Solid State Logic

S O U N D | | V I S I O N

SOLSA

SSL OffLine Setup Application

Live Console

Configuration & Control

Software

V3.2.17 Software Update and Install Notes

This document contains essential information – please read it carefully before making any attempt to upgrade the system

82BR50022A

Solid State Logic

S O U N D || V I S I O N

Initial Release: September 2016

As research and development is a continual process, Solid State Logic reserves the right to change the features
and specifications described herein without notice or obligation

E&OE

SOLSA OVERVIEW

The SSL Off/On-Line Setup Application, or SOLSA, allows creation and editing of Live console Showfiles on your laptop, desktop or tablet PC. Almost anything that can be done on a console can be manipulated and configured 'offline' when access to a console is not possible. SOLSA also includes the ability to remotely control a console, giving real time access to all audio processing parameters. Connection is via Ethernet or, with the addition of a wireless router or access point, via Wi-Fi. Connection instructions are described below and also in the Help system included in the console and SOLSA software.

Features include console architecture configuration and setup of Fader Tile Layers and Banks. Stageboxes and I/O routing can also be assigned along with the creation of scenes and other automation editing. SOLSA also allows you to add effects, manipulate channel processing settings, bus routing and VCA assignments.

SOLSA includes the same Help System as the Live console software, offering a built in user guide with tutorials and reference sections.

SYSTEM REQUIREMENTS

SOLSA is a high performance piece of software and requires a powerful computer to achieve the best possible performance. The following are a list of minimum requirements for SOLSA to run correctly on your computer.

SUPPORTED OPERATING SYSTEMS:

Windows 7 64-bit, Windows 8 64-bit, Windows 8.1 64-bit or Windows 10 64-bit operating system

Note: Installations of the Windows operating systems listed above may be run on Intel-based Apple Mac computers using a multi-boot utility such as Boot Camp or virtual environments such as Parallels.

The hardware requirements listed below still apply to these environments. In particular, please ensure that the Windows virtual machine is assigned at least 8 GB of RAM.

HARDWARE:

- Recommended minimum of 8 GB RAM
    - 16 GB RAM recommended if running under a virtual machine on Mac
- 2.6 GHz Dual core CPU or higher
- 200 MB hard disk space
- Minimum screen resolution of 1280 x 1024 recommended

WHAT YOU WILL NEED

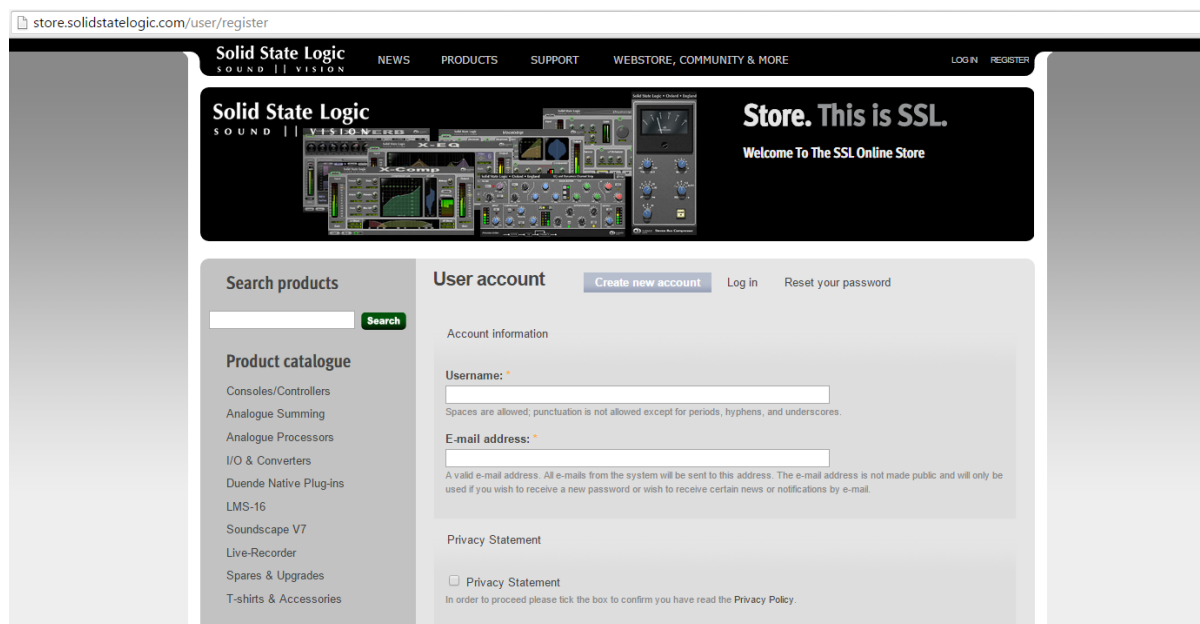To complete the SOLSA installation you will need the following:

- A SolidStateLogic.com account (visit Solid State Logic Registration to create one for free)
- An active internet connection during installation
- Appropriate privileges to install software on your PC

REGISTRATION

To install SOLSA on your PC for the first time, you will need to have an active SolidStateLogic.com account, without one you will not be able to complete the installation process. If you already have an active account, you will be able to use your standard login.

