

SONY®

Digital Audio Mixer

User's Guide for Automation Editor Version 1.00

DMX-R100

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DMX-R100 Automation Editor

General

Features

The major features for the off-line Automation Editor are:

- It runs on a standard Windows-based PC.
- Files can be transferred between the DMX-R100 and PC either by floppy disc or serial cable, allowing a multitude of off-line edit functions.
- GUI-based operation with, in most cases, the same familiar GUIs as used within the DMX-R100 itself.
- Channel settings can be copied and pasted to other channels.
- All channel controls, including faders, knobs and buttons, can be individually set and adjusted off-line.
- Channel sections can be switched in and out as complete blocks.
- Fader Groups can be set up and adjusted.
- New automation data can be created off-line by hand.
- Timeline-based automation data for individual controls can be adjusted, by clicking on and dragging it.
- Automation copy and paste allows automation data to be copied from one channel to any others for the same control type. Data can be time-shifted and pasted into the source channel or any other channel.
- Snapshots can be modified on a channel by channel basis.

Terminology and Navigation

Cursor Control

The DMX-R100 Editor design is based on operation using a mouse but other types of pointing device, such as a graphics tablet or trackerball, are not excluded.

Terminology

The following refers to the operation of a mouse:

- **Click** or **click on** - a single click on the left mouse button.
- **Double click** - a quick double click on the left mouse button. If a three button mouse is in use, it may be possible to set up the centre button as the equivalent of a double click.
- **Click and hold** or **click and drag** - click the left mouse button down and continue to hold it down whilst moving the cursor on the screen.

Navigation

GUIs have some common attributes when navigating through the pages:

- **←** and **→** keys allow stepping through the GUIs one at a time or, alternatively, click on individual tabs.
- **↑** and **↓** keys allow stepping through items in columns one at a time or, alternatively, click on individual items.

Downloading and Installation of the DMX-R100 Editor

A Sony representative will supply details of the website that allows the software download. The following procedure assumes that the website is displayed on the computer on which the DMX-R100 Editor software is to be loaded.

To Create a New Folder

- 1 On the computer 'desktop', create a New Folder to contain the editor software. Do this by putting the cursor on the background of the screen, then right click on the mouse or other pointing device for a pop-up.
- 2 Move the cursor to the 'New' option for a further pop-up.
- 3 Click on 'Folder' and a folder icon will appear in the screen, labelled 'New Folder #'.
- 4 Click once on the folder to highlight it.
- 5 Click once on the current name, 'New Folder #', to highlight it ready to type in a meaningful name. Type in 'DMX Editor' or similar.

Note

The folder created for the DMX-R100 Editor could be in any convenient location in the system.

To Download the Software

- 1 Click once on the download link in the website and wait for the 'File Download' pop-up to appear.
- 2 When it has appeared, select the 'Save this file to disk' option, and then click on 'OK'.
- 3 The 'Save As' pop-up will appear. Click on the ▼ at the top to the right of the heading 'Save in:' for its pop-down.
- 4 Locate 'Desktop' at the top of the pop-down and click on it.

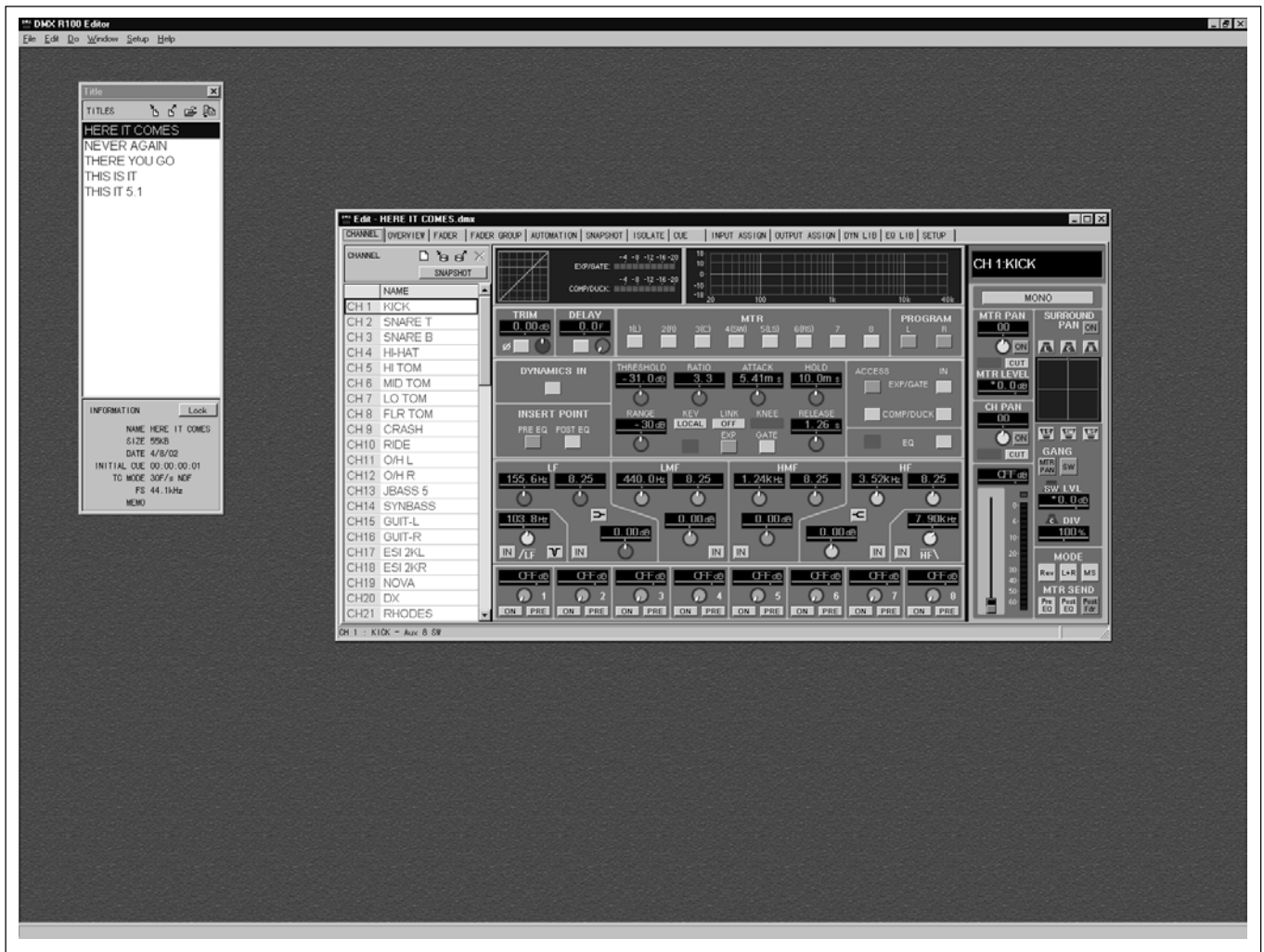
- 5 Double click on the new folder labelled 'DMX Editor' to open it.
- 6 Click on 'Save' to start the download and a pop-up displaying a progress bar will appear. Wait for the download to complete.


To Install the Software

The software will have downloaded as a .zip file (i.e. a compressed format). It must be 'unzipped'.

- 1 Double click on the 'DMX-Editor' folder in the computer desktop or background screen to open it. The downloaded file will be displayed.
- 2 Double click on the .zip file and wait for the 'WinZip' window to appear.
- 3 Click on the 'Extract' icon at the top of the window and the 'Extract' window will appear.
- 4 Under the 'Folders/drives' heading, locate the 'Desktop' icon and make sure is displayed to its left. If is displayed, click on it once.
- 5 Locate the 'DMX Editor' folder and click on it once; this specifies that the 'unzipped' files will be placed there.
- 6 Click on 'Extract' and wait for the 'unzipped' files to appear in the 'DMX Editor' folder.
- 7 For convenience, move the 'dmxedit.exe' icon to the desktop. Click and drag the icon to the desktop (screen background area).
- 8 Click on the icon to start the program and check that it runs.
- 9 Click on the at the upper right to close the program.

Start-up Window



Once installed, click on the 'DMX-R100 Editor' icon to start the program. Then click on the  (maximize) button at the top right of the window border so that the GUI fills the screen. The image will appear, depending on the size and resolution of the screen, similar to the illustration above, but will only display the 'Title' window to the left to start with.

The operation of the DMX-R100 Editor is based on familiar MS Windows® principles. The Tool Bar at the top of the screen displays menu options. Clicking on any menu heading will display a pop-down containing related commands. The commands available will vary depending on which window is current, indicated by its heading bar being highlighted. Commands which are 'greyed out' are not available for the current window. Clicking on fully visible commands will action them.

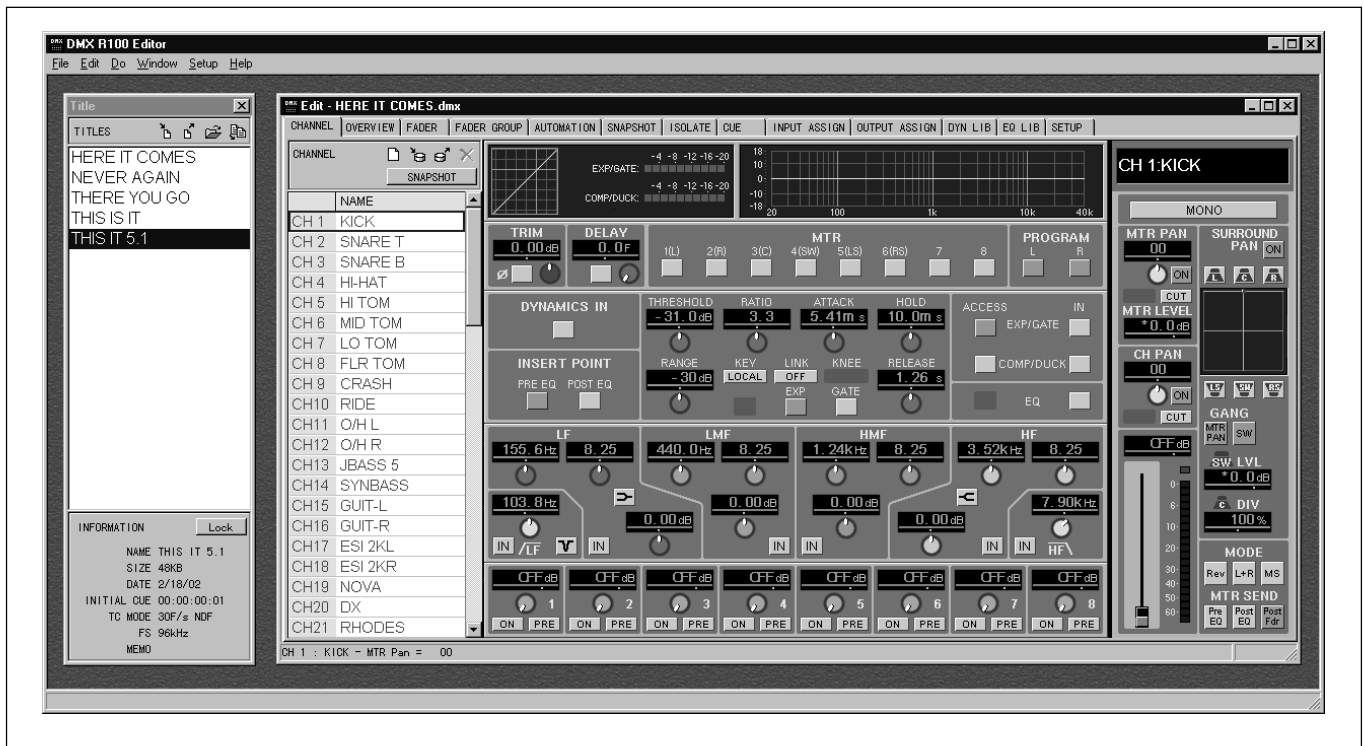
Title Window

The 'Title' window, to the left in the illustration, displays the list of titles held in the system. Any titles imported, either by floppy disk or RS-232C wire connection, will be listed in this window.

Edit Window

Double click on any title entry for a window displaying its CHANNEL GUI, as illustrated above. Detailed description of this window follows in a later section.

Importing and Exporting Titles



Title files can be imported and exported to and from the DMX-R100 Editor either by floppy disks or via a cable connection using RS-232C serial ports. Titles can also be imported from the hard disk drive.

Note

When using the DMX-R100 it is possible to store snapshots in sequences which include empty slots. Please note that the import function will compact the snapshots list ignoring the empty slots.

To Import a Title Via Floppy Disk

This procedure assumes that a Title had been saved to floppy disk in the DMX-R100.

- 1 Insert the floppy into the computer which has the DMX-R100 Editor software loaded and running.
- 2 Click on the 'Import' icon (on left at the top of the TITLES window), or click on 'File' in the tool bar and then click on 'Import from FDD' or, alternatively, hold **CTRL** and press **I** on the keyboard in order to display the floppy 'Import' window.

- 3 The 'Import' window will display a number of files and the file name 'SYSF.DAT'. There is no need to type in a name as the actual name of the title will be imported. Click on 'Open' to import the title file.
- 4 A 'Title Name' pop-up will appear, displaying the name. Type in a revised name if required. Then click on 'OK' to complete the import operation. The imported title name will appear in the 'TITLES' list in the editor.

To Import a Title from the Hard Disk Drive

This procedure assumes that a Title had been saved or archived to the hard disk drive in the computer which has the DMX-R100 software loaded and running.

- 1 Click on the 'Import' icon (on left at the top of the TITLES window), or click on 'File' in the tool bar then click on 'Import from FDD' or, alternatively, hold **CTRL** and press **I** on the keyboard in order to display the floppy 'Import' window.

- 2** With a floppy inserted in the drive, the full 'Import' window will appear. If there is no floppy, the 'Import' pop-up will appear, displaying the message 'A:\ is not accessible'. In this case, click on 'Cancel' for the full 'Import' window.
- 3** Click on 'SYSF.DAT' for the title required, to highlight it. If it is not displayed, click on the ▼ at the top to the right of the heading 'Look in:' for its pop-down. Navigate to the directory location which holds the title and double click on it to open it. Then click on 'SYSF.DAT' to highlight it. Click on 'Open' to import the title file.
- 4** A 'Title Name' pop-up will appear, displaying the name. Type in a revised name if required. Then click on 'OK' to complete the import operation. The imported title name will appear in the 'TITLES' list in the editor.


To Export a Title Via Floppy Disk

- 1** Insert the floppy into the computer which has the DMX-R100 Editor software loaded and running.
- 2** In the 'Title' window, click once on the title to be exported to highlight it.
- 3** Click on the 'Export' icon (second from left at the top of the TITLES window), or click on 'File' in the tool bar and then click on 'Export to FDD' or, alternatively, hold **CTRL** and press **E** on the keyboard in order to display the floppy 'Export' window.
- 4** The 'Export' window will display a number of files and the name 'SYSF.DAT'. There is no need to type in a name as the actual name of the title will be exported. Click on 'Save' to export the title file to the floppy disk.

If a title file already exists on the disk, a warning pop-up will appear requesting confirmation that it is to be replaced by the export.

To Set Up Import and Export Via RS-232C

To import and export titles via RS-232C cable, the PC must first be set up to accommodate it:

- 1** Make sure the power is turned off both for the DMX-R100 and the PC being used with the editor software.
- 2** Connect an RS-232C 9W 'null modem' cable between the SERIAL connector on the rear panel of the DMX-R100 and an available serial connector on the PC. The serial connectors on a PC may be indicated as COM# or have icon #. Take note of the connector number on the PC.
- 3** Turn on power to both units and run the DMX-R100 Editor program.
- 4** Click on 'Setup' in the tool bar for its pop-down and then click on RS-232C. The RS-232C set-up pane will appear.
- 5** Select a 'Com port' # either by using the ↑ and ↓ keys on the keyboard or, alternatively, click on the ▼ to the right and select one of 'COM 1' - 'COM 9'. This number should match that of the connector on the PC. This concludes the set-up.

Precautions During Import and Export Operations

Take note of the following points relating to the DMX-R100 before and during import and export operations:

- Make sure timecode is not running.
- Make sure all automation operations have completed.
- Make sure all title operations have completed.
- Do not attempt any title-related operations, such as 'save', in the DMX-R100.
- Do not turn off the power for the DMX-R100.

To Import a Title Via RS-232C Connection

This procedure assumes that the RS-232C connection is in place.

- 1 Click on the 'Import' icon (on left at the top of the TITLES window), or click on 'File' in the tool bar and then click on 'Import from RS-232C' or, alternatively, hold **CTRL** and press **M** on the keyboard in order to display the 'Import from RS-232C' pop-up.
- 2 The 'Import from RS-232C' pop-up will display a list TITLE 1 - TITLE 10. To highlight it, click on the same numbered title as the one in the DMX-R100 TITLE MANAGER list to be imported.
- 3 Click on 'Import'. A progress bar will be displayed during the import process.
- 4 A 'Title Name' pop-up will appear, displaying the name. Type in a revised name if required. Then click on 'OK' to complete the import operation. The imported title name will appear in the 'TITLES' list in the editor.

To Export a Title Via RS-232C Connection

This procedure assumes that the RS-232C connection is in place.

