

Information

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The original purpose of the High Level Signal Definition (HLSD) was Snapshot compatibility between systems which are not identical.

A connect stored within the Snapshot

CDR:000:000:000 (CD Return) to

CRM:000:000:000 (Control Room Monitor)

would connect the first Output of a CD-Player to the first Input of the Control Room Monitors. Independently of how and where the CD-Player is physically connected (analog, digital, which Dallis frame,...).

As Snapshot compatibility is rarely a clients request any more, and can only be achieved by sensible configuration, it is only realised on some systems. Many of the logical Signal identifiers are not used in such a way as once intended.

The configuration of signals is mostly done with UDS/UDR, or for networked systems with B[0-7]R/B[0-7]S.

Still some special signals remain, which have to be used according to their original meaning.

Signal Class	Description	RemoteMNOPL usage
Matrix DSP Channel		
XDR	0x73 MatriX Dsp Board Receive	connecting / parameter control
XDS	0xF3 MatriX Dsp Board Send	connecting / parameter control
Mixing Console DSP Channel		
ISD	0x00 Insert Send	connecting
OUT	0x01 Direct Out	connecting / parameter control
LST	0x02 Listen (Out)	connecting
INP	0x80 Input	connecting
IRT	0x85 Insert Return	connecting
Not for RemoteMNOPL control		
DYN	0x86 Dynamics Key (Console DSP Channel)	forbidden
CMD	0x87 Command Input (Console DSP Channel)	forbidden
IN1	0x81 Virtual IN 1 (Console DSP Channel)	forbidden
IN2	0x82 Virtual IN 2 (Console DSP Channel)	forbidden
SMR	0x6B Sum Matrix Return (internal routing)	forbidden
TLR	0x6C Twin Link Receive (internal routing)	forbidden
NLR	0x6D Network Link Receive (internal routing)	forbidden
DSR	0x6F DSP Return (internal routing)	forbidden
SMS	0xDB Sum Matrix Send (internal routing)	forbidden
TLS	0xDC Twin Link Send (internal routing)	forbidden
NLS	0xDD Network Link Send (internal routing)	forbidden
DSS	0xDF DSP Send (internal routing)	forbidden