

System Administrators' Guide

Software version b0421 -Document version 1 (April 2021)

Prerequisites

This document makes the assumption you have already read and followed the installation documentation. It would also be valuable to read and understand the user documentation both as it may make understanding the way some things are done within the master section make more sense and to prepare for the inevitable situation that users are going to ask you questions about their own interface.

Connecting to Stage Patch.

Connection to the master interface is via a devices browser- if accessing from the same computer hosting the server then the address is 'localhost/Stagepatch/master.php', to connect via another device the address is the servers local ip address /StagePatch/master.php (eg 192.162.1.69/StagePatch/master.php)

Users (eg Foh engineer, Monitor engineer) connect in the same way but do not need the master.php part of the address (this connects them to stagepatch/default.php). Remember that the server software will require activating (via XAMMP control panel) each time the host computer is restarted.

Input Parameters

StagePatch stores a number of parameters about each input within a show. Some of these (listed as Festival patch parameters below) are constant across bands and days within a show, others (Band Specific parameters) are specific to each bands requirements. User views display a combination of these based on the needs of the user. Within the master interface these parameters can be viewed in the 'masterview' view and interacted with in the 'edit show' view

Festival patch parameters

Name- The name being used for that input on the festival patch, this may be more general than what each act calls it (eg Vocal SL, Keyboard 6...)

Splitter- The channel of the analogue splitter/patchbay or equivalent.

Foh I/O / Monitor I/O- The physical input number on the stagebox or console surface for FOH and Monitors respectively. Text characters are allowed in this field to accommodate labeling for more complicated I/O set ups.

FoH Ch / Monitor Ch- The desk channel being used by FoH and Monitors respectively, which may or may not differ from its I/O number.

Default mic - The mic or DI that will be used for this input by default if nothing else is supplied or requested. This may be superseded by another mic on a band by band basis.

Default Hardware- The stand/clip/clamp being provided for the above mic.

48v- ticked if phantom power is required on this channel.

Cable - The default mic cable length used on the input. This parameter is very much optional, its main use is in providing prep lists in the warehouse section, if the prep typically contains standard XLR pulls then there is probably little benefit in filling this column out.

Riser Count- The number of times this channel exists simultaneously - ie in the simplest festival set up where there is one set of mics that remain on stage everything has a riser count of 1, in the next level of productions where there may be two drum risers with duplicate mics and satellite box the drum inputs would have a riser count of 2 and everything else 1. In full flip-flops everything has a riser count of 2 or more. Numbers over 2 are supported if the aim is to be able to mic more bands up backstage simultaneously.

Sat Col- The satellite box being used for the channel expressed as a colour.

Sat Ch- The channel of the satellite box being used.

Y-sat Col/ Y-sat Ch- As Sat Col and Sat Ch but for a second set of satellite inputs Y-combined to the same splitter input- eg to allow bass inputs on satellite boxes both stage left and right.

Band specific parameters-

Used- Whether a Band uses this input (ticked), some views condense to show only used channels per band.

Name- The name being used for the channel for the band, it may be the same as in the festival patch or may be made more specific eg Vocal SL becomes 'Sarah Vocal' or Keys 6 becomes 'Nord R'.

Mic- the mic being used for this input for this band. This may be the default mic or may be swapped out as needed.

Phantom- whether phantom needs to be applied to the above.

FoH Ch/Mon Ch- the desk channel being used at FoH or Monitors for this input for this band. This would typically be based on the incoming showfile and this parameter along with FoH/Mon I/O is what is required for a softpatch.

Views



Upon opening the master interface you should see the above banner, the top right section shows the loaded show (if a default show is set this will be loaded, if not it will say no show loaded) with a drop down menu below to load other shows. The 4 available views- Create show, User preferences, Master View and Edit Show are accessed from this toolbar, which will remain across the top in all views with the content filling the grey area below.

Create Show



This view is, unsurprisingly, used to create shows within StagePatch.

There are 5 parameters to assign before creating a show.

User Profile- selects which user is the owner of the show. This pre-populates the show with some user defined characteristics such as the default structure of a line system and the colours used to denote FoH and Monitors. For a freelancer it is useful to set up a user profile for each vendor you work with as this is faster than having to define the size and number of satellite boxes every show.

Show Name- This is what the show will be called throughout StagePatch and must be unique (good practice for recurring festivals is to include a year to avoid reusing the same name next year). The maximum length is 20 characters, spaces and numbers are allowed.

