

**idstation**

**New Product**



***Developed & optimized for***



**NUENDO<sub>5</sub>**



**steinberg**



**CUBASE<sub>6</sub>**

## ID-STATION

ID-STATION is a new controller designed and developed in tandem with the Steinberg production software NUENDO and CUBASE,

ID-STATION substitute the well-known ID-MIX-VU which is discontinued now (an OEM version with reduce configuration is still available!)

ID-STATION is one of the most advanced software controllers available today. Developed ID-STATION ensures unprecedented levels of integration. The unique versatility and advanced usability concept makes ID-STATION suitable for any audio work, including post production, music tracking, broadcast and sound design.

Dedicated buttons for direct access to the groundbreaking automation system as well as user-definable layouts and function keys give access to just about any parameter within seconds. ID-STATION will help you focus your attention where it belongs: on the audio you are recording, editing or mixing.

ID-STATION has the power of ID-CONSOLE, but in a more compact version for a lower price.

ID-STATION bases on the same fader module used in the ID-CONSOLE, which features twelve motorized, touch-sensitive faders, each equipped with a two-line LCD display for the track name and module status. It offers another twelve encoders, each with a two-line LCD display and a control range indicator that may also be used as auxiliary channel level knobs. A FLIP function swaps assignments with the faders below. This affords users direct access to 24 level controls.

In Local mode, these controls also serve to edit equalizer, aux, and studio bus parameters, and control plug-ins. With the page function, users can thus control up to 1,188 parameters.

In Global mode, select functions such as gain trim, pan, or an aux bus may be controlled globally for all channels.

All tracks may be sorted in module classes.

EXPAND, a function borrowed from the ID-CONSOLE, provides a side-by-side view of the signal busses connected to a given group. This allows users to manage more than 100 signal busses easily and conveniently with a remarkably compact controller unit measuring just 96 x 50 cm.

The Master/Editor Section offers the same power you know from the ID-CONSOLE to you, but in a more compact form.

The Edit-Section is well designed to edit your audio material direct from ID-STATION. 18 (!) functions can be controlled directly by the great heavy weighted 60mm Dial.

ID-STATION also comes with ID's proven Control Room monitor section featuring an in/out matrix as well as Surround reduction buttons and 12 level rotaries.

An optional high quality motor joystick may also be integrated.

For ID-STATION we use the same quality parts we use in ID-CONSOLE, so we can guaranty a very long life time.

This document only is a short overview. For more details please also look to the manuals of the ID-CONSOLE/ID-MIX-VU.

## THE FADER SECTION

Each Fader Module has twelve 100 mm touch sensitive motor faders, each with a number of function buttons, a Fader Deviation Indicator LED and backlit a LCD display.

