

SIGNAL FLOW

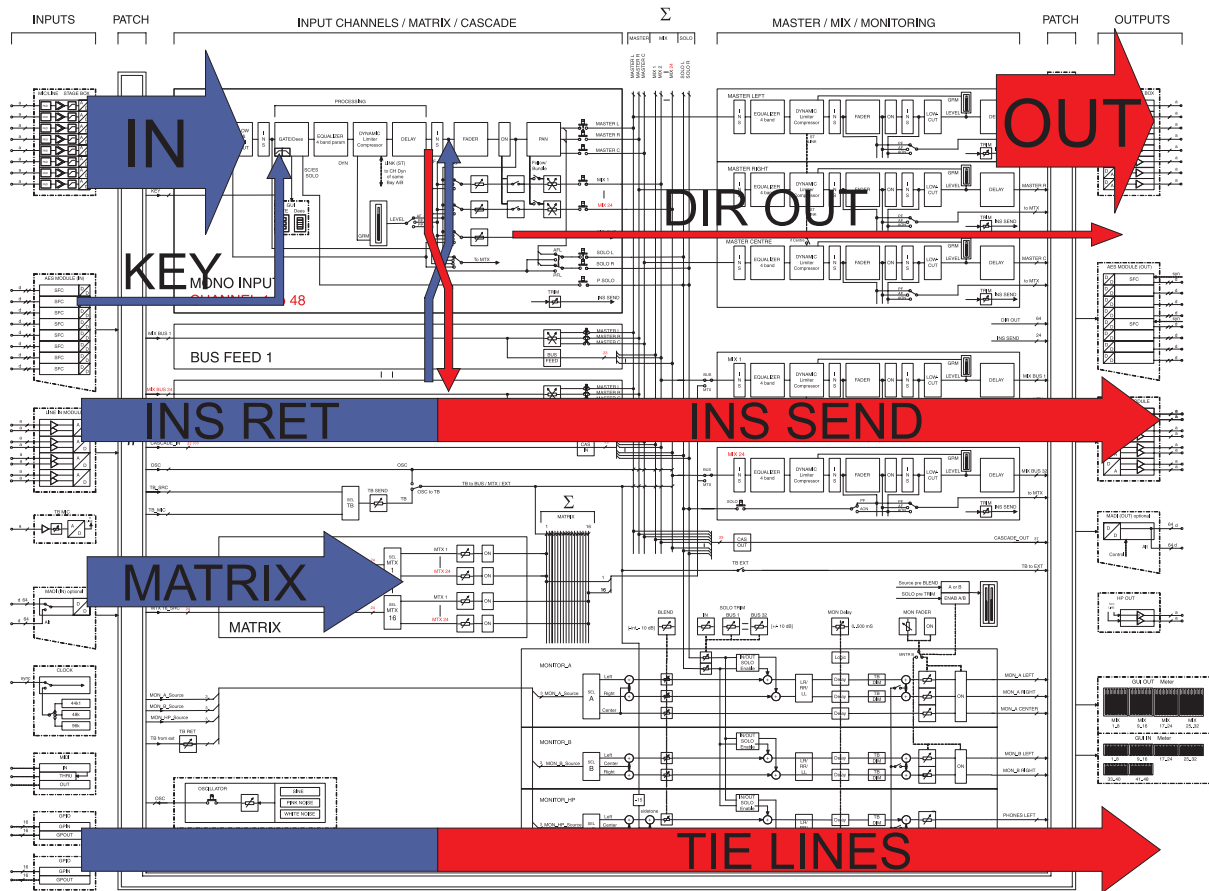


Figure 10-1: Patch Signal Flow.

OVERVIEW

The patch system of the Soundcraft Vi Series™ is divided into functional groups allowing it to be accessed easily and intuitively via the console work surface.

The following table gives an overview of where the Patch functions are located on the console work surface.

