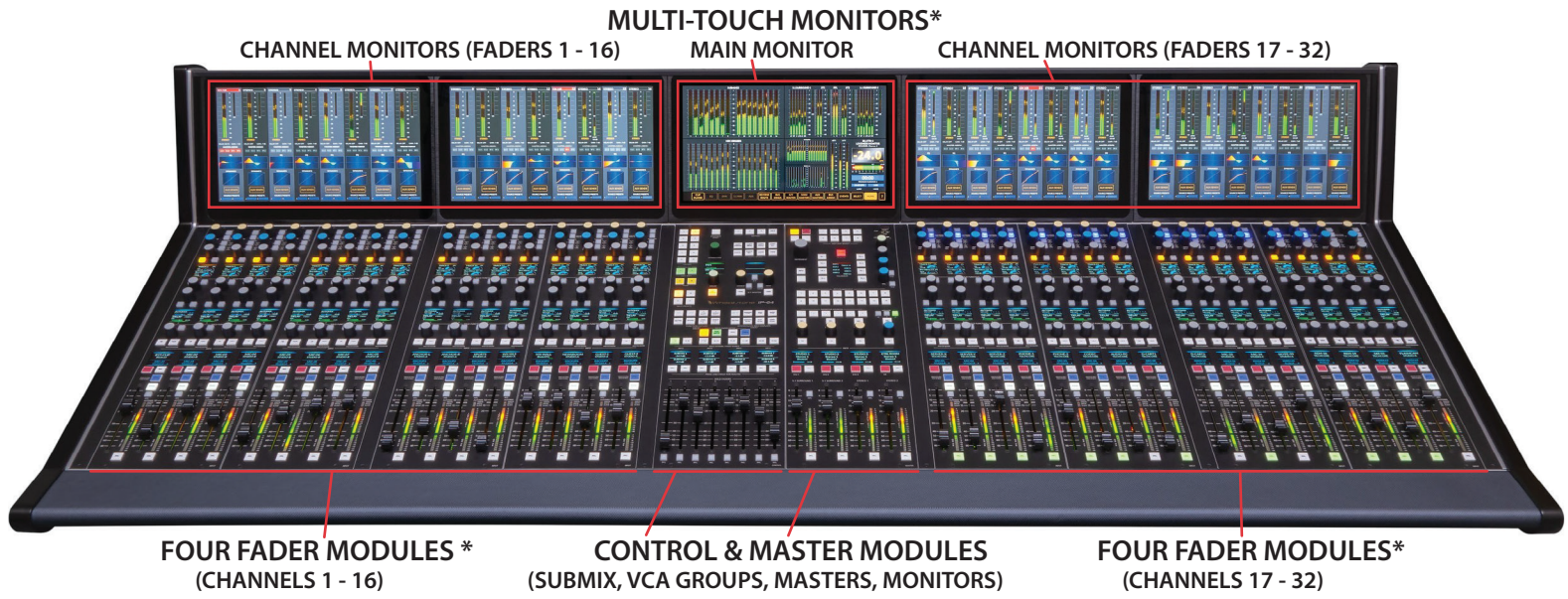


# ARCUS TELEVISION CONSOLE *Quick Start Guide*

## SURFACE COMPONENTS (ARCUS-32 SHOWN)



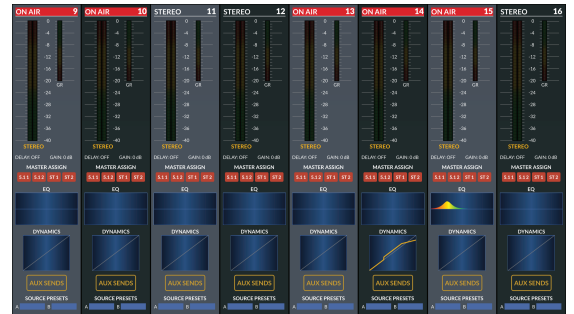
\* The number of monitors and fader modules is set by the frame size

