


 Neve

**FLYING
FADERS**

By  **MARTINSOUND
TECHNOLOGIES**

**USER'S
MANUAL**

VERSION 1.2

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Neve Electronics International, A Siemens Company
Cambridge House, Melbourn, Royston, Herts. SG8 6AU
Tel: 0763 260776 Fax: 0763 261886 Tlx: 81381

Rupert Neve Inc.
Berkshire Industrial Park, Bethel, Connecticut, 06801, USA.
Tel: (203) 744 6230 Fax: (203) 792 7863 Tlx: 969638

Rupert Neve Inc. New York
Tel: (212) 956 6464 Fax: (212) 262 0848

Rupert Neve Inc. Hollywood
Tel: (213) 461 6383 Fax: (213) 461 1620

Rupert Neve Inc. Nashville
Tel: (615) 329 9584 Fax: (615) 329 1473

Siemens AG Oesterreich
Gollnergasse 15, Postfach 326, A-1031 Wien, Austria.
Tel: 431 71711-0 Fax: 431 71711-6510 Tlx: 137235

Written by Shawn Michael and Brady Bargaquist
Edited by Brady Bargaquist, Ron Goodman, and B. Morgan Martin
Design and Layout by Eric Martin and Brady Bargaquist

Flying Faders and Microsoft Windows

Flying Faders operates in a graphics environment called Microsoft Windows, created by Microsoft Corporation. An extension of the MS-DOS operating system, Microsoft Windows gives a standard look and feel to Flying Faders and all other Windows applications.

The Flying Faders package contains all the software necessary to run Flying Faders. You can also run Flying Faders under Microsoft Windows version 2.0 or higher.

With Microsoft Windows, you can take advantage of these additional features of the Windows environment:

- Running multiple applications: You can run several applications under Windows at one time and easily switch between them, creating an integrated work environment.
- Data exchange between applications: You can transfer data between Flying Faders and other standard DOS applications as well as other Windows applications.
- Windows control of the DOS environment: From the Windows environment you can easily access all Windows and non-Windows applications, files, directories, and disks, and control all DOS-related tasks such as directory or file management and formatting disks.

To run Flying Faders under Microsoft Windows, you need to license and install Microsoft Windows version 2.03 or higher.

The above text is a Microsoft(c) Windows licensing requirement and may be ignored by Flying Faders users who don't wish to license Microsoft Windows.

TABLE OF CONTENTS

0. Introduction.....	0-1
Manual Format	0-2

1. Overview of Flying Faders	1-1
Making a Simple Mix	1-3
Automation Memory	1-4
Fader Preset	1-5
Creating a New Mix	1-5
Selecting a Mix/Pass	1-6
Setting the System to Mix 1/Pass 0	1-7

2. Fader, Mute, and Channel Button Modes	2-1
Fader Module Overview	2-3
Global Master Module Overview	2-4
Select	2-5
Group	2-5
Link	2-9
RSI (Ready Record, Safe, Isolate)	2-12
Other (Graph and Trim)	2-14
Fader, Mute, and Ch. Button Record Modes	2-15
Solo	2-23

3. Flying Faders Computer	3-1
Turning on Flying Faders	3-3
Microsoft Windows	3-4
Using the Mouse/Trackball	3-5
Using the Keyboard.....	3-6
Selecting	3-9
Selecting Menus and Menu Items	3-9
The Parts of a Dialog Box	3-10
Selecting an Item in a Dialog Box	3-11
Direct Window Access and Accelerator Keys	3-13
Smart Keys	3-14
Disk Drives	3-14
Software Version Number	3-15

4. System Menu	4-1
Client Information	4-4
Calibrate Faders	4-5
Run Recall Software	4-5
Format a Floppy	4-6
Name Mix Disk	4-6
Reset System	4-7
Show Date and Time	4-7
Show Memory Statistics	4-8
Show Console Statistics	4-8
Show Diagnostics Window	4-9

5. Mix Menu	5-1
Keep Mix	5-4
Load Mix	5-8
Delete Mix	5-10
Show Mix Statistics	5-12
Show Mix/Pass Tree	5-13
Clear Mix Memory	5-13
Trim Faders	5-14
Merge Channel Data	5-17
Copy Channel Data	5-20
Erase Channel Data	5-23
Select Mix/Pass	5-26
Run On/Run Off	5-27

6. Options Menu	6-1
Smart Keys	6-4
Glide Times	6-8
Text Pages	6-9
Set Safety Net Times	6-11
Timecode Options	6-12
Screen Options	6-14
Automate Channel Buttons	6-15

7. Transport Menu	7-1
Set Locate Times	7-4
Set Rollback Time	7-6
Set Reel Start and End Times	7-7
Set Auto Record Times	7-8
Auto Record On/Auto Record Off	7-10
Select Transport	7-10
Reset Transport Controller	7-11

8. Lists Menu	8-1
Label List.....	8-4
Capture Mark Time	8-7
Channel Names	8-7
Channel Button Names	8-8
Event Lists.....	8-8

9. Gangs Menu	9-1
Coalesce Groups	9-4
Suspend Groups	9-5
Clear Groups.....	9-6
Clear Links	9-6
Clear Groups and Links	9-6

10. Help Menu	10-1
Undo	10-4
General Info	10-5
Help With Menus	10-6
Hide Help Window.....	10-6

11. Glossary	11-1
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INTRODUCTION

Flying Faders was created to be as unobtrusive as possible. The system was designed with a human interface that allows you to create a mix with minimal contact with the computer. There are no commands to memorize, because the system is controlled by a pointing device and dedicated keys. The on-line help is substantial enough that new users can perform most functions without looking at the manual at all. For those of you who like to experiment first and read the manual later (if at all), we suggest that you at least read the first chapter.

Our design goal for this manual (as well as for the entire Flying Faders system) is to keep everything as simple and as friendly as possible. This isn't the most entertaining text to read (we've edited out all the jokes, insults, and family vacation stories), but by using "minimalist" writing, we hope that this can serve as a reliable reference.

MANUAL FORMAT

With the exception of chapters 1, 2, and 3, and 11, this manual uses the main screen menu and menu titles as an outline. The chapter structure consists of an explanation of each command, followed by access and operating instructions for that command. If the command accesses a dialog box, descriptions of each section of the dialog box and its operation are given.

Chapter 1: Introduction To Flying Faders -includes instructions for creating a mix, explains automation memory, and shows you how to choose Mix/Pass numbers.

Chapter 2: Fader, and Mute Modes -discusses the functions of buttons and LEDs on the Global Master and individual channels, explains groups and links, and contains information on recording modes.

Chapter 3: Flying Faders Computer -explains the computer, how to operate the mouse/trackball and keyboard, Microsoft Windows, and accelerator key functions.

Chapter 4: System Menu -discusses commands in the System Menu and lists procedures for using each command. This chapter covers various "housekeeping features".

Chapter 5: Mix Menu -informs you of commands in the Mix Menu and lists instructions for using each command. Chapter 5 includes the use of mix and channel editing features as well as saving and loading Mixes to and from disk.

Chapter 6: Options Menu -discusses commands in the Options Menu and lists the procedures for using these commands (programming Smart Keys, Safety Nets, Glide rates, timecode and screen options, and using Text Pages).

Chapter 7: Transport Menu -explains the different features associated with the tape transport (setting transport times, selecting the transport, auto record on/off, resetting the transport controller, etc.).

Chapter 8: Lists Menu -shows you how to access and use the lists that are used throughout Flying Faders (Label List, Event Lists, etc.).

Chapter 9: Gangs Menu -is used for Coalescing and Suspending groups, and for deleting groups and links.

Chapter 10: Help Menu -contains the Help windows and Undo.

Chapter 11: Glossary -contains definitions of terms used in this manual.

TO:

FROM:

DATE:

TIME:

RE:

BY:

CC:

INFO:

ATTN:

ALERT

NOTE

INFO:

INFO:



Overview of Flying Faders

WHAT HAS HAPPENED?

1. As soon as good timecode was being received, automation was turned on and any fader move or event that occurred was recorded by Flying Faders, creating a Pass. This initial Pass is called the Preset and is stored in RAM and assigned a number which is displayed in the Mix/Pass counter at the bottom of the main screen. This Mix/Pass system is explained in the next section of this chapter.
2. After tape was stopped and automation was turned on for the second time, the Pass that was created (the number in the Mix/Pass counter) was played back.

AUTOMATION MEMORY

As soon as automation has been activated and good timecode is being received, the first fader touch or mute event that occurs will create a new Pass, which in turn becomes the current Pass. The next time automation is activated, that Pass is played back and any new moves or events are recorded, creating another new Pass. Each Pass created becomes part of the Pass chain and is an update of the one before it. In other words, as you play one Pass, you record an update of it. As you play that update back, you record a new update of it, and so on.

THERE ARE THREE TIMES WHEN A NEW PASS WILL NOT BE CREATED:

1. When RUN is turned off (disabling automation).
2. When no timecode is being received.
3. When no faders are touched and no new events occur.

Flying Faders stores information from each of these Passes in RAM. Any Pass may be stored to hard disk or floppy disk for more permanent safekeeping. (Refer to Chapter 5, "Mix Menu", for more information.)

OVERVIEW OF FLYING FADERS

MAKING A SIMPLE MIX

Note If Flying Faders is not powered up, refer to Chapter 3, "Turning on Flying Faders".

1. Click on the *Options* title in the menu bar at the top of the Flying Faders main screen.
2. Click on the *Timecode Options* title in the *Options* menu.
3. Go to the *Timecode Format* box on the left side of the dialog box and click on the circle next to the timecode that you are using.
4. Click on the OK button. (For more information, refer to Chapter 6, "Timecode Options".)
5. Set the faders and mutes as you want them for the initial setting.
6. Press RUN on the Global Master. (In most installations the Global Master is the control panel near the faders.) The RUN button will come on solid.
7. Put the transport into play. The SHIFT light on the Global Master will be on solid, indicating that good timecode is being received. When good timecode is being received, the RUN LED will flash, indicating that automation is on. Flying Faders is now ready to play and record moves and events.
8. Make the desired moves and events.
9. Stop the transport and rewind tape to the starting point (or any other desired point).
10. Play the tape again to play back what was recorded.

Note Automation may be started or stopped at any point in timecode and the Pass will play from that point.

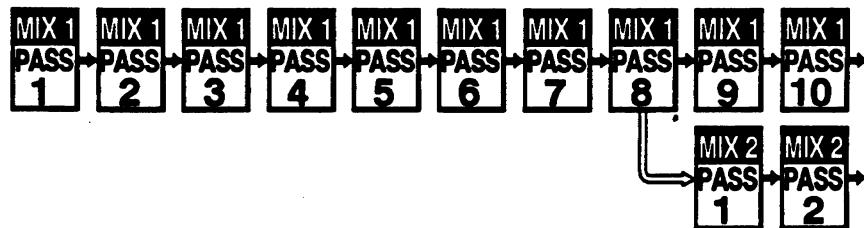
SELECTING A MIX/PASS

SELECTING THE CURRENT MIX/PASS

The Mix/Pass that is currently playing may be changed from the Global Master or a dialog box on the screen. To go to another Mix or Pass from the Global Master, use the Plus or Minus buttons. To change the Mix/Pass numbers from a dialog box, refer to Chapter 5, "Select Mix/Pass".

TO SELECT A MIX/PASS FROM THE GLOBAL MASTER:

1. End the current Pass by stopping tape (timecode) or by turning RUN off.
2. Use the Plus and Minus buttons on the Global Master to increment or decrement the Pass number. Use the SHIFT+Plus or Minus buttons to access another Mix branch. For example, if you are at Mix 2/Pass 2, in the previous example:



and wish to go back to Mix 1/Pass 8, then the keys to press would be:

PASS - (selects Mix 2/Pass 1)
PASS - (selects Mix 1/Pass 8)

or

SHIFT+PASS - (selects Mix 1/Pass 10)
PASS - (selects Mix 1/Pass 9)
PASS - (selects Mix 1/Pass 8)

MIX PRESET

When a new Pass is created from Mix 1/Pass 0, Flying Faders takes a snapshot of the initial fader, mute, and channel button positions. This preset is used to establish the fader starting positions for all subsequent Passes in that chain and may be changed at any time. (Refer to "Trim Faders" in Chapter 5, for more information.)

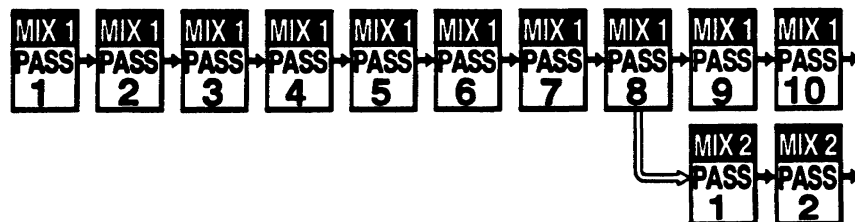
CREATING A NEW MIX

Normally the Pass that was just created becomes the next Pass to be played. But, if you didn't like that Pass and don't want to use it next, you can step back to any previous Pass.

When you move back to an earlier Pass, resume tape play, and record new moves, Flying Faders creates a new branch at that Pass point and automatically assigns a new Mix number to it. Mix numbers are used as references to separate different branches of a Pass chain. For example, say that you have made a chain of 10 Passes, each one an update of the one before it.

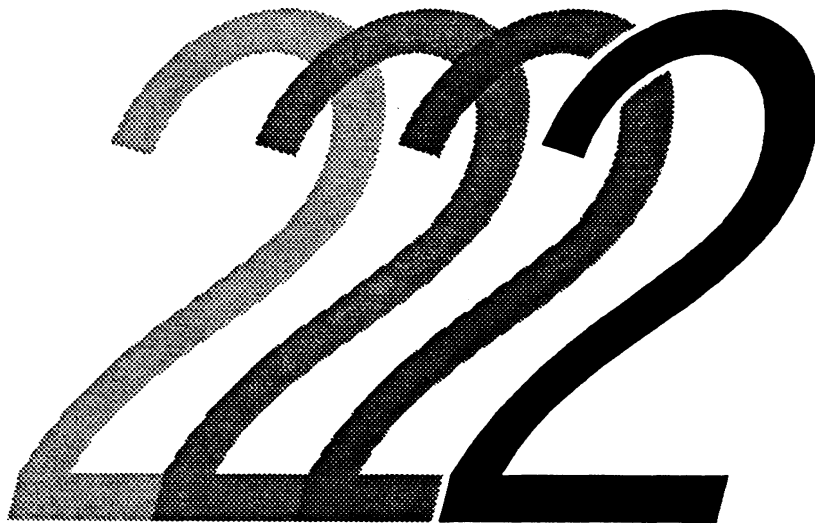


The last Pass that was recorded was Mix 1/Pass 10. If you decided to go back and play an earlier Pass from the chain (say Pass number 8) then Flying Faders would branch off at that Pass, giving the branch a new Mix number as well as a new Pass number (Mix 2/Pass 1 in this case). If you play back and make any changes on Mix 2/Pass 1, the resultant Mix/Pass will be Mix 2/Pass 2, and so on.



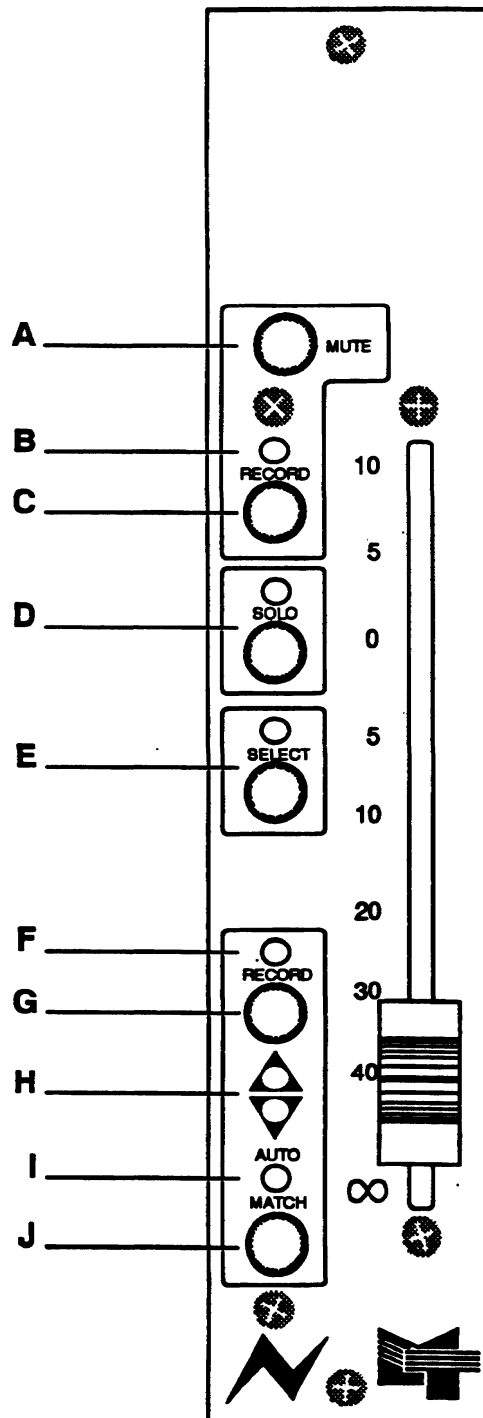
SETTING THE SYSTEM TO MIX 1/PASS 0

If you wish to delete all Mix/Pass information currently in RAM, then refer to Chapter 5, "Clear Mix Memory". If you wish to leave all the Mix/Pass information in RAM but want to start a completely new Mix with no presets, fader moves, or events, then use the Plus and Minus buttons to decrement to Mix 1/Pass 0, or refer to Chapter 5, "Select Mix/Pass".



Fader, Mute, & Channel Button Modes

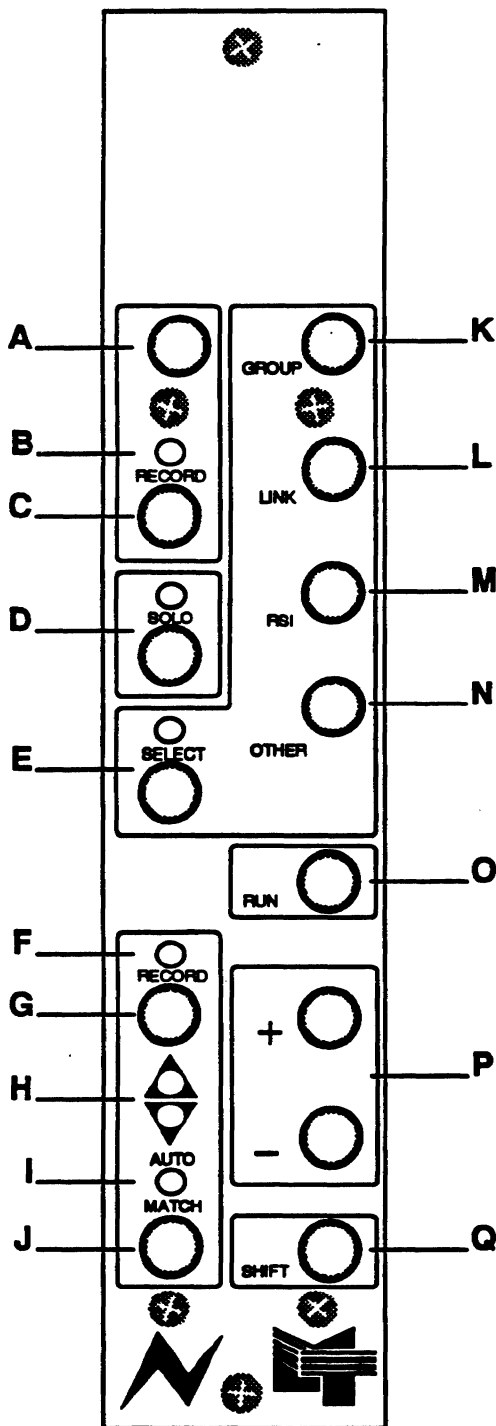
FADER, MUTE, & CHANNEL BUTTON MODES



FADER MODULE OVERVIEW

- A. MUTE Button**
This button is used to turn the mute on and off.
- B. Mute RECORD LED**
This LED is used as a recording indicator, RSI (Ready, Safe, and Isolate) indicator, and as a Touch Record and Lock Record indicator for the mute.
- C. Mute RECORD Button**
This button is used to toggle between mute Touch Record and Lock Record modes. When RSI on the Global Master is enabled, this button (used in conjunction with SELECT) is also used to toggle through RSI for the mute.
- D. SOLO Button and LED**
This button is used to place a channel in and out of Solo. The LED indicates that a channel is in Solo. (Solo must first be enabled at the Global Master.)
- E. SELECT Button and LED**
This button is used in conjunction with mute and fader RECORD for selection and interrogation of RSI, for the assignment and interrogation of Groups and Links, and as a fader and mute touch indicator.
- F. Fader RECORD LED**
This LED is used as a recording indicator, RSI indicator, and a Touch Record and Lock Record indicator for the fader.
- G. Fader RECORD Button**
This button is used to toggle between Touch Record and Lock Record modes for the fader. When RSI on the Global Master is enabled, this button (used in conjunction with SELECT) is also used to toggle through fader RSI.
- H. MATCH LEDs**
The Match LEDs show the direction needed to move the fader in order to return it to the Play Pass position. They are also used for Group and Link interrogation.
- I. AUTO/MATCH LED**
This LED is used as a Match and Auto Match mode indicator.
- J. MATCH Button**
When pressed, a Match is performed. When used in conjunction with the fader RECORD button, the Auto Match mode will be activated.

GLOBAL MASTER MODULE OVERVIEW



A. MUTE Button

Inactive

B. Mute RECORD LED

This LED is used as a global mute Touch Record and Lock Record indicator and a global RSI indicator.

C. Mute RECORD Button

This button is used to globally select mute Touch Record or Lock Record modes. When RSI is enabled, this button (used in conjunction with SELECT) is also used to globally toggle through mute RSI.

D. SOLO Button and LED

When used with the Global Master SHIFT, this button will enable and disable Solo. SOLO also selects between momentary and latching button operation, as well as serving as a global Solo cancel.

E. SELECT Button and LED

This button is used in conjunction with the mute or fader RECORD buttons for global RSI assignment and interrogation and for selection and interrogation of Groups and Links.

F. Fader RECORD LED

This LED is used as a global fader Touch Record and Lock Record indicator as well as a global fader RSI indicator.

G. Fader RECORD Button

This button is used to globally toggle between fader Touch Record or Lock Record modes. When RSI is enabled, this button (used in conjunction with SELECT) is also used to globally toggle between fader RSI.

H. MATCH LEDs

Inactive

I. AUTO/MATCH LED

This LED is used as a global Match and Auto Match indicator.

J. MATCH Button

When pressed, a Match is performed on a global level. When used in conjunction with the fader RECORD button, Auto Match will be activated for all faders.

K. GROUP Button

GROUP enables and disables the Group assign mode.

L. LINK Button

LINK enables and disables the Link assign mode.

M. RSI Button

RSI enables and disables the RSI select mode.

N. OTHER Button

OTHER currently enables and disables Trim or Graph.

O. RUN Button

RUN turns automation on and off.

P. Plus (+) and Minus (-) Buttons

The Plus (+) and Minus (-) buttons are used for incrementing and decrementing the Mix/Pass counter and for applying global Trim amounts.

Q. SHIFT Button

SHIFT is used in conjunction with the Plus (+) and Minus (-) buttons to change Mix numbers and for applying Global Trim amounts. It is also used as a modifier for the OTHER and SOLO buttons.

SELECT

The functions of the Select buttons are controlled by the GROUP, LINK, RSI, and OTHER buttons on the Global Master. The use of the Select button for each of the assign/select modes on the individual faders will be discussed in their instructions.

GROUP

This feature allows you to select a master fader and to assign slaves to that fader. If moves or mutes are made with the master, its slaves move or mute with it, but, moving or muting a slave does nothing to the master or to the other slaves. The master fader position does not provide an absolute level set to the slave faders, but rather a simple offset in level. This allows for a slave to completely override a group move (such as a fade) if desired. Mutes follow two simple rules:

1. If a group master is muted, all associated slaves will also be muted.
2. If a group master is unmuted, all associated slaves will reflect their individual status.

Important Channel buttons are not included in groups.

Group moves and mutes are recorded on the master fader only. This means that if a slave fader is removed from a group, it will no longer follow the fader moves or mute events associated with that group. Because of this, all group structures in a mix are included in the information which is kept to disk and groups are re-formed when the mix is loaded from disk. (See "Coalesce Groups" in Chapter 9.)

GROUP HIERARCHY

With Flying Fader groups, a multi-level group structure or hierarchy may be formed. A simple example would be to create four groups consisting of rhythm, strings, brass, and vocals respectively, then create another group with it's slaves consisting of the master fader of the other four groups. In essence, what is being set up is a master, sub-master, slave arrangement.

A more complicated example would be a film mixdown, where the dialog mixer, music mixer, and effects mixer each set up their portion of the console with a master, sub-master, slave arrangement. The dialog mixer may then create group masters on his console for the music and effects mixes, and then place a grand master over everything. This set-up would have five levels of grouping.

GROUP CHARACTERISTICS

1. Any number of groups may be formed.
2. A master may have any number of slaves.
3. Any fader may be a group master, even if that fader is a slave in another group.
4. A slave can have only one direct group master. A slave may have any number of indirect group masters as a result of group hierarchy.
5. Group moves and mutes are recorded on the group master fader only. Slave moves and mutes (other than those caused by the group) are recorded on the respective slave fader.
6. The underlying status of a slave's mute may be toggled while the slave is responding to a group mute.
7. A fader cannot be assigned to one group and its mute to another.
8. RSI settings of a group master do not affect its slaves, and vice-versa.
9. When a mix is kept to disk, group structures are included in the mix information.
10. Groups are always functional, regardless of fader modes, automation status, or presence of timecode (unless they are Coalesced or Suspended). Refer to Chapter 9, "Gangs", for more information.
11. Channel buttons are not included in groups.
12. Solo does not respect group assignments. (Soloing a master will not solo its slaves.)

TO CREATE A GROUP:

1. Press GROUP on the Global Master to enable the group assign mode (GROUP LED on).

2. Press the SELECT button on the fader that is to be the group master (the SELECT LED will flash).
3. Press the SELECT button on each fader that you wish to add (SELECT LED on) or remove (SELECT LED off) from this group. (If a fader's MATCH LEDs are on dim, that fader is already a slave in another group and may not be a member of this group.)
4. Press the SELECT button on the group master (SELECT LED off).
5. Repeat for other groups or press GROUP on the Global Master to disable the group assign mode (GROUP LED off).

Note If you wish to delete all groups currently in RAM, refer to Chapter 9, "Gangs".

GROUP INTERROGATION

The following section contains three methods of group interrogation.

INTERROGATION BY USING SELECT:

1. Turn off all assign mode buttons (GROUP, LINK, RSI, OTHER) on the Global Master.
2. Press the SELECT button on the fader of interest.
3. The MATCH LEDs on all faders will stop showing any match offsets and display one of the following:
 - a. Upper MATCH LED on solid: The fader is an indirect master of the selected fader.
 - b. Upper MATCH LED flashing: The fader is a direct master of the selected fader.
 - c. Lower MATCH LED flashing: The fader is a direct slave of the selected fader.
 - d. Lower MATCH LED on solid: The fader is an indirect slave of the selected fader.
 - e. Both MATCH LEDs on dim: The fader is a slave in another group and is not eligible to be a slave to the selected fader.
 - f. Both MATCH LEDs off: The fader is not a member of a group.

