

TASCAM

TEAC Professional Division

MX-View

Graphical User Interface

MX-View Version 1.0b1
Owner's Manual

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Chapter 1: Introduction

1-1 Introduction

Welcome to MX-View, the graphical user interface for the MX and MM series TASCAM recorders.

This user manual will guide both new and experienced audio engineers in audio recording using the MX-View graphical user interface. The experienced computer audio veterans may wish to take the shortest route and avoid reading this entire manual. If you happen to fall into this category, we encourage you to at least go through Chapter 2 Overview, which will briefly cover all the MX-View windows and buttons, as well as some basic elements of recording, editing, trimming, and virtual tracks. You will be surprised to find quite a few new MX-View features, quick keys and ways of working that were previously unavailable. For those of you that are new to editing audio on a computer, welcome! Please take the time to browse through the manual and familiarize yourself with the various windows and buttons before proceeding. Hang on to your mouse as we guide you through everything you'll need to know about MX-View, from record and playback to editing and backups and get ready for a new experience in audio engineering.

Before we get started, please note that this user manual will cover all aspects of the MX-View user interface and is meant to complement the MX-2424 and MMR/MMP manuals. It does not explain synchronization, digital I/O setup, or front panel operations. Please refer to your MX-2424 or MMR/MMP manuals for this information.

1-2 Conventions and Symbols Used

The following conventions and symbols will be used throughout the manual:

- The arrow symbol is used to denote a menu location. For example, **View Menu→ Waveforms**, directs you to the View pull down menu, then to the Waveforms option.
- Cmd Cmd denotes pressing the Command key on a Macintosh computer.
- Ctrl Ctrl denotes pressing the Control key on a Microsoft Windows or Macintosh computer.
- + The plus symbol is used to describe the act of holding down a quick key. Example: Cmd + B denotes holding down the Cmd key and pressing the B key.
- QK** The quick key symbol is used to note an alternate way of performing a function using a quick key short cut.
-  The note symbol is an important notice that may be often overlooked.
- TIP** The Tip symbol notes an insightful and important tip to help you get the most out of your recorder.

 **Note:** Some screenshots in the MX-View Manual may not reflect the most current software release graphics. This is due in part by the use of the BeOS platform for screenshots, as well as some recent changes, which have not yet been incorporated into this version of the manual.

Chapter 2: Ethernet Setup

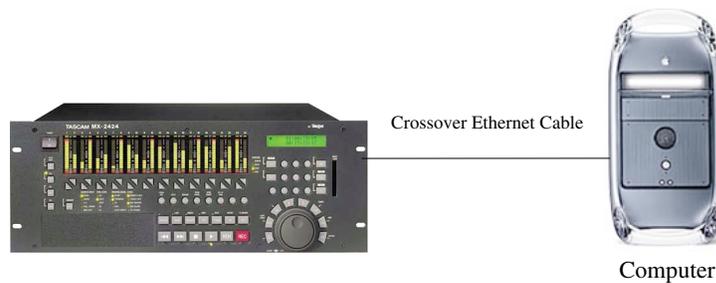
Chapter 2 reviews the two basic Ethernet hardware configurations as well as System requirements. Please refer to the MX-View software release notes for software installation instructions.

2-1 System Requirements

Please refer to the software release notes for system requirements.

2-2 MX-2424/MMR direct to Computer

A computer running MX-View can connect directly to an MX-2424/MMR using one Category 5 Crossover Ethernet cable. Connect one end of the cable to the Ethernet port on the recorder and the other end to the computer Ethernet port.



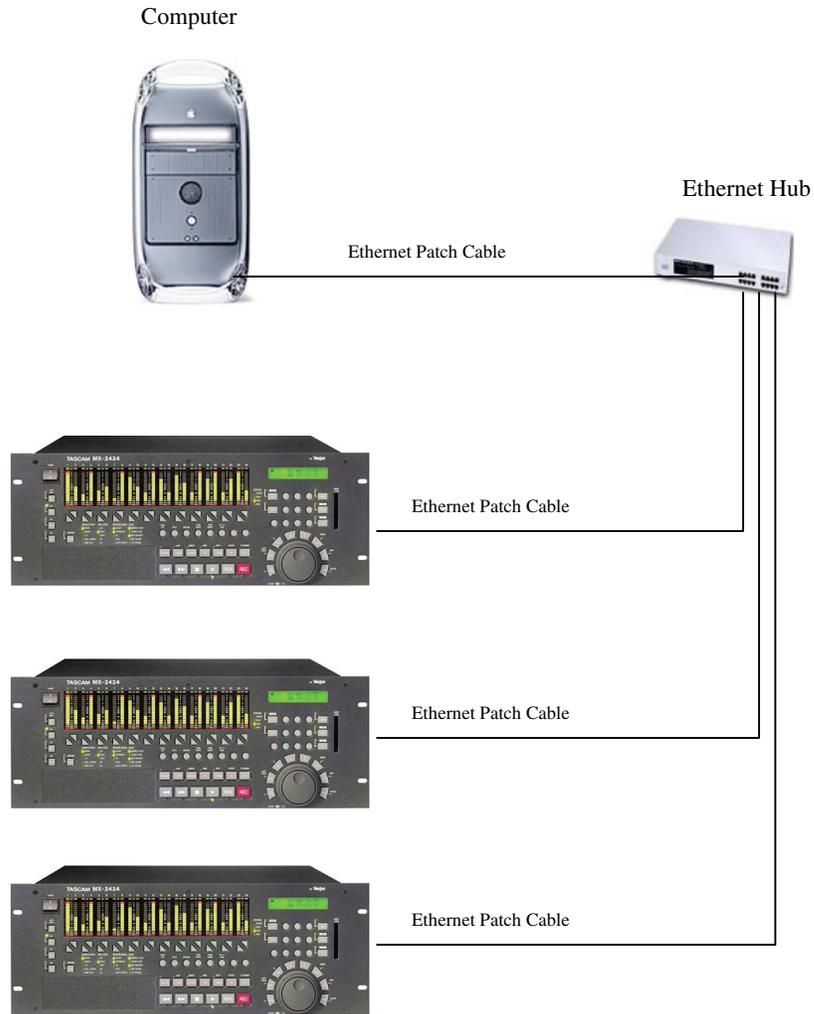
2-3 MX-2424/MMR to Computer via Ethernet Hub

A single or group of MX-2424/MMR machines can be connected to an MX-View computer via a 100-baseT Fast Ethernet hub. All cables in this configuration must be standard Category 5 Ethernet "Patch" cables (also referred to as "Straight" cables).

Connect each machine to the hub, including the computer. The Uplink port on the hub may be used only when connecting that specific hub to another hub.



Note: Most Ethernet cable runs should not exceed 100 meters/328 feet.



Note: More complex network hardware configurations are possible, involving a number of MX-View workstations, routers, hubs, and recorders. Please consult your facility network administrator when setting up a complex network.

2-4

Setting IP Addresses

MX-2424 IP Settings

Access Menu 950 on the MX-2424 by pressing SETUP, the numerical key “0” then the Down Arrow Key repeatedly. There will be an IP address displayed similar to this: 192.168.100.001. NOTE: Your number may be different but will follow the XXX.XXX.XXX.YYY rule.

If your computer is already connected to a network, including a Cable/DSL modem, the XXX.XXX.XXX portion of the IP address must match the corresponding portion of the IP address that your computer is already assigned. The YYY portion of the MX-2424's IP address must be a different, unique number than the computer's YYY portion. Make sure this number is between 1 and 254.

Windows Computers:

On your computer's desktop right click the Network Neighborhood icon and select Properties. Highlight the TCP/IP icon that corresponds to the Ethernet card installed in your computer and press Properties.

Select “Specify an IP address” and enter XXX.XXX.XXX portion from Menu 950 on the MX-2424 into the IP Address field exactly as they are displayed on the MX-2424. Enter a different value for the YYY portion of the IP address. Make sure this number is between 1 and 254.

Example: If Menu 950 displays 192.168.100.001 then the IP Address field on the computer should display 192.168.100.YYY where YYY is anything between 002 and 254. On the computer, enter 255.255.255.000 as the value for Subnet Mask. Press OK twice and restart the computer.

Macintosh Computers:

Open the TCI/IP control panel, which is accessible under the Apple menu in the Control Panels folder. Set the Connect via option to “Ethernet” and the Configure option to “Using Mac IP Manually”.

Enter the XXX.XXX.XXX portion from Menu 950 on the MX-2424 into the IP Address field exactly as they are displayed on the MX-2424. Enter a different value for the YYY portion of the IP address. Make sure this number is between 1 and 254.

Example: If Menu 950 displays 192.168.100.001 then the IP Address field on the computer should display 192.168.100.YYY where YYY is anything between 002 and 254.

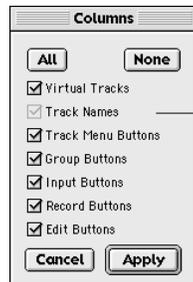
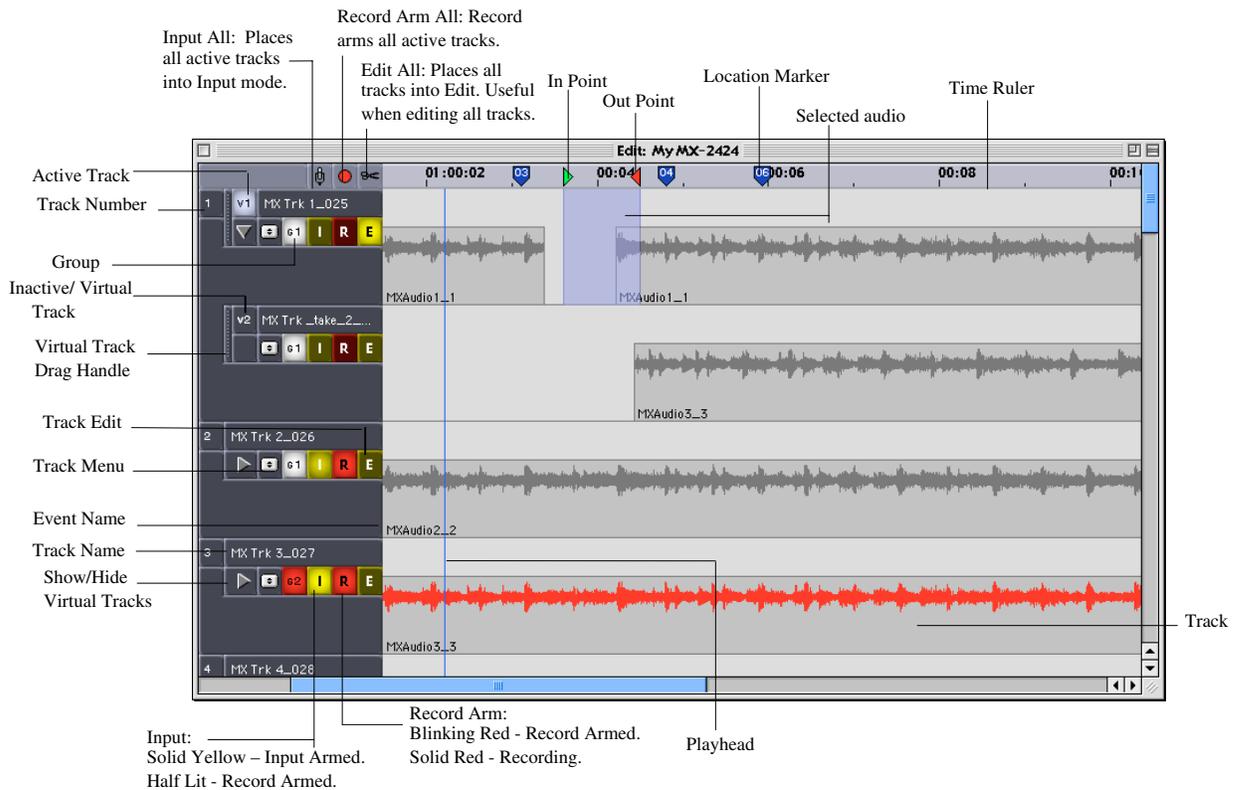
On the computer enter 255.255.255.000 as the value for Subnet Mask. Close the TCP/IP control panel, saving changes and restart the computer.

Chapter 3: Overview

Chapter 3 consists of two sections: MX-View Windows and a Quick-Start Guide. The Quick Start Guide provides some quick tips on getting up and running, with examples of some common operations. The MX-View Windows section previews the major MX-View windows, with brief descriptions to familiarize you with MX-Views' features.

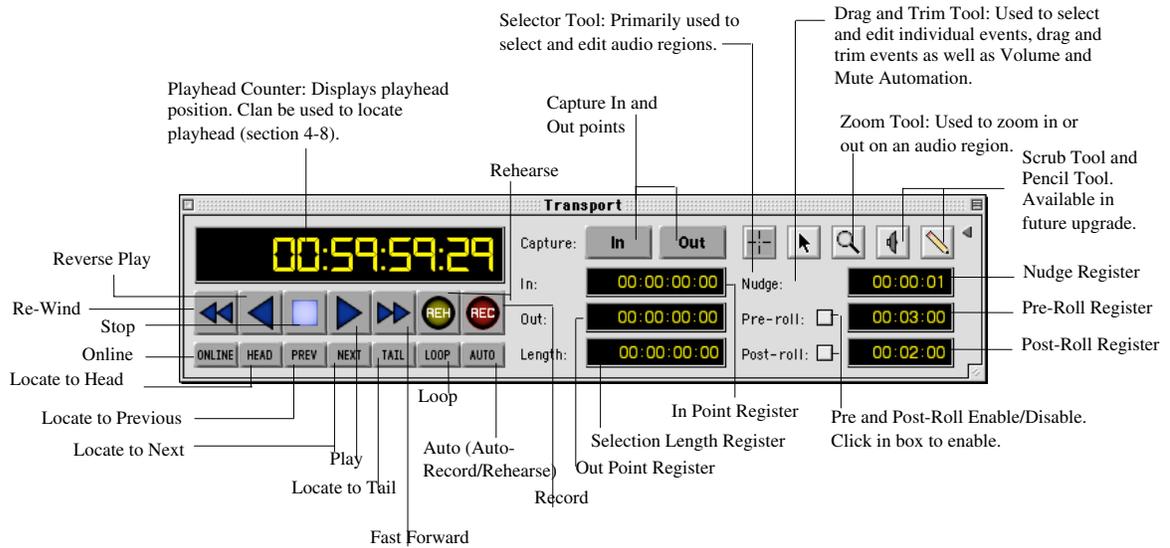
MX-View Windows

3-1 Main MX-View Window



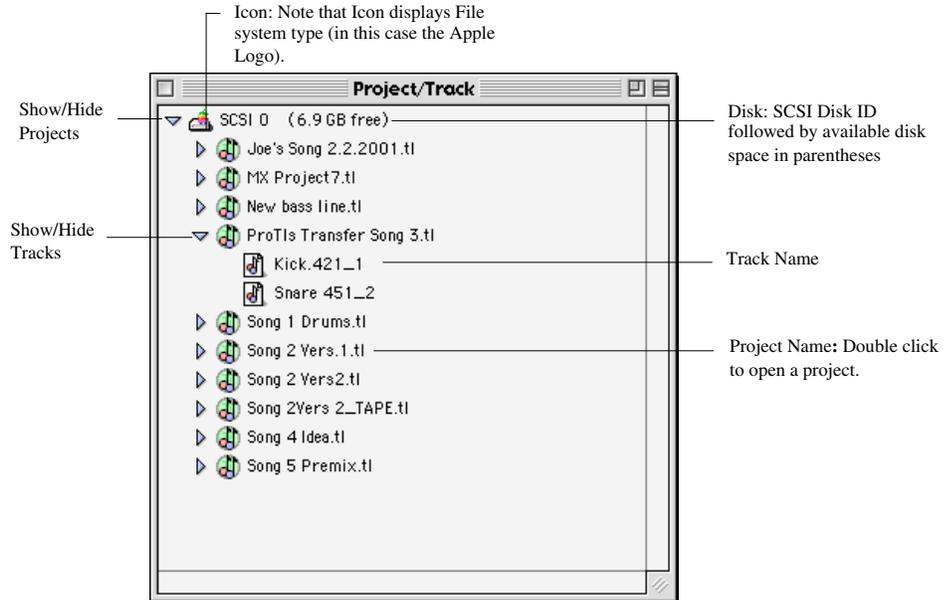
Columns within the main MX-View window have the ability to be hidden or shown in order to provide more screen real estate. To hide or show columns, access the column window in **View Menu** → **Columns** and select the columns you wish to display.

3-2 Transport Window



TIP By selecting the box for Show Transport Hints, under the Edit window's help menu, tool tips are available for all the quick keys that aren't visible by looking in the menus.

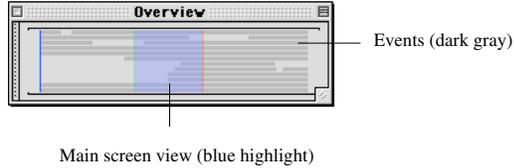
3-3 Project/Track Window



3-4

Overview Window

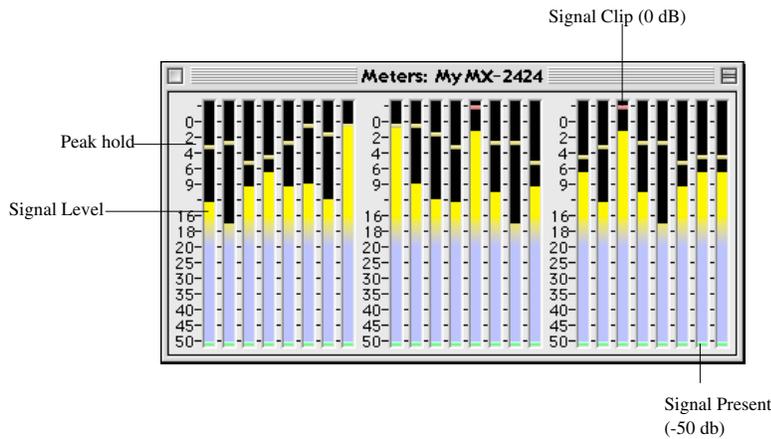
The Overview window displays the entire project and allows for quick view and navigation to any location in a project. Selecting an area within the Overview window causes the main MX-View window to view that selection. A single click in the window moves the view in the main MX-View window to the clicked location. If the **Playback Menu → Locate with View** option is selected and the MX-2424 is not in motion, the playhead will locate to the center of the new view.



3-5

Level Meters Window

The Meters window displays 24 meters indicating the amplitude of audio level, much like on the MX-2424 front panel.



3-6

Menu Settings (N/A)

This feature will be available in a future update.

3-7

Location Markers Window (N/A)

This feature will be available in a future update.

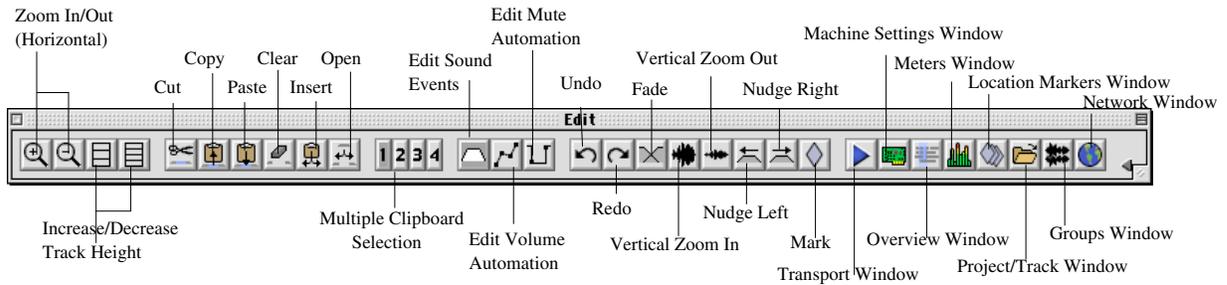
3-8

Group Window (N/A)

This feature will be available in a future update.

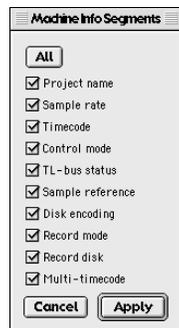
3-9 Edit Bar

The Edit bar contains commonly used functions, divided into six sections (from left to right): Track View, Basic Editing Functions, Clipboard Select, Edit Mode Select, Advanced Editing Functions, and window open section.



3-10 Machine Info Bar

The Machine Info bar contains important machine information including Project Name, Sample Rate, Timecode Type, Control Mode, Bus status, Sample Reference, Disk Encoding, Record Mode, and Record Disk (ID and Type). The Busy LED reflects the front panel Busy LED and is helpful when the unit is in a machine room or out of direct view. The pull-down menu can be switched between Bus Offset, Timecode Offset, Timecode Reader, and Free space, using the register on the right.

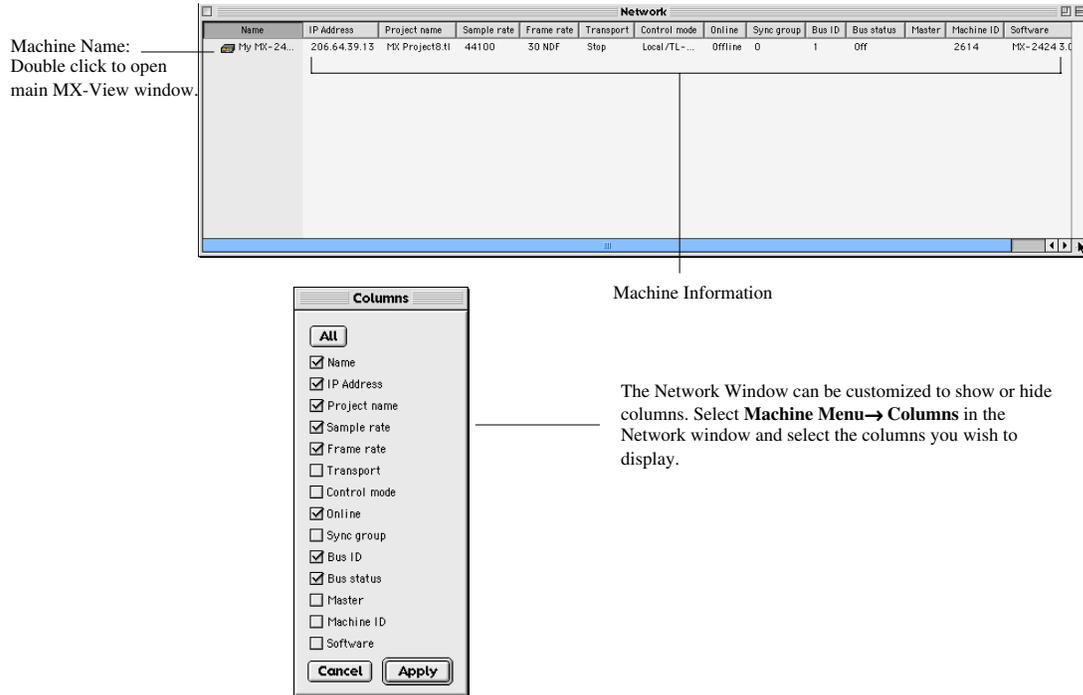


The Machine Info bar can be customized to show or hide information segments. Select **View Menu** → **Machine Info Segments** and select the segments you wish to display.

