Soundcraft by HARMAN

Si Software Update User Guide

V2.1

V2.1 Software Update

- Isolate protects on Show load
- Patching GUI improvements
- Copy/Paste improvements
- Pre-fade fix for Stereo channels
- & other Bug fixes

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Functionality described is contained in software update V2.1 build 5 and later, and available for console models Si Expression, Si Impact and Si Performer

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Introduction

Version 2.1 is a service release for Si Expression, Impact and Performer consoles incorporating mainly bug fixes, but with some new features and improvements as well and marks a continuation of on-going improvements to the Si mixer series, based on user feedback.
All Si mixer variants now use the same software version, but there are still specific update files for each model, downloadable from the product web page.
In addition, from now on, corresponding offline editor releases will be made whenever the desk software is updated.

New Features and Improvements

- **New GUI option “Isolate Protects on Show Load” in Menu-Show page**
  This allows you to select desired 'Isolate' recall behaviour when loading an existing saved Show.
  If this setting is enabled, any isolated parameters on the mixer keep their values when loading a Show, instead of being changed to the values saved in the incoming Show.
  This is useful when at a festival for example, to prevent a show that is being brought in via USB from changing the output section of the mixer, or specific channels. If the setting is **not** enabled, all mixer parameters will be replaced by those from the new Show, and any Isolate On/off settings stored in the incoming Show will be loaded (usually required for use as snapshot recall protection).

- **Greyed-out Input patch source buttons** to indicate when they are already used by another channel (does not stop them from being used by up to 4 channels, as per existing functionality).

- **Removed "Patching request denied: Present Output must be unpatched first" dialog** when trying to repatch an output. This dialog served no purpose except to annoy the user!

- **Copy/Paste operation improved.** It was not obvious which mode (copy or paste) the mixer was in. Added explanatory dynamic text notes in Copy and Paste screens to guide user through the process.

