# Soundcraft FAME

## *User Guide*

**NOTE:**

This manual applies specifically to the following FAME configuration:

Software :      Version 2.xx (or later)

Hardware:      Version 2.0 (equivalent to V1.1 and above)

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# Introduction

# Introduction

Welcome to the TS12 FAME Automation manual.

We have arranged this manual into what are, hopefully, logical sections describing each area of the system individually followed by a tutorial which takes the user through a complete mix from beginning to end. The manual also has a detailed description of each of the functions available.

We recommend that you follow carefully through this manual, though of course, many of you will want to get straight into learning from experience. However you will obtain the best results from the system if the details of the software are studied carefully. We are sure it will be worth it.

**NOTE: For users who have just received their FAME Automation system, there are chapters at the back of the manual which cover fitting and/or unpacking. These should be read carefully before installation is carried out.**

## GENERAL DESCRIPTION                                            3

Soundcraft have developed the integral TS12 FAME Automation in conjunction with a leader in fader automation. An acronym for Faders, Auxiliary switching, Mutes and Equaliser in/out, FAME is designed to go further than other fader automation systems and at a lower price. Operation is disc-based for speed and efficiency and the whole system is straightforward and quick to use.

FAME is based on SMPTE/EBU timecode. Once time-code has been recorded on one track of the multitrack, the system locks itself to the machine almost instantly with frame accuracy. However many times the tape is played or the mix changed, the synchronisation between data and tape never slips - unlike older tape-based systems.

Up to ten complete mixes are stored on each standard 3.5" disc, (the type used in the Atari ST and other computers and many digital musical instruments). The discs are enclosed plastic cartridges to guard against handling damage. The present working mix is stored in a 512k byte memory while both the program and the colour graphics have their own memory.

FAME allows automated sub-grouping comparable to any other VCA system. Up to nine sub-groups can be built by assigning any number of channels to any group master. A sub-group can be controlled by any channel fader on the console.

# Automation Keyboard

# Automation Keyboard

The keyboard contains some dedicated function keys usable whatever the automation status is: "RECORD", "SAFE", "TRIM", "SCROLL" and "FLIP".

It also contains a numeric keypad and four arrow keys to move the cursor.

## CURSOR

To move the cursor on the screen, use the four arrow keys allowing vertical and horizontal moves.

## ENTER

To activate any software function, automation function or parameter function, press ENTER.

ENTER is, in some cases an UNDO function. For example after selecting READ and then pressing ENTER on an area of the screen, pressing ENTER again will revert the screen to its previous mode.

## SAFE

SAFE has total priority.

When SAFE is ON, no data can be recorded in the computer memory, thus no data can be erased. When SAFE is ON, the automation system remains in a READ mode whatever else is selected. On the DESK page, a SAFE indicator lights to remain the user that this mode has been selected.

The SAFE function can also be defined as a MASTER READ function.

## TRIM

TRIM cancels the SAFE function and enables recording in WRITE, UPDATE or AUTO modes.

When TRIM is ON, SAFE disappears from its display on the DESK page.


## RECORD

RECORD enables data recording in the computer.

When RECORD is ON, a specific display on the bottom right of the DESK page reminds it to the user.

RECORD and SAFE can be activated together, this status is equivalent to a conventional "MASTER READ, RECORD READY" mode.

Press the TRIM key for recording.


## SCROLL

This function is valid if your SOUNDCRAFT console has more than 24 inputs. Since this automation system can display up to 24 channels at a time, it is necessary to scroll in order to see the channels from 25 to 64.

1        On the DESK page press the "SCROLL" key.   The computer prompts:


"SELECT THE FIRST FADER DISPLAYED"

Then either

2A       Enter the value with the numeric keypad from 01 to 41.

NOTE: Always enter a value with TWO DIGITS (01,02,03...)

2B       You can also define the first fader to be displayed by pointing the cursor to its channel number (move with the horizontal arrow keys) and pressing ENTER.


## FLIP ↔

The FLIP key or is used to escape from a selected function, in case of trouble or "panic".

Normally, the FLIP key is used to go from the DESK display to the function MENU on the DESK page.

FLIP is also used, when selecting time code format, for the "JOIN", "INSERT" and "INITIATE" functions.

# Desk Page

On the right of the screen are displayed the FUNCTION WINDOWS while on the left are located the DESK DISPLAY and WORKING DISPLAYS giving information about the current operations. Pressing ENTER automatically moves the cursor from the FUNCTION WINDOWS to the DESK DISPLAY. Pressing FLIP ↔ moves the cursor back to the FUNCTION WINDOWS.

## FUNCTION WINDOWS

On the right of the screen are displayed a list of functions set-up in three blocks.

**Block 1**

MENU is the window giving access to the MENU page where you find all the filing and disc functions.

**Block 2**

READ, WRITE, ON, CUT define the automation status of the mute functions, equalizer and auxiliary sends 1/2, 3/4, 5/6.

**Block 3**

READ, WRITE, AUTO define the automation status of the faders. GROUP, MASTER, LOCAL define the subgrouping functions.

To select a function, position the cursor on its window. (The cursor brightens up the selected box). Press ENTER to validate the function which will then light up in red, the cursor moves automatically to the DESK display.

## DESK DISPLAY

With the arrow keys you can move the cursor around the DESK DISPLAY as soon as one of the DESK FUNCTIONS (read, write, auto, on, cut group, master, local) is entered.

The position of the cursor is shown by the selected symbol lighting green.

To activate a function, press ENTER.

To move back the cursor to the function windows press FLIP ↔.

## MUTE BUTTONS

### Cursor selection

According to different positions of the cursor on the DESK display you can activate:

i) All the switches.

ii) A line of switches.

iii) A column of switches.

iv) An individual switch.

If you point the cursor on ALL and press ENTER, all the MUTE buttons are activated in the selected mode (Read, Write, On, Cut).

If you point the cursor on EQ, 1-2, 3-4, 5-6, CHN or MIX and press ENTER, all the buttons in the line are activated in the function window selected mode (Read, Write, On, Cut).

If you point the cursor on a channel number and press ENTER, all the MUTE buttons of the selected channel are activated in the function window selected mode (Read, Write, On, Cut). To activate a MUTE button individually, move the cursor on this button and press ENTER.

### Equalizer and Auxiliary sends 1 to 6

As on your SOUNDCRAFT TS12 console, a green "LED" shows they are switched on. No "LED" is displayed when off.

In WRITE mode, a red "W" is displayed inside the button .

In READ mode, no symbol is displayed.

### Channel and mix mutes

As on your SOUNDCRAFT TS12 console, a red "LED" shows they are muted. No "LED" is shown when on.

In WRITE mode, a green "W" is displayed inside the button.

In READ mode, no symbol is displayed.

## FADER

The faders scale matches the scale of your SOUNDCRAFT TS12 console. 24 faders can be displayed at the same time. If your console has more than 24 input channels, scroll in the fader window to see the extra channels (from 25 to 64). (Refer to the DISPLAY chapter).

## Cursor selection

If you point the cursor on FDR and press ENTER, all faders are activated in the corresponding mode (Read, Write, Auto, Update).

To activate a fader individually, move the cursor onto its own window and press ENTER.

Each fader has two coloured level bars:

i)    The RED bar indicates the RECORDED level value, that is to say the dynamic gain control coming from the the automation system and sent to the VCA.

As long as mix data is not recorded, these red bars are initiated at an arbitrary value of -7dB.

ii)   The GREEN bar displays the actual and instantaneous value of the console fader.


## *FADER STATUS DISPLAY*

Under the fader scale. This display, divided in small boxes (one for each fader), indicates

i)    The automation status (Read, Write, Auto)
   •   In WRITE mode, a red "W" is displayed .
   •   In READ mode, no symbol is displayed .
   •   In AUTO mode, a green "A" is displayed .
   •   In UPDATE mode, a green "U" is displayed.
ii)   The group selection (Group number, Group master)
   •   A green number indicates the group number.
   •   A black number on a green square defines the group master.