3-11

Network Window

The Network window shows machines you may connect to. It is especially useful for those with multiple machines on a synchronized bus. Multiple machines may be selected by holding down the Cmd key on Macintosh or the Ctrl key on Windows, and clicking the desired machines to highlight them. Once selected, a main MX-View window with all of the selected machines can be opened by pressing the space bar or by selecting **File Menu → Edit**.

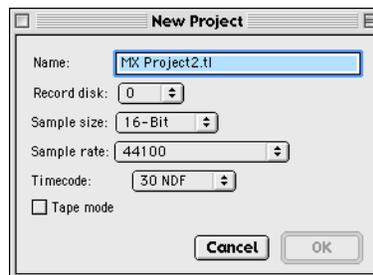


Quick Start Guide

3-12

Starting a New Project

To start a new project, first connect to the desired machine by accessing the Network window. Double clicking on the desired machine name will launch the main MX-View window. From the File menu, choose New Project. The following window will appear:



Enter the project name, and then choose the Record Disk SCSI ID, Sample Size, Sample Rate and Timecode type. If you wish your session to be in Tapemode, click once on the Tapemode check box. Click on OK to continue. You are now ready to record!

3-13

Basic Playback and Record

Recording:

Use the record arm buttons to select the tracks you wish to record onto.



Record arm

To begin recording, click the record button in the Transport Window so that it is blinking, followed by the Play button. The blinking record button and record arm buttons will turn solid - you are now recording.



Play and Record are both solid when in record

To stop the recording, press the spacebar or use the Stop button in the Transport window. Disarm any record-armed tracks.

Playing Back Your Recording:

To move the playhead to the beginning of the project, click the Head button located in the Transport window.



Locate to Head

You may then click the play button or press the Spacebar key to begin playback of your recorded audio.

The playhead can be moved anywhere in the main MX-View window with a single click of the mouse, when in Selector Tool mode (⌘+).

Playback, Record and Navigation is covered in detail in Chapter 5.

3-14

Performing a Copy and Paste Edit

Selecting an area:

In order to select an area for edit the Edit Sound event icon must be selected (located in the Edit bar). Note that the Edit Sound Event must be selected for all audio event editing.



Edit Sound Event

To select an area, use the Selector Tool in the Transport window (⌘+). Click and drag over the desired audio region so that it appears highlighted.



Highlighted region selected for edit

Performing a Copy:

To Copy the highlighted region to the clipboard, click the Copy button in the Edit bar.



Copy Paste

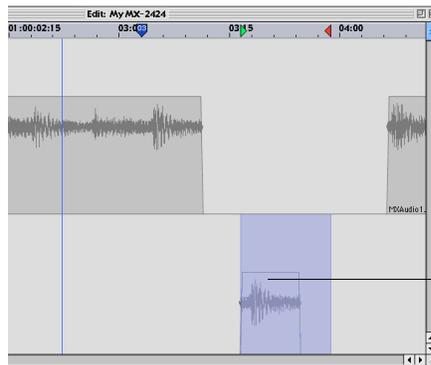
Performing a Paste:

To Perform a Paste, you must first choose the location for which to paste onto. Using the Selector Tool, click and drag where desired.



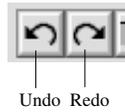
New location for Paste

Click the Paste button to place contents from the clipboard at the desired location.



Audio event pasted from clipboard

You may Undo or Redo an edit by clicking on the Undo or Redo buttons, located in the Edit bar.

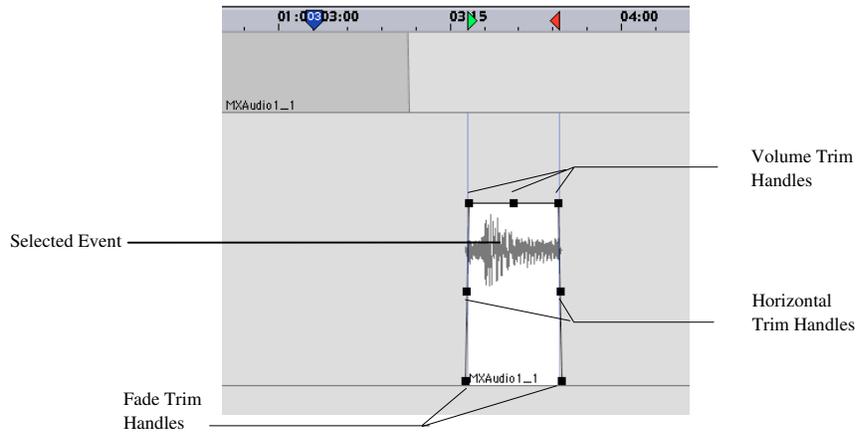


Editing covered in detail in Chapter 6, with Advanced Editing covered in Chapter 7.

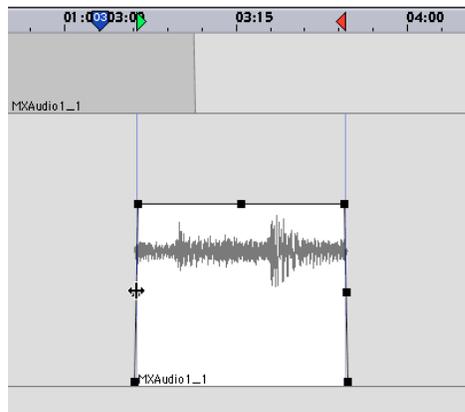
3-15

Trimming Audio

To Trim an Audio Event, first select the event using the Drag and Trim Tool () located in the Transport window. The events' trim handles will appear, offering you the option to trim the volume, horizontal length, or fade. For the example below, the event's Horizontal trim handles will be used to extend the events left edge.



To trim an event's length move the mouse over the left Horizontal Trim handle so that it appears like a double-sided arrow (\leftrightarrow). Click and drag to the left to extend the event.



Trimming is covered in detail in sections 7-1 through 7-8.

Virtual Track Basics

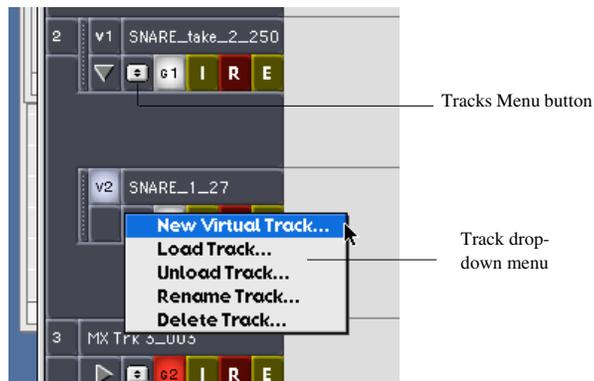
There are three types of tracks used in MX-View: Loaded tracks, Virtual tracks, and Unloaded tracks. This section reviews Loaded and Virtual tracks.

Loaded tracks are “active” tracks that you can play and record onto, as well as edit. These tracks are visible in the main MX-View window.

Virtual tracks are “inactive” tracks. They are visible tracks that can be edited. However, you cannot playback or record onto these tracks.

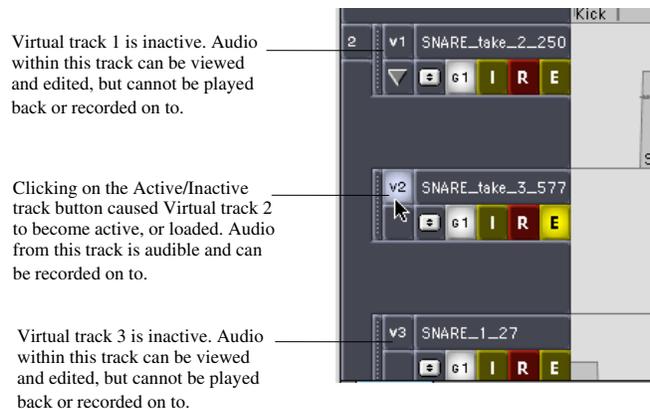
Creating a New Virtual Track:

To create a new Virtual track choose a track for which you wish to record an alternate take. Access the Track drop down menu, as shown below, and select New Virtual Track. Type in a new track name for the Virtual track and click on OK. The new Virtual track will appear below.



Loading a Virtual Track

To switch playback and record abilities to a Virtual track, you must load, or “activate”, the desired track. Clicking on the Active/Inactive track button, so that it appears lit, will load, or activate, the track.



Virtual Track management is covered in detail in section 4-6 and Chapter 10.

Chapter 4: MX-View Fundamentals and Terminology

This chapter provides a general overview of projects, tracks, events, and waveforms as well as working with windows. The last two sections in this chapter cover setting In and Out points and register entry.

4-1 Working with Windows

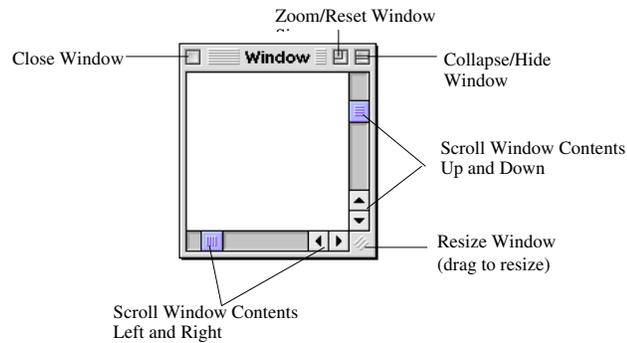
The Windows within MX-View allow you to customize how you wish to work. You can hide or display MX-View windows, move them around or minimize and resize them. MX-View windows can be opened by using either the open window buttons located on the right section of the Edit bar, by choosing the desired window from the Windows pull down menu, or by using the quick key short cuts.



Note: Windows within MX-View do not all share the same properties. Windows with distinct features will be pointed out.

Macintosh:

When working from a Macintosh platform, an MX-View window can be conveniently moved around the screen by clicking and dragging the sides of the window. The MX-View window can be resized by clicking and dragging the bottom right corner tab of the window. The Macintosh OS 9 window has the following features:

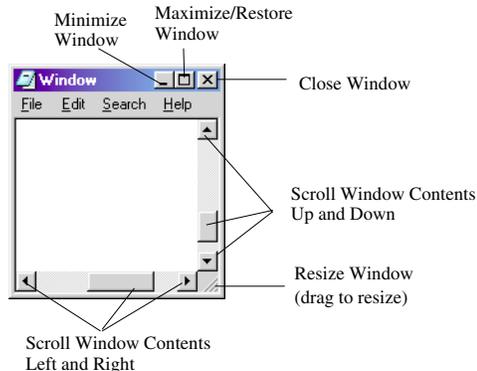


Close window on a Macintosh: Cmd +W

Microsoft Windows:

When working from a Microsoft Windows platform an MX-View window can be conveniently moved around the screen by clicking and dragging the top bar of the window. The MX-View window can also be resized by either clicking and dragging on the sides or bottom of the window or by using the bottom right corner tab of the window.

The following Microsoft Windows 98 window has the following features:



Q_K Close window on Microsoft Windows: Ctrl +W

Windows can be opened via the Windows pull down menu in the main MX-View window. MX-View windows can also be opened or closed using the following quick keys:

Q_K MX-View Window Quick Keys

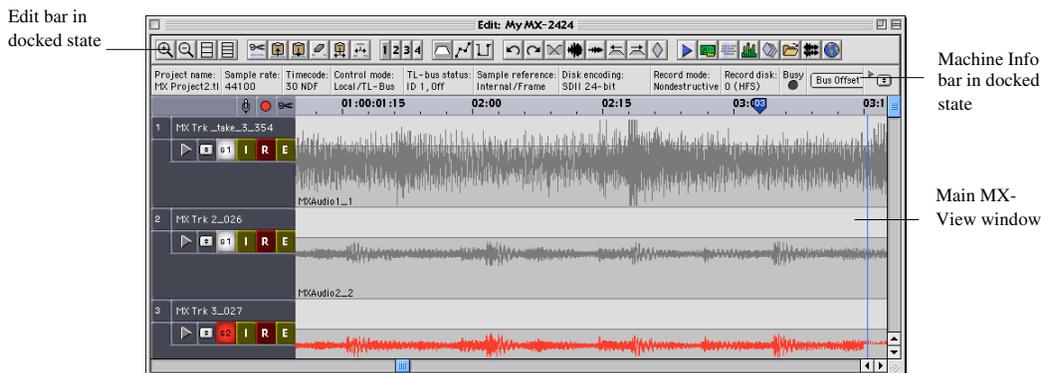
Window	Microsoft Windows	Macintosh
Transport	Ctrl + 1	Cmd + 1
Machine Settings	Ctrl + 2	Cmd + 2
Overview	Ctrl + 3	Cmd + 3
Meters	Ctrl + 4	Cmd + 4
Markers	Ctrl + 5	Cmd + 5
Groups	Ctrl + 6	Cmd + 6
Project/Track	Ctrl + 7	Cmd + 7
Import/Export Audio	Ctrl + 8	Cmd + 8
Edit	Ctrl + 9	Cmd + 9
Network	Ctrl + 0	Cmd + 0

TIP Microsoft Windows machines only: Ctrl+Tab or Ctrl+F6 will cycle you through the open windows on the screen that are not floating windows. For example, if you have the Network window, Project/Track window, Meters window, and Edit window all open. Ctrl+Tab will cycle you through them one at a time.

4-2 Docking windows

The Transport and Overview windows as well as Machine Info and Edit bars have the ability to dock, meaning they can be attached to the main MX-View window, float above it, or be hidden from view.

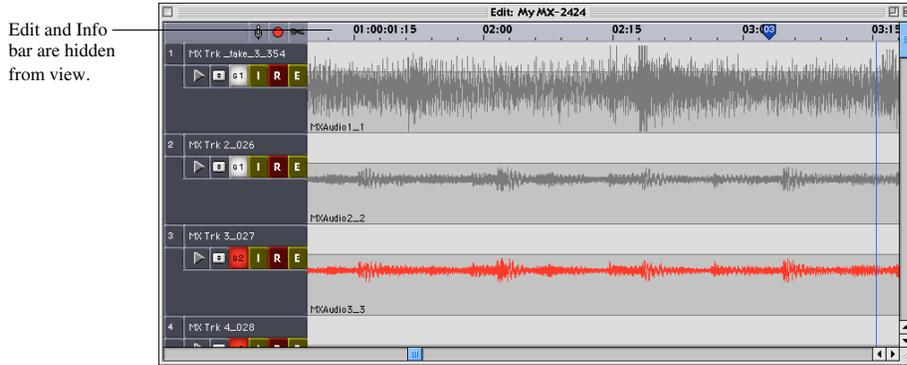
By default, when MX-View is launched, the Transport and Overview windows are visible and are in a floating state above the main MX-View window. The Machine Info and Edit bars are both docked above the time ruler in the main MX-View window.



Hiding and Showing a Docking Window or Bar

When in a floating state, the Transport and Overview windows can be hidden from view by simply closing the window (see section 4-1 on closing a window on a Macintosh or Microsoft Windows PC). The window can be restored to view by either clicking on the desired quick button in the Edit bar or by selecting the desired window under the

Windows menu (**Windows Menu → Transport** and **Windows Menu → Overview**). The Edit and Machine Info bars can be hidden or shown by selecting **View Menu → Edit** bar or **View Menu → Machine Info** bar. When in a floating state, the Edit bar and Machine Info bar can also be hidden from view by closing the window as described in section 4-1.

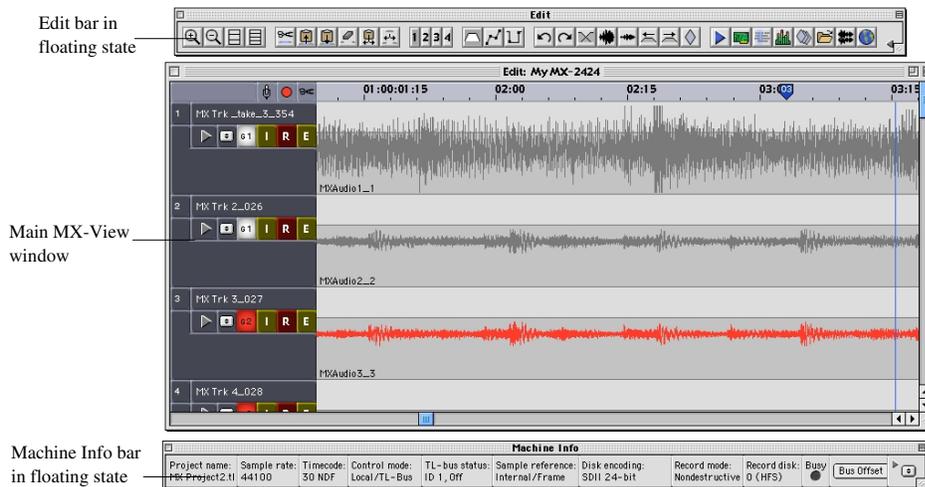


From Floating to Docking State

Each docking window or bar has a specific location in the main MX-View window where it can dock. To dock a floating window or bar, click in any "empty" space within the docking window or bar, or in its drag handle if applicable, and drag towards its docking location. The window or bar will snap to its docking location.

From Docking State to Floating State

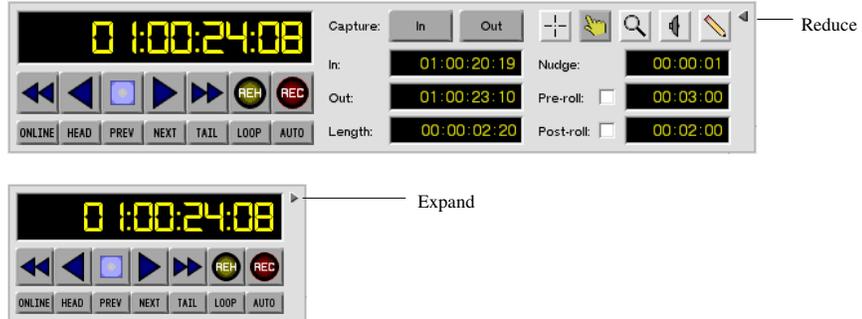
To transform a docking window or bar into its floating state, click in any "empty" space within the docking window or bar, or in its drag handle if applicable, and drag away from its docked location. Drag the Transport or Overview window towards the bottom of the screen and the Machine and Edit bar towards the top of the screen. The window or bar will be removed from the main MX-View window and will float above it. The floating window or bar can then be positioned anywhere on the screen.



TIP Microsoft Windows machines only: Floating windows can be “re-docked” instantly by simply double-clicking the title bar of the floating window. A floating window can be forced to remain floating by holding down the Ctrl key while releasing the mouse.

4-3 Expandable Windows

The Transport Window, Machine Info Bar, and Edit Bar can expand or reduce in size to show more or less information. To reduce or increase the size of a window, it must be in an undocked, floating state. Click the Reduce or Expand arrow buttons, shown below, to expand or reduce the size of the window or bar.



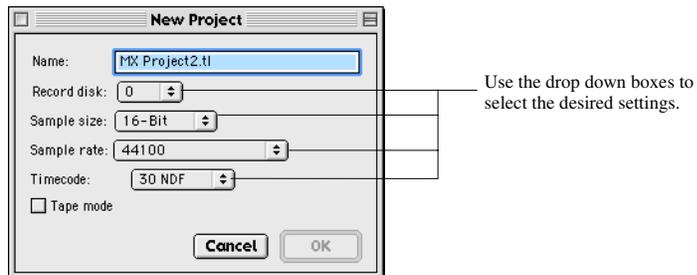
4-4 Window sets (N/A)

This feature will be available in a future upgrade.

TIP Each time the MX-View application is closed, window positions are remembered by MX-View. When MX-View is launched again, windows are returned to their last locations.

4-5 Working With Projects

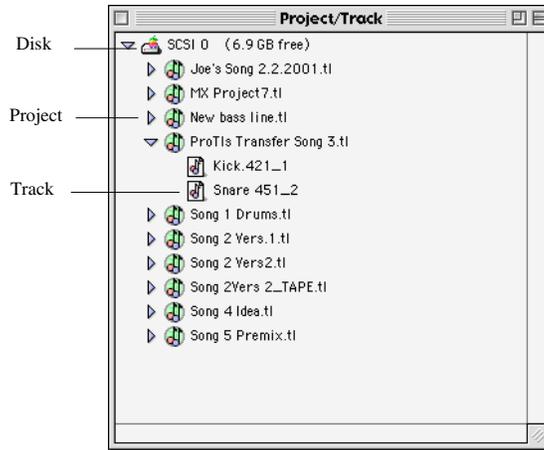
Creating a New Project: A new project can be created by selecting **File Menu → New Project**. The New Project window will appear, prompting you to choose the desired project name (limited to 28 characters), record disk ID, sample size and rate, Timecode type, and TapeMode or Non-destructive settings.



Q New Project: Ctrl+N on Microsoft Windows, Cmd+N on Macintosh

Opening Projects:

To open an existing project, select **File Menu → Project/Track**. This will open the Project/Track window.

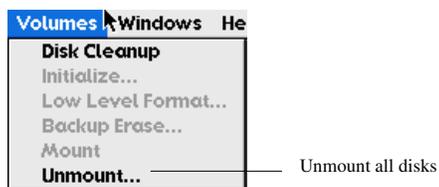


Note that the Project/Track window may contain a number of machines with a number of disks. Click on the desired machine and disk ID so that all projects on disk are visible. To open an existing project, double click on the desired project icon. A list of Project/Track window icons is available in Appendix D.

Q Opening a Project: Ctrl + O on Microsoft Windows, Cmd + O on Macintosh

Closing Projects:

When a new or different project is opened, the current loaded project is automatically closed. If you wish to close a project and power down the recorder, you must first unmount all disk drives. Unmount is located in the Volumes menu of the Project/Track window as well as on the recorder front panel. Following the unmount, you may turn off the machine.



Note: Projects are automatically saved to disk once you have pressed stop and the Busy and Disk LEDs are no longer active.

4-6 Working with Tracks

Three types of tracks exist in MX-View: Loaded Tracks, Virtual Tracks, and Unloaded Tracks.

