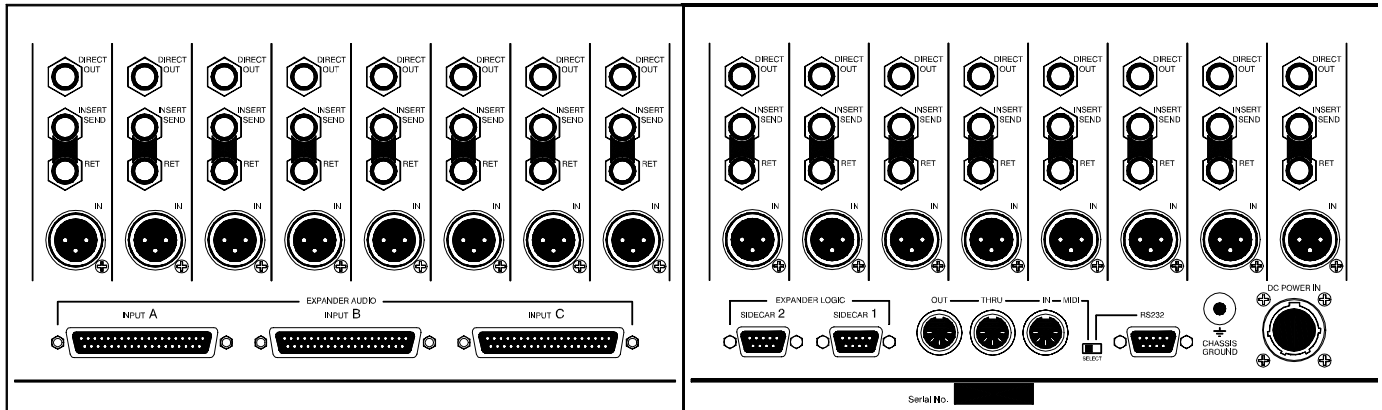


Rear Panel Connections

MONO INPUTS



EXPANDER

MIDI / RS232

POWER

IN. XLR input for mic or line level signals. Pin 2 hot. Phantom power is fed to pins 2 and 3 through 6k8 series resistors when the front panel +48V switch is pressed.

WARNING: Do not connect unbalanced sources or cables to the XLR inputs when phantom power is selected. To avoid loud clicks always turn the channel off by pressing the MUTE switch when switching +48V on or off and when plugging or unplugging microphones.

INSERT. Separate TRS jack sockets for send and return. The insert is post-HPF and pre-EQ. It can operate with both balanced or unbalanced line level equipment. The channel signal path is interrupted when you plug into the RETURN socket. You can tap off the pre-EQ signal without interrupting the signal path by plugging into the SEND socket.

DIRECT OUT. TRS jack providing the post-fade channel signal as standard. You can reconfigure the output as pre-fader or as post-fader with the AUX 1 send control as a level trim by repositioning internal jumper links. The output is ground compensated.

EXPANDER AUDIO. Three 37-pin D-connectors to connect the outputs of the expander sidecar into the main console. These provide inputs to all the mix busses and P/AFL system. They are balanced and operate at -2dBu. Up to two sidecars may be connected.

Note that the audio outputs of the first sidecar plugs into the second. The output of the second presents the combined mix to the main console.

The expander inputs conform to the Allen & Heath SYS-LINK II standard. You can connect to a console fitted with SYS-LINK I using special adapter cables. Contact Allen & Heath for details.