	Location			
Patch Function	Input Bay	Input Bay <i>[ALL BUSSES] active</i>	Input Bay <i>MTX [SEL] on master section active</i>	Master Bay <i>[SEL] active (only if [LOCK MTR] is off)</i>
Input	Input section			
Output		Pan section		Pan section
Insert (channel)	Pan section			
Insert (master)		Pan section		Pan section
Direct Out	Pan section			
Key Signal	Dynamics section			Dynamics section
Matrix			Direct access	
Tie Lines	[MENU] then the <TIE LINES> tab			

Figure 10-2: Patch Function Overview.

GENERAL RULES

The following rules are valid for all patch pages.

- * Channel Label (name) entries are located near the Patch configuration.
- * Source Patches are colour-coded BLUE, while destination patches are RED.
- * Patch Pages open in the upper screen area by pressing the Patch Configuration button.
- * Patch Pages close by pressing the Patch Configuration button again or by pressing the EXIT button.
- * Sources and destinations are grouped location-wise (local I/O, Stage Box, Madi).
- * If the Page is open, pressing SEL of an other Channel moves the Page to this bay.

INPUT

The Input Patch connects an input connector or MADI channel with the desired input channels. Each input connector signal can be patched to more than one input channel at the same time.

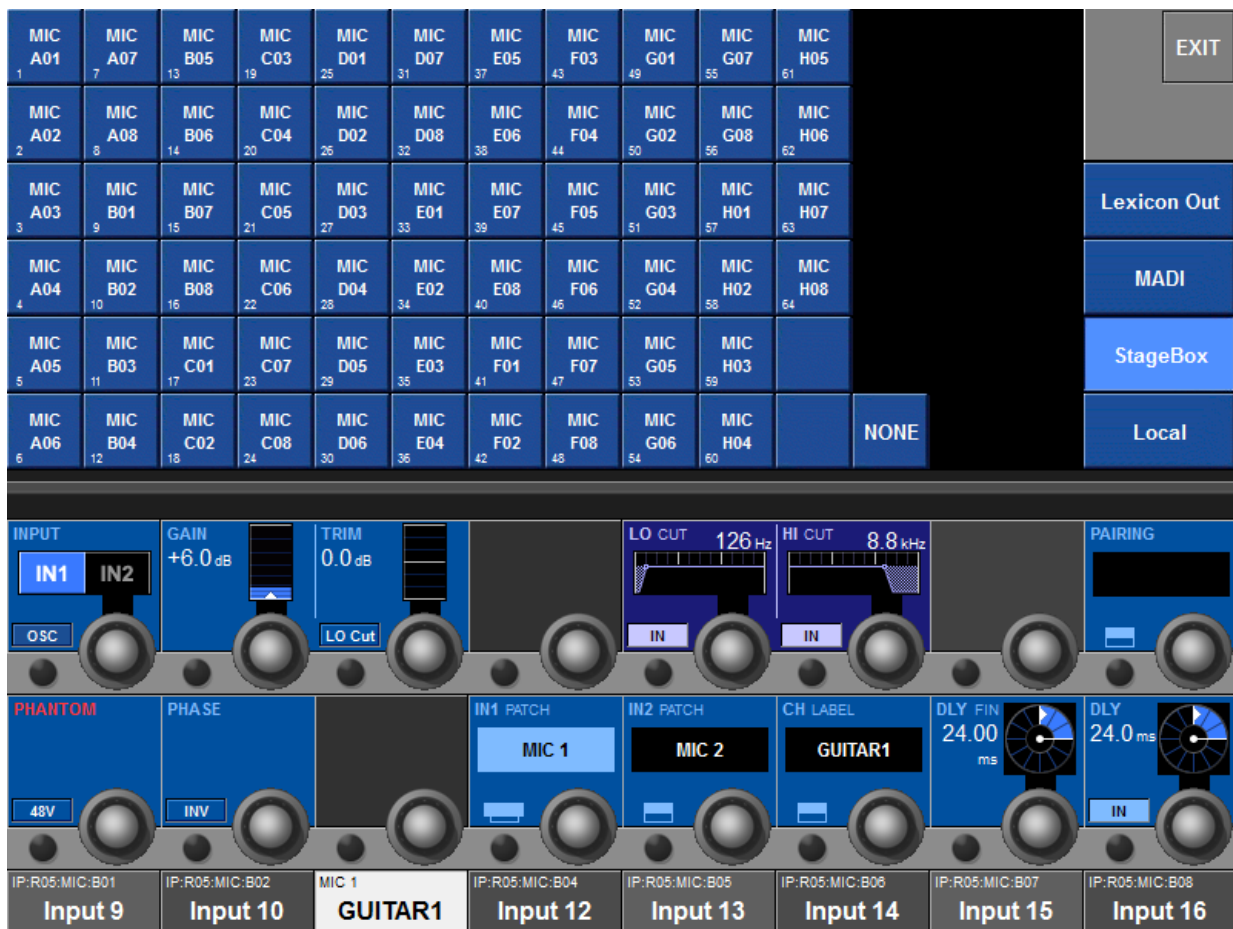


Figure 10-3: Input 1 Patch Configuration Page.

Input Patch Point can be set individually for both possible Inputs IN1 and IN2, using the IN1 PATCH and IN2 PATCH configuration button.

