

## Auto-Transport

The Auto-Transport page contains parameters relating to the primary functions of the DMC1000's automation system. In addition, some parameters relating to the master section are contained in this page, primarily for the convenience of multiple-DMC1000 users.

- M> In multiple-DMC1000 systems, parameters in the Auto-Transport page are not affected by Display/Edit settings. To enable a multiple-DMC1000 configuration to function as one integrated system, changes made to any parameter in this page will affect all DMC1000s in the system. (DMC1000s can be included or removed from the system in the DMC System Links section of this page.) Any parameter in this page can be changed either from Project Manager, or from any DMC1000 which is linked into the system.

**•AUTO-TRANSPORT**

Special Links

•Automation Modes

Locate Quick Automation Locate Mode

Absolute Fader Edit Mode

Insert Automation Record Mode

All Tracks Absolute Update Mode

Motor ON Fader Motors

•Fader Edit

374.1ms time

Return status

•Master Section

Monitor Mode Ster

Dimmer Off

All Solos Off

Meter Hold Off

automation undo

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**DMC1000 Auto-Transport**

Record to: Track 1

transport command keys on

rec play stop

<enter> <space> <return>

Tracks: 1 2 3 4

•DMC System Links

DMC1

DMC2

DMC3

DMC4

DMC5

DMC6

•Transport

Time Code

Off

Enabled

### 12.1 Automation Modes

#### 12.1.1 Automation Locate Mode

This selection determines how the automation system correctly sets all console parameters when the time code master plays from somewhere other than the beginning of an automated mix.

- a) **Locate Quick:** When this is selected, the current status is calculated from the most recent Scene Memory recall data.
- b) **Locate Full:** When this is selected, automation data is processed sequentially from the beginning of the mix. Locate Full mode will be required when parameters which are not included in Scene Memories are automated - for example, Insert In/Out switching.

**Important:** It is also necessary to use Locate Full mode when any Scene Memory filtering is being used within an automated mix (refer to 7.5).

#### 12.1.2 Automation Fader Edit Mode

This selection determines whether the fader positions will represent their absolute value as automation data is being recorded, or will allow relative values to be recorded into the automation system.

- a) **Absolute:** When this mode is selected, the fader's absolute position corresponds to its actual level. When the fader is touched, previous data pertaining to that fader is overwritten.
- b) **Relative:** When this mode is selected, relative values can be recorded into the automation system. Although the fader is being touched, previous data pertaining to that fader is retained and any movements of the fader are added to, or subtracted from, the existing levels. This allows a 'trim' type of fader editing.

#### 12.1.3 Automation Record Mode

This selection determines what happens to existing automation data when recording begins.

- a) **Replace:** When this is selected, all previously recorded automation data is replaced (erased) from the point at which recording begins.
- b) **Insert:** In this mode, previously recorded data is retained and continues to playback after recording begins. Fader data can be overwritten or trimmed as described in 12.1.2.

**Note:** Automation Fader Edit Mode and Automation Record Mode should not be changed after automation recording begins.

#### 12.1.4 Absolute Update Mode

- a) **Record Track:** Overwriting automation data for a fader (using Automation Fader Edit Mode: **Absolute**) will only affect data that exists on the automation track that is currently recording.
- b) **All Tracks:** When recording new fader data, any data that relates to that fader (regardless of which track it is on) will be overwritten. However, this only applies to tracks that are currently playing and/or recording.

### 12.1.5 Fader Motors

- a) **Motors On:** This selects normal motorized fader operation.
- b) **Motors Off:** When this is selected, the fader motors will not function under automation playback (however, audio level changes will still occur). This mode of operation is particularly useful when trimming of moving faders is required.

## 12.2 Fader Edit

These parameters determine how the DMC1000's faders will behave when they are released after editing using Automation Record Mode - **Insert**.

### 12.2.1 Fader Edit Time

This is a very long pop-up menu which allows an exact Fader Return Time to be selected. This parameter controls the amount of time a fader will take to return to its previously recorded position in an automated mix, after the fader is released.

### 12.2.2 Fader Edit Status

- a) **Return:** Faders will return to their previously recorded position in an automated mix, after the fader is released.
- b) **No Return:** Faders will remain at their current position after they are released. However, any fader moves that may occur later in the mix will be retained exactly as they were recorded.

## 12.3 Automation Undo

Clicking on this button will cause the most recent automation recording to be undone - retrieving the previous automation data from that track. This can only function if the automation track's memory is less than 50% full. This function can also be executed using the Mac key command <Control A>.

## 12.4 Master Section

### 12.4.1 Monitor Mode

The Control Room Monitor mode can be set to **Stereo** or **Mono** from a pop-up menu.

### 12.4.2 Dimmer

The Control Room Monitor dimmer can be turned **On** or **Off**.

### 12.4.3 All Solos Off

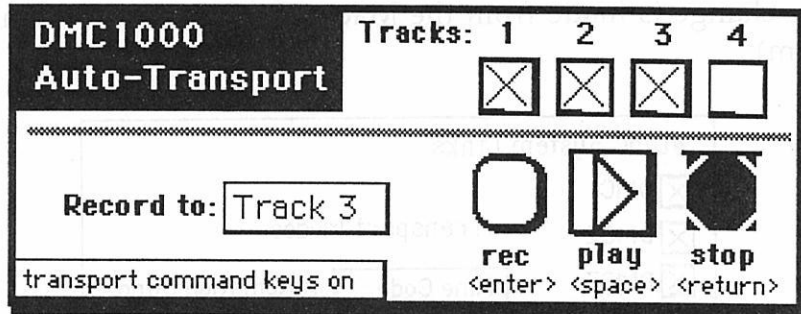
Clicking on this button will turn Off all Solos, in every DMC1000 in the system.

### 12.4.4 Meter Hold

The DMC1000's Meter Peak Hold facility can be turned **On** and **Off** using a pop-up menu.

## 12.5 DMC1000 Auto-Transport

Parameters relating to the basic functioning and 'transport' of the DMC1000's automation system are located in this section.



### 12.5.1 Automation Play Tracks

Tracks 1-4 can be turned On (to playback automation data) by clicking in the appropriate boxes - or by pressing the dedicated buttons in the DMC1000's Automation section.

### 12.5.2 Record Track

A pop-up menu provides Record Track selection.

### 12.5.3 Transport Command Keys

A pop-up menu allows Mac keyboard commands to be used to control the automation system 'transport' functions. Select **transport command keys on**.