Number of channels- The total number of input entities that can exist within a show (this may be more channels than the analogue split if you wish to include information on things such as local inputs). This currently cannot be changed after creation so it is worth considering going one size up if you are close to a limit. Many features of StagePatch process and render for every possible input in the show so choosing an excessively large number of inputs is detrimental to system performance (this is most visible in the rendering time of the *Edit Show* view but has a lesser impact on User views and show creation time)

Number of Show Days- Self explanatory, each day creates a new page of acts with their corresponding inputs. Max length is 5. Higher day lengths influence show creation time but do not impact performance elsewhere as only 1 day is rendered per user at any given time.

Number of Acts per Day- This number is fixed across all days, so where days have different numbers of acts choose the largest number which will leave blanks in the days with fewer acts. Maximum 20 per day. Excessive values here slow creation speed and rendering (all though generally to a lesser degree than maxing out the input count) so it is not recommended to default to 20.

Below these 5 parameters is the **Create** button. Clicking this first checks the above parameters are all valid and if so creates the show databases. Depending on processor speed, show size, and the number of acts/days this may take up to several minutes- this is a good point in proceedings to make a cup of tea.

User Preferences

User profiles are used in StagePatch to populate a number of variables to a show based on the user listed as the show owner upon show creation.

The *user preferences* view starts with a drop down menu offering the choice of creating a new user profile or editing existing user profiles.

It is envisioned that in most cases the user profile will represent the hire company being used to supply the show and as such contains information on the size and number of satellite boxes in the line system, cable lengths and corresponding colours and accent colours for front of house and monitor views (Good practice is to use the same colours as would be used to label cases for these locations as the engineers will be used to seeing their colour around them and seeing the opposite one is jarring and should make them realise if they have gone into the wrong view).

Information on cable lengths/colours is used in the warehouse section and patch view where cables are entered per input, doing so is entirely optional and if it is not going to be used (ie you are sending a standard cable prep to all festivals and patch crew are using their own discretion on what to use where) there is no benefit to filling this out in the user preferences either.

StagePatch **Test Show**
select a show ▼

Create Show **User Preferences** Master View Edit Show

select user profile select user profile ▼

default user

set default sat box configuration:

red: 16 ch ▼	blue: 16 ch ▼	green: 16 ch ▼	yellow: 16 ch ▼	orange: Not used ▼
brown: Not used ▼	purple: Not used ▼	grey: Not used ▼	white: Not used ▼	black: Not used ▼

Set cable lengths and colours:

1 Red ▼	3 Purple ▼	5 Orange ▼	10 Blue ▼	20 Green ▼
30 Grey ▼	0 select colour ▼	0 ▼	0 ▼	0 ▼

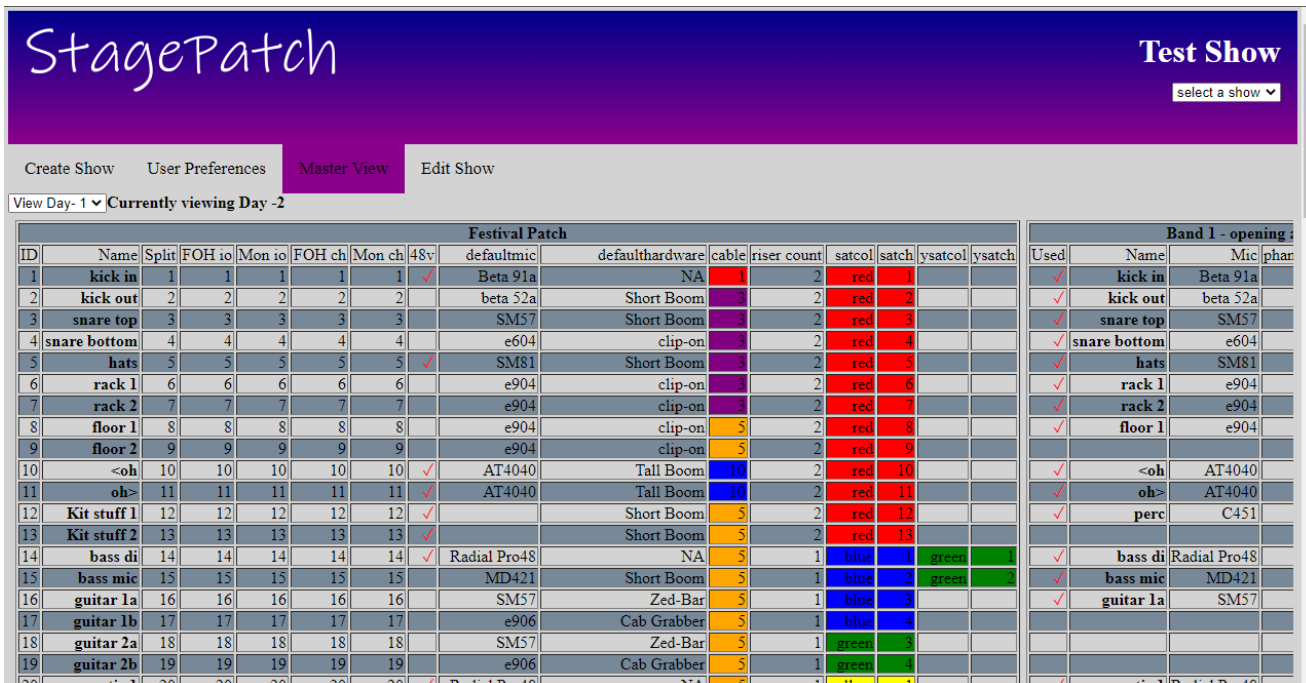
Select preferred accent colours:

Front of House: Blue ▼ Monitors: Purple ▼

Master View

The master view is laid out much like the user (FoH/Mons/Patch) views are with festival patch information on the left and horizontally scrollable band specific information on the right.

It displays all stored parameters which means in most situations there will be a different view better suited to displaying the information you need for a given task. Masterview is best thought of as a way of keeping track of what you have told everyone rather than the source of the information at any given time. It is also useful to be able to switch out of the **Edit** view, which contains similar information, to a view where things cannot be accidentally edited. As with the user views the right hand side auto-refreshes every 10 seconds.



Festival Patch																Band 1 - opening			
ID	Name	Split	FOH io	Mon io	FOH ch	Mon ch	48v	defaultmic	defaulthardware	cable	riser count	satcol	satch	ysatcol	ysatch	Used	Name	Mic	phar
1	kick in	1	1	1	1	1	✓	Beta 91a	NA	1	2	red	1			✓	kick in	Beta 91a	
2	kick out	2	2	2	2	2		beta 52a	Short Boom	3	2	red	2			✓	kick out	beta 52a	
3	snare top	3	3	3	3	3		SM57	Short Boom	3	2	red	3			✓	snare top	SM57	
4	snare bottom	4	4	4	4	4		e604	clip-on	3	2	red	4			✓	snare bottom	e604	
5	hats	5	5	5	5	5	✓	SM81	Short Boom	3	2	red	5			✓	hats	SM81	
6	rack 1	6	6	6	6	6		e904	clip-on	3	2	red	6			✓	rack 1	e904	
7	rack 2	7	7	7	7	7		e904	clip-on	3	2	red	7			✓	rack 2	e904	
8	floor 1	8	8	8	8	8		e904	clip-on	5	2	red	8			✓	floor 1	e904	
9	floor 2	9	9	9	9	9		e904	clip-on	5	2	red	9						
10	<oh	10	10	10	10	10	✓	AT4040	Tall Boom	10	2	red	10			✓	<oh	AT4040	
11	oh>	11	11	11	11	11	✓	AT4040	Tall Boom	10	2	red	11			✓	oh>	AT4040	
12	Kit stuff 1	12	12	12	12	12	✓		Short Boom	5	2	red	12			✓	perc	C451	
13	Kit stuff 2	13	13	13	13	13	✓		Short Boom	5	2	red	13						
14	bass di	14	14	14	14	14	✓	Radial Pro48	NA	5	1	blue	1	green	1	✓	bass di	Radial Pro48	
15	bass mic	15	15	15	15	15		MD421	Short Boom	5	1	blue	2	green	2	✓	bass mic	MD421	
16	guitar 1a	16	16	16	16	16		SM57	Zed-Bar	5	1	blue	3			✓	guitar 1a	SM57	
17	guitar 1b	17	17	17	17	17		e906	Cab Grabber	5	1	blue	4						
18	guitar 2a	18	18	18	18	18		SM57	Zed-Bar	5	1	green	4						
19	guitar 2b	19	19	19	19	19		e906	Cab Grabber	5	1	green	4						
20	acoustic 1	20	20	20	20	20	✓	Radial Pro48	NA	5	1	yellow	1			✓	acoustic 1	Radial Pro48	

Edit Show - Basic overview.

Views beginning with a drop down menu to select the day should by now be familiar, in the edit show there is an additional option above the available days 'edit generic patch' selecting this opens the edit generic patch view allowing the set up and changing of parameters which are universal across days, selecting a day allows the editing of parameters as they apply to each band.

