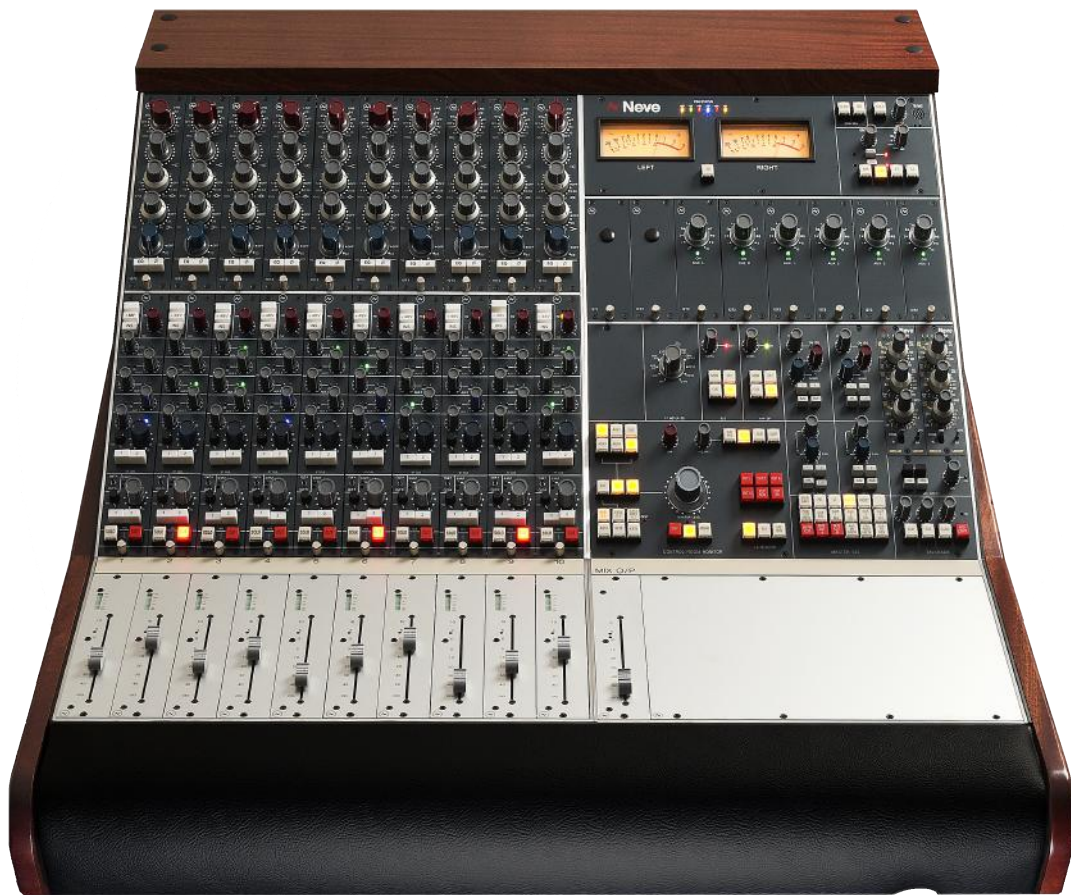




# BCM10/2 MK2

## Connector Information Guide General Maintenance

Issue 3



# IMPORTANT SAFETY INSTRUCTIONS



- ▶ **Read these instructions**
- ▶ **Keep these instructions**
- ▶ **Heed all warnings**
- ▶ **Follow all instructions**
- ▶ **Do not use this apparatus near water**
- ▶ **Clean only with a dry cloth**
- ▶ **Do not block any ventilation openings.**
- ▶ **Install in accordance with the manufacturer's instructions.**
- ▶ **Do not install near any heat sources such as radiators, heat registers, stoves or other apparatus (including amplifiers) that produce heat.**
- ▶ **Do not defeat the safety purpose of the polarized or grounding-type plug.**

**A polarized plug has two blades and a third grounding prong.**

**The wide blade or the third prong are provided for your safety.**

**If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.**

**As this apparatus is constructed to Class I, it shall be connected to a MAINS socket outlet with protective earthing connection.**

- ▶ **Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit the apparatus.**

**Where the MAINS plug or an appliance coupler is used as the disconnect device, the disconnect device shall remain readily operable.**

- ▶ **Only use attachments / accessories specified by the manufacturer.**

- ▶ **Use only with the cart, stand, tripod, bracket or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart / apparatus combination to avoid injury from tip-over (see handling video).**

- ▶ **Unplug this apparatus during lightning storms or when unused for long periods of time.**

- ▶ Refer all servicing to qualified service personnel.

**Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled, or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally or has been dropped.**

**WARNING:**

**TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK, DO NOT EXPOSE THIS APPARATUS TO RAIN OR MOISTURE.**

**WARNING:**

**THIS APPARATUS HAS CLASS I CONSTRUCTION AND SHALL BE CONNECTED TO A MAINS SOCKET OUTLET WITH A PROTECTIVE EARTHING CONNECTION.**

**WARNING:**

**WHERE THE MAINS PLUG OR AN APPLIANCE COUPLER IS USED AS THE DISCONNECT DEVICE, THE DISCONNECT DEVICE SHALL REMAIN READILY OPERABLE.**

## Symbols used in this manual and on rear of console

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**Please refer to the manual before operating**



**Danger of electric shock  
Disconnect from the MAINS before opening cover**



**Heavy load**



**No user serviceable parts inside**

## Environmental considerations

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<b>Temperature</b>	<b>Operating</b>	<b>5°C to 25°C (41°F to 80°F)</b>
	<b>Non-operating</b>	<b>-20°C to 50°C (-2°F to 122°F)</b>
	<b>Max Gradient</b>	<b>15°C/Hour (59°F/Hour)</b>
<b>Relative Humidity</b>	<b>Operating</b>	<b>20% to 80%</b>
	<b>Non-operating</b>	<b>5% to 90%</b>
	<b>Max wet bulb</b>	<b>28°C non-condensing (or 57°F non-condensing)</b>
<b>Altitude</b>	<b>Operating</b>	<b>0 to 2,000m</b>
	<b>Non-operating</b>	<b>0 to 12,000m</b>

## Cooling

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**This console is supplied with a remote rack mounted PSU and is operated on a customer specified 10/15/20 meter PSU cable.**

**Care must be taken not to place any accessories that could block the ventilation above or below the remote PSU.**

**The PSU will operate over an ambient temperature range of -10°C to +25°C (14°F to 80°F).**

**The console must not be powered up or operated with the dust cover still in place.**

## Health & Safety Notice

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**FOR YOUR OWN SAFETY AND THE PROTECTION OF OTHERS, PLEASE OBSERVE THE FOLLOWING SAFETY HEALTH AND SAFETY INSTRUCTIONS**



- ▶ **READ THESE INSTRUCTIONS AND KEEP THEM HANDY**
- ▶ **HEED ALL SAFETY WARNINGS**
- ▶ **THE CONSOLE MUST BE EARTHED WHEN OPERATED**
- ▶ **DO NOT USE NEAR WATER**
- ▶ **CLEAN ONLY WITH A DRY CLOTH**
- ▶ **DO NOT INSTALL NEAR HEAT SOURCES**
- ▶ **DO NOT BLOCK VENTILATION OPENINGS**
- ▶ **THE AMBIENT ROOM TEMPERATURE SHOULD BE NO GREATER THAN 25°C / 80°F**
- ▶ **PROTECT THE POWER CORDS**
- ▶ **USE ONLY ACCESSORIES SPECIFIED BY THE MANUFACTURER**
- ▶ **UNPLUG WHEN UNUSED FOR LONG PERIODS OF TIME OR DURING LIGHTNING STORMS**
- ▶ **MODULES AND CARDS SHOULD NOT BE INSERTED OR REMOVED WITH THE POWER ON**
- ▶ **REFER ALL SERVICING TO QUALIFIED PERSONNEL ONLY**
- ▶ **THE CONSOLE MUST ONLY BE MOVED BY AT LEAST FOUR PEOPLE (see handling video)**
- ▶ **NO USER SERVICEABLE PARTS INSIDE**

