

# **DRAWMER**

operator's manual

## **SPX100**





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## Setup

### System Requirements

In order to run the Drawmer SDX100 the minimum system requirements are:

- Any compatible Soundscape system such as R.Ed / SSHDR1-Plus DAWs or Mixtreme / Mixpander PCI cards.
- IBM PC-AT or compatible (Pentium or AMD processor)
- 16MB RAM minimum
- Windows 95/98/ME,NT4/2000
- SVGA colour monitor 800x600 resolution
- Optional extras include: MIDI card for interfacing with sequencers or remote controllers, RS422 card or Com port converter for interfacing with VTR's, Tape Machines or other RS422 devices, and/or Video Capture card (contact your Soundscape supplier for details).
- Soundscape uses low-cost ATA (IDE) hard drives and stores all audio files as linear (un-compressed) data - 10GB gives 31hrs 29min total at 16 bit, 44.1kHz or 9hrs 38min at 24 bit, 96kHz. EIDE (enhanced) or Ultra-DMA disks are not essential, but using a fast modern drive is advisable.
- The Drawmer SDX100 plug-in CD-Rom

*Note:*

*The examples shown within this manual refer to the Mixtreme application - for R.Ed or SSHDR1 please consult the user manual - or alternatively contact Soundscape.*

### SDX100 Installation

The Drawmer SDX100 plug-in requires that the Soundscape Mixtreme/Mixpander or R.Ed/SSHDR1-Plus operating software has been successfully installed and is working properly.

Installing from the CD Rom

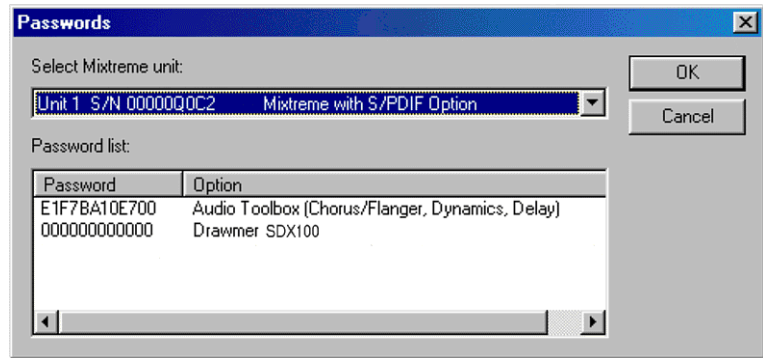
1. Insert the CD Rom into your CD Rom drive.  
From the Taskbar, click on Start and select Run.. Select Browse and go to the Drawmer folder on the CD Rom.
2. Double click on setup.exe. It is strongly recommended that you use the default folders for program files and user files (C:\Program Files\Soundscape and C:\Soundscape).
3. Note: Using the default paths and folders is important, as in the event that you need Soundscape technical support, it's easier if all files are installed where we expect.
4. Click on Start, and files will be copied onto your hard disk.

Installing from the 'DrawmerSDX100.exe' File

1. If you are installing from the packed 'DrawmerSDX100.exe' file which you have downloaded from the Soundscape web site ([www.soundscape-digital.com](http://www.soundscape-digital.com)), first copy DrawmerSDX100.exe into a temporary folder (e.g. c:\temp) and run it using Run from the Taskbar or by doubleclicking on the file in Explorer. Answer Yes to any questions about overwriting or extracting files and a number of files will be extracted into the temporary folder.
2. From the Taskbar, click on Start and select Run.. Select the temporary folder where you extracted the file.
3. Double click on setup.exe. It is strongly recommended that you use the default folders for program files and user files (C:\Program Files\Soundscape and C:\Soundscape).  
Note: Using the default paths and folders is important, as in the event that you need Soundscape technical support, it's easier if all files are installed where we expect.
4. Click on Start, and files will be copied onto your hard disk.

## Entering the Password

Before using the SDX100 plug-in a password input is required. To enter any password within the Soundscape operating system go to the drop down menu 'Options/Passwords' for Mixtreme or the Options/Optional Modules window menu for the SSEditor. This will open up the following screen :



Enter the password that corresponds with the DrawmerSDX100 entry - The password can be found within the purchased package.

