Specifications

Microphone Input	Input Sensitivity:	-72 to -32dBu
	Mic Gain:	+12 to 76dB(Analog) +/-12dB
	(Digital: Line Trim)	
	Insert Level	+/-0dBu
	Input impedance:	2kohms
	Frequency response:	+0, -0.5dB @20 to 20kHz, Mic gain:min
		+0, -2dB @20 to 20kHz,Mic gain:Max
	Dynamic range:	>101dB @Mic gain:min
	THD+N:	<0.007% @1kHz,-1dBFS
		<0.03% @1kHz,-20dBFS
	CMRR:	>50dB @15kHz, >75 @50Hz
	Crosstalk:	100dB @1kHz
	A/D converter:	24bit
	DIN Audio band RMS:	-124dB
	A weighting RMS:	-128dB
Line Inputs	Reference level:	+4 dBu, -10dBV(= -20, -18, -16dBFS)
	Input Level:	-8 to +16dBu
	Maximum Level:	+24, +22, +20dBu(=0dBFS)
	Limiter Threshold Level:	+23.5dBu
	Line Gain:	+/-12dB
	Input impedance:	10kohms
	Frequency responce:	20 to 20kHz +0, -0.1dB @AD-DA
	Dynamic range:	>110dB @AD-DA
	THD+N:	<0.007%@1kHz, -0.1dBFS,AD-DA
		<0.03%@1kHz, -20dBFS,AD-DA
	CMRR:	>50dB 50 to 15kHz
	S/N:	108dB (A weighted)
	Crosstalk:	100dB @1kHz
	A/D converter:	24bit
Talkback Microphone Inputs	Input Sensitivity:	-72 to -32dBu
	Mic Gain:	+36 to 76dB
	Input impedance:	2kohms
	Frequency responce:	+0, -0.5dB @20 to 20kHz
	THD+N:	<0.03%@1kHz -20dBFS
	EIN:	>110dB @DIN Filter
Ext Analog Inputs	Reference Level:	+4 dBu
	Maximum Level:	+24dBu
	Input impedance:	10kohms
	Frequency responce:	20 to 20kHz +0, -0.3dB
	THD+N:	<0.01%@1kHz, -20dBFS
	S/N:	>100dB
Digital Input	SRC resolution:	24bit
	Input sampling rate:	32, 44.1, 48, 96kHz +/-12.5%
	THD+N:	<0.001%
	Frequency responce:	20 to 20kHz +0, -0.1dB
	Input impedance:	110 ohms
	Input Level:	>2.0Vpp
Digital Outputs	Output impedance:	110 ohms
	Output level:	3 to 5Vpp
	Output sampling rate:	32, 44.1, 48, 96kHz +/-12.5%
Equalizer	HF EQ:	Peak/Shelving type, 5 kHz to 16 kHz, Q = 0.1 to 15, +/-18 dB
	MF EQ:	Band sweep type, 200 Hz to 12 kHz, Q = 0.1 to 15, +/-18 dB
	LF EQ:	Peak/Shelving type, 50 Hz to 500 Hz, Q = 0.1 to 15, +/-18 dB
Hi Pass filter	Hi Pass filter:	20 - 200Hz, -18dBFS/oct
Input Delay	Delay time:	0 to 20.0ms
Compressor	Threshold level:	-40 to 0dBFS
	Attack time:	1.0 to 200 ms
	Release time:	5 ms to 5 sec
	Ratio:	1/1.0 to 1/20
Limiter	Threshold level:	0 to -40dBFS
	Ratio:	1/1.0 to 1/30
Power Supplies	Enviroment:	AC100-240V, 50/60Hz
	Phantom Power:	+48V +/-0.1V, >50mA
Others	Console Reboot Time:	<10sec

mLAN is a registered trademark of Yamaha Corporation.
Specifications are subject to change without notice or obligation.

OTARI®
DB-32
DIGITAL
ON-AIR Console

OTARI®
www.otari.com

Otari, Inc.
4-33-3 Kokuryo-cho,
Chofu-shi, Tokyo
182-0022, JAPAN
Phone: +81/4-2481-8626
Fax: +81/4-2481-8633
email:sales@otari.co.jp

Otari Europe GmbH
Rudolf-Diesel-Strasse 12,
D-40670 Meerbusch,
Germany
Phone: +49/2159-50861
Fax: +49/2159-1778
email:info@otari.de

Otari Singapore Pte., Ltd.
12 Tannery Road
#03-07 HB Centre
Singapore 347722
Phone: +65/6846-1553
Fax: +65/6846-7875
email:sales@otari.com.sg

Otari U.S.A. Sales Inc.
9420 Lurline Avenue,
Unit C, Chatsworth,
CA 91311 U.S.A.
Phone: (818) 734-1785,
Fax (818) 734-1786
email: sales@otari.com

Represened By

The Otari DB-32 is an on-air Digital Console equipped with 24 input channel faders and an A/B switching function. Various incoming signals can be freely routed to the A/B input channels.(48 paths in total)
The DB-32 also has several unique features such as output routing,the emergency circuit,free arrangement of control surface,redundant power supply (optional),network card (optional),and so on. These functions will satisfy all sorts of requests in Studios and provide a high degree of flexibility in machine setup.
The most of frequently used buttons and knobs are still located on the console surface,and the console operation will retain an analog feel.

