OnAir 3000
DIGITAL MIXING CONSOLE

OnAir 3000 Software Version 3.0

Software release 3.0 is an important milestone in the OnAir software development, it represents a common operating platform for two independent mixing consoles, the OnAir 3000 and the OnAir 2500. The challenge was to enable the same file structure to run on both mixing consoles.

As a result, customers will enjoy many advantages, for example full compatibility throughout the OnAir product range, the same set of features and identical useability independent of the type of console. The OnAir 3000 platform has a well-established software base, operated 24-7 in hundreds of installations worldwide. Now, with version 3.0, the expertise of 5 years of continuous research and development has been transferred onto a brand new product, giving it immediate software maturity.

In addition, some very attractive features are also newly available with Version 3.0.

Motorised Fader Module

Introduced with Studer's new OnAir 2500, the brand new motor fader module extends the great variety of optional OnAir 3000 modules. It is available as part no A943.061000.

The module contains 6 full 100mm faders, 4 large illuminated and configurable pushbuttons with replaceable label, and 12 small illuminated pushbuttons per channel. Two LED's in each fader strip indicate channel overload (red) and active fader start (blue). Level and gain reduction meters are shown on an OLED display on every channel. Additionally, channel label and channel process parameters are indicated on the OLED as well. A touch sensitive rotary encoder below every display allows you to change the indicated channel parameters without losing focus on the fader strip. The OLED display gives outstanding readability of condensed content, even when exposed to bright surroundings. Eight small push buttons beside every fader allow immediate access to the linked subpage in the main screen of the OnAir 3000 (Touch'n Action) for quick interaction on channel parameters, no matter which content was shown before a button is activated.

Delay

To compensate for audio to video signal offsets when operating the OnAir 3000 in a TV environment, software V3.0 enables a delay for systems based on the SCore Live. During operation, delay can be activated on input channels, master and aux busses, N-x and subgroups.

It is possible to set any delay time between 0 and 5 seconds in a resolution of milliseconds.

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System Surveillance via SNMP

With version 3.0, the system state of an OnAir console can be optionally monitored via SNMP messaging. The *Simple Network Management Protocol* is a common method to monitor and control networked devices independent of type and usage.

The way SNMP is implemented enables two different methods of receiving information from a single or multiple OnAir systems in an IP network. Systems can actively send important status information to the connected network. Special messages (*Traps*) are triggered when parameters reach or surpass predefined thresholds, e.g. a processor's temperature has risen to a critical level or a console's OnAir state is activated. Additionally, traps are sent on any occurring system alert, e.g. PSU error or synchronisation switch-over. Such active sending does not need any user interaction.

For surveillance issues, users can also request the current status information of system parameters (*Polls*). This is possible at any time and independent from status and parameter. Thresholds for traps can be configured in a corresponding XML file for each console.

To view SNMP messages from an OnAir system, customers can use any third party SNMP manager software on the market. Usually, such applications combine viewing, logging and filtering functionality with useful features like sending a notification email when a specified trap occurs.

Radio Automation via TCP/IP

To support distributed studio setups, software version 3.0 now tunnels Studer's automation protocol via TCP/IP. Longer distances between console (SCore) and automation system can be achieved using the existing network interface of the host controller.

Multiple automation sessions from the same console can be achieved through tunnelling, providing control of multiple playout systems in parallel.

Improved Talkback

Depending on the configuration, up to 16 additional external talkbacks (sources and destinations) can be configured.

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