### 12.5.4 Transport Control

The automation transport can always be controlled by the Project Manager on-screen buttons and the dedicated buttons on the DMC1000 itself.

- a) **Record:** Record-Ready mode can be entered by pressing the Macintosh's <Enter> key, by clicking on the rec button, or by using the [REC] button in the DMC1000's Automation section. Double-clicking any of the above will activate **Auto Record** mode. In this mode, the DMC1000 will remain in Record Ready after each automation recording pass has been completed. Auto Record mode is cancelled by pressing Record again.
- b) **Play:** Play mode is entered by pressing the Mac's <Spacebar>, clicking on the play button, or by using the [PLAY] button in the DMC1000's Automation section. When time code sync mode is selected (refer to 12.7.1), the automation system will automatically enter Play mode as soon as incoming time code is read.
- c) **Stop:** Automation system playback and recording can be stopped by pressing the Mac's <Return> key, clicking the stop button, or by using the [STOP] button in the DMC1000's Automation section. When time code sync mode is being used, the DMC1000's automation system will automatically Stop approximately one second after incoming time code stops.



## 12.6 DMC System Links

Up to six DMC1000s can be linked by selecting them in this section. When a DMC1000 is selected as part of the System Links, it will be affected by changes made to any parameter included in the Auto-Transport page (regardless of whether the change is made from the Macintosh or directly from any DMC1000 in the system).

•DMC System Links

☒ DMC1

☒ DMC2

☒ DMC3

☒ DMC4

☐ DMC5

☐ DMC6

•Transport Modes

Time Code    Automation Sync

Off    Play Repeat

Enabled    Midi Remote

## 12.7 Transport Modes

### 12.7.1 Automation Sync Mode

- Internal:** An internal clock, derived from the CPU, can be used as a reference for the DMC1000's automation system. The automation will always Play and Record from the beginning of the mix.
- MIDI Clocks:** The DMC1000's automation system can be synchronized to MIDI Clocks when this mode is selected.
- Time Code:** In this mode, the automation system will synchronize to time code. Use the *MIDI & Time Code* page to select the appropriate time code Source and Frame Rate (refer to 10.2).

### 12.7.2 Play Repeat

When the DMC1000's internal clock is used as the automation time reference, the automation will continue to playback repeatedly if this mode is turned On.

### 12.7.3 MIDI Remote

This mode must be Enabled if the DMC1000's automation 'transport' functions are to be controlled by Project Manager.

## Automation

This page allows the DMC1000's automation data to be edited from Project Manager. Some other parameters relating to the functioning of the automation system can also be controlled from this page.

The column of the left side of this page contains buttons which are used to access 8 sub-pages for editing various automation parameters and data. The Extract Parameter, and punch-in/out times shown on the right side of this page are used with the following automation sub-pages: Auto Punch In/Out, Extract Functions, and to a limited extent with Track Edit Commands.

### 13.1 Automation Auto Punch In/Out

To access this function, click on the button labelled Auto Punch In/Out. This will open a sub-page which will appear just below the Extract Parameter and Punch-in and Punch-out times section.

This function allows automation recording to begin and stop automatically at specified time code addresses. When it is enabled, an >>>>Auto Punch IN/OUT Enable<<<< warning will appear in the Project Manager Status window when the REC key is pressed.

•Extract Parameter:

Input 2 Pan

☐ set last touched parameter to Extract

punch-in (and extract from):    punch-out (and extract to):

hours : mins : secs : frames    hours : mins : secs : frames

☐ update

**[•Auto Punch In/Out]**

•Automation Auto Punch In/Out:

•Mode

•Extract Parameter

### 13.1.1 Punch In/Out Mode

- Auto:** When this is selected, pressing the DMC1000's **REC** key will cause the automation to remain in Record Ready condition until the Auto Punch-In time is reached. Recording will stop at the Out time. This only functions when time code sync mode is being used.
- Manual:** Automation Auto Punch is disabled.

### 13.1.2 Extract Parameter On/Off

When this is turned **On**, the selected parameter will be extracted (erased) from the start of Automation Auto Punch recording to the end of the recording. This allows a non-fader parameter to be overwritten and replaced with new data using just one procedure.

### 13.1.3 Extract Parameter Select

This displays the parameter which will be extracted during each automation Auto Punch-In/Out. Click on the button marked **set last touched parameter to Extract** to select the parameter for extraction. This will capture the most recently adjusted parameter on the DMC1000 for Auto Extraction. All automation data between the punch-in and punch-out times will be erased (extracted), allowing new data to be recorded replacing the old data.

### 13.1.4 Automation Punch In and Out Times

The Punch-In and Out times can be entered from the Mac's numeric keypad - click on the hours, minutes, seconds, or frames box to select it before entering the value from the keypad. Alternatively, values can be edited by holding down the mouse button and dragging up or down.

### 13.1.5 Punch In/Out Time Update

Whenever the automation system goes into and out of Record mode, these times are captured by the DMC1000. Click on the **Update** button before executing the Auto Punch or any Extract function, to make certain that the correct times are being displayed. An automatic update occurs whenever the *Automation* page is opened and whenever automation recording stops. Clicking on the Update button should only be necessary if communications between the DMC1000 and Project Manager have been interrupted - for example, if another program is being used on the Macintosh and Project Manager has not been the active program at some time.

## 13.2 Automation Data Copy

Automation data can be copied from one automation track to the same track with a timecode offset, or to a different track. This can be used to simply duplicate an automation track's data, or to repeat a section of automation data at a different timecode address.

**[[[\*Automation Data Copy]]]**

•Automation Data Copy FROM: Track1

start: end:

0 2 19 4 0 3 10 17

hours : mins : secs : frames hours : mins : secs : frames

•Automation Data Copy TO: Track2

start:

0 8 30 2

hours : mins : secs : frames

•Automation Data Copy

☐ data copy execute

☐ data copy undo

Automation Record Mode

Insert

### 13.2.1 Start and End Times

The start and end times of the source track (From) can be entered the Mac's numeric keypad - click on the hours, minutes, seconds, or frames box to select it before entering the value from the keypad. Alternatively, values can be edited by holding down the mouse button and dragging up or down.

Only the start timecode address is required for the destination (To) track - the end time will be determined by the length of the source data.

### 13.2.2 From and To Tracks

The source automation track (From) and the destination track (To) can each be selected from pop-up menus.



### 13.2.3 Automation Data Copy Mode

The Automation Data Copy can be used to either Replace existing data on a track, or to be Inserted into that track. The selection of Automation Record Mode: Replace or Insert will determine how the automation data copy function affects existing data.