If you are updating an existing SOLSA installation, proceed to the next section.

Registration can be done for free by visiting the SSL website registration page (http://store.solidstatelogic.com/user/register).

Once you have created your account make a note of the user name and password you entered during the registration. You will need these to complete the installation of SOLSA.

DOWNLOAD

To download SOLSA visit the SSL website (http://www2.solidstatelogic.com/live/l500/solsa).

Once the download is complete locate the SOLSA-V3.2.17.zip file on your hard drive and unzip the file.

Open and read the Installation notes carefully before attempting to run the installation.

INSTALLATION

Double-click on the .exe file to start the installation.

If prompted, click **Yes** to allow the program to make changes to your PC:
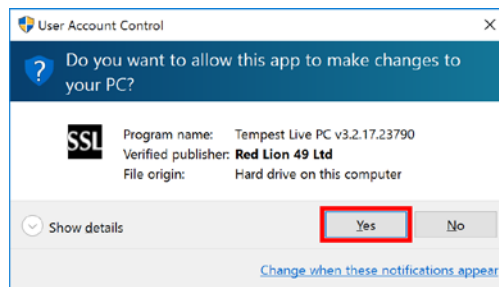
Read and follow the on-screen instructions carefully. When you are ready to start the installation, click on the **Install** button:
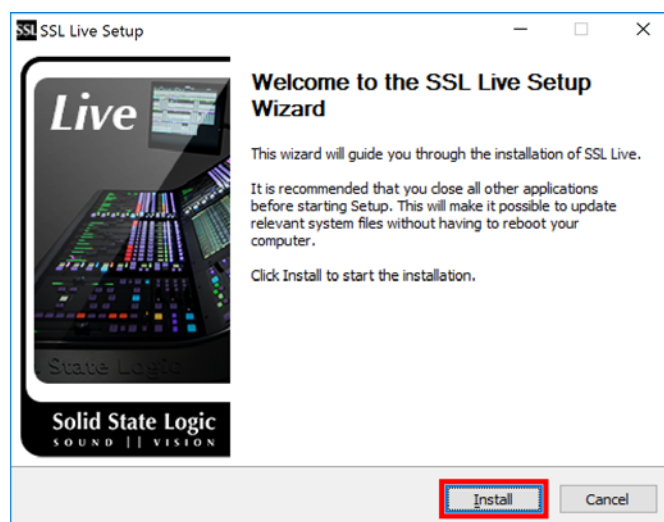
You may be prompted to install Microsoft .NET Framework 4.6.1.

