

User Guide

Software version b0421 -Document version 1 (April 2021)

Who is this for?

This document is for users or prospective users of *StagePatch*. Within *StagePatch* a user is someone who needs to receive information relating to the input patch of a festival or show, examples of this include- FoH engineer, Monitor Engineer, Broadcast/Recording crew and patch crew. Typically the head patch on the show would be regarded as the systems administrator for *StagePatch* as they are the source of the majority of the information rather than a recipient so interact with the software differently.

Connecting to Stage Patch

Users connect to *StagePatch* servers via their browsers over a local area network (either wired or wireless). The systems administrator (typically the head patch for the show) should provide users with an IP address to connect to which is the servers local ip address /StagePatch (eg 192.162.1.69/StagePatch)- there is no client software to install for users.

Shows, Days and Bands

Once connected to a *StagePatch* server the first thing to do is select the desired show- the selected show (or lack of show being selected) is always displayed prominently in the top right banner. The systems administrator can designate a show as the default show, in which case this will be the one that loads up as each user connects, if no show is default then no show is loaded and it must be selected each time.

From here the desired view can be selected (see user views) - many of these views will be day specific and will contain a drop down menu to select which show day to view, like the default show parameter the system administrator can set a day within each show to be the default day, if selected this will load up user each user on connection. If the system administrator is using both of these features (and changing default day each morning) then the user should see the correct day of the correct show on connection and not have to think about finding these settings.

User 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 band's requirements. User views display a combination of these based on the needs of the user.

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 their 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 inputeg 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.

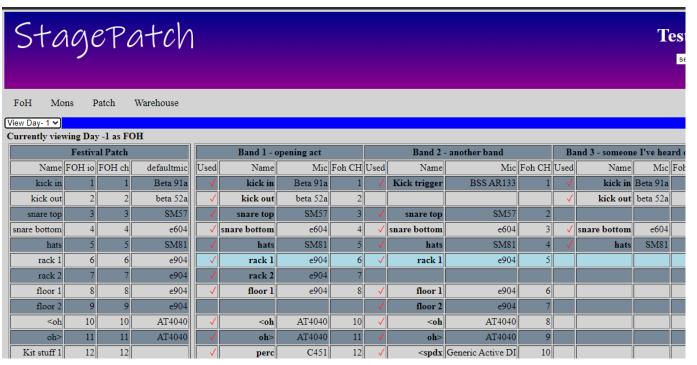
Phantom- whether phantom needs to be applied to the above.

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.

<u>User Views-</u>

From the user home screen (server/stagepatch) the user can access their required view from the toolbar, selecting FoH or Monitors brings up a drop down of additional views displaying similar information in different ways that suit different uses. The majority of views will begin with a drop down to select the day of the show to be viewed.

FoH/Monitor Main views-



The above is an example of the 'FOH full view' tab - its monitor equivalent looks very similar but with the FOH specific fields changed to monitor specific ones.

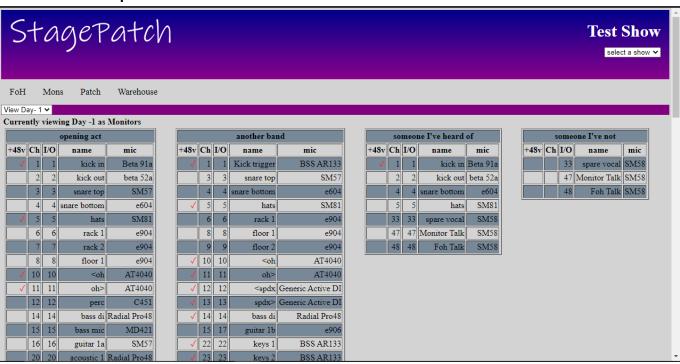
The coloured band (blue in the picture) is set by the system administrator who can assign a highlight colour to each of FoH and Monitors before creating a show- this serves as an easy visual indication that a user is still on the view they are

expecting when returning to a device that may have been used to check something in another view by another team member.

The left hand side of this view relates to the festival patch and gives channel name, number, io and the default mic. The right hand side relates to band specific information - if a channel is used, what the band call that channel, the mic agreed with the band to be used on that channel and the channel in the bands show file for that channel- this section scrolls horizontally to see more bands (the bands you are finished with effectively go behind the festival patch side to make lining things up visually easier) and this information automatically refreshes every 10 seconds.

Information on phantom power (both its default state in festival patch and whether its needed for a specific band) is displayed in this view for the user that has been defined by the systems administrator as the phantom power master.

