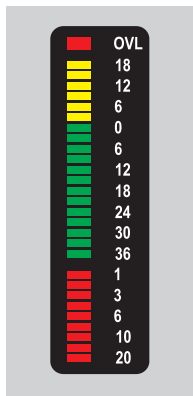## Input Channel Meter

Each input channel has an input meter. There are two parts to the meter (see Figure 13-1): The top part is a 20--segment level meter, and the lower part is a 9-segment Gain Reduction Meter (GRM).
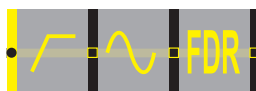

The level meter shows the input level at a selected point in the input channel. The point at which the input meter measures the signal within the input channel can be globally set via the Settings page, there are four options (see Figure 13-2). This page is accessed by pressing the [MENU] key, and then pressing the <Settings> tab.
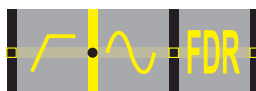
If two channels are vertically paired, the meter shows the higher of the two values.

The GRM shows the overall gain reduction of the limiter and compressor, if they are engaged.
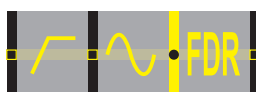
Figure 13-1: Meter Panel (Level Meter & Gain Reduction Meter)
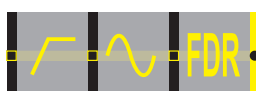

The Meter Point is after the analogue mic gain section, but before the digital trim and filters.

The default setting. The Meter Point is after the digital trim and filters, but before the Gate/EQ/Dynamics.

The Meter Point is after the Gate/EQ/Dynamics, but before the fader.
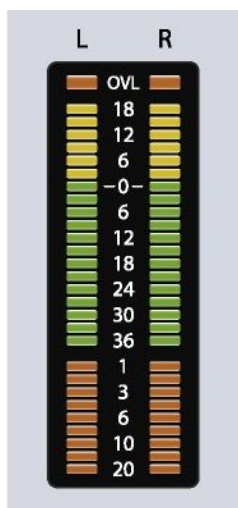

The Meter Point is after the fader.

Figure 13-2:Selecting the Input Meter Measuring Point

Bus Master Meters

Bus Masters can be configured as stereo channels, therefore the Bus Master Strip level meters have left and right meters (i.e. the left and right channels share a single set of controls, but note that this feature is reserved for a future release).

The GRM shows the overall gain reduction of the limiter and compressor, if they are engaged. Note: the Dynamics from Stereo Bus Masters are always linked, therefore both GRMs show the same value.

Figure 13-3: Bus Master Meter Panel (Level Meter & Gain Reduction Meter)

Master Output Meters
The L,R and C Output Masters each have a Level Meter and a Gain Reduction Meter. The L and R masters share a stereo meter similar to Figure 13-3, and the C master has a mono version similar to Figure 13-1.

Monitor Meters
The monitor section has a stereo level meter, but there is no GRM associated with the monitor.

Scale

The Level meter scale goes from +18dB to -36 dB, it represents the actual output level in dBu from its analogue line output. Gain reduction is displayed in the Range 0 - 20 dB.

HINT: Soundcraft Vi Series™ contains full floating-point calculation, which means that the audio signal inside the mixer cannot be overloaded. If the signal level is too high at the master output meters, it is necessary only to pull down the master fader level until the correct level is obtained.

In the Input Channel meters, the overload (OVL) LED indicates an overloaded analogue input (mic preamp clipping), while in the Master meters the overload indicates a value that is higher than Full Scale (analogue output-stage clipping).

Meters On The Master Section Screen

The meter panel is always visible if [Meter Lock] is enabled, unless a SETUP or configuration is active. If [Meter Lock] is disabled and a Solo/Sel button from a master is active, the meter panel will be temporarily replaced by the master processing view.

The upper region shows all 32 Bus levels, while the lower part shows all 64 input levels.
To enhance the overview, the input levels are split into two rows that correspond to the Channels in Fixed layer A (1-32) and Fixed layer B (33-64).
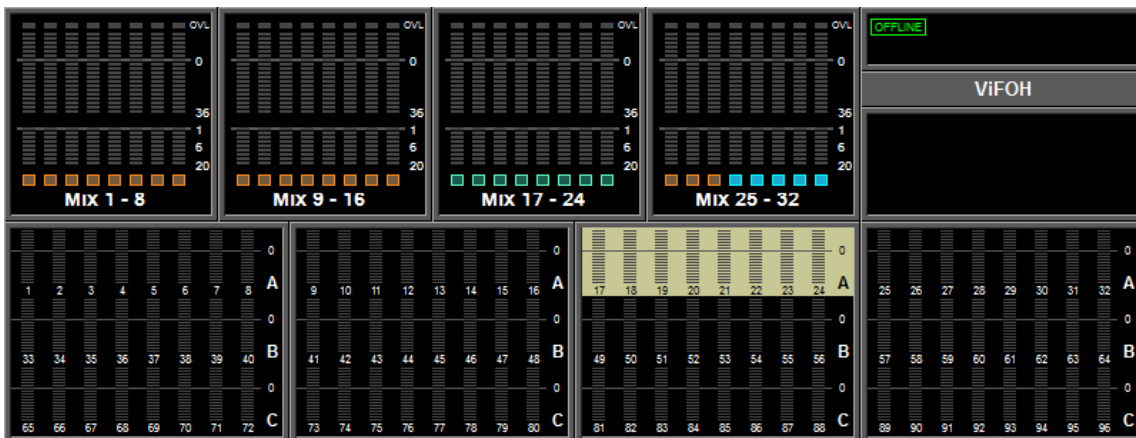
Stereo Busses are indicated by the two meters being joined at the lower end of the bar.
Paired Input channels are displayed with a white border, showing either horizontal or vertical pairing.

Figure 13-4: Meters On The Master Section Screen

Touch Selection

The input meter overview is also touch-sensitive and allows blocks of 8 input channels to be selected and assigned to the far right-hand bay of the console surface. A grey/white overlay indicates which, if any, block of 8 channels has been selected; the [A] or [B] key on the Input Fader Pages panel also flashes to indicate the temporary activation of the right-hand bay.

The selection can be cancelled in one of three ways:

> i) by touching another 8-channel block on the input meter screen,
> ii) touching the same block again, or
> iii) pressing one of the [A] or [B] buttons mentioned above.

This method is also used on the Vi4 to access the extra channels in a 96 channel system (see Chapter 4, Inputs).

Peak Hold

All Meters (LED Meters on the Surface and the Screen Meters) offer a PEAK HOLD function with auto release.

The Peak Hold time (same for all Meters) is adjustable via the SETTINGS Menu, and is adjustable from 0 to 12 seconds in 0.05 second steps. Setting to 0 effectively turns peak hold OFF.

Ballistics

The metering ballistics for all level meters is according to the PPM (peak program meter) DIN standard, with the difference that the attack time is audio sample based (20.8 uS @ 48 kHz) and has no integration time.

The GRMs have no ballistics, because they show the actual dynamics control value (with time constants according to those set by the user in the Dynamics VST page).