Introducing the New Daking Console

Daking

The Console that can change from a Legacy Bussing Scheme to DAW Direct Routing with the touch of a button.

Features:

Class "A" Circuitry

Transformer Coupled Pre-Amps

Discrete Transistor Design

Single Sided Amplification

Sophisticated Centrally Controlled solo and Muting and Fader Bypass

Complete Monitor and Center Controls

Optional Integrated Patchbay

Center Section can be mounted left, right or separated for a custom layout.

Daking U.S.A.

All features and specifications are subject to change without notice.

Mic-Preamplifier Compressor/Limiter and 4 Band Equalizer on Every Channel

Microphone Input

Jensen Transformer Balanced

75db gain

20db pad

48 Volt Phantom Power

Phase Reverse

High-Pass Filter

Continuously Variable
from 200Hz 12db per octave

Line Inputs

Transformer Balanced
and Differential Inputs

Compressor/Limiter

Fast and Slow Attack

Fast and Auto Release

Ratios 4:1 and 16:1

Feed Back and

Peak Detection

Equalizer

Plus and Minus 17DB

Five Frequencies in Each Band

High and Low Shelving

High and Low Mid Peaking

with Inductors and Proportional "Q"

Low Pass filter 6db per octave

Mic/Line Selector Compressor/Limiter

Gain Switch in 5DB steps Mic and Line

20DB db Pad In Mic

+48v Phantom Power

180° Phase Change

Mic/Line Selector

High Pass Filter
Continuously variable from 200Hz

Gain Reduction Meter

Compressor Threshold

Stereo Link to Left Adjacent Channel

Compressor Bypass

Channel Output
With 11db of gain

Compress 4:1
Limit 16:1

Release Fast
Auto

Attack Fast
Slow

Four Band Equalizer

High and Low Frequencies Shelving
Mid Frequencies Inductor Based Peaking
All With Proportional "Q"
Boost/Cut

