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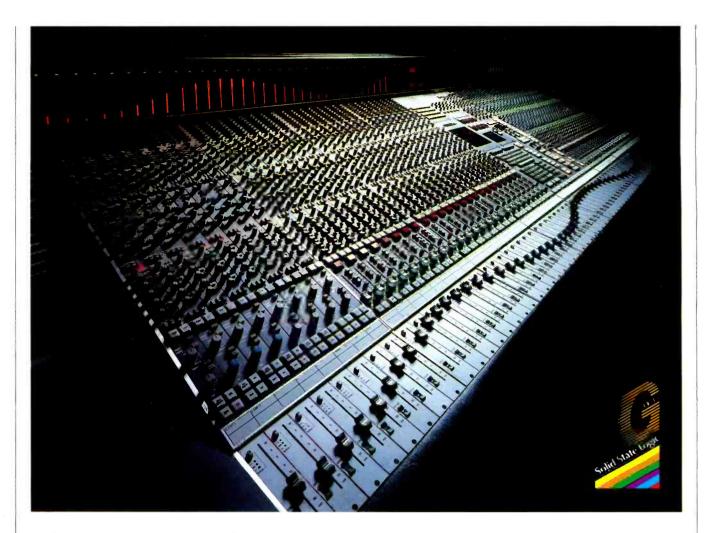
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#### Now the world's favourite recording console has added the ultimate moving fader system

THE SUCCESS of Solid State Logic's SL 4000 Series console is legendary.

The system remains successful by growing alongside the creative individuals who use it. An example of this evolution was the introduction of G Series electronics, where new technology allowed subtle improvements to be made to the entire audio path. Now, SSL has changed the face of console automation by devising an automation system which combines the best features of both moving faders and VCAs.



Called ULTIMATION™, this unique dual automation system has been fully integrated with the G Series console. It reads existing G Series mix data, and its commands are immediately

#### **Solid State Logic**

familiar to all SSL users. The system's unique dual signal path circuitry allows the engineer to select operation – either as a full feature moving fader system, or as standard G Series automation. Ultimation even allows moving faders to perform SSL-style Trim updates without resorting to complex subgrouping software.

Today's G Series consoles, with Ultimation, take the art of recording one stage further. Together they set new standards, continuing in the innnovative tradition of the world's most respected console system.

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Pet Shop Boys in Brussels

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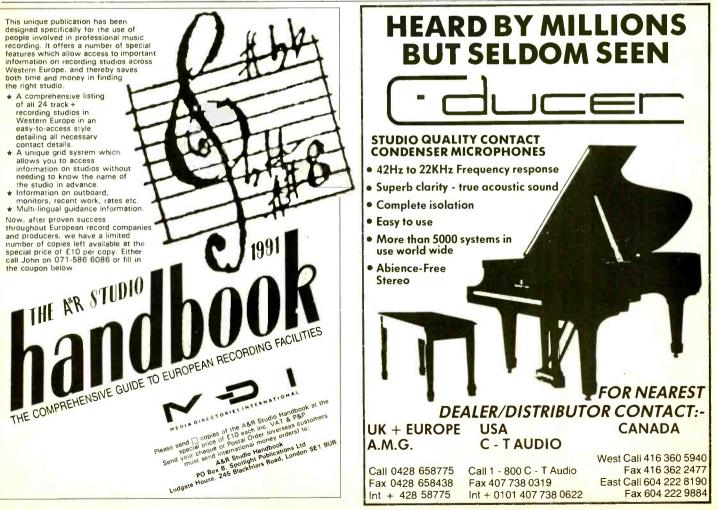
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#### ScreenSound Digital Audio-for-Video Editor/Mixer

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(ABC audited)



BUREAU OF CIRCULATIONS Total average net circulation of 19,166 per issue during 1990. UK: 6,655. Overseas: 12,511. **Speaking on monitors** 

A couple of weeks ago I had an invitation to listen to a new set of compact monitor speakers in a central London studio. The manufacturer has a high reputation for producing good monitor speakers. In fact the UK distributor and the studio hosting the demonstration also have very good names.

The new monitors were slightly larger than the *NS10s* that sat on the corners of the console meter bridge as well as being quite a bit heavier. They were placed on heavy speaker stands that positioned them just over the meter bridge although for all practical purposes it could be assumed that they were on the meter bridge itself.

I have followed the products of this company in quite some detail often trying to find time to check-out new models in less than perfect hotel rooms posing as convention demo rooms. So I had a degree of familiarity with the sound and design of the manufacturer's products — and a certain amount of expectation.

We were invited to sit centrally behind the console and listen to a selection of CD sources. I was rather disappointed with what I heard.

In this issue we have an article titled 'The Acoustics of Mixing Consoles' and in some ways this might be the most important article on monitoring that we have published for a long time. Author Phil Newell was asked to look at the console and other studio furniture from the point of view of their acoustic effect within the room. The console is arguably the major remaining problem to overcome in control room acoustics and the effect on speaker systems is quite clearly audible — both in the nearfield and farfield. The problem is that we have become used to it.

There is the story of the studio with the very expensive new control room from a top designer, completed several weeks before the console arrived. During this time the studio staff familiarised themselves with the monitoring and were delighted with the sound in the room. The console duly arrived and was installed and the engineers were horrified with the sound they heard through the console. They blamed the console and the designer because he had actually suggested that this console would be their best choice. Following the phone call in the middle of the night the console performance was checked and found to be correct and the designer was able to confirm that what they were hearing was solely the sound of the console in the room. The studio had one of the few chances to listen to a room before and after the installation of the console and didn't like what they heard.

There is little doubt that although we know that the acoustic effect of studio furniture exists it is frequently ignored except where there is the opportunity to hear the room before and after the console. This returns us neatly to where we came in and the monitors in the nearfield demo. When requested, the *NS10s* were removed and the new monitors moved back from the console — not an ideal position but somewhere the reflected sound would not be predominant in the listening position. And they sounded like a different speaker. People wandered back into the room and said that they thought they sounded much better now — and they really did. What had been changed?

It was unfortunate that because of the nearfield-type dimensions of the new monitors they were demonstrated in that position. It really did them no favours and they could have easily been dismissed as not sounding very good. However many are working solely in the nearfield and who knows what the console reflexions are contributing to your ability to monitor accurately. I doubt if it is something that you can fully adjust your ear for. It is, however, something that needs to be considered, particularly if you are working solely in the nearfield.

**Keith Spencer-Allen** 

Cover: Tannoy System 15 DMT. Photography by Nik Milner

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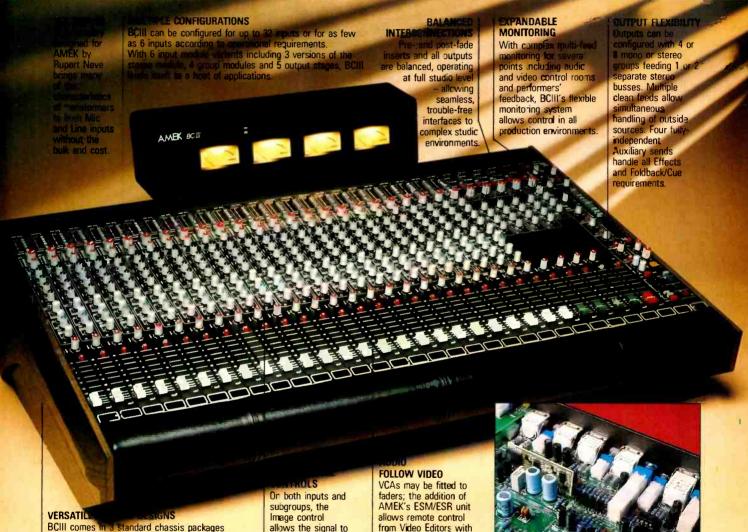


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#### **AMEK BCIII** THE IMPORTANCE OF EVOLUTION

Specifications in broadcast audio and video production are continually developing with the emergence of new formats and methods. AMEK's benchmark BCII compact console set a world standard for performance and facilities, but as technical needs evolve so we have evolved a new design generation, BCIII.

Over five hundred BCII installations worldwide have given us the viewpoint of engineers working in all aspects of audio production. We have deep knowledge of what is needed and through an incredibly versatile design with many options from circuit level upwards, we can build from basic components a console to fit your system.



BCIII comes in a Standard chassis packages including the freestanding SC (studio chassis). The onboard jackfield and extensive 19" rack space (>20U) within the console base allow significant space saving. The meter panel may be supplied with a range of metering options from 200- segment plasma bargraphs to VU meters.

allows the signal to be changed from stereo through mono to reverse stereo – absolutely essential for stereo television audio.

from Video Editors with a number of manufacturers and protoccls being handled. In addition, BCIII is also prepared for DC fader grouping systems.





Head Office, Factory and Sales: AMEK Systems and Controls Ltd., New Islington Mill, Regent Trading Estate, Oldfield Road, Salford M5 4SX, England. Telephone: 061-834 6747. Telex: 668127. Fax: 061-834 0593. AMEK/TAC US Operations: 10815 Burbank Blvd, North Hollywood, CA 91601. Telephone: 818/508 9788. Fax: 818/508 8619.

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## Mark IV Audio enters agreement with Intelix

Mark IV recently entered a technology-marketing-product development agreement with Intelix Corp, a Wisconsin-based electronic research and development firm in the USA. The agreement also covers licensing of Intelix products.

Under the agreement, Intelix will aid the development of computer hardware and software designed specifically for Mark IV Audio products. Mark IV Audio will market Intelix hardware and application development software through their US and international distribution channels.

Intelix product for Mark IV Audio will be manufactured at Altec Lansing's Oklahoma City facility, and products made specially for Mark IV Audio will be marketed as 'Intelix, Mark IV Audio Control Technology'.

Also under the agreement, Mark IV Audio have purchased the Intelix *MIND Control* system hardware and application-specific software. The *MIND Control* system is a remote control tool that allows control and status indication of building systems. Specific tasks include adjustment of audio, lighting, HVAC and security systems.

It has been stressed that Intelix is still an independent entity and has not been purchased by Mark IV. Dave Merrey, president of Altec Lansing, a Mark IV owned company, will direct the activities between the two companies.

Intelix will still be distributed in the UK by Shuttlesound.

#### Mitsubishi announce 64 tracks

After June's APRS show in London, Sonny Kawakami, Mitsubishi Pro Audio's International marketing manager and head of the PD Format Committee issued a statement about the possibility of a 64-track digital audio recorder.

Says Kawakami, "We have recognised the need for a single 64-track digital recorder. The go-ahead has been given on the

#### In brief

• Los Angeles, CA: **The beat goes on at the Record Plant**: The Record Plant in Hollywood, USA, has been bought by Summa Music. Future plans include increasing the development of a 64-track PD machine using 1 inch tape, which will be fully compatible with all existing 32-track PD machines.

"The proposed design, jointly agreed by Mitsubishi and Otari, has already been submitted to the IEC working group in Tokyo. Mitsubishi will also be presenting a full paper on the new format in October at the AES Exhibition in New York."

facility from two rooms to a five room complex.

• London, UK: Practical radio training: RTC is a new service offering a training and back-up advice service for radio stations and studios in the UK and Europe. The company offers technical operation; production skills; presentation skills; and studio management. RTC, 59 Camelot House, Camden Park Road, London

NW1 9AS, UK. Tel: 071-608 0635. • London, UK: College equipment stolen: During the weekend May 25th to 27th, the Electronic Music Studios and adjacent storeroom at the Royal College of Music were broken into and a substantial quantity of equipment stolen. Anyone who can provide any information about this equipment is asked to contact Lawrence Casserley or Matt Saunders on 071-589 3643. • Manchester, UK: Amek joint

• Manchester, UK: Amek joint sales venture: Console

manufacturers Amek have announced a joint UK sales venture to market Mitsubishi digital tape machines in a package with the Rupert Neve designed *Mozart-RN* 56-input console. Under the new deal, it will be possible to buy a digital tape machine and a desk in one package.

• English Channel, UK: **PASTY boats**: This year's industry PASTY charity yacht race will be held on the last weekend in September (27th to 29th). For the first time there will be two types of boat, opening the event to potentially more companies.

• Hayes, UK: New Sunkyong factory: Sunkyong have announced the formation of a new company, Sunkyong Magnetics Europe Ltd. This is a joint venture between Sunkyong Europe and Sunkyong Magnetics to run a cassette tape slitting factory and sales operation in Hayes, Essex.

#### Exhibitions and conventions

August 20th to 22nd Audio Engineering Society 3rd Australian Regional Convention, Moonee Valley Convention Centre, Melbourne, Australia.

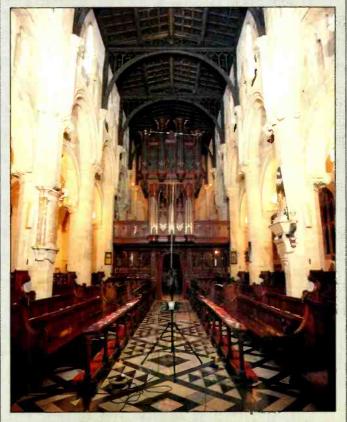
September 8th to 9th AES 10th International Conference, Kensington Town Hall, London, UK. September 8th to 11th PLASA Light & Sound Show, Olympia 2, London, UK. October 4th to 7th 91st AES New York, Hilton Hotel and Sheraton Centre, New York, USA. October 16th and 17th The Playback Show '91, RDS Industries Hall, Dublin, Eire. October 17th to 21st Mediatech 91, Milan, Fiera, Lacchiarella, Italy.

#### 1992

March 24th to 27th AES 92nd Convention, Vienna, Austria. October 2nd to 5th 93rd AES Convention, San Francisco, CA, USA.

1993

January 18th to 21st Middle East Broadcast 93, Bahrain International



A project to record a selection of the best City and University organs in Oxford, UK, included this Austrian Rieger Orgelbau at Christ Church Cathedral. Music was carefully selected to suit the style and design of each instrument recorded. Full story soon in Studio Sound.



#### **NEW LOOK LISTENING ROOM**

A visit to our Scrubs Lane premises is incomplete without experiencing HHB's brand new Listening Room: an acoustically-treated space with a full choice of active monitors by ATC, where customers can critically evaluate the very best products available from a wide range of manufacturers. Popular demonstration subjects include the revolutionary Yamaha DMC-1000 digital mixing console, Eventide's UltraHarmonizer range, valve processors from Summit and the latest generation of Apogee convertors. **Call now to make your appointment.** 

#### SUMMIT AUDIO

HHB is now the sole UK source for the full range of classic valve signal processors from Californian manufacturer Summit Audio. All Summit products are hand-built from selected components to deliver a uniquely musical sound that remains as popular as ever – especially in the age of 'clinical' digital. Alongside the TLA-100A Tube Levelling Amplifier (shown here) and TPA-200A Dual Tube Preamp are two equalizer designs: the EQF-100 Full Range Eq and the dual-channel EQP-200A. And remember: 'valve' is really pronounced 'toob'. TLA-100A: **£995**.



#### MORE NEWS FROM EUROPE'S DAT CENTRE

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#### AIWA HHB1 PRO KIT

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#### SONY DTC1000ES 'PRO'

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#### SONY DTC-55ES

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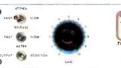


#### PANASONIC SV3900/SV3700

The new SV3900 from Panasonic can be controlled by either the SH-MK390 wired remote controller or via the unit's comprehensive serial interface ports. Other features include comprehensive indexing functions, SCMS status indication and error rate display. The SV3700 offers similar performance without wired remote operation. SV3900: £1,250 SV3700 £950.

#### SONY PCM-7000 SERIES

HHB has the full Sony range of professional 4-head recorders, options and remote controllers on demonstration. Featuring timecode, precision electronic editing and synchronisation, the PCM-7000 Series kicks DAT firmly into the nineties as the Number 1 choice for broadcast audio and post-production applications. **Call now for price details**.



#### YAMAHA DMC1000

We're the nation's number one source for Yamaha's stunning new console. A 22input digital audio mixer with timecodebased moving fader automation, instant recall of all front panel settings and powerful on-board DSP including 4-band parametric digital channel EQ. Yamaha has won the race to produce a fullfunction all-digital mixer that can interface directly with digital multitracks of all formats, hard disc recording systems, PCM-equipped VTRs, CD, DAT and digital signal processors. Touchsensitive motorized faders and continuous rotary controls allow mixer moves to be automated against timecode during mixdown and subsequently edited. All parameters can be controlled via either MIDI or RS-422 for compatibility with video edit controllers. Equally at home in music recording or audio-forvideo environments, we believe the DMC1000 represents an extraordinary development in digital audio. From £18,500

#### DIGITAL AUDIO RESEARCH DASS-100

'DASS' stands for 'Digital Audio Synchronising System', but there's far more to the DASS-100 than the name might suggest. Conceived as a 'problem solver' for the modern studio, the DASS-100 allows digital devices of all formats to be interfaced successfully in the digital domain. The spectrum of possible applications is vast, ranging from CD preparation and mastering to audio transfer between digital multitracks, hard disc recorders, D1, D2 & DX VTRs, CD, DAT, digital consoles and signal processors Basic features include digital format conversion, sample rate conversion, gain adjustment, mixing, addition or removal of emphasis, DC offset removal, synchronisation to word clock and delay. Quick and easy to use, the DASS-100 is a must in any serious digital facility. £7,995.



#### FOSTEX G24S

24 tracks on 1" tape plus ultra-quiet Dolby S noise reduction, a removable front control panel that doubles as a remote with an in-built 10-point autolocator, MIDI function control and an on-board chase synchroniser option all make the G24S a formidable proposition. Brilliant user ergonomics and impeccable construction help ensure that the G24S is a real contender when it comes to choosing a studio multi-track. **£7,330**.



#### SOLID STATE AUDIO FOR VIDEO

Klark-Teknik's DN735 can record and play back short passages of stereo audio in perfect sync with other devices (notably VTRs) via externally applied SMPTE timecode. As such, it can augment any VTR with two fresh audio tracks. greatly simplifying stereo edits and crossfades. 20 seconds is standard, up to 175 seconds with additional memory cards. The 1u, 19" rack-mountable DN735 can be controlled manually, remotely, or via serial RS422. A snip to the audio-post specialist at £3,550. Plug-in memory cards from £475.

#### 

#### APOGEE

Here at last, the new generation of Apogee convertors offer startling audio quality. Both stand-alone units can help extract optimum performance from your existing digital hardware without substantial reinvestment. Simply the best convertors money can buy. AD500 £1,195 DA1000 £1,595.

#### SONY STEREO MICS

To partner your DAT portable, HHB offers a choice of stereo condenser

microphones from the Sony range. The popular ECM-979 (shown here) and ECM-959 both represent extraordinary value for money, while the ECM-MS5 is built to tackle the most demanding applications. We also stock a wide selection of mics from other manufacturers, including the new VP88 from Shure. Sony ECM-979: **£210**.

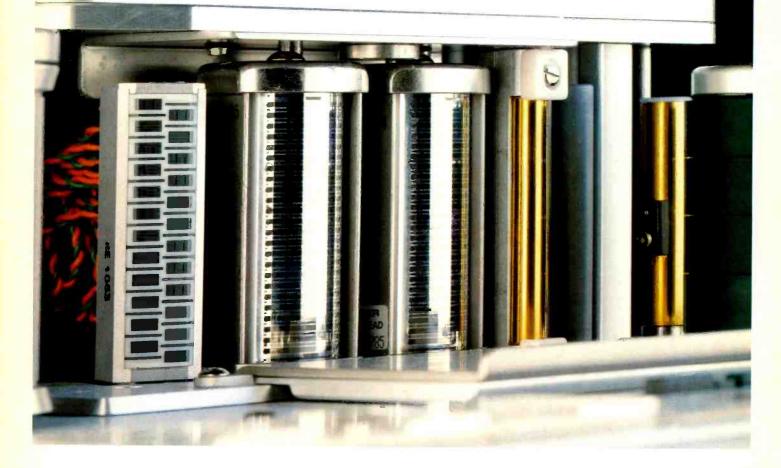
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if the electronics are reliable and user-friendly, if the mechanical components are stable and durable, and also if the sound is superb can a product excel. Like our **A827** multichannel tape recorder, its mechanical and electronic components are of top quality and, as most professionals know, the sound is in a class by itself. In the **A827** we have left nothing to chance. Every detail, be it ever so small and insignificant, is fully developed and well engineered. We can only speak of true quality and real user benefits if each item of a product is first class. That is our philosophy – the standard of excellence for the **A827**.



Worldwide Distribution: STUDER International, a division of STUDER REVOX AG, Regensdorf-Zurich, Althardstrasse 10, Switzerland, Telephone +4118707511, Telefax +4118404737

#### New training standards for UK broadcast, film and video industry

A project has recently been initiated to build a new framework of training and development for the broadcast, film and video industry.

The Industry Training Organisation has been set up to provide an industry-wide forum to address training issues. It has been stressed that this is not an initiative imposed on the industry, but one that will be developed by and for

#### Address changes

 Arup Acoustics have opened a new office at St Giles Hall, Pound Hill, Cambridge CB3 0AE, UK. Tel: 0223 355033. Fax: 0223 61258.

#### People

 Mike Breslin, until recently course director of the ND Music Technology course at City Poly (formerly the London College of Furniture) has joined Ashdown Environmental Ltd (AEL) as a senior acoustic consultant.

• John Vitale has been named sales

#### Agencies

 The Augan multitrack optical recorder/editor 408 OMX will be exclusively distributed in the UK by FWO Bauch Ltd, 49 Theobald Street, Borehamwood, Herts WD6 4RZ. Tel: 081-953 0091. Fax: 081-207 5970. DDA have strengthened their distribution in two territories since the acquisition of the Klark-Teknik group by Mark IV Audio.

In Japan, Mark IV Audio Japan have taken over distribution of the sound reinforcement range although the recording range stays with Studer Revox Japan.

In Germany Mark IV Audio GmbH has assumed full distribution for the those working in it.

The immediate priority for the ITO is to finish the project of developing common standards and vocational qualifications for the industry within the national qualification structures.

Working groups from the industries involved have been formed and include sound and postproduction.

• Amfon have moved to Box 184, Sonsterudv 2B, 1412 Sofiemyr, Norway. Tel: (472) 800570. Fax: (472) 806140

manager at Bag End loudspeakers of Barrington, IL, USA. Vitale joins Bag End after a recent management position with the Sound Post in Evanston, IL.

 Studer Revox America have appointed Thomas M Spain to the position of national sales manager, Revox Division. Spain will take charge of US sales activities for all Revox product lines, both professional and consumer.

entire DDA range, setting up a new division to market their product. Most recently Audium has been appointed as DDA's first distributor in Portugal.

 Soundtracs have announced their products are now distributed in Germany through Beyerdynamic GmbH & Co, Heilbronn. Tel: 07131 6170.

 Michael Stevens & Partners have been appointed worldwide distributors for TotalSystems products. These comprise a range of analogue and digital audio metering units together with a preamplifier designed for studio use. Michael Stevens & Partners, Invicta Works, Elliott Road, Bromley, Kent BR2 9NT, UK. Tel: 081-460 7299. Fax: 081-460 0499.

#### News from the AES

Images of Audio is the subject of the 10th AES International Conference, the first to be held in Europe. It will present delegates with four 'images' of the current state-of-the-art in audio technology and techniques. Two sessions are concerned specifically with sound for pictures, while two further sessions cover exciting current developments in digitial audio data compression and signal processing.

The main proceedings are preceded by a one-day tutorial on the principles and technology of digital audio, and this may be attended separately or in conjunction with the main proceedings. The digital audio tutorial day has been structured in such a way as to make it an ideal proposition as an isolated event for students and self-funded members, as well as being available as a 'refresher' to those who wish to attend the following two days.

The conference programme is as follows:

#### September 8th RECORDING & POST PRODUCTION

Chairman: John Ive, Sony Broadcast & Comunications

Audio within digtal video tape formats John Watkinson, Watkinson

International

Digital audio formats: which format for which application? David Walstra, Sony Broadcast & Communications

Automation and control of equalisation, gain and pan via segment-based processing DSP stems Mike Parker, Digital Audio

Research

Digital workstation networks for TV post-production: the way forward?

David Collie, Solid State Logic

DIGITAL AUDIO BIT-RATE REDUCTION Chairman: Neil Gilchrist, BBC Research

Digital audio bit-rate reduction for broadcasting Francis Rumsey, University of

Surrey The APT-X 100 digital audio data compression system Charles Day, Audio Processing

Technology The Dolby AC-2 adaptive

transform coding system

Louis Fielder & Grant Davidson,

Dolby Laboratories MUSICAM coding Yves-Francois Dehery, CCETT ASPEC coding

Karlheinz Brandenburg, University of Erlangen Subjective assessments on low bit-rate audio codecs Christer Grewin & Thomas Ryden, Swedish National Radio

WORKSHOP ON DIGITAL AUDIO BIT-RATE REDUCTION

Chairman: Neil Gilchrist September 9th DIGITAL AUDIO SIGNAL PROCESSING

Chairman: Francis Rumsey, University of Surrey

So you think performance is cracked using standard floating-point DSP's? David Spreadbury, Neve Electronics

Application of realtime assignable FIR filtering in audio James 'Vig' Sherrill, Audio Animation Noise cancellation for the

**'90s — adaptive filtering** explained Attila Mathe, Adaptive Digital

Systems

**Considerations for interfacing** digital audio equipment to AES-3, AES-5 and AES-11 standards Julian Dunn, Prism Sound

AUDIO FOR HIGH DEFINITION TELEVISION Chairman: Jeff Baker, BBC Television

Sound for high definition television Graham Carter, Dolby

Laboratories 3-1 quadraphonic sound system

for HDTV Katsumi Nakabayashi, NHK **HDTV** sound systems: how

many channels? Gunther Theile, Institut fur

Rundfunktechnik High quality sound for high definition television David Meares, BBC Research

DEMONSTRATIONS OF HDTV SOUND WORKSHOP ON HDTV SOUND Chairman: Jeff Baker

For further details on any of the above information or on joining the AES, please contact

Heather Lane, AES British Section, Lent Rise Road, Burnham, Slough SL1 7NY, UK. Tel: 0628 663725. Fax: 0628 667002.

