



DiGiCo S21 Getting Started

Version B for Software Version 1.0



EC DECLARATION OF CONFORMITY

This is to certify that the:

DIGICO S21 MIXING CONSOLE

From serial number 210010

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**EN55103-1 2009 Emission standard
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EN60065 2002 A1 2006 Low voltage directive**

Signed:

A handwritten signature in blue ink, appearing to read "John Robert Stadius", is written over a horizontal dotted line. The signature is stylized and somewhat cursive.

John Robert Stadius

Position: Technical Director

Date: 24TH MARCH 2015

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1.1 The Console

The Digico S21 consists of a worksurface, an audio engine and a range of onboard inputs and outputs. It can be connected using optional DiGiCo DMI Cards to a variety of DiGiCo racks and other audio input/output devices.

The console worksurface consists of 2 sections that can be configured to control up to 40 mono or stereo input channels, 10 VCAs, 16 mono or stereo busses plus a Master buss and a 10 Input x 8 Output Matrix.

The left and right sections have 10 assignable faders and 10 sets of assignable on-screen channel controls, the right hand section also has a dedicated Master fader and mute, a Master/Solo meter, a set of 6 assignable encoder/switches and worksurface navigation controls

The console's buss architecture is dynamic, and can support mono and stereo configurations.

Multiple console setups can provide:

Front of House and Monitoring with shared stage racks and gain tracking.



1.2 Before You Start

There are certain general operating principles and terms that should be understood before continuing to use this manual. Please read this chapter carefully before proceeding.

IMPORTANT NOTES:

S21 V1.0 software is not compatible with any sessions created in preliminary (pre V1.0) versions of software. Please delete all old sessions to avoid potential issues and create a "New" session in V1.0.

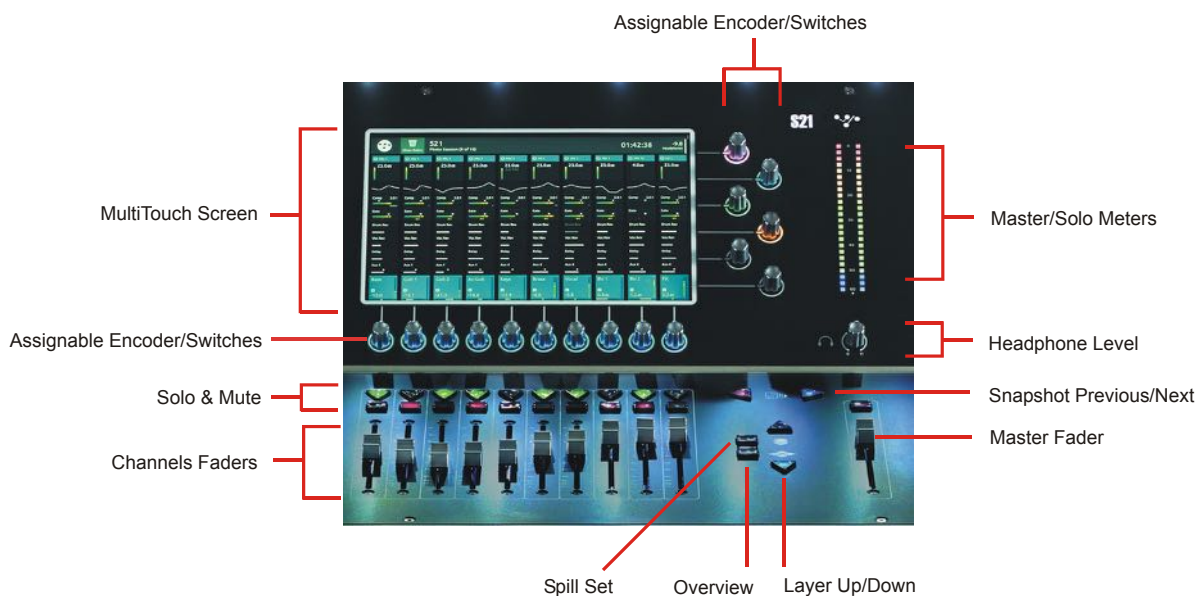
The console power switch is situated on the rear panel.

Please ensure that any required DiGiCo I/O racks are connected to the console DMI cards and powered on before starting the console itself to enable automatic discovery of the racks.

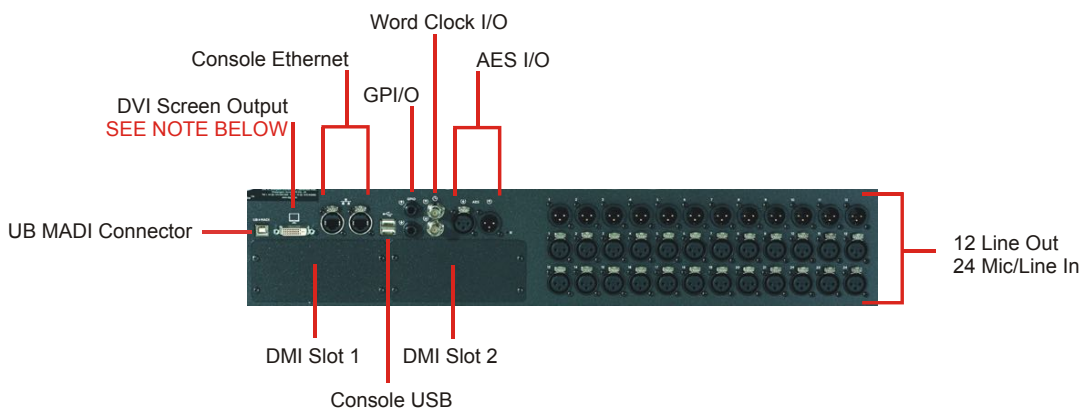
DMI cards are NOT "Hot swappable" so please ensure that the console is powered off before inserting or removing them.

We recommend that the first snapshot is used as a "Setup" Snapshot where all of your "session wide" settings like routing, Control Group membership and Buss Modes (whether Busses are Groups or Auxes) are first stored. Because these types of setting can be changed with Snapshot recall, it is advisable to save them all into this first snapshot before creating any further Snapshots. In this way, the settings for all subsequent Snapshots will contain the same data and there should be less requirement to adjust the Safe settings in the channels.

1.2.1 Worksurface Layout



Rear Panel



IMPORTANT NOTE: The DVI Screen output will display a copy of the Master (right hand) screen but this must be connected to the HDMI input of a suitable monitor using a standard DVI to HDMI adaptor (not supplied).

IMPORTANT NOTE: The GPI/O functionality is not yet implemented in V1.0

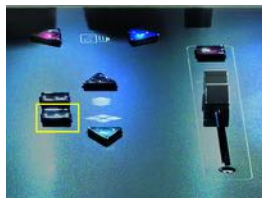
1.2.2 Layers and Banks.....

The S21's worksurface is divided into Layers and Banks. Each Layer contains 2 Banks of 10 channels, and the layer which is currently active on the control surface is selected using the **layer up and down** buttons next to the Master fader.

The **right hand screen** is referred to as the **Master Screen** and this is where the various expanded views of elements such as EQ and Dynamics are displayed.

Pressing the white **Overview** button, located near the **layer up and down** buttons displays an on screen representation of all console channels and the active layer can also be selected by touching it on the screen in this mode. The specific channels which are contained within each Bank are defined in the **Overview** display. By default, the Input channels will be assigned to Layers 1 and 2 on the left and right sections of the console.

The different output channels will be assigned to Layer 3 and 4. Control Groups will also be assigned to Layer 4. These bank assignments can be customised by the user and saved in a session at any time.



1.2.3 Using the Control Surface

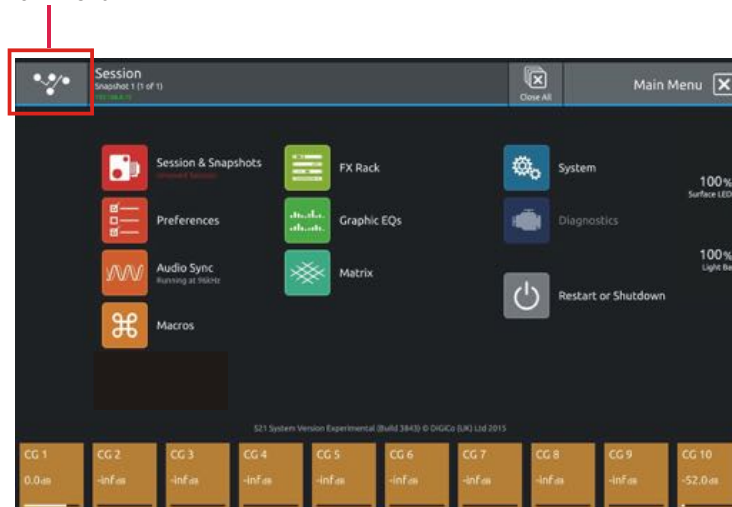
There are two main ways in which all of the functions of the S21 are accessed:

1. The touchscreen display, which can be controlled directly using a finger
2. The physical encoders, switches and faders.

A number of functions can be accessed in different ways, allowing users to operate the console using whichever interface they prefer. All of the physical controls on the console worksurface are described in full within the relevant section of the manual and many require no further introduction.