FoH/Monitor Soft patch views-

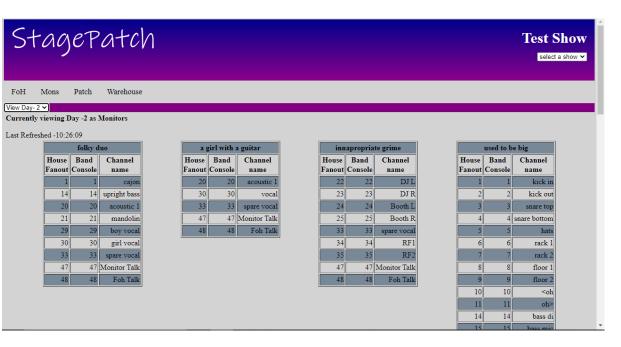


The above is an example of the monitor's softpatch view. As with the full view the coloured band (purple in this case) differentiates foh and monitor views, phantom power is only displayed to the user designated as phantom master for the show and the foh and monitor equivalent views differ only by the io and ch values.

In this view a table is created per band showing only channels that are in use for that band- the purpose of this view is to have a quick reference for what IO needs to soft patch to what channels to make a bands show file work.

All this information auto refreshes every 10 seconds to capture any changes made at stage end.

Monitor Guest Console Patch view-



This view was created for the increasingly common situation of acts bringing self contained monitor systems (such as X32 racks). It differs from soft patch view in that it uses the splitter channel rather than the io channel (which may not be 1 to 1 for a variety of reasons) and so can be given to any member of the audio crew to patch a house fan out into the touring rack ready to roll in to monitor world without them having to account for any quirks that may be going on inside IO racks. Whilst it was created with self contained monitor systems in mind it can of course be used for the patching of any band specific equipment needing an analogue split from the house such as recording or broadcast systems.

Patch View



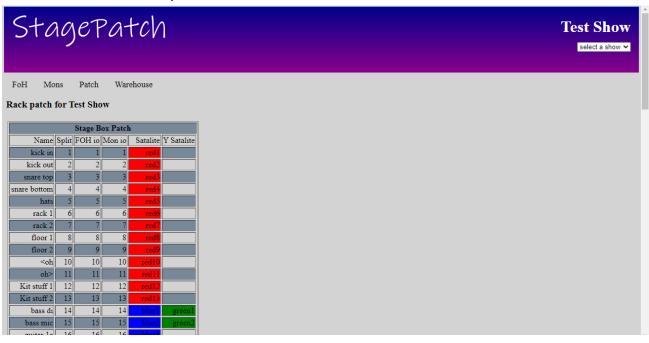
This is the standard view for the patch team- like the foh/monitors full view festival patch information (in this case splitter number, channel name, phantom state, default mic, default hardware such as stands/clamps/claws etc, cables, whether multiples of the channel are accounted for on rolling risers and satellite box information) is on the left hand side whilst

auto-refreshing, independently scrollable band specific information (what is used, what the band is calling it and what mic it needs) is on the right.

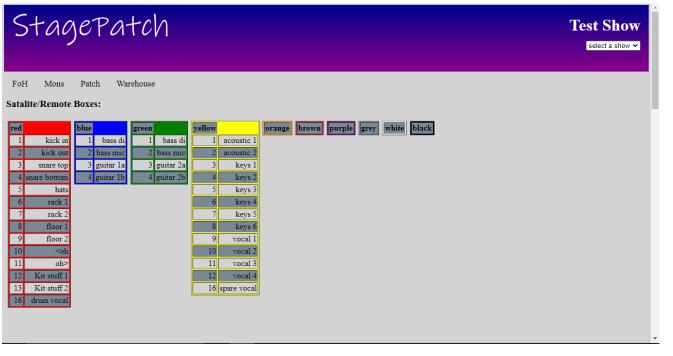
Warehouse Section

In addition to the front of house, monitor and patch user views which will be the go to views on site a 4th option, called warehouse, is in the same user toolbar. That contains a selection of tools that express information from the show database in ways that may be useful when preparing the show.

Rack Patch - Creates a table sorted by splitter channel number showing which satellite boxes feed that splitter channel and what IO channel the splitter feeds for both FOH and monitors.



Satellite patches- Shows the satellite box patch sorted by box so as to make labelling boxes easier.



Mic prep- Creates lists of mics, stands, cables etc in the festival patch and multiples them by the riser count for that channel to give a minimum prep list presuming no substitutions.

It also creates a substitution list per band of any time the designated mic is not the same as the default mic.

