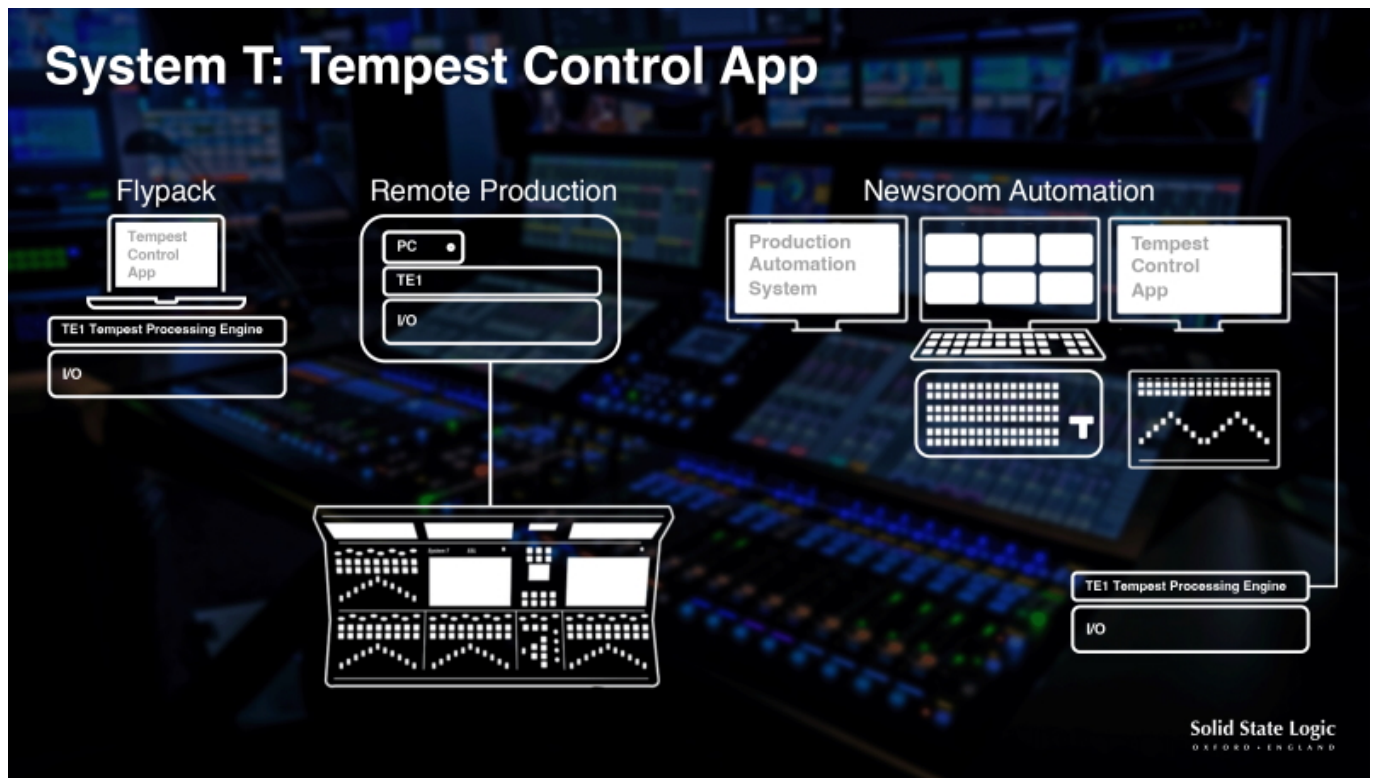


## **Solid State Logic Set System T 'Tempest Control App'**



Solid State Logic is set to launch the Tempest Control App at IBC 2023 (stand 8.B81) September 15. Delivering full control of the System T production platform from a software application, Tempest Control App presents the next step in virtualised control solutions for live-to-air broadcast audio.

Delivering full control of all mix, routing, monitoring, setup and automation functions, including the entire suite of next-gen immersive production tools, Solid State Logic's new Tempest Control App (TCA) brings to the market an unprecedented level of production flexibility and operational adaptability for broadcasters of all sizes. TCA is a robust and highly scalable control solution for key broadcast audio applications including remote production, newsroom production, backup scenarios or anywhere a physical control surface is not required. TCA utilises the same easy-to-use graphical user interface as found across the entire System T range, providing operators with a familiar experience no matter what System T control interface they are using.



TCA allows broadcasters to deploy ultra-lightweight, high power flypack systems, consisting of only a 1U TE1 Tempest DSP Engine, PC or laptop running the TCA software, and I/O, providing up to 256 paths of on-site low-latency audio processing. For more resource-intensive demands, a system with higher DSP, up to 800 channels, can be specified using the TE2 DSP engine. Combining this level of scalability with its comprehensive control and processing capabilities, a TCA flypack presents a significant step forward in what is considered possible for distributed and decentralised audio production.

If a remote workflow is required, a TCA system can be controlled remotely from a studio location via another control interface. This could be a large format System T console in a control room, a computer running the Tempest Control App with a connected fader tile, or simply the software interface in its most streamlined configuration. All aspects of control are available, including AoIP routing, control of the on-location preamps and mixes for local monitoring feeds.

TCA seamlessly integrates with automated newsroom production platforms, including EVS, Grass Valley, Ross, Sony and Viz. Key features including channel and bus fader levels and PFL state can be controlled from the newsroom automation, with local control simultaneously available to an operator. A typical newsroom system could consist of a touch screen, 1U Tempest DSP Engine, I/O and optional furniture-mounted fader tile, with a virtual machine hosting the TCA, providing a comprehensive feature-set in a package requiring little in the way of control-room or rack-room real estate.

Solid state Logic, along with Audiotonix sister company, Calrec, have developed a cloud-based processing platform which over the past 12 months has been utilised on a number of successful proof of concept events with broadcast partners. TCA will provide a software-based control solution that can run 'locally' alongside the cloud-based audio processing. The existing System T remote functionality can be used to connect another control surface which is on the ground. This could be a large format console, a smaller console, or another instance of TCA.

System T is Solid State Logic's award-winning, next-gen broadcast production platform. It is a truly IP-native, distributed, and scalable audio production system that can be tailored to any production application. It offers market-leading architectural flexibility; any configuration of control surfaces, processing engines and I/O can be combined to build the perfect system.

To explore the benefits of the Tempest Control App and how it can enhance your broadcast facility's production capabilities, please schedule a consultation with an SSL broadcast expert. Or be among the first to experience TCA by visiting Solid State Logic at the IBC show, stand 8.B81 at the RAI Amsterdam.

[www.solidstatellogic.com](http://www.solidstatellogic.com)