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Fitting Fourier Interface Option Card SD10

Important Note: These instructions are a guide to fitting Fourier Interface Option Card to this mixer. This option is normally supplied factory fitted and is not considered a user installed option. This note is for the use of factory approved technicians only.

Before proceeding, first check the version of software and processor hardware in use.

Confirm the version of software presently running on the mixer. See master screen when the mixer is running. If the existing mixer system is V760 (or below) and it is not intended to purchase Core 2 be aware V760 does not support Fourier and the option should NOT be fitted. Contact local support for advice.

Console is required to run v2126 to be able to support the Fourier Interface Card.

Refer to the pictures on page 2. Is the engine PCB a P16001 or PA16200?

If fitted with a P16200, the engine normally does NOT require to be removed or moved forward in order to connect the Waves IO cable, which can be installed with the engine in place.

If you are unsure about any part of the upgrade procedure, seek advice before proceeding.

Ensure you have taken appropriate anti-static precautions

The kit includes a disposable wrist strap and heel strap. Ensure you wear both. The wrist strap should be connected to the chassis of the engine whilst you work on it, in or out of the mixer. The heel strap ensures the skin of your leg is connected to the floor and not isolated by a rubber soled shoe.

Avoid working in areas with synthetic floor coverings or carpet, especially polypropylene material, as opposed to natural materials such as solid wood or wool. Ideally work at a proper workbench with ESD safe features, such as a metal frame. Before work, try to discharge yourself into a mains earth fitment, water pipe etc.

This is important as parts of this kit are static sensitive and even if any damage is not immediately obvious, so called "latent damage" can occur, where a device may be partially degraded yet continue to perform its intended function. However, the operating life of the device may be reduced dramatically, leading to premature failure.

Read the instructions carefully before starting and leave yourself plenty of time to perform the upgrade.

You will need to have the following tools to hand:

- Pozi-screwdriver no1 stubby (less than 40mm)
- Pozi-screwdriver no2
- 2.0 and 5.0 mm Hexagonal drivers (Allen Key)
- Wooden or other prop to hold worksurface open

You should also have:

- A Fourier transform engine or another Dante audio device for post installation testing.

Procedure

Before you start:

Shut the SD10 down, switch off, and remove power leads.

Remove all connections [MADI, MIDI, Audio, Keyboard and Mouse, VGA etc]

Removal of installed Waves card.

If the console was previously fitted with a Waves card, please consult TN265.

The removal of the card is the reverse procedure of the steps described in this Technical Note.

Access console interior

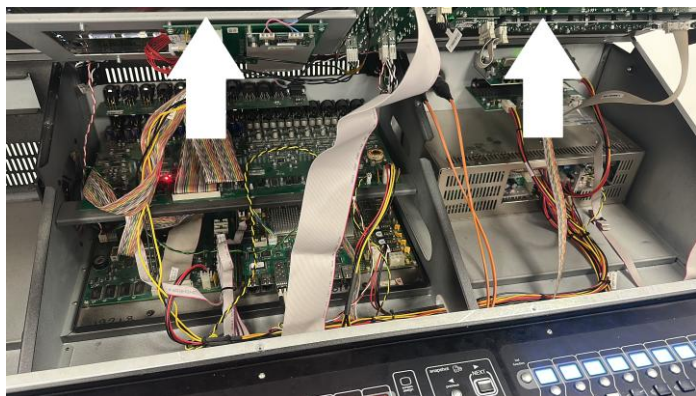
Remove end cheeks. 3 x socket screws each end. Use 5.0 mm hex driver



Remove the 12 socket screws around the Upper Panel (LCD Screen Panel). Use 2.0 mm hex driver.



Lift the Panel and prop this securely.

