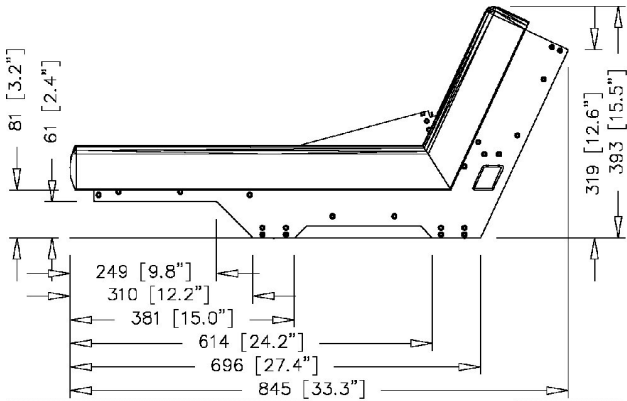
56 FADER FRAME TYPICAL LAYOUT



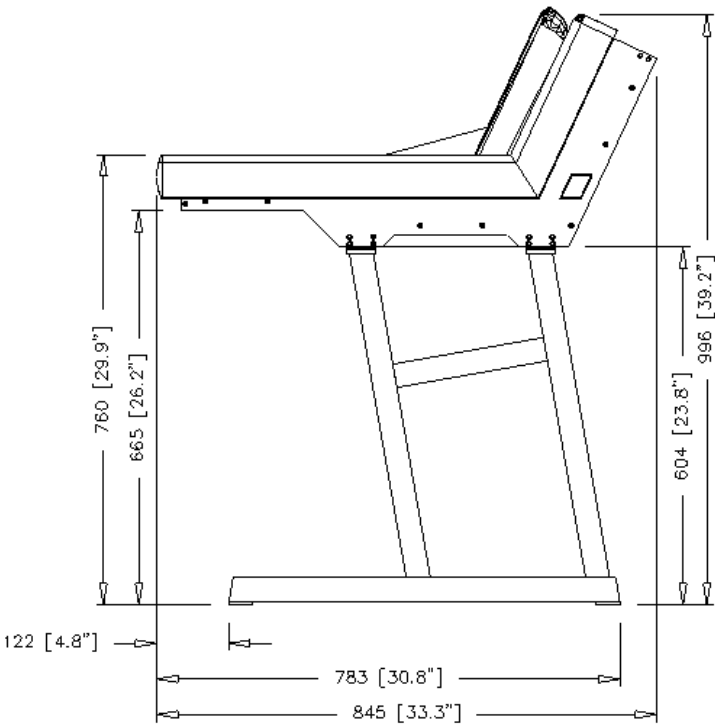
The largest frame houses up to 56 faders (the maximum number possible), which allows up to 112 “Channel Faders” within a frame only 1796 mm (70.7 inches) wide. When joystick and/or surround spill panels are fitted in the fader area, the maximum number of faders is reduced to 48. However, alternative ‘short’ surround and spill panels can be fitted elsewhere in the control surface such as above faders 9-16. This arrangement retains the full 56 fader capacity.

CONSOLE DIMENSIONS

Frame Size	Length		Depth		Front Elevation	
	inches	mm	inches	mm	inches	mm
24 Fader Frame	30.9	784	33.3	845	15.5	393
40 Fader Frame	50.8	1290	33.3	845	15.5	393
56 Fader Frame	70.7	1796	33.3	845	15.5	393



The end profile is the same for all three frame sizes.



The floor stand shown is an extra cost option.

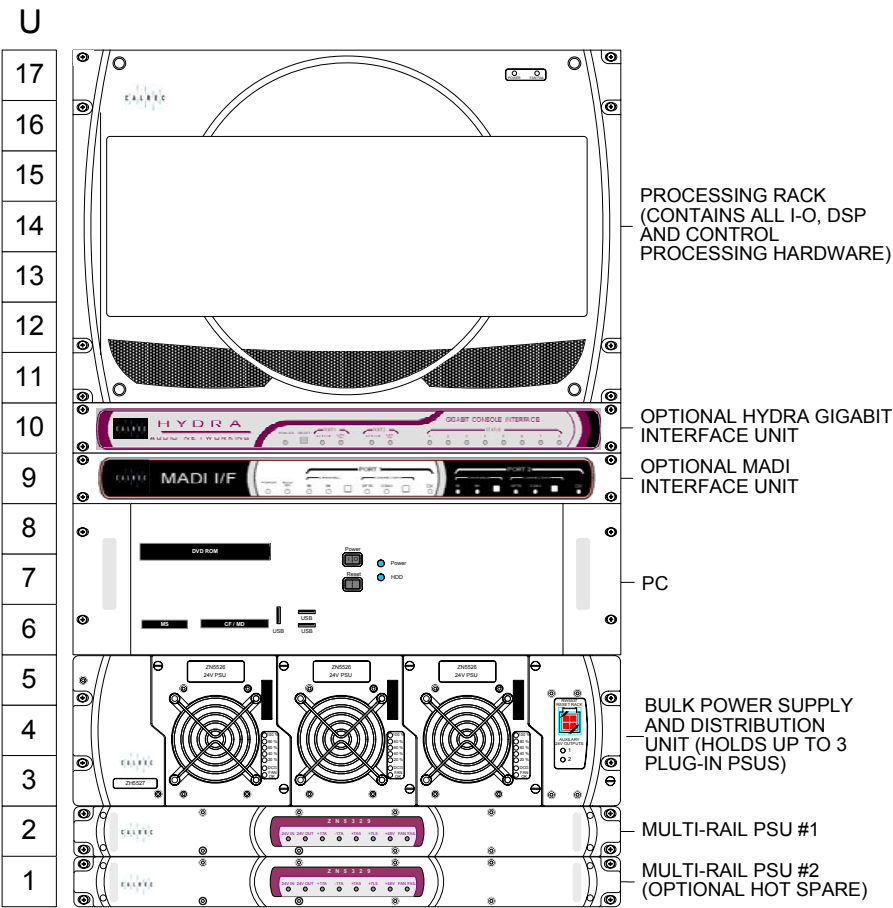
OMEGA EQUIPMENT INSTALLATION

RACK SPECIFICATIONS

It is recommended that all equipment over 8 Kg (17.5 lbs) in weight, or over 150 mm (6 inches) deep is mounted into equipment bays which offer mechanical supports under each of the units. This will allow units to be supported as they slide forward during removal for maintenance purposes.

Equipment can be mounted in separate enclosures. Please refer to the cable lengths table when planning this and discuss the lengths being provided with the Calrec project engineer involved with your console.

The Processing rack has a fan tray built into it, which incorporates a baffle such that warm air is sucked up out of the rack and out through the rear of the fan tray. A vent in the front of the fan tray allows ambient air to enter. The baffle deflects this air up into the rack above. The bottom rack should not be positioned above any equipment producing significant heat.



Item	Height	Approx depth (incl. mating cons)		Approx weight		Approx Power Output (W) (full load)	Approx AC Power (VA) (full load)
		inches	mm	lbs	kgs		
Bulk Power Supply and Distribution rack with one PSU	3U	15	380	26	11.8	600	750
Additional Plug-in PSU (Hot Spare)	-	-	-	8.0	3.65	No extra	Less than 5% extra
Processing Rack (Unpopulated)	7U	19.7	500	29.5	13.4	-	-
Processing Rack (Populated)	7U	19.7	500	42.3	19.2	-	-
PC*	3U	23.7	600	27	12.2	-	400
Hydra Gigabit Interface Unit	1U	11.9	300	6	2.7	-	-
MADI Unit	1U	11.9	300	7	3.2	-	-
Multi-Rail PSU *	1U	18.1	460	9.3	4.23	-	-
Additional Multi-Rail PSU Hot spare	1U	18.1	460	9.3	4.23	No extra	Less than 5% extra

* Note: Unit has handles protruding approx. 1.3" (32 mm) from the surface of the front panel.

Cables From	To	Maximum Length	
		Feet	Metres
Control Surface	PC	492	150
Control Surface	Processing Rack	492	150
Control Surface *	Bulk Power Supply & Distribution Unit	24/32 Faders - 492	24/32 Faders - 150
		40 Faders - 459	40 Faders - 140
		56 Faders - 394	56 Faders - 120
Processing Rack	Bulk Power Supply & Distribution Unit	16.5	5
Processing Rack	PC	98	30
Processing Rack	BNC I/O Interface Panels (Digital)	16.5	5
Processing Rack	XLR I/O Interface Panels (Digital)	9.8	3
Processing Rack**	EDAC I/O Interface Panels (Analog)	16.5	5
Processing Rack	MADI Unit	16.5	5
Processing Rack	Hydra Gigabit Interface Unit	16.5	5

* For longer distances, the control surface requires a local power supply.

** For longer distances, custom made cables can be provided.

PROCESSING RACK

The 7U Processing rack houses the system's DSP, input, output and control cards. Incorporated into the rack is a built-in low noise fan tray, situated above the processing area. The fan tray incorporates a baffle such that warm air is drawn out of the rack and out through the rear of the fan tray.

- 2 slots for DSP Cards
- 2 slots for Processor Cards
- 3 slots for ADC (Analog Input) Cards
- 3 slots for DAC (Analog Output) Cards
- 4 slots for AES I/O cards, 3 of which can house Wide Area Bulk Cards

Mounting

The unit should always be mounted in a horizontal position, located into an equipment bay and secured into the front of the bay by the four fixing holes in each of the two front angles.

Synchronization

The system can be pre-set with up to five external sync sources, plus internal, such that if the 1st source fails, it will automatically switch to the 2nd, and so on.

It is strongly recommended that all items of digital equipment connected digitally to the console, are synchronized to the same sync signal.

If the console's internal sync is to be the master, other digital equipment should be synchronized to the digital outputs of the console.

Please note that the facility for locking to external AES sources is restricted to the first six inputs of each AES card in the console. One of the external sources can be Video, (PAL or NTSC). TTL Word clock is another possible external source.

Video and TTL Word clock

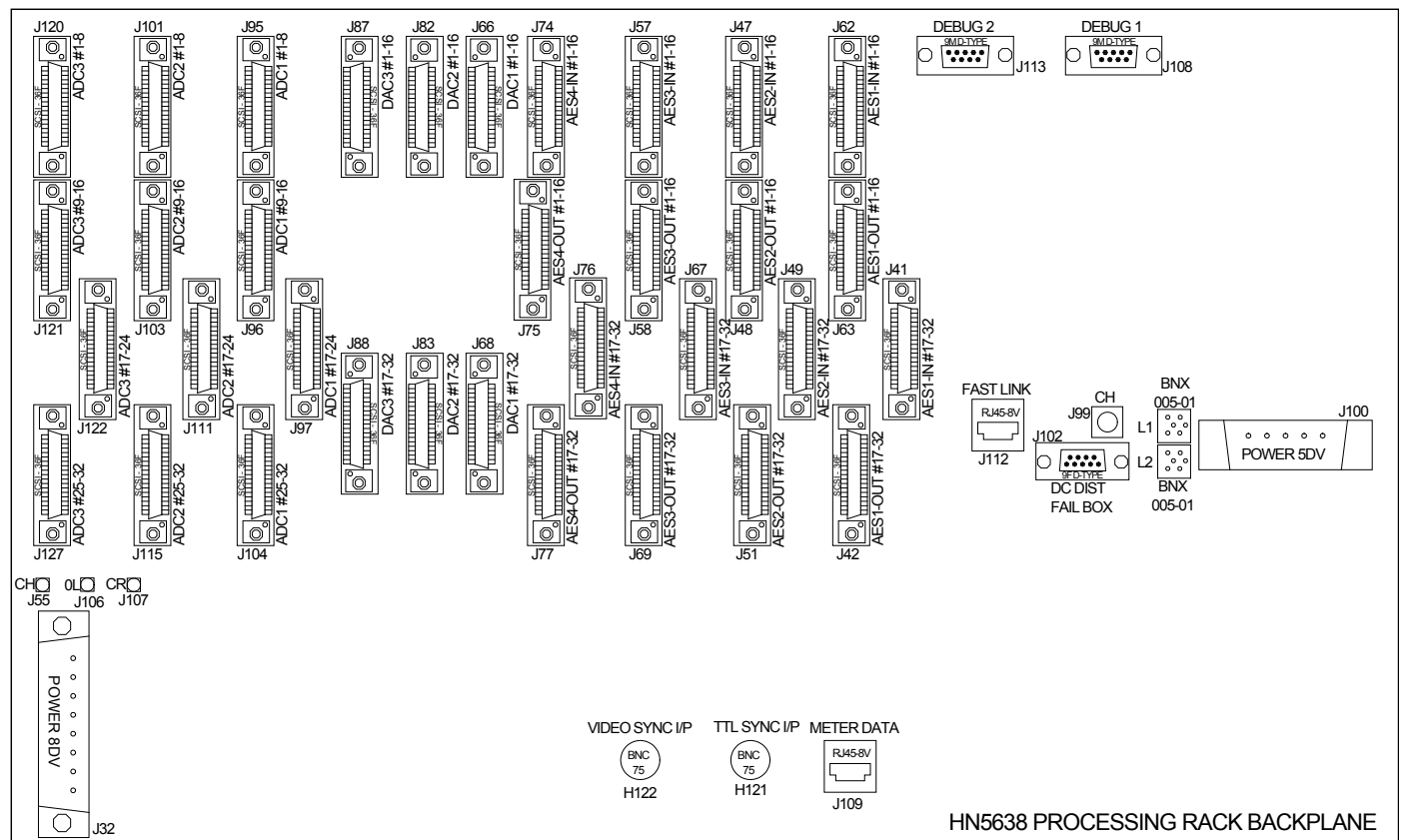
Synchronization

Connections for Video (PAL or NTSC) and TTL Word Clock synchronization inputs are provided on the rear of the Processing rack, on 75Ω BNC connectors.

Frequency Variation

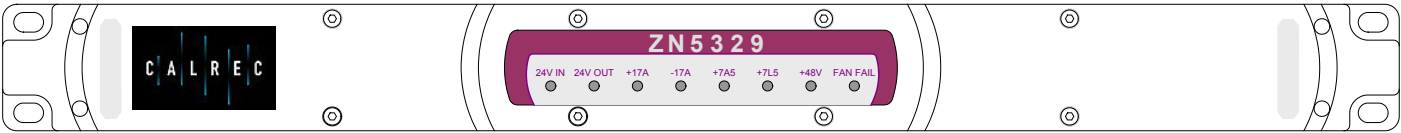
When using a digital input or word clock as a source, the system will tolerate a variation of up to ± 100 Hz in the frequency of the source. The console may also be synchronized from its internal crystal oscillator (48 kHz).

Rear Interface

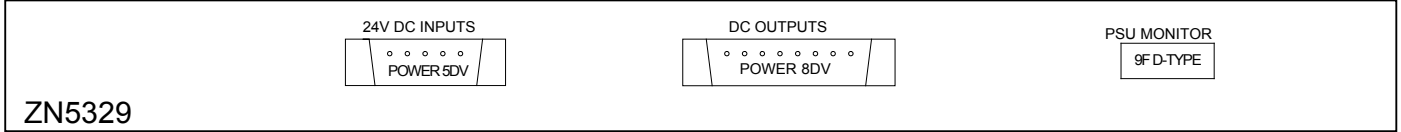


MULTI-RAIL POWER SUPPLY UNIT

Front



Rear



A 1U multi-rail power supply unit is used to power the analog components in the system. These supplies can be paralleled together. A typical system would have one of these multi-rail power supply units, plus a second unit acting as a “hot spare” providing redundancy, in case the other units fail.

Mounting

This unit should be secured into the front of the bay by the two standard fixing holes in each of the two 1 U front angles. The unit should always be mounted in a horizontal position. In many installations the unit should be installed so that mechanical support is provided to the rear.

Fan Cooling

The multi-rail power supply unit is fan cooled but uses a very low noise fan, drawing air from side to side through the PSU instead of in from the front, to minimise noise. Should any of the fans slow down or stop, or any voltage rail fall outside specified limits, a PSU Fail signal will be sent to the console and PC to warn the operator of a problem.

Power Monitoring & Distribution

These units are monitored via the bulk power supply and distribution unit. Should a fault occur, the hot spare would automatically take over from the primary unit, the PSU Fail Indicator on the Broadcast Facilities panel would begin to flash and a message would be sent to the control surface via AWACS.

SURFACE – RACK INTERCONNECTIONS

Calrec provide a cable set to interconnect the control surface and the processing racks. The maximum possible cable length varies depending on the size of the console frame and the number of faders it is wired to accommodate.

The computer touch screen normally requires a local mains supply to the control surface.

All other electronics in the surface are normally powered from the same 'bulk supplies' that power the equipment racks and are located near them. Very

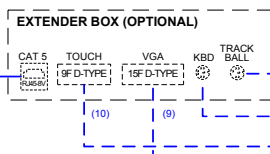
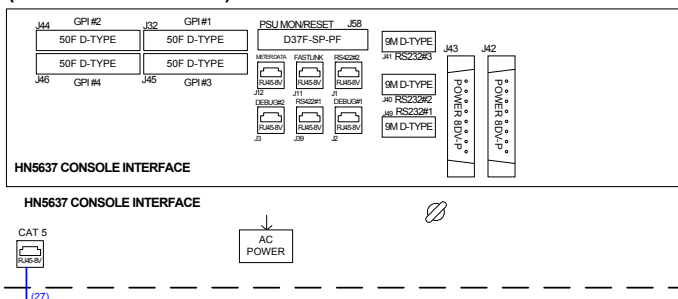
long interconnections may occasionally require additional power supplies near to the console surface to avoid excessive copper losses. When this is necessary such details will be confirmed in the sales quotation.

Optional Extender

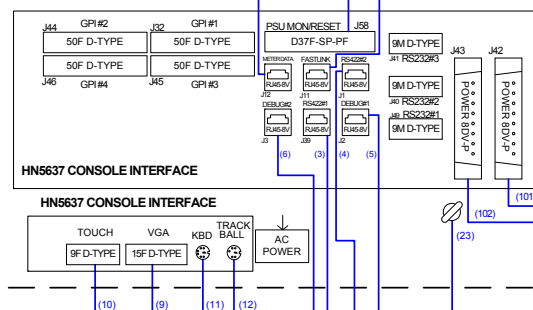
If the console is positioned more than 10 metres (33 feet) from the PC, an extender unit is used to carry the connections from the keyboard, trackball, VGA and touch screen.

When using the extender, the distance between the console and the PC can be up to 150 metres (500 feet), though additional power supplies may also be needed.

OMEGA CONSOLE INTERFACE (REAR OF CONSOLE)

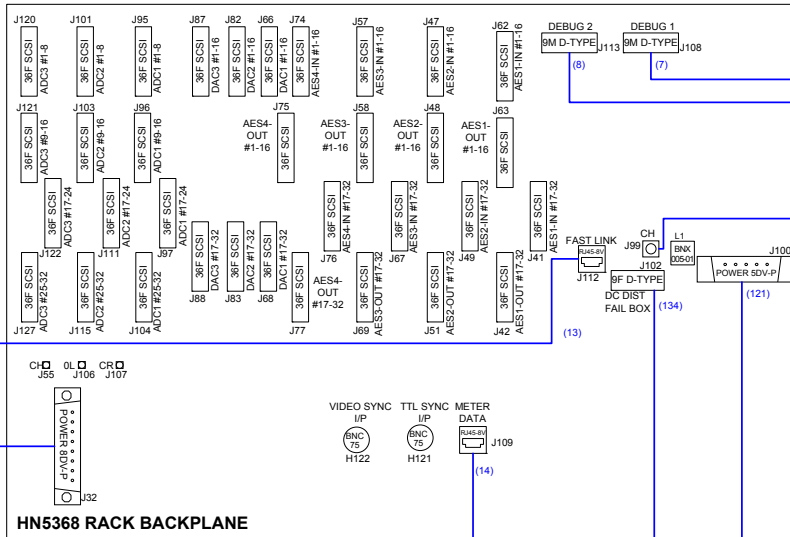


OMEGA CONSOLE INTERFACE (REAR OF CONSOLE)

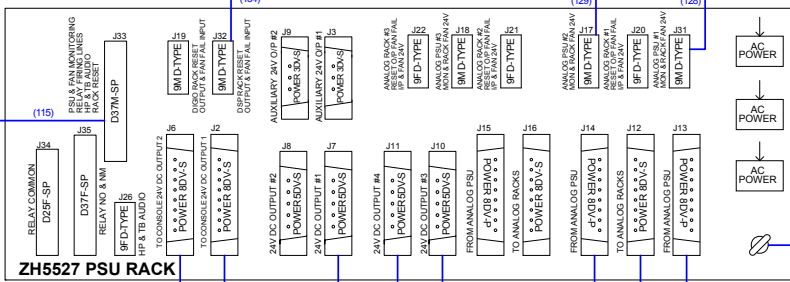


OMEGA RACKS

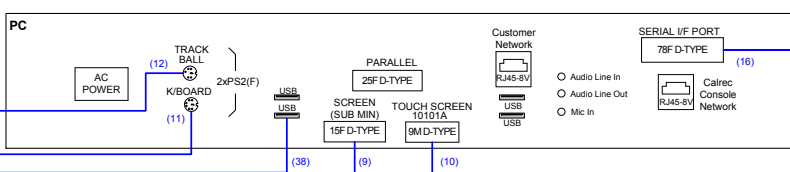
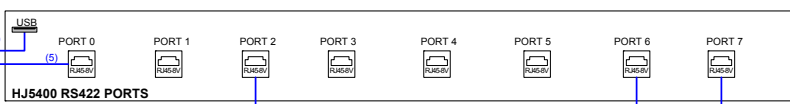
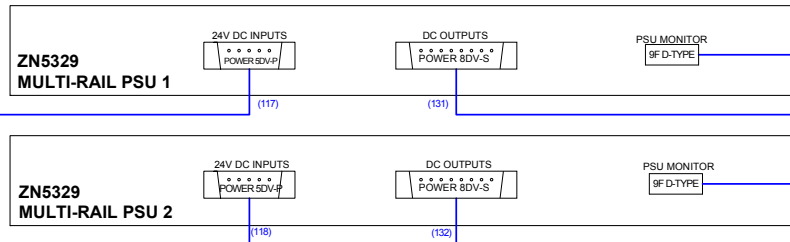
REAR VIEW OF ALL UNITS (NOT TO SCALE)



HN5368 RACK BACKPLANE



ZHS527 PSU RACK



(Chassis/Earth links must be fitted as shown)

Mounting Instructions

The PC should be mounted by means of the side brackets, each of which has two mounting holes. The PC rack should always be mounted in a horizontal position. The sliders should be used when no support is provided under the PC assembly. It should not be supported by front flanges alone. Failure to follow these instructions may invalidate the warranty. The PC is earthed via its AC power inlet.

Remote Access

USB connectors are provided on both the front and rear of the PC for the option to add an external modem of your choice. If a modem is added, and a suitable telephone line installed, the console can be remotely accessed by Calrec Support Engineers to aid software upgrades and diagnostic work. This can greatly enhance the level of service and support we can provide. A dial-up facility must first be activated at the PC before this is possible, to ensure that connections are not made at inappropriate times or without the user's knowledge and consent.

Local Network

A network port is provided to enable the user to connect to their own LAN. Calrec will not be responsible for the configuration of this port or for any performance issues arising from its use.

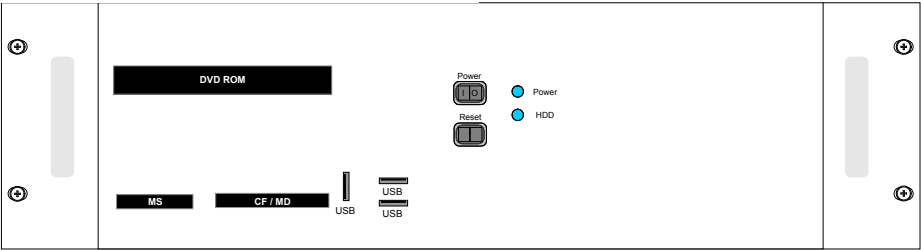
Hydra Network Connection

A Gigabit Ethernet port is provided to enable the PC to be connected to a Calrec Hydra Audio Network, which is an option which can either be purchased with the console or in the future.

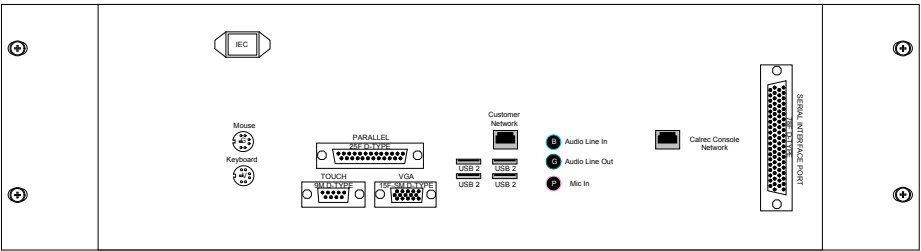
Software Supplied

An OEM PC Operating System license is supplied with each console, and the operating system software is pre-installed. The console software is also pre-installed, and supplied on a CD-ROM.

Front



Rear



3rd Party Software

Calrec recommends that the PC is regarded as an integral control device for the console, and not as a general purpose PC. If 3rd party software is installed on the PC, care must always be taken to ensure that it does not interfere with the normal performance of the PC. The installation of inappropriate software on the PC may invalidate the console warranty.

Usernames and Passwords

The PC will initially be set up with two sets of usernames and passwords:

Username: CalrecAudio
Password: (none)

This user can install and run programs, but cannot change PC hardware settings (i.e. set up network, install drivers. It is recommended that this user is used during normal operation.

Username: CalrecAudioAdmin
Password: calrec

This user has full rights to the PC and can install and change PC hardware settings. It is recommended that this user is used during configuration of the PC and the setup of Hydra Audio Networking.

Operating System	Windows XP
CPU	Intel Celeron D430
RAM	512MB DDR2
HDD	80GB
Optical Drive	16x Dual Layer DVD Writer
Network Ports	1 x 10/100/1000 1 x 10/100
Card Slots	Compact Flash/Microdrive, SmartMedia, MemoryStick, Secure Digital/Multimedia Card
USB 2 Ports	4 (Rear of unit), 3 (Front of unit)
IEEE1394 Port	1 (Front of unit)
Additional Hardware	8 port serial card

FILE BACKUP

A number of flash card slots are provided on the front of the PC for file backup. In addition, backup could also be to a LAN or to a USB device which can be plugged into the front or rear of the PC.

The following files are not installed from the CD-ROM as they are specific to each individual console. As such, a backup

copy should be kept of these files in-case of PC or hard-drive failure.

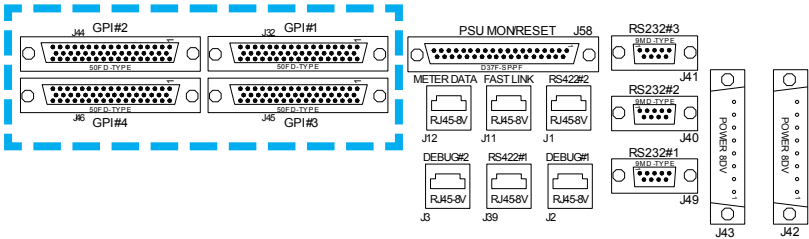
The system will automatically back up these files to a user-specified drive, if it is set to do so. This is done using the Set-up Application.

FILENAME	DESCRIPTION
C:\Omega\Cust1\Config.ini	This file should only be altered by an approved Calrec engineer using a specifically designed application. The file can be copied but any unauthorised changes made will render it inoperable, including changing the date stamp of the file (such as saving even if not edited). If the file needs to be e-mailed to Calrec for any reason it should always be zipped to protect the file time/date stamp. A new backup copy of this file should be made after a console upgrade.
C:\Omega\Cust1\Setup.ini	This file is updated when changes to console settings are made and saved using the set-up application. It should not be altered by any means other than by using the set-up application. A new backup copy of this file should be made after such changes are made or after a software upgrade.
C:\Omega\Cust1\Options\Options.bin	This file is updated and a new backup should be made when changes to any of the sub-pages of the options screen are made and saved.
C:\Omega\Cust1\memories	This is the default location for the user memories. However, operators can choose to save them to any location they desire. The maintenance department should keep a backup of the important default memories, whilst operators should be encouraged to keep their own backups of their own memories and to update them whenever they make important changes to them. After a software upgrade the main set of memories will be upgraded and checked by the engineer carrying out the upgrade. A new backup should then be made of these memories.
C:\Omega\Cust1\Meter	This is the default location for the user-definable meter configurations. You should keep a backup copy of the files in this folder.
C:\Omega\Cust1\Network	If your console uses Hydra Audio Networking, you should also keep a backup copy of the files in this folder. These are the configuration settings for the network units.
C:\Omega\Cust1\Monitor	This is the default location for the user-definable monitor panel configurations. If your console uses these, you should also keep a backup copy of the files in this folder.
C:\Omega\Cust1\Lists	This is the default location for the user-definable port list configurations. You should keep a backup copy of the files in this folder.
C:\Omega\Cust1\Router	This is the default location for any router configurations made using a serial interface. If your console uses these, you should also keep a backup copy of the files in this folder.

GPIO CONNECTIONS

Connections to the general purpose inputs and outputs are provided on 50 way female D-Type connectors on the rear of the console. 32 opto inputs, 16 opto outputs and 40 Darlington outputs are available.

