

LIVE SOUND SUMMER SPECIAL

E

**THE PROJECT
RECORDING &
SOUND
MAGAZINE**

JULY 1996

DIGITAL REVISION
Orchestra
Deer



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EQ



PROJECT RECORDING
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VOLUME 7, ISSUE 7
JULY 1996



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ON THE COVER: Primus front-man Les Claypool. Photo by Steve Jennings. Illustration by Melissa Halka



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You Only Live Once



We understand there are many new products that have promise if you know they're there and *when* they can help. It seems there are always new products that hold the promise of having all of the answers...until you try to get something done with them. Then you discover that none of the features made that important transition from the brochure to the box. Certainly that's why *EQ* magazine exists — to bring the technology of live and recorded sound and their underlying issues into focus.

Most people working in the sound-reinforcement industry, whether touring, running a club rig, handling corporate A/V, or volunteering at their church, have learned by doing, and have had very little time and opportunity to exchange ideas with a broader spectrum of people in the industry. A handful of venues for education in live sound do exist, but, unfortunately, most of those are merely adjuncts to a studio recording program. Live sound has already started the inevitable transition to digital technology, but there are relatively few forums for discussing the issues of even this important transition. (Much credit, though, must go to live-sound pioneers Don & Carolyn Davis's Syn-Aud-Con and the *Pro Sound News* Syn-Aud-Con workshops.)

There is nothing as immediate as a live performance, and there are few endeavors more arduous than touring the one-niter. This is a lifestyle that leaves little time for discussing the intricacies of live sound with your peers. Except, that is, for the occasional discussion with another crew member of why the monitors are too loud or the mics are in the wrong place — all while making a 500-mile overnight journey. Wouldn't it be great if you could take a few days and discuss techniques with people as devoted as you are to getting the most out of a system, a venue, and a band?

Everything from loudspeaker rigging to signal processing has been refined over the past decade to meet the very specific needs of live sound. We no longer must use loudspeakers designed for cinema or consoles designed for multitrack recording. Unfortunately, most of us get limited opportunities to use the very latest gear and make up our own minds as to its usefulness. That's why, in addition to reviewing the latest live sound gear in these pages, I have been working to develop a fresh approach to exchanging ideas between working live-sound engineers.

This summer, from August 30 to September 2, some very talented and experienced professionals have been invited to join a limited number of interested individuals for four days of workshops, concerts, and discussions on live sound. This Live Sound Reinforcement Workshop will offer workshops and discussions with: FOH mixer Rob "Cubby" Colby (Phil Collins, Genesis, and presently out with Bob Seger), who will offer his experience in mixing some of the largest tours to ever hit the stage; Kooster McAllister (director and owner, Record Plant Remote) also will be there to discuss the intricacies of interfacing with live recording and how he uses mics to meet the needs of both record companies and live audiences; and fellow *EQ* columnist and digital audio guru, the lovely and talented Mr. Roger Nichols, will relate his experiences in touring with the world's pickiest musicians.

This is the first in a series of workshops set in the idyllic Banff Centre for the Arts in the heart of the Rocky Mountains. In combination with this workshop will be live performances as part of a 12-day international music festival that will allow the participants an opportunity to exchange ideas under concert conditions. We will have some of the latest gear on hand from Panasonic-Ramsa, TC Electronic, dbx, DigiTech, and EAW to try out in concert while exchanging ideas on the hows and whys of live sound, before, during, and after the live shows.

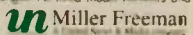
Those interested should contact the Banff Centre for the Arts at 403-762-6180; e-mail: arts_info@banffcentre.ab.ca; and check their web page at <http://www.banffcentre.ab.ca>. I hope to see some of you there. In the meantime...

Welcome to an issue of *EQ* devoted to the interests of live sound and written by people interested in exchanging information with you. Let us know what you think.

Wade McGregor, Contributing Editor



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GATES GRATES

I cannot properly express to you the wracking revulsion I experienced at the sight of your offensive composite photo of Bill Gates with the Beatles. To allude that Mr. Bill has had any worthwhile contribution to anything creative or artistic is so outlandish that I was temporarily frozen in a seizure of disbelief. His crippling stranglehold on operating systems with imbecilic products like MS-DOS, Windows, and now, behold, a Mac-like Windows 95 (a decade after his media machine ruthlessly slammed the Macintosh OS), have retarded the progress of personal computing by many years, indeed. The man-boy is motivated to foist his geometric vision of computing down and up every available public orifice. Why can't he take his ball and jacks, go home, and philanthropize with his 40 pieces of silver?

And you people! Don't get me started! It's one thing to inform your readership of new tools, but to even think of that photo? Holy Cow.

*Tim Erskine
Salt Lake City, UT*

MORE ON MIKING

Re: Microphile on RCA BK-5A (August '95) and Swedien mic techniques article (March '96).

I enjoyed this review and the closeup of the mic. Yes, it was a crooner's mic. You may recall that Perry Como used it on his TV show from the Ziegfield Theater in New York City. It hung from a boom and was frequently in the picture while he sat on a stool. He and his technical director, Chester Rackey, preferred it for the warm sound plus feedback reduction.

Note from my Chapter 6 in the *Handbook of Audio Engineering*, McGraw-Hill, 1988, that the Olson patent refers to acoustical networks that make it more directional than a cardioid or hypercardioid, hence it was called "uniaxial." Its response is 8 dB down at 90 degrees and a null at 180 degrees. The frequency response is smoother than the 77-DX in the presence region, and extends flat past 15,000 Hz, whereas the 77 response is falling.

The blast filter plus the accessory windscreen favored its use by TV 10 in Philadelphia for a live western shot in their back lot many years ago. The original lab models by Olson and Pre-

ston were used by President Eisenhower and were on display in the Smithsonian prior to the recent remodeling of the History Museum.

They are being rediscovered in the quest for warmer sound these days, and I have been receiving calls about it lately from Ron Streicher, who is experimenting with it in his recordings.

I also enjoyed the recent article by Bruce Swedien that reveals his secret recording methods. Much of it is just good engineering, but the basic pick-up method with coincident omnis leaves me baffled. I happened to be taping my church choir one Sunday and listening to the audio via headphones or speakers in our audio room. The mic was an AKG C-422 stereo mic at 10 feet overhead and in front of the choir with capsules at a 90-degree angle. As it was not an important tape, I varied the patterns from omni through cardioid to bidirectional. At the omni setting, it sounded like a mono recording. Stereo was best at bidirectional, which makes sense as this is a Blumlein array. Cardioids need a 120-degree angle, so the stereo was more compressed towards mono.

Is Bruce making mono recordings, or are his capsules much farther apart than the C-422's, which would improve the stereo effect?

*Jon Sank
Cross Country Consultants
Haddonfield, NJ*

[Good question. Unfortunately, when we asked Mr. Swedien to respond, we found that he was out of the country and would not be able to answer until our press deadline had passed. Look for his comments in next issue's letter page. —Ed.]

WHO'S A DOPE

I was recently reading the April '96 issue of *EQ* and enjoyed it until I got to the "Marathon Man" article. You see, my band is also called The Dopes. *We have trademarked the name. It is ours.* We are an unsigned band from NYC where we have built a great reputation for ourselves. Aside from the fact that we have successfully stopped Viacom Networks, Inc. from producing a pilot show called *The Dopes*, we are also featured in the Rock 'n' Roll Hall of Fame museum. There is a mannequin of our lead singer, Trick-Fall, displayed in the section called "All the Young Dudes." The

(real) Dopes display is alongside Iggy Pop, David Bowie, L7, and Psychotica.

We have also released an independent 13-song CD, *Dawn of the Dopes*. It was recorded by Kramer in 1994 and we have distributed over 2500 copies. We are now going back into the studio to record a new four-song EP of our recent work and are planning an east coast tour.

We wish the *other* band well, but would very much appreciate it if they would stop using the name we have worked very hard at securing. It would also help both sets of fans who might otherwise see the wrong band by mistake.

If you would like more information or a copy of the CD, don't hesitate to call 212-225-4985 or 212-757-9890.

*Terence Enright
Manager
The Dopes*

UP IN SMOKE

Re: Erick Blaze's "Just Say No" letter in *EQ* April '96.

I couldn't agree more. Every time I see a music video where the singer and/or guitarist has a cigarette so "coolly" dangling from his lips I get the urge to slap someone.

That one image is going to push X amount of kids over the edge. And it's a long way down.

Let Keith Richards and the like wheeze their way into oblivion. Don't let them take anymore people with them.

*Drew Arnott
Burnaby B.C., Canada*

MR. FIX-IT

I want to express my thanks for the maintenance articles by Eddie Ciletti. They are extremely useful and possibly the only detour from the poor house. Let me explain.

It used to be that the technology was in the U.S. If the Ampex, Crown, or Scully tape deck broke down, you could figure it out. You might have to buy a bearing or tape head. It didn't take a PhD to figure out how to put it on or how to align it. With DAT machines, etc., you are almost a victim. For instance, my Sony PCM-2300 was only a little out of warranty. When ejecting a DAT, it happened to pull a little loop out of the shell. The jinglish service manual was too confusing, so I took it directly to

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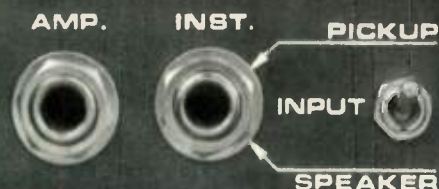
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LETTERS TO EQ

Sony. They told me that adjustment was not supposed to be done; that Sony said there was a new mechanism update that I had to buy. That cost me \$500. They even added on a \$95 cost for rebuilding the old one! That I took issue with and promptly got a refund.

This, however, points out the extreme cost difference in the cost of operating a small recording business. On an open-reel machine, a screwdriver would have fixed it. With the new machines, you scrap everything and start over again.

Another interesting thing to investigate might be servicing CD-R machines. When my Marantz recorded a dud disc, the disc supplier and Marantz pointed at each other. Believe it or not, they don't really have a way of checking the laser output of these things, nor the error rate. They stick in a disc and try recording. If it has an obvious problem, they "fix" it. If the problem is subtle, you gamble at "fixing" it. "Fixing" it consists of replacing the entire CD mechanism for \$500. If you try to buy the part yourself, the cost is \$1500!

*Mike Stosich
Esoteric Sound
Downers Grove, IL*

FRANK TALK

Re: Correction to Francis Buckley's story about our 20/20 bas monitors in the "Up Close and Personal" article in the June '96 issue.

While I enjoyed many engineering projects during my 17 wonderful years with UREI, credit for the legendary UREI 1176 limiter design must go to Bill Putnam, the company's founder and visionary leader. Later, in the early '70s, Brad Plunkett improved the noise by 6 dB and the "LN" version (for low noise) was produced. UREI was a wonderful place to be those days, and I owe so much to Bill and Brad for their understanding of the art, science, and business we all continue to enjoy today.

*Frank Kelly
Event Electronics*

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EQ&A

MANUAL LABOR

Q I was wondering if you could tell me where I might be able to find a master service manual for a 1973 Marshall Superlead 100W, Model 1959. The customer service rep at Korg said that information was only available for the reissue model.

Jon Olstadt
via the Internet

A The schematic for that model can be found in the Groove Tube amplifier books by R. Aspen Pittman [Groove Tubes, Tel: 818-361-4500]. Three 1970 versions appear in *THE TUBE AMP BOOK II* on pages 335, 336, and 337 or, in the 4th edition, on pages 590, 591, and 592.

Eddie Ciletti
Contributing Editor
EQ Magazine

THAT SYNCING FEELING

Q I have a TASCAM TSR-8 that syncs up to [Opcode System's] Studio Vision Pro using SMPTE and MMC. I am going to buy a couple of ADATs or DA-88's this summer and I want to know how to sync up the TSR-8 and the digital 8-tracks and use Studio Vision Pro as the master. I've heard it can be done, but I have no idea what equipment I would need. Is there such a product from TASCAM or JLC Cooper?

Chris Walcott
Shockwave for
Director Development

A When syncing a TSR-8 and DA-88's together, we recommend

slaving the DA-88's (by means of the TASCAM SY-88 sync card installed in the master DA-88 unit) to the TSR-8.

While you would generally expect to slave the analog open-reel to the digital machine, the reality of the situation is that the TSR-8 is unable to keep up with the rapid response transport of the DA-88, and hence, spends way too much time chasing. Also, if you were to slave the TSR-8 by means of the ATS-500 synchronizer, you would then be unable to control the unit via MMC [MIDI Machine Control].

TASCAM recommends, therefore, that you use the TSR-8 as the master of your system. By employing an MMC-100 MMC interface with the TSR-8, you'll be able to generate timecode, record it to an open track, and then feed that timecode back either as SMPTE or MTC. In this scenario, however, we'll use the DA-88's SY-88 sync card for timecode generation, using the MMC-100 strictly for playing back timecode and MMC functions, so read on.

By working in this manner, you

can control the transport and track arm/disarm functions of the TSR-8 right from your Mac once you establish bidirectional MIDI communication between the Mac and MMC-100/TSR-8. The timecode on the TSR-8 will be fed via the MMC-100 to the SY-88/DA-88's while it also feeds MTC to the Mac.

The situation with the DA-88's is slightly more involved. We recommend using the SY-88 sync card to slave the DA-88's to incoming timecode while using the MMC-88 (attached to the master machine's Sync In port) for MMC functions — assuming you will be using more than one DA-88. While the SY-88 supports MMC, it does so on a one-machine-only basis. Hence, there would be no response if you attempted to arm tracks on the second DA-88. As the MMC-88 passes MIDI messages via the DA-88's sync ports, this limitation is averted.

With the above situation in mind, begin by using the SY-88 to simultaneously generate timecode to both the subcode area of the master DA-88 as well as an open track on the TSR-8 (even though the MMC-100 is capable of this task). The DA-88's would slave to the

TSR-8's incoming timecode via the SY-88 in the master unit, while the Mac/Opcode system would feed MMC messages directly to the MMC-88's MIDI IN port for track arm/disarm functions. Now for the final consideration.

Because you are dealing with two different types of recorders from two different generations, you will also need to be cognizant of Machine ID numbers for the purpose of arming and disarming the tape tracks. Without defining Machine ID for the recorders, each time you arm track 5, for example, you will arm that track on both the TSR-8 and the first DA-88. By leaving the MMC-100/TSR-8 alone, and defining

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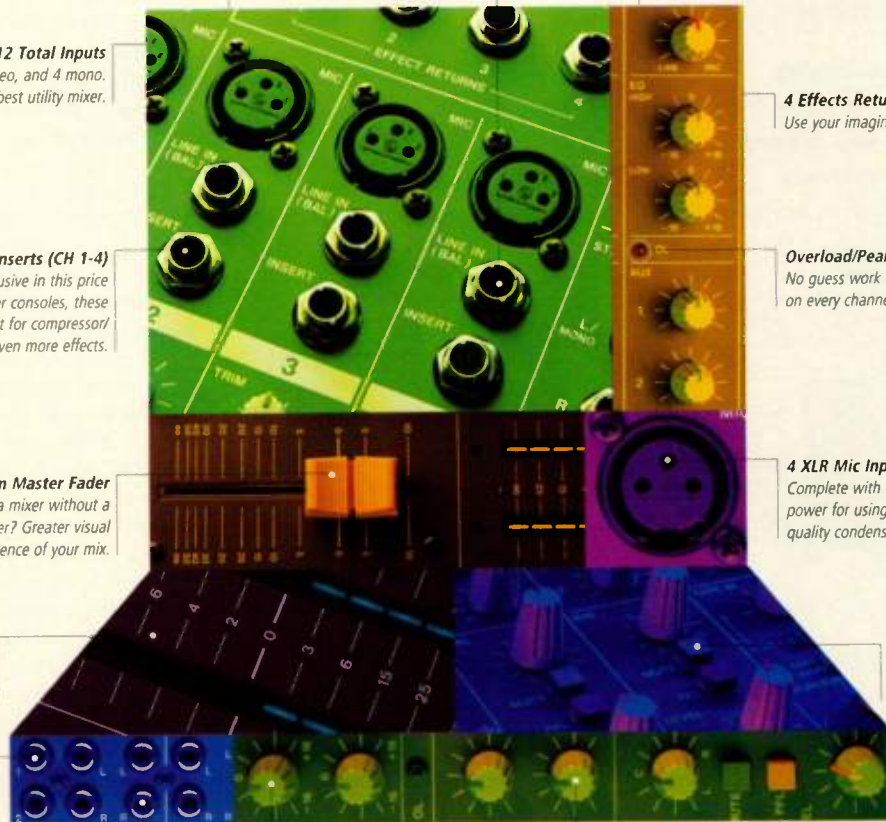
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Machine ID for the DA-88's via the dip switches on the front panel of the MMC-88, you will be able to treat these recorders as separate systems.

Roger Maycock
Marketing Support Representative
TASCAM

BEING PC

Q I am interested in trekking into the PC audio editing field. The PC I am using is a 100 MHz Pentium with 8 MB of RAM and a 1.2 GB hard drive, running under Windows 95.

I assume the first issue I need to address is a sound card appropriate for importing digital audio from the AES/EBU port on my DAT. I also realize that an upgrade of at least 8 more MB of RAM will be helpful. This is where I start to get lost. Most of the software packages I see include some sort of MIDI capabilities, which I will have little use for. I have also seen recommendations for a separate "A/V" hard drive.

The editing capabilities I am looking for are level setting, EQ, crossfades, and possibly spot compression. For output, I will need to get back to my DAT and, in the future, to a CD-R.

My questions are:

1. Are there software programs out there that will be useful to me without wasting space on MIDI applications?
2. What's the deal concerning "A/V" drives?
3. Should I not waste my time and just purchase a dedicated Pro Tools-type system instead?

Russ Diamond
Raintree
Lebanon, PA

A First, yes, there are quite a few programs out there, but your first consideration is your sound card. If you're talking about transferring between your PC and your DAT, probably the highest quality approach would be a card that transfers sound via the S/PDIF digital audio protocol (you said that you'd like to use the AES/EBU ports, but the consumer S/PDIFs are as good, and in that they transfer index markers, are often better). My suggestion would be to get Digital Audio Labs (D.A.L.) Digital Only Card or check out Digidesign's new AudioMedia III card.

Now back to your software question. D.A.L.'s Fast Eddie or Steinberg's Wave-

Lab stereo editors are fast and get the job done. Multitrack programs for the PC, such as Samplitude or SAW Plus, will fill the bill if multiple tracks are your pleasure. For out-'n'-out signal processing, I'd recommend Sonic Foundry's Sound Forge.

Next, the term A/V drive is just a trade name for drives that generally conform to the ATA-2 standard. They have the advantage of not being constrained by the 528 MB limitation that was imposed by older computers and are able to transfer data at much higher speeds. Remember, when it comes to digital audio and video, speed's the name of the game!

Finally, I don't know, should you not waste your time? Seriously, it's your decision. There are a small number of dedicated systems out there, most of which are designed for the Mac. (Creamware's tripleDAT for the PC will be reviewed in an upcoming issue.) The best approach with any of this gear is to go to your nearest music or pro-audio dealer and test drive the options for yourself. Hang in there!

David Miles Huber
Contributing Editor
EQ Magazine

CARD CARRIER

Q A (Digidesign) TDM system has lots of cards. How do I know which goes where?

Mike Foster
Yorba Linda, CA

A Always observe the correct card order when installing expanded Pro Tools and Pro Tools III systems. Use the Expansion View program to verify the slot order for your Mac. Disk I/O or SysAxe should be in the lowest alpha numeric slot, then any Bridge I/Os, any Farms, any SCII/TDM, followed by any non-TDM cards. This is especially important in Pro Tools III systems, since the I/O card in the lowest slot is the clock master, and Bridge I/Os installed higher than Farms will not work properly.

Tom Cockrell
Technical Support Manager
Digidesign

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THIS AD CONTAINS 8 REASONS TO BUY YOUR FREE 1-HR. MACKIE

1 **VLZ CIRCUITRY FOR ULTRA-LOW NOISE AND CROSSTALK.** Did we just make up a fancy name for the same old circuitry? Nope. VLZ (Very Low Impedance) is a Mackie innovation based on solid scientific principles. Through the careful deployment of high operating current and low resistor values at critical points in our consoles, we're able to dramatically reduce thermal noise & adjacent-channel crosstalk. Open up all the channels, subs & masters on a Mackie θ -Bus console and compare what you hear (or rather don't hear) with any Brand X console. Because Very Low Impedance circuitry needs loads of high current, we ship a humongous, 220-Watt Triple-Regulated power supply with every θ -Bus

2 **IT EXPANDS ALONG WITH YOUR NEEDS AND BUDGET.** You'd be surprised just how many θ -Bus console setups like the one below are currently in use. But you don't have to start out this way. Start out with a 24 θ B or 32 θ B and then grow your θ -Bus console 24 channels at a time with our 24 θ E add-on modules. 1, 2 or even 3 of 'em connect in minutes. They come with their own 220-watt power supply; optional meter bridges are available.

3 **IMPECCABLE MIC PREAMPS.** A console can have motorized dooflammers and an optional MIDI espresso attachment, but if the mic preamps aren't good, you don't have a fully-useful production board. Our discrete preamps with large-emitter-geometry transistors have won a critical acclaim for their exceptional headroom, low noise (-129.5dBm E.I.N.) & freedom from coloration. VLZ circuitry in the preamp section also reduces crosstalk.

4 **THIS CONSOLE JUST PLAIN SOUNDS GOOD.** Sure, you may be able to buy a Brand X console for less. But you end up with a console that sounds like...well...a Brand X console. Granted, we're getting into a pretty subjective area here...but we have tall mounds of θ -Bus warranty cards that rave about our consoles' "clarity," "sonic purity," "sweet sound," "transparency," "lack of coloration" and a lot of other superlatives we wish we'd thought of first.



Above: 24 θ E 24-ch. expander with optional MB θ E meter bridge and stand.

6 **MAC[®] & WINDOWS[®] 95-BASED AUTOMATION THAT'S RELIABLE, PROVEN AND AFFORDABLE.**

Along with affordable digital multitrack recorders, the Mackie θ -Bus has made it possible to do world-class productions on a modest budget. But until now, Big Studios have still had one remaining and unattainable creative "secret weapon"... computerized level automation. That's why we developed the UltraMix[™] Universal Automation System. It gives you fully editable and recallable control of input, channel and master levels — plus features not found on even the most expensive proprietary Mega-Console automation systems. Equally important, it doesn't degrade sound quality, introduce zipper noise or cause

audible "stepping." UltraMix is currently being used to mix network television music themes and on several major album projects — by seasoned engineers who grew up on Big Automation Systems. Their verdict is that UltraMix is a serious automation solution — stable, reliable and frankly easier to use than more expensive systems. The basic system controls 34 channels and can be expanded to as many as 128 channels. UltraMix Pro[™] software, for OS/2/40 & Power PC Macintoshes and PCs (Windows[®] 95 required), includes a wealth of



UltraMix[™] includes the Ultra-34 Interface, UltraPilot Controller and software for \$2797 suggested U.S. retail. Macintosh[®] or Windows[®] 95-compatible PC not included.



features like editable fader curves, built-in level display, unlimited subgroups, SMPTE time code display, event editor with pop-up faders, optional control of outboard effects devices and the ability to play Standard MIDI files from within the program.

¹ Mention in this ad denotes usage only, as reported to Mackie Design, and is in no way intended to constitute official endorsement by the artists or groups listed.

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5 PROFESSIONALS REALLY USE THEM. The members of Boyz II Men could have afforded any console they wanted for their studio's second room. They chose an 80-input 8•Bus with 102 channels of UltraMix™ automation. In the studios of artists as diverse as k.d. lang, Yes, Queensryche, Lee Roy Parnell, Aerosmith, Bryan Adams, Carlos Santana, Whitney Houston, Eric Clapton & U2, our consoles really are used to make great music.

FREE VIDEO! Choosing the right 8-bus console can be pretty confusing these days. That's why we've whopped up a free video that gives you some solid reasons to buy a Mackie 8•Bus. This eclectic compilation contains excerpts from our epic 8•Bus Video Owner's Manual, an introduction to UltraMix™ Automation System and an award-winning short subject, The 2nd Mackie Home Video. Watch all three parts before you part with bucks for any 8-bus console.

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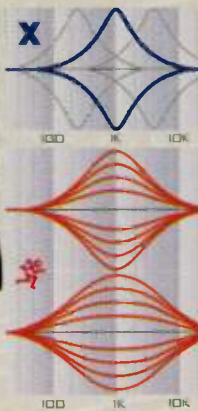
Above: 24•E 24-ch. expander with optional MB•E meter bridge and stand. Above left: 32•8 with optional MB•32 meter bridge and stand.

Above: The SideCar, matching 8•Bus equipment rack.

7

WIDE MID RANGE EQ.

Whether you're tracking or mixing, equalization is one of your most important creative tools. We concentrated on important things like giving you Classic English Console EQ capabilities. By that, we mean extremely-wide-bandwidth peaking equalization that can be used to achieve effects that simply aren't possible with narrower EQ. Most Brand X midrange EQs have a fixed bandwidth of about 2 octaves (blue graph above right). You can sweep it up & down the frequency spectrum, but the "sharpness" of the EQ curve is always the same.



This kind of EQ is good for some purposes...but if you've worked with it before, you know it's too drastic and localized for gentle changes in overall tonal coloration. The 8•Bus' true parametric Hi Mid lets you spread the bandwidth out to as much as 3 octaves (red curves at left). That extra octave of "width" gives you a whole new creative palette.

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8

LEGENDARY RELIABILITY.

This is one of those factors you probably don't think much about - until your console goes down at in the middle of a critical session...at 2AM on a holiday weekend. Built with pride in Woodinville, WA, USA, 8•Bus consoles have an enviable 3-year track record for enduring continuous, round-the-clock use and abuse.

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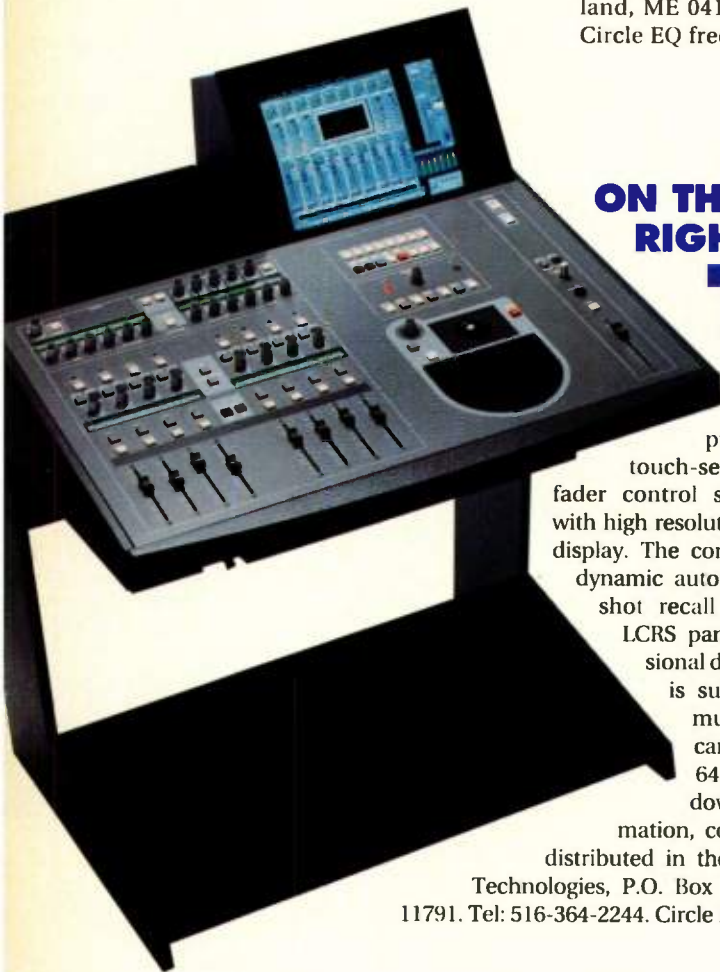
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MAGNETISM

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ON THE RIGHT TRAC

The new Virtua console from Soundtracs is a stand-alone unit that requires no external computer and provides a touch-sensitive motorized fader control surface combined with high resolution VDU and LCD display. The console provides full dynamic automation and snapshot recall of all functions, LCRS panning, and professional digital interfacing. It is suitable for 24 way multitracking and can provide a total of 64 inputs on mix-down. For more information,

contact Soundtracs, distributed in the U.S. by Samson Technologies, P.O. Box 9031, Syosset, NY 11791. Tel: 516-364-2244. Circle EQ free lit. #102.

WALLS OF SILENCE

If you're interested in changing the space in your studio, check out Folded Space Technologies' Cloaking Devices. These movable walls can be stand-mounted, wall-mounted, linked in folding configurations and stacked to create neutral environments or craft sound scapes. The central building block of the Cloaking Device is the 2x4-foot panel. Each panel has an absorbent side and a reflective side and is constructed of furniture-grade woods. The absorbent side utilizes 2-inch Studiofoam by USAFoam, while the reflective side is 1/4-inch hardwood ply. For more information, contact Folded Space Technologies P.O. Box 801008, Acworth, GA 30101. Tel: 770-427-8288. Circle EQ free lit. #103.



GO WEST

Westlake Audio has introduced the Lc8.1 monitor designed for nearfield monitoring, portable use, broadcasting, and more. The Lc8.1 is hand-built using only performance-matched components and hand-wound coils. Nominal impedance is 7 ohms, sensitivity is 90.5 dB SPL, long-term power is 85 watts with short-term at 225 watts, weight is approximately 31 pounds, and the Lc8.1's frequency response is 55–18,000 Hz. For more information, contact Westlake Audio, 2696 Lavery Court, Unit 18, Newbury Park, CA 91320-1591. Tel: 805-499-3686. Circle EQ free lit. #104.



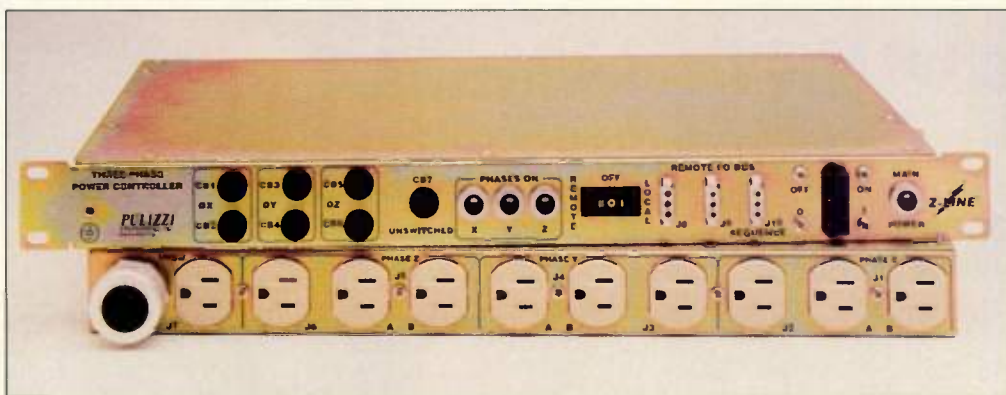
BI BI BABY

Wireworld's Discrete Biwire speaker cables utilize two symmetrical coaxial speaker cables for isolation between high- and low-range conductors. The company's newest cables, Atlantis II and Oasis II, feature two 13-gauge symmetrical coaxials bonded together in pearlescent PVC jacket. The cables in the Atlantis II utilize polymer-coated strands, while the strands in the Oasis are bare. These cables meet UL/CL3 and CSA-FT4 requirements for in-wall installation. Atlantis II speaker cables sell for \$12/bulk foot, \$310/2.5 M biwire pair. Oasis II speaker cables sell for \$7.80/bulk foot, \$225/2.5 M biwire pair. For more information, call WireWorld, 3320 Griffin Road, Fort Lauderdale, FL 33312. Tel: 954-962-2650. Circle EQ free lit. #105.



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Pulizzi Engineering's TPC 4000/MTD provides AC power distribution and Multiple Time Delay power up sequencing to all equipment connected to it in order to reduce high-inrush current and prevent momentary sags caused by power hungry motors and drives. Included is bidirectional EMI/RFI filtering and spike/surge suppression line to line, line to ground and neutral to ground. This bidirectional feature allows each duplex to be isolated from the others so that noise and spikes cannot enter. There is also remote control and emergency power off. The TPC 4000/MTD features a three-phase design (120/208 Y, 20 amp or 30-amp input) and a size of 1.75"H x 12"D. There are ten outlets on the rear panel of which there are three outlets per phase and one unswitched outlet for convenience power. List price is \$915. For more information, contact Pulizzi Engineering, 3260 S. Susan Street, Santa Ana, CA 92704-6865. Tel: 714-540-4229. WWW: <http://www.pulizzi.com>. Circle EQ free lit. #106.



EQ PRODUCT VIEWS

IN COMMAND

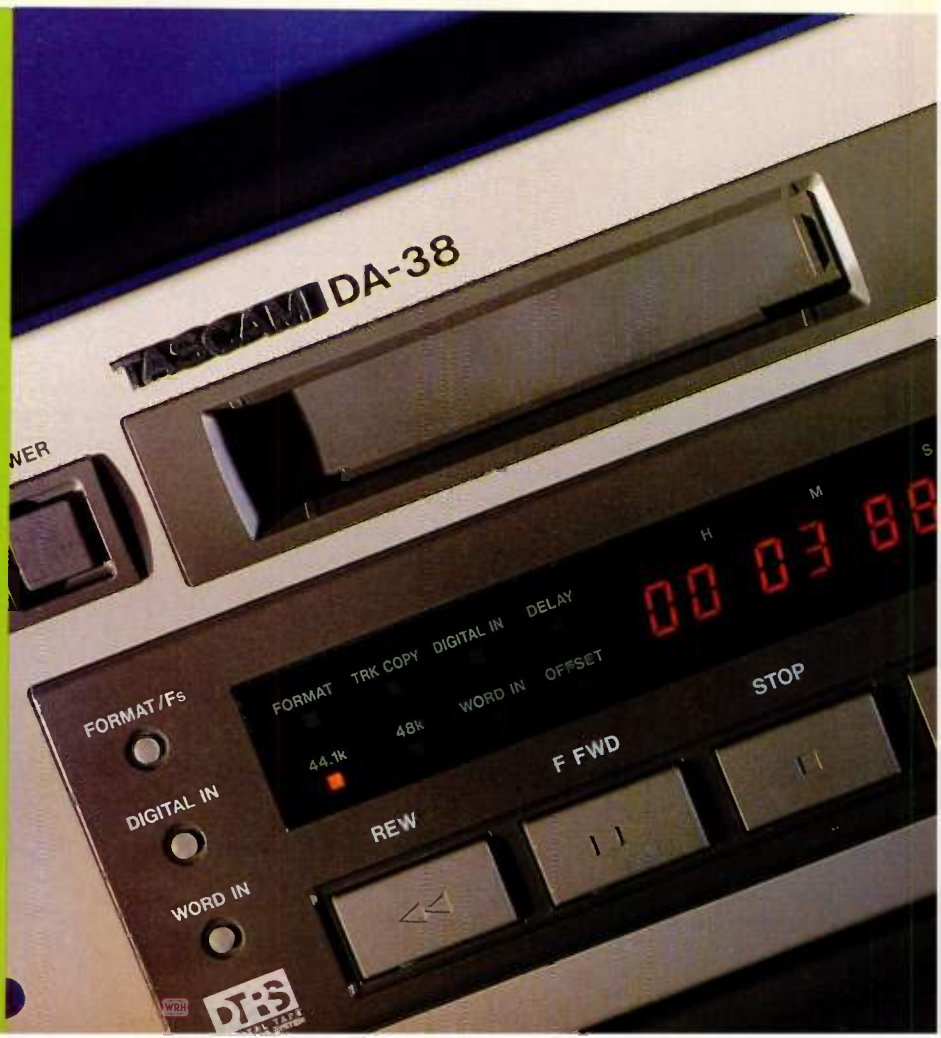
The Omnirax Commander workstation has a desk wide enough for an 88-note controller keyboard and room for a ton of gear. There are 12 rack spaces on each cabinet's sloping top front, and a four-space module in the center just behind the controller. Ten rack spaces can be found in the left cabinet's lower front, while 6 sloping spaces below a sliding computer shelf can be found in the right cabinet's lower front. The commander has a total of 60 rack spaces for all of your gear-holding needs. For more information, contact Omnirax P.O. Box 1792, Sausalito, CA 94966. Tel: 800-332-3393. Circle EQ free lit. #107.



MEET THE ELITE

Otari's Concept Elite is a new console that encompasses features found on the Otari Concept I: a digital master section, symmetrical dual input modules, snapshots, and VCA automation. The Elite adds image recall, enhanced EQ, and greater processing power. M Pan Multi-Format Panning is an option that provides panning and assignment for multichannel film formats and allows simultaneous track assignment from both module paths. Two automated joystick panners are included with this option. For more information, contact Otari Corporation, 378 Vintage Park Drive, Foster City, CA 94404. Tel: 415-341-5900. Circle EQ free lit. #108.

**For Musicians
Who Bought
The Other
Digital Multitrack
SORRY!**



LOADS OF HORNS

JBL's new Architectural Series AS 3218 is a full-range, three-way loudspeaker designed for high-power installations. The AS 3218 incorporates horn-loaded midrange technology for extended pattern control. Peak output is >130 dB SPL and there is a nominal 60-degree coverage pattern. The AS 3218 is designed for triamplified use only and is constructed in a trapezoidal enclosure for arraying purposes. Included JBL components are the 2242H 18-inch low-frequency driver, the new 2012H midrange cone driver, and a 38 mm exit large-format compression driver coupled to a JBL Optimized Aperture Bi Radial horn. For more information, contact JBL, 8500 Balboa Blvd., Northridge, CA 91329. Tel: 818-894-8850. Circle EQ free lit. #109.



KNOW THE DECODER

The Circle Surround 5.2.5 High-Performance Decoder is RSP's latest surround-sound product. It decodes five independent, full-bandwidth audio channels from two analog or digital delivery channels, and has 59 dB separation between the left and right stereo surround channels. This decoder adds the ability to "monoize" the stereo surround channels and to limit the bandwidth to 7 kHz via the front-panel buttons to audition the program mix on other matrix systems utilizing a mono surround. For more information, contact RSP Technologies, 2870 Technology Drive, Rochester Hills, MI 48309. Tel: 810-853-3055. Circle EQ free lit. #110.



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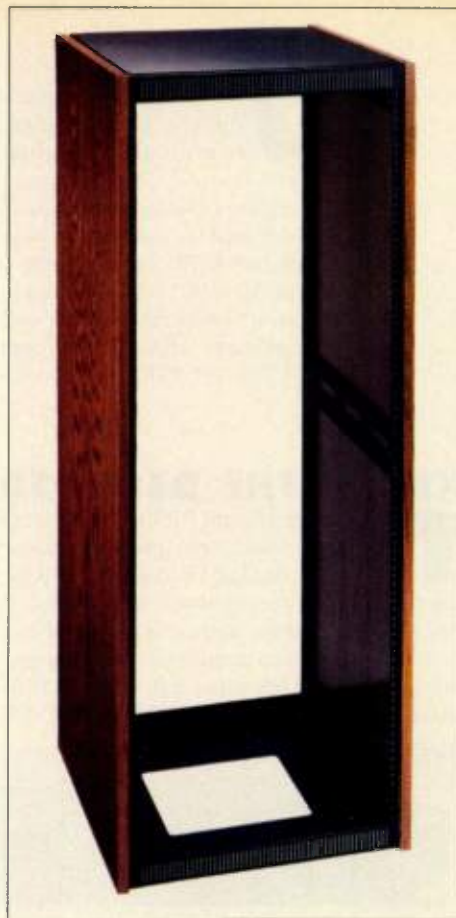
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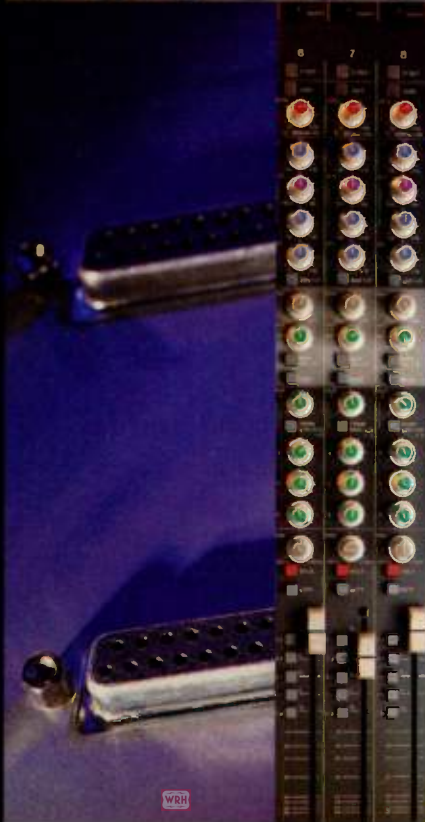
OAK-KAY!
Middle Atlantic now offers the new WSP-5 oak veneer side panels for the company's Slim-5 enclosures. Finished with a hand-rubbed stain and a protective polyurethane coating, the panels are available for any Slim-5 enclosure. Those ordered without doors and rear panels can be obtained in nonstandard sizes. Sold in pairs suitable for UPS delivery, the WSP-5 panels have suggested retail prices ranging from \$216 to \$333.50. For more information, contact Middle Atlantic, 8 North Corporate Drive, Riverdale, NJ 07457. Tel: 201-839-1011. Circle EQ free lit. #111.



FEELING SPOOKY

The Ghost L.E. console from Soundcraft boasts professional 4-band equalization with two fully parametric mids, individually switched phantom power and phase reverse, and a brand new mic amp. There are six mono and two stereo inputs, as well as multiple monitor outputs for different sets of speakers and headphones. Price is \$4350. For more information, contact Soundcraft, distributed by Harman Pro North America, 8500 Balboa Blvd., Northridge, CA 91329. Tel: 818-227-1800. Circle EQ free lit. #112.

**You'll
love it
for what
it does.**



The M1600 represents innovation in console design. For example, next-generation MHR™ (maximum headroom) mic preamps, 48V phantom power and extremely low noise AST circuitry.

More reasons why you'll want TASCAM's new M1600 8-bus recording console:

- **Balanced/Unbalanced D-Subs:** previously only available on consoles costing 10 times more, these threaded connectors provide a more secure connection to the M1600's Direct/Group Outputs and tape returns, not to mention less confusing to hook up and a lot less clutter in your studio.
- **AUX section w/selectable monitoring:** 6 AUXes (stereo pair and 4 mono). Just AUXes 1-2 do the work of four: 1) tape monitor during tracking; or 2) stereo effects sends pre fader, or 3) post fader, or 4) live input control of virtual MIDI tracks. Plus AUX summing lets you take a single effect and apply it to both channel and monitor paths.
- **The EQ section:** greater frequency range with 3-bands including semi-parametric mid sweep (100-10k) on each channel. Use it on either the monitor or channel path.
- **Every channel includes** TRS bal/unbal line inputs, stereo in-place solo/mute, insert points, long throw faders, plus signal and overload indicators.

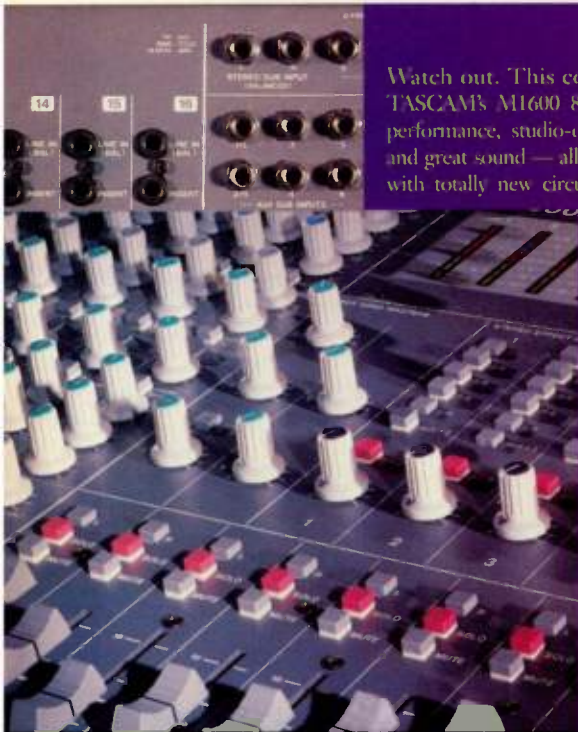
PLAY THE (NEAR)FIELD

Tannoy's System 600 and 800 nearfield monitors feature 90+ dB sensitivity and 150+ watts power handling. Coupled with the phase coherent Dual Concentric drive units is a new cabinet design that provides a clear line over the console. The frequency responses are 52 Hz-20 kHz and 47 Hz-20 kHz +/- 3 dB respectively. For more information, contact Tannoy/T.G.I North America Inc., 300 Gage Ave., #1, Kitchener, Ontario, Canada N2M 2C8. Tel: 519-745-1158. Circle EQ free lit. #113.