## Accessing the Drawmer SDX100 from within Soundscape

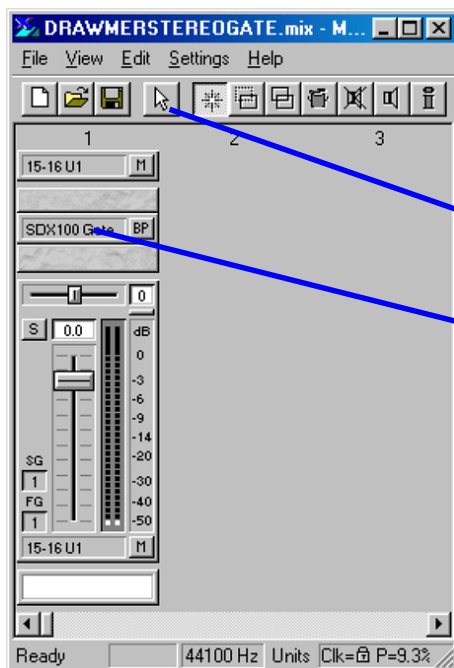
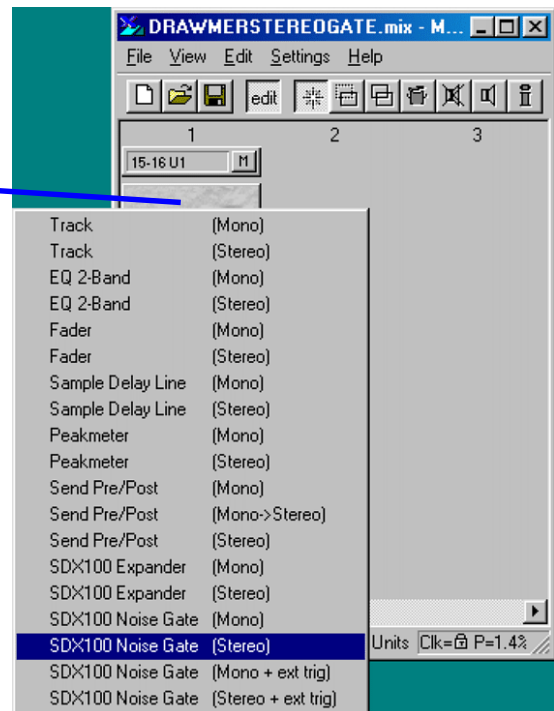
To use the Drawmer SDX100 plug-in, a mixer must first be created from within the Soundscape environment.

To do this select the Create tool, enter mixer Edit mode and click in a free space in the mixer channel.

**click here to display the plug-in list**

A drop down menu will open listing all of the available plug-ins on your system.

Looking at the SDX100 section you will find six entries: Expander (mono), Expander (stereo), Noise Gate (mono), Noise Gate (Stereo), Noise Gate (mono + ext trig) and Noise Gate (stereo + ext trig).



Upon returning to the mixer channel come out of edit mode then...

...double-click on SDX100 caption bar to open the main plug-in window.

## Introduction

### About Drawmer

The name Drawmer is synonymous with professional signal processing in recording studio, broadcast and live sound reinforcement environments. The company which is based in Yorkshire, England was founded by Ivor Drawmer whose passion was designing audio circuits.