## *WORKING DISPLAYS*

From left to right on the bottom of the screen:

i)    A status line display telling what operation is required (i.e. **"select a mute button"**, **"enter a group number"**....).

ii)   A RED square indicating, while lit, a valid readout of the time code sent by the multitrack tape machine.

iii)  The RECORD window, telling that the RECORD function is off or on.

iv)   The SAFE window, telling that the SAFE function is on.

If SAFE and RECORD are highlighted together you are in MASTER READ, RECORD READY mode. Press on TRIM to record and to allow individual status setting (Read, Write, Auto, Update).

v)    The percentage of the used memory: "MEM:...%"

vi)   The last loaded or saved mix:"MIX:n..."

vii)  The time code coming from the multitrack tape machine in HH:MM:SS:FF.

# Automation Status

# Automation Status

This automation system allows the real time automated control of the following input channel buttons on your SOUNDCRAFT TS12 console:

i)   Equalizers on/off switch.

ii)  Auxiliary sends 1/2, 3/4, 5/6 on/off switches.

iii) Channel mute.

iv)  Mix mute.

## WRITE

To program Mute functions, Mute buttons have to be in WRITE mode.

1   From the DESK page move the cursor down to the first WRITE window and press ENTER. The WRITE mode is now activated only for the mute buttons.

2A  If you point the cursor on "ALL" and press ENTER, all the mute buttons are switched to WRITE mode. This is a MUTE MASTER WRITE function.

2B  If you point the cursor on "EQ", "1/2", "3/4", "5/6", "CHN" or "MIX" and press ENTER, the corresponding line of Mute buttons is switched to WRITE mode. (e.g. Each Mute switch of all the Equalizer sections).

2C  If you point the cursor on any channel number and press ENTER, the corresponding column of Mute buttons is switched to WRITE mode. (e.g. All the Mute switches of channel 14).

2D  If you point the cursor to a specific Mute button and press ENTER, this switch is the only one to be switched to WRITE mode. (e.g. Auxiliary send 1/2 Mute of channel 11).

## NOTES:

i)   To record DATA in the computer memory you have to be in WRITE and RECORD mode.

ii)  ENTER is also an UNDO function. If you press ENTER a second time the selected buttons return to their preceding status.

iii) If you are in SAFE mode you cannot program Mute functions.

## READ

To allow automated control of the MUTE function once you have recorded switch data, you have to be in the READ mode.

Selecting SAFE allows you to switch all mute buttons into READ mode instantaneously without having to delete the individual writing status previously set.

Select TRIM *to cancel SAFE and to allow data writing and mute programming.*

To put mute buttons into READ mode, the procedure is exactly the same as the one described on the previous page for the WRITE function:

i)      Cursor on "ALL"; MUTE MASTER READ or ALL READ as opposed to SAFE.

ii)     Cursor on "EQ", "1/2", "3/4", "5/6", "CHN", "MIX": the corresponding line is put into READ mode.

iii)    Cursor on a channel number: the corresponding column is put into READ mode.

iv)     Cursor on a single button: Individual READ.

## ON/CUT

These functions can be controlled from the mute buttons of your SOUNDCRAFT TS12 console or from the automation system using the ON and CUT functions. To reset the console, it is usually faster to do it from the DESK page.

To use these functions, select WRITE mode (MASTER WRITE or individual WRITE).

### Equalizer and Auxiliary send mutes.

When On, a green "LED" lights up next to the selected switch. When Off, no symbol is displayed.

### Channel and mix mutes.

When Off (cut), a red "LED" lights up at the leftside of the concerned switch. When On, no symbol is displayed.

1       From the DESK page, move the cursor down to the ON (or CUT) window and press ENTER.

2       Move the cursor to where desired and press ENTER.

•       Pressing ENTER a second time switches back the buttons to their preceding status.

•       Cursor on "ALL": *all mute buttons in WRITE mode are turned on.*

•       Cursor on "EQ", "CHN", "MIX" or one of the Auxiliary sends: *the corresponding line is turned on.*

•       Cursor on a channel number: *all the Mute buttons of this channel are turned on.*

•       Cursor on a single button: *individual switching.*

To exit from these modes, press ↔.

Remember that SAFE prevents mute programming.

---

## MASTER FUNCTIONS

### *SAFE*

SAFE is a total priority function. When you select SAFE you are in MASTER READ mode, you cannot program faders or rehearse.

SAFE enables you to switch rapidly all channels to READ mode without changing the previous setting. This allows you to listen to what you have just done, and after, to reset the console to the previous status by pressing on TRIM.

### *TRIM*

TRIM enables rehearsing and data recording.

TRIM enables individual modes: "WRITE", "AUTOWRITE", "READ", "UPDATE".

Pressing on TRIM also activates the UPDATE mode, if you are in READ mode and if SAFE is already off.

### *RECORD*

RECORD activates data recording.

When SAFE is on, RECORD + SAFE is a "MASTER READ, RECORD READY" Mode. Press TRIM to RECORD data.

When you record, you overwrite mix data if it has not been saved on disc before. i.e. Recording always overwrites mix data in the computer's RAM memory.

To stop recording press RECORD again.

## FADER CONTROLS

### CURSOR

The position of the cursor can be either on "FDR"; all faders selected.

Or can be on a channel number; individual, selection of a fader.

### STATUS

Four different status modes are available

i)  WRITE.

ii)  AUTO (Autowrite).

iii)  READ.

iv)  UPDATE.

## WRITE

The computer reads the VCA values. You are monitoring your mix through the automation system, the recorded mix has exactly the same balance as the one you are monitoring.

WRITE + TRIM

> rehearsal mode. No data is recorded, but RECORD is ready.

> (Cursor on "FDR"; MASTER WRITE. Cursor on one fader; INDIVIDUAL WRITE)

WRITE + RECORD

> recording data of all the channels which are not in READ mode.


## AUTO (Auto-write)

The computer is in READ mode and switches to WRITE mode as soon as the fader position crosses the value of the recorded data. When reading, a green "A" is displayed under the fader. As soon as the positions cross (auto-null), a red "W" is displayed to indicate writing.

You have to roll the tape, to have a valid readout of the TIME CODE, to be in RECORD and to cross the recorded mix data in AUTO mode.


## READ

The computer reads the recorded values

SAFE = MASTER READ

READ + TRIM = INDIVIDUAL READ

> *(cursor on "FDR"; ALL READ. Cursor on one fader: INDIVIDUAL READ).*

NOTE: ALL READ as opposed to MASTER READ allows individual selections in another mode (Write, Auto, Update).

## UPDATE

To enable the UPDATE mode, select the READ mode and press TRIM, SAFE must be off.

UPDATE is a very useful mode allowing precise modifications of individual levels with the ability to introduce a constant offset value on recorded level variations.

UPDATE is active if TRIM is on and for any fader whose recorded level is above -40dB. Faders under -40dB remain in READ mode. A green "U" is displayed under the fader scale for the activated channels.

As you activate the UPDATE mode, the fader is internally set to the preceding recorded value, whatever its position is, above -40dB. Its real position has no absolute meaning, it is just the fader movement itself which is considered by the computer.

- If you do not move this fader, no modification is recorded at all.
- If you move this fader, you add or subtract a value of "x"dB, to the internal level.

The calculation is:                    **DIFF = VCA value - Recorded value.**

The new data recording is:              **New DATA = Old DATA +/- DIFF**

The green bar indicates the new data recording. The red bar indicates the old data recording. The difference between green and red bars indicates the current DIFF.

**Following this principle, it is possible in UPDATE mode to make a modification locally, and to stop it, when desired, by matching the level of the green bar with the red bar. The DIFF value is then zero, and the new data equals the previous recording.**

UPDATE = READ + TRIM (INDIVIDUAL READ)

# Subgrouping

# Subgrouping

This automation system allows the creation of up to nine different subgroups. These groups are software programmed and, for any group, you are able to choose the group master you desire. Building a group and selecting a group master are two distinct functions on the screen.

## GROUP

1   On the DESK page move the cursor down to the GROUP window and press ENTER. The computer displays in the bottom window:
    **"ENTER A GROUP NUMBER"**

2   Select a group number from 1 to 9 with the numeric keypad, the cursor moves automatically to the channel numbers window.