The recommended workflow is to create a show, then set up the generic patch page as fully as possible, then input band information day by day. There are some tools and shortcuts explained later which save time over inputting all the data manually which require fields of the generic patch to be completed first.

Edit generic patch view

Within the upper section of this view the system administrator can set the show 48v master (which affects which user views do and do not see phantom power information) as well as alter the size and number of satellite boxes used in the show.

If the loaded show is not the default show an additional button appears below the phantom master menu to assign this show as the default show. If a show is assigned to the default it appears to all devices as the selected show when they connect. Combined with the default day function it takes the bulk of navigation decisions from the end user to the system administrator and greatly reduces the chance that by the last show day when everyone is a little tired that the monitor engineer is still working off yesterday's list and the front of house engineer has opened up an entirely unrelated show from the server.

Below this is an autofill button- see '[Edit show- advanced features](#)' for an explanation of this.

The lower section has a row per input and the ability to set Splitter channel, IO and channel for each of FoH and Monitors, Channel name, phantom requirement, default mic, default hardware, riser count and satellite box assignments for both main and Y-split inputs.

StagePatch

Test Show

select a show

Create Show

User Preferences

Master View

Edit Show

Edit Generic Patch

Choose +48v master: select

Edit satellite box Configuration (Channel count, number of duplicate boxes):

red: 16 ch

blue: 16 ch

green: 16 ch

yellow: 16 ch

white: Not used

brown: Not used

purple: Not used

grey: Not used

orange: Not used

black: Not used

Autofill

Festival Patch - Test Show

ID	Split	FOH io	Mon io	FOH ch	Mon ch	Name	48v	Mic	Hardware	cable	riser count	satcol	satch	ysatcol	ysate
1	1	1	1	1	1	kick in	<input checked="" type="checkbox"/>	Beta 91a	NA	1	2	red	1		
2	2	2	2	2	2	kick out	<input type="checkbox"/>	beta 52a	Short Boom	3	2	red	2		
3	3	3	3	3	3	snare top	<input type="checkbox"/>	SM57	Short Boom	3	2	red	3		
4	4	4	4	4	4	snare bottom	<input type="checkbox"/>	e604	clip-on	3	2	red	4		
5	5	5	5	5	5	hats	<input checked="" type="checkbox"/>	SM81	Short Boom	3	2	red	5		
6	6	6	6	6	6	rack 1	<input type="checkbox"/>	e904	clip-on	3	2	red	6		
7	7	7	7	7	7	rack 2	<input type="checkbox"/>	e904	clip-on	3	2	red	7		
8	8	8	8	8	8	floor 1	<input type="checkbox"/>	e904	clip-on	5	2	red	8		
9	9	9	9	9	9	floor 2	<input type="checkbox"/>	e904	clip-on	5	2	red	9		

Edit Day view.

Within the upper section of this view there is a button to assign this day as the default day for this show (all users will see this day in all views upon opening this show- the recommended use of this is that it is set to day 1 when you arrive on site and the head patch changes the default day either at the close of each day or beginning of each morning so that users do not need to think about selecting the right day. If the day is currently default then this box is hidden) and a box for each act to set their name followed by another autofill button (see ['Edit show- advanced features'](#))

The lower section is split into a left hand section relating to the generic patch (splitter channel and generic Channel name) and a horizontally scrollable right hand side containing band specific information which allows the user to specify which channels are used, a name (which may be more specific than the generic name ie vocalists names), the mic to be used (which may be a swap from the default mic) and its corresponding phantom requirements as well as the channel numbers corresponding to show files for both FoH and Monitors. There is also a notes field for each input of each band- currently this does not render to any user views (but may do in the future) it may be used by the administrator as you see fit but some possible uses include keeping notes of things that were vague in a spec and need clarifying with a band on arrival, things in nonstandard places such as pedal board DI's, international power requirements or keeping track of who you have lent jack leads to.

The drop down labeled patch by each band name and the radio button in the split column are explained in the advanced features section.

