

# SOUND AUTOMATION MANAGER



**cadac**  
SOUND EVOLUTION

The Cadac name is synonymous with audio excellence - enjoying a leading position in the global sound reinforcement business. Cadac mixing consoles are an industry-standard choice for leading musical productions, as well as being installed in many of the world's most prestigious theatres. They also feature extensively on the international touring circuit, underlining the breadth of the current Cadac product base.

Design, manufacture and test are all conducted at the company's comprehensive facilities in Luton, Bedfordshire, UK, with Clive Green & Co. Ltd recently receiving ISO 9001 accreditation.

Equipped with the latest CAD equipment and state of the art test equipment, the company employs a full-time staff in the design and manufacture of new consoles, as well as providing service support for the many desks in operation throughout the world.

As a company, Clive Green & Co has always been committed to research and development. Substantial investment is made annually into new products, spanning the consoles themselves and a range of ancillary studio equipment. Cadac consoles enjoy an unrivalled reputation for the ultimate achievable sound quality and enduring performance, despite the often gruelling and demanding conditions of their working environment.



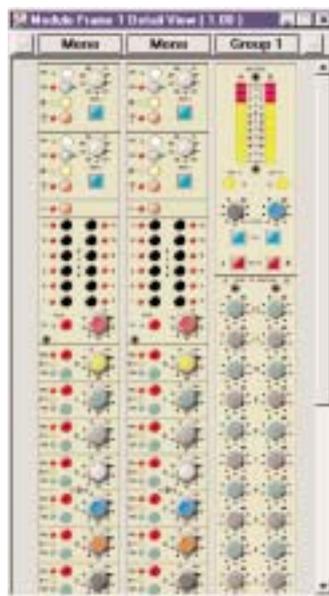
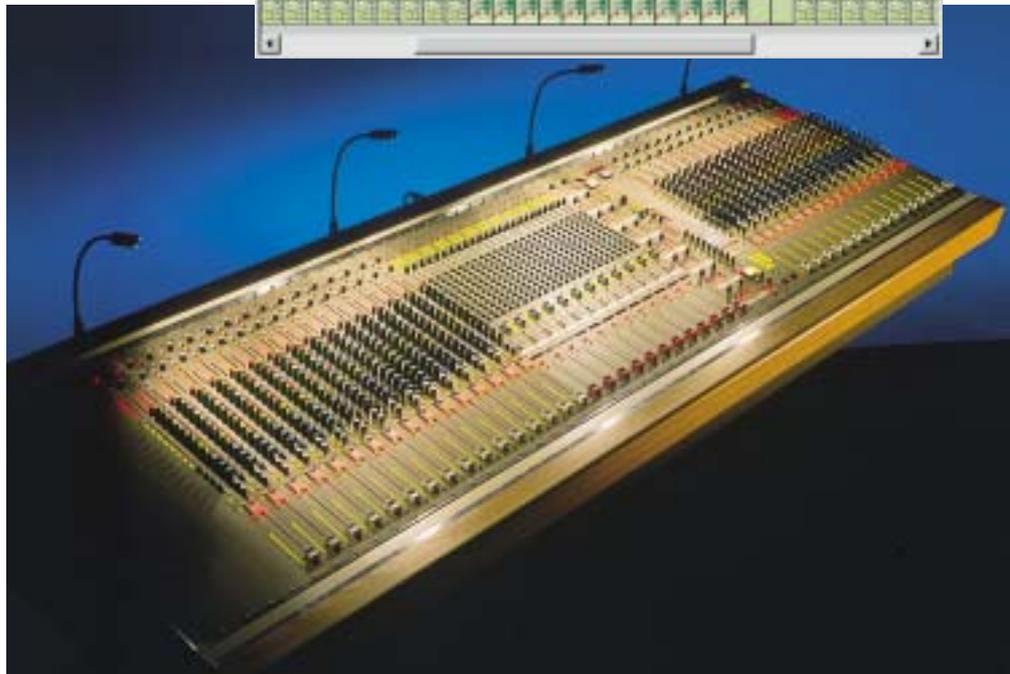
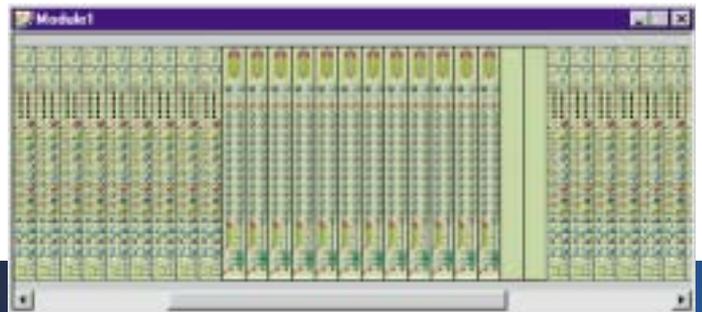
# SOUND AUTOMATION

