

GSX DIGITAL AUDIO CONSOLE

GSX SURFACE PARTS ID

ACCESSORY PANEL SLOT (OPTIONAL SS-8 PANEL SHOWN)
(GSX-12xx frames have one slot, GSX-24xx have three slots)



FADER CHANNELS (FOUR PER INPUT PANEL)

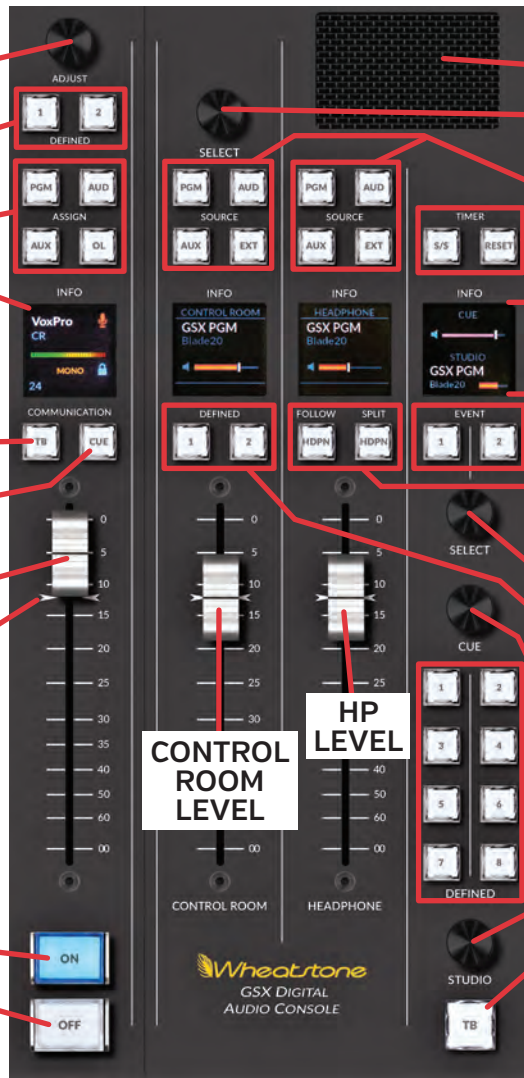
PALM REST

MASTER PANEL

BOARD OPERATOR CONTROLS

FADER CHANNEL CONTROLS:

- SOURCE SELECTOR (PRESS TO TAKE)
- USER-DEFINED BUTTONS* (DEFAULT: SET & MODE)
- BUS ASSIGNMENT
- CHANNEL INFO DISPLAY (SOURCE NAME, MODE, SOURCE LOGIC & MIC STATUS, CHANNEL FEATURES or ALTERNATE SOURCE LIST)
- TALKBACK (TO BUS MINUS)
- CUE (PRE-FADER, PRE-ON LISTEN)
- CHANNEL FADER KNOB
- FADER UNITY GAIN MARKS
- CHANNEL ON
- CHANNEL OFF



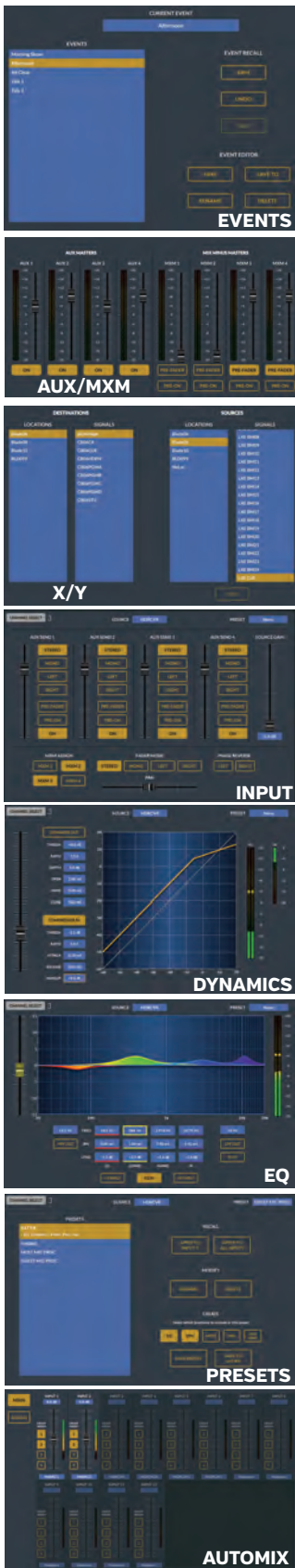
MASTER PANEL CONTROLS:

