



# DiGiCo S

## DiGiCo S App User Manual

User Manual Version A for App Version 3.0.0

for S-Series Console Software Versions V1.4+

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## 1.1 Introduction

The DiGiCo S App allows wireless control of any DiGiCo S-Series console with an Apple iPad or iPad Mini.

### 1.1.1 System Requirements.....

iPad 2 or later

iOS 7 or later (iOS 8.x or later recommended)

A wireless access point with a minimum wireless speed 150Mbps connected to the console ethernet port.

S-Series console software V1.4 with the relevant console iPad control option enabled.

**NOTE: With the DiGiCo S App V3.0.0 and S-Series Console software version V1.4, only one iPad can be connected to the console at one time**

### 1.1.2 Important Considerations.....

#### PLEASE READ THIS FIRST

1) iPad Mobile Data should be switched off and Wi-Fi switched on when using the DiGiCo S App.

2) If the console and iPad are used in an environment where several different wireless networks are available, it is possible that the iPad might switch automatically from one wireless network to another and console control will be lost. In this case, close the DiGiCo S App and reconnect to the console again.

3) If several different wireless networks are available and sharing WIFI channels there is a greater possibility of interference, slower communications and losses in data between the iPad and the console. This will possibly cause the console and/or iPad response to appear slower than normal.

### 1.1.3 Features.....

The following console functions can be displayed / controlled:

**Channel Setup** - +48V, polarity, analogue gain, digital trim, channel delay, insert points on/off, meters

**Mix** – channel label, pan, mute, solo, fader level, meters

**Filter / EQ** – 4 band EQ, HPF/LPF

**Dynamics** – all dynamics parameters for all console dynamics modes

**Auxes** – auxiliary send levels, on/off, auxiliary pans

**Buss Routing** – assignment of input or group channels to busses

**Snapshots** – insert new, recall, undo, update, rename, delete

**Matrix** – sends, on/off, matrix input labels

**Graphic EQ** – 32 faders and on/off for each unit, flatten all bands

**Save Session**

## 1.2 Connection & Device Settings

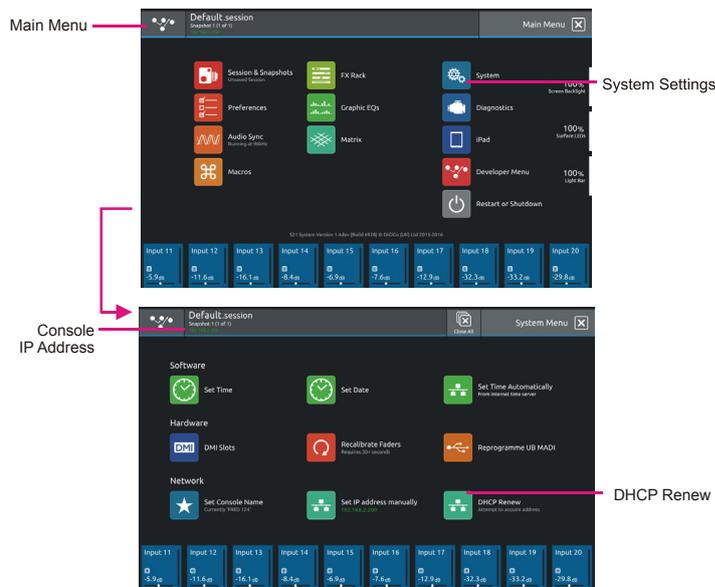
Before attempting to connect an S-Series console to the DiGiCo S App, the following settings must be configured correctly. The console must first be connected to the wireless access point with an ethernet cable

**For configuration with DHCP (recommended for ease of setup):**

- 1) Set the wireless access point to DHCP so that it can generate IP addresses for the console and iPad  
*(Please consult documentation for the wireless access point for more information on how to do this)*
- 2) Set the console to receive an IP address via DHCP

On the console touch the **Main Menu** button > **System Settings**

Touch the **DHCP Renew** button and wait until the **Console IP Address** (below the session name in green) in the Top Bar displays a valid IP Address