# IMPORTANT NOTICE

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**THE BCM10 CONSOLE IS NOT SUPPLIED WITH A GENERIC IEC 3-CORE AC POWER CABLE BUT IS SUPPLIED WITH THE PSU AC MATING CONNECTOR ONLY. WHEN WIRED BY A QUALIFIED ELECTRICIAN, THE EARTH PIN OF THE PSU AC CONNECTOR MUST BE CONNECTED TO A 3-PIN EARTHED SUPPLY.**

**IF A REPLACEMENT CABLE IS USED, THEN THE EARTH FROM THE MAINS SOCKET OR TECHNICAL EARTH TO THE CONSOLE MUST BE MAINTAINED.**

**IF ONLY A 2-PIN (NO EARTH) SUPPLY IS AVAILABLE, THEN THE BCM10 CONSOLE MUST BE INSTALLED BY A QUALIFIED ELECTRICIAN TO ENSURE THAT THE CONSOLE METALWORK IS PERMANENTLY EARTHED.**

**THE CONSOLE SHOULD ONLY BE POWERED FROM A SINGLE-PHASE SUPPLY WITH THE NEUTRAL CONDUCTOR AT EARTH POTENTIAL.**

**FAILURE TO FOLLOW THESE PROCEDURES AND RECOMMENDATIONS  
COULD INVALIDATE THE MANUFACTURER'S WARRANTY**

**NB.**

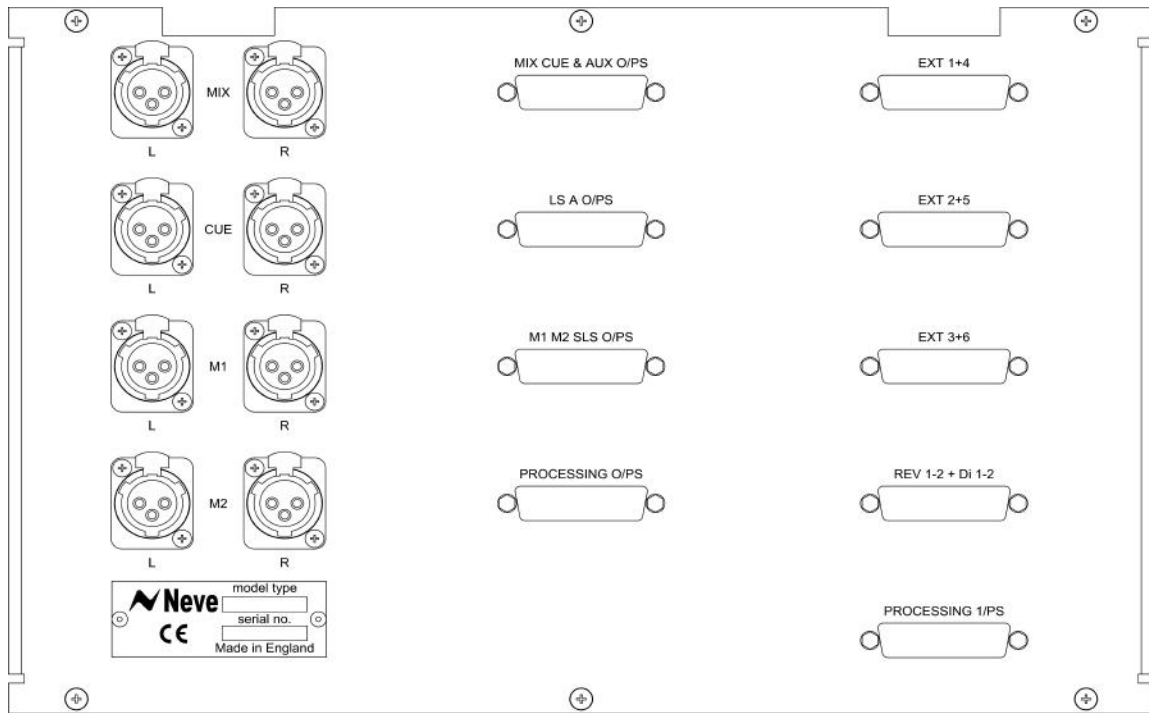
**THE CONSOLE +24V AND +5V PSUs SHOULD BE SET TO THE REQUIRED LOCAL AC VOLTAGE.**

**HOWEVER, IF THE CONSOLE IS MOVED TO A DIFFERENT LOCATION AND THE AC OPERATING VOLTAGE APPLIED TO THE PSU HAS CHANGED THEN REFER TO THE REAR OF THE PSU FOR INSTRUCTIONS ON HOW TO CHANGE THE WORKING I/P VOLTAGE FOR THE +24V AND +5V PSUs.**

**NB.**

**THE +24V AND +5V PSUs NEED TO HAVE THEIR I/Ps CHANGED TO ACCOMMODATE DIFFERENT AC VOLTAGES.**

**THE CHANGE IS ONLY TO BE MADE WITH THIS UNIT UNPLUGGED FROM THE MAINS SOURCE, BY A QUALIFIED ELECTRICIAN.**



**XLR O/Ps**

(XLR PLG)

Signal	Name	Pin		
		Hi	Lo	Screen
1	Mix O/P L	2	3	1
2	Mix O/P R	2	3	1
3	Cue O/P L	2	3	1
4	Cue O/P R	2	3	1
5	LS O/P M1 L	2	3	1
6	LS O/P M1 R	2	3	1
7	LS O/P M2 L	2	3	1
8	LS O/P M2 R	2	3	1

**Direct & External Inputs**

(25-way D-type SKT) Ext 1 & 4

Signal	Name	Pin		
		Hi	Lo	Screen
1	EXT 1 L	24	12	25
2	EXT 1 R	10	23	11
3	EXT 1 C	21	9	22
4	EXT 1 S	7	20	8
5	EXT 1 LS	18	6	19
6	EXT 1 RS	4	17	5
7	EXT 4 L	15	3	16
8	EXT 4 R	1	14	2

(25-way D-type SKT) Ext 2 & 5

Signal	Name	Pin		
		Hi	Lo	Screen
1	EXT 2 L	24	12	25
2	EXT 2 R	10	23	11
3	EXT 2 C	21	9	22
4	EXT 2 S	7	20	8
5	EXT 2 LS	18	6	19
6	EXT 2 RS	4	17	5
7	EXT 5 L	15	3	16
8	EXT 5 R	1	14	2

(25-way D-type SKT) Ext 3 & 6

Signal	Name	Pin		
		Hi	Lo	Screen
1	EXT 3 L	24	12	25
2	EXT 3 R	10	23	11
3	EXT 3 C	21	9	22
4	EXT 3 S	7	20	8
5	EXT 3 LS	18	6	19
6	EXT 3 RS	4	17	5
7	EXT 6 L	15	3	16
8	EXT 6 R	1	14	2

(25-way D-type SKT) REV 1 - 2 & DI 1 - 2

Signal	Name	Pin		
		Hi	Lo	Screen
1	REV I/P 1 L	24	12	25
2	REV I/P 1 R	10	23	11
3	REV I/P 2 L	21	9	22
4	REV I/P 2 R	7	20	8
5	DI I/P 1	18	6	19
6	DI I/P 2	4	17	5

