

Apollo+ and Artemis+ consoles with ImPulse

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DSP Processing Paths	1458	1056	800	672	528
Input Channels**	1122	768	512	384	256
Max Physical Faders	320 (Apollo+) / 72 (Artemis+)				
Max Main Output Buses**	Up to 16 from Main/Group pool of 192 mono legs				Up to 16 from Main/Group pool of 96 mono legs
Max Group Buses**	Up to 48 from Main/Group pool of 192 mono legs				Up to 48 from Main/Group pool of 96 mono legs
Track/IFB Output Buses	Up to 96 from a pool of 96 mono legs	Up to 64 from a pool of 64 mono legs			Up to 48 from a pool of 48 mono legs
Track/IFB Sends per Path	4				
Aux Output Buses	Up to 48 from pool of 48 mono legs	Up to 32 from pool of 32 mono legs			
Mix-Minus Outputs and Direct Outputs	Up to 4 outputs from pool of 512 mono legs				Up to 48 from a pool of 48 mono legs
Insert Send and Returns	Pool of 256 mono legs				Pool of 128 mono legs
EQ	6 band parametric EQ/filters on every channel, track, aux, group and main				
Dynamics	2 x compressors/limiters + 1 x expander/gate/ducker + 2 x full bands of sidechain EQ per channel, track, aux, group and main***				
Input Delay	Up to 2.73s per input from pool of 256 mono legs		Up to 2.73s per input from pool of 128 mono legs		
Path Delay	Up to 2.73s per path				
Output Delay	Up to 2.73s per output from pool of 256 mono legs		Up to 2.73s per output from pool of 128 mono legs		