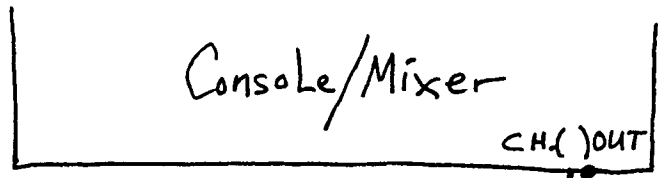


#1  
Example

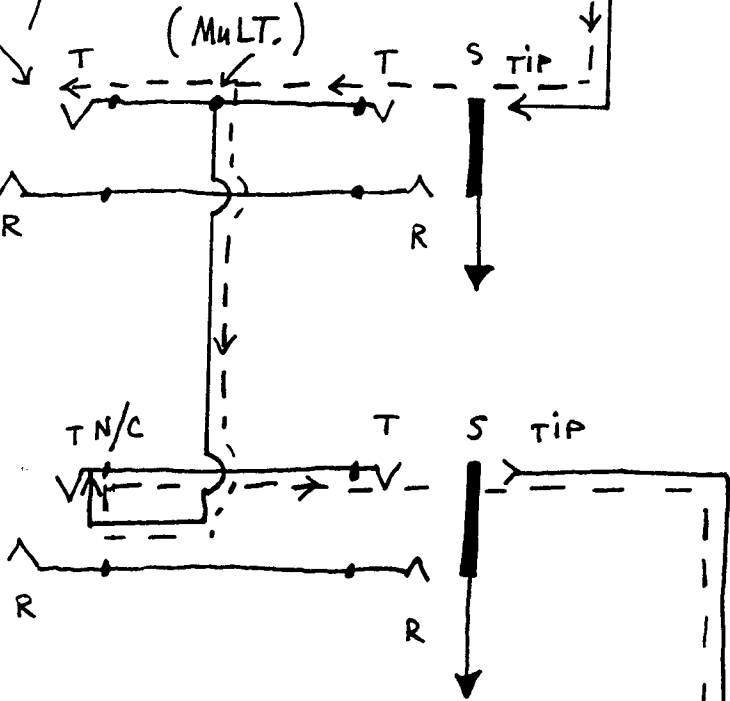
Console Outs normalled to tape IN's

PATCHBAY FRONT  
(Monitor/Listen)



Console CH( ) OUTPUT

TAPE CH( ) INPUT

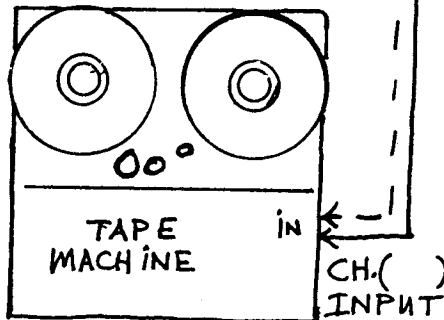


Ring LEFT UNUSED

#1 is Half Normal/Listen

Legend: ->- Normalled Signal Path/Direction

- N/O = Normally OPEN
- N/C = Normally Connected
- NC = No Connection



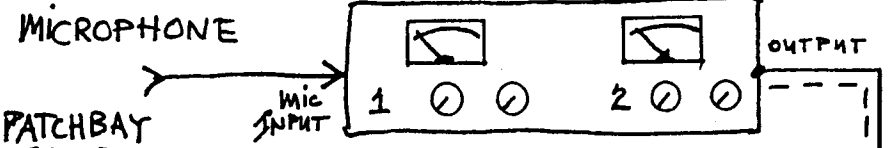
NOTE :

#2  
Example

MIC PRE Normalled to TAPE IN's

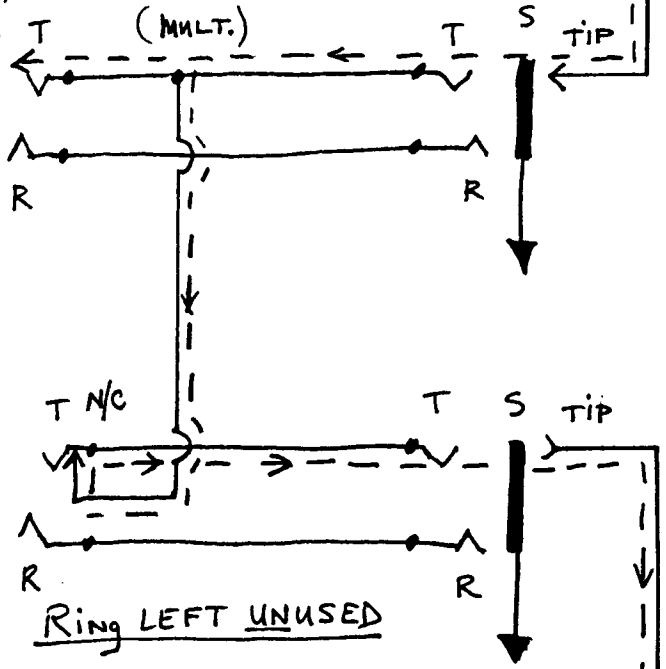
PATCHBAY FRONT  
(Listen/Monitor)