(25-way D-type SKT) Processing I/Ps

Signal	Name	Pin		
		Hi	Lo	Screen
1	Mix Insert Ret L	24	12	25
2	Mix Insert Ret R	10	23	11
3	IMR Insert Ret L	21	9	22
4	IMR Insert Ret R	7	20	8
5	500 I/P L	18	6	19
6	500 I/P R	4	17	5



**Console O/Ps**

(25-way D-type SKT) Bus O/Ps

Signal	Name	Pin		
		Hi	Lo	Screen
<b>1</b>	Mix O/P L	24	12	25
<b>2</b>	Mix O/P R	10	23	11
<b>3</b>	Cue O/P L	21	9	22
<b>4</b>	Cue O/P R	7	20	8
<b>5</b>	Aux O/P 1	18	6	19
<b>6</b>	Aux O/P 2	4	17	5
<b>7</b>	Aux O/P 3	15	3	16
<b>8</b>	Aux O/P 4	1	14	2

(25-way D-type SKT) LS A O/Ps

Signal	Name	Pin		
		Hi	Lo	Screen
<b>1</b>	LS A O/Ps L	24	12	25
<b>2</b>	LS A O/Ps R	10	23	11
<b>3</b>	LS A O/Ps C	21	9	22
<b>4</b>	LS A O/Ps S	7	20	8
<b>5</b>	LS A O/Ps LS	18	6	19
<b>6</b>	LS A O/Ps RS	4	17	5

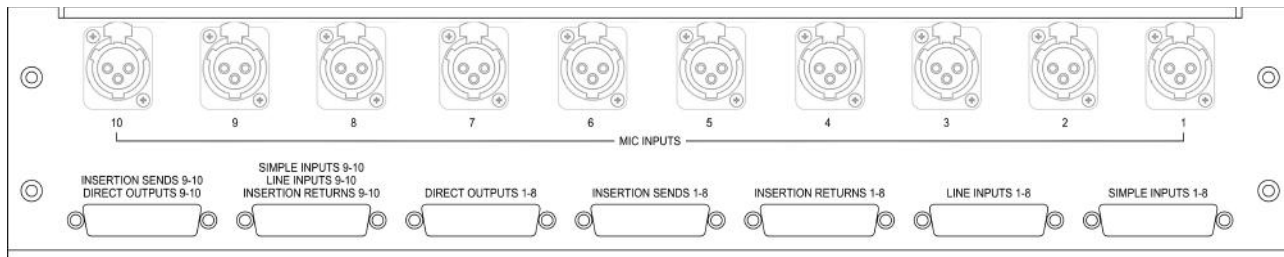
(25-way D-type SKT) M1, M2, SLS O/Ps

Signal	Name	Pin		
		Hi	Lo	Screen
<b>1</b>	M1 LS O/Ps L	24	12	25
<b>2</b>	M1 LS O/Ps R	10	23	11
<b>3</b>	M2 LS O/Ps L	21	9	22
<b>4</b>	M2 LS O/Ps R	7	20	8
<b>5</b>	SLS O/Ps L	18	6	19
<b>6</b>	SLS O/Ps R	4	17	5

(25-way D-type SKT) Processing O/Ps

Signal	Name	Pin		
		Hi	Lo	Screen
<b>1</b>	Mix O/P Ins Send L	24	12	25
<b>2</b>	Mix O/P Ins Send R	10	23	11
<b>3</b>	IMR O/P Ins Send L	21	9	22
<b>4</b>	IMR O/P Ins Send R	7	20	8
<b>5</b>	500 O/P L	18	6	19
<b>6</b>	500 O/P R	4	17	5

## Channel Section Connections for 10 Channel Consoles



### Mic I/Ps

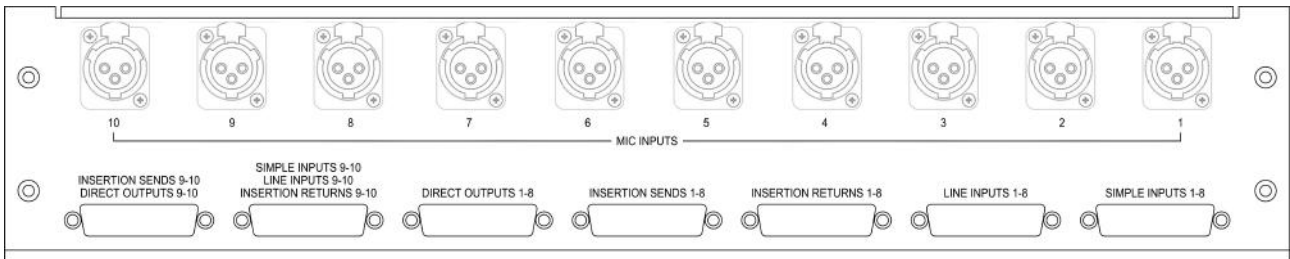
(XLR Socket)

Channel	Name	Pin		
		Hi	Lo	Screen
1	Mic I/P 1	2	3	1
2	Mic I/P 2	2	3	1
3	Mic I/P 3	2	3	1
4	Mic I/P 4	2	3	1
5	Mic I/P 5	2	3	1
6	Mic I/P 6	2	3	1
7	Mic I/P 7	2	3	1
8	Mic I/P 8	2	3	1
9	Mic I/P 9	2	3	1
10	Mic I/P 10	2	3	1

### Line I/Ps

(25-way D-type SKT)

Signal	Name	Pin		
		Hi	Lo	Screen
1	Line I/P 1	24	12	25
2	Line I/P 2	10	23	11
3	Line I/P 3	21	9	22
4	Line I/P 4	7	20	8
5	Line I/P 5	18	6	19
6	Line I/P 6	4	17	5
7	Line I/P 7	15	3	16
8	Line I/P 8	1	14	2



### Channel Insert Send

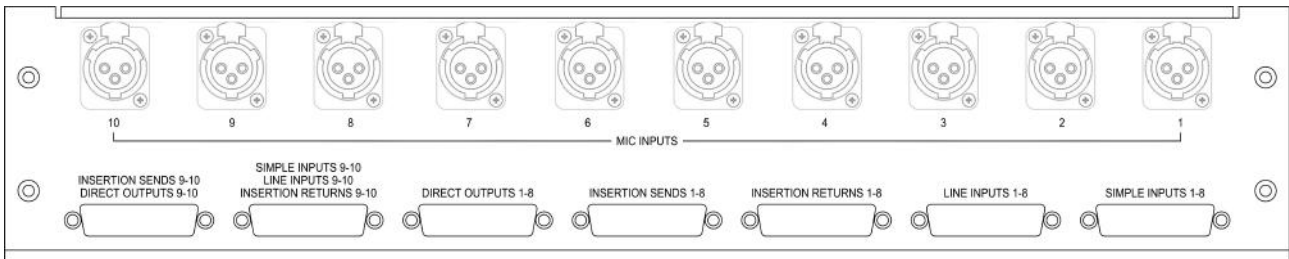
(25-way D-type SKT)

Signal	Name	Pin		
		Hi	Lo	Screen
1	Channel Insert Send 1	24	12	25
2	Channel Insert Send 2	10	23	11
3	Channel Insert Send 3	21	9	22
4	Channel Insert Send 4	7	20	8
5	Channel Insert Send 5	18	6	19
6	Channel Insert Send 6	4	17	5
7	Channel Insert Send 7	15	3	16
8	Channel Insert Send 8	1	14	2

### Channel Insert Return

(25-way D-type SKT)