MIND YOUR MINIDISC

Following in the footsteps of its Portastudio predecessors, is TASCAM's new 4-track 564 Digital Portastudio. At the heart of the 564 is MiniDisc technology, which allows for instantaneous locate capability, combine, divide, and many other functions. Auto punch in/out with rehearsal, 3-band EQ with sweepable mids, two aux sends, four mono channels, four stereo channels, four balanced XLR inputs, and a rotary control are all standard fare with the 564. Additional features include a MTC output for sequencer lockup and full support for MMC (MIDI Machine Control). Each MiniDisc provides roughly 37 minutes of 4-track recording time. For more information, contact TASCAM, 7733 Telegraph Road, Montebello, CA 90640. Tel: 213-726-0303. Circle EQ free lit. #114.



Watch out. This console is changing the rules. Simply put, TASCAM's M1600 8-bus recording consoles deliver the highest performance, studio-quality specs, slick recording-oriented features and great sound — all at prices about half of what you'd expect. Plus, with totally new circuitry and impressive signal flow flexibility, the

M1600 is designed to work and interface easily with modular digital multitracks (like the DA-38) and hard disk recording systems. Sure, you can find other mixers comparable in price, but they sacrifice features, quality and value to get the price down. Not TASCAM. And whatever you do, don't let anyone tell you that a 4-bus live sound mixer will work fine in the studio. It won't. If you're into recording. Get into an M1600. The high-performance 8-bus that does what you want, for a price you can handle.

There's more, get your comprehensive 8-page FAXBACK document detailing all of the M1600's hot features, next-generation design, specifications and diagrams. Options include an impressive meter bridge and the MA-8 mic preamp for additional XLR mic inputs. Or get to your dealer and get your hands on one today.

The M1600's Selectable Monitor design gives the AUX section incredible power and flexibility. FAXBACK has all the details.



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MSRP for *M1600/16. \$2,199 for M1600/24

CIRCLE 64 ON FREE INFO CARD

EQ STUDIO WARE

GOLLY G

MIDIMAN's MIDI GMan is a wavetable synthesizer module with an internal effects processor and is both GM- and GS-compatible. When used with a standard PC sound card MIDI cable or PC MIDI interface, GMan functions as an external wavetable synthesizer for any PC. For Mac users, MIDI GMan has a standard built-in 1 In/1 Out



Mac MIDI interface. Other features include stereo mix in; a mic in and mic preamp that allows the GMan to work as a stand-alone studio/karaoke system; 1/4-inch and 1/8-inch stereo main, and line level outputs; and a retail price of \$249.95. For more details, contact MIDIMAN, 45 W. St. Joseph Street, Arcadia, CA 91006. Tel: 818-445-2842. Circle EQ free lit. #117.

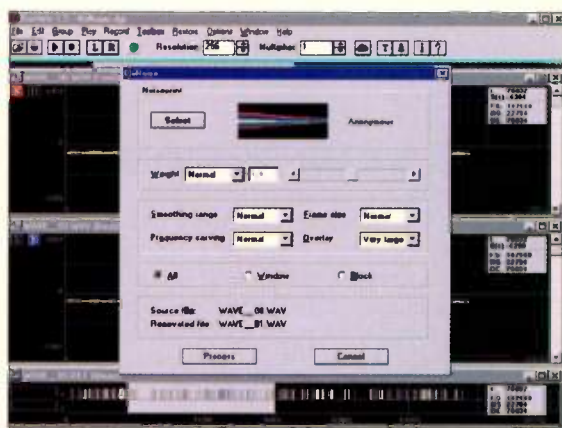
XTREME MEASURES

Pinnacle Micro recently announced the first 10X speed CD-ROM drive for consumer and home markets. The 10Xtreme operates at a fast 1.5 MB per second data rate. With a suggested retail price of \$239, the 10Xtreme ships with a free copy of *UP!*, a multimedia CD with 100 digital videos, and is available for use with any PC/AT or compatible computer. The 10Xtreme has an internal 5.25-inch half-height form factor. Interface cables are included with your purchase. For more information, contact Pinnacle Micro, 19 Technology, Irvine, CA 92718. Tel: 714-789-3000. Circle EQ free lit. #115.



WITH A TRACE

Building on their original DART (Digital Audio Reconstruction Technology) software architecture, Tracer Technologies has introduced the improved DART PRO software package. Like the original, the DART PRO has been designed to remove clicks, pops, and surface noises from any Windows WAV file, but it also features DENoise and DEHiss capabilities, an updated Wave manager, and a spectrum analyzer. DART PRO has a retail price of \$399. The original DART will still be available, and will carry a list price of \$99. All current DART users can upgrade to DART PRO for \$49. For more details, contact Tracer Technologies, 1600 Pennsylvania Ave. Unit 101, York, PA 17404. Tel: 717-843-5833. Circle EQ free lit. #116.



E-MUSING ENHANCEMENTS

E-mu Systems' software version 1.20d incorporates several new features, along with some customary software maintenance enhancements. New features include SMDI (SCSI Musical Data Interchange) for quick file transfers over SCSI; eight new solo modes; new modulation and destination processors; six additional MIDI controller inputs; a view screen for Multimode; save sample as EIIX format; and support for drives larger than 4 GB. Version 1.20 is currently shipping in all new EIV and e64 units, has been mailed to all registered EIV and e64 owners, and is available free of charge from authorized E-mu dealers worldwide. For more information, contact E-mu Systems, Inc., 1600 Green Hills Road, P.O. Box 660015, Scotts Valley, CA 95067-0015. Tel: 408-438-1921. Circle EQ free lit. #118.

GET YOUR KICKS ON 66

The Capybara-66 is the Symbolic Sound Corporation's new sound processing and synthesis engine for its Kyma sound-design workstation. Due to software optimization and doubling of the clock speed, this new hardware provides more than twice the polyphony of the previous (Capybara-33) hardware. The Capybara-66 comes with 3 MB of sample RAM per card standard. All existing Capybaras are upgradeable. Each of the rack-mountable Capybara-66's eight expansion cards provides an additional Motorola 56002 DSP processor running at 66 MHz plus an additional 3 MB of sample RAM. For more information, contact Symbolic Sound, P.O. Box 2530, Champaign, IL 61825-2530. Tel: 800-972-1749. Circle EQ free lit. #119.



HOW DO YOU BUILD A HIGH PERFORMANCE MIXER FOR \$349?

LOOK INSIDE PEAVEY'S UNITY 500...

Have Rick look at that mic pre... It's quieter than ours and doesn't lose bass at full gain!

The insert jack doesn't lose highs when I patch in my compressor... are they buffering the return?

Have accounting see what it would cost to add two more mic channels to ours.

True 48V phantom just like the BIG boys. I can use my tube mic with that!

Is that \$349 dealer cost or retail price?

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BUT THEY STILL HAVEN'T FIGURED OUT THE \$349 PART.



CIRCLE 48 ON FREE INFO CARD

The MONITOR Magazine is a publication filled with the latest information musicians want to know. To receive 4 issues for only \$5 (price good in U.S. only) send check or money order to: Monitor Magazine, Peavey Electronics, 711 A Street, Meridian, MS 39301 (601) 483-5365 • Fax (601) 486-1278 <http://www.peavey.com> • AOL Keyword: Peavey • Compuserve Keyword: Go Peavey • ©1996





Introducing the coolest upgrade path in all of digital audio.

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workstation, ProTools III, with mountains of record tracks, I/O, and real-time effects and mixing. Each step of the way, you'll learn and grow with Pro Tools software, share work between

systems, and take an upgrade path that lets you build on the value of your investment. Audio professionals now have more choices and flexibility than ever before. And getting started couldn't be easier. To learn more about the clearest path to the best in digital audio, call 1-800-333-2137x251.

Pro Tools III



The ultimate workstation. TDM virtual digital mixing and processing environment accommodates a wide variety of real-time Plug-Ins. 16-48 tracks of record/playback. 8-64 channels of high-quality analog and digital I/O. New for '96: ProControl,[™] an advanced tactile control surface with dedicated controls for mixing and editing, plus high-quality moving faders.

For audio professionals and musicians, as well as for more than 100 Digidesign Development Partners, Pro Tools is the industry standard. That's why more audio professionals use Pro Tools than all other digital audio workstations combined.

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CIRCLE 26 ON FREE INFO CARD

Little Guitars

Right Coast Recording captures the classic guitars of the Chinery Collection

STUDIO NAME: Right Coast Recording

LOCATION: Lancaster, PA

KEY CREW: Dave Wilkerson and Dave Natale

CLIENTS: Tina Turner; I.R.E. Irish Television; Voice of America; Bad Company; R.E.M.; Clair Brothers Audio; WHZ-FM, NYC; Bell Atlantic; Bush; 20th Century Guitar Player; Yes; Billy Joel; WNEW-FM, NY; Steve Howe; KAO Optical CD Mastering; Kenny Rogers; Tino Gonzalas; the Chinery Guitar Collection; Martin Taylor

CONSOLE: Trident Series 24 (36x24x24)

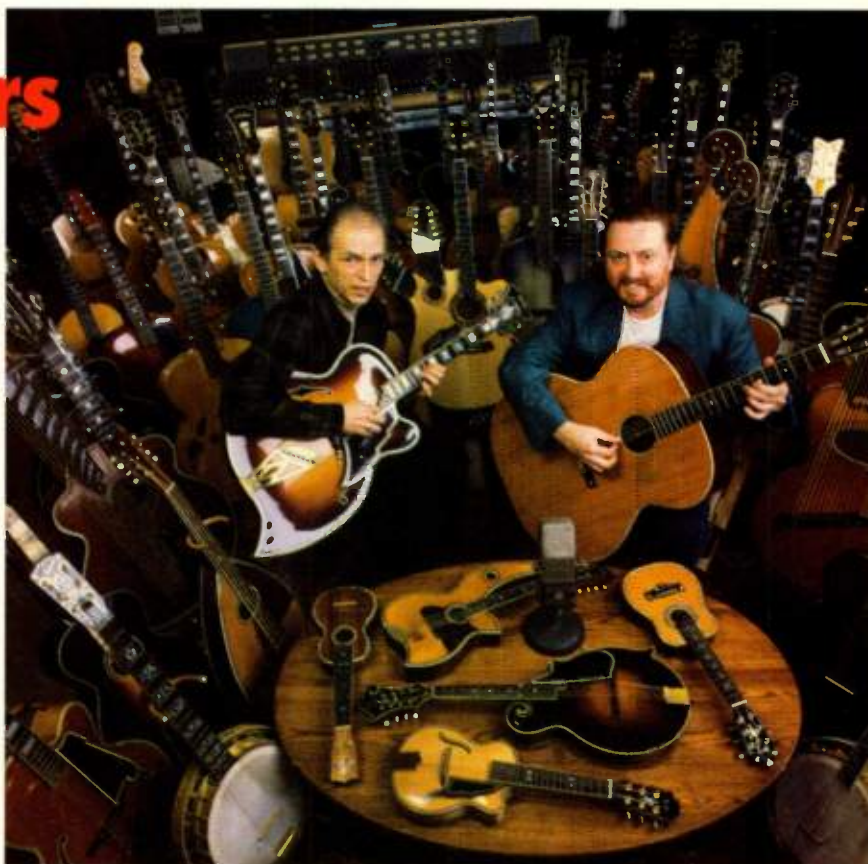
MONITORS: Dynaudio LRM-1 and LRM-2a; BL LRM-2b subwoofer and L112; Yamaha NS-10M and NS-10

AMPLIFIERS: Phase Linear 700B [2] and 400 II; Rane HC-6 headphone amplifier; Crown D-60 headphone amplifier

RECORDERS: Alesis ADAT with BRC [32 tracks] plus AI-1 AES/EBU interface and AI-2 serial control/timecode interface

OUTBOARD GEAR: ADR F769x-R vocal stresser [2], PanScan panner; Eventide Instant Flanger and Instant Phasor [2], H910 Harmonizer [2], and H949 Harmonizer [2]; Lexicon 200 digital reverb [2], and 224 digital reverb [2]; Yamaha REV-5 digital reverb; dbx 160 limiter [4], 162 stereo limiter [2], 165 limiter [4], 902 de-esser [4], 903 limiter [4], and 904 gate [4]; Drawmer DS-201 dual gate; Mic Mix Dynafex gate [4]; Spectra Sonics 610 comp/limiter; UREI 1176 peak limiter [5]; Kepex II gate [12], Gain-Brain II limiter [2], Maxi-Q Parametric EQ; Court GE-60 stereo 1/3-octave EQ [2]; Amek 9098 Mic preamp/EQ; Apogee AD-500 A/D converter and DA-1000 D/A converter; SansAmp PSA-1 guitar preamp

MICS: AKG C-414EB [2], C-414B-ULS; beyer M88 [2], M160 [4], and M201 [2]; Bruel+Kjaer 4007 [3]; Calrec CM-150; Milab DC-96 [2], LC-25 [3], and



G-MEN: Steve Howe (left) and Martin Taylor record the Chinery Collection of guitars at Right Coast.

VM-41; Neumann KM84, U87Ai; RCA 44-BX; Sennheiser MD-421 [5], MD-441 [4], MKH 106, MKH 406 [4], MKH 416, and MKH 816; Shure SM57 [4], SM58 [2], Beta 58 [3], SM81 [4], SM91, and SM98A [4]; Sony ECM-969

STUDIO NOTES: The Right Coast Recording System is a recording studio/live broadcast audio facility that can be packed into just 18 road cases (1 console, 11 racks, and 6 cable and support equipment cases). All of the cases will fit through a standard doorway and can be set up by two people in approximately 3 hours. The system was designed as an alternative to the high cost of album/video production and for use in live recording any time a regular mobile unit is considered (or ruled out by impracticality or logistics). It's primarily set up as a tracking facility.

PRODUCTION NOTES: Wilkerson states: We used some of our rather unconventional microphones in recording *Masterpiece Guitars* for the Chinery Collection, a collection of over 1000 guitars (60 of which were used on the recording). The record featured Steve Howe of Yes and jazz guitarist Martin Taylor. We went through our stock of

microphones and we generally ended up on strange microphones that captured a certain aspect of the guitar's sound. We ended up using a lot of Milab microphones on most of the tracks. The main ones were a pair of LC25's and a pair of DC 96's and those probably did at least 3/4 of the tracks.

After finding the right microphone, we put on a pair of headphones and moved the guitars and the mics around until it sounded just right. We'd record a little, play it back on the speakers, and see what it sounded like. We ended up, most of the time, with a stereo pair of whichever mics we were using. With one mic about halfway between the bridge and the sound hole right over the guitarist's right wrist, and the other mic near the twelfth fret or so, about 4-12 inches away from the guitar. After we had the mics positioned, we would just have Martin or Steve turn slightly in their seats while they were playing and pick the sweet spot. On mixdown, we did a lot of fine adjustments on the pan-pots to make the image spread out the right amount and make the guitar sound like it was a real guitar in a real space. **EQ**

HAVE YOU HEARD THE NEWS ABOUT CAKEWALK PRO AUDIO?

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deadline and demand top performance"

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"Excellent—and user friendly—results."

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"A very powerful sequencer of MIDI data and audio
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—EQ

"The #1-Selling Music Software"

—Music and Sound Retailer, April 1996



THE WORD IS OUT.

Cakewalk Pro Audio™ is now the leading MIDI and digital audio workstation for Windows PCs. Cakewalk Pro Audio provides you with a unique balance of power, stability, and ease-of-use, letting you concentrate on *creating music*. (It's a quality you won't find in music software that is merely "ported" from the Mac platform.)

THIS NEWS JUST IN.

Cakewalk Pro Audio 5.0 is now available. It includes both a native Windows 95 version and a Windows 3.1 version on a single CD-ROM. Plus 40 new instrument definitions, improved editing functions, new MIDI+audio song files, on-screen Cakewalk tutorials, JAMMER® Hit Session™ accompaniment software, support for the Digidesign Audiomedia III™ card and Soundscape SSHDR1™ hard disk recorder, and more.

And, oh yes— *still* no copy protection. Unlike some software manufacturers, we don't treat our customers like suspected criminals.

SO SPREAD THE NEWS.

If you need integrated MIDI and digital audio recording, rock-solid SMPTE synchronization, and high-quality notation, then ask for the industry leader— Cakewalk Pro Audio.

Did we mention affordability? Cakewalk Pro Audio is only \$399. (Deluxe edition \$479; includes Musician's Toolbox CD-ROM.) For the name of a Cakewalk dealer near you, call **800-234-1171**, or fax **617-924-6657**



CAKEWALK

MUSIC SOFTWARE

Sony C-48

There's more to this C
than what you can see

MICROPHONE NAME: Sony C-48

TYPE OF MIC: Condenser

POLAR PATTERN: Omnidirectional, cardioid, or bidirectional

FREQUENCY RESPONSE: 30 to 16,000 Hz

SENSITIVITY: -41.0 dB (0 dB = 1 volt/Pa @ 1 kHz)

RATED SOURCE IMPEDANCE: 150 ohms @ 1 kHz

SIGNAL TO NOISE RATIO: 72 dB

DYNAMIC RANGE: 106 dB

MAXIMUM INPUT SPL: 128 dB

POWER REQUIREMENTS: 48 V phantom power or internal battery

DIMENSIONS: 2.25 (w) x 9.125 (l) x 1.625 (d) inches

WEIGHT: 20 ounces

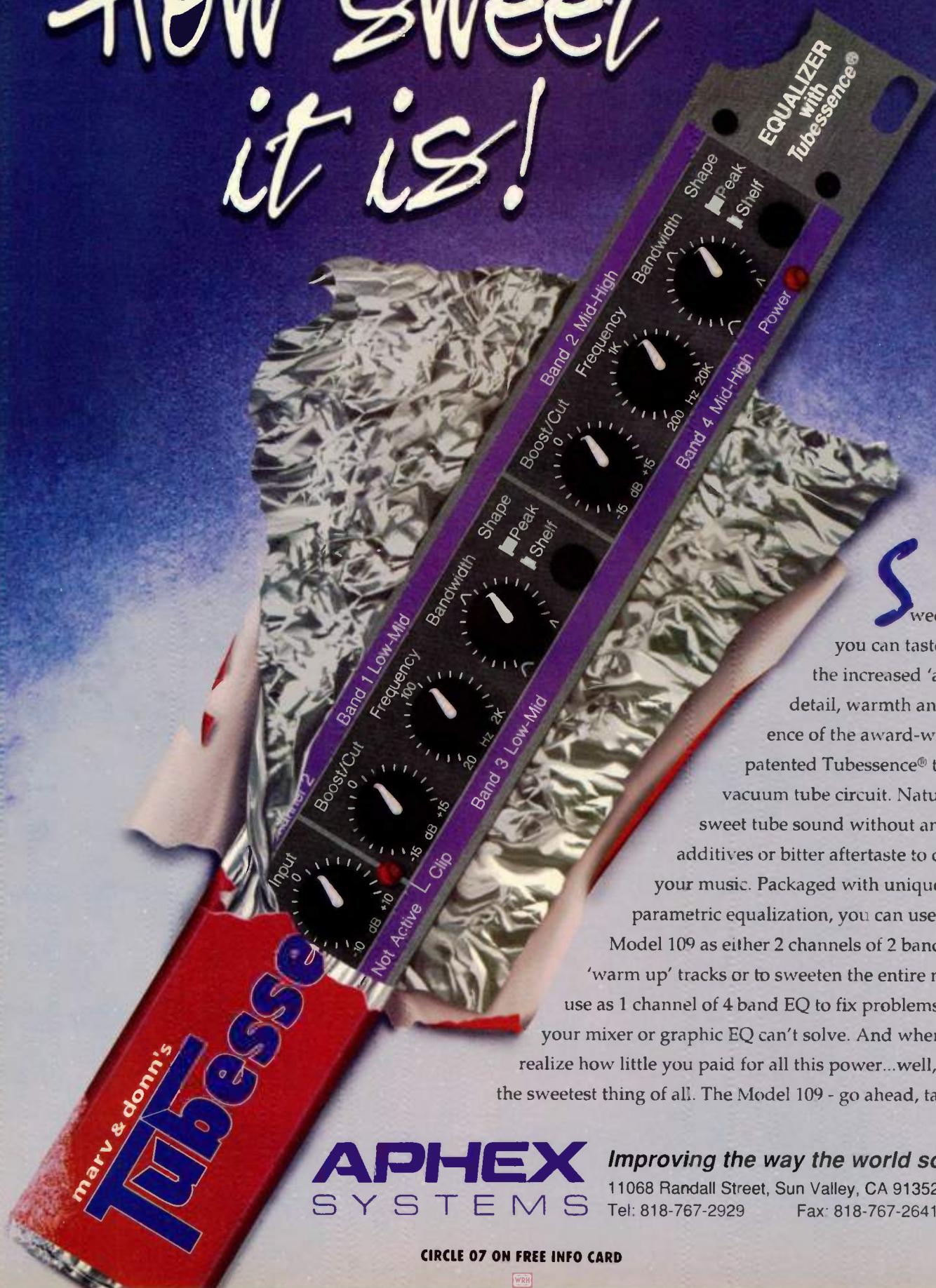
MIC NOTES: Hidden behind the Sony C-48's rear-panel trap door are three switches, one each for polar pattern selection, -10 dB attenuator and the third labeled "M V." That last one is a low-frequency cut switch designed to reduce bass buildup when recording vocals. In the "M" (music) position, the mic exhibits a flat response, while in the "V" (voice) position, the low-cut is active. In addition to standard phantom power, the C-48 can also be run (for as long as 50 hours) on an internal 9-volt battery. An On/Off switch at the bottom of the mic near the pivot will switch the battery power on, but will not affect operation of the mic with phantom power from a mixing console.

USER TIPS: Try the C-48 for miking a string instrument such as a cello. Place the mic about three feet in front of the player, but not directly in front — more like about 15 degrees off-axis. Use a height of about two and a half feet from the floor so that the mic is roughly pointing at one of the instrument's f-holes. If you find that the diaphragm is hearing excessive bass, switch in the low-frequency rolloff or angle the mic slightly either up toward the performer's head or down towards the floor. Although many engineers typically use a small-diaphragm mic for hi-hat, you might also try the C-48 for that purpose, especially on larger (15-inch and bigger) hi-hat cymbals. **EE**



Photo by Edward Colver

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you can taste it with the increased 'air', detail, warmth and presence of the award-winning, patented Tubessence® true vacuum tube circuit. Naturally sweet tube sound without any false additives or bitter aftertaste to cloud your music. Packaged with unique, fully parametric equalization, you can use the Model 109 as either 2 channels of 2 band EQ to 'warm up' tracks or to sweeten the entire mix. Or use as 1 channel of 4 band EQ to fix problems that your mixer or graphic EQ can't solve. And when you realize how little you paid for all this power...well, that's the sweetest thing of all. The Model 109 - go ahead, take a bite!

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EQ-1 Dual Valve EQ
2 channels x 4 band valve EQ, balanced mic & lines, +48v phantom power, front panel AUX input, bypass switch.



VI-1 8 Channel Valve Interface
Line amp, balanced ins & outs, unbalanced compatible, level matching for -10dB & +4dB equipment.



EQ-2 Stereo Valve Parametric EQ
4 band parametric, variable filters, mic-amps, +48v phantom power, dual mono or stereo linked modes.



VI-5 8 Channel Switching Unit
8 channel switching unit for use with VI-1 Valve Interface. Offers switching between record and replay modes plus bypass.



C-1 Dual Valve Compressor
Stereo valve compressor, balanced mic & line inputs, +48v phantom power, 2 AUX inputs, variable 'soft knee' compression.



PA-2 Dual Valve Mic Pre-amp/DI
Mic & instrument inputs, peak LED, +48v phantom power, switchable sensitivity, variable gain control, rack ears included.



PA-1 Dual Pentode Valve Pre-amp
Transformer coupled mic input, +48v phantom power, input/output gain controls, front panel instrument input, Phase reverse switch, Filters.



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TL Audio would like to thank all the professionals from around the world who have taken time out to express their thoughts about our equipment.



Pete Bellotte (Songwriter/Producer - Donna Summer, Elton John, Janet Jackson) - "Recording through the VI-1 Interface makes a world of difference - drums become not just punchier, but clearer - more defined."



Mark King - Level 42 - "The C-1 Compressor has a marvellously transparent sound that I find ideal for vocals - bright, sparkly and very impressive."



Alex Marcou - Abbey Road Studios (House recording engineer) - "The VI-1 makes hard sounding digital sound like cosy, rounded analogue - a joy to listen to. The control that the EQs, Pre Amps & Compressors give is excellent."

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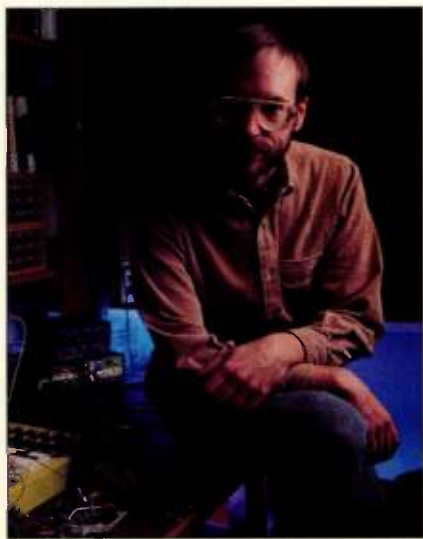
Dennis Charles & Ronnie Wilson - 1st Avenue (Producers - Eternal, Mike, Michele Ginie, Dana Dawson, Louise) - "The EQ-1 and C-1 units helped us put the power into the EMI album 'Power of a Woman' by Eternal."



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CIRCLE 68 ON FREE INFO CARD

10 Tips for Guitar Multieffects



Some suggestions on getting a better processed guitar sound

BY CRAIG ANDERTON

The retro trend, along with the popularity of “alternative” music, has intensified the demand for great guitar sounds in the studio. Although the current infatuation with vintage effects has stolen a bit of the spotlight from guitar multieffects, don’t sell these digital processors short. When properly pro-

grammed, they can emulate a great many “vintage” timbres, as well as create sounds that are extremely difficult to achieve with analog technology.

gives the ultimate sound; great sounds are often assembled, piece by piece. Following are ten tips that are designed to help you put together a better guitar sound using multieffects.

1. Don’t believe the input level meters. Unintentional digital distortion can be nasty, so minimize any distortion other than what’s created intentionally within the multieffects. The input level meters help you avoid input overload, but they may not tell you about the output. For example, a highly resonant filter sound (e.g., wa) can increase the signal level internally so that even if the original signal doesn’t exceed the unit’s input headroom, it can nonetheless exceed the available headroom elsewhere (fig. 1).

Some multieffects meters can monitor the postprocessed signal, but this isn’t a given. If the distortion starts to “splatter,” yet the meters don’t indicate overload, try reducing the input level.

2. Use proper gain-staging — just like a mixer. While we’re on the subject of distortion, if a patch uses many effects then there are several level-altering parameters, and these should interact properly.

Suppose an equalizer follows distortion. The distortion will probably include input and output levels, and the filter will have level boost/cut controls for the selected frequency. As one illustration of gain staging, suppose the output filter boosts the signal at a certain frequency by 6 dB. If the signal coming into the filter already uses up the available

3. Add resonant peaks for realism. Speakers, pickups, and guitar bodies have anything but a flat response. Much of the characteristic difference between different devices is due to frequency response variations — peaks and dips that form a particular “sonic signature.” For example, I ana-

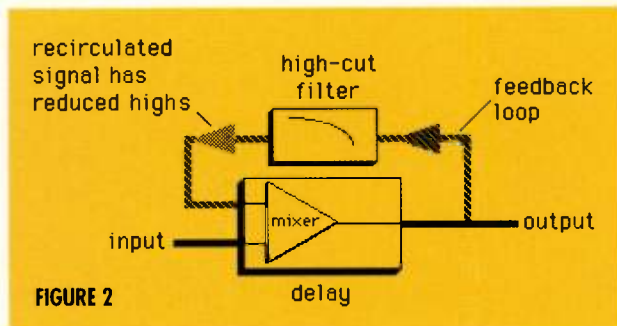


FIGURE 2

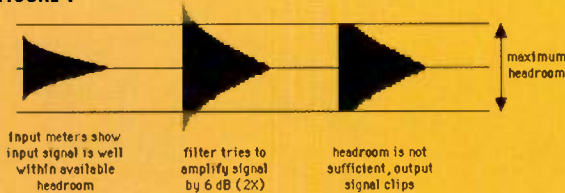
lyzed some patches David Torn programmed for a multieffects and found that he likes to add 1 kHz boosts. On the other hand, I often add a slight boost around 3.5 kHz (possibly because I played a Fender Tele for quite some time and got used to that biting high end). With 12-strings, I usually cut the low end to get more of a Rickenbacker sound. Parametric EQ is ideal for this type of processing.

4. Use high-cut (lowpass) filtering in delay feedback loops. Each successive repeat with tape echo and analog delay units has progressively fewer high frequencies, due to analog tape’s limited bandwidth (fig. 2). If your multieffects can reduce high frequencies in the delay line’s feedback path, the sound will resemble tape echo rather than straight digital delay.

5. A solution for the tremolo-impaired. If your pre-retro craze multieffects doesn’t have a tremolo, check for a stereo autopanner function. This shuttles the signal between the left and right channels at a variable rate (and sometimes with a choice of waveforms, such as square or triangle for a smoother sweeping effect).

To use the autopanner for tremolo, simply monitor one channel and turn down the other one. The signal in the remaining channel will fade in and out cyclically, just like a tremolo.

FIGURE 1



Input meters show input signal is well within available headroom

filter tries to amplify signal by 6 dB (2x)

headroom is not sufficient, output signal clips

maximum headroom

grammed, they can emulate a great many “vintage” timbres, as well as create sounds that are extremely difficult to achieve with analog technology.

As with many other aspects of audio, there is no one “secret” that

headroom, asking it to increase by 6 dB means crunch time. Reducing the distortion output level so that the signal hitting the filter is at least 6 dB below the maximum available headroom lets the filter do its work without distortion.

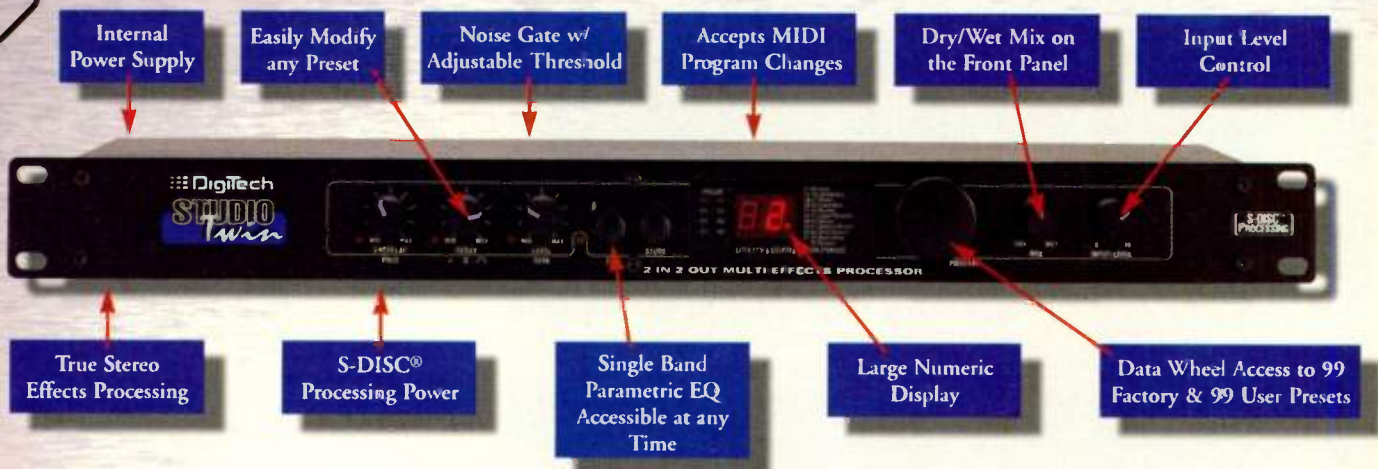
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6. Insert a high-quality preamp before the multieffects. Trying to squeeze four zillion effects into something the average human can afford is no easy task, so corners must be cut somewhere. Sometimes the input preamp will take the hit, which may result in more noise than desired, or an input impedance low enough to "dull" your guitar's sound. Adding a high-quality preamp onboard the guitar, or inline between the guitar and the cord feeding the multieffects, may give a cleaner, brighter sound.

7. Cabinet simulators are your friend, but...many multieffects have speaker simulators, which supposedly re-create the frequency response of a typical guitar speaker in a cabinet. If you're feeding the multieffects output directly into a mixer or PA instead of a guitar amp, and this effect is not active, the timbre will often be objectionably buzzy. Inserting the speaker emulator in the signal chain should give a more realistic sound. However, if you go through a guitar amp and the emulator is on, the sound will probably be much duller, and possibly have a thin low end as well — so bypass it.

8. Use a MIDI continuous controller pedal for more expressive effects. A multieffects will generally let you assign at least one parameter per patch to a MIDI continuous controller number. For example, if you set echo feedback to receive continuous controller message 04, and set a MIDI pedal to transmit message 04, then moving the pedal will vary the amount of echo feedback. You can usually scale the response as well, so that moving the pedal from full off to full on creates a change that's less than the maximum amount. This allows greater precision, since the pedal covers a narrower range. Scaling can sometimes invert the "sense" of the pedal, so that pressing down creates less of an effect rather than more.

9. Make sure stereo outputs don't cancel. Some cheapo effects, and a large number of "vintage" effects, create stereo with time-delay effects by sending the processed signal to one channel and an out-of-phase version of the processed signal to the other channel. While this can sound pretty dramatic with nearfield monitoring, should the two outputs ever collapse to mono (e.g., playback over AM radio), the effect will cancel, leaving only the dry sound. To test for this, plug the stereo outs into a two-channel mono amp or mixer (set the channel pans to center). Start with one channel at normal

continued on page 144

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CIRCLE 66 ON FREE INFO CARD



Power Management in the Studio

Learn to control your studio's power — instead of the other way around

BY ROGER NICHOLS

Spike, noise, surge, swell, transients, harmonics, and sag are not the names of members of a new alternative rock group; they are characteristic problems encountered in power management.

AC power is often the most overlooked area in recording studio design. If you were a farmer and your horse was your livelihood, you would probably pay attention to how well he is doing. AC power is the main source of your income, and also the primary cause of all the hums and buzzes you must deal with on a day-to-day basis. They say that if you build a better mousetrap that they will beat a path to your door. Well, just wait until you have the quietest studio in town and see how fast everyone wants to work there.

POWER QUALITY

Power quality can be measured by the duration vs. magnitude of a disturbance. Short fault durations, like transients, can damage sensitive electronic devices such as diodes, transistors, and ICs. Lower level transients slowly eat away at internal semiconductor

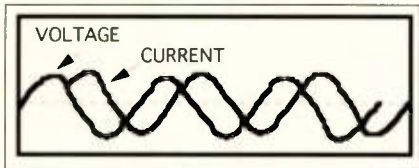


FIGURE 1

junctions within electronic equipment, eventually causing failures.

High-frequency noise can cause digital data errors in both digital audio and computer equipment, and can interfere with clock signals, causing timing errors and excessive jitter.

Voltage fluctuations affect motor



operation and electronic equipment that require a steady power source.

POWER FACTOR

Electric utilities must generate the service capacity to meet the peak demand, kVA (kilovolt amps), whether or not the customer is using that current efficiently. Utilities can only charge for the active power, or kW (kilowatts).

The ratio of kW (active Power) to kVA (apparent power) is called the power factor.

$$PF = kW/kVA$$

Utilities now charge a penalty to companies when the power factor is

low. This penalty can be avoided with the use of power-factor correction. Induction loads, such as induction motors used to power fans in air-handling systems, may operate at less than their full rated load because of poor power factor.

Under these conditions, the motor inductance causes the current to lag, or occur later in time than the applied voltage (fig. 1). Some portion of the current is doing the actual work

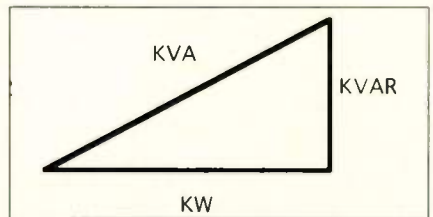


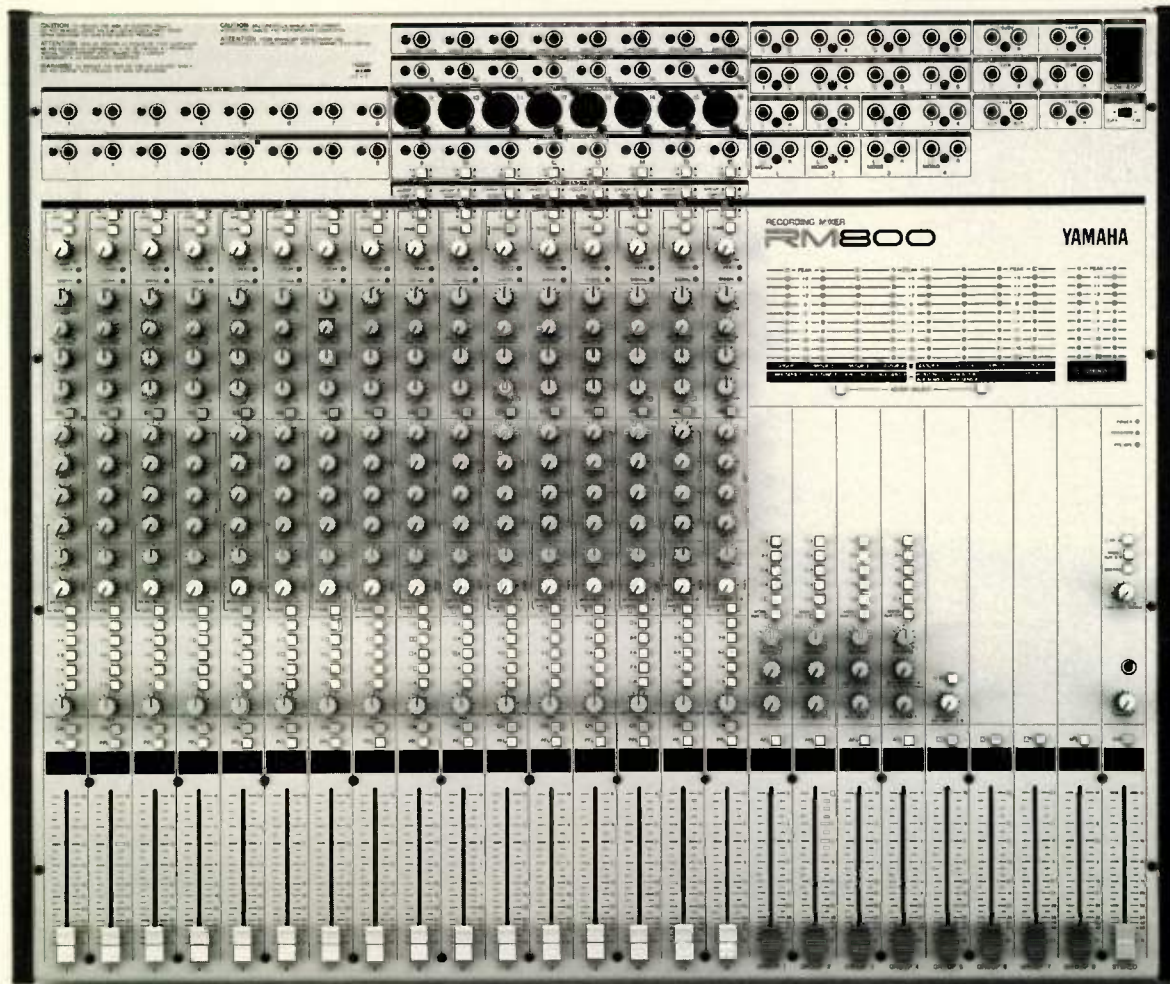
FIGURE 2

demand of the motor, kW, while some is supporting the reactive, inductive load. This is known as kilovolt Amps Reactive, or kVAR (fig. 2).

The ratio of the kW to kVA at the power line frequency of 50 or 60 Hz is known as power factor (PF), or displacement power factor (DPF) (fig. 3). The current is displaced in time from the voltage. This refers specifically to the phase shift, described as the cosine of the phase angle (ϕ). In these cases, apparent power, kVA, can be larger than active power, kW. Due to this phase shift of the fundamental current, the current must be larger to produce the same active power. In this way, kVA becomes larger because of this larger current.

Starting from an ideal sine wave with current in phase with the voltage, as the phase angle increases, the current waveform occurs later and increases to a higher current. The RMS current increase produces a higher apparent power. With linear loads, both the displacement power factor and total power factor change at the same rate as the phase angle changes. Apparent power can also be larger than active power when nonlinear loads are present. These loads produce harmonic currents that circulate back through the distribution system and the secondary of the dis-

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CIRCLE 75 ON FREE INFO CARD

EQUI=TECH SYMMETRICAL POWER SYSTEM

The more you know about AC power, the better you will be able to cope with AC problems as they occur. The easiest problem to control is the most objectionable in the studio: ground noise. That's the point of this review. But before settling in to read this, read my article "Power Management in the Studio." It will help to explain why this review is here and why this system is important.

There is not much you can analyze about the Equi=Tech Symmetrical Power System, because there are no knobs, no meters, no adjustments of any kind. There is only a power switch on the front and some AC receptacles with circuit breakers on the back. The "guts" of the system is the specially wound, center-tapped toroidal transformer that takes the unbalanced power in and delivers balanced, 60 volt-to-ground power on the output.

All you have to do to install the Equi=Tech Symmetrical Power System is: plug it in to an AC supply, throw away all of your ground-lifting plugs, plug all of your equipment into the receptacles in the back, and turn-on the front-panel power switch. That's it. Nothing will hum, nothing will buzz, your studio will be the quietest thing you have ever heard...or not heard in this case.

I have been using an Equi=Tech unit for about nine months. As a result, I have

had fewer digital errors when transferring signals between equipment. AES and S/PDIF work as well as optical now. On the analog side, my transformerless tube mic preamp is 15 dB quieter. As an average, all analog equipment has measured 12 to 16 dB quieter just because of the balanced power.

A few weeks ago I had to record some piano and

vocal overdubs at a studio that does not use balanced power. On the piano, I was using a pair of Sony C800-G (the ones with the heat sink) microphones. On the vocal, I was using a prototype of the new Audio-Technica 4060 tube mic. Under normal circumstances, the electrical noise floor at the studio left something to be desired. I was about to change all of that.

I brought an Equi=Tech Symmetrical Power System with me to the session. I fed the outputs of the microphones into the mic inputs of the Apogee AD-1000 converter. The microphone power supplies and the Apogees were powered by the Equi=Tech. I then fed the digital signal from the Apogees directly to the digital input of the Sony 48-track digital machine. Since the signal was digital before it got to the studio's power environment, the signals stayed Equi=Tech quiet.

The difference was amazing! I could finally hear what fantastic microphones sound like. When referenced to a quiet ground, even the low-level noise that you usually associate with tube microphones was gone. I couldn't even tell if the mics were on until someone walked into the overdub room. This is the way recording was meant to be.

No matter what I plugged in, no matter how I interconnected the audio, I could not force a ground-related hum or buzz. This was always a problem in the past when someone wanted to bring in their own piece of audio gear to patch into the chain. Now I encourage it.

—Roger Nichols

Price: Equi=Tech presently offers many models in each of three basic categories: Rack (\$1399–\$2779); Wall (\$3959–\$5359); and Portable (\$3859–\$4859). Models within each category furnish varying amp sizes, capacity, input lines, and options.

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tribution transformer. Harmonic current adds to the RMS value of the fundamental current supplied to the load, but does not produce any significant power. Using the definition for total power factor, the kW is essentially that of the fundamental only, while the kVA is made larger because of the higher RMS current.

Total power factor also includes the effects of any phase difference between the fundamental voltage and current. In many cases, when the distribution system is serving only single-phase receptacle loads, the phase difference at the fundamental is minimal. DPF is near 1.0 and PF represents the contribution of harmonics to the current. As the total harmonic distortion increases, the current waveform changes to a pulse with higher peak current. The RMS current increase produces a higher apparent power. The active power, or watts, and dis-

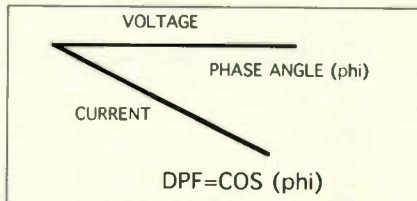


FIGURE 3

placement power factor do not change since they are based only on fundamental voltage and current. Total power factor decreases. More current must be carried by the system to deliver the same amount of active power. The different responses of DPF and PF can lead the way to the proper power factor correction methods.

INDUCTION MOTORS

Induction motors can suffer from harmonic current heating if the supply voltage is distorted. And the presence of negative sequence harmonic currents reduces motor torque. The combination of these effects causes motors to burn out. To test the proper operation of the motor and its power factor, use a true RMS tool (such as the Fluke 8060, Fluke 73, π rotek 506, Wavetek 2030, Fluke 41B, Tektronix Wavemeter, and many others) to measure the three phases for proper voltage balance (fig. 4).

