

Soundcraft® *Ui* series

User Guide Addendum for firmware V2 Ui24R



Soundcraft®
by HARMAN

User guide addendum V2 for Ui24R (firmware 1.8xxx)

V2 firmware represent major enhancements for the Ui24R.

Several features such as the patching system has been completely changed. We encourage users to spend some time understand the flexibility (and the complexity it bring with it).

Although no issues have been found using previous versions Snap shots and shows it is recommended that these be tested in the new firmware and a new version saved.

Please back up any important files before any updates are done.

It is also recommended that once an update has been completed and the system requests the user to reboot the Ui24R:

*Switch the Ui24R OFF
Remove the power connection from the Ui24R (or turn it off at the power point)
Wait the 10 seconds
Switch the Ui24R back ON*

Please note that the first time the Ui24R is rebooted after a firmware update the boot sequence will take longer as new files are being generated.

Some of the new features include:

- 2 more Aux/Matrix sends (Aux 9 and 10)
- 4 more processing channels
- Automix (2 groups)
- Ducking and side chaining in Subgroups
- New Patch Matrix
- PRE POST FX sends
- Various gui and function enhancements(as per release notes)

We have also added a new 'BIG D' (larger gui for displays with more than 1200 pixels across).

Additional 25 HDMI USB VID PID touch screens supported

As well as a host of gui improvements and requested bug fixes.

The Smaller device (Phone) software does not included many of these features as they cannot fit in the smaller screen format.

NOTE: Please load previous firmware shows and snapshots and re-save them with the new firmware version. Many of the new features need to be added to the older snapshots (such as the new patching system).

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New features and enhancements:

1/ Patching system.

The new Matrix Patch window and features

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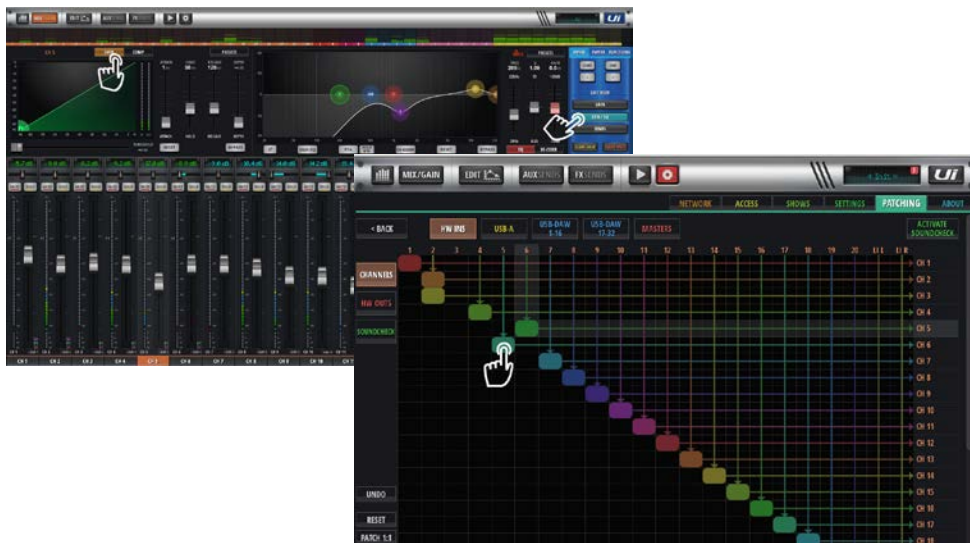
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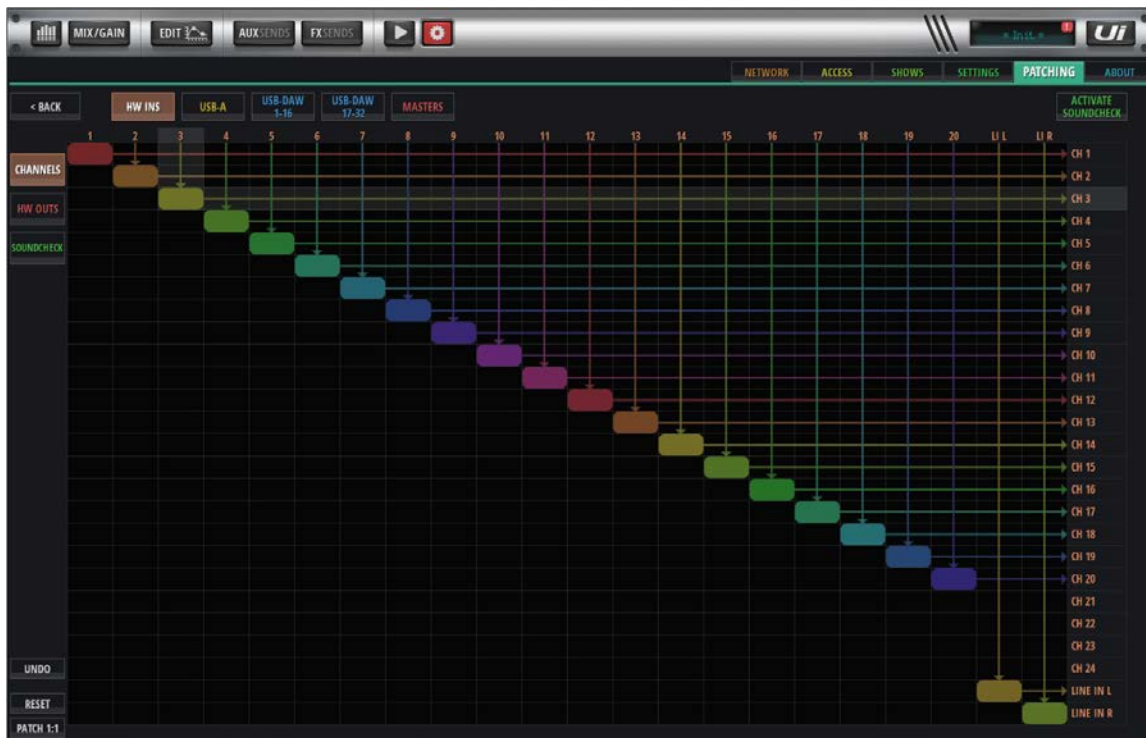
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1/ The new Matrix Patch window (full screen)



The main difference with the new Matrix Patch compared to the previous version is the ability to select the patch point right on the screen instead of individual channel patching, allowing for a faster patching experience as well as a clearer view (single channel patching is still available).