Signal	Name	Pin		
		Hi	Lo	Screen
1	Channel Insert Return 1	24	12	25
2	Channel Insert Return 2	10	23	11u
3	Channel Insert Return 3	21	9	22
4	Channel Insert Return 4	7	20	8
5	Channel Insert Return 5	18	6	19
6	Channel Insert Return 6	4	17	5
7	Channel Insert Return 7	15	3	16
8	Channel Insert Return 8	1	14	2



### DAW Send (Direct O/P)

(Sends the outputs from the channels to the DAW to be recorded)

(25-way D-type SKT)

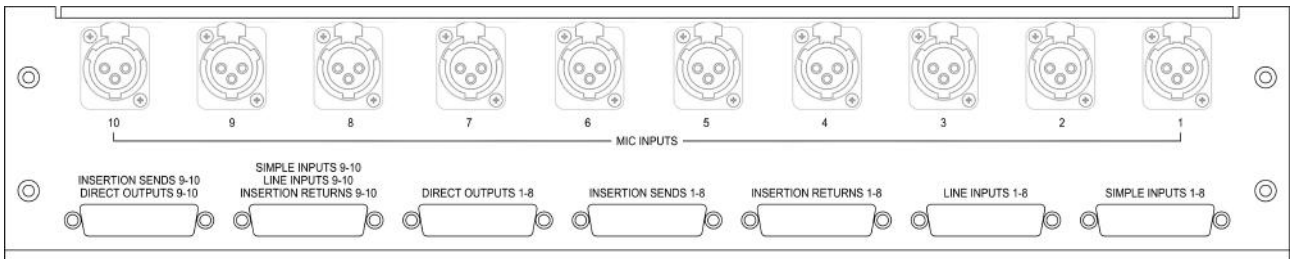
Signal	Name	Pin		
		Hi	Lo	Screen
1	DAW Send 1	24	12	25
2	DAW Send 2	10	23	11
3	DAW Send 3	21	9	22
4	DAW Send 4	7	20	8
5	DAW Send 5	18	6	19
6	DAW Send 6	4	17	5
7	DAW Send 7	15	3	16
8	DAW Send 8	1	14	2

### Simple I/Ps

(Channel DAW return to monitor DAW recording/play backs or DAW mixing.)

(25-way D-type SKT)

Signal	Name	Pin		
		Hi	Lo	Screen
1	Simple I/P 1	24	12	25
2	Simple I/P 2	10	23	11
3	Simple I/P 3	21	9	22
4	Simple I/P 4	7	20	8
5	Simple I/P 5	18	6	19
6	Simple I/P 6	4	17	5
7	Simple I/P 7	15	3	16
8	Simple I/P 8	1	14	2



**Simple I/Ps 9 -10, Line I/Ps 9 -10, Insertion Returns 9 -10**

(25-way D-type SKT)

Signal	Name	Pin		
		Hi	Lo	Screen
1	Channel Insert Return 9	24	12	25
2	Channel Insert Return 10	10	23	11
3	Line I/P 9	21	9	22
4	Line I/P 10	7	20	8
5	Simple I/P 9	18	6	19
6	Simple I/P 10	4	17	5

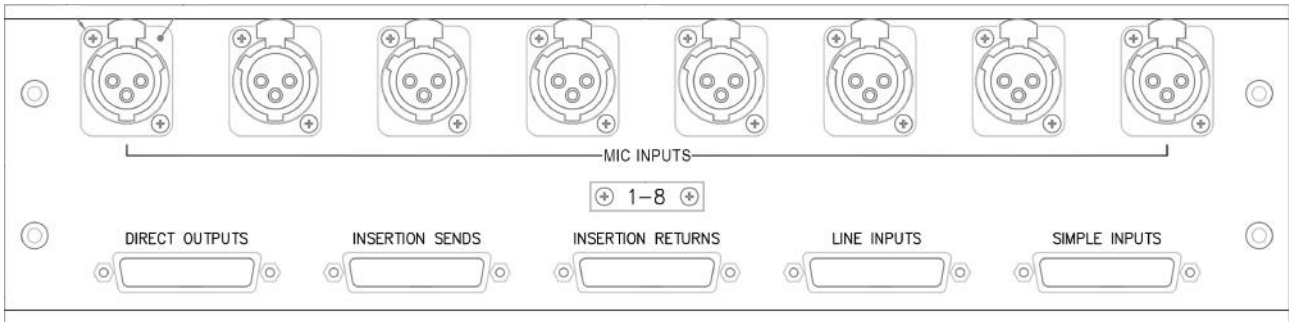
**Channel Insert Send 9 – 10, DAW Send (Direct O/P) 9 -10**

(Insert sends and the outputs from the channels to the DAW to be recorded)

(25-way D-type SKT)

Signal	Name	Pin		
		Hi	Lo	Screen
1	Channel Insert Send 9	24	12	25
2	Channel Insert Send 10	10	23	11
3				
4				
5				
6				
7	DAW Send 9	15	3	16
8	DAW Send 10	1	14	2

## Channel Section Connections for 16, 24 & 32 Channel Consoles



### Mic I/Ps

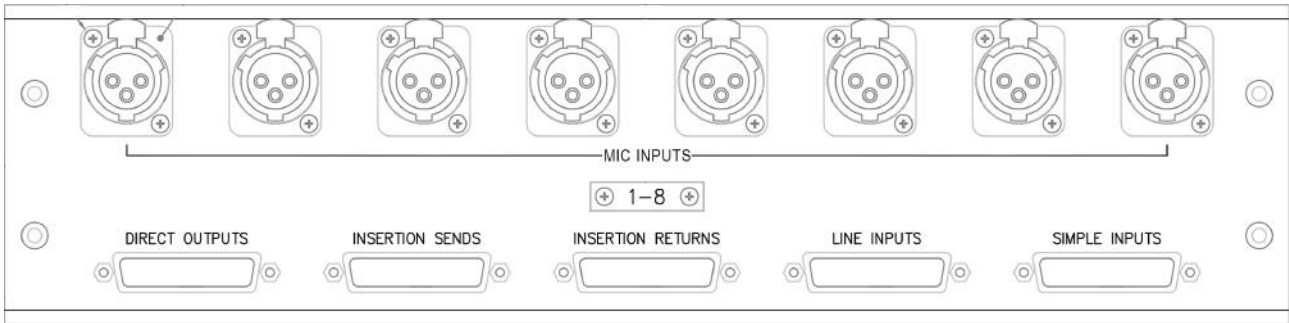
(XLR Socket)

Channel	Name	Pin		
		Hi	Lo	Screen
1	Mic I/P 1	2	3	1
2	Mic I/P 2	2	3	1
3	Mic I/P 3	2	3	1
4	Mic I/P 4	2	3	1
5	Mic I/P 5	2	3	1
6	Mic I/P 6	2	3	1
7	Mic I/P 7	2	3	1
8	Mic I/P 8	2	3	1

### Line I/Ps

(25-way D-type SKT)

Signal	Name	Pin		
		Hi	Lo	Screen
1	Line I/P 1	24	12	25
2	Line I/P 2	10	23	11
3	Line I/P 3	21	9	22
4	Line I/P 4	7	20	8
5	Line I/P 5	18	6	19
6	Line I/P 6	4	17	5
7	Line I/P 7	15	3	16
8	Line I/P 8	1	14	2



