



System T V3.1

Scalable DSP, workflow developments
and enhanced 3rd party device control

Solid State Logic

OXFORD • ENGLAND

System T – V3.1 software

Software version V3.1 brings a range of hardware and software developments to the System T broadcast production platform, offering processing scalability and rental options, enhanced 3rd party device control and a host of operator focused software enhancements.

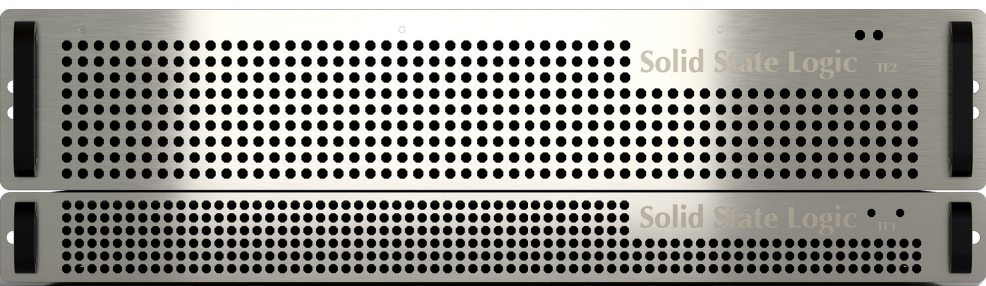
System T V3.1 software update features support for new TE1 and TE2 Tempest Engines with flexible and agile processing capacity licences. Plus a number of operator-focused workflow enhancements including Send Stem busses, Channel View Scene Automation Recall Safe functionality and 3rd party Mic Control integration for Focusrite MP8R, and more.

Pay-as-you-go DSP:

New TE1 & TE2 Tempest Engines

System T V3.1 supports new TE1 and TE2 Tempest Engines, offering five processing packs to scale in harmony with production requirements. Software licences will be available as perpetual or short-term time-based rental upgrades.

TE1 supports Processing Pack 1 & 2, TE2 supports all five packs. All surface and control variants can operate with all engines and all software packs. TE1 matches T25 and TE2 matches T80 processing power.



The five software packs affect the All-Paths mono equivalent capacity only. Bus and Stem mono path count, processing resources (path EQ, dynamics, etc) and effect rack are hardware dependant. To support scaling of processing power, Compatibility Mode, which allows processing resources to be disabled when used on lower capacity engines, lower capacity software packs, or lower capacity due to higher sample rate, is further utilised in V3.1 software to allow showfiles to be efficiently scaled between different processing pack configurations. T-SOLSA can be used to target a particular configuration of hardware, software pack and sample rate when building showfiles if required.

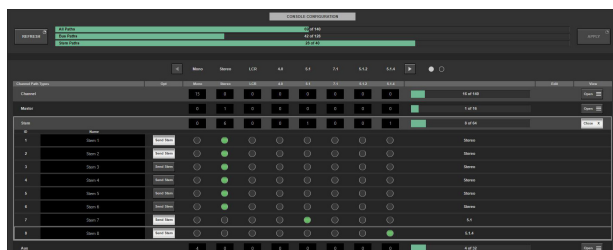
Licence options	Processing Pack 1	Processing Pack 2	Processing Pack 3	Processing Pack 4	Processing Pack 5
All path count @ 48kHz	140	256	420	600	800
All path count @ 96kHz	85	160	260	375	500
T25 (existing)		Equivalent			
T80 (existing)					Equivalent
TE1	Yes	Yes	No	No	No
TE2	Yes	Yes	Yes	Yes	Yes



Workflow Enhancements: Send Stems

Send Stem mode allows the standard subgroup (on/off) type Stem to be switched to a bus with a send level per contributing path. Channels or other Stems can contribute to Stem busses, both contributing path types include the additional send features.

Send Stem mode can be useful for efficient effect return signals (e.g. reverbs) or discrete feeds to outputs that require an independent mix (e.g. speakers.)