If it is not already installed, read and accept the license terms and click **Install**:
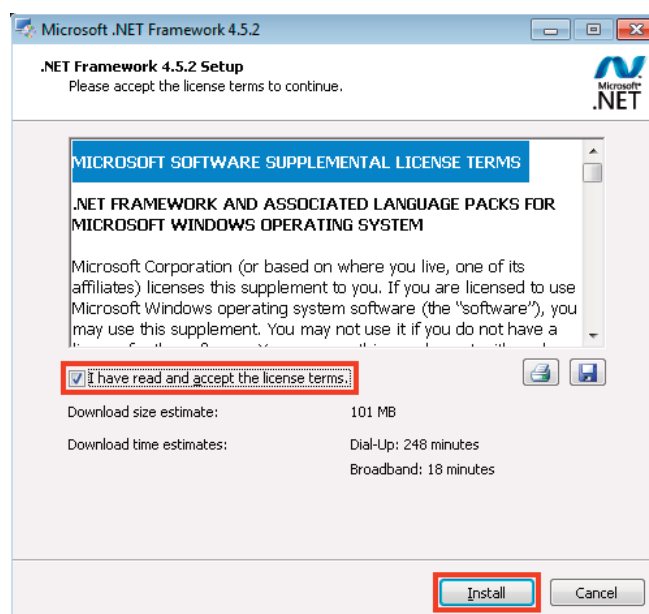
Ensure you have an Internet connection to download the required files. It can take some time to download and complete the installation.
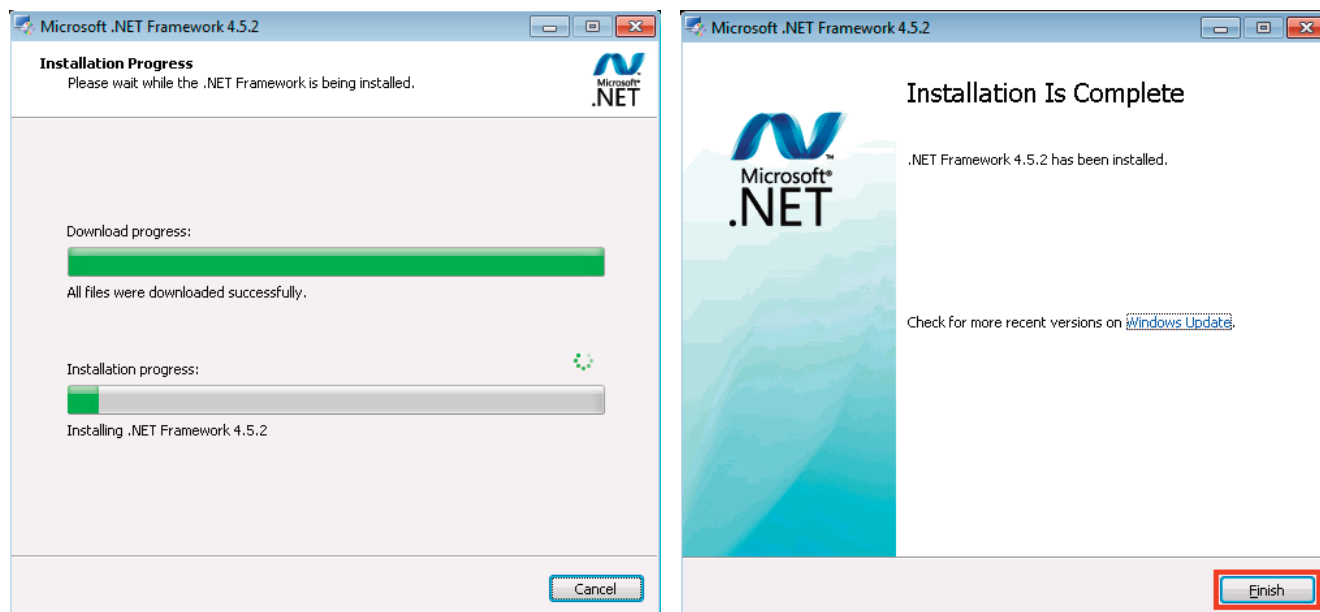
Click **Finish** once the installation is complete.

If this is the first time SOLSA has been installed on your PC, you will now be asked to provide your SolidStateLogic.com username and password to authenticate the install. Updates to SOLSA do not require this step.
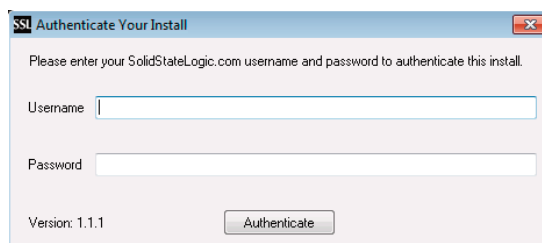
Note: If you do not already have a SolidStateLogic.com account, please visit www.solidstatelogic.com and click on the Register link in the top-right corner of the home page. Follow the on-screen instructions to create your free account and, once completed, enter the same details into the installer's authentication pop-up.

Click the **Authenticate** button when finished to proceed with the installation.

Note: You must have an active Internet connection to complete this process.

COMPLETING THE INSTALLATION

You will be asked if you wish to create a shortcut to the SOLSA software on your desktop, click **Yes** if you wish to do so.
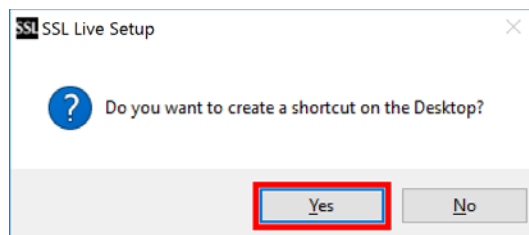
Once the steps of the installation are complete click on **Finish**:
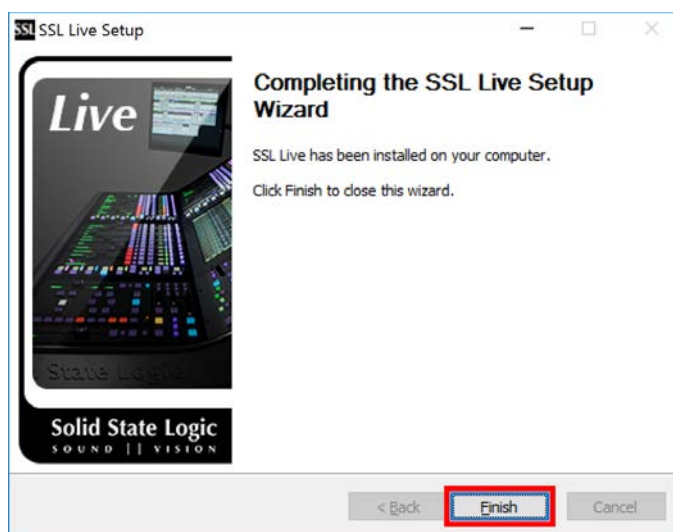
STARTING THE APPLICATION FOR THE FIRST TIME

If during installation you selected to add a shortcut to the desktop, you may start the software from this shortcut (named "SSL Live SOLSA").

