aurus

the Direct-Access Console

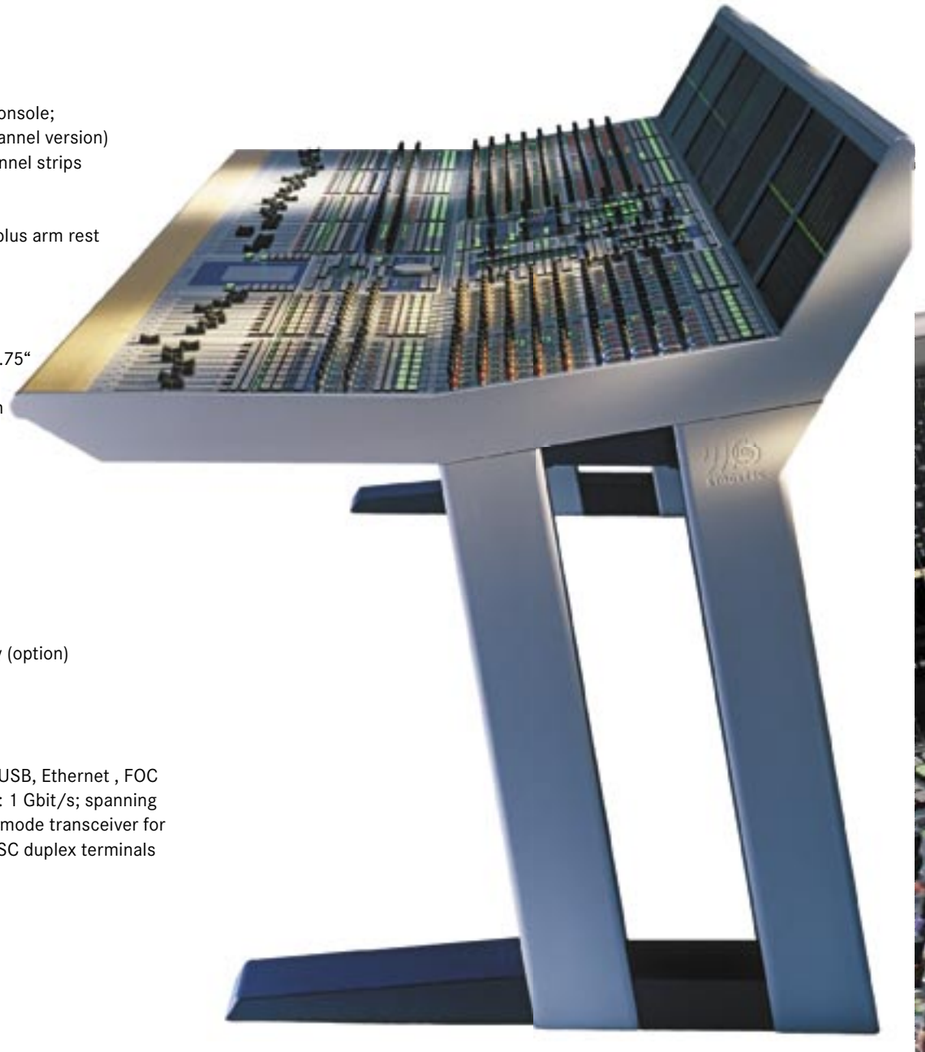
Specifications

Console
configuration: desktop or standalone console;
min. width approx. 140 cm/4.6‘ (24-channel version)
channel strips: max. 96 assignable channel strips
plus Master section
width: 1350...2349 mm/4.43...7.71‘
depth (user interface): 800 mm/31.5“ plus arm rest
depth (total): 1057 mm/41.61“
height (total): 1049 mm/41.30“

Operating Panels
dimensions: 332 x 400 mm/13.07 x 15.75“
channel strips/panel: 8
electrical connection: ribbon cable with
square post header, incl. power supply
hot-swap-enabled

Features
headphone terminals: 2
talkback-microphone terminals: 2
ready for lights
speaker fittings: 2
backup drive (server)
fitting for optional stereo-image display (option)
sheet holder
USB device at the desk

Hardware
external interfaces: SMPTE-LTC, MIDI, USB, Ethernet , FOC
fiber-optic lines: 50/125-µm fiber; rate: 1 Gbit/s; spanning
distance: approx. 800 m/2625‘ (mono-mode transceiver for
larger distances available on request); SC duplex terminals



Stage Tec
Entwicklungsgesellschaft für
professionelle Audiotechnik mbH
Tabbertstraße 10
D-12459 Berlin / Germany
Phone: +49 30 639902-0
Telefax: +49 30 639902-32
E-Mail: office@stagetec.com

SALZBRENNER STAGETEC
VERTRIEB PROFESSIONELLER AUDIOTECHNIK GmbH
Head Office
Industriegebiet See
D-96155 Buttenheim / Germany
Phone: +49 9545 440-300
Fax: +49 9545 440-333
E-Mail: sales@stagetec.com

SALZBRENNER STAGETEC
VERTRIEB PROFESSIONELLER AUDIOTECHNIK GmbH
Bahnhofstrasse 13
D-79843 Löffingen/Germany
Phone: +49 7654 9104-0
Telefax: +49 7654 9104-91
E-Mail: loeffingen@stagetec.com

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22 directly accessible parameters – II concentric dual encoders per channel • ready for 96 kHz • concurrent mixdown to multiple multichannel formats • fully integrated into the NEXUS STAR routing system

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AURUS - the Direct-Access Console

When designing the AURUS, the main objective was combining the instant access of a conventional analog desk with the configurability and flexibility and the electro-acoustic parameters of an advanced digital console. The result was the »AURUS – the Direct-Access Console«. The AURUS is a portable console optimized for production, theater, and live use and supports clear and intuitive operation.