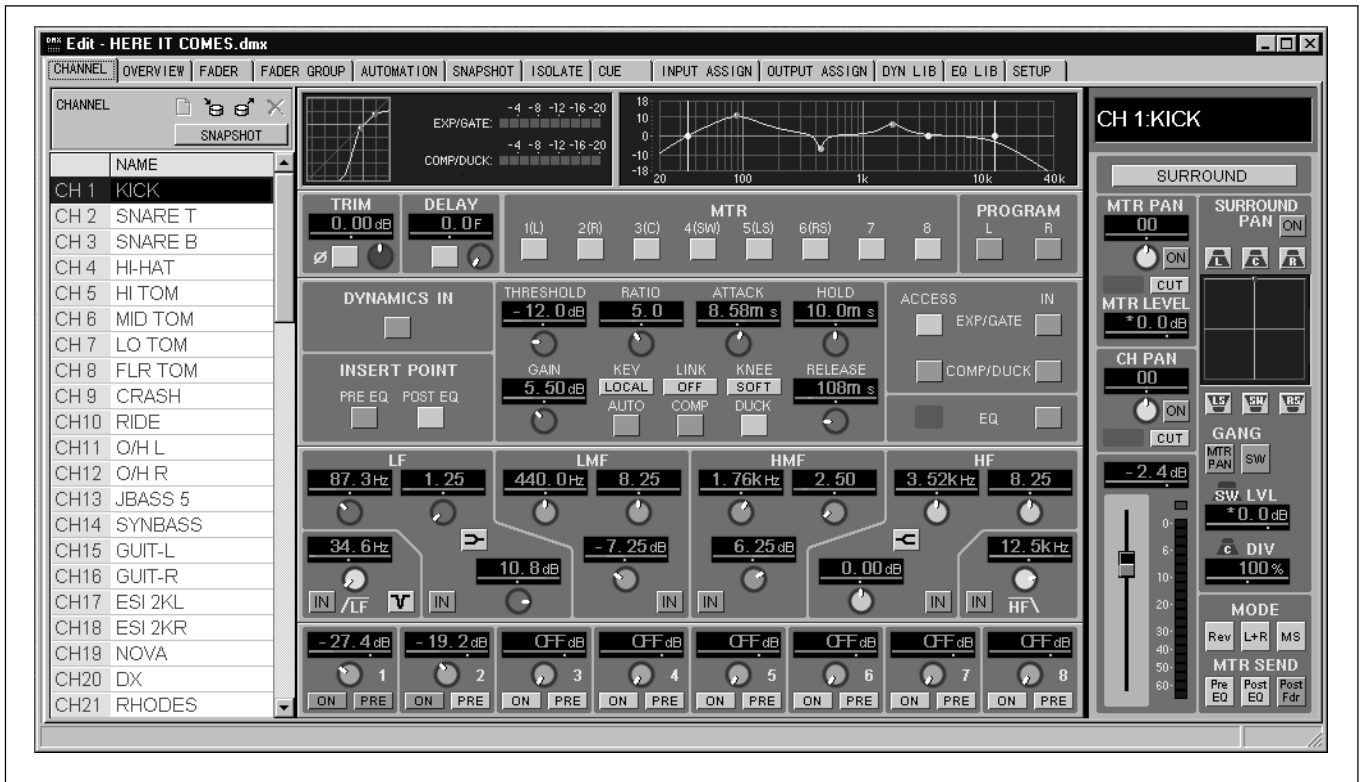
- 1 In the 'Title' window, click once on the title to be exported, to highlight it.
- 2 Click on the 'Export' icon (second from left at the top of the TITLES window), or click on 'File' in the tool bar and click on 'Export to RS-232C' or, alternatively, hold **CTRL** and press **P** on the keyboard in order to display the 'Export' pop-up.
- 3 The 'Export' pop-up will display a list TITLE 1 - TITLE 10. In order to highlight it, click on the same numbered title as the destination entry in the DMX-R100 TITLE MANAGER list where the title is to be exported.
- 4 Click on 'Export'. A progress bar will be displayed during the export process.
- 5 Finally, a pop-up will appear with the message 'You must reboot to refresh Title list at DMX-R100 VERSION 2.1. Reboot now?' Click on 'Yes' to reboot the mixer immediately or 'No' if other titles are to be exported.

Click on 'Yes' to reboot the DMX-R100 after the last export operation in order to refresh the title names in the TITLE MANAGER GUI.

Notes

1. Without rebooting the DMX-R100, the exported titles will not be displayed in the TITLE MANAGER.
2. If the free memory available in the DMX-R100 is very limited, errors may occur. If for such a reason a title cannot be exported, then an error pop-up will appear indicating that the operation has been terminated.
3. Similarly, if for any reason a title imported into the DMX-R100 will not load when using the TITLES GUI, then an error pop-up will appear indicating that the operation has been terminated.

Channel Page



Clicking on the CHANNEL tab displays the CHANNEL GUI window. Channel numbers and their names are displayed in the column to the left, with the settings for a single channel shown in the rest of the GUI, depending on which channel is highlighted.

Channel Page Functions

The channel controls generally resemble those of the CHANNEL GUI in the DMX-R100, allowing direct control of channel functions. Additionally, the area to the middle and lower left includes the surround pan plan and associated controls. These are displayed on the INPUT/PAN/ASSIGN GUI in the DMX-R100.

To View the Settings for a Channel

- 1 Click on the CHANNEL tab.
- 2 Click on the channel number in the column at the left to highlight it. The channel settings will be displayed.

If the channel required is not displayed, click, hold and move the scroll bar in the right of the column or use the (PAGE UP) / (PAGE DOWN) keys to bring it into view and click on it to display its settings.

The up and down arrow keys can be used to step through the channels one at a time.

To Enter or Overwrite a Channel Name

- 1 Click on the channel number in the column at the left to highlight it.
- 2 Type in a name of up to 7 characters then press (ENTER) or click on another channel to finish.

To Edit a Channel Name

- 1 Double click on the channel name in the column at the left.

-
- 2 Edit the name then press **ENTER** or click on another channel to finish.

To Adjust the Fader Setting

- 1 Click and hold on the fader knob in the GUI.
- 2 Move it up or down taking note of the setting in the dB read-out above the fader. Release when the setting is satisfactory.

Or:

- 1 Click and hold on the horizontal bar above the fader.
- 2 Then move it left or right, taking note of the setting in the dB read-out above the fader. Release when the setting is satisfactory.

Or:

Place the cursor over a fader and use the mouse wheel, if available, or the **+** and **-** buttons on the keyboard, to achieve the required setting.

To Adjust the Fader by Numeric Entry

- 1 Click on 'Do' in the tool bar for its pop-down. Then click on 'Trim Fader' to display the 'Trim Fader' pop-up.
- 2 The default 'Source:' is 'Fader'. Other level settings which can be controlled by faders, such as aux sends, can be set numerically too. To select another control type, use the **↑** and **↓** keys on the keyboard or, alternatively, click on the **▼** to the right of the 'Source:' entry for a pop-down list. Then click on the one required.
- 3 The default 'Trim' setting is '0.0' dB. Double click on this entry to highlight it. Then type in the offset required. Prefix the number with '-' for a reduction in level. The gain will be increased or decreased from the current setting according to the number entered.

To Adjust a Knob Setting

- 1 Click and hold on the white point for any knob in the GUI.
- 2 Then increase or decrease the setting by moving it in a circular path, taking note of the setting in its dB read-out. Release when the setting is satisfactory.

Or:

- 1 Click and hold on the horizontal bar above a knob.
- 2 Move it left or right, taking note of the setting in its dB read-out. Release when the setting is satisfactory.

Or:

Place the cursor over a knob and use the mouse wheel, if available, or the **+** and **-** buttons on the keyboard, to achieve the required setting.

To Set Switches On or Off

Click on any switch buttons in the GUI to cause them to change state (shown by being highlighted).

To Adjust the Surround Panner

- 1 At the upper left in the GUI, click and hold on the red dot at the junction of the 'cross-wires' in the surround pan plan.
- 2 Move the red dot according to the adjustment required and release when satisfactory.

To Zero Control Settings

Controls can be reset to their default or 'Zero' state individually or in combination, namely:

- Individual controls on a single channel.
- Individual controls on multiple channels.
- All controls on a single channel.
- All controls on all channels.

Faders and level controls will be set fully off. Switches will be set off. Controls, such as EQ, will be set in the central settings where they have no effect.

- 1 Highlight the channel (or channels) in the left column by clicking on it. Multiple channels that are next to each other may be selected by clicking and dragging. Alternatively, hold down the **CTRL** key and click on the channels one at a time.
- 2 Click on 'Do' in the tool bar for its pop-down and then click on 'Zero' for the Zero pop-up.
- 3 Click the tick boxes to zero individual controls. Alternatively, if more convenient, click on 'ALL ON' to add ticks to all then de-select individually.
- 4 Click on 'OK' to complete the operation.

Note

The function will operate within any GUI which has the list of channels in a column to the left.

Remember that if a mistake is made, **CTRL Z** will reverse or undo the previous operation and **SHIFT CTRL Z** will redo the undo.

To Copy Fader and Level Settings

Fader and other level control settings can be copied to other level controls for individual or multiple channels.

- 1 Highlight the channel (or channels) in the left column by clicking on it. Multiple channels that are next to each other may be selected by clicking and dragging. Alternatively, hold down the **CTRL** key and click on the channels one at a time.
- 2 Click on 'Do' in the tool bar for its pop-down and then click on 'Fader Copy' for the Fader Copy pop-up.
- 3 The 'Source' entry line will be highlighted. Select a source control either by using the **↑** and **↓** keys on the keyboard or, alternatively, click on the **▼** to the right and click on a source.
- 4 Press **>|** (tab) on the keyboard to cause the highlight to jump to the 'Destination' entry line.

Select a destination control either by using the **↑** and **↓** keys on the keyboard or, alternatively, click on the **▼** to the right and click on a destination.

- 5 Click on 'OK' to complete the operation.

To Store a Snapshot

Changes to snapshots may be stored via the CHANNEL GUI.

Note

Completely new snapshots can be made only by using the SNAPSHOT GUI window. In other words, the CHANNEL GUI only allows the overwriting of snapshots which are already in the system.

- 1 Make sure 'SNAPSHOT' is displayed at the top of the column to the left, in the box headed 'CHANNEL'. If not, click on either 'EQ LIB' or 'DYN LIB', depending on which is displayed, for a pop-down then click on 'SNAPSHOT'.
- 2 Click on the 'arrow pointing to the disk' (Store) icon above the 'SNAPSHOT' legend for a pop-up listing the snapshots for the current title.
- 3 Highlight the snapshot to be overwritten and click on 'Store' to complete the operation.

To Recall a Snapshot

- 1 Make sure 'SNAPSHOT' is displayed at the top of the column to the left, in the box headed 'CHANNEL'. If not, click on either 'EQ LIB' or 'DYN LIB', depending on which is displayed, for a pop-down then click on 'SNAPSHOT'.
- 2 Click on the 'arrow pointing away from the disk' (Recall) icon above the 'SNAPSHOT' legend for a pop-up listing the snapshots for the current title.
- 3 Highlight the snapshot to be recalled and click on 'Recall' to complete the operation.

Note

The snapshot will be recalled according to the settings in the SNAPSHOT ISOLATE GUI. See details in the section headed 'ISOLATE PAGE', later in this manual.

To Store a Dynamics Library Entry

Changes to dynamics library entries may be stored via the CHANNEL GUI.

Note

Completely new library entries can be made only by using the DYN LIB GUI window. In other words, the CHANNEL GUI only allows the overwriting of library entries which are already in the system.

- 1** Make sure 'DYN LIB' is displayed at the top of the column to the left, in the box headed 'CHANNEL'. If not, click on either 'SNAPSHOT' or 'EQ LIB', depending on which is displayed, for a pop-down then click on 'DYN LIB'.
- 2** Click on the 'arrow pointing to the disk' (Store) icon above the 'DYN LIB' legend for a pop-up listing the dynamics library entries for the current title.
- 3** Highlight the 'DYN LIB' entry to be overwritten and click on 'Store' to complete the operation.

The dynamics settings for the channel highlighted in the column to the left will overwrite the library entry selected.

To Recall a Dynamics Library Entry

- 1** Make sure 'DYN LIB' is displayed at the top of the column to the left, in the box headed 'CHANNEL'. If not, click on either 'SNAPSHOT' or 'EQ LIB', depending on which is displayed, for a pop-down then click on 'DYN LIB'.
- 2** Click on the 'arrow pointing away from the disk' (Recall) icon above the 'DYN LIB' legend for a pop-up listing the dynamics library entries for the current title.
- 3** Highlight the 'DYN LIB' entry to be recalled and click on 'Recall' to complete the operation.

The selected dynamics library entry will overwrite the settings for the channel highlighted in the column to the left.

To Store an EQ Library Entry

Changes to equalizer library entries may be stored via the CHANNEL GUI.

Note

Completely new library entries can be made only by using the EQ LIB GUI window. In other words, the CHANNEL GUI only allows the overwriting of library entries which are already in the system.

- 1** Make sure 'EQ LIB' is displayed at the top of the column to the left, in the box headed 'CHANNEL'. If not, click on either 'SNAPSHOT' or 'DYN LIB', depending on which is displayed, for a pop-down then click on 'EQ LIB'.
- 2** Click on the 'arrow pointing to the disk' (Store) icon above the 'EQ LIB' legend for a pop-up listing the equalizer library entries for the current title.
- 3** Highlight the 'EQ LIB' entry to be overwritten and click on 'Store' to complete the operation.

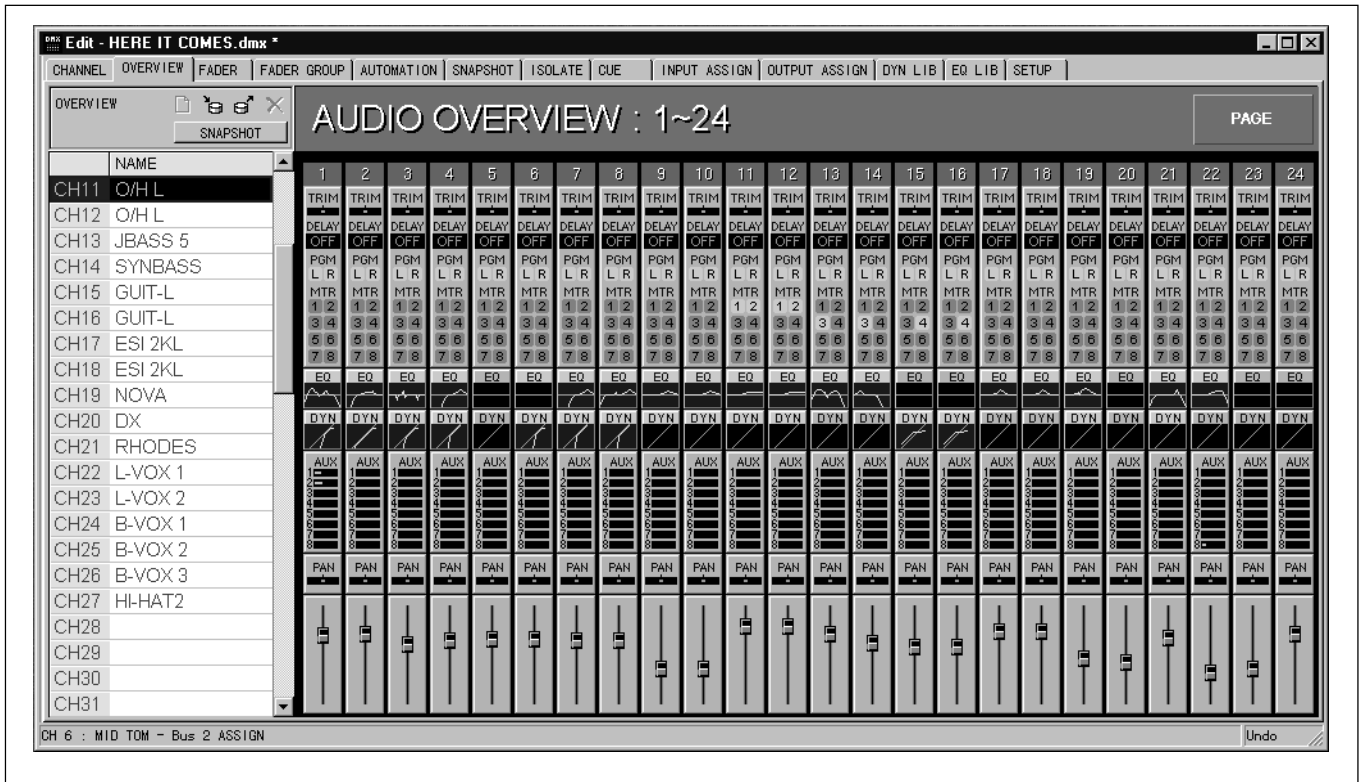
The equalizer settings for the channel highlighted in the column to the left will overwrite the library entry selected.

To Recall an EQ Library Entry

- 1** Make sure 'EQ LIB' is displayed at the top of the column to the left, in the box headed 'CHANNEL'. If not, click on either 'SNAPSHOT' or 'DYN LIB', depending on which is displayed, for a pop-down then click on 'EQ LIB'.
- 2** Click on the 'arrow pointing away from the disk' (Recall) icon above the 'EQ LIB' legend for a pop-up listing the equalizer/filter library entries for the current title.
- 3** Highlight the 'EQ LIB' entry to be recalled and click on 'Recall' to complete the operation.

The selected equalizer library entry will overwrite the settings for the channel highlighted in the column to the left.

Overview Page



Clicking on the OVERVIEW tab displays the OVERVIEW GUI window. Channel numbers and their names are displayed in the column to the left, and an overview of the settings for a group of 24 channels is displayed in the rest of the GUI. Click on the **[PAGE]** button at the top right of the window to flip between the pages for channels 1-24 and 25-48.

Overview Page Functions

This window resembles that of the OVERVIEW GUI in the DMX-R100 allowing direct control of channel functions.

To Enter or Overwrite a Channel Name

- 1 Click on the channel number in the column at the left to highlight it.
- 2 Type in a name of up to 7 characters then press **[ENTER]** or click on another channel to finish.

To Edit a Channel Name

- 1 Double click on the channel name in the column at the left.
- 2 Edit the name then press **[ENTER]** or click on another channel to finish.