High Shelf Boost/Cut

LPF
20kHz Low Pass Filter
6DB per Octave

8K - 10K - 12K - 15K - 20K

High Mid Peaking Boost/Cut

1.5K - 3K - 5K - 7K - 9K

Low Mid Peaking Boost/Cut

125 - 250 - 500 - 1K - 2K

Low Shelf Boost/Cut

30 - 50 - 80 - 100 - 150

Input Routing
From Large Fader

Odd or Left Multi Track Busses

Even or Right Multi Track Busses

Stereo Buss Assign

Pans Multi Busses

Stereo Pan

Sends the Output of 5/6 to the Multi-Track Busses

5/6 Level

5/6 Pan

Pre and Post Fader Send for Aux 5/6

Aux Sends 3 & 4 Level

Pre and Post Fader Send for Aux's 3 & 4

Aux Sends 1 & 2 Level

Pre and Post Fader Send for Aux's 1 & 2

Group Solo

Output Group Level

Group Cut

Return Routing

Odd or Left Multi Track Busses

Even or Right Multi Track Busses

Stereo Buss

Stereo Pan

Pans Multi Busses

Puts Output of 5/6 to the Multi-Track Busses

5/6 Level

5/6 Pan

Pre/Post Fader Send 5/6

Aux Sends 3 & 4 Level

Pre/Post Fader Send 3 & 4

Aux Sends 1 & 2 Level
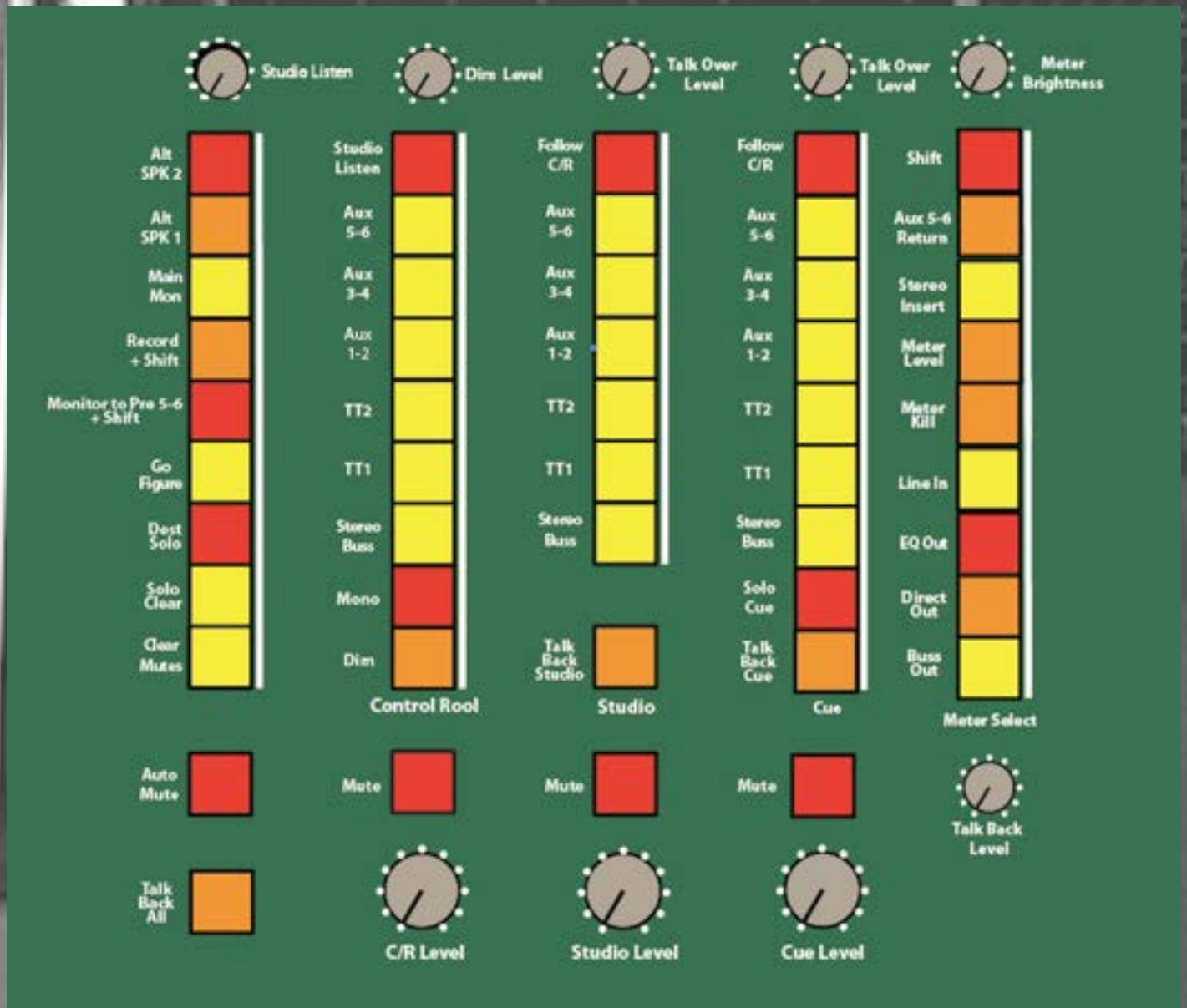
Pre/Post Fader Send 1 & 2

Return Solo

Return Level

Return Cut

8 Input Stereo Summing Mixer

The mixer appears in the patch-bay and is typically 1/2 normalled the 8 output busses. It provides 8 additional inputs to the stereo buss.

The center section has extensive controls for Control Room, Studio and Cue source selection. The console logic for Solo, Mute, Speaker Selection and Alternate Input functions are also here.

The custom patchbay connects via DB-25 cables. Each input channel has one ribbon connection, eliminating the need for multi pair XLR cables which reduces cost and weight and makes service much simpler. The jacks are Audio Accessories PC mount.

Unlike most small consoles, our center section is not permanently affixed to the right side of the inputs. The center section and patchbay can be wherever you like. This example shows a 27" desk inserted into the center for a DAW controller and a 12" Producer's desk in front of the patchbay.

Studio Listen

Studio Listen Level [1]

Alt SPK 2

Alt SPK 1

Speaker Selection for three pairs of monitors.