### FADER CHANNEL STRIP CONTROLS



1. **INPUT TRIM CONTROL** - Adjusts the channel source's input gain.
2. **ISOLATE** - Isolates the channel from global preset changes when lit.
3. **AUTOMIX** - Identifies that channel is part of an AutoMix group when lit.
4. **INPUT SELECT ENCODER** - Use to select and take a new channel source.
- 5 - 6. **PRESET SOURCES** - Tap the A or B button to recall a preset source. Press/hold the A or B button to change the source assigned to that A or B button.
- 7 - 22. **WILD CONTROLS & DISPLAYS** - The four encoders, eight buttons, and two displays are used to view and adjust various channel parameters. The encoders (7, 14, 15, 22) are used to both select and to then adjust a parameter along with the buttons (8, 9, 12, 13, 16, 17, 20, 21) and displays (10, 11, 18, 19). The channel control functions are saved/recalled as a group using the Control Module's Wild Preset buttons, or universally changed by using the Control Module's Function Expand buttons.
- 23 - **TB (TALKBACK)**  
Used by the board operator to talk to that channel's bus-minus output.
- 24 - **VCA**  
Adds the channel to a VCA group when lit.
- 25 - **CHANNEL OLED DISPLAY**  
Shows the current source name and signal mode in the top half of the display. The source info when Page is active for this channel is shown in the bottom half of the display.
- 26 - **MUTE**  
When lit, the channel is muted. When unlit, the channel is feeding all assigned busses.
- 27 - **SEL (Select)**  
When lit, indicates this channel is the selected channel which changes the channel monitor to show channel-specific settings for quick updates to the channel settings.
- 28 - **SPILL**  
Sends the channel's audio to adjacent faders so those channel faders can be adjusted to balance the audio. Most often used with 5.1 sources.
- 29 - **PAGE**  
Toggles the channel between showing Page A settings (unlit) and Page B settings (lit) for the active Layer.
- 30 - **AFL (AFTER FADER LISTEN)**  
Sends the channel audio, post fader, to the CR monitor.
- 31 - **AUTOMIX INDICATORS**  
LEDs indicate whether the channel is in an Automix Group as a Master or Slave signal.
- 32 - **INPUT LEVEL METER**  
Shows the source input levels of the source currently feeding that channel.
- 33 - **GAIN REDUCTION METER**  
Shows the amount of Gain Reduction being applied to the channel audio.
- 34 - **FADER**  
Controls the audio going to the assigned busses. For unity gain, align the fader knob line with the thick line at -12.
- 35 - **PFL (PRE-FADER LISTEN)**  
Sends the channel audio, pre-fader and pre-switch, to the PFL meter & cue output.

