




Lists Menu

LIST MENU

FLYING FADERS											
System	Mix	Options	Transport	Lists	Gangs	Disk	Help?				
				Label List...			F1				
				Capture Mark Time			^K				
Project: Title:				Channel Names...							
Labels				Mute List...			F2				
Prev: -- --:--:--				Channel Button List...				F3			
Next: -- --:--:--				Cut A/B Bus List...							
Relay Setup...				Relay Events List...							
Relay Events List...				Show Stores/Presentation Box							
Locale Times Record Times				Stores List...				F5			
Play from: -- --:--:--				Presentation List...							
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	Off		Stop		
	Trim	Auto: 1	Match: 1	Play: 1	Rec: ---	0	00:00:00:00		00:00:00:00		

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

5. Select the Modify command button and the label will be placed on the list in its proper place in timecode.
6. Select OK to close the dialog box.

Note If you decide to cancel a change, be aware of the fact that CANCEL will erase all changes made from the time the Label List dialog box was opened.

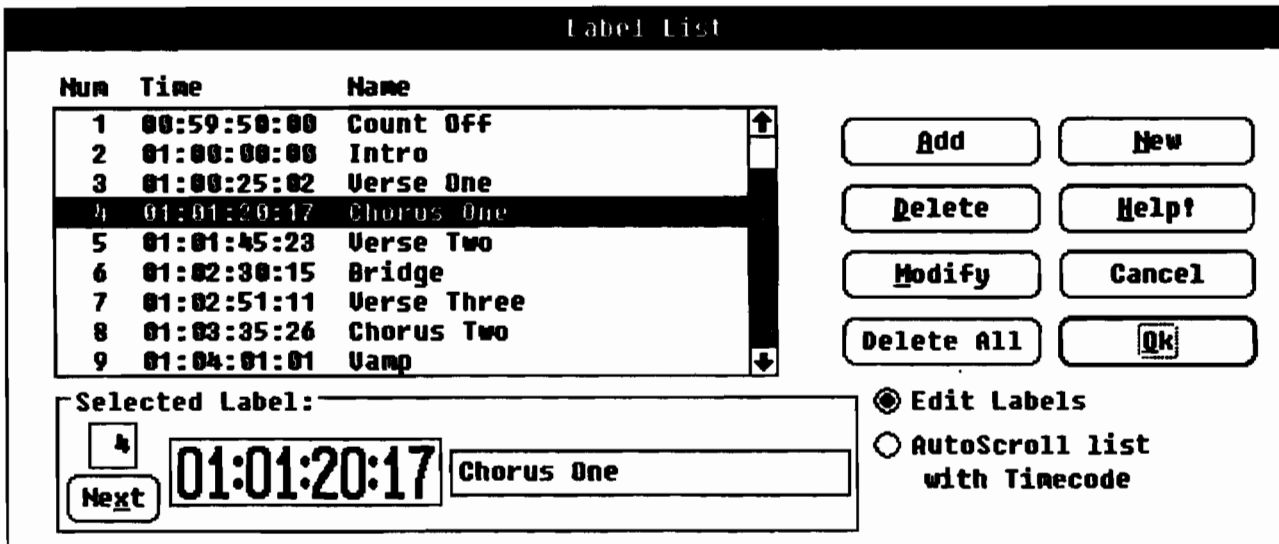
DELETE

This command allows you to remove a label from the Label list.

TO DELETE A LABEL:

1. Press LABEL on the Neve V Series keyboard, or select *Label List* from the Lists menu, or click on the Labels area of the main screen.
2. Select the Edit Labels option button.
3. Select the label that you wish to delete. It will appear in the Selected Label box.
4. Select the Delete command button and the label will be removed from the list.
5. Select OK to close the dialog box.

Note If you decide to cancel a change, be aware of the fact that CANCEL will erase all changes made from the time the Label List dialog box was opened.



CAPTURE MARK TIME

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Capture Mark Time takes the timecode displayed at the time this command is chosen and adds it to the Label list as label number zero. This is a very useful “quick label” feature, but be aware of the fact that the next time this command is selected, the previous *Mark* label will be overwritten.

TO CAPTURE MARK TIME:

1. Press MARK on the Neve V Series keyboard, or select *Capture Mark Time* from the Lists menu.
2. The timecode that is displayed at the time of selection is added to the Label list, along with the *Mark* title.