Look for obvious distortion in the waveform. Most motor manufacturers recommend less than 5 percent distor-

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tion for a fully loaded motor. Measure the three phases for proper current balance, then measure power and power factor at full or normal load. If total power factor and displacement power factor are the same, you may need to add power factor correction capacitors. To minimize the effects of harmonics on induction motors, you can reduce the voltage distortion on

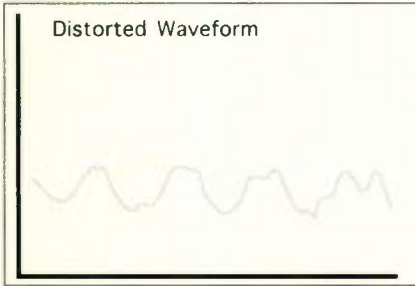


FIGURE 4

the terminals by connecting the motor to a distribution center supplying only linear load. Or, you can consult with a power management expert and connect a harmonic filter at the source of harmonics.

Capacitors installed to correct low power factor caused by induction motors can fail if harmonics are present. KVAR correction capacitors can form resonant circuits at frequencies above the fundamental. When combined with the inductive reactance of the distribution network this can cause premature motor failure due to excessive heat and random breaker tripping. This is normally not a problem if harmonics are not present. Harmonic currents produced by nonlinear loads may find a resonance involving the kVAR capacitor. The resulting high current may cause the capacitors to fail.

To verify proper circuit operation, measure the three phases for proper voltage and balance. Then measure the three phase power and power factor. Notice the difference between the DF and DPF readings. If the total PF reading is lower than the DPF reading, a portion of the load is probably nonlinear. Examine the drive current for harmonics, typically 5th and 7th. Adjustable speed drives are a common source of 5th harmonic. The need for correction capacitors may be reduced when adjustable speed drives are installed on existing motors. Line reactors can be applied at drive inputs to reduce harmonic currents. Or to

avoid harmonic frequencies from resonating with correction capacitors, filter networks can be designed to detune the resonant system.

RECEPTACLE LOAD CENTERS

At the load center, harmonic currents can cause circuit breakers to trip. Thermal magnetic breakers may trip prematurely from excess heat in the panel caused by harmonic currents. Breakers may also trip erratically when nonlinear currents with high peak values are present. A peak-sensing circuit breaker responds to the peak of the current waveform. Since the peak may be higher due to harmonics, this type of breaker may also trip prematurely at a lower RMS current.

To detect harmonics at a load center, check the phase voltage for flat-topping (a condition where instead of a sine wave, the waveform becomes flat on top resembling digital clipping). Then measure the current in the feeder conductors using a true RMS instrument. Remember that these instruments indicate the actual heating value of the current, including harmonics. Verify that you are operating within the load rating of the panel. Measure the feeder neutral current. If it reads high, triplen harmonics (see below) may be present. Then compare the current with the ratings for the conductors, lugs, and buss bars. Compare the individual branch circuit currents to the breaker ratings. Check the branch neutrals for overloads due to triplen harmonics (see below). The same process can be repeated at other load centers fed from the same source.

Once you are sure that a recepta-

$$THD = \frac{\text{rms value of Harmonic current}}{\text{Fundamental}}$$

FIGURE 5

cle panel is effected by harmonics, there are a few options to correct the situation:

- Balance load. Rearranging branch circuits and reduce the neutral current.
- Redistribute load to other existing or new panels.
- Zero Sequence Harmonic Filters can be connected to the panel to reduce neutral current in the feeder.

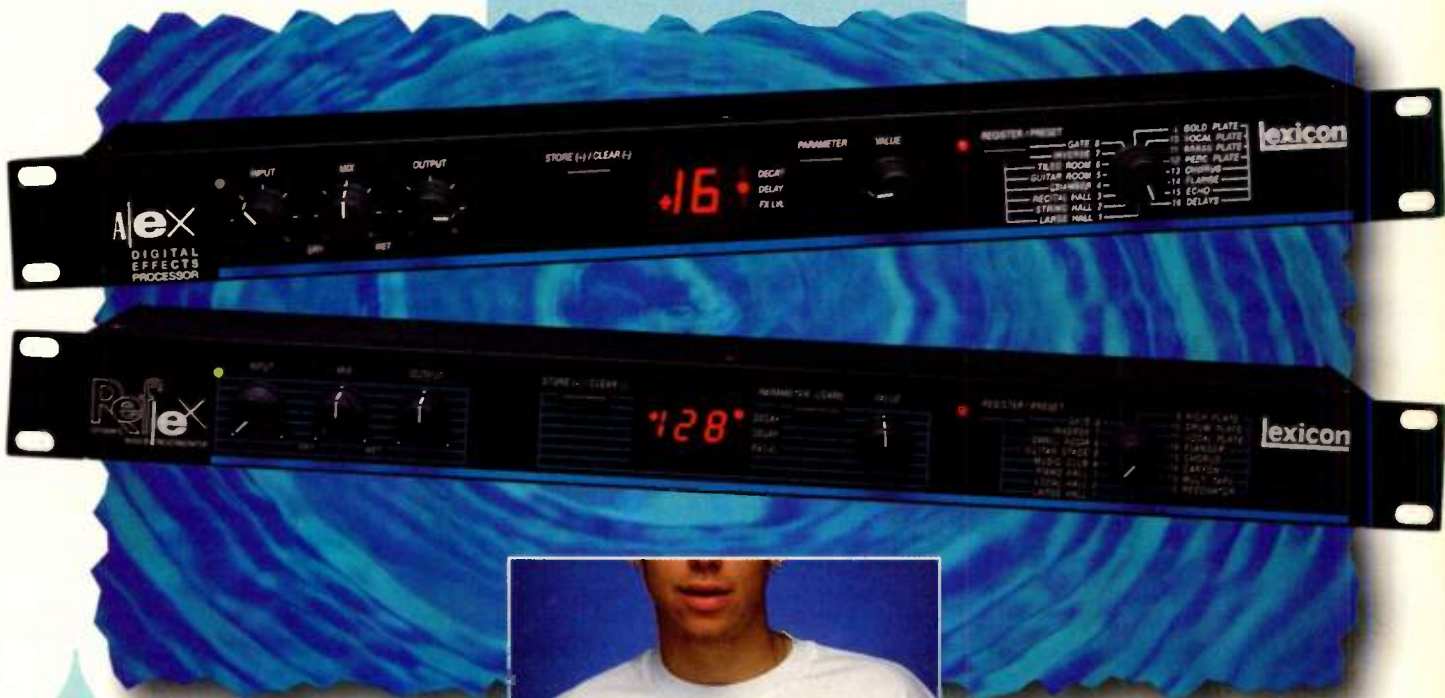
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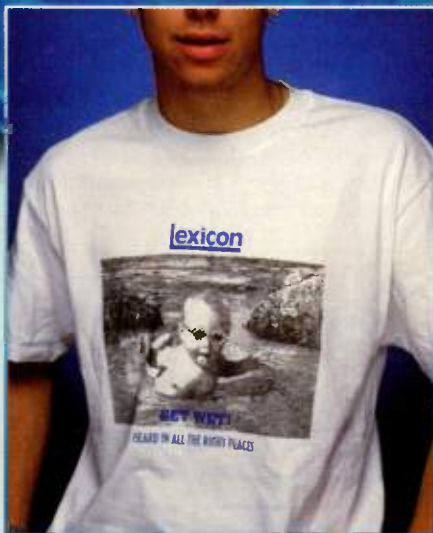
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Filters should only be installed after consulting with a qualified engineer.

If the neutral conductor is overloaded, a larger conductor will be required by code, or the existing receptacle panel can be replaced by a panel and main breaker that is rated for nonlinear loads.

LIGHTING LOAD CENTERS

Excess heat caused by harmonics in a lighting circuit conduit can cause conductor insulation to fail. In energy-saving electronic ballasts with solid-state power supplies, the phase and neutral currents can contain harmonics. Existing standards for the number of conductors in a conduit don't always account for the heat caused by these harmonics. To find harmonic overloads in lighting circuits, you can make the same measurements you made at the receptacle load center. Measure the current in the feeder neutral. If the levels are high, compare the measured currents to the ratings of the conductor, lugs, and buss bars. Feel the conduit for excess heat. To determine the overall level of harmonics, measure the total harmonic distortion in the phase currents. The THD generally refers to the RMS value of all the harmonic currents, divided by the fun-

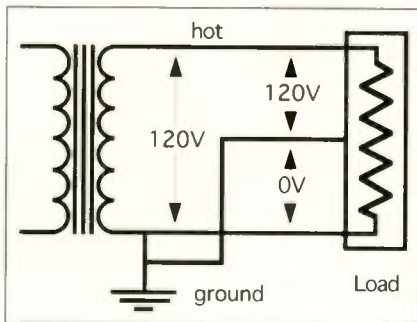


FIGURE 6

damental (fig. 5). The total harmonic distortion may be a problem if it exceeds 20 percent.

To prevent harmonics from effecting a lighting load center, specify fewer conductors per conduit. Or you can install new high-performance ballasts that produce lower harmonic currents and also improve Power Factor.

AC HARMONICS

Harmonics on the AC line are usually caused by nonlinear electrical loads. Some of these nonlinear loads are: personal computers, certain types of lighting ballasts, electronic studio and office equipment, and adjustable-speed motor drives. These devices draw nonsinusoidal current in abrupt pulses when connected

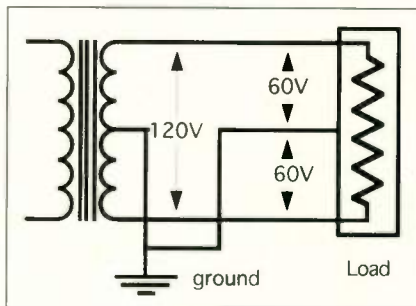


FIGURE 7

to a sinusoidal voltage source. These pulses form a distorted current waveform that contains harmonics.

The harmonic current drawn by nonlinear loads acts in an Ohm's law relationship with the source impedance of the supplying transformer to produce voltage harmonics. The source impedance includes the supplying transformer and branch circuit components. For example, a 10-amp harmonic current being drawn from a source impedance of 0.1 ohm will generate a harmonic voltage of 1.0 volt. Any load sharing this transformer or branch circuit can be affected by the voltage harmonics generated.

Computers used in console automation or hard-disk recording can crash or reset from excessive harmonic voltages in the supply power. Remember, the harmonics can come from devices anywhere on the same transformer or branch circuit.

Each harmonic has a name, frequency, and sequence. The sequence refers to the phasor rotation with respect to the fundamental. In an induction motor, for instance, a positive sequence harmonic would generate a magnetic field that rotated in the same direction as the fundamental. A negative sequence harmonic would rotate in the reverse direction. See Table 1.

TABLE 1

NAME:	F	2nd	3rd	4th	5th	6th	7th	8th	9th
FREQ:	60	120	180	240	300	360	420	480	540
SEQ:	+	-	0	+	-	0	+	-	0

Zero sequence harmonics are called "Triplens." These are odd multiples of the 3rd, such as 3rd, 9th, 15th, 21st, etc.

A simple way to determine the extent of harmonic distortion caused by a single-phase nonlinear load would be to make two separate current measurements. Make the first measurement using an average responding current clamp or meter with clamp on probe. Make a second measurement of the same circuit using a true RMS current clamp meter. Divide the results of the first measurement by the second measurement. This will give you the A/R ratio. A ratio of 1.0 would indicate little or no harmonic distortion. A ratio of 0.5 would indicate substantial harmonic distortion. This test method works because an averaging meter will read a true sine wave correctly, as will the true RMS meter. If the waveform is distorted, the true RMS meter will read correctly, while the averaging meter will read up to 50 percent low, depending on the amount of distortion.

The above measurement method is not a substitute for a harmonic analyzer, but it is a simple way to determine if there is a need for more sophisticated equipment.

GROUNDING AND NOISE

As you can see by the material that has been covered, AC power contains more than just that pure mythical 60 Hz sine wave that you read about in text books. In most cases, filters added to the power line add noise of their own. The capacitors in the filter circuit leak current into the ground system. This noise is usually in the form of a reactive, nonlinear leading current. The same type of noise on the ground is caused by switching power supplies found in most computers and digital audio gear. This ground noise usually shows up as hum in audio gear. Class A tube amps and balanced mic pre amps are particularly susceptible to this ground noise.

All of the power-consuming devices in a studio are connected to unbalanced power (fig. 6). There are two wires supplying the 120 V power, with the ground for safety (and noise). If you measure between the two feed wires, the results will be 120 V. If you measure between ground and one of them, you will see 120 V. If you measure between ground and the other lead, you will see 0 V. Well, you are supposed to see 0, but because of

ground noise and currents, you will measure a couple of volts. Just remember, with unbalanced power, all of the power-generated garbage ends up in the ground.

THE BALANCED POWER ANSWER

Balanced power consists of three wires (fig. 7). The same three wires that are connected to most studio equipment. If you measure the voltage between the two feed wires, you get 120 V. If you measure between either one of the feed wires and ground, you will see 60 V.

If we take any of the noise-generating equipment and connect it to the balanced power source, the noise generated in each leg of the power will be out of phase with each other at the ground. The ground will be quiet as a clam. Balanced power provides the same common-mode rejection we are all familiar with in balanced audio.

Quiet grounding schemes in studios sometimes border on the occult. I asked one studio why they had a water cooler in the control room with no water in it. The said that for some reason, when the water cooler was plugged into the same branch circuit as the guitar amps, that there was less hum in the amps. I unplugged it once. They were right.

Grounding circuits were never meant to carry current except during a short circuit. Objectionable ground currents are those that will provide you with a shock. Anything less than that is OK as far as Underwriters Laboratories is concerned.

We have all experienced ground loops in the studio. The really bad ones, with hum levels above the signal level, we try to cure. The ever-present little hums, that make the DAT meters stick one segment up from the bottom, we try to ignore. We try breaking grounds in balanced cables at one end so that we do not have multiple ground paths for ground loops. We lift chassis grounds with special plugs and make sure that metal chassis do not touch each other. If we removed the currents from the ground, then we would have no current to loop.

With balanced power, you can use any type of grounding configuration you wish. Star, schmar. You can leave the grounds connected at both ends of your audio cables. You can throw away all of the ground-lift adapters. You can finally plug everything in the way it was meant to be plugged in. **EQ**

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Nightmare On Vintage Street

The trials and tribulations of ordering vintage gear through mail order

BY BENNET "GOTTA HAVE IT" SPIELVOGEL

The bad equipment score. It's probably happened to you more than once. Especially if you belong to that lowly and sorry lot addicted to purchasing mail-order, vintage studio equipment. Those wonderful toys that emanate sonic silk, grace, and warmth. Like that slick little pair of LA3A's — just a name, description, and a price staring at you from a comprehensive, dot matrixed, photocopied, stapled, and very-much-revered list of great stuff. You think, "They cut hits with that mystical, reality-packed, astronomically-priced vintage gear. The 3A's? Gotta have 'em."

So much for the dream. The reality, however, is often quite different. The seller assures you everything works and explains the terms are C.O.D. You bite, and even spring for the overnight shipping. The LA3A's arrive the next day. You make your audio connections, power up the units and...things are not right. Not only are there no lights on the VU meter, but the 3A's don't sound all that great. In fact, one of them seems to do absolutely nothing to the sound, and the other works intermittently. You've already paid your money, now what?

PAY NOW & PAY LATER

Before exploring a plan to minimize potential problems, let's take a quick look at the human side of the four stages of certified-check, C.O.D., vintage mail-order transactions.

1st Stage: Fascination. I got 'em, a pair of terrific old pieces.

2nd Stage: Fear. Hmmmm, no front-panel lights. Are these babies even on?

3rd Stage: Anger. A bad feel-

ing about the equipment and the entire deal sets in. The dealer is no help. They've got no other units to exchange and, besides, all equipment is sold as is. You feel ripped off.

4th & Final Stage: Resolution. And here's where it gets interesting. There are a number of courses you may take.

- You opt for the easy route and figure the pieces only need a good cleaning with some of your high-priced spray (and when that doesn't work...)

- Get on the 'Net and make your feelings about the equipment dealer known. (You feel better, public service and all, but you're still out major cash.)

- Try and get your money back. (Good luck.)

- Legal measures. (Sue you, sue me, screw everyone.)

- Take the pieces in and get them repaired and eat the cost. This is what usually happens.

THERE MUST BE ANOTHER ANSWER

One solution involves putting resolution first, that is, before fascination. You need to take preliminary precautions before you do the

deal. You'll also find many of these suggestions applicable when purchasing new equipment through the mail.

- Check your studio contacts for references on a particular mail-order company. And while you're at it, ask your studio friends if they've had any experience with the particular piece of equipment you plan to purchase ("It's a great piece, but the early ones run pretty hot and eat caps").

- Ask the mail-order company for a list of past customers and make some calls.

- Find out under what conditions the company will return your money if you're not satisfied. Is the equipment as is? Will they guarantee it to be free of defects for a specific period of time?

- Do they know if their equipment has been modified? (This can decrease value of certain vintage pieces — especially musical instruments — and it can make repairs a nightmare.) Attempt to obtain as much history about the piece as possible. Many pieces are sold because



Illustration by Mike Browne

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modifications didn't quite work out as anticipated.

- Check with the Better Business Bureau (BBB), Department of Consumer Affairs, etc. The BBB can tell what complaints have been lodged.

- Ask if the equipment is in stock (i.e., are they in possession of it *now*). If not, will they be selling it to you sight unseen? This could mean the company is acting as a broker for equipment they have not personally inspected. This can be frustrating for

you if you show up at the broker's business expecting to examine a heavy, big ticket item like a console or tape machine only to find the unit is actually sitting 1200 miles away.

- Determine if the equipment has documentation, service records, or even comes with spare parts, extender cards, special cables, or test tapes.

- Keep a written log of all phone transactions. The log should contain the date, time of the call, and the name of the person you spoke to. Summarize

your conversation. The log will be helpful in resolving disputes. Plus, if you got good service, you're better off dealing with the same salesperson. If you ever have to go to court, these logs can be entered into the record.

The final item involves a little bit of effort on your part. But it could save your hide big time — especially on high-dollar purchases. You can draft a protection device through your local bank called a Letter of Credit. Most banks charge about 1.5 percent of the Letter of Credit's value for this service, plus any wire transfer fees.

A Letter of Credit is a simple contract you draw up with the seller. Both buyer and seller agree to payment terms before you get the equipment. You can get as detailed as you want (e.g., "There will be no dings in the windshield and no deep scratches or gouges on the body of the U-67").

Here are some general conditions:

- Buyer pays freight/shipping C.O.D. when equipment arrives.

- Seller pays for return shipment if Letter of Credit conditions are not met.

- The buyer has four days (including weekends) to determine if the equipment works to specification or his/her satisfaction.

- Equipment must arrive with complete documentation (clear photocopies are acceptable).

- Equipment is not cosmetically disfigured.

- Final payment will be a certified check FedEx'd overnight by the bank to the seller.

- If the buyer rejects the equipment, the buyer ensures the equipment gets to the seller's location within six days of the reject/accept date or the buyer forfeits the money.

These are only examples; tailor your letter to fit your situation. A bank officer can help you create the formal draft and explain the logistics of letting the bank know if the equipment meets the conditions spelled out. You should fax the final Letter of Credit to the seller to make certain everyone agrees to all terms and signs off.

Once everyone is on the same page, the financial figure decreases significantly. You can think of the Letter of Credit as additional insurance. In the case of an \$1800 purchase, the Letter of Credit costs you \$27 (at a 1.5 percent face-value rate), plus a wire charge or overnight charge for the final payment.

Good luck and happy hunting. **EO**

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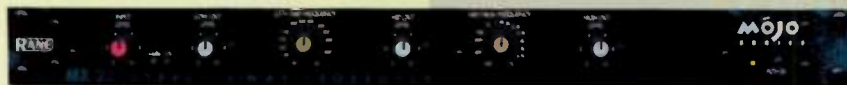
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BY MARK DE GLI ANTONI

Soul Coughing is not your typical band. After all, how many bands do you know of where fluid acoustic bass lines meet funky drum beats and keyboard parts played in real time from custom-recorded samples? Mark De Gli Antoni is the sample wizard behind Soul Coughing and here he discusses how he went about formulating his keyboard sounds and parts for Soul Coughing's second CD for Slash/Warner, Irresistible Bliss.

Soul Coughing, when we go into the studio, inevitably record very quickly. The songs are pretty much completed and just about everything goes to tape live — there is very little overdubbing. The focus is to do all of it at once, including the vocals. So before we went in to record *Irresistible Bliss*, I had to get my keyboard sounds ready for the sessions. There wouldn't be a lot of time to get sounds while we were in the studio and I am very careful about presenting a finished sound. It's very rare that I'll go into the mixing session and say, "OK,

now this sound needs this EQ or that effect." I think in complete sounds and I don't like to run into any surprises. It is hard for me to separate the musi-

cal composition and the sound I am using for that song. They go hand in hand.

Over my years of playing keyboards, I have never been one who is really into synths. I immediately went from piano to sampler, and when I got a sampler I thought, "Wow, what a fun instrument to play." I thought that it was OK if I didn't have the synths because I felt that a sampler is what synthesizers have always wanted to be anyway. So naturally I make a lot of my own samples — about 60 to 70 percent is making my own samples or taking familiar sounds and really trying to make a new sound. The other 30 percent has various references.

Sometimes when I sample from somebody else it's clear, like on the song "Disseminated" (from *Irresistible Bliss*). But often I really try to hide it — to make the sound a lot more personal or somehow transform it into something different. I do take

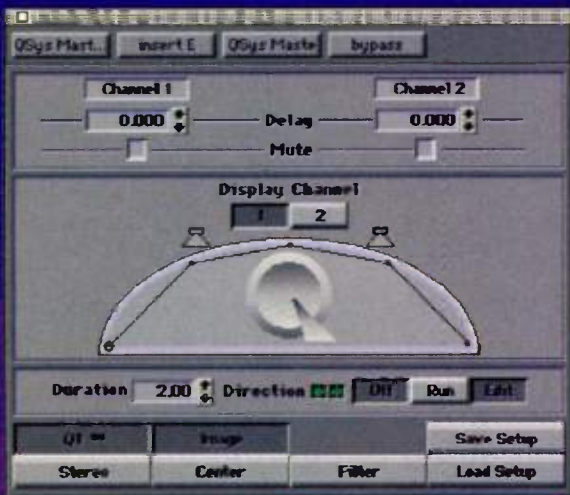


SOUL BROTHERS: Soul Coughing, from left to right, is Sebastian Steinberg, Yuval Gabay, M. Doughty, and author Mark De Gli Antoni.

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from popular sources and change the sound enough so that you cannot tell where it came from. But on songs like "Super Bon Bon," "Soft Serve," and "Soundtrack To Mary," (also from *Irresistible Bliss*) the sounds are all samples I made either from my music outside the band or in trying to imitate natural sounds.

My MIDI setup consists of a Roland A-30 MIDI controller, an Akai S1000HD stereo sampler, an Alesis QuadraVerb, a homemade fuzz box, a Total Peripherals SyQuest 105 drive for storage, and a Sony Hi-8mm video camera. You might be wondering what the video camera is doing in my MIDI setup. I use the camera to record sounds before I put them into the S1000HD. It records audio in this weird, fake binaural/stereo (with a few missing frequencies) that personalizes the sound in a way I really like. Once I have recorded the sound onto videotape, I run it straight into the sampler. The sampling process is usually concise on the S1000HD because the unit doesn't have many EQ options. But I do use the stretch, loop and combination/mix options.

The QuadraVerb is an after-the-fact machine used almost like an effects pedal for live situations. If I'm in an improvising mode, searching for sounds, and I come across something I don't think I'll remember how to reproduce, I will record it onto my DAT machine so that later I can review how it was done. I treat the sounds more like a synthesizer treats sounds. Most often my approach is as if the sampler were a synthesizer: here's a keyboard with a weird sound across it (as opposed to different samples on each key), what happens if I play it like a piano?

On some songs I do literally have a different sound on every single key but that's more the nature of the song, where it's about lots of different information coming at you. On this record, I wanted to deal with more keyboard sounds. So when I switch sounds, it's more like switching the whole keyboard.

Whereas I used to try to find a good long sample, I have become increasingly concerned with the small sonic aspect in a given sound. Take as an example track 5, "Lazybones." For the first half of the song I developed an organ-type sound from various

cymbal decays that were stacked together and then looped. But on "Soft Serve" (track 2), the organ sounds are made from piano note decays with an overdrive on the attack to give the illusion of an organ. And on "Disseminated" I had a recording of some street construction that I intentionally overcompressed so that you can hear the compressor attacking and then releasing. I used this as a percussion accent in the third section. But on "How Many Cans" (track 12) I used the sampler in a more conventional way for recording random sounds from a bird sanctuary.

On some songs I do literally have a different sound on every single key but that's more the nature of the song, where it's about lots of different information coming at you.

On this record there is only one actual loop (on "Disseminated"), and it's by Raymond Scott. The song "4 Out Of 5" has the illusion of a loop, but it's really a part that I am playing. None of these parts are sequenced because there's no way to sequence in our band. It's all about retriggering and playing other parts or separating a loop into many parts. Rarely do I trigger a sound and just let it play out. I might divide the whole loop into two or three parts so that I'll be playing the first part of the loop on one key and then the second or third on different keys. The rhythm section will always change and there's no way to just put something down by sequence and expect Sebastian (Steinberg, bass) and Yuval (Gabay, drummer) to lock to it. That doesn't work for us. By manually triggering, it may sound like a loop but I am actually playing the parts. I do

that a lot and I also use the joystick, so if Yuval and Sebastian speed up, or slow down, I'll be right with them. Although moving the joystick can change the tuning a bit once you set the song in motion, it's not very noticeable.

PUTTING IT ON TAPE

When we recorded most of the songs on *Irresistible Bliss*, I ran the stereo output of the sampler through the QuadraVerb and then the stereo output of the QuadraVerb through two guitar amplifiers, a Music Man Twin and a Fender Bassman '59 reissue. The amps were miked with either two Shure SM57's or an SM57 and an AKG C414.

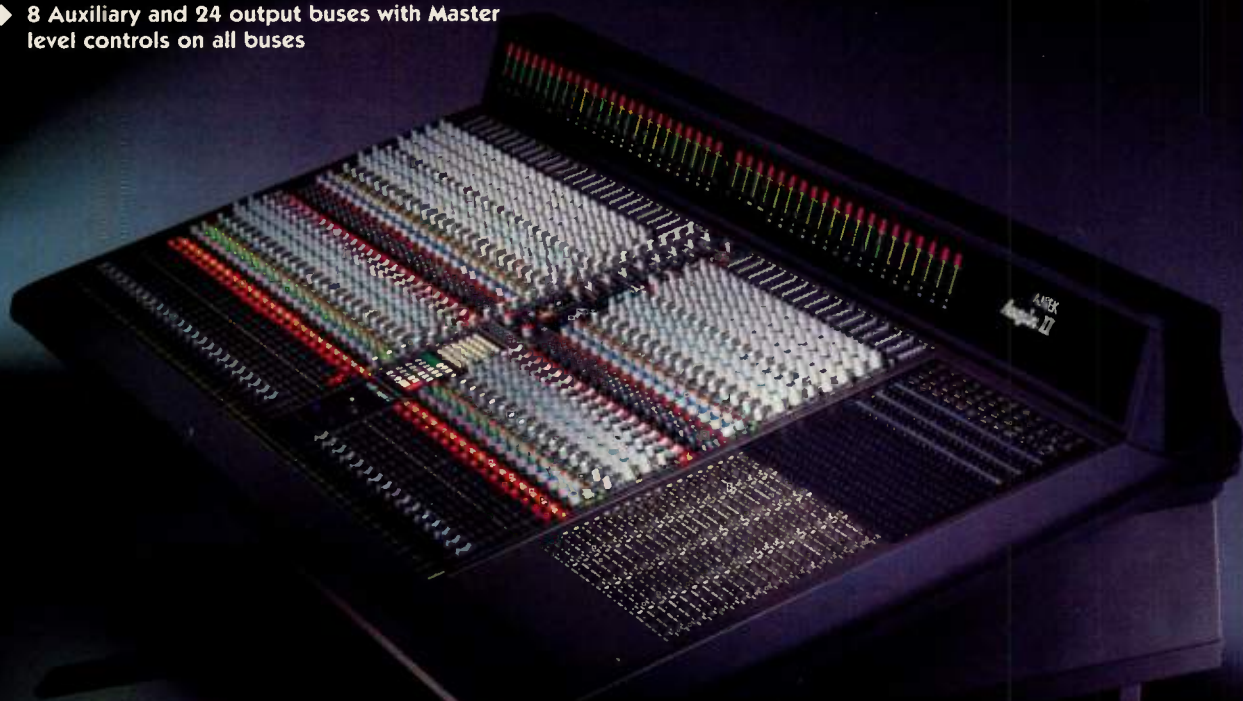
The tracks were recorded at the Power Station and Sear Sound. At the Power Station, we had Yuval's drums in the main room and (lead vocalist) Doughty in an iso booth with his guitar (but his amp was down the hall), while Sebastian and I were together in another room. My amps were all covered up and Sebastian's amps were in yet another room so there's no bleed between Sebastian and I (this was much different from the first record where Sebastian, Doughty, and I recorded everything in one room, including the vocals).

At Sear Sound they had this enormous Leslie setup with two cabinets stacked one on top of the other and a great overdrive — it looked to be about seven feet tall. So, on certain songs, I ran my sampler through the Leslie rig and it made for a significant difference in sound. The Leslies added a nice dirty tone to my pseudo-organ sounds, as well as the samples.

After exposure to other samplers, it seems that the "weird" technique of mine is to treat all sounds as keyboard sounds, whereas most people play the piano or organ sound as a keyboard sound and then simply trigger the rest. I try to turn every sound into some new hybrid, which means that I'm often playing in three different keys within a given song — none of which are in the song's "key." And I never attempt to make sure all my sounds are in concert pitch. The fun of a sampler is to have some new, unknown sound in a totally different key than the previous sound and just start using it. **EQ**

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Maintaining Your Cool

Protect yourself, your clients, and your gear by keeping the heat down — quietly, of course

BY TAY HOYLE, PENNY MEALING, AND CHARLIE HOYLE

Ole! Ole! Ole! Ole! Feeling hot, hot, hot?

Anyone who has spent more than five minutes in a studio knows that heat is the enemy. It can destroy electronic components and artistic creativity. No matter how big or how small, recording studios, packed with gear that's cranking away, get hot. Yet, maintaining a cool, safe, and pleasant working environment is often the most commonly overlooked expense when planning your home away from home.

When you walk into a studio, the two main things that you don't see are the wiring and the air conditioning. Out of sight, out of mind — and not until things start to buzz do you realize the need for wiring, and not until you start sweating like a dog do you realize the need for some cool relief.

It's essential to include the cost of a cooling system in your initial studio budget. Trying to

operate under heat stress is a losing proposition for equipment and studio personnel. There are three basic air conditioning options:

1. Window unit
2. Split system-ductless
3. Split system with air handler that will require duct work.

PROS AND CONS

The window unit will suck. They are noisy, leave big holes for outside

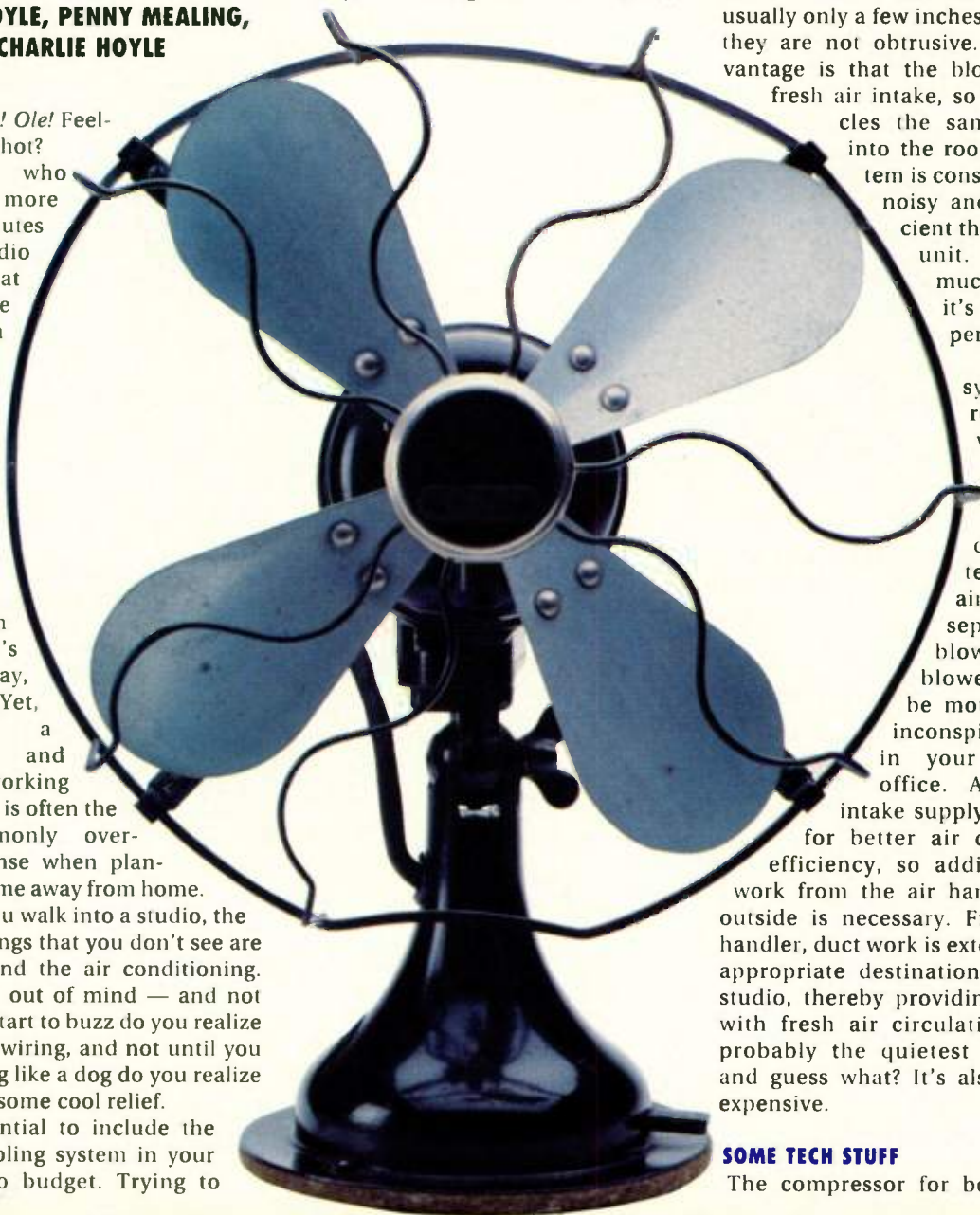
sound leakage, and your options of where to put them are limited. But it is the cheapest way to go.

The ductless split system consists of a compressor and an air blower. The compressor can be mounted anywhere outside, in any window in your home or office or on the roof. The air blower is mounted on the wall or ceiling of the studio. Two copper pipes connect the compressor to the air blower. The air blowers are usually only a few inches in depth, so they are not obtrusive. One disadvantage is that the blower has no fresh air intake, so it just recycles the same air back into the room. This system is considerably less noisy and more efficient than a window unit. It costs much more, but it's worth every penny.

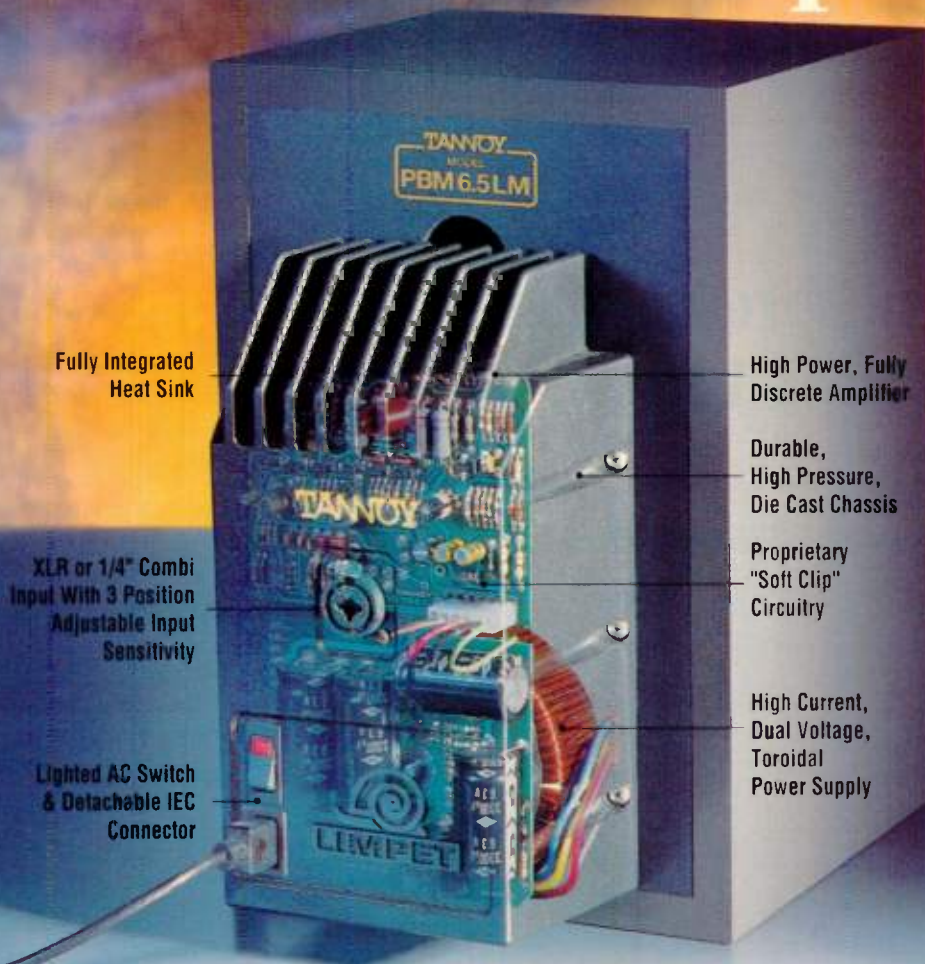
The split system that requires duct work has the same compressor as the ductless system, but the air handler is a separate large blower. That blower needs to be mounted in an inconspicuous place in your home or office. A fresh air intake supply is required for better air control and efficiency, so additional duct work from the air handler to the outside is necessary. From the air handler, duct work is extended to the appropriate destination within the studio, thereby providing the room with fresh air circulation. This is probably the quietest way to go, and guess what? It's also the most expensive.

SOME TECH STUFF

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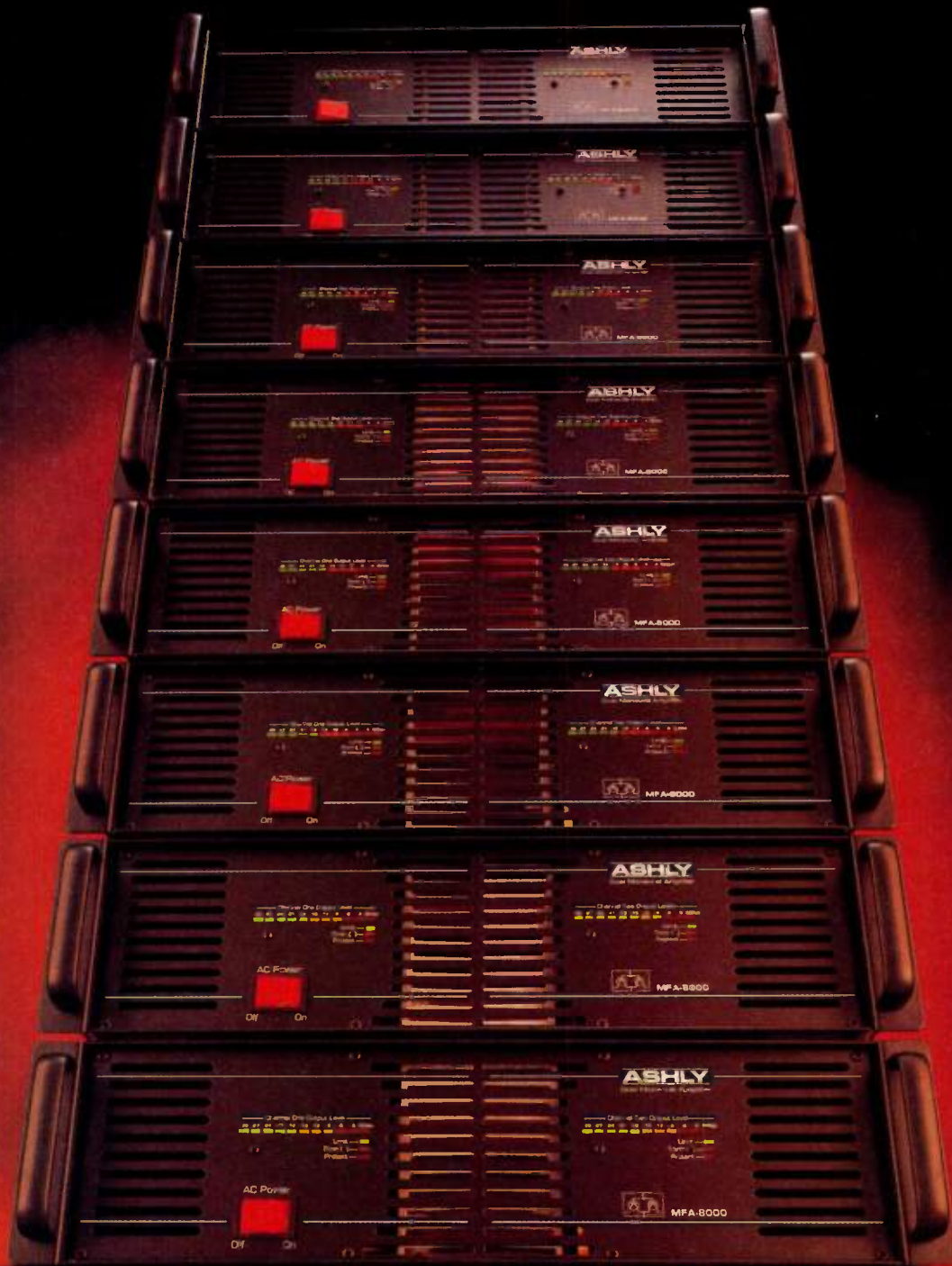
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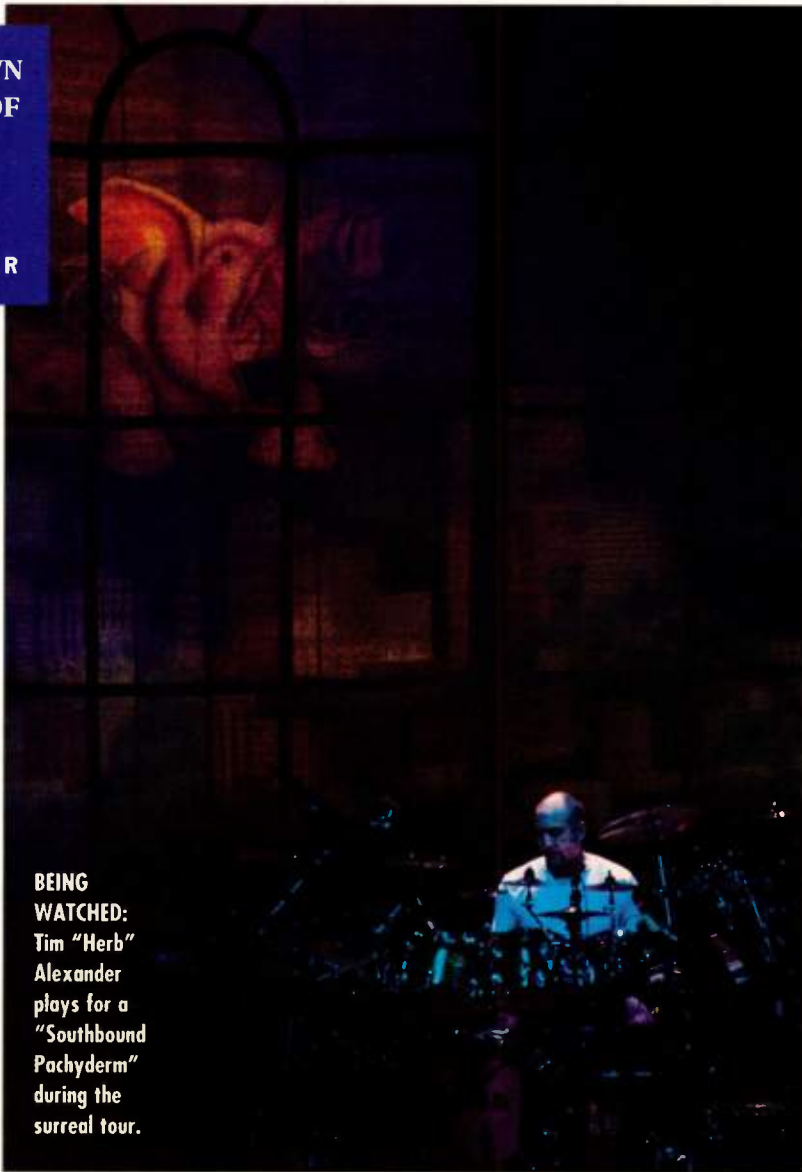
PRIMUS SCALES DOWN FOR THE FINAL LEG OF THEIR TALES FROM THE PUNCHBOWL TOUR

BY ROBERT GRANGER

WHEN A BAND is in touch with their creative and technical sides as closely as Primus is, they rarely like to leave their live sound in the hands of just anybody, which is why when it's time to hit the road, they do so with Derek Featherstone. As Primus's FOH man for the past six years, Featherstone helped the band record their "breakthrough" album, *Pork Soda*, and was a technical advisor on their latest album, *Tales From the Punchbowl*. He has also been an integral part of the band's production team for the past five years and holds a position as a tour coordinator and consultant at the California-based touring company, Ultra Sound.