### FADER CHANNEL MONITOR DISPLAYS



#### NORMAL CHANNEL DISPLAYS

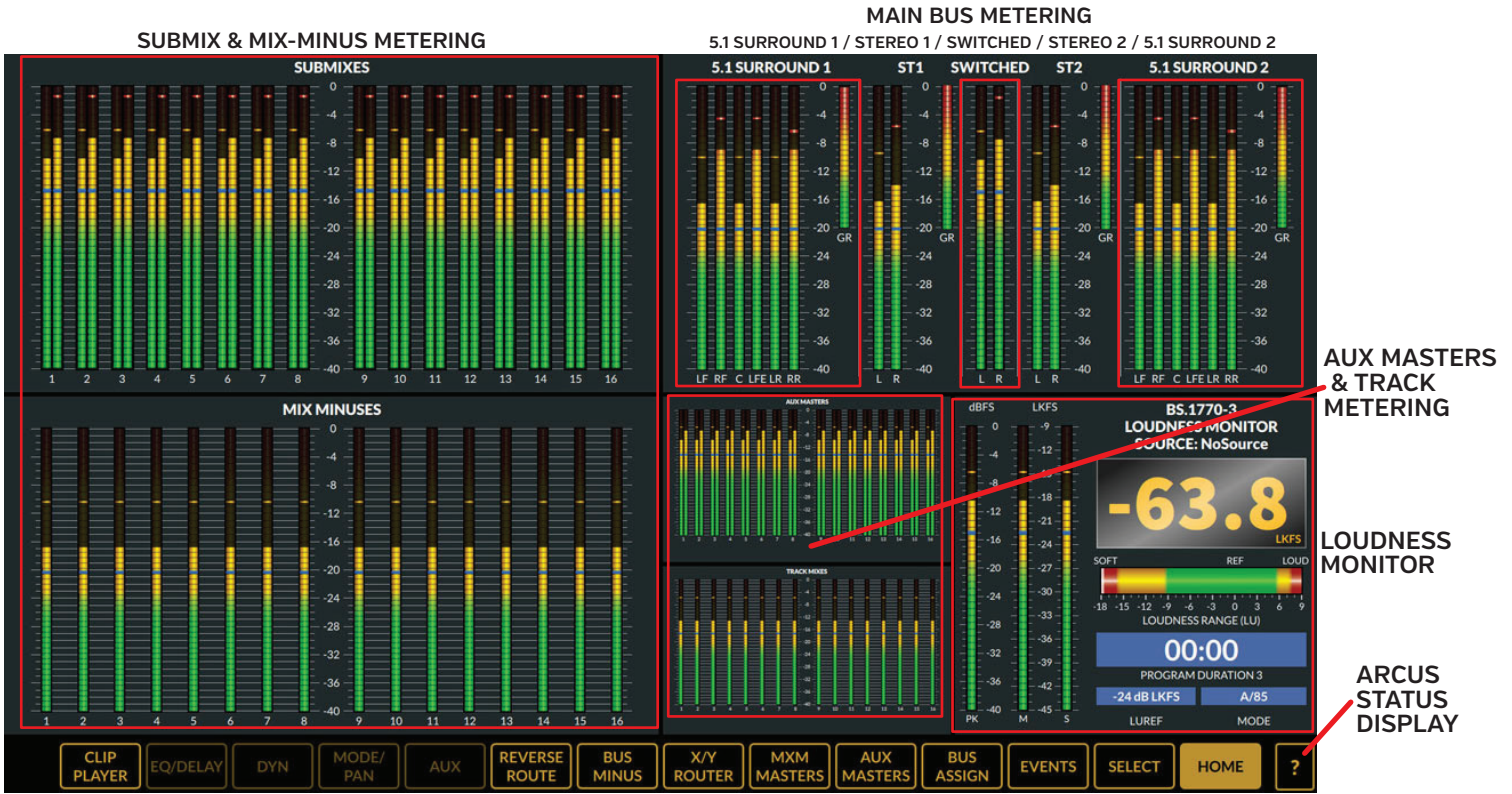
When no channel SEL buttons are lit, eight channel settings are shown in the display. The channel number and On-Air indicator is at the top. Input level and gain reduction meters along with mode, delay, input gain, and master bus assignments are in the middle. Mini EQ & Dynamics graphics show their current settings with two Page presets below. Pressing Aux Sends brings up a mini Aux Send control screen.



#### CHANNEL SEL ACTIVE DISPLAY

When a channel SEL button is lit, the channel monitor display changes to show the Input View (shown above) so the board operator can quickly adjust various channel parameters. The buttons along the bottom of the display bring up additional displays to adjust Bus Assigns, EQ, Dynamics, 5.1 signal panning, set AutoMix weightings, and adjust the Aux Sends. Tapping the Exit button returns the monitor to its normal display, turning off the SEL button on the active fader channel.

## MAIN MONITOR - HOME VIEW



THE VIEW BUTTONS OVERLAY DIFFERENT VIEWS ONTO THE MAIN MONITOR FOR QUICK OPERATOR ADJUSTMENTS

### 1 - WILD METER & LOUDNESS RESET

The four Meter buttons are set to sources that need to be quickly shown on the WILD METER. The Loudness Reset button resets the Program Duration timer. Press/hold to reset it to 00:00. When lit, the timer is running, when unlit, the timer is paused (press again to resume).

### 2 - LAYER CONTROLS

Up to ten Layers can be created to setup the channels for various shows or applications. The Side Shift and Page keys allow one to sequence thru the Layers or to toggle between Pages A & B on each layer.

### 3 - PAN & DELAY

Panning and delay controls/display on a selected channel (channel SEL button is lit).

### 4 - COPY & PASTE

Used to copy all or selected settings on one channel to paste into another channel.