The right hand Master Screen has a DiGiCo logo icon at the top which is used to access the **Main Menu**

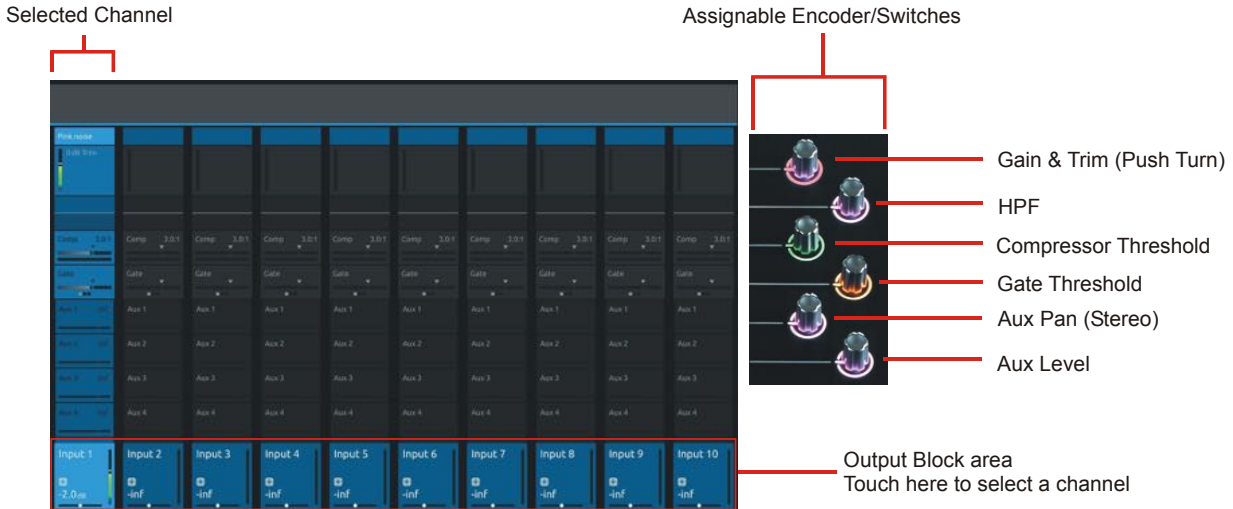
Main Menu



1.2.4 The Selected Channel

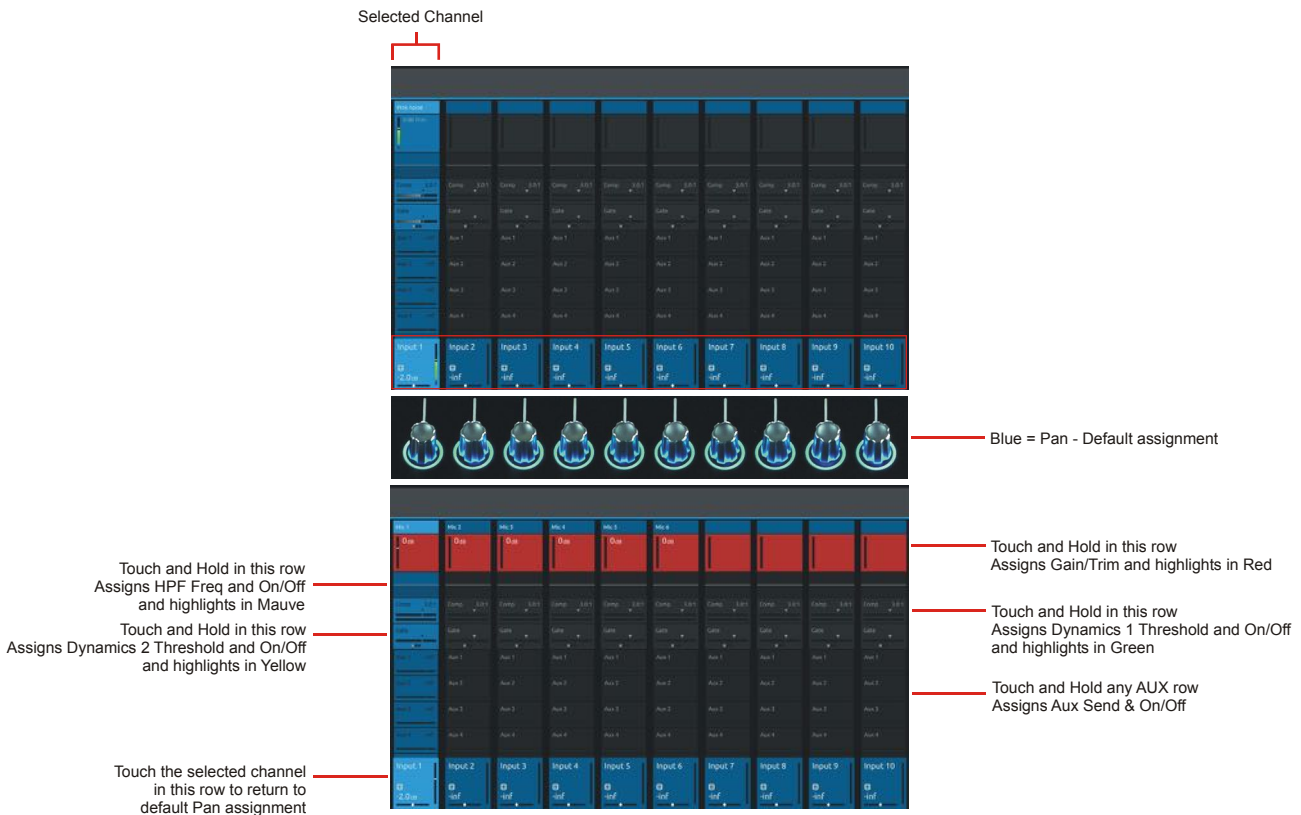
One of the channels in the Channel view is displayed with a highlighted background, indicating that it is currently the Selected Channel. This means that it has been assigned to the worksurface controls to the right of the screen as shown in the image below. To assign a channel, touch in the Output Block at the bottom of the on screen Channel view

NOTE: All of the master and under screen rotaries are encoders and switches in one unit. Often, different functions can be accessed by a standard turn, a push turn and a push (switch) eg Standard turn = Gain control & Push turn = Trim control



NOTE: When the right hand screen is not displaying the Channel view (eg it is displaying an EQ view), the master screen worksurface rotaries will not be assigned to the Channel view controls but to the controls for the EQ or other expanded view instead.

1.2.5 The Under Screen Controls



There is a row of 10 encoder/switches immediately below each touchscreen (shown above) that refer to the channels with which they are aligned.

These controls give access to the channel pans in standard operation and the surrounding coloured LED rings are blue. Touching and holding on the rows of controls on screen assign these encoders to different parameters, the screen row changes colour and the LED rings change to a similar colour.

In the above example the Gain/Trim row at the top of the Channel View has been touched, the row is highlighted in red and the under-screen controls are assigned to the Gain/Trim function.

Other possible assignments are:

- HPF Frequency & On/Off - Row and LED ring highlighted in Mauve
- Dynamics 1 Threshold & On/Off - Row and LED ring highlighted in Green
- Dynamics 2 Threshold & On/Off - Row and LED ring highlighted in Yellow
- Selected Aux row Send level & On/Off - Row and LED ring highlighted in Purple

1.3 The Expanded Views

1.3.1 Display Expanded Views

A single touch (rather than a touch and hold) will open a number of different expanded views according to where the touch is made.



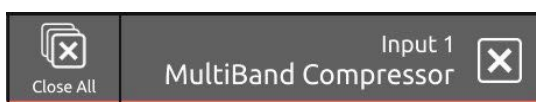
The image above shows the various touch areas in the Channel view and the expanded view will be displayed on the Master screen.

Note: When an expanded view is already open, selecting a different channel by touching the Output block area at the bottom of the screen will change the expanded view to display the newly selected channel.

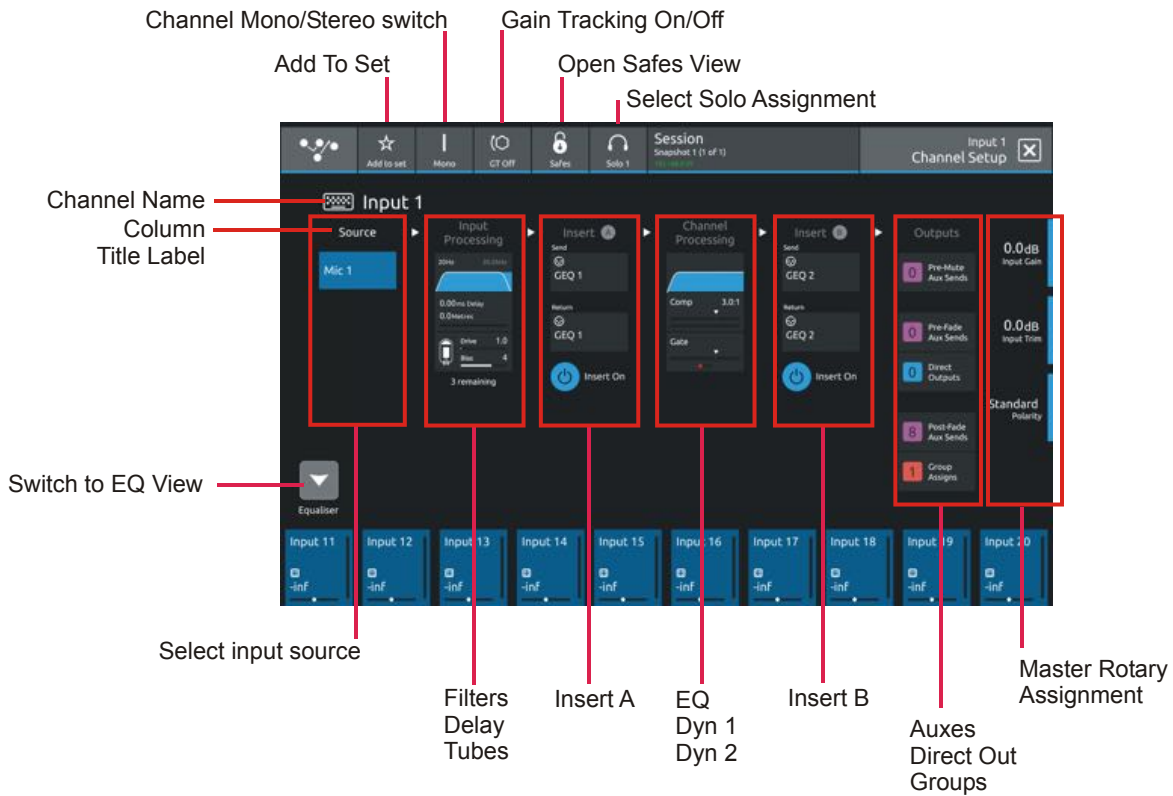
If an expanded view is already open and a different expanded view is selected, the last view selected will be displayed on the Master screen with the previously expanded view behind it.

Any combination of expanded views can be "layered" in this way.

The **Close All** button on the Master screen can be touched at any time to close all active expanded views. The **Close** button on the Master screen can be touched at any time to close the currently active expanded view and display the view beneath it.