If the desired fader is not on the screen, scroll in the DESK display, using the DISPLAY function. (press "DISP" and enter the channel number with two digits:   01, 02, etc...)

3   With the cursor, select any channels you want to be in the group you have selected before and press ENTER once for each track. The corresponding group number will be shown below the fader scale.

4   To exit from the group function press

You now need to select a group master.

**To delete channels from a group, repeat the above procedure with group number = 0.**

## MASTER

1   On the DESK page, move the cursor down to the MASTER window and press ENTER. The computer displays:
    **"ENTER A GROUP NUMBER"**

2   Enter the number of the group using the numeric keypad (from 1 to 9).

3   Select the group master fader by moving the cursor in the same way you did before and press ENTER.

The master fader will be identified by the group number displayed under its fader scale, in an inverted mode (black number on a green square instead of a green number on black...).

4   The group master is defined, the computer goes back to the DESK page.

NOTES:

i)   If you desire to change the group master, just repeat the procedure; it will cancel your first selection.

ii)  This subgrouping function allows you to modify individually any slave fader. To modify individually a group master fader you will have to go through the LOCAL mode.

iii) Selecting a channel fader as a Master automatically deselects it from another group.

**To avoid a signal overload by cumulative build up, it is impossible to select as a group master any fader with a level under -40dB.**

## LOCAL

This function allows individual level change for any group master.

1   On the DESK page, move the cursor down to the LOCAL window and press
    ENTER.

    The computer displays:

**"YOU CAN ADJUST THE GROUP MASTER FADER".**

2   You can modify any group master level if the faders are in WRITE mode and if the
    multitrack machine is stopped.

3   To exit, press ↔.

# The Menu Page

# The Menu Page

The menu page contains all the functions which are not specifically automation functions, that is to say "off line" functions which can also be defined as parameter functions.

These functions are covered in detail in the following chapter.

## FUNCTION WINDOW

Use the vertical arrow keys to move the cursor on this wrap around menu. The selected function is enlighted in an inverted mode. To activate a function press ENTER, the function lights up in red.

From top to bottom:

| | |
|---|---|
| DESK: | Access to the DESK page. |
| SAVE: | Saving mix data. |
| LOAD: | Loading mix data from floppy disk. |
| CATALOG: | Checking the content of the current inserted disk. |
| DELETE: | Deleting mix data. |
| INITIATE: | Defining the start and end times of the automation processing. |
| JOIN: | Merging two different mix files. |
| INSERT: | Inserting a part of a mix into another mix. |
| FORMAT: | Formatting a new disk before recording mix data. |
| CODE: | Access to the internal time code generator, to record a Time code reference on the multitrack tape machine. |

## WORKING DISPLAYS

### TIME CODE DISPLAY

Indicates the value of the internal time code generator in HH:MM:SS:FF, when the CODE function is activated, or the Time Code coming from the multitrack machine.

### MAIN WINDOW

Displays the parameters of the selected function or the operating procedure of the selected function.

### BOTTOM WINDOW

Status line display, displays ERROR messages.

### TOP WINDOW

Disk free space.

# The Menu (Parameter) Functions

These functions appear on the MENU page.

Each is described individually in detail with notes and cautions on their use.

To help, there is a flow diagram of each function showing the decision possibilities for each function.

```
          ┌──────────────┐
          │     MENU     │
          └──────┬───────┘
                 │
              ╱─────╲
             ◇  ⇅   ◇
              ╲─────╱
                 │
          ┌──────────────┐
          │     SAVE     │              SAVE
          └──────┬───────┘
                 │
              ╱───────╲
             ◇  ENTER  ◇
              ╲───────╱
                 │
     ┌──────────────────────┐◄───────────────────────┐
     │  ENTER THE MIX NUMBER │                        │
     └──────────┬───────────┘                         │
                │                                      │
            ╱────────╲                                 │
           ◇  KEYPAD  ◇                                │
            ╲────────╱                                 │
                │                                      │
        ┌───────┴─────────────┐                        │
        │                     │                        │
        ▼                     ▼                        │
 ┌─────────────────┐  ┌──────────────────────────────┐ │
 │ CREATING MIX NO…│  │   THIS MIX ALREADY EXISTS     │ │
 └────────┬────────┘  │ TO OVERWRITE IT PRESS ENTER   │ │
          │           │    OTHERWISE PRESS ↔          │ │
          │           └──────┬──────────┬─────────┬───┘ │
          │                  │          │         │     │
          │              ╱───────╲  ╱───────╲ ╱───────╲ │
          │             ◇ ENTER  ◇ ◇   ↔    ◇◇  ANY    ◇─┘
          │              ╲───────╱  ╲TO EXIT╱ ◇ OTHER  ◇
          │                  │          │    ╲  KEY    ╱
          │                  │          │     ╲───────╱
          │        ┌─────────┴──────────┘
          │        │         │
          └────────┤    ┌────┘
                ┌──┴────┴───┐
                │   DESK    │
                └───────────┘
```

SAVE

## SAVE

Any time you need to keep mix data you will have to use the SAVE function. You can store up to ten (from 0 to 9) different mixes on the same disk. If you want to store more than ten mixes simply format another floppy disk.

To record data on the floppy disk:

1  From the MENU page, point the cursor at the SAVE window, press ENTER to activate the function.

2  The computer displays:

    **"ENTER THE NUMBER OF THE MIX:"**

  Enter the mix number with the numeric keypad.

3A  If this mix file has already been stored the computer displays:

    **"THIS MIX ALREADY EXISTS. TO OVERWRITE IT PRESS ENTER OTHERWISE PRESS ↔**

3A  If you do, press ENTER and the new mix data will replace the old.

  The computer displays:

    **"WRITING MIX N..."**

3A  If you don't, press ↔ to go back to step 3A and enter a new value.

3B  If there is no such file the computer displays:

    **"CREATING MIX N..."**

4  When finished, the computer automatically goes back to the DESK page.

## NOTE

You can check on the bottom right corner of the DESK page which was the last mix to be saved or loaded.

## CAUTION

**It is strongly recommended to save data as often as possible (e.g. while rewinding tape machines).**

**In case of a POWER CUT you will lose all mix data which has not been saved on a disk.**

**Never remove the disk while SAVE is in process, you will possibly lose all mix data stored on the disk.**

If there is not enough space left on the disk to save the mix, the computer will display:

    **"Not enough space on disk, to continue press ENTER".**

Pressing ENTER will return to the MENU page.

Insert a new (already formatted disk) and the mix can then be saved as above.

```
        ┌──────────────┐
        │     MENU     │
        └──────┬───────┘
               │
             ◇ ⇅ ◇
               │
        ┌──────┴───────┐
        │     LOAD     │                LOAD
        └──────┬───────┘
               │
            ◇ ENTER ◇
               │
  ┌────────────┴──────────────┐◄─────────────────────────┐
  │    ENTER THE MIX NUMBER    │                           │
  └────────────┬──────────────┘                           │
               │                                           │
           ◇ KEYPAD ◇                                      │
        ┌──────┴──────────────────┐                        │
        ▼                         ▼                        │
┌──────────────┐      ┌──────────────────────────┐        │
│READING MIX   │      │ THIS MIX DOES NOT EXIST   │        │
│NO...         │      │ PRESS ENTER TO CONTINUE   │        │
└──────┬───────┘      └────────────┬─────────────┘        │
       │                           │                       │
       │                        ◇ ENTER ◇──────────────────┘
       │
  ┌────┴─────────┐
  │    DESK      │
  └──────────────┘
```

## LOAD

You need to load a mix every time you want to work on recorded data stored on a floppy disk.

1       Take the floppy disk which contains the data concerned, place it in the disk drive, label upwards.

2       Go to the MENU page, then select the LOAD window with the cursor and press ENTER. The computer displays:

        **"ENTER THE NUMBER OF THE MIX"**

3       Enter the mix number from 0 to 9 with the numeric keypad.

4A     If this mix file exists the computer displays:

        **"READING MIX N"**

The mix is loaded in the processor memory and ready for further operation. The computer automatically goes back to the DESK page.