You are now able to *touch* the matrix point you want joined or *press and hold* the point to remove the patch.

The top row:

HW INS: actual hardware inputs on the Ui24R

USB A: the internal MTK recorder

USB DAW1-16 and 17-32: USB DAW inputs

(we split them to 2 pages so the GUI can fit in smaller devices)

MASTERS: DSP outputs from the Ui24R (*Aux outputs, Headphone outputs from the actual processing hardware*)

The Left Side

CHANNELS: processing channels on the mixer (*you now have 26*)

HW OUTS: actual hardware outputs, the physical connectors on the Ui24R

SOUNDCHECK: Soundcheck mode patching

At the bottom left hand corner you will find the **UNDO** button (*up to 20 undo's*), **RESET** and **PATCH 1:1** buttons.

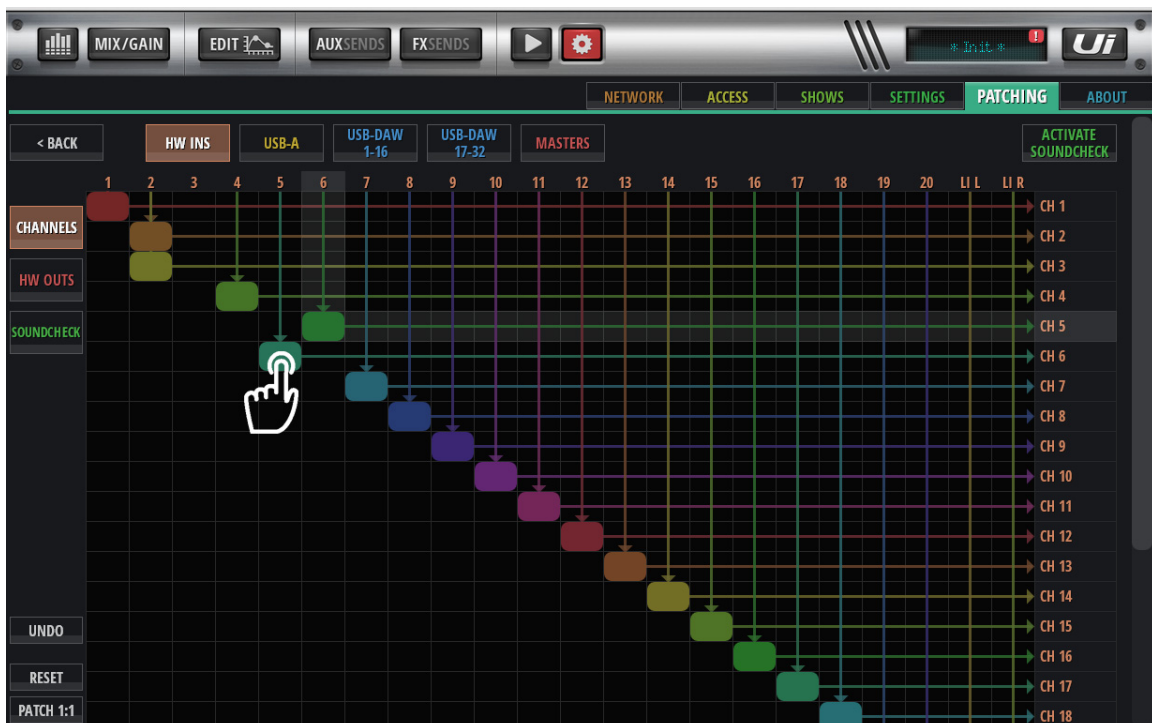
A *long hold* on a matrix patch intersecting point will switch the selected patch OFF.

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In smaller devices, Phones and less than 12" tablets the Matrix Patch screen may not be able to show all channels at the same time, a scroll bar will then appear on the right hand side which will allow the user to scroll down (by *pushing the bar up*) so other patches can be made.



Patching a point is as simple as *touching* the intersecting point between the inputs and outputs. If you make a mistake use the **UNDO** button or hit **RESET** button to go back to the original setting you had.



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Patching Hardware points

By default the patch matrix hardware outputs are patched to the master DSP outputs as per below.



The top row contains all the DSP outputs (MASTERS)

The right hand side row (HW OUTS) contain the physical hardware outputs of the Ui24R

You are now able to create some complex patching, for example:

Patch AUX or MATRIX outputs to the MASTER Left Right

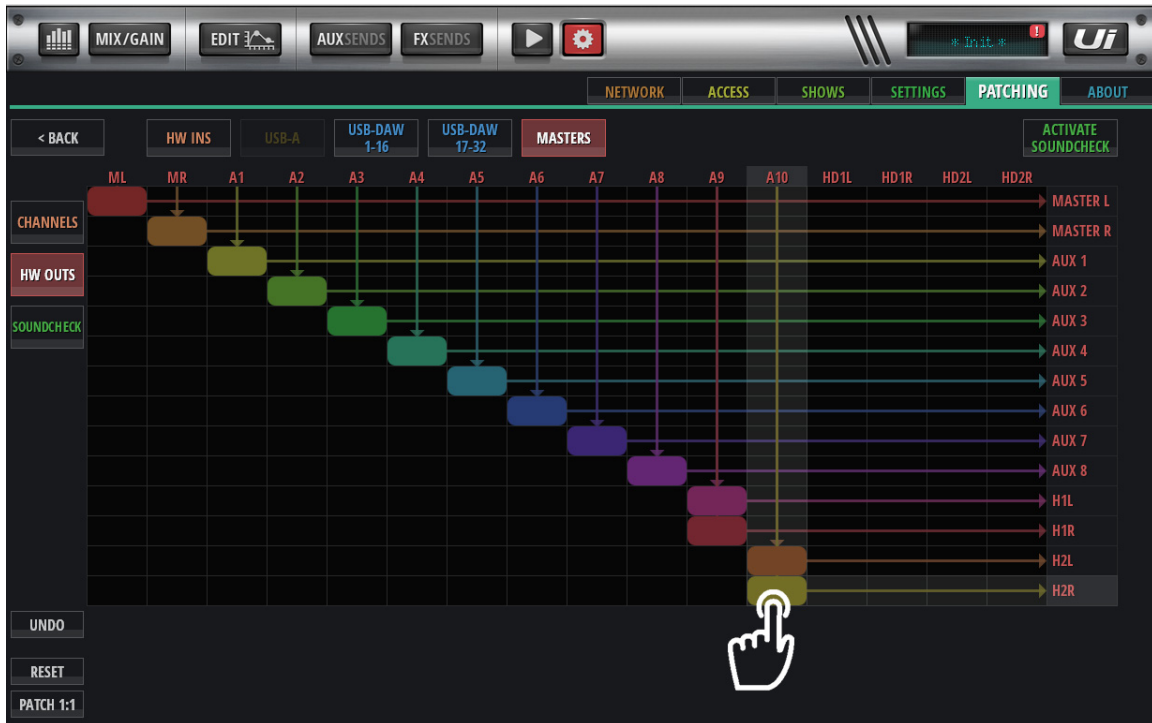
Patch AUX 9 to headphone 1 in MONO or Stereo with AUX 10