### The Expand function

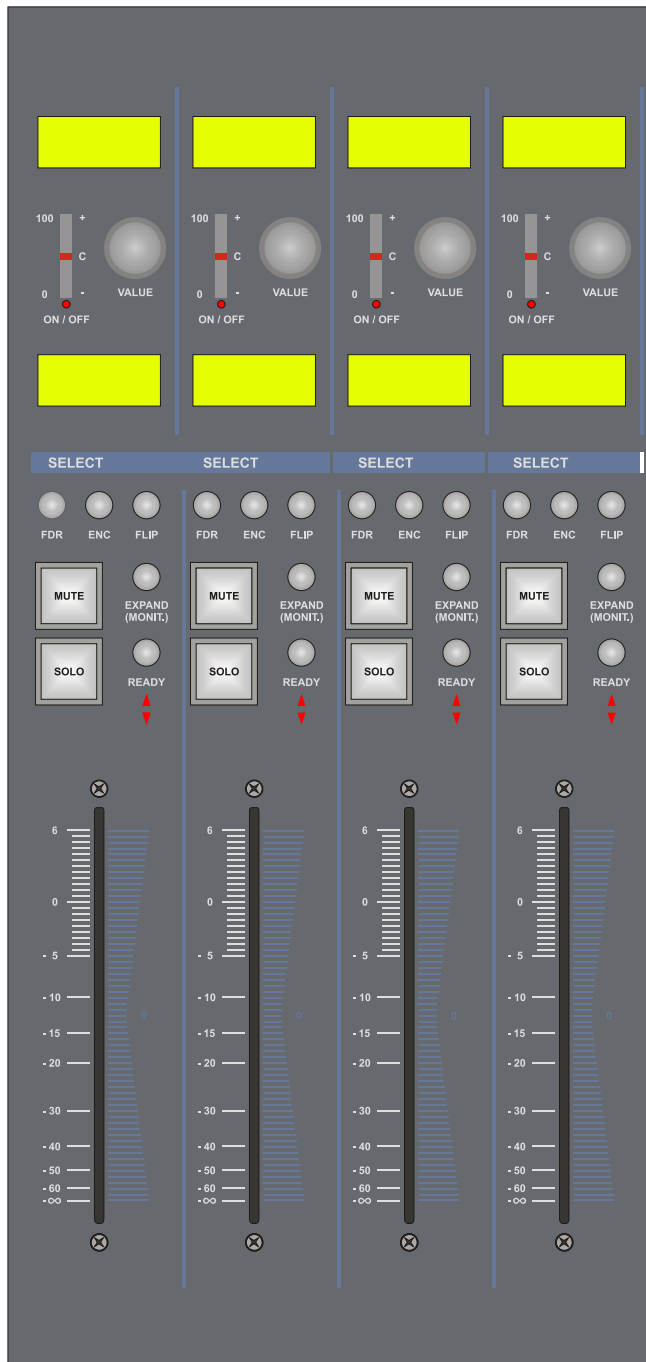
The Expand function is an extremely useful tool during the mixing process. If you press the EXPAND button, all incoming connections to tracks are analyzed and immediately lined up on adjacent ID faders so that you can edit them directly. Expand thus arranges all sending channels next to an Effect return channel or all feeding channels next to a Group channel.

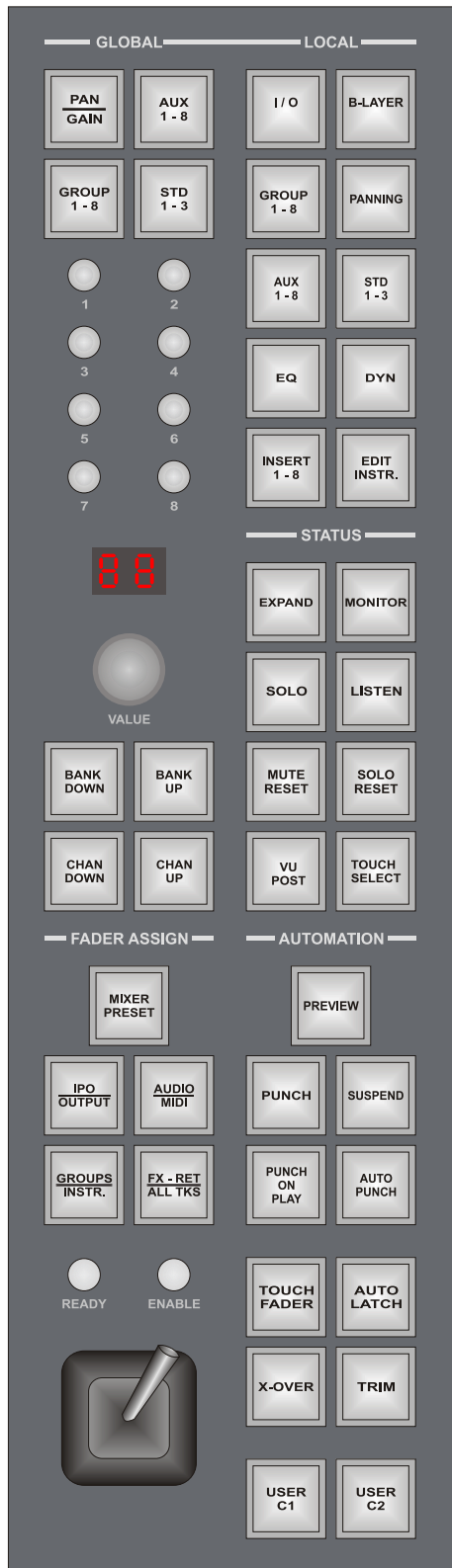
### Select & Flip buttons

The FDR and ENC SELECT buttons let you select the channels (Tracks) assigned to the Fader and to the Level Encoder. (B-Layer). Using the FLIP button, you can individually swap a channel (track) between fader and Level Encoder.