IN 2 can optionally be used for the > SPARE MIC function.



The small blue A/B legend in the Channel Label area shows which other channels use the same signal, where A means this channel on the Input Layer A and B means this channel on the Input Layer B.

Patch A Source To An Input Channel

- * Press the Input field of the desired Channel
- * Press the IN1 or IN2 Patch button
- * Select the desired Input Source -> Audio will immediately patched
- * Leave the Patch page by pressing the IN1 or IN2 Patch button again, or the Exit button on screen.

HINT: It is possible to select NONE, that means no audio source is patched to this INPUT.

Location groups (e.g., Stage box, Local I/O etc) can be changed by directly selecting the required group on the right-hand side of the screen.

HINT: If the channel is paired, <LEFT> and <RIGHT> comes up and allows toggling between the input patch for L & R of the paired channel.

Using A Spare Mic For Several Inputs

Figure 10-4 shows four mics patched to four input channels via each channel's IN1 patch. The spare mic is patched to all of the 4 channels via their IN2 patch. In the event that one of the main mics fails it is easy to change the appropriate channel's input from IN1 to IN2.

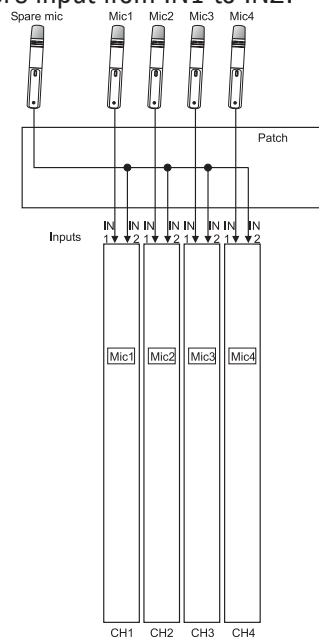


Figure 10-4: Spare Mic Connected To Several Inputs.

OUTPUT

The Output Patch connects a master or bus out with an output connector or MADI channel. A master or bus out signal can be patched to several physical outputs at the same time.

