

TECHNICAL MANUAL

SP-8 Audio Console

 *Wheatstone[®] Corporation*

600 Industrial Drive, New Bern, N.C. 28562 (tel 252-638-7000 / fax 252-637-1285 / email@wheatstone.com)

SP-8 Series Audio Consoles Technical Manual (revised)

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 Wheatstone Corporation
600 Industrial Drive
New Bern, North Carolina 28562
252-638-7000 (Fax 252-637-1285)

IMPORTANT

In order to pass audio through your new console, you must wire up insertion points in certain modules.

Note in particular
MG-08 group module,
SM-08, MM-08 output modules.

See the DB-25 pinout section in your manual for details:

MG-08 (see page 3-4): connect CH1 insert out HI to CH1 insert in HI, CH1 insert out LO to CH1 insert in LO, CH2 insert out HI to CH2 insert in HI, CH2 insert out LO to CH2 insert in LO, SEND insert out HI to SEND insert in HI and SEND insert out LO to SEND insert in LO.

SM-08 (see page 3-8): connect LT insert out HI to LT insert in HI, LT insert out LO to LT insert in LO, RT insert out HI to RT insert in HI and RT insert out LO to RT insert in LO.

MM-08 (see page 3-12): connect SUM insert out HI to SUM insert in HI, SUM insert out LO to SUM insert in LO, MONO insert out HI to MONO insert in HI and MONO insert out LO to MONO insert in LO.

Addenda

IMPORTANT: *The SP-8 audio console is a modular design, intended for custom configuration per specific client requirements. Thus, the technical drawings in this manual, which document all available options, may show features and circuitry that do not appear on your specific console.*

Please note the following additions and corrections to this technical manual.

CS-08 CONTROL ROOM/MONITOR MODULE:

Resistors R56, R57 and R61, R62 (24W) have been changed to polyswitches R56 and R61 (.17A). Resistor R101 is now 40.2K.

METERBRIDGE PRESELECTOR (MBLS):

R17, R18 have been changed from 1kW to 750W.

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Installation

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Mounting the Console to the Leg Stand

This SP-8 series console comes supplied with a factory leg support. The console leg furniture consists of four pieces:

two end panels – the curved edge goes towards the front (armrest) of the console.

front spanning panel – this mounts between the two side panels, just ahead of the vertical center aluminum brackets. The narrow finished wooden strip (cherry) is the bottom; the wider unfinished (pine) strip is the top.

rear spanning panel – mounts between the two side panels, along the rear edge. The rear panel differs from the front panel in that it has been pre-drilled with four 1/4" holes that accept enamel-finished #10 machine screws that go into four tapped holes on the side panels' rear vertical brackets. Note when correctly mounted into place there is a 5/8" gap between the bottom of the rear panel and the floor to allow console wiring to exit the leg assembly. Once again, the finished wood strip is the bottom; the wider pin strip is the top.

The SP-8 leg stand has been pre-assembled at the factory and then broken down for shipment. All assembly holes have been pre-drilled. To re-assemble the leg stand:

(1) attach the two side panels to the front spanning panel, using the eight screws provided. The bottom of the panel should flush with the floor and the bottom edge of the side panels. The side panel curves should face front.

(2) Attach the rear spanning panel to the side panels' rear vertical brackets, using the finished #10 screws provided. Note the finished wooden edge of the panel (cherry) should be along the lower edge approximately 5/8" from the floor. (This step "squares up" the leg assembly and readies it for the console.)

(3) Remove the SP-8 console's rear concealment panel and place the console on the leg stand, with the armrest facing forward. Note the console wooden end pieces just straddle the leg stand side pieces. Roughly align the console front to back so the rear edge of the console side pieces are roughly even with the back edge of the leg stand side pieces.

(4) Remove the leg stand rear spanning panel to gain access to the underside of the console.

(5) Note the wooden bottom of the console has been pre-drilled to accept screws coming up through the top of the front spanning panel *and* to accept screws from two rear side brackets already pre-attached to the leg side pieces. If necessary, make a final front-to-back adjustment of the console so the holes on the brackets and spanning panel pine strip line up with the pre-drilled holes in the bottom of the console.

- (6) Attach the console to the leg stand using the screws provided.
- (7) Re-attach the rear spanning panel.
- (8) Re-attach the console rear concealment panel.

THE CONSOLE POWER SUPPLY

The console power supply is a standard 19" rackmount unit. It should be mounted in an adjacent equipment rack within 15 feet (but preferably no closer than 3 feet) of the console. The mounting location should allow proper air circulation around the unit. Avoid locating any high gain equipment (such as phono preamps, tape recorders, etc.) too near the power supply, to avoid magnetic interference into that equipment.

The power feed recommended in the text is often installed and referred to in studios as an "isolated AC ground" outlet. It is usually orange in color.

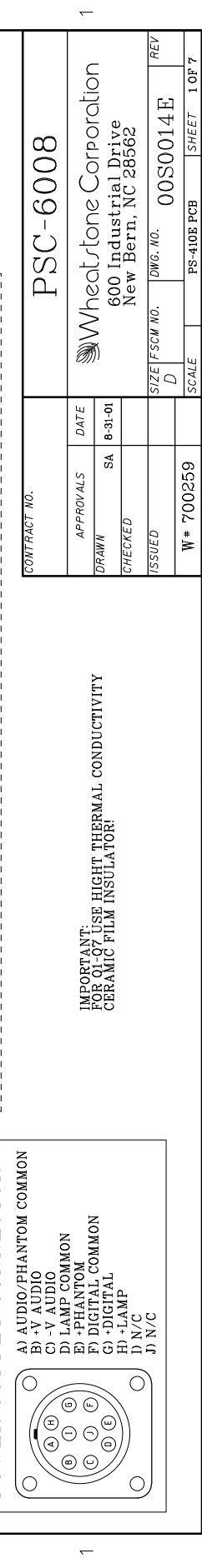
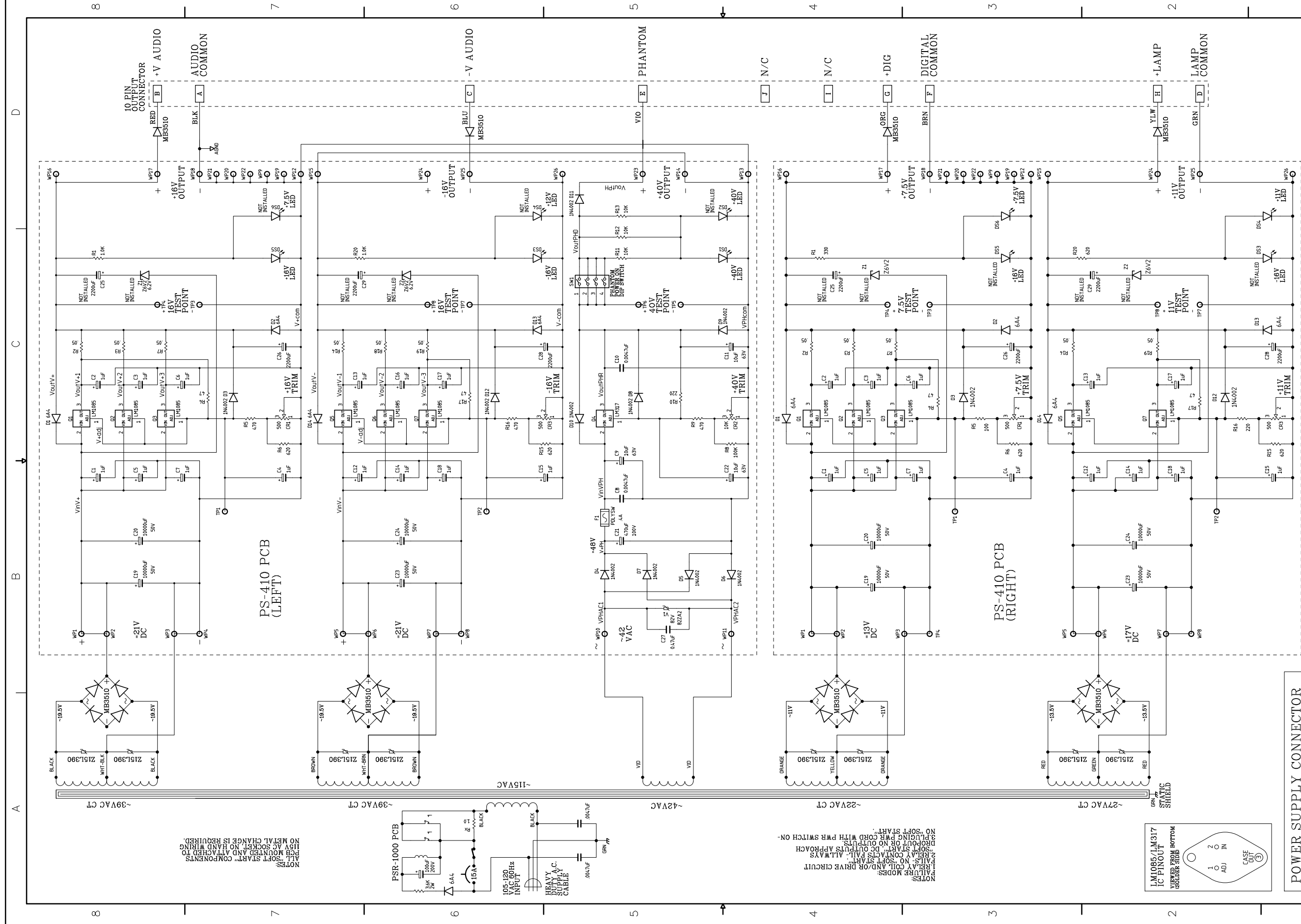
The power supply is fitted with a 3-wire grounded AC cord that should be plugged into a clean 120V AC outlet (that is, an AC source that feeds only the control room audio gear). This AC source should be a separate feed from those powering lighting, air-conditioning, or any other non-audio machinery. The third pin ground wire of the AC source should be tied to the central system ground point (see SYSTEM GROUND below).

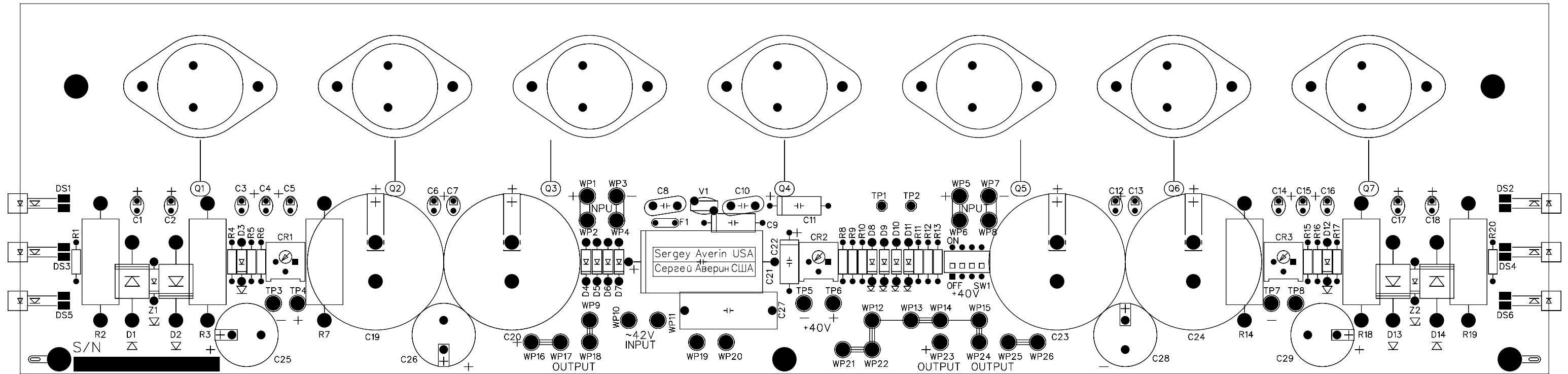
With the power supply in place, plug in the AC power cord. Note the power supply uses a 3-amp slo-blo fuse (back of chassis). The five LED indicators on the supply's front panel should light up (PHANTOM, +V, -V, +5V, and +24V). Unplug the power supply and connect it to the console, using the supplied multi-conductor cable. Note the cable plugs into the back of the supply chassis and into the bottom of the console (righthand end). With the console connected, re-energize the power supply. The display indicators should again light; the console's VU meters should light up, and individual module ON/OFF switches and green CUE LEDs will power up randomly.

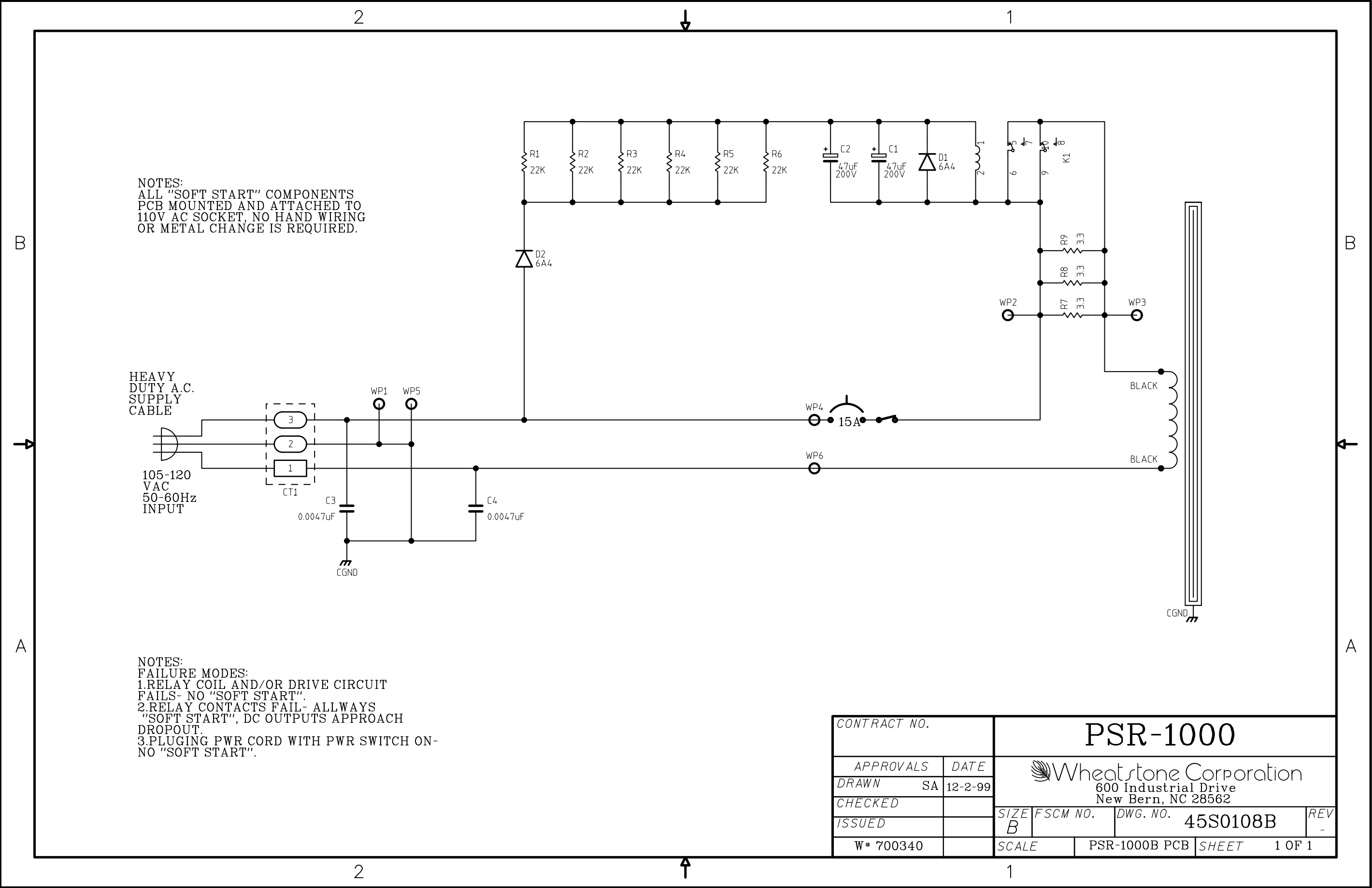
Dual Failsafe Supply

Your console may have been ordered with a dual failsafe option; in this case you will have two separate rackmount supplies. If this is the case, then connect both supplies to the console with the two cables supplied. Note that both supplies must be energized for the failsafe function to work.

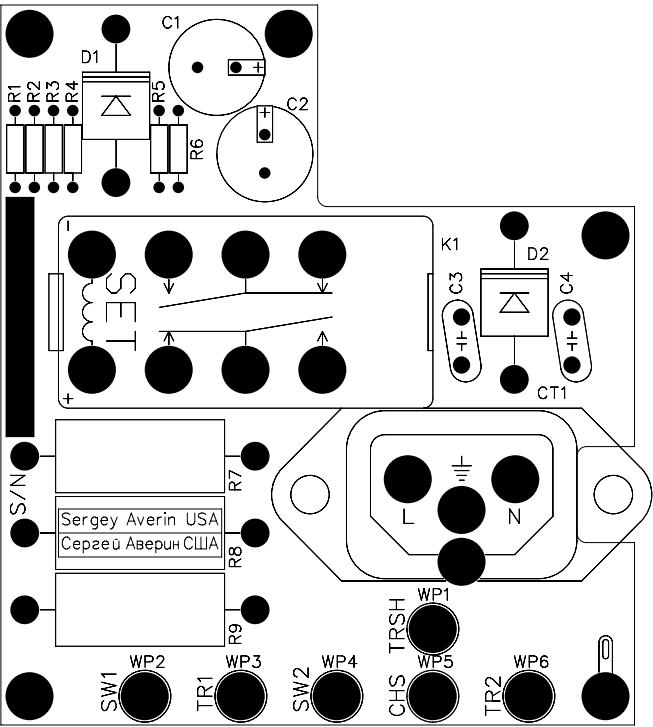
The first major installation step is to make sure the console is properly grounded. Unplug the power supply, and proceed with the next section, "System Ground".







Power Supply Relay Card Schematic - Sheet 1 of 1



SYSTEM GROUND

Safety requirements dictate that a positive connection from the console mainframe to electrical ground be made in the completed installation.

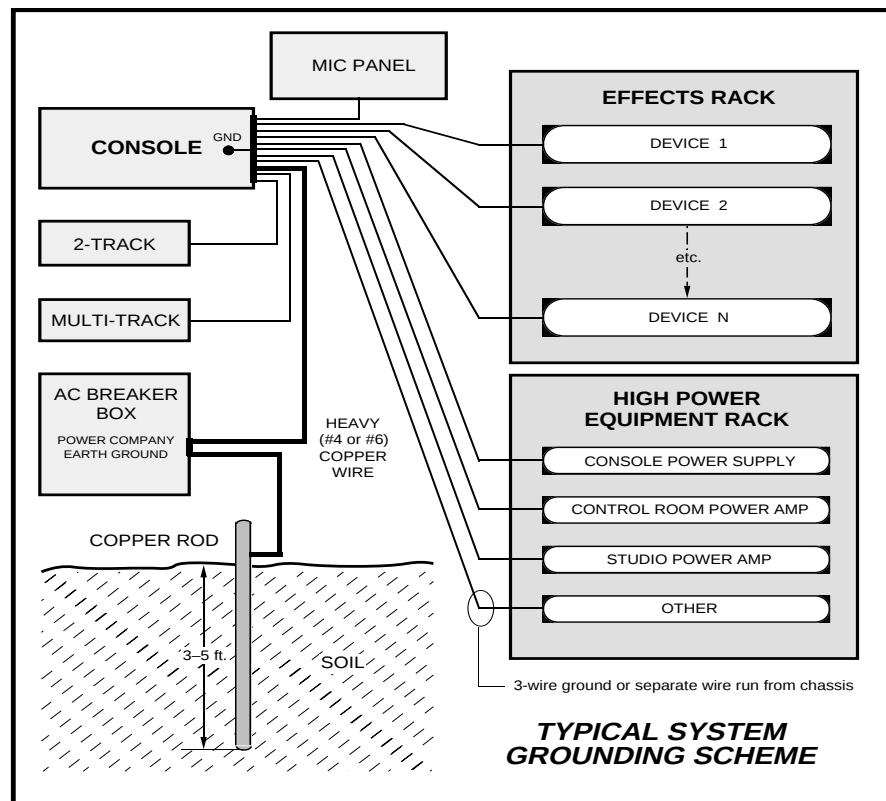
The system ground serves two important purposes:

- (1) Provides a zero signal reference point for the entire audio system;
- (2) Assure safety from electrical shock.

There exist two terms that one encounters in a discussion of ground:

- (A) **EARTH GROUND**, which is usually a heavy copper rod driven into the soil adjacent to the building (around 6 feet down) or a connection to the copper water pipes leading into the building. Either is acceptable, unless, of course, the water pipe is plastic.
- (B) **THE POWER COMPANY EARTH CONDUCTOR** that enters the building at the power line breaker box; this conductor should be (and is often by code) tied to the above-mentioned earth ground at one point. This point is the **SYSTEM EARTH GROUND**.

Tie the console mainframe ground to the system earth ground. Tie every piece of equipment in the entire audio system to the console mainframe ground.



The grounding point on SP-8 consoles is a terminal lug strip located on the bottom of the mainframe, near the power connector. This is the central grounding point for the console mainframe. **TIE THE CONSOLE MAINFRAME TO THE SYSTEM EARTH GROUND. TIE EVERY PIECE OF EQUIPMENT IN THE ENTIRE AUDIO SYSTEM TO THE CONSOLE MAINFRAME GROUND.** If the system earth ground point is inaccessible, tie the console ground mainframe ground to the power company earth conductor at the main breaker box.

The aforementioned "isolated AC ground" (orange studio outlet; see page 2-2) can also be used to accomplish the required grounding.

Each piece of equipment should be connected by its own ground wire (usually the round third pin on the AC cord). This means that every AC outlet must have a separate conductor run to the console ground lug terminal; the outlets cannot be daisy-chained as is normally encountered in commercial and residential AC systems. Any equipment not supplied with 3-wire AC cables must have individual ground wires (16 gauge or larger) connected to their chassis grounds and then run to the console mainframe ground.

Further Grounding Details

Check all equipment to be absolutely certain that each unit is power transformer isolated from the AC mains to prevent safety hazards.

It is assumed that in each piece of audio equipment the audio ground and the chassis are tied together at some point. Any piece of equipment lacking a grounded chassis is likely to be prone to interference problems.

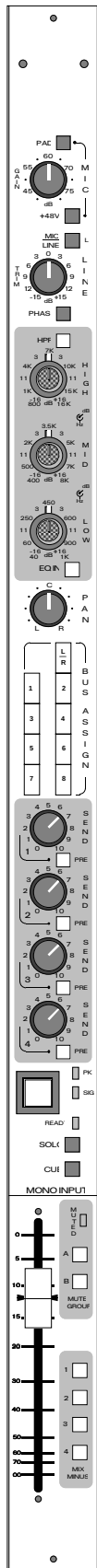
Locate all unbalanced audio equipment in the same rack if possible, to minimize chassis ground potential differences. It may also be helpful to insulate each piece of unbalanced equipment from its mounting rails in the rack by means of nylon 10-32 screws and insulating washers between rails and faceplates.

Once the system is properly grounded, you may proceed with the audio and control input/output connections (next chapters).

Input Modules

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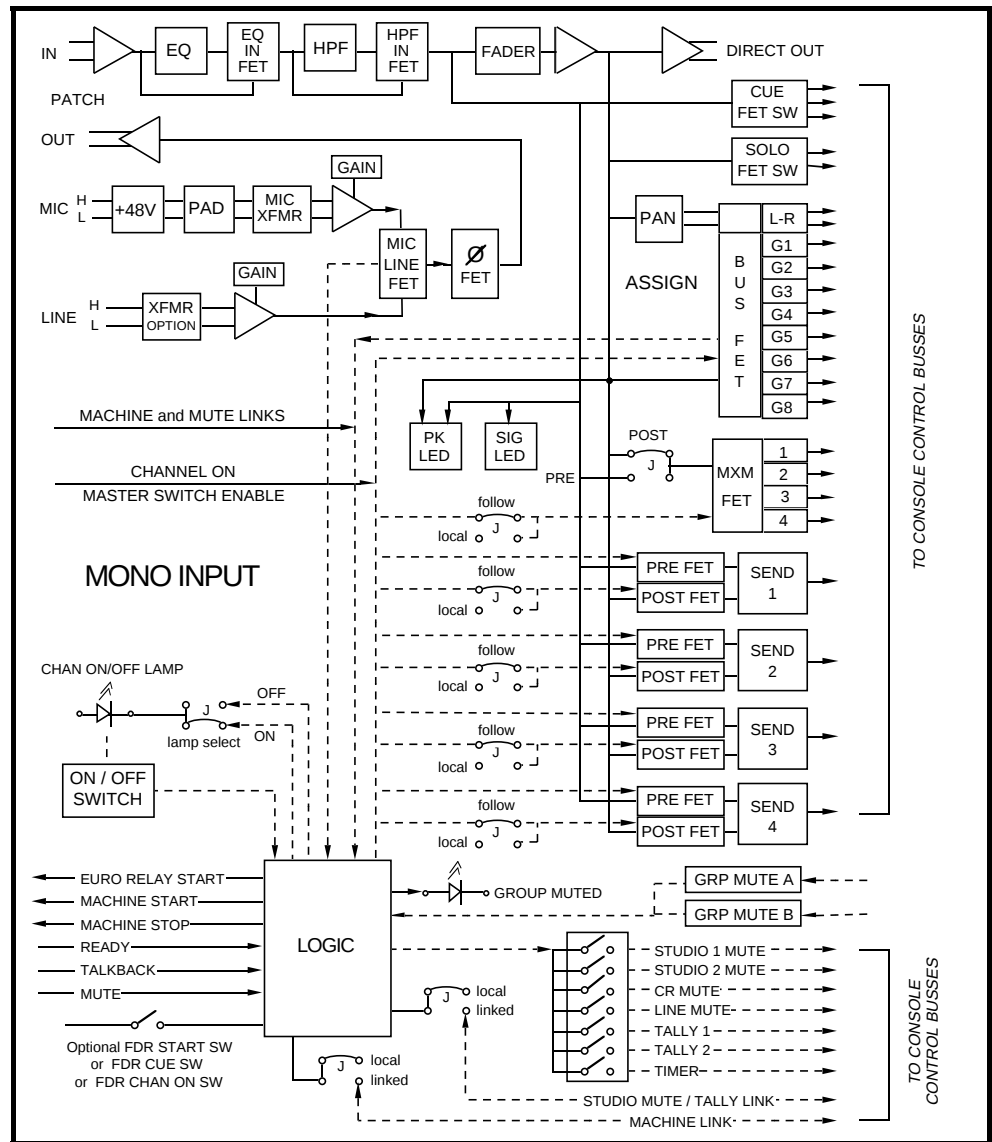
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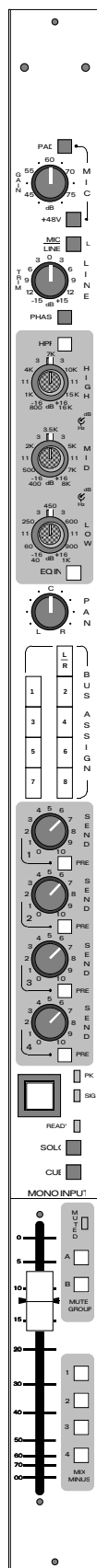
Mono Input
MI-08

Mono Mic/Line Input (MI-08)

This module is primarily used to bring mono microphone input signals into the console; when switched to mono line input it may also be used to play individual tracks from a multi-track machine.



Mono Mic/Line Input Module Signal Flow Diagram

Mono Input
MI-08

Front Panel Controls

From top to bottom, the individual module controls are as follows:

PAD switch — Attenuates (–20dB) the signal feeding the microphone input; used to control extremely loud source material and prevent it from overloading the module's microphone input circuitry.

MIC GAIN pot — Continuously variable; used to match input levels from one module to the next.

+48V switch — Switches microphone phantom power on and off.

MIC/LINE switch — Selects between microphone or line input connectors.

LINE TRIM pot — Center detented, +/-15dB, allows continuously variable adjustment of line input levels.

PHASE switch — Reverses the polarity of both mic and line inputs.

HPF high pass filter switch — Introduces a high pass –12dB/octave roll-off at 125Hz; used for removing unwanted low frequency content from input source signals.

EQ — 3-band semi-parametric with one concentric control for each band. Each band continuously variable +/-16dB with continuously variable center frequency. Frequency ranges are **high**: 800Hz–16KHz; **mid**: 400Hz–8KHz; **low**: 40Hz–1KHz. Equalization curves are reciprocal, allowing previously applied equalization to be subsequently removed.

EQ IN switch — Switches the 3-band EQ controls in and out of the circuit (does not affect HPF switch).

PAN pot — Pans the module's mono signal between the left and right channels of the console's stereo output (L/R assign switch must be engaged; see below)

BUS ASSIGN switches — Assigns the input module's signal to the console's submaster and stereo master modules.

SEND controls — The module's signal can be routed to the console's four send busses via these rotary controls; each send control can tap the module signal **PRE** or post fader via individual switches. Note the Send function may be programmed to follow the module's ON/OFF switch (see "Internal Control").

PK peak LED indicator — Lights to show overload conditions within the module's circuitry (monitors both pre and post fader signals).

SIG LED signal indicator — Lights to indicate signal presence.

READY LED — A tally indicator that can be lit from an external source or location.

SOLO switch — Sends the modules post-fader signal to the console's solo bus, where it may be programmed to automatically interrupt control room and/or headphone monitor outputs

CUE switch — Sends the module's pre-fader signal to the console's solo bus, where it may be programmed to automatically interrupt control room and/or headphone monitor outputs (see "Monitor Modules" chapter)

MUTE ASSIGN switches — The SP-8 console has two master mute switches (A & B, located on the stereo master module). Individual inputs may be assigned to either of the two master mute circuits, allowing groups of channels to be activated and de-activated with the push of a single switch.

MIX-MINUS ASSIGN switches — The SP-8 console has four mix-minus busses; each input module may be switched to any combination of the four busses. When a switch is activated the module's signal is "minused" out of that particular bus's mix.

FADER — Controls the module's output level.

Logic Functions

External Control

The MI-08 input module may be muted and placed into talkback mode from a remote location; the module's **READY** indicator may also be illuminated from a remote source.

The module's channel **ON/OFF** switch can also be used to trigger events at external locations. Three functions are available: European relay start, machine start, machine stop. An optional fader end-of-travel switch may also be used to activate these functions

See DB-9 Control connector (page 2-5) and sheet 5 of schematic (page 2-11).

Internal Control

SEND: The module's send signals can be programmed (via internal jumpers; see schematic sheet 3, page 2-9, D5 & C5) to follow the channel **ON/OFF** switch.

CUE: An optional fader end-of-travel switch may be used to automatically activate the module's Cue function (schematic sheet 5, C8, page 2-11).

Dipswitch Programmable Functions

The module's channel **ON/OFF** switch can be programmed, via an internal PCB-mounted dipswitch, to trigger various functions within the console, as well as events at external locations. Available functions include:

- (Position 1) timer restart - (Factory Default: OFF)
- (Position 2) studio mute 2 - (Factory Default: OFF)
- (Position 3) studio mute 1 - (Factory Default: ON)
- (Position 4) control room mute - (Factory Default: OFF)
- (Position 5) on-air tally 2 - (Factory Default: OFF)
- (Position 6) on-air tally 1 - (Factory Default: OFF)
- (Position 7) line mute - (Factory Default: OFF)

See schematic sheet 5, B2 (page 2-11) and PCB load sheet, dipswitch "SW18" (page 2-6).

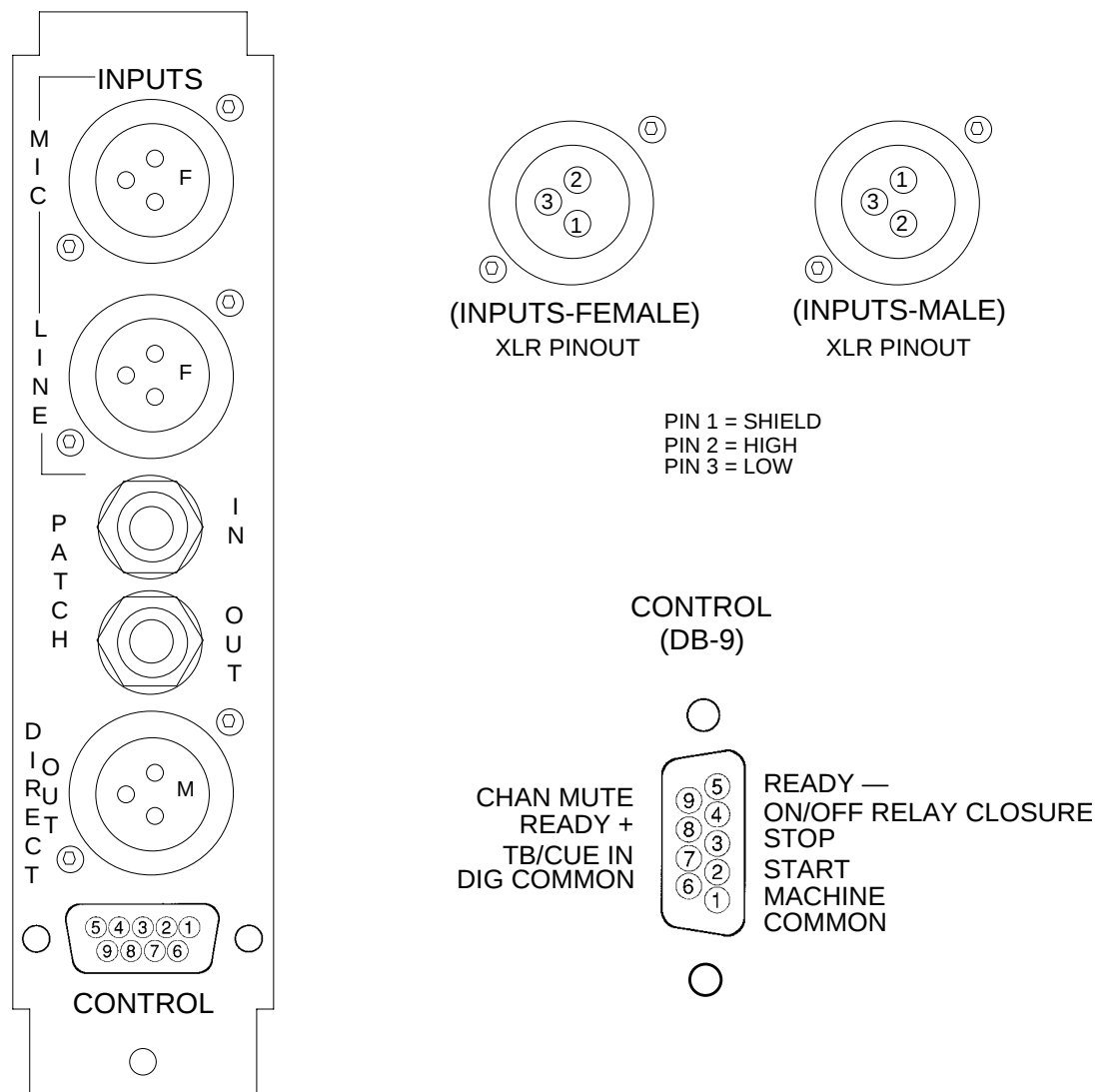
I/O Connections

Module microphone and line level audio inputs are via rear panel female XLR connectors (pin 1 shield, pin 2 high, pin 3 low).

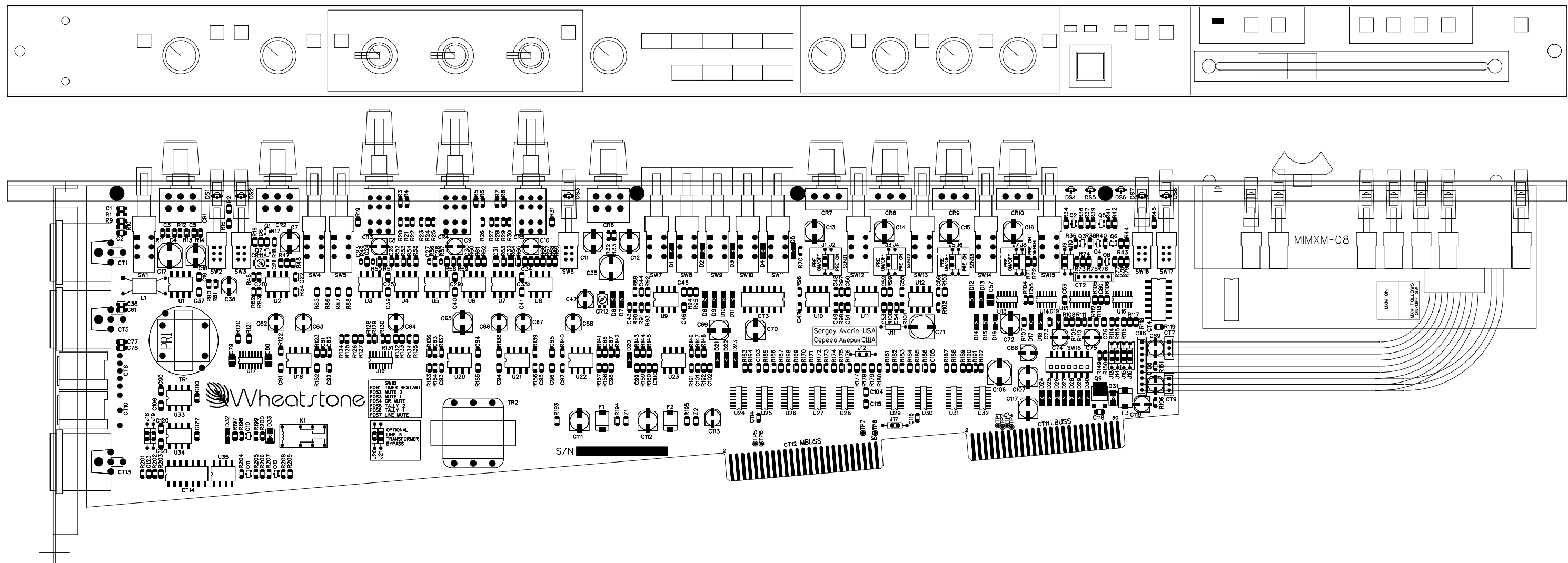
The module's patch insert points utilize 1/4" phone jacks.

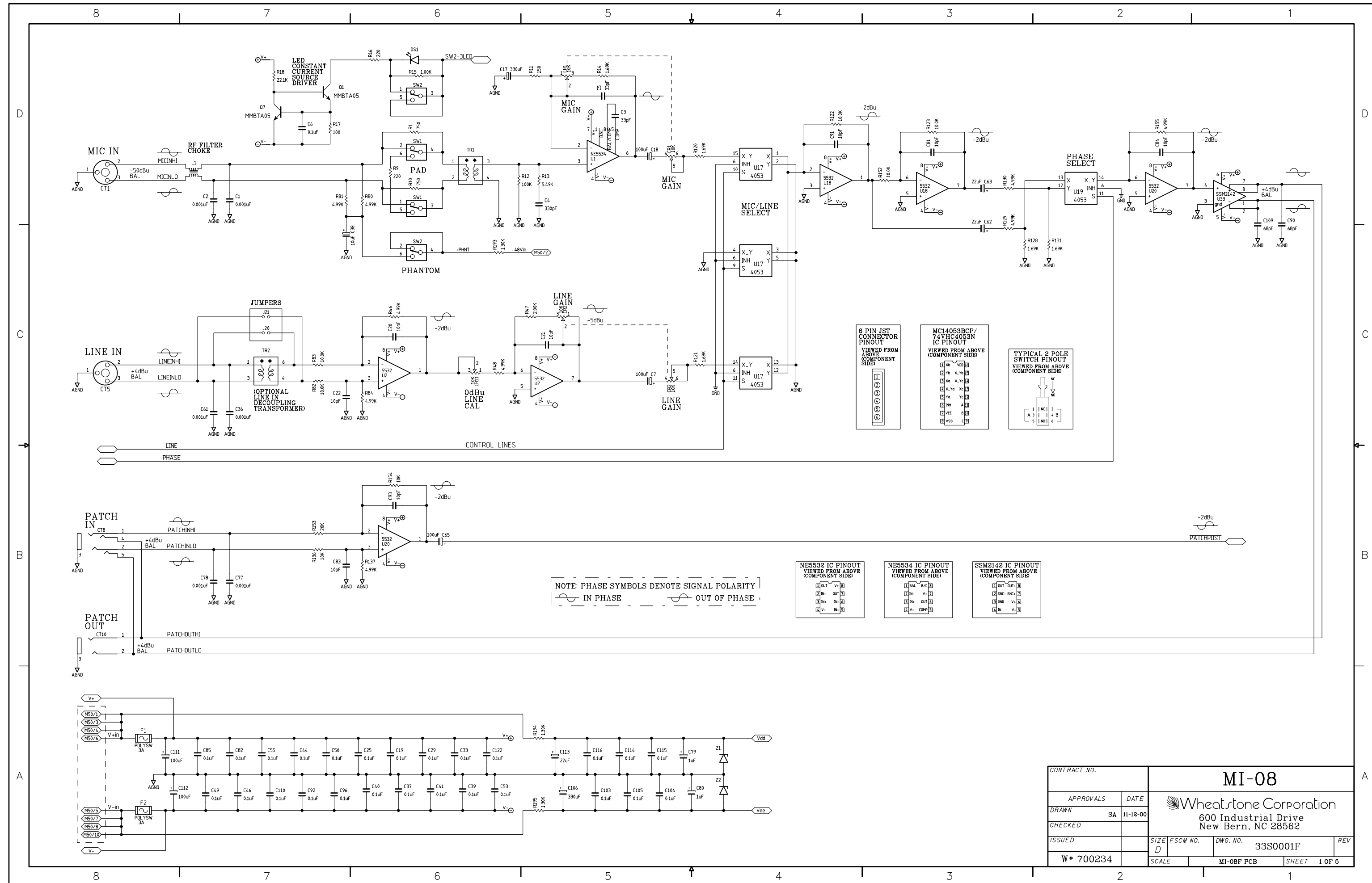
Channel direct output is a male XLR connector (pin 1 shield, pin 2 high, pin 3 low).

Control connections are via a DB-9 multi-pin connector.



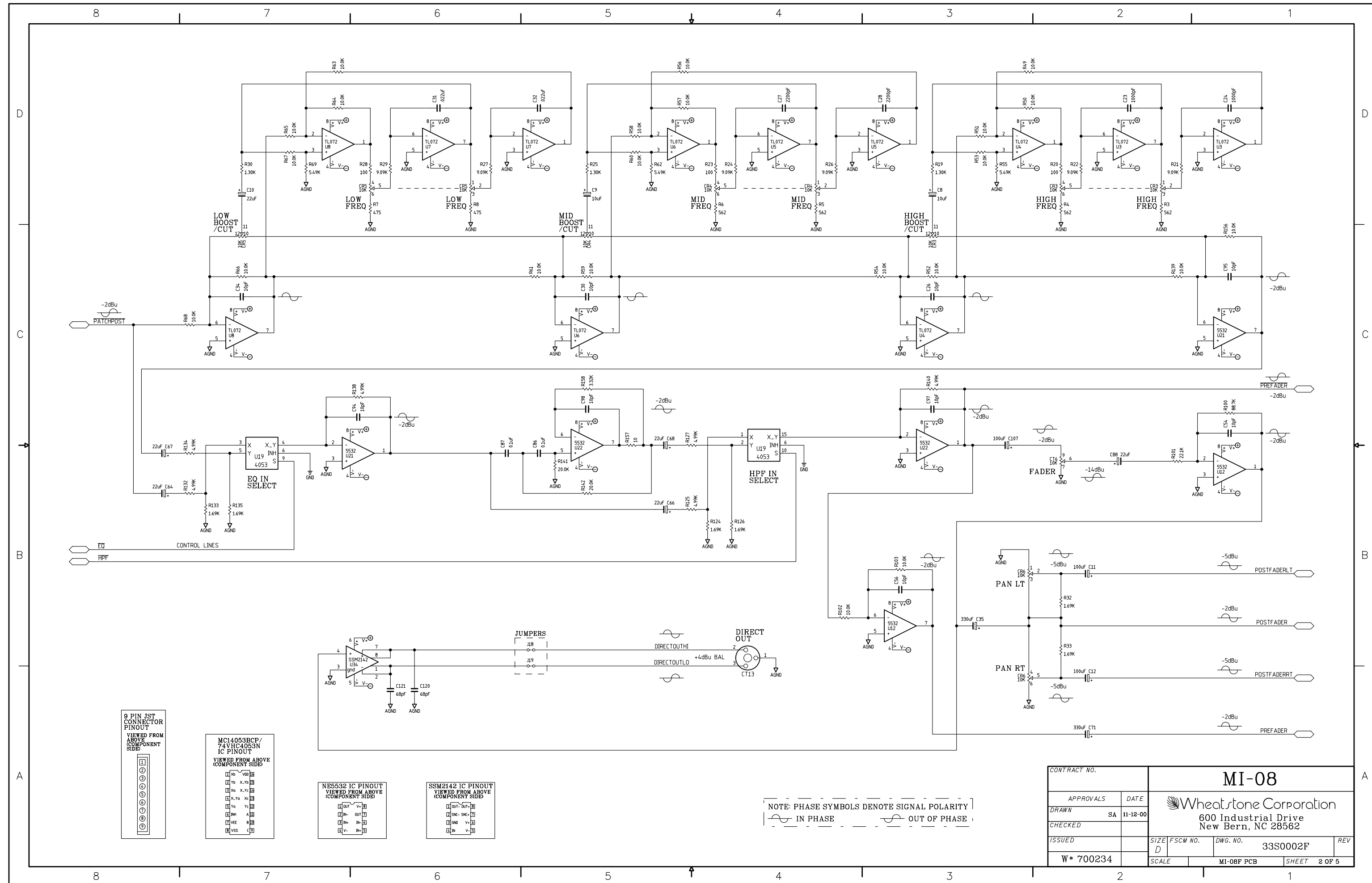
Mono Input Module Input/Output Connectors





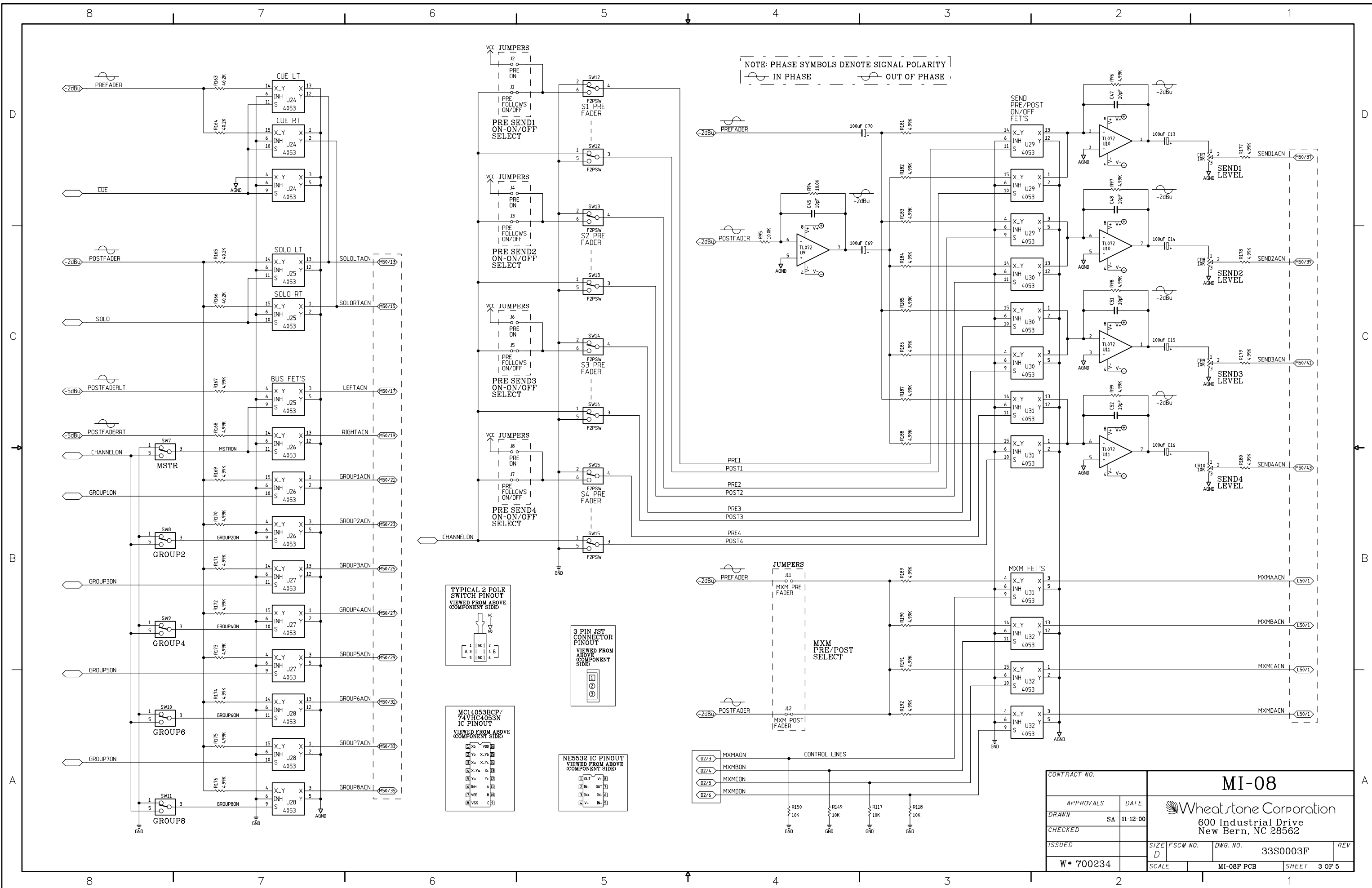
MI-08 Mono Input Module Schematic - Sheet 1 of 7

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W* 700234		SCALE	MI-08F PCB	SHEET 1 OF 5	