### Channel Insert Send

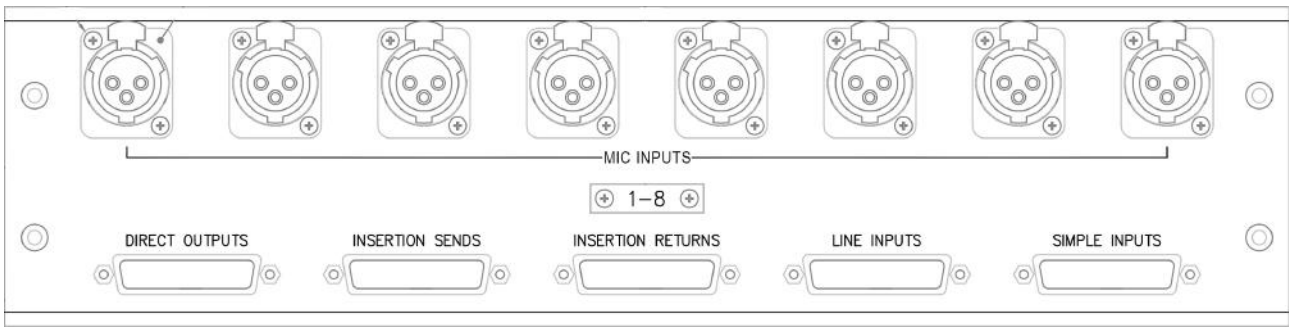
(25-way D-type SKT)

Signal	Name	Pin		
		Hi	Lo	Screen
1	Channel Insert Send 1	24	12	25
2	Channel Insert Send 2	10	23	11
3	Channel Insert Send 3	21	9	22
4	Channel Insert Send 4	7	20	8
5	Channel Insert Send 5	18	6	19
6	Channel Insert Send 6	4	17	5
7	Channel Insert Send 7	15	3	16
8	Channel Insert Send 8	1	14	2

### Channel Insert Return

(25-way D-type SKT)

Signal	Name	Pin		
		Hi	Lo	Screen
1	Channel Insert Return 1	24	12	25
2	Channel Insert Return 2	10	23	11u
3	Channel Insert Return 3	21	9	22
4	Channel Insert Return 4	7	20	8
5	Channel Insert Return 5	18	6	19
6	Channel Insert Return 6	4	17	5
7	Channel Insert Return 7	15	3	16
8	Channel Insert Return 8	1	14	2



### DAW Send (Direct O/P)

(Sends the outputs from the channels to the DAW to be recorded)

(25-way D-type SKT)

Signal	Name	Pin		
		Hi	Lo	Screen
1	DAW Send 1	24	12	25
2	DAW Send 2	10	23	11
3	DAW Send 3	21	9	22
4	DAW Send 4	7	20	8
5	DAW Send 5	18	6	19
6	DAW Send 6	4	17	5
7	DAW Send 7	15	3	16
8	DAW Send 8	1	14	2

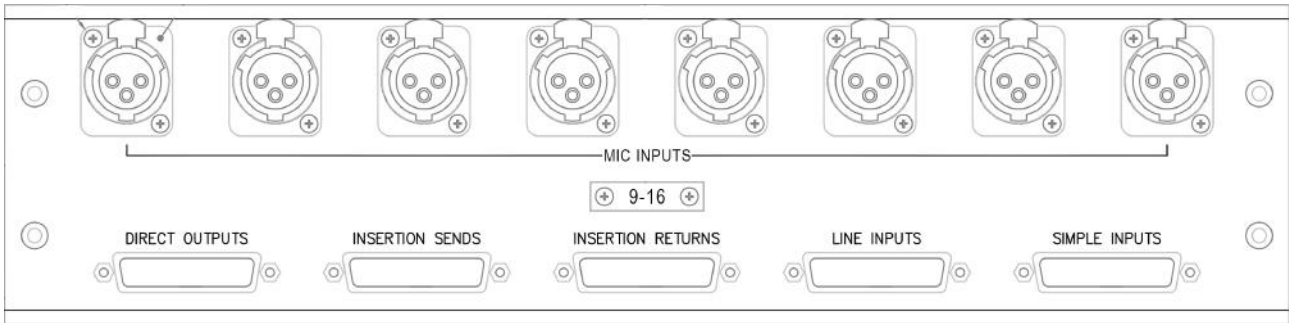
### Simple I/Ps

(Channel DAW return to monitor DAW recording/play backs or DAW mixing.)

(25-way D-type SKT)

Signal	Name	Pin		
		Hi	Lo	Screen
1	Simple I/P 1	24	12	25
2	Simple I/P 2	10	23	11
3	Simple I/P 3	21	9	22
4	Simple I/P 4	7	20	8
5	Simple I/P 5	18	6	19
6	Simple I/P 6	4	17	5
7	Simple I/P 7	15	3	16
8	Simple I/P 8	1	14	2





### Mic I/Ps

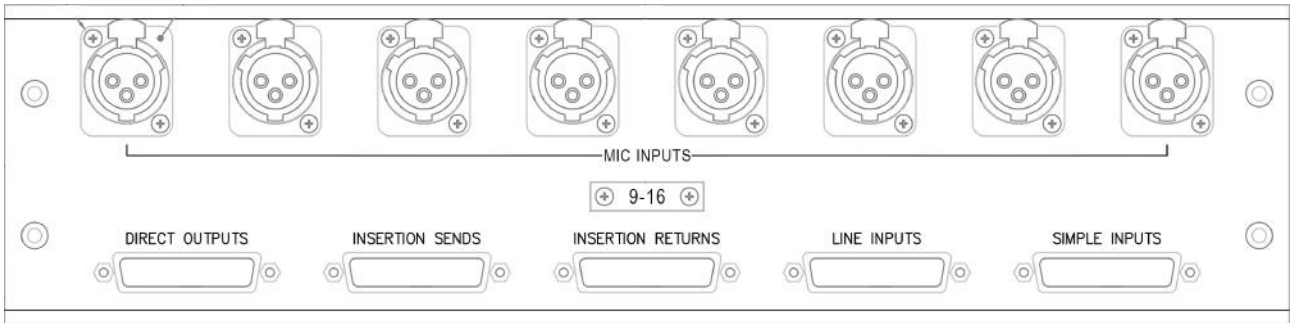
(XLR Socket)

Channel	Name	Pin		
		Hi	Lo	Screen
<b>9</b>	Mic I/P 9	2	3	1
<b>10</b>	Mic I/P 10	2	3	1
<b>11</b>	Mic I/P 11	2	3	1
<b>12</b>	Mic I/P 12	2	3	1
<b>13</b>	Mic I/P 13	2	3	1
<b>14</b>	Mic I/P 14	2	3	1
<b>15</b>	Mic I/P 15	2	3	1
<b>16</b>	Mic I/P 16	2	3	1

### Line I/Ps

(25-way D-type SKT)

Signal	Name	Pin		
		Hi	Lo	Screen
<b>9</b>	Line I/P 9	24	12	25
<b>10</b>	Line I/P 10	10	23	11
<b>11</b>	Line I/P 11	21	9	22
<b>12</b>	Line I/P 12	7	20	8
<b>13</b>	Line I/P 13	18	6	19
<b>14</b>	Line I/P 14	4	17	5
<b>15</b>	Line I/P 15	15	3	16
<b>16</b>	Line I/P 16	1	14	2



