

INPUT	DESK CHANNEL	SUB-SNAKE	MIC / DI	ST INPUTS	Label	Device
	1			1	ST-RTN	verb
	2			2	ST-RTN	cd2
	3			3	ST-RTN	multiplay annc
	4			4	ST-RTN	pandora
	5					
	6					
	7					
	8					
	9					
	10					
	11					
	12					
	13					
	14					
	15					
	16					
	17					
	18					
	19					
	20					
	21					
	22					
	23					
	24					
Digital xless1	25	At Board	Beta58ulxd1			
Digital xless2	26	At Board	Beta58ulxd2			
Digital xless3	27	At Board	Beta58ulxd3			
Digital xless4	28	At Board	Beta58ulxd4			
Digital xless5	29	At Board	Beta58ulxd5			
Digital xless6	30	At Board	Beta58ulxd6			
Digital xless7	31	At Board	Beta58ulxd7			
Digital xless8	32	At Board	Beta58ulxd8			
Analog xless 1	33	At Board	SM58 ULXS1			
Analog xless 2	34	At Board	SM58 ULXS2			
Analog xless 3	35	At Board	SM58 ULXS3			
Analog xless 4	36	At Board	SM58 ULXS4			
Analog xless 5	37	At Board	SM58 ULXS5			
Analog xless 6	38	At Board	SM58 ULXS6			
	39					
	40					
A/V	41	os 16	DI			
	42	os 8				
	43	os 4				
	44	os12				
	45					
	46					
HL Mic	47	At Board	CL2			
HR Mic	48	At Board	CL2			

OMNI OUTS	Label	Position
1	Mix 1	
2	Mix 2	
3	Mix 3	
4	Mix 4	
5	Mix 5	
6	Mix 6	
7	Mix 7	
8	Mix 8	
9	Mono	
10	PFL	booth monitor
11	Mix 11	Sub send
12	Matrix 7	Rec L
13	Matrix 8	Rec R
14	Mix 16	A/V Mix
15	Left Main	
16	Right Main	

Notes:
 ϕ =out of phase
 ph=phantom power
 pat= pattern enhancer
 DIGI=digital snake input corresponding to the desk channel number
 RD,GD= Red/Green Disconnect Sub-snake