#### Contracts

 Amek Systems and Controls have supplied The Human League with an Angela console working in conjunction with an Otari MTR-90 tape machine. Their studio is part of the new Audio Visual Enterprise Centre in Sheffield, UK.
 Bruel & Kjaer 4006

by the Music Performance Research Centre (MPRC) to record the CBSO's opening concert at Birmingham's new Symphony Hall, in the UK.

• FWO Bauch, Herts, UK, have won a contract to install a drama postproduction desk for BBC Radio. The installation is centred on a **Studer** 24-channel 962 mixer.

• TVi, a London-based leading postproduction company, are using the **DAR** *DASS* 100 for their sample rate conversion functions as well as for it's ability to generate and synchronise digital audio clock rates to lock to video.

TVS Television Centre in Southampton have their DAR systems in service in their new digital dubbing theatre. With DASS 100 TVS can stay in the digital domain throughout their dubbing until they re-lay to video, thereby eliminating audio quality loss through multiple conversions.

• Videomix, a New York-based, post-production house have invested in an 8-track **Sonic Solutions** *Sound-for-picture* system as well as the realtime *NoNoise* option for removing hum and broadband background noise.

Universal Studios, USA, have one of the world's largest film libraries and have invested in Sound-forpicture and NoNoise systems to restore older film soundtracks. db Sound Studios in New York. USA, have bought an NED 8-track Post-Pro SD. Also in New York, Magno Sound have invested in a third NED system, a Synclavier 6400 with 32 Mbytes of RAM, and Sync Sound have opened a new room based around an 8-track Post-Pro SD. Nimbus Records, Malvern, UK, have installed Swedoor's sound reducing doorsets. Design and manufacturing methods have allowed Swedoor to remove the heavy lead sheet from their 40 dB sound reducing doorset, which has traditionally been used to supply dead weight for sound reduction. The Ocean Group, one of Canada's largest audio post-production

companies, have bought their second and third 8-channel **DAR** SoundStation II digital audio production systems for their Vancouver post complex.

• Xenon, one of London's top nightclubs, has been equipped with a JBL SR system for a new live music promotion held each Tuesday night. The sound system — designed especially for Voices Inc, the name of the new promotion — has been installed by Tarsin Entertainments, who specialise in leasing and hiring professional sound systems to commercial enterprises.

• Rolling Stone Ronnie Wood has confirmed the purchase of an **Otari** *MTR-90 MkII* for his new home studio in County Kildaire, Eire. The sale was negotiated through Idea Systems in Dublin.

• UK glass manufacturer Pilkington have turned to sound installation company **Wigwam Acoustics** for the design and installation of a specialised 2-way calling system linking their new £65 million glass production line in St Helen's, Lancashire, UK. Wigwam have had to develop a highly intelligible speech reinforcement system, enabling the central operator in the control room to communicate with the line's individual section controllers at all times.

• Musician/composer Stephane Joly has ordered a 40-input **Amek** *Hendrix* console for installation in his private studio in Meudon, near Paris, France. Commercials production facility, JE Productions, has ordered a *Hendrix* for the French Caribbean island of Martinique. Amek's French distributor, Cyborg, will supply both of the consoles.

Musitron recording studios, Madrid, have recently installed a 40-input Hendrix; Vibe Records, Oldham, UK, have taken delivery of a 40-input Mozart console; and a Mozart console has been ordered by Lansdowne Studios, Dublin, Eire. Award winning film composer Hans Zimmer has taken delivery of the new Euphonix CSII digitally controlled studio system. The CSII is an automated recording and mixing system that includes snapshot recall of all console settings within 30 ms, together with full dynamic automation of all console controls and parameters.

• The UK's Television South West's extensive equipment investment over recent months includes the purchase of three **Audio Kinetics** ES.Lock systems at the heart of operations, machine synchronisation.

#### **AKG buy into Amek**

AKG, through their UK subsidiary, have purchased a 30% stake in Amek Technology Group, the holding company for Amek and TAC. Amek chairman, Nick Franks,

commented, "Careful discussion and

Audio Kinetics have also supplied seven Mastermix II console automation systems for incorporation in seven identical Amek Classic consoles, destined for national broadcaster Turkish Radio and Television (TRT).

• A number of broadcast and recording facilities in the South Korean market have recently moved to FM Acoustics cabling, among them Jeil/EMI Recording; Jigu Recording/CBS; and Korea Broadcasting System, all in Seoul.

 Robert Plant has taken delivery of a TAC Scorpion II, configured 24/16/2. The console is being installed in Plant's private 8-track recording studio.

• Producer/engineers Neil Dorfsman and Steve Lipson have both recently bought **DynaudioAcoustics** M1 nearfield monitors for personal reference use. Composer/producers Terry Britten and Graham Lyle have taken a pair of M2 midfield monitors; and Fish, ex-lead singer of Marillion, has bought the M4 system for his new studio in Scotland.

Other recent sales include *M1*s to Air Studios, London, UK; Studio du Palais de Congres, Paris, France; Markant Studios, Holland; and Sweet Silence Studios, Copenhagen, Denmark. Euro Disney have also confirmed an order for three pairs of monitors, which will be used in the two-studio recording complex currently under construction at the Euro Disneyland site near Paris. • **Pro-Bel**, Reading, UK, have supplied high density video, audio and timecode switching matrices to the recently formed acomenue. The

and timecode switching matrices to the recently formed company, The Machine Room. ● BSkyB, the UK-based satellite

broadcasting company, have bought an **Audio Kinetics** *ES.Lock* system comprising a *Penta* controller and four *ES 1.11* units, plus a system services unit. The system was bought following the conversion of an existing stereo dubbing suite to a multitrack studio.

 MPL have just ordered 24 tracks of **Dolby** SR for use at Paul McCartney's private studio in Sussex, UK. analysis has revealed an outstanding opportunity for co-operation at all levels. In short, the development of a coherent approach to Group activities will make us into a formidable competitor."

• BBC Ealing, UK, have placed an order with **Audio Developments** for a large number of *AD066-11* stereo microphone amplifiers.

• The biggest console **Raindirk** have ever built is to be installed in what could be the world's largest mobile recording studio. The 96channel, 192-mic-channel Symphony console, measuring 5.4 metres long was selected for the mobile by Anders Muhr of Media Sound. The Symphony will be mounted on a purpose-built moving section of the mobile. This allows the console and one side wall of the trailer to be extended on hydraulic rams to double the area of the control room to 28 m<sup>2</sup> (300 ft<sup>2</sup>).

• Chateau du Pape has become the first German studio to install a **Neve** VR console. A VR72 desk fitted with 64 mono and eight stereo channels, dynamic metering, recall, and *Flying* Faders automation has been installed in their new-look Studio Three.

• Austria's national television and radio broadcasters ORF have placed the first order for an AMS Logic 2 large format digital audio mixing console, through Siemens in Vienna. The Logic 2 console will have 32 fader strips, full dynamic automation of every function and multilayering of facilities.

• A 56-input **Amek** Mozart mixing console has been ordered by Univision, a leading Spanishlanguage television network in the US, for the network's operations and broadcast centre in Miami, Florida.

• The Shiki Theatrical Company of Tokyo are to receive the latest version of **Cadac's** *E*-type console from UK theatre console manufacturers, Clive Green & Co.

 Philip Drake Electronics have recently won their first order from Oman's Ministry of Information to supply their 6000 series talkback system and three customised PD 600 systems for Oman TV.

• The China Theatre in Stockholm, Sweden, will be the world's first recipients of the new *Europa* console from Soundcraft.

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#### Akai DL1000 remote

Akai have introduced the *DL1000* remote control system for the *DD1000* optical disk recorder. This unit provides remote access to all the *DD1000* functions while allowing control of up to seven units under an SCSI ID management system. This will allow features such as simultaneous playback of four tracks per *DD1000* connected. Features include an LCD display and an integral SMPTE generator. With the optional IB-107 VITC interface it is possible to operate a number of chained *DD1000s* in sync with external video equipment through VITC.

UK: Akai Pro Audio, Haslemere Heathrow Estate, Silver Jubilee Way, Parkway, Hounslow, Middx TW4 6NQ. Tel: 081-897 6388. USA: Akai Professional Products, PO Box 2344, Fort Worth, TX 76113. Tel: (817) 336-5114.



#### **D&R** Triton and Portamix

D&R Electronica have introduced the *Triton*, a 16-bus recording console featuring a 'floating subgroup' system that enables users to go to track 17 and above without the need for patching. Each channel is equipped with 4-band sweep EQ that is switchable between the channel and monitor, and 10 aux sends.

Also new is a small ENG type mixer known as the *Portamix*. This is a 4-channel stereo mixer with highpass and RF filter on each channel as well as 48 V phantom power, four switched input levels and switched stereo positions. Other features include vu/ppm meters, output compressor/limiter, oscillator, headphone monitoring and stereo tape returns. Powering is two 9 V batteries and another 9 V battery for phantom powering. D&R Electronica by, Rijnkade

**15B, 1382 GS Weesp, The Netherlands. Tel: 02940 18014. UK:** D&R UK Ltd, 5 Fulmer Drive, Gerrards Cross, Bucks SL9 7HH. Tel: 0753 884319.

**USA:** D&R USA, 1720 Chip 'N Dale Drive, Arlington TX 76012. Tel: (817) 548-1677.



14 Studio Sound, August 1991



#### Otari MX-5050 improvements

Otari have announced improved versions of the MX-5050 series of tape machines. The models are now the MX-5050 B-III ½ inch 2-track, the BQ-III ¼ inch 4-track and the Mk IV series available in 2-, 4- and 8-track versions on ½ inch tape. Improvements are: better HF response and S/N ratio, developments in the microprocessor control systems, gapless and seamless dropin/out on the *Mk IV-4* and *IV-8*, chase synchroniser compatibility and better remote capability.

UK: Otari UK Ltd, Unit 13, Elder Way, Waterside Drive, Langley, Berks SL3 6EP. Tel: 0753 580777. USA: Otari Corp, 378 Vintage Park Drive, Foster City, CA 94404. Tel: (415) 341-5900.

#### Stage Accompany SA 1600/800

These two new power amplifiers, rated at 2x1100 W peak into 2  $\Omega$  and 2x550 W peak into 2  $\Omega$  respectively, feature Class G operation for increased performance and sonic transparency, small size and weight compared to power output and rugged housings.

Operational features include balanced inputs and loop-through,

In brief

Akai have added a 16-voice polyphony expansion unit for the S1100 sampler. The S1100EX can either be used to add 16 voices to the 16 of the S1100 or as a multi-timbral unit increasing the choice available.
Fostex have introduced a Dolby S version of the G16 16-track ½ inch multitrack. The G16S also includes the option of a built-in synchroniser, MTC capability and RS422 port.
Publison have expanded the

bridge mode switch, dynamic damping control circuitry for a virtually infinite damping factor across the speaker terminals, and Neutrik *Speakon* loudspeaker connectors.

Stage Accompany, Anodeweg 4, 1627 LJ Hoorn, The Netherlands. Tel: 2290 12542. Fax: 2290 11192.

*Infernal Workstation* hard disk system to 12 tracks with the *12000* model. There are now three versions available: *4000*, *8000* and *12000* (4-, 8- and 12-track).

Features of the *12000* include: 12 inputs and outputs, 12 hours basic recording time, independent record/play functions for each channel, 12 pitch shifters, automated mixing plus all the existing features of the *4000/8000* models.

Publison Audio Professional, 10 Avenue de la Republique, 93170 Bagnolet, France. Tel: (1) 43.60.84.64. Fax: (1) 43.60.80.31.



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## Wersi electronic grand piano

The Wersi Grand Piano is the result of five years extensive research into the characteristics of the grand piano and how to translate them into electronic terms for an electronic version. The main development areas included the sampling of the notes and their individual characteristics and the 'feel' of the keyboard to a player's touch. Similar design attention has been concentrated on the sustain, damping and sostenuto pedals. The 88-note keyboard is fully dynamic.

In order to help overcome the large amounts of data storage required, the Wersi Grand uses a combination of ASIC (Application Specific Integrated Circuit) processors, ROM chips for parameter memories, control processors, DSPs for effects and ambience, and an 18 bit DAC. For even greater realism, the piano range is distributed over 15 sections across the stereo field.

The piano features four basic piano sounds, plus a transposer control, master level control (for all signal outputs) and a Program button for special functions such as tuning, programming effects, MIDI, etc. An interface panel provides all necessary connections to external equipment (including an external signal input) and enables the instrument to be used as a MIDI master keyboard.

Three models are available with internal or external amplification, depending on the required application.

Wersi GmbH & Co, Industriegebiet, 5401 Halsenbach, Germany. Tel: 67.47.123-0.

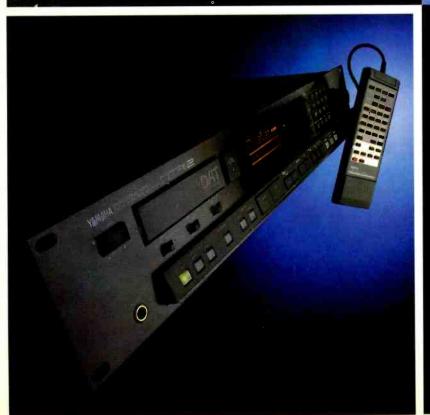


#### **AD Système Optiview**

*Optiview* track previewer system provides a 3D graphics display of up to 24 tracks of audio and is designed as a production tool for A/V studios. Optiview can also be used as a vu meter during recording or with a sequencer.

Features include: 24-track bargraph, palette of user-selectable colours, ITL/RGB interface, PSL-NTSC option, selectable display direction and track choice, and large timecode display of all formats. A D Système, 21 Avenue Jean-Jaurès, 92120 Montrouge, France. Tel: (1) 42.53.31.18. Fax: (1) 42.53.36.77. Worldwide: The Home Service, Unit 2, 12 William Road, London NW1 3EN. Tel: 071-387 1262. Fax: 071-388 0339.

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#### Sony DPS-R7 digital reverb

#### Sony signal processing

Launched earlier in the year were two new processors for studio and live sound applications. The *DPS-D7* is a stereo digital delay line offering eight basic delay modes. These include stereo delay, feedback delay, double delay, tape delay, panpot tap delay and multiple delay. Maximum delay is 1.3 seconds and the unit also includes a 3-band EQ and post-delay autopan facility.

The second unit is the DPS-R7 digital reverb, which is described as a more refined successor to the MU-R201. Programs include Hall, Room, Plate, Gate, Early Reflection and Delay modes. These can be expanded with pre- and post-effect sections, each of which can be operated in phase shift, flanger, stereo EQ, exciter/EQ and gate modes. Both units are 1U with analogue inputs (either balanced XLR or unbalanced phono), 100 factory presets, 256 user memories and MIDI control. Internal digital specification is 48 kHz sampling with 32 bit linear internal processing.

The established SDP-1000 2channel digital multi-effector has been enhanced with Version 2 software. This introduces snapshot automation that allows effects

## Mitsubishi PDX, from 20 bit to 64-track

Being shown currently at trade shows is the *PDX Eight Eighty Two* 64-track digital recording system from Mitsubishi. The system comprises two 32-track digital recorders; the *Eight Eighty Two* master and slave machines. The master comes complete with a 64track autolocator which gives full control of both master and slave machines to a lock-up accuracy of  $\pm 20\mu$ s. Offsets can be set in increments of a single sample, so that electronic edits can be as accurate as possible.

Mitsubishi also introduced the PDX

8620 2-track 20 bit mastering machine. The PDX is based on the X-86 but uses the PD 5050A A/D and D/A converter designed and built by Philip Drake. Mitsubishi Electric Corp, Mitsubishi Denki Bldg, Marunouchi, Tokyo 100, Japan.

UK: Mitsubishi Pro-Audio, Travellers Lane, Hatfield, Herts AL10 8XB. Tel: 0707 276100. USA: Rupert Neve Inc, Berkshire Industrial Park, Bethel, CT 06801. Tel: (203) 744-6230. Fax: (203) 792-7863.

#### **Beyerdynamic 170 radio mics**

Beyerdynamic's 170 wireless system range is available for different applications including the S170 lavalier, which is intended for broadcast, speech and conferencing, the S170H handheld for professional vocals and the S1706 system for electric guitar and bass.

Also from Beyer is the GST500 heavy duty microphone stand and boom. The stand features folding legs and a maximum height of 1.6 metres. The boom is two-piece and

adjustable to 0.785 metres. Finish is non-reflective black. **Beyerdynamic, Theresienstrasse** 

8, 7100 Heilbronn, Germany. Tel: 7131 617 0. Fax: 7131 6 04 99. UK: Beyerdynamic (GB) Ltd, Unit 14, Cliffe Industrial Estate, Lewes, East Sussex BN8 6JL. Tel: 0273 479411/2.

USA: Beyerdynamic Inc, 5-05 Burns Avenue, Hicksville, NY 11801. Tel: (516) 935-8000. changes against timecode to be written in a cue sheet form. The dynamics section now has an additional dual compressor mode and other facilities including panpot, auto-fader, event rehearsal, defeat, individual parametric EQ on/off and a help window. There is also the addition of a printer interface. Sony Corp, PO Box 10, Tokyo Airport, Tokyo 149, Japan. Tel: 03 448-2111.

UK: Sony Broadcast & Communications, Jays Close, Viables, Basingstoke, Hants RG22 4SB. Tel: 0256 483506. USA: Sony Corp of America, Professional Audio Division, Sony Drive, Park Ridge, NJ 07656. Tel: (201) 930-1000.

#### AGAP SYGAR

The radio broadcasting network automatic management system provides full computer control of either a main broadcast studio controlling a network or a local studio within a network. Functions include automatic sequencing of programmes, ID jingles, commercials, newsbreaks, etc. Other facilities also include automatic test routines, simultaneous programme and digital data transmission — such as files and mail — to different stations together with individual addressing.

The system architecture is of an open multi-cellular structure that allows systems to be configured as required, as well as leaving room for future expansion and development. AGAP, PO Box 118, 254 Avenue Sainte-Catherine, 84144 Montfavet Cedex, France. Tel: 90.31.10.68. Fax: 90.23.51.26.

#### **ASC DART digital cart machine**

The ASC *DART* employs *apt X 100* data compression and  $3\frac{1}{2}$  inch floppy disks.

Almost identical in appearance and function to standard cartridge recorders and players, the *DART* system consists of the Master Player, the Record Module and Slave Players (which are controlled from the Master Player). of 44.1/32/22.05 kHz, 'instant' cue and start, virtually no maintenance and full function parallel, and serial RS-422 remote control. Audio System Components Ltd, 1

Comet House, Calleva Park, Aldermaston, R67 4QW, UK. Tel: 0734 811000.

**USA:** Fidelipac Corp, PO Box 808, Moorestown NJ 08057. Tel: (609) 235-3900.

Features include sampling speeds

## AKG BAP 1000 binaural processor

The BAP 1000 binaural audio processor has been introduced as an attempt to optimise the quality of a monitoring environment. It uses new psychoacoustic research into binaural hearing and seeks to simulate an ideal listening room. The basic unit contains four pairs of filters, one each for generating the left and right loudspeaker signals and two reflexions. Four presets related to different head shapes are available. The unit can be used with headphones and loudspeakers and could be used in any monitoring environment, recording studio, OB van, etc.

AKG, A-1150 Vienna, Brunhildengasse 1, Austria. Tel: 0222 95 65 17. Fax: 0222 923458. UK: AKG Acoustics Ltd, Vienna

Court, Lammas Road, Godalming, Surrey GU7 1JG. Tel: 0483 425702. USA: AKG Acoustics Inc, 1525 Alvarado Street, San Leandro, CA 94577. Tel: (415) 351-3500.

#### Updates

• AKG have announced a timecode chase option for the DSE 7000 allowing applications in video post-production. The option will be incorporated in all new units or can be retrofitted to existing versions. All video and frame rates are supported and there will be a choice between separate or combined processing of LTC and VITC. There is on screen display of all essential timecode parameters.

• AMS have announced that the AudioFile Plus is now available with an optional EDL translation capability and so does not require the use of an external PC. The EDL is translated with the cue and edit information being fed directly into the system. Further, AMS have demonstrated multiple machine control via the ESbus protocol on both the AudioFile and Logic series. This allows multiple transports to be run in synchronisation with the AudioFile. The ESbus interface is provided by Audio Kinetics ES 1.11 modules.

• Soundtracs have launched an improved version of their Tracmix fader automation system. Tracmix II offers the facilities of the original version but with addition of off-line editing that includes mix merging, mute editing, autofading and master trimming of channels; three mute modes on each channel and improved displays for VCA grouping. Tracmix II is able to read all existing Tracmix files ensuring compatibility. An upgrade for existing users is available. • Klark-Teknik have

introduced new software for the DN735 solid state audio recorder. Version 1.6 software enables the unit to support Sony and Ampex VPR3 protocols via the RS422 interface as well as operating with most edit controllers. It also has the ability to operate in an 'eavesdrop mode' with the Abekas A60/64 looking at the RS422 link between the editor and Abekas adding two sync'ed audio tracks to the DVTR without using an editor point.



#### **Fostex portable DAT**

Fostex have launched a professional four head portable timecode DAT recorder. The PD2 is designed for mobile or location use with off-tape monitoring and the ability to slate to tape via the integral mic. Timecode is represented in both the IEC and Fostex record formats plus A-time with full user bit access. The PD2 has an internal timecode generator and will jam sync to external timecode and can accept external video and word sync. There are independent 2-channel inputs with mic/line switching, 30 dB pad, phantom powering for 48 V and T12 types, LF cut filters and phase reverse. Powering is via external 12 V power, rechargeable Nicad or 10 HP2-type batteries. Monitoring facilities include line in/out headphones switching, MS/AB

matrix switching, mono/stereo switching, momentary timecode monitoring and an internal speaker. Indexing features include slate tone/mic, automatic take numbering, error indication and search, manual start ID and error mark. To cope with climatic changes automatic temperature sensing head drum heaters are included. The PD2 is supplied with a waterproof carrying case designed to allow access to all operational areas together with addon sections to accommodate accessories such as radio mics and mixers, etc.

UK: Fostex (UK) Ltd, 1 Jackson Way, Great Western Industrial Park, Southall UB2 4SA. Tel: 081-893 5111. USA: Fostex Corp of America, 15431 Blackburn Avenue, Norwalk, CA 90650. Tel: (213) 921-1112.

#### **Digitec Virtuoso console**

The Digitec Virtuoso digital postproduction console is divided into two main sections: the control surface or desk — with the control modules and the digital audio processing racks. The latter are composed of three types of mainframe: 32-input microphone preamplifier unit; input unit for 32 inputs/outputs (digital or analogue); and processing unit. As many mainframes as required can be used to configure the final console. The desk is configured from two types of module, the channel modules and the assignable command or general function modules.

The channel modules consist of the 8-channel input fader module, each channel featuring a motorised channel fader plus Mute/Solo/PFL buttons and an 8-channel module with programmable controls for different functions, these being a potentiometer with two readouts for Value and Function, a switch with Function readout and two assign buttons.

The general — or overall command — modules consist of the General Control module, with controls for input/output selection, oscillator, pan, metering, inset, etc; a filter module with sweepable high- and lowpass filters with three slopes, a sweepable notch filter (eg for hum rejection) and 4-band fully parametric equaliser; a routing and a monitoring module with metering; and a Process module.

The console can be configured as required and the set-up stored and recalled (ALL AGAIN) as necessary. Patching is handled by a central digital/analogue matrix, which provides a lot of flexibility. Patch, or insert, points can be programmed in at any point in the signal chain, together with inboard or outboard

#### ASL ISM intercom system

The ASL *ISM* system offers full 2way, or duplex, communications and is fully microprocessor-controlled. A wide range of modules is available for master stations, beltpacks, local stations, interfaces, switchboards, etc, which can be fitted together three to a 1U rack chassis. Tabletop versions are also available. The system can also be optionally modified for 4-wire operation (excluding the beltpacks).

Technical features include automatic headset detection, different protection functions, frequency correction, rugged construction and high speech intelligibility.

Operational features include an advanced Call system, Mic Kill, Speaker Kill, adjustable Listen levels, a range of inputs, Solo function and many programmable functions.

Ampco Sound Lab BV, Zonnebaan 42a, 3606 CC Maarssen (Utrecht), The Netherlands. Tel: 30.433.134. Fax: 30.446.914.

#### processing.

Signal routing is very flexible and different hierarchies of groups and subgroups can be set up as required.

The console's inboard processing capability includes assignable digital dynamics, delay and reverberation processors and these various functions can be called up to the Process module for programming.

Other features include internal or external sync to CCIR or NTSC video, AES/EBU or TTL clock. Internal transmission is 32 bit with audio processing at 24/48/56 bits. The digital I/Os are AES/EBU 20/24 bit; the A/D-D/A converters being 20 bit.

A useful feature from the mechanical side is that all console modules are a standard size, allowing custom frames for particular needs to be made, rather than using a standard chassis.

Digitec SA, 25 Avenue de l'Europe, 78400 Chatou, France. Tel: 1 34 80 87 00. Fax: 1 34 80 87 79.

#### 110

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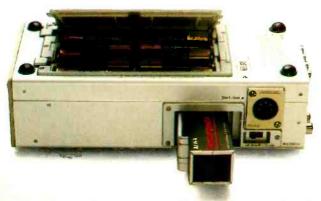


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Edited highlights of Yamaha's SY99 76-note synth previewed at the APRS Exhibition include RCM tone generation, 8 Mbytes of wave ROM, 267 AWM waves, 16-track sequencer with 27,000 notes, 16 simultaneous timbres, four simultaneous effects and 512k of wave RAM expandable to 3 Mbytes.

