

News & Analysis

- 4 Leader**
- 4 News**
Sales, contracts, appointments, biz bites and the bigger picture.

- 16 Products**
New introductions and announcements.
- 74 Headroom**
Battery life; consoles of note; and is AM the new hi-fi?



Craft

- 14 Nimrod Productions**
Recording orchestras and recreating the sounds of the 1970s in a facility where it's Game On rather than Game Over.
- 44 Willi Zurrer**
Covering all the angles with a man who spends most of his days in a truck behind a Stagetec console working on sport and music for TV.
- 48 Ray Gillon**
Movie man on the state of the film industry, archival, equipment choices and the economics of D-Cinema.

- 51 Sweet Spot**
EnergyPro's 'clean sheet' was an advantage in developing a new high-end reference monitor in an industry that has plenty.
- 58 Meet your maker**
John Stadius — The man behind the technology at Soundtracs and DiGiCo talks fixed point, floating point, and one-box solutions.
- 62 Katz's column**
Bob tells the story of an album he's just mastered that used (and abused) some of the techniques he described last issue.
- 71 Ten**
Console stepping stones.



Business

- 54 Game for business**
Next generation games consoles and new game genres make music and audio a rich seam of opportunity for the young and adventurous at heart.

- 72 Your business**
Digital is about to do to the live concert industry what it did to the recorded music business — change its world forever.

Technology

- 64 Storage Area Networking**
Planning on a storage topology to meet current and future needs requires a review of your storage requirements. We look at the options and the differences.

- 68 Slaying Dragons**
Audio equipment is often based on inventions covered by patents, yet the issues surrounding patents are widely misunderstood.

Reviews

- 22 Calrec Sigma Bluefin**
- 24 Merging Pyramix 5/Isis**
- 28 Holophone H2 Pro**
- 30 RME ADI-6432**
- 32 Fostex CD500**

- 34 Prism Sound ADA-8XR**
- 36 Milab DC196**
- 38 Marantz PMD570**
- 40 TL Drum Rehab**
- 42 Neve 8816**