Opto Specification - 5 - 24 V
Darlington Specification - 30 V, 5 mA



GPI #1

Pins	Circuit
1 . 18	5L
34 . 2	Opto 1 IN
19 . 35	Opto 2 IN
3 . 20	Opto 3 IN
36 . 4	Opto 4 IN
21 . 37	Opto 5 IN
5 . 22	Opto 6 IN
38 . 6	Opto 7 IN
23 . 39	Opto 8 IN
7 . 24	0L
40 . 8	5L
25 . 41	Opto 1 OUT
9 . 26	Opto 2 OUT
42 . 10	Opto 3 OUT
27 . 43	Opto 4 OUT
11 . 28	0L
44 . 12	5L
29 . 45	D OUT 1/2
13 . 30	D OUT 3/4
46 . 14	D OUT 5/6
31 . 47	D OUT 7/8
15 . 32	D OUT 9/10
48 . 16	NC
33 . 49	0L
17 . 50	CHASSIS

GPI #2

Pins	Circuit
1 . 18	5L
34 . 2	Opto 9 IN
19 . 35	Opto 10 IN
3 . 20	Opto 11 IN
36 . 4	Opto 12 IN
21 . 37	Opto 13 IN
5 . 22	Opto 14 IN
38 . 6	Opto 15 IN
23 . 39	Opto 16 IN
7 . 24	0L
40 . 8	5L
25 . 41	Opto 5 OUT
9 . 26	Opto 6 OUT
42 . 10	Opto 7 OUT
27 . 43	Opto 8 OUT
11 . 28	0L
44 . 12	5L
29 . 45	D OUT 11/12
13 . 30	D OUT 13/14
46 . 14	D OUT 15/16
31 . 47	D OUT 17/18
15 . 32	D OUT 19/20
48 . 16	NC
33 . 49	0L
17 . 50	CHASSIS

GPI #3

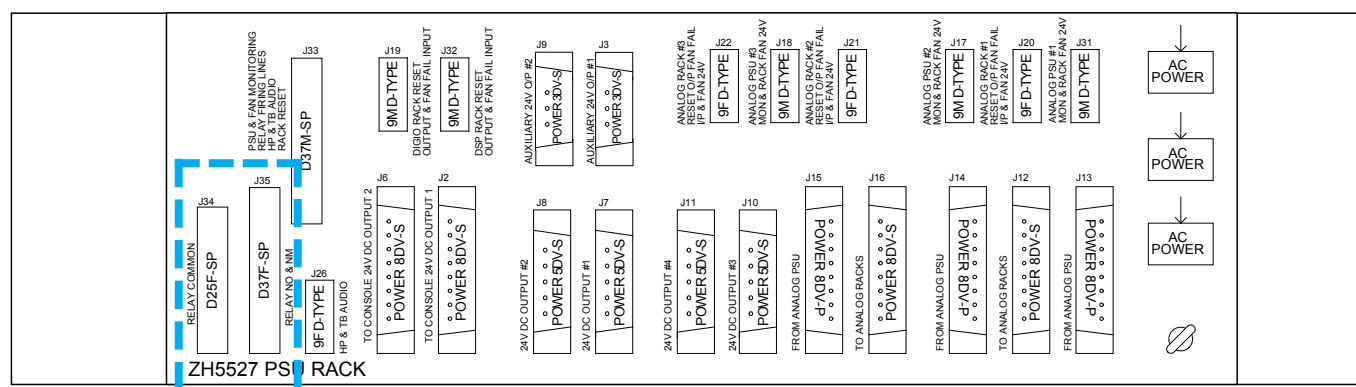
Pins	Circuit
1 . 18	5L
34 . 2	Opto 17 IN
19 . 35	Opto 18 IN
3 . 20	Opto 19 IN
36 . 4	Opto 20 IN
21 . 37	Opto 21 IN
5 . 22	Opto 22 IN
38 . 6	Opto 23 IN
23 . 39	Opto 24 IN
7 . 24	0L
40 . 8	5L
25 . 41	Opto 9 OUT
9 . 26	Opto 10 OUT
42 . 10	Opto 11 OUT
27 . 43	Opto 12 OUT
11 . 28	0L
44 . 12	5L
29 . 45	D OUT 21/22
13 . 30	D OUT 23/24
46 . 14	D OUT 25/26
31 . 47	D OUT 27/28
15 . 32	D OUT 29/30
48 . 16	NC
33 . 49	0L
17 . 50	CHASSIS

GPI #4

Pins	Circuit
1 . 18	5L
34 . 2	Opto 25 IN
19 . 35	Opto 26 IN
3 . 20	Opto 27 IN
36 . 4	Opto 28 IN
21 . 37	Opto 29 IN
5 . 22	Opto 30 IN
38 . 6	Opto 31 IN
23 . 39	Opto 32 IN
7 . 24	0L
40 . 8	5L
25 . 41	Opto 13 OUT
9 . 26	Opto 14 OUT
42 . 10	Opto 15 OUT
27 . 43	Opto 16 OUT
11 . 28	0L
44 . 12	5L
29 . 45	D OUT 31/32
13 . 30	D OUT 33/34
46 . 14	D OUT 35/36
31 . 47	D OUT 37/38
15 . 32	D OUT 39/40
48 . 16	NC
33 . 49	0L
17 . 50	CHASSIS

8 change over relays are available on the rear of the Bulk Power Supply and Distribution Unit.

Relay Specification - 50 V, 1 A (switched power not exceeding 30 W)



Relay Inputs (Connector J35)

Pins	Circuit
1 . 20	Normally Made a/b Relay 1
2 . 21	Normally Open a/b Relay 1
3 . 22	Normally Made a/b Relay 2
4 . 23	Normally Open a/b Relay 2
5 . 24	Normally Made a/b Relay 3
6 . 25	Normally Open a/b Relay 3
7 . 26	Normally Made a/b Relay 4
8 . 27	Normally Open a/b Relay 4
9 . 28	Normally Made a/b Relay 5
10 . 29	Normally Open a/b Relay 5
11 . 30	Normally Made a/b Relay 6
12 . 31	Normally Open a/b Relay 6
13 . 32	Normally Made a/b Relay 7
14 . 33	Normally Open a/b Relay 7
15 . 34	Normally Made a/b Relay 8
16 . 35	Normally Open a/b Relay 8
17 . 36	Chassis
18 . 37	Chassis
19	Chassis

Relay Outputs (Connector J34)

Pins	Circuit
1 . 14	Common a/b Relay 1
2 . 15	Common a/b Relay 2
3 . 16	Common a/b Relay 3
4 . 17	Common a/b Relay 4
5 . 18	Common a/b Relay 5
6 . 19	Common a/b Relay 6
7 . 20	Common a/b Relay 7
8 . 21	Common a/b Relay 8
9 . 22	Chassis
10 . 23	Chassis
11 . 24	Chassis
12 . 25	Chassis
13	Chassis

DOLBY DP570 & DP564 SETUP

The following instructions were prepared to set up a Dolby DP570 or DP564. They are included for convenience but may only apply to Dolby firmware circa 2006. If other versions of firmware are used, it may be necessary to revise this procedure as detailed in Dolby supplied documentation.

Interconnections need to be made between the Dolby unit and the Omega's GPIO facilities. The Opto inputs are located on the console backplane (HN5637) and the Relay outputs are located on the Bulk PSU unit backplane. These may well be in different locations due to noise heat or space considerations and connecting in this way would require two separate cable runs. For a more compact connection to be made the function provided by the relays can be accessed from the Darlington outputs

on the console backplane. These can be found on the same connectors as the Opto isolated inputs therefore requiring only one single cable run.

The table to the left details the wiring information for this connection. Note that Opto and darlington output number may vary depending on the GPIO port used.

Dolby GPIO Connector D37 Male		To Omega GPIO #1 (J32 on HN5637)	
Pin	Function	Pin	Function
8	Stereo	34	Opto 1 (+)
9	Mono	19	Opto 2 (+)
10	Phant	3	Opto 3 (+)
11	3-Stereo	36	Opto 4 (+)
12	Pro Logic	21	Opto 5 (+)
13	Line	5	Opto 6 (+)
14	Custom	38	Opto 7 (+)
15	RF Compression	23	Opto 8 (+)
23	Full	29	D Out 1
24	Stereo	45	D Out 2
25	Mono	13	D Out 3
26	Phant	30	D Out 4
27	3-Stereo	46	D Out 5
28	Pro Logic	14	D Out 6
29	Line	31	D Out 7
30	Custom	47	D Out 8
31	RF Compression	15	D Out 9
37	Digital Ground	49	0V Ground
		2	Opto 1 (-)
		35	Opto 2 (-)
		20	Opto 3 (-)
		4	Opto 4 (-)
		37	Opto 5 (-)
		22	Opto 6 (-)
		6	Opto 7 (-)
		39	Opto 8 (-)

In all cases, GPIO cables do not come from Calrec and need to be supplied as part by the installation cabling.

On the Dolby unit:

<label> means press the button with the name label.

Power up the unit and wait for it to initialise.

- <setup>
- <down arrow> until you see "SYSTEM SETTINGS"
- <enter> Unit name is now displayed
- <down arrow> until you see "GPI setup"
- <enter> "GPI pin 23" is displayed
- <enter> "GPI pin 23 trigger" is displayed
- <enter>
- <down arrow> until you see "Edge"
- <enter>
- <esc> "GPI pin 23 trigger" is displayed
- <down arrow> "GPI pin 23 Polarity" is displayed
- <enter>
- <down arrow> until you see "Negative/Low"
- <enter>
- <esc> "GPI pin 23 Polarity" is displayed
- <down arrow> "GPI pin 23 Function" is displayed
- <enter>
- <down arrow> until you see "FULL" meaning surround.
- <enter>
- <esc> "GPI pin 23 Function" is displayed
- <esc> "GPI pin 23" is displayed
- <down arrow> "GPI pin 24" is displayed

Repeat the process for all the GPI pins 24 - 31 (as shown in table opposite).

- <esc> "GPI setup" is displayed
- <down arrow> "GPO setup" is displayed

Now go though a similar procedure to set up the outputs on pins 8 to 14 (as in

table opposite) with trigger as “Level”, Polarity as “Negative/Low”, and function as necessary.

<esc> Until back at original menu.

On The Console PC

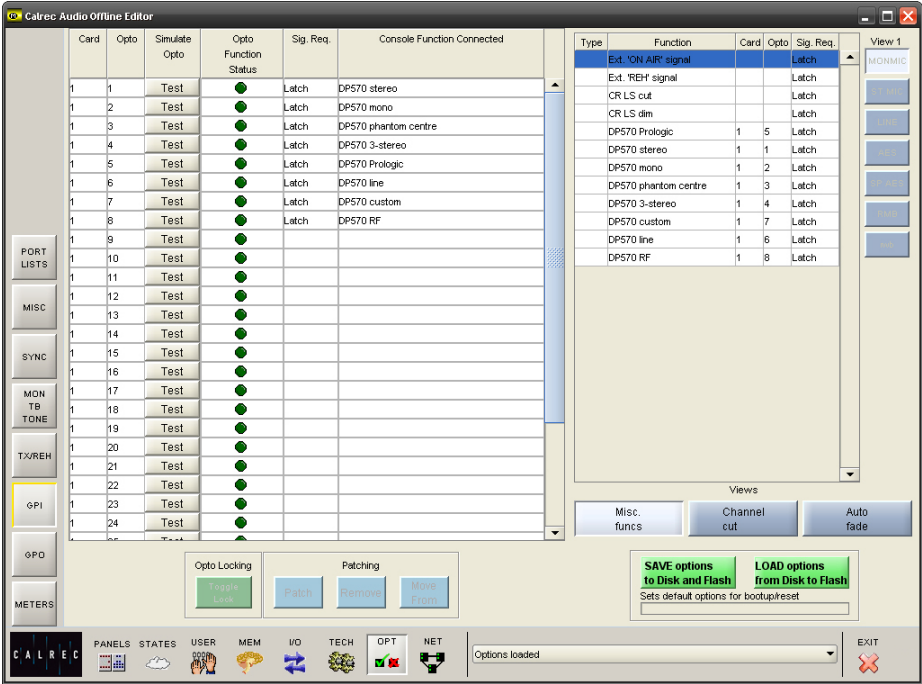
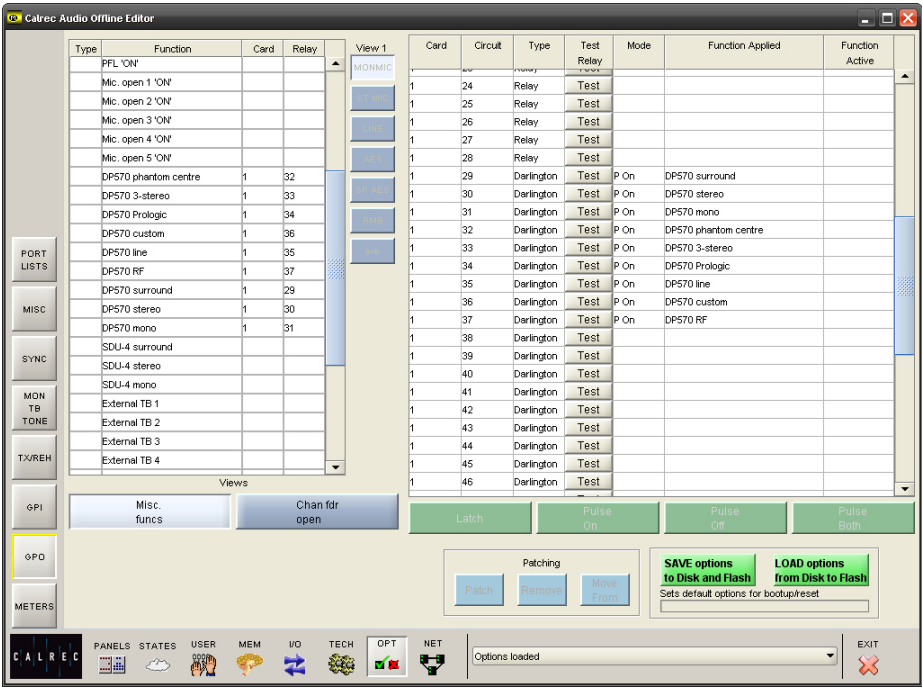
On the console PC load the Main Application and navigate to the OPT section and the GPO page.



Configure the Darlington outputs as per the wiring table on the previous page. An example screenshot is shown in the upper right image.



Next, configure the Opto inputs (as shown in the wiring table) on the GPI page. An example is shown in the lower right image.



TALKBACK MIC & DESK HEADPHONES

The talkback and headphone signals are carried between the console backplane and the bulk power supply and distribution unit using a multi-core cable with a 37-way D-type connector at each end.

- The headphone signal is AES only
- The talkback microphone signal can be AES or analog

Talkback Mic Connections

The talkback microphone connects to the console via the XLR connector on the Broadcast Facilities panel of which the Omega has three alternative versions. The RT5661 provides not only the broadcast mode controls, but reset buttons and the talkback mic.

The optional RT5685 is similar, but also provides a USB 1.1 port, primarily for connecting a flash memory device for loading and storing console settings.

The RT5635 provides a third option for a broadcast facilities and reset panel.

Unlike the other two which go in the meter upstand, it locates in the control surface above the console keyboard.

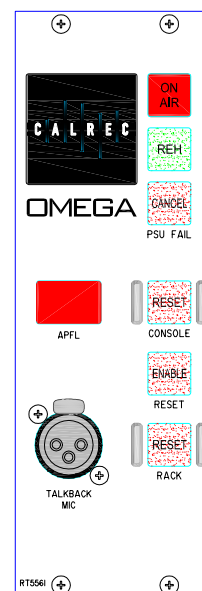
Both panels contains the following talkback microphone circuitry:

- Talkback microphone pre-amplifier
- Adjustable resistor (VR4) to adjust the gain from 18 dB to 48 dB
- Internal switch to enable the 16 V phantom power to the talkback microphone (SW9)
- Talkback mic A to D converter
- Internal switch to set the talkback output signal format to AES or analog (SW5)

USB port (when fitted)

The USB port is linked to the console PC and provide USB 1.1 connectivity and is The port is intended for use with flash memory 'jump' ('thumb') drives. The small size of console memory files means data speed is not normally an issue. The port may not necessarily meet the higher current demands of hard disc drives and other devices.

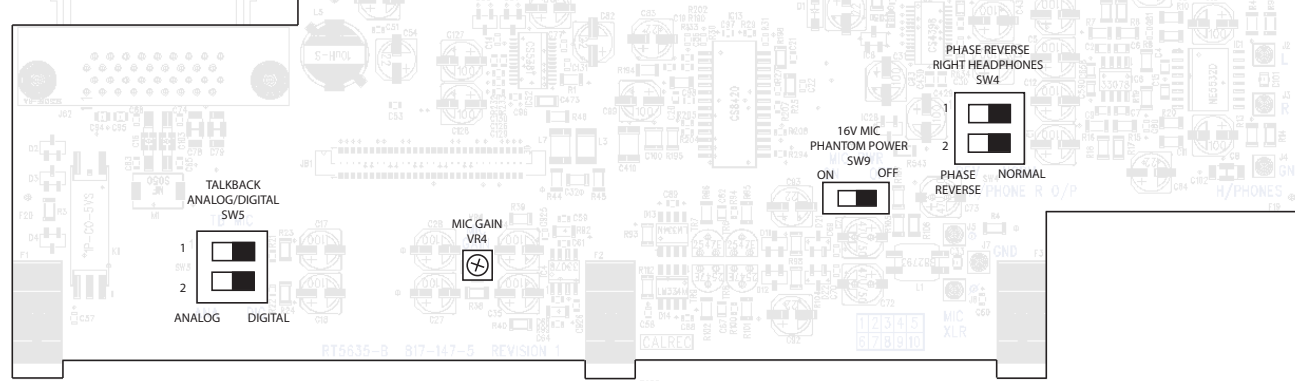
RT5661



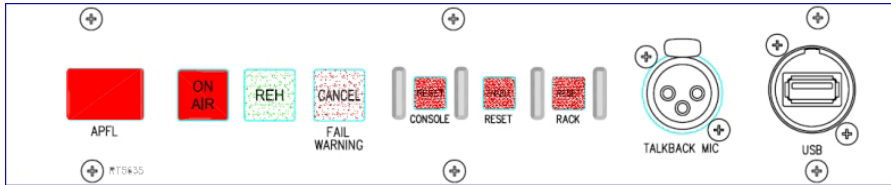
RT5685



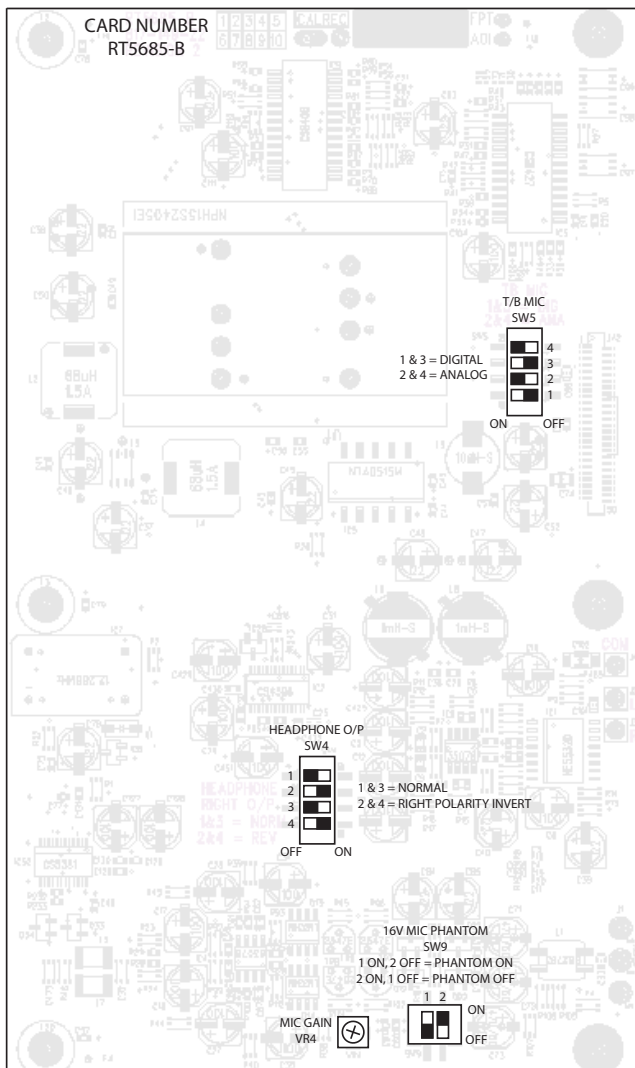
DIL switches - RT5635



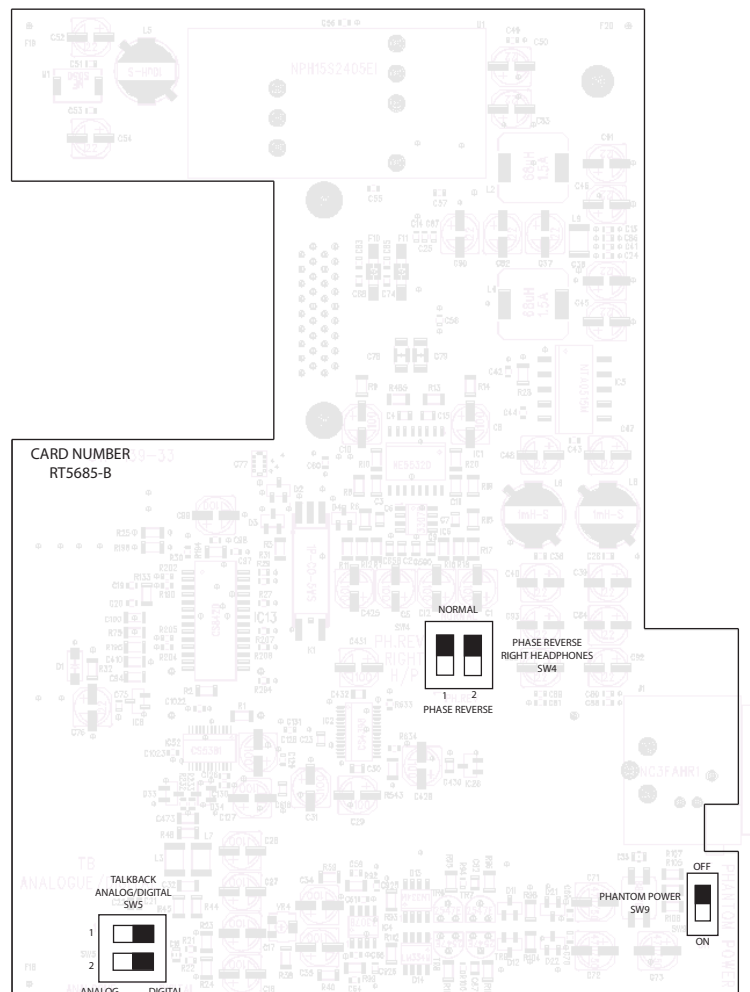
RT5635



DIL switches - RT5685



DIL switches - RT5661



Headphone connections

The headphone jack is located underneath the console on an interface plate next to the console backplane. The headphone output is driven by circuitry on the reset panel.

The reset panel contains the following headphone circuitry:

- Headphone D to A converter
- Headphone amplifier
- An internal DIL switch to reverse the phase of the right leg of headphone audio (SW4)

Audio to the headphone circuit should be an AES signal that is sample locked to the console and is typically wired from any digital output on the desk that is spare. This connection should be made by wiring audio into the 9 pin connector on the rear of the PSU monitoring and distribution unit that is near equipment racks.

Microphone audio

The output of the microphone amplifier is available in analog or digital form depending on the setting of the DIL switch inside the reset panel (SW5). It can be wired to a comms system or to a console input port as required. Whilst connections can be made by adding a cable to the already cabled 37 way D type connector, J58 on the rear of the console surface, it is normally preferable and a simpler wiring task to use the 9 pin one on the rear of the PSU monitoring and distribution unit that is near equipment racks.

Headphone audio

As with the microphone, either the rear of the console or the PSU monitoring and distribution unit can be used to connect headphone signals. Once again, it is preferable to wire to the dedicated

9 pin connector on the rear of the PSU monitoring and distribution unit. Remember that headphone feeds can only be AES signals.

Connector J26 Pin Out Information

On the rear of the PSU monitoring and distribution unit, connector J26:-

Pins 1 and 2 - From control surface TB mic (AES or analog)

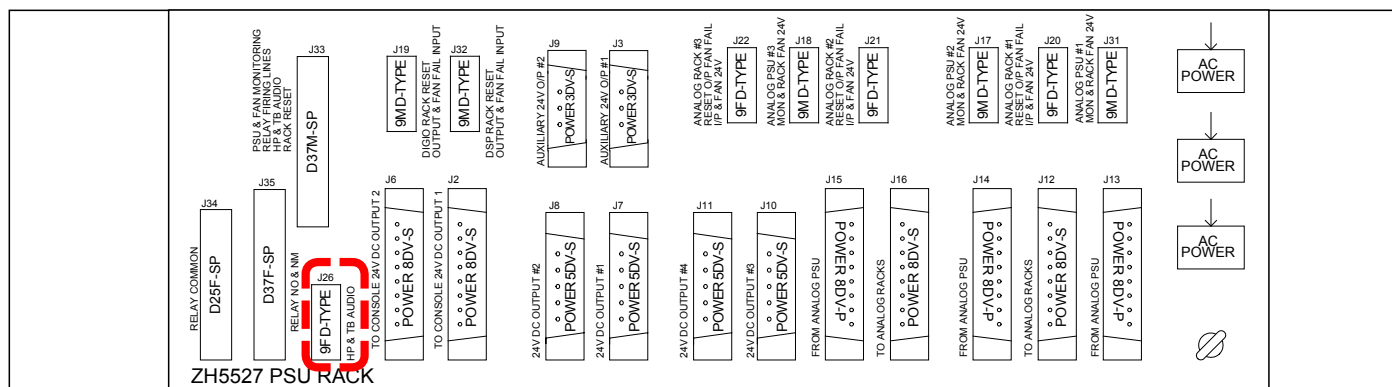
Pins 4 and 5 - To control surface headphone jack (AES only).

Headphone and talkback mic

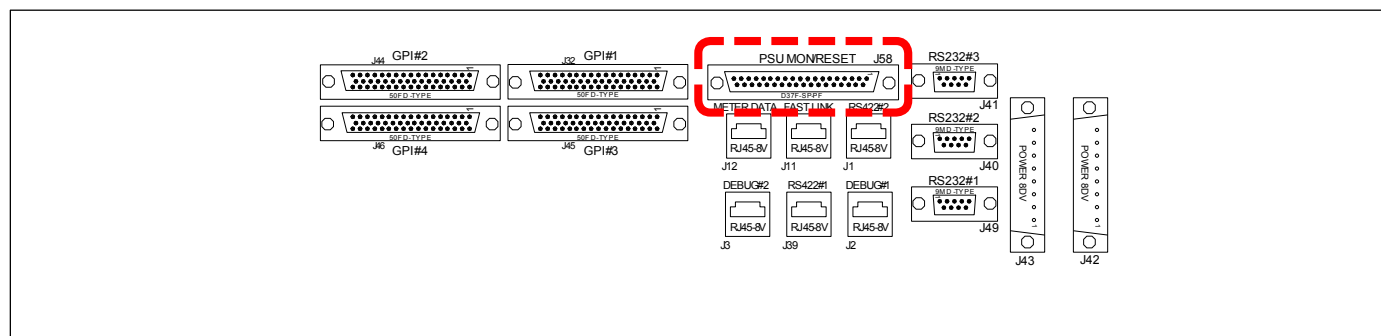
Connections for desk headphone and talkback mic signals are made to 9 pin D-type connector on the rear of the PSU monitoring and distribution unit. This is a female panel mount connector, requiring a male on the cables.

Remember that headphone feeds can only be AES digital signals.

Power Supply, Monitoring and Distribution Unit (Rear)



Console Interface



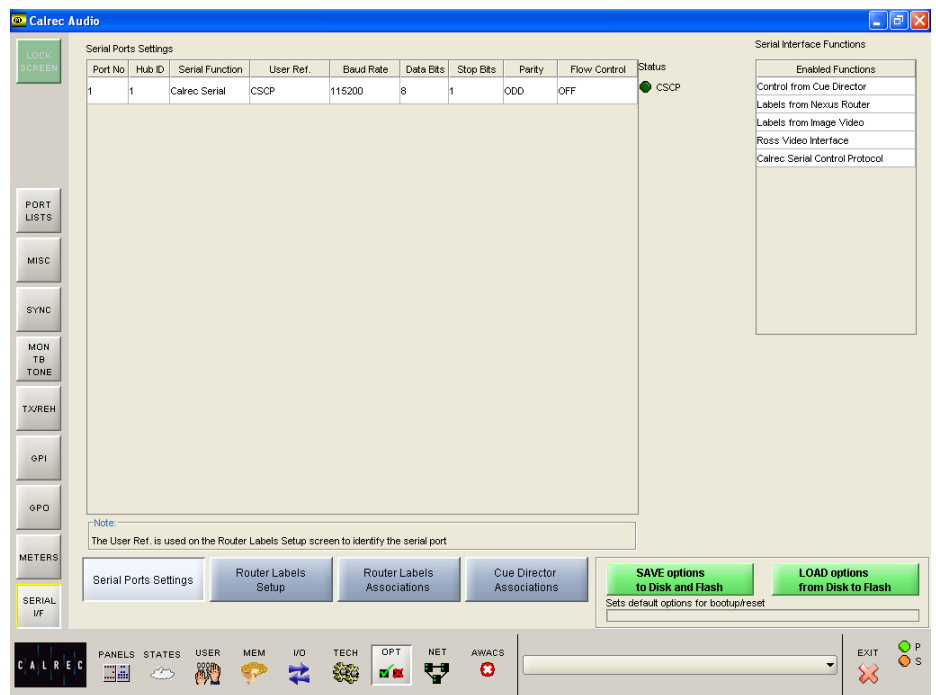
SERIAL INTERFACE

The system currently supports the following serial interfaces:

- **Calrec Serial Control Protocol**
- **Cue Director**
- **Nexus Router**
- **Image Video TSI1000**
- **Ross Overdrive**

Required serial interface functions must be requested by the customer at time of order. Functionality may also be enabled at a later date by Calrec service engineers.

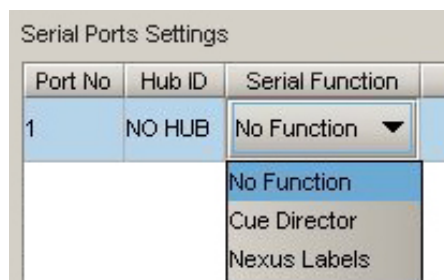
Serial port setup and label associations are made using the Options-Serial I/F screens.



Serial Port Settings Screen

The console has a serial interface port for allowing equipment to be connected to the system.

The Serial Port Settings screen is used to tell the system what information it should send and receive via the serial interface port, by allocating a function to it from a drop down box in the Serial Function column. Only the serial functions which are enabled for the console will be available for selection. The function can be given a name by typing up to six characters in the USER REF column.



For each function there is an indicator which flashes when a valid message is received from the user serial port.

Control of console facilities via Calrec Serial Control Protocol protocol or Ross Overdrive protocol

As the Omega has only RS-232 connectors, an extra cost RS-232 to RS-422 converter will be required if the controller communicates via an RS-422 link.

The controller may control up to 112 Channel, Group or VCA Master faders, plus 2 Main faders on the Omega console.

The controller is able to alter the fader level for a particular mono, stereo or surround Channel, Group, Main or VCA Master, providing these have been previously assigned to a fader via the Calrec desk.

The controller can operate the CUT feature of Channel, Group and VCA Master Faders. Main faders do not have cuts.

The controller is able to switch ON or OFF the Pre-Fader Listen (PFL) feature for a particular Channel, Group, Main or VCA Master Fader.

The legs (spill faders) of Surround paths cannot be controlled.

VCA Master Faders can be assigned on the Calrec desk either to an unused fader layer (A or B), or to a fader layer that is already controlling a Channel or Group, in which case that Channel or Group will be a Slave of the VCA Master. In the latter case, the controller can control the VCA Master but not the Channel or Group assigned to the same fader layer (except via the VCA Master of course).

When a VCA Master Fader is adjusted, the Audio of the Slaves will be altered but the Faders of the Slaves do not move. Only the change in level of the VCA Master Fader will be reported to the controller.

When a VCA Master Fader is Cut, the Slaves will also be Cut. The controller will be informed of the Cut status of both the Master and Slaves. In this condition, the Slaves cannot be individually Cut or Uncut. Attempts by the controller to change the status of a Slave will be ignored.

