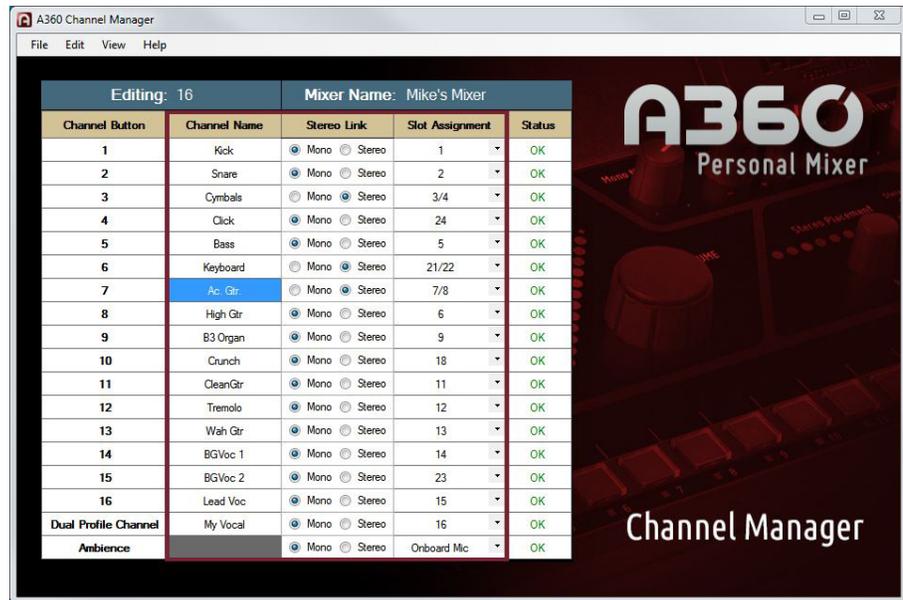


AVIOM®



A360 Channel Manager

Version 3

 **User Guide**

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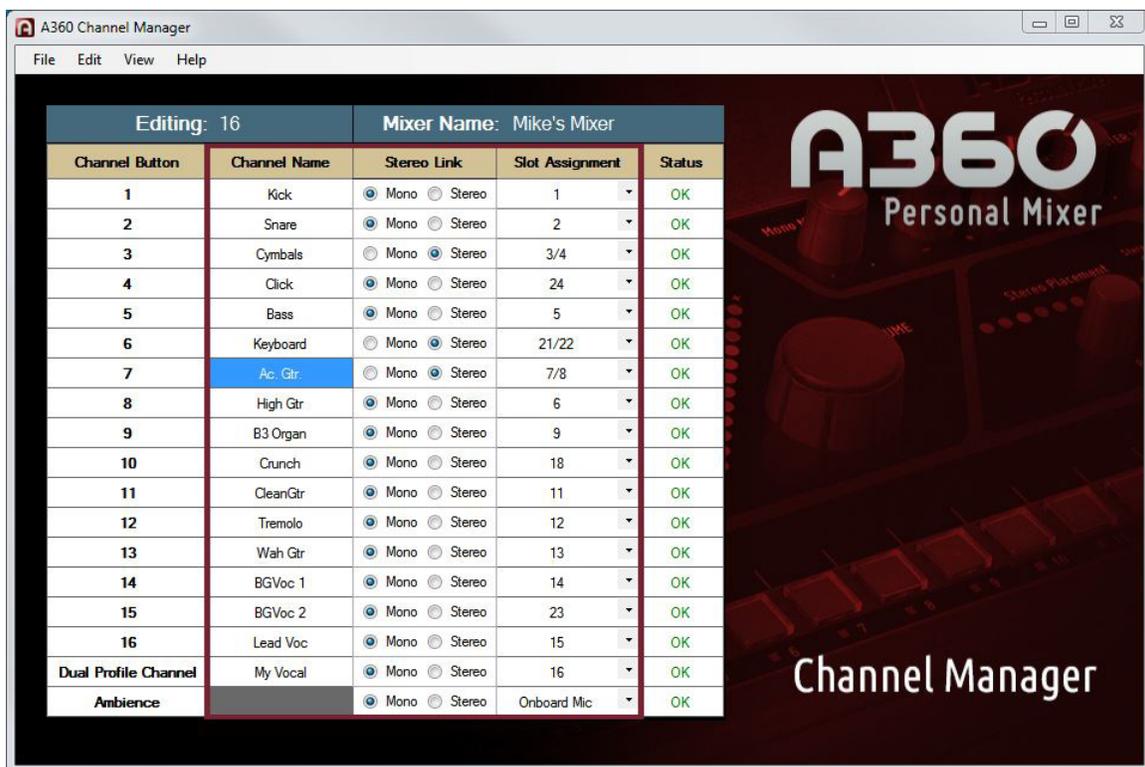
Table of Contents

A360 Channel Manager	1
What's New	2
Feature Overview	2
Installing A360 Channel Manager.	3
Computer Requirements	3
A360 Requirements	3
Start the Installation Process	4
Welcome Screens	4
Software License Agreement	5
Install	6
Software Security	7
Finish	7
Updating or Removing the Application	8
What Gets Installed	9
Using A360 Channel Manager	10
Window Components	10
Channel Assignment Editing Tools	12
Configuration Number	13
A360 Personal Mixer Name	13
A360 Channel Button	14
Channel Name	14
Mono/Stereo Radio Buttons	14
Network Slot Assignment	16
Mono Channels	16
Stereo Channels	17
Ambience	18
Channel Status	19
Disk-Based Functions	21
Create a New Mixer Configuration	21
Open a Configuration	22
Save a Configuration	23
Storage Devices	23

What Gets Saved	25
Copying Mixer Configurations	27
Recalling a Mixer Configuration on the A360	27
Sample Input List	28
Index	29
Software License Agreement	31

A360 Channel Manager

Aviom's A360 Channel Manager™ is a PC software application designed to simplify the configuration of A360 Personal Mixers that will be used in Custom mode. A360 Channel Manager allows Pro16e™ network slots to be assigned to the mix channel buttons of the A360 as well as its Dual Profile Channel™ and One-Touch Ambience™ buttons. The resulting Mixer Configuration file can be saved to a USB memory stick for loading into the A360 Personal Mixer.



What's New

Version 3 of the A360 Channel Manager application adds support for channel, preset, and group naming and also simplifies integration with the iOS A360 Display app for the A360 Personal Mixer.

The new features include:

- New interface design
- New menu bar
- Cut/copy/paste text
- Name an A360 Personal Mixer
- Edit channel, preset, and group names
- Import names created using A360 Display
- Print configuration information
- Check for updates online

Feature Overview

The A360 Channel Manager software features include:

- Simple interface
- Mono and stereo mix channel support
- Editable channel, preset, and group names
- Support for up to 64 input sources in the Pro16e network
- Assignable Dual Profile Channel
- Assignable One-Touch Ambience button
- 16 Mixer Configurations can be stored per USB device
- Stores 20 user-created mix presets in each configuration
- Allows easy backup of user mix presets created on the A360 Personal Mixer
- Provides an easy way to transfer mix presets from one A360 to another

Installing A360 Channel Manager

It is recommended that you quit all running Windows applications before starting the Aviom A360 Channel Manager installation process. Check the Aviom website (www.aviom.com) for the latest information about software and firmware updates and the complete line of Aviom Pro16® and Pro64® Series products.

Computer Requirements

The minimum computer system requirements for running the Aviom A360 Channel Manager application are listed below.

Windows

- Intel® or AMD® processor — 1 gigahertz (GHz) or faster
- Intel, AMD, or 100% compatible motherboard & chipset
- Microsoft® Windows® 7 or 8
- 2 gigabyte (GB) RAM (32-bit systems) or 4 GB RAM (64-bit systems)
- 15 MB of free hard disk space for full installation
- VGA Video (1024 x 768) - 256 colors
- DirectX 9 graphics device with WDDM 1.0 or higher driver
- One available USB port for storing and loading configuration files
- Microsoft .Net Framework 4.0

If your PC does not have the .NET Framework components installed, an Internet connection may be required to download and install these Microsoft components.

The free Adobe® Reader (or equivalent) is required to open the included User Guide.

Mac OS

There is no official support for A360 Channel Manager running on Apple® Mac computers.

A360 Firmware Requirements

Firmware version 3.x or higher is required when using this version of A360 Channel Manager. Get firmware updates from the Aviom website; see the A360 Personal Mixer User Guide for information about updating the firmware in an A360 Personal Mixer.

