

# Technical Specification

		QL5	QL1
Mixing Capacity	Input Mixing Channels	64 mono + 8 stereo	32 mono + 8 stereo
	Mix Buses	16	
	Matrices	8 (Input to Matrix supported)	
	Stereo Bus	1	
	Mono	1	
	Cue	1 (Second Cue Bus supported in QL V4.0 or later)	
Local Connectors	Analog Inputs	32	16
	Analog Outputs	16	8
	MY Slots	2	
	Dante I/O	Primary / Secondary	
	Digital Out	1 (AES/EBU)	
	GPI	5 in / 5 out	
	Word Clock I/O	Yes	
	MIDI I/O	In / Out	
	External Redundant PSU	No	
	Meter Bridge	No	
	Ethernet	Yes	
	AC Inlet	V-Lock Type	
Scene Memory	Number of Scenes	300	
	Recall Safe	Yes	
	Focus Recall	Yes	
	Fade Time	Yes (0s ~ 60s)	
	Preview	Yes	
	Selective Load / Save	Yes	
	Tactile Control Keys	No (on-screen)	

Input Channel Functions	Gain Compensation	Yes
	Digital Gain	Yes (-96dB ~ +24dB)
	ATT	-96dB ~ 0dB
	HPF	20Hz ~ 600Hz, -6 or -12dB/oct Selectable
	PEQ	4 Band Full PEQ (RTA overlay support in QL V3.0 or later, New EQ Algorithms support in QL V4.0 or later)
	Dynamics 1	Gate / Ducking / Compressor / Expander (Key-in Filter on the Compressor and Expander in QL V4.0 or later)
	Dynamics 2	Compressor / Compander-H / Compander-S / De-esser
	Input Delay	Yes (0ms ~ 1000ms, frame delay support in QL V3.0 or later)
	Pan	CENTER NOMINAL or LR NOMINAL for monaural input channels in QL V3.1 or later L-MONO, R-MONO or LR-MONO for stereo input channels in QL V3.1 or later
	DCA Group	16 (Output DCA support in QL V3.0 or later)
	MUTE Group	8
	Number of Inserts	2
	Direct Out	Yes
Output Channel Functions	PEQ	4 Band Full PEQ (RTA overlay support in QL V3.0 or later, New EQ Algorithms support in QL V4.0 or later)
	Dynamics 1	Compressor / Expander / Compander-H / Compander-S
	MUTE Group	8
	Number of Inserts	2
Premium Rack	Number of Premium Racks	8
	Mountable Device	RND Portico5033 / RND Portico5043 / U76 / Opt-2A / EQ-1A / Dynamic EQ / Buss Comp 369 (QL V3.0 or later) / MBC4 (QL V4.0 or later)
Effect Rack	Number of Effect Racks	8
	Number of Effect Programs	54

	Mountable Device	Effect / 31BandGEQ / Flex15GEQ / 8Band PEQ (QL V3.0 or later)	
GEQ Rack	Number of GEQ Racks	8	
	Mountable Device	31BandGEQ / Flex15GEQ / Dugan Automixer / 8Band PEQ (CL V3.0 or later) (RTA overlay support in QL V3.0 or later, GEQ gain control from the TOUCH AND TURN knob in QL V4.0 or later)	
Dante	Number of I/O Channels	64 in / 64 out	32 in / 32 out
	Dante Patch from Console	Yes	
Recording	USB Memory Recording	Yes	
	DVS Recording	Yes (DVS and Nuendo Live bundled)	
Broadcast Functions	5.1 Surround Panning	Yes (QL V3.0 or later)	
	Surround Monitor	Yes (QL V3.0 or later)	
	Mix Minus	Yes (QL V3.0 or later)	
	L-Mono / R-Mono / LR-Mono	Yes (QL V3.0 or later)	
Monitor	Solo Mode	Yes (QL V4.0 or later)	
	Second Cue Bus (allows the MATRIX 7/8 to be used as a CUE B bus)	Yes (QL V4.0 or later)	
	Oscillator	Sine Wave 1ch / Sine Wave 2ch (QL V3.0 or later) / Pink Noise / Burst Noise	
Other Functions	Port to Port	Yes	
	RTA	Yes (QL V3.0 or later)	
	Output Port Delay	Yes (0ms ~ 1000ms, frame delay support in QL V3.0)	
	Cascade	Yes	
	User Level	Yes	
	Help File	Yes	
	Channel Link	Yes (Output Channel Link support in QL V3.0 or later)	
	Channel Copy/Move	Yes	

	<b>Control &amp; Monitoring for Digital Wireless Receivers</b>	Shure ULXD4D/ULXD4Q (QL V4.0 or later)	
<b>User Interface</b>	<b>Display</b>	10 inch Touch Panel	
	<b>Centrallogic Section</b>	No	
	<b>Faders</b>	32 + 2	16 + 2
	<b>Selected Channel Encoders</b>	Gain, HPF, PEQ (controls for a selected band), Dynamics 1/2(Threshold only), Pan	
	<b>Channel Encoder</b>	No	
	<b>Channel Name / Color Display</b>	Yes	
	<b>Custom Fader Banks</b>	Yes (customized for all faders in a lump, MASTER fader of FADER BANK A in QL V4.0 or later)	
	<b>User Defined Keys</b>	12 (x 4 banks in QL V3.0 or later)	
	<b>User Defined Knobs</b>	4 (on-screen)	
	<b>Touch and Turn Knob</b>	Yes	
	<b>Monitor Level Knob</b>	Yes (on-screen)	
	<b>Wooden Arm Rest</b>	No	
	<b>iPad Stay</b>	Yes	No
	<b>Rack-mounting</b>	No	Yes
<b>Software</b>	<b>Editor</b>	QL Editor (Win/Mac, CSV files import/export in QL Editor V4.0.0 or later)	
	<b>StageMix</b>	QL StageMix (iPad app)	
	<b>MonitorMix</b>	Yes (QL V4.00 or later)	
	<b>Console File Converter</b>	Yes (Win/Mac)	