FAIRLIGHT | EVO

EVO is a fully self-contained audio production Console for video, film and music, offering high track count with Fairlight's dedicated FPGA-based hardware for mixing and processing, built-in video, and seamless workflows for virtually all SD and HD file formats. The console is aimed at achieving industry leadership in price/performance for a platform integrating recording, editing, mixing and video. EVO is file compatible and operationally similar to existing Fairlight products. It is firmly a part of the Fairlight product family, which spans the range from home operations, to transfer rooms, to ADR rooms, through layers of preparation, to the final dub stage.

EVO is tactile – it's hands-on for mixing and for editing, providing a comprehensive set of physical controls for easy access and precise adjustment of your mix. At the same time EVO is highly visual – it lights up with feedback from Xynergi's self-labelling keys, a high-resolution colour OLED on every fader, and the embedded screen bridge.

Key Features:

- Integrated Xynergi centre section with self labelling key switches.
- Knob-per-function access to channel parameters.
- Fader panels with full colour OLEDs showing channel information and metering.
- Screen bridge delivers rich graphics and channel feedback.
- 230 into 72 mixer with full automation and monitoring facilities.
- On-board dual-HD video recorder.
- On-board audio recorder/editor up to 192 tracks.
- Customised surface panel layout to suit individual requirements

Chassis Size Options

EVO consoles are offered in a number of size options, to suit the installation and working style of any studio.

Each console section is specified as a number of bays, anywhere from 2 to 5. A bay has the same width as a 12-fader panel.

4 bay straight

2 bay, the smallest EVO configuration

Consoles may have multiple sections, which can be joined in a straight line, or with corner pieces, known as 'wedges'. Every console has a Xynergi panel (known as a Xynergi Center Section or XCS) but otherwise the panel types may be freely chosen.

EVO = Customization

Console Panels

EVO consoles offer a variety of custom panels, each giving tactile control of different parts of the
system. Here are some examples:

XCS

This is the Xynergi Center Section for your EVO console. Every console has one of these (or more if desired).

EVO offers a rich feature set and hundreds of signal paths. This means hundreds of commands and thousands of mix parameters. XCS uses Fairlight's patented self-labelling keys to organise this universe into a number of functional 'layouts'. Each layout is a group of task-related commands, switches and knobs. Keys are labelled and color coded, even animated sometimes, so that functions are clear. Working with layouts is easy because functions appear and disappear as you change tasks – XCS follows your work pattern.

Important fixed functions are also deployed on the controller, including transport buttons, a high-quality Jog Wheel, Monitoring controls, talkback and the number pad.

Fairlight's core design philosophy puts high value on tactile control, because it gives you the chance to acquire motor memory and pick up operating speed. Most people can't type a letter with a mouse, or play a tune, so why would they want to edit and mix that way? XCS compresses a lot of functionality into a small area, reducing your need to move far from the best listening position. It represents an elegant solution to the problem of increasing system capability and complexity, allied to reduced physical working space and operator learning curve.

Fader Panels (FP2)

EVO consoles include one or more Fader Panels, each controlling 12 signal paths.

- 100mm motorised fader, panpot, Mute and Solo buttons
- Controls for automation and Call (interrogates the channel)
- Colour OLED displays full channel name, level, Link Group meters and more.
- Left column of buttons used for selecting fader sets, Flip, automatic mapping and other functions.

Faders can be assigned to control other channel parameters like send levels, LFE, channel trim, Aux sends or record level. Panpots are assigned to Left-Right pan by default, but may be assigned to many other functions.

