



Les Misérables at Trøndelag Teater, Norway used Stagetracker FX.

Stagetracker FX is available in the following configurations:

	RadioEye	Tags	Matrix Inputs	Matrix outputs
Stagetracker FX Matrix incl. QLab	0	0	32	32
Stagetracker FX 8 incl. QLab	1	8	16	16
Stagetracker FX 16 incl. QLab	1	16	32	32
Stagetracker FX 32 incl. QLab	1	32	32	32
Stagetracker FXR 8 incl. QLab	2	8	16	16
Stagetracker FXR 16 incl. QLab	2	16	32	32
Stagetracker FXR 32 incl. QLab	2	32	32	32

All Stagetracker FX systems are fully upgradable to a larger format.



Matrix

Audio I/O	AES/EBU, MADI (and more will be added soon). 24 bit. 48 / 96 kHz selectable. 32 x 32 I/O per box. More units can be stacked for more inputs or outputs.
Audio Connectors	AES/EBU: 25 pin D-sub connectors to XLR breakout. MADI: Coax and optical connectors.
Control Interface	Cat5 Network Interface
Max Audio Loophrough Latency	< 3 ms
Audio Movements	Exclusive TTA Smoothmove and PbP algorithms
EQ	4 bands + highpass and lowpass on all outputs
Dimensions	19" 3U (528 x 483 x 132 mm (L x W x H))
Weight	~ 18 kg
Certifications	CE Certified

RadioEye

Packets Positioned Per Second	1,500
Positioning Frequency	2.45GHz
Max Stage Size	5,000 m ²
Min Number of Units	1 only
Max Number of Linked Units	Up to 12 RadioEyes in one system
Dimensions	300 x 300 x 190 mm (L x W x H)
Weight	~ 2 kg
Certifications	CE certified

Tags

Radio Frequency	2.45GHz, digital signals
Transmission Rate	40 packets pr. second
Dimensions	52 x 34 x 10 mm (L x W x H)
Weight	~ 20 grams



Only one RadioEye required for tracking, no calibration necessary

Fast automated setup.

Proprietary SmoothMove algorithm allows delay changes in realtime without audible artifacts

Proprietary PbP (Pan Between Points) algorithm for continuous and smooth audio movements

30 virtual layers of 32 x 32 crosspoints available simultaneously for blending and smooth movements

Intuitive 3D user interface shows performers and sound effects in realtime

QLab and Stagetracker FX software included

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QLab

Live show control for Mac OS X

**Smooth audio movement
-Automatically**



Stagetacker FX is the latest generation of the award-winning Stagetracker performer tracking and audio localisation system that has brought a new dimension to the world of theatre sound.

Ever since theatres began using amplification on live productions, the goal of many leading sound designers has been to recreate the natural sound of performers speaking or singing directly from the stage.

A disadvantage of using conventional sound systems is that the voices of actors do not appear to originate from the performers themselves, but from a detached place above or beside the stage. With many performers on stage at the same time, it is often difficult to tell which actor is actually speaking.

Stagetacker FX utilizes sophisticated hardware and software to overcome these problems by tracking the positions of performers on stage and applying these positions to their microphone signals in real time. The voices of the actors actually follow them as they move around the stage.

In addition to tracking and audio localization, Stagetracker FX includes powerful sound FX editing and playback features, delivering a totally unique audio experience to a theatre audience and immersing them in the action and the story.



With the introduction of V4 Tracking Engine software, Stagetracker FX revolutionises the use of performer tracking systems, automating set-up procedures, minimising necessary user input and making it possible for touring companies and technicians with no special training to bring the benefits of performer tracking to their audiences.

Audio set-up with traditional localisation systems is a complicated and time-consuming process.

The new Stagetracker FX V4 Tracking Engine allows you to simply select from a list of familiar, pre-determined sound system configurations. V4 then enters the necessary level and delay values completely automatically, allowing spectacular audio localisation to be achieved over the entire width and depth of the stage. - All in a matter of seconds and with only a couple of mouse clicks.

As the RadioEye requires no calibration, you can be up and running with the system in minutes.

Central and unique to V4, is the way audio is handled and moved.

Traditional localisation systems cause audio to jump unnaturally from one area of the stage to another as a performer moves on stage. This can be a very distracting experience for the audience.

The V4 Tracking Engine moves the audio the way you expect it to move - smoothly and continuously, naturally following the performer and rendering the sound system almost completely transparent to the listener.

V4 software is optimised for use with long throw, wide coverage systems such as line arrays. However, effective localisation and smooth audio movement can be achieved with virtually any speaker configuration.

Stagetacker FX and V4 software delivers the system that theatre and musical sound designers have been waiting for.

Intelligent matrix

The Stagetracker FX audio matrix is an advanced, three dimensional crosspoint matrix where multiple audio crosspoints are available to each input simultaneously. Exclusive Smoothmove and PbP algorithms are utilised within the matrix to ensure the smoothest, most natural movement of audio.

This architecture opens a new world of possibilities for sound designers, allowing them to achieve amazing audio localisation and complete audience coverage in a way that has not been possible before.

In addition to level and delay on each crosspoint, a 6 band parametric equaliser is provided on every output to allow for precise system set-up without the need for external devices.

The Stagetracker FX audio matrix is computer based, making it easy to upgrade and expand.



QLab integration

With QLab integration you can localize the output of your QLab Audio Cues. Draw a path of where you want the sound to go, and it will go there. Controlling one audio input in the Stagetracker Matrix, the new Stagetracker Cue in QLab can take a sound effect and fly it around onstage or anywhere else in the auditorium, using the Stagetracker Matrix for stunning localization effect. Stagetracker FX will move audio smoothly and naturally, even when applying different delay settings.

In addition, the Stagetracker Cue also opens up options for controlling live audio inputs, making it easy to localize live audio from wireless microphones in QLab. At any time, Stagetracker Cues can be fired from QLab to control performers' localization on stage.

All this is fully integrated in the QLab play list.

Powerful and flexible

Rechargeable Stagetracker FX TurboTags are carried by the performers to be tracked. The high output, dual antenna tags transmit at a constant rate of 40 data packets per second, ensuring the best possible packet transmission even in challenging conditions. TurboTags are fully synchronised by a Tag Control Unit to avoid packet loss due to congestion.

As Stagetracker FX is capable of processing 1500 packets per second, system headroom is never compromised.

Providing simultaneous tracking for up to 32 performers, the Stagetracker FX 32 system is designed to meet the needs of the largest theatre and musical productions.

For productions on a smaller scale, Stagetracker FX 8 and FX 16 systems provide simultaneous tracking for up to 8 or 16 performers respectively.

All systems are available as FXR multiple RadioEye systems.

Indoor or outdoor use

Only one Stagetracker FX RadioEye is necessary for operation and no device calibration is necessary. Much of the RadioEye set-up is achieved automatically, greatly reducing set-up time and eliminating errors.

The RadioEye and TurboTags are weatherproof making Stagetracker FX suitable for indoor and outdoor use. Multiple units may be linked together to cover even the largest performance areas.