#### Drawbar sounds in 1U

The VOCE DMI64 Mark II 1U synth module has been causing a considerable stir among keyboard players most notably for its collection of fairly authentic drawbar organ sounds. While it is unlikely to convince the most hardened Hammond tonewheel user, its method of additive synthesis approximates the use of drawbars in the older designs. It also benefits from an extensive MIDI implementation that allows effects such as distortion, vibrato, chorus, key click and rotating speaker simulations to be influenced by MIDI controller information in a unit that is 64-note polyphonic with 99 user presets.

Presets can include splits, pitch and volume offsets, and audio channel assignments with 52 parameters per patch. Front panel controls are sparse: increment/decrement buttons for presets, and parameter and parameter value increment/decrement buttons

working in conjunction with a fourcharacter LED display making editing something more than a little awkward. However, a *Mac* editor is planned, which should help to realise the considerably greater sound generating potential of this device, which, after a brief investigation certainly looked capable of producing far more contemporary noises than the organ sounds it has become somewhat famous for.

The fact that it is also 16-channel multitimbral through the aforementioned polyphony will also be of interest.

VOCE, 11 Tenth Street, Wood-Ridge, NJ 07075, USA. Tel: (201) 939-0052. UK: MCMXCIX, 9 Hatton Street, London NW8 9PR. Tel: 071-724 4104

#### **Classic analogue conversions**

Those not already aware of US company Studio Electronics' range of analogue synth conversions should sit up and listen. Offering the sounds of yesteryear without the pain in the rump that integrating the originals into a modern set-up represent, each device is rackmounted and given a MIDI spec that adds considerable value.

The sweetest conversion is undoubtedly the *Prophet V* MIDI rack with the notable MIDI additions of velocity to VCF, VCA and resonance, aftertouch for modulation, VCF frequency, resonance and oscillator plus the recognition of pitch bend, modulation, patch changes, portamento and continuous controller information. Other features include MIDI Thru, overflow and SystEx patch dump.

The *Midimini* is a mini Moog with MIDI in a rack with velocity control of VCF and VCA, mod wheel control of LFO and filter, recognition of aftertouch, pitch bend, glide and Controller 7 plus the ability to hard sync oscillator 2 to 1 and modulate the frequency of 2 with 3.

Many people will prefer the

Obierack though — based on the Oberheim four-voice duophonic synth. It's been enhanced with MIDI velocity to VCA and filter, aftertouch to modulation and filter frequency, plus recognition of pitch bend, Controller 7, portamento and modulation wheel control of LFOs and filter. Studio Electronics also offers a rather nifty conversion of that old dog the Roland TR808 that just won't lie down and die and this includes all the MIDI spec that the original never had. Available in the UK from MCMXCIX.

• Oberheim have released the OBM — the first true analogue synth to hit the streets with real knobs and switches for too many years. With a full blown potential of 12 stereo polyphonic voices in a chunky rackmount more details soon. Oberheim Electronics Inc, 2015 Davie Avenue, City of Commerce, CA 90040, USA. Tel: (213) 725-7870. UK: MCMXCIX, 9 Hatton Street, London NW8 9PR. Tel: 071-724 4104.

Studio Sound's Music News is compiled by Zenon Schoepe

#### ART takes the tube route

As the art of mic placement goes further and further out of the window, manufacturers are resorting to more and more ingenious methods of simulating the art of mic placement. ART is pushing its way to the forefront of guitar processors with the release of the SGX2000, which distinguishes itself by incorporating two tube pre-amp sections in its 3-channel structure.

Channels can be stacked for bank holiday weekend sustain and the programmable unit offers a five-band front-panel equaliser in addition to digital effects that can be combined in any number of ways. Effects available include delays, reverbs, choruses, an exciter, a compressor and would you believe distortion and overdrive and these can be stored in 200 memories. Control can be administered via the company's X15 Ultrafoot pedal board, which allows realtime control of parameters.

ART have also produced a version for bass players in the intriguingly titled *SGX-Nightbass*, which sports similar features to those on the guitar model but with an internal crossover that allows processing of only the high frequency information and thus leaving the lower frequencies unaffected. **ART, 215 Tremont Street, Rochester, NY 14608, USA. Tel: (716) 436-2720. UK**: Harman UK, Mill Street, Slough, Berks SL2 5DD. Tel: 0753 76911.

#### Analogue/digital pre-amp hybrid

Alesis is a little late into the guitar processor fray but as usual have made their entrance with characteristic panache. The QuadraVerb GT combines all the spectacular qualities of the QuadraVerb multi-effects processor such as multitap delays, reverbs, EQs and modulation effects but with an analogue front end. This preamp section offers compression, distortion, tone-curves, bass boost, a slow attack envelope for volume pedal type effects, a noise gate plus the now expected amplifier/cabinet simulator

Interestingly seven analogue and five digital effects can be combined in

#### a preset.

• Alesis has released the rackmount D4 drum module with the four assignable outputs of the outstanding SR16 standalone drum machine but with 500 drum samples that include the best of the HR16, HR16B and the aforementioned SR16. Thirty-two drum kits can be assembled with tuning and panning adjustable for each constituent sound.

Alesis, 3630 Holdrege Avenue, Los Angeles, CA 90016, USA. Tel: (213) 467-8000. UK: Sound Technology plc, Letchworth Point, Letchworth, Herts SG6 1ND.



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#### On tour

● AudioLease are looking forward to a very busy month. They've got OMD out with a Meyer system and a Midas XL-3 desk, and Siouxsie & The Banshees' European tour, using the company's new A-2 SR system. The A-2 spends no more than a day in the warehouse before shipping to the States for a major tour with EMF. AudioLease are also doing The Almighty and James Brown's UK shows at Wembley and the NEC.

 Autograph Sound Recording had two major live events in July. First was the three-week Montreux Jazz Festival, for which -- as in previous years — they supplied Meyer SR including sidefills and monitors to supplement the gear already owned by Montreux Casino. Even more spectacular was Harvey Goldsmith's five-night run of Tosca at Earl's Court, with system design by Terry Saunders and FOH mix by Paul Stannering. They deployed separate orchestral and vocal systems using Meyer MSL-3s, UM-1s and UPM-1s. Autograph's customised Cadac E series boards handled a total of 104 channels: "Planning it all was a bit of a nightmare," says Saunders.

• Britannia Row has Whitney Houston (with MSI SR) and Dire Straits' worldwide extravaganza both starting in late August. The straits are using Turbosound *Flashlight* SR while Concert Sound are supplying the desks and control gear for the tour. Robert Collins is on FOH mixing duty. BRP's other major August date is with Level 42 at the Crystal Palace Bowl, London.

• Capital Sound Hire is on the road with longstanding client Simple Minds and a large Martin F2 system. Three separate F2 systems have been assembled to cater for different types of venue.

• Encore have the Rockenring Festival (in conjunction with Germany's Showtec) and the annual Tourhout & Werchter 'twin festival' in Belgium, this year headlined by Paul Simon and Sting. An 80 kW Martin F2 rig features there on both dates and Encore's production is in conjunction with EML.

• SSE spends August on the AC/DC-headlined Monsters of Rock tour. Using their E-V *MT-4* SRS, there are two 66-input TAC *SR9000s* and two Yamaha *PM3000s* out front, and three Midas *XL-3s* and a couple of Ramsa *S-840* desks on stage.



One of the biggest concerts ever staged? Vangelis' recent Rotterdam concert in front of 150,000 people, pushed out 500,000 WRMS (700,000 W peak) and used 1 MW of generator power for the sound equipment. The stage featured a full-sized replica of the Parthenon in Athens and Vangelis was playing to an area the size of 30 football pitches. The picture shows one of three pontoons used for the Stage Accompany sound system.

#### **Nexo SR loudspeakers**

Nexo have introduced the first of a new line of sound reinforcement loudspeakers. Specifically designed for professional touring, the *TS4000* is a 3-way all-horn loaded system and features 3 inch Neodymium HF drivers, a compact design with dimensions optimised for efficient truck packing, Aeroquip tracks for easy flying and aiming, different possibilities for array configurations and the dedicated TD controller for overall system performance and control.

The TS4000 is particularly suited

#### JBL Accord

JBL have announced their new Accord 212 W wedge monitor. Designed by Richard Clark using JBL's Cabinet Simulation Programme, its size and performance were specified by Marquee Audio. They claim the Accord is the first compact wedge "able to achieve maximum gain before feedback, handle high input levels and maintain full bandwidth intelligibility".

Inside are new JBL VGC 12 inch high power cone drivers, a Neodymium compression driver and integral equalisation. Clark says the two drivers' combined cone area accounts for the 1350 W rating and that the design allows distortion-free extended LF. The finish is in heavy duty grey carpet. to long throw applications such as arenas and stadia and features include new horn designs and Ferrofluid technology.

Specified frequency response is 40 Hz to 17 kHz  $\pm 3$  dB for a dispersion angle of 70° × 35° (h × v).

The LSub range of subwoofers the LS2000 and LS1500 — is designed to complement Nexo's own and other sound reinforcement systems in the low frequency range down to 28 Hz. These are proprietary-design enclosures combining horn and direct

#### **News round-up**

• TAC have announced the first sales of their new SR6000 console in two countries — to their Japanese distributor Hibino for their rental stock, and to Canadian distributor SF Marketing for demonstration.

• Fender have joined the power amplifier market with the 2450, a stereo amplifier rated at 450 W/channel into 4  $\Omega$  or 900 W into 8  $\Omega$ in mono bridged mode.

Sheffield Events Arena — part of the World Student Games Project — have awarded their SR contract to Hi Profile Technical Services of Southport, Lancs. Their tender drew on arena calculations by AMS Acoustics and specified Community's latest RS loudspeaker range (53 in all), sourced from The Sound Department, London.

radiator characteristics and employ 18 inch and 15 inch drivers respectively.

The LSub TD controller provides variable delay and phase control, adjustable crossover slopes of 12/24/48 dB/octave and test generator at the crossover frequency for system alignment. Nexo Distribution, 154 Allee des Erables, ZAC de Paris Nord II, BP 50107, 95950 Roissy, Charles de Gaulle Cedex, France. Tel: (1) 48.63.23.01. Fax: (1) 48.63.24.61. UK: Wigwam Acoustics Ltd, St Anne's House, Ryecroft Avenue, Heywood, Lancs OL10 1QB. Tel: 0706 624547. Fax: 0706 65565.

#### Altec Lansing new additions

Altec Lansing have issued a new catalogue listing the latest additions to the Altec range. These include a range of three stereo power amplifiers from 150 W/channel into 4  $\Omega$ , together with the revised incremental power amplifier range.

The Altec range of horns has been supplemented with the Vari Intense systems, which provide uniform SPL coverage over large seating areas. The VIR horn has a rectangular pattern with variable vertical pattern, and features minimal SPL behind the horn. The VIT horn is suited for fan shaped or corner seating areas and provides a true trapezoidal pattern combined with a variable vertical pattern. The horns are ideally suited to the Altec 299-6A driver and may be combined with the 816A/B bass horns for large arrays or the 8256 ported enclosure for 'soft' acoustical environments. Altec Lansing Corp, PO Box 26105, Oklahoma City, OK 73126-0105, USA. Tel: (405) 324-5311. Fax: (405) 324-5311. Fax: (405) 324-8981. UK: Shuttlesound Ltd, 4 The Willows Centre, Willow Lane, Mitcham, Surrey CR4 4NX. Tel: 081-640 9600. Fax: 081-640 0106.

Contributors to Studio Sound's Live News are Mike Lethby, Vic Lennard and Terry Nelson

#### MIDI Show Control for lighting

Although the background to MIDI is very much within synths and music, the MIDI protocol has a sufficiently precise definition to make it usable in other areas. One such application is lighting control and theatre cueing, which share the live performance aspect with synthesisers.

MIDI has been used as a 'language' by some manufacturers for interfacing lighting controllers to their command master device for the last couple of years. The main problem is that there are as many different implementations as there are systems, due to the lack of a lighting standard within the detailed MIDI specification. This has led to lighting designers riding roughshod over the MIDI commands by using them outside the context for which they were intended. For example, there are 128, 7 bit MIDI controllers, of which around 60 are currently defined but their definitions are of little consequence to lighting, which has no need for a MIDI breath controller or sustain pedal. Consequently, many lighting designers feel that the entire MIDI

protocol can be used as they see fit, leading to a total lack of compatibility between the various

systems. The MIDI Manufacturers Association (MMA) in the USA, along with their Japanese counterpart, the JMSC, are the bodies who instigate changes within the MIDI specification and have recently agreed on a proposal called MIDI Show Control. This is a series of system exclusive realtime commands intended to allow for high-level control of lighting systems. Lighting devices are connected open loop with the master allowing for the system to continue should one unit break down. Individual units generally have a cue list built-in, which is then

synchronised to the master by MIDI time code. Commands concerning the cue lists can then be sent to individual devices. These commands include go, stop and resume as well as the ability to add or delete events in the current cue list.

It is true to say that MIDI is generally of a low resolution when compared with some other computer protocols, especially when taking its serial nature into account. Using the velocity of a MIDI note-on, or a standard MIDI continuous controller to control, for instance, the intensity of a filament, leads to a less than adequate degree of smoothness in a fade-up due to the 7 bit nature (ie 128 positions) of MIDI data bytes. Admittedly, there is an option for handling a number of 14 bit controllers but that hardly solves the problem. MIDI Show Control leaves the actual lighting management to

#### Contracts

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 DDA have delivered 15 consoles to the International Convention Centre, Birmingham, UK, home of the Birmingham Symphony Orchestra.

each individual device while allowing for overall control by the master.

Regarding the speed of MIDI, basic MIDI Show Control messages will take less than 3 ms to transmit, while even the most complex should take no longer than 10 ms. The other fault often thrown at MIDI is its inability to transmit over long distances, due to the current loop nature of the interface and the capacitance of MIDI leads. However, line drivers can be used to extend this distance beyond 250 metres.

There is little doubt that MIDI Show Control is a necessary extension to the MIDI protocol if lighting devices are ever to achieve the degree of compatibility that currently exists among musical instruments.

Vic Lennard

Seven of these are D series for house and monitor use

• TAC have supplied their first SR6000 console into Japan to the Hibino Corporation for their SR rental stock

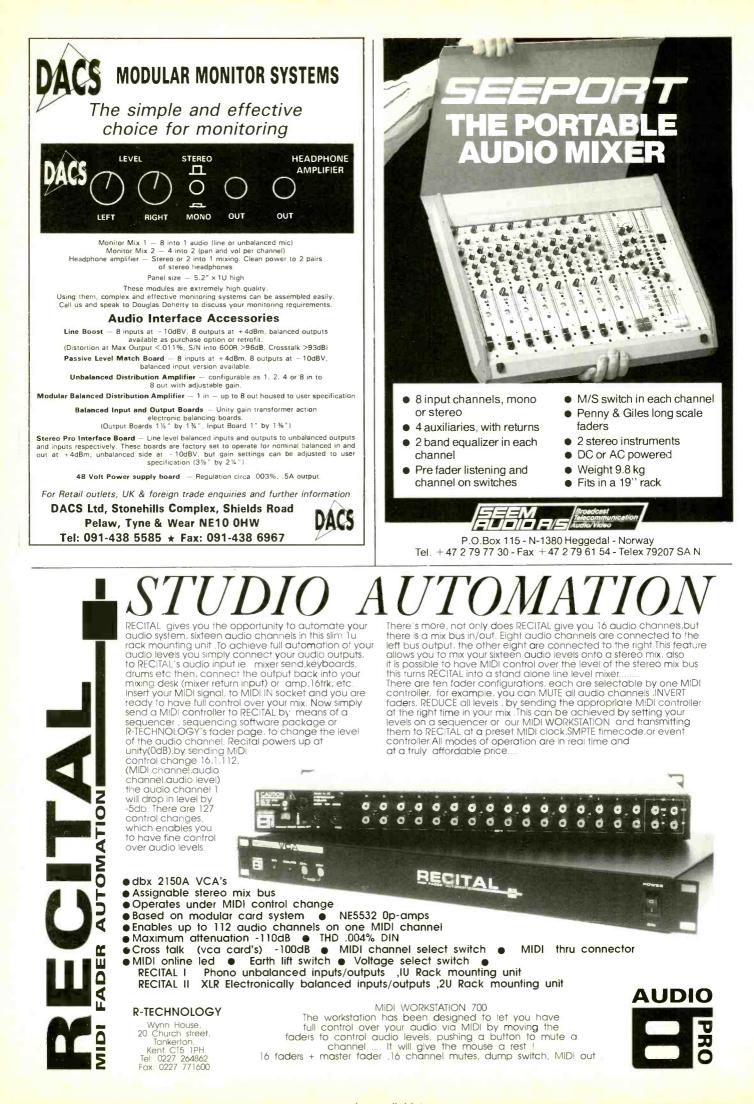
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A ny band — however successful its studio output — that dares to tread the boards with a show that's less than conventionally 'live' can expect to meet scepticism from self-appointed arbiters of whatever it is that constitutes 'live music'. At least the Pet Shop Boys are honest about it. While their latest tour was a masquerade in theatrical terms, it certainly wasn't any kind of a sham.

When Pink Floyd performed *The Wall* from behind a symbolic plastic wall at Earl's Court in 1979, reviewers caustically suggested a tape recording might have been equally useful — and cheaper. Jean-Michel Jarre's outdoor shows make heavy use of multitracked material, and it's common practice to 'spin in' difficult vocal passages and orchestral parts with a backing tape sync'ed to timecode.

It's the stars who pretend to play or sing when they're not, either on stage or record, who provide cannon-fodder for the media. From The Monkees (who got away with it through sheer charm) to Milli Vanilli (who didn't), the press has had plenty of shock 'exposés' that must sometimes bewilder musicians.

In the era of sampling and sequencer-built songs, why should anyone balk at a band using pre-recorded material in its set? The Musician's Union will point — with some justification — to a long-term shrinkage in work for 'real musicians'. Yet many current hit acts would find live shows either physically impossible or hugely expensive if they were forced to replicate their studio technology with live musicians.

For example, indie chart-toppers EMF, playing to sell-out crowds this summer in Europe, proved that audiences are happy to hear them at their best — however that's achieved, even with off-stage sequencers, samplers and effects.

So when an act like the Pet Shop Boys opt to take their latest album and an impressive back catalogue of hits (all lovingly crafted in the studio with the best MIDI technology money can buy) out on the road, you can be sure they are unlikely to miss a trick.

The stage was cleared for an elaborate masquerade involving 30 dancers, with main men Neil Tenant and Chris Lowe taking star roles and, respectively, vocal and live keyboard duties. Stage right were the guitarist and the percussionist accompanied by a bank of MIDI-controlled sequencers, samplers, sound modules and mixers, which provided the backbone of the shows.

The 1991 spring tour played indoor arenas, starting in Canada and the US before moving to Europe and England. With sound by Britannia Row under tour manager Ivan Kushlik and production manager Roger Williams (now amicably divorced from Britannia Row Productions) it featured Turbosound's *Flashlight* sound reinforcement system, the Radio Station inear monitor system and the aforementioned MIDI Mountain.

#### The show

Brussels for the Pet Shop boys meant the Forêt National, an unlovely concrete blockhouse surrounded by the gloomy remnants of the forest that someone felled to make way for dismal suburbia. It has circular amphitheatre-style seating sloping down to a central flat standing area, at the rear of which sat the FOH mixer and lighting desks. The venue's chief acoustic problem is a bare concrete rear wall which curves around behind the seats providing plentiful reflexions. Opinions on its merits differ: Ampco boss Eric de



Engineer Nick Bruce-Smith at the monitor desk



MIDI racks situated side of stage

#### **PET SHOP BOYS ON TOUR** Mike Lethby caught up with the band in Brussels on the second date of the European leg of their tour

Bruyn says he considers it comparatively easy to play, while BRP's people feel the acoustics are well down in the league of European arenas. Both de Bruyn and the show's local promoter — Herman Scheuremans, owner of Belgium's largest SR firm EML, were there to judge for themselves.

The Pet Shop Boy's show is bizarrely entertaining. Without a band to occupy the senses there's a non-stop theatre of the absurd in which 30 dancers and our heroes play out a sometimes nightmarish, sometimes hilarious, masquerade of sin, sexual perversion and barbed jibes at English middle-class attitudes and paranoias. All these allusions and illusions are accompanied by split second costume changes and dramatic use of minimalist props and theatrical lighting courtesy of a leading New York theatre designer.

For Suburbia, Tenant appears dressed as a mental patient on an iron bed while attendant 'nurses' supply flagellation. In the middle of a slow love song — with the audience holding up flickering lighters — someone will drag on an electric chair or simulate a sex act. It's that kind of show. Somewhere between a Prince tour with goulish humour and an animated Magritte painting, if that makes any sense.

#### MIDI studio on tour

There was no pretence about the nature of this tour. The Pet Shop Boys — habitual studio recluses — first toured 'live' just three years ago. But if an attempt at rock 'n' roll theatre appeared a little contrived, this production was far more balanced (though equally eccentric) and proved that important lessons had been learned.

Far from using sequencers *et al* to cover up inadequate musicianship, Lowe and Tenant have exploited MIDI technology to the max. But how does this translate to a live show? Is it simply a case of taking their studio hardware and MIDI on the road — or is there more to be done?

Derek Simpson, keyboard technician and programmer to the band, considers the question: "It's created specifically for the road. In the studio,



#### **Main SR stacks**

the Pet Shop Boys are famous for using samplers, sequencers — creating electronic music. To go on the road they've picked the best possible machines to recreate those sounds. They're not hiding behind the stage with a DAT machine; they're known for electronic music and here it is at the side of the stage.

"They want it to be as live as possible, and this is as live as they can get it. Any time they want, they can change the music, change the way it's ordered or add another song — as they're doing today. They'll load it up into the sequencer in the sound check and then rehearse it — which you can't do with DAT machines!"

The show also features two real, live musicians.

"Scott Davidson is on keyboards; he looks after the whole thing, presses 'start' on the sequencers, makes sure it's all running and plays his own parts. J J Bell is on guitar and he's one of the best. He's also playing percussion from an *Octapad*, which is featured heavily on four different numbers."

The MIDI set-up is elaborate and relies on tried and trusted technology. A crucial factor is Lowe's and Tenant's experience of what works in the studio.

"They're very technically *au fait*. They employ people like me to set up the gear and look after it, and Pete and Dominic Clark to program it, but the guys know what they're talking about, they'll say 'this is what I want, can you do it for me?' They're on the ball."

Simpson, who worked with the band on their last tour but not in the studio, had quite a lot to get his head round at the start of this tour.

"I come in and look at what they're using and try to make it roadworthy: have it wired so that if a problem should arise, I can go to a cable and repatch without having to think about it. I put these racks together myself. But unlike a lot of people I'm not afraid of MIDI — its simply a tool to be used."

Many of the show's samples and sequences are taken directly from studio material, including the last album's sessions (co-produced by the band and Harold Faltermeyer), transferred via DAT and resequenced in pre-tour production sessions. Samples were copied into either Akai *S1000s* or the *DD1000*.

The racks of MIDI modules and Yamaha DMP7

mixers are controlled by a brace of Roland *MC500* sequencers.

Simpson: "The set is divided into two parts; the first half is on two MC500s and they're reloaded for the second half of the set. The other two are spares. I did the last tour as well, with a similar set-up of sequencers, and we never used the spares.

"They always use *MC500* MkIIs, they're the most reliable, and for editing they're fast. Each drum sound has its own master module; while the bass sounds come off a Roland *S770*. Chris reckons they have a better bass response; he prefers their sound."

Notator sequencer software was used on the road for last-minute song changes, the results then being dumped into the *MC500s*. Along the way, Derek says, the process has to compensate for subtle timing differences that show MIDI is not quite the universal standard it's supposed to be.

Both keyboard players played their patches from Roland A50 mother keyboards. Simpson adds: "Most musicians take a keyboard or a unit and only use 25% of it and then move on to something else when they're fed up with it. But the Pet Shop Boys use everything to the maximum; the samplers all have 40 Mbyte drives and most of them have 32 Mbytes of RAM as well.

"The modules include some Korg M1s, a few MKS-50s, an MKS-80, a Proteus, a couple of TG33s; Chris and Scott have their own keyboard set-ups, each using a Korg M1 and an S1000. All the other units are purely played by the sequencers. There's also a Link 1000 portable keyboard, which Chris plays on stage; that's going through a Samson radio system into a Midiman MIDI converter. That's just for sound effects on stage from the S1000s; he can play piano, explosions, vocals 'oohs' and 'aahs', orchestral stabs, lots of space-age noises and bass samples.

"Another key sound source is an Akai *DD1000* optical disk recorder. That's featured quite heavily for orchestral parts, string section and background vocal effects — it sounds very clean and it's easy to use but it doesn't seem to like vibrations. On a gig where the stage is a bit unstable and the sub-bass units or the dancers are moving things around it might miss a sample. Most people use it for small samples but the Pet Shop Boys use it for longer samples, so if it misses you really notice it."

But then they made it for studio use; I don't think they intended it for the road. But it's well looked after. If we know the stage is a bit creaky we'll take it out of the rack, sit it on lots of foam and babysit it."

The only nod to analogue synthesis I could see in the racks was a *Super Jupiter* module, which is down to Lowe: he apparently loves raw sounds and "the low end you can get from a *Super Jupiter* is amazing — through a big PA system it sounds... mighty! He loves it".

What does a man so adept at programming machines via incremental buttons think of Roland's recent introduction of an upmarket synth bristling with real knobs and buttons?

Simpson: "Absolutely great — it's about time. Look at the S770 sampler, it's a great machine but if you don't have a monitor and mouse it's a nightmare to edit. Once the whole set's loaded in there, fine, but if you have to edit something in a hurry, scrolling through all the pages and working out where you are under dim lighting — well, forget it. I'd love to see more knobs and buttons. Keyboards like that are easier to use and they also look better. It's good to see musicians using three or four synths on stage instead of one master keyboard with everything else in a rack, and never varying their set patches — so many shows have exactly the same keyboard sounds."