INTERROGATION BY TOUCH:

1. Turn off the assign mode buttons (GROUP, LINK, RSI, OTHER) on the Global Master.
2. Touch a group master fader (its SELECT LED will flash).
3. All direct and indirect slaves will turn on their SELECT LEDs.

INTERROGATION OF OVERALL GROUP STRUCTURES:

1. Press GROUP on the Global Master to enable the group assign mode (GROUP LED on).
2. Press the SELECT button on the Global Master.
3. The SELECT LEDs on all faders will display one of the following:
 - a SELECT LED off: Fader is not part of a group.
 - b SELECT LED flashing bright: Fader is a group master only.
 - c. SELECT LED flashing dim: Fader is a group master to one group and a slave in another group.
 - d. SELECT LED on: Fader is a slave only.

Important For information on Group Coalesce, refer to Chapter 9, "Coalesce Groups", in the Gangs menu.

LINK

This feature allows you to interconnect faders so that moves or mute events that occur on any member of a link will be cloned to the other link members. Touching the fader or pressing the mute of a link member is exactly the same as touching all of the other members of the link at the same time.

Important Channel buttons are not included in links.

Link moves and mute events are recorded to each link member. This means that if a fader is removed from a link, it will still play back all previously written fader moves and mutes associated with that link. As a result, links may be created and broken up at any time without the loss of moves or mutes. All current links in a mix are included in the information which is kept to disk, and the links will be re-formed when loading the mix from disk.

Important When a link member is touched, the current fader balance between link members will freeze (touching one is the same as touching all). Underlying moves will be recorded over, with the possibility that the amount of Match offset will vary from member to member. Performing a Match on one member will force all members to Match.

LINK CHARACTERISTICS

1. Any number of links may be formed.
2. A link may have any number of members.
3. A fader may be a member of only one link.
4. Link moves and events are recorded to each link member.
5. A fader cannot be assigned to one link and its mute to another.
6. Changing modes on a link member changes modes for all.
7. When a mix is kept to disk, links are included in the mix information.
8. Links are always functional, regardless of fader modes, automation status, or presence of timecode.
9. Channel buttons are not included in links.
10. Solo does not respect link assignments. (Soloing a member will not solo the other members.)

Note A fader may be assigned to both a link and a group. Link moves have priority over group moves, but group mutes will take precedence over link mutes.

TO CREATE A LINK:

1. Press LINK on the Global Master to enable the link assign mode (LINK LED on).
2. Press the SELECT button on a fader that is to be a link member (the SELECT LED will flash).
3. Press the SELECT button on each fader that you wish to add (SELECT LED on) or remove (SELECT LED off) from this link.
4. Press the SELECT button on the fader whose SELECT LED is flashing (SELECT LED off).
5. Repeat for other links or press LINK on the Global Master to disable the link assign mode (LINK LED off).

Note If you wish to delete all links currently in RAM, refer to Chapter 9, "Gangs".

TO TEMPORARILY SEPARATE A FADER FROM A LINK:

1. Touch any fader in the link other than the one you want to separate.
2. Touch the fader that you want to separate while keeping your finger on the first fader.
3. Take your finger off the first fader (while keeping your finger on the other fader). The second fader will be removed from the link temporarily, but will rejoin the link as soon as you release it.

ADJUSTING LINK FADER BALANCE

To adjust the relative balance of a fader in a link, separate it from the link and move it to the desired position.

TO TEMPORARILY SEPARATE A MUTE FROM A LINK:

1. Press any mute in the link other than the one you want to separate.
2. Press the mute that you want to separate while keeping your finger on the first mute.
3. Press the mute RECORD button of the first mute before releasing its mute button. This will prevent a toggle of the mute upon releasing the first mute button.
4. Toggle the separated mute as you like.

LINK INTERROGATION

Link interrogation may be performed by using the SELECT LED or by touching the faders.

INTERROGATION BY USING SELECT:

1. Turn off all assign mode buttons (GROUP, LINK, RSI, OTHER) on the Global Master.
2. Press the SELECT button on the fader of interest (SELECT LED will flash). The SELECT LEDs of all link members will flash.

INTERROGATION BY TOUCH:

1. Turn off all assign mode buttons (GROUP, LINK, RSI, OTHER) on the Global Master.
2. Touch the fader of the fader of interest (SELECT LED will flash). The SELECT LEDs of all link members will flash.

RSI (READY RECORD, SAFE, ISOLATE)

Faders and mutes can be set to Ready Record, Safe, or Isolate. If set to Ready, the playback and recording of moves and/or events is allowed. If set to Safe, the playback of previously made moves and/or events is allowed, but new moves or events can not be recorded. If set to Isolate, automation is disconnected, prohibiting the playback or recording of moves and/or events. RSI for faders and mutes may be set on individual faders or globally, by using the SELECT and RECORD buttons. The RECORD LEDs are used to indicate the current RSI setting of a fader or mute.

<u>RSI Setting</u>	<u>RECORD LED</u>
READY	flashing
SAFE	on solid
ISOLATE	off

Note These settings are shown only if RSI is on and the fader's SELECT button is pressed.

LOCAL FADER RSI SELECTION:

1. Press the RSI button on the Global Master to enable RSI assign (LED on).
2. Press and hold the SELECT button on the desired fader.
3. Press the fader RECORD button to select the desired setting.
4. Press RSI on the Global Master to disable RSI assign.

LOCAL MUTE RSI SELECTION:

1. Press the RSI button on the Global Master to enable RSI.
2. Press and hold the SELECT button on the desired fader.
3. Press the mute RECORD button to select the desired setting.
4. Press RSI on the Global Master to disable RSI.

GLOBAL FADER RSI SELECTION:

1. Press the RSI button on the Global Master to enable RSI.
2. Press and hold the SELECT button on the Global Master.
3. Press the fader RECORD button on the Global Master to select the desired setting.
4. Press RSI on the Global Master to disable RSI.

GLOBAL MUTE RSI SELECTION:

1. Press the RSI button on the Global Master to enable RSI.
2. Press and hold the SELECT button on the Global Master.
3. Press the mute RECORD button on the Global Master to select the desired setting.
4. Press RSI on the Global Master to disable RSI.

NoteYou may de-select any faders whose RSI setting you don't want changed by pressing their individual SELECT buttons (SELECT LED off) while pressing the SELECT button on the Global Master.

RSI INTERROGATION

If RSI is on, then the RSI setting of a fader or mute may be determined by pressing the SELECT button on the desired fader(s) and looking at the RECORD LEDs. RSI may be viewed globally or on individual faders.

TO VIEW RSI SETTINGS BY FADER:

1. Press RSI on the Global Master (LED on).
2. Press and hold the SELECT button on the desired fader to see the RSI status of that fader and mute.

TO VIEW RSI SETTINGS GLOBALLY:

1. Press RSI on the Global Master (LED on).
2. Press and hold the SELECT button on the Global Master to see the status of faders and mutes on all faders.

OTHER

The OTHER button on the Global Master allows you to access the Trim Faders dialog box and the Graph window. Graph is discussed in this section, but since Trim may be accessed via a menu as well as by OTHER, it is covered in Chapter 5, "Trim Faders".

GRAPH

This feature allows you to see moves made by a fader in any selected Mix/Pass. There are two ways fader moves may be displayed: The first shows one minute of moves (30 seconds on either side of the current timecode location). For example, if the timecode was stopped at 01:25:00, then moves from 01:24:30 to 01:25:30 would be drawn. The second mode displays ALL moves for the entire Mix/Pass.

Graphs are displayed in 6 colors to help distinguish them. Timecodes are the same color as their graph and displayed in 8 digit format without colons. Additionally, timecodes are displayed without Local Zero offset applied and therefore the timecode displayed for a graph will be exactly the same whether or not Local Zero is on. Remember that windows of this type may be moved and/or resized.

TO GRAPH FADER MOVES:

1. Make sure that the OTHER button on the Global Master is off.
2. Press the Global Master SHIFT+OTHER button, or click directly on *Other Key* box on the main screen, so that the box displays *Graph* (not *Trim*).
3. Press the OTHER button on the Global Master and the Graph window will be opened.
4. Press the SELECT button on the fader(s) that you wish to graph. (This displays one minute of moves.) To display all moves over the entire Mix, hold SHIFT on the Global Master and press SELECT on the desired fader(s).
5. Press the Global Master SHIFT+OTHER to clear the Graph window.
6. Press the OTHER button to close the Graph window.

FADER, MUTE, AND CHANNEL BUTTON RECORD MODES

This section explains the Record modes for faders, mutes, and channel events.

Important Recording of fader moves, and mute and channel events only occurs when:

1. Good timecode is being received (SHIFT LED on solid).
2. Run is selected (RUN LED is flashing).
3. Appropriate RECORD LED is flashing.

FADER RECORD MODES

When the RSI setting for a fader is set to Ready, various record modes become available. These modes may be selected at any time, at each individual fader or globally at the Global Master Module.

TOUCH RECORD

In this mode the fader starts by playing back the moves of the Play Pass. When you touch the fader, all moves that you make will be recorded. Upon release, the fader will resume playing back the moves of the Play Pass, along with any offset in level incurred. The Match LEDs will indicate if an offset is present.

Note If timecode is interrupted (stop tape, etc.) or RUN is turned off with an offset in effect, the offset will be carried out to the end of the mix. A Match must be performed if this is not desired. (Refer to "Match" in this section.)

TO SET A FADER TO TOUCH RECORD:

1. The selected fader's RSI must be set to Ready.
2. Press the fader RECORD button so that the fader Record LED and AUTO MATCH LED are both off.

TO GLOBALLY SET FADERS TO TOUCH RECORD:

1. The selected faders' RSI must be set to Ready.
2. Press the Global fader RECORD button so that the Global fader RECORD LED and AUTO MATCH LED are both off.

Note A fader's RECORD LED will flash slowly when recording in Touch Record. When in Play, the LED will be off.

LOCK RECORD

In this mode, the fader starts by playing back the moves of the Play Pass. When you touch the fader, all moves that you make will be recorded. Upon release, the fader will continue in record as if being touched, staying in the position where you released it. (If the fader is in a group or a link, it will still follow all group or link moves while recording in Lock Record.) Recording ends at that point in the mix when one of the following occurs:

1. A Match is performed.
2. The fader is taken out of Ready.
3. Run is turned off.
4. Timecode is stopped (stop tape, etc.).

The MATCH LEDs will indicate if an offset is present.

Note If timecode is interrupted (stop tape, etc.) or RUN is turned off with an offset in effect, the offset will be carried out to the end of the mix. A Match must be performed if this is not desired. (Refer to "Match" in this section.)

TO SET A FADER TO LOCK RECORD:

1. The selected fader's RSI must be set to Ready.
2. Press the fader RECORD button so that the fader RECORD LED is on and the AUTO MATCH LED is off.

TO GLOBALLY SET FADERS TO LOCK RECORD:

1. The selected faders' RSI must be set to Ready.
2. Press the Global fader RECORD button so that the Global fader RECORD LED is on and the AUTO MATCH LED is off.

Note A fader's RECORD LED will flash quickly when recording in Lock Record and will be on solid in Play.

AUTO MATCH

In this mode, the fader starts by playing back the moves of the Play Pass. When you touch the fader, all moves that you make will be recorded. Upon release, the fader will automatically perform a Match, gliding back to the Auto Match position. When the Glide ends, play is resumed. The Auto Match Glide rate may be changed from the Glide Times dialog box. (Refer to Chapter 6, "Glide Times".)

Notes If timecode is interrupted (stop tape, etc.) or RUN is turned off with an offset in effect, the offset will be carried out to the end of the mix. A Match must be performed if this is not desired. (Refer to "Match" in this section.)

As the fader glides during an Auto Match, it will increasingly follow the dynamics of the Play Pass moves.

TO SET A FADER TO AUTO MATCH:

1. The selected fader's RSI must be set to Ready.
2. Simultaneously press the fader RECORD and MATCH buttons. (The AUTO/MATCH LED will come on solid.)

TO GLOBALLY SET FADERS TO AUTO MATCH:

1. The selected faders' RSI must be set to Ready.
2. Simultaneously press the fader RECORD and MATCH buttons on the Global Master . (The AUTO/MATCH LED will come on solid.)

Notes The fader RECORD LED will flash when recording in Auto Match. (Recording occurs while the fader is being touched and during the Glide.) The AUTO/MATCH LED will flash while the fader is Gliding. When playing, the RECORD LED will be off and the AUTO/MATCH LED will be on solid.

In the Auto Match mode, the MATCH LEDs point toward the Auto Match position while recording a move. When the fader is playing moves, the MATCH LEDs point toward the Play Pass position (if there is an offset). Pressing the MATCH button will perform a Match (not Auto Match) eliminating the offset from the Play Pass position.

MATCH

Whenever you want the fader to Glide from its current position to the Play Pass position, press the MATCH button and the fader will move to the Play Pass position. Once there, recording ends and playback of old moves begins. The Match Glide rate may be changed from the Glide Times dialog box. (Refer to Chapter 6, "Glide Times".)

Notes As the fader glides during a Match, it will increasingly follow the dynamics of the Play Pass moves.

Match does not affect faders in Isolate.

TO PERFORM A LOCAL MATCH:

Press the MATCH button on the fader at the point in the mix that you wish the fader to Glide to the Play Pass position.

TO PERFORM A GLOBAL MATCH:

Press the MATCH button on the Global Master at the point in the mix that you wish all faders to Glide to their respective Play Pass positions.

Note The fader RECORD LED will flash when recording in the Match mode. The AUTO/MATCH LED will flash while the fader is Gliding.

MUTE RECORD MODES

When RSI for a mute is set to Ready, two record modes become available. These modes may be selected at any time at each individual mute, or globally at the Global Master Module.

TOUCH RECORD

In this mode, the mute starts by playing back the mutes of the Play Pass. Upon pressing down on the mute button, record is activated. During the time that you hold the button down, all underlying Play Pass mutes will be ignored. Upon releasing the mute button, the mute will toggle and recording ends. The mute will resume playback of the Play Pass at the next event which will cause the mute to toggle to the opposite state.

Important If two sequential "on" mutes exist on the same channel, the latter mute will remain in the Mute List as long as tape (timecode) does not play past that mute. For example, a mute "on" has been recorded at 01:05:45:03. On a subsequent pass, a mute "on" is recorded two minutes prior at 01:03:44:27 and then tape (timecode) is stopped before the mute at 01:05:45:03. If you look at the Mute List, both mutes are included in the list and do, in fact, exist. On the other hand, if tape (timecode) is played past the mute at 01:05:45:03 and no other mutes exist between these two points, the mute at 01:05:45:03 will be deemed redundant and removed, automatically creating a new Mix/Pass.

TO SET A MUTE TO TOUCH RECORD:

1. The selected mute's RSI must be set to Ready.
2. Press the mute RECORD button so that the mute RECORD LED is off.

TO GLOBALLY SET MUTES TO TOUCH RECORD:

1. The selected mutes' RSI must be set to Ready.
2. Press the mute RECORD button on the Global Master so that the mute RECORD LED is off.

Note..... A mute's RECORD LED will flash slowly when recording in Touch Record and will be off while playing.

TO ERASE MUTE EVENTS:

1. The selected mute's RSI must be set to Ready.
2. Select the Touch Record mode.
3. Press down on the mute button (to activate record) just ahead of the mute event to be erased.
4. Continue to hold the mute button down until you have passed the unwanted mute event(s).
5. Press the mute RECORD button before releasing the mute button. This will cause the mute not to toggle upon release of the mute button.

LOCK RECORD

In this mode the mute starts by playing the mutes of the Play Pass. Upon pressing down on the mute button, record is activated and locked on. Upon releasing the mute button, the mute toggles and recording continues. As long as record is activated, all underlying Play Pass mute events will be ignored. Recording ends when one of the following occurs:

1. The mute is taken out of Ready.
2. Run is turned off.
3. Timecode is stopped (Stop tape, etc.).

Important If two sequential "on" mutes exist on the same channel, the latter mute will remain in the Mute List as long as tape (timecode) does not play past that mute. For example, a mute "on" has been recorded at 01:05:45:03. On a subsequent pass, a mute "on" is recorded two minutes prior at 01:03:44:27 and then tape (timecode) is stopped before the mute at 01:05:45:03. If you look at the Mute List, both mutes are included in the list and do, in fact, exist. On the other hand, if tape (timecode) is played past the mute at 01:05:45:03 and no other mutes exist between these two points, the mute at 01:05:45:03 will be deemed redundant and removed, automatically creating a new Mix/Pass.

TO SET A MUTE IN LOCK RECORD:

1. The selected mute's RSI must be set to Ready.
2. Press the mute RECORD button so that the mute RECORD LED is on solid.

TO GLOBALLY SET MUTES IN LOCK RECORD:

1. The selected mutes' RSI must be set to Ready.
2. Press the mute RECORD button on the Global Master so that the mute RECORD LED is on solid.

Note A mute's RECORD LED will flash quickly when recording in Lock Record and will be on solid while playing.

CHANNEL BUTTON RECORD MODES

This section explains Touch Record and Isolate for channel buttons.

TOUCH RECORD

If set to Touch Record, the channel buttons start by playing back the events of the Play Pass. Upon pressing down on a channel button, record is activated for that button. During the time that you hold the button down (activating record) all underlying Play Pass events for that button will be ignored. Upon release, it will toggle and recording ends. The channel button will resume playback of the Play Pass.

ISOLATE

Channel buttons are unaffected by fader and mute RSI settings, but they may be placed in Isolate by disabling the desired channel button in the Automate Channel Buttons dialog box. (Refer to Chapter 6, "Automate Channel Buttons", in the Options menu.)

SOLO

Flying Faders provides an in place, muting solo that is independant of the console's solo. The Flying Fader's Solo is unique because the fader remains unmuted, allowing you to insert mutes without losing the signal. The main features of the Flying Faders solo system are:

1. Solo events are not recorded.
2. Channels in solo do not play back previously recorded mutes.
3. New mute events can be recorded on channels that are in solo.
4. Solo may be disabled.
5. Momentary or latching button operation.

Important System Master Modules (stereo bus masters, etc.) are configured so that they are not included in the Solo system (Solo safe). Other channels may also be made Solo safe by reconfiguring them as System Masters. (Refer to "Using the MKINIT System Initialization Utility" in the Flying Faders Technical Manual.)

TO ENABLE/DISABLE SOLO:

1. Press the Global Master SHIFT+SOLO.

TO SOLO A CHANNEL:

1. Enable Solo.
2. Press SOLO on the channel that you wish to solo.

MOMENTARY OR LATCHING OPERATION

The solo buttons may be set to momentary or latching operation. The SOLO button on the Global Master is used to toggle between these two options. It is also used as a solo cancel when in the latching mode, allowing you to turn off all solos that are active.

MOMENTARY OPERATION:

Press SOLO on the Global Master so that its LED is off. A fader will be in solo only while its SOLO button is held down.

LATCHING OPERATION:

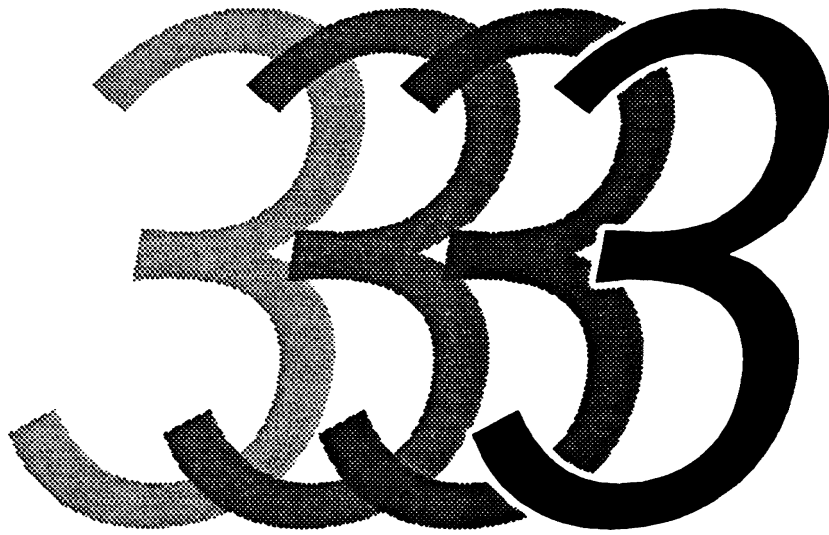
Press SOLO on the Global Master so that its LED is on. A fader will latch in solo when its SOLO button is pressed. Pressing the fader's SOLO button again will cancel solo for that fader.

Note..... When the latching mode is selected, the SOLO button LED on the Global Master will flash while any fader is in solo.

ADDITIONAL NOTES ON SOLO

Solo does not recognize Groups and Links. If a Group or Link master fader is placed in solo, the associated slave faders will not be affected.

Faders that are in solo will be unmuted and will remain so until they are taken out of solo. Faders that are not in solo will mute and remain muted until they are placed in solo or until all faders are taken out of solo. Once again, remember that mutes and unmutes caused by solo are not recorded by Flying Faders.



Flying Faders Computer

FLYING FADERS COMPUTER

TURNING ON FLYING FADERS

1. Turn on the AC MAINS breaker and the MOTOR POWER switch on the Flying Faders power supply unit.
2. Turn on the computer and the video display unit (VDU).

Note.....Remove any disks that might be present in the floppy drive before applying power to the computer.

If you have a mix data disk or another floppy disk in the drive, this error message will appear:

**Non-System disk or disk error.
Replace and strike any key when ready.**

Remove the disk and hit any key on the computer keyboard to continue the automatic load from the hard disk. When the system is ready for mixing, the blue Flying Faders screen will appear.

ImportantIf at any time the Flying Faders screen remains red longer than one minute, turn the computer off and back on again. If this doesn't solve the problem, call Neve service.

MICROSOFT WINDOWS

The Flying Fader's human interface is made possible through the use of Microsoft Windows. Windows is an integral part of Flying Faders, providing a graphic display of the operating parameters of the system. Upon powering up Flying Faders, both Windows and the Flying Faders program are automatically loaded. If you are not familiar with Microsoft Windows, we recommend that you read this section before you start using Flying Faders.

PARTS OF A WINDOW

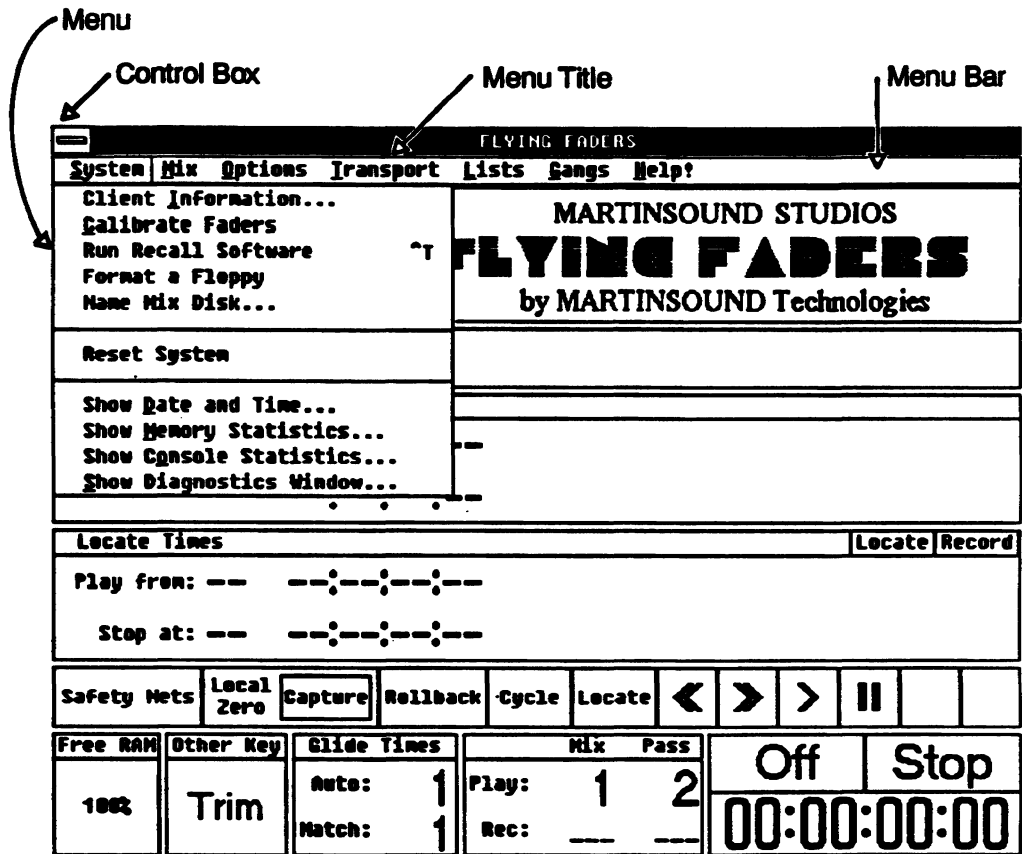


Figure 3.1: Flying Fader's main screen with the "System" menu box pulled down

A WINDOW MAY INCLUDE:

1. **Menu Bar** - Contains the names of the menus in the system. This is the horizontal list across the top of the Flying Faders screen. (Figure 3.1)
2. **Menu** - Contains a list of all the commands and dialog boxes contained in that particular menu. (Figure 3.1)
3. **Control Box** - Used to close, clear, or quit the active window. (Figure 3.1)
4. **Scroll Bar** - Used for viewing information that won't fit in the entire window. (Figure 3.2)
5. **Dialog Box** - Displayed when more information is needed to carry out a command. (Figure 3.2)

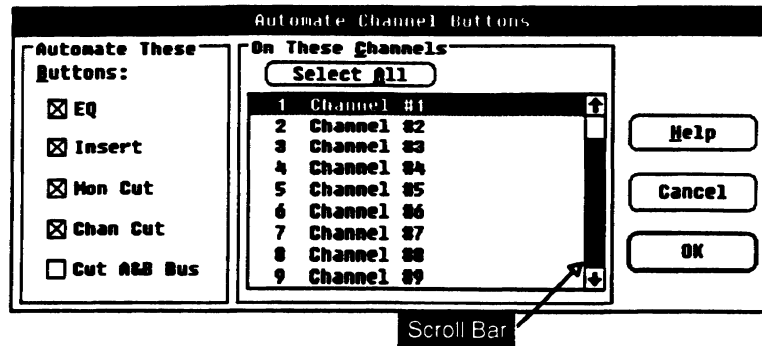


Figure 3.2: Automate Channel Buttons dialog box.

USING THE MOUSE/TRACKBALL

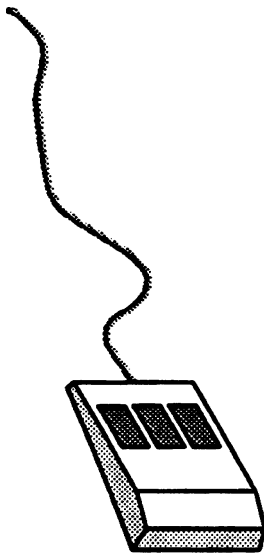


Figure 3.3: The 'mouse'

Your system comes with either a mouse or a trackball. This pointing device controls the pointer on the screen. If you position the pointer over the function to be executed and click the mouse/trackball button, that function will be performed.