Loaded Track (Active Track)

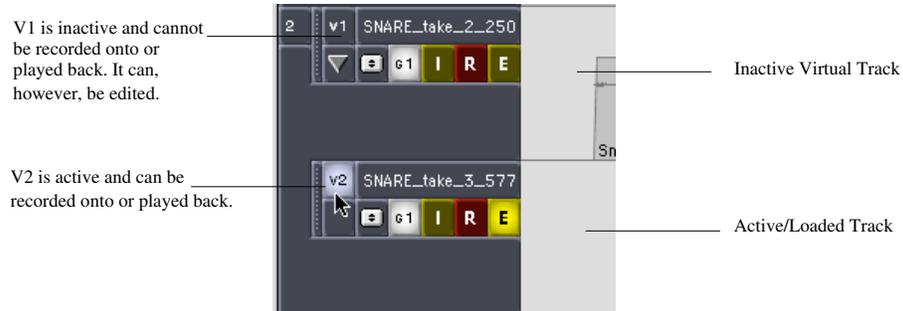
A Loaded Track in MX-View is much like a track on a multi-track tape deck. You can play back all loaded tracks simultaneously and record different instruments on different tracks. Loaded tracks appear in the main MX-View window and are referred to as "active" tracks, due to their record and playback ability. You can edit and organize numerous audio events on each track.

The number of loaded Tracks MX-View allows for is limited by the recorder itself. So the MX-2424 can never play/record more than 24 tracks back and the MMR-8 can never play/record more than 8 tracks.

Virtual Track (Inactive Track)

Virtual Tracks appear in the main MX-View window, but cannot be played back or recorded onto. They are quite useful when “comping” many takes onto one track as well as for auditioning different takes. The MX-2424 can have up to 100 virtual tracks.

Virtual tracks, which are “inactive” tracks, can become active by clicking on the Active/Inactive Track button, thus deactivating the previously loaded/active track.



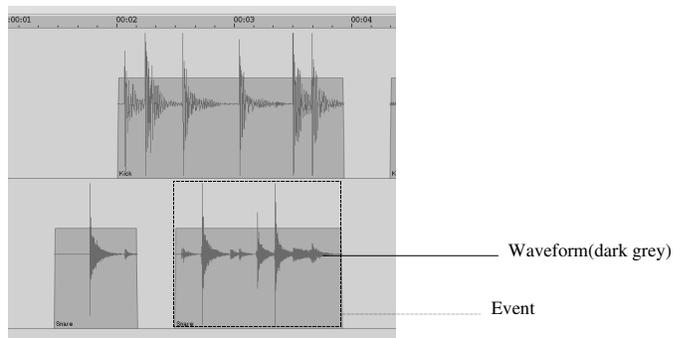
Unloaded Track

Unloaded Tracks do not appear in the main MX-View screen. They are available in list form in the Project/Track. Unloaded tracks must be loaded into the main MX-View window if you wish to play them back. An MX-2424 can have up to 999 unloaded tracks per project.

For more on Track management please refer to Chapter 10.

4-7 Events, Regions and Waveforms

An Event is a clip of audio that can be edited and moved around within loaded and virtual tracks.



Audio events can be viewed as waveforms, which are a graphical representation of the audio. Waveforms can be hidden or shown by checking or unchecking the Waveforms option in **View Menu → Waveforms**. Waveforms are generated during the recording process.

An Audio Region can be an event, part of an event, or group of events that can be selected for an edit.

4-8

Register Entry

Registers in MX-View can be used to view and alter Location values, In and Out Points, Nudge settings, and Pre and Post-rolls, to name a few. The two ways of performing a register entry are outlined below.

Highlighting the Entire Register:

1. Click and drag within the entire register so that it appears highlighted.



2. Enter the desired numbers, which will appear from right to left, as on the MX-2424 front panel. For the example below, the number sequence 12345612 was entered (starting with 1).



3. Press the Enter key to commit to the entry and exit the register.



4. To exit the register without changing the current location press Esc.

Highlighting Number Pairs:

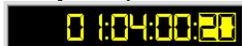
1. Single click over a pair of numbers so that they appear highlighted.



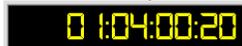
2. Press the Up and Down Arrow keys to increment/decrement the value, or enter a two-digit number. For the following example, the Up Arrow key was pressed four times:



3. Press the Left and Right Arrow keys to toggle to the next pair of numbers (i.e. jump between hours, minutes, seconds, and frames). For the following example, the Right Arrow key was pressed twice.



4. Press the Enter key to commit to the entry and exit the register.

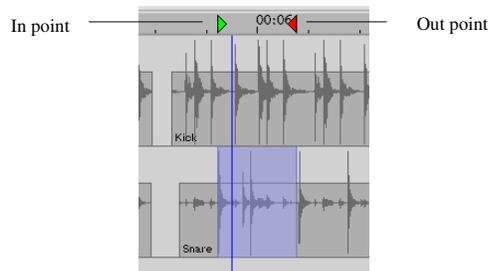


5. To exit the register without changing the current location press Esc.

4-9

Setting In and Out Points

Setting In and Out points is essential to most operations in MX-View. In and Out points can be set in several way.



Capture In and Capture Out buttons in the Transport window:

Clicking on the Capture In button will place the In point at the current playhead position. Similarly, clicking on the Capture Out button will place the Out point at the current playhead position



Using the In and Out point Registers:

Click and enter the desired In or Out point location in these registers, as described in section 4-8.

Highlighting an area or Event:

Using the Selector Tool, click and drag over the desired area. In and Out points will appear at the outer edges of the highlighted area. Alternately, use Drag and Trim Tool and click once on an event or (group of events). The events' start and end times will turn in to the In and Out points, respectively. For more on the Selector and Drag and Trim Tools please refer to section 6-1.

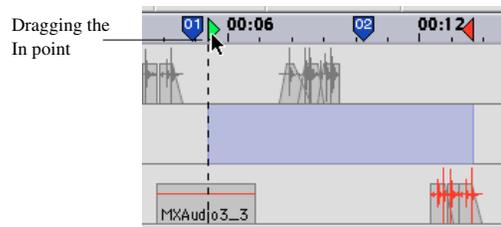
Using Quick Keys:



Microsoft Windows: Ctrl + ⬆ for Capture In, Ctrl + ⬇ for Capture Out.

Macintosh: Cmd + ⬆ for Capture In, Cmd + ⬇ for Capture Out.

In and Out points can also be dragged within the time ruler. This is done by clicking on the desired In or Out point and dragging left or right to the desired location.



Chapter 5: Playback, Navigation, and Record

Chapter 5 reviews recording and playback operations, modes, and options. In addition to this, a comprehensive Navigation section covers locating, zooming, and maneuvering within a project.

Playback Modes and Options

5-1 Play

The transport can be set to play by clicking the play button (▶) in the Transport window or via the Space Bar quick key. When in play, the playhead will remain stationary at the center of the screen while audio tracks move horizontally to the left, unless one of the other Playback options is selected.

Q_K Play or Stop: Space Bar for both Microsoft Windows and Macintosh.

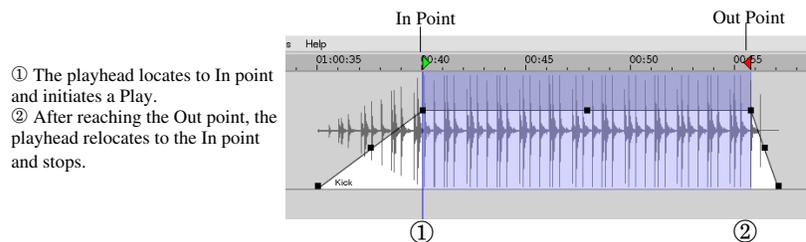
5-2 Pages With Playhead Scrolling

When Pages With Playhead is selected (**Playback Menu** → **Pages With Playhead**), the playhead scrolls to the right across the screen when in play. When the right edge of the screen is reached, the main MX-View window contents are scrolled and the playhead is moved to the left of the screen to repeat this process again.

5-3 “In to Out” Play

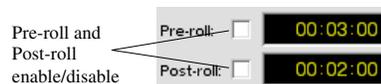
“In to Out” play sets the transport into play from the In point. After reaching the Out point, the playhead relocates back to the In point and stops. This is a very convenient means of auditioning audio. To perform an “In to Out” playback, set In and Out points (refer to section 4-9) and select **Playback Menu** → **In to Out**.

Example: In and Out points are set and “In to Out” is initiated



Q_K In to Out Play: Shift + Spacebar on both Microsoft Windows and Macintosh

T_{IP} To include Pre and Post-roll playback for an “In to Out” command, click the Pre and Post-roll checkboxes in the Transport. “In to Out” play will then begin at the Pre-roll before the In point and end at the Post-roll following the Out point. More on Pre and Post-roll settings can be found in section 5-8.



5-4

Loop Play

To perform a Loop Play, you must first set In and Out points as explained in section 4-9. Click the Loop button in the Transport Window to begin a Loop Play.



Loop button: turns bright yellow when selected.



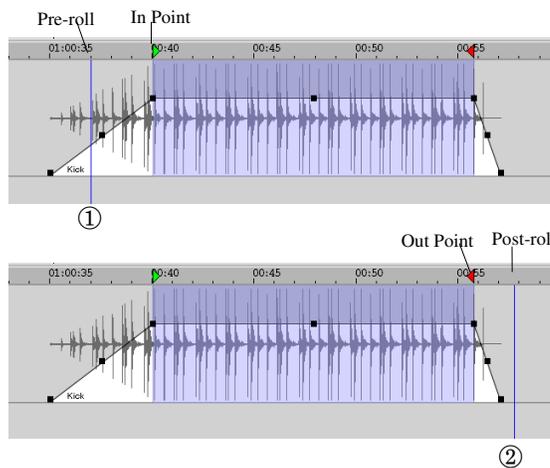
Note: Three Loop Modes are available – Play Repeatedly (default), Play Once and Cue, and Play Once and Stop - which can be set in the MX-2424 Menu 210. For more detail on Loop modes please refer to MX-2424 Manual Menu Bank 200: System Controls (Page 38 of the Complete MX-2424 User Manual).

In and out points selected, Loop Mode initiated.

① The playhead locates to the Pre-roll before the In point and begins to play

② The playhead plays all the way to the Post-roll after the Out point and stops.

③ Depending on the loop mode defined in MX-2424 Menu 210, a loop may repeat until stopped, relocate to point 1 and stop or remain at point 2.



Press any transport key to stop a Loop play.



Ctrl + L on Microsoft Windows, Cmd + L on Macintosh

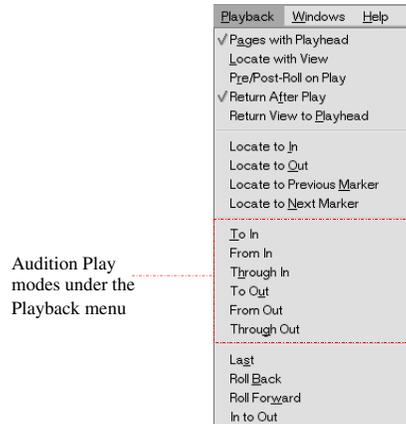
5-5

Last Play

A Last Play command initiates a Play command at the location where Play was last initiated. To perform a Last Play select **Playback Menu** → **Last** or press the L key.

5-6 Audition Play Modes

Several Audition Play modes simplify play back of desired audio events and sections. They are located in the Playback Menu and also have assigned quick key short cuts.



Audition Play modes are explained in detail in the MX-2424 Reference Manual: TO/PREV/REF and FROM/NEXT/SYNC (page 23 of the Complete MX-2424 User Manual).

- Q** For both Microsoft Windows and Macintosh:
- To In – T followed by I
 - To Out – T followed by O
 - From In – F followed by I
 - From Out – F followed by O
 - Thru In - Y followed by I
 - Thru Out - Y followed by O

5-7 Locate With View

The Locate With View option will react differently depending on whether or not the transport is in motion. If you select **Playback Menu → Locate With View** while *not in motion* and move to view another area of the project, the playhead will relocate with your view and appear at the center of the screen. For example, if you use the bottom scroll bar to view a chorus downstream, the playhead will follow the view.

If the transport *is in motion* (play or record) and you move to view another area of the project, the playhead will continue rolling at its present position. You will not see the playhead until you return your view manually or choose “Return View To Playhead” from the Playback Menu. For example, if the transport is in play at the head of the project and the view is moved to the tail of the project, the transport will continue to play while you view the tail of the project. By selecting “Return View to Playhead”, the main MX-View screen jumps to the playhead location.

5-8 Pre/Post Roll On Play

In normal operation, rewinding the playhead by a small amount is needed to allow the user to hear a small portion of the audio before the current location. Likewise, playing beyond the Out point by a small amount is often desirable to check the selection.

This operation can be accomplished by enabling the “Pre/Post Roll on Play” feature in **Playback Menu → Pre/Post Roll On Play** and ensuring that the Pre-Roll checkbox (in the Transport window) is checked before initiating the play command. The Pre-Roll amount is used by the Play and Play “In to Out” commands. The Post-Roll amount is

only used when playing a selection using the Play In to Out command with Post-Roll checked in the Transport window.

QK Enable/Disable Pre and Post roll: Ctrl + K on Microsoft Windows, Cmd + K on Macintosh



Note: This feature is separate from the Pre/Post-roll menus 212 and 213, as set from the MX-2424's front panel. Menu 212 and 213 Pre/Post-rolls are applied only to a Loop or audition play modes. The Pre-roll and Post-roll lengths in the Transport window do not affect the functions of the MX-2424 front panel transport buttons and can be used with commands such as play and "In to Out" play.

5-9 Return After Play

Selecting Return After Play under the Playback Menu causes the playhead to return to its previous start point after the transport is stopped.

5-10 Return View To Playhead

This feature, located in the **View Menu**→ **Return View To Playhead**, will return the View to the playhead. This feature is particularly useful whenever the transport is in motion and the playhead is out of view.

QK Return View to Playhead: Ctrl + P on Microsoft Windows, Cmd + P on Macintosh

5-11 Reverse Play

Reverse Play sets the transport into backwards, or "reverse" play, such that the playhead is moving to the left of the screen at normal play speed. To initiate a reverse play, click on the reverse play button in the Transport window. ◀

Locating Around a Project

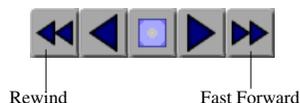
MX-View allows you to locate around a project with ease. The following location tools are available.

5-12 Using the Playhead Counter

The playhead position counter, located in the upper left of Transport window, allows you to enter and locate to a desired playhead location. Simply enter the location, as described in section 4-8 (Register Entry), and press Enter.

5-13 Fast Forward and Rewind

Fast Forward and Rewind work just like on a regular tape machine, including ramp-up and ramp-down. You can access the Fast Forward and Rewind buttons via the Transport window or via short cut quick keys.



QK Fast Forward: Ctrl + . (period) on Microsoft Windows, Cmd + . (period) on Macintosh.

QK Rewind: Ctrl + , (comma) on Microsoft Windows, Cmd + , (comma) on Macintosh.

5-14 Move Playhead to Next/Previous Locate Marker

Next/Previous Locate Marker is used to move the playhead to the next or previous locate marker quickly. This function is only available via quick keys:

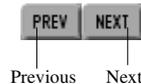
Q_K Next Locate Marker: Ctrl + ⇨ on Microsoft Windows, Cmd + ⇨ on Macintosh.
Previous Locate Marker: Ctrl + ⇩ on Microsoft Windows, Cmd + ⇩ on Macintosh.

T_{IP} Microsoft Windows: to select an area between location markers, hold down the Shift and Ctrl keys and use the arrow keys to jump to the next or previous location point.
Macintosh: to select an area between location markers, hold down the Shift and Cmd keys and use the arrow keys to jump to the next or previous location point.

 **Note:** Please refer to section 8-2: Using Location Markers for more on location markers.

5-15 Move Playhead to Next/Previous Edit

Using Shift + Tab for previous and Tab for next, the Playhead can easily jump from one edit to the next. This function is also available via the Next and Previous buttons in the Transport window.



Q_K Next/Previous Edit: Tab/Shift + Tab on both Microsoft Windows and Macintosh.

5-16 Locate to Head/Tail

Locating to the “head”, or beginning, of the project can be done by clicking on the Head button in the Transport window (). This will place the playhead at the very beginning of the first audio event. Locating to the “tail”, or end, of the project can be done by clicking on the Tail button in the Transport window (). This will place the playhead at the very end of the last audio event.

5-17 Locating to In and Out Points

To move the playhead to the In point press the “I” key. To move the playhead to the Out point press “O”

Q_K Locate to In: I on both Microsoft Windows and Macintosh.
Locate to Out: O on both Microsoft Windows and Macintosh.

5-18 Roll Back and Roll Forward

Pressing the comma “,” key will cause the playhead to “roll” or jump backwards by the Rollback length amount set in MX-2424 Menu 260 (Default is 5 seconds). You can also press the comma “,” key several times and Roll back by that amount. For example: With a default setting of 5 seconds, you can press the comma “,” key three times and cause the playhead to jump back by 15 seconds. Roll forward operates in the same manner only using the period “.” key. Roll Back and Roll Forward are also available by selecting **Playback Menu →Roll Back** and **Playback Menu →Roll Forward**.

Q_K Roll Back: “,” on both Microsoft Windows and Macintosh.
Roll Forward: “.” on both Microsoft Windows and Macintosh.

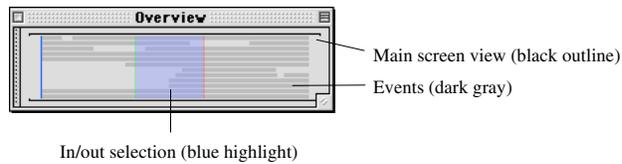
 **Note:** This function is equivalent to double tapping the rewind or fast forward buttons on the MX-2424 Front Panel or RC-2424.

5-19 Clicking in the Main MX-View Window

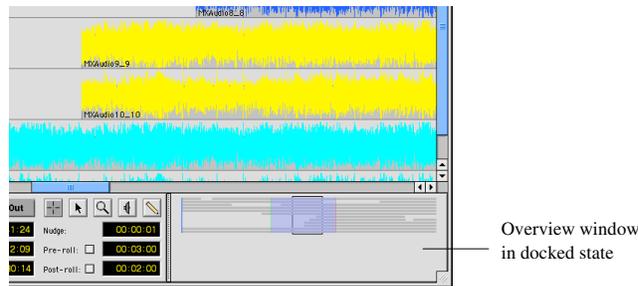
Using the Selector Tool () , a single mouse click on a track within the main MX-View window relocates the playhead to that specified location.

5-20 Overview window

The Overview window displays the entire project and allows for quick view and navigation to any location in a project. Selecting an area within the Overview window causes the main MX-View window to view that selection. A single click in the window moves the view in the main MX-View window to the clicked location. If the **Playback Menu → Locate with View** option is selected and the MX-2424 is not in motion, the playhead will locate to the center of the new view.



The Overview window can float and be moved anywhere on the screen. When the transport is in motion, the blue highlighted section scrolls with the Edit screen.



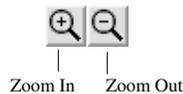
Note: The Overview window has no locate functionality during record.

Navigational Tools

5-21 Horizontal Zoom

Horizontal Zoom allows you to view detailed waveforms all the way down to the sample level. There are three different methods to zoom in and out in the main MX-View window: The Zoom In and Out buttons located in the Edit bar, the Zoom Tool located in the Transport window, or the zoom quick key short cuts.

- The Zoom In and Zoom Out buttons, located on the Edit bar, can be clicked to zoom in or out at single level increments. When clicking on these buttons the playhead remains in the center of the screen.



- The Zoom Tool, located in the Transport window () , allows you to select the area you wish to view in more detail. To zoom in, click and drag the mouse on an area you wish to enlarge. Note that this will not relocate the playhead unless “Locate with View” is selected (**Playback Menu → Locate with View**). The Zoom Tool can also zoom in or out at single level increments. Click on an area you wish to enlarge to zoom in or hold the Shift button while clicking to zoom out.
- The Zoom quick keys function identically to the Zoom In and Zoom Out buttons.

- Q_K** Zoom In: Ctrl + [on Microsoft Windows or Cmd + [on Macintosh.
Zoom Out: Ctrl +] on Microsoft Windows or Cmd +] on Macintosh

5-22 View Whole Project

To View an entire project, from head to tail, choose **View Menu**→**View Whole Project**.

- Q_K** View Whole Project: Cmd + Shift + Z on Microsoft Windows, Ctrl + Shift + Z on Macintosh.

T_{IP} You may also double click on the Zoom Tool button, located in the Transport window, to view the whole project.

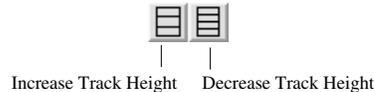
5-23 View Samples

MX-View allows you to zoom all the way down to the sample level by simply holding down the Z key. This allows you to quickly view an edit or splice. Releasing the Z key returns the main MX-View window to its previous view. This function is also available in **View menu** →**View Samples**, however, without returning to the previous view.

- Q_K** View Samples: Z on both Microsoft Windows and Macintosh.

5-24 Track Height

There are 10 levels of track height available. To increase or decrease the track height click on the Increase Track Height or Decrease Track Height buttons located in the upper left of the Edit Bar.

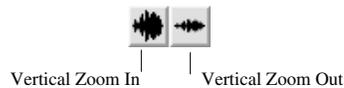


- Q_K** Increase Track Height: Ctrl + = (equals) on Microsoft Windows, Cmd + = (equals) on Macintosh.
Reduce Track Height: Ctrl + - (minus) on Microsoft Windows, Cmd + - (minus) on Macintosh.

Note: When in 2 x Sample Rate recording modes (96/88.2 kHz) the track count is reduced to 12 tracks.

5-25 Vertical Zoom

Vertical Zoom causes the waveform to increase in amplitude so that an edit can be performed with more precision. To Zoom in or out vertically, click the Vertical Zoom In and Vertical Zoom Out buttons located in the midsection of the Edit Bar.



5-26 Scrolling with the Mouse

The mouse can be used as a Tool for scrolling by clicking and dragging to either left or right of the main MX-View screen.

5-27 Scrolling Up/Down in the MX-View Main Window

Tracks can be scrolled up and down using the Page Up and Page Down buttons. For example, if you are viewing tracks 9-16, pressing the Page Up button will scroll the main MX-View window so that track 1 is the first visible track.

To scroll the main MX-View screen all the way to the top, so that track 1 is viewable, press the Home key. To scroll the main MX-View screen all the way to the bottom so that track 24 is viewable, press the End key.



Note: Some laptops and compact keyboards may not include Page Up/Down and Home/End buttons.

Recording

5-28

Basic Recording

To select a track for record, click the record arm button next to the track you wish to record on so that it is blinking.



To begin recording, click the record button in the Transport Window so that it too is blinking, followed by the Play button. The blinking record button and record arm buttons will turn solid - you are now recording.



Play and Record are both solid when the MX-2424 is in record

TIP Use the Record Arm All button , located above the record arm buttons, to record arm all tracks. It can also be used to disarm all tracks.

To stop the recording, simply press the spacebar or use the Stop button in the Transport window. To punch out of record but continue playing, press the play button in the Transport window. You can also disarm individual tracks that are in record by clicking once on the track arm button for the desired track.

Q_K Record: Ctrl + Spacebar on Microsoft Windows, Cmd + Spacebar on Macintosh.

Q_K Stop: Spacebar on Microsoft Windows and Macintosh.