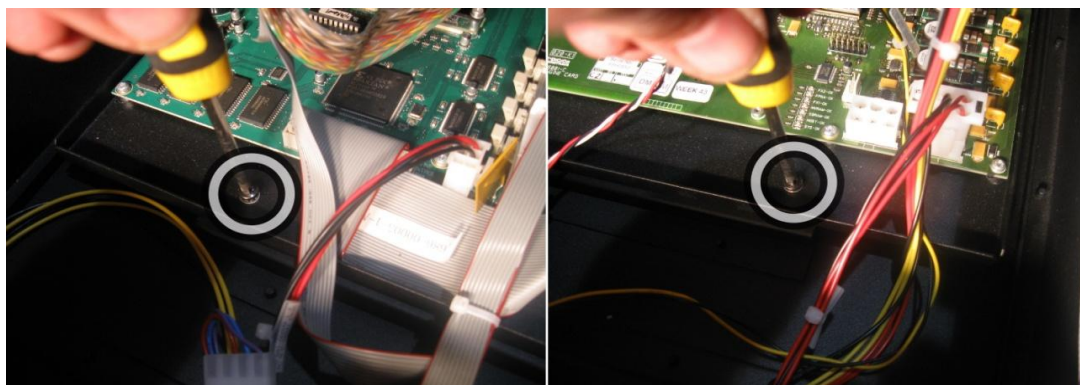


Note: The Waves/Fourier interface connector PA16063 is not required for (and cannot be fitted to) mixers shipped after November 2017. These have a P16200 processor PCB with the waves/fourier interface connector built in.

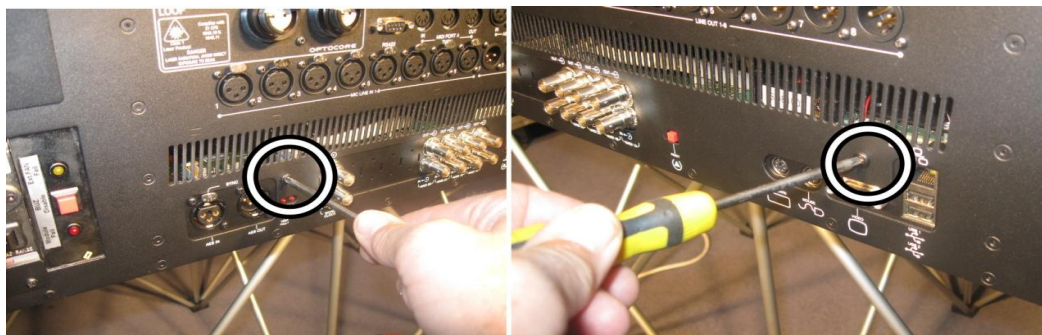


For earlier mixers refer to notes following about moving the engine tray and fitting the Waves/Fourier connector PCB.

If required to move the engine tray, locate the two M4 screws on the internal processor tray, and remove. These screws are located at the front of the Engine / PC Tray, one each side