### Double line LCD displays

Above the Select buttons, there is one double line LCD display for each fader and Encoder. One line reflects the channel's (track's) status (module number, module class and destination), the other line reflects the name in NUENDO/CUBASE - just to warrant the best possible overview! In the Local/Global-Mode one line of the encoder display reflects the function, the other line the parameter value.





## THE MASTER/EDIT SECTION

The Master/Edit- Section is as comprehensive in its features as in a large analogue console and offers that comfort and effectiveness you need for your practical studio work. To control the level of multi channel SOLO or output signals ( up to 7.1 !), 8 x 30 LED level displays are integrated. The Master/Edit-Section gives the power and flexibility of the ID-CONSOLE to you, but in a more compact version.

### The LOCAL/GLOBAL-Mode

In the Local-Global-Mode you define the functionality of the 12 encoders.

#### Local Assign

In the B-LAYER-MODE you have 24 level controls on your hand (base unit with 12 faders), or you can adjust all parameters of a channel strip. Example 1: you press AUX 1-8: the levels of AUX 1-8 are on your hands. For more details you press "1" (for AUX 1), and you can handle all AUX 1 parameters (pre/post, on/off, Pan). Example 2: you press INSERT 1-8, and the displays show all Inserts. You press "1", and now you can handle all INSERT 1 parameters. If the Insert has more than 12 parameters, use value to get the next 12 parameters.

#### Global Assign

Example: in this mode you can handle AUX 1 for all faders (press AUX 1-8, and select "1", or the Gain for all faders, or the Pan for all faders, or....

#### STATUS

Some Status function keys are very helpful to handle the complete system. EXPAND/MONITOR defines the functionality of the EXPAND button in the fader module, SOLO/LISTEN of the SOLO button etc. With TOUCH SELECT you can select a fader by touching the fader knob.

#### FADER ASSIGN

MIXER PRESET: What you see on the screen is the same you have on your controller. 8 presets are possible (one click or double click)

MODULE CLASSES: you can select different module classes to handle on the controller.