Q_K Punch out of Record and back into Play: Ctrl + Spacebar on Microsoft Windows and Macintosh.

TIP To Undo a recording just click the undo button , located in the Edit bar. Please refer to section 6-25 for more on Undo and Redo.

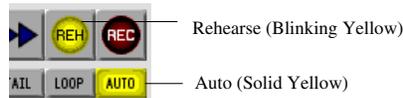
5-29

Auto Record and Auto Rehearse

Auto record will put the transport into record at the In point and back into play at the Out point. To perform an Auto Record you must first set In and Out Points. Record-arm the desired tracks and click on the Auto button followed by the Record button in the Transport window. At this point the record arm buttons and record button should be blinking red and the Auto button should be solid red: .

Place the playhead prior to the In point by the desired amount and press play. The recorder will begin to play and will punch into record at the In point. It will punch out of record and back into play at the Out point. You must press stop for the transport to stop.

Auto Rehearse works in the same manner, except that instead of switching to record mode, the MX switches to input allowing you to audition the record process. To enter Auto Rehearse mode you must press Auto followed by the Rehearse button. The Rehearse button will blink yellow and the Auto button will appear solid yellow. To begin an Auto Rehearse, press play.



To exit either Auto Rehearse or Auto Record click once on the Auto button.

 **Note:** You can use Auto Record with Pre and Post roll to easily provide auto punch capabilities.

Q Auto Record/Rehearse mode: Ctrl + Shift + A on Microsoft Windows, Cmd + Shift + A on Macintosh.

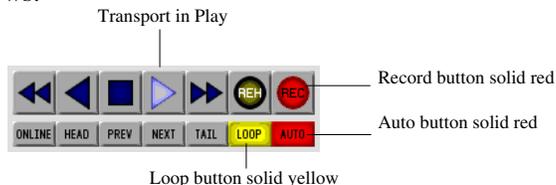
5-30 Loop Record

Several types of Loop modes are available in MX-View:

- Play Repeatedly (default): This mode will continuously record over the existing audio without stopping.
- Play Once and Stop: This mode will record once and stop at the Post-roll location following the Out point.
- Play Once and Cue: This mode will record once and place the playhead at the Pre-roll location before the In point.

For more detail on these settings please refer to the Menu Bank 200: System Controls section of the Complete MX-2424 User Manual (page 38).

Before performing a Record Loop, you must choose and set the loop mode you desire in MX-2424 Menu 210. Next set the desired In and Out points, record-arm the desired tracks, and click the Auto button in the Transport. The Auto button should now appear solid red. Press the record button in the transport so that it and the record-armed tracks are blinking. Click on Loop in the Transport window to begin the record loop. The transport will look as follows:



Note that a Rehearse Loop can also be performed in the same manner: only the Rehearse button is armed instead of the Record button.

Q Loop: Ctrl + L on Microsoft Windows, Cmd + L on Macintosh.

Loop Record with Auto Unload

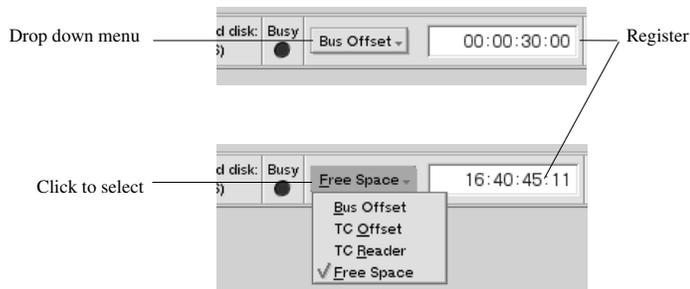
Auto Unload automatically unloads a track so that a new recording can take place, without deleting the previous take. Loop Record, set in MX-2424 Menu 211, toggles between Auto Unload On and Off. This mode is particularly useful for users who wish to record the best take, without recording over previous takes.

5-31 External Synchronization

While most of the external synchronization parameters for the MX-2424 and MM-series machines are located in the Machine Settings, several essential features are located in the Machine Info bar and the Transport window. When the transport is synchronized to external device, the Online button must be engaged. The Online button is located in the lower left of the Transport window and will appear solid yellow when engaged (**ONLINE**).

Tip Opt + click (On Macintosh) or Alt + click (Microsoft Windows) on the Online button enables all valid machines online.

The Machine Info bar contains a brief overview of important machine settings. In addition to this, the Machine Info bar enables you to view incoming Timecode, set Bus and TC Offsets, and view disk space available for record. To view or change these settings, access the drop down menu located to the right of the Busy LED.



TC and Bus offsets can be set in the register located to the right of the drop down menu (as described in section 4-8), while the Free space and TC Reader are read-only registers.

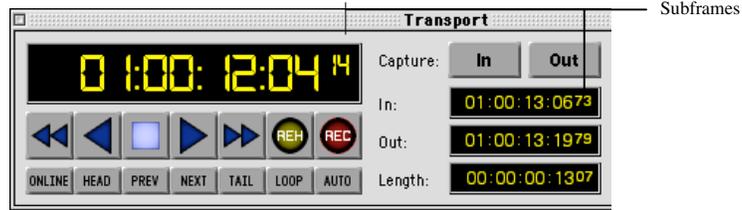
5-32 View Options

Preload All Waveforms

Preload All Waveforms, available under View menu, is for advanced users. At zoom levels typically used when working, MX-View has available to it all the information necessary to show waveforms. When zoomed in far enough, MX-View may not have this information and may need to transfer the information from the MX-2424 "on the fly." This normally occurs very quickly, with a slight delay as MX-View "fills in" the missing information. When zoomed in far enough and with the MX-2424 in motion, however, waveforms may disappear and reappear frequently. If this is observed, Preload All Waveforms causes MX-View to transfer from the MX-2424 all the waveform information for the entire project, eliminating the waveform flicker, but with the drawback that it is very time consuming and uses a large amount of disk space on the hard drive of the computer running MX-View.

Subframes

Selecting the Subframes option under the View Menu adds the two-digit subframe counter to MX-View registers.

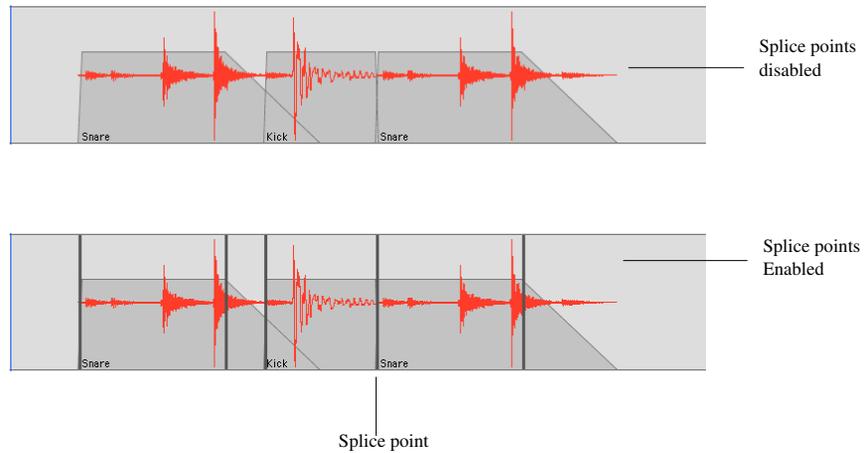


Feet/Frames (N/A)

This feature will be available in a future upgrade.

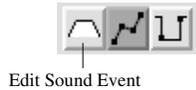
Splice Points

Enabling Splice points, under the View menu, provides lines at each audio event's start and end points. Splice points create more pronounced separation lines between events, making it easier to differentiate between closely located events.



Chapter 6: Editing

Chapter 6 provides an in depth explanation of fundamental edit functions, including selecting a region, cut, copy, paste, and other edit commands. In order to use these commands and functions, the Edit Sound event icon must be selected (located in the Edit bar).

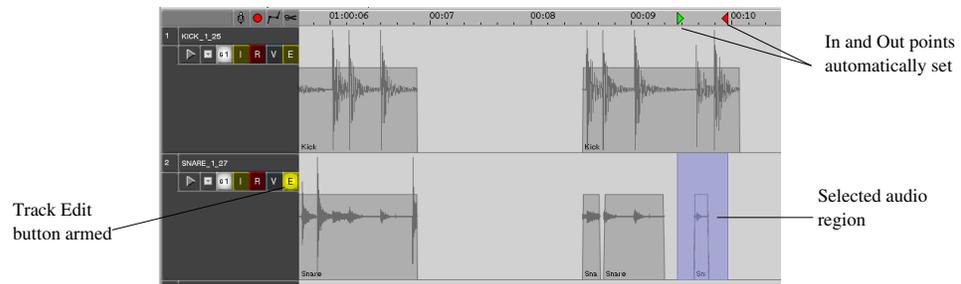


6-1 Selecting a Region for Edit

Prior to performing an edit, an audio region must be selected. There are a number of ways to select a region: Using the Selector Tool, Drag and Trim Tool, or by individual selection of Track Edit buttons and In and Out points.

Selector Tool

The Selector Tool, located in the Transport window (⊞), can be used to select, or highlight, regions for editing. To select a region, click and drag over the desired area. In and Out points are automatically set and Track Edit buttons are automatically enabled when selecting the region.



To add an edit track to already highlighted group of tracks, hold down Shift while clicking on the desired tracks. To deselect a track either hold down the Shift key and click once on the selected track or Ctrl + Click on the selected track. You may also add or remove tracks for editing by selecting or deselecting the desired Track Edit buttons (E).

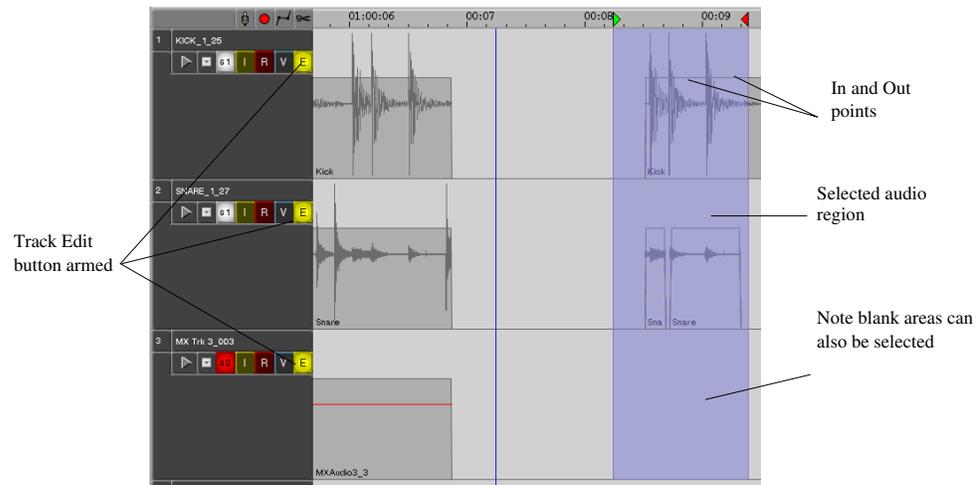
An already highlighted region can be extended by performing a Shift + Click + Drag over the desired area. To remove an area from a highlighted region, perform a Ctrl + Click + Drag. A drag selection can be aborted (if the mouse is still held down) using the Esc (escape) button. A summary of Selector Tool shortcuts is available in Appendix A.

*

TIP To deselect all Edit tracks but keep the In and Out points unchanged, use the Deselect All function under the Edit menu or the Escape key.

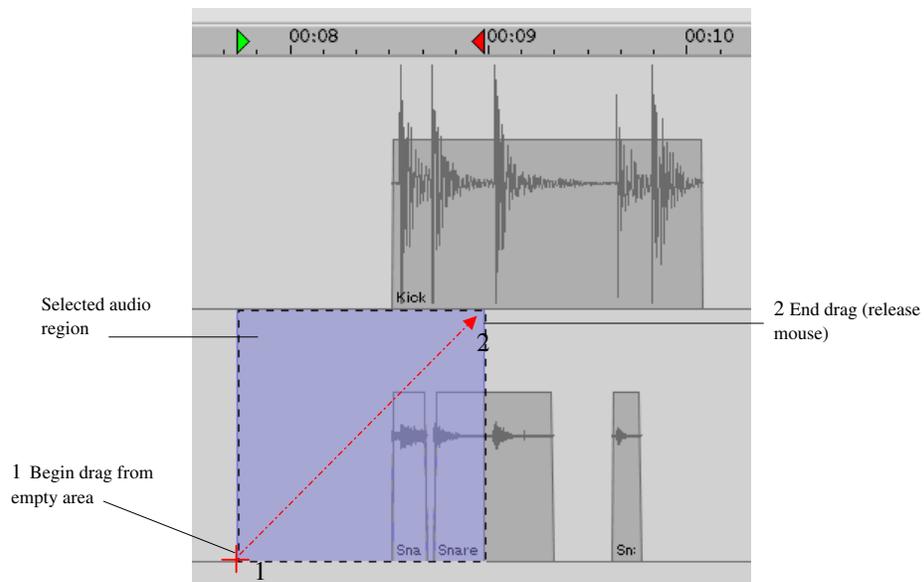
Drag and Trim Tool

The Drag and Trim Tool, located in the Transport Window () can be used to select an event or group of events and drag them to a new location. To select a single event simply click on it once. To select a group of events, hold down Shift and click on the desired events. In and Out points are automatically set and Track Edit buttons automatically armed when selecting events. To deselect an event, hold down Shift and click on the selected event, or hold down Ctrl and click on selected event



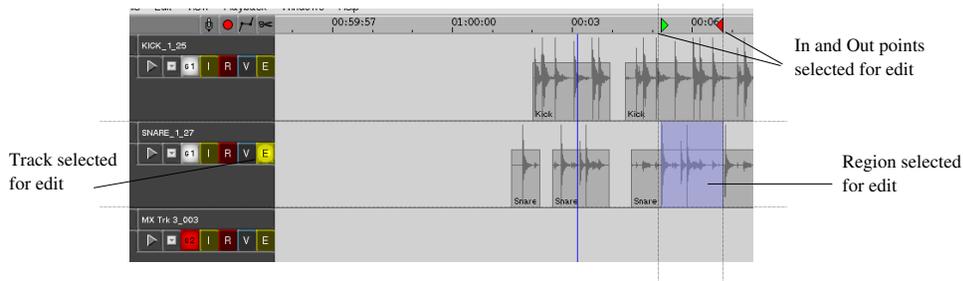
Additional events can be selected by holding down the Shift button, clicking from an empty area, and dragging over the desired additional events. Using the same method of clicking and dragging from an empty area, events can be deselected while holding down the Ctrl key.

A group of events can also be selected by clicking on an empty area and dragging across an event or group of events. Use the Escape key to abort a drag selection.



Track Edit Buttons and In and Out Points

To select a track for editing, click on the Edit button for the respective track. The Edit button will become solid yellow **E**. Next, set In and Out points as described in section 4-9. The selected region will appear highlighted.

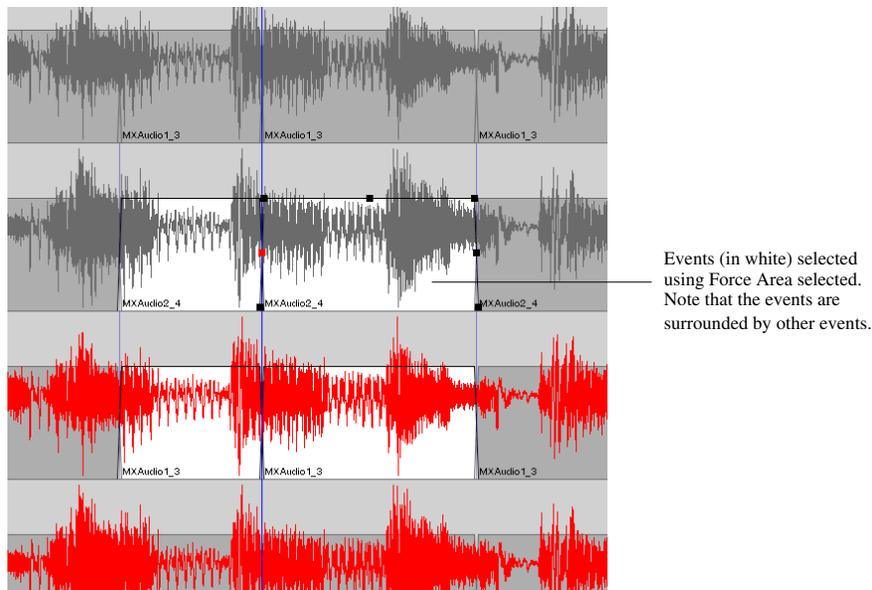


TIP To arm or disarm all tracks for editing click the Edit All button, located above the Track 1 edit button (⌘⇧E).

Note that when the machine is in busy state, the mouse will temporarily change to a busy cursor (⏻).

6-2 Force Region Select

When selecting an area surrounded by events (as shown below), using the Drag and Trim Tool, a Force Region select must be performed to prevent dragging the event.



With the Drag and Trim Tool, hold R and click and drag to the left of the first event to be selected. A rectangle selection will appear highlighted when the mouse is released

Note: Force Region select is not necessary when selecting an area using the Selector Tool.

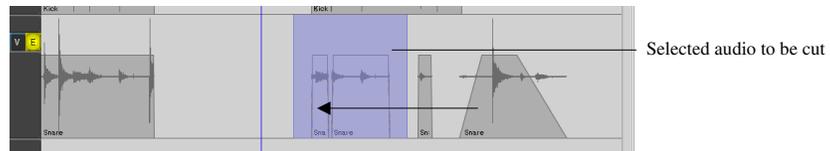
QK Force Region Select: R + Click + Drag on event on both Microsoft Windows and Macintosh.

TIP Region selection can be combined with the shift key to add events to, or with the control key, to remove events from an existing selection.

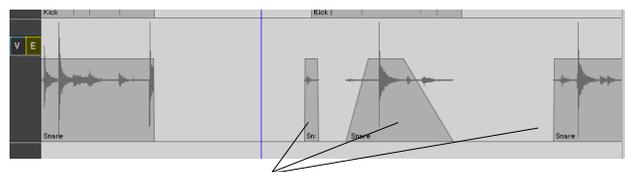
6-3 Cut

Cut will remove audio between the In and Out points and slip all the downstream audio to the left. To perform a Cut, selected the desired region and click on Cut in the Edit Bar or Edit menu. Any audio region that is cut is saved in the clipboard.

Before:



After:

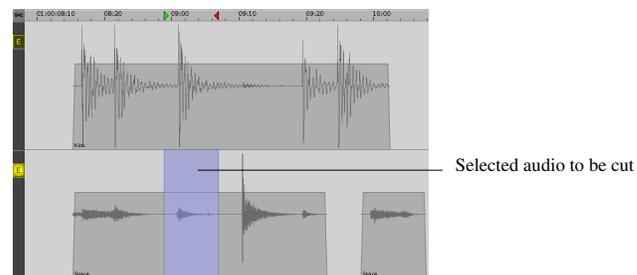


QK Cut: Ctrl + X on Microsoft Windows, Cmd + X on Macintosh

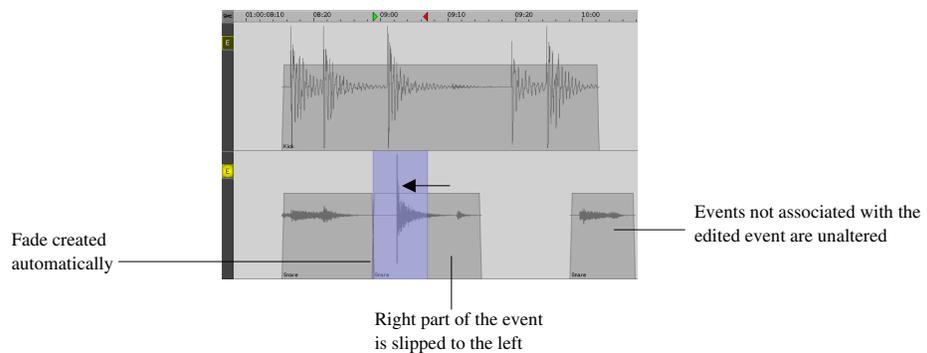
6-4 Local Cut

A Local Cut will only move the event associate with the edit. Audio associated with the edit is moved to the left as shown below.

Before:



After:



QK Local Cut: Ctrl + Shift + S on Microsoft Windows, Cmd + Shift + S on Macintosh

6-5

Left Cut

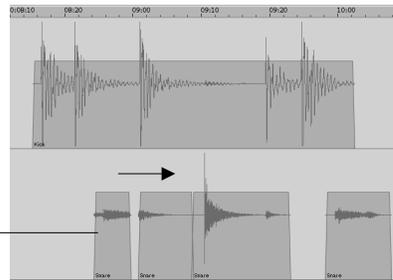
A Left Cut slips all audio left of the event to the right, as shown below.

Before:



Selected audio to be cut

After:



All events to the left of the edit are slipped to the right

QK Left cut: Ctrl + Shift + X on Microsoft Windows, Cmd + Shift + X on Macintosh

6-6

Local Left Cut

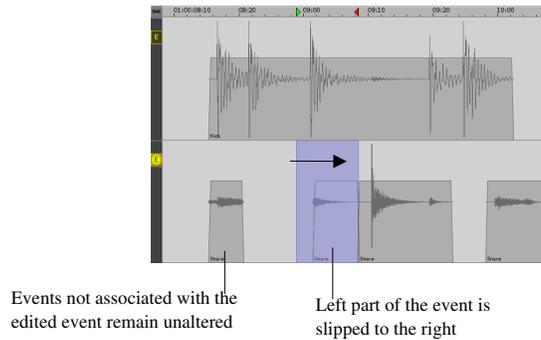
Local Left Cut is a Left Cut that will only move the event associated with the edit. Audio associated with the edit is moved to the right.

Before:



Audio for Local left Cut is selected

After:



QK Local Left Cut: Ctrl + Shift + D on Microsoft Windows, Cmd + Shift + D on Macintosh.

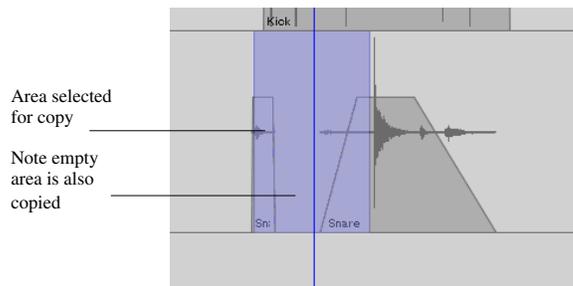
6-7

Copy

Copy places selected audio regions, defined by In and Out points and Track Edit buttons, in a desired clipboard location. Clipboard contents can then be pasted or inserted into audio tracks. To perform a Copy, select audio and press Copy on the Edit bar or select Copy from the Edit menu.



Note: MX-View has four clipboard locations. For more on using multiple clipboards please refer to section 7-9.