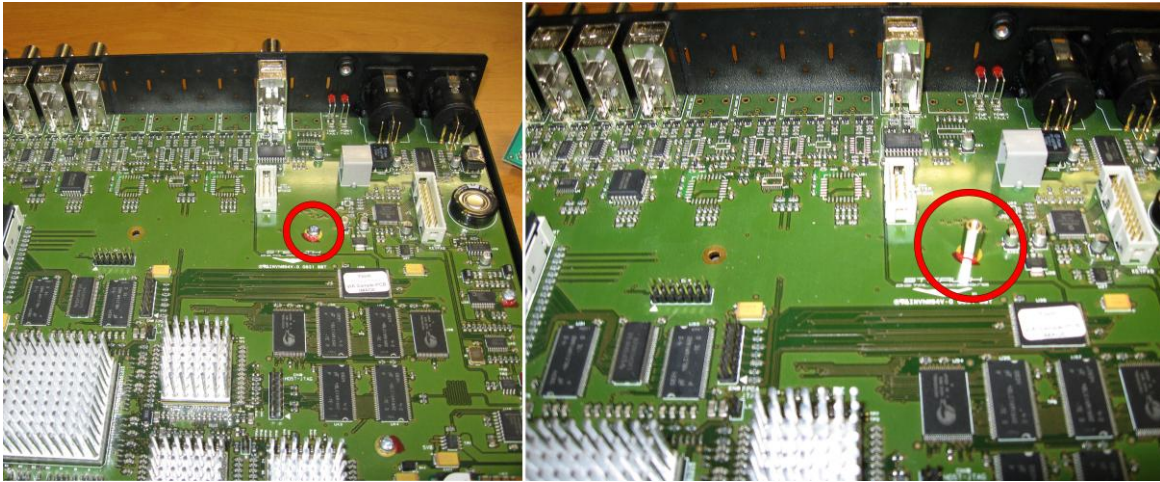


Locate the two M4 screws on the rear of the Console that secure the processor tray. These are located just above the engine connections, one each side.

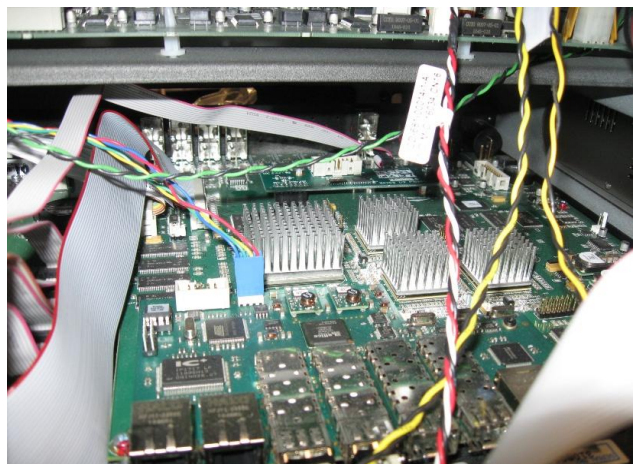
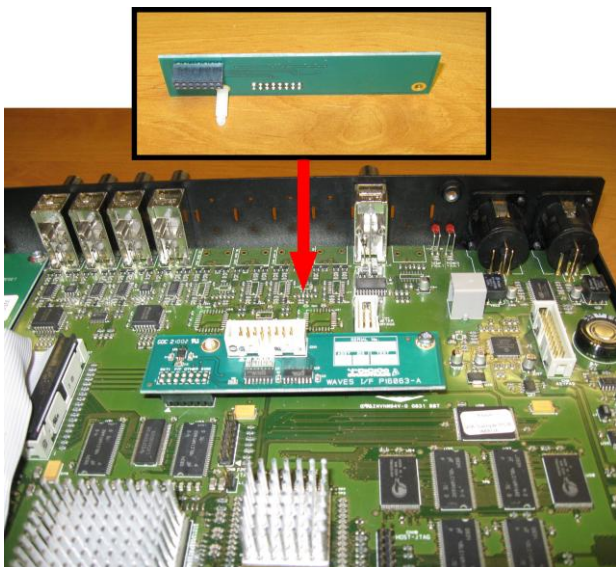


The Engine tray can now be released from the console frame and moved forward **without** disconnecting all cables to make the PCB's more accessible.

Remove the screw indicated and replace with the threaded pillar supplied in the kit. (The engine is shown here removed from the mixer for clarity.)



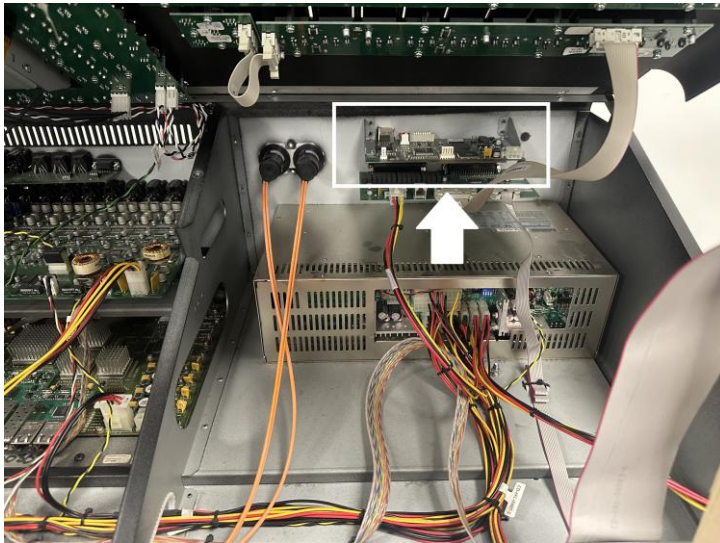
Fit the nylon mounting post to the Waves interface PCB and then fit the PCB to the mating pin header on the FPGA board and secure to the threaded pillar using the M3x6 poz pan zinc sp screw provided.



