SD10

Flagship features, flexibility and unshakeable reliability

OVERVIEW

The DiGiCo SD10 is a 144 channel mixing console with 37 physical faders and 1 x 15" LCD high-resolution touchscreen. With Stealth Digital Processing and FPGA technology, the SD10 delivers a wealth of flagship features to meet even the most demanding requirements.

KEY FEATURES

144 Input Channels with full processing

64 Aux/Sub-Group busses with full processing

24 x 24 Matrix with full processing

Assignable channel layout

User programmable macros

Capable of redundantly mirroring with another SD10 console or an SD-RE

Redundant PSUs as standard

Snapshots for seamlessly changing many parameters at once

Offline software

iPad control

Theatre software option

Broadcast software option

Compact 24 Input Fader version (SD10-24)

DiGiCo SD-Range

The SD-Range caters for everything audio: be it the biggest rock and roll show on the planet, a crucial global broadcast, the most sizeable House of Worship application, or an intimate theatre performance, there is an SD console that will tick the box.

Powerful. Versatile. Smart. Desirable.

TECHNICAL SPECIFICATIONS

WORKSURFACE

37 x 100mm touch-sensitive, motorised faders

1 x 15" LCD high-resolution touchscreen

38 x 20-Segment LED bargraph meters

1 x ¼" Headphone socket

1 x USB 2.0 slot

REAR

2 x Redundant PSUs

2 x XLR3 1.2 – 12V Light connections

1 x Waves port (Optional)

8 x XLR Mic/Line Inputs

8 x XLR Line Outputs

4 x XLR AES/EBU Inputs (8 x channels)

4 x XLR AES/EBU Outputs (8 x channels)

1 x GPI DSub37 (16 inputs)

1 x GPO DSub37 (16 outputs)

1 x MIDI In/Thru/Out (5 pin DIN)

1 x Word Clock I/O BNC

2 x Redundant MADI BNC I/O

1 x VGA Port - DB-15 Mini-Female (1024 x 768 Resolution)

1 x Ethernet port

2 x USB 2.0 slots

1 x MultiMode Optocore Interface as standard

1 x XLR AES Sync I/O

1 x RS422 port

OPTIONS

Waves SoundGrid Interface

Optocore Interface (HMA, OpticalCon, or ST connectivity)

Upgrade to SingleMode Optocore

Theatre Software

Broadcast Software

Compact 24 Input Fader Version (SD10-24)

Flightcase

SIGNAL PROCESSING

144 Input Channels (Mono)
- Main & Alternative input
- Analogue Gain
- Phase Inversion Control
- Gain Tracking
- Digital Trim (-40dB to +40dB)
- Variable Delay (0ms to 1.3s)
- DiGiTube
- HPF/LPF (-24dB/Oct)
- 4 Band Parametric EQ / Dynamic EQ
- DYN 1: Compressor, Multiband Compressor, Desser
- DYN 2: Gate, Duck, External Input Compressor
- EQ/Dyn Order Control
- 2 Insert Points per Channel
- Channel Mute & Hard Mute
- Channel Direct Outputs

64 Aux/Sub-Group Busses
- Phase Inversion Control
- Digital Trim (-40dB to +40dB)
- Variable Delay (0ms to 1.3s)
- DiGiTube
- Merge Input
- Tone Generator
- HPF/LPF (-24dB/Oct)
- 8 Band EQ: 4 Band Parametric EQ and 4 Band Parametric or Dynamic EQ
- DYN 1: Compressor, Multiband Compressor, Desser
- DYN 2: Gate, Duck, External Input Compressor
- EQ/Dyn Order Control
- 2 Insert Points per Channel
- Channel Mute & Hard Mute

1 LR/LCR/LCRS/5.1 Master Buss (with full processing)

24 input x 24 output Full Processing Matrix

24 Control Groups (CGs)

2 Solo Busses

24 x 32-band GEQs

24 x Internal Stereo FX Processors
- Delays
- Audio Enhancer
- Choruses
- Pitch Shifters
- Reverbs

DiGiTubes available on every channel and Buss

Dynamic EQs available on every channel and Buss

Multiband Compressors available on every channel & Buss

Virtual Soundcheck

The DiGiCo SD10 shall be available in two different frame sizes. The standard SD10 shall have 37 faders split into 3 worksurface sections plus a master fader. Each worksurface section shall have 3 layers of 4 banks. These faders can be assigned to control any of the channel types. The console shall be capable of 144 input channels, 64 Aux/Sub-group Busses, a LR/LCR/LCRS/5.1 Master Buss, 24 VCA style or mute group style Control Group channels, 2 Solo Busses, and a 24 input x 24 output full processing Matrix. All processing paths shall have full processing including Tube emulation, Dynamic EQ and Multiband Compression. Tube emulation, Dynamic EQ and Multiband Compression shall be available on every channel and Buss on the console. All processing shall be internal and FPGA-Based. An internal FX rack with 24 stereo slots shall allow users to pick from 34 different FX. An internal set of 24 32-band GEQs shall also be accessible.

A 15" (38cm) LCD high-resolution touch screen shall be provided to show either channel strips for any of the three worksurface sections or the Master screen. The view selection shall be controlled with physical buttons on the worksurface. The left and the right worksurface sections shall also have a button to assign the faders to the centre worksurface section.

Physical controls on the master section of the worksurface shall allow control over some snapshot functions, control over basic Solo functions, source select control (for Broadcast software), and there shall be a dedicated hardware channel strip to the right of the touchscreen, allowing control over filters, EQ, dynamics, insert points and 5.1 panning. There shall also be 4 layers of 10 user-assignable LCD macro buttons on the worksurface. The user shall also be able to program macros that can be triggered with fader movements, GPI, MIDI and keyboard function keys.