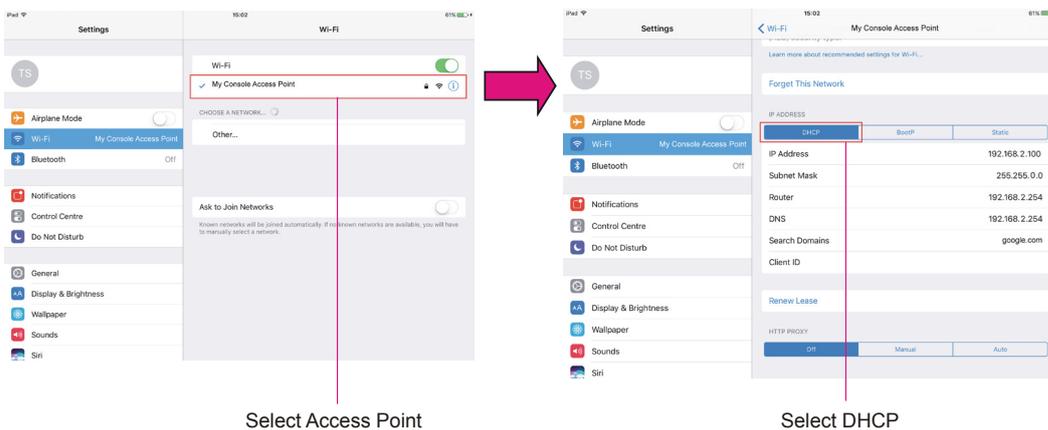
- 3) Set the iPad to receive an IP address via DHCP

On the iPad go to **Settings > WiFi > Select the relevant Wireless Access Point by touching it** (see image below)

In the WiFi configuration page select **DHCP**

If the DNS entry is not automatically populated (ie it is blank) then enter a DNS of 8.8.8.8

Enter a Search Domain of google.com



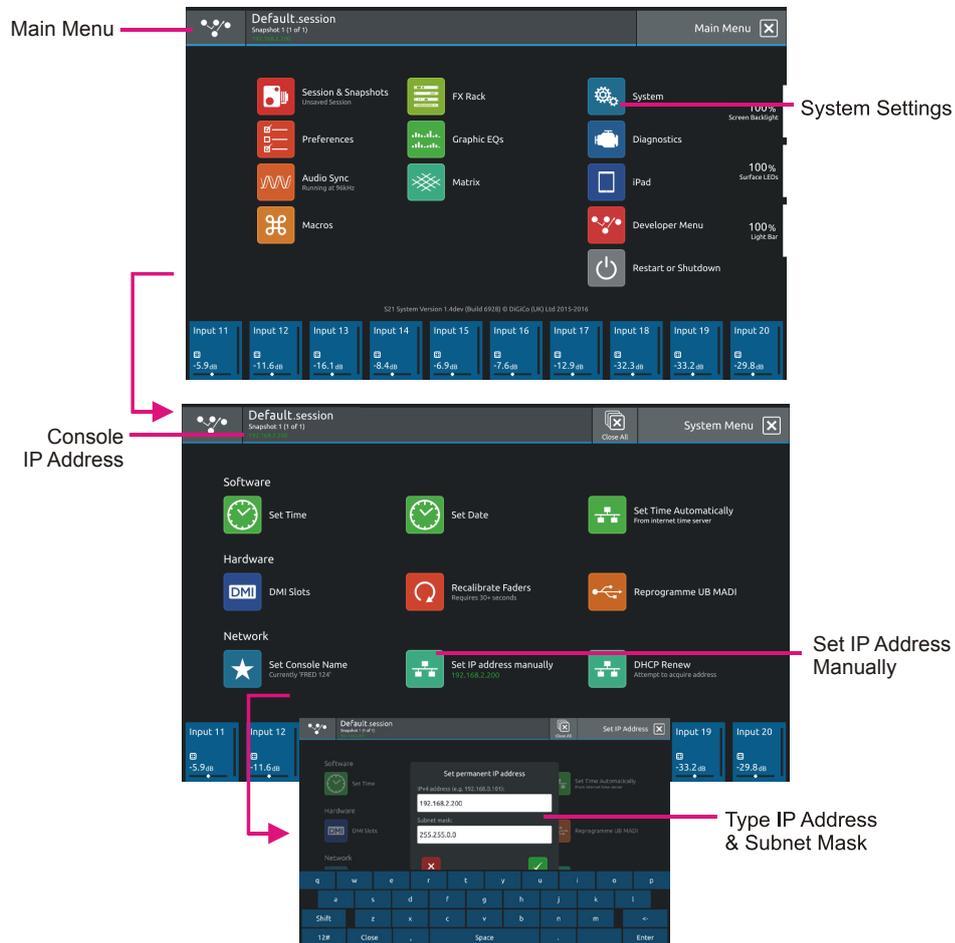
**For configuration with Static IP addresses:**

