



Options Menu

OPTIONS MENU

FLYING FADERS															
System		Mix		Options		Transport		Lists		Gangs		Disk		Help?	
		Smart Keys... Glide Times... Text Pages... Safety Nets/Safety Stop... Timecode Options... F10 Screen Options... Automate Channel Buttons...										RTECH STUDIOS FLYING FADERS INSOUND Technologies			
		Project:													
Title:															
Labels															
Preu:		--		--:		--:		--:		--					
Next:		--		--:		--:		--:		--					
Locate Times Record Times															
Play from:		--		--:		--:		--:		--					
Stop at:		--		--:		--:		--:		--					
Safety Nets		Safety Stop		Solo OFF		Mstr Touch Isolate		Local Zero		Zero		Locate		Cycle << >> > ■ ●	
Free RAM		Other Key		Glide Times		Mix		Pass		Off		Stop			
		Trim		Auto: 1		Play: 1 0		Rec: --- ---		00:00:00:00		00:00:00:00			
				Match: 1											

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

It may seem clear which events should be recorded in this example, but every example is different. For example, we wouldn't want to record the time it took to select the Glide times. But what if we wanted a Smart Key to reverse the transport for several seconds? Then we would want to record the time lapse that occurred between pressing REWIND and STOP.

If we wanted to record a LOCATE/PLAY to a point on tape, we would start recording our Smart Key and press LOCATE followed by PLAY. Say that the locate time is 01:00:00. If we change the locate time later to 02:00:00, it is unclear whether we want our Smart Key to record a LOCATE to whatever the locate time is when we are recording the Smart Key, or to LOCATE to the current locate time. In other words, should it always LOCATE to 01:00:00, or should it always locate to the current locate time?

These issues are very complex and there is no simple solution that gives pleasing results all the time. Clearly, when using Smart Keys the events that are recorded will not always be the events you wanted to be recorded. We believe, however, that to best use Smart Keys you must understand the issues and our solutions. Without this understanding, Smart Keys can be very confusing.

In order to understand our solution, a brief explanation of our system must be given. Inside the Hewlett Packard Vectra is another computer called a Viper 68000. It is responsible for control of the automated console hardware and most aspects of automation (recording moves and events, editing operations, transport control, changing passes, saving/loading, etc...) The Vectra converts mouse moves and clicks into requests for the Viper. For example, if you click on the Run/Off box, the Vectra asks the Viper to turn automation mode to Run or Off. It is this request that would be recorded as a Smart Key. It is not simple to understand which operations will be done by the Vectra alone and which operations require the Vectra to make a request of the Viper. Therefore, some trial and error will be necessary to gain an intuition for this concept. Note that anything you do directly on the console, apart from the Vectra's keyboard, will NOT be recorded, because only requests that originate on the Vectra are recorded.

Here are some samples to start you off. If you click on ROLLBACK with the mouse, Smart Keys will record a ROLLBACK using the current Rollback time. If you change the Rollback time at a later time, it will not affect the behavior of the Smart Key. In other words, if the Rollback time was 10 seconds when you recorded the

RECORD KEY

When selected, this command button starts recording the chosen Smart Key. Note that whatever was previously recorded into the Smart Key will be overwritten.

STOP RECORDING

When selected, this command button stops recording the Smart Key.

CLEAR KEY

When selected, this command button clears a Smart Key, erasing any information that was recorded onto that key.

EDIT MODES

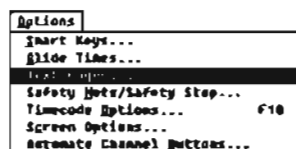
The Edit Mode box allows you to choose how the Smart Key will be recorded. The **Overwrite** mode will delete any command lines previously recorded and replace them with newly recorded commands. The **Append** mode will attach newly recorded commands to existing command lines. The **Insert** mode will add a newly recorded command(s) anywhere within previously recorded command lines. The **Delete** command button allows you to eliminate a selected command within a command line.

TO RECORD SMART KEYS:

1. Select *Smart Keys* from the Options menu.
2. Insert the desired Smart Key number in the Smart Key box.
3. Select the desired Edit mode from the Edit Mode box.
4. Select the Record Key command button.
5. Perform the events that you wish to program.
6. Select the Stop Recording command button.
7. Verify the commands that were recorded.
8. Select *Exit* to close the dialog box.

Note The recorded command lines for a Smart Key may be reviewed by selecting the Smart Key number in the Smart Keys List.

TEXT PAGES



This command opens the Text Pages window. Text Pages is a simple word processor, available for making general notes, etc. This window is also used for editing the following files:

1. Transport Controller Constants
2. System Initialization File
3. System Diagnostics Report File
4. Channel Description File

Note For information about editing these files, refer to the Flying Faders Technical Manual.

TO CREATE A FILE:

1. Select *Text Pages* from the Options Menu.
2. Type the desired text in the text area.
3. Select *Save As* from the File Menu.
4. Enter the name (8 characters maximum, ending with a period) that you wish to save the file under. If you wish to overwrite an existing file, select that file from the list.
5. Select the disk that you wish to save to (Hard Disk or Floppy Disk).
6. Select *Save* to store the file to disk.
7. Select *Close* from the File menu to exit Text Pages.