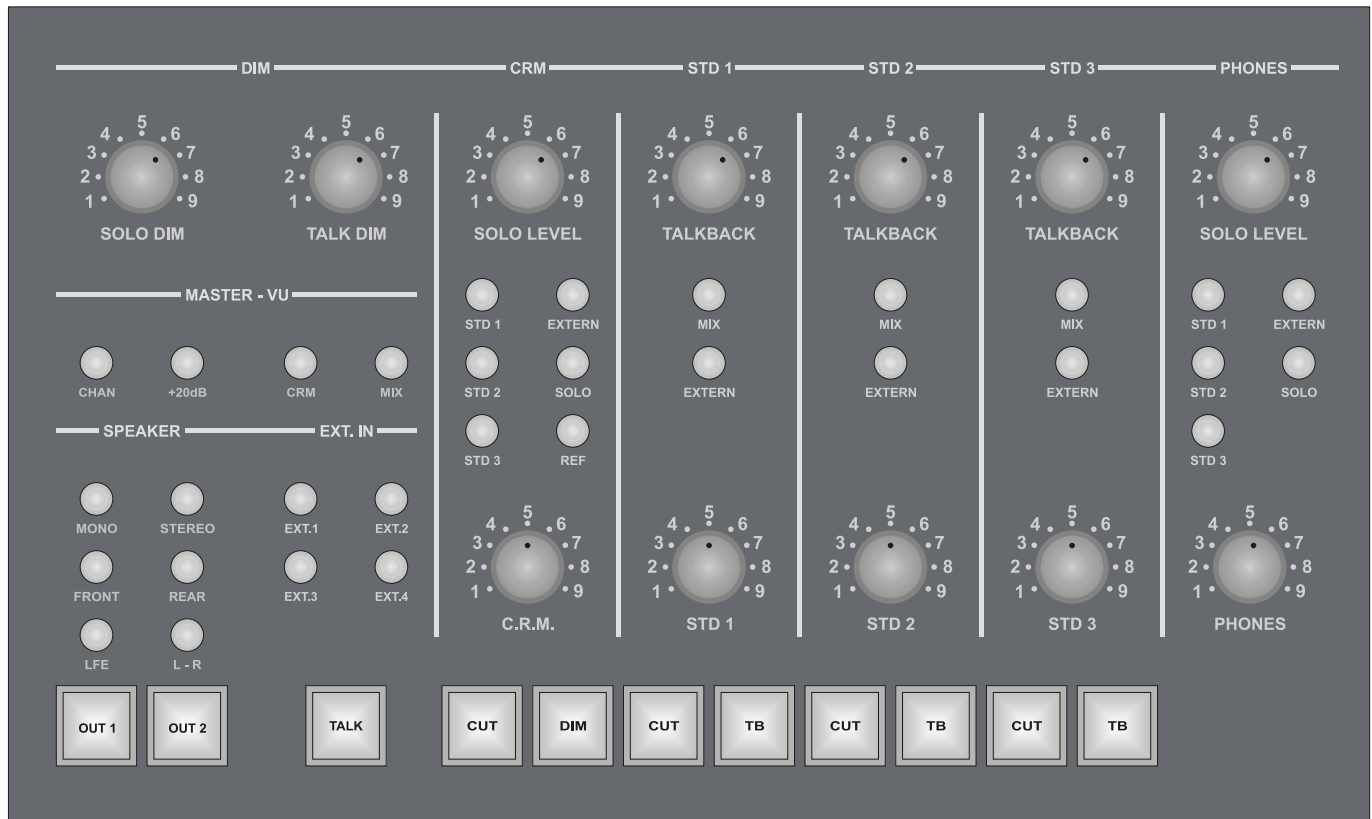
#### AUTOMATION

Here are some fundamental function keys for the fantastic Steinberg automation system. For details please look into the Steinberg manual.

#### MOTOR JOYSTICK (option)

A motor joystick is a "must have" if you have to handle surround mixings. It also make fun to fly through the room, from the left front to the right back. To update a movement is the same procedure you enjoy with your motor faders.





## THE MASTER SECTION

Steinberg's master section gives a "real analog" feeling to you. An Independent Control Room, 3 Foldbacks and a PHONES-Section give the comfort you know from the older "big mixing desks". Steinberg's master section is a ground braking tool you will not find in any other DAW system, and with the ID-STATION you can handle all of the most important functions in a hard ware controller.

### **SOLO DIM, TALK DIM**

Here you can adjust the wanted DIM level.

### **MASTER VU: CHAN**

If you have a surround channel strip, you can use the Master VU Section to control/see the channel strip level.

### **MASTER VU: CRM, MIX**

You can decide to use the master LEDs to see what you hear (CRM), or to control the MIX bus.

### **MASTER VU: +20dB**

If the level is real small, this function helps to see more details.

### **SPEAKER**

The surround reduction keys are helpful to control the complete systems. You can select

between OUT 1(near field speaker system) and OUT 2 (your big surround system.

### **EXT.IN**

Here you can select between 4 sources, maybe your CD player, MP3 player, tape deck or what ever.

### **TALK**

Activates the Talk function.

### **CRM (Control Room Monitoring)**

With STD1, STD2 and STD3 the engineer can control what he send to the artists. He can also control extern sources as well as the SOLO bus. The default mode is MIX. REF is to activate a reference level adjusted in the DAW system.