To View the Settings for any Control

Move the cursor over any control (do not click on it) and its setting will be displayed in the window border at the lower left.

To Adjust any Channel Fader Setting

- 1 Click and hold on a fader knob in the GUI.
- 2 Move it up or down, taking note of the setting in window border to the lower left. Release when the setting is satisfactory.

Alternatively:

Place the cursor over a fader and use the mouse wheel, if available, or the **+** and **-** buttons on the keyboard, to achieve the required setting.

To Adjust a Fader by Numeric Entry

- 1 Click on the channel number in the column at the left to highlight the one to have a fader adjusted.
- 2 Click on 'Do' in the tool bar for its pop-down. Then click on 'Trim Fader' to display the 'Trim Fader' pop-up.
- 3 The default 'Source:' is 'Fader'. Other level settings which can be controlled by faders, such as aux sends, can be set numerically too. To select another control type, use the **↑** and **↓** keys on the keyboard or, alternatively, click on the **▼** to the right of the 'Source:' entry for a pop-down list. Then click on the one required.
- 4 The default 'Trim' setting is '0.0' dB. Double click on this entry to highlight it. Then type in the offset required. Prefix the number with '-' for a reduction in level. The gain will be increased or decreased from the current setting according to the number entered.

To Adjust any Knob Setting

Knob settings in this GUI are represented as bars. They include:

- **PAN** - Channel Pan Settings
- **AUX** - Aux Sends 1-8 Settings
- **TRIM** - Digital Input Trim Settings

- 1 Click and hold on a bar representing a knob setting.
- 2 Move it left or right, taking note of the setting in window border to the lower left. Release when the setting is satisfactory.

Alternatively:

Place the cursor over a bar and use the mouse wheel, if available, or the **+** and **-** buttons on the keyboard, to achieve the required setting.

To Set any Switches On or Off

Switch buttons displayed in this GUI include:

- **DYN** - Switches the dynamics section in and out. A miniature dynamics transfer curve, which is displayed when the button is on, is included below the button in the GUI. When this button is off, a straight line is displayed. The colour will be yellow if either of the individual EXP/GATE or COMP/DUCK **IN** buttons are on. Otherwise it will appear grey.
- **EQ** - Switches the equalizer section in and out. A miniature equalizer response curve, which is displayed when the button is on, is included below the button in the GUI. When this button is off, a straight line is displayed. The colour will be yellow if any of the individual EQ section **IN** buttons are on. Otherwise it will appear grey.
- **MTR** - Multitrack Busses 1-8 Routing Assignments
- **PGM** - Program Bus Left and Right Assignments
- **DELAY** - Channel Delay Setting On or Off

Click on any switch buttons in the GUI to cause them to change state.

To Store a Snapshot

Changes to snapshots may be stored via the CHANNEL GUI.

Note

Completely new snapshots can be made only by using the SNAPSHOT GUI window. In other words, the CHANNEL GUI only allows the overwriting of snapshots which are already in the system.

- 1 Make sure 'SNAPSHOT' is displayed at the top of the column to the left, in the box headed 'CHANNEL'. If not, click on either 'EQ LIB' or 'DYN LIB', depending on which is displayed, for a pop-down then click on 'SNAPSHOT'.

- 2 Click on the ‘arrow pointing to the disk’ (Store) icon above the ‘SNAPSHOT’ legend for a pop-up listing the snapshots for the current title.
- 3 Highlight the snapshot to be overwritten and click on ‘Store’ to complete the operation.

To Recall a Snapshot

- 1 Make sure ‘SNAPSHOT’ is displayed at the top of the column to the left, in the box headed ‘CHANNEL’. If not, click on either ‘EQ LIB’ or ‘DYN LIB’, depending on which is displayed, for a pop-down then click on ‘SNAPSHOT’.
- 2 Click on the ‘arrow pointing away from the disk’ (Recall) icon above the ‘SNAPSHOT’ legend for a pop-up listing the snapshots for the current title.
- 3 Highlight the snapshot to be recalled and click on ‘Recall’ to complete the operation.

Note

The snapshot will be recalled according to the settings in the SNAPSHOT ISOLATE GUI. See details in the section headed ‘ISOLATE PAGE’, later in this manual.

To Store a Dynamics Library Entry

Changes to dynamics library entries may be stored via the CHANNEL GUI.

Note

Completely new library entries can be made only by using the DYN LIB GUI window. In other words, the CHANNEL GUI only allows the overwriting of library entries which are already in the system.

- 1 Make sure ‘DYN LIB’ is displayed at the top of the column to the left, in the box headed ‘CHANNEL’. If not, click on either ‘SNAPSHOT’ or ‘EQ LIB’, depending on which is displayed, for a pop-down then click on ‘DYN LIB’.
- 2 Click on the ‘arrow pointing to the disk’ (Store) icon above the ‘DYN LIB’ legend for a pop-up listing the dynamics library entries for the current title.

- 3 Highlight the ‘DYN LIB’ entry to be overwritten and click on ‘Store’ to complete the operation.

The dynamics settings for the channel highlighted in the column to the left will overwrite the library entry selected.

To Recall a Dynamics Library Entry

- 1 Make sure ‘DYN LIB’ is displayed at the top of the column to the left, in the box headed ‘CHANNEL’. If not, click on either ‘SNAPSHOT’ or ‘EQ LIB’, depending on which is displayed, for a pop-down then click on ‘DYN LIB’.
- 2 Click on the ‘arrow pointing away from the disk’ (Recall) icon above the ‘DYN LIB’ legend for a pop-up listing the dynamics library entries for the current title.
- 3 Highlight the ‘DYN LIB’ entry to be recalled and click on ‘Recall’ to complete the operation.

The selected dynamics library entry will overwrite the settings for the channel highlighted in the column to the left.

To Store an EQ Library Entry

Changes to equalizer library entries may be stored via the CHANNEL GUI.

Note

Completely new library entries can be made only by using the EQ LIB GUI window. In other words, the CHANNEL GUI only allows the overwriting of library entries which are already in the system.

- 1 Make sure ‘EQ LIB’ is displayed at the top of the column to the left, in the box headed ‘CHANNEL’. If not, click on either ‘SNAPSHOT’ or ‘DYN LIB’, depending on which is displayed, for a pop-down then click on ‘EQ LIB’.
- 2 Click on the ‘arrow pointing to the disk’ (Store) icon above the ‘EQ LIB’ legend for a pop-up listing the equalizer library entries for the current title.

-
- 3 Highlight the 'EQ LIB' entry to be overwritten and click on 'Store' to complete the operation.

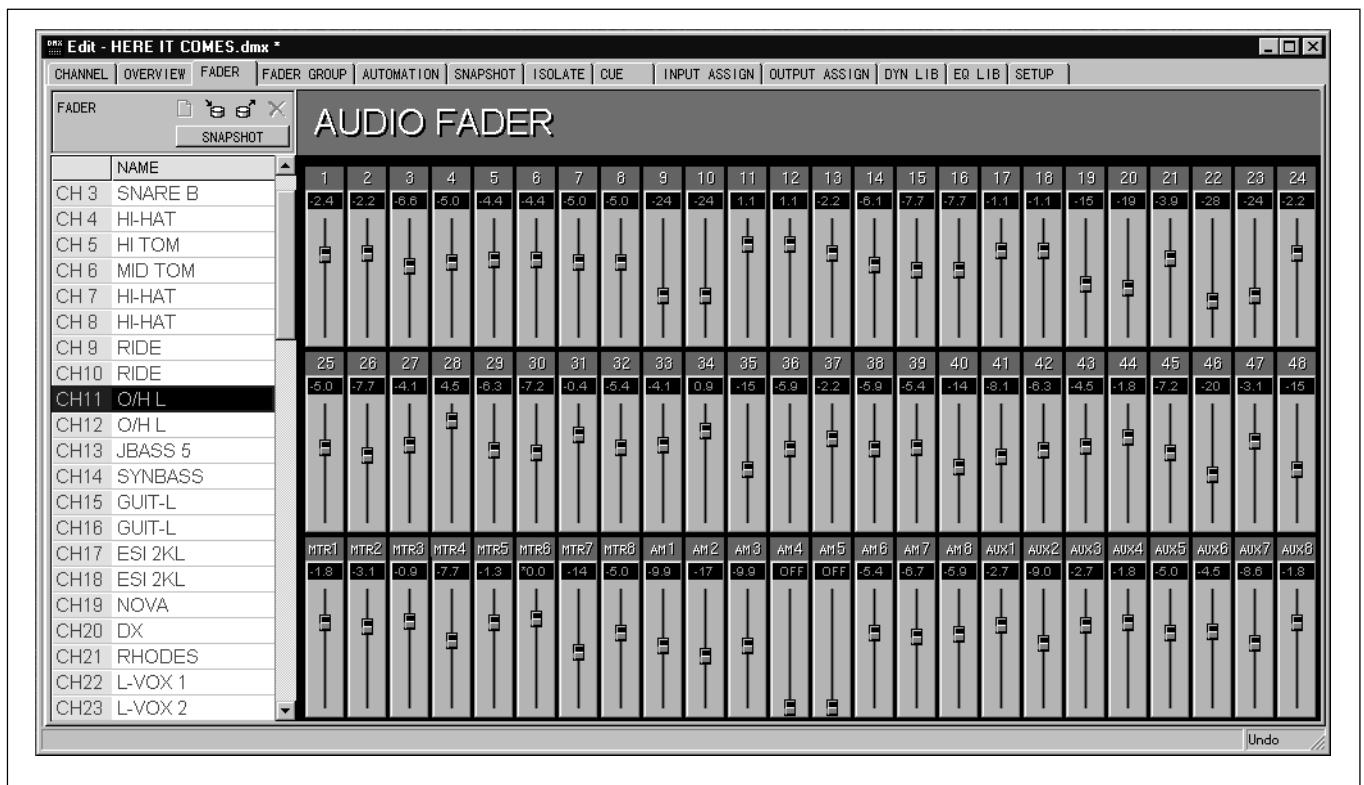
The equalizer settings for the channel highlighted in the column to the left will overwrite the library entry selected.

To Recall an EQ Library Entry

- 1 Make sure 'EQ LIB' is displayed at the top of the column to the left, in the box headed 'CHANNEL'. If not, click on either 'SNAPSHOT' or 'DYN LIB', depending on which is displayed, for a pop-down then click on 'EQ LIB'.
- 2 Click on the 'arrow pointing away from the disk' (Recall) icon above the 'EQ LIB' legend for a pop-up listing the equalizer/filter library entries for the current title.
- 3 Highlight the 'EQ LIB' entry to be recalled and click on 'Recall' to complete the operation.

The selected equalizer library entry will overwrite the settings for the channel highlighted in the column to the left.

Fader Page



Clicking on the FADER tab displays the AUDIO FADER GUI window. Channel numbers and their names are displayed in the column to the left, and the settings for all faders, except the Program Master, in the rest of the GUI.

Fader Page Functions

This window resembles that of the AUDIO FADER GUI displayed in the DMX-R100. It allows direct control of all fader settings.

To Enter or Overwrite a Channel Name

- 1 Click on the channel number in the column at the left to highlight it.
- 2 Type in a name of up to 7 characters then press **ENTER** or click on another channel to finish.

To Edit a Channel Name

- 1 Double click on the channel name in the column at the left.
- 2 Edit the name then press **ENTER** or click on another channel to finish.

To Adjust any Fader Setting

- 1 Click and hold on a fader knob in the GUI.
- 2 Move it up or down, taking note of the setting in the dB read-out above the fader. Release when the setting is satisfactory.

A higher resolution read-out of the dB value is displayed in the lower left border of the window indicating down to one tenth of a dB at all settings.

Alternatively:

Place the cursor over a fader and use the mouse wheel, if available, or the **+** and **-** buttons on the keyboard, to achieve the required setting.

To Adjust a Fader by Numeric Entry

- 1 Click on the channel number in the column at the left to highlight the one to have a fader adjusted.
- 2 Click on 'Do' in the tool bar for its pop-down. Then click on 'Trim Fader' to display the 'Trim Fader' pop-up.
- 3 The default 'Source:' is 'Fader'. Other level settings which can be controlled by faders, such as aux sends, can be set numerically too. To select another control type, use the **↑** and **↓** keys on the keyboard or, alternatively, click on the **▼** to the right of the 'Source:' entry for a pop-down list. Then click on the one required.
- 4 The default 'Trim' setting is '0.0' dB. Double click on this entry to highlight it. Then type in the offset required. Prefix the number with '-' for a reduction in level. The gain will be increased or decreased from the current setting according to the number entered.

To Store a Snapshot

Changes to snapshots may be stored via the CHANNEL GUI.

Note

Completely new snapshots can be made only by using the SNAPSHOT GUI window. In other words, the CHANNEL GUI only allows the overwriting of snapshots which are already in the system.

- 1 Make sure 'SNAPSHOT' is displayed at the top of the column to the left, in the box headed 'CHANNEL'. If not, click on either 'EQ LIB' or 'DYN LIB', depending on which is displayed, for a pop-down then click on 'SNAPSHOT'.
- 2 Click on the 'arrow pointing to the disk' (Store) icon above the 'SNAPSHOT' legend for a pop-up listing the snapshots for the current title.

- 3 Highlight the snapshot to be overwritten and click on 'Store' to complete the operation.

To Recall a Snapshot

- 1 Make sure 'SNAPSHOT' is displayed at the top of the column to the left, in the box headed 'CHANNEL'. If not, click on either 'EQ LIB' or 'DYN LIB', depending on which is displayed, for a pop-down then click on 'SNAPSHOT'.
- 2 Click on the 'arrow pointing away from the disk' (Recall) icon above the 'SNAPSHOT' legend for a pop-up listing the snapshots for the current title.
- 3 Highlight the snapshot to be recalled and click on 'Recall' to complete the operation.

Note

The snapshot will be recalled according to the settings in the SNAPSHOT ISOLATE GUI. See details in the section headed 'ISOLATE PAGE', later in this manual.

To Store a Dynamics Library Entry

Changes to dynamics library entries may be stored via the CHANNEL GUI.

Note

Completely new library entries can be made only by using the DYN LIB GUI window. In other words, the CHANNEL GUI only allows the overwriting of library entries which are already in the system.

- 1 Make sure 'DYN LIB' is displayed at the top of the column to the left, in the box headed 'CHANNEL'. If not, click on either 'SNAPSHOT' or 'EQ LIB', depending on which is displayed, for a pop-down then click on 'DYN LIB'.
- 2 Click on the 'arrow pointing to the disk' (Store) icon above the 'DYN LIB' legend for a pop-up listing the dynamics library entries for the current title.
- 3 Highlight the 'DYN LIB' entry to be overwritten and click on 'Store' to complete the operation.

The dynamics settings for the channel highlighted in the column to the left will overwrite the library entry selected.

To Recall a Dynamics Library Entry

- 1 Make sure 'DYN LIB' is displayed at the top of the column to the left, in the box headed 'CHANNEL'. If not, click on either 'SNAPSHOT' or 'EQ LIB', depending on which is displayed, for a pop-down then click on 'DYN LIB'.
- 2 Click on the 'arrow pointing away from the disk' (Recall) icon above the 'DYN LIB' legend for a pop-up listing the dynamics library entries for the current title.
- 3 Highlight the 'DYN LIB' entry to be recalled and click on 'Recall' to complete the operation.

The selected dynamics library entry will overwrite the settings for the channel highlighted in the column to the left.

To Store an EQ Library Entry

Changes to equalizer library entries may be stored via the CHANNEL GUI.

Note

Completely new library entries can be made only by using the EQ LIB GUI window. In other words, the CHANNEL GUI only allows the overwriting of library entries which are already in the system.

- 1 Make sure 'EQ LIB' is displayed at the top of the column to the left, in the box headed 'CHANNEL'. If not, click on either 'SNAPSHOT' or 'DYN LIB', depending on which is displayed, for a pop-down then click on 'EQ LIB'.
- 2 Click on the 'arrow pointing to the disk' (Store) icon above the 'EQ LIB' legend for a pop-up listing the equalizer library entries for the current title.
- 3 Highlight the 'EQ LIB' entry to be overwritten and click on 'Store' to complete the operation.