StagePatch

Test Show

select a show

Create Show

User Preferences

Master View

Edit Show

Edit Day- 1

make default day

Names of acts:

Band 1: opening act

Band 2: another band

Band 3: someone I've heard of

Band 4: someone I've not

Band 5: yet another band

Band 6: think they're headlining

Band 7: main support

Band 8: headliner

Autofill

Test Show

Generic		Band1 - opening act patch						Band2 - another band patch							
Split	Channel Name	Used	Name	mic	48v	Foh patch	mon patch	notes	Used	Name	mic	48v	Foh patch	mon patch	notes
<input type="radio"/>	1	<input checked="" type="checkbox"/>	kick in	Beta 91a	<input checked="" type="checkbox"/>	1	1		<input checked="" type="checkbox"/>	Kick trigger	BSS AR133	<input checked="" type="checkbox"/>	1	1	
<input type="radio"/>	2	<input checked="" type="checkbox"/>	kick out	beta 52a	<input type="checkbox"/>	2	2		<input type="checkbox"/>			<input type="checkbox"/>			
<input type="radio"/>	3	<input checked="" type="checkbox"/>	snare top	SM57	<input type="checkbox"/>	3	3		<input checked="" type="checkbox"/>	snare top	SM57	<input type="checkbox"/>	2	3	
<input type="radio"/>	4	<input checked="" type="checkbox"/>	snare bottom	e604	<input type="checkbox"/>	4	4		<input checked="" type="checkbox"/>	snare bottom	e604	<input type="checkbox"/>	3	4	
<input type="radio"/>	5	<input checked="" type="checkbox"/>	hats	SM81	<input checked="" type="checkbox"/>	5	5		<input checked="" type="checkbox"/>	hats	SM81	<input checked="" type="checkbox"/>	4	5	
<input type="radio"/>	6	<input checked="" type="checkbox"/>	rack 1	e904	<input type="checkbox"/>	6	6		<input checked="" type="checkbox"/>	rack 1	e904	<input type="checkbox"/>	5	6	

Edit show advanced features.

The edit show view contains a number of features that can be used to make the initial data input considerably faster than inputting all the parameters manually one by one:

Generic view- Autofill

ID	Split	FOH io	Mon io	FOH ch	Mon ch	Name	48v	Mic	Hardware	cable	riser count	satcol	satch	ysatcol	ysatc
1	1	1	1	1	1	Kick In	<input checked="" type="checkbox"/>	Beta 91a			1	red	1		
2	2	2	2	2	2	Kick Out	<input type="checkbox"/>	beta 52a			1	red	2		
3	3	3	3	3	3	Snare top	<input checked="" type="checkbox"/>	SM57			1	red	3		
4	4	4	4	4	4	Snare btm	<input type="checkbox"/>	e604			1	red	4		
5	5	5	5	5	5	Hats	<input checked="" type="checkbox"/>	SM81			1	red	5		
6	6	6	6	6	6	Rack 1	<input type="checkbox"/>	e904			1	red	6		
7	7	7	7	7	7	Rack 2	<input checked="" type="checkbox"/>	e904			1	red	7		
8	8	8	8	8	8	Flr 1	<input type="checkbox"/>	e904			1	red	8		
9	9	9	9	9	9	Flr 2	<input checked="" type="checkbox"/>	e904			1	red	9		
10	10	10	10	10	10	Ride	<input type="checkbox"/>	SM81			1	red	10		
11	11	11	11	11	11	OH L	<input checked="" type="checkbox"/>	C414			1	red	11		
12	12	12	12	12	12	OH R	<input type="checkbox"/>	C414			1	red	12		

In the above image I have started from a blank show- a 1 to 1 patch for split, I/O and desk channels is assumed for the festival patch and is autofilled, the riser count defaults to 1 for all channels- The first things I have done is input channel names and mic choices for the drums as well as assign them to channels of the red satellite box. Note at this stage I have not touched the 48v, hardware or riser count fields for the channels I have created.

The autofill feature takes information given so far and fills parameters where it can make an assumption of the required value from what is already known.

The most straightforward example of this is that for a given model of mic whether it needs phantom power or not is constant each time it is used, so *StagePatch* can make the assumption that when, as in channel 1, a Beta 91a is used that the 48v box should be ticked. Likewise for some mics it is reasonable to assume what hardware will be used- the Beta 91A does not stand mount, so there is no value to someone spending time inputting into the database that they don't want a stand for it.

Another feature of autofill is the ability to change riser count for multiple channels at a time. In the upper section of the screen where satellite box size is specified there is a second drop down menu for each sat box which specifies the number of duplicates being used of that box (and all its associated inputs). In the above example I have set red to 2 and then hit autocomplete.