### **STD1, STD2 , STD3**

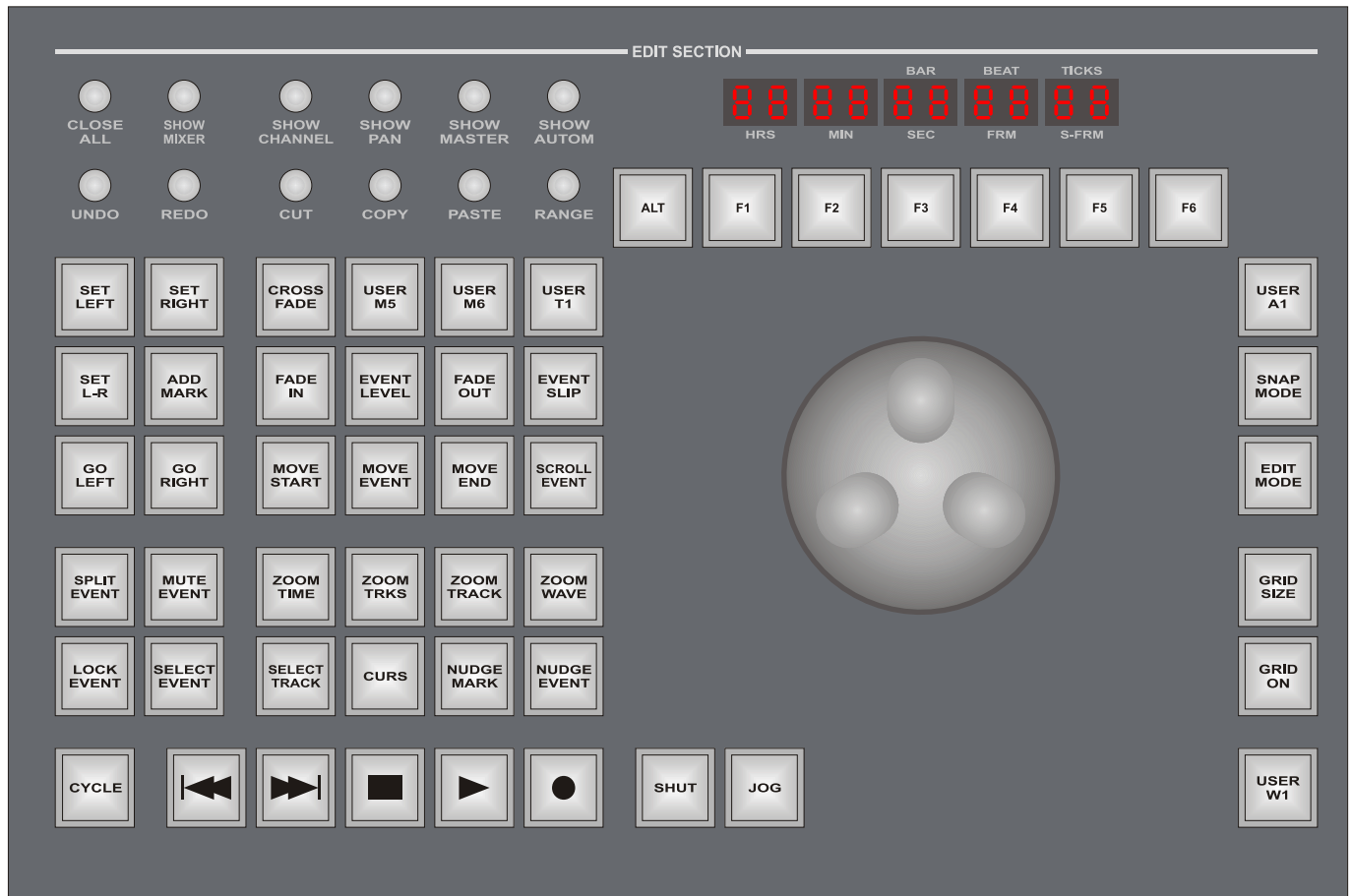
MIX and EXTERN are the possible sources. The default mode is the STUDIO BUS (1,2 or 3). TB activates the Talk Back channel (pre programming). TB is active when you press the TALK button.

### **PHONES**

This is for the engineer. The possible sources are the same as in CRM.

### **CAUTION!**

There is no Talk Mic inside, and no Phones power amp.



## THE EDIT SECTION

The edit section integrates the most important function keys you need to edit the project as well as some user command keys. The central of this section is the great heavy weighted Dial to handle the following 18 functions: FADE IN, EVENT LEVEL, FADE OUT, EVENT SLIP, MOVE START, MOVE END, MOVE EVENT, SCROLL EVENT, ZOOM TRKS, ZOOM TIME, ZOOM TRACK, ZOOM WAVE, SELECT TRACK, NUDGE MARK, CURS, NUDGE EVENT, SHUT, JOG. Read your CUBASE/NUENDO manual to learn more about these functions. In the Edit Section you will also find the 5 transport keys (GO LEFT/RIGHT, STOP, START, REC). The Edit Section also includes 12 ASCII key

Commands (F1-F6/F7-F12) as well as the time code display. There are also 5 key buttons to show the Mixer, Channel, Master, Pan and Automation.

### **Dimensions (base unit with 12 faders):**

Height: 598mm  
 Width: 959mm  
 Depth: 598mm

### **Dimensions ad. 12 fader pack:**

Height: 598mm  
 Width: 507mm  
 Depth: 598mm

## SYSTEMCONFIGURATION

Systems with up to 48 faders are possible.

### **Options:**

Custom-built solutions are possible, please ask for an offer.