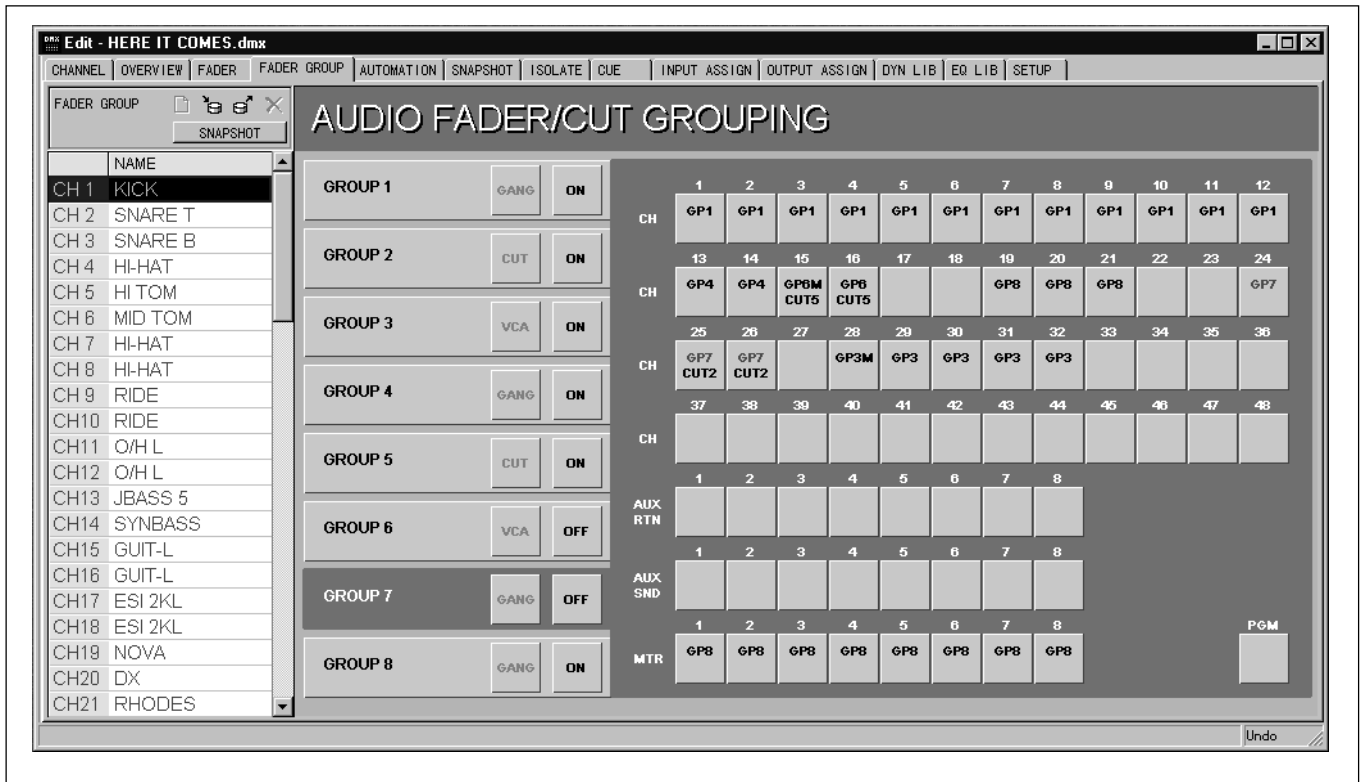
The equalizer settings for the channel highlighted in the column to the left will overwrite the library entry selected.

To Recall an EQ Library Entry

- 1 Make sure 'EQ LIB' is displayed at the top of the column to the left, in the box headed 'CHANNEL'. If not, click on either 'SNAPSHOT' or 'DYN LIB', depending on which is displayed, for a pop-down then click on 'EQ LIB'.
- 2 Click on the 'arrow pointing away from the disk' (Recall) icon above the 'EQ LIB' legend for a pop-up listing the equalizer/filter library entries for the current title.
- 3 Highlight the 'EQ LIB' entry to be recalled and click on 'Recall' to complete the operation.

The selected equalizer library entry will overwrite the settings for the channel highlighted in the column to the left.

Fader Group Page



Clicking on the FADER GROUP tab displays the AUDIO FADER/CUT GROUPING GUI window. Channel numbers and their names are displayed in the column to the left, and the Fader Gang, VCA and Cut Group settings are displayed in the rest of the GUI.

Fader Group Page Functions

This window resembles that of the AUDIO FADER/CUT GROUPING GUI displayed in the DMX-R100. It allows the setting up of Fader Gang, VCA and Cut Groups for Channel Faders and Channel Cuts.

Fader Gang Grouping

- Faders will be linked according to their settings at the time of linking.
- Moving any one fader will cause all the other faders to move in accordance with their relationship when they were set up.
- On the DMX-R100 mixer panel, touching and holding any single fader and then moving another will change the relationship.

- The relationship between faders is based on dBs. This will be reflected in the fader scale markings, which are not linear. For example, the amount of fader travel is less per dB at the lower level settings.
- **IMPORTANT:** Moving a fader with a higher level setting than others in the group all the way down to the end stop, then releasing touch will reset the grouping relationship.
- **IMPORTANT:** Moving a fader with a lower level setting than others in the group all the way up to the end stop, then releasing touch will reset the grouping relationship.

Fader VCA Grouping

This function is designed to mimic that of Voltage Controlled Amplifier Grouping seen on mid- to high-end analogue mixers.

- The first fader selected becomes the 'Master', indicated by an 'M' in its selector button.
- The relationship between the 'Master' and the 'Slave' faders at the set-up of the VCA Group becomes the reference.

- Moving the ‘Master’ causes the difference between the current level and the reference to be transferred to the ‘Slaves’ as offsets in their level settings.
- ‘Slaves’ do not move when the ‘Master’ is adjusted.

Fader Cut Grouping

- Pressing any cut in a group will cause all the others in the group to cut.
- If some cuts are on and others are off at the time of set-up, their states will all match after a maximum of two presses for any single cut of the group.

Groups and Automation

- All automation functions carried out on any individual fader or cut in the group will apply to all in that group.
- Automation data is stored separately for each fader thus allowing cut data to be retained on an individual basis if groups are disbanded.

To Enter or Overwrite a Channel Name

- 1 Click on the channel number in the column at the left to highlight it.
- 2 Type in a name of up to 7 characters then press **ENTER** or click on another channel to finish.

To Edit a Channel Name

- 1 Double click on the channel name in the column at the left.
- 2 Edit the name then press **ENTER** or click on another channel to finish.

To Set up a Fader Gang Group

- 1 Click on one of the GROUP panels to the left of the GUI. This should be a vacant group which is not in use.
- 2 Click on the button immediately to the right of the GROUP # legend, to cycle through the options until **GANG** is displayed.

- 3 Select the channels that are to have their channel faders included in the group by clicking on individual buttons in the channels field (the section which occupies most of the GUI).
- 4 Make sure that **ON** is displayed for the group, set by the on/off button in the GROUP # panel. Then moving any single fader within the group will cause the others to move in accordance with the relationship when they were set up.

To Set up a Fader VCA Group

- 1 Click on one of the GROUP panels to the left of the GUI. This should be a vacant group which is not in use.
- 2 Click on the button immediately to the right of the GROUP # legend, to cycle through the options until **VCA** is displayed.
- 3 Select the channels that are to have their channel faders included in the group by clicking on individual buttons in the channels field (the section which occupies most of the GUI). The first one selected will be the master, indicated by ‘M’ after the group number in its GUI button **GP#M**. The rest can be thought of as slaves.
- 4 Make sure that **ON** is displayed for the group, set by the on/off button in the GROUP # panel. Then moving the master will cause level differences in the slaves in accordance with the movement of the master. That is to say, the offset between the master and the set-up position will be reflected in the gain of the slaves, but the slave faders will not move to display the offset.

To Set Up a Cut Group

- 1 Click on one of the GROUP panels to the left of the GUI. This should be a vacant group which is not in use.
- 2 Click on the button immediately to the right of the GROUP # legend, to cycle through the options until **CUT** is displayed.
- 3 Select the channels that are to have their cuts included in the group by clicking on each

individual button in the channels field (the section which occupies most of the GUI).

- 4 Make sure that **[ON]** is displayed for the group, set by the on/off button in the GROUP # panel. Then pressing any cut button in the group will cause all the others to change state simultaneously.

To Set and Reset Groups

Grouping can be set up and disbanded using the mouse.

- 1 Click on the GROUP panel to the left of the GUI to be set up or modified.
- 2 Highlight the relevant channel (or channels) in the left column by clicking on it. Multiple channels that are next to each other may be selected by clicking and dragging. Alternatively, hold down the **[CTRL]** key and click on the channels one at a time.
- 3 Click on 'Do' in the tool bar for its pop-down and then, either:
 - Click on 'Set Group' in order to set up or add the highlighted fader or faders to the group, in which case they will be linked, or:
 - Click on 'Reset Group' in order to disband or take the highlighted faders out of the group, in which case the linking will be broken.

Note

The function will operate within any GUI which has the list of channels in a column to the left. Any changes will relate to the group currently selected in the AUDIO FADER/CUT GROUPING GUI.

To Adjust a Fader by Numeric Entry

- 1 Click on the channel number in the column at the left to highlight the one to have a fader adjusted.
- 2 Click on 'Do' in the tool bar for its pop-down. Then click on 'Trim Fader' to display the 'Trim Fader' pop-up.
- 3 The default 'Source:' is 'Fader'. Other level settings which can be controlled by faders, such as

aux sends, can be set numerically too. To select another control type, use the **↑** and **↓** keys on the keyboard or, alternatively, click on the **▼** to the right of the 'Source:' entry for a pop-down list. Then click on the one required.

- 4 The default 'Trim' setting is '0.0' dB. Double click on this entry to highlight it. Then type in the offset required. Prefix the number with '-' for a reduction in level. The gain will be increased or decreased from the current setting according to the number entered.

To Store a Snapshot

Changes to snapshots may be stored via the CHANNEL GUI.

Note

Completely new snapshots can be made only by using the SNAPSHOT GUI window. In other words, the CHANNEL GUI only allows the overwriting of snapshots which are already in the system.

- 1 Make sure 'SNAPSHOT' is displayed at the top of the column to the left, in the box headed 'CHANNEL'. If not, click on either 'EQ LIB' or 'DYN LIB', depending on which is displayed, for a pop-down then click on 'SNAPSHOT'.
- 2 Click on the 'arrow pointing to the disk' (Store) icon above the 'SNAPSHOT' legend for a pop-up listing the snapshots for the current title.
- 3 Highlight the snapshot to be overwritten and click on 'Store' to complete the operation.

To Recall a Snapshot

- 1 Make sure 'SNAPSHOT' is displayed at the top of the column to the left, in the box headed 'CHANNEL'. If not, click on either 'EQ LIB' or 'DYN LIB', depending on which is displayed, for a pop-down then click on 'SNAPSHOT'.
- 2 Click on the 'arrow pointing away from the disk' (Recall) icon above the 'SNAPSHOT' legend for a pop-up listing the snapshots for the current title.

-
- 3 Highlight the snapshot to be recalled and click on 'Recall' to complete the operation.

Note

The snapshot will be recalled according to the settings in the SNAPSHOT ISOLATE GUI. See details in the section headed 'ISOLATE PAGE', later in this manual.

To Store a Dynamics Library Entry

Changes to dynamics library entries may be stored via the CHANNEL GUI.

Note

Completely new library entries can be made only by using the DYN LIB GUI window. In other words, the CHANNEL GUI only allows the overwriting of library entries which are already in the system.

- 1 Make sure 'DYN LIB' is displayed at the top of the column to the left, in the box headed 'CHANNEL'. If not, click on either 'SNAPSHOT' or 'EQ LIB', depending on which is displayed, for a pop-down then click on 'DYN LIB'.
- 2 Click on the 'arrow pointing to the disk' (Store) icon above the 'DYN LIB' legend for a pop-up listing the dynamics library entries for the current title.
- 3 Highlight the 'DYN LIB' entry to be overwritten and click on 'Store' to complete the operation.

The dynamics settings for the channel highlighted in the column to the left will overwrite the library entry selected.

To Recall a Dynamics Library Entry

- 1 Make sure 'DYN LIB' is displayed at the top of the column to the left, in the box headed 'CHANNEL'. If not, click on either 'SNAPSHOT' or 'EQ LIB', depending on which is displayed, for a pop-down then click on 'DYN LIB'.
- 2 Click on the 'arrow pointing away from the disk' (Recall) icon above the 'DYN LIB' legend for a pop-up listing the dynamics library entries for the current title.

- 3 Highlight the 'DYN LIB' entry to be recalled and click on 'Recall' to complete the operation.

The selected dynamics library entry will overwrite the settings for the channel highlighted in the column to the left.

To Store an EQ Library Entry

Changes to equalizer library entries may be stored via the CHANNEL GUI.

Note

Completely new library entries can be made only by using the EQ LIB GUI window. In other words, the CHANNEL GUI only allows the overwriting of library entries which are already in the system.

- 1 Make sure 'EQ LIB' is displayed at the top of the column to the left, in the box headed 'CHANNEL'. If not, click on either 'SNAPSHOT' or 'DYN LIB', depending on which is displayed, for a pop-down then click on 'EQ LIB'.
- 2 Click on the 'arrow pointing to the disk' (Store) icon above the 'EQ LIB' legend for a pop-up listing the equalizer library entries for the current title.
- 3 Highlight the 'EQ LIB' entry to be overwritten and click on 'Store' to complete the operation.

The equalizer settings for the channel highlighted in the column to the left will overwrite the library entry selected.

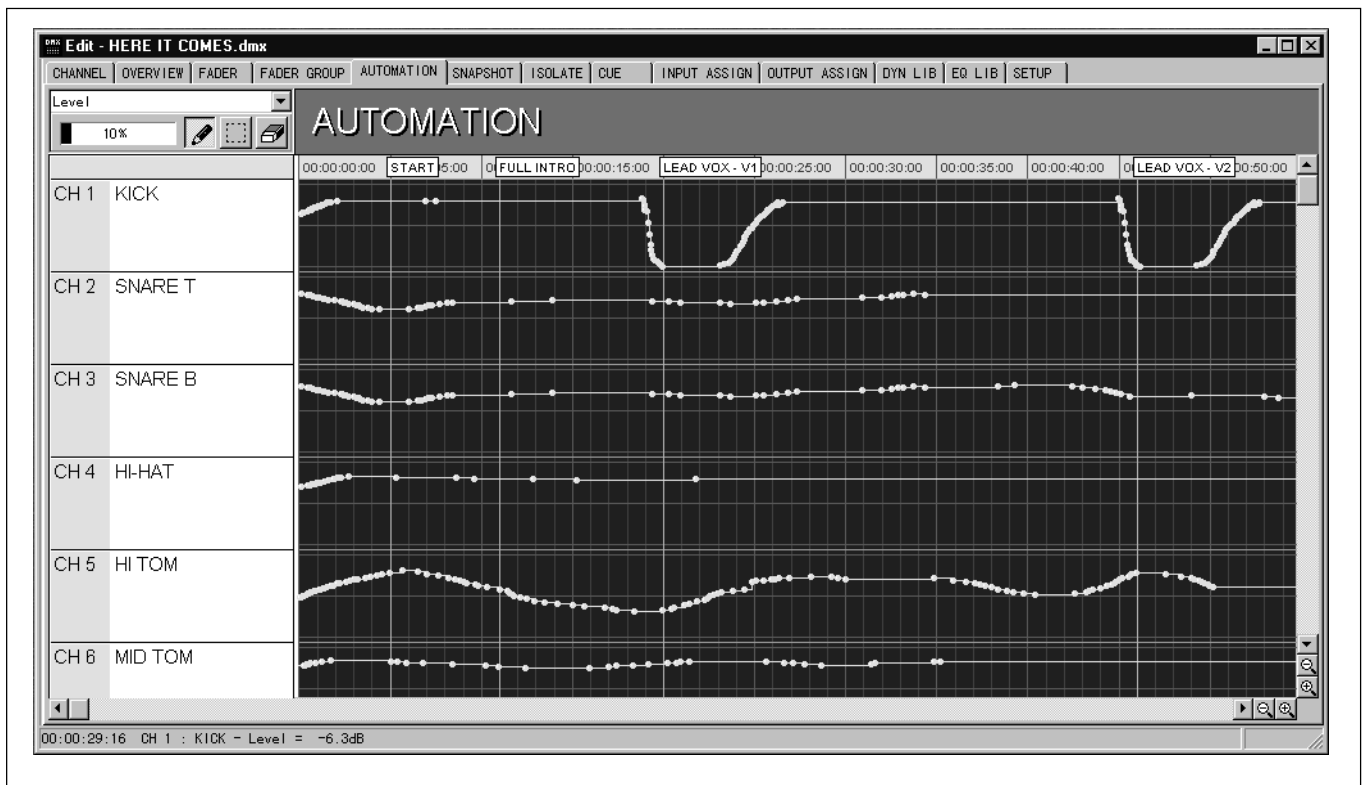
To Recall an EQ Library Entry

- 1 Make sure 'EQ LIB' is displayed at the top of the column to the left, in the box headed 'CHANNEL'. If not, click on either 'SNAPSHOT' or 'DYN LIB', depending on which is displayed, for a pop-down then click on 'EQ LIB'.
- 2 Click on the 'arrow pointing away from the disk' (Recall) icon above the 'EQ LIB' legend for a pop-up listing the equalizer/filter library entries for the current title.

-
- 3** Highlight the 'EQ LIB' entry to be recalled and click on 'Recall' to complete the operation.

The selected equalizer library entry will overwrite the settings for the channel highlighted in the column to the left.

Automation Page



Clicking on the AUTOMATION tab displays the AUTOMATION GUI window. Channel numbers and their names are displayed in the column to the left, and related automation time-line bars are displayed in the rest of the GUI.

Automation Page Functions

The time-line bars can display a graphic representation of automation data for a single control type at any one time, relating to the channels listed in the left hand column. All types of controls can be selected.

Automation data can be written or modified using a pointing device such as a mouse. A cut, copy and paste function allows data to be repeated, transferred or copied to other controls.

Automation Data Capacity

At the upper left of the window, a horizontal bar display indicates the percentage of automation data storage in use. If the data exceeds 100 percent then it turns red as a warning that the amount of data resident exceeds the amount that can be stored in a title.

To View Automation Data

- 1 Make sure the channels required are displayed in the column to the left. If not, click and hold the scroll bar on the right hand side of the window and move up or down accordingly.
- 2 Select the desired control type using the pop-down at the very top left of the window, directly below the CHANNEL, OVERVIEW and FADER tabs. Either highlight and use the **↑** and **↓** buttons on the keyboard to step through the control types, or click on the **▼** at the right for a pop-down list. If the control is displayed, click on it. If not, click, hold and move the scroll bar until it can be seen and then click on it.
- 3 Finally make sure the desired horizontal time-line sector is in view. If not, click and hold the horizontal scroll bar and move accordingly.

Zoom Feature

At the bottom right of the window, at the end of the scroll bars, zoom buttons allow both the vertical and horizontal resolution to be increased or decreased.

• Vertical Scale

The vertical scale is not calibrated but allows variation from multiple channels to a small number of channels where the discrete steps of variable controls can be viewed.