4B     If this file doesn't exist, the computer displays:

        **"THIS MIX DOESN'T EXIST, PRESS ENTER TO CONTINUE"**

for two seconds and then returns to the DESK page unless you press ENTER and start the procedure again.

## NOTE

You can check on the right bottom corner of the DESK page which was the last mix to be loaded or saved.

## CAUTION

**If the mix you are loading has a different type of time code than that defined in the processor, you won't be able to work on this mix. (See SYSTEM function).**

---

```
┌─────────────────┐
│      MENU       │
└────────┬────────┘
      ◇─┴─◇
     ◇  ↕  ◇
      ◇───◇
┌────────┴────────┐
│     CATALOG     │          CATALOG
└────────┬────────┘
      ◇─┴─◇
     ◇ ENTER ◇
      ◇───◇
┌────────┴────────┐
│ MIX:     LENGTH:│
│   FREE SPACE:   │
└────────┬────────┘
      ◇─┴─◇
     ◇  ↔  ◇
     ◇ TO EXIT ◇
      ◇───◇
┌────────┴────────┐
│      DESK       │
└─────────────────┘
```

## CATALOG

This function allows you to know how many mixes are stored on the current disk, how much capacity they are using and what free space remains available on the disk. Other information such as title, customer, composer's name, etc... have to be script written on the label of the Disk.

1    From the functions MENU move the cursor down to the CATALOG window and press ENTER.

2    To exit, press ENTER as required on the screen.

## NOTE:

Other data such as start time and end time can be found through the INITIATE function.

```
        ┌─────────────┐
        │    MENU     │
        └─────────────┘
               │
              ◇ ⇅ ◇
               │
        ┌─────────────┐
        │   DELETE    │                 DELETE
        └─────────────┘
               │
            ◇ ENTER ◇
               │
   ┌───────────────────────┐
   │  ENTER THE MIX NUMBER │
   └───────────────────────┘
               │
           ◇ KEYPAD ◇
               │
   ┌───────────────────────┐
   │    IF YOU ARE SURE    │
   │     PRESS ENTER       │
   └───────────────────────┘
          │             │
       ◇ ENTER ◇      ◇ ANY    ◇
                       OTHER
  MIX DELETED           KEY
   ┌──────────┐      ┌──────────┐
   │   DESK   │      │   DESK   │
   └──────────┘      └──────────┘
```

## DELETE

Use this function when you are truly determined to destroy mix data. Once deleted, it is totally impossible to restore this data again.

> **You may delete mixes when you need free space on the floppy disk, that is to say when the disk is full and you want to save a current mix. To avoid this trap, it is helpful to always have some spare formatted disks.**

1        From the MENU page, move the cursor down to the DELETE window and press ENTER. The computer displays:

         **"ENTER THE MIX NUMBER"**

2        Enter the number of the mix (from 0 to 9) you want to delete, the computer then displays:

         **"IF YOU ARE SURE, PRESS ENTER"**

3        If you are really sure press ENTER; if not, hit any other key to go back to the DESK page.

```
                ┌──────────────┐
                │     MENU     │
                └──────┬───────┘
                       │
                      ◇ ↑↓
                       │
                ┌──────┴───────┐
                │   INITIATE   │              INITIATE
                └──────┬───────┘
                       │
                      ◇ ENTER
                       │
        ┌──────────────┴──────────────────┐
        │      ENTER THE STARTING          │
        │      AND ENDING TIMECODE         │
        │         OF THE MIX               │
        └──────┬─────────────────┬─────────┘
               │                 │
              ◇ KEYPAD    ┌───────┴──────────┐
               │          │ ROLL MULTITRACK  │
              ◇ ENTER     └───────┬──────────┘
               │                  │
        ┌──────┴───────┐         ◇ ↔
        │ MIX TOO LONG │          │
        └──────┬───────┘         ◇ ENTER
               │                  │
              ◇ ↑↓         ┌──────┴───────┐
                           │ INITIATE MIX │
                           └──────┬───────┘
                                  │
                           ┌──────┴───────┐
                           │     DESK     │
                           └──────────────┘
```

## INITIATE

The duration of the mix you are going to process has to be precisely defined in time code values.

1      From the MENU page move cursor down to the INITIATE window and press ENTER. The computer displays:

**"ENTER THE STARTING AND ENDING TIME CODE OF THE MIX"**

2      You can enter these values with the numeric keypad:

Enter start time and end time then press ENTER.

The processor calculates the total length of the mix. If this length exceeds the working capacity, the computer will display:

**"MIX TOO LONG"**.

3      If the start time and end time values are correct, press ENTER once more to initiate the mix. The computer displays:

**\*\*\*INITIATE MIX\*\*\***

for a while and then returns to the DESK page.

4      If you want to modify one of these values, move with the cursor keys up or down, change it and press ENTER. If you want to keep it, just press ENTER.

## NOTES

During playback of the tape machine, between the start time and end time, a small red square is highlighted as soon as there is a valid readout of the code, i.e. when the computer is "locked" to the timecode. If this square is flashing, then the computer cannot lock to the incoming code. Check that the timecode type selected using CODE function is the same as the recorded timecode.

The computer needs at least three frames to validate the code and multitrack tape machines need a certain time to reach nominal speed. Be cautious to take an adequate preroll time in order to be sure that all machines are working well at the very first frame... It is recommended to have a minimum pre-roll time of two seconds.

The computer is unable to handle:

i)      Time code discontinuity.

ii)      Drop out of more than 5 frames.

iii)      Changeover from 23h59'59" to 00h00'00".

## CAUTION

**Once defined, these values can NEVER be changed unless a new mix is started.**

**You won't be able to use EDIT functions (Join, Insert) if the mixes you are going to merge have different initiate values.**

**The total duration of a mix cannot exceed 1 hour 30 minutes.**

```
            ┌─────────────────┐
            │      MENU       │
            └─────────────────┘
                     │
                    ◇ ↕
                     │
            ┌─────────────────┐          CODE
            │      CODE       │
            └─────────────────┘
                     │
                   ◇ ENTER
                     │
      ┌───────────────────────────┐
      │     ENTER START TIME      │
      └───────────────────────────┘
                     │
                  ◇ KEYPAD
                     │
        ROLL MULTITRACK TAPE MACHINE
         TIMECODE TRACK IN RECORD
                     │
                   ◇ ENTER
                     │
      ┌───────────────────────────┐
      │     TIMECODE RUNNING      │
      └───────────────────────────┘
                     │
                   ◇ ENTER
                     │
      ┌───────────────────────────┐        ╭─────────╮
      │     TIMECODE STOPPED      │────────│  STOP   │
      └───────────────────────────┘        │MULTITRACK│
                     │                      │ MACHINE │
            ┌─────────────────┐             ╰─────────╯
            │      DESK       │
            └─────────────────┘
```

## CODE

The automation system needs a timecode reference. This reference has to be recorded on one track of the multitrack tape machine, using the computer internal timecode generator.

So, the first operation is to record this code on tape. Connect the generator output to one track of the tape machine.

1.    From the MENU page move the cursor down to the CODE window and press ENTER. The computer displays the type of timecode to be generated.

2.    Enter the starting time with the numeric keypad in HH MM SS (assuming the frame value is always null for starting) and, if this value is correct press ENTER.

3.    Put the desired track of the tape machine in Record mode (i.e. track 24) and run the tape.

4.    Start the internal clock by pressing ENTER before you reach the starting point (see INITIATE chapter) in order to have a preroll time.

5.    Press ENTER again to stop the generator after reaching the ending point, the computer goes back to the DESK page.

## NOTES

To define the time code standard see the SYSTEM chapter.

This generated code can be transferred to MIDI code without problems (though not by FAME).

