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 CALREC

ARGO

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Designed to adapt to changing production needs, Argo is a new approach to audio mixing with a flexible control philosophy that breaks the traditional geographic tie lines between processing and control.

Flexible

Fully modular and with interchangeable hardware panels, Argo is built around Calrec's time-served Assist UI. This means that whether you are on physical panels or a remote GUI, the user interface is both familiar and easy to drive.

Argo's panel system encourages broadcasters to adapt surface hardware to meet their unique requirements, with two mid-level rows of interchangeable panels on the larger Argo Q model, and one

mid-level row on the compact Argo S model. Calrec has also introduced a comprehensive system of user templates to instantly change the hardware user interface to meet changing requirements or user preferences.

Powerful IP core

Argo is built around an expanded version of Calrec's ImPulse IP core, which means the location of the control surface is not tied to the processing core. It can power up to four independent mix environments, including headless mixers accessed

via public internet, with each mixer able to access more than 2,350 processing paths on a single console; this provides enough power to deal with the biggest immersive and NGA mixing demands.

User friendly

Argo's control surface uses optically bonded touchscreens to provide unrivalled visual feedback and speed of access.

Soft panels provide a richer user experience and hardware panels allow users to build definable functions and apply these as templates - this helps operators move around the surface faster and makes it more intuitive.

Argo's panels are also interchangeable and can be placed wherever they are needed. This makes it easy to grow and adapt the console to individual requirements

and it means the desk can easily be split for sub mixing or mixing in other locations.

Maximum uptime

Argo builds on Calrec's broadcast-specific and industry-leading surface redundancy. All control elements can be duplicated so an operator can use any panel to access inputs and controls, while fader scrolling functionality adds more protection.

Combined with standard redundant hardware, Argo provides SMTPE's hitless packet merging alongside a second layer of hardware redundancy to guarantee broadcast uptime.

I/O on the fly

Argo includes optional AoIP I/O modules which can be fitted directly into the control surface, with a variety of I/O options. These can be fitted into every section of the console to give the operator a variety of input options, make cabling more efficient and save space in external racking.

NGA ready

With NGA content on the increase and broadcasters adding value to productions with increasingly complex NGA output formats, Argo provides tools to make everything simpler to organise and manage.

Flexible immersive spill helps maintain total control over a variety of multi-channel formats but with no need for dedicated surface real estate.

Multi-channel sources can be controlled on a single fader but spilled out onto more faders for fine control; Argo allows spill faders to be placed anywhere on the control surface, on any layer and in any position to free up space and make the workspace more adaptable to individual needs.

Max number of each path type	Total DSP paths	2384
	Input channels	2048
	Mains	16
	Groups	48
	Tracks	96
	Auxes	48
Max Faders		240
Track sends per ch/gp path		4
Direct/Mix-minus Output leg pool		1024
Direct/Mix-minus Output per ch/gp path		4
Mix-minus busses		1
Insert leg pool		1024
Inserts per ch/gp/mn path		2
Inserts per aux/track path		2
Input delay leg pool		256
Output delay leg pool		256
Path delay		All legs of all path types
Delay time		Up to 5.4 secs on each Input, Path and Output delay block
EQ		6 band parametric on every channel group, main, aux and track
		6 and 12db per octave slope options on any band operating with shelf response
		6, 12 and 18db per octave slope options on bands 1 and 2 when set to HF/LF filter response
Dynamics		2 x compressor/limiter + 1 x expander/gate/ducker/ on every channel, group and main
		2 x compressor/limiter on every aux and track
Sidechain EQ		2 x SCEQ bands on every channel's dyn1 (1 x comp/lim + exp/gate/ducker)
		1 x SCEQ band on every group and main dyn (1 x comp/lim + exp/gate/ducker)



Argo S

Calrec's Assist GUI is central to Argo's operation and is directly transferable to a browser to provide portability, backup and on-the-fly configuration in remote locations.



More information at calrec.com/argo