In-Line Panels (ILP2)

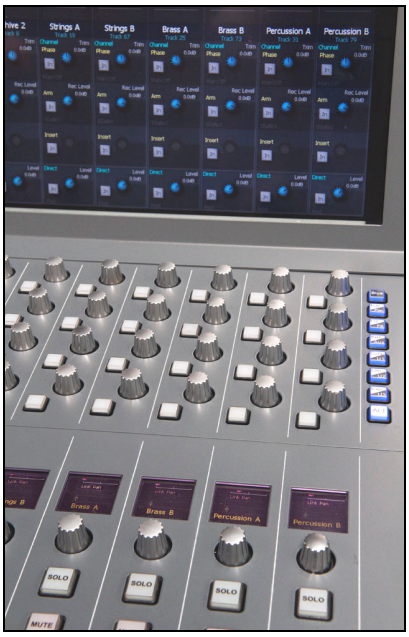
In-Line Panels may be fitted directly above Fader Panels, together with a Screen Panel.

- Four touch-sensitive rotary controls and four switches per channel
- ALT button accesses a second function on each control
- Screen displays normal and ALT function, value and automation status for every physical control.
- Copy parameters from one channel to another by touch.
- Users can also create their own parameter layouts across the controls.

The In-Line controls are assigned to channel strip parameters such as EQ, Pan, Dynamics and Aux Sends, using a column of buttons at the right of the panel. The panel can also be assigned to control an entire channel's parameters, or to global functions such as system buses, plug-ins and more.

More … The In Line Panel design is the key to large scale mixing control. The In Line Panel works with a Fader Panel immediately below it. Each of the 12 positions links four touch-sensitive rotary knobs and switches to the channel below.

Immediately above the ILP is an In-line Screen Panel (ISP) providing an embedded touch screen, which gives feedback on the function of the rotary knobs and switches. The screen is positioned so that the graphic representation is directly above the physical knobs and switches. The ILP can operate in a number of different modes depending on the level of channel parameter control required at any one time.



ILP Modes – *some more detail*;

The ILP controls can be configured using the switches at the left of the panel. A number of modes are supported:

Strip - Each column of 4 knobs and 4 switches belongs to the fader below it, and affect the same signal path as the fader. Controls are paged to allow access to all the functions within a Narrow Parameter Type i.e. EQ, Filter, Compressor, Limiter, Expander/Gate, Pan, Path or Aux. By default the functions provided are the same on all columns, but the user can set up for different functions to be controlled if desired. A column's Strip Mode may be locked, in which case its functions cannot be changed under some circumstances until it is unlocked (see details below).

Wide Strip - A group of columns is linked to a channel controlled by one of the faders below. These columns control all functions of one Wide Parameter Type i.e. EQ/Filter, Dynamics, Auxes or Path/Pan. This may use two or three columns, and these will be cantered, if possible, on the fader controlling the current channel. Columns not needed for wide control of the first selected channel are available for wide control of other channels, or will otherwise behave as for strip mode.

Channel - All of the panel's 48 switches and 48 knobs are dedicated to the system's current channel, providing control for all the parameter types mentioned above.

Monitor - All the switches and knobs are dedicated to the system monitoring function.

Master - All the switches and knobs are dedicated to controlling aspects of bussing. These include Bus Master levels and mutes, Bus Assignment (each ISP switch toggles assignment for a channel to the "current" bus, Bus Contribution (each ISP knob/switch is the fader/mute sending level to the "current" bus) and whatever else we can think of.

Plug-Ins - Switches and knobs are allocated to control plug-ins. This can be done in Strip mode or in Channel mode, where the whole panel controls a single plug-in.

EVO Consoles

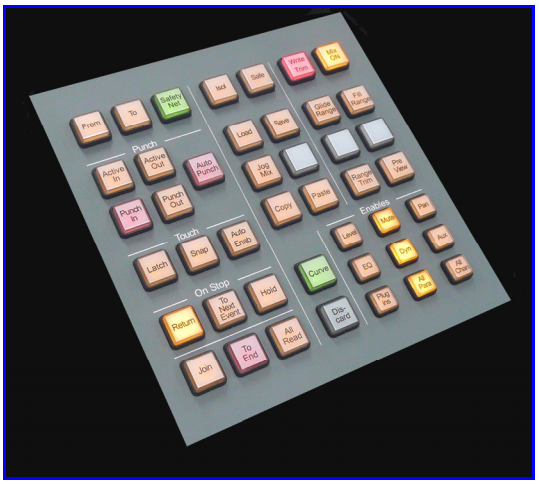
Custom Subpanels = Customization

Some examples:

Automation Subpanel

The Automation Panel occupies one third of the width of the area between the XCS Panel and the screen above it. The other two-thirds can be occupied by a Monitor Panel and other suitable subpanels, or blanks.

All functions of the Automation Panel are standard functions that have been implemented in EVO Dream software operated through the XCS control panel. The Automation panel differs in that it offers a permanent and dedicated key panel for all the main automation functions.



IntelliPad Subpanel

The Intellipad is an EVO sub-panel, with dimensions 163 mm wide and 165 mm tall. It is designed to fit into the sub-panel area above the XCS panel, or anywhere in a "one-third bay" of an EVO M Series console.

Controls
The Intellipad contains 24 switches in a 6 x 4 array, plus a row of 4 at the bottom. Each of these switches is capped with a 12 mm square clear cap. The switch body is a "picture key" capable of displaying a still or animated image under software control.

Connection
The IntelliPad connects via Ethernet to the host computer of an EVO console. This connection is made inside the console body using a built-in Ethernet switch.

Software
The IntelliPad switches will be grouped as follows:
The 6 x 4 array will be organised in "layouts" that can be changed by software. The 4 switches below will be used to select layouts on the 6 x 4 array.

A layout consists of a set of functions for the 24 array buttons, plus a set of graphics that will be shown on the keys. The graphics are interactive with the EVO system software, so they can be used to tally different states while a particular layout is active. Switches in a layout can be used in three ways:

1. A switch can be "remapped" to duplicate the function of any existing switch on an EVO or console.

2. A switch can be used to trigger a user macro i.e. a recorded sequence of keystrokes. In this instance the text name and background colour of the switch can be set by the user.

3. A switch can be used to trigger a "script" i.e. a combination of keystrokes, parameter values and states, tied together with a C-like programming language. Scripts can also direct the switch to display different graphic images, depending on the values of system parameters and states. Scripts can be built on order from FairlightAU Pty. Ltd.

Monitor Subpanel

The Monitor Panel occupies one third of the width of the area between the XCS Panel and the screen above it. The other two-thirds can be occupied by an Automation Panel, or other suitable subpanels or blanks. The Monitor Panel works with the monitor controls at the top right of the XCS panel. These include Control Room Monitor Level, Dim and Mute, Studio Monitor Level and Mute, and Talkback 1 on/off. These controls are not duplicated on the Monitor Panel. **Full Operational Details Below:**

Fixed Volume

Toggles Fixed monitor volume on/off. When held, the pot sets the fixed level.

Volume Pot

This pot is used for setting levels for Talkback, Listen, Cues, Fixed and so on. It is not used for real time monitor level control.