ON THEIR LAST LEG...

For this, the final leg of the Primus current tour, the band, their management, and Featherstone have decided to abandon the "big rock show" mentality for more of an intimate, laid back, stripped-down approach. "The previous leg of this tour went very well, but it was just a lot of work. We had a fairly sizable set with us, which limited the venues we could play, so our



BEING WATCHED: Tim "Herb" Alexander plays for a "Southbound Pachyderm" during the surreal tour.

approach to this leg of the tour was just to cut it all down using a smaller set with a few less PA cabinets and a small lighting rig. This enabled us to get it all on one truck and one crew bus and go out and have some fun. In fact, with a couple of the shows, just to make our own lives easier, we've tied in to house PAs — so far once into a house PA and twice into the house lighting rig. We're really just trying to be logical about the whole situation. Instead of being

stubborn and trying to unload an entire truck into a small building, we take in just enough of everything to make it work for us to play in a medium-sized club atmosphere."

The Ultra Sound PA that the band is carrying is a Meyer system that's quite similar to the system that they used at the onset of the tour, scaled down to match their needs. "We've got 2 rows (4 wide) of Meyer MSL3's per side, and under that we've got four MSL2's,

which we use primarily as vocal fills. Les Claypool is sort of a soft-spoken singer, so I like to put a little extra vocals in there, though I'll occasionally sneak some other program material in. To cover our low-end, we're using eight Meyer 650 double 18-inch sub boxes. Everything's powered by Ultra Sound-modified Crest 7001 amplifiers."

In order to convey Primus's low-end range to the die-hard fans on the floor, Featherstone has integrated a "pit-fill" into the system. "The front pit-fill is really pretty cool. We have a pair of Meyer MSL2's stacked on top of a pair of Meyer MSW's — it's a new box that's got a single 18-inch woofer and the same footprint as an MSL2 — so we've got some low end for the little kids in the front to get their faces blown away while moshing about."

Featherstone has the system divided into four channels of audio. The system is split into a left and right side and each group of subs runs off its own particular side, so there's no separate sub sound. The MSL2's used for the vocal fills run mono, and the "pit fill" is also run mono. He states, "When we have an ideal scenario where everything is in the same plane, I don't have to do any time changes through the system. If I have to, I'll go into our TC Electronic 1280 delay and time 'em up. I'll usually end up timing the system with the delay when

Photos by Steve Jennings

the PA's out a little further, or the subs down a little further. The other thing I'll try before using the delay is running the subs out of phase if they're not too far from the PA."

THE HELMSMAN'S REALM

Featherstone's console for this tour is the same Crest Gamble EX56, 56-input console that he and the band recorded *Pork Soda* on. The main effects rack houses a TC Electronic M5000 and an Eventide 3500 for vocal duties, an Eventide H3000 for the drums, a Yamaha SPX 90 for the snare drum, and a Lexicon PCM70 for the rack toms. "The TC Electronics M5000 has become one of my favorites," injects Featherstone. "It's really a cool unit. Ultra Sound has about six of these now. This one has only got the single [DSP] engine in it, but when you have the double engines you can basically get four ins and four outs, where this is only two ins and two outs. But I'm very, very happy with it. It's got some very cool reverb sounds in it and in the long run, I'll probably just keep the Eventide 3500 and the two M5000's and just give everything else away." Everything in the main effects rack is MIDI controlled via a ground control unit that Featherstone has programmed in individual program patches for each song. Compression on vocals, the bass channels, guitarist Larry LaLonde's six-string banjo DI, and the kick drum is taken care of via a small collection of Aphex Expressors.

Featherstone also opted to bring out a Meyer SIM analyzer with a multichannel switcher to help obtain the best EQ curves possible. "Because we have the multichannel switcher, we set up two mics — one out on the floor facing the stage and one at the mix position. What I

can do with the analyzer is listen to either side of the PA; EQ it with the mic up close and store that curve; then compare it to the EQ from the mix position so I can estimate the changes that should be made. Of course, when we open the doors I've got to pull the floor mic in because the kids would destroy it. At night I'm only using the mic at the mix position. When the kids come in, I'll re-analyze the curves from the mix position and compare them to the curves we stored earlier in the day. From there I can make any slight changes. Even with the room full of people and the band playing at full volume, I can switch over to the analyzer and look at any of the assigned branches, let's say the "pit-fill," and the machine will actually ignore the rest of the PA and just read those four speakers. It's a very sensitive device and I'm definitely very happy with this technology."

and fretless basses, as well as the PA system, to the test with each and every show. "Generally speaking, Les is really good at handling his switching between his basses and his effects. When they recorded their last record he did all the tracking himself, so he sat in the studio with the bass and his effects programs with headphones, and he would adjust the output level of every program he used with each bass. So basically what he sends out to FOH is pretty stable.

"The output levels between all his basses are very similar so I have a little bit of compression on them just to even everything out. What I do is run three channels on the bass — one channel is his main channel, which is either his ADA MP-1 or MP-2 (which ever one he's using), and what comes directly out of that unit is his main sound. Next, I have a Countryman bass direct

good fat bottom end, and then I have an Electro-Voice RE-20 that's primarily just a back-up these days in case the other two go out. I usually output about 30 percent of the bass mic in the mix during the show. Between those three signals, that's where his sound comes from."

For vocals, Featherstone is using a pair of Shure SM57's to help filter out some of the stage volume. "We were using Shure SM58's for the longest time, but there's a fair amount of stage volume up there, so we switched to 57's per Les's request to tighten up the pattern a bit."

ELECTRIC LARRYLAND

Guitarist Larry LaLonde's setup is quite similar to Claypool's, utilizing a mic/DI combination. "With Larry, I just have two Shure SM57's in front of his Marshall 4x12 that go hard left and right. I



THE STAGE IS SET: Primus plays to fans during the first leg of their tour.

LES IS MORE

One of the main things that sets Primus apart from other bands is Claypool's use of his bass as more of a melody instrument than a traditional rhythm instrument. His intricate style that includes elements of strumming, slapping, and tapping puts both his arsenal of fretted

feeding off of the direct out of his Samson wireless, this channel has no effects — nothing at all. On the direct channel, everything above about 150 cycles is taken out so all it is is low end. That basically ends up being Les's sub track. The bass direct being out of phase with the ADA kind of gives it some

also use a Demeter tube direct along with the SM57's. What we'll do is take the Demeter into a channel, take the direct out of that channel and put it into the channel next to it, then I put the two out of phase with each other, panned hard left and hard right, to give it a false stereo sound. I run that about 50



MELODY MAKER: Bassist/vocalist Les Claypool uses his instrument more for melody than for rhythm.

percent below the mic channels. The mics are his primary sound, but the Demeter gives it a little bit more of a bite.”

Tim “Herb” Alexander’s exotic drum kit is actually miked up pretty simply. Featherstone uses a pair of Shure SM57’s on the snare drums, one up and one down; Electro-Voice 408’s for the rack toms and the floor tom; an Electro-Voice RE-20 for the gong bass; Ramsa S-5 clip-ons for the octobans; AKG 460B’s for the hihat’s and three AKG 414’s

as overheads. It’s actually the kick-drum that Featherstone does the most processing and work with.

“I’m using an Electro-Voice RE-20 on the kick drum which I’m pretty happy with. On the front side of the kick drum (on the batter-head), there’s a little May/SM57 that I use to open the sidechain of a noise gate that turns on the RE-20. It’s a foot in front of the mic, about a millisecond before it, so it turns the mic on all the time, theoretically. The

sidechain opens up into the noise gate and then the noise gate feeds into a 1/3-octave EQ and the EQ feeds into a compressor. So I have a fair amount of processing on the kick drum, so we can get through any scenario. I started doing that a long time ago before we were carrying around a PA because we were dealing with a lot of bad PAs in different buildings and I needed to be able to make the kick drum really solid. They don’t use any of that processing on the stage

mix and, as a matter of fact, for the recording we’re just using the RE-20 straight to tape.”

BEHIND EVERY GOOD TOUR...

Because he usually spends most of his day’s in the mobile Primus production office, Featherstone is very dependent on his crew to help get the system up and running. “We’ve got a great bunch of guys with us out here on this tour. Chris Charucki has been taking care of the support acts and helping a lot with this taping scenario in addition to getting the FOH up and running. Darryl Busino is out here as an Ultra Sound tech, and Matt Haasch mixes monitors for Primus in addition to being their stage manager. For the support acts, Darryl is at FOH and Charucki moves to monitors — we’re all kind of floating around. Everybody on the crew can do most everything, which is great. I spend more of my time in production, which is kind of unfortunate because I’d like to spend more of my time messing around with the FOH gear. Every day I’ll spend three or four hours on the phone advancing shows and then, eventually, I’ll come up and have my time to play.” **EQ**

PRIME CUTS

BY DEREK FEATHERSTONE

We are recording all of Primus’s live shows. I don’t really know what the outcome will be — maybe we’ll make a live record, assuming, of course, that we don’t screw it all up. We recorded the last leg and we listened to some of the tapes, and they seem musical enough.

We’re using three modified ADATs. We put new D/A converters on the outputs. We replaced the D/A converters at Ultra Sound and upgraded the machines software to the most current version. Other than that, ADATs are ADATs — every once in a while you have a little problem with them, but we’ve been pretty lucky.

Our Crest Gamble EX56 console is really routed oddly to accommodate for the recording. With this Gamble, there’s so many ways that you can patch into it. What I do is take some of the console’s direct outputs — which means it’s

going to be post-EQ, post-insert, prefader — and send them to tape. On the channels that the house sound differs greatly from the desired tape sound, we use a number of mults. The signal goes from the patchpoint out to a mult — one side of the mult goes directly to the tape and the other side of the mult goes to the compressor or gate, and then back to the board. This allows me to EQ the channels, like the kick drum and the gong bass, in the house while the signal going to the tape is untouched.

Once all the patching is done, we just need to watch the gain pot and avoid peaking out the ADATs. The multed channels going to tape are more likely to peak out due to the fact that we patched around the compressors. When the guys in the band eventually mix down these tapes, they can choose the processing they want to use and not have it restrict what we do while mixing live.

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THE NEVILLE BROTHERS LIVE AT MARDI GRAS

TRICKY LOGISTICS MAKE TEAMWORK A MUST DURING THE NEVILLE BROS. ANNUAL BALCONY BLOW-OUT

By DAVID NORMAN

FOR THE PAST few years, The Neville Brothers have been playing Mardi Gras in Galveston, TX. When I joined the group, this was the show that everyone was talking about. Because of the unusual setup, I couldn't wait to see it. The bizarreness of this gig was that the band would be performing on the second-story balcony of a building overlooking the Mardi Gras parade route so the band would literally be looking down at their audience. Directly opposite the balcony would be another building that posed problems with slapback. But this wasn't *the* strangest thing. No, that honor went to the fact that monitor engineer Kenny Nestor and I would be set up (side-by-side) *behind* the band. We would

be separated from them by a wall with a few windows, allowing limited visibility of the band at best.

PRESHOW PLANS

I flew into Houston from Atlanta the night before the show, Kelsey Smith (our drum tech) flew in from San Francisco and the rest of the crew would be driving in with our truck. The band would fly in the following afternoon. One of the Mardi Gras runners picked us up at 6:30 AM for the drive to Galveston and an 8:00 AM load-in. Our truck with stage manager Eric Kolb and driver Matt Howell would be arriving around 9:30 AM from a gig with the Meters (Art Neville's group).

PA for the show was provided by LDS Systems (Houston), and they loaded in ear-



TRICKY RIG: Catfish at the balcony monitor rack.

lier that morning. By the time we arrived, LDS had most of the PA up and running. Carl Dunlap, systems engineer for LDS, got the day off to a good start with his great hospitality and his ever-present candy box full of goodies. Carl walked Kenny Nestor and myself through the unusual setup and introduced us to monitor systems engineer, Catfish.

The "stage" itself was very narrow and had limited access, which was a major concern because the Nevilles

have nine people with a fairly elaborate setup. Plus, we had a six-piece opening act that had to set up around our gear. We always try to make the opening act as comfortable as possible, but today would be really stretching it because of the stage situation and limited "dead case" space.

Kenny and myself were approximately 20 feet away from the band, and the wall and windows didn't afford us much isolation from the band's stage volume. Since we really didn't have great visibility, we depended on drum tech Kelsey Smith to be our eyes and ears for the band. Not only did Kenny and I have to contend with the band being in front of us only a few feet away, but we were also in the catering area where there was quite a bit of noise and a lot of people walking around. At first, the noise was distracting to me. For my monitoring purposes, I had a pair of Turbosound TMS-3's mounted on empty road cases. The cabinets were positioned only about 10 feet away from me — just imagine how big these cabinets are pointing straight at you!

The Neville Bros. carry their own Shure microphones (for drums, guitars, vocals and percussion), mic cables, and drum, percussion, and keyboard looms [bundle of cables, like a snake], so we set up most of our gear and ran all of our



THEY ARE FAMILY: The Neville Brothers on tour.

Photo by Sean Smith/IGI

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CIRCLE 91 ON FREE INFO CARD

lines. We didn't opt to line check at this point because of time constraints, but we did wire the complete stage with mics and direct boxes. When the opening act was finished, all we had to do was pop our looms in — we were completely wired in less than 10 minutes. Line check for us began immediately after the opener was off the stage.

Since the Neville Bros. rarely soundcheck, we had minimal problems with line check, and once I finished EQ'ing the drums and line-checking everything else, I handed the stage over to Kenny so that he could ring out the monitors and check Aaron's Future Sonics In Ear Monitors®. Aaron uses the In Ear Monitors in addition to a pair of wedges placed on his right. He also has a Mackie mixer that he can use to personally control his own volume and reverb levels. We had at least an hour between the opening act and our set to do a set change because of the Mardi Gras parade during this lull.

During line checks and drum checks I had to crank the volume pretty loud, so Kenny suggested moving the monitors closer to me and angled in away from him to make his life a little easier. With Kenny right next to me and having only one cue wedge, this worked to both of our advantage. One funny note about Kenny's cue wedge: we had many people walking back and forth behind us and once during the show, someone was walking behind Kenny while he cued up a scorching guitar solo. That person nearly jumped out of their skin, much to Kenny's chagrin.

Since the Nevilles don't actually soundcheck, we rely on each other to do line checks and cross-mixes for Kenny. Kelsey will usually check all drums, percussion and the sax and vocal wireless units. Keyboard tech Eric



CLOSE CALL: The balcony FOH (forefront) and monitor setups.

Kolb will generally check keyboards, guitar, and bass. Kelsey, Eric, and myself help each other with cross-mixes (e.g., being at one mic position and having someone else speak or play an instrument so that Kenny can dial-in monitor mixes).

In spite of the fact that the band isn't there for the soundcheck, Kenny and I pretty much will have our mixes close once the band hits the stage. Then we'll communicate back and forth several times during the show to let each other know if the other is too loud. If Kenny hears any strange frequencies that are bothering the band on stage, he will give me a call on the intercom. We completed line check with plenty of time to spare, and once the Nevilles hit the stage, everything seemed to come together. The crowd was extremely enthusiastic, the band played great and the system performed excellently.

IT'S SHOWTIME

During the Nevilles's show, I don't use many effects except when Aaron comes front and does his solo stuff. I have a couple of reverb patches set up specifically for him as well as a nice chorus effect that I use on his voice (effects are

usually a Yamaha REV-7, Yamaha SPX-90 II or Lexicon LXP-1 for reverb and Eventide H-3000, Yamaha SPX-90 II, Lexicon LXP-5, or Roland SDE-1000 or 3000 for chorus and delays). There are a few preset delays that Cyril requests during his songs and a reverb dedicated to wet Charles's sax. There's not a lot of room in the Nevilles's show to actually use the out-board gear.

Mixing through the TMS-3's was the equivalent of mixing in the studio on large playback monitors. I pretty much mixed this show just like I would mix any other Neville Brothers show. I really enjoyed the experience and it was pretty nice for the people in the catering area who weren't actually able to see the show, but they *definitely* heard it! The only times I actually had the opportunity to hear the system was while we were tuning the PA and while Carl was mixing the opening act. The major pain about hearing the PA was that you had to walk down a flight of stairs and then walk another 50–75 yards in front of the building.

From past experience doing shows here, Carl and I knew that a major concern was 6 kHz bouncing off the

wall from the building opposite the band. So he and I walked back and forth several times to listen and smoothed the system out. During the opening act's set, I went downstairs to check for Carl and everything was fine. He returned the favor during the Nevilles's set and he gave me the thumbs up sign.

My hat goes off to Kelsey, who worked miracles to maneuver a large drum kit and percussion rig on the narrow stage with such limited space. Kenny and I relied heavily on Kelsey to relay messages back and forth concerning the band's respective monitor needs during the show. With some smart forward planning by Eric Kolb, Kenny Nestor, and LDS Systems, things ran smoothly the whole day. And it certainly helped that the local crew and staff were also fantastic.

Nestor made the remark (after a couple of years of doing this gig) that this year's Mardi Gras was the most organized and well-run of all. We had a quick load-out after the show and then drove back to Houston to catch a flight to San Antonio that evening. We had a show to play after the NBA All-Star Game the following day, but that's an entirely different story!

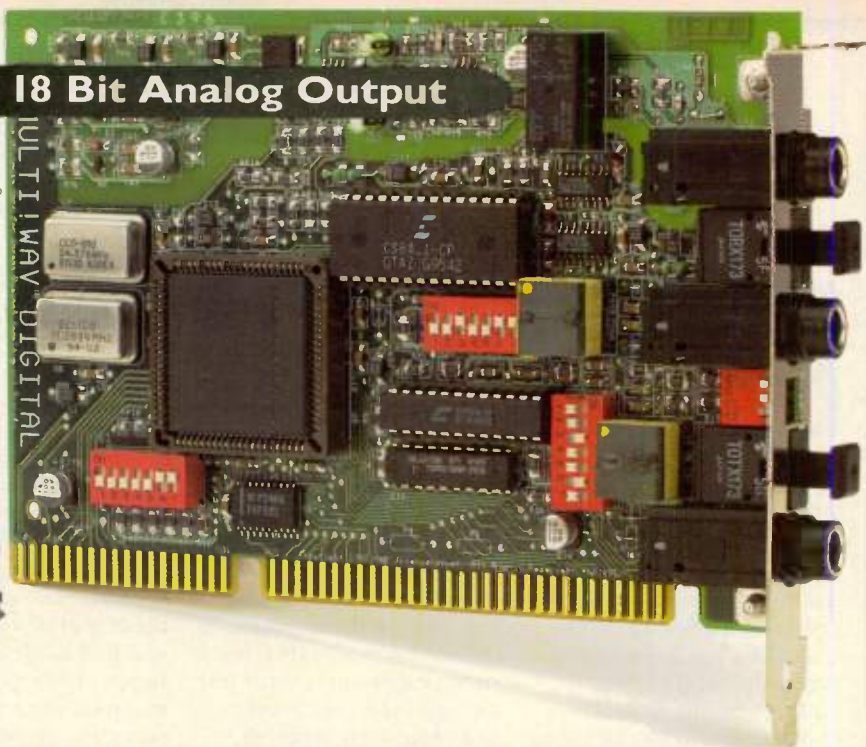
In addition to being a front-of-house mixer, David Norman has worked as tour manager and production manager for such acts as Arrested Development, Peabo Bryson, Patti Austin, and many others. He also worked during Woodstock '94 and the WOMAD '94 and is currently the FOH Engineer for the Neville Brothers featuring Aaron Neville. You can contact him online at David994@aol.com.

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CIRCLE 02 ON FREE INFO CARD



THE INS & OUTS OF VCAs

HOW TO ATTAIN BETTER LIVE SHOWS THROUGH VCAs AND SUBGROUPS

BY GREG PRICE

IF YOU'RE MIXING live sound, particularly shows with a lot of inputs, I'm sure that you have thought about (and probably used) VCAs and audio subgroups. When you have a drum kit on 15 channels, you'll want to do some kind of grouping in order to be able to make those drums louder or softer without having to move 15 faders individually. While subgrouping and VCA control can really make your life as a sound-reinforcement engineer easier, there seems to be a bit of confusion about the differences between VCAs and subgroups and when to use which. VCAs and subgroups are an essential part of the internal workings of a console. Their sole purpose is signal-flow management within the console for simplification of mixing duties.

BACK TO SCHOOL

A VCA by definition is a voltage-controlled amplifier. An external voltage is used to vary the gain of the amplifier, and this changes the level of the audio signal passing through the amp. In a VCA fader, the audio does not actually pass through the fader. Rather, the fader is used to change the voltage level applied to the amplifier, and this voltage change causes the gain of the amp to change. A VCA fader is really more like a remote control to the audio passing through a channel. Some of the benefits of using a VCA are a good signal-to-noise ratio, the ability to control postfader aux sends, and a cleaner signal path to the stereo bus.

An audio subgroup is a summing bus. When you assign a channel to an audio sub, the signal is sent to a summing amplifier that allows signals to be mixed together. An audio subgroup can be mono or stereo, but a stereo subgroup is really just a single fader controlling two completely separate audio paths at the same time (much like a stereo master fader). Unlike VCAs, the audio subgroup fader is controlling the actual audio signal. This is one of the most misunderstood and misused aspects of mixing consoles.

The stereo bus is the final set of summing amplifiers before the stereo output — the final summation points for all audio passing

through the console. This stereo bus is like the final "receptacle" for the audio. I like to think of it as plumbing, almost like the main waste pipe in your home. Everything eventually winds up downstream in that pipe. Some people forget that when you get the stereo bus to it's maximum level, you cannot shove anymore water down that pipe. It gets full, and that is what often has happened to the novice engineer when their mix is sounding one-dimensional and small (we'll see how to avoid this in a minute).

EVERYTHING TO GAIN

Before you even consider dealing with VCAs or audio subgroups you need to address the gain structure of the console. Proper gain structure breeds clean and precise audio, allowing you to lower distortion while retaining stereo bus integrity. The

foundation of proper gain structure starts at the input. By using conservative input levels and metering the VCAs and subgroups, the console can do what it was intended to: deliver clean audio signals to the stereo bus. It starts with setting PFL at the input channel. Let's take the kick drum as an example.

A lot of engineers think they have to PFL the kick drum channel and adjust the mic trim so that the meter shows '0' VU on the kick drum. That's not the case. It should be somewhere around -10 VU. This leaves room for the rest of the instruments in those downstream summing amps. If you start out with the engine revving really high, you have no place to go. But if you start with conservative levels, you can always get gain in other places like the crossover or the compressors (which is the classic way to get gain).



PRICE IS RIGHT: Currently on tour with Ozzy Osbourne (see *EQ* January '96) Price offers tips on grouping.

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If you mix on a good console, run it cool and get a good mix, it will sound like a million dollars at the other end. Keep in mind that the true test of the quality of summing amps in a console comes when you try testing the diameter of that pipe. That's when you'll hear that some are made out of plastic and some are made out of copper. The walls give in because they cannot handle the pressure and the pounds-per-square inch. With a conservative flow of water, you can always put a Turbo jet at the end of it to make it loud!

You can even do some PFLing by yourself at the console. If your singer is using a Shure Beta 58, there is no reason why you cannot plug the same mic into

the same channel, count to ten in an even tone, and get the proper level. With no EQ and no outboard patched in, I like to have a vocal mic PFL at around -7 to -10 VU. This way if the singer yells, the level might come up to 0 VU. Now that you have good gain structure you can start EQ'ing the sound. Think about this: if you start with PFL at 0 and then add EQ, before you know it the channel has 20 dB of gain. Now if your kick and snare are at that kind of level, is there going to be any room for the guitar or bass? You have to make room for everybody to live in the stereo bus, including all of the instruments, vocals, and effects.

Now that you have the input level set correctly, you can check PFL at the audio

subgroups. Bring the input fader to unity — because that's where it wants to live (especially if there are VCAs involved). There's a reason why manufacturers silk-screen that little mark next to the fader at unity. Now let's say I have just PFL'd Ozzy's vocal mic at -10 and set the input fader to unity. If I assign this mic to audio subgroup one, bring the subgroup fader to unity and PFL the group, then I should see the exact same level as the input PFL. If not, there is a problem somewhere.

I use a 1k tone to align all of my subgroups before I assign any channels to the subs. It's simple: bring a 1 kHz tone up on the console and make sure it reads 0 VU. Then assign the tone to the audio subgroups one at

a time. Once you park the audio subgroup fader at unity, then you had better see 0 VU on the meter. This is a great test to make sure the console is in proper working order. And since you know what the tone is supposed to sound like, you can hear any problems as well. All of the audio subs are acting as volunteer firemen, carrying buckets downstream to the stereo bus. But if you overflow the bucket at the source, you are screwed. Remember the old saying "junk in, junk out?" Well that's where it came from.

HOMECOMING ASSIGNMENT

On most consoles, the input strip has a series of push-buttons for assignment (some consoles have a thumbwheel next to the

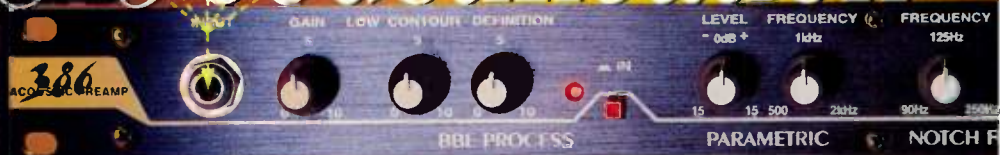
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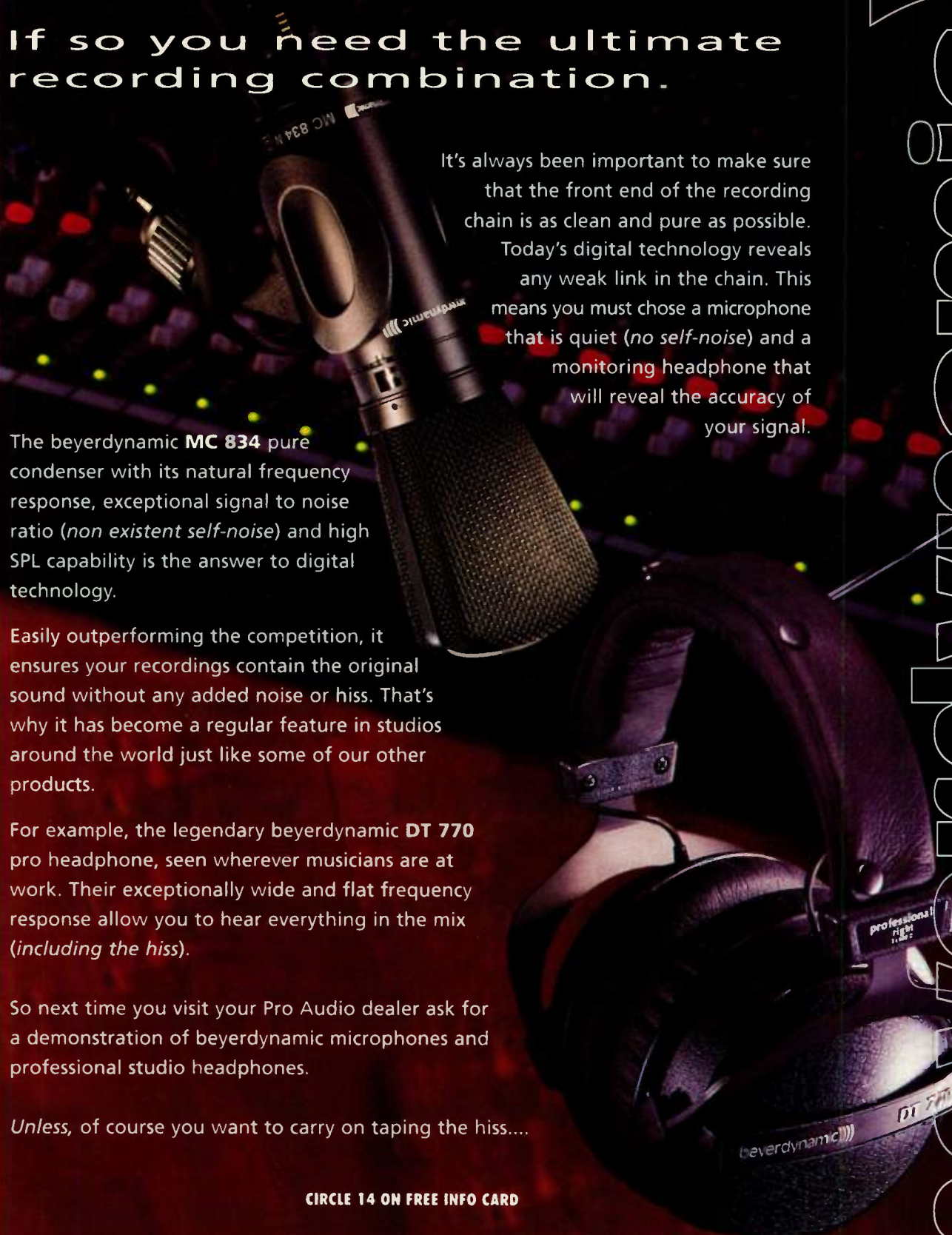
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fader for this purpose). For example, the Yamaha PM4000 has eight pushbuttons for assigning a channel to a VCA group. Then there are also a set of eight push-buttons for assignment to the audio subgroups. So making the actual assignment process happen is as easy as the flick of a switch. But you must make intelligent decisions about

whether to assign to a VCA, an audio subgroup, or both. Let's again take the drums as an example.

I usually assign the kick and snare drum mics to one VCA (that's a total of four mics: main kick, secondary kick, snare top, and snare bottom). I then assign all of the toms and cymbals to another VCA. Notice that even though the toms and

cymbals are going to be stereo panned, I only need *one* VCA to control them. This is because the VCA is only serving to control the voltage of the amplifiers in those channels — panning is still done from the input strip. So now I have two VCA faders controlling the entire drum kit.

The cool thing about VCAs is that more than one

VCA can simultaneously control the same input channel. So I could also assign all of those drum channels to a third VCA, which can then be used to adjust the volume of the entire kit. The other two VCAs still control the kick/snare group and the tom/cymbal group so I can balance those elements of the kit and then raise the overall volume with the third VCA fader (it's important to note that on consoles with thumbwheel assign, you cannot double-assign inputs).

The options are infinite and can get very complicated. Take a big band like Chicago. You could assign the drum mics, keyboards, guitars, bass, and horns to their own different VCA groups and then still assign all of those inputs to yet another VCA for a "band volume" control, while at the same time assigning the vocal channels to another VCA. Then it all comes down to one VCA for the band and another for the vocals. And in double-assigning to VCAs, you are still dealing with the same exact audio path but a larger number of controllers. Whereas if you try to double-assign these channels to more than one audio subgroup, you are changing the amount of gain stages involved in getting the signal to the L/R master (stereo bus) and you are running the signal through extra stages of summing amplifiers.

When you assign an input channel to a VCA, you will notice something interesting about the auxiliary sends. You already know that if you move the VCA fader, the level of an assigned channel changes. Following that logic, the level of signal at a postfader send must also change,

continued on page 124

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BY GARY SCOTT PECK, HOUSE SYSTEMS ENGINEER, WEBSTER THEATER



ROCK THIS HOUSE: This former movie house has solid sight lines — like an indoor amphitheater.

THE WEBSTER THEATER has been at its present location in Hartford, CT since it was built by Albert Shulman back in 1939, who owns it to this day, and is managed by his daughter, Justine Robertson. The theater had been used for showing movies, but before we came in, it was dead for about three or four years. Since the city is trying to develop this particular area, the Webster had their blessing as a nice place in town to do shows. The Webster is clean and has great sight lines — it's like an indoor amphitheater. It's raked and built the way a theater is supposed to be, reminding me more of a Las Vegas or Atlantic City theater than a club.

ALL SYSTEMS GO...

North American Theatrix, LTD did the sound-reinforcement install supervised by myself and company president Jeff Mele, who was a major factor in the install. When we first saw the room, it was in very good shape — much the same as it is right now except for the fact that the theater chairs were still in the room (they were removed). The rake was there as was a small stage. Before we did anything, we needed to find out what the owners wanted to do with the venue — which was to turn it into another Bushnell or Strand Theater.

We realized that we'd have to put in a flown system and we'd need flying points for road shows as well. Under those parameters, we got a structural engineer to come in and reinforce the truss in the ceiling so that we could safely fly PA and lighting. Our decision to fly the PA came from two main reasons: first, it maintains better sight lines to the stage, and second, in this kind of room you need to get the focus of the system down towards the floor (where the audience is) and keep the reflections off the back wall as much as possible. Ground-stacking the cabinets points them straight towards the rear wall and increases the reflections back towards the listening area. So this array is angled downward towards the mix site, focused for that spot. Knowing the horn dispersion of these cabinets, we knew that the sound would still reach

the back areas of the club.

While we were designing the system, we knew that it should have gear that engineers were familiar with and wanted to use. EAW loudspeakers seem to be on everybody's tour rider these days, so we decided to put in (per side) three KF850's (for mids/highs), three SB850's (double-18-inch sub bins), and two JF100 cabinets. The main guts of the system comes from the KF850's and the SB850's. From underneath the subs we hung the JF100 full-range cabinets. Those serve to fill in for people who are standing up close to the stage. The JF100 cabinets are high-passed at about 200 Hz to protect them from too much low end.

Crossover, limiting, equalization, and time delay functions are handled by Electro-Voice DX-34 four-way (mono) digital processors. We've tested the E-V proces-

sors on different systems, and we like them a lot because they are flexible and sound great. You can change crossover slopes and other parameters, which some processors don't allow you to change. When this room is full, obviously the sound changes, so the flexibility of the E-V DX-34 is useful. We can have one group of settings in memory for a full room and then another different set for when the room is half-full. Sometimes there are bomb shows where there's only a few hundred people and we can shut off the outside cabinets on the flown system to reduce the reflections from the side walls. The JF100s are also run off a DX-34, but it is basically just for time delay and for sloping the frequency response below 200 Hz so that the cabinets don't receive too much bass information.

System limiting is handled by the E-V processors,

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but you really have to jump on the system for them to kick in. Quite honestly, I have yet to hear a mix get squashed by them — it would have to be pretty loud in that room for them to kick

1/3-octave graphic EQ. The EQ is open for tweaking by the band engineer, as long as either Jeff or myself is around to make sure someone doesn't get carried away! Effects at FOH include a Lexicon PCM

the drivers are in perfect time alignment naturally — without any processing. Not only that, but we are also finding that the little inch-and-a-half space we gain by rear mounting the 12's, gives

you sort of a horn-loading for the woofers.

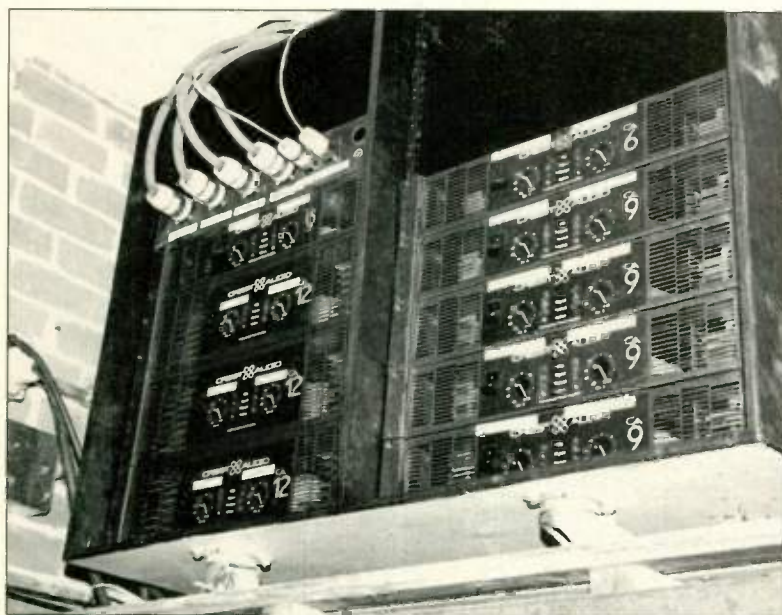
That little bit (plus the rim of the speaker basket) makes a big difference compared to front-loading the woofers. It's almost a 2-inch horn, and it makes a real difference. These monitors are working out real well, and we are finding that acts coming in really like them. They do need dips at around 315 Hz and 8 and 10 kHz, which we

Crest 7001's on the low end and CA-6's on the high end. Instead of the usual active crossover, we decided to use Crest Octal modules for the crossover. On Crest's pro series amps like the 7001, 8001, 9001, etc., there is an Octal socket on the rear panel that supports a plug-in processor for crossover and limiting without having to use outboard units. By plugging in an Octal module (such as the LX-2.1 crossover/limiter), one channel produces low frequencies for the woofer and the other channel does high frequencies for the horn. They were originally designed for the 7301 amps, which had the ability to push about 800 watts on one side (for the low end) and 200 watts on the other side (for the high end). This allows you to use one power amplifier per biamped mix with the (accurate) assumption that you need more power for the lows than for the highs.

Now these modules work in pairs, but we really wanted more power for the high end, so we decided to use Crest CA-6's for highs. But the CA-6 doesn't have an Octal socket for the plug-in. We took a blank, two-space rack panel and mounted six pairs of Octal sockets on the front, one above the other (each pair acts on one mix). The Octal modules plug into these sockets and do their thing. The socket outputting the high end is terminated with an XLR connector that feeds high-frequency input to the CA-6. The other Octal is basically an extension to reach the 7001, which provides power to the active circuitry in the modules and then outputs the low end on another XLR. I built two identical racks like this for 12 biamped mixes (six per rack) with a 30-amp circuit to each one.

With active crossovers, as soon as you plug in there

continued on page 124



PLUG IN: The PA mains and monitor system are powered by Crest amps.

in. They are more for prevention if someone inadvertently kills the power on a breaker to the house processing and not for compression like you might use a dbx unit. I have them set so that they are transparent and not very noticeable.

Both the PA mains and the monitor system are powered completely with Crest amplifiers. We are running three Crest CA-12's for the subs and five CA-9's for the lows, mids, and highs. In the front bar there are a pair of EAW JF80 full-range speakers powered by a Crest FA-601 amplifier. These cabinets are time-delayed to the main system using a Rane AD-22 delay. The signal going to the JF80's is basically a split off the nearfield-fill at the front of the stage, so it carries the same information as the JF100's

For the house console we chose a Crest GT-40 (40x8x2), which is routed through a Klark-Teknik DN360 stereo

42 delay, Yamaha SPX-900's, Drawmer gates, and dbx compressors, but if there's a special request for a specific unit, we'll try to accommodate that.

MONITORS

Typically for stage monitors, we use a cabinet that I custom-designed for Audio Technologies, Inc. (Watertown, CT) consisting of two 12-inch McCauley woofers and a DDS 2-inch fiberglass horn on a JBL 2446 driver. Unlike a lot of monitors, the woofers are rear-loaded while the horn is front loaded. The baffle board is made of two, 3/4-inch pieces of Baltic birch, making the overall thickness of the baffle an inch and a half. My goal was to get the voice coils of the 12's in the same plane as the voice coil of the horn for time alignment. Mounting the 12's from behind and the horn from the front just about puts the voice coils of all three drivers in a line. So

can do with the Ashley GQX 2031 graphic EQs (third-octave, 31 band).

In general, we find that there is much better bottom-end from a 2x12 monitor than from a monitor with a 15-inch woofer. Twelve's are quicker, and I think that to get the vocal to cut through a loud guitar band, you need a faster cone. In terms of surface area there's more air to be moved with two 12's coupling together than with a single 15. We have 12 of these monitor cabinets and a total of 14 mixes can be run from the Crest LM-40 (40x20) monitor console (if we need the extra muscle for a drum fill, we have a double-18 box to supplement the 2x12's).

POWER PLAY

When it came to powering the monitors, we used an approach that is a little bit out of the ordinary. There are six mix-racks for the biamped monitors, with

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---Michael Molenda,
Electronic Musician
Magazine,
January 1996



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NEW GEAR FOR YOUR NEXT GIG

Renkus-Heinz P2800



ROCK WITH RENKUS

Renkus-Heinz, known for its speaker line, now enters the amplifier market. The P2800 and P2800A were developed to complement Renkus-Heinz CoEntrant and Complex Conic loudspeakers. The P2800 includes protective circuitry to safeguard against damage from heat, subsonic, and ultrasonic signals, and DC appearing in the output. A clip protection circuit also prevents signal clipping, while a soft turn-on circuit complete with output muting protects against turn-on thumps and transients. Additional features include: status LEDs, a combination power on/off switch, and magnetic circuit breaker. The P2800A includes provisions for plug-in controller modules that provide third-order (18 dB/octave) crossovers and parametric EQs. For more information, contact Renkus Heinz, 17191 Armstrong

Ave., Irvine, CA 92714. Tel: 714-250-1035. Circle EQ free lit. #120.

No PEAKING!

The 1034 electronic crossover/limiter from dbx features the company's proprietary PeakStopPlus limiting on every band of its two channels. The single-rack-space dbx 1034 provides either three-way stereo or four-way mono (back panel switch-selectable) for medium to large multiband sound-reinforcement systems. The crossover offers the option of a summed low-



Audio-Technica PRO 95

frequency output (mono subwoofer out), as well as a switchable circuit that adds pre-emphasis for constant directivity horns. Inputs and outputs are RFI-filtered, while outputs are electronically servo balanced to maintain consistent levels

into balanced or unbalanced loads. All rear-panel input and output jacks are gold-plated Neutrik XLR-type connectors. Each channels' output gain may also be adjusted ± 12 dB, while an optional security panel may be attached to protect control settings. For more details, contact dbx Professional Products, 8760 South Sandy Parkway, Sandy UT 84070. Tel: 801-568-7660. Circle EQ free lit. #121.

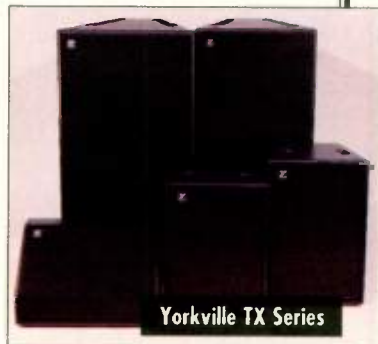
INTERNAL AFFAIRS

Designed to provide pickup of acoustic guitars and other string instruments, the new PRO 95 from Audio-Technica is a wide-range, fixed-charged condenser microphone with a cardioid polar pattern. The PRO 95 can be mounted inside of a guitar via its "rubber-grip" spring clamp and flexible boom. The in-line power module operates at 1.5 volts and is located just over four feet from the mic. The cable terminates in a standard 1/4-inch phone plug designed to plug directly into a mixer, amplifier, or other electronic device. The PRO 95 also includes a power module clip, battery, and windscreen. For option-

al permanent installation, an end-pin jack and 1/4-inch phone plug are also included. For more details, contact Audio-Technica U.S., Inc., 1221 Commerce Drive, Stow, OH 44224. Tel: 330-686-2600. Circle EQ free lit. #122.

HEY, TXI!

Yorkville Sound's TX series large-format speaker systems



Yorkville TX Series

are designed for larger concert venues and touring applications. The systems feature processor-controlled trapezoidal enclosures with 2-inch high-frequency drivers, Speakon connectors, custom-fitted ATM Fly-Ware with steel flytracks, and black painted 13-ply Baltic birch. Enclosures include the tri-ampable, three-way TX8 (2x15" LF, 1x8" mid, 1x2" HF) with matching TX8S dual 18" subwoofer; the bi-amp TX4 (1x15" LF, 1x2" HF); the bi-amp TX3 (1x12" LF, 1x2" HF); and the bi-amp TX2M (1x12" LF, 1x2" HF) low-profile floor monitor. Systems also incorporate single space 19-inch



dbx 1034

rackmountable multi-channel, self-calibrating processors with balanced XLR inputs and outputs. For more information, contact Yorkville Sound Inc., 4625 Witmer Industrial Estate, Niagara Falls, NY 14305-1390. Tel: 716-297-2920. Circle EQ free lit. #123.



Rane Mojo Series

suggested retail price of \$249.95. For more details, contact Spirit by Soundcraft, Inc., 11820 Kemper Road, Auburn, CA 95603. Tel: 916-888-0488. Circle EQ free lit. #124.

TAKE SOME NOTES

Spirit's Folio Notepad is their smallest and most affordable Folio mixer yet. Despite its compact size, the Notepad achieves DAT-quality audio as a result of its surface-mount design and use of components common to larger Spirit consoles. The Folio Notepad features ten inputs including four mic inputs and two stereo inputs; studio-quality mic preamps with 50 dB of gain range; two bands of EQ on every mono input; global +48-volt phantom power; stereo inputs equipped with switchable RIAA preamps for

MR. MOJO'S RISING

The Mojo Series by Rane includes five models of single-space rack units. Currently, the line includes the MH 4 (\$299) four-channel headphone amplifier; the MX 22 (\$299) stereo two-way crossover with additional mono sub output; the MX 23 (\$399) stereo three-way crossover with additional mono sub output; the MQ 302 (\$399) stereo 1/3-octave graphic equalizer; and the MC 22 (\$299) stereo compressor with the company's "adx" circuitry, which helps to improve signal-to-noise performance. All units (except the MH 4) come with balanced XLR-type connectors. The MQ 302 and MC 22 also include balanced 1/4-inch connectors. For further information, contact Rane Corporation, 10802-47th Avenue West, Mukilteo, WA 98275-5098. Tel: 206-355-6000. Circle EQ free lit. #TK.

