SDConvert V823 User Guide

SDConvert will convert any SD Series session created in V443+ to run on another SD series console running V821 or V822

Converted sessions can only be loaded onto consoles running a software version with the same or a higher version number than the SDConvert version number

Installation

The SDConvert application cannot be run on a console.

It can be run on any standard PC running Windows XP or above and also on a Mac running Windows under Parallels, Bootcamp or similar.

Download the installer and copy it to the computer that you wish to install it on.
Run the installer program and follow the on screen prompts.
The program will be installed to C:\SDConvert and a shortcut will be put on your Windows desktop.

Run SDConvert

The application will open showing basic instructions and important notes.

Source session selection.

Press "Load Session" and select the session you wish to convert and click "open"

The panel shows:-

- • The File name
- • The Session Description
- • The Source console
- • The Source Session Sample Rate
- • The Version of software that the session was last saved in.

The main body of the panel shows the expandable channel list from the source session detailing the resources used.

Destination console selection.

Select the destination console type and sample rate using the list on the left hand side of the Panel. You may convert from any console/console type to any other console/console type. For example you can convert an SD7T session to run on an SD11i.

Down Converting sessions

If the destination console has less processing resources than the source console (e.g. SD10 to SD9), the processing cells in the channel list will change to show the maximum allowed.
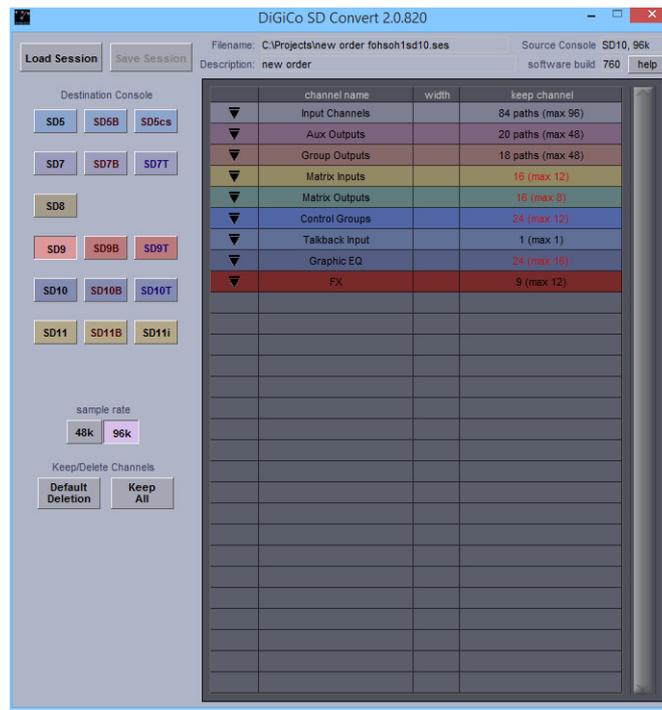

Default Deletion.

Pressing "default deletion" will truncate your session converting only the lowest numbered sequential channels, busses, CG's and FX up to the number allowed for the destination console. For example:- Doing a default deletion when converting down to an SD9 will give you input Channels 1-96, then up to 24 Group or Aux busses (dependent on session structure), Matrix inputs 1-12, matrix Outputs 1-8, CG 1-12, GEQ 1-16 and FX 1-12.

Manual Deletion

When down converting, the user may also choose individual channels from the source session to make up the converted session. To do this, expand a channel type from the list and in the "Keep Channel" column, select which channels you require. The "ticks" will show as red until enough channels have been unselected to fit the resources of the destination console at which point they will go green.
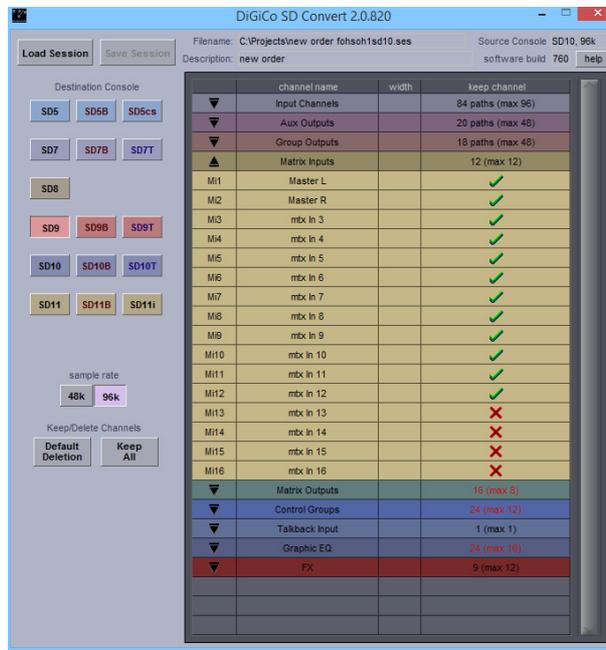
This must be repeated for each channel type until none of the cells in the channel list show red text.

Once complete, the "Save Session" will highlight allowing the session to be saved to the desired location.

Up Converting sessions

If the destination console selected has more processing resources than the source console, (e.g. SD9 to SD7) the "save session" button will highlight and you can now save your converted session.
Manual adjustment to the resources used is not necessary and is therefore prevented.

Using the converted session.

When the converted session is first loaded onto the console, it will be necessary to carry out some "housekeeping" on the session. Any changes made should be saved to the new session. The following things may require user attention.

Audio IO

As the connection/rack types can vary between consoles, it will be necessary to reconnect you racks in Audio IO. The conversion process will leave all ports from the source session intact but it will have removed their connections.

To reconnect a rack, select the desired port and from the "connections" drop down menu, select the connection type.

IMPORTANT: - If you change a Rack Type, then any routing to that rack will be lost.   Lost routing can be re-instated by recalling a snapshot that include input devices, inputs, outputs and output devices in recall scope.

Console Layout.

Any custom banks or layout changes that were created in the source session will no longer exist. The converted session will have the same surface layout as a default session for the destination console type. Custom banks or changes to surface layout will need to be reinstated.

Bank Names and labels will also need to be re-instated.

Macros

Due to the variances in Surface Macro/Smart Key buttons across the SD Series, some alteration may be needed to the assignment of Macros

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