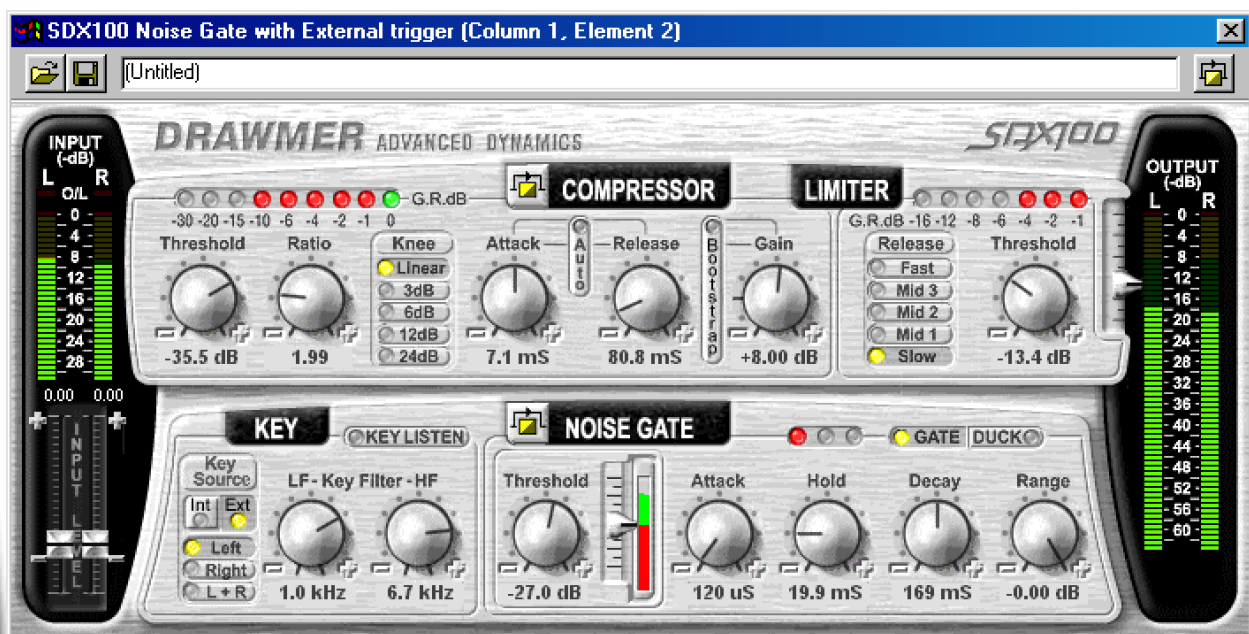
Products that have been developed by Drawmer include the revolutionary DS201, the world's first 'frequency conscious' noise gate, as well as the 1960 Mic Pre-Amp/Vacuum Tube Compressor, the DL241 Auto Compressor and more recently the highly rated Masterflow DC2476 Digital Mastering Processor.

In 1999 the influential contribution of Ivor Drawmer to pro-audio design over the last 20 years was recognised by the APRS (Association of Professional Recording Studios). The Association presented him with a coveted Award for Lifetime Technical Achievement to the Audio Industry.

### Drawmer SDX100 Plug-in for Soundscape

#### SDX100 - Frequency Conscious Gating, Expansion, Compression and Limiting.

Acknowledged as master of the analogue dynamics processor, Drawmer now brings its expertise in noise gates, expanders and compressor/limiters to Soundscape platforms.



### Main Features

- Left and Right input levels.
- Linear Input (-32dB to 0dB) and Output (-62dB to 0dB) VU meters.
- Knobs for quick parameter control. All thresholds and levels are in linear dBs, but other controls are scaled to a user friendly law which minimizes 'fine tuning' and allows a wide range of operation.
- Triggering. Click on to toggle selection of trigger sources. In Stereo mode, the gate can trigger from either the Left or Right channels, a mono signal generated Left + Right Envelope Controls, as well as external trigger sources.
- Control the speed at which the Gate opens and closes.
- Compressor/Limiter incorporating "Bootstrap" control.
- Noise Gate. Operates like an audio switch, and is particularly suited to percussive signals, where it can shape the envelope to create a crisp, well defined signal.
- Gate/Duck switch. When Duck is selected, the operation is reversed, so that when the signal is above threshold, the output is attenuated. Below Threshold, the signal passes un-attenuated.
- Expander.