- 1) Set the wireless access point to have a static IP address in the same subnet as the console eg 192.168.2.199 with a subnet mask of 255.255.0.0 (Please consult documentation for the wireless access point for more information)
- 2) Set the console to have a static IP address in the same subnet as the wireless access point eg 192.168.2.200 with a subnet mask of 255.255.0.0

On the console touch the **Main Menu** button > **System Settings**

Touch the **Set IP Address Manually** button and type the required IP address and Subnet Mask using the keyboard

Wait until the **Console IP Address** (below the session name in green) in the Top Bar displays a valid IP Address



- 3) Set the iPad to have a static IP address in the same subnet as the wireless access point and console eg 192.168.2.201 with a subnet mask of 255.255.0.0

On the iPad go to **Settings** > **WiFi** > Select the relevant Wireless Access Point by touching it (see image below)

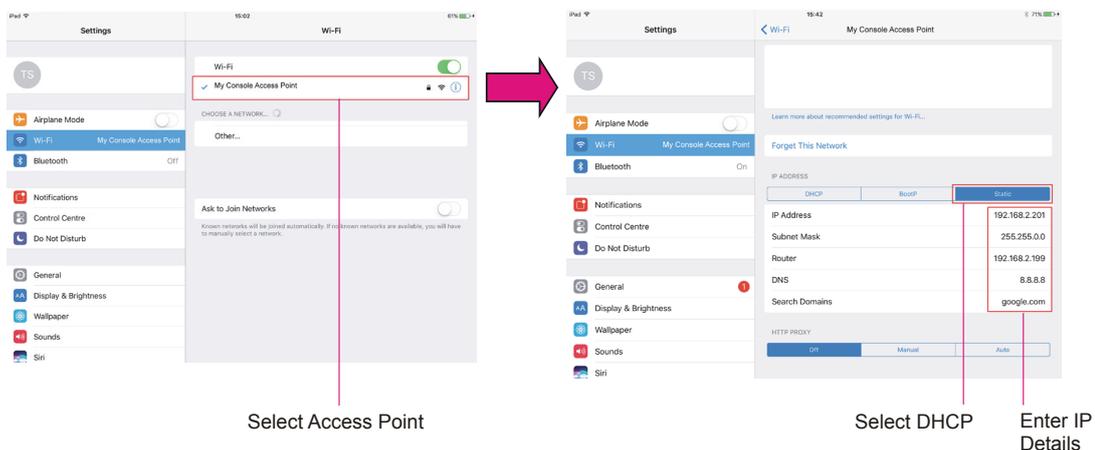
In the WiFi configuration page select **Static**

Enter the required IP Address and Subnet Mask for the iPad (eg 192.168.2.201 with a subnet mask of 255.255.0.0)

The IP Address of the wireless access point (eg 192.168.2.199 with a subnet mask of 255.255.0.0)

Enter a DNS of 8.8.8.8

Enter a Search Domain of google.com



## 1.2.1 S-Series Console iPad Control Settings .....

When the network settings for the wireless access point, the iPad and the console are complete proceed with the setup of the console iPad Plugin as follows.

On the S-Series console open the **Main Menu > iPad Configuration** panel:

- 1) Enable **iPad Control** by pressing the button at the top of the panel - **please disable this function when iPad Control is not required**
- 2) Enter the iPad IP Address
- 3) Enter **Send** and **Receive** Port numbers for the console eg Send = 9000 and Receive = 8000

*With the DiGiCo S App V3.0.0 and S-Series console V1.4 only one iPad can be connected to the console at one time*

- 4) Take note of the Console **Local IP Address** as this information will have to be entered on the Connect page of the DiGiCo S App.

**Main Menu** → iPad Configuration

**Enable iPad Control** → iPad Connection Enabled

**Enter iPad IP Address** → iPad IP Address: 192.168.2.201

**Enter Console Receive Port** → Receive Port: 8000

**Enter Console Send Port** → Send Port: 9000

## 1.2.2 DiGiCo SD App Connect Screen .....

When the DiGiCo S App is launched you will see the **Connect** screen below.

If you wish to see the DiGiCo S App in demo mode, simply press the **Offline Demo** button and the App will load a typical S-Series console configuration.