CHANNEL NAMES

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Capture Mark Time	F1
Channel Names...	
Channel Button Names...	
Date List...	
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Chg A/B Bus List...	F3
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This command allows you to assign a name to each of the channels. Channel names are not a necessity, but a convenience for performing system operations. Channel names appear throughout the Flying Faders program, providing a convenient way to differentiate channels.

TO NAME A CHANNEL:

1. Select *Channel Names* from the Lists menu.
2. Select the desired channel.
3. Add to or edit the name in the text box.
4. Select the Name command button to add the name to the list.
5. Select OK to close the dialog box.

Date List

Timecode	Ch#	Event Type	Channel Name
- PRESET -	13	Mute on	Bass Amp
- PRESET -	14	Mute on	Marshall Close
- PRESET -	15	Mute on	Marshall Ambience
01:00:00:00.0	1	Mute off	Kick
01:00:00:00.0	2	Mute off	Snare
01:00:00:00.0	3	Mute off	Hat
01:00:00:00.0	4	Mute off	Tom 1
01:00:00:00.0	5	Mute off	Tom 2
01:00:00:00.0	6	Mute off	Tom 3
01:00:00:00.0	7	Mute off	Tom 4
01:00:00:00.0	8	Mute off	OH L
01:00:00:00.0	9	Mute off	OH R
01:00:00:00.0	10	Mute off	Ambience L
01:00:00:00.0	11	Mute off	Ambience R
01:00:06:22.0	4	Mute on	Tom 1
01:00:06:22.0	5	Mute on	Tom 2

Timecode Channel Event

Bass DI Mute

Cut A Cut B

Status On Off Channel Button:

View Events

On all channels

On selected channels

SELECT VIEW

The Select View command button opens a sub-dialog box, which is used for choosing channels to be displayed and for changing the type of event to be displayed. This dialog box may also be used to locate a specific time that an event occurred on.

NEAR THIS TIME

This box allows you to locate an event contained in the list. The default time is the current tape location. If a different time is desired, it may be entered directly in the timecode field or selected from the Label List by choosing Select From List.

TIMECODE

This box allows you to edit timecode. This is useful for changing the timecode of an existing event, or for adding an event. You may select times from the Label List by choosing Select From List, or if the desired time doesn't exist in the Label List, it may be entered directly in the timecode field. The Preset Time may be entered in this box by pressing 'P'.

CHANNEL

This section is for designating the channel on which events or event edits will occur. Channels may be chosen by entering the channel number directly in the box or by choosing Select, which calls up the Channel Names dialog box.

STATUS

This box is used to select the state of an event that is to be added or modified. Any given event may be configured to be on or off.

EVENT

This section of the list allows you to choose events for editing. The events that are highlighted in this box are the events that are currently being displayed in the list. Edits may be made to any of the events (highlighted or grayed), regardless of the event list that is displayed. Any event edit that occurs is immediately updated by Flying Faders.

ADD

This command allows you to insert events into the Event Lists. You may add events to the channel mute, the four channel buttons, or to the cut A/B bus. These buttons may be configured to be on or off.

TO ADD TO THE EVENT LISTS:

1. Select the desired event list from the Lists menu (Mute, Channel Button, or Cut A/B Bus).
2. Enter the time that you wish the event to occur on in the timecode field of the Label box.

2. Select the desired entry or entries from the list. (SHIFT+Click and drag to select multiple entries.) Events that were previously selected, but no longer shown in the window are de-selected.
3. Select Delete and the event will be removed from the Event List.
4. Select Exit to return to the main screen.

RELAY SYSTEM

Flying Faders Version 3.0 supports a new external relay facility. Up to 128 relays can be automated to control devices external to the console. This facility allows you to automate devices from cart machines to switch triggered effects to video devices and anything else that can be triggered electronically. Control of the devices can be either from external panels with 16 relay control buttons per panel or from the Select Buttons on the faders via the OTHER Mode called "Relay Control".

GENERAL RELAY OPERATION

Relays can be configured to work in a momentary or latching mode. In momentary mode, pressing a relay causes the relay to engage and then automatically disengage. Normally momentary relays stay engaged for 8 frames although the technical manual explains how in the System Initialization File you can change this default length. In latching mode, pressing a relay turns the relay to its opposite state - if it's on it will go off and if it's off it will go on.

Unlike mutes, relays operate on press rather than release. With a mute, pressing the mute puts it into "erase" mode and releasing it writes the mute. With relays, pressing the relay turns the relay on or off, and holding it down does not erase underlying events (see Erase Previous feature for more information).