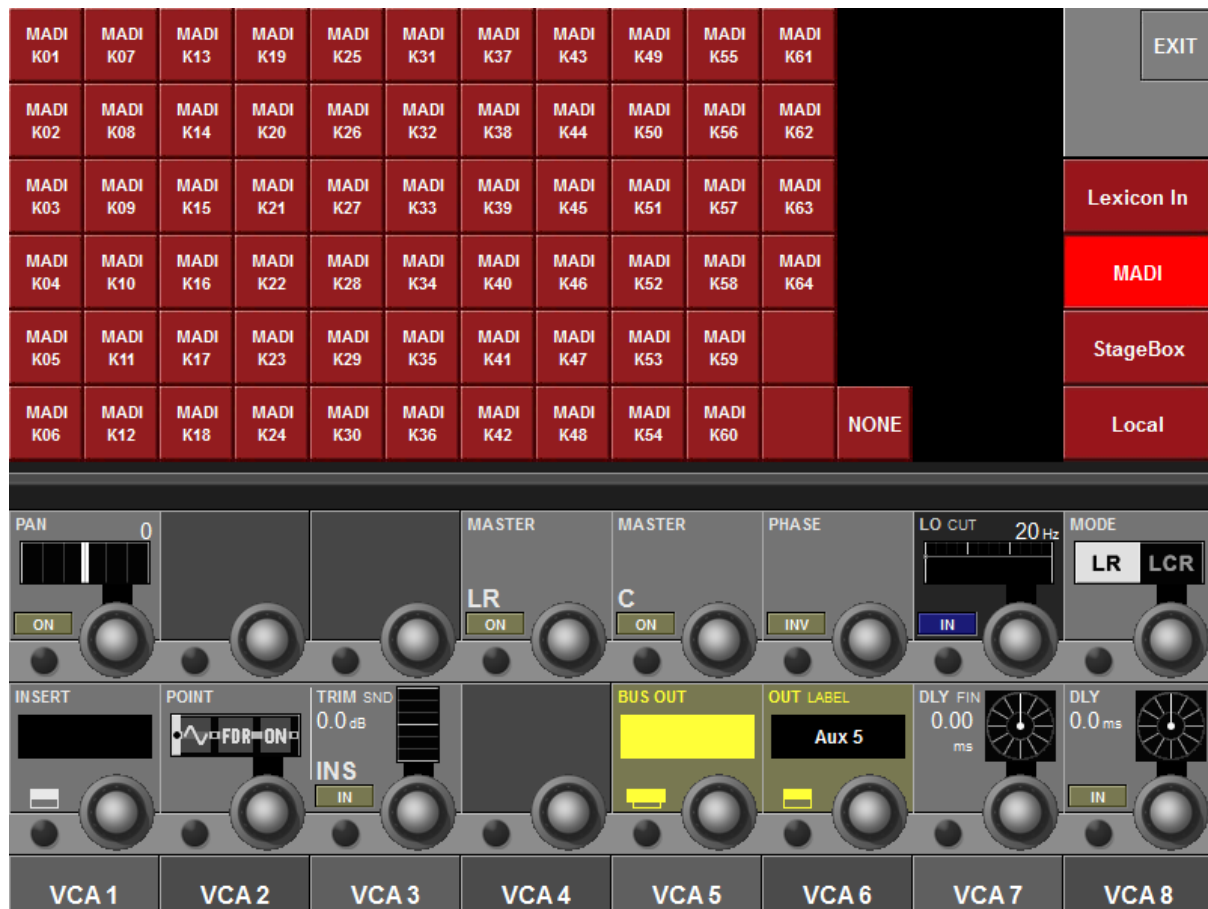


Figure 10-5: Output Patch Configuration Page.

Patch a BUS to an OUTPUT

There are two ways to access the Output Patch configuration page (Figure 10-5). They are summarised in Figure 10-2. As an example of one of the two methods proceed as follows:

- * Press one of the output fader page keys [A]-[D] on the master bay.
- * Ensure [LOCK MTR] is not on, and that no Setup or Menu pages are open.
- * Press the [SOLO/SEL] key for the bus to be assigned to an output (or press the [SEL] key under the LR C faders to assign any of the three main output busses).
- * Press the PAN area on the master section touch screen (this is in the area that the input meters were being displayed).
- * Press the [BUS OUT] Patch button.
- * Select the required output on the touch screen.
- * Optionally select additional outputs.
- * Leave the Patch page by pressing the OUT Patch button again, or the <EXIT> button on screen.

(The second method is to select the [ALL BUSSES] fader pages and access the PAN area for the required output directly on the input fader screens.)