When the PFL of a VCA Master Fader is turned On, the PFL of the Slaves will also be turned On. The controller will be informed of the PFL status of both the Master and Slaves. In this condition, the PFL of the Slaves cannot be individually turned On or Off. A request from the controller to change the status of a Slave will be ignored and the console will respond with a message stating that the PFL of the Slave is On.

A VCA Master can be a Slave of another VCA Master (provided that VCA Master is not already a Slave) in which case the former is a Secondary Master and the latter is a Primary Master. The controller can control both types of VCA Master and there is no distinction between the two as far as the controller is concerned.

The Calrec desk sends fader labels to the controller to show which fader is being controlled.

The controller is sent fader status updates whenever a fader state changes, whether the change is initiated by an operator at the Calrec desk or by the controller itself.

When using the Calrec Serial Control Protocol, the controller may route channels to auxes and alter the aux output level, though the controller has no control

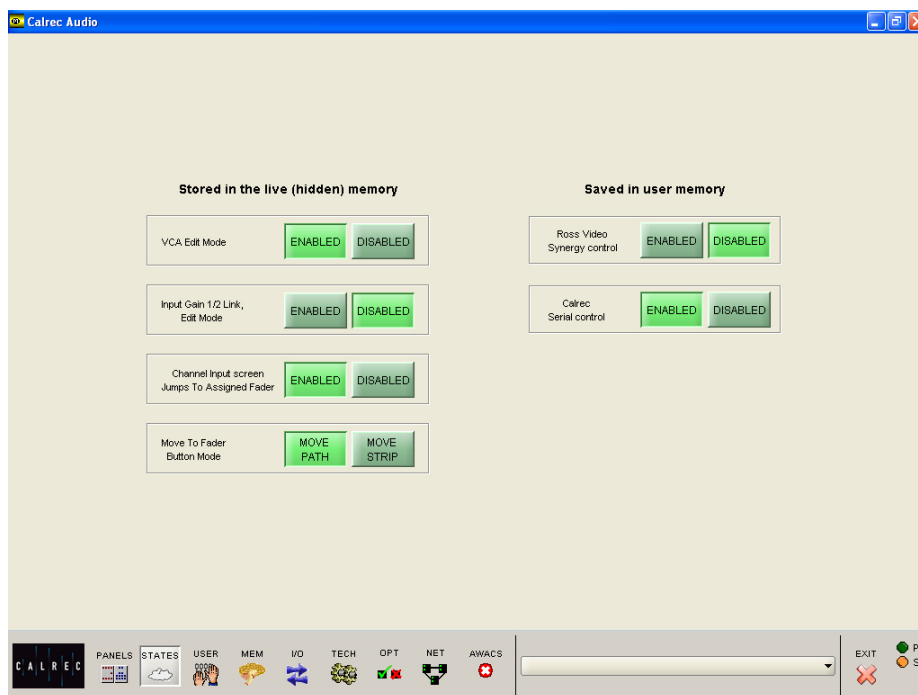
over pre/post fader switching, the aux send fader level, aux override options or aux output cut. It may also not patch an aux to an output port.

Priority of control

Priority of control is given to the system that sent the last message. For example when the controller sends a message to the Calrec console to alter a fader level, this action can be overridden by manually setting a new level on the Calrec console.

Enabling/Disabling control

It is possible to enable and disable the remote control from the Calrec Front-end GUI (disabled by default) on the States screen as shown below. The enabled/disabled status is saved in the desk memories so that when any of these are used to set up the desk for external control it will be enabled automatically when the memory is loaded.



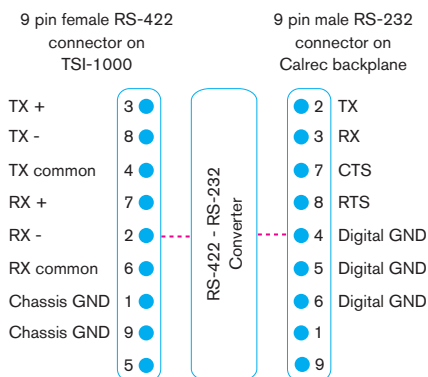
The Image Video TSI-1000 allows Calrec consoles to receive source label information from many different routing switchers.

Refer to the Image Video documentation for installation and configuration of Image Video equipment.

Physical connection

The TSI-1000 requires an RS422 connection to the console. As the Omega console has an RS232 port, an extra cost RS232 to RS422 converter can be used which is not supplied by Calrec. The diagram below details the pin out information from both the TSI-1000 and the Calrec backplane. As pin out information may vary depending on the converter used, please refer to the documentation supplied with the converter.

RS-422 to RS-232 cable wiring

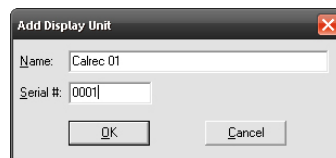


The console port should be linked to one of the RS422 ports on the TSI-1000 (COM 8-12).

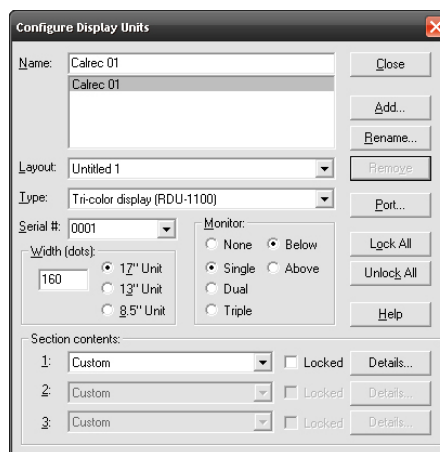
TSI-1000 setup

On the PC connected to the TSI-1000, load the Tally System Console software. From the 'Display Unit' menu select 'Configure Display Units'.

Click the 'Add...' button to create a new unit. Give the unit an appropriate name such as 'Calrec 01' and set the serial number to be '0001'.



Click 'OK', then configure the display unit as shown below:

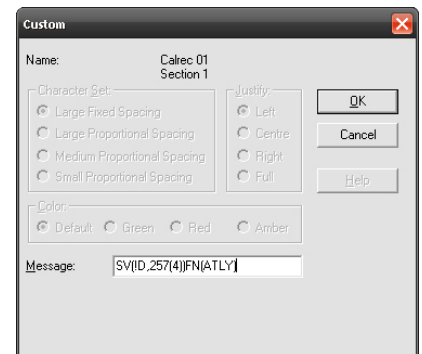


To add more display units, click the 'Add...' button. The new units will be created with an increment to both the name and serial number. Add more display units to equal the number of router feeds to your Calrec console.

Each display unit can now have its port and label formatting set. To set the port, click on the 'Port...' button. Enter the interface number and COM port where you require the labels to be sent.

The labels sent from the routers need to be formatted in order to fit in the 6 character displays on the Calrec console. To do this, make sure 'Section Contents 1' is set to 'Custom' then click the 'Details...'

button. Enter the following string into the 'Message:' text field:



The TSI-1000 is now configured to pass labels from the router to the console.

Console setup

The console must be configured to receive Image Video messages. To enable this load the configuration application and navigate to the 'Desk' section and the 'Serial Inter' screen. Ensure that the 'Enable Image Video' option is checked and then exit the application. (The configuration application is only available to the engineer commissioning the console.)

Ports list

You may find it easier to move the ports fed by the router into a port list. This is not necessary, but it will simplify the view when you come to associate the router labels.

Serial interface



In the 'Opt', 'Serial I/F' screen select the correct port and Hub ID where your TSI-1000 unit is connected. Ensure that 'Labels from Image Video' is in the 'Enabled Functions' list. In the 'Serial Function' column select Image Video from the drop down menu. Enter a sensible name in the 'User Ref.' column, for example 'TSI'.

Port No	Hub ID	Serial Function	User Ref.	Baud Rate	Data Bits	Stop Bits	Parity	Flow Control	Status
1	5	Image Video	TSI	9600	7	2	EVEN	OFF	● TSI
2	NO HUB	No Function		38400	8	1	EVEN	OFF	●
3	NO HUB	No Function		38400	8	1	EVEN	OFF	●
4	NO HUB	No Function		38400	8	1	EVEN	OFF	●
5	NO HUB	No Function		38400	8	1	EVEN	OFF	●
6	NO HUB	No Function		38400	8	1	EVEN	OFF	●
7	NO HUB	No Function		38400	8	1	EVEN	OFF	●
8	NO HUB	No Function		38400	8	1	EVEN	OFF	●

Serial Interface Functions

Enabled Functions

Labels from Image Video

Serial Ports Settings Router Labels Setup Router Labels Associations

SAVE options to Disk and Flash LOAD options from Disk to Flash

Sets default options for bootup/reset

Options saved

Router Labels Setup



Enter the 'Router Labels Setup' screen. For each label that will be received from the router associate it with a Calrec console label by entering the Label ID (which is the Serial Number that you entered in the Image Video 'Display Unit Configuration' dialog) and setting the serial port to be the 'User Ref that was defined in the previous step ('TSI' in this example). For each Calrec label, a 'User Ref.' can also be set to aid in identification.

It should be noted that all four characters of the label ID should be completed for the TSI-1000 to respond correctly.

Label No	Label ID	User Ref.	Serial Port
1	RTR01L	0001	TSI
2	RTR01R	0001	TSI
3	RTR02L	0002	TSI
4	RTR02R	0002	TSI
5	RTR03L	0003	TSI
6	RTR03R	0003	TSI
7	RTR04L	0004	TSI
8	RTR04R	0004	TSI
9	RTR05L	0005	TSI
10	RTR05R	0005	TSI
11	RTR06L	0006	TSI
12	RTR06R	0006	TSI
13	RTR07L	0007	TSI
14	RTR07R	0007	TSI
15	RTR08L	0008	TSI
16	RTR08R	0008	TSI
17	RTR09L	0009	TSI
18	RTR09R	0009	TSI
19	RTR10L	0010	TSI
20	RTR10R	0010	TSI
21			TSI
22			
23			
24			
25			
26			
27			

Interfaced

UNASSIGN

TSI

Serial Ports Settings Router Labels Setup Router Labels Associations

SAVE options to Disk and Flash LOAD options from Disk to Flash

Sets default options for bootup/reset

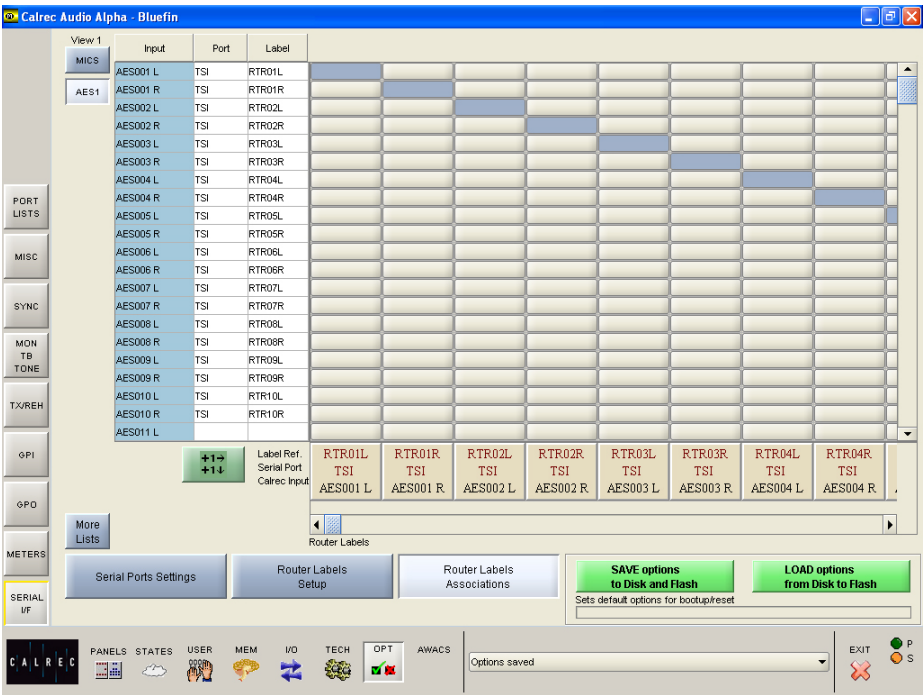
Options saved

Router Labels Associations

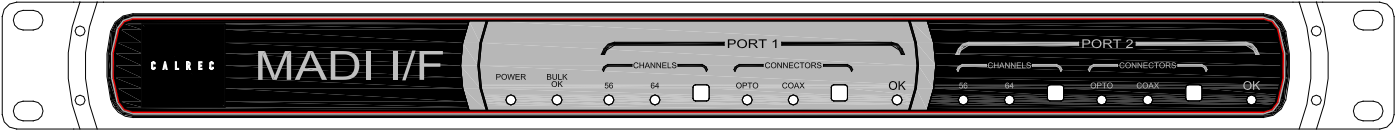


In the 'Router Labels Associations' screen, the labels can now be assigned to the console's input ports.

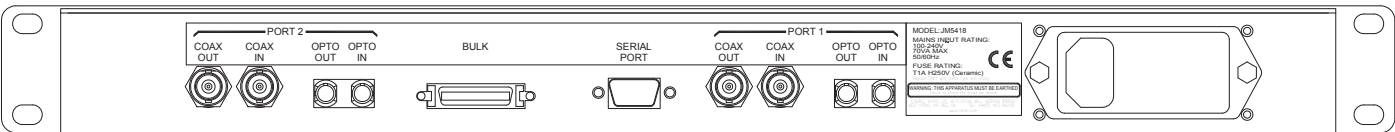
The console should now be configured to receive labels from the TSI-1000.



FRONT



REAR



The 1U rack mounted MADI unit contains two independent AES10 MADI compatible interfaces, and is available as an option. The two ports are interfaced to the console via a Wide Area Bulk (WAB) card, which occupies one of the AES card slots in the Processing rack.

Each MADI interface can operate in either 56 or 64 channel mode and can transmit over a coaxial AND optical medium and receive over a coaxial OR optical medium. A switch allows receiver selection.

There is no sample rate conversion available on MADI inputs or outputs therefore, all the equipment connected via MADI must be synchronized to the same source as the console.

MADI Unit	Power	Fiber		Copper	
		Connection	Max Cable Length	Connection	Typ. Cable Length
JM5407	DC (24V)	ST - Multi-mode	2 km	BNC (75 Ohm)	<50 m
JM5418	AC (100-240V)	ST - Multi-mode	2 km	BNC (75 Ohm)	<50 m
JM5450	DC (24V)	SC - Multi-mode	2 km	BNC (75 Ohm)	<50 m
JM5451	AC (100-240V)	SC - Multi-mode	2 km	BNC (75 Ohm)	<50 m
JM5754	DC (24V)	SC - Single-mode	10 km	BNC (75 Ohm)	<50 m
JM5755	AC (100-240V)	SC - Single-mode	10 km	BNC (75 Ohm)	<50 m

Calrec digital consoles provide SNMP messages from the console's AWACS fault reporting system.

The message sent is the same text that is displayed when clicking on specific fault reports on the AWACS screen.

The console PC is normally supplied with two RJ45 network interfaces. Current systems use a Gigabit interface card for linking to a Gigabit switch when Hydra networking is in use. The PC also has a conventional 100 baseT network connection as part of the motherboard and it is this port that is used for SNMP messaging.

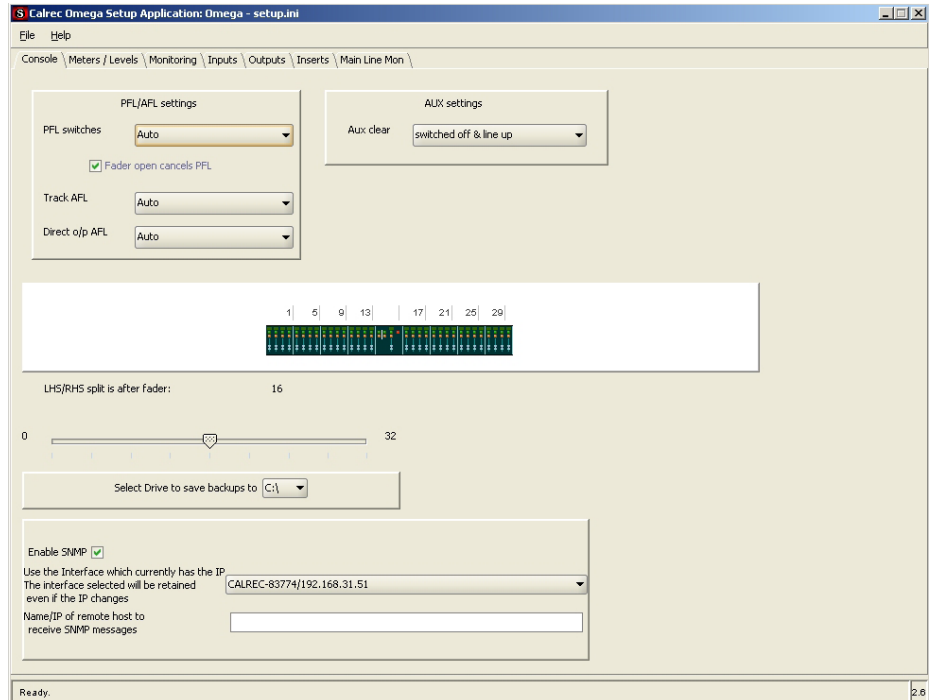
With appropriate network configuration, a topic going beyond this console installation manual, this same port can also provide access to the station/house IT network for the purpose of backing up console memories to drives other than the one within the console PC.

Setting up SNMP reporting

SNMP reporting must first be enabled by clicking in the Enable box within the Setup Application.

The two console network interfaces are displayed in the drop down box, shown above in the process of having one selected. Identify which is which either by reference to the IP address where this is already known, or by going to the Windows Control Panel to verify which card is the 100 Base one, i.e. not the Gigabit one used for any Hydra network connections.

The name and IP address of the SNMP server is entered in the lower field. Avoid making house network connections which use the same subnet as the one used for the Hydra network.



The SNMP server software needs to be configured to process the messages it receives and the necessary definition information is contained in the Management Information Base (MIB) file:

CALREC-TRAPS-MIB.txt.

This can be found on the console PC in the path:

C:\ALPHA\FRONTEND\.

OMEGA

HYDRA AUDIO NETWORKING

Gigabit Ethernet is founded on key principles of preceding Ethernet technologies and provides a data rate of 1000 Mbps over copper or optical fiber.

Audio and control data is transferred using the Ethernet frame format over switched media in a network constructed from standardised structured cabling.

Hydra I/O boxes providing fixed or configurable I/O may be connected onto the network, providing remotely located sources and destinations that can be used by any or all mixing consoles.

The Hydra Audio Network fabric is constructed using low-cost off-the-shelf hardware. The network topology is similar to that of an office LAN, being created out of a central Gigabit switch with connections to each mixing console and Hydra I/O box, in a star formation. Connections may be made with Category 5e UTP, up to 90 metres, or with optical fiber, up to 70 kilometres.

Hardware

There are many commercially available Gigabit switches, repeaters and media converters that can be used to build the network, however some proprietary hardware is required to interface the consoles and Hydra I/O boxes to the network. However, to ensure consistency of performance and support, the Gigabit switch should not be seen as an item of IT technology, but an integral part of the Calrec audio system. It is therefore normally quoted and supplied as part of the Hydra installation.

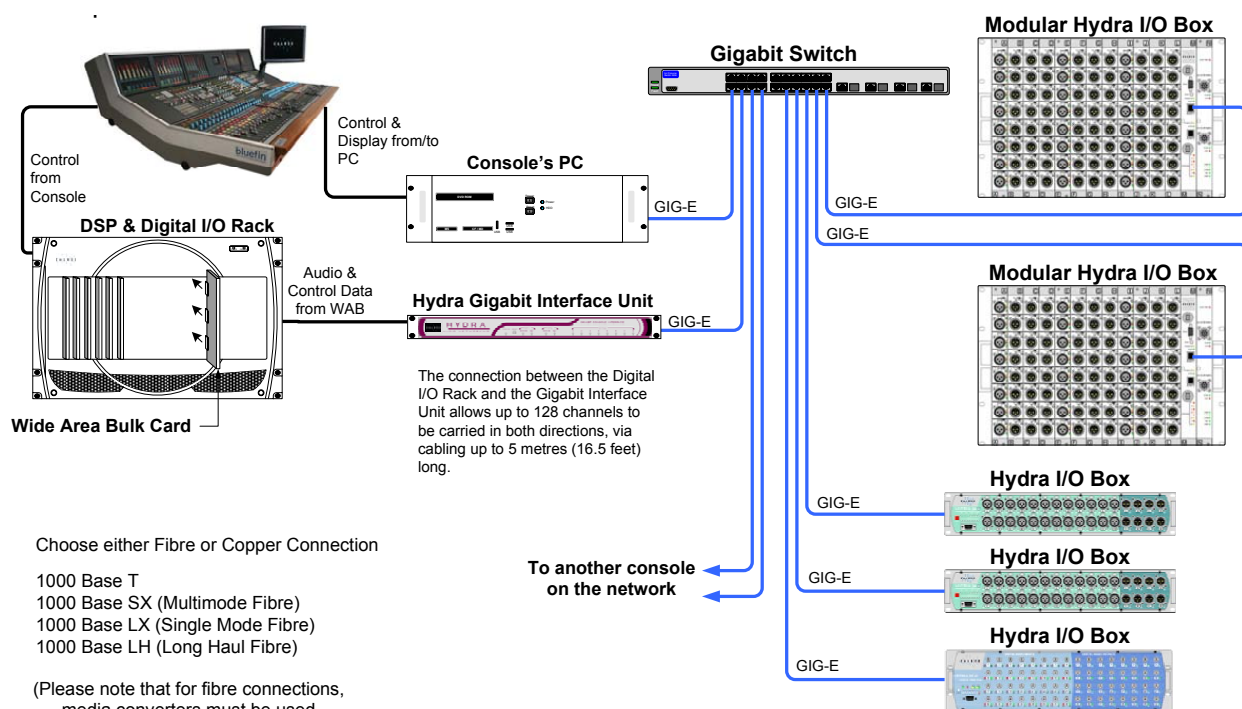
The diagram below shows a console and racks connected to a network via a Wide Area Bulk Card and Hydra Gigabit interface unit. 3 Hydra fixed format I/O boxes and 2 modular Hydra I/O boxes are also shown, each making inputs and outputs available to any console on the network.

Network Editor

For a network to be truly useful, it must be easy to use and maintain. The console's Network Editor consists of a set of screens for :

- Configuration of modular Hydra I/O boxes
- Off-line editing of Hydra I/O and Audio Network
- Status representation of all devices on the network
- Utility for forcing ownership to be dropped

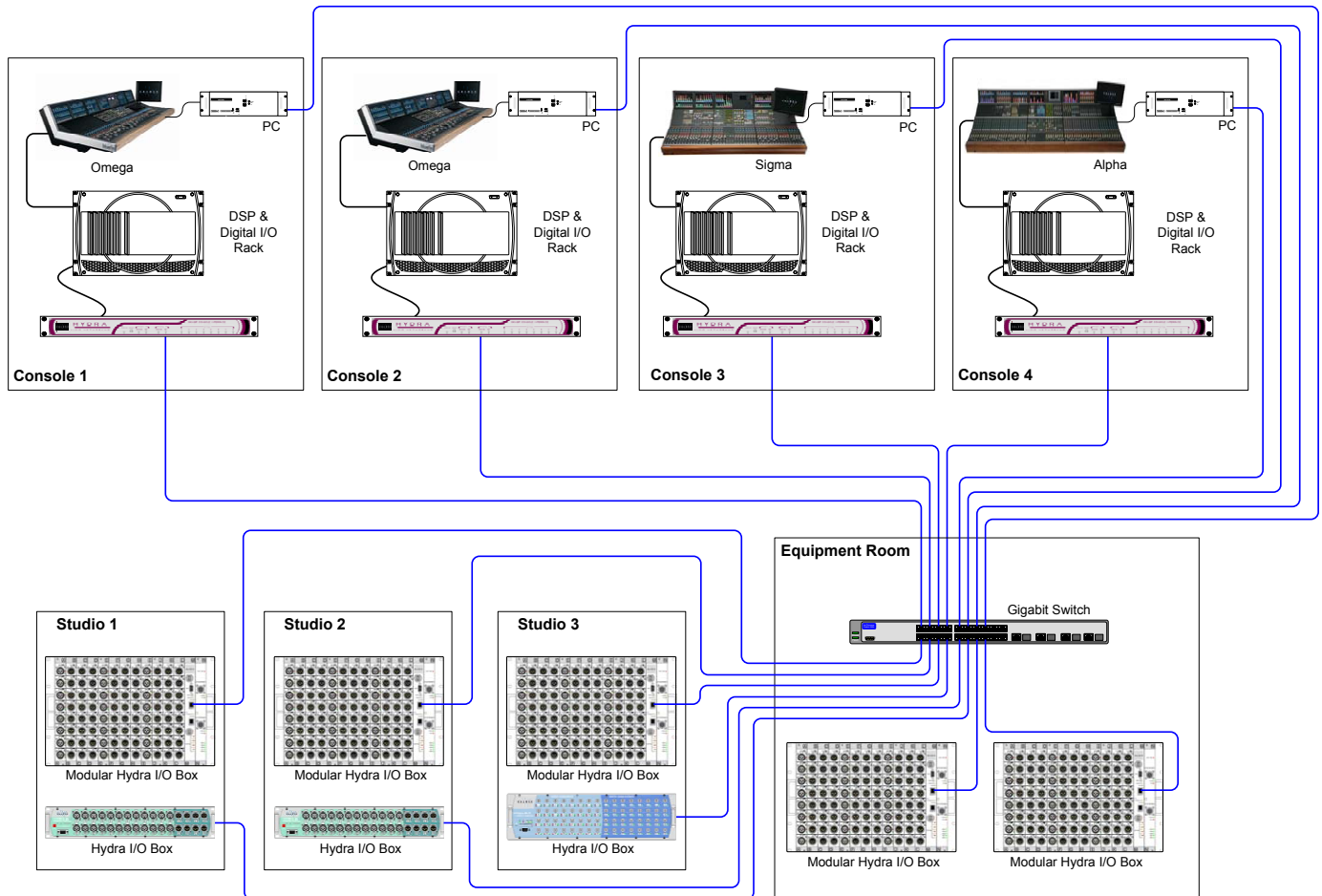
The Network Editor can be run independently of the Front End (console application), allowing the modular Hydra I/O boxes and audio network to be configured off-line. During this time, any operations which require a console are disabled.



Connections to the modular Hydra I/O box are via RJ45 connectors on the front of the unit's processor module. As this is a copper interface, when using fiber cabling,

it is necessary for media converters to be used between the Gigabit switch and the modular Hydra I/O boxes.

TYPICAL HYDRA NETWORK EXAMPLE



The above diagram shows 4 control rooms, each with a Calrec digital console. The Gigabit interface unit for each console transmits and receives audio data to and from the Hydra I/O boxes, via a Gigabit switch located in the Equipment Room.

The console racks and Gigabit interface unit could also be in the Equipment Room if this was more suitable.

Synchronization

Consoles sharing sources must be synchronized (e.g. to station sync or video). The Hydra I/O boxes synchronize to the console Gigabit interface with the lowest IP address on the network.

Private Network

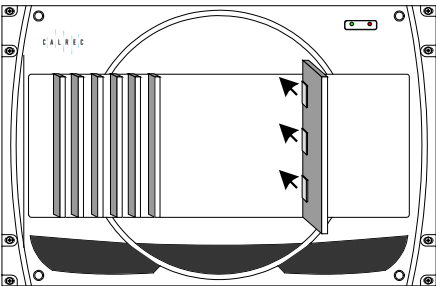
In order to guarantee fully deterministic performance, it is necessary to apply the restriction that the network must be kept private. This means that it must not be made to carry any data other than that generated by the audio network.

Local I/O

Local I/O in the console's own racks can be used for connections to routers, monitoring, talkback, inserts, etc. It is not networked to the other consoles.

Wide Area Bulk Card

A Wide Area Bulk (WAB) card is inserted into the console's DSP and Digital I/O rack.



The function of the WAB is to transfer digital audio samples and control data between the console and the Gigabit interface unit.

Alpha and Sigma systems can have up to 8 WAB interfaces; Omega and Zeta systems can have up to 3.

128 inputs and outputs are carried between each WAB card and the Gigabit interface unit via 36 way SCSI-style cabling up to 5 metres (16.5 feet) long.

During set up, the user can decide how many of the system's WAB interfaces will be available for redundancy. The bandwidth chosen for redundancy will be reserved for use by the redundancy system, and will not be used during normal operation.

Control data is sent and received as UDP (User Data Protocol) messages, and consists of proprietary commands for audio routing, parametric control and network management.

Console PC

The console's PC is connected to the network via the Gigabit switch, such that the user can monitor the devices on the network.

If the console's PC is not connected to the network via the Gigabit switch, some limitations apply - the front end screens will not show port status or device heartbeats, and the user will be unable to edit the device names.

The console PC can also send and receive UDP (User Data Protocol) messages to and from the network.

Gigabit Interface Unit

The Gigabit interface unit provides the console with a full duplex connection from the WAB interface to the network via a commercially available Gigabit switch.

Connection to the network is via a Gigabit port on the rear of the unit. The second Gigabit port on the unit is not used. The unit runs at Gigabit speed all the time, and may not be connected to switch ports that run at lower speeds.

The unit is powered from the console's bulk power supply system, via a 24V DC input. A second connection is provided for redundancy. The console's bulk power supply can also be supplied with redundancy, further protecting the Hydra system from failure.

An RS232 port is provided, such that system diagnostics can be performed by a Calrec-approved engineer. Connection to the port is via a 9-PIN D-Sub connector.

MAC Addresses

Any device on an Ethernet network requires a Media Access Control (MAC) address. The MAC address is a number that uniquely identifies a device.

Each Ethernet frame has a source and destination MAC address, length identifier and CRC. A device on the network can identify frames that are sent to it by checking the destination MAC address against its own MAC address. There is a special address known as the broadcast address in which all devices on the network will receive the frame.

IP Addresses

Calrec will supply each device in your system (including the console) with its own unique IP address, which the system uses to identify each network connection. Where a device has two ports, each will have a unique IP address. The 4th byte is unique to the device. The Hydra I/O boxes synchronise to the console Gigabit interface with the lowest IP address on the network.

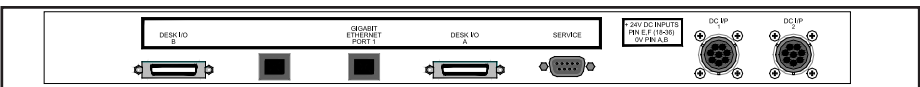
For mobile installations, the 3rd byte of the IP address will be unique to that installation, such that it is possible for different installations to connect their networks together.

