

# **INTERNATIONAL CONSOLES CORPORATION**

## **I.C.C. 3000 Modular Audio Control Console**

The Engineers, Technicians and Management of **INTERNATIONAL CONSOLES CORPORATION** are proud to announce the availability of their I.C.C. 3000 completely modular audio control console.

Originally this console was developed to be sold to a very select group of knowledgeable clients. But, due to the overwhelming response at the 66th A.E.S. convention in Los Angeles, the company decided to restructure in order to service a much greater number of clients. Never before in the history of audio has there been a console that so completely exploits the advantages of modularization. Each and every function of the audio control console has been organized into it's own module which can be easily plugged into the cabinet. The cabinet can be expanded at any time to accept any reasonable number of modules.

More than eleven years of research and development went into designing the circuitry, including the radical re-design of audio control rooms in an effort to completely evaluate the audio integrity of these new circuits. Seven patents cover this revolutionary, new technology. We have named this console the I.C.C. 3000. This completely modular audio control console has been specially designed to allow later improvements in audio circuitry to be easily adapted to the existing I.C.C. 3000 systems. Existing modules can easily be replaced by improved versions as advanced technology makes them available. One of our design goals was to eliminate the high costs of replacing consoles every six months in an effort just to keep up with the state of the art.

By making sure that every kind of voltage and ground connection is available at the plug-in connector on each module, circuitry of any description may be easily accomodated by the system at any time. Plug-in modules and sub-modules make repair easy. The entire console, with the exception of the power supply can be repaired by untrained personnel through a simple module substitution process, trading "like for like" until the defective module or sub-module is found, and the problem is eliminated. The defective module can then be repaired by the client or sent back to the factory for replacement.

Customization is accomplished by having modules available for every function and by having a cabinet which expands or contracts to accept any reasonable number of modules. Any number of tape tracks, tape machines, effects-sends, effects-returns, cue or monitor systems can be easily accomodated at any time by plugging in the appropriate modules. Once these devices are hooked into the system, any device can be patched to any other device without the use of a patch-bay, thus eliminating the shortcomings of a patch-bay.

This new method of patching eliminates all transformers, stops op-amp destruction due to bad patches, allows for the combining of multiple outputs to feed an input, eliminates ground, impedance and level match problems and gets rid of unsightly patch cables.

The purchaser of this console system may wish to start out with a very small console and then expand his system as his budget allows.

The general versatility of this system allows for unlimited variation. Much like the English alphabet, with it's A.B.C. progression, the modules in this system may be added together in appropriate order to facilitate the handling of any function of an audio control console.

In designing this console, we made every attempt to perfect as many modules as possible and are happy to state that the majority of the modules in this system have no measurable noise or distortion.

Our major goal in the development on this console was the improvement of sound quality. In fact, the modular system allows for the on-going improvement of sound quality as technology advancement dictates.

Another goal in the design of this console was to achieve the perfectly logical control layout, and ... WE DID IT! Controls which are not in use do not light up. Those which are in use light up in their precise order.

By scanning from the top of a channel to the bottom, the operator not only sees what is in use, but also sees the exact order of the active controls.

Circular patterned VU meters monitor every active circuit. The meters are positioned below the circuit being monitored. Any distortion generated anywhere in the system can be instantly found because it must show on the nearby meter.

Once the operator learns the position of each control he may operate this console with all lights darkened in the control room. The operator is then confronted by only those portions of the console which are illuminated and operative.

All controls are accurately and completely labelled.

A revolutionary memory system\*\* is included in each console, which memorizes control knob settings so that a desired "mix" may be easily reconstructed by merely turning the controls until they illuminate. The control illuminates only when the precise setting which is held in memory is matched. Unlike other memory systems this memorization feature is totally separate from the audio circuitry so NO distortion is added.

Because of the illuminated display and the completely logical arrangement of controls, this control console system can be easily taught to almost anyone. In fact, many producers who have been previously unwilling to do any of their own engineering find that it is now completely within their grasp.

The following features are unique to the I.C.C. 3000:

"Mic Damp" \* Circuit \*\* adds natural peak compression effect that smooths and broadens the attack of percussive instruments. Equalization module \*\* has all of the advantages of a Parametric Equalizer but the signal only flows through two active devices. Noise Gate Circuit \*\* While the system simultaneously plays the full number of channels needed for faithful sound reproduction, the noise gate disconnects all non-playing channels from the master electronics.

Consequently, the noise and distortion are greatly reduced. Other noise gates do not inter-act with the master electronics.

In summary, the user of this system will find that he can easily accomplish all the traditional functions of the audio control console as well as discover many new capabilities. Some of these new capabilities are listed below. (A partial list.)

1. Monitoring off the playback head of the 24 track tape recorder while the musicians still hear a synchronized signal.
2. VU monitoring of all active circuitry.
3. Up to eight separate stereo cue mixes can be sent to each musician for him to mix at his own headset.
4. Controls illuminate as they are put into use.
5. Microphone damping. \*\*
6. Limiting as a function of equalization.
7. Noise-gate circuitry which works in conjunction with summing amplifiers, greatly reducing noise and distortion. \*\*
8. "Updatibility."
9. Ease of repair.
10. Greatly increased customization capabilities.
11. The system matches to any kind of equipment ... professional or consumer.



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