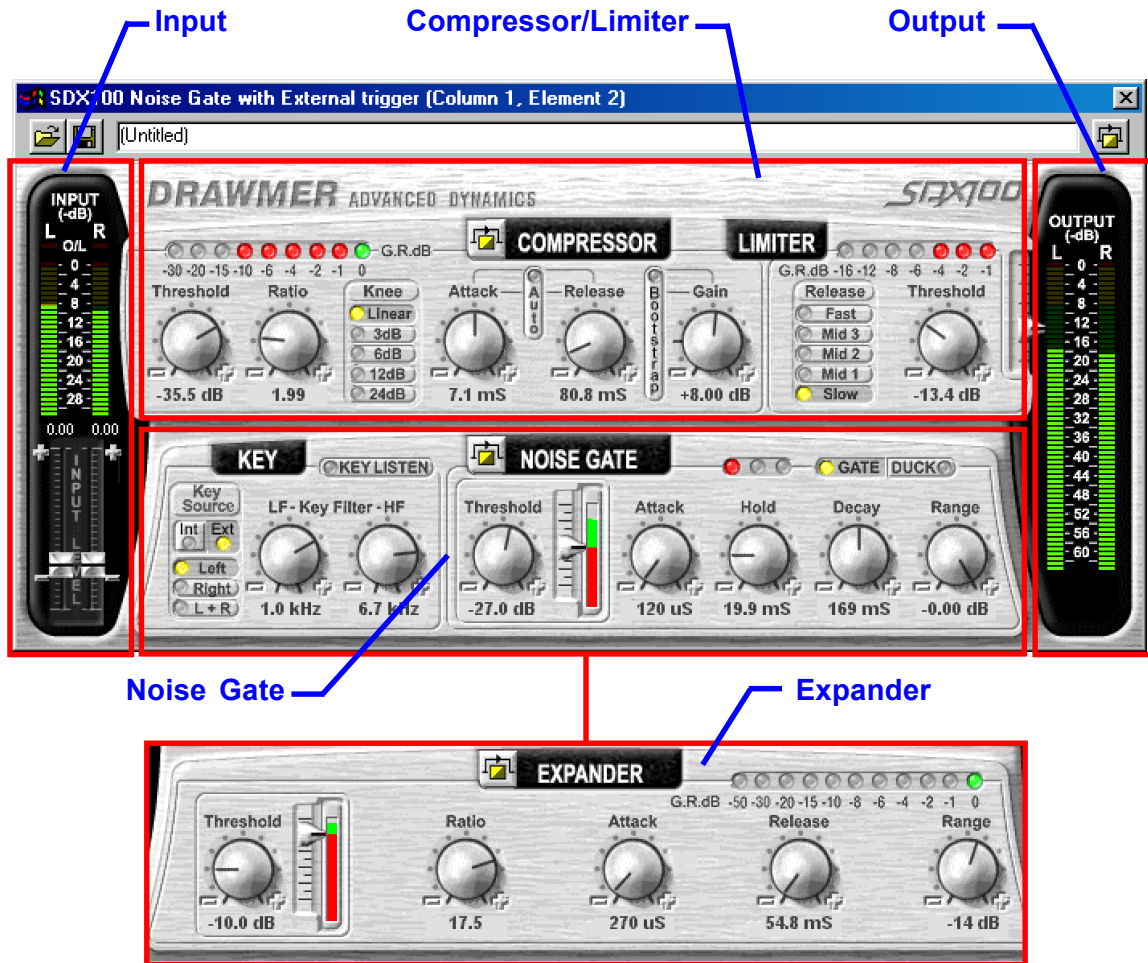
The SDX100 provides either a Noise Gate or Expander. Use the Noise Gate to shape the envelopes of percussive signals, such as drums. For vocals or other expressive signals, the Expander may be better suited to the task, since it can track the signal levels instead of simply switching on and off.



## Using the SDX100

### Front Panel Overview

The easiest way to navigate the SDX100 is to imagine it in five sections



### Input

#### Input Meters 0 to -31dB

The Input Meters, located on the left of the GUI, represents the incoming signal from Soundscape and is displayed by 32 led bar meters. A range of 0 to -31dB is shown as well as input overload leds.

#### Input Gain Sliders -7dB to +18dB

The input Gain Sliders directly correspond with the Input Meters above. The sliders range from -7dB to +18dB with the level shown in text between the sliders and the meters. Set the input gain so that the meters only hit 0dB on rare excessive signal peaks.

#### + and - Nudge Buttons

Use the + button to increase the level of the input gain by 0.25dB per press, and the - button to decrease it.



## Expander

Expanders are generally used to remove unwanted noise during what should be passages of silence, by attenuating the signal below the threshold. In addition they are a means of 'undoing' gain at very low levels due to compression, where the noise floor is pulled up to an unacceptably high level. The expander on the SDX100 is excellent for use on vocal tracks as it has a separate attack and release to smoothly gate the start and ending of words.

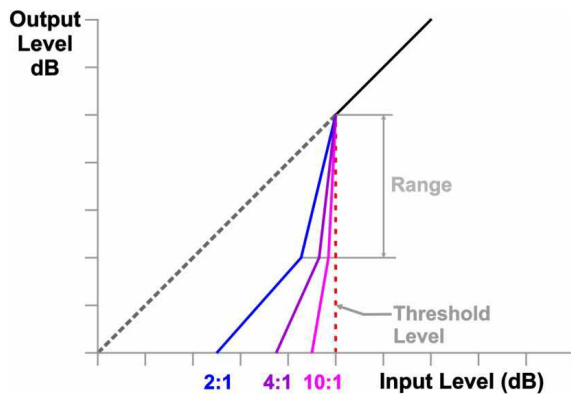


### Threshold 0.0 to -50.0 dB

Sets the level below which the expander is active. The meter to the right clearly shows the threshold level in response to the actual signal.