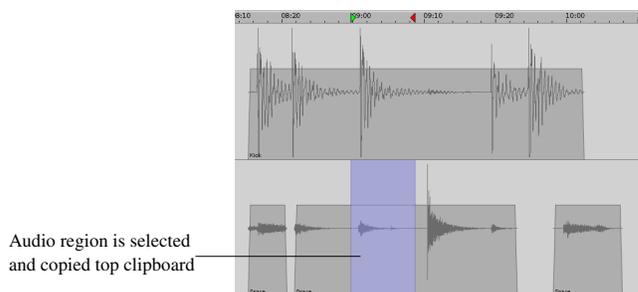
QK Copy: Ctrl + C on Microsoft Windows, Cmd C on Macintosh.

6-8

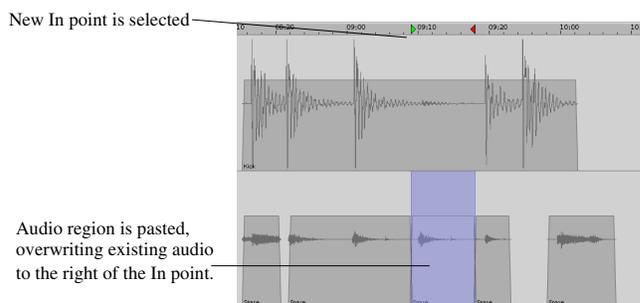
Paste

For all Paste commands, audio must first be copied to the clipboard. After an In point is defined, the paste edit operation can be performed. Paste will place the selected clipboard contents at the In point, overwriting any audio downstream.

Before:



After:



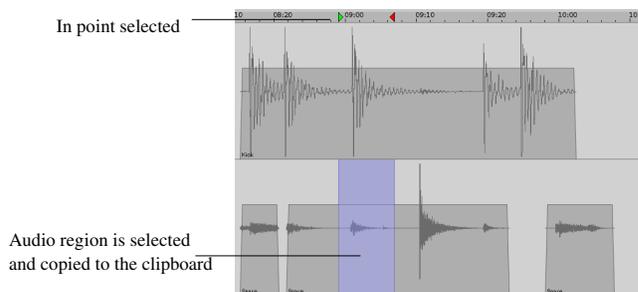
Q Paste: Ctrl + V on Microsoft Windows, Cmd + V on Macintosh

6-9

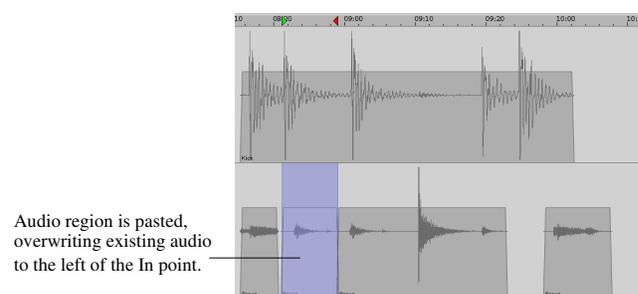
Paste Left

Paste Left is similar to a Paste with the exception of overwriting clipboard content to the left of the In point.

Before:



After:



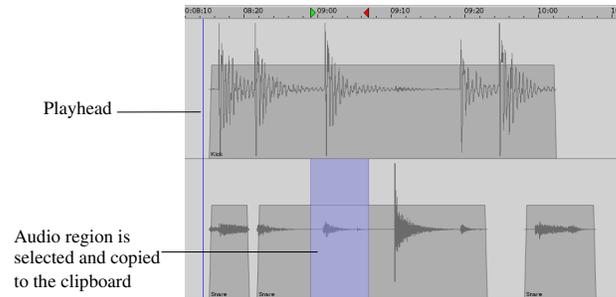
Q Paste Left: Ctrl + Shift + L on Microsoft Windows, Cmd + Shift + L on Macintosh

6-10

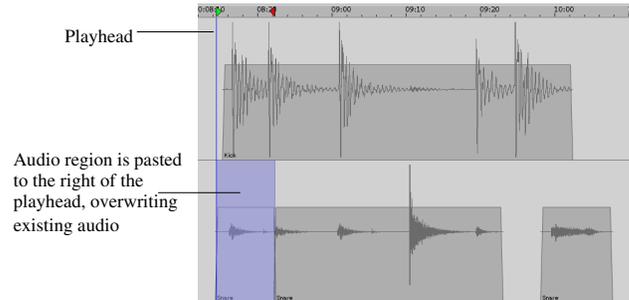
Paste at Playhead

This edit command moves the In point to the playhead and pastes clipboard contents there.

Before:



After:



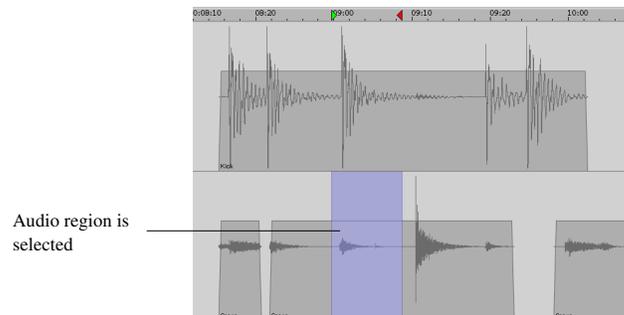
Q_K Paste at Playhead: Ctrl + Shift + P on Microsoft Windows, Cmd + Shift + P on Macintosh

6-11

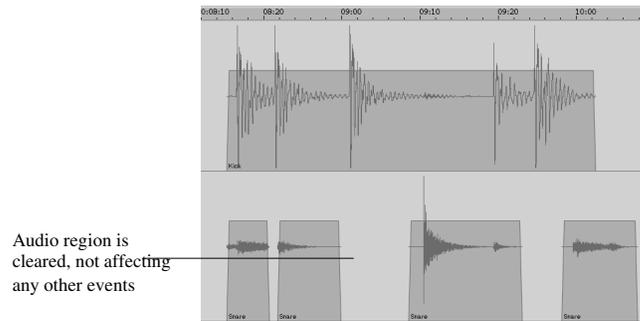
Clear

Clear removes audio between the In and Out points without slipping audio events time. The cleared region is then saved to the clipboard.

Before:



After:



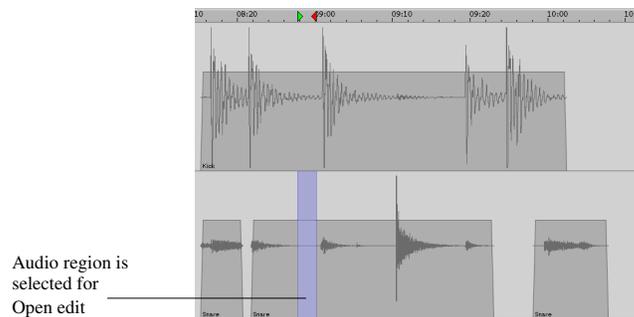
Q **K** Clear: Ctrl + B or Delete/Backspace on Microsoft Windows, Cmd + B or Delete/Backspace on Macintosh

6-12

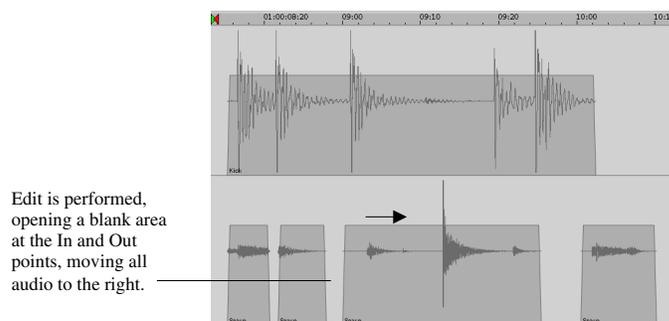
Open

Open moves audio located between the In and Out points downstream to the Out point and leaves silence between the In and Out points.

Before:



After:



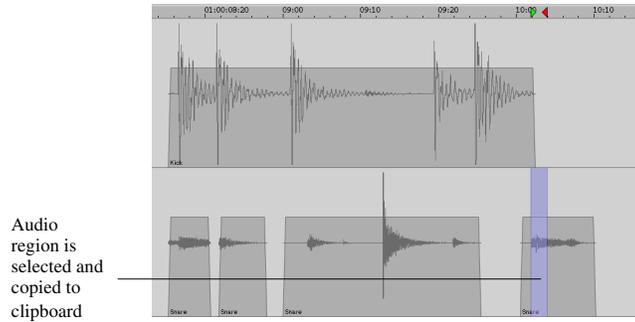
Q **K** Open: Ctrl + H on Microsoft Windows, Cmd + H on Macintosh

6-13

Insert

The Insert command places audio from the clipboard at the In point and moves all audio downstream.

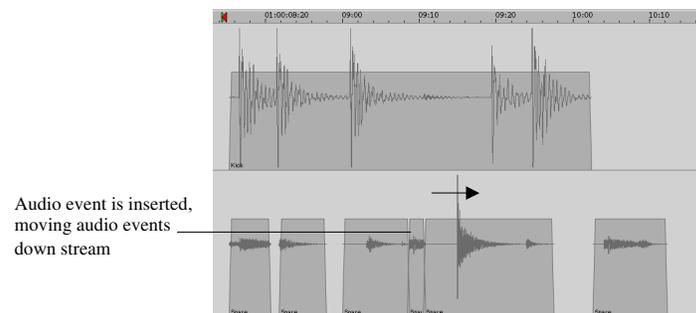
Before:



In and Out points selected for insert



After:



Q Insert: Ctrl + I on Microsoft Windows, Cmd + I on Macintosh

Repeat Selection

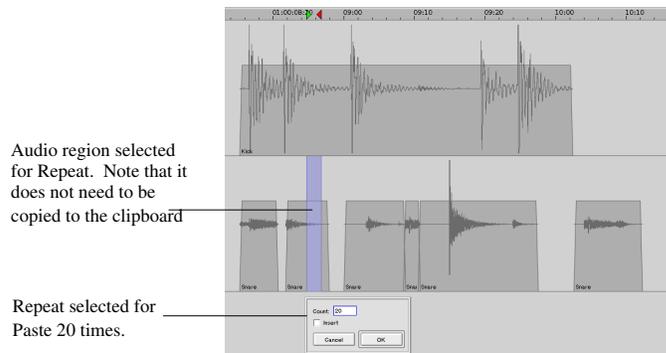
Two types of Repeat functions are possible, Repeat Paste and Repeat Insert. To perform a Repeat Paste or Insert, select In and Out points and choose **Edit Menu → Repeat Selection**. Note that a copy is not required for Repeat, as contents that are repeated do not go to the clipboard. Enter the number of times you wish to repeat audio in the prompt box and select Paste or Insert. A Repeat Paste overwrites the repeated audio over existing audio.

Check box to choose Repeat Insert. Default is unchecked
box for Repeat Paste function



Number of times an audio region is to be repeated

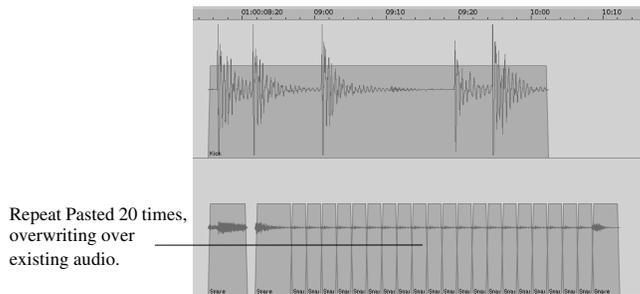
Before:



Audio region selected for Repeat. Note that it does not need to be copied to the clipboard

Repeat selected for Paste 20 times.

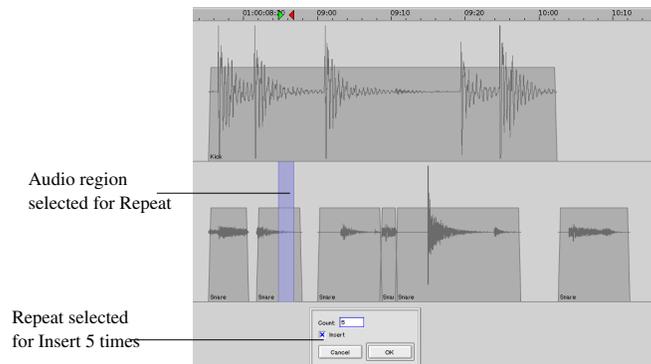
After:



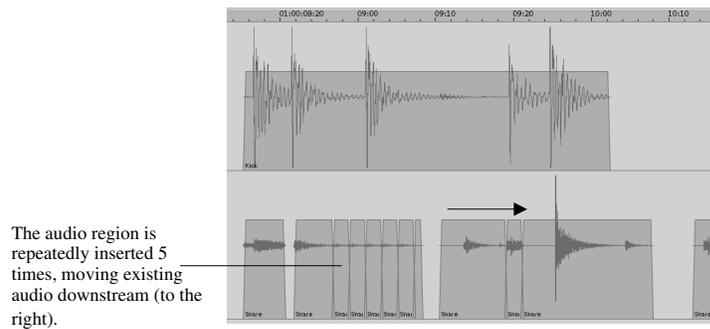
Repeat Pasted 20 times, overwriting over existing audio.

Repeat Insert is similar to a Repeat Paste, only it moves contents downstream instead of overwriting existing audio.

Before:



After:



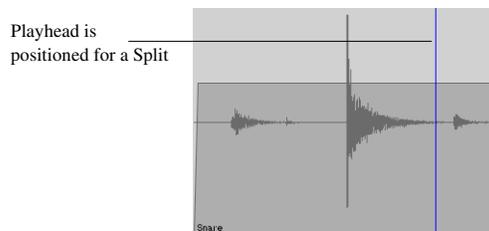
QK Repeat: Ctrl + R on Microsoft Windows, Cmd + R on Macintosh

6-15

Split

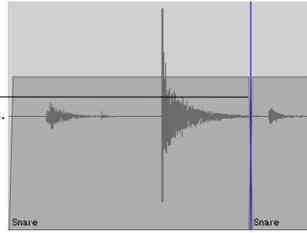
A Split command separates, or “splits”, an audio event into two at the location of the playhead.

Before:



After:

Split is performed, creating two events, separated by a cross-fade.



Q_K Split: Ctrl + E on Microsoft Windows, Cmd + E on Macintosh

T_{IP} Turning on Splice Points (**View Menu → Splice Points**) creates a more pronounced separation line between events allowing you to more easily view when a Split, Separate, or Discard edit is performed.

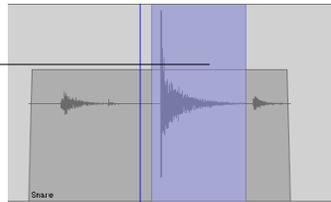
6-16

Separate

The Separate command is similar to a Split, in that it separates an audio event. However, a Separate performs a “split” at the In and Out points, separating an audio event into three events.

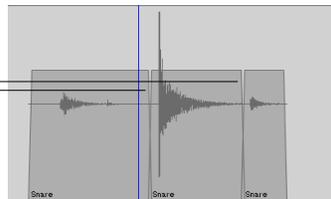
Before:

Audio region is selected.



After:

The audio event is separated at the In and Out points



Q_K Separate: Ctrl + U on Microsoft Windows, Cmd + U on Macintosh

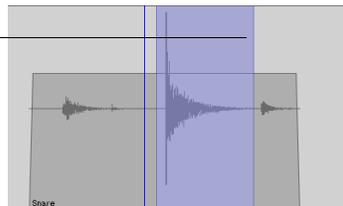
6-17

Discard

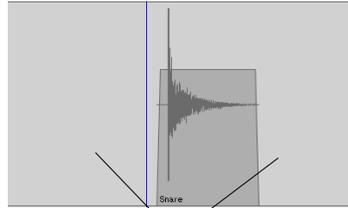
The Discard command will remove audio on either side of the In and Out points, not affecting other audio events.

Before:

Audio region is selected.



After:



Discard is performed, removing audio to the left and right of the event.

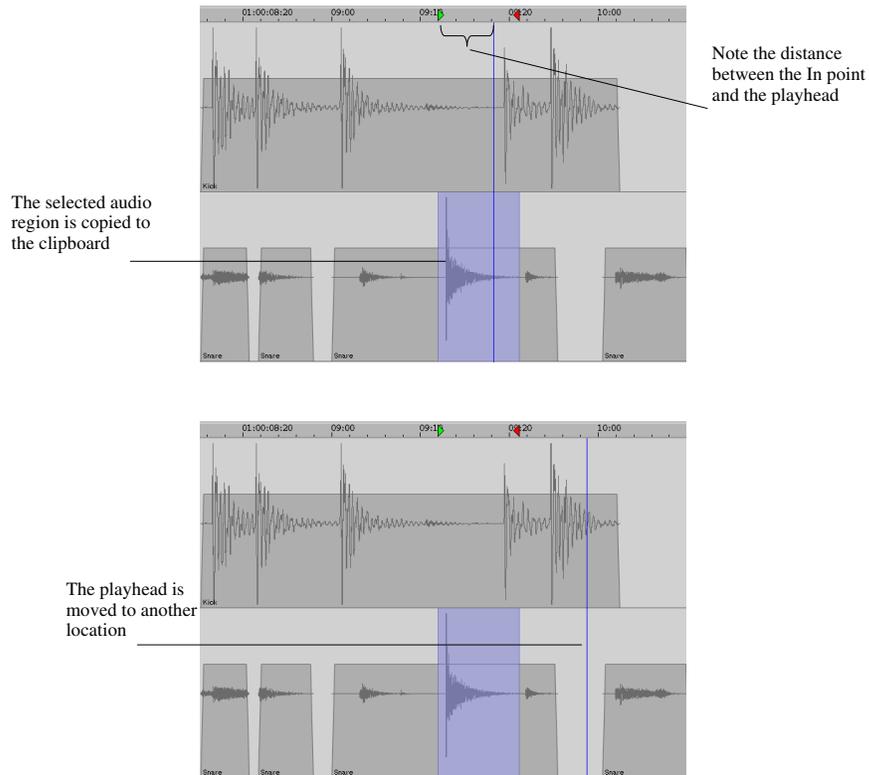
Q Discard: Ctrl + T on Microsoft Windows, Cmd + T on Macintosh

6-18

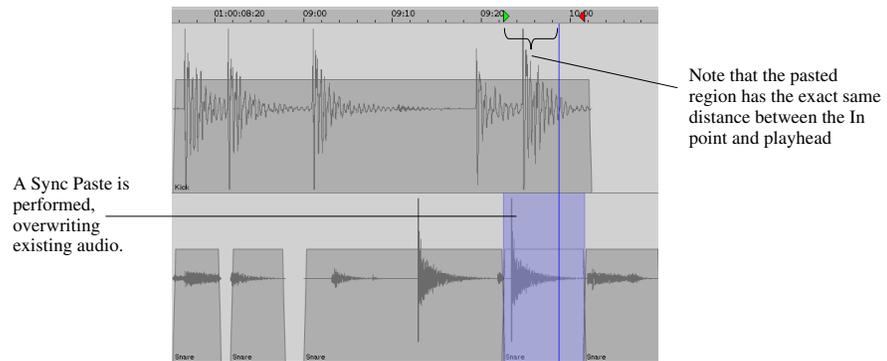
Sync Paste

One of the key differences between a Sync Paste and a normal Paste is that for a Sync Paste to be performed, an In point need not be selected. Instead, the playhead is moved, and audio from the clipboard is pasted at the In point referenced to the playhead. In other words, the Sync Paste is offset by the distance between the playhead and the In point. To perform a sync paste, you must first copy audio to the clipboard, noting where the In point is with reference to the playhead. Move the playhead where desired and perform the Sync Paste.

Before:



After:



Q_K Sync Paste: Ctrl + Shift + V on Microsoft Windows, Cmd + Shift + V on Macintosh



Note: For the MMR, Sync at Playhead must be turned on.

6-19

Sync Insert

Sync Insert is similar to Sync Paste, in that the edit is also referenced to the playhead. However, with Sync Insert, the inserted audio region does not overwrite over existing audio. Instead, the audio region is inserted, moving all existing audio downstream (to the right).

Q_K Sync Insert: Ctrl + Shift + I on Microsoft Windows, Cmd + Shift + I on Macintosh



Tip Sync insert and paste are both very useful when editing events to video, such as placing the sound of gunshot to the video of a gun firing. Simply place the playhead at the gunshot audio event's peak and perform a sync paste with the playhead located where the picture of a gun is being shot. Other applications also include placing a drum sound at a fill.

6-20

Nudge

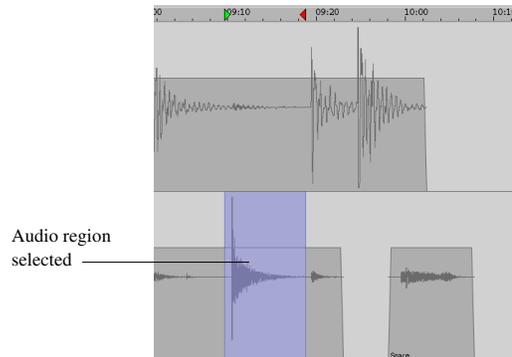
A Nudge moves audio by a preset amount, set in the Transport window register.



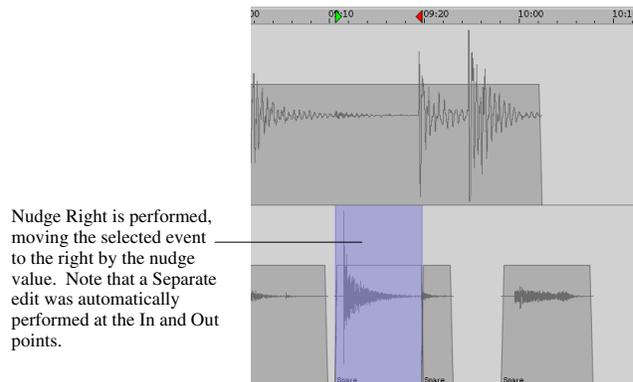
Audio can be nudged repeatedly to the left or the right using the + (plus) and – (minus) keys. Audio that is nudged will overwrite existing audio events.

To perform a nudge, select an audio region. Press the + (plus) key to nudge audio to the right or the – (minus) key to nudge audio to the left.

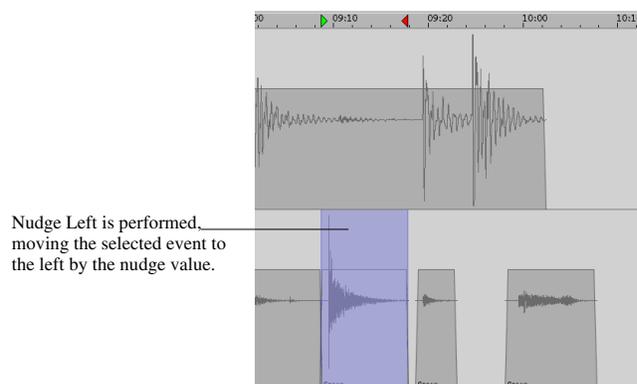
Before:



After Nudge Right:



After Nudge Left:



A nudge will automatically perform a Split at the In and Out points if the In and Out points are within an audio event.