Dimensions	1U X 482mm (19 inch)
Depth (not including mating connectors)	195mm (7.7 inches) behind the front panel
Depth (including mating connectors)	265mm (10.4 inches) behind the front panel
Weight	2.6 Kg (5.5125 lb)

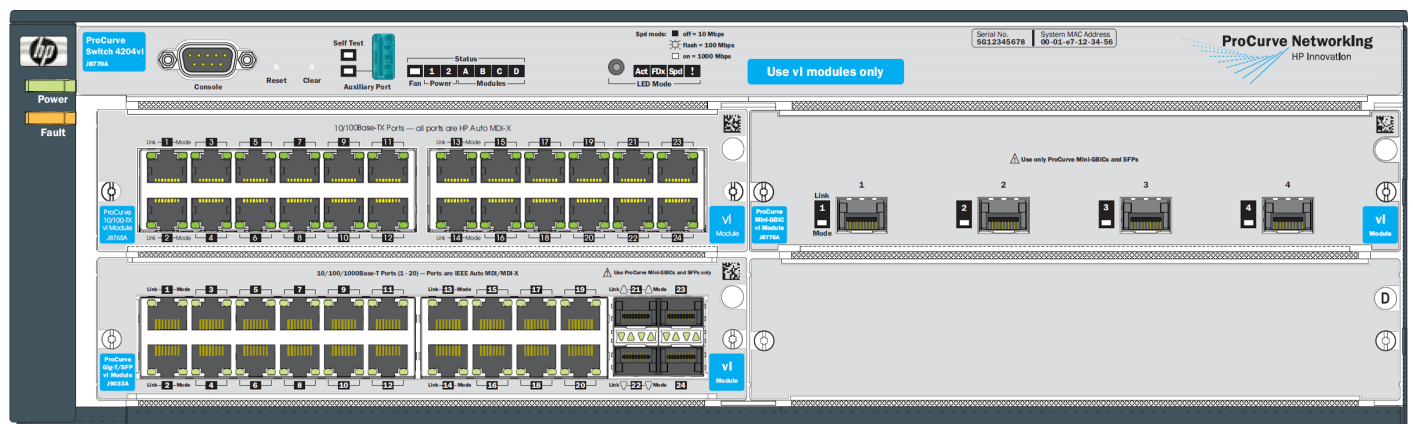
FRONT



REAR



GIGABIT SWITCH



A commercially available Gigabit switch is used to connect consoles and Hydra I/O boxes together, forming a Hydra audio network.

The switch serves to route traffic directly from source to destination. It learns which devices are connected to it, and routes data to the correct destination port. It is capable of continuously receiving data at one port and routing it to another at the maximum data rate, irrespective of what traffic other ports are handling.

Switches are available in 1U or 3U versions, and can have a combination of copper and fiber ports.

Third party switches

To ensure reliability in a live on-air broadcast environment, Calrec tests and supplies only those switches which meet the high specifications required.

Our intensive test procedures are carried out on a Hydra network comprised of third party switches and our own hardware. This repeated testing and the thousands of hours of use in the field, mean that we can be confident that we are providing a robust system using known types of Gigabit switches.

Although there are hundreds of Gigabit switches designed to the same Ethernet standards as the switches we supply, there may be slight differences in how they work internally, which has led to incompatibilities with our system.

It is for this reason that Calrec do not warrant our products for any Hydra network problem unless the switches we recommend are used.

If other makes of switch are used and problems do occur, Calrec shall not be liable for the costs of any support, engineering or design work undertaken as a result of that equipment installation.

The switches we recommend are as follows:

- HP ProCurve 4204vl Switch: Modular - this switch can be fitted with up to 4 plug-in modules providing a combination of copper or fiber ports. This is a 3U mains powered switch.
- HP ProCurve Switch 2910al-24G switch (J9145A): 24 copper ports and 4 SFP connectors. This is a 1U mains powered switch.

- HP ProCurve Switch 2910al-48G switch (J9147A): 48 copper ports and 4 SFP connectors. This is a 1U mains powered switch.

HP GBIC Connectors

If using an HP switch, please ensure that you use genuine HP GBIC connectors. The HP switches detect and may disable non-genuine ProCurve transceivers and mini-GBICs discovered in switch ports.

Warranty Support

Please ensure that you register your switch for support in the country that it is to be used.

Redundant Power

The Gigabit switches can be provided with redundant power supplies:

- The HP4202vl switch is fitted with the redundant power supply module (J4839A) as standard. This provides a secondary IEC inlet on the rear of the unit.
- The HP ProCurve 630 Redundant PSU is a 1U unit that can supply redundant power for up to two HP 2910AL-24G and/or 2910AL-48G switches simultaneously. The redundant PSU must be located in close proximity to the switches it is connected to due to cable length restrictions.

Booting

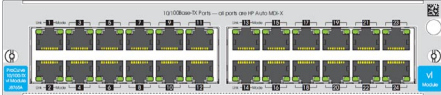
Although the console and racks boot from power on in less than 20 seconds, the switch may take longer. Therefore, networked I/O may take longer to become available on power up, or after a switch reset. It is recommended that the switch is powered using an un-interruptible power supply.

HP4202vl Modules

The supported modules available for the HP4202vl switch enclosure are:

J8765A

24 port Gig-t switch module



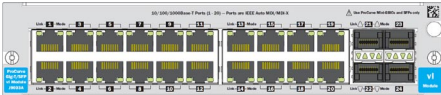
J8776A

4 port mini GBIC slots



J9033A

20 port Gig-t and 4 port mini GBIC slots



Only mini-GBICs with the revision 'B' or later (product number ends with the letter 'B' or later) can be used with the modules in the HP4204vl.

DIMENSIONS & WEIGHTS

Unit	Height	Width		Approx Depth		Approx Weight (fully loaded)		Input Power Rating	Acoustic Power (dB A weighted to DIN 45635 T.19)
		Inches	mm	Inches	mm	lbs	kgs		
HP 4204vl Modular Switch	3U	19	483	15.3	388.6	20.75	9.41	100-240V 8.2-3.8A RMS 50/60Hz	<64.2 dB
HP ProCurve 2910al-24G (J9145A)	1U	19	483	14.4	365.8	10.92	4.95	100-127/200-240V 1.7-0.9A RMS 50/60Hz	53.5dB
HP ProCurve 2910al-48G (J9147A)	1U	19	483	14.4	365.8	11.2	5.08	100-127/200-240V 2.1-1.1A RMS 50/60Hz	53.5dB

All figures are subject to change and should be checked with the manufacturer,

HYDRA FIXED FORMAT BOXES

These robust, self-contained boxes can provide audio input and output facilities for use in areas such as:

- Equipment Room Rack
- Studio Wall Box
- Studio Gantry / Lighting Grid
- Control Room Rack
- Outside Broadcast Truck
- Outside Broadcast Flight Case

Variants

Units are available in the following variants:

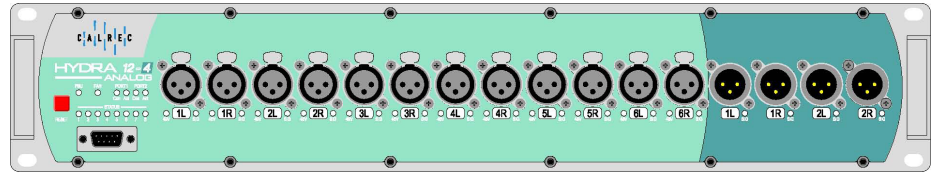
- 12 mic/line inputs and 4 line outputs (XLR)
- 24 mic/line inputs and 8 line outputs (XLR)
- 48 mic/line inputs and 16 line outputs (XLR)
- 32 AES inputs and 32 AES outputs (BNC)
- 4 SDI inputs with 'thru' connectors (rear panel connections)

The units connect to the network via an Ethernet port on the rear of the unit. Each unit has two identical ports to provide network redundancy. All versions are supplied with two RJ45 ports for copper connections (1000BASE-T for distances up to 90 m = 290 feet). In addition, plug-in GBIC modules allow connections with 1000BASE-SX (for distances up to 550 m) and 1000BASE-LX (for distances up to 10 km) are available.

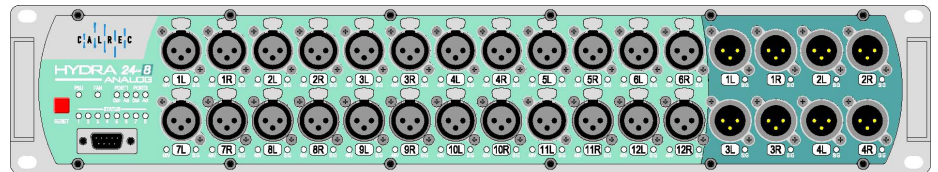
All external connections to the units are hot pluggable. If more than one media type is detected, the system will switch to fiber as its connection.

Hydra networks can include all versions forms of modular and fixed format boxes, though signals from SDI boxes can only be patched to consoles using Bluefin DSP systems or running software 1:36 or later.

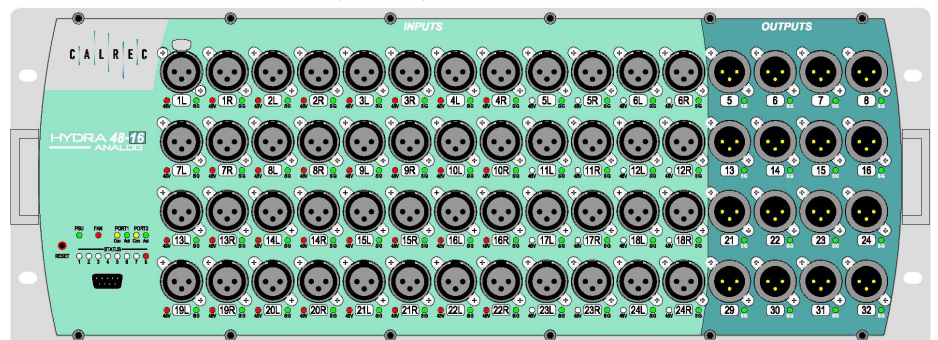
12 MIC/LINE IN & 4 LINE OUT (AD5608)



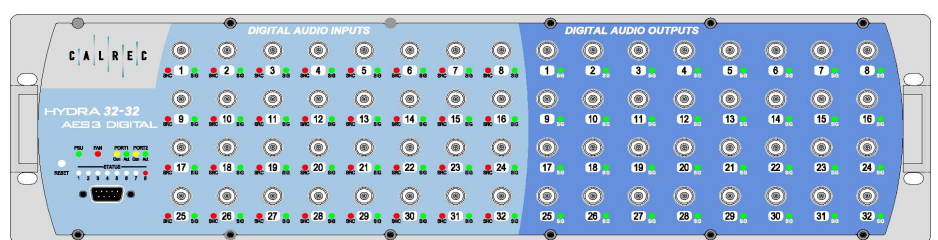
24 MIC/LINE IN & 8 LINE OUT (AD5603)



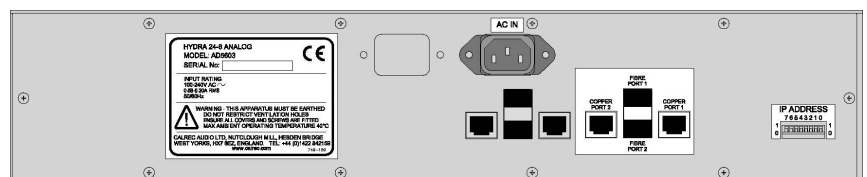
48 MIC/LINE IN & 16 LINE OUT (AD5600)



32 AES IN & 32 AES OUT (JB5607)



REAR CONNECTORS (SIMILAR FOR ABOVE UNITS)



DIMENSIONS & WEIGHTS

Unit	Height	Width		Approx Depth (incl. mating cons)		Approx Weight		Input Power Rating	Acoustic Noise (dB-SPL A-Weighted 1M from source)
		Inches	mm	Inches	mm	lbs	kgs		
AD5603 24 mic/line in & 8 line out - XLR	2U	19	483	12	300	12.5	5.7	100-240V AC ~ 0.58-0.30A RMS 50/60Hz	26
AD5608 12 mic/line in & 4 line out - XLR	2U	19	483	12	300	11.5	5.2	100-240V AC ~ 0.42-0.23A RMS 50/60Hz	26
AD5600 48 mic/line in & 16 line out - XLR	4U	19	483	12	300	16.1	7.3	100-240V AC ~ 1.0-0.48A RMS 50/60Hz	27
JB5607 32 AES in & 32 AES out - BNC	2U	19	483	12	300	12.0	5.8	100-240V AC ~ 0.38-0.20A RMS 50/60Hz	27

Power and Redundancy

The units are mains powered and have two internal power supply units, providing PSU redundancy.

As standard, one IEC input connector is fitted to power both internal PSUs. Versions of each unit (with the 'P' suffix after the unit number, for example AD5600P) provide a second IEC inlet. The twin IEC approach supports mains supply redundancy, as well as internal power supply component redundancy.

The units incorporate a cooling fan module. Each PSU module and the fan module within the unit are monitored to ensure proper performance. PSU OK and FAN FAIL indication is provided on the front of the unit.

Status LEDs

The following indicative LEDs are visible from the front panel:

- PSU OK (green)
- Fan Fail (red)
- Port 1 connected (yellow)
- Port 1 active (green)
- Port 2 connected (yellow)
- Port 2 active (green)
- Status (x 8 red)

In addition, each input connector has its own tricolour LED to indicate signal presence. With analog signals the incoming signal will cause the LED to light green when the signal is between -60 dBFS and -38 dBFS, amber when between -38 dBFS and -2 dBFS, and red when the signal clips at -2 dBFS or above.

Each output connector has a green LED to indicate that there is a route established to it from a console on the network.

Synchronization

Units are frequency synchronized using synchronization packets received from the Hydra network.

Diagnostics

The units support remote FPGA firmware and software updates across the network via the Ethernet ports. In addition, an RS232 port is provided, such that system diagnostics can be performed by a Calrec approved engineer. Connection to the port is via a front-mounted 9 pin D-Sub connector.

Surround Signals

It is not recommended that ports on a modular Hydra I/O box should be combined with ports on a fixed Hydra I/O box to create a 5.1 surround signal.

SDI BOXES

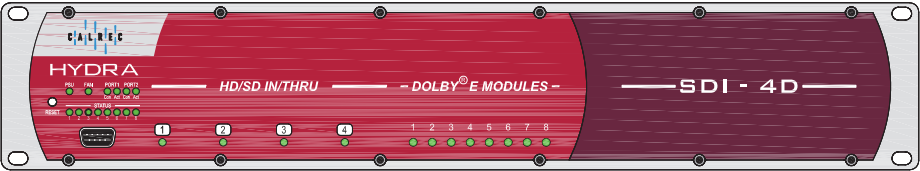
Calrec SDI de-embedders are available in four and eight way versions, each SDI stream providing up to eight stereo output pairs. Up to 33 SDI boxes can be used in a Hydra network (up to 9 if using pre V2.8 software).

The SDI boxes are available in four way (VI5699) and eight way (VI5698) versions, both supporting HD (high definition) and SD (standard definition) video. Both units may be fitted with a secondary IEC inlet for redundant external AC power.

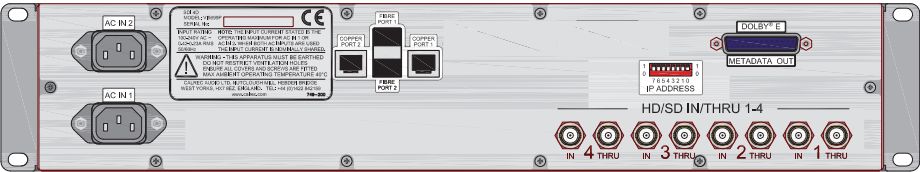
The four way version can be fitted with up to eight optional Dolby E decoder modules. An extra rear connector is provided with this option for accessing Dolby E metadata.

As with the analog and AES-3 boxes, these SDI interfaces connect to the network via an Ethernet port on the rear of the unit. Each unit has two identical ports to provide network redundancy. All versions are supplied with two RJ45 ports for copper connections (1000BASE-T for distances up to 90 m = 290 feet). Plug-in GBIC modules allow connections with 1000BASE-SX (for distances up to 550 m) and 1000BASE-LX (for distances up to 10 km) are available.

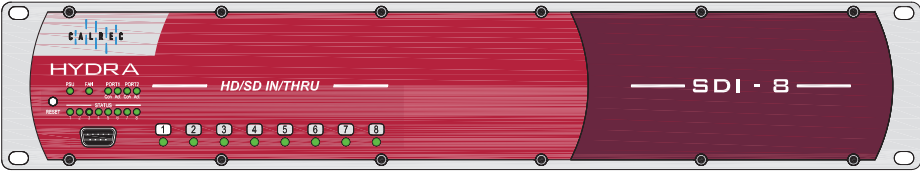
4 SDI IN & PASS THROUGH WITH OPTIONAL DOLBY DECODERS (VI5699)



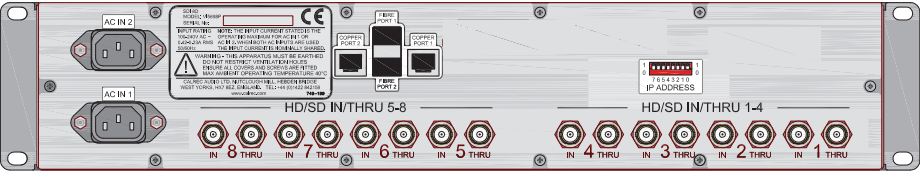
4 SDI IN & PASS THROUGH (VI5699, NOTE THE EXTRA IEC INLET)



8 SDI IN & PASS THROUGH (VI5698)



8 SDI IN & PASS THROUGH (VI5698, NOTE THE EXTRA IEC INLET)



SDI signals can only be patched to the inputs of consoles with Bluefin DSP systems or classic desks running V1.36 or later software.

The 8 way SDI de-embedder is only available on consoles running V2.7 software or later.

DIMENSIONS & WEIGHTS

Unit	Height	Width		Approx Depth (incl. mating cons)		Approx Weight		Input Power Rating	Acoustic Noise (dB-SPL A-Weighted 1M from source)
		Inches	mm	Inches	mm	lbs	kgs		
VI5699(P) 4 SDI in and through (rear connectors, P suffix version provides 2xIEC inlets)	2U	19	483	12	300	11.9	5.4	100-240V AC 0.42-0.23A RMS 50/60Hz	25
VI5698(P) 8 SDI in and through (rear connectors, P-suffix version provides 2xIEC inlets)	2U	19	483	12	300	11.95	5.42	100-240V AC 0.42-0.23A RMS 50/60 Hz	26

IP ADDRESSES

Calrec will supply each device in your system with its own unique IP address, which the system uses to identify each network connection. On the front of each Hydra I/O box, there is a label showing the IP address. The secondary port will use the address of the primary port + 100 decimal. For example:

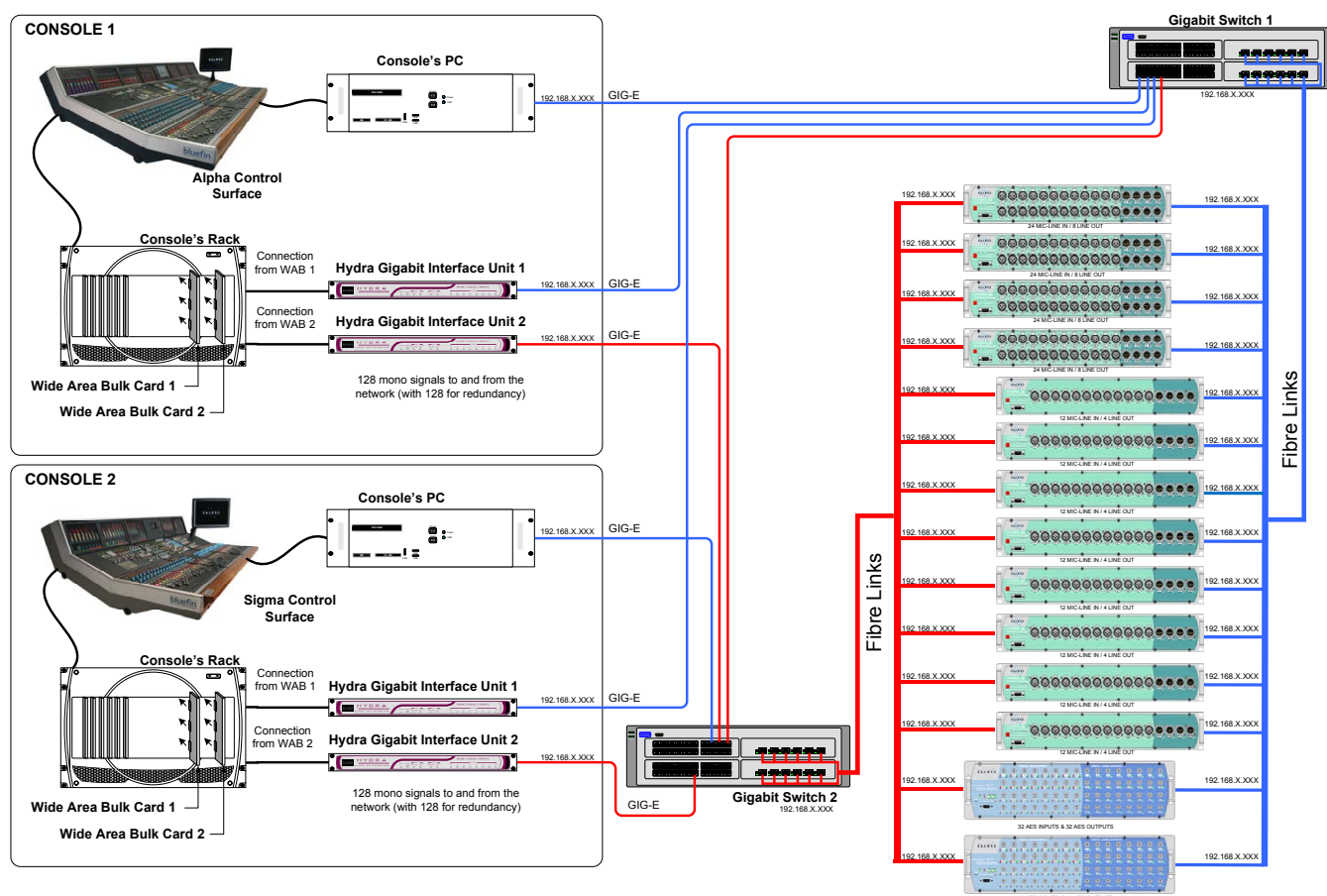
Primary Port **192.168.0.050**
Secondary Port **192.168.0.150**

In an installation, the first 3 bytes (shown in red) are fixed. The 4th byte or least

significant byte is the part of the address which is unique to that port on the device.

For mobile installations, the 3rd byte of the IP address will be unique to that installation, such that it is possible for different installations to connect their networks together.

If a Hydra I/O box needs to be swapped out, the replacement unit must be programmed with the correct IP address. The 8 way switch on the rear of the unit allows the least significant byte of the IP address of the primary port to be set in binary.



MODULAR HYDRA I/O BOX

Modular Hydra I/O boxes allow a user-configurable set of analog and digital I/O to be connected via the networking system to one or more Calrec digital consoles.

Modular Structure

There are 14 modular slots across the width of the unit, labelled A to N. Input, output, processor and DC PSU modules fit into these slots, in accordance with the requirements of the installation. Input and output modules receive and transmit analog or digital audio signals, to the Gigabit interface processor via a 32 bit TDM bus. The module options are listed in the table below. Each modular unit is 1.2 inches (30.48 mm) wide.

All 14 slots may be used by any of the modules in any combination. However, it is advised that the three slots at the right hand side of the unit are best occupied by a processor control unit and provision for two DC PSU modules, the second of which would be the optional hot-spare, providing power redundancy if the first unit, or the connection to it should develop a fault.

If no spare DC PSU is present, a blank panel can be fitted or the processor unit can move to slot M allowing a twelfth input or output module to be fitted into slot L.

Ground Lift Switches

On modules with ground switches fitted, the ground is lifted if the switch is toggled to the right. Lifting ground connections with unbalanced BNC connectors is not recommended.

Module Extraction

A module extraction hole is located on the module front panels to help remove modules for service purposes. The module slides in and out the unit on two runners at the top and bottom of the rack. The rear interface connector on the module then locates into

the appropriate connector on the backplane. To aid accurate plugging-up, some guide strips are located between the three interface connectors on the backplane.

External Connections

All external connections are located on the front face of the Hydra I/O box. Space must be allowed in excess of the box dimensions to feed cables to the front interface from any rear access routes.

Mounting

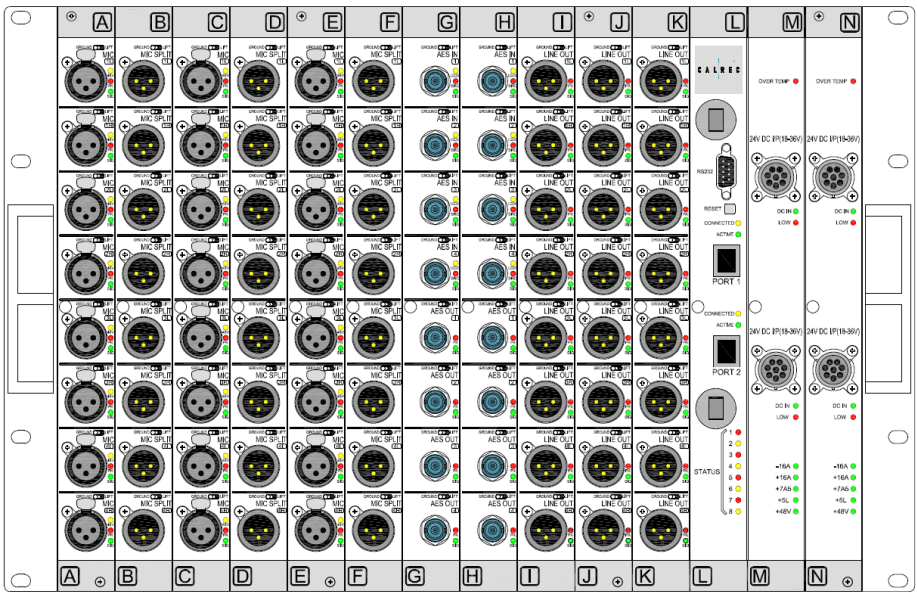
The modular Hydra I/O box is mounted in place using 4 fixing screws on each side angle bracket. Support slides should normally be used to prevent excessive twisting forces on the front fixings.

Fan Operation

To dissipate the heat, 3 low-noise fans are located in the rear of the modular Hydra I/O box. They are controlled from the DC power supply unit. The unit's rear panel has venting holes which must not be obstructed.

Earthing

The box is fitted with an external earth stud on the rear, for connection to an external earthing system. No AC mains power is contained within the rack. All power connections should be unplugged prior to removing the earth connection.



Module Number	Description	Connector Type
AD5090	4 stereo or 8 mono mic/line inputs	XLR
LN5230	8 split outputs for adjacent left mic/line input module	XLR
JB5340	4 AES inputs and 4 AES outputs	BNC
JX5341	4 AES inputs and 4 AES outputs	XLR
DA5091	4 stereo or 8 mono outputs	XLR
UC5339	Processor with copper interface	RJ45
ZN5231	DC Power Supply	8 PIN PLUG

Rack-Mounted AC PSU

A 2U rack-mounted power supply unit is available to provide the DC power for the modular Hydra I/O box. This holds up to four identical AC plug-in PSU modules. One module will provide power for a fully populated modular Hydra I/O box, with a second providing redundancy. Two other modules could be fitted to power a second unit.

The rack comes in two versions. The ZN5399 has the bonus of handles, but the more commonly supplied ZN5475 without handles makes for easy reverse mounting. This can allow AC and DC connections to be made either from the front or the rear of the rack enclosure.

Both versions have separate AC power inputs and DC outputs for each of the four PSU's. Any one PSU can be removed from the rack without disturbing the operation of the others in the rack. Diode feeding allows supplies of the same type to be paralleled together.

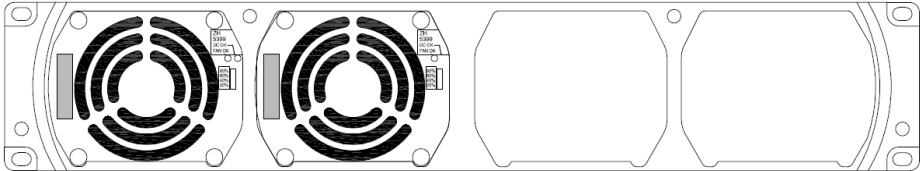
Mounting instructions

The power supply rack should be mounted in a horizontal position by means of the side brackets, each of which has two mounting holes. The rear mounting brackets fix to the rear of the equipment bay and should be used when no support is provided under the rack assembly. Extensions of the rack sides slot into these rear supports, allowing the rack to be removed without removing the support. The rack should not be supported by front flanges alone.

Cooling

The rack is fan cooled with fans mounted in the front of each plug-in PSU. The warm air is directed out of the rear of the rack. To ensure proper cooling, there must be a minimum clearance of two

Rack-mounted AC PSU



inches (50 mm) from the fans and rear air outlets, and also any walls or other surfaces.

Input power connections

3-wire safety AC outlet sockets should be located near the power system (number as required). Each line cord will provide AC power to one of the power supply modules.

The AC line cord is the mains disconnect for each module. The AC line cords should

have an IEC320 connector to plug into the rear of the power system chassis.

Each line cord MUST be suitably rated and FUSED (or have an equivalently rated circuit breaker). The maximum inrush current is 30 Amps. Fuses should be at least 250 V AC, T6.3A HRC rated to avoid nuisance "blows". Breakers should be at least 6A , Type C.

Safety grounding is provided via ground connections in the line cord entry connectors.

Fan operation

Internal Ambient Temperature	Fan Speed	DC PSU
<50°C (122°F)	OFF	OK
50°C to 55°C (122°F to 131°F)	SLOW	OK
55°C to 60°C (131°F to 140°F)	FAST	OK
60°C to 70°C (140°F to 158°F)	FAST	OVER TEMP
>70°C (158°F)	FAST	DISABLED

Bulk PSU Rack Fan Noise (dB SPL A-Weighted)	
These measurements were taken on axis at 1 metre from the dominant noise source:	
1 x 24V 200W PSU	24dBA
2 x 24V 200W PSU	27dBA
3 x 24V 200W PSU	29dBA
4 x 24V 200W PSU	30dBA

Dimensions & weights

Unit	Height	Width		Approx depth (incl. mating cons)		Approx weight	
		inches	mm	inches	mm	lbs	kgs
Modular Hydra I/O Box (Fully Populated)	7U	19	483	12	300	35.2	16
Optional Rack Mounted PSU (with 2 plug-in units)	2U	19	483	12	300	15.6	7.1
Optional Rack Mounted PSU (with 4 plug-in units)	2U	19	483	12	300	25.3	11.5

The Hydra fixed format I/O boxes are connected into the Hydra Network using SFP GBICs (Small Form-factor Pluggable Gigabit Interface Converters). These convert the Gigabit Ethernet data into light waves using a laser diode to transmit into a fibre optic cable and a photo diode receiver to convert the light waves back into electrical signals.

