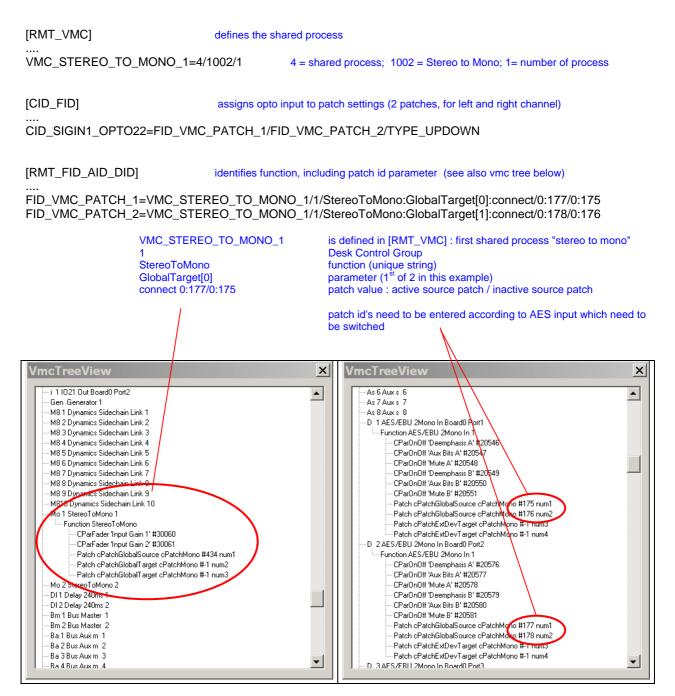
GPI connecting Inputs to Shared Process

Request

2 Stereo (AES) inputs should alternatively be patched to a shared "Stereo to Mono" process. The selection is controlled by a GPI input.

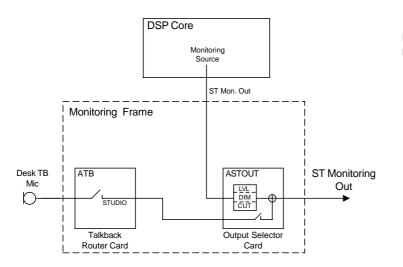
Solution

The GPI assigns the 2 targets (inputs of shared process "stereo to mono") to particular VMC input sources. Inactive and active value correspond to the 2 alernative inputs.



Analog Processing of Studio Talkback

The analog talkback routing was standard until D950 release V3.1. The Talback signal is added to the monitoring signal path on the Output Selector Card in the monitoring frame (see block diagram below)



Features and drawbacks of analog talkback routing :

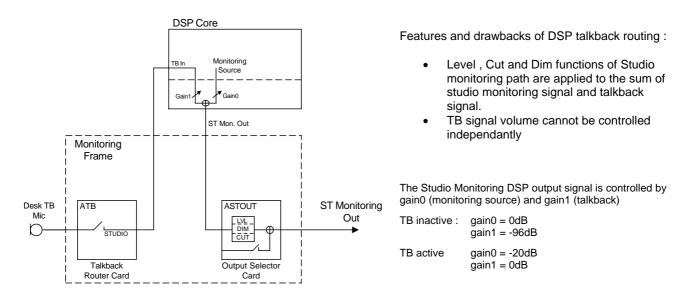
- Level, Cut and Dim functions of Studio monitoring path are applied to the studio monitoring signal only, which is provided by the DSP output. The talkback signal is fed in on a separate path.
- Talkback is sent to studio even if main signal is CUT (e.g. when RED LIGHT condition is valid)
- DIM function only affects selected monitoring signal, talkback level remains unchanged.

The talkback path is selected by using the following FID's in the monitoring/signaling file :

 FID_TB0_SEND1_STUDIO
FID_ST_OUT_TB
TB0 = Multi Desk Group 0, selects path in ATB ST = Chanel Name, selects path in ASTOUT

Digital Processing of Studio Talkback

Since version 3.2, the talkback path is processed in the DSP as default. The output of the DSP already includes the added talkback information (see block diagram below)



The talkback path is selected by using the following FID's in the monitoring/signaling file :

- FID_TB0_SEND1_INT FID_TB0_TB_STUDIO1 or FID_TB0_TB_STUDIO2
- TB0 = Multi Desk Group 0, selects path in ATB
- selects DSP functionality
- Please note: For making use of the DSP talkback functionality, V3.2 and the modification in the monitoring file is required (new monitoring template). When upgrading systems without adaption of the monitoring file, the system will go on working with the analog talkback processing.