





Mix Menu

MIX MENU

FLYING FADERS									
System	Mix	Options	Transport	Lists	Gangs	Disk	Help?		
	Keep Mix...							F7	MARTECH STUDIOS FLYING FADERS by MARTINSOUND Technologies
	Load Mix...							F8	
	Delete Mixes...								
	Show Mix Statistics...								
Project Title	Trim Faders...								
	Labels	Merge Channel Data...						F9	
P		Copy Channel Data...							
	N	Erase Channel Data...							
Locate	Mix Conforming...								
Play f	Select Mix/Pass...							F6	
	Run On							^R	
Stop at: -- --:--:--:--									
Safety Nets	Safety Stop	Solo OFF	Mstr Touch Isolate	Local Zero	Zero	Locate	Cycle	Rollback	
Free RAM	Other Key	Glide Times	Mix	Pass	<div style="display: flex; justify-content: space-between;"> Off Stop </div> <div style="font-size: 2em; font-weight: bold;">00:00:00:00</div>				
	Trim	Auto: 1	Play: 1	0					
		Match: 1	Rec: ---	---					

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

KEEP MIX

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

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

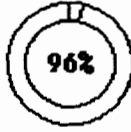
1. All fader moves
2. All mute events
3. Groups and Links
4. Mix Notes
5. Locate Times (including Preroll)
6. Reel Start & End Times
7. Auto Record Times
8. Label List (title specific)
9. Channel Names List (title specific)
10. Glide Times
11. Smart Keys
12. Timecode Type
13. Local Zero

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

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

MIX/PASS

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

Client...	Tobias/Chase	List of Mixes: Muffin Pancake Pancake.01 Pancake.02
Project...	Never Ending	
Title...	Forget Her In A Day	
Mix...	Pancake.03	
Mix Notes:	Great Mix! The Hungry Guys did it again!	
Locate Times		
Select from List	Play From: 01:00:00:00	Stop At: 01:05:00:00
Disk	<input checked="" type="radio"/> Hard Disk <input type="radio"/> Floppy Disk	Free space: 8656K
<input type="checkbox"/> Save in old mix format (v1.2)	Disk Name: Mystery Disk	
		Help?
		Cancel
		Keep

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

FILE ORGANIZATION

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

'WORKNAME' DEFAULTS

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

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

MIX VERSION NUMBERS

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

TITLE VERSUS MIX

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

MIX NOTES

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

LOCATE TIMES

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

DISK

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

TO KEEP A MIX:

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

SAVE IN OLD MIX FORMAT

Flying Faders Version 3.0 saves files in a compressed format. This means that the mix will take up less space on your disk and may also be saved faster. However, versions prior to Version 2.0 and *Flying Faders Junior* will not be able to read these compressed files. If you plan to Load the mix into one of these systems, check the 'Save in Old Mix Format' box when Keeping the mix. This will save the mix in a format which can be read.

LOAD MIX

Mix	
Keep Mix...	F7
Load Mix...	F8
Delete Mixes...	
Show Mix Statistics...	
Show Mix/Pass Tree...	
Clear Mix Memory	
Trim Eaders...	
Merge Channel Data...	F9
Copy Channel Data...	
Erase Channel Data...	
Mix Confirming...	
Select Mix/Pass...	F6
Run 00	"R

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

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

MIX 1/PASS 0 VS. CLEAR RAM

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

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

SHOW NOTES

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

Client... Tobias/Chase		List of Mixes:	
Project... Never Ending		Final	
Title... Craw Dad		Final.01	
Mix... Final.01		Mutes	
Show Notes: Ida Red Version		↑	
		↓	
Disk:		Clear RAM	
<input checked="" type="radio"/> Hard Disk <input type="radio"/> Floppy Disk		Mix1/Pass0	
Free space: 8656K		Help?	
Disk Name: Mystery Disk		Cancel	
		Load	
Load Options			
<input type="checkbox"/> Offset Timecode	<input type="checkbox"/> Reassign Chans	<input type="checkbox"/> Coalesce Groups	Append:
<input type="checkbox"/> Stores List	<input type="checkbox"/> Presentation List		
Set Offset	Reassign Chans	Set Groups	