### Ratio 1:1 to 100:1

Ratio determines the amount of expansion to be used.



### Attack 200uS to 100mS.

Controls the speed that the expander responds to signals that exceed the level set by threshold.

### Release 50.0mS to 5.0S.

Sets the time taken for the signal to return to normal after expansion. Percussive instruments should have a fast release, slower signals require a longer release.

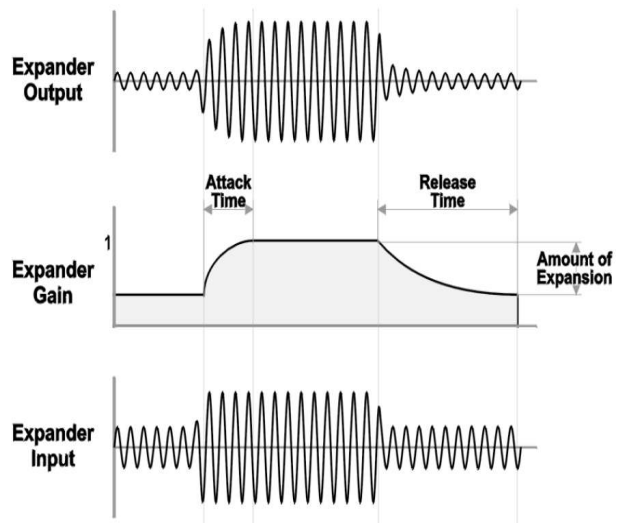
### Range -50.0 to 0.0dB

When the expander is closed Range is used to remove signals entirely or to attenuate signals that are too loud. This can be used to prevent excessive expander activity and improve transparency.

### G.R. Meter 0.0 to -50dB

### Bypass

Enables the expander. When pressed in the signal is passed directly to the compressor without alteration.



## Quick Start

The fastest parameter setup can be obtained by using the factory presets. (See "Patches") Alternatively, setting of controls can be done very quickly using the following suggestions:

- Bypass the Compressor.
- Select the desired amount of reduction using Range.
- From the programme material, decide at what speed to set the Attack and Release controls. For programme with long legato release, then Release will also need to be long. Eg. Piano with reverb. For material with much low frequency content, then the Attack will need to be quite slow.

- From the programme material, decide how severe expansion is going to be. We suggest no more than 2.5:1 for vocals, more for dynamic full mix material.
- Using the vertical VU meter and the Expander Gain Reduction (GR) meter, rotate the Threshold until some GR activity can be seen. As a rule, the Threshold will need to be about 6dB to 10dB below the average input level to both see and hear much change.

## Noise Gate

A noise gate is effectively a switch used to mute signals below a set threshold level. It can be used to suppress background noise and hiss from valve (tube) amps, microphones and effects pedals. It can also be used to make the sound much more crisp and punchy.



### Key:

#### Key Listen

When pressed the effect of the high and low key filters is heard at the output - used to "tune in" to the signal.

#### Key Source

Sets the noise gate source between left and/or right channels, or, when selected, an external channel - making it possible to trigger one sound according to the dynamics of another independent signal.

#### Key Filter

Signals below the L.F. (low frequency) filter (44.2Hz to 4.0kHz) and above the H.F. (high frequency) filter (125Hz to 22.6kHz) are severely attenuated. The range between the Low and High key filter settings is allowed to pass through to output.

### Noise Gate:

#### Threshold 0.0 to -50.0dB

Sets the level below which gating starts to take place. The meter to the right clearly shows the threshold level in response to the actual signal.

#### Attack 100uS to 1.0 Second

Controls the speed that the gate opens. The fastest Attack time ensures that the gate does not clip the leading edge of extremely fast signals.

#### Hold 5.0mS to 5.0 Seconds.

Determines the amount of time the gate is held open after the signal falls below the Threshold setting.

#### Decay 5.0mS to 5.0 Seconds.

Once the signal has fallen below the Threshold and the Hold time has expired Decay determines the rate at which the gate closes.

#### Range -100 to 0.0 dB

When the gate is closed Range is used to remove signal entirely or to attenuate signals that are too loud.

#### Traffic Light Meter

A three led meter is used to show the operation of the gate. When the red led is lit the gate is closed, when green the gate is open and when yellow shows the that the gate is closing after the signal has dropped below the threshold value (as set by Hold).

