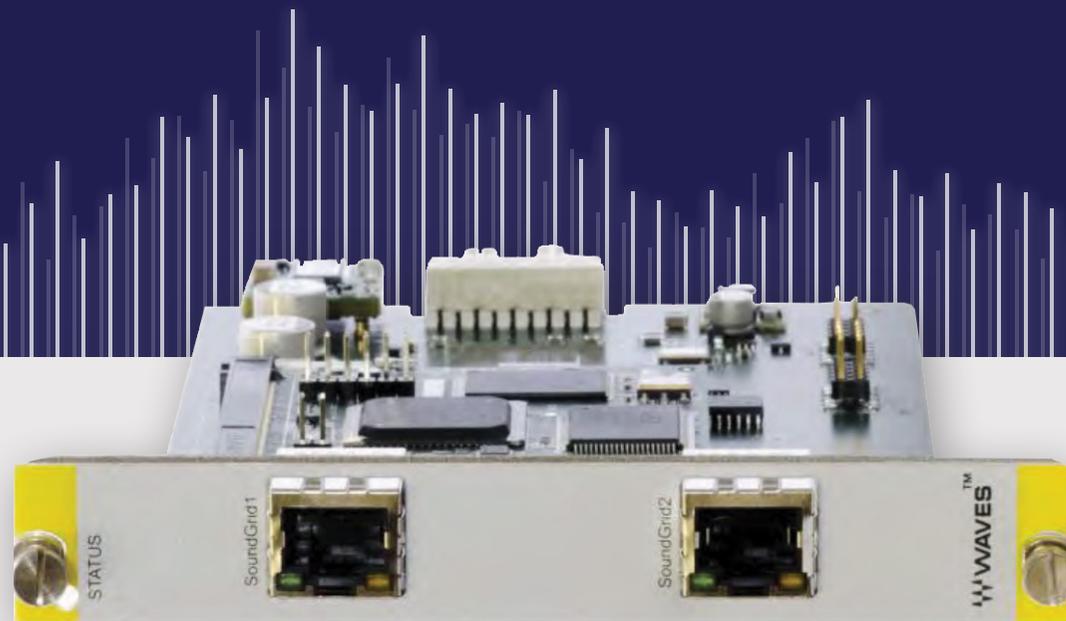


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# Calrec SoundGrid I/O

## User Guide



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# Introduction

The Calrec SoundGrid Interface Card makes it possible to run Waves plugins directly from selected Calrec mixing consoles. The card connects to a SoundGrid host, which controls I/O devices, drivers, and an optional SoundGrid DSP server, all via standard Ethernet cables.

This Calrec Modular Card is compatible with the Apollo, Artemis, RP1, Summa, Brio 12 and Brio 36 models. Each card allows 64 channels of bi-directional audio.

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 manages the network and assigns servers and I/O devices to mix, process, and record, depending on the host. All SoundGrid devices connect to the host with standard Ethernet cable.

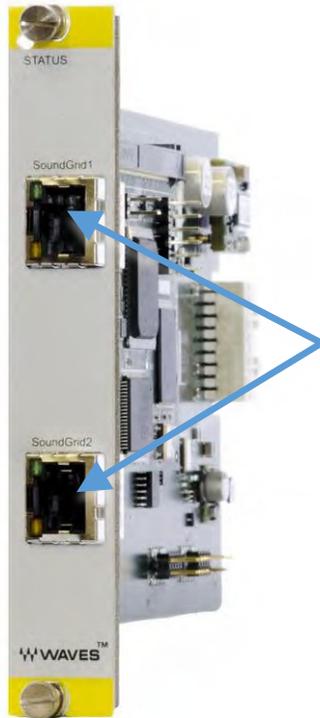
SoundGrid is scalable. Connect one I/O device to a DAW and you have a high-quality sound card. Add more I/Os and your system becomes more flexible and powerful. Depending on the host application, a SoundGrid host can assign up to sixteen I/O devices. Complete SoundGrid systems can be networked together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

Please refer to the user guide for your Calrec mixing console for installation instructions. Calrec documentation can be downloaded from the [Calrec website](#).