Hydra modular wallboxes have only RJ45 connections (for copper circuits) and media convertors need to be added if they are to be linked over fiber optic circuits.

Fiber types

Two types of fibre are in use - Multimode and Single mode. The choice between them is based on the length of fiber needed. As Hydra network data has to pass in both directions between the switch and the two I/O box, two fibers are needed for each Gigabit port, i.e. a duplex system. When connection redundancy is required, two duplex fibre cable runs will be needed per I/O unit.

Signal losses

The Optical Power Budget column in the table above gives an indication of the maximum loss that is allowable for enough light from the transmitter to reach the receiver for the system to work satisfactorily. The losses occur in 3 areas:- fibre loss, splice loss and connector loss.

Fibre losses vary from 3.5 dB per km in Multimode down to 0.4 dB per km in Single mode.

Splice loss is typically better than 0.3 dB per fusion splice. Splices are best avoided if possible however, a good fusion splice is a better method than using a connector pair.

Connector loss is typically better than 0.5 dB per connector pair.

CABLE TYPE	CONNECTOR	MAX DISTANCE	CALREC PART	GBIC - HP REF	OPTICAL POWER BUDGET
Copper CAT 5e/6 Ethernet	RJ45	90 m / 296 feet	-	n/a	n/a
Fibre 62.5/125mm Multimode	LC Duplex	275 m / 905 feet	491-045	SX - J4858A	7.5 dB
Fibre 50/125mm Multimode	LC Duplex	550 m / 1810 feet	491-045	SX - J4858A	7.5 dB
Fibre 62.5/125mm Multimode	LC Duplex	550 m / 1810 feet	491-061	LX - J4859A	7.5 dB
Fibre 50/125mm Multimode	LC Duplex	550 m / 1810 feet	491-061	LX - J4859A	7.5 dB
Fibre 8/125mm Singlemode	LC Duplex	10 km / 6.2 miles	491-061	LX - J4859A	8 dB
Fibre 8/125mm Singlemode	LC Duplex	70 km / 43.6 miles	491-060	LH - J4860A	23 dB

It is important that your cable installer or supplier provides certified attenuation figures based on EN 50173 or the US equivalent EIA/TIA 568A. The table above gives an indication of possible connectivity options.

The Maximum Distance column is a guide based on operating at Gigabit Ether rates and having cables with no splices and a connector at either end.

If the optical power budget less the combined losses of connectors/splices and fibre is still a positive number then the system will work.

Fibre cable construction

When installing fibre cable, it is important to use a type which gives enough protection to the fibre for the environment in which it is to be used. The inner material of these fibres is made out of glass and about the thickness of a human hair. To give the fibre protection, various coatings and layers are added using materials such as silicone and Nylon or PVC, and often a layer of Kevlar is added to ruggedise the construction.

When fibre cables are to be installed in external environments, additional protection may be necessary. A number of individual ruggedised elements are often stranded around a central strength member such as high tensile steel, bound with paper tape and an external sheath applied on top of an aluminium tape moisture barrier.

Installation precautions

Precautions are necessary during installation to protect against the following:-

- Moisture which if it gets into the cable sheath and freezes can cause the fibres to crack.
- Temperature changes causing expansion and contraction stresses.
- Strain especially during the installation process which can cause the fibres to break.
- Abrasion and friction damage when a cable is pulled in.
- Crushing and cracking if a cable is bent beyond its safe bending radius or crushed by heavy objects or over-

- dissolve the sheathing.
- Rodents chewing on the cables.

Media Converters

Connections to the modular Hydra I/O box are via RJ45 connectors on the front of the unit's processor module. As this is a copper interface, when using fibre cabling, it is necessary for media converters to be used between the Gigabit switch and the Modular Hydra I/O boxes.

Calrec offer 1U rack mounting tray, part EC5453 and this can be fitted with one or more pairs of media convertor type AT-MC1008/SP with appropriate SFPs as listed alongside.

Preventive maintenance of optical cables

The successful use of fibre optics depends upon the correct cleaning and maintenance regime. These relate to cleanliness of the connector ends of the fibre and the optical transceiver ports, i.e. the receptacles at the laser transmitter and photo diode receiver that the fibre connectors plug into.

Small oil micro-deposits and dirt/dust particles on fibre optic cable optical surfaces cause a loss of light or degraded signal power which may ultimately cause intermittent problems in the optical connection. Laser power density eventually burns contaminants into the optical surfaces causing the fibre to produce inaccurate results effectively rendering it unusable. Contaminated cable connectors can also transfer contaminants and into the "Optical Sub-Assembly" (OSA) barrels of the Optical Module with which they are mated and this can be a particular risk in remote truck applications.

WARNING
Never look into the end of an optical interface while the device is operational. Laser radiation can be

CABLE TYPE	CONNECTOR	MAX DISTANCE	CALREC PART	SMALL FORM FACTOR PLUGABLE (SFP)	OPTICAL POWER BUDGET
Copper CAT 5e/6 Ethernet	RJ45	90 m / 296 feet	-	n/a	n/a
Fibre 62.5/125mm Multimode	LC Duplex	275 m / 905 feet	491-087	SX - AFBR - 5717LZ	7.5 dB
Fibre 50/125mm Multimode	LC Duplex	550 m / 1810 feet	491-087	SX - AFBR - 5717LZ	7.5 dB
Fibre 62.5/125mm Multimode	LC Duplex	550 m / 1810 feet	491-072	LX - AFCT - 5715LZ	7.5 dB
Fibre 50/125mm Multimode	LC Duplex	550 m / 1810 feet	491-072	LX - AFCT - 5715LZ	7.5 dB
Fibre 8/125mm Singlemode	LC Duplex	10 km / 6.2 miles	491-072	LX - AFCT - 5715LZ	8 dB
Fibre 8/125mm Singlemode	LC Duplex	70 km / 43.6 miles	491-060	LH - J4860A	23 dB

harmful to the human eye and injury may occur.

Cautions

- Do not remove transceiver covers when operating.
- Ensure the unit power is turned off during cleaning.
- Ensure that other power/light sources are disabled during the cleaning of optical interfaces.
- Do not install any unauthorized modifications to the optical devices.

The following tools can be useful for optical maintenance

Compressed air

Clean Dry Air is essential to ensure the aerosol stream is free of dust, water and oil. Use filtered compressed air or canned compressed air, available at any laboratory supplier or camera shop.

Lens paper

A long fibre, low ash content type; having no chemical additives is recommended to minimize particulates and the chance

of streaking and/or scratching the optical surfaces. Lens paper is widely available at any laboratory supplier or camera shop.

Isopropyl Alcohol or Methanol

Cleaning solutions are available at any laboratory supplier. Isopropyl Alcohol is also available at local pharmacies, or camera shops. Special care should be practised when using chemicals and it is important to follow the manufacturer's product guidelines.

Inspection Microscope

A 200 x (for multimode) or 400 x (for single mode) magnification inspection scope is necessary tool for inspecting the connector ends of fibre cabling and optical sub-assemblies for cracks and deposits of oil and dirt. These Inspection Scopes are available from various fibre optic suppliers.

Make doubly sure that no lasers transmitters are operational before carrying out examinations with this device.

CLEANING FIBRE OPTIC INTERFACES

Cleaning fibres

- Do not allow the end of the fibre optic cable to contact any surface including fingers.
- Do not excessively bend fibre cables. Bending may cause internal breaks along the fibre resulting in poor performance or instability.
- Optics and optic coatings are easily chipped or scratched. Use of finger cots or powder free surgical gloves while handling fibre optic cables, will help ensure cleanliness.
- Only fresh (dry) spectroscopic grade isopropyl alcohol should be used as a cleaning solvent.
- Ensure that the module power is off and that other light sources are disabled.

Procedure

Blow the fibre surface with a stream of clean dry air to dislodge larger loose particles. Do not tip the can of clean dry air whilst aerosol spraying as liquid may be released contaminating the surface of the fibre.

Place 1-3 drops of spectroscopic grade isopropyl alcohol in the centre of a lens tissue. To maintain purity, do not insert the lens tissue, swabs, etc. into the liquid. Instead, drip the liquid on to the material. Do not use lens paper dry as it is extremely abrasive. Do not use acetone as a cleaning solvent on the fibre optical surfaces.

Hold the fibre by the connector or cable, place the wet portion of the lens tissue on the optical surface and slowly drag it across.

Examine the surface of the fibre end under high intensity light using a direct magnifying inspection microscope or an indirect video inspection tool if available. If streaks or contaminants still remain, repeat the process using a fresh lens tissue.

Immediately fit a cover to protect the end of the cable or insert the fibre back into the previously cleaned receptacle for immediate use.

Cleaning transceivers

The best way to clean a transceiver port is to remove particles using a stream of clean dry air.

- Always handle optical GBIC modules in an ESD safe manner using the proper safety precautions.
- Ensure that the module power is off and handle the modules with care.
- Always use clean dry air or an approved canned compressed air supply.
- Always hold the can of compressed air upright. Tipping may release liquids into the air stream.
- Do not touch the inner surfaces of the module including the Optical Sub-Assemblies (OSA), or insert any foreign objects into the ports.
- Use of finger cots or powder free surgical gloves are not required but may be used for cleanliness.

Procedure

With the clean dry air, blow the inner barrel of the Transmitter and Receiver Optical Sub-Assemblies (OSA). This will dislodge loose particles.

Examine the surface of the OSA lens under high intensity light using the inspection microscope. If contaminants still remain, repeat the process.

Following these guidelines should provide a successful installation and ensure optimum reliability and system performance.

For further information or advice please contact Calrec.

CATEGORY 5E AND 6 CABLES

The same installation practises generally apply for both category 5e and category 6 cabling.

However, as category 6 cables have such a demanding performance criterion, they are less forgiving in the quality of the installation. Cable manufacturers strongly recommend adhering closely to the installation practises outlined for their cable specification.

Some important issues to consider during installation:

Do not exceed the cable manufacturer's specified cable pulling tension and avoid sharp bends in the cable, as it will alter the lay of the pairs within it. Cable manufacturers recommend that cable bend radius should be no less than 4 times the diameter of the cable (post installation). The minimum cable bend radius during installation is 8 times the cable diameter. In practise, this means that where a 25 mm radius would be appropriate within a rack, the conduit leading to it would require minimum bends of 50 mm radius.

Avoid compressing the cables by over-tightening any cable ties (tie-wraps). This problem is most likely to occur in large bundles of cables, where the cables on the outside of the bundle are exposed to more compression than those on the inside. Over-tightening deforms the twisted pairs within the cable, and can affect their performance. The cable ties should only be tight enough to sufficiently support the cable bundle, and not to deform the outer cable sleeve/jacket. One solution can be to use the hook and loop (Velcro) cable ties. When any number of cables are bundled together in long parallel lengths, the capacitive coupling of pairs in different cables in the bundle with the same twist rates can

cause cross-talk interference to increase. The best way to avoid this is to minimise the length of long parallel runs, and to install cables as they lie rather than trying to straighten them out into perfectly aligned bundles.

When pulling cables from the reels, be conscious of the occasional tendency of the cable to kink. If the cable kinks, it should be regarded as damaged, and replaced. Do not try to straighten the kink out of the cable.

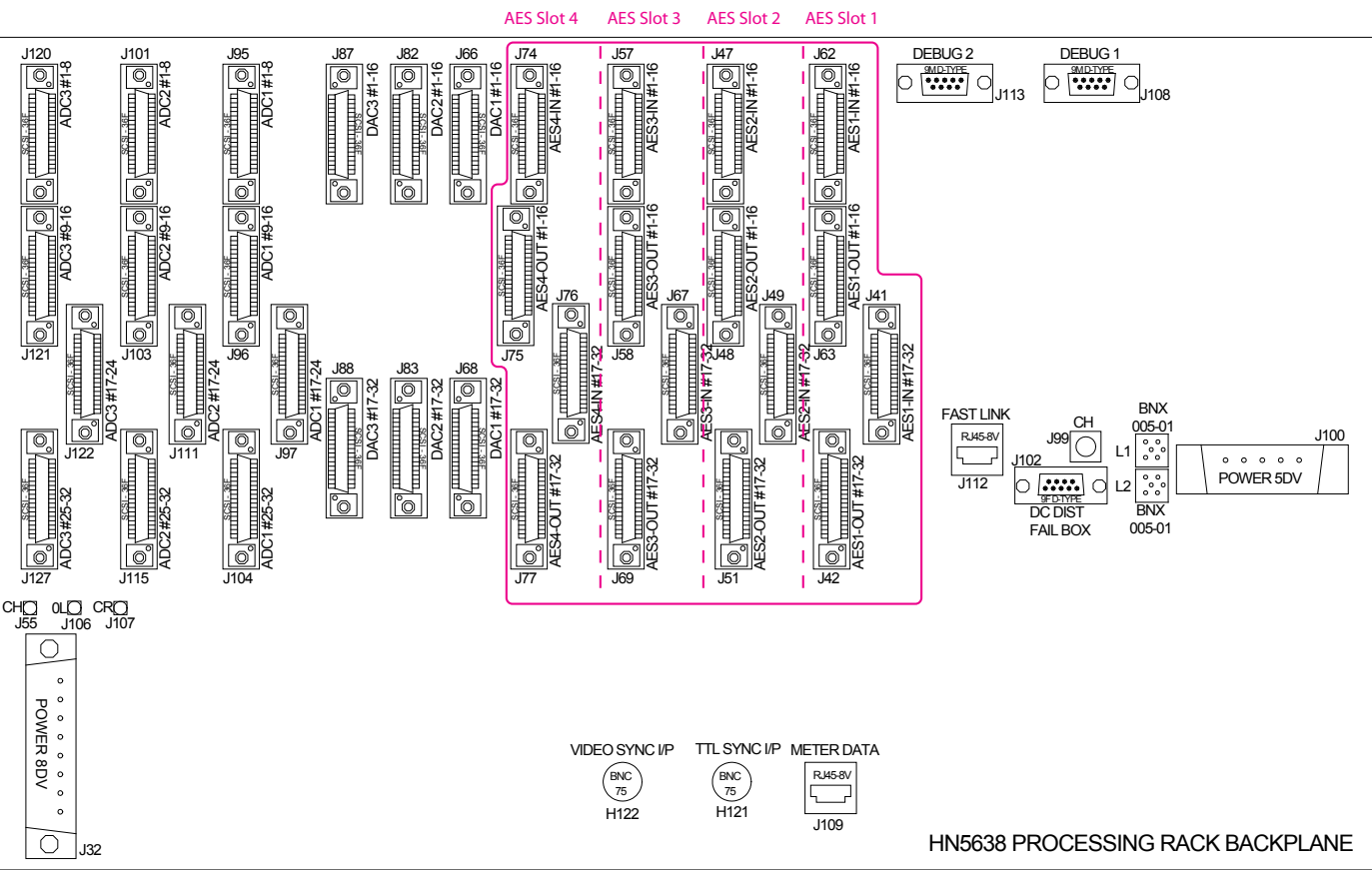
At the point of cable termination, remove only the minimum amount of cable sleeve/jacket. This ensures that the twist rate and lay of the core pairs within the cable are maintained for as much of the transmission path as possible. The twist rate of each pair of cable cores should also be maintained to as close as possible to point of termination within the connector.

These are general rules to follow, and if in doubt, always refer to the cable manufacturer's recommendations.

OMEGA

AUDIO I/O INTERFACES

AES/WAB INPUTS AND OUTPUTS



Local AES inputs and outputs are provided on 36 way female MDR connectors on the rear of the processing rack (16 AES pairs of inputs or outputs per connector).

The processing rack can house up to 4 AES I/O cards, each of which provides 32 AES inputs and 32 AES outputs. The cards are inserted into slots 1-4 within the rack.

Each slot has dedicated input and output connectors on the rear of the rack (highlighted on the diagram), to which the system's AES inputs and outputs are connected. These connectors are used only when an AES I/O card or Wide Area Bulk (WAB) card occupies the slot.

AES IO cards should be installed in the following order; slot 1, slot 2, slot 3, slot 4. This allows room for future Bulk expansion.

Wide Area Bulk cards

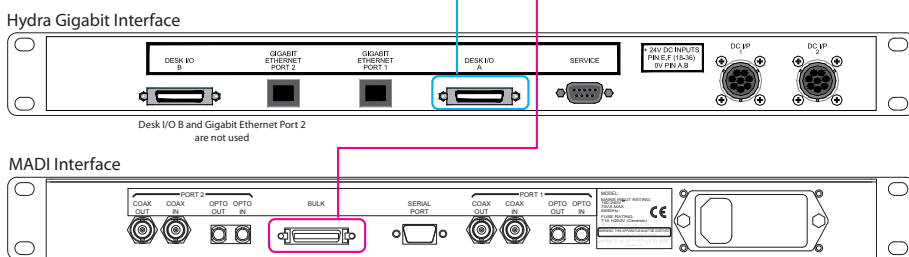
Of the 4 AES slots available, up to 3 can be occupied by Wide Area Bulk I/O (WAB) cards which are used for wide area interfaces such as MADI or Hydra. If a

slot is occupied by a WAB I/O card, then the AES input 1-16 connector on the rear of the processing rack belonging to that slot are used to connect to the wide area interface.

Wide Area Bulk (WAB) cards are to be inserted into slots 4, 3 and 2 in that order.

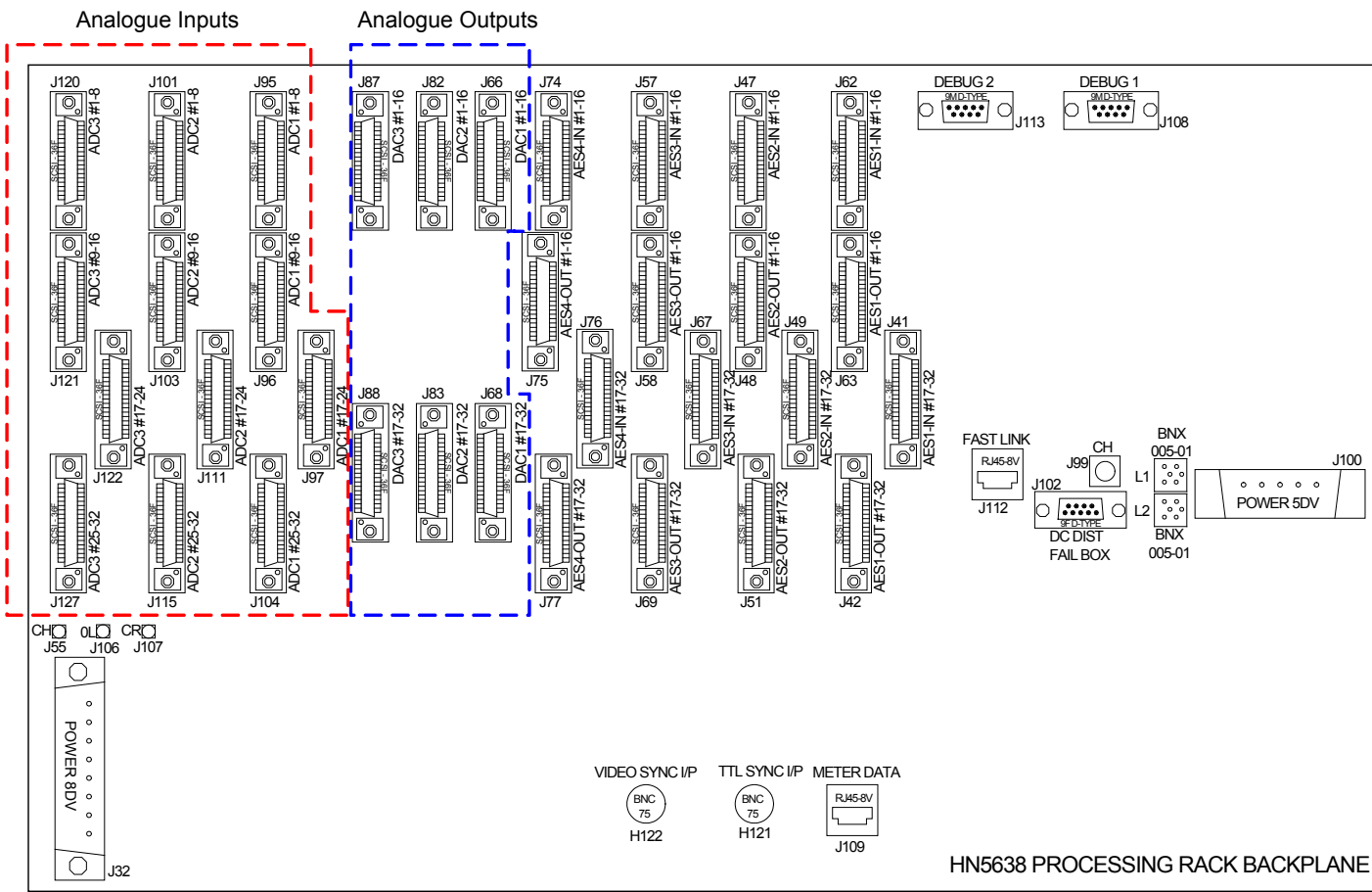
Connector	AES Slot			
	1	2	3	4
AES Inputs 1-16	J62	J47	J57	J74
AES Inputs 17-32	J41	J49	J67	J76
AES Outputs 1-16	J63	J48	J58	J75
AES Outputs 17-32	J42	J51	J69	J77
WAB Connection (If WAB card is fitted in a slot)	J62	J47	J57	J74

The drawing to the right shows an example of WAB connections. Slot 4 is used to connect the Hydra Gigabit Interface to a WAB card. The next Bulk/WAB slot (Slot 3) is used to connect a MADI interface to a WAB card. AES cards could be inserted in the following order in slots 1 and 2.

[illegible]

ANALOG INPUT AND OUTPUTS

All of the system's analog inputs and outputs are provided on 36 way female SCSI-style connectors on the rear of the Processing Rack.



Analog Inputs (ADC Cards)

The Processing Rack can house up to 3 mic/line input (ADC) cards, each of which provides 16 stereo inputs. The cards are inserted into the slots within the rack, these are numbered 1-3. Each slot has 4 dedicated input connectors on the rear of the rack, to which the system's analog inputs are connected. Each of the input connectors provides connections for 4 stereo inputs.

ADC SLOT	MIC/LINE INPUTS 1-8 CONNECTOR	MIC/LINE INPUTS 9-16 CONNECTOR	MIC/LINE INPUTS 17-24 CONNECTOR	MIC/LINE INPUTS 25-32 CONNECTOR
1	J95	J96	J97	J104
2	J101	J103	J111	J115
3	J120	J121	J122	J127

Analog Outputs (DAC Cards)

In addition, the Processing Rack can house up to 3 line output (DAC) cards, each of which provides 16 stereo outputs. The cards are inserted into the slots within the rack, these are numbered 1-3. Each slot has 2 dedicated output connectors on the rear of the rack, which provide connections for the system's analog outputs. Each of the output connectors provides connections for 8 stereo outputs.

DAC SLOT	LINE OUTPUTS 1-16 CONNECTOR	LINE OUTPUTS 17-32 CONNECTOR
1	J66	J68
2	J82	J83
3	J87	J88

BNC AND XLR INTERFACE PANELS

Audio inputs and outputs may be connected directly to the console using **36 way MDR (SCSI-style) connectors**. Optionally, break out connector panels and cabling can be provided.

AES Digital IO

Digital IO can be provided via XLR or BNC panels. XLR panels provide 16 female (input) or male (output) connectors. BNC panels provide 32 connectors. All digital IO panels are connected to the digital rack via MDR cables.

BNC input and output panels have a maximum MDR cable length of 5m (16.4ft) from the digital rack.

XLR input panels have a maximum MDR cable length of 2m (6.5ft). XLR output panels have a maximum MDR cable length of 3m (9.8ft).

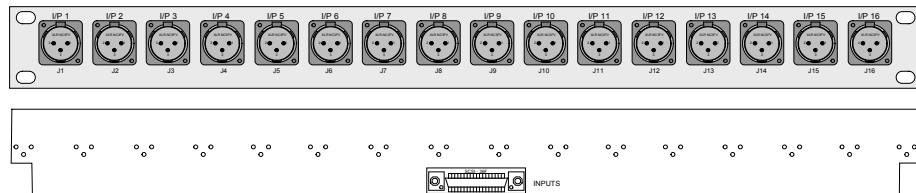
Analog IO

Analog outputs are all line level and are provided on an XLR panel with 16 male connectors. Any length of stock cable may be used (1, 2, 3 or 5m).

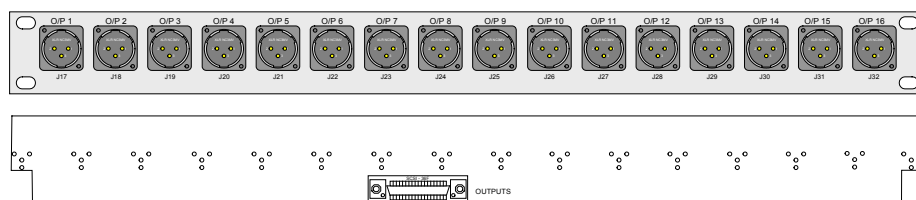
Mic/Line level inputs can be provided via a 16 way female XLR panel. These panels are custom wired and not available for connection via MDR cables. Please contact your project engineer for specific requirements.

Please see the following pages for detailed connection and wiring information on all interface panels.

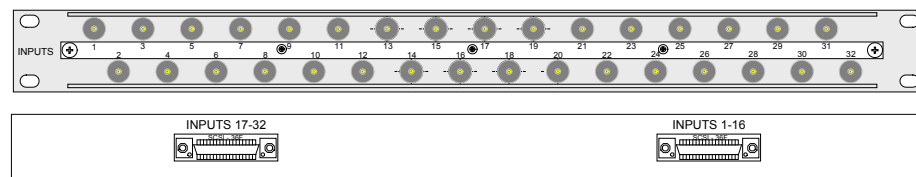
XLR Input Panel (Front and Rear)



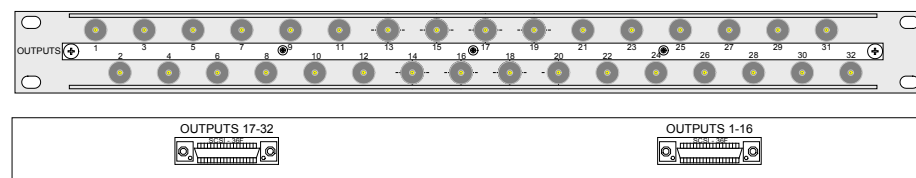
XLR Output Panel (Front and Rear)



BNC Input Panel (Front and Rear)



BNC Output Panel (Front and Rear)



EDAC/ELCO INTERFACE PANELS

8 or 12 way EDAC/ELCO connector 2U panels are available to interface analog I/O in one of the styles shown in the table.

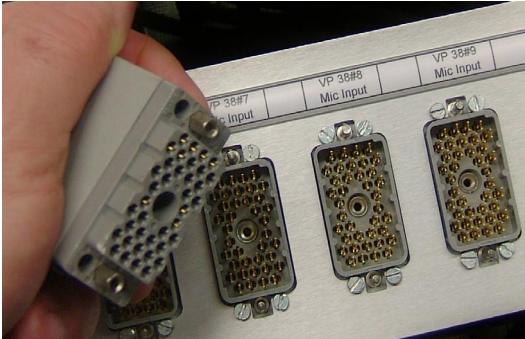
The choice of style depends on the installation with the major influence normally being the number of circuits in the installation cabling. Style 2 lends itself to easy installation with 12 pair cable, though the vast majority of users opt for style 1 as this works well with commonly available 8 circuit cables.

The different styles are achieved using interface cards which attach to the rear of the 2U panels to provide different combinations of MDR (SCSI-style) connectors per EDAC/ELCO.

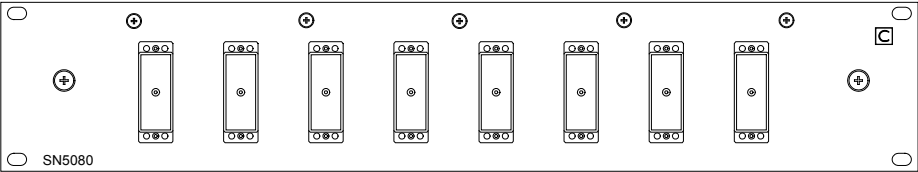
In many cases, customer cabling with EDAC/ELCO connectors for the console on one end may have the opposite end broken out to IDC (punch-block) connectors. This can make for easy routing of circuits to the required destinations.

The panel mounted connectors are 38 pin, males - EDAC/ELCO 38MP. Cables connecting to these panels need 38 pin, female cable connectors (38FC). Refer to the photograph to be sure your EDAC/ELCO supplier interprets male and female in the right way. As with all the installation connectors, unless specially ordered as optional extras, mating EDAC/ELCO connectors for customer cabling are not supplied by Calrec.

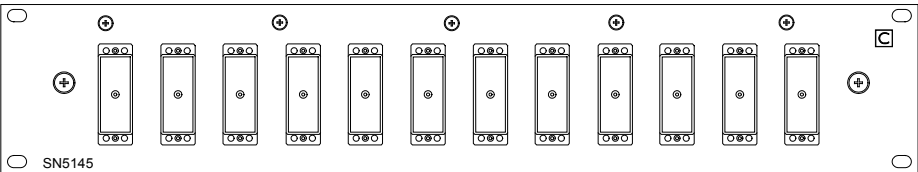
EDAC/ELCO connectors can be 'keyed' with the two locating pins, one of which is larger than the other. Each pin can also be fitted with the slot at one of six different angles which can make for a vast range of unique pairings of connector halves. This can be a major inconvenience during installation testing and for maintenance. For this reason Calrec assembles all EDAC/ELCOs in the same way with the large pin at the top which is the same end



8X38W EDAC/ELCO PANEL



12X38W EDAC/ELCO PANEL



Interface	Back-plane cable	Style 1	Style 2
Mic/line inputs	hand wired	8 mono circuits	12 mono circuits
Line only inputs	moulded plugs	16 mono circuits	12 mono circuits
Line outputs	moulded plugs	16 mono circuits	12 mono circuits

Component	Calrec part	EDAC/ELCO part
38 way socket	400-040	516-038-000-401
38 way metal hood	400-037	516-230-538
Crimp pin	400-024	516-290-590
Solder pin	400-025	516-290-500
Pin extractor tool	-	516-280-200

of the connector as pin A. The keying pins are all aligned vertically with the slots/keys pointing outwards.

EDAC/ELCO and other styles of connector panel link to the console I/O back plane via Calrec supplied cables, normally of 1, 3 or 5 metres but this length

can affect pricing. Most of these cables have balanced audio pairs with an overall screen and moulded MDR connectors.

Mic/line inputs use a hand wired cable assembly of twin and screen cables. The extra screen connections is the reason for fewer audio circuits with style 1.