Compared to other digital concepts, the AURUS includes a significantly higher number of controls allowing for instant access to audio parameters. Depending on the actual configuration, up to 300 audio channels and 96 channel strips can be implemented.

The space-saving dual encoders are a novelty. Visual feedback of the audio parameter being adjusted is provided on the spot by dual LED arc indicators or digital displays. The prearranged association of encoders to parameters considerably simplifies operation for new users; the console has a literally intuitive touch!

Features such as true multichannel processing (incl. monitoring), various automation functions for all console parameters (snapshot and dynamic), and connectivity to two master consoles with separate project handling are standard features conceptually implemented in the system core.

The meterbridge has precisely working hi-res TFT screens with selectable metering types. In addition, these screens provide a detailed graphical view of the audio parameters and are also used for console configuration.
The AURUS is entirely integrated into the NEXUS fiber-optic audio network. Therefore, features such as the excellent converters, the support of a variety of digital formats, and the extensive potential of a digital audio network are supplied to AURUS. Multiple AURUS consoles can coexist within a NEXUS audio network.



Overall System
- An AURUS system comprises the following components:
  - main console for operating and controlling the audio processor
  - secondary console (option)
  - satellite control units (option)
  - router-integrated audio DSP for digital audio processing
  - NEXUS audio network for handling different audio formats and providing extensive signal distribution
- All components are interconnected via fiber-optic lines transmitting all audio signals (including talkback and monitoring) and control signals

Configuration
- The basic setup can be freely configured (e.g., this applies to the channel and bus allocation, the assignment of channel strips to audio channels, etc.)
- Thanks to this concept, the AURUS might be equipped with less operating strips than actual audio channels

Ergonomics
- Optimized instant access to the 22 key functions of each audio channel thanks to 11 dual encoders per channel strip
- Channel panel: provides simultaneous access to all settings of the selected channel
- Console dimensions: perfect accessibility of all controls, perfect readability of displays and indicators, best view to the stage, the recording chamber, or video displays
- TFT screens: extended lateral viewing angle

Panels
- Operating panels based on 8-channel grid
- AURUS is a pure control unit, the audio processing is performed by remote base devices

Controls
- Each dual encoder allows for two independent settings and provide an extra button
- A combination of dual encoders, dynamic multicolored LED fans, and matrix displays allows for either an analog-style view or an exact numerical representation of parameter value
- Quality controls: gently but precisely working 100-mm faders, softly engaging dual encoders with integrated buttons, exclusively low-noise short-travel keys with perceivable touch, LED matrix displays, etc.

Audio Processor
- Contains the entire audio-processing and I/O-routing engine as well as the NEXUS optical and MADI interfaces to studio peripherals

The NEXUS Audio Network
- Allows full networking of theaters, studio complexes, and broadcasting centers
- Fiber-optic lines allow spanning distances of more than 1,000 meters (3,300‘) between networked base devices
- The NEXUS STAR central router is the core of the audio network

Monitoring
- AURUS allows for multiple independent or interdependent monitor buses supporting a variety of multichannel formats (including two inserts for external cinema processors)
- Main monitoring paths: control-room monitor and alternative monitors (multichannel-enabled)
- Sources: in addition to PFL and solo buses, all signals existing in the system (i.e. NEXUS inputs, channel outputs, console buses, or direct outputs)

Audio Processing
- Existing (signal-processing) resources can be allocated individually and be stored as console projects
- Depending on the hardware setup and software configuration, mixing consoles with up to 300 channels, or 256 buses respectively, can be accomplished
- Digital audio processing with 40-bit floating-point arithmetic and the excellent analog components of the NEXUS routing system provide highest sound fidelity for recording, mixdown, and sound-reinforcement applications
- Resource-saving direct bus routing (without processing) supported
- The output of certain processing modules within a channel can be monitored directly
- Simultaneous mixdown to multiple multichannel formats supported

Synchronization
- Synchronization to a shared clock source via NEXUS base devices and AURUS audio processor
- Automatic changeover to a different source (or the internal clock) at sync-source failure

N-1 System
- Complex playbacks as required, for examples, at sports events and teleconferences are easily achieved
- 48 N-1 buses plus a sophisticated off-air matrix configurable

Freely Configurable Controls
- Pre-configuration of control tasks frequently performed in studio operation (e.g. pause gongs, signaling, curtains, etc.) using the flexible and freely programmable control logic

Quality Features
- Thanks to its low weight, the compact audio processor, the scalable routing matrix, the low power consumption, and the low heat dissipation, the AURUS is suitable for use in O.B. vans and live applications
- Optimum project-specific adaptation thanks to free allocation of channels and buses and the variable channel structure
- The modular concept of AURUS and NEXUS allows for a customized setup of the overall system which might by expanded by special functions as required
- The use of optical fibers simplifies the installation, making the system insusceptible to EMI and ground loops

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