One-Man Operation

Sophisticated monitor control and memory functions support One-Man operation which is required for On-Air desks. Also, Two-Man operation is considered in the design for flexibility in various On-Air applications.

Audio Network Function (Option)

The new audio data transfer standard mLAN network function can be added. Via the mLAN network, the DB-32 can receive 32 channels of inputs and send outputs from the PGM, N-1, TEL, STUDIO, GUEST, and AUX output buses (20 channels in total).

DB-32 Features

Easy Operation

Based on digital technology, an analog feel of operation without complicated settings has been established with various monitor control and memory functions.

Sample Rate Converters in All Digital I/O

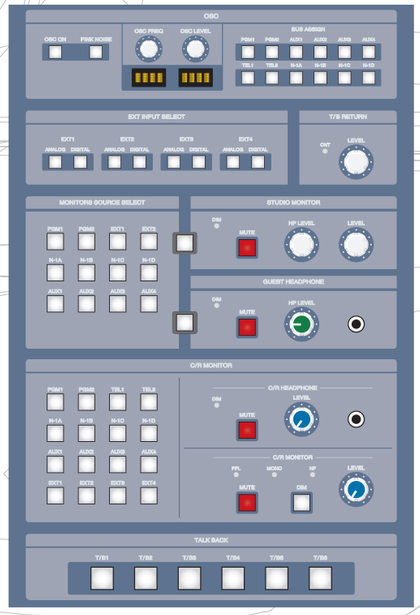
All of the digital inputs/outputs have sample rate converters as standard. Users do not have to worry about the sample rate of the device to be connected if it ranges from 32 kHz to 96 kHz. (Signal processing in the console is done at 48 kHz.)

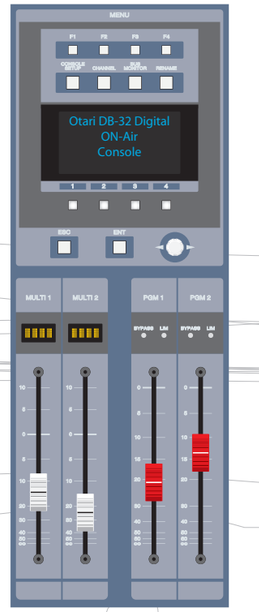
EMERGENCY Button

If the digital control system of the console should malfunction, by pressing the EMERGENCY button, two microphone inputs and one stereo line input are directly connected to the program outputs without A/D conversion to maintain the minimum audio signal outputs. Rebooting of the DB-32 control system takes only about 10 seconds.

Support for External Control

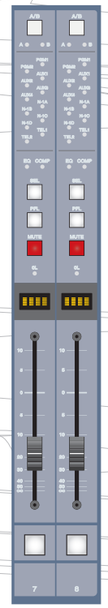
Control from an external device via GP-I/O is possible. Also, linking with an audio file system via serial communication will be supported





Fail-Safe

To reduce the risk of misoperation, a Switch Disable function locks out the control buttons specified by the user.