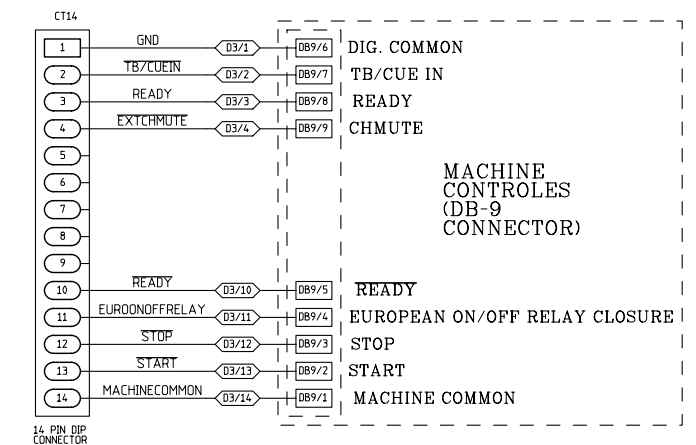
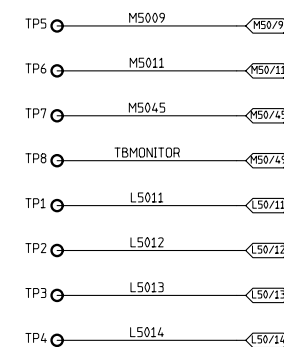
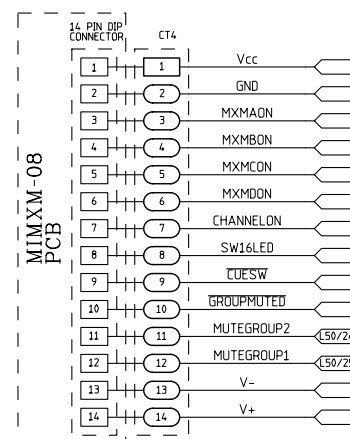
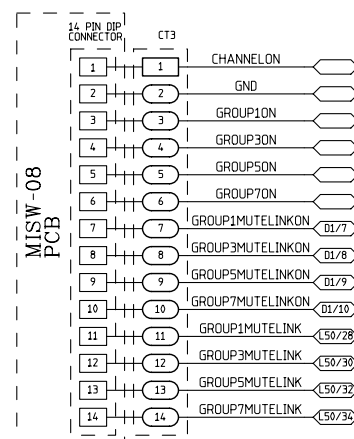
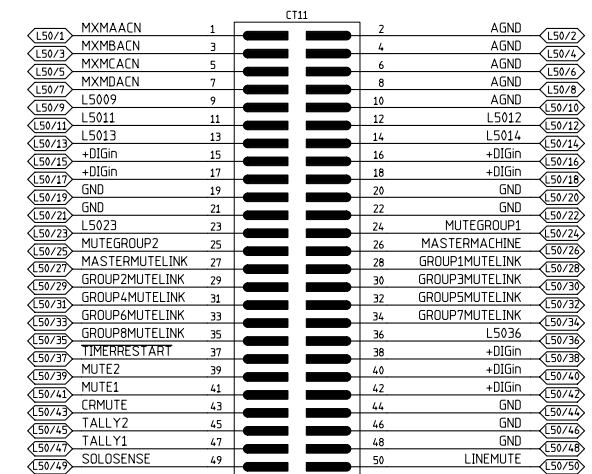
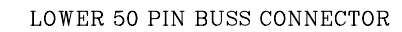
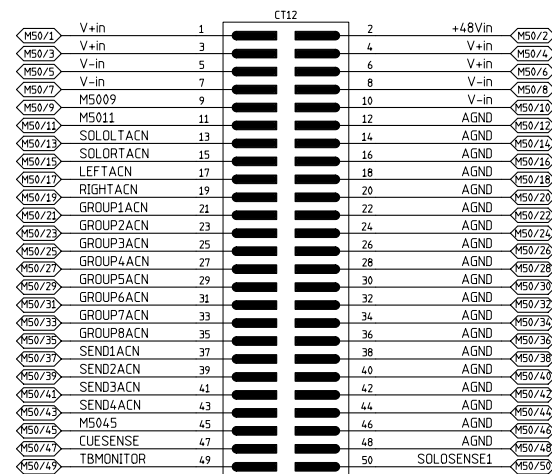
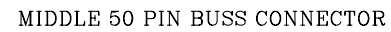
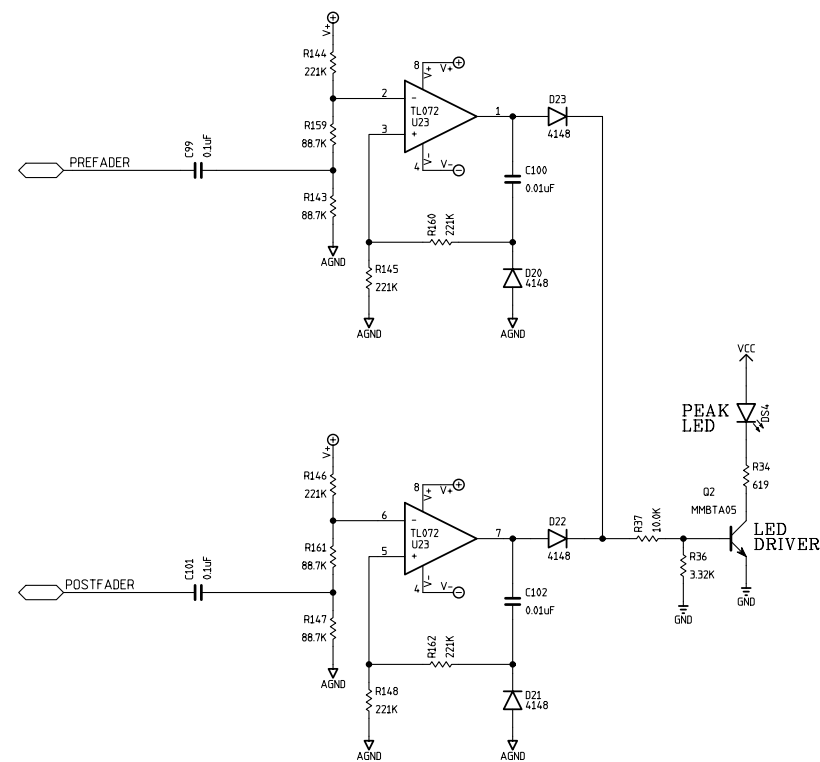
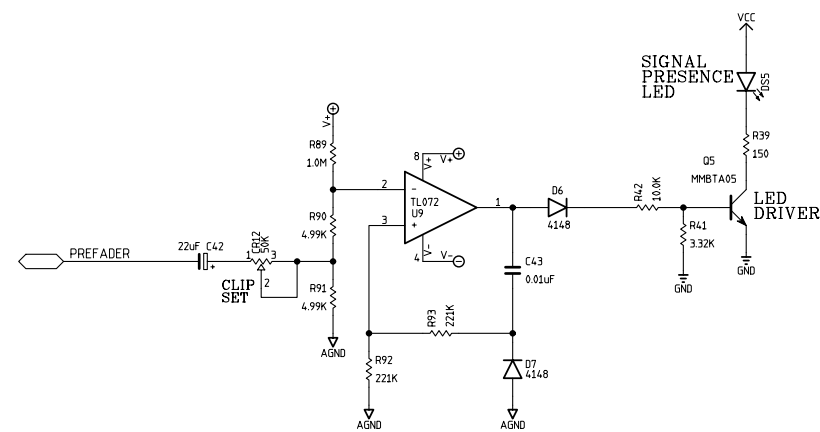
MI-08 Mono Input Module Schematic - Sheet 2 of 4

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ISSUED					
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		SCALE	MI-08F PCB		SHEET 2 OF 5

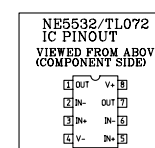


MI-08 Mono Input Module Schematic - Sheet 3 of 4

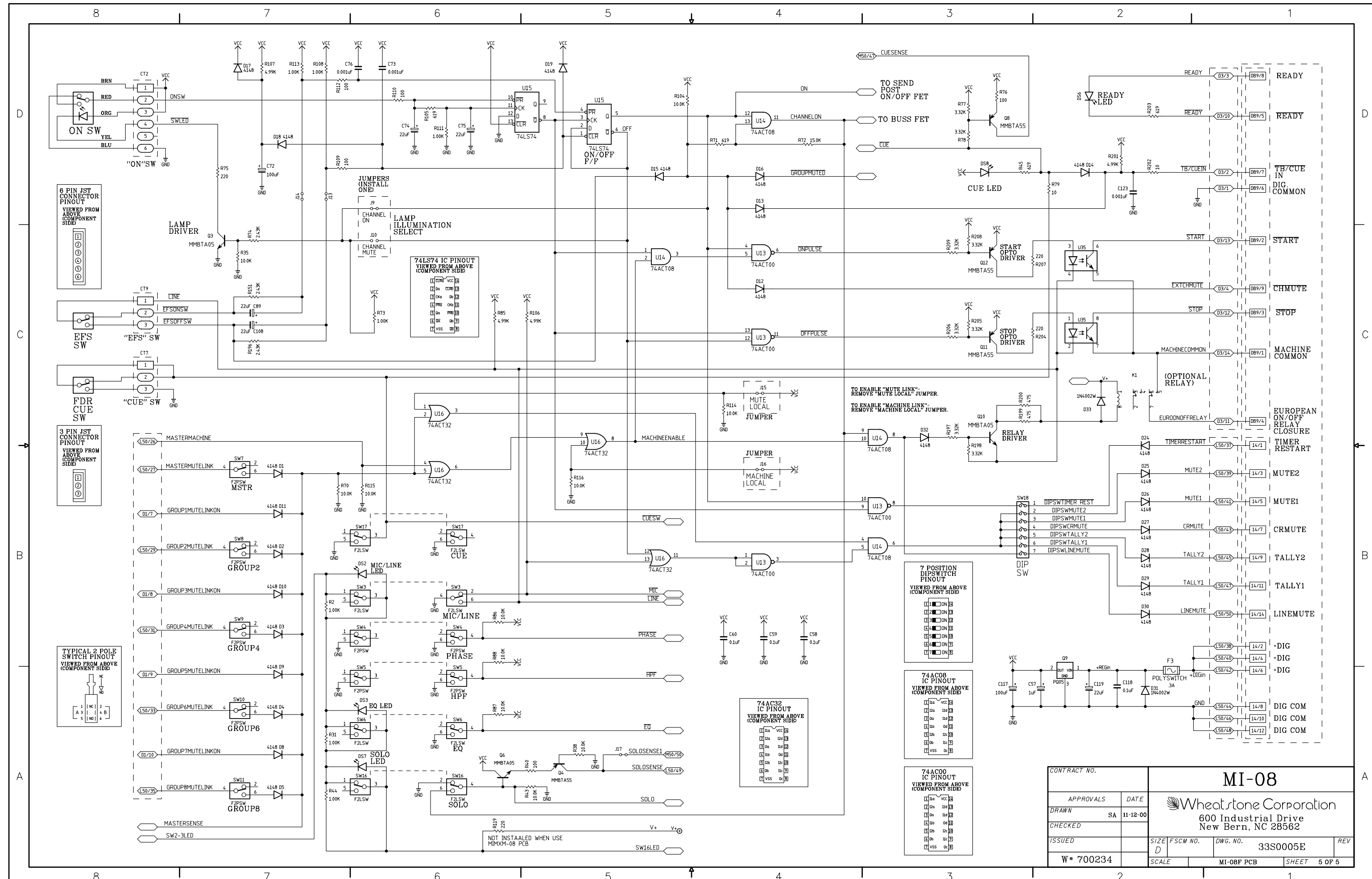
CONNECTORS BUSS CHART



NOTE: PHASE SYMBOLS DENOTE SIGNAL POLARITY
 IN PHASE  OUT OF PHASE

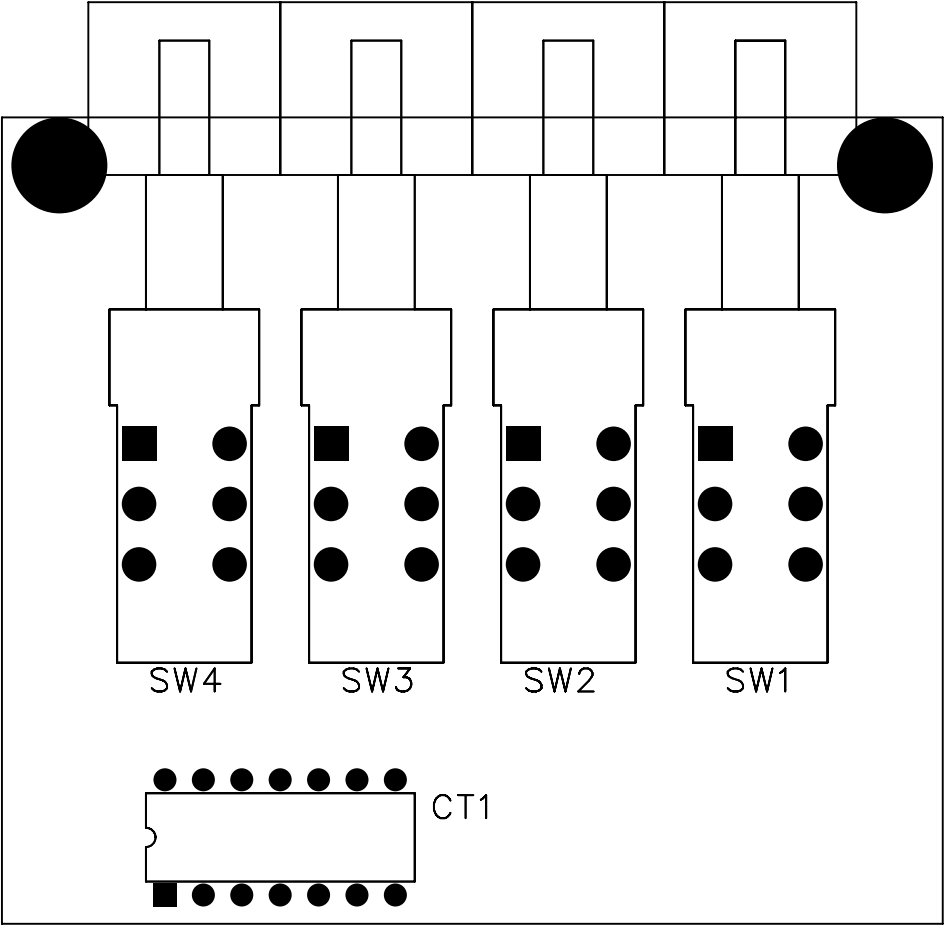


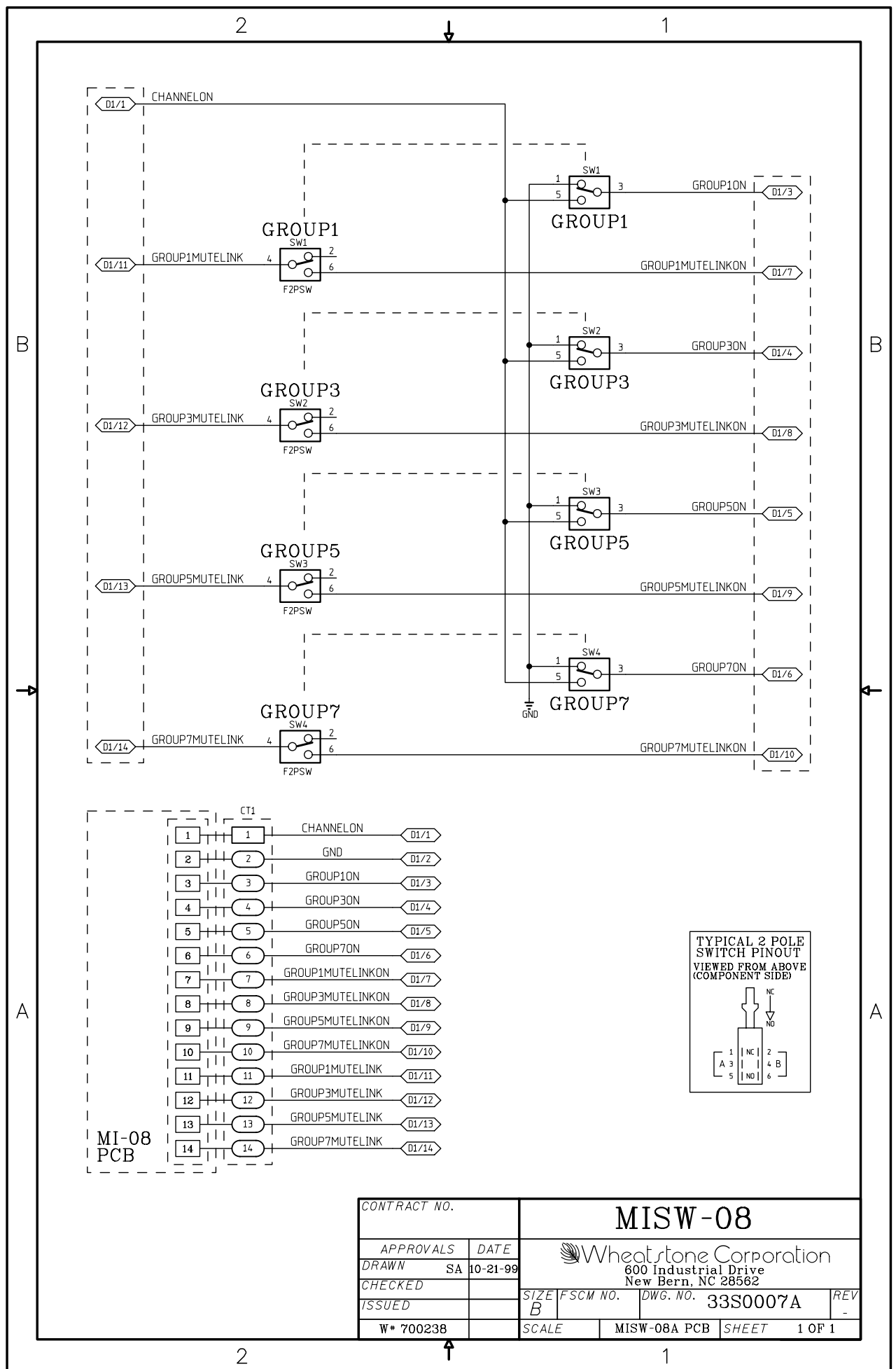
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W* 700234		SCALE	MI-08F PCB		SHEET 4 OF 5



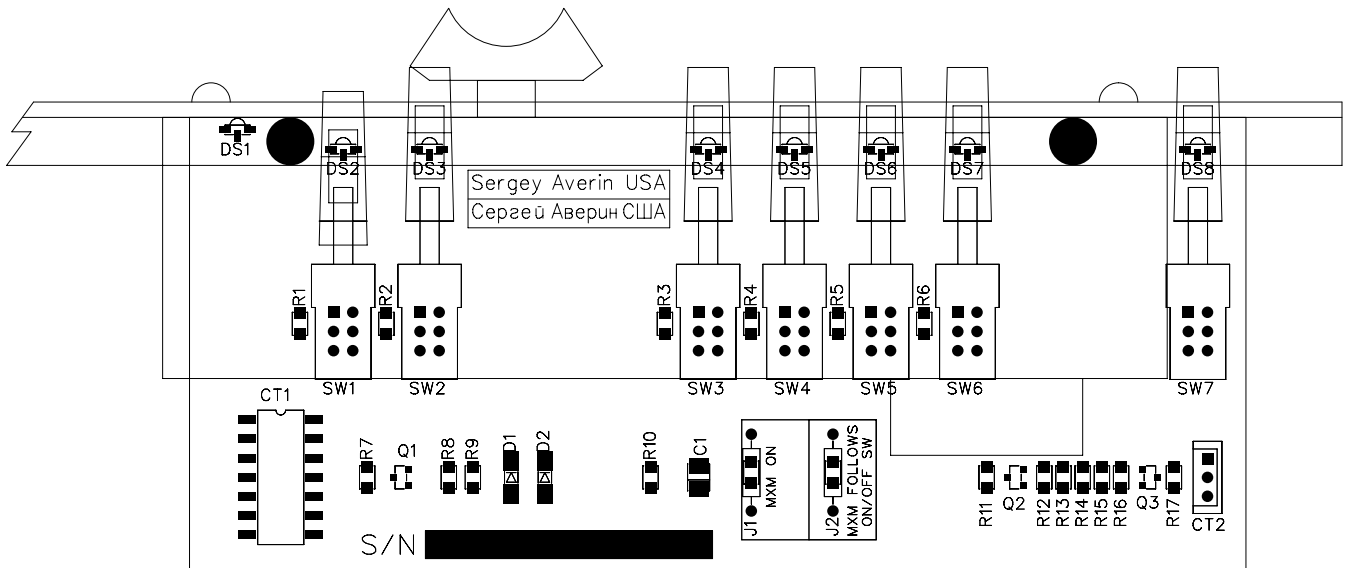
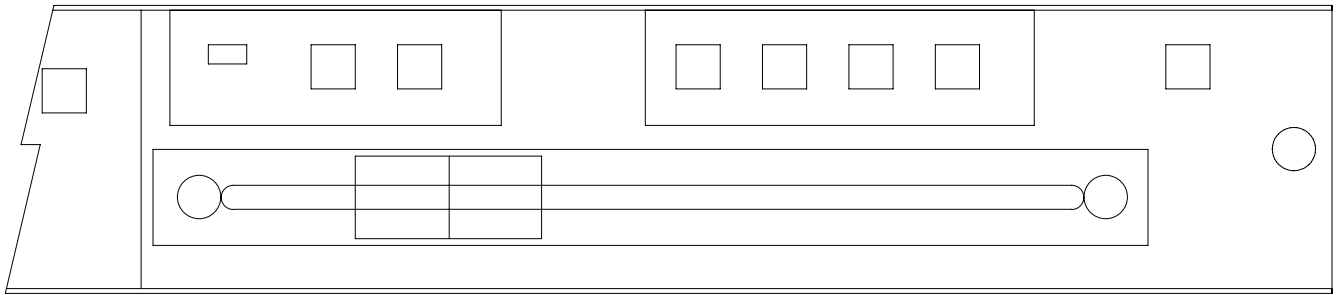
MI-08 Mono Input Module Schematic - Sheet 5 of 7

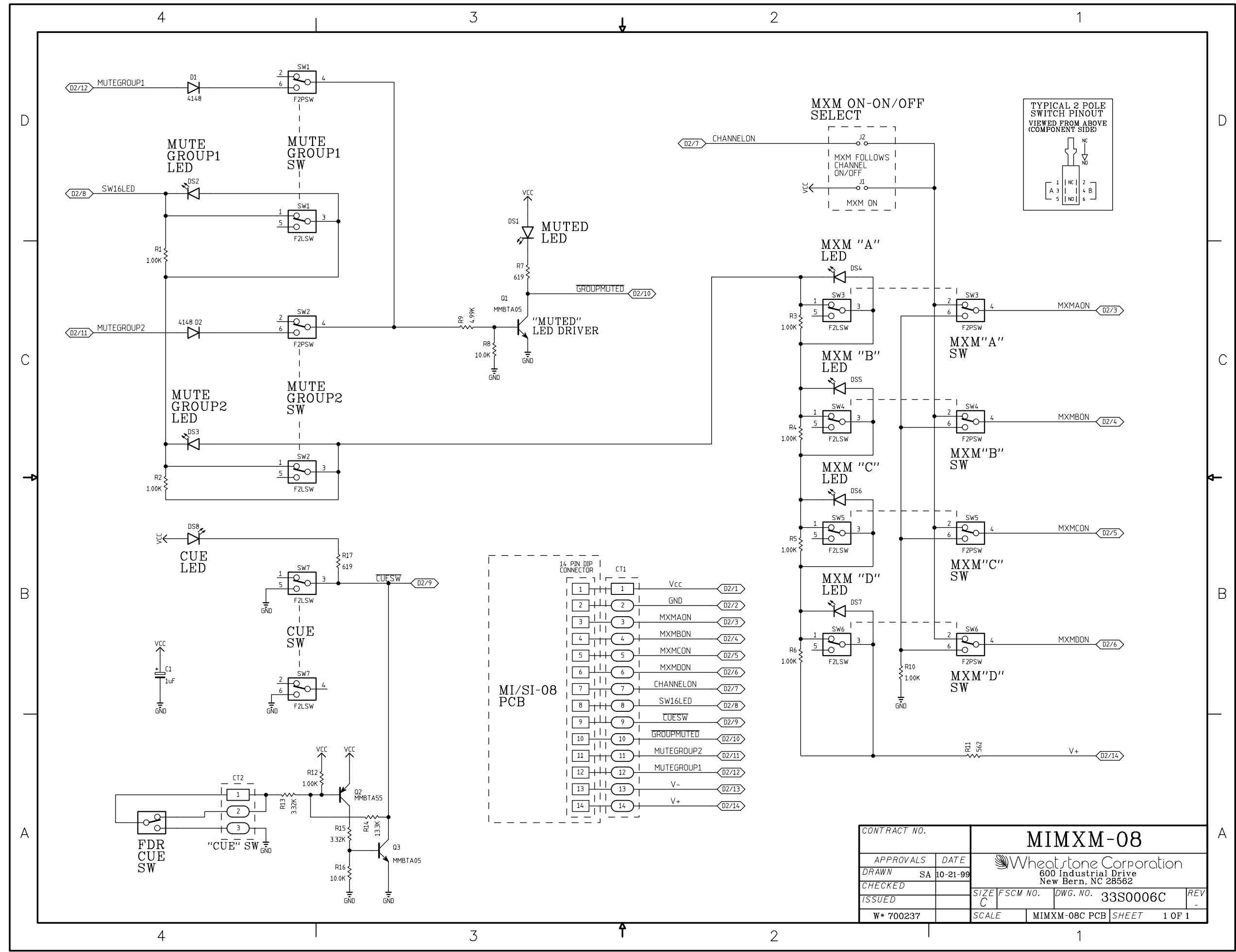
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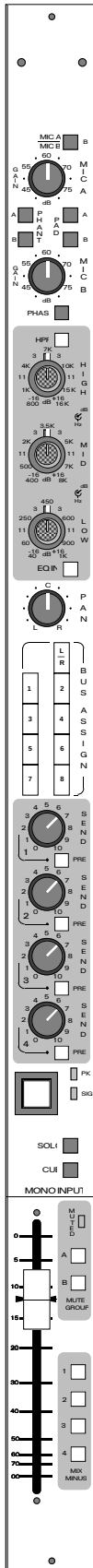


MI-08 Mono Input Module Schematic -
Sheet 6 of 7





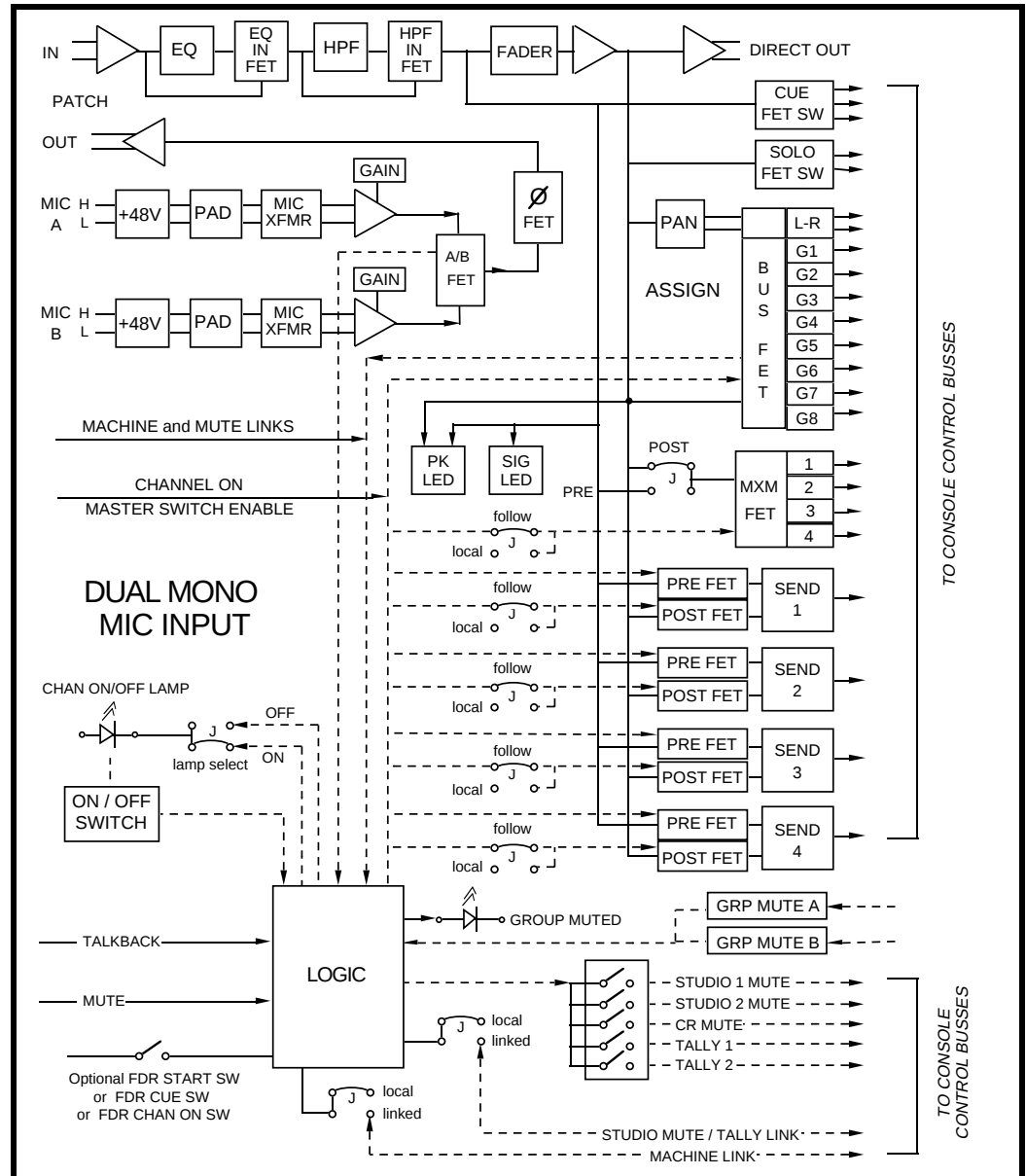
MI-08 Mono Input Module Schematic -
Sheet 7 of 7



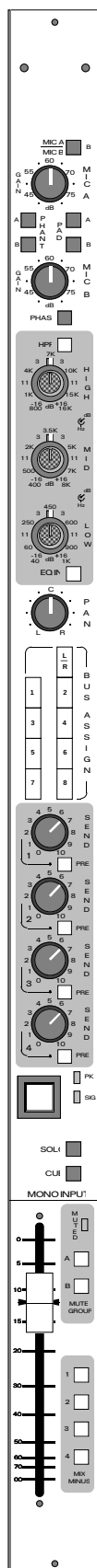
Dual Mono Mic Input
DM-08

Dual Mono Mic Input (DM-08)

Selects one of two mono microphone inputs.



Dual Mono Mic Input Module Signal Flow Diagram



Dual Mono Mic Input
DM-08

Front Panel Controls

From top to bottom, the individual module controls are as follows:

MIC A/B switch — Selects between microphone A and B.

MIC A GAIN pot — Continuously variable; used to match input levels from one module to the next.

PHANT switch (two: A and B) — Switches microphone phantom power on and off.

PAD switch (two: A and B) — Attenuates (−20dB) the signal feeding the microphone input; used to control extremely loud source material and prevent it from overloading the module's microphone input circuitry.

MIC B GAIN pot — Continuously variable; used to match input levels from one module to the next.

PHASE switch — Reverses the polarity of the microphone inputs.

HPF high pass filter switch — Introduces a high pass −12dB/octave roll-off at 125Hz; used for removing unwanted low frequency content from source signals.

EQ — 3-band semi-parametric with one concentric control for each band. Each band continuously variable ± 16 dB with continuously variable center frequency. Frequency ranges are **high**: 800Hz–16KHz; **mid**: 400Hz–8KHz; **low**: 40Hz–1KHz. Equalization curves are reciprocal, allowing previously applied equalization to be subsequently removed.

EQ IN switch — Switches the 3-band EQ controls in and out of the circuit (does not affect HPF switch).

PAN pot — Pans the module's mono signal between the left and right channels of the console's stereo output (L/R assign switch must be engaged; see below)

BUS ASSIGN switches — Assigns the input module's signal to the console's submaster and stereo master modules.

SEND controls — The module's signal can be routed to the console's four send busses via these rotary controls; each send control can tap the module signal **PRE** or post fader via individual switches. Note the Send function may be programmed to follow the module's ON/OFF switch (see "Internal Control").

PK peak LED indicator — Lights to show overload conditions within the module's circuitry (monitors both pre and post fader signals).

SIG LED signal indicator — Lights to indicate signal presence.

CHANNEL ON/OFF switch — With integral LED indicator.

SOLO switch — Sends the modules post-fader signal to the console's solo bus, where it may be programmed to automatically interrupt control room and/or headphone monitor outputs

CUE switch — Sends the module's pre-fader signal to the console's solo bus, where it may be programmed to automatically interrupt control room and/or headphone monitor outputs (see "Monitor Modules" chapter)

MUTE ASSIGN switches — The SP-8 console has two master mute switches (A & B, located on the stereo master module). Individual inputs may be assigned to either of the two master mute circuits, allowing groups of channels to be activated and de-activated with the push of a single switch.

MIX-MINUS ASSIGN switches — The SP-8 console has four mix-minus busses; each input module may be switched to any combination of the four busses. When a switch is activated the module's signal is "minused" out of that particular bus's mix.

FADER — Controls the module's output level.

Logic Functions

External Control

The DM-08 input module may be muted and/or placed into talkback mode from a remote location.

An optional fader end-of-travel switch is also available for channel ON and CUE mode functions

See DB-9 Control connector (page 2-19) and sheet 5 of schematic (page 2-26).

Internal Control

SEND: The module's send signals can be programmed (via internal jumpers; see schematic sheet 3, page 2-24, D5 & C5) to follow the channel ON/OFF switch.

CUE: An optional fader end-of-travel switch may be used to automatically activate the module's Cue function (schematic sheet 5, C8, page 2-26).

Dipswitch Programmable Functions

The module's channel ON/OFF switch can be programmed, via an internal PCB-mounted dipswitch, to trigger various functions within the console, as well as events at external locations. Available functions include:

(Position 1) studio mute 2B - (Factory Default: OFF)

(Position 2) studio mute 2A - (Factory Default: OFF)

(Position 3) studio mute 1A - (Factory Default: ON)

(Position 4) control room mute - (Factory Default: OFF)

(Position 5) on-air tally 2A - (Factory Default: OFF)

(Position 6) on-air tally 1B - (Factory Default: OFF)

(Position 7) studio mute 1B - (Factory Default: OFF)

See schematic sheet 5, B2 (page 2-26) and PCB load sheet, dipswitch "SW18" (page 2-20).

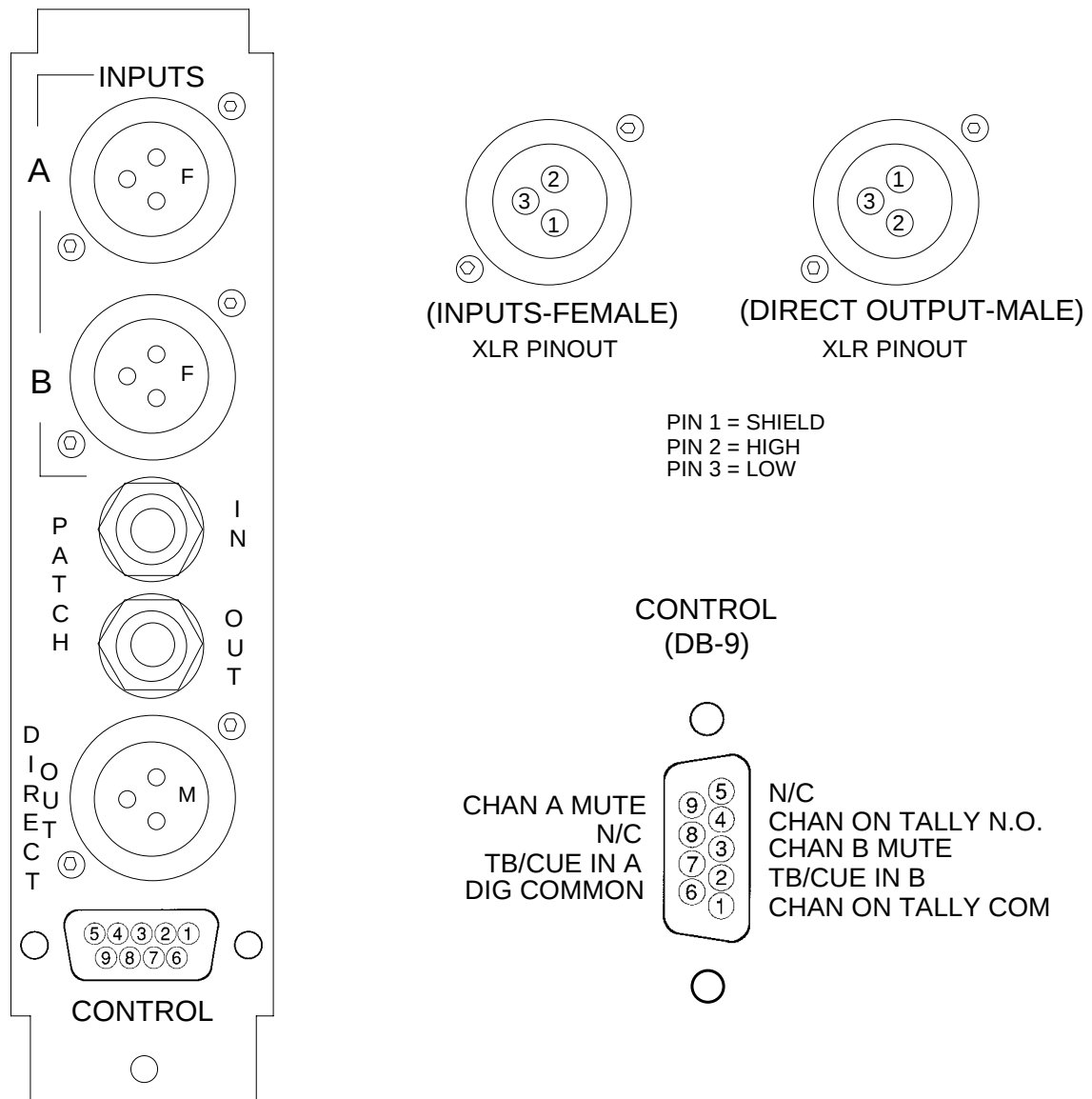
I/O Connections

Module microphone A/B audio inputs are via rear panel female XLR connectors (pin 1 shield, pin 2 high, pin 3 low).

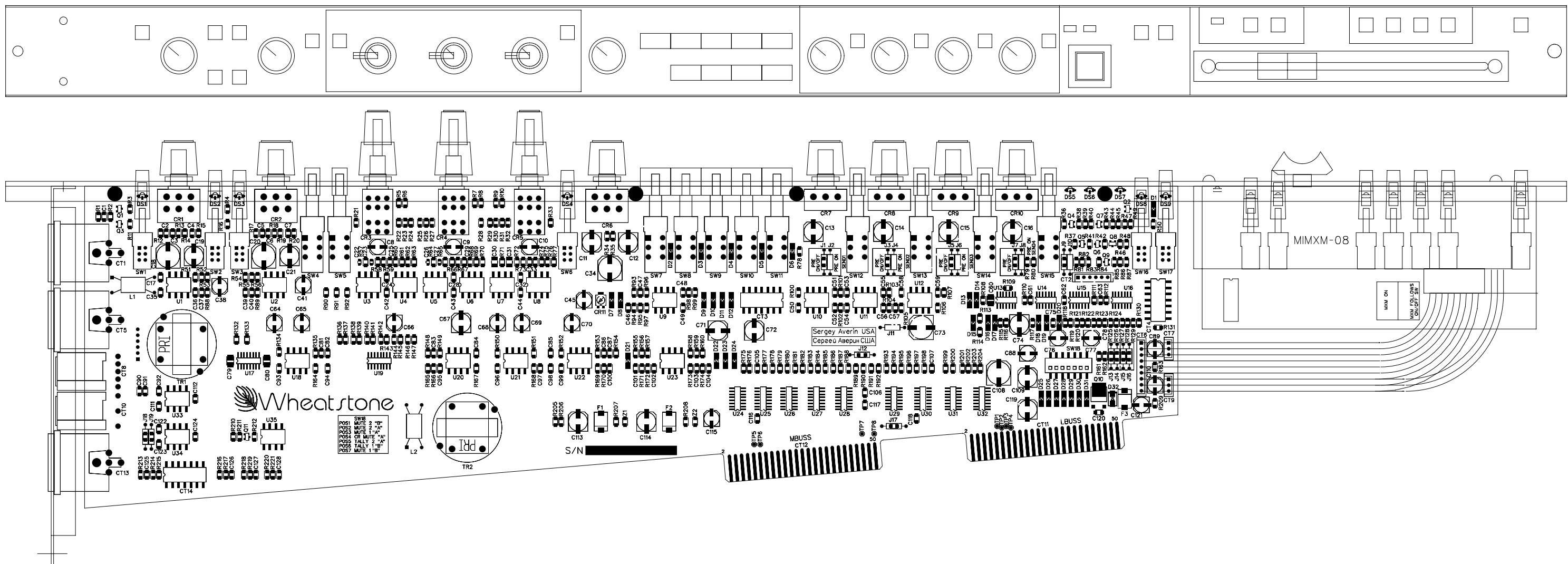
The module's patch insert points utilize 1/4" phone jacks.

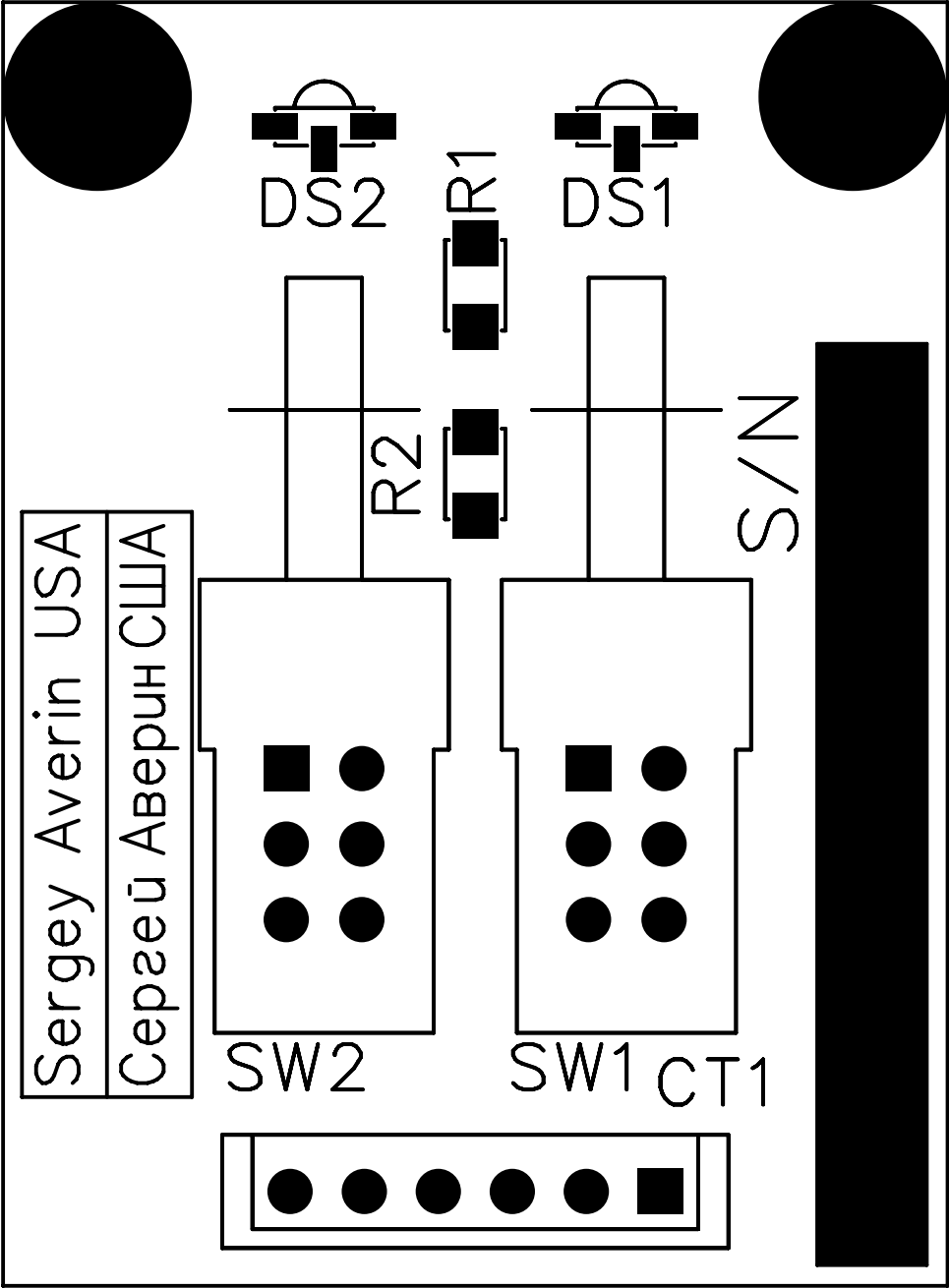
Channel direct output is a male XLR connector (pin 1 shield, pin 2 high, pin 3 low).

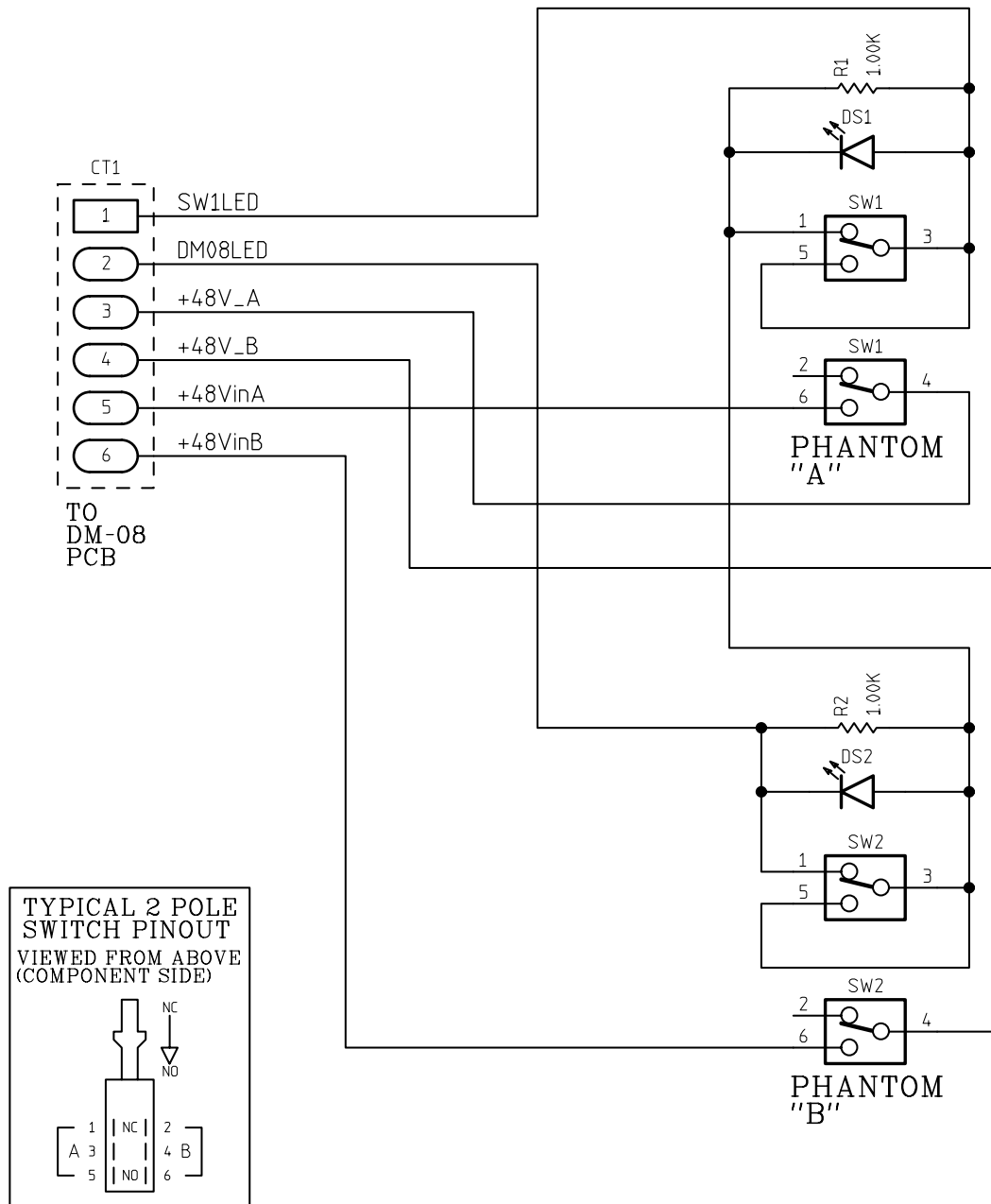
Control connections are via a DB-9 multi-pin connector.



