ALLEN&HEATH

M-MMO Card Option

AP7654

Instructions

Part number **M-MMO-A**

The **Mini Multi Out** (MMO) module is one of several plug-in card options that may be fitted to iLive **Port B** or the GLD **I/O port**. It provides three formats of multi-channel digital output simultaneously available for recording, personal monitoring and signal distribution.

ADAT 3x 8-channel optical ADAT output ports for up to 24 track recording or signal interfacing using the popular ADAT standard.

iDR / Hearbus 2x 8-channel RJ45 ports suitable for connection to the Allen & Heath **iDR Series** digital mix processors and output expanders. Up to two expanders or iDR units may be connected to transport up to 16 signals. These connections are also compatible with the Hearbus personal monitoring distribution hub.

Note Connect to the Hearbus distribution hub. Do not connect directly to a Hearbus mixer or 'Extreme Expander'.

iDR **Output A** and **Output B** each have two connections, AUDIO and DR-LINK. DR-LINK provides meter and status data and is only needed when connecting to the **iDR-out** (analogue) or **iDR-Dout** (AES, Spdif, Toslink) expanders. To connect to an **iDR-8** or **iDR-4** mix processor or to a **Hearbus hub** use the AUDIO port only.

Use CAT5 cables up to 250m (825') long.   **iDR-out**

iDR-Dout

DR-LINK (control)   AUDIO (8 channels)

Aviom® Plug a CAT5 cable into this port to transport 16 signals to the Aviom personal monitoring system.
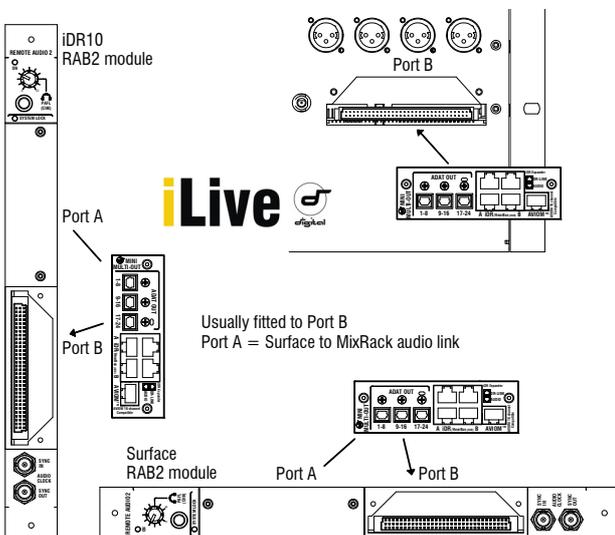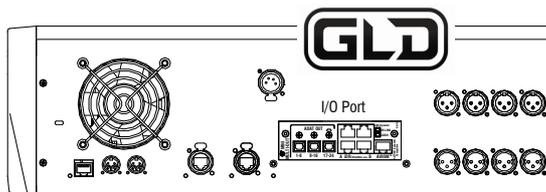
Fitting to the iDR-64, 48, 32, 16 and GLD

The **M-MMO** card option may be fitted to the Port B slot in the iLive fixed format MixRacks, and the I/O port in the GLD mixer. Make sure the equipment is switched off. Remove the 2 screws securing the blank panel over Port B. Slide the **M-MMO** card into the slot and press it firmly into the mating connector. Secure the card in place using the 2 screws.

Fitting to iDR10 and iLive Surfaces

The option card can be fitted into the Port A or Port B slot in the Remote Audio 2 (RAB2) module. It is usual to fit the option to **Port B** as Port A is typically used for the Surface to MixRack audio link.

Systems fitted with the older Remote Audio module can be upgraded with the new RAB2 module. The option port is not available on the T or R Series Surfaces.

Make sure the System is switched off. Remove the 2 screws securing the blank panel over the port slot . Slide the **M-ACE** card into the slot and press it firmly into the mating connector. Secure the card in place using the 2 screws.

Usually fitted to Port B
Port A = Surface to MixRack audio link

iLive ⚡ Port B fitted with MMO card option

Patching signals to MixRack Port B
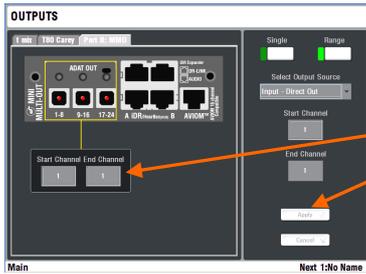
iLive recognises the type of option card fitted to Port B of the MixRack. Use the TouchScreen or Editor **OUTPUTS** screen Port B tab. You can assign one or a range of signals to the different outputs by touching the output you want to assign and choosing selections from the drop down menu. Touch Apply to confirm the selection.

The input and output patching including Port B is archived within the Show memories and can be stored in the Scenes 'Patchbay' item.

## Patching signals to Surface Port B

Note   The **M-MMO** card is the only option supported in the iLive Surface RAB2 module Port B.

Note   If you intend to use the **Aviom**® port then make sure your iLive system is running firmware version **V1.91** or higher.

Port B at the modular iLive Surface can be used to provide outputs for recording, personal monitoring and further signal distribution. This applies only to modular iLive Surfaces with the **RAB2** module fitted. The T and R Series Surfaces do not include Port B.