The outputs of all the sound modules were routed through Yamaha *DMP7* mixers; providing stereo-pair submixes to simplify the house and monitor engineers' tasks.

"We've got five *DMP7*s; we're using four live with one spare that we can patch into at any time. The *MC500s* change the *DMP7s*' patches at the beginning of each song to the right configuration for the sound engineer.

"The *DMP7*s have their own EQ settings programmed in so the guy out front knows exactly what he's going to get every night. If something changes, a fader can be pushed up on a *DMP7*, press 'Store' and it's there — it's instant. But so far it's stayed the same every night.

"The last tour was basically this set-up, minus the *DMP7s*: the house sound engineer had a couple of Midas boards strapped together and with the band there were 80 channels out front. Whereas now it's all mixed down to about 20 channels of keyboards, a couple of guitar channels and vocals. So he's got one desk out front and less to worry about; he can concentrate on getting the sound right, without the headache, if someone on stage doesn't turn up a volume knob, of finding out which keyboard part has changed out of all those channels. It's all done for him, unless we want something changed, nothing changes."

Do they use a MIDI patchbay?

Simpson: "We use Yamaha MJC-8s. Patch 1 is for the first half of the set; Patch 2 is for the second half. Scott uses a Digital Music MX-8; that's just for him so he can flick through his S1000 and M1 and pick his sounds out."

At the back of the racks, there's yet more MIDI hardware hidden away.

We have the *Super Jupiter* programmer just in case it's needed, and there's no room for it round the front. There are some Roland *A110* MIDI Thru boxes — the keyboard-style display shows any note or chord that's being played and MIDI channels, so if something's not playing I can see instantly where the problem is.

"Our *DMP7* outputs are going through BSS DI boxes — they're clean and easy to use. The power source is regulated by a Galatrek UPS system, so if a spike comes in, in a millisecond it'll jump to battery without missing any sequencer missing a



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beat; it analyses the power and when the spike's gone it'll revert to mains. If the power fails totally it'll go on for half an hour. We could either carry on or have time to turn everything off before the hard disks crashed. A lot of damage could be done to the hard disks — and it takes about 15 minutes to power everything up and reload it all. It's an essential piece of equipment. A lot of managements balk at hiring things like this but if

your power fails it pays for itself in a millisecond. Does Simpson think the concept of 'live MIDI'

automation could go further? "Technologically, that's probably the way to go,

technologically, that's probably the way to go, but I like the human feel and you get to the point where it's sterile. You could have no sound or lighting people out front, just a person at the side of the stage to press 'go' on a sequencer and then retire to the crew bus."

But isn't that essentially what he's got here apart from the dancers and the lights? "You could say that...how do I get out of that

"You could say that...how do I get out of that one? But look, they're showing that what they can do in the studio, they can do on the stage here; they can re-arrange the songs, ad-lib if they want at any time. They can speed songs up, change parts and change samples — it's as live as they can get it. There are bands out at the moment who have a tape machine at the side of the stage but the Pet Shop Boys have this — and it *can* go wrong at any time!"

There must be inherent limitations in MIDI with live work and Simpson finds there are times when he wishes he had more than 16 channels to work with. But there are ways around that.

Simpson: "I give each module or sampler its own dedicated MIDI channel, and each sound or sample has its own note base on that channel. So you'll never get a note that should be playing the bass drum playing a violin. No matter what program changes come in, once the *S1000* changes to a new drum set the right notes trigger the right sounds. If someone gave us more MIDI channels I'm sure this set-up would grow even further. Even with the amount of memory we've got on RAM and hard disks and optical disks, there's never going to be enough."

What about data integrity. Has he had any problems with disks becoming corrupted?

"During the shows, no; but in setting up we've had the occasional bit of data going down on floppy disk. As far as hard disks go, we've had some corrupted data on one *S1000* hard disk and we just reloaded it. You expect that with hard disks, no matter how careful you are with them."

#### Monitors

The show's unusual design and theatrical content dictated an equally unconventional monitor system. On stage, it had to serve four vocalists (Tenant on lead and three backing vocals), Lowe on roving keyboards and the dancers; plus the two off stage musicians. But with so many people cavorting around the stage, creating an effective monitor mix on wedges alone seemed virtually impossible. Another complication was the designers' insistence on keeping the stage clear of rock 'n' roll paraphernalia.

Monitor engineer Nick Bruce-Smith's solution to all this was a hybrid of old and new technologies. Basically, conventional *MS1* wedge monitors served the off-stage duo while four flown Turbosound *TMS-3*s provided sidefills for the dancers. But for the vocalists, Nick chose the new *Radio Station* in-ear monitoring system.

Mixing from a Ramsa 40/18 monitor console, he explains: "The keyboard player has a stereo mix in

2x15 wedges and the guitarist has a stereo mix in 2x12 wedges — all MS1 units, powered from two MS1 switcher racks. The TMS-3s are flown to cover the dancers."

#### **Radio Station**

The *Radio Station* in-ear monitors had already been seen on numerous tours (in pre-production form and using VHF frequencies) since last autumn. A UHF-spec final version is due to be launched this summer.

Martin Noar of Hardware House (Sound) subsidiary The Stage Radio Company, the *Radio Station*'s manufacturers, developed the system. Canegreen's Yan Stile and his partner Chris Lindup also contributed their ideas to the project. Personal Radio Systems (UK) Ltd helped finance and market the finished product. At the end of this chain are LMC — the UK distributors.

Bruce Smith: "In rehearsals we tried all kinds of conventional monitors but when we saw how much movement there was on stage and how much people hated seeing monitors we knew it had to be different. Also, Neil has a very 'low input' voice. I figured that with speakers in the ears we'd have no problems with levels; and because the ear moulds [the *Radio Station* comes with earpieces individually moulded to the artist's ears] block off a lot of the external sound, it's ideal for pitching.

But what were his initial feelings about the ability of an in-ear monitor system to perform in practice?

"Ever since it was first mentioned I'd been rather sceptical — like many other people — and I'd heard widely differing reports about it. But as a concept I think it's brilliant — I think it still needs more research but with certain provisos it's working very well for us."

Most of Nick's 'provisos' centred on the VHF spec, which he hoped the UHF version would largely eliminate. But the shortage of legal frequencies and power restrictions continue to make it difficult for any manufacturer to build an ideal product and do it legally. The *Radio Station*, however, is fully legal.

"There is already too much on the three legal VHF bands as it is. Your power output is limited, which restricts your distance and you always have to be in line-of-sight, which is very difficult. The lower you drop the power the more drop-outs you'll get. And I'm running seven handheld mics — all in a similar range; that means there's a lot of crossbleeding...!"

While anticipating greater things from the UHF version, what is the reproduction like in the VHF-based earpieces?

"It depends on how much local RF interference is causing distortion, ie when it's not getting a clear signal. That's the biggest problem.

<sup> $\tilde{u}$ </sup>Plus you can get it too loud and not realise it so limit the desk outputs before the transmitters to stop distortion. Obviously you can distort the headphones quite easily."

Presumably you wouldn't use them for Iron Maiden.

"I was asked to use them on Depeche Mode but I just couldn't see them working for them: they like to feel so much of the music. But you always supplement them with something else anyway, to supply more depth to kick drums or bass."

As regards processing there are: "gates across the *DMP7*s, for that usual Yamaha sizzle in quiet moments, K-T graphics on the outputs and lots of compressors. When all three of them are singing in unison they can get a lot of gain together on the same monitor mix...they'd end up with bits of headphone speakers inside their eardrums."

#### The SRS

The final component of the tour as far as sound goes was the Turbosound *Flashlight*. It had been unavailable for the US/Canada leg, where a *TMS-3* system had been used instead. It would be fair to say the *Flashlight* arrival had been greeted with relief on the crew bus.

Flashlight was originally devised as an advanced stadium system rather than a general purpose TMS-3 replacement, and this was its first large indoor arena tour. To find out whether such high-Q cabinets can evenly cover a tight space we turn to Jon Lemon, FOH engineer in recent years to Sinead O'Connor, Level 42. The The, Spandau Ballet — and Pet Shop Boys. His comments are interesting because, unusually for a FOH engineer, he's worked with many of the major touring SR systems.

"In the last 18 months to two years I was the first person apart from Simple Minds' engineers to take out the F2, with Spandau Ballet. That sounded pretty good, though a bit tough to fly. I used to run a 20-cabinet Clair Brothers S4 system in Australia but I've never really rated the S4. The E-V MT-4 is very powerful but you can get throat distortion on the manifolds. Having said that, it sounded great with Prince.

"After the F2 I shifted over to Prism with Sinead and Level 42, and I've got to say that for me it's a great sounding system. But I've also heard it sound...not so good, shall we say.

"But during the summer season last year I did some festivals with Sinead using *Flashlight*. Nothing else flies as well or is as flexible. Last night [in Paris] we measured the power it was drawing — 28 amps a side, which is remarkable. And it works in any area — you can contour it to the way you want it to be.

Will *Flashlight*, with two standard boxes, be able to work in as wide a variety of venues as *Prism* in all its variations?

"I can't be too categoric — I haven't tried smaller systems in theatres. But I heard Cliff Richard's Gospel Tour was a success with six pairs a side."

How is the show to mix?

"It's partially pre-mixed in the studio, driving *DMP7*s here. So I can concentrate on getting a good sound. So it's a weird one — it's like having musicians without the attitude bit — consistent every night!"

Britannia Row's Bryan Grant explained the presence of a pair of Midas *PRO-40s* on FOH duty: "They were due to be sold off but people kept requesting them because they love the EQ; so we had them completely refurbished," he grins.

#### Finale

It's difficult to know what to say about a show like this. It certainly was 'live', at least as far as the audience were concerned — they danced from start to finish.

The *Flashlight's* clarity seemed well suited to the hi-tech music and Jon Lemon was clearly having a lot of fun playing with the system and trying out its possibilities. As for the band, despite the wealth of hits under their carefully-marketed belts, they're implausibly fresh and wide-eyed about the joys of touring. No jaded

'thirty somethings' here — just a whole lotta MIDI and a whole lotta energy. Yes...I confess to secretly enjoying it.  $\Box$ 

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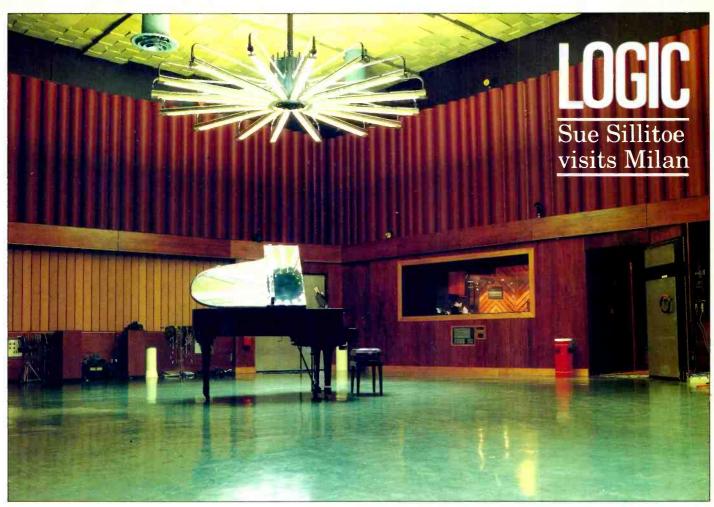
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ogic Recording Studios is located on the outskirts of Milan. It is to this 48-track digital facility, owned by brothers Michelangelo and Carmelo La Bionda, that people like Beautiful South, Depeche Mode and Robert Palmer have been flocking, despite the fact that there are plenty of similar studios much closer to home. Some may argue that UK-based bands would be better off using UK-based studios, if only to avoid language barriers but Logic has a strong multilingual policy in force — everyone who works there speaks English and some of the staff speak German, French and Spanish as well. However, this still doesn't explain why Logic has been attracting so much business from the UK, nor why it is perceived as a success when many other studios are finding times very tough indeed.

In Logic's case the answer is obvious: they succeed because they have the right attitude. They manage to combine an efficient and businesslike manner with style, friendliness and a sense of humour — how could they fail?

I was shown around the facility by the funniest pair of engineers I've ever met — Pino Pischetola and Antonio Baglio. They were like a comedy double act, interrupting each other in their excitement to point out every little thing about the studio and finishing each other's sentences when their English which was pretty good as far as I could tell — ran out on them.

The recording studio, which is housed on the first floor of a large modern building, was initially built by Italian record company CDG back in the early '70s. CDG constructed the studio separately inside the main building so that although it has no natural daylight, it does have total isolation.

When the record company got into financial trouble it sold the studio to the La Bionda brothers — former Italian pop stars who had moved into music production, publishing and running their own record label. The brothers have been running the studio as a commercial facility for about five years. Michelangelo is the business brain behind the operation while Carmelo provides the artistic content, composing music for advertising and developing Logic's audio-for-video post-production skills. Over the last five years they have totally revamped the studio and ancillary services and have built up its reputation as a major



#### Studio A

international recording facility.

Soon after they took over, Michelangelo and Carmelo called in studio designer Andy Munro to redesign the control room and check out the acoustics in the recording area. A lot of work had to be done in the control room to bring it up to scratch including the installation of a 56-channel SSL *SL 4056* console, new Quested monitors and new tape machines.

But Munro's advice regarding the studio area was to leave it alone — it sounded fine and therefore why change it?

The studio area is rather unusual. Firstly, it is huge — easily big enough for full orchestral scores which do occasionally form part of its workload. And, secondly, there's the acoustic



#### **Post-production suite**

treatment, which really is unusual. It consists of a system of large cylinders covering every wall, which revolve at the touch of a button to give a live or dead atmosphere depending on what the client needs. Also very interesting are the light fittings, which hang like the underbelly of the *Starship Enterprise* from the ridiculously high ceiling. As part of the redesign Michelangelo talked about ripping the lights out. But he was persuaded to leave them in because they are so unusual.

The engineers say: "We find bands really like this studio because they can set up all their gear and still have room to move around. Often they use one half of it as a recreation area — they hang around in there rather than in the control room because there is so much space.

"It is a shame that there is no natural light but because of its size it doesn't feel claustrophobic. Its very rock and roll — the finishes are not fine wood and delicate things, so a bit of mess is OK. We have installed tie lines everywhere and we have also got an extra wide lift so bringing machines up from the ground floor is not a problem."

One reason for Logic's international success is Michelangelo and Carmelo's attitude towards equipment. They happily admit that they like to stay one step ahead of the competition, which is why they were the first studio in Italy to install an SSL desk, the first to upgrade it with a *G* series computer and the first to go 48-track digital.

The studio is equipped with a Sony PCM-3348 digital tape

machine and also has two Studer A800 mkIII 24-tracks with full Dolby SR. If clients prefer to use Mitsubishi digital machines Logic rents them in — usually from Hilton Sound in London. Pischetola and Baglio say: "Logic chose Sony rather than

Mitsubishi because it felt it was a better machine and would eventually be the format most people would want to use.

"Michelangelo likes to be the first to do things and he is prepared to take risks with new machines — the Sony was a risk because a lot of Italian studios have been getting Mitsubishi machines. But we think it's great. Not long after we got it two Japanese engineers turned up from Sony and changed over the heads because someone had reported a fault — we hadn't even realised there was a problem but they changed them anyway."

Apart from the Quested main monitors, Logic has Yamaha NS10s for nearfield. Pischetola/Baglio add: "We also have a pair of Alphi speakers which cost  $\pounds$ 7 and have to be the worst speakers in the world. We play everything we do through them, working on the basis that if it sounds OK through them then it's going to sound OK anywhere!"

Logic's equipment is certainly very up-to-date but that alone isn't enough to stay ahead in this business so why are so many big name bands choosing to record here? Surely it's not just the lure of Milan?

The engineering duo put it down to efficiency on an international scale. They said: "In Italy there are a lot of studios that are frankly awful. They have cheap desks, dreadful wiring and no proper acoustic treatment. They don't have proper maintenance either, whereas we have 24 hour maintenance because in order to run an efficient international studio you have to have your equipment 100% right.

"Also our policy is to invest in new equipment. We have the usual range of outboard gear and we check with clients in advance to make sure we have everything they need. If we have not got something we will either buy or hire it. For example, when Robert Palmer was here for the first time he asked for a Lexicon 480, which we didn't have. Michelangelo said: "Why mess around hiring — let's just buy it." The same thing happened this year when Palmer wanted a Focusrite rack — we simply bought it. We want to show that we care. If we have to hire it's no problem. There are no hire companies in Italy so we have to bring equipment in from the UK but we have done this so often now that we have found a way through the customs red tape.

<sup>a</sup>Another reason we do well with international artists is because we can help out with finances. If a band comes here and wants to use backing singers or specialist musicians they may



Studio B



**Pre-mastering room** 

have trouble financing payments. Because we have the back-up of a record label and a publishing company we can arrange temporary finance while money transfers are being sorted out. This is a vital point and comes with experience. You have to work with international bands over a long period of time to fully understand the problems they have when they are abroad and find ways you can help make the process as smooth as possible."

These comments were reinforced by Michelangelo La Bionda: "One of our main selling points is the staff. We have 18 excellent people working here who all speak English. Also the studio is of a very high standard — we like to get new things in fast.

"We are attracting a lot of international business because Milan is a great city. It's the centre of the fashion industry and the costs of recording here are comparable with recording in the UK. I think the main reason we get a lot of international work is historical. Carmelo and I started out in the music business over 20 years ago as artists and producers so we have built up a lot of contracts. Work comes here by word of mouth and once that happens the whole thing spreads.

"I have always believed in being international — both as an artist and as a studio owner. I see myself as an internationalist, I'm married to a Swedish woman, I have lived and worked in London, in Munich and the US so I have gained a lot of experience. We try to make sure the studio has the right kind of ambience and we are constantly picking up new ideas, which we put into practice in the studio. It seems to be paying off."

He adds that diversification and success go hand-in-hand at Logic. Apart from the recording studio, Logic also houses a copying room for cassette and DAT; tape storage areas — they store all CBS Italy's masters; a Sony *1630* editing room, which has recently been redesigned to make it more comfortable; a cutting room; a relaxation area for bands; administrative offices and a digital audio/video post-production suite equipped with an AMS *AudioFile*.

Logic are now moving more and more into post-production as a result of a joint venture it has recently undertaken with film company Zeus. The two companies have set up a new postproduction facility in the centre of Milan, which is known as Logic West. Most of Logic's television and advertising agency work is being moved across to Logic West, leaving the existing *AudioFile* suite free for CD pre-mastering.

La Bionda says: "The aim is to have everything we need inhouse so that we can do all our own work here and also take in work from other companies. My investment in the studio must be aimed at getting top quality results. When we started we had very little — just one studio. But now we have opened out the business to cover lots of different areas so that if one side is down, due to usual market fluctuations, we are making a living with one of our other activities. Having a diverse client base is vital to our success."

Apart from the existing facilities, the La Bionda brothers are in the process of building a second studio on the fifth floor of the complex. Once again they have called in Andy Munro to design the room, which will be equipped with a 36-channel Amek *Angela*, a Studer *A800* and Dolby *SR*. Primarily this studio will be used by them for their own work, which involves a lot of composing for advertising. They had been finding it difficult to get into the main studio because it was so much in demand by clients.

"The new studio upstairs will be geared towards the sort of work Carmelo and I do. It will have lots of keyboards and a *Synclavier*, which we are installing in the spring."

There is so much to say about Logic Studios that one wonders where to start. But the overriding impression you get from visiting this facility is that it's the people that make the place so interesting.

But why have they never put together a brochure or gone in for heavy advertising campaigns? La Bionda's answer was simple and yet typical of Logic's attitude: "We have never bothered with a brochure because I think the best way to sell Logic is to get people over here to see it. If someone shows an interest in using the studio I will fly them out to visit us at my expense. That is usually all we need to do because the studio sells itself."

Logic Studios, Via Quintiliano 40, I-20138 Milan, Italy. Tel: 258 01.11.60.







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## NONITORING

A list of recently introduced products compiled from information available to us at the time of writing

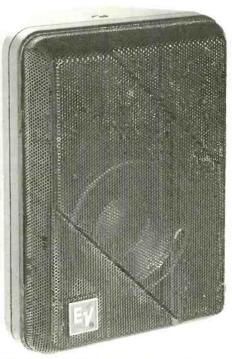
Audix: The US Audix company have launched a 2-way nearfield monitor known as the HRM-1. The LF driver is a 6<sup>1</sup>/<sub>2</sub> inch polypropylene unit while the HF is handled by a polyamid dome tweeter. The crossover is at 3 kHz with 24 dB/octave filter slopes. Audix claim that the use of a 11/2 inch voice coil on the LF unit together with the vented cabinet design gives a power handling of 150 W and a -3 dB response of 48 kHz in a cabinet of 16x10x7<sup>3</sup>/4 inches. Audix have used a Neoprene faceplate to cover the front cabinet surface and reduce cabinet diffraction problems and the speaker pairs are component matched and supplied as symmetrical sets. The HRM-1 is available in natural oak or black oak finishes. Audix, 5653 Stoneridge, Pleasanton, CA 94566, USA. Tel: (415) 463-1112. UK: Rose Morris Co Ltd, 8/9 The Crystal Centre, Elmgrove Road, Harrow HA1 2YR. Tel: 081-427 5377. Fax: 081-861 3595

BNS: The BNS professional A-4 compact monitor is a small 2-way monitor designed for small rooms and close monitoring. It uses a 140 mm bass driver with a cone made of woven glassfibre. The driver is placed in a vented cabinet, which is tuned at 65 Hz. The tweeter is a 25 mm dome with high damping losses.

The A-3 is a 2-way design that includes an active crossover, input amplifier and two power amplifiers. It's intended for small to medium sized control rooms.

The Sub-A is a woofer system to supplement the

A-3 and the A-4 on the lowest notes in the spectrum. The Sub-A contains its own crossover and power amplifier, and can be used as a centre



Electro-Voice S-40 compact monitor



Genelec 1031A compact active studio monitor

woofer or in a stereo configuration. BNS Professional, AX Loop op Zand, The Netherlands. Tel: 041 662434. UK: Dyer Audio Systems, 13 Molesworth, Hoddesdon, Herts EN11 9PT. Tel: 0992 468674. Fax: 0992 467581.

B&W: British speaker manufacturer B&W launched a new nearfield monitor that was originally developed for Abbey Road Studios, London. The Matrix 805 has a 6.5 inch mid/bass driver featuring a Kevlar cone with a 30 mm high temperature voicecoil wound on a Kapton former; the tweeter is a modified version of that used in the 801, having a 1 inch metal dome design with ferrofluid control and a high temperature voicecoil. A sixth order Butterworth bass filter crossover delivers a bass extension down to 35 Hz, and the physical placement of the drivers aids the crossover in producing time alignment. Gold plated terminals are fitted allowing bi-wiring or biamplification. The Matrix cabinets come in two formats, vertically standing (805V) or horizontally standing (805H); a number of finishes are available.

#### B&W Loudspeakers Ltd, Marlborough Road, Lancing, West Sussex BN15 8TR, UK. Tel: 0903 750750. Fax: 0903 750694.

**Cabasse:** The *Oberon* is a 3-way system equipped with four drivers. The system is particularly designed for theatre use where very high sound levels are needed without distortion. In some cases the *Oberon* can be backed up by the *Saturne* subwoofer. *Saturne* can also be combined with two satellite systems: *Janus*, an efficient 2-way system speaker, and *Phobos*, a multi-amplified 3-way speaker.

Cabasse Paris, 22 bd Louis Michel, F-92230, Gennevilliers, France. Tel: (1) 47 90 55 78. Fax: (1) 47 90 65 35.

**DynaudioAcoustics**: DynaudioAcoustics represents a collaboration between studio monitor designer Andy Munro of Munro Acoustics and Danish driver manufacturer Dynaudio A/S. Dynaudio have developed new ranges of professional monitoring systems, the *M* and *C* series.

The *M* series consists of the *PPM1*, 2-way passive design for nearfield application; the *M1* 2-way passive nearfield; the *M1-SW* 2-way passive with active subwoofer, the *M2* 3-way passive; the *M2-SW* 3-way passive midfield system with active subwoofer; the *M3*, a 3-way active midfield system; and the top of the range *M4* 4-way active system.

The C2 was developed as a high quality compact reference monitor for applications in small broadcast studios and in classical music monitoring.

#### DynaudioAcoustics A/S, Sverigesvej 15, DK-8660 Skanderborg, Denmark. Tel: 45 86 52 34 11. Fax: 45 86 52 31 16. UK: DynaudioAcoustics, The Studio, 13-16 Embankment Gardens, London SW3 4LW.

Tel: 071-352 8100. Fax: 071-351 0396. Electro-Voice: E-V have introduced the S-40, a 2-way 'personal' sized monitor to accommodate a

2-way 'personal' sized monitor to accommodate a variety of monitoring and playback applications. The S-40 features a 5½ inch direct-radiating polypropylene woofer, coupled with a 1 inch ferrecooled soft-dome tweeter. It's long term power handling is rated at 160 W.

#### Electro-Voice, 600 Cecil Street, Buchanan, MI 49107, USA.

#### Tel: (616) 695-1304. UK: Shuttlesound Ltd, 4 The Willows Centre,

Willow Lane, Mitcham, Surrey CR4 4NX. Tel: 081-646 7114. Fax: 081-640 0106.

Feltway: Feltway is a new Swiss company designing and manufacturing active monitors. Currently there are three models in the range all with a similar design — all are 3-way active systems.

The electronics for each monitor are contained in a box mounted on the rear which can be removed

from the unit for service or maintenance. The smallest in the range, the 83, has an 8 inch LF unit and a 52 Hz lower limit; the 103 has a 10 inch LF unit and a lower limit of 39 Hz; and the 103E is a variant on the 103 with a front mounted port that extends the LF response to 31 Hz.