NoteIf you have a pointing device with more than one button, use the leftmost button to control Flying Faders.

COMMON POINTING DEVICE TERMS:

Click - Press the button once.

Double Click - Quickly click the button twice.

Drag - Click the button and hold it down while moving the mouse/trackball. When finished, release the button.

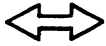
THE POINTER USED FOR FLYING FADERS HAS FOUR SHAPES:



Arrow - Used for the selection of functions.



I-Beam - A pointer that is used for entering text. For example, if you move the pointer around in the Load Mix dialog box, you will notice that when the mouse/trackball is in the areas where text is to be inserted, it changes from an arrow to an I-beam. The flashing vertical line in the box is the insertion point. This is where new text can be entered. The insertion point can be moved around with the pointing device or the space bar on your keyboard.



Two-Headed Arrow - Used for changing the size of the Text Pages window, Diagnostics window, Help window, and the Graph window. If you move the pointer over the border of a window, it changes to a two-headed arrow. Drag the two-headed arrow to change the window size.



Hourglass - The pointer changes to an hourglass figure while you are waiting for a function to be executed.

USING THE KEYBOARD

On your keyboard the keycap names may be abbreviated or represented a little differently. For example, the ENTER key on the standard keyboard (Figure 3.4) is the same as the EXECUTE key on the Neve V Series keyboard (Figure 3.5). In this manual, the name of a key in a keystroke appears in capital letters, for example, ALT, SHIFT, TAB, etc. A plus sign (+) between two keystrokes means to hold the first key and press the second (ALT+CTRL). By using certain keystrokes, commands may be chosen to carry out functions on Flying Faders.

Here is a list of some frequently used keystrokes that are common to both keyboards:

ALT- Pressing ALT by itself will select the main screen menu title box.

ALT+Underlined letter - To open a menu or go to an area within a dialog box. For example, look at the System menu title in the main screen menu bar. Notice that the "S" in System is underlined. If you press ALT+S, the System dialog box will open.

ARROW DIRECTION KEYS - Used to move through menu titles, menus, or between related options in a dialog box.

ESC or BACK - Used to backspace in text areas. (The same as pressing BACKSPACE on the standard keyboard.)

CANCEL - Voids or nulls the current operation. (The same as pressing ESC on the standard keyboard.)

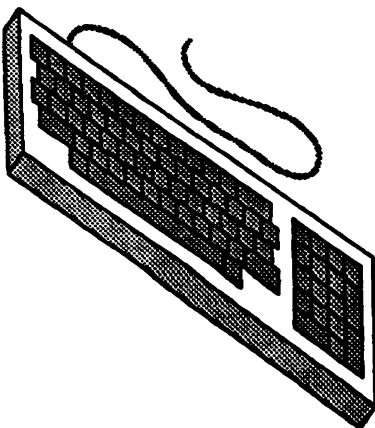


Figure 3.4: Standard keyboard

EXECUTE or RETURN - Executes any highlighted command in the menu bar, a menu, or a dialog box. (The same as pressing ENTER on the standard keyboard.)

TAB - Move between options in a dialog box.

SHIFT+TAB - Move backwards among options in a dialog box.

SPACEBAR - Select or de-select an option in a dialog box.

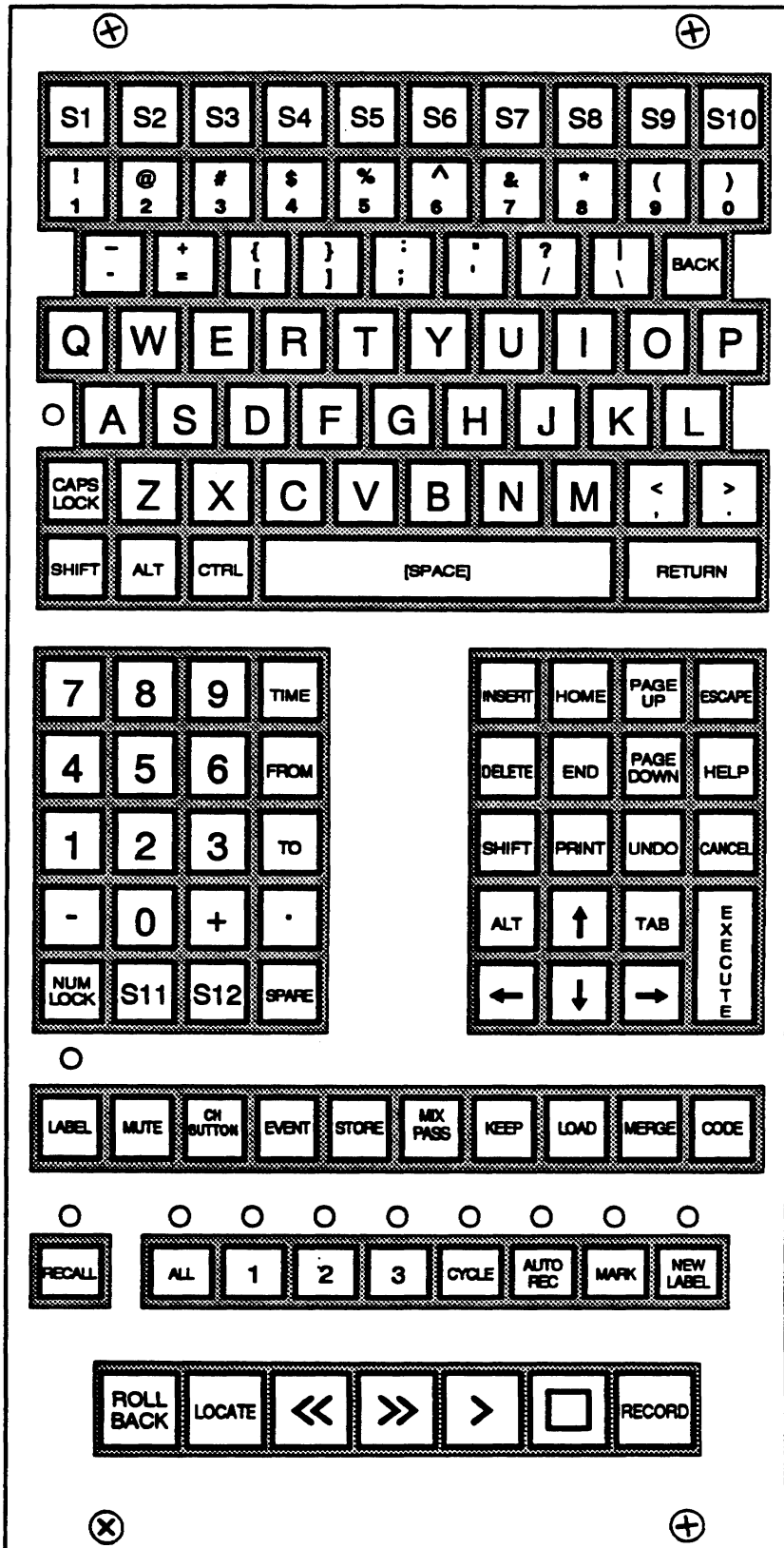


Figure 3.5: Neve V Series keyboard

SELECTING

Throughout this manual you will be instructed to select commands or items from the screen. You may do so with the mouse/trackball, the keyboard, dedicated keys, or a combination of all. These methods of selecting are described in this section. Elsewhere, the manual will simply refer to "select" and leave the best method up to the user. Take time to experiment with these different methods to find a combination that best suits you.

SELECTING MENUS AND MENU ITEMS

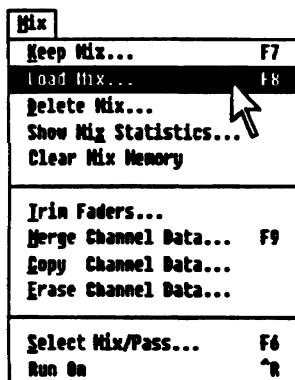


Figure 3.6: Using the mouse to select menu items.

When a menu name is chosen, that name is highlighted. When a menu is opened, the menu drops down from the menu bar to display its list of commands and dialog boxes. The following techniques allow you to access a menu bar and its menus.

NoteA dialog box has ellipses (...) following its title to distinguish it from a command.

USING THE MOUSE/TRACKBALL:

1. Click the desired menu title. (Figure 3.6)
2. Click on the command or dialog box title that you wish to select.

USING THE KEYBOARD:

1. Press ALT and then use the left or right arrow DIRECTION keys to select a menu title from the menu bar.
2. Press EXECUTE to open the menu.
3. Use the up and down arrow DIRECTION keys to select the command or dialog box from the menu list.
4. To execute the command or open the dialog box, press EXECUTE.

Or

1. Press ALT+underlined letter in the menu bar to select the desired menu.
2. Press the underlined letter in the menu list to choose the desired command or dialog box.

THE PARTS OF A DIALOG BOX

Most dialog boxes are made up of several different areas. This is an overview of the parts that make up dialog boxes and their use.

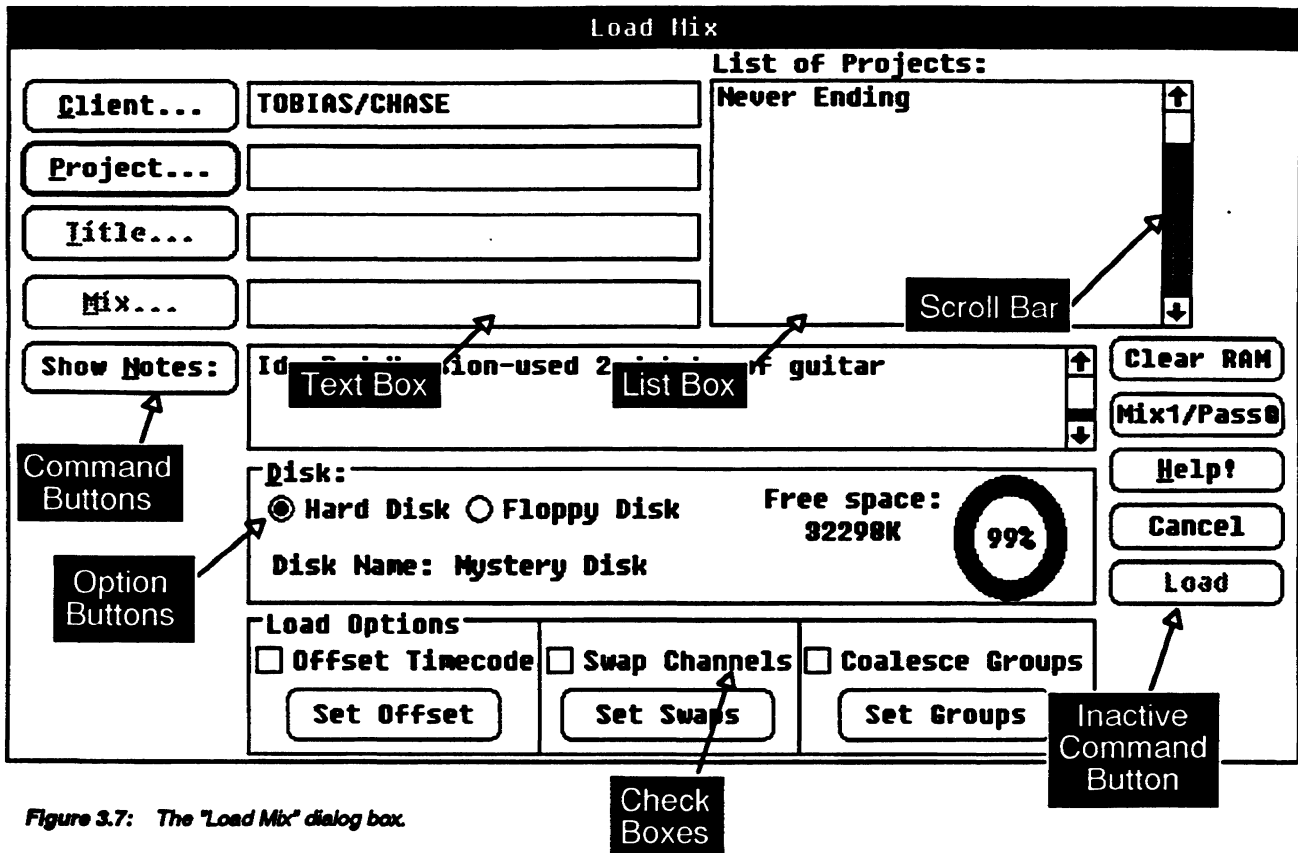


Figure 3.7: The "Load Mix" dialog box.

A DIALOG BOX MAY INCLUDE:

1. **List Box** - This box contains choices available to the user. To make multiple selections from a list box that allows multiple selections, press and hold SHIFT then click and/or drag on your choices. To make more than one selection with a keyboard, use the SHIFT + ARROW direction keys. (Figure 3.7)
2. **Text Box** - This is where information is inserted by the user. The flashing vertical line is the insertion point. Anything that you type will appear to the left of the insertion point, moving any existing text to the right. (Figure 3.7)
3. **Scroll Bars** - Used in list boxes and text boxes as well as in windows to view information that won't fit in the entire dialog box. You may use the mouse/trackball to operate the scroll bar by dragging the small white box that is in the scroll bar and releasing it at the desired location. To scroll one line at a time, click the arrow boxes at the ends of the scroll bar. You may scroll one entire box length by clicking the scroll bar in the

shaded area or by pressing PAGE UP or PAGE DOWN on the keyboard. (Figure 3.7)

4. **Command Buttons** - Used to perform various operations, such as approving or canceling settings in a dialog box. These are the buttons with curved sides. The button with the bold border is set as the default, meaning that if you press EXECUTE, that button will automatically be chosen, regardless of where you are in the dialog box. The three most common command buttons are:

OK - Selecting OK executes your choice and returns you to the main screen. (Figure 3.7)

CANCEL - Selecting CANCEL will return you to the main screen as if the dialog box was never opened, voiding any changes. (Figure 3.7)

EXIT - Selecting EXIT will return you to the main screen.

HELP - Selecting HELP opens a Help box dedicated to that particular dialog box. (Figure 3.7)

INACTIVE COMMANDS - If a command is shaded gray, it is inactive and cannot be used at that moment. (Figure 3.7)

5. **Option Buttons** - Circular buttons used to select an option in a dialog box. (Figure 3.7)
6. **Check Boxes** - Small squares used to select one or more options in a dialog box. (Figure 3.7)

SELECTING AN ITEM IN A DIALOG BOX

In order to select an item, you need to move to the location containing that item. The following explains how this is done.

USING THE MOUSE/TRACKBALL:

1. Click directly on the area or setting that you want to select. (Figure 3.8)

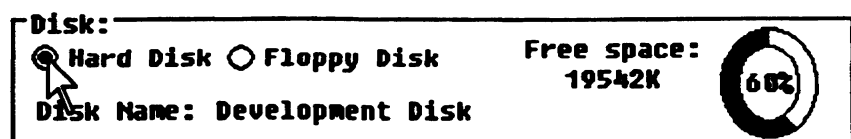


Figure 3.8: Point the mouse/trackball and click.

USING THE KEYBOARD:

1. Press TAB to move to the desired area. (You may also press SHIFT+TAB to move in the opposite direction.) The area that you are currently in will be highlighted.
2. Use arrow DIRECTION keys to go to a specific item within that area.
3. Press SPACEBAR to choose the item.

Or

1. ALT+underlined letter
2. Use arrow DIRECTION keys to go to a specific item within that area.
3. Press SPACEBAR to choose the item.

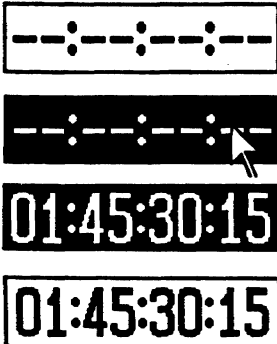


Figure 3.9: Entering the entire Timecode

ENTERING TIMECODE NUMBERS:

1. Select the timecode field. (Figure 3.9)
2. Valid time code numbers may now be inserted. (Figure 3.9)
3. Select OK or go to the next option.

Hours, minutes, seconds, and frames may be edited individually.

1. Select the timecode field.
2. Double click the mouse on the hours, minutes, seconds, or frames and a highlighted block will appear. (Figure 3.10)
3. Insert your changes. (Figure 3.10)
4. Select OK or go to the next option.

Or

1. Select the timecode field.
2. Press INSERT and a highlighted block will appear. Use the left or right arrow DIRECTION keys to move the block.
3. Insert your changes.
4. Select next option or OK.

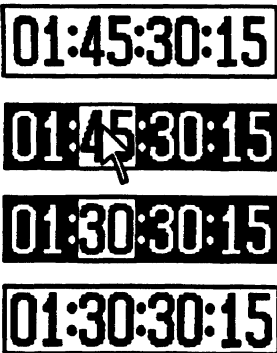


Figure 3.10: Editing the hours, minutes, seconds, or frames separately.

DIRECT-WINDOW ACCESS AND ACCELERATOR KEYS

There are alternate methods to open dialog boxes or execute commands without going through the menus. They are as follows:

DIRECT WINDOW ACCESS

Most primary functions can be accessed directly from the main screen via the mouse/trackball. For example, clicking on the *Labels* area on the main screen is the same as selecting the Label List from the Lists menu.

ACCELERATOR KEYS

These are special keys used to execute a command without using the menu or the mouse/trackball. For example, click on the Mix menu title. Notice the function key assignments to the right of the menu listings. If you wanted to open the Keep Mix dialog box without using the pointing device, you would press the F7 key. Not all functions have accelerator keys, but the most commonly used do.

ACCELERATOR KEY ASSIGNMENTS

-Accelerator keys on the Neve V Series keyboard are labeled with their specific function.

-The majority of the accelerator keys on the standard keyboard are function keys F1-F12. There are a few, however, that use CTRL (refer to the following list).

<u>Neve Keyboard</u>	<u>Standard Keyboard</u>	<u>Function Performed</u>
LABEL	(F1)	Calls up the Label List
MUTE.....	(F2)	Calls up the Mute List
CH BUTTON	(F3)	Opens the Channel Button dialog box
EVENT	(F4)	Inactive
STORE	(F5)	Inactive
MIX/PASS	(F6)	Opens the Mix/Pass dialog box

KEEP	(F7)	Opens the Keep Mix dialog box
LOAD	(F8)	Opens the Load Mix dialog box
MERGE	(F9)	Opens the Merge Channel Data dialog box
CODE	(F10)	Opens the Timecode Options dialog box
UNDO	(F11)	Undoes the last command
CTRL+Z	CTRL+Z	Undoes the last command
HELP	(F12)	Calls up General Info Help menu
MARK	CTRL+K	Adds a mark to the Label List
RECALL	CTRL+T	Starts Recall on Neve V Series
CTRL+R	CTRL+R	Run On/Off
CTRL+Q	CTRL+Q	Quit Flying Faders
CTRL+A	CTRL+A	Repeats Last Command
CTRL+N	CTRL+N	Safety Nets On/Off

SMART KEYS

Smart keys on the Neve V Series keyboard (S1-S12) are for executing user programmable command sequences. (Refer to Chapter 6, "Options Menu", for programming information and Smart key access on the standard keyboard.)

DISK DRIVES

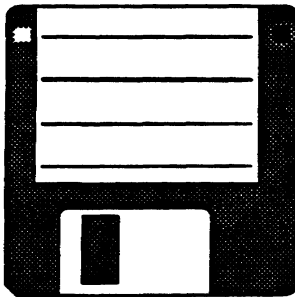
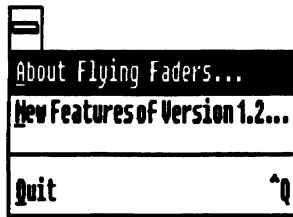


Figure 3.11 3.5" floppy disk

Your computer contains both a hard disk drive and a floppy disk drive. The Flying Faders program is installed on a portion of the hard disk, with the remaining space available for mix storage. The floppy disk (Figure 3.11) is generally used for archiving and transferring mix information. (Refer to Chapters 4 and 5, "System Menu" and "Mix Menu", for instructions on the use of the disk drives.)

Note The floppy disk used for Flying Faders is a high density disk (1.4 Megabytes). Be aware of the fact that 400K and 800K floppies won't work.

SOFTWARE VERSION NUMBER



As Neve and Martinsound Technologies continue to address the needs and wants of mixing engineers worldwide, we will be adding features and making changes to the Flying Faders software. If at any time you contact Neve with questions or comments regarding your Flying Faders system, you will need to inform them of the software version installed in your system. The version number is found under the About Flying Faders menu in the main screen control box. (Figure 3.12)

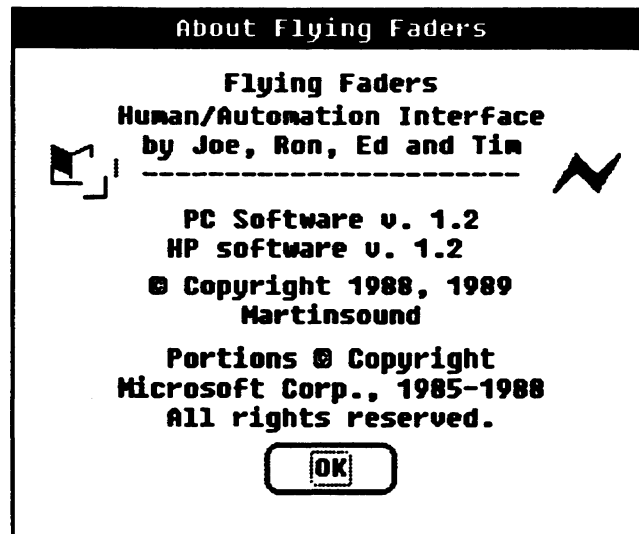


Figure 3.12: Flying Fader's Version Number

444

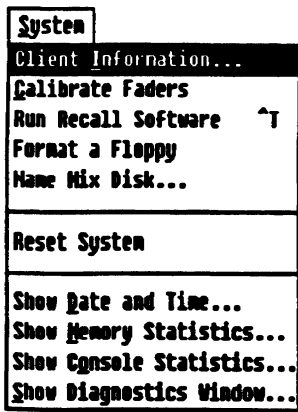
System Menu

SYSTEM MENU

FLYING FADERS									
System	Mix	Options	Transport	Lists	Gangs	Help?			
Client Information...	<p>MARTINSOUND STUDIOS</p> <h2>FLYING FADERS</h2> <p>by MARTINSOUND Technologies</p>								
Calibrate Faders									
Run Recall Software									
Format a Floppy									
Name Mix Disk...									
Reset System									
Show Date and Time...									
Show Memory Statistics...									
Show Console Statistics...									
Show Diagnostics Window...									
Locate Times								Locate	Record
Play from: -- :--:--:--									
Stop at: -- :--:--:--									
Safety Nets	Local Zero	Capture	Rollback	Cycle	Locate	◀	▶	>	
Free RAM	Other Key	Glide Times		Mix	Pass	Off		Stop	
100%	Trim	Auto: 1	Match: 1	Play: 1	2	00:00:00:00			
				Rec: ---	---	00:00:00:00			

The "System" pull-down menu is found on the menu bar located at the top of the main Flying Faders screen.

CLIENT INFORMATION



This command allows you to inform Flying Faders of the current Client, Project, and Title being worked on. This information will appear in the Project/Title box of the main screen, as well as in the Keep, Load, and Delete dialog boxes. Client information may be changed from any of these dialog boxes and the changes will be automatically updated in the other locations.

TO INSERT CLIENT INFORMATION:

1. Select *Client Information* from the System menu or click the Project/Title box on the main screen.
2. Insert the Studio, Client, Project, and Title names in the appropriate boxes. (Note: Inserting a different studio name will not change the system default. It simply customizes the main screen for the current session.)
3. Select OK to close the dialog box.

A screenshot of a dialog box titled "Client Information Box". It contains three text input fields: "Studio Name:" with the text "HAPPY FEET STUDIOS", "Client:" with "Tobias/Chase", and "Project:" with "Never Ending". Below these is a "Title:" field with "Confessions". To the right of the input fields are three buttons: "Help", "Cancel", and "OK".

CALIBRATE FADERS

System
Client Information...
Calibrate Faders
Run Recall Software ^T
Format a Floppy
Name Mix Disk...
Reset System
Show Date and Time...
Show Memory Statistics...
Show Console Statistics...
Show Diagnostics Window...

This command allows you to calibrate all of the faders, so that each fader 'meets spec'. This insures that Flying Faders will accurately play back each of the moves that have been recorded. The entire calibration is automatic, takes approximately 20 seconds, and stores the results on the hard disk. The next time that you turn on or reset the system, the faders will be calibrated using these values, making it unnecessary to repeat this routine each time the system is used.

TO CALIBRATE:

1. Select *Calibrate Faders* from the System menu.
2. A dialog box will appear on the screen indicating that calibration is taking place. Upon completion of calibration, any fader that does not 'meet spec' will have its channel number displayed in the dialog box indicating that servicing of that fader may be necessary. If a fader is suspected to be marginal, try calibrate once more before calling maintenance. (For servicing, refer to the Flying Faders Technical Manual.)
3. When calibration is finished, all faders and mutes will return to their previous positions. Select OK to close the dialog box.

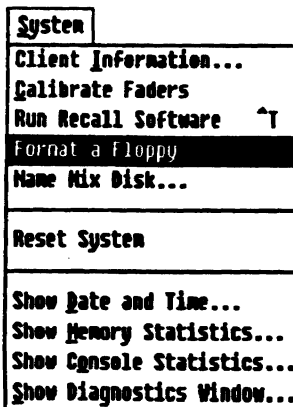
Important If calibration seems necessary, it is best to do so after the Flying Faders power supply unit has been turned on for at least fifteen minutes and preferably one hour.

RUN RECALL SOFTWARE

System
Client Information...
Calibrate Faders
Run Recall Software ^T
Format a Floppy
Name Mix Disk...
Reset System
Show Date and Time...
Show Memory Statistics...
Show Console Statistics...
Show Diagnostics Window...

This command will allow you to access certain features on Neve VR Series consoles. For further information, refer to the Recall Manual.

FORMAT A FLOPPY

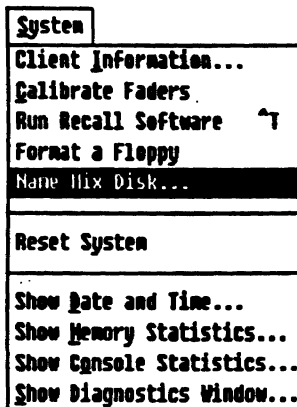


This command allows you to prepare a floppy disk for use with the Flying Faders system. A formatted disk is used to keep mixes for archival purposes or for carrying out mixes to another Flying Faders facility.

TO FORMAT A FLOPPY:

1. Select *Format a Floppy* from the System menu.
2. The screen prompts will instruct you to insert a disk into drive A (the floppy disk drive), and then to select EXECUTE.
3. When formatting is complete, the screen will ask you "Format Another (Y/N)". If you would like to format another floppy disk, type 'Y', press EXECUTE, and go through the sequence again. If you would like to exit back to the Flying Faders screen, type 'N', then press EXECUTE. Your disk is now ready to keep mixes.