DISK

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

LOAD OPTIONS: OFFSET TIMECODE

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

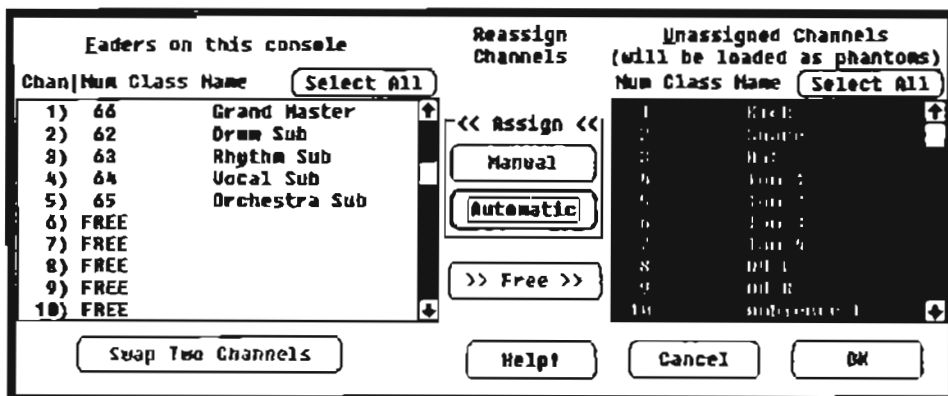
LOAD OPTIONS: COALESCE GROUPS

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

LOAD OPTIONS: REASSIGN CHANNELS

Reassign Channels is a new feature of Flying Faders in version 3.0. The Reassign Channels feature allows you to more easily load mixes that were saved on one Flying Faders console onto another, differently configured Flying Faders console.

To use Reassign Channels you must be loading a version 3.0 mix or you will get a message saying "Channel information cannot be found for this mix." Furthermore your console must have a console configuration file (see Technical Manual).



REASSIGNING CHANNELS

From the Load Window, press the Reassign Channels button. The Reassign Channels Window will appear. On the left is a box called 'Faders On This Console'. The list in this window corresponds to the physical faders you have on your console. On the right is a box called 'Unassigned Channels'. The list in this window corresponds to the information stored in the mix on disk (presumably from another Flying Faders system).

The idea is to assign channels from the unassigned box to the Console box. Flying Faders knows about your console's configuration and the stored mix tells the configuration of the console it came from. So if you select one or more unassigned channels from the 'unassigned' list and press the Automatic button, Flying Faders will match those faders which have equivalent types of faders on your console (e.g. Group Master, Stereo Master, channel faders, etc.) Some faders may not have equivalents or you may wish to override the automatic assignments Flying Faders gives. To do this you select an equal number of 'console' and 'unassigned' faders and press the Manual button which will then force the one-to-one assignment. If you have assigned faders on your console with data and change your mind, select the faders and press the Free button and they will return to the 'Unassigned Channels' list. If you wish to swap the data assigned to one of your faders with data from another, select them both and press the 'Swap Two Channels' button.

When you've defined the reconfiguration you want, press the OK button. The Reassign Channels check box will automatically be checked and the load will use the reconfiguration you selected.

WHAT HAPPENS WHEN I REASSIGN CHANNELS?

Say you're working in Studio A with 72 faders and you move to Studio B with 60 faders. In both rooms there are 2 stereo and 2 group masters. The only difference is that Studio A has 12 more regular faders. When I load a mix from A onto B, the first 56 of Studio A's faders will be assigned to console B's first 56 faders. Then the last 4 of Studio A's faders (the masters) will be assigned in the master fader positions on console B, 57 thru 60.

The remaining 12 faders worth of data will not be lost. It will be loaded into "Phantom Fader" positions. The data will be kept with subsequent mixes and, if one of the Phantom Faders was a member of a group or link, it will still behave as such. If it was in a link, new link moves will be written to it, and if it was a master in a group, it will still move its slaves. These behaviors may not be desirable sometimes and you may wish to remove the link or group. Since Phantom Faders do not have physical faders associated with them, they also do not have select buttons. So you cannot use Group and Link mode to remove the Links or Groups. Two new features under the Gangs Menu have been added to help. 'Clear Selected Groups' and 'Clear Selected Links' allow you to remove an individual link or group assignment. (Note that with Clear Selected Link, the entire link is dissolved if any of the members are selected).