Patch a MATRIX or AUX to both a headphone and XLR output

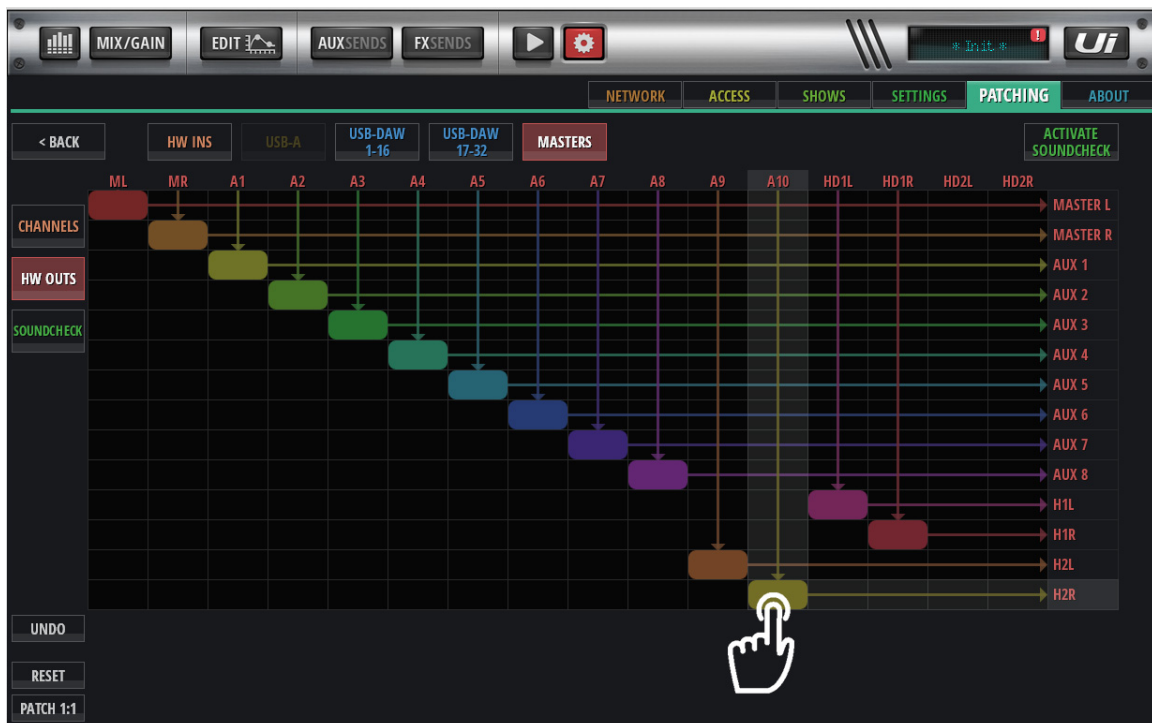
Connect the SOLO OUTPUT (HD1L HD1R) to XLR outputs for near field Studio monitors.

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Patch Aux 9-10 to headphones 1-2 in mono



Patch Aux 9-10 to headphones 2 in Stereo

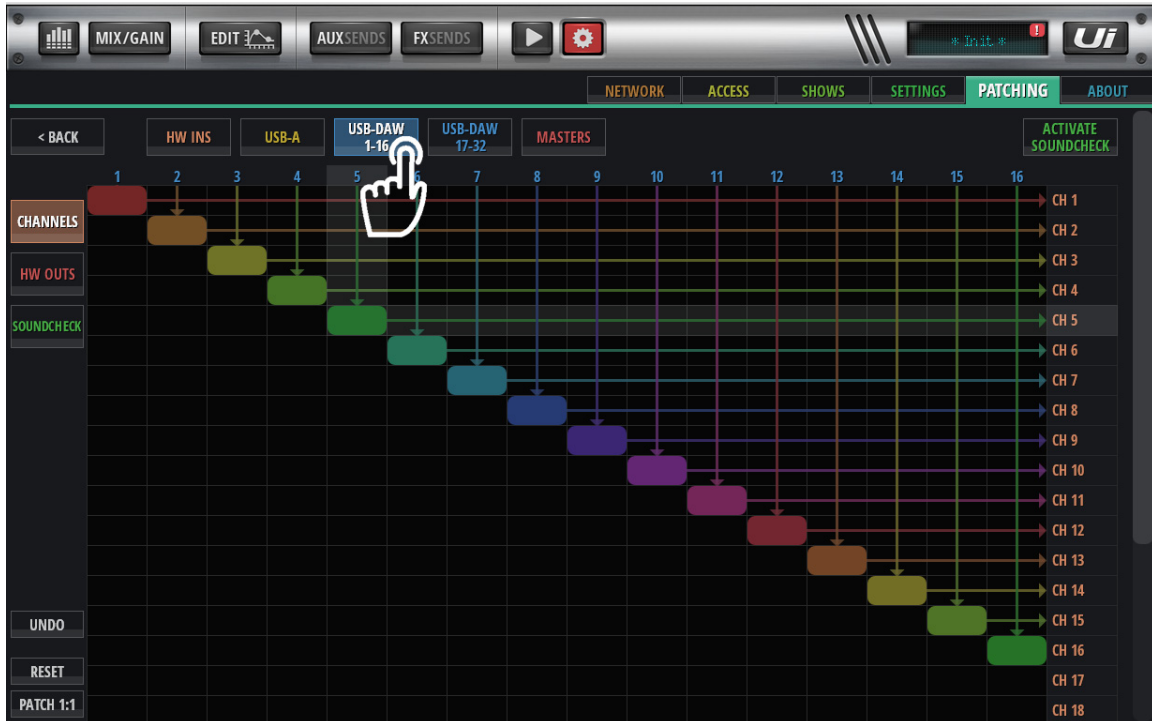


Note that the volume controls in the settings page will still control the headphone volumes individually.

