



**Attero Tech by QSC
Synapse D32i**

Dante™/AES67 Networked Audio Interface - 32 channel inputs

Features

- 32 line level balanced inputs
- Front panel for network audio level control
- High performance analog-to-Dante conversion on terminal block connectors
- Software selectable pad can be configured for professional (+4 dBu) or consumer (-10 dBV) input levels for each 16 channel input bank.

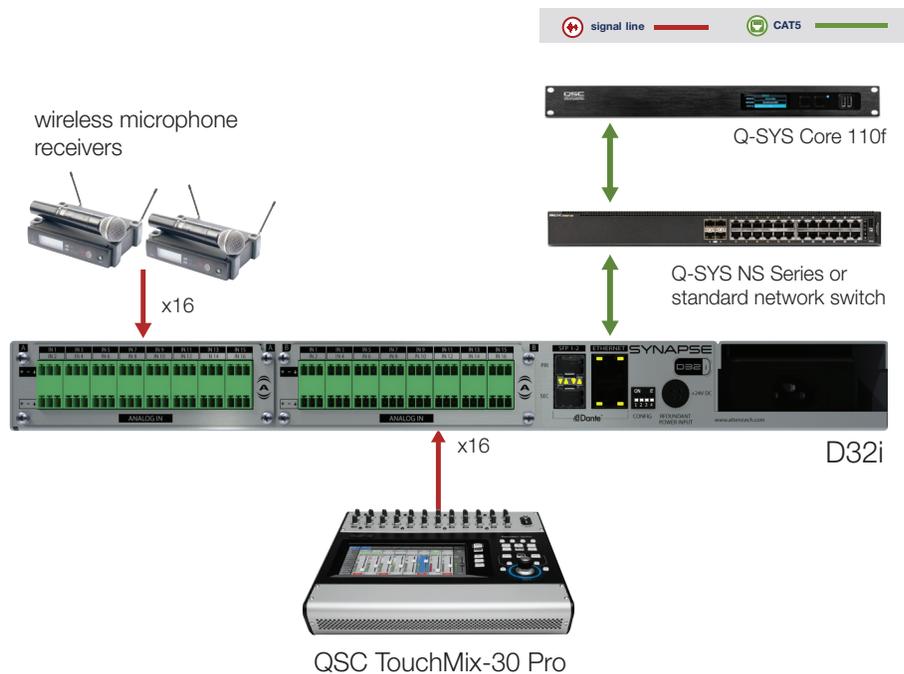


**Applications: Live Sound • Stadiums • Recording Studios •
Education • Conference Centers**

The D32i is a high-performance, 32-channel networked audio interface supporting Dante with AES67 interoperability. The balanced line level inputs feature a software-switchable input pad for each bank to accommodate a mix of line level consumer and professional analog audio devices. All inputs are available independently for routing from the Dante / AES67 network audio interfaces.

A Q-SYS control plugin is available that enables simple integration of the Synapse D32i into the Q-SYS Ecosystem.

Application Example



Synapse D32i Details

Specifications

Analog Line Inputs

Maximum input level	+24 dBu (Pad active - Line mode)
Input impedance	10 Ω
Input type	3-pin depluggable terminal block
Dynamic range	>105 dB
THD+N	<0.005% @ -3 dBFS
Frequency response	20 Hz to 20 kHz, +/- 0.5 dB

Headphone Output

Connector	1/4 in TRS jack
Controls	mute / volume encoder
Load	32 Ω minimum

Audio Networking

Protocol support	Dante™ with AES67 support
Channel count	32 Dante RX, 2 Dante RX
Modes	Switched or Redundant Mode
Latency	0.250 ms minimum
Ports	2 - Gb copper on RJ-45, 2 - Gb SFP
Sample rates	16/24-bit, 44.1 kHz, 48 kHz, 88.2 kHz, 96 kHz

Environmental

Power	110 V-220 V AC Input, with optional external 24 VDC redundant supply
Power consumption	<20 W

General

Dimensions (HWD)	1 RU form factor 1.75 x 19 x 12.5 in (44.5 x 482.6 x 508.0 mm)
Weight	6 lb (2.72 kg)
Operating temperature	0 to 40° C
Regulatory compliance	FCC 47CFR Parts 15B and 18 (Class A), EN 55011, ICES-003, CE (EN55032 Class A and EN55024 Class A)

