CONVENTIONS USED IN THIS MANUAL

Three types of brackets are used to indicate the type of control being refered to.

[   ] is used to indicate a panel-mounted key or encoder.

{   } is used to indicate a Vistonics™ (VST) key or encoder.

<   > is used to indicate a button on a touch-screen.

GENERAL RULES

* Pressing a [SETUP] key whilst in that SETUP function will exit that function immediately.

* Vistonics™ {EXIT} buttons close the page immediately.

* Parameter changes made by the user are processed immediately.

* Grey-out is used to show that an audio function block is bypassed.

* In order to allow the pre-setting of parameters it is possible to change the parameters and states even if the block is greyed out, e.g. EQ filters can be switched on/off and parameters can be changed even if the Equaliser is switched off with the EQ {IN} key.

SCREENS
Input Screens

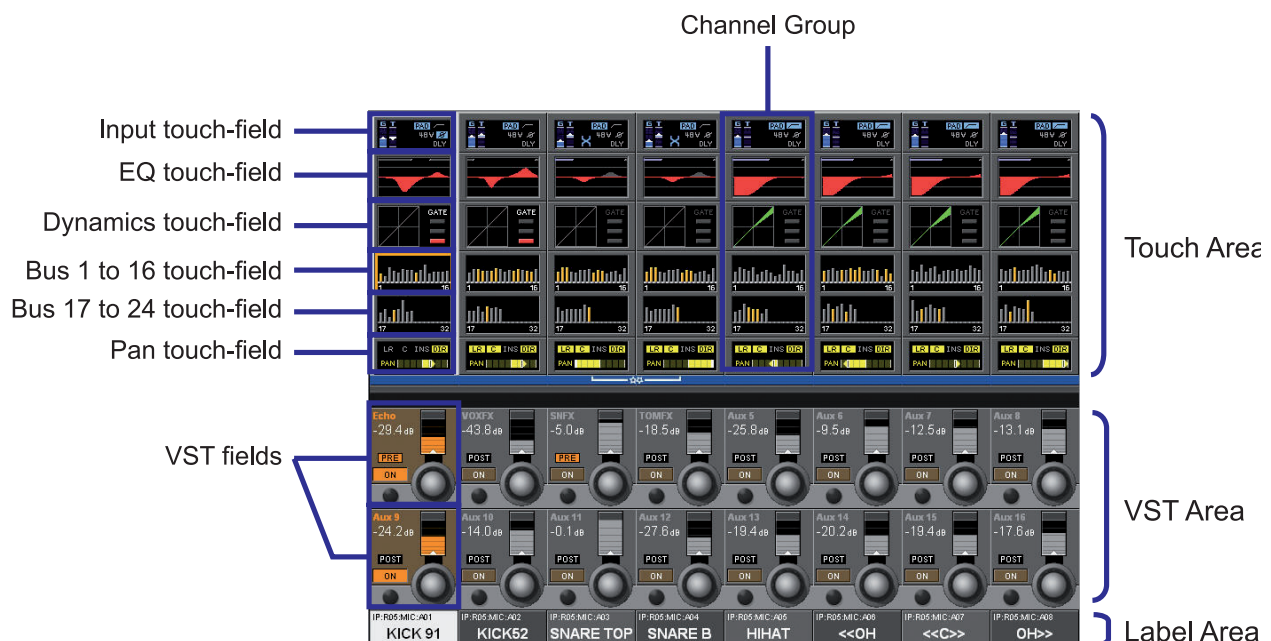The Input Screens are divided into logical areas and fields as shown below.

Figure 3-1: Input Bay Screen Areas and Fields.

Further details about these areas and fields can be found in chapter 4.

Note: each TFT screen may have up to 4 permanently bright or permanently dark pixels, and still be within the TFT screen manufacturer's specifications.

Screen Colour Codes

The following table shows the colours used in their corresponding context:

Function	Colour
Audio Processing	
Input Functions	Blue
Equaliser	Red
Filter	Dark Blue
Gate,Comp,Lim,De-ess	Green
Pan, Dir Out, Insert	Yellow
Oscillator	Gold
Monitoring	Lilac
Busses	
Aux	Orange
Audio Group	Green
Matrix	Cyan
VCA/MG Indication	
VCA 1..8	Blue
VCA 9..16	Pink
Mute Group Patch	Red
Input Patch	Blue
Output Patch	Red
Control	Grey

For the Soundcraft FaderGlow™ colours see chapter 18. Soundcraft FaderGlow™ (Pat. Pend.) is a unique feature that gives the user an additional level of status overview, and can significantly reduce operating errors.