• Horizontal Scale

The horizontal scale is calibrated in time and allows a broad range of variation from hours down to seconds. When seconds are displayed, transitions at frame intervals can be viewed.

Automation Data Display

There are two types of data which can be displayed: data for continuously variable controls such as faders and knobs, and data for push-button switches.

• Faders & Knobs

The data time-line for faders and knobs is displayed as lines which can be anywhere between the bottom and top of the vertical scale, utilising 128 discrete steps of variation. The bottom of the scale represents a fader at the bottom of its travel and a knob fully to the left (anticlockwise), and the inverse at the top of the scale. A white dot is displayed at each point where the automation data has changed.

• Push-Button Switches

The data time-line for switches is displayed as lines fully at the top or bottom of the vertical scale. Vertical lines appear at the transitions where a switch button has been pressed or changed state. In addition, a white dot is also displayed at each change of state.

To Copy Automation from One Channel to Another or Others

This function allows the complete data from an individual channel to be copied to one or more other channels. If a mistake is made, **CTRL** **Z** allows 'undo', removing copied data, and **SHIFT** **CTRL** **Z** will return it again or 'redo' it.

1 At the column to the left, click on the source channel in its white area to highlight the automation data from beginning to end in the time-line strip.

Note

If just a section of a time-line strip has been selected previously, the equivalent time section will be highlighted instead of the complete strip. In this case, just click once in any time-line strip and then click on the channel in the column to the left to highlight the complete time-line strip.

- 2** Click on 'Edit' in the tool bar for its pop-down then click on 'Copy', or hold **CTRL** and press **C** on the keyboard, in order to copy the automation data into the 'clipboard'. Alternatively, when using a mouse, right click for a pop-up and click on 'Copy'.
- 3** Move the cursor to the destination channel and click in its white area in the column to the left. Or for multiple channels that are next to each other, click and drag over them. Alternatively, hold down the **CTRL** key and click on any individual channels one at a time.
- 4** Click on 'Edit' in the tool bar for its pop-down then click on 'Paste', or hold **CTRL** and press **V** on the keyboard, in order to paste the copied automation data. Alternatively, when using a mouse, right click for a pop-up and click on 'Paste'.

To Copy and Paste Automation Data

The following procedure can be used to copy sections of data relating to a control on one channel to a different time point on the same channel. Or the data can be copied to any point for a control of the same type on another channel. If a mistake is made, **CTRL** **Z** allows 'undo', removing copied data, and **SHIFT** **CTRL** **Z** will return it again or 'redo' it.

- 1** Click on the 'dotted box' (highlight) icon at the top left of the window.
- 2** Move the cursor into the time-line strip from where the data is to be copied.
- 3** Place the cursor at the horizontal time point where the section to be moved starts. Note that a section can be selected from the start to the end or from the end to the start.
- 4** To select the data block to be copied, click, hold and then move the cursor to the right. A highlight

will appear as the cursor is moved. Release once the section of automation data required has been highlighted.

Alternatively:

- **To End** - To select data from any point to the end of the title, press and hold **[SHIFT]** then click on the start point to highlight it.

- **To Top** - To select data from any point to the beginning of the title, press and hold **[CTRL]** then click on the end point to highlight it.

5 Click on 'Edit' in the tool bar for its pop-down and click on 'Copy', or hold **[CTRL]** and press **[C]** on the keyboard in order to copy the automation data into the 'clipboard'. Alternatively, when using a mouse, right click for a pop-up and click on 'Copy'.

6 Move the cursor to the destination start time point either for the source channel or another, and click on the time point which will be confirmed by a white vertical line.

If the start point is exactly the same in the destination channel, just click in its white area in the column to the left. The highlight will be inserted at exactly the same time points.

7 Click on 'Edit' in the tool bar for its pop-down and click on 'Paste', or hold **[CTRL]** and press **[V]** on the keyboard, in order to paste the copied automation data. Alternatively, when using a mouse, right click for a pop-up and click on 'Paste'.

To Cut and Paste Automation Data

This function works in a very similar way to 'Copy and Paste' except that the highlighted section of source data is deleted. If a mistake is made, **[CTRL]** **[Z]** allows 'undo', returning the deleted data and **[SHIFT]** **[CTRL]** **[Z]** will cut and paste it again, or 'redo' it.

1 Click on the 'dotted box' (highlight) icon at the top left of the window.

2 Move the cursor into the time-line strip from where the data is to be cut.

3 Place the cursor at the horizontal time point where the section to be cut starts. Note that a section can be selected from the start to the end or from the end to the start.

4 To select the data block to be cut, click, hold and then move the cursor to the right. A highlight will appear as the cursor is moved. Release once the required section of automation data has been highlighted.

Alternatively:

- **To End** - To select data from any point to the end of the title, press and hold **[SHIFT]** then click on the start point to highlight it.

- **To Top** - To select data from any point to the beginning of the title, press and hold **[CTRL]** then click on the end point to highlight it.

5 Click on 'Edit' in the tool bar for its pop-down then click on 'Cut', or hold **[CTRL]** and press **[X]** on the keyboard, in order to cut and copy the data simultaneously. Alternatively, when using a mouse, right click for a pop-up and click on 'Cut'.

6 Move the cursor to the destination start time point either for the source channel or another, and click on the start time point which will be confirmed by a white vertical line.

7 Click on 'Edit' in the tool bar for its pop-down then click on 'Paste', or hold **[CTRL]** and press **[V]** on the keyboard, in order to paste the copied automation data. Alternatively, when using a mouse, right click for a pop-up and click on 'Paste'.

To Manually Write New Automation Data

The following procedure can be used to write completely fresh data or previous data can be directly overwritten. If a mistake is made, **[CTRL]** **[Z]** allows 'undo', removing newly written data, and **[SHIFT]** **[CTRL]** **[Z]** will return it again or 'redo' it.

1 Click on the 'pencil' icon at the top left of the window for its pop-down and select one of the following options by clicking on it:

- **Free** - Completely freehand line
- **Line** - Straight line
- **Curve 1** - Curved line with the greatest rate of change at the beginning
- **Curve 2** - Curved line with the greatest of rate of change at the end (Reverse of Curve 1)
- **Curve 3** - Curved line with the greatest rate of change in the middle

2 Move the cursor into the time-line strip where new data is to be written.

3 Place the cursor at the horizontal time point where the new data is to start. Note that data can be written forwards or backwards.

For Faders or Knobs: Take note of vertical positioning; the parameter setting will be displayed at the lower left in the border of the window.

For Switches: Positioning above the mid line will turn the switch on when clicked, and below will turn the switch off.

4 To start writing data click, hold and then move the cursor either forwards or backwards and manoeuvre up or down according to the moves or switch transitions required. Release when finished.

To Manually Erase Automation Data

The following procedure can be used to erase sections of data. If a mistake is made, **CTRL Z** allows 'undo', returning the erased data, and **SHIFT CTRL Z** will erase it again or 'redo' it.

- 1** Click on the 'eraser' icon at the top left of the window.
- 2** Move the cursor into the time-line strip where the data is to be erased.
- 3** Place the cursor at the horizontal time point where the erase function is to start. Note that data can be erased forwards or backwards.
- 4** To start erasing data, click, hold and then move the cursor either to the right or left to highlight the data to be erased as a block. Release to erase previous data.

For Faders or Knobs: The setting at the beginning of the highlighted block will be written throughout the block and onto the next white dot, overwriting previous data.

For Switches: The setting at the beginning of the highlighted block, on or off, will be written throughout the block and onto the next white dot, overwriting previous data.

To Time Shift Automation Data

The following procedure can be used to move sections of data. If a mistake is made, **CTRL Z** allows 'undo', returning data to its previous position, and **SHIFT CTRL Z** will cause it to be shifted again or 'redo' it.

- 1** Click on the 'dotted box' (highlight) icon at the top left of the window.
- 2** Move the cursor into the time-line strip where the data is to be time shifted.
- 3** Place the cursor at the horizontal time point where the section to be moved starts. Note that a section can be selected from the start to the end or from the end to the start.
- 4** To select the data block to be moved, click, hold and then move the cursor forwards. A highlight will appear as the cursor is moved. Release once the section of automation data required has been highlighted.
- 5** To move the data make sure the cursor is in the highlighted block, then click, hold and move the cursor. Hold until the data block is situated correctly and then release.
- 6** If the new position is incorrect and needs adjustment, repeat step 5.

To 'Insert Time' or 'Delete Time'

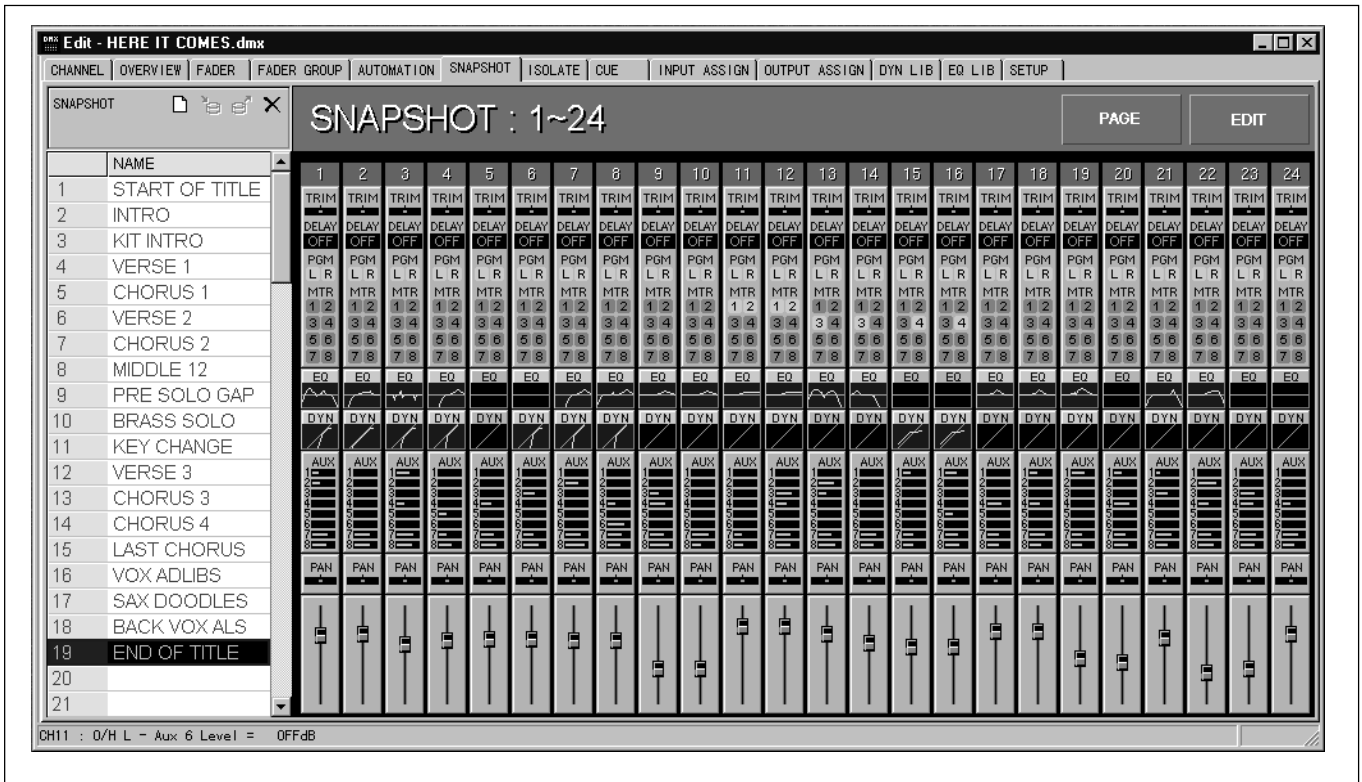
The following procedure allows the expansion of a title by inserting a 'blank time period' or shortening it by deleting a section. If a mistake is made, **(CTRL)** **(Z)** allows 'undo', reversing the operation, and **(SHIFT)** **(CTRL)** **(Z)** will return it again or 'redo' it.

- 1** Click on the 'dotted box' (highlight) icon at the top left of the window.
- 2** Move the cursor into any time-line strip, or one which is being used as a reference.
- 3** Place the cursor at a suitable start time point from where the additional time will be inserted, or deleted.
- 4** Click and hold and then move the cursor either forwards or backwards to form a highlighted section. Release when correct.
- 5** Click on 'Edit' in the tool bar for its pop-down and click on 'Insert Time' or 'Delete Time' accordingly. Alternatively, when using a mouse, right click for a pop-up and click on 'Insert Time' or 'Delete Time'.

Note

When inserting time, the settings at the left side of the highlighted block will be propagated forwards through the new section, no matter whether the highlight itself was drawn forwards or backwards.

Snapshot Page



Clicking on the SNAPSHOT tab displays the SNAPSHOT GUI window. Snapshot numbers and their names are displayed in the column to the left, and an overview of the settings for a group of 24 channels is displayed in the rest of the GUI. Click on the **[PAGE]** button at the top right of the window to flip between the pages for channels 1-24 and 25-48.

Snapshot Page Functions

This window allows snapshots to be created, modified and deleted. Clicking on a snapshot name in the column to the left will cause a dual highlight to appear on that name and its snapshot settings will be displayed.

The two highlights will coincide most of the time. The exception is when a snapshot is recalled in the CHANNEL GUI which is different from the one highlighted in the SNAPSHOT GUI. In this case:

- **Blue Outline** - Surrounds the name of the snapshot currently displayed in the SNAPSHOT GUI.
- **Dark (Inverse) Highlight** - Highlights the name of the snapshot that has been recalled in the CHANNEL GUI.

Note

The settings in the SNAPSHOT GUI have no direct relationship to the settings in the CHANNEL GUI. In other words, creating or making changes to snapshots will not affect the CHANNEL GUI settings unless a snapshot is specifically recalled in the CHANNEL GUI.

To Create and Name a New Snapshot

- 1 Click on the 'clean sheet of paper' (New) icon at the top left of the window and a new default number will appear in the NAME column. The system default settings are simultaneously saved as a new snapshot.
- 2 Type in a name of up to 7 characters then press **[ENTER]** or click on another entry to finish.

To Edit a Snapshot Name

- 1 Double click on the snapshot name in the column at the left.

-
- 2 Edit the name then press **ENTER** or click on another channel to finish.

To Delete a Snapshot

- 1 At the left hand column, click once on the snapshot to be deleted in order to highlight it.
- 2 Click on the 'X' (Delete) icon at the top left of the window to delete the snapshot.

To View a Snapshot

Click on the snapshot name to highlight it in the column at the left and its settings will be displayed.

To View the Settings for any Control

Move the cursor over any control (do not click on it) and its setting will be displayed in the window border at the lower left.

To Adjust any Channel Fader Setting

- 1 Click on **EDIT** in the upper right of the GUI once to enter the edit mode. Any control adjustments will be stored.
- 2 Click and hold on a fader knob in the GUI, then move it up or down, taking note of the setting in the window border to the lower left. Release when the setting is satisfactory.

Alternatively:

Place the cursor over a fader and use the mouse wheel, if available, or the **+** and **-** buttons on the keyboard, to achieve the required setting.

- 3 When adjustments are complete, click **EDIT** once to turn off the edit mode. Alternatively, clicking on another snapshot name will turn off edit mode.

To Adjust a Fader by Numeric Entry

- 1 Click on the channel number in the column at the left to highlight the one to have a fader adjusted.
- 2 Click on 'Do' in the tool bar for its pop-down. Then click on 'Trim Fader' to display the 'Trim Fader' pop-up.
- 3 The default 'Source:' is 'Fader'. Other level settings which can be controlled by faders, such as aux sends, can be set numerically too. To select another control type, use the **↑** and **↓** keys on the keyboard or, alternatively, click on the **▼** to the right of the 'Source:' entry for a pop-down list. Then click on the one required.
- 4 The default 'Trim' setting is '0.0' dB. Double click on this entry to highlight it. Then type in the offset required. Prefix the number with '-' for a reduction in level. The gain will be increased or decreased from the current setting according to the number entered.

To Adjust any Knob Setting

Knob settings in this GUI are represented as bars. They include:

- **PAN** - Channel Pan Settings
- **AUX** - Aux Sends 1-8 Settings
- **TRIM** - Digital Input Trim Settings

- 1 Click **EDIT** in the upper right of the GUI once to enter the edit mode. Any control adjustments will be stored.
- 2 Click and hold on a bar representing a knob setting then move it left or right, taking note of the setting in window border to the lower left. Release when the setting is satisfactory.

Alternatively:

Place the cursor over a knob and use the mouse wheel, if available, or the **+** and **-** buttons on the keyboard, to achieve the required setting.

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- 3** When adjustments are complete, click **EDIT** once to turn off the edit mode. Alternatively, clicking on another snapshot name will turn off edit mode.

Note

When using the DMX-R100 it is possible to store snapshots in sequences which include empty slots. Please note that the import function will compact the snapshots list ignoring the empty slots.