### 13.2.4 Automation Data Copy Execute

Clicking on the button labelled **data copy execute** opens the Data Copy Execute window. Click on the button labelled **Are you sure?** to execute the data copy.

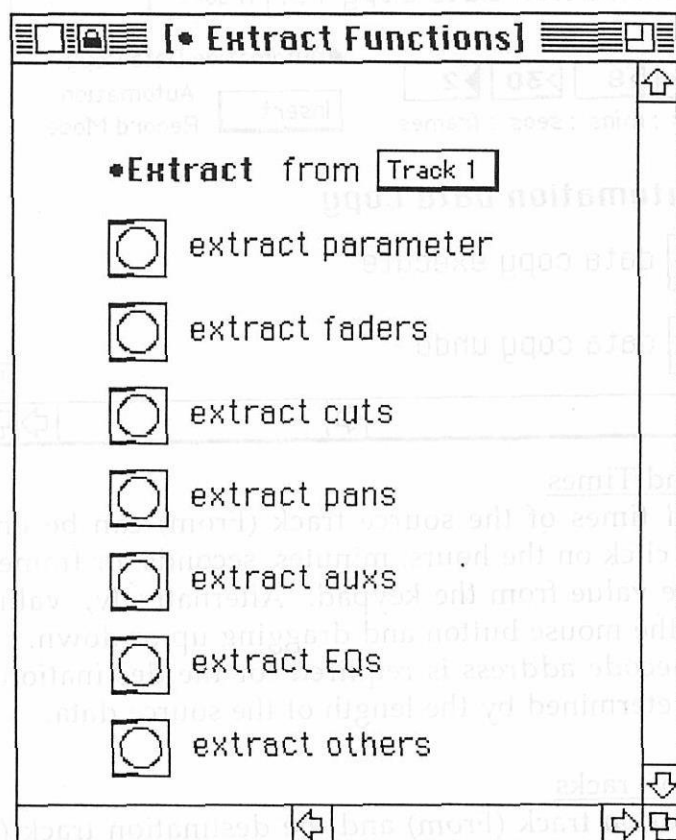
**Note:** Refer to the DMC1000 Automation Operation guide for recommendations regarding Automation Data Copying.

### 13.2.5 Automation Data Copy Undo

After an Automation Data Copy has been executed, it is possible to reverse the process and retrieve the previous data by clicking on the button labelled **data copy undo**. This will open the Data Copy Undo confirmation window. This function can only be used if the automation track which has been copied To, still has at least 50% of its memory available.

## 13.3 Extract Functions

These functions allow data to be extracted (erased) from a selected automation Track between designated time code in and out points.



### 13.3.1 Extract Parameter

- (1) Use the pop-up menu to select the automation Track from which the parameter will be extracted.
- (2) Data will be extracted beginning on the time code frame indicated in the **extract from** address, up to (but not including) the **extract to** frame (extract from and to addresses are located in the *Automation* window directly above the Extract Functions window). Time code addresses can be entered from the Macintosh's numeric keypad, or each number box can be scrolled to enter an address. After each automation recording, the **extract from** and **to** addresses will automatically update to represent the latest record In and Out points.
- (3) To select a parameter for extraction, make an adjustment to that parameter's control on the DMC1000. Then click the button in the •Extract Parameter section labelled: **set last touched parameter to Extract** (refer to 13.1.3). This will cause the most recently adjusted parameter on the DMC1000 to be selected for extraction.
- (4) Click on the button labelled **extract parameter**. An **Are you sure?** confirmation window will appear. Click on the button to execute the extract parameter function.

### 13.3.2 Extract Faders, Cuts, Pans, Auxs, EQs, Others

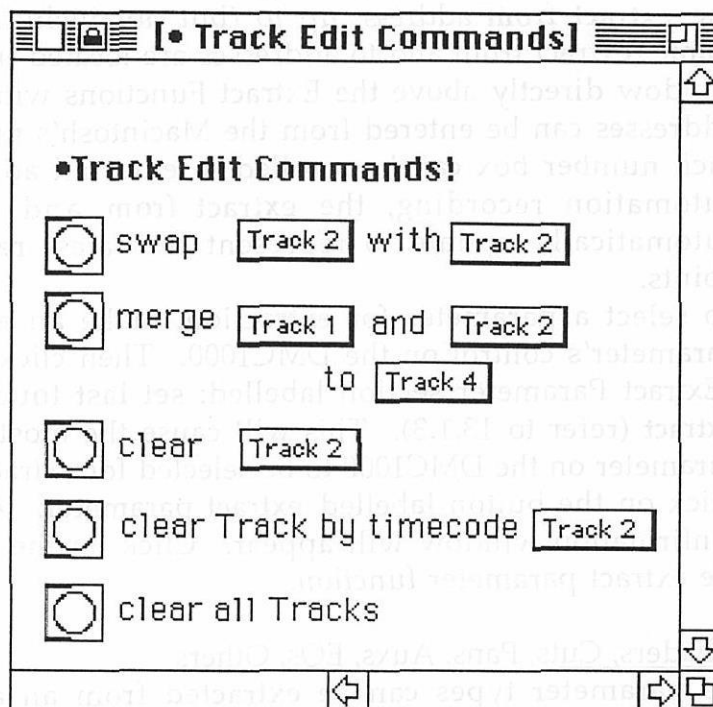
Each of these parameter types can be extracted from an automation Track within specified time code from and to addresses. Refer to 13.3.1 for a description of the execution procedure.

The **Others** category includes the following parameters:

- Stereo and Program Bus (1-8) Assignments
- Bus Output to Monitor Section Assignments
- Phase Switches
- Pads
- Stereo Inputs A and B Internal/External Switching
- Fade Times
- Stereo Inputs A,B,C Balance
- Fader Flips
- Insert On/Off and Pre/Post Switching
- Cascade In Pads
- Panpot Mode
- Effects 1 and 2 Type and Parameters
- Channel Delay Times and Delay Feedback Gain
- Stereo/Mono Channel Selection
- MS Decoding

### 13.4 Track Edit Commands

The following functions allow automation data to be edited from Project Manager.



#### 13.4.1 Swap

This function allows data from one automation Track to be swapped (exchanged) with data from another Track. This function also allows certain automation processes to be reversed in order to retrieve erased data (similar to an "Undo" function). This function can be used to retrieve the previous data after an Extract, Merge, Clear Track (not All Clear), automation load from floppy disk, or automation recording (see also 12.3 Automation Undo). However, it is only possible to perform an "Undo" Swap if the automation Track still has at least 50% of its memory available.