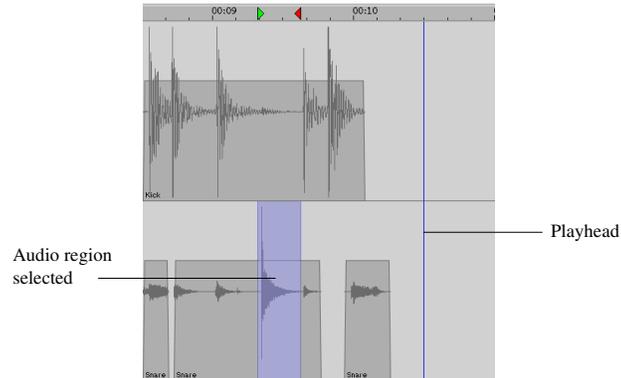
- QK Nudge Right: + (plus) or = (equals) on Microsoft Windows, + (plus) or = (equals) on Macintosh
- Nudge Left: - (minus) on Microsoft Windows, - (minus) on Macintosh

6-21

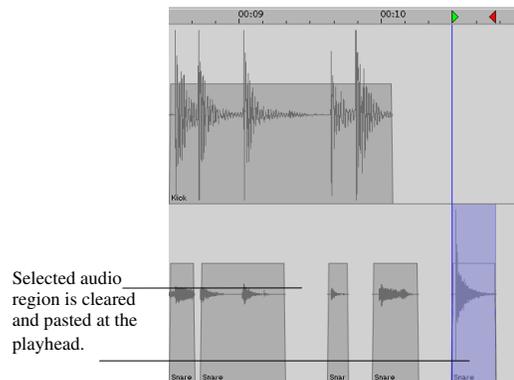
“In to Now”

This command will first perform a Separate edit at defined In and Out points (if needed) and then Paste the event at the playhead. To perform this function select In and Out points, making sure the edit button is enabled for the appropriate track(s). Place the playhead at the location where you want the selected audio to go and then select “In to Now” in the Edit Menu.

Before:



After:



QK “In to Now”: Ctrl + M on Microsoft Windows, Cmd + M on Macintosh

6-22

Renaming Events

To assign an audio event a new name, double click on the event using the Drag and Trim Tool. A window will display the existing highlighted name and present the option of renaming the event.



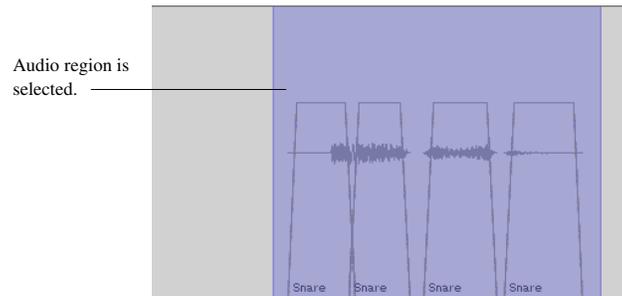
Note: A Rename event does not rename the audio file on disk.

Render

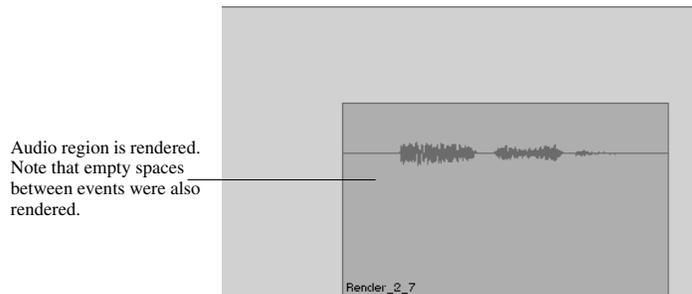
The Render command creates a continuous audio event, which is very useful in increasing disk performance. Much like a TapeMode convert, a Render uses the In and Out points as start and end times. A Render can be performed on events within a single track or across a number of tracks. Once the Render is complete, the newly rendered event will replace existing audio events.

To perform a Render, select the desired events and select Render under the Edit Menu. Depending on the length and number of tracks selected, a Render may take up to a few minutes to process. The busy cursor will appear during this process.

Before:



After:



Q Render: Ctrl + Shift + R on Microsoft Windows, Cmd + Shift + R on Macintosh



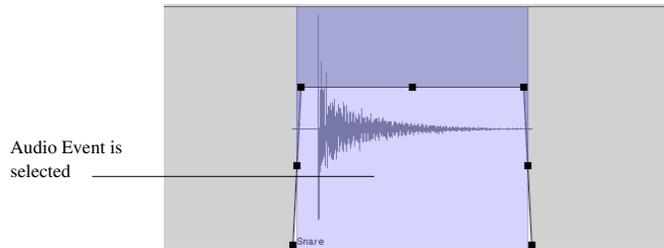
Note: A Render command will take into account volume and mute automation. The newly rendered audio file will reflect the changes in volume level.

6-24

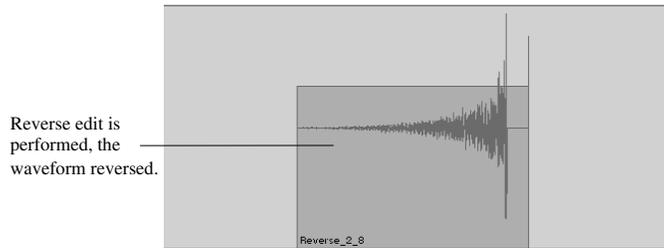
Reverse

Reverse “reverses” an audio event or region, as if audio was played backwards, without affecting unselected tracks. The newly reversed audio event will replace the existing audio region. To perform a Reverse, select the desired events or audio region and select Reverse under the Edit Menu. Depending on the length and number of tracks selected, a Reverse may take up to a few minutes to process. The busy cursor will appear during this process.

Before:



After:



6-25

Undo and Redo

The MX-2424 has 99 levels of undo, meaning it can undo the last 99 edits or recordings performed. Undos are only valid in the existing project, meaning you cannot perform an undo on a previous project. Undos are not stored with the project - the Undo list is cleared each time you start a new project, unmount a disk, or turn off the recorder. Press Redo to go back an Undo level. Undo and Redo functions are available on the Edit bar, Edit menu, or as quick key short cuts.



Undo: Ctrl + Z on Microsoft Windows, Cmd + Z on Macintosh
Redo: Ctrl + Y on Microsoft Windows, Cmd + Y on Macintosh



Note: The MMR is limited to 10 levels of undo.

6-26

Drag and Drop Editing

Drag and drop editing allows you to use the mouse, in conjunction with various keyboard short cut keys, to edit and move audio events around with great flexibility. While the Selector Tool is used mostly to select audio regions, the Drag and Trim Tool can trim events and fades, move and drag audio events, insert and edit volume automation breakpoints, and move location markers (Breakpoint volume automation and Event and Fade trimming are covered in Chapter 7).

Drag and Trim Tool Fundamentals

To move a single event, click on the event and drag to the desired location. To move a group of events, click on the first desired event, then hold down the shift key and click on the other desired events, and then perform a drag. Note that whenever multiple events are selected, only the event last selected will show trim handles, even though the trim command will affect all selected events. Trimming is covered in Chapter 7.

More complex functions are also available using the Drag and Trim Tool. While holding down the Alt key, click and drag an event. This will create a copy of the event, rather than moving it, which you can paste simply by releasing the mouse.

Holding down the control key while performing a click and drag enables you to move audio events vertically from one track to another, without moving them horizontally in time. This is particularly useful if you wish to move audio to another track without losing sync.

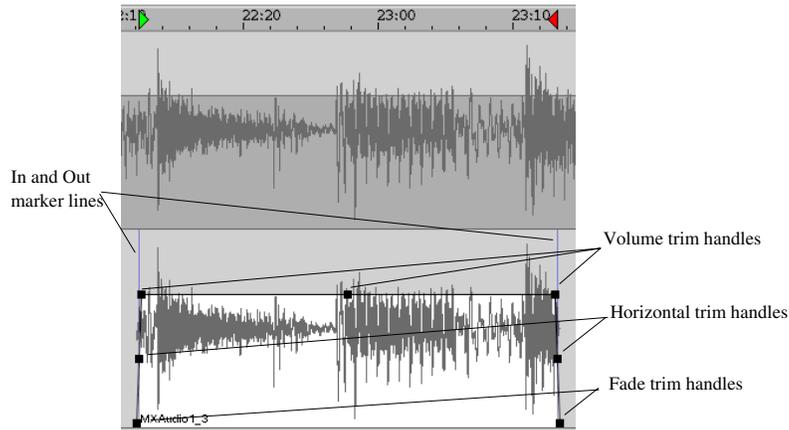
- Q_k** Several quick key short cuts can be used to temporarily switch from one tool to another. The temporary switch takes affect as long as the F6 and F7 key is held down, with the edit mode returning to its previous state when the key is released.
- When in Drag and Trim mode hold down F6 to temporarily switch to the Selector Tool
 - When in Drag and Trim mode hold down F7 to temporarily switch to the Zoom Tool
 - When in Selector Tool mode hold down F6 to temporarily switch to the Drag and Trim Tool
 - When in Selector Tool mode hold down F7 to temporarily switch to the Zoom Tool
 - F6 and F7 can be thought of as temporarily selecting the "other" tools on the left and right, respectively, within the often-used Selector, Drag and Trim, and Zoom tools.

Chapter 7: Advanced Editing

This chapter covers advanced editing functions including Horizontal, Event Volume, and Fade trimming, creating Fades and Cross-fades and using Multiple Clipboards when editing.

7-1 Event Trimming Basics

To enable event trimming, click once on an event using the Drag and Trim Tool. The event will appear highlighted and have seven handles as shown below.



Note: When selecting an event using the Selector Tool, events appear highlighted in blue between the In and Out points. Event trimming is not possible using the Selector Tool.

7-2 Horizontal Trimming

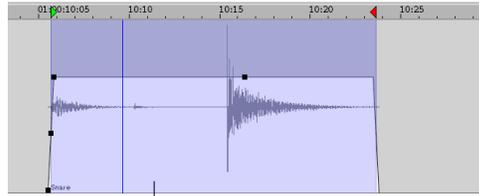
Horizontal trimming alters the length of the event but does not move the audio event in time. To trim an audio event click once on the event, so that the trim handles appear. Position the mouse over the horizontal trim handles so that it temporarily turns into the Trim Tool (\leftrightarrow). Click and drag to the left or right and release the mouse when the desired length is reached.

Before:



Left Horizontal trim handle is moved to the left.

After:



Trim handle is released and the event is extended to the left. Note that the Out point remains unaffected.



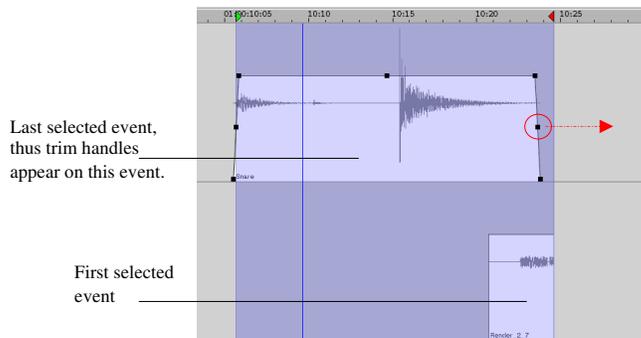
Note: An event cannot be trimmed to extend beyond the length of the recorded audio file it is associated with. If you are trying to trim left or right, and notice the Trim Tool getting stuck, you have reached the boundary of the audio file.

7-3

Trimming Multiple Events

To Trim multiple events, hold down the shift button and select events using the Drag and Trim Tool. You can also use the Drag and Trim Tool and click and drag over an area to select multiple events. Note that only the last selected event will have trim handles, but all selected events will appear highlighted. Proceed by performing the trim on the last event clicked and all events selected will be modified simultaneously.

Before:



After:

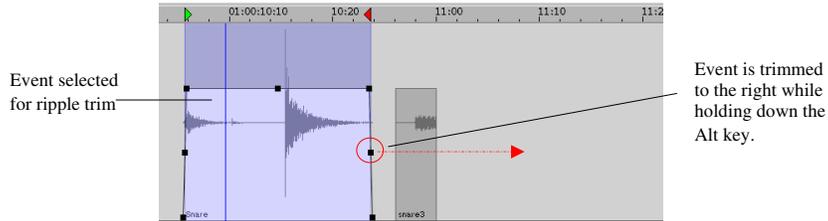


7-4

Event Ripple Trim

A Ripple Trim is a horizontal trim that will cause all audio on the selected track to slide downstream or upstream, depending on the direction of the trim. To perform a Ripple trim, hold down the Alt button, click and drag the handle.

Before:



After:



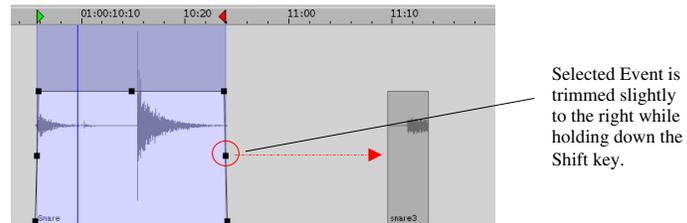
Q_K Event ripple trim Alt + Click + Drag handle on both Microsoft Windows and Macintosh

7-5

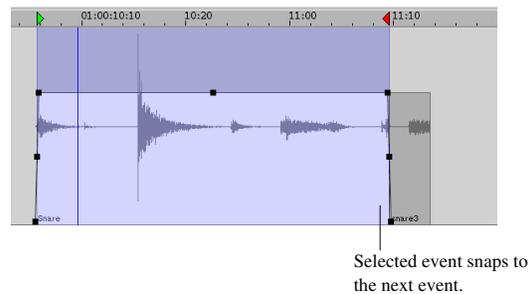
Trim to Next

“Trim to Next” is a horizontal trim that will automatically trim all the way to the next event in the selected track. To perform a “Trim to Next”, select the desired event, hold down Shift and drag the handle by a slight amount. Release the mouse and the trimmed edge of the selected event will snap to the next event so that their edges touch.

Before:



After:



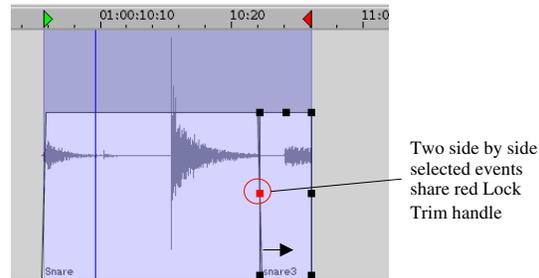
Q Event Trim to Next: Shift + Click + Drag handle on both Microsoft Windows and Macintosh

7-6

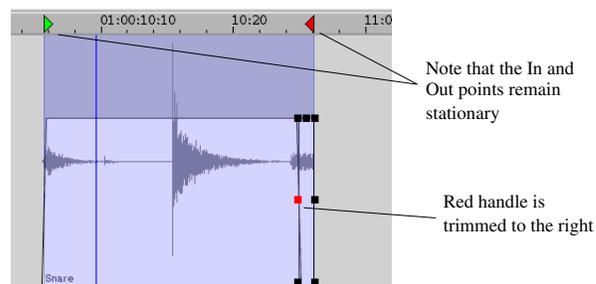
Lock Trim

When two side-by-side events are selected, a red trim handle will appear between the two events, as shown below. This trim handle is used to trim the events' shared edge. To perform a Lock Trim, first select two events that share an edge. Trim the red handle at the events' shared edge and release the mouse where desired.

Before:



After:

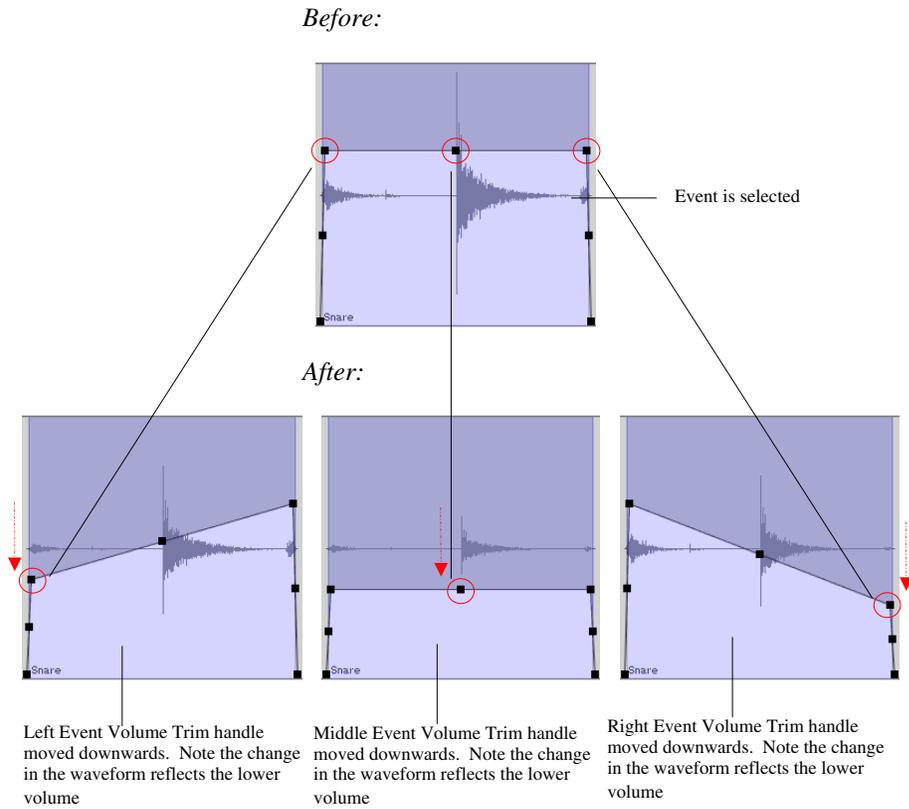


7-7

Event Volume Trimming

There are two methods of altering audio volume levels in MX-View: Breakpoint Volume Automation and Event Volume Trimming. Volume Automation, reviewed in section 8-4, involves creating and moving breakpoints to vary the volume of a track. It is the more flexible of the two methods. Event Volume Trimming allows you to modify the volume of an event or group of events. It is quick method of modifying volume levels for an event or group events. Note that both methods of modifying volume levels can be used concurrently.

The three Event Volume trim handles can be used in a combination to increase or decrease an event's volume level. To view event volume handles, click on the desired event so that it appears highlighted. Click and drag on the desired trim handle.

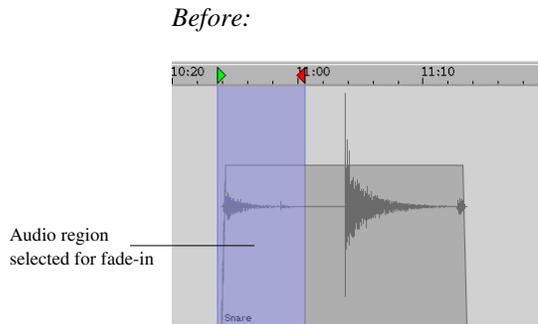


TIP An Event handle can be fine adjusted by holding down the Ctrl key while clicking and dragging the handle.

7-8 Fades and Cross-Fades

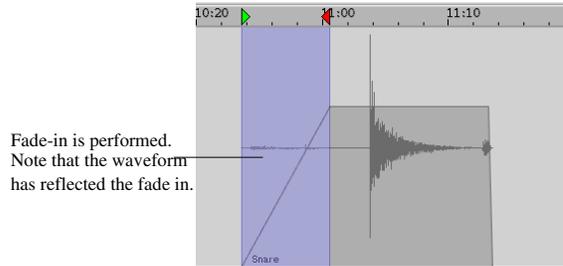
Creating fades:

To create a Fade-in, use the Selector Tool and select an In point to the left of the event and an Out point located inside the event.



This area will appear highlighted. The length of the selection will determine the length of the fade. Click on the Fade button in the Edit bar or the quick key to perform the fade.

After:



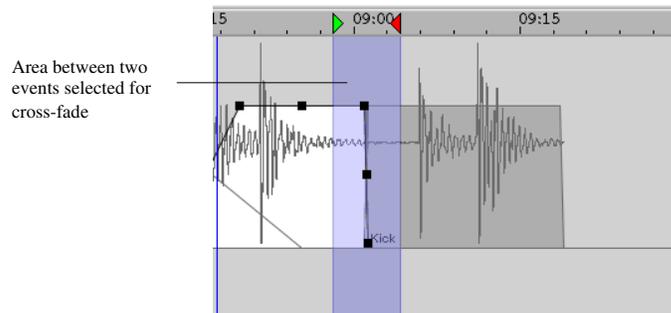
A Fade-out is performed similarly, only the In point must be located within the event and the Out point must be to the right of the event.

QK Fade: Ctrl + F on Microsoft Windows, Cmd + F on Macintosh

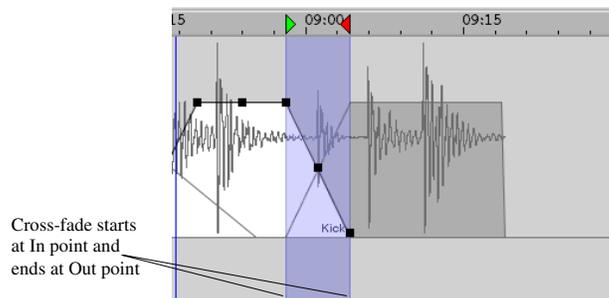
Creating Crossfades:

To create a Cross-Fade, use the Selector Tool to select an In point within the left event and an out point within the right event. The area will appear highlighted. Press the Fade button or quick key to create the Cross-Fade.

Before:

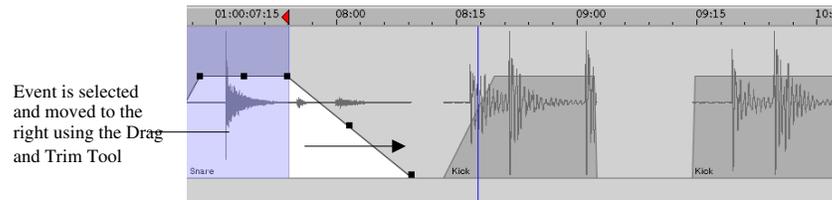


After:

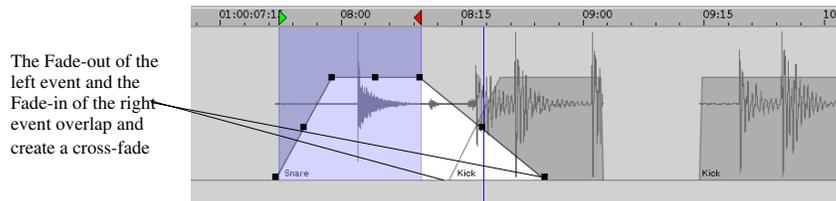


A Cross-fade can also be created by sliding an event with a Fade-in into an event with a Fade-out. Simply grab the event using the Drag and Trim Tool and slide into the next event.