The button indicating the **console model** ( outlined in red below) will probably not be visible as this is automatically displayed when valid details are entered and the console is detected on the network. The button will display the console model and name.

- 1) Enter the S-Series console IP Address as noted in the console iPad Configuration panel
- 2) Enter Send and Receive Port details for the iPad
- 3) The button will now display the console model and name.

**Note: These Send and Receive Port numbers should be related to those entered on the console so if the console has a Send Port of 9000 then the iPad must have a Receive Port of 9000.  
If the console has Receive Port of 8000 then the iPad must have a Send Port of 8000.**

- 3) When the console model number is displayed in this panel, press it to connect to the console



When a valid connection has been created it will automatically create an item in the **Connections** list and that can be recalled at a later date by touching the Connections button and selecting that connection from the list.

Additional new Connections can be created by touching the + button on the right of the screen.





### 1.3.2 Channel Selection .....

A channel can be selected by tapping on the channel name and the name will be highlighted in light grey. Each bank remembers its own last selected channel and restores it when returning to that bank. All selections are reset to the first channel in each bank when the app is shut down.

### 1.3.3 Modes .....

There are 9 buttons on the left of the screen which are used to select the **Mode**. When a Mode is selected, its button is highlighted in light grey.

**Note: In some Modes there will be different sets of controls visible for different channel types**

**For example, in Mix Mode, only Input Channels will display Channel Pans.**

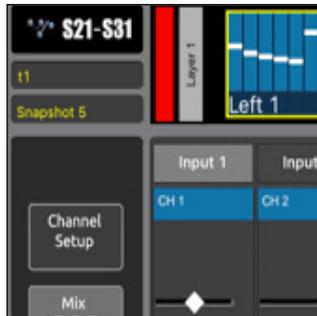
**For CG Channels, no controls are displayed in Channel Setup, EQ, Dynamics, Aux or Buss Routing Modes**

The following pages contain details for each of these 9 Modes

### 1.3.4 Session Information .....

The top left corner of the screen displays information about the currently loaded session and the current snapshot. Tapping on the Session Name will open a dialogue box allowing a session to be saved on the console (after a confirmation stage)

**Note: If a session is saved from the iPad, the current console session is immediately overwritten - this is the equivalent of the console Save Session command.**



### 1.3.5 The Universal Rotary Controller .....

All on screen rotary controls such as Gain and Trim can be adjusted by tapping on them to open the **Universal Rotary Controller** which will temporarily replace the Mode Buttons on the left of the screen. If the controller is not used for a short period of time it will disappear automatically or it can be hidden manually by touching an empty area of the main channel display.

While the Controller is visible, a different on screen rotary control can be selected and the controller function will change to the newly selected rotary. The currently **Selected** rotary is highlighted in yellow and the details of that rotary are displayed above the fader in the controller strip and the value is also displayed.

Tapping the value display box will open an on screen keyboard allowing numeric entry of values.



## 1.4 Channel Setup



The Channel Setup page will display +48V, polarity, analogue gain, digital trim, channel delay, insert points on/off and meters.

Controls are displayed according to channel type so channel strips in this page may not all contain the same controls.

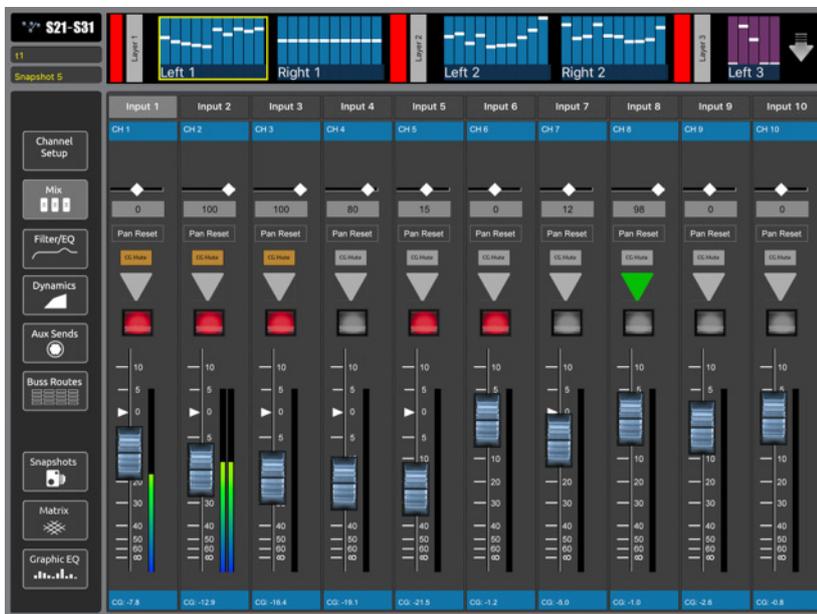
**Channel labels** can be edited by tapping on the label display to select the channel (this will be highlighted light grey) and then tapping on the label again to edit the channel name.