- (1) Use the pop-up menus to select the automation Tracks which are to have their data swapped.
- (2) Click on the swap button to open a confirmation window. Click on the button to execute the data swap function.

#### 13.4.2 Merge

Data contained within different automation Tracks can be merged together onto one Track.

- (1) Use the pop-up menus to select the two source Tracks and the destination Track.
- (2) Click on the merge button to open a confirmation window. Click on the button to execute the data merge function.

### 13.4.3 Clear Track

Data from any automation Track can be cleared (erased).

- (1) Use the menu to select the Track which is to be cleared.
- (2) Click on the **clear** button to open a confirmation window. Click on the button to execute the track clear function.

### 13.4.4 Clear Track by Time Code

Data can be cleared (erased) from an automation Track, within time code From and To limits.

- (1) Set the time code From and To times using the same number boxes used to set Auto Punch and Extract times (in the *Automation* window). Data will be cleared beginning on the time code frame indicated in the **extract from** address, up to (but not including) the **extract to** frame.
- (2) Use the menu to select the Track which is to be cleared.
- (3) Click on the **clear Track by time code** button to open a confirmation window. Click on the button to execute the clear function.

### 13.4.5 Clear All Tracks

Data from All automation Tracks can be cleared (erased) simultaneously. Click on the **clear all Tracks** button to open a confirmation window. Click on the button to execute the all clear function.

## 13.5 Edit Channel On/Off Switches

Automation data relating to the DMC1000's channel On/Offs can be edited by selecting channels from the Macintosh.

- (1) When the automated mix reaches the point where editing is required, click in the appropriate channel box. This will put that channel's On/Off switch into Edit mode erasing any previously existing On/Off data
- (2) At the end of the edited section, click in the box to remove the X and to exit Edit mode. The DMC1000 will also automatically turn off any Edit switches when automation recording stops.

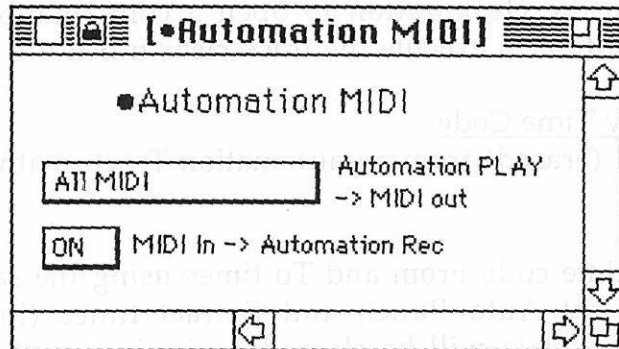
## 13.6 Automation Record Filters

For each of the DMC1000's four Automation Tracks, the user can specify which types of parameters can be recorded and which will be ignored. When a tick is placed in a box, it causes that Automation Track to **Ignore** (not record) that particular parameter type. Refer to (13.3.2) for details of the parameters included in the **Others** category.



### 13.7 Automation & MIDI

Click on this button to set parameters relating to how the DMC1000's automation system handles MIDI data.



#### 13.7.1 Automation Play -> MIDI Out

Project Manager allows the user to determine whether the DMC1000 will output MIDI data from its automation system. There are 3 choices available:

- No MIDI:** In this mode, the DMC1000 will not output any MIDI data from its automation system.
- Program Changes Only:** When this is selected, the DMC1000 will only output Program Changes from its automation system. Program Changes relate to Scene Memory changes on the DMC1000. In order for the Project Manager's Scene List to display the Current Scene, Program Changes must be output by the automation system.
- All MIDI:** When this mode is selected, the DMC1000 will output all types of MIDI data from its automation system, using MIDI channel 16 (with register mode employed for control change data). Using this mode allows all parameter displays in Project Manager to be continuously updated without causing any data loops in the Mac Groups or Mac Links. This setting is automatically selected during launching and initialization of Project Manager.

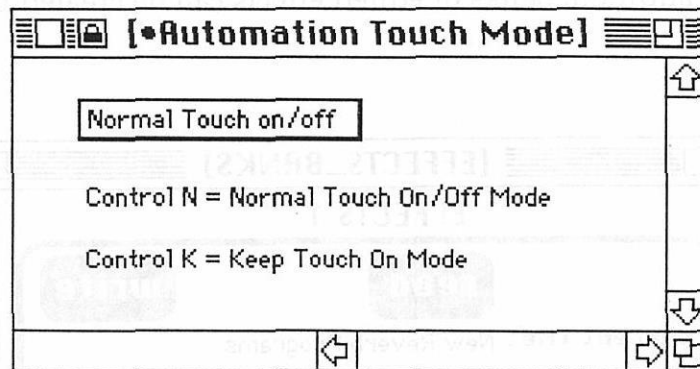
Note: The Automation -> Play MIDI Out parameter will also be affected by the Options setting: Automation Chase Mode (refer to 4.3.2).

#### 13.7.2 MIDI In -> Automation Record

When this is turned ON, MIDI data received at the DMC1000's MIDI In connector can be recorded into the on-board automation system. This will be necessary if you wish to record Scene Memory and Effects Program changes, or any other parameter change data into the DMC1000's automation system from the Project Manager. This parameter is automatically set to ON during launching and initialization of Project Manager.