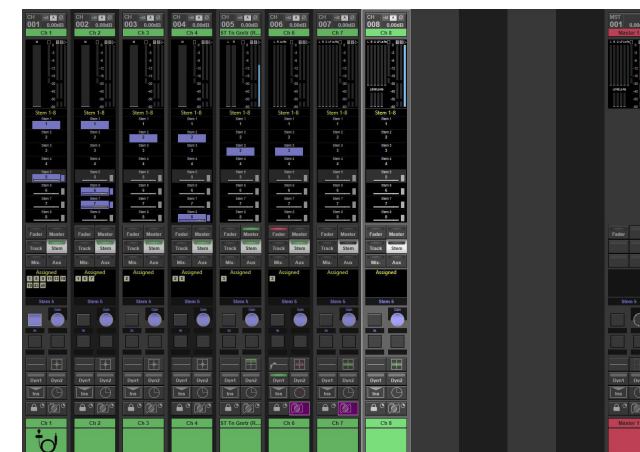


Send Stem controls are available from within the main Channel View and Detail View.



Within the detail view the selected Stem will show a send fader, 0dB switch and feed point selector if Send Stem mode is enabled. Follow Detail maps bus routing and send level to hardware controls for the selected contributor and bus. The bus routing GUI button shows the send level and pre fader / post all pick off point. A Stem left in subgroup mode does not show these additional GUI elements for clarity and simplicity.

With Stems selected in the Channel View upper context area, Stems in send mode show level and pick off point (again subgroup mode Stems retain the simplicity of an on/off GUI). The selected Stem Send level for all 16 visible paths is mapped to the quick encoders for hardware control and can easily be flipped to faders for precision adjustment of a specific Stem mix.



Scene Automation Recall Safe Processing

The Path Recall Safe feature is extended to include individual path processing blocks. Providing a quick and simple way from within the Channel View to recall safe a particular path section when firing scenes. Recall safe can be enabled on the following path processing sections:

- Input (Gain, Trim, etc)
- Fader & Mute
- EQ & Filters
- Pan
- Dynamics 1
- Dynamics 2
- Delay



3rd party mic control: Rednet MP8R

System T V3.1 provides control for Focusrite's Dante enabled Rednet MP8R Mic IO unit directly from System T control surfaces. Providing enhanced interoperability through software updates is at the heart of SSL broadcast and System T, delivering features that allow operators to use AoIP products of their choice. Native console support for both audio transport and connections management for Dante, AES67 and ST 2110 is an essential part of System T's advanced workflow.

MP8R devices show up on the network in the same way as any Dante enabled device. System T software can route individual mics immediately, but also can configure these as logical instances for managed and secure access. When routed to a console channel path mic gain, pad and phantom power are immediately mapped to the channel strip for hardware and software control. Gains and controls are stored and recalled with consoles showfiles and scenes for precise operation in fast paced productions. Please speak with your SSL sales or support representative for compatibility and licencing information.



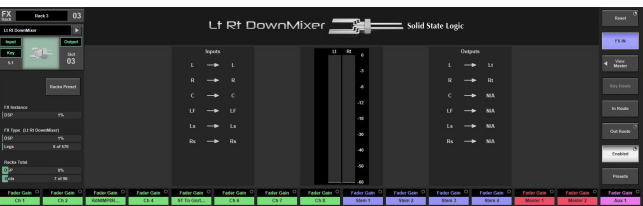
Monitor level Numerical Entry and Presets

All the monitor and studio monitor levels within the monitor pop out now feature a numerical display and keyboard entry. The current Main and Alt trim levels can be stored and later quickly recalled with Preset Levels.



Effects Rack - LtRt Downmix

A 5.1 to LtRt Downmixer is provided in the Effect rack. This alternate downmixer can be used to encode a 5.1 signal in a stereo signal or used to confi SSL System T V3.1 overview PR dence check how a 5.1 mix may be rendered on stereo devices that uses LtRt.