RELAY

This box is for designating the Relay number for the event. The Select command button on the far right opens a dialog box that contains a list of relay names and numbers. Any relay selected from this list will be placed in the Relay box.

STATUS

This box is used to select the state of an event that is to be added or modified. The status options depend on the Relay number entered in the Relay box. If the Relay is a latching relay, the the relay event can be on or off. If the Relay is a momentary, then you are only allowed to select the momentary status.

CURRENT TIME

This command allows you to display events that have occurred while automation is on. Normally the Relay Event List isn't updated until automation is turned off, but "Current Time" displays the events near the current system time, and allows you to update the list while tape (timecode) is still running.

To update the Relay Event List, press the Current Time button. If any new events have occurred, the list will be adjusted accordingly.

MODIFY

This command allows you to edit items in the Relay Event List. Timecode, Relay number, and Status can all be changed.

TO MODIFY THE RELAY EVENT LIST:

1. Select the entry that you wish to modify from the list. The Timecode, Relay number, and Status boxes will all be changed to match the selected entry.
2. Make the desired edits to these boxes.
3. Select Modify to initiate your changes.

For more options on which events to view, press the "Select View" button.

ERASE PREVIOUS

Since Relays, unlike mutes, are actioned upon the press of the button rather than the release, relays do not erase events in the play pass while you hold down the relay button (unless of course you are in Lock Record). The Erase Previous feature allows you to selectively delete relay events.

To begin using the feature (with automation on or off), select Erase Previous on the Relay Events List window under the LISTS menu or press the Erase Previous button on a relay control panel or press the ALL button on the console. All the relays will light solid and the current timecode will be noted. Select/deselect relays to be edited by pressing the buttons of the appropriate relays. Selected LEDs will flash quickly. Now by unchecking Erase Previous, or pressing the Erase Previous button, or pressing ALL you will erase the relay event previous to the noted timecode on selected channels. The most common use of this feature might be the following: You are writing a pass and you press a relay but realize you did it too early or late. Engage Erase Previous, press the relay you made the mistake on, and disengage Erase Previous. The event is removed.

RELAY SETUP

The Relay Setup dialog box allows you to configure your relays. In this box you set the name of the relays, the type of relay, the preroll, and which select buttons activate the relay.

MODIFYING A RELAY SETUP

To change the setup for a Relay, first select the Relay to be changed from the Relay list. Then make your changes in any of the fields and press MODIFY to make the changes. The relay information consists of the following:

NAME The name of the Relay.

TYPE You may select whether the relay is a momentary relay or a latching relay. You would set this according to the type of external device connected to the Relay.

changes become part of the next pass. Relays in Safe play back but are not recorded into the new pass. Isolated relays are essentially unautomated. They do not play back events from the current pass and they do not record your relay presses.

Unlike mutes, relays do not have their own RECORD buttons. Thus their RSI mode cannot be changed like mute RSI mode. There are two ways to change relay RSI mode. If you have external relay panels, press the RSI button. The LEDs will then indicate the RSI mode of the associated relay. Blinking means Record, solidly lit means Safe, and off means Isolate. Pressing the relay button changes the RSI mode (but of course does not activate the relay). Pressing the RSI button again will return normal relay operation with the new RSI modes engaged.

If you do not have an external panel you must use channel select buttons while in the Other mode called "Relay Control". Then, from the Relay Setup Window, select the RSI checkbox. The Select buttons will blink as described above and pressing them will change the associated relays' RSI mode. Deselect RSI in the Relay Setup Window to return to normal relay operation with the new RSI modes engaged.

RECORD MODE

Just like mutes, relays can be in one of 2 Record modes, Touch Record and Lock Record. Unlike mutes, however, in Touch Record, relay events will NOT be erased on a particular relay while the relay is being pressed. In order to erase relay events you can use the Erase Previous feature, the Relay Events List Window, or Lock Record. In Lock Record, relay events will be erased on a particular channel after the relay is pressed and until automation stops.

Unlike mutes, relays do not have their own RECORD buttons. Thus their Record mode cannot be changed like mute Record mode. There are two ways to change relay mode. If you have external relay panels, press the Mode button. The LEDs will then indicate the Record mode of the associated relay. Solidly lit means Lock Record and off means Touch Record. Pressing the relay button changes the Record mode (but of course does not activate the relay). Pressing the Mode button will return normal relay operation with the new Record modes engaged.