Cabinets are built from a honeycomb material that's derived from aircraft construction and is very light and rigid. All the models are available with Gel Coat (a clear finish over the honeycomb structure) or Carbone (black piano lacquer).

Feltway claim specifications of 107 dB SPL at 1 metre and crossover frequencies of 350 Hz and 2.7 kHz on all models. A range of accessories are under development for different mounting requirements and fixings. Feltway SA, Ch du Stand 18, 1026 Echandens, Switzerland. Tel: 21 702 42 94. Fax: 21 702 42 94.

**Genelec**: The *1033A* active monitor is a smaller edition of the *1034A*, designed for use in small and medium sized control rooms. Many of the features used in the *1034A* have been employed in this model. The *1033A* uses 2x10 inch long throw woofers, a 120 mm Genelec developed mid-range high sensitivity cone driver and 25 mm metal dome tweeter. The system consists of three modules, two speaker enclosures and the amplifier unit.

The 1031A studio monitor is an active 2-way DCW (Directivity Control Waveguide) design for broadband high output applications. The 1031A uses an 8 inch polymer composite cone woofer and a 1 inch aluminium dome tweeter. The tweeter is mounted in a DCW to minimise diffraction, and controls the system's overall directivity.

#### Genelec, Tehtaantie 17, SF-74100 Iisalmi, Finland. Tel: 77 133 11.

UK: SSE Marketing, Unit 2, 10 William Road, London NW1 3EN. Tel: 071-387 1262. USA: Quest Marketing, PO Box 20, Auburndale, MA 02166. Tel: (617) 964-9466. Fax: (617) 969-7758.



The DynaudioAcoustics range of monitors



Sonosax JM3-A

Monitor Technology: Monitor Technology have announced their second product — the *Monitor One Reference Limited Edition* nearfield monitor, a 2-way. bass reflex unit with passive crossovers. Although the crossover frequency is at 2.5 kHz, the angling of the front of the speaker cabinet boosts the response of the tweeter at frequencies down to 1.7 kHz to give a flatter response. The cabinets have been designed to give the minimum of reflexions while ensuring good off-axis response. Monitor Technology, Nedergade 35 C, DK-5100 Odense C, Denmark. Tel: (66) 13 99 81. Fax: (66) 14 91 81. UK: Raper & Wayman Ltd, Crusader Industrial

Estate, Unit 3, 167 Hermitage Road, Haringey, London N4 1LZ. Tel: 081-800 8288. Fax: 081-809 1515.

The Professional Monitor Company: Shown for the first time at this year's APRS are the company's two ranges. The *LB1* is a 2-way compact studio monitor, with a frequency response of 35 Hz to 30 kHz and power handling of 300 W. The *BB5* series active studio monitors come in two configurations, both 3-way systems. The *BB5/2* includes two *BB5* cabinets, three *PM1200* amplifiers, one *PS 2500* PSU and electronic crossover; the *BB5/4* features four *BB5* cabinets

(two main, two slaves), four *PM 1200* amplifiers, two *PS 2500* PSU and electronic crossover. **The Professional Monitor Company, 27** The **Avenue, Highams Park, London E4 9LB, UK. Tel: 081-531 5308. Fax: 0582 579278.** 

**Quested Monitoring Systems**: Quested have launched two new studio monitoring systems, the HQ410 — the first large fully passive system from Quested, and the H208, a passive monitor designed for use in broadcast pre-and postproduction.

Quested, AKG Acoustics Ltd, Vienna Court, Lammas Road, Godalming, Surrey GU7 1JG, UK. Tel: 0483 425702. Fax: 0483 428967. USA: AKG Acoustics Inc, 1525 Alvarado Street, San Leandro, CA 94577. Tel: (415) 351-3500.

**Sonosax**: Sonosax have introduced the *JM-3A* compact 3-way active monitor, which is equipped with the same technology as the new *FD-A100* power amplifier. The active crossover uses slopes up to 54 dB/octave and each way has its own limiter to ensure reliability.

The *JM*-3*P* is the passive version of the *JM*-3*A* and contains high efficiency LC filters. Sonosax SA, 1162 St-Prex, Switzerland. Tel: (021) 806 02 02. Fax: (021) 806 02 99.

**Tannoy:** The *CPA 15.2* is a rugged compact reflex sub-bass system using two 15 inch long throw transducers operating down to 26 Hz. The *CPA 15.2* has been designed to operate with an active crossover and has a recommended crossover point of 125 Hz to 300 Hz. The *15.2* uses DMT construction for the enclosure. The main application is as sub-bass for the *CPA 12* and *15*, as well as other systems benefiting from LF reinforcement.

The *CPA* 5 uses a 5 inch inductively coupled transducer with a frequency response of 80 Hz to 22 kHz and yet uses no tweeter voicecoil eliminating the need for a crossover. Applications include restaurants; AV presentations; theatre infill; and sound reinforcement.

Tannoy Ltd, Rosehall Industrial Estate, Coatbridge, Strathclyde, ML5 4TF, Scotland, UK. Tel: 0236 20199. Fax: 0236 28230. North America: TGI/Tannoy, 300 Gage Avenue, Kitchener, Ontario, Canada N2M 2C8. Tel: (519) 745-1158. Fax: (519) 745-2364.

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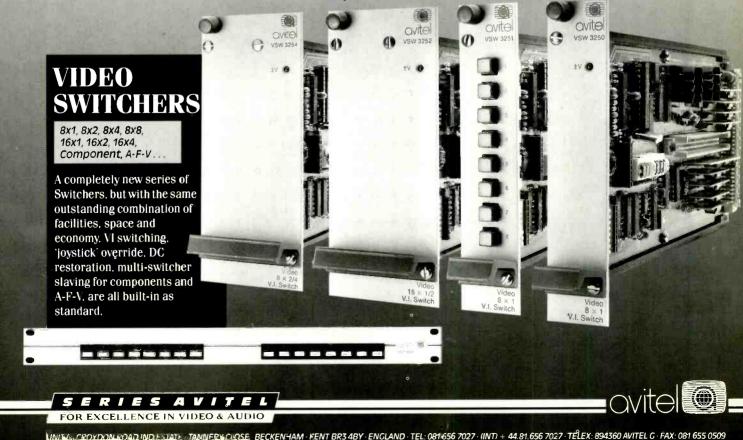
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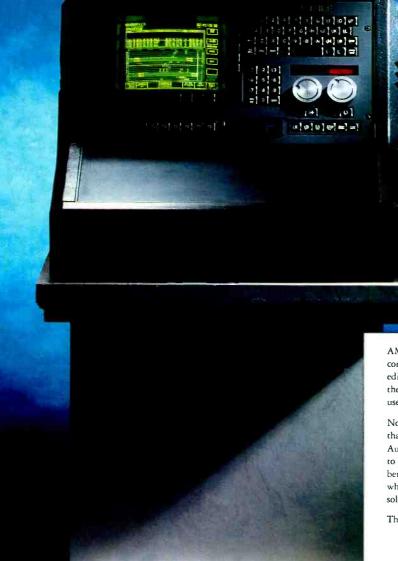
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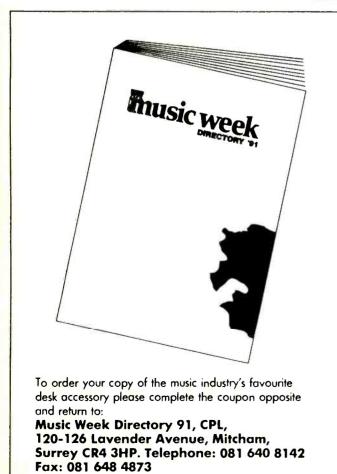


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# **SCHOEPS SPHERE**

Francis Rumsey gives a subjective assessment of the Schoeps 'sphere' microphone system

choeps have developed a stereo microphone based largely on Gunther Theile's innovative stereo pickup and listening model 1.2. It is currently being made available in prototype form for assessment, and the following is a report on subjective listening tests performed at the University of Surrey in March. The production version does not differ substantially from the prototype we assessed, the differences being only cosmetic. These results are based on a one-day test made when the microphone became available at short notice, and are the combined subjective impressions of the author plus two experienced listeners. No attempt was made at double-blind conditions, since we were not trying to arrive at any sort of 'order of preference'

We compared the Schoeps 'sphere' with a number of other stereo microphone techniques on a number of sources in different positions in the studio ( $250 \text{ m}^2$ , RT 1.5 to 2 secs, NR 15), although time did not permit as many tests or comparisons as we would have liked. It was suggested by UK distributor SSE Marketing, that the success of the mic would depend considerably on the acoustics of the building concerned and, particularly, the mic's siting. To verify this it would be necessary to try it in more locations than was possible in the time. Nonetheless some interesting points arose which are worthy of discussion.

#### The microphone

The KFM 6U is essentially two pressure-operated mics mounted flush with the surface of a sphere, diametrically opposite each other, roughly in the positions of ears on a human head. The sphere has a diameter of 200 mm (again roughly head-sized) and is covered with a matt grey material and filled with damping. It is heavy compared with most other stereo mics, at 1.5 kg. The preamp housing protrudes from the base, and a five-pin XLR connector carries the output, which is not passed through any kind of control box or

power supply. In the production model the preamp housing is expected to protrude less than on the prototype and the 'seam' joining the two halves of the prototype sphere will disappear.

#### Principles

The reproduction of binaural signals on loudspeakers may be improved by equalising them to remove the colouration of the frequency response, which normally results from dummyhead sources<sup>1</sup>. This amounts to equalising the signal to make the 0° incidence freefield response flat, as well as making the sum of left and right channels frequency-independent for any angle of incidence. The integrated diffuse-field response is also almost flat.

The sphere microphone does not have the pinnae often simulated on dummy heads (that is the visible skin and bone structure of the outer ear), and thus is not provided with the spectralmodification cues which aid front-back perception. When the result is replayed on loudspeakers, it is claimed that the effects are a greater sense of 'spatial integrity', a stereo image of outstanding naturalness, as well as excellent sound-colour neutrality and LF response comparing dummyhead signals with conventional coincident-pair techniques, Theile<sup>2</sup> claims, "The coincidence microphone signal which does not provide any head-specific inter-aural signal difference fails not only in generating a headreferred presentation of the authent impression and depth, but also in gen loudspeaker-referred simulation of th impression and depth."

What is suggested is that we should not be concerned with how the signals from the two loudspeakers sum at the ears to produce phantom images, but with the image in the so-called 'simulation plane' between the speakers. This is clearly just one way of approaching the stereo reproduction conundrum but one which is getting a lot of exposure at the moment. The real situation, of course, is nothing like as black and white as implied, since it is not true that coincident-pair recordings always lack depth and spatial integrity. The real problem is that in any two-speaker stereo set-up one is attempting to project a full three-dimensional sound field onto a 60° two-dimensional angle, and thus 'reality' 'naturalness' and 'spatial integrity' become very much a matter for subjective interpretation. Typically stereo microphone techniques have always been a compromise between a feeling of 'space' (or 'phasey stereo' as someone recently dubbed it!) and imaging accuracy. This is one principal reason why near-coincident pairs often score very highly in subjective comparisons (as indeed was again proven in a recent large scale test carried out in Germany, including the sphere discussed here) since they combine many of the imaging advantages of a truly coincident pair with some of the 'spaciousness' which results from spaced mics. (The sphere also scored highly in the aforementioned test.)

We must ask ourselves if this sphere is really that different from a near-coincident pair? Roughly the same timing differences exist between the capsules as between the mics of an ORTF arrangement, although the level differences only become significant at middle-to-high frequencies. The mics in the sphere are pressure-operated (basically omnis if not mounted in the sphere), whereas the typical ORTF arrangement uses cardioids. Cardioids, though, become more omnidirectional at LF and more directional at HF.

Clearly the two configurations are not the same but have striking similarities.

#### Subjective assessment

We compared the sphere with a coincident pair of AKG C414-ULS set to fig-of-eight, a spaced pair of B&K 4003 omnis (first spaced at 4 ft, then at 6 ft), an AKG C24 stereo microphone set to fig-of-eight, and a Calrec Soundfield microphone. A suspected fault with our Soundfield mic led us to reject the comparison with this. Monitoring was via B&W 801s. Headphones were also tried when listening to the recordings of the comparison.

We tried a number of mic positions, first locating them all together (as close as possible without occluding the 'ears' of the sphere), then moving the sphere closer to the source and then further away. We listened to a small string ensemble playing sustained classical music, a solo grand piano, a mixed ensemble of strings, wind and piano playing transient-dominated 20th century music (Webern) and a spoken voice walking around the mics. We also tried mixing the sphere with other mics to see whether or not it added useful 'space' as an ambience microphone.

The sphere is certainly a mic that one has to learn to listen to. Our general impression was that we perhaps grew to like it more as we listened more, since it requires that one rather suspends conventional expectations and accepts the 'picture' of the source and the room that it often presents. Some specific points emerged though, these being based principally on an attempt to use this mic as a 'main pair', positioning it so as to give a reasonably broad image with sources appearing to be spread evenly across the sound stage.

#### Positioning

It became clear that it was necessary to place the sphere considerably closer to the ensemble than any of the other mics, in order to get a similar separation between the channels when compared with other mics, and to get a more 'conventional' image. When the sphere was placed some 2 to 3 ft behind the conductor's head it was subjectively vastly improved over the first position (that was with the other mics, approx 6 to 8 ft behind the conductor).

At further distances from the source the sphere's output became quite monophonic, with the players largely confined to the centre half of the image. Interestingly, though, transients and high-energy HF signals appeared to be pulled towards the edges of the image, while continuous sounds appeared to be closer in. There was some evidence of low frequency image-wandering on continuous sounds as the frequency changed.

#### Localisation

The coincident pairs gave, in general, better pointsource localisation, but these images were quite 'forward' and 'immediate' compared with the sphere, which gave more of a 'perspective picture' of the event. That is not to say that the sphere did not localise point sources but that they were not as crisp and stable with the sphere as with coincident mics. Point sources were much easier to localise

#### Spaciousness

Concerning the elusive quantity of spaciousness, it is true that the sphere gave a very 'open'

impression with some depth and replication sound'. It wrong to say, this was from the mics, since presented a

to the image, element of a good of the 'room would be though, that missing coincident these also good spatial

impression with some front-back discrimination. In comparison, the spaced omnis gave a typically imprecise but pleasing image, with excellent LF response and again a 'spacious effect', although sources were difficult to locate at times, especially at LF. In order to achieve a similar direct-toreverberant balance with the sphere as with the other mics, it was necessary to move closer to the source.

#### Further points

The perceived LF extension of the sphere was somewhere between that of the omnis and the coincident fig-of-eights, but this depended very much on the nature of the source. On the piano it sounded almost as lacking in bass as the fig-ofeights, but on the ensembles not so. In fact the grand piano gave by far the most pleasing results on the B&K omnis. The inherent noise from the sphere was subjectively very low and its perceived frequency response uncoloured and extended, although perhaps with a hint of the Schoeps 'hardness' remarked on by some listeners.

During a 'walk-around' of all four pairs further points were noted. Firstly, the sphere did not exhibit the out-of-phase quadrants around the sides of the microphone that are inherent in fig-ofeight and hypercardioid pairs. Any reverberation and reflexions picked up in these regions, therefore, would be cancelled somewhat less in mono than with the crossed pairs, although of course there is the fixed spacing between the mics to consider with the sphere, which results in a variable phase difference between the channels, dependent on frequency. (It is claimed that the HF level difference between the channels of the sphere minimises the losses due to cancellation when the two channels are summed to mono, and that at LF the phase difference is small, although this would not entirely account for the problematic middle frequencies.) Also during the walk-around it was noted that the sphere image tended to jump quite quickly from the centre to half-left or half-right, after which it simply became more left or right.

There was no left-right reversal around the back of the sphere as there was with the crossed pairs.

We attempted to assess whether or not any height information could be derived from the sphere, although it was hard to see how this could be achieved, since the sphere is symmetrical in all planes (apart from the projecting amplifier housing) and doesn't have pinnae or a torso to give the necessary reflexions, and the mics are mounted symmetrically in it at exactly opposite sides of the diameter. Over an angle of approximately ±45° up and down at 0° frontal incidence we

would detect no reproduced height information when monitoring a speech signal on loudspeakers. The image remained firmly fixed between the speakers at a constant height and did not change markedly in timbre. The reason we attempted this was because the initial information for the microphone suggests that tilting the sphere will tilt the sound field correspondingly. Unless the tiny hole in the front of the sphere has any effect, which was not indicated, then it is difficult to find a reason for this claim. Further tests would be required to be certain about this aspect of its performance.

#### Headphone listening

Some sections of the recording from these comparison sessions were subsequently monitored on headphones and the sphere showed a marked improvement over the other mics in giving an outof-the-head spacious image, whereas the images from the crossed pairs were very much 'inside the head'. In this respect the sphere's image was more loudspeaker-headphone compatible than that of the other mics, although the headphone stereo was not as good as that obtained from true dummy heads. The headphone image from the sphere was all in the rear hemisphere (as I have noticed in all but the best dummy-head recordings) but this was to be expected considering the lack of pinnae and other head/torso characteristics, as well as the equalisation for a flat frontal response. The walkaround was impressive from the sphere, although frontal hemisphere positions were transposed to the rear hemisphere. It was better in almost all respects than the other microphones when monitored on headphones.  $\Box$ 

References 1 Rumsey, F 'Creating a new image', Studio Sound, June, 1991 2 Theile, G On the naturalness of two-channel stereo sound. Presented at 9th AES International Conference, Detroit, Feb 7th to 9th, 1991, Audio Engineering Society)

Studio Sound, August 1991 42



#### The prototype of our M1 nearfield monitor produced a number 1 album

"Choke" by the Beautiful South, recorded and mixed exclusively on Mike Hedges' DynaudioAcoustics M1s

#### The prototype of our M2 midfield monitor produced a number 1 album

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Denmark: New Music Tel. (86) 19 08 99 Fax (86) 19 31 99 France: Hilton Sound SARL Tel. (01) 46670210 Fax (01) 4789 81 71 Germany: MEGA Audio GmbH Tel. (06721) 2636 Fax (06721) 13537 Ireland: Ideal Systems Ltd Tel. (01)177 4663 Fax (01) 774 675 Japan: General Traders Ltd Tel. (03) 3293 2274 Fax (03) 3293 5391 Norway: Lydconsult (TECH. DIV) Tel. (09) 190381 Fax (09) 191334 Sweden: Tonkraft Import AB Tel. (031) 13 49 50 Fax (031) 11 34 72 USA: 21st Century Ltd Tel. (213) 463 4718 Fax (213) 463 1209 UK: Stirling Audio Tel. (071) 624 6000 Fax (071) 372 6370, Systems Workshop Tel. (0691) 655019 Fax (0691) 658549 he original philosophy behind Sapphyre was to build an affordable, compact console featuring facilities and spec more usually associated with top level studio desks — a scaled down SSL or Neve V for the home studio, if you like. An in-line design was chosen and attention paid to the styling from an aesthetic and an ergonomic point of view. Peter Philips of Landmark Products Design, who has been responsible for styling previous Soundcraft consoles, including the award winning Delta, was commissioned. First impressions are always important and this console has an attractive and professional look about it.

Sapphyre comes in five frame sizes (20, 28, 36, 44 and 52 inputs) and should appeal to both domestic and professional markets — in fact one potential client was so impressed with the console, the signal path in particular, that he's considering 'side car-ing' it to his existing SSL. The spec is impressive and the console is quiet, with group and mix output noise figures quoted as -88.5 dB (24 channels routed).

#### I/O module

For what's on offer, the console is extraordinarily compact — 765 mm from the moulded front buffer to the base of the meter bridge; a 28 I/O frame measures a little over 1,000 mm. Although space is at a premium, the controls are not over miniaturised or cramped and, apart from one of the buttons on the noise gate, visibility is generally good. New look pots, incorporating a broad plastic collar over the lock nut, not only improve the appearance of the controls but also guard against dust. Pots throughout the console, such as EQ gain, have been detented.

At the top of the I/O module is a dual-concentric level control — the upper controlling the switchable mic/line input to the channel path and the lower trimming the tape return level to the

# **SAPPHYRE**

Hullin

monitor path by  $\pm 10$  dB. The channel path includes phase-reversal, HPF (100 Hz second order), and phantom powering; a SUB button routes the associated group bus (ie I/O Chan 10 inputs Group Bus 2) to the channel path to provide audio subgrouping.

Like Soundcraft's 3200, Sapphyre includes a noise gate on every I/O channel. Although the gate is derived from the 3200, feature for feature it actually offers more facilities albeit without the same degree of flexibility; the fixed attack (100 us) gate offers the usual IN/OUT, CHAN/MON, THRESHOLD (-40 to +10 dB), RANGE (-15 or -60 dB) and RELEASE (0.1 to 4 seconds), but in addition there is a sidechain bandpass filter (70 Hz to 4 kHz) to allow frequency conscious gating, a sidechain FLIP switch for external keying from whichever path is not selected by the CHAN/MON switch, and a HOLD function, which allows up to 2 seconds of hold to be set from the double function RELEASE control. With HOLD active the RELEASE time is fixed at its fastest speed of 100 ms. A single red LED lights when the gate is shut.

The EQ and gate have been designed by freelance engineering consultant Trevor Stride who is well known for his work with SSL and Focusrite. In fact, the console is really Stride's baby, as he originally approached Soundcraft with the concept, which he had been considering for some years. A great deal of importance was attached to the EQ and Stride took a 'black box' to various producers and engineers to get direct feedback on his designs. The end result is a 4-band, splittable equaliser comprising HF (±15 dB at 12 kHz) and LF (±15 dB at 60 Hz) second order shelves in one section, and an HMF (600 Hz to 12 kHz) and LMF (100 Hz to 2 kHz) with ±15 dB peak boost/notch cut in the other. The asymmetrical design of the mid frequency section came about by Stride's observation that engineers generally tended to boost using a broad Q and cut with a much tighter more specific Q; as no room was available to include variable Qs, this

arrangement was adopted. The LF shelf is also asymmetrical with a shelving curve for the cut,

but a bell curve for the boost. The thinking behind this is that a shelf would over-accentuate the very low frequency content of the sound, causing general muddiness and confusion to the bass end. The bell shape produces a much cleaner, tighter response, and considering the console is only  $\frac{1}{2}$  dB down at 10 Hz and the increasing ability of equipment to reproduce VLF these days, it makes sound sense. Each of the two EQ sections has a MON button allowing it to be positioned in either signal path — an overriding IN/OUT button affects both. The time spent on the EQ has paid off and it produces a pleasing, natural sound without adding coarseness or the harsh electronic quality sometimes found on cheaper consoles. It has the advantage of being uncomplicated and the less experienced user should find it easy to get along with without destroying the sound on the way. I think the quality on offer here may surprise a lot of people.

Six aux sends are arranged into two sections; Aux 1 and 2 are primarily intended for foldback and share CHAN/MON and PRE/POST switching. Aux 1 is a stereo send that follows either the channel or monitor panpot irrespective of prefade selection. The remaining four auxes are permanently positioned in the monitor path, post fade. There is no ON/OFF switching included for the aux sends. Below the auxiliaries is the small channel fader (60 mm) with its cut, PFL/AFL and pan. Like previous Soundcraft designs the channel fader is given secondary status to the monitor fader (100 mm). The routing buttons to the eight groups and mix bus are arranged in pairs (five buttons) and follow channel pan. Also included are FADER REVERSE (only reverses faders leaving cuts, solos, pans, etc, in their original position), BOUNCE (monitor path accesses routing buttons) and XFX (channel fader is sourced from post monitor to allow additional sends during mixdown).

The routing system has been designed to allow any track on the multitrack to be accessed from

the eight groups, without track duplication, ie although Group 1 feeds Tracks 1, 9, 17, etc, it can be routed to just one or a combination of these

Patrick Stapley reviews a new console design approach from Soundcraft multiples of eight. This is achieved by adding a BUS button to each module — if the button on Channel 9 but not on Channels 1 and 17 is selected, the output of Group 1 will go only to Track 9. This rather clever idea combined with the fact that channels feed direct if no group selections have been made, should mean that with careful planning the minimum of patching will be required. It also means that the routing capability of the console is determined by the number of modules, 24 inputs will have 24 BUS buttons, 32 inputs 32 buses, and so on. To help work out which of the eight groups feeds which track, the individual BUS buttons are numbered (ie Chan 17 to Bus 1), additionally an ID/scribble strip has been fitted above the modules marking channels and their corresponding group numbers. A scribble strip is also fitted below the modules.

As mentioned the monitor fader takes precedence at the bottom of the module with a more prominent pan control than the channel and a more elaborate solo system. A SEND button positioned directly below the BUS button provides group/tape sourcing for the monitor. Apart from its dedicated CUT button, each monitor section also includes four MASTER MUTES which are controlled from the Master module.

The only buttons on the module to include light indicators are the SOLO and CUTS in both sections. Two LEDs have been built into the bottom section of the module, one indicates Peak (6 dB from clipping), measured independently at the input pre-amp, and the two EQ sections; the other, Channel Active, lights when the output of the input pre-amp exceeds -20 dBu.

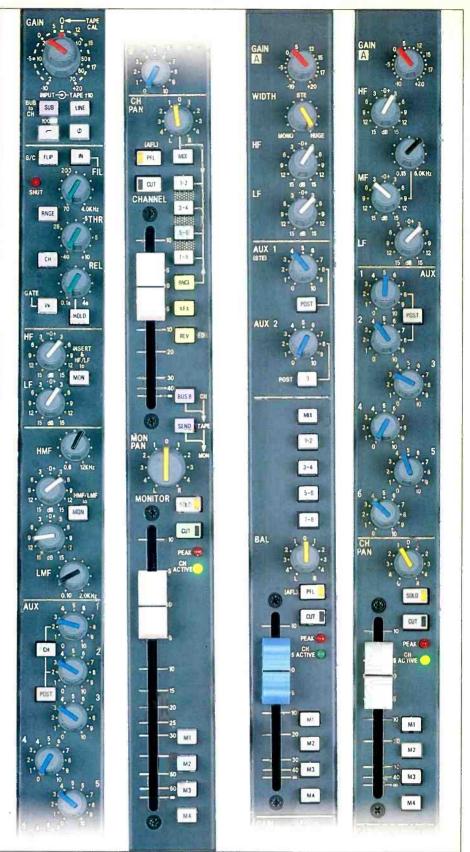
Each I/O module has a 20-segment LED meter above it in the meter bridge sourced from the monitor path and following tape/group switching. The meters are normally set to peak but can be internally set to read AVERAGE.