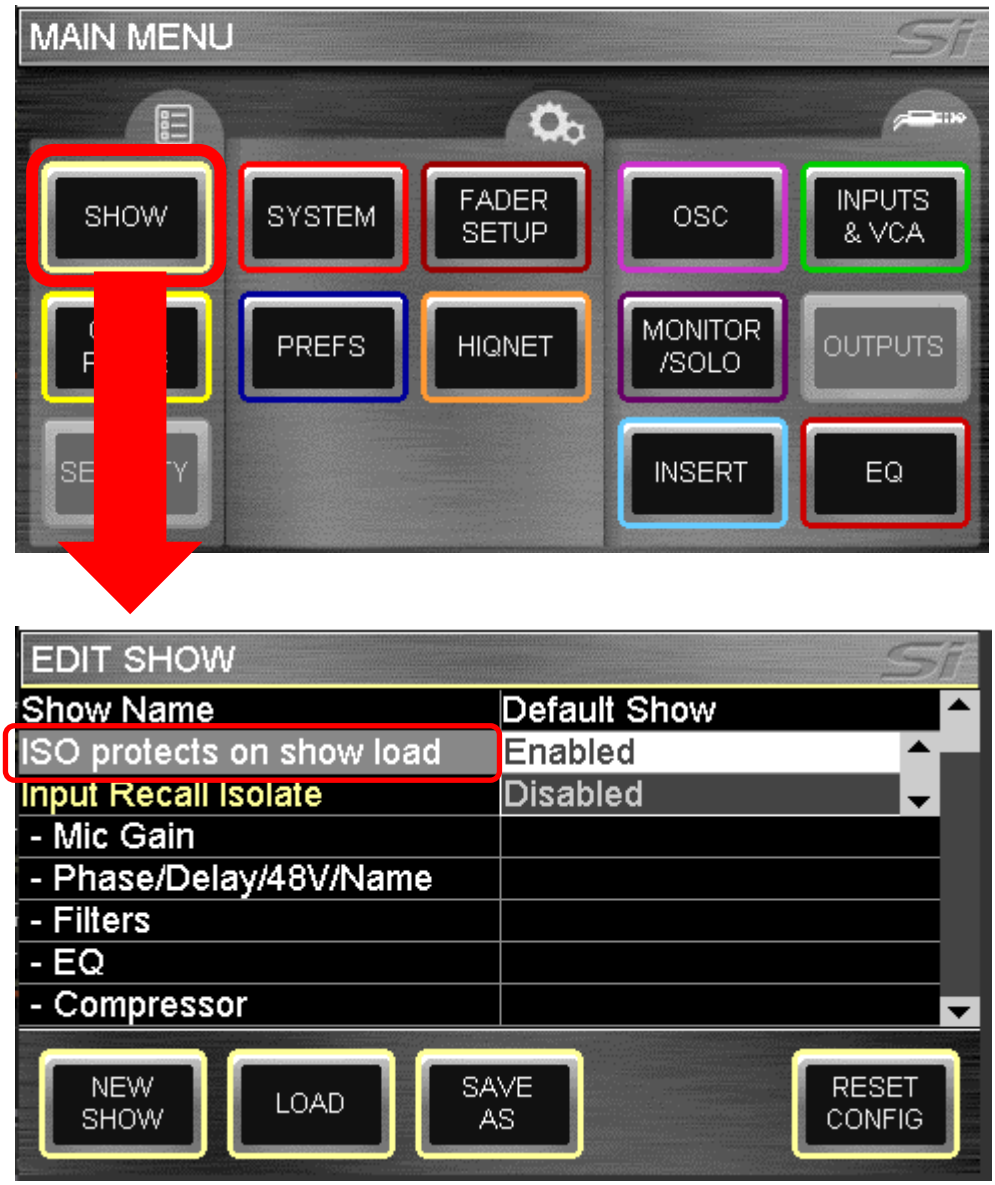
Other Improvements and Bug Fixes

- Bus Send to right channel of stereo bus ignored local channel pre/post mode control
  (Could lead to right side of stereo bus being post-fade when send has been set to pre-fade)
- Mute Group Master buttons and some Lexicon FX parameters and were not recalled after restarting the console
- Stagebox audio connection dropped out momentarily at regular intervals (30 -50 mins)
- When ‘Auto’ Solo mode and "Solo Auto cancel" mode are both selected, soloed input channel was working as AFL mode instead of PFL mode after changing from one solo to another
- Isolation of Bus out patches did not protect patch from being stolen by another Bus master during a snapshot recall
- Isolation wrongly protected parameters during Show load: some parameters were isolated against Show load and some isolated against snapshot recall.
  (this has been fixed by reworking the isolation functionality as described in the New Features section)
- Channel isolation states did not get recalled correctly on show load
  (this has been fixed by reworking the isolation functionality as described in the New Features section)
- Matrix Contribution fader for Mix LEFT was wrongly labelled "L&R"
- Matrix Solo right channel did not pass audio to Monitor outs
- The MTX RIGHT Output Channel had no audio until MTX fader was moved, after the MTX mode had been changed from STEREO to MONO or Vice versa

Offline Editor specific bug fixes

- Unable to use mouse to select Drop-down items, if required item was above current selected item in list
- Offline Editor software inserts not able to unassign due to jumping of drop-down selection list. This also affected any other setting where a list was used and also affected the console if you tried to use the touchscreen rather than knob and push switch to select parameters
- Si Offline application is now signed by Harman Professional for compatibility with Windows 10 onwards

Isolate Protects on Show Load



The new **ISO protects on show load** control allows you to choose what type of recall the isolation parameters on the console will protect.
Enabled: When Isolates are On, they will protect against both Show loading and Snapshot recall
Disabled: When Isolates are On they will only protect against Snapshot recall,
and will also allow any saved isolate On/Off settings to be recalled when loading shows.