- CUE SPEAKER
- CR MONITOR SOURCE SELECTOR (PRESS TO TAKE)
- CR & HP SOURCE HOT KEYS
- TIMER (START/STOP & RESET)
- CR, HP & STUDIO INFO DISPLAYS (MONITOR SOURCE & LEVEL)
- EVENT TAKE BUTTONS
- HEADPHONE CONTROLS (FOLLOW CR MON SOURCE, WHEN LIT) (STEREO CUE OR SPLIT CUE, WHEN LIT)
- STUDIO SOURCE SELECTOR
- USER-DEFINED BUTTONS* (DEFAULT: CUE CLEAR / HOME VIEW)
- CUE SPEAKER LEVEL
- USER-DEFINED BUTTONS* (DEFAULT: SPARE BUTTONS 1- 8)
- STUDIO MONITOR LEVEL
- TALK TO STUDIO

* REQUIRES THE OPTIONAL "PANEL LAYOUT" LICENSE (WS# 087993) TO EDIT THE DEFAULT SETTINGS

GSX DIGITAL AUDIO CONSOLE

GSX HDMI MONITOR



GSX Monitor Other Views



GSX Monitor Home View

GSX DISPLAY

A 1080p HDMI monitor is used to display signal levels for the console buses, console status, and is how the board operators access advanced console functions. Any 1080p HDMI monitor can be used, along with a USB mouse, but a touchscreen monitor will make life easier for your board operators.

HOME VIEW

When the GSX boots up, the Home View, shown above, is displayed. But this View can be changed by a mouse click, or a finger tap, on one of the ten “buttons” along the bottom of the display, from Custom to Home. These select the Home and nine “other Views,” shown at left, which overlay a unique set of channel or console parameters or console functions for the board operator to check and/or adjust. Click or tap the Home button to return to the default View shown above.

OTHER VIEWS

The Program, Audition, Auxiliary, and Offline meters and the Loudness Monitor are always shown. The rest of the monitor gets overlaid with the selected View and the common information display which appears below each of the other Views [shown below]. To use the AutoMix and Custom Views require an optional Auto Mix and/or Scripting license. The other Views are shown at left, from Events to AutoMix. Here’s a summary of each View:

The **EVENTS View** has the Console Event controls allowing Surface setups to be saved for later recall.

The **AUX/MXM View** has the master faders and level meters for the four Aux Sends and four Mix-Minus sends. The Aux Sends have on/off controls while the Mix-Minus Sends have pre-fader and pre-on selector buttons.

The **X/Y View** has an XY Controller so signal cross-connections can be made between any visible system source and destination by selecting a destination and a source, then clicking or tapping the Take button.

The **INPUT View** is used to view and adjust channel parameters, including format (mono, stereo, etc.), left/right phase, panning, loading a channel preset, and setting how that channel feeds the Aux and Mix-Minus buses.

The **DYNAMICS View** allows Dynamics (Expansion and Compression) to be adjusted for the selected channel, and to be independently turned on or off.

The **EQ View** is a four-band parametric EQ that can be applied to any channel or saved as a Preset.

The **PRESETS View** is used to manage saved Presets which can then be applied to any channel.

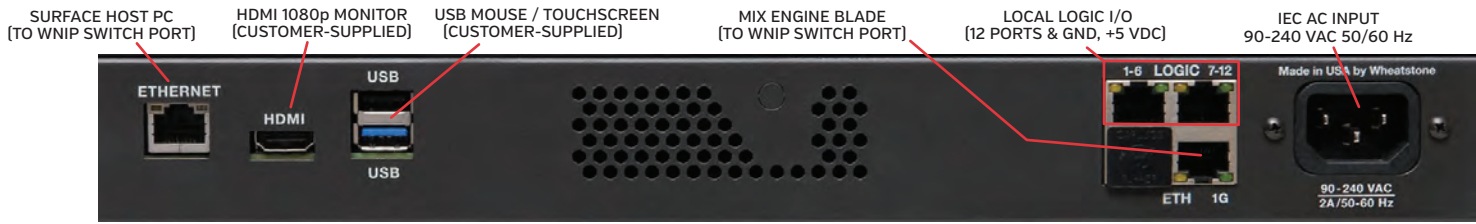
The **AUTOMIX View**, only available when the Surface Setup app has the optional Auto Mix license, has two pages. The Main page [shown] is where sources are assigned to the four Automix groups for automatic level control of a set of common sources, like studio microphones or audio from video playback decks. The second page: Assign [not shown] allows the four Automix groups to be assigned to the console’s PGM, AUD, AUX, and OL buses.

The **CUSTOM View** [not shown] is blank, unless the Surface Setup app has the optional Scripting license and one has built a custom view using the ScreenBuilder scripting language (also used to create the other standard Views). One example for a Custom View would be to set up codec connections complete with signal metering, but a myriad of control functions a board operator might need to access can be added to the Custom View.



GSX Other Views, Common Information Display

GSX CONNECTION SUMMARY



MIX ENGINE BLADE, REAR PANEL



PS-1600, REAR PANEL

GSX CONNECTIONS

The GSX console has three main parts: Mix Engine Blade, GSX Surface, and PS-1600 power supply. Their physical connections are summarized in the above illustrations. A customer-supplied 1080p HDMI monitor [either a touchscreen or with a USB mouse] are required to display the level meters and to allow board operators access to the advanced GSX console features. Three customer-supplied Ethernet cables [CAT5e or better] are required to network the Mix Engine, the Surface Host PC, and the Surface to access ports on a WheatNet-IP [WNIP] network switch.