Before:



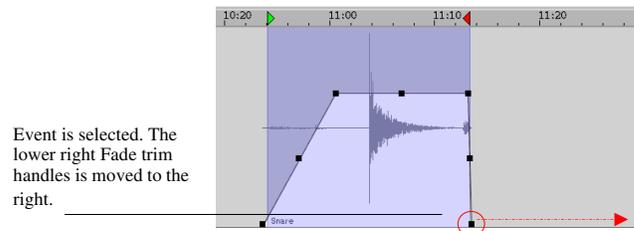
After:



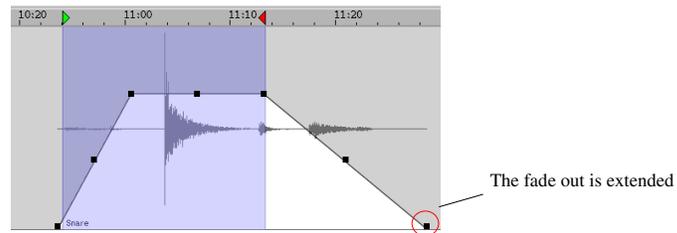
Fade Trimming

Fades can be trimmed using the Fade trim handles. To access these handles click once on an event using the Drag and Trim Tool. Move the mouse over the desired fade trim handle so that it turns into the Trim Tool. Click and drag to Trim.

Before:



After:



7-9

Multiple Clipboard Select

With MX-View, you have the ability of storing up to four independent clipboards, selectable from the Edit Bar.



Storing Contents to the Clipboard:

Click the clipboard you desire to store to so that it appears selected. Select an area or event and choose an edit command that will place the selected region to the clipboard.

These edit commands include Cut, Copy, and Clear. You may switch to a different clipboard number and perform another Cut, Copy, or Clear command.

Placing Contents from the Clipboard:

First select the desired clipboard. Choose any type of Paste or Insert edit command to place contents from the clipboard onto the main MX-View window. You may switch to a different clipboard number and perform another Paste or Insert command.

All clipboard entries retain their information from project to project. They are, however, cleared when the MX-2424 is turned off or when an Unmount or disk cleanup command is issued.



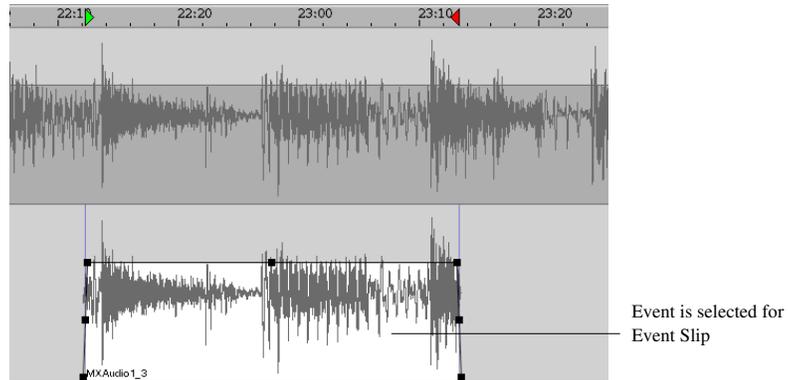
Note: If a clipboard is not selected, contents will be placed to clipboard 1, the default clipboard.

7-10

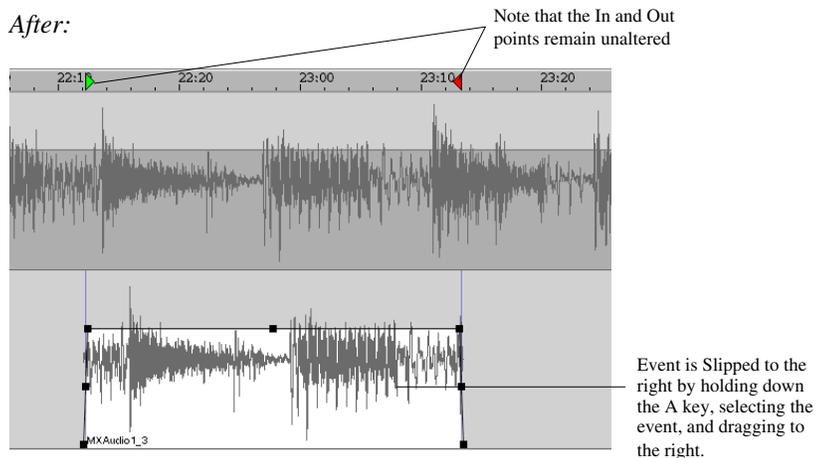
Event Slip

An Event Slip edit slides audio to the left or right without moving the In or Out points. An Event Slip can be performed by selecting an event, holding down A, and Clicking and Dragging the selected event. Note that you must use the Drag and Trim Tool for this feature.

Before:



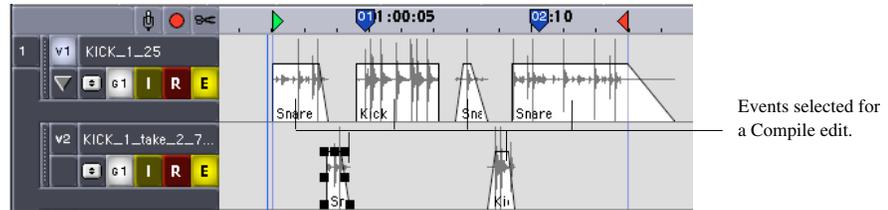
After:



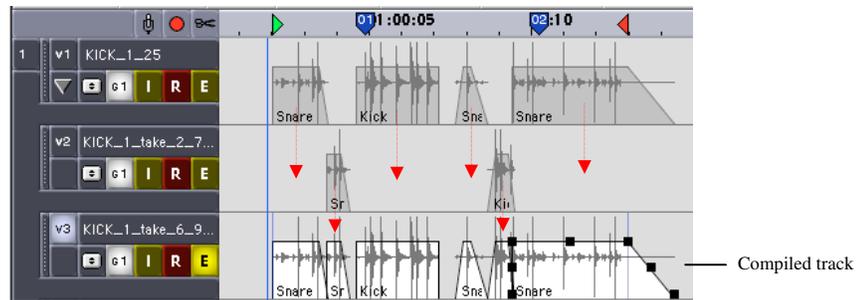
Event Slip retains the In and Out points and grabs more audio on the left or right side. Audio outside the In and Out point remains unaffected.

Compile

The Compile function creates a “comp” virtual track containing selected audio events from selected virtual tracks. With the Shift key held down, select individual events using the Drag and Trim Tool. Note that only events within a group of virtual tracks can be selected.



In the Edit menu, select Compile. Enter a new name for the compiled track to be created. A new virtual track containing the compiled events will be created.



Note: Events located closer to the top will have priority when there is an overlap between events,

Chapter 8: Advanced Operations

Chapter 8 takes an in-depth look at Groups, Location Markers, and Level Meters, as well as Mute and Volume Automation.

8-1 Using Groups (N/A)

This feature will be available in a future upgrade.

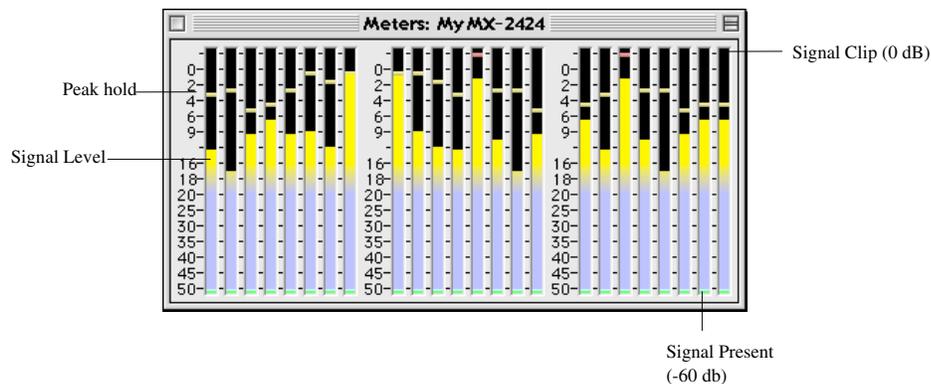
8-2 Using Location Markers

Note: Location Markers Window will be available in a future upgrade. This window will allow naming, deleting, and moving of location markers. The following Quick keys can be used in the interim:

- Q_K** Create New Marker:
Return Key on both Microsoft Windows and Macintosh
- Q_K** Create a number specific Marker:
C followed by two numbers specifying a particular memory register on both Microsoft Windows and Macintosh
- Q_K** Locate to a Specific Marker:
V followed by two numbers specifying a particular memory register on both Microsoft Windows and Macintosh

8-3 Level Meters

The Meters window displays 24 meters indicating the amplitude of audio level, much like on the MX-2424 front panel.



Under the File menu of the Meters window, you can configure the Meter windows height and width.



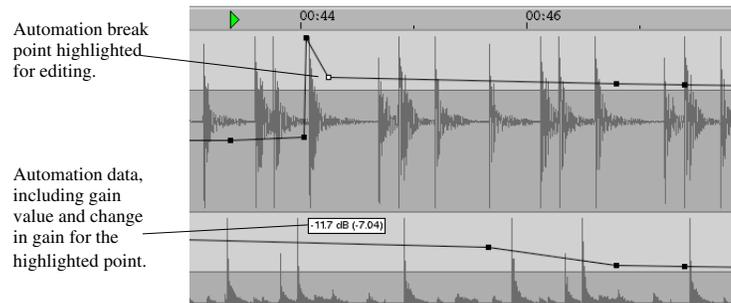
Note that in 2 x sample rates (88.1-96kHz) only 12 meters will appear for each MX-2424.

Breakpoint Volume Automation

Breakpoint Volume Automation allows you to create and move breakpoints to vary the volume of a track. Each individual track has its own volume automation data, and functions similar to an automated moving fader system found on mixing consoles.

Creating Automation Breakpoints:

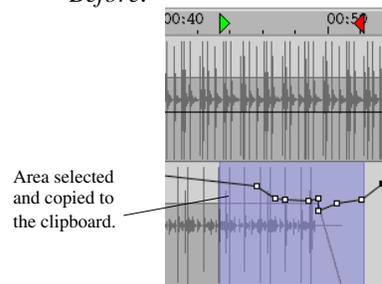
To start using volume automation, click the volume automation button () button, located in the Edit bar and select the Drag and Trim Tool. To create an automation point, click within the desired track and move the point to the desired volume level. A small box containing the gain value (as well as change in gain in parenthesis) will appear on the screen to help you move the automation point to the desired volume level. To adjust an existing breakpoint, click on the point so that it appears white and drag vertically or horizontally within the track. To fine-adjust (in smaller increments) an existing breakpoint hold down Control, then Click and Drag.



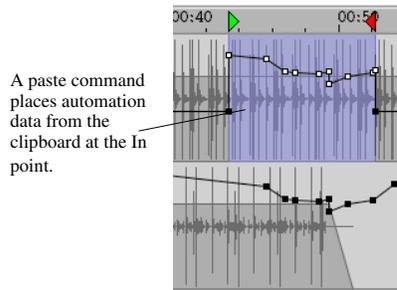
Editing Automation Breakpoints:

When the Automation breakpoint data is displayed, editing of audio material is locked out. Only break point data can be altered. However, Automation data can be edited (copy, paste, delete, etc.) when in the Selector Tool mode. Use the selector key to select automation data for editing. The area will appear highlighted and the breakpoints will appear in a white in color. You may now perform the edit you desire, including nudge, copy, paste, etc. To delete breakpoints, select the desired points and press the delete/backspace key.

Before:



After:



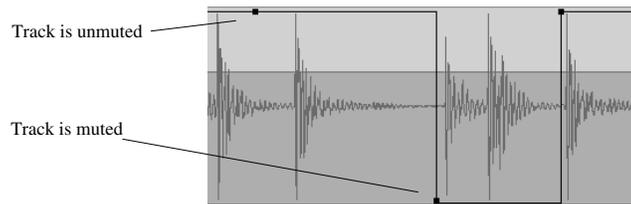
TIP You can copy and paste automation data downstream in a song or from one track to the other when in the Selector Tool mode. So, a chorus or verse can easily have identical volume automation data!

QK Other Useful Breakpoint Volume Automation Quick Keys:
Shift-Click: select more gain points
Alt-Click & Drag: copy gain points
Shift-Click & Drag: constrain gain or time while trimming or copying

8-5

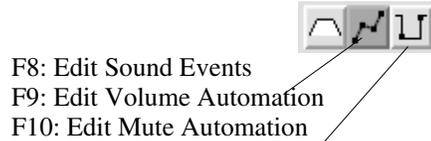
Mute Automation

Mute Automation allows you to mute and unmute each individual track, much like a mute button on an automated mixing console. To use mute automation, first click the Mute Automation button (**M**) button, located in the Edit bar, and select the Drag and Trim Tool. A mute automation point can be either at the top or bottom of a track, functioning as an unmute or mute, respectively. To create a mute breakpoint, click within the desired track and move the point to either the top or bottom of the track. You can also slide a mute automation point to the left or right.



The same rules for editing automation data as described above in section 8-4, Volume Automation, apply to mute automation.

QK The following quick keys simplify switching back and forth between Waveform, Volume, and Mute automation.

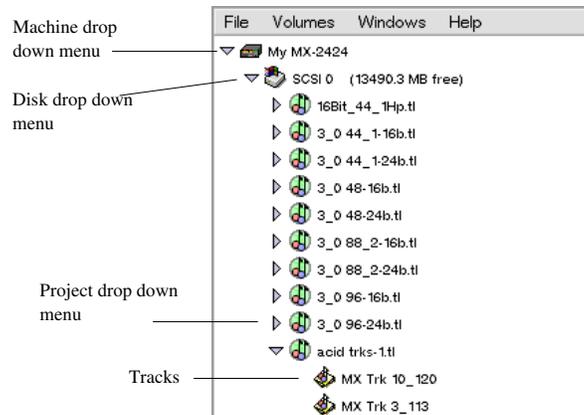


Chapter 9: Projects and Utilities

Chapter 9 covers project and disk management, from loading and smart copying projects to Ethernet backup and restore. Also covered are preferences and disk utilities, including Disk Cleanup, Initialize, Low Level Formatting, and more.

9-1 Loading Projects

The Project/Track window displays all disks, projects, and tracks available on each networked MX-2424 or MMR/MMP. Menu arrows, are used to display or hide items. To load a project, access the Project/Track window, and click the desired machine's menu arrow so that all attached disks are displayed. Click once again on the disk (SCSI ID) menu arrow to display all existing projects on that disk. To load a project, double click on the desired project name or icon. Note that a single click on the drop down arrow will display all tracks within a project.



9-2 Project Utilities

In order to perform a project utility, such as a Smart Copy, Rename or TapeMode convert, a project must be highlighted in the Project/Track Window. Note that the progress of an operation and an abort button are located at the bottom of the Project/Track window.

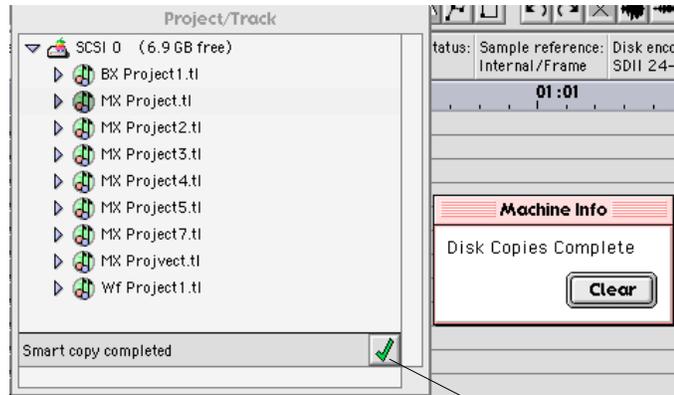
Smart Copy:

To perform a Smart Copy, select the desired project and choose **Project/Track window** → **File Menu** → **Smart Copy**. A window will appear, presenting the option to rename the project as well as a destination device (SCSI disk ID).



TIP It is also possible to Smart Copy a project by selecting the project in the Project/Track window and dragging it onto another disk

After a Smart Copy is initiated, a progress percentage will appear at the bottom of the Project/Track window. Upon completion of the task, a pop-up message will appear and a check will be placed next to the operation. Note that once you click on the completed operation, it will disappear from the list.



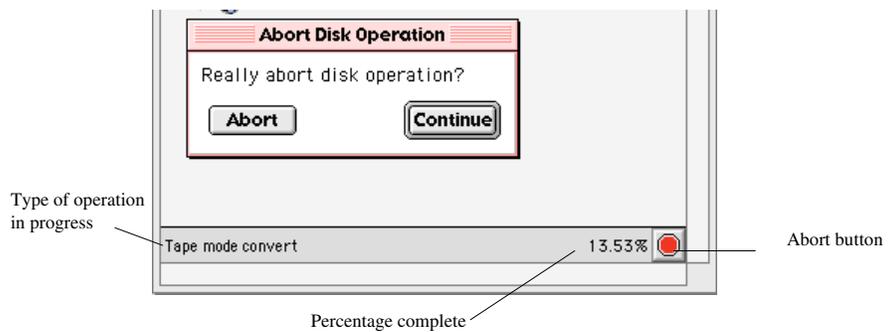
Clicking on the check will remove the message from the window.

Tape Mode Convert:

To perform a Tape Mode convert, select the desired project and choose **Project/Track window → File Menu → Tape Mode Convert**. A window will appear, prompting you to choose a destination device (SCSI disk ID).

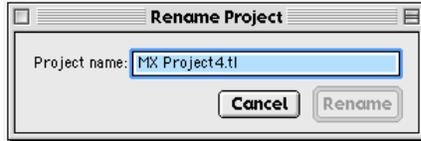


As with a Smart Copy, a progress percentage will appear at the bottom, along with an Abort button. Pressing the Abort button will prompt you to verify the operation before proceeding.



Rename Project:

To rename a project, select the desired project and choose **Project/Track window → File Menu → Rename Project**. A pop-up window will present the option to rename the project. Type the desired name and click on “Rename” to proceed or “Cancel” to exit without performing the operation.



Delete Project/Track:

To delete a project, select the desired project or track and choose **Project/Track window → File Menu → Delete Project**. Press “Delete” to proceed or “Cancel” to exit without performing the operation.

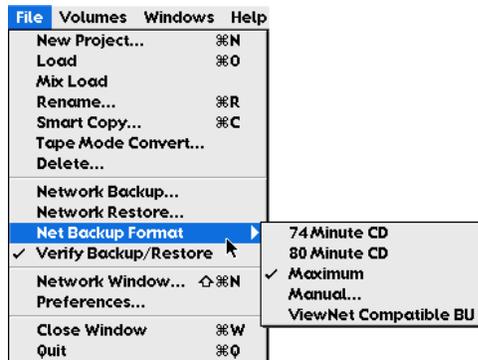


9-3

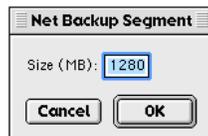
Network Backup and Restore

Network Backup:

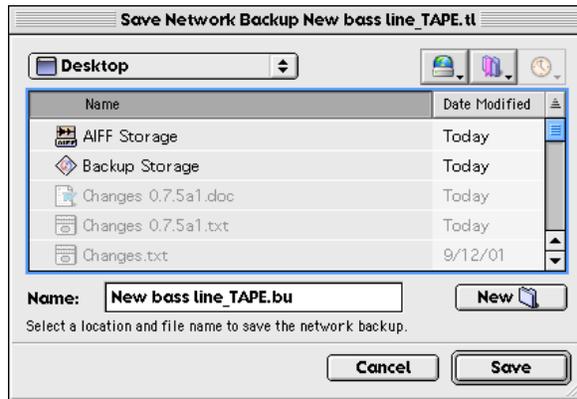
MX-View allows you to backup your project via Ethernet onto your host computer. Backups are saved in BU (TimeLine BackUp) format, which allows you to segment a project to accommodate different backup media. Once on your host computer, BU segments can be easily backed up onto CD-R, CD-RW, DVD-R or other backup medium, using your host computer. That way, for example, a 4 GB project on your recorder hard disk can be backed up to a few CD-Rs using your computer. Before proceeding with a Network Backup, choose the desired format under **File Menu → Net Backup Format** (located in the Project/Track window).



Note that you can also custom set the size of each segment by choosing the Manual option.

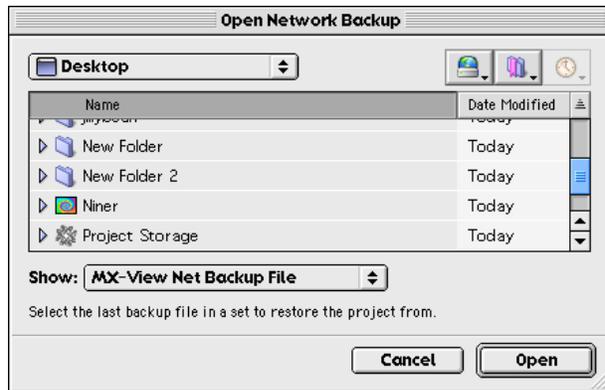


After choosing a format, select Network Backup under the File menu. You will be prompted to choose a location and new name for the backup. Selecting Save will start the process and a progress counter will appear at the bottom of the Project/Track window.



Network Restore:

To restore a project from your host computer, select **File Menu → Network Restore** (located in the Project/Track window). Locate and select the last backup file in a set. For example, when restoring a project with 3 segments, MXProject.bu, MXProject_2.bu, and MXProject_3.bu, select MXProject_3.bu first.



After selecting the BU file, click on Open. You will be prompted to enter a project name and choose the destination SCSI device you wish the project to be restored onto.



Clicking OK will start the process and a progress counter will appear at the bottom of the Project/Track window. When the restore is complete, a message will appear notifying if the process was completed successfully.

Disk Utilities

In order to perform a disk utility other than Disk Cleanup, all volumes must be unmounted. Mounting and Unmounting is possible via the **Project/Track window → Volumes Menu → Unmount or Mount**. More information on Mount/Unmount functionality is available on page 19 of the complete MX-2424 manual.

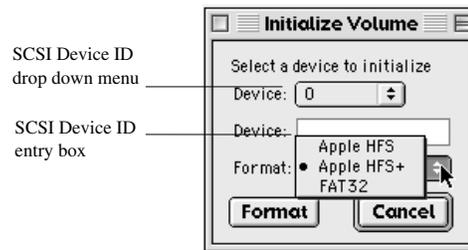


Disk Cleanup:

To perform a Disk Cleanup, verify that all disks are mounted and select **Project/Track window → Volumes Menu → Disk Cleanup**. Upon completion, a message will confirm disk cleanup was completed successfully. More information on performing a Disk Cleanup is provided on Page 46 of the MX-2424 tutorial.