## SAM IN ACTION

SAM is easy to install and simple to use, incorporating a number of pre-defined user options, which determine its operation and configuration each time it is fired up. These can be extended with user-defined settings, which provide an extensive degree of customisation, in line with preferred working practices.

The system can preserve multiple user settings, enabling each operator to use, for

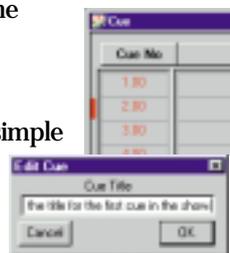
example, their chosen screen layout and colour scheme. Another important feature is the ability to generate a new show off-line, for porting onto the console's on-line PC via an Ethernet LAN connection. Above all, SAM is designed to be flexible, matching its style of operation to suit an individual's style of working.



## THE CUE WINDOW

This is the main information area, showing the list of Cues that make up an individual Show. Each Cue is given a dedicated number, which is used for controlling the order in which the cues appear in a list, followed by a name as an operator prompt. Two additional columns are devoted to the dynamics system.

Renumbering, moving or cutting/pasting Cues is a simple process, with SAM incorporating intuitive "point and click" editing

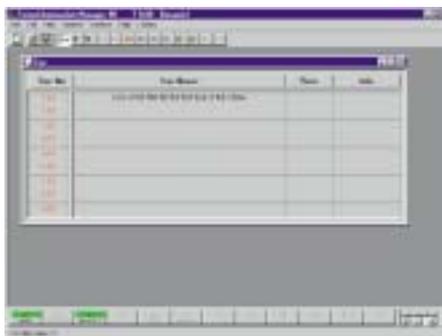


# ATION M A N A G E R

facilities. Working in a similar way to standard word processing packages, users can move, delete, undo, redo, cut, copy and paste.

## LOADING A SHOW

SAM's menu bar contains the familiar File menu, with the usual Open, Save and Save As... functions. Loading an existing show or creating a new one are simple operations. Each time a show is saved, the console configuration is saved as part of the Cue file, enabling SAM to compare configurations when



loading a new show. If the configuration stored in a show is different to the current console configuration, SAM can re-arrange the data intelligently for the new console - saving considerable time and effort. This re-mapping process is highlighted in the main titlebar, keeping the user entirely informed of what the system is doing.

## THE FADER FRAME



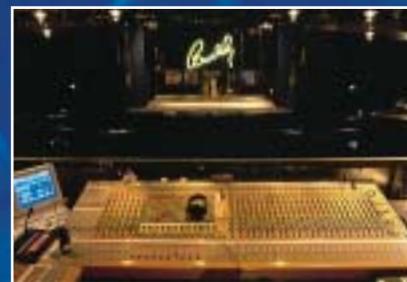
SAM provides a visual representation of the faders in the console frame, making the task of relating what you see on screen to the reality on the console much easier. When a Cue is recalled, the Fader Frame window displays the contents of that Cue. The window also reflects the type of fader involved - for example, if the faders are motorised, the fader knob also changes position to reflect the recorded level. In addition, users can access another more detailed layer of information via the Fader Detail window. Largescale fader images with active buttons and LEDs give a dynamic impression of the actual fader. The knob position can be altered by clicking and dragging, and in the case of the Master Faders, the alpha-numeric title can be entered into the Edit Box.