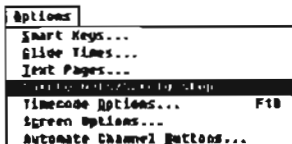
TO OPEN A FILE:

1. Select *Text Pages* from the Options Menu.
2. Select *Open* from the File menu.
3. Select the disk that the file is on (Hard Disk or Floppy Disk).
4. Enter the name of the file that you wish to open or select the file name from the list.
5. Select OK to open the file.
6. Select *Close* from the File menu to exit Text Pages.

TO DELETE A FILE:

1. Select *Text Pages* from the Options Menu.
2. Select *Delete* from the File menu.
3. Select the disk that the file is on (Hard Disk or Floppy Disk).
4. Enter the name of the file that you wish to delete or select the file name from the list.
5. Select *Delete*. A dialog box will appear asking you to confirm your choice. Select OK to perform the delete.
6. Select *Close* from the File menu to exit Text Pages.

SAFETY NETS / SAFETY STOP



Safety Nets

This command allows you to set the times to be secured by Safety Nets. Safety Nets are used to set up a window between two points in timecode. Inside this window you may make new moves and/or events as desired, But outside of this window, the faders, mutes, and channel buttons are placed in the Safe mode, unaffected by any moves or events that may occur (accidental or otherwise). This is desirable when you just want to make sure that data is protected outside of the area that you are working on.

Set Safety Net Times

Safe before:		Safe after:	
Label 3:	01:00:25:02	Label 4:	01:01:20:17
Verse One		Chorus One	
1	00:59:50:00	Count Off	↑
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	↓

Activate Safety Nets

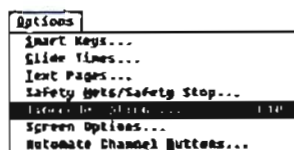
Activate Safety Stop
 Verify

Help **Cancel** **OK**

TO SET SAFETY NET TIMES:

1. Select *Set Safety Net Times* from the Options Menu.
2. Go to the Safe Before box and enter the desired timecode in the timecode field, or select the timecode from the Label list, if available.
3. Go to the Safe After box and enter the desired timecode in the timecode field, or select from the Label list.
4. To activate Safety Nets upon closing of the dialog box, select *Activate Safety Nets*.
5. Select OK to return to the main screen.

TIMECODE OPTIONS



This command allows you to choose timecode type, timecode display options, and local zero times.

TIMECODE TYPE

The Timecode Type box contains choices of 24, 25, and 30 (drop or nondrop) frames per second. Note: Flying Faders does not automatically determine the incoming code type. The default is set via the System Initialization File for the type of code you most often use, so check its setting before you start mixing (refer to the Technical Manual). If you forget, and the Incoming code differs from what is set, a dialog box will appear informing you of this.

THE TIMECODE INDICATOR

The SHIFT button light on the Global Master serves as the timecode indicator. If the light is on solid, this indicates that valid timecode is being received. If the light is flashing, the system is receiving flakey timecode, and if the light is completely off, no code is being received. If the system is indicating that flakey or no timecode is being received, check to make sure that timecode is patched into Flying Faders and confirm that the timecode type is correct.

TO SET THE TIMECODE TYPE:

1. Press CODE on the Neve V Series keyboard, or select *Timecode Options* from the Options menu, or click on the timecode field in the lower right corner of the main screen.
2. Select desired timecode from the Timecode Type box.
3. Select OK to close the dialog box.

TO SET LOCAL ZERO:

1. Press CODE on the Neve V Series keyboard, or select *Timecode Options* from the Options menu, or click on the timecode field in the lower right corner of the main screen.
2. Insert the desired timecode.
3. Select *Local Zero ON*.
4. Select OK to close the dialog box.

Or

1. Click on *Capture* in the Local Zero area of the main screen at the desired point in timecode. This may be done on the fly or with timecode stopped.
2. Click on the Local Zero area to turn *Local Zero* on or off.

Note Local Zero is saved and automatically reloaded with the Mix.

TIMECODE VS. FOOT-FRAMES

(Foot-Frames may not be available on all systems.)

Selecting these buttons changes the way timecode is displayed on the screen. If Timecode is selected, the times will be displayed in hours:minutes:seconds format. If Foot-Frame is selected, times will be displayed in foot-frames.

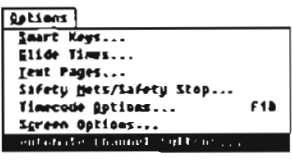
SETTING FOOT-FRAMES OPTIONS

The Foot-Frames options let you select the conversion rate and offset for all displayed foot-frames times.

FILM FORMAT

The film format buttons should be set to the type of film you are using, so that the computer can properly convert SMPTE time to Foot-Frames. If a custom format is desired, enter the number of frames per foot and frames per second before the appropriate boxes after the "Other" option. Selecting "Other" now will tell the computer to use these numbers to convert times.

AUTOMATE CHANNEL BUTTONS



Automate Channel Buttons allows you to enable and disable the four channel buttons and the cut A/B Bus on any given channel(s).

TO AUTOMATE CHANNEL BUTTONS:

1. Select *Automate Channel Buttons* from the Options menu
2. Select the button(s) to be automated.
3. Select the channel(s) to be automated.
4. Select OK to return to the main screen.

Note This feature is for use with Neve consoles equipped with events.