The picture on the right shows the card as installed in the SD10 with the engine PCB drawn forwarded but not entirely removed.

Fourier Interface Option PCB Module

Inside the mixer locate where the Fourier interface will be installed, there either be a blanking plate or a waves card previously installed.



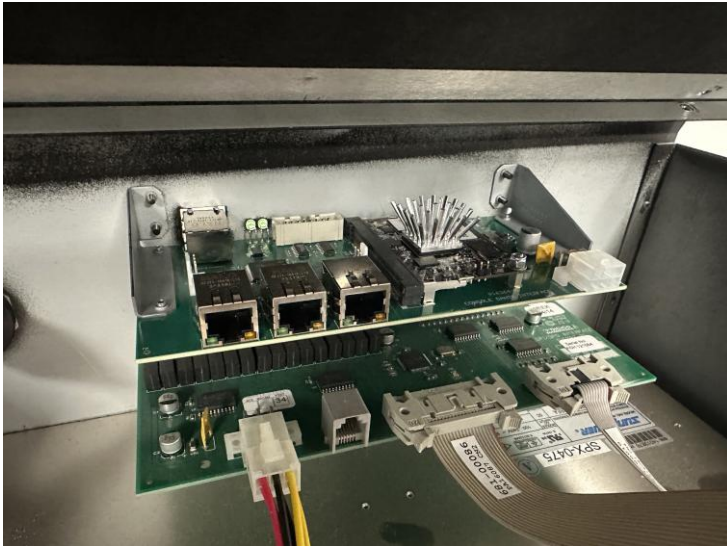
Remove the four screws holding the blanking plate or waves card whichever is fitted above the console power supplies on the rear of the console.



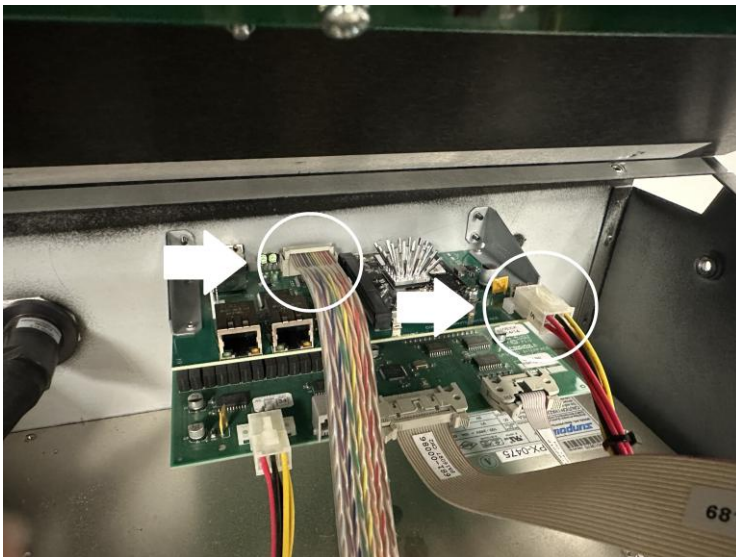
Before fitting the Fourier interface module place the sticker provided (see picture below).