Main Mon

Mix Record

Mix Record selects the "DAW Direct" routing feature . [2]

Monitor to Pre 5-6 + Shift

Assigns the Monitor Input to Pre 5-6. [3]

Go Figure

Go Figure configures the console for Solo-Safe, Auto-Mute and Fader Bypass. [4]

Dest Solo

Destructive Solo activates Mutes not soloed or in Solo Safe. [5]

Solo Clear

Clears all Solos.

Clear Mutes

Clears all Mutes.

Auto Mute

Mutes channels in the Auto-Mute group
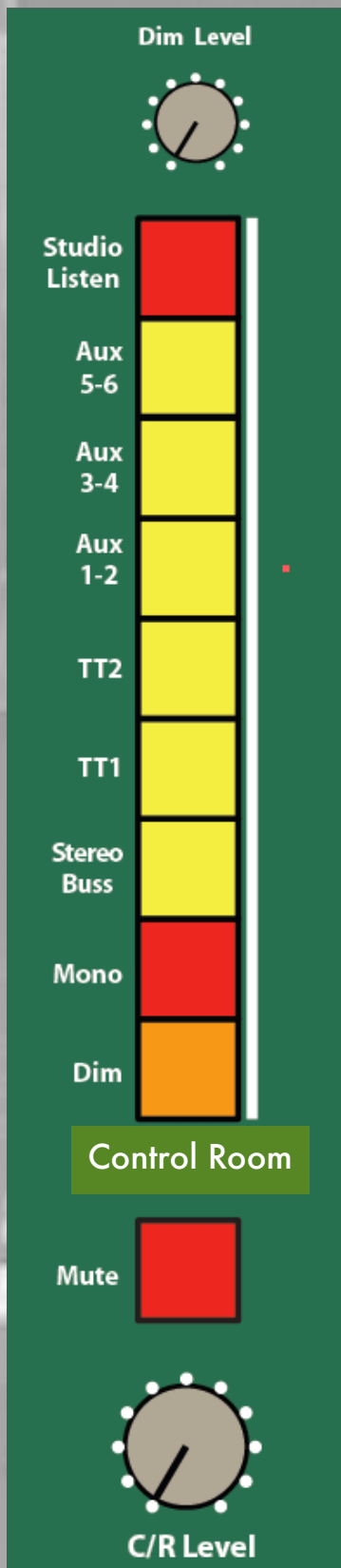
Talk Back All

Talkback to Studio and Cue

1 Studio Listen has the same transformer input and discrete preamp as the main inputs along with a compressor. The output is also available in the patchbay.

2. "Mix Record" changes the console from a legacy style console where the Insert Return feeds the main faders and the busses, to the more modern style, where the Insert Return directly feeds the DAW (recorder), and the DAW monitor return feeds the large fader and the busses.

3. Monitor to Pre 5/6 assigns the Monitor Input to the Pre Fader input of 5/6 which provides a separate mix path, doubling the number of inputs available.

4. When "Go Figure" is on, the LED's for Auto-Mute, Solo and Fader Bypass will light to indicate that they are active. Toggling them reverses the function. Fader Bypass removes the large fader from the signal path and replaces it with a fixed trimmer for DAW mixing.

5. There are two different Solo modes: A conventional Solo-In-Place (non-destructive) and Destructive Solo which mutes channels not isolated.

Dim Level

Studio Listen

Aux 5-6

Aux 3-4

Aux 1-2

TT2

TT1

Stereo Buss

Mono

Dim

Control Room

Mute

C/R Level

All buttons latch so multiple sources can be selected.

Opens Studio Listen Mic.

Any or All Aux busses can be monitored.

TT1 and TT2 are for external stereo sources such as stereo recorder or DAW stereo output.

Selects the Stereo Buss

Mixes the C/R Monitor to Mono

C/R Dims when selected or Talkback pressed. Level set by Dim Level.

Talk Over Level

Allows Talkback to "Talk Over" program.

Follow C/R — Studio Follows Control Room

Aux 5-6

Aux 3-4 — Multiple Sources can be selected .

Aux 1-2 — Any or All Aux busses can be monitored.

TT2

TT1

Stereo Buss — Selects the Stereo Buss

Talk Back Studio — Talkback to Studio Only

Studio

Mute

Studio Level

Talk Over Level

Allows Talkback to "Talk Over" program.

