

# GENERAL SPECIFICATIONS

Analog Input	MIC In: 16 x XLR (balanced) Line In: 16 x 1/4" TRS (balanced)
Insert I/O	16 x phone jacks (unbalanced)
2TR In ANALOG	2 x RCA Phono (unbalanced)
Stereo Output	2 x XLR (balanced) 2 x RCA Phono (unbalanced)
Main Out	2 x XLR (balanced)
Control Room Out	2 x XLR (balanced)
Multi Output	8 x 1/4" TRS phone jacks (balanced)
AUX Output	(Shared with 'Multi')
Phones	1 x Stereo 1/4" TRS Phone Jack (unbalanced)
Digital I/O	(AES/EBU) 2 x XLR Balanced
Word Clock I/O	2 x BNC Connector
Options	Universal 16 x 16 USB/FireWire Expansion card SD Card for saving/loading scenes and firmware updates
Sampling Frequency	44.1kHz, 48kHz, 88.2kHz, 96kHz
Signal Delay (CH INPUT to STEREO OUT)	Fs=48kHz < 1.2ms Fs=96kHz < 0.6ms
Fader	17 x 100mm motorized faders
Distortion (THD + N)	< 0.0003% (1kHz, mic +24 dBu to line out)
Frequency Response (CH INPUT to STEREO OUT)	Fs=48,96kHz, 0/-1.5dBu 20Hz - 20kHz @ +4dBu into 600Ω
Hum & Noise	(20Hz-20KHz), Rs=150Ω, -128dBu(EIN) -90dBu (residual output noise)
Power Supply	Input: 100-240VAC/47-63 Hz/2A Output: 19VDC/3.42A/MAX: 65W
Dimensions (H x W x D)	164 x 450 x 520 mm 6.46" x 17.71" x 20.47"
Weight	16.9 kg 37.3 lbs

# SUMMIT

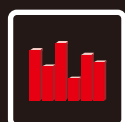
## 16 Input 8 Bus Digital Mixing Console with Color Touch Screen



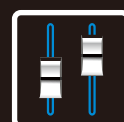
More screen shots inside



**VIEW**  
Get a complete overview of channel properties



**METER**  
View input and output levels of all of your various mixes



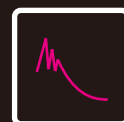
**FADER**  
Adjust signal levels and routing of your various input signals



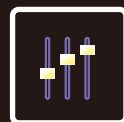
**PATCH**  
Patch your input and output channels through EQs, dynamics and delays



**DELAY**  
Apply a delay to any of the input and output channels



**EFFECT**  
2 effect processors, each with 8 effects; EFX1 with 24 reverb effects



**EQ**  
Apply a 4-band EQ to your various channels



**DYNAMICS**  
A flexible dynamic processor with Gate, Limiter, Expander and Compressor



**PHONIC**  
WWW.PHONIC.COM

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Information in this document is subject to change without notice

Phonic's Summit is an advanced digital mixer with the soul and usability of an analog console. On the surface, the Summit is a 16 input channel mixer with a set of XLR and 1/4" inputs per channel. The unit also has flexible output possibilities through 1/4" multi outputs, and XLR main and control room outputs. But the Summit offers so much more than mere inputs and outputs. The Summit digital mixer packs an entire studio worth of gear into a small, compact system. Delay, EQ and AES/EBU inputs and outputs are included which allow for expanding the scope of your system by connecting it to external digital consoles. With built-in EQs, dynamics, delays, digital effects, signal generator, and meter bridge, the Summit is not your run-of-the-mill mixer. It is powerful enough to suit multiple applications -- as a live sound reinforcement mixer, a stage and in ear monitor mixer or for producing professional studio recordings.

## Live

- ▶ 25 onboard dynamic processors to add compressors, expanders, limiters and gates
- ▶ Insert points on all input channels for external signal processors to be integrated into the mix
- ▶ 4-band EQ on each input and output channel allows for ultimate control over audio frequencies
- ▶ Two high definition effect processors with 8 onboard effects and multiple user adjustable parameters; effect processor 1 with an additional 24 versatile reverb effects
- ▶ Save and recall scenes; ideal for multiple venues usage
- ▶ Add delay to Main or Multi outputs for versatile speaker placement