SHOOK UP

With a new 18-inch driver, Cerwin-Vega's Intense! Series T-36/750 build on the company's L-36 "Portable Earthquake." Boasting twice the power handling of the L-36 and a 4 dB gain in sensitivity, the Intense! T-36/750 features a contoured aluminum woofer door and an increased woofer chamber size, which dissipates heat and increases the overall power handling. The Intense! T-36/750 cabinet is finished in tailored dark gray carpet. For more information, contact Cerwin-Vega, 555 E. Easy Street., Simi Val-



Cerwin-Vega Intense! Series

ley, CA 93065. Tel: 805-584-9332. Circle EQ free lit. #125.

WHAT'S THE FREQUENCY

Featuring technology first incorporated in AKG's top-of-the-line WMS 900 UHF system is the company's new WMS 300 UHF wireless system. The WMS 300 System features ten different microphone combinations, up to 16 different frequency options within 20 MHz bandwidth, and the ability to simultaneously operate up to eight different units. The SR

300 receiver features a half-width rack design and provides for up to ten different microphone sets. Each microphone is designed for optimum use in either vocal or instrumental applications. The WMS 300 transmitter provides up to 12 hours of continuous operation with alkaline batteries and more than five hours of operation with rechargeable ones. For more details, contact Harman Pro North America, 8500 Balboa Boulevard, Northridge, CA 91329. Tel: 818-227-1800. Circle EQ free lit. #126.

GET IN LINE

Line 6's, (a division of Fast Forward Designs, Inc.) new AxSys 212 digital guitar amplifier is designed to emulate the sounds of the most popular classic tube and solid-state amps. The AxSys 212 features a dual-DSP preamp section that models not only a "tube sound," but the entire tube circuitry including the amplifier. The amp features a "rack-mount" digital effects processor built directly into the 212's architecture, as well as a 100-watt stereo (50-watt RMS per channel) amp with dual 12-inch custom-designed Eminence speakers. Feature highlights include 128 preset/128 user locations and 17 simultaneous 24-bit digital effects with stereo processing. For more details, contact Line 6, 11260 Playa Court, Culver City, CA 90230. Tel: 310-390-5956. Circle EQ free lit. #127.



Line 6 AxSys 212



Spirit Folio Notepad

turntables; 2-track return for playback of masters; peak and VU metering; headphone output; and custom designed rotary controls. The Spirit Folio Notepad is available at a manufacturer's

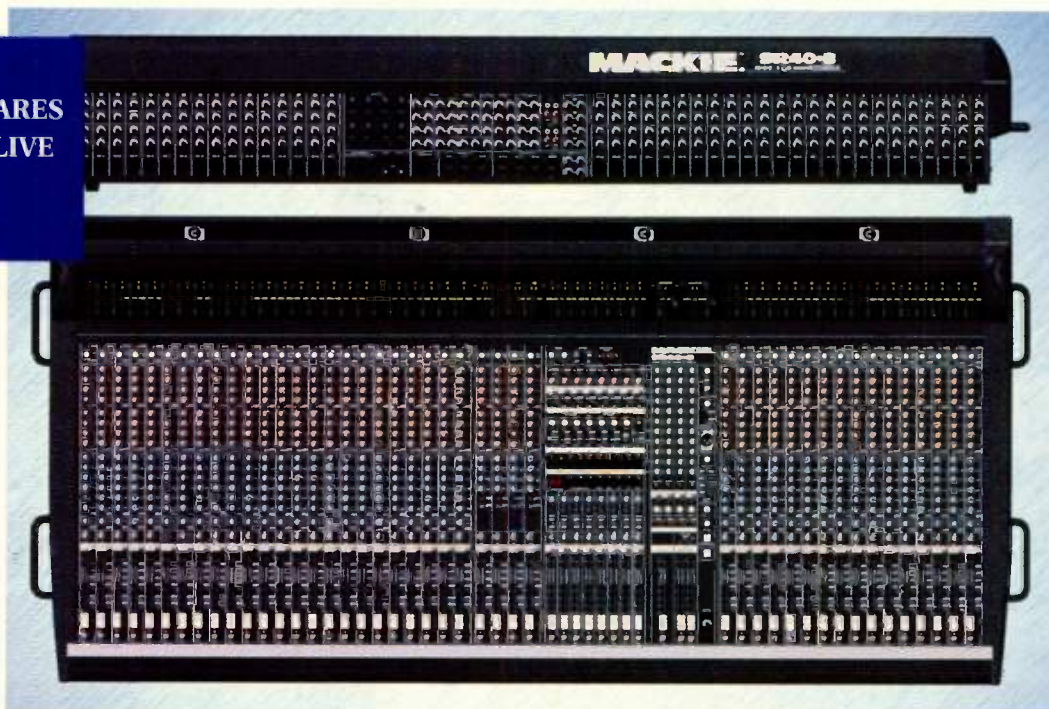
MACKIE SR40•8 CONSOLE

**FIRST LOOK: THE
CONSOLE KING PREPARES
HIS REIGN OVER THE LIVE
SOUND MARKET**

BY STEVE LA CERRA

EVERYBODY IN THE audio industry knows what Mackie has done for the project recording studio market with its 8•Bus Series consoles. Now Mackie is ready to take on the touring sound-reinforcement sector with the introduction of the SR40•8. The SR40•8 is a large-format console with mute automation, a centrally located master section, and features normally found on boards in a much higher price range.

Each input channel of the SR40•8 has an XLR mic input and balanced 1/4-inch TRS jacks for line input, direct output, and insert (send and return on separate connectors). The desk features 40 such inputs — each with a considerable amount of control on the channel strip. There is a trim control for input level, eight aux sends, a phase reverse button, and phantom power with an LED status indicator. All eight auxiliaries are switchable for PRE or POST operation. When auxes one through four are set to PRE they are pre-fader and pre-EQ; in POST they are post-fader and post-EQ. Auxes five through eight can also be switched PRE or POST, but they are slightly different in that they are always post-EQ. All auxes are post-mute switch. Input channels and output channels may be soloed either PFI. or AFL, selectable from the front panel.



TOUR BUS: Mackie hopes the 40•8 live mixer will catch on like its popular studio 8•bus models.

A 4-band EQ occupies the center of the channel strip with 12 kHz high- and 80 Hz low-shelf bands, high-mid (sweepable from 500 Hz to 15 kHz) and low-mid (sweepable from 45 Hz to 3 kHz) bands. The EQ section also has a 12 dB/octave high-pass filter, adjustable from 30 to 800 Hz. Both the filter and the EQ have in/out switches. Mackie has endowed the SR40•8 with LCR assignment and provides separate assign buttons (and rear-panel balanced XLR outputs) for left, right, and center audio channels. While the L-R signal is fed from the output of the panpot, the center assign signal is derived before the panpot. Although the left, center, and right audio signals are controlled by separate faders, the left and right faders can be linked with a pushbutton, allowing the right fader to control the left and right signal paths. The panpot, in

conjunction with the four switches next to the fader can also assign an input to any of the eight audio sub-groups. Located near the bottom of the channel fader is a solo button with an LED indicator. A mute switch and its associated LED are located towards the top of the 100 mm channel fader.

Instead of giving you the typical stripped-down aux return section, Mackie has built in four stereo returns that are almost the same as the input channels. Rear-panel 1/4-inch connectors accept balanced or unbalanced line level input signals. Each return has a trim control and 4-band EQ section with 12 kHz high- and 80 Hz low-shelf sections and fixed high-mid (3.5 kHz) and low-mid (800 Hz) sections. As on the input channel, there is an EQ in/out switch on the return. One cool thing about the aux returns is that they also include sends to auxes one

through eight (so you can dump one effect into the next) and bus assignment so that you can group effects with instruments.

In addition to these returns, the SR40•8 also has another four stereo returns (with mute, solo, and level controls) and a pair of stereo tape returns. Mackie has clearly done their homework on the tape returns. Connectors are RCA (if you need 1/4-inch you can use an input channel), and Mackie has also brought two of the four matrix outputs to the RCA "tape output" jacks for easy recording of shows. The matrix outputs also appear on XLR connectors. A series of level knobs allow you to mix any of the eight sub-groups, left, right, or center bus and an external input signal to any of the four matrix outputs (each matrix has its own external input). In addition to mute and solo buttons, each matrix also has a master level control.

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One of the more unusual features of the SR40•8 is the "air" EQ control found on the audio subgroups, which has a turnover frequency of 16 kHz. Each subgroup has a 100 mm fader, mute, solo, and panpot controls. Like the input channels, the subs can be separately assigned to the L-R bus or the center bus, so you could easily set up a sub for vocal-fill purposes. A 'flip'

button above each aux send master swaps the group fader for the aux send master of the same number, enabling you to use the straight faders for monitor sends.

Something that is bound to attract busy engineers is the SR40•8's built-in Ultra Mute automation. Ultra Mute features two modes of operation, the first of which is snapshot mode.

Designed primarily for applications requiring script-style scene automation (such as theater and industrials), this mode can memorize 100 pictures of the SR40•8's mute status for the input channels, subgroups, and the four matrix outputs. Group mute, likely to be preferred for music production, allows you to group inputs for simultane-

ous muting at the punch of a single button.

You could (for example) have the drums assigned to group mute five. At any time in the show, pressing that group mute button will silence the drum channels. Engaging a group mute will not disturb the status of any other channel mutes and an input channel can be a member of more than one group. Internal memory for mutes is nonvolatile and can be loaded (in or out) via MIDI or RS232 ports.

It's evident that Mackie has built the SR40•8 for serious sound-reinforcement applications. Front- and rear-panel jacks accommodate a talkback microphone, which can be assigned to any of the four matrix outputs, the L-R outs, or auxiliary sends one through eight. And the SR40•8 has the unique ability to interface your talkback mic and standard headphones with a Clear-Com system. A meter bridge (switchable to show AFL or PFL) is standard on the desk; a dimmer controls brightness of both the meter bridge LEDs and the Littlites. The power supply for the SR40•8 is an outboard unit and two separate supplies may be simultaneously connected to a single console. When both supplies are connected, they work at half capacity and in the event that one should fail, the other will continue working (at full capacity) for uninterrupted service. The SR40•8 also includes a headphone jack with level control, solo level control, and four handles for moving the desk. Suggested retail price is \$8999, and the SR40•8 is expected to begin shipping in mid-summer '96.

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— Paul Errico *The Music Paper*

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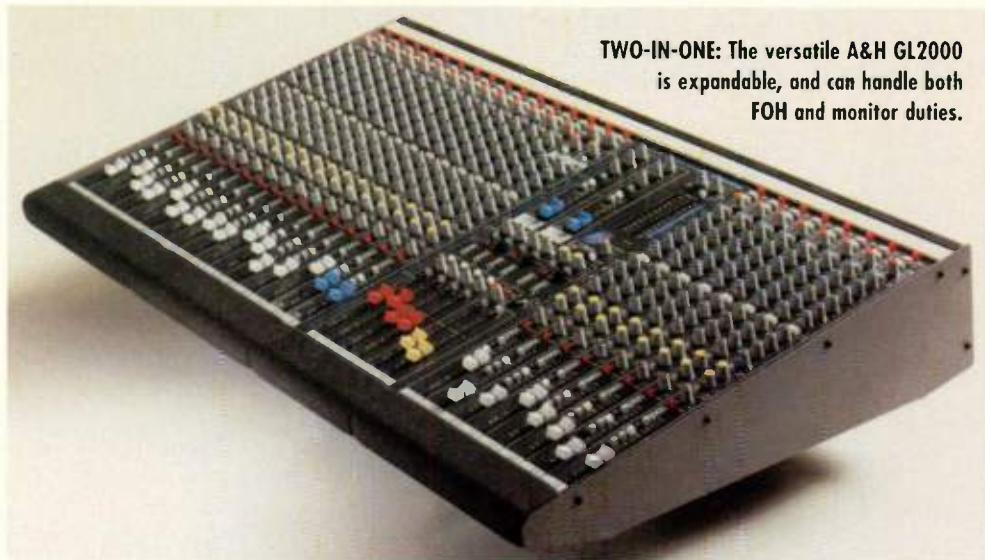
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ALLEN AND HEATH GL2000 CONSOLE

HOW WOULD YOU like to have a mixing console that could be used to mix front of house, but, if needed, could be reconfigured to mix monitors without sacrificing any of the conveniences that you expect from a monitor board? Well, have a look at the Allen and Heath GL2000. The latest offering from A&H is designed to do exactly that, and can even be expanded when you are ready to run more input channels. The GL2000 comes in 12-, 16-, and 24-input frame sizes with an internal power supply and the option to link to any of Allen and Heath's consoles via their proprietary SYS-LINK interface.

Each of the GL2000's input channels has the features that you have come to expect as standard on a sound-reinforcement console. A 4-band EQ includes a 12 kHz high-frequency shelf, 500 Hz–15 kHz hi-mid sweep, 95 Hz–1 kHz low-mid sweep, and 80 Hz low-frequency shelf, all capable of 15 dB cut or boost. Six assign buttons along with a panpot route the input channel to busses one



TWO-IN-ONE: The versatile A&H GL2000 is expandable, and can handle both FOH and monitor duties.

four or five/six), an EQ in/out switch, balanced mic and line inputs with a mic/line switch, and a trim control with a 50 dB range(!). Oh yeah — and don't forget the four-segment (three yellow, one red) LED input meter that sits right next to the channel fader where you can easily see it. Engineers that like to return their effects to input channels will be happy to know that the desk's XLR "mic" inputs will accept a line-level signal.

Those were the things

stereo return can assign to subs 1 and 2, and the other can assign to subs 3 and 4). Assignment to the subs makes it handy to group a reverb with the drum kit mix and have control over the whole package.

The other four channels come from two stereo inputs that have just about all of the features of a regular mono input channel (the main difference being that the midbands of EQ are fixed at 250 Hz and 2.5 kHz). These stereo inputs kind of share the same space as the last two mono input channels, but you have your choice as to which signal gets the EQ, assign, and access to aux sends one through six. It works like this: there is a mic/line switch on the channel that selects which signal is routed through the main channel path. When the switch is set to mic, the mic input on that channel gets the bells and whistles and the stereo line input can be dumped into the L-R mix via the "Line to L-R" switch (level is controlled with the "Line Lev" pot). If the switch is set to line, then the stereo line input gets the main channel path (with EQ,

sends etc.) and the mic can be routed to the L-R mix via the "Line to L-R" switch. While this may seem a bit odd, it will make more sense when we get to the monitor mixing mode of the console.

If you have ever tried to use a front-of-house console to mix monitors, you know what a pain it can be even when you locate the desk at the monitor mix position. Allen and Heath doesn't want you to have that kind of aggravation, so they give you a set of switches that turns the GL2000 into a fully functioning monitor board. In the GL2000's master section are three recessed buttons that swap the aux send master for the corresponding group output (auxes five and six correspond to the L-R master faders).

Now the fader swap isn't so special, but what is special is that engaging these buttons also feeds the auxes to the group inserts, output meters, AFL controls, and balanced XLR outputs. So you can run the GL2000 as a six-bus monitor console. The inserts are particularly useful since you'll probably need to patch

FIRST LOOK: A&H'S NEW MIXER DOES DOUBLE DUTY AT FOH AND MONITORS

BY STEVE LA CERRA

through four or the L-R master.

There is a 100 Hz low-frequency rolloff switch, a PFL button (with yellow LED), mute switch (with red LED), 100 mm fader, 1/4-inch TRS insert (tip = send, ring = return), individual phantom power switch (48 volts DC), polarity reverse, six auxiliary sends (that can be switched pre- or postfader in sets of one through

that you expected to find on this console, but there are a lot of things you didn't expect. First of all, any of the three frame sizes actually has another eight inputs above the number of channels. Two of these are stereo auxiliary returns with a short-throw, straight fader, HF and LF shelf EQ, PFL (with LED), and assignment to the L-R master and two of the four subs (i.e., one

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graphic EQs and compressors into each mix bus.

Remember those two stereo input channels? When the main channel source for the second stereo input is set to line, a green LED appears next to the mic trim control. This LED is telling you that this mic is ready to be used for talkback to monitors. Another set of three buttons assigns this talkback channel to any of the six monitor mixes, making on-stage communications a breeze — without patching. As the monitor engineer you'll need to hear these mixes, so the GL2000's mono output will feed your cue wedge any AFL or PFL signal that you select. Smart.

Each channel of the master section has an individual, vertically mounted circuit board (as do the

input channels) for easy servicing. In addition to the four bus and L-R master faders, there are rotary send and return faders for a 2-track machine (rear-panel connectors are RCA). Output from the 2-track machine can be routed to the headphone output (with level control), as can the main L-R output. Front-panel metering includes a three-color, 12-segment LED display for the L-R masters and six four-segment LED meters that show level for the four bus outs and also offer redundant metering for the L-R bus. In monitor mode these meters show the levels of the six auxiliary outputs. The four group faders have panpots, L-R assign buttons, and AFL buttons and there is also a rotary-fader mono output

that could be used to feed a subwoofer amp or maybe a center vocal-fill cluster.

Allen and Heath has certainly left room for growth in the GL2000, providing several interesting options. The console can be fitted with the company's SYS-LINK circuit card, which allows the desk to be linked with just about any console in A&H's line including the GL3000, GL4840ST, GR1, and GL2 mixers. Linking two consoles requires connection of a cable between rear-panel 25-pin 'D' connectors and can include any or all of the aux busses, group busses, L-R bus, and AFL/PFL switching. There is also an option/modification for the aux master outputs and the mono output that changes those circuits from unbal-

anced to balanced and simply requires installation of a balanced driver output IC.

For those who plan to truck their GL2000 around from gig to gig, A&H offers an industrial-strength flight case for the desk to protect it from road abuse. A meter bridge is available for all three frame sizes. Availability is immediate and retail prices are as follows: GL2000-412, \$2495 (meter bridge is \$499.95); GL2000-416, \$2995 (meter bridge is \$529); GL2000-424, \$3995 (meter bridge is \$549); SYS-LINK option: \$349.

For more information, contact Allen & Heath at 8760 S. Sandy Parkway, Sandy, UT 84070. Tel: 801-568-7660. Circle EQ free lit. #129.

JBL EON KEYBOARD 15

FIRST LOOK: JBL ADDS A NEW ADDITION TO ITS POPULAR PORTABLE SOUND SYSTEM

BY STEVE LA CERRA

YOU MIGHT ALREADY be familiar with JBL's EON concept — a series of compactly designed sound-reinforcement products that are as easy to use as they are to move. Now JBL has taken the EON concept a step further by introducing the EON Keyboard 15. As the name suggests, the EON Keyboard 15 was designed for amplification of synths, samplers, and drum machines. Although the EON Keyboard 15 can be used as a stage monitor, the unit is powerful enough to function as the main amplification for a keyboard player's rig.

The Keyboard 15 is internally biamped with a 130-

watt power amplifier for the 15-inch woofer and a 50-watt amp for the high-frequency driver. While the power rating of the internal amplifiers may not seem like a lot, remember that this is a biamped system, so it is much more efficient than a full-range system would be, given the same amount of power. The woofer uses Neodymium magnets and JBL's Differential Drive motor structure that, you'll be happy to know, keeps weight down while at the same time maintaining the driver's ability to withstand heat.

Combined with the Keyboard 15's polypropylene cabinet, the construction of the woofer helps bring in the overall weight at an easy-to-move 40 pounds. Whereas a



TAKE IT WITH YOU: JBL EON Keyboard 15

lot of keyboard amps have a Piezo driver for the high frequencies, the newest member of the EON family uses a compression driver with a pure titanium diaphragm. JBL reports that the pure tita-

nium driver allows the system to play loud while still providing clean audio.

The Keyboard 15 has been designed so that it can be set either upright like a conventional PA cabinet or tilted back for use as a floor monitor. The front baffle of the cabinet is formed from die-cast aluminum and dissipates heat from both the drivers and the power amplifiers. On the rear panel are two 1/4-inch (instrument-level) inputs, as well as an XLR mic input, each with individual level controls — so you won't need an external mixer. Also provided are 4-band EQ, an effects loop, headphone jack, and line output. List price of the JBL EON Keyboard 15 is under \$800.

For more information, contact JBL at 8500 Balboa Blvd., Northridge, CA 91329. Tel: 818-894-8850. Circle EQ free lit. #130.

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*George Petersen, Editor,
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*Michael Molenda, Editor,
Electronic Musician Magazine*

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“The XT has new A/D and D/A converters, and the improvement in sound quality is unmistakable. If you are looking to take your ADAT-based studio to the next level in sonic quality, features and raw speed, the ADAT-XT lives up to its hype.”

*Loren Alldrin, Reviewer,
Pro Audio Review Magazine*

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*Paul J. Stamler, Reviewer,
Recording Magazine*

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*Greg Rule, Assistant Editor,
Keyboard Magazine*

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*Howard Massey, Technology Editor,
Musician Magazine*

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ALESIS

SAMSON SYNTH 6 WIRELESS SYSTEM

FIRST LOOK: SAMSON INTRODUCES AN "INTELLIGENT" WIRELESS SYSTEM

BY STEVE LA CERRA

THE NEW SAMSON Synth Series 6 computer-controlled UHF-synthesized wireless system is designed for professional musicians, high-end theater, and systems-contracting applications. The system consists of two different models operating in separate frequency ranges, each with 95 channels. Frequency Range 1 is from 794.125–805.875 MHz, while Frequency Range 2 (a companion set of frequencies known as "X Frequencies") operates from 782.125–791.875 MHz.

The Synth Series 6 system receiver comes in a dual-receiver format and is housed in a 1U rackmount chassis. Each of the receivers in a unit has separate balanced and unbalanced output connectors, but Samson has cleverly included a "Mix" switch that can combine the outputs from both channels into a single audio signal, enabling you to more easily manage the number of audio channels fed from the stage. These audio outputs can be switched between -20 dBm and -60 dBm level, allowing them to interface with either line-level or mic-level inputs.

A three-position antenna attenuator adjusts sensitivity between 0 dB, -10 dB, and -20 dB (all of these switches are concealed under a protective panel on the front of the unit). Automatic voltage-sensing circuitry detects AC supply from 100 to 240 volts, so you can use the Series 6 worldwide without having to open up the box and make adjustments. Other receiver

features include a back-lit LCD display and dbx noise reduction.

Samson's new system offers unique features such as remote management and control capability via a PC running Windows '95 and the company's "WSM" (Wireless System Manager) software. Up to 16 receivers can be remotely controlled from FOH mix positions hundreds of feet away. WSM allows an engineer (using a mouse and computer keyboard) to control a variety of receiver functions such as channel/frequency, mute, tone, squelch, and RX (receiver) Title to identify individual systems on stage.

Synth Series 6 is an intelligent wireless system that has the ability to autoscans for existing frequencies, providing a window or "look" at interference in the area, and can import an optional channel plan for different sites. Touring sound companies will love that last feature: channel plans could be written for different show locations, depending on how crowded certain frequencies might be in a particular city. Remote input and output capability is provided via a mini-DIN connector that connects the unit to your PC.

One of the important features of the Synth Series 6 is that it can be operated in two different RF power modes: 1 mW and 10 mW. At the lower 1 mW power output rating — recommended for fixed installations and requiring at least two powered antennas strategically located within the stage perimeter — a total of 96 systems may be run simultaneously with a maximum operating range of a 200-foot diameter (100-foot radius). With additional powered antennas, that range can be extended to a 600-foot diameter (300-foot radius). In

the higher-powered 10 mW mode, up to 19 systems can be used simultaneously with a maximum line-of-sight range of a 540-foot diameter (270-foot radius).

There are two types of Synth 6 transmitters: handheld and backpack-type. Both types are available in two models, each with 95 channels operating in two separate frequency ranges: 794.125 to 807.875 MHz and 782.125 to 793.875 MHz (the "X Frequencies"). The transmitters all use two AA batteries for 3-volt operation due to the increased availability and lower user cost in the AA format. Battery life is 15 hours at 1 mW operation and 10 hours at 10 mW operation. A battery-life LED lights one hour before the units cease to function, so you'll have plenty of time to install a new battery before you have an onstage disaster.

Controls on the handheld transmitter include an external Audio switch and a two-color LED power indicator (green for power "on," red for "low battery"). Internal controls mounted inside the battery compartment include a power On/Off switch, Group and Channel switches, RF

power (10 mW or 1 mW), microphone level pot, and an extremely handy "Unavailable Channel" LED that lights when you select a channel not included in the programmed channel plan.

The backpack transmitters also feature a locking six-pin connector for headset and lavalier mics and an ABS plastic body with a rotatable antenna and belt clip. For the most part, the backpack transmitters have the same indicator and switching functions as the handheld transmitters with one major exception: the backpack features an input select switch for either mic or instrument and corresponding level controls. So you can have a single Synth Series 6 backpack that may be put into use for either a guitar or bass or microphone. All transmitters include built-in antennas. Samson expects to begin shipping the Synth Series 6 wireless system towards the end of the year.

For more information, contact Samson Technologies, P.O. Box 9068 Hicksville, NY 11802. Tel: 516-364-2244. Circle EQ free lit. #142.

FIRST LOOK: SONY WD-880A UHF CHANNEL MULTIPLIER

The Sony WD-880A UHF spectrum divider is designed to work with the company's well-known WL-800 Series wireless components. By adding a WD-880A to a new or existing multichannel wireless system, the system can accommodate up to 42 channels of simultaneous operation. On the WD-880A's rear panel are six diversity distribution output connectors for feeding RF signals to six receiving systems, each of which can operate up to seven channels in the 800 MHz UHF band. RF signals are fed to the appropriate receiver via the WD-880A's bandpass filters. For more info, contact Sony 3 Paragon Dr., Montvale, NJ 07645. Circle EQ free lit. #142.

FOLIO (SX)

SPIRIT



THE FACTS (& no Bull)

At Soundcraft, designing the mixing consoles people actually want has been a serious business for over 22 years. We've listened to our customers - from budding musicians to world-renowned artists and sound companies - and we've built their wish-lists into our mixers. We don't hype our new features and we don't go in for gimmicks. When you listen to SX you'll realize we listened to you.

**NO HYPE
NO GIMMICKS
NO BULL.**

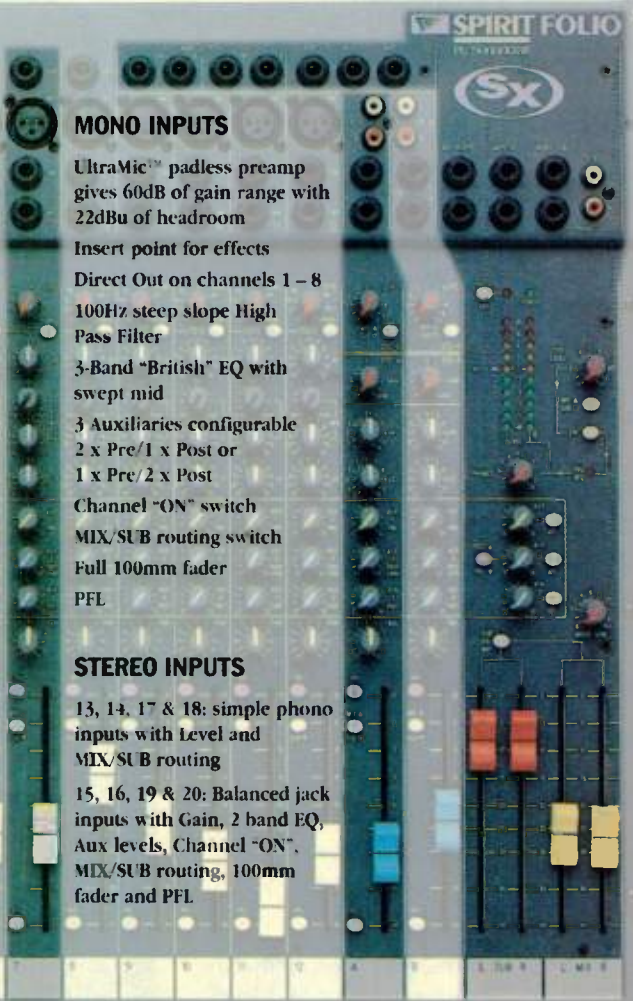
FOLIO SX is a powerful, multipurpose mixer with DAT quality sound, housed in a freestanding frame with carry handle.



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Suggested Retail in USA

- **20 inputs** (including 4 stereo channels) as standard, enough for most live and recording situations
- **12 mono inputs with UltraMic™ preamps** giving 60dB of gain range and +22dBu of headroom, allowing any mic or line device to be plugged in.
- **Two sub-buses** allow you to record groups of instruments to multitrack, send them to additional speakers, or sub group to mix. SX also has a dedicated Mono Out.
- **8 Direct Outs** switchable pre/post fader, equally useful when recording in the studio or at a gig.
- **100mm faders** throughout
- **Real British 3-band EQ** with swept mid
- **18dB/Octave High Pass Filter** effectively reduces low end muddiness.
- **3 Auxiliary Sends:** 2 can be pre- or post-fader.
- **Custom-designed consistent controls** give an even spread of control around their sweeps.
- **Surface-mount technology**
- **Rack mount option**

SX's Direct Outs on the first 8 inputs are front panel switchable pre-fader for live track laying, or post-fader so you can "massage" recording levels in the studio.



MONO INPUTS

- UltraMic™ padless preamp gives 60dB of gain range with 22dBu of headroom
- Insert point for effects
- Direct Out on channels 1 - 8
- 100Hz steep slope High Pass Filter
- 3-Band "British" EQ with swept mid
- 3 Auxiliaries configurable
2 x Pre/1 x Post or
1 x Pre/2 x Post
- Channel "ON" switch
- MIX/SUB routing switch
- Full 100mm fader
- PFL

STEREO INPUTS

- 13, 14, 17 & 18: simple phono inputs with Level and MIX/SUB routing
- 15, 16, 19 & 20: Balanced jack inputs with Gain, 2 band EQ, Aux levels, Channel "ON", MIX/SUB routing, 100mm fader and PFL.

APPLICATIONS

- LIVE SOUND**
Bands, small venues, conferences, schools, places of worship
- STUDIO RECORDING**
Digital and analogue multitrack (4 & 8 track), small or home studios, pre-production, video post production
- SUBMIXING**
- LOCATION SOUND**

TYPICAL SPECIFICATIONS

Mic EIN	-129dBu
Crosstalk (1kHz)	
Channel Mute	<95dB
Fader Cutoff	<90dB
Frequency Response (20Hz to 30kHz)	<1dB
THD	<0.006%

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SPIRIT
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CREST AUDIO CENTURY Vx MIXING CONSOLE

IF YOUR STYLE has been cramped by the capabilities of your current mixing console, then it is time to take a good look at the new Crest Century Vx console. This is a serious console for those who must meet the high expectations of more sophisticated productions.

Although the Vx is priced in the midrange of mixing consoles, it successfully incorporates much of the routing and control available at the upper end of the mixer market. If you need exacting control over signals routed to a number of loudspeakers, individual mixes for backstage, balcony fill, or delay stacks, and facilities to help you stay on top of complex stage events, the Vx may be your control center.

The Vx does not simply add more lights and switches to the other Century Series mixers. Its control surface is full of very practical facilities focused on the demanding needs of live performance. The versatile routing of this console remains useful in every mode due to the liberal use of LED status indicators. In addition to providing individual routing for each subgroup, left, right, and mono master, there are eight VCA groups and four muting groups. The mute switches on the VCA groups also mute the inputs assigned to that VCA, thereby adding another level of mute grouping. VCA groups are an essential part of a console that offers left/center/right panning and a 12-by-8 output matrix because they give the operator the flexibility to control the level of a group of inputs without affecting the audio signal routing.

One of the best features of VCA grouping is the ability to provide individual mixes, such as band/reverb and effects in the left/right system



and vocals in the center cluster, and yet have a master level control that maintains the balance between voice and effects without having to share any of the audio signal path. Inputs on the Vx can be assigned to any or all of the eight VCA groups, and thereby be included in multiple groups as the production demands.

The brightness of an LED located above each fader indicates the current VCA level. This is especially important when inputs are assigned to more than one group. The LED changes from green to red when the total VCA gain (+18 dB) has been reached, warning the operator that the faders cannot raise the level any further. This gain limitation (albeit at different absolute levels) is common to all VCA controls, but relatively few let you know so clearly.

The VCA groups conveniently include unity indications for fast resetting of levels when regrouping on the fly. I did notice that there was about a

± 1 dB error between different VCA controls relative to the fader legend and equal settings.

The inputs provide an equally high level of control with: phantom power; 15 dB

pad; line/microphone switch; up to 70 dB of gain from a high-quality microphone preamp; a variable high-pass filter [see fig. 1], parametric equalization; eight auxiliary sends; channel

ROAD TEST

MANUFACTURER: Crest Audio Inc., 100 Eisenhower Drive, Paramus, NJ, 07652 Tel: 201-909-8700

APPLICATIONS: Sound reinforcement and live theater mixing console for demanding productions.

SUMMARY: A versatile mixing console capable of handling diverse input signals and complex output routing requirements.

STRENGTHS: Easy-to-see control status; comprehensive signal routing; logical control layout; clean audio path; compact size; solidly constructed.

WEAKNESSES: May overwhelm less sophisticated users; small assignment buttons; surprisingly heavy console for its size.

PRICE: \$31,700, 32-channel version (44-channel frame); \$38,100, 40-channel; \$48,700, 52-channel

EQ FREE LIT. #: 131

BY WADE MCGREGOR

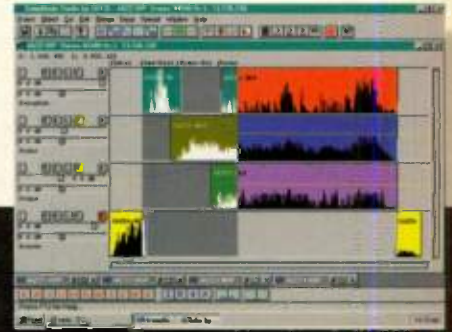
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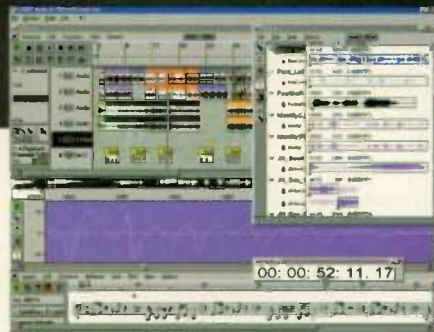


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CIRCLE 20 ON FREE INFO CARD



insert bypass switch; and multimode solo. The 4-band equalization includes variable high- and low-frequency bands that can be switched between peak or shelf filters [see fig. 2], and two overlapping mid-frequency bands that can be switched between high (1.8) and low Q (0.8) [see figs. 3 and 4].

The EQ frequencies are well thought out and offer good selectivity. The high-Q setting is not high enough to notch out a single hot note, but are very useful for such tasks as smoothing out spikes in the overall response or pulling out resonant peaks. The low-Q setting is very good for making changes to instrument timbre and removing mud or

boxyness from vocals. There are stereo input modules available in the same individual module width that include both microphone inputs with phantom power and line inputs, although the 3-band equalization lacks the Q and Peak/Shelf switches. In addition, a multi-input module is available that provides four balanced stereo inputs in a single module width.

All of the important switches on the console include an adjacent LED status indicator. This makes for a very colorful console when all the mutes are active and the house lights have been brought down. The auxiliary sends also include indicators (green/off) that show the status of the Aux On/Off switch integrated into each send's level control and also indicate (in red) when the channel mute is active and, therefore, the auxiliary send is also off. This is one of the many features of this console that can be appreciated by an experienced live-sound engineer the very first time in front of the Vx. Solo switches are everywhere on the console and, in addition to a bright SOLO indicator in the master section of the console, the dedicated solo left and right solo meters brighten whenever solo is engaged.

The auxiliary section offers some other handy features, including a global Pre/Post selection switch at each aux master and individual channel send Pre/Post switches mounted inside on a circuit board. Mute buttons at each master enable a single Aux Mute button (located near the Mute Group switches) to mute any or all of the aux sends with a single action. This is ideal for muting the send to effects units at the end of a song — the reverb and echoes will

continued on page 126

MANUFACTURER'S SPECIFICATIONS

Frequency Response: +0.0 dB/-0.5 dB, 20 Hz to 20 kHz

Total Harmonic Distortion: <0.02%

Phase Response: +30 degrees/-20 degrees

Noise: -80 dBu at Mix Buss Output with 20 channels routed

Crosstalk @ 1 kHz: >102 dB with channel muted; >96 dB with fader at full attenuation

Input Impedance: 4 kohm @ balanced microphone input; >10 kohm @ balanced line input; 140 ohm on all balanced outputs

Mic Input Sensitivity: +4 dBu to -62 dBu

Line Input Sensitivity: +12 dBu to -38 dBu

Maximum Balanced Output Level: +28 dBu

Mono Input Equalization: LF: ±15 dB, 40 Hz to 800 Hz in peak or shelf mode; LMF: ±15 dB, 100 Hz to 2 kHz with peak of Q 0.8 or 1.8; HMF: ±15 dB, 400 Hz to 8 kHz with peak of Q 0.8 or 1.8; HF: ±15 dB, 1.5 kHz to 20 kHz in peak or shelf mode

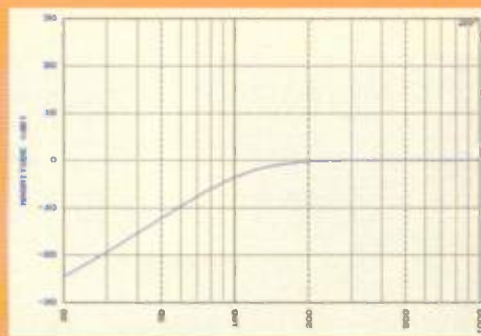


FIGURE 1: Vx highpass filter response with variable frequency control set to 80 Hz.

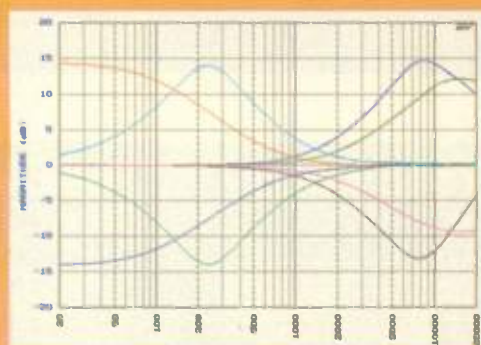


FIGURE 2: High- and low-freq bands at max boost and cut in middle of variable freq range with both shelf and peak filter modes displayed.

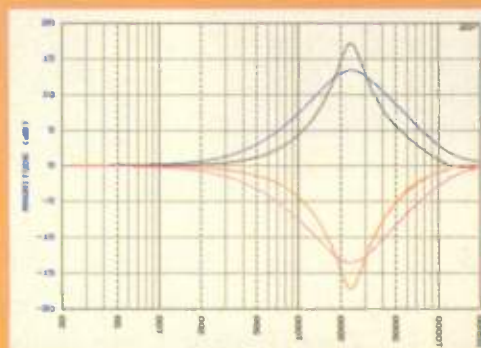


FIGURE 3: High mid-frequency band at maximum boost and cut with both bandwidth (Q) settings shown.

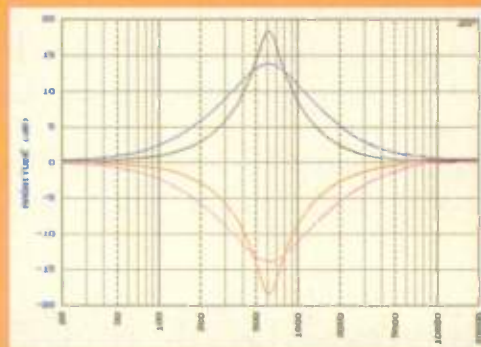


FIGURE 4: Low mid-frequency band at maximum boost and cut with both bandwidth (Q) settings shown.

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Reason #3: Dual Mode Squelch prevents interference.

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Reasons #5 - #104: An unprecedented choice of 100 UHF channels with just a few simple clicks.

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CIRCLE 94 ON FREE INFO CARD

QSC POWERLIGHT 4.0 AMPLIFIER

ONE OF THE most stressed components in your sound system is the power amp. It must be able to keep running no matter what goes wrong



and sound good doing it. This means that the amp must handle everything from lack of ventilation (your coat fell over the air vent) to shorted loudspeaker cables (the bass player's amp top-pled over and crushed the cable) and still be there to finish the show. You may be leaving town tomorrow, but you want to be asked back, right?

QSC has been building robust and reliable amplifiers for many years; its new PowerLight series is the next generation to follow the well-received EX series (for a review of the EX-1600, see EQ's January '92 issue) and adds some significant new features. Although the incredible lightness of power may be the first feature that hits you about this amp, it is the amplifier's ability to smoothly go on with the show that really sets it apart from some of the competition.

LIGHT AND LIVELY

The PowerLight 4.0 is the largest in this new line of amplifiers from QSC. It weighs a mere 30 lbs. (13.6 kg), and yet can deliver 1000 watts per channel into an 8-ohm load and up to 4000 watts into a 4-ohm load in bridged-mono mode. The new power supply is responsible for the power-to-weight ratio of this 3U high by 17.9-inch (45.5 cm) deep amplifier. Gone is the

massive transformer of the EX series, replaced by a high-frequency switching power supply that makes use of very tiny high-frequency transformers to convert the power to usable voltages. There are still significantly large capacitors to store energy between cycles of the mains supply, and this accounts for the lack of 60 Hz modulation when driving the PowerLight 4.0 to its limits.

Lightweight power amps previously had a bad reputation when it came to driving power-hungry subwoofers, and this was a particular concern of the PowerLight design team. The

result of this focus is a truly massive output capability coupled with the damping and current output to drive large subwoofers and 2-ohm loads with ease. The subbass output of the PowerLight 4.0 is effortless and the amp is hard to drive to the rails even with low impedance loads. The current protection maintains the performance of the amp even as it nears impedances that are close to a dead short.

Short term transients can draw from the 350 V DC reserves stored prior to the 116 kHz switching power supply. In addition to increasing the efficiency of

to faults and shut down the amplifier within a few cycles of the supply. Based on the 116 kHz switching rate, the protection mode can turn off the amp before an audio peak reaches its second cycle. The primary reserves of power are stored prior to the switching supply and do not have to be exhausted before the amp can shut down, and this can save your drivers from extinction in the case of catastrophic failure. When the PowerLight 4.0 is switched on and off remotely, the switching power supply stage doesn't require charging the large storage capacitors (that happens when the power is switched on from the front panel). The result is an amp with massive output capability that doesn't dim the lights when you use a remote power-on switch.

This is an amplifier that is made for driving the largest of subwoofers. It drives low-impedance multidriver loads with ease and shows no sign of fatigue even as it punches out peaks in excess of its rated power. I compared the PowerLight 4.0 with high-end studio amplifiers in some of my listening tests and found the transients sounded slightly exaggerated. This had the effect of creating additional attack to percussion sounds. This quality was most noticeable in a critical listening environment, when compar-

ROADTEST

MANUFACTURER: QSC Audio, 1675 MacArthur Boulevard, Costa Mesa, CA, 92626-1468. Tel: 714-754-6175.

APPLICATIONS: Sound reinforcement amplifier for the most demanding applications.

SUMMARY: A well-designed amplifier whose design focuses on making the show go on no matter what, weighs almost nothing, and provides up to 4000 watts of power.

STRENGTHS: Excellent protection circuitry; accurate stepped level controls; serious output power; efficient power supply, weighs only 30 lbs.

WEAKNESSES: Requires significant power service to operate at full power; fan always runs; may put some muscular roadies out of work.

PRICE: \$2998

EQ FREE LIT. #: 132

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ing the PowerLight 4.0 with the finest studio amplifiers, especially on solo piano where the forte passages were slightly harsh. However, the sound of this amp is very good when compared to other high-efficiency, high-power amplifiers in its power class.

CARRY PROTECTION

Long-term abuse (overdriving) or equipment-failure modes (shorted cables, melted voice coils, or DC at the output) are gracefully managed by the protection circuitry. This circuitry reduces the input level when the output devices are nearing their limits of heat dissipation or excessive long-term power is demanded from the AC supply. In operation, this protection reduces the output level but sounds better than pound-

ing a conventional protection limiter and restores full power in very short order due to the efficient heat pipe attached to the output devices.

The aluminum extrusion heat sink has sufficient mass to prevent the unit from stuttering in and out of thermal protection as it reaches its limits. The variable speed fan is controlled by the thermal monitoring inside the unit. The fans run at low speed even at idle, thus making this unit inappropriate for applications where such noise would be audible, for example, small theaters and control rooms. However, these are unlikely places for this amount of power.