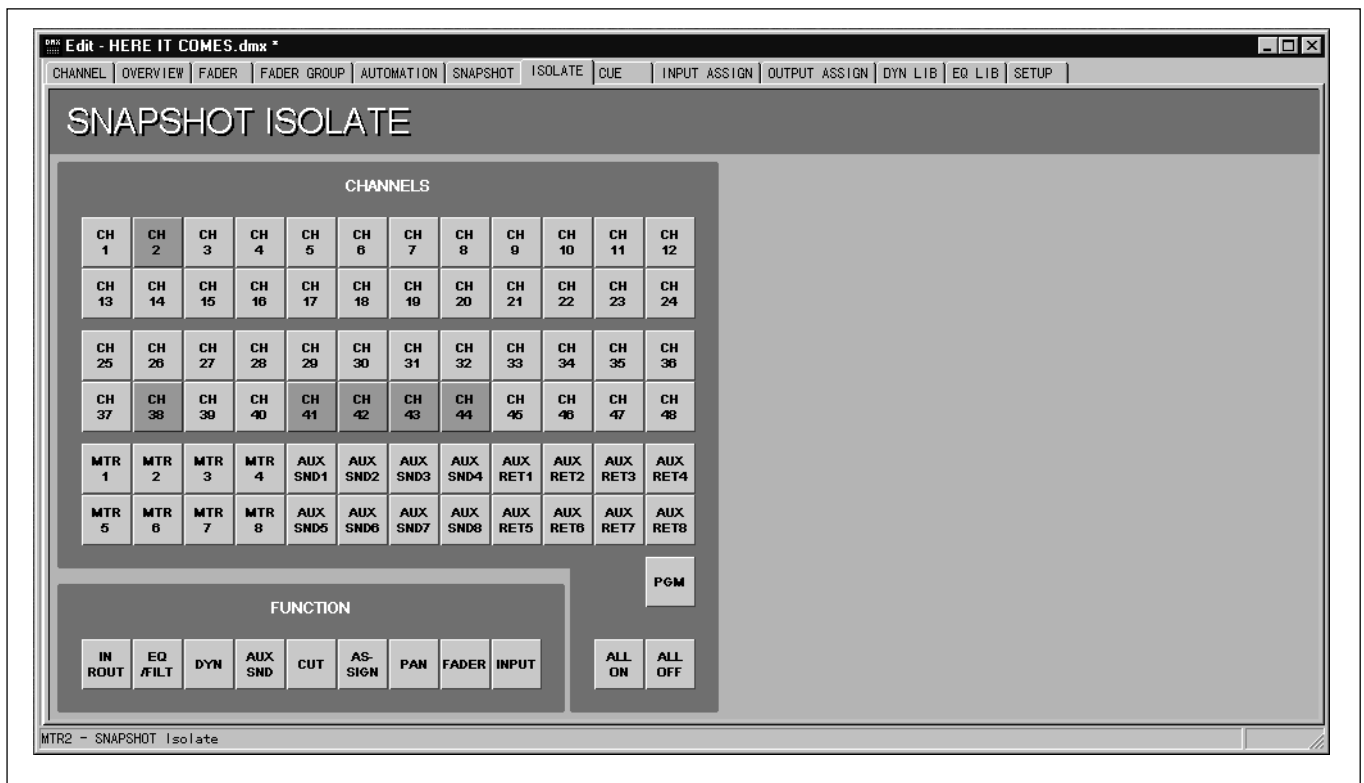
To Set any Switches On or Off

Switch buttons displayed in this GUI include:

- **DYN** - Switches the dynamics section in and out. A miniature dynamics transfer curve, which is displayed when the button is on, is included below the button in the GUI. When this button is off, a straight line is displayed. The colour will be yellow if either of the individual EXP/GATE or COMP/DUCK **IN** buttons are on. Otherwise it will appear grey.
- **EQ** - Switches the equalizer section in and out. A miniature equalizer response curve, which is displayed when the button is on, is included below the button in the GUI. When this button is off, a straight line is displayed. The colour will be yellow if any of the individual EQ section **IN** buttons are on. Otherwise it will appear grey.
- **MTR** - Multitrack Busses 1-8 Routing Assignments
- **PGM** - Program Bus Left and Right Assignments
- **DELAY** - Channel Delay Setting On or Off

- 1** Click **EDIT** in the upper right of the GUI once to enter the edit mode. Any control adjustments will be stored.
- 2** Click on any switch buttons in the GUI to cause them to change state.
- 3** When adjustments are complete, click **EDIT** once to turn off the edit mode. Alternatively, clicking on another snapshot name will turn off edit mode.

Isolate Page



Clicking on the ISOLATE tab displays the SNAPSHOT ISOLATE GUI window. All channel numbers are displayed, along with isolate function option buttons.

Isolate Page Functions

This window resembles that of the ISOLATE section of the SNAPSHOT GUI displayed in the DMX-R100. It allows channels and channel function blocks to be isolated when recalling snapshots.

Using Snapshot Isolate

1 Under the CHANNELS heading, click on individual buttons relating to channels and outputs to highlight them green. The data for these channels will not be restored. Or, if more convenient, click on **ALL ON** to highlight all and then de-select individual channels.

2 Alternatively, under the FUNCTION heading, click on buttons to highlight them according to what is to be isolated on a mixer-wide basis:

- **IN ROUT** for all Input Routing assignments
- **EQ/FILT** for all Equalizer and Filter sections
- **DYN** for all Dynamics sections
- **AUX SND** for all Aux Send controls
- **CUT** for all Channel, MTR and Aux Return Fader Cuts
- **ASSIGN** for all MTR and Program Bus Assign buttons
- **PAN** for all Channel and MTR Pans
- **FADER** for all Channel, MTR and Aux Return Faders
- **INPUT** for all Input Trim and Delay settings

Cue Page

	NAME	TIME CODE	TC LINK	EVENT	NUMBER	CHANNEL	EVENT NAME
1	START OF TITLE	00:00:05:00	ON	SNAPSHOT	0	ALL	INITIAL SNAPSHOT
2	FULL INTRO	00:00:11:19	OFF	NA			
3	KIT INTRO	00:00:16:07	OFF	NA			
4	VERSE 1	00:00:20:14	OFF	EQ LIB	0	CH22	
5	CHORUS 1	00:00:46:12	OFF	NA			
6	VERSE 2	00:01:03:02	OFF	NA			
7	CHORUS 2	00:01:24:06	OFF	NA			
8	MIDDLE 12	00:01:41:19	OFF	NA			
9	PRE SOLO GAP	00:01:57:07	OFF	NA			
10	BRASS SOLO	00:02:03:14	ON	EQ LIB	0	CH19	
11	KEY CHANGE	00:02:21:15	OFF	NA			
12	VERSE 3	00:02:27:12	OFF	NA			
13	CHORUS 3	00:02:48:17	OFF	NA			
14	CHORUS 4	00:03:03:25	OFF	NA			
15	LAST CHORUS	00:03:24:15	OFF	NA			
16	VOX ADLIBS	00:03:33:28	OFF	NA			
17	SAX DOODLES	00:03:39:12	OFF	NA			
18	BACK VOX ALS	00:03:45:16	OFF	NA			
19	END OF TITLE	00:03:57:19	OFF	NA			
20							
21							

Clicking on the CUE tab displays the CUE GUI window. Cue numbers and their names are displayed in the column to the left. Parameters relating to each cue are displayed in the rows.

Cue Page Functions

This screen resembles that of the CUE GUI displayed in the DMX-R100. It allows Cues and related settings to be created, edited and deleted.

To Create a New Cue Name

- 1 Click on the 'clean sheet of paper' (New) icon at the top left of the window and a new default number will appear in the NAME column.
- 2 Type in a name of up to 7 characters then press **ENTER** or click on another entry to finish.

To Edit a Cue Name

- 1 Double click on the cue name in the column at the left.
- 2 Edit the name then press **ENTER** or click on another cue to finish.

To Delete a Cue

- 1 At the left hand column, click once on the cue to be deleted in order to highlight it.
- 2 Click on the 'X' (Delete) icon at the top left of the window to delete the cue.

To Enter or Revise the Cue Time Point

- 1 Click on the timecode entry in the appropriate row to highlight it.

-
- 2 Make sure **NUM LOCK** is selected for the numeric keypad on the keyboard. Enter the new timecode point using the numeric keypad, taking note that the numbers typed roll in from the right to left. The inexperienced user might prefer to enter a set of '0's before entering the new time point. Press **ENTER** on the keyboard when the new timecode entry is correct.

Or alternatively:

Use the mouse wheel, if available, or the **+** and **-** buttons on the keyboard, to adjust existing timecode point up or down.

Automating the Recall of a Snapshot

- 1 In the column headed TC LINK, make sure 'ON' is displayed for the Cue point to which a Snapshot is to be linked and automated to timecode. If 'OFF' is displayed, click on it to change it to 'ON'.
- 2 In the column headed EVENT, click on the entry immediately to the right of the 'ON' for a pop-up and select 'SNAPSHOT' if not already displayed.
- 3 In the column headed NUMBER, click on the entry immediately to the right of the 'SNAPSHOT' for a pop-up displaying the list of Snapshots.
- 4 Select the Snapshot required by clicking on it.
- 5 Before this function will work with a DMX-R100 make sure its 'TC LINK' button is selected beneath the SNAPSHOT heading on the control panel.

Every time the material is played past the Cue point, the Snapshot selected will be restored.

Automating the Recall of a Library Entry

Dynamics and EQ settings stored using the Library function, accessible via the DYNAMICS LIBRARY and EQ LIBRARY GUIs, can be restored with reference to timecode as follows:

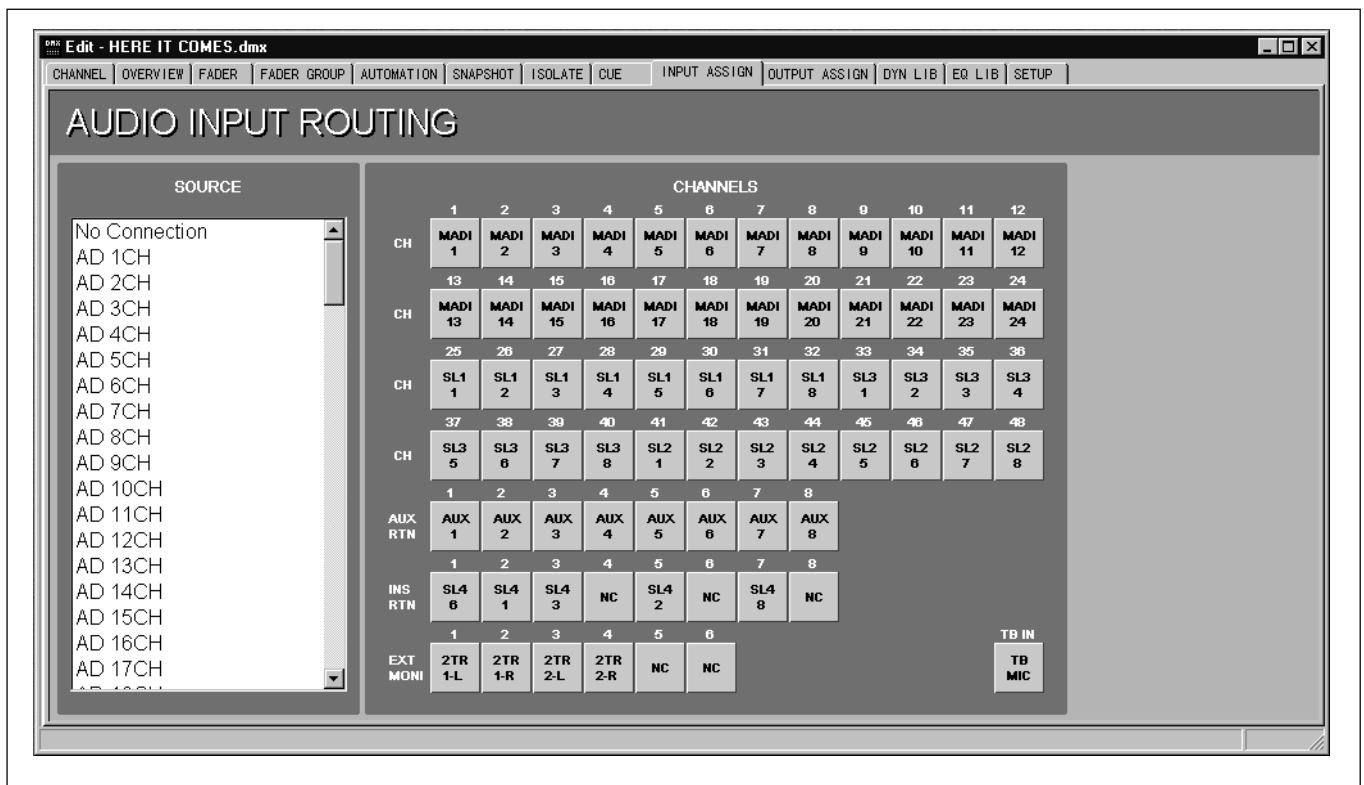
- 1 In the column headed TC LINK, make sure 'ON' is displayed for the Cue point to which a Dynamics or EQ library entry is to be linked and automated

to timecode. If 'OFF' is displayed, click on it to change it to 'ON'.

- 2 In the column headed EVENT, click on the entry immediately to the right of the 'ON' for a pop-up and select 'DYN LIB' or 'EQ LIB' depending on which is required.
- 3 In the column headed NUMBER, click on the entry immediately to the right of 'DYN LIB' or 'EQ LIB' for a pop-up displaying the list of appropriate library entries.
- 4 Select the Library entry required by clicking on it.
- 5 In the column headed CHANNEL, click on the entry immediately to the right of the Library entry number for a pop-up allowing the selection of channels. They are set out in groups of eight. Clicking on any group of eight will open a further pop-up to select an individual channel. Click on the channel required.
- 6 Before this function will work with a DMX-R100 make sure its 'TC LINK' button is selected beneath the SNAPSHOT heading on the control panel.

Every time the material is played past the Cue point, the Library entry selected will be restored to the specified Channel.

Input Assign Page



Clicking on the INPUT ASSIGN tab displays the AUDIO INPUT ROUTING GUI window. All available input sources, which include fixed inputs and plug-in modules, are displayed in the column to the left. All destination points within the DMX-R100 are displayed in the rest of the GUI.

Input Assign Page Functions

This screen resembles that of the AUDIO INPUT ROUTING GUI displayed in the DMX-R100. It allows fully flexible assignment of all input sources to all inputs within the DMX-R100.

To Assign a Single Input Source

- 1 Click on the source in the column at the left to highlight it.

If the required source is not displayed, click, hold and move the scroll bar in the right of the column or use the (PAGE UP) / (PAGE DOWN) keys to bring it into view then click on it. Or use the ↑ and ↓ keys to step the highlight through the channels one at a time.

- 2 Having highlighted the desired source, click on the destination button under the CHANNELS heading. The source designation will appear in the button as confirmation.
- 3 Click on additional destinations for the same source if required.

To Assign Multiple Input Sources

This procedure allows multiple input sources to be simultaneously assigned, as a block, to a destination block.

- 1 Click on and hold the first source of a block in the column to the left. Then, whilst still holding, move the cursor either up or down in order to highlight the block of sources required. Release when the selection is complete.

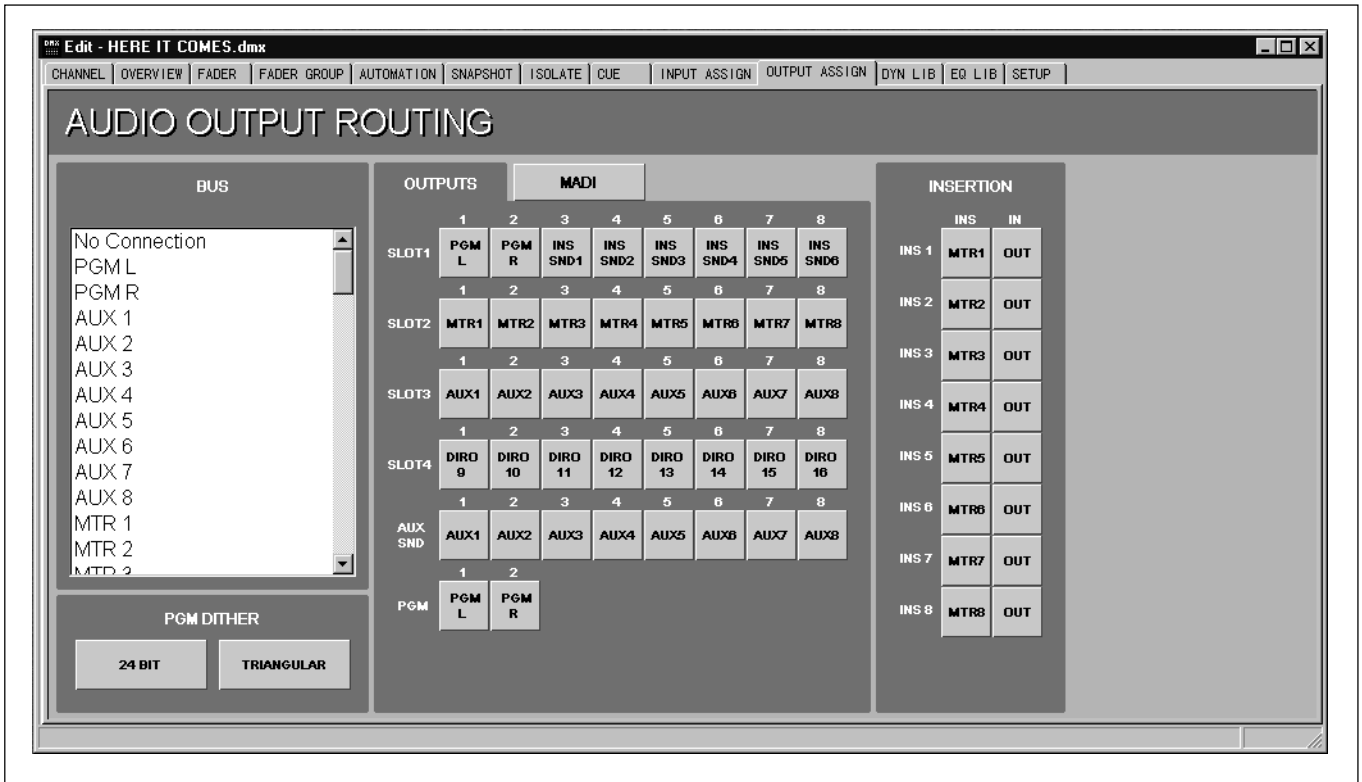
To select sources which are not next to each other, press and hold (CTRL) on the keyboard then click on individual sources, or click, hold and highlight blocks of sources.

