

OVERVIEW OF FLYING FADERS

MAKING A SIMPLE MIX

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

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

* If you don't want to write data on faders immediately, but wish to write mutes first, press the Trim button on the Global Master. With Trim enabled, no preset will be taken and faders will not be written to.

WHAT HAS HAPPENED?

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

AUTOMATION MEMORY

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

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

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

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

MIX PRESET

When a new Pass is created from Mix 1/Pass 0, Flying Faders takes a snapshot of the initial fader, mute, relay, and channel buttoning positions. This preset is used to establish the starting positions for all subsequent Passes in that chain. Fader presets can be changed using the "Trim Faders" feature discussed in Chapter 5. Mute, Channel Button and Relay presets can be changed from the Window.

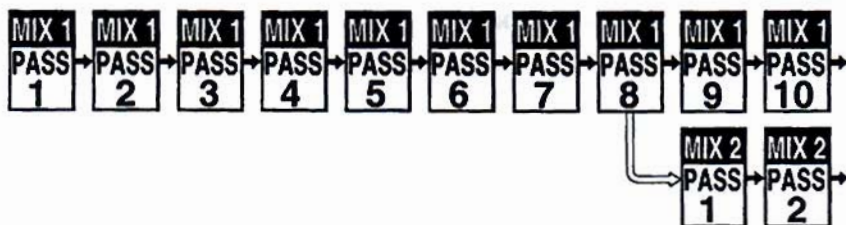
CREATING A NEW MIX

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

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



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



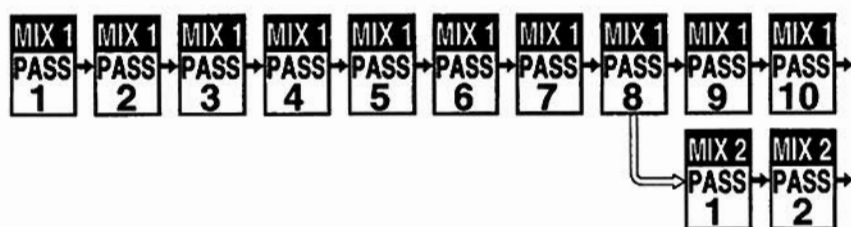
SELECTING A MIX/PASS

SELECTING THE CURRENT MIX/PASS

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

TO SELECT A MIX/PASS FROM THE GLOBAL MASTER:

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



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

PASS - (selects Mix 2/Pass 1)

PASS - (selects Mix 1/Pass 8)

or

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

PASS - (selects Mix 1/Pass 9)

PASS - (selects Mix 1/Pass 8)

SETTING THE SYSTEM TO MIX 1/PASS 0

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