With this parameter enabled, the isolate functions on the console (either in the Channel or Bus Menu, or in the Show menu) can be used to stop parameters changing when you load a Show.
This allow you to load in a previously saved show but to leave sections of the console, e.g. some input channels, output busses or patching, as they were before the show was loaded.
This can be useful if for example you have a music playback channel which you need to keep playing when you load a different band's show. In this case you would isolate the relevant channel(s) and also isolate the master bus which feeds the channel to the PA. On loading a new show, these channels will then retain their current settings.
If on the other hand you want to use snapshot recall from the Cue List, you may wish to set up certain channels or parameters to not be affected by the snapshot recall. You can do this regardless of the setting of

ISO protects on Show load, but if you have saved a Show where you have some specific isolations switched on, you will need to **Disable** the ISO Protects on Show load setting, otherwise those saved isolate settings will not be imported when you load your show. (If you forget to change the **ISO Protects on Show load** setting before loading a show and find your isolate settings have not been imported, you can always just Disable it and re-load the show – the isolate settings will then be imported correctly, nothing has been lost.
It's important to note that isolating a parameter only stops it from being recalled, it does not affect the **saving** of parameters – parameters are always saved in both Shows and snapshots regardless of isolate settings themselves, or the setting of **ISO Protects on Show load**.

Further Notes:

- The “ISO Protects on Show Load” parameter retains its last state after a power cycle (V2.1.6 and later)

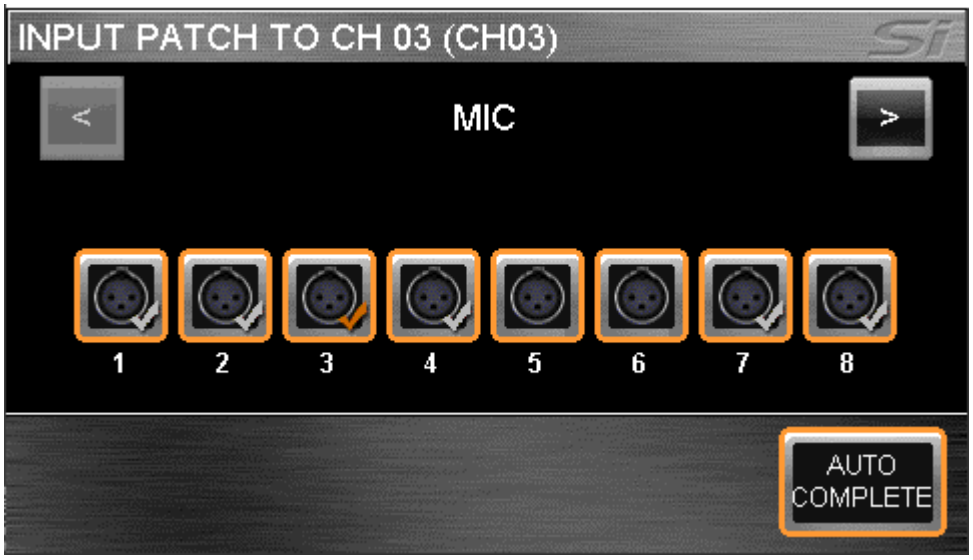
- Using the ‘New Show’ button in the Show menu to create a new blank Show will always ignore this setting and reset all parameters to defaults and all isolates to Off, even if some Isolates were active.

- The two different Isolation places where isolation could be set, Show menu-based and Channel menu-based, worked differently and inconsistently in the past. These have now been unified. The same behaviour is now seen whether parameters are isolated on a channel/bus or in the Show menu, it is just two different views of the same isolation parameters.

- Note that when an individual input channel is set to Isolate (from the Channel Menu page) the Mic Gain is not included in the isolation, although all other parameters are. This is as per previous functionality. It can be isolated globally (i.e. on all channels) using the Mic Gain Isolation setting in the Show menu page. This may be changed in a future update for consistency.