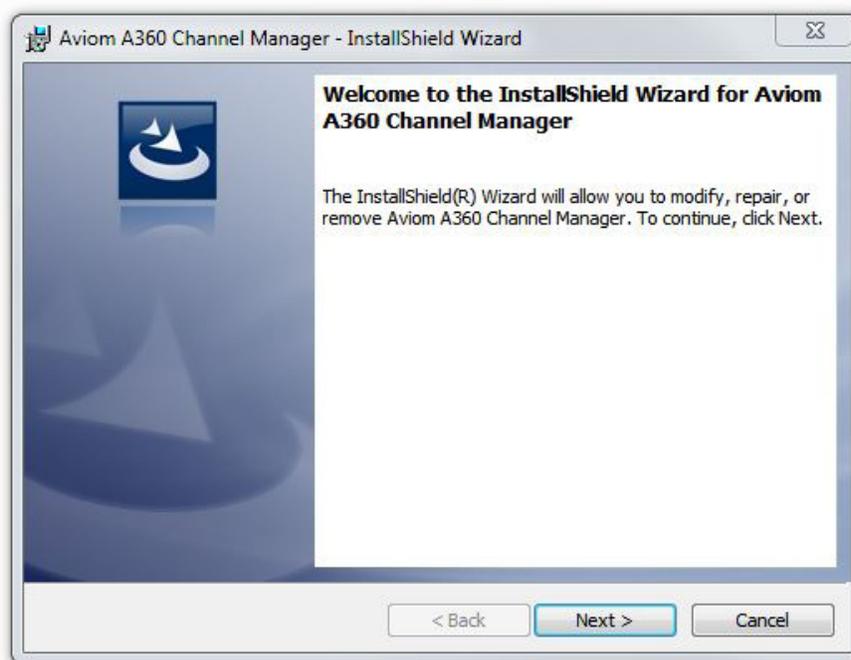
Start the Installation Process

Before installing the software, quit any running Windows applications. Locate the installer file, named "A360_Channel_Manager_Installer.exe," and double-click it to begin the installation process. If an older version of A360 Channel Manager is already installed on the computer, it will be uninstalled during the new installation process. (Any user-created files are preserved.) You can uninstall a previous version of A360 Channel Manager manually by using the tools built into the Windows OS Control Panel.

During the install, most screens give the option of navigating back to the previous step to review settings or make changes before continuing. To do this, click the **BACK** button. (To exit the installer at any time prior to finishing, click the **CANCEL** button; no software components will be installed.)

Welcome Screens

When the Welcome screens appear, click **NEXT** to continue and install A360 Channel Manager or click **CANCEL** to exit without running the installer.



Click the **Next** button to continue the installation process.

Software License Agreement

When the Software License Agreement page appears, read the agreement completely, click the **I ACCEPT THE TERMS IN THE LICENSE AGREEMENT** radio button, and then click the **NEXT** button to continue the installation.



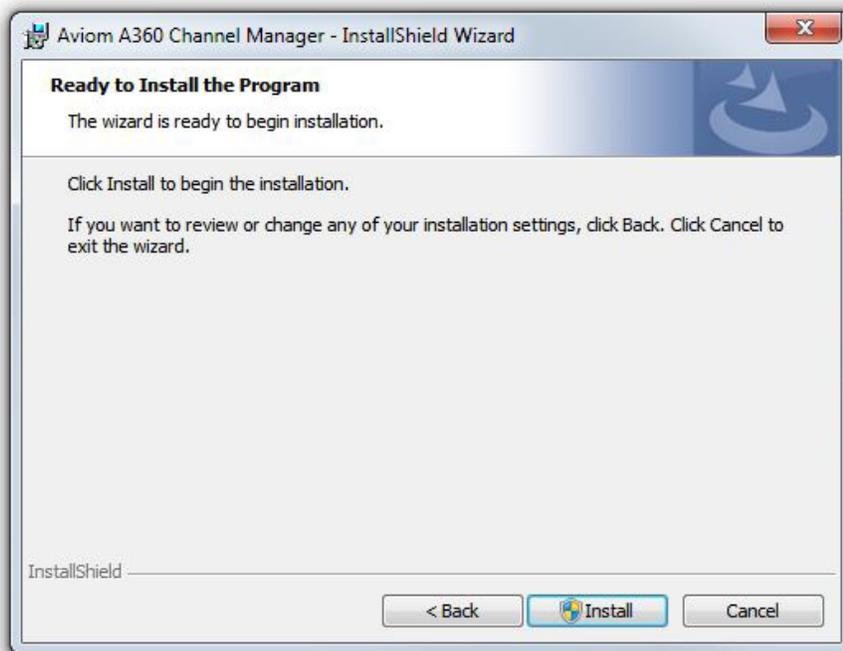
Accept the Software License Agreement to continue.

If you do not accept the software license agreement, the installer will exit without installing Aviom A360 Channel Manager.

Following the license agreement, the current ReadMe document will be displayed. Click **NEXT** to continue the installation, click **BACK** to return to the previous page of the installer, or click **CANCEL** to exit without installing the software.

Install

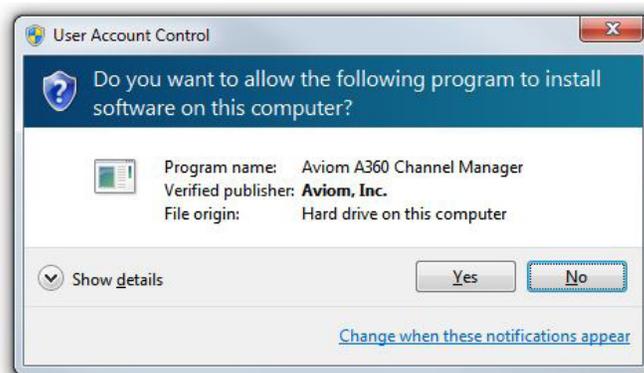
At this point, the installer has enough information to install the A360 Channel Manager application and its supporting files. On the screen that follows the ReadMe document, click the **INSTALL** button to begin the installation. Click **BACK** to return to the previous screen to review settings, or click **CANCEL** to exit the installer.



Click the Install button to start the software installation process.

Software Security

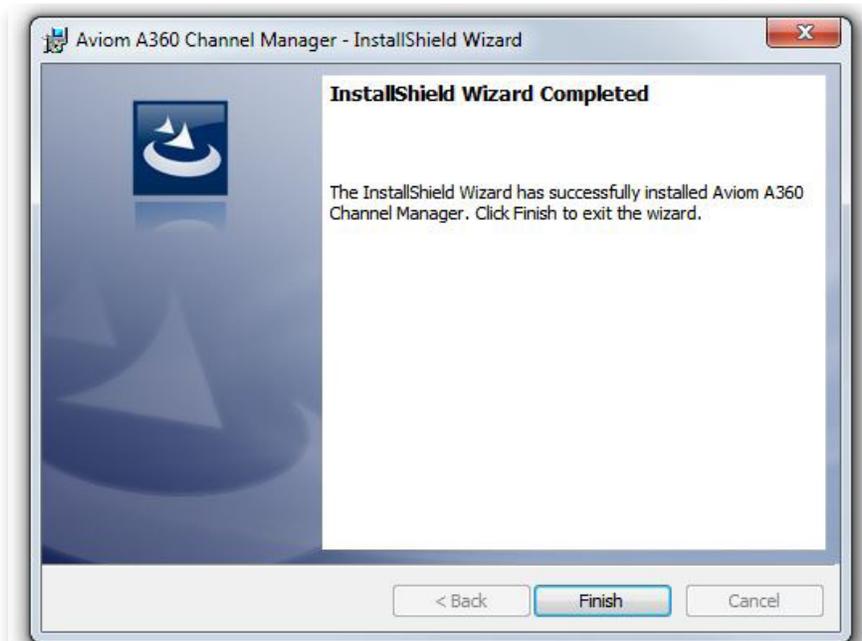
If the PC prompts that verification is required to continue the software installation process, click **Yes** to proceed or click **No** to exit without installing A360 Channel Manager.



Click Yes to continue the installation.

Finish the Installation

When the install has finished, the following screen will be displayed. Click the **Finish** button to complete the installation process.

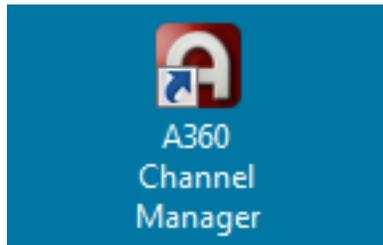


Click the **Finish** button to exit the installer.

After the installer closes, A360 Channel Manager is ready to use (assuming that all required Microsoft updates and .NET Framework components are correctly installed).

Launch A360 Channel Manager by double-clicking its icon either from the desktop or in the A360 Channel Manager application folder (C:\Program Files (x86)\Aviom\A360 Channel Manager), or by selecting **A360 CHANNEL MANAGER** from within the Aviom folder in the All Programs section of the PC Start menu.

✓ **NOTE:** The default location for the installation is
C:\Program Files (x86)\Aviom\A360 Channel Manager\A360 Channel Manager.exe

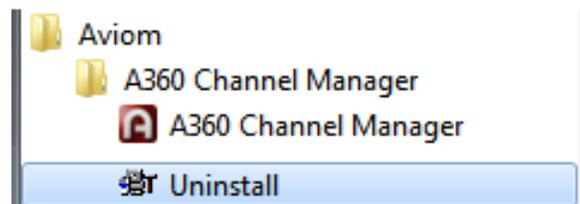


A desktop icon is installed automatically.

Updating or Removing the Application

When a new version of A360 Channel Manager is available, the old version of the application will be removed automatically in the process of installing a new version.

If you want to manually remove A360 Channel Manager, an uninstall shortcut is placed in the A360 Channel Manager folder automatically during the initial installation. The utility can be accessed directly from the Aviom\A360 Channel Manager folder created in the All Programs menu. Optionally, the application can be removed by using the standard Windows OS utilities found in the Windows OS Control Panel.



An uninstall shortcut is placed in the All Programs menu.

As a precaution, back up any files in the A360 Channel Manager folder that you wish to save before proceeding with the uninstall and update procedure. The uninstall utility removes all program files, product-specific update files, application icons, log files, registry entries, and text files associated with A360 Channel Manager. It does not delete any user-created files.