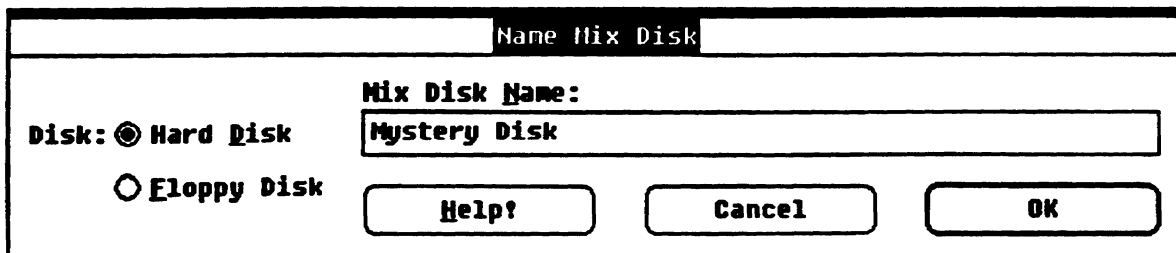
NAME MIX DISK



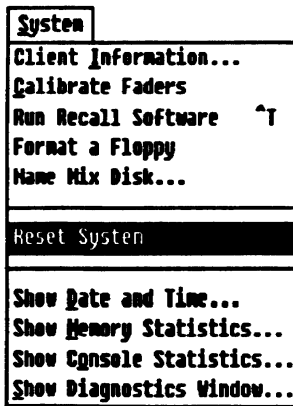
This command allows you to give a unique name to each disk. The disk name will appear in the Disk box of the Keep, Load, and Delete dialog boxes. This provides a way to verify that mixes are being kept to, loaded from, or deleted from the correct disk. It can also be used to differentiate original disks from back-up copies, etc.

TO NAME A MIX DISK:

1. Select *Name Mix Disk* from the System menu.
2. Select the disk to be named (Hard Disk or Floppy Disk).
3. Type the name to be used into the Mix Disk Name box.
4. Select OK to close the dialog box.



RESET SYSTEM



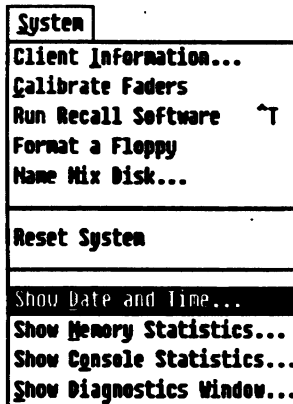
This command allows you to do a total system reset, as if powered down and powered back up. This is an excellent way to prepare the system for a new session without rebooting.

Warning Because of the nature of this command, caution should be taken. All Mix/Pass information in RAM will be erased, so be sure to save important Mix/Passes to hard disk or floppy disk before performing this command.

TO RESET SYSTEM:

1. Select *Reset System* from the System menu.
2. A dialog box will appear asking you to confirm the reset. Select OK to proceed or select CANCEL to return to the Flying Faders main screen.
3. After resetting the system, a dialog box will appear, informing you of the status of the transport controller. Select OK to close each dialog box.

SHOW DATE AND TIME

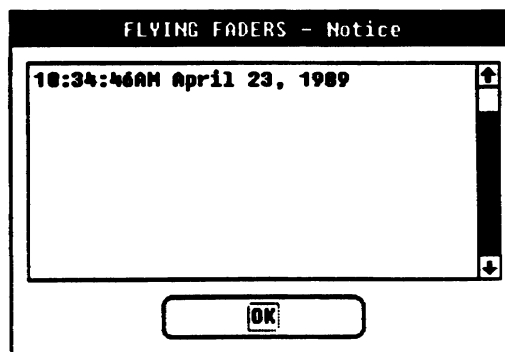


This command allows you to view the current date and time from the Flying Faders main screen.

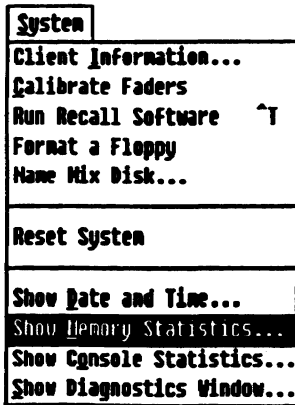
TO SHOW DATE AND TIME:

1. Select *Show Date and Time* from the System menu.
2. Select OK to close the dialog box.

(Refer to the Flying Faders Technical Manual to change the date and time.)



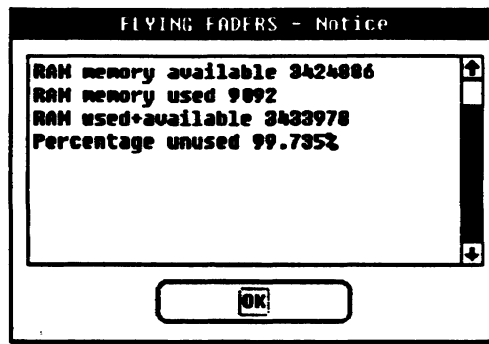
SHOW MEMORY STATISTICS



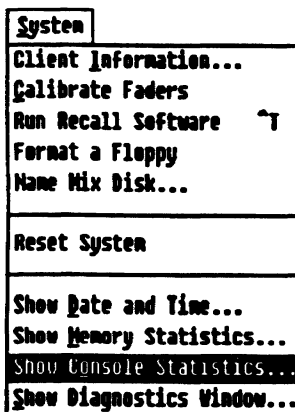
This command allows you to view the status of the system RAM. When selected, a dialog box appears informing the user of the memory available, memory used, and the total amount of RAM in your system.

TO SHOW MEMORY STATISTICS:

1. Select *Show Memory Statistics* from the System menu, or click on the *Free RAM* area in the lower left corner of the main screen.
2. Select OK to close the dialog box.



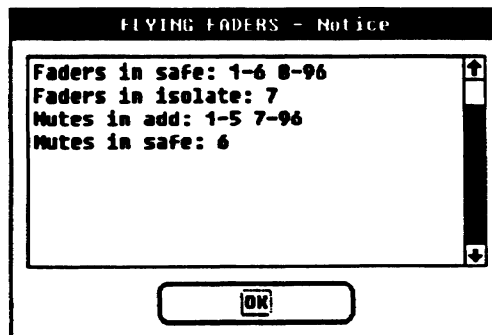
SHOW CONSOLE STATISTICS



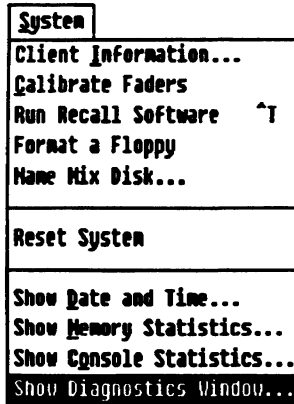
This command allows you to view the status of faders and mutes. When selected, a dialog box appears, informing you of the current modes of faders and mutes.

TO SHOW CONSOLE STATISTICS:

1. Select *Show Console Statistics* from the System menu.
2. Select OK to close the dialog box.



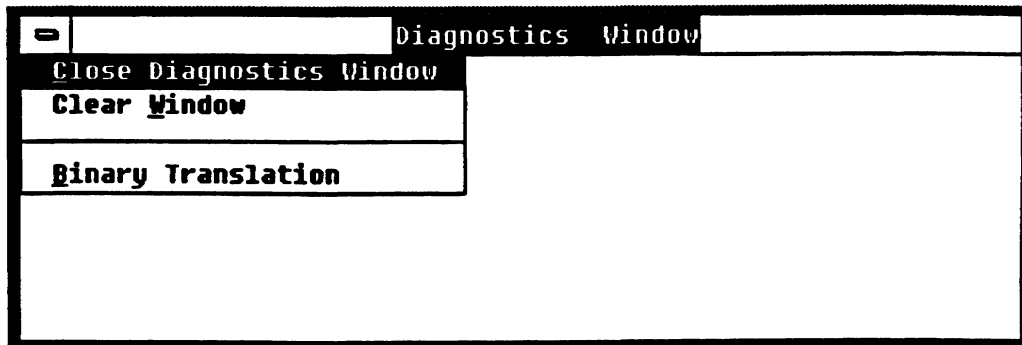
SHOW DIAGNOSTICS WINDOW

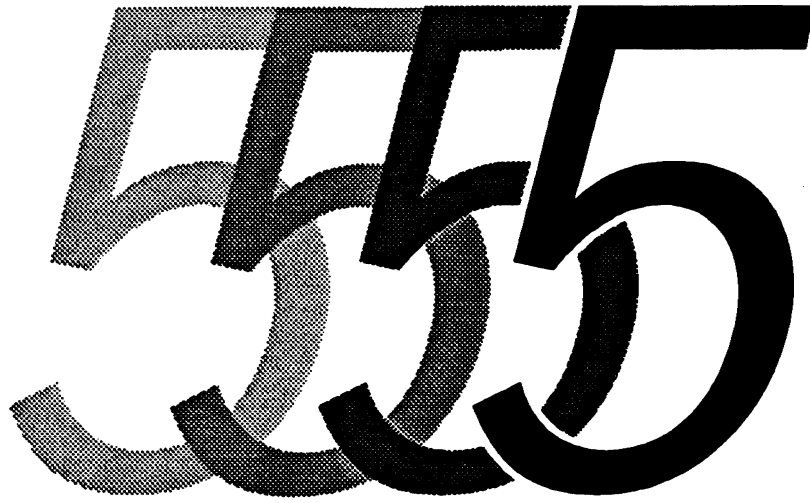


This command allows you to enter the "command line" of Flying Faders. Most users should never need to access this window, but, if you wish to view this window you are strongly urged to refer to the "Diagnostics Window" chapter in the Flying Faders Technical Manual.

TO SHOW DIAGNOSTICS WINDOW:


1. Select *Show Diagnostics Window* from the System menu.
2. Refer to the Flying Faders Technical Manual.
3. Select the control box, then select *Close Diagnostics Window* to return to the Flying Faders screen.





Mix Menu

MIX MENU

FLYING FADERS											
System	Mix	Options	Transport	Lists	Gangs	Help?					
	Keep Mix...	F7	<p>MARTINSOUND STUDIOS</p> <h2>FLYING FADERS</h2> <p>by MARTINSOUND Technologies</p>								
	Load Mix...	F8									
Delete Mix...											
Show Mix Statistics...											
Show Mix/Pass Tree...											
Clear Mix Memory											
Trim Faders...											
Merge Channel Data...	F9										
Copy Channel Data...											
Erase Channel Data...											
Select Mix/Pass...	F6								Locate	Record	
Run On	^R										
Play from: -- :--:--:-- Stop at: -- :--:--:--											
Safety Nets	Local Zero	Capture	Rollback	Cycle	Locate	◀	▶	⏸			
Free RAM	Other Key	Glide Times		Mix	Pass	Off		Stop			
1002	Trim	Auto: 1	Match: 1	Play: 1	2	00:00:00:00					
				Rec: ---	---						

The "Mix" pull-down menu is found on the menu bar located at the top of the main Flying Faders screen.

KEEP MIX

Mix	
Keep Mix... F7	
Load Mix... F8	
Delete Mix...	
Show Mix Statistics...	
Show Mix/Pass Tree...	
Clear Mix Memory	
Trim Faders...	
Merge Channel Data... F9	
Copy Channel Data...	
Erase Channel Data...	
Select Mix/Pass... F6	
Run On ^R	

This command allows you to store a mix, along with mix-related information, from the system's RAM to the hard disk and/or your floppy disk for permanent safekeeping. Remember that your mixes are held in RAM as you work. In the event of a power failure, mixes in RAM will be lost. Keeping to disk now and again is good insurance, especially in areas with power difficulties. Keeping is also done for archival purposes or for carrying out mixes to another Flying Faders facility. The Keep Mix command will not affect the Mix/Pass information in RAM. The data which will be kept includes:

1. All fader moves
2. All mute events
3. Groups and Links
4. Mix Notes
5. Locate Times (including Preroll)
6. Reel Start & End Times
7. Auto Record Times
8. Label List (title specific)
9. Channel Names List (title specific)
10. Glide Times
11. Smart Keys
12. Timecode Type
13. Local Zero

If your Flying Faders system is equipped with Events, the following data will also be included:

1. All channel button events
2. All A/B Cut Bus events

MIX/PASS

The mix that will be kept to disk is the Mix/Pass that is displayed in the Mix/Pass counter on the main screen.

Keep - Mix 4 Pass 2

Client...	TOBIAS/CHASE	List of Mixes:
Project...	Never Ending	Muffin Pancake Pancake.01
Title...	Forgot Her in a Day	
Mix...	Pancake	
Mix Notes:	Great Mix! The Hungry Guys did it again!	
Locate Times		
Select from List	Play From: 00:10:04:05	Stop At: 00:15:10:20
Disk:	<input checked="" type="radio"/> Hard Disk <input type="radio"/> Floppy Disk	Free space: 32298K
	Disk Name: Mystery Disk	

Important The Keep Mix command will only recognize the mix resulting from the Pass chain, not the Pass chain itself. Mix/Pass numbers are simply locate points in RAM for different mixes!

FILE ORGANIZATION

Flying Faders keeps mixes in a traditionally organized filing system. Sets of files will be presented in alphabetical order. The principle files are your Clients (e.g. record companies). Under a specific client name are subfiles, which are the different Projects (e.g. artists' albums) that the client is working on. Under each project are sub-subfiles, which are the different Titles (e.g. songs) for that project. Under these titles will be found the related mixes that you have kept.

'WORKNAME' DEFAULTS

If you open the Keep Mix dialog box without giving Flying Faders any Client Information, the Client box will read 'workclient'. This is the system default along with 'workproject', 'worktitle', and 'workmix'. These defaults have been inserted so that you may keep with minimal keystrokes and/or minimal interfacing with the screen. Keeping to these 'work' files is not necessarily in your best

interest, as it can be difficult to distinguish one 'workmix' from another. But you will find it useful for that "one-off" session, that quick scratch mix, or to help a novice get started on Flying Faders. And remember, if a 'workmix' develops into a master or final mix, then you may keep under an actual Client, Project, Title, and Mix name at that time.

MIX VERSION NUMBERS

To avoid redundant mix files, the system automatically assigns a mix version number to all subsequent keeps of a previously used mix name (e.g. FINAL, FINAL.01, FINAL.02).

TITLE VERSUS MIX

When you keep, most of the information is directly related to a specific mix name. But the information pertaining to the Label List and Smart Keys is shared by all mixes under a specific title name. As a result, if you keep a mix after making changes to the Label List or Smart Keys, the changes will be found in all previously kept and future kept mixes with the same title name.

MIX NOTES

The Mix Notes box is used for adding comments to the mix that you are about to keep. Comments may include: Describing subtle differences between similar mixes or version numbers, documenting Merge parameters, noting timecode offsets for machine controllers, etc. Mix Notes from the Mix/Pass dialog box are automatically copied to this box.

LOCATE TIMES

The times displayed in the Locate Times area of the main screen will be included with the mix that you are about to keep. These times will be shown in the Locate Times box of the Keep Mix dialog box. The Select From List command button allows you to change the Locate Times.

DISK

The Disk box allows you to choose the storage medium (hard disk or floppy disk) to which a mix will be kept.

TO KEEP A MIX:

1. Insert the Mix/Pass that you wish to keep in the Mix/Pass counter on the main screen. (Refer to "Select Mix/Pass" in this chapter.)
2. Press KEEP on the Neve V Series keyboard, or select *Keep Mix* from the Mix menu.
3. Insert the appropriate names in the Client, Project, Title, and Mix boxes.
4. Insert any mix notes into the Mix Notes box.
5. Insert any changes into the Locate Times box.
6. Select the disk to which you will keep. Check the Disk Name to verify that you are keeping to the correct disk. Also check the "Free Disk Space" indicator to insure that there is room for your mix.
7. Select *Keep* to store the mix to disk.
8. A dialog box will appear indicating that your mix has been successfully kept. Select OK to close the dialog box.

LOAD MIX

Mix	
Keep Mix...	F7
Load Mix...	F8
Delete Mix...	
Show Mix Statistics...	
Show Mix/Pass Tree...	
Clear Mix Memory	
Trim Faders...	
Merge Channel Data...	F9
Copy Channel Data...	
Erase Channel Data...	
Select Mix/Pass...	F6
Run On	^N

This command allows you to choose a mix from a disk and duplicate it in the computer's RAM. Loading a mix will not disturb any other mixes in RAM, the system simply finds the first available Mix/Pass location and places the mix there. This provides a way of loading multiple mixes in RAM for mix editing. Mix-related information is recalled when loading a mix and is used to reset several aspects of the system. The following will be reset:

1. Groups and Links
2. Mix Notes
3. Locate Times (including Preroll)
4. Reel Start and End Times
5. Auto Record Times
6. Label List
7. Channel Names List
8. Glide Times
9. Smart Keys
10. Timecode Type
11. Local Zero

MIX 1/PASS 0 VS. CLEAR RAM


In order to load a mix, the Mix/Pass counter must be set to Mix 1/Pass 0. There are two ways to do this: If the mixes currently in RAM are not to be erased, then click Mix 1/Pass 0. Or, if there is nothing in RAM that is needed, click Clear RAM. This will also return you to Mix 1/Pass 0.

Warning Because of the nature of the Clear RAM command, caution should be taken. All Mix/Pass information in RAM will be erased, so be sure to save important Mix/Passes to hard disk or floppy disk before performing this command.

SHOW NOTES

This command allows you to preview your mix notes for the selected mix, so that you may confirm your choice before loading.

Load Mix

Client...	TOBIAS/CHASE	List of Mixes:
Project...	Never Ending	Final
Title...	Craw Dad	final .01
Mix...	Final .01	Mutes
Show Notes:	Ida Red Version	↑
		↓
Disk:		Free space:
<input checked="" type="radio"/> Hard Disk <input type="radio"/> Floppy Disk		32298K
Disk Name: Mystery Disk		
Load Options		
<input type="checkbox"/> Offset Timecode	<input type="checkbox"/> Swap Channels	<input type="checkbox"/> Coalesce Groups
Set Offset	Set Swaps	Set Groups
		Clear RAM Mix1/Pass0 Help? Cancel Load

DISK

The Disk box allows you to choose the disk (hard disk or floppy disk) from which a mix will be loaded.

LOAD OPTIONS: OFFSET TIMECODE

This function allows you to resolve any possible differences between the timecode originally used when the mix was kept and the timecode currently being used. This can be useful in video production, where timecode gets shifted quite often.

LOAD OPTIONS: SWAP CHANNELS

This function allows you to trade data between channels when loading a mix to RAM. It is useful to resolve differences in console configurations or console sizes when loading mixes that were saved at other Flying Fader installations.

LOAD OPTIONS: COALESCE GROUPS

This function allows you to Coalesce a Group or Groups upon loading a mix to RAM. Refer to Chapter 9, "Gangs", for more information.

TO LOAD A MIX:

1. Press LOAD on the Neve V Series keyboard, or select *Load Mix* from the Mix menu.
2. Select the Clear RAM or Mix 1/Pass 0 command button.
3. Select the disk that contains the mix that you want to load from the list of mixes.
4. Select the Client command button. The list of clients will now appear in the list box.
5. Select the desired client from the list.
6. Repeat steps 4 and 5 to obtain the desired project, title, and mix names. Hint: If you double click on your choice from the list, it will be placed in the text box and the next list will show up, eliminating the need to use the Project, Title, and Mix command buttons.
7. Go to the Load Options box if you need to offset the time-code, swap channels, or Coalesce Groups upon loading.
8. Select *Show Notes* if you wish to confirm your choice.
9. Select the Load command button to load your mix and to close the dialog box.


DELETE MIX

Mix	
Keep Mix...	F7
Load Mix...	F8
Delete Mix...	
Show Mix Statistics...	
Show Mix/Pass Tree...	
Clear Mix Memory	
Trim Eaders...	
Merge Channel Data...	F9
Copy Channel Data...	
Erase Channel Data...	
Select Mix/Pass...	F6
Run On	^R

This command allows you to remove a mix from a disk. Delete is used for reclaiming valuable disk space, e.g. removing old mixes from the hard disk, eliminating all the backup mixes before a final mix, etc. You may also remove Clients, Projects, and Titles from a disk.

Important Because of the system file arrangement, (refer to File Organization under Keep Mix), if you delete a client, then all associated projects, titles, and mixes will be deleted. If you delete a project, then all associated titles and mixes will be deleted. Likewise, if you delete a title, then all of its associated mixes will be deleted.

Delete Mix

Client...	TOBIAS/CHASE	List of Mixes:
Project...	Never Ending	Final (w/acoustic bass) ↑
Title...	Confessions	Final (w/o acoustic bass)
Mix...	Final (w/acoustic bass)	Mutes
Show Notes:	GOOD MIX, USED SECOND TAKE OF PIANO	Rough Mix
		Rough Mix.01 ↓
Disk:	<input checked="" type="radio"/> Hard Disk <input type="radio"/> Floppy Disk	Free space:
	Disk Name: DISK 1 OF 2	32554K 
		<input type="button" value="Help!"/> <input type="button" value="Exit"/> <input type="button" value="Delete"/>

SHOW NOTES

This command allows you to preview your mix notes for the selected mix, so that you may confirm your choice before deleting.

DISK

The Disk box allows you to choose the storage medium (hard disk or floppy disk) from which a mix will be deleted.

TO DELETE A MIX:

1. Select *Delete Mix* from the Mix menu.
2. Select the disk that contains the mix that you wish to delete.
3. Select the Client command button. The list of clients will appear in the list box.
4. Select the desired client from the list.
5. Repeat steps 3 and 4 to obtain the desired project, title, and mix names. Hint: If you double click on your choice from the list, it will be placed in the text box and the next list will show up, eliminating the need to use the Project, Title, and Mix command buttons.
6. Select *Show Notes* if you need to confirm your choice.

7. Select the Delete command button.
8. A dialog box will appear asking you to confirm your choice. Selecting YES will permanently delete your choice. (Not even EXIT will be able to correct deleted items after this point, so be extremely careful when using Delete.)

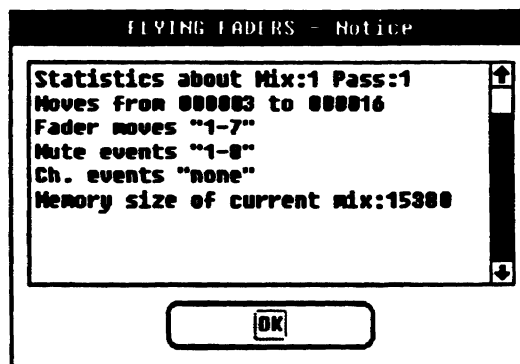
SHOW MIX STATISTICS

Mix	
Keep Mix...	F7
Load Mix...	F8
Delete Mix...	
Show Mix Statistics...	
Show Mix/Pass Tree...	
Clear Mix Memory	
Trim Faders...	
Merge Channel Data...	F9
Copy Channel Data...	
Erase Channel Data...	
Select Mix/Pass...	F6
Run On	^R

This command allows you to view certain details about the current Mix/Pass chain. It informs you of the points in timecode between which all fader moves have occurred. It indicates the faders on which there are fader moves, mute events, and channel button events. It also notifies you of the amount of memory used by the Mix/Pass chain that you are currently in.

TO SHOW MIX STATISTICS:

1. Select *Show Mix Statistics* from the Mix menu. A dialog box displaying facts about the current Mix/Pass will appear.
2. Select OK to close the dialog box.



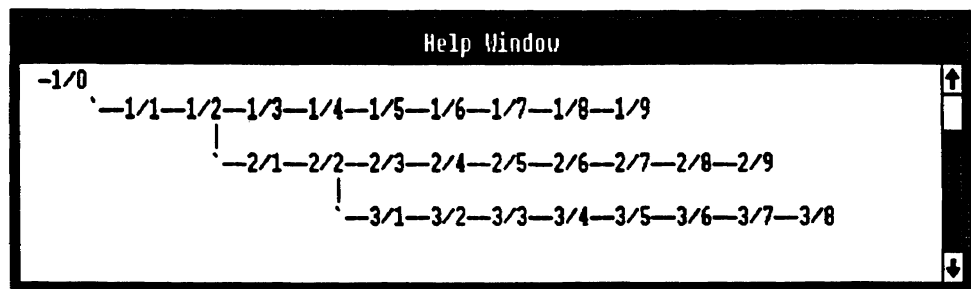
SHOW MIX/PASS TREE

Mix	
Keep Mix...	F7
Load Mix...	F8
Delete Mix...	
Show Mix Statistics...	
Show Mix/Pass Tree...	
Clear Mix Memory	
Trim Faders...	
Merge Channel Data...	F9
Copy Channel Data...	
Erase Channel Data...	
Select Mix/Pass...	F6
Run On	^R

The Mix/Pass Tree maps out all related Mix/Pass numbers and allows you to see their relationship with one another. Whenever a new mix is created, Flying Faders starts a new branch so you can easily view the heirarchy of the Mix/Pass numbers.

TO SHOW MIX/PASS TREE:

1. Select *Show Mix/Pass Tree* from the Mix menu.
2. A help window will appear showing the current Mix/Pass tree.



CLEAR MIX MEMORY

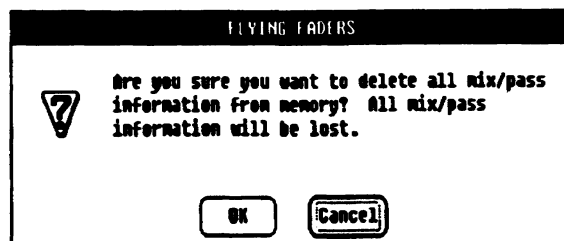
Mix	
Keep Mix...	F7
Load Mix...	F8
Delete Mix...	
Show Mix Statistics...	
Show Mix/Pass Tree...	
Clear Mix Memory	
Trim Faders...	
Merge Channel Data...	F9
Copy Channel Data...	
Erase Channel Data...	
Select Mix/Pass...	F6
Run On	^R

This command allows you to clear all current Mix/Pass information from RAM, resetting the Mix/Pass counter to Mix 1/Pass 0.

Warning Because of the nature of this command, extreme caution should be taken. All Mix/Pass information in RAM will be erased, so be sure to save important Mix/Passes to hard disk or floppy disk before performing this command.

TO CLEAR MIX MEMORY:

1. Select *Clear Mix Memory* from the Mix menu.
2. A dialog box will appear to verify your request to delete all Mix/Pass information currently in RAM.
3. Select OK or CANCEL.



TRIM FADERS

Mix	
Keep Mix...	F7
Load Mix...	F8
Delete Mix...	
Show Mix Statistics...	
Show Mix/Pass Free...	
Clear Mix Memory	
Trim Faders...	
Merge Channel Data...	F9
Copy Channel Data...	
Erase Channel Data...	
Select Mix/Pass...	F6
Run On	^R

This command allows you to adjust the level of all or some of the faders for the current Mix/Pass. You may trim through a dialog box, the Global Master, or by moving the faders manually. Trim may be adjusted when automation is on, so you can see and hear the effects in real time. The Trim may be set to occur between two times, or the entire Mix/Pass may be Trimmed.