#### Gate/Duck Button

Toggles between normal gating and ducking. The most common use for Duck is for 'voice over' applications but can also be used in the removal of 'clicks' and 'pops' to a signal.

#### Bypass

Enables the gate.

### Quick Start

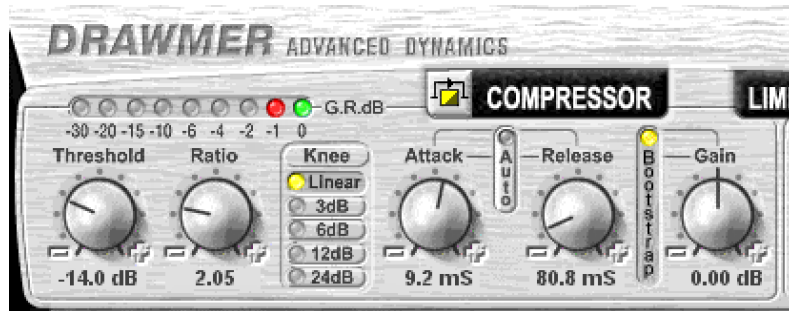
The fastest parameter setup can be obtained by using the factory presets. (See "Patches") Alternatively, setting of controls can be done very quickly using the following suggestions:

- Bypass the Compressor.
- Select the Key trigger source.
- Select Key Listen, and trim down to the desired frequency for triggering the Gate using the HF and LF Key filters.
- Select the desired amount of reduction using Range. Normally fully counter clockwise.

- Set the Attack, Hold. Decay and Range controls. For a programme with long legato release, then Release will also need to be long. Eg. Piano with reverb. For material with much low frequency content, the Attack will need to be quite slow, unless a 'click' is desired.
- Using the vertical VU meter and the Traffic Light LED display, rotate the Threshold until some gating activity can be seen. As a rule, the Threshold will need to be about 3dB below the average input level to both see and hear the dynamic processing.

## Compressor

A compressor attenuates high levels, thus effectively reducing the dynamic range, making it possible to fit a large signal into a smaller space and also much easier to control signals and set appropriate fader levels. Reducing the dynamic range also means that recording levels can be set higher, therefore improving the signal-to-noise performance.



### Threshold 0.0 to -50.0dB.

Controls the level below which compression starts to take place.

### Ratio 1:1 to 20:1

Ratio determines the amount of compression to be used.

### Knee Button 3,6,12 and 24dB

A softer knee (3dB) provides the least obtrusive control.

### Attack 500uS to 2.0S.

Controls the speed that the compressor responds to signals that exceed the level set by threshold.

### Release 50.0mS to 2.0S.

Sets the time taken for the signal to return to normal after the input level has fallen below threshold.

### Auto

When selected, Auto disables the Attack and Release controls and continually optimises the attack and release times to suit the dynamics of the material being processed. In general, this setting will produce the least obtrusive level control on signals with widely varying dynamics or complete mixes.

### Gain -5.0 to +20.0dB (Normal mode)

During compression the signal is attenuated, gain may be required to produce the desired output level. Only apply gain until the limiter operates on signal peaks.

### Bootstrap Button

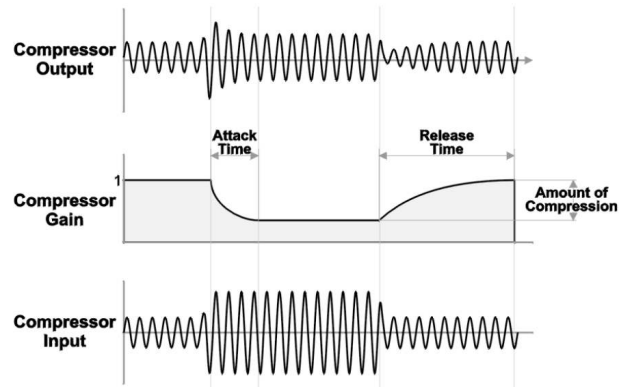
Gain range alters: -12.5 to +12.5dB

The purpose of the Bootstrap Compressor is to pull signals up towards digital full scale. This combined with Program Adaptive algorithms provides punch, enhances spectral detail and delivers well controlled power.

### G.R. Meter 0.0 to -30dB

### Bypass

Enables the compressor. When pressed in the signal is passed directly to the limiter without alteration.