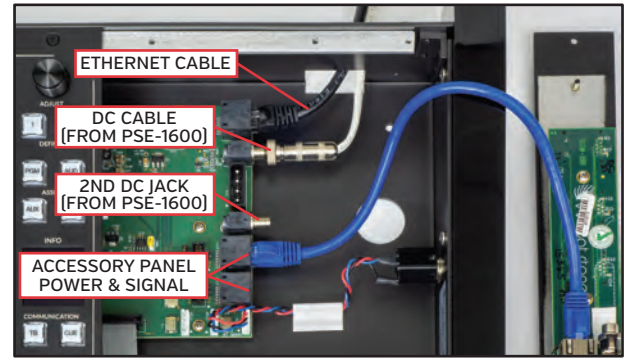
Rack mount the PS-1600 and Mix Engine near the Surface and HDMI monitor so the interconnecting cables are not under strain. The Mix Engine has front panel displays and controls so it should be placed accordingly. The power supply has no user controls. Connect the Surface Host PC, Mix Engine, and Surface Ethernet jacks to three WNIP network switch ports.

Once the Surface and HDMI monitor and USB mouse are set in place on the countertop, the HDMI and USB cables can be plugged into the Surface Host jacks on the back of the Mix Engine. To connect the Surface's Ethernet and a DC cables, the Surface's Master Panel must be removed [four hex screws] to access those jacks, as shown above, right. The Ethernet and DC cables can enter the Surface from the rear or, for the cleanest installation, come up thru a countertop hole drilled below the cable access opening in the frame.

A 16-foot locking DC cable [supplied] connects the Surface's DC jack to one of the 16V DC jacks on the PS-1600 supply. Connect a CAT5e cable from the Surface's Ethernet jack to an access port on a WNIP network switch. If a redundant PS-1600 supply is used, connect its DC cable to the second DC jack.

Reinstall the Master Panel into the frame, unless you're installing one or more Accessory panels [SS4-GSX, SS8-GSX, and/or a pother panel] into the Surface. In that case, connect short CAT5 cables from the Accessory panels to either, or both, Accessory Panel RJ45 jacks, then fasten those panels into the chassis and reinstall the Master panel. The panels' Ethernet signals are carried over the Surface's Ethernet cable, and power is supplied by the Surface, so no other external connections are required.

Once wiring is connected, the Mix Engine, HDMI monitor, and PS-1600 supply can be connected to AC power. It takes roughly 90 seconds for the various parts to boot up and be ready for use. The Mix Engine, at first power up from the factory, comes up in Setup Mode so that the System Size [typically 1-99 Blades], its Blade ID [start with 1], the system sample rate [typ. 44.1], and its I/O template [typ. stereo] can be set using the front panel controls on the Mix Engine.



GSX SURFACE WIRING

The Blade-3 User Manual, included on the USB thumb drive that ships with the GSX, covers the Mix Engine setup procedure in detail in its Setup and Configuration section.

GSX CONFIGURATION

The **GSX Surface Setup** and **Navigator** apps are also included on the USB thumb drive, along with the *GSX Installation Guide & User Manual* PDF file which covers their installation and usage. The two apps are used to first configure the Surface and other system components [Blades, control panels, etc.] and then manage system signal connections. The two Windows® apps are installed on an "admin PC," any modern PC with at least 1 GB of RAM, a 1.8 GHz or faster CPU, and two NICs: one to network that PC with your WNIP network, the other to your facility LAN for remote access to Navigator and the Surface Setup apps.

The GSX's default subnet is 192.168.87.0. If you'll use that subnet, set the admin PC to 192.168.87.21 and use an Ethernet cable [CAT5e or better] to connect the PC to an access port on the WNIP network switch.

The **GSX Surface Setup** app configures the Surface for a specific application [on-air, production, newsroom, etc.] by setting options using several tabs and page tabs. It's initially used to match the Surface to the Host PC in the Mix Engine. Once that's done, the app's used to set which sources are visible on each Surface source selector, assign monitor attributes, assign VDIP [virtual DIP switches] attributes, add logic control capabilities to audio sources, etc.

Navigator is a licensed app but a new GSX includes a 30-day demo license so you can configure your GSX and other WNIP devices. Navigator is first used to edit the default signal names, to set their formats, and to add channel logic control to audio sources. Once the system is configured, Navigator is primarily used to manually connect sources to destinations using an XY Crosspoint Grid, or by using Salvos to setup shows, remotes, or dayparts. Other app features include keeping track of system operations in a Log tab and uploading new Blade software using the Version Manager tab. Details on using the **GSX Surface Setup** and **Navigator** apps are in the *GSX Installation Guide & User Manual*.