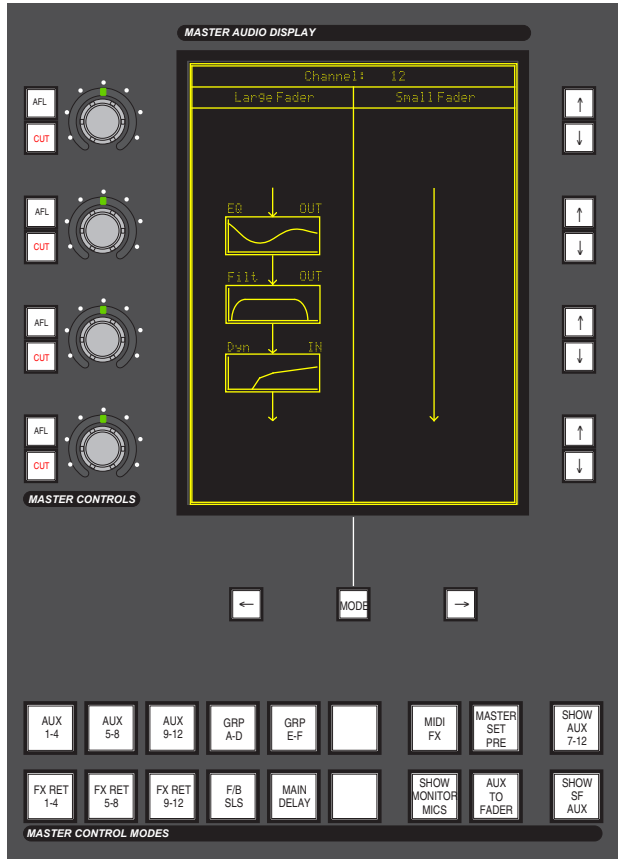


# Solid State Logic

## C200

### Quick Start Assignable Panel Guide

Welcome to the C200 digital production console. This document is intended primarily as a straightforward guide to the functions available from the central assignable control panel, but also gives some useful shortcuts. In addition to the high resolution colour TFT displays, the console has a compact monochrome screen with several function buttons and soft keys, which are used to access the master auxes, effects returns, foldback settings, and so on.



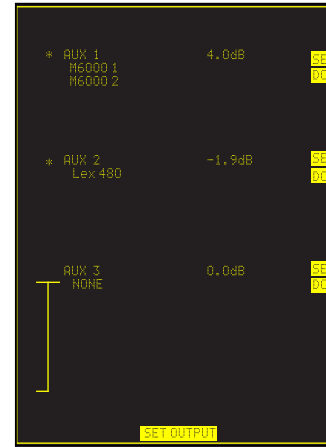
The **AUX 1-4** button will display the first four aux masters on screen, each in line with one of the knobs to the left of the display. This page allows you to set the aux master level from **Off** to **+10dB** using the knob or cut the aux master using the small **CUT** button to the left. Additionally, you can route the aux bus directly out to an effects device; press the central button below the screen to cycle through the function options until you can see **SET OUTPUT** at the bottom of the screen, press the **SET** button to the right of the aux master you want to route, and you can now use either the arrow

The panel has four knobs to the left of the screen which are used to adjust levels or scroll through lists, with a **CUT** button used to mute audio or act as a 'shift' function for the operation of the knob. Below the screen are two arrow buttons used to change between screen pages, and a central mode button used to alter the function of the eight soft keys to the right of the screen.

When none of the buttons in the **MASTER CONTROL MODES** area of the panel is selected, the graphical display will show the processing assignment of EQ, Dynamics, and Filters in the currently selected channel. This display follows changes you make to channel parameters, ie. it will show you the processing order as you adjust the channel's settings on the control surface.

This is useful as a detailed guide to the allocation of processing, although this information is also shown in the channel strip as colour coded LEDs (below the EQ section).

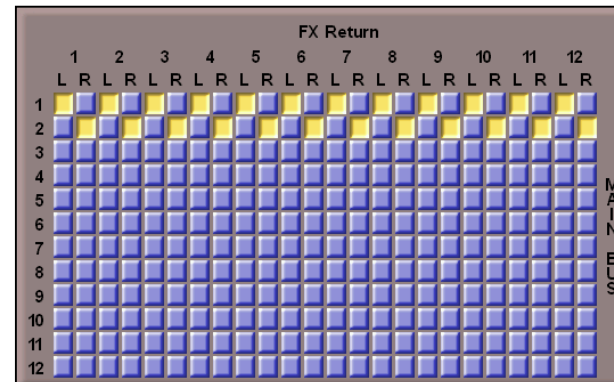
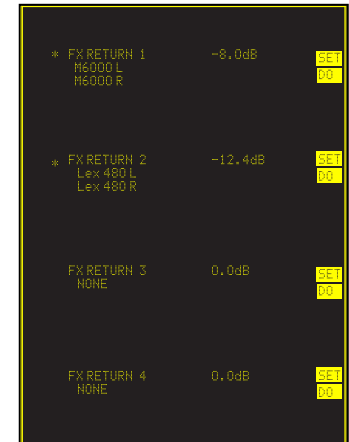
Additionally, each of the processing pictograms follows the parameters you have set on the channel, so you see an accurate representation of the EQ, Filter and Dynamics curves.



buttons below the screen, or the knob, to scroll through the preset list of effects devices. When you have found the device you want to use, press the **DO** button to the right of the screen – the console will route the aux master bus out to the input(s) of that effects device.

