

Quick Virtual SoundCheck

Digital consoles and multichannel audio interfaces made Virtual SoundCheck not only possible, but part of the routine workflow of many engineers. With V1.40, you can get in and out of Virtual SoundCheck at a press of a button.

The new Virtual SoundCheck mode is independent of Scene memories. This means:

- You can still patch analogue I/O, inserts and FX whilst in Virtual SoundCheck, with the peace of mind that these changes will stay in place when you exit Virtual SoundCheck.
- You can recall and store Scenes whilst in Virtual SoundCheck without worrying too much about Safes or Recall Filters.
- You can disable Virtual SoundCheck on individual channels, for example to run a live mic with the recording of the band.

Go to **I/O / Virtual SoundCheck** to select the desired I/O Port, set the Virtual SoundCheck patch (typically 1:1) and select one of three modes of operation:

- Inactive** The normal I/O patch is in use.
- Record Send** Pre-trim audio from the Input Channels is sent to the I/O Port for multitrack recording purposes. This will temporarily override the normal output patch to the selected I/O Port, if different.
- Virtual SoundCheck** Audio from the I/O Port is sent to the Input Channels in place of the live audio, temporarily overriding the normal input patch to the Input Channels.

DCA Spills

With DCA Spill mode active, you can press the Mix button on a DCA strip to populate the Surface with only the channels assigned to that DCA, temporarily overriding the current strip layout.



Go to **Surface / DCA Spills** to enable the feature and set the following options:

- Order** The order in which the channels are displayed on the Surface. Set to Numerical to follow the channel number, or Strip to follow the order of the strip layout at the moment of the spill.
- Layout** Set to Auto to automatically spill to the fader banks not used by the DCA. Set to Manual to manually select the fader banks for the spill.

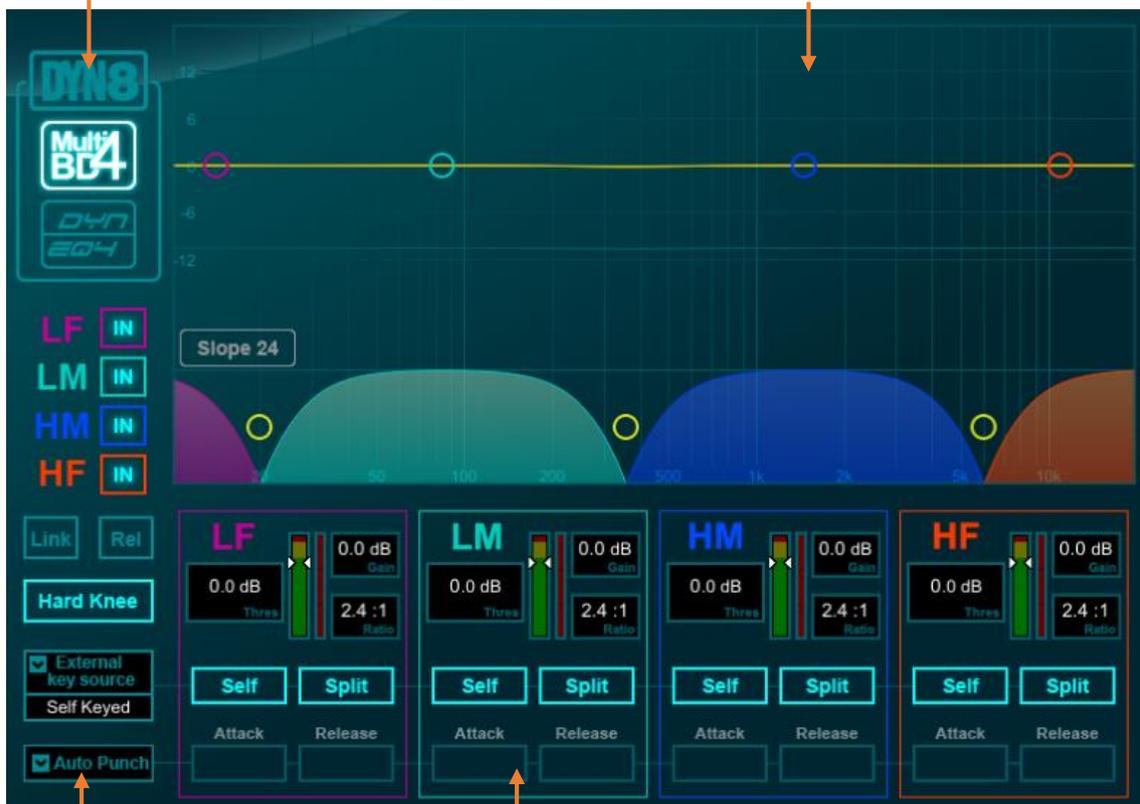
The DCA Mix function can be assigned to SoftKeys, which allows spills to be used when DCA strips are not in the active Layer, or even dedicate some DCAs as pure 'population groups' without a fader. The global **DCA Spill Active** function can also be assigned to a SoftKey.