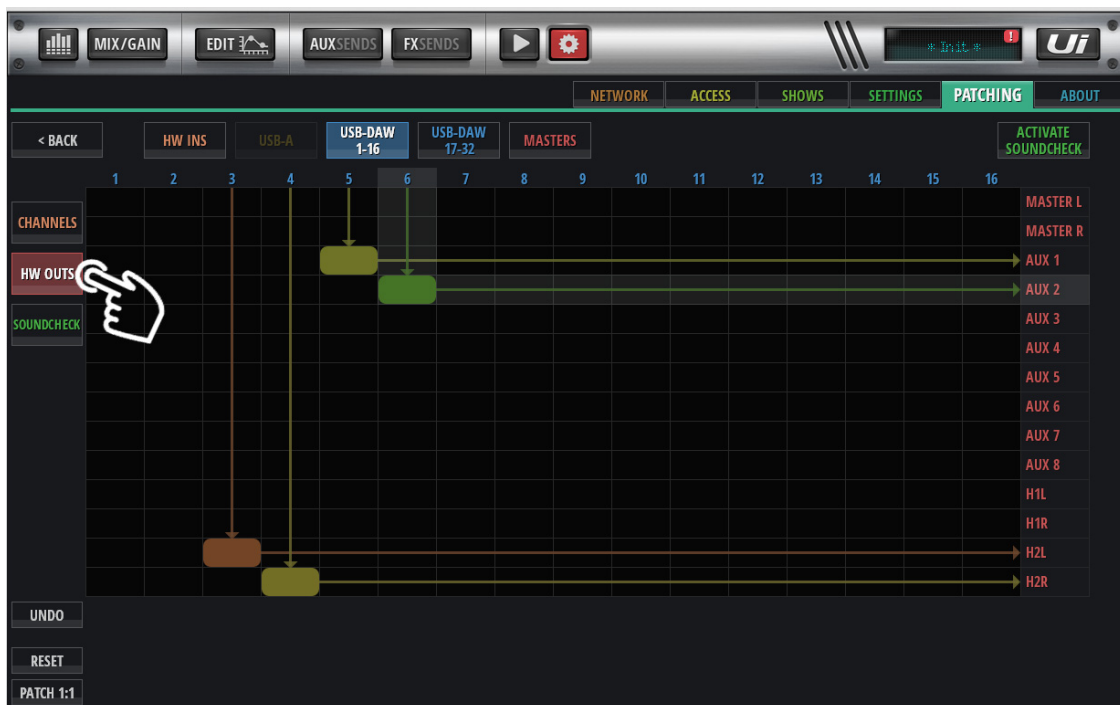
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Patch USB DAW inputs to channels.

The 32 input channels from DAW can be routed to any mixer channel on the Ui24R as well as Direct Hardware outputs (USB DAW can be routed directly to an AUX or MASTER output without going through the Ui24R's mixer DSP)



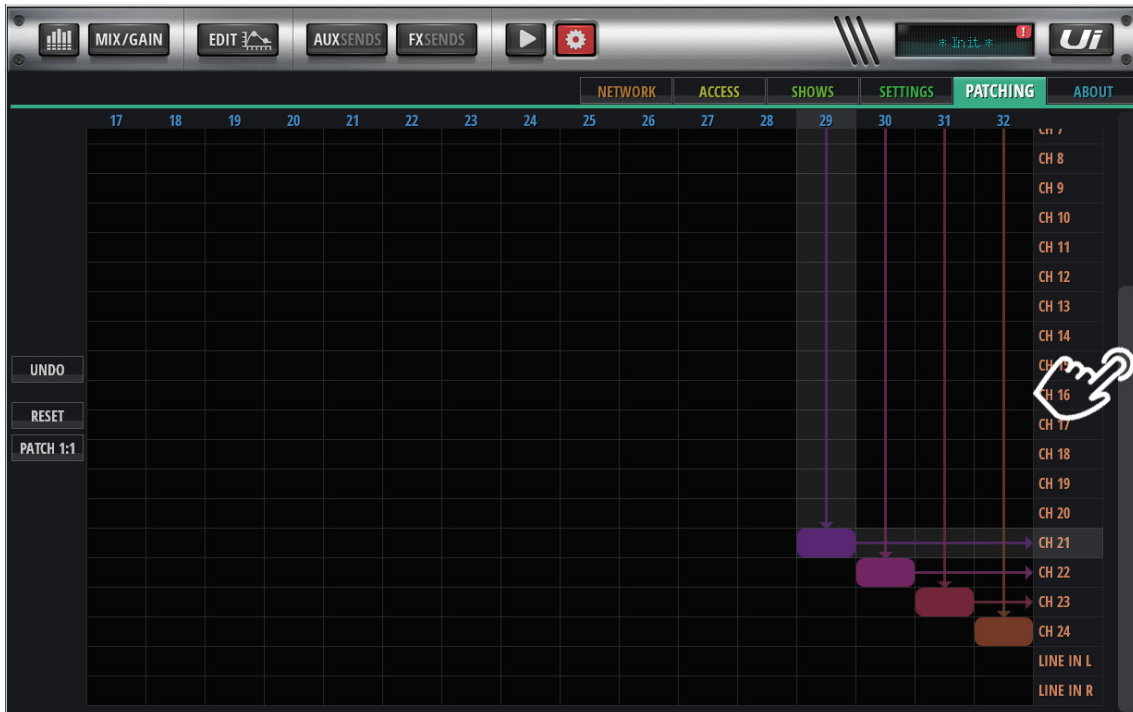
In this example below, the Patch Matrix shows USB DAW output 3-4 connected directly to Headphone output 2 and USB DAW 5-6 connected directly to AUX 1-2.



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Extra Channel Patching (21 22 23 24)

The extra 4 DSP channels can be patched as returns from USB DAW or LOCAL inputs (to double up on inputs for example) You cannot patch them to the internal Multitrack player.



The above patch shows USB DAW input patched to channels 21-22-23-24 on the mixer with the screen scrolled down.

With DSP output patching you are able to add complexity to FX as well. Setup a Delay and send it to AUX9, then patch AUX9 in DSP MASTERS patch back to channel 7 for example, you can then send channel 7 to a reverb and have delays going to reverbs or other FX.



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2/ Global, local and utility settings

Several new settings have been added to the GLOBAL and LOCAL as well as UTILITY tabs in the settings page.

