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# DiGiCo SD SoundGrid I/O

User Guide



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## Introduction

The DiGiCo SD SoundGrid I/O card enables engineers to control Waves plugins directly from a DiGiCo SD12 console and to capture the power of the SoundGrid network system. Each DiGiCo SD SoundGrid I/O card provides 64 channels of bi-directional audio.

A SoundGrid I/O device is part of a SoundGrid network. SoundGrid is the Waves high-speed networking protocol for moving audio, clock, and other information between a host system and I/O devices—and between I/O devices themselves. A SoundGrid host configures the network, assigning servers and I/O devices to mix, process, or record, depending on the host. SoundGrid I/Os link to the SoundGrid network with standard Ethernet cable.

SoundGrid is scalable. Connect one I/O device to a DAW and you have a high-quality sound card. Add more I/Os and your system becomes more flexible and powerful. Depending on the host application, a SoundGrid host can assign up to sixteen I/O devices. Complete SoundGrid systems can be networked together to share devices.

Add a server to a SoundGrid system to offload plugin processing from the host CPU to a SoundGrid DSP server. This dramatically increases processing power and enables greater plugin counts—it also provides very low system latency.



# Hardware and Connections

The SD SoundGrid I/O has one SoundGrid Ethernet port. Use this port to connect to the SoundGrid network host. When more than one connection is necessary (e.g., additional I/Os or a server), all Ethernet connections must be made through a 1GB switch. See this [support article](#) for a list of supported switches.



The port has two LEDs to indicate network status:

- OK** Solid yellow indicates a full duplex link is active.
- ACT** Flashes red to indicate activity.

When the **ID** button on the SoundGrid device rack is pressed, the ACT LED on the front panel changes from flashing red to solid red.



# Getting Started

Configure SoundGrid and assign your devices as follows, however large or small your system.

- A** Connect the hardware
- B** Install the software
- C** Configure your system

## **A** *Connect the Hardware*

### One I/O

In this illustration, the single SD SoundGrid Ethernet port is used to connect the console to the SoundGrid host application's SoundGrid ASIO/Core Audio driver for plugin processing and/or DAW playback/recording. The interface is connected directly to the host using a Cat 5e Ethernet cable or better.



The host computer's LAN port that's connected to the SoundGrid network should be used for SoundGrid only. Do not share this port with the internet or other networks.

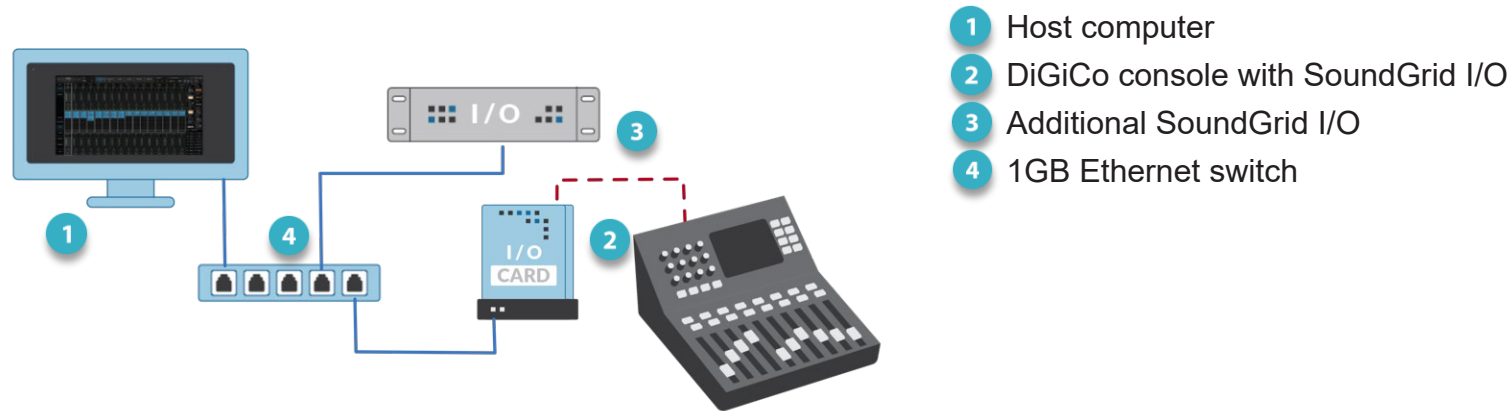
In this configuration, all plugin processing is carried out on the host computer. The speed and power of the host defines overall latency.



## Add I/Os

Adding I/O devices not only increases the number of I/O channels, but lets you have separate devices for stage and FOH, or live room and control room. Use a "star" network configuration with a 1GB Ethernet switch when you need more network ports than the interface card provides. Only use switches tested and approved by Waves.

