333

Flying Faders
Computer

FLYING FADERS COMPUTER

TURNING ON FLYING FADERS

1. Turn on the AC MAINS breaker and the MOTOR POWER switch on the Flying Faders power supply unit.

2. Turn on the computer and the video display unit (VDU).

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

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

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

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

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

MICROSOFT WINDOWS

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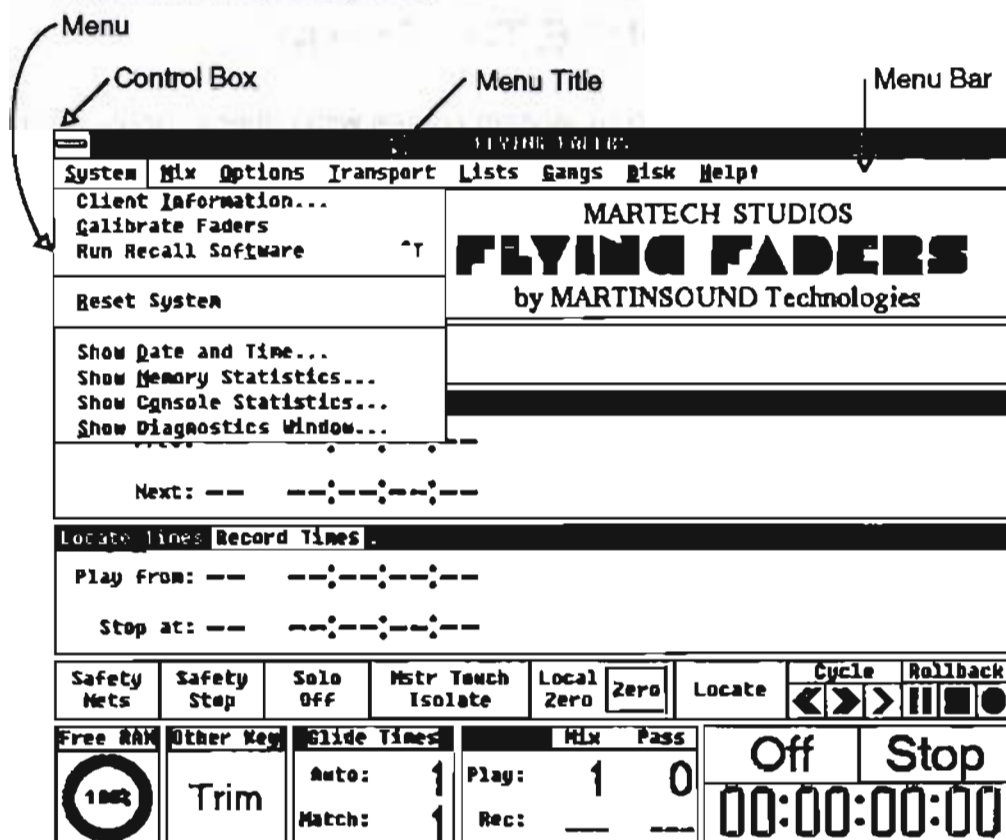
PARTS OF A WINDOW

Menu

Control Box   Menu Title   Menu Bar

| System | Mix | Options | Transport | Lists | Gangs | Disk | Help! |

Client Information...
Calibrate Faders
Run Recall Software   ^T

Reset System

Show Date and Time...
Show Memory Statistics...
Show Console Statistics...
Show Diagnostics Window...

MARTECH STUDIOS

FLYING FADERS

by MARTINSOUND Technologies

Next: --   --:--:--:--

Locate Times **Record Times**

Play From: --   --:--:--:--

Stop at: --   --:--:--:--

| Safety Nets | Safety Step | Solo Off | Mstr Touch Isolate | Local Zero | Zero | Locate | Cycle | Rollback |

Free RAM | Other Key | Slide Times | Mix Pass

Trim   Auto: 1   Play: 1   0   Off | Stop
        Match: 1   Rec: --   --   00:00:00:00

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

A WINDOW MAY INCLUDE:

1. **Menu Bar** - Contains the names of the menus in the system. This is the horizontal list across the top of the Flying Faders screen. (Figure 3.1)

2. **Menu** - Contains a list of all the commands and dialog boxes contained in that particular menu. (Figure 3.1)

3. **Control Box** - Used to close, clear, or quit the active window. (Figure 3.1)

4. **Scroll Bar** - Used for viewing information that won't fit in the entire window. (Figure 3.2)