1.3.2 Channel Setup View



Touching the input block at the top of the channel opens the Channel Setup view
 Each column represents a section of the channel processing strip and these columns can be selected by touching their title label.
 Once a column is selected, the parameters available in that section are assigned to the worksurface Master Rotaries to the right of the screen.
 Some columns are subdivided into blocks eg Input processing consists of Filters, Delays and Tubes.
 Touching any of these blocks will assign the Master Rotaries to the settings for that block.
 Note that touching the Filter block or the EQ block will both display the EQ view but with different bands selected.

Note: When any expanded view is open on the Master screen, the Master Rotaries no longer have their standard default assignment and are instead assigned to the parameters in the expanded view which is currently displayed.

- The buttons in the top bar provide the following functions:
- Switching the channel from **Mono to Stereo mode**
 - Adding the channel to a **Spill Set** (see Spill Set section later in this document)
 - Switching **Gain Tracking On/Off** for the channel
 - Opening the **Safes View** which allows channel parameters to be protected from Snapshot Recall
 - Selecting which **Solo** Busses the channels are assigned to

- Touch the **keyboard icon** at the top left of the screen to enter a channel name.
- Touch the **Equaliser** button at the bottom left of the screen to switch to the EQ view for the currently selected channel.
- To select an **Input Route** touch the block below the **Source** label and the Input routing view will open.
- To select an **Output Route** touch the **Direct Output** block in the **Outputs** column and the output routing view will open.
- To assign the channel to a **Group buss** touch the **Group Assigns** button in the **Outputs** column
- To view and adjust **Aux Send Options** for the channel touch the relevant **Aux Sends** button in the **Outputs** column

1.3.3 Group and Aux Setup View.....

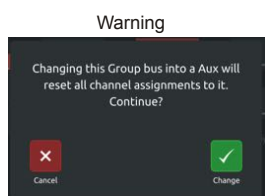
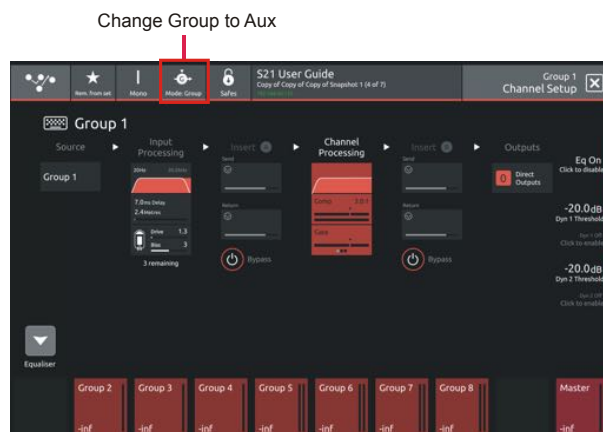
The Group and Aux Channel Setup view are very similar to the Input Channel version but they have one extra function that is used to convert a Group Buss to an Aux Buss or vice versa

The S21 has a fixed number of output busses but they can be changed at any time to be either Auxes or Groups.

In the example below, touching the **Mode** button on the Group Setup view will change the Group to an Aux but there is warning that all channel assignments will be reset in the process. So the newly converted Aux will be flattened.

The situation is exactly the same when converting an Aux to a Group - all assignments are reset

Note: In S21 V1.0, Aux/Group Mode can be changed with a Snapshot recall and is part of the Fader, Mute, Mono, CG member Safe block. Please ensure that the buss modes are set in your first Snapshot before you create any further Snapshots. This will ensure that the buss mode settings will be consistent in all Snapshots.



1.3.4 Input Routing View.....

Touching the **Source** area on the Channel Setup will open the **Input Route** expanded view.

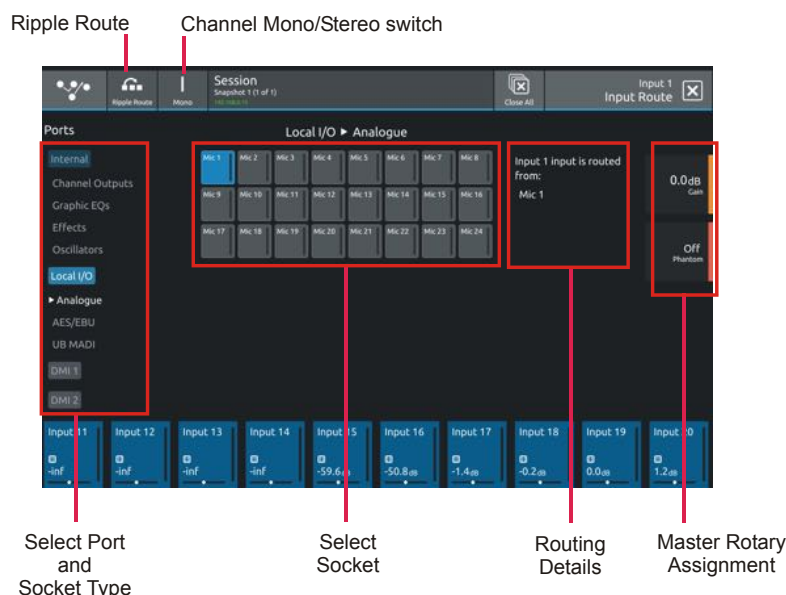
Only input channels have a **Source** selection - output channels sources are fixed within the system

To select an input source, touch one of the buttons in the port list on the left of the screen and the relevant sockets will be displayed. Now touch to select a socket in the socket display.

Inputs can be routed into multiple channels at the same time using the **Ripple Route** function.

Touch the Ripple Route button in the top bar and then select the first and last sockets in the required range - then press the **OK** button. The Master Rotaries are assigned to the Gain/Trim, +48V and Input Pad controls if they exist for the socket type selected.

Note: Ripple routes are automatically done in the channel display order rather than channel number order.



1.3.5 EQ View

Touching the EQ area on either the Channel view or the Channel Setup will open the EQ expanded view.

The EQ band can be selected by touching the band icons on the left of the screen or by touching the bands on the EQ graph itself.

The graph has 2 modes, 4 band EQ or filters. Touch the relevant band and the adjust the parameters by dragging the band icon on the graph.

While an EQ band is selected, it can be "pinched" on screen to adjust the Q setting.

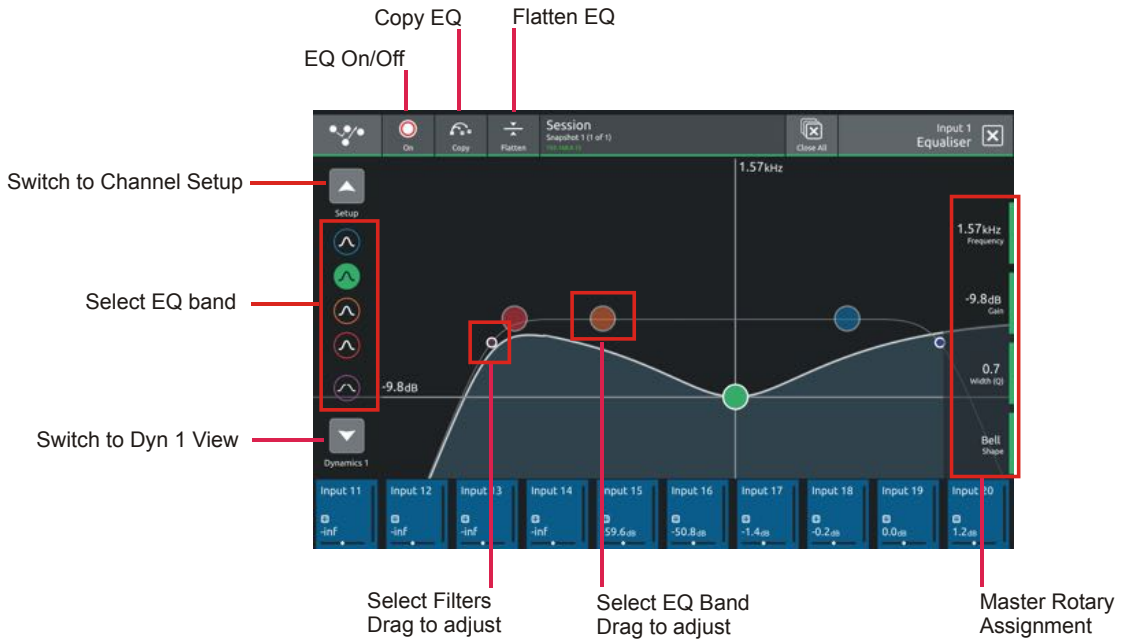
The selected band's parameters can also be adjusted with the Master Rotaries to the right of the screen

The buttons in the top bar provide the following functions:

EQ On/Off

Copy EQ to another channel(s) - touch the button and select the destination channels from the channel picker - OK to confirm

Flatten EQ



1.3.6 Dynamics 1 View

Touching the Dynamics 1 area on either the Channel view or the Channel Setup will open the Dynamics 1 expanded view. Dynamics 1 can be a Single Band or Multiband Compressor (on 4 channels). Touch the **Mode** button in the top bar to switch modes. Multiband Dynamics has **4 viewing modes**, one for each individual band and one that displays all 3 bands at the same time. These are selected with the buttons on the left of the screen.