If you do not have an external panel you must use fader Select buttons while in the Other mode called "Relay Control". Then, from the Relay Setup Window select the Mode checkbox. The Select

SETTING THE DIRECTION ARROW

You may also use the arrow keys to scroll through the list. The arrow indicates the direction the list will scroll when the current store is Set. If the arrow is pointing up, then when Set Store is pressed, the current Store is Set to the desk and the previous Store is now the current Store. If you don't want the list to automatically scroll every time Set Store is pressed, press the right arrow key, so that the arrow points to the current Store.

STORES LIST

TO CREATE A NEW STORE

To create a new store, either press the New Store button (CTRL F11) or press the New Store button in the Stores List Window (accessible from the Lists Menu). After you create a store, you are asked to give the store a name. You can either enter a name or just ignore the question (in which case the Store will be given a default name).

SET STORE

This command Sets the selected Store to the desk (i.e. adjusts faders, mutes, channel events, and relays to match the stored settings).

TO SET A STORE

1. From the list box, select the store that you wish to set.
2. Select SET STORE from the dialog box. The selected store will be set with the specified glide time.
3. To set a Store from the Stores/Presentation box on the Main menu, press button number 2 on the Neve keyboard.

Note: Pressing Set Store on the console will set the next store according to the Stores Box, not the Store selected in the Stores List.

You may specify 8 different Include Masks and each snapshot can be assigned one of those 8 masks. You can change which Include Mask is assigned to a store and you may change the contents of each of the 8 masks. Changing the contents of an Include Mask will effect how any snapshot that uses that mask will be recalled.

To change which of the 8 Include Masks is assigned to a particular snapshot, bring up the Stores List Window from the Lists menu, select the store you wish to modify, select the new Include Mask you want to use, and press the Modify button.

To change the contents of one of the 8 Include Masks, bring up the Stores List Window from the Lists menu, select the Include Mask you wish to modify, and then press the Edit Mask button. A mask editing window will appear that allows you to change the mask's name and what it includes i.e. which channels to include and which categories of settings. The categories are faders, mutes, and each of the different channel buttons. In addition, you can select which relays should be included in the 'sets' using this Include Mask. After you have made the desired changes, press the OK button.

TO EDIT AN INCLUDE MASK

Editing an Include Mask is as simple as making the desired changes in the option boxes and pressing OK.

NAME

You may change the name of the Include Mask by typing in the new name here.

INCLUDE THESE EVENTS

These options specify which events are to be included when the Store is set. You may include Faders, Mutes, or any of the Channel Buttons.

ON CHANNELS

Only the events for the channels selected in this box will be included.

RIPPLE LIST

Selecting RIPPLE rennumbers the stores. If you had stores numbered 3,4,5,6,8,25 and hit RIPPLE, then the stores would be numbered 1,2,3,4,5,6 respectively. Nothing else about the stores is changed.

HOLD TOUCH

After setting a store to the desk, normally, play pass moves continue to play, including any offset imposed by the store. If you wish for the recalled settings to be absolute, not immediately following moves dictated by the play/pass, you should enable the Hold Touch feature. This makes all modified items act as if they are being "touched" after they are matched, somewhat like the Master Touch feature. Moves underneath are overwritten until automation is turned off or until the Hold Touch option is deselected.

Selecting either Local or Global Match will drop the respective faders out of Hold Touch and match them to the play pass position.

To enable the Hold Touch feature, select 'Hold Touch' in the Stores List Window (accessible from the Lists Menu) or press the Hold Touch button on the main screen's Stores Box.

PRESENTATION LIST

The Presentation List allows you to specify a "setting order" for Stores. For example, let's say our first 3 stores are named "Verse 1", "Chorus" and "Verse 2". If our song goes Verse 1, Chorus, Verse 2, Chorus, we might want a presentation list to set the stores in the order 1, 2, 3, 2. To do this we first bring up the Presentation List Window under the Lists Menu. By selecting Stores and using append, insert, and delete we can build a customized list of stores. The presentation list, of course, does not modify the stores in any way - it just allows us to set them in a predefined order.

After you have defined a "setting order" in the presentation list, press OK. Using the main screen's Stores Box selected for the presentation list, along with the console's "Set Store" button (number 2 on the Neve keyboard) you can step through the presentation list while automation is either on or off.

RENAME

To Rename an item in the Presentation List:

1. Select the item you wish to rename from the Presentation list.
2. Edit the name of the item.
3. Press Rename to rename the item.

Note that when a Store is added to the Presentation List, the name of the Store is copied into the Presentation List. If you rename a Presentation List item, the name of the Store that the item refers to is NOT changed.