**SoundGrid Port 1 and Port 2** connect to the SoundGrid Network via Cat5e or Cat6 Ethernet cables.

Each Ethernet port has lights that indicate status:

Link/Act LED = flashing green

GigE (Gigabyte Connection Indicator) = solid green

The Calrec SoundGrid I/O has two SoundGrid Ethernet ports. This enables you to connect a host computer and another device (e.g. an additional I/O or SoundGrid server), without needing an Ethernet switch. For installations that include more than two SoundGrid devices, a switch is necessary. It is not important which Ethernet port is used to connect to the SoundGrid network.

To learn more about installing the card in your Calrec console, please refer to the CDC manual.



# Getting Started

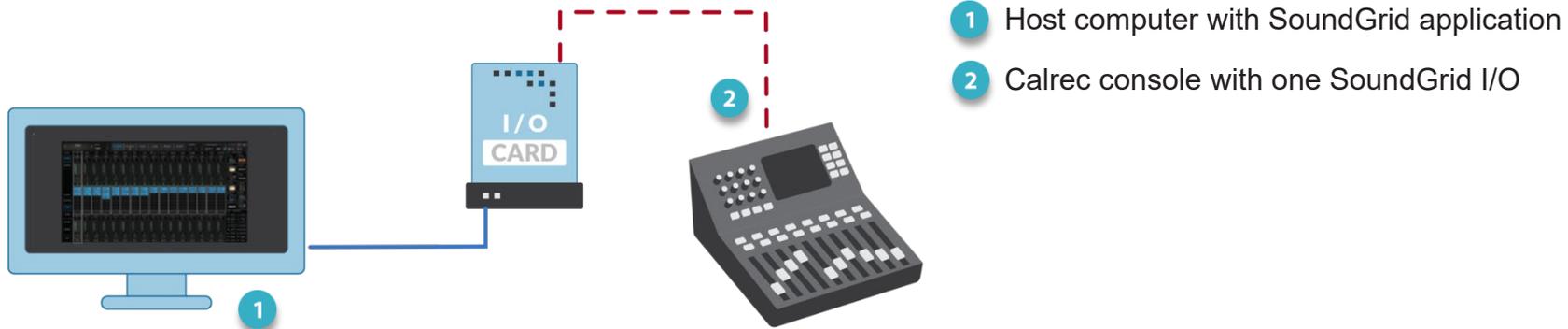
All SoundGrid systems, regardless of size, are set up in the same manner:

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

## A *Connect the Hardware*

### One I/O

Here, one Calrec SoundGrid I/O interface card is used to connect a console to the SoundGrid host application 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.



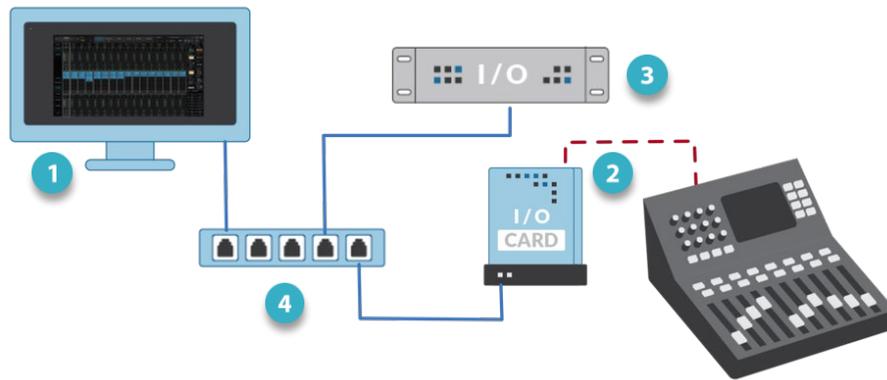
The host computer's LAN port that's connected to the SoundGrid network should be used for SoundGrid only. Do not share this port with the internet or other networks.

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. When there are more than two network connections, use a "star" network configuration with a 1GB Ethernet switch. Only use switches tested and approved by Waves.



- 1 Host computer
- 2 Calrec console with SoundGrid I/O
- 3 Additional SoundGrid I/O
- 4 1GB Ethernet switch

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. You can also add more computers to enable audio 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](#) to learn more about SoundGrid servers. Consult your host application user guide to learn how to configure additional I/Os and servers.



