

# Soundcraft® *Ui* series

## Ui24 V3 Firmware Update Addendum



Soundcraft®  
by HARMAN

# User Guide Addendum Ui24R v3 Firmware

V3 firmware provides additional enhancements for the Ui24R.

Back up all important show and snapshot files before installing new firmware.

Once an update has been completed the system requests the user to reboot the Ui24R:

1. Switch the Ui24R power switch to OFF
2. Remove the IEC power connection from the Ui24R (or turn it off at the power point)
3. Wait 10 seconds
4. Plug the IEC power connection into the Ui24R
5. Switch the Ui24R power ON

Please note that the first time the Ui24R is rebooted after a firmware update the boot sequence will take longer as new files are being generated.

Viewing on smaller devices (Phone view) does not include many of the features available on Tablet view, as they cannot display all the enhanced information available on larger screens. At the start of each feature description, each includes which views this feature is available on.

## **Recommendations:**

Although no issues have been found using previous versions Snapshots and Shows, it is recommended that these be tested in each new firmware, and a new version of the Show or Snapshot saved.

**NOTE: Please load previous firmware shows and snapshots and re-save them with the new firmware version. Many of the new features need to be added to the older snapshots (such as the new patching system).**

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## New Cascade mode (Tablet view only)

Cascading audio between two (2) Ui24R's has been added to the latest firmware.

32 channels of audio can be streamed each way between a HOST and REMOTE configured Ui24R unit.

Each Ui24R has the ability to mix 26 channels to mix.

The GUI (user interface) does give you the ability to see all the channels on both HOST and REMOTE assigned Ui24R units, and sync VCA's and MUTE groups as well as Snapshots and Cues.

### ***Physical Cascade Connection Between Ethernet #2 ports:***

Directly connect the Ethernet 2 ports found on the side of each Ui24R together using a standard CAT5e or CAT6 Ethernet cable. This must be a direct connection. It cannot work going through intermediate switches or routers.

Soundcraft has tested this connection up to 100 feet.

### ***IP Configuration***

Each Ui24R must have its LAN network IP address set to a unique address inside the same subnet. Login to each unit and configure their LAN IP's accordingly. For example, set one of the Ui24R units IP's to 192.168.1.80, and the other to 192.168.1.81. It is recommended that both Ethernet #1 LAN ports are connected to an Gigabit Ethernet switch.

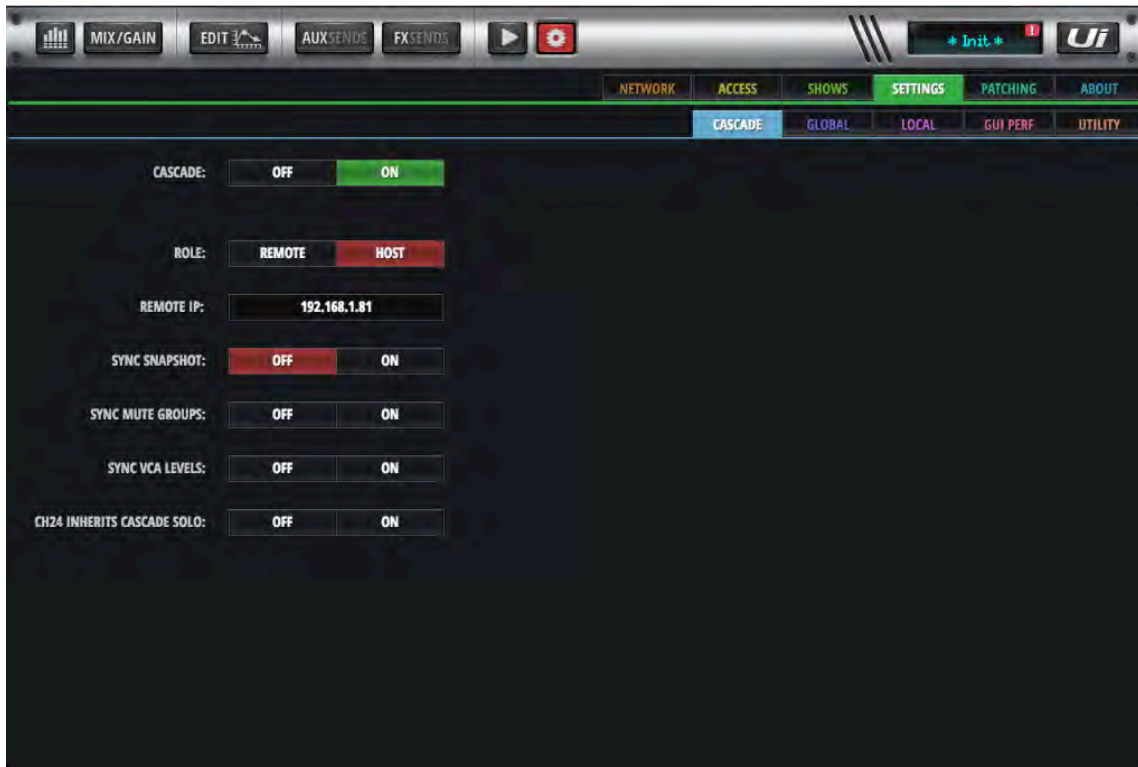
### ***GUI Configuration***

To use Cascade, the user must set the Cascade configuration on both the HOST and REMOTE Ui24R user interface.

### **HOST Ui24R**

Login to the Ui24R GUI desired as HOST using its IP address, and set it to the following configuration. SETTINGS->CASCADE->

- Set CASCADE mode to ON
- Set ROLE to HOST
- Set the REMOTE IP address to the IP address of your desired REMOTE Ui24R (192.168.1.81 in the example IP addresses above)
- Set the HOST's SYNC settings as desired. See the CASCADE SYNC Options section below for the remaining HOST settings and descriptions.