What Gets Installed

A360 Channel Manager is installed by default into the following folder:
C:\Program Files (x86)\Aviom\A360 Channel Manager

Within the A360 Channel Manager folder, which contains the application's resources, the **DOCUMENTS** folder containing user documentation, the software license, and ReadMe files will also be created. (The free Adobe Reader, or equivalent, is required to open the included User Guide.)

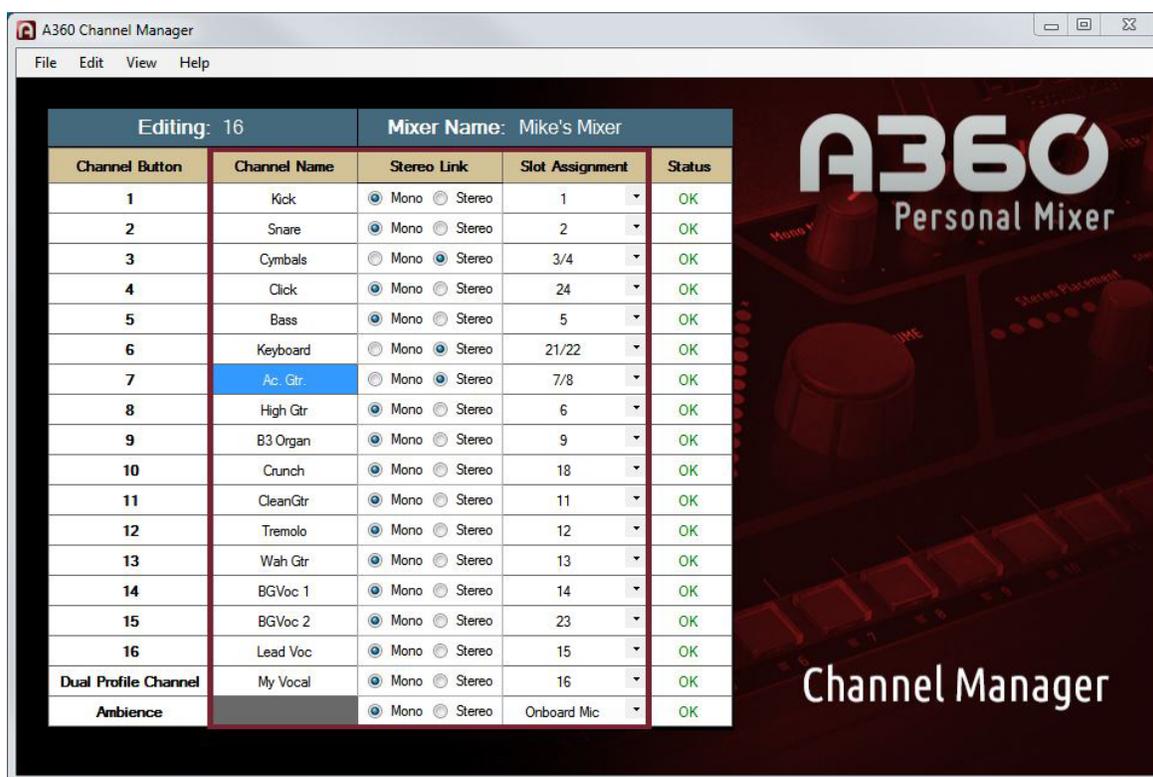
✓ **NOTE:** Do not rearrange or move any of the files or folders created during the installation.

Using A360 Channel Manager

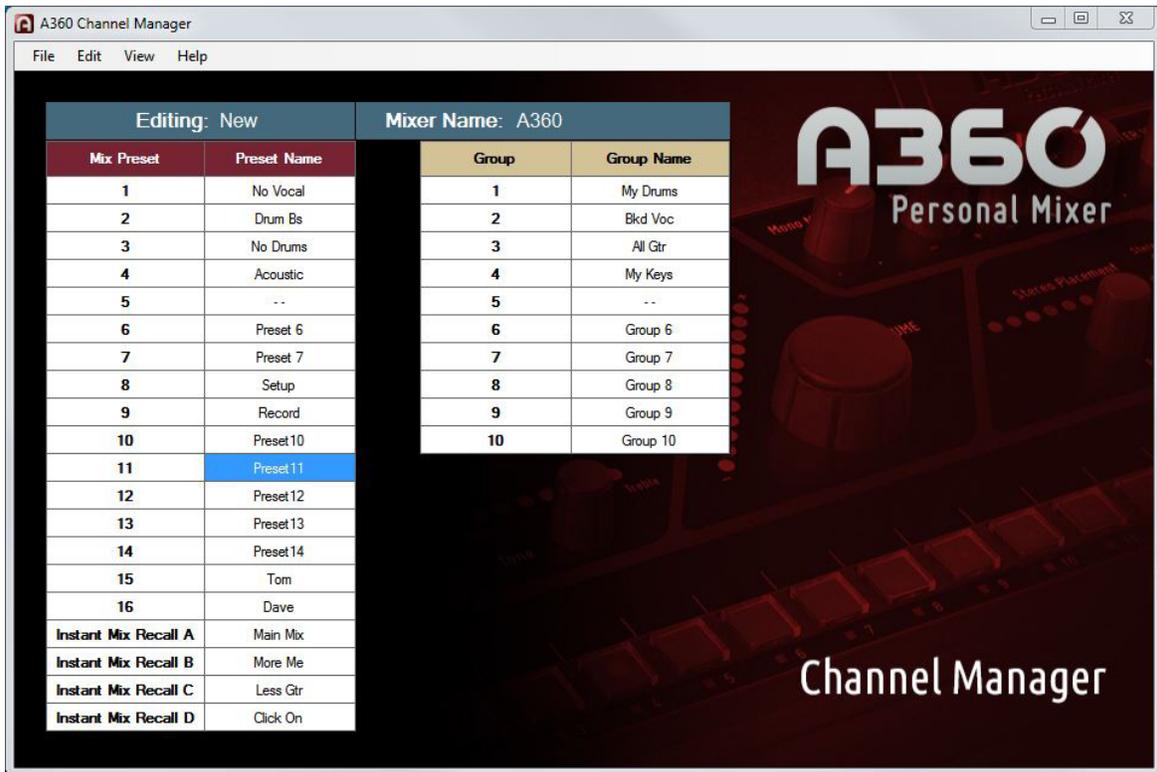
A360 Channel Manager makes it easy to create, save, and edit custom channel configurations for the A360 Personal Mixer. Each performer's Personal Mixer can load a unique channel map that assigns network slots to the mixer's channel buttons. The software can edit and save up to sixteen unique Mixer Configuration files to a disk. In addition, A360 Channel Manager offers an easy way to back up user-created Mix Preset files that have been saved to a USB memory device from an A360 Personal Mixer as part of a configuration file.

Window Components

The A360 Channel Manager interface consists of a main window with two views—Channel Assignment and Preset/Group Names. Each can be accessed via the keyboard shortcuts F5 and F6. The default view is the Channel Assignment View.



The Channel Assignment view



The Name Presets/Groups view

Channel Assignment Editing Tools

Information about the current Mixer Configuration being edited is shown in five columns.

Editing: 16 1		Mixer Name: Mike's Mixer 2		
Channel Button	Channel Name	Stereo Link	Slot Assignment	Status
3 1	4 Kick	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo 5	1 6	7 OK
2	Snare	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	2	OK
3	Cymbals	<input type="radio"/> Mono <input checked="" type="radio"/> Stereo	3/4	OK
4	Click	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	24	OK
5	Bass	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	5	OK
6	Keyboard	<input type="radio"/> Mono <input checked="" type="radio"/> Stereo	21/22	OK
7	Ac. Gtr.	<input type="radio"/> Mono <input checked="" type="radio"/> Stereo	7/8	OK
8	High Gtr	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	6	OK
9	B3 Organ	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	9	OK
10	Crunch	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	18	OK
11	CleanGtr	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	11	OK
12	Tremolo	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	12	OK
13	Wah Gtr	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	13	OK
14	BGVoc 1	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	14	OK
15	BGVoc 2	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	23	OK
16	Lead Voc	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	15	OK
Dual Profile Channel	My Vocal	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	16	OK
Ambience		<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	Onboard Mic	OK

Function	
1	Configuration Number Being Edited
2	A360 Personal Mixer Name
3	A360 Channel Button
4	Channel Name
5	Stereo Link Mono/Stereo setting
6	Network Slot Assignment
7	Channel Status

Configuration Number

The read-only **EDITING:** field shows the number (1-16) of the configuration currently be edited when you open a saved configuration from disk. This field will read **New** if you start editing a configuration prior to loading or saving.