This new generation of power supply technology has not been added at the expense of the best features

of previous QSC amps. The precise input attenuators, clear level and mode indicators, and solid construction remain. This is a very lightweight amplifier, but the chassis is still well-constructed from steel (rack ears and bottom pan) and aluminum. The amp includes mounting attachments at the rear for touring rack installation. Frequency response is ruler flat through the audio band with a gentle roll-off above the audio range (-3 dB at 60 kHz) to reduce RF noise. The noise floor is over 105 dB below the full output of the amp. Even in listening situations where only a few watts were required from the PowerLight 4.0, noise was not a problem, and it was completely free of hum or high-frequency artifacts from the power supply.

WELL CONNECTED

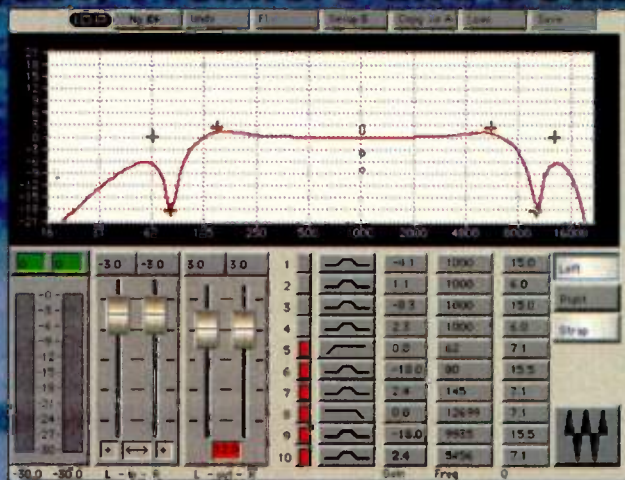
A range of input connectors are offered on the rear panel: Neutrik Combo XLR/phone jacks and screw terminals. The output connectors are the classic 5-way binding post with a touch-proof collar (after all, this amp can develop potentially lethal output voltages). There is also a set of screw terminals that can be connected to a switch for turning the unit on/off remotely. The 10-gauge power cable on the review unit was appropriately massive and terminated in a 30 A plug. Any amplifier of this caliber is not intended for domestic AC outlets. The PowerLight 4.0 can draw as much as 83 amps at peak power (with a 2-ohm load, but more typically 19 amps at 1/3 power into 8 ohms) and must be

continued on page 126

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BSS DPR-901 II DYNAMIC EQUALIZER



THERE ARE PLENTY of parametric EQs, but none like this. The BSS DPR-901 II does frequency-selective compression/expansion so that EQ occurs dynamically, taking effect only above or below a particular threshold (compression is similar to cutting the response at a given frequency, while expansion is similar to boosting). Some typical applications: de-ess by subtracting high frequencies above a certain threshold, bring up a low-level kick drum (but not boost it when it's prominent) by expanding low frequencies below the threshold, or add sheen to program material by increasing the highs only on low signal levels.

IN AND OUT

This 1U box works as a mono 4-stage or 2-stage "split" EQ, based on state-variable filter technology. The rear panel has a main set of XLR in/out jacks (pin 2 hot) and two additional XLR in/out jacks for when the rear-panel main/split switch is set to "split." There's also an on-off switch, IEC power cord receptacle, voltage selector, and fuse. Pin 1 on the inputs is lifted off ground, so for unbalanced use, it needs to be jumpered over to pin 3 (or pin 2 if pin 3 is "hot" in your system).

CONTROLS AND SWITCHES

Basically, the same set of controls repeats four times.

Each stage has an individual in/out switch with associated status LED and the expected frequency and width controls (oddly, the bandwidth becomes narrower as you turn the control counter-clockwise; possibly this is to allow the use of common log taper pots, as opposed to rare antilog pots). However, the boost/cut function is replaced by a compression/expansion knob (with center detent for the "no dynamics processing" position), threshold control, a switch that determines whether the compression/expansion affects signals below or above the threshold, and release time switch (fast for rapidly varying signals, automatic for program material).

Metering is a blinky-light lover's paradise. Each stage has a 6-step threshold meter, 8-step compression meter, and 8-step expansion meter. These are useful not just to see what's going on, but also to hypnotize hyperactive clients. Unfortunately, the expansion and compression meters have a fair amount of light leakage between steps, so an "on" segment produces a "ghost" in adjacent segments. If you just glance over quickly, it's difficult to tell exactly how much effect is happening.

The four stages cover different ranges (40 Hz–320 Hz, 150 Hz–1600 Hz, 800 Hz–9 kHz, and 1.6 kHz–18 kHz), which limits the DPR-

901 II's usefulness as a true stereo processor — two units are required for mastering. The lowest and highest stages have a bell curve/shelving response while the two middle stages have a filter defeat switch, which essentially turns those stages into plain compressor/expanders.

Master controls include an in/out switch with associated status LED, 4-step output meter with clip indicator, and split mode LED indicator. A master sidechain listen switch auditions the filtered signal of any active stage without dynamics processing. This is essential if you want to bring out a particular part of the

spectrum, such as kick drum: listen to the sidechain, adjust the frequency and width controls to focus on the kick, then go back to normal operation and adjust the dynamics. There is no master input or output level control.

Despite the number of controls, the front panel doesn't feel cluttered; the DPR-901 II is easy, if inherently a bit time-consuming, to use.

THE ACID TEST

This is one of those "you can't go wrong" units, unless you overload it. No matter what I threw at it — from solo instruments to program material — there was always

ROAD TEST

MANUFACTURER: BSS Audio, 8500 Balboa Ave., Northridge, CA 91329. Tel: 818-227-1800.

APPLICATION: Equalize program material or individual instruments in a novel, dynamic way.

SUMMARY: If you're looking for more flexibility and potential than what you get from the average equalizer, look no further.

STRENGTHS: Innovative design; excellent sound quality, with no VCAs in the signal path; usable in 4-stage mono or 2-stage "split" mode; true, relay-operated bypass (bypasses unit even if power goes off); useful metering.

WEAKNESSES: XLRs/+4 operation only; rear-panel power and main/split switch are inconvenient; split mode not really suitable for stereo processing; no overall input or output level controls.

PRICE: \$1549

EQ FREE LIT. #: 133

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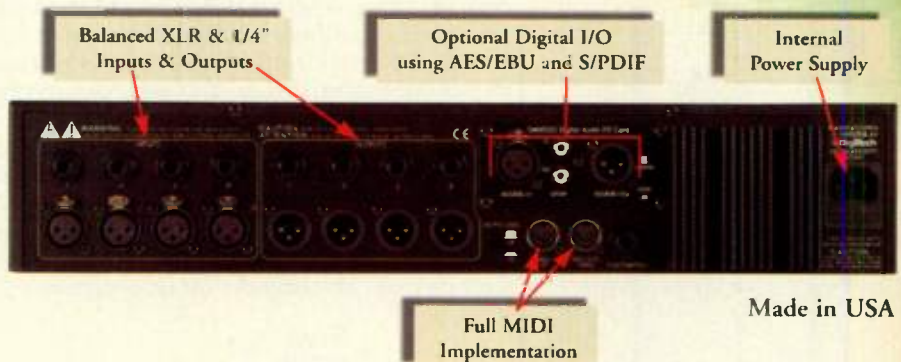
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8 different Effects in any order	yes	no	no	no
Graphic Display	yes	no	yes	no
A/D	18 bit 128X	16 bit	20 bit 64X	16 bit
D/A	20 bit 8X	16 bit	20 bit 64X	16 bit
Sampling Freq.	44.1, 48kHz*	n/a	32, 44.1, 48kHz	n/a
Freq Response	20-20kHz	2-18kHz	10-20kHz	2-16kHz
Digital I/O	AES/EBU, S-PDIF (optional plug-in)	none	AES/EBU, S-PDIF	none
THD @ 1kHz	<0.003%	<0.0032%	0.003%	<0.0032%
S/N ratio	-96dB	-90dB	> -96dB	-90dB
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some setting that made the sound just a little more wonderful. Perhaps my favorite application is with solo guitar and piano, to boost the low and high ends at lower volume levels only. When applied subtly, a static sound becomes more dynamic and interesting, since the spectrum shifts subtly at different levels. At higher levels, you don't have the stridency or boominess that would come from adding treble and bass statically.

With sampled sounds, increasing treble (or upper midrange) when signals exceed the threshold adds a more "lively" feel that more properly imitates acoustic instruments, which often sound brighter when played louder.

The only real comparison is to the Dolby 740 spectral processor; although they accomplish similar tasks on the surface, the two units have rather different attitudes. The Dolby is a true stereo device that's quicker and less expensive to set up for 2-track mastering but only operates below the threshold, while (thanks to the parametric EQ) the DPR-901 II is stronger when dealing with individual instruments, or for that matter any other application (including mastering) where you need to apply very precise changes as opposed to more general ones.

I tend to give extra points for devices that aren't just "me-too" boxes, but the DPR-901 II gets good grades by any standard. It's at once familiar due to the EQ and dynamics processing, but it uses those familiar elements to create a unique processor that lets you explore a new and useful family of effects. You may lose a few hours tweaking everything in sight when you first get this box, but you'll have a good time doing it.



GET A SOUND EDUCATION

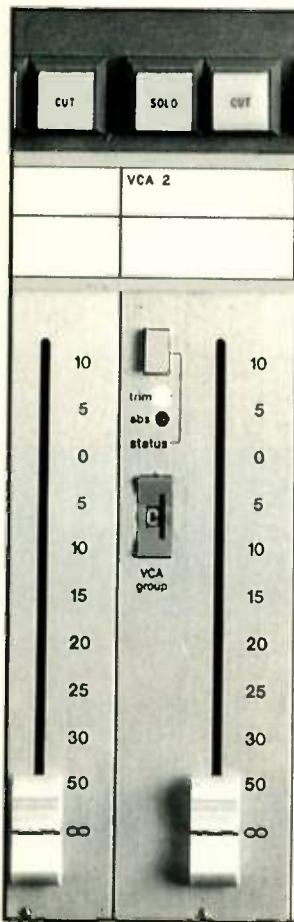
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TECHNOMAD NOHO C LOUDSPEAKERS

WHILE IMPORTANT, owning the toughest loudspeakers in the world may not be the #1 feature you look for in a sound-reinforcement loudspeaker. Practical mounting and ease of transport should, however, rate in your top five (especially for anyone who must carry a PA between venues). Of course, sound quality must always be the priority, and that should be coupled with the ability to keep making sound under any conditions. Technomad, a Northhampton, MA-based company, has tried to address all of these concerns in its line of weather-resistant loudspeakers.

The Technomad Noho C provides a 12-inch coaxial two-way loudspeaker in a small vented box. It uses a Radian driver, which includes a ferrofluid-cooled one-inch compression driver mounted to a short horn in the center of the woofer. The cone of the woofer also contributes to the horn-loading of the device. This is a well-behaved driver that is known for its power handling and offers a nominally 60-degree conical coverage pattern. This audition was based on a pair of the earlier production models of the Noho C.

The passive internal crossover achieves uniform



phase response through the crossover frequency, but I found the switchable response (see fig. 1) most useful in three of the five modes: Nearfield, Flat, and Woofer-only. The other two modes (Speech and Concert) produced sound qualities that seemed harsh and unnatural that did not conform to my expectations for these applications. The

switch itself was difficult to adjust as it is recessed beyond the reach of my fingers and is quite stiff in operation. A pair of pliers was required to make the adjustment. [The manufacturer states that they have changed the switch loca-

ing from the switch being loosened, possibly by someone trying to turn it the wrong way.)

In the "flat" crossover setting I found the Noho C to produce a musical quality that is full and has an extended high-frequency response. The Nearfield setting produced the most balanced overall sound. However, the midrange is less forward than many loudspeakers of this size, and the 12 kHz bump (near on-axis) in the response tends to accentuate the sparkle of cymbals and also make hiss from less-than-perfect sources more apparent. The low-mid range tends to dominate an amplified voice, making it a little nasal. However, the negative sound qualities can easily be reduced with a little EQ.

Technomad suggests boosting the low frequencies (100 Hz and below) to improve the response for general purpose use, but I found this boost simply accentuates the limitations of compact boxes, making the sound tubby and less musi-

tion on later production units.] Technomad should consider adding a legend to indicate the switch's current position. (One of the units I evaluated was already suffer-

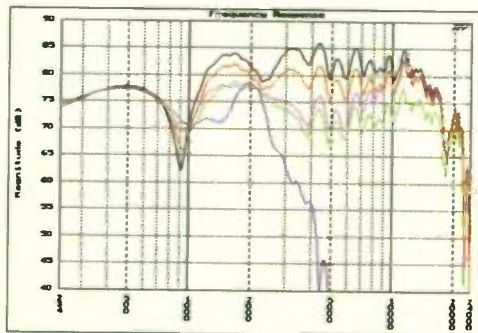


FIGURE 1: The crossover of the Noho C includes a switch for five different contours intended for a variety of applications. The designations are Voice (black); Nearfield (green); Flat (purple); Concert (red); and 12-inch Woofer-Only (blue). Measured on-axis at 1 meter.

ROAD TEST

MANUFACTURER: Technomad, 340 Riverside, Northhampton, MA 01060. Tel: 413-584-4842. WWW: <http://www.technomad.com>.

APPLICATIONS: Sound reinforcement and playback loudspeaker for clubs, small outdoor concerts, A/V presentations, and theater.

SUMMARY: A practical package for many sound-reinforcement applications, especially those where a single 60-degree coverage pattern will suffice.

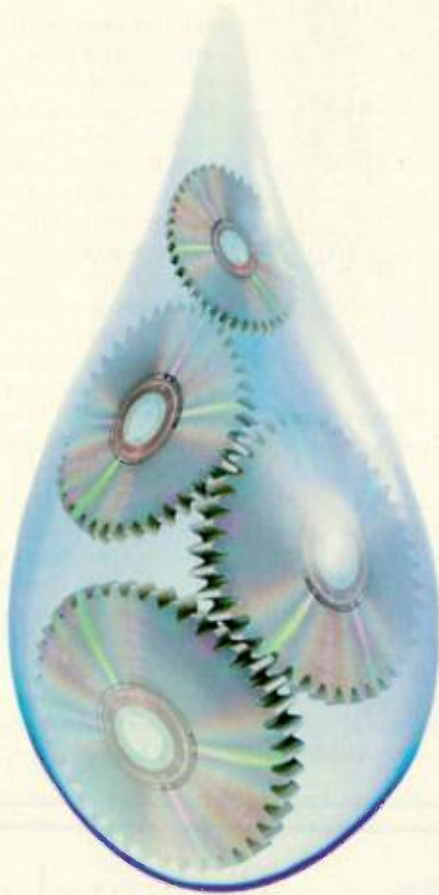
STRENGTHS: Case includes a range of mounting possibilities; water-resistant; reliable Radian coaxial driver; rugged; includes integrated lid.

WEAKNESSES: Crossover switch difficult to adjust; cables connect at front of cabinet on touring model.

PRICE: \$1194, Touring Version (as reviewed), \$960, Base Model.

EQ FREE LIT #: 134

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TECHNOMAD NOHO C SPECIFICATIONS

Frequency Response: 60 Hz to 17.5 kHz
Sensitivity: 102.5 dB SPL pink noise 1 W/1 m
Peak SPL: 118.5 dB (C-weighted not full bandwidth)
Dispersion: 60 degree x 90 degree
Crossover Frequency: 1200 Hz
Nominal Impedance: 8 ohms
Power Handling: 300 W continuous
Physical Size: 20.75" x 15" x 10.5" (52.7 cm x 38.1 cm x 26.7 cm)
Weight: 48 lbs. (21.8 kg)

cal. They also suggest some very radical EQ to extend the response to 40 Hz (up to +15 dB in the user manual!), but this is potentially hazardous to the driver and will definitely use up all of your amplifier power unless you are using these loudspeakers at very modest SPLs.

As might be expected, the small port in the cabinet begins to "chuff" at very low frequencies, so if you need

subbass, use a subwoofer (such as the Chicago 15/12 included in the Technomad range). This will give you much better results and the speakers are more likely to last through the gig. The Noho C provides quite usable response to below 80 Hz and is quite punchy at higher volume levels without any low-frequency boost.

The woofer-only crossover mode is a useful

idea for those who must maintain an inventory of similar loudspeakers but find they have to meet a wide range of needs. The ability to turn off the high-frequency device in some boxes offers the potential to supplement the low-frequency power of your system by adding more Noho C units with the HF turned off. As you can see in fig. 1, this mode would still require low-pass filtering (<200 Hz), as the 12-inch driver is still capable of producing 2 kHz (even if it is not so pleasant or smooth in coverage). The compact boxes would couple together very well below 200 Hz and provide an easy way to enhance the level or power handling of the system at low frequencies.

The Technomad enclosure is a military-style flight case of molded polyethylene

that forms an extremely rugged enclosure that meets aircraft shipping requirements (ATA III as well as Mil-Spec 810E) when the lid is attached. A great deal of effort has gone into making this a durable case suitable for use in harsh conditions. An additional front grille enhances the weather-resistant qualities of the touring model, but could benefit from better damping (low-midrange ring). The internal damping of the cabinet is achieved using polyurethane and polyethylene foam. The cabinet of the review unit was shiny black, but the Noho C is also available in red, yellow, olive drab, forest green, light blue, dark blue, purple, gray, and white.

The Touring model includes four standard 1.5-inch stand-mount sockets

continued on page 126



The ZSYS Digital Detanglers:
 z-8.8, z-8.8r, z-16.16r,
 and now the z-32.32r



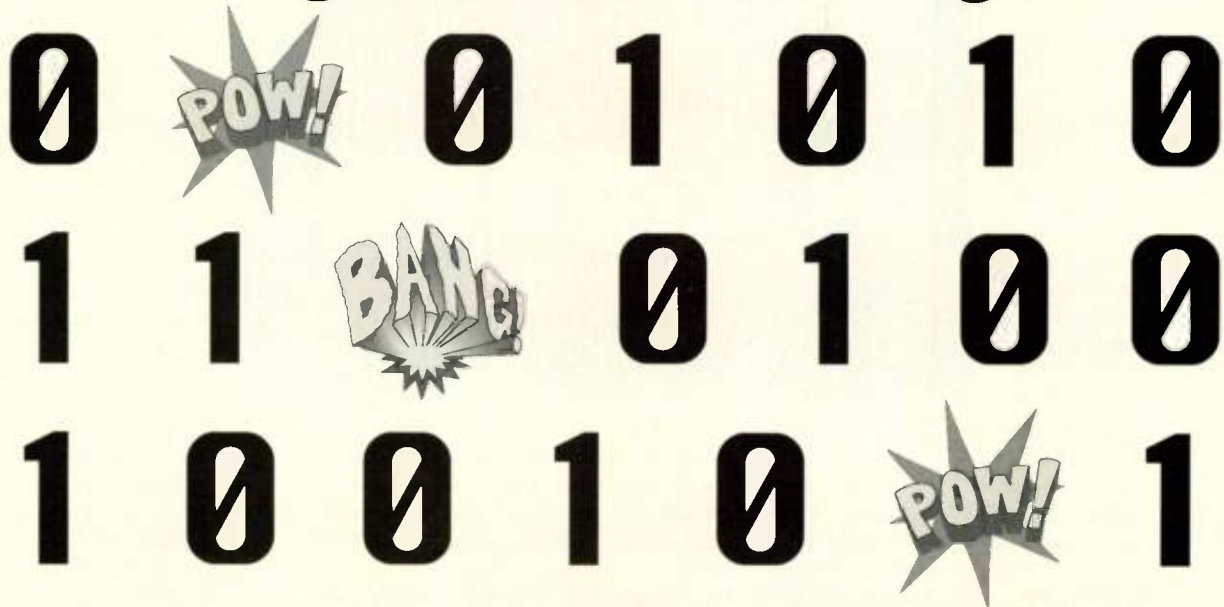
If digital was supposed to make things easier, why do you have a snakepit behind your rack of digital gear?

Tired of battling the constant tangle of cables every time you need to configure and reconfigure your set-up? Wondering how you're going to make *this* AES/EBU device talk to *that* S/PDIF device or *that* optical device? Let a ZSYS Digital Detangler take care of your digital audio interface problems so you can get on with more important things. Whether you need 8, 16, or even 32 ins and outs... manual, remote, or software control..... even format conversion and custom configurations.... one of our Detanglers is perfect for you.

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CIRCLE 33 ON FREE INFO CARD

WHIRLWIND MIC ELIMINATOR

Whirlwind has over the years produced (and continues to do so) an entire range of direct boxes for connecting unbalanced sources, such as guitars, synths or samplers, to mixing consoles. The new Whirlwind Mic Eliminator, though, is intended for a much more specific application. Instead of simply transferring the sound of the guitar pickups directly to the microphone input for further processing, the Mic Eliminator handles the equalization right in the box. The resulting sound is very much like taking a good dynamic microphone and placing it up close to one of the loudspeakers in a guitar amp.

The Mic Eliminator does not attempt to add tube distortion artifacts or any overdrive characteristics to the sound. Instead, it



microphone down the front of the guitar amp from the mic cable. The Dark setting is typical of the proximity effect (bass boost) that this use of a cardioid microphone will yield. There is no bypass for the equalization, thus making this unit very specifically intended for signals direct from an electric guitar or guitar amp.

The two settings are radical tone-shaping filters (see fig. 1) that simply differ at low-frequencies. This makes the Mic Eliminator fall into the same category as transducers (microphones and loudspeakers) that must be select-

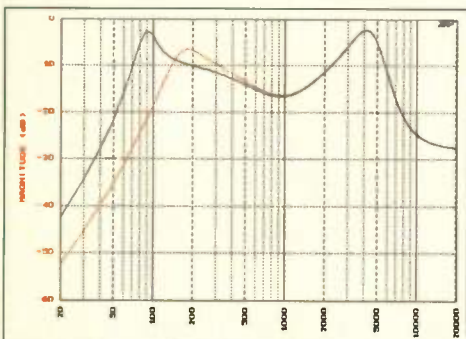


FIGURE 1: The radical equalization of the Whirlwind Mic Eliminator is intended to emulate the response of a guitar amplifier's loudspeaker picked up by a mic on-axis (red curve) in Brite mode and off-axis (black curve) in the Dark mode.

offers two tone settings similar to microphone positions used in picking up the sound of guitar amps: 1) Brite: Emulates the sound of a mic out in front of the amp on a floor stand; 2) Dark: Emulates the sound of a mic tilted to the loudspeaker, similar to dangling the

ed by ear to suit the taste of the user. The Mic Eliminator does offer a nice clean guitar sound that suited some playing styles for the Fender Stratocaster and Gibson Les Paul Jr. I plugged into it. However, it is much less suitable for bass guitars and, except perhaps for some

clavinet-type sounds, was even less suitable for use with a synth or sampler. (Of course, this unit is specifically intended for electric guitars.)

The ideal application for the Mic Eliminator is taking a parallel of the loudspeaker output from a guitar amp. This captures the tone provided by the amp and emulates the qualities of a microphone and loudspeaker. This box produces a specific guitar sound that, if it

suits you, will save you a lot of time trying to achieve that sound with an equalizer.

The Mic Eliminator is housed in a bright mauve aluminum case with recessed connectors and pushbuttons for tone, ground-lift, and guitar/amp output level selection. Two screws on the bottom of the unit provide access to the battery compartment. The printed-circuit board that carries all of the unit's active circuitry is cantilevered from the solder connections on

the 1/4-inch phone jacks. This mounting arrangement could damage the PC-board should the Mic Eliminator accidentally fall from the top of your Marshall stack.

[Whirlwind states that it has passed their most stringent drop tests.]

The unit can be powered by a mixer's phantom power or with an internal 9-volt battery (rated for 300+ hours of use). The battery reduces the headroom by 8 dB and there is no visual

ROAD TEST

MANUFACTURER: Whirlwind Music Distributors, Ltd., 99 Ling Road, Rochester, NY 14612. Tel: 716-663-8820.

APPLICATIONS: An active DI box intended as a direct replacement for miking guitar amplifiers in the studio, control room, or on stage.

SUMMARY: Radical equalization offers the tonal characteristics of miking some common guitar amps but without the distortion or leakage problems sometimes associated with using a mic.

STRENGTHS: Instantly offers the tone of an SM57 on a 12-inch guitar loudspeaker; switchable low-frequency response; choice of battery or phantom power.

WEAKNESSES: No power status indicator; tonal quality hard to undo with console EQ; noisy relative to typical DI boxes.

PRICE: \$99

EQ FREE LIT. #: 135

BY WADE MCGREGOR

indication of the battery or phantom power status on the unit. The balanced output impedance of the unit is 600 ohms, four times higher than most devices intended to connect to a microphone input (nominally 150 ohms). This may result in the Mic Eliminator's electronic performance changing very slightly from one console input to the next. [Note: The output impedance is approximately the same as that of similar products on the market.]

The Inst./Amp switch changes the maximum input level from +8 dBm (Instrument) to +48 dB (Amplifier). The Amp setting allows a direct connection to the output of a guitar amplifier using the direct output jack to feed signal to the amp's loudspeaker. This switch adds a -40 dB pad and changes the input impedance from 1 Megohm to 15 kohms. There was noticeable hiss from the unit at the gain settings used with the direct output of a guitar (Inst. setting), but the noise is well below that of a typical tube amp rig in overdrive — and probably what many guitarists are looking for.

Unlike typical direct boxes, the Mic Eliminator offers to emulate the loudspeaker/microphone combination that captures the sound of a guitar amp, and thereby eliminates the microphone from the equation. This reduces the potential for leakage from other instruments into the guitar channel, cleans up the stage setup, and frees up a microphone for that last-minute addition of a conga player to tonight's performance. At this very affordable price, the Microphone Eliminator also can free up some cash for new tubes in your amp.



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Panasonic SV-3800 DAT Machine



WHEN DOES A new piece of gear feel like a comfortable old shoe? Let me count the ways...

1. Panasonic's familiar front-panel interface needs no reinvention. Originating with the SV-3700, this user interface has been cut and pasted on to the SV-4100 and now (ta-da!) the SV-3800.

2. The Counter Display Mode button toggles the fluorescent readout to indicate: absolute time; program time; remaining time; tape counter; and peak margin (A new feature that helps you maximize the record level.)

3. The Auto Program Number/ Start ID button has been enhanced so that its threshold can be adjusted. Whenever this function is turned on, the display momentarily indicates (for 1.6 seconds) the threshold level from -60 dB to -20 dB. While the level is indicated, the button can again be pressed to step through this range in 10 dB increments.

4. Panasonic has always provided error rate indication (ERI) on all of its DAT

machines. For models after the SV-3500, this is accomplished by simultaneously pressing the Mode, Reset, and Pause buttons. Though once considered the domain of technicians, this magic combination now unlocks the door to an extended feature set that includes front-panel access to the AES and S/PDIF ports as well as a record margin indicator. These same features were introduced with the SV-4100 (reviewed in the May '95 EQ).

The ten "extended" features are: digital I/O select (AES, COAX, TOSLINK); output "flavor" (i.e., Commercial or Consumer); error rate display (AB, A and B heads); single play mode On/Off (Park at next ID or not); blank skip mode (Recognizes the end of program by the absence of audio); SCMS mode (Copy-free, Copy-restricted, Copy-prohibited); nominal output level (adjustable from +4 dBu to -10 dBu) solves almost any interface problem; head cylinder rotation time; mechanical error codes; and peak level mode (a new

feature not available on the SV-4100).

5. The infrared remote control (IRC) provides access to programming features (access play and program play) not accessible from the front panel. In addition to all of the standard functions, any audio recording with a Start ID can be accessed and/or programmed to play (or cue to Pause) in a specific order. Couch potatoes rejoice!

6. Inside, the 20-bit D-to-A converters ensure that 16 good bits come out. I have an acid test that will prove if they do. Read on...

7. On the back panel are more ports than in a wine cellar. Not only AES and coaxial IEC, but also TOSLINK (optical), plus a parallel remote connector. The 8-pin, nine-conductor DIN connector (Remote Transport Control) can access Play, FF, RW, Skip, Pause, Record, and Stop functions. Hardware hackers will love that it's a full-featured, 8-bit, parallel port.

8. The front-panel Record and Balance pots are gone. As with the SV-4100, they've been replaced by separate, Left and Right, Record Level Pots. FADE OUT/IN, though usable, is one feature that could be smoother. Harmonically rich program material is more forgiving than steady state tone, where the steps become much more obvious.

9. The Shuttle Search knob controls the tape speed in four steps. The two speed ranges are for play and pause, respectively. They are: 3X, 5X, 9X, and 15X or 1/2X, 1X, 2X, and 3X standard playback speed.



MANUFACTURER: Panasonic Broadcast & TV Systems Company, One Panasonic Way, Secaucus, NJ 07094. Tel: 714-373-7277.

APPLICATION: Stereo digital audio tape recorder.

SUMMARY: Software enhancements make this familiar-looking machine even more functional.

STRENGTHS: Front-panel access to rear-panel ports; level margin and error rate indicators; plus many more!

WEAKNESSES: Separate input level controls rather than master and balance controls.

PRICE: \$1695 with IR remote

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10. If you buy the SV-3800, keep this review. Their manual still reads like the *AES Journal*.

When Panasonic introduced the SV-4100 (\$2695) last year, its strong suit was a built-in memory buffer that provided instant audio from Play or remotely via General Purpose Inter-

face (GPI). The SV-3800 is essentially the same machine, sans memory and GPI, with a sonic upgrade from 18-bit to 20-bit D-to-A converters.

Some readers have pointed out that I rarely comment on sonic quality within reviews. The question is: How does one compare a product that sells

for less-than-or-equal-to a dedicated Digital Audio Converter (DAC) set? My reasoning is that, unless a product reveals audible distortion, it is "acceptable." You want better sound? Buy dedicated converters.

After last year's DAT round-up [EQ, May '95], I created a test which seems to weed out problematic D-to-A converters, or, more precisely, failure on the part of either the electronic design or the actual PCB layout to fully realize the potential of the converters. The test consists of a 1 kHz sine wave recorded 30 dB down from digital maximum (0 dB) that slowly fades to black. (This fade was created in the digital domain on the Soundscape SSHDR1.) This simple listening test requires the user to raise the monitor level as the tone fades to infinity. The SV-3800 remained clean into the "darkness" of audio black.

SERVICE PERSPECTIVE

Compared to an SV-3500, you could build a small studio apartment into an SV-3800. Panasonic's Large Scale Integration (LSI) department took an already compact set of three printed-circuit boards (for the SV-3700) and condensed them into one PCB.

As a repair technician, I appreciate when manufacturers make life easier for me. Too often, original equipment manufacturer's (OEM) transports are stuffed into name-brand products. When a model fails to capture market-share, it is discontinued long before its useful life. You can wait a mighty long time for parts that are not normally stocked items, and, the really bad news is that OEMs never sell parts.

This is not the case with the Panasonic family of transports, all of which are made "in house." The SV-3800 continues the tradition of being quite easily serviced. Parts for discontinued family members (the SV-3200 and SV-3700) will continue to be available.

Panasonic has done a great job of doing what seems logical — they've created several DAT models built around a common transport and a familiar face. This variation-on-a-theme approach makes it easier for them to build affordable boxes. In an industry as small as ours, the price versus performance ratio is key, and Panasonic has the secret. Enjoy the SV-3800. It comes from good stock. —Eddie Ciletti

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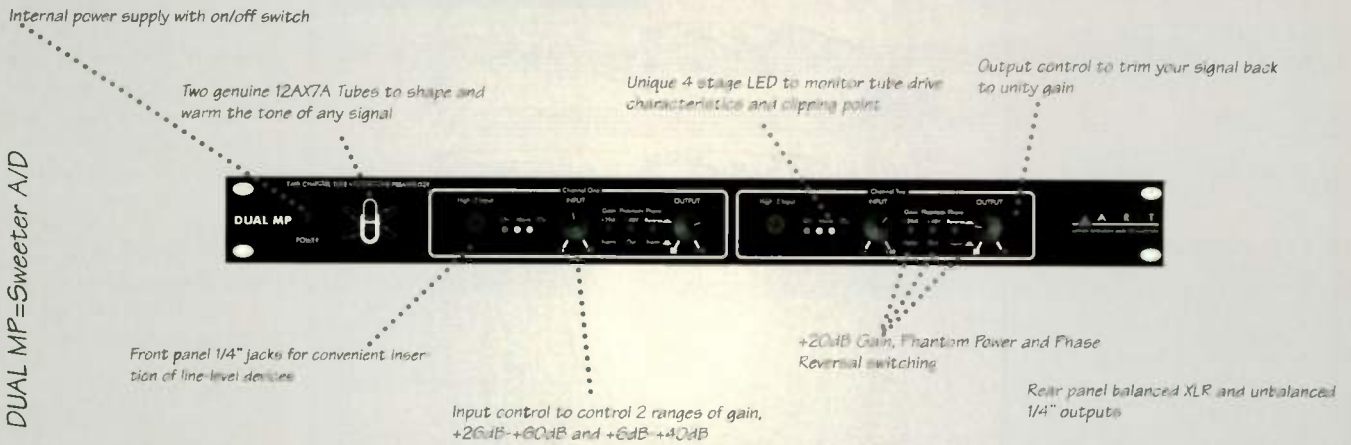


OK, so you saved up your pennies and managed to get that Modular Digital Multitrack machine that you've had your eye on for what seems like forever. You eked out enough cash for a super-cool 8-bus console to feed your new deck, and if you were smart you even got an A R T MDM-8L Eight-Channel Limiter to keep the danger of digital clipping a non-issue. But after tracking your current opus, you can't help but think that there's something missing when listening back to your digitally-pristine new tracks. No smooth tape compression. No subtle coloration or mild distortion that accustomed to hearing. No warm fuzzies. And you wonder...

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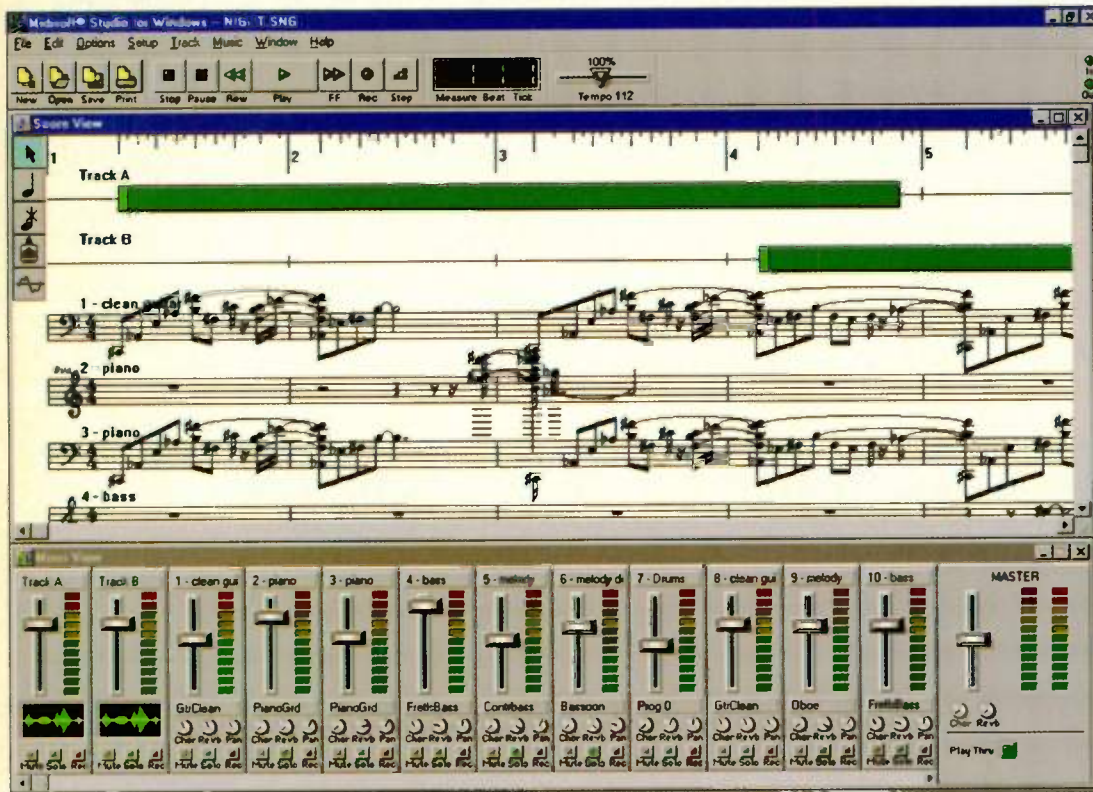


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CIRCLE 08 ON FREE INFO CARD



Midisoft Studio 4.0



IMAGINE THE PERFECT PC MIDI sequencing software. Imagine the price tag. Now come back to reality. Since not everyone can afford the system they dream about, Midisoft offers its budget sequencing package, Studio 4.0. This new version (which has a street price around \$100), lands somewhere between the cheap hobbyist sequencers found in computer superstores and more professional packages costing hundred of dollars. Its features include digital audio support, notational printing, and a Piano Roll view.

The Studio 4.0 package includes versions for Windows 3.1 and Windows 95 (it also runs on Windows NT) on 3.5-inch floppy disks and CD-ROM. The CD-ROM contains a bonus library of 163 MIDI song files and a handful of sound effects. According to its packaging, system requirements are minimal — minimum 386 with 4

MB RAM — although its web site specifies 8 MB RAM.

Studio 4.0 can create MIDI sequences in standard musical notation, piano roll, or with an external MIDI keyboard in both real or step

Mixer View where you can adjust volume and solo, mute, and pan tracks. This view also houses the chorus and reverb controls, which function only if your sound card supports them. You can easily change instrument assign-

time. Each song can have thousands of MIDI tracks, limited only by your PC's memory and your own amazing arranging talent. Each separate MIDI track can have lyrics added to it. The program supports two tracks of stereo digital audio (one track of stereo if you're using Windows 3.1) so you can add vocals, acoustic instruments, sound effects, or your favorite hog calls to your sequence. Midisoft includes a copy of its Audio Works Wave Editor for tweaking and shaping the WAV files.

GETTING INTERFACIAL

The main window is the standard musical notation window (Score View). The default screen pairs it with a



MANUFACTURER: Midisoft, P.O. Box 1000, Bellevue, WA 98009. Tel: 206-391-3422.

APPLICATION: Low-priced PC MIDI sequencing software (with WAV file support) for Windows 3.1, 95, and NT.

STRENGTHS: Inexpensive; supports digital audio files; Wave Editor is easy to use and has effective editing capabilities; most controls easy to find and use; Piano Roll view; multiple windows for editing MIDI and sequence details; prints notation with lyrics.

WEAKNESSES: Poor customer support; adding notes manually is very touchy; Wave Editor has poor sound processing, inflexible controls, and destructive editing; limited undo capabilities; cannot label individual WAV files; inadequate zoom abilities; cannot program time signature or tempo changes in mid-song.

PRICE: \$199

EQ FREE LIT. #: 138

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ments for each track with just a few mouse clicks.

The MIDI List View shows MIDI data as actual MIDI messages. You can enter or edit each note, including pitch bend, velocity, duration, and program change. A Studio Panel View provides a window for editing tracks, including patch, volume, velocity, MIDI functions, and looping. Unfortunately, looping is done only one track at a time, which is rather time consuming when looping an entire arrangement.

The Piano Roll View, which is new to version 4.0, provides a friendly interface for entering notes. It's especially useful for programming percussion ensembles and drums. This view uses a grid to display note pitch, duration, and velocity. The grid shows information for only one track at a time, but selecting new tracks from a list box is quick and easy. For those of us who are notationally challenged, this is less intimidating than Score View.

To create sequences in either Score View or Piano Roll, you choose notes from a toolbar and then simply click where you want to place your note. Adding these notes in Score View requires a very steady hand, as it is very touchy and it is quite easy to misplace the note. A zoom feature would be helpful here, although you may modify the number of measures seen in Score View.

The inclusion of digital audio is welcome, but has several limitations. Score View provides no method to differentiate between WAV files once they are placed; a labeling option would be helpful. The Wave Editor is quite effective at cutting, pasting, cropping, and reversing audio files, although the signal processing leaves something to be desired. For example, attempting to use the Hiss function to remove hiss reduced the volume of the audio and actually seemed to add hiss. Applying the Equalizer function caused some very amusical crackles. The program offers only a single level of undo in editing, and saves the added edits directly to the original WAV file.

Moving the WAV files simply

involves clicking and dragging the file with the mouse. Sometimes placing your file may take several tries — there are no provisions for precise control placement within the sequence.

INSTALLATION & SUPPORT (SORT OF)

Installation went smoothly on two test PCs (a 486 with Windows 3.1 and a Pentium with Windows 95). Both versions follow a fairly standard Windows interface, so most controls were easy to find and use. General sequencer use was easy to figure out, but more advanced options regularly sent us back to the manual. Online help was adequate except for the Wave Editor, whose help file was mysteriously missing. Midisoft offers telephone tech support only from 8:00 AM to 5:00 PM PST, Monday through Friday. For most people, these are the hours you won't be home to call, and, also, we were dismayed at the lack of service. Phone calls to technical support went to an answering service and weren't returned for four days. E-mail to the company went unanswered.

THE BOTTOM LINE (OF CODE)

This package offers a relatively complete selection of functions for the price. Windows 95 users might be particularly interested since many music software programs are written for Windows 3.1 and may not run reliably on 95. Also the ability to have two tracks of digital audio instead of one is a nice bonus. However, as the included Wave Editor has limited functions, you might prefer to use a separate program such as CoolEdit, an inexpensive and excellent shareware program.

Although Studio 4.0 does improve on the hobbyist level packages, it lacks one important feature — upgradability. You can upgrade Cakewalk Home, which costs about the same, to Cakewalk Pro Audio for a reduced price. If you require a professional software package, save your pennies until you can afford the real thing. Otherwise, Studio 4.0 is worth considering if you are on a budget but want digital audio with your sequencing.

—Ken Lee and Deborah D.K. Gerber (special thanks to Jon Gillespie for his 486 and additional input)

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Manley Variable-Mu Comp/Lim

NOT EVERYONE SUBSCRIBES to the theory that tubes intrinsically create better sound, but there are tube-based devices that can provide subtle but distinct enhancement of the sound quality. If you want to prove the point for a skeptic, pass audio through the Manley Stereo "Variable Mu" compressor-limiter. Even if the signal doesn't reach the compression threshold, there is an unmistakable difference that this unit imparts to the audio.

The Manley unit certainly lives up to the expectation of vintage audio gear, with one exception: the signal-to-noise ratio is very up-to-date. This unit has none of the modern interest in milliseconds and dB, and is designed to be adjusted entirely by ear. The control ranges are all marked with simply Slow and Fast or Min and Max. There is even lots of room for China marker lines to "store" your favorite settings. Add a bit of dust and the "Variable Mu" will appear to have been in your rack for decades.

This comp-limiter provides significant input gain and lots of output capability, so the user can use the input and output levels for make-up gain, tube overdrive effects, or driving method used in this unit to perform gain reduction (compression). In tube technology, the term "Mu" is used to describe the amplification factor or gain of a tube circuit. In this case, the gain changes to provide the compression function and sets it apart from some other classic compressors, such as the UREI LA-2, which used a photocell and varied the brightness of a light bulb for gain reduction. The "Variable Mu" approach offers a very smooth form of compression that adds the slightest edge to the signal instead of smothering it like many compressors do.

Since the "Variable Mu" has very well-behaved overload characteristics, the addition of even harmonics begins very gently. The metering is only for gain reduction; therefore, the user must observe the levels on other equipment

to ensure that they are not being driven into clipping. Intended as a stereo unit, the "Variable Mu" input level is a single control for both channels. Optional dual-mono or M-S stereo versions are also available. A switch allows the user to select between independent (SEP) or coupled (LINK) sidechains and the Attack, Recovery (Release), Threshold, and Output Level are independently adjustable on each channel with mirror-image controls. There are access holes through the front panel to allow the gain-reduction meters to be "zeroed" and for balancing the DC voltage preset for the 6386 triode tubes that provide the variable gain used for compression/limiting in the "Variable Mu."

The gain-reduction ratio can be switched between 2:1 (compression) and 20:1 (limiting) and the release time can be switched in five steps: 0.5, 1, 2, 4, and 8 seconds. The input and output level controls offer full attenuation and up to +30 dB of gain above unity. The combination of significant input gain and lots of output attenuation provide the user with the ability to set very low thresholds for compression where required. Switching the release time may produce low-level clicks (not a control you normally adjust with the tape rolling), but a few rotations of the knob will charge up the little capacitors in the circuit and thereafter the switch is quiet for a good while.

The smoothness of the "Variable Mu" gain reduction lets you add more compression than with many common VCA-based units without the loss of clarity or attack. The user simply listens to the output while adjusting the



MANUFACTURER: Manley Laboratories, Inc., 13880 Magnolia Ave., Chino, CA 91710. Tel: 909-627-4256.

APPLICATIONS: Stereo compression or limiting of mixes, vocals, or instruments where subtle enhancement and gain-reduction are required.

SUMMARY: Offers all of the best attributes of a classic tube compressor, yet quiet enough to be at home in the modern recording chain.

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WEAKNESSES: All those tubes create lots of heat; no technoid control labels; needs to warm up for a while before use.

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Attack controls until sufficient transients are passed to maintain the integrity of the music. Vocals can have considerable limiting added without sounding mushy or distant. Sustain is easy to add to guitars, and the "tube sound" is a definite bonus for tracking.