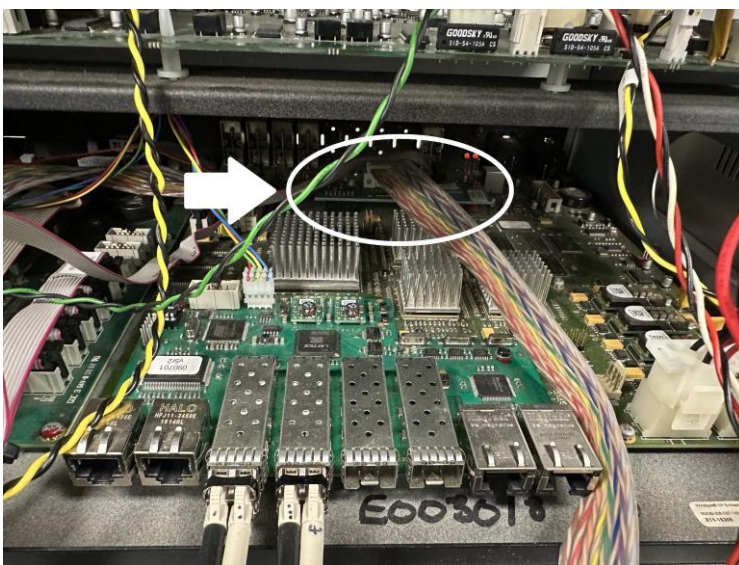
Fit the Fourier module, using the bolts provided with the kit.



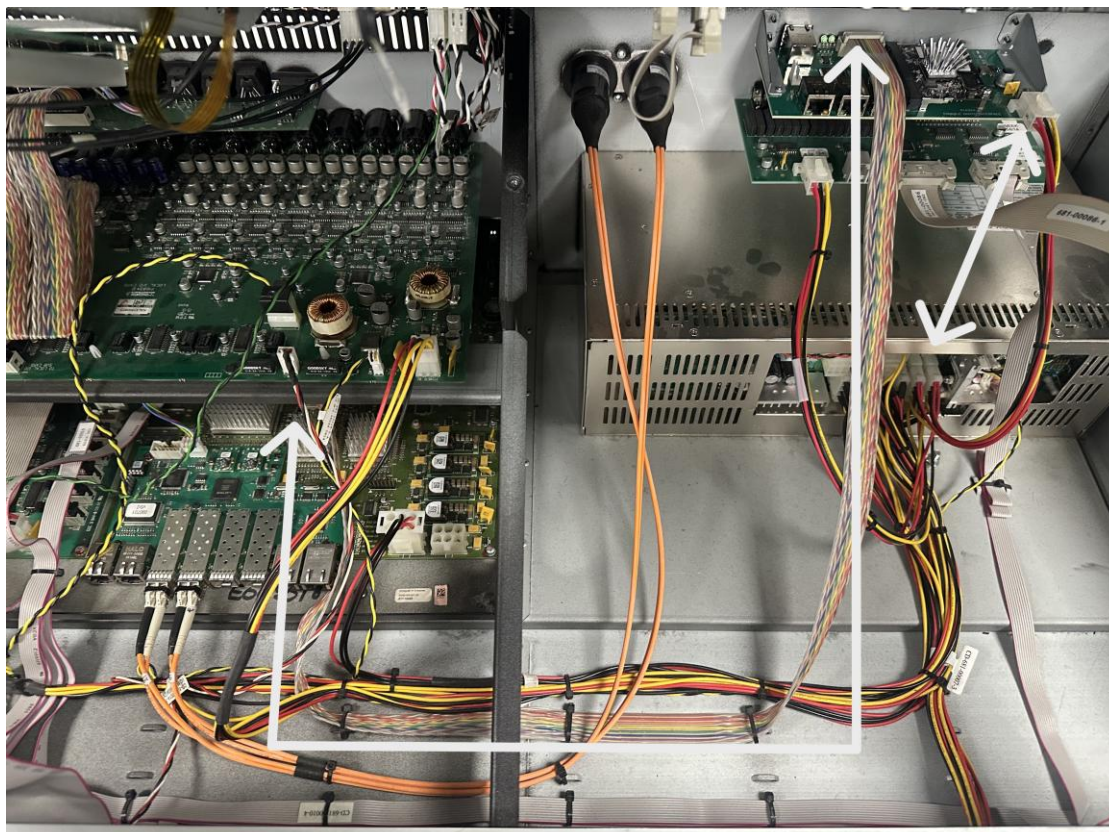
Connect the multicolored ribbon and power cable to the Fourier Interface PCB.