## Quick Start

The fastest parameter setup can be obtained by using the factory presets. (See "Patches") Alternatively, setting of controls can be done very quickly using the following suggestions:

- Bypass the Gate or Expander.
- Select Auto Attack & release
- Select Auto Gain Make-up
- Ensure the Limiter control is fully clockwise.
- From the programme material, decide how severe compression is going to be. We suggest less than 2.5:1 for vocals, even less for full mixes, and more for dynamic single tracks.
- Using the vertical VU meter and the Compressor Gain Reduction (GR) meter, rotate the Threshold until some GR activity can be seen. As a rule, the Threshold will need to be about 6dB to 10dB below the average input level to both see, and hear, much change.

## Limiter

Limiting is an extreme form of compression, where the output signal is sharply attenuated so that it cannot exceed a particular level. A further feature of the SDX100 is a peak limiter which allows the user to set an absolute output signal level that will not be exceeded. If the peak limiter threshold is exceeded for more than a few milliseconds, additional gain reduction will be applied to reduce the overall signal level to within accepted limits without distortion. Once the peak has passed, the system gain will return to normal over the period of about one second. This facility is extremely valuable both in live sound applications, for driver protection, and in digital recording where an absolute maximum recording level exists. Furthermore, when overdriven, it can be used creatively to produce deliberate level pumping effects.



**Release Button *Fast, Mid 1, Mid 2, Mid 3, Slow***  
Sets the length of time for the signal to return to normal after the limiter has been active.

### Threshold *-20.0 to 0.0dB*

Sets an absolute limit to the level that the output signal will not be permitted to exceed. This limiter is very fast acting enabling it to control any peaks without audible distortion.

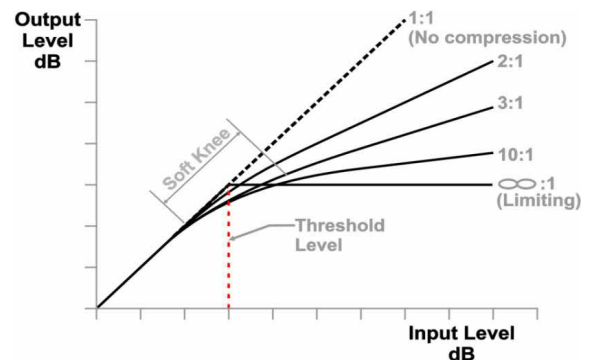
The compressor Gain control should be used to ensure that the peak limiter operates only rarely if at all, if it is to be used purely for peak protection. Alternatively, it may be deliberately driven into limiting to produce creative effects.

**TIP:** The pointer to the left of the output meters can be dragged vertically to set the maximum output level.

**G.R. Meter *0.0 to -16dB***

### Note: Bypass

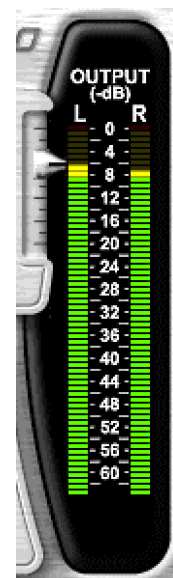
The limiter is only ever bypassed when the main plug-in bypass is in operation.



## Output

### Output Meters *0 to -63dB*

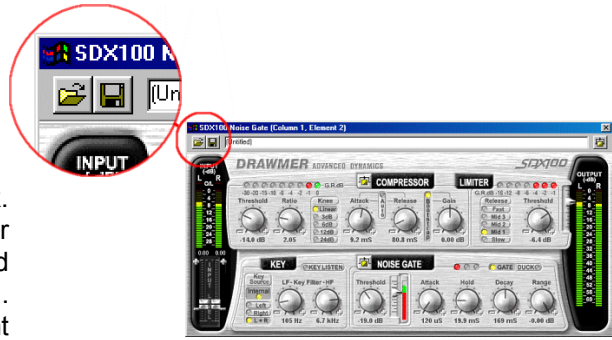
The Output Meters, located on the right of the GUI, represents the outgoing signal from SDX100 and is displayed by 64 led bar meters. A range of *0 to -63dB* is shown.



## Patches

The parameters of the SDX100 plug-in can be stored and retrieved by accessing the Load/Save mixer element buttons.

Note: With all dynamic sources, the levels and contents will vary when comparing track to track. Save and Load will assist in getting parameter settings close to something usable, but Threshold settings will often need adjustment once loaded. Attack and Release will often also need some slight modification.