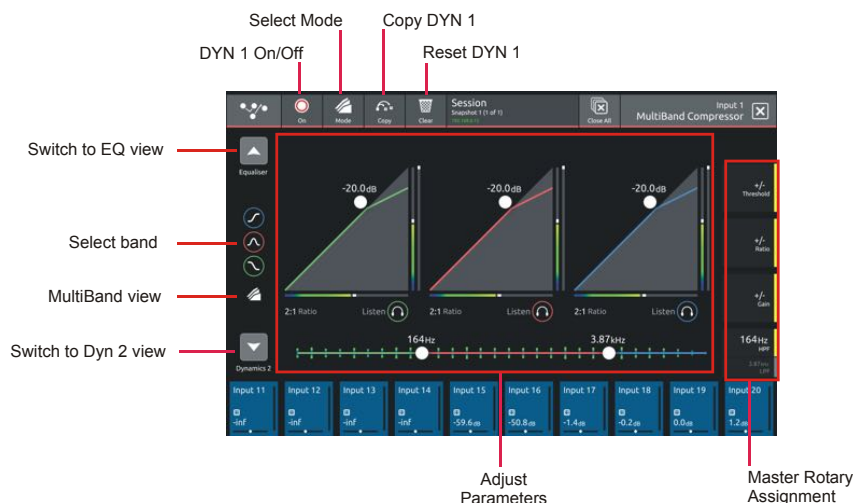
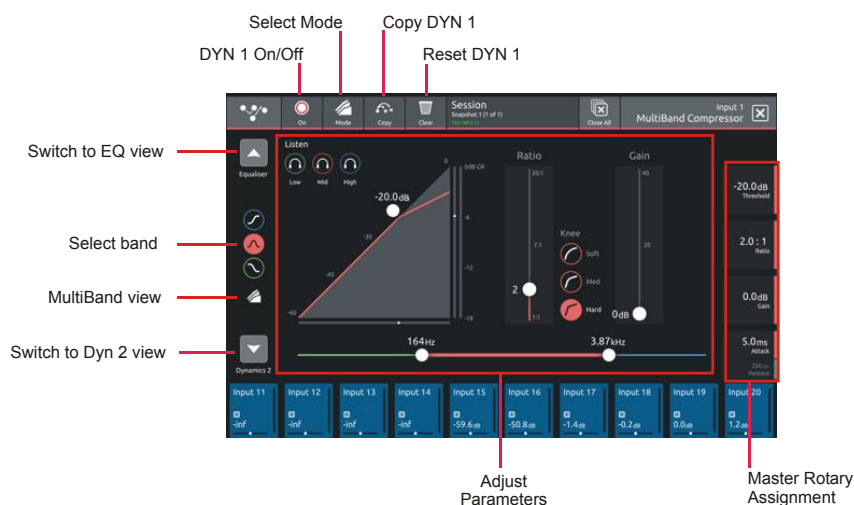
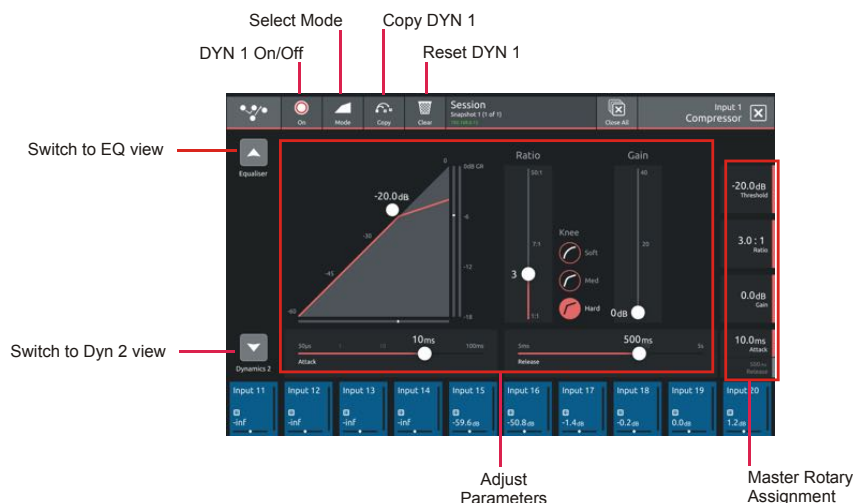
Parameters can be adjusted on-screen or using the Master Rotaries to the right of the screen.

The buttons in the top bar also provide the following functions:

Dynamics Module On/Off

Copy Dynamics settings to another channel(s) - touch the button and select the destination channels from the channel picker - OK to confirm

Reset Dynamics module



1.3.7 Dynamics 2 View

Touching the Dynamics 2 area on either the Channel view or the Channel Setup will open the Dynamics 2 expanded view.

Dynamics 2 can be a Keyed Gate, a Ducker or Single Band Compressor with Side Chain.

Touch the **Mode** button in the top bar to switch modes.

Dynamics module 2 provides side chain access via a selectable input - this can be used for external triggering.

Select the Source signal by touching the **Key/Side Chain input** button on the left of the screen and select a source from the standard input routing list. Then use the **Self/Ext button** to activate this function.

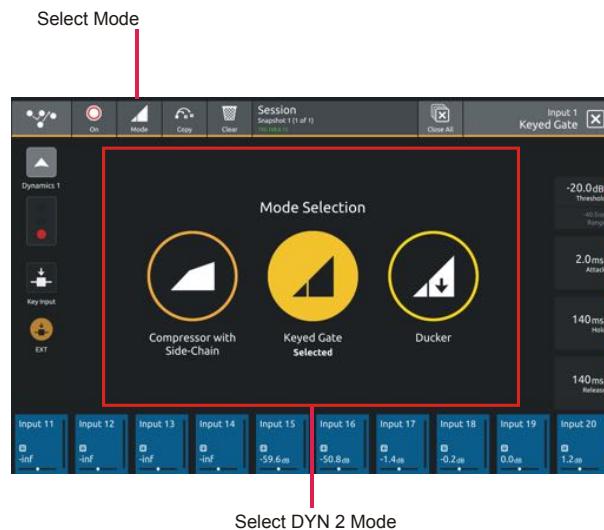
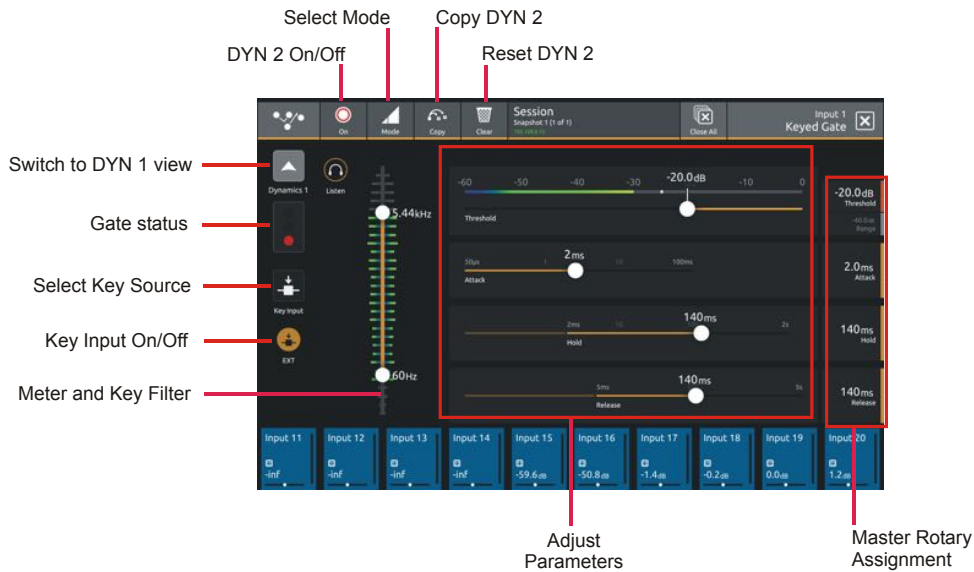
Parameters can be adjusted on-screen or using the Master Rotaries to the right of the screen.

The buttons in the top bar also provide the following functions:

Dynamics Module On/Off

Copy Dynamics settings to another channel(s) - touch the button and select the destination channels from the channel picker - OK to confirm

Reset Dynamics module



1.3.8 Control Group Setup

To create a Control Group, touch the top of a **Control Group Channel** to open the CG Setup view

Touch the **Edit** button in the top bar

Select the required CG members by touching them in the **Channel Picker** and touch the OK button

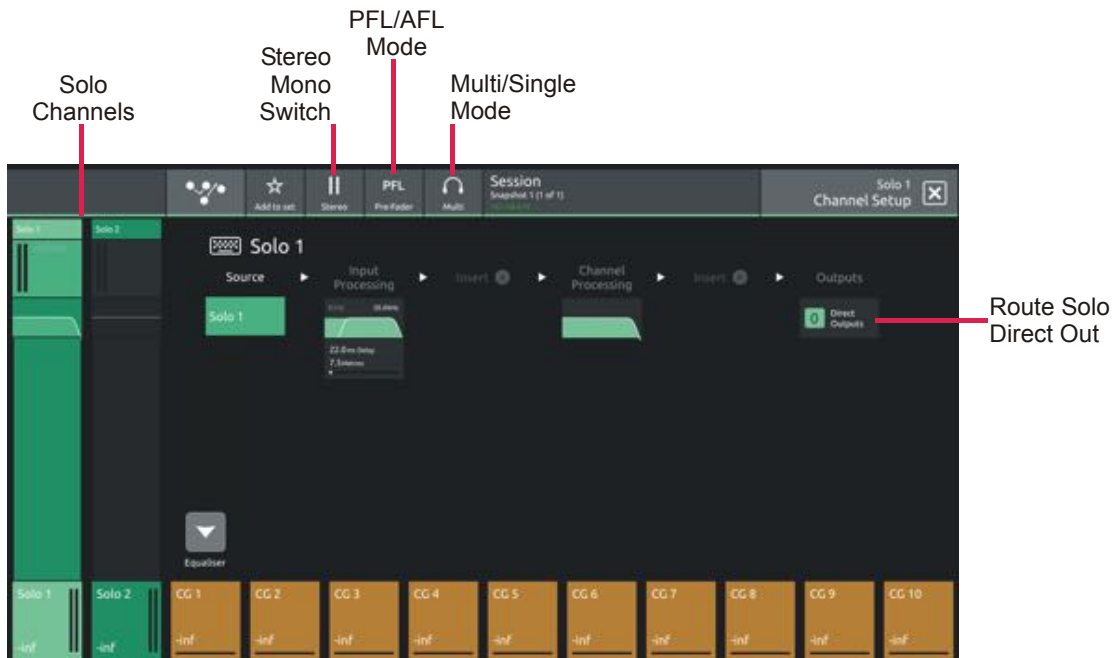
The CG Setup view will now show blocks representing each of the CG members and the CG channel will display a list of its members with their fader levels



1.3.9 Solo Channel Setup.....

The S21 has 2 Solo busses which have their own control channels in the console layout normally located on the 4th layer next to the Matrix Output channels.

