

SDConvert V1926 User Guide

SDConvert will convert any SD or Quantum Series or session created in V443+ to run on another SD or Quantum Series console running V1926+ Converted sessions can only be loaded onto consoles running a software version with the same or a higher version number than the SDConvert version number

Installation

The SDConvert application cannot be run on a console.

It can be run on any standard PC running Windows XP or above and also on a Mac running Windows under Parallels, Bootcamp or similar.

Download the installer and copy it to the computer that you wish to install it on. Run the installer program and follow the on screen prompts. The program will be installed to C:\SDConvert and a shortcut will be put on your Windows desktop.

Run SDConvert

The application will open showing basic instructions and important notes.

Source session selection.

Press "Load Session" and select the session you wish to convert and click "open"

oad Session Save Session Description	ne: C:\Projects\1 Convert\q3_1742_flat.ses		Source Console Quantum3P, software build 1742		
Destination Console	channel name	width	keep channel	Mustard	
	Input Channels		48 paths (max 156)	0 (48)	
SD5 SD5B SD5cs	Aux Outputs		18 paths (max 74)	0 (48)	
uantum 5 Quantum 5B	Group Outputs		18 paths (max 74)	0 (48)	
	Matrix Inputs		24 (max 24)		
SD7 SD7B SD7T	Matrix Outputs		24 (max 24)	0 (48)	
	Control Groups		24 (max 24)		
uantum 7 Quantum 7B Quantum 7T	Talkback Input		1 (max 1)		
	Graphic EQ		24 (max 24)		
SD8	Spice Rack		8 (max 8)		
SD9 SD9B SD9T					
303 3030 3031					
SD10 SD10B SD10T					
SD11 SD11B SD11i					
SD12 SD12-96 SD12T					
uantum 3 Quantum 3P Quantum 3T					
Quantum 3P Quantum 31					
uantum 2 Quantum 2P					
uantum 8 Quantum 8T					
sample rate					
48k 96k					
Keep/Delete Channels					
Default Keep					

The panel shows:-

- The File name
- The Session Description
- The Source console
- The Source Session Sample Rate
- The Version of software that the session was last saved in.

The main body of the panel shows the expandable channel list from the source session detailing the resources used.

Destination console selection.

Select the destination console type and sample rate using the list on the left hand side of the Panel. You may convert from any console/console type to any other console/console type. For example you can convert an SD7T session to run on an SD11i.

Down Converting sessions

If the destination console has less processing resources than the source console (e.g. SD12 to SD11), the processing cells in the channel list will change to show the maximum allowed.

	e: C:\Projects\1 Convert\q3_1742_flat.ses		ole Quantum3P, 4
Save Session Descriptio	n:	software	e build 1742 h
Destination Console	channel name wid	ith keep channel	Mustard
SD5 SD5B SD5cs	Input Channels	48 paths (max 48)	0 (0)
	Aux Outputs		0 (0)
antum 5 Quantum 5B	Group Outputs	18 paths (max 26)	0 (0)
	Matrix Inputs	24 (max 8)	
SD7 SD7B SD7T	Matrix Outputs	24 (max 8)	0 (0)
	Control Groups		
antum 7 Quantum 7B Quantum 7T	Talkback Input	1 (max 1)	
	Graphic EQ		
SD8	Spice Rack		
SD9 SD9B SD9T			
303 3030 3031			
SD10 SD10B SD10T			
SD11 SD11B SD11i			
SD12 SD12-96 SD12T			
antum 3 Quantum 3P Quantum 3T			
antum 2 Quantum 2P			
antum 8 Quantum 8T			
Quantum si			
sample rate			
48k 96k			
Keep/Delete Channels			
Default Keep			

Default Deletion.

Pressing "default deletion" will truncate your session converting only the lowest numbered sequential channels, busses, CG's and FX up to the number allowed for the destination console. For example:- Doing a default deletion when converting down to an SD11 will give you input Channels 1-48, then up to 24 Group or Aux busses (dependent on session structure), Matrix inputs 1-8, matrix Outputs 1-8, CG 1-8, GEQ 1-12 and FX 1-6.