Cue Follows Control Room — Follow C/R

Multiple Sources can be selected . — Aux 5-6

Aux 3-4

. Any or All Aux busses can be monitored. — Aux 1-2

TT2

TT1

Selects the Stereo Buss — Stereo Buss

Solos the Cue in C/R — Solo Cue

Talkback to Cue Only — Talk Back Cue

Cue

Mute

Cue Level
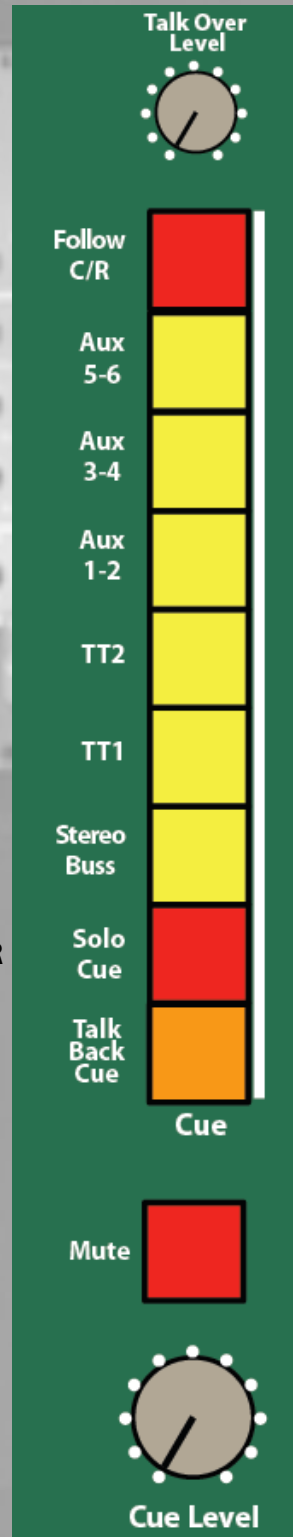
Controls the brightness of all meters

Meter Brightness

Shift is used with Mix Record, Monitor to 5/6 and Aux 5/6 Return

Shift

Allows the Mixer access to Aux 5/6 Pre and Post

Mixer to Aux 5-6

Places Insert into stereo path.

Stereo Insert

Reduces the sensitivity of all meters by 10db.

