

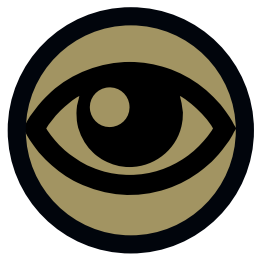
dc3. integrated

broadcast and production console.



Introduction:

The future of programming and content creation in radio stations provides a challenging and demanding environment for program and content creators. Faced with competition from online subscription services and new media platforms it is the program director and owner's responsibility to find new ways of creating programs that are entertaining, engaging, and authentic. Many radio stations have realized this opportunity and have started to combine information from multiple platforms including live events, social media, traditional media, internet, and news to create content that is visual, targeted, and interactive.



Those that were willing to change and adapt their station to harness new opportunities have created a new radio format – it's called Smart Radio.



The **DC 3** embraces this trend by combining traditional radio production control with the processing of visual content, social media and internet communications, and control of 3rd party equipment, in one single unit.

At home in commercial and public broadcasters alike, the **DC 3** can be customized to cater for the most stringent requirements and provides a future-proof investment which will grow with the demands of any broadcaster.

One control surface for audio processing and control of 3rd party devices

The **DC 3** console offers a central platform integrating all radio production control operations within one single control surface. **DC 3** consoles include audio processing, visual content control, internet communication and remote control of 3rd party equipment in one single control surface.

With their increased control functions, **DC 3** consoles make the life of operators extremely comfortable by keeping their focus on radio production rather than radio technology.



DC 3 - the perfect console for stand-alone and networked radio centers

The **DC 3** console is a powerful tool controlling audio in a stand-alone radio studio as well as in networked radio facilities. The powerful controller runs WindowsOS© and can be connected to any Ethernet LAN. Audio over IP, high speed fiber optic interfaces and all important audio formats as well as high-quality microphone pre-amplifiers in combination with best possible EQ, dynamics and other digital signal processing features make the **DC 3** console the perfect audio production console for 24/7 operation.

Integration of third party control and HTML5 environment

DC 3 consoles come with a high-resolution ultrawide format touchscreen monitor, which makes the audio console a perfect remote control for studio equipment such as playout systems, telephone hybrids, and other external equipment.



DC 3 consoles can also be used as an interface to communicate directly with listeners and to control program associated data, pictures and video giving improved control to operators and talents. The HTML5 based touchscreen environment can be customized for the user or by the user in line with their changing requirements.

Audio control surface available from 4 to 32 faders

DC 3 consoles are fully modular so that any console layout required can be created. The smallest console is a 4-fader version and the surface can grow to a maximum of 32 physical faders. The console can be supplied in a split configuration or as an inline console.

The **DC 3** console comes with an external controller unit which can be mounted beneath the console or in rack nearby the console surface. The control surface comes standard as a table top surface but can also be supplied with a drop-in frame.

The DC 3 Fader Module

The **DC 3** fader module is 4 faders wide. Each fader strip is equipped with two OLED displays displaying channel names and channel specific DSP settings. Sources can be freely assigned to any fader and source specific DSP or gain settings follow the source.