Connect the other end of the ribbon cable to the Waves/Fourier interface PCB (as shown here) or direct to the Waves port on the engine tray (see page 2).



Result.



Re-install the engine tray into the console.

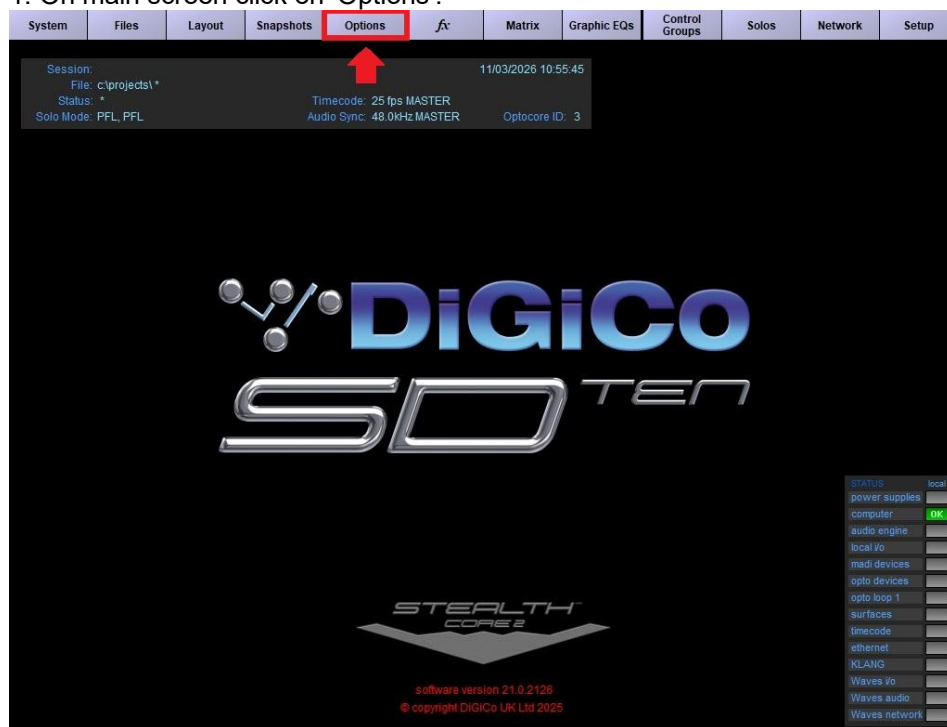
Check no cables are caught / snagged.

Reassemble the upper surface section to the console, referring to the disassembly instructions at the beginning of this document as necessary.