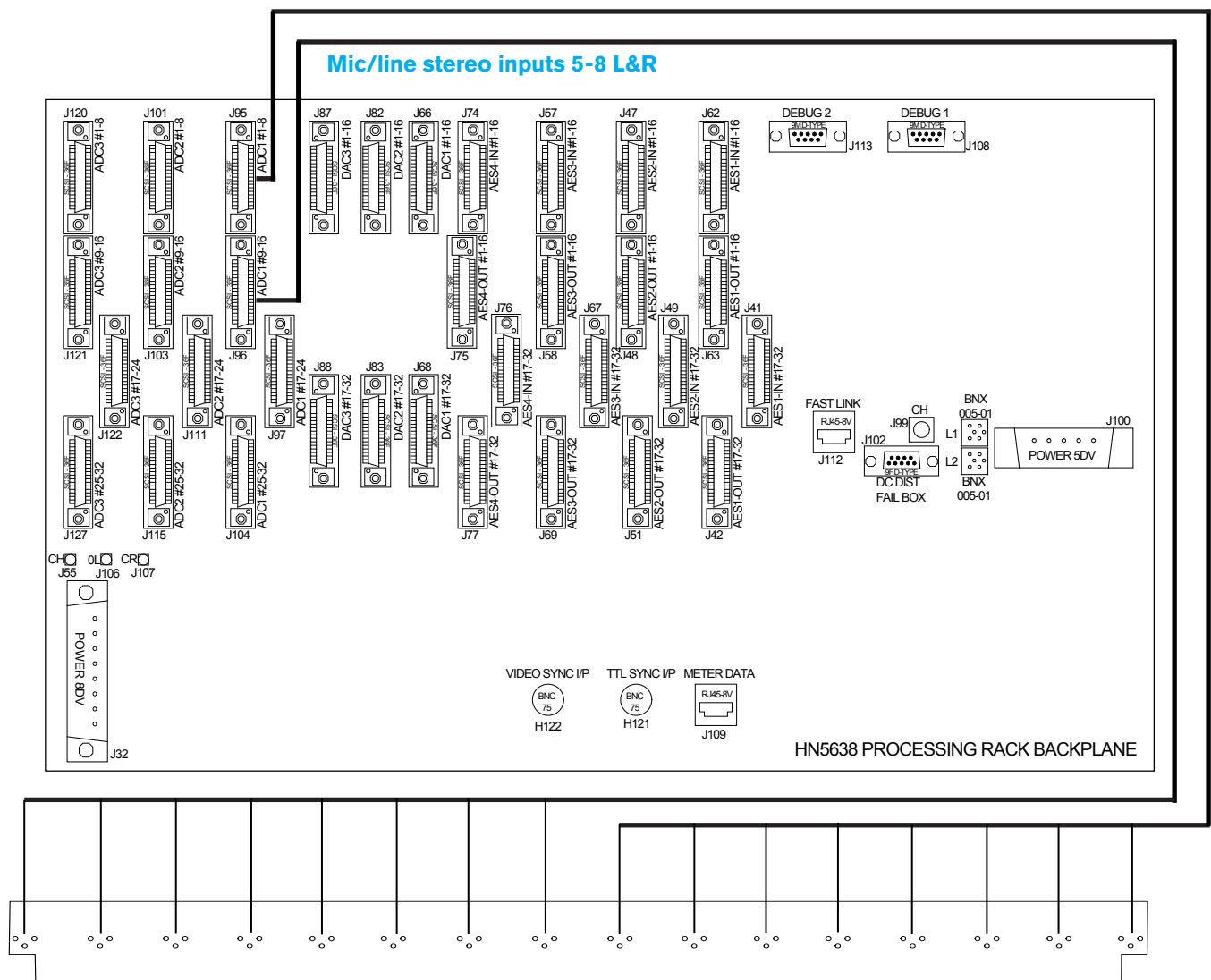
ANALOG INPUTS – XLR

Up to 3 analog input (ADC) cards can be fitted into the processing rack, each providing 16 stereo inputs. The cards are inserted into the slots within the rack, and each slot has 4 dedicated input connectors on the rear of the rack, to which the system's analog inputs are connected.

Each of the input connectors provides connections for 4 stereo inputs. The diagram below shows how the first Input Interface panel of 16 female XLRs can be connected to the ADC connectors on the rear of the rack via a custom cabling assembly.

The Calrec SN5389 panel has female connectors so the user cables need male connectors.

Mic/line stereo inputs 1-4 L&R



XLR INPUT I/F PANEL (REAR)

Pin 1 - Chassis
Pin 2 - Hot (Phase)
Pin 3 - Cold (Anti-phase)

ANALOG OUTPUTS - XLR

Each analog output (DAC) card in the processing rack, provides 16 stereo outputs. The cards are inserted into the slots within the rack, these are numbered 1-3. Each slot has 2 dedicated output connectors on the rear of the rack, which provide connections for the system's analog outputs.

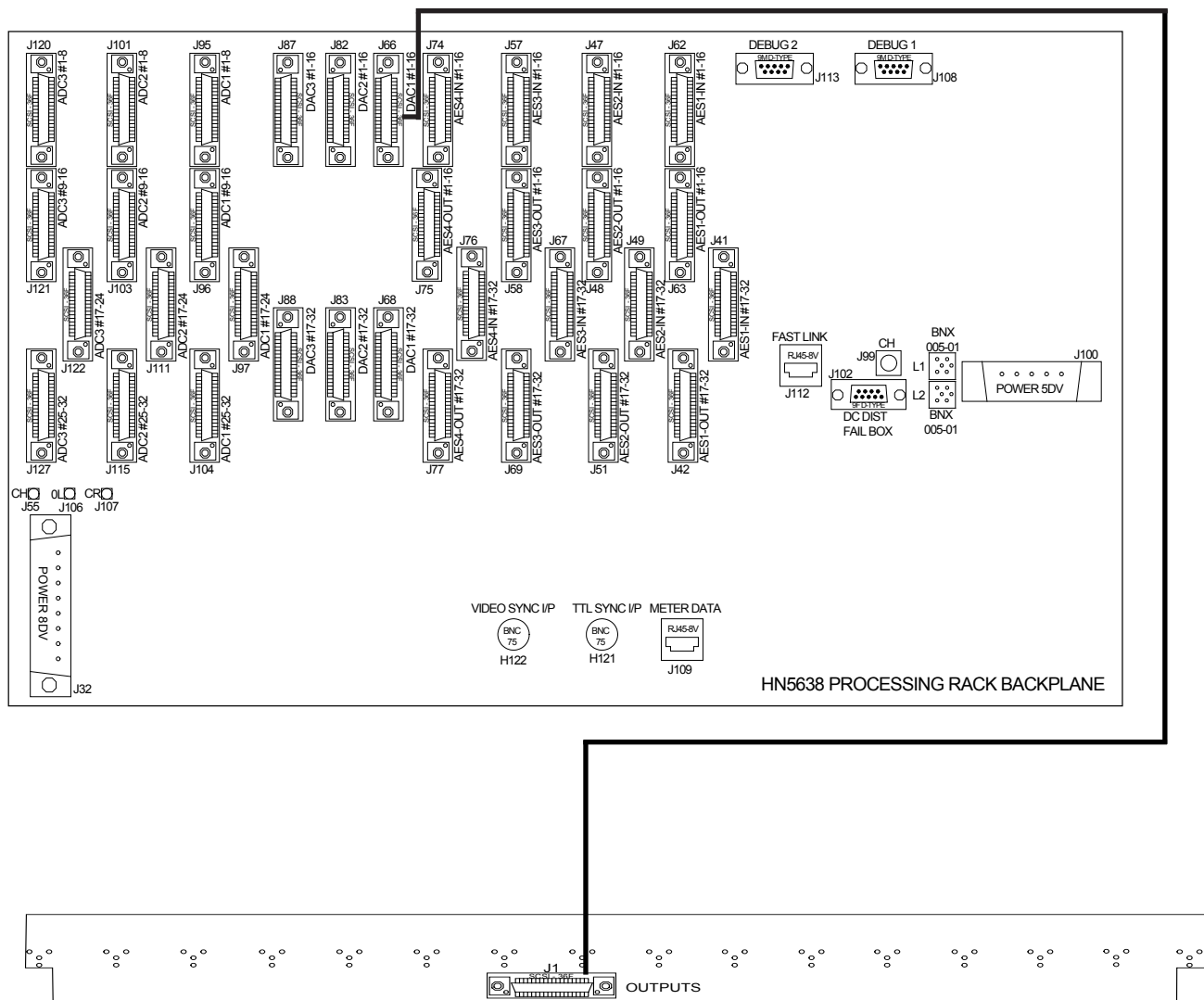
Each of the output connectors provides connections for 8 stereo outputs. The diagram below shows how the first interface panel of 16 male XLRs can be connected to the DAC connectors on the rear of the rack via MDR cabling.

2 cables going to 2 XLR panels are required for each DAC card fitted - 8 stereo outputs on each cable.

Ideally the XLR interface panels should be located within 5 m (16.5 ft) of the processing rack.

The Calrec SN5666 panel has male connectors so the user cables need female connectors.

Analogue outputs 1-8 L&R



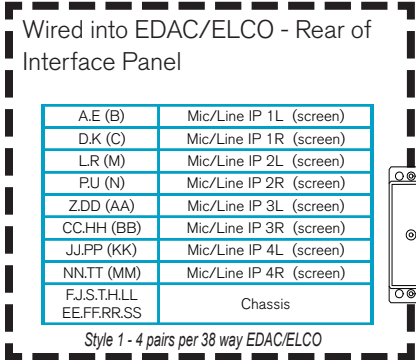
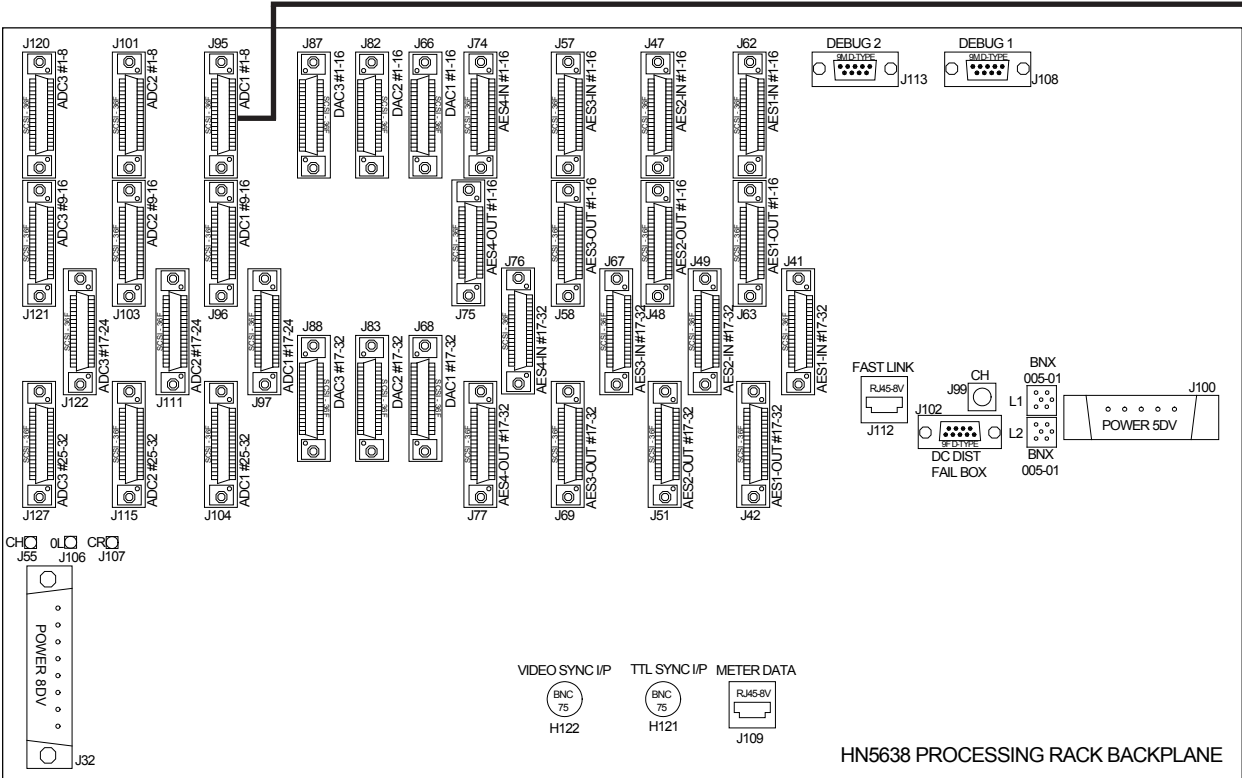
ANALOG INPUTS – EDAC/ELCO STYLE 1

Up to 3 analog input (ADC) cards can be fitted into the Processing Rack, each providing 16 stereo inputs. The cards are inserted into the slots within the rack, and each slot has 4 dedicated input connectors on the rear of the rack, to which the system's analog inputs are connected.

Each of the input connectors provides connections for 4 stereo inputs. The diagram below shows how 8 or 12 way EDAC/ELCO Input Interface panels can be connected to the ADC connectors on the rear of the rack via Calrec custom cabling to achieve Style 1 (4 pairs per EDAC/ELCO).

4 Cables are required for each ADC card fitted - 4 stereo inputs on each cable (Just one shown here).

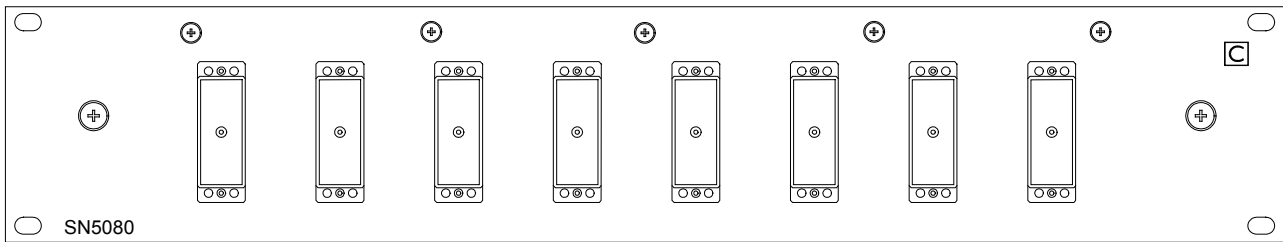
Ideally the EDAC/ELCO interface panels should be located within 5 m (16.5 ft) of the Processing rack.



On EDAC/ELCOs, pin 1 (A) is HOT (phase), pin 2 (E) is COLD (anti-phase) and pin 3 (B) is chassis connections.

Cable 1 Stereo Inputs 1-4				(CABLE 2 IS NOT SHOWN)			
SCSI Pins		Circuit		SCSI Pins		Circuit	
1 . 19		Chassis		1 . 19		Chassis	
2 . 20		1L		2 . 20		5L	
3 . 21		Chassis		3 . 21		Chassis	
4 . 22		1R		4 . 22		5R	
5 . 23		Chassis		5 . 23		Chassis	
6 . 24		2L		6 . 24		6L	
7 . 25		Chassis		7 . 25		Chassis	
8 . 26		2R		8 . 26		6R	
9 . 27		Chassis		9 . 27		Chassis	
10 . 28		Chassis		10 . 28		Chassis	
11 . 29		3L		11 . 29		7L	
12 . 30		Chassis		12 . 30		Chassis	
13 . 31		3R		13 . 31		7R	
14 . 32		Chassis		14 . 32		Chassis	
15 . 33		4L		15 . 33		8L	
16 . 34		Chassis		16 . 34		Chassis	
17 . 35		4R		17 . 35		8R	
18 . 36		Chassis		18 . 36		Chassis	

8 WAY EDAC/ELCO INTERFACE PANEL



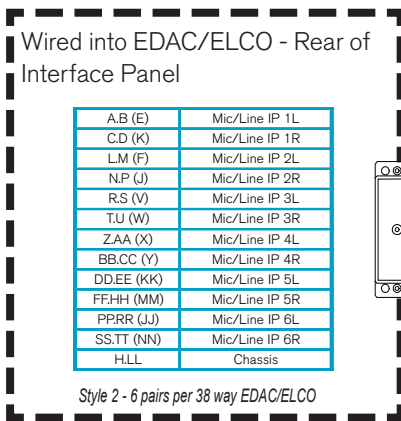
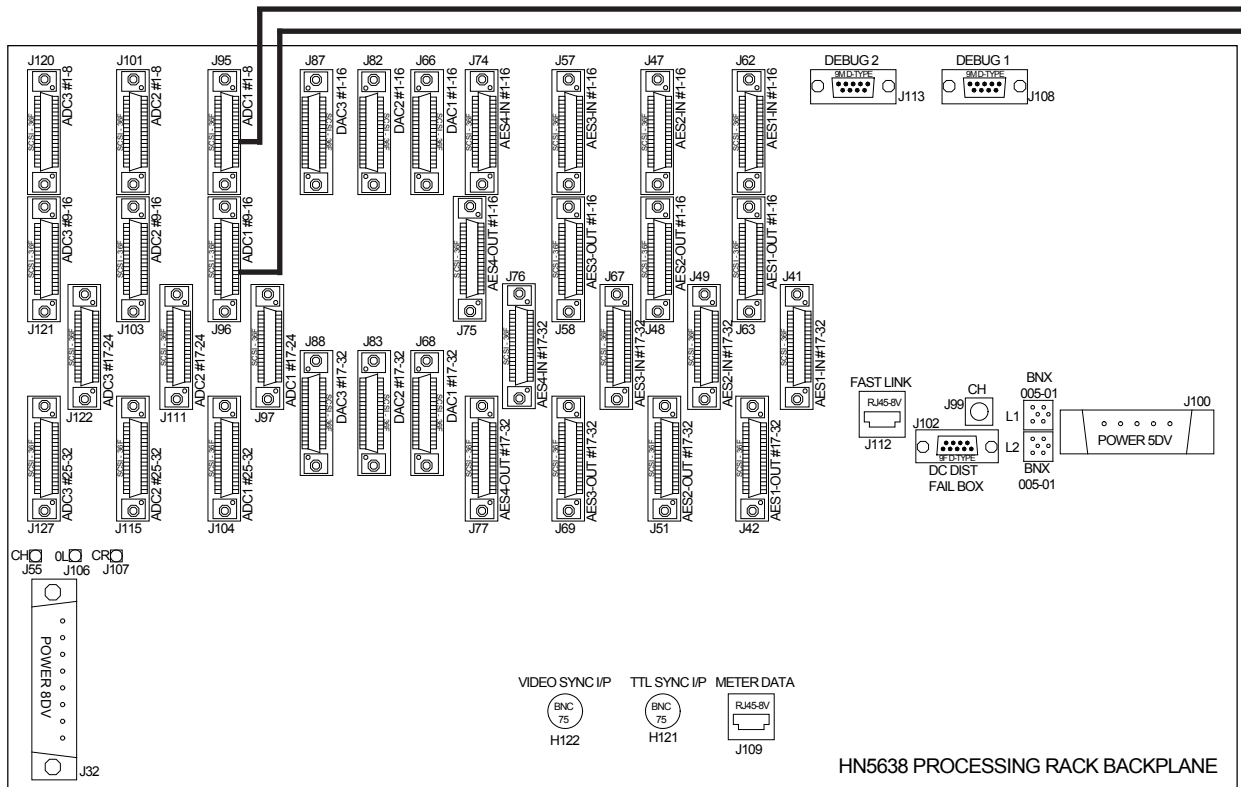
ANALOG INPUTS – EDAC/ELCO STYLE 2

Up to 3 analog input (ADC) cards can be fitted into the Processing Rack, each providing 16 stereo inputs. The cards are inserted into the slots within the rack, and each slot has 4 dedicated input connectors on the rear of the rack, to which the system's analog inputs are connected.

Each of the input connectors provides connections for 4 stereo inputs. The diagram below shows how 8 or 12 way EDAC/ELCO Input Interface panels are connected to the ADC connectors on the rear of the rack via Calrec custom cabling to achieve Style 2 (6 pairs per EDAC/ELCO).

4 Cables are required for each ADC card fitted. Cable 2 wires into the first EDAC/ELCO to provide circuits 5 and 6.

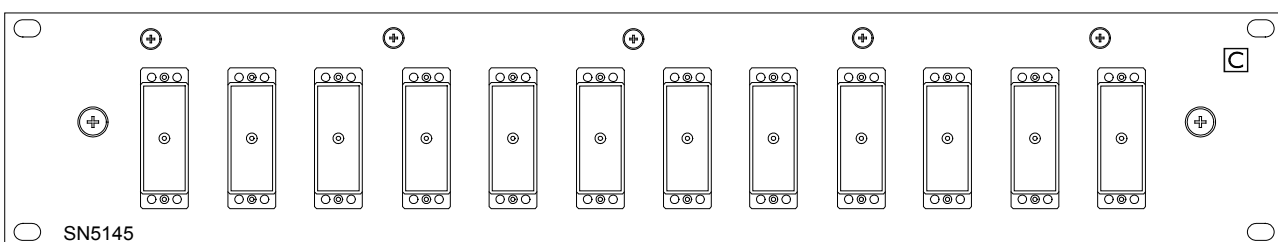
Ideally the EDAC/ELCO interface panels should be located within 5 m (16.5 ft) of the Processing rack.



On EDAC/ELCOs, pin 1 (A) is HOT (phase), pin 2 (B) is COLD (anti-phase) and pin 3 (E) is chassis connections.

Cable 1 Stereo Inputs 1-4		Cable 2 Stereo Inputs 5-8	
SCSI Pins	Circuit	SCSI Pins	Circuit
1 . 19	Chassis	1 . 19	Chassis
2 . 20	1L	2 . 20	5L
3 . 21	Chassis	3 . 21	Chassis
4 . 22	1R	4 . 22	5R
5 . 23	Chassis	5 . 23	Chassis
6 . 24	2L	6 . 24	6L
7 . 25	Chassis	7 . 25	Chassis
8 . 26	2R	8 . 26	6R
9 . 27	Chassis	9 . 27	Chassis
10 . 28	Chassis	10 . 28	Chassis
11 . 29	3L	11 . 29	7L
12 . 30	Chassis	12 . 30	Chassis
13 . 31	3R	13 . 31	7R
14 . 32	Chassis	14 . 32	Chassis
15 . 33	4L	15 . 33	8L
16 . 34	Chassis	16 . 34	Chassis
17 . 35	4R	17 . 35	8R
18 . 36	Chassis	18 . 36	Chassis

12 WAY EDAC/ELCO INTERFACE PANEL



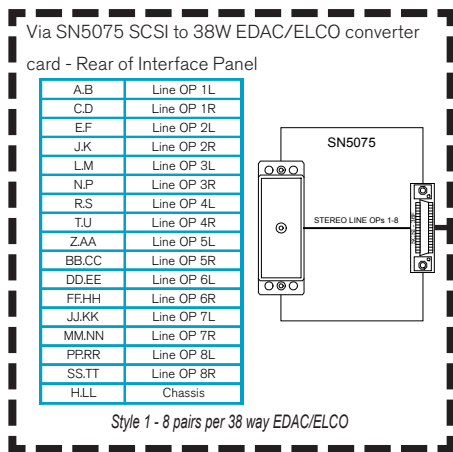
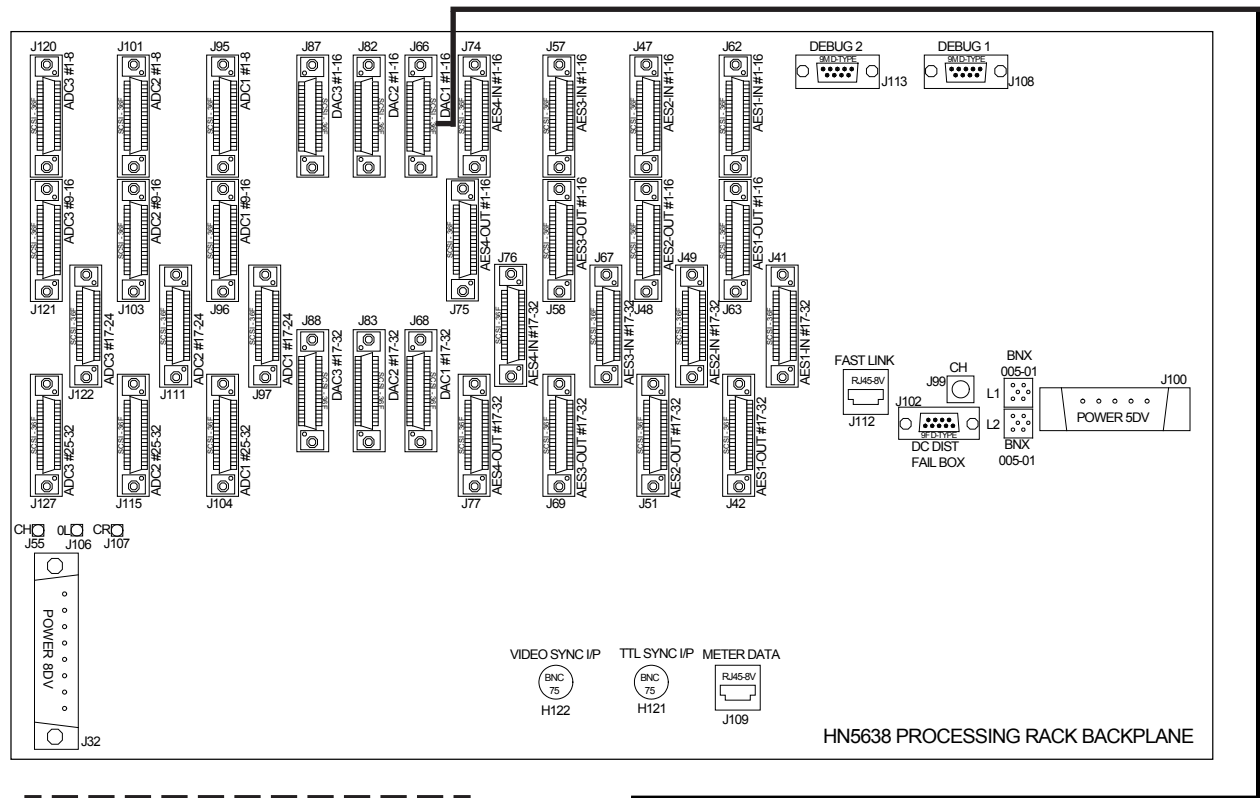
ANALOG OUTPUTS – EDAC/ELCO STYLE 1

Each analog output (DAC) card in the Processing Rack, provides 16 stereo outputs. The cards are inserted into the slots within the rack, these are numbered 1-3. Each slot has 2 dedicated output connectors on the rear of the rack, which provide connections for the system’s analog outputs.

Each of the output connectors provides connections for 8 stereo outputs. The diagram below shows how 8 way EDAC/ELCO interface panels are connected to the DAC connectors on the rear of the rack via MDR cabling to achieve Style 1 (8 pairs per EDAC/ELCO connector).

2 Cables are required for each DAC card fitted - 8 stereo outputs on each cable.

Ideally the EDAC/ELCO interface panels should be located within 5 m (16.5 ft) of the Processing rack.

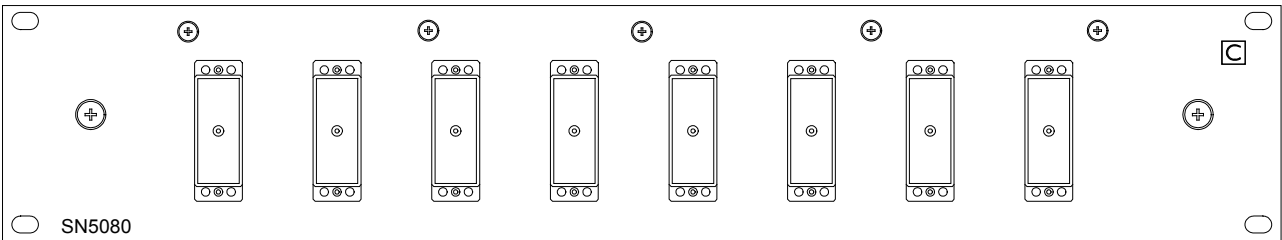


Stereo Outputs 1-8

Cable 1 - Stereo Outputs 1-8	
SCSI Pins	Circuit
1 . 19	Chassis
2 . 20	1L
3 . 21	1R
4 . 22	2L
5 . 23	2R
6 . 24	3L
7 . 25	3R
8 . 26	4L
9 . 27	4R
10 . 28	5L
11 . 29	5R
12 . 30	6L
13 . 31	6R
14 . 32	7L
15 . 33	7R
16 . 34	8L
17 . 35	8R
18 . 36	Chassis

On EDAC/ELCOs, the first pin is HOT (phase), the second pin is COLD (anti-phase) and H.LL are chassis connections.

8 WAY EDAC/ELCO INTERFACE PANEL



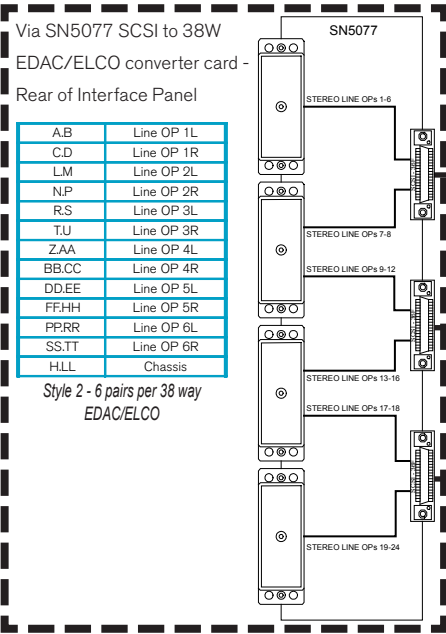
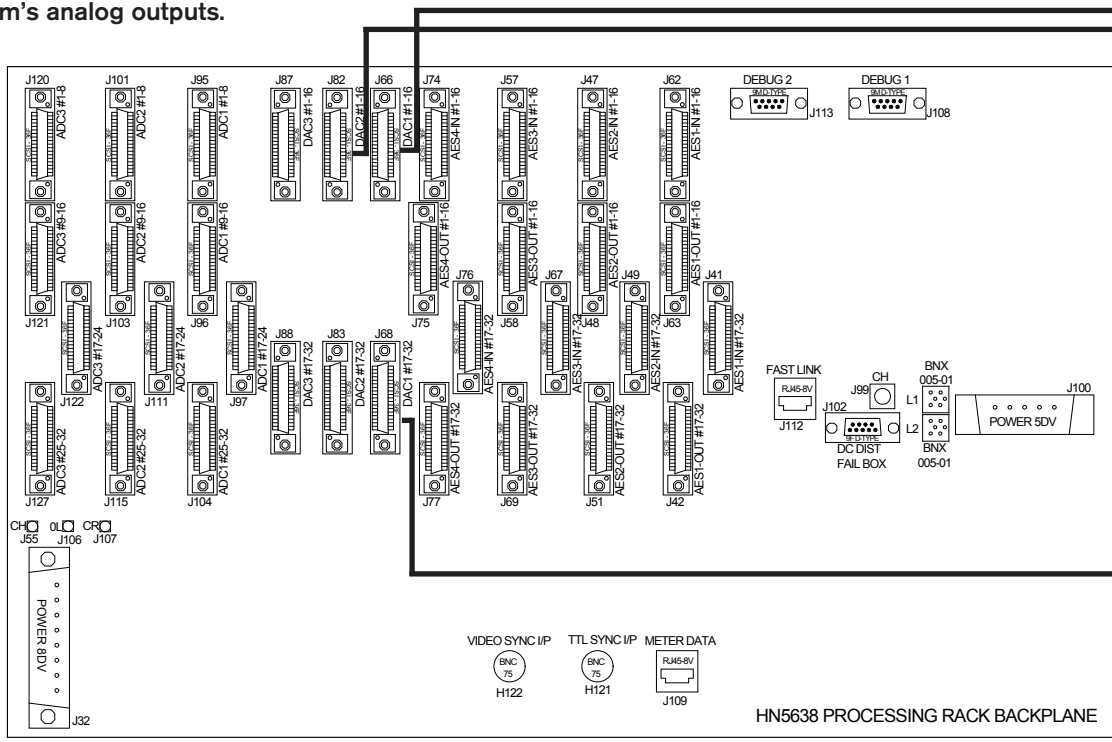
ANALOG OUTPUTS – EDAC/ELCO STYLE 2

Up to 3 analog output (DAC) cards can be fitted into the Processing Rack, each providing 16 stereo outputs. The cards are inserted into the slots within the rack, these are numbered 1-3. Each slot has 2 dedicated output connectors on the rear of the rack, which provide connections for the system's analog outputs.