Festival Patch - Another show															
ID	Split	FOH io	Mon io	FOH ch	Mon ch	Name	48v	Mic	Hardware	cable	riser count	satcol	satch	ysatcol	ysatc
1	1	1	1	1	1	Kick In	<input checked="" type="checkbox"/>	Beta 91a	NA		2	red	1		
2	2	2	2	2	2	Kick Out	<input type="checkbox"/>	beta 52a			2	red	2		
3	3	3	3	3	3	Snare top	<input checked="" type="checkbox"/>	SM57			2	red	3		
4	4	4	4	4	4	Snare btm	<input type="checkbox"/>	e604	clip-on		2	red	4		
5	5	5	5	5	5	Hats	<input checked="" type="checkbox"/>	SM81			2	red	5		
6	6	6	6	6	6	Rack 1	<input type="checkbox"/>	e904	clip-on		2	red	6		
7	7	7	7	7	7	Rack 2	<input checked="" type="checkbox"/>	e904	clip-on		2	red	7		
8	8	8	8	8	8	Flr 1	<input type="checkbox"/>	e904	clip-on		2	red	8		
9	9	9	9	9	9	Flr 2	<input checked="" type="checkbox"/>	e904	clip-on		2	red	9		
10	10	10	10	10	10	Ride	<input checked="" type="checkbox"/>	SM81			2	red	10		
11	11	11	11	11	11	OH L	<input checked="" type="checkbox"/>	C414			2	red	11		
12	12	12	12	12	12	OH R	<input checked="" type="checkbox"/>	C414			2	red	12		

Here you can see phantom power has been updated where required, 6 of the 12 channels have hardware specified (this works for internal kick mics, DI boxes and clip on mics- they can be overridden in latter if you for example want to put a e604 on a stand) and the riser count has been changed to 2 on all the drum channels. In this instance it has saved manually inputting 30 parameters (all though the level of saving is dependent on what proportion of inputs are things like clip on mics or di channels).

I would then typically fill in the remaining hardware channels before moving on to the day view.

Day View- autofill.

Another show															
Generic		Band1 - a band <small>patch ▼</small>							Band2 - another band <small>patch ▼</small>						
Split	Channel Name	Used	Name	mic	48v	Foh patch ▼	mon patch ▼	notes	Used	Name	mic	48v	Foh patch ▼	mon patch ▼	notes
<input type="radio"/> 1	Kick In	<input checked="" type="checkbox"/>			<input type="checkbox"/>				<input type="checkbox"/>			<input type="checkbox"/>			
<input type="radio"/> 2	Kick Out	<input checked="" type="checkbox"/>			<input type="checkbox"/>				<input checked="" type="checkbox"/>			<input type="checkbox"/>			
<input type="radio"/> 3	Snare top	<input checked="" type="checkbox"/>			<input type="checkbox"/>				<input checked="" type="checkbox"/>			<input type="checkbox"/>			
<input type="radio"/> 4	Snare btm	<input checked="" type="checkbox"/>			<input type="checkbox"/>				<input type="checkbox"/>			<input type="checkbox"/>			
<input type="radio"/> 5	Hats	<input checked="" type="checkbox"/>			<input type="checkbox"/>				<input checked="" type="checkbox"/>			<input type="checkbox"/>			
<input type="radio"/> 6	Rack 1	<input checked="" type="checkbox"/>			<input type="checkbox"/>				<input checked="" type="checkbox"/>			<input type="checkbox"/>			
<input type="radio"/> 7	Rack 2	<input checked="" type="checkbox"/>			<input type="checkbox"/>				<input type="checkbox"/>			<input type="checkbox"/>			
<input type="radio"/> 8	Flr 1	<input checked="" type="checkbox"/>			<input type="checkbox"/>				<input checked="" type="checkbox"/>			<input type="checkbox"/>			
<input type="radio"/> 9	Flr 2	<input checked="" type="checkbox"/>			<input type="checkbox"/>				<input type="checkbox"/>			<input type="checkbox"/>			
<input type="radio"/> 10	Ride	<input checked="" type="checkbox"/>			<input type="checkbox"/>				<input type="checkbox"/>			<input type="checkbox"/>			
<input type="radio"/> 11	OH L	<input checked="" type="checkbox"/>			<input type="checkbox"/>				<input checked="" type="checkbox"/>			<input type="checkbox"/>			
<input type="radio"/> 12	OH R	<input checked="" type="checkbox"/>			<input type="checkbox"/>				<input checked="" type="checkbox"/>			<input type="checkbox"/>			

Continuing from the previous example: Within the day 1 page of the same show drum channels have been assigned to the first two acts- the maximum kit for the first act and a more minimal set up for the second. Note at this stage the band used tick boxes have been filled but name, mic and 48v fields have been ignored. The autofill button completes these as follows:

Generic		Band1 - a band <small>patch ▼</small>							Band2 - another band <small>patch ▼</small>						
Split	Channel Name	Used	Name	mic	48v	Foh patch ▼	mon patch ▼	notes	Used	Name	mic	48v	Foh patch ▼	mon patch ▼	notes
<input type="radio"/> 1	Kick In	<input checked="" type="checkbox"/>	Kick In	Beta 91a	<input checked="" type="checkbox"/>				<input type="checkbox"/>			<input type="checkbox"/>			
<input type="radio"/> 2	Kick Out	<input checked="" type="checkbox"/>	Kick Out	beta 52a	<input type="checkbox"/>				<input checked="" type="checkbox"/>	Kick Out	beta 52a	<input type="checkbox"/>			
<input type="radio"/> 3	Snare top	<input checked="" type="checkbox"/>	Snare top	SM57	<input type="checkbox"/>				<input checked="" type="checkbox"/>	Snare top	SM57	<input type="checkbox"/>			
<input type="radio"/> 4	Snare btm	<input checked="" type="checkbox"/>	Snare btm	e604	<input type="checkbox"/>				<input type="checkbox"/>			<input type="checkbox"/>			
<input type="radio"/> 5	Hats	<input checked="" type="checkbox"/>	Hats	SM81	<input checked="" type="checkbox"/>				<input checked="" type="checkbox"/>	Hats	SM81	<input checked="" type="checkbox"/>			
<input type="radio"/> 6	Rack 1	<input checked="" type="checkbox"/>	Rack 1	e904	<input type="checkbox"/>				<input checked="" type="checkbox"/>	Rack 1	e904	<input type="checkbox"/>			
<input type="radio"/> 7	Rack 2	<input checked="" type="checkbox"/>	Rack 2	e904	<input type="checkbox"/>				<input type="checkbox"/>			<input type="checkbox"/>			
<input type="radio"/> 8	Flr 1	<input checked="" type="checkbox"/>	Flr 1	e904	<input type="checkbox"/>				<input checked="" type="checkbox"/>	Flr 1	e904	<input type="checkbox"/>			
<input type="radio"/> 9	Flr 2	<input checked="" type="checkbox"/>	Flr 2	e904	<input type="checkbox"/>				<input type="checkbox"/>			<input type="checkbox"/>			
<input type="radio"/> 10	Ride	<input checked="" type="checkbox"/>	Ride	SM81	<input checked="" type="checkbox"/>				<input type="checkbox"/>			<input type="checkbox"/>			
<input type="radio"/> 11	OH L	<input checked="" type="checkbox"/>	OH L	C414	<input checked="" type="checkbox"/>				<input checked="" type="checkbox"/>	OH L	C414	<input checked="" type="checkbox"/>			
<input type="radio"/> 12	OH R	<input checked="" type="checkbox"/>	OH R	C414	<input checked="" type="checkbox"/>				<input checked="" type="checkbox"/>	OH R	C414	<input checked="" type="checkbox"/>			
<input type="radio"/> 13		<input type="checkbox"/>			<input type="checkbox"/>				<input type="checkbox"/>			<input type="checkbox"/>			
<input type="radio"/> 14		<input type="checkbox"/>			<input type="checkbox"/>				<input type="checkbox"/>			<input type="checkbox"/>			
<input type="radio"/> 15		<input type="checkbox"/>			<input type="checkbox"/>				<input type="checkbox"/>			<input type="checkbox"/>			

The autofilling of name, mic and phantom reduces the time to input the band parameters covered so far by around 75%. Autofill only fills data to blank fields, it will not overwrite user inputted data, so if you need to make mic substitutions or change channel names for a band this can be done either before or after autofilling.

AutoPatch

The next step would be to input the channel numbers for front of house and monitors - doing this manually for a large number of channels and bands can be very time consuming and a potential place for errors to occur. The autopatch tools help to mitigate this. Autopatch is done via drop down menus, there are 3 per band and before use each says 'patch', one after the bands name (which affects both FoH and Monitors) and one above each of the FoH and Mon channel columns (which as you may expect, affects only its designated desk).

Within each menu there are 3 presets:

House- For the situation where the house engineer is mixing an act on their festival patch show file. Channels being used are assigned the same channel number as they have on the festival patch screen. Channels not being used are assigned a blank channel number.

Soft- Used when an incoming engineer has a show file in the same order but without all the channels- used channels are numbered sequentially skipping any none used channels, so not having a ride mic or 2nd guitar channel does not throw off later channels.