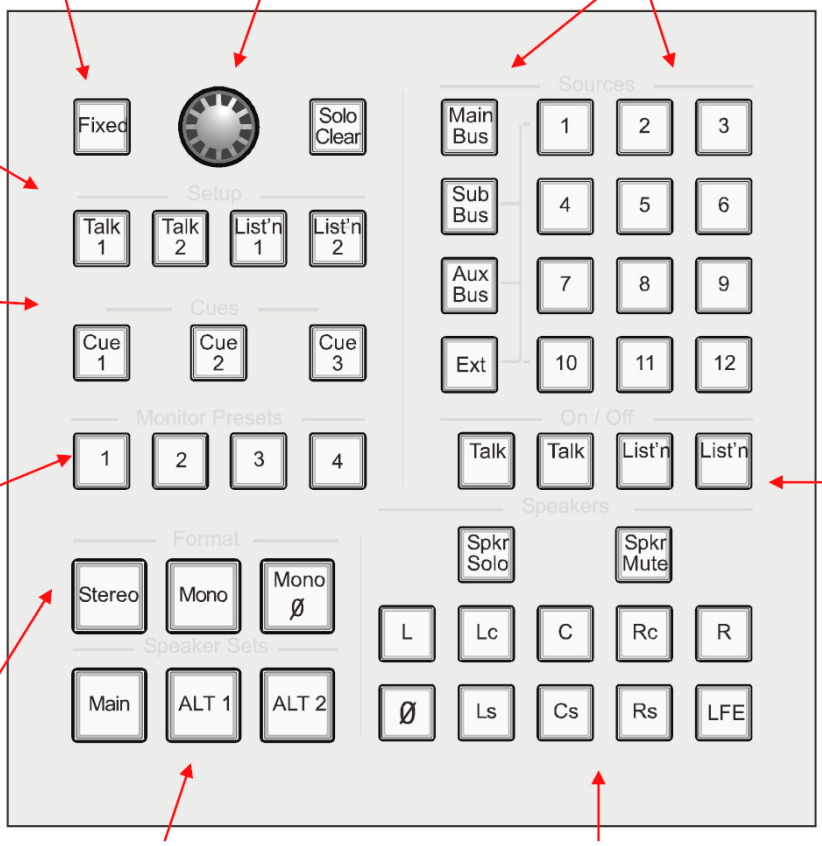
Source / Destination Selectors

By default, sets the source for Control Room monitors. Can also choose source for Studio or Cues, or destination for Talkback, when those buttons are held down.

To select, hold down a category button and press a number e.g. `Aux Bus` ➔ `4`

Setup Selectors

Used to select item for destination or level setting.



Cues

Used to toggle cues on/off, and select them for source or level setting.

Monitor Presets

Used to select a whole setup with one button. May include source, format, destination, speakers, mutes etc.

Format Selectors

Used to choose monitoring format. Choosing nothing means using native format of monitoring source e.g. 5.1.

Toggles

Used to toggle functions on and off. Controls Talk2, Listen 1 and 2, and Solo Clear. The latter toggles all soloes off and then on again.

Note that Talk1 is toggled on the XCS panel

Speaker Set Selectors

Used to choose speaker set.

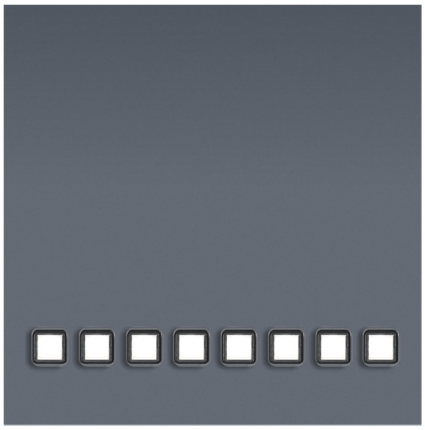
Speaker Mute / Solo

Mutes or soloes for individual speakers, depending whether Mute Speaker or Solo Speaker is selected. Hold down Phase button and press speaker to toggle its phase. Hold down speaker button and use volume pot to set balance.

Ancillary Subpanel

The Ancillary Subpanel simply offers a single row of eight illuminated keys that can be mapped to various internal macro functions, or to external devices such as GPIOs.

The Ancillary panel connects directly to either the Automation or Monitor subpanels, so at least one of these has also to be installed in the configuration.