A/ Start AFS on Boot: last state AFS will be memorized and when the Ui24R starts up will load. Note that LIVE AFS EQ's would normally clear.



B/ EQ curve : a small representation of the EQ curve will be shown in the dB value windows above the mix fader, dB value and EQ curve can be shown together or automatically be switched if EQ curve set to just ON



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EQ curve 'ON' shown:



C/ Pin Master to Slideout: to enable more space for mixer channels on smaller devices you can PIN the master fader to the slideout and use the Ui Button to show the master fader when needed.



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Pinning the master fader to the Slideout:



Allows for more faders to be shown in the MIX view.

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D/ Sync ID VCA Spill



When multiple screens are used, the VCA spill function can be assigned to **SYNC ID**. When a user presses the **VCA SPILL** **BUTTON** the spill will occur on the second screen. In this kind of professional setup the mixing can still occur in one screen while the manipulation of a VCA group can occur on another.



5/ Copy Paste Gain. The ability when 'copying channel strips' to include or exclude the gain component of the channel.

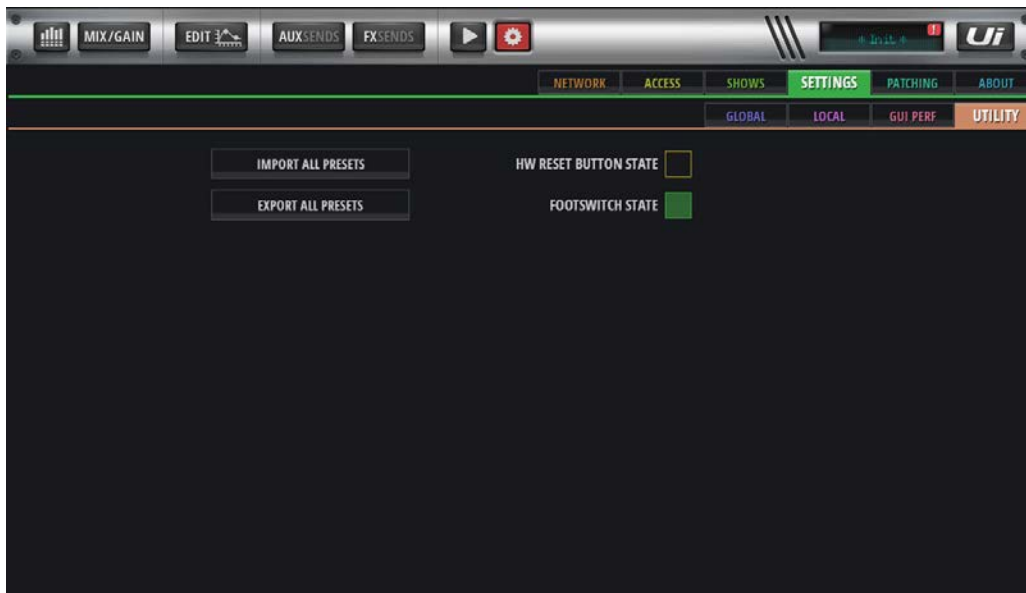
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E/ Utility page:

Reset Button state indicator (showing if RESET button is working when pressed)
(this is referring to the reset button on the side of the Ui24R which is used to reset passwords and firmware).

Footswitch Working indicator (Showing if Footswitch is activated)

Import and export all presets.



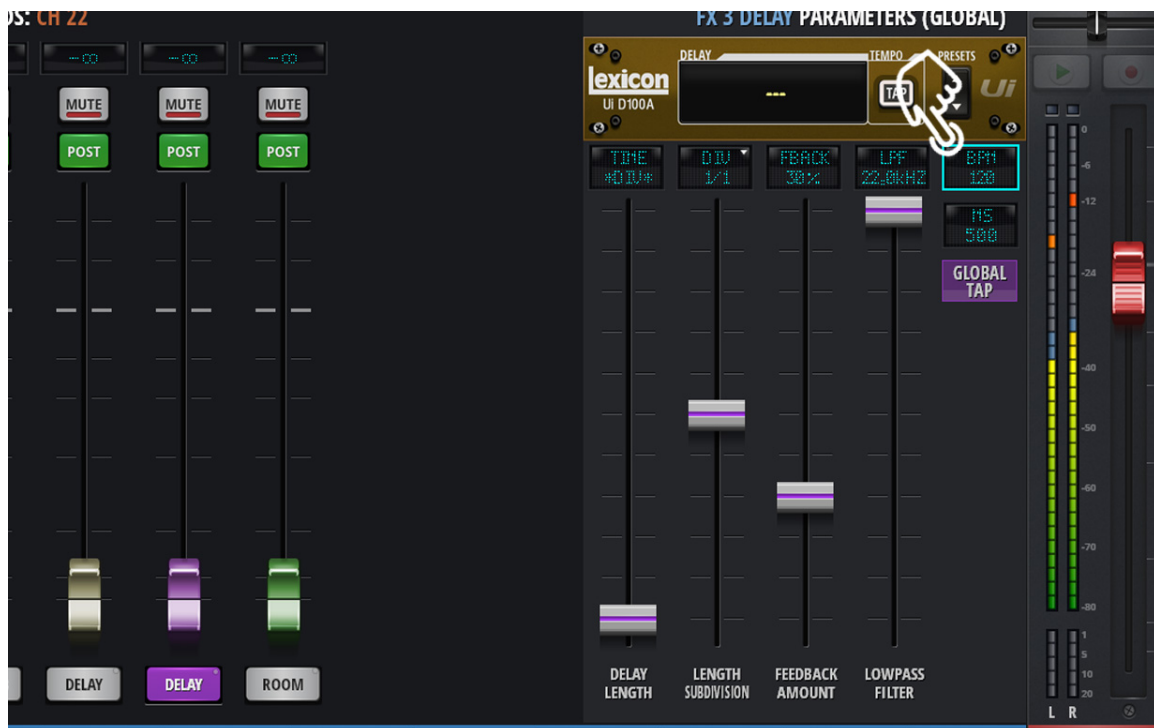
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3/ Main Mixer Delay View and Delay settings

A BPM Light has been added to the **TAP TEMPO** button to simplify visualizing of the current delay time setting.



Please note that you must assign the **GLOBAL TAP** button in the delay setting page for this to work (either in 1 or both delays). The Delay settings will also show 'BPM' and a flashing box around the BPM number.