## CAUTION

**If the recorded time code has a different standard than the one defined in the computer, it will be impossible to use the automation unit.**

**The automation processor is one frame accurate, even if you cannot start the generator at a specific frame value.**

**The generated time code has the SMPTE/EBU format but does not respect some specification defined by the SMPTE/EBU standards. Therefore, GEN-LOCKING or JAM-SYNC operations are not available.**

```
                    ┌──────────────┐
                    │    MENU      │
                    └──────┬───────┘
                           │
                        ◇ ⇅ ◇
                           │
                    ┌──────────────┐
                    │   SYSTEM     │          SYSTEM
                    └──────┬───────┘
                           │
                       ◇ ENTER ◇
                           │
        ┌──────────────────┴──────────────────┐
        │    NUMBER          │    TIMECODE     │
        │      OF            │      TYPE       │
        │   CHANNELS         │                 │
        └──┬──────────┬──────────────┬─────────┬┘
           │          ↕              ↕         │
      ◇ KEYPAD ◇      └──── ◇ ⇅ ◇ ────┘        │
           │                                   │
      ◇ ENTER ◇                          ◇ ⟷ ◇
           │                                   │
           └─────────────────┬─────────────────┘
                             │
              ┌──────────────────────────────┐
              │   SAVING  NEW  PARAMETERS     │
              └──────────────┬───────────────┘
                             │
                    ┌──────────────┐
                    │    DESK      │
                    └──────────────┘
```

## SYSTEM

This automation system allows the control of up to 64 channels.

The computer also offers the possibility of reading and generating three types of time code: SMPTE 30 fps non drop frame, 30 fps drop frame and EBU 25 fps.

You will have to define these two parameters in respect of the number of input channels of your own console and the type of code you are using.

1        From the MENU page move the cursor to the SYSTEM window and press ENTER. The computer displays:

          **NUMBER OF CHANNELS** and **TIME CODE TYPE**

        and the current values of these parameters.

2        Enter the number of channels with the numeric keypad and press ENTER. If you want to modify one of these values, use the vertical arrow keys to move from one to the other. If the cursor is on a value you do not want to change, just press ENTER, the value is kept and the computer then displays the DESK page.

3        Select the type of timecode by switching with the FLIP key. Then press ENTER.

4        The computer displays:

          **SAVING NEW PARAMETERS**

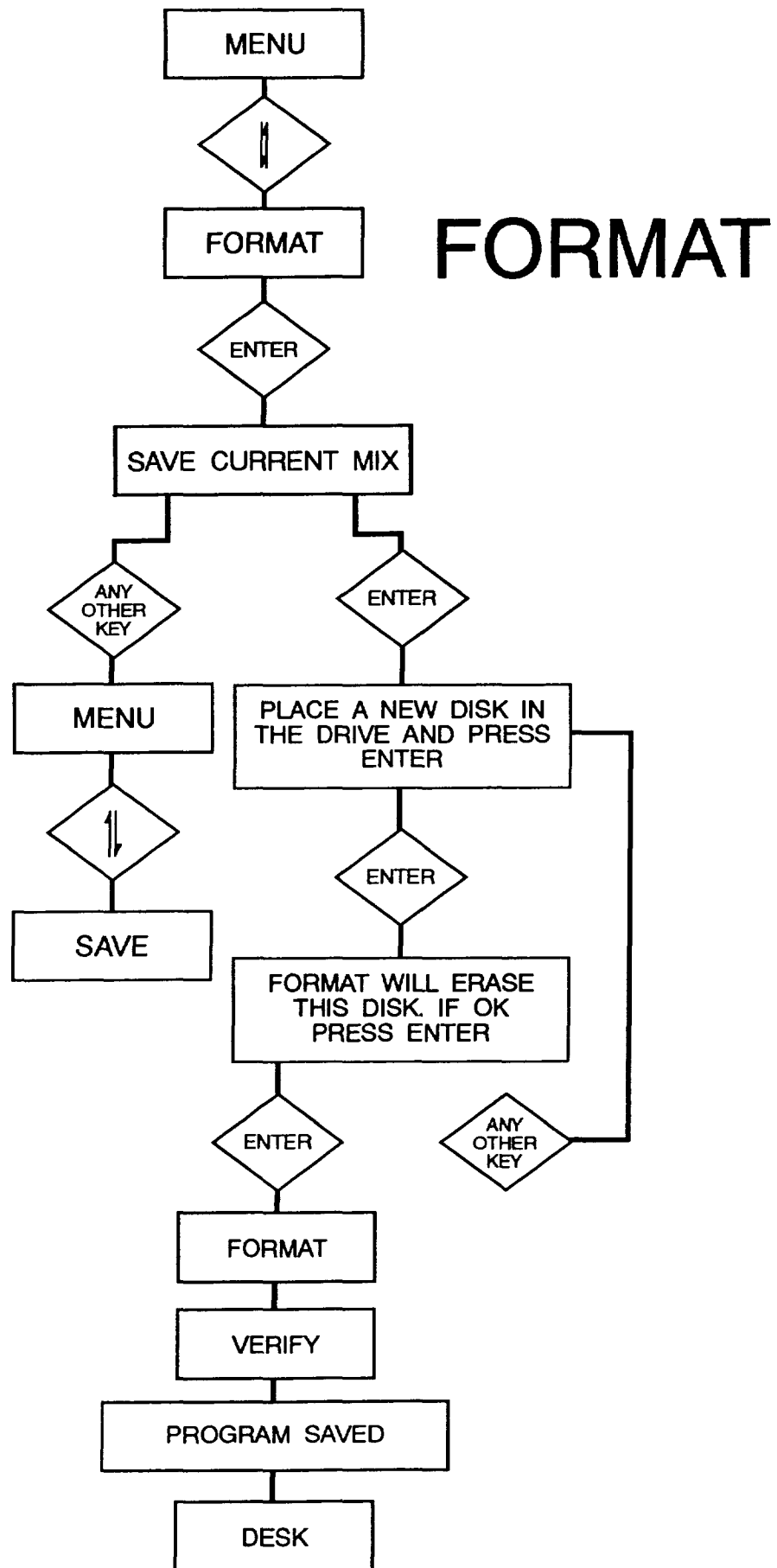        and stores them on the disk.

5        When finished, the computer automatically re-boots, and then goes back to the DESK page.


## NOTES

Any time you power up the system and insert a floppy disk, these parameters are displayed on the booting page. Check them to avoid any mistake. These parameters are stored as program parameters.

Remember that the DESK page can only display up to 24 channels at a time and that you will have to scroll to see the extra channels (see DISPLAY chapter).

# FORMAT

```
                        ┌──────────┐
                        │   MENU   │
                        └────┬─────┘
                           ◇ ⇅ ◇
                        ┌────┴─────┐
                        │  FORMAT  │
                        └────┬─────┘
                           ◇ENTER◇
               ┌─────────────┴──────────────┐
               │    SAVE  CURRENT  MIX      │
               └──┬──────────────────────┬──┘
             ◇ANY◇                    ◇ENTER◇
             ◇OTHER◇                      │
             ◇KEY◇                        │
          ┌─────┴─────┐      ┌────────────┴────────────┐
          │   MENU    │      │  PLACE A NEW DISK IN     │────┐
          └─────┬─────┘      │  THE DRIVE AND PRESS     │    │
             ◇ ⇅ ◇           │        ENTER            │    │
          ┌─────┴─────┐      └────────────┬────────────┘    │
          │   SAVE    │                ◇ENTER◇              │
          └───────────┘      ┌────────────┴────────────┐    │
                             │  FORMAT WILL ERASE       │    │
                             │  THIS DISK. IF OK        │    │
                             │  PRESS ENTER             │    │
                             └────────────┬────────────┘    │
                                       ◇ENTER◇     ◇ANY◇────┘
                                          │        ◇OTHER◇
                                          │        ◇KEY◇
                             ┌────────────┴────────────┐
                             │        FORMAT           │
                             └────────────┬────────────┘
                             ┌────────────┴────────────┐
                             │        VERIFY           │
                             └────────────┬────────────┘
                             ┌────────────┴────────────┐
                             │    PROGRAM  SAVED       │
                             └────────────┬────────────┘
                             ┌────────────┴────────────┐
                             │         DESK            │
                             └─────────────────────────┘
```

## FORMAT

The automation system requires the program data and the mix data to be recorded on the same floppy disk. Therefore you will have to format a new disk for each session.