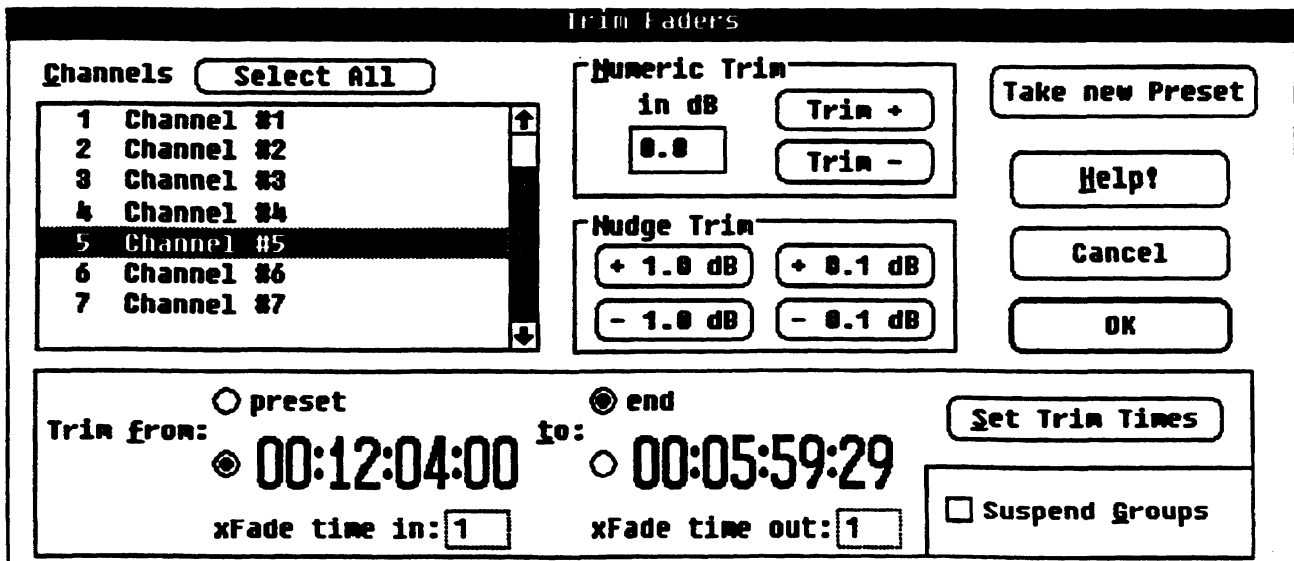
Note The Mix/Pass that you are adjusting is left undisturbed in RAM. If automation is on and the trim amount has been set, Flying Faders creates a new Mix/Pass as soon as OK is selected or tape (time-code) is stopped. If automation is still on and you decide that you don't want to create a new Mix/Pass, Trim can be cancelled by turning off the OTHER button on the Global Master or selecting CANCEL in the dialog box. At that point the faders will return to their original positions.

NUDGE TRIM

The Nudge Trim box has buttons that will let you trim in fixed steps of +1 dB, -1 dB, +0.1 dB, and -0.1 dB each time these are selected.

NUMERIC TRIM

The Numeric Trim box is similar to Nudge Trim, except that instead of fixed values, any number can be entered by typing it from the keyboard. Once a number is entered, the Trim+ and the Trim- buttons will apply that amount each time you select them.



Trim from: Label 00:12:04:00	Trim to: Label 00:05:59:29																														
<table border="1"> <tr><td>1</td><td>00:00:53:01</td><td>↑</td></tr> <tr><td>2</td><td>00:00:58:15</td><td></td></tr> <tr><td>3</td><td>00:01:08:25</td><td></td></tr> <tr><td>4</td><td>00:01:17:29</td><td></td></tr> <tr><td>5</td><td>00:01:43:25</td><td>↓</td></tr> </table>	1	00:00:53:01	↑	2	00:00:58:15		3	00:01:08:25		4	00:01:17:29		5	00:01:43:25	↓	<table border="1"> <tr><td>1</td><td>00:00:53:01</td><td>↑</td></tr> <tr><td>2</td><td>00:00:58:15</td><td></td></tr> <tr><td>3</td><td>00:01:08:25</td><td></td></tr> <tr><td>4</td><td>00:01:17:29</td><td></td></tr> <tr><td>5</td><td>00:01:43:25</td><td>↓</td></tr> </table>	1	00:00:53:01	↑	2	00:00:58:15		3	00:01:08:25		4	00:01:17:29		5	00:01:43:25	↓
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3	00:01:08:25																														
4	00:01:17:29																														
5	00:01:43:25	↓																													
Trim in xFade time: <input type="text" value="1"/>	Trim out xFade time: <input type="text" value="1"/>																														
<input type="button" value="Help?"/> <input type="button" value="Cancel"/> <input type="button" value="OK"/>																															

TRIM BETWEEN TIMES

The area at the bottom of the screen allows you to select the points between which the Trim will occur. The Trim may be designated to affect the entire Mix/Pass or only a selected section. If the Trim is assigned to take place between two timecode points, crossfade times may be set for the crossfade in and crossfade out. The timecode points and the crossfade times may be set by selecting the Set Trim Times command button.

SUSPEND GROUPS

The Suspend Groups box in the lower right corner of the Trim dialog box allows you to Trim a Group master without affecting its slaves. Refer to Chapter 9, "Gangs", for more information on Suspend Groups.

TAKE NEW PRESET

This command replaces the existing preset with the current fader positions, creating a new Mix/Pass.

TO TAKE A NEW PRESET:

1. Turn automation on (play tape, *Run* on).
2. Make the desired moves or mutes.
3. Stop tape.
4. Select *Trim Faders* from the Mix menu.
5. Select the Take New Preset command button.
6. A notice box will appear informing you of the new Mix/Pass that was created.

Note A new preset may be taken only once for each time the Trim Faders dialog box is opened.

TO TRIM USING THE TRIM FADERS DIALOG BOX:

1. Call up the desired Mix/Pass.
2. Select *Trim Faders* from the Mix menu. The Trim box on the main screen will turn green and the OTHER button will flash on the Global Master.
3. Select the faders that you wish to trim from the Channels list box.
4. Select or enter the points that you wish to Trim between (preset to end or between times).
5. Play tape. As you select buttons from the Numeric Trim or Nudge Trim boxes, the specified amount will be applied to the current Mix/Pass, creating a new Mix/Pass when OK is selected or tape (timecode) is stopped.

TO TRIM FADERS FROM THE GLOBAL MASTER:

1. Call up the desired Mix/Pass.
2. Make sure that the OTHER button on the Global Master is off.
3. Press the Global Master SHIFT+ OTHER, or click on the Other Key box on the main screen, so that Trim (not Graph) is displayed in the Other Key box.
4. Press the OTHER button on the Global Master. The OTHER button will light, the Other Key box will turn green, and the Trim Faders dialog box will open.
5. Select the faders that you wish to adjust from the Channels list box.
6. Select or enter the points that you wish to Trim between (preset to end or between times).

When Trim is enabled, the + and - buttons on the Global Master become preset amounts of trim.

PLUS (+)	equals	+ .1dB
MINUS (-)	equals	- .1dB
SHIFT+PLUS (+)	equals	+1dB
SHIFT+MINUS (-)	equals	-1dB

Note Where SHIFT is listed above, we are referring to the SHIFT key on the Global Master.

TO TRIM FADERS MANUALLY:

1. Call up the desired Mix/Pass.
2. Make sure that "Trim" is displayed in the Other Key box on the main screen, then press the OTHER button on the Global Master to open the Trim Faders dialog box.
3. Activate automation and manually move the fader(s) that you want to trim. When you release the fader(s) it will play its moves with the new preset applied. If further adjustment is needed, move the fader(s) again.
4. When you are satisfied with your adjustments, stop tape (timecode) or select OK and a new Mix/Pass will be created.

MERGE CHANNEL DATA

Mix	
Keep Mix...	F7
Load Mix...	F8
Delete Mix...	
Show Mix Statistics...	
Show Mix/Pass Free...	
Clear Mix Memory	
Trim Faders...	
Merge Channel Data...	F9
Copy Channel Data...	
Erase Channel Data...	
Select Mix/Pass...	F6
Run On	^R

This command allows you to take channel information (fader moves, and/or mute events, and/or channel button events) from a selected Mix/Pass and insert it into another Mix/Pass. You may specify the exact length of the information to be merged. The Merge command will not alter the Mix/Pass that you merge from or to, but will create a new Mix/Pass, which will be displayed in the Mix/Pass area. Merge is very fast, as it is done entirely in RAM, not on disk.

Merge Channel Data

Take From Here <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;">Mix</td> <td style="text-align: center;">Pass</td> </tr> <tr> <td style="text-align: center;">1</td> <td style="text-align: center;">1</td> </tr> </table> <p style="text-align: center; border: 1px solid black; border-radius: 5px;">Current Pass</p>	Mix	Pass	1	1	Insert In Here <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;">Mix</td> <td style="text-align: center;">Pass</td> </tr> <tr> <td style="text-align: center;">1</td> <td style="text-align: center;">3</td> </tr> </table> <p style="text-align: center; border: 1px solid black; border-radius: 5px;">Current Pass</p>	Mix	Pass	1	3	Include <input checked="" type="checkbox"/> Faders <input checked="" type="checkbox"/> Mutes <input type="checkbox"/> Ch Buttons	Splice Mode <input checked="" type="radio"/> Absolute xFade time: <input style="width: 50px;" type="text" value="1"/> <input type="radio"/> Relative
Mix	Pass										
1	1										
Mix	Pass										
1	3										

Set Times

Select from List Merge from 00:00:58:15 Merge to 00:01:43:25

Channels Select All

1	Channel #1	↑
2	Channel #2	
3	Channel #3	
4	Channel #4	
5	Channel #5	
6	Channel #6	
7	Channel #7	↓

Help?
Cancel
Merge

TAKE FROM HERE AND INSERT IN HERE

The Mix/Pass that you want to copy information from, also known as the source mix, is entered in the Take From Here box. The Mix/Pass that you want to introduce the information into, also known as the destination mix, is entered in the Insert In Here box.

INCLUDE

The Include box allows you to select which elements are to be merged from a channel's mix information. You may select fader (the fader movements) and/or mute (the mute events) and/or channel buttons (the channel button events).

SPLICE MODE

The Splice Mode box allows you to select whether the transitions between the source mix and the destination mix, at the merge start and end times, are to be *Absolute* or *Relative*. (The choice will affect the faders only. In both modes, the status of the mute and channel buttons on the selected channel(s) will be forced to match the source mix at the merge start time. At the merge end time, the status of the mute and channel buttons on the selected channel(s) will be forced to match the destination mix.)

ABSOLUTE

If *Absolute* is chosen, the selected fader(s) will crossfade from the destination mix position to the source mix position at the merge start time. This is done over the frames you allocate in the xFade Time box. At the merge end time, the selected fader(s) will move back to the destination mix position, once again occurring over the time shown in the xFade Time box.

RELATIVE

If *Relative* is chosen, the selected fader(s) will follow the source fader mix moves, referenced to the destination mix position at the merge start time. In other words, the selected fader(s) will follow the source mix moves with a relative offset. At the merge end time, the selected fader(s) will resume following the destination mix moves.

SET TIMES

The Set Times box allows you to select the start and end points in timecode for the mix information to be merged. These points are referred to as *Merge From* and *Merge End*. Timecode may be entered manually or from the Label list by choosing *Select From List*.

CHANNELS

The Channels box allows you to select the channel(s) whose mix information will be merged.

Note The data for channels that were not selected will not be altered in the destination Pass.

TO MERGE CHANNEL DATA:

1. Press MERGE on the Neve V Series keyboard, or select *Merge Channel Data* from the Mix menu.
2. Enter the desired Mix/Pass in the Take From Here box or select the Current Pass command button to insert the current Mix/Pass.
3. Enter the desired Mix/Pass in the Insert In Here box or select Current Pass to insert the current Mix/Pass.
4. Select the channel mix information to be merged from the Include box.
5. Select *Absolute* or *Relative* from the Splice Mode box. Include the *xFade Time* if *Absolute* is chosen.
6. Insert *Merge From* and *Merge To* times in the Set Times box.
7. Select the desired channels from the Channels list. The Select All command is a quick way to choose all channels.
8. Select *Merge* to perform the Merge.
9. A dialog box will appear informing you of the new Mix/Pass that was created. This Mix/Pass is automatically selected as the Play Pass.
10. Select OK to close the dialog box.

COPY CHANNEL DATA

Mix	
Keep Mix...	F7
Load Mix...	F8
Delete Mix...	
Show Mix Statistics...	
Show Mix/Pass Iree...	
Clear Mix Memory	
Trim Faders...	
Merge Channel Data...	F9
Copy Channel Data...	
Erase Channel Data...	
Select Mix/Pass...	F6
Run On	^R

This command allows you to duplicate channel information (fader moves, and/or mute events, and/or channel button events) from a designated channel to itself or to other channels. You may copy channel information from one Mix/Pass to another and from one point in timecode to another. You may also specify the exact length of the information to be copied. The Copy command will not alter the Mix/Pass that you copy from or to, but will create a new mix, which will be displayed in the Mix/Pass area of the main screen. Copy is very fast, as it is done entirely in RAM, not on disk.

SOURCE AND DESTINATION

The Mix/Pass that you want to copy information from, also known as the source mix, is entered in the Source box. The Mix/Pass that you want to copy information to, also known as the destination mix, is entered in the Destination box. Entering the same Mix/Pass in both boxes allows you to duplicate a channel's mix information to the same or another channel(s) within that mix. It also allows you to copy a channel's mix information with a timecode offset. Entering a different Mix/Pass in each of the two boxes allows you to copy channel mix information between what could be two unrelated mixes.

Copy Channel Data

<p>Source</p> <table style="width: 100%;"> <tr> <td>Mix</td> <td>Pass</td> </tr> <tr> <td style="text-align: center;">1</td> <td style="text-align: center;">1</td> </tr> </table> <p style="text-align: center;">(Current Pass)</p>	Mix	Pass	1	1	<p>Destination</p> <table style="width: 100%;"> <tr> <td>Mix</td> <td>Pass</td> </tr> <tr> <td style="text-align: center;">1</td> <td style="text-align: center;">3</td> </tr> </table> <p style="text-align: center;">(Current Pass)</p>	Mix	Pass	1	3	<p>Include</p> <p><input checked="" type="checkbox"/> Fader</p> <p><input checked="" type="checkbox"/> Mute</p> <p><input type="checkbox"/> Ch Buttons</p>	<p>Splice Mode</p> <p><input checked="" type="radio"/> Absolute</p> <p style="text-align: right;">xFade time: <input style="width: 50px;" type="text" value="1"/></p> <p><input type="radio"/> Relative</p>																	
Mix	Pass																											
1	1																											
Mix	Pass																											
1	3																											
<p>Set Times</p> <table style="width: 100%;"> <tr> <td style="width: 25%; text-align: center;">Select from List</td> <td style="width: 25%; text-align: center;">Source Start</td> <td style="width: 25%; text-align: center;">Source End</td> <td style="width: 25%;"></td> </tr> <tr> <td style="text-align: center;">Select from List</td> <td style="text-align: center;">00:00:53:01</td> <td style="text-align: center;">00:01:17:29</td> <td></td> </tr> <tr> <td></td> <td style="text-align: center;">Destination Start</td> <td></td> <td></td> </tr> <tr> <td style="text-align: center;">Select from List</td> <td style="text-align: center;">00:01:43:25</td> <td></td> <td></td> </tr> </table>				Select from List	Source Start	Source End		Select from List	00:00:53:01	00:01:17:29			Destination Start			Select from List	00:01:43:25											
Select from List	Source Start	Source End																										
Select from List	00:00:53:01	00:01:17:29																										
	Destination Start																											
Select from List	00:01:43:25																											
<p>Set Channels</p> <table style="width: 100%;"> <tr> <td style="width: 30%; padding: 5px;"> <p style="text-align: center;">Set Source</p> <p style="text-align: center;">1 Channel #1</p> </td> <td style="width: 70%; padding: 5px;"> <p style="text-align: center;">Destination Channel(s)</p> <table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 5%;">1</td><td>Channel #1</td><td style="text-align: right;">↑</td></tr> <tr><td>2</td><td>Channel #2</td><td></td></tr> <tr><td>3</td><td>Channel #3</td><td></td></tr> <tr><td>4</td><td>Channel #4</td><td></td></tr> <tr><td>5</td><td>Channel #5</td><td></td></tr> <tr style="background-color: #cccccc;"><td>6</td><td>Channel #6</td><td></td></tr> <tr><td>7</td><td>Channel #7</td><td style="text-align: right;">↓</td></tr> </table> </td> </tr> <tr> <td style="padding: 5px;"> <p style="text-align: center;">Set Destination</p> <p style="text-align: center;">Select All</p> </td> <td></td> </tr> </table>				<p style="text-align: center;">Set Source</p> <p style="text-align: center;">1 Channel #1</p>	<p style="text-align: center;">Destination Channel(s)</p> <table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 5%;">1</td><td>Channel #1</td><td style="text-align: right;">↑</td></tr> <tr><td>2</td><td>Channel #2</td><td></td></tr> <tr><td>3</td><td>Channel #3</td><td></td></tr> <tr><td>4</td><td>Channel #4</td><td></td></tr> <tr><td>5</td><td>Channel #5</td><td></td></tr> <tr style="background-color: #cccccc;"><td>6</td><td>Channel #6</td><td></td></tr> <tr><td>7</td><td>Channel #7</td><td style="text-align: right;">↓</td></tr> </table>	1	Channel #1	↑	2	Channel #2		3	Channel #3		4	Channel #4		5	Channel #5		6	Channel #6		7	Channel #7	↓	<p style="text-align: center;">Set Destination</p> <p style="text-align: center;">Select All</p>	
<p style="text-align: center;">Set Source</p> <p style="text-align: center;">1 Channel #1</p>	<p style="text-align: center;">Destination Channel(s)</p> <table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 5%;">1</td><td>Channel #1</td><td style="text-align: right;">↑</td></tr> <tr><td>2</td><td>Channel #2</td><td></td></tr> <tr><td>3</td><td>Channel #3</td><td></td></tr> <tr><td>4</td><td>Channel #4</td><td></td></tr> <tr><td>5</td><td>Channel #5</td><td></td></tr> <tr style="background-color: #cccccc;"><td>6</td><td>Channel #6</td><td></td></tr> <tr><td>7</td><td>Channel #7</td><td style="text-align: right;">↓</td></tr> </table>	1	Channel #1	↑	2	Channel #2		3	Channel #3		4	Channel #4		5	Channel #5		6	Channel #6		7	Channel #7	↓						
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4	Channel #4																											
5	Channel #5																											
6	Channel #6																											
7	Channel #7	↓																										
<p style="text-align: center;">Set Destination</p> <p style="text-align: center;">Select All</p>																												
<p>Help?</p> <p>Cancel</p> <p style="border: 1px solid black; padding: 2px;">Copy</p>																												

INCLUDE

The Include box allows you to select which elements are to be copied from a channel's mix information. You may select fader (the fader movements) and/or mute (the mute events) and/or channel buttons (the channel button events).

SPLICE MODE

The Splice Mode box allows you to select whether the transitions between the source mix and the destination mix, at the copy start and end times, are to be *Absolute* or *Relative*. (The choice will affect the faders only. In both modes, the status of the mute and channel buttons on the destination channel(s) will be forced to match the source mix at the copy start time. At the copy end time, the status of the mute and channel buttons on the destination channel(s) will be forced to match the destination mix.)

ABSOLUTE

If *Absolute* is chosen, the destination fader(s) will crossfade from its own mix position to the mix position of the source fader at the copy start time. This is done over the frames you allocate in the xFade Time box. At the copy end time, the destination fader(s) will move back to the destination mix position, once again occurring over the time shown in the xFade Time box.

RELATIVE

If *Relative* is chosen, the destination fader(s) will follow the source fader mix moves, referenced to its own mix position at the copy start time. In other words, the destination fader(s) will follow the source fader mix moves with a relative offset. At the copy end time, the destination fader(s) will follow the destination mix moves.

SET TIMES

The Set Times box allows you to select the start and end points in timecode for the mix information to be copied. These points are referred to as Source Start and Source End. Timecode may be entered manually or from the Label list by choosing *Select From List*. The Set Times box also allows you to select the start point in timecode to which the mix information will be copied. This point is referred to as the Destination Start. Once again, timecode may be entered manually or from the Label list by choosing *Select From List*.

SET CHANNELS

The Set Channels box serves two purposes. It allows you to select the channel from which mix information will be copied. This is known as the Source Channel. Only one Source Channel may be chosen for the copy. The Set Channels box also allows you to select the channel(s) to which the Source Channel's mix information will be copied. This is known as the Destination Channel(s). You may copy to any number of channels.

TO COPY CHANNEL DATA:

1. Select *Copy Channel Data* from the Mix menu.
2. Enter the source Mix/Pass in the Source box or select the Current Pass command button to insert the current Mix/Pass.
3. Enter the destination Mix/Pass in the Destination box or select Current Pass to insert the current Mix/Pass.
4. Select the channel mix information to be copied from the Include box.
5. Select *Absolute* or *Relative* from the Splice Mode box. Include the *xFade Time* if *Absolute* is chosen.
6. Insert Source Start, Source End, and Destination Start times in the Set Times box.
7. Select *Set Source* in the Set Channels box. Select the desired channel from the Source Channel list.
8. Select *Set Destination* in the Set Channels box. Select the desired channel(s) from the Destination Channels list. The *Select All* command is a quick way to choose all channels.
9. Select *Copy* to perform the copy.
10. A dialog box will appear informing you of the new Mix/Pass that was created. This Mix/Pass is automatically selected as the Play Pass.
11. Select OK to close the dialog box.

ERASE CHANNEL DATA

Mix	
Keep Mix...	F7
Load Mix...	F8
Delete Mix...	
Show Mix Statistics...	
Show Mix/Pass Tree...	
Clear Mix Memory	
Trim Faders...	
Merge Channel Data...	F9
Copy Channel Data...	
Er ase Channel Data...	
Select Mix/Pass...	F6
Run On	^R

This command allows you to delete channel information (fader moves, and/or mute events, and/or channel button events) from a selected channel or channels. You may erase channel information from any point in timecode and you may also specify the exact length of the information to be erased. The Erase command will not alter the designated Mix/Pass, but will create a new mix, which will be displayed in the Mix/Pass area of the main screen. Erase is very fast, as it is done entirely in RAM, not on disk.

ERASE FROM HERE

The Erase From Here box allows you to choose the Mix/Pass from which you will erase mix information.

INCLUDE

The Include box allows you to select which elements are to be erased from a channel's mix information. You may select faders (the fader movements) and/or mutes (the mute events) and/or channel buttons (the channel button events).

Erase Channel Data

Erase From Here <table style="width: 100%;"> <tr> <td style="text-align: center;">Mix</td> <td style="text-align: center;">Pass</td> </tr> <tr> <td style="text-align: center;">1</td> <td style="text-align: center;">3</td> </tr> <tr> <td colspan="2" style="text-align: center;">Current Pass</td> </tr> </table>	Mix	Pass	1	3	Current Pass		Include <input checked="" type="checkbox"/> Faders <input checked="" type="checkbox"/> Mutes <input type="checkbox"/> Ch Buttons	Splice Mode Absolute: <input type="radio"/> xFade at Start xFade time: <input type="text" value="1"/> <input checked="" type="radio"/> xFade at End <input type="radio"/> Relative															
Mix	Pass																						
1	3																						
Current Pass																							
Set Times Select from List Erase from <input style="width: 150px;" type="text" value="00:00:53:01"/> Erase to <input style="width: 150px;" type="text" value="00:01:43:25"/>																							
Channels <input type="button" value="Select All"/> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 5%; text-align: center;">1</td> <td style="width: 85%;">Channel #1</td> <td style="width: 10%; text-align: center;">↑</td> </tr> <tr style="background-color: #e0e0e0;"> <td style="text-align: center;">2</td> <td>Channel #2</td> <td></td> </tr> <tr> <td style="text-align: center;">3</td> <td>Channel #3</td> <td></td> </tr> <tr> <td style="text-align: center;">4</td> <td>Channel #4</td> <td></td> </tr> <tr> <td style="text-align: center;">5</td> <td>Channel #5</td> <td></td> </tr> <tr> <td style="text-align: center;">6</td> <td>Channel #6</td> <td></td> </tr> <tr> <td style="text-align: center;">7</td> <td>Channel #7</td> <td style="text-align: center;">↓</td> </tr> </table>			1	Channel #1	↑	2	Channel #2		3	Channel #3		4	Channel #4		5	Channel #5		6	Channel #6		7	Channel #7	↓
1	Channel #1	↑																					
2	Channel #2																						
3	Channel #3																						
4	Channel #4																						
5	Channel #5																						
6	Channel #6																						
7	Channel #7	↓																					
<input type="button" value="Help?"/> <input type="button" value="Cancel"/> <input type="button" value="Erase"/>																							

SPLICE MODE

The Splice Mode box allows you to select whether the transition between the mix information prior to the erased area and the mix information following the erased area is to be *Absolute* or *Relative*. (The choice will affect the faders only. In both modes, the mute and channel buttons will maintain the same status as at the Erase Start time. At the *Erase End* time, the status of the mute and channel buttons will be forced to match the remaining mix information.)

ABSOLUTE: XFADE AT START

If *Absolute: xFade at Start* is chosen, the fader(s) will crossfade from its *Erase Start* mix position to the *Erase End* mix position at the beginning of Erase. This is done over the frames you allocate in the xFade Time box.

ABSOLUTE: XFADE AT END

If *Absolute: xFade at End* is chosen, the fader(s) will crossfade from its *Erase Start* mix position to the *Erase End* mix position at the end of Erase. This is done over the frames you allocate in the xFade Time box.

RELATIVE

If *Relative* is chosen, then at the *Erase End* time the fader(s) will follow the subsequent mix moves, referenced to its mix position at the *Erase Start* time. In other words, the fader(s) will follow the mix moves with a relative offset.

SET TIMES

The Set Times box allows you to select the start and end points in timecode for the mix information to be erased. These points are referred to as *Erase From* and *Erase To*. Timecode may be entered manually or from the Label list by choosing *Select From List*.

CHANNELS

The Channels box allows you to select the channel(s) from which mix information will be erased.

TO ERASE CHANNEL DATA:

1. Select *Erase Channel Data* from the Mix menu.
2. Enter the desired Mix/Pass in the Erase From Here box or select the Current Pass command button to insert the current Mix/Pass.
3. Select the channel mix information to be erased from the Include box.
4. Select *Absolute* or *Relative* from the Splice Mode box. Include the *xFade Time* if *Absolute* is chosen.
5. Insert *Erase From* and *Erase To* times in the Set Times box.
6. Select the desired channels from the Channels list. The Select All command is a quick way to choose all channels.
7. Select *Erase* to perform the erasure.
8. A dialog box will appear informing you of the new Mix/Pass that was created. This Mix/Pass is automatically selected as the Play Pass.
9. Select OK to close the dialog box.

SELECT MIX/PASS

Mix	
Keep Mix...	F7
Load Mix...	F8
Delete Mix...	
Show Mix Statistics...	
Show Mix/Pass Tree...	
Clear Mix Memory	
Trim Faders...	
Merge Channel Data...F9	
Copy Channel Data...	
Erase Channel Data...	
Select Mix/Pass...	F6
Run On	^R

This command allows you to select a desired Mix/Pass through the Select Mix/Pass dialog box.