### Channel Insert Send

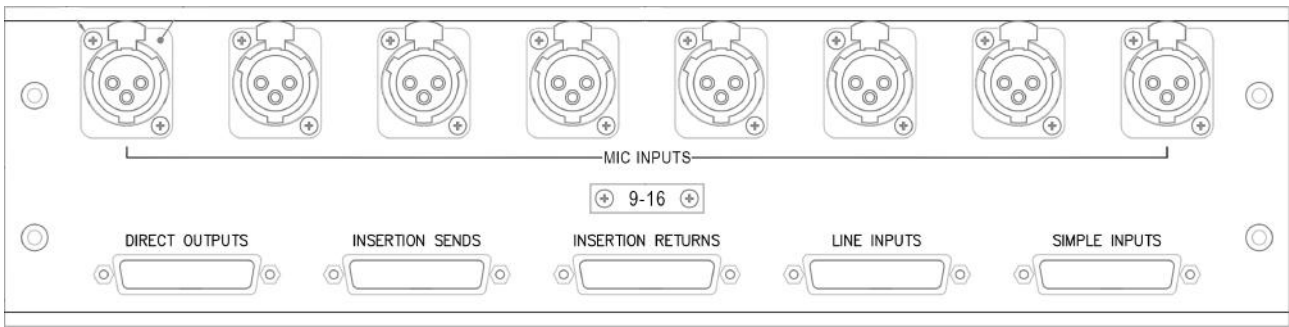
(25-way D-type SKT)

Signal	Name	Pin		
		Hi	Lo	Screen
<b>9</b>	Channel Insert Send 9	24	12	25
<b>10</b>	Channel Insert Send 10	10	23	11
<b>11</b>	Channel Insert Send 11	21	9	22
<b>12</b>	Channel Insert Send 12	7	20	8
<b>13</b>	Channel Insert Send 13	18	6	19
<b>14</b>	Channel Insert Send 14	4	17	5
<b>15</b>	Channel Insert Send 15	15	3	16
<b>16</b>	Channel Insert Send 16	1	14	2

### Channel Insert Return

(25-way D-type SKT)

Signal	Name	Pin		
		Hi	Lo	Screen
<b>9</b>	Channel Insert Return 9	24	12	25
<b>10</b>	Channel Insert Return 10	10	23	11
<b>11</b>	Channel Insert Return 11	21	9	22
<b>12</b>	Channel Insert Return 12	7	20	8
<b>13</b>	Channel Insert Return 13	18	6	19
<b>14</b>	Channel Insert Return 14	4	17	5
<b>15</b>	Channel Insert Return 15	15	3	16
<b>16</b>	Channel Insert Return 16	1	14	2



### DAW Send (Direct O/P)

(Sends the outputs from the channels to the DAW to be recorded)

(25-way D-type SKT)

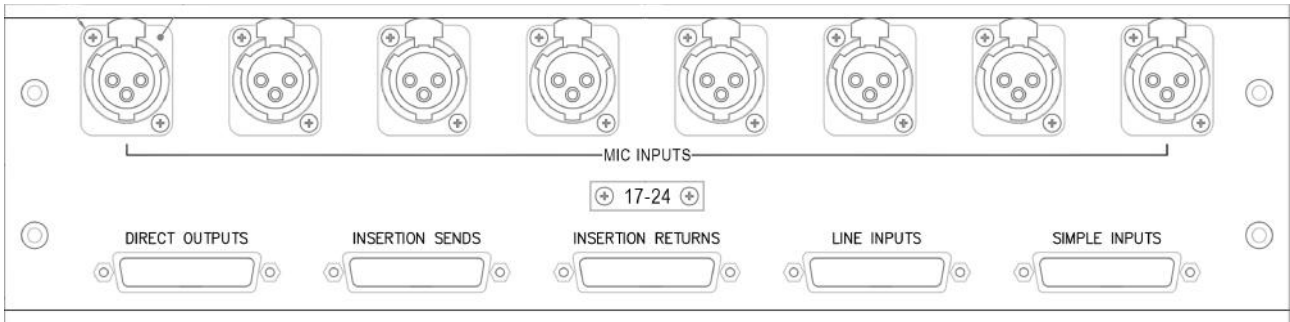
Signal	Name	Pin		
		Hi	Lo	Screen
<b>9</b>	DAW Send 9	24	12	25
<b>10</b>	DAW Send 10	10	23	11
<b>11</b>	DAW Send 11	21	9	22
<b>12</b>	DAW Send 12	7	20	8
<b>13</b>	DAW Send 13	18	6	19
<b>14</b>	DAW Send 14	4	17	5
<b>15</b>	DAW Send 15	15	3	16
<b>16</b>	DAW Send 16	1	14	2

### Simple I/Ps

(Channel DAW return to monitor DAW recording/play backs or DAW mixing.)

(25-way D-type SKT)

Signal	Name	Pin		
		Hi	Lo	Screen
<b>9</b>	Simple I/P 9	24	12	25
<b>10</b>	Simple I/P 10	10	23	11
<b>11</b>	Simple I/P 11	21	9	22
<b>12</b>	Simple I/P 12	7	20	8
<b>13</b>	Simple I/P 13	18	6	19
<b>14</b>	Simple I/P 14	4	17	5
<b>15</b>	Simple I/P 15	15	3	16
<b>16</b>	Simple I/P 16	1	14	2



### Mic I/Ps

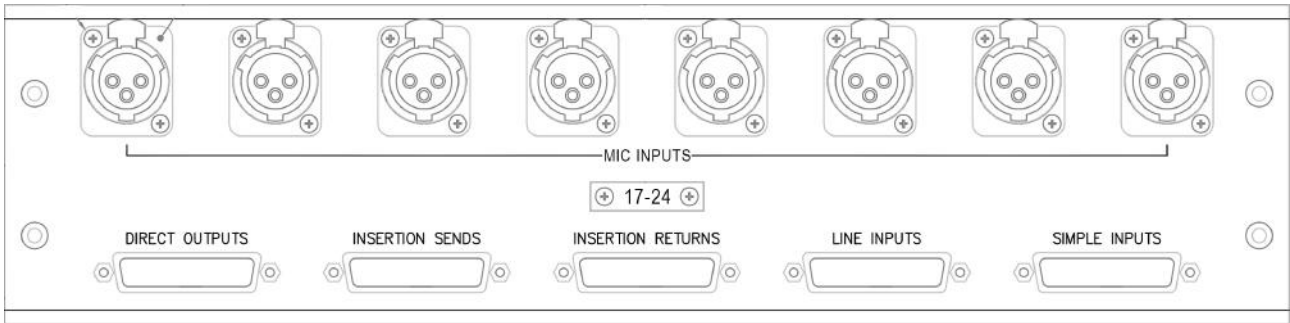
(XLR Socket)

Channel	Name	Pin		
		Hi	Lo	Screen
<b>17</b>	Mic I/P 17	2	3	1
<b>18</b>	Mic I/P 18	2	3	1
<b>19</b>	Mic I/P 19	2	3	1
<b>20</b>	Mic I/P 20	2	3	1
<b>21</b>	Mic I/P 21	2	3	1
<b>22</b>	Mic I/P 22	2	3	1
<b>23</b>	Mic I/P 23	2	3	1
<b>24</b>	Mic I/P 24	2	3	1

### Line I/Ps

(25-way D-type SKT)

Signal	Name	Pin		
		Hi	Lo	Screen
<b>17</b>	Line I/P 17	24	12	25
<b>18</b>	Line I/P 18	10	23	11
<b>19</b>	Line I/P 19	21	9	22
<b>20</b>	Line I/P 20	7	20	8
<b>21</b>	Line I/P 21	18	6	19
<b>22</b>	Line I/P 22	4	17	5
<b>23</b>	Line I/P 23	15	3	16
<b>24</b>	Line I/P 24	1	14	2