**ANY DISK MUST BE FORMATTED BEFORE USE**

1      Power up the system.

2      The first time you use your automation system, take your original floppy disk (delivered by the manufacturer) and load it, label upwards, in the disk drive. Making a safety copy of this program disk or formatting a new disk for a session entails the same procedure.

3      As the DESK page appears on the screen, go to the MENU page by pressing ENTER.

4      Move the cursor down to the FORMAT window and press ENTER. If an old mix remains in the processor memory, the computer will display:

**SAVE CURRENT MIX?**

Formatting a new disk will destroy all the last mix data.

5A    To save the present mix, exit from the FORMAT function. Press any key except ENTER, to go back to the DESK page. (Refer to the SAVE chapter).

5B    Assuming the mix was saved, press ENTER. The computer displays:

**PLACE A NEW DISK IN THE DRIVE & PRESS ENTER**

Remove the original disk and insert a new one, label upwards.

**WRITE PROTECT YOUR MASTER DISK.**

6      The computer then displays:

**FORMAT WILL ERASE THIS DISK, IF OK PRESS ENTER**

7      Press ENTER only if you are sure that you put the right floppy disk in the drive. Once formatting operations are started you can read:

**FORMAT TRACK**

and see the number of the track processed (0 to 160). This operation takes approximately one minute. The computer then displays:

**VERIFY TRACK**

and checks the validity of each track. This last operation takes about fifty seconds following which, program data is transferred onto the disk. The computer displays:

**SAVING PROGRAM ON DISK**

and when finished goes back to the DESK page.

## NOTE

Any formatted disk can be used as a program disk to format a new disk.

## CAUTION

It is strongly recommended that you make a safety copy of the original floppy disk as soon as you receive your package, and to protect and store the original program disk in a dry and cool place.

Floppy disks can be easily damaged by accidental power cut, magnetic fields (speakers, amplifiers), overheating and moisture. Never touch the magnetic area with your fingers. Never apply or cut mains power with a disk in the drive. Never remove the disk while SAVE function is in process, you will lose all the mix data.

## JOIN

This automation system offers editing facilities between two saved mix files. The JOIN function consists of merging the first part of a mix with the second part of another. The edit point has to have the same time code value in each mix, because the time code reader is unable to handle code discontinuities.

1       From the MENU page, move the cursor down to the JOIN window and press ENTER. The computer displays:

        **VERIFYING DISK**

2       The computer displays:

        **ENTER THE NUMBER OF THE BASIC MIX**

        The "basic mix" is the one you want the first part to be kept from.

3       Enter the number of the basic mix with the numeric keypad (from 0 to 9). The computer displays:

        **READING MIX N**

        then asks:

        **ENTER THE NUMBER OF THE JOINED MIX**

        The "joined mix" is the one you want the second part to be kept from.

4       Enter the number of the joined mix with the numeric keypad (from 0 to 9). The computer displays:

        **READING MIX**

        then asks:

        **ENTER THE TIME CODE VALUE OF THE JOIN**

        and displays:

        **JOIN START, JOIN END and MIX LIMIT**

5       Enter the JOIN value with the numeric keypad in HH MM SS FF keeping the value between the mix limits. The JOIN END value always equals the end limit.

6A      If this value is correct press ENTER. The editing between the source mix and the joined mix is then processed.

6B      If this value is not correct, press another key, and introduce the right value. Then press ENTER.

7       Save this mix under a new number if you want to keep the source mixes (see SAVE chapter).

To escape from this mode press ↔

---

## CAUTION

**MIXES MUST ALWAYS HAVE THE SAME INITIATE VALUES (START TIME AND END TIME) TO BE JOINED.**

**(In case of doubt, see INITIATE chapter).**

---

## *INSERT*

This automation system offers editing facilities between two different saved mix files. The INSERT function allows a portion of a mix to be inserted within another mix.

1       On the MENU page move the cursor down to the INSERT window and press ENTER. The computer displays:

      **VERIFYING DISK**

2       The computer displays:

      **ENTER THE NUMBER OF THE BASIC MIX**

      The "basic mix" is the one into which you are inserting a section.

3       Enter the number of the mix with the numeric keypad (from 0 to 9). The computer displays:

      **ENTER THE NUMBER OF THE INSERTED MIX**

      This mix is the one you are going to insert into the preceding one.

4       Enter the number of the mix with the numeric keypad (from 0 to 9). The computer displays:

      **ENTER THE TIME CODE VALUE OF THE INSERT, INSERT START, INSERT END and MIX LIMIT**

5       Enter the values of the INSERT START time and of the INSERT END time in HH MM SS FF. Ensure that they are between the mix limits, and that the START TIME is before the END TIME.

6A       If you need to modify a value, do not press ENTER. Move the cursor with the four arrow keys to the value you want to update and correct it.

6B       If these values are correct, press ENTER. The insert is then calculated.

7       Save this mix under a new number if you want to keep the source mixes (see SAVE chapter).

To escape from this mode press ↔.

---

## CAUTION

**MIXES MUST ALWAYS HAVE THE SAME INITIATE VALUES (START TIME & END TIME) TO ALLOW THE USE OF THE INSERT FUNCTION. (In case of doubt see INITIATE chapter).**

---

# Quick Reference Tutorial

# Quick Reference Tutorial

## STARTING A NEW SESSION

Power up the system, the power indicator and the disk drive indicator light come on.

The computer displays:

### "INSERT A PROGRAM DISK"

take your program floppy disk, place it in the disk drive (label upwards).

The computer loads the program, checks it quickly and, when finished, displays for a while the booting page, where the system is defined (number of channels, time code standard etc.).

Then the DESK page appears automatically, where the faders and mute buttons are displayed.

## FORMATTING A DISK

The first operation you have to do, as soon as you receive your package, is to make a safety copy of your original program disk.

Use this copy as a program disk and store the original one in a dry, cool and safe place.

This automation system stores on the same disk the program data and the mix data. Therefore, for each new session, you will have to Format a new floppy disk in the same way you are going to make this back up copy.

Load your original program, wait for the DESK page...

On the top right of the screen is displayed the MENU window lit in green (because the cursor is pointed to it). Press ENTER, a new page appears.

This is the MENU page where parameter functions are displayed; (SAVE, LOAD, CATALOG, DELETE, INITIATE, CODE, SYSTEM, FORMAT, JOIN, INSERT).

Move the cursor with the vertical arrow keys to the FORMAT window. As you move the cursor on this wrap around MENU, the function selected by the cursor is lit in green.

Press ENTER, the function lights up in red as soon as activated.

The computer displays first:

### "SAVE CURRENT MIX"

Assuming it is the first time you use this automation unit, there is no mix to be saved, otherwise, refer to the SAVE function in the detailed manual section.

Press ENTER, the computer displays:

### "PLACE A NEW DISK IN THE DRIVE AND PRESS ENTER"

Place a blank disk in the drive, do not forget to move the safety slider on the disk to allow transfer (masking the safety hole with the plastic slider on the bottom of the disk allows data writing).

Press ENTER. The computer displays:

**"FORMAT WILL ERASE THIS DISK, IF OK PRESS ENTER"**

Presuming you put the right disk in the drive press ENTER again.

The formatting process is started. The formatting operations take about two minutes and meanwhile some messages are displayed:

**"FORMAT TRACK"**, then **"VERIFY TRACK"**

and finally:

**"SAVING PROGRAM ON DISK"**.

When finished, the DESK page is again displayed.

Your safety back up floppy disk is ready to be used as a program disk.

Repeat the same procedure in order to prepare your first disk to work on.

**ALL DISKS MUST BE formatted BEFORE USE**

## PARAMETERS

You now have a disk to store mix data. You need to define some parameters before mixing.

From the MENU page, select SYSTEM (cursor on the SYSTEM window and press ENTER). The SYSTEM function controls the number of channels the automation is driving and the time code standard required. To move the cursor from channel number to time code standard use the vertical arrow keys.

Define the number of channels with the numeric keypad relative to the number of input channels of your SOUNDCRAFT TS12 console.