Let's say you save the mix after working on it for a while on console B and then return to Studio A. Flying Faders remembers where those phantom faders were and would reassign those 12 Phantom Faders to positions 57 thru 68 (and hence they are no longer Phantoms), move the masters back to 69 thru 72, and leave faders 1 thru 56 alone.

Let's now imagine that started on console B and saved a normal-60 channel mix and then took it to studio A. When you press Reassign Channels, the first 56 faders will be assigned to 1 thru 56. The last four faders from the mix (saved in B) are masters and will be assigned to positions 69 thru 72 in studio A. Faders 57 thru 68 will have no faders assigned to them. When you load the mix, default preset data will be assigned to those channels (and a message will tell you what happened).

MODIFYING THE ASSIGNED CHANNELS

The "Faders on this Console" are the channels that will be loaded into the the current physical faders. The Unassigned faders will be loaded as Phantom Channels, and will appear on all channel lists as 'P' channels.

SWAP TWO CHANNELS

You are also allowed to swap two channels in the Console list.

To Swap two Channels:

1. Select two Channels from the Console list that you wish to be swapped.
2. Press SWAP TWO CHANNELS.


LOAD OPTIONS: APPEND STORES LIST

When loading the Stores for a mix, you have the option of either overwriting the old Stores, or appending them. Checking the Append Stores List box will preserve the Stores in memory, and append the loaded Stores to the end of the current Stores list. When Stores are appended, they are renumbered.

LOAD OPTIONS: APPEND PRESENTATION LIST

You also have the same option with the presentation list. Checking the Append Presentation List box will preserve the Presentation List in memory, and append the loaded Presentation List.

Note that if the loaded Stores are appended (and renumbered), the Presentation List is modified so that they still refer to the loaded Stores.

Client...	Tobias/Chase	List of Mixes: Final (w/acoustic bass) Final (w/o acoustic bass) Mutes Rough Mix Rough Mix.01
Project...	Never Ending	
Title...	Confessions	
Mix...	Final (w/acoustic bass)	
Show Notes:	GOOD MIX, USED SECOND TAKE OF PIANO	
Disk:	<input checked="" type="radio"/> Hard Disk <input type="radio"/> Floppy Disk	Free space: 8656K Disk Name: Mystery Disk 
		<input type="button" value="Help!"/> <input type="button" value="Exit"/> <input type="button" value="Delete"/>

SHOW NOTES

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

DISK

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

TO DELETE A MIX:

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

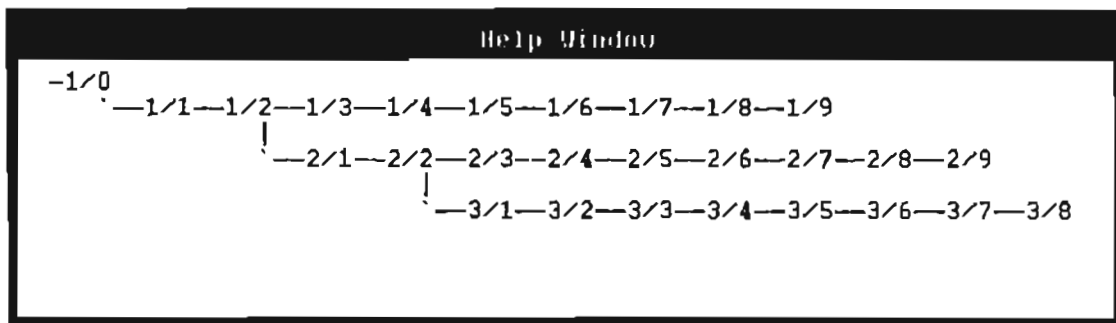
SHOW MIX/PASS TREE

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

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

TO SHOW MIX/PASS TREE:

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



CLEAR MIX MEMORY

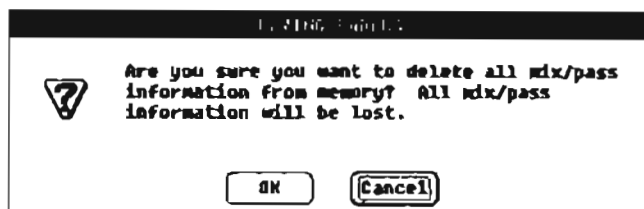
Mix	
Keep Mix...	F7
Load Mix...	F8
Delete Mixes...	
Show Mix Statistics...	
Show Mix/Pass Tree...	
Clear Mix Memory	
Trim Faders...	
Merge Channel Data...	F9
Copy Channel Data...	
Erase Channel Data...	
Mix Conforming...	
Select Mix/Pass...	F6
Run On	^A