TUBE MIC PREAMP



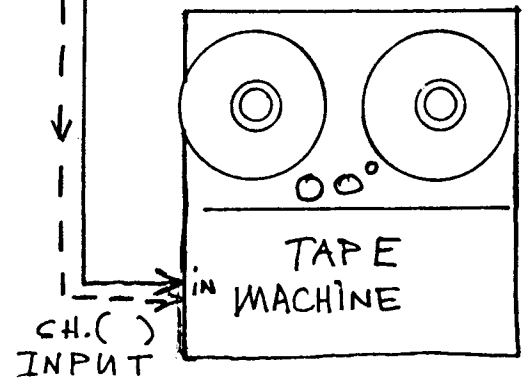
MIC PREAMP CH( ) OUTPUT

TAPE CH( ) INPUT



Ring LEFT UNUSED

#2 is Half Normal/Listen

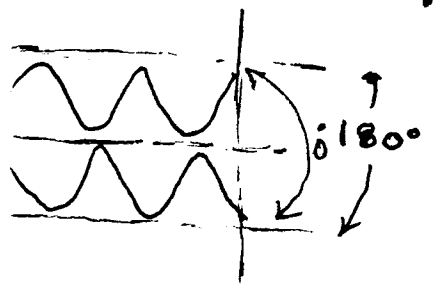
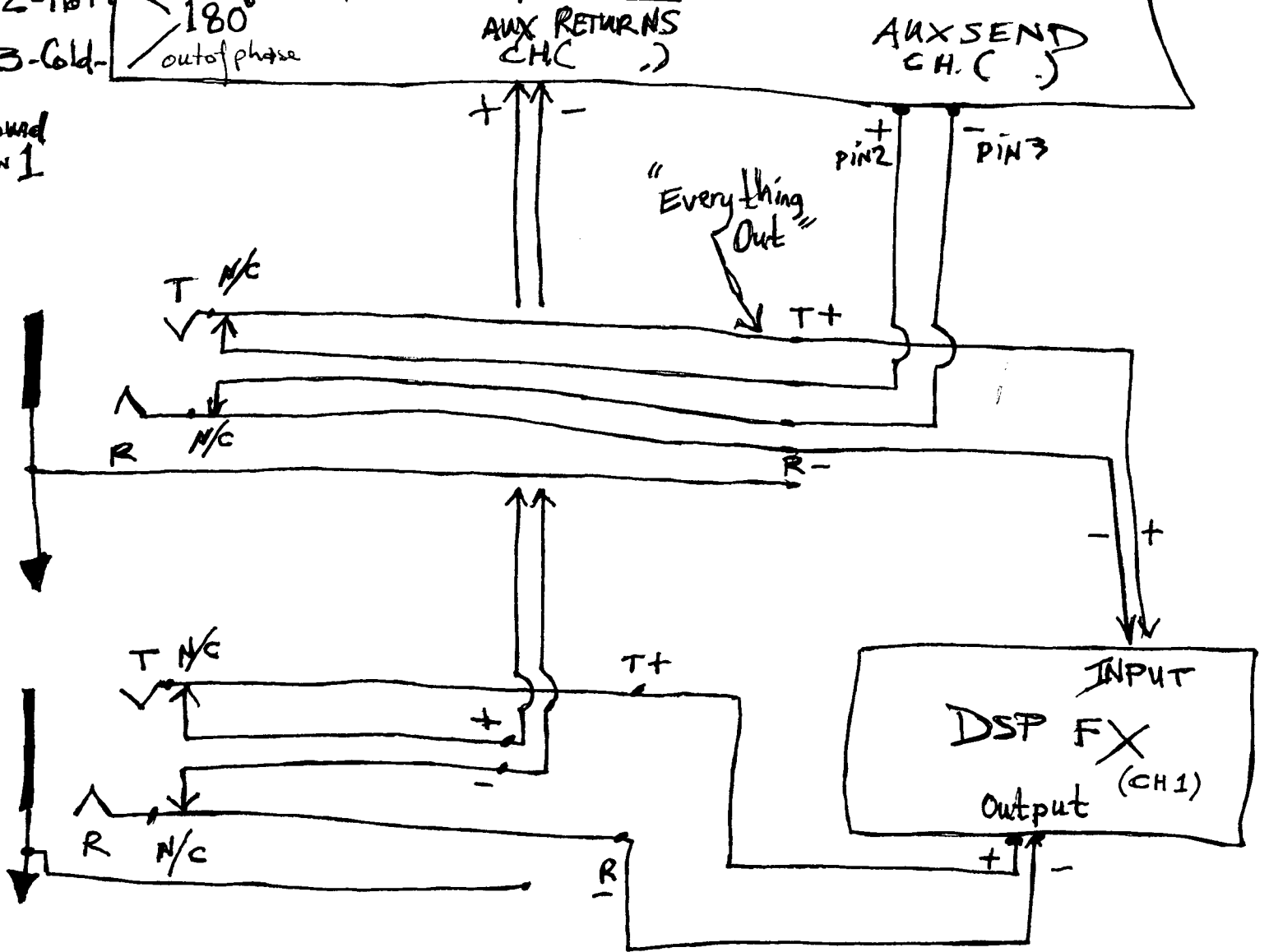