### 13.8 Automation Touch Mode

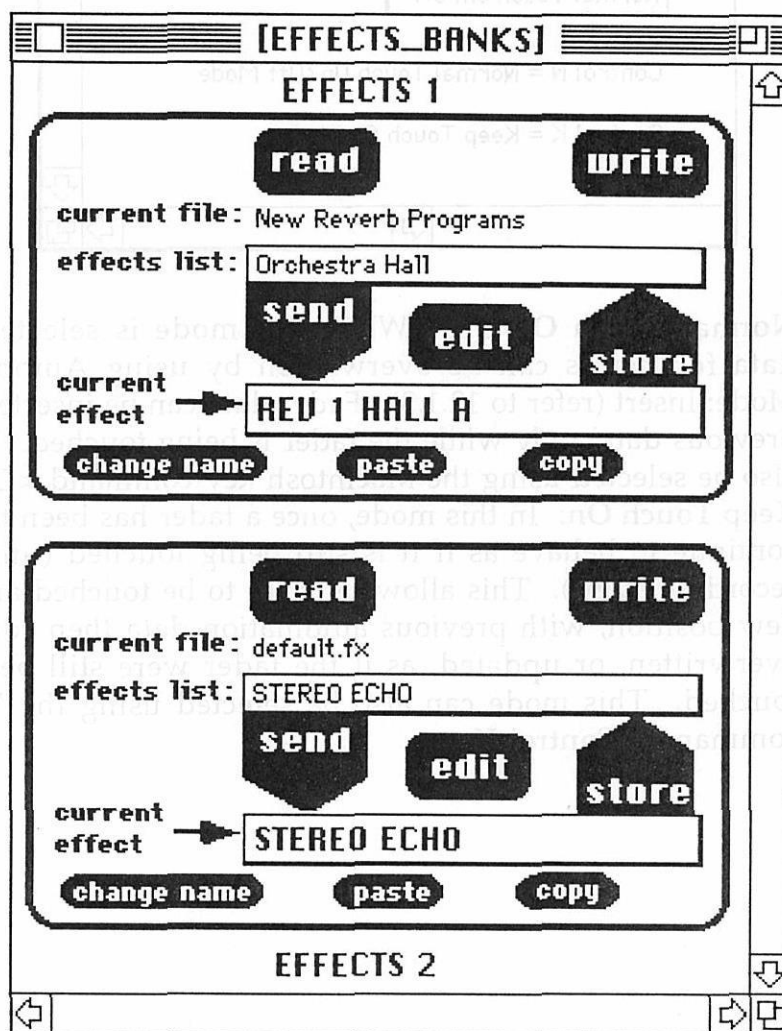
This selection allows fader touch-sensing to function in two different ways with regard to the automation system.



- a) **Normal Touch On/Off:** When this mode is selected, automation data for faders can be overwritten by using Automation Record Mode: Insert (refer to 12.1.3). Fader data can be inserted (overwriting previous data) only while the fader is being touched. This mode can also be selected using the Macintosh key command <Control N>.
- b) **Keep Touch On:** In this mode, once a fader has been touched, it will continue to behave as if it is still being touched (until automation recording stops). This allows a fader to be touched and moved to a new position, with previous automation data then continuing to be overwritten, or updated, as if the fader were still being physically touched. This mode can also be selected using the Macintosh key command <Control K>.

## Effects Editor/Librarian

This page allows control of the DMC1000's two on-board digital effects processors. In addition, banks of edited effects can be created by users and stored for future use.



### 14.1 Effects List

- The pop-up menu labelled effects list allows selection of an effect from the current file (refer to 14.4). A file contains a bank of 32 effects programs.
- Click send to transfer an effect from the effects list to the DMC1000. The effect will now appear as current effect.

## 14.2 Effects Parameter Editing

- a) Click **edit** to open the edit window. Sliders, pop-up menus, and number boxes are available for editing the effect's parameters.
- b) Changes to an effect's parameters can be recorded into the DMC1000's Automation system in real-time from the Effects Edit window. (Refer to 13.7.2 for details.)

### 14.2.1 Effects Naming

Click **change name** to open the naming window. Names may be as long as you want, but certain symbols are not allowed (ie. , \$ \ ;). These symbols will be replaced with **\_**. (The DMC1000's LCD will always display the type of current effect in use, rather than the program's name).

## 14.3 Copy and Paste Editing

Effects programs can be copied from one bank and pasted into the other in order to create user-programmed banks of 32 effects. The following is an example of the procedure:

- 1) After closing the Edit window and naming the edited effects program, click **copy** in the Effects 1 section.
- 2) Click **paste** in the Effects 2 section.
- 3) Use the pop-up menu next in the Effects 2 section to select the destination location for the newly edited effect.
- 4) Click **Store** in the Effects 2 section to store the effect in the selected location.

## 14.4 Managing Effects Bank Files

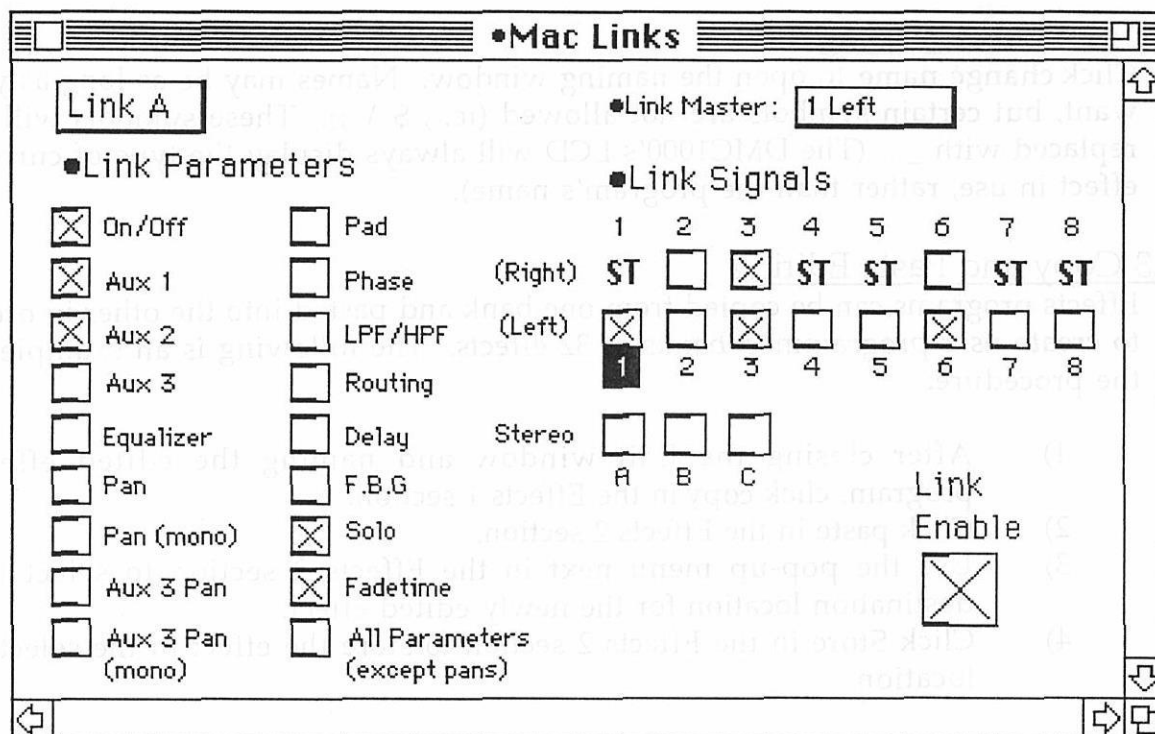
Banks of 32 effects programs can be saved to, and loaded from the Macintosh's disk-drives.

