

# Artemis



	Artemis Shine	Artemis Ray	Artemis Beam	Artemis Light
- Channel Processing Paths	680	456	340	240
- Main Outputs	Up to 16 from pool of 128	Up to 16 from pool of 128	Up to 16 from pool of 128	Up to 16 from pool of 72
- Groups	Up to 48 from pool of 128	Up to 48 from pool of 128	Up to 48 from pool of 128	Up to 48 from pool of 72
- Track Buses	Up to 64	Up to 64	Up to 64	Up to 48
- Aux Buses	Up to 32	Up to 32	Up to 32	Up to 24
- AFL Systems	3	3	3	3
- PFL Systems	3	3	3	3
- Inserts	Pool of 256	Pool of 256	Pool of 256	Pool of 128
- Chan/Grp Direct/ Mix Minus Outputs	Up to 4 per path from pool of 512	Up to 4 per path from pool of 512	Up to 4 per path from pool of 512	Up to 4 per path from pool of 256
- Input Delay	256 legs of 2.73s	128 legs of 2.73s	128 legs of 2.73s	128 legs of 2.73s
- Output Delay	256 legs of 2.73s	128 legs of 2.73s	128 legs of 2.73s	128 legs of 2.73s
- Bus Path Delay	2.73s per path	2.73s per path	2.73s per path	2.73s per path
- Track Sends/Chan or Grp	4	4	4	4
- EQ 1-4	4 band Para	4 band Para	4 band Para	4 band Para
- EQ 5-6	2 band Para	2 band Para	2 band Para	2 band Para
- Sidechain EQ	2 band Para	2 band Para	2 band Para	2 band Para
- Dynamics 1	Comp/Lim and Exp/Gate	Comp/Lim and Exp/Gate	Comp/Lim and Exp/Gate	Comp/Lim and Exp/Gate
- Dynamics 2	Comp/Lim	Comp/Lim	Comp/Lim	Comp/Lim
- Max Faders	72	72	64	56
- Layers	12 Dual Layers	12 Dual Layers	12 Dual Layers	12 Dual Layers
- AutoMixers, each controlling an unlimited number of paths	8	8	8	8
- Advanced AutoFader (AFV) functionality on all faders				
<b>Router Ports</b>	16/32	16/32	16/32	8
<b>Networking</b>	Integral 8192 <sup>2</sup> router	Integral 8192 <sup>2</sup> router	Integral 8192 <sup>2</sup> router	Integral 4096 <sup>2</sup> router
	All I/O provided over Hydra2 network via a range of Hydra2 I/O boxes. Cat5e or fibre connectivity			
<b>Surface</b>	100mm faders with mechanical PFL overpress 12 A/B Layers, providing 24 possible assignments for each fader Colour-changing rotary knobs to indicate function Touch screens controlling I/O, monitoring and routing			