2 high-resolution OLED displays per fader for channel names and channel specific

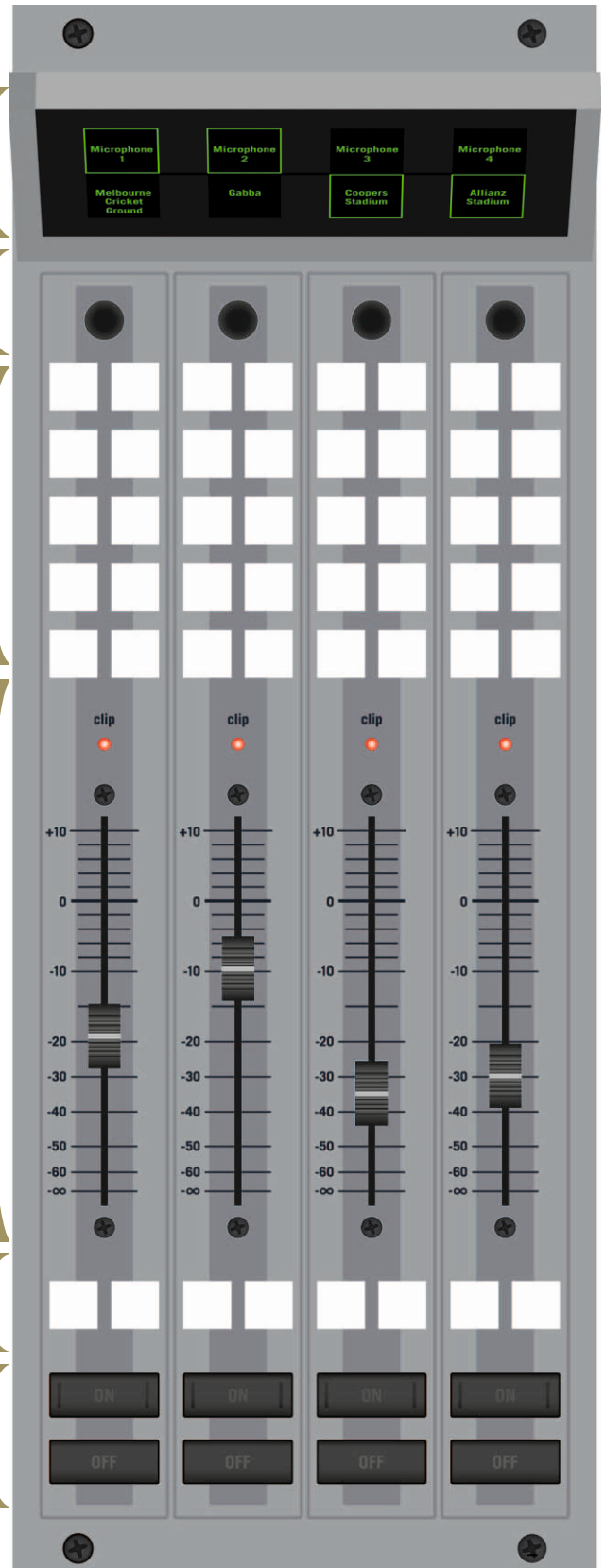
1 Rotary encoder per fader for quick channel adjustments such as gain, pan, balance, etc.

10 push buttons, freely assignable, usually used for bus assignments (PGM, REC, UTL, TEL1), A/B source select, SEL function for DSP settings

Professional 100 mm fader, motorized version on request

Cue and TB buttons

Large On/Off buttons with colour display



The DC 3 Monitor Module

The **DC 3** monitor module is the control unit for all central operating functions and offers DSP control for all audio channels, a sophisticated monitoring section, and controls for up to 4 telephone lines. The unique touchscreen section of the monitor module provides a highly flexible and customizable area.

8 high-resolution OLED displays for source selection and air-chain management

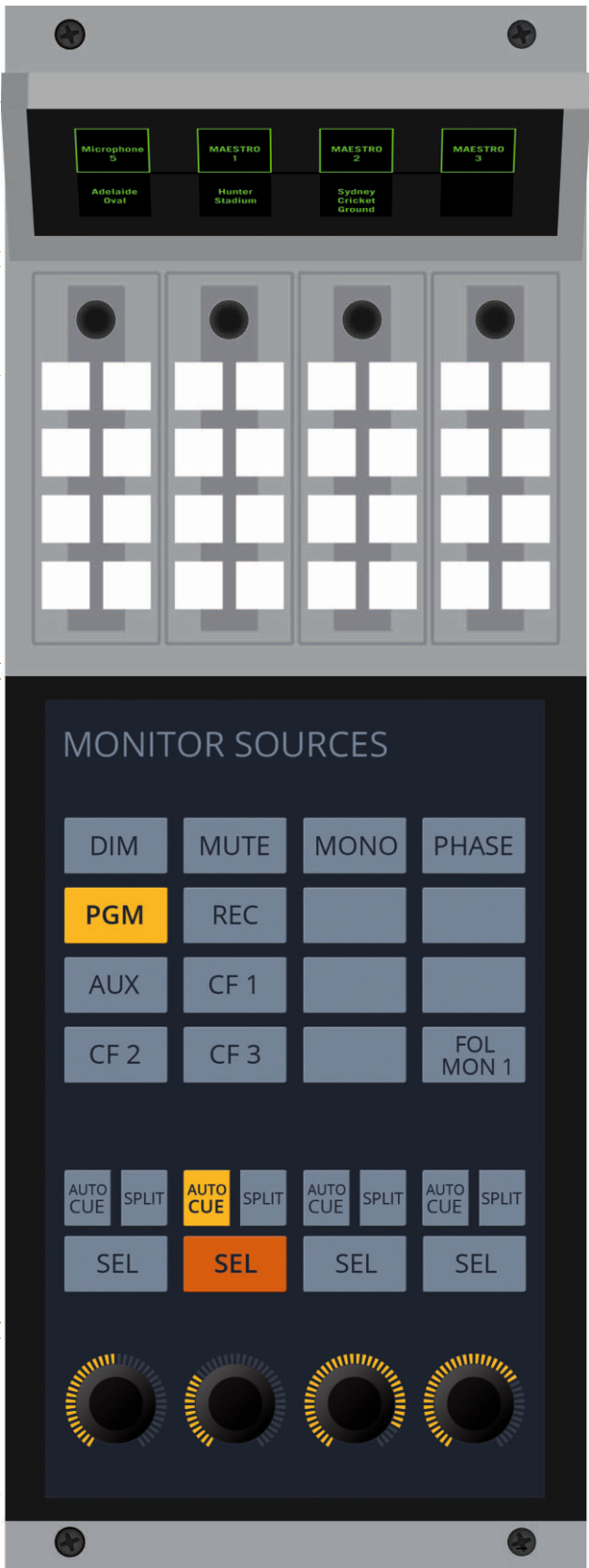
4 rotary encoders for adjustment of DSP settings and other channel related settings