- a) To save a bank of effects programs to disk, click **Write**. Use normal Macintosh file management procedures to save the bank of effects programs as a file.
- b) To load a bank of effects into the **current file**, click **Read**. Locate an Effects Bank file on the hard or floppy disk and double-click on it. A bank of reverb and early reflection programs (New Reverb Programs) is included with Project Manager. This file is located in the **User Files** folder.



## Mac Links

Mac Links provide 4 link sets (Links A-D) in addition to the two Links provided on the DMC1000 itself. Each Mac Link may contain up to a total of 16 mono or 8 stereo channels.



### 15.1 Links A-D

Mac Links A through D can be selected for editing by using a pop-up menu. The Mac Link window does not have to be open in order to function. All four Mac Links may function simultaneously.

M> In multiple-DMC1000 systems, each DMC1000 can have its own 4 Mac Links. Use Display/Edit to assign Links A-D for each DMC1000. Links between DMC1000s are not possible, i.e. signals in DMC1 cannot be linked to signals in DMC2.

### 15.2 Link Parameters

Each Mac Link can control a different set of parameters. Clicking in the box next to the parameter name assigns that parameter to the Link.

#### 15.2.1 Linking Pans

In order to link the pans between more than one Stereo channel, click in the box labelled Pan (ST). To link pans between more than one Mono channel, click in the box labelled Pan (mono). Attempting to link pans between stereo and mono channels will produce unusual behaviour. Don't do it!

### 15.2.2 All Parameters (except pans)

Click in this box to quickly select all parameters with the exception of pans. This feature has been provided to allow a pair of mono channels to function like a stereo pair, with perhaps some parameters removed from the link. For example, if you wish to create a stereo pair but do not want EQs to be identical on each side of the stereo channel, click in this box and then de-select the Equalizer parameter from the link.

## 15.3 Link Signals

Up to 16 mono or 8 stereo channels can be included in a Mac Link. Click in the appropriate box to assign a channel to a Mac Link. If a channel is functioning in Stereo mode, only one box will be displayed (next to the Left side of the channel), with the letters ST appearing next to the Right side of the channel. Clicking in the box will assign both the left and right sides of the channel to the Mac Link.

**Note:** If a channel's mode is changed between Stereo and Mono, the channel will automatically be removed from any DMC1000 or Mac Links.

## 15.4 Link Master

The first signal assigned to a Mac Link will be considered the **Link Master**. All linked parameter values from the Master will be copied to the other members of the Link. After a Link is created, any channel may be used to alter parameter values and all members of the Link will also change.

Links can be quickly dissolved by de-selecting the Link Master channel. This can be done in two different ways:

- a) Click on the box representing the Link Master (this will cause a dialog box to appear, asking you to confirm that you want to Unlink the signals).
- b) Select **Unassigned** from the Link Master pop-up menu. This will dissolve the Link without requiring a confirmation.

## 15.5 Enable

The Enable box allows each of the Mac Links (A-D) to be enabled (active) or disabled, independently.

## Mac Groups

**Mac Groups**

Group Members

	1	2	3	4	5	6	7	8
(Right)	ST	<input type="checkbox"/>	<input checked="" type="checkbox"/>	ST	ST	<input checked="" type="checkbox"/>	ST	ST
(Left)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	A	B	C					
Stereo	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>					
Touch Sense Grouping	<input checked="" type="checkbox"/>							
Group Enable						<input checked="" type="checkbox"/>		

### 16.1 Groups A-D

Mac Groups provide 4 additional Groups (A-D) which can include any channels on the DMC1000, including those controlled by rotary encoders. Up to 16 mono or 8 stereo channels may be included in a Mac Group.

► In multiple-DMC1000 systems, each DMC1000 can have its own 4 Mac Groups. Use Display/Edit to assign Groups A-D for each DMC1000. Groups between DMC1000s are not possible, i.e. signals in DMC1 cannot be grouped with signals in DMC2.

### 16.2 Group Members

Click in the appropriate box to assign a channel to a Mac Group. If a channel is functioning in Stereo mode, only one box will be displayed (next to the Left side of the channel), with the letters ST appearing next to the Right side. Clicking in the box will assign both the left and right sides of the stereo channel to the Mac Group.

**Note:** Under most circumstances, placing the same channel in more than one Group is not advisable. A warning dialog box will appear if you attempt to assign the same channel to more than one Mac Group.

### 16.3 Touch Sense Grouping

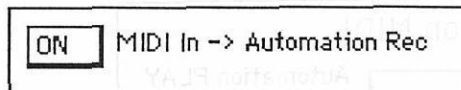
When this is selected, each time a fader is touched a MIDI message is sent out of the DMC1000. This allows touch-sensing to be grouped by the Mac Groups. This parameter should normally be turned On if Mac Groups are being used with the DMC1000's automation system.

## 16.4 Group Enable

- a) Clicking on the **Enable** box activates the group. Each Mac Group (A through D) can be enabled or disabled independently.
- b) To adjust the relative levels of channels after creating a Mac Group, click Off the Enable box and adjust the levels on the DMC1000. Then click the Enable box back On and the Group will be reactivated.

## 16.5 Mac Groups and the DMC1000 Automation

Level changes made using the Mac Groups can be recorded into the DMC1000's automation system, provided the DMC1000 is setup to record external MIDI In data.



This menu item can be selected in either the *Automation* or *MIDI & Timecode* page.

### 16.5.1 Fader Touch Sensitivity

- a) In order to overwrite existing fader automation data, the DMC1000 uses Fader Touch Sensitivity. When using Automation Record Mode - Insert (refer to 12.1.3), touching a fader allows existing data relating to that fader to be overwritten or trimmed.
- b) Fader Touch Sensitivity grouping by the Mac Groups is recognized by the DMC1000, provided **Touch Sense Grouping** is turned On (refer to 16.3).

### 16.5.2 Mac Groups and DMC1000 Automation Playback

The DMC1000's Automation System deals with automation data in two different categories:

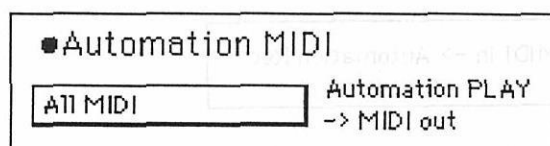
- a) **Scene Memory Automation:** This can be edited on the **At.MemEd** page in the DMC1000's LCD. These changes can be output by the DMC1000 as MIDI Program Changes. As part of the Project Manager's Start-Up procedure, MIDI Program Change transmission is turned On (refer to Appendix A for details about the Project Manager's Start-Up Settings).
- b) **Control Change Automation:** Dynamic, real-time changes recorded into the DMC1000's Automation System can be viewed and edited in the DMC1000's **At.CntEd** LCD page.