Dual Mono Input Module Input/Output Connectors

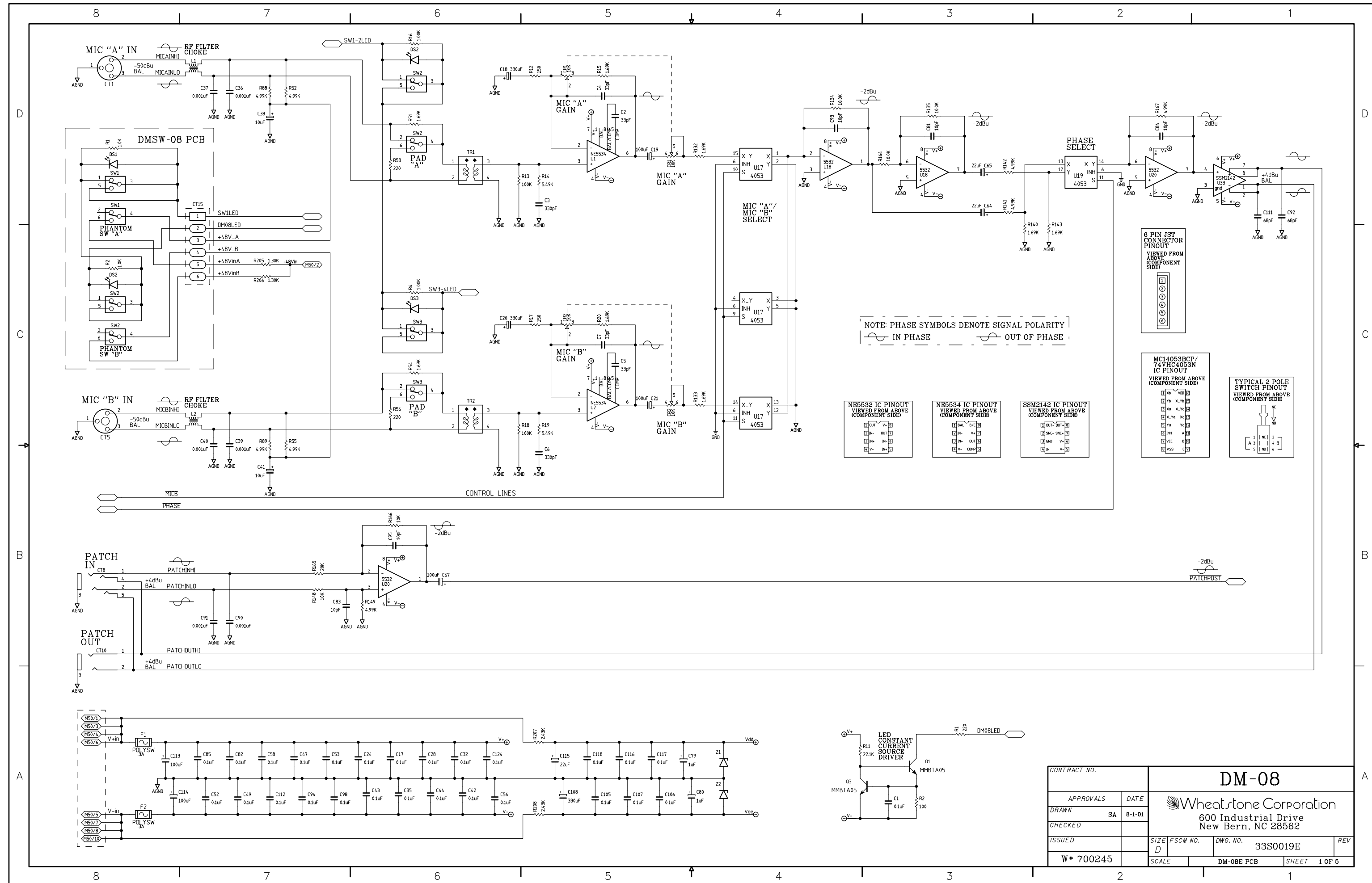






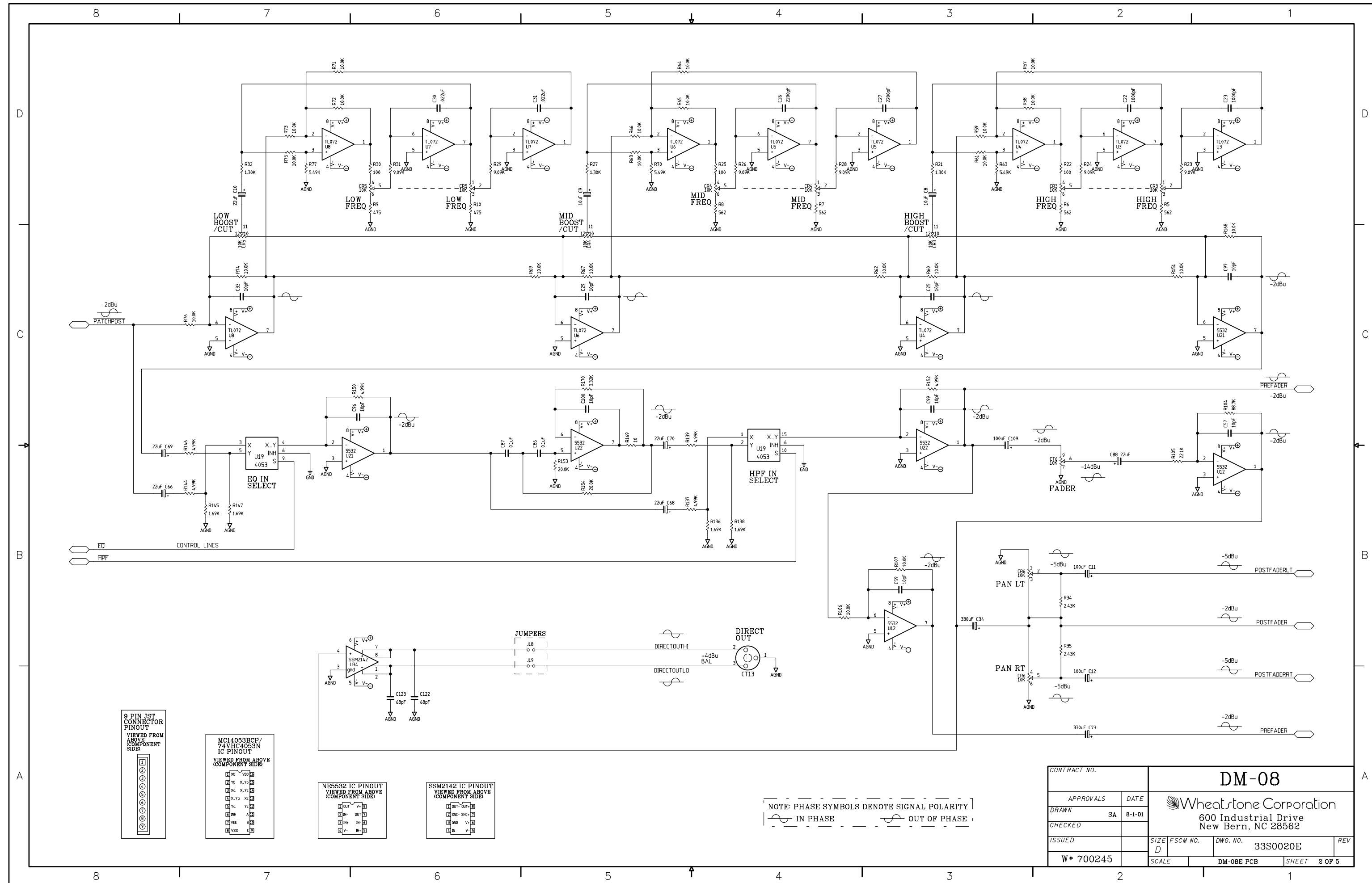
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DM-08 Module Switch Card Schematic - Sheet 1 of 1

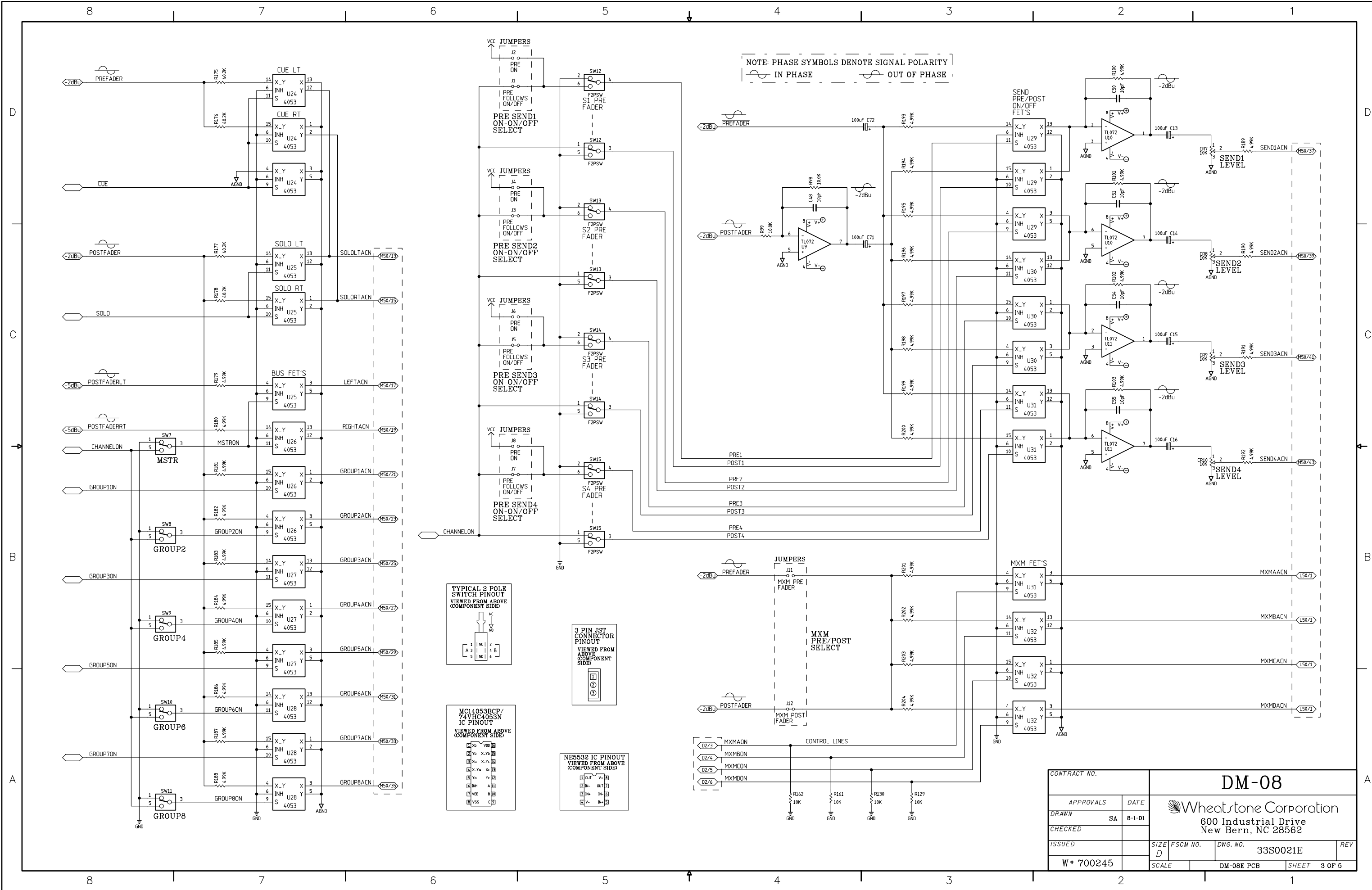


DM-08 Dual Mono Mic Input Module Schematic -
Sheet 1 of 7

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DM-08 Dual Mono Mic Input Module Schematic -
Sheet 2 of 2



DM-08 Dual Mono Mic Input Module Schematic -
Sheet 3 of 2

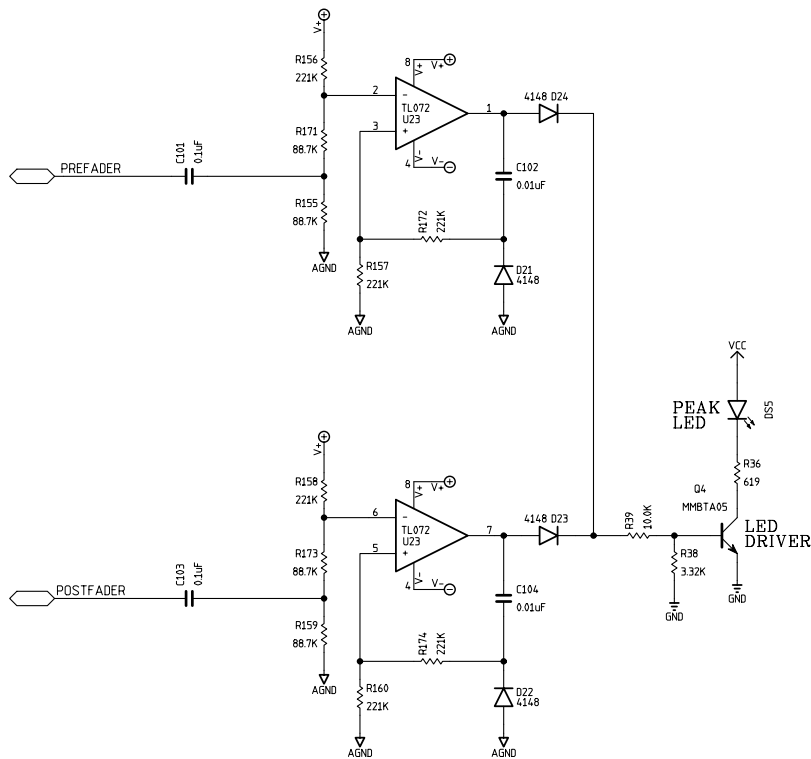
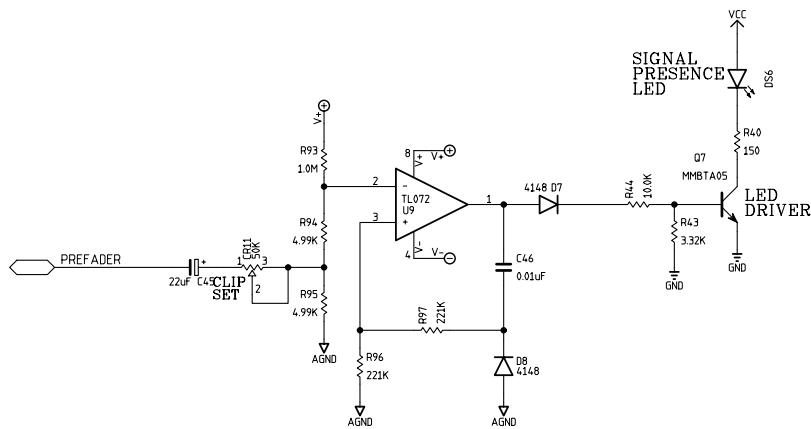
CONNECTORS BUSS CHART

MIDDLE 50 PIN BUSS CONNECTOR

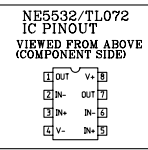
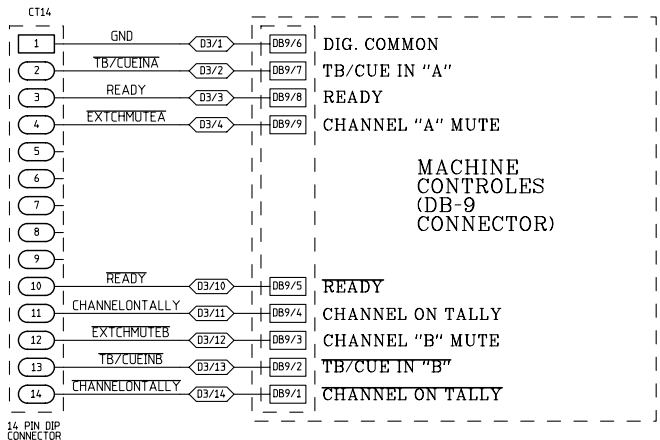
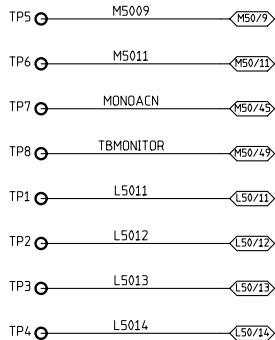
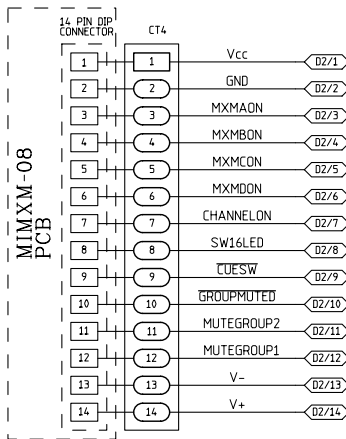
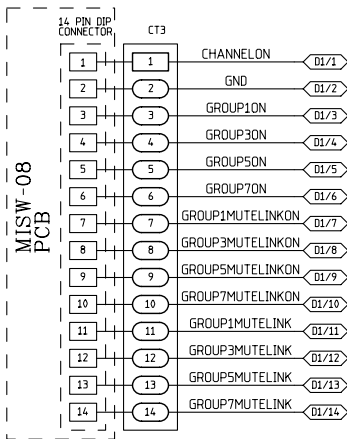
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MS0/3	V+in	3		4	V+in	MS0/4
MS0/5	V-in	5		6	V+in	MS0/6
MS0/7	V-in	7		8	V-in	MS0/8
MS0/9	MS009	9		10	V-in	MS0/10
MS0/11	MS011	11		12	AGND	MS0/12
MS0/13	SOL0LTACN	13		14	AGND	MS0/14
MS0/15	SOL0RTACN	15		16	AGND	MS0/16
MS0/17	LEFTACN	17		18	AGND	MS0/18
MS0/19	RIGHTACN	19		20	AGND	MS0/20
MS0/21	GROUP1ACN	21		22	AGND	MS0/22
MS0/23	GROUP2ACN	23		24	AGND	MS0/24
MS0/25	GROUP3ACN	25		26	AGND	MS0/26
MS0/27	GROUP4ACN	27		28	AGND	MS0/28
MS0/29	GROUP5ACN	29		30	AGND	MS0/30
MS0/31	GROUP6ACN	31		32	AGND	MS0/32
MS0/33	GROUP7ACN	33		34	AGND	MS0/34
MS0/35	GROUP8ACN	35		36	AGND	MS0/36
MS0/37	SEND1ACN	37		38	AGND	MS0/38
MS0/39	SEND2ACN	39		40	AGND	MS0/40
MS0/41	SEND3ACN	41		42	AGND	MS0/42
MS0/43	SEND4ACN	43		44	AGND	MS0/44
MS0/45	MONOACN	45		46	AGND	MS0/46
MS0/47	CUESENSE	47		48	AGND	MS0/48
MS0/49	TBMONITOR	49		50	SOLOSENSE1	MS0/50

LOWER 50 PIN BUSS CONNECTOR

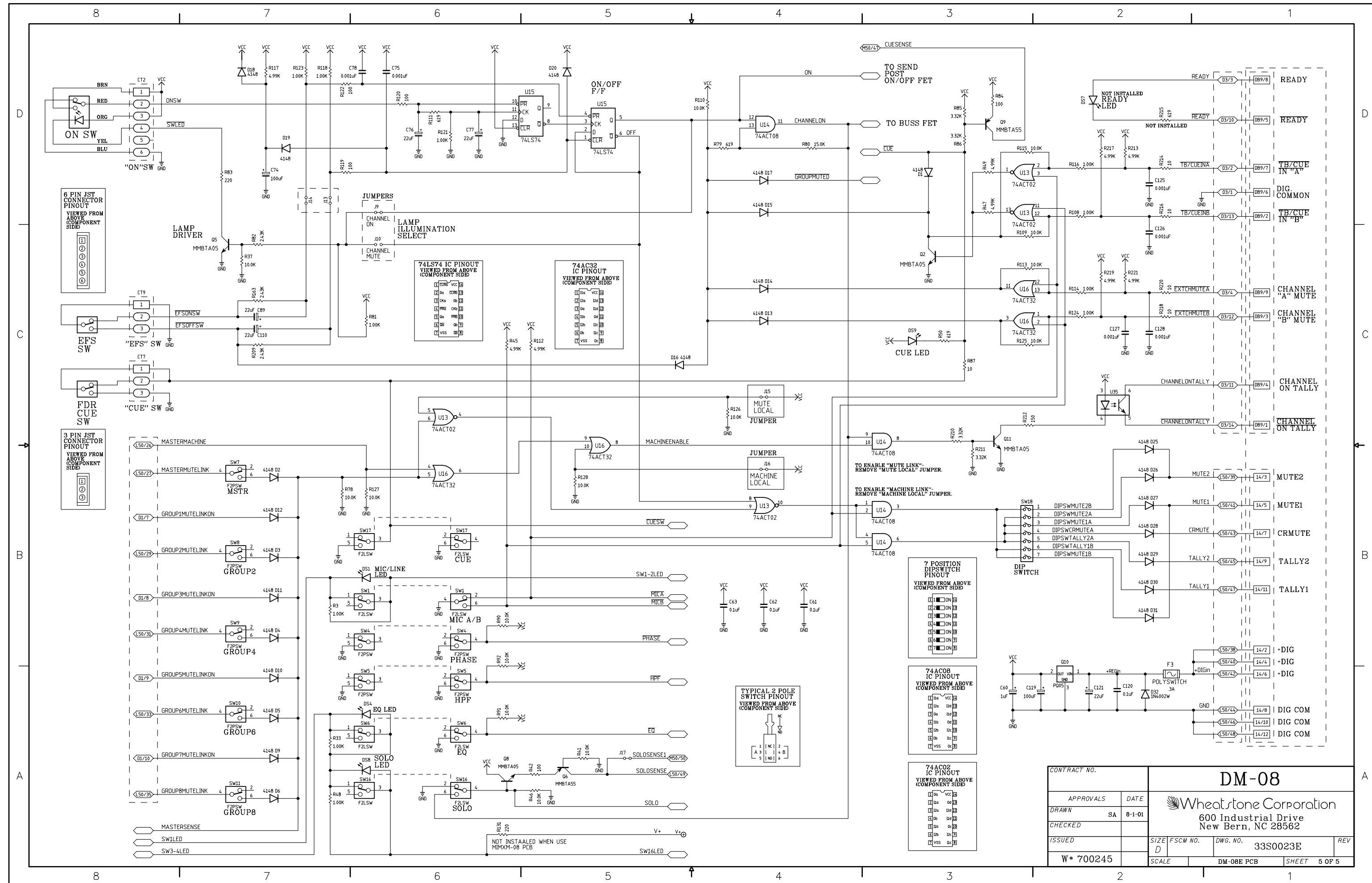
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L50/5	MXMCACN	5		6	AGND	L50/6
L50/7	MXMDACN	7		8	AGND	L50/8
L50/9	L5009	9		10	AGND	L50/10
L50/11	L5011	11		12	L5012	L50/12
L50/13	L5013	13		14	L5014	L50/14
L50/15	+DIGin	15		16	+DIGin	L50/16
L50/17	+DIGin	17		18	+DIGin	L50/18
L50/19	GND	19		20	GND	L50/20
L50/21	GND	21		22	GND	L50/22
L50/23	L5023	23		24	MUTEGROUP1	L50/24
L50/25	MUTEGROUP2	25		26	MASTERMACHINE	L50/26
L50/27	MASTERMUTELINK	27		28	GROUP1MUTELINK	L50/28
L50/29	GROUP2MUTELINK	29		30	GROUP3MUTELINK	L50/30
L50/31	GROUP4MUTELINK	31		32	GROUP5MUTELINK	L50/32
L50/33	GROUP6MUTELINK	33		34	GROUP7MUTELINK	L50/34
L50/35	GROUP8MUTELINK	35		36	L5036	L50/36
L50/37	TIMERRESTART	37		38	+DIGin	L50/38
L50/39	MUTE2	39		40	+DIGin	L50/40
L50/41	MUTE1	41		42	+DIGin	L50/42
L50/43	CRMUTE	43		44	GND	L50/44
L50/45	TALLY2	45		46	GND	L50/46
L50/47	TALLY1	47		48	GND	L50/48
L50/49	SOLOSENSE	49		50	LINEMUTE	L50/50



NOTE: PHASE SYMBOLS DENOTE SIGNAL POLARITY
IN PHASE OUT OF PHASE



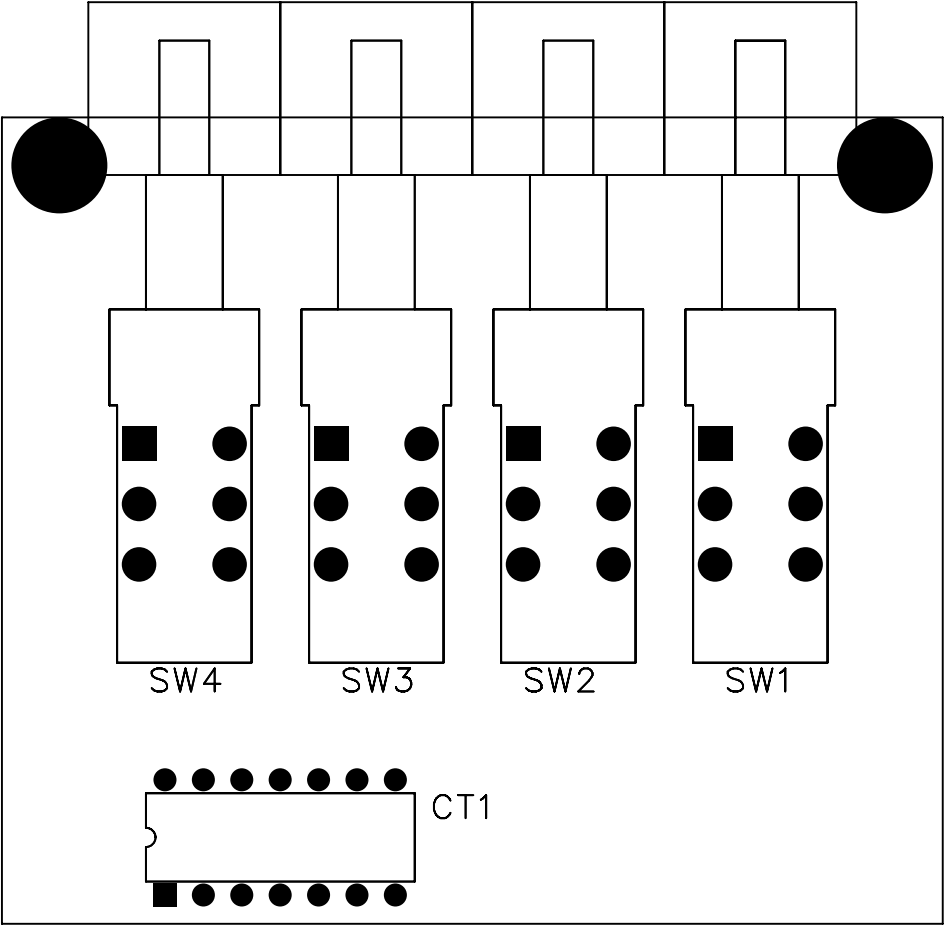
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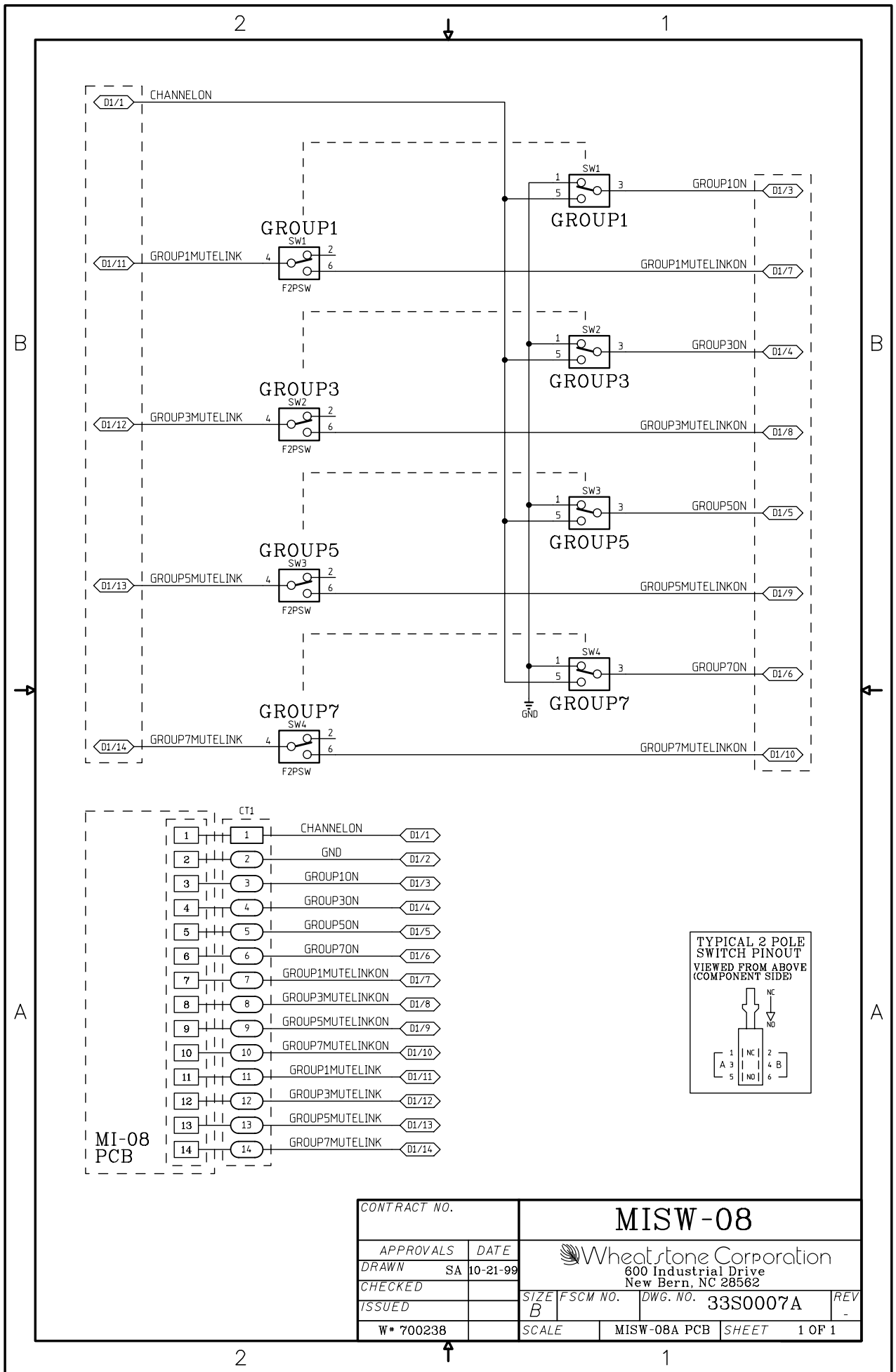


DM-08 Dual Mono Mic Input Module Schematic -
Sheet 5 of 5

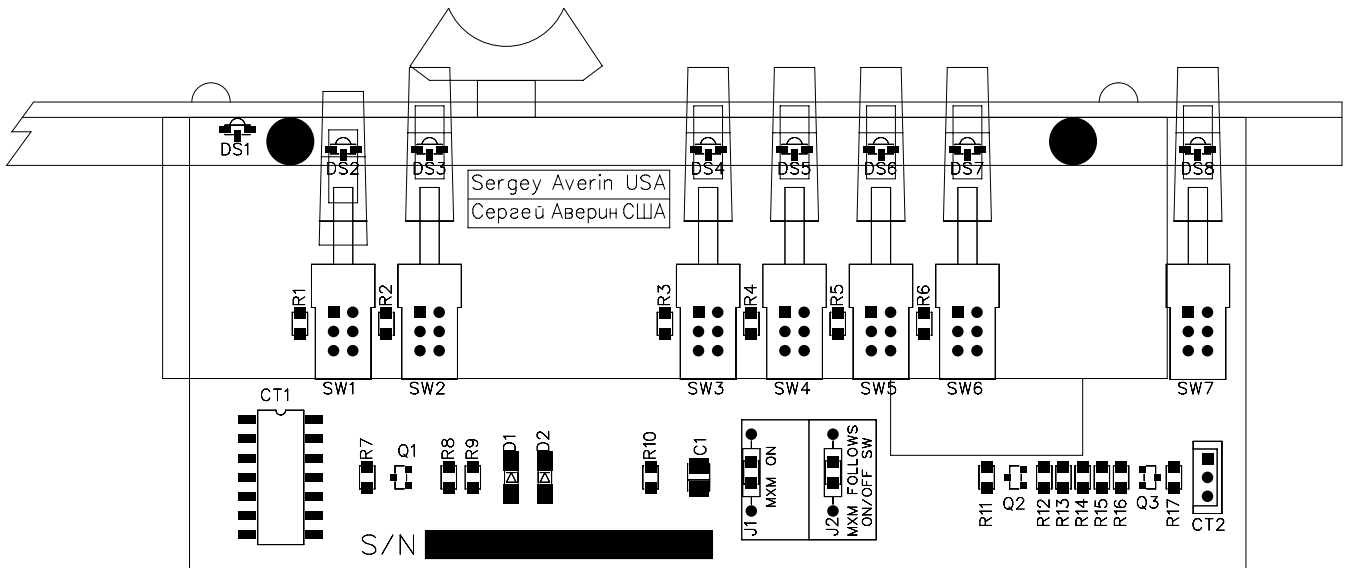
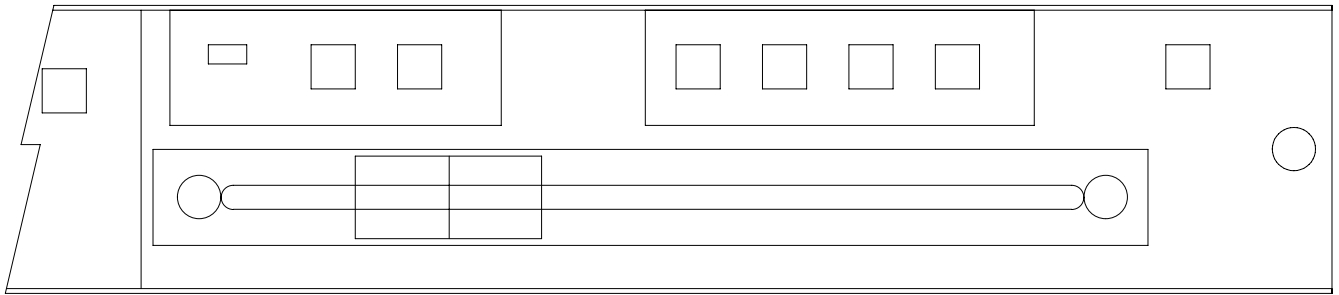
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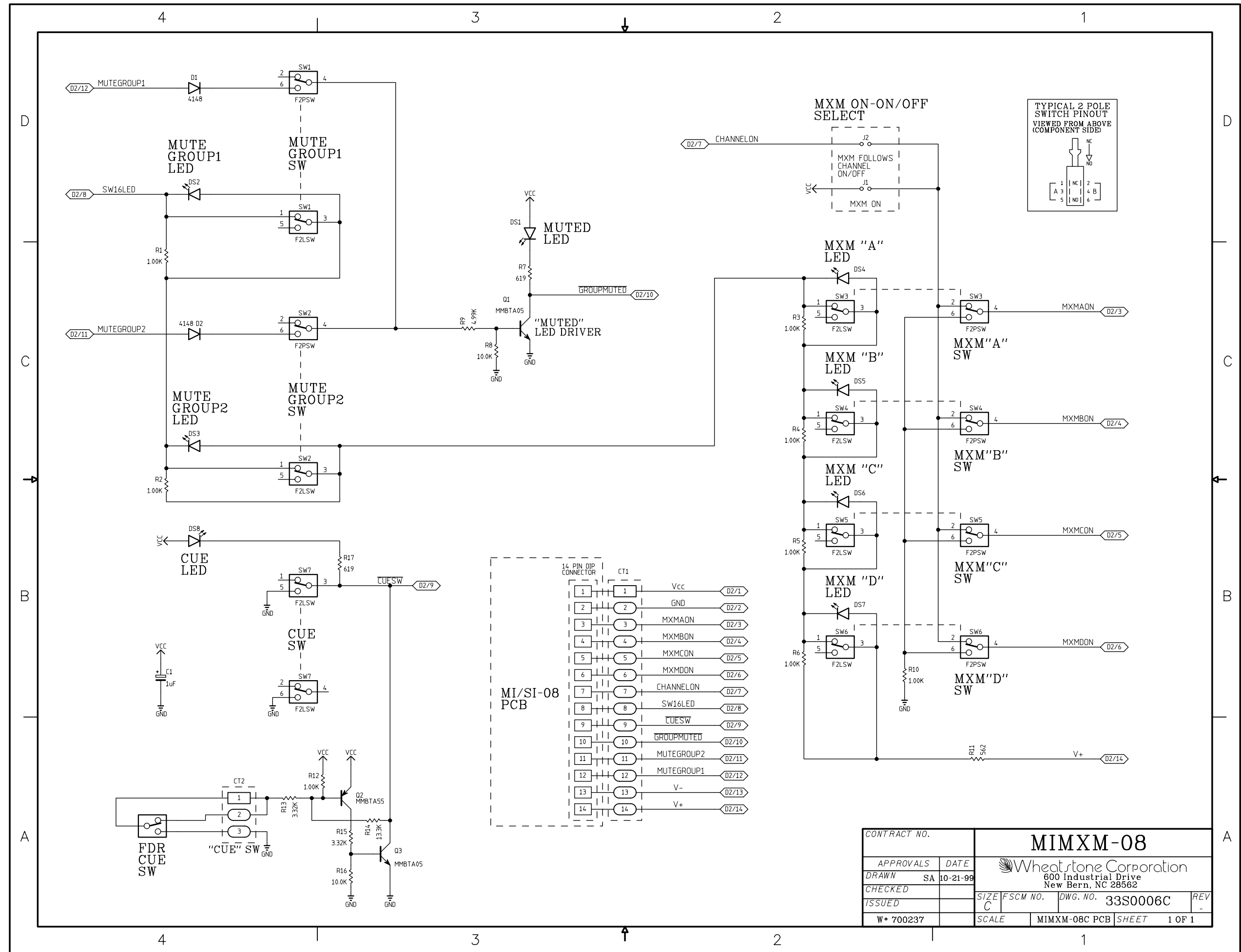
DM-08
Wheatstone Corporation
600 Industrial Drive
New Bern, NC 28562





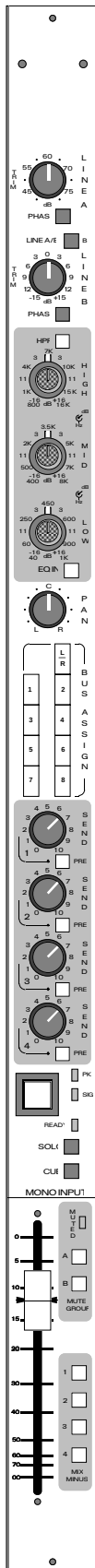
MI-08 Mono Input Module Schematic -
Sheet 6 of 7





MI-08 Mono Input Module Schematic -
Sheet 7 of 7

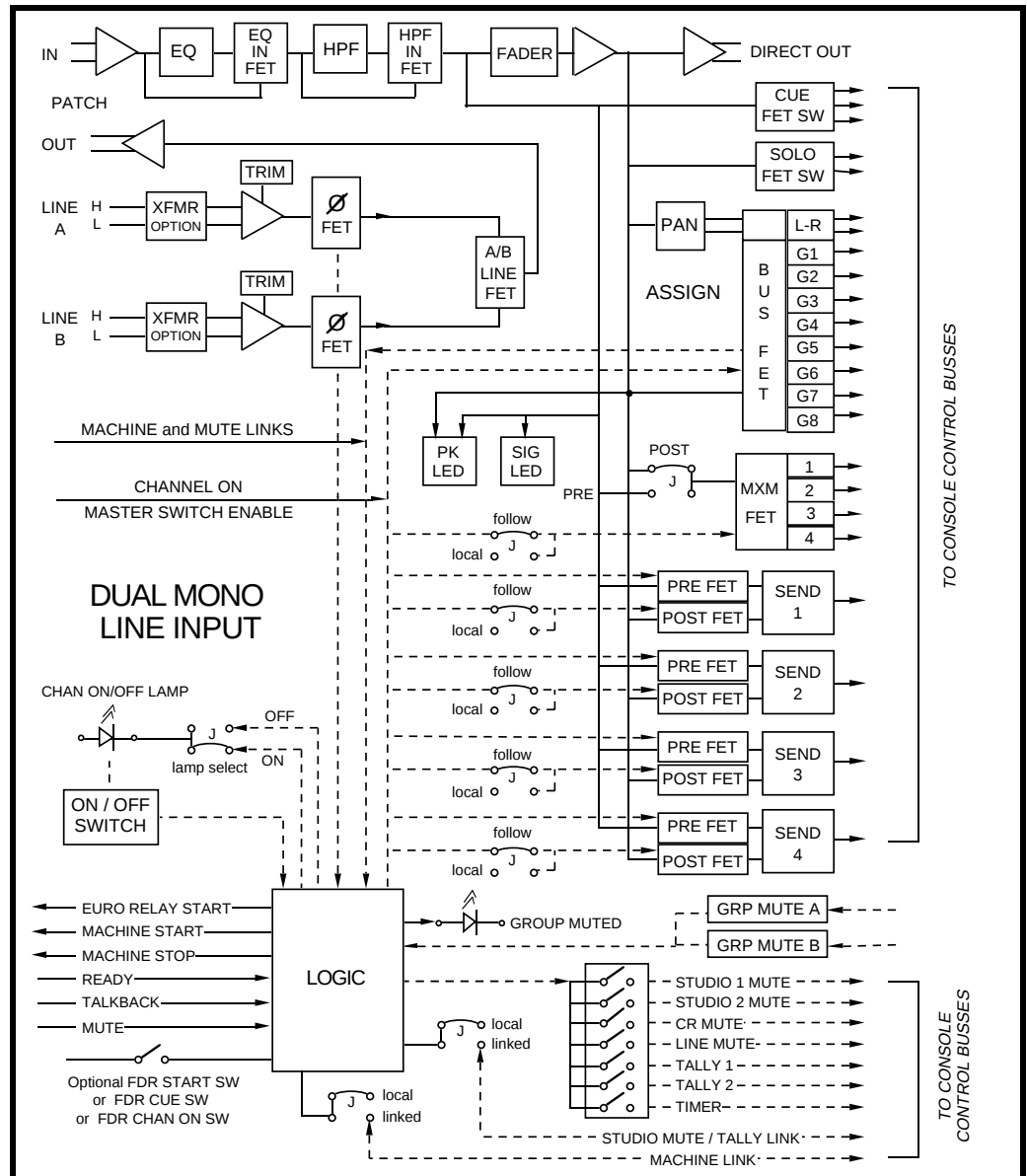
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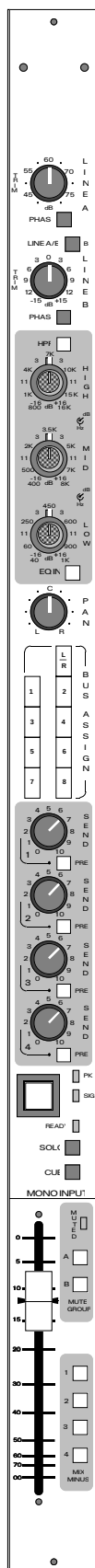
Dual Mono Line Input
DML-08

Dual Mono Line Input (DML-08)

Selects one of two mono line inputs.



Dual Mono Line Input Module Signal Flow Diagram



Dual Mono
Line Input
DML-08

Front Panel Controls

From top to bottom, the individual module controls are as follows:

LINE A TRIM pot — Center detented, ± 15 dB, allows continuously variable adjustment of line input levels.

PHASE switch — Reverses the polarity of line A input.

LINE A/B switch — Selects between line input A or line input B connectors.

LINE B TRIM pot — Center detented, ± 15 dB, allows continuously variable adjustment of line input levels.

PHASE switch — Reverses the polarity of line B input.

HPF high pass filter switch — Introduces a high pass -12 dB/octave roll-off at 125Hz; used for removing unwanted low frequency content from input source signals.

EQ — 3-band semi-parametric with one concentric control for each band. Each band continuously variable ± 16 dB with continuously variable center frequency. Frequency ranges are **high**: 800Hz–16KHz; **mid**: 400Hz–8KHz; **low**: 40Hz–1KHz. Equalization curves are reciprocal, allowing previously applied equalization to be subsequently removed.

EQ IN switch — Switches the 3-band EQ controls in and out of the circuit (does not affect HPF switch).

PAN pot — Pans the module's mono signal between the left and right channels of the console's stereo output (L/R assign switch must be engaged; see below)

BUS ASSIGN switches — Assigns the input module's signal to the console's submaster and stereo master modules.

SEND controls — The module's signal can be routed to the console's four send busses via these rotary controls; each send control can tap the module signal **PRE** or post fader via individual switches. Note the Send function may be programmed to follow the module's ON/OFF switch (see "Internal Control").

PK peak LED indicator — Lights to show overload conditions within the module's circuitry (monitors both pre and post fader signals).

SIG LED signal indicator — Lights to indicate signal presence.

READY LED — A tally indicator that can be lit from an external source or location.

SOLO switch — Sends the modules post-fader signal to the console's solo bus, where it may be programmed to automatically interrupt control room and/or headphone monitor outputs

CUE switch — Sends the module's pre-fader signal to the console's solo bus, where it may be programmed to automatically interrupt control room and/or headphone monitor outputs (see "Monitor Modules" chapter)

MUTE ASSIGN switches — The SP-8 console has two master mute switches (A & B, located on the stereo master module). Individual inputs may be assigned to either of the two master mute circuits, allowing groups of channels to be activated and de-activated with the push of a single switch.

MIX-MINUS ASSIGN switches — The SP-8 console has four mix-minus busses; each input module may be switched to any combination of the four busses. When a switch is activated the module's signal is "minused" out of that particular bus's mix.

FADER — Controls the module's output level.

Logic Functions

External Control

The DML-08 input module's READY indicator may be illuminated from a remote source.

The module's channel ON/OFF switch can also be used to trigger events at external locations. Three functions are available: European relay start, machine start, machine stop. An optional fader end-of-travel switch may also be used to activate channel on, machine start, or cue functions.

See DB-9 Control connector (page 2-34) and sheet 5 of schematic (page 2-40) for details.

Internal Control

SEND: The module's send signals can be programmed (via internal jumpers; see schematic sheet 3, page 2-38, D5 & C5) to follow the channel ON/OFF switch.

CUE: An optional fader end-of-travel switch may be used to automatically activate the module's Cue function (schematic sheet 5, C8, page 2-40).

Dipswitch Programmable Functions

The module's channel ON/OFF switch can be programmed, via an internal PCB-mounted dipswitch, to trigger various functions within the console, as well as events at external locations. Available functions include:

- (Position 1) timer restart - (Factory Default: OFF)
- (Position 2) studio mute 2 - (Factory Default: OFF)
- (Position 3) studio mute 1 - (Factory Default: ON)
- (Position 4) control room mute - (Factory Default: OFF)
- (Position 5) on-air tally 2 - (Factory Default: OFF)
- (Position 6) on-air tally 1 - (Factory Default: OFF)
- (Position 7) line mute - (Factory Default: OFF)

See schematic sheet 5, B2 (page 2-40) and PCB load sheet, dipswitch "SW17" (page 2-35).

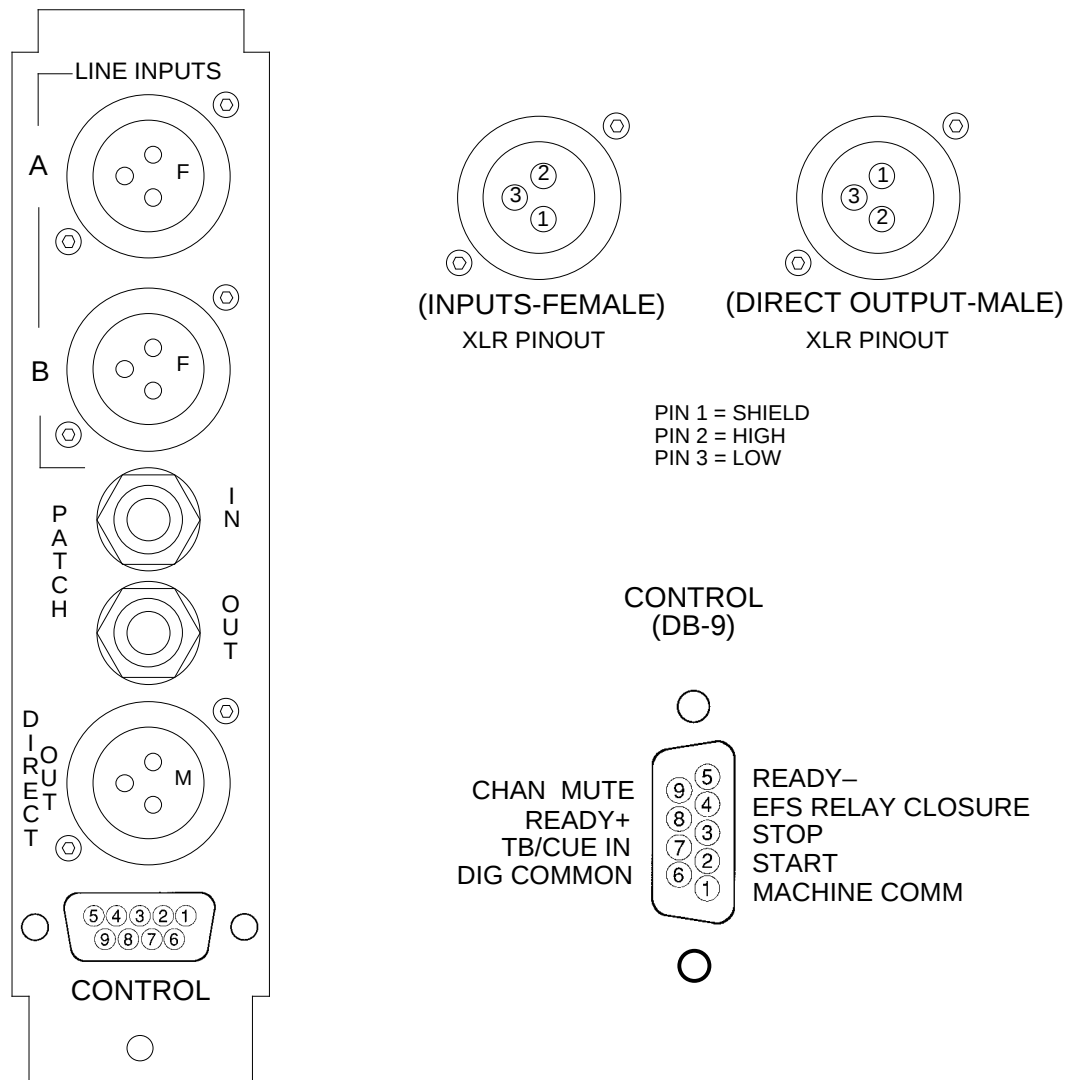
I/O Connections

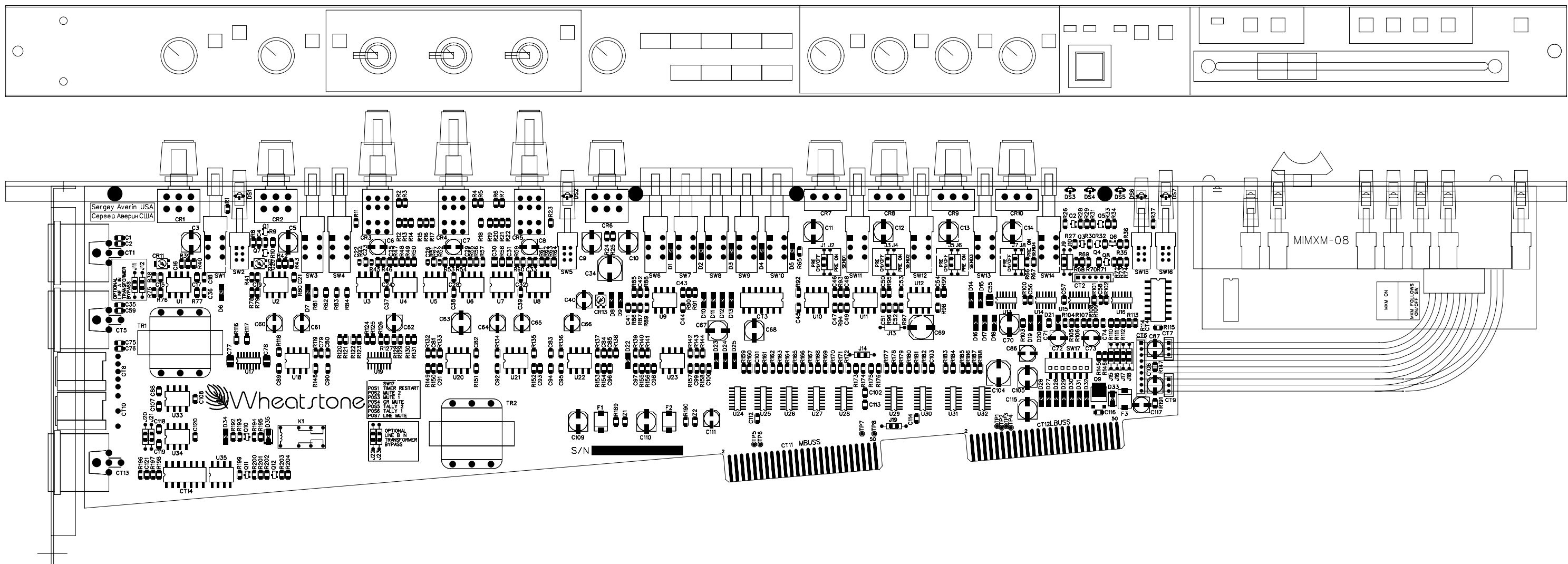
Module microphone and line level audio inputs are via rear panel female XLR connectors (pin 1 shield, pin 2 high, pin 3 low).