#### Dual stereo input module

The DSI module can be used as an effects return or as a general purpose stereo return for synths, CDs, etc - three modules are fitted as standard. As its name suggests the module is divided into two identical stereo sections, which provide sends to the group and mix buses. Each contains a 60 mm stereo fader, balance control, cut, four master mutes, PFL/AFL, basic 2-band EQ (±15 dB at 60 Hz and 8 kHz shelf), input gain, and a width control that varies the input from mono through to stereo through to huge. 'Huge' produces a phasey, out-of-the-speakers effect, causing a degree of bass cancellation, and can be useful for creating ethereal or spacey effects; 'width' first appeared on the Venue console. The module also has a limited auxiliary capability, feeding a stereo pre/post signal to Aux 1, and a mono sum either to Aux 2 prefade or to Aux 3 post.

#### Dual line input

This module is an option that replaces I/O modules in groups of four. Like the DSI module, it is made up of two identical sections housing a 60 mm fader, pan, cut, master mutes, solo, full auxiliary capability, 3-band EQ (same shelf EQ as DSI module with additional peak 150 Hz to 4.5 kHz with fixed symmetrical Q) and input gain. The output of the module routes directly into the mix path, making it particularly suitable for economically returning MIDI sequenced



#### I/O, dual stereo input and dual line input modules

instruments running live within a mix. Each module has two 8-segment bargraph meters placed one above the other in the meter bridge.

#### Master module

The Master module is a double width module positioned below the main, mechanical vu meters. In addition, it incorporates a pair of peak, 20-segment bargraphs, built into the top right hand side, that follow monitor selection and are reminiscent of those used on the *Delta* console. The vu's will also follow source switching unless overridden by the VU SELECT button, which puts them permanently in the mix output path. The Aux Masters are arranged in a column, and each has an AFL button; Aux 1 includes a MONO switch. Foldback can either be sent directly from the auxiliaries or sourced from a foldback mixer, which submixes Aux 1, Aux 2 and the monitor source to supply a stereo foldback output. There are three intercancelling monitor source buttons Mix, 2-track A (+4 dBu) and 2-track B (-10 dBV) — which feed the control room monitor, the foldback mixer and a phones circuit. The control room signal can be monoed and dimmed, and an ALT LS button is provided. Talkback is from a built-in microphone, which will route via a gain control and four momentary buttons to MIX, GROUPS, AUX 1 and 2, or FOLDBACK. When Talkback is operative the monitors will either dim or cut (depending on an internal link) lighting an LED.

There are three modes of solo distributed throughout the console: SIP (Solo In Place), AFL and PFL. The Master module contains a PFL/AFL button with a level control, and a SIP DEFEAT button — depending on the location of the solo within the console, it will function differently (see Table 1). The I/O module's monitor path and the DLI module are the only areas to feature SIP; this destructive mode can be overridden and replaced with AFL or PFL through master selection. Stereo signals are summed to mono by AFL and PFL. SIP will normally leave the DSI inputs unmuted, to allow effects to be monitored along with the soloed channel cut this can be disabled from internal links. AFL/PFL and SIP alert LEDs are included.

The module also incorporates a six-frequency test oscillator sending to Mix or Groups with Auto Monitor Dim. At the bottom next to the 100 mm stereo fader, are the four MUTE MASTER buttons and the phones level control, which supplies a socket under the armrest. LED integrated buttons have been generously used and PSU voltage indicators are installed at the top of the module.

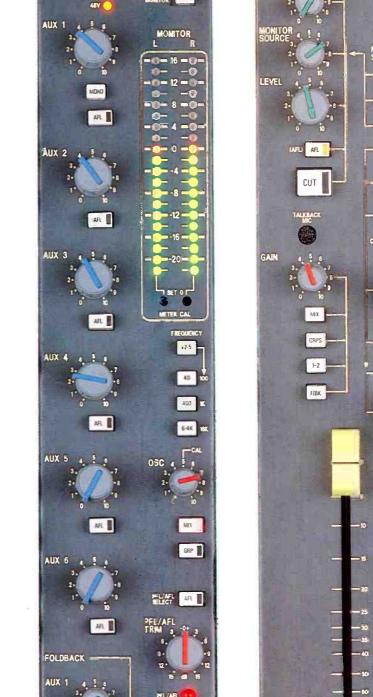
#### Connections and patching

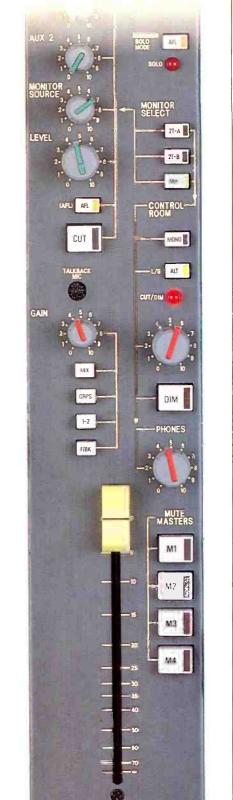
The console was originally conceived without a patchbay but, at the time of writing, integrated (eight-module width) and remote bays are being planned as options. Inserts have been provided on the I/O module (following the LF/HF section CHAN/MON EQ button), the DLI module and the Master module; all are pre-fade and pre-EQ in the case of the input modules. Multitrack tape sends/returns are individually switchable at the back of the console between +4 dBu and -10 dBV; likewise, two track sends/returns cater for both levels -2TA is +4 dBu on XLRs, and 2TB is -10 dBV on jacks.

#### Conclusion

Size, facilities, price and sound all combine to make this console a potential winner. It puts a new level of professionalism within reach of the home studio, and will appeal to the user already familiar with large studio consoles who is looking for greater flexibility at home and so indirectly it may be responsible for more empty pages in studio diaries. However, the console is not restricted to the small non-commercial studio, it is eminently suitable for programming rooms, additional small studios and even mobiles. With the gap narrowing between the capabilities of low and high end equipment, it will be interesting to see exactly where Sapphyre finds its level.

 Many thanks to AMP Sound, St Albans, for the access to their Sapphyre.





#### Master module

Master module switches	I/O mon path	I/O chan path	Dual line input	Dual stereo input	Aux master	Foldback master
PFL+SIP	SIP	PFL	SIP	PFL	AFL	PFL
PFL	PFL	PFL	PFL	PFL	AFL	PFL
AFL+SIP	SIP	AFL	SIP	AFL	AFL	AFL
AFL	AFL	AFL	AFL	AFL	AFL	AFL

TABLE 1: Solo Master switching chart



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# MIDI TIMECODE

## Vic Lennard explains the operational virtues of MIDI timecode

rior to MIDI, synchronisation between a tape recorder and sequencer was achieved by using an audio click measured in Pulses Per Quarter Note (ppqn). This allowed for a master device to keep multiple slaves in sync but the advent of MIDI precluded the use of a slow speed pulse and so the idea of MIDI Clock was born, a 1 byte message (F8H) received by a slave at 24 ppgn. Due to the 31.25 kHz bandwidth of MIDI signal, such data cannot be recorded directly onto tape and has to be encoded usually via the Frequency Shift Keying (FSK) technique. Other related MIDI commands include Start (FAH), Stop (FCH) and Continue (FBH) along with MIDI song position pointers allowing for synchronisation from a point other than the beginning.

The principal failure of FSK is that the precise code is proprietary per manufacturer leading to a lack of standard. As clock interpolation is required within the programming of a sequencer to keep the internal resolution. MIDI Clock leads to inaccuracy when carrying out tempo changes as the point of reception of the next clock is unknown. Also, conversion between bars/beats and actual time is generally awkward to calculate and almost impossible within tempo changes.

The SMPTE (or LTC to be precise) standards already existed and it became obvious to various people within MIDI that attention would have to be paid to this standard. Some software manufacturers already had specific pieces of hardware to inject SMPTE directly into their programming but this pinned a user down to one manufacturer's software. The whole basis of MIDI is compatibility — the ability to use mixed manufacturer products.

Trying to cram SMPTE down the MIDI line presented problems. Although SMPTE is slower than MIDI, it is too fast to send each bit down the stream as a MIDI byte. There then has to be a trade-off between the MIDI bandwidth taken up and the time between each update. Consequently, Chris Meyer, who was principal in developing the standard, decided that four times per frame would be acceptable; 25-frame code gives an update every 10 ms but only takes up 6.4% of the available MIDI bandwidth. Gerry Lester of Adams-Smith encodes the actual messages, which are based on the way time is broken down into digits within the SMPTE word itself.

An MTC (MIDI Time Code) generator will read and write SMPTE to tape and create the necessary MIDI messages to synchronise any slave that will recognise MTC. As SMPTE is effectively being translated into MIDI, any tempo changes will be programmed within the slave.

## Quarter frame messages

These are analogous to MIDI Clock in that they provide the basic timing pulses for the system, however, they also have four data bits in the form of nibbles giving a value for the hour, minute, second or frame of the current SMPTE time. this time is encoded into eight MIDI messages of 2 bytes each so the SMPTE time is updated every two frames. Allowing for clock interpolation, the accuracy of this method should not be an issue.

Table 1 shows the message format. Taking an example of encoding, the time 10:32:53:18 at 25 frames/s would give:

F1	02.	F1	11:	12	Hex	=	18	decimal/	no	of	frames	
								decimal;				
								dooimal				

F1 40, F1 52: 20 Hex = 32 decimal; no of minutes F1 6A, F1 72: 2A Hex = 42 decimal; no of hours/frame rate

Breaking down the last number into binary gives:

0 01 01010; an hours count of 10 and a frame rate of 25

These messages can be sent in either order depending on the direction in which the tape is running. Either way round, the boundary of a frame will always fall on the F1 0X or F1 4X message. This means that correctly establishing a SMPTE time will require a full sequence of eight messages to be read, which will take between two and four frames depending on where the first message to appear is in sequence. The problem occurring at initial start up is dealt with by a Full Message.

In keeping with SMPTE, the first Quarter Frame message must be sent on a frame edge, and the frame number given in the Frame Count will be for the ensuing frame. The slave has to keep an internal offset of two frames to allow for the fact that once SMPTE time has been decoded it will be two frames out of date.

#### Full message

When the tape initially starts, the MTC unit needs to be able to send the entire SMPTE time quicker than can be achieved by the use of Quarter Frame messages. This is dealt with by a Full Message whose format appears in **Table 2**. This message will take just over 3 ms to send and time will be considered to be running once the

F1 <message></message>		F0 7F <cha< th=""></cha<>
nnn = Message type 0/1 = frame c 2/3 = seconds 4/5 = minutes	ry data for the message type	F0 7F <channel> <sub-id 1=""> <sub-id 2=""> hr yy = type</sub-id></sub-id></channel>
Constituent parts are put toget	ther as follows:	
Frame Count: xxx: currently undefined yyyyy: frame number (0-29)	ххх ууууу	zzzzz = hou mn sc fr F7
Seconds Count: xx: currently undefined yyyyyy: seconds count (0-59)	хх уууууу	
Minutes Count: xx: currently undefined yyyyyy: minutes count (0-59)	хх уууууу	
Hours Count: x: currently undefined yy: timecode type: 0 = 24 frames/second 1 = 25 frames/second 2 = 29.97 frames/second 3 = 30 frames/second zzzzz: hours count (0-23)	x yy zzzz 30 drop-frame)	

F0 7F <channel> <sub-ID 1> <sub-ID 2> hr mn sc fr F7 F0 7F = realtime universal system exclusive header <hr/>
<sub-ID 1> = 01--MIDI timecode <sub-ID 2> = 01--full timecode message hr = hours and type: 0 yy zzzzz yy = type 00 = 24 frames/second 10 = 25 frames/second (30 drop-frame) 11 = 30 frames/second zzzzz = hours count (0-23) mn = minutes (0-59) sc = seconds (0-59) fr = frames (0-29) F7 = end of system exclusive

TABLE 2 Full Message

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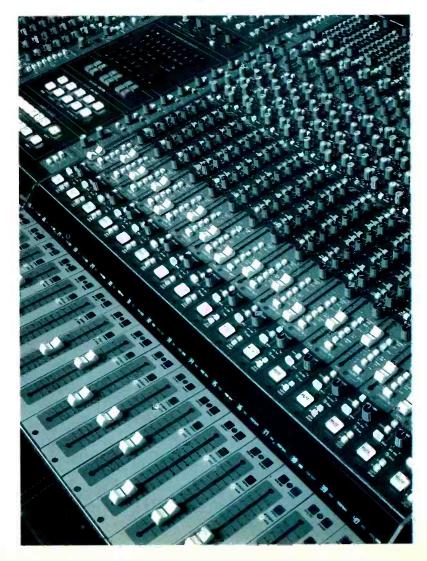


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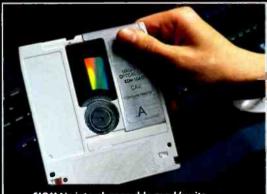
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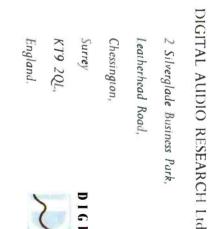
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F0 7E	= non-realtime universal system exclusive header
<chan> <sub-id 1=""></sub-id></chan>	= channel number—different for each device = MIDI timecode
<sub-id 1=""></sub-id>	= set-up message type
hr, mn, sc, fr	= as for full message
ff	= fractional frames (0-99)
sl, sm	= event number—LSB first]
<add></add>	= additional info for any point
F7	= end of system exclusive

#### **TABLE 3 Set-up Message**

next Quarter Frame message has been received. Apart from being used initially, a Full Message can also be used when the tape is against the head and operating at other than normal speed, like

and operating at other than normal speed, like cueing. Continually sending Quarter Frame messages in these situations could lead to the clogging up of the MIDI stream.

#### Set-up messages

So far, MTC data has concerned itself with providing timing information, however, this is only half the story. If one considers the situations that occur within sound effects, edit decision lists and mix automation, it is clear that cue lists are required. These are likely to exist within each slave device, which will best know how to manage that list but the ability to edit the list from the master device would be useful.

This particular area of MTC is dealt with by a Set-up message, the basic format of which is given in **Table 3** — note that 16 devices per MIDI Out can be independently addressed. There are various formats for sub-ID 2:

SPECIAL (00) is for the global set-up of information within a unit including timecode offset, enable/disable event list and event list request. The type number is sent in place of event number;

PUNCH IN/OUT (01/02) will enable or disable record mode on a device with multiple points being sent by multiple messages. This can be deleted by using DELETE PUNCH IN/OUT (03/04);

EVENT START/STOP (05/06) is for single events such as slider movements or a sequence of events;

EVENT START/STOP WITH ADDITIONAL INFORMATION (07/08) can incorporate additional parameter values such as the volume level of an effect. Either of the EVENT commands can be deleted by using DELETE EVENT START/STOP (09/0A);

CUE POINT (0B) is used to remotely program individual events that can also be removed by DELETE CUE POINT (0C).

Finally, an EVENT NAME can be programmed in Additional Information format. This is sent in the form of two nibbles per byte with the least significant byte first as usual. For instance, a MIDI Note On message of 93 3C 40 would be sent as 03 09 0C 03 00 04. This allows for any type of MIDI data to be transferred including ASCII and SystEx.

There is a space for various additions to the

specification as only 15 sub-ID 2 type messages

**TABLE 4 User Bits** 

#### User bits

have so far been used.

Certain information needs to be sent once per session or reel of tape. This may be the date or reel number. User bits are 32 bits provided for within SMPTE for this purpose. The MTC format is given in **Table 4.** 

The fields from u1 to u9 will be decoded into an 8 bit format:

aaaabbbb ccccdddd eeeeffff gggghhhh ii

Four, 8 bit characters are formed along with a 2 bit code. u1 to u8 coincide with the SMPTE groups 1 to 8 while u9 is the two Binary Group Flag Bits as defined within SMPTE. This message can be sent at any time but will usually not change through the normal running of the Timecode.

## MTC current situation

As a timing standard, MTC is taken as a *de facto* standard in America, being found in software by manufacturers such as Mark of the Unicorn, Passport and Opcode, however, there are a few, if any, devices that attempt to make use of MTC to its fullest. Part of the reason for this may be because MIDI SystEx messages cannot be interspersed with MTC messages due to presence of a data byte with the system common status byte. Such system exclusive messages are used by

some manufacturers to send background information of an update nature.

The situation in Éurope is far worse. With the exception of Steinberg (*Cubase* and *Cubeat*), no other software manufacturer has been involved with MTC. Some have publicly stated that MTC is too inaccurate but have been unprepared to substantiate their claims. The commercial fact that the existence of MTC would put paid to the need for proprietary SMPTE interfaces may have something to do with their reticence.

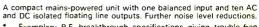
The original idea behind MTC was to allow for any device to be automated cheaply with the requirement of a single timing device for any software or hardware within a studio. Fostex have gone some way towards this end by designing the MTC-1 to go with their R-8 tape machine. This not only reads/writes SMPTE and generates MTC, it also controls the transport of the tape recorder via a serial port. Control is achieved by one of two methods, namely MIDI Note On/Off messages or Fostex SystEx messages. Their G-16 and G-24S machines have a similar facility courtesy of the optional 8330 synchroniser card. Steinberg have worked in conjunction with Fostex to provide the necessary link-up to control the tape machine transport via the on-screen transport icons. While this data is sent by SystEx, the timing data, which is then sent back from the tape machine, is MTC and is locked to the SMPTE stripe on tape.

Perhaps this gives a guide to the direction for the future, where transport and cue list control for multiple devices can be centralised in one, relatively inexpensive, unit.  $\Box$ 

Author's note: Thanks to Chris Meyer for information provided

Vic Lennard is director of the UK MIDI Association

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#### F0 7F <chan> <sub-ID 1> <sub-ID 2> ul u2 u3 u4 u5 u6 u7 u8 u9 F7

F0 7F	= realtime universal system exclusive header
<chan></chan>	= 7F—message intended for entire system
<sub-id 1=""></sub-id>	= 01-MIDI timecode
<sub-id 2=""></sub-id>	= 02—user bits message
u1	= 0000 <b>a</b> aaa
u2	= 0000bbbb
u3	= 0000cccc
u4	= 0000dddd
u5	= 0000eeee
u6	= 0000ffff
u7	= 0000gggg
u8	= 0000hhhh
u9	= 000000ii
F7	= end of system exclusive

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# **OTAR DDR-10** The trend towards integration of hardware and software from different

manufacturers continues. David Miles Huber assesses this hard disk system

n occurrence of particular interest at the dawning of the digital '90s, is the increasing number of third party development systems sprouting up throughout the industry. This is the practice of integrating existing digital audio software or hardware systems into another company's product, to create a new or more flexible product. This is a popular route in the case of digital audio software that has been developed for use on popular brands of personal computer. Such integrated systems are the result of major company collaborations and represent a trend that may allow the particular strengths of upstart or specialist companies to be integrated into, or based firmly on established computer-based digital audio systems.

A classic example of such a third-party system is the recently-released Otari *DDR-10* 2-channel digital audio recorder/editor. This represents a co-operative effort between Otari, Digidesign and J L Cooper, and is targeted towards film/video post houses, recording studios and broadcast stations.

In short, this system is a custom-modified, turnkey digital audio workstation based on the popular SoundTools hardware and Sound Designer II software system from Digidesign. It has been created expressly for those who do not wish to integrate a modular digital audio system into their existing computer (as is often the case in most MIDI production studios) but instead would simply like to roll the system in as a standalone editing/mastering system, turn it on and go.

The DDR-10 includes a custom-designed Otari console and cabinet with such computer hardware periphery as an Apple Macintosh Ilci with a single 1.4 Mbyte floppy drive, 5 Mbyte RAM, a 19 inch (482 mm) monochrome monitor with video card and a retractable, under-the-panel QWERTY keyboard.

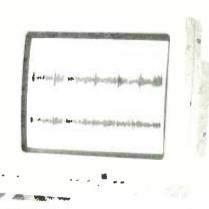
**Other** components include a proprietary hardware control panel, Digidesign's Sound Designer II software, high performance AD/DA digital conversion module (Pro I/O), Digidesign NuBus digital signal processing card, digital audio I/O interface (AES/EBU and SPDIF) and a meter/monitor bridge. The DDR-10 is capable of generating and reading film and all SMPTE/EBU frame rates. Incoming synchronisation is converted MTC (MIDI timecode), so it may be directly read by the computer and

associated software.

The basic system is shipped with a single internally-mounted 345 Mbyte hard drive (30 minutes). However, the custom cabinet includes space for three additional expansion drives and power supplies. In this way, the system can easily be expanded in 30 minute increments, offering a total storage capacity of 2 hours. Additional memory options include a MOD (Magneto-Optical Disk), R-DAT soundfile archival/mastering and 36 Gbyte (60 hour!) storage systems.

## Hardware control panel

The heart of Otari's contribution is the Hardware Control Panel. Its basic purpose is to provide the



user with dedicated hardware control over many of Sound Designer II's software functions (Digidesign's waveform editing program).

The following is a brief description of the sections which make up the control panel.

• Cursor control finger pad: In place of the standard *Mac* mouse or rollerball, Otari has opted to make use of a rectangular 'finger pad' controller. This rather novel X-Y grid lets your finger directly control cursor movements across the screen.

• Mode selection buttons: As with *Sound Designer II*, the *DDR-10* is designed to operate in one of three basic operating modes: Tape Deck, Waveform Edit and Playlist. Each of these modes can be directly accessed from the control panel by way of three dedicated icon buttons.

The Tape Deck button opens the on-screen Tape Deck window and prepares the unit for recording a soundfile direct to hard disk. Once the soundfile has been recorded, the WAVEFORM icon button can be pressed and the process of editing the file can begin by defining regions or performing other DSP functions. Defined regions can then be placed into a sequential playlist by pressing the PLAYLIST button, thereby beginning the process of assembling a final edited program.

• Data wheel section: The data wheel section, which was developed in collaboration with J L Cooper Electronics, is probably the control panel's most important and interactive section. It comprises a weighted flywheel that provides direct control over the cursor bar's position and movement within a soundfile. A number of associated buttons provide control over cursor function and soundfile region selection.

The data wheel can control cursor movement using a number of selectable modes:

Scroll/scrub button The Scroll mode allows the cursor to be fast-wound to any position within the overall recorded soundfile. At the desired point, any play or scrub option can then be invoked for finer cursor positioning. Upon selecting the Scrub option, the soundfile can be auditioned as the play pointer moves over the soundfile. This operation can be

performed in the Jog or the Shuttle mode, and is often used for defining the In and Out boundaries of a sound region.

Jog/shuttle button Digidesign's most recent software update has added the capability of 'jogging' the cursor over a soundfile. In the case of the  $DDR \cdot 10$ , this means that the play pointer (and thus the auditioned sound) will directly follow the rotational movements of the data wheel. This mode is used in defining the In and Out boundaries of a sound region. In fact, in order to define a region, the user must enter Scrub mode and move the cursor over a range of samples. This rather redundant feature seems to inform the computer where it is, so it can mark the beginning or end of a region.

The Shuttle mode is used to scrub over a soundfile as a function of the initial speed and direction of the data wheel's rotation. For example, by turning the data wheel slowly to the left, the play pointer would slowly continue shuttling in the reverse direction (even if you were to take your hand off the wheel). Turning the wheel quickly in the right direction would send the pointer scrubbing in a fast forward direction, until the wheel was rotated in the opposite direction, thus stopping or slowing the scrub.

In button This button is used to mark a region's beginning point, while in the Waveform Edit mode. The In point of a selected region (or one from the Cue register memory) can be located by pressing Recall, In and Search, in that order.

Out Button The Out button's function is identical to the In button, but is used to mark or locate a region's ending boundary.

Add button Once the In and Out boundaries of a region have been selected, the pressing of the Add button will enter the newly-defined region into Sound Designer's playlist. When in the Playlist mode, pressing this button will insert the currently highlighted region at the bottom of a playlist.

• Numeric/cue location display: Current Time, Event Time and Cue Number Displays — these numeric displays offer direct readout of time related data as it relates to SMPTE time or address locations. The Current Time display indicates the timecode location of the play pointer in the file. When recording, this display will either indicate an internally-generated SMPTE/EBU address or incoming timecode, depending on whether internal code is selected as a source.

The Event Time display is used to show the time address of such events as Cue Memories, Cue Search, Timecode Start and Timecode Stop. The Cue Number display indicates which of the possible 100 event memory registers — which can be active within a soundfile — has been selected.

The cue location section comprises four buttons: Store, Recall, Search and Top-of-File. These allow for the management, storage and access to the system's 100 cue location points. These cue points can be placed into memory when the system is in record or play modes, or may be used to recall the In or Out points of a sound region when in the Waveform Edit mode.

• Special function keys: 15 user-definable soft keys are used in conjunction with a supplied macro program to quickly perform common software functions. The *DDR-10* comes equipped with a set of 15 often-used macro key functions.

Status selection keys: In addition to software-

related buttons, a number of additional status keys are supplied, providing control over such standard transport functions as Ready/Safe and Input/Repro. A number of timecode-related status buttons are also supplied, offering control over frame rate and timecode management.