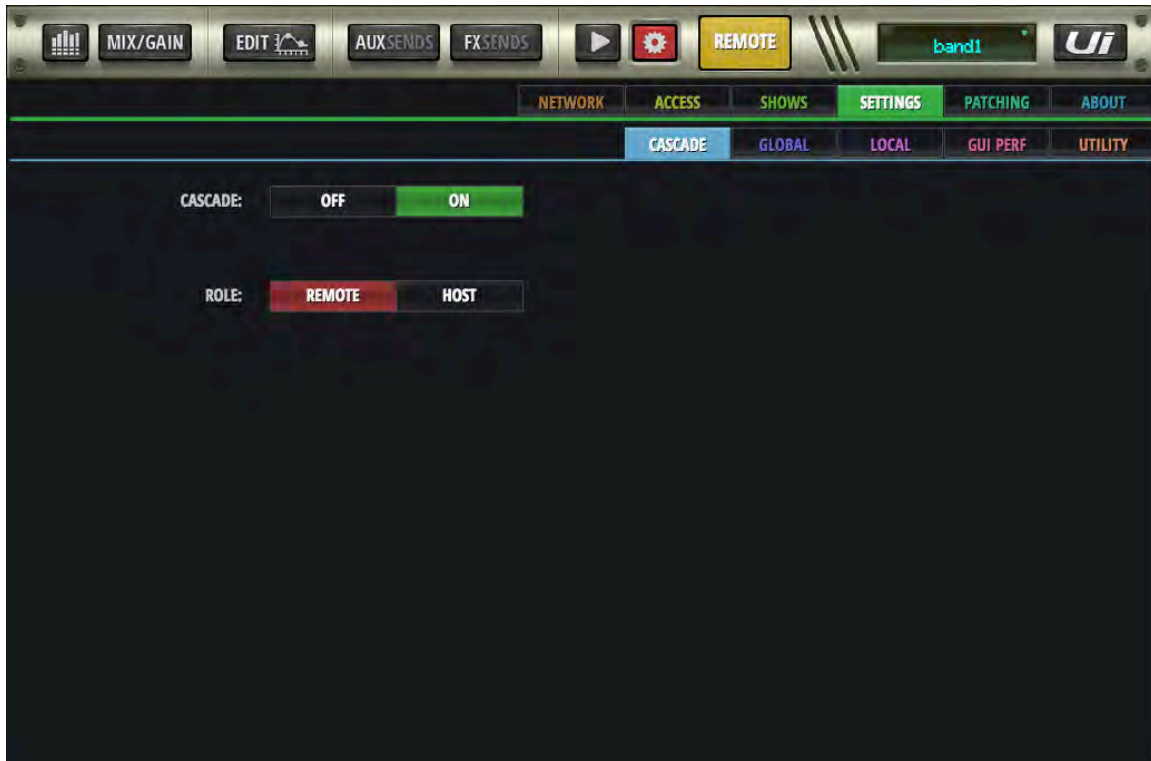


## REMOTE Ui24R

Login to the REMOTE Ui24R GUI using it's IP address and configure.

SETTINGS->CASCADE->

- Set CASCADE mode to ON
- Set ROLE to REMOTE



## CASCADE HOST SYNC OPTIONS

### Sync Snapshots:

Snapshots with the same name within a show will load on both HOST and REMOTE.

### Sync Mute Groups:

Mute Groups on both **HOST** and **REMOTE** will trigger by engaging a mute group on HOST. (Note: You must create MUTE groups individually on the **HOST** and **REMOTE** units. After mute groups are created on both units, then Sync Mute Groups will synchronize HOST mute group states with REMOTE mute group states. )

If MUTE SYNC GROUPS is ON HOST, you cannot enable mute groups on the **REMOTE** Ui24R GUI.

### Sync VCA Levels:

When enabled, the same numbered VCA's on HOST and REMOTE will be synchronized.

### CH24 Inherits Cascade SOLO:

This is a feature which allows you to listen to the selected SOLO output from the REMOTE ui24R, on channel 24 of the HOST Ui24R. This enables a user to listen to **SOLO** selected channels from the **REMOTE** Ui24R, through the **HOST** Ui24R headphone or main output.

To configure:

- 1:- On the REMOTE Ui24R, set the HARWARE OUTPUT of the HEADPHONE output (HD1L) to a spare Cascade Output channel (For example, to Cascade buss 32)
- 2:- On the **HOST** Ui24R, assign the INPUT routing on channel 24 to listen from Cascade 32.

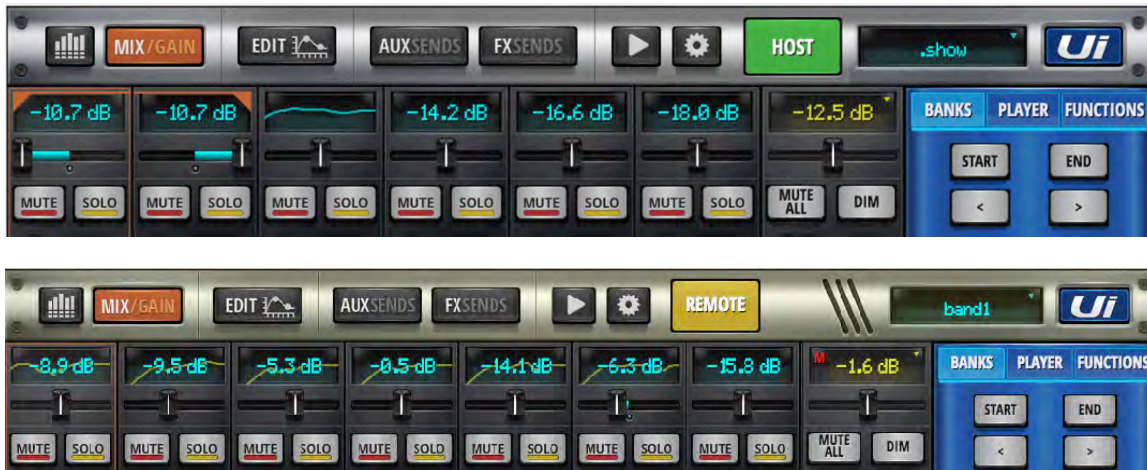
On the **REMOTE** Ui24R, it selecting a channels solo will automatically trigger the **SOLO** select on the HOST Ui24R's channel 24.so

**\*\* See bellow for patching example.**

### GUI Control

After Cascade features have been configured successfully in Settings, the user can access both HOST and REMOTE GUI's from a single browser window.

Open a browser window and navigate to the HOST Ui24R. Toggle the HOST/REMOTE button at the top of the GUI to toggle access between the HOST Ui24R and the REMOTE Ui24R.



### Patching Cascade Slots

Cascade In/Out patching buss selections are available on the SETTINGS->PATCHING page.

On top of the Patching matrix, 32 channels of Cascade IN slots from the other Cascade connected mixer can be patched to this Ui24R's: Channels, Hardware outputs, and Cascade output slots.