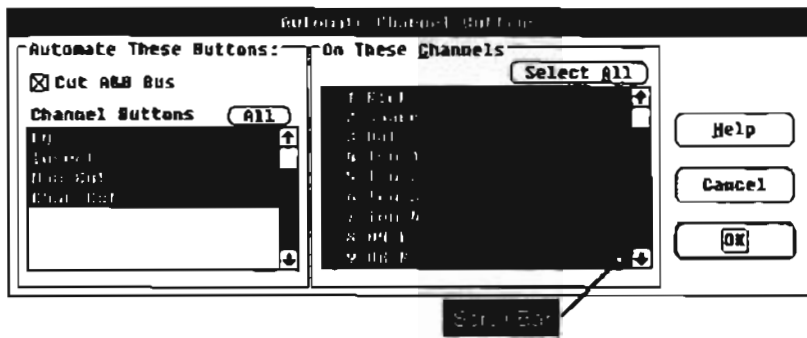5. **Dialog Box** - Displayed when more information is needed to carry out a command. (Figure 3.2)

Figure 3.2: Automate Channel Buttons dialog box.
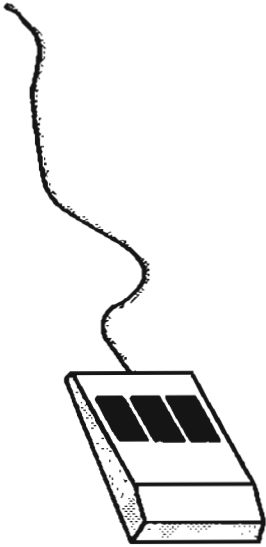
USING THE MOUSE/TRACKBALL

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

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

COMMON POINTING DEVICE TERMS:

Click - Press the button once.

Double Click - Quickly click the button twice.

Figure 3.3: The 'mouse' **Drag** - Click the button and hold it down while moving the mouse/trackball. When finished, release the button.

THE POINTER USED FOR FLYING FADERS HAS FOUR SHAPES:

Arrow - Used for the selection of functions.

I-Beam - A pointer that is used for entering text. For example, if you move the pointer around in the Load Mix dialog box, you will notice that when the mouse/trackball is in the areas where text is to be inserted, it changes from an arrow to an I-beam. The flashing vertical line in the box is the insertion point. This is where new text can be entered. The insertion point can be moved around with the pointing device or the space bar on your keyboard.
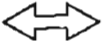
Two-Headed Arrow - Used for changing the size of the Text Pages window, Diagnostics window, Help window, and the Graph window. If you move the pointer over the border of a window, it changes to a two-headed arrow. Drag the two-headed arrow to change the window size.

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

USING THE KEYBOARD

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

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

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

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

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

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

CANCEL - Voids or nulls the current operation. (The same as pressing ESC on the standard keyboard.)
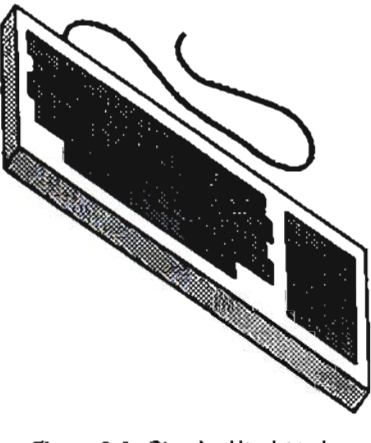
Figure 3.4: Standard keyboard

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

TAB - Move between options in a dialog box.