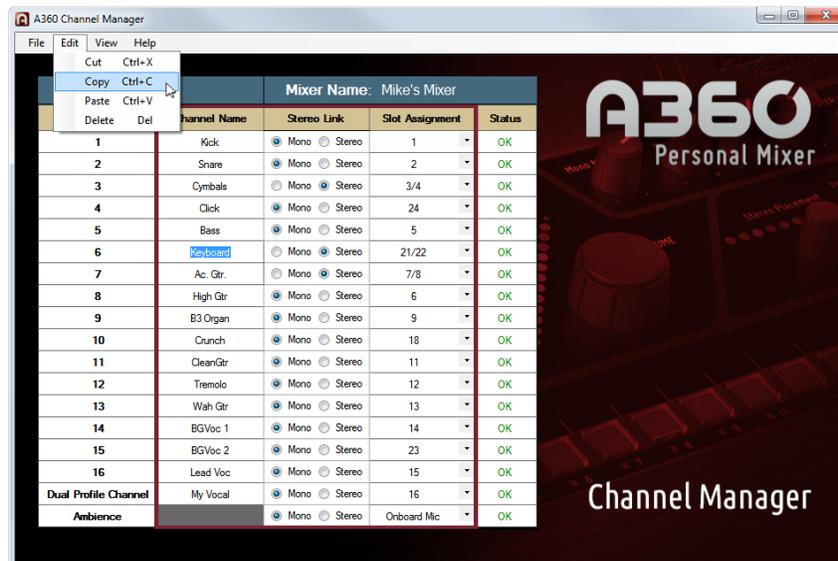
A360 Personal Mixer Name

The **MIXER NAME:** field shows the A360 Personal Mixer name that is stored in the A360. The mixer's name will appear in the Mixer Name field any time a saved configuration is opened from disk. To change the name, click to edit; up to 12 characters of text can be used. When you create a new configuration without opening one from disk, the default name **A360** is displayed.

✓ **NOTE:** If you want to have a unique Mixer Name for each A360 in your system, be sure to save different configurations for each one on a USB stick with a different name saved in the Mixer Name field for each. If you load the same configuration into multiple A360 Personal Mixers, they will all take on the same Mixer Name.

While editing, the Cut, Copy, Paste, And Delete functions are also available. They can be accessed from the Edit menu, by right-clicking in a text field, or by using the keyboard shortcuts:

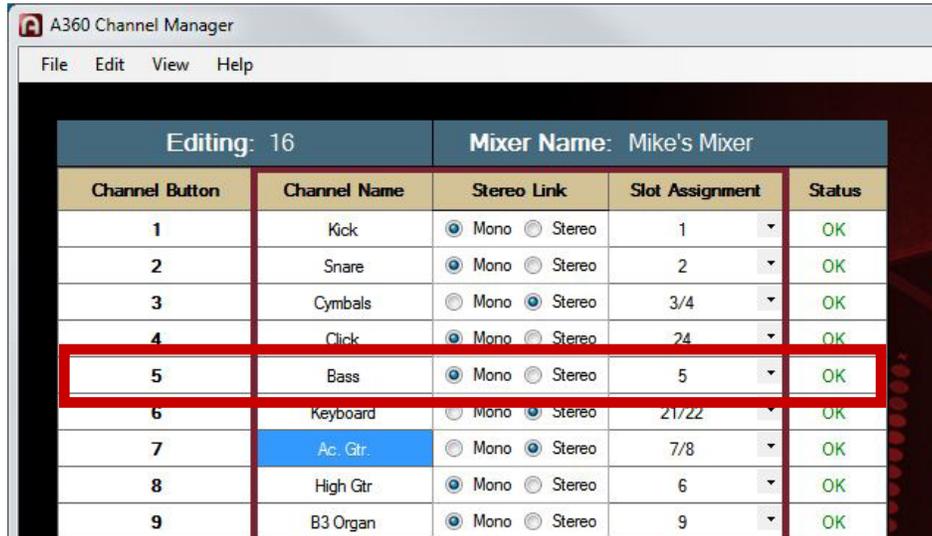
- Cut Ctrl+X
- Copy Ctrl+C
- Paste Ctrl+V
- Delete Del



Text editing commands are available in the edit menu and the right-click contextual menu.

A360 Channel Button

The Channel Button column has read-only entries that correspond to the A360 Personal Mixer's sixteen mix channels, plus the Dual Profile Channel and Ambience buttons. Each row shows the full setup for one channel button.



The screenshot shows the A360 Channel Manager application window. The title bar reads "A360 Channel Manager" and the menu bar includes "File", "Edit", "View", and "Help". The main content area displays a table with the following data:

Editing: 16		Mixer Name: Mike's Mixer		
Channel Button	Channel Name	Stereo Link	Slot Assignment	Status
1	Kick	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	1	OK
2	Snare	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	2	OK
3	Cymbals	<input type="radio"/> Mono <input checked="" type="radio"/> Stereo	3/4	OK
4	Click	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	24	OK
5	Bass	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	5	OK
6	Keyboard	<input type="radio"/> Mono <input checked="" type="radio"/> Stereo	21/22	OK
7	Ac. Gtr.	<input type="radio"/> Mono <input checked="" type="radio"/> Stereo	7/8	OK
8	High Gtr	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	6	OK
9	B3 Organ	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	9	OK

Each row shows a complete record for one channel button on the A360.

Channel Name

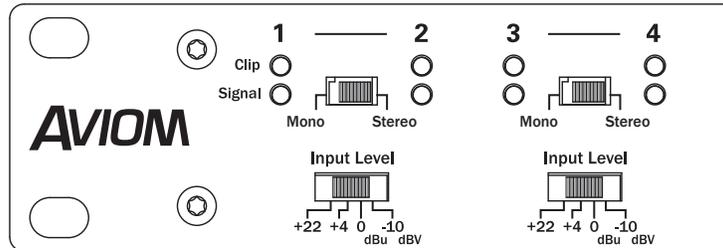
Each mix channel on the A360 can be given a unique name of up to 8 characters. Channel names are part of a configuration and are used by all Mix Presets saved with the configuration. The channel names are stored in the A360 itself. While editing, the Cut, Copy, Paste, and Delete functions are also available. They can be accessed from the Edit menu, by right-clicking in a text field, or by using the keyboard shortcuts.

Channel names can also be created and edited by using the A360 Display iOS app. Any configurations saved from the A360 to a USB memory device will include channel, preset, group and mixer names. These names can be edited with A360 Channel Manager when a configuration is opened.

Mono/Stereo Radio Buttons

Each mix channel button on an A360 Personal Mixer (as well as the Dual Profile Channel and Ambience buttons) can be assigned either a mono or stereo source from the 64 Slots available in the Pro16e network. The Stereo Link status for each mix channel button on the A360 can be independently set to either **MONO** or **STEREO** using the radio buttons.

✓ **NOTE:** The Stereo Link switches on network's analog input devices, digital console cards, or D800-Dante A-Net Distributor must be set correctly to make configurations created with A360 Channel Manager work predictably. Make sure that the settings coincide between the input device(s) and the configurations made for all A360 Personal Mixers in the system to avoid unpredictable results.



Channels 1-2 and 3-4 are set as stereo pairs.

When editing a configuration, changing a stereo channel to mono (or vice-versa) will automatically clear the Slot Assignment for the channel button being edited. Its Status column will be set to **UNASSIGNED**. See “Channel Status” on page 19.

A360 Channel Manager

File Edit View Help

Editing: 16 Mixer Name: Mike's Mixer

Channel Button	Channel Name	Stereo Link	Slot Assignment	Status
1	Kick	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	1	OK
2	Snare	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	2	OK
3	Cymbals	<input type="radio"/> Mono <input checked="" type="radio"/> Stereo	3/4	OK
4	Click	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	24	OK
5	Bass	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	5	OK
6	Keyboard	<input type="radio"/> Mono <input checked="" type="radio"/> Stereo	21/22	OK
7	Ac. Gtr.	<input checked="" type="radio"/> Mono <input checked="" type="radio"/> Stereo	--	Unassigned
8	High Gtr	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	6	OK
9	B3 Organ	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	9	OK
10	Crunch	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	18	OK
11	CleanGtr	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	11	OK
12	Tremolo	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	12	OK
13	Wah Gtr	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	13	OK
14	BGVoc 1	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	14	OK
15	BGVoc 2	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	23	OK
16	Lead Voc	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	15	OK
Dual Profile Channel	My Vocal	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	16	OK
Ambience		<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	Onboard Mic	OK

The Slot Assignment is automatically cleared when a channel's Stereo/Mono button is changed.