Select the Time code standard using the FLIP key. You can switch between SMPTE 30fps non drop frame, EBU 25fps, and SMPTE 30fps drop frame.

Press ENTER, the computer is saving these new parameters on the disk.

These parameters are stored as program data, if you format a disk, these parameters are transferred and, as long as you work with the same number of channels and the same time code, you do not need to enter a modification.

## TIME CODE REFERENCE

You now need to record a reference time code on your multitrack tape machine, to allow automation processing.

Plug the Time Code Generator Output in one line input of your multitrack.

From the MENU page select the CODE function and press ENTER. Enter the starting time with the numeric keypad in HH MM SS FF and, if this value is correct, press ENTER.

Roll the tape machine in record mode and start to record the code before reaching the beginning of your song. To start the generator press ENTER, to stop it press ENTER again. Take an adequate preroll time to allow machines to reach nominal speed. (The computer needs two seconds of preroll before processing).

## INITIATING THE MIX

You now need to define the limits of your mix (start time and end time) according to the values of the recorded time code.

Connect the line output of the recorded time code track to the time code input of your automation system.

From the MENU page, select INITIATE and press ENTER.

Define the start and end point on the tape, enter the time code values and press ENTER. Press ENTER again to initiate the mix. The mix will be out of limits if its duration is over 1 hour 30 minutes . The computer then draws back to the DESK page.

**\*\*\* YOU ARE READY TO MIX \*\*\***


## STARTING MIXDOWN

This automation system allows the processing of faders and mute functions for the equalizer, auxiliary sends, channel mute and mix mute.


## SUBGROUPING

You can create up to nine (from 1 to 9) subgroups to ease mixdown. From the DESK page point the cursor on the GROUP window and press ENTER. Enter the group number and select the faders by moving the cursor onto their channel numbers and press ENTER. To select a group master fader, point the cursor on the MASTER window and repeat the same procedure.

To delete a group, rebuild the same group with GROUP NUMBER = 0. To modify the individual level of a group master, use the LOCAL function.


## MASTER FUNCTIONS

SAFE, TRIM, RECORD are the master functions.

SAFE is a total priority function. When SAFE is On, all channels are in READ mode (faders and mutes) whatever else is selected. SAFE is also defined as MASTER READ.

TRIM enables individual status (Write, Auto, Read, Update), thus TRIM cancels SAFE and enables data recording.

RECORD activates data recording if SAFE is off. If RECORD and SAFE are activated together, you are in MASTER READ, RECORD READY mode and you have to press on TRIM to record data.


## FADERS CONTROLS

Four different individual status modes are available:

"WRITE", "READ", "AUTO", "UPDATE".

Write, Read, Auto are settable from the DESK page and have their own function window. Update is activated through the READ function (see below).

## CURSOR SELECTION

As far as fader controls are concerned, the cursor selection defines the status as master or individual. As you select a function on its window and press ENTER, the cursor moves directly from the functions menu to the DESK display. If you press on, you bring back the cursor from the DESK display to the menu and exit (or escape) from the previous selected mode.

Once a status has been selected, the cursor can be select on:

1)      FDR: All faders are activated in the selected mode if you press ENTER.

2)      A channel: This channel only is activated.

To move the cursor, use the horizontal arrow keys.

## *REHEARSING A MIX*

The WRITE status is a rehearsal mode allowing you to monitor your mix through the automation system. The VCA values are periodically converted into a digital code, each digital word representing the absolute fader position. To put all faders in WRITE mode, press on TRIM to disable the SAFE function. Then select the WRITE window on the DESK page and press ENTER. To select all faders, move the cursor on "FDR" and press ENTER. The GREEN level bars, displayed on the screen, represent the value.

All faders are in WRITE mode, but you are not recording mix data until you press the RECORD key.

## *WRITE RECORD*

As soon as you have a rough balance of your mix, put the system in RECORD and data will be stored during the next run through. To exit from RECORD press the RECORD key again. If you stop the multitrack tape machine, the RECORD function is automatically turned off and the computer puts the system into SAFE to allow you to listen to your mix.

## *MASTER READ*

To listen to your mix, just press SAFE (if required), you are in MASTER READ mode. As long as you stay in SAFE mode, no data can be modified, no writing is possible.

The recorded VCA values are displayed by the RED bars while GREEN bars still indicate fader values. Roll back the tape and listen to your mix.

*** YOU ARE READY TO UPDATE THE MIX ***

## UPDATING A MIX

To update your mix you have to use individual status.

## READ

Channels which are "good enough" or waiting for a future update remain in the READ mode. You can put all the faders in READ by selecting READ on the MENU, pointing the cursor on "ALL" and pressing ENTER. Of course, you can select individual faders by pointing the cursor at their channel numbers and pressing ENTER each time. When a channel is in READ mode no symbol is displayed under its Fader scale.

## WRITE

To put channels in WRITE mode point the cursor on the WRITE window, press ENTER. Select individual faders by pointing the cursor on each one and pressing ENTER. A RED "W" is displayed.

## AUTO

AUTOWRITE is a combination of READ and WRITE. AUTO will work if the multitrack machine is rolling, and in RECORD. The fader remains in READ mode until the VCA value crosses the recorded code. The processor automatically switches to WRITE and data recording is enabled. When you finish updating, press RECORD again to stop recording. In AUTO mode, a GREEN "A" is displayed under the selected faders which turns to a red "W" as soon as you cross the old fader position and begin writing new data.

## UPDATE

UPDATE is a very convenient mode allowing you to introduce an offset value onto a previous data recording without losing its level variations. UPDATE is enabled if TRIM is On, but only for faders with a level above -40dB.

To activate the UPDATE mode, select the READ mode and press once on TRIM if SAFE is off (Twice if SAFE is on). A green "U" is displayed under the faders. UPDATE is active for any fader with a level above -40dB. Faders under -40dB remain in READ mode. As you activate UPDATE, the fader is virtually set to the previous recorded value, whatever its position is above -40dB. The computer only takes as information the fader movements.

If you move the fader, you add or subtract a value of "x" dB, this level change is added to the recorded one.

The red level bar shows the recorded level and the green level bar indicates the new data recording. The difference between the red and green bars represents the level offset defined by the fader movements.

To stop an Update, simply match the level of the green bar with the red one. The new recorded level equals the previous one.

## SAVING A MIX

> **Save data as often as possible; you may delete data later if necessary but data will be lost in the event of, for instance, a power failure, unless saved to disk.**

To save a MIX, go to the MENU page, select the SAVE window and press ENTER. Enter the reference number of the mix (from 0 to 9) and press ENTER to save the mix.

For safety, if a mix has already been saved under this file number the computer displays:

**"THIS MIX ALREADY EXISTS, TO OVERWRITE IT PRESS ENTER
OTHERWISE PRESS ↔"**

If you want to preserve this data, press any key except ENTER and introduce a new file number.

Press ENTER to save the mix. The mix remains in the main memory and you can still work on it, but there is a back-up you can recall.

To escape from this mode, press the flip key.


## LOADING A MIX

If a mix has been saved and you want to recall it, move the cursor from the MENU page down to the LOAD window and press ENTER.

Enter the mix number with the numeric keypad and press ENTER.

Before loading, do not forget to save the mix stored in the main memory unless you want to delete it. You can load one mix at a time. If you have any doubt about the mixes stored on the disk, use the CATALOG function.


## PROGRAMMING MUTE FUNCTIONS

Equalizer, auxiliary sends, channel to monitor and channel to mix mutes are programmable. Mute functions can be programmed from your SOUNDCRAFT TS12 console, by pressing on the concerned Mute switches or from the computer using the On and Cut functions.

As for fader controls WRITE and READ have the same meaning, they are the automated Mute status.


## CURSOR SELECTION OF MUTE FUNCTIONS

The position of the cursor defines the number of channels you are selecting in the chosen mode (Write, Read, On, Cut). When you select one of these modes and press ENTER, the cursor moves directly to the Mute buttons display. If the cursor is located on the Mute buttons display and you press , the cursor moves back to the functions Menu.