On the left side of the Patching matrix, 32 channels from this Ui24R mixer can be configured to patch out to HARDWARE INPUTS, USB DAW (1-32), CASCADE SLOTS (1-32), and HOSTS (including AUX and HD1/2)

#### Example #1: Patch mix from REMOTE Ui24R to HOST Ui24R:

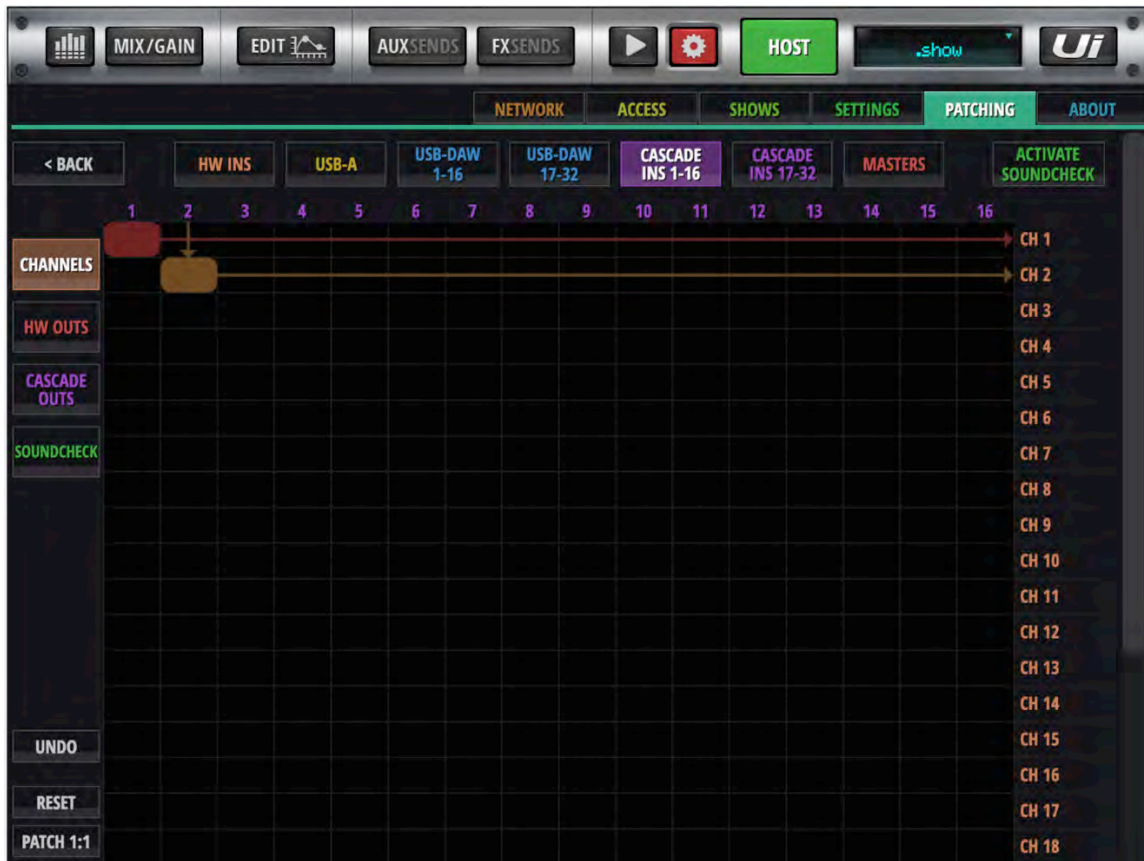
In a simple setup of sending the Mix L/R outputs from the REMOTE Ui24R over Cascade busses to Channel 1 and 2 of the HOST Ui24R.

- Toggle the HOST/REMOTE button at the top of the GUI to REMOTE
- Go to the SETTINGS->PATCHING page
- Select the CASCADE OUT button on the left of the Patching matrix
- Select the MASTERS button on the top of the Patching matrix
- Patch the HOST ML and MR patch points to Cascade SLOT 1 and SLOT 2



- Toggle the HOST/REMOTE button at the top of the GUI to HOST
- Go to the SETTINGS->PATCHING page
- Select the CHANNELS button on the left of the Patching matrix
- Select the CASCADE INS 1-16 button on the top of the Patching matrix
- Patch the CASCADE IN Slot 1 to CH 1
- Patch the CASCADE IN Slot 2 to CH 2



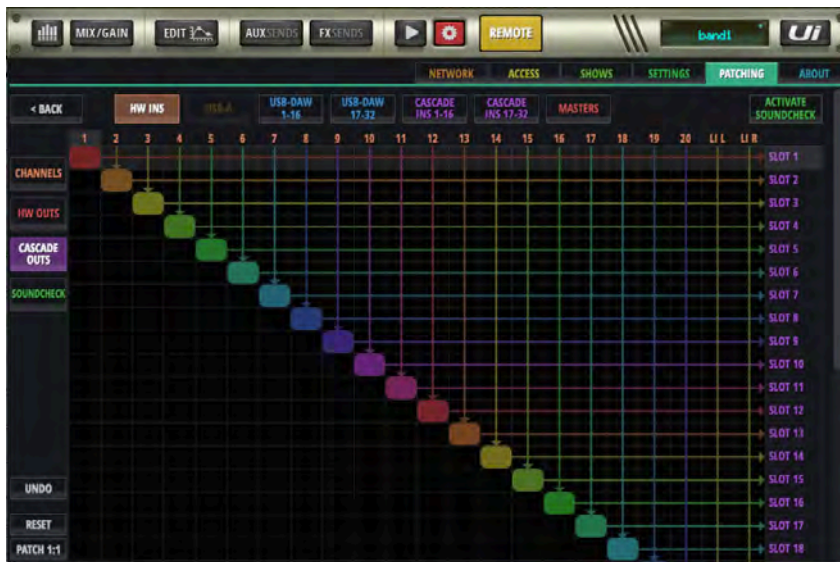


You have now patched the HOST L/R mix audio from the REMOTE Ui24R to Channel 1 and 2 of the HOST Ui24R.

### Example #2: Mirroring inputs for independent FOH mix and Monitor mix

This setup allows the REMOTE Ui24R to be used as a Monitor mixer with full MIX and DSP capabilities whilst also sending it's post preamp inputs over Cascade slots to the HOST mixer for fully independent FOH mixing, with it's own mix and DSP capabilities.

- Toggle the HOST/REMOTE button at the top of the GUI to REMOTE
- Go to the SETTINGS->PATCHING page
- Select the CASCADE OUT button at the left of the Patching matrix
- Select the HW INS button at the top of the Patching matrix
- Click the Patch 1:1 button at the bottom left of the page, to patch all HW ins to the REMOTE CASCADE OUT slots



- Toggle the HOST/REMOTE button to HOST at the top of the GUI
- Go to the SETTINGS->PATCHING page
- Select the CHANNELS button on the left of the Patching matrix
- Select the CASCADE 1-16 button on the right of the Patching matrix
- Click the Patch 1:1 button at the bottom left of the Patching matrix