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4/ Additional Aux (9-10) and Matrix sends All the same features of AUX/MATRIX 1-8



5/ Copy from any AUX and MASTER

You are now able to copy the mix from any source including the master mix



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6/ PRE POST FX sends

All FX sends can now be set to PRE or POST fader sends, enabling for more complex FX to be created as well as simplified monitoring setup of FX.



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7/ A No Hardware Editor (Offline in a manner of speaking)

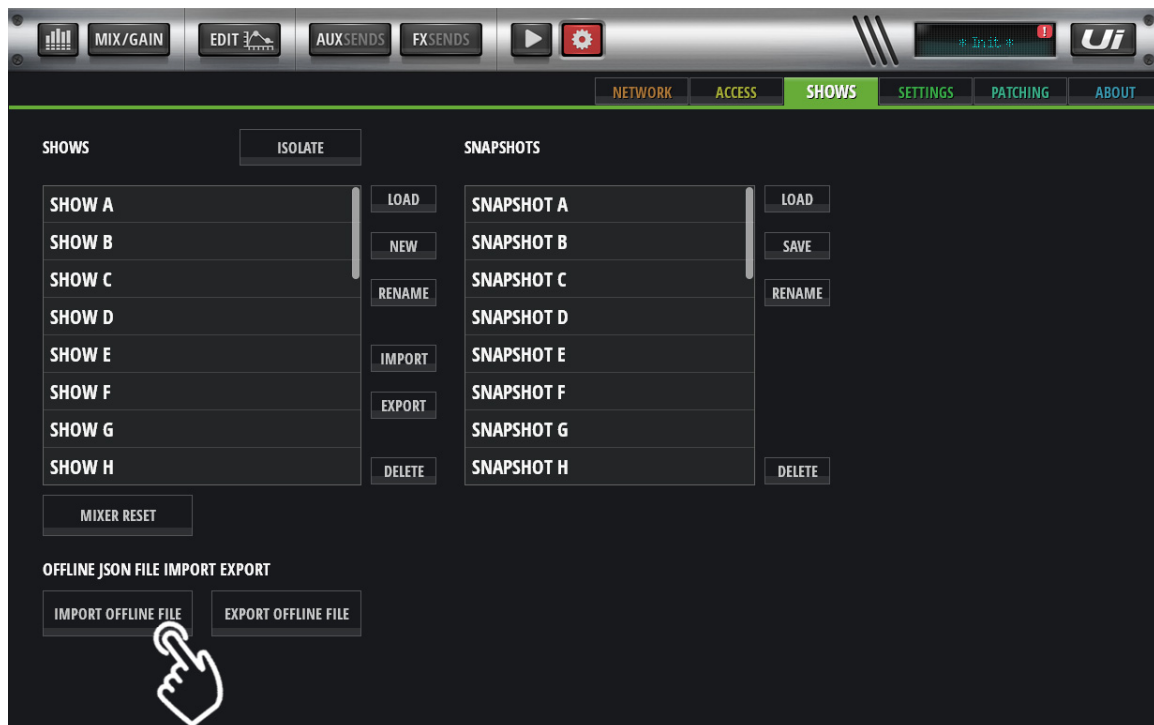
Utilizing the demo software on the Soundcraft website for the Ui24R

www.soundcraft.com

An Export function is now included in the demo which in turn exports a JASON type file. (specific file format).

This file can now be imported to the Ui24R creating a way to view, edit and create a mix in any location where WIFI and internet are available without the use of a specific program to edit or create the mix.

It means that all devices can edit a show if required.



NOTE! Always remember to back up your system.

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8/ Subgroup Ducker/Side Chain

The trigger for the compressor/limiter in the Subgroup section of a Ui24R can be assigned to any other subgroup that's before the one being used.

Subgroup 6 can be ducked from 5 4 3 2 1

Subgroup 5 from 4 3 2 1

Subgroup 4 from 3 2 1

Subgroup 3 from 2 1

Subgroup 2 from 1

Subgroup 1 cannot be ducked or side chained but can be source.



In Use:

Ducking music when talking.

Connect a microphone and assign it to subgroup 1 (make sure it sound loud and clear)

Connect a music source (can be the internal player) and assign it to Subgroup 2.

Set the **DUCKER** in subgroup 2 to SG1(Subgroup 1).

Set the amount of compression or gain reduction you want to occur while talking, the Attack (time it will take to duck) and Release (time it will take for the music to get back to full volume).

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9/ Automix

Un-scripted multi-microphone live events such as talk-shows, game-shows and discussion boards suffer from both microphone spill and back-ground noise. With each active microphone added to the mix, the overall sound quality deteriorates. The result is decreased intelligibility and unpleasant comb filter effects (phase distortion). The gain of all the microphone is added together to create a harder environment to control against feedback even when certain microphones are not being used.

With several mics in use, an operator needs to manually adjust all the faders constantly, leaving the microphones of talking participants open, while closing the microphones of silent participants in order to reduce spill and background noise (using the **MUTE** buttons or moving the faders quickly up and down).

Due to the reaction time of a human operator this often results in audible fade-ins of people who start talking rather unexpectedly. Changing in fader positions can quickly lead to disturbing changes of the total ambience/noise level in the mix.

The Ui24's Automix Offers the Solution – by mimicking the action of a human operator: Increasing gain for 'talking' mics and reducing gain for all others, but very quickly, and by keeping the amount of total gain constant, a clean live mix can be created.

Using in the Ui24R

2 groups are available in the Ui24R for Automixing (A and B)

Each selected channel which is added to one of the available Automix Groups has a **WEIGHT** control, it allows the operator to give more gain in the mix to any contributors who have weak voices or who are too far from their microphones.

The weight control may also be used during a show to adjust the relative balance dynamically.

The **RESPONSE TIME** control fader (global for both groups) sets the speed of operation of the Automix algorithm in a way similar to the attack time control of a dynamics unit.

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9/ Automix

The Ui24R includes 2 Automix groups (A and B) with up-to 8 channels each which can be assigned from any of the 20 mic preamp inputs. The **WEIGHT** control can be adjusted for any of the selected channels and a global **RESPONSE TIME** can be adjusted as well.