Cursor on "ALL": All the mute buttons are activated, relative to the function window selected mode, when you press ENTER.

Cursor on "EQ", "1/2", "3/4", "5/6", "CHN" or "MIX": the corresponding line of buttons is activated relative to the selected mode, when you press ENTER.

Cursor on a channel number: the corresponding column of buttons (all the Mutes of this channel) is activated relative to the selected mode when you press ENTER.

To activate a button individually: point the cursor with the arrow keys on this button and press ENTER.

## WRITE/READ

WRITE and READ have the same meaning as for the fader controls.

SAFE is still a MASTER READ mode preventing any data recording, TRIM enables data recording or rehearsal. You have to be in RECORD to store Mute data. WRITE is a rehearsal mode until you press RECORD, and can be a MASTER WRITE or an INDIVIDUAL WRITE depending on the cursor selection. A red "W" inside the buttons indicates that WRITE is on.

READ allows you to listen to your recorded Mute programming, "ALL" READ allows you to modify faders without changing Mute data (as opposed to MASTER READ = SAFE). The selection can be individual depending on the cursor position. When READ is on no symbol is displayed inside the Mute button.

## ON/CUT

CUT switches Off the selected button, ON turns them On.

### CHANNEL MUTE, (CHN) AND MIX MUTE (MIX).
When cut, a red "LED" is displayed at the leftside of the switch. When On, no symbol is displayed.

### EQUALIZERS (EQ) AND AUXILIARY SENDS (1 TO 6).
When on, a green "LED" is displayed at the leftside of the switch. When off, no symbol is displayed.

AS YOU PROGRAM MUTES, ENTER IS ALSO AN UNDO FUNCTION. Pressing ENTER a second time switches the button to its preceding status.

## MERGING DIFFERENT MIXES

The automation system allows merging between two recorded mix files.

You can join two mixes with one edit point (JOIN) or insert a part of a mix in another one (INSERT).

From the MENU page, select the JOIN or INSERT windows and press ENTER. Select the edit points on the tape. Follow the instructions on screen, if you want to modify a time code value before merging, move the cursor back with the arrow keys and rewrite the wrong parameter. (Refer also to the detailed instructions in the previous chapter).

YOU CAN ONLY MERGE MIX FILES WITH THE SAME START TIME AND END TIME.

# Unpacking & Installation

# Unpacking & Installation

FAME is a fully integrated automation system which is supplied factory fitted. Some dissassembly is necessary for shipping, and the following notes give guidance on connecting up your system, and initial testing.

Once the desk is positioned, remove the top panels from the meter bridge. Inside there are two thick grey earthing wires, a 34way IDC cable coiled up and a 20way IDC cable for every eight channels. For a 24 channel desk there are three 20way cables, for a 32 channel desk there are four 20way cables etc. These cables should be uncoiled and passed down the left hand leg of the console ensuring that they are kept clear of the top end of the channel cards where the microphone pre-amp is.

It is recommended that the cables are positioned down the left hand end of the console to keep them clear of the patchbay area.

## RACK INSTALLATION

Fix the computer into a 19" rack and then connect the following:

a)      The 34way IDC from the console into the 34way socket beneath the two XLR connectors.

b)      The 20way IDC cables into the appropriate channel connectors: (1-8, 9-16 etc.)

c)      The two earthing wires onto the terminal posts.

     Note: The two grey earth leads are fitted to the analogue and digital grounds and are commoned back at the console, so it is unimportant which way round they are connected.

d)      Appropriate XLR cables from the timecode in and out to the tape machine.

     Note: If an external Time-Code Generator is in use, the Automation System still needs to read the Time-Code signal off tape to function correctly.

e)      Connect the video monitor.

     Note: Use the SCART connector for colour video monitors and the TTL RGB connector for a CGA colour monitor. Connections are shown in the table on the right.

f)      Apply power to the Automation Rack. With the video monitor switched on check compatibility of video output with monitor. The monitor should prompt for a disk insertion. Do not put a disk in at this stage.

## SCART PIN-OUT

| Pin No. | Function |
|---------|----------|
| 5 | Blue Ground |
| 7 | Blue Video |
| 8 | +12V to select SCART connector on monitor |
| 9 | Green Ground |
| 11 | Green Video |
| 13 | Red Ground |
| 15 | Red Video |
| 16 | Fast Video Blanking |
| 17 | Composite Video Ground |
| 18 | Fast Video Blanking Ground |
| 19 | Composite Video Out |

## VIDEO MONITOR CABLE WIRING

|  | MONITOR |  | COMPUTER |
|--|---------|--|----------|
|  | 5 | . . . . . . . .5 |  |
|  | 7 | . . . . . . . .7 |  |
|  | 8 | . . . . . . . .8 |  |
|  | 9 | . . . . . . . .9 |  |
|  | 11 | . . . . . . . .11 |  |
|  | 13 | . . . . . . . .13 |  |
|  | 15 | . . . . . . . .15 |  |
|  | 16 | . . . . . . . .16 |  |
|  | 17 | . . . . . . . .17 |  |
|  | 18 | . . . . . . . .18 |  |
| Video In | 20 | . . . . . . . .19 | Video Out |
|  | 21 | . . . . . . . .21 |  |
| Video Out | 19 | . . . . . . . .20 | Video In |

## TTL RGB CONNECTOR PIN-OUT (9 pin D-type)

| Pin No. | Function |
|---------|----------|
| 1 | Shield ground |
| 2 | Signal ground |
| 3 | Red |
| 4 | Green |
| 5 | Blue |
| 6 | Intensity |
| 7 | Unused |
| 8 | Horizontal sync. (+) |
| 9 | Vertical sync. (+) |

## MONITOR SPECIFICATION

FAME Automation requires a colour video monitor, or a CGA-compatible monitor meeting the following specification:

- Scanning Frequency:

    Horizontal:        15.75 kHz

    Vertical:          50-60 Hz
- Signal Input:

    RGB/TTL            separate R,G,B,I, H-sync (+), V-sync (+)

    (16 colour)

See previous page for connector pin-out details.

## TESTING OF ENTIRE SYSTEM

1        Check that power is applied to the video monitor, console and Automation Rack.

2        The monitor should prompt you to insert a disk. The disk must be inserted the right way up. With correctly loaded software, the monitor shows a simulated console. Check to see if movement of the faders is indicated on the monitor screen. Switching of the Auxes, Mutes and EQs should also be indicated on the monitor screen.

Check the keypad by hitting ENTER whilst the cursor is on MENU. The filing and system menu will appear on the monitor screen.

If none of the above occurs, switch off immediately and recheck all looms and wireforms for correct insertion.

## CAUTION

It is strongly recommended that you make a safety copy of the original floppy disk as soon as you receive your package, and to protect and store the original program disk in a dry and cool place.

# Powering up the system

As you power on the system, the computer will display:

```
AD SYSTEME BOOT VERSION N...    [-625 lines
                                 or -525 lines(U.S.A.)]
INSERT A PROGRAM DISK
```

The software EPROMS fitted in the CPU circuit board determine whether your system runs at 625 or 525 lines/frame.

Take your program floppy disk and place it in the disk drive label upwards. The computer loads the automation program while displaying:

```
LOADING PROGRAM
```

...and a series of numbers from 0B to 01 as the ten program sectors load from the disk.

While loading, two different error messages may be displayed:

```
LOADING ERROR
```

*The disk is not in the drive correctly.*

```
CHECKSUM ERROR
```

*The internal check-up of the computer shows that data has not been transferred correctly into the main memory.*

In both cases try again to load the Disc. If the same message still appears, the disk is damaged. If you have no back up disk, consult your SOUNDCRAFT dealer.

After booting, the computer displays the following for a few seconds:

```
SOUNDCRAFT TS12
Copyright AD SYSTEME 1987-88-89
```

| | |
|---|---|
| SOFTWARE VERSION: | *Version of software* |
| 32 CHANNELS: | *Number of channels of the system* |
| TIME FRAME CODE: | *Time code standard (SMPTE or EBU)* |

The computer then automatically displays the DESK page.