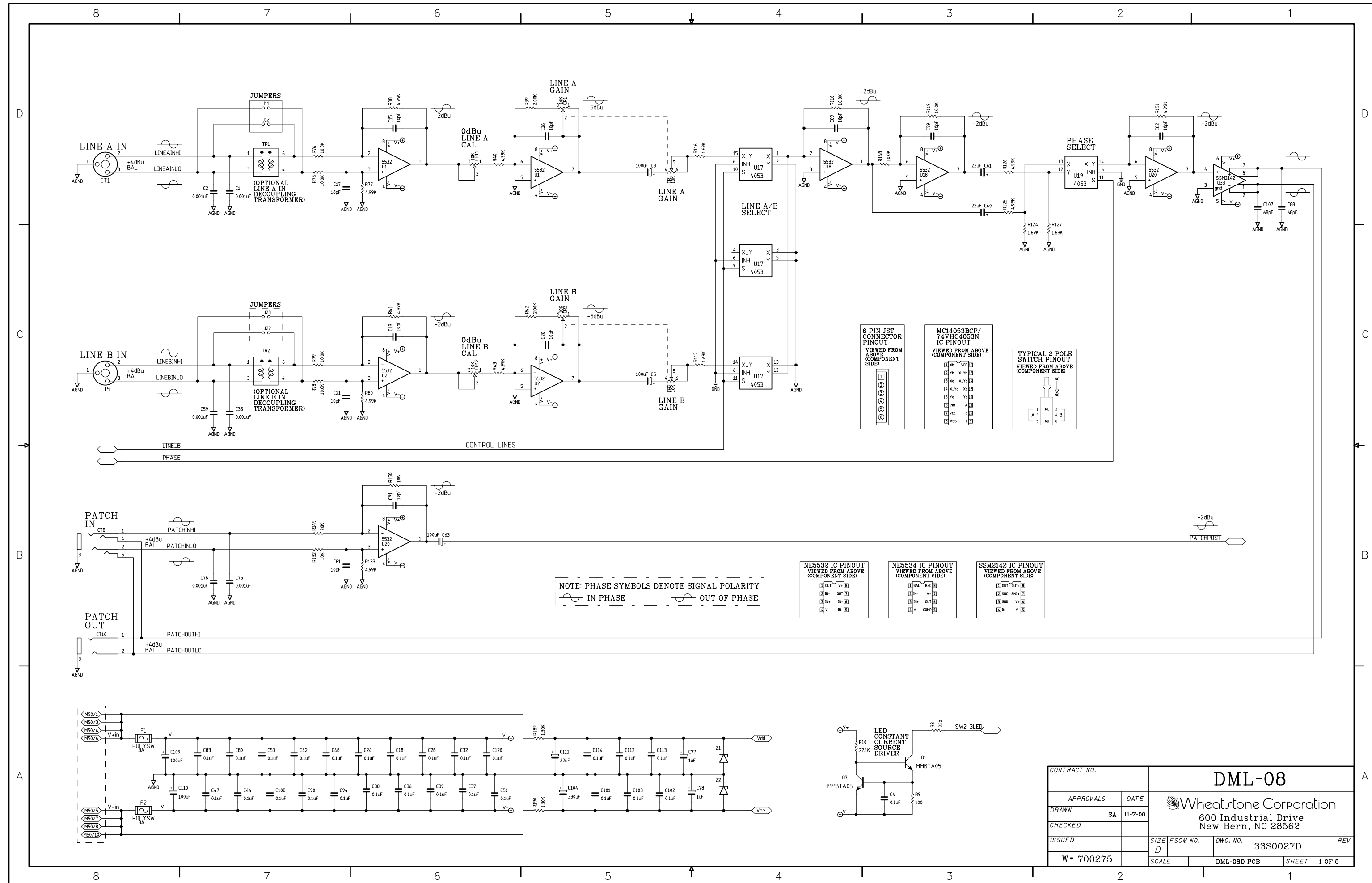
The module's patch insert points utilize 1/4" phone jacks.

Channel direct output is a male XLR connector (pin 1 shield, pin 2 high, pin 3 low).

Control connections are via a DB-9 multi-pin connector.

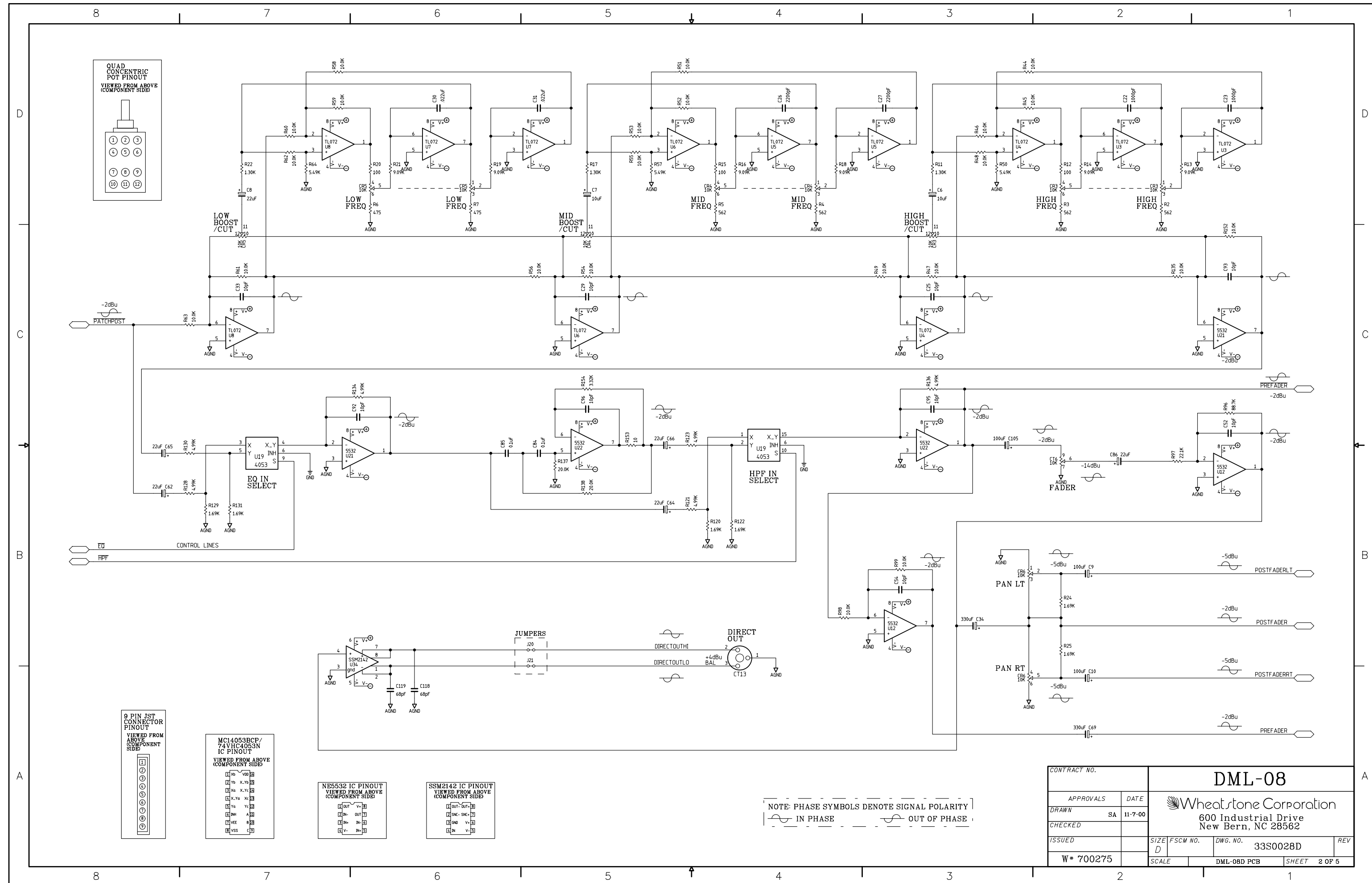






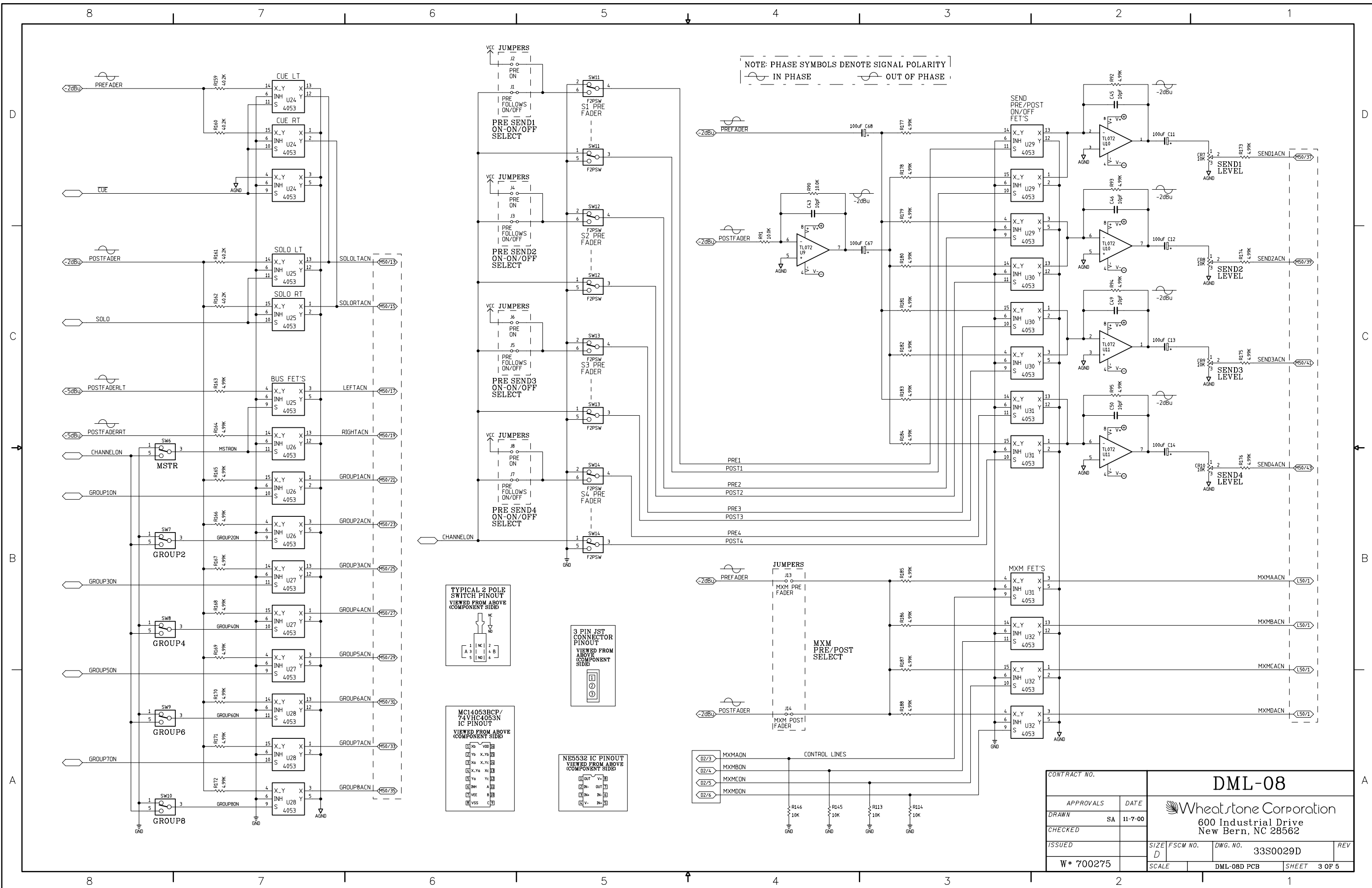
DML-08 Dual Mono Line Input Module Schematic -
Sheet 1 of 7

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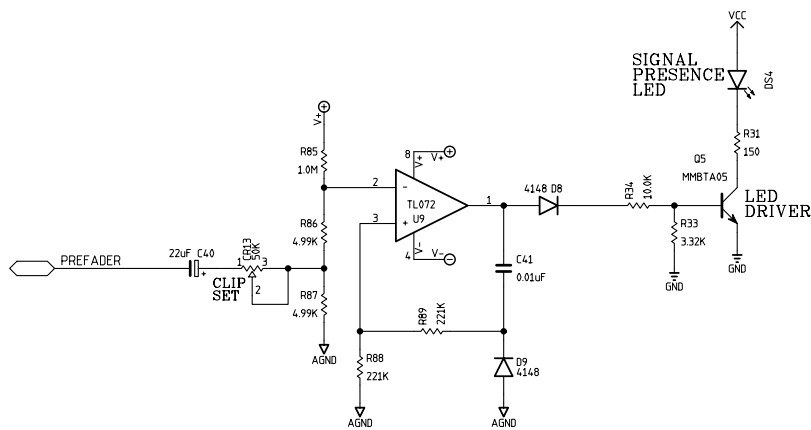
DML-08 Dual Mono Line Input Module Schematic -
Sheet 2 of 7

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W # 700275		SCALE	DML-08D PCB	SHEET	2 OF 5



DML-08 Dual Mono Line Input Module Schematic -
Sheet 3 of 7

CONNECTORS BUSS CHART

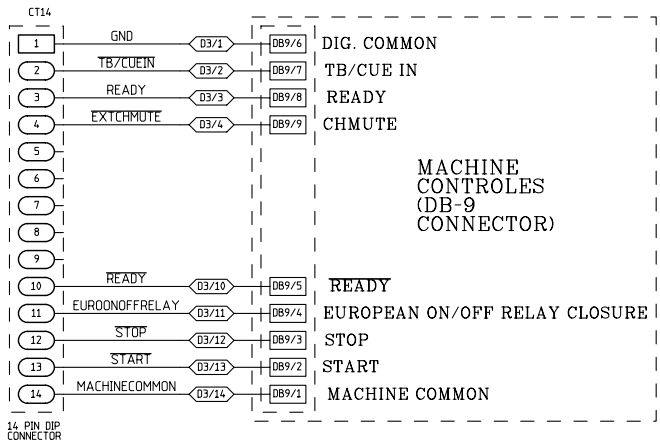
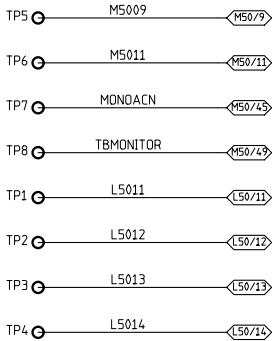
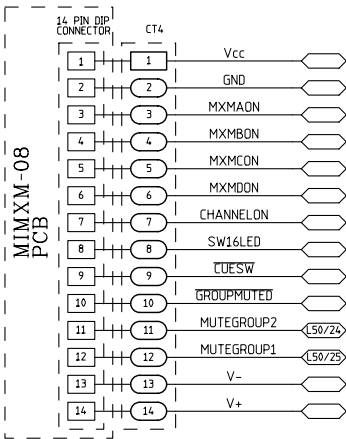
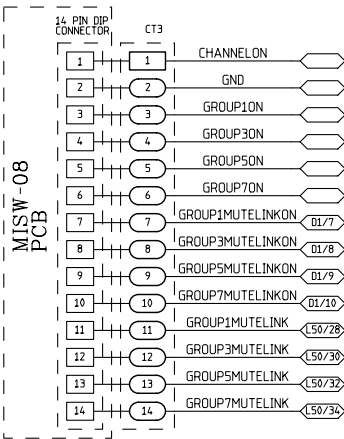
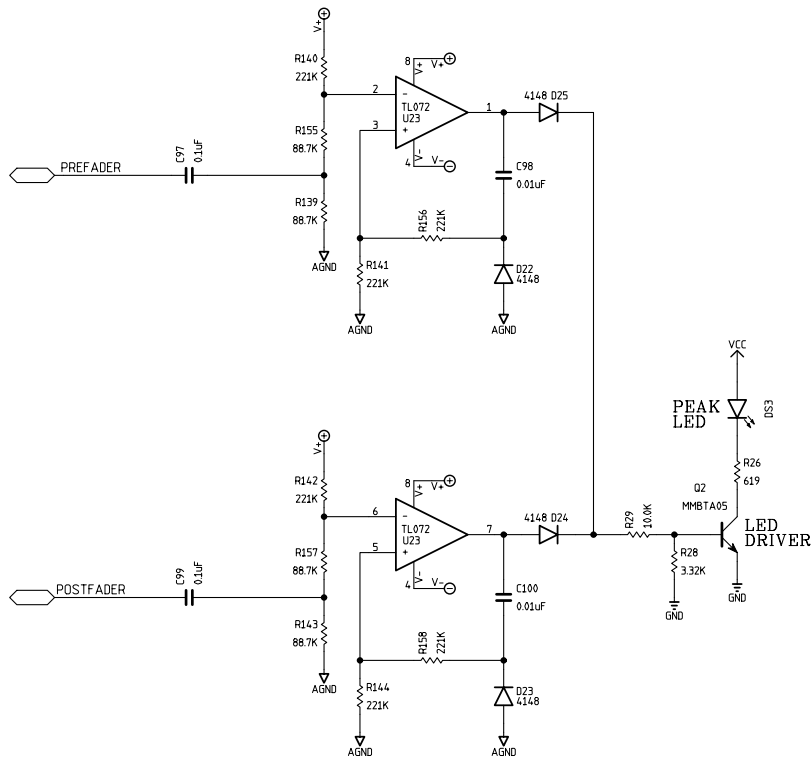


MIDDLE 50 PIN BUSS CONNECTOR

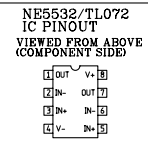
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M50/3	V+in	3		4	V+in	M50/4
M50/5	V-in	5		6	V+in	M50/6
M50/7	V-in	7		8	V-in	M50/8
M50/9	M5009	9		10	V-in	M50/10
M50/11	M5011	11		12	AGND	M50/12
M50/13	SOL0LTACN	13		14	AGND	M50/14
M50/15	SOL0RTACN	15		16	AGND	M50/16
M50/17	LEFTACN	17		18	AGND	M50/18
M50/19	RIGHTACN	19		20	AGND	M50/20
M50/21	GROUP1ACN	21		22	AGND	M50/22
M50/23	GROUP2ACN	23		24	AGND	M50/24
M50/25	GROUP3ACN	25		26	AGND	M50/26
M50/27	GROUP4ACN	27		28	AGND	M50/28
M50/29	GROUP5ACN	29		30	AGND	M50/30
M50/31	GROUP6ACN	31		32	AGND	M50/32
M50/33	GROUP7ACN	33		34	AGND	M50/34
M50/35	GROUP8ACN	35		36	AGND	M50/36
M50/37	SEND1ACN	37		38	AGND	M50/38
M50/39	SEND2ACN	39		40	AGND	M50/40
M50/41	SEND3ACN	41		42	AGND	M50/42
M50/43	SEND4ACN	43		44	AGND	M50/44
M50/45	MONOACN	45		46	AGND	M50/46
M50/47	CUESENSE	47		48	AGND	M50/48
M50/49	TBMONITOR	49		50	SOLOSENSE1	M50/50

LOWER 50 PIN BUSS CONNECTOR

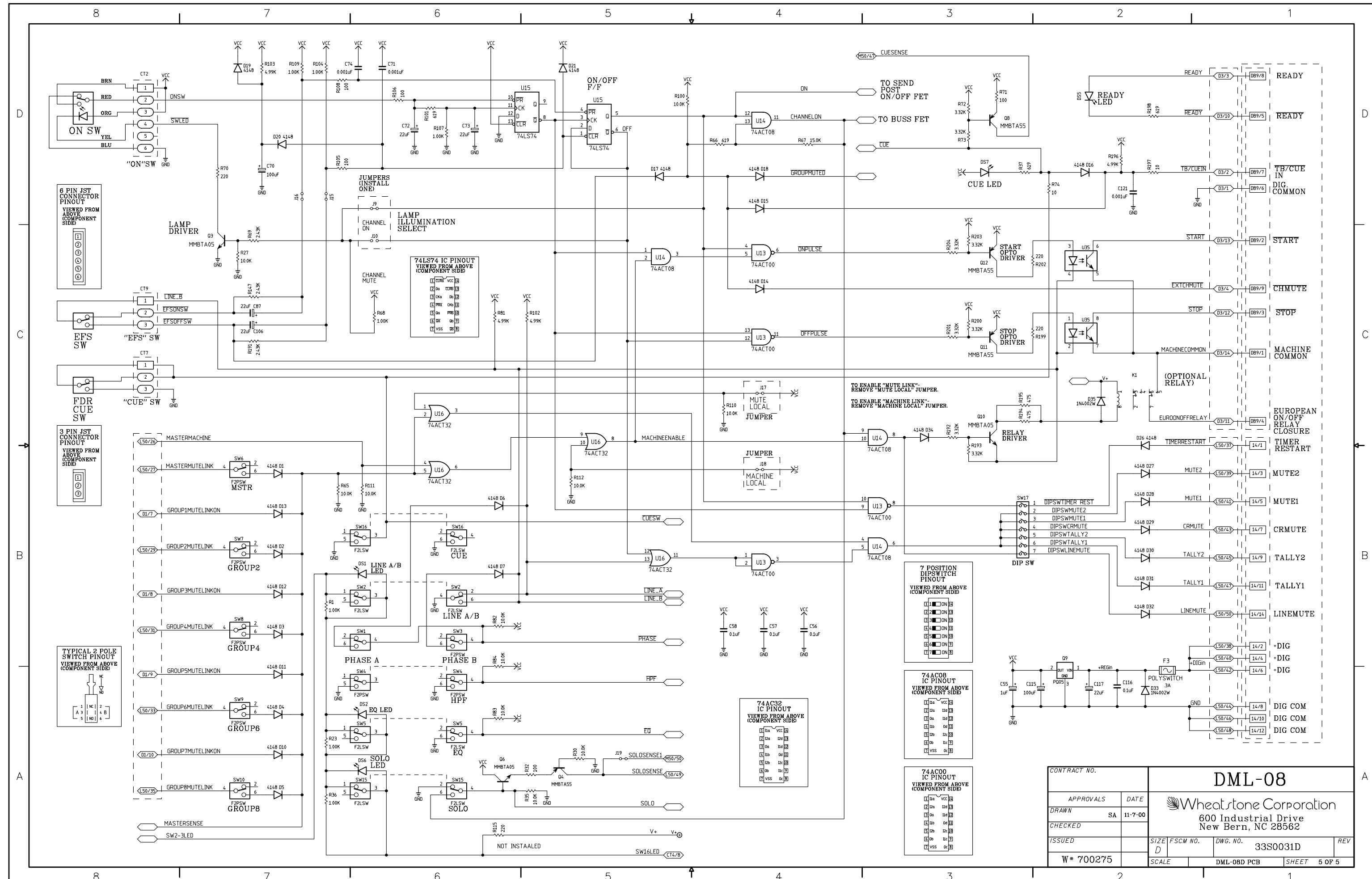
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L50/5	MXMCACN	5		6	AGND	L50/6
L50/7	MXMDACN	7		8	AGND	L50/8
L50/9	L5009	9		10	AGND	L50/10
L50/11	L5011	11		12	L5012	L50/12
L50/13	L5013	13		14	L5014	L50/14
L50/15	+DIGin	15		16	+DIGin	L50/16
L50/17	+DIGin	17		18	+DIGin	L50/18
L50/19	GND	19		20	GND	L50/20
L50/21	GND	21		22	GND	L50/22
L50/23	L5023	23		24	MUTEGROUP1	L50/24
L50/25	MUTEGROUP2	25		26	MASTERMACHINE	L50/26
L50/27	MASTERMUTELINK	27		28	GROUP1MUTELINK	L50/28
L50/29	GROUP2MUTELINK	29		30	GROUP3MUTELINK	L50/30
L50/31	GROUP4MUTELINK	31		32	GROUP5MUTELINK	L50/32
L50/33	GROUP6MUTELINK	33		34	GROUP7MUTELINK	L50/34
L50/35	GROUP8MUTELINK	35		36	L5036	L50/36
L50/37	TIMERRESTART	37		38	+DIGin	L50/38
L50/39	MUTE2	39		40	+DIGin	L50/40
L50/41	MUTE1	41		42	+DIGin	L50/42
L50/43	CRMUTE	43		44	GND	L50/44
L50/45	TALLY2	45		46	GND	L50/46
L50/47	TALLY1	47		48	GND	L50/48
L50/49	SOLOSENSE	49		50	LINEMUTE	L50/50



NOTE: PHASE SYMBOLS DENOTE SIGNAL POLARITY
IN PHASE OUT OF PHASE

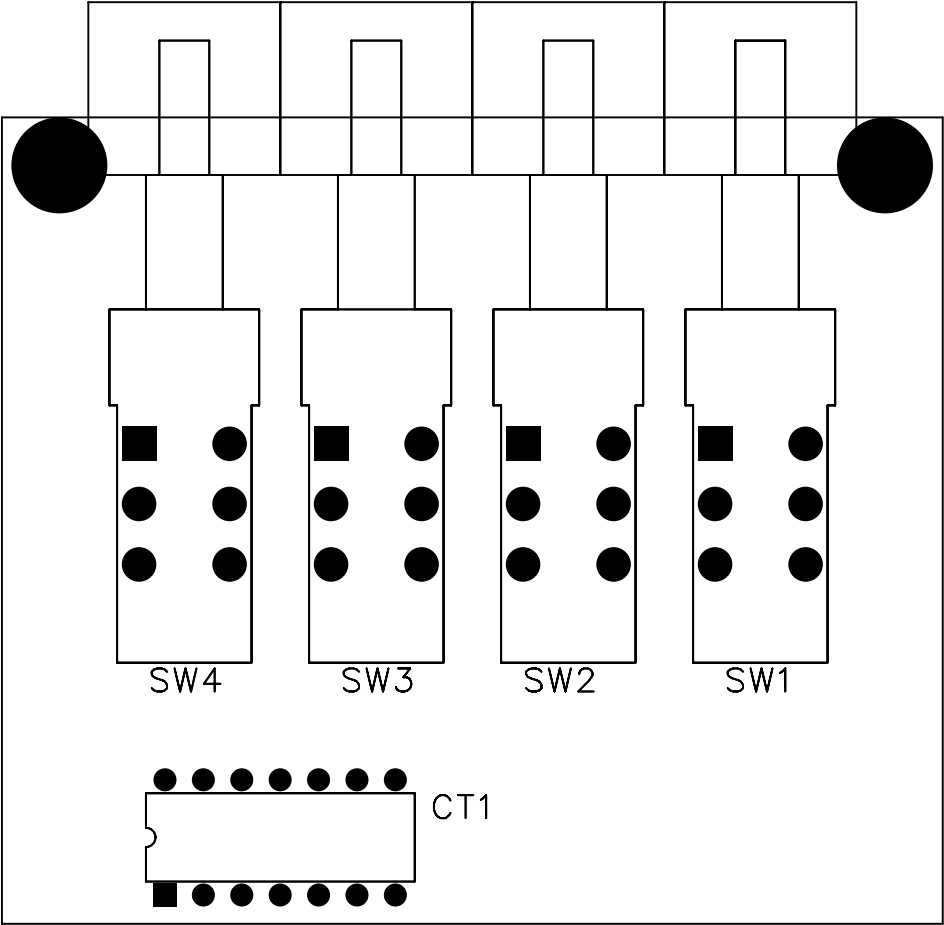


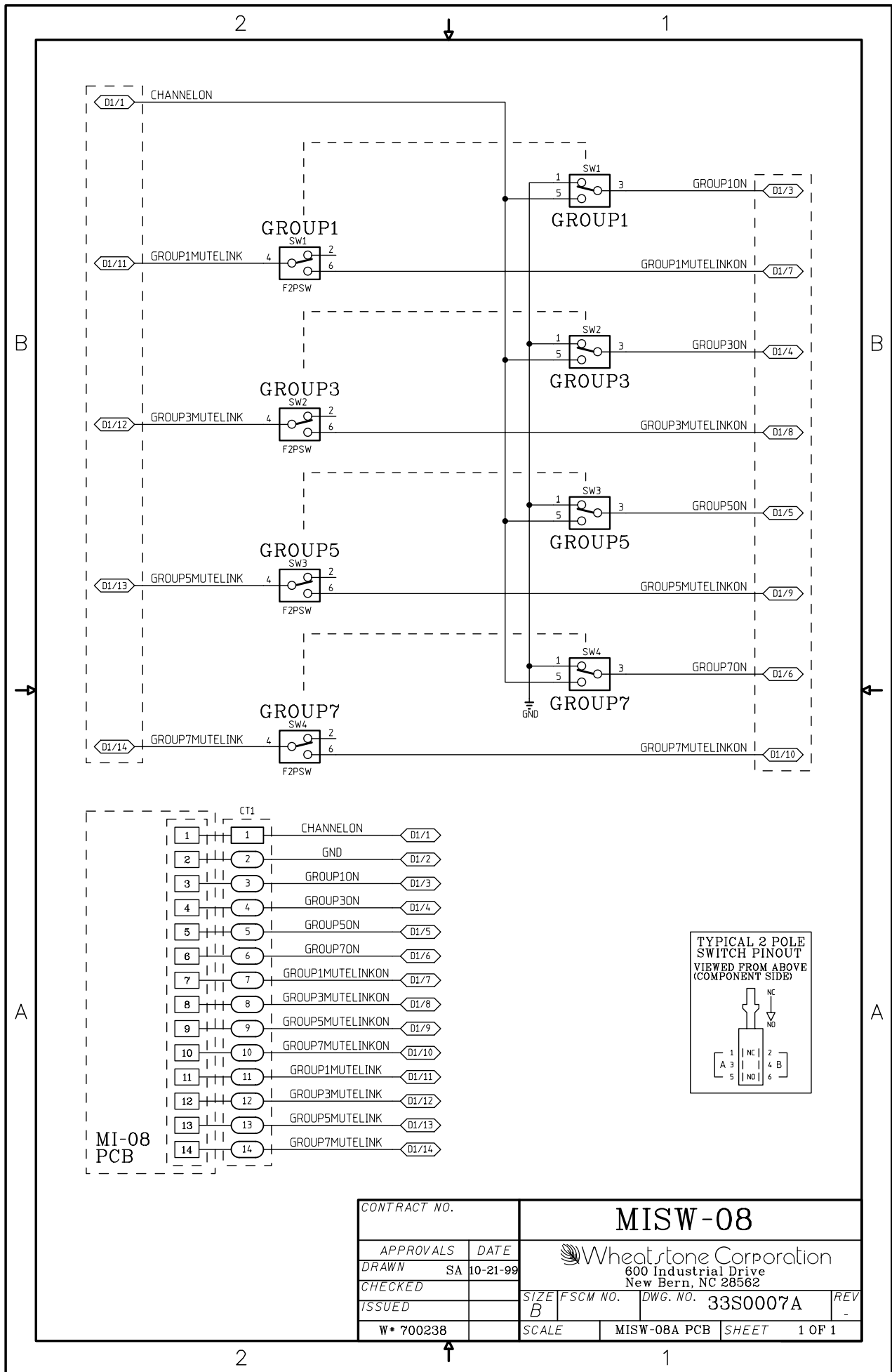
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W # 700275		SCALE	DML-08D PCB
		SHEET	4 OF 5



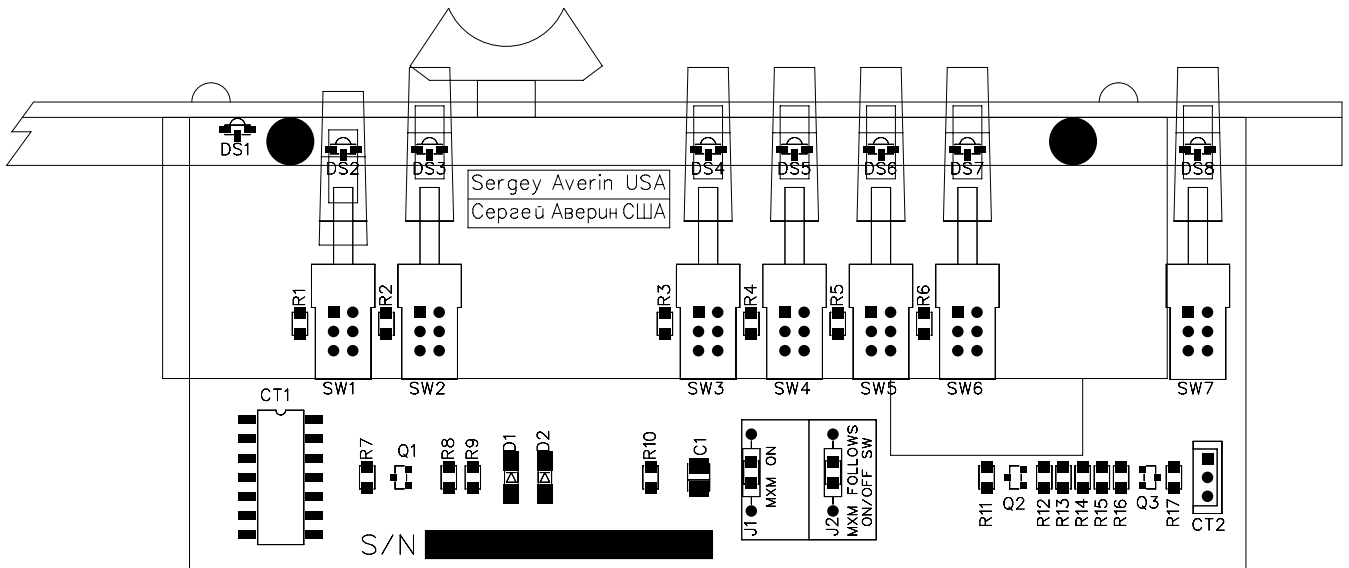
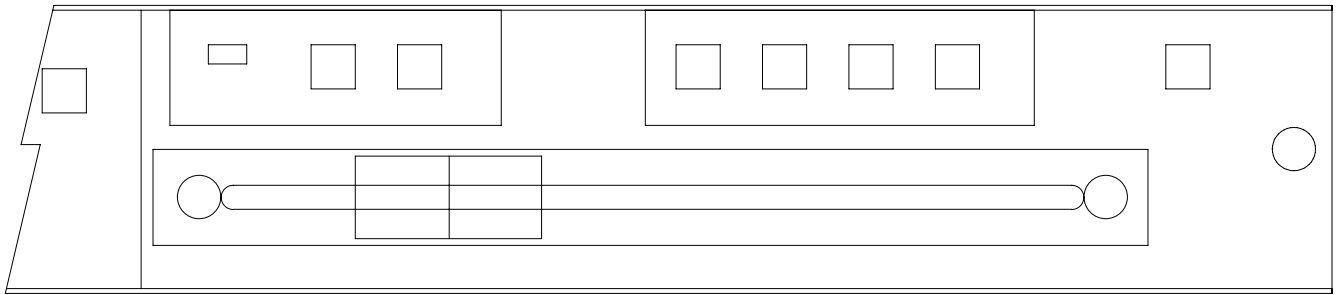
DML-08 Dual Mono Line Input Module Schematic -
Sheet 5 of 7

CONTRACT NO.		DML-08			
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CHECKED					
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W# 700275		D		33S0031D	
		SCALE	DML-08D PCB	SHEET 5 OF 5	





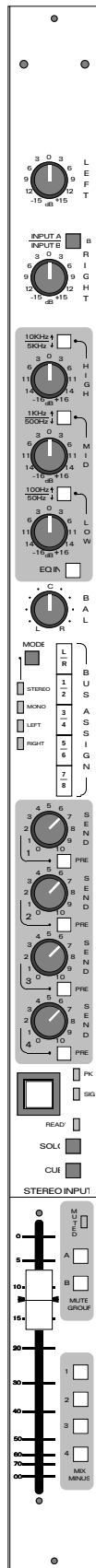
MI-08 Mono Input Module Schematic -
Sheet 6 of 7



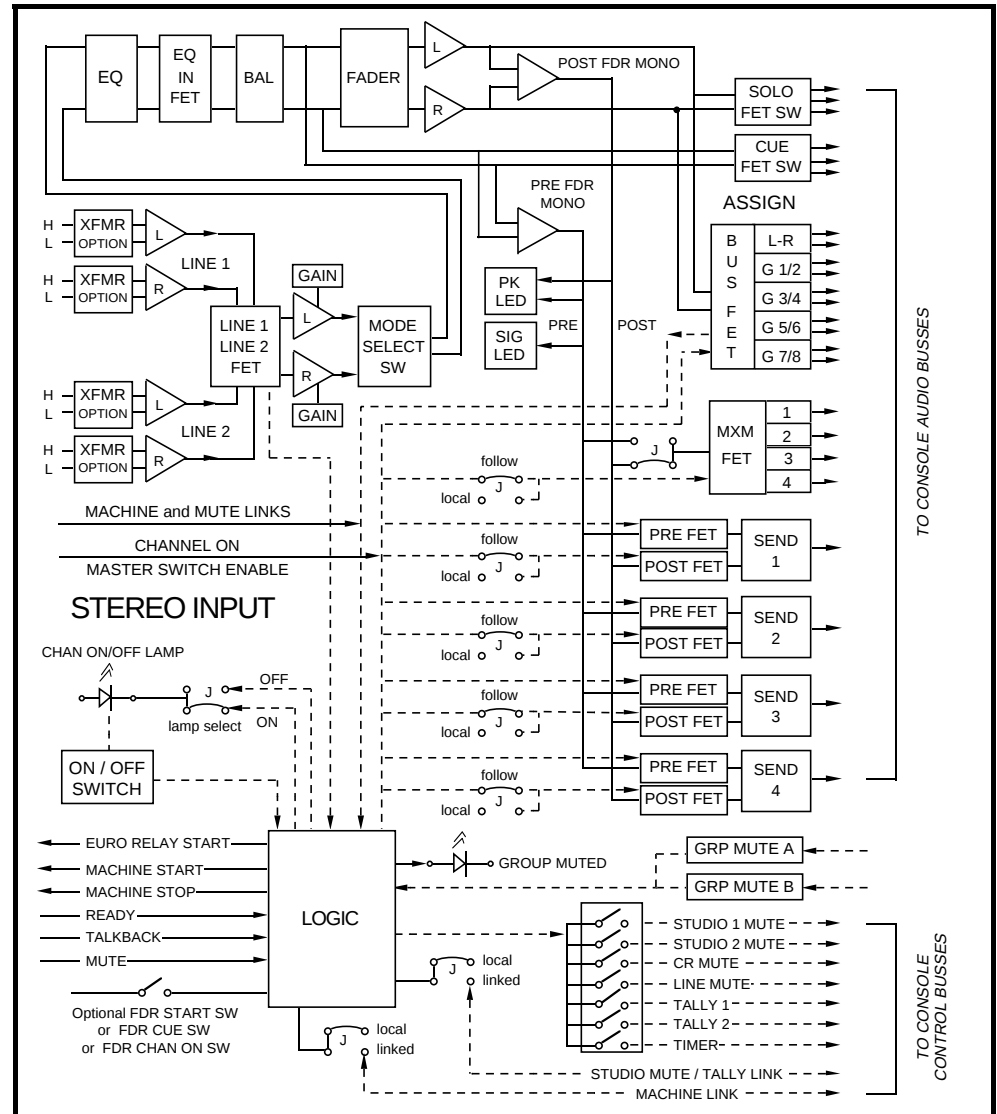
MI-08 Mono Input Module Schematic -
Sheet 7 of 7

Stereo Line Input (SI-08)

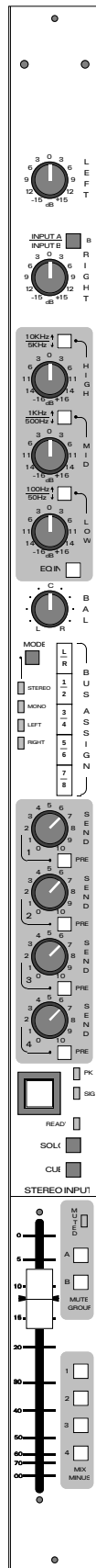
This module is used to bring stereo line level input signals into the console.



Stereo Input
SI-08



Stereo Line Input Module Signal Flow Diagram



Stereo Input
SI-08

Front Panel Controls

From top to bottom, the individual module controls are as follows:

LEFT (and RIGHT) TRIM pots — Center detented, ± 15 dB, allow continuously variable adjustment of left and right line input levels.

INPUT A/B switch — Selects between the A and B stereo line input connectors.

EQ — 3-band with one continuously variable ± 16 dB rotary control for each band. Each band with switchable center frequency: **high** is 10KHz/5KHz; **mid** 41KHz/500Hz; **low** 100Hz/50Hz. Equalization curves are reciprocal, allowing previously applied equalization to be subsequently removed.

EQ IN switch — Switches the 3-band EQ controls in and out of the circuit.

BAL pot — A balance pot used to center the stereo image.

BUS ASSIGN switches — Assigns the input module's signal to the console's submaster and stereo master modules.

MODE switch — Successive pushes on the Mode switch cause the module to go from stereo, mono (L+R), left to both channels and right to both channels.

SEND controls — A mono version of the module's signal can be routed to the console's four send busses via these rotary controls; each send control can tap the module signal **PRE** or post fader via individual switches. Note the Send function may be programmed to follow the module's ON/OFF switch (see "Internal Control").

PK peak LED indicator — Lights to show overload conditions within the module's circuitry (monitors both pre and post fader signals).

SIG LED signal indicator — Lights to indicate signal presence.

READY LED — A tally indicator that can be lit from an external source machine.

SOLO switch — Sends the module's post-fader signal to the console's stereo solo bus, where it may be programmed to automatically interrupt control room and/or headphone monitor outputs (see "Monitor Modules" chapter).

CUE switch — Sends the module's pre-fader signal to the console's stereo solo bus, where it may be programmed to automatically interrupt control room and/or headphone monitor outputs (see "Monitor Modules" chapter).

MUTE ASSIGN switches — The SP-8 console has two master mute switches (A & B, located on the stereo master module). Individual inputs may be assigned to either of the two master mute circuits, allowing groups of channels to be activated and de-activated with the push of a single switch.

MIX-MINUS ASSIGN switches — The SP-8 console has four mix-minus busses; each input module may be switched to any combination of the four busses. When a switch is activated the module's signal is "minused" out of that particular bus's mix.

FADER — Controls the module's stereo output level.

Logic Functions

External Control

The SI-08 input module may be muted and placed into cue mode from a remote location; the module's READY indicator may also be illuminated from a remote source.

The module's channel ON/OFF switch can also be used to trigger events at external locations. Three functions are available: European relay start, machine start, machine stop. An optional fader end-of-travel switch may also be used to activate these functions. Note machine start/stop functions follow the console's master Machine Link switch (located on the stereo output module). This switch may be jumper-bypassed if desired.

See DB-9 Control connector (page 2-48) and sheet 5 of schematic (page 2-54).

Internal Control

SEND: The module's send signals can be programmed (via internal jumpers; see schematic sheet 3, page 2-52, D5 & C5) to follow the channel ON/OFF switch.

CUE: An optional fader end-of-travel switch may be used to automatically activate the module's Cue function (schematic sheet 5, C8, page 2-54).

Dipswitch Programmable Functions

The module's channel ON/OFF switch can be programmed, via an internal PCB-mounted dipswitch, to trigger various functions within the console, as well as events at external locations. Available functions include:

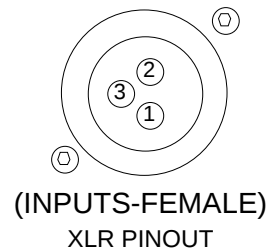
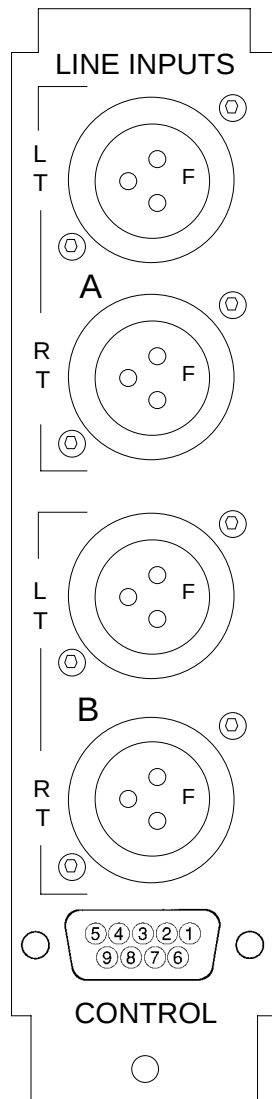
- (Position 1) timer restart - (Factory Default: ON)
- (Position 2) studio mute 2 - (Factory Default: OFF)
- (Position 3) studio mute 1 - (Factory Default: OFF)
- (Position 4) control room mute - (Factory Default: OFF)
- (Position 5) on-air tally 2 - (Factory Default: OFF)
- (Position 6) on-air tally 1 - (Factory Default: OFF)
- (Position 7) line mute - (Factory Default: OFF)

See schematic sheet 5, B2 (page 2-54) and PCB load sheet, dipswitch "SW17" (page 2-49).

I/O Connections

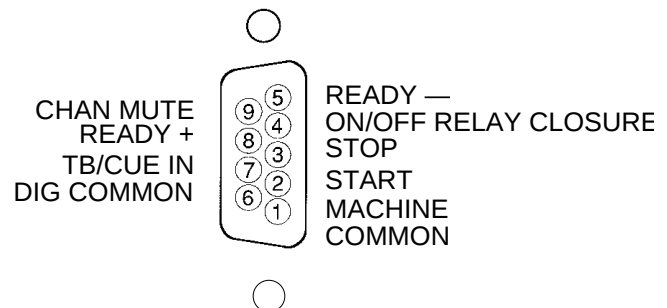
Module A and B stereo line level audio inputs are via rear panel female XLR connectors (pin 1 shield, pin 2 high, pin 3 low).

Control connections are via a DB-9 multi-pin connector.

