

GLD Basics

Walkthrough and Reference

Getting Started

Setup

1. Un-case GLD - Either on Table or in standing rack
2. Connect dSnake - Connect GLD surface to the stage rack using a Cat5/6 connected the "dSnake" on each device
3. Power On - Ensure both the GLD surface and stage rack are plugged in and powered on
4. Connect Mini Audio - Connect XLR outputs on the Radial USB DI to the inputs on the back of the GLD surface
5. Test Audio - Play music from ProPresenter to test the Mini Input and Speakers

Shutdown Procedure

1. Recall Scene - On the "Scene" screen select _Your Campus_ Start > "Recall" > "Yes"
2. Disconnect Mini Audio - Disconnect and wrap XLR from USB DI
3. Shutdown Console - On the Processing screen (deselect everything) select Shutdown > Yes
4. Disconnect dSnake - Unplug and wrap dSnake cable
5. 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 "Ip" using the "Mix" button

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