Each of the output connectors provides connections for 8 stereo outputs. The diagram below shows how 8 way EDAC/ELCO interface panels are connected to the DAC connectors on the rear of the rack via MDR cabling to achieve Style 2 (6 pairs per EDAC/ELCO connector).

2 Cables for each DAC card fitted - 8 stereo outputs on each cable.

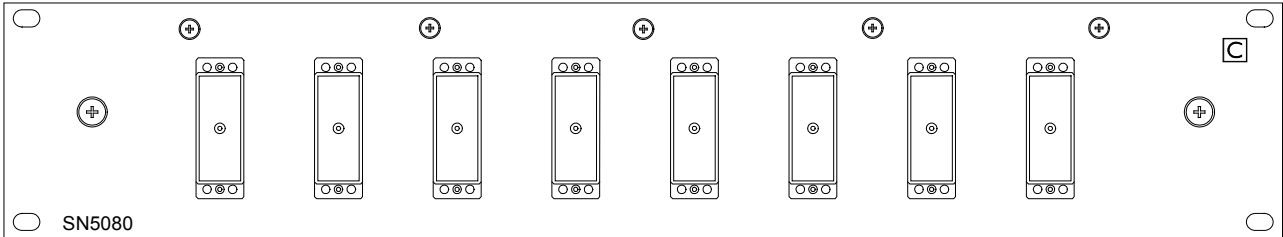
Ideally the EDAC/ELCO interface panels should be located within 5 m (16.5 ft) of the Processing rack.



Cable 1 - Stereo Outputs 1-8		Cable 2 - Stereo Outputs 9-16		Cable 3 - Stereo Outputs 17-24	
SCSI Pins	Circuit	SCSI Pins	Circuit	SCSI Pins	Circuit
1 . 19	Chassis	1 . 19	Chassis	1 . 19	Chassis
2 . 20	1L	2 . 20	9L	2 . 20	17L
3 . 21	1R	3 . 21	9R	3 . 21	17R
4 . 22	2L	4 . 22	10L	4 . 22	18L
5 . 23	2R	5 . 23	10R	5 . 23	18R
6 . 24	3L	6 . 24	11L	6 . 24	19L
7 . 25	3R	7 . 25	11R	7 . 25	19R
8 . 26	4L	8 . 26	12L	8 . 26	20L
9 . 27	4R	9 . 27	12R	9 . 27	20R
10 . 28	5L	10 . 28	13L	10 . 28	21L
11 . 29	5R	11 . 29	13R	11 . 29	21R
12 . 30	6L	12 . 30	14L	12 . 30	22L
13 . 31	6R	13 . 31	14R	13 . 31	22R
14 . 32	7L	14 . 32	15L	14 . 32	23L
15 . 33	7R	15 . 33	15R	15 . 33	23R
16 . 34	8L	16 . 34	16L	16 . 34	24L
17 . 35	8R	17 . 35	16R	17 . 35	24R
18 . 36	Chassis	18 . 36	Chassis	18 . 36	Chassis

On EDAC/ELCOs, the first pin is HOT (phase), the second pin is COLD (anti-phase) and H.L.L are chassis connections.

8 WAY EDAC/ELCO INTERFACE PANEL



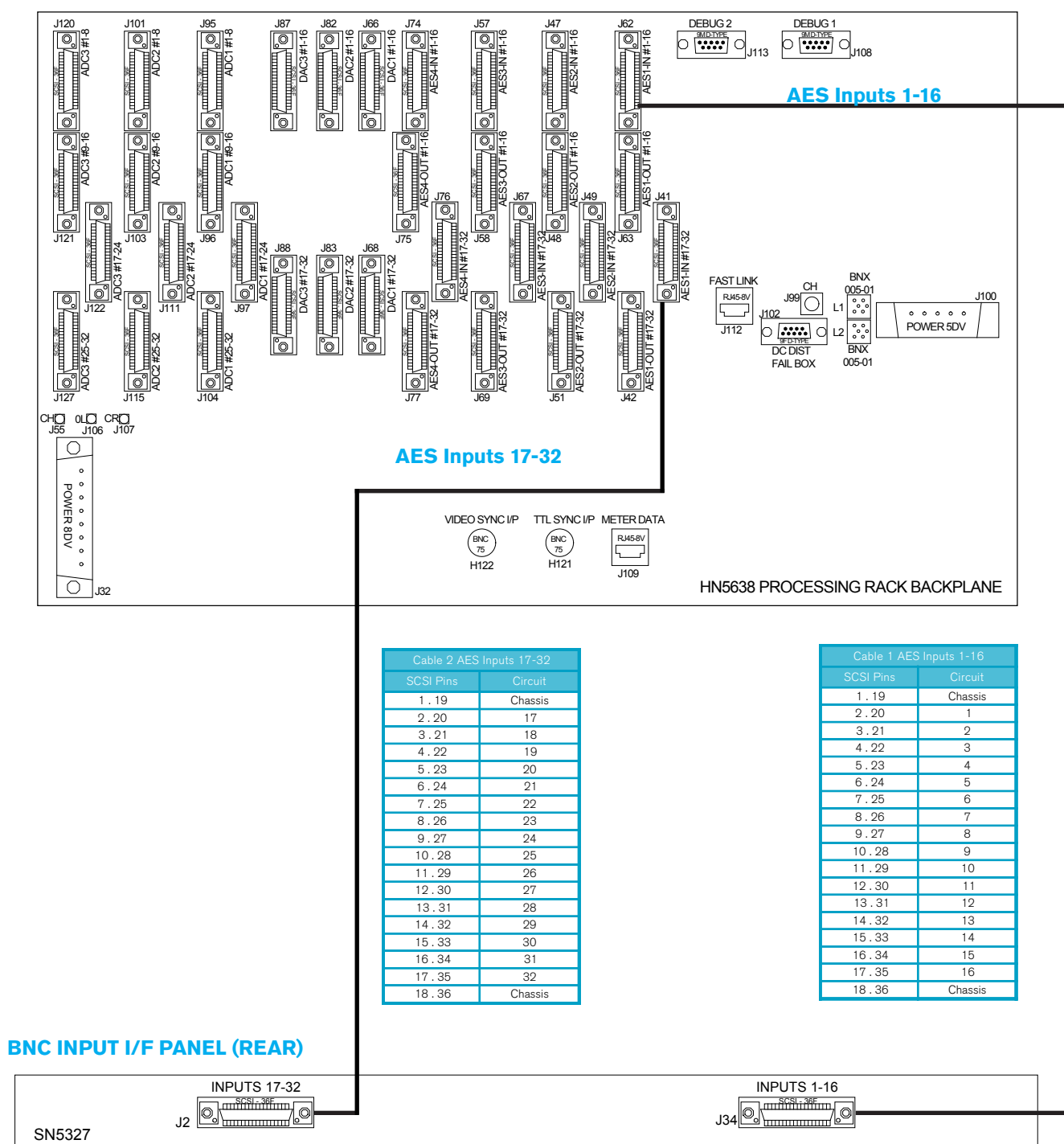
AES INPUTS – BNC

Each AES I/O card in the Processing Rack provides 32 AES inputs and 32 AES outputs. Each slot has dedicated input and output connectors on the rear of the rack, to which the system's AES inputs and outputs are connected.

The diagram below shows how the AES input connectors are connected to 32 way BNC interface panels via MDR cabling. For clarity, input connections from just 1 AES card (occupying AES slot 1) to an interface panel are shown here.

Each BNC interface panel can interface 32 AES inputs. Therefore if all AES inputs are used, 4 BNC interface panels would be needed.

The BNC interface panels must be located within 5 m (16.5 ft) of the Processing Rack.



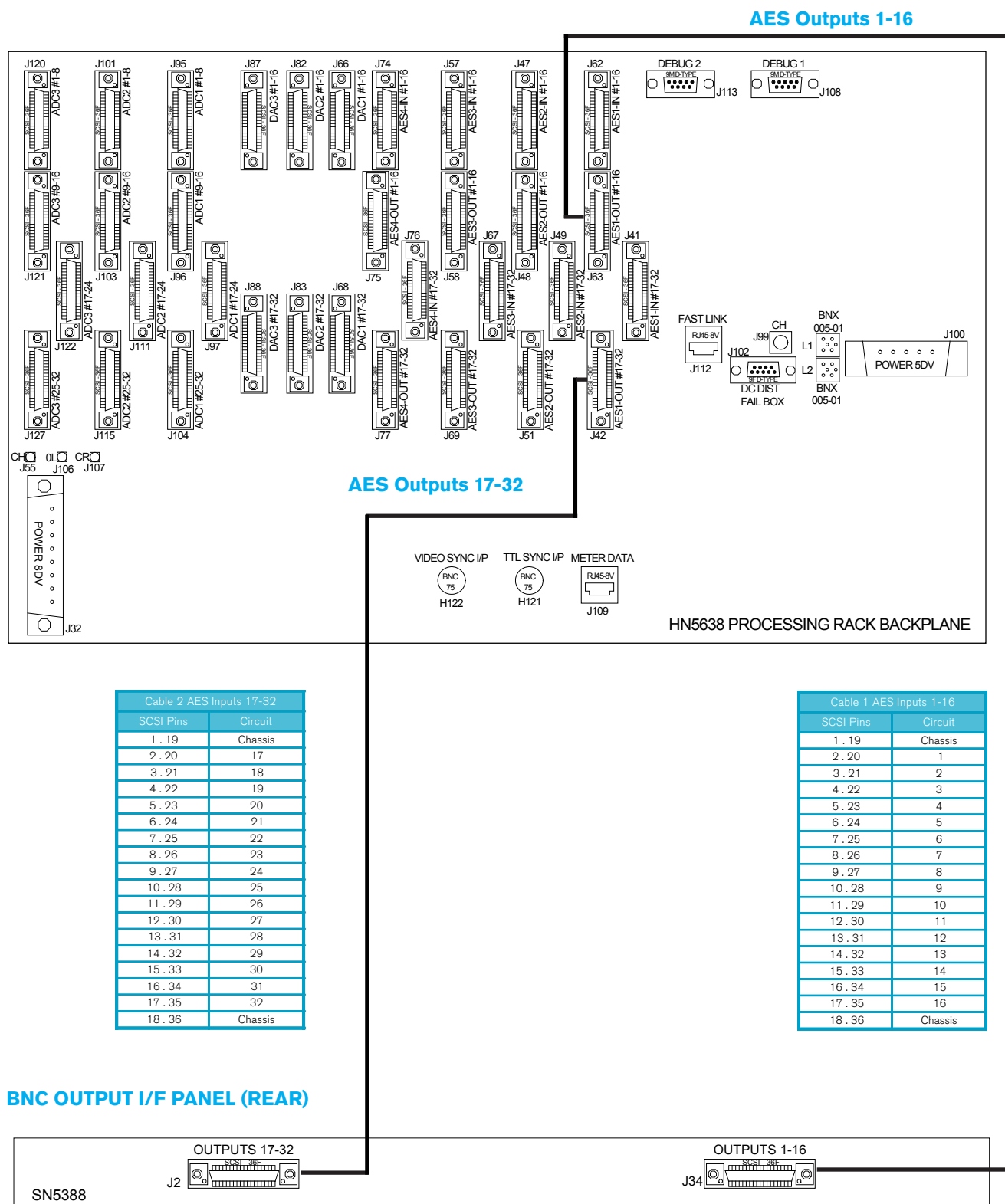
AES OUTPUTS – BNC

Each AES I/O card in the Processing Rack provides 32 AES inputs and 32 AES outputs. Each slot has dedicated input and output connectors on the rear of the rack, to which the system's AES inputs and outputs are connected.

The diagram below shows how the AES output connectors are connected to BNC interface panels via SCSI-style cabling. For clarity, connections from the outputs on just 1 AES card to an interface panel is shown here.

Each panel can interface 32 AES outputs. Therefore if all AES outputs are used, 4 panels would be needed.

The BNC interface panels must be located within 5 m (16.5 ft) of the Processing Rack.



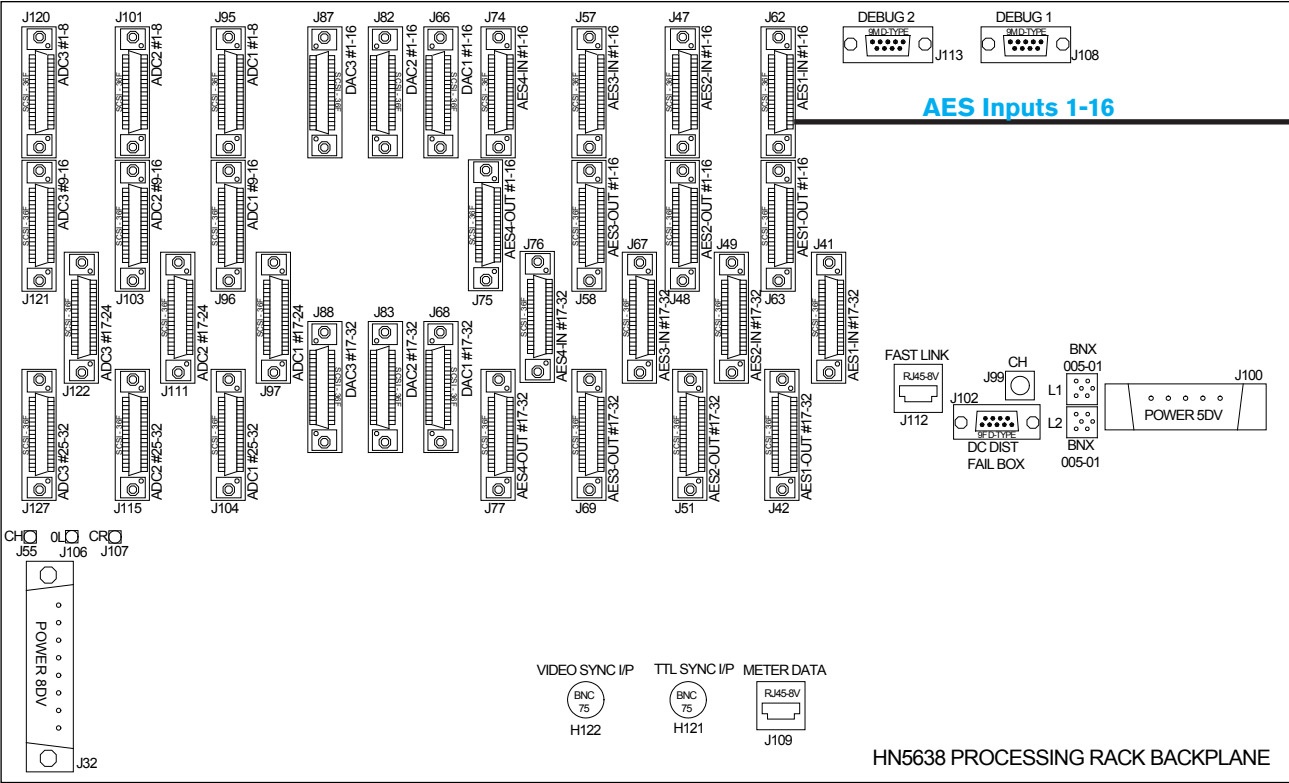
AES INPUTS - XLR

Each AES I/O card in the Processing Rack provides 32 AES inputs and 32 AES outputs. Each slot has dedicated input and output connectors on the rear of the rack, to which the system's AES inputs and outputs are connected.

The diagram below shows how the AES input connectors are connected to 16 way XLR interface panels via SCSI-style cabling. For clarity, connections from the first 16 AES inputs on AES card 1 to an XLR interface panel are shown here.

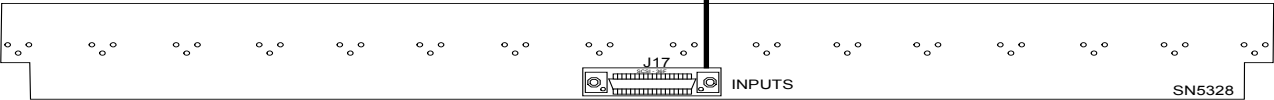
Each XLR interface panel can interface 16 AES inputs. Therefore if all AES inputs are used, 8 XLR interface panels would be needed.

The XLR interface panels must be located within 2m (6.5ft) of the rack.



Cable 1 AES Inputs 1-16	
SCSI Pins	Circuit
1 . 19	Chassis
2 . 20	1
3 . 21	2
4 . 22	3
5 . 23	4
6 . 24	5
7 . 25	6
8 . 26	7
9 . 27	8
10 . 28	9
11 . 29	10
12 . 30	11
13 . 31	12
14 . 32	13
15 . 33	14
16 . 34	15
17 . 35	16
18 . 36	Chassis

XLR INPUT I/F PANEL (REAR)



On 3 pin XLR:
Pin 1 is Chassis Connections
Pin 2 is HOT (PHASE)
Pin 3 is COLD (ANTI-PHASE)

AES OUTPUTS – XLR

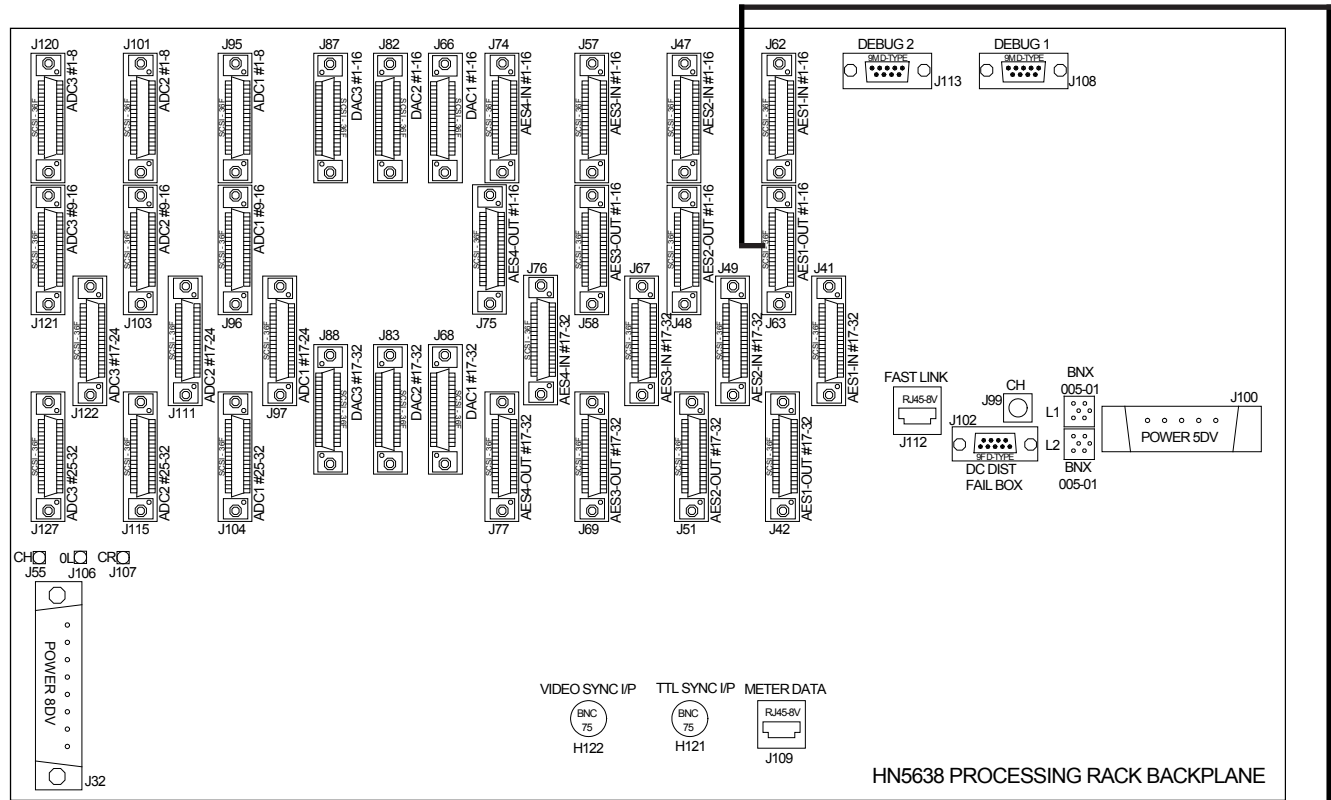
Each AES I/O card in the Processing Rack provides 32 AES inputs and 32 AES outputs. Each slot has dedicated input and output connectors on the rear of the rack, to which the system's AES inputs and outputs are connected.

The diagram below shows how the AES output connectors are connected to XLR interface panels via SCSI-style cabling. For clarity, just the connections from the first 16 outputs on AES card 1 to an interface panel are shown here.

Each XLR interface panel can interface 16 AES outputs. Therefore if all AES outputs are used, 8 XLR interface panels would be needed.

The XLR Interface panels must be located within 3 m (9.8 ft) of the rack.

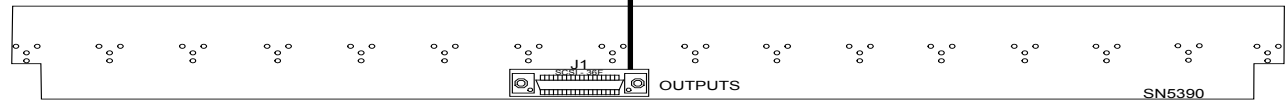
AES Outputs 1-16



Cable 1 AES Outputs 1-16	
SCSI Pins	Circuit
1 . 19	Chassis
2 . 20	1
3 . 21	2
4 . 22	3
5 . 23	4
6 . 24	5
7 . 25	6
8 . 26	7
9 . 27	8
10 . 28	9
11 . 29	10
12 . 30	11
13 . 31	12
14 . 32	13
15 . 33	14
16 . 34	15
17 . 35	16
18 . 36	Chassis

On 3 pin XLR:
Pin 1 is Chassis Connections
Pin 2 is HOT (PHASE)
Pin 3 is COLD (ANTI-PHASE)

XLR OUTPUT I/F PANEL (REAR)



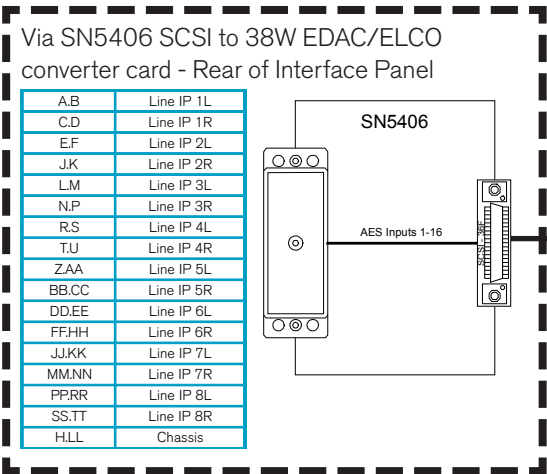
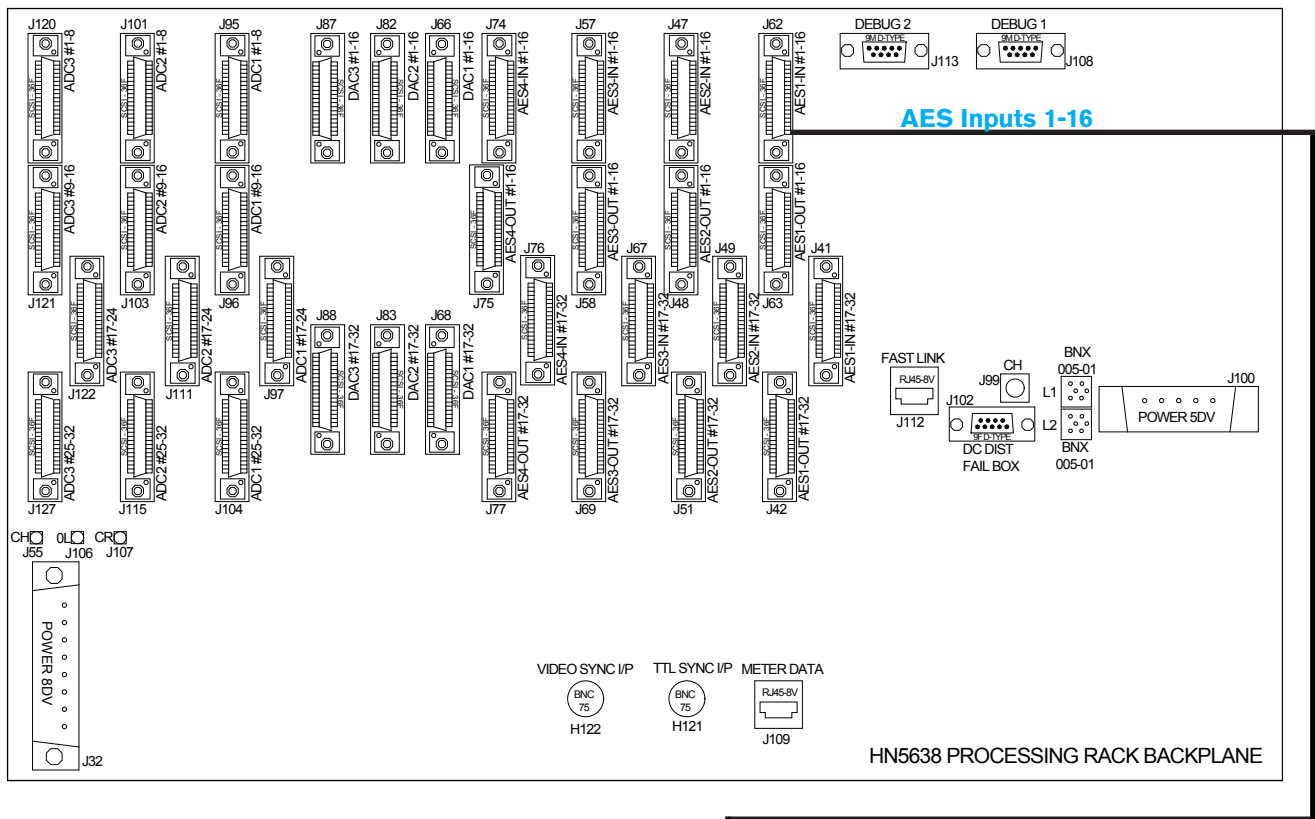
AES INPUTS – EDAC/ELCO

Each AES I/O card in the Processing Rack provides 32 AES inputs and 32 AES outputs. Each slot has dedicated input and output connectors on the rear of the rack, to which the system's AES inputs and outputs are connected.

The diagram below shows how AES inputs are connected to an 8 way EDAC/ELCO interface panel via SCSI-style cabling. For clarity, connections from the first 16 AES inputs on AES card 1 to an EDAC/ELCO connector on the interface panel are shown here.

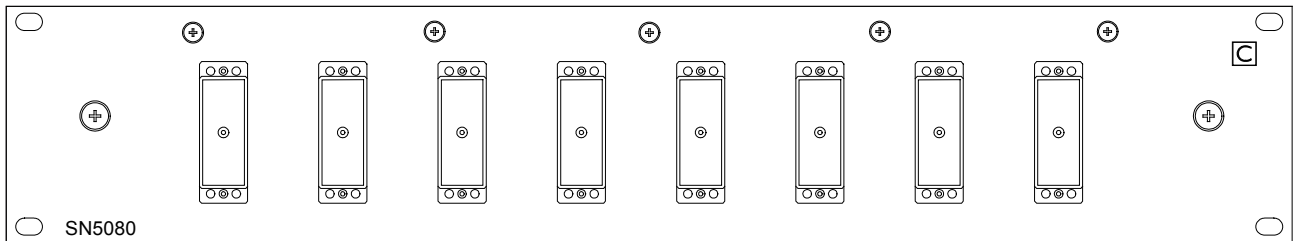
Each connector on the panel can interface 16 AES inputs. Therefore if all AES inputs are used, all 8 connectors on the panel would be needed.

The EDAC/ELCO Interface panels must be located within 5 m (16.5 ft) of the rack.