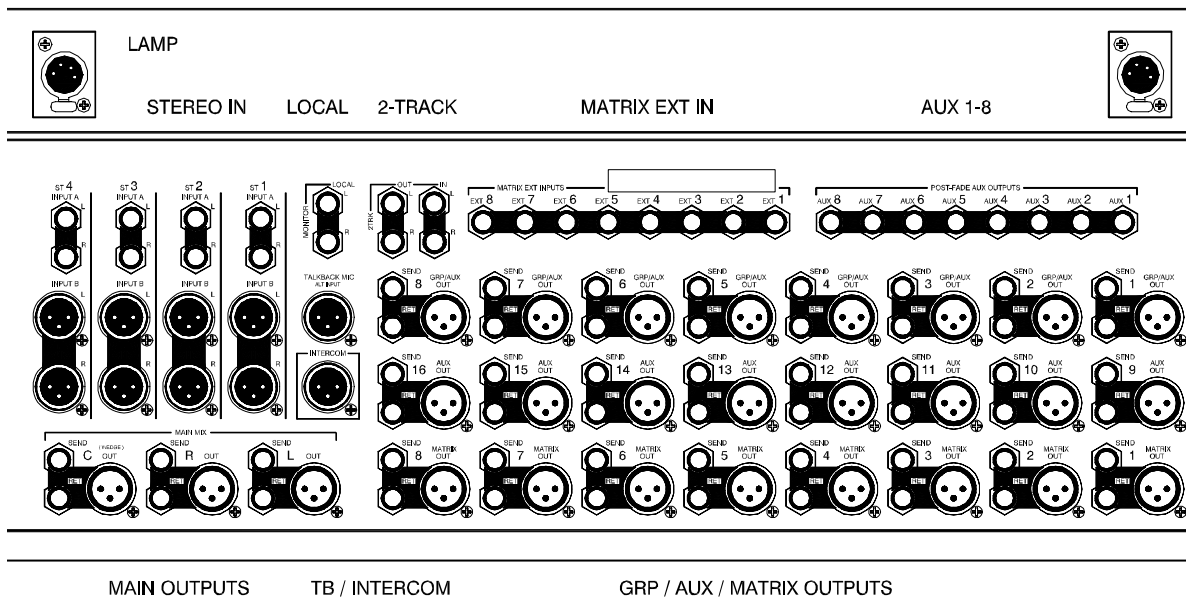
EXPANDER LOGIC. 9-pin D-connectors to link the expander sidecar and main console logic system. Up to two sidecars may be connected.

MIDI. Three standard opto-isolated 5-pin sockets for MIDI IN, OUT and THRU. For normal console operation the small slide switch must be in the MIDI position.

RS232. 9-pin D-connector to connect to the serial port of a PC for loading new console operating software or archiving the settings. To enable RS232 set the slide switch to the RS232 position. Set it back to the MIDI position when finished.

DC POWER IN. A heavy duty 7-pin connector with locking ring for connecting to the console power supply unit. A chassis ground terminal post is provided for situations that require earth strapping between equipment.

WARNING: Use only the DC power cable provided with the console.



STEREO IN. Each provides two balanced stereo inputs which can be selected independently or mixed into the channel, INPUT A on TRS jacks, INPUT B on XLR. These accept line level signals.

LOCAL MONITOR OUT. Ground compensated stereo monitor output on TRS jacks. These can connect to a stereo amplifier/speaker system for local monitoring.

2-TRACK IN / OUT. Line level TRS jacks to connect to a 2-track recorder such as MiniDisc, tape or DAT. Connect OUT to the recorder input, and IN to the recorder output. The connections are balanced. Link ring (cold) to sleeve (ground) when connecting to unbalanced equipment.

MATRIX EXT IN. Line level balanced TRS jacks to connect external signals into the matrix. Each matrix has its own input.

AUX 1-8. These are the ground compensated TRS jack outputs from the Aux1-8 rotary masters fed from the channel post-fade sends. They are normally used as sends to the effects devices.

MAIN OUTPUTS. Line level balanced XLR outputs for the L, R and C main mix. Pin 2 hot. The C output is available as the engineers wedge monitor feed when the front panel mode switch is selected.

GRP / AUX / MATRIX OUTPUTS. Line level balanced XLR outputs for Grp/Aux 1-8, Aux 9-16 and Matrix 1-8. Pin 2 hot.

