

Saal A Input

X32	Signal	Info	
1	PA Submix 1	Podium + Rednerpult Post	
2	PA Submix 2	Handmikros Post	
3	PA Submix 3	Q&A Post	
4	PA Submix 4	Headset 1 Post Preamp	
5	PA Submix 5	Headset 2 Post Preamp	
6	PA Submix 6	Headset 3 Post Preamp	
7	Atmo L		
8	Atmo R		
9	Zuspiel 1 L	Laptop 1	
10	Zuspiel 1 R	Laptop 1	
11	Zuspiel 2 L	Laptop 2	
12	Zuspiel 2 R	Laptop 2	
13	Dolmetscher 1		
14	Dolmetscher 2		
15	PA Summe L	Ohne Saal-EQ	
16	PA Summe R	Ohne Saal-EQ	
17	Main-Loop L	Out 9 > In 17	
18	Main-Loop R	Out 10 > In 18	

Saal A Output

X32			
1	Translation 1 L		>Embedder 3
2	Translation 1 R		>Embedder 4
3	Translation 2 L		>Embedder 5
4	Translation 2 R		>Embedder 6
5	Dolmetscher 1	Postfader	
6	Dolmetscher 2	Postfader	
7	Sendeton Original L		>Embedder1
8	Sendeton Original R		>Embedder 2
9	Sendeton Original L	Out 9 > In 17 "Main Loop"	>In17
10	Sendeton Original R	Out 10 > In 18 "Main Loop"	>In18
11	Sendeton Original L		
12	Sendeton Original R		

X32			
13	Sendeton Original L		
14	Sendeton Original R		
15	Monitor L		
16	Monitor R		

Saal B Input

X32	Signal	Info	
1	PA Submix 1	Podium + Rednerpult Post	
2	PA Submix 2	Handmikros Post	
3	PA Submix 3	Q&A Post	
4	PA Submix 4	Headset 1 Post Preamp	
5	PA Submix 5	Headset 2 Post Preamp	
6	PA Submix 6	Headset 3 Post Preamp	
7	Atmo L		
8	Atmo R		
9	Zuspiel 1 L	Laptop 1	
10	Zuspiel 1 R	Laptop 1	
11	Zuspiel 2 L	Laptop 2	
12	Zuspiel 2 R	Laptop 2	
13	Dolmetscher 1		
14	Dolmetscher 2		
15	PA Summe L	Ohne Saal-EQ	
16	PA Summe R	Ohne Saal-EQ	
17	Main-Loop L	Out 9 > In 17	
18	Main-Loop R	Out 10 > In 18	

Saal B Output

X32			
1	Translation 1 L		>Embedder 3
2	Translation 1 R		>Embedder 4
3	Translation 2 L		>Embedder 5
4	Translation 2 R		>Embedder 6
5	PA fuer Dolmetscher		>Kabine 1
6	PA fuer Dolmetscher		>Kabine 2
7	Sendeton Original L		>Embedder1
8	Sendeton Original R		>Embedder 2
9	Sendeton Original L	Out 9 > In 17 "Main Loop"	>In17
10	Sendeton Original R	Out 10 > In 18 "Main Loop"	>In18
11	Dolmetscher 1		>Mumble
12	Dolmetscher 2		>Mumble

X32			
13	Snowden		
14	Sendeton fuer Videomischer		
15	Monitor L		
16	Monitor R		

Saal C Input

X32	Signal	Info	
1	PA Submix 1	Podium + Rednerpult Post	
2	PA Submix 2	Handmikros Post	
3	PA Submix 3	Q&A Post	
4	PA Submix 4	Headset 1 Post Preamp	
5	PA Submix 5	Headset 2 Post Preamp	
6	PA Submix 6	Headset 3 Post Preamp	
7	Atmo L		
8	Atmo R		
9	Zuspiel 1 L	Laptop 1	
10	Zuspiel 1 R	Laptop 1	
11	Zuspiel 2 L	Laptop 2	
12	Zuspiel 2 R	Laptop 2	
13	Dolmetscher 1		
14	Dolmetscher 2		
15	PA Summe L	Ohne Saal-EQ	
16	PA Summe R	Ohne Saal-EQ	
17	Main-Loop L	Out 9 > In 17	
18	Main-Loop R	Out 10 > In 18	

Saal C Output

X32			
1	Translation 1 L		>Embedder 3
2	Translation 1 R		>Embedder 4
3	Translation 2 L		>Embedder 5
4	Translation 2 R		>Embedder 6
5	Dolmetscher 1	Postfader	
6	Dolmetscher 2	Postfader	
7	Sendeton Original L		>Embedder1
8	Sendeton Original R		>Embedder 2
9	Sendeton Original L	Out 9 > In 17 "Main Loop"	>In17
10	Sendeton Original R	Out 10 > In 18 "Main Loop"	>In18
11	Sendeton Original L		
12	Sendeton Original R		

X32			
13	Sendeton Original L		
14	Sendeton Original R		
15	Monitor L		
16	Monitor R		

Saal D Input

X32	Signal	Info	
1	PA Submix 1	Podium Post	
2	PA Submix 2	Handmikros Post	
3	PA Submix 3	Q&A Post	
4	PA Submix 4	Headset 1 Post Preamp	
5	PA Submix 5	Headset 2 Post Preamp	
6	PA Submix 6	Rednerpult Post Preamp	
7	Atmo L		
8	Atmo R		
9	Zuspiel 1 L	Laptop 1	
10	Zuspiel 1 R	Laptop 1	
11	Zuspiel 2 L	Laptop 2	
12	Zuspiel 2 R	Laptop 2	
13	Dolmetscher 1		
14	Dolmetscher 2		
15	PA Summe L	Ohne Saal-EQ	
16	PA Summe R	Ohne Saal-EQ	
17	Main-Loop L	Out 9 > In 17	
18	Main-Loop R	Out 10 > In 18	

Saal D Output

X32			
1	Translation 1 L		>Embedder 3
2	Translation 1 R		>Embedder 4
3	Translation 2 L		>Embedder 5
4	Translation 2 R		>Embedder 6
5	PA fuer Dolmetscher		>Kabine 1
6			
7	Sendeton Original L		>Embedder1
8	Sendeton Original R		>Embedder 2
9	Sendeton Original L	Out 9 > In 17 "Main Loop"	>In17
10	Sendeton Original R	Out 10 > In 18 "Main Loop"	>In18
11	Sendeton Original L		>4k
12	Sendeton Original R		>4k

X32			
13	Dolmetscher 1		>Mumble
14	Dolmetscher 2		>Mumble
15	Monitor L		
16	Monitor R		