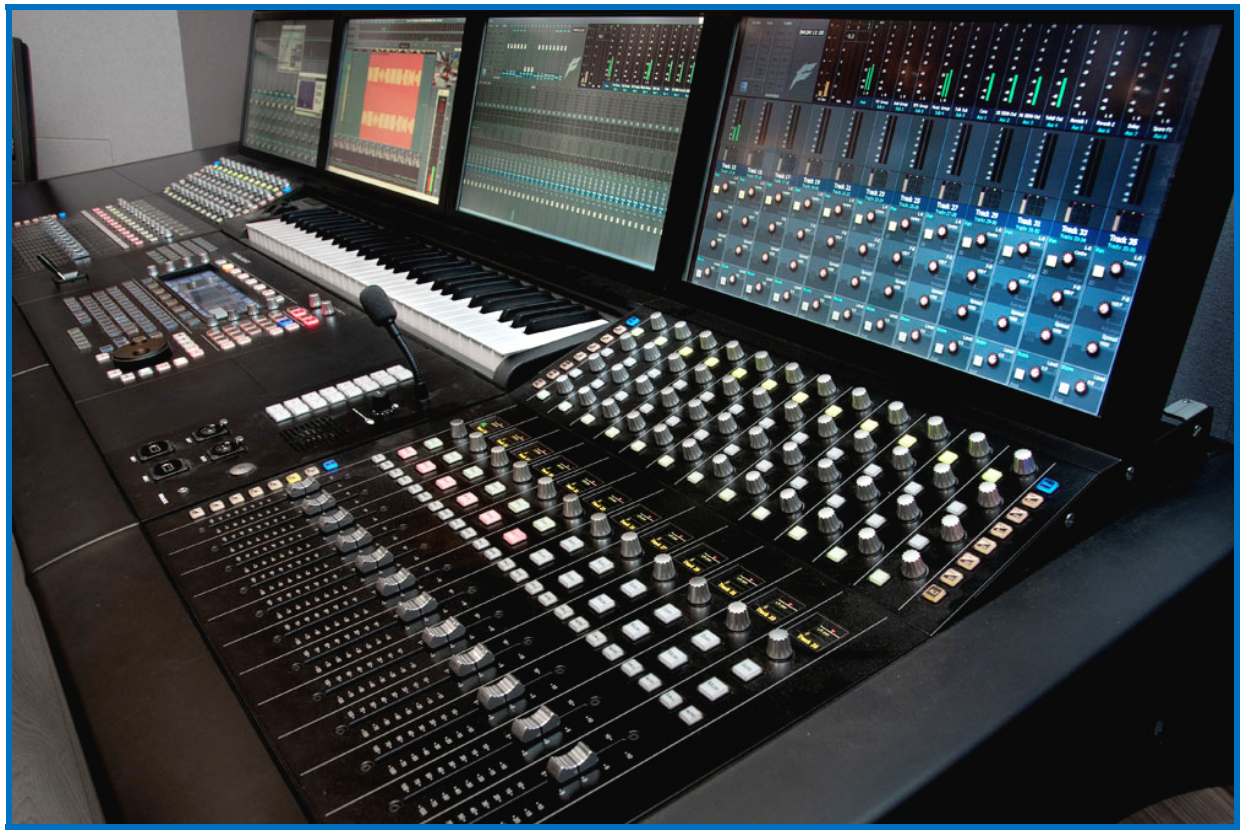
XLR Subpanel

The XLR subpanel is essentially a blank panel with Neutrik style punched holes. There are a range of different types of connectors designed for this that you or the customer can install including - XLR for talkback, ¼ Inch Stereo Jack for headphones, or a USB connector as shown below. There is also a bracket designed to hold the GPIO card on the underside of the panel.

3U Rack Panel

There is also a 3U 19 inch rack panel that can be installed in the EVO M Series. This can only be installed in specific positions in the chassis. Obviously there are certain restrictions in terms of depth, so please check the detailed specification of any outboard gear to be Mounted !

More subpanels are constantly in development and we will bring you details of these as they are available.



EVO – today's big mixer at tomorrow's smart price.

A complete media production system, harnessing all the power of the Fairlight's hardware and software, recording, editing, mixing, MIDI, and integrated SD/HD video.