Installing the Oasis Control Center Application

The Oasis Control Center application (the OCC app) is typically installed on an engineering department Windows® laptop computer. To use the program, the computer must first be connected to the Oasis console using a USB Host cable. Opening the Oasis App then allows the app to talk with the console.

The app installer program (Oasis_SW_vxx.msi) is typically supplied zipped-up (Oasis_SW_vxx.zip), with the xx indicating the build number of the software release. The program is then installed by dragging the .msi file to the desktop. Double-click the .msi file icon to install the app. Accept the default settings.

After installation there will an OCC app shortcut icon on the desktop and a new Start Menu item under: Start > Programs > Harris Corp > Oasis.

Oasis_SW_v17.msi

Oasis

OCC app Icons

Before starting the OCC app for the first time, connect a USB Host cable from a computer USB port to the console's Main card USB connector. A "Found New Hardware" dialog box will pop up the first time an Oasis console is connected. Select Search automatically for the drivers. Once the drivers are installed, start the Oasis app. After it starts another "Found new Hardware" window pop-ups for the USB serial control driver. Again select Search automatically to install the driver. A FTDI driver installer may need to be downloaded from a GatesAir download site for proper operation.

USB Host connection, Oasis Main card

Using the OCC App

The OCC app opens up showing the Information tab. A status line along the bottom of the screen shows the revision of the OCC app. "Connected" in the left bottom corner indicates the computer is properly communicating with the Oasis console. Along the top of the window are several tabs (Information, Inputs 1-4, Inputs 5-8, Inputs 9-12, and Utilities) to show the various configuration settings. The Oasis App always opens up showing the Information tab.

The Information Tab

This tab which has three sections: Oasis Information; Configuration Files; and Firmware Update.

Oasis Information Section

The left side of this section shows the console's Serial Number, the Firmware Revision, and whether or not the optional VistaMax Link upgrade is installed (the VistaMax Link entry is not shown if the upgrade iButton is not detected). The right side of this section shows the type of input and logic cards detected in the card slots on the console. In the screenshot below, Inputs 9-12 and Logic I/O 9-12 are "Not Available" since this Oasis App is connected to an Oasis-08 console.

Configuration Files Section

The Configuration Files section is used to save or load a console configuration file. The entire console's configuration settings are stored as one .xml database file. The console's current configuration settings can be saved to the computer running the Oasis App for use as a backup or so it can be used to duplicate the console's configuration on another console. The default configuration files, which are pre-loaded in Oasis consoles at the factory, can also be downloaded from the GatesAir download sites (the file names are Oasis08_default.xml and Oasis12_default.xml) if the console ever needs to be returned to its default settings

The current console settings can be saved by typing in a name (e.g. on-air, production, newsroom, etc.) into the Configuration File entry box. When you type in

the entry box, the *Save* button becomes active. Clicking it opens a Save File dialog box to select which folder to save the configuration file. The program automatically adds the .xml to the configuration file name that was entered.

To upload a .xml configuration file to the console click the search button (...) to open a Find File dialog box to locate the appropriate .xml configuration file. Click *Open* to select the file (its name appears in the Configuration File entry box). To upload the configuration file settings to the console, click the *Execute* button.

⚠️ **Note:** The changes take effect immediately so the console must not be on-air during this procedure since active audio sources could be affected.

The Firmware Update section allows the console's firmware to be updated. In past products, the firmware was stored in one or more PROMs (Programmable Read-only Memory), which physically had to be changed to update the firmware. In the Oasis console, the firmware is stored in flash memory, which means it can be rewritten, or updated, by using the OCC app. When updated firmware is made available, a new firmware file (in a zipped folder) can be downloaded from the GatesAir support websites.

Input Tabs

There are two Input tabs when the OCC app is connected to an Oasis-08 console (Inputs 1 – 4 and Inputs 5 – 8) and three tabs when connected to an Oasis-12 (Inputs 1 – 4, Inputs 5 – 8, and Inputs 9 – 12). Each Input tab shows four panels with the parameter settings for the eight audio inputs and four logic connections on those four channels.