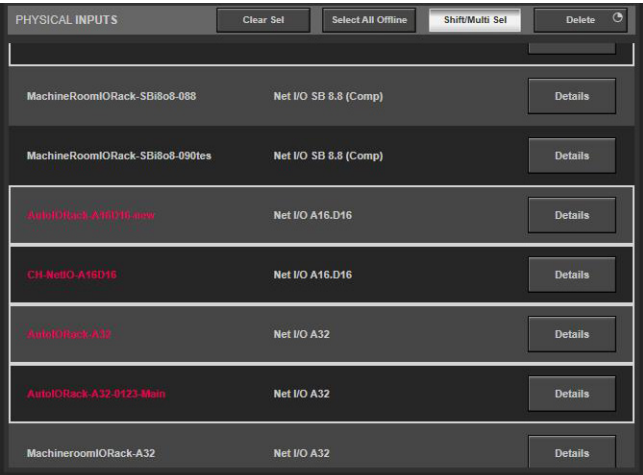


Admin Enhancements:

I/O Management

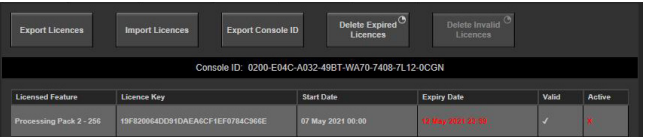
System T's AoIP integration provides automatic discovery of Dante devices and SAP enabled AES67/ST 2110 streams, allowing simple AoIP routing based on the physical devices connected, with immediate discovery. These records persist within the consoles IO database to allow routing when devices are offline or not reachable. The database may also be transferred to T-SOLSA for full offline configuration.

For networks that are very dynamic, and devices are frequently changed, the persistent nature can result in a large database of "offline" devices, shown in red, within the Setup IO Management GUI. New Multi Select and Select All Offline options within this GUI improve the experience of "tidying up" the database. Only offline or unreachable devices can be deleted.



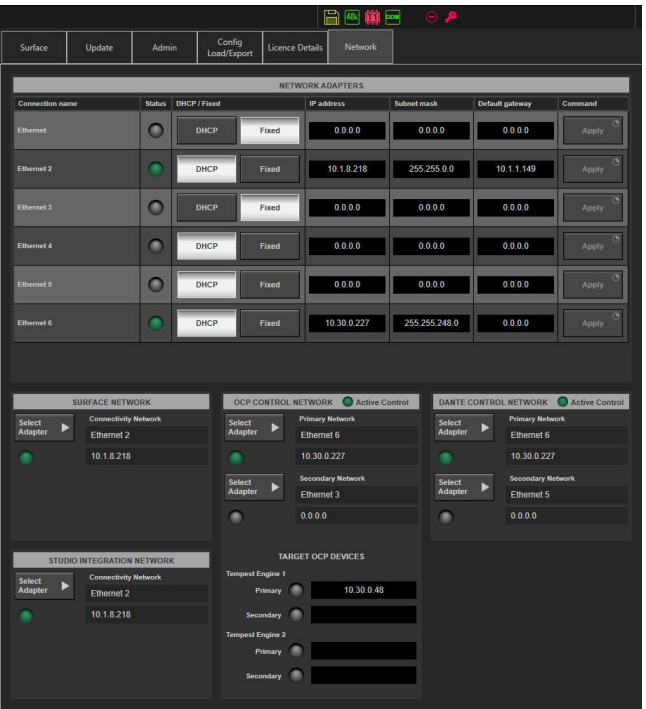
Licencing Management Improvements

Console ID is now exportable and visible from the Service Licence Details GUI, providing simple licence management. Perpetual and short term rental licenses are possible. A selection of warnings is included to alert users to expiring and expired licences.



Network Adapter Selection

A full reimaging of network adapter assignments on the console software, allows an engineer or admin user to choose what NIC to use for which service. This allows console services to utilise the same network adapter, potentially reducing the number of networks required and allowing simpler deployment in enterprise routed networks.



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