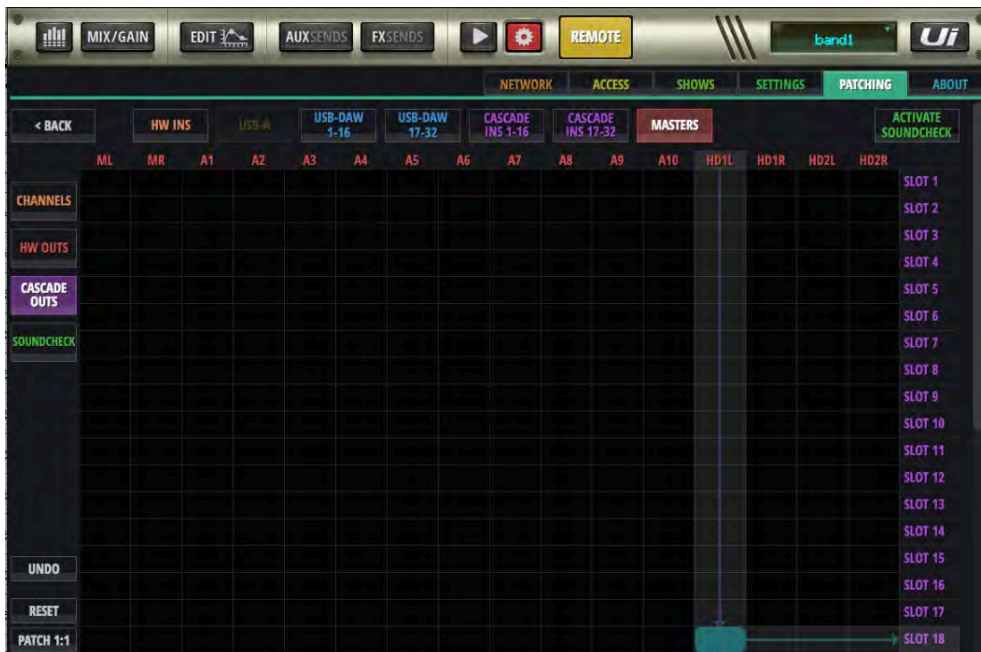


### Example #3: Patching REMOTE SOLO to HOST Channel 24 for unified solo monitoring

This setup allows the REMOTE unit to Send solo selected channels over Cascade slots to the HOST Channel 24. Users can then trigger the Solos on the HOST or REMOTE Ui24R's and hear solos on the HOST Ui24R.

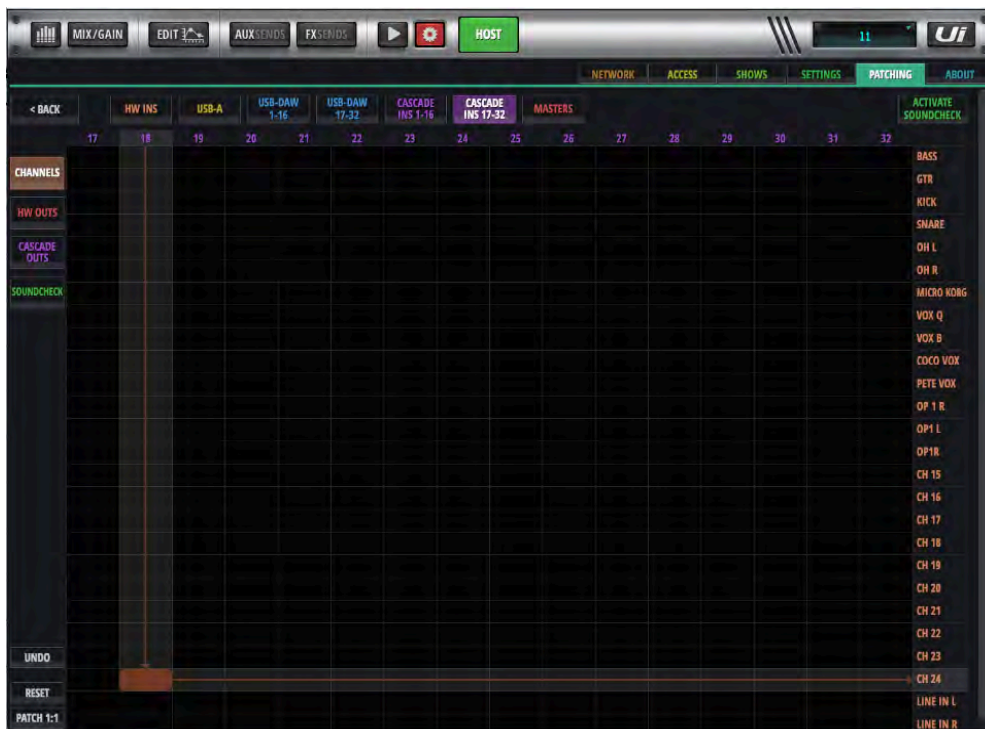
In this example we are patching the REMOTE Ui24R HDL1 (Headphone output Left 1) unit to slot 18 CASCADE OUTS slot.

- Toggle the HOST/REMOTE button at the top of the GUI to REMOTE
- Go to the SETTINGS->PATCHING page
- Select the CASCADE OUT button at the left of the Patching matrix
- Select the MASTERS button at the top of the Patching matrix
- Click the patch point to patch HDL1 at top of Patching matrix to Slot 18 at right of the Patching Matrix.



Then on the HOST Ui24R, patch CASCDE 18 input to channel 24 input.

- Toggle the HOST/REMOTE button to HOST at the top of the GUI
- Go to the SETTINGS->PATCHING page
- Select the CHANNELS button on the left of the Patching matrix
- Select the CASCADE INS 17-32 button on the top of the Patching matrix
- Click the patch point to patch 18 at top of Patching matrix to Ch24 input at right of Patching Matrix
- On Settings> Cascade tab, turn on CH24 Inherits Cascade Solo



When on the REMOTE U24R GUI, when a SOLO is selected, it will also automatically trigger SOLO on channel 24 of the HOST unit.

## Tablet: CUE's added to save/load status

CUE's add another mixer status layer that can be saved and recalled. CUE's save only mixer status data that can be recalled instantly without delay. No DSP process type or routing changes are recalled.



CUE data recalls only the following list of parameters:

- Mix Level
- Mix Pan
- Mix Mute
- Aux Send Level
- Aux Pan
- Aux Mute
- Aux Pre/Post
- FX Send Level
- FX Mute
- FX Pre/Post
- HOST Level
- HOST AUX Level
- HOST Balance

If a CUE is loaded, the CUE name is displayed in the top level LED display.

### Cue Controls on Small Slide Out:

Next/Previous CUE buttons have been added as Function buttons and can be assigned to the Small Slide Out in SETTINGS->LOCAL->BUTTON FUNCTION.

### Cue Controls on Bigger Slide Out:

Next/Previous buttons are always available in the Big Slide Out Functions Tab.



#### **Cue Controls on QWERTY Keyboards:**

Note: QWERTY key bindings have been set for the Z and X keys for F1 and F2 functions. In the case of CUES being assigned to F1/F2, the user has very fast access to next and previous CUE.