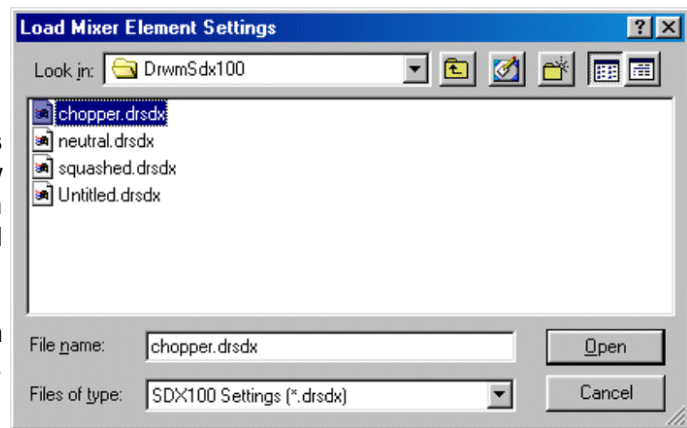


### Loading a Patch



To retrieve previously saved parameter settings click on the load button. A pop-up window will appear showing the available patches in the DrwmSdx100 folder. Select the required patch and click the open button.

Note: Only files with the .drsdx extension will work correctly with the SDX100 plug-in.

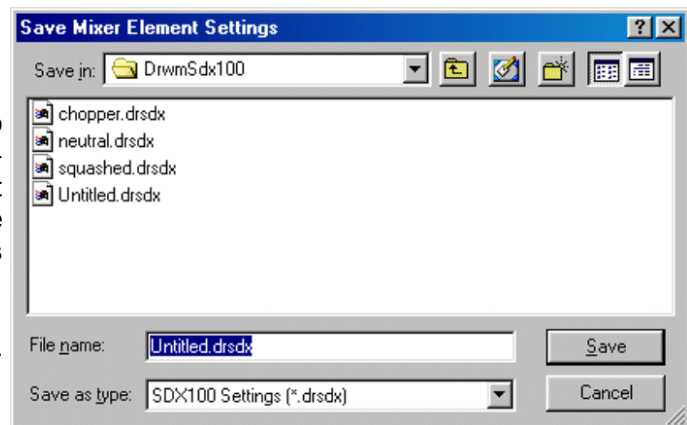


### Saving a Patch



To save parameter settings that you wish to retrieve later, click on the save button. A pop-up window will appear showing the current files in the DrwmSdx100 folder. Type in the required parameter name (256 characters available), and click the save button.

Note: Files will be given a .drsdx extension.



## Troubleshooting

### General

Because all pc's are different, with differing hardware and software, sometimes you may have trouble getting your SDX100 plug-in to work properly. If this is the case the following suggestions may alleviate the problem.

Check the plug-ins menu and password entry lists to see if the SDX100 has been detected by Soundscape. If not, try uninstalling the plug-in - go to the Windows control panel and double-click on 'Add Remove Programs', select the SDX100 programme and uninstall it. Next, re-boot the system, and re-install the SDX100 software (see 'Setup' chapter).

The SDX100 library file DrwmSdx100.dll should be located in the plug-ins folder of the Soundscape software, by default C:\Program Files\Soundscape\MixElem\V102 (for Mixtreme), if not then the SDX100 software will not have been installed properly.

It may be that the password has not been entered correctly, an error message 'Invalid Optional Password' will appear - check that the password is correct ('Entering the Password').

### Contact Details

If, for some reason, you cannot get the software to work try contacting Soundscape technical support:

USA Support  
mbp-support@mackie.com  
1-800-258-6883

Global Support  
mbpglobal-support@mackie.com  
(+44) 1268-570808

alternatively, Soundscape provide support on their website that can cover a wide range problems in easy to use FAQ files. Find these at <http://www.soundscape-digital.com\Support>.

If you would like more information about this or other Soundscape products contact :

USA Sales  
mbp-sales@mackie.com  
(+1) 215-468-0896

Global Sales  
mbpglobal-sales@mackie.com  
(+44) 1268-570808

If you would like further information about any of the Drawmer range of Noise Gates, Compressors, Distribution amplifiers, Microphone Pre-Amplifiers etc. then visit the Drawmer website:

[www.drawmer.com](http://www.drawmer.com)  
or contact [sales@drawmer.com](mailto:sales@drawmer.com)