Cable 1 AES Inputs 1-16	
SCSI Pins	Circuit
1 . 19	Chassis
2 . 20	1
3 . 21	2
4 . 22	3
5 . 23	4
6 . 24	5
7 . 25	6
8 . 26	7
9 . 27	8
10 . 28	9
11 . 29	10
12 . 30	11
13 . 31	12
14 . 32	13
15 . 33	14
16 . 34	15
17 . 35	16
18 . 36	Chassis

8 WAY EDAC/ELCO INTERFACE PANEL



AES OUTPUTS – EDAC/ELCO

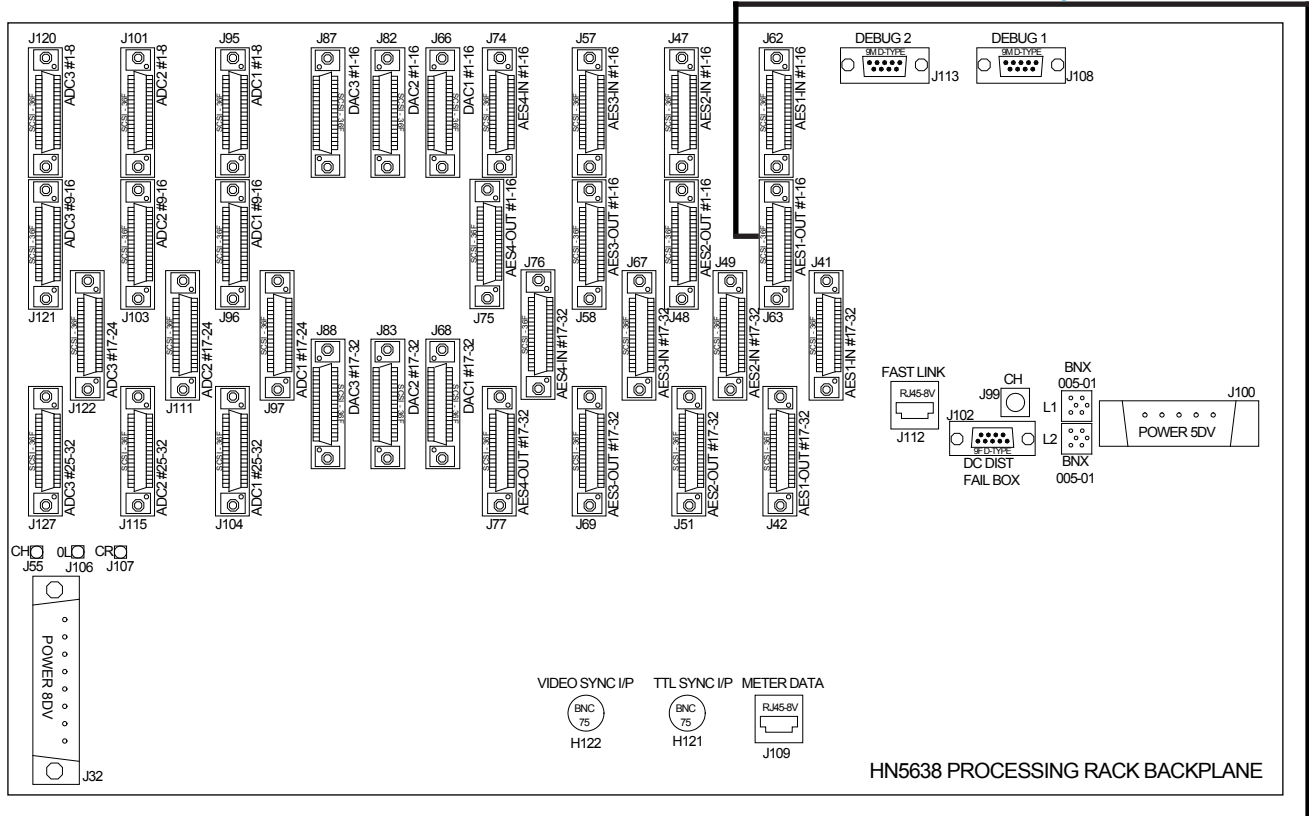
Each AES I/O card in the Processing Rack provides 32 AES inputs and 32 AES outputs. Each slot has dedicated input and output connectors on the rear of the rack, to which the system's AES inputs and outputs are connected.

The diagram below shows how the AES output connectors are connected to XLR interface panels via SCSI-style cabling. For clarity, just the connections from the first 16 outputs on AES card 1 to an EDAC/ELCO connector on the interface panel are shown here.

Each EDAC/ELCO connector on the panel can interface 16 AES outputs. Therefore if all AES outputs are used, all 8 connectors on the panel would be needed.

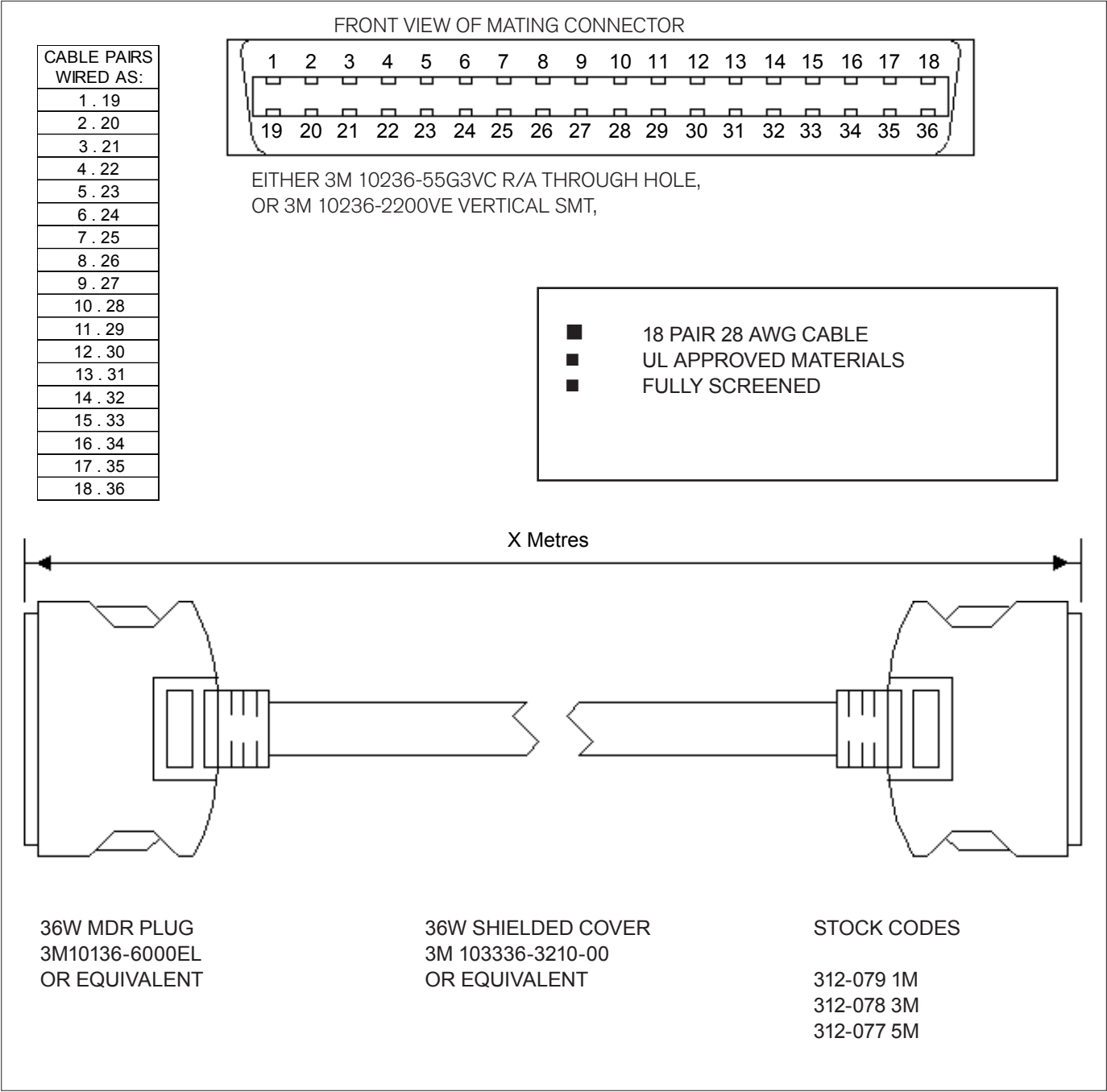
The EDAC/ELCO interface panels must be located within 5 m (16.5 ft) of the rack.

AES Outputs 1-16



SPECIFICATION FOR MDR CABLES

Although frequently referred to as ‘SCSI style’ cables, it is important to be aware the correct term for these plugs is an ‘MDR’ connector.



OMEGA THIRD PARTY METERS

THIRD PARTY METERS

Third party meters can be integrated into Calrec consoles. The signals sent to them directly or can be selected using familiar console controls. The meters themselves are usually mounted into the console upstand and wired internally to an interface connector on the rear of the console.

Interface details for the third party meters are provided in the following section of this document.

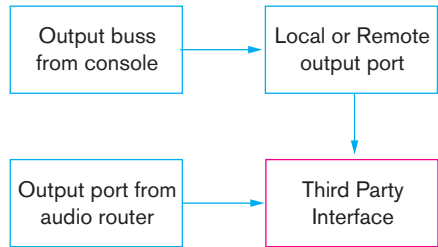
Sending a signal directly to an external meter

If only one signal, for example the Main 1 output of the console, is to be sent to the meter and unlikely to be changed often, connecting the external meter interface is a trivial matter. Simply patch the required output from the console to any output ports in the system. Then connect these ports directly to the correct pins on the external meter interface.

A diagram of these connections is shown in Figure 1.

FIGURE 1 - SENDING A SIGNAL DIRECTLY TO THE 3RD PARTY METER

Direct feed from console outputs



Alternatively take a direct feed from an audio router output

FIGURE 2 - CONTROLLING THE 3RD PARTY SIGNAL WITH METER SELECTORS

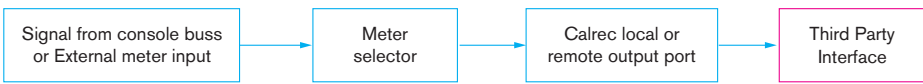
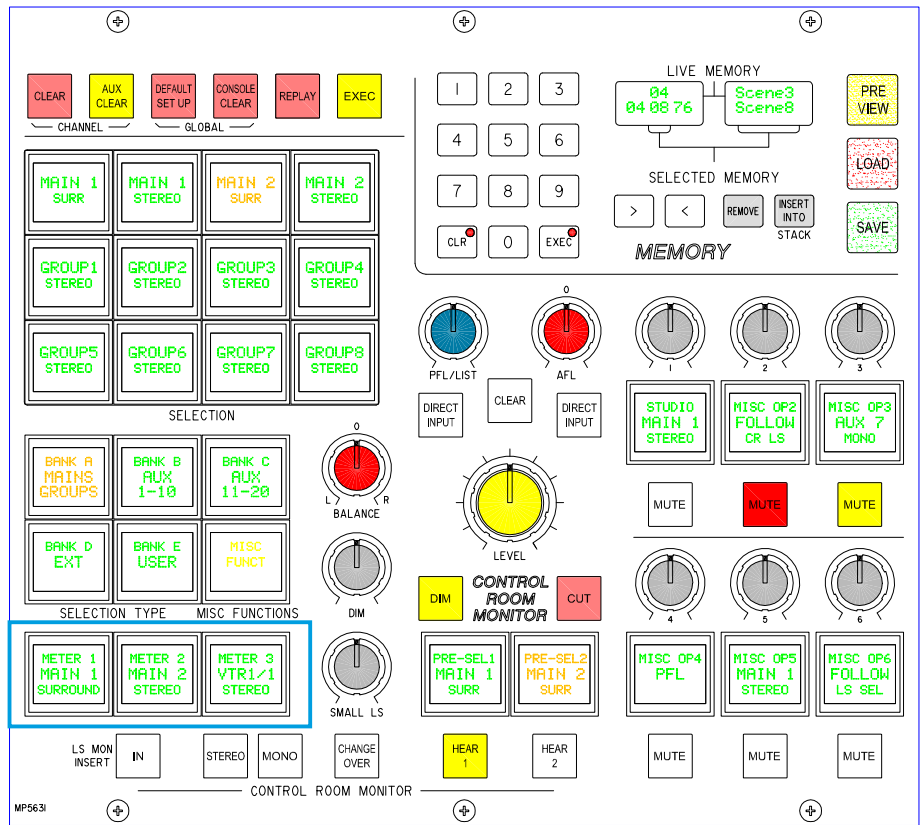


FIGURE 3 - METER SELECTORS ON THE MONITOR PANEL



Using the console for control over the signals sent to the external meter

In the case that the signals to be metered are likely to change often or the user wants to quickly switch between a console signal or an external signal, it may be sensible to use the console's meter selector facilities. A diagram of this functionality is shown in Figure 2.

There are three buttons on the assignable monitor panel which are dedicated

meter selectors for the Omega's three assignable meters. These are highlighted in Figure 3.

To assign a signal to one of these meters, simply press the relevant meter selector on the monitor panel, then use the selector buttons above to choose the source which feeds to it. It may be necessary to switch banks using the SELECTION TYPE buttons. For more information on selecting sources on

the monitor panel, please refer to the Operator Manual.

Each assignable meter has an output which can be patched to an output port. This output port in turn can be connected to the third party meter interface. These output ports can be patched on the I/O - OUTPUT - TO THIRD PARTY METER screen as shown in Figure 4.

Accessing an external input from the monitor panel

To enable the user to easily switch between metering console signals and external signals, some external inputs should be set up. To do this, navigate to the OPT - MON TB TONE - MONITOR PANEL screen as shown in Figure 5.

From here select a blank grey selector button from the left hand side of the screen, then select EXTERNAL from the list on the right. Touch the ALLOCATE button to bring up a dialog box. This allows the name and width of the external input to be set.

Be sure to press the SAVE TO FILE LOAD INTO DESK button to save changes for the next steps.

Once the external input has been set up and allocated to the selector button, input ports can be patched to the external input resource. This is done by switching to the MON SEL (EXT I/P) screen, still in the OPT - MON TB TONE area as shown in Figure 6. Here the ports can be patched in the usual way.

Ensure that the external inputs on the CALREC METERS (EXT I/P) screen are not used. These external inputs feed directly to assignable TFT meters. They do not have an associated output and cannot be selected by the monitor selectors.

FIGURE 4 - THIRD PARTY METER OUTPUTS

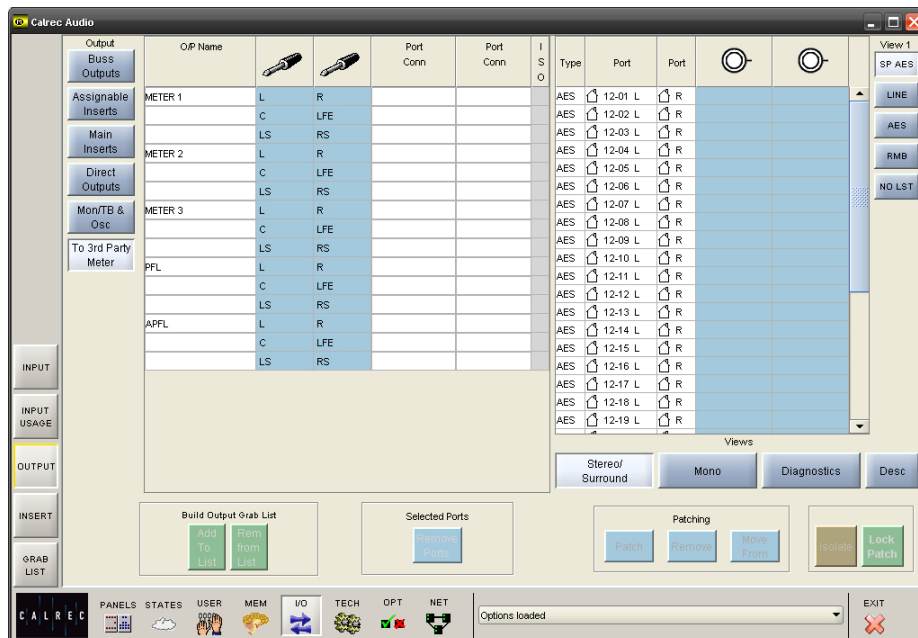
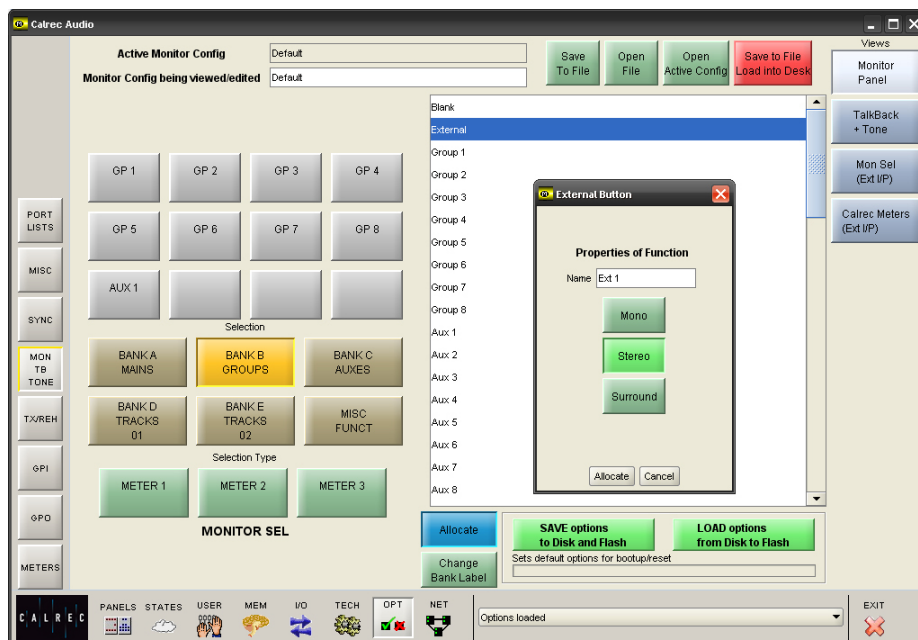


FIGURE 5 - ADDING AN EXTERNAL INPUT TO THE METER SELECTOR BUTTONS



The console should now be set up to allow the user to use the selectors on the monitor panel to choose the signals, including any configured external inputs, which are sent to the connected third party external meter.

Be sure to press the SAVE OPTIONS TO DISK AND FLASH button after making any changes to ensure they are saved into the console memory.

Setting the meter to follow the main loudspeaker signal

To do this, navigate to the I/O - OUTPUT - MON/TB & OSC screen, as shown in Figure 7, and patch the LS PRE outputs to the ports used to feed the third party meter. The signal sent to the meters will now follow the signal sent to the main control room loudspeakers.

Note that this does remove the ability to quickly switch to metering an external signal.

FIGURE 6 - PATCHING TO EXTERNAL INPUTS

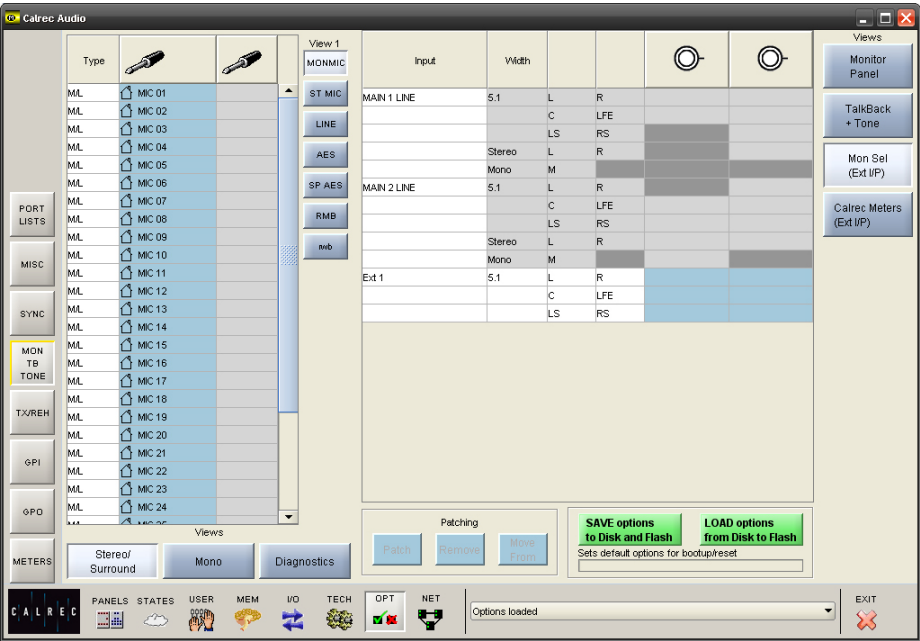
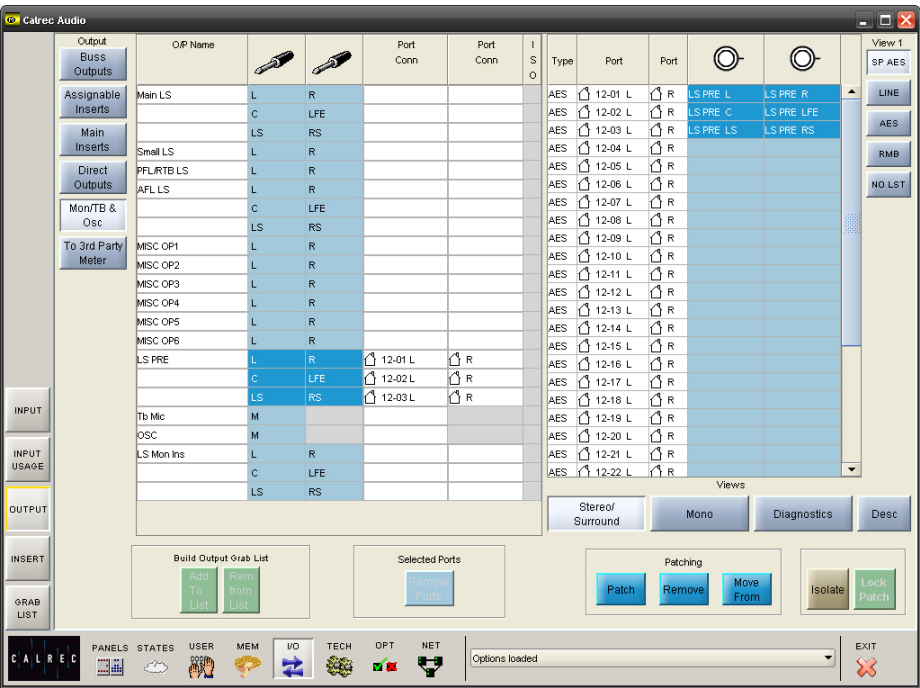


FIGURE 7 - PATCHING LOUDSPEAKER PRE OUTPUTS



Should a DK or RTW meter be installed in the console, a 50 way female D-type connector will be fitted to the right hand side of the console backplane and labelled 'DK' or 'RTW'. This provides the interface to the third party meter.

The location of the meter interface on the rear of the console is shown in Figure 1. The connecting cable pin information for the interface is shown in Figure 2.

This interface remains the same for all currently compatible third party meters regardless of the connectors on the meters themselves. Should the meter only have three AES inputs and no analog inputs, then wire only to the appropriate pins.

Should custom wiring be required, then the wiring information will be provided by Calrec project engineers.

FIGURE 2 - CONNECTING CABLE PIN INFORMATION FOR METER INTERFACE

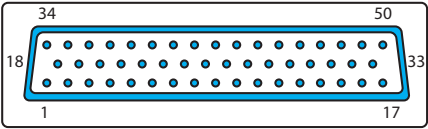
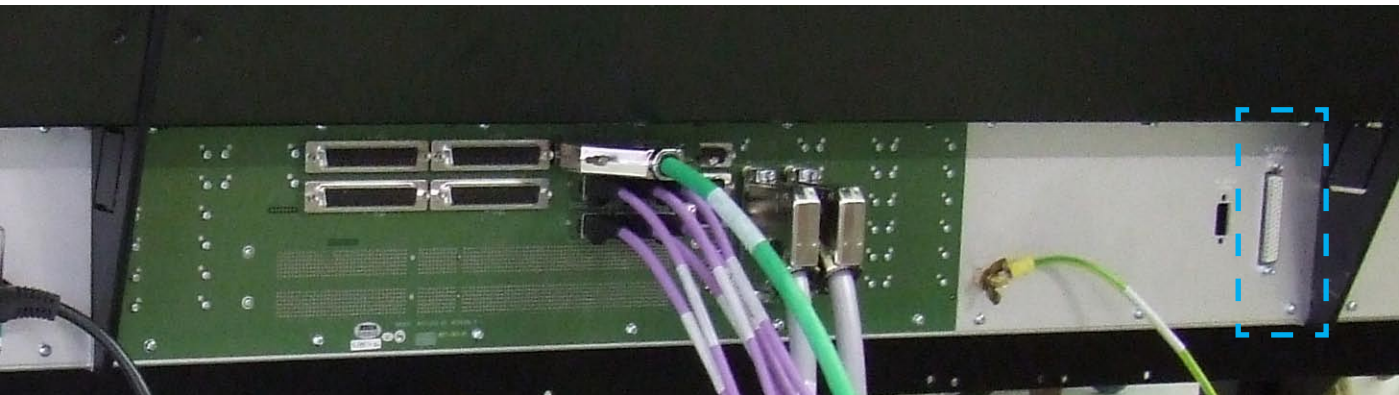
50 Pin Male D-Type - Wiring side of connecting cable		
		
	Function	Pin
Input 1	Analog L [+,-]	1, 2
	Analog R [+,-]	34, 35
	AES (Balanced) [+,-]	3, 19
	Screen	18
Input 2	Analog L [+,-]	4, 5
	Analog R [+,-]	37, 38
	AES (Balanced) [+,-]	22, 6
	Screen	21
Input 3	Analog L [+,-]	7, 8
	Analog R [+,-]	40, 41
	AES (Balanced) [+,-]	25, 9
	Screen	24
Input 4	Analog L [+,-]	10, 11
	Analog R [+,-]	43, 44
	AES (Balanced) [+,-]	28, 12
	Screen	27
	AES/EBU Output [+,-]	31, 15
	RS232 [T, R]	16, 17
	AES Sync [+,-]	49, 50
	Screen	33

FIGURE 1 - INTERFACE LOCATION



OMEGA

APPENDIX A – FLY PACK

If your console has been fitted with the optional Fly Pack modification, connections between surface and rack will be made via P3 Apollo connectors providing a much more rugged interface with shorter setup times.

The Fly Pack consists of two connector units, one fitted to the rear of the surface, the other to the rack enclosure. Simply connect the sockets like for like.

Any Omega console with a minimum frame size of 24 faders can be fitted with the Fly Pack.

Console interface

The standard arrangement of connectors is shown in the diagram labelled 'Console Interface Connections'. This arrangement can be expanded with up to three extra GPI connectors and an optional Interface connector. The Interface connector allows customer specific connections to be made, for example external meters such as a DK Phasescope or AFL/PFL loudspeakers.

An optional 85 pin connector can be fitted at the far left of the console interface for custom requirements.

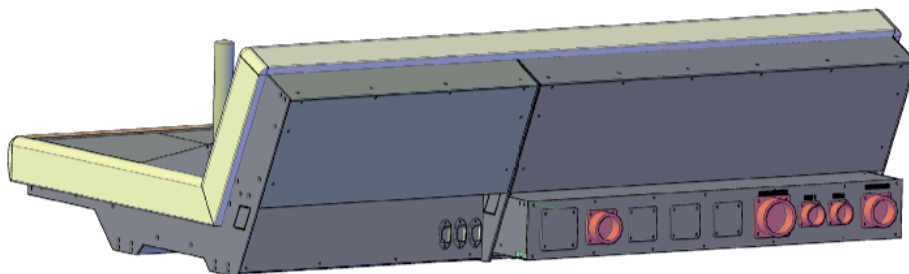
Rack interface

The standard rack interface contains connectors for Data Comms, GPI, PSU 1 and PSU 2 for linking to the console interface.

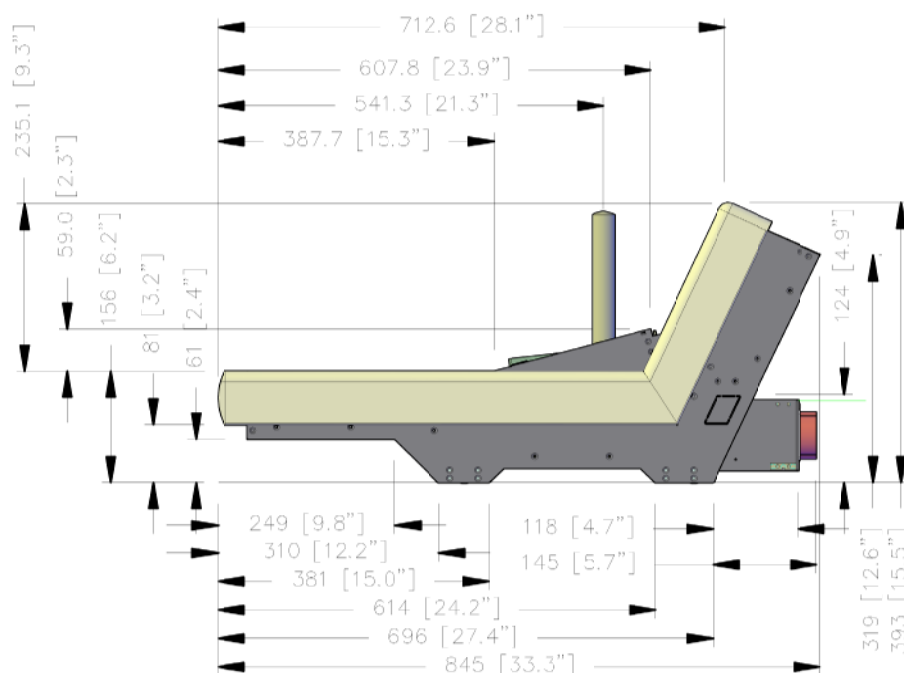
If the Fly Pack is to be used on a 24 fader console which does not contain an integrated keyboard, mouse or PC display, connectors for these peripherals will be fitted to the rack interface.

The rack interface is shown in the diagram labelled 'Rack Interface Connections'.

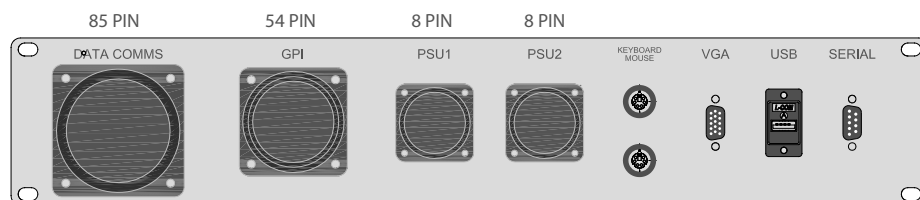
3D REAR VIEW



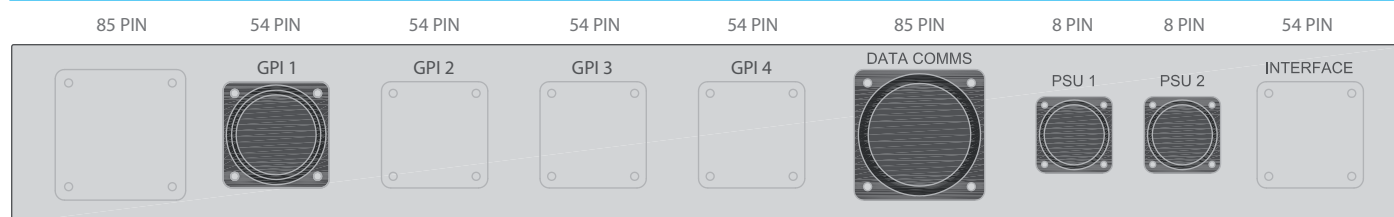
END DIMENSIONS



RACK INTERFACE CONNECTIONS



CONSOLE INTERFACE CONNECTIONS



Flight cases

The Fly Pack is intended to be supplied with flight cases for both the console and rack. The rack flight case acts as the stand for the console, reducing weight and setup times and providing a more compact setup. Flight case requirements should be discussed with the Calrec project manager.

Wiring information

For detailed wiring and pin out information refer to the wiring schedule provided in the CD or paper handbook included with the console.

Earthing

As the fly pack console interface covers the standard earthing stud on the console backplane, an extra stud is fitted to its left hand edge. This must be connected to earth before use.

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