Patching Improvements

Input Patching

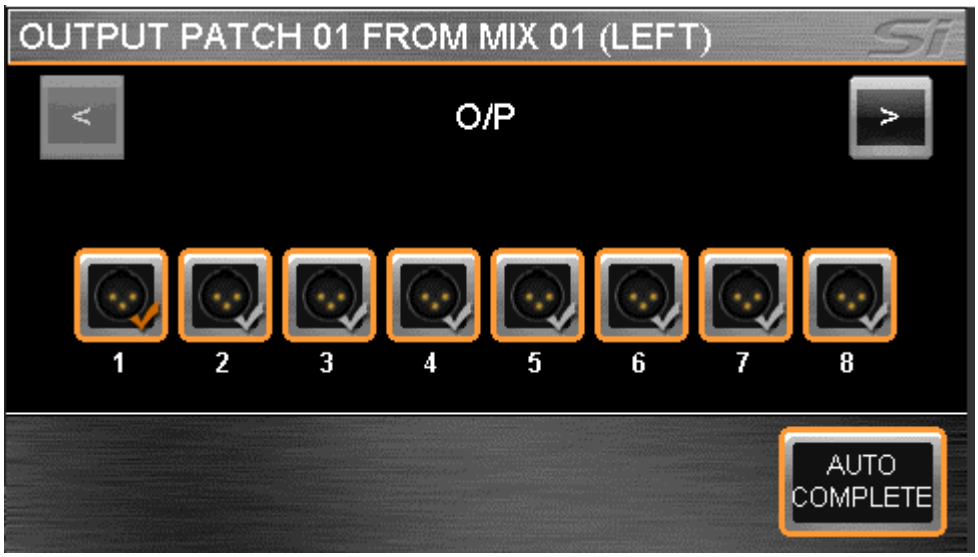


The Input patching screen now shows grey tick-marks on any connectors that are already patched to another mixer channel. In the past you did not know when you chose a connector as an input source, whether that connector was already patched to another channel – now you can see if this is the case.
In the screenshot above, the orange tick (MIC 3) shows this connector is currently patched to the selected input channel; the grey ticks (MIC1, 2, 4, 7 & 8) indicate that those connectors are patched to one or more other channels, and no tick (MIC 5) shows that this connector is unused.

You are still allowed to choose any of the connectors with or without grey ticks as the source for the currently selected channel, but the grey tick tells you that if you use that connector, it will be also feeding some other channel (each input connector can feed up to 4 different channels. This is known as Fan-Out, or in the simplest case with just two channels, a Y-split.

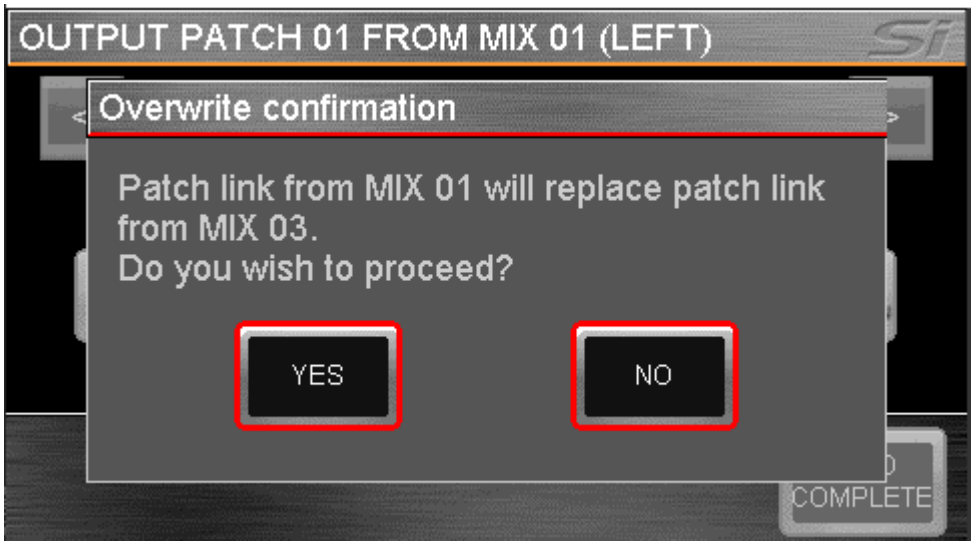
The greyed-out ticks were already implemented on Output patching screens and help to avoid unintentional double patching.