## Recording

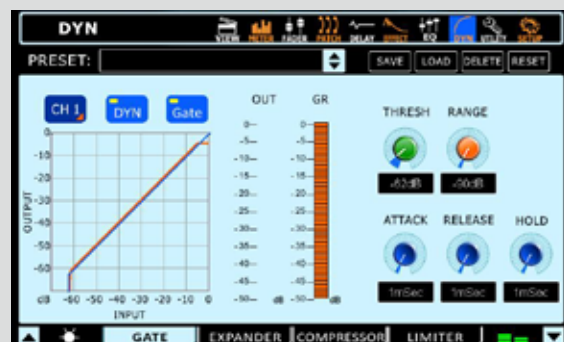
- ▶ Record 16 independent audio tracks to the computer
- ▶ Balanced 1/4" TRS multi outputs allow multitrack recording or versatile monitoring
- ▶ Digital AES/EBU input and output for interfacing with external digital recording and playback devices
- ▶ 17 ultrasmooth 100mm full-motion faders on each input channel and the main mix in a familiar analog arrangement
- ▶ Stereo control room and headphone mix for monitoring individual channels or groups of channels

**PHONIC**



# SUMMIT DIGITAL CONSOLE

## 16 Input 8 Bus Digital Mixing Console with Color Touch Screen



### ►► Onboard Dynamic Processors

There are a whopping 25 dynamic processors available in total. Each of the input channels and each of the 'multi' outputs have their own dynamic processor – which can be set to expander, compressor, limiter, or gate with a host of adjustable parameters. The main mix also has its own stereo dynamic processor. Can you even imagine how much space all those dynamic processors would take up in a rack?



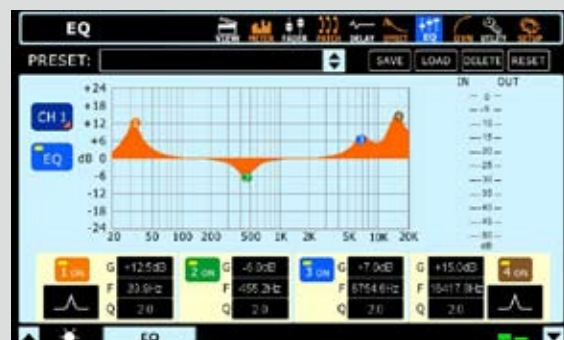
### ►► Meters

Your input and output levels are important, so the Summit has full range meters for each and every input and output channel, not to mention your auxiliary, group and effect mixes. Full on-screen meter bridges are available at the touch of a button for users to peruse their pre- and post-fader signal levels.



### ►► Digital Effects Processor

The Summit's two digital effect processors each offers 8 preset effects, each with numerous user-definable parameters for incredible versatility in effect tone and style. The first Effect Processor also offers 24 additional reverb effects, with up to 7 user-definable parameters on each, as well as an onboard noise-gate.



### ►► 4-Band Parametric EQs

Each individual input channel, each of the 'multi' outputs, and the main stereo mix all have their own parametric EQs controllable through the user interface. In the EQ settings menu, users can utilize the touch screen to adjust the level and frequency of each of the 4 available bands. 18 dB of boost and cut is available for each band, and users can make refined adjustments by using the Summit's large jog control, located to the right-hand side of the mixer.



### ►► Scenes

The ability to save and recall your previous scenes can save valuable hours while on the job. If, like a lot of engineers, you like to work with the same equipment for every job, you may be constantly changing the setup depending on the location or talent you're working with. As this is a time consuming process, the Summit has a 'scene' function built into the user interface. Set your levels once and simply recall these very same settings whenever you return to that venue or work with that artist again. Scenes can be saved to the Summit's onboard memory or an external SD card.



### ►► Flexible 3 Layer Design

The Summit achieves its compact design by squeezing the controls for all 16 input channels, 8 sub groups and 8 auxiliary mixes, and 8 multi outputs into three separate layers. This allows you to utilize the onboard faders to adjust either the channel input signals or AUX and group mixes. The 'Layer Mode' buttons are clear and easy to reach, which makes adjusting channel properties all the more easier.

## • FEATURES •

- 16 balanced microphone and line input channels
- 8 balanced 1/4" multi-purpose outputs
- Stereo balanced XLR main and control room outputs
- 8 auxiliary and 8 subgroup mixes
- 17 ultra-smooth automated faders encompassing a 3-layer design
- -20 dB PAD button on all inputs for attenuating hot inputs
- Insert points on all input channels
- RCA 2 track input and output
- Dedicated headphone output with individual trim
- Phase invert on all input channels
- Digital AES/EBU input and output onboard, assignable to main
- Pair and link feature on all input channels
- Individual delay adjustable on all inputs and outputs
- A full digital meter bridge available on all inputs and outputs (pre/post)
- Flexible soloing with user-selectable AFLs and PFLs and safe soloing
- 25 onboard 4-band parametric equalizers for all inputs and outputs
- 25 dynamic processors with expander, gate, compressor and limiter
- Two effect processors with 8 effects; processor 1 with an additional 24 reverbs
- Signal generator with sine waves and pink noise assignable to outputs
- User-selectable processing order through delay, EQ and dynamics
- Scenes function allows users to store and recall settings on SD cards
- Optional 16-in, 16-out FireWire / USB 2.0 interface (32-bit, 96 kHz)