## Tablet: BigD INFO mode added

BigD view mode now features a channel specific “INFO” mode. INFO mode offers the ability to get a greater understanding of channel specifics including:

- Display Mic Pre settings
- Display mini graphics of Gate, Comp, and EQ curve
- Display value bars for SEND values to FX and AUX busses

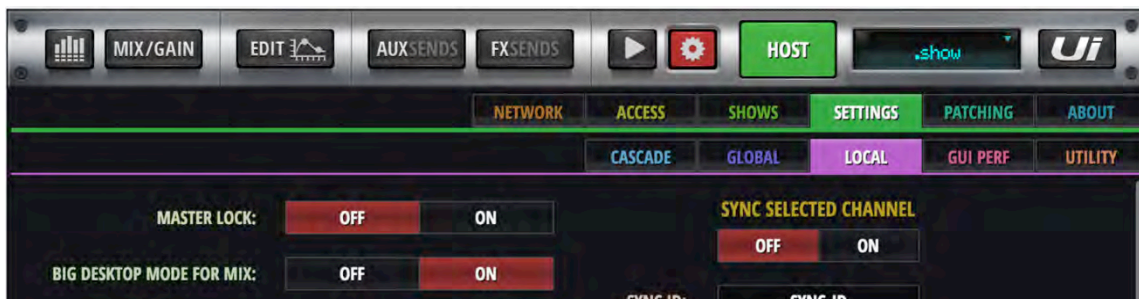


### Turn on Bigger Slideout:

In Settings> Local, set Bigger Slideout to ON

### Turn On Big Desktop Mode:

In Settings> Local, set Big Desktop for Mix to ON



On the Big Slide Out on the MIX panel, in the EDIT VIEW section, select the INFO button.



The INFO view shows a graphic display of Mic Pre, Gate, Compressor, EQ, FX Sends, and AUX Send editors on each channel to mix.

Double click/tap on any zone's graphic area to jump to the more detailed view of each channel's settings to make fine adjustments. Double click/tap off any editors view controls to return to INFO view.

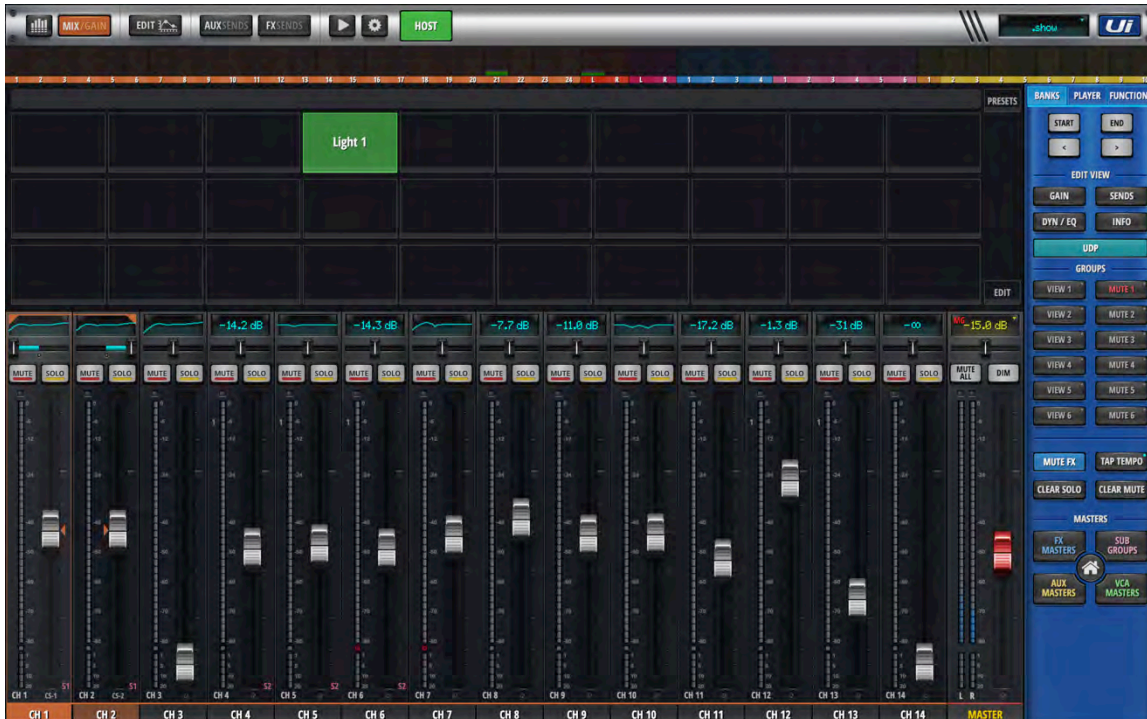
For example, double click/tap on the INFO view mini EQ graphic display to jump to that mix channels EQ EDIT view page. After finishing editing, double click/tap in any vacant area of the EQ EDIT view display to return to the INFO view.



## Big Desktop UDP view (Tablet view only)

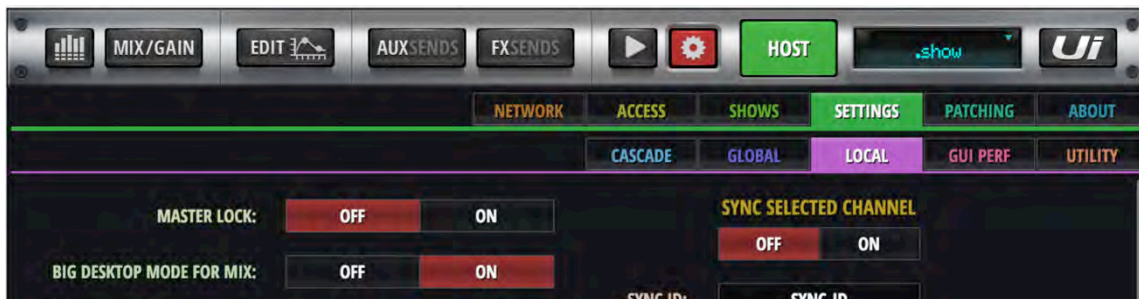
The Ui24R can send UDP commands over the network to control other network devices, such as software or hardware lighting controllers that accept UDP commands. There are thirty UDP button fields that can be edited for transmitting UDP commands.

UDP commands are sent out the Ethernet #1 port.



To enable Big Desktop UDP view:

#1: SETTINGS->LOCAL->BIG DESKTOP MODE FOR MIX = ON



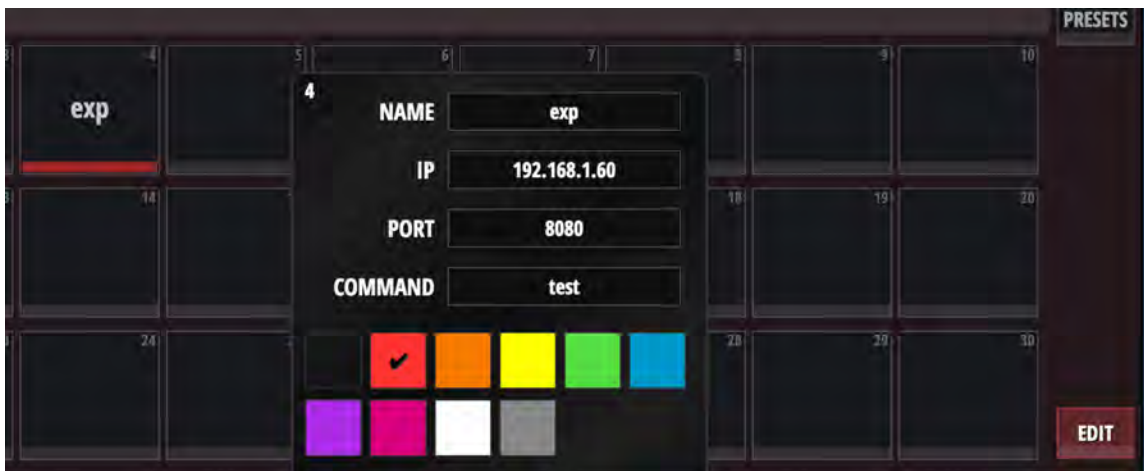
#2: On Bigger Slideout, click/tap the new UDP button to show the new Big Desktop UDP view.