2 Having highlighted the desired sources, click on the first of the destination buttons under the CHANNELS heading.

All of the sources will be simultaneously assigned to adjacent destinations in sequence, starting with the source nearest the top of the list.

The source designations will appear in the appropriate buttons as confirmation.

Output Assign Page



Clicking on the OUTPUT ASSIGN tab displays the AUDIO OUTPUT ROUTING GUI window. All available output sources from within the DMX-R100 are displayed in the column to the left. All destination points, which include fixed outputs and plug-in modules, are displayed in the rest of the GUI.

Output Assign Page Functions

This screen resembles that of the AUDIO OUTPUT ROUTING GUI displayed in the DMX-R100. It allows fully flexible assignment of all output sources within the DMX-R100 to fixed and plug-in I/O modules.

To Assign a Single Output Source

- 1 Click on the source in the column at the left to highlight it.

If the source required is not displayed, click, hold and move the scroll bar in the right of the column or use the **(PAGE UP)** / **(PAGE DOWN)** keys to bring it into view then click on it. Or use the **↑**

and **↓** keys to step the highlight through the channels one at a time.

- 2 Having highlighted the desired source, click on the destination button under the OUTPUTS tab heading. The source designation will appear in the button as confirmation. If a MADI card is fitted, click on the MADI tab for MADI destinations, if required.
- 3 Click on additional destinations for the same source if required.

To Assign Multiple Output Sources

This procedure allows multiple output sources to be simultaneously assigned, as a block, to a destination block.

- 1 Click on and hold the first source of a block in the column to the left. Then, whilst still holding, move the cursor either up or down in order to highlight the block of sources required. Release when the selection is complete.

To select sources which are not next to each other, press and hold **CTRL** on the keyboard then click on individual sources, or click, hold and highlight blocks of sources.

- 2 Having highlighted the desired sources, click on the first of the destination buttons under the **OUTPUTS** or **MADI** tab heading.

All of the sources will be simultaneously assigned to adjacent destinations in sequence, starting with the source nearest the top of the list.

The source designations will appear in the appropriate buttons as confirmation.

Note

*Destinations beneath the **OUTPUT** tab heading allow multiple assignments just within individual rows, whereas multiple **MADI** destinations can be assigned simultaneously to any number of rows.*

Inserts

The column to the right allows the assignment of 8 insert paths, connecting the send output and the return input simultaneously.

Before inserts can be used, their individual inputs and outputs must be assigned in the same way as for any other inputs or outputs. That is to say, insert sends must be set up using the **AUDIO OUTPUT ROUTING** GUI and insert returns must be set up using the **AUDIO INPUT** GUI.

To Assign Inserts

Insert connections are limited to:

- **PGM L & R** - Program Left and Right output busses
- **MTR 1-8** - Multitrack output busses 1-8

- 1 In the left hand column, headed **BUS**, click on the output bus that is to have the insert in order to highlight it.
- 2 In the column to the right, headed **INSERTION**, click one of the left hand buttons labelled 'INS 1' - 'INS 8'. The bus designation will appear in the button as confirmation.

- 3 Make sure 'IN' is displayed for the insert under the **IN** heading. Click on it to make the insert connection if 'OUT' is displayed.

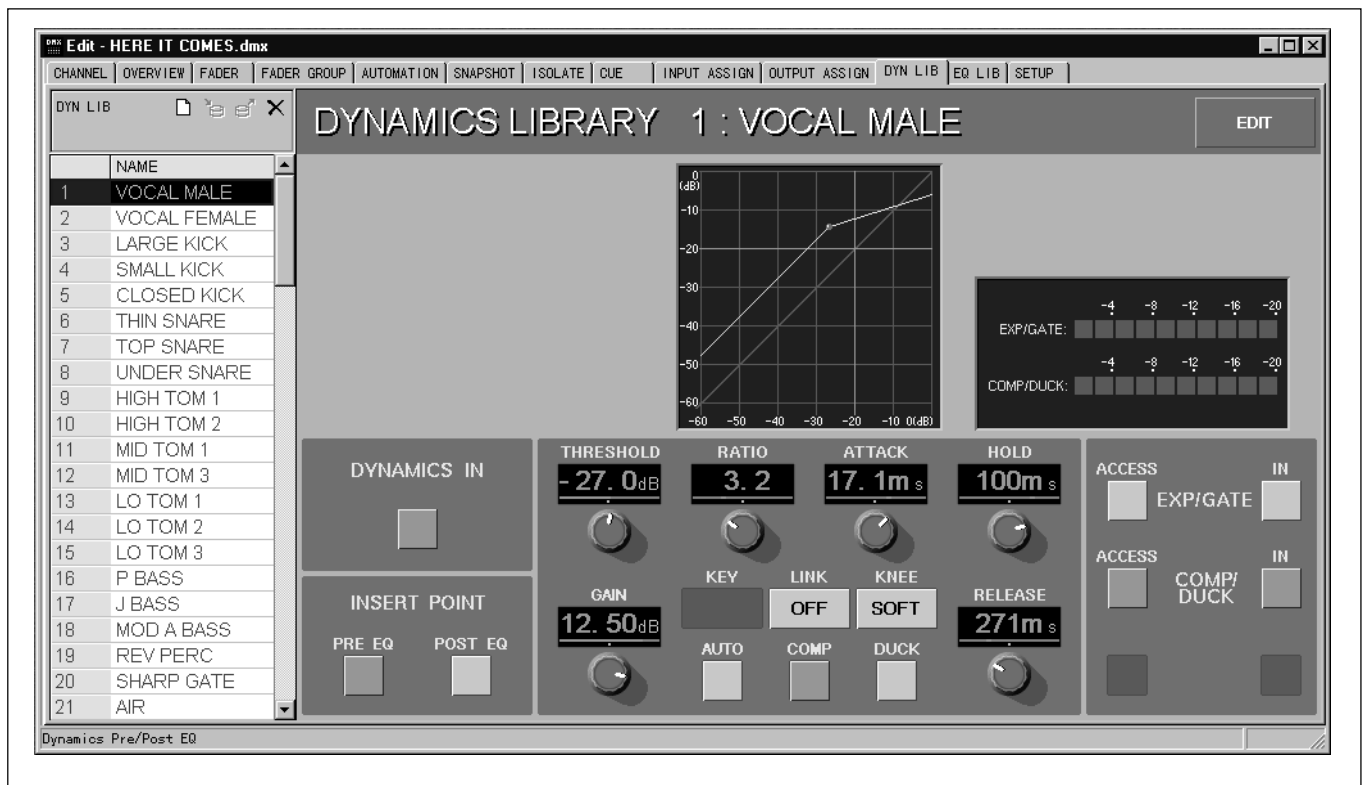
To Set the Dither Option for the PGM Bus

- 1 Under the **PGM DITHER** heading at the lower left of the window, click on the left hand button for its pop-up.
- 2 Click on the dither setting appropriate for the destination of the Program Left and Right busses.
- 3 Set the dither shape characteristic as either 'TRIANGULAR' or 'RECTANGULAR'.

Note

The default dither setting is triangular and that is the standard most used in the audio industry. Use rectangular only if required for a specific reason.

Dyn Lib Page



Clicking on the DYN LIB tab displays the DYNAMICS LIBRARY GUI window. Dynamics library entries are displayed in the column to the left. The dynamics section controls and indicators are displayed in the rest of the window.

Dyn Lib Page Functions

This window allows dynamics library entries to be created, modified and deleted. Clicking on an entry name in the column to the left will cause a dual highlight to appear on that name and its settings will be displayed.

The two highlights will coincide most of the time. The exception is when a library entry that is recalled in the CHANNEL GUI is different from the one highlighted in the DYNAMICS LIBRARY GUI. In this case:

- **Blue Outline** - Surrounds the name of the entry currently displayed in the DYNAMICS LIBRARY GUI.
- **Dark (Inverse) Highlight** - Highlights the name of the entry that has been recalled in the CHANNEL GUI.

Note

Although this page resembles that of the DYNAMICS GUI in the DMX-R100, the settings in the DYNAMICS LIBRARY GUI have no direct relationship to the settings in the CHANNEL GUI. In other words, creating or making changes to library entries will not affect the CHANNEL GUI settings unless an entry is specifically recalled in the CHANNEL GUI.

To View the Settings for a Library Entry

Click on the library entry in the column at the left to highlight it. The settings for that entry will be displayed.

To Create and Name a New Library Entry

- 1 Click on the 'clean sheet of paper' (New) icon at the top left of the window and a new default number will appear in the NAME column. The system default settings are simultaneously saved as a new snapshot.

-
- 2 Type in a name of up to 7 characters then press **ENTER** or click on another entry to finish.

To Edit a Library Entry Name

- 1 Double click on the library entry name in the column at the left. Or if already highlighted, just start typing to overwrite the current entry.
- 2 Edit the name then press **ENTER** or click on another entry to finish.

To View a Library Entry

Click on the entry name to highlight it in the column at the left and its settings will be displayed.

To Delete a Library Entry

- 1 At the left hand column, click once on the entry name to be deleted in order to highlight it.
- 2 Click on the 'X' (Delete) icon at the top left of the window to delete the library entry.

To Modify the Settings for a Library Entry

- 1 Click once on **EDIT** in the upper right of the GUI to enter the edit mode. Any control adjustments will be retained in the entry.
- 2 To adjust a knob, click and hold on the white point for any knob in the GUI. Then increase or decrease the setting by moving it in a circular path, taking note of the setting in its dB read-out. Release when the setting is satisfactory.

Or:

Click and hold on the horizontal bar above a knob. Then move it left or right taking note of the setting in its dB read-out. Release when the setting is satisfactory.

Or:

Place the cursor over a knob and use the mouse wheel, if available, or the **+** and **-** buttons on the keyboard, to achieve the required setting.

- 3 Click on any switch buttons in the GUI to cause them to change state.

- 4 There is no need to use a 'save' command as the new settings are automatically retained in the highlighted library entry.

Changes in settings will be reflected local to controls in the window. Any controls that affect the transfer characteristics, such as threshold and ratio, will be reflected in the transfer curve displayed in the upper middle part of the window.

- 5 When adjustments are complete, click once on **EDIT** to turn off the edit mode. Alternatively, clicking on another library entry name will turn off edit mode.

To Adjust the Transfer Curve Directly

It is possible to click on the transfer curve displayed in the upper middle part of the window in order to directly adjust the Threshold control settings.

Note

This function also works for adjustment of the miniature dynamics transfer curve displayed in the CHANNEL page.

- 1 Click once on **EDIT** in the upper right of the GUI to enter the edit mode. Any control adjustments will be stored.
- 2 Click on the 'DYNAMICS IN' button to the left of the window.
- 3 Click on the EXP/GATE 'IN' button at the right of the window to highlight it; this switches in the expander/gate function. (Make sure the COMP/DUCK 'IN' button is turned off i.e. grey) A magenta dot will appear on the transfer curve, indicating its threshold point.
- 4 Click on the 'ACCESS' button for the EXP/GATE in order to view the expander/gate settings.

5 Click on and hold the magenta dot, then move it to change the threshold for the expander/gate indicated by the change in its transfer curve.

6 Click on the COMP/DUCK 'IN' button at the right of the window to highlight it; this switches in the compressor/ducker function. A second magenta dot will appear on the transfer curve indicating the compressor/ducker threshold point.

It is possible, depending on the settings of the compressor, that the threshold settings coincide, in which case the second dot will be overlaid on top of the first and will not be immediately visible.

7 Click on the ACCESS button for the COMP/DUCK in order to view the compressor/ducker settings.

8 If two dots are visible, click on and hold the upper dot, then move it to change the threshold for the compressor/ducker and its transfer curve.

Alternatively, if just a single dot is visible, both thresholds have the same settings. The compressor/ducker dot is overlaid on top of the expander/gate dot. Clicking, holding and moving the dot up will move the compressor/ducker threshold.

Note

If the compressor/ducker dot is moved down, it will pull the expander/gate dot with it, as it takes priority downwards. If it is moved up again, the expander/gate dot will be left in the lower position. The reverse will happen if the expander/gate is moved up to the compressor/ducker dot.

The rule is simply that the expander/gate threshold can never be higher than that of the compressor/ducker.

9 When adjustments are complete, click once on **EDIT** to turn off the edit mode.

To Copy and Paste a Library Entry

To copy and paste a library entry in order, for example, to make a new one based on settings of an established entry:

1 Click on the 'clean sheet of paper' (New) icon at the top left of the window and a new default number will appear in the NAME column.

2 Click in the column at the left on the library entry to be copied, to highlight it.

3 Click on 'Edit' in the tool bar for its pop-down and click on 'Copy', or hold **CTRL** and press **C** on the keyboard, in order to copy the library entry into the 'clipboard'. Alternatively, when using a mouse, right click for a pop-up and click on 'Copy'.

4 Click on the new library entry in the column at the left to highlight it.

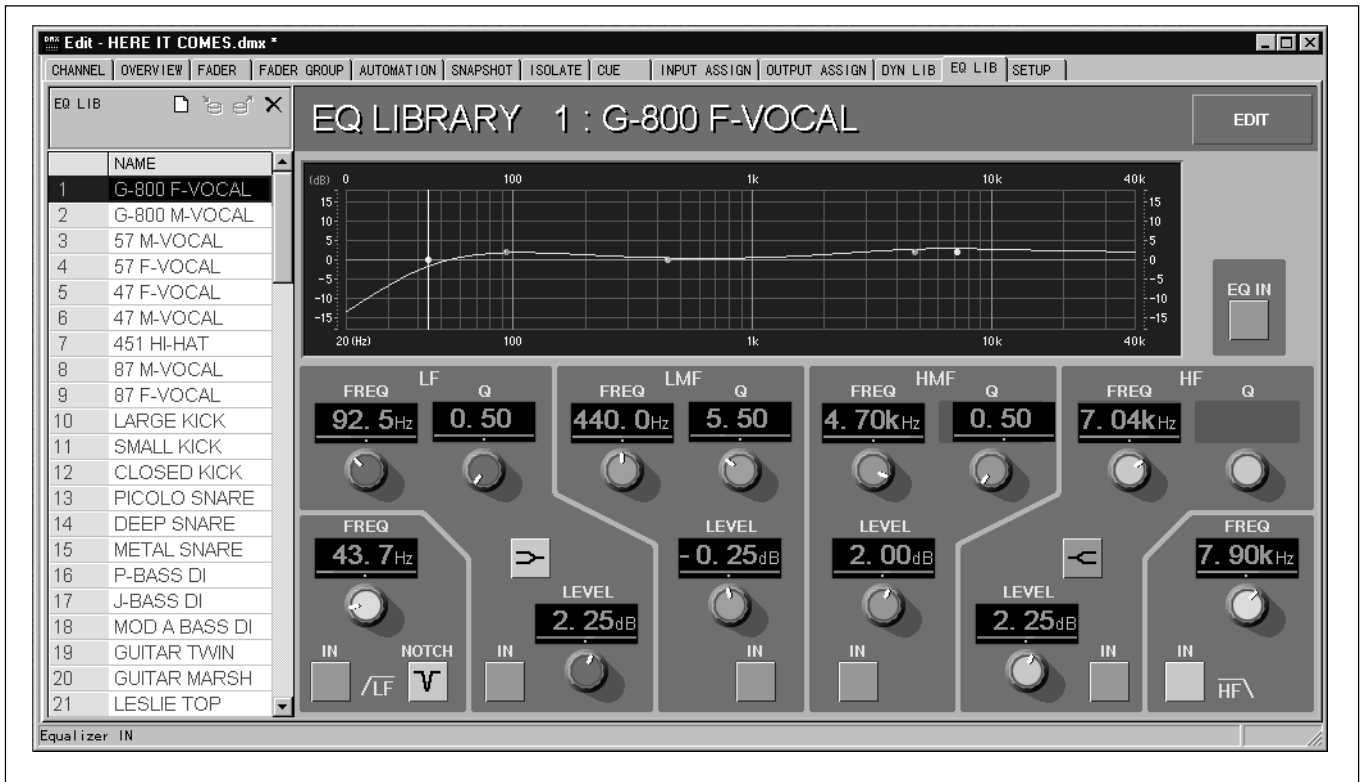
5 Click on 'Edit' in the tool bar for its pop-down and click on 'Paste', or hold **CTRL** and press **V** on the keyboard, in order to paste the library entry copy. Alternatively, when using a mouse, right click for a pop-up and click on 'Paste'.

6 To edit the name for the copy, double click on the name in the column at the left. Or if already highlighted, just start typing to overwrite.

7 Edit the name then press **ENTER** or click on another channel to finish.

8 Modify the settings as described in 'To Modify the Settings for a Library Entry' on the previous page.

EQ Lib Page



Clicking on the EQ LIB tab displays the EQ LIBRARY GUI window. EQ library entries are displayed in the column to the left. The equalizer section controls and indicators are displayed in the rest of the window.

EQ Lib Page Functions

This window allows EQ library entries to be created, modified and deleted. Clicking on an entry name in the column to the left will cause a dual highlight to appear on that name and its settings will be displayed.

The two highlights will coincide most of the time. The exception is when a library entry that is recalled in the CHANNEL GUI is different from the one highlighted in the EQ LIBRARY GUI. In this case:

- **Blue Outline** - Surrounds the name of the entry currently displayed in the EQ LIBRARY GUI.
- **Dark (Inverse) Highlight** - Highlights the name of the entry that has been recalled in the CHANNEL GUI.

Note

Although this page resembles that of the EQUALIZER/FILTER GUI in the DMX-R100, the settings in the EQ LIBRARY GUI have no direct relationship to the settings in the CHANNEL GUI. In other words, creating or making changes to library entries will not affect the CHANNEL GUI settings unless an entry is specifically recalled in the CHANNEL GUI.

