

X32 (normal production)

Inputs

Physical inputs
XLR 1
XLR 2
XLR 3
XLR 4
XLR 5
XLR 6
XLR 7
XLR 8
XLR 9
XLR 10
XLR 11
XLR 12
XLR 13
XLR 14
XLR 15
XLR 16

AES50-A Input from x32 rack
AES50 1 Mic 1
AES50 2 Mic 2
AES50 3 Mic 3
AES50 4 Mic 4
AES50 5 Mic 5
AES50 6 Mic 6
AES50 7 Mic 7
AES50 8 Mic 8
AES50 9 Remote 1L (De-embed)
AES50 10 Remote 1R (De-embed)
AES50 11 Remote 2L (De-embed)
AES50 12 Remote 2R (De-embed)
AES50 13 Remote 3L (De-embed)
AES50 14 Remote 3R (De-embed)
AES50 15 Remote 4L (De-embed)
AES50 16 Remote 4R (De-embed)
AES50 17 PGM TO ATEM
AES50 18 PGM TO ATEM
AES50 19 Intercom Mic PP1
AES50 20 Intercom Mic PP2
AES50 21 Intercom Mic PP3
AES50 22 Intercom afsluitering PP5
AES50 23 ATEM payout L (De-embed)
AES50 24 ATEM payout R (De-embed)

Channel assingment

Channels		Input mode
Channel 1	Mic 1	AES-A 1
Channel 2	Mic 2	AES-A 2
Channel 3	Mic 3	AES-A 3
Channel 4	Mic 4	AES-A 4
Channel 5	Mic 5	AES-A 5
Channel 6	Mic 6	AES-A 6
Channel 7	Remote 1	Card 1
Channel 8	Remote 2	Card 2
Channel 9	Remote 3	Card 3
Channel 10	Remote 4	Card 4
Channel 11	Payout L	AES-50 A 23
Channel 12	Payout R	AES-50 A 24
Channel 13	PPT L	Card 7
Channel 14	PPT R	Card 8
Channel 15	Jingle L	Card 9
Channel 16	Jingle R	Card 10
Channel 17	Music L	Card 11
Channel 18	Music R	Card 12
Channel 19	Ch 19	-
Channel 20	Ch 20	-
Channel 21	Ch 21	-
Channel 22	Ch 22	-
Channel 23	Ch 23	-
Channel 24	Ch 24	-
Channel 25	HS PP5	AES-A 22
Channel 26	Ch 26	-
Channel 27	Remote Delay	Bus 1
Channel 28	Mic's Delay	Bus 3
Channel 29	PGM L	Card 31
Channel 30	PGM R	Card 32
Channel 31	Talkback 1	AES-A 19
Channel 32	Talkback 2	AES-A 20

Bus/Matrix

MixBus	
MixBus 1	Remote delay
MixBus 2	Regie mon
MixBus 3	Mic delay
MixBus 4	Talkback 1
MixBus 5	Operator 1
MixBus 6	Operator 2
MixBus 7	Talkback 2
MixBus 8	M-1 Stage
MixBus 9	M-1 Remote 1
MixBus 10	M-1 Remote 2
MixBus 11	M-1 Remote 3
MixBus 12	M-1 Remote 4
FX 1	-
FX 2	-
FX 3	-
FX 4	-

Matrix	
Matrix 1	IFB stage
Matrix 2	IFB remote 1
Matrix 3	IFB remote 2
Matrix 4	IFB remote 3
Matrix 5	IFB remote 4
Matrix 6	Regie

Output patching

Card outputs (Dante)	Patchen via:	Huidige source	Destination
Card 1	Ultraset 1-8	Matrix 2: IFB Remote 1	Remote 1 laptop
Card 2		Matrix 3: IFB Remote 2	Remote 2 laptop
Card 3		Matrix 4: IFB Remote 3	Remote 3 laptop
Card 4		Matrix 5: IFB Remote 4	Remote 4 laptop
Card 5		Matrix 1: IFB Stage	-
Card 6		Matrix 6: Regie	-
Card 7		-	-
Card 8		-	-
Card 9	Ultraset 9-16	-	-
Card 10		-	-
Card 11		-	-
Card 12		-	-
Card 13		-	-
Card 14		-	-
Card 15		PGM L	Card 31 in (Ch 29) (loopback)
Card 16		PGM R	Card 32 in (Ch 30) (loopback)

Physical outputs (XLR)	Patchen via:	Huidige source	Destination
XLR 1	Out 1-8	Matrix 1: IFB Stage	-
XLR 2		-	-
XLR 3		BUS 5: Operator 1	-
XLR 4		BUS 6: Operator 2	-
XLR 5		Matrix 6: Regie	KRK L
XLR 6		Matrix 6: Regie	KRK R
XLR 7		Main L	-
XLR 8		Main R	-

Physical outputs (AUX)	Patchen via:	Huidige source	Destination
AUX 1	AUX 1-6	-	-
AUX 2		-	-
AUX 3		-	-
AUX 4		-	-
AUX 5		-	-
AUX 6		-	-

x32 Rack

AES-A outputs	Patchen via:	Huidige source	Destination
AES-A 1	OUT 1-8	Matrix 1: IFB Stage	-
AES-A 2		-	-
AES-A 3		BUS 5: Operator 1	-
AES-A 4		BUS 6: Operator 2	-
AES-A 5		Matrix 6: Regie	-
AES-A 6		Matrix 6: Regie	-
AES-A 7		Main L	-
AES-A 8		Main R	-
AES-A 9	OUT 9-16	Matrix 1: IFB Stage	X32 Rack (Ch 17)
AES-A 10		BUS 5: Operator 1	X32 Rack (Ch 18)
AES-A 11		Matrix 2: IFB Remote 1	X32 Rack (Ch 19) -> Aux out 1 -> (LU2000)
AES-A 12		Matrix 3: IFB Remote 2	X32 Rack (Ch 20) -> Aux out 2 -> (LU2000)
AES-A 13		Matrix 4: IFB Remote 3	X32 Rack (Ch 21) -> Aux out 3 -> (LU2000)
AES-A 14		Matrix 5: IFB Remote 4	X32 Rack (Ch 22) -> Aux out 4 -> (LU2000)
AES-A 15		Main L	X32 Rack (Ch 23) -> ATEM L
AES-A 16		Main R	X32 Rack (Ch 24) -> ATEM R

Stagebox (SD8)

AES-B outputs	Patchen via:	Huidige source	Destination
AES-A 1	OUT 1-8	Matrix 1: IFB Stage	Yamaha speaker studio
AES-A 2		-	
AES-A 3		BUS 5: Operator 1	eventueel vrij te kiezen
AES-A 4		BUS 6: Operator 2	
AES-A 5		Matrix 6: Regie	Niet veranderen (wordt hierboven al voor
AES-A 6		Matrix 6: Regie	KRK gebruikt)
AES-A 7		Main L	
AES-A 8		Main R	eventueel vrij te kiezen