To make a stereo aux, press the central button below the screen until it reads **SET STEREO**, at which time you'll see a **SET** option appear on the right of the screen against the first and third lines only. Pressing one of these buttons will link together that odd/even aux pair as a stereo bus (eg. aux master 3&4, as seen in the example, left). If a stereo effects device was being fed from one of those mono auxes before you linked them, then the new stereo aux will feed that same device. If you have both mono auxes routed to effects, you will not be allowed to make a stereo link until you have removed one or other of those devices.

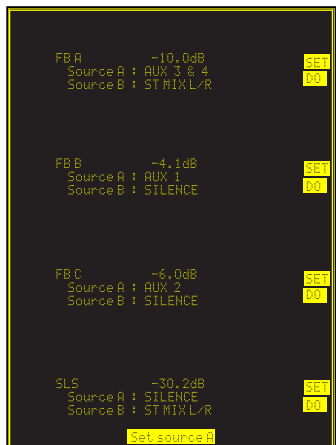
By default, the routing for the 12 stereo effects returns is linked to the aux master routing, so choosing a destination for your aux will automatically route that device's corresponding output signal(s) into the FX return, seen by pressing one of the **FX RET** buttons (see above right). If you want to break this link, then on the aux page make sure no destination is selected for the aux master, then cycle the central button below the screen until you see **SET LINK**. Pressing one of the **SET** buttons to the right of the screen will now toggle the link on and off (link *on* is shown by a star '\*' in front of the aux number on this screen). When the link is removed, you may route to and from different effects devices with the same numbered aux master and effects return. The link status may be saved to disk in your Project. Routing into an effects return uses the same process as for routing an aux master, and you will see that if the aux/fx linking is in place, choosing a device for an effects return will automatically overwrite the destination for the aux send. The twelve stereo effects returns feed directly onto the 12 main mix busses, without any intermediate processing. To check which of the console's 12 main busses each stereo effects return is feeding, see the **MIX SETUP/FX Returns** menu page on the central control screen:



In this example (left), most effects returns are feeding main bus 1 and 2, but returns 2 and 3 have been set to feed different busses.

In order to make best use of your effects returns, it is a good idea to split the default routing link between a stereo aux and the effects returns. In this way, you can use stereo aux 1&2 to feed your effects, but only use stereo effects return 1 for the return signals, leaving stereo effects return 2 free for another unit.

The other aux and effects return buttons below the screen give access to the same functions for the other auxes and effects returns. The configuration of stereo auxes and routing is saved in the Project, all levels and cuts may be dynamically automated.

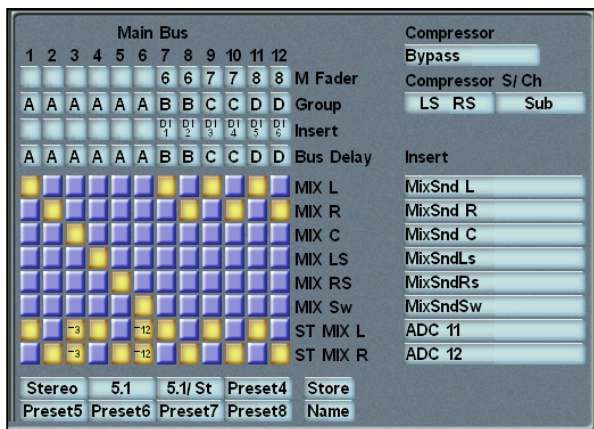


The button marked **FB/SLS** allows access to the master foldback and studio loudspeaker configuration. There are three stereo foldback busses, and one stereo SLS bus. Each of these stereo busses may be fed with a mix of preset signals, which are arranged into two groups, *Source A*, and *Source B*. The options are:

- Source A: any mono or stereo aux master,
- Source B: the stereo folddown mix, or any effects return, or any external monitor source.

To set *Source A*, toggle the middle button below the screen until you see *Set source A*, then press the **SET** button to the right of the foldback or SLS bus of choice. The arrow buttons below the screen may now be used to cycle through the options (as listed above), and the **DO** button confirms the selection. To set *Source B*, toggle the middle button below the screen appropriately, then repeat the procedure as for *Source A*.