Alternatively, the software can be accessed from the Start Menu > All Programs > Solid State Logic > Tempest Live > Tempest Live v3.2.17.23790 or searching programs and files for "SSL Live".

If presented with a Windows User Account Control prompt, click **Yes** to proceed:
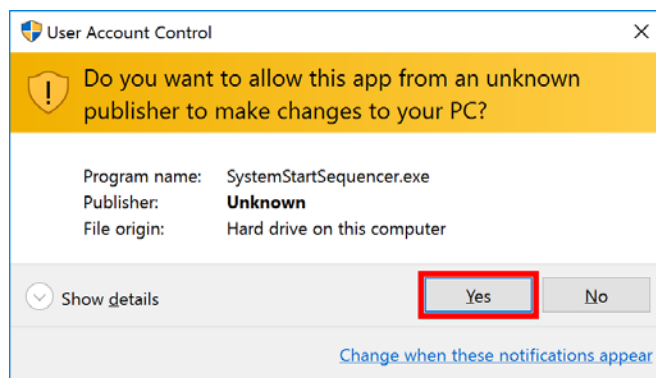
SOLSA will now launch and a Solid State Logic splash screen and progress bar will appear. The initial launch of the software can take some time.

HELP SYSTEM

A Help system is included with the software. This is the same system that is built into the Live console software.

The SSL Live Help link can be accessed from the Start Menu. The exact location will vary by Windows version installed but can usually be located in **All Programs > Solid State Logic > Tempest Live** or **All apps > Solid State Logic**.

(The screenshot to the right is from Windows 10)

The Help system will open in your default web browser. Use the links on the left of the screen to view information on different topics.
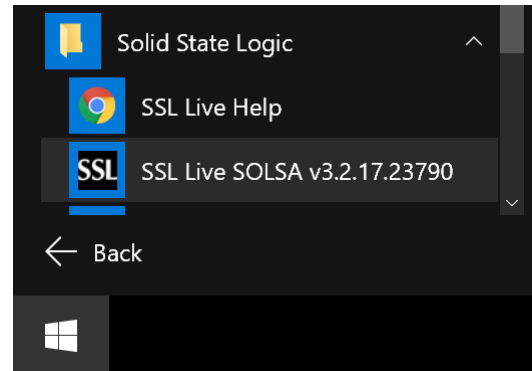
LIVE SHOWFILE BASICS

L300/L500 SHOWFILE INTEROPERABILITY

SOLSA supports editing of L300, L500 and L500 Plus Showfiles. Showfiles are compatible between console models, however SOLSA should be set to the correct module type to ensure the correct resources are available for the console you will be operating, otherwise you may need to disable some processing when loading the showfile onto the console. To switch between console models in SOLSA, navigate to Menu > Setup > Options > System Tab, then press & hold the desired model button.
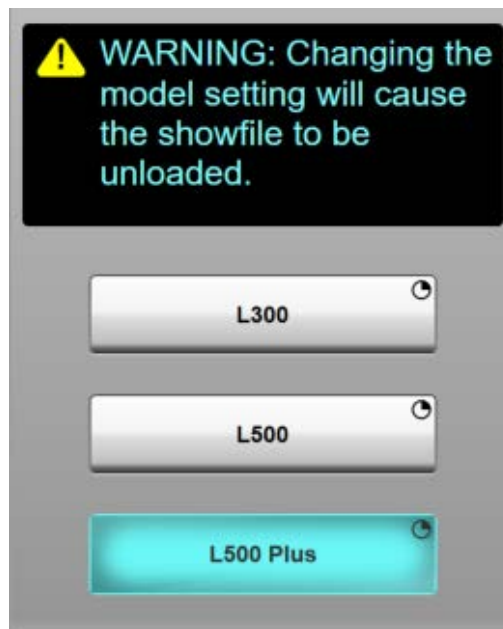
Note: *Changing the model setting will cause the current Showfile to be unloaded, so save any changes before switching models.*

GETTING STARTED

The Help system contains detailed information concerning working with Showfiles and starting to use the Live console software within its Tutorial section. This system is designed to guide you step by step, but here are some basic instructions on working with Showfiles:

The first time you open the SOLSA application it will load a blank template. This will have two Talkback Channels and three Solo Channels, but no other paths will have been created. You can edit this template and create your own configuration or load an alternative template.

There are a number of SSL Templates available, go to Menu > Setup > Showfiles and then click the **SSL Templates** button. Click on the template in the list to view an explanation of the configuration in the notes window at the bottom of the screen.