32 programmable push buttons for control of DSP functions, Talkback, Delay control, and special function buttons for programmable macros

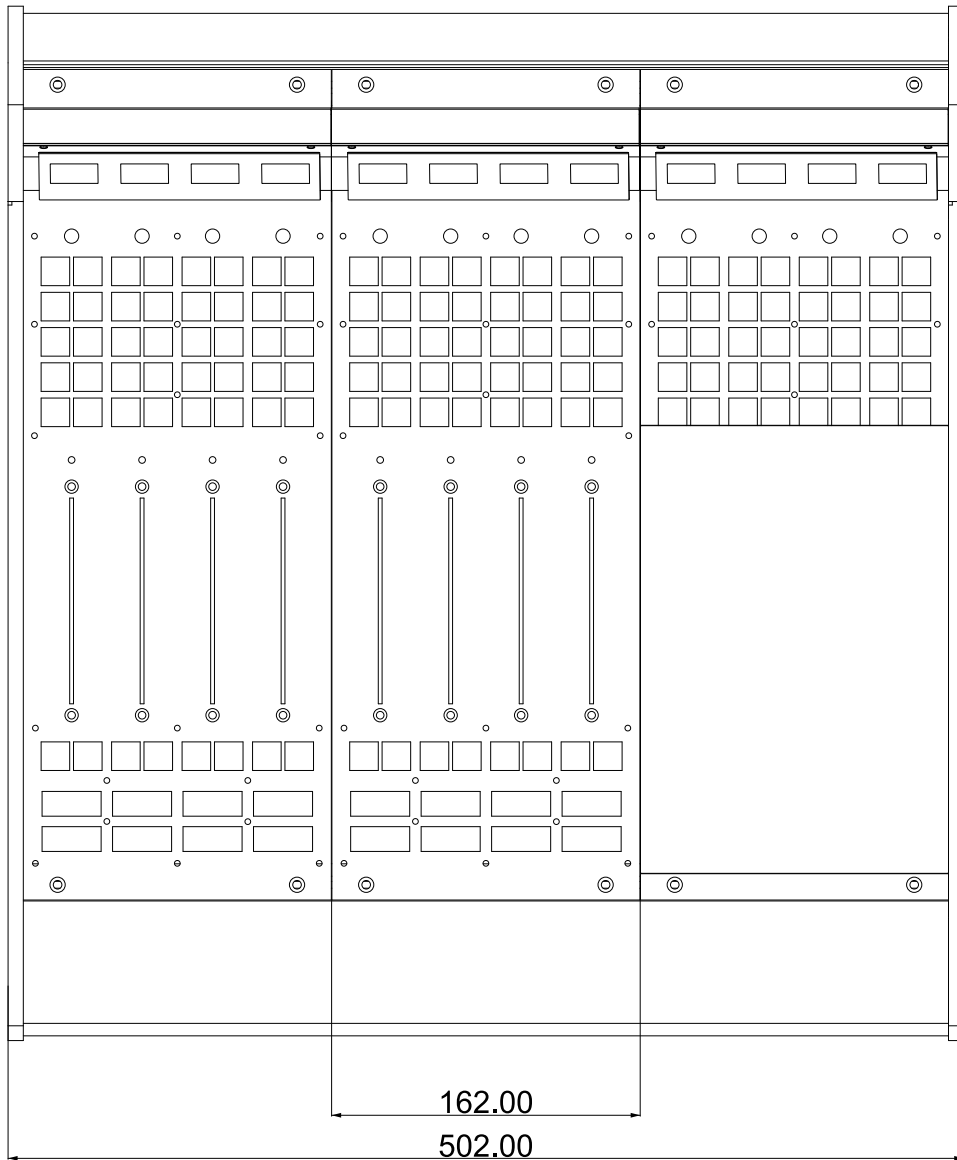
Touchscreen with sophisticated monitoring section, fully programmable with multiple layers, including intercom functionality, telephone interface, level meter displays, video input signals, timer function