In this example, one card port is connected to a host computer and an additional SoundGrid I/O, so a 1GB switch is needed. Configure the network in a "star" configuration. See this [support article](#) for a list of supported switches.



You can connect and assign up to 16 SoundGrid I/O devices to the network, depending on the SoundGrid Host Application. All SoundGrid I/O devices, hosts, and servers are connected through the Ethernet switch. You can also add more computers to enable streaming between hosts.

## ADD A SERVER

To add a server to your SoundGrid system, just connect it to the Ethernet switch and configure it in your host application. This moves all DSP processing from the host computer to the server, which provides a higher plugin count and enables the eMotion LV1 and ST mixers. Visit the [waves.com hardware pages](http://waves.com/hardware/pages) to learn more about SoundGrid servers. Consult your SoundGrid host application's user guide for specific instructions.



## B Download and Install Software

### INSTALLING A NEW SOUNDGRID HOST SYSTEM

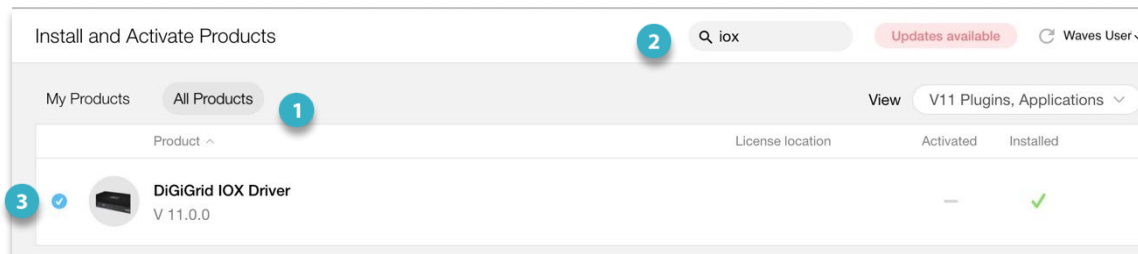
Installing the Waves SoundGrid host application will also install applicable device drivers and ASIO/Core Audio drivers. Your devices will appear in the Inventory of your host system. If a device is not visible in the Inventory, you may need to install a specific driver from **Waves Central**—please see below. First, however, check the device’s connections and power.

### ADDING AN I/O DEVICE TO AN EXISTING SOUNDGRID HOST SYSTEM

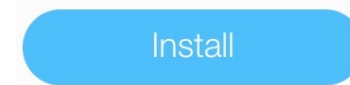
If you are already using a Waves SoundGrid host application and your device does not appear in the Network Devices list, use Waves Central to update the host application, which also updates the device drivers—or install just the missing device driver from Waves Central.<sup>1</sup>

#### Waves Central

All Waves software is downloaded and installed via the Waves Central application. To install a specific device driver, launch Waves Central and follow these steps:



- 1 Choose **All Products**
- 2 Search for the driver by name
- 3 Choose the driver and click **Install**



If you are new to Waves products, begin by downloading the Waves Central installer from the Waves Download Page. See the Waves Central User Guide for instructions on how to install drivers, plugins, and applications.

### LICENSES

You do not need a license to use this device. However, many hosts or specific host configurations do require a license. Refer to your host’s [product page](#) for details.

<sup>1</sup> The SoundGrid QRec host is installed with any I/O.