Output Patching



Output patching screens have always used the grey ticks to indicate whether an output connector is already being used by a different output bus, but on software prior to V2.1, there was an additional dialog box that always appeared when you tried to change the patch for the currently selected bus.
This dialog said, “Patching request denied: Present output must be unpatched first”. This was unnecessary and wasted time hunting for the existing patched connector in order to remove it, so has been removed.
The existing patch is now automatically removed from the bus when you choose a new one, since only one connector can be attached to any given bus or output. This patching methodology is consistent with other digital consoles including our own Vi Series consoles.

Now the only dialog you will see is when you choose one of the grey-ticked connectors for the patch, meaning it is used on another bus. In this case the following dialog will appear:
In the following example we selected O/P 3 connector to patch to the currently selected Mix 01. O/P 3 connector was already patched to Mix 03 bus master:

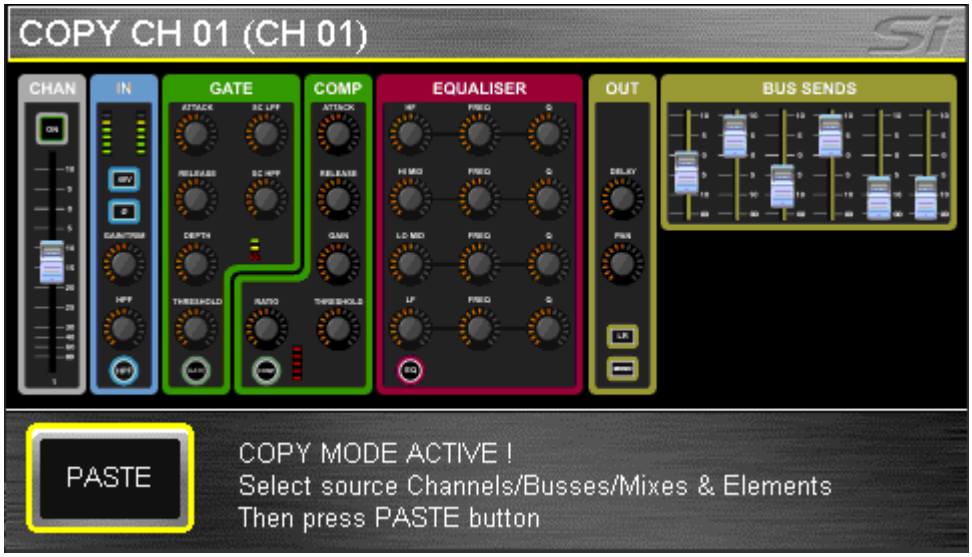


Answering YES to the dialog will remove the connector O/P 03 from Mix 03 and connect it to the currently selected Mix 01 instead. This behaviour has not been changed, just the unnecessary intermediate dialog has been removed.

Copy-Paste Improvements

The Si's COPY & PASTE functionality has been improved by adding guidance hints at the bottom of the screen to clarify what mode the console is in (Copy or Paste) and to indicate the next steps required in the operation.

When the COPY-PASTE button in the Main Menu is pressed, the COPY mode screen opens and the user is advised to select the source channel/bus (channels/busses can be selected before or after opening the COPY-PASTE page) and if necessary select the elements from the channel or bus that you would like to copy.
Then press the PASTE button.



Pressing and holding the PASTE Hold button (or the latching PASTE on the Offline Editor) will open the PASTE MODE screen and the user is requested to select the target channels/busses.
In the screenshot below the channel elements except for Dynamics have been selected before pressing PASTE, so that only the Dynamics will be pasted:

A similar method is used to copy & paste the Lexicon FX settings from one FX unit to another, and Bus or Matrix Contributions from one Bus to another.
For FX copy-paste, press the FX button in the Lexicon section after pressing the COPY-PASTE button in the Menu page.
For bus mix or matrix contributions, press the TOTEm button for the Mix or Matrix after pressing the COPY-PASTE button. In each case, follow the on-screen guidance.