

AURATUS



12 ENCODERS ON EACH CHANNEL STRIP FOR OPTIMUM INSTANT ACCESS • SIMPLE INTUITIVE OPERATION • 96-KHz ENABLED • SUPERIOR SIGNAL PROCESSING WITH 40-BIT FLOATING-POINT ARITHMETIC • FULLY INTEGRATED INTO THE NEXUS AUDIO NETWORK

AURATUS

The basic idea behind the AURATUS was to develop a compact digital console suitable for predefined workflows in radio and TV production. Therefore AURATUS features not only a hardwired bus structure but also a user interface optimised for quick and simple operation. This ensures that new users will experience a shallow learning curve and secure operation. All relevant channel parameters are adjusted easily using the dual encoders in the channel strip, or alternatively in the master section.

The console dimensions are designed for optimal access to all controls and easy viewing of displays and indicators. AURATUS offers a very comfortable and convenient working depth. Furthermore, the meter bridge is extremely low due to the 16:10 screens employed. This provides excellent visual contact with the recording studio, video screens / or the stage.

AURATUS has several features designed specifically for the broadcaster such as audio-follows-video features, remote-controlled fader (On/Off) function, two freely assignable function keys per channel, extensive cue-light signalling, customizable N-1 buses, and timers capable of counting down as well as up.

The NEXUS XCMC plug-in card, which is just 3 U × 4 HP in size, handles all the AURATUS audio processing and control data. The card has full access to all audio resources on the NEXUS network and offers the full number of channels and buses even at a sampling rate of 96 KHz.

AURATUS supports stereo and multichannel configurations. Depending on the actual configuration, the following resources are available: 46 or 54 input channels, 4 stereo groups, 4 stereo sums, 2 stereo aux buses, 4 mono aux buses, 8 mono mix-minus (N-1) buses, stereo or 5.1 monitoring buses for monitoring the live mix- or playback.

The AURATUS offline editor offers time and cost benefits on tight production schedules. The offline editor makes it possible to configure an AURATUS while it is still in use on another production. All preparatory work including channel assignments, channel configurations etc. are made in a stand-alone editor application running on a Windows PC. Projects are then loaded into

the console from SD cards. It also works the other way round. Projects are imported from the console for further processing in the offline editor.

CONSOLE

- Modular, custom configuration, up to 24 faders
- Free assignment of audio channels to channel strips
- 8 operating layers, freely assignable
- Instant access to 2 pre-selected layers per channel strip
- Master section for monitoring, automation, Logic Control, and communications
- Ultra-low power consumption – 16 channel strips consume just 86 watts
- Console does not require a fan
- Talkback-microphone port
- Script rest (optional)
- Gooseneck / console lamps (optional)

USER INTERFACE

- 12 encoders with LED arcs and 14 illuminated keys per channel strip
- OLED displays for channel name and layer assignment indication
- Hi-res TFT modules for viewing meters and other parameters
- Optional integrated NEXUS control PC with built in keyboard
- Master section with dual concentric rotary encoders and graphical TFT displays for direct access to console functions such as:
 - Signal-processing modules
 - Monitoring path
 - Bus routing
 - Automation menu (snapshots)
 - Timer
 - TFT display

DISPLAYS AND INDICATORS

- Hi-resolution level and dynamics meters on each channel strip:
 - Graphic EQ curve and panner position display
 - Dynamics module curve view
 - Bus routing (including pre/post, mute and control groups)
 - Touch-controlled information pop-up window for displaying numeric values of recently adjusted mixing parameters



AURATUS a digital mixing console

- Hi-resolution level and dynamics meters on the master TFT screen:
 - Permanent level metering of all bus channels
 - Further graphical display areas with characteristics curves
 - Timer view: 2 independent timers that can be controlled by internal or external events

ADDITIONAL FUNCTIONS

- **Stereo link:** Input-channel stereo linking (including dynamics side-chain key signals)
- **Link groups:** Audio parameters of multiple channels can be grouped for simultaneous control and adjustment
- **Master-slave groups:** Link selected channels to any master channel
- **Spill:** Instant access to audio parameters which are not available on the console surface

CONSOLE PORTS

- 2x Headphones outputs (6.3 mm jack sockets)
- Meter/Goniometer (8 channels): D-sub (15-pin)
- 1x Talkback microphone: XLR-3, female
- Nearfield speakers: XLR-3, male

MONITORING PATHS

- 5.1 monitoring channel (2.0 monitoring channel in stereo mode)
- Stereo channel ("Play Back Channel")
- 5.1 solo bus (stereo bus in stereo mode)
- Stereo PFL bus

STATIC AUTOMATION

- A snapshot stores the audio parameters of all processing channels for later recall. Each project holds up to 99 snapshots.
- Partial snapshots are also possible, storing only selected settings.



INPUTS AND OUTPUTS

- Custom configurable I/O interfaces provided by the NEXUS audio network
- Microphone inputs: 32-bit TrueMatch A/D converter, > 158 dB (A) dynamic range @ 24 dBu
- Line inputs: 24-bit TrueMatch A/D converter, > 133 dB (A) dynamic range @ 24 dBu
- Line outputs: 24-bit D/A converter, 131 dB (A) dynamic range (typical) @ 24 dBu
- Digital audio formats: AES/EBU, AES 42 and S/PDIF, MADI, ADAT, TDIF, SD-SDI and HD-SDI, Dolby E®, Dante
- Sample rates 44.1/48 kHz, 88.2/96 kHz
- Sample-rate converters (either standard or optional depending on the card type)
- XLR, BNC, RJ45, fibre-optic, or D-Sub ports

LOGIC CONTROL

- Many AURATUS parameters are integrated into the flexible and comprehensive NEXUS Logic Control system
- Audio-follows-video function includes remote-controlled dynamics
- Fader-On-backstop function can be queried
- 40 freely configurable user keys in the central master section
- Freely configurable display areas on the central TFT screen

SYNCHRONISATION

The NEXUS / AURATUS system synchronises to the following sources:

- NEXUS XCPU controller cards with high-precision word clock generators as studio master clock
- External word clock or video (requires NEXUS XSYNC card)
- Digital audio inputs
- Word-clock-failure auto detection and click-free switchover to different source in order of priority

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SIGNAL PROCESSING

- 40-bit floating-point format
- Processor-card connection through a single RJ45 link carrying both control messages and the digital audio needed for talkback and monitoring

SIGNAL-PROCESSING MODULES (PER CHANNEL)

- Input Gain
- Expander / Noise Gate
- EQ & Filter (Multiband, High-Pass & Low-Pass Filter, High & Low Shelving)
- Delay
- Insert
- Direct-Out (Pre/Post Fader)
- Compressor / Limiter
- Mute
- Pre/post-fader bus routing (Aux, N-1)
- Pre/post fader listening & metering
- Pan (multichannel capable)

RELIABILITY

- Redundant power supplies (AURATUS and NEXUS), fibre-optic cables and cards
- Automatic self-test and error-message routing via NEXUS
- Hot-swap enabled

VERSIONS

- Consoles available with 8, 16, or 24 channel strips
- Custom master-section positioning
- Variants: desktop, fitted, or with console stand
- Also available with narrow side panels

PHYSICAL DIMENSIONS

- Control surface operating depth: 625 mm
- Channel spacing: 38 mm
- Console depth: 777 mm
- Width (with standard side panels): 814 mm (8 faders), 1146 mm (16 faders), 1479 mm (24 faders)
- Height: 313 mm (desktop variant), 1033 mm (with stand)

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