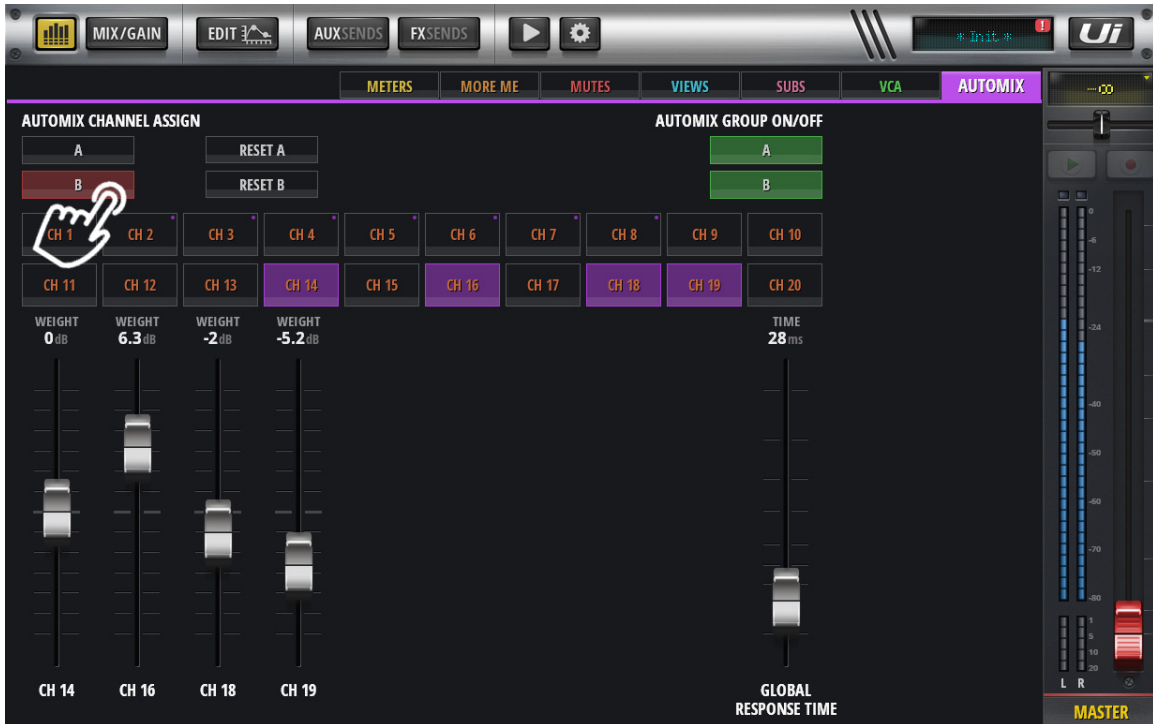
Each group has a **RESET** button and an **ON / OFF** button. Selected channels will be shown in the Auto mix panel and they will also be indicated in the main mixer panel with an **AA** or **AB** mark,



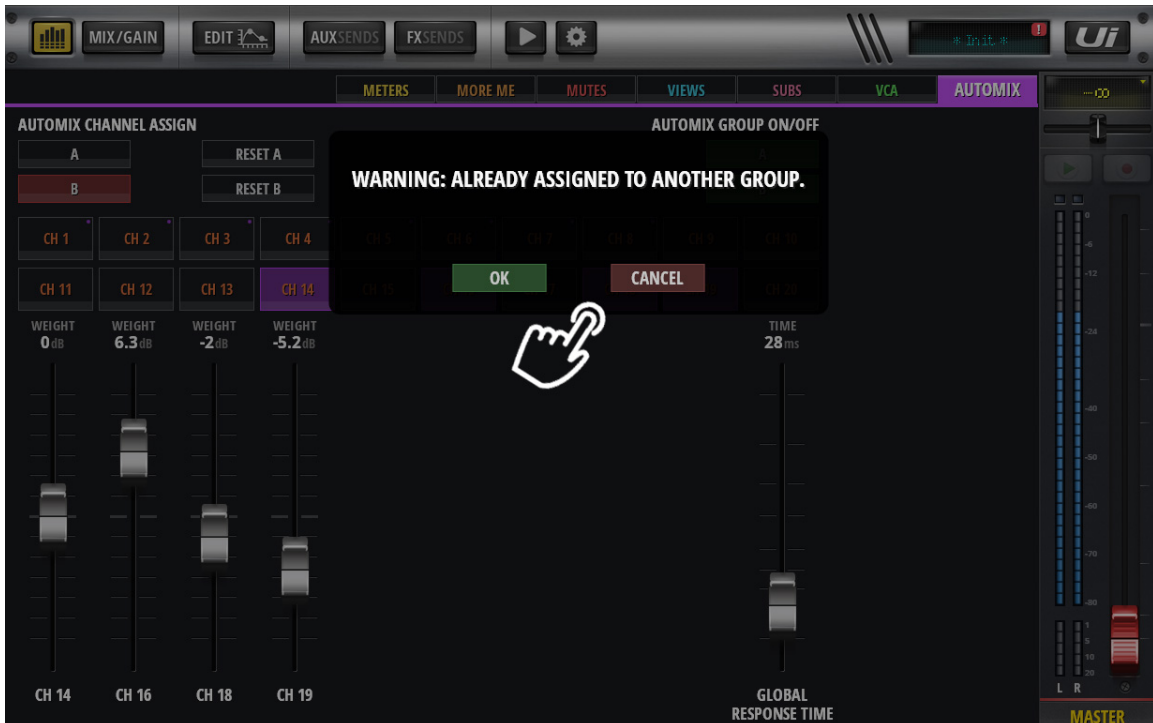
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9/ Automix

When selecting to edit a different Automix group the already utilized channels will be shown with a mark on their selector.



You will also be notified with a warning sign when trying to select an already assigned channel.



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9/ Automix

Pressing the Automix **ON/OFF** button to turn the group off, will present a warning sign as the resultant effect may lead to increased feedback in a system which has been tuned.



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10/ 'BIG D'

'BIG D' is our newest GUI designed for larger format screens with a minimum of 1080p resolution.

It combines the functions of several screens into one and allows for very fast manipulation of the mix to get even better results from the Ui24R.

'BIG D' only works on connected devices to the Ui24R not on the direct HDMI connection.

To activate 'BIG D', your browser screen and your browser window must be set to at least 1010pixels in height, it will then be available from the settings page. Please be aware that screens such as IPAD PRO which are retina, although the specifications mention 2732 x 2048, in retina means this means 1366x1024 in real resolution, if you then reduce 20px for height for the top status bar the remaining area available is 1366x1004 which will then fall under the amount 'BIG D' requires to show correctly.

You are still able to zoom in and zoom out (as per your browsers capabilities) and the zoom factor and scaling will very much depend on your screen resolution. We do however recommend running 'BIG D' on 19" and above screens.