The top of each panel shows a Channel ID, which can be edited, if desired, to identify each fader channel in the OCC app. Below the channel ID are the two audio inputs available on that fader and their A/B source assignments. The inputs are normally Input 1 and Input 2, the two physical inputs on the audio card for that fader, but other inputs can be assigned instead (USB, Telco 1, and Telco 2) on certain faders.

Typically, Input 1 is the A source and Input 2 is the B source, but these inputs can be swapped by clicking *Swap*. In the illustration, clicking *Swap* sets Input 1 (Mic) as the B source and Input 2 (Line) as the A source for that fader. Note that the two inputs' positions in the tab do not change, just which input is selected by the A/B button on that channel.

The signal mode section of the panel is always shown. This is where the audio input is set as mono or stereo. On a Mic Preamp card, the microphone inputs are fixed as mono (*L as mono* is selected). For Line inputs, the default setting is *Stereo Line*. If the source signal is mono, and it's plugged into the left channel of the input connector, then select *L as Mono*. When a mono signal is plugged into the right channel of the input connector, then select *R as mono*. For a two-channel source, like a call recorder, where left and right are two separate signals which should be summed to mono, select *L+R as Mono* to get a mono sum of that two-channel input source.

Checking the *Inactive* box turns off that input source. When the board operator tries to select an Inactive source (either A or B), the Input select button blinks four times to indicate it cannot be changed since that source is inactive. This function is often used with the board operator mic fader, which would be set as the A source. The B source is then set *Inactive* so the only source available on that fader is A.

The *Split to Next* selection is a special function that separates an incoming stereo input so the left channel goes to this fader and the right channel goes to the next fader giving you independent fader level control for the left and right channels.

Level Adjust Drop Down

Clicking on **Level Adjust** opens the level adjustment panel for all four faders to show the input level controls for each input on each fader. Hover over the level marker and a pop-up box shows the current gain setting and the setting range, as shown in the middle adjustment panel, shown below.

When an unbalanced device is connected, checkmark the *Consumer Level* box, as shown above for the left-most fader. This boosts the input gain to bring the 300 mV level of an unbalanced "consumer" audio signal up to equal the 1.2 V level for a balanced device. Note that *Consumer Level* cannot be selected when the input is a Microphone, and that it will not affect the USB input (which is also not adjustable).

To manually set the input level, click/drag the level marker to the right (for gain) or left (for trim). Each mark indicates a 3 dB change. The best way to adjust the levels is to set the Aux meter to show Cue. With the source playing back "normal

level" audio, turn on Cue for that fader, then adjust the gain control so the signal peaks fall in the -10 to -4 range (occasional blue LEDs lighting up is OK). You do not want to see any red LEDs light up since that would indicate the level is too hot.

 You can alternately set the level using the PGM 1 meter by setting the console fader to nominal (the -12 setting where the dashed line goes across the control surface). Adjust the level control using the same criteria as for monitoring using cue. When the input level is set correctly, the cue level and the PGM 1 level will be identical when the channel fader is set to its -12 or nominal position.

Mute Location Drop Down

Clicking on **Mute Location** opens the Mute Location panel for all four faders:

All microphone inputs have a default setting of *Mute CR*, which mutes the control room monitor output when that mic is active (channel is on and assigned to a PGM bus).

When a mic is in a talk studio (or another location being fed by the studio monitor output) select *Mute Studio* to mute the studio monitor output when that mic is active (channel is on and assigned to a PGM bus).

Selecting *Don't Mute* means that no monitor outputs mute when that source is active (channel is on and assigned to a PGM bus). Line, Telco, and USB inputs have *Don't Mute* as their default setting.

Logic Drop Down

Clicking on **Logic** opens the Logic Settings panel for all four faders. There are two Local I/O radio buttons which set (and indicate) which input is associated with the logic commands: when the left radio button is active (the default setting) Input 1 is associated with the logic connector. When the right radio button is active, Input 2 is associated with the logic connector (as shown in the middle logic pane, at right).

 In most cases, no additional logic settings are required since the input and output logic is defined by the type of input connected:

On a Line input (any input assigned as *Don't Mute*), the incoming logic commands are: Channel On, Channel Off, Cue, and Ready. The outgoing logic is:

Start Pulse and Stop Pulse. Note that the Ready input is not active unless the *Ext > Ready* box is checked, as shown in the middle logic panel in the example.