*Stübel*

### T.R.S. legend

$\frac{1}{4}$ " XLRS  
T = Tip/Send / pin 2 - Hot +  
R = Ring/Return / pin 3 - Cold -  
S = sleeve/shield / Ground Pin 1

### Console / Mixer

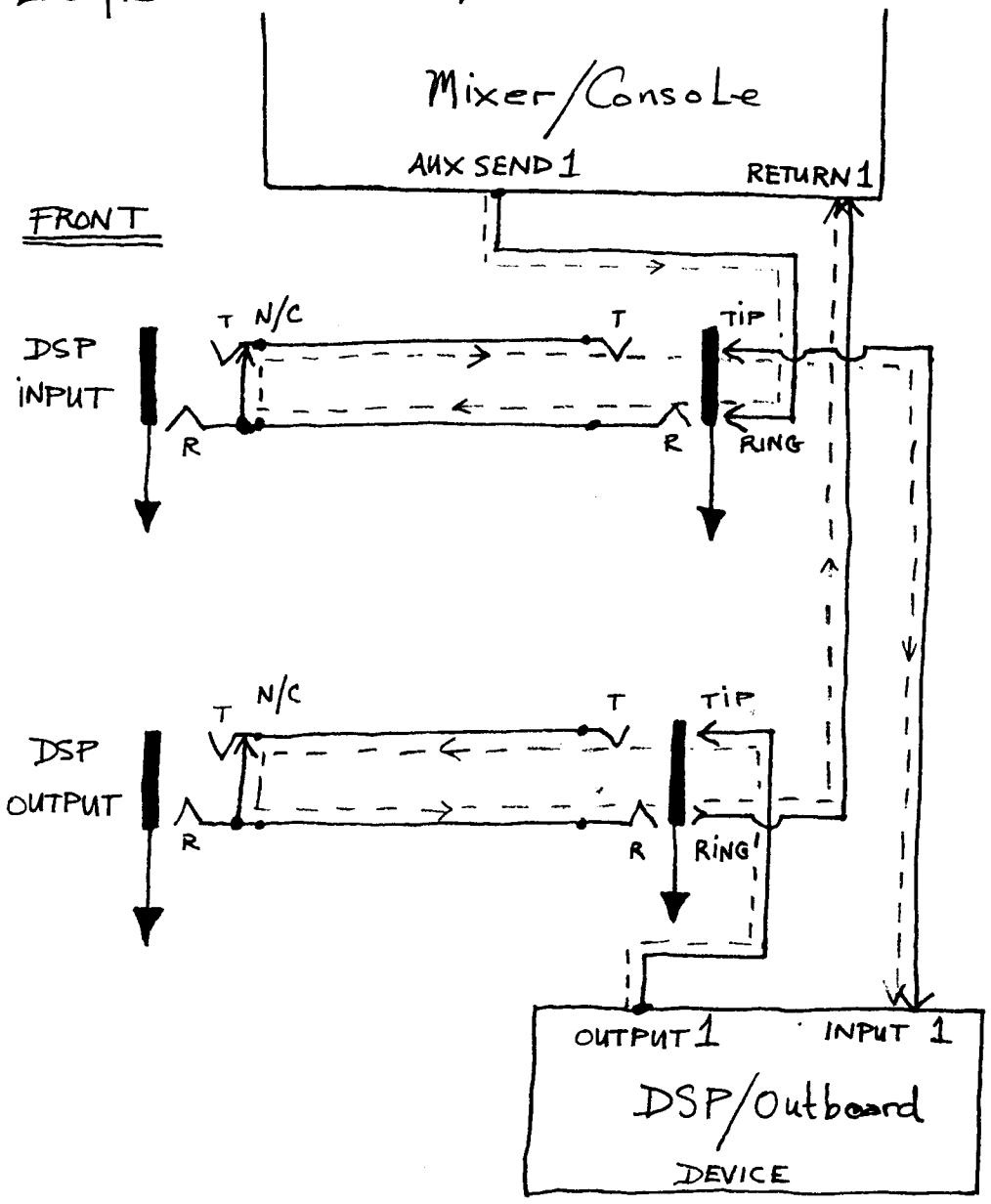


Balanced Wiring Full Normal

#3  
Example

DSP/Outboard

01.04.97  
S. Dunham  
Mad Creationz UnLTD.



#3 is Fully-Normalled  
Ring is normally connected \*