### Channel Insert Send

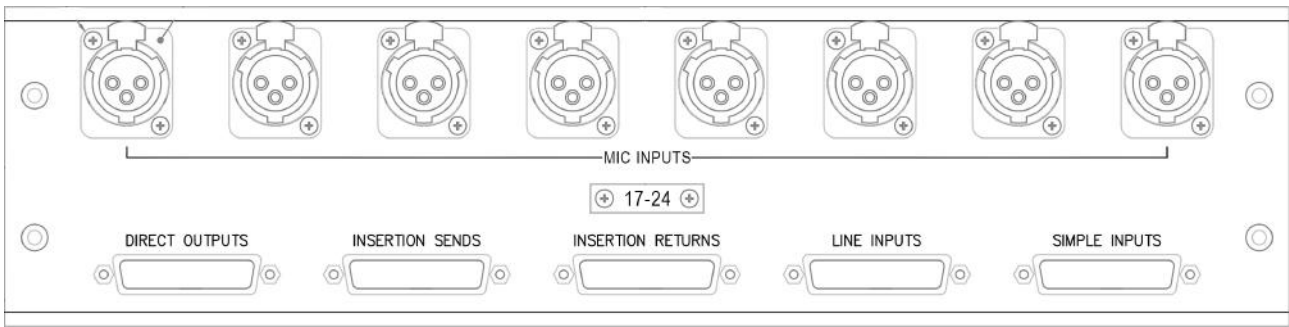
(25-way D-type SKT)

Signal	Name	Pin		
		Hi	Lo	Screen
<b>17</b>	Channel Insert Send 17	24	12	25
<b>18</b>	Channel Insert Send 18	10	23	11
<b>19</b>	Channel Insert Send 19	21	9	22
<b>20</b>	Channel Insert Send 20	7	20	8
<b>21</b>	Channel Insert Send 21	18	6	19
<b>22</b>	Channel Insert Send 22	4	17	5
<b>23</b>	Channel Insert Send 23	15	3	16
<b>24</b>	Channel Insert Send 24	1	14	2

### Channel Insert Return

(25-way D-type SKT)

Signal	Name	Pin		
		Hi	Lo	Screen
<b>17</b>	Channel Insert Return 17	24	12	25
<b>18</b>	Channel Insert Return 18	10	23	11
<b>19</b>	Channel Insert Return 19	21	9	22
<b>20</b>	Channel Insert Return 20	7	20	8
<b>21</b>	Channel Insert Return 21	18	6	19
<b>22</b>	Channel Insert Return 22	4	17	5
<b>23</b>	Channel Insert Return 23	15	3	16
<b>24</b>	Channel Insert Return 24	1	14	2



### DAW Send (Direct O/P)

(Sends the outputs from the channels to the DAW to be recorded)

(25-way D-type SKT)

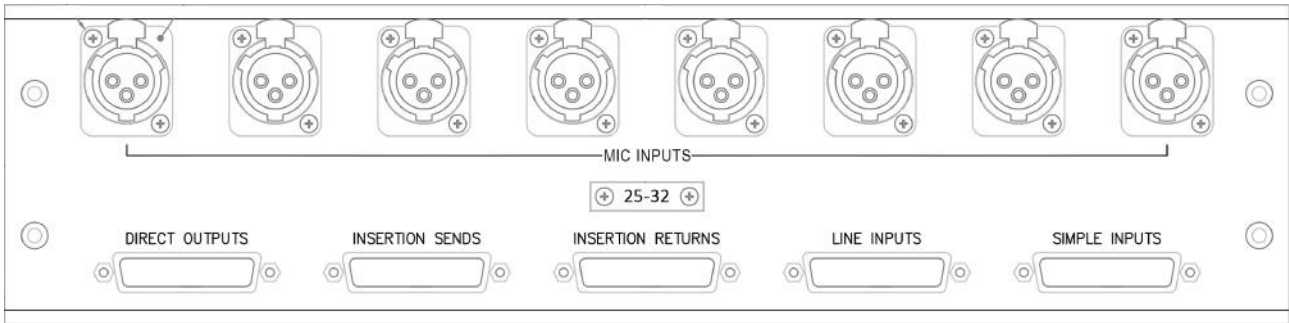
Signal	Name	Pin		
		Hi	Lo	Screen
<b>17</b>	DAW Send 17	24	12	25
<b>18</b>	DAW Send 18	10	23	11
<b>19</b>	DAW Send 19	21	9	22
<b>20</b>	DAW Send 20	7	20	8
<b>21</b>	DAW Send 21	18	6	19
<b>22</b>	DAW Send 22	4	17	5
<b>23</b>	DAW Send 23	15	3	16
<b>24</b>	DAW Send 24	1	14	2

### Simple I/Ps

(Channel DAW return to monitor DAW recording/play backs or DAW mixing.)

(25-way D-type SKT)

Signal	Name	Pin		
		Hi	Lo	Screen
<b>17</b>	Simple I/P 17	24	12	25
<b>18</b>	Simple I/P 18	10	23	11
<b>19</b>	Simple I/P 19	21	9	22
<b>20</b>	Simple I/P 20	7	20	8
<b>21</b>	Simple I/P 21	18	6	19
<b>22</b>	Simple I/P 22	4	17	5
<b>23</b>	Simple I/P 23	15	3	16
<b>24</b>	Simple I/P 24	1	14	2



### Mic I/Ps

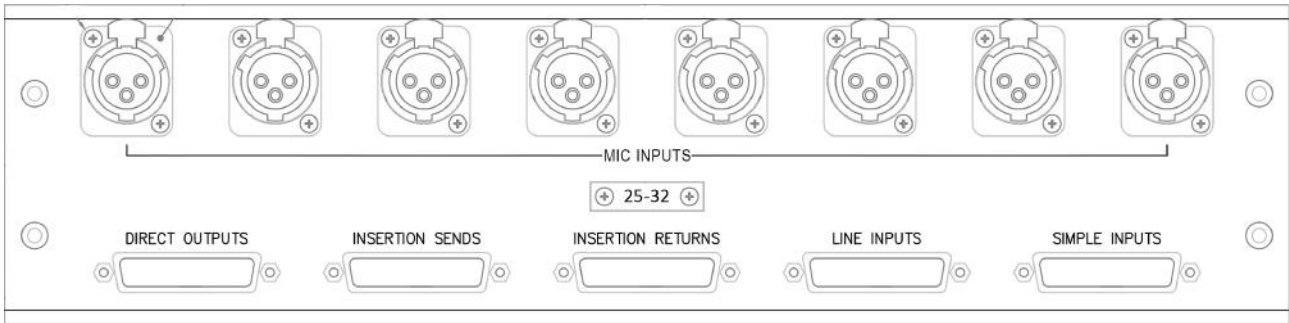
(XLR Socket)

Channel	Name	Pin		
		Hi	Lo	Screen
<b>17</b>	Mic I/P 25	2	3	1
<b>18</b>	Mic I/P 26	2	3	1
<b>19</b>	Mic I/P 27	2	3	1
<b>20</b>	Mic I/P 28	2	3	1
<b>21</b>	Mic I/P 29	2	3	1
<b>22</b>	Mic I/P 30	2	3	1
<b>23</b>	Mic I/P 31	2	3	1
<b>24</b>	Mic I/P 32	2	3	1

### Line I/Ps

(25-way D-type SKT)

Signal	Name	Pin		
		Hi	Lo	Screen
<b>17</b>	Line I/P 25	24	12	25
<b>18</b>	Line I/P 26	10	23	11
<b>19</b>	Line I/P 27	21	9	22
<b>20</b>	Line I/P 28	7	20	8
<b>21</b>	Line I/P 29	18	6	19
<b>22</b>	Line I/P 30	4	17	5
<b>23</b>	Line I/P 31	15	3	16
<b>24</b>	Line I/P 32	1	14	2



### Channel Insert Send

(25-way D-type SKT)