HINT: It is possible to select <NONE> to reset the patch.

Location groups (e.g., Stage box, Local I/O, etc) can be changed by directly selecting the alternate groups.

HINT: If you adjust a STEREO Bus the desired patch page can be selected with <LEFT> and <RIGHT> .

INSERT

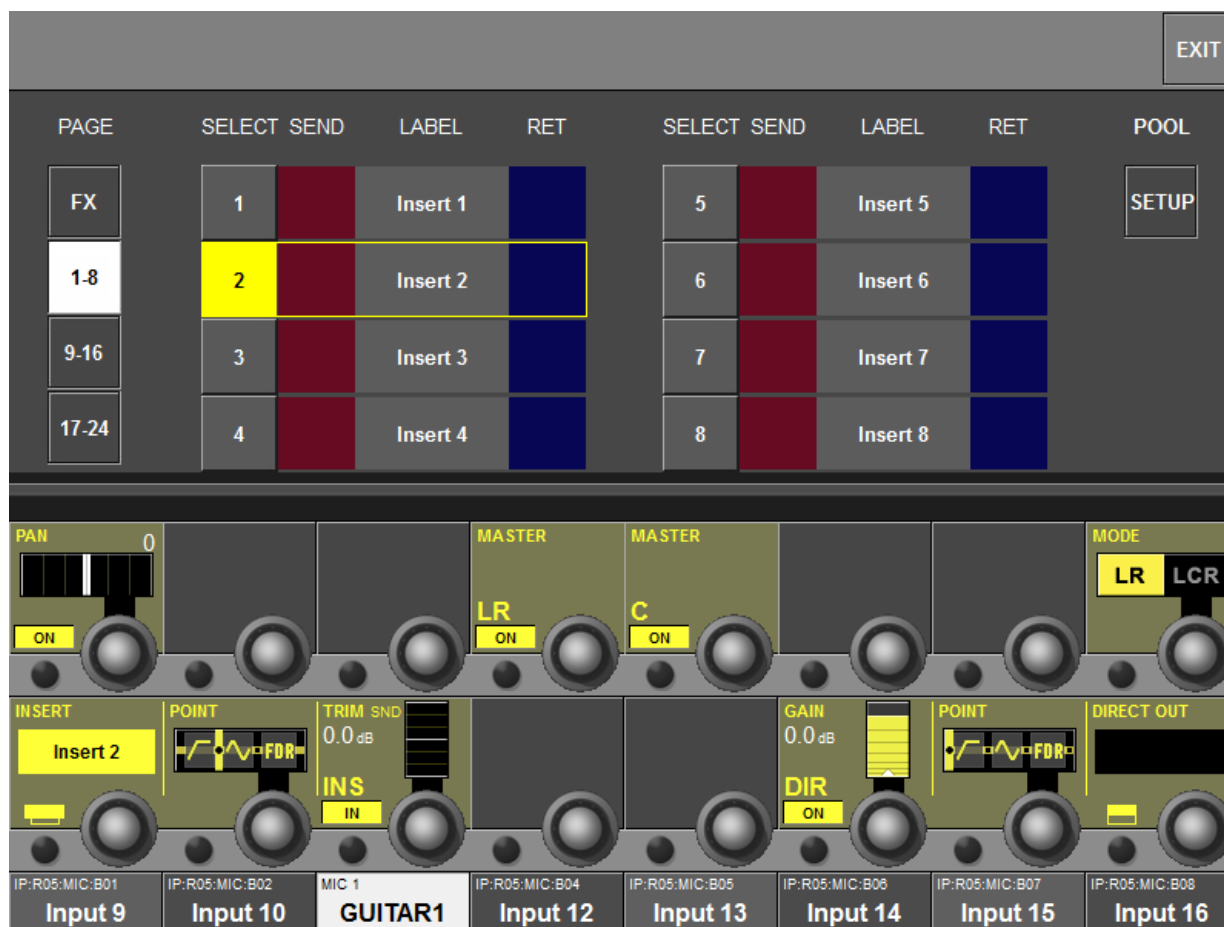


Figure 10-6: Insert Select Page.