To use the selected template press and hold **LOAD**.

Note: We do not recommend that you save or load Showfiles directly to a USB drive as once it is removed the system will no longer be able to find the Showfile. Save to the internal drive first (HD) then copy to the USB drive. When importing a Showfile, copy to the internal drive first then load from the HD, not from the USB drive.

SAVING SHOWFILES

LOAD/SAVE DESTINATIONS

If you have not connected any USB drives the internal hard drive of your PC will be shown as **HD** (see screen shot below). When you connect a USB drive it will appear as **USB1** and additional USB drives will appear as USB2, 3 etc.

Click on the drive buttons to select them.

SAVING OPTIONS

SAVE

The **Save** button is a press and hold button (designated by the clock in the top right of the button). This will save over the currently active Showfile.

SAVE AS

If the Showfile you are working on was created from an **SSL template** then you will need to save the file under a new name. This is done by clicking on **Save As** and entering the new name. This can also be used to create a new version of the active file.
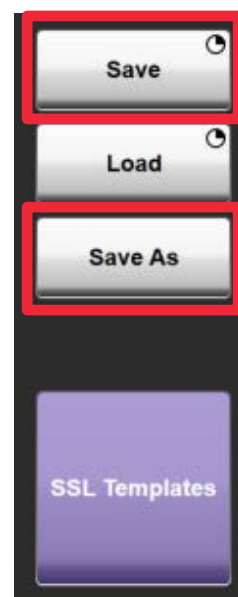
EXPORTING SHOWFILES

Showfiles created or edited with SOLSA can be exported to a USB drive and then imported into a Live console. All the required operations are identical on both the Live console and SOLSA.

If you have not already, connect a USB drive to your PC. In the Showfiles menu select **HD** and click on **Edit**. This will open a window on the right which allows you to select your destination drive. Click on the USB drive you wish to use as your destination (USB1 etc). Click in the edit column (red box) of the Showfile list on the left, so they turn red. These are the files you are selecting for export. Then click **Copy** in the centre column and the selected Showfiles will be copied to the USB drive. These can then be imported into a Live console (see below).

IMPORTING SHOWFILES

The process for importing a Showfile from a USB drive into SOLSA is a similar process to Exporting (see above).

Connect the USB drive that contains the file to your PC and go to the Showfiles menu (Menu>Setup>Showfiles). Select the USB drive and then click on **Edit** in the centre column. In the right-hand window click **HD**, this selects the internal drive as the destination. Click in the edit column of the file (or files) you wish to import. Then click on **Copy** and the selected files will be imported to your PC's internal drive.

AUTOMATION SCENES

If you are working with multiple scenes within the Automation system it is important that you update changes to your scenes using the Store function. This can be found by accessing Menu > Automation then clicking on **Store** in the right hand column. The **Store** button will be purple if there are changes to the current scene that have not been updated.

REMOTE OPTIONS TAB

Options for remote control of the console can be found in Menu > Setup > Options. Select the Remote tab.

Up to two other remote console control surfaces or computers running SOLSA may be connected to the main console control surface over an Ethernet network to share its audio processing capabilities. Note: This feature increases the number of control surfaces able to control the audio processing; it does not increase the amount of audio processing available.

Configuring a console as a Remote will disable its internal audio engine:

- Ensure the main console (i.e. the one processing audio) is set to Main Surface mode in the **Surface Settings** section. If not, press and hold the **Main Surface** button.

- Choose a console name and password and enter these in the **Name** and **Password** fields. The default name is "LIVE" followed by a 4 character unique identifier.
- Connect your PC to the console via the network ports on the rear of the console. Configure the IP settings on the console in the Remote options tab and configure your PC to connect to the same network. Detailed instructions can be found in the console's Help system.
- Start the SOLSA application and navigate to the Remote options tab.
- Press and hold the Remote Surface button.

- The **SSL Live Connections** area lists all consoles visible on the network. Locate the console you wish to connect to. Its name will be the console model (e.g. "L500Plus"), followed by the name you entered earlier.
- The **Status** column lists the connection status of each console in the network. Tap the **Discovered** button and select **Connect** from the drop down list.
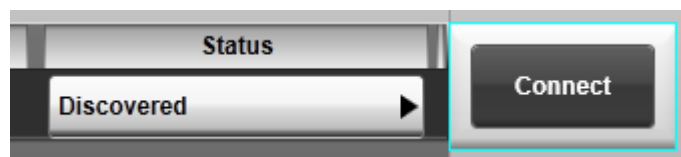
- Enter your chosen password into the **Password** field that appears and press OK