**Note: Both Solo busses 1&2 are both sent permanently to the console headphone socket.
When no channels are soloed, the Master Bus (No Solo source) will always be sent to Solo Bus 1**



Touching the top of either Solo channel will open the relevant Solo setup view

Various Solo buss settings can be found in the top bar of this view

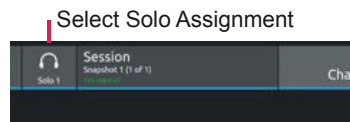
Solo busses can be switched **Mono or Stereo**

They can be set to **PFL or AFL** mode

They can be set to **Multi Mode** where multiple solos can be switched on at the same time or **Single Mode** where switching one solo on will cancel previously active Solos

Any channel can be assigned to **Solo Buss 1, 2 or both 1&2.**

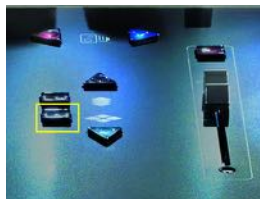
Open the channel setup view for any channel and there is a Solo buss assignment button in the top bar.



1.4 Customising the Layout

1.4.1 The Console Overview

Pressing the white **Overview** button, located near the **layer up and down** buttons displays an on screen representation of all console channels. This view can be used to change the layout of the console channels and banks.



Touching the **Edit** button in the top bar changes the appearance of the display and activates drag and drop capability. Any block that represents a channel can be dragged to another position and dropped there. This will overwrite the channel in that position and the overwritten channel will reappear in the **Unassigned Channels** section at the bottom of the left screen.

Channel blocks can also be dragged directly to the Unassigned Channels section to remove them from the worksurface

Note: Channel blocks can be dragged between the 2 console screens

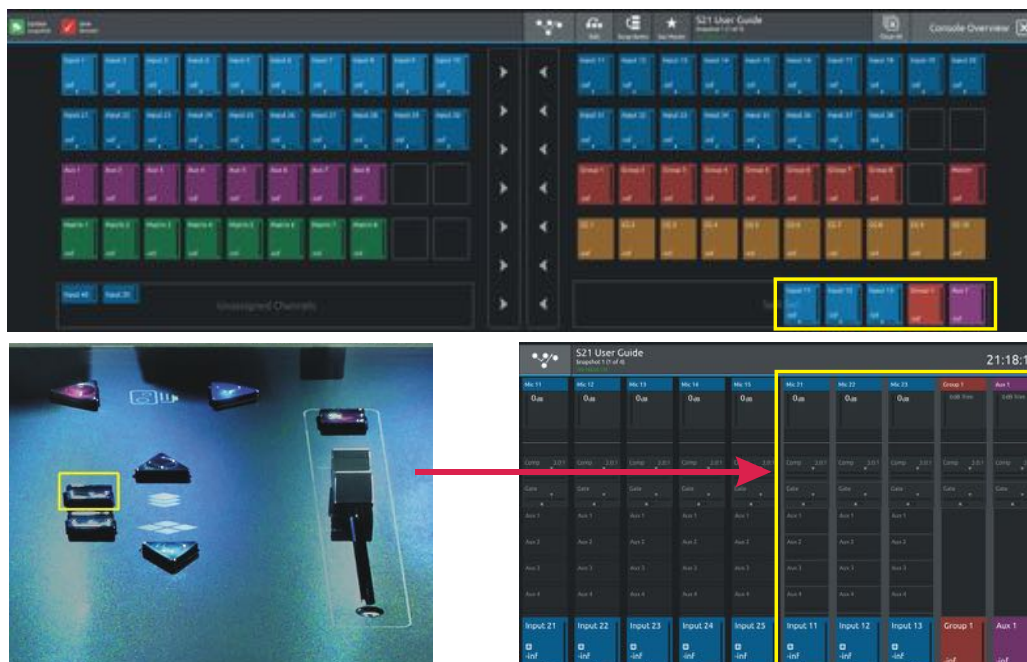


1.4.2 The Spill Set

In Edit mode, a selection of up to 10 channels can be dragged to the **Spill Set** section at the bottom of the right hand overview screen to create a Spill Set.

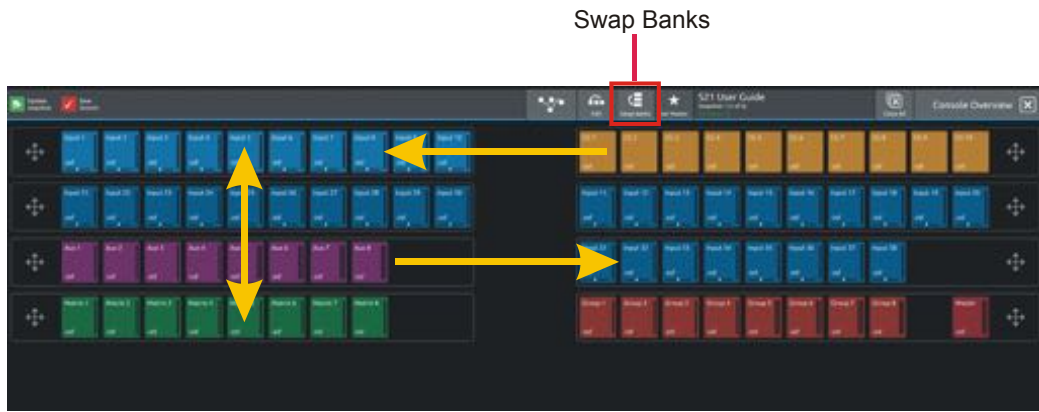
Typically, these would be channels to which the user needs to have quick access at all times.

When a Spill Set has been created, the worksurface button located above the overview button will become blue and pressing this button will display the Spill Set channels on the right hand screen. pressing again hides the Spill Set.



1.4.3 Swap Banks

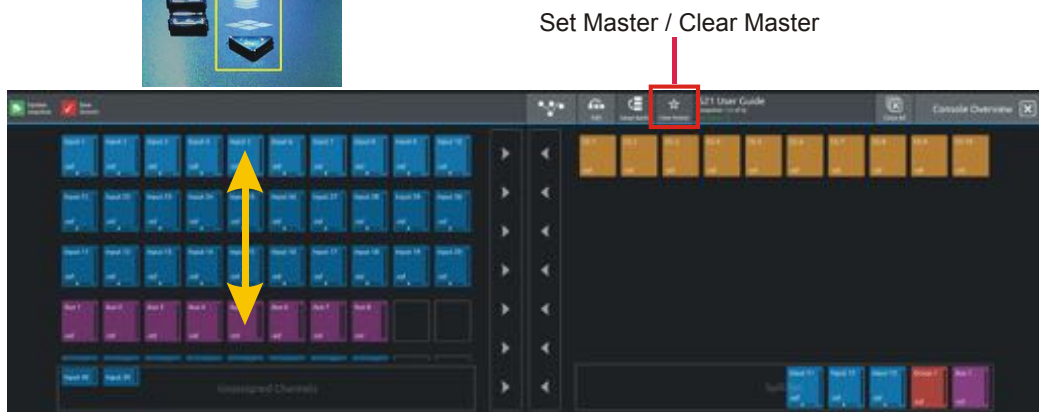
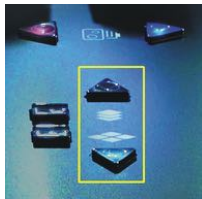
In Edit mode, touching the **Swap Banks** button in the top bar allows complete banks to be moved from one position to another either from left to right or from one layer to another.



1.4.4 Set Master

In Edit mode, touching the **Set Master** button in the top bar allows a bank to be selected that will be locked to the right hand console screen. press the Set Master button and then touch the required bank.

In this mode, all other banks are assigned to the left hand console screen and can be accessed using the workspace layer up and down buttons. Once a Master is set, it can be cleared by touching the **Clear Master** button in the top bar.

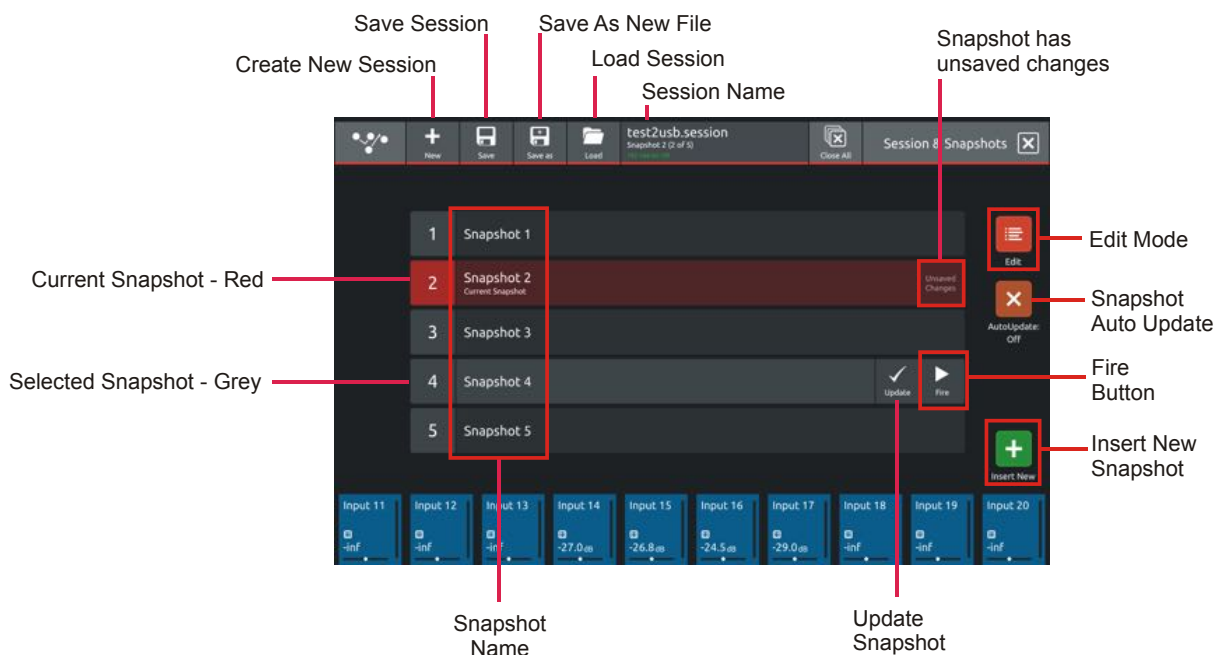


1.5 The Main Menu

The right hand Master Screen has a DiGiCo logo icon at the top which is used to open the **Main Menu**
 The Main Menu contains a number of buttons which are used to access various console functions

1.5.1 Session Management.....

Touching the **Sessions & Snapshots** button opens a display which contains file management functions in the top bar and Snapshot control in the main area of the screen.