3 Screens have been designed for 'BIG D'

The MIX/GAIN screen:



Scrolling across the mixer faders will have the same effect as previous pages.

Pressing on a specific *meter* in the top meter section will scroll the mixer to the selected channel.

All settings from the GAIN page and MIXER page are available in this one page including the ease of navigation and increased channel view.

CANCEL SOLO and **CANCEL MUTE** buttons have also been added to the right hand slide out.

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10/ 'BIG D'

The Dynamics Screen



The Dynamics screen offers the ability to show the Gate, Compressor, EQ, RTA, Desser and the mix page all at the same time as well as the meters.

Navigation is done by scrolling the mixer page or selecting a channel from the meters.

All the dynamics will follow the selected channel automatically as well as displaying the selected name in the bottom menu it will show above the GATE/COMPRESSOR screen.

At any time, pressing the **EDIT** button or any other top panel button, will still enable a user to show the larger edit screens. Pressing the **EDIT** button again will take you back to 'BIG D'.

NOTE: Big D can be switched OFF in the LOCAL settings page.

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10/ 'BIG D'

The Sends Screen



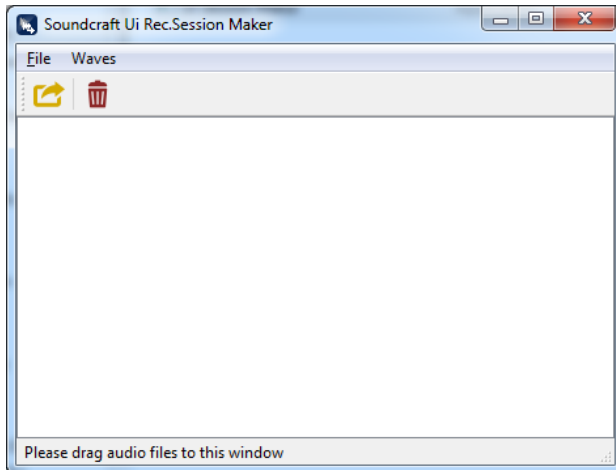
All your sends are now in one place allowing for very fast editing of contributions to AUX and FX sends as well as FX parameter manipulation.

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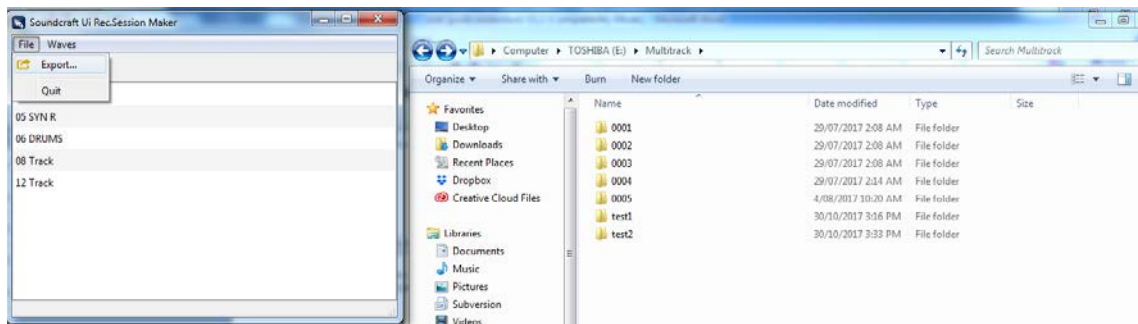
11/ Ui Multitrack Session maker program

Drag and drop all compatible files into the session makers empty area.
The utility will automatically convert the files to FLAC 24bit.

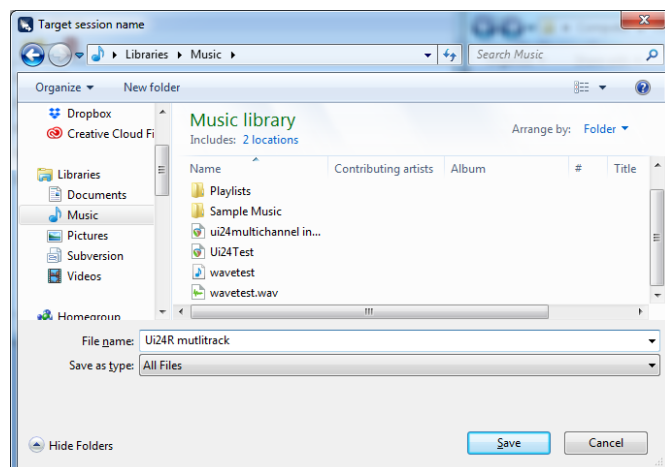
The program is available for 64bit Windows PC's (Win7/10) and MAC OSX 10.11 and up.
It is available from the Soundcraft website for download.



Once you have downloaded and dragged the audio files you are wishing to add to the multitrack session you can Export them as a Ui compatible session by clicking the FILE-EXPORT selection.



Name the session and then save the file in a Multitrack directory of a USB stick in order for the Ui24R to detect the files and play them.



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12/ HDMI screen support

Additional screen it this firmware version:

1	2575	0401	Hannspree HT225HPB
2	29BD	4101	Hannspree Hanns-G HT161HNB
3	1FD2	6103	Dell P2418HT
4	046B	C52B	Hanspree HT225HPBREJ01
5	05E3	0610	Viewsonic TD2230 TD2230
6	2575	010A	ACER T232HL
7	0457	1174	Iiyama T2236MSC-B2
8	04F3	2466	ASUS VT168H
9	0457	1139	Iiyama ProLite T2236MSC-B2AG 21.5"
10	0424	2137	Planar
11	0424	5537	Planar
12	093A	8020	Planar PXL2230MW
13	222A	001C	GeChic 1002 10.1" Widescreen LED Backlit IPS Touch Monitor
14	1FD2	5101	HP Elite Display E230t

15	003D	222A	Viewsonic TD2240
16	0457	1122	ACER Model# UT220HQL bmjz
17	0FB8	1109	Viewsonic TD220
18	0EEF	C000	BEETRONICS 10TS3
19	222A	0001	BEETRONICS 12TS3
20	2386	3114	BEETRONICS 15TS4
21	05AC	020C	Dell touchscreen S2240T (another regional)
22	0457	1057	Generic
23	0930	8020	Generic
24	04F3	249F	Asus VT168H(USA)
25	0424	2514	Acer UT220HQL (generic and HP)