- The **Status** button in will now display **Waiting for server response**.
- On the Main console, navigate to the Remote tab (Menu > Setup > Options > Remote) and locate the device in the **SSL Live Connections** area that is awaiting authorisation. Press the **Awaiting authorisation** button and select one of the **Accept with data: Empty** buttons. (Up to two remote surfaces can be connected; configuration data is stored independently in the showfile.)
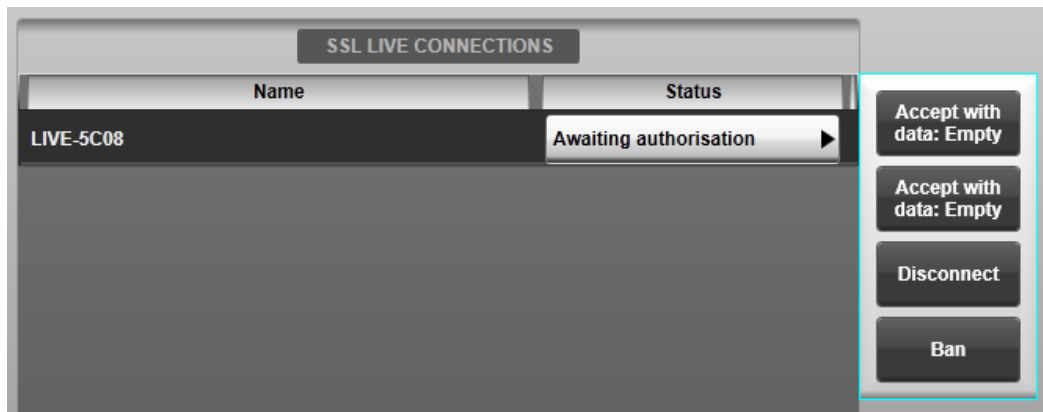
- Both console and SOLSA **SSL Live Connections** areas should now show the other device as **Connected OK**.
- To disconnect, press the **Connected OK** button and select **Disconnect**.

TROUBLESHOOTING

HELP SYSTEM DOES NOT DISPLAY CORRECTLY IN MY WEB BROWSER

JavaScript must be enabled to view the Help system correctly.

CHROME

Click on the Help link to open the page in your Chrome browser. Click on the ⊗ icon to the right of the address bar:
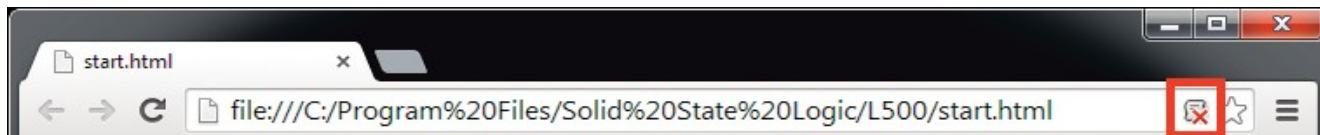
Select "Always allow JavaScript on file…" and click **Done**:
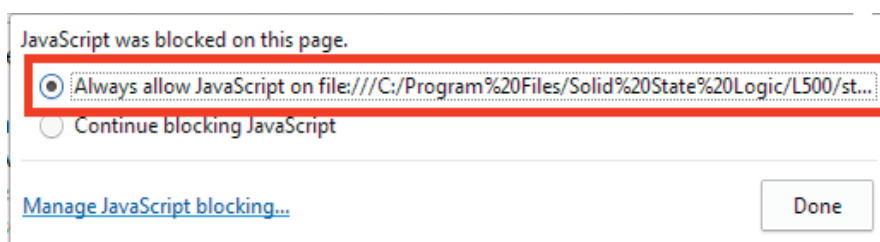
Refresh the page by pressing F5 on your keyboard or clicking on the ↻ icon to the left of the address bar.

Note: *This will only enable JavaScript for the SSL Live Help. JavaScript settings for all other sites remain unchanged. To change JavaScript settings for all sites, please visit http://enable-javascript.com/#chrome*

INTERNET EXPLORER

Click on the Help link to open the page in your Internet Explorer browser.

Click on 'Allow blocked content' at the bottom of the page:

Note: *This setting is not stored in Internet Explorer. You will need to allow this content each time you open the Help system. To enable JavaScript permanently for all sites (per-site settings in Internet Explorer are not available at time of writing), please visit http://enable-javascript.com/#ie*

OTHER WEB BROWSERS

Please visit http://enable-javascript.com/

SOLSA SLOW TO START OR DOES NOT START AT ALL

Ensure you have met the minimum system requirements listed at the beginning of this document. A 64-bit version of Windows and 8GB RAM is required to run SOLSA. If you are running SOLSA under a Windows virtual machine (e.g. Parallels or VMware Fusion) please ensure you have allocated sufficient resources to the virtual machine.