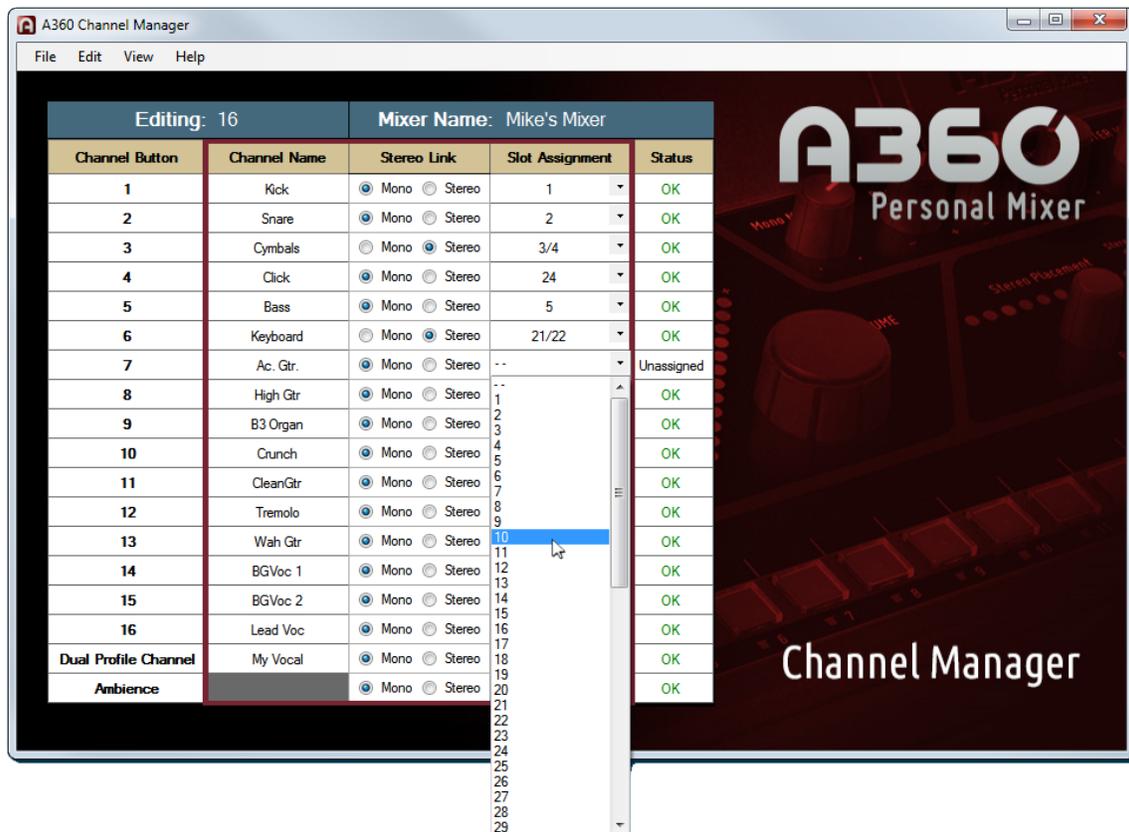
Network Slot Assignment

The Slot Assignment column consists of two drop-down menus: one for Mono channel buttons and the other for Stereo. The drop-down menu will automatically update to display a mono or stereo Slot Assignment list as the Stereo Link radio buttons are changed for each channel.

Only network slot numbers are displayed; the use of a text-based input list is suggested to keep track of the audio sources connected each device's inputs. A sample input list appears as a reference at the end of this document. See "Sample Input List" on page 28.

Mono Channels

The mono drop-down contains 65 entries—network slots 1 through 64, plus the double dash "--" character used to indicate that no network slot is currently assigned to the channel button.



Select a mono network slot from the menu.

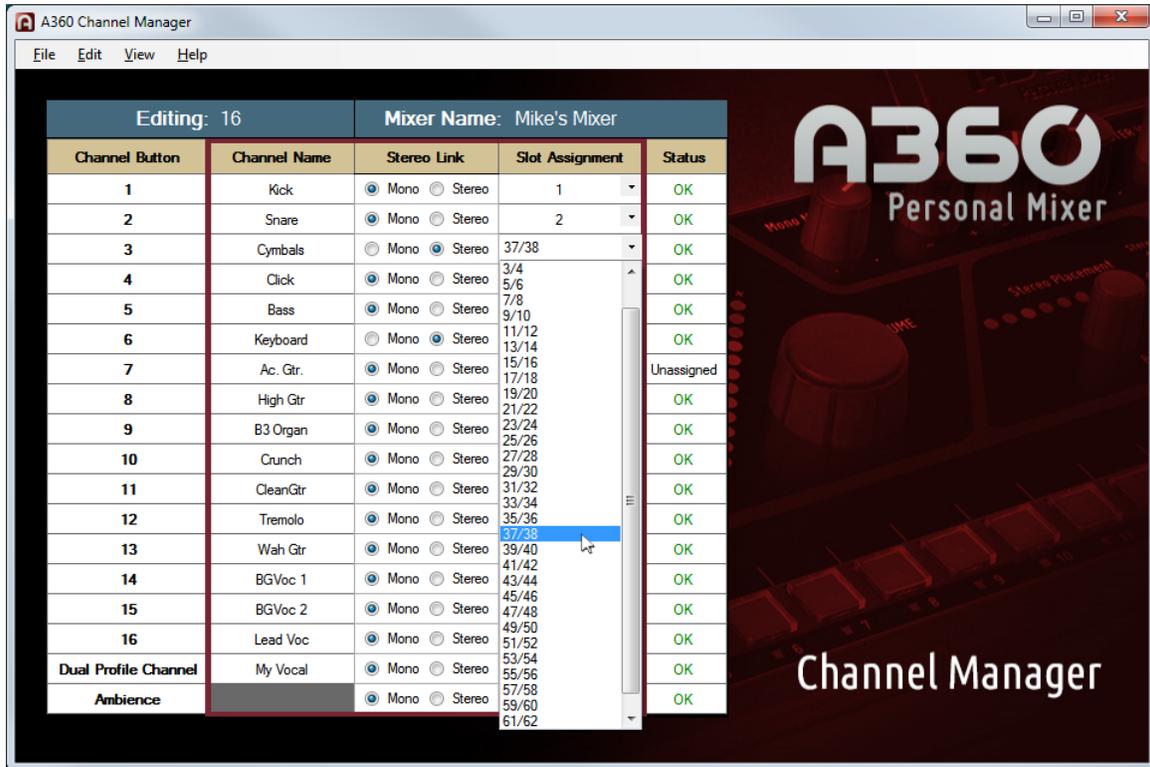
To change a mono channel button's assignment, click to open the drop-down menu associated with the channel and then choose the desired network slot from the list. (Choose "--" to have no slot assignment for the channel.) Slot assignment conflicts are indicated by an **Error** in the Status column; conflicts will need to be resolved prior to saving the Mixer Configuration to disk. The most common error is caused when two channels are assigned to use the same network slot.

Remember that the stereo/mono settings between the mixer configurations you create and the network's input devices must match.

Stereo Channels

The drop-down menu for stereo channels contains 33 entries shown as pairs of odd-even network slots 1/2 through 63/64, plus the double dash "--" character used to indicate that a channel button is unassigned.

To change an assignment for a stereo mix channel button, click to open the drop-down menu associated with the channel and then choose the desired pair of network slots from the list. (Choose "--" to have no slot assignment for the channel.)

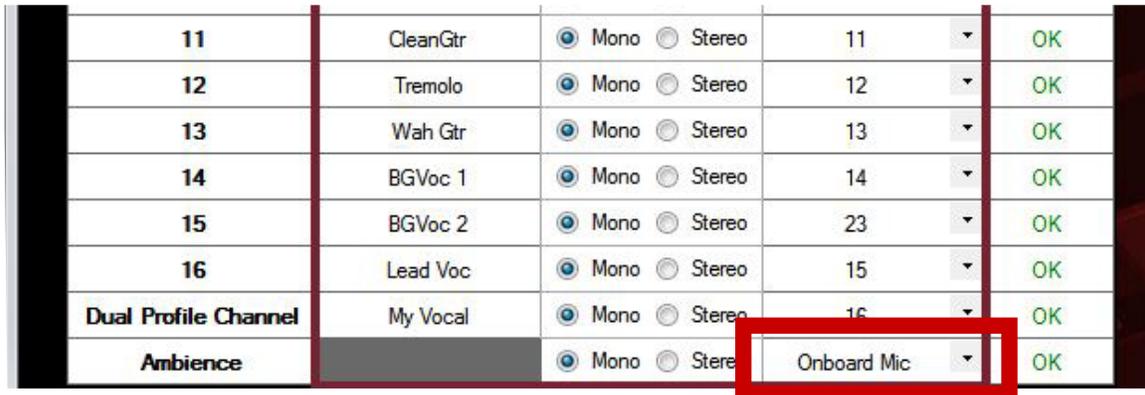


Selecting a stereo network slot from the drop-down menu

Slot assignment conflicts (indicated by an **Error** in the Status column) will need to be resolved prior to saving the Mixer Configuration to disk.

Ambience

The Ambience button's drop-down menus for mono or stereo slot selection are unique—each includes an entry for **ONBOARD Mic** instead of the double-dash (unassigned) character. The Onboard Mic is always mono.



11	CleanGtr	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	11	▼	OK
12	Tremolo	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	12	▼	OK
13	Wah Gtr	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	13	▼	OK
14	BGVoc 1	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	14	▼	OK
15	BGVoc 2	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	23	▼	OK
16	Lead Voc	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	15	▼	OK
Dual Profile Channel					
Ambience		<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	Onboard Mic	▼	OK

The Ambience button includes a selection for the Onboard Mic.

To assign a mono or stereo network source to the Ambience channel, set the Stereo Link radio button first and then choose mono or stereo slots for the channel.

✓ **Tip:** The Ambience channel makes it easy to use room mics with your monitoring system. Assign mono or stereo mics to the network and then pick those Slots for the Ambience channel rather than using the A360's onboard mic.

Channel Status

The Channel Status column has three states: **OK**, **Unassigned**, and **Error**. The Status will update as changes are made to the Stereo Link and Slot Assignment columns for each channel, and as Mixer Configurations are loaded from disk for editing.

Bass	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	5	▼	OK
Keyboard	<input type="radio"/> Mono <input checked="" type="radio"/> Stereo	21/22	▼	OK
Ac. Gtr.	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	--	▼	Unassigned
High Gtr	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	6	▼	ERROR!
B3 Organ	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	6	▼	ERROR!
Crunch	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	18	▼	OK
CleanGtr	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	11	▼	OK
Tremolo	<input checked="" type="radio"/> Mono <input type="radio"/> Stereo	12	▼	OK

A configuration being edited with the three channel Status states is shown.

The **OK** Status indicates that a mix channel's network slot assignment has no conflicts with the other mix channel button assignments in the current Mixer Configuration.

