

# The Australian Club Audio System



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# The Australian Club

## Audio System

### System Overview

#### Loudspeaker Layout

The audio system is intended to be used for speech from a lectern microphone, a body-worn microphone or a hand-held wireless microphone. The system will also reproduce pre-recorded CD's and video tape.

Sixteen loudspeakers are recessed behind plaster grilles, providing an even distribution of sound throughout the function room. This layout is intended to prevent, as far as is practicable, concentrations of audio energy which would cause feedback to a microphone.

#### Feedback

The practical limit to the performance of any microphone/loudspeaker system is the onset of feedback. This occurs when a microphone "hears" itself through the loudspeakers. Once the gain of the system has been set to the point where feedback occurs, *the only way to get more volume will be speak louder or move closer to the microphone.*

#### Equipment Rack

Adequate airflow is required around and above the equipment to provide cooling.

### Equipment List

<b>Equipment Rack</b>				
<b>Qty</b>	<b>Brand</b>	<b>Model</b>	<b>Description</b>	<b>Notes</b>
1	YAMAHA	Promix01	16ch Mixing Desk	
2	YAMAHA	P4500	Amplifier	100v Bridge Mode
1	SHURE	DFR11EQ	Feedback Reducer	
1	YAMAHA	CDC565	CD Player	
1			16 Channel Receiver	
<b>Loudspeakers</b>				
16	YAMAHA	S15	Loudspeakers	
<b>Microphones</b>				
1			Belt Pack Transmitter	Lapel Microphone
1	AKG	GN30	Gooseneck Microphone	CK80 Capsule
1	XLR	5m	Microphone Lead	

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### On/Off Procedure

#### TO TURN ON AUDIO

At Electrical Switchboard: Turn PA Master Isolation Switch ON  
*The mixer will reset itself to the settings at switch-off*

#### TO TURN OFF AUDIO

At Electrical Switchboard: Turn PA Master Isolation Switch OFF  
Do not switch off Mixer, Amplifiers or other equipment in audio rack

### Feedback Reducer

#### DESCRIPTION

The Shure DFR11EQ is able to automatically detect and control acoustical feedback.

The feedback reducer of the DFR11EQ automatically inserts narrow notch filters at detected feedback frequencies.

These notch filters stop a sound system from feeding back, but are narrow enough so that their effect on audio quality is minimised.

The feedback detection algorithm constantly searches for feedback, with or without the presence of program audio.

The feedback reducer functions on its own or under external computer control, and can deploy up to 10 narrow notch band filters. A yellow LED light on the front panel indicates when each filter is activated.



#### RESET FILTERS

Each time the system is used, the frequencies at which feedback occur will change. The unit should be reset before each occasion, to make the full set of 10 filters available again.

Press the button marked "Clear" on the front panel. All active filters will be cleared and yellow LED lights will be extinguished.

The Clear button is recessed to prevent accidental resetting. Use a sharp object such as a ball-point pen to activate the clear button.

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### Audio Mixer

#### **A MIXER WITH MEMORY**

The Yamaha Promix01 Mixer is able to store a "snapshot" of all settings in each of 50 memory locations. These settings may be recalled, stored and edited in the following steps:

#### **TO RECALL SCENE MEMORY**

Press [RECALL]

Use the PARAMETER WHEEL to select Scene Memory 01-50

Press [RECALL]

*The mixer will reset itself to previously stored settings*

#### **TO TEMPORARILY EDIT A SCENE MEMORY**

Recall a selected scene as above

Adjust Fader, EQ & FX Controls to suit

*DO NOT Press [STORE] or [RECALL]*

#### **TO EDIT & STORE AN EXISTING SCENE MEMORY**

Recall a selected scene as above

Adjust Fader, EQ & FX Controls to suit

Press [STORE]

Press [STORE]

*Previous settings will be overwritten with new settings*

#### **TO SAVE A NEW SCENE MEMORY**

Recall a selected scene as above

Adjust Fader, EQ & FX Controls to suit

Use the PARAMETER WHEEL to select a new Scene Memory 01-50

Press [STORE]

*The MEMORY NAME display allows you to select an 8-letter name for easy identification*

Use the PARAMETER WHEEL & < > arrows to select characters

Press [STORE]

*New settings will stored in selected scene memory*