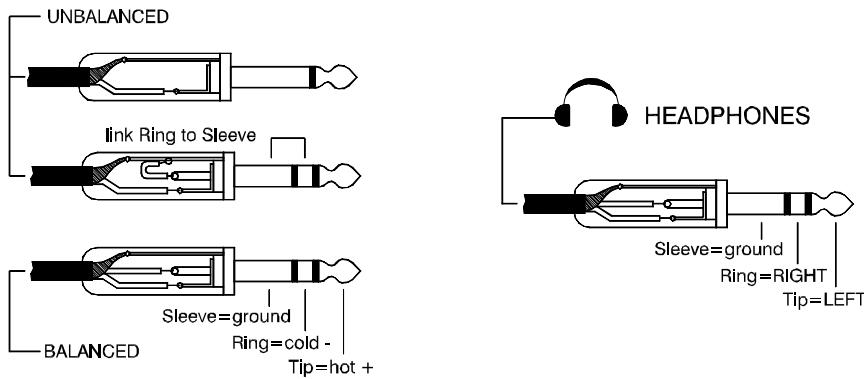
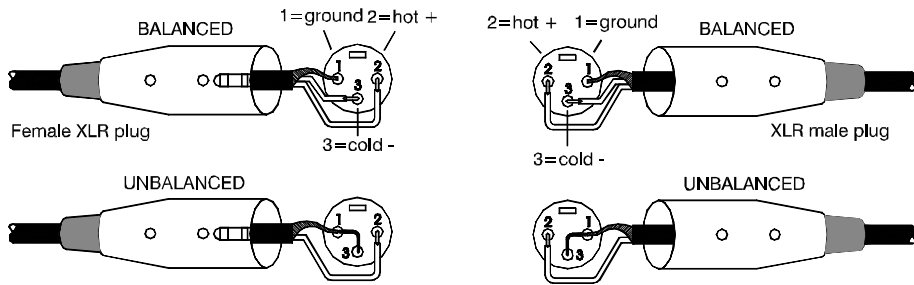
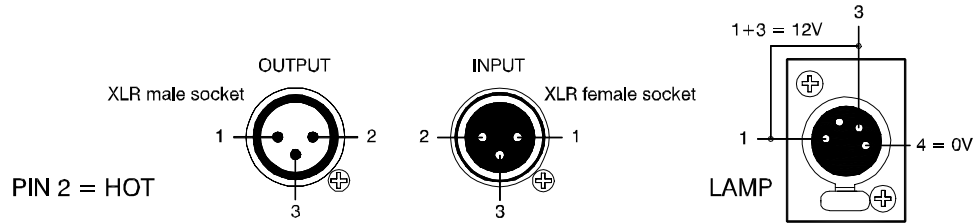
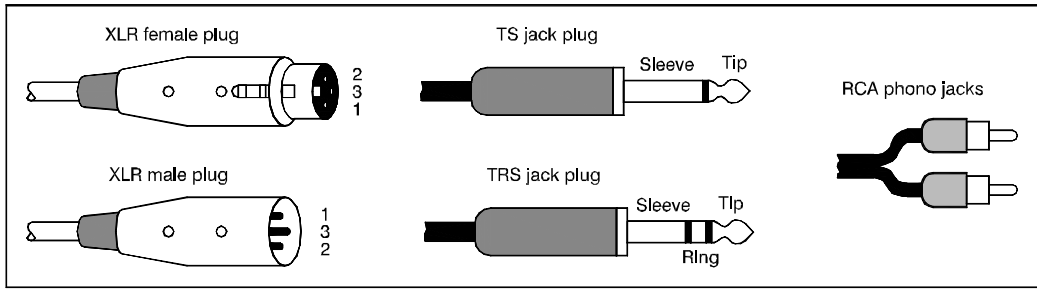
INSERTS. Each of the 27 mix outputs has a pre master fader insert point. These provide separate TRS jack sockets for send and return. The mix signal path is interrupted when you plug into the RETURN socket. You can tap off the pre-fade signal without interrupting the signal path by plugging into the SEND socket.

TALKBACK. This XLR input duplicates the front panel talkback mic input, convenient for plugging in a cable microphone. It provides phantom power if the front panel +48V switch is selected.

INTERCOM. Female XLR socket for connecting the console to a ClearCom compatible intercom system. An intercom headset is not required as the console headphones and talkback microphone are used. A standard 2-core shielded mic cable is suitable.

LAMP. 4-pin XLR for plugging in a gooseneck lamp to illuminate the control surface. Four lamp sockets are provided along the back of the meterpod. The right angled Littlite type is recommended. The 4-pin XLR prevents any confusion with the 3-pin audio connections.

Audio Connector Types and Wiring



EXPANDER INPUT

SYS-LINK II