Meter Level +10

Turns off Multi Meters

Meter Kill

Multi Meters see Line In

Line In

Multi Meters see the output of the Equalizer

EQ Out

Multi Meters see the Direct Out of the large Fader

Direct Out

Multi Meters see the Output Busses

Buss Out

Meter Select

Talkback level for Studio and Cue
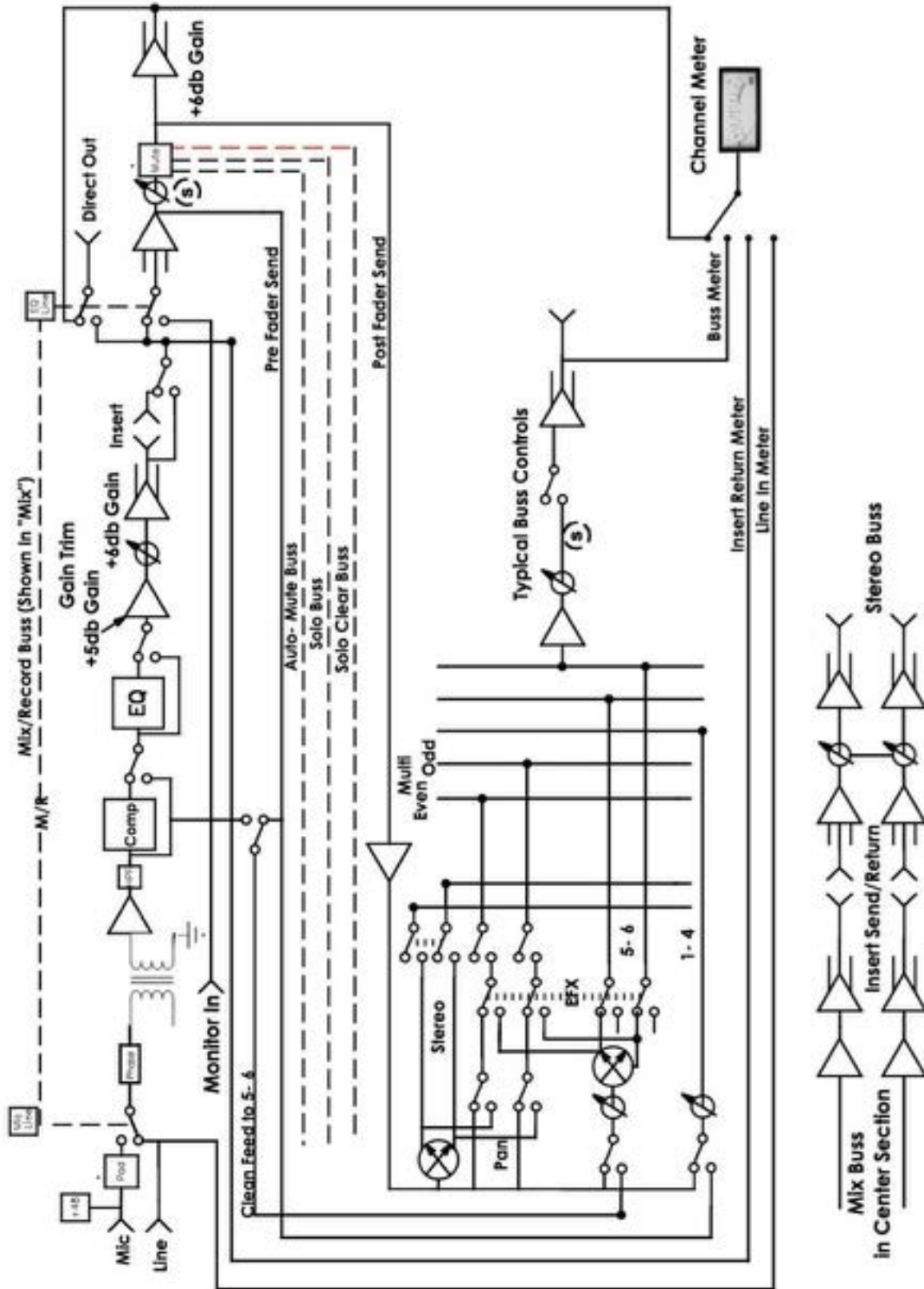
Studio Talk Back

Cue Talk Back

Block Diagram

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Users Manual
Console Solo and Cut System

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Date: September 2015

Table of Contents:

Introduction:

The Daking MYF-3216 console is equipped with an advanced solo and cut system allowing you to work quickly and efficiently. Some of the features, solo-safe and Automute, do not have specific buttons but are accessed by using the GoFigure mode.

Features:

- Destructive Sole, (Solo In Place), mode along with a stereo Solo Safe mode.
- Solo Isolate (Solo Safe) for each channel individually
- AutoMute (Mute Group)
- Clear Solo feature
- Clear Cuts feature
- Automatic Solo-Safe mode activation when soloing a channel that is isolated.
- Large Fader unity gain bypass

Using the Console Solo System:

Solo Mode:

The solo mode of the console is controlled by the destructive Solo button in the center section. If the console is in Destructive Solo mode then when a solo button is pressed it will activate the mutes on channels that are not soloed and are not in solo safe mode.

When the console is in non-destructive (AFL) mode then pressing a solo button will cause the audio from that channel to be routed to the control room monitors. The mix going out of the center section will not be changed. The solo lamp will illuminate to show that the channel is in solo mode and the Clear Solo button in the center section will illuminate to show that at least one channel is in solo.

Go-Figure Mode:

Pressing this button allows the user to configure the console for Solo-Safe, AutoMute and fader bypass function for each individual solo/cut button on each channel strip.

Solo Buttons:

When in the Go-Figure mode the solo lights indicate which signal paths (solo buttons) are in solo-safe mode. If the light is on then it is in solo-safe and will not

participate in a destructive solo. If the light is off then the signal will be cut when another solo button is pressed during normal console functioning.