CHECK YOUR WINDOWS SYSTEM SPECIFICATIONS

In Windows, open the Run dialog (Windows key + R), type "control system" (or right-click on the Windows start icon and select "System" if running Windows 10) and click OK.
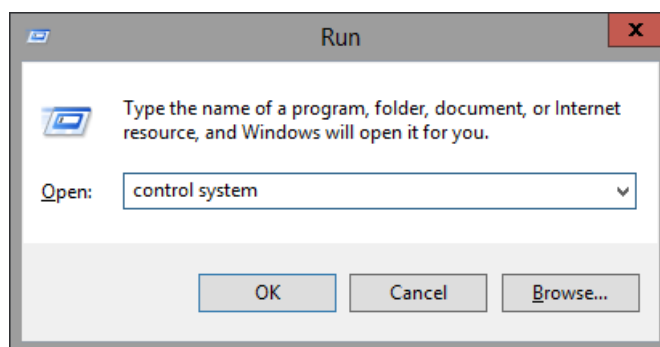
This will open the System window, in which information about your computer can be found. Ensure that your system information meets the minimum recommended requirements for SOLSA. Below is an example of what you should see on a Windows 8.1 installation:
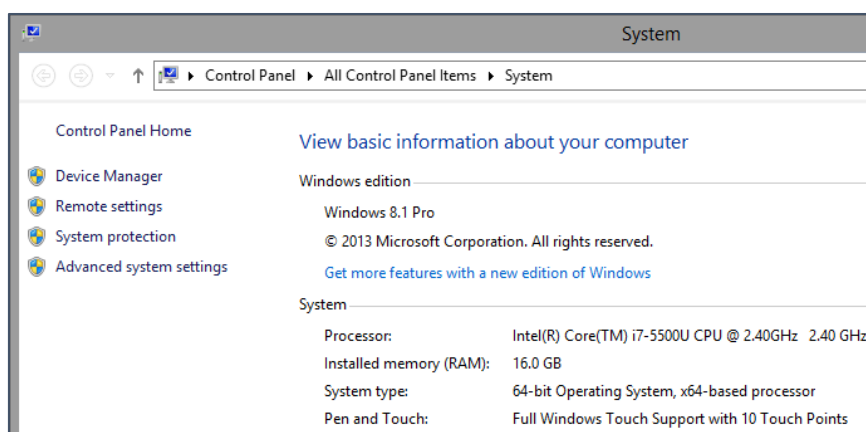
SET MEMORY ALLOCATION IN PARALLELS

- Shut down the Windows virtual machine
- From within Parallels, choose Virtual Machine > Configure > General
- Move the Memory slider to 8GB
- Restart Windows

SET MEMORY ALLOCATION IN VMWARE FUSION

- In VMware Fusion, select Window > Virtual Machine Library from the menu bar
- Select the Windows virtual machine and click Settings
- Navigate to System Settings > Processors & Memory
- Use the slider to allocate a minimum of 8GB RAM

If you are still unable to start SOLSA, please contact support@solidstatelogic.com

NEW FEATURES IN V3.2

IPAD & ANDROID TABLET MONITOR MIX CONTROLLER

The SSL Live TaCo (Tablet Control) mix app provides wireless* tablet control of SSL Live consoles from iPad and Android devices. Designed for use by both monitor engineers and artists, the app can be limited to control an individual Aux mix or unlocked to quickly and easily control all mixes from a single screen. Multiple tablets can be connected simultaneously for providing mix capabilities to each performer on stage.
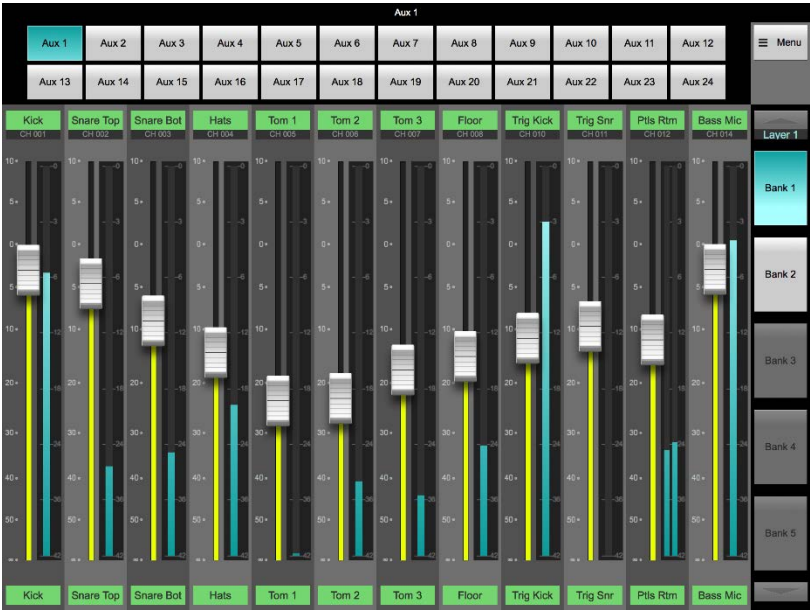
TaCo utilises the same Query technology as the Live console, meaning only the channels turned on to the selected Aux are displayed. Using the Live console's Stem groups, input channels can be combined into logical sub groups to provide the performer with a simplified set of faders.