Automation is an integral part of modern sound design, requiring a sophisticated range of tools to cater for the ever-increasing complexity of live sound applications. Cadac has been at the forefront of console automation for well over a decade, creating a dedicated set of software tools, which give sound engineers the advanced level of control they require.

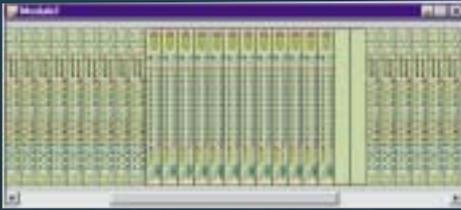
Cadac's **Sound Automation Manager (SAM)** for Windows® integrates the full Windows operating system, together with the high degree of specialised functionality traditionally associated with Cadac's console automation software. Fast, intuitive and powerful, SAM delivers a unique capability, helping to advance sound reinforcement practice ever further.

The Cadac team has invested heavily in developing this advanced software, working closely with sound designers and operators to ensure that their requirements are fully reflected within SAM.

Comprehensive visual feedback of all routing and variable functions, including fader positions, give the full picture. Running under Microsoft Windows® ('95/'98), on a current generation Pentium PC, SAM capitalises on the full gamut of Windows tools within a logical, easy to use package. The objective is to provide a seamless interface to SAM's wide range of automation facilities, enabling users to gain a fast knowledge of the software and its capabilities.



## THE MODULE FRAME



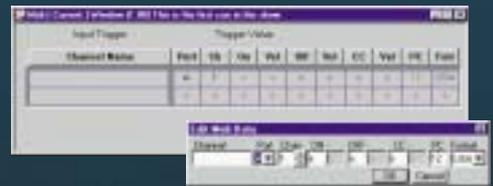
The Module Frame windows replicate the facilities of the Fader Frame windows, illustrating the other half of the function strip - as you would normally see on a J-Type Live Production Console where the modules and faders are separate entities. Although on the F-Type, these are one physical unit, it is easier to divide these into two within SAM for viewing.

## EVENTS AND MIDI FUNCTIONALITY

The Events window gives a clear indication of the event data for the current Cue, enabling the operator to view and edit this as required. The choice of event state is closed, open or pulsed - with a clear indication shown on screen as to the current state. This is complemented by an Event Names



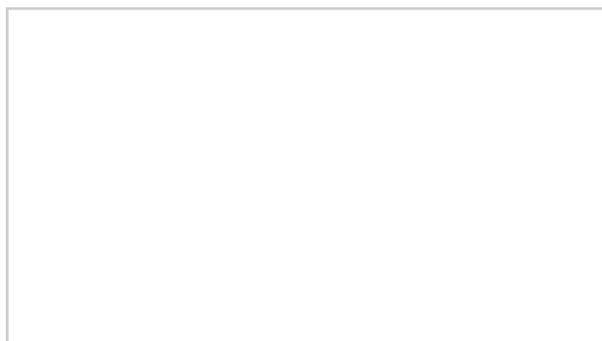
Editor window, with full name editing facilities and an automatic save function each time a Show is saved.



SAM supports extensive MIDI operation, and is equipped with three MIDI windows, each of which can be set to view the previous, current or next Cue. This assists sound designers and operators to keep track of what is going on within the show and what is coming up next. For each show, the data is split into two types - Static and Dynamic. Static Cue data acts instantaneously, while Dynamic Cue data acts over a period of time. Editing MIDI data is a simple operation, using SAM's "point and click" tools.



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CADAC is a registered trade mark of Clive Green & Co. Ltd.

Designed and Manufactured by:  
**Clive Green & Co. Ltd**

One New Street,  
Luton,

Bedfordshire,

England LU1 5DX

Telephone: +44 (0)1582 404202

Facsimile: +44 (0)1582 412799

Email: sales@cadac-sound.com

Web Address: www.cadac-sound.com