On a Mic input (any input assigned to *Mute CR* or *Mute Studio*), the incoming logic commands are Channel On, Channel Off, Cough, and Talk. The outgoing logic is: On Tally and Off Tally. Note that the Talk command is Talk to CR when *Mute Studio* is assigned or Talk to Studio when *Mute CR* is assigned.

Most logic settings with square check boxes affect the logic connector input or output functions. The exceptions are: *Timer Enable* and *Fader Start*.

Timer Enable, when checked, sends a timer reset command to the Event Timer when that source is active and its channel is turned on. *Fader Start*, when checked, uses the fader movement to turn the channel on and off. When the fader is moved up from full off, the channel turns on. When the fader is moved down to full off, the channel turns off. Note that the channel on and off buttons still control the channel even when *Fader Start* is active. Both of these logic commands may be assigned to both the A and B sources, if desired.

The remaining logic settings affect the remote logic functionality. Which column of check boxes is active is set by the Local I/O setting's green button. The default setting sets all logic to the left column.

Ignore Commands (*Ignore Cmds*) allows output-only Line logic to be set up. When checked, the channel ignores all incoming logic commands.

External Ready (*Ext > Ready*) allows a remote device to control the lighting of the channel off button. Although important in the days of cart machines to identify whether a cart was cued, ready, or had already played, it is most often used today by digital playback systems to indicate channel status.

No S/S is only used on line inputs. When checked it changes the normal logic outputs (200 ms Start and Stop Pulses) to instead be sustained on and off tallies.

Note that this setting has no effect on mic logic outputs, which are always set as sustained on and off tallies.

External Start/Stop (*Ext > S/S*), when checked, sends out start and stop pulses when the local on/off buttons are pressed and with remote On and Off commands. The default setting, unchecked, only sends out start or stop pulses with local on/off button control.

Multiple Start/Stop (*Multi S/S*), when checked, causes a start pulse to be output each time the channel On button is pressed, and a Stop Pulse to be output each time the channel Off button is pressed. When unchecked, one start or stop command is output when the channel state changes (one start pulse when changing from channel off to channel on; one stop pulse when changing from channel on to channel off).

Utilities Tab

The Utilities tab is divided into five sections, which have the parameter settings for the control room and studio monitors, the Telco devices, the Main card's USB connector, and the digital Program outputs.

Control Room Monitor Section

There are two control room monitor outputs (Output 1 and Output 2). Each can be set as a room monitor output; a host headphone output; or a guest headphone output. The default setting is room monitor on *Output 1* and Host headphone on *Output 2*. The only difference between Host and Guest HP is that the Host HP adds talk to control room, whereas the Guest HP does not hear talk to control room. The monitor source is the same for all three outputs, being set on the control surface monitor select buttons.

The mode for the monitors and headphone outputs is set in the *Monitor Mode* pane. The default setting is *Stereo*. Selecting *L+R as Mono* changes all control room monitor and headphone outputs to be a mono sum.

The *Operator Headphones* pane sets how the operator headphones (which plug into a TRS jack on the left side of the console) react to cue. The default setting (*AutoCue L, Mon on R*) puts cue into the left ear and sums the monitor source into the right ear, when the control surface AutoCue button is lit (active), and a channel has cue turned on. If this feature is not desired, select *AutoCue Defeat* to disable the AutoCue button on the control surface. When the Oasis is in a production room, it may be desirable to have stereo cue in the headphones. In this case, select *AutoCue*

L&R. When cue is active (and the AutoCue button is lit up) the monitor audio is replaced in the operator headphones with stereo cue.

Studio Monitor Section

There are two studio monitor outputs (Output 1 and Output 2). Each can be set as a room monitor output; a host headphone output; or a guest headphone output. The default setting is room monitor on *Output 1* and Host headphone on *Output 2*. The only difference between Host and Guest HP is that the Host HP adds talk to studio, whereas the Guest HP does not hear talk to studio. The monitor source is the same for all three outputs, being set on the control surface monitor select buttons.