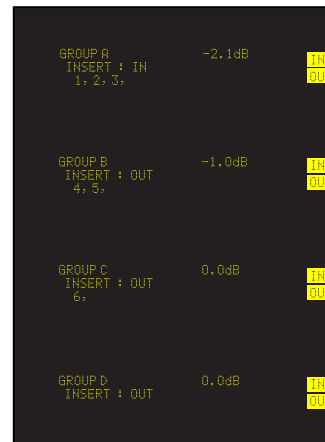
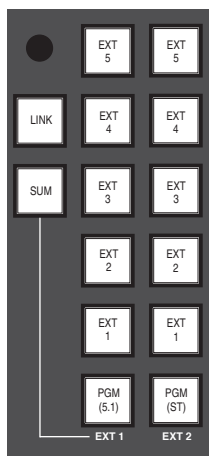
The stereo folddown mix is derived from the main mix matrix as seen on the central control screen (**MIX SETUP/Main Mix**), it is the **ST MIX L** and **R** busses created by the two lowest rows of the matrix:



The external monitor source buttons are to the left of the assignable control panel in two banks of twelve, **EXT 1** and **EXT 2**. Each button may be programmed with a source of up to 5.1 channels. However, only the left and right channels of any of these sources is directed through to the foldback or SLS busses. Multiple external sources may be mixed together by selecting **SUM**, then latching up to 3 sources in either bank. Additionally, both external banks may be linked with the **LINK** button, allowing up to six sources to be active simultaneously.

It should be noted that these external source selections feed the foldback and SLS busses regardless of their switched feeds to control room monitors. So, **EXT 2** could be used as an audio switching matrix for a video control room, for example, without the need to listen to those sources also in the audio control room.

To adjust the balance between *Source A* and *Source B*, use the master aux level or master effects return level respectively. The external sources are fixed at 0dB gain.



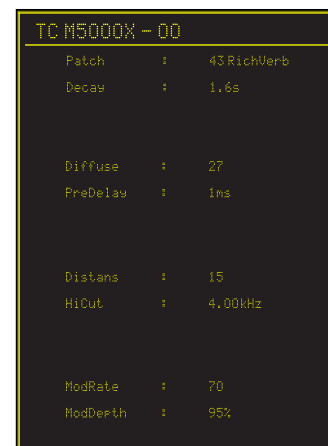
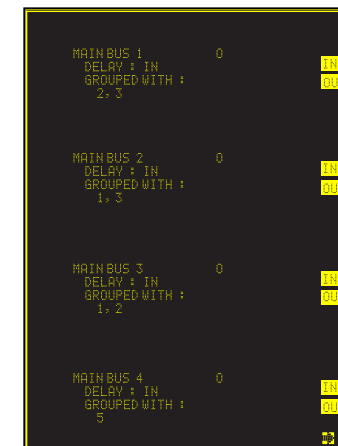
The **GRP A-D** button gives access to the audio subgroups A to D. On the mix matrix page (centre opposite), the 12 main busses which feed signal into the matrix may be grouped together by assigning the same letter to them in the **Group** row, eg. busses 1, 2, and 3 are in subgroup **A**.

Once they are linked like this, the level of each bus in the group may be adjusted with the appropriate master control knob to the left of the screen in either **GRP A-D** or **GRP E-F** page. The **CUT** button may also be used to mute the signals before they enter the matrix.

Each of the 12 main busses has its own insert point, these are linked by group, and are switched using the **IN** and **OUT** buttons to the right of the display. Inserts may only be switched using this method – if a main bus is not in a group, its insert may not be switched.

The **MAIN DELAY** button on the assignable control panel shows the delay amount, linking, and status for the 12 main busses. On the mix matrix, the row of boxes marked **Bus Delay** indicates the status of the delay for each of the 12 main busses (blue = in, grey = out), and the linking set up, made in the same way as for the bus groups.

The delay may be set between 0 and 8000 samples (approximately 170ms) in sample increments. The knob is used to alter the value, and the **CUT** button is used to select fine trim (with the **CUT** button *off*, rough trim has steps of ~48 samples). The delay may be switched in or out of circuit using the **IN** and **OUT** buttons to the right of the display. Access to the three pages of bus delays (bus 1-4, bus 5-8, and bus 9-12) is through the arrow buttons below the screen, where confirmed on screen.



The **MIDI FX** button will show any MIDI effects library which has been loaded for the current session (**CONTROL/Effects/Midi FX**). If none has been loaded, you will see **NONE SELECTED** on this screen, otherwise you will see a display similar to that shown left. The name of the effects library is shown in the title bar, with up to eight entries below – the first line is always the patch name.

When the MIDI output of the console is active and a suitable effects device connected, you will be able to adjust the patch loaded on that effects device, and up to seven of its parameters. Each of the knobs to the left of the screen can access two parameters – selecting the **CUT** button toggles control onto the lower parameter. The pairs of buttons to the right of the screen may be used to increment and decrement the current value by one step, while the knob acts as a continuous control. If you have multiple libraries loaded, you may page between them using the arrow buttons below the screen.

If this is your first time using the C200, please let us know how you got on: <info@solid-state-logic.com