Port A is used to link local audio at the Surface to and from the MixRack. It carries 64 signals in both directions. Link channels 1-32 and 63/64 are reserved for the local audio card slots and PAFL monitor, while link channels 33-62 are available for further signal distribution from **Port B** at the Surface, for example recording.

The **Status** screen does not recognise the Port B option even if one is fitted. The card can be used but no information is displayed here.
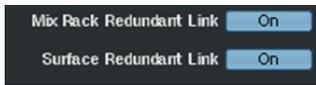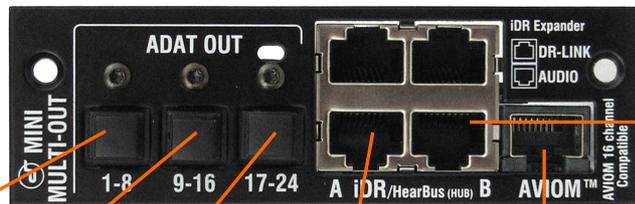
Make sure the **Surface Redundant Link** setting in the **MIXRACK SETUP** / **Preferences** / **Port A**/**B** screen is turned On.
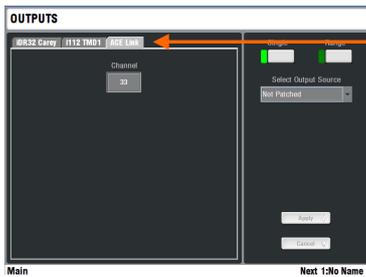
Use the TouchScreen or Editor **OUTPUTS** screen ACE Link or ESA tab to assign signals to the **M-MMO** option fitted in Port B. Use CH33 and higher. These are permanently mapped to the **M-MMO** output sockets according to the table below.

You can assign one or a range of signals to the different outputs by touching the output you want to assign and choosing selections from the drop down menu. Touch Apply to confirm the selection.

M-MMO in Surface Port B
Assignment map:

iDR B — Not used

ADAT			iDR A		Aviom™	
1 = 33	9 = 41	17 = 49	1 = 57		1 = 41	9 = 49
2 = 34	10 = 42	18 = 50	2 = 58		2 = 42	10 = 50
3 = 35	11 = 43	19 = 51	3 = 59		3 = 43	11 = 51
4 = 36	12 = 44	20 = 52	4 = 60		4 = 44	12 = 52
5 = 37	13 = 45	21 = 53	5 = 61		5 = 45	13 = 53
6 = 38	14 = 46	22 = 54	6 = 62		6 = 46	14 = 54
7 = 39	15 = 47	23 = 55	7 = PAFL L		7 = 47	15 = 55
8 = 40	16 = 48	24 = 56	8 = PAFL R		8 = 48	16 = 56

I/O Port fitted with MMO card option

Up to 64 GLD inputs and 64 outputs can be assigned to an audio option card fitted to the GLD-80 rear panel I/O Port. The **MMO** (Mini Multi Out) card uses 56 channels from the port.
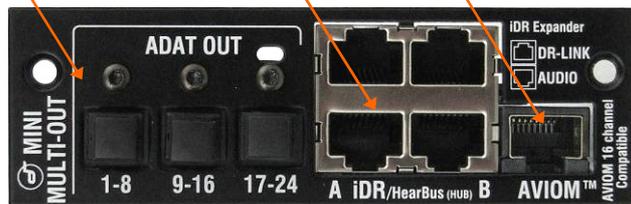
Use the **I/O** screen **I/O Port Out** tab to patch signals to the **MMO** card outputs. The port channels map to the MMO sockets as below.

Touch to highlight a channel, use the drop-down menu to select a signal type and then Start and End boxes to select the number and range. Press Apply to confirm.

Assign each output:

- Unassigned
- Input Direct Out
- Group
- Aux
- Main Mix
- Matrix
- Rack FX
- USB playback
- Input socket
- I/O Port input
- PAFL monitor
- Wedge/IEM monitor

GLD Port Map

Port Out: **MMO**:

ADAT

1	ADAT 1
2	ADAT 2
3	ADAT 3
4	ADAT 4
5	ADAT 5
6	ADAT 6
7	ADAT 7
8	ADAT 8
9	ADAT 9
10	ADAT 10
11	ADAT 11
12	ADAT 12
13	ADAT 13
14	ADAT 14
15	ADAT 15
16	ADAT 16
17	ADAT 17
18	ADAT 18
19	ADAT 19
20	ADAT 20
21	ADAT 21
22	ADAT 22
23	ADAT 23
24	ADAT 24

GLD Port Map

Port Out: **MMO**:

iDR A

25	iDR-A 1
26	iDR-A 2
27	iDR-A 3
28	iDR-A 4
29	iDR-A 5
30	iDR-A 6
31	iDR-A 7
32	iDR-A 8

iDR B

33	iDR-B 1
34	iDR-B 2
35	iDR-B 3
36	iDR-B 4
37	iDR-B 5
38	iDR-B 6
39	iDR-B 7
40	iDR-B 8

GLD Port Map

Port Out: **MMO**:

Aviom®

41	Aviom 1
42	Aviom 2
43	Aviom 3
44	Aviom 4
45	Aviom 5
46	Aviom 6
47	Aviom 7
48	Aviom 8
49	Aviom 9
50	Aviom 10
51	Aviom 11
52	Aviom 12
53	Aviom 13
54	Aviom 14
55	Aviom 15
56	Aviom 16