## B Download and Install Software

### INSTALLING A NEW SOUNDGRID HOST SYSTEM

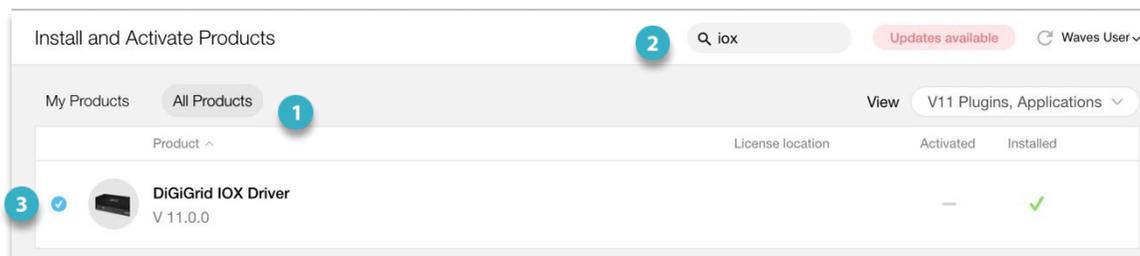
Installing the Waves SoundGrid host application will also install all applicable device drivers and ASIO/Core Audio drivers. Your devices will appear in the Inventory of your host system. If a device is not visible in the Inventory, you may need to install a specific driver from **Waves Central**—please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



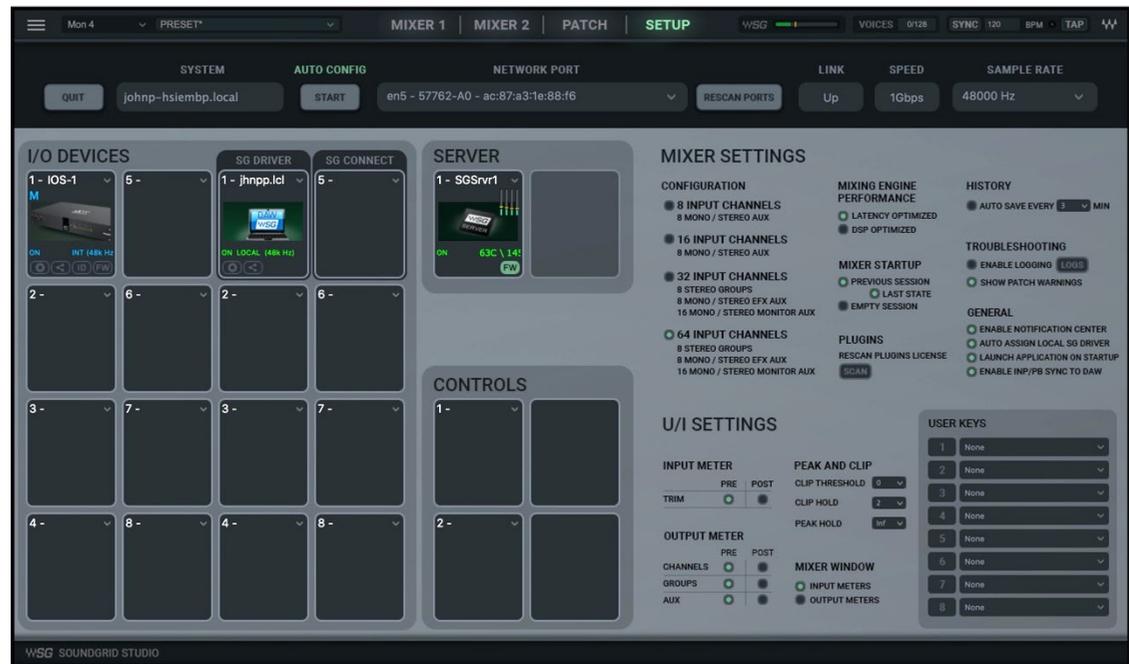
## C Configure the System

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

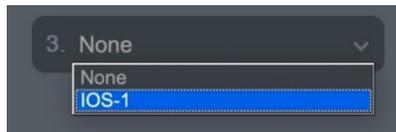


SoundGrid Studio Setup Window

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



## Manual Device Configuration



SoundGrid QRec



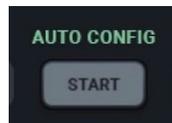
SoundGrid Studio

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.

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.



# 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.