### Edit/Assign UDP Transmittable Commands:

1. Engage the EDIT button within the UDP button panel. The UDP buttons will now be in edit mode. (Note, UDP commands cannot be sent out while in EDIT mode.)
2. Click/tap a UDP button in edit mode to open it's edit box assignment modal dialog. The edit box allows the user to enter: NAME, IP address, PORT, UDP COMMAND, and select a color assignment to display on the UDP button.
3. Click/tap another UDP button in edit mode to open another edit box assignment modal dialog.
4. When finished editing UDP buttons, disengage the EDIT button.

The UDP buttons are not ready to be click/tapped on to send UDP messages out the Ethernet #1 port.



### Note for UDP Messaging:

Ui24R does not support C encoding for strings, and \r and \n are managed as unique cases.

When sending binary messages, use the percentage encoding method and start the message with '?v='

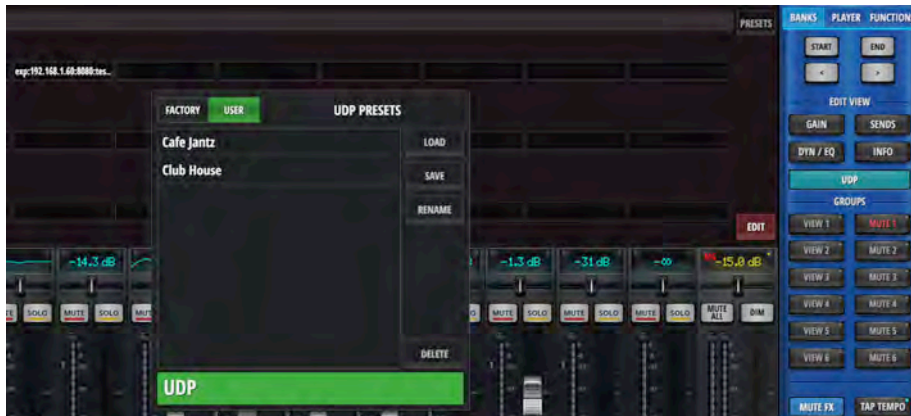
For example ?v=/bt1,f%00%00?%80%00%00

If the message starts with **?v=**, then it strips the three characters **bt1**, and the remaining is treated as percentage encoding (**URL encoding**), where any character can be represented by its hex code, prepended by %.

If using the **+** sign for example, it is recommended to escape both with a percentage code, i.e. %20 for **space** and %2B for **+**.

## UDP PRESETS Button:

UDP Presets can be also loaded, saved, or renamed offering the ability to repeat work with predefined sets of UDP triggers.



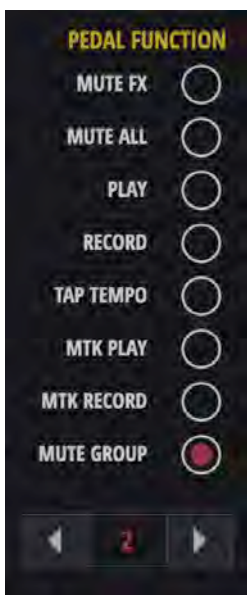
## "U" key binding added for UDP mode (Tablet view only)

The "U" key on a QWERTY keyboard offers a shortcut JUMP to the full screen UDP page. Toggling the "U" key will switch between the MIX page and the UDP page.

## Pedal mute group trigger assignment added (Tablet view only)

A mute group ON/OFF trigger can now be triggered from an attached foot pedal closure.

Open the SETTINGS->GLOBAL page and select the MUTE GROUP radio button in the PEDAL FUNCTION assignment area. Selection of the desired Pedal triggered Mute Group (1-6) can now be assigned using the left/right arrows below the Mute Group enable selector.



## Brighter Channel Boarder When Channel Is Selected

Channel strips now feature a more defined border on selection. This boarder makes it much easier to quickly identify the currently selected channel.



## Big Desktop Views Removed On Direct HDMI Output

Big Desktop mode has been removed from the HDMI GUI interface. HDMI direct connect output only supports 720p maximum output resolution.

## Gain follow View Groups (Tablet view only)

Gain channels viewed now follow any active View Group selected when user toggles the MIX/Gain view button.

## Big Desktop DYN/EQ view supports double click/tap to Edit View (Tablet view only)

While in Big Desktop DYN/EQ view, double click/tap the GATE, COMP or EQ displays to navigate to the relevant EDIT view page.

Double click/tap off of any control to return to Big Desktop DYN/EQ view.



## Automix double click return (Tablet view only)

While in the AUTOMIX page, double click/tap off of controls to return to MIX page.

## Shortcut to Edit Sub Group Members Dialog (Tablet view only)

Click/Tap and hold on any Mix view Sub Group channel names to select/change audio mix channels assigned to this sub group.





## Shortcut to Edit VCA Group Members Dialog (Tablet view only)

Click/Tap and hold on any Mix view VCA Group channel name to select/change audio mix channels assigned to this VCA group.

## Pre Levels Show as Blue Meters on The Meter Bridge (Tablet view only)

Pre fader input meter values are now displayed in Blue color behind the channel strip fader meters, METERS page, and Meter Bridge in Big Desktop views.

# Fine Tuning Mode Now On All Vertical Sliders

Fine tune fader mode is now supported on all vertical sliders.

To enable: SETTINGS->LOCAL->“HOLD FADER FOR FINES TUNING” is ON.



All Edit, Aux, and FX vertical parameter control fader/sliders now allow click and hold to enable slow mode edit movements.

The picture below shows the COMP Gain makeup fader with halo, showing it's been enabled in fine tuning mode.