The transformer-balanced inputs and outputs use XLR connectors for each channel and are placed at the extreme edge of the left and right sides of rear panel (talk about stereo separation!). The detachable IEC power cord placed near the middle is the only external indication this is not a 30-year-old device.

The case of the review unit included early production tubes (GE 12BH7) that were tall enough to need "UPS relief" holes to prevent the tubes from being cracked during shipping. Later units use a shorter format of tube that negates these two somewhat crude holes. In addition to one of the above

tubes, there is a 12AX7A, 12AL5, and 6386 in each channel. The construction is not that of a device intended for the touring road show, and users should always check that the tubes are seated securely after transport. The internal construction clearly shows the unit to be hand-built in small quantities. The large PC board traces and sharply defined wiring give the overall effect of a unit unchanged over the past 30 years.

The on-board control ranges are restricted to settings that favor music over brute force. While imparting a warm sheen to the sound, the "Variable Mu" reduces the dynamic range without intruding on the music. It is possible, of course, when compressing a full-stereo mix, using fast attack and recovery in the Limit mode, to force the unit to make pumping sounds. However, this is more difficult to do with this unit than most compressor/limiters.

Clearly designed to work as a mastering processor, the Manley unit is also very forgiving of extreme program peaks, while also providing significant gain when required. A special Mastering Version (\$5000) is available that includes Grayhill mil-spec gold contact switches instead of the high-quality pots in the review version. This will suit any application where the user must keep accurate note of settings and be able to reset controls exactly.

This is a compressor that can be set for modest gain-reduction of an overall mix and impart a little extra warmth and richness while providing a little overall loudness to the music. If you feel that you are recording your music at the limits of quality possible with your digital multitrack, the Manley stereo compressor-limiter might be the final touch you need to create your ultimate 2-track master.

—Wade McGregor



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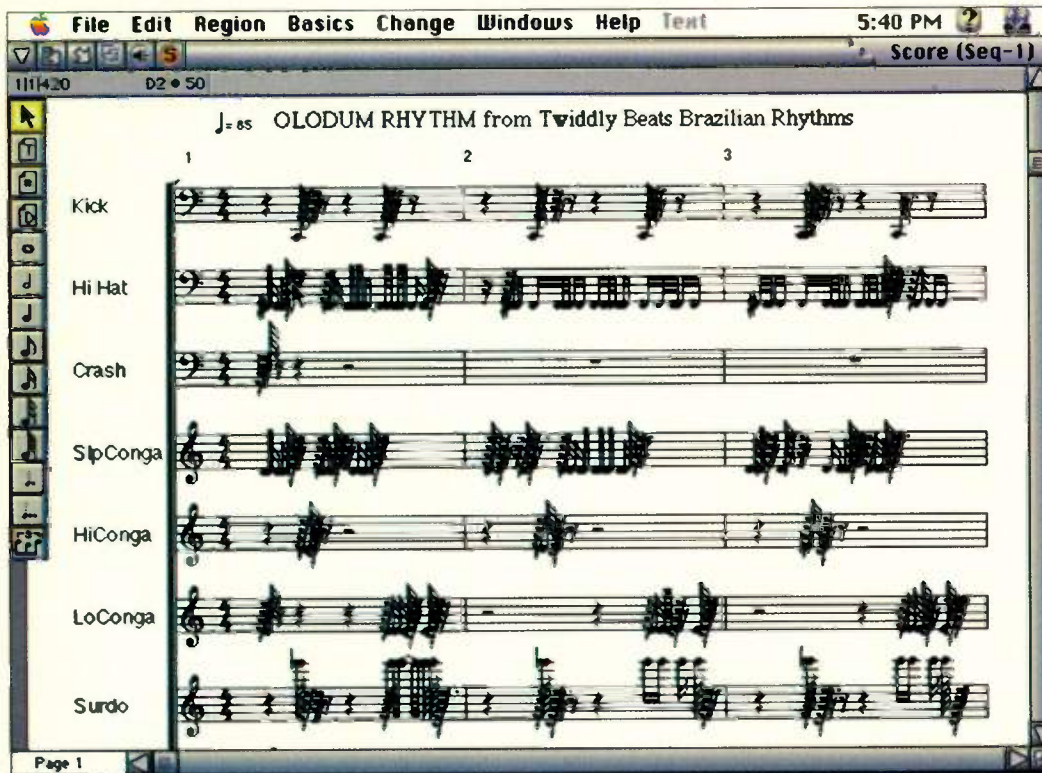
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REVIEW SHORT

Twiddly.bits By Keyfax Software



Twiddly.bits from Keyfax Software fills an important and yet neglected area of the MIDI market; namely, instrument-specific MIDI tracks that include all the subtle nuances of live players.

ALTHOUGH MIDI IS a very mature technology, it still hasn't been fully exploited. For example, Twiddly.bits from Keyfax Software fills an important and yet neglected area of the MIDI market; namely, instrument-specific MIDI tracks that include all the subtle nuances of live players.

Twiddly.bits are, in fact, short licks, runs, bends...well, you know, "twiddly bits" of music that you can cut, copy, paste, transpose, tempo-adjust and otherwise use to liven up a programmed sequence. Several libraries are available, including: "Electric & Acoustic Guitar," "Drums & Percussion," "Country," and "Brazil-

ian Rhythms," with many more on the way. Special MIDI controllers such as the Zeta Violin system, Roland guitar synth, Yamaha WX7 wind controller, and Kat drum kits were used to record the bits. The files are not quantized. By using the right MIDI controllers and authentic musicians to play the parts, Twiddly.bits sound as real as MIDI has ever sounded.

Twiddly.bits Volume Five is a 3.5-inch floppy, formatted for Mac, MS-DOS, or Roland S-MRC format with SMF format files and GM mapping of, believe it or not, country music. The instrument categories are banjo, bass, drums, fiddle, guitar, harp, pedal steel,

and piano. The parts were recorded by Scott Joss (Dwight Yoakam); Steve Hackett; Fender consultant Bill Purse (Joe Pass); Andy Shillito (Joe Walker); Johnny Evans (Wild Turkey); Milton MacDonald (Robert Palmer); and Jon Savannah (Van Morrison, Squeeze).

The Twiddly.bits World Series Volume One features Brazilian rhythms recorded by Alfredo Dias Gomes (one of Brazil's top drummers) and produced by Richard Court (Brazilian singing star "Ritchie") on a 3.5-inch floppy formatted for MS-DOS or Mac. These were recorded with a Dynacord Trigger-to-MIDI interface from a Piezobugged acoustic drum kit and a Roland Octapad PAD 80.

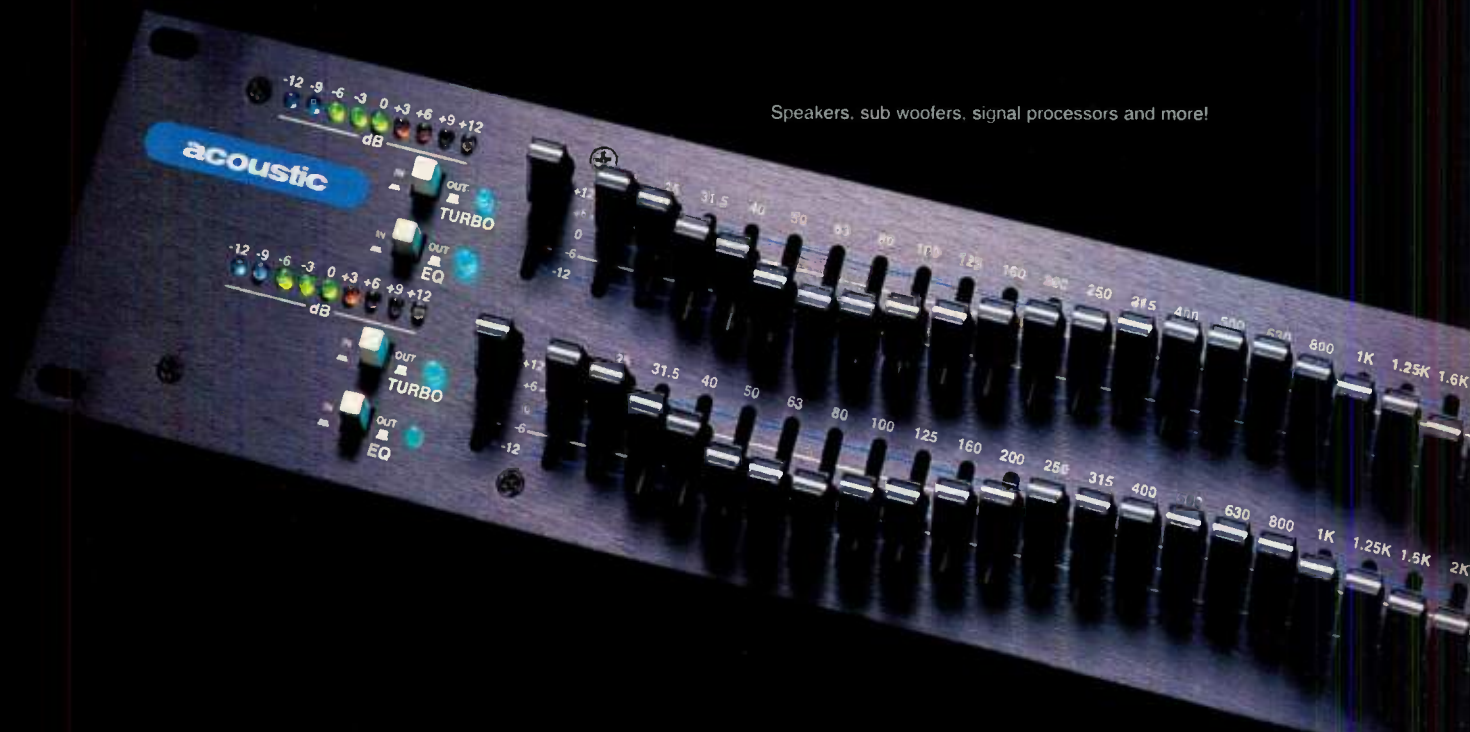
How real and useful are Twiddly.bits? Well, as an experiment I quantized/turned off the velocity of some of

the files, and the life gets sucked right out of the music. If, however, you don't like to cut and paste, then Twiddly.bits might not be for you. But if you compose with a sequencer, especially if you need to write in many styles, you will find Twiddly.bits to be a useful, educational, and fun addition to your MIDI tool kit.

—Tona Ohama

Twiddly.bits: Volume Five: Country, \$34.95; Volume One: Brazilian Rhythms, \$34.95. Contact: Keyfax Software, P.O. Box 958, Aptos, CA 95001-0958. Tel: 408-688-4505; 408-689-0102. Circle EQ free lit. #140.

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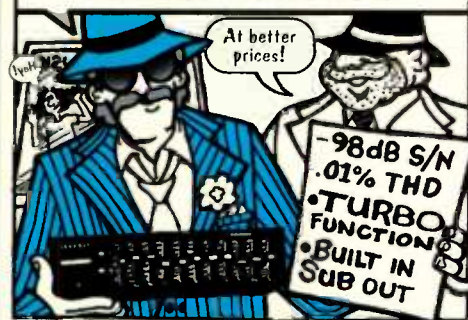
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INS/ OUTS OF VCAS

continued from page 72

simply because the input channel under control feeds the postfader send.

What does this mean in English? Here's a clear example. Let's say the drum kit has eight toms and you decide to control them with a VCA. Suppose you are using a postfader send from those channels to get the toms into a reverb unit. When you raise the VCA fader, all of those toms get louder, but the signal at the postfader send also gets louder. This is good news, because as you move the VCA fader to make the toms louder or softer, the postfader send will track the VCA and the balance between the dry and the reverb stays the same even when you make changes at the VCA. If those same toms were assigned to an audio subgroup, changing the level of the subgroup fader would *not* change the postfader send to any effects.

TOO GOOD TO BE TRUE

The bad news about a VCA is that since it is a control signal and not an audio signal, you cannot meter it. So you are driving in the dark. This is why consoles also have audio subgroups. The audio subgroup is simply a "y" valve, downstream from the channel fader. The sub collects the audio signals prior to dumping them into the main L/R bus. Audio subgroups have their own assignment to L/R, so a subgroup does not necessarily have to be dumped to L/R. Why do this? Because you can meter the audio subgroup. If you assign channels to the audio subs for metering (not for grouping) you can mix off the VCAs and meter off the audio subs.

The other bad news about a VCA is that you cannot patch across it. But you can patch across an audio subgroup. You might want to group the toms to an audio sub and then patch a gate across the subgroup insert. This lets you do the job with less gates and maintain a more ambient tom sound. Or you can use the audio subs to patch compression across your effect returns. For Ozzy's vocal effects, I route all of the effect returns to a pair of subs and then patch compression across the inserts of the subs.

Other uses of audio subgroups include the linking of two consoles together — most commonly the linking of the support act to the headline act's console. There are many ways this can be done. One is by taking the stereo output of the support desk and patch-

ing it to a pair of audio subgroup insert returns in the headline console. Another way is by taking the stereo output of the support desk and directly connecting it into the stereo "sub input" of the headline desk. Again, you can use a 1 kHz tone to establish proper gain structure for both consoles. Keep in mind that a lot of audio purists don't like to use the audio subs because they add more stages of amplification to the signal path and can compromise the signal-to-noise ratio or the dynamic range.

Audio subgroups are also useful for recording purposes. A Yamaha PM4000 has eight XLR audio subgroup outputs on the rear panel that could be connected to an 8-track recorder. Or you can use these outputs as eight additional effect sends.

Let's say that two acts are on a bill and the headliner's engineer needs all eight effect sends. But the opener's engineer has his own rack and wants to connect his gear. Patch the eight audio subgroup outputs to the inputs of his outboard gear. Now the subs function as sends and you have a total of 16 sends. The patching can be done prior to the show. The headline's engineer can even test his effect units for routing during the opener's show.

Remember that just because audio is routed to a send doesn't mean that the effect return is routed to the L/R bus. So you can mess with the send and not affect the L/R main mix. Another idea is to use the audio subgroups to feed a matrix. Maybe you need a vocal fill for a lawn system at a shed date: Do your mix using the VCAs, send the vocals to a subgroup, and assign the subgroup to a matrix output. Send the matrix output to a set of lawn fill speakers. When you mix off the VCAs, the level of the channel faders changes, so the level to the L/R mix also changes. Since the channels are also assigned to a subgroup, the level into the sub changes. The sub is routed to a matrix which is routed to the lawn fill, so by changing the VCA, you are changing the mix on the lawn!

Greg Price has been in the audio business for 19 years. He has worked with everyone from Glenn Campbell to Poison, with acts like Steve Miller, Boston, and Huey Lewis and the News in between. He is currently out with Ozzy Osbourne's "Retirement Sucks Tour." For a closer look at this tour, see Greg's article in the Jan. '96 issue.

WEBSTER THEATER

continued from page 76

is extra noise added to each mix. These modules are getting their power supply from the 7001, which eliminates some of the noise right off the bat. They are compact, quick to connect, and (by changing a resistor or two) I can easily adjust the crossover point. If necessary, we can even use an Octal unit with CD (constant directivity) horn equalization.

FINE TUNING

We are still tweaking the room, getting it tighter every time we do a show here. Even though the ceiling and walls are staggered (which helps break up some reflections), we will put up some room treatment to diffuse the sound and break up the waves. It's like any big room — there's no system made to cure that — so we plan to hang some baffles to stop the sound from hitting the walls and picking up more speed.

It's hard to explain to people who don't understand sound, but it's sort of like skipping a rock on the water. If the water is calm and smooth, the rock will skip on forever, but if there are waves, the rock will stop much more quickly. If you have a room where the walls are smooth as glass and there is nothing to break up the sound, then it is going to bounce for a while. I'd also like to deaden the stage, the walls surrounding the stage and maybe even the ceiling to contain the volume.

When the room is full it tightens up considerably, and even with 1300 to 1400 people here we weren't anywhere near the clip point — so the amps are working out well. If it's a reggae act, we will bring in more low end or if it's a real loud band, they might want to bring in a more high-powered near-fill than the JF100's. But, generally, the room is well-covered. By having the 850's here, the house system doesn't have to be removed for a guest system.

We found that if you put in a good front end and solid electrical service, there are less problems. We have cam-lock distribution right at the AC service panel, so if a road show comes in with their own monitors, they can connect into the cam-lock for distro and we don't have to hire an electrician. There's also a 200 amp and three-phase service for lighting, cam-locked, and ready to go.

We have some big acts coming in here and we want the Webster to be a great place to play.

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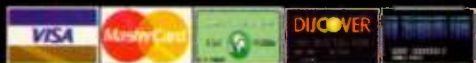
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CREST CENTURY Vx

continued from page 92

tail off nicely, but any extraneous noises or talking to the audience will not be effected.

The master section of the console has the eight audio group masters located above the VCA group masters, and at the top of these modules are the sends and masters to the eight matrix outputs. The matrix includes sends from the audio groups; left/right masters or external stereo program inputs; mono master; and external mono matrix input. The audio group fader and matrix master knob can be swapped to suit the needs of a production and the eight group VU meters can be individually switched to read the matrix output level.

The comprehensive provision for left/center/right panning on the mono and stereo inputs, in addition to the audio groups, makes the Vx well suited to larger venues where this form of panning provides the best localization effects for the audience. Stereo inputs include a Width Control for varying the inputs between stereo, mono, and inverted stereo, but in L/C/R mode the Width Control continuously varies the stereo signal from left/right (stereo) through to center (mono), providing a blend of separation suited to a particular sound source.

There are comprehensive assignments for the on-board oscillator and pink-noise generator, including all of the auxiliary sends and master outputs. This assignment is shared with the talkback output and there also are Talkback-Enable buttons on each matrix master output. Plus, there are stereo aux inputs assignable to the left/right and mono masters. The Stereo Program In includes 2-band EQ, stereo aux sends (all eight in pairs), in addition to left/right/mono assignment and switchable input to the matrix.

An Alt Main output provides a second level control for sending the left/right signal to a delay stack or DAT recorder. Headphone and nearfield monitoring are also well covered. The narrow module width and small assignment buttons may be a bit tricky for those with large fingers. Thankfully, the Mute and Solo buttons are not only distinct and separated from other buttons, they are also large and easy to hit.

The outputs of the console and

primary internal busses are fully balanced, making this a quiet console even in more hostile EMI environments. The 14-gauge steel chassis and individual module faceplates make this a heavy console (the 32-input review unit weighed over 230 lbs.), but also make the unit very rigid and durable. The end-cheeks include hand-holds that allow a secure and relatively comfortable grip when hoisting the unit onto a mix stand. An optional Y-Link can connect the VCA groups, mute groups, and solo functions and link the left, right, and mono busses when a second Vx console is required. The very robust power supply is built like a Crest amplifier. The power supply design includes a simple cable jumper to connect two supplies in parallel for those that require an additional level of security (knowing they have an online backup for the hardest working part of the console).

The Crest Century Vx is not a do-all mixing console. There are, for example, no special modes for monitor mixing or multitrack recording. This is a console clearly focused on the needs of FOH mixing in the theater or live-music venue. This focus has produced a console that brings new possibilities into the grasp of live-sound engineers, and may well spur greater use of left/center/right loudspeaker configurations. Anyone in need of sophisticated mixing control for clubs, theaters, churches, and music halls may now have the console they've been waiting for. **EQ**

QSC POWERLIGHT

continued from page 96

connected to a suitably stiff AC power service to reach its full potential.

Interestingly, however, the PowerLight design provides better performance than conventional power supply designs when the AC power is less than adequate. The bridged-mono mode completely disconnects the input to Channel 2, thereby sidestepping the need to set the controls to match, or being fooled by inappropriate signals interaction (such as polarity reversal) if the inputs were summed.

In reducing the weight of its new amplifiers, QSC has also increased the overall efficiency of the units. The PowerLight 4.0 produces less heat-per-watt and more total output power than any of its predecessors. The

accessory input modules have been replaced with a new series of external signal processing products and full computer control. The amp connects to the processing or computer-control system using a Data Port (15-pin sub-D, or HD, connector) that carries operating status and audio between the external processor or computer and the PowerLight series of amps.

QSC is building a very interesting range of products (such as the MSP CM16 control monitoring processor, MSP AD8 audio drive processor, and MSP SD8/16 speaker drive processor in the MSP series of multichannel DSP processors, and QSCControl2 computer control) for processing signals prior to amplification and that access the PowerLight 4.0 Data Port to allow a solid integration of the processing with the active status of the amplifier.

The QSC PowerLight 4.0 will not only make your most demanding amplification tasks less work to move from venue to venue, it will allow you to expand your system capability with computer control and digital signal processing as your needs grow. **EQ**

TECHNOMAD NOHO C

continued from page 104

(one on each side) and D-rings for overhead suspension. The stand mounts are configured to allow multiple units to stack and splay — a format of arraying that is well suited to the conical dispersion of the coaxial device. The D-rings serve to suspend the units from overhead rigging, but are not easy to use in precisely locating the loudspeakers in a complex array for which other loudspeakers are more suitable.

The Noho C is designed to be an extremely versatile and portable loudspeaker. The touring model includes large, well-placed handles on each end that make the 48 lbs. (21.8 kg) units relatively easy to carry. The two input connectors (NL4MPR Speakon) are paralleled to provide a pass-through to another loudspeaker. This is one speaker well suited to club use, and you can even load-out in the rain without panic. The weather-resistant packaging will allow you to do that one-off in the park and not have to throw trash bags over your loudspeakers at the first sight of clouds. In fact, the Noho C will be rocking out tunes long after your most dedicated fans have run for cover. **EQ**

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Wanted: Dead Or Alive

The secrets to getting great audio at live shows

BY EDDIE CILETTI



My treasure map for the Holy Grail of Great Audio — live or recorded — is not a list of America's Most Wanted Gear. The bottom line of getting great audio is not always the sexiest, most expensive gear. It is about talent, communication, and honesty with one's self. We can create at workstations to our heart's content, but to get up on a stage and make some, hopefully, pleasant noise requires a group effort. Here are the secrets borne from great mistakes, a.k.a., the mother of invention.

THE HOLY GRAIL

- Musicianship
- Arrangement
- Dynamics

Surprised? You shouldn't be. If the goal is air, space, punch, warmth, depth — whatever you call it — great audio is really about sonic real estate. Here's an example: From spring to fall in NYC, I have been known to slip on a pair of roller skates and make the trip from the East Village to Central Park. The first two things I encounter in the Park are fresher air and more space. This has a most positive affect on my brain.

My favorite treat is to hear the assortment of music that "grows" in the park. This ranges from acoustic guitar and voice, to drums and dancers, to four-piece ensembles. The latter typically consist of traps, acoustic bass, guitar, and a reed or brass device. Amplifiers are battery-powered, so nothing can be too loud, but what does come through is pure musicianship.

Real magic occurs when the bassist takes a solo. What impresses me most is how all the other players show respect and go pianissimo. This is much different than pulling down a fader or even turning down an amp because playing lighter radically changes harmonic content. Simplified parts create more space and serve to redirect attention toward the action — an acoustic bass through a *Mouse* amplifier. With no stage and nothing to contain the sound, the power is in what's been taken away!

For engineers of both live and recorded sound, the challenges of more formal settings are formidable. The secrets to success are:

- A nonadversarial relationship between engineer and band
- Low-powered amps (guitars: 15 to 30 watts; keyboards: 30 to 60 watts; bass: 60 to 120 watts)
- Preproduction
- Record rehearsals and live performances
- Open with a clever gimmick

A positive relationship between the soundperson and the musicians is a plus. The ability to verbally communicate — in social, sonic, and musical terms — is essential. To start, consider working with low-powered guitar amps such as the Fender Deluxe, Vox AC-30, or the Mesa Studio .22. Once the ear adjusts to high sound pressure levels there's no turning back. Be good to your ears by leaving plenty of headroom.

The time spent in preproduction, before a gig or recording, is worth thousands of dollars per hour. Since it's easy to create a sonic traffic jam, concentrate your efforts on what happens during vocals, especially verses. Verses require rhythmic and low-end support from drums and bass. Keyboard and guitar parts can accent the rhythm or fill in the space provided by vocal phrasing, but

should not be in the way of the vocal. Vocal performance will improve with space. If you can't hear yourself [singing], there is too much going on.

HOW MUCH POWER?

The *suggested* output power is just that. Guitar amps are likely to be over-driven, so their output will seem louder even with less power. Bass requires more power because more air must be moved. Keyboard rigs fall in between. Unless distortion is part of the sound, the additional power is for headroom.

From my experience, the audience always thinks the soundperson is at fault if the vocals can't be heard or if the band is too loud. Nothing could be further from the truth. It may be a psychologically difficult hurdle, but using the same small amps — live or in the studio — will leave more space for engineering creativity and ultimately help to get your point across. Moderate stage levels will dramatically improve the performance of the monitors and the house system. In the studio, this translates into less leakage and more natural room ambiance. Did I mention that it also makes it easier to sing?

One test for excessive volume I discovered quite by accident. I was in the habit of closing my ear-flaps with finger pressure in order to hear better. In addition to improved clarity, what I noticed was an upward change of pitch. If you try this with the same results, *the music really is too loud*. Later, I confirmed this theory while reading *The Audio Cyclopedia*. It states that the ear's sensitivity not only varies with frequency (hence the Fletcher-

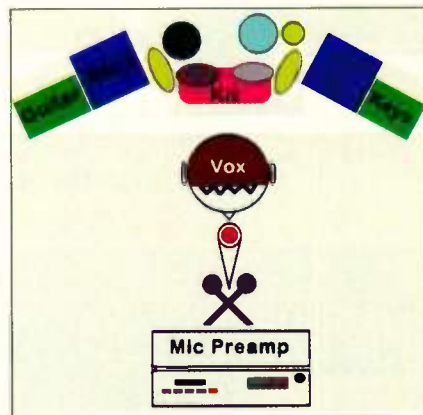


FIGURE 1

Munson Loudness curve), but also that the perception of pitch varies with excessive levels. This is one of the reasons vocalists sing consistently flat.

RECORDING: DAT OR CASSETTE?

Stereo recordings of rehearsals and live performances will provide major clues about how the band must internally mix itself. Rather than rely on the cassette deck supplied by the rehearsal facility, choose to commit your recording to DAT so that no one can use the poorer-sounding cassette as an excuse. For accurate proof, try the following recording tricks.

1. **Recording Rehearsals:** Place two identical microphones in an X-Y mechanical configuration, not more than six inches behind the lead vocalist's PA microphone (see the drawing in fig. 1). Record directly to stereo tape and take frequent breaks to listen either in headphones (preferred), in another room on a stereo system, or through the PA. It's not only possible to achieve a balance this way, it is also possible to get an exceptional recording.

2. **Recording Performances:** Live gigs have a way of pumping the ego into uncontrollable excess. Big hair, big amps, big lights, (hopefully) big audience, big equipment changes, big supposed record company attendance, and big space. These combined ingredients usually equal big disappointment. For more humiliating proof for the person who was way-too-loud, route the house mixer output to one channel of your tape deck. On the other channel, place a microphone at the soundperson's mixing position — fed through a preamp or an impedance-matching transformer (Radio Shack Part # 274-016) as shown in fig. 2.

This style of recording will demonstrate the difference between what is being fed to the house versus what is directly thundering from the stage. Bass players, for example, EQ their signal so that they can hear that very lowest octave. While distance attenuates high frequencies, it has a way of exaggerating the opposite end of the spectrum. If budget and time permit the use of both a wireless connection and a soundcheck, have the bassist walk around the venue while playing. EQ to taste.

My goal is to have the recordings — rather than my incessant blabbering — convince the band to play with dynamics. The small amp concept is for discipline. Perfecting this method will yield great results at gigs where only the vocals are

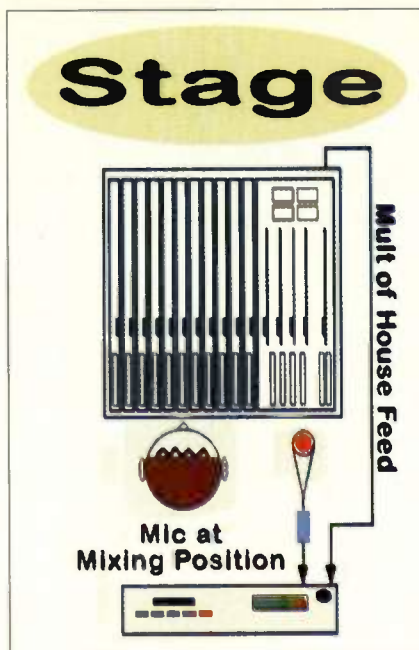


FIGURE 2

going through the PA. At larger venues, all amps can be miked and sent through the monitors. No one should be so loud as to not require support from the monitoring system. Soundpersons should pay special attention to signal polarity, especially with bass. It is important that the phase of

both house and monitors match the signal coming from the stage, otherwise there will be areas where low-frequency information is missing.

Since guitars and vocals are competing for the same frequency spectrum, perhaps the most amount of professional courtesy should be extended to the latter from the former. Guitarists like their amps on the floor because this extends the low-frequency response. This height also corresponds to a whole section of the audience who does not receive the benefit of the soundperson's mix. Guitar amps should be at the player's ear level. This will force players to turn down both level and treble.

Opening acts do not often get soundchecks, but there is a way around this, too. One possibility is to open with a stripped-down instrumental. Start with one or two instruments, adding one more instrument after each chorus. This gives the house engineer time to get a mix and the audience time to settle down while the band gets acquainted with the room. Add vocals at the end and voila! You're ready to rock the house. **EQ**



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Remote Jack	—	Yes	Yes	Yes	—
Modular Tel. Jack	—	Yes	Yes	Yes	—
External Speaker Jack	—	Yes	Yes	Yes	—
Record Controls					
VU Meters	—	1	1	1	2 (Illuminated)
2-Speed Recording	Yes	Yes	Yes	Yes	—
Dolby B NR	—	—	—	—	Yes
d/bx NR	—	—	—	—	Yes
Mic Attenuation	—	0-10dB -20dB	0-10dB -20dB	0-10dB -20dB	0-15dB -30dB
Ambient Noise Cont.	—	Yes	Yes	Yes	—
MPX Filter	—	—	—	—	Yes
Manual Level Control	—	Yes	Yes	Yes	—
Limiter	—	Yes	Yes	Yes	Yes
ALC	Yes	Yes	Yes	Yes	—
Peak Indicator	—	—	Yes	Yes	—
Playback Controls					
Pitch Control	±20%	±20%	±20%	±20%	±6%
Bias Fine Adj.	—	—	—	—	Yes
Tone Control	Yes	Yes	Yes	Yes	—
Hall-Speed Playback	Yes	Yes	Yes	Yes	—
Memory Rewind	—	—	Yes	Yes	Yes

- All models except the PMD-430 have 1/2 speed playback/record capability. With 1/2 speed playback, musicians can slow down complicated passages for analysis. And when played back at 1/2 speed, the pitch is lowered by exactly one octave, so the notes are still musically correct—ideal for figuring out complicated solos or picking patterns.
- By recording at 1/2 speed, a three hour meeting can be recorded on a single tape. A built-in microphone and automatic level control make operation simple, and built-in speaker makes transcription convenient.
- 1/2 speed recording is equally ideal for churches, because 90 minutes can be recorded on a single side of tape—no interrupting your recording to flip the tape over. Line inputs make it easy to use and connect to your existing sound system.
- Three standard 'D' cell batteries provide up to 7-1/2 hours of operation and the optional RB430 rechargeable battery delivers up to 5-1/2 hours.

Telex

ACC2000/4000 Series Cassette Duplicators

Designed for high performance and high production, Telex's ACC Series (ACC2000/ACC4000) and (ACC2000 XL/ACC4000 XL) of expandable duplicators also offer easy maintenance and unsurpassed ease of use. The ACC2000 is a two-channel monaural duplicator, the ACC4000 is a four-channel stereo duplicator. Each produces 3 copies from a cassette master at 16 times normal speed and each can expand up to 27 copy positions (with additional copy modules). With the extra copy modules, you can duplicate up to 27 copies of a C-60 original in less than two minutes. And they copy both sides at once. The XL Series feature "Extended Life" cassette heads for increased performance and wear characteristics. They also offer improvements in wow and flutter, frequency response, signal-to-ratio and bias. Additionally the ACC4000 XL allows for either chrome or ferric cassette duplication. XL- models are available in stereo (ACC4000 XL) or mono (ACC2000 XL) versions.



- Individual rotary audio level controls allow for an increase or decrease of audio levels as the master translates to the copies
- Peak reading LED indicators allow quick and accurate monitoring of audio fluctuations
- Side A or B select button let you set up for duplication of either side or both sides of a cassette at once
- Stop all tapes instantly, at any point during the copy or rewind cycle
- Short tape indicators alert you if a tape stops before the original does, identifying incomplete copies caused by jam or abort
- Automatic or manual selection of rewind and copy operation
- Rewinds tapes to the beginning or end automatically (AUTO mode) or manually—in AUTO mode the copy button activates the entire rewind/copy/rewind sequence. In manual it starts copying immediately
- Slanted work surface and unique "heads-up" cassette platform allow less oxide build up on the heads and makes cassette loading and unloading much easier
- Each cassette position has a three point tape guidance system that eliminates skew problems. Plus, when a tape is inserted, each cassette position is activated to prevent unnecessary wear and tear on the tape head mechanism
- Audio and bias, along with head adjustments, are made easily from the top of the unit and a switch on the back engages the head and pinch roller for convenient cleaning

ACC2000 Mono Master Module:

- 1/2 track two-channel monaural duplicator produces 3 copies from a cassette master at 30ips (16X normal speed)
- Expands up to 27 copy positions by adding ACC2000 copy modules (four positions each)
- Erase heads in the copy positions automatically erase existing audio as new material is being recorded
- Track select, short tape indicators, auto/manual operation
- Includes removable power cord and protective dust cover

ACC2000 XL Mono Master Module:

- Same features as ACC2000, plus—Extended Life cassette heads. ACC4000 Stereo Master Module:
- 1/4 track, four-channel stereo duplicator. Same features as ACC2000 Mono Master Module/

ACC4000 XL Stereo Master Module:

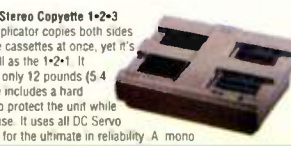
- All features as ACC4000, plus—Extended Life cassette heads. Can be configured for chrome or ferric cassette duplication.

Copypette EH Series Duplicators

The popular Copypette series produces high quality, low cost cassettes in large quantities at nearly 16 times normal speed. This means you can reproduce both sides of a C-60 tape in less than two minutes. Available in two versions, the Copypettes are capable of duplicating either one cassette or three at a time. In addition each are available in both mono and stereo models. They couldn't be easier to use. You simply insert the cassettes, press the START switch and they do the rest. They rewind all tapes to the beginning, copy, then rewind to the beginning again before stopping. The whole process can be stopped at any time by pressing the CYCLE button. Side Select feature allows you to set them up to copy one side of a tape or both sides at once.



Stereo Copypette 1-2-1
 Weighing only 8 lbs. (3.6 kg), this unit has a durable, impact resistant housing and includes a removable power cord, carrying handle and protective cover. It also has an optical, non-reflective end-of-tape sensing system that provides gentle tape handling. A mono version is also available.



Stereo Copypette 1-2-3
 This duplicator copies both sides of three cassettes at once, yet it's as small as the 1-2-1. It weighs only 12 pounds (5.4 kg) and includes a hard cover to protect the unit while not in use. It uses all DC Servo motors for the ultimate in reliability. A mono

TASCAM 112 mkII Stereo Cassette Deck



The classic "no frills" production workhorse, the 112 mk II is a 2-head, cost effective deck for musicians and production studios. Extremely rugged and reliable, the 112 mk II is ideal for production mastering and mixdown. It also features a parallel port for external control and an optional balanced connector kit means it is flexible enough to integrate into any production studio.

- Utilizes Dolby B or C noise reduction with Dolby HX Pro
- Automatically selects proper bias type, so you get optimal recording & playback response with Normal, Metal or CrO2 tape
- Gear independent input dials let you dial in stereo VU calibration with one dial. You can also adjust for channel specific calibration
- Offers two Autolocator buttons and a MEMO IN control. These controls allow you to select two points on any tape for one button forward/reverse to wherever the action is. Additionally RTZ (return to zero) quickly spools the tape back to 0000 on the tape counter
- Rear-mounted RCA input/output jacks for easy connection to high-quality sources
- Optional LA-112 connector provides additional balanced or unbalanced XLR inputs and outputs. Installation is simple and requires no special tools
- 25-pin D sub connector (parallel port) on the back, links the deck to the optional RC-134 remote control unit or for fader start from any mixer that use the same protocol

112R mkII Bi-Directional Stereo Cassette Deck

The 112R mkII is a socially uncompromising, auto reversing and continuous play cassette deck. It offers the finest independent head auto-reverse design at this price level, plus it has extra dubbing and editing features that make it ideal for long program recording.

- All the features of the 112 mk II plus—**
- Three-head transport with separate high-performance record and playback heads. Manufactured from resilient Cobalt Amorphous materials, the independently-operating heads combine with precision FG servo direct-drive capstan motors to provide the highest standards of reproduction quality and performance
 - Frequency response is 25 Hz with less than 1% total harmonic distortion
 - Equipped with Hysteresis Tension Servo Control (HTSC) the 112R advantageously eliminates wow and flutter. HTSC is an advanced servo control system that maintains consistent back tension on the tape all through the reel, combatting inconsistencies brought on by extreme temperatures and humidity
 - Super Acculign Rotating Head System allows recording or playback tape direction to be changed with one button. A single-screw azimuth adjustment makes it easy to maintain the head alignment after many hours of continuous use
 - For unattended record/playback of material that is longer than one side of a tape, there are two features that spare you from constantly attending to the deck
 - Auto Reverse mode plays or records in both directions before stopping, switching sides on the fly
 - Continuous Reverse mode allows you to loop the tape during, layback up to 5 times, or record in both directions, without pausing to flip the tape and re-engage the record mechanism. Both features are accessible from the front panel, with one-button selection

122R mkIII 3-Head Stereo Cassette Deck



The standard for production and broadcast facilities, the 122 mkIII features smooth faultless tape handling mechanisms, a three head transport with high-performance Cobalt Amorphous record/playback heads and precision servo direct-drive capstan motors.

- All the features of the 112R mk II (no reverse of course) plus—**
- XLR balanced and unbalanced RCA inputs and outputs are selectable with the flip of a back-panel switch. There are 1/4-inch inputs on the front panel for simple and direct plug-in of line-level gear
 - MPX filter button eliminates pilot and sub carrier broadcast tones that can interfere with Dolby noise reduction
 - Bias and level fine tuning for each channel. These tuners can be used in conjunction with the one-touch 400 Hz or 10 kHz oscillator adjustment signals to get proper VU calibration before or during each recording session.
 - Record/mute autopacer automatically inserts 4 sec. of silence between songs or broadcast segments for pro quality tapes

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BEHRINGER

MDX 1200 Autocom

- Attack and release times, with Intelligent Program Detection, prevents common adjustment errors.
- Newly-developed, powerful noise gate.
- Switchable soft knee/hard knee characteristics for varied sound pressure levels.
- Bright, illuminated LEDs show gain reduction.

MDX 2100 Composer

- Integrated auto/manual compressor, expander & peak limiter.
- Compresses "musically" in dynamic range without any audible "pumping" or "breathing".
- Attack & release times are controlled automatically or manually.
- Interactive Gain Control (IGC) combines a clipper and peak limiter for distortion-free limitation on signal peaks.
- Servo-balanced inputs and outputs are switchable between +4dB and -10dB.

ALESIS

3630 Compressor

The 3630 provides two full-featured professional compressor/limiters in one rack space. Ideal for any application from studio recording and mixing to live sound reinforcement and broadcast.

- Dual mono or linkable true stereo operation.
- Choose between RMS and peak compression styles as well as hard knee/soft knee characteristics.
- Dual 12-segment LEDs display gain reduction and input/output levels.
- Each channel's built-in noise gate has an adjustable threshold and close rate to ensure clean, transparent performance.
- Variable attack and release times and a sidechain function for "ducking" in broadcast applications.

t.c.electronic

Wizard M2000

Studio Effects Processor

- The M2000 features a "Dual Engine" architecture that permits multiple effects and six different routing modes. There are 250 factory programs including reverb, pitch delay, delay, chorus, flang, phase, ambience, EQ, de-essing, compression, limiting, expansion, gating and stereo enhancement. The M2000 also features 20-bit analog conversion, AES/EBU and S/PDIF digital inputs/outputs, "Wizard" help menus, 16-bit dithering tools, Tap and MIDI tempo modes and single page parameter editing.
- The array of enhanced pitch shift (up to 8 voices), chorus, and delay effects are characterized by their precision and versatility. Everything from the fine and subtle to the wide and spectacular is handled with equal superiority. The algorithms in the dynamics section (compressor, limiter, expander, gate and de-esser) are unique as stand-alone effects, but are particularly useful in combination with other effects. Those might be de-esser/room, gated hall or compressed pitch. The possibilities are endless.
 - Tempo Tap function lets you match effects to the beat. Tempo can be adjusted in beats-per-minute and sub-divided any way you like—even in triplets. The tempo can also be read from MIDI.
 - Preset "Gilding" (morphing) function ensures seamless transition between effects. Very useful in live and mixing situations.

Symetrix

601

Digital Voice Processor



- Accepts mic or line level analog signals, converts them to 18 bit-digital and then performs 24-bit digital domain signal processing.
- Processing includes fully parametric/shelving EQ, notch/dynamic filtering, de-essing, delay, chorus, gating, expansion, compression, AGC and DC removal.
- Combination of 128 factory presets and 128 non-volatile user programs.
- Has XLR-balanced mic and line inputs, XLR-balanced stereo output. Digital XLR-balanced and S/PDIF (RCA) inputs and outputs. MIDI Input/output supports connection to virtually any type of MIDI control device for programming or controlling the 601 in real time.
- Ideal for a variety of recording, broadcast, live sound, and post production applications.

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Fostex

XR-5/XR-7 Multitrackers

XR-5 Features:

- High-speed (3-3/4 ips) four-track (2-tracks simultaneously) recorder with built-in Dolby noise reduction (can be turned off).
- Pitch controller varies the tape speed within a range of ±12%.
- Punch in/out function makes corrections and phrase insertions when necessary, can be done easily with optional footswitch.
- Four inputs accommodate two microphones in channels one and two. Has convenient insert points for connecting a compressor/limiter and other devices for the mic channels.
- Each channel is equipped with two-point high/low shelving equalizers to help shape the sound, and an AUX send function for processing ambient system effects.
- Trim function lets you adjust High/Mid/Low input levels for channels one and two.
- Alternate Mix mode lets you independently select the signal from the input jack of the tape playback. Prefader effect send, main monitor & other functions are also possible using this mode.
- Post fedback (monitor) send function routes the fedback signal to the AUX send. When the fedback is activated you can actually mixdown at the same time you add reverb to a tape.

- MIDI/TAPE multi-mix mode supports MIDI synchronization. Together with the Alternate Mix mode the XR-5 can simultaneously mix all MIDI sound source output with tape playback sound and effect output while monitoring!

The XR-7 has all the features of the XR-5 plus—

- 6 inputs, plus the ability to record four tracks simultaneously.
- Dolby C noise reduction plus dual speed recording.
- During recording, Channels 5 and 6 are the primary inputs for microphones and acoustic instruments. They have trim controls and mid-sweep EQ. During mixdown, these channels act as the main stereo L/R bus.
- Auto rehearsal mode let's you concentrate on the music instead of the machine.



TASCAM

PORTA 03 mkII Ministudio

The easiest way to get into multitrack recording, the PORTA 03 is an extremely economical 4-track recorder that lets you overdub as well as mixdown to standard cassettes.

- 4-track recorder with integrated two channel mixer
- Two 1/4-inch MIC/LINE inputs with trim control
- Extended dynamic range with Dolby B noise reduction
- 3-digit tape counter keeps track where you are on the tape
- Master level control for the entire mix, and the level sent to LINE OUT for stereo mixdown
- Track selector indicates which of the 4 tracks you're recording to

- SAFE selection keeps you from inadvertently recording over tracks you've recorded earlier
- Headphone jack for comfortable monitoring
- RCA output jacks for mixdown to cassette



PORTA 07 Ministudio

The PORTA 07 packs high-end features into a compact and economical package. Achieves great sound with high speed tape transport, high-low EQ and DBX noise reduction.

- 4-track recorder with integrated four channel mixer
- Two 1/4-inch LINE inputs and two 1/4-inch MIC/LINE inputs with trim control.
- Separate high and low EQ for each track provides 10dB of boost or cut.
- dbx noise reduction for improved signal-to-noise ratio.
- Punch-in/out manually or with optional RC-30 footswitch.
- Effects send with stereo return can be applied in varying amounts to all four channels

- "Bounce or ping pong" a submix of multiple mono or stereo tracks onto a single empty track, leaving the original submix tracks free to overdub new material onto. You can even add a "live" track to the submix while you're bouncing down, to squeeze in yet another track.



424 mkII Portastudio

The 424 is premium Portastudio that takes multitrack recording to the next level. Features superior audio quality, balanced XLR inputs, enhanced equalization and a big-studio style AUX section.