To create a new session, touch the **New** button in the top bar and a progress bar will be displayed.

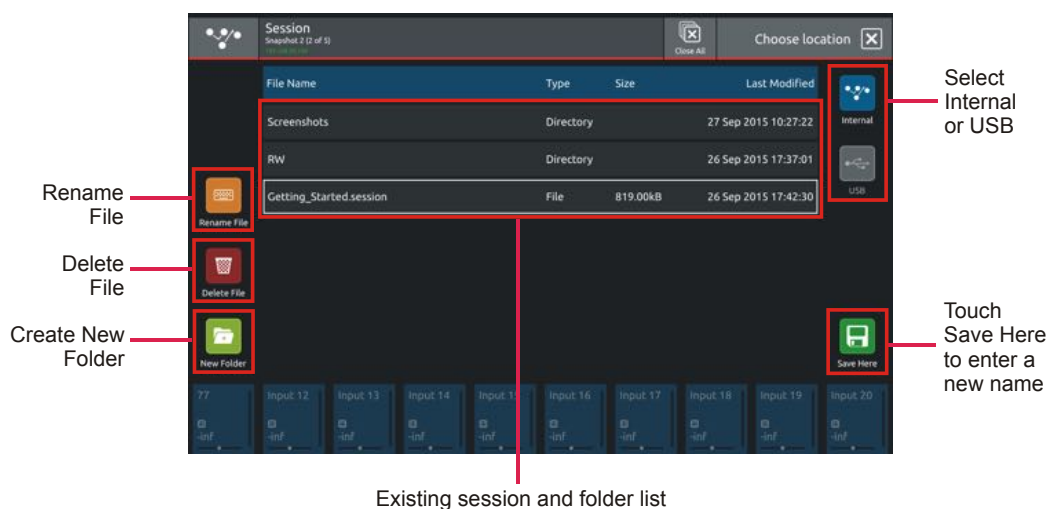
When the process is complete, touch the **Save As** button, select the internal drive (labelled **Home**) or the **USB** port (with a USB key inserted into the console USB port) and touch the **Save Here** button.

Then type a new session name using the on-screen keyboard and touch the **Done** button.

To update the session after the initial Save As process, just touch the **Save** button and the current session will be updated automatically.

To load an existing session, touch the **Load** button, select the internal or USB drive and then select the required session from the list and touch the **OK** button.

NOTE: The Auto-Update button on the left of the screen relates to Snapshots and not to Sessions
When active, this function will automatically update the current Snapshot as changes are made on the console.
Please read the Snapshot section and only activate this function if you definitely require it.



1.5.2 Snapshots

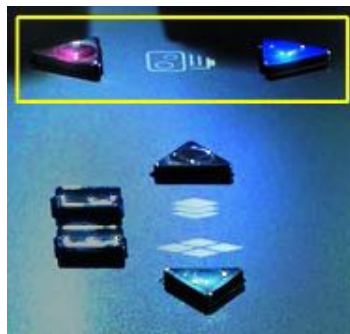
The S21 always has at least one Snapshot in its list and more can be added using the **Insert New** button in the bottom right corner of the screen. The **Current** Snapshot is highlighted in **red**.

We recommend that the first snapshot is used as a "Setup" Snapshot where all of your "session wide" settings like routing, Control Group membership and Buss Modes (whether Busses are Groups or Auxes) are first stored. Because these types of setting can be changed with Snapshot recall, it is advisable to save them all into this first snapshot before creating any further Snapshots. In this way, the settings for all subsequent Snapshots will contain the same data and there should be less requirement to adjust the Safe settings in the channels.

When a Snapshot is created it will always save all of the current console settings and it will be placed in the Snapshot list after the **Selected** (highlighted in **light grey**) Snapshot. Subsequently, certain console parameters can be isolated or made "**Safe**" from **Snapshot Recall** as required.

To recall (Fire) a different Snapshot, it must first be selected on the list, highlighting it in light grey, and then the **Fire** button should be touched.

The Previous and Next Snapshots in the list can also be fired by pressing the **Prev/Next** buttons on the worksurface.

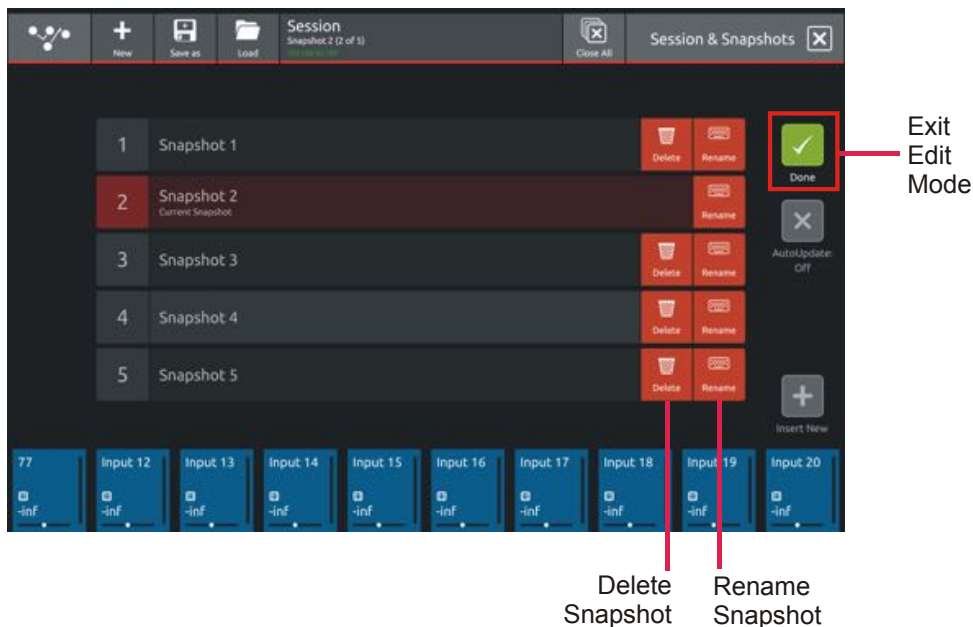


When the console state has changed but the current Snapshot has not been updated, the Snapshot will be marked as having "**Unused changes**". Pressing the update button on the current Snapshot will store these unused changes.

To change a Snapshot name touch the **Edit** button at the top of the list, touch the Snapshot name and type using the on-screen keyboard.

To delete a Snapshot, touch the **Edit** button (if not already active) and then touch the **Delete** button (dustbin icon) next to the required Snapshot. You will then be required to confirm the action by touching the **Yes** button.

To rename a Snapshot, touch the **Edit** button (if not already active) and then touch the **Rename** button next to the required Snapshot. You will then be required to enter a new name and confirm



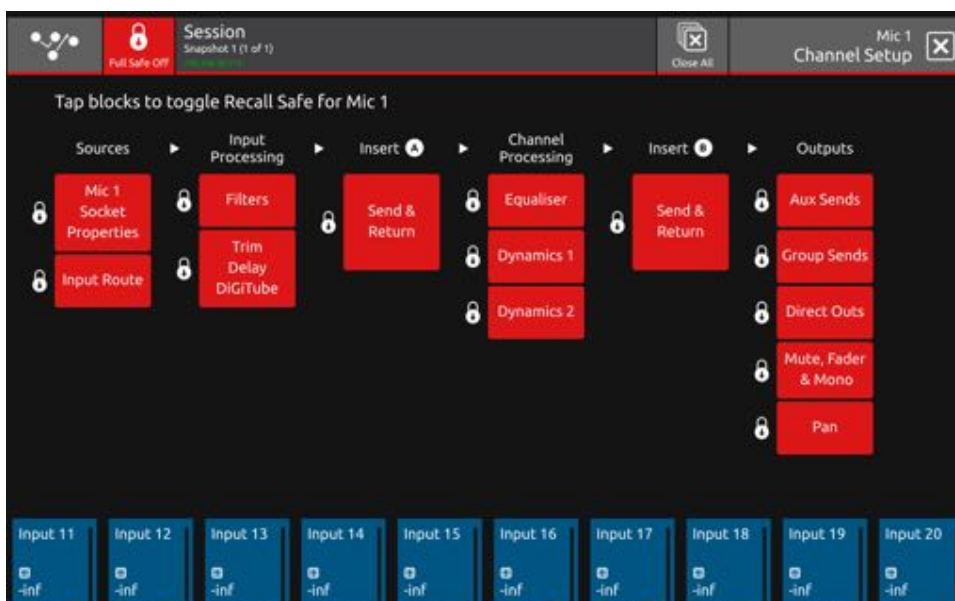
Snapshot Recall Safes

To prevent parameters from being recalled by Snapshots, use the **Safe** functions on each channel which are accessed through the Channel Setup view Safes button in the top bar. If a parameter is Safe, it cannot be affected by any Snapshot Recall. Each block represents a section of the channel as labelled - touch the block, it will be highlighted in red and the Safe will be applied.

Note: Socket Properties comprise Analogue Gain, +48V, Input Pad and AES SRC where appropriate. These properties can apply to more than one input channel which is using the same input socket and therefore the Safe state will automatically be the same on all channels that are sharing that socket. If there is no socket routed into the channel, the Safe function will not be available.

Note: Control Group membership and Buss Modes (Aux or Group) can be made Safe for any channel by activating the Mute, Fader, Mono/Stereo block

There is also an **Full Safe On/Off** button in the top bar to Safe all of the channel parameters at the same time.



Safes are also available for **individual FX units, Graphic EQ (globally) and individual Matrix Inputs**. The buttons to activate the functions are all located in the top bar of the relevant view.