Programmable buttons for remote control purpose, macro programmed events, and grouped functions

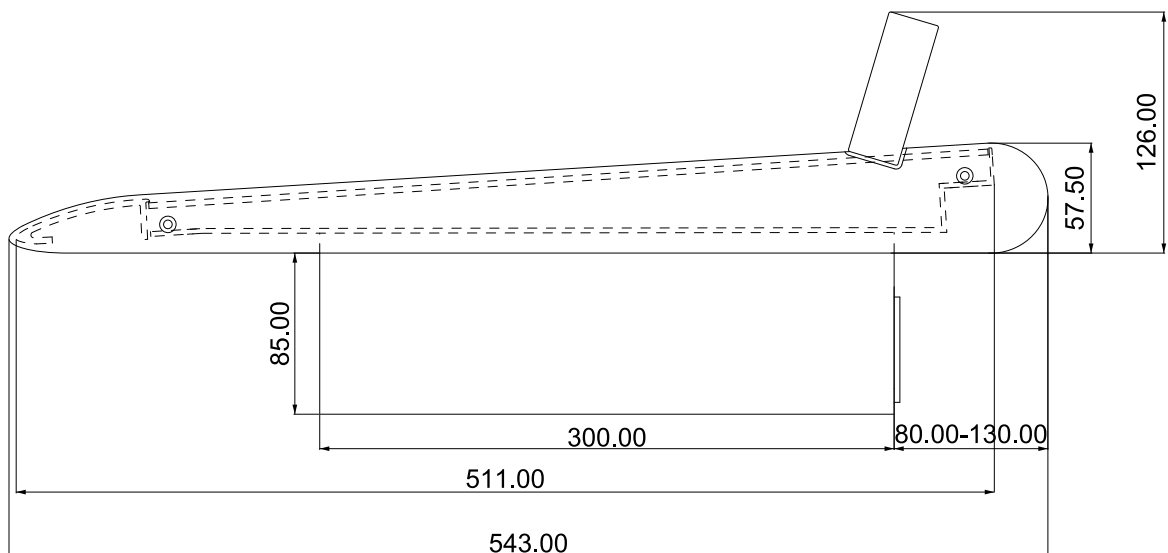
4 rotary encoder for volume control of monitoring sources for studio monitoring, headphones, external inputs, etc.



The DC 3 dimensions



Please add 162mm for each additional module to the console width shown in the drawing.



connect your events and teams.

control your workflow.

target your content.

engage your listeners.



Klotz Communications GmbH
Headquarters
81379 München, Germany
Phone: +49.89.4 51 08 63-0
info@klotzcommunications.com

Klotz Communications GmbH
Australia Sales Office
Contact: Andre Sauer
Phone: +61.4.04 04 52 43
a.sauer@klotzcommunications.com

KLOTZ Communications Asia
Sales & Support Office
Contact: Henry Cheong
Phone: +65 6484 1418
info@klotzcommunications-asia.com

Klotz Communications GmbH
Europe Sales Office
Contact: Robert Trebus
Phone: +49 172 864 2794
r.trebus@klotzcommunications.com

Klotz Communications America
Sales & Support Office
Contact: Tim Cuthbertson
Phone: +1 802 424-4866
tim.cuthbertson@klotzcommunications.com

Klotz System Ltd
Shenzhen, China
Contact: May Wang
Phone: +86.7 55.86 10 01 86
may@klotzsystems.com

klotzcommunications.com

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