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

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

TO CLEAR MIX MEMORY:

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



<p>Trim from: Type 'P' for Preset</p> <p>Label: Preset</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>1</td><td>00:59:50:00</td><td>Preroll & Count</td><td style="text-align: right;">↑</td></tr> <tr><td>2</td><td>01:00:00:00</td><td>Intro</td><td style="text-align: right;">↓</td></tr> <tr><td>3</td><td>01:00:25:02</td><td>Verse One</td><td style="text-align: right;">↓</td></tr> <tr><td>4</td><td>01:01:20:17</td><td>Chorus One</td><td style="text-align: right;">↓</td></tr> <tr><td>5</td><td>01:01:45:23</td><td>Verse Two</td><td style="text-align: right;">↓</td></tr> <tr><td>6</td><td>01:02:30:15</td><td>Bridge</td><td style="text-align: right;">↓</td></tr> </table> <p>Trim in xFade time: <input style="width: 40px;" type="text" value="1"/></p>	1	00:59:50:00	Preroll & Count	↑	2	01:00:00:00	Intro	↓	3	01:00:25:02	Verse One	↓	4	01:01:20:17	Chorus One	↓	5	01:01:45:23	Verse Two	↓	6	01:02:30:15	Bridge	↓	<p>Trim to: Type 'E' for End</p> <p>Label 3: 01:00:25:02</p> <p>Verse One</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>1</td><td>00:59:50:00</td><td>Preroll & Count</td><td style="text-align: right;">↑</td></tr> <tr><td>2</td><td>01:00:00:00</td><td>Intro</td><td style="text-align: right;">↓</td></tr> <tr style="background-color: #cccccc;"><td>3</td><td>01:00:25:02</td><td>Verse One</td><td style="text-align: right;">↓</td></tr> <tr><td>4</td><td>01:01:20:17</td><td>Chorus One</td><td style="text-align: right;">↓</td></tr> <tr><td>5</td><td>01:01:45:23</td><td>Verse Two</td><td style="text-align: right;">↓</td></tr> <tr><td>6</td><td>01:02:30:15</td><td>Bridge</td><td style="text-align: right;">↓</td></tr> </table> <p>Trim out xFade time: <input style="width: 40px;" type="text" value="1"/></p>	1	00:59:50:00	Preroll & Count	↑	2	01:00:00:00	Intro	↓	3	01:00:25:02	Verse One	↓	4	01:01:20:17	Chorus One	↓	5	01:01:45:23	Verse Two	↓	6	01:02:30:15	Bridge	↓
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6	01:02:30:15	Bridge	↓																																														
<div style="display: flex; justify-content: space-around; gap: 20px;"> Help? Cancel OK </div>																																																	

TRIM BETWEEN TIMES

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

SUSPEND GROUPS

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

TAKE NEW PRESET

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

TO TAKE A NEW PRESET:

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

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

TO TRIM FADERS MANUALLY:

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

MERGE CHANNEL DATA

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

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

Merge Channel Data

Take From Here

Mix /Pass

Mix: Pass:

Store:

Insert Here

Mix: Pass:

Include

Faders

Mutes

Ch Buttons

Splice Mode

Absolute

xFade time:

Relative

Set Times

Merge from Merge to

Channels

1 Kick	↑
2 Snare	
3 Hat	
4 Tom 1	
5 Tom 2	
6 Tom 3	
7 Tom 4	
8 OH L	↓

SET TIMES

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

CHANNELS

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

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

TO MERGE CHANNEL DATA:

1. Press MERGE on the Neve V Series keyboard, or select *Merge Channel Data* from the Mix menu.
2. Enter the desired Mix/Pass in the Take From Here box or select a Store from which to Merge. Store 0 is the current console setting. You may press the Current Pass command button to merge from the current Mix/Pass.
3. Enter the desired Mix/Pass in the Insert In Here box or select Current Pass to insert the current Mix/Pass.
4. Select the channel mix information to be merged from the Include box.
5. Select *Absolute* or *Relative* from the Splice Mode box. Include the *xFade Time* if *Absolute* is chosen.
6. Insert *Merge From* and *Merge To* times in the Set Times box.
7. Select the desired channels from the Channels list. The Select All command is a quick way to choose all channels.
8. Select *Merge* to perform the Merge.
9. A dialog box will appear informing you of the new Mix/Pass that was created. This Mix/Pass is automatically selected as the Play Pass.
10. Select OK to close the dialog box.