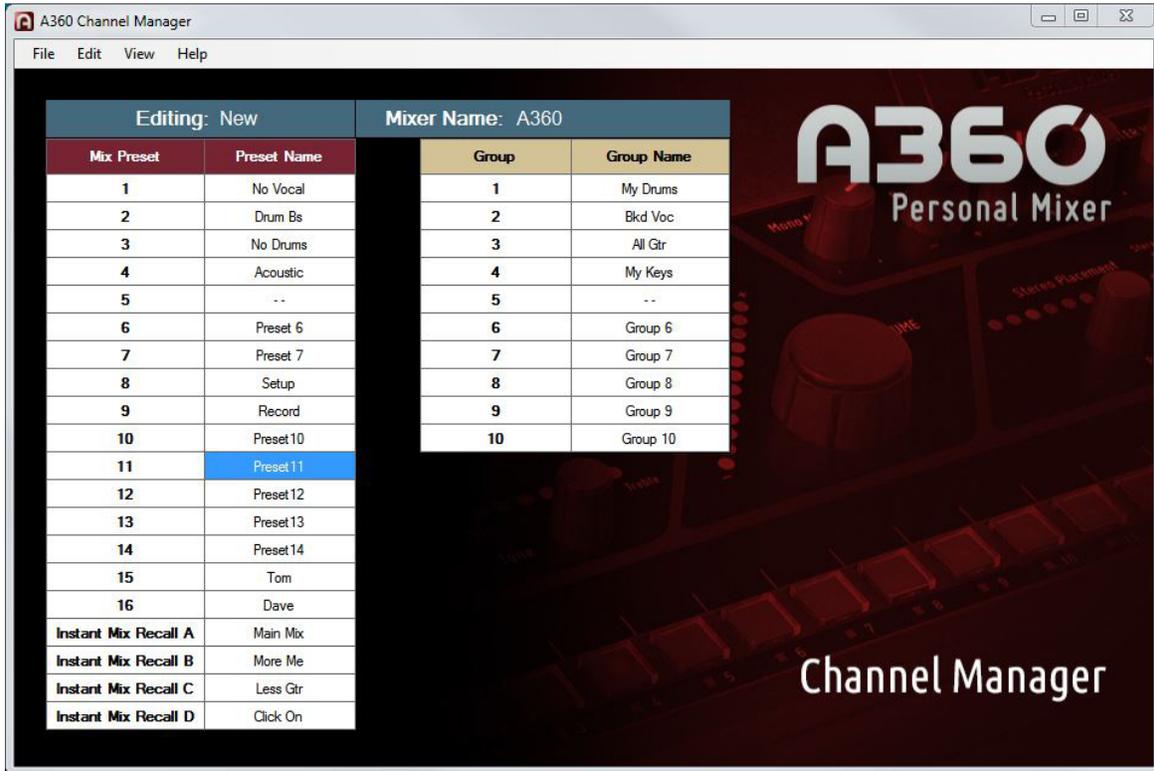
When the channel's Status reads **Unassigned**, this indicates that no network slot is currently assigned to the channel button. Mixer Configurations may be saved with some channels set to **Unassigned**, but note that at least one of the mix channel buttons (or the Dual Profile Channel) must be assigned to use a network slot before a Mixer Configuration can be saved. The Save function will be unavailable until all channel conflicts are resolved and at least one mix channel button is assigned to a network slot.

✓ **NOTE:** Any Channel Buttons that are Unassigned will not be able to be selected when the A360 Personal Mixer is in Custom mode.

The red **Error** status indicates that a channel has a conflict—this is usually caused during editing by assigning the same network slot (or pair, if stereo) to more than one channel button. A Mixer Configuration cannot be saved until all conflicts are resolved.

Preset and Group Naming

Choose **PRESET/GROUP NAMES** from the View menu to access the editing tools for the Mix Preset and Group names saved with a configuration (keyboard shortcut F6).

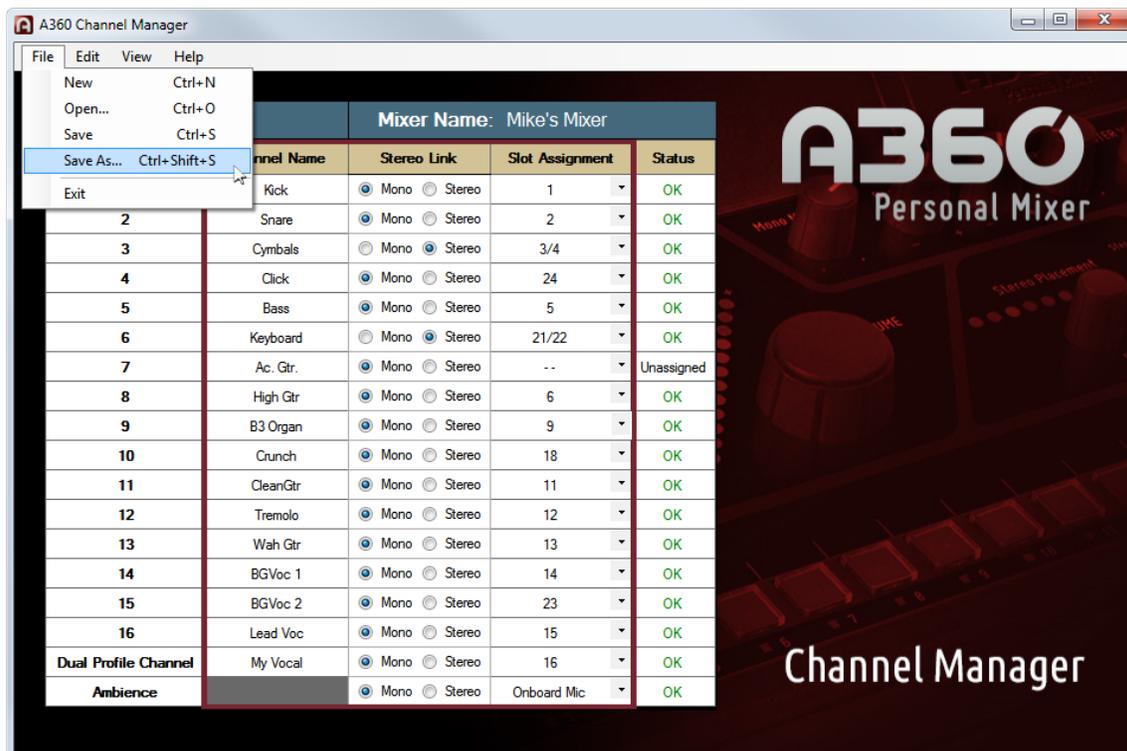


Open the Mix Presets and Group name tools from the View menu or by pressing the F6 key.

Mix Preset and Group names can have a maximum of 8 characters. The Cut, Copy, Paste, and Delete text editing functions are available from the Edit menu or right-click contextual menu.

Disk-Based Functions

A360 Channel Manager can save up to sixteen Mixer Configurations to a disk. The drive location and Mixer Configuration selection is available from the File menu.



Save and open configurations using the File menu options.

Create a New Mixer Configuration

Use the **NEW** command in the File menu to create a default Mixer Configuration.

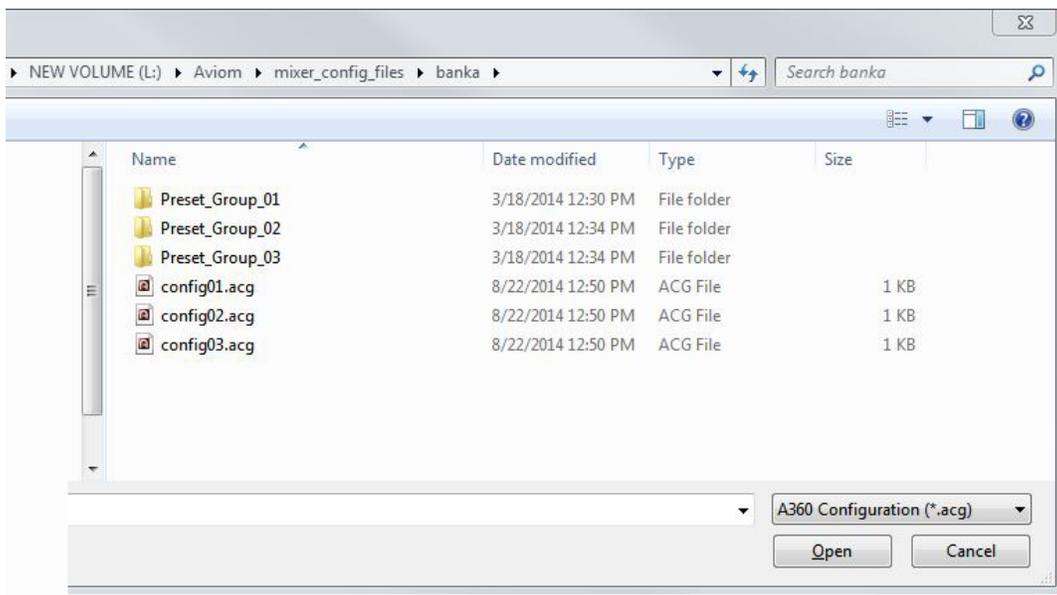
In a default configuration:

- The **EDITING** field is set to read **NEW**
- The **MIXER NAME** field is set to **A360**
- Channel names are returned to the defaults (Chan 1, Chan 2, etc.)
- All channels are stereo
- Slot Assignments are in sequential order
- The Ambience channel is set to use the Onboard Mic

Open a Configuration

The File menu's **OPEN...** command is used to choose a storage device connected to the PC from which a Mixer Configuration and its associated Mix Presets and Group names will be loaded for editing in A360 Channel Manager. If no external device is connected, the default boot drive is automatically selected (typically this is C:\).