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

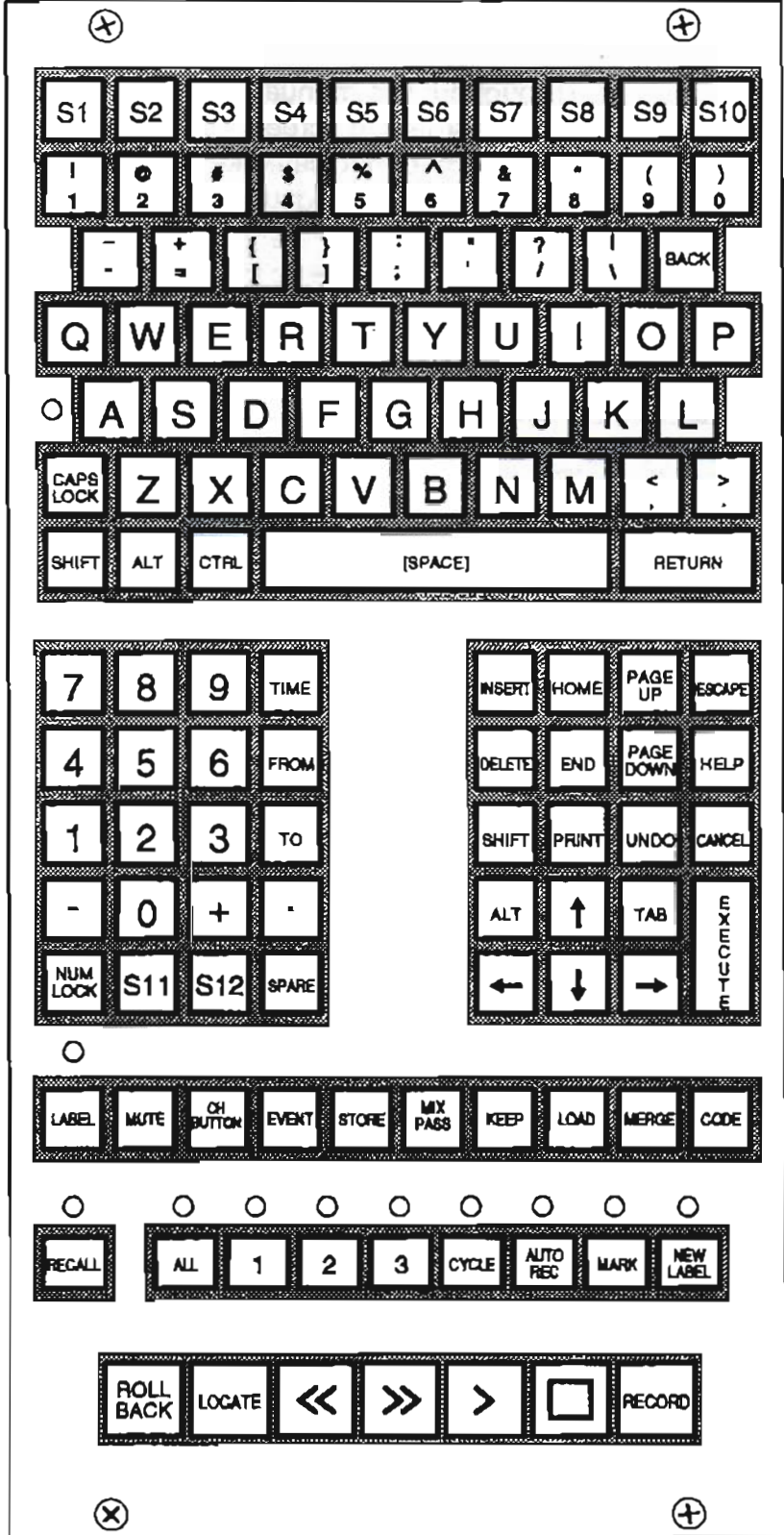**SPACEBAR** - Select or de-select an option in a dialog box.

Figure 3.5: Neve V Series keyboard

SELECTING

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

SELECTING MENUS
AND MENU ITEMS

Figure 3.6: Using the mouse to select menu items.

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

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

USING THE MOUSE/TRACKBALL:

1. Click the desired menu title. (Figure 3.6)

2. Click on the command or dialog box title that you wish to select.

USING THE KEYBOARD:

1. Press ALT and then use the left or right arrow DIRECTION keys to select a menu title from the menu bar.

2. Press EXECUTE to open the menu.

3. Use the up and down arrow DIRECTION keys to select the command or dialog box from the menu list.

4. To execute the command or open the dialog box, press EXECUTE.

Or

1. Press ALT+underlined letter in the menu bar to select the desired menu.

2. Press the underlined letter in the menu list to choose the desired command or dialog box.

THE PARTS OF A DIALOG BOX

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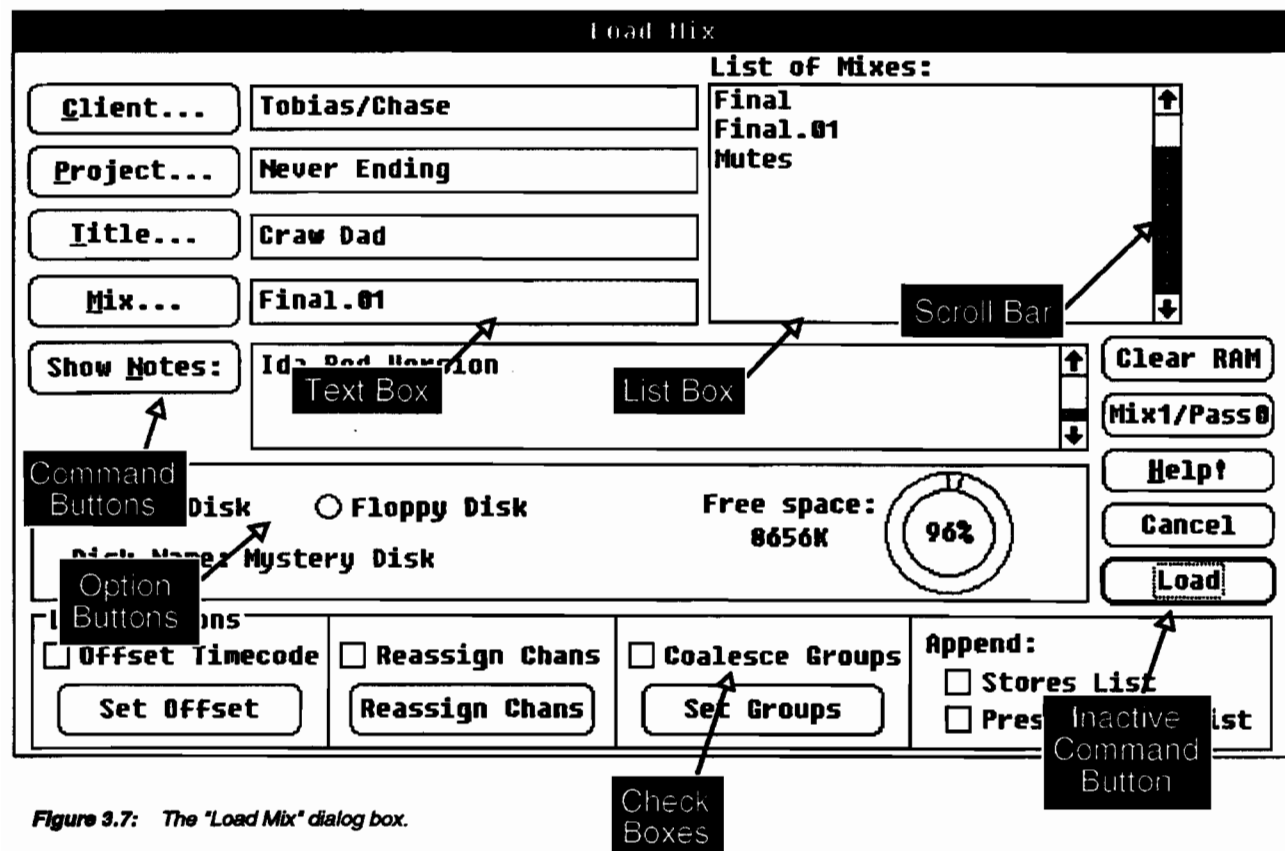

Figure 3.7: The "Load Mix" dialog box.

A DIALOG BOX MAY INCLUDE:

1. **List Box** - This box contains choices available to the user. To make multiple selections from a list box that allows multiple selections, press and hold SHIFT then click and/or drag on your choices. To make more than one selection with a keyboard, use the SHIFT + ARROW direction keys. (Figure 3.7)

2. **Text Box** - This is where information is inserted by the user. The flashing vertical line is the insertion point. Anything that you type will appear to the left of the insertion point, moving any existing text to the right. (Figure 3.7)

3. **Scroll Bars** - Used in list boxes and text boxes as well as in windows to view information that won't fit in the entire dialog box. You may use the mouse/trackball to operate the scroll bar by dragging the small white box that is in the scroll bar and releasing it at the desired location. To scroll one line at a time, click the arrow boxes at the ends of the scroll bar. You may scroll one entire box length by clicking the scroll bar in the

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

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

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

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

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

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

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

5. **Option Buttons** - Circular buttons used to select an option in a dialog box. (Figure 3.7)

6. **Check Boxes** - Small squares used to select one or more options in a dialog box. (Figure 3.7)

SELECTING AN ITEM IN A DIALOG BOX

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

USING THE MOUSE/TRACKBALL:

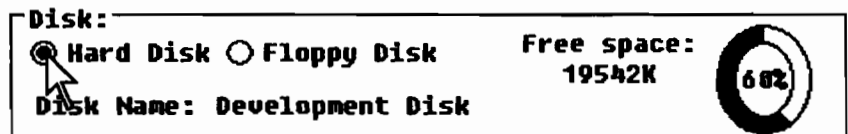1. Click directly on the area or setting that you want to select. (Figure 3.8)

Figure 3.8: Point the mouse/trackball and click.