Dyn8 insert-able dynamic engine

Dyn8 is a powerful dynamic engine offering 4 bands of multiband compression and 4 bands of dynamic EQ, for applications including taming vocals, fixing drum kits, mastering, tightening or gluing mixes. No less than **64** Dyn8 engines are available for inserting on Input and Mix channels, and automatically allocated.

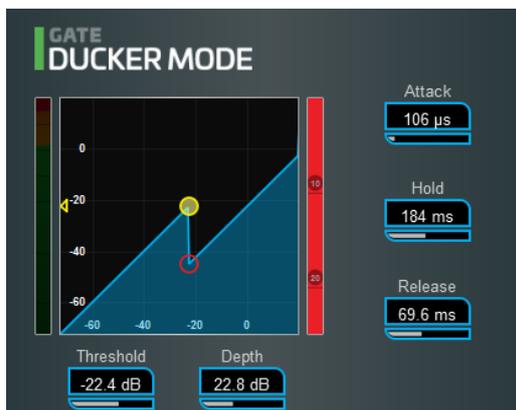
Select current view:
 multiband controls, dynamic
 EQ controls, or a graph
 overview of both

Touch and drag the points to
 adjust frequency values.



Per-band bypass, ballistic controls, key source selection

Per-band controls of threshold, gain, ratio, sidechain, attack and release (multiband), width and ballistics (dynamic EQ).



Multistage ducking

The Library for the Gate and Compressor processing blocks now includes a channel Ducker with key source selection and LPF/HPF filters, plus controls of Threshold, Depth, Attack, Hold and Release.

Peak Limiter 76

A faithful emulation of the legendary FET limiting amplifier from the late 60s, complete with its nonlinear distortion characteristics, program-dependent Attack, Release and Ratio settings, and trademark 'All buttons' mode.

The latest addition to the suite of DEEP Processing embedded plugins, Peak Limiter 76 is available on all Input and Mix channels.



Choose between 2 units which have been modelled: the modern silver and the black vintage

Dimension Chorus

An addition to the RackExtra FX library, this unit is modelled on a classic chorus based on bucket-brigade technology. The 4 modes offer varying degrees of density from subtle spatial chorus to heavy modulation, with mode 'E' extending beyond the capabilities of the original outboard unit.



Set to WET ONLY when using in a Send/Return configuration, or 'Dry+Wet' when inserted.

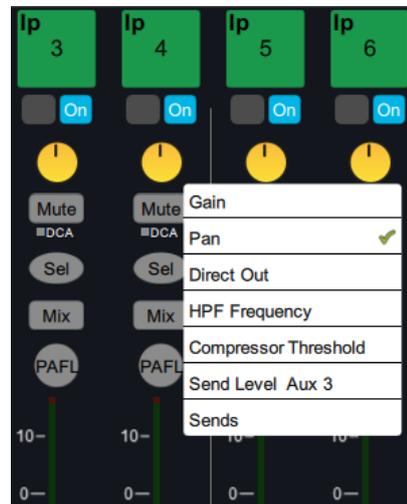
3rd screen view on VGA output

The VGA output can now be configured to display a third, independent screen view. Use an external monitor and optional mouse and keyboard for I/O patching, scene management, or simply as a meter bridge.



New in dLive Director V1.4

Director V1.4 adds a strip rotary control, an option to undock the TouchScreen window, User Profiles and User Permissions.



Support of dLive C Class

dLive V1.40 adds support of the new compact C Class Surfaces and MixRacks, as well as support of the fibreACE audio networking card. Visit www.allen-heath.com for more information.

V1.40 also includes several other features and improvements to dLive firmware, dLive Director and the OneMix and MixPad apps. Please see the [V1.40 Release Notes](#) for details.