

WheatNet-IP Audio Network **Totally** Essential

It turns out that there are very few essentials in life. Of the 118 elements in the periodic table, only 25 are essential to life and just four of those make up 96 percent of the human body. So it is for IP audio networking, too.

While most any audio network can perform basic routing, WheatNet-IP is an end-to-end IP audio network system made up of the wares and functions essential to life in the modern broadcast studio.

IT'S IN THE ECOSYSTEM

IP audio networks are for routing, yes. But don't forget what will be hanging off that network, now and in the future. WheatNet-IP is a complete IP audio network ecosystem of consoles, talent stations, I/O units, accessories and virtual tools. It includes online mixing and processing, scripting tools, audio drivers, and gigabit architecture. There are more than fifty elements that make up the WheatNet-IP audio network, any or all of which can be connected together for any sized operation or purpose.

ON THE SURFACE

WheatNet-IP audio network comes with a wide variety of control surfaces, from layered, multipurpose IP networked boards to network appliances such as the TS-22 talent station and the rackmount SideBoard – even the Glass-E virtual mixer that can be loaded onto your laptop.

Our newest addition: The LXE forever console that can be reprogrammed for any application, any time.

Adding a new studio? Just plug it in and go. Can't find the exact element or surface you need? Build your own console using our new reconfigurable LXE platform. Or, build your own interface using our ScreenBuilder app with onscreen buttons, meters, and other widgets that talk directly to any element that touches the WheatNet-IP audio network – consoles, codecs, profanity delay, transmitter readings, and more.

AUTOMATION, CODECS AND OTHER FRIENDS

More than 56 third-party brands integrate into the WheatNet-IP environment for seamless workflows across the studio and between automation systems, codecs and more.

AES67. AN ESSENTIAL.

The WheatNet-IP audio network is AES67 compatible. This means that you can transport audio between your WheatNet-IP networked facility and a remote production facility that has a AES67 compatible network, such as Dante®

FULL CONTROL

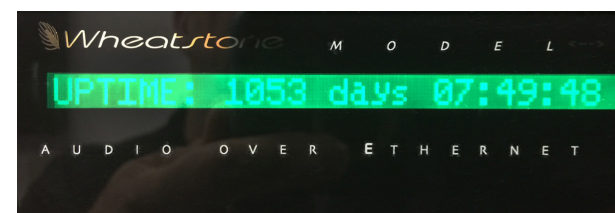
IP connectivity isn't just about access. It's about control. The more logic you can put on the network, the more control you'll have over change. Control is built into each WheatNet-IP connection point that is shared with other IP connection points across the network, giving you access to not only all sources at once, but also the presets and any associated logic that go along with each feed for controlling such things as mic ON/OFF, or changing remote mic settings for IFB, processing and other parameters. This makes a world of difference when it comes to being able to handle the unexpected or to repurpose a news set for multiple productions.

VIRTUAL INSIDE AND OUT

WheatNet-IP audio networking has been doing virtual long before virtual was cool, and not just on the surface...but inside the network itself. In addition to our Glass E virtual mixer for the laptop and tablet app for the LXE console, every I/O BLADE that makes up the WheatNet-IP audio network includes two stereo 8x2 utility mixers. Having these virtual mixers at every I/O point on the network makes it practical to do online mixing of sounds, segue remotely between feeds, virtually overdub and pan, you name it.

UPTIME ALL THE TIME

There used to be a perception that IP wasn't reliable. In the early years, that may have been the case, but not so today. Unique to the WheatNet-IP audio network is its distributed architecture, so that if one part of the network fails for any reason, the rest can keep on functioning. Each IP connection point – or BLADE – stores the entire configuration of the network onboard, which means that failover is immediate.



In fact, one I/O BLADE in particular that's been operating at a station for years now has logged more than 1,053 days of continuous uptime – not including the 1,400-plus days already elapsed before the BLADE was rebooted for a UPS battery change. All total, this BLADE, which happens to be serial number 001 running at Cox Media Group in Tampa, Florida, has logged 2,453 days of continuous uptime with the exception of one reboot due to routine maintenance. ♦



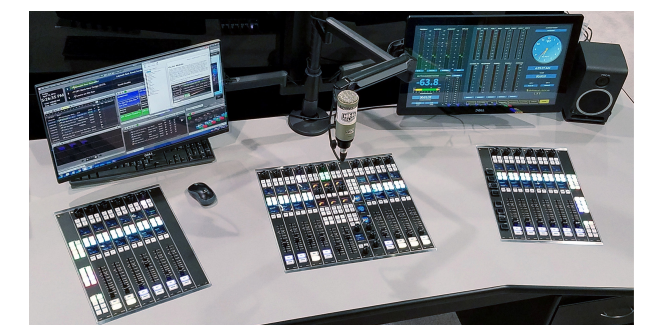
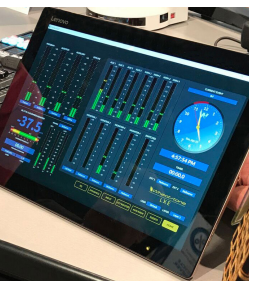
Ten in One

Who says you need 10 studios with 10 consoles and 10 automation workstations for 10 radio stations? One workstation with RCS Zetta and WheatNet-IP with an IP-16 control surface does it all. Shown is an entire 10-station operation on the bench at RCS' lab in Frankfurt, just before it was shipped to its new home at Sok FM in Greece. Sok FM is believed to be one of the first all-IP station operations in Greece. ♦

Your **Forever** Console



Say goodbye to fixed hardware. Instead of mapping switches, buttons and knobs to a particular function on a console that can never be changed, any button anywhere on our new LXE IP networked console can be programmed at any time for talkback, cue, start/stop or for toggling between functions, which can also be tied to different elements on the network. The LXE is Linux based with a touchscreen interface, so you can "pinch" the right amount of EQ and boost or cut frequencies using touch.



We network everything – even the IP console itself! Our new LXE console can be split up into separate fader banks and connected together through Ethernet, offering a more dynamic split-console configuration for sharing mutes, tallies, speakers and other resources. With multiple consoles accessing a common I/O point, talent can share sources and feeds in real-time, plus open and close mics, apply signal processing, handle IFB backlinks and essentially work closely together from separate LXE fader banks located anywhere inside, or outside, the studio. They can even co-produce from an auxiliary LXE Windows or Apple tablet in real-time while another board op is actively producing on the main LXE surface! ♦



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