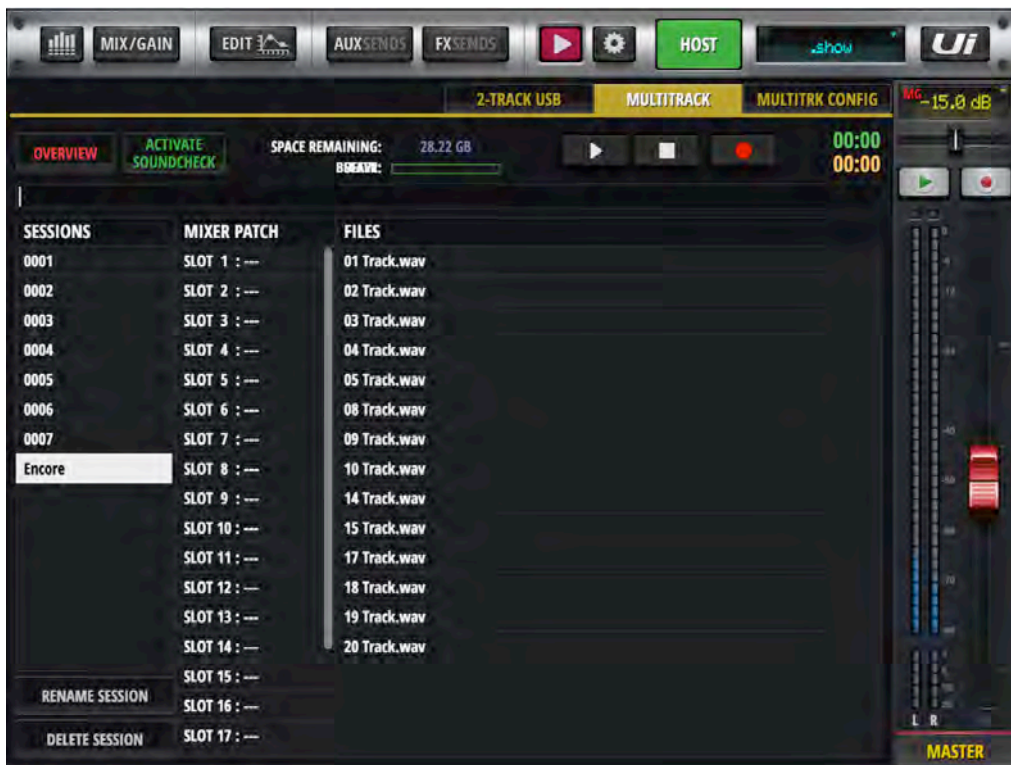


## Rename Multi-Track Sessions on HTML5 View (Tablet view only)

Multi-track SESSIONS can now be renamed directly on the HTML5 user interface.

1. On Player> MULTITRACK tab, select the multitrack SESSION that you wish to rename (on left column) then tap/click the RENAME SESSION button at the bottom left of the MULTITRACK page view.
2. On the modal dialog, enter the new name desired and click/tap on OK button to close the dialog.





## Lexicon Reverb/Room Pre-Delay (Tablet view only)

Lexicon reverbs now include a pre-delay parameter/slider at the bottom of each reverb editor user interface section.

Reverb pre-delay is the time between the start of the unprocessed sound and the beginning of the first reverb reflection arrival.

Adjusting the pre-delay parameter enables the ability to change the impression the added distance to the first reflecting wall, without editing the reverb decay time. Using Pre-Delay can enable a mix to more easily emulate natural environments, leaving space between the original attack of the sound and the following audible reverb reflections.



## **Swipe Edit Strip Channel Labels (Tablet view only)**

In EDIT mode, swipe the selected channels name label to move up and down through the channel list.

While in Edit mode, swipe the selected channel's name label to the right to select the next channel, or to the left to select the previous channel.

## **CPA Message Detection On/Off (Tablet view only)**

The Ui24R has the ability to detect a range of CPA (Connected PA) compatible microphones. Once detected the microphone's information will now be displayed below the channel label in the GUI.

CPA compatible microphones must have a power source; phantom power, battery or independent power supply to provide adequate power for the microphones CPA chip to trigger their CPA signal.

To activate CPA detection on the Ui24R:  
SETTINGS->LOCAL-> CPA: ON/OFF

## **VCA Solos Trigger Member Solos (Tablet view only)**

All VCA member channels will now enter SOLO mode when the VCA HOST SOLO is activated.

If a VCA member channel is already in SOLO mode, it will ignore HOST VCA solo activation/deactivation.

# ACCESS Control Modify Presets and Modify Shows (Tablet view only)

ACCESS tab controls now include limiting access to MODIFY PRESETS and MODIFY SHOWS.

SETTINGS->ACCESS

After entering password, toggle the MODIFY PRESETS or MODIFY SHOWS on or off as required to enable or disable each client's access to these features.



## Reset Phantom Power on Boot Setting

To protect against possible boot and phantom on damage to some microphones, users can now choose if phantom power is on at boot.

SETTINGS->GLOBAL: RESET +48V ON BOOT OFF/ON

Reset ON = All phantoms will be OFF on boot. The user can now choose to manually enable phantom power on a per channel basis as needed.





## HPF/LPF On All AUX outputs

High Pass Filter (HPF) and Low Pass Filter (LPF) filters are now available on ALL AUX outputs, enabling more control of each output signal.

On AUX outputs, EQ view, HPF and LPF filter frequency box sliders are now available.

Click/touch and drag the desired filter box to the desired frequency value.

A visual representation of the cutoff value and slope is provided on the GEQ display area.