Inserts are organized within an Insert POOL that contains up to 24 insert send/return pairs.. Once set up, each insert in the pool can be easily patched to the desired Input channel or master insert point.

Patching An Insert Point To An Input Channel

- * Select the PAN touch field of the destination input channel.
- * Press the {INSERT}VST config button. The insert select page will open in the touch area, see Figure 10-6.
- * Select the preconfigured insert pair of input & output connections [1]-[24] from the pool.
- * Leave the page with <EXIT> or press {INSERT} again.

Before an insert can be patched into a channel, the physical connectors or MADi channels for the send and return must be defined. A specific pair of connectors can be set up for each device, and the device name entered for easy recognition. Press <SETUP> to access the Insert Point Setup page (see Figure 10-7).

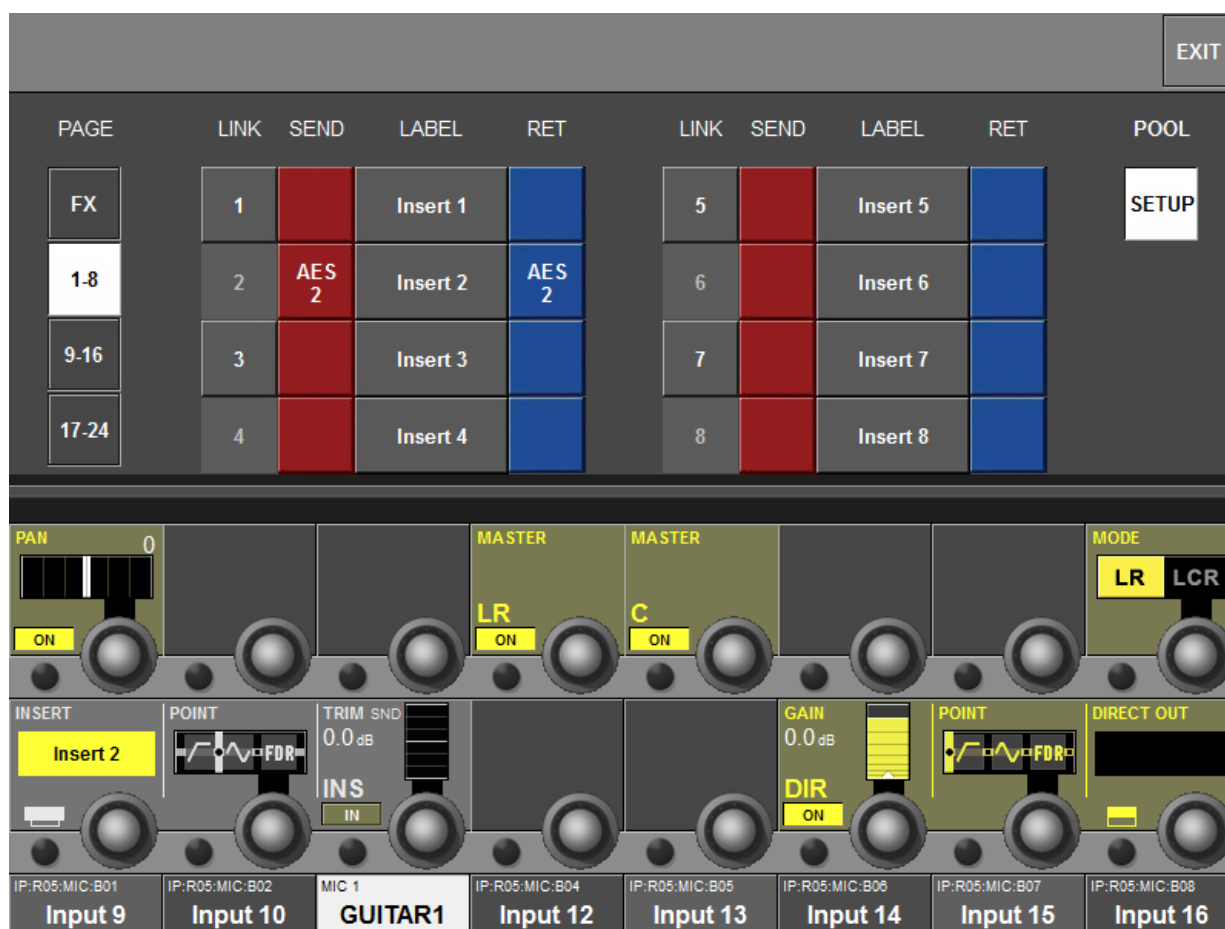


Figure 10-7: Insert Setup Page.

Patching Insert Send Or Return Signals To The Connectors Or MADI Channels

- * <SEND> opens the output patch page, where it is possible to define the physical connector for the insert send.
- * <RET> opens the input patch page, where it is possible to define the physical connector for the insert return.
- * <LABEL> opens the keyboard page, where it is possible to label the insert.
- * Leave the page with <EXIT> or press the INSERT {VST config button} again.

Stereo Inserts

Stereo inserts can be configured odd/even wise with <LINK> from the even insert number. The following table shows the valid Format combinations.

	MONO CHANNEL	PAIRED CHANNEL or STEREO BUS
MONO INSERT	✓	X
STEREO INSERT	✓ audio is feed to both insert sends, returns are down mixed	✓

DIRECT OUT

The direct out patch connects a channel direct out with an output connector. Direct out can be patched to several outputs at the same time.

