

GLD Basics Walkthrough and Reference Getting Started Setup Un-case GLD - Either on Table or in standing rack Connect dSnake - Connect GLD surface to the stage rack using a Cat5/6 connected the "dSnake" on each device Power On - Ensure both the GLD surface and stage rack are plugged in and powered on Connect Mini Audio - Connect XLR outputs on the Radial USB DI to the inputs on the back of the GLD surface Test Audio - Play music from ProPresenter to test the Mini Input and Speakers Shutdown Procedure Recall Scene - On the "Scene" screen select Your Campus Start > "Recall" > "Yes" Disconnect Mini Audio - Disconnect and wrap XLR from USB DI Shutdown Console - On the Processing screen (deselect everything) select Shutdown > Yes Disconnect dSnake - Unplug and wrap dSnake cable Power Off - Unplug GLD Surface and switch off stage rack GLD Layout Inputs Mini Input - "MINI L" and "MINI R" Ganged together EXCEPT Gain, adjust Gain independently Headphone Jack - "1/8" " Wireless Mics Handheld - Hand1, Beltpack - Belt1 Channel Strip Select - Located above the fader. Selects channel for further operations Press before taking other actions Gain - Top left of the Console Turn down if red "Peak" light illuminates on channel EQ - Center Left of the Console 4 bands adjusted by Gain, Frequency, and Width (Q) Compression - Center of the Console Adjusted by Threshold, Ratio, Attack, Release, Hold, and Gain Fader - Divided into 2 banks of 4 layers each DCAs - Control level multiple individual channels Drums - Control all drums (colored Yellow) Vocal - Control all vocals (colored Red) **excludes handhelds/beltpacks Inst - Controls all Instruments (colored Green) FX - Controls all Effects Returns (colored Purple) Outputs Mains L/R - Output slots 1,2 Subs - Output slot 3 ME-1s - Route first 16 available channels via "Monitor" tab in the "I/O" screen FX - Right Bank, Layer B Mix FX "lp" using the "Mix" button

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