**Insert point On/Off** switches will not function unless the relevant console channel has a valid insert return route.

On stereo channels, two meters (Left and Right) will be displayed.

All **rotary controls** are adjusted by tapping on them and using the **Universal Rotary Controller** on the left of the screen.

## 1.5 Mix



The Mix page will display pan, mute, solo, fader level and meters.

Controls are displayed according to channel type so channel strips in this page may not all contain the same controls.

**Channel labels** can be edited by tapping on the label display to select the channel (this will be highlighted light grey) and then tapping on the label again to edit the channel name.

At the bottom of each fader a display marked CG shows the combined **CG+fader level** for that channel.

The CG Mute displays show the status of the console's CG Mute for each channel.

On stereo channels, two meters (Left and Right) will be displayed.

The **Pan Reset** button enables each press of the button to cycle the Pan position through extreme right / left / centre according to the starting position of the pan control

## 1.6 Filter / EQ



The Filter/EQ page will display the 4 band EQ, HPF/LPF, EQ On/Off and Curve setting

A channel is selected by tapping on its channel label and it will be highlighted in light grey. A second tap will allow the channel label to be edited.

The selected band has a coloured ring and flashes.

The coloured triangles represent the **HPF and LPF** frequency settings and each coloured ball represents a different band of EQ. Tapping on a ball will select it, there will be a coloured outline and it will "glow" when selected displaying the details for the band in the information box on the left beneath the channel labels.

Dragging the ball will adjust the gain and frequency settings of the the band and a left/right pinch gesture will adjust the Q setting for the selected band.

Next to the band details display there are 2 buttons marked with a padlock and "**F**" and "**G**" respectively. Pressing these buttons will prevent adjustment to either the Gain or Frequency settings for each of the EQ bands and filter frequencies from the iPad screen.

Buttons for the shape and type of the 4 band EQ plus HPF and LPF On/Off are also situated above the EQ graph.

The **Flat** button will set the gains for all EQ bands to 0dB

According to the capabilities of the connected console, the selected band's **Curve** setting can be changed using the **Bell/Shelf** button above the EQ graph.

## 1.7 Dynamics



The Dynamics page will display all dynamics parameters for all console dynamics modes

A channel is selected by tapping on its channel label and it will be highlighted in light grey. A second tap will allow the channel label to be edited.

The Dynamics display will reflect the selected Dynamics modes for the console's selected channel. The modes cannot be changed from the S App.

All rotaries are adjusted by tapping on them and using the **Universal Rotary Controller** on the left of the screen.

## 1.8 Aux Sends



The Aux page will display auxiliary send levels, on/off, auxiliary pans.

This page is the equivalent of the S-Series console in **Aux to Faders** mode where each fader represents an Aux Send control for the selected Aux and the On/Off buttons are **Aux Send On/Off** switches.

An Aux is selected by tapping the relevant purple **Aux Selection** button at the top of the screen.

On stereo Auxes, the pan control represents the Aux Send Pan.

The **Pan Reset** button works in the same way as the channel pan equivalent where subsequent presses of the button will cycle the Pan position through extreme right / left / centre according to the starting position of the pan control.

When the Aux Sends page is being displayed, a second press of the Aux Sends Mode button will enable **Solo Mode On** and the Aux selection area's background will change to green. In this mode, selecting an Aux will also Solo that Aux Master channel on the console. Tap the Aux Sends Mode button again to disable this function.