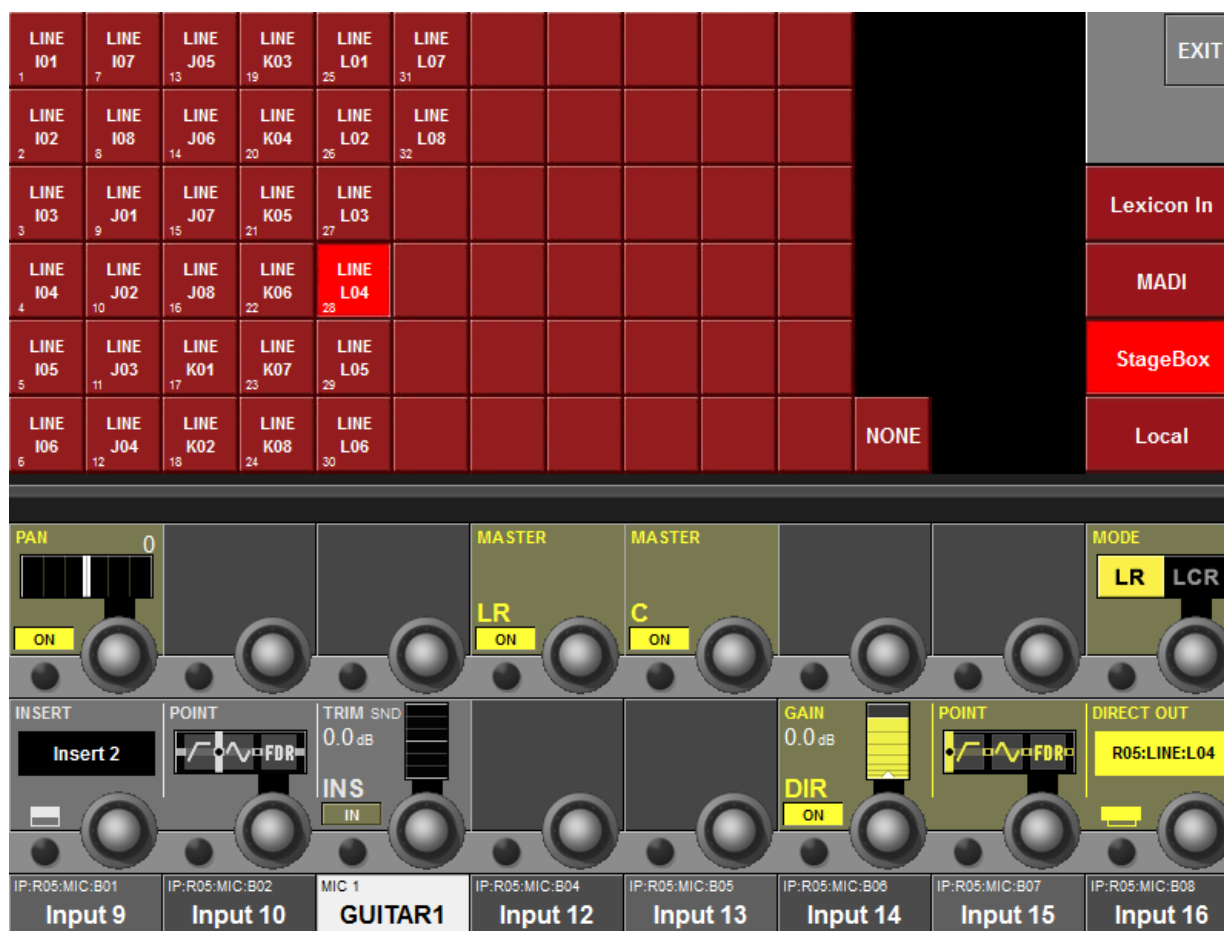


Figure 10-8: Direct OUT Patch Configuration Page.

HINT: If the channel is paired, <LEFT> and <RIGHT> comes up and allows toggling between the L & R direct out patch of the paired channel.

KEY SIGNAL

The key signal patch feeds a channel direct out or an input signal from the patch to the key input of the GATE.

The screenshot displays the 'Key Signal Patch Configuration Page' with the following components:

- Patch Grid:** A 6x11 grid of microphone patches. The first 10 columns contain patches labeled MIC A01 through MIC H08. The 11th column contains a 'NONE' option. An 'EXIT' button is located at the top right of the grid.
- Gate Controls:** A row of controls for the GATE function, including THRS (-30.0 dB), ATCK (52 µs), HOLD (72.3 ms), REL (80.2 ms), and a filter section with LO CUT (56 Hz) and HI CUT (4.7 kHz). The MODE is set to GATE DEES.
- Comp Controls:** A row of controls for the CMP function, including THRS (0.0 dB), ATCK (1.0 ms), REL (80.2 ms), and a filter section with THRS (-6.0 dB) and ATCK (1.0 ms). The MODE is set to GATE DEES.
- Input Slots:** A row of input slots labeled Input 9 through Input 16. Input 11 is selected and labeled 'GUITAR1'.

Figure 10-9: Key Signal Patch Configuration Page.

MATRIX

The matrix patch page connects a channel direct out, an input signal, MADI channel, or a master signal to become a source for a Matrix output.



Figure 10-10: Matrix Source Patch Page.

Pressing the required VST key opens the Matrix Source Patch Page.

TIE LINES

TIE Lines are direct connections from an input connector to a output connector. They are a path through the mixer with no processing and no mixing, and so do not use up any DSP channels.

To open the Tie Line Setup page press the [MENU] key, and then press the <Tie Lines> tab at the top of the master area touch screen



Figure 10-11: Tie Line Setup Page.

Soundcraft Vi Series™ supports up to 24 tie lines. 8 of them are arranged per page. The desired page can be chosen using the <1-8>, <9-16>, <17-24> buttons..

<IN> opens the input patch configuration page, while <OUT> opens the output patch configuration page.

Example: Send An Audio Signal From The Stage To The FOH Location

To set up a TIE line:

- * Patch the stage box input connector to a free tie line input <IN> (blue).
- * Patch the TIE line to an output connector on the Local Rack <OUT> (red).
- * Optionally re-label the tie line <LABEL>.