VISTONICS II™ KNOBS

If a function is assigned to the button, the state is indicated like this:

OFF   ON

Figure 3-2a: VST Button Status Indication.

If the button can open a configuration page in the Touch area it looks like this:

Normal   Page Is Open

Figure 3-2b: VST Buttons Which Can Open A Configuration Page.

AUDIO FUNCTION STATES

If an audio function block is disabled, with the background of the field changed to grey, the button indication will change to a darker colour.

Function Active   Function Disabled

Figure 3-2c: Active/Disabled Functions.

MOMENTARY/LATCHING CONTROL ACTION

The physical keys on the desk have both a momentary and a latching action. If a key is pressed and released within approximately one half of a second, the control will latch. If the key is held down for longer, and then released, the control will return to its original state as the key is released.

The keys on the Vistonics area also operate in the same way.

The touch-screen buttons/areas operate in a latching mode only.

SOLO/SEL KEYS

The [SOLO/SEL] keys operate in two modes.

The default function is to enable the SOLO path from its channel or bus to the monitoring system.

However, if a touch-area page is open, pressing a [SOLO/SEL] from another channel (within its own bay of eight channels) moves the touch-area page to this new channel.

LABELLING

General

Labelling can be done with the on-screen keyboard or an external USB keyboard.

The on-screen keyboard is context sensitive and shows only the allowed characters and symbols.

Fig 3-3: The On-screen Keyboard.

Channel Labels

By default the channels are labelled CH-1 to CH-96.
Soundcraft Vi Series™ uses long labels for the Screens and short labels for the LCDs. Long labels can contain up to 10 characters, whereas short labels are restricted to 6 characters.

Figure 3-4: The Channel Label Page.

Changing The Channel Label

* Press the <INPUT> touch field to open the Input Page.
* Enter the channel label page by pressing {CH LABEL} on the Input Page.
* Type the long name (only valid characters are possible).
* Adjust the short name if necessary by touching the <Short Label> on the screen or by using <TAB>.
* Pressing backspace twice while in the short label field will copy the long lable into the short label field, with characters in red indicating that they will not be displayed.
* Leave the page with <ENTER>, or by pressing {CH LABEL} again.

<TAB> toggles the cursor between long and short fields.

BUS CONFIGURATION

The most important configuration of the Soundcraft Vi Series™ is the bus configuration, and this is done using the [ALL BUSSES] view on the four input bays.
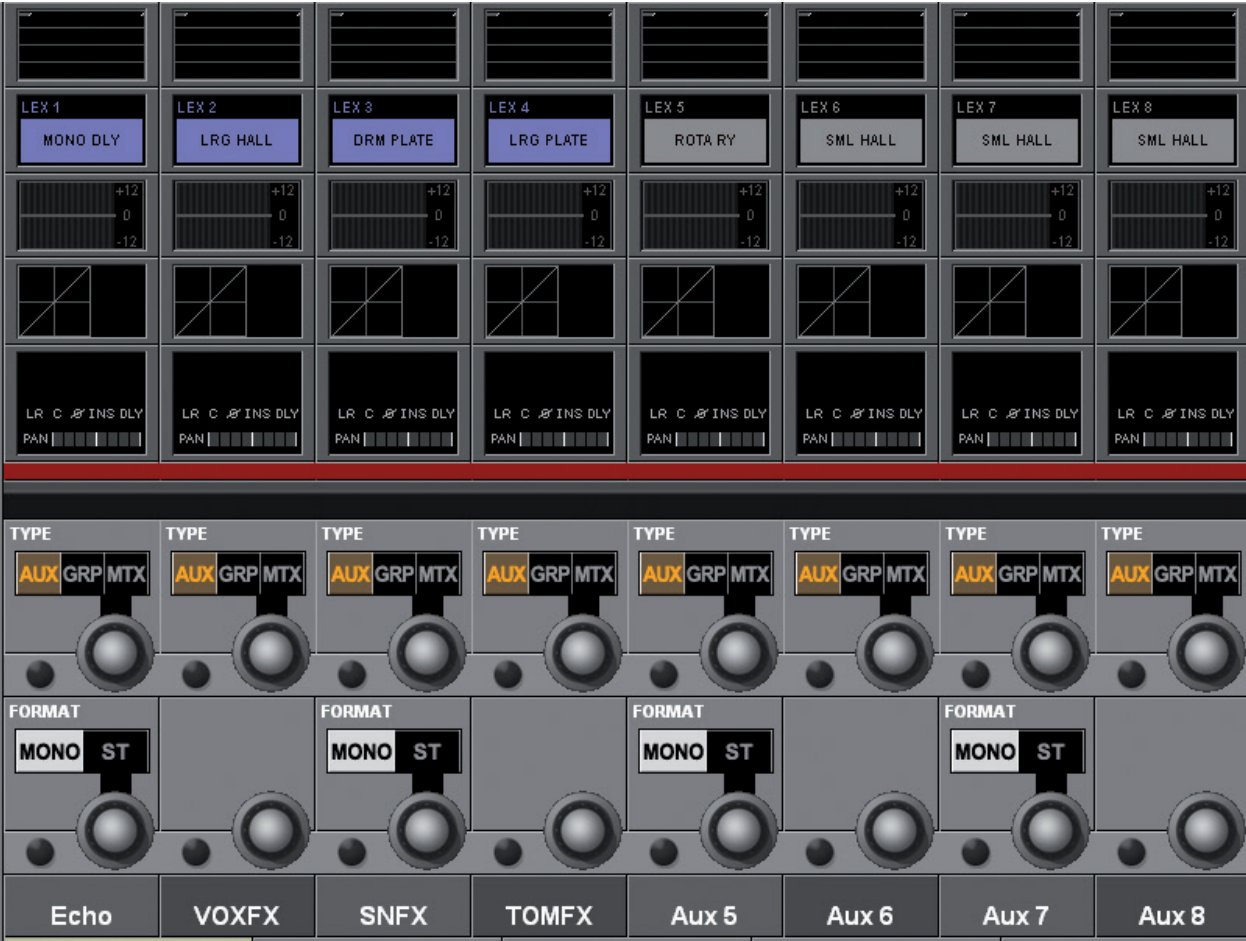