**Note:** The channel labels appear on this page but they cannot be selected or renamed here

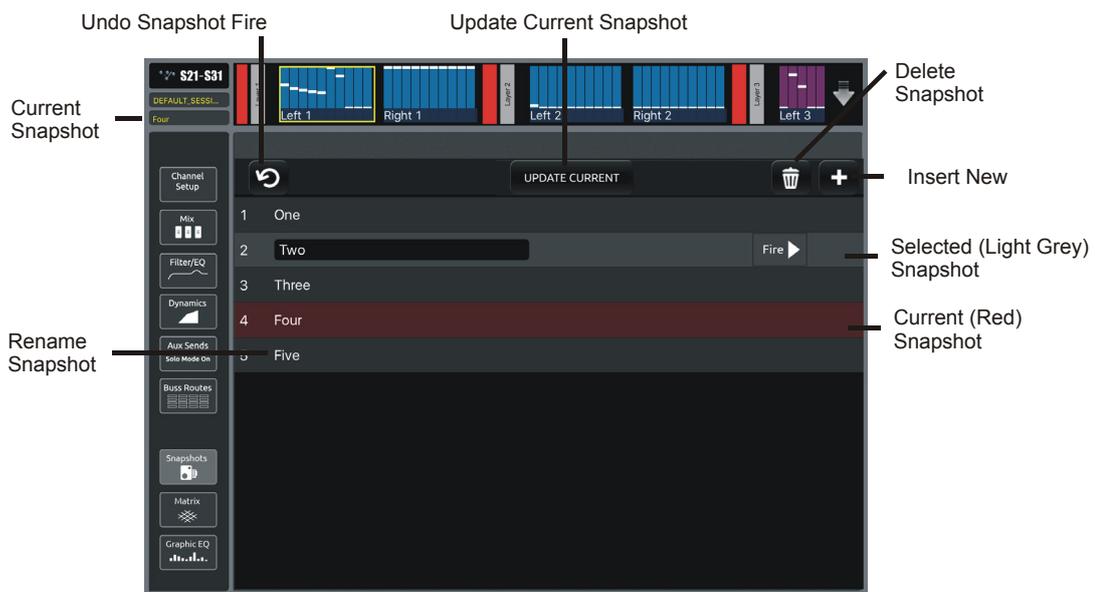
## 1.9 Buss Routing



The Buss Routing page allows the assignment of input or group channels to busses. All existing console group busses are represented by buttons and the list can be scrolled vertically by swiping. Channels can also be selected and channel labels edited in this view in the normal way.

**Note: Only Input and Group Channel types display buss routing buttons on this page**

## 1.10 Snapshots



The Snapshot page allows access to the following functions - insert new, recall (fire), undo, update, rename, delete.

The Snapshot list is displayed in a similar way to the S-Series console - the **Current Snapshot** is highlighted in red and the **Selected Snapshot** is highlighted in light grey

The list can be scrolled by swiping vertically.

To **Recall** a Snapshot, first select one by touching its row in the list and then tap on its **Fire** button. A message will be displayed to confirm that the Snapshot has been fired.

Snapshot recall can be **Undone** by tapping on the circular arrow button above the Snapshot list.

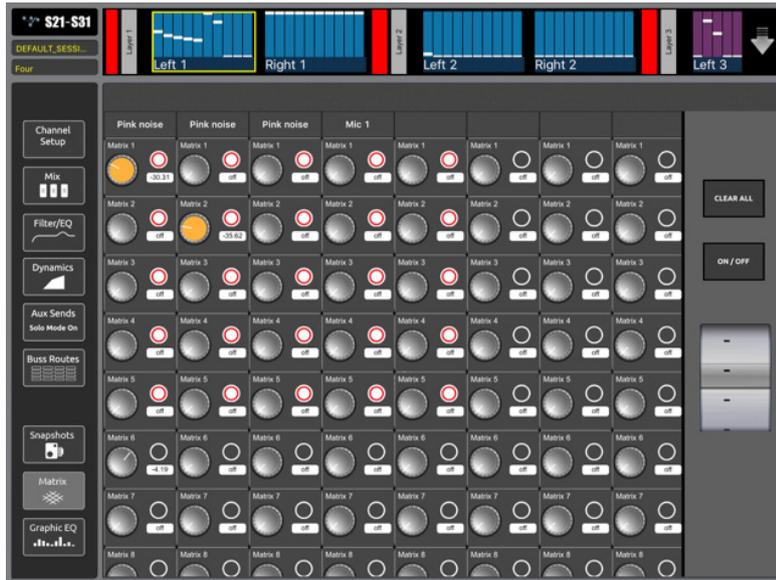
To **Insert a New** Snapshot, select a position in the list where the new Snapshot should be inserted and tap the Insert New button with the "+" symbol on it.

