# QUICK START GUIDE

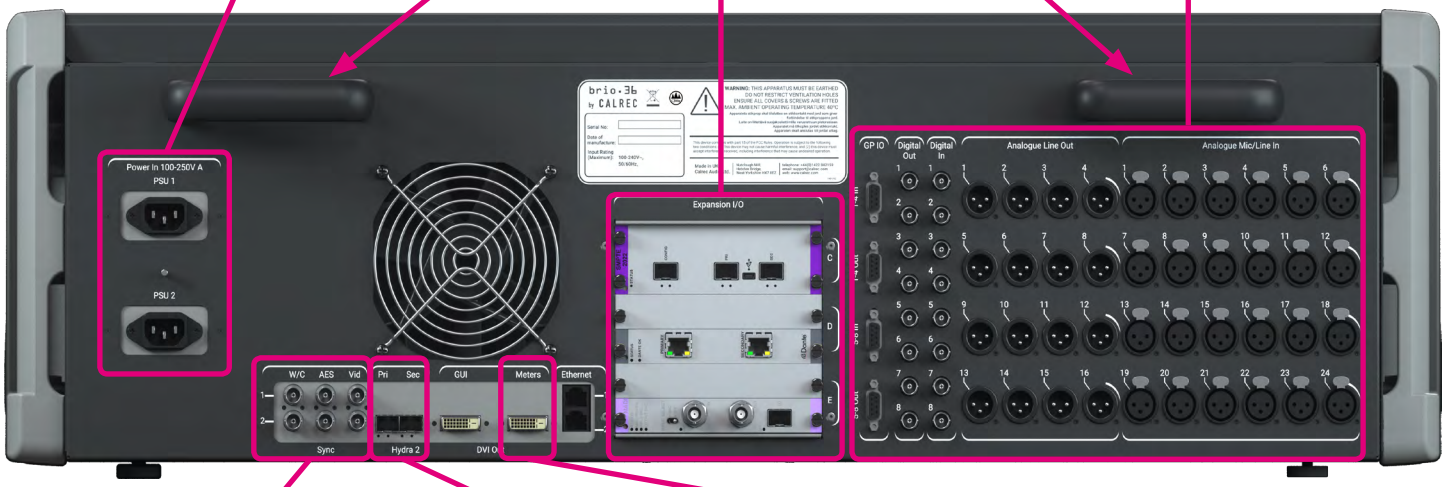
brio·36


**Power**
Connect both IEC power inputs from separate AC mains to protect against external mains loss, or use the supplied IEC "Y-split" cable to feed both power supplies if only one AC outlet is available.

**Lifting handles**

**Analogue I/O on XLR**
**Digital I/O on BNC**
**GPIO on female 9 pin D-types**

**Expansion I/O slots for optional audio cards**




**Adjustable feet**


**Sync Inputs**
Connect an external Wordclock, AES or Video sync source via BNC. Multiple sources can be connected to provide backup. If no valid sync is fed, the console will free run on its own clock.


**Hydra2 connections for extra I/O**
If fitted with a Hydra2 module, an external I/O box can be connected to the Hydra2 ports, or multiple I/O boxes can be connected via a H2Hub. Check that SFPs are fitted in the Hydra2 ports that match those in the I/O box or H2Hub being connected. Connection to Calrec Apollo, Artemis, Summa and Router cores for multi-console networking to be supported from software V1.1


**Meter Display**
Connect a display monitor via DVI-D if full metering is required. Monitor Resolution is 1920x1080 (16x9) with 60Hz Refresh rate.

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**Touchscreen UI overview**
The header across the top of the UI provides key notifications as well as providing buttons to access the 3 distinct areas of UI:

- The “Active Show” area is central to operational use.
- Tap the button at the left side of the header to view, create or load Shows from the “Shows List”
- Tap the button at the right side to access “System Settings”, system wide settings that are global to all shows and user memories.
- When viewing either Shows or System Settings, tap the “Active Show” button in the header to return to the main operational view.
- If using an external sync source, go to System-Settings>Synchronisation and select the sync input you are feeding as the primary sync source (#1). If a backup sync source is also connected, select that as source #2.
- Go to System-Settings>General to configure audio running levels and meter scales.
- If a Hydra2 module is fitted, and external I/O is powered and connected, go to System-Settings>Required-I/O-Boxes to add I/O to your required list.

The UI header also contains:

- The name of the currently active show, along with its sample rate.
- On-Air/Off-Air status, sync status, tone & talkback status and clear.
- The header will change colour to alert System Status issues – yellow is warning, red is an error. Press the System Status button in the header to view details about any warnings or errors. The header will remain coloured whilst issues still exist. The System Status button will flash to alert to any new warning or error messages that may be generated. Click on a message to read the detail and to stop the header button flashing.

**Active Show View**
This is the main area of the UI and contains all the operational functionality. A menu down the left hand side gives access to commonly used controls and operations.

The **Access view**, selected from the top of the left hand menu provides the core operational functionality relating to the current audio path. Pressing the Access button on a fader strip makes that strip the focus of the Access screen view.

Whilst in the Active Show area, the Footer bar is always present, giving indication of, and quick access to key operational functionality such as monitoring, so you can always quickly check, and if needed pop-open a menu to make changes without navigating away from the current control screen.

Whenever there are variable controls on screen, they are aligned directly above 1 of 8 hardware rotary controls located below. These controls are geared to allow fast and precise adjustment of the parameters displayed on the screen above.

**Passing Audio**
When an empty fader is selected, the Access view provides options for selecting audio paths to assign to that fader. The Fader Layout view displays an overview of all the faders for both A and B layers. Single or multiple faders can be selected, allowing paths to be assigned, labelled, moved and removed.

Buses are allocated in DSP from the Buses and Outputs screen view. This screen also provides control over the buses without having to assign them to faders.

Audio paths’ inputs and outputs can be connected to physical I/O ports from the I/O Patching view. Path outputs are available in the left hand sources table, path inputs in the right hand destinations table. I/O types are filtered by buttons above. Press the I/O boxes buttons to view the physical I/O. Select sources and destinations within the tables and press Connect to patch selected sources to selected destinations.

Tabs across the top of the Access view provide audio processing for the currently accessed path, tabs down the side provide routing to buses.

Buttons in the UI footer display and provide access to monitor settings.

**Saving Settings**
The Memories view allows operational settings to be saved and recalled. Many user memories can be stored within each show. On boot up, the system will start up exactly where you left it, even if you had not made a recent save to your current memory. Unsaved changes are only lost when you load a different user memory.

Shows and memories can be backed up to USB from the Shows List screen view, allowing them to be transferred between Brio consoles, or to be restored in the event they have been accidentally deleted or altered.

**Strip User Controls**
Select functions for the strip rotary controls, S1 and S2 user buttons from the left hand button in the UI footer.

**Installation and user manuals are available from:**
www.calrec.com/downloads

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