NEW MIX

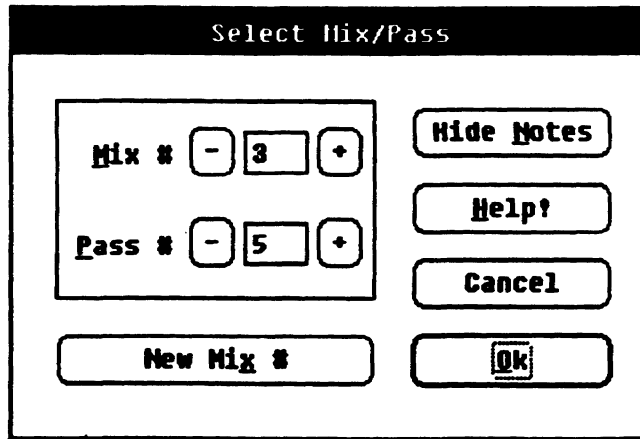
This command allows you to start a new Mix/Pass branch. New Mix forces a new Mix/Pass number, which is useful when you want to create a reference point for the following Mix/Pass.

MIX NOTES

The Mix Notes box is used for adding comments to the current Mix/Pass. Comments entered here will also appear in the Keep Mix dialog box.

HIDE NOTES/SHOW NOTES

This command allows you to open and close the *Mix Notes* window.



TO SELECT A MIX/PASS:

1. Press MIX/PASS on the Neve V Series Keyboard, or select *Select Mix/Pass* from the Mix menu, or click on the Mix/Pass area of the main screen.
2. Insert the Mix number and the Pass number in the text boxes, or use the plus and minus buttons to increment or decrement the Mix and Pass numbers.
3. Select OK to close the dialog box.

TO SELECT A MIX/PASS FROM THE GLOBAL MASTER:

1. The Mix/Pass numbers as they appear on the main screen may be changed by pressing the Plus (+) or Minus (-) buttons on the Global Master. To access another Mix/Pass branch, use SHIFT+Plus or Minus buttons on the Global Master.

RUN ON/RUN OFF

Mix	
Keep Mix...	F7
Load Mix...	F8
Delete Mix...	
Show Mix Statistics...	
Show Mix/Pass Tree...	
Clear Mix Memory	
Trim Faders...	
Merge Channel Data...	F9
Copy Channel Data...	
Erase Channel Data...	
Select Mix/Pass...	F6
Run On	R

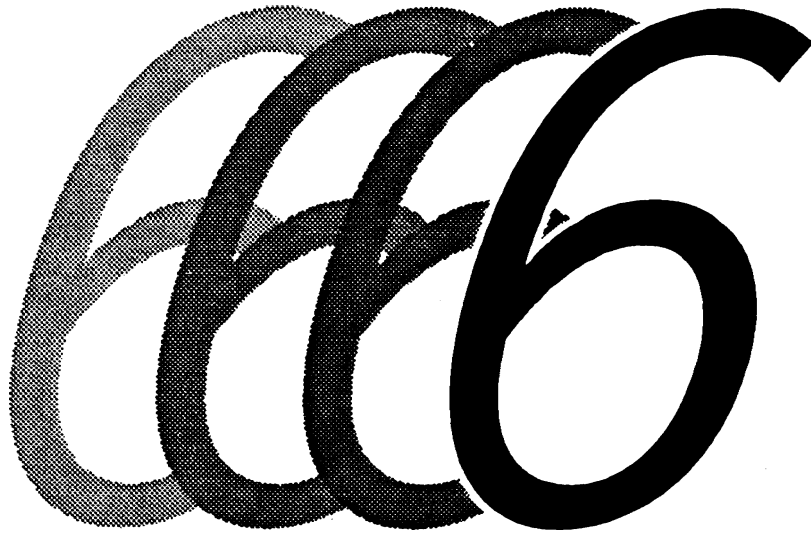
This command allows you to enable or disable automation. Automation is activated when Run is on and good timecode is being received.

TO TURN RUN ON:

1. Press RUN on the Global Master, or press CONTROL+R on the Neve V Series keyboard, or select *Run On* from the Mix menu, or click the *Off* area on the main screen.


TO TURN RUN OFF:

1. Press RUN on the Global Master, or press CONTROL+R on the Neve V Series keyboard, or select *Run Off* from the Mix menu, or click the *Run* area on the main screen.



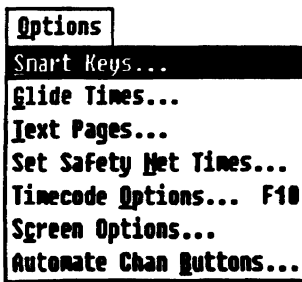
Options Menu

OPTIONS MENU

FLYING FADERS									
System	Mix	Options	Transport	Lists	Gangs	Help!			
		Smart Keys... Glide Times... Text Pages... Set Safety Net Times... Timecode Options... F10 Screen Options... Automate Chan Buttons...				RTINSOUND STUDIOS FLYING FADERS RTINSOUND Technologies			
		Project: Title:							
Labels									
Prev: -- :--:--:-- Next: -- :--:--:--									
Locate Times								Locate	Record
Play from: -- :--:--:-- Stop at: -- :--:--:--									
Safety Nets	Local Zero	Capture	Rollback	Cycle	Locate	◀	▶	⏪	⏩
Free RAM	Other Key	Glide Times		Mix	Pass	Off		Stop	
100%	Trim	Auto: 1	Match: 1	Play: 1	2	00:00:00:00			
				Rec: ---	---				

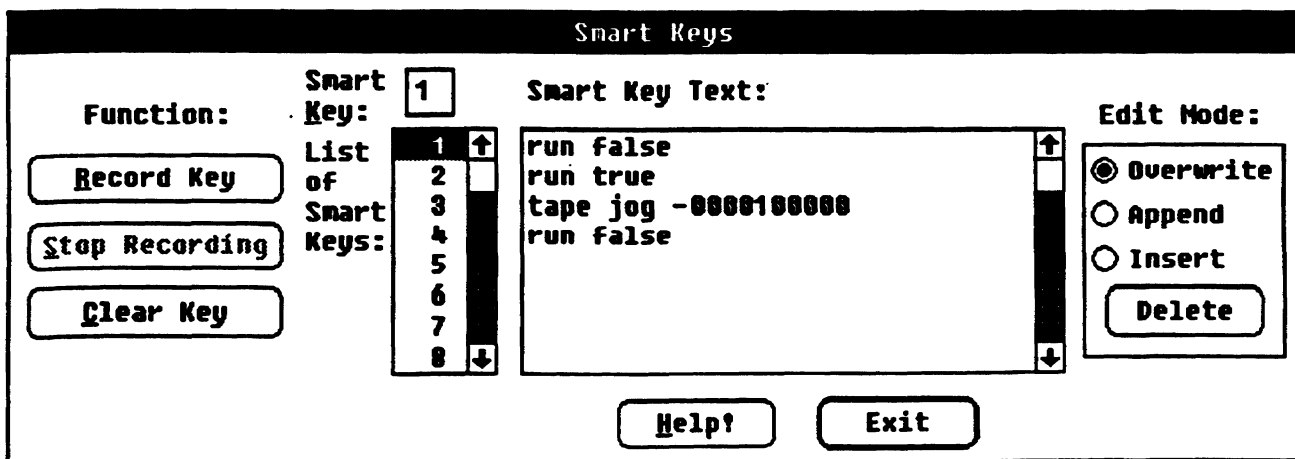
The "Options" pull-down menu is found on the menu bar located at the top of the main Flying Faders screen.

SMART KEYS



This command allows you to program the Smart Keys on the keyboard. Smart Keys are an odd feature with many complicated behaviors. In order to use them effectively, you will need to understand the issues involving Smart Keys, and how Flying Faders resolves these issues.

The goal of Smart Keys is to program a commonly used operation so that it is accessible by pressing one of the 12 keys labeled S1-S12 on the Neve keyboard and CTRL+(F1-F12) on the standard keyboard. For example, you might want key S1 to set the Match Glide time to 30 frames and S2 to set the Match Glide time to 5 frames. By pressing S1 and S2 you could easily alternate between 30 and 5 frames. To record the event, you tell Smart Keys to start recording, change the Match Glide Time, and then tell Smart Keys to stop recording. Unfortunately, it is not so simple. The computer must decide which events should be recorded and which should not. Using our example, we can see that many more events occurred in addition to changing the Match Glide rate. After we started recording, we took several seconds to click on the Glide Times box. When the Glide Times dialog box opened, we took several seconds to select the rate. The whole time we were moving the mouse around and clicking on things. These things are also classified as events. When we click on OK we set the Match Glide time. In addition, whenever we set the Match Glide rate the Auto Glide rate is also set, yet another event.



It may seem clear which events should be recorded in this example, but every example is different. For example, we wouldn't want to record the time it took to select the Glide times. But what if we wanted a Smart Key to reverse the transport for several seconds? Then we would want to record the time lapse that occurred between pressing REWIND and STOP.

If we wanted to record a LOCATE/PLAY to a point on tape, we would start recording our Smart Key and press LOCATE followed by PLAY. Say that the locate time is 01:00:00. If we change the locate time later to 02:00:00, it is unclear whether we want our Smart Key to record a LOCATE to whatever the locate time is when we are recording the Smart Key, or to LOCATE to the current locate time. In other words, should it always LOCATE to 01:00:00, or should it always locate to the current locate time?

These issues are very complex and there is no simple solution that gives pleasing results all the time. Clearly, when using Smart Keys the events that are recorded will not always be the events you wanted to be recorded. We believe, however, that to best use Smart Keys you must understand the issues and our solutions. Without this understanding, Smart Keys can be very confusing.

In order to understand our solution, a brief explanation of our system must be given. Inside the Hewlett Packard Vectra is another computer called a Viper 68000. It is responsible for control of the automated console hardware and most aspects of automation (recording moves and events, editing operations, transport control, changing passes, saving/loading, etc...) The Vectra converts mouse moves and clicks into requests for the Viper. For example, if you click on the Run/Off box, the Vectra asks the Viper to turn automation mode to Run or Off. It is this request that would be recorded as a Smart Key. It is not simple to understand which operations will be done by the Vectra alone and which operations require the Vectra to make a request of the Viper. Therefore, some trial and error will be necessary to gain an intuition for this concept. Note that anything you do directly on the console, apart from the Vectra's keyboard, will NOT be recorded, because only requests that originate on the Vectra are recorded.

Here are some samples to start you off. If you click on ROLLBACK with the mouse, Smart Keys will record a ROLLBACK using the current Rollback time. If you change the Rollback time at a later time, it will not affect the behavior of the Smart Key. In other words, if the Rollback time was 10 seconds when you recorded the

Smart Key, the Smart Key will always rollback 10 seconds, even if you change the Rollback time to 20 seconds.

With automation in RUN, start recording Smart Key S1. Turn automation off (click on RUN/Off box), decrement the pass by clicking on the '-' pass key in the Select Mix/Pass dialog box. Next, turn automation mode back to RUN (click on RUN/Off again). Finally, turn the Smart Key recording mode off. Repeat this procedure on Smart Key S2, except click on the '+' pass key. Now, while tape is rolling you can use keys S1 and S2 to switch, on the fly, from the current Play/Pass to another Play/Pass without stopping tape (allowing you to easily A/B passes).

There is another type of problem that occurs. Every once in a while the Vectra tells the Viper the current time of day to keep the two computers synchronized (this is only used to view the current time and date and has no impact on automation). The problem with this is that the Vectra requests the Viper to update its clock whenever it feels like it. If this request occurs while recording a Smart Key, the time would be recorded too. This is a perfect example of how the limited event recording scheme may sometimes record extra unwanted events.

The solution is to carefully examine a Smart Key's contents after you stop recording and to make sure that it makes sense and would do what you want your Smart Key to do. Note that a Smart Key's contents are English requests. Everything that you type in the Diagnostics Window is also a request. You can use the Diagnostics Window to cause events that you want recorded to be recorded in a controlled fashion. For example, when you clicked on the '-' key in the 'Select Mix/Pass' dialog box, the Smart Key recorded 'pass -'. From the Diagnostics Window you could directly type 'pass -' and the pass counter would decrement just as if you clicked on the '-' key in the dialog box. If you were recording a Smart Key, it would also be recorded in the Smart Key.

Have fun and experiment. Smart Keys can be very useful, but due to the fact that the computer has no real intelligence, it can never really know what you want to do. You will need to watch them carefully and learn how the computer thinks, if you want to get the most out of this feature.

RECORD KEY

When selected, this command button starts recording the chosen Smart Key. Note that whatever was previously recorded into the Smart Key will be overwritten.

STOP RECORDING

When selected, this command button stops recording the Smart Key.

CLEAR KEY

When selected, this command button clears a Smart Key, erasing any information that was recorded onto that key.

EDIT MODES

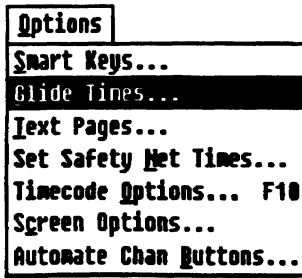
The Edit Mode box allows you to choose how the Smart Key will be recorded. The **Overwrite** mode will delete any command lines previously recorded and replace them with newly recorded commands. The **Append** mode will attach newly recorded commands to existing command lines. The **Insert** mode will add a newly recorded command(s) anywhere within previously recorded command lines. The **Delete** command button allows you to eliminate a selected command within a command line.

TO RECORD SMART KEYS:

1. Select *Smart Keys* from the Options menu.
2. Insert the desired Smart Key number in the Smart Key box.
3. Select the desired Edit mode from the Edit Mode box.
4. Select the Record Key command button.
5. Perform the events that you wish to program.
6. Select the Stop Recording command button.
7. Verify the commands that were recorded.
8. Select *Exit* to close the dialog box.

Note The recorded command lines for a Smart Key may be reviewed by selecting the Smart Key number in the Smart Keys List.

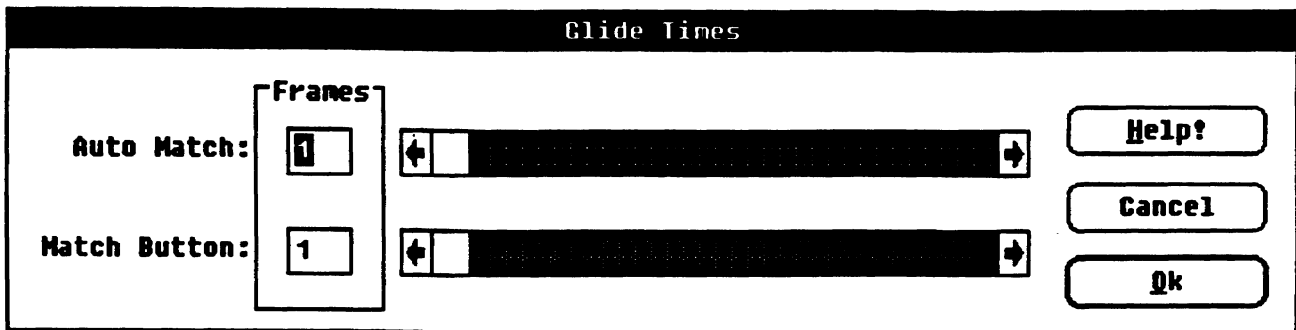
GLIDE TIMES



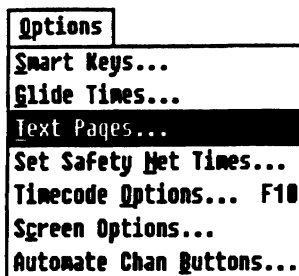
This command allows you to adjust the Glide rates for Match and the Auto Match mode. The Glide times may be changed anytime, even while automation is running. Because a Glide is written into the fader data, a change in the Glide Time settings will not affect previously written Glides.

TO SET GLIDE TIMES:

1. Select *Glide Times* from the Options menu or click on the Glide Times area of the main screen.
2. Adjust the times as desired. A Glide Time may be changed by using a scroll bar or by entering the time in a text box.
3. Select OK to close the dialog box.



TEXT PAGES



This command opens the Text Pages window. Text Pages is a simple word processor, available for making general notes, etc. This window is also used for editing the following files:

1. Transport Controller Constants
2. System Initialization File
3. System Diagnostics Report File

Note..... For information about editing these files, refer to the Flying Faders Technical Manual.

TO CREATE A FILE:

1. Select *Text Pages* from the Options Menu.
2. Type the desired text in the text area.
3. Select *Save As* from the File Menu.
4. Enter the name (8 characters maximum, ending with a period) that you wish to save the file under. If you wish to overwrite an existing file, select that file from the list.
5. Select the disk that you wish to save to (Hard Disk or Floppy Disk).
6. Select *Save* to store the file to disk.
7. Select *Close* from the File menu to exit Text Pages.

TO OPEN A FILE:

1. Select *Text Pages* from the Options Menu.
2. Select *Open* from the File menu.
3. Select the disk that the file is on (Hard Disk or Floppy Disk).
4. Enter the name of the file that you wish to open or select the file name from the list.
5. Select *OK* to open the file.
6. Select *Close* from the File menu to exit Text Pages.

TO DELETE A FILE:

1. Select *Text Pages* from the Options Menu.
2. Select *Delete* from the File menu.
3. Select the disk that the file is on (Hard Disk or Floppy Disk).
4. Enter the name of the file that you wish to delete or select the file name from the list.
5. Select *Delete*. A dialog box will appear asking you to confirm your choice. Select *OK* to perform the delete.
6. Select *Close* from the File menu to exit Text Pages.

ADDITIONAL FILE FEATURES

NEW

New allows you to clear the window to create a new file. If the file that you are currently working on isn't saved when *New* is chosen, a dialog box will appear asking you if you wish to save the current text to its proper file.

SAVE

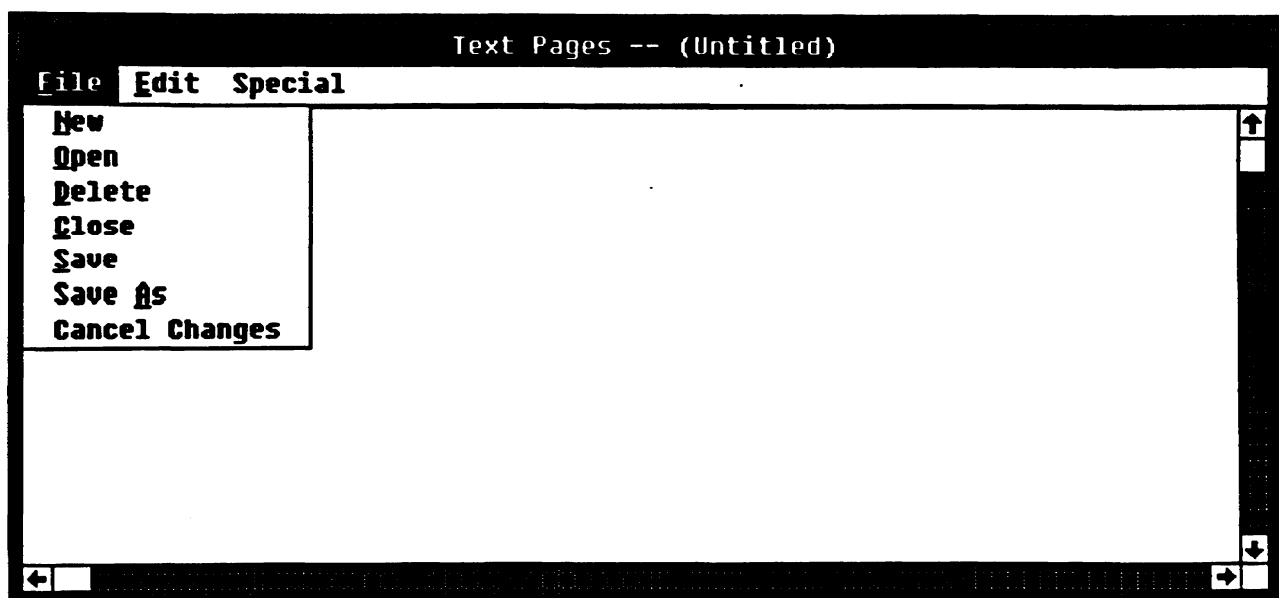
Save is useful for updating files. If a file is opened and edits are made, choosing *Save* will update that file.

CANCEL CHANGES

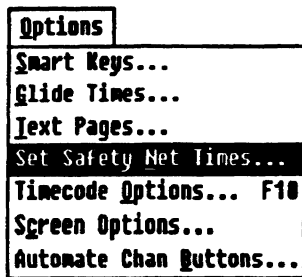
If a file is opened and edits are made, *Cancel Changes* will restore the file to the way it was after the last save.

EDIT MENU

The Edit menu is available for file editing. The Cut, Copy, Paste, and Clear commands allow you to delete, duplicate, and reorganize text. The Select All command highlights all the text in the file, so that it can be copied or cleared. The Undo command allows you to reverse the latest command, including Undo itself.



SET SAFETY NET TIMES



This command allows you to set the times to be secured by Safety Nets. Safety Nets are used to set up a window between two points in timecode. Inside this window you may make new moves and/or events as desired, But outside of this window, the faders, mutes, and channel buttons are placed in the Safe mode, unaffected by any moves or events that may occur (accidental or otherwise). This is desirable when you just want to make sure that data is protected outside of the area that you are working on.

TO SET SAFETY NET TIMES:

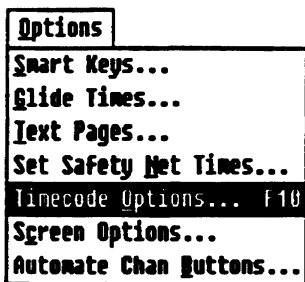
1. Select *Set Safety Net Times* from the Options Menu.
2. Go to the Safe Before box and enter the desired timecode in the timecode field, or select the timecode from the Label list, if available.
3. Go to the Safe After box and enter the desired timecode in the timecode field, or select from the Label list.
4. To activate Safety Nets upon closing of the dialog box, select *Activate Safety Nets*.
5. Select OK to return to the main screen.

TO USE SAFETY NETS:

1. Set the Safety Net times.
2. Turn Safety Nets on by clicking on the box labeled Safety Nets in the transport area of the main screen (the box will turn yellow).
3. Place the tape into play (the box will turn green).
4. When the Safe Before time is reached, Safety Nets will be turned off (the box will turn red) and any moves or events made will be recorded. When the Safe After time is reached, the faders will Match to their original Play Pass position (the box will turn green again). A new Mix/Pass will be created, and no additional moves or events will be recorded.

Note If tape (timecode) is stopped before the Safe After time occurs, the faders, mutes, and channel buttons will still Match to the Play Pass Position at the Safe After time.

TIMECODE OPTIONS



This command allows you to choose timecode type, timecode display options, and local zero times.

TIMECODE TYPE

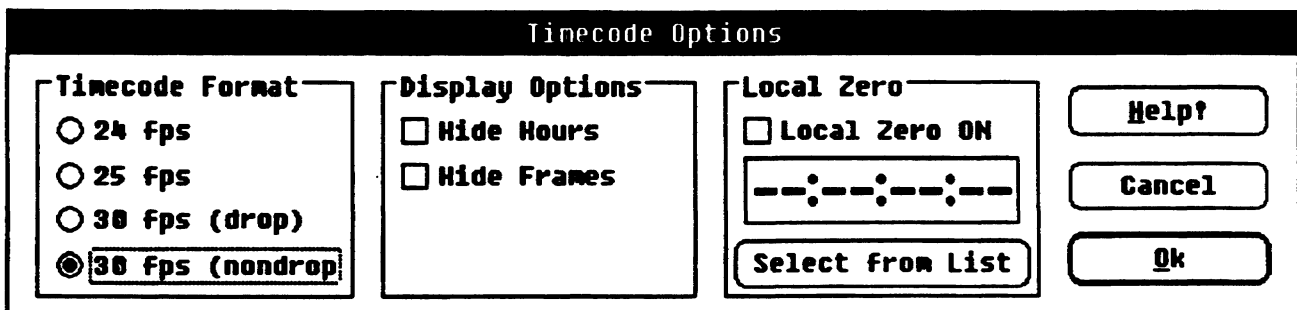
The Timecode Type box contains choices of 24, 25, and 30 (drop or nondrop) frames per second. Note: Flying Faders does not automatically determine the incoming code type. The default is set via the System Initialization File for the type of code you most often use, so check its setting before you start mixing (refer to the Technical Manual). If you forget, and the incoming code differs from what is set, a dialog box will appear informing you of this.

THE TIMECODE INDICATOR

The SHIFT button light on the Global Master serves as the timecode indicator. If the light is on solid, this indicates that valid timecode is being received. If the light is flashing, the system is receiving flakey timecode, and if the light is completely off, no code is being received. If the system is indicating that flakey or no timecode is being received, check to make sure that timecode is patched into Flying Faders and confirm that the timecode type is correct.

TO SET THE TIMECODE TYPE:

1. Press CODE on the Neve V Series keyboard, or select *Timecode Options* from the Options menu, or click on the timecode field in the lower right corner of the main screen.
2. Select desired timecode from the Timecode Type box.
3. Select OK to close the dialog box.



DISPLAY OPTIONS

The Display Options box allows you to mask the hours and/or frames on all timecode displays.

Note Full entry of timecode is required even if the hours and/or frames are suppressed.

TO SET THE DISPLAY OPTIONS:

1. Press **CODE** on the Neve V Series keyboard, or select *Timecode Options* from the Options menu, or click on the timecode field in the lower right corner of the main screen.
2. Select the desired display alternatives from the Display Options box.
3. Select **OK** to close the dialog box.

LOCAL ZERO

This feature is used to display the running time of a mix, versus the timecode in use. **Local Zero** allows you to set a user-friendly reference to any point in timecode. When **Local Zero** is activated, running code will be offset so that the chosen point is displayed as 00:00:00:00 in all timecode fields. Timecode may be entered manually or from the Label list by choosing *Select From List*.

TO SET LOCAL ZERO:

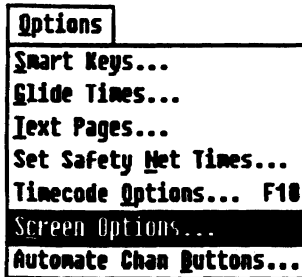
1. Press **CODE** on the Neve V Series keyboard, or select *Timecode Options* from the Options menu, or click on the timecode field in the lower right corner of the main screen.
2. Insert the desired timecode.
3. Select *Local Zero ON*.
4. Select **OK** to close the dialog box.

Or

1. Click on *Capture* in the **Local Zero** area of the main screen at the desired point in timecode. This may be done on the fly or with timecode stopped.
2. Click on the **Local Zero** area to turn *Local Zero* on or off.

Note **Local Zero** is saved and automatically reloaded with the Mix.