To **Rename** a Snapshot, tap the Snapshot name box and an on screen keyboard will be displayed.

Tap the **Update Current** button above the list to update the **Current Snapshot (red highlight)** with current console settings.

To **Delete** a Snapshot, first select one by touching its row in the list and then tap on the Delete (Trash can) button. A confirmation dialogue box will then allow you to **Confirm** or **Cancel** the deletion.

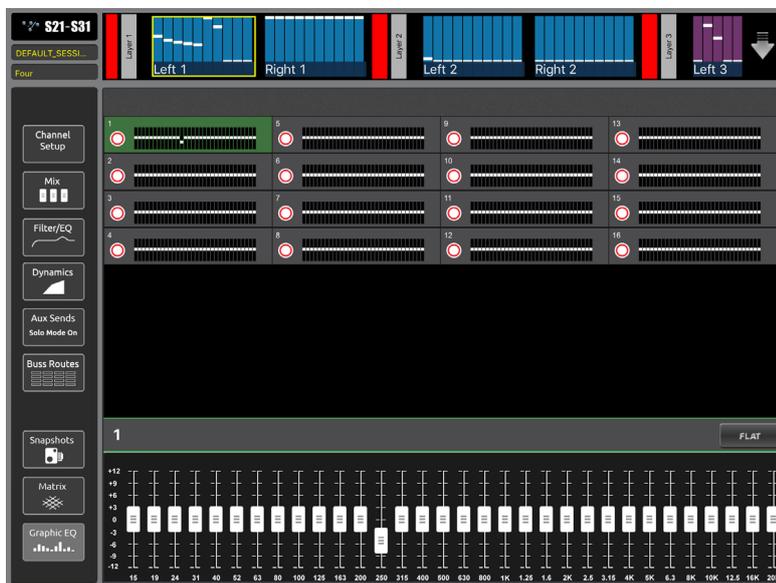
### 1.11 Matrix



The Matrix page will display Matrix sends, on/off.

When the Matrix is larger than the available screen area, swiping horizontally or vertically will display the rest of the Matrix nodes. Single or multiple **Matrix Send Levels** and **Matrix Send On/Off** switches can be adjusted in a similar way to the S-Series console itself. First select the node(s) that you wish to adjust by tapping on the top of the rotary controls. When a node is selected, the rotary cap will turn yellow. Now use the **data entry wheel** and **large button** in the right hand column of the Matrix page to adjust the settings. When you have finished making adjustments, tap the **Clear All** button to deselect all nodes.

### 1.12 Graphic EQ



The Graphic EQ page will display 32 faders and on/off button for each unit plus a flatten all bands button for the selected unit.

This page also operates in a similar way to its S-Series console equivalent. Tap any of the small units to display an enlarged view at the bottom of the screen - the selected unit will be highlighted in green. Use the **32 faders** in the enlarged view to adjust any of the 32 bands of Graphic EQ. Tap a button in any of the smaller units to turn a unit **On or Off**. Use the **Flat** button in the enlarged view to reset all faders to 0dB for that particular unit.

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## 1.13 Troubleshooting

1) If, with the system having already been working correctly, the console appears to be unresponsive to changes made from the S App:

- a) Check that the iPad is still connected to the correct wireless network.
- b) Close and reopen the S App and connect to the console again.

Press the iPad "Home" button, restart the App and press the console connection button labelled with the relevant console model name.

2) If any of the S App screens appear not to be displayed correctly, refresh the display by changing from one bank to another and back again or from one mode to another and back again.

3) If you have entered the console details in the S App Connect page and the console connect button does not appear.

Check the following items:

- a) Is the iPad correctly connected to the wireless access point - check iPad network discovery status
- b) Are the console IP address and Port numbers correctly entered on the iPad
- c) Are the iPad IP address and Port numbers correctly entered on the console
- d) Do the Send and Receive Port numbers match correctly on the iPad and console  
eg Send from console on Port 9000 Receive on iPad Port 9000.
- e) Is the iPad Connection Enabled button in the console Main Menu > System > iPad set to YES (Green tick)

4) If the SD App becomes completely unresponsive and closing and reopening doesn't solve the problem:

- a) Close the App by pressing the iPad "Home" button
- b) Terminate the App by double pressing the iPad "Home" button to view all running Apps in small form on the screen. Then swiping the S App window vertically upwards.
- c) Press the iPad "Home" button again to return to the standard operation mode.
- d) Restart the App in the normal way