Clear- removes channel numbers for all inputs.

Carrying on from the previous example lets presume the opening act is being done by the house engineers and the second has a FoH show file but no monitor engineer.

We would select 'house' from the first bands top patch menu to assign it to both foh and monitors and then for the second band select 'soft' for FoH and 'house' for monitors. Hitting autofill after this gives:

Another show															
Generic		Band1 - a band patch ▾							Band2 - another band patch ▾						
Split	Channel Name	Used	Name	mic	48v	Foh patch ▾	mon patch ▾	notes	Used	Name	mic	48v	Foh patch ▾	mon patch ▾	notes
1	Kick In	<input checked="" type="checkbox"/>	Kick In	Beta 91a ▾	<input checked="" type="checkbox"/>	1	1		<input type="checkbox"/>			<input type="checkbox"/>			
2	Kick Out	<input checked="" type="checkbox"/>	Kick Out	beta 52a ▾	<input type="checkbox"/>	2	2		<input checked="" type="checkbox"/>	Kick Out	beta 52a ▾	<input type="checkbox"/>	1	2	
3	Snare top	<input checked="" type="checkbox"/>	Snare top	SM57 ▾	<input type="checkbox"/>	3	3		<input checked="" type="checkbox"/>	Snare top	SM57 ▾	<input type="checkbox"/>	2	3	
4	Snare btm	<input checked="" type="checkbox"/>	Snare btm	e604 ▾	<input type="checkbox"/>	4	4		<input type="checkbox"/>			<input type="checkbox"/>			
5	Hats	<input checked="" type="checkbox"/>	Hats	SM81 ▾	<input checked="" type="checkbox"/>	5	5		<input checked="" type="checkbox"/>	Hats	SM81 ▾	<input checked="" type="checkbox"/>	3	5	
6	Rack 1	<input checked="" type="checkbox"/>	Rack 1	e904 ▾	<input type="checkbox"/>	6	6		<input checked="" type="checkbox"/>	Rack 1	e904 ▾	<input type="checkbox"/>	4	6	
7	Rack 2	<input checked="" type="checkbox"/>	Rack 2	e904 ▾	<input type="checkbox"/>	7	7		<input type="checkbox"/>			<input type="checkbox"/>			
8	Flr 1	<input checked="" type="checkbox"/>	Flr 1	e904 ▾	<input type="checkbox"/>	8	8		<input checked="" type="checkbox"/>	Flr 1	e904 ▾	<input type="checkbox"/>	5	8	
9	Flr 2	<input checked="" type="checkbox"/>	Flr 2	e904 ▾	<input type="checkbox"/>	9	9		<input type="checkbox"/>			<input type="checkbox"/>			
10	Ride	<input checked="" type="checkbox"/>	Ride	SM81 ▾	<input checked="" type="checkbox"/>	10	10		<input type="checkbox"/>			<input type="checkbox"/>			
11	OH L	<input checked="" type="checkbox"/>	OH L	C414 ▾	<input checked="" type="checkbox"/>	11	11		<input checked="" type="checkbox"/>	OH L	C414 ▾	<input checked="" type="checkbox"/>	6	11	
12	OH R	<input checked="" type="checkbox"/>	OH R	C414 ▾	<input checked="" type="checkbox"/>	12	12		<input checked="" type="checkbox"/>	OH R	C414 ▾	<input checked="" type="checkbox"/>	7	12	
13		<input type="checkbox"/>			<input type="checkbox"/>				<input type="checkbox"/>			<input type="checkbox"/>			

For the first band the drum channels have been autofilled to channels 1-12 on both desks.

For the second band to the house monitor engineer every channel is still where it was from the previous act but there is an easy way to see which ones are and are not in use.

For the second bands FoH engineer the used channels have been filled with the most likely channels they would use for their 7 drum channels of 1-7.

Where line ups are fairly consistent in the order they put channels these tools should mean very few channels need to be inputted manually. Where they vary more it is up to user discretion whether it makes more sense to start from a blank column and input them one by one or use one of these tools and make edits (if for example someone has put their keys before the guitars or puts the acoustic they only use for one song at the end of the list rather than with the guitar channels)

Assign to all bands

The last tool in this section is the ability to assign an input to all bands on a day. Useful for things like talk to stage inputs, centre vocal or (depending on how eclectic the line up is) some drum channels.

This is done with the radial button by the splitter number on the left hand side of each input row. Check it, hit the autofill button and the band used tick box for every band is checked which in turn autofills name, 48v and mic.