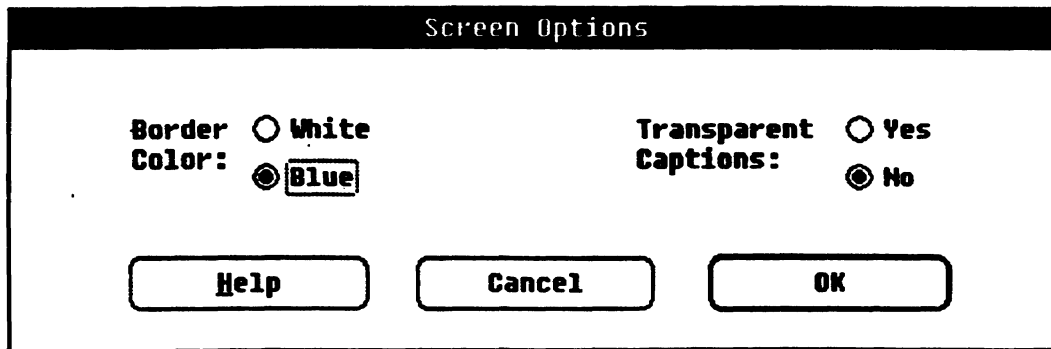
SCREEN OPTIONS



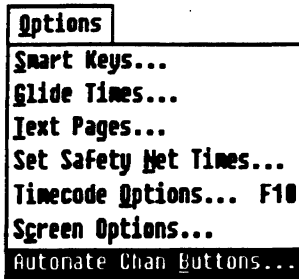
This command allows you to alter the look of the Flying Faders VDU for your personal tastes. In no way is automation affected by these commands.

USING SCREEN OPTIONS:

1. Select *Screen Options* from the Options menu.
2. Select the desired border color and captions style.
3. Select OK to close the dialog box.



AUTOMATE CHANNEL BUTTONS

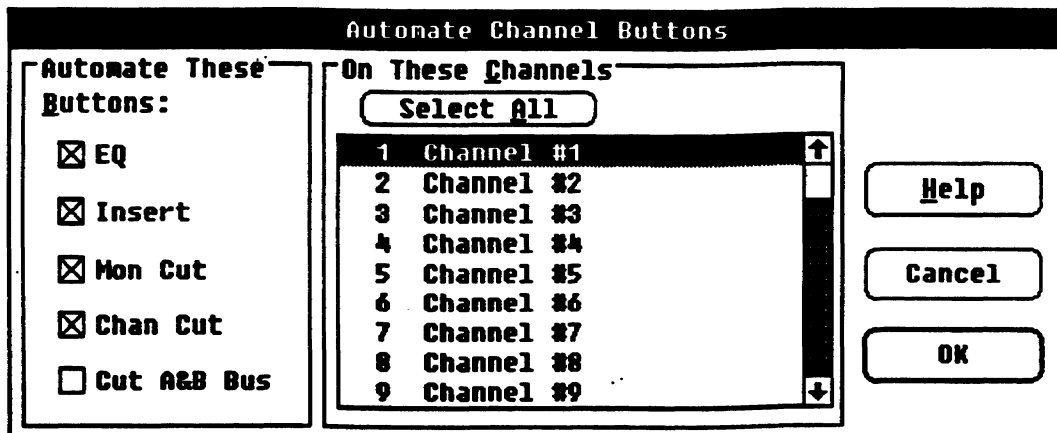


Automate Channel Buttons allows you to enable and disable the four channel buttons and the cut A/B Bus on any given channel(s).

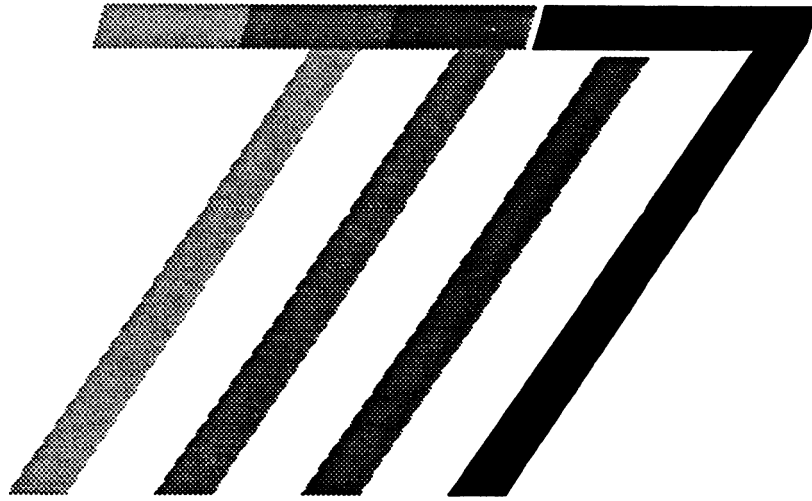
TO AUTOMATE CHANNEL BUTTONS:

1. Select *Automate Channel Buttons* from the Options menu
2. Select the button(s) to be automated.
3. Select the channel(s) to be automated.
4. Select OK to return to the main screen.

Note..... This feature is for use with Neve consoles equipped with events.








Transport Menu

TRANSPORT MENU

FLYING FADERS									
System	Mix	Options	Transport	Lists	Gangs	Help?			
		Set Locate Times... Set Rollback Time... Set Reel Start & End Times...			FLYING FADERS ND Studios ND Technologies				
		Set Auto Record Times... Auto Record On							
Project:		Select Transport...							
Title:		Reset Transport Controller							
Labels									
Prev: --		--:--:--							
Next: --		--:--:--							
Locate Times								Locate	Record
Play from: --		--:--:--							
Stop at: --		--:--:--							
Safety Nets	Local Zero	Capture	Rollback	Cycle	Locate	«	»	>	
Free RAM	Other Key	Glide Times		Mix	Pass	Off		Stop	
100%	Trim	Auto: 1	Match: 1	Play: 1	2	00:00:00:00			
				Rec: --	--				

The "Transport" pull-down menu is found on the menu bar located at the top of the main Flying Faders screen.

SET LOCATE TIMES

Iransport
Set Locate Times...
Set Rollback Time...
Set Reel Start & End Times...
Set Auto Record Times...
Auto Record On
Select Iransport...
Reset Transport Controller

This command allows you to edit the Locate Times. The Locate Times are used in conjunction with the Cycle and Locate commands on the main screen, providing an autolocator for the transport.

Note The optional transport controller must be interfaced to use this dialog box.

PLAY FROM

The *Play From* time is the point in timecode to which the tape transport will locate, when the Locate or Cycle command is activated from the main screen or the keyboard. Times or labels may be entered manually or selected from the Label list.

STOP AT

The *Stop At* time is the point in timecode at which the tape transport will stop during play; and rewind when the Cycle command is activated. Times or labels may be entered manually or selected from the Label list.

PREROLL

Preroll allows you to apply a fixed offset from the Play From time to cause the tape to locate to a point that much earlier. This is useful when synchronizing multiple machines.

TO SET LOCATE TIMES:

1. Select *Set Locate Times* from the Transport menu, or click on the Locate Times box on the main screen.
2. Enter the desired timecode in the *Play From* timecode field.
3. If a countdown to the punch in point is desired, enter the time in the *Preroll* timecode field.
4. Enter the desired timecode in the *Stop At* timecode field.
5. Select OK to close the dialog box.

Note The *Play From* or *Stop At* time may be entered directly from the main screen by clicking on either timecode field or label number field in the Locate Times area.

TO SET LOCATE TIMES FROM THE NEVE V SERIES KEYBOARD:

In addition to setting the Locate Times via the Set Locate Times dialog box, they may be set directly from the Neve V Series keyboard. Here are some examples:

LOCATE 3 PLAY (Press LOCATE, followed by 3, followed by PLAY)
-Locates to label 3, then plays.

LOCATE (right arrow) 1 2 1 2 1 2 1 2 PLAY or STOP
-Locates to this timecode (12:12:12:12), then plays or stops.

LOCATE + 1015 PLAY or STOP
-Locates 10 sec, 15 frames ahead, then plays or stops. A backwards locate is done if - is used instead of +.

LOCATE 3 TO 4 PLAY or STOP
-Similar to LOCATE 3 PLAY, but in addition, sets Stop At Point (TO Point) to label 4.

LOCATE 3 TO (right arrow) 1 2 1 2 1 2 1 2 PLAY or STOP
-Locates to label 3 and sets the Stop At time to 12:12:12:12.

Set Locate Times

Play from:		Stop at:	
Label 1:	01:00:15:11	Label 6:	01:03:49:27
INTRODUCTION		CHORUS 2	
1	01:00:15:11	INTRODUCTION	↑
2	01:00:47:23	VERSE 1	
3	01:01:35:29	VERSE 2	
4	01:02:24:05	CHORUS 1	
5	01:03:01:21	VERSE 3	
6	01:03:49:27	CHORUS 2	↓
Preroll (sec):	00:00:05:00		
Help?		Cancel	
Ok			

SET ROLLBACK TIME

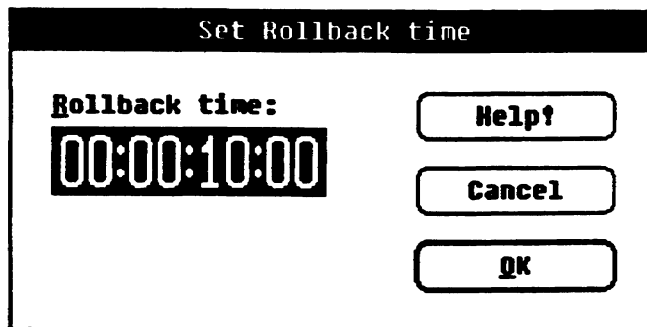
Iransport
Set Locate Times...
Set Rollback Time...
Set Reel Start & End Times...
Set Auto Record Times...
Auto Record On
Select Iransport...
Reset Transport Controller

This command allows you to set a timecode amount which the transport will rewind during a Rollback. When the Rollback command is activated from the main screen or the keyboard, the transport will rewind the preset time and then drop into play.

Note The optional transport controller must be interfaced to use this dialog box.

TO SET ROLLBACK TIME:

1. Select *Set Rollback Time* from the Transport menu.
2. Enter the desired Rollback Time in the timecode field.
3. Select OK to close the dialog box.



SET REEL START AND END TIMES

Transport
Set Locate Times...
Set Rollback Time...
Set Reel Start & End Times...
Set Auto Record Times...
Auto Record On
Select Transport...
Reset Transport Controller

This command allows you to inform the system of timecode points near the beginning and end of the reel. The system will then prevent the tape from inadvertently rewinding or fast-forwarding past these points.

Note..... The optional transport controller must be interfaced to use this dialog box.

TO SET REEL START AND END TIMES:

1. Select *Set Reel Start and End Times* from the Transport menu.
2. Enter the desired time in the *Start of Reel* timecode field.
3. Enter the desired time in the *End of Reel* timecode field.
4. Select OK to close the dialog box.

Set Reel Start & End Times

<p>Start of reel: _____</p> <p>Label 1: 01:00:15:11</p> <p>INTRODUCTION</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>1</td><td>01:00:15:11</td><td>INTRODUCTION</td><td style="text-align: center;">↑</td></tr> <tr><td>2</td><td>01:00:47:23</td><td>VERSE 1</td><td style="text-align: center;"> </td></tr> <tr><td>3</td><td>01:01:35:29</td><td>VERSE 2</td><td style="text-align: center;"> </td></tr> <tr><td>4</td><td>01:02:24:05</td><td>CHORUS 1</td><td style="text-align: center;"> </td></tr> <tr><td>5</td><td>01:03:01:21</td><td>VERSE 3</td><td style="text-align: center;"> </td></tr> <tr><td>6</td><td>01:03:49:27</td><td>CHORUS 2</td><td style="text-align: center;">↓</td></tr> </table>	1	01:00:15:11	INTRODUCTION	↑	2	01:00:47:23	VERSE 1		3	01:01:35:29	VERSE 2		4	01:02:24:05	CHORUS 1		5	01:03:01:21	VERSE 3		6	01:03:49:27	CHORUS 2	↓	<p>End of reel: _____</p> <p>Label 6: 01:03:49:27</p> <p>CHORUS 2</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>1</td><td>01:00:15:11</td><td>INTRODUCTION</td><td style="text-align: center;">↑</td></tr> <tr><td>2</td><td>01:00:47:23</td><td>VERSE 1</td><td style="text-align: center;"> </td></tr> <tr><td>3</td><td>01:01:35:29</td><td>VERSE 2</td><td style="text-align: center;"> </td></tr> <tr><td>4</td><td>01:02:24:05</td><td>CHORUS 1</td><td style="text-align: center;"> </td></tr> <tr><td>5</td><td>01:03:01:21</td><td>VERSE 3</td><td style="text-align: center;"> </td></tr> <tr><td>6</td><td>01:03:49:27</td><td>CHORUS 2</td><td style="text-align: center;">↓</td></tr> </table>	1	01:00:15:11	INTRODUCTION	↑	2	01:00:47:23	VERSE 1		3	01:01:35:29	VERSE 2		4	01:02:24:05	CHORUS 1		5	01:03:01:21	VERSE 3		6	01:03:49:27	CHORUS 2	↓
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<div style="display: flex; justify-content: space-around;"> Help? Cancel OK </div>																																																	

SET AUTO RECORD TIMES

Transport
Set Locate Times...
Set Rollback Time...
Set Reel Start & End Times...
Set Auto Record Times...
Auto Record On
Select Transport...
Reset Transport Controller

This command allows you to set points in timecode between which the transport will automatically punch in and punch out. This is an especially useful command when a tight in and out is required for an overdub. When the Auto Record Times are displayed on the main screen, Cycle and Locate use these times to perform their functions. Clicking on *Record* or *Locate*, in the upper right corner of the Locate Times area, toggles between *Locate Times* and *Auto Record Times*.

Note The optional transport controller must be interfaced to use this dialog box.

PREROLL

Upon entering a *Record In* time, the Locate and Cycle commands will play from this point. As a "running start" countdown will likely be desired before the punch in point, a time can be entered here to specify the length of the countdown.

POSTROLL

Upon entering a *Record Out* time, the transport will either stop or Cycle at this point. As it is generally desired to play through the *Record Out* point, a selectable Postroll is provided.

Set Auto Record Times

<p>Record in:</p> <p>Label 1: 01:00:15:11.0</p> <p>INTRODUCTION</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>1</td><td>01:00:15:11</td><td>INTRODUCTION</td><td style="text-align: right;">↑</td></tr> <tr><td>2</td><td>01:00:47:23</td><td>VERSE 1</td><td style="text-align: right;"> </td></tr> <tr><td>3</td><td>01:01:35:29</td><td>VERSE 2</td><td style="text-align: right;"> </td></tr> <tr><td>4</td><td>01:02:24:05</td><td>CHORUS 1</td><td style="text-align: right;"> </td></tr> <tr><td>5</td><td>01:03:01:21</td><td>VERSE 3</td><td style="text-align: right;"> </td></tr> <tr><td>6</td><td>01:03:49:27</td><td>CHORUS 2</td><td style="text-align: right;">↓</td></tr> </table> <p>Preroll (sec): 00:00:05:00</p> <p>At record in <input type="radio"/> record. point, ... <input checked="" type="radio"/> hold RECORD VERIFY to confirm.</p>	1	01:00:15:11	INTRODUCTION	↑	2	01:00:47:23	VERSE 1		3	01:01:35:29	VERSE 2		4	01:02:24:05	CHORUS 1		5	01:03:01:21	VERSE 3		6	01:03:49:27	CHORUS 2	↓	<p>Record out:</p> <p>Label 5: 01:03:01:21.0</p> <p>VERSE 3</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>1</td><td>01:00:15:11</td><td>INTRODUCTION</td><td style="text-align: right;">↑</td></tr> <tr><td>2</td><td>01:00:47:23</td><td>VERSE 1</td><td style="text-align: right;"> </td></tr> <tr><td>3</td><td>01:01:35:29</td><td>VERSE 2</td><td style="text-align: right;"> </td></tr> <tr><td>4</td><td>01:02:24:05</td><td>CHORUS 1</td><td style="text-align: right;"> </td></tr> <tr><td>5</td><td>01:03:01:21</td><td>VERSE 3</td><td style="text-align: right;"> </td></tr> <tr><td>6</td><td>01:03:49:27</td><td>CHORUS 2</td><td style="text-align: right;">↓</td></tr> </table> <p>Postroll (sec): 00:00:03:00</p>	1	01:00:15:11	INTRODUCTION	↑	2	01:00:47:23	VERSE 1		3	01:01:35:29	VERSE 2		4	01:02:24:05	CHORUS 1		5	01:03:01:21	VERSE 3		6	01:03:49:27	CHORUS 2	↓
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6	01:03:49:27	CHORUS 2	↓																																														

Help?
Cancel
OK

RECORD VERIFY

During Cycle, with Auto Record enabled, you may not want the transport to go into record with each cycle without confirmation from you. Choosing *Record Verify* will allow you to confirm if the transport should go into record when the punch in point is reached. Confirmation is accomplished by pressing the RECORD button on the Neve V Series keyboard while playing through the *Record In* point. If *Record* is selected, a record command will be issued without confirmation when the punch in point is reached.

TO SET AUTO RECORD TIMES:

1. Select *Set Auto Record Times* from the Transport menu, or click on the Auto Record Times area on the main screen.
2. Enter the desired timecode in the *Record In* timecode field, or select the time from the Label list.
3. If Preroll is needed, enter the desired time in the *Preroll* timecode field.
4. Enter the desired timecode in the *Record Out* timecode field, or select the time from the Label list.
5. If Postroll is needed, enter the desired time in the *Postroll* timecode field.
6. Select *Record* or *Record Verify*.
7. Select OK to close the dialog box.

Note The Auto Record times may be updated by clicking directly on the Record In and Record Out timecode fields in the Auto Record area of the main screen.

AUTO RECORD ON / AUTO RECORD OFF

Transport
Set Locate Times...
Set Rollback Time...
Set Reel Start & End Times...
Set Auto Record Times...
Auto Record On
Select Transport...
Reset Transport Controller

This command allows you to turn Auto Record on and off. When enabled, a red and yellow box will appear, telling you that Auto Record is on. When the transport is put into play, a countdown (part of the preroll) to *Record In* will be displayed. When the transport automatically goes into record, the Auto Record On box will turn completely red. A countdown to *Record Out* will then be displayed.

Note! The optional transport controller must be interfaced to use this dialog box.

TO TURN AUTO RECORD ON:

1. Set the Auto Record Times.
2. Press AUTO REC on the Neve V Series keyboard, or select *Auto Record On* from the Transport menu.
3. Place the transport into play.

Note Auto Record will not turn on unless you have already set the Record In/Record Out times.

TO TURN AUTO RECORD OFF:

1. Press AUTO REC on the Neve V Series keyboard, or select *Auto Record Off* from the Transport menu, or click on the Auto Record On box.

SELECT TRANSPORT

Transport
Set Locate Times...
Set Rollback Time...
Set Reel Start & End Times...
Set Auto Record Times...
Auto Record On
Select Transport...
Reset Transport Controller

This command allows you to select the constants for the tape transport to be used with Flying Faders.

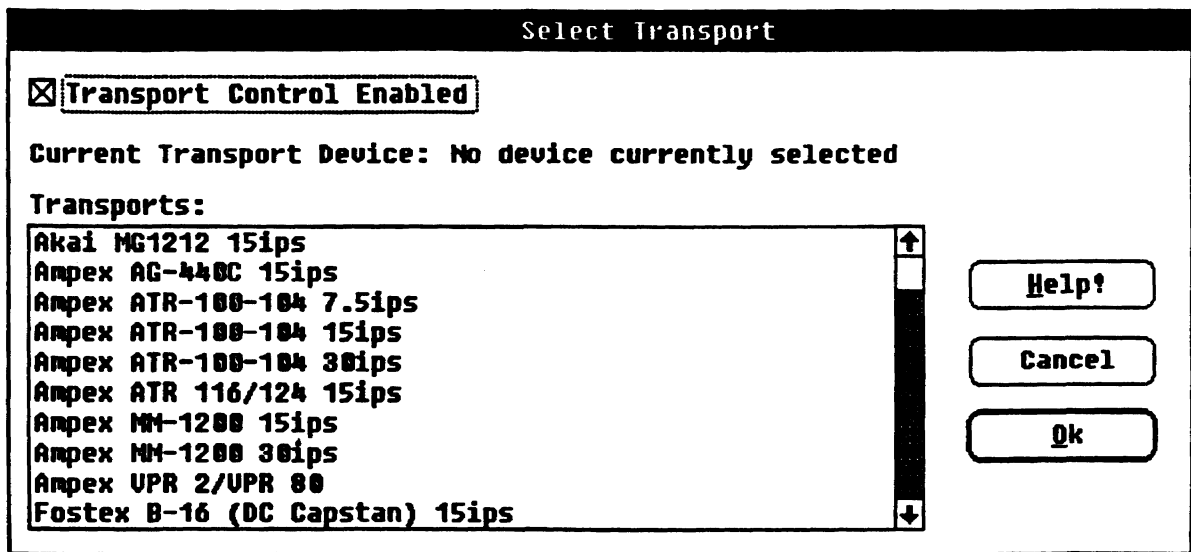
Note The optional transport controller must be interfaced to use this dialog box.

TRANSPORT CONTROL ENABLED

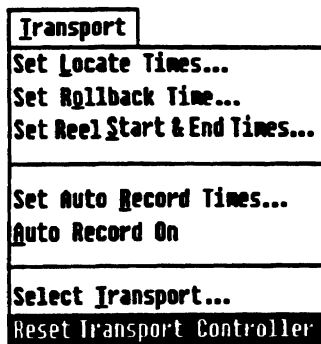
This command determines if the transport will be controlled by the Flying Faders transport controller.

TO SELECT THE TRANSPORT:

1. Select *Select Transport* from the Transport menu.
2. Select the desired tape machine from the list.
3. Select *Transport Control Enabled*.
4. Select OK. A dialog box will appear to inform you that the constants for the chosen tape machine are set.
5. Select OK to close the dialog box.
6. Select *Reset Transport Controller* from the Transport menu.



RESET TRANSPORT CONTROLLER

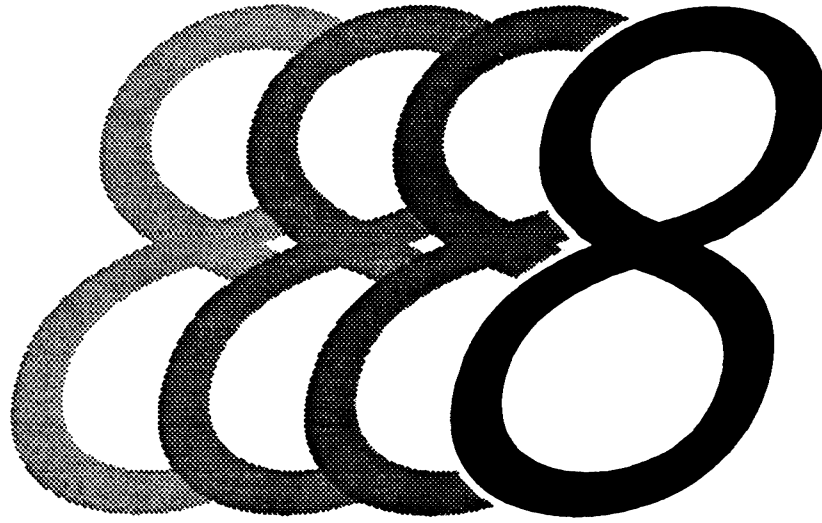


This command allows you to reset the transport controller without performing a total system reset.

Note The optional transport controller must be interfaced to use this dialog box.


TO RESET TRANSPORT CONTROLLER:

1. Select *Reset Transport Controller* from the Transport menu.
2. The transport controller will reset and a dialog box will appear informing you that the current tape machine constants have been set.
3. Select OK to close the dialog box.



Lists Menu

LIST MENU

FLYING FADERS											
System			Mix		Options		Transport		Lists	Gangs	Help?
			Project:		Title:		Channel Names... Channel Button Names...		F1 ^K		STUDIOS FADERS Technologies
			Labels		Prev: -- :--:--:--						
Locate Times								Locate		Record	
Play from: -- :--:--:--			Stop at: -- :--:--:--								
Safety Nets		Local Zero	Capture	Rollback	Cycle	Locate	◀	▶	>		
Free RAM	Other Key	Glide Times		Mix	Pass		Off		Stop		
100%	Trim	Auto: 1	Match: 1	Play: 1	2	00:00:00:00					
				Rec: ---	---						

The "Lists" pull-down menu is found on the menu bar located at the top of the main Flying Faders screen.

LABEL LIST

Lists	
Label List...	F1
Capture Mark Time	^K
Channel Names...	
Channel Button Names...	
Mute List...	
Mute List...	F2
Chan Button List...	F3
Cut A/B Bus List...	

The Label List allows you to capture a point in timecode and assign a number and a name to it. Labels are not a necessity, but a convenience for performing system operations. The Label List appears throughout the Flying Faders program, providing an alternate method of timecode selection. Labels in the list are arranged by their location in timecode, not by their Label number.

NEW

This command allows you to create a label for the point in timecode that is displayed in the timecode area of the main screen. This is very useful for creating labels on the fly.

TO CREATE A NEW LABEL:

1. Press LABEL on the Neve V Series keyboard, or select *Label List* from the Lists menu, or click on the Labels area of the main screen.
2. Select *New* at the point in timecode that a label is desired.
3. Select OK to close the dialog box.

Note A new label may be created without opening the Label List dialog box by pressing NEW LABEL on the Neve V Series keyboard.

MODIFY

This command allows you to edit labels contained in the Label list.

TO MODIFY A LABEL:

1. Press LABEL on the Neve V Series keyboard, or select *Label List* from the Lists menu, or click on the Labels area of the main screen.
2. Select the Edit Labels option button.
3. Select the label that you wish to edit. It will appear in the Selected Label box.
4. Modify the chosen label. Any part of the label may be edited.

5. Select the Modify command button and the label will be placed on the list in its proper place in timecode.
6. Select OK to close the dialog box.

Note..... If you decide to cancel a change, be aware of the fact that CANCEL will erase all changes made from the time the Label List dialog box was opened.

DELETE

This command allows you to remove a label from the Label list.

TO DELETE A LABEL:

1. Press LABEL on the Neve V Series keyboard, or select *Label List* from the Lists menu, or click on the Labels area of the main screen.
2. Select the Edit Labels option button.
3. Select the label that you wish to delete. It will appear in the Selected Label box.
4. Select the Delete command button and the label will be removed from the list.
5. Select OK to close the dialog box.

Note..... If you decide to cancel a change, be aware of the fact that CANCEL will erase all changes made from the time the Label List dialog box was opened.

Label List

Num	Time	Name
1	01:00:15:11	INTRODUCTION
2	01:00:47:23	VERSE 1
3	01:01:35:29	VERSE 2
4	01:02:24:05	CHORUS 1
5	01:03:01:21	VERSE 3
6	01:03:49:27	CHORUS 2
7	01:04:27:13	INSTRUMENTAL BREAK
8	01:04:45:22	BEGIN FADE
9	01:05:36:03	END OF FADE

Selected Label:

7

01:04:27:13

INSTRUMENTAL BREAK

Next

Edit Labels

AutoScroll list with Timecode

Add

New

Delete

Help?

Modify

Cancel

Delete All

Ok

ADD

This command allows you to manually enter a label number, its position in timecode, and to name it.

TO ADD A LABEL:

1. Press LABEL on the Neve V Series keyboard, or select *Label List* from the Lists menu, or click on the Labels area of the main screen.
2. Select the Edit Labels option button.
3. Enter the label number in the left text box of the Selected Label box. (Labels may not be added without a label number.) Use *Next* to automatically use the next available label number.
4. Enter the desired timecode in the timecode field.
5. Enter the label name in the right text box of the Selected Label box.
6. Select the Add command button.
7. Select OK to close the dialog box.

Note If you decide to cancel a change, be aware of the fact that CANCEL will erase all changes made from the time the Label List dialog box was opened.