Mixer Configurations and Mix Presets are saved to a specific file and folder structure at the root of the storage device. Mixer Configurations use the suffix ".acg."



Select a configuration to load it for editing.

✓ **NOTE:** Do not move or rename the folders, Mixer Configuration, or Mix Preset files.

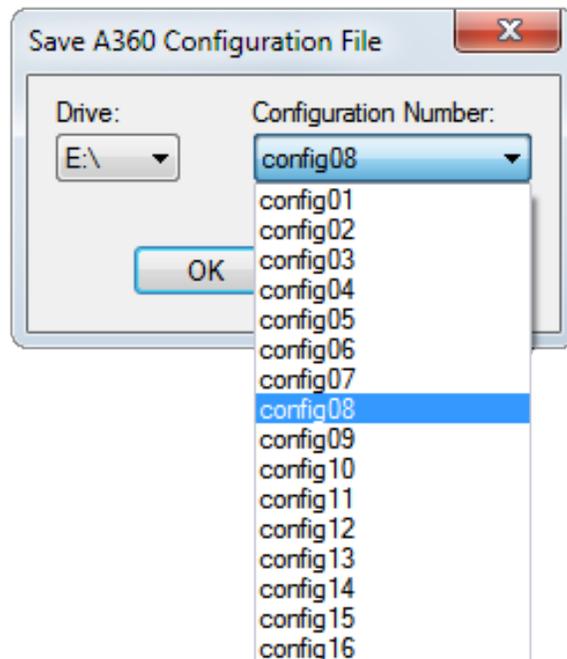
Loading a Mixer Configuration also loads any Mix Presets associated with the configuration. Although the Mix Presets' channel-level settings (volume, pan, etc.) cannot be edited, the names of the Mix Presets and Groups can be edited. Mix Presets *will* be saved when the Mixer Configuration is saved to disk and will be loaded into the A360 when the Mixer Configuration is recalled from a USB memory device.

Save a Configuration

The File menu contains two save functions—**SAVE...** and **SAVE As...**—that are used to store up to 16 configurations on a PC's local disk or connected USB memory device.

If no external device is connected, the default boot drive is automatically selected (typically this is C:\). Mixer Configurations and their associated 20 Mix Presets are saved to the root of the storage device within the Aviom folder. (The Aviom folder and its underlying folder structure will be automatically created the first time a Mixer Configuration is saved if they do not already exist.)

Using the **SAVE...** command for the first time will open a dialog box with drop-down menus that allow you to select the Drive where configurations will be stored, and the Configuration Number to be used.



Choose a location where the files will be saved.

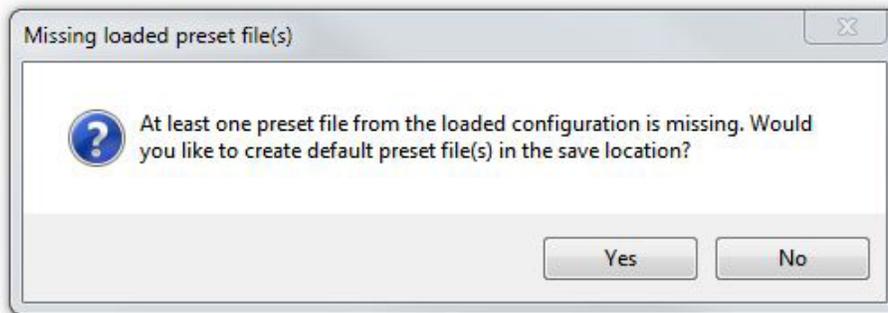
Click the **OK** button to save the Configuration to the selected location or click the **CANCEL** button to return to A360 Channel Manager without saving. If you continue editing and want to save the new changes, use the **SAVE** command again; the file on disk will be overwritten without opening the dialog box. If you want to save the Configuration to a different location after making changes, use the **SAVE As...** command which will automatically open the disk and configuration number selection dialog box.

Storage Devices

The Mixer Configuration and Mix Preset files created with A360 Channel Manager are saved to the root directory of the selected storage device. The folder path used for file storage is C:\Aviom\mixer_config_files\banka. Do not change the folder locations or file names. Storage devices must be PC formatted. Devices may be partitioned, but non-PC partitions will be ignored.

✓ **NOTE:** A PC-formatted USB memory stick is required to load Mixer Configurations and Mix Presets into an A360 Personal Mixer. Recalling a configuration from a USB device will replace any previously loaded configuration plus all Mix Presets in the A360. Recalling a configuration also loads channel names and the name assigned to the A360 Personal Mixer.

When saving a Mixer Configuration created on the PC to disk for the first time, a warning dialog box will appear if no Mix Preset files are associated with the newly created Mixer Configuration. Click **Yes** to create a default set of Mix Presets; the Mixer Configuration is saved to disk and a folder of 20 Mix Presets (16 standard plus 4 Instant Mix Recall presets) associated with that Mixer Configuration is also created.

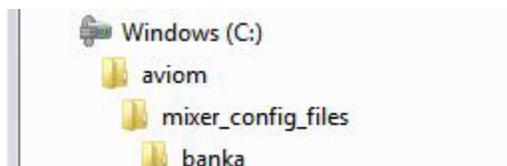


Click **Yes** to save the configuration and create a set of default Mix Presets.

Click **No** in the dialog box to proceed without creating any Mix Presets. You may want to do this, for example, if a configuration was loaded into an A360 and the user has started creating and saving Mix Presets in the A360, and you now want to change the assignment of the Ambience button to network audio instead of the built-in mic.

What Gets Saved

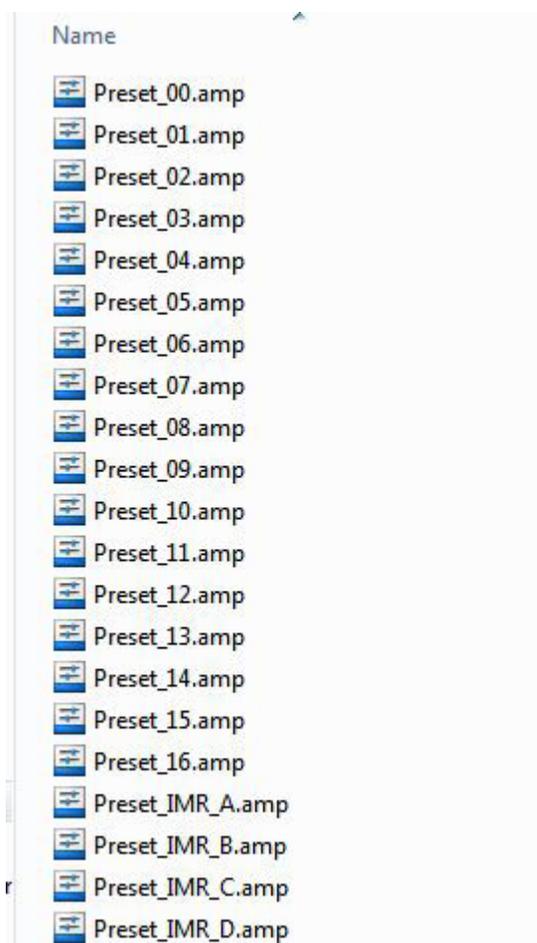
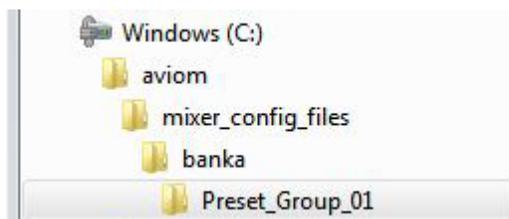
When a Mixer Configuration is saved to disk with Mix Presets, the files written to disk look like the example seen below. Each saved Mixer Configuration is saved with a number and the “.acg” extension; the Mix Presets associated with that Mixer Configuration are in a folder named “Preset_Group_nn” where “nn” is the same number as the Mixer Configuration.



Name	Type	Size
config01.acg	ACG File	1 KB
config02.acg	ACG File	1 KB
config03.acg	ACG File	1 KB
config04.acg	ACG File	1 KB
config05.acg	ACG File	1 KB
config06.acg	ACG File	1 KB
config07.acg	ACG File	1 KB
config08.acg	ACG File	1 KB
Preset_Group_01	File folder	
Preset_Group_02	File folder	
Preset_Group_03	File folder	
Preset_Group_04	File folder	
Preset_Group_05	File folder	
Preset_Group_06	File folder	
Preset_Group_07	File folder	
Preset_Group_08	File folder	

This graphic shows the disk-based file structure for eight Mixer Configurations and their Mix Presets.

Within a Preset_Group_nn folder are the 16 Mix Presets that are associated with the 16 mix channel buttons on the A360 along with the four Mix Presets that are associated with the four Instant Mix Recall buttons. The 16 mixes associated with the mix channels on the A360 are saved with the name "Preset_nn (1-16)" and the ".amp" extension; the four mixes associated with the Instant Mix Recall buttons are saved with the name "Preset_IMR_nn (A-D)" and the ".amp" extension.



Each Preset_Group folder contains 20 Mix Preset files.

✓ **NOTE:** Do not move or rename the Mixer Configuration or Mix Preset files; they will not be recognized by the A360 if changes are made to the file structure.