For normal operation of the Project Manager software, MIDI Control Change data should be output by the DMC1000. This parameter is turned On as part of



the Project Manager Start-Up and initialization procedures.

The DMC1000's automation system will output MIDI program changes and control changes on MIDI channel 16. Any parameter changes made manually on the DMC1000 will cause MIDI data to be output on channels 1-12. In this way, Project Manager can differentiate between data being played back by the automation system, and data being generated by manual parameter changes on the DMC1000's control surface. As a result, automation playback MIDI data will not necessarily cause interference with the functioning of Mac Groups and Mac Links. It is recommended that the Automation Play MIDI Out parameter be set to **All MIDI**, particularly if DMC Tools are being used to display dynamic automation changes.

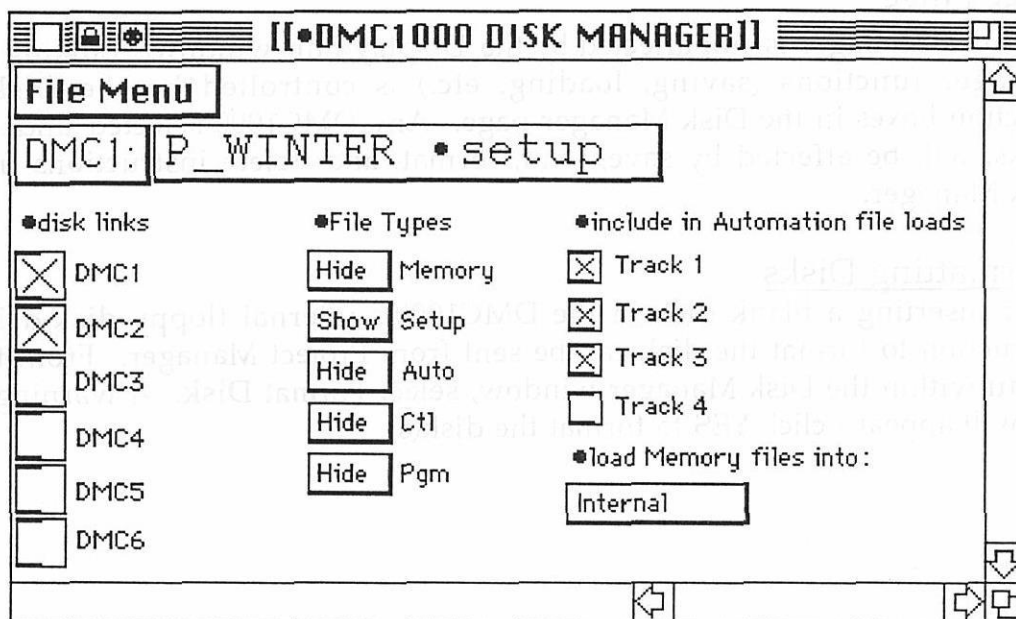


However, if it is not necessary to display dynamic automation parameter changes, it may be advisable to set this parameter to **Program Changes Only**. This will reduce the density of MIDI data being transmitted from the DMC1000 to Project Manager, and may improve the efficiency of Mac Groups and Mac Links.

## Disk Manager

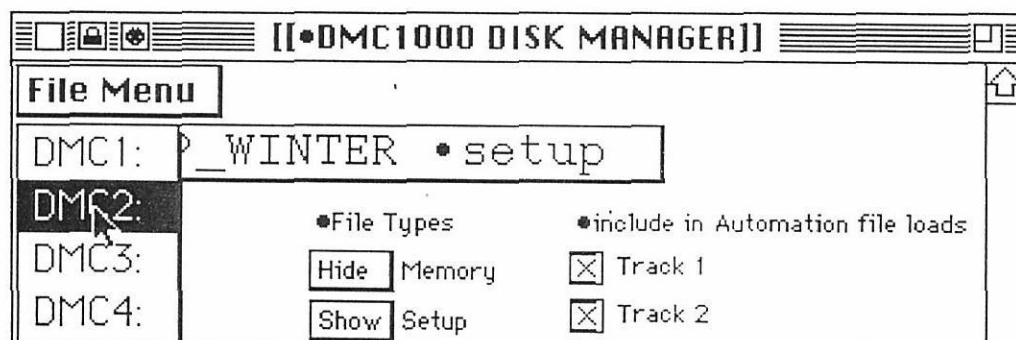
The Disk Manager provides complete control of the DMC1000's internal floppy disk-drives from the Macintosh computer. The Disk Manager page is accessed from the **Project Pages** menu in the menu bar at the top of the Mac screen or by using the key command <Shift D> on the Macintosh keyboard.

- In multiple-DMC1000 systems, this page allows files to be named, saved, loaded, etc., simultaneously to all DMC1000s in the system. Although it is not mandatory, it is recommended that all projects should begin with blank disks being inserted in each DMC1000. All disks in the system should then contain identical file names.



### 17.1 Accessing a Disk's File Directory

To access the contents of any disk's file directory, select the appropriate DMC1000 from the pop-up menu (see below).



Selecting a DMC1000 from this menu will cause the contents of the disk's file directory to be sent to Project Manager. If a different disk is inserted in the DMC1000's floppy disk-drive, use this menu again to access the contents of the new disk's file directory.

## 17.2 Viewing a Disk's Contents

All files in a DMC1000's disk file directory can be viewed simultaneously in a pop-up menu. In the example above, click and hold on the currently displayed file name: "P\_WINTER • setup", to display the file directory.

### 17.2.1 File Types

Alternatively, you can choose to either **Show** or **Hide** selected file types. Click on **File Types** to toggle between showing and hiding all file types. Pop-up menus allow each file type to be selected to Show or Hide.