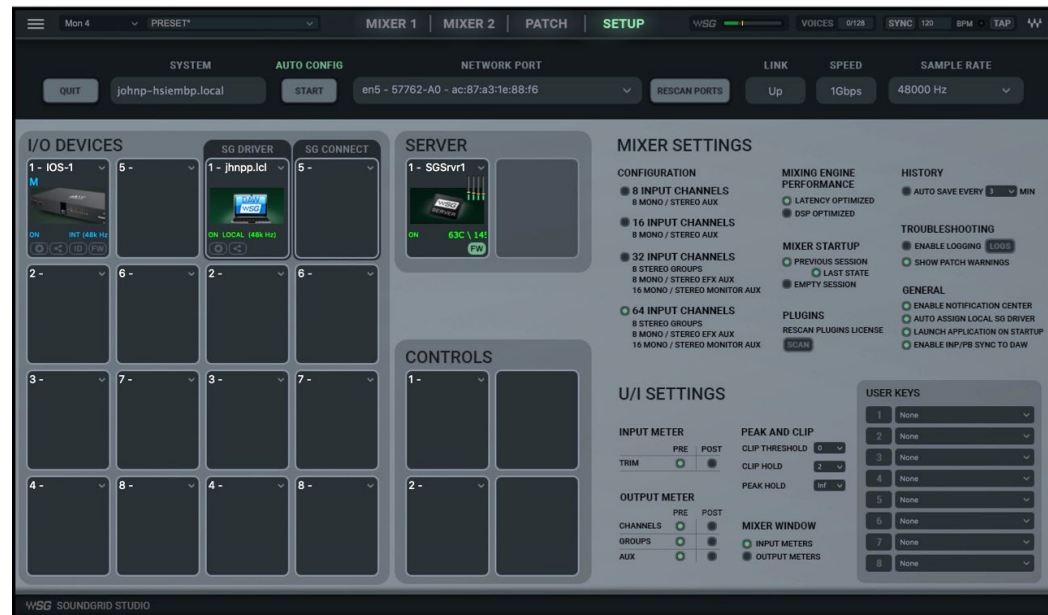
## C Configure the System

A SoundGrid network is configured and devices are assigned in a host's **Setup** window. At the heart of this window are racks where devices are assigned. Any compatible device that's part of the host's SoundGrid network will be available for assignment. This collection of devices is called the **Inventory**. Setup is similar with all hosts: identify the host's LAN port, select a device slot, and use the drop-down menu to choose an available device.

Please consult the user guide of your host application for specific instructions.



SoundGrid QRec



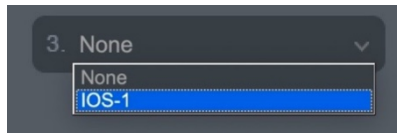
SoundGrid Studio Setup Window

All SoundGrid devices are configured in the same manner. Throughout this section, we show DiGiGrid IOS as an example.





## Manual Device Configuration



SoundGrid QRec

You can assign, remove, and manage a device manually. Click on the **plus** or **arrow** symbol in a device slot to open its the **Device Menu**, then select a device.

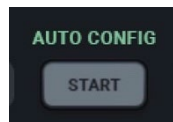
Any device not already used will be available for assignment. If no other devices are assigned, the current device will become your clock master. Drivers and servers are assigned in the same manner.



SoundGrid Studio

See the user guide of your host system for specific instructions on device assignment and I/O channel patching.

## Automatic Device Configuration



Certain SoundGrid hosts—including SoundGrid Studio, eMotion LV1 or SuperRack SoundGrid—offer an **Auto-Config** tool. Once your devices are connected and powered up, click **Auto** to start the configuration.

Auto-Config chooses the correct LAN port on the host computer and scans the SoundGrid network for devices. It then patches the devices to the host. We recommend that you let Auto-Config take care of things, at least when you are getting started. If later you add, remove, or swap a device, Auto-Config will reconfigure your inventory and re-patch.

Note that SoundGrid Studio assigns the SoundGrid driver automatically. SuperRack SoundGrid and eMotion LV1 require that the SoundGrid ASIO/Core Audio driver is assigned manually.

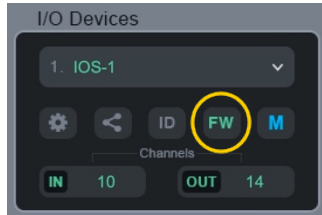


## Device Firmware

An I/O that is using outdated or incompatible firmware will not work properly in a SoundGrid network until its firmware is updated. The color of the **FW** button in a device slot indicates the current firmware status.



SoundGrid Studio



SoundGrid QRec

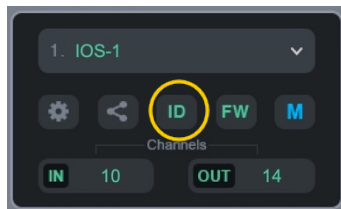
Grey	Compatible firmware
Blue	Compatible firmware, but a newer version exists
Red	Firmware not compatible and must be updated in order to use

If a device requires updated firmware, click on the FW button to start a hardware scan. Do not disconnect the device or turn off the computer before **Done** appears. Once the update is ready, turn the device off and on to reset.

## Identify a Device on the SoundGrid Network



SoundGrid Studio



SoundGrid QRec

Click on the **ID** button to activate a hard-to-miss “ACT” LED on the panel of the corresponding hardware device.



# Using an I/O Device with a DAW

Setting up SoundGrid devices with a DAW involves these steps:

## PATCH THE I/O DEVICE AND THE SOUNDGRID ASIO/CORE AUDIO DRIVER

When using a DAW on a SoundGrid network, the SoundGrid ASIO/Core Audio driver serves as a bridge between the I/O device and the DAW. It enables the I/O to communicate with the DAW, and it provides patches. Patching an I/O to the SoundGrid ASIO/Core Audio driver differs slightly among hosts. When you use a host's Auto-Config tool, the host input channels are patched automatically, in an order based on rack. The order of the devices in the Device Rack determines the default patching order. Please refer to your SoundGrid host's user guide for details.

## CONFIGURE THE DAW FOR SOUNDGRID

1. Set the DAW playback engine to "Waves SoundGrid." The SoundGrid driver channels will now appear in the DAW I/O preferences and in the Input/Output selector in each DAW channel.
2. Route the DAW inputs and outputs to SoundGrid.