Copying Mixer Configurations

If Mixer Configurations (and their associated Mix Presets) are created on an internal storage device on a PC, they can easily be copied to a removable USB storage device for loading into an A360 Personal Mixer.

To copy all 16 Mixer Configurations and their Mix Presets to a removable device:

1. Connect a PC-formatted memory stick or other removable USB storage device to the computer.
2. Locate the **AVIOM** folder at the root of the current disk that was used for Mixer Configuration storage.
3. Click to highlight and select the Aviom folder.
4. Right-click and choose **COPY** from the contextual menu (or use the shortcut Control-C).
5. Navigate to the root of the external storage device.
6. Right-click and choose **PASTE** from the contextual menu (or use the shortcut Control-V).
7. The Aviom folder and its folder structure along with the sixteen Mixer Configurations and their Mix Presets are written to the external device.
8. Eject the external storage device.
9. Connect the external device to the A360 Personal Mixer and load a Mixer Configuration according to the instructions provided below.

Recalling a Mixer Configuration on the A360

Once a Mixer Configuration and its associated Mix Presets have been saved onto a USB memory device, the configuration can be loaded into the A360. Loading a configuration replaces the Mix Presets and any previously loaded configuration in the A360; there is no undo.

To recall a configuration:

1. Connect the USB memory device to the USB port on the rear of the A360 Personal Mixer.
2. Move the rear-panel switch on the A360 to the **PROGRAM** position; The **SAVE** and **RECALL** LEDs flash and the A360 mixing interface is temporarily disabled.
3. Press the **RECALL** button.
4. The **SAVE** LED goes out and all 16 mix channel buttons begin to flash.
5. Press the numbered mix channel button that corresponds to the configuration you wish to load.
6. The yellow Mute LEDs beneath the mix channel buttons light in sequence as a confirmation that the configuration has been loaded successfully.
7. Move the rear-panel switch on the A360 to the **CUSTOM** position to use the new channel layout and Mix Presets.
8. The USB memory device can be safely removed.

✓ **NOTE:** When a Mixer Configuration file is loaded from a USB device it replaces any previously loaded channel configuration; all Mix Presets in the A360 are replaced with those stored in the Mixer Configuration.

Sample Input List

Print this input list to simplify network slot management.

Device	Input		Source	Stereo
	1	L		
	2	R		
	3	L		
	4	R		
	5	L		
	6	R		
	7	L		
	8	R		
	9	L		
	10	R		
	11	L		
	12	R		
	13	L		
	14	R		
	15	L		
	16	R		
	1	L		
	2	R		
	3	L		
	4	R		
	5	L		
	6	R		
	7	L		
	8	R		
	9	L		
	10	R		
	11	L		
	12	R		
	13	L		
	14	R		
	15	L		
	16	R		

Index

A

A360
 Program switch 27
A360 Display 2, 14
A360 Personal Mixer 24, 27
 Custom mode 19
A360 Personal Mixer Name 13
Adobe Reader 9
All Programs menu 8
Ambience 14, 18
Ambience button 24
Ambience channel 21
application folders 9
Aviom folder 9, 23, 27

B

boot drive 22

C

Channel Assignment View 10
Channel Button 12, 14, 19
channel map 10
Channel Name 14
Channel Status 12, 19
clear Slot Assignment 15
Computer Requirements 3
Configuration
 New 21
Configuration Number 13, 23
console card 15
Control Panel
 Windows OS 8
Copy 13
Copying Mixer Configurations 27
Custom mode 1
 A360 19
Cut 13

D

D800-Dante A-Net Distributor 15
default 22, 23

default configuration 21
default install location 8, 9
default name 13
Delete 13
Documents folder 9
double dash 16
Drive 23
drop-down menu 16, 18
Dual Profile Channel 14, 19

E

Editing field 13, 21
Edit menu 13, 14
Error 16, 17, 19
 Stereo Link 15
extension 25, 26
external device 23

F

Firmware 3
folder
 Preset Group 25
folder path 23
folders 9
format 24

G

Group Name 20, 22

I

Input List 28
Installing 3
Instant Mix Recall 24, 26
iOS 2

L

License 5
Load Mixer Configuration 24, 27

M

Mac OS 3
Missing Presets 24
mix channel button 14, 19, 26
Mixer Configuration 1, 19, 21, 27
Mixer Name 13, 21
Mix Preset 22, 23, 24, 25, 26, 27
Mono 14
Mono Channels 16

N

Name 13
Network Slot Assignment 12, 16
New command 21
New Mixer Configuration 21
no slot assignment 17

O

OK 19
Onboard Mic 18, 21
Open a Configuration 22

P

Paste 13
Preset and Group Names 20
Preset Group 25, 26
Preset/Group Names View 10
Preset warning 24
Pro16 3
Pro16e network 14
Pro64 3
Program switch
 A360 27

R

radio button 12, 14
ReadMe 5
Recall a Mixer Configuration 27
Recall button 27
Removing the Application 8
rename 22
Requirements 3

room mics 18
root directory 23

S

Save 19
Save... 23
Save a Configuration 23
Save As... 23
Save LED 27
Select Drive 23
Slot Assignment 12, 16, 17, 19, 21
Slot assignment conflict 16
Software License 5
Status 15, 16, 17, 19
Stereo 14, 16
Stereo Link 12, 14, 19
Stereo Link switch 15
Storage Device 22, 23

U

Unassigned 15, 17, 19
uninstall 4
USB memory stick 24, 27
user-created files 8

V

View 10

W

What Gets Installed 9
What Gets Saved 25
Windows 7 8
Windows 8 3
Windows Control Panel 4
Windows OS 8

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Index

A

A360 Channel Manager 29
Ambience 11
A-Net Distributor 1
Auto-Switch Views 28
Available 7

B

Bass 25

C

channel names 8
Channel Names View 27
Channel Names window 29
channel number 23
Choose a D800 6
Choose an A360 6
Configurations 29
Contextual help 9
Contextual Help 20
cross-out symbol 16
Custom Mode 11, 16

D

D800
 II switch 3
D800 A-Net Distributor 1, 3, 31
D800-Dante A-Net Distributor 1
D800 port 8
D800 switch 3
default name 6, 29
Default View 28, 29
Demo Mode 2
Digital Signal/Clip LED 19
DPC 25
Dual Profile Channel 8, 24, 29

E

Ethernet port 3

F

Firmware 3

G

gear icon 5
Group 8, 13
Group Names 14
Groups 31
GRP 13

H

Help icon 9

I

Identify 8
II switch
 D800 3
IMR 31
Info Bar 9, 10, 12, 29
Instant Mix Recall 31
iOS-A360 Setup 6, 7, 8, 28
iOS Wi-Fi Setup 4
IP Address 6

M

Master View 26
meter 26
Meter View 23
mic icon 11
mix channel button 16
Mixer Name 10
Mix Preset 8, 13, 17, 31
Mono channel 22
Muted channel 22

N

Name Channels 29
name D800 6
Name D800 31
Name Presets and Groups 17, 31
Never 29

O

On Channel Change 29
One-Touch Ambience 11, 23

P

Paired 7
Pairing 8, 30
Pair Mode 8
Pan 24
Preferences 28
Preset number 17
Presets 31
Pro16 Mode 15
Profile 24

R

Recall button 17
Reverb 25
Router Setup 4

S

Settings 4, 5, 10, 28
Settings app 5
Setup 3, 5
Sleep 28
Slot 16, 29
Solo Mode 12
Spread 24
stereo channel 22
Stereo Placement View 24

T

Tone & Reverb View 25
Treble 25
Trim All 19

U

Unavailable 7
Unpaired Personal Mixers 8
USB memory stick 3

V

View 21
View Name 10
Volume View 21

W

white channel number. 12
Wi-Fi router 3
Wi-Fi Setup 4

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9. Miscellaneous.

(a) Governing law; Jurisdiction. The validity, interpretation, rights and obligations of the parties and any dispute arising under this Agreement shall be governed by the laws of the Commonwealth of Pennsylvania applicable to contracts between residents of Pennsylvania and wholly performed in Pennsylvania. Neither the United Nations Convention on the International Sale of Goods, the 1974 Convention on the Limitation Period in the International Sale of Goods, nor any amendment or protocol to either of the foregoing shall apply to this Agreement or the activities undertaken under or in respect of this Agreement. The state and federal courts with jurisdiction over Chester County, Pennsylvania shall have exclusive jurisdiction over any case, controversy or dispute concerning this Agreement or its performance or the Software; provided that Aviom may seek injunctive relief in any court of competent jurisdiction.

(b) Severability. If any provision of this Agreement shall be determined to be void, invalid, unenforceable or illegal for any reason, then the validity and enforceability of all the remaining provisions hereof shall not be affected thereby.

(c) Failure to Exercise Rights. The failure of either party to exercise any of its rights under this Agreement for a breach thereof shall not be deemed to be a waiver of those rights or a waiver of any subsequent breach of the same or any other provision.

(d) Titles. The titles of the Sections of this Agreement are for convenience only and do not in any way limit or amplify the terms and conditions of this Agreement.

(e) Entire Agreement. This Agreement constitutes the entire understanding between the parties with respect to the subject matter of this Agreement and supersedes any and all prior and contemporaneous understandings, statements, warranties, representations and agreements, both oral and written, relating thereto. This Agreement cannot be modified except in a writing signed by the party against whom enforcement is sought.

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