To View the Settings for a Library Entry

Click on the library entry in the column at the left to highlight it. The settings for that entry will be displayed.

To Create and Name a New Library Entry

- 1 Click on the 'clean sheet of paper' (New) icon at the top left of the window and a new default number will appear in the NAME column.

The system default settings are simultaneously saved as a new snapshot.

-
- 2 Type in a name of up to 7 characters then press **ENTER** or click on another entry to finish.

To Edit a Library Entry Name

- 1 Double click on the library entry name in the column at the left. Or if already highlighted, just start typing to overwrite the current entry.
- 2 Edit the name then press **ENTER** or click on another entry to finish.

To View a Library Entry

Click on the entry name to highlight it in the column at the left and its settings will be displayed.

To Delete a Library Entry

- 1 At the left hand column, click once on the entry name to be deleted in order to highlight it.
- 2 Click on the 'X' (Delete) icon at the top left of the window to delete the library entry.

To Modify the Settings for a Library Entry

- 1 Click once on **EDIT** in the upper right of the GUI to enter the edit mode. Any control adjustments will be retained.
- 2 To adjust a knob, click and hold on the white point for any knob in the GUI. Then increase or decrease the setting by moving it in a circular path, taking note of the setting in its dB read-out. Release when the setting is satisfactory.

Or:

Click and hold on the horizontal bar above a knob. Then move it left or right taking note of the setting in its dB read-out. Release when the setting is satisfactory.

Or:

Place the cursor over a knob and use the mouse wheel, if available, or the **+** and **-** buttons on the keyboard, to achieve the required setting.

- 3 Click on any switch buttons in the GUI to cause them to change state.
- 4 There is no need to use a 'save' command as the new settings are automatically retained in the highlighted library entry.

Changes in settings will be reflected local to controls in the window. Any controls that affect the transfer characteristics will be reflected in the transfer curve displayed in the upper middle part of the window.

- 5 When adjustments are complete, click once on **EDIT** to turn off the edit mode. Alternatively, clicking on another library entry name will turn off edit mode.

To Adjust the Equalizer Curve Directly

It is possible to click on the response curve displayed in the upper part of the window in order to directly adjust the equalizer control settings.

Note

This function also works for adjustment of the miniature EQ transfer curve displayed in the CHANNEL page.

- 1 Click once on **EDIT** in the upper right of the GUI to enter the edit mode. Any control adjustments will be stored.
- 2 Click on the 'EQ IN' button to the right of the window.
- 3 Click on the 'IN' buttons for each individual band section required. They will highlight green and a dot will appear in the response curve for each button selected. Each dot will have a different colour corresponding to the knobs in its EQ section.
- 4 Click on and hold any dot, then move it:
 - Horizontally to change the frequency setting.
 - Vertically to change the boost/cut setting.

-
- To change the ‘Q’ setting, rotate the mouse wheel, if available, or use the **+** and **-** buttons on the keyboard.

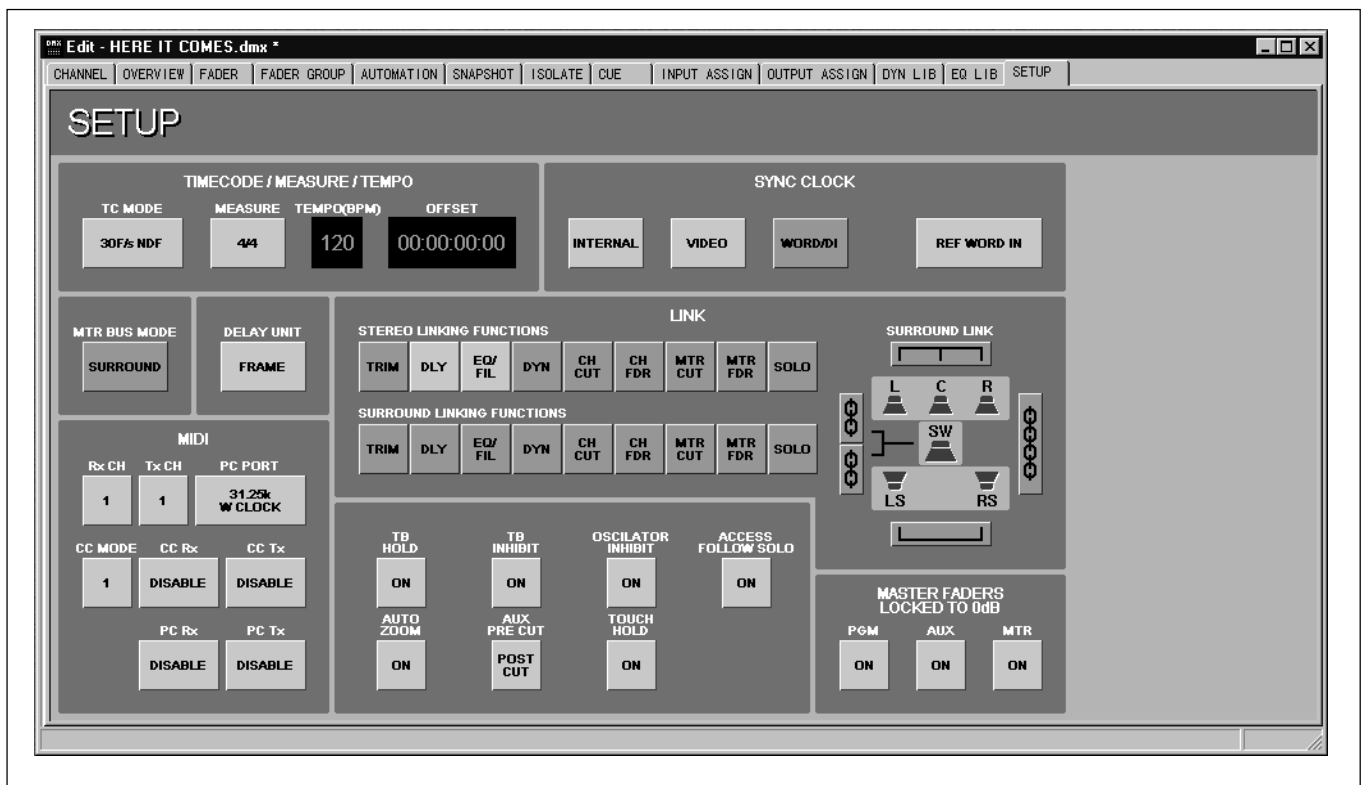
5 When adjustments are complete, click once on **EDIT** to turn off the edit mode. Alternatively, clicking on another library entry name will turn off edit mode.

To Copy and Paste a Library Entry

To copy and paste a library entry in order, for example, to make a new one based on settings of an established entry:

- 1** Click on the ‘clean sheet of paper’ (New) icon at the top left of the window and a new default number will appear in the NAME column.
- 2** Click on the library entry to be copied in the column at the left to highlight it.
- 3** Click on ‘Edit’ in the tool bar for its pop-down and click on ‘Copy’, or hold **CTRL** and press **C** on the keyboard, in order to copy the library entry into the clipboard. Alternatively, when using a mouse right click for a pop-up and click on ‘Copy’.
- 4** Click on the new library entry in the column at the left to highlight it.
- 5** Click on ‘Edit’ in the tool bar for its pop-down and click on ‘Paste’, or hold **CTRL** and press **V** on the keyboard, in order to paste the library entry copy. Alternatively, when using a mouse right click for a pop-up and click on ‘Paste’.
- 6** To edit the name for the copy, double click on the name in the column at the left. Or if already highlighted, just start typing to overwrite.
- 7** Edit the name then press **ENTER** or click on another channel to finish.
- 8** Modify the settings as described in ‘To Modify the Settings for a Library Entry’ on the previous page.

Setup Page



Clicking on the SETUP tab displays the SETUP GUI window. This window covers a number of settings and does not relate to any one GUI in particular within the DMX-R100.

Setup Lib Page Functions

Allows the setting up of a number of miscellaneous parameters.

To Set the TC MODE

- 1 Under the TIMECODE/ MEASURE/TEMPO heading, click on the TC MODE button for its pop-down.
- 2 Select one of the following options according to the timecode standard to be used:
 - 30F/s NDF
 - 30F/s DF
 - 29.97F/s NDF
 - 29.97F/s DF
 - 25F/s

To Set the MEASURE or Time Signature

- 1 Under the TIMECODE/ MEASURE/TEMPO heading, click on the MEASURE button for its primary pop-down.
- 2 Click on one of the following options according to the length of note or 'feel per bar' required:
 - n/2 ▶
 - n/4 ▶
 - n/8 ▶
 - n/16 ▶
- 3 A further pop-up will appear, allowing selection of the number of beats per bar between 1 and 16.

To Set the TEMPO

- 1 Under the TIMECODE/ MEASURE/TEMPO heading, click on the TEMPO (BPM) window display window to highlight it.
- 2 Make sure **NUM LOCK** is selected for the numeric keypad on the keyboard. Enter the new tempo using the numeric keypad, taking note that the numbers typed roll in from the right to left. The inexperienced user might prefer to enter a set of '0's before entering the new tempo.

Or alternatively:

Use the mouse wheel, if available, or the **+** and **-** buttons on the keyboard, to adjust existing tempo up or down.

- 3 Press **ENTER** on the keyboard when the new tempo entry is correct.

To Set the Timecode OFFSET

- 1 Under the TIMECODE/ MEASURE/TEMPO heading, click on the OFFSET window display window to highlight it.
- 2 Make sure **NUM LOCK** is selected for the numeric keypad on the keyboard. Enter the offset time using the numeric keypad, taking note that the numbers typed roll in from the right to left. The inexperienced user might prefer to enter a set of '0's before entering the offset.

Or alternatively:

Use the mouse wheel, if available, or the **+** and **-** buttons on the keyboard to adjust existing offset time up or down.

- 3 Press **ENTER** on the keyboard when the offset entry is correct.

To Set the SYNC CLOCK

This option sets the word clock source reference to which the DMX-R100 will synchronised. All external equipment in the system must be synchronised to the same reference in order for it to function correctly.

- 1 Under the SYNC CLOCK heading click on one of the options:
 - **INTERNAL** to reference to the built-in word clock generator.
 - **VIDEO** to reference to the signal feeding the REF VIDEO connector on the rear panel of the unit.
 - **WORD D/I** to reference to an external word clock source. The source will be displayed in the button to its right.

- 2 Selecting **WORD D/I** makes available a further set of word clock reference options accessed by clicking on the button to the right:
 - **REF WORD IN** connector on the rear panel.
 - **2TR IN 2** extracts the reference from the digital 2 track recorder input on the rear panel.
 - **AUX RTN 5/6** or **7/8** extracts the reference from the digital aux return inputs 5/6 or 7/8.
 - **SLOT 1 - SLOT 4** allows extraction of a reference from any of the I/O slots which have digital I/O cards fitted. Clicking on a slot produces a further pop-up in order to select down to an input source odd/even pair.

To Set the Multitrack Bus for SURROUND

Under the MTR BUS MODE HEADING, click on **SURROUND** to highlight it in order to set up the multitrack busses for surround panning.

To Set the DELAY UNIT Type

The button beneath this heading displays the current unit type for setting the delay using the DELAY knob.

- 1 Under the DELAY UNIT heading, click on the button for its pop-down.

2 Click on one of the following options according to the delay unit type required:

- **ms** allows the setting of delay in milliseconds and increments down to one tenth of a millisecond.
- **ms COARSE** allows the setting of delay down to a minimum of millisecond increments.
- **WORD** allows the setting of delay down to single word clock time samples.
- **WORD COARSE** allows the setting of delay down to a minimum of 100 word clock samples.
- **FRAME** allows the setting of delay in video frames and increments down to one tenth of a frame.

To Set Up STEREO LINKING

Under the LINK heading beneath STEREO LINKING FUNCTIONS, click on the buttons according to which functions in odd/even channel pairs are to be linked:

- **TRIM** - Digital input TRIM controls
- **DLY** - DELAY control and IN button
- **EQ/FIL** - All EQUALIZER and FILTER knob controls and buttons
- **DYN** - All DYNAMICS section knob controls and buttons
- **CH CUT** - Channel Fader CUT buttons
- **CH FDR** - CHANNEL FADERS
- **MTR CUT** - Multitrack Fader CUT buttons
- **MTR FDR** - MULTITRACK FADERS
- **SOLO** - SOLO buttons for both Multitrack and Channel Faders

To Set Up SURROUND LINKING

1 Under the LINK heading to the right, click on the surround link icons depending on which link options are required:

- **L C R** - The upper bar links the left, centre and right (front) signal path functions alone.
- **LS RS** - The lower bar links the left and right surround (rear) signal path functions alone.

- **LCR / LS RS** - Upper and lower, front and rear, link bars may be set on independently.

- **LCR & LS RS** - Click on the right hand vertical 'chain link' icon bar to link the front and rear signal paths.

- **SW** - The two left hand vertical 'chain link' icon bars are used to link the sub signal path to either the front, rear or both front and rear signal paths.

2 Beneath the SURROUND LINKING FUNCTIONS heading, click on the buttons according to which functions in the channel groups are to be linked. The groups that may be individually linked via the CHANNELS GUI are 1-6, 7-12, 13-18, 19-24, 25-30, 31-36, 37-42 and 43-48:

- **TRIM** - Digital input TRIM controls
- **DLY** - DELAY control and IN button
- **EQ/FIL** - All EQUALIZER and FILTER knob controls and buttons
- **DYN** - All DYNAMICS section knob controls and buttons
- **CH CUT** - Channel Fader CUT buttons
- **CH FDR** - CHANNEL FADERS
- **MTR CUT** - Multitrack Fader CUT buttons
- **MTR FDR** - MULTITRACK FADERS
- **SOLO** - SOLO buttons for both Multitrack and Channel Faders

To Assign the MIDI Receive Channel

1 Under the MIDI heading, click on the button beneath Rx CH for its pop-down in order to assign a channel to receive MIDI data.

2 Click on the desired channel number, one of 1-16, and it will be displayed on the button as the current MIDI receive channel.

To Assign the MIDI Transmit Channel

1 Under the MIDI heading, click on the button beneath Tx CH for its pop-down in order to assign a channel to transmit MIDI data.

-
- 2 Click on the desired channel number, one of 1-16, and it will be displayed on the button as the current MIDI transmit channel.

To Set the MIDI PC PORT Mode

- 1 Under the MIDI heading, click on the button beneath PC PORT for its pop-down for the MIDI PC PORT options.
- 2 Then click on one of the following options to suit the external MIDI device:
 - **31.25 WCLOCK** for connection to a Macintosh computer
 - **31.25k** or **38.4k** for a connection to a PC/AT compatible computer, depending on the MIDI device in use

The current MIDI PC PORT setting will be displayed on the button.

To Set the MIDI CONTROL CHANGE Mode

- 1 Under the MIDI heading, click on the button beneath CC MODE for its pop-down in order to set the CONTROL CHANGE MODE.
- 2 Click on the desired setting, 1, 2 or 3, and it will be displayed on the button as the current CONTROL CHANGE MODE.

To Set MIDI Transmit/Receive On and Off

Under the MIDI heading there are four ENABLE/DISABLE buttons. The current state is indicated on the buttons.

Click on the buttons to 'ENABLE' or 'DISABLE' according to the functions below.

- **CC Rx** - When this button is enabled, MIDI data received at the rear panel connector allows control changes within the DMX-R100, according to its MIDI parameters set-up.
- **CC Tx** - When this button is enabled, control change MIDI data will be transmitted to the rear panel connector according to the MIDI parameters set-up.

- **PC Rx** - When this button is enabled, MIDI data received at the rear panel connector allows program changes within the DMX-R100, according to its MIDI parameters set-up.

- **PC Tx** - When this button is enabled, program change MIDI data will be transmitted to the rear panel connector according to the MIDI parameters set-up.

Miscellaneous Setup Functions

In the lower middle of the window are a number of settings with descriptions as follows:

To Set TB HOLD

The default for talkback buttons is a momentary action.

Click on the TB HOLD button to highlight it in order to set talkback buttons to a latching action.

To Set TB INHIBIT

Click on the TB INHIBIT button to highlight it in order to inhibit all talkback functions.

To Set OSCILLATOR INHIBIT

Click on the OSCILLATOR INHIBIT button to highlight it in order to inhibit all oscillator functions.

To Set ACCESS FOLLOW SOLO

Click on the ACCESS FOLLOW SOLO button to highlight it. This function links each channel button to the button for the same channel. Then, when a is pressed, the for the same channel is selected automatically.

To Set AUTO ZOOM

Click on the AUTO ZOOM button to highlight it. Then, pressing any panel buttons for the EQUALIZER and DYNAMICS sections will automatically select the full screen versions of the EQUALIZER or DYNAMICS GUIs respectively.

To Set AUX PRE CUT

The default for Aux **CUT** buttons is to mute the post level feed only, allowing the pre level feed to continue.

Click on the **POST CUT** button to highlight it. Then Aux Pre level signals will be linked to the post level **CUT** buttons so that both pre and post signals mute.

To Set TOUCH HOLD

The default for recording fader move data is that the settings are recorded only whilst fader knobs are touched.

Click on the TOUCH HOLD **ON** button to highlight it and 'TH' will also appear in the AUTO button in the centre top of the AUTOMATION GUI in the DMX-R100 mixer. Then, for faders set into automation record, touching fader knobs will latch them into automation record. They can be dropped out by pressing their **WRITE** buttons on the DMX-R100 panel.

MASTER FADERS LOCKED TO 0dB

This button is located in its own section in the lower right of the window.

Click on PGM, AUX and MTR **ON** buttons to highlight them in order to lock their settings to 0dB or unity gain:

- **PGM** - Stereo Program Fader
- **AUX** - Aux Faders 1-8
- **MTR** - Multitrack Faders 1-8