All the features of the PORTA 07 plus—

- 4-track recorder with 8-input mixer (4 mono MIC/LINE inputs with 1/4-inch and balanced XLR jacks and 2 stereo inputs with 1/4" jacks.)
- Separate 3-band EQ section for each of the four mono channels with 10dB of boost or cut and sweepable mid-range.
- Auto Punch in/out with rehearsal, plus a Repeat switch lets you set up a tape loop that goes over the same area of a tape while you practice your punch-in/out and overdub moves—without committing a single note to tape
- Two independent dedicated AUX sends let you use more effects of use one as tape cue during tracking

- Dual-speeds, logic-controlled tape transport system improves tape handling and sound quality. Select 3-3/4 inch per second HIGH speed for the best possible recording quality or NORMAL 1-7/8 ips speed.
- Monitor output makes it easy to connect an external monitor amplifier without repatching—at mixdown.
- Tape DIRECT OUTS are provided for integration with external mixers.



MIDI Musicians Take Note—If you've got MIDI keyboards, drum machines and sound modules in your set up, you can exploit the power of virtual tracking with either the PORTA 07 or 424/454/488 Portastudio. You can use a MIDI synchronizer like the Tascam MTS-30 MIDI-Tape Synchronizer to record (stripe) a code onto track 4 (track 8 with the 488). Still select SYNC mode on the DBX switch and record the tone to tape. After stripping the tape with FSK or Song Position Pointer information, all your MIDI instruments will faithfully follow the tape during playback and recording, even if you slow or speed the tape using the PITCH controls. The big benefit is that your MIDI tracks (called virtual tracks) don't actually have to be recorded until final mixdown, giving you lots more unused tracks to record on.

464 Portastudio

The functionality of a pro recording studio in a small, lightweight package, the 464 Portastudio is a full-featured eight input, four-track cassette recorder complete with a 12x2 internal mixer and dual buss design that lets you create separate recording and cue mixes.

All the features of the 424 mk II plus—

- 4-track recorder with 12-input mixer (4 mono MIC/LINE with 1/4-inch and balanced XLR jacks, 4 stereo 1/4" jack pairs.

- Channels 1-4 offer High and Low shelving EQs and a sweepable Mid EQ. Tracks 5-8 and 6-7 have shelving EQ only, while 9-10, 11-12 are best used with input that has its own internal EQ.



488 mkII Portastudio

When 4 tracks are just not enough, then you need the perfect creative tool—the 488 mkII Portastudio. The most cost-effective 8-track recorder on the market, the 488 not only offers additional capacity but versatile capability and intuitive operation for easy capturing & manipulation of your ideas. Whether recording acoustic or electronic instruments or vocals, the 488 offers maximum creative freedom to produce your best work. With all the functionality of a professional studio, the 488 may be the ultimate demo recording machine.

All the features of the 454 mk II plus—

- Includes phantom power for use with high-quality condenser microphones.
- Built-in mixer features low-noise circuitry, with 12 inputs and 2 group busses. There is a separate input for your stereo master recorder.
- Each of the 8 main input channels includes individual 3-band equalizers. You get Hi and Low shelving EQs, plus a semi-parametric, sweepable midrange EQ.
- Unique multi-mix mode with the capability of handling up to 20 inputs at mixdown.

- The only 8-track cassette that offers a servo controlled tape transport complete with electronic braking. Equipped with a high-performance Hysteresis Tension Servo Controlled (HTSC) tape transport, the 488 delivers better sound than the first 8-track reel-to-reel machines.
- HTSC maintains precise and consistent tape tension from the beginning until the end of the tape. It actually dynamically adjusts the back tension on the tape as it moves from one end to the other, allowing precise locating capability.

ALESIS

Monitor One

Near Field Studio Reference Monitor

Designed by engineers with decades of experience, the award-winning Monitor One provides the last critical link in the recording studio's signal chain, giving you an accurate reproduction of what is being recorded.

- Delivers excellent image and transient reproduction, powerful bass, and smooth, extended high frequency detail.
- Exclusive SuperPort speaker venting technology eliminates the "choking" effect of port turbulence for solid high-power bass transients and extended low frequency response.
- Ferrofluid cooled 1" silk-dome driver eliminates the harshness and ear fatigue associated with metal or plastic tweeters, making it easy to mix on for extended periods.
- Monitor One's powerful bass incorporates a proprietary 6.5" low frequency driver with a mineral-filled polypropylene cone and a 1.5" voice coil wound on a high temperature Kapton former.
- They come in a mirror-image left/right pair covered with a non-slip rubber textured laminate for stable monitoring.

Monitor Two

Mid Field Studio Reference Monitor

With much of today's popular music demanding more bass at louder volumes than a small near field monitor can possibly produce—the Monitor Two delivers—at a price no higher than many of these smaller speakers.

- Utilizes a 10" three way speaker design with a unique asymmetrical crossover to maintain the same accurate tonal balance and imaging of the Monitor One—but with a much larger sound field.
- 10" low frequency driver incorporates Alesis' SuperPort speaker technology to provide powerful, extended bass.
- 5" mid frequency driver offers exceptional mid frequency detail
- 1" silk dome high frequency driver delivers a broad but natural frequency response from 40Hz to 18kHz.
- Covered in a non-slip rubber finish, the Monitor Two comes in a mirror imaged pair for mono accuracy.



TANNOY

PBM Series II

Reference Monitors

The PBM II Series is the industry standard for reference monitors. They feature advanced technologies such as variable thickness, injection molded cones with nitrite rubber surrounds and the highest quality components including polypropylene capacitors and carefully selected inductors. With a Tannoy monitor system you are assured of absolute fidelity to the source, true dynamic capability and most important, real world accuracy.



PBM 5 II

- Custom 5" injection-molded bass driver with a nitrite rubber surround for extended linearity and accurate low frequency reproduction. They are better damped for reduced distortion and exhibit more naturally open and detailed midrange.
- Woofer blends seamlessly with the 3" polyimide soft dome ferro-fluid cooled tweeter providing extended bandwidth for extremely precise sonically-balanced monitoring.
- Designed for nearfield use, the PBM 5 II cabinets are produced from high density medite for minimal resonance and features an anti-diffraction radused front baffle design.

PBM 6.5 II

- Transportable and extremely powerful, the PBM 6.5 II is the ideal monitor for almost any project production environment.
- 6.5" low-frequency driver and 3/4" tweeter are fed by a completely redesigned hardwired hand selected crossover providing uncompromised detail, precise spectral resolution and flat response.
- Fully radused and ported cabinet design reduces resonance and diffraction while providing deep linear extended bass.

PBM 8 II

- High tech 1" soft dome tweeter with unmatched pattern control and enormous dynamic capability. 8" driver is capable of powerful bass extension under extreme SPL demands.
- Hard wired crossover features true bi-wire capability and utilizes the finest high power polypropylene capacitors and components available.
- Full cross-braced matrix medite structure virtually eliminates cabinet resonance as a factor.
- Ensures precise low frequency tuning by incorporating a large diameter port featuring laminar air flow at higher port velocities.

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CARVER

CA-400/CA-900 Stereo Power Amplifiers

Designed from the ground up for fixed installation applications, the CA-400 and CA-900 are manufactured under the most stringent quality control procedures and are backed up with a full five year warranty covering all parts and labor.

- 3-position barrier strip screw terminal inputs can be used with balanced or unbalanced lines
 - Independent CH 1 & CH 2 level controls with 11 detented positions.
 - Dual mono mode for operating both channels with a single mono input
 - Bridged mono mode for combining the power of both channels into a single higher powered channel
 - Internally configurable for parallel mono mode, for single channel low impedance operation
 - Internal jumpers to bypass Left and Right Level Controls
 - Internal connection points for add-on accessories like the optional Balanced Transformer Kit
 - Independent CH 1 and CH 2 speaker relays will instantaneously disconnect if fault conditions such as over temperature, short circuit or D.C. offset is detected.
 - Power Ready, Signal Present and Clip/Protect indicators
- CA-400 features: 130W per channel into 8 ohms, 200W per channel into 4 ohms.
- CA-900 features: 325W per channel into 8 ohms, 450W per channel into 4 ohms.

Stewart

Power Amplifiers PA-1000 PA-1400 PA-1800



- High frequency switch mode power supply fully charges 120,000 times per second (1000 times faster than most power supplies) requiring far less capacitance for filtering and storage.
- High speed recharging also reduces power supply "sagging" that afflicts other designs.
- Incredibly efficient, 5 PA-1000 or PA-1400's (4 PA-1800's) can be run on one standard 20 amp circuit. No need for staggered turn-on configurations or other preventive measures when using multiple amp set-ups
- They produce smooth and uncolored sound, while offering very full detailed low end response and tons of horsepower.
- Each amp carries a full 5 year warranty on parts and labor
- PA-1000 weighs 9 lbs, is 15" deep and occupies one standard rack space. Delivers 1000 watts into 4Ω when bridged to mono.
- PA-1400 weighs 16 lbs, is 15" deep and takes 2 standard rack spaces. Delivers 1400 watts into 4Ω when bridged to mono.
- PA-1800 weighs 17 lbs, is 17" deep and takes two rack spaces. Delivers 1800 watts into 4Ω when bridged to mono.

BGV

Performance Series Amplifiers

Performance Series 1 300 Watt Power Amplifier

- Measuring only 3.5 inches high and weighing 26 pounds, the Series 1 delivers more than 150 watts per channel.
- Its welded steel chassis is unbelievably strong while a custom heat sink extension provides exceptional thermal capacity
- An internal fan provides quiet background noise levels for critical monitoring applications and when pushed hard the cooling system insures continuous cool operation even in the most demanding situations.
- Active balanced inputs with both XLR and 1/4" phone jacks.
- Supplied with quality 5-way binding posts for highly reliable speaker connection.
- Front panel handles are reversible for either rack mount installation or easy handling
- LEDs are provided for signal presence and clip indication; the detented gain controls have large knobs for easy front panel adjustments

Performance Series 2 600-Watt Power Amplifier

- Same as above except the Series 2 weighs 32 pounds and delivers more than 300 watts per channel.

Performance Series 4 1200-Watt Power Amplifier

- Same as above except the Series 4 weighs 53 pounds and delivers more than 600 watts per channel.
- Has a switch selectable clipping eliminator that prevents damage to the speakers

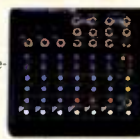
SAMSON MIXPAD 9

Ultra-Compact 9-Channel Audio Mixer

A remarkably compact 9-channel mixer, the MIXPAD 9 offers professional audio performance and a wide range of user-intensive features. It boasts low noise and distortion specifications, includes wide-range gain trim controls for both mic and line inputs and provides exceptionally low group delay over the full frequency bandwidth for a more transparent, open sound. It also has a very high slew rate—usually found only on larger, more expensive mixing consoles—allowing it to react very quickly to transients and maintain a crisp, articulate sound. It offers phantom power (48V) for use with condenser microphones and an in-line power supply eliminates magnetically-induced hum.

- 3 mic/line inputs and 3 stereo channels (total 9 inputs)
- 2 auxiliary sends for effects, and two Stereo returns
- Independent 2-band shelved EQ, pan control for mono channels and balance control for stereo channels

- Adjustable mic input trims allow use with a wide variety of mics
- Phantom powered XLR mic input connectors
- Peak LEDs for left and right main outputs
- Extremely durable, extruded aluminum chassis



MACKIE

MICRO SERIES 1202-VLZ 12-Channel Ultra-Compact Mic/Line Mixer

Usually the performance and durability of smaller mixers drops in direct proportion to their price. Fortunately, Mackie's fanatical approach to pro sound engineering has resulted in the Micro Series 1202-VLZ, an affordable small mixer with studio specifications and rugged construction. It delivers no-compromise, non-stop, 24-hour-a-day professional duty in permanent PA applications, TV and radio stations, broadcast studios and editing suites—where nothing must ever go wrong.

- Working S/N ratio of 90dB, distortion below 0.025% across the entire audio spectrum and +28 dB balanced line drivers
- 4 mono channels with discrete, balanced mic/line inputs and 4 stereo channels (12 inputs total)
- Line inputs and outputs work with any line level, from instrument level, to semi-pro -10dB, to professional +4dB

- Switchable phantom-powered (48V) inputs for condenser mics
- Every input channel has a gain control, pan pot, low EQ at 80 Hz, high EQ at 12.5 kHz and two aux sends with 20dB gain
- Master section includes two stereo returns, headphone level control and metering
- Sealed rotary pots resist and other contaminants



NEW! MS1402-VLZ 14 x 2 Compact Mic/Line Mixer

Mackie's fanatical engineers have done it again. Balanced inputs and outputs, 3-band EQ, AFL/PFL and deluxe tape monitor/Control Room feature. Nice long 60mm faders, six studio-quality mic preamps and extra Alt 3-4 stereo bus—in less than 1.3 square feet of space.

- Studio grade mic preamps (chs. 1-6) with high headroom, low noise and phantom power. Also incorporate low cut filters to cut mic handling thumps, pops and wind noise. Lets you safely use low shelving EQ on vocals.
- Trim controls (ch. 1-6) with ultra wide range (+10 to -40dB) handle everything from hot digital multitrack leads to whispering lead singers and older, low output keyboards.
- Pan control with constant loudness and high L/R attenuation so you can pan hard left or right without bleed-through
- Two aux sends per channel with 15dB extra gain above Unity

- 60mm log-taper faders are accurate along their whole length of travel and employ a new long-throw contact material for longer life & upper resistance to dust, smoke etc.
- Control room/phone matrix adds incredible tape monitoring, mixdown and live sound versatility
- Mute switch routes channel output to extra ALT 3-4 stereo bus. Use it for feeding multitrack recorder channels, creating a subgroup via controlroom/phones matrix, monitoring a signal before bringing it into the main mix or creating a "mix minus"
- Solid steel chassis instead of aluminum or plastic.



The new MS-1202, 1402 and 1604 all include VLZ (Very Low Impedance) circuitry at critical signal path points. Developed for Mackie's acclaimed 8-Bus console series, VLZ effectively reduces thermal noise and minimizes crosstalk by raising current and decreasing resistance.

NEW! CR-1604 VLZ 16-Channel Mic-Line Mixer

The hands-down choice for major touring groups, studio session players, as well as broadcast and sound contracting. The new CR-1604 VLZ features everything you would expect from a larger console, and then some! 24 usable line inputs with special headroom/ultra-low noise Unityplus circuitry, seven AUX sends, 3-band-EQ, constant power pan controls, 10-segment LED output metering and discrete front end phantom-powered mic inputs.

- Lowest noise and highest headroom (90 dB working S/N and 108 dB dynamic range). Many drummers consider it the only mixer capable of handling the attack and transients of acoustic and electronic drums.
- Genuine studio-grade phantom powered, balanced input mic preamps on channels 1-6. All CR-1604 VLZ (and optional XLR10 for ten more) discrete input channels incorporate four conjugate-pair, large-emitter geometry transistors. So, whether recording nature sound effects or heavy metal, mixing flutes or kick drums, you get the quietest, cleanest results possible.

- True 4-bus design with channel assignments to 1-2, 3-4 or main L-R
- 3-band EQ with mid-frequency sweep and low cut switch
- AFL/PFL solo and mute switches with overload and signal present indicators
- Rear panel features include insert points and 1/4-inch XLR connectors on every channel, as well as RCA tape inputs/outputs
- New, standard size channel trim pots are found at the top of each channel
- Rotary input/output "pod" allowing three different positions for set-up



TASCAM

M2600 mkII Series 16/24/32-Channel 8-Bus Mixers

LOW NOISE CIRCUITRY

- Combining completely redesigned low noise circuitry with Absolute Sound Transparency™ the M-2600 delivers high-quality, extremely clean sound. No matter how many times your signal goes through the M-2600, it won't be colored or altered. The signal remains as close to the original as possible. The only coloring you hear is what you add with creative EQ and your outboard signal processing gear.
- Double reinforced grounding system eliminates any hum.
- World-class power supply provides higher voltage output for better headroom and higher S/N ratio.

PREMIUM QUALITY MIC PRE-AMPS

- The M-2600's mic pre-amps yield an extremely low noise floor, enormous headroom and an extremely flat frequency response. It also increases gain control to an amazing 51dB. Plus, you get phantom power on each channel.
- Accepts balanced or unbalanced 1/4" inputs, and low-impedance XLR jacks. Better still, the TRIM controls operate over a 51dB input range. For the hottest incoming signals, all it takes is a press of the -20 dB PAD button atop each channel strip to bring any signal down to manageable levels. Plug in anything—keyboards, guitars, basses, active or passive microphones, samplers and more.

THE BEST AUX SECTION IN THE BUSINESS

Versatile AUX section has 8 sends total: 2 in stereo. Send signal in stereo or mono, pre- or post-ladder. Available all at once. Return signal through any of 6 stereo paths.



FLEXIBLE EQ SECTION

Bi-directional split EQ means you can use either or both EQ sections in the Monitor or Channel path... or defeat the effect altogether with one bypass button. Other comparably priced mixers will lock the shelving mix into the Monitor path only, limiting your EQ application.

ADVANCED SIGNAL ROUTING; OPTIONS

Direct channel input switching. Assign 1 line of eight busses, direct to tape or disk or to the master stereo bus. Because the group and direct-out jacks are one and the same, you can select either without re-patching.

ERGONOMIC DESIGN

The M-2600 has a big studio feel. All buttons are tightly sprung, lock into place and accommodate even the biggest fingers. The faders and knobs have a light, smooth "expensive" feel and are easy to see, reach and manipulate. Center detents assure zero positions for EQ and PAN knobs. Smooth long throw 100mm faders glide nimbly yet allow you to position them securely without fear of accidentally slipping to another position.

Panasonic SV-3800/SV-4100 Professional DAT Recorders



Designed for professional applications, the SV-3800/SV-4100 have highly accurate and reliable transport systems with search speeds up to 400X normal, and 20-bit D/A converters to satisfy the highest professional expectations both in terms of sound and functionality.

SV-3800 Features:

- Recording via analog inputs offers sampling rates of 44.1 or 48kHz. When recording through digital inputs, it automatically clocks to incoming frequencies of 32/44.1 or 48kHz
- XLR-balanced digital inputs/outputs plus consumer format coaxial and optical inputs/outputs. XLR-balanced analog stereo inputs/outputs. Output level is selectable between +4dB and -10dB. The input level is +4dB
- Built-in shuttle wheel has two variable speed ranges, 3 to 15x in Play mode and 1/2 to 3x normal speed in Pause mode
- High speed transport enables searching up to 250x normal speed. Search up to 400x normal speed is possible once the tape has been scanned in Play, FF or REV mode. This ensures access to any point on a two-hour DAT in under 30 seconds
- Ramped record mute and unmute with three seconds fade-in and five seconds fade-out provides automatic level changes at the start and end of a recording
- Comprehensive display includes program numbers, absolute time, program time, remaining time and Table of Contents.

SV-4100 Has all the features of the SV-3800 Plus— Offers enhanced performance required for professional production, broadcast and live-sound systems. Features such as instant start, external sync capability and enhanced system diagnostics make the SV-4100 the DAT quality standard

Fostex D-5 Digital Master Recorder

With professional features and a consumer price tag, the D-5 satisfies a lot of requirements. It records or plays back four hours of music, includes optical and digital input/output, and TOC functions that are as easy to use as a CD player. It's also equipped with basic pro features such as ID editing function, GPI and XLR connectors and 300X speed locate and search functions.

- Playback/record audio with 32/44.1/48 kHz sampling in SP (standard play) mode. Equipped with LP (long play) cassette, it can play/record at 32 kHz up to 4 hrs on a 120 minute cassette.
- Analog interface includes switchable (+4dB/-10dB) balanced and unbalanced XLR inputs and outputs
- AES/EBU digital interface (XLR) for professional use and optical (S/PDIF) input/output for consumer/semi-pro connections
- 5-pin GPI input connector allows Play, Stop & S-ID search to be implemented through commands from an external source
- Records CD-Q code sync ID, enabling precise music start up. When performing digital signal transfer from CD through its optical input, the D5 precisely records S-IDs according to the track number and index information of the CD-Q code. So even if there is a break in the middle of a song or there isn't a non-recorded section between two songs, you can locate to the S-ID location (eg beginning of song) precisely

D-10 Digital Master Recorder



- Switchable 44.1 and 48kHz sampling frequencies
- Analog interface includes switchable XLR-balanced (+4dB) and unbalanced RCA (-10dB) inputs and outputs
- Equipped with XLR-balanced AES/EBU digital interface and optical (S/PDIF) input/output conforming to IEC consumer and
- Built-in 8MB RAM (4 MB x 2) offers instant start as well as searching at 1/2x/second accuracy.
- Advanced jog/shuttle for precision cueing and monitoring.
- Auto Cue provides automatic locating to the exact start of audio modulation during ID search and tape loading
- Universal GPI input/output enables easy fast and simple editing, based on A-time between a pair of D-10s
- Switchable 2-position reference level: -12dB/-20dB
- Start and Skip IDs as well as up to 799 P-NOs can be recorded and played back
- 10-digit key-pad lets you store and recall 100 cue points
- Continuous or peak reading level meters can display available headroom with an accuracy of ±0.1dB
- Reads and displays A-time or Pro R-time, also provides PCM monitoring
- Optional 8333c interface card adds timecode and RS-422 (X 2) functionality to the D-10
- Reads an external timecode and records on the sub-code area
- Reproduces and outputs the timecode from sub-code area
- Switchable RS-422 and ESbus protocols. Using the ESbus, up to 16 D-10s can be daisy chained

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EQUIPMENT LEASING AVAILABLE

TASCAM DA-P1 Portable DAT Recorder

- Rotary two head design and two direct drive motors for the best transport in its class.
- XLR-balanced mic/line inputs (with phantom power) accept signal levels from 50dB to +4dB.
- Analog line inputs & outputs (unbalanced) plus S/PDIF (RCA) digital inputs and outputs enable direct digital transfers.
- Uses next generation A/D & D/A converters for amazing quality.
- Supports 32/44.1/48kHz sample rates & SCMS-free recording.
- Included in its design is a MIC limiter and 20dB pad to achieve the best possible sound without outside disturbances.
- TRS jack & level control to monitor sound with any headphones.
- Built tough, the DA-P1 is housed in a solid, well-constructed hard case. It includes a shoulder belt, AC adapter & 1 battery.



SONY TCD-D8

DAT Walkman Player/Recorder

- Long Play (LP) mode allows 4 hours of recording on a single DAT cassette.
- Equipped with digital coaxial and optical input connector. Also has analog Mic and Line inputs.
- High-speed Automatic Music Sensor search function finds & plays tracks, skips forward or back up to 99 tracks, all at 10X normal speed.
- Digital Volume Limiter System increases listening comfort & sound quality by automatically adjusting for sudden level changes.
- Two-speed cue-review lets you hear sound while player is in fast-wind modes, up to 3x or 25x normal speed.
- LCD display with backlit windows clearly shows recording level, track number, operating status and 4-segment battery indicator, even in low ambient light conditions.
- Optional RM-D3K System Adapter Kit for complete digital interface. It has input/output connectors for both the optical cable & the coaxial cable. Also includes a wireless remote control.



TCD-D10 PRO II Portable DAT Recorder

- Has balanced XLR input, switchable mic (-60dB) or line (+40B) inputs. A 12-pin digital connector provides interfacing with AES/EBU digital signals of 32/44.1/48.0 kHz sampling rates.
- Comprehensive self-diagnostics function constantly monitors the rotation of the head drum, capstan and reels. The tape transport mode and load/unload time are continuously checked as well.
- Up to 99 start IDs can be recorded in the subcode area. When the record button is pressed, the start ID is recorded automatically for 9 seconds. During recording, it can also be added manually to any position of the tape. Search for start IDs is 100X normal speed.
- 20-segment digital peak level meters include overload indicators. Closely tracks input signal for accurate level indications.
- During playback, the date and time of recording is displayed.
- Has a record-level limiter with a fast attack time of 300ms. Mic attenuator prevents distortion by suppressing signal level 20 dB.
- Immediate playback is possible through a built in speaker.
- Supplied wired remote controller also accepts a mic holder. Two mic stand screw adapters are also supplied.
- Supplied NP-22H rechargeable battery provides 1.5 hours of operation. Optional NPA-D10 battery adapter enables 1 hour on AA batt. Supplied ACP-88 AC adapter operates on 100-240V 50/60 Hz.



Roland DM-800 Digital Audio Workstation



The DM-800 is a compact, stand-alone multi-track disk recorder that provides an amazing array of features at an unbelievably low price. Whether for music production, post production or broadcast, the DM-800 will make your work simpler, faster, more productive and more profitable. A full function workstation, the DM-800 performs all digital mixing operations from audio recording, to editing, to track-bouncing, to final mixdown. It fully supports SMPTE and MIDI time codes and also features a built-in Sample Rate Resolver to synchronously lock to any time code.

POWERFUL EDITING

- Time compression, pitch compression
- Completely non-destructive cutting, erasing, copying
- Very fast looping for music or ambience editing
- Scrub preview and preview to, from and thru
- Six levels of waveform zoom
- Optional RS-422 interface (D10-800D) for 9-pin control from video editor

FLEXIBLE I/O STRUCTURE

- Full digital patch bay
- Stereo AUX send buss
- Two stereo AUX returns
- Direct channel outs
- Digital stereo input and two digital stereo outputs
- Four balanced analog inputs with gain controls and four balanced analog outputs with option for 4 more

FULL AUTOMATION

- Dynamic and snapshot automation of level, pan, 2-band EQ, including frequency select, boost and cut
- Microscope editing of automation data
- Phase level editing of level, crossfade and fade in/out

TRIGGER FEATURES:

- Trigger mode to play any combination of 8 tracks for vocal fly ins or sound effects placements
- Advanced trigger mode for live operation with preset or dial up use of phrases to be played one after another

MIDI FEATURES:

- MIDI machine control
- Internal tempo maps
- Accurate editing by bars and beats sub-beats
- MIDI clock and song position pointer output
- 8 MIDI triggers for instant phrase playback
- MIDI trigger of record and punch in/out
- Tempo maps from external sequences, MIDI or tap input.

ACCURATE SYNCHRONIZATION

- Frame accurate sync to any time code
- Locks to MTC
- Generates and reads all types of SMPTE, including 24.25, 29.97 (Drop/ non-drop) and 30 frame per second
- Incoming SMPTE reshaped to output jack

RECORDING OPTIONS

- Records to standard SCSI hard drives
- Up to 24 hours recording time possible
- Uses Magneto Optical or Syquest drives for fast project changing
- Optional internal 2.5" Drives for portable operation

PROJECT CATALOGING

- Up to 150 projects on line at once
- Easy cataloging of sound effects and projects
- Easy transfer of sounds from one project to another
- File compatible with DM-80

HIGH QUALITY SOUND

- Sampling rates of 48/44.1/32 kHz
- 18-bit A/D and D/A with 128 and 8 times oversampling
- 24-bit internal processing

VIDEO OUT

- Composite, S-video, digital RGB output
- All track overview with infinite level of project zoom
- Views of phase and waveform editing
- Very accurate level meters
- Track status and time location

Digital Multi-Track Recorders

TASCAM



The first thing you notice about the eight channel DA-88 is the size of the cassette - it's a small Hi-8mm video cassette. You'll also notice the recording time - up to 120 minutes. These are just 2 of the advantages of the DA-88's innovative use of 8mm technology. The ATF system ensures that there will be no tracking errors or loss of synchronization. The DA-88 doesn't even have (or need) a tracking adjustment. All eight tracks of audio are perfectly synchronized. What's more, this system guarantees perfect tracking and synchronization between all audio tracks on all cascaded decks - whether you have one deck or sixteen (up to 128 tracks). Incoming audio is digitized by the on-board 16-bit D/A at either 44.1 or 48kHz. The frequency response is flat from 20Hz to 20kHz while the dynamic range exceeds 92dB. Execute seamless Punch-ins and Punch-outs. This feature offers programmable digital crossfades, as well as the ability to insert new material accurately into tight spots. You can even delay individual tracks, whether you want to generate special effects or compensate for poor timing.

FOSTEX RD-8



Based on the S-VHS format, the RD-8 is designed for the home project or professional recording studio. Features include up to 40 minutes of recording time on a single tape, noiseless punch-in/out, selectable sampling frequencies of 44.1 and 48kHz and pitch and track delay controls. Systems are expandable from 8 to 128 tracks and there are a wide variety of options available. Full transport control is available via the RS-422 port, providing full control right from your video bay. The RD-8 records at either 44.1 or 48kHz and will perform Pull-Up and Pull-Down functions for film/video transfers. The Track Stop feature helps maintain perfect sound-to-picture sync and the 8-Channel Optical Digital Interface keeps you in the digital domain. The S-VHS transport in the RD-8 was selected because of its proven reliability, rugged construction and superb tape handling capabilities. 8 tracks on S-VHS tape allow much wider track widths than is possible on other digital tape formats. With its LCD and 10-digit display panel, the RD-8 is remarkably easy to control. You can readily access 100 locate points, and cross-fade time is fully controllable in machine to machine editing. Table of Contents data can be recorded on tape. Since the RD-8 is fully ADAT compliant, your machine can play tapes made on other compatible machines, and can be controlled by other manufacturers ADAT controllers. Your tapes will also be playable on any other ADAT deck.

SONY PCM-800



Based on the success of Sony's multi-channel DASH-format recorders, the PCM-800 is an affordable and expandable 8-track digital system that employs Hi8 tape technology. Combines flawless sound quality, outstanding reliability and professional audio interfacing with AES/EBU digital I/O and XLR analog I/O connections. Combines all basic audio functions such as precise auto punch in/out digital cross fade technology, external synchronization with SMPTE/EBU time code and selectable sampling frequencies of 44.1 and 48kHz. Also features a shuttle dial for precise tape control, variable-speed playback of 6% in 0.1% increments and a flat frequency response from 20Hz to 20kHz. Up to 16 PCM-800's can be operated in perfect sync with optional RCC-S1 sync cables, providing up to 128 channels of digital audio recording and reproduction. Optional DABK-801 Sync Board provides SMPTE/EBU time code generation and chase synchronization. It can be locked to the incoming time code with subframe accurate offset, which is ideal for audio-follow-video applications. The DABK-801 also provides complete video synchronization to external video reference signal. Optional RM-D800 provides comprehensive remote control over all functions of the PCM-800. The RM-D800 can control up to six units for up to 48 channels of digital audio.

ALESIS adat xt

8-Track Digital Audio Recorder

An incredibly affordable tool, the new ADAT-XT sets the standard in modular digital multitrack recording. With new features & enhanced capabilities, the ADAT-XT operates up to four times faster than the original ADAT, offers an intelligent software-controlled tape transport and provides onboard digital editing and flexible automation.

Stunning Audio:

- Incorporates ultra-high fidelity 18-bit, 128 X oversampling A/D converters which provide better-than-CD audio quality.
- For outputs, the D/A converters provide 20-bit, 8x oversampling performance for a flatter frequency spectrum, improved phase response and much less low-amplitude distortion.
- Frequency response is 20 Hz to 20kHz ± 0.5 dB, S/N ratio is greater than 92dB, crosstalk between channels is better than -90dB @ 1kHz.

Flexible Inputs and Outputs:

- Servo-balanced 76-pin ELCO connector operates at +4dB for interfacing with consoles with +4 dB balanced/unbalanced inputs/outputs.
- Also includes unbalanced -10dB inputs/outputs (phono connectors).
- Has an electronic patch bay built-in so it can be used with stereo and 4-bus consoles.
- Multiple Optical Digital I/O can carry up to eight tracks at once completely in the digital domain. The digital I/O combined with the ADAT Synchronization interface make it completely compatible with any ADAT-format recorder or other devices that use Alesis' proprietary digital protocol.

Digital Editor:

- Make flawless copy/paste digital edits between machines or even within a single unit. A new Track Copy feature allows you to make a digital clone of any track (or group of tracks) and copy it to any other track (or group) on the same recorder. This allows you to assemble composite tracks for digital editing.
- Use two or more ADAT-XTs and the Tape Offset feature lets you copy and paste not only from track to track, but from location to location. Tape Offset assembles the elements of a project with a minimum of repetitive over dubbing. It changes the relative tape position of a slave XT to its master, so you can "fly" audio to different locations on each tape.
- Track Delay feature allows you to delay the time reference of a track by up to 170ms. With Track Delay, you can easily change the groove of a tune. Track Delay is individually adjustable on each channel and is excellent for fixing slight timing errors in recorded tracks (player lags behind or rushes the beat). In recordings with multiple microphones, you can time-align each track, precisely compensating for the spacing between mics with accuracy to 0.0001 seconds.



Intelligent Transport:

- Rewinds and fast-forwards up to to 4X faster than the original ADAT.
- Advanced transport software continuously monitors automation performance and the head constantly reads ADAT's built-in sample-accurate time code - even in fast wind modes.
- Newly developed Dynamic Braking software allows the transport to quickly wind to locate points while taking every precaution to treat the tape gently.
- Onboard Autolocator with Auto Record: Onboard 10-pin autolocate system provides quick access to multiple tape locations. Four specialized locate points make your recording sessions quicker and easier.
- Auto Play automatically enters Play the moment any autolocate point is reached, Auto Return automatically rewinds at the end of a loop.
- Auto Record function lets you automate punch-in/punch-out times that are accurate to 1/100th of a second.
- Rehearse Mode allows you to enter or exit record modes without actually laying tracks to tape.
- To record on the fly, you can even use the Individual Record Enable buttons to punch in and out of tracks.
- Includes remote control with transport and locate functions, offers a footswitch jack for hands-free punch-in.

Optional Accessories:

- BRC Master Remote Control lets you command up to 128 tracks from a single location, with 460 nameable locate points, SMPTE & MIDI synchronization & extensive digital editing power.
- AI-1 Digital Interface offers sample rate and digital format conversion between the ADAT-XT's Optical Digital Interface and AES/EBU and S/PDIF formats.
- AI-2 Synchronization Interface allows synchronization to video and film. The AI-2 offers compatibility with video recorders and editing systems (including Timeline's Lynx-2 system) and can issue MIDI Time Code and translate MIDI Machine Control commands to the ADAT-XT.

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- Left/Right channel mic input attenuation selector (0dB/-30dB)
- 48v phantom power, built-in limiter & internal monitor speaker.
- Illuminated LCD display shows clock and counter, peak level metering, margin display, battery status, ID number, tape source status and machine status.
- Supplied Nickel Metal Hydride rechargeable battery powers the PDR1000 for two hours. The battery has no "memory effect" and is charged in two hours with the supplied AC Adapter/charger.
- PDR1000TC Additional Features: In addition to all the features of the PDR1000 recorder, the PDR1000TC is equipped to record, generate and refer to time code on all existing International standards. All standard SMPTE/EBU time codes are supported, including 24, 25, 29.97 (drop frame and non-drop frame) and 30 fps. External synchronization to video, field sync and word sync.

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- Is the price too LOW? If a deal seems too good to be true, it probably is.
- Consider the quality of the company's clientele--does it work with professionals--names you recognize? Ask for references.
- Consider how knowledgeable & helpful the company's staff is on the phone: do they know the music business? Are they interested in your project's potential?

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3. Think Backwards--Plan Your Promotion First

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Be sure to also take advantage of the inexpensive promotion and distribution opportunities available on the **World Wide Web**. You can set up your own Web "homepage," or you may want to consider joining the Oasis-sponsored **Musicians on the Internet** program, which promotes your CD online & distributes it via the CDnow superstore.

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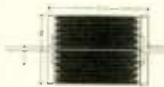
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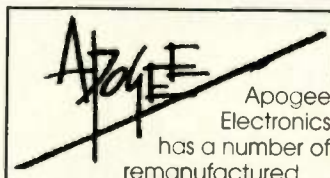
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ACROSS THE BOARD

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11). This little patchbay had 24 connectors in it for \$40. I could hook up 11 pieces of digital gear and have one connection to the Z Systems box.

At first, I thought that digital audio through a telephone connector couldn't be good enough for my needs, but then I realized that this is the standard connector for connecting computers to Ethernet that have data rates of 10 megabits per second. If it is good enough for that, then it should be good enough for digital audio.

AES is actually a balanced signal. Pins 2 and 3 of the XLR carry the digital audio signal, so you really only need two pins worth of phone connector to do the job. I decided on the eight pins to thwart any potential bad patch connections. I connected pin 2 of the XLR to pins 1, 2, and 3 of the RJ-45 jack, and pin 3 of the XLR to pins 6, 7, and 8 of the RJ-45 jack. I now have three pins making the connection for each wire. Chances are a lot better of making a good connection. Half of the

connectors are wired to male XLRs for output and the other half is wired to female XLRs for input.

For patch cords, you can either buy Ethernet patch cords at places like Computer City or CompUSA, or you can make them yourself with some RJ-45 connectors, an RJ-45 crimper, and some eight-conductor Ethernet cable. I cut the wire into two foot lengths, crimped a connector on each end, and I was in business. Make sure the patch cords are wired straight thru, pin 1 to pin 1, etc.

I hooked the digital equipment that I do not use very often to the new patchbay and connected one of the jacks to the Z Systems box. It all works perfectly. Now I can connect anything to anything. The total cost of this little puppy was \$125, including all of the XLRs. And what's even better is that now that I talked about it in my column, I can write it off. Cool, huh?

EDITOR'S NOTE: If you want Roger to put more cool stuff on his web page, you better check it out and leave him a note, or he will be really peeved! See it at <http://www.digital-atomics.com>.

MI INSIDER

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listening volume and the second channel down full. Gradually turn up the second channel; if the effect level decreases, then the processed outputs are out of phase. If the effect level increases, all is well.

10. Paralleling multieffects with guitar amps. One way to enrich a sound is to double a multieffects with an amp and mix the sounds together. Although you could simply split the guitar through a Y-cord and feed both, here's a way that can work better.

To supplement the multieffects sound with an amp sound, send the multieffects "loop send" (if available) to the amp input. This preserves the way the multieffects input stage alters your guitar. If you'd rather supplement the basic amp sound with a multieffects, feed the amp's loop send to the multieffects signal input to preserve the amp's preamp characteristics.

Well, that covers the 10 tips. Until next time, have fun strumming those wires — and remember that the magic word for all guitar multieffects is equalization. **EQ**

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COMING UP IN EQ AUGUST

SPECIAL POSTPRODUCTION ISSUE. EQ takes a special look at audio-for-video, including a behind-the-scenes look with Elliot Goldenthal (*A Time to Kill*) and reviews of hot postproduction gear — including Digidesign's Pro Tools IV.

BACK TO SCHOOL. September is only a few months away, and you know what that means — back to school. Interested in the higher learning aspects of audio production? EQ tells you how to pick the recording school that's right for you.

PC RECORDING 2: It's back! You loved it in May, and so it's here again in August. Join Craig Anderton and David Miles Huber for another look into the many facets of computer recording.

To be a part of this exciting issue, contact: Kathleen A. Mackay; Associate Publisher Matt Charles, Andrea Berrie, Christine Cali, Pete Seidel; Advertising Sales

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Missing the Good Ol' Days



...And how to patch things up digitally and, more important, cheaply

BY ROGER NICHOLS

When I was growing up, the statement, "There's a rumble down the street!" meant that there was a fight, usually between two rival car clubs. I was a member of the Quarter Kings of Ontario, California and displayed my car club plaque in the back window of my blown, injected '57 Chevy. The rival car club at the time was the Forty Niners of Upland, California. We never had any knock-down drag out fights, but we used to drag race on back roads a lot.

Nowadays a rumble down the street refers to someone in a Honda

Civic with the backseat full of subwoofers and the trunk full of amplifiers. A drag race probably means guys running in high heels and dresses. Times have changed.

Studios and studio equipment have changed, too. Dolby A noise reduction used to take up seven rack spaces for each pair of channels, and now you can get 24 channels of Dolby that will fit inside the tape machine. Mitsubishi 32-track digital machines used to cost \$160,000 and now used ones can be found for the same price as 32 channels of TASCAM or ADAT. Many project studios have more tracks of digital audio than lots of commercial facilities.

In the category of outboard gear, I see two things happening. On one hand, we have more and more sophisticated outboard reverbs and signal processors getting ever more powerful. On the other hand, we have a rising lust for old outboard gear that 10 or 15 years ago could be found in junk heaps and electronic salvage dealers. Fifteen or 20 years ago, Pultec, Langevin, API, UREI, Gotham, and similar marquees branded the faceplates of outboard gear in most of the major studios. As newer gear came out, the old gear was replaced. It was not until the digital age that we realized what we really had in these junk heaps.

All of the early outboard gear was made with discrete components that were hand wired. Sometimes the components had to be hand selected to attain the desired performance. Many pieces of outboard gear utilized tubes instead of transistors. Tubes sounded different than transistors, and there were fans of both. Tube gear sounded warm, gave off plenty of heat in the winter, and could always double as a boat anchor. Transistorized equipment ran much cooler, required less maintenance, and took up less rack space. The war between tubes and ICs hasn't stopped yet.

Many pieces of vintage outboard gear added their own unique character to the sound. With digital recordings, it was now easier to preserve this character on tape. Now it is easier to hear

the difference between a \$5000 tube mic preamp and a \$500 tube mic preamp. It is also easier to hear the difference between a Pultec EQ and the "hot" EQ of the moment. When using tube compressors, the operative word to describe the way it sounds is usually "nice."

The bottom line here is that as some people upgrade their studios to incorporate new whiz bang outboard gear, they may be throwing the baby out with the bath water. If they don't want the old UREI 1176 limiters or API EQ modules, maybe you can take them off their hands for a reasonable price. This doesn't happen all of the time, but I see it once in a while, usually when a friend of mine calls me up to brag about the Pultec he found in a pawn shop for \$75, or the perfect Neumann U87 for \$40. Keep your eyes open. Check out out-of-the-way pawn shops and classified ads in those little weekly papers. Your studio full of quality used gear could be the envy of the neighborhood. If you run across something and you don't know what it is, e-mail me or ask on rec.audio.pro on the Internet. Somebody will know what it is. Don't tell them where it is, though, or it might not be there when you go back to get it.

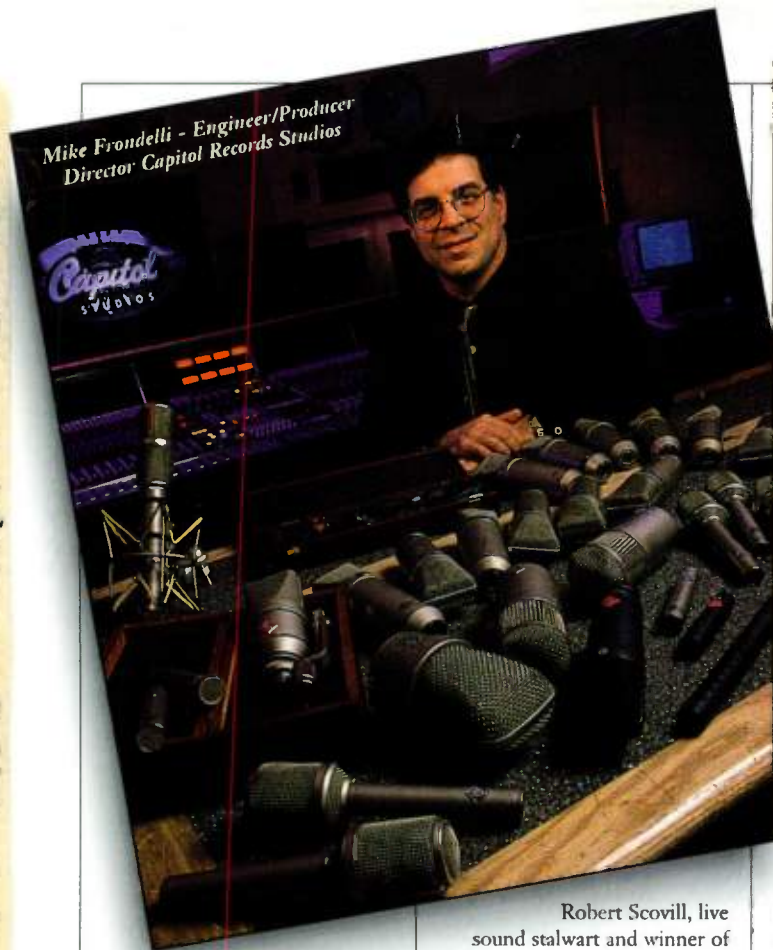
PATCHBAY FOR PENNIES, FROM NICHOLS

How many of you wish you had a digital audio patchbay to route all those AES signals around? Raise your hand if you do. OK, now how many of you really raised your hand? *You're reading a magazine! I can't see you raise your hand.*

I have a Z Systems 8.8 digital audio de-tangler. I have it hooked up to the eight most-often switched pieces of digital gear. But there is always more gear than switch points. I could get the 16.16 or the 32.32, but then none of you would speak to me any more. So, I was rummaging around the used electronic junk house in Nashville and found a 10base-T Ethernet patchbay. It uses those connectors that are like the ones on the end of your telephone cord except they have eight pins (RJ-45) instead of four (RJ-

continued on page 144

Mike Frondelli - Engineer/Producer
Director Capitol Records Studios



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The bottom line is this: before you go dropping big cash on outboard gear trying to make your studio sound good, consider the most important part of the signal path, your microphones. The only way to get great sound *out* of your studio is to *capture* great sound. And no other microphone captures sound as well as Neumann . . . not even close.



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