#### Personal comments

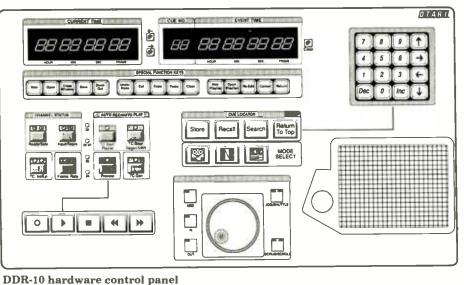
After having used the *DDR-10* for the completion of a recent production, I found its use to be rather straightforward once I became familiar with the control panel and certain system-specific ground rules were established.

The weighted data wheel made for quick and easy movement within the soundfile although it must be remembered that in order to select a region's In and Out marker points, the Scrub mode must be invoked and the play pointer moved over the soundfile to the proper edit point. When attempts are made to mark a file without scrubbing, the edit marks will simply not take and attempts to define a region will cancel out the region definition process. In all fairness, though, the scrub mode would almost certainly be used when fine tuning the In and Out edit points of most critical edits.

In principle, the DDR-10's control panel has been designed to provide a virtual, hardware access to many of SoundTools' functions. This seems to have reduced the need for accessing the Mac's slide-out keyboard to the alphanumeric naming of files, markers, etc. Those who are used to dealing with many of SoundTools' keyboard keystroke functions will have to restrain from using them and deal directly with the control panel. This is due to the fact that when both the control panel and standard operating keyboard functions are used, the computer doesn't quite know whose commands to respond to and runs the risk of locking up.

The finger pad is a novel alternative to the more familiar mouse or rollerball. It provides a good cursor movement interface, however, I'd like to see the ratio of cursor-to-finger movement be expanded, as I often ran out of pad surface when making long reaches for a pull-down menu or when placing a region into a long playlist.

In conclusion, it's clear that this system isn't for everyone. However, the *SoundTools*-based Otari DDR-10 lives up to it's initial conception of being designed for those who want a turnkey digital audio workstation that can be rolled in and powered-up as a standalone digital editing system.  $\Box$ 



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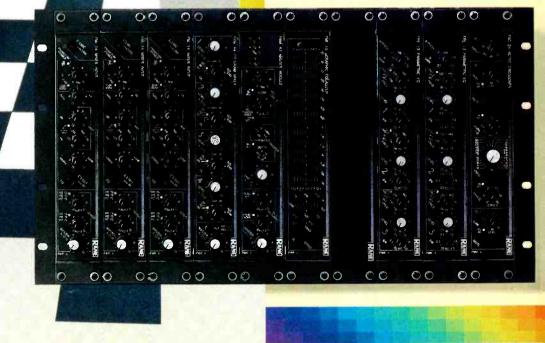
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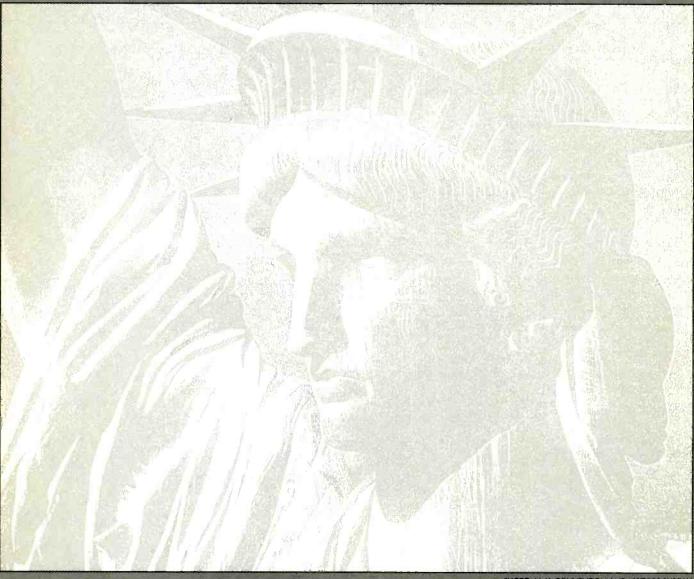


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# THE ACOUSTICS OF MIXING CONSOLES

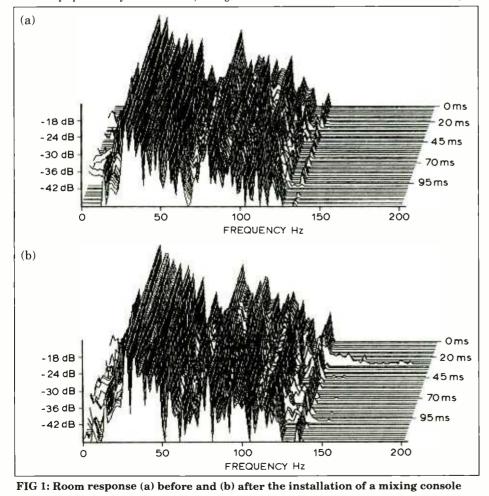
#### Philip Newell looks at the acoustic effect of placing mixing consoles and studio furniture in control rooms

Any studio designers have long complained that console manufacturers seem to show little inclination towards addressing the problems of the acoustic effects of mixing consoles in the control room. Probably the most obvious problem is the physical shape of the mixing console and its effect on reflexions, and hence the imaging and definition of the monitor system and room. The second problem is the quite alarming degree to which panels can resonate sympathetically with the music, adding

undesirable coloration to the sound.

While manufacturers cannot be expected to tailor the shape and size of consoles to each and every room, there are certain fundamentals which it would seem reasonable to address more thoroughly.

The most significant of all physical problems exists where a large console has a deep, flat, vertical, resonant back. In many instances, the rear of the console receives virtually a full wavefront from the monitors. Almost invariably,



the rear of the consoles is hard, and thus highly acoustically reflective. Sounds impinging upon this surface will reflect back towards the front wall, which is also frequently hard and reflective. Indeed, this wall often contains a window or door. The sound will then either return to the mixing console rear or pass into the room. Chattering can begin between these two hard surfaces, energising resonant modes that will colour the sound in the frequency domain, where phase and amplitude will be disturbed, and in the time domain. With sound travelling at around 1,000 ft/s, every foot the reflected waves must travel before reaching the ear will cause that sound to be delayed by around 1 ms. Therefore, if the console were 6 ft from the front wall, a sound reflecting from the console rear bouncing back to the front wall then returning to the ear, will arrive at the engineer's ears around 12 ms after the arrival of the initial sound. The result of this is time smearing, in addition to the coloration produced by the modal chattering and resonant panel coloration.

What is more, the panel resonances will usually arrive at the ear via a non-direct path, reflecting off another surface. They will thus be perceived as delayed resonances. Delayed resonances are even less desirable than non-delayed resonances as the temporal separation increases the ear's ability to detect them. And it does not stop there. The fact that these resonant reflexions will bounce off a surface that is not co-located with the source of the drive signal, means that they are also spatially, as well as temporally separated.

It is difficult, even in good control rooms, to support stable, clear, stereo images. Compounding this with delayed, spatially separated, frequency dependent amplitude and phase modified spurious sounds increases the potential for spoiling the clarity of the monitoring. And this is what happens when the console manufacturer designs a product to look pretty on an exhibition stand rather than considering its operation in a real life control room. Most acoustics will benefit considerably from the damping of the rear console panels with an automotive type of damping material, together with a screen of Sonex or similar type foam wedges, preferably at least 6 inches thick, shielding the console from the direct impact of the wavefront leaving the monitors. Depending upon whether the console rear needs

ventilation, the absorber panel could either be attached directly to the console, or spaced off a few inches as a free-standing unit.

Consoles with very high backs, especially those which go all the way down to the floor, are acoustic disaster areas. Some manufacturers should be ashamed of their lack of awareness of consoles' true circumstances of application. Full height console rear ends can form resonant cavities between the floor and the front wall of a room. They also block the path of low frequency waves, which should be allowed to pass freely under the console. When monitors are mounted high up on the front wall of a studio, pointing down at a steep angle, there is potential for the floor to reflect a wave back upwards onto the underside of a mixing console, and possibly back down to the floor before finally coming up once again towards the engineer's ears. Given this pathway, a considerable delay will be present between the direct and reflected waves. Poor mixing console design is not necessarily the cause of this problem but it is, nonetheless, a possible consequence of placing a mixing console in a room. One acoustic designer quite routinely places absorbent material below the mixing console in order to ease this problem.

Many consoles have built-in, or built-on, 'wings' for the mounting of effects. Again, these wings are frequently fitted as a mechanical or electronic engineering exercise rather than an acoustic one. Care should be taken to ensure that the wings are sited so that resonant modes could not be established between adjacent wings or a wing and a wall, nor could sound impinging upon the wings from the monitor system be reflected into the critical listening area. Wings should be angled so any reflected sound from the monitor system will pass away from the central listening area and, if possible, into an absorbent area of the room where it subsequently will be lost. Furthermore, the top and bottom panels on the effects units should be checked for sympathetic vibration when certain musical notes are present.

Wings can be acoustically problematical but with care, can be rendered all but neutral in their acoustic disturbance of the room. Mounting the effects in a long, angled rack, immediately behind the engineer's position places an almost perfect, large acoustical mirror behind the listening position, and if one strikes a line from the main monitors to the face of the effects, the reflected ray would come right back up to the engineer's ear with a delay of around 8 to 12 ms. In many such rooms, a lack of distinction from the main monitors is easily detected, so people choose to rely more on nearfield devices. While the effects must be housed somewhere convenient, if they are placed in such a way behind the console, it must be accepted that they have been sited with an emphasis on the ergonomic operation of the electronics and that this will significantly degrade the acoustics. If this choice is made, neutral monitoring cannot be expected nor can there be any pretence that 'accurate' monitoring could exist in such rooms.

Fig 1 shows the response of a room before and after a mixing console was installed. The effect is clearly visible on the plot and in too many cases, is clearly audible as well. Despite the fact that nearfield monitoring can be less prone to some of the effects described above, the console design can still exert an influence over their response. One obvious problem would be resonating or rattling top panels on the console; particularly lightweight blanks where the console awaits the future fitment of further modules.

Fig 2 shows the response from a small

loudspeaker placed on the meter bridge of a console with a large, shallow angle top surface area, plus plenty of space round the knobs and a significant number of blank panels. An almost perfect reflexion, delayed by around 1 ms can be seen quite clearly in the response plot. Fortunately, the ear is far less susceptible to confusion by vertical reflexions than by horizontal ones, but nonetheless, any such reflexions can only be detrimental to the monitoring quality so should be avoided where possible. The console in Fig 2 is generally well liked for its clean sounding electronics path, yet little attention seems to have been paid to its acoustic properties as in addition, until treated, a 2 kHz ring was clearly audible from its panels upon excitation by a snare drum or similar transient signal, either directly or via the monitors.

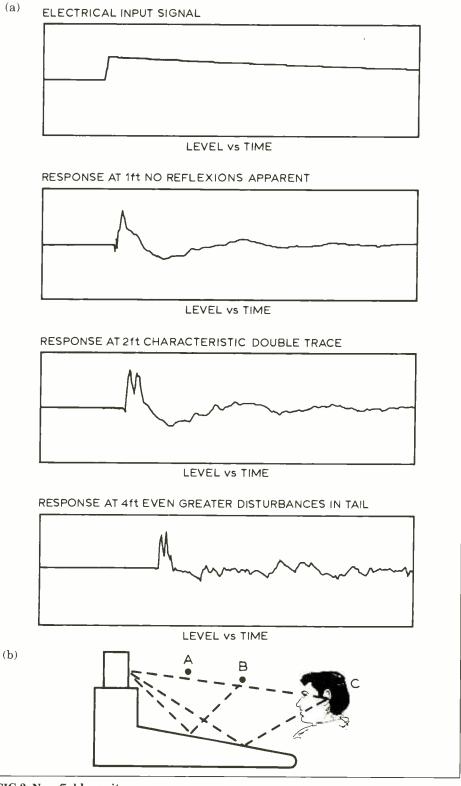


FIG 2: Nearfield monitor response

(a) Effect of the reflexions from the top surface of a mixing console on the transient response of a small loudspeaker placed on the meter bridge
(b) Loudspeaker directivity is too narrow to produce reflexions at position A. Reflexions are apparent at positions B and C with differing ratios of direct to reflected path lengths, hence they produce different composite transient waveforms as in (a). Positions A, B and C relate to the 1 ft, 2 ft and 4 ft plots above

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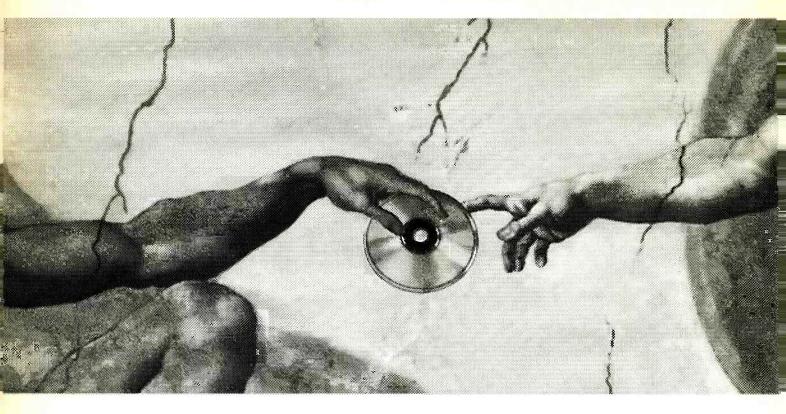
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Of course, manufacturers exist in a highly competitive and cost conscious world but the console is only part of a system and not the epicentre around which the rest of the studio must revolve. It would take only a little forethought and consultation to produce an ergonomically viable, acoustically streamlined console, which would cost little more to achieve yet could well boost sales. A console that does the least damage to a room's acoustics will no doubt be considered sonically superior to one of similar electronic clarity.

When a well-designed control room is first completed and nothing installed but the monitor system, its sonic characteristics will almost always be heard at their best. As equipment is brought

into the room, its acoustic neutrality will generally degrade. If sufficient illconceived and illsited equipment is installed in that room, then the room as used will probably bear no acoustic

A console that does the least damage to a room's acoustics will no doubt be considered sonically superior to one of similar electronic clarity

resemblance to the room as designed and constructed. Indeed, many well-designed rooms are acoustically ruined by the careless installation of too much reflective and resonant equipment. More care in the design and placement of such equipment will lead to better overall acoustic performance.

Once a studio is up and running, personnel frequently seem to forget all the careful considerations about the initial attention to system detail. Equipment is moved around without thought, and blank panels screwed into holes, which were to have housed equipment that was never purchased. Movement is a problem where overall symmetry is lost, creating different reflexion patterns on the left and right hand sides of the engineers. Blank panels, especially the larger ones, can ring to produce unnatural coloration unless suitably damped. Where such panels are either in the mainframe of the console or in the effects wings, they can be damped with automotive panel damping material, which is available from most of the larger car accessories shops. Another alternative is Revac or similar deadsheet, glued to the inside of the panel.

As with the ringing console panels, such an application of damping material can noticeably improve the imaging and overall perceived neutrality of the monitoring. Unfortunately, such resonances are not always very obvious. They insidiously add their own character to the monitor output, usually blurring the temporal and spatial response of the system, rather than adding any noticeable lumps to the perceived frequency response of that system. It is often only when their unwanted contributions are removed that their significance can be noticed by their absence.

Most studio personnel would be quite alarmed to

realise the degree of acoustical degradation that usually takes place on installing studio equipment in a new room. In each and every studio, somebody should take responsibility for ensuring that any equipment installed in that studio was in itself acoustically neutral and that its siting was consistent with good acoustical practices. The acoustic interactions in a working studio are far too complex for any electronic fix: there must be acoustical solutions to acoustical problems.

Every so often, ships enter dry dock for the barnacles to be scraped from their hulls. Just as those barnacle build-ups reduce a ship's efficiency and performance so the build-up of odds and ends in and around the mixing console can severely degrade the performance of a control room. A regular 'scraping of the barnacles' can work wonders for control room performance just as much as for ships.

When consoles are designed with large, flat top surfaces for their meter bridges, they also seem to be a potential hazard to neutrality. Not only do they reflect glancing soundwaves towards the ears, but they also become home to anything and everything that has nowhere else to go. Electric flowers which dance to the music, cups, beer cans, extra pieces of hired-in, flight cased effects and an

entire array of different nearfield monitor systems that all help to distort the acoustics. Often the proliferations of small loudspeaker systems are down to the fact that various clients can't get on with ituations where

#### can't get on with the main monitors. I've known situations where they can't even see them. I remember visiting one very well known studio in London where four of the five drive units in each cabinet of a monitor system were invisible from the engineer's position. They were obscured by the loudspeakers and other

oddments on the meter bridge. Many people like flat top bridges for their convenience but is it the responsibility of the console manufacturers to save the studio personnel from themselves? An angled surface is in itself more desirable on acoustical grounds, but more importantly it will discourage a cluttered bridge. The resulting greater neutrality in the monitoring environment will probably be put down to an improved sonic performance and better reputation for the console itself.

It is surely, therefore, in console manufacturers' interests to reconsider the acoustic effects of the presence of their consoles in control rooms. If the acoustic considerations are addressed at the outset of design, the cost implications are not great. It is largely a matter of the choice of geometry and attention to panel location and damping. Unfortunately, not all control rooms exhibit sufficient neutrality and imaging to render some of the more subtle aspects noticeable. In those environments which do offer such neutrality, it is all too frequently the mixing console that limits the realisation of the full sonic performance of a total control room system. At the other end of the scale, however, panel resonances have produced clearly audible degradation of monitoring performance, even in some of the most rudimentary control rooms.

The problem of the acoustic design of consoles warrants considerably more attention than it has customarily been given.

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Tony PHONE FOR CO				

**QUALITY USED** 

Tony Larking Professional Sales Ltd. Not have to hand it to George Thorn of Roland UK for braving the lions, demonstrating the Sound Space (RSS) synthesiser to the Audio Engineering Society in London, and taking questions. It makes a welcome contrast to the way Archer Communications tried to launch Q-Sound, with one-way transmission of hype. But whether Thorn's pragmatic approach to RSS succeeds in making the system more than a gimmick flash-inthe-pan, remains to be seen.

Groups of four or five heard RSS demonstrated in a separate room. To listen they had to stand in a queue in front of the loudspeakers. There is no doubt that RSS does spread sound well outside the speaker stage, like binaural headphone listening, and like JVC's Biphonics two-speaker system of a decade or more ago. But, as with Biphonics, any head movement left or right destroys the spatial effect, and changes the tonality of the sound. I was fifth in the line of listeners and heard very little effect. Demonstrations to a larger audience suffered the same problem. And it all sounded very phasey to me.

Few families form a straight line queue in their living-room to listen to records. Thorn admits RSS is a "solo listening experience" but believes that the listening public will "sit in the middle of loudspeakers if told to do so". With commendable

#### **Barry Fox**

#### Spreading stereo; eliminating room reflexion; backward message masking

frankness he acknowledges that *RSS* processing "changes the tonality of sound anyway" and the effects "work best on moving sound".

RSS was the result of seven years of research by Roland's R&D department in Japan, which has 300 engineers on the payroll. New, unspecified developments are promised. It is unlikely that they will solve the basic problem of requiring the listener to sit in a central position and refrain from head movements.

Roland have tried *RSS* on 1,000 different people, and discovered that women hear the effect more than men and that right and left handed people hear left and right handed image shifts. Professional engineers hear the effect less well. "It is best for the casual listener. But take heart. You can learn," Thorn reassured the AES audience.

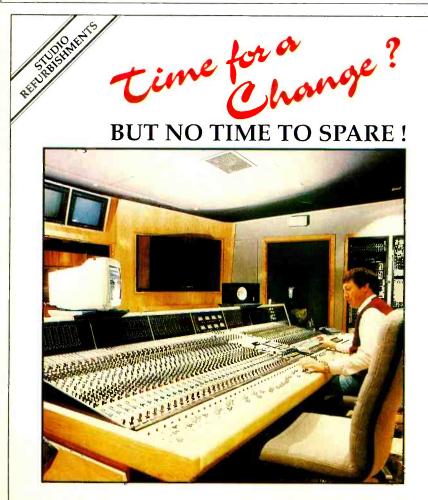
Most hopeful, Roland is advising engineers to use RSS with subtlety and avoid overkill. On the Rolling Stones' *Flashpoint* album, RSS was used on eight tracks to spread the ambience. On track four, *Miss You*, Jagger's scream is RSS-processed. Thorn describes it as "token over-use".

Abbey Road is apparently planning to try *RSS* on an opera recording and Jean Michel Jarre has bought a system. So we can perhaps expect a Docklands extravaganza with sound spread wide across London. You can be sure that having bought a system Jarre will use it.

"There is an education process for us all to go through. Beginners, we call them RSS virgins, need to sit smack in the middle," says Thorn replying to criticism of phasiness. "Engineers are brought up to worry about phase. The public doesn't know what phase is, and it doesn't offend them either. Initially I had a feeling of discomfort, but it's worn off. It very rarely disturbs me now."

I have to say I find it hard to swallow Roland's philosophy that people must learn to appreciate *RSS*, first sitting in a tightly defined place and then, when they know what effect to expect, moving out of the hot seat. The general public does not behave like that.

But if used once in a while on a recording, RSS becomes just what Thorn says it is, another special



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"We do not claim total mono compatibility," adds Thorn, "but it is possible to mix for a good stereo effect and not suffer to any significant degree in mono. The signals are never completely out of phase."

In line with the pragmatic approach of regarding *RSS* as just another effect, Roland asks for no royalty on use of the system. And they only ask (rather than demand) a sleeve note credit of the Roland logo. "But we put a pretty hefty price-tag on the hardware," says Thorn.

This is probably a very wise policy. News now comes, from the US, that Hugo Zuccarelli is suing Michael Jackson for using Holophonics on the album Bad and single I Just Can't Stop Loving You without paying for the privilege. It seems that when asked for money Michael Jackson simply took Holophonics out of the mix but left the system credited on the sleeve note, making people think that Holophonics did nothing to the sound.

Having been at the receiving end of Zuccarelli's hype when he first wove the mystery of Holophonics, I have to say that I think he and Jackson may well deserve each other and that *RSS* is a far better bet for any producer who wants to throw some surprises into the mix.

early 10 years ago I visited Acoustic Research in the US and heard the company's prototype digital signal processing system. This used digital filters to subtract acoustic anomalies from a room. The results were encouraging but the system was not good enough to sell.

Soon after, in 1984 (just as AR's patent on the technology came through) AR's parent company Teledyne (who own 130 companies in the defence and aerospace industry and never seemed too interested in the subtleties of audio) disbanded AR's research and development team.

The Japanese went off at a tangent, with their own DSP systems. These doctor the sound of a domestic hi-fi to add a chosen acoustic, for instance to make a string quartet recorded in a dry studio sound as if it were playing in a cathedral. At the same time the Japanese have put manual equalisers on everything, from hi-fi amplifiers to waterproof *Walkmen*.

In 1989 Teledyne sold AR to Jensen and the next year Cambridge Signal Technologies, or SigTech, of Cambridge, MA, USA, bought the signal processing technology. Ron Genereux, one of the original research team at AR, joined SigTech, and brought the idea up to date. The system, called Acoustic Environment Correction, is now ready for production and sale.

It is worth recalling the first principles of why loudspeakers sound different in different rooms. Sound reflects from the walls, ceiling, floor and furniture so that the listener hears a mix of direct and indirect, and thus delayed, sound. When the different soundwaves are in phase, they reinforce. When they are out of phase, they cancel out. Phasing depends on the frequency of the sound, length of reflexion path and time of arrival.

The ideal fix is architectural. The current second best fix is to analyse the spectrum of the sound at the listening position and manually adjust a graphic equaliser. But the equaliser bands are too broad for accurate correction.

AR's aim in the early '80s was to automate, using computer control of the digital filters. At the time the only chips available were microprocessors with an operating speed of 10  $\mu$ s per calculation. This limited the frequency of the signals doctored in realtime to below 1 kHz.

In 1990 SigTech bought the patented technology and subsequently its designer Ron Genereux has developed and built a new system, using Motorola digital signal processors, which work at 75 ns. This is fast enough to process all audible frequencies in realtime.

SigTech's AEC gangs 24 DSPs in parallel to create 2640 separate filters, each with a resolution of 13 Hz. The filters are set up by a PC. With the filters disconnected, the PC generates a random noise signal, which is fed through the loudspeakers into the room. A microphone, placed where the listener will sit, analyses the pattern of direct and reflected sound. From this the PC builds a set of instructions, which adjust the digital filters so that they doctor sound in exactly the opposite way to the room. From then on, all sound signals are fed through the filters before the loudspeakers reproduce them.

"The Japanese overlay their effect on top of the room," says Ron Genereux. "We are taking the room out of the equation.

"There is general scepticism in the recording industry," he admits. "Everyone wants to try it for themselves." SigTech has tested the system at 15 sites in North America, including the studios owned by Sony/CBS in New York and the Canadian Broadcasting Corporation in Toronto. The effects are most noticeable in poor acoustics, the kind you find in the vestry of a church used for location recording.

In London recently for the APRS, SigTech bravely demonstrated AEC at Abbey Road. Afterwards EMI's engineers felt the system added clarity to the music reproduction. Their reservation was that the effect is most pronounced when engineers sit exactly where the microphone was positioned for set-up. In practice this is not a serious disadvantage because engineers routinely sit in a tightly defined position when recording.

The AEC box will cost around  $\pounds 5,700$ , the set-up software and hardware for a PC costing another  $\pounds 1,700$ . Because only one set-up per room is needed, SigTech will appoint agents to set up systems on a service basis. In the long term SigTech plans a domestic model. The price of DSPs is falling all the time. Currently they cost around \$15 ( $\pounds 7.50$ ) each.

arly in January satellite news service CNN ran an item on backward masking: the trick of putting a message on a recording that only makes sense when played backwards. The idea behind backward masking is to disseminate subliminal messages. Remember the run-out groove on the Beatles' Sergeant Pepper album? A lot of people wrecked their gramophone needles by playing this backwards by hand. They were all sure they could hear a message. But everyone interpreted what they heard differently. The CNN news item featured a recording engineer (from Florida, I believe) telling how he had played all Madonna's recordings backwards and heard masked Satanic messages in several tracks. CNN reproduced the effect, apparently with one of the old Teac 4-track ¼ inch open reel machines. These were originally designed for reproducing quadraphonic tapes and then used for 4-track home recording. When a ¼-track stereo recording is played, switching to the wrong head pair plays one stereo pair backwards.