### 5 - X-Y ROUTER

Connects a Source to a Destination using the two encoders and Take buttons.

### 6 - WILD PRESETS

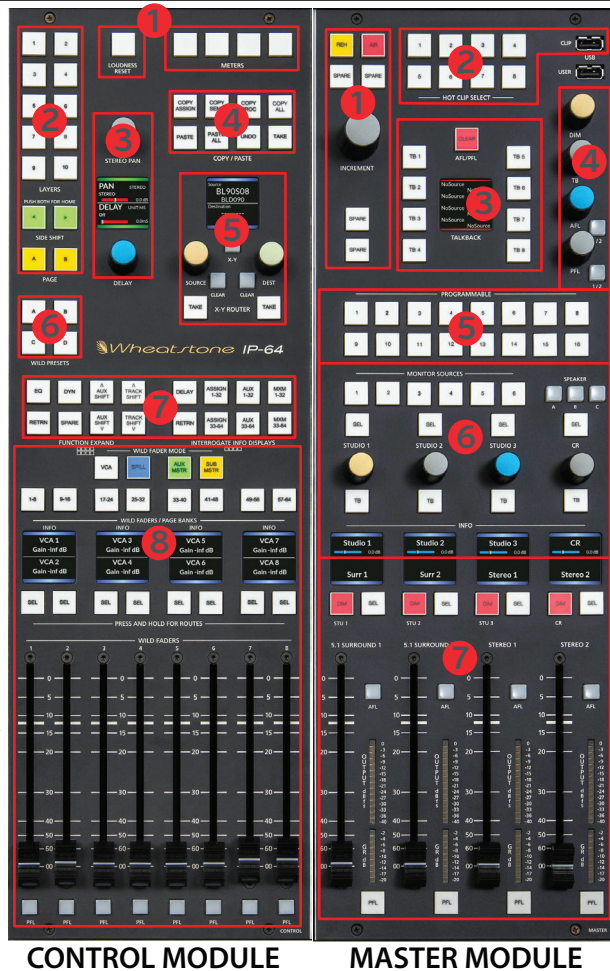
Allows the four most commonly-used channel Wild Control settings to be saved then recalled.

### 7 - FUNCTION EXPANSION/INFO DISPLAYS

These affect the programmable channel controls and their OLED displays and channel monitors.

### 8 - WILD FADER CONTROLS

The eight faders control various functions by which Fader Mode and bank select button is lit. The OLED displays show the active function. The SEL buttons allow various parameters to be set for the active wild fader sources. PFL allows a source to be separately monitored pre-fader.



### 1 - REH, AIR & SPARE BUTTONS

REH (Rehearse) and AIR (on-air) toggle console operations between off-air and on-air functions. The four Spare buttons are all user-set. The Increment encoder is used to step thru lists and select items.

### 2 - CLIP PLAYER CONTROL

With a USB thumb drive with audio files in the Clip port, the Hot Clip Select buttons are a quick way to play up to eight preassigned audio tracks.

### 3 - TALKBACK CONTROLS

TB 1 - 8 have user-set destinations, which are listed in the OLED display. AFL/PFL Clear cancels all AFL and PFL.

### 4 - LEVEL CONTROLS

Sets the level of Dim, Talkback, AFL, and PFL going to the monitor outputs.

### 5 - PROGRAMMABLE BUTTONS

These buttons are user-set and have no pre-defined functions.

### 6 - MONITOR CONTROLS

The console supports three Studios and a Control Room (CR) with speaker level controls, talkback (TB), Select (SEL), Dim, six monitor sources, and three CR speaker selector buttons.

### 7 - MASTER OUTPUT CONTROLS

Four dedicated control strips for the Master Outputs (two 5.1 Surround and two Stereo). Each control strip has a master fader plus PFL, AFL, and Select (SEL) buttons along with Output Level and Gain Reduction meters.