Initialize:

To initialize a volume, verify all disks are unmounted and select **Project/Track window → Volumes Menu → Initialize**. A window will appear, prompting you to select the SCSI Device ID and Format (HFS, HFS+, or FAT32). Upon completion, a message will confirm the Initialize was completed successfully.



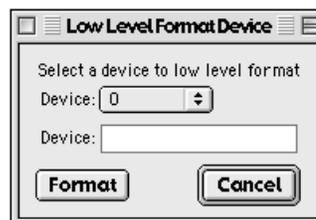
More information on performing a disk Initialize is available on Page 48 of the MX-2424 tutorial.



Note: If the SCSI Device ID does not appear in the device drop down menu choose the “Other” option in the drop down menu. Then enter the SCSI ID number in the Device entry box.

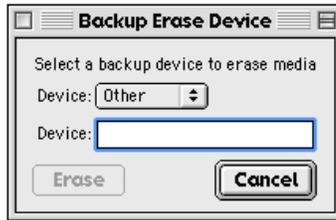
Low Level Format:

To Low Level Format a volume, verify all disks are unmounted and select **Project/Track window → Volumes Menu → Low Level Format**. A window will appear, prompting you to select the SCSI Device ID. Press Format to proceed. Upon completion, a message will confirm Formatting was completed successfully. More information on performing a Low Level Format is available on Page 47 of the MX-2424 tutorial.



Backup Erase:

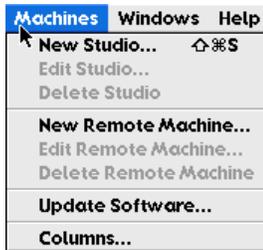
To Backup Erase a volume, verify all disks are unmounted and select **Project/Track window → Volumes Menu → Backup Erase**. A window will appear, prompting you to select the SCSI Device ID. Note that only a Backup erase can only be performed on a DVD-RAM or Travan media. Upon completion, a message will confirm Formatting was completed successfully.



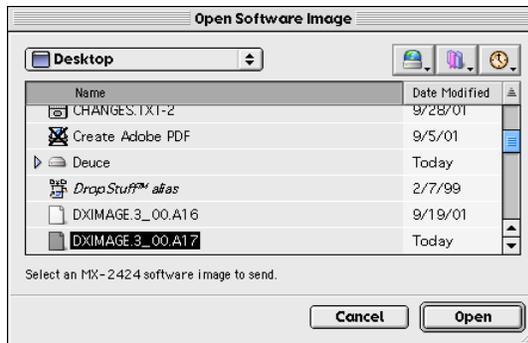
More information on performing a Backup Erase is available on Page 44 of the Complete MX-2424 manual.

9-5 Updating Software (MX-2424)

Updating software is possible via the Machines menu, located in the Network window.



Choosing Update Software will prompt you to select the DXIMAGE, or software image, to be sent to the TL Media card (smart media card). Clicking on Open will start the software update.



Upon completion of the update, you will be asked to leave the TL Media card in the MX-2424 and cycle power. Upon rebooting, the TL Media card will update the MX-2424 software. Remove the TL Media card and cycle the MX-2424s power once more. With the software update complete, the MX-2424 is ready to use.

9-6

Preferences (N/A)

This feature will be available in a future upgrade.

T_{IP}

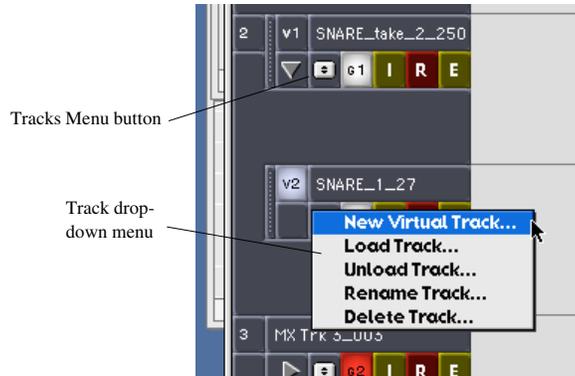
Clearing Preferences on Microsoft Windows Machines: MX-View stores various user preferences such as window sizes and positions, etc. These preferences are maintained to allow users to return to the same window layout present when the application was last closed. To clear these preferences and return MX-View to its initial state, simply run the application titled “Clear MX-View Preferences” from the MX-View program group. The MX-View program group is accessible from your Windows Start button.

Chapter 10: Tracks

Chapter 10 covers Track management in depth, including unloading, loading, deleting and renaming tracks, as well as using Virtual tracks. Note that definitions of Loaded tracks, Unloaded tracks, and Virtual tracks are available in section 4-6 as well as page 35 of the MX-2424 Tutorial (Virtual Tracks).

10-1 Track Menu

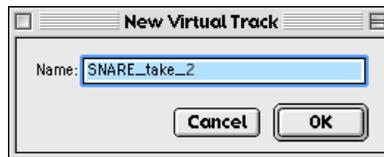
In order to perform any track-based function, you must first click on the Tracks Menu button, displaying the track drop-down menu. This menu is available for any Virtual or Loaded tracks.



The menu presents the options of creating a New Virtual Track, Loading a Track, Unloading a Track, Renaming a Track and Deleting a Track.

10-2 Creating a New Virtual Track

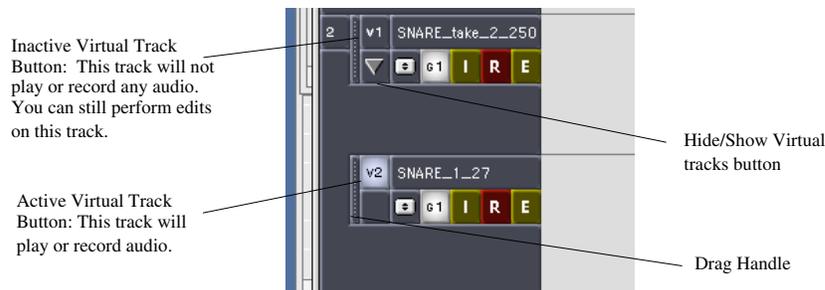
Access the Track drop down menu and select the “New Virtual Track” option. The prompt box, as shown below, will appear, presenting the option to provide the new Virtual track with a name. The default name will include the existing Track name followed by the take number. Pressing “OK” will create a new Virtual track.



The new Virtual track will appear above the original track.

Activating Virtual Tracks

To switch between an active and inactive virtual track, simply click once on the desired Active/Inactive Track Button, so that it appears highlighted. You may choose to hide all virtual tracks by clicking the Hide/Show Virtual tracks button, as pointed out below.



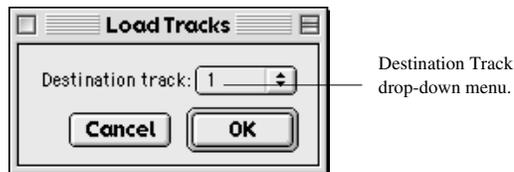
Moving Virtual Tracks

Inactive virtual tracks may be moved up or down by using the track drag handles. A white line will appear, guiding you in the placement of the desired inactive virtual track.



10-3 Loading a Track

Access the Track drop down menu and select the “Load Track” option. This will launch the Project/Track window and allow you to choose the desired track to load. You may choose to load a track from the loaded project as well as from other projects. Once a track is selected for loading, you may place it in the desired track destination using the drop down box. Note that projects with double sample rates (88.2 - 96 kHz) will only operate in 12-track mode, and thus will only allow you to choose destination tracks 1 through 12.



10-4 Unloading Tracks

Access the Track drop down menu and select the “Unload Track” option. A pop-up window will provide the option of canceling the operation or proceeding with the track unload.

10-5 Renaming Tracks

Access the Track drop down menu and select the “Rename Track” option. A pop-up window will present the option to rename the track. Enter the desired track name, and click “OK” to continue or “Cancel” to exit.

10-6 Deleting a Track

Access the Track drop down menu and select the “Delete Track” option. Click on “Delete” to proceed or “Cancel” to abort the operation.

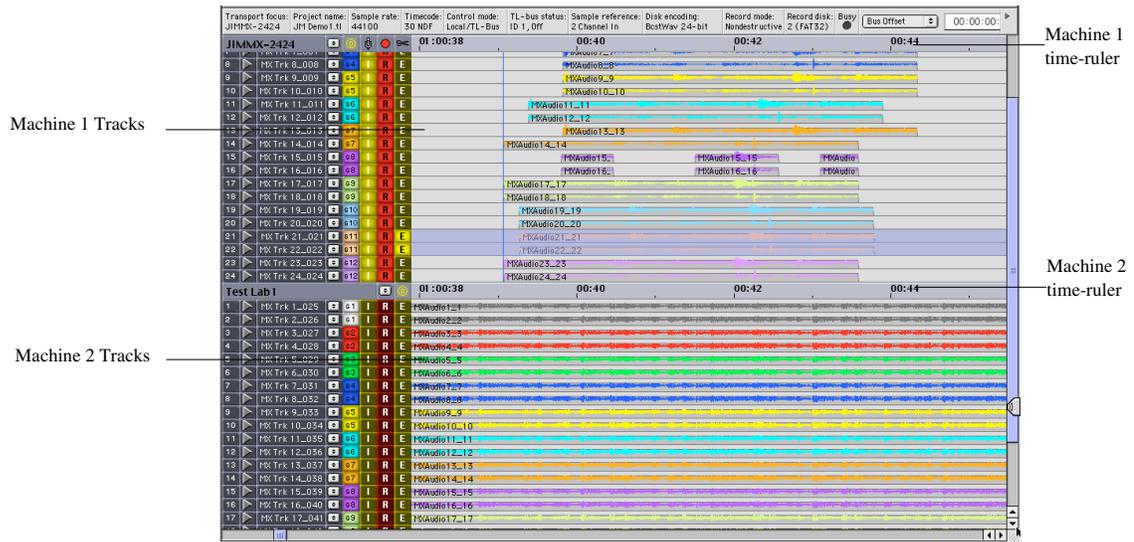
Chapter 11: Using Multiple Machines

Multiple machines can be viewed in the main MX-View window. This chapter reviews using a multiple machines setup.

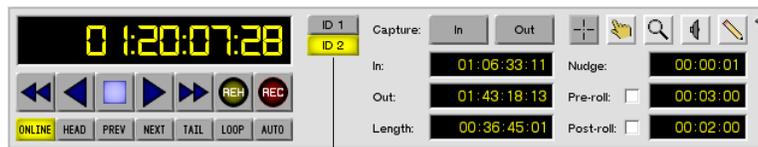
11-1 Connecting to Multiple Machines

Loading Machines onto the Main MX-View Window:

MX-View auto-detects all machines available on the local network and automatically places them in the Network window. In the Network window, select the desired machines (local and remote) while holding down the Ctrl key on Microsoft Windows, or Cmd key on Macintosh, so that they appear highlighted. Then select **File Menu → Edit** or press the space bar. The machines will now appear stacked in the main MX-View window. **The order that machines appear in the main MX-View window is dependent on the order in which the machines were selected in the network window.** Each machine is separated by it's own time-ruler and may be run independent of other machines on the network, although this feature is most effectively used with machines that are synchronized through the TL-Bus.



When multiple machines are launched in the main MX-View window, an additional column of machine ID (Bus ID) numbers is added to the right of the main transport controls. The Transport window as well as keyboard, has control of only the machine ID that is highlighted. To change Transport and keyboard focus from one machine to the next, click once on the desired ID number.



Machine ID (Bus ID). In this case, the Transport has control over Machine with Bus ID 2.

When multiple machines are present, a Transport focus segment is provided in the Machine Info bar.



Connecting to Remote Machines:

In certain situations, you may want to connect to a machine not on the local network. For example, an MX-View user in a New York studio wishes to connect to an MX-2424 in a Los Angeles studio. This is possible using the New Remote Machine feature. To add a remote machine to the Network window, open the Network window and select **Machine Menu → New Remote Machine**. Enter the desired name and IP address for the remote machine.



The machine will then appear in the Network window’s main list, with a globe icon at it’s left to help differentiate it as a remote machine.



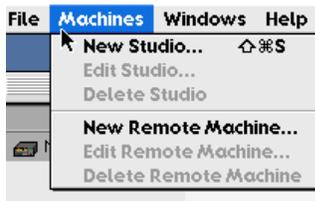
11-2

Studio Setup

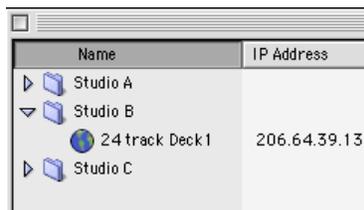
The Network window is equipped with a system to help organize a multi-room facility with multiple machines.

Creating a New Studio:

Select “New Studio” under the Machine menu (Network window).



Enter the name of the new studio. Each studio appears as a folder. To add machines to a studio, drag the machine icon into the desired studio folder. In the example below, the Network window shows three studios: Studio A, Studio B, and Studio C. Studio B has one remote 24-track machine.



Machines can be moved from one studio to another, be renamed, or deleted, all using the Machines menu in the Network window. Studios can also be renamed and deleted using this menu.

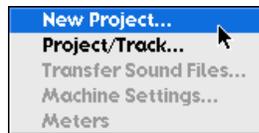
11-3

Multiple Machines in Use

In order to have all machines running on the main MX-View window simultaneously, they must be synchronized via the TL-Bus (MMR-Bus for MMR/MMPs). Verify that all machines are Online and that the Bus Master has Transport focus (refer to section 11-1 on changing Transport and keyboard focus). Each machine has an Online button, located to the left of its time-ruler, making it easy to identify which machines are online.



To the left of the Online button is a Machine drop-down menu, only present when there are multiple machines on one main MX-View window. The Machine drop-down menu enables you to access Machines Settings, launch the Level Meters window, start a new project, access the Project/Track window, and in a future upgrade, import and export sound files.



Editing with multiple machines on the main MX-View window is much like editing on a single machine. However, audio selected from one machine cannot be moved onto audio tracks of another machine.

Appendix A: Keyboard Shortcuts

Project Keys	Macintosh	Windows
New project	Cmd + N	Ctrl + N
Load project/track (open Project/Track window)	Cmd + O	Ctrl + O
Close window	Cmd + W	Ctrl + W
Quit	Cmd + Q	Ctrl + Q

Window Keys (Show/Hide)	Macintosh	Windows
Transport	Cmd + 1	Ctrl + 1
Settings	Cmd + 2	Ctrl + 2
Overview	Cmd + 3	Ctrl + 3
Level meters	Cmd + 4	Ctrl + 4
Location markers	Cmd + 5	Ctrl + 5
Groups	Cmd + 6	Ctrl + 6
Project/Track window (load and utilities)	Cmd + 7 or Cmd + O	Ctrl + 7
Import/Export Audio	Cmd + 8	Ctrl + 8
Edit (Main MX-View) window	Cmd + 9	Ctrl + 9
Network	Cmd + 0 or Cmd + Shift + N	Ctrl + 0 or Ctrl + Shift + N

Edit Keys	Macintosh	Windows
Undo	Cmd + Z	Ctrl + Z
Redo	Cmd + Y	Ctrl + Y
Cut	Cmd + X	Ctrl + X
Copy	Cmd + C	Ctrl + C
Paste	Cmd + V	Ctrl + V
Clear	Cmd + B or Delete/Backspace	Ctrl + B or Delete/Backspace
Insert	Cmd + I	Ctrl + I
Open	Cmd + H	Ctrl + H
Select all events in	Cmd + A	Ctrl + A
Select more events to left/right	Shift + ⇐/⇒	Shift + ⇐/⇒
Split	Cmd + E	Ctrl + E
Separate	Cmd + U	Ctrl + U
Duplicate	Cmd + D	Ctrl + D
Discard	Cmd + T	Ctrl + T
Nudge	- / + (or =)	- / + (or =)
Fade	Cmd + F	Ctrl + F
Fade to start	Opt + D	Alt + D
Fade to end	Opt + G	Alt + G
Repeat	Cmd + R	Ctrl + R
Sync insert	Cmd + Shift + I	Ctrl + Shift + I
Sync paste	Cmd + Shift + V	Ctrl + Shift + V
Paste left	Cmd + Shift + L	Ctrl + Shift + L
Paste at playhead	Cmd + Shift + P	Ctrl + Shift + P
In to now	Cmd + M	Ctrl + M
Left cut	Cmd + Shift + X	Ctrl + Shift + X
Local cut	Cmd + Shift + S	Ctrl + Shift + S
Local left cut	Cmd + Shift + D	Ctrl + Shift + D
Render	Cmd + Shift + R	Ctrl + Shift + R

Transport and Locator	Macintosh	Windows
Play/stop	Space Bar	Space Bar
Return view to playhead	Cmd + P	Ctrl + P
Record	Cmd + Space Bar	Ctrl + Space Bar
Play in to out	Shift + Space Bar	Shift + Space Bar
Online/Offline	Cmd + J	Ctrl + J
Online/Offline all machines	Cmd + Alt + J	Ctrl + Alt + J
Capture in	Cmd + ⬆	Ctrl + ⬆
Capture out	Cmd + ⬇	Ctrl + ⬇
Capture new location marker	Enter (auto-increments)	Enter (auto-increments)
Capture	C followed by two numbers for memory point, or I for in, O for out	C followed by two numbers for memory point, or I for in, O for out
Locate to marker	V followed by two numbers for memory point, or I for in, O for out	V followed by two numbers for memory point, or I for in, O for out
Move playhead to previous/next locate marker	Cmd + ⬅/➡	Ctrl + ⬅/➡
Move playhead to previous/next edit	Shift + Tab / Tab (previous/next)	Shift + Tab / Tab (previous/next)
In	I (Locate when used alone, or target after F,T,Y,C,V)	I (Locate when used alone, or target after F,T,Y,C,V)
Out	O (Locate when used alone, or target after F,T,Y,C,V)	O (Locate when used alone, or target after F,T,Y,C,V)
To	T followed by I or O	T followed by I or O
From	F followed by I or O	F followed by I or O
Thru	Y followed by I or O	Y followed by I or O
Last Play	L	L
Roll Back/Forward	, / .	, / .
Fast Forward	Cmd + . (period)	Ctrl + . (period)
Rewind	Cmd + , (comma)	Ctrl + , (comma)

Register Entry	Macintosh	Windows
Toggle to next register	` (backquote)	` (backquote)
Increment / decrement	⬆ / ⬇	⬆ / ⬇
Toggle between hours, minutes, seconds, frames, subframes	⬅, ➡	⬅, ➡
Abandon Entry	Escape	Escape
Commit to entry	Enter	Enter

Track Button Modifiers	Macintosh	Windows
Toggle item & set all others to same new state (record arm, view volume automation, edit etc.)	Alt	Alt
Toggle item & set others to opposite state	Ctrl	Ctrl

Select	Macintosh	Windows
Selector tool	F1	F1
Hand tool	F2	F2
Zoom tool	F3	F3
Scrub tool	F4	F4
Temporary Left Toggle	F6	F6
Temporary Right Toggle	F7	F7
Edit Sound Events	F8	F8
Edit Volume Automation	F9	F9
Edit Mute Automation	F10	Unavailable

Playback Modes	Macintosh	Windows
Auto (record/rehearse)	Cmd + Shift + A	Ctrl + Shift + A
Pre/post-roll on playback	Cmd + K	Ctrl + K
Loop	Cmd + L	Ctrl + L

Selector Cursor Modifiers	Macintosh	Windows
Locate	Click	Click
Select in, out, edit tracks	Click + Drag	Click + Drag
Add an edit track	Shift + Click	Shift + Click
Extend in, out, edit tracks	Shift + Click + Drag	Shift + Click + Drag
Deselect an edit track	Shift + Click on selected track Or Ctrl + Click on selected track	Shift + Click on selected track Or Ctrl + Click on selected track
Remove area from in, out, edit tracks selection	Ctrl + Click + Drag	Ctrl + Click + Drag
Abort drag selection	Esc	Esc
Temporarily switch to drag and trim tool	F6	F6
Temporarily switch to zoom tool	F7	F7

Drag and Trim Cursor Modifiers	Macintosh	Windows
Select event	Click	Click
Add an event to selection	Shift + Click on unselected event	Shift + Click on unselected event
Deselect event	Shift + Click on selected event Or Ctrl + Click on selected event	Shift + Click on selected event Or Ctrl + Click on selected event
Move	Click + Drag	Click + Drag
Constrain move in time	Ctrl	Ctrl
Copy instead of move	Alt	Alt
Rename Event	Double Click Event	Double Click Event
Slip audio under event	A + Click + Drag on selected event	A + Click + Drag on selected event
Select events in area	Click + Drag from empty area	Click + Drag from empty area
Select additional events in area	Shift + Click + Drag from empty area	Shift + Click + Drag from empty area
Deselect events in area	Ctrl + Click + Drag from empty area	Ctrl + Click + Drag from empty area
Force Region select	R + Click + Drag on event, also works with Shift (add) or Ctrl (remove)	R + Click + Drag on event, also works with Shift (add) or Ctrl (remove)
Abort a drag selection, event drag, or event trim	Esc	Esc
Event or volume automation trim	Click + Drag handle	Click + Drag handle

Drag and Trim Cursor Modifiers	Macintosh	Windows
Event or volume automation fine adjustment	Ctrl + Click + Drag handle	Ctrl + Click + Drag handle
Event ripple trim	Alt + Click + Drag handle	Alt + Click + Drag handle
Event trim to next	Shift + Click + Drag handle	Shift + Click + Drag handle
Temporarily switch to Selector tool	F6	F6
Temporarily switch to Zoom tool	F7	F7

Zoom Cursor Modifiers	Macintosh	Windows
Select view	Click + Drag	Click + Drag
Zoom in 2X	Click	Click
Zoom out 2X	Shift + Click	Shift + Click
Temporarily switch to selector tool	F6	F6
Temporarily switch to hand tool	F7	F7

Navigation	Macintosh	Windows
Zoom in/out	Cmd + [/]	Ctrl + [/]
View whole project	Cmd + Shift + Z	Ctrl + Shift + Z
View samples	Hold down Z	Hold down Z
Edit screen up/down	Page Up / Page Down	Page Up / Page Down
Edit screen top/bottom	Home / End	Home / End
Track height taller/shorter	Cmd + = / -	Ctrl + = / -
Move view to in	Shift + I	Shift + I
Move view to out	Shift + O	Shift + O

Appendix B: Troubleshooting

Online Support

Please refer to release notes for updated online support information.

Software Updates

Please refer to release notes for software update information.

Customer Service Contacts

Please refer to release notes for updated Customer Service contact information.

Appendix C: Error and Warnings Descriptions

List of error and warnings descriptions. (N/A)

Appendix D: Project/Track Window Icons

Icon	Description
	Macintosh Volume
	Windows Volume
	WaveFrame Volume (MMR/MMP Only)
	Backup Volume
	Unidentified Volume
	Folder

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TASCAM

TEAC Professional Division

MX-View

Version 1.0b1 Owner's Manual

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