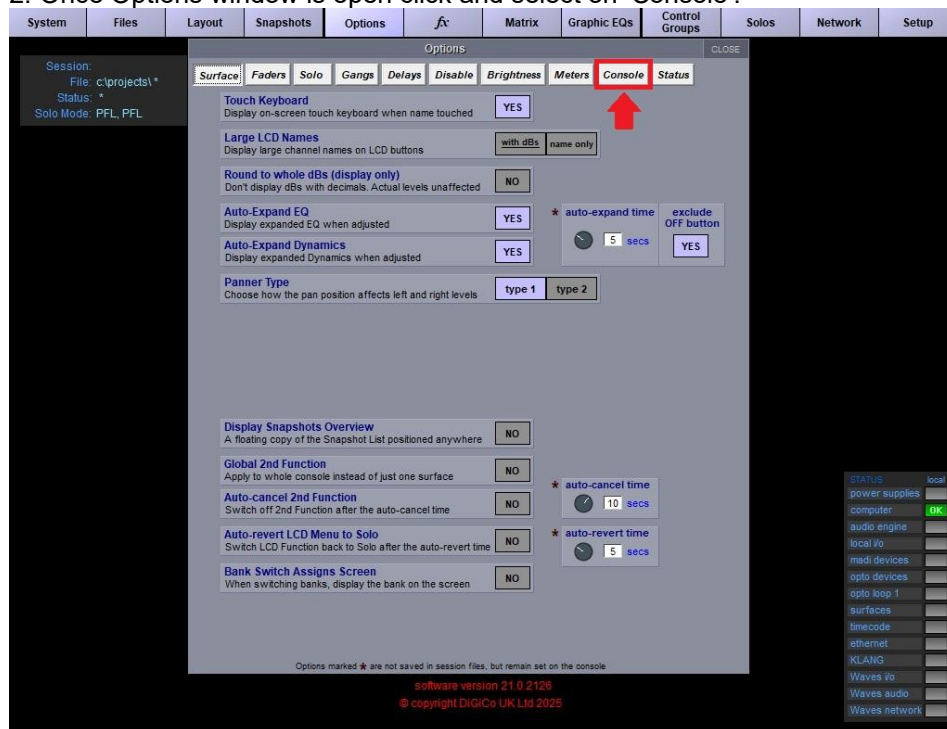
SOFTWARE SETUP NOTES

To enable Fourier Card:

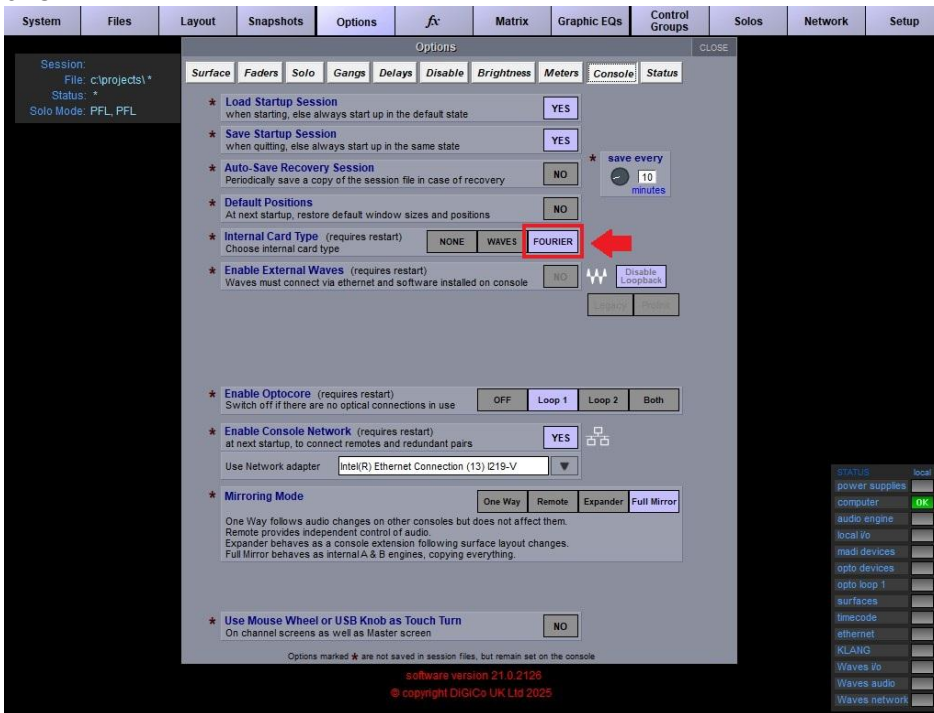
1. On main screen click on 'Options'.



2. Once Options window is open click and select on 'Console'.



3. Click on 'Fourier' to enable.



4. Close and restart the console.

5. On the next boot, verify the Fourier port is enabled on the Audio I/O.

Installation has been completed.