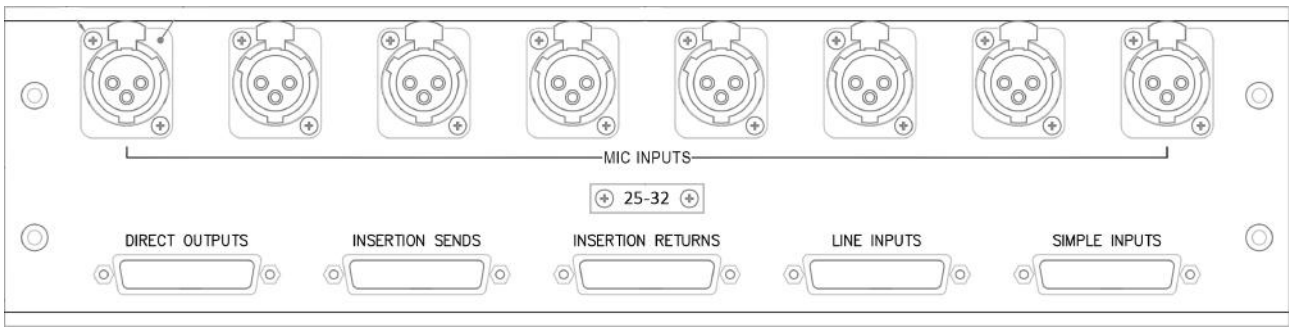
Signal	Name	Pin		
		Hi	Lo	Screen
17	Channel Insert Send 25	24	12	25
18	Channel Insert Send 26	10	23	11
19	Channel Insert Send 27	21	9	22
20	Channel Insert Send 28	7	20	8
21	Channel Insert Send 29	18	6	19
22	Channel Insert Send 30	4	17	5
23	Channel Insert Send 31	15	3	16
24	Channel Insert Send 32	1	14	2

### Channel Insert Return

(25-way D-type SKT)

Signal	Name	Pin		
		Hi	Lo	Screen
17	Channel Insert Return 25	24	12	25
18	Channel Insert Return 26	10	23	11
19	Channel Insert Return 27	21	9	22
20	Channel Insert Return 28	7	20	8
21	Channel Insert Return 29	18	6	19
22	Channel Insert Return 30	4	17	5
23	Channel Insert Return 31	15	3	16
24	Channel Insert Return 32	1	14	2





### DAW Send (Direct O/P)

(Sends the outputs from the channels to the DAW to be recorded)

(25-way D-type SKT)

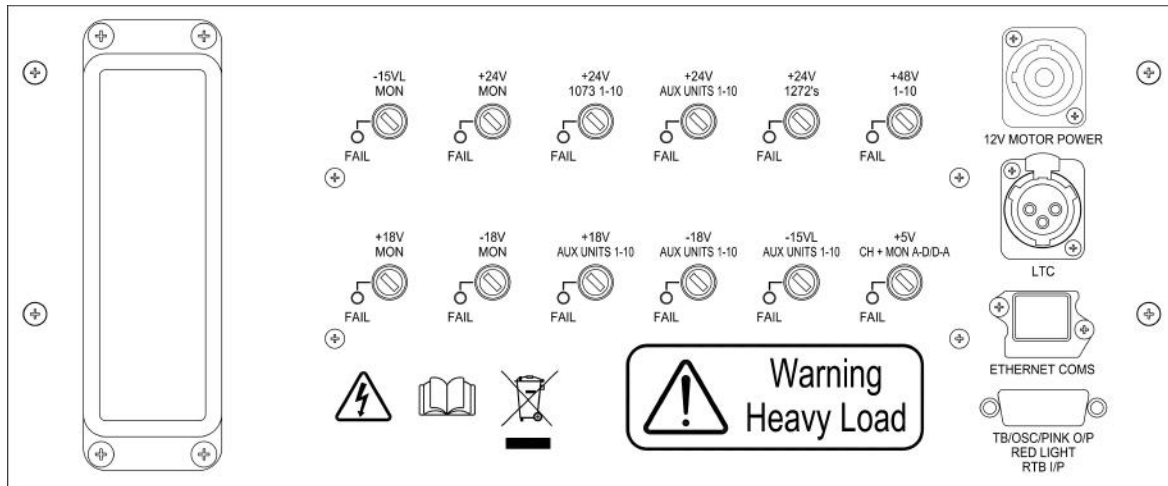
Signal	Name	Pin		
		Hi	Lo	Screen
<b>17</b>	DAW Send 25	24	12	25
<b>18</b>	DAW Send 26	10	23	11
<b>19</b>	DAW Send 27	21	9	22
<b>20</b>	DAW Send 28	7	20	8
<b>21</b>	DAW Send 29	18	6	19
<b>22</b>	DAW Send 30	4	17	5
<b>23</b>	DAW Send 31	15	3	16
<b>24</b>	DAW Send 32	1	14	2

### Simple I/Ps

(Channel DAW return to monitor DAW recording/play backs or DAW mixing.)

(25-way D-type SKT)

Signal	Name	Pin		
		Hi	Lo	Screen
<b>17</b>	Simple I/P 25	24	12	25
<b>18</b>	Simple I/P 26	10	23	11
<b>19</b>	Simple I/P 27	21	9	22
<b>20</b>	Simple I/P 28	7	20	8
<b>21</b>	Simple I/P 29	18	6	19
<b>22</b>	Simple I/P 30	4	17	5
<b>23</b>	Simple I/P 31	15	3	16
<b>24</b>	Simple I/P 32	1	14	2



**BCM10 Services (TB/OSC/PINK O/P RED LIGHT RTB I/P)**

(15-way D-type SKT)

Pin	Signal	Notes
1	RTB Mic Hi	
2	RTB Mic SCR	
3	Pink/OSC O/P Lo	
4	TB O/P Hi	
5	TB O/P 0V	
6	EXT Mon Dim CTL	Requires switched GND (13) to operate
7	EXT Prod Cue TB CTL	Requires switched GND (13) to operate
8	RED Light Wiper	Makes contact with (15) when red light switches on
9	RTB Mic Lo	
10	Pink/OSC O/P Hi	
11	Pink/OSC O/P 0V	
12	TB O/P Lo	
13	GND	Common CTL operating pin
14	EXT Mon Cut CTL	Requires switched GND (13) to operate
15	Red Light Normally Open	Makes contact with (8) when red light switches on

All inputs are pulled down to -15V via a 50K resistor and have clamp diodes to protect internal circuitry.

The trim pot for the **RTB MIC** offers 0dB to +40dB of trim on the Producers Mic, located near console TB Mic on the meter panel.

The **REM DIM** trim pot offers 0dB to +40dB of trim whenever the Dim is triggered externally dependant on where the Mon Dim control is set.

## Fuse Information

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In the event that a blown fuse does need to be replaced, please consult the table below.

**NOTE: Only qualified personnel should change fuses for the same type of rating.**

**NOTE: The console should always be turned off and unplugged from the mains supply before changing any fuses.**

Function	Rating	Location
+5V AC supply (F1)	T2A (250V AC) T3A (110V AC) Ceramic	Rear of console PSU
+24V AC supply (F2)	T3.15A (250V AC) T6.3A (110V) Ceramic	Rear of console PSU
-15VL monitor	T2A Glass	Rear of console
+24V monitor	T1A Glass	Rear of console
+24V 1073	T5A Glass	Rear of console
+24V AUX	T5A Glass	Rear of console
+24V 1272s	T5A Glass	Rear of console
+48V	T1A Glass	Rear of console
+18V Monitor	T2A Glass	Rear of console
-18V Monitor	T2A Glass	Rear of console
+18V AUX	T1A Glass	Rear of console
-18V AUX	T1A Glass	Rear of console
-15VL AUX	T10A Glass	Rear of console
+5V CH + Monitor A/D D/A	T6.3A Glass	Rear of console

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