Manual Deletion

When down converting, the user may also choose individual channels from the source session to make up the converted session. To do this, expand a channel type from the list and in the "Keep Channel" column, select which channels you require. The "ticks" will show as red until enough channels have been unselected to fit the resources of the destination console at which point they will go green.

Load Sess	ion Save S	Consign	ription:	ijects\1 Convert\q3_1742_fi	at.ses		isole Quantum ire build 1742	
Dest	tination Consol	e		channel name	width	keep channel	Mustard	
SD5	SD5B	SD5cs	▼	Input Channels		48 paths (max 48)	0 (0)	
505	3030	SUSCS	▼	Aux Outputs		18 paths (max 26)	0 (0)	
Quantum 5	Quantum 5B		▼	Group Outputs		8 paths (max 26)	0 (0)	
				Matrix Inputs		8 (max 8)		
SD7	SD7B	SD7T	Mit	mtx In 1		 Image: A second s		
			Mi2	mtx in 2		 Image: A second s		
Quantum 7	Quantum 7B	Quantum 7T	Mi3	mtx In 3		 Image: A second s		
			Mi4	mtx in 4		 Image: A second s		
SD8			Mi5	mtx in 5		 Image: A second s		
	SD9B	SD9T	Mi6	mtx In 6		 Image: A second s		
SD9	2DAD	2041	Mi7	mtx in 7		 Image: A second s		
SD10 SD10B	SD10T	Mi8	mtx In 8		 Image: A second s			
			Mi9	mtx In 9		×		
SD11	SD11B	SD11i	Mi10	mtx In 10		×		
			Mi11	mtx in 11		×		
SD12	SD12-96	SD12T	Mi12	mtx In 12		×		
			Mi13	mtx In 13		×		
Quantum 3	Quantum 3P	Quantum 3T	Mi14	mtx in 14		×		
Quantum 2 Quantum 2P		Mi15	mtx In 15		×			
		Mi16	mtx in 16		×			
Quantum 8		Quantum 8T	Mi17	mtx In 17		×		
quantum o		Seamanor	Mi18	mtx In 18		×		
sample	rate		Mi19	mtx In 19		×		
48k	96k		Mi20	mtx In 20		X		
-			Mi21	mtx In 21		×		
			Mi22	mtx In 22		× ×		
			Mi23	mtx In 23		×		
Keep/I	Delete Channel	ls	Mi24	mtx In 24		×		

This must be repeated for each channel type until none of the cells in the channel list show red text.

Once complete, the "Save Session" will highlight allowing the session to be saved to the desired location.

Up Converting sessions

If the destination console selected has more processing resources than the source console, (e.g. SD9 to SD7) the "save session" button will highlight and you can now save your converted session.

Manual adjustment to the resources used is not necessary and is therefore prevented.

Using the converted session.

When the converted session is first loaded onto the console, it will be necessary to carry out some "housekeeping" on the session. Any changes made should be saved to the new session. The following things may require user attention.

Audio IO

As the connection/rack types can vary between consoles, it will be necessary to reconnect your racks in Audio IO. The conversion process will leave all ports from the source session intact but it will have removed their connections.

To reconnect a rack, select the desired port and from the "connections" drop down menu, select the connection type.



IMPORTANT: - If you change a Rack Type, then any routing to that rack will be lost. Lost routing can be re-instated by recalling a snapshot that include input devices, inputs, outputs and output devices in recall scope.

Console Layout.

Any custom banks or layout changes that were created in the source session will no longer exist. The converted session will have the same surface layout as a default session for the destination console type. Custom banks or changes to surface layout will need to be reinstated.

Bank Names and labels will also need to be re-instated.

Macros

Due to the variances in Surface Macro/Smart Key buttons across the SD Series, some alteration may be needed to the assignment of Macros

Nodal Processors, Spice Rack and Mustard channels (Quantum Consoles)

If your source session uses Nodal Processors, Spice Rack or Mustard channels and your destination console has a more limited number of these available, you should ensure that these features are currently active (being used) in the required channels when the source session is saved before loading it into SD Convert.

If, for example, some of these features are turned on or off with Snapshots, please save the source session having recalled the Snapshot that most closely resembles the required state of the session on the destination console.

Snapshot data for these features will only be retained in the converted session if the relevant columns are ticked for those channels prior to saving the converted session.