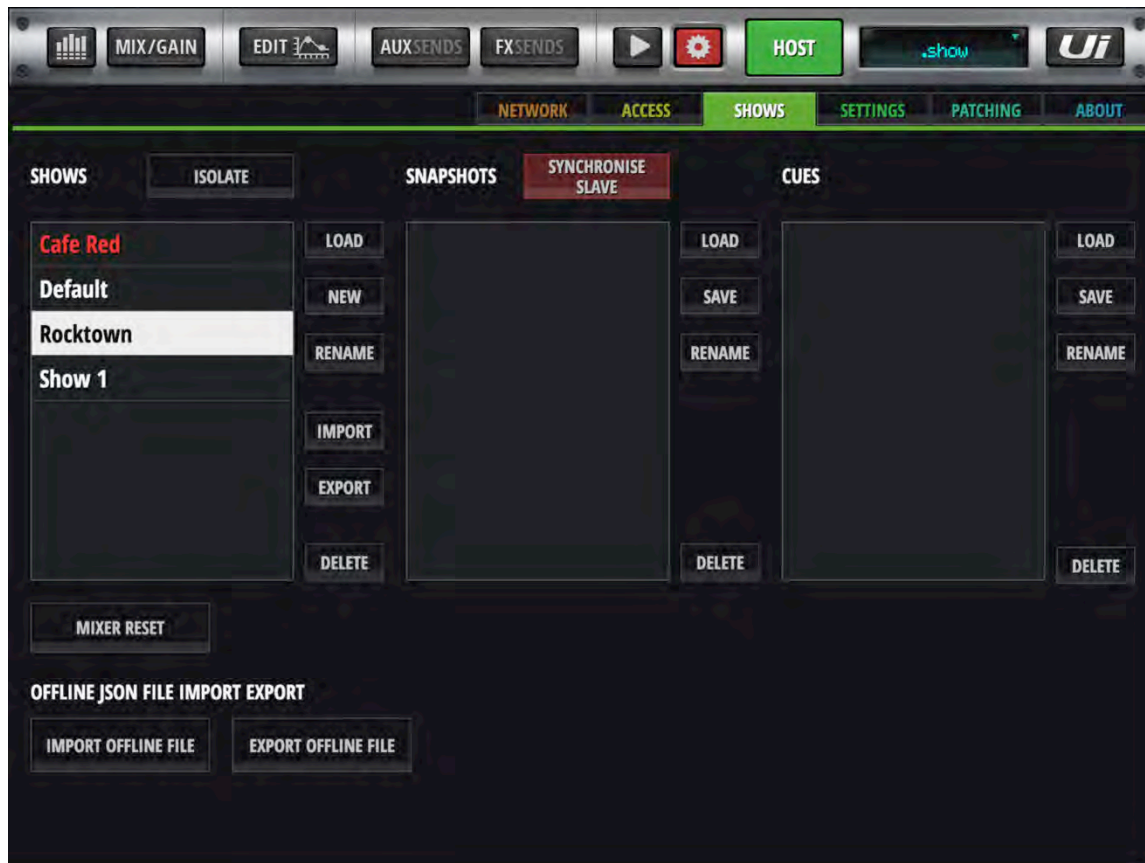
## JSON Data Snapshots

JSON data snapshots of the MIXER status can now be IMPORTED and EXPORTED for offline usability purposes.

Using the demo GUI on the Soundcraft website, users can create a mixer setup ahead of a show. And then export the mixer status as a file onto local storage like a USB stick. Users may name channels, apply some readymade presets or personal settings, prepare FX sends, etc. Then use the EXPORT button to create a JSON file of the mixer status to local storage, like a USB stick.

When connecting the USB stick with JSON file directly to a real Ui hardware unit, users can now IMPORT the mixer configuration from the external JSON file.

Once a JSON is loaded, the user should save their settings to the Ui24R internal show/snapshot storage before use.



## Pre Meter Values (Phone view only)

Pre fader input metering values are displayed in Blue color on the channel strip fader meters, METERS page, and Meter bridge in Big D view mode.



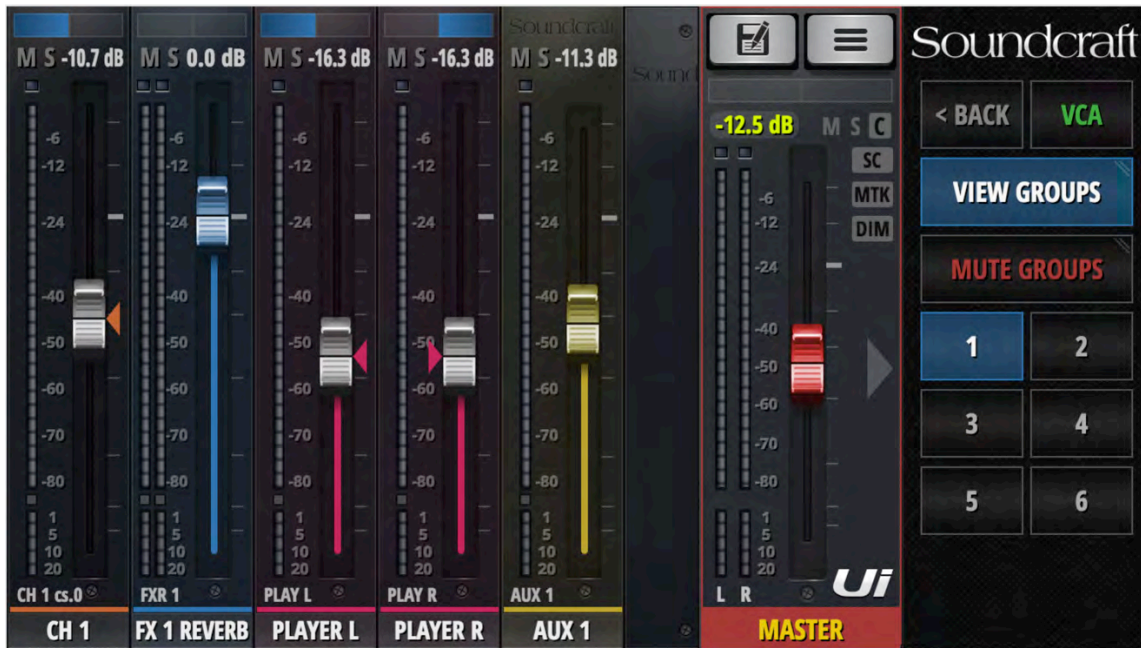


## Ordered View Groups (Phone view only)

Ordered VIEW GROUPS are now available on the Ui24R phone view.

To edit, open the MIX view slide out panel-> select the GROUPS button -> long hold the VIEW GROUPS button. The VIEW GROUP assignment page will open allowing user to select desired view group on the top right, then select in order the channels that are desired to show on that view group, from left to right.

Groups are ordered by channel selection. If you deselect a channel, all other selected channels will update their ordered position accordingly.



A sort and reset button is provided to enable:

- Reset: Deselects all selected channels
- Sort: Enables reordering view group channel order based on newly entered selection order.



# User guide addendum V3 for Ui24R

## HDMI display support: VID/PID/NAME

1	2575	0401	Hannspree HT225HPB
2	29BD	4101	Hannspree Hanns-G HT161HNB
3	1FD2	6103	Dell P2418HT
4	046B	C52B	Hanspree HT225HPBREJ01
5	05E3	0610	Viewsonic TD2230 TD2230
6	2575	010A	ACER T232HL
7	0457	1174	liyama T2236MSC-B2
8	04F3	2466	ASUS VT168H
9	0457	1139	liyama ProLite T2236MSC-B2AG 21.5"
10	0424	2137	Planar
11	0424	5537	Planar
12	093A	8020	Planar PXL2230MW
13	222A	001C	GeChic 1002 10.1" Widescreen LED Backlit IPS Touch Monitor
14	1FD2	5101	HP Elite Display E230t
15	003D	222A	Viewsonic TD2240
16	0457	1122	ACER Model# UT220HQL bmjz
17	0FB8	1109	Viewsonic TD220
18	0EEF	C000	BEETRONICS 10TS3
19	222A	0001	BEETRONICS 12TS3
20	2386	3114	BEETRONICS 15TS4
21	05AC	020C	Dell touchscreen S2240T (another regional)
22	0457	1057	Generic
23	0930	8020	Generic
24	04F3	249F	Asus VT168H(USA)
25	0424	2514	Acer UT220HQL
26	276D	1119	Dell 21.5-Inch Touch Screen LED-lit Monitor, model S2240T
27	05FC	0010	Dell S2240T
28	2386	3124	China generic
29	222A	0141	On-Lap1102I