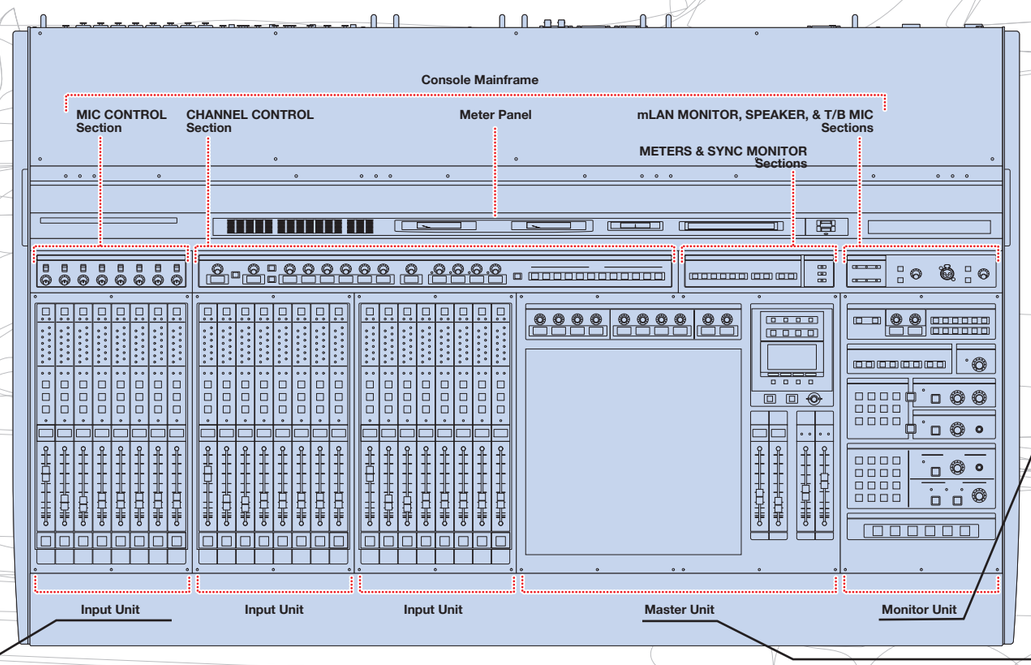


Wide and Flexible Input Configuration

The Otari DB-32 has 24 channel faders enabling it to be ready for a wide variety of inputs. In addition, all channels have an A/B input switching function and any of the following inputs can be assigned to either of A and B:

- Eight microphone inputs
- Twelve stereo and four mono analog line inputs
- Twelve AES/EBU digital inputs (four of them can be used for SPDIF format)

The console's operation surface has a unit construction and the placement of the units in the console frame can be changed according to your preference (with some restrictions). Furthermore, the Channel Control Unit (eight channel strips) supports "Hot-Swapping" enabling exchanging of the units even while On-Air.



Talkback Functions

Talkback to the TEL, N-1, AUX, and STUDIO buses can be controlled from the console.

Fine and Quick Setup in Digital

The DB-32's internal memory can keep up to 50 Snapshots (fader and channel setups) and 20 Projects (console configurations) and the setups can be recalled instantly with a press of one button. By connecting an external PC to the DB-32 (via RS-232C), Project, Snapshot, and GP-IO data can be stored in data files. By bringing in data files, your settings can be restored in a DB-32 installed in another studio.

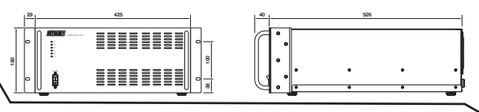
Designer's Talk

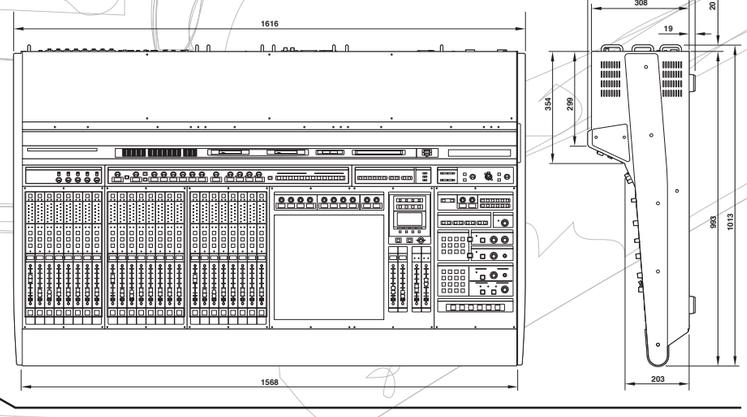
Designer of the DB-32 defined it as "the console that succeeded the development concept of the DB-10" and said, "when planning an audio mixing console for airing, we put priority on safety and reliability. Complex configurations or setups can cause human errors that should never occur. So we had to arrange functions on the control surface concisely and flexibly. Also, based on our opinion that communication between the control room and DJ booth is not limited to talkback, we made the indicator section of the DB-32 very simple to prevent giving unnecessary information. So a DJ can also communicate by eye contact. When you sit at the console, your job should not be completed by just controlling it. "Except for the power supply unit, the DB-32 console frame contains all of the I/O's and DSP engines. To provide a sense of security that everything is at hand, we chose this all-in-one construction. I think I feel the same sense of security as an analog desk gives me if I know that I can exchange I/O cards at hand when there is something wrong with the console. To get high stability, we use four DSP engine cards and they are the same type that are used in the DB-10 and have proven performance. "'Simplicity is the safety,' this is our conclusion."

Support for Redundant Power Supply (Option)

By adding another power supply unit, the power supply line is duplexed to increase system reliability.

Dimensions (mm)





Mainframe