



Connections between stages/boxes show possible routes; they are not all active at the same time. All dBV values below are subject to the limitations of my measuring gear (and my usage of them!) so are approximate only.

LEDs exhibit hysteresis, e.g. orange>>red when input signal goes above +10dBV, red>>orange when signal goes below +5dBV. Main output shows clipping when input reaches +15dBV.

Bottom line is LEDs are only a guide. If red, signal *may or may not* be clipping. If not red, you have *at least* 5dBV headroom available, maybe more depending on which direction you adjust its level.

Unity settings are local to each stage/box so you need to take account of all stages for any given path. If a control is unity, that stage/box neither attenuates nor boosts; if a -12dB signal enters the box, -12dB comes out.

* The machine behaves as if there is a -12dB attenuator in the signal paths for Rec Buff and the Thru machine. Subsequent stages can compensate if you set them to +12dB.

** Rec buffs are saved at this lower -12dB level, so use sample gain to compensate if required when assigning saved samples to flex/static machines for playback.

Similarly, cue signals from the inputs are reduced by 4dB before entering the mixer cue stage so compensate if required by raising the mixer cue level +4dB (note this will also raise the cue level from the tracks).