FAIRLIGHT

SOLO Native

SOLO Native Host Specifications

7 May 2013

Version 1

Introduction

This Document

This document outlines the range of SOLO Native Audio Engine products, and associated minimum Host PC specifications.

Description

Fairlight SOLO Native is a mouse-controlled Native Audio Engine-powered editing application, intended to allow reviewing and sourcing of feeder content for larger Xynergi and EVO controlled, CC-1-powered systems. Unlike the larger systems, the SOLO Native product does not require the use of a hardware control surface or CC-1 audio engine. It instead levers the power of the Host PC, and Windows-compatible soundcard to provide audio processing and monitoring.

There are three SOLO Native variants. SOLO.Prep, SOLO.Edu, and SOLO.Eval. As their name suggests, each is intended for a different target audience, with feature sets to suit.

Please note that there is also the CC-1-powered SOLO product, which is the equivalent of a full Xynergi system in terms of audio processing and mixing capability. Unlike the .Prep/.Edu/.Eval variants, SOLO does require a CC-1 card. However, SOLO does not require a hardware controller.

While a full CC-1-powered system has quite tight Host System Specifications, a Native system is capable of running on a wider range of PC configurations.

SOLO Native Feature sets

The SOLO Native product line has three variants, SOLO.Prep, SOLO.Edu, and SOLO.Eval. Each variant is intended for a specific target user group, and is equipped with appropriate feature sets.

SOLO product range feature set	**.Edu**	**.Prep**	**.Eval**
Maximum Tracks	24	16	8
Maximum Buss Elements	8	4	4
Maximum Video Tracks	1	1	2
SD Video Support *	YES	YES	YES
HD Video support *	YES	YES	YES
5.1 Buss Support	YES	NO	NO
Supported Sample rates	48K, 44K1	48K, 44K1	48K, 44K1
Maximum VST plug-in channels *	24	16	8
Maximum External Audio I/O *	6 IN – 6 Out	2 Out	2 Out
Audiobase Support	YES	YES	NO
Project Formats Supported	DR2	DR2	DR2
External Signal Recording	YES	NO	NO

* Host PC hardware, Audio hardware, and/or Configuration dependent

Recommended Host System Specifications

Minimum Specification Guidelines

The Minimum Host PC specification to ensure BASIC operation is as outlined below.
FULL operation of ***ALL*** possible features may require a higher-specification Host PC.

MINIMUM SOLO Native Host PC SPECIFICATIONS	
Supported Operating Systems	Windows7 Professional 64bit Windows7 Professional 32bit Windows7 Home 64bit Windows7 Home 32bit
Minimum CPU	Intel 2.0Ghz Dual Core or equivalent
Minimum System RAM	2Gb
Minimum Graphics Card (SD)	256Mb Dedicated Graphics Memory 8Gb/sec Memory Bandwidth
Minimum Graphics Card (HD)	512Mb Dedicated Graphics Memory 16Gb/sec Memory Bandwidth
Minimum Available Hard drive Space	8Gb
Minimum Soundcard	Any Windows7 driver-supported soundcard (preferred Wave-RT driver capable)

Minimum Specification Details

Supported Operating Systems

All products in the SOLO Native range require Windows7 as the operating system. Windows7 Home, Professional, and Ultimate have been tested and proven working. SOLO Native products support both 64 and 32bit versions of Windows7.

Internet Connection

Initial installation, Activation, and Registration of SOLO Native requires a fully-functional internet connection, with Ports 80 and 443 fully operational.

Minimum CPU

The SOLO Native range requires a minimum 2.0 GHz Dual Core CPU or equivalent. However, the additional load of 3rd party applications, VST plug-ins, and larger video files may require use of a significantly faster CPU.

Minimum System RAM

The SOLO Native range will install and operate on a minimum of 2 GB system RAM. However, the additional load of 3rd party applications, VST plug-ins, and larger video files may require significantly more RAM to ensure smooth operation. Some onboard graphics cards also use the System Ram as “Shared memory”, instead of using their own dedicated memory. In such cases, 4 GB or more of System RAM is advisable.

Minimum Graphics Card

The SOLO native range of products are capable of running both “Pyxis Track” Video tracks and Audio tracks in the same project. To accommodate this, the graphics card/output on the Host PC must be capable of providing the necessary performance. In a desktop machine, changing or upgrading a Graphics card to match the minimum requirements is a reasonably simple matter. However, for laptop and other “fixed format” machines, it is better to ensure that the Host PC specification is suitable for the task before attempting to install and operate any SOLO Native product.

As a guideline, any graphics card which achieves a rating of 4.5 or better in the Windows Experience Index test will most likely provide adequate performance for No-Video and SD Video systems.

For those End Users who wish to more accurately qualify their graphics card performance, free tools such as GPU-Z http://www.techpowerup.com/gpuz/ are available online. The following table gives the minimum specifications for various levels of Video performance.

Minimum SOLO Native Graphics card requirements	
"No Video"	256Mb Graphics Memory
"Pyxis SD" Video Track	256Mb Dedicated Graphics Memory 8Gb/sec Memory Bandwidth
"Pyxis HD" Video Track	512Mb Dedicated Graphics Memory 16Gb/sec Memory Bandwidth

Minimum Hard drive requirements

To install the SOLO application, and allow at least basic capacity to start creating projects, there must be at least 8Gb free hard drive space available.

The SOLO range of products has a limited maximum active trackcount.

	.Edu	**.Prep**	**.Eval**
Maximum Active Tracks	24	16	8

In all cases SOLO may open projects with higher trackcounts. However, starting from Track 1, only the number of active tracks for each product will actually play audio. This level of audio bandwidth can be accommodated by most current harddrives, even 5400rpm laptop drives.

For systems which are expected to handle SD Video, the drive must be capable of at least 50Mb/sec sustained.

For system which are expected to handle Compressed 8-bit HD video, the drive must be capable of at least 120Mb/sec sustained.

Soundcard considerations

The SOLO Native products use the Windows7 Default audio playback hardware to provide monitoring and external audio interface. For simple "Plug n Play" operation, any Windows7 compatible soundcard should work. For improved latency performance, a Wave-RT compatible audio interface and driver is reccomended.

Supported Multi-Channel Audio Interfaces

SOLO Native products have been tested with the following multi-channel audio interfaces.

Manufacturer	**Model**	**Connection format**	**Reccomended driver version**	**Analog I/O**	**Notes**
Mark of the Unicorn (MOTU)	Traveller	Firewire (IEEE1394)	MOTU Universal Audio Installer V4.0.55333	2-in/2-out	1*
Behringer	Xenyx USB Mixer Family	USB2.0	Universal driver V2902_2.8.40	2-in/2-out	

NOTES

1* - Ensure the native samplerate for the interface is set correctly within the interface configuration. Failure to do this may cause change-of-samplerate behaviour when switching between applications.

Technical Assistance

SOLO Native products are offered on an as-is basis.

These are not fully-fledged Fairlight CC-1 systems, and as such do not carry the same strict minimum-specifications as a full-sized system.

Equally, FairlightAU cannot take responsibility for any given specific PC specification or configuration these products may be installed on, or asked to operate to any given performance level with.

Pushing the performance limits of smaller Host PCs graphics cards, CPUs, RAM configuration, hard drive configurations, and/or soundcards is at the complete risk of the End User.

Again, Fairlight takes all due care to ensure compatibility with common Host P\C components and performance levels in keeping with available hardware configurations. However, Fairlight cannot take responsibility for, or guarantee, any given performance level, on any/all possible Host PC configurations.

FairlightAU
May 2013