

1VU Mixer Family



16Ch & 12Ch Mixers developed for the SCOPE Platform

Introduction

The 1VU mixers were designed with several goals in mind. These include:

- Minimizing the screen footprints for the given number of mixer channels (pack as much functionality into the smallest space); and
- Having the 'channel view' follow faders as they are moved (i.e. move ch1 fader – see ch1 view).

There are two versions of the 12 Ch mixer:

- 1Vu12ChMixer; and
- 1Vu12ChLPMixer ('LP' meaning low-profile).

The low-profile version can be expanded or collapsed (Large/Small button). Expanded you get the 'channel view', collapsed - Faders and VU meters only.

The functionality of the 12Ch mixers is the same and they share one preset file.

The mixers are similar in many ways to the functionality of the classic STM 2448 mixer we all know and love. There are some differences in channel design and of course the layout.

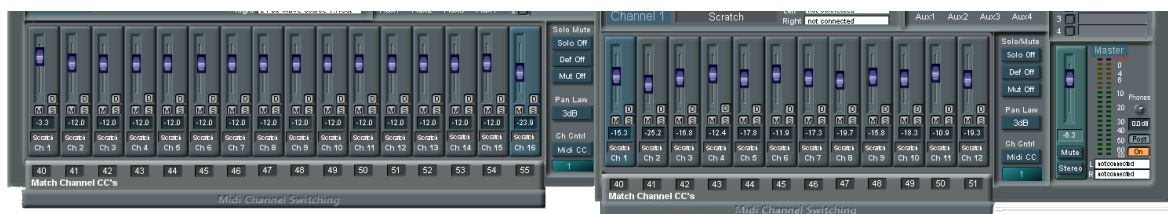
Of note are:

- Channel inputs have a number of configurations (i.e. stereo, stereo reverse, mono, mono L and mono R);
- Phones out is available; and
- Auxiliary sends may be switched and used as internal Busses (Global function - switch Aux1 to Bus1, Bus1 becomes available to all channels and Aux1 is lost to all channels).

Mixer Features

The functionality of both the 16 and 12 channel models are the same. The mixers offer the following features:

- Channels may be switched out (on/off buttons under the VU's). This allows for a reduction in DSP usage if there are channels that are not needed;
- Channel views follow fader movements via receipt of internal or external midi cc messages assigned to each fader (Channel faders only) (Default CC settings, 16Ch: 40 – 55, and 12Ch: 40 – 51). These can be changed, if required, via the 'Midi Channel Switching' tray at the bottom of the mixers. Other Midi CC's can be used on other controls of the mixers, as needed, and they will not affect the current channel view;



- Channel Fader Midi CC's are saved with presets, so if you change any CC's you will likely have to overwrite factory presets to ensure all works as planned;
- Midi CC control can be overridden by switching to the 'Ch Cntrl' button from 'Midi CC' to 'Manual'. This allows faders to be moved as will whilst adjusting of a particular channel's EQ, Compression, etc;
- When switched to 'Manual' channel views can be selected by clicking the body of the relevant channel's fader, or by clicking the Ch buttons below the VU meters. (**Note:** the Ch buttons are not selectable when in 'Midi CC' mode);
- The current channel view is indicated by the channel number displayed in each channel view and by the highlighted Ch button below the VU meters.

Setting Fader Midi CC's

To set up a channel so its 'view' is opened when the relevant fader is moved, set the fader midi CC as normally done for SCOPE controls, then match the Midi CC number in the Midi CC Switching tray.



As stated earlier, fader following works with either internal or external midi cc's. If the fader is moved via a mouse (or touch on a touch screen) the relevant channel will show. Similarly, if a relevant CC is sent from a controller or the like and the mixer is connected to the right midi input then it will respond accordingly. Note also, external midi CC messages need to be sent on the midi channel set in the 'Ch Cntrl' section of the mixer.

Notes

1. The mixers evolved of an earlier design. These mixers have an improved and more robust channel following design which should make them more reliable in their operation.
2. The mixers are quite heavy in DSP use and have not been fully optimized. The 12 Ch version will load to a 6 DSP Pulsar II card, but you will have limited options when comes to adding effects or doing other things within your project. Keep in mind you can turn off unused channels to free up DSP.

I hope these mixers will be of some use to you, good luck.

Regards,

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