CNN reckoned they heard messages too, and played the backwards tapes with the masked lyrics displayed on screen like a bouncing ball singalong. I only caught the item briefly (around January 10th/11th) while in a Las Vegas hotel. But one of the tracks played was *Rescue Me*, with the word 'Satan' easy to recognise when highlighted with the bouncing ball.

Later I phoned and faxed CNN many times, both the station's HQ in Atlanta and the bureau in London. I asked each time for the name and contact number of the engineer who had unmasked the messages. Despite many promises from CNN, and numerous reminders from me, CNN never came back to me.

Then UK Channel 4's youth entertainment programme, *The Word*, ran a short item. *The Word's* producer, was more helpful than CNN. He had got the material for the story from a US TV station (CNN perhaps?) and demonstrated how two Madonna tracks, *Like A Prayer* and *Justify My Love*, contain the phrases 'Save us Satan' and 'Hear us Satan' when played backwards.

Soon after, Joan Rivers cropped up on the satellite channel Lifestyle, interviewing Rob Holford of Judas Priest, and Gail Edwin of CBS Records. The gist of a rather muddled conversation was that you could hear the words 'do it' when some heavy metal recordings are played backwards. The Rivers interview had been prompted by the \$9 million law suit brought in 1988 against CBS Records by the parents of Michael Waller. In 1986 Waller, then 16, had shot himself. His parents believed that he had been encouraged by subliminal messages buried in Ozzy Osbourne's song Suicide Solution.

A similar law suit had previously been brought against Judas Priest, whose album *Stained Glass* was claimed to have caused another suicide.

Both cases have now been thrown out of court. But under the US legal system there always seems to be opportunity for another appeal so I hesitate to say both issues are now settled.

There is no doubt that everyone is sincere in the conviction that they can hear a backward masked or subliminal message, especially when told what to listen to with lyrics displayed on screen. And that's the rub.

Forensic experts know only too well that if you give two people the same poor quality recording, for instance a bugged conversation or telephone tap, they will each hear completely different words and meanings. And once you tell someone what to hear, they will hear it, and swear on oath to hearing it.

Has anyone out there at the sharp end any hard evidence of artists putting masked messages into their recordings?

PERSPECTIV

ndrew Allen had worked very hard to take his modest inheritance and build it into a fairly successful audio contracting and sales firm in his region of the United States. He had created a successful niche for himself by providing services involving high quality intercommunications and monitoring systems. He also specialised in simultaneous translations systems. His clients included the world of television and motion picture production, theatrical settings, auditoria and stadia, sports arenas, international organisations and the like. He had learned through the years to use certain products of proven reliability to provide carefully defined functions and had thrived from his expertise

Ône day his carefully defined world began to fall apart. He had asked his assistant to place an order for 20 of the small 40 W monaural amplifiers that he liked to use in translation systems. He was shocked to be told that his order had not been accepted. He was no longer eligible for the extension of credit, his assistant said. They would be able to pay cash at the full list price, freight-onboard the factory. The company would supply only a 100 W stereo amplifier that could be switched to provide a single output but without a high voltage transformer feed. Without the 70 V line function, his standard for speaker level distribution of signal, there could be no installation. He decided to call the vice-president in charge of sales at the company in question. The conversation at Andrew's end was limited to the stunned utterance of grunts and the occasional sucking of air, as he was told that his company was no longer carried on the approved distributor list and that it really didn't matter anyway since the products in question had been discontinued. After he had hung up the telephone, Andy sat and pondered the implications of his conversation.

The vice-president had explained that the Fiscal Review Operations Group of the company had recommended the discontinuance of all distributor and credit relationships of less than \$500,000 in annual invoicing. The committee had also indicated the need to drop from the product line all models that did not account for at least 2% of the gross sales figures. Andy had asked if it mattered that the products in question and the distributorships in question were profitable to the company? He had been told, "No! Absolutely NO!!" The only issue that mattered was that such small portions of the total operation still required the same complex management services support as far more profitable areas such as the dog food operations and the brassière manufacturing subsidiary. In fact, he had been told that top management considered much of the electronics operation to be "rather archaic and untidy" in providing what the customer wanted, rather than making the customer want what the company provided.

Andy also jogged his memory with the thought of profitability from push-up bras and fido treats. The sound products company he had been associated with for so long, had been purchased last year by a large conglomerate. The well respected founder had entered his 70th year with some real concerns for the impact of estate taxes

#### Martin Polon

#### Bean counting and small fry. Comment from our US columnist

on his heirs and assigns. The lawyers had recommended selling the company. The result was a sale joining amplifiers to women's underpinnings and recycled horseflesh, and not coincidentally bringing the audio concern within the grasp of the industrial octopus's bean counters. Andy was most revolted by the telephonic recantation of an erstwhile slogan that had been temporarily favoured by the new executives: "We feed the beasts, uplift the lives of the ladies and bring music to the ears of mankind."

he above tale is, as usual, a hypothetical amalgamation of various forces at work in our audio industry today. But this piece of fiction is closer to reality than not. The unfortunate consequences of today's business climate in general is to move the audio industry in specific, into a business environment, which is more or less toxic to the traditions and mores of past audio business practices.

Now, no one can question the demise of the oneman-band school of management in many different segments of the audio industry. The 'noble' founder, who loved his customers and dealers nearly as much as he loved his products and innovations as well as audio technology — is today as much an extinct specie as the Dodo bird. Edwin Land, father of the Polaroid camera, among scores of other important inventions, was once described as loving 'technology more than money'. That description could be used for many pioneer manufacturers, studio owners, audio innovators, etc. Our industry is much the loser for the demise of that good specie. No one can deny that prudent management is necessary for any

Maintaining a full line of what is needed as opposed to what is exceedingly profitable is probably the major stumbling block for the so-called modern managers who would remake the audio industry business venture to survive. But the macroeconomic model of a small industry with many inter-related 'Mom and Pop' businesses worked very well for a very long time. Many in the audio industry still do not understand why dramatic change has been necessary.

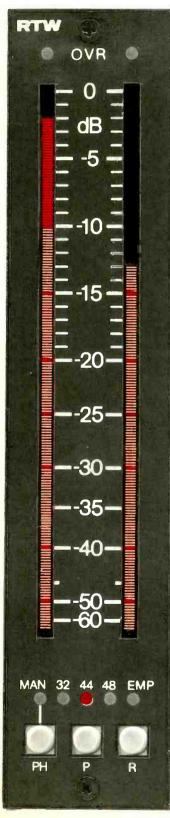
Change in the business structure of the audio industry has occurred primarily beause of three factors. One is the 'greying' or death of the 'beloved founder' and his close associates. These people as a group mostly came under the influence of the electronics explosion of the 1950s and '60s. Now, the founding fathers of our audio industries and others newer and less grey but still of the pioneering spirit are ready to 'cash in their cards'. On both sides of the Atlantic, the 'Grim Reaper' or fear of the Reaper's right hand assistants --- the Inland Revenue and/or Internal Revenue Service — is prompting a speedy exit from the companies built so laboriously in the past. Death duties or estate taxes have pushed many companies into the open marketplace for purchase.

The second element forcing a change in ownership is the onerous financial demands of research and development. The business of audio has entered the domain of computers and computer chips and digitisation. No one can compete in the development of new products who cannot afford to create their own proprietary chips and that, among a lot of other things R&Dwise, costs money. The last is the incorrect assumption that the audio industry has become 'Sexy'. In this case, 'Sex' is defined as being a very exciting marketplace what with the supposed intimate contact with the record business, motion pictures, and television - plus the perception that because of that contact the audio business is unusually successful. Even if companies do not change hands, the ascension of new management from within the founding family or without, often brings someone to the fore with the same unrealistic expectations of profitability.

ther forces are 'at play' in today's business world that often cause profitable and well-run companies to make a 180° shift in product line policies and dealer/customer relationships. The number one modifier of a company's business practices is the arrival on the premises of a 'management consulting team' from one of the several international firms of management consultants. Described by one audio executive who survived a recent 'putsch' by one of the management consultancies, as: "the real dregs of the Earth. Troll through Sadaam Hussein's middle manager corps for those who championed the concept of combining hospitals with command centres . . . add those formerly at the Internal Revenue Service terminated for 'exceeding the standards of authority', and top off the collection with those in the various state governments who prefer to lop funds off budgets for winter shelters since it is cheaper to remove and bury someone frozen to death than it is to house and feed them when alive.'

Now this judgement may be somewhat biased against management consultants but the general

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For further information and prices contact: Mr Günther Kutsch phone no. 06894-4717! feeling of most individuals who experience the gentle graces of such 'deep probers' have not been any more positive. The consulting firms are usually brought into a company by the top leadership, fearful of a loss of income, status or market-position or all of the above. The usual result of such a management study is to reduce staff, distributors, products and services. Most often, the focus is on increasing profitability while decreasing the outlay for expenses from less profitable areas.

he potential sale of a company can also upset the various relationship and product 'applecarts'. Brokers brought in to aid the sale of a company frequently suggest a trimming of the workforce and cessation of activities that are considered 'less profitable'. Worse still, a company may experience a takeover where large term debt is used by the acquiring parties to pay for the transaction. To cover the service on that debt, major changes are made with a subsequent downgrading of products and services. This is all considered to be to the good and is frequently described as being lean and mean

At any rate, the end result has been the acquisition of many companies and/or a changing of the guard significantly modifying what was

familiar to audio professionals. Frequently, the new managements at these companies have a general motivation to achieve high profitability in a short term environment. To misquote an old baseball phrase, "That ain't audio!" The problem in many cases is an unwillingness to provide the support so necessary to the function of the audio community. That support can conflict with corporate goals in a number of ways.

Maintaining a full line of what is needed as opposed to what is exceedingly profitable is probably the major stumbling block for the so-called modern managers who would remake the audio industry. A \$400 (£200) mixer-amplifier does need microphone input transformers and speaker line output transformers. These accessories are often the sort of less expensive items that cost cutters want to eliminate at audio equipment makers. The rationale is that the overhead of the company for administration, data processing, information systems, warehousing, etc, is constant no matter what the item. Eliminating the low cost items or similar high cost items (replacing 40 W amplifiers with 100 W units) increases efficiency. But it does not serve the needs of the audio community in terms of providing a full line of accessories for major products sold. If one intends to service the recording services area or sound reinforcement or the broadcaster or film-maker, the products needed to do the job must be available. One reinforcement contractor noted, "It's just like going to the supermarket. You shop where you can get all of the things you need. If a market stops carrying milk because it isn't very profitable, you will be unlikely to shop there even if the market has everything else you want to buy."

anufacturers should maintain a broad range of distributorships based on profit rather than on meeting a minimum commitment. Of late, audio equipment manufacturers in several of the English-speaking countries as well as elsewhere, have begun to pare down their distributor or dealer relationships. The goals of such efforts, is to reduce the overhead of servicing the third party sales network. Yet such efforts frequently work against the best dealer or distributor in an area. For most audio equipment sold at any level - consumer, semiprofessional, professional - frequently the most successful sales organisations are the ones that heavily discount and offer distant delivery by mail, or parcel, or express service. That is all well and good for a substantial segment of the equipmentconsuming population. But the nature of today's

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complicated equipment requires considerable support after sales in terms of training in equipment operations and in warranty/repairs. The full service dealer will frequently do less business in total than his discount/mail order brethren. But it is the full service dealer who usually services the items sold mail order. There is no easy formula to determine how many dealers or distributors a company should have from each category. But it is clear that most large established customers, such as broadcasters and recording studios, shop where they get the most service.

Manufacturers should maintain distributors in less profitable geographical and demographic locations. The practice of culling sales points has also worked in some cases to eliminate certain geographical locations. If an equipment maker wants all dealers to sell a minimum amount of equipment each year, there will be many places where that minimum is virtually impossible to reach. For example, there is no way that a dealer in Nashville, TN, can compete with a dealer in Los Angeles, CA. Figures from the US Department of Commerce, Bureau of the Census show the comparison for the category of 'Amusement and Recreation Services', considered by many to be the most important indicator related to the overall consumption of audio products and services. Los

Angeles generates gross economic service figures of over \$8 billion per year in this category while Nashville can only pump about \$1/4 billion per year. Yet the 'right' dealer in Nashville can 'place' product in all the important studios in 'Music City' and those sales can influence other sales all over the south-eastern United States. Dropping such a dealer because of a minimum is business suicide.

Manufacturers should maintain business relationships with customers and distributors in good times and in bad! The current economic slowdown has prompted some audio makers to put strict limits on credit and payment terms for their dealers and large customers who sometimes buy direct. Of course, no one can extend credit indefinitely to a struggling distributor. But most often, the dealers need help 'bridging' the time period from the point where they receive an especially large order to the time that they are paid by the customer and can in turn pay the manufacturer. One would think it would be helpful to support the dealer, who is after all selling a substantial amount of product. But, as one dealer makes perfectly clear, "The yuppies in the credit department have replaced people we did business with for 20 years. They don't know us ... they have never been here ... they don't know our customers. A large Japanese company has been

after us for three years to give them a try. They have been down here . . . met our customers ... talked to our bankers ... gone out on jobs with our people. You figure out what will happen!"

ow the bottom line here is that change is the only factor that is a true constant. And change is continuing to upset the established audio 'applecart'. It is beginning to appear that the audio marketplace has not been kind to those interested only in the 'quick bottom line'. Several audio companies owned by those who had short term goals have been placed back on the block after only a few years of control. Several other companies offered for sale have not found a buyer from the 'quick turnaround' community. Perhaps it is encouraging to note that audio, like most other technology businesses, will flourish when the customer base receives the service that only a dedicated management can and will provide over the long term. The 1990s promises to be an unusually competitive time for doing business. The expectation among most analysts is that service to and for the customer will return to the top of the list of management prerogatives as it becomes the number one competitive tool in the marketplace.



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# Akai S1100

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#### An operational report by Mike Collins on Akai's latest sampler



ost recording engineers will be familiar with the Akai S1000 sampler, which has become an 'industry standard' in the UK. Built on the success of its forerunners, the S900 and S950 by adding stereo capabilities and 16 bit/44.1 kHz specifications, is considered by many to be the best in its price bracket for overall performance and reasonable ease-of-use.

Studios appreciate longevity in equipment, especially if the specifications can be upgraded to keep up with the latest developments in technology. If the operational aspects of a piece of fairly complex equipment such as this remain essentially the same, engineers who have found the time to familiarise themselves with the original model can continue to work with new models which retain a familiar user-interface.

In keeping with this aim, Akai have recently made available the S1100 sampler, which has better general specifications and several new or improved features compared with the S1000. Yet the basic operation of the two models remains the same.

#### **F**irst impressions

The S1100 comes supplied with four 3.5 inch floppy disks containing factory samples: Grand Piano #2 holds a very useful program of piano samples that have been very professionally trimmed and looped. Orchestral #1 has a selection of strings, orchestral brass, oboe and flute. The strings are excellent but I have heard better brass, oboe and flute. Workstation #5 has a selection of instruments suitable for a modern dance track, including piano, guitar, clarinet, bass and drum sounds. Sample Wave Mixing #8 contains a very good selection of pads, lead sounds, Xylophone and Marimba and synthesiser sounds, which could be very useful for film scores. After checking out the factory disks, I tried out some S900, S950 and S1000 disks. All the disks and the programs loaded perfectly, this latter feature saving the need to recreate your keygroup mappings when transferring sounds from older libraries. The S1100 effects will obviously not be allocated when you load other formats, however, it is quite easy to set suitable effects up yourself, once the programs are loaded

#### Multi-effects

The S1100 is the first sampler to feature internal multi-effects, as the manual proudly announces, and there are 50 preset effects to choose from. These include several types of Reverb, including various halls, rooms and plate reverb simulations. The next category is Chorus/Flange, which uses a complex algorithm with four delay lines modulated by a low frequency oscillator to produce rich, swirling stereo effects. A separate delay lets you add echo effects to these. A stereo Pitch Shifter lets you transpose sounds up or down by as little as 0.01 of a semitone for subtle detune effects, and up to 50 semitones for a more 'outrageous' result. The last category is Echo and a three-tap delay line is used here, with feedback and pan independently adjustable for each delay line. Using this, you can set up effects similar to those of the old Roland Space-Echo and similar tapedelay units with multiple heads. In all, there are 20 preset reverbs, 10 chorus/flange/delay FX and 10 multitap delays - all editable.

Each effect has its own level, EQ, Pan and width controls, and every program can have its own unique effects. This is in contrast to some synthesiser units with built-in effects, where these effects are linked to particular sound programs and it can be difficult to re-program these for use with other programs. The Effects file contains 50 effects that can be freely assigned to any program number. If there is a reverb you like on one disk, you can easily select this for use with any other program. You can even apply the same effect to several programs if you want to, with different amounts of effect applied to each of these using the effects send in the Mix page of the Select Program mode. And the 'icing on the cake' is that you can use the S1100 effects as a standalone unit, where you route, say, a Prophet 5 synth into the S1100 and out to your mixer after adding effects. This feature can even be used in combination with the internal sounds - so you could play the S1100's sounds and route an external synth through the *S1100*'s effects. This is a pretty flexible scheme and the S1100 definitely scores a few extra points for this feature.

#### Main features

The review model had software Version 1.0 operating system in ROM, and the manual stated that there was provision for future upgrades to be loaded from disk into RAM. The excellent manual was written by Steve Howell — a freelance MIDI specialist working for Akai (Japan) here in the UK.

Howell explained: "The S1100 has 16 bit quantisation, with oversampling on input — the same as the S1000, however, it has a 20 bit DAC with 64x oversampling on output as opposed to a 16 bit DAC with no oversampling on the S1000. This means less noise and greater dynamic range from the S1100. The 20 bit DACs allow you to boost the levels of individual outputs in Edit Program mode by up to 12 dB, and you can boost the main stereo level by up to 6 dB."

This last feature is Akai's response to feedback from users about the S1000 — which shows that they do listen.

When asked about using computer-based editors for the S1100 control functions Howell stated that many of these functions will be accessible via SystEx in a future upgrade. This will enable editor software to be written for the S1100 on personal computers sometime next year — maybe. Perhaps Akai should put a higher priority on this, as many people like to control their MIDI gear from one central location via computer.

One of the best features is Time-Stretch. This lets you lengthen or shorten a sample from 25% of its original length to 2000% (20x) its length. Here you can alter the length of a drum rhythm sample to fit in with the rest of the track without altering the pitch, or fit sound effects or vocal phrases to video soundtracks to get the timing exactly right. I tried this on a four-bar drum rhythm sample and it took 7 minutes to create a sample stretched to twice the length. This worked perfectly - the tempo dropped to half the original but the pitches of the drum sounds stayed the same. There are two 'modes' of operation available: Intell, which is for speech and music (which I used on the drum rhythm sample); and 'Cyclic', which is suitable for individual instrument samples. I tried Cyclic on some voice samples and can report that this also worked well in practice: I sampled an 'Ah' voice sound, and wanted to create a C major triad chord (C3, E3 and G3) from the original C3 sample. I

used Time-Stretch to create new samples at E3 and G3, and then played and held the chord on my MIDI keyboard. When the samples reached the end of their length, they all finished at the same instant — in contrast to what normally would have happened if I had just mapped the original C3 sample to play on the E3 and G3 keys, where the highest note would have finished first, followed by the middle, then the lowest note.

Another major new feature is the Q-Play mode, where you can create, edit and play cue lists. This is aimed at audio/visual post-production suites that do not use MIDI equipment (are there still such places in existence?). The idea here is that you enter a MIDI note to trigger a specific sound effect at a specific SMPTE location, and build a 'cue list' of these, which will play back at specific frame locations on your video. You can even create your cue lists on-the-fly while the video is playing. The S1100 now has its own built-in SMPTE code reader/generator to facilitate this and the beauty of this system is that you don't need a MIDI keyboard to trigger your samples to SMPTE any more. It is a shame that the code reader won't handle MIDI timecode (MTC) though, because quite a number of A/V studios have MIDI equipment and MTC would be the ideal code to integrate the S1100 into a MIDI set-up.

The *S1100* also has a built-in 'virtual' mixer with FX sends, pans and level controls for the individual and stereo outputs. Talking about stereo outputs, there is an extra pair of these, via *XLRs*, which provide 'realtime' digital output in AES/EBU and SPDIF formats. Using these, you can output audio to most professional digital tape recorders or DAT machines.

## Backup and sound libraries

You can still use the optional IB 04 AES/EBU digital interface board (as with the *S1000*), which lets you sample in from DAT or CD digitally, and transfer data out to DAT. Using this you can backup the memory, or a hard disk, onto DAT, including all your samples, program information, looping information, and so on. So this is a worthy addition to the system, even though there are direct digital outputs built-in — because these don't allow program data back-up.

There is also a built-in SCSI (Small Computer Systems Interface), which lets you connect any Apple Macintosh-compatible hard disk drive to the S1100 to hold your sound libraries. Various thirdparty manufacturers can supply rackmounted CD-ROM drives, 45 Mbyte removable hard disk drives, and up to 1.2 Gbyte hard disk storage devices, which use SCSI. A popular combination is a CD-ROM drive and a 45 Mbyte removable drive in one convenient 19 inch rack.

There are no specific sound libraries available for the *S1100* yet, apart from the four 3.5 inch factory disks that come with the machine, however, you can buy at least half a dozen CD-ROM disks containing different *S1000* or *S900* formatted samples. Also, many dealers have large libraries of samples for the *S1000/S900*, which they will let you copy onto 45 Mbyte removable drives for a nominal fee.

#### RAM

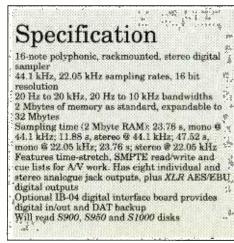
The standard *S1100* has 2 Mbytes of RAM and this is expandable to 8 Mbytes using 2 Mbyte units, or to 32 Mbytes using 8 Mbyte units (as is the *S1000*). This gives you from 11.88 seconds for a stereo 44.1 kHz sample using 2 Mbytes, up to about 3 minutes and 10 seconds in 32 Mbytes just about the length of an average-length 7 inch single, for instance. On a warning note, Akai say that third party memory boards are not recommended, as they have found certain manufactured units may not work properly.

#### Version 2.0

Akai have already announced that Version 2.0 software will allow direct-to-disk recording with basic editing facilities. For instance, you will be able to have sequenced sounds playing from RAM in the S1100 and, say, a sax solo playing back from a hard disk. This will make the S1100 very much an 'all-round' recording tool - for studio use particularly. For instance, if you use the S1100 to record material for your master in the studio, you could then take this to a SoundTools-equipped editing suite and make careful edits to your vocal tracks, or whatever, with no loss of quality, and only paying for the editing equipment, rather than for a full-blown recording studio. You could then transfer the edited sounds back to the S1100 and use them on your final mix.

#### Use with SoundTools

You can transfer S1100 samples to and from SoundTools' Sound Designer II (SDII) sample editing and hard disk recording software on the Macintosh via SCSI — using the S1000 sampler setting in SDII. I found that I was able to improve some of the loops using SDIFs superior facilities. Then I sampled a Wurlitzer electric piano into



SoundTools, trimmed and looped the samples and then transferred these into the S1100. Here I found that trimming and looping were much easier to carry out using the *SDII* software. Unfortunately, I discovered that you cannot play the S1100 via MIDI while it is connected to the *Mac* via SCSI — and if you turn the SCSI off without quitting *Sound Designer* first, the *Mac* crashes. Once set up properly, the transfer of short individual samples is very quick, however.

Unfortunately, there is no way to ask the S1100 to send all its samples, one after another. You have to select them in turn and then transfer them individually. The selection is done via a scrolling numerical field in a dialogue box on the Mac, and if you want to select the 20th or 30th sample, for instance, this can be a tedious process. Also, I encountered several mysterious Macintosh 'crashes' while transferring sounds via SCSI. The 'watch' cursor would appear on screen and refuse to go away until I turned the Mac off. Another mysterious problem that occurred was while the SCSI cable was connected to the S1100, unpleasant noises found their way into my monitor amplifier every time any of the disk drives on the Mac were active, or the S1100 SCSI transfers were taking place. I disconnected the mixing desk from the monitor amplifier and it still happened — but only with the S1100 SCSI linked to the Mac.

Despite these problems, I recommend *Sound Designer* (or *Alchemy* software) to professional users — as the on-screen editing and looping features are far superior. Using sample editing programs such as these will save you precious studio time and allow for much more accurate work.

#### Summary

The previous top-of-the-range samplers from Akai, the S900, S950 and S1000 all became 'industry standard' models in the UK. Akai have worked hard to provide useful new features for the S1100 to help it to maintain this position.

There is still room for improvements to the design — for example, setting loop startpoints can be difficult, especially as the waveform is not displayed sufficiently well for you to see its envelope properly. It can also be awkward to move between some of the parameters you need to edit on different 'pages'. I believe that front panel editing software for personal computers (as well as the existing sample editing software) would be very advantageous for studio use.

It is good to see the continuity of the *S1000* instrument 'family' in the market of hi-tech MIDI equipment, where each year brings many new models, often with radically different userinterfaces, that the poor musician or engineer has to struggle to learn 'on the job' at his next gig or session.

I wish Akai every success with this revamped S1000, and it is a welcome addition to their range of professional samplers. The S1000 model is still available, as are the playback only and keyboard versions, but studio users may well opt for this higher-spec S1100 rackmount unit.  $\Box$ 

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