USING THE KEYBOARD:

1. Press TAB to move to the desired area. (You may also press SHIFT+TAB to move in the opposite direction.) The area that you are currently in will be highlighted.

2. Use arrow DIRECTION keys to go to a specific item within that area.

3. Press SPACEBAR to choose the item.

Or

1. ALT+underlined letter

2. Use arrow DIRECTION keys to go to a specific item within that area.

3. Press SPACEBAR to choose the item.

ENTERING TIMECODE NUMBERS:

1. Select the timecode field. (Figure 3.9)

2. Valid time code numbers may now be inserted. (Figure 3.9)

3. Select OK or go to the next option.

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

1. Select the timecode field.

2. Double click the mouse on the hours, minutes, seconds, or frames and a highlighted block will appear. (Figure 3.10)

3. Insert your changes. (Figure 3.10)

4. Select OK or go to the next option.

Or

1. Select the timecode field.

2. Press INSERT and a highlighted block will appear. Use the left or right arrow DIRECTION keys to move the block.
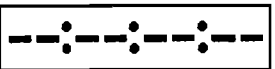
3. Insert your changes.

4. Select next option or OK.

Figure 3.9: *Entering the entire Timecode*

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

DIRECT-WINDOW ACCESS
AND ACCELERATOR KEYS

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

DIRECT WINDOW ACCESS

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

ACCELERATOR KEYS

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

ACCELERATOR KEY ASSIGNMENTS

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

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

Neve Keyboard	Standard Keyboard	Function Performed
CTRL+A	CTRL+A	Repeats Last Command
CTRL+F	CTRL+F	Toggle Safety Stop on/off
CTRL+K	CTRL+K	Capture Mark Time (Label #0)
CTRL+L	CTRL+L	Locate
CTRL+N	CTRL+N	Safety Nets On/Off
CTRL+O	CTRL+O	Toggle Other key between Trim / Graph / Solo
CTRL+Q	CTRL+Q	Exit Windows (Leaves the computer switched on)
CTRL+R	CTRL+R	Toggle Run On/Off
CTRL+T	CTRL+T	Run Recall Software
CTRL+Z	CTRL+Z	Undo
S11	CTRL+F11	Creates a new Snapshot
S12	CTRL+F12	Show/Hide the Stores box
LABEL	(F1)	Calls up the Label List
MUTE	(F2)	Calls up the Mute List
CH BUTTON	(F3)	Opens the Channel Button Event List
EVENT	(F4)	Inactive
STORE	(F5)	Calls up the Stores List
MIX/PASS	(F6)	Opens the Mix/Pass dialog box
KEEP	(F7)	Opens the Keep Mix dialog box
LOAD	(F8)	Opens the Load Mix dialog box
MERGE	(F9)	Opens the Merge Channel Data dialog box
CODE	(F10)	Opens the Timecode Options dialog box
UNDO	(F11)	Undo
HELP	(F12)	Help

SMART KEYS

Smart keys on the Neve V Series keyboard (S1-S10) are for executing user programmable command sequences. (Refer to Chapter 6, "Options Menu", for programming information and Smart key access on the standard keyboard.)
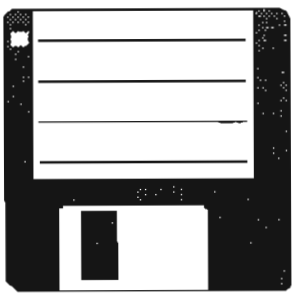
DISK DRIVES

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

Figure 3.11 3.5" floppy disk

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

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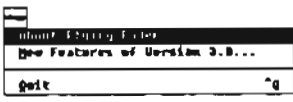
As Neve and Martinsound Technologies continue to address the needs and wants of mixing engineers worldwide, we will be adding features and making changes to the Flying Faders software. If at any time you contact Neve with questions or comments regarding your Flying Faders system, you will need to inform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

Figure 3.2: Flying Fader's main screen with the "System" menu box pulled down

Figure 3.12: Flying Fader's Version Number