OTHER COMMANDS

Next-Automatically increments the label number, going to the next label on the list.

Delete All-Erases all labels. (Followed by a Yes/No dialog box.)

AutoScroll-As tape plays, the highlight bar moves through the Label List box, highlighting the labels when their point in timecode is reached.

CAPTURE MARK TIME

Lists	
Label List...	F1
Capture Mark Time	^K
Channel Names...	
Channel Button Names...	
Mute List...	F2
Chan Button List...	F3
Cut A/B Bus List...	

Capture Mark Time takes the timecode displayed at the time this command is chosen and adds it to the Label list as label number zero. This is a very useful "quick label" feature, but be aware of the fact that the next time this command is selected, the previous *Mark* label will be overwritten.

TO CAPTURE MARK TIME:

1. Press MARK on the Neve V Series keyboard, or select *Capture Mark Time* from the Lists menu.
2. The timecode that is displayed at the time of selection is added to the Label list, along with the *Mark* title.

CHANNEL NAMES

Lists	
Label List...	F1
Capture Mark Time	^K
Channel Names...	
Channel Button Names...	
Mute List...	F2
Chan Button List...	F3
Cut A/B Bus List...	

This command allows you to assign a name to each of the channels. Channel names are not a necessity, but a convenience for performing system operations. Channel names appear throughout the Flying Faders program, providing a convenient way to differentiate channels.

TO NAME A CHANNEL:

1. Select *Channel Names* from the Lists menu.
2. Select the desired channel.
3. Add to or edit the name in the text box.
4. Select the Name command button to add the name to the list.
5. Select OK to close the dialog box.

CHANNEL BUTTON NAMES

Lists	
Label List...	F1
Capture Mark Time	^K
Channel Names...	
Channel Button Names...	
Mute List...	F2
Chan Button List...	F3
Cut A/B Bus List...	

This command allows you to assign a name to each of the four channel buttons that are monitored by Flying Faders. This is not a necessity, but a convenience for performing system operations.

Note This feature is for Neve consoles with Events.

TO NAME A CHANNEL BUTTON:

1. Select *Channel Button Names* from the Lists menu.
2. Select the desired channel button.
3. Add to or edit the name in the text box.
4. Select OK to close the dialog box.

EVENT LISTS

Lists	
Label List...	F1
Capture Mark Time	^K
Channel Names...	
Channel Button Names...	
Mute List...	F2
Chan Button List...	F3
Cut A/B Bus List...	

The Mute, Channel Button, and the Cut A/B Bus Lists allow you to view and edit events for mutes, channel buttons, and the cut A/B bus. The list that appears when the box is first opened is determined by your menu selection. All three lists may not be viewed simultaneously, but may be changed via a sub-dialog box or by returning to the main menu. Events may be viewed or edited by the type of event, the channel on which the event occurred, and/or their location in time.

Note The Channel Button List is for use with Neve consoles that are equipped with events.

SCROLLING THE EVENT LISTS

The buttons directly to the right of the list are used to scroll the list.

- Beg**..... Displays the beginning of the list
- 16-** Moves the list backwards by 16 events
- 4-** Moves the list backwards by 4 events
- 4+** Advances the list by 4 events
- 16+** Advances the list by 16 events
- End**..... Displays the end of the list

VIEW EVENTS

This box, which is located on the right side of the screen, allows you to choose what the event list will display. Events may be viewed on all or selected channels. The system default is set to show all channels, but any channel(s) may be selected to be displayed. The option button labeled On Selected Channels enables the channel selections that were made in the Select View sub-dialog box.

Mute List			
Timecode	Ch#	Event Type	Channel Name
01:03:09:11.0	2	Mute off	Channel #2
01:03:10:01.1	1	Mute on	Channel #1
01:03:11:06.2	1	Mute off	Channel #1
01:03:11:13.0	2	Mute on	Channel #2
01:03:35:18.0	4	Mute on	Channel #4
01:03:36:25.0	4	Mute off	Channel #4
01:03:39:24.2	5	Mute on	Channel #5
01:03:44:20.1	4	Mute on	Channel #4
01:03:44:21.1	5	Mute off	Channel #5
01:03:46:15.0	3	Mute on	Channel #3
01:03:46:15.3	4	Mute off	Channel #4
01:03:57:14.1	2	Mute off	Channel #2
01:03:57:15.3	3	Mute off	Channel #3
01:04:02:23.0	8	Mute on	Channel #8
01:04:06:06.1	8	Mute off	Channel #8
01:04:08:07.3	7	Mute on	Channel #7

Timecode <input type="button" value="Select"/>	Channel <input style="border: none; border-bottom: 1px solid black; width: 50px; height: 20px;" type="button" value="{Select}"/>	Event
01:03:04:25.0	Status	<input checked="" type="radio"/> Mute <input type="radio"/> EQ <input type="radio"/> Insert <input type="radio"/> Mon Cut <input type="radio"/> Chan Cut <input type="radio"/> Cut A <input type="radio"/> Cut B
	<input type="radio"/> On <input checked="" type="radio"/> OFF	

Beg	View Events <input checked="" type="radio"/> On all channels <input type="radio"/> On selected channels <input type="button" value="Select View"/> <input type="button" value="Current Time"/> <input type="button" value="Delete"/> <input type="button" value="Modify"/> <input type="button" value="Add"/> <input type="button" value="Help?"/> <input type="button" value="Exit"/>
16-	
4-	
4+	
16+	
End	

SELECT VIEW

The Select View command button opens a sub-dialog box, which is used for choosing channels to be displayed and for changing the type of event to be displayed. This dialog box may also be used to locate a specific time that an event occurred on.

NEAR THIS TIME

This box allows you to locate an event contained in the list. The default time is the current tape location. If a different time is desired, it may be entered directly in the timecode field or selected from the Label List by choosing Select From List.

VIEW THESE EVENTS

This section of the Select View dialog box allows you to choose any of the three event lists without having to re-select them from the main screen menu. The right side of the box allows you to select any of the four channel buttons for viewing. The View All Channel Buttons command button selects all the buttons simultaneously.

Near This Time
00:05:23:12 Select from list

View These Events
 Mutes
 Channel Buttons:
 Cut Bus

View all Channel Buttons
 EQ
 Mon Cut
 Insert
 Chan Cut

On These Channels
Select All

1	Channel #1
2	Channel #2
3	Channel #3
4	Channel #4
5	Channel #5
6	Channel #6
7	Channel #7
8	Channel #8

Help?
Cancel
OK

ON THESE CHANNELS

This section of the Select View dialog box allows you to assign the channels to be displayed for the lists. The Select All command button may be chosen to quickly select all channels. Channel selections are retained when another list is displayed.

CURRENT TIME

The Current Time command button places the event closest to the current timecode in the center of the list. Any new events that occur while automation is on will also be added to the list with this command.

Note Normally the list isn't updated until automation is turned off, but the Current Time command adds events that are created while tape (timecode) is running.

TIMECODE

This box allows you to edit timecode. This is useful for changing the timecode of an existing event, or for adding an event. You may select times from the Label List by choosing Select From List, or if the desired time doesn't exist in the Label List, it may be entered directly in the timecode field.

CHANNEL

This section is for designating the channel on which events or event edits will occur. Channels may be chosen by entering the channel number directly in the box or by choosing Select, which calls up the Channel Names dialog box.

STATUS

This box is used to select the state of an event that is to be added or modified. Any given event may be configured to be on or off.

EVENT

This section of the list allows you to choose events for editing. The events that are highlighted in this box are the events that are currently being displayed in the list. Edits may be made to any of the events (highlighted or grayed), regardless of the event list that is displayed. Any event edit that occurs is immediately updated by Flying Faders.

ADD

This command allows you to insert events into the Event Lists. You may add events to the channel mute, the four channel buttons, or to the cut A/B bus. These buttons may be configured to be on or off.

TO ADD TO THE EVENT LISTS:

1. Select the desired event list from the Lists menu (Mute, Channel Button, or Cut A/B Bus).
2. Enter the time that you wish the event to occur on in the timecode field of the Label box.

3. Select or enter the channel number that you want the event to be added to from the Channel box. (This step is unnecessary if you are adding a cut bus event.)
3. Select the event state from the Status box.
4. Select the desired event to be added from the Event box.
6. Go to the View Events box and select the channel(s) that you wish to add events to (so that you can see existing events and verify the add).
7. Select Add to insert the event.
8. Select Exit to return to the main screen.

MODIFY

This command allows you to edit items in the Event Lists. Timecode, channel number, status, and event type may all be changed.

Note To change the channel names and the channel button names, refer to "Channel Names" and "Channel Button Names" in this chapter.

TO MODIFY THE EVENT LISTS:

1. Select the desired event list from the Lists menu (Mute, Channel Button, or Cut A/B Bus).
2. Select the entry that you wish to modify from the list. The Timecode, Channel, Status, and Event boxes will all be changed to match the selected entry.
3. Make the desired edits to these boxes.
4. Select Modify to initiate your changes.
5. Select Exit to return to the main screen.

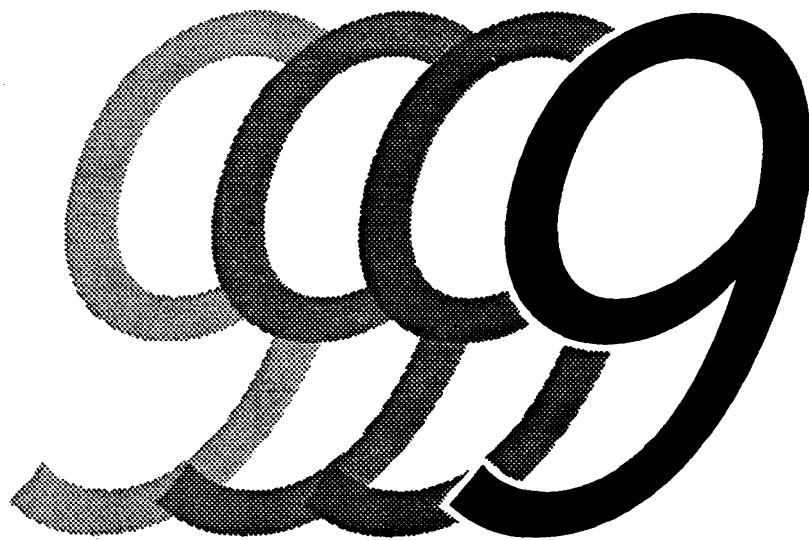
DELETE

This command allows you to remove events from the Event Lists.

TO DELETE FROM THE EVENT LIST:


1. Select the desired event list from the Lists menu (Mute, Channel Button, or Cut A/B Bus).

2. **Select the desired entry or entries from the list. (SHIFT+Click and drag to select multiple entries.) Events that were previously selected, but no longer shown in the window are de-selected.**
3. **Select Delete and the event will be removed from the Event List.**
4. **Select Exit to return to the main screen.**



Gangs Menu

GANGS MENU

FLYING FADERS											
System		Mix		Options		Transport		Lists		Gangs	Help?
						OS		RS		logies	
Project: Title:											
Labels											
Prev: -- :--:--:--											
Next: -- :--:--:--											
Locate Times										Locate	Record
Play from: -- :--:--:--											
Stop at: -- :--:--:--											
Safety Nets		Local Zero	Capture	Rollback	Cycle	Locate	◀	▶	>		
Free RAM		Other Key	Glide Times		Mix	Pass		Off		Stop	
100%		Trim	Auto: 1	Match: 1	Play: 1	2	Rec: ---	---	00:00:00:00		

The "Gangs" pull-down menu is found on the menu bar located at the top of the main Flying Faders screen.

COALESCE GROUPS

Gangs
Coalesce Groups...
Suspend Groups
Clear Groups
Clear Links
Clear Groups & Links

Coalesce Groups allows you to copy all of the moves and mutes of a Group master to that master's slaves, creating a new Mix/Pass. The slave's moves and mutes in the resultant Mix/Pass are the sum of their recorded moves plus the moves of the slave's previous master.

Note Since Coalesced Groups are disbanded, the slaves in previous Mix/Passes will only play back data that was recorded on their individual channels.

MASTERS

This area of the dialog box allows you to assign the Group(s) to be Coalesced by choosing its Group master.

COALESCE CHANNEL DATA

This section allows you to choose whether or not subgroups are to be Coalesced along with the subgroup's master. If Group masters are Coalesced, but not their submasters, the submaster's Group structure will remain intact, continuing to follow the moves of the Group that was Coalesced.

Note If you wish to Coalesce specific subgroups in a Group, but not others, choose "from selected masters ONLY" and highlight the desired submasters along with their master.

Group Coalesce

Masters **Select All**

- 3 Channel #3
- 4 Channel #4
- 7 Channel #7
- 8 Channel #8

Coalesce Channel Data

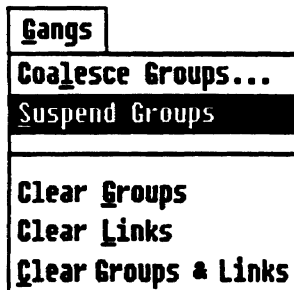
- from selected masters ONLY
- from selected masters AND their submasters

Help? Cancel Coalesce

TO COALESCE GROUPS:

1. Select Coalesce Groups from the Gangs menu.
2. Select the desired Group masters from the Masters box.
3. Select the data to be Coalesced from the Coalesce Channel Data box.
4. Select the Coalesce command button and a new Mix/Pass will be created, containing the new information.
5. A notice box will appear, informing you of the new Mix/Pass that was created.

SUSPEND GROUPS



This command allows you to temporarily disable all Groups. This is most useful when you need to Trim a Group master without Trimming that master's slaves.

TO SUSPEND GROUPS:

1. Select Suspend Groups from the Gangs menu. A notice box will appear, informing you that Groups have been suspended. A check will also appear in front of the Suspend menu listing.
2. Make desired adjustments to the fader levels.
3. Select Suspend Groups from the Gangs menu once again. A notice box will appear, informing you that Groups have been enabled.

Note..... Groups may also be Suspended from the Trim Faders dialog box. Refer to Chapter 5, "Trim Faders", for more information.

CLEAR GROUPS

G angs
C oalesce Groups... S uspend Groups
C lear G roups
C lear L inks
C lear G roups & L inks

This command allows you to delete all Groups currently in use.

TO CLEAR GROUPS:

1. Select *Clear Groups* from the Gangs menu.
2. A dialog box will appear asking to verify your request.
3. Selecting OK will clear all Groups and close the dialog box.

CLEAR LINKS

G angs
C oalesce Groups... S uspend Groups
C lear G roups
C lear L inks
C lear G roups & L inks

This command allows you to delete all Links currently in use.

TO CLEAR LINKS:

1. Select *Clear Links* from the Gangs menu.
2. A dialog box will appear asking to verify your request.
3. Selecting OK will clear all Links and close the dialog box.

CLEAR GROUPS AND LINKS

G angs
C oalesce Groups... S uspend Groups
C lear G roups C lear L inks
C lear G roups & L inks

This command allows you to delete all Groups and Links in use at the same time.


TO CLEAR GROUPS AND LINKS:

1. Select *Clear Goups and Links* from the Gangs menu.
2. A dialog box will appear asking you to verify your request.
3. Selecting OK will clear all Groups and Links and close the dialog box.

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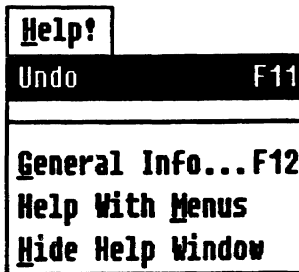
Help Menu

HELP MENU

FLYING FADERS										
System	Mix	Options	Transport	Lists	Gangs	Help!				
						Undo	F11			
						General Info...	F12			
						Help With Menus				
						Hide Help Window				
Project: Title:										
Labels										
Prev: -- :--:--:--										
Next: -- :--:--:--										
Locate Times								Locate	Record	
Play from: -- :--:--:--										
Stop at: -- :--:--:--										
Safety Nets	Local Zero	Capture	Rollback	Cycle	Locate	«	»	>		
Free RAM	Other Key	Glide Times		Mix	Pass	Off		Stop		
100%	Trim	Auto: 1	Match: 1	Play: 1	2	00:00:00:00				
				Rec: ---	---					

The "Help!" pull-down menu is found on the menu bar located at the top of the main Flying Faders screen.

UNDO



This command allows you to reverse commands, including Undo itself. Undo restores a dialog box to its former state before it was opened, deleting any edits that were made from the time that the dialog box was first opened. Undo does not effect mix edits, however. Refer to the following list for dialog boxes that Undo can restore.

DIALOG BOXES AFFECTED BY UNDO:

- Client Information
- Select Mix/Pass
- Glide Times
- Timecode Options
- Safety Net Times
- Locate Times
- Rollback
- Reel Start and End Times
- Auto Record Times
- Channel Names

TO UNDO A DIALOG BOX:

1. Select Undo from the Help menu. If the dialog box can be restored by Undo, its name will follow Undo in the menu listing.
2. The dialog box will be restored. If Undo will not work on that particular dialog box, a message will appear informing you that there is no Undo information. Select OK to close the dialog box.

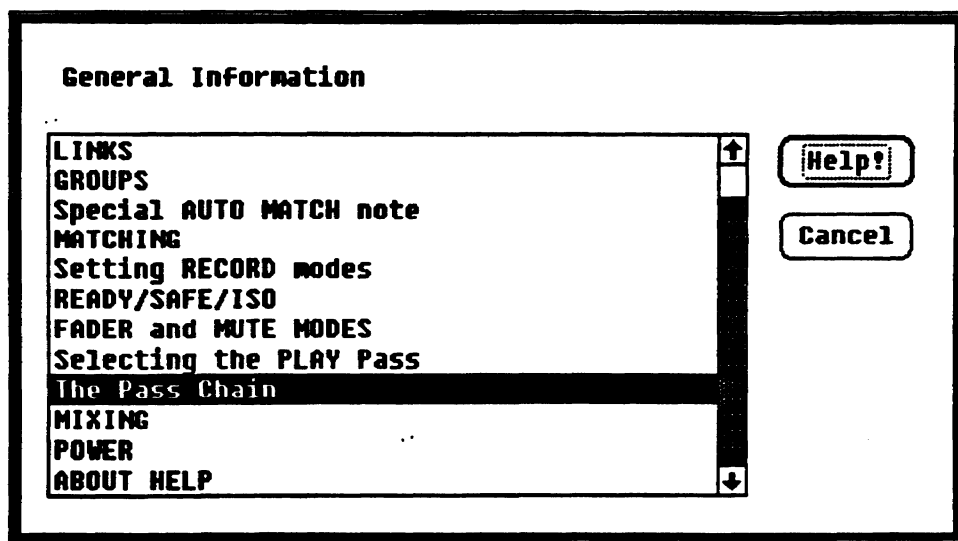
GENERAL INFORMATION

Help?	
Undo	F11
General Info...	F12
Help With Menus	
Hide Help Window	

This command allows you to view a list of Flying Fader topics for which help is available. Help on these topics may be obtained by selecting the appropriate title from the list.

TO SELECT GENERAL INFORMATION:

1. Press HELP on the Neve V Series keyboard, or select *General Info* from the Help menu.
2. Highlight the desired title and select the Help command button, or double click directly on the title.
3. The Help window will open, containing information on that particular topic.
4. Click anywhere on the Help window to close it.



HELP WITH MENUS

H elp?
Undo F11
General Info... F12
H elp With M enus
H ide Help Window

This command opens and closes the Help window. Each time a command is highlighted or chosen, facts and instructions about that command are displayed in this window.

TO OPEN THE HELP WINDOW:

1. Select *Help With Menus* from the Help menu.
2. The window will open and a check will appear in front of the command, indicating that the window is enabled.

TO CLOSE THE HELP WINDOW:

1. Select *Help With Menus* from the Help menu.
2. The window will close and the check by the command will disappear, indicating that the Help window is disabled.

HIDE HELP WINDOW

H elp?
Undo F11
General Info... F12
H elp With M enus
H ide Help Window

This command allows you to conceal the Help window. *Hide Help Window* does not close the window permanently, but simply masks it until a new command is chosen or highlighted.

TO HIDE THE HELP WINDOW:

1. Select *Hide Help Window* from the Help menu, or click directly on the blue text area of the window.

RESIZING AND MOVING THE HELP WINDOW

The Help window appears at the bottom of the screen when opened, but it may be resized and relocated to any area of the screen.

TO RESIZE THE HELP WINDOW:

1. Position the pointer over the border you wish to move.
2. When the pointer turns into a double-headed arrow, Click and Drag the border to the desired location.

TO MOVE THE HELP WINDOW:

- 1. Position the pointer in the white area containing the Help Menu title.**
- 2. Click and Drag the window to the desired location.**

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Glossary

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month 1991
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month 1991
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month 1991
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month 1991
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month 1991
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month 1991
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- Accelerator keys** Special keys that execute a command or open a dialog box without using the menu, the mouse, or a series of keystrokes.
- Arrow** A pointer shape that is used for the selection of functions.
- Auto Match**..... When the fader automatically moves back to its original Pass position after a change was made to the fader. Auto Match Glide times are adjustable.
- Check box** Small squares that are used to select one or more options in a dialog box.
- Click** To press and release the mouse button.
- Command**..... A word or phrase, usually found in a menu, that is chosen to carry out an action.
- Command button** Rectangular buttons with rounded corners that are used to activate or cancel a command.
- Control box** The small box that is located in the upper left corner of the main screen.
- Default** An option or command that is automatically chosen by the system. The default can be overridden by selecting the desired command or option.
- Delete** To erase mix information from a floppy or the hard disk, or remove a Label from a list, mutes from a list, etc..
- Diagnostics window**.. This window bypasses the Windows environment so you can communicate directly with the PC.
- Dialog box** A box that appears when more information is needed before a command can be carried out.
- Direct window access** Control of commands and features from the main Flying Faders screen as opposed to opening a dialog box.
- DOS** Disk operating system.
- Double click** Quickly click the mouse button twice.
- Drag** To click and hold the mouse button while moving the mouse.

- Floppy disk** The 3.5 inch high density disk that is used to store mix data on.
- Format** To prepare a disk so that it can hold mix information.
- Gang** A Group or a Link.
- Glide Time** The amount of time (in frames) it takes to perform a Match or Auto Match.
- Global** Affects all faders and mutes.
- Global Master** The control panel on the console that controls certain features such as Trim for all faders, Group and Link mode selection and interrogation, RSI modes for all faders, and control of automation.
- Group** A series of faders or mutes that are connected together with one fader or mute serving as a master.
- Group Coalesce** Copying information from a Group master to that master's slaves.
- Hard disk** The disk that is permanently installed in the computer. Most systems are equipped with a 40 Mb hard disk.
- Help window** This window displays information and instructions about different commands.
- Hourglass** A pointer shape that tells you a function is being executed.
- I-beam** A pointer shape that is used for entering text.
- Inactive command button** Command buttons that are grayed out, meaning that they are inactive and unusable at that time.
- Insertion point** The location where text will be inserted when typed in. The insertion point is to the left of the flashing vertical line in a text box area.
- Interrogation by SELECT** Determining fader master and slave relationships in a Group by using the SELECT buttons.
- Interrogation by touch** Determining fader master and slave relationships in a Group by touching the faders.

- Accelerator keys** Special keys that execute a command or open a dialog box without using the menu, the mouse, or a series of keystrokes.
- Arrow** A pointer shape that is used for the selection of functions.
- Auto Match**..... When the fader automatically moves back to its original Pass position after a change was made to the fader. Auto Match Glide times are adjustable.
- Check box** Small squares that are used to select one or more options in a dialog box.
- Click** To press and release the mouse button.
- Command**..... A word or phrase, usually found in a menu, that is chosen to carry out an action.
- Command button** Rectangular buttons with rounded corners that are used to activate or cancel a command.
- Control box** The small box that is located in the upper left corner of the main screen.
- Default** An option or command that is automatically chosen by the system. The default can be overridden by selecting the desired command or option.
- Delete** To erase mix information from a floppy or the hard disk, or remove a Label from a list, mutes from a list, etc..
- Diagnostics window**.. This window bypasses the Windows environment so you can communicate directly with the PC.
- Dialog box** A box that appears when more information is needed before a command can be carried out.
- Direct window access** Control of commands and features from the main Flying Faders screen as opposed to opening a dialog box.
- DOS** Disk operating system.
- Double click** Quickly click the mouse button twice.
- Drag** To click and hold the mouse button while moving the mouse.

Neve V Series

- keyboard** The computer keyboard that is installed on Neve consoles. It is basically the same as the standard keyboard, but contains pre-labeled accelerator keys and transport control keys.
- Option button** A circular button that is used to select an option in a dialog box.
- Pointer arrow** A small symbol that indicates what part of the screen will be affected when the pointer button is clicked.
- Preset** An initial snapshot of all fader positions and mute states.
- RAM** random access memory
- Ready mode** Faders and mutes that are in the Ready Record mode will play back and record all moves or mutes when automation is on.
- Record Lock** A fader and mute Ready mode.
- Rollback** When activated, the transport will rewind a user-selectable rewind time and transfer into play.
- RSI** Ready/Safe/Isolate (See individual definitions for each.)
- Safe mode** Moves and events are played back, but no moves or events can be recorded.
- Safety Nets** Allows you to make changes between two points in timecode while the rest of the mix is placed in Safe.
- Scroll bar** A bar that appears at the right side and/or bottom of a window or dialog box that contains arrows on both ends. The scroll bar allows you to view text or items that will not fit in the box.
- Select** To perform an action that activates a command.
- Smart keys** User-programmable keys. A command or series of commands may be recorded and assigned to one of 12 Smart keys.
- Standard keyboard..** The standard QWERTY keyboard for Flying Faders. Replaced with the Neve keyboard.
- Text box** Where information is inserted by the user. Text boxes are usually located in dialog boxes.

- Isolate mode** Faders and mutes that are in the Isolate mode are cut off from the computer and will not play back or record any moves or mutes.
- Keep** To store a mix to disk.
- Keystroke** A combination of key presses that carry out a command.
- Latching button operation** A feature used for Solo. In this mode, Solo will turn on when the SOLO button is pressed and will turn off when pressed again.
- Link** A series of faders or mutes that are connected together. Any fader or mute in the Link can serve as a master.
- List box** Contains choices that are available to the user.
- Load** To duplicate mix information from hard disk or floppy disk and place it in RAM.
- Main screen** The master control window for Flying Faders.
- Match** When the fader moves back to its original Pass position after a change was made to the fader. Match Glide times are adjustable.
- Menu** A list of commands or dialog boxes.
- Menu bar** The horizontal bar across the top of the main screen that contains menu titles.
- Menu title** The list of menus contained in the menu bar.
- Mix/Pass** The chain of moves and events stored in RAM.
- Mix/Pass counter** The area on the main screen that shows the current Mix/Pass number.
- Mix/Pass Tree** A visual representation showing the hierarchy of Mix/Pass numbers.
- Momentary button operation** A feature used for Solo. In this mode, Solo will be on only as long as the SOLO button is held down.
- Mouse** A pointing device that is used to perform functions without the use of the keyboard.

Text pages A word processor in Flying Faders that is used for editing files and for making general notes.

Timecode field The area that contains timecode numbers.

Touch Record A fader and mute Ready mode.

Trim To change the preset of a fader or faders.

Two-headed arrow .. A pointer shape that is used for changing the size of the windows.

VDU video display unit

xFade Crossfade



