

TASCAM

TEAC Professional Division

X-48 Release Notes – Version 1.04
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Manual Update

Manual Addendums

Supported Optical Media

- Supported:
 - DVD-R Read/Write
 - DVD-RW Read/Write/Rewrite
 - DVD+R Read/Write
 - DVD+RW Read/Write
- Not Supported:
 - DVD+RW rewrite
 - Dual Layer media
 - “For Audio Only” or “For Music Only” CD media

Clock Channels

Following are valid digital inputs for receiving digital audio clock:

| | |
|---------------|--|
| Built-in TDIF | Port1 (Channels 1-8) |
| IF-AE24(X) | Slot 1 (Channels 1&2) or Slot 2 (Channels 25&26) |
| IF-AD24(X) | Slot 1 (Channels 1&2) or Slot 2 (Channels 25&26) |

Mounting FireWire Drives

To mount a FireWire drive, it must be powered off when connected to the X-48. It will then mount when powered on. Once unmounted, it has to be powered off then on again to mount again.

OSX Networking Requirements

To connect via Ethernet to a Mac, the Mac must be running OSX 10.4.0 or higher.

Booting the X-48

When booting the X-48, do not leave a USB flash drive connected. If that occurs:

1. Press F1 To Continue when prompted
 2. Remove the USB flash drive
- It may be necessary for the machine to be booted a few times without a USB flash drive to clear the condition.

Drive Formatting

Since the X-48 is a hard drive intensive product, certain procedures must be followed to ensure expected error-free operation. These procedures are of particular importance on external FireWire drives due to their reduced bandwidth compared to the internal drive:

- If 3 – 5 projects have been recorded onto a drive, then deleted, the drive should be formatted without “Quick Format” checked.
- A drive used for a long record pass should be formatted first without “Quick Format” checked.

Project Transfer: MX-2424 to X-48

1. Mount a FAT-32 MX-2424 SCSI drive containing the project to be transferred onto a computer.
2. Transfer the project to the X-48 by any of the following methods:
 - a. Copy it to a FireWire drive that can be mounted on the X-48
 - b. Share the X-48's drive with the computer via network then copy the project from the drive mounted on the computer to the X-48's drive.
 - c. Burn the project to CD or DVD, move that disk to the X-48, and copy the project to the X-48's drive.
3. Select Import from the X-48's File Menu and Import the OpenTL project.

Theater Play Mode

The X-48 can be set to a special mode where it steps through location points as a series of "cues". This can be useful when triggering material and