The rear panel shall have 8 Mic/Line inputs, 8 line outputs, 4 AES/EBU inputs (8 channels) and 4 AES/EBU outputs (8 channels). It shall also have two sets of redundant MADI I/O for connections to MADI devices, and external Workclock I/O. The other connectors on the rear of the console shall be 1 DSub37 GPI, 1 DSub37 GPO, MIDI In, Thru and Out, 2 USB ports, a VGA port, an ethernet port and two ports for external lights. The console shall also come with MultiMode Optocore as standard, providing 504 additional audio paths at 48kHz and 96kHz. The Optocore connector type shall be chosen from HMA, OpticalCon or ST.

There shall be a Waves SoundGrid option providing 64 inputs and 64 outputs to the SoundGrid Network at 48kHz and 96kHz. There shall also be a 24 input channel fader version (SD10-24) which provides the same processing power in a smaller unit with 24 faders plus a master fader. There shall be an option to upgrade the Optocore interface to SingleMode.

There shall be a Theatre Software option that shall provide Auto Update, Aliases, Players, Advanced CG programming tools and Matrix nodal delays.

There shall also be a Broadcast Software option available that shall provide a Monitor Matrix, Backstop PFL and Mix Minus Busses.

The dimensions of the SD10 shall be: 1398/*982 (w) x 818 (d) x 285 (h) mm
The weight of the SD10 shall be: 60/*52kg
* Smaller frame size weights and dimensions
The DiGiCo SD10 shall be supplied with a dust cover.

AUDIO SPECIFICATIONS

Sample Rate: 48kHz or 96kHz

Procesing Delay: 2ms Typical @ 48K (48 Stereo Channels, Stage input Through L-R Buss to Stage Output) 1.1ms @ 96k

Internal Processing: Up to 40-bit, Floating Point

A>D & D>A: 24-bit Converter Bit Depth

Frequency Response: +/- 0.6dB (20Hz – 20kHz)

THD: <0.05% @ Unity Gain,: 10dB Input @ 1kHz

Channel Separation: Better Than 90dB: (40Hz-15kHz)

Residual Output Noise: <90dBu Typical (20Hz-20kHz)

Microphone Input: Better Than -126dB: Equivalent Noise

Maximum Output Level: +22dBu

Maximum Input Level: +22dBu

In a world as competitive for engineers as it is for console owners, you want the best tools you can lay your hands on. You also want a console and audio tools as well thought out for every major application as they are designed for the art and science of sound engineering.

55.00 "/1398mm

32.20 "/818mm

11.20 "/285mm

0.1"/3mm

11.20 "/285mm

38.66 "/982mm
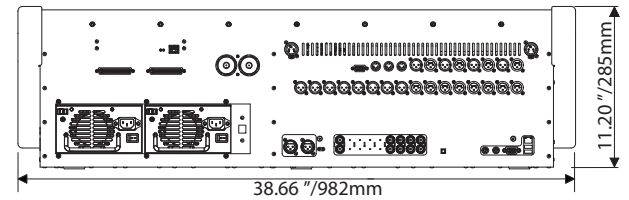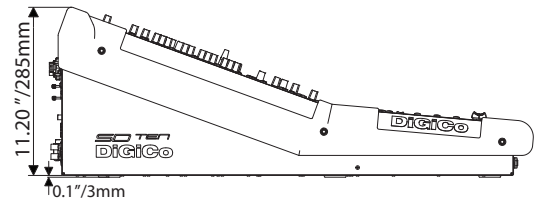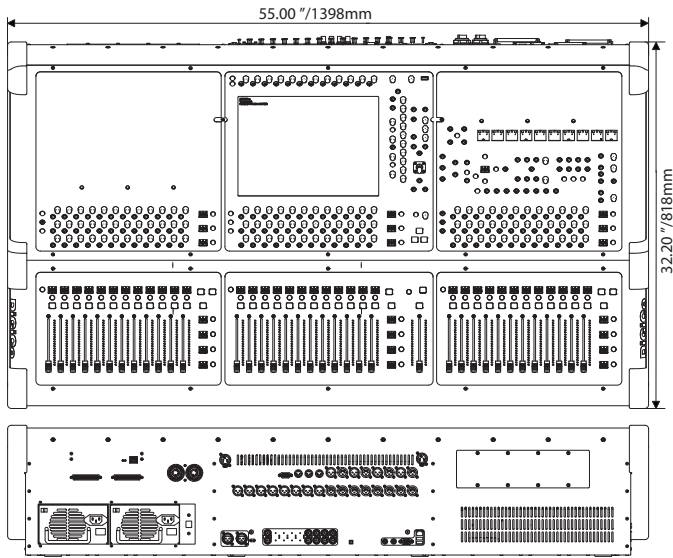
PHYSICAL

Dimensions: 1398mm/*982mm (w) x 818mm (d) x 285mm (h)

Weight: 60kg/*52kg (175kg/*140kg with optional flightcase)

Flightcase: 1560mm/*1250mm (w) x 500mm (d) x 1170mm (h) (Optional)

Power Requirements: 90-264 VAC, 47-63Hz Auto Sensing. 235 watts

Redundancy: Internal PSU x 2 (Optional)

Product Code: X-SD10-WS (Standard SD10)

Product Code: X-SD10-WS-24 (SD10-24, 24 input fader version)

*Smaller frame size weights and dimensions

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