TaCo can be downloaded for free from the Apple App Store and Android Play store shortly.

* Wireless router or access point required.

DANTE MODULE

V3.1 software enabled the use of an optional Dante module for both L300 and L500 Plus consoles, providing 32x32 redundant I/O at 96 kHz (64x64 at 48 kHz) to interface with a Dante network.

V3.2 software brings sample rate conversion (SRC) capabilities to the Dante module inputs and outputs, allowing the console to connect to a Dante network running at a different sample rate or in a different clock domain. For example, this provides the ability to run the console at 96 kHz and connect to a 48 kHz Dante network, or connect to a 96 kHz Dante network with a different clock master to the console (e.g. routing to a loudspeaker management system).

Console Sample Rate	Dante Network Sample Rate	Channels Available When SRC Engaged
48 kHz	44.1 / 48 kHz	64
48 kHz	88.2 / 96 kHz	32
48 kHz	176.4 / 192 kHz	16
96 kHz	44.1 / 48 kHz	32
96 kHz	88.2 / 96 kHz	32
96 kHz	176.4 / 192 kHz	16

Once audio from the console is available on the Dante network, Audinate's Dante Controller software (https://www.audinate.com/products/software/dante-controller) can be used to route to and from other Dante devices on the network.

V3.2 software also adds AES67 compatibility to the Dante module.

We recommend familiarising yourself with Dante before use. Please see Audinate's website for tutorials: https://www.audinate.com/resources/training-and-tutorials

WORKFLOW IMPROVEMENTS

- The assigned Quick Control function is now independent from the selected Detail View function when in Follow Detail mode. This allows the Quick Controls to stay on their last assigned function (e.g. input gain) when selecting different pages (EQ, dynamics, etc.) in the Detail View.
- Pressing & holding the Channel Control Tile page buttons (Input, Aux, EQ, Pan etc.) provides a shortcut to assign the selected function onto the Quick Controls.
- New user key options to access Mute Group masters and assign a specific Effect Rack module to the main screen.

- The Channel View screen can now be set to stay on a specific bank independently of any Fader Tile bank selection.

AUTOMATION PAGE IMPROVEMENTS

- The current scene is now kept in the centre of the list on both the main and Channel Control Tile automation screens, providing 'look ahead' of upcoming scenes.
- The automation filter and fade timers pages have been rewritten to improve speed and usability. An expandable 'detail' section is now used to modify individual path settings.
- A new Lock Tile button allows the Master Tile hardware automation controls to be disabled.

EFFECTS RACK IMPROVEMENTS

- The effects rack, slot and name are now displayed in the routing pages, allowing easier identification when routing effects.

- The presets and automation filter pages now list the rack and slot numbers for easy identification.
- Per-band Solo points have been added to the Dynamic EQ and Multiband Compressor effects modules.

CONSOLE CONFIGURATION PAGE IMPROVEMENTS

- The Console Configuration page virtual keyboard now incorporates Next and Previous keys for navigating through the list when naming paths.
- The Apply button is enabled only when a change has been made to the console configuration, providing a visual indicator that it needs to be pressed before leaving the page.
- Edited paths show ♦ before their name to indicate an unsaved state.

MISCELLANEOUS IMPROVEMENTS

- The LED bars have a lower minimum brightness level for use in low light environments.
- VCAs are now excluded from Query on Faders mode, allowing them to be used during an Expanded Query.
- Routes are preserved if different stageboxes are connected to those stored in the showfile (e.g. input routes kept if showfile created with ML32.32 but only an ML 1.32 is available).
- Responsiveness improvements to Pan and EQ graphs.
- The status bar now includes an area that can be toggled between the current time and incoming timecode value.
- Saving a new showfile pre-fills the name and notes from the originating file.
- Added the ability to clock the console from a MADI port on the Blacklight Concentrator.
- Layer Manager improvements: updated graphics, rearranged button positions to streamline operation, new 'trash can' delete process.
- Repositioning of some controls in the Channel Control Tile screen to improve access.

BUGS FIXED IN V3.2.17

- Stored Swap bank is now retained when modifying banks.
- Highlighted text and cursor key fixes in virtual keyboard.
- User buttons assigned to fire scenes now relate to the actual scene rather than the list position number.
- L300 no longer erroneously sees stagebox outputs and gain controls when connected to the stagebox as a listener console.
- Remote connectivity password box no longer disappears on first connection attempt.
- Move and Copy buttons in Automation page disengage after the first operation.
- Fixed touch issues with SOLSA running on a Windows 8 or Windows 10 PC.

NOTE:

Showfiles saved in V3.2 are not compatible with earlier versions of console or SOLSA software.

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