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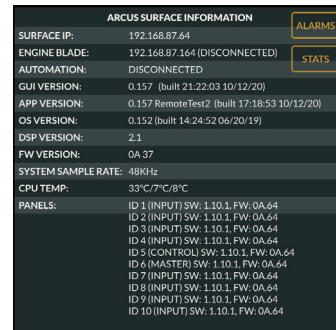
SOME OF THE VIEWS WHICH CAN BE OVERLAID ONTO THE MAIN MONITOR



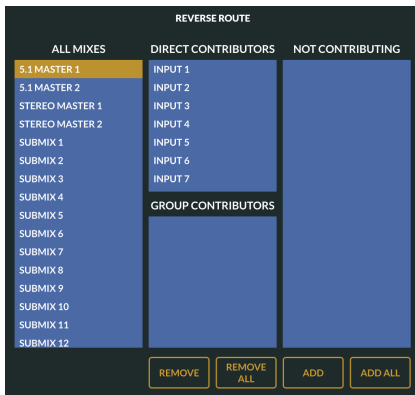
CLIP PLAYER VIEW



BUS ASSIGN VIEW



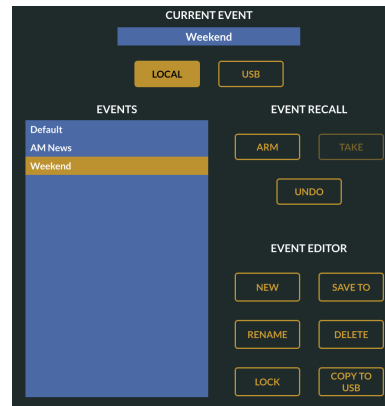
STATS & ALARMS VIEW



REVERSE ROUTE VIEW

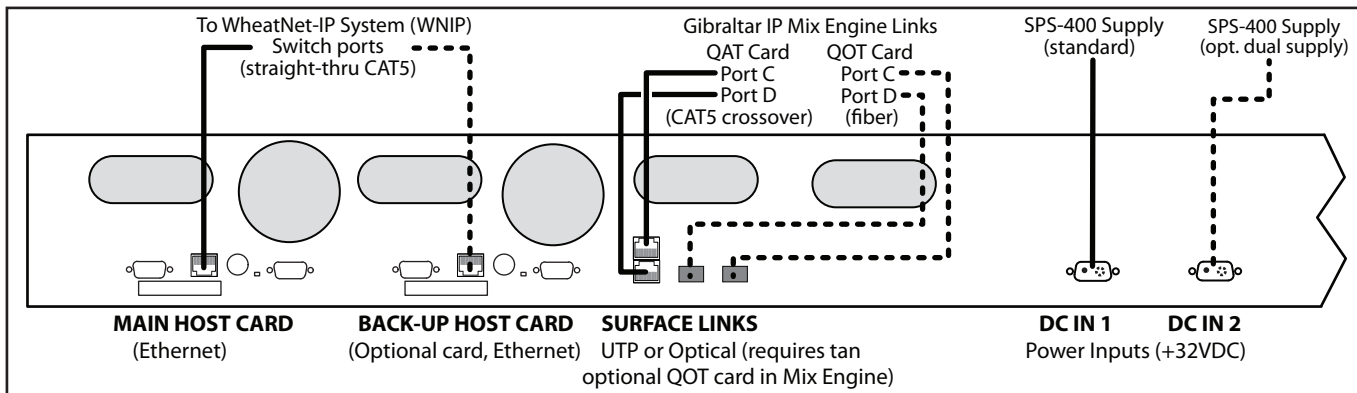


MIX MINUS MASTERS VIEW



EVENT VIEW

## ARCUS SURFACE, REAR PANEL CONNECTIONS



## GIBRALTAR IP MIX ENGINE, REAR PANEL CONNECTIONS



- DARS** (Digital Audio Reference Signal) Unused in this application
- Gigabit Ethernet** (connect to WNIP System switch port)
- 100 MB Ethernet** (connect to WNIP System switch port)
- Surface Links**  
Ports A and B: no connection  
Ports C and D: connect to Surface Links  
QOT card (optional) required for optical
- AC Power**  
AC IN 1 (primary AC input)  
Connect AC IN 2 (optional redundant supply) to a separate AC circuit from AC IN 1

Shown with optional Redundant Power Supply & optional Redundant CPU