Cut Buttons:

The cut lamp indicates which cut buttons will participate in a AutoMute mute group. If it is on then it will cut when AutoMute is engaged. If the lamp is off then it will not mute with the master AutoMute switch. The Clear Cuts switch will not clear the AutoMute function.

Insert to Fader Buttons:

The Insert To Fader lamp indicates which channels have their large faders bypassed. This allows for quick setup of unity fader gain in a channel that is used for summing signals from a DAW. When the lamp is on it is bypassed. When the lamp is off then the fader is in the signal path.
Note: When the console is in the "Record" mode and is setup for a split I/O module signal flow, the compressor makeup gain can be used to control the level of this signal path. Should this path also be used for summing from the DAW then bypassing the compressor will also bypass the makeup gain.

Solo Safe:

When a solo button is in this mode, and the console is in destructive solo mode, it will not cut when another solo button is pressed. When the console is in Non-destructive solo mode the solo safe for the solo button will have no effect. Please refer to the Go-Figure section to learn how to configure a solo button for Solo-safe mode. Should the console be in Destructive Solo mode and a solo button that is setup to be solo isolated is soloed, then the console will be forced into solo safe mode and the audio for the channel will be sent to the control room speakers. This will be independent of the destructive solo system. So if the destructive solo is activated by one or more channels and a solo-isolated channel is soloed, then the destructive solo will still remain soloed. The solo isolated channel will override the destructive solo. There is no indication in the center section of this condition. Pressing solo clear will clear all of the solos.

AutoMute:

When a channel is in the AutoMute mute group, then the channel will mute (cut) when the console's AutoMute function is activated . Please refer to the Go-Figure section to learn how to configure a channel for AutoMute mode.

Clear Solo:

When any solo button is active "soloed" in the console, the Clear Solo lamp will illuminate to show that it is active. Pressing the switch at this time will clear all channels that are in solo in the console. Pressing the button when it is not illuminated will have no affect on the console input modules.

Clear Cuts:

Should you want to clear all the cuts in the console, you can do so by pressing the clear cuts switch. Be careful when using this function. Should several channels have high level signals on them, and the control room volume is set high, then damage to speakers or ears can occur. Pressing this button when nothing is cut will have no affect.

Solo Cue:

The Solo Cue button is located in the center section. When pressed the cue send audio will be sent to the control room monitor. The console destructive solo system will not be affected and will not be triggered or cleared. So any cue sends that are set to post will be cut should that channel be cut due to a destructive solo. Pressing Clear Solo will also clear the Solo Cue switch. The Clear Solo switch will illuminate when the Solo Cue is pressed.

Initialization:

When the console is first turned on. The modules will initialize with the group solos set to solo-isolated mode. This is necessary because those groups are summing up the multitrack groups. The Aux Sends, and the Solo Audio for the solo safe mode. Therefore, they should not participate in a destructive solo. They can still be soloed at any time and the signal will be routed directly to the control room monitors despite the state of the Destructive Solo Mode switch. See the Solo Safe section above for more detail. Entering the Go-Figure mode will allow the user to remove the group solo from any individual channel and have it participate in a destructive solo.
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Quick Reference Chart:

Solo Mode:

Destructive Solo (Solo In Place) select the mode using the main console Solo mode switch.

Go-Figure Mode:

When lit, Solo buttons show which channels are in Solo-Safe, Cut buttons show which channels are in the AutoMute Group function and Insert to Fader buttons show which faders are bypassed. Just press a channel's Solo, Cut or Insert to Fader button to change the setting.

Solo Safe:

Use the GoFigure Mode to configure which channels are in Solo Safe by lighting up the solo button on the channel you want in safe mode.

AutoMute:

Use the GoFigure Mode to configure which channels will respond to an AutoMute group command from the console by lighting up the Cut button on the channel you want to mute.

Clear Solo:

Pressing it clears all solos in the console. When the switch is lit it is indicating that one or more channels are currently in solo mode.

Clear Cuts:

Pressing it clears all Cuts in the console. This button however, will not light up when a cut button is pressed. The only time you will see this switch light is while you are pressing it.

Large Fader Bypass:

Use the GoFigure Mode to configure which channels are in Large Fader Bypass by lighting up the Insert to Fader button on the channel you want in the fader bypass mode.