1.5.3 Preferences

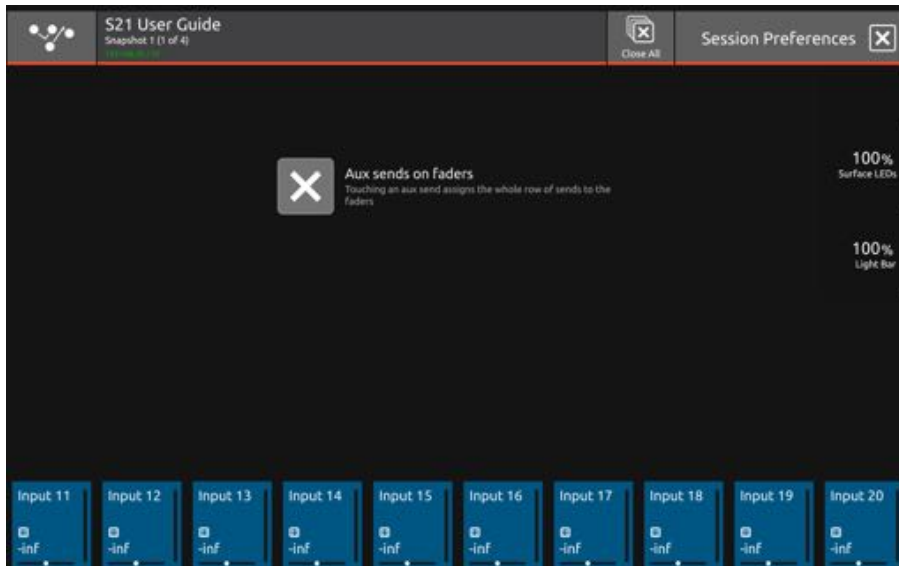
Touching the Main Menu > **Preferences** button displays and allows the setting of certain console options.

The **Aux Sends on Faders** option (also available as a Macro function), when active, assigns the complete row of Aux Sends to the channel faders when an Aux Send row is touched in the Channel view.

In this mode the channel's output block is highlighted with a purple background and the underscreen rotaries are assigned to Aux pans if a stereo Aux row is selected.

In this mode, touching and holding the Aux row will assign the Aux Sends to the underscreen rotaries - the output blocks will turn blue but the selected Aux row will remain purple.

To reassign the channel faders to their standard function, touch the channel's output block at the bottom of the Channel view, the output blocks will revert to the standard blue colour and the faders will control the channel level again.



1.5.4 Audio Sync

Touching the Main Menu > **Audio Sync** button displays and allows the setting of console Audio Sync options.

The console's sample rate can be changed from its default **96KHz** to **48KHz** but this has a confirmation stage as the audio will be affected during the switch.

Note: In V1.0 software, when a New Session is created, the console will always default to a 96KHz sample rate

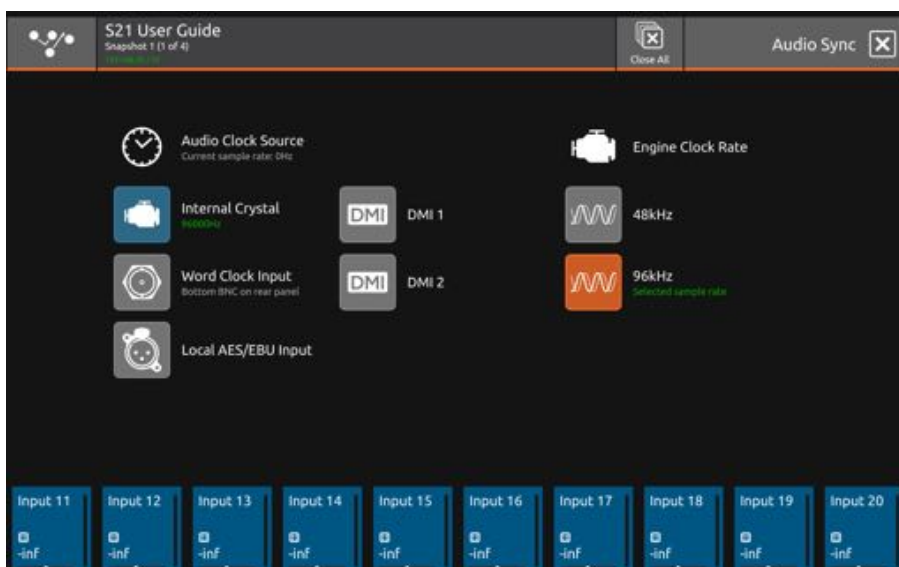
In normal operation the console should be set to **Internal Sync** and it will automatically provide sync to connected DiGiCo I/O racks via the DMI interface cards.

Other sync options available are the **Word Clock** input on the console back panel and the **Local I/O AES/EBU** input.

Also **DMI Card 1** or **DMI Card 2** can be used as sync sources.

These options should only be selected if the console is not intended to be the Sync Master for the system.

When a valid sync source is available, the relevant item on-screen will display an indicator to confirm this.



1.5.5 Macros

Touching the Main Menu > **Macros** button displays a list of factory provided Macros that can be assigned to the Macro bar at the top of the left hand screen.

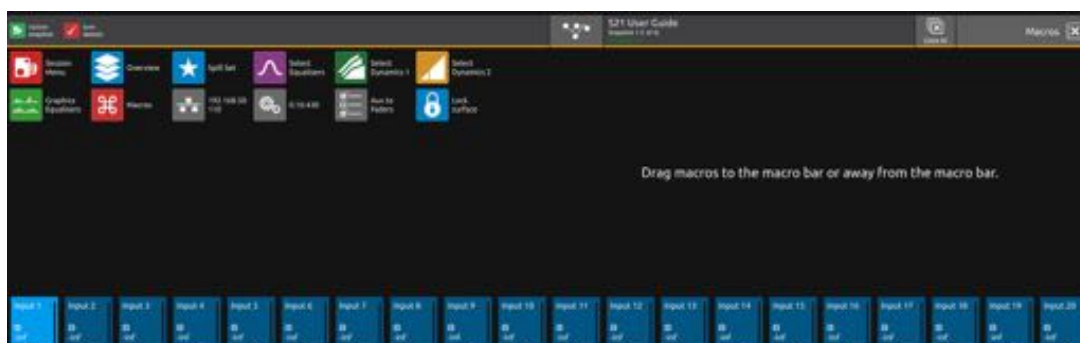
The Macro bar is visible in all console views.

To assign a Macro to the bar, touch and hold on the required Macro on the left screen and drag it into the Macro bar at the top.

To remove a Macro from the bar, touch and hold on the required Macro and drag it back into the main screen area.

Macros can also be reordered within the Macro bar by touching, holding and drag/drop.

The Macro bar can display up to 10 Macros at one time and if more Macros are added, up to 4 groups of 10 Macros can be displayed by swiping horizontally in the Macro bar itself.



1.5.6 FX Rack

Note: A maximum of 6 Studio Delay units can be used in combination with any type of Reverb

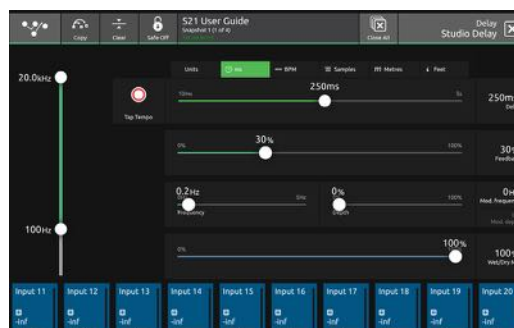
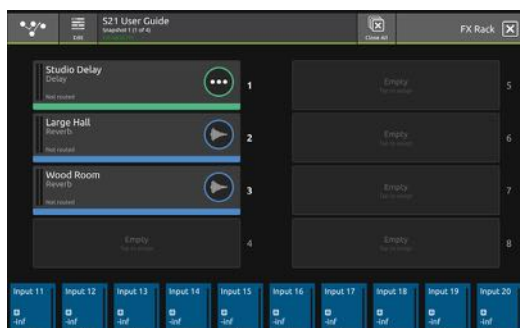
Touching the Main Menu > **FX Rack** button displays the FX slots and the FX units that are assigned to them.

If a slot is empty, touch that slot and select the required FX unit from the scrollable FX picker list, this will then be added to the slot and opened to display its expanded view.

FX parameters can be adjusted on-screen by touching/dragging the controls or by using the Master rotaries to the right of the screen.

Close this view to return to the FX overview and touch on any existing effect to reopen the expanded view.

To change the FX unit type in a slot, touch and hold on the existing unit in the slot and FX picker will be displayed



To route signal to an FX unit:

Open the Channel Setup view for the required Input Channel or Aux Master by touching the top of the channel strip

Touch the Direct Outputs block on the right of the screen which opens the output routing view

Select **Effects** from the **Internal Port Group** in the top left of the screen

Select a socket(s) for the required FX inputs

To route signal from an FX unit:

Open the Channel Setup view for the required Input Channel which will be the FX return by touching the top of the channel strip

Touch the input block in the **Source** column which opens the input routing view

Select **Effects** from the **Internal Port Group** in the top left of the screen

Select a socket(s) for the required FX returns

A similar routing procedure to the above should be used when inserting FX in a Channel Insert point.

The Channel Insert routing (A or B) is also found in the Channel Setup View.

The buttons in the top bar of the expanded FX view also provide the following functions:

Copy FX from one FX slot to another - touch the copy button and then touch the required destination slot and the confirm copy button

Clear FX - Set the parameters of the FX unit to its default settings - touch the Clear button

Safe FX - touch the Safe button, it will highlight in red and so will the outline of the FX unit in the FX overview

1.5.7 Graphic EQs.....

Touching the Main Menu > **Graphic EQs** button will display and allow the setting of the Graphic EQs

When this view is opened, the console's channel faders are immediately assigned to the selected Graphic EQ. Use these faders to change the levels.

To select a different Graphic EQ, touch in the small blocks at the top of the screen and this will reassign the channel faders to that EQ. The display highlights the 20 bands that are currently assigned to the faders and to change the assignment, just drag horizontally in the area between the bottom of the on-screen faders and the frequency labels at the bottom of the screen.

The selected Graphic EQ unit has a **Trim** control and an **On/Off** switch assigned to the 2nd and 3rd Master rotaries on the right of the screens.



