Configure complex systems elegantly with the power of HiQnet System Architect™

WELCOME

The pre-configured architecture of the SC 32 and SC 64 allows the devices to be set up and deployed without significant programming. At the heart of the processing configuration is the SC Processing Wizard within HiQnet System Architect™ which provides a step-by-step approach to the naming, routing, organization and mixing of signals.

INPUT NAMES AND ROUTES

Sources for the input processing channels are selected and the input processing channels themselves are given meaningful labels.

INPUT GROUPS

The input processing channels are organized into logical groups using 'drag and drop'. These groups could represent anything from microphone groups to inputs associated to particular zones. Groups can be added, removed and reordered as required.

INPUT INSERTS

Input insert processing is selected for each channel within the organized groups. A Fill Down function allows the same insert to be selected for all members of the currently selected group. There are two input insert positions (see table for available inserts).

	Input Insert 1	Input Insert 2	Output Insert
Wire	✓	✓	✓
Advanced Feedback Suppression (AFS™)	✓		
Automatic Gain Control (AGC)	✓	✓	✓
Compressor	✓	✓	
De-Esser	✓	✓	
Sub-Harmonic Synthesizer	✓	✓	
12-Band Notch Filter	✓		
12-Band PEQ Filter	✓		
Ambient Noise Compensation (ANC)			✓
AutoWarmth®			✓
Gain			✓

MIXERS

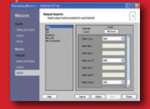
Multiple mixes can be set up and named. These mixes may serve individual or multiple zones, and channel priorities can later be assigned for applications requiring signals to be lowered in level by other signals of a higher priority. An application where this might be used is in a facility where a background music source should be attenuated by a live band input which in turn should be attenuated by a house microphone. What signals are present and the user-definable attenuation levels determine what signals are heard.

OUTPUT NAMES AND ROUTES

Sources for the output processing channels are selected, crossover types are applied and the output processing channels are given meaningful labels.

OUTPUT GROUPS

The output processing channels are organized into logical groups using 'drag and drop'. These groups could represent anything from output types to output zones. Groups can be added, removed and reordered as required.



OUTPUT INSERTS

Output insert processing is selected for each channel within the organized groups. A Fill Down function allows the same insert to be selected for all members of the currently selected group. There is one output insert position (see table for available inserts).

HiQnet SYSTEM ARCHITECT™

HiQnet System Architect also offers a multitude of features which can be used with the SC 32 and SC 64 including a built-in scheduler and rapid creation of user-specific software control and monitoring interfaces.