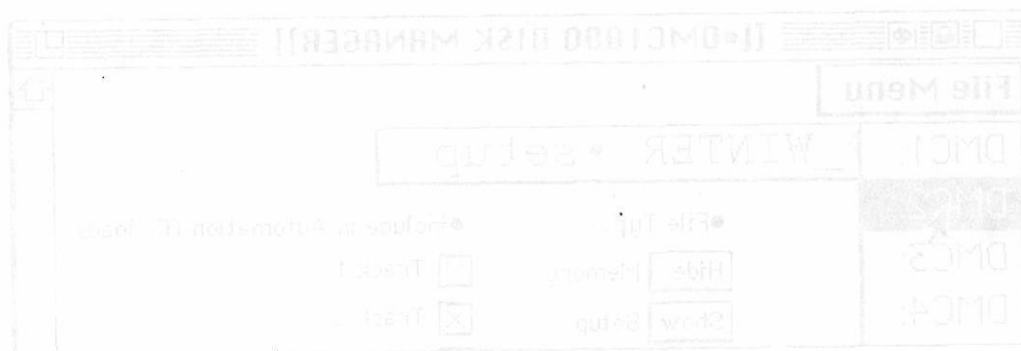
In the example above, only Setup files will be displayed because all other file types are selected to Hide.

## 17.3 Disk Links

The Disk Manager is **not** affected by the Display/Edit window. Linking of Disk Manager functions (saving, loading, etc.) is controlled by the Disk Links selection boxes in the Disk Manager page. Any DMC1000 selected under •Disk Links, will be affected by save, load, format, and delete instructions from the Disk Manager.

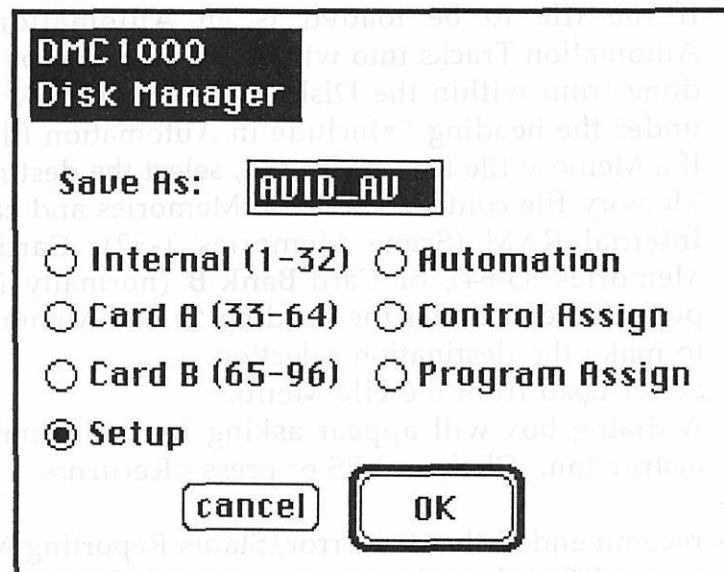
## 17.4 Formatting Disks

After inserting a blank disk in the DMC1000's internal floppy disk-drive, the instruction to format the disk can be sent from Project Manager. From the File Menu within the Disk Manager window, select **Format Disk**. A warning dialog box will appear - click **YES** to format the disk(s).



## 17.5 Saving Files

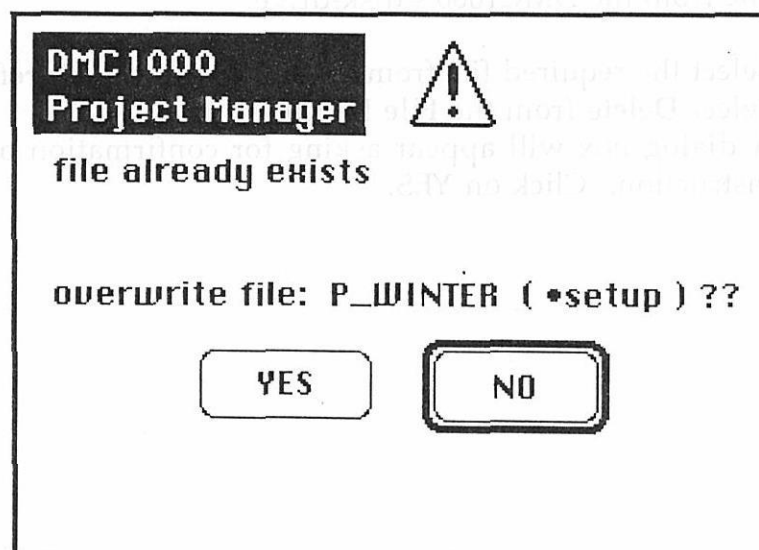
To save a file to the DMC1000's internal floppy disk-drive, from the **File Menu** select **Save As**. This will open a dialog box offering seven file types which could be saved.



Refer to the DMC1000 Operation Manual for more details about file types. Saving a Card A file will normally save Scene Memories 33-64 from the RAM Memory Card. Card B contains memories 65-96.

A file name can contain up to 8 characters (no spaces are allowed - use underscore \_ for spaces ). Click **OK** to save the selected file to the DMC1000(s).

If the file name already exists on the disk in the DMC1000's disk-drive, a warning dialog box will appear:



Click **YES** to save the file, replacing the existing file.

### 17.6 Loading Files

To Load (open) a file from the DMC1000's floppy disk-drive into the DMC1000's active memory, use the following procedure:

- 1) Select the required file from the file directory list (refer to 17.2).
- 1a) If the file to be loaded is an Automation file, turn On the Automation Tracks into which the data is to be loaded. (This can be done from within the Disk Manager window by ticking the boxes under the heading "•include in Automation file loads".)
- 1b) If a Memory file is to be loaded, select the destination for that file. A Memory file contains 32 Scene Memories and can be loaded into the Internal RAM (Scene Memories 1-32), Card Bank A (normally Memories 33-64), or Card Bank B (normally Memories 65-96). A pop-up menu under the heading "•load Memory files into:" is used to make the destination selection.
- 2) Select **Load** from the File Menu.
- 3) A dialog box will appear asking for confirmation of the file Load instruction. Click on **YES** or press <Return>.

**Note:** It is recommended that the Error/Status Reporting Mode should be set to **Display Errors and Confirmations** whenever the Disk Manager is being used. This will provide various useful confirmation and error messages associated with disk management procedures.

When a Memory file is loaded into the DMC1000's Internal RAM or to Card Bank A or B, the Scene Memory data will automatically be transferred into Project Manager from the DMC1000. The *Display/Edit* window will automatically come to the front to allow the user to monitor the progress of this data transfer.

### 17.7 Deleting Files

To delete a file from the DMC1000's disk-drive:

- 1) Select the required file from the file directory list (refer to 17.2).
- 2) Select **Delete** from the File Menu.
- 3) A dialog box will appear asking for confirmation of the file Delete instruction. Click on **YES**.