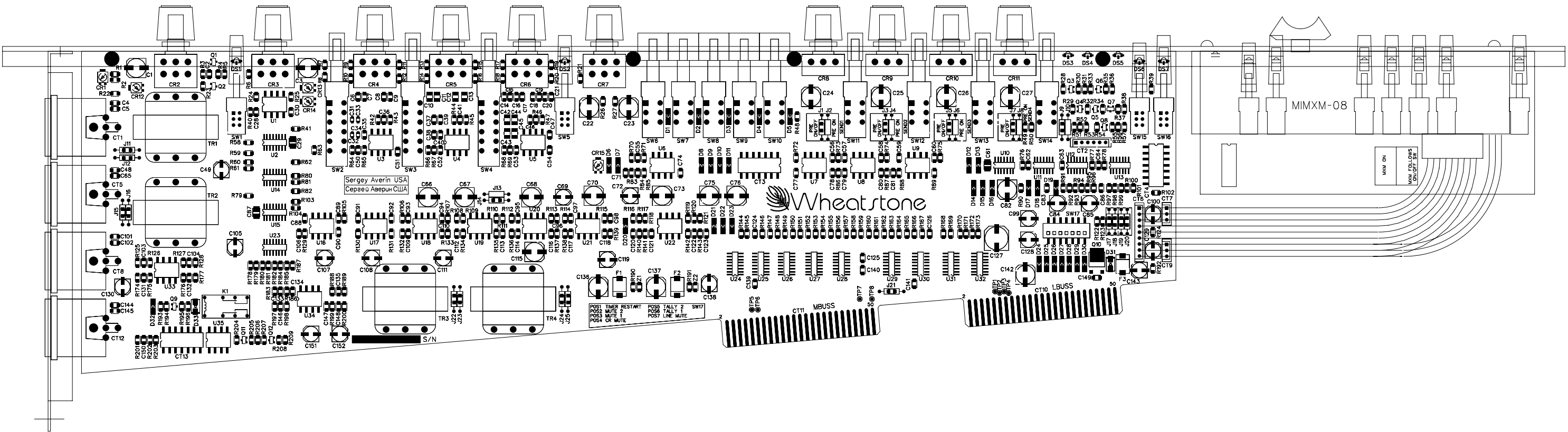
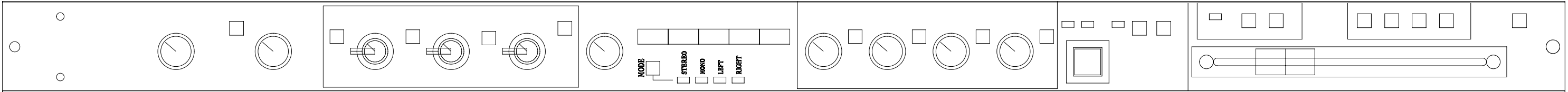


PIN 1 = SHIELD
PIN 2 = HIGH
PIN 3 = LOW

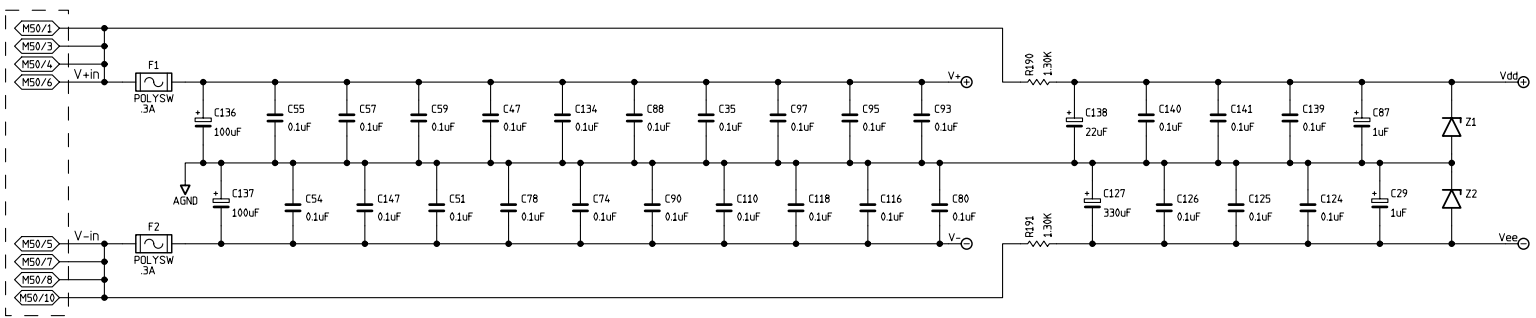
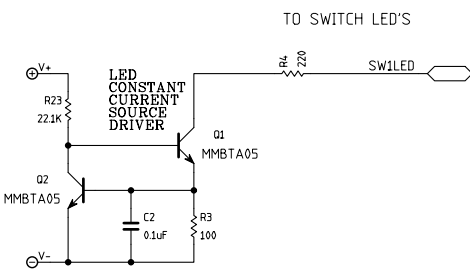
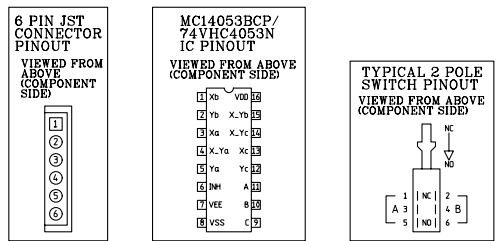
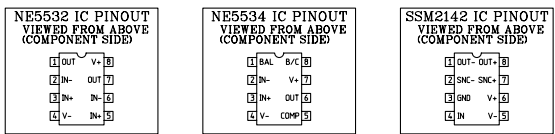
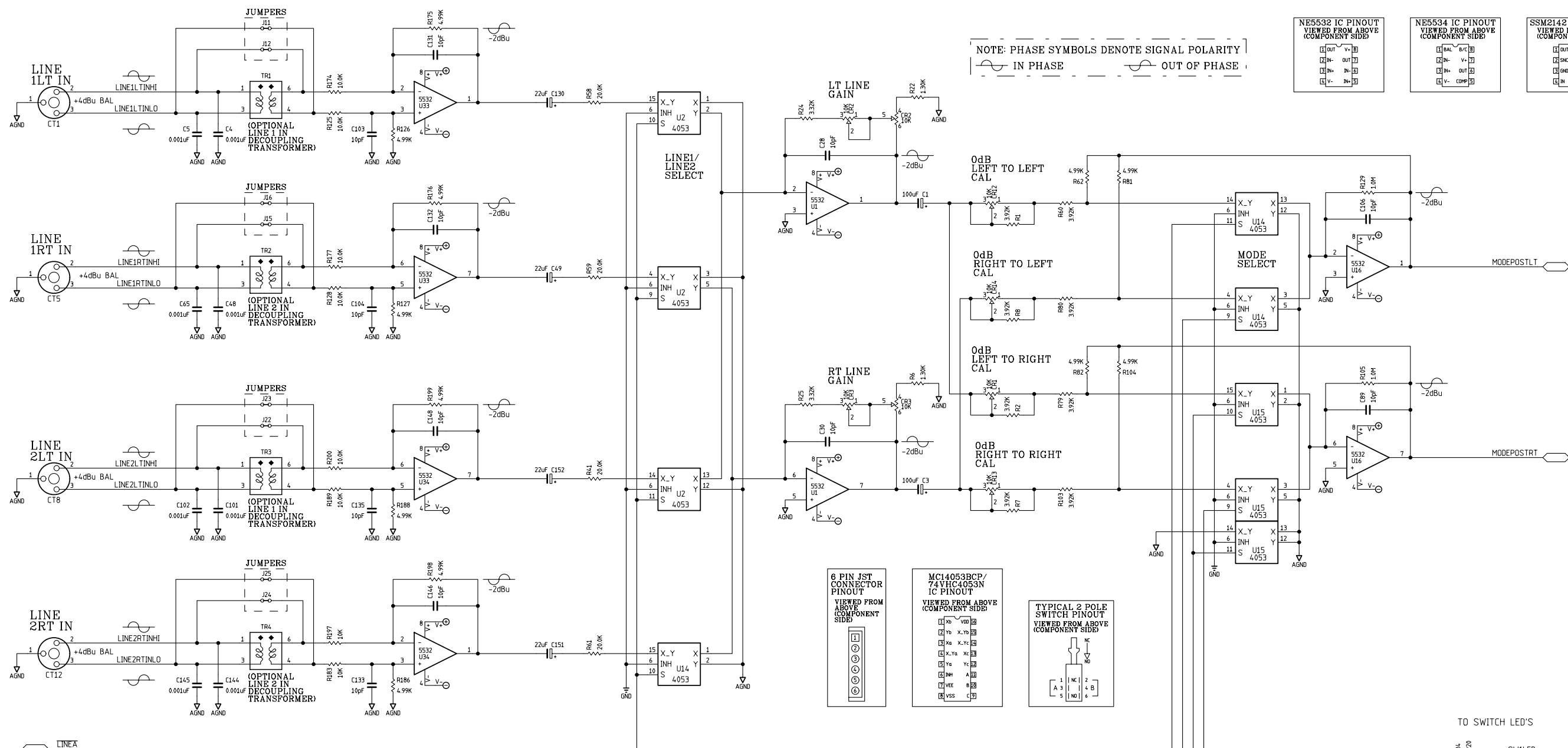
CONTROL
(DB-9)



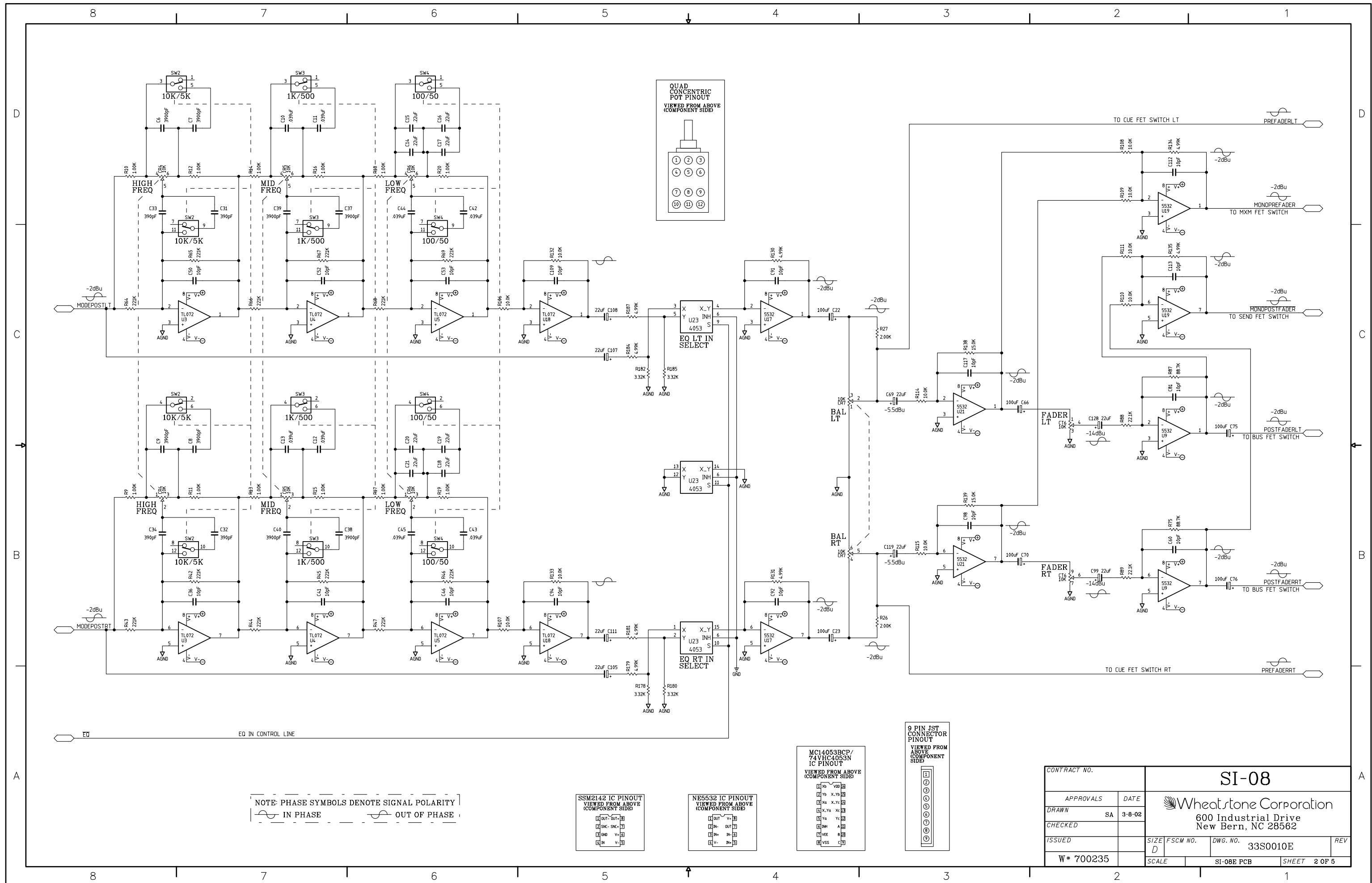
Stereo Line Input Module Input/Output Connectors



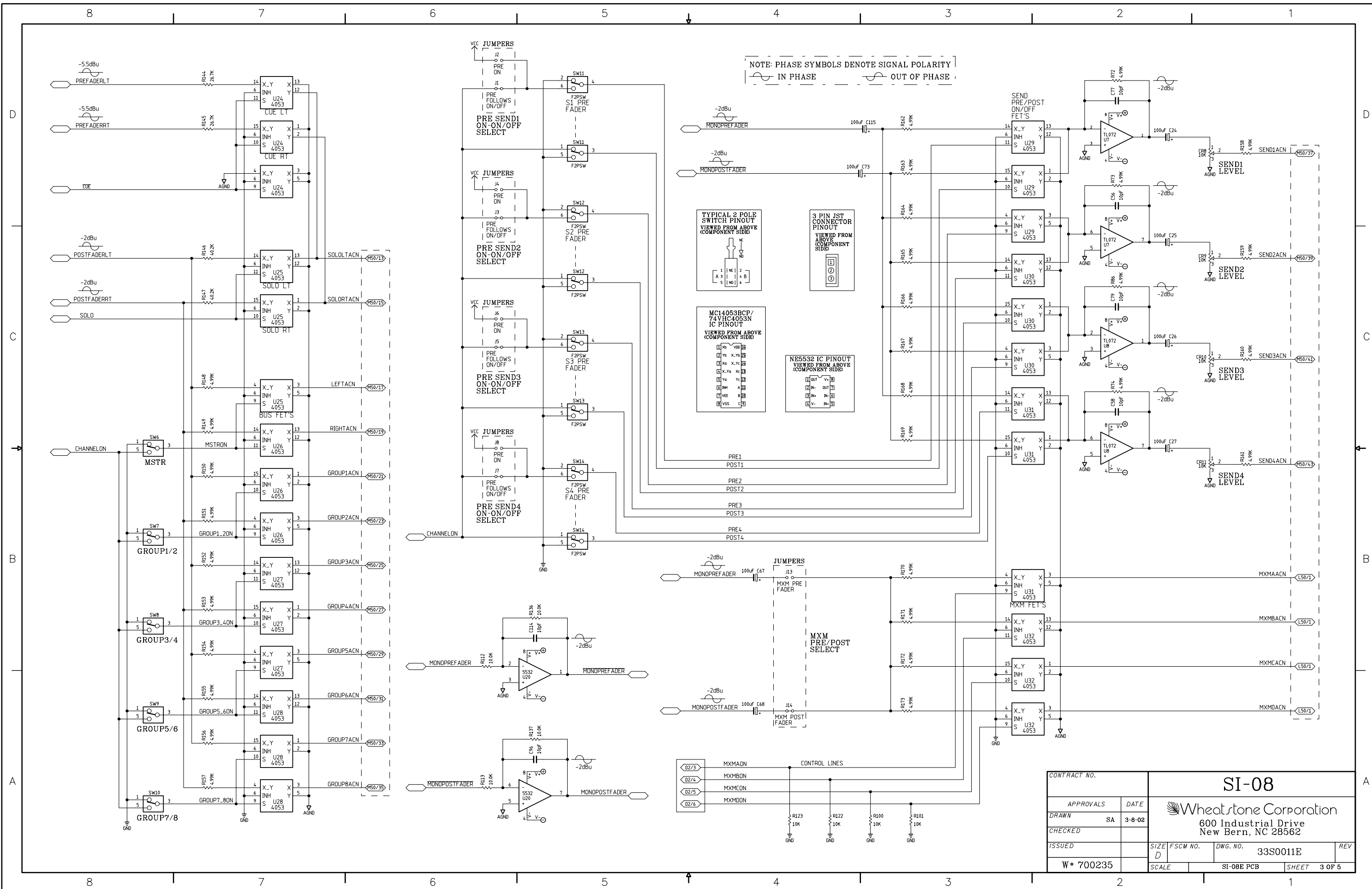
8 7 6 5 4 3 2 1



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W# 700235		SCALE	SI-08E PCB		SHEET 1 OF 5



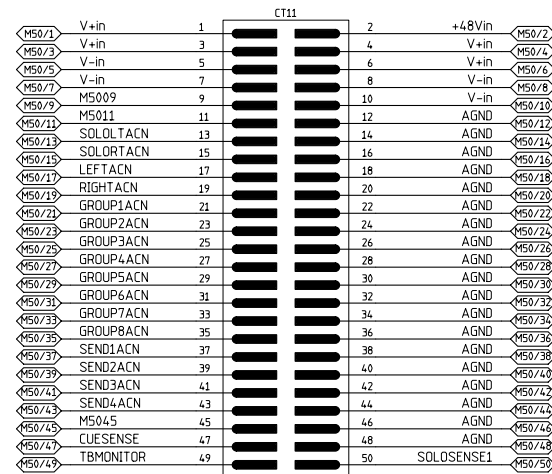
SI-08 Stereo Line Input Module Schematic -
Sheet 2 of 2



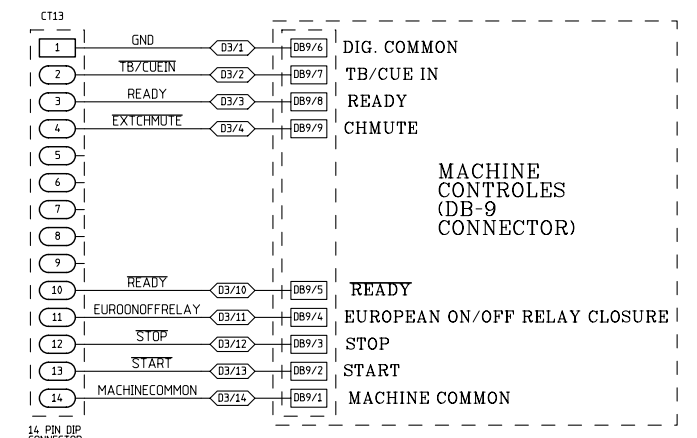
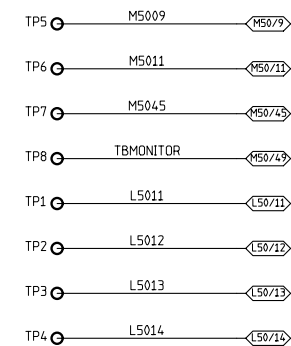
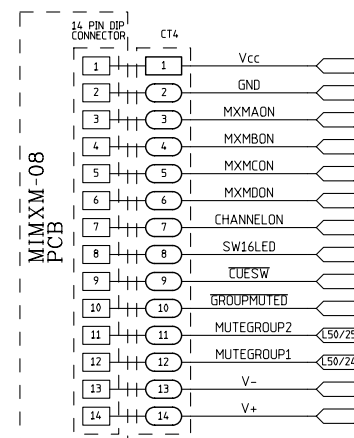
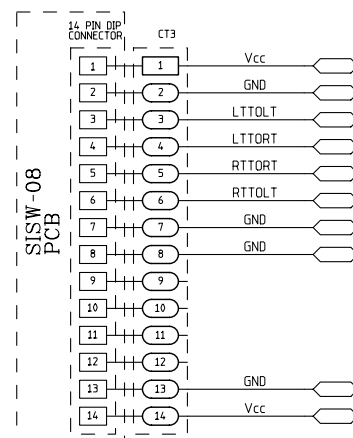
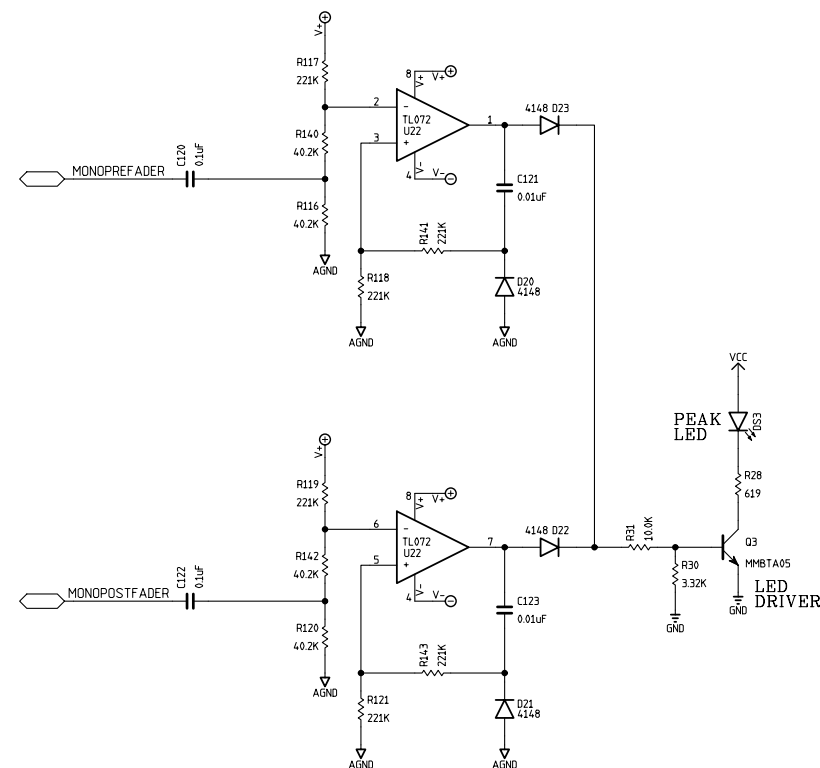
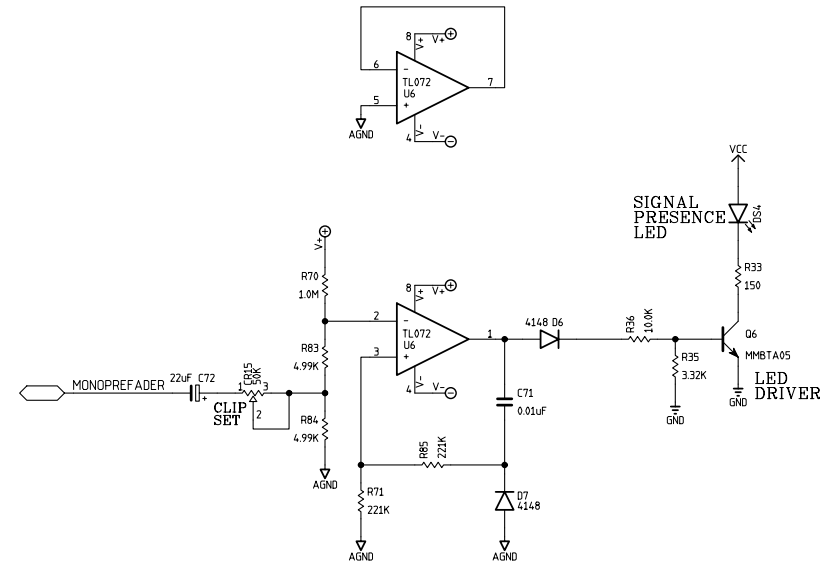
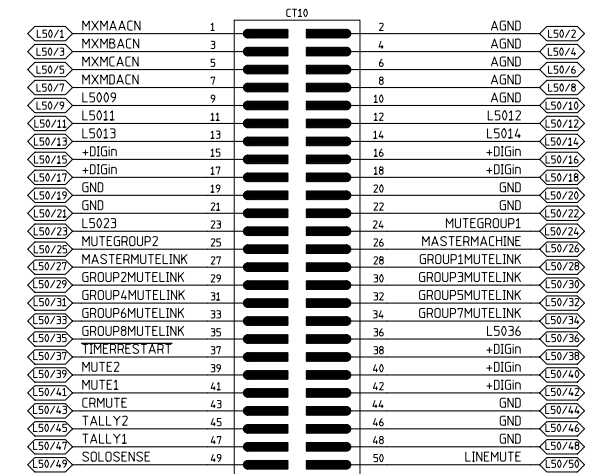
SI-08 Stereo Line Input Module Schematic -
 Sheet 3 of 2

CONNECTORS BUSS CHART

MIDDLE 50 PIN BUSS CONNECTOR



LOWER 50 PIN BUSS CONNECTOR



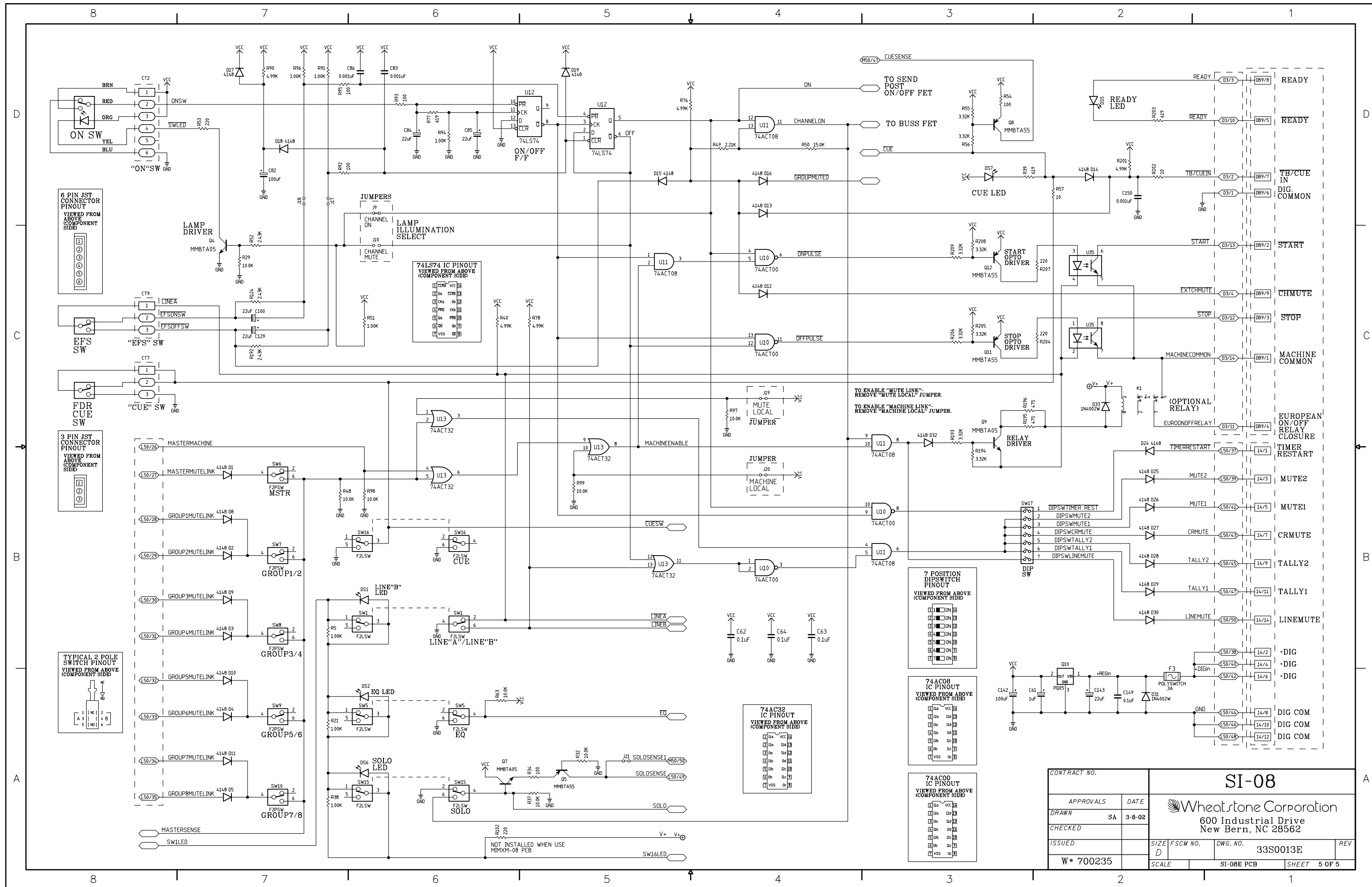
NOTE: PHASE SYMBOLS DENOTE SIGNAL POLARITY

 IN PHASE  OUT OF PHASE

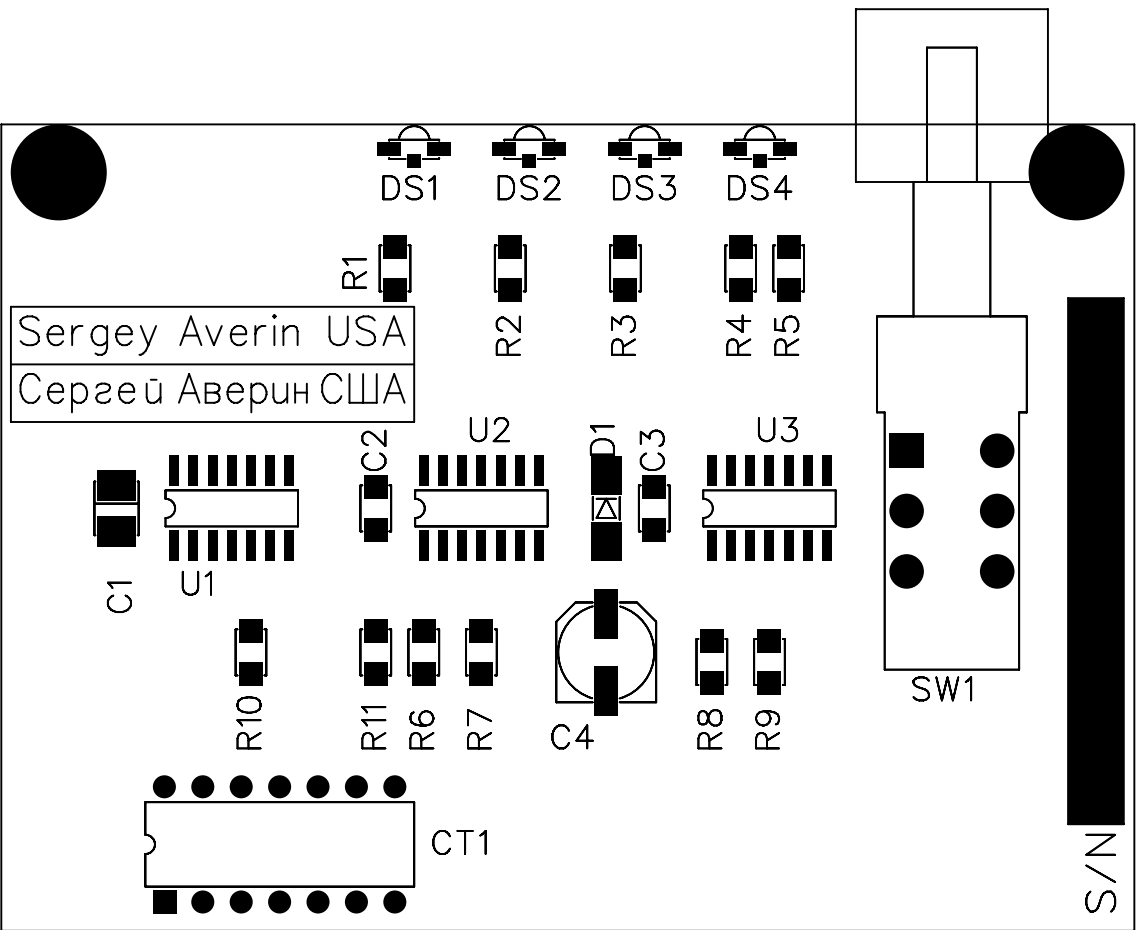
NE5532/TL072
IC PINOUT
VIEWED FROM ABOVE
(COMPONENT SIDE)

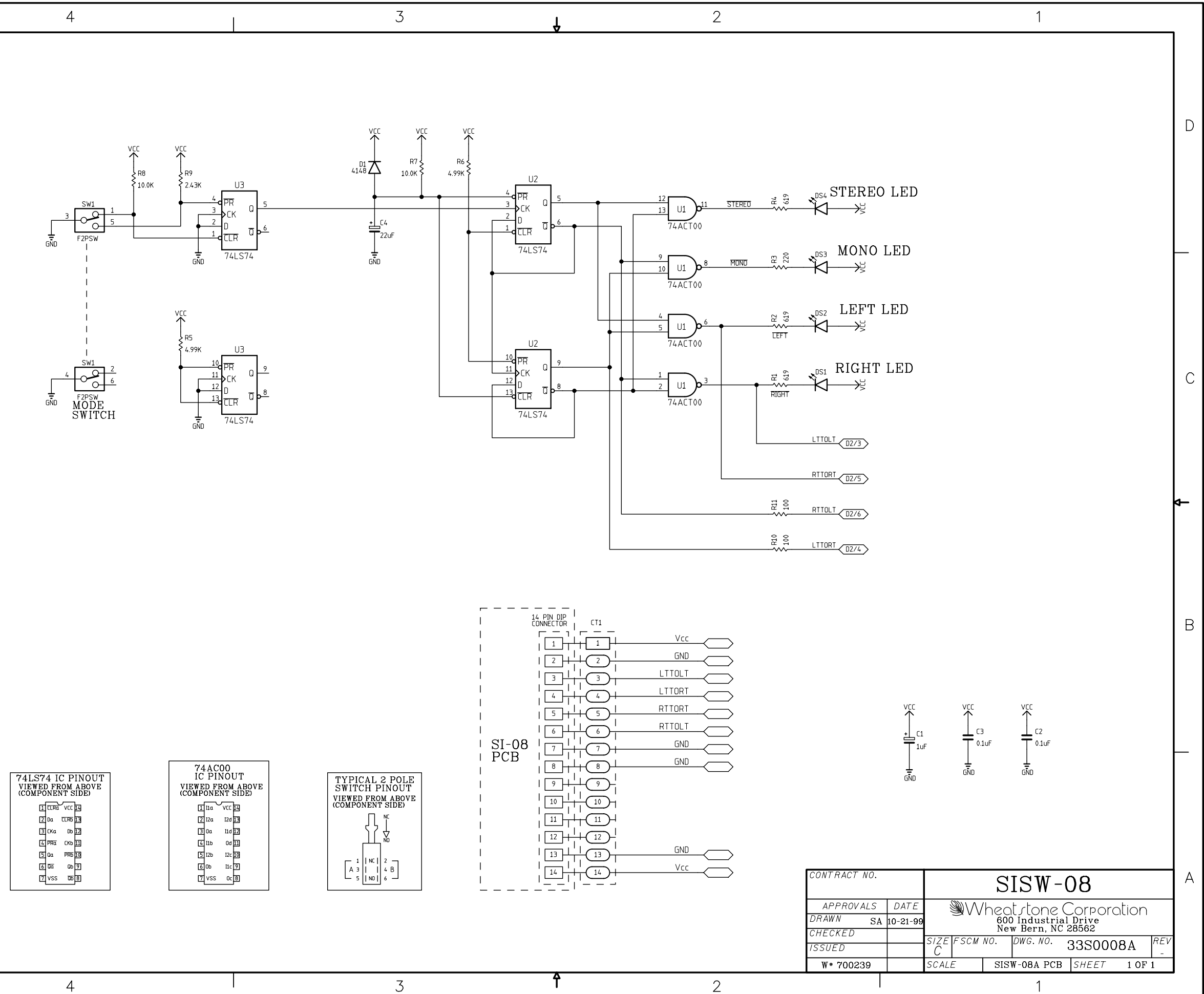
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2	IN-	OUT	7
3	IN+	IN-	6
4	V-	IN+	5

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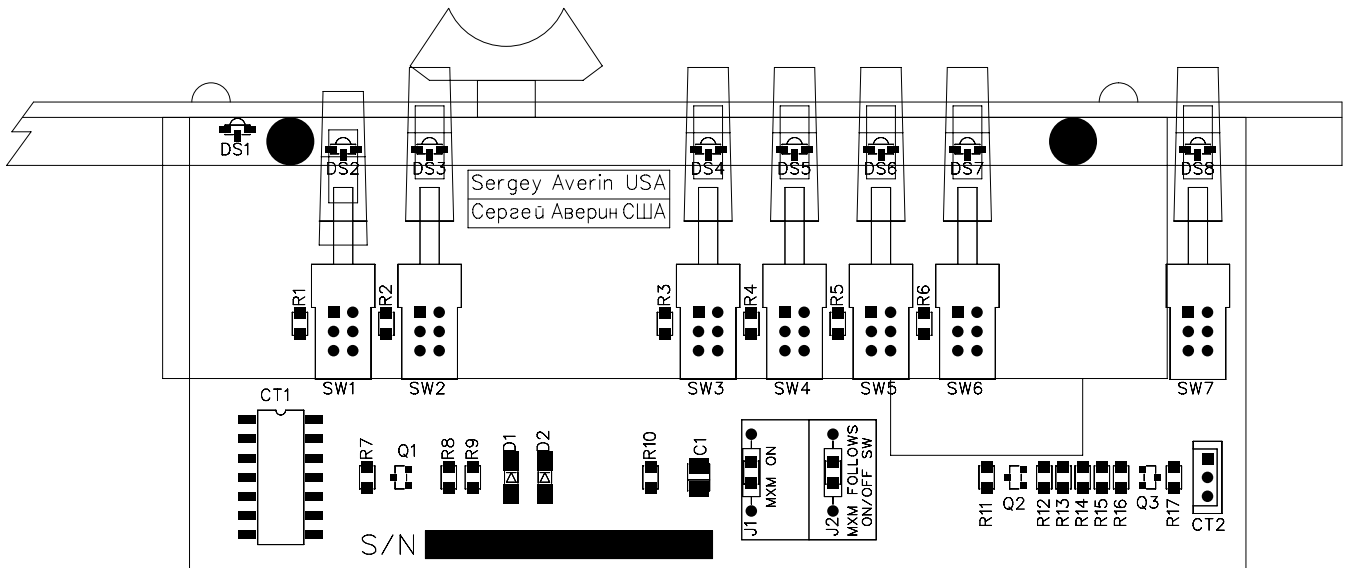
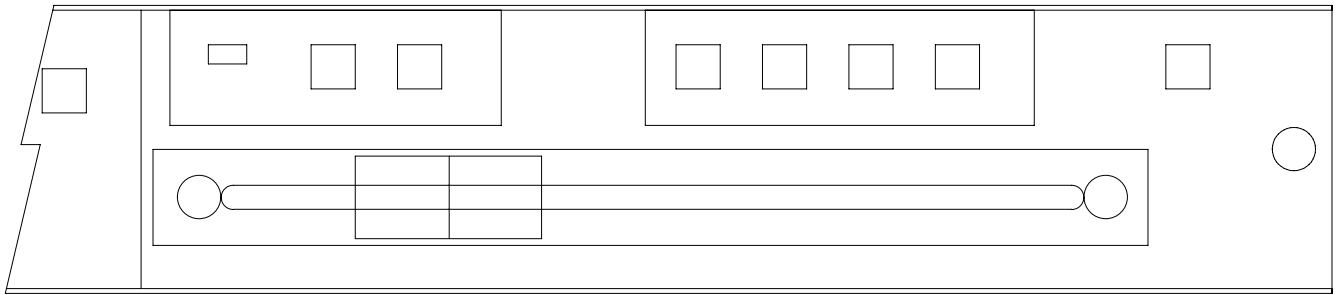
SI-08 Stereo Line Input Module Schematic -
Sheet 5 of 7

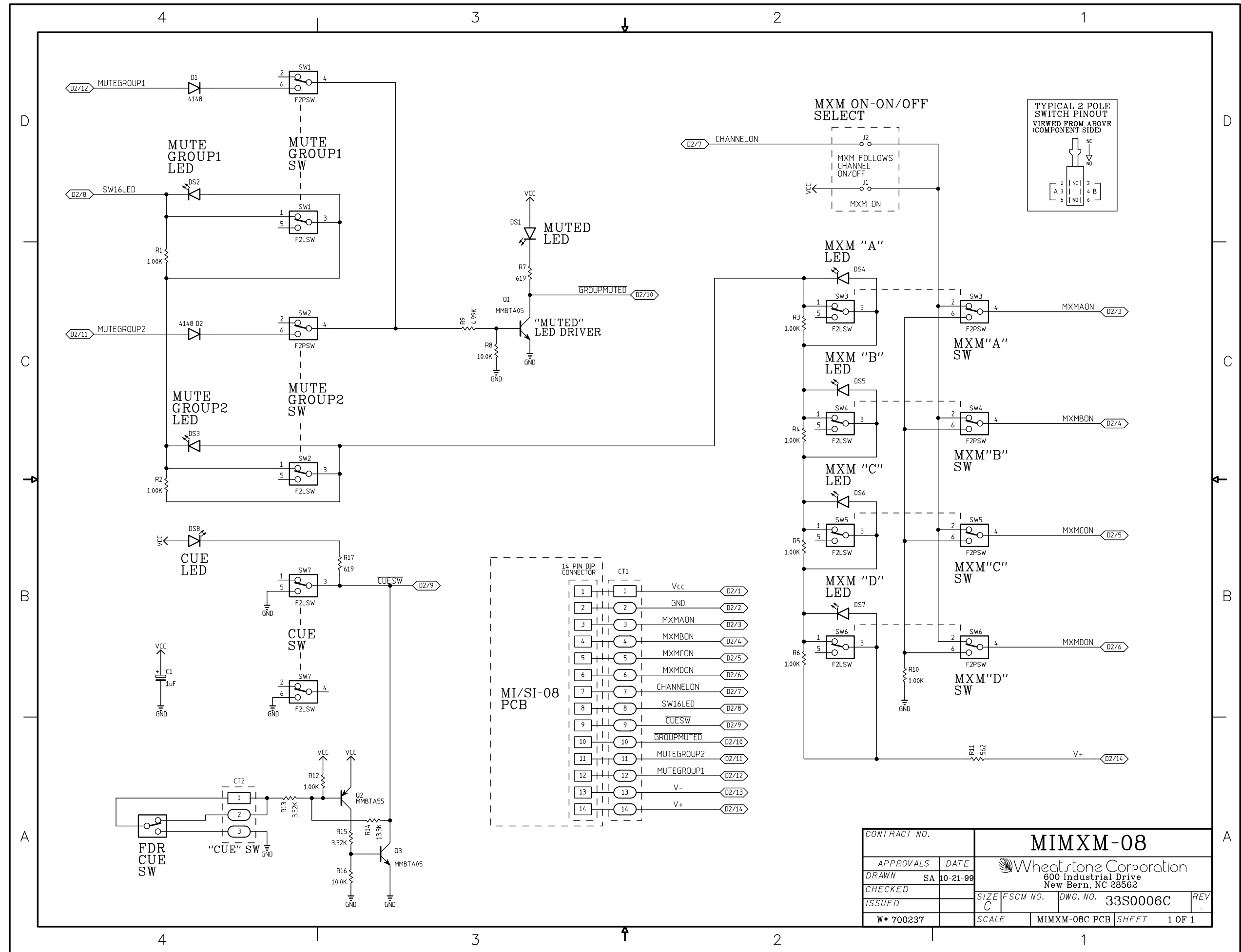




SI-08 Stereo Line Input Module
Schematic - Sheet 6 of 7

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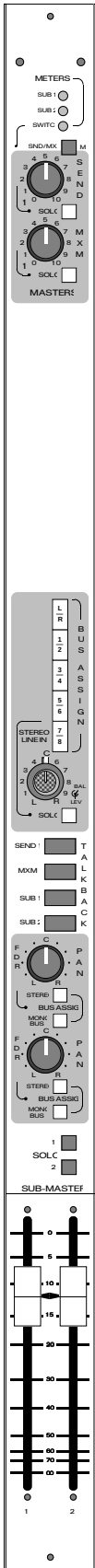
MI-08 Mono Input Module Schematic -
Sheet 7 of 7

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ISSUED		SCALE	MIMXM-08C PCB	SHEET	1 OF 1
W* 700237					

Group and Output Modules

CHAPTER CONTENTS

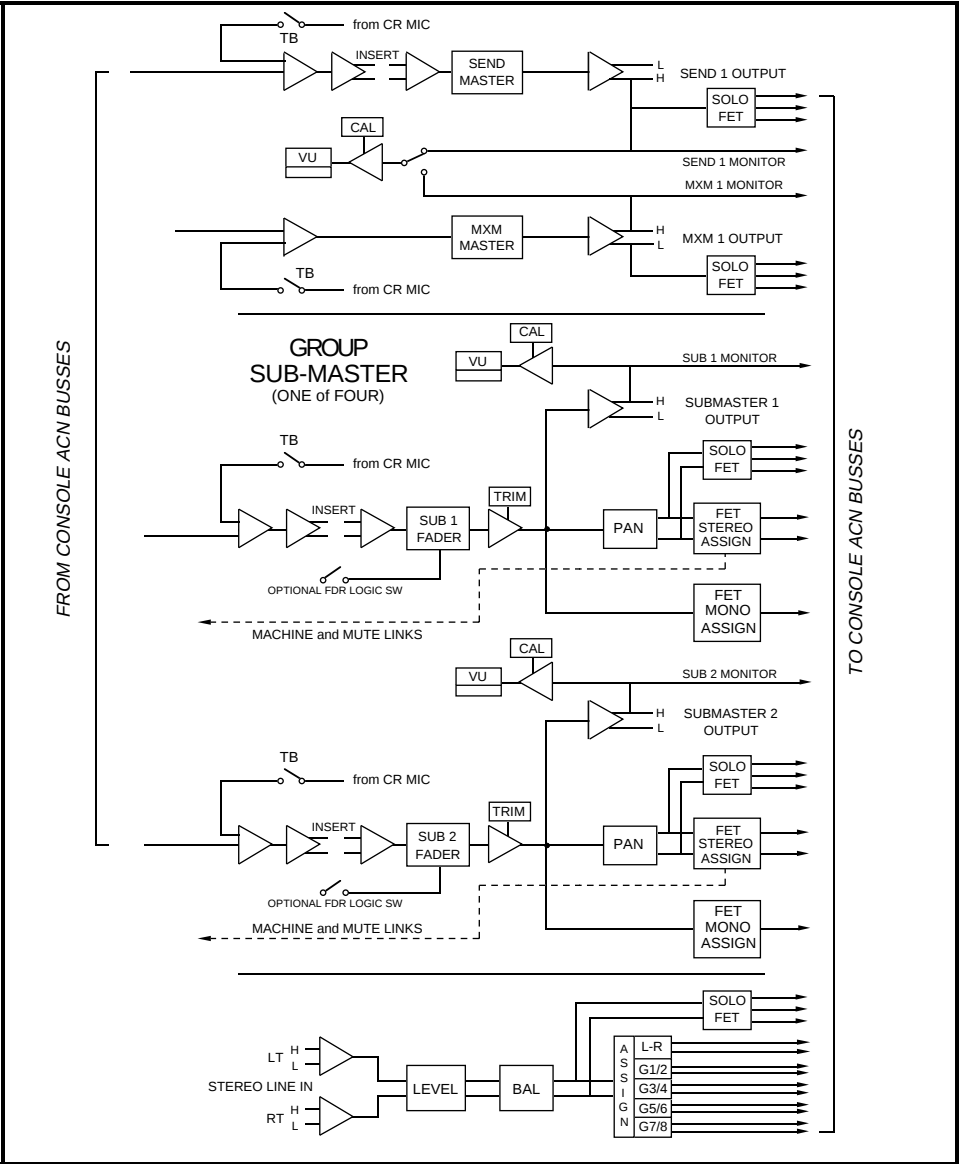
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Signal Flow Diagram	3-2
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I/O Connections	3-4
Printed Circuit Card Dwg	3-5
Master Stereo Output	3-6
Signal Flow Diagram	3-6
Front Panel Controls	3-7
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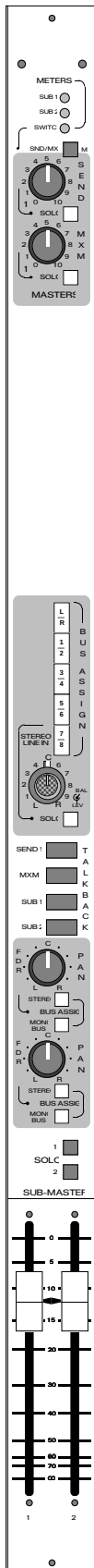
Submaster 1/2
(MG-08; #1 of 4 shown)

Group Submaster (MG-08)

Each one of these group modules (there are four to a console) contains circuitry for two submasters. They are used to master input module subgroups before their combined signals are passed on to the console master outputs. Group modules can be used to feed and playback multitrack recorders and can also function as additional console outputs.



Group Submaster Module Signal Flow Diagram



Submaster 1/2
(MG-08; #1 of 4 shown)

Front Panel Controls

From top to bottom, the individual module controls are as follows:

METERS — Front panel multi-turn trimpots used for group and send VU meter calibration.

SEND pot — The master level control for, in this case, SEND 1. Group module two houses the master level for SEND 2, and so on.

SOLO switch — Allows the master send level to be monitored on the console's solo bus.

STEREO LINE INPUT SECTION:

BUS ASSIGN switches — Assign the stereo line return signal to the console's submaster and stereo master modules.

BAL/LEVEL concentric pot — Controls the level of the stereo line return signal and acts as a balance control for same when it is assigned to the console's stereo output module.

SOLO switch — Allows the line return signal to be monitored on the console's solo bus.

TALKBACK switches — Assign the console's talkback signal to the SEND, MIX-MINUS and SUBMASTER ACN busses (Send 1, Mix-Minus 1 and Submasters 1 & 2).

GROUP FADER ASSIGN SECTION:

Fader 1 PAN control — Pans mono post-fader submaster signal 1 between the left and right channels of the console's stereo output.

Fader 1 BUS ASSIGN switches — Assign post-fader mono submaster signal 1 to the console's **STEREO** output and/or **MONO** bus.

Fader 2 PAN control — Pans mono post-fader submaster signal 2 between the left and right channels of the console's stereo output.

Fader 2 BUS ASSIGN switches — Assign mono post-fader submaster signal 2 to the console's **STEREO** output and/or **MONO** bus.

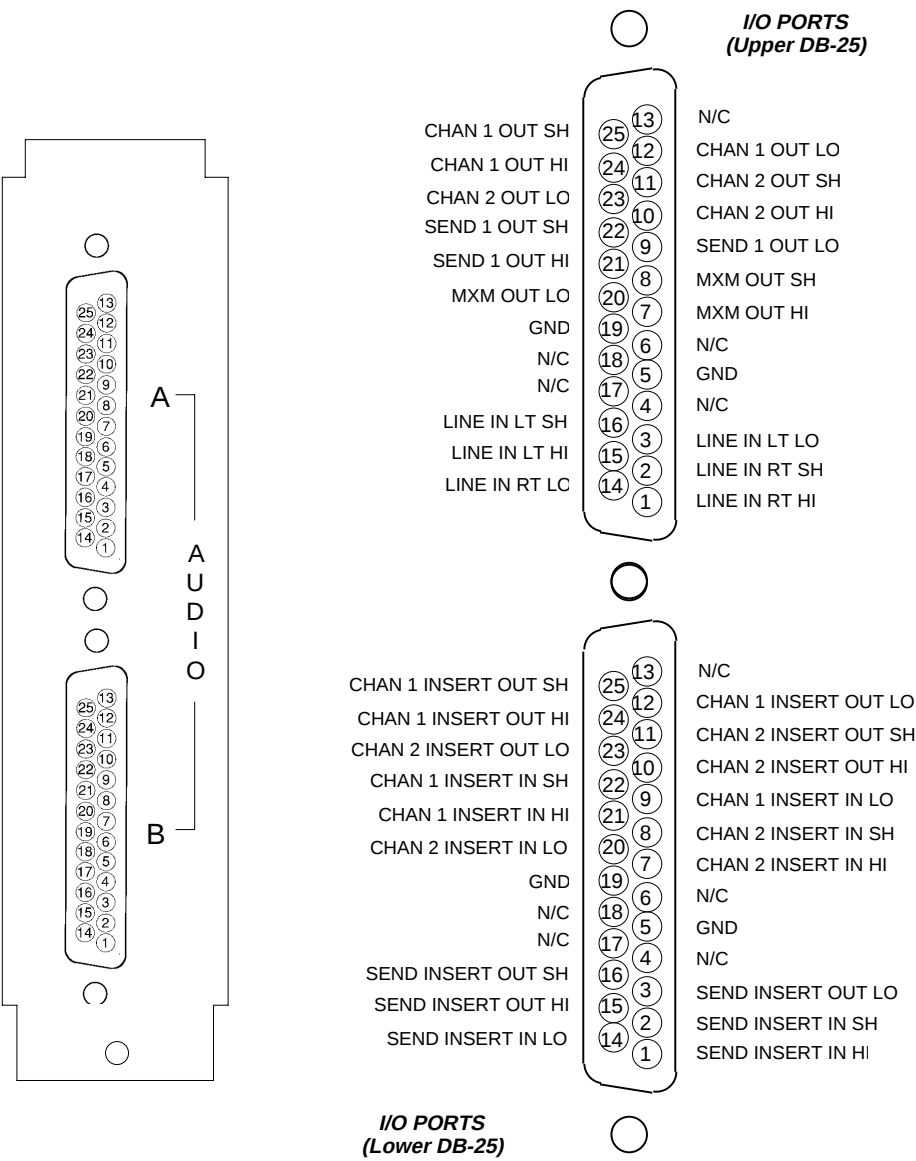
SOLO 1 switch — Sends submaster 1 signal to the console's solo bus.

SOLO 2 switch — Sends submaster 2 signal to the console's solo bus.

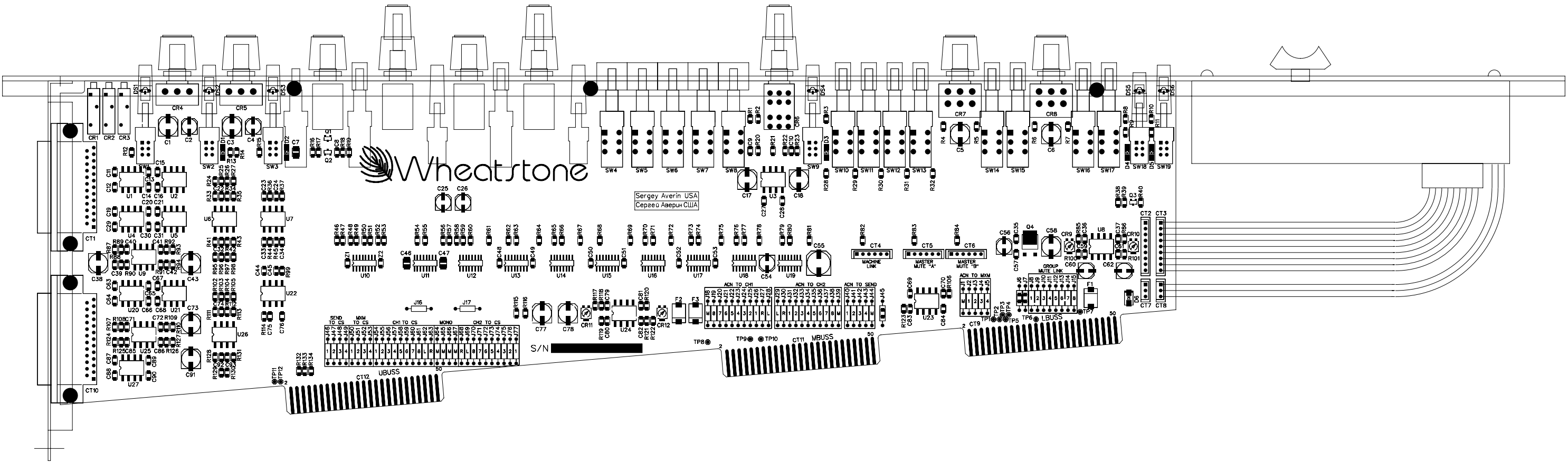
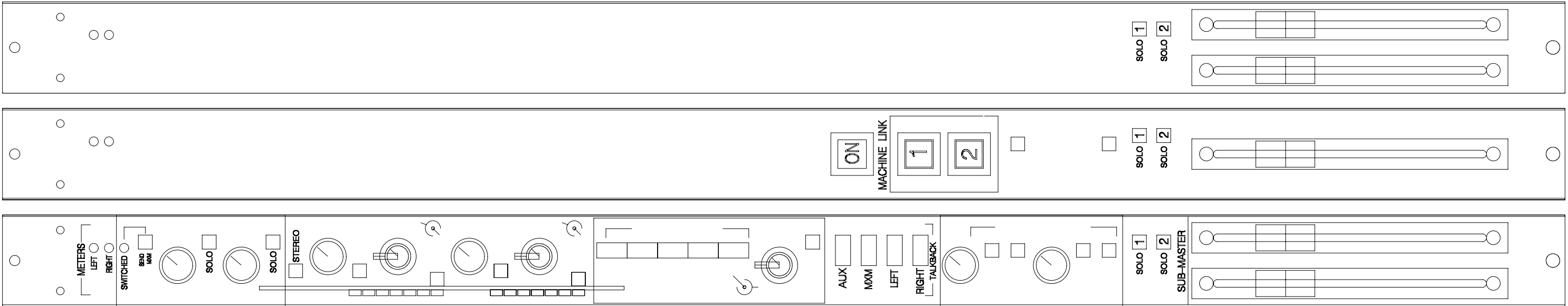
FADERS — Control module output levels for submaster channels 1 and 2.

I/O Connections

Module audio connections are via two rear panel DB-25 multipin connectors (Upper A and Lower B).

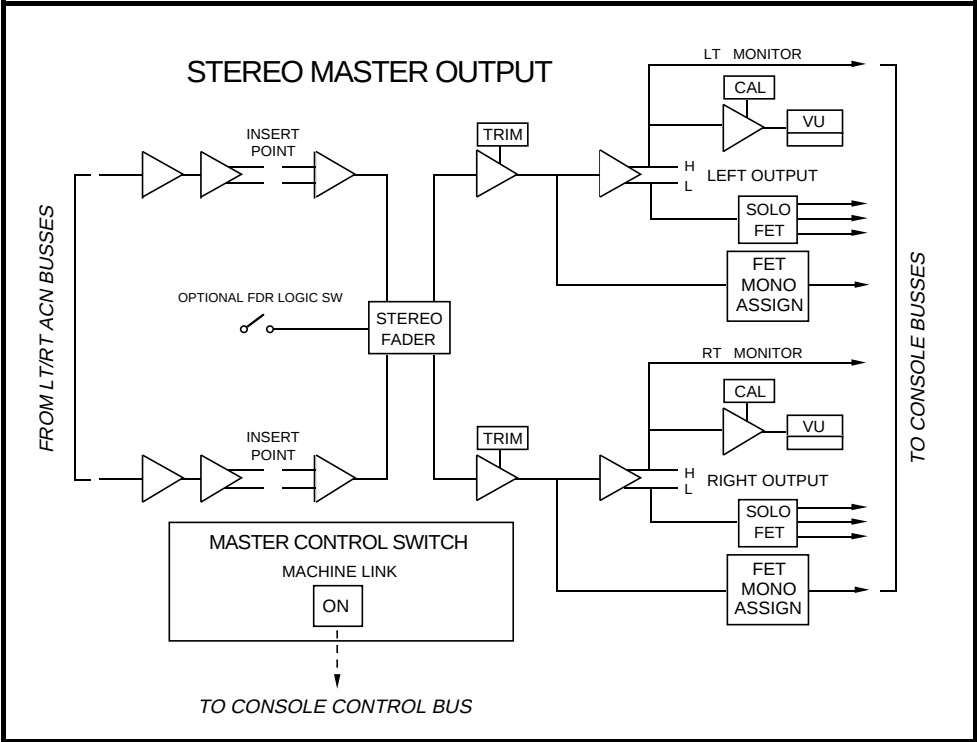


Group Submaster Module Input/Output Connectors

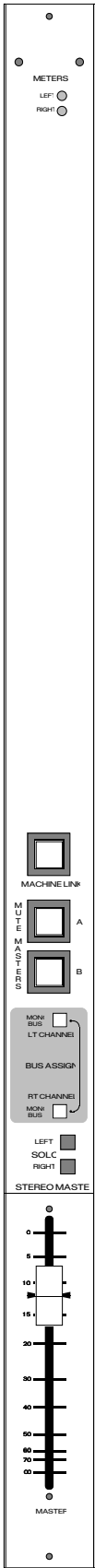


Stereo Master Output (SM-08)

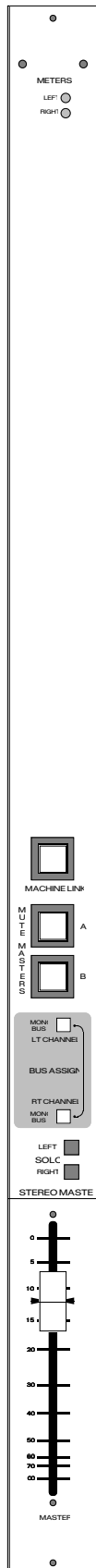
The master stereo output module for the console.



Stereo Master Output Module Signal Flow Diagram



Stereo Master
SM-08



Stereo Master
SM-08

Front Panel Controls

From top to bottom, the individual module controls are as follows:

METERS — Front panel multi-turn trimpots used for left and right VU meter calibration.

MACHINE LINK switch — This master switch enables source machine start/stop functions that key off of input module ON/OFF switches. Note this switch may be bypassed at individual input modules via an internal jumper.

MUTE ASSIGN switches — The SP-8 console has two master mute switches (A & B, located on the stereo master module). Individual inputs may be assigned to either of the two master mute circuits, allowing groups of channels to be activated and de-activated with the push of a single switch.

LT CHANNEL BUS ASSIGN switch — Assigns the module's left channel to the console's **MONO** bus.

RT CHANNEL BUS ASSIGN switch — Assigns the module's right channel to the console's **MONO** bus.

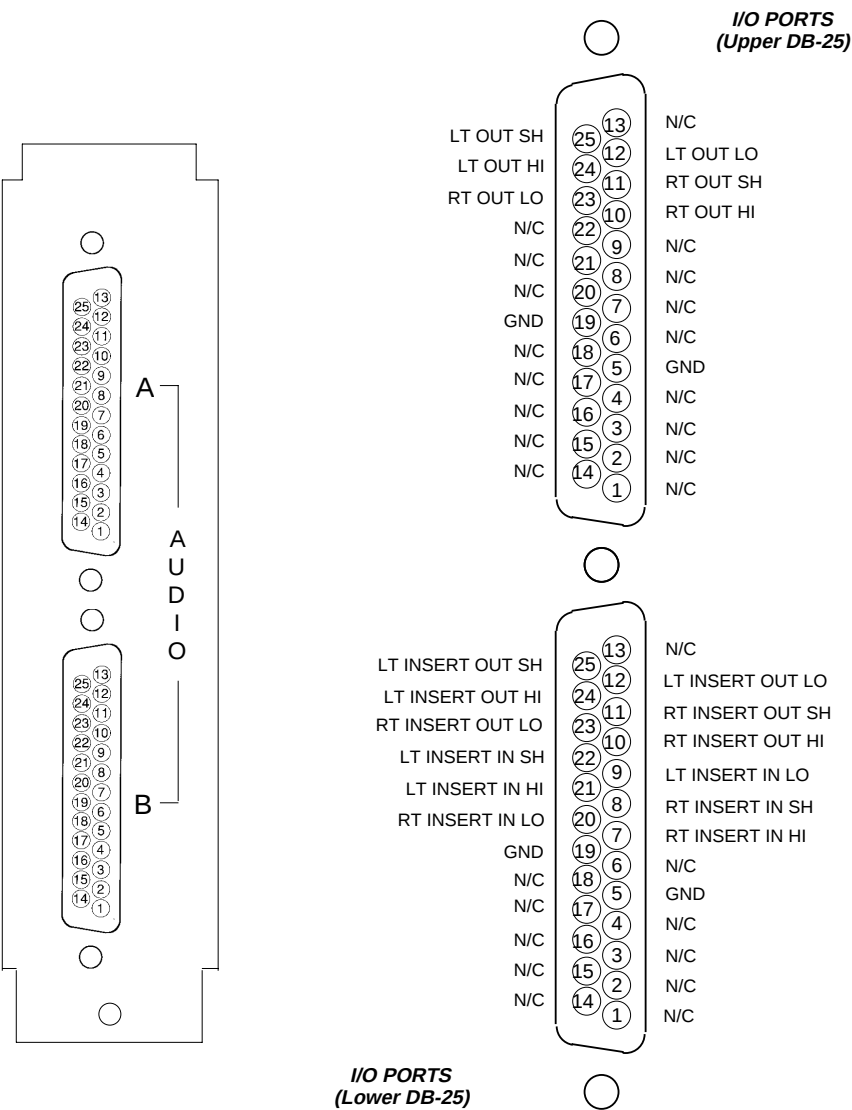
LEFT SOLO switch — Sends the module's left channel signal to the console's solo bus.

RIGHT SOLO switch — Sends the module's right channel signal to the console's solo bus.

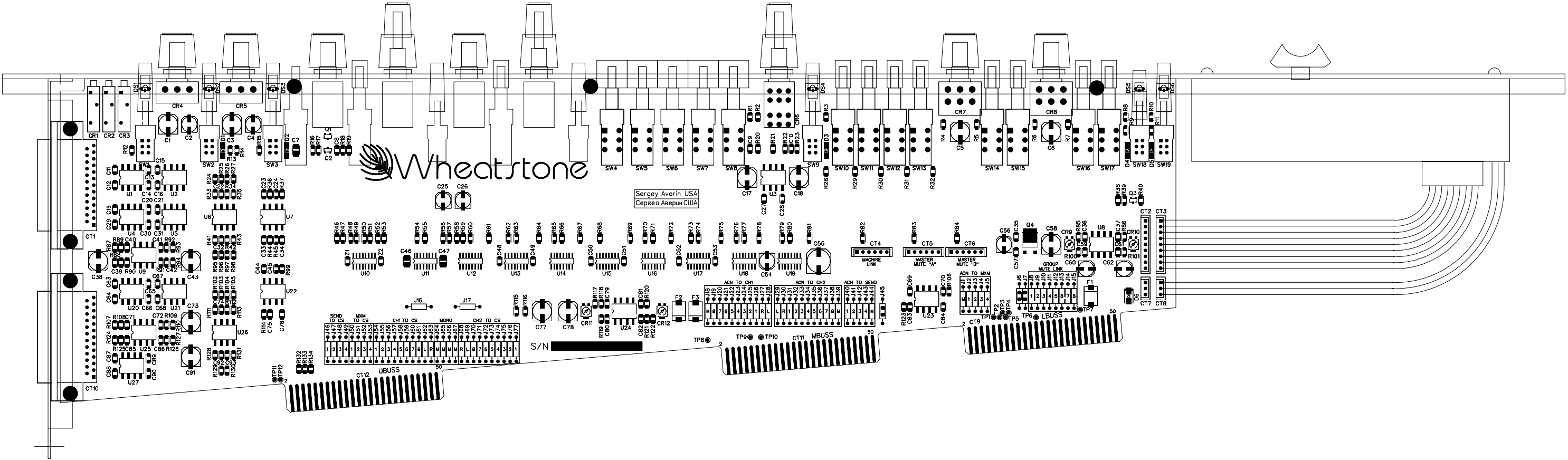
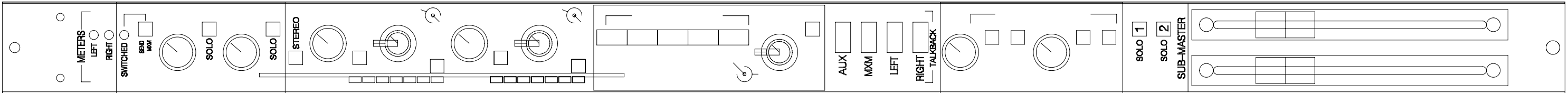
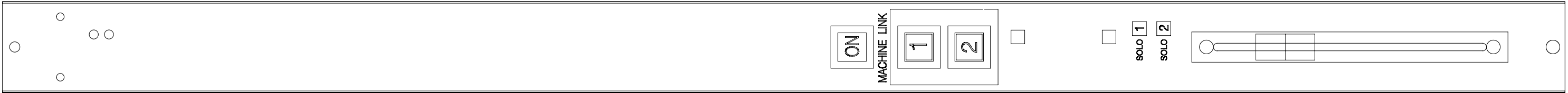
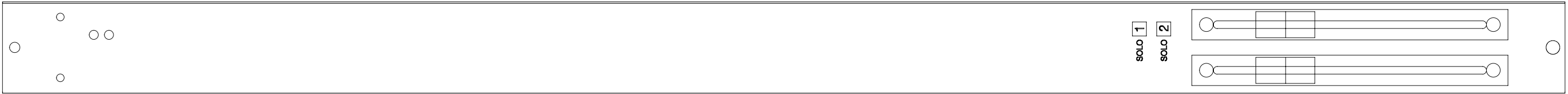
FADER — The master level control for the console's stereo output.

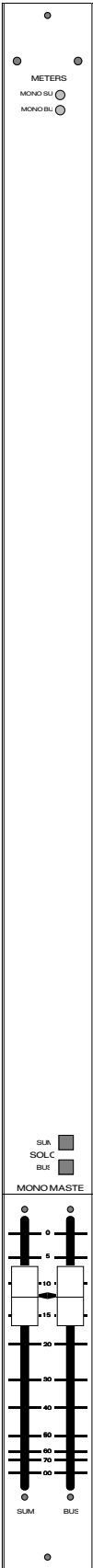
I/O Connections

Module audio connections are via two rear panel DB-25 multipin connectors (Upper A and Lower B).



Stereo Master Output Module Output Connectors

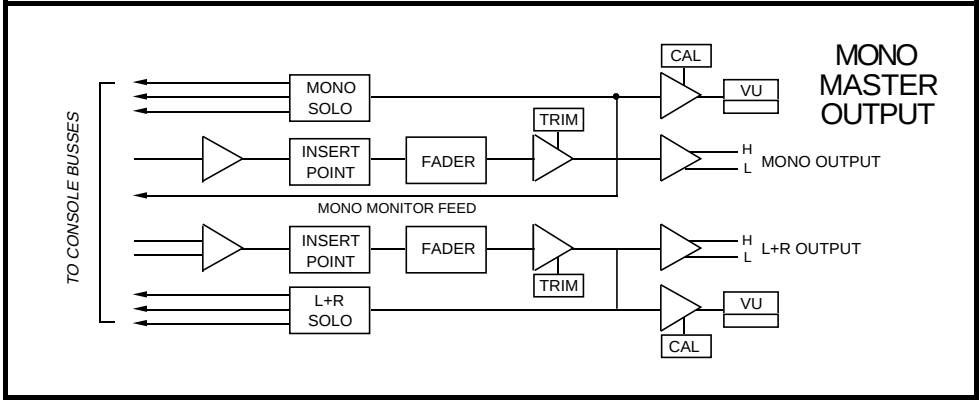




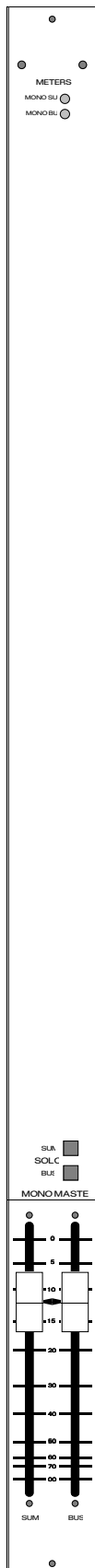
Mono Master
MM-08

Mono Master Output (MM-08)

The mono master output module for the console.



Mono Master Output Module Signal Flow Diagram



Mono Master
MM-08

Front Panel Controls

From top to bottom, the individual module controls are as follows:

METERS — Front panel multi-turn trimpots used for mono sum and mono bus VU meter calibration.

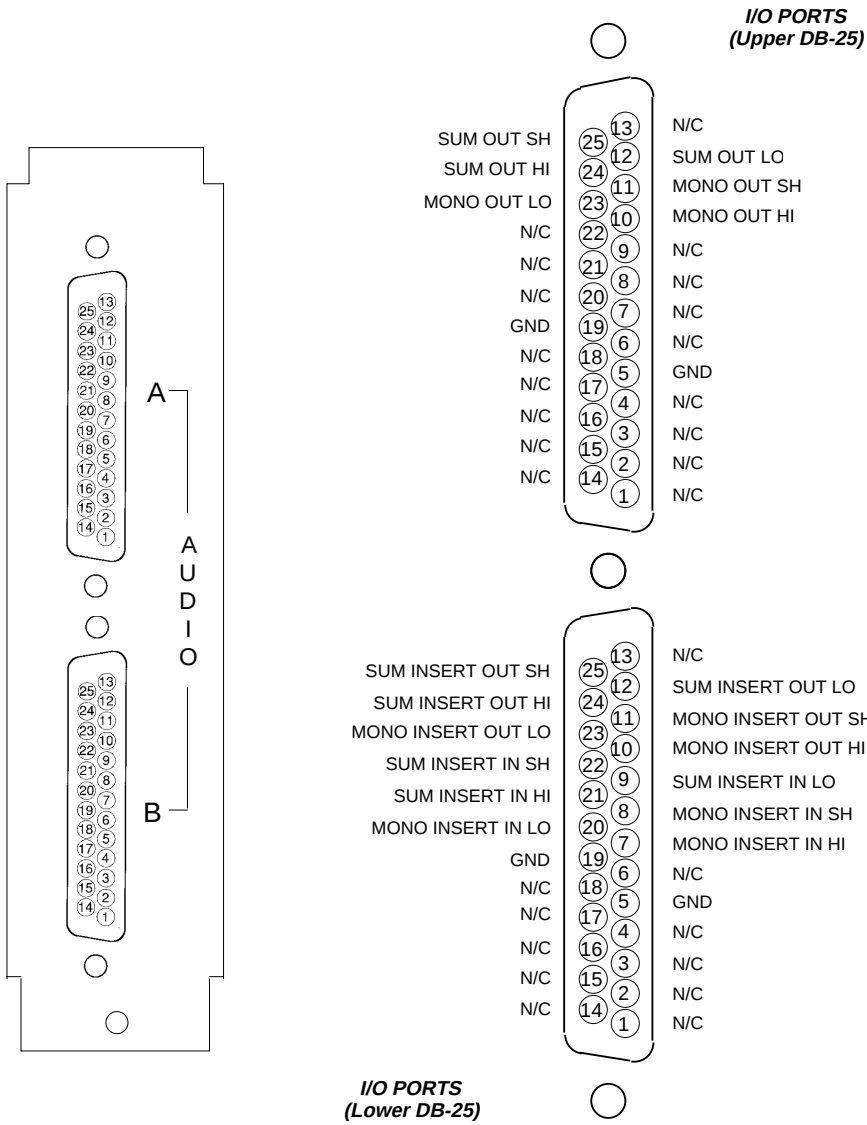
SUM SOLO switch — Sends the module's mono sum signal to the console's solo bus.

BUS SOLO switch — Sends the module's mono bus signal to the console's solo bus.

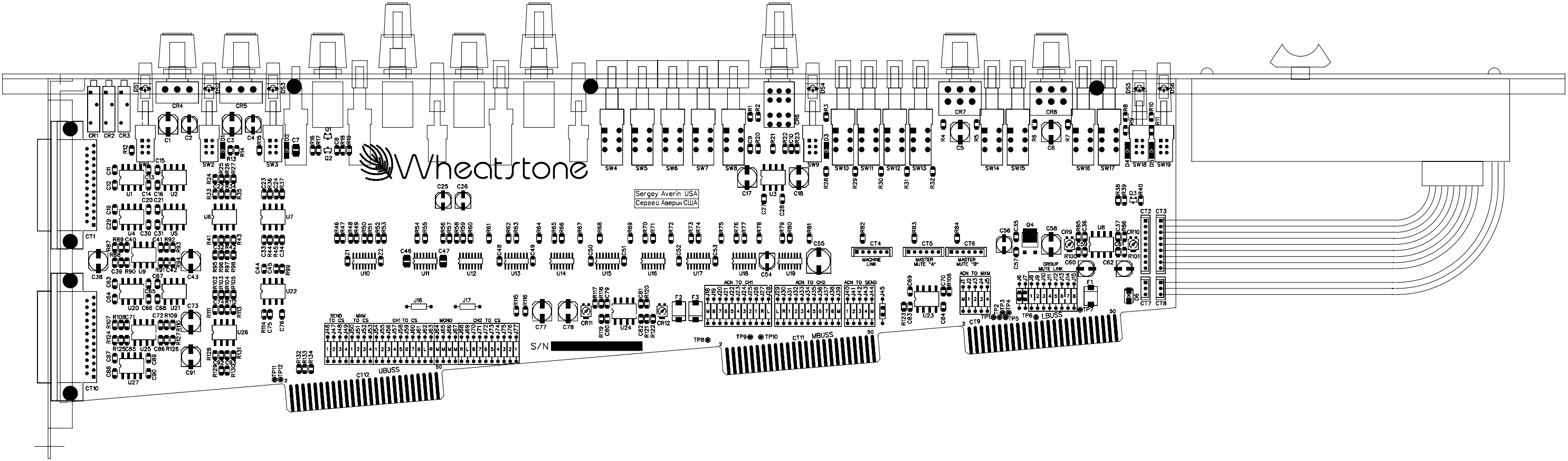
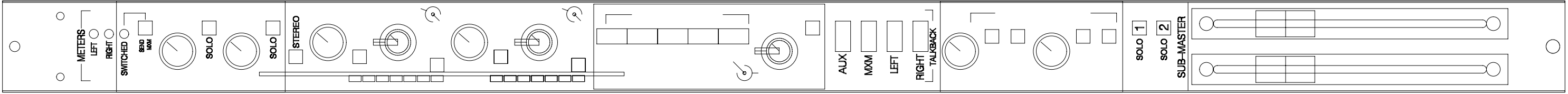
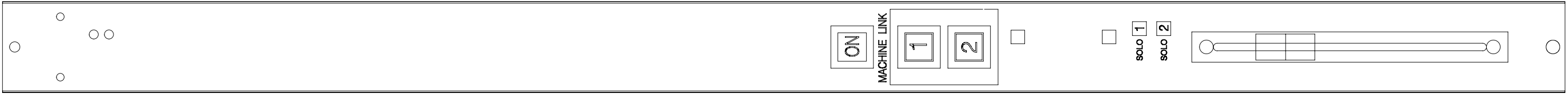
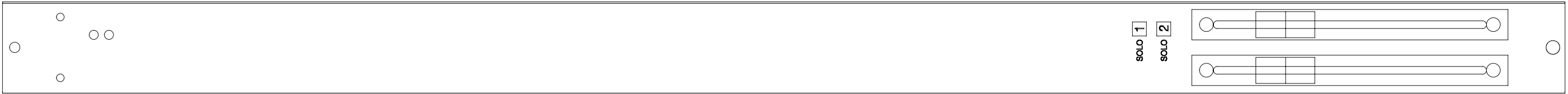
FADERS — The level controls for the console's mono sum and mono bus outputs.

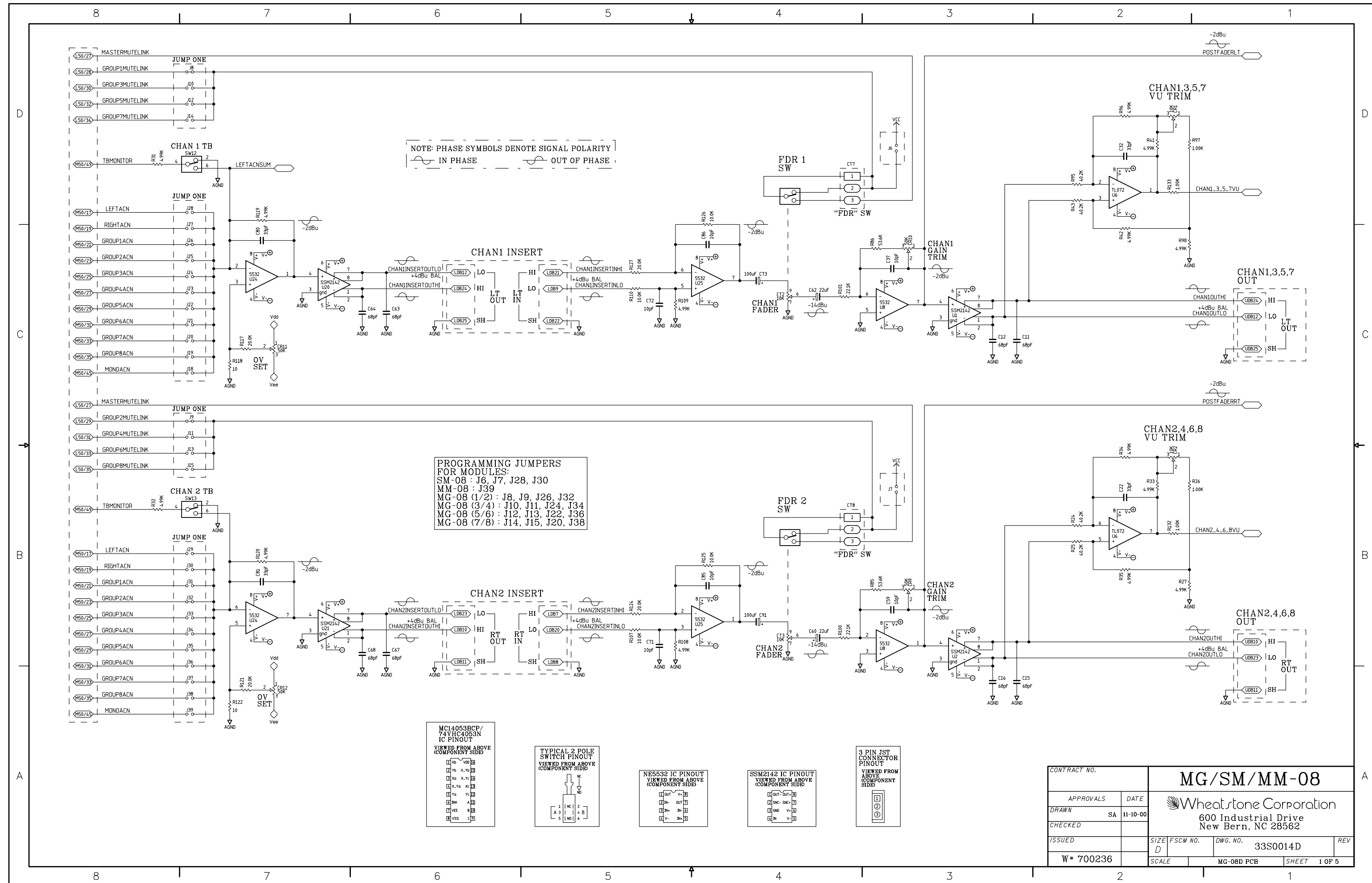
I/O Connections

Module audio connections are via two rear panel DB-25 multipin connectors (Upper A and Lower B).



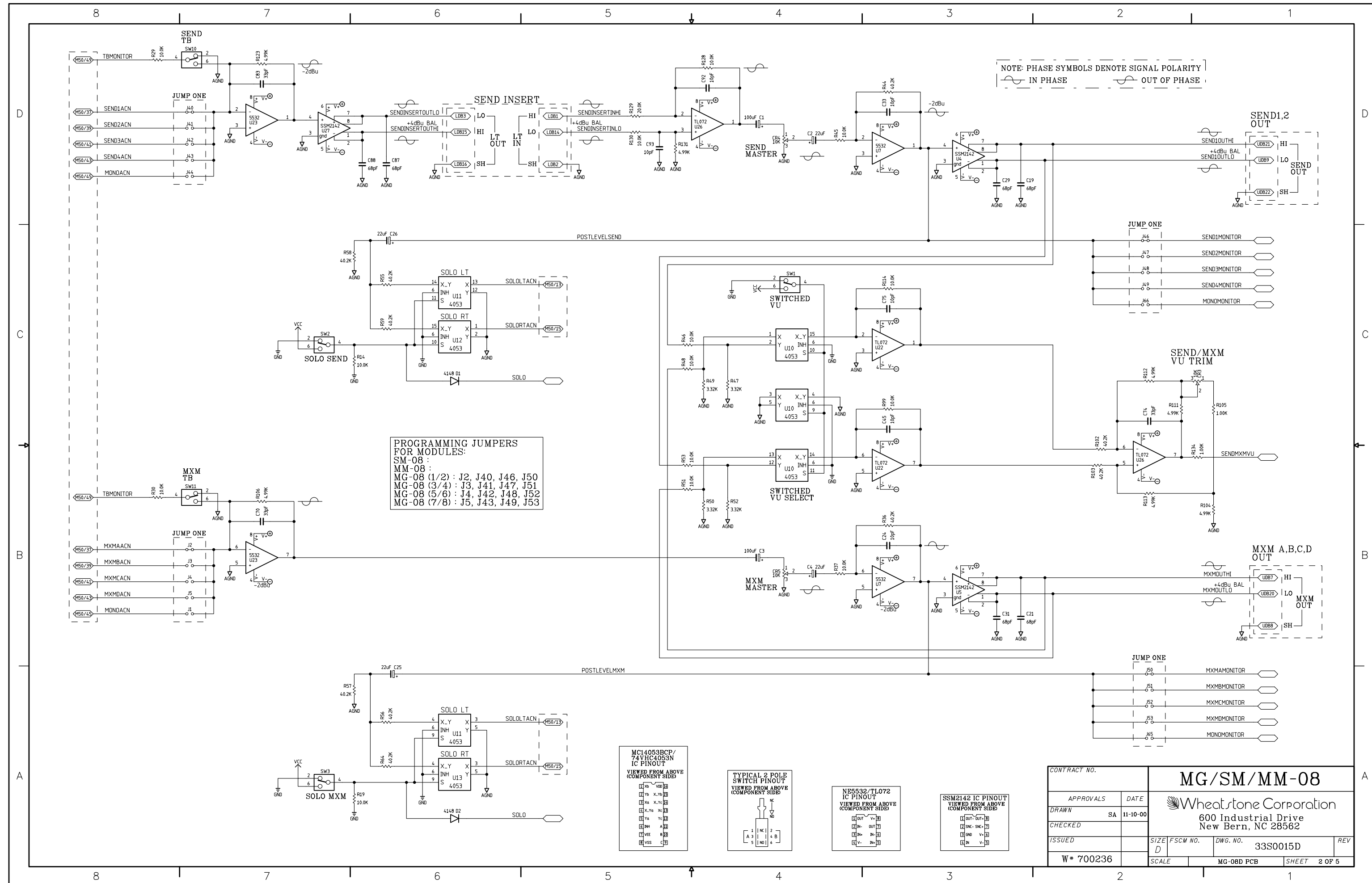
Mono Master Output Module Output Connectors





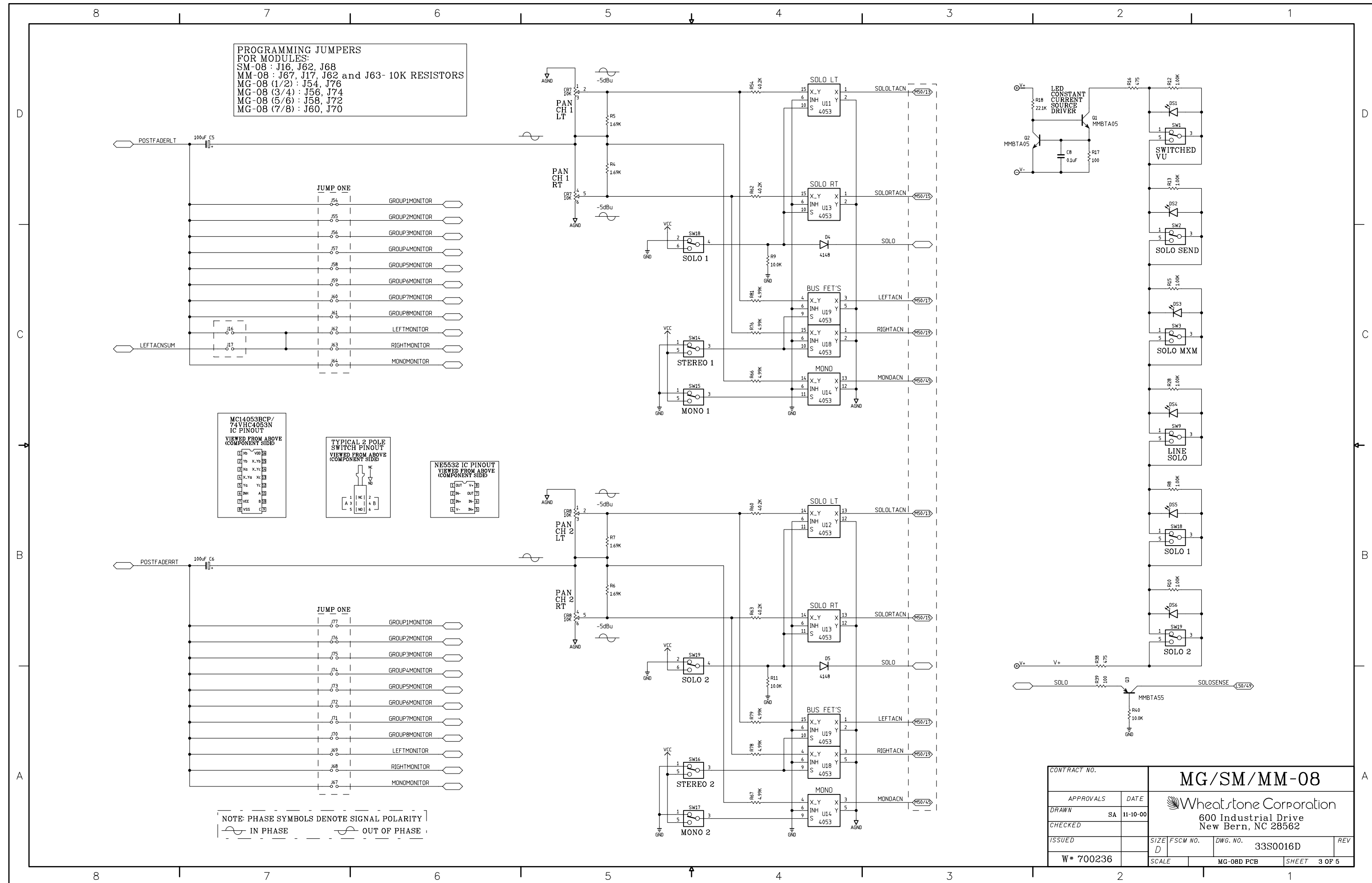
MG/SM/MM-08 Group Submaster/Stereo Master/Mono Master Output Module Schematic - Sheet 1 of 5

CONTRACT NO.		MG/SM/MM-08			
APPROVALS		DATE		 Wheatstone Corporation 600 Industrial Drive New Bern, NC 28562	
DRAWN		SA 11-10-00			
CHECKED					
ISSUED					
W* 700236		SIZE D	FSCM NO.	DWG. NO. 33S0014D	REV
		SCALE	MG-08D PCB		SHEET 1 OF 5



MG/SM/MM-08 Group Submaster/Stereo Master/Mono Master Output Module Schematic - Sheet 2 of 5

CONTRACT NO.		MG/SM/MM-08			
APPROVALS		DATE		 Wheatstone Corporation 600 Industrial Drive New Bern, NC 28562	
DRAWN		SA 11-10-00			
CHECKED					
ISSUED					
W# 700236		SIZE D	FSCM NO.	DWG. NO. 33S0015D	REV
		SCALE	MG-08D PCB		SHEET 2 OF 5

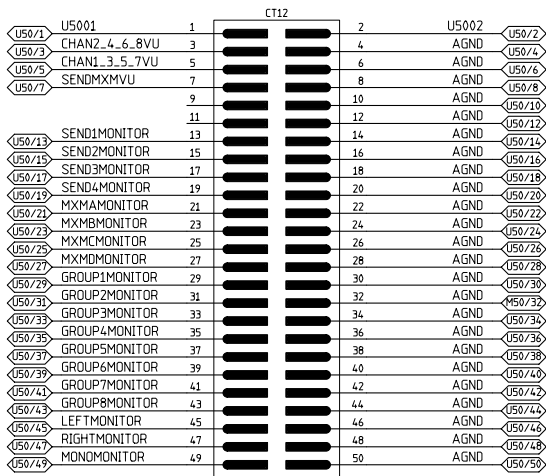


MG/SM/MM-08 Group Submaster/Stereo Master/Mono Master Output Module Schematic - Sheet 3 of 5

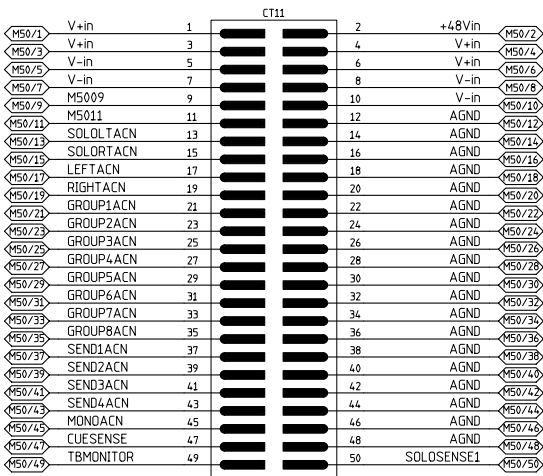
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CHECKED					
ISSUED					
W # 700236		SIZE D	FSCM NO.	DWG. NO. 33S0016D	REV
		SCALE	MG-08D PCB		SHEET 3 OF 5

CONNECTORS BUSS CHART

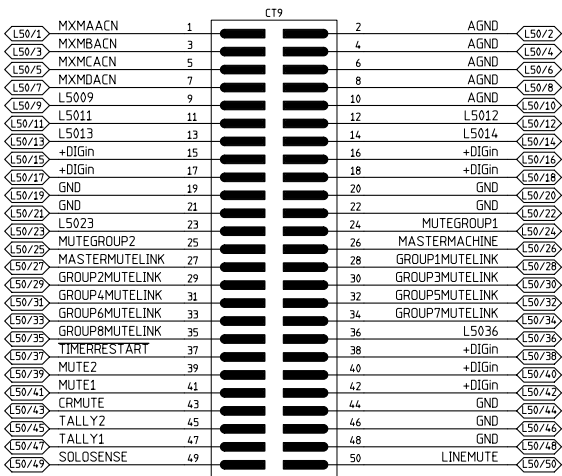
UPPER 50 PIN BUSS CONNECTOR



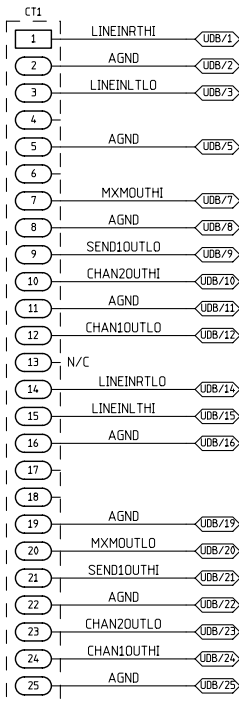
MIDDLE 50 PIN BUSS CONNECTOR



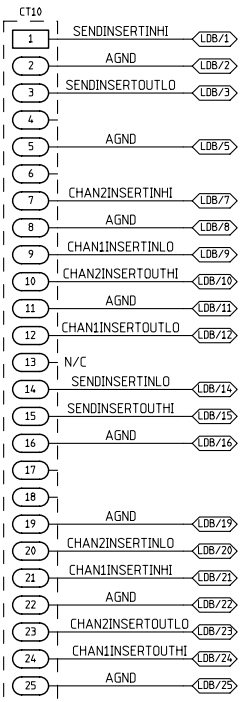
LOWER 50 PIN BUSS CONNECTOR



UPPER DB-25 CONNECTOR

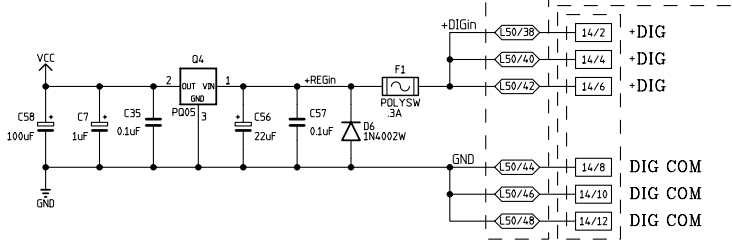
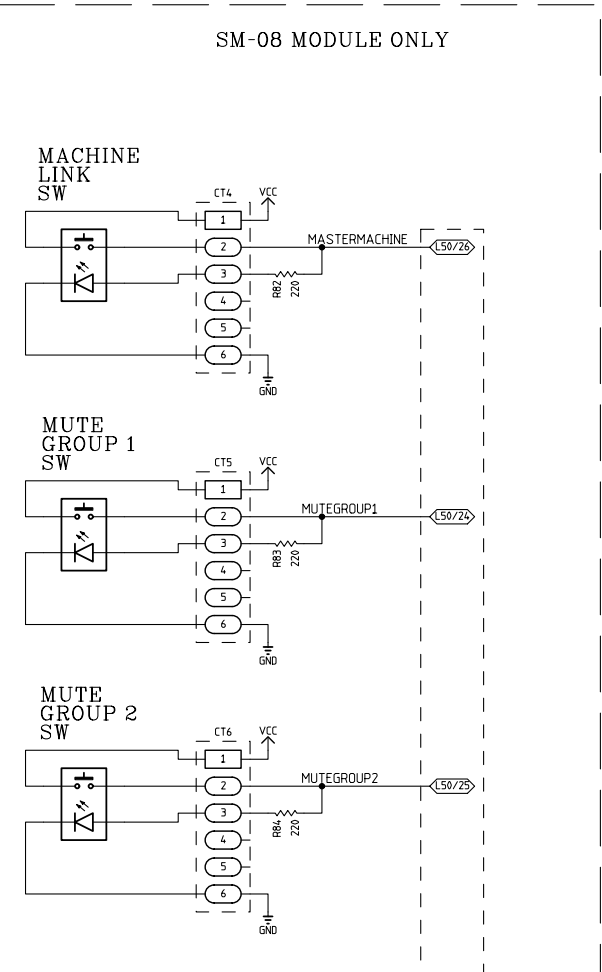
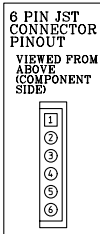
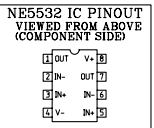
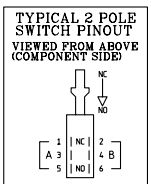
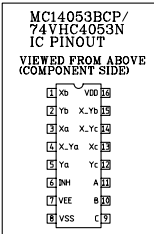
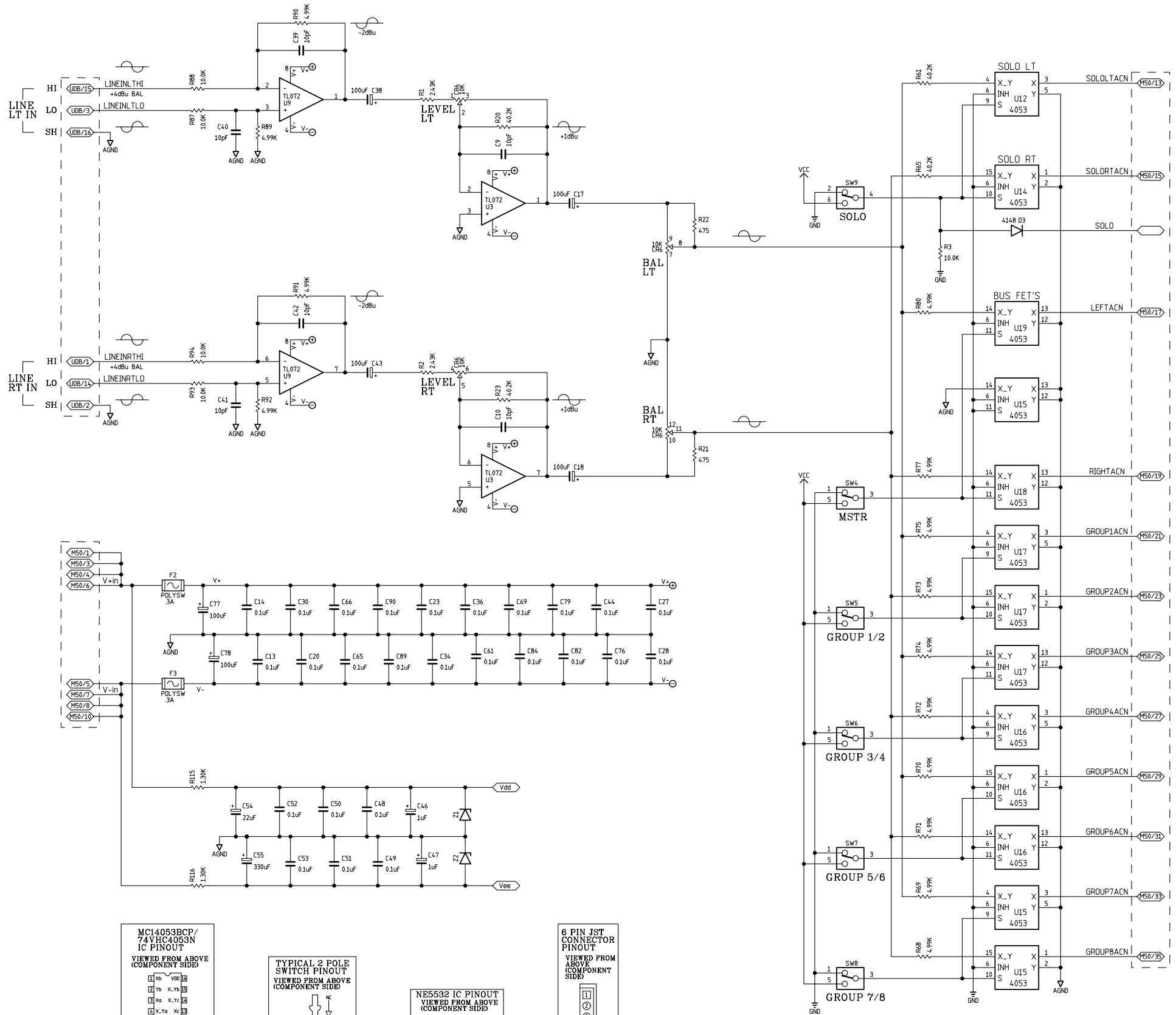


LOWER DB-25 CONNECTOR

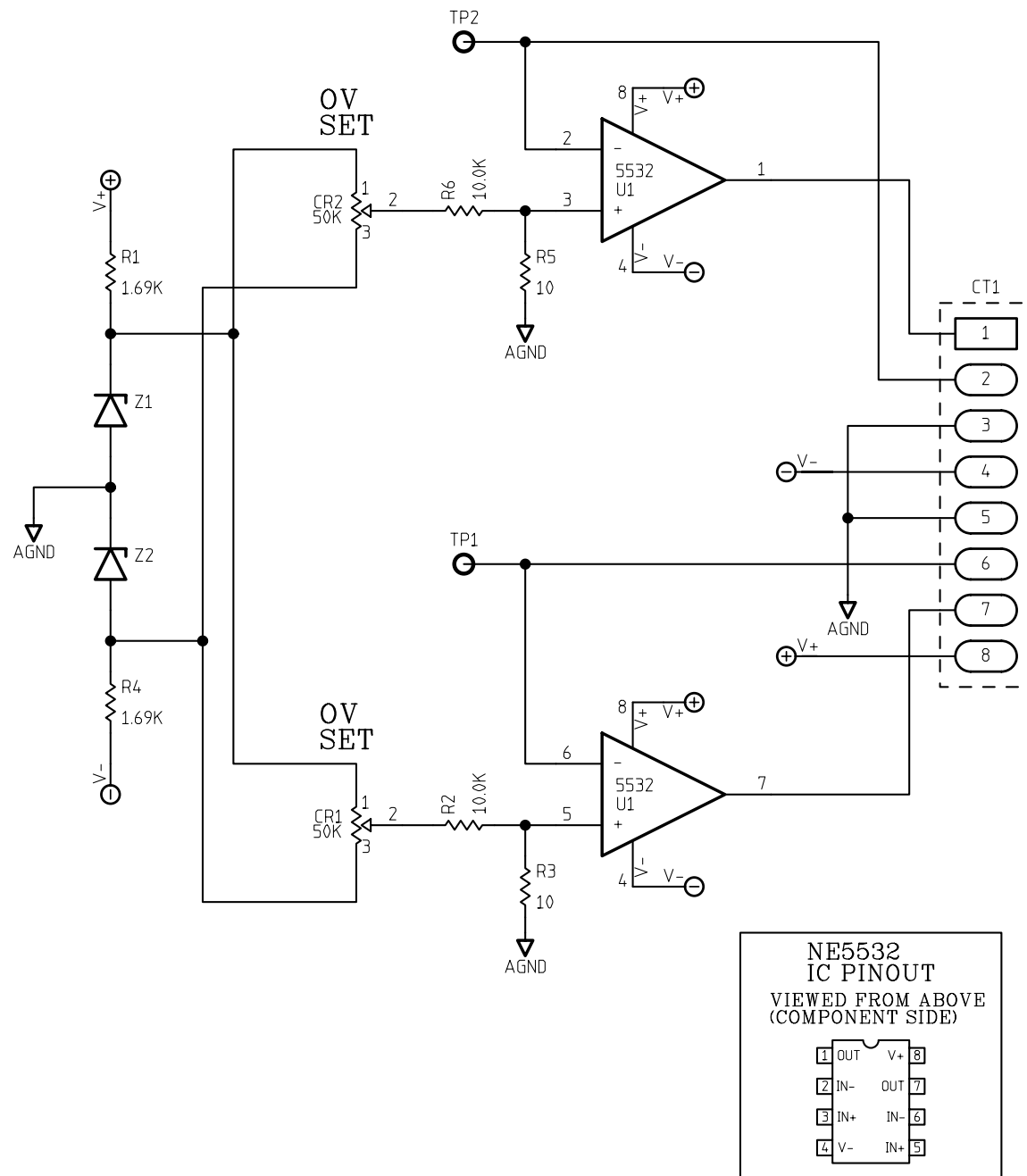


CONTRACT NO.		MG/SM/MM-08			
APPROVALS		DATE		 Wheatstone Corporation 600 Industrial Drive New Bern, NC 28562	
DRAWN		SA	11-10-00		
CHECKED					
ISSUED					
W* 700236		SIZE D	FSCM NO.	DWG. NO. 33S0017D	REV
		SCALE	MG-08D PCB		SHEET 4 OF 5

NOTE: PHASE SYMBOLS DENOTE SIGNAL POLARITY
IN PHASE OUT OF PHASE



CONTRACT NO.		MG/SM/MM-08			
APPROVALS	DATE	Wheatstone Corporation 600 Industrial Drive New Bern, NC 28562			
DRAWN	SA 11-10-00				
CHECKED		SIZE	FSCM NO.	DWG. NO.	REV
ISSUED		D		33S0018D	
W# 700236		SCALE	MG-08D PCB	SHEET	5 OF 5



CONTRACT NO.		DC0-08	
APPROVALS	DATE	 Wheatstone Corporation 600 Industrial Drive New Bern, NC 28562	
DRAWN	SA 10-20-99		
CHECKED		SIZE	FSCM NO.
ISSUED		A	
W# 700253		SCALE	DC0-08 PCB
		DWG. NO.	33S0025
		REV	
		SHEET	1 OF 1

DC Offset Correction Card Schematic - Sheet 1 of 1

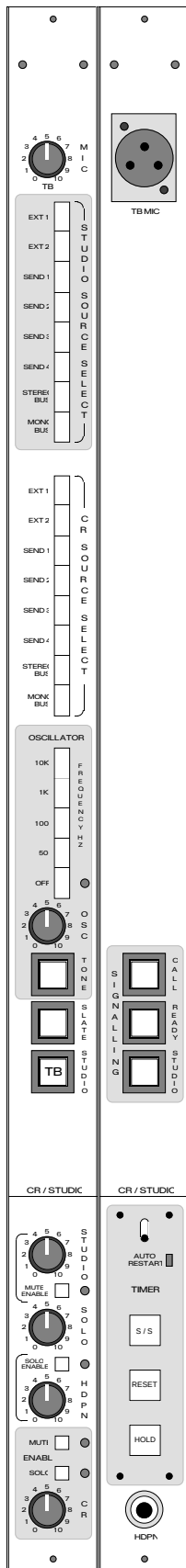
Monitor and Optional Modules

CHAPTER CONTENTS

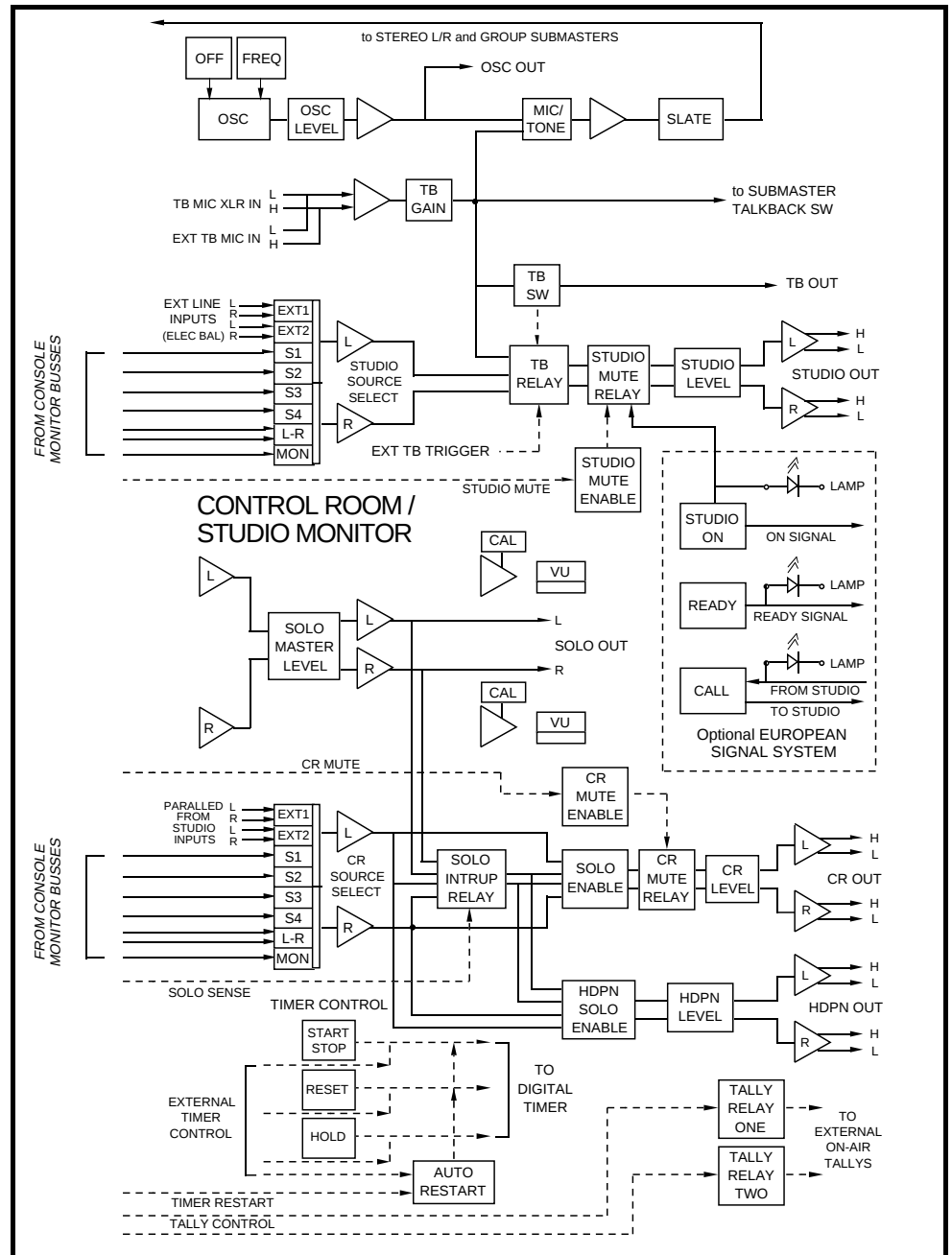
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I/O Connections	4-4
Printed Circuit Card	4-6
Schematic	4-7
Optional Second Studio	4-9
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Optional Line Selector	4-12
I/O Connections	4-13
Schematic	4-14
Optional Tape Remote	4-15
I/O Connections	4-16
Schematic	4-17
Clock Printed Circuit Card	4-18
Clock Control Printed Circuit Card	4-19
Clock/Clock Control Schematic	4-20
Timer Printed Circuit Card	4-21
Timer Control Printed Circuit Card	4-22
Timer/Timer Control Schematic	4-23
Optional Meterbridge Pre-Select	4-24
I/O Connections	4-25
Printed Circuit Card	4-26
Schematic	4-27

Control Room/Studio Monitor (CS-08)

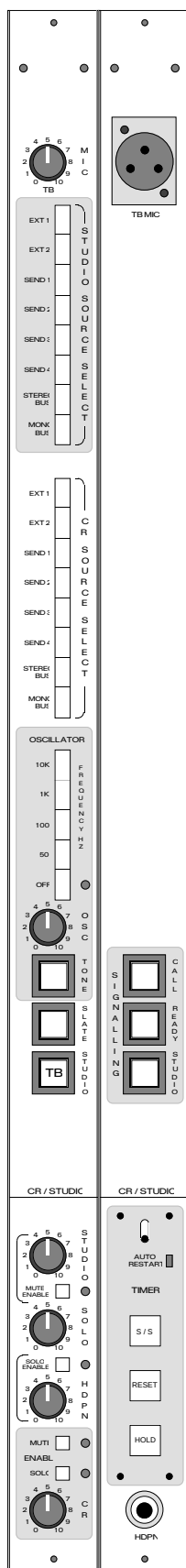
This module controls monitor functions for the SP-8 console, as well as providing a calibration oscillator and the master controls for the console's solo and headphone circuits. It also houses talkback and signalling circuitry.



Control Room/Studio
CS-08



Control Room/Studio Monitor Signal Flow Diagram

Control Room/Studio
CS-08

Front Panel Controls

From top to bottom, the individual module controls are as follows:

TB MIC level control — Sets the console's talkback level. The talkback microphone input XLR is located directly to the right of this control.

STUDIO SOURCE SELECT switching — This interlocked switchbank determines which signal will be sent to the console's studio output. Selections include the four send busses, the master stereo output, the mono bus, and two external line inputs.

CR SOURCE SELECT switching — This interlocked switchbank is identical to the studio source select switchbank above it. It determines which signal will be sent to the console's control room output. Note the console's headphone output follows this switchbank.

OSCILLATOR SECTION:

FREQUENCY switches — Determine which calibration frequency will be generated: 10KHz, 1KHz, 100Hz, or 50Hz.

OFF switch — Turns the oscillator OFF; note an LED indicator stays lit whenever the oscillator is ON.

OSC level pot — Controls the level of the oscillator signal.

TONE switch — When pressed, replaces the console's talkback signal with the frequency oscillator output; it also routes same to the console's send ACN busses.

SLATE switch — When pressed, sends talkback to the console's group and output busses. If the TONE switch is pressed simultaneously, the frequency oscillator signal is sent to same.

STUDIO TB switch — Activates talkback, sending it to the console's studio output.

SIGNALLING SECTION:

CALL switch — When linked to a similar switch at a remote (studio) location, lights the remote button's indicator light. Also lights up when the remote button is pushed.

READY switch — When pressed, lights a ready tally indicator at a remote studio location. If the studio is on-air at the time, the STUDIO button (immediately underneath) lights up instead.

STUDIO switch — When pressed, lights an on-air tally indicator at a remote studio location (provided the studio is on-air at the time).

STUDIO level pot — Controls the level of the console's studio output.

STUDIO MUTE ENABLE switch — When engaged, allows the studio output to be muted by the console's logic circuitry.

SOLO level pot — The master level control for the console's solo circuit.

HDPN level pot — Controls the level of the console's headphone output.

HDPN SOLO ENABLE switch — When engaged, allows the headphone output to be interrupted by solo.

CR level pot — Controls the level of the console's control room output.

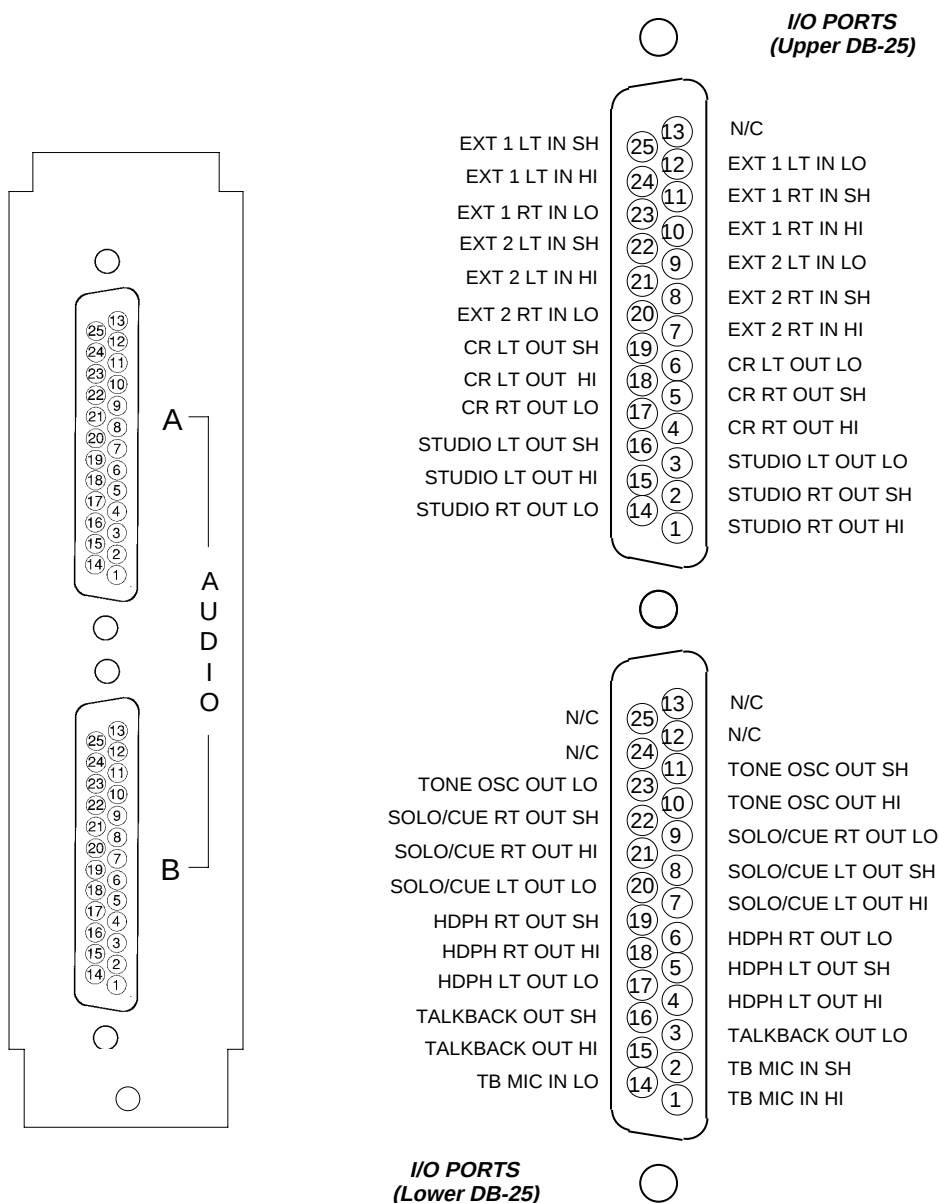
CR MUTE ENABLE switch — When engaged, allows the CR output to be muted by the console's logic circuitry.

CR SOLO ENABLE switch — When engaged, allows the control room output to be interrupted by solo.

HDPN jack — The output jack for the console's built-in headphone amp.

I/O Connections – Audio

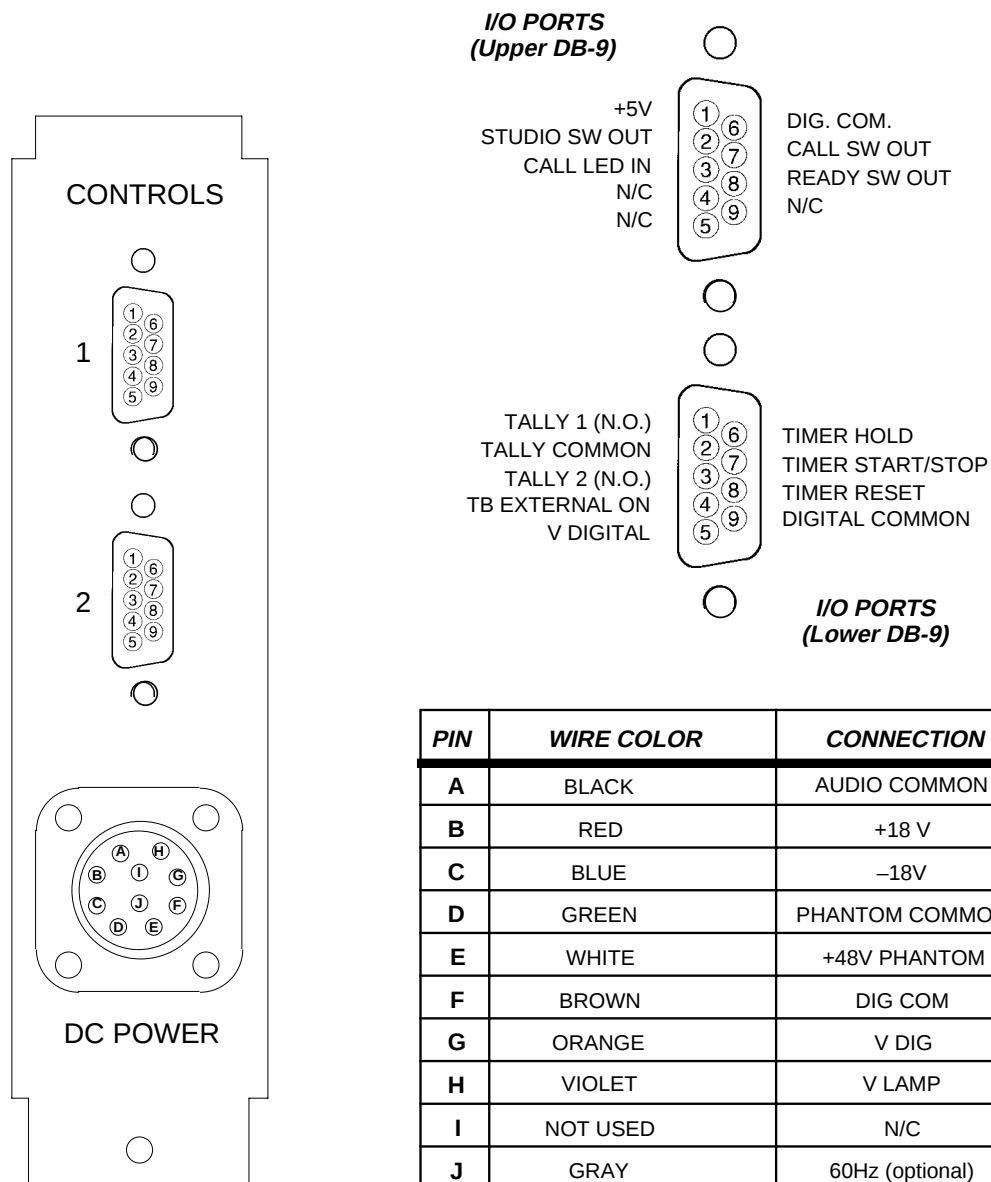
Module audio connections are via two rear panel DB-25 multipin connectors (Upper A and Lower B).



Control Room/Studio Module Audio Connectors

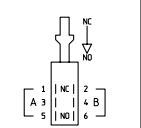
I/O Connections – Control and Power

Module control connections are via two rear panel DB-9 multipin connectors (Upper 1 and Lower 2). Power connections are via a 10-pin military style DC connector. This accepts the cable from the rackmounted console power supply.

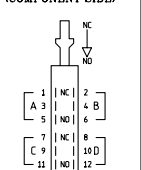


Control Room/Studio Module Control and DC Power Connectors

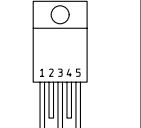
TYPICAL 2 POLE SWITCH PINOUT
VIEWED FROM ABOVE
(COMPONENT SIDE)



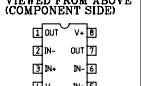
TYPICAL 4 POLE SWITCH PINOUT
VIEWED FROM ABOVE
(COMPONENT SIDE)



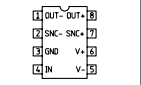
LM675 IC PINOUT
VIEWED FROM ABOVE
(COMPONENT SIDE)



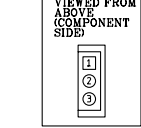
NE5532/TL072 IC PINOUT
VIEWED FROM ABOVE
(COMPONENT SIDE)



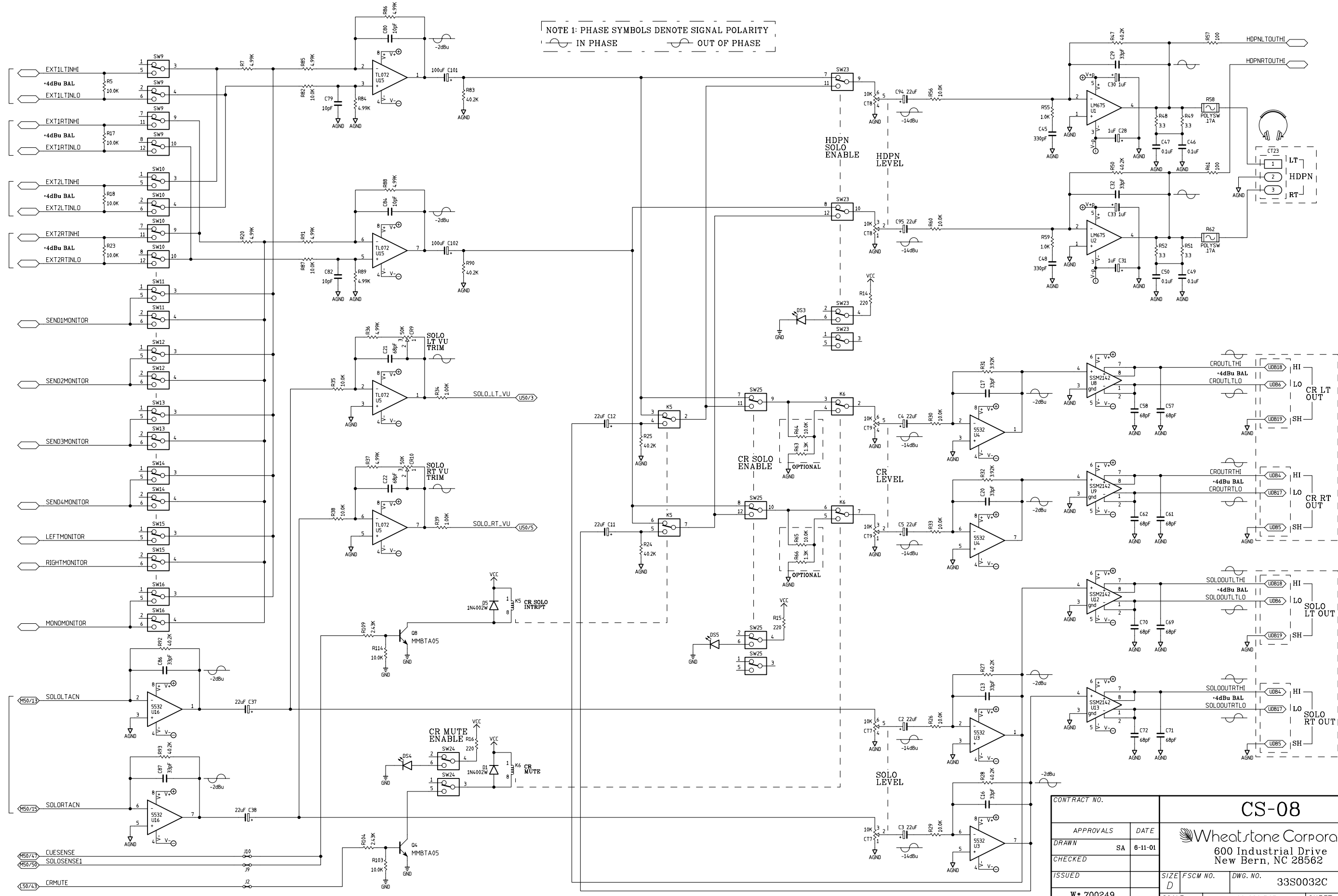
SSM2142 IC PINOUT
VIEWED FROM ABOVE
(COMPONENT SIDE)



3 PIN JST CONNECTOR
PINOUT
VIEWED FROM ABOVE
(COMPONENT SIDE)



NOTE 1: PHASE SYMBOLS DENOTE SIGNAL POLARITY
IN PHASE OUT OF PHASE



CONTRACT NO.		CS-08	
APPROVALS	DATE	Wheatstone Corporation 600 Industrial Drive New Bern, NC 28562	
DRAWN	SA 6-11-01		
CHECKED			
ISSUED		SIZE D	FSCM NO. 33S0032C
W* 700249		SCALE	CS-08C PCB
		SHEET 1 OF 3	

CS-08 Control Room/ Studio Module Schematic - Sheet 1 of 3

CONNECTORS BUSS CHART

UPPER 50 PIN BUSS CONNECTOR

U50/1	U5001	1	CT15	2	U5002	U50/2
U50/3	SOLO_LT_VU	3		4	AGND	U50/4
U50/5	SOLO_RT_VU	5		6	AGND	U50/6
U50/7	SENDMXMVU	7		8	U5008	U50/8
U50/9	U5009	9		10	AGND	U50/10
U50/11	U5011	11		12	AGND	U50/12
U50/13	SEND1MONITOR	13		14	AGND	U50/14
U50/15	SEND2MONITOR	15		16	AGND	U50/16
U50/17	SEND3MONITOR	17		18	AGND	U50/18
U50/19	SEND4MONITOR	19		20	AGND	U50/20
U50/21	MXMAMONITOR	21		22	AGND	U50/22
U50/23	MXMBMONITOR	23		24	AGND	U50/24
U50/25	MXMCMONITOR	25		26	AGND	U50/26
U50/27	MXMDMONITOR	27		28	AGND	U50/28
U50/29	GROUP1MONITOR	29		30	AGND	U50/30
U50/31	GROUP2MONITOR	31		32	AGND	U50/32
U50/33	GROUP3MONITOR	33		34	AGND	U50/34
U50/35	GROUP4MONITOR	35		36	AGND	U50/36
U50/37	GROUP5MONITOR	37		38	AGND	U50/38
U50/39	GROUP6MONITOR	39		40	AGND	U50/40
U50/41	GROUP7MONITOR	41		42	AGND	U50/42
U50/43	GROUP8MONITOR	43		44	AGND	U50/44
U50/45	LEFTMONITOR	45		46	AGND	U50/46
U50/47	RIGHTMONITOR	47		48	AGND	U50/48
U50/49	MONOMONITOR	49		50	AGND	U50/50

MIDDLE 50 PIN BUSS CONNECTOR

M50/1	V+in	1	CT14	2	+40Vin	M50/2
M50/3	V+in	3		4	V+in	M50/4
M50/5	V-in	5		6	V+in	M50/6
M50/7	V-in	7		8	V-in	M50/8
M50/9	M5009	9		10	AGND	M50/10
M50/11	M5011	11		12	AGND	M50/12
M50/13	SOLOLTACN	13		14	AGND	M50/14
M50/15	SOLORTACN	15		16	AGND	M50/16
M50/17	LEFTACN	17		18	AGND	M50/18
M50/19	RIGHTACN	19		20	AGND	M50/20
M50/21	GROUP1ACN	21		22	AGND	M50/22
M50/23	GROUP2ACN	23		24	AGND	M50/24
M50/25	GROUP3ACN	25		26	AGND	M50/26
M50/27	GROUP4ACN	27		28	AGND	M50/28
M50/29	GROUP5ACN	29		30	AGND	M50/30
M50/31	GROUP6ACN	31		32	AGND	M50/32
M50/33	GROUP7ACN	33		34	AGND	M50/34
M50/35	GROUP8ACN	35		36	AGND	M50/36
M50/37	SEND1ACN	37		38	AGND	M50/38
M50/39	SEND2ACN	39		40	AGND	M50/40
M50/41	SEND3ACN	41		42	AGND	M50/42
M50/43	SEND4ACN	43		44	AGND	M50/44
M50/45	MONOACN	45		46	AGND	M50/46
M50/47	CUESENSE	47		48	AGND	M50/48
M50/49	TBMONITOR	49		50	SOLOSENSE1	M50/50

LOWER 50 PIN BUSS CONNECTOR

L50/1	MXMAACN	1	CT11	2	AGND	L50/2
L50/3	MXMBACN	3		4	AGND	L50/4
L50/5	MXMCACN	5		6	AGND	L50/6
L50/7	MXMDACN	7		8	AGND	L50/8
L50/9	L5009	9		10	AGND	L50/10
L50/11	L5011	11		12	L5012	L50/12
L50/13	L5013	13		14	L5014	L50/14
L50/15	+DIGin	15		16	+DIGin	L50/16
L50/17	+DIGin	17		18	+DIGin	L50/18
L50/19	GND	19		20	GND	L50/20
L50/21	GND	21		22	GND	L50/22
L50/23	L5023	23		24	MUTEGROUP1	L50/24
L50/25	MUTEGROUP2	25		26	MASTERMACHINE	L50/26
L50/27	MASTERMUTELINK	27		28	GROUP1MUTELINK	L50/28
L50/29	GROUP2MUTELINK	29		30	GROUP3MUTELINK	L50/30
L50/31	GROUP4MUTELINK	31		32	GROUP5MUTELINK	L50/32
L50/33	GROUP6MUTELINK	33		34	GROUP7MUTELINK	L50/34
L50/35	GROUP8MUTELINK	35		36	L5036	L50/36
L50/37	TIMERRESTART	37		38	+DIGin	L50/38
L50/39	MUTE2	39		40	+DIGin	L50/40
L50/41	MUTE1	41		42	+DIGin	L50/42
L50/43	CRMUTE	43		44	GND	L50/44
L50/45	TALLY2	45		46	GND	L50/46
L50/47	TALLY1	47		48	GND	L50/48
L50/49	SOLOSENSE	49		50	LINEMUTE	L50/50

UPPER DB-25 CONNECTOR

UDB25	AGND	13	CT12	12	EXT1LTINLO	UDB13
UDB24	EXT1LTINHI	24		11	AGND	UDB12
UDB23	EXT1RTINLO	23		10	EXT1RTINHI	UDB10
UDB22	AGND	22		9	EXT2LTINLO	UDB9
UDB21	EXT2LTINHI	21		8	AGND	UDB8
UDB20	EXT2RTINLO	20		7	EXT2RTINHI	UDB7
UDB19	AGND	19		6	CROUTLTLO	UDB6
UDB18	CROUTLTHI	18		5	AGND	UDB5
UDB17	CROUTRTLO	17		4	CROUTRTHI	UDB4
UDB16	AGND	16		3	STOUTLTLO	UDB3
UDB15	STOUTLTHI	15		2	AGND	UDB2
UDB14	STOUTRTLO	14		1	STOUTRTHI	UDB1

LOWER DB-25 CONNECTOR

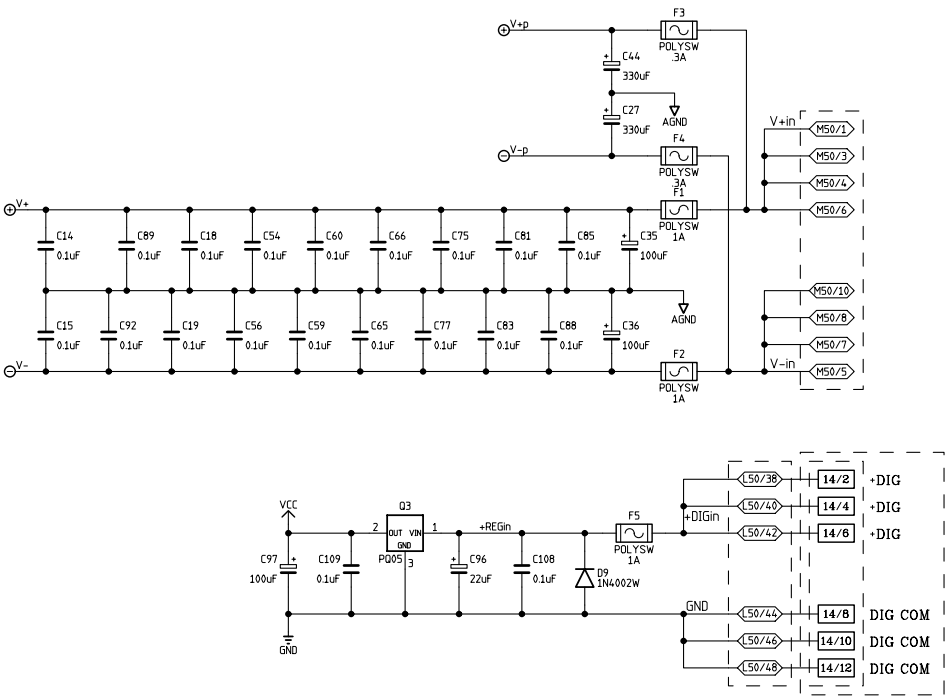
LDB25	AGND	13	CT12	12	AGND	LDB13
LDB24	LDB24	24		11	LDB12	LDB12
LDB23	AGND	23		10	AGND	LDB11
LDB22	AGND	22		9	OSCOUTH	LDB10
LDB21	SOLOOUTLTHI	21		8	AGND	LDB9
LDB20	SOLOOUTRTLO	20		7	SOLOOUTRTHI	LDB7
LDB19	AGND	19		6	AGND	LDB6
LDB18	HDPNLTOUTH	18		5	AGND	LDB5
LDB17	AGND	17		4	HDPNRTOUTH	LDB4
LDB16	AGND	16		3	AGND	LDB3
LDB15	TBOUTH	15		2	AGND	LDB2
LDB14	TBMICINLO	14		1	TBMICINHI	LDB1

U50/1	U5001	WP1
U50/3	SOLO_LT_VU	WP3
U50/5	SOLO_RT_VU	WP4
U50/7	SENDMXMVU	WP5
U50/9	U5009	WP7
U50/11	U5011	WP9
U50/13	SEND1MONITOR	WP10
U50/15	SEND2MONITOR	WP11
U50/17	SEND3MONITOR	WP12
U50/19	SEND4MONITOR	WP13
U50/21	MXMAMONITOR	WP14
U50/23	MXMBMONITOR	WP15
U50/25	MXMCMONITOR	WP16
U50/27	MXMDMONITOR	WP17
U50/29	GROUP1MONITOR	WP18
U50/31	GROUP2MONITOR	WP19
U50/33	GROUP3MONITOR	WP20
U50/35	GROUP4MONITOR	WP21
U50/37	GROUP5MONITOR	WP22
U50/39	GROUP6MONITOR	WP23
U50/41	GROUP7MONITOR	WP24
U50/43	GROUP8MONITOR	WP25
U50/45	LEFTMONITOR	WP26
U50/47	RIGHTMONITOR	WP27
U50/49	MONOMONITOR	WP28

CT10	CT13
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10

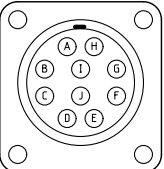
CT16	CT17
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10

CT21	CT22
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10

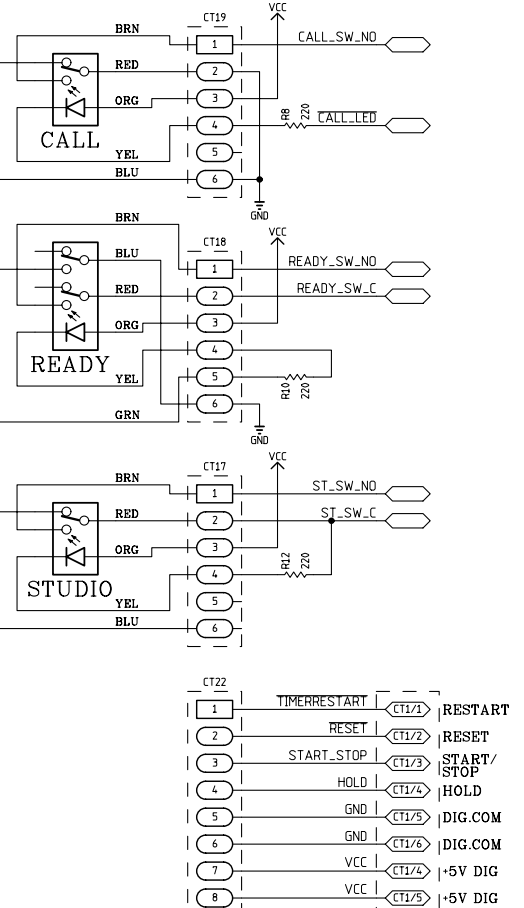


6 PIN JST CONNECTOR PINOUT
VIEWED FROM ABOVE COMPONENT SIDE

POWER SUPPLY CONNECTOR



- A) AUDIO/PHANTOM COMMON
- B) +18V
- C) -18V
- D) +12V LAMP COMMON
- E) +40V PHANTOM
- F) DIGITAL COMMON
- G) +DIGITAL (24V,8V)
- H) +12V LAMP
- I) N/C
- J) OPTIONAL 60 HZ SYNC



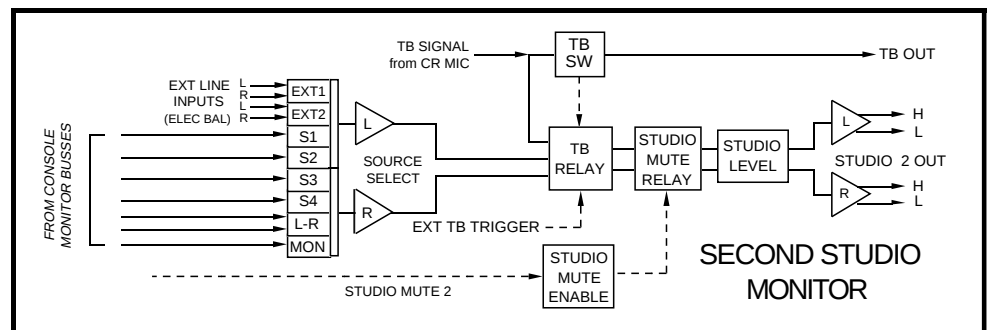
CONTRACT NO.		CS-08	
APPROVALS	DATE	Wheatstone Corporation	
DRAWN	SA 6-11-01	600 Industrial Drive	
CHECKED		New Bern, NC 28562	
ISSUED		SIZE	FSCM NO.
W* 700249		D	33S0034C
		SCALE	CS-08C PCB
		SHEET 3 OF 3	



Second Studio
SS-08

Second Studio Module (SS-08)

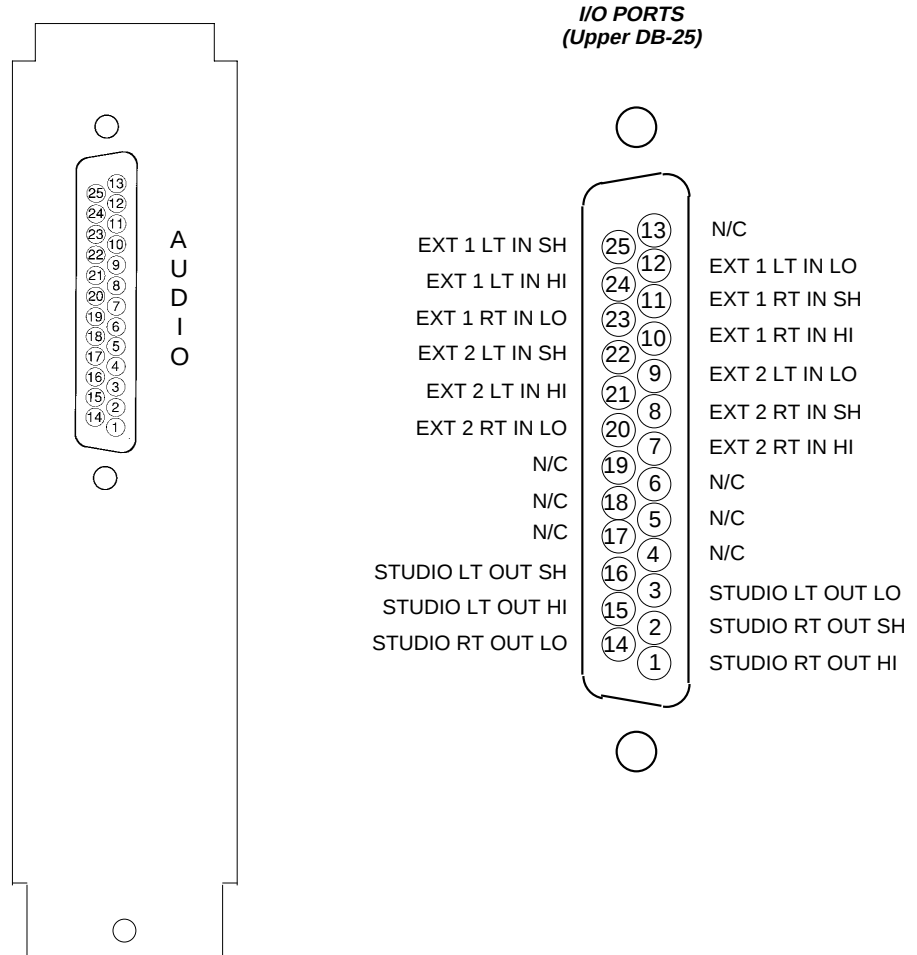
This optional module is utilized when it is desirable to interface to a second studio, or to have a module dedicated to talent feeds. It is also possible in special applications to configure the console with several of these stereo monitor modules.



Second Studio Module Signal Flow Diagram

I/O CONNECTION

Module audio connection is via one rear panel DB-25 multipin connector.



Second Studio Module Audio Connection

The Second Studio Module uses the same circuit board (CS-08 PCB) as the Control Room/Studio Monitor Module. Refer to the schematic on pages 4-7, 4-8, and 4-8a.



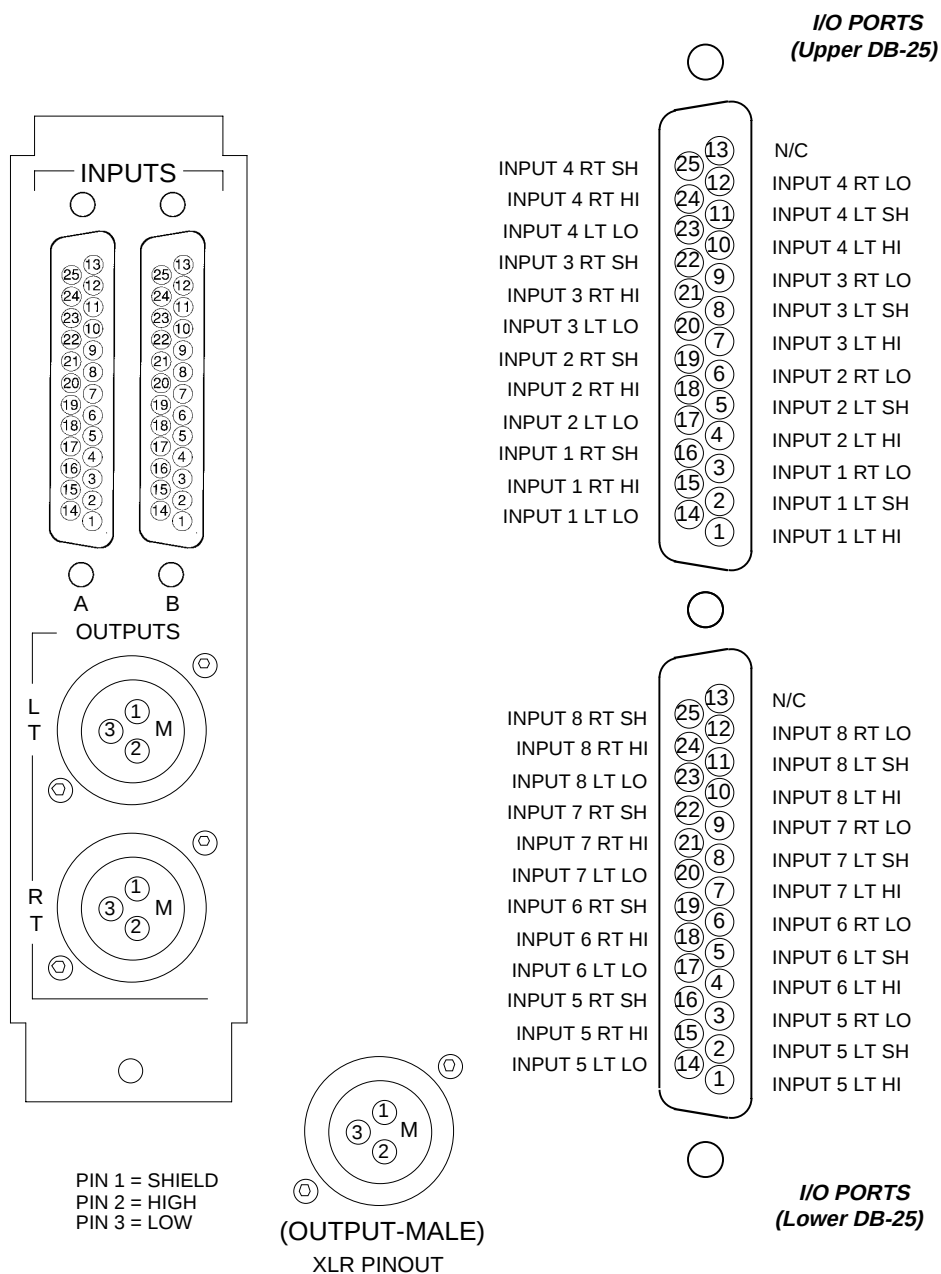
Line Select
LS-08

Line Selector Module (LS-08)

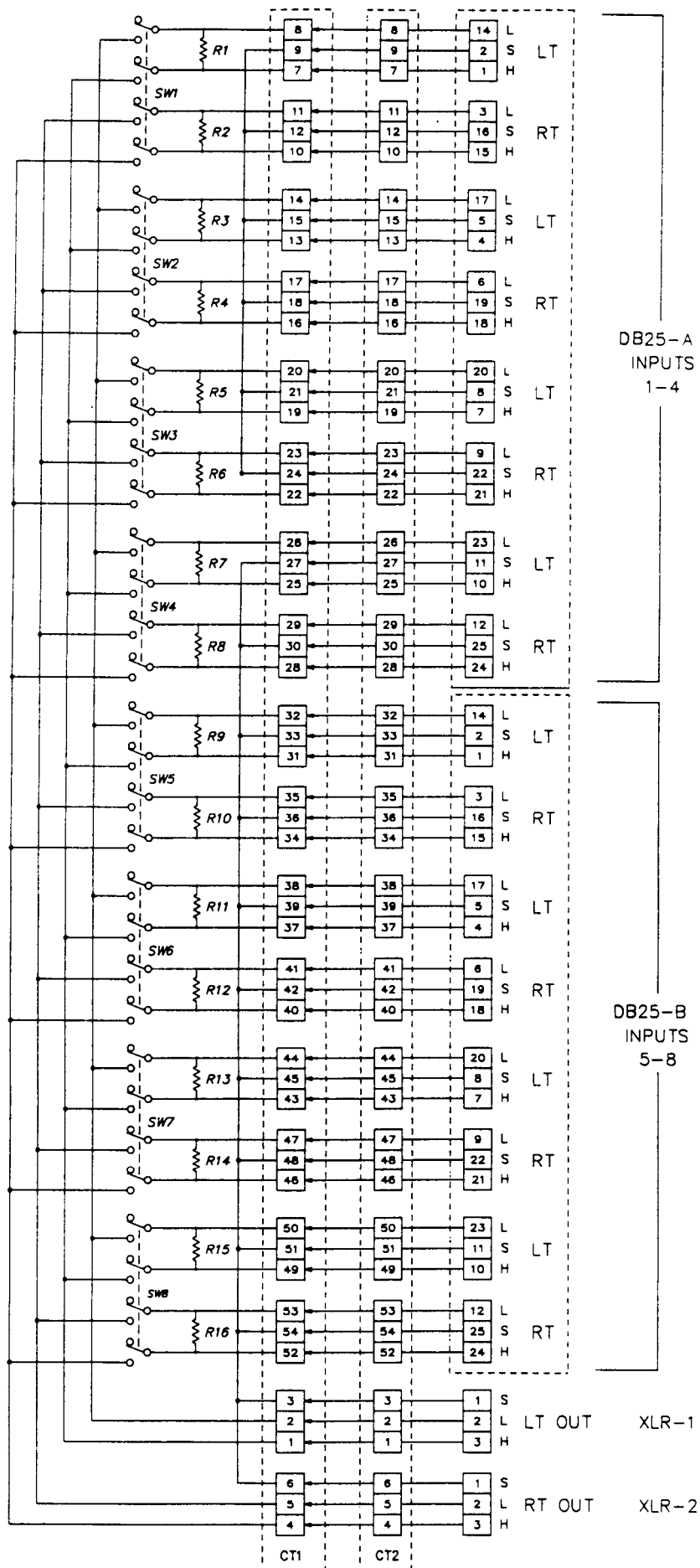
This optional module selects one of eight possible stereo line inputs (via a front panel interlocked switchbank) and routes it to the rear panel output pins, where it may be wired to the input connectors of other console modules.

I/O Connections

Module audio input connections are via two rear panel DB-25 multipin connectors (Upper A and Lower B). Output is via two male XLR connectors (left and right).

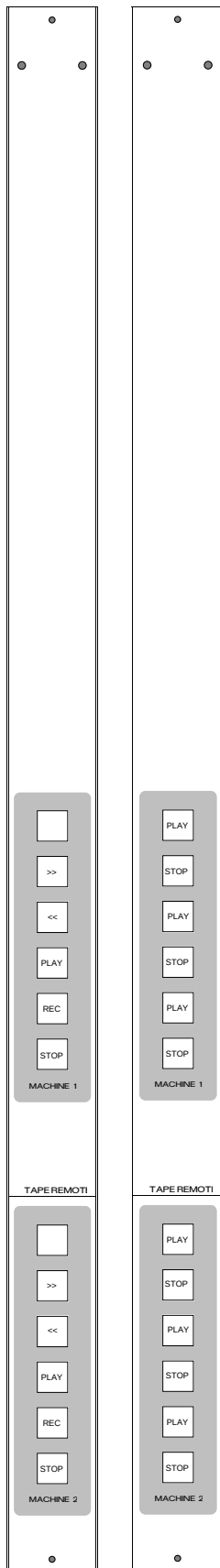


Line Selector Module Audio Connectors



Tape Remote Module (TR-08)

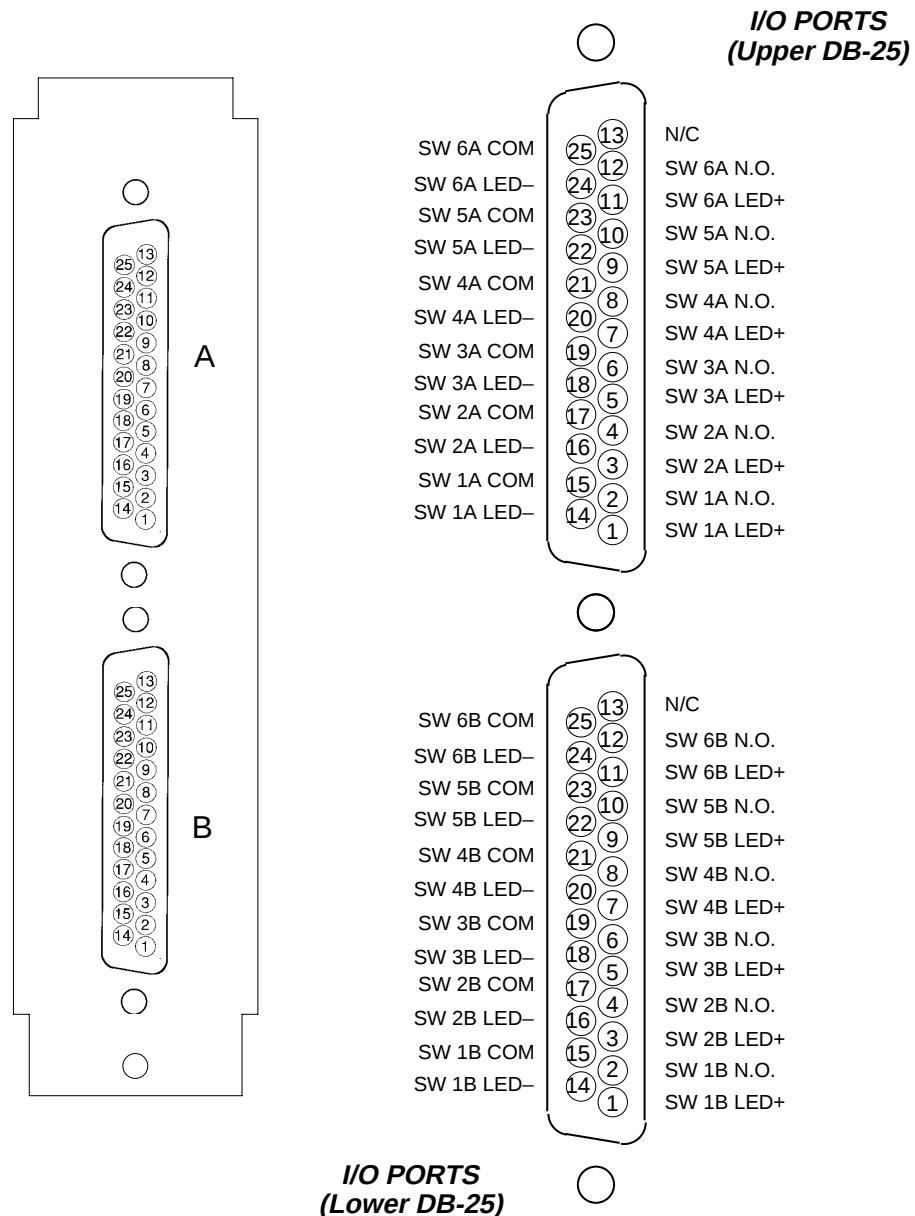
There are two versions of this optional module: the SS6 and the FF2. These two modules are used for control of remote tape and/or cart machines. The SS6 version has six sets of start/stop buttons to control six different machines; the FF2 version can control two separate machines, each with a full set of functions, including fast forward, rewind, record, play and stop.



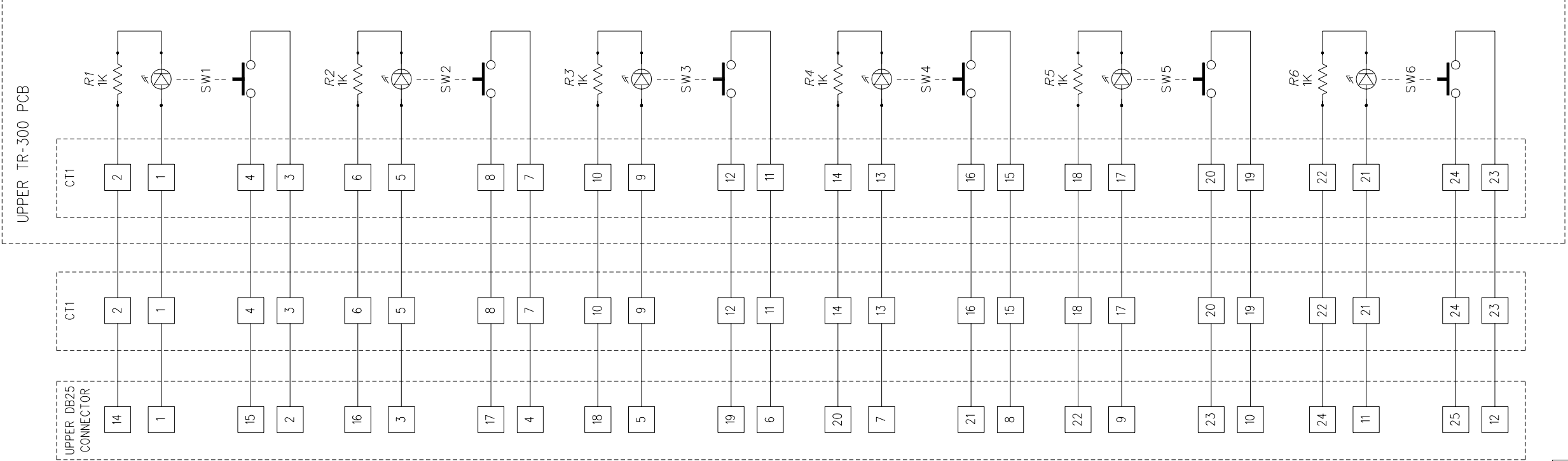
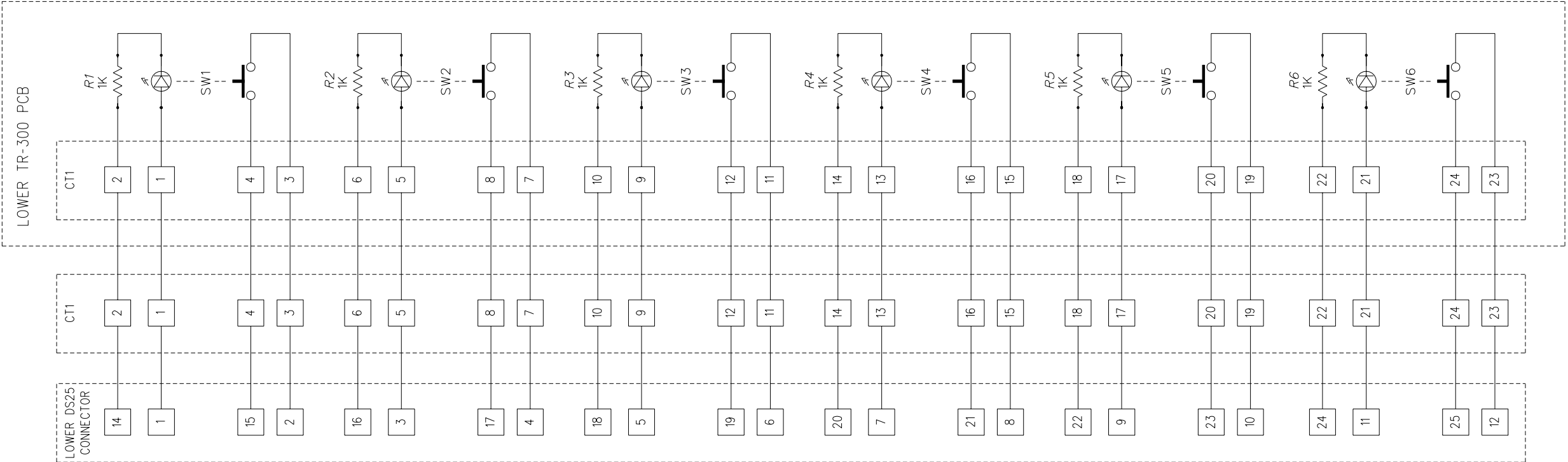
Tape Remote FF2 Tape Remote SS6

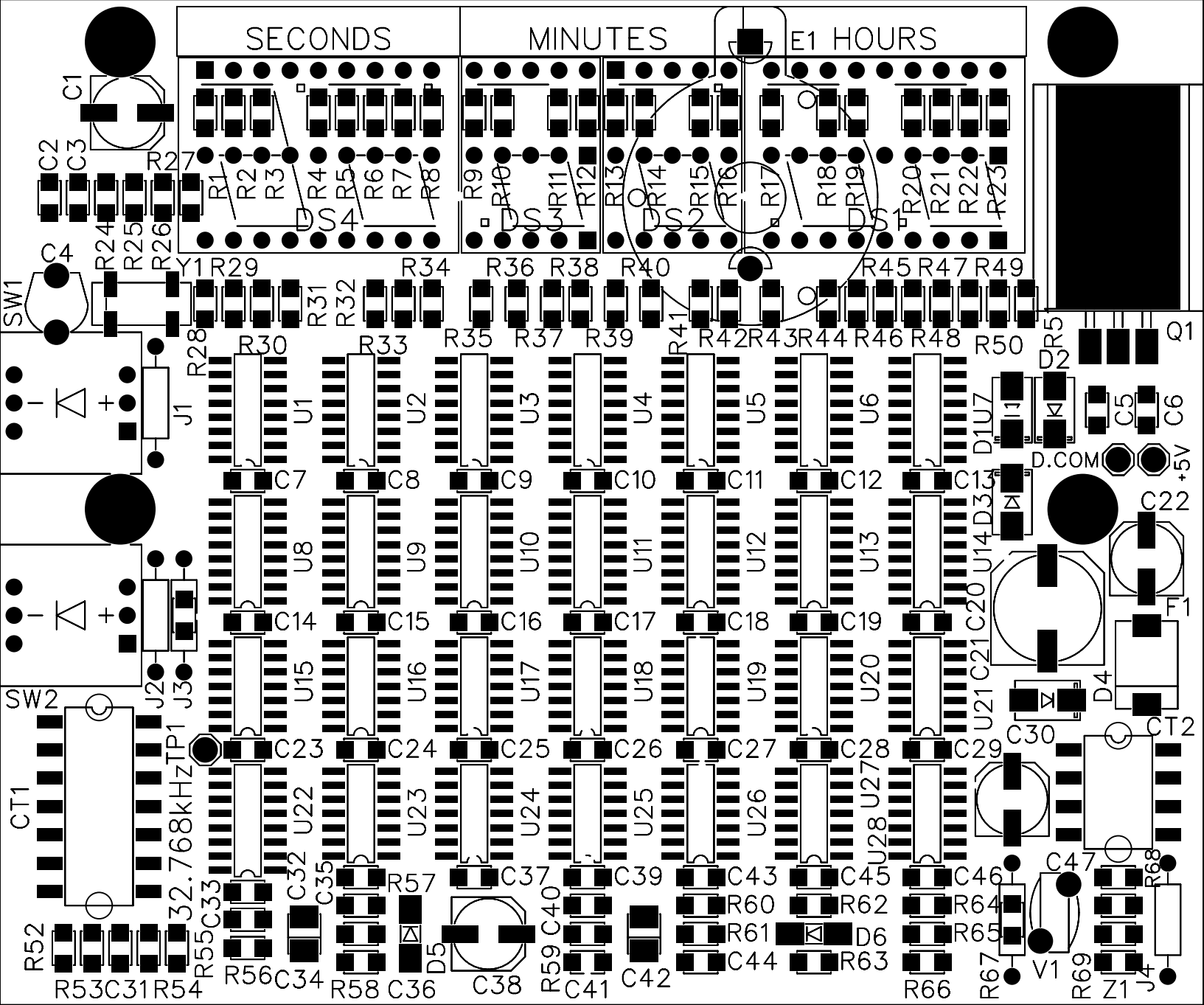
I/O CONNECTIONS

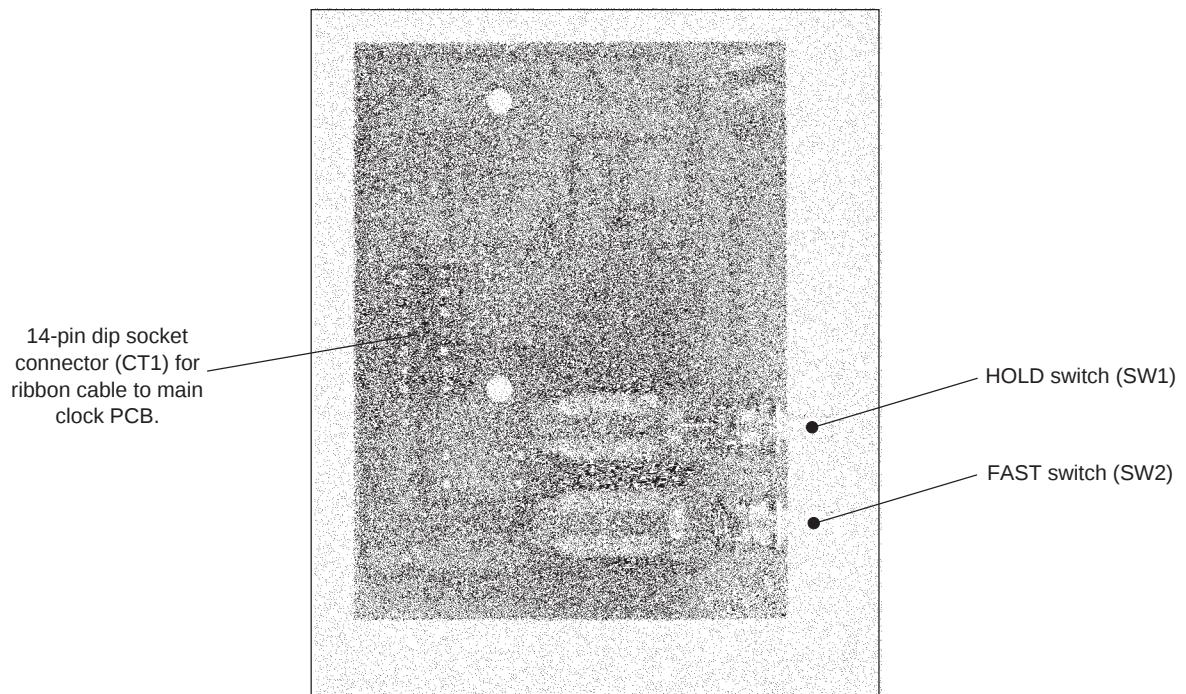
Module audio connections are via two rear DB-25 multipin connectors (Upper A and Lower B).



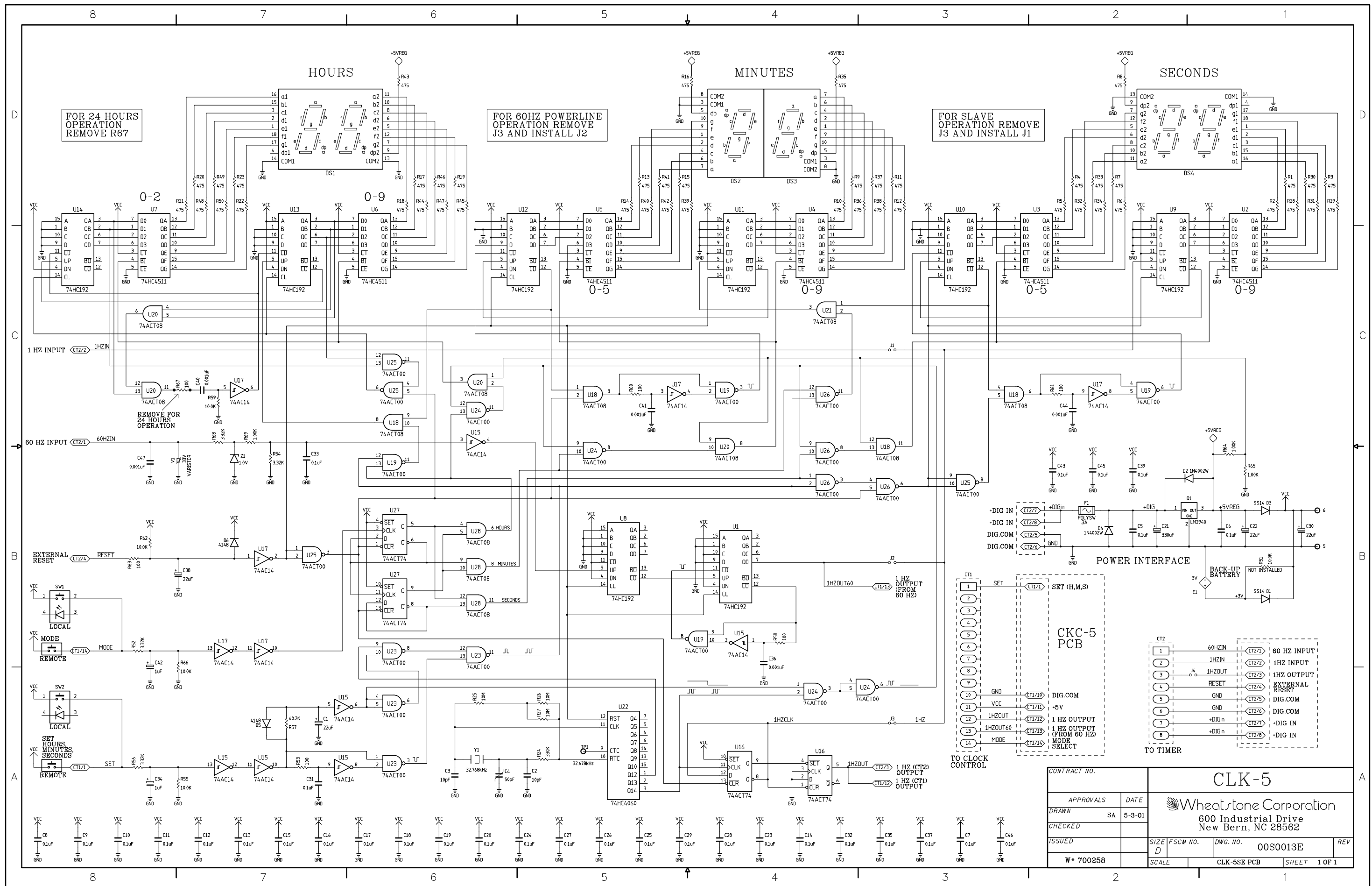
Tape Remote Module Audio Connectors



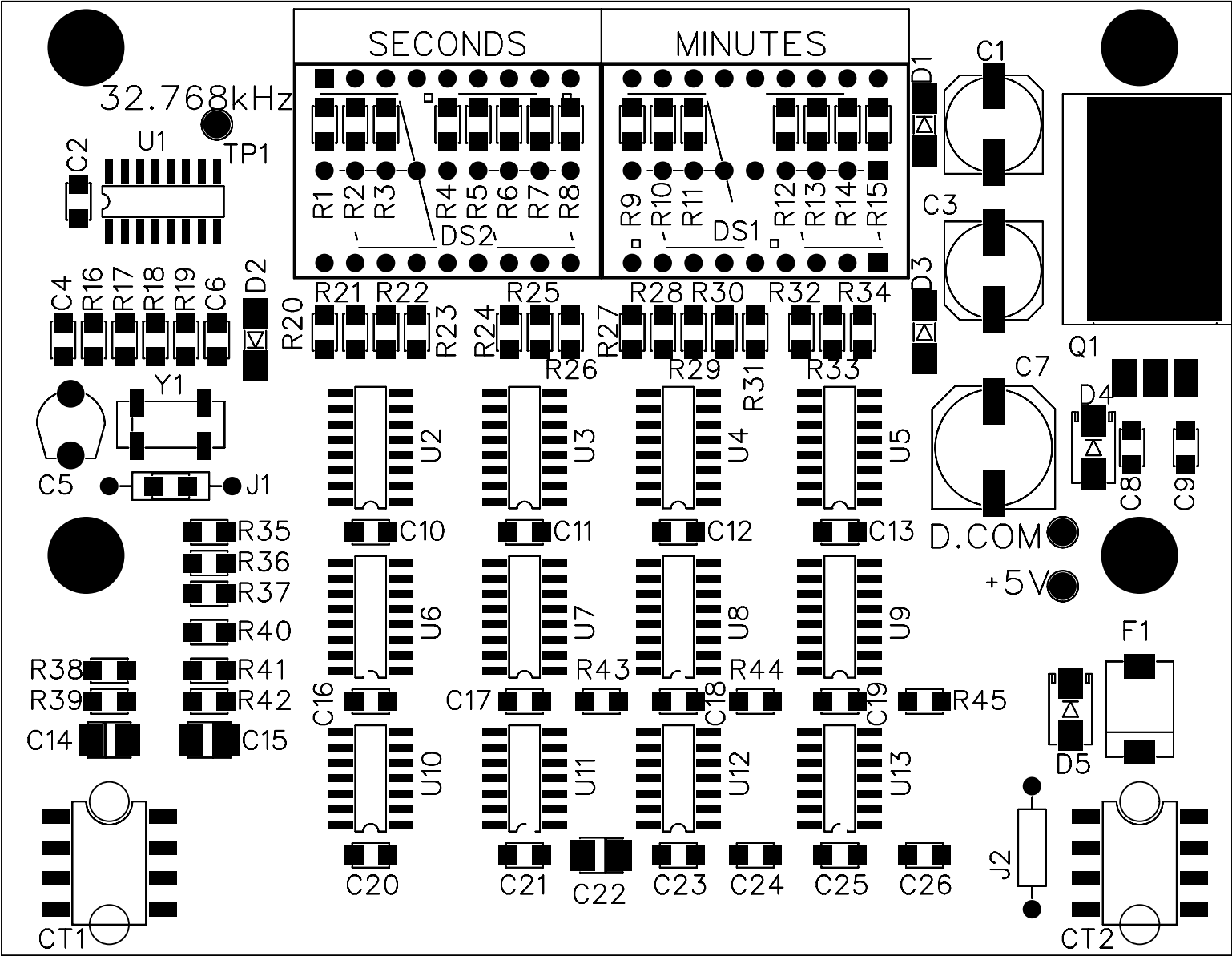


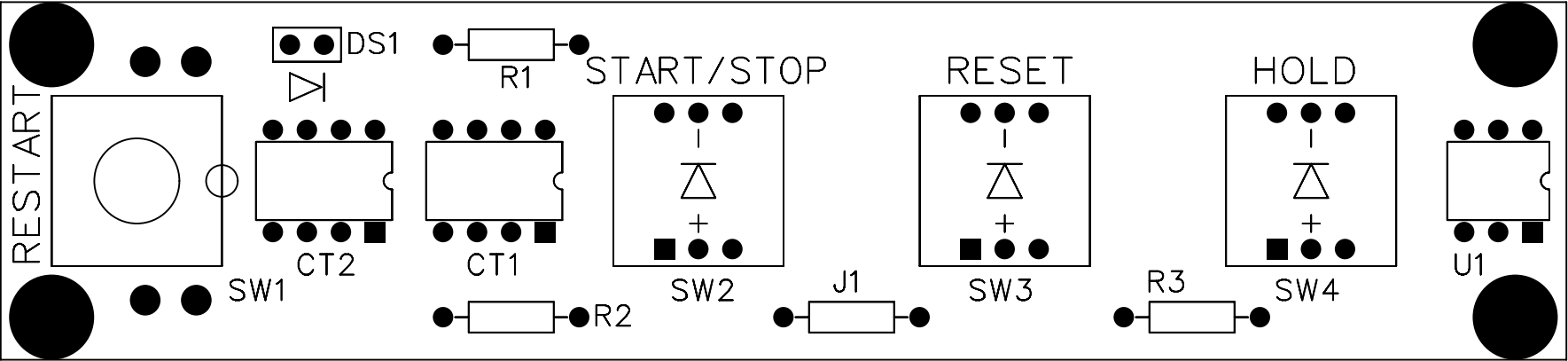


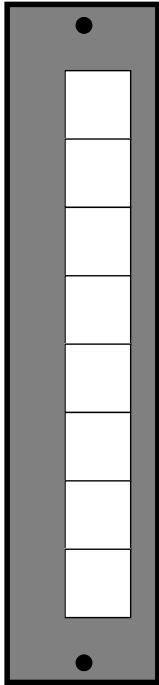
PARTS LIST — CLOCK CONTROL CARD		
PART NUMBER	DESCRIPTION	QTY
	PRINTED CIRCUIT BOARD, CKC-5C	1
CT1	CONNECTOR, 14-PIN DIP SOCKET	1
SW1	SWITCH, PUSHBUTTON, DPDT, LATCHING	1
SW2	SWITCH, PUSHBUTTON, DPDT, MOMENTARY	1



Clock Schematic - Sheet 1 of 1







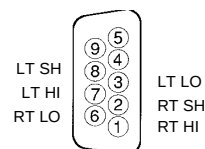
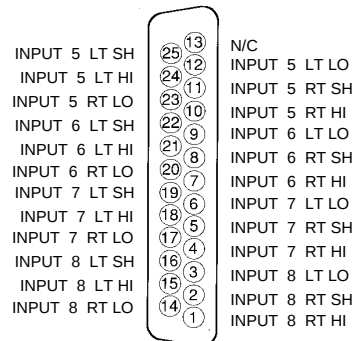
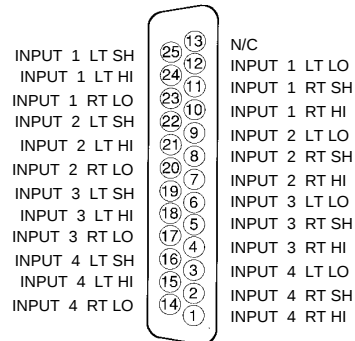
Typical
Meterbridge
Preselect
Panel

Meterbridge Preselect

General Description

This option adds an overbridge control surface to the console consisting of individual vertical panels, each containing an 8-position interlocking lighted switchbank. These switchbanks are used to preselect program sources for the input modules directly underneath each bank, greatly expanding the input capacity of the console. I/O connections are made through two DB-25 (inputs) and one DB-9 (output) connector behind each switchbank on the rear of the console meterbridge (see pinout drawing).

MBLS LINE SELECT PINOUTS DB I/O CONNECTORS



OUTPUT DB

MBLS Meterbridge Preselect

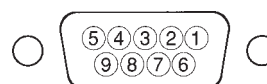
(Upper DB-25)



Diagram showing back of typical DB-25 connector plug, with pin numbers oriented as they would be seen from rear of console.



Pin 1 - INPUT 4 RT HI
Pin 14 - INPUT 4 RT LO
Pin 2 - INPUT 4 RT SH
Pin 15 - INPUT 4 LT HI
Pin 3 - INPUT 4 LT LO
Pin 16 - INPUT 4 LT SH
Pin 4 - INPUT 3 RT HI
Pin 17 - INPUT 3 RT LO
Pin 5 - INPUT 3 RT SH
Pin 18 - INPUT 3 LT HI
Pin 6 - INPUT 3 LT LO
Pin 19 - INPUT 3 LT SH
Pin 7 - INPUT 2 RT HI
Pin 20 - INPUT 2 RT LO
Pin 8 - INPUT 2 RT SH
Pin 21 - INPUT 2 LT HI
Pin 9 - INPUT 2 LT LO
Pin 22 - INPUT 2 LT SH
Pin 10 - INPUT 1 RT HI
Pin 23 - INPUT 1 RT LO
Pin 11 - INPUT 1 RT SH
Pin 24 - INPUT 1 LT HI
Pin 12 - INPUT 1 LT LO
Pin 25 - INPUT 1 LT SH
Pin 13 - N/C



(DB-9)

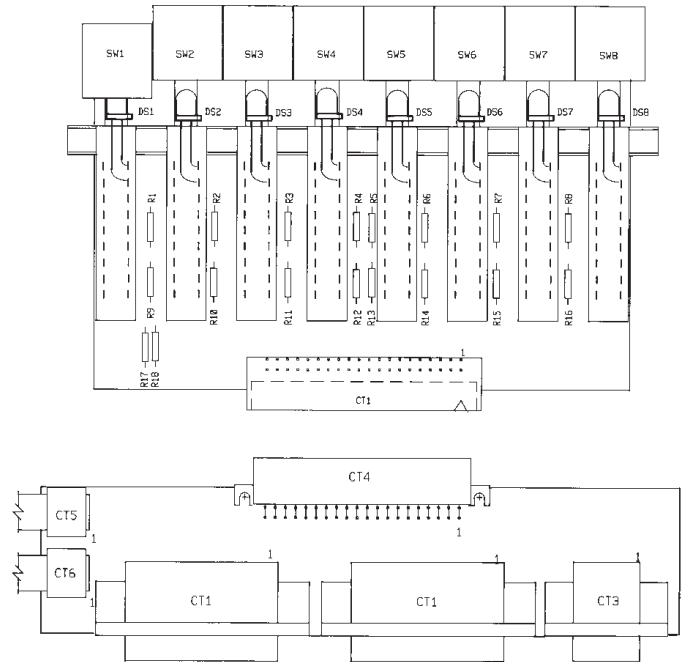
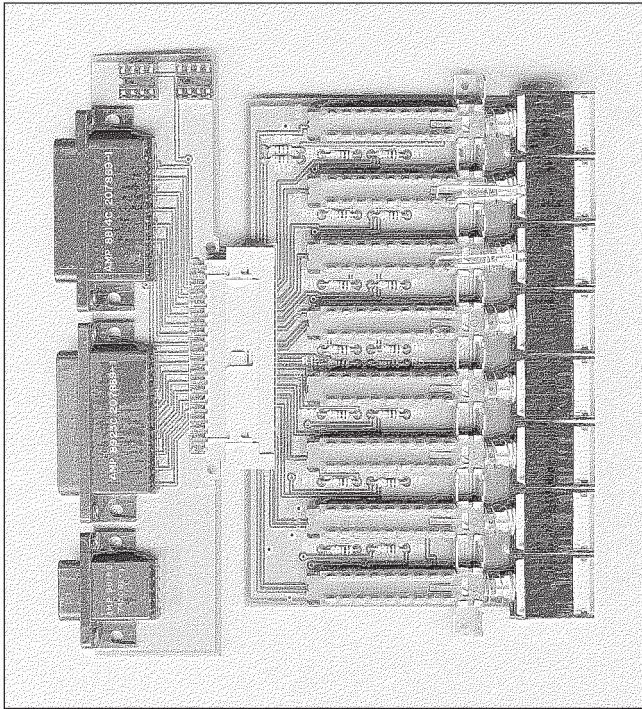
Pin 1 - RT HI
Pin 6 - RT LO
Pin 2 - RT SH
Pin 7 - LT HI
Pin 3 - LT LO
Pin 8 - LT SH
Pin 4 - N/C
Pin 9 - N/C
Pin 5 - N/C

(Lower DB-25)

Pin 1 - INPUT 8 RT HI
Pin 14 - INPUT 8 RT LO
Pin 2 - INPUT 8 RT SH
Pin 15 - INPUT 8 LT HI
Pin 3 - INPUT 8 LT LO
Pin 16 - INPUT 8 LT SH
Pin 4 - INPUT 7 RT HI
Pin 17 - INPUT 7 RT LO
Pin 5 - INPUT 7 RT SH
Pin 18 - INPUT 7 LT HI
Pin 6 - INPUT 7 LT LO
Pin 19 - INPUT 7 LT SH
Pin 7 - INPUT 6 RT HI
Pin 20 - INPUT 6 RT LO
Pin 8 - INPUT 6 RT SH
Pin 21 - INPUT 6 LT HI
Pin 9 - INPUT 6 LT LO
Pin 22 - INPUT 6 LT SH
Pin 10 - INPUT 5 RT HI
Pin 23 - INPUT 5 RT LO
Pin 11 - INPUT 5 RT SH
Pin 24 - INPUT 5 LT HI
Pin 12 - INPUT 5 LT LO
Pin 25 - INPUT 5 LT SH
Pin 13 - N/C

MONITOR AND OPTIONAL MODULES

Meterbridge Preselect — LS PCB

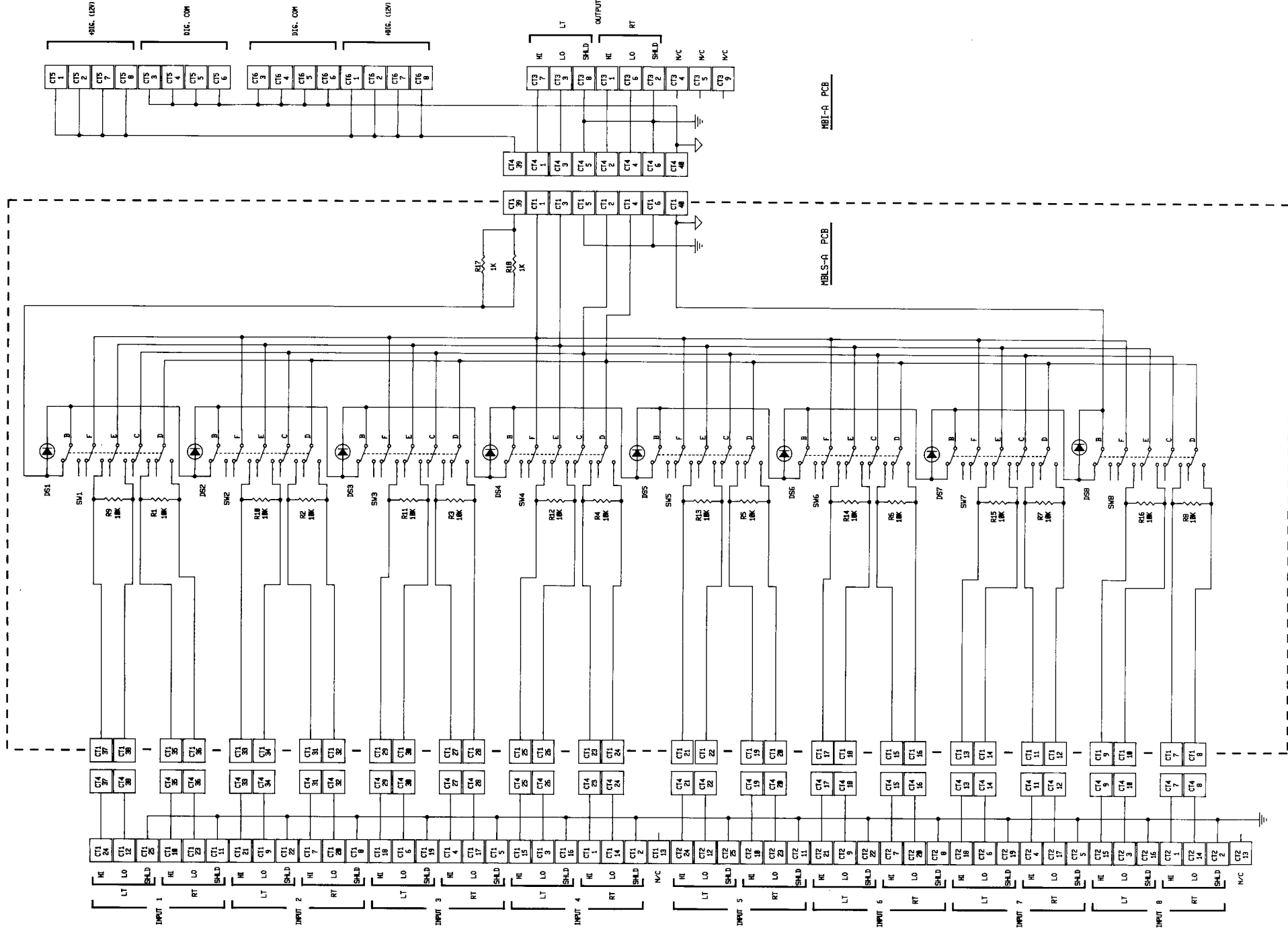


Meterbridge Preselect — Interface PCB

PARTS LIST — METERBRIDGE LINE SELECT CARD		
PART NUMBER	DESCRIPTION	QTY
1	PCB, MBLS	1
CT1	CONNECTOR, 40 PIN, RT ANGLE DIL HEADER	1
DS1 - 8	DISPLAY, LED, ROUND	8
R1 - 16	RESISTOR, 10K $\pm 5\%$, 1/4W	8
R17 & 18	RESISTOR, 1K $\pm 5\%$, 1/4W	2
SW1 - 8	SWITCH, INTERLOCKED, 8-6PDT	1

PARTS LIST — METERBRIDGE LINE SELECT INTERFACE CARD		
PART NUMBER	DESCRIPTION	QTY
1	PCB, MBLS INTERFACE	1
CT1 & 2	CONNECTOR, DB-25, RT ANGLE PCB MOUNT	2
CT3	CONNECTOR, DB-9, RT ANGLE PCB MOUNT	1
CT4	CONNECTOR, 40 PIN, RT ANGLE DIL SOCKET	1
CT5 & 6	CONNECTOR, 8 PIN DIP	2

Meterbridge Pre-Selector Printed Circuit Board Drawing



Appendix

CHAPTER CONTENTS

BALANCED vs UNBALANCED I/O CONNECTIONS	A-1
Typical Unbalanced Connections (dwg)	A-2
NOTES ON LEVEL MEASUREMENT	A-3
TROUBLESHOOTING	A-3
Basic Procedures	A-3
Testing a "Live" Console – Precautions	A-3
Integrated Circuits	A-4
OTHER DETAILS	A-5
FURNITURE LEG SET ASSEMBLY INSTRUCTIONS	A-6

BALANCED VERSUS UNBALANCED INPUT/OUTPUT CONNECTIONS

By now everyone knows (or should know) that balanced inputs and outputs are highly desirable - they have an intrinsic ability to reject hum, noise, crosstalk, and RF, even if the shielding and grounding leave something to be desired. Telephone companies routinely pack hundreds of balanced lines into one cable, with no shielding, next to AC power lines and street lights, and if good balance is maintained, the individual circuits are completely free of noise and crosstalk.

Not all equipment used in stations is balanced, however, and the most cost-effective devices often don't have +4 dBu output levels, either. Because of these realities, all Wheatstone consoles are designed to accept balanced or unbalanced sources with levels as low as -10 dBu.

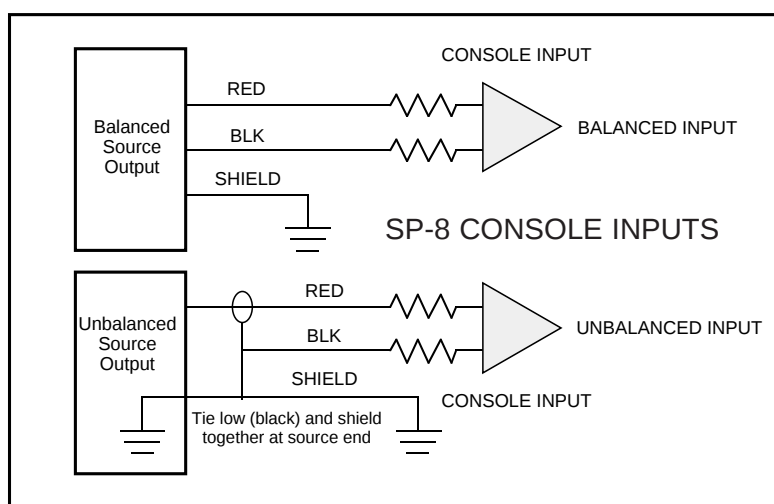
Connecting unbalanced inputs is simple—wire to the console with typical shielded two conductor cable (like Belden 9451), just as if you were connecting a balanced source. At the unbalanced machine's output, connect the black wire (LOW) to the shield. This "pseudo-balanced" connection has proven to be the simplest and most trouble-free way to go. Another plus is that the wiring need not be changed out if a balanced output machine is subsequently installed in that position. *If the machine has a -10 dBu output, don't hesitate to turn your input trimmers as high as is needed.*

SP-8 consoles use a new type of balanced output circuit, which behaves exactly like the secondary of a high-quality transformer, with no center tap—this output is both balanced and floating. Either the HIGH or LOW side of the output should be strapped to ground, with the output taken from the other side. (Normally you'd strap LOW to ground, and take HIGH to feed your unbalanced equipment.)

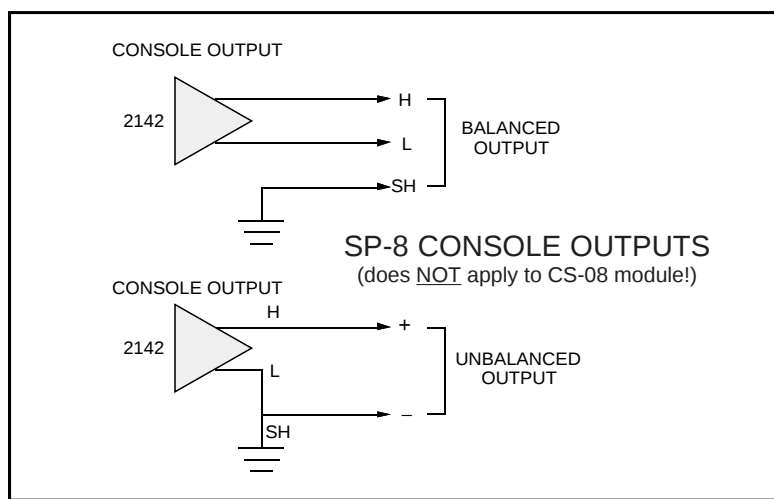
This type of self-compensating active-balanced output has been tried before, but it required costly hand-matching of resistors to maintain stability

The ability to use output HIGH or LOW permits an easy phase reversal of the console's output signals, should this be desired.

and low distortion. The 2142 balanced line driver IC uses laser-trimming of the on-chip resistors, under computer control, to achieve the desired results at a realistic price. A major advantage over the discrete component designs is the ability to replace the IC without the need for hand-picking resistors to restore the performance of the circuit. If lightning ever strikes in your neighborhood, you know that nothing is totally immune to a close hit. It's comforting to know that you can simply unplug the left or right output stage, swap in another, and be back up and running in minutes.



Typical unbalanced input and output connections to SP-8 console.



The output circuitry shown to the right applies to SP-8 input, group and output modules only. For connections to monitor modules (i.e., CS-08 Control Room/Studio module) see next section.



Note these output connection details differ from the SP-8's other modules (called out on the previous page).

CS-08 MODULE OUTPUT CONNECTIONS

The SP-8 console's monitor module has electronically balanced output circuits on its main output channels. Care should be taken when installing or testing these circuits to avoid connecting the "low" side of these outputs to ground or to an input circuit that has a low impedance to ground. While such a connection will not cause damage to the console, levels will be incorrect and distortion figures will rise. If an unbalanced connection must be made to these outputs, let the "low" side float unconnected or else build it out with a 620Ω or higher resistor.

NOTES ON LEVEL MEASUREMENT

Audio levels today are commonly referred to as voltage equivalents of power levels in 600 ohm circuits. One milliwatt (0 dBm) in 600 ohms is a voltage of .775 V. The corresponding unit for use in circuits where the exact impedance is unknown or irrelevant is the dBu (the "u" stands for "unloaded"). Thus, 0 dBu is .775 V regardless of the impedance of the circuit where it is measured. (Note the dBu should not be confused with the dBV; 0 dBV = 1 volt.)

For your convenience, here are some commonly encountered values:

0 dBm in 600 ohms = .775 V = 0 dBu in any impedance

+4 dBu = 1.23 V

+8 dBu = 1.95 V

-10 dBu = .245 V

-20 dBu = 77.4 mV

-50 dBu = 2.45 mV

When checking out a system, remember to measure the input voltage at the connector, as variations in input impedance and generator source impedance can invalidate your results.

TROUBLESHOOTING

BASIC PROCEDURES

If you have encountered difficulty in testing your installation, check the items listed below before opening the console. *Note that some items may seem very obvious; it is often the most obvious things that we overlook.*

1) Check that the AC power source for the console is live, and that the console power cable is connected to the AC source.

2) Make sure that the sources you are using to test the console installation are producing normal, line level signals. For example, if a cart machine is the source, is the cart playing? Is the output of it connected to the console?

3) When checking for sound from the control room speakers, is the amplifier on? Is the amplifier volume turned up to a normal level? Are the speakers connected to the amplifier outputs?

4) If you have checked external devices and connections, and feel that the problem is within the console, double check all wiring before attempting to troubleshoot the console itself.

Testing a "Live" (Powered-Up) Console – Precautions

(1) If a module must be removed, but remain connected while troubleshooting, place a piece of cardboard or other non-conducting material across the console where the module will be placed. This will prevent shorting, and also avoid scratching or marring the faceplates.

(2) Be extremely careful when using meter or oscilloscope test probes, to avoid shorting a test point to an adjacent connection. This is especially important when probing a pin 7 op-amp output, since the adjacent pin 8 is at 18 volts.

(3) **NEVER** remove or insert an integrated circuit while the console is powered up.

INTEGRATED CIRCUITS

The audio circuits of the console consist almost entirely of plug-in IC op-amps. The types called out in the schematic drawings and parts lists are chosen for optimum performance; in an emergency situation other types of known matching pin-out and capability can be temporarily substituted. Some useful troubleshooting hints for these circuits follow.

(1) Due to the large open-loop gain of the typical op-amp, the inverting input of an amplifier, configured as an inverter with its non-inverting input grounded, acts as a "virtual ground," and signal levels at this point can be expected to be extremely low. However, a circuit fault could result in a large signal level at the inverting input, so it may be worth checking.

(2) When one of these ICs fails, it commonly swings its output to one of the power supply rails. This should be a first check when a bad IC is suspected. Measure the output pin of the IC directly (as opposed to measuring after a coupling capacitor) under a no-signal condition and look for a large DC offset at the output. Note SP-8 input, group and output modules are power-protected from the main voltage distribution busses by means of electronic fuses ("polyswitches") that automatically isolate the module from the rest of the console in the event of a voltage failure. These will reset once the fault is corrected and they have cooled off.

A polyswitch is a device that switches to a very high impedance state when its current threshold is reached. The device resets to a very low impedance state when the fault condition is cleared.



The SP-8 Control Room/Studio module does not have polyswitches; it is protected by 3.3Ω fuse resistors which will generally become open circuits when an IC fails, often with no visual indication. Whenever a fault is suspected check the voltage on the module side of these resistors. If one needs replacement be sure to stand it up from the circuit card as it can become hot enough to burn the card under fault conditions. In a pinch any low value 1/4 watt resistor can be used.

(3) The capacitive loading effect of a test probe may occasionally cause oscillations in a high gain amplifier circuit. For this reason it is advisable, when using meter probes to measure DC voltage in an amplifier circuit, to isolate the "hot" lead from the circuit under test with a 10K resistor. This

introduces a slight measurement error, depending on the meter input impedance, but this error is slight compared to the error that occurs if the amplifier is oscillating. If signal tracing with an oscilloscope, use a low capacity probe.

(4) Because of the feedback loop in the op-amp circuit, sometimes a signal can be measured or heard even when the IC is defective or even removed. Generally this signal will become more and more distorted as the level increases; also the gain of the affected path will be incorrect. Don't assume that because you can observe an output signal the IC must be working properly.

OTHER DETAILS

(1) In general, SP-8 consoles are rugged and user friendly. I/O connections can be unplugged or plugged in while powered up with no damage, provided the precautions described above concerning removal and replacement of modules are carefully followed. Occasionally, this will cause a transient in the logic system that may be sufficient to affect a channel's ON/OFF status, but this is rare.

(2) If the power cable is being unplugged from the mainframe or the power supply, be sure to first turn the power off to avoid arcing the connector pins.

(3) The module faceplate Lexan panel overlays are very durable, and can be easily cleaned with Windex. If they should become burned or torn through carelessness they can be replaced; consult Wheatstone for details.

(4) Care should be taken with the plexiglas covering the VU meters, as it is easily scratched.

(5) Fader knobs should be removed or installed only when the fader is at the end of its travel, to avoid "bowing" the internal fader structure.

Wheatstone maintains an active program of user support and technical assistance. You are encouraged to call (252-638-7000) or fax (252-637-1285) the factory with any questions, problems, ideas, or suggestions regarding your SP-8 console.

FURNITURE LEG SET ASSEMBLY INSTRUCTIONS

The SP-8 furniture leg set is shipped in four sections:

- a) two wooden side pieces
- b) a front panel
- c) a rear panel

Note the leg set has already been pre-assembled with the SP-8 console at the factory, so all holes have been predrilled. The set is subsequently broken down for shipping purposes. All that remains at the client end is re-assembly.

a) Note the wooden side pieces: the curved edges face towards the front; metal brackets have been pre-mounted on their inside surfaces; the bottom edge of each piece is longer than the top edge. When set upright in the correct orientation, the distance between them will equal the width of your SP-8 audio console, and the front and rear vanity panels will span that distance.

b) The front vanity panel has its formica surface facing to the front; the cherry strip is its bottom edge and rests on the floor.

c) The rear vanity panel has its formica surface facing to the rear. The cherry strip is its bottom edge; when in place it leaves a 3/4" gap between it and the floor. This is for wiring cable access.

Refer to the drawing
on the next page

FIELD ASSEMBLY CONSISTS OF FIVE BASIC STEPS:

1) Position the two side pieces and mount the FRONT VANITY PANEL to them, by screwing through the side piece front metal brackets directly into the predrilled holes on the front panel's surface, using the wood screws provided.

2) Mount the REAR VANITY PANEL to the rear metal brackets of the side pieces. Note this panel is attached using finished cupwasher screws that go into pre-tapped holes on the side pieces' rear metal brackets. Remember there will be a 3/4" gap between the rear panel's cherry trim strip and the floor.

3) With all screws tightened and the leg set safely assembled as a squared rigid structure, it is time to place the SP-8 console onto the leg set.

When properly in position (see drawing next page) the console's wooden endpieces will rest on the leg stand's side pieces, and will span the rear vanity panel. Front to rear position is determined by the predrilled holes in the bottom of the console's mainframe.

4) With the console in place and properly positioned, remove the REAR VANITY PANEL. This will allow you to get inside the leg stand and screw up through the wooden flange on top of the front vanity panel into the bottom of the console mainframe.

5) Final step: screw up through the two top side brackets into the predrilled holes in the bottom of the console's mainframe.

With the console now firmly attached to the leg stand, it is safe to do wiring. Then replace the rear vanity panel.

