4/28/2025

Axia Quasar Family FAQs

Q: **What is Quasar XR and What is Quasar SR?**

With the release of the Quasar System Update v2.0, the Quasar original console has now become Quasar XR. Quasar SR is the new Quasar surface with simpler tactile controls, no motorized faders, and no Layers but with the same powerful feature set.

Q: **What are the main differences between these two consoles?**

The main difference between these two consoles is in the different fader Modules they use. Quasar XR uses the so-called XR-4FAD Modules, while the Quasar SR uses the SR-4FAD Modules. The frame chassis and the Master Module (MTS-MON) remain the same. Quasar XR can address more complex on-air workflows and is intended for more experienced operators that make extensive use of Layers and Remote controls. For this they require Motorized faders. Quasar SR addresses more modern and streamlined radio workflows and is intended for self-operated on-air shows.

Q: **Can I upgrade a Quasar SR into an XR?**

It is technically possible but would require the replacement of all fader modules. In fact, all SR modules would have to be removed and XR modules installed in their place. Mixed modules configurations are not supported.

Q: **Do I need to download different software updates for Quasar XR and SR?**

No. All Quasar software releases will include support for both consoles in order to make the update process easier and trouble-free. The same applies to Firmware updates.

Q: **What is a Firmware update? Can I update FW in my Quasar?**

Firmware is a specific software package that is internally required by hardware modules to start up all their controls (buttons, encoders, faders, LEDs), and communicate with each other. Firmware is not the Top-Level Software, which instead is the software that you use to interact with the console, and which includes the Touchscreen GUI and the Web UI. A field-updatable Firmware can be released every so often, when support for new modules or tactile controls needs to be added, or for fixing some critical hardware-related issues. It is possible for you to update this firmware from each of the surface modules' Web UI, by following the instructions provided with the Release Notes.

Q: **What is the Quasar v2.0 upgrade? What do I need to upgrade my existing Quasar to v2.0? Do I have to pay for any license?**

Quasar v2.0 is a System-wide software and firmware update. With the introduction of the Quasar v2.0 Major System Update, the original Quasar console has been renamed as 'Quasar XR'. Existing Quasar users can upgrade their console to XR for free by installing this update, which adds scalability and modularity to the original console, it introduces Quasar Soft and Quasar Cast remote control & monitoring solutions, it brings full integration with Telos Infinity products, adds support for the new Accessory Modules (coming soon), as well as a long list of new powerful features.

Q**: What is Quasar Soft? And what is Quasar Cast? To which product are they available as standard and to which as an option?**

Quasar Soft is a customizable remote control solution that lets you control the Quasar surface from your browser. You can generate up to eight HTML-5 pages and configure them to display any of the 64 input channels, plus a small monitor section, or even the entire master section of the console. Quasar Soft comes standard with Quasar XR consoles and is an optional upgrade for Quasar SR consoles.

Quasar Cast, included as part of the Quasar Soft license, is a remote monitoring solution that lets you listen to any Livewire stream in the network through the same web browser. Quasar Cast generates a compressed OPUS stream from a source in the Livewire network and can serve up to eight clients (including Quasar Soft instances). With Quasar Cast you can listen to what happens in the studio, and on the air, while you operate the console remotely using Quasar Soft.

Q: **What are the main differences between the new Quasar Engine v2.0 and the previous version?**

The previous version (up to v1.4) of the Quasar Engine had a fixed number of inputs and it was offering 64 mixing channels. The new Quasar Engine v2.0 is scalable and offers a variable number of input channels: It starts from a Base version with 16 mixing channels, which is expandable to 32, 48, and 64 with the installation of one or more 16-Channel Expansion Licenses.

Q: **Now that both the Quasar Surface and the Quasar Engine have licensed options, can I move these licenses between different consoles or between different engines?**

Yes, once you get a Quasar Soft License with your XR surface, or you purchase one for your SR surface, you own that license. So you can move it between different consoles if you own more than one, but you cannot install the same license on multiple consoles.

Q: **Can a Quasar XR and a Quasar SR coexist on the same network? Can they interface with each other and share resources? Can they share the same configurations?**

Sure. Quasar XR and Quasar SR can share AoIP resources as well as console configurations. And being part of the Livewire+ ecosystem Quasar can interface directly with all other Axia consoles in your network.

Q: **How does Quasar 'raise the bar' from Axia's Fusion console which is amongst the most popular consoles the company ever made?**

Quasar consoles are completely new: the XR and SR control surfaces have been redesigned from the ground up, and they are not just a simple evolution of the previous Axia surfaces, yet they carry all the award-winning technology and features that made the Axia Element and Fusion consoles so popular. The DSP processing in the Quasar Engine was completely redesigned too, while its architecture is still based on the native AoIP mixing platform that has been the world's first in our industry and which has now been proven for two decades.

The Quasar consoles bring in vast improvements over the previous generation of AoIP mixing consoles, being: Easier and more intuitive to use Faster to operate and more ergonomic Interactive with the operator Scalable from the hardware and software standpoint Highly Integrated with other Telos Alliance products Easier to install, support and service Friendlier to deploy for System Integrators.

Q: **How does my Quasar console interoperate with other Telos Alliance products?**

Sure. Being part of the Livewire+ ecosystem Quasar can not only interoperate, but directly interface with all other Telos Alliance products in your network. In some cases, deep integration is available out-of-the-box, with no special configuration required to fully control devices. This is the case of the Telos VX SIP phone system, and Telos Infinity intercom system. Also available is full integration with Axia Pathfinder Core Pro system.

Q: **Does this interoperability also save me time in installing and training the team to use it?**

Yes. Quasar operation principles are the same found in all other products from the Telos Alliance portfolio.

Q: **What is the advantage of the HTML5 interface over a dedicated app like we've seen in the past?**

• Being browser-based, it is platform-independent. The same UI can be operated from any hardware device running any OS, providing it has a modern browser.

• No software installation is required. Any device with a browser can be a controller.

• No software update is required. The Remote Control UI is downloaded by the browser directly from the console.

Q: **What redundancy options exist in Quasar?**

Quasar offers redundant, hot-swappable power supplies with load sharing. This means that the power required by the console is not supplied by one PSU module only, until it fails and the spare PSU is switched on. All PSUs (up to four) are concurrently generating power and this is seamlessly provided to the console as a single, stable source, by an intelligent distribution board.

Quasar Fader modules are hot-swappable and in the case of the XR console, even dynamically assignable from web UI or an external controller like Axia Pathfinder. This means that in case one of the modules gets damaged, this can be replaced while the console is on the air, or an external module can be added “on the fly” to do the job of the faulty unit.4/28/2025

For what concerns I/Os redundancy, since these are all part of an AoIP network, redundancy is obtained by employing standard network design principles and by properly configuring accompanying Telos Alliance xNodes.

Q: **After I updated a console to v. 2.0 I noticed that the old HTML5 GUI was missing from the Console Web UI. Where is this feature gone?**

The old HTML5 GUI is now part of Quasar Soft and included with it. If you have Quasar and use this feature on a daily basis, better you request your complimentary Quasar Soft license before you update to v2.0, so you can start using it again straight away!