Figure 3-5: The Input Screen If [ALL BUSSES] Layer Is Active.

The TYPE field can be set to one of three values: AUX, GRP or MTX, the encoder is used to change the Bus Type. If Aux is selected and if the format field, see below, is set to stereo then the {CHPAN} field enables the stereo Aux send signal to follow channel pan, rather than have its own pan control.

The FORMAT field (only odd busses) is available for Aux and Grp busses. The field can be set to Mono or Stereo. The Encoder changes the setting of the Audio Format field. If the field is set to stereo the next even numbered bus will not be shown.

In the ALL BUSSES Layer, all 32 Busses are shown from left to right on the four input bays on the Vi6. i.e., Bus 1 is mapped to the left-most strip, while bus 32 is mapped to the right-most strip of the Control Surface (For Vi4, 24 busses will be shown, access other busses via the masters or output meter screen).

Vi Series supports the following Bus Types:

- AUX   Mono
- AUX   Stereo
- Group   Mono
- Group   Stereo
- Matrix Mono

GANG

General

Gang is a very helpful feature to speed up operations that influence functions on multiple input channels, or on output busses, in the same way.

For example, if Input Channels are ganged, then a parameter change of a function will be applied to all other ganged channels in an offset manner. For example, adjusting any rotary parameter or fader within a gang will add that offset to, or subtract it from, all other channels in the gang. Pressing a switch will change all other channels whose switches are not currently in the resulting state, to that state. From that point on, further presses will result in all switches changing mode together.

Creating A Gang

* Activate the GANG Mode with [GANG], the [GANG] key will glow blue (see Figure 1-4 for the location of the [GANG] key).
* Add/remove a channel by pressing channel's [SOLO/SEL] key. The [SOLO/SEL] becomes blue if the channel is in the gang.
* ADD/Remove a range by pressing the first and last channel [SOLO/SEL] together.

Switching-Off Gang Mode

Once a Gang has been created, it can be de-activated by switching the [GANG] key off. The [SOLO/SEL] keys will return to normal solo operation. The Gang will be stored however, and can be re-activated for further use at any time. Gang member settings are independent of the console's snapshot automation, but are stored when the console is powered off.

Clearing A Gang

* Press and hold any active (blue) [SOLO/SEL]
or
* Leave the GANG mode with [GANG].

Gang All Input Channels

* Press and release [GANG] to switch Gang mode on, and then press and hold [GANG] until all of the Input [SOLO/SEL] keys turn blue. This selects all channels (including hidden layers) to the gang. When all of the Inputs are Ganged their [SOLO/SEL] keys turn blue.

Entering Gang Mode does not cancel any solos of any type that are active at the time. The Solo system continues to work as it was when Gang Mode was switched ON. The amber 'Solo' illumination of the Solo/Sel switches cannot be seen whilst gang mode is ON.

It is recomended that Gangs are cleared down after use, particularly if GANG ALL is used.