



Setting Up Waves SoundGrid on Your DiGiCo Console

Connect Your Console to the SoundGrid Network

Connect the Waves SoundGrid card Ethernet port to a network switch.

Connect the console's Ethernet port to the network switch with another network cable.

Connect SoundGrid server Ethernet port to the network switch with a third network cable.

For redundancy and mirroring: connect the second SoundGrid Server's Ethernet port to the network switch.

Connect iLok to USB port on the console.

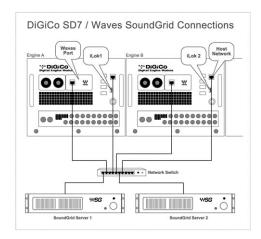
SD7 full mirroring connections:

Connect 2 Waves Ports to the network switch.

Connect both Engines A and B Network ports to the network switch

Connect 2 SG Servers to the network switch,

Connect 2 iLoks to USB ports, 1 per engine.



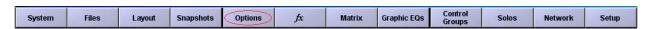


TECHNICAL NOTE

When the Waves option is installed and enabled, the Master Screen Menu's will include a Waves button.



This allows direct access to the Waves MultiRack. The Option button will move to the Setup Menu.



If there is no Waves button on the Master screen then Waves has not yet been enabled.

Open the Master screen Options panel as indicated above and set the Enable

Waves MultiRack option to "Yes". Then, Quit to Windows and re-launch the SD application. The Waves button should now be in the menu bar and the Options button will have moved to the Setup menu as below.



WAVES

TECHNICAL NOTE

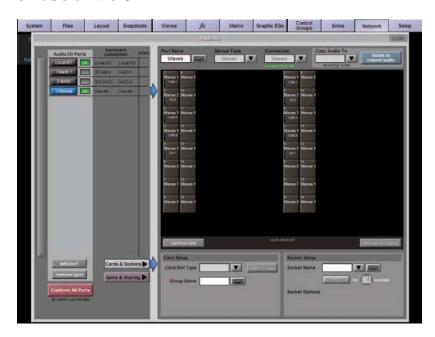
Configuring a Waves Port

On the console's menu touch Setup > Audio I/O.

Check the Ports column on the left. If you don't see Waves, touch "add port" button and add Waves.

Touch Waves port to turn it blue.

You will see 2 added columns of 16 Inputs and Outputs on the SD8/SD9/SD10/SD11, 32 I/Os on the SD7.



Naming Waves Racks

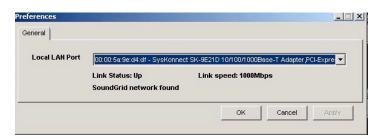
Select an Input or Output socket and name a Rack. Waves Racks are named by selecting either an input or output in the Audio I/O panel and then typing the required name into the white Socket Name box.

Set Waves Preferences

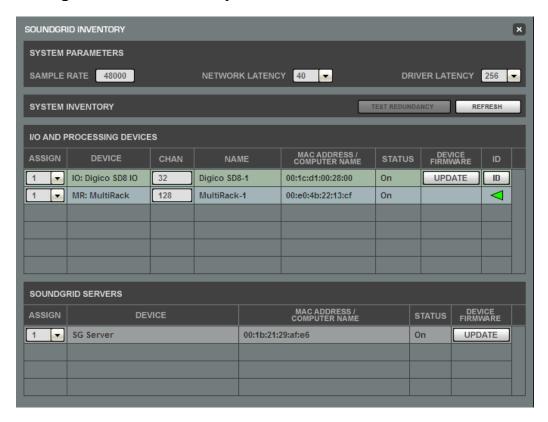
The Waves Preferences window will now appear. If the window hasn't appeared, open Preferences from the Waves > Window menu. Choose the correct Gigabit network adapter.



TECHNICAL NOTE



Setting SoundGrid Inventory



Touch the Waves button on the top row to open the MultiRack SoundGrid interface and select SoundGrid Inventory from the Window menu.

The Inventory window lists all of the SoundGrid Components on your network, and lets you select and assign your devices.

WAVES

TECHNICAL NOTE

The Device column lists all available components: I/O card, MultiRack (the processing device) and SG Servers (MultiRack's processing engine).

In the Assign column, select the devices you intend to use.

I/O device: In the Assign column, set "1" for the SG-Digico I/O device.

MultiRack: It is possible to use only one MultiRack (processing) device.

MultiRack (MR) is set by default to 1.

SG Servers: It is possible to use up to 2 servers in your network where the first server (set to 1) is the processing server and the second (set to 2) is a

redundant server.

Set Network Latency: Network Latency refers to the round-trip latency in samples. Please refer to www.WavesLive.com/html/soundgrid-server.aspx for detailed information regarding recommended latency settings for each server type.

Close the window. Your settings are applied immediately once set.

SoundGrid Connections Window

Touch the Waves button on the top row to open the MultiRack SoundGrid interface and select SoundGrid Connections from the Window menu.

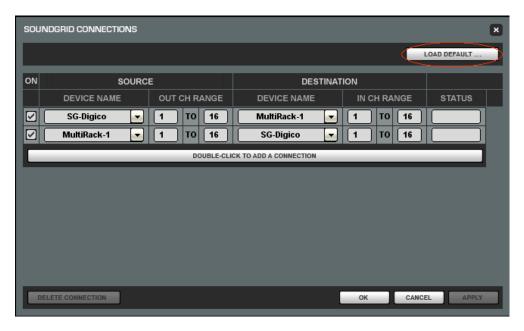
The Connections window table virtually connects the devices in your network and routes audio between them. Each row in the table represents a connection between a Source device, the device that sends the audio, and a Destination device, the device that receives the audio. Components that are not assigned in the Inventory section will not appear in the list and cannot be used.

Select "Load Default" button. This will open a browser directed to a factory preset. Select it and hit Open.

Then hit "Apply" and close the connection window.



TECHNICAL NOTE



^{*} Components that are not assigned in the Inventory section will not appear in the list and cannot be used.