The mode for the Studio monitors and headphone outputs is set in the *Monitor Mode* pane. The default setting is *Stereo*. Selecting *L+R as Mono* changes all control room monitor and headphone outputs to be a mono sum.

To control the level of the studio monitor speakers from the studio, check mark *Enable Remote Studio Monitor Fader*. This turns off the control surface studio monitor pot, activating a Studio Logic input so a studio-mounted fader or pot can be used to control the level of the studio monitor speakers.

Telco 1 & 2 Section

Two inputs can be defined as "Telco Inputs" in the Telco 1 & 2 section (when the option is enabled). A Telco input identifies that input signal as being from a 4-wire device like a phone hybrid, ISDN interface, Comrex Access or Matrix, etc., all of which require a return audio signal, called the mix-minus, to always be sent minus that device's input audio.

The *Telco Channels* pane sets which inputs are identified as being Telco 1 and Telco 2. The default setting is Input 2 on the last two fader channels (channels 7 and 8 on an Oasis-08; channels 11 and 12 on an Oasis-12). To switch the input, or to remove a Telco input altogether, click the down arrow and select another listed input.

The *Offline Mix* pane assigns two global settings to both Telco fader channels. The *O/L Post Fader* setting sets whether the Offline bus is derived pre-fader or post-fader. The default setting is pre-fader (the box is unchecked). When *O/L Post Fader* is checked, the offline bus is derived post-fader.

The default setting for *Auto FoldBack* is unchecked so that the bus feeding the mix-minus outputs is not affected by the state of the two Telco channels. This is the most commonly used setting, and the easiest to use. If a Telco is assigned to Offline, then that is the mix-minus return audio source. If Offline is not selected, then PGM 1 is the mix-minus audio. But, if it is not lit, then PGM 2 feeds the mix-minus bus. Which bus is feeding the mix-minus output for each Telco channel is identified by a winking assignment button (Offline, PGM 1, or PGM 2).

When *Auto FoldBack* is checked, the mix-minus source switches between Offline and a PGM bus following each Telco channel's state. When the Telco channel is off, then the Offline bus is the mix-minus source. When the Telco channel is on, the mix-minus switches to PGM 1 (or, if it's not assigned, then it uses PGM 2). This setting is typically only used when callers (or remotes) are going live to air, and they are not using the mix-minus signal as a live feed. This setting allows the board operator to easily talk to the remote during commercial breaks, through the Offline bus, since turning the caller or remote off automatically switches their mix-minus to the Offline bus. When they go back on-air, their mix-minus switches to PGM 1 again, allowing them to hear everything else that is on-air (minus themselves of course).

Digital Output Sample Rate Section

This section allows the sample rate to be set on the two digital PGM outputs. The default setting for both outputs is 44.1 kHz. Click the radio button to switch either the *Program 1* or *Program 2* output to use a 48 kHz output sample rate. Note that this may result in a momentary muting of the digital output as it switches to the new sample rate.

External Inputs and Outputs Sections

The USB connector on the Oasis console's Main board is not only used to configure the console. During normal console use it allows one to play audio from a connected computer as well as to record audio to a computer. This can connect a

computer with a phone call editor or a general purpose recorder to both record and play audio.

The External Inputs *USB Audio Assignment* selection sets which local channel input will be replaced by the incoming USB audio signal. When viewing that channel's Input tab, USB appears in lieu of the Input #, as in the example, at right, which shows that channel 10, Input 2 is where the USB input audio will appear. In the screenshot below, of the Inputs 9 – 12 Tab, channel 10 B is now USB instead of Input 2.

The External Outputs section allows the USB output to be assigned to various sources: Program 1, Program 2, Mix-Minus 1, Mix-Minus 2, or Telco Record. If you are using the USB for a call recorder, select Tel Record. If you want to pre-record audio then select Program 1 or Program 2.

When the Networking Upgrade option is installed (which Links the Oasis to a VistaMax audio management system) there are two sections (shown above) to choose the source for the two External Monitor buttons (EXT 1 and EXT 2). Either one can be set to use a routed signal from a VistaMax device (Network Source is selected) or the local analog connector on the Main board (Local Analog Input is selected). If the console does not have the networking upgrade this part of the External Inputs section is blank.