INCLUDE

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

SPLICE MODE

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

ABSOLUTE

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

RELATIVE

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

SET TIMES

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

TO ERASE CHANNEL DATA:

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

MOVE

The Move command lets you move part of the current mix, creating a new, 'conformed' mix/pass as a result. All Channel information (fader moves, events, mutes, etc.) for the selected channels is moved. In 'post' work, Move is useful for cases where, for example, Scene 2 has been moved to be after Scene 3. Just as you conform the picture and sound for this new edit, Flying Faders will conform the automation to match.

The Move operation is not to be confused with the Copy operation. A Move first cuts the section out of the mix and then inserts it at the destination time. To visualize this process better, imagine your mix is a book with the pages numbered 1, 2, 3, 4, 5, 6, 7... up to 15. If we were to move pages 3 through 7 to page 10, we would find that the pages would now be numbered 1, 2, 8, 9, 10, 11, 12, 13, 14, 3, 4, 5, 6, 7, 15. The 10th page would now be numbered 3.

To Move Part of the Current Mix

Select Move from the Operation box. Enter the beginning and end times of the segment to be moved 'Move This' box. Note that you only need to specify two of the times in this box (e.g. if you enter the start time and the length, the end time will be automatically computed).

Enter the Destination time in the 'To Here' box.

Enter the crossfade time that will be used at each of the splice points.

Select the channels whose information is to be moved.

Press the Move button to perform the operation.

Inserting Blank Space into a Mix

The Insert command inserts blank space into the current mix, creating a new, conformed mix/pass as a result. This is necessary if say, a whole new scene is added to the film. During this space ('time') all faders, events and mutes will have the same initial settings as at the start of the inserted time.

To visualize this better, imagine that your mix is a book with the pages numbered 1, 2, 3, 4, 5, 6, 7, 8... If a space is inserted from page 3 to page 7, we would find the pages were now numbered 1, 2, 3, 3, 3, 3, 3, 4, 5, 6, 7, 8... Note that no part of the original mix is

SELECT MIX/PASS

MIX	
Keep Mix...	F7
Load Mix...	F8
Delete Mixes...	
Show Mix Statistics...	
Show Mix/Pass Tree...	
Clear Mix Memory	
Trim Eaders...	
Merge Channel Data...	F9
Copy Channel Data...	
Erase Channel Data...	
Mix Conforming...	
Select Mix/Pass...	F10
Run On	N

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

NEW MIX

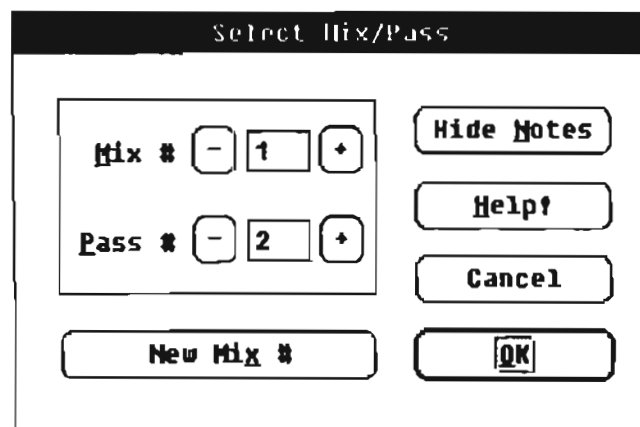
This command allows you to start a new Mix/Pass branch. New Mix forces a new Mix/Pass number, which is useful when you want to create a reference point for the following Mix/Pass.

MIX NOTES

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

HIDE NOTES/SHOW NOTES

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



TO SELECT A MIX/PASS:

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