To route signal to/from a Graphic EQ using a channel insert point:

Open the Channel Setup view for the required Input Channel or Output channel by touching the top of the channel strip

Touch the Insert Send block on the Insert A or B column which opens the output routing view

Select **Graphic EQs** from the **Internal Port Group** in the top left of the screen

Select a socket(s) for the required Graphic EQ inputs

Close the output routing view

Touch the Insert Return block on the Insert A or B column which opens the input routing view

Select **Graphic EQs** from the **Internal Port Group** in the top left of the screen

Select a socket(s) for the required Graphic EQ outputs

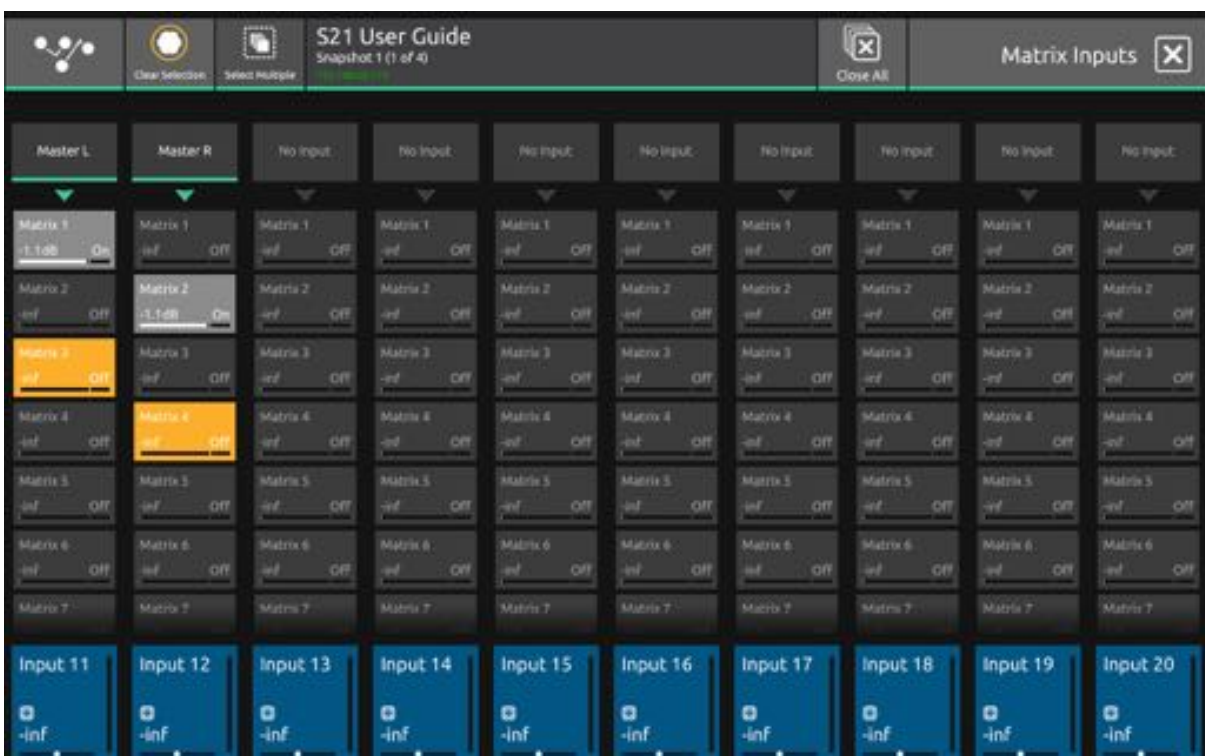
Touch the Insert On/Off button to activate the insert point

This routing will now also be displayed in the relevant Graphic EQ block in the Graphic EQ view

1.5.8 Matrix.....

Touching the Main Menu > **Matrix** button will display and allow the setting of the Matrix Inputs and Matrix Sends

The Matrix has 10 inputs and 8 outputs displayed in a grid on screen.



Matrix Inputs are selected by touching in the block at the top of the Matrix Input channel which is labelled **No Input** when it is not assigned. This opens the **Matrix Input Routing View**

Select the relevant internal port, rack or local I/O from the ports column and the select the required input socket from the socket display. Close the view to return to the Matrix Inputs grid view.

To switch Matrix Nodes On/Off and control the send levels:

Select the required nodes by touching them on-screen - each selected node will be highlighted in orange.

If the **Select Multiple** button is active in the top bar then multiple nodes can be selected and adjusted at the same time.

Touching the Select Multiple button will activate **Select Single** mode which only allows one node to be selected at a time.

Once nodes are selected, they can be adjusted using the Touch/Turn control assigned to the 6th Master Rotary on the worksurface. This is also lit in orange.

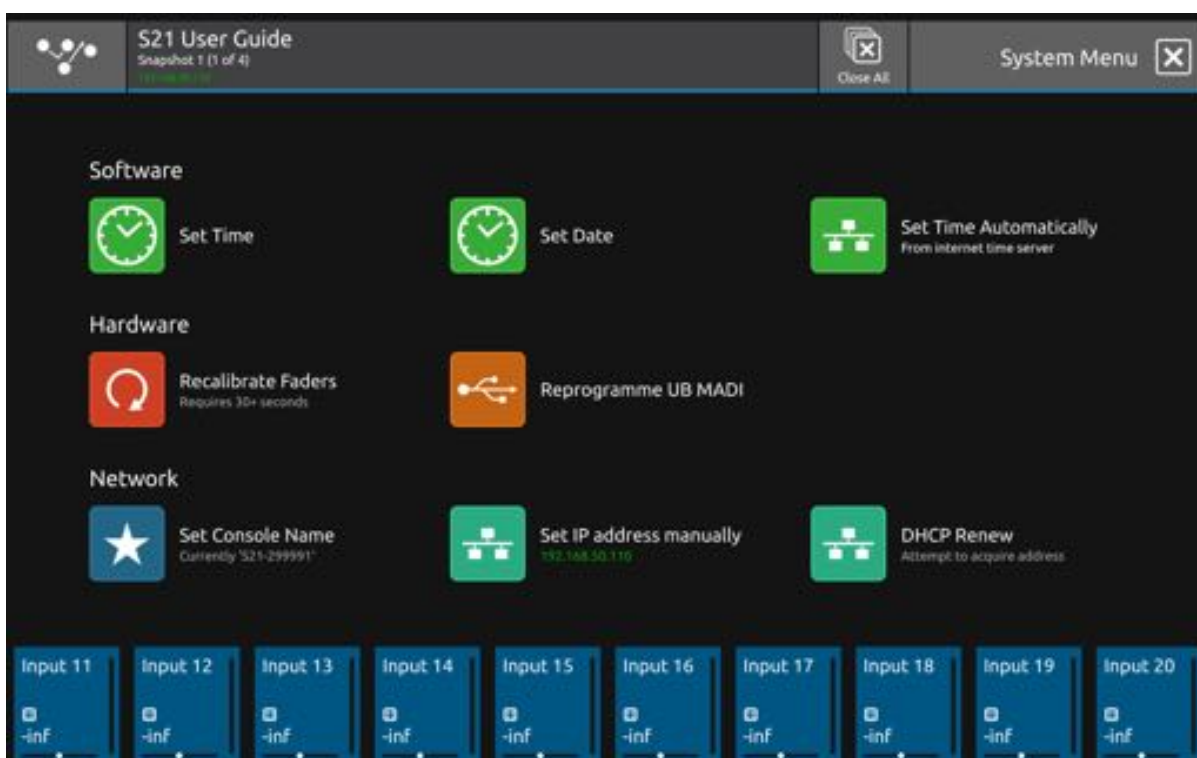
Push the rotary control to switch nodes On/Off and turn to adjust the Matrix Send levels.

When the adjustments are done, either touch the selected nodes individually to deselect them or touch the **Clear Selection** button in the top bar.

1.5.9 System.....

Touching the Main Menu > **System** button will display and allow the setting of various system level console functions.

NOTE: In normal operation there will seldom be any need to adjust any of these settings



There are options to manually **set the time and date** for the console.

This can also be done automatically but requires an internet connection with a DHCP server.

Faders can be calibrated which is a process that takes approx 30 seconds - **please do not do this unless advised to do so by DiGiCo Support**

The **UBMADI interface** can be reprogrammed with new firmware if required - **please do not do this unless advised to do so by DiGiCo Support**

The **console name** can be reset and the console's **IP address** set or renewed via DHCP - **please do not do this unless advised to do so by DiGiCo Support**

1.5.10 Diagnostics

Touching the Main Menu > **Diagnostics** button will display various console settings such as software and firmware versions.

This information may be required in the event of troubleshooting procedures

1.5.11 Restart or Shutdown

Touching the Main Menu > **Restart or Shutdown** button displays a number of options for restarting, closing down and temporarily locking the console.

To Shut Down the console, first touch the **Shut Down** button and then when a power icon appears on screen, power off using the switch on the rear panel.

The console surface can be locked by touching the **Lock Surface** button and a padlock will be displayed on the screen with an instruction on how to unlock it again.

This function is simply intended to avoid accidental changes being made to worksurface and screen controls.

In the event of an issue with the console that requires a reset there are 3 options for restarting without a power cycle.

Restart App and Engine - this will interrupt the audio briefly

Restart O/S - this will interrupt the audio

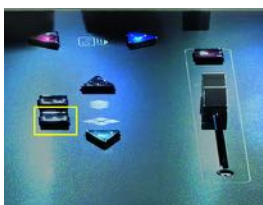
Warm boot - there is a small red reset button recessed on the console rear panel which will reset the console computer and will also cause a brief interruption in audio



1.5.12 Upgrading Software

S21 Software can be upgraded by downloading a file as advised by support@digiconsoles.com, copying this to a USB key and proceeding as follows:

1. Copy the downloaded file to the root folder of a USB key – ensure that it is called update.dcu
2. Switch the console off
3. Insert the USB key in the console USB port
4. Hold down the “Overview” button on the console worksurface



5. Switch the console on and keep the overview button held for about 5 seconds and then release it
6. You should then see a series of icons on the screen starting with a clock icon
7. Wait for the console application to boot
8. Open the main menu and check the version number at the bottom of the screen
9. Upgrade complete