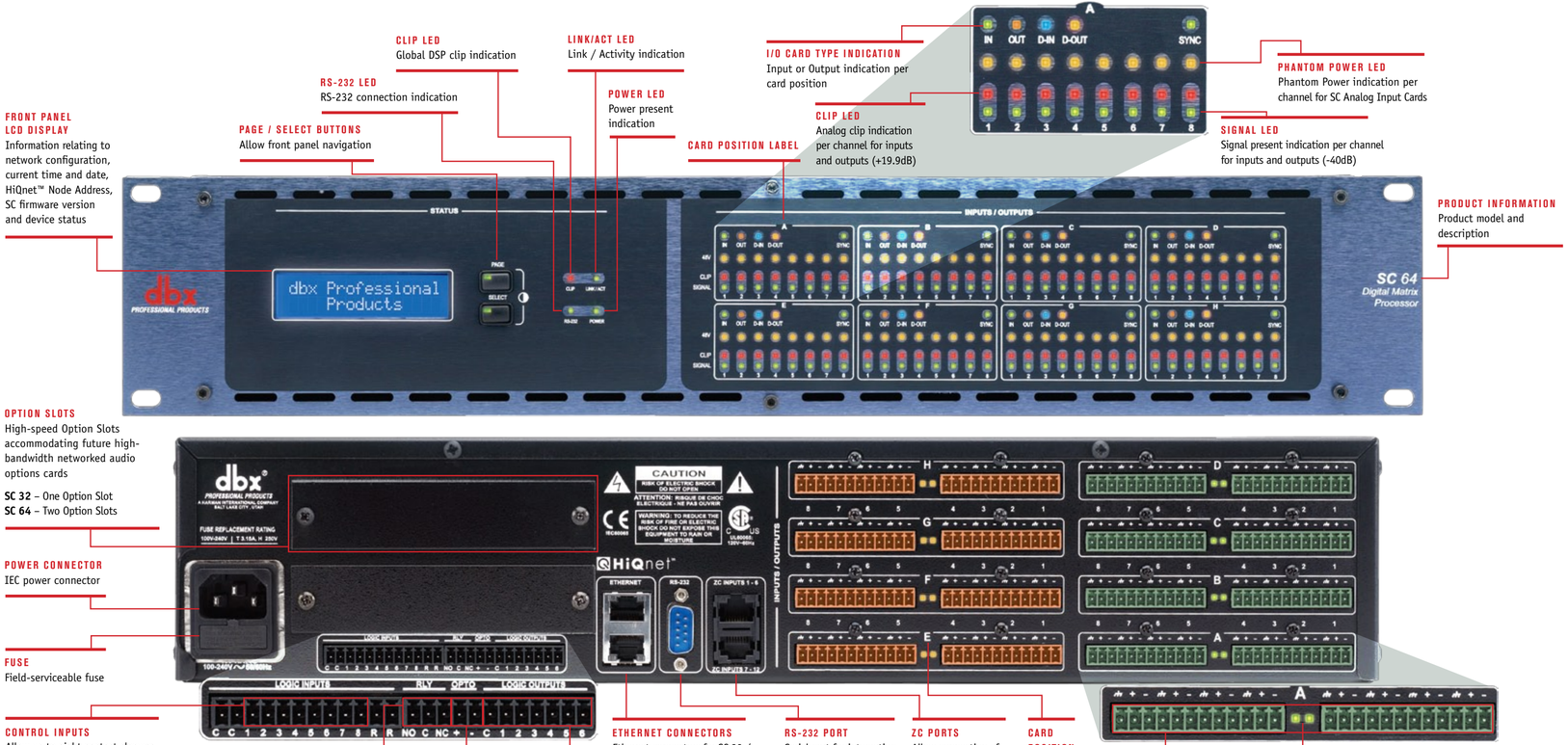
dbx Professional Products
8760 South Sandy Parkway
Sandy, Utah 84070
801.566.8800

PN: 18-0702

SC 32 | SC 64

Digital Matrix Processors

Unparalleled DSP capability and extreme routing flexibility doesn't have to mean complicated...



The SC 32 and SC 64 Digital Matrix Processors, offering 32 and 64 I/O channels respectively, set a new benchmark in the efficiency of providing audio solutions. Harnessing unparalleled DSP capability and extreme routing flexibility, the SC Processing Wizard guides users through the step-by-step configuration process all the way from inputs to outputs. Never before has the naming, routing, organization and mixing of many signals been so quick and simple.

	I/O Total	I/O per Card	I/O Card Slots	Option Slots
SC 32	32	8	4	1
SC 64	64	8	8	2

Zone Controllers

The Zone Controllers use analog DC voltages to provide logic control ranging from volume and mute control to preset selection and can be used with the SC 32 and SC 64. Wired with readily available and affordable CAT5 cable with universally accepted RJ-45 connectors, the Zone Controllers offer simple yet elegant solutions to the contractor.

SC MEDIA ENGINE OPTION

The SC Media Engine is a factory option for the SC 32 and SC 64 Digital Matrix Processors. It brings cost-effective, flash-based, multi-channel playback of stored media to the SC 32 and SC 64 devices. The SC Media Engine comprises a DSP card and 2GB of flash storage (1.6GB of which is usable for media). This allows storage of media files on the SC device itself for subsequent routing and playback.

The Media Engine facilitates simultaneous playback of up to eight channels of stored media and a total storage time of approximately three hours. Future implementations will support increased storage times. To add media to the Media Engine, media is uploaded from the hard-drive of the control PC to the SC device via the control network. Media playback can be triggered from dbx ZC Controllers, Control Inputs, HiQnet System Architect™ Custom Control Panels and third-party control systems. It can also be scheduled through the HiQnet System Architect Scheduler function, either from a schedule running on a control PC or a schedule running on an SC device itself.

The ability to run scheduled preset recalls and media playback on an SC device means that, once configured, the control PC can be taken away, leaving the SC to make scheduled system changes and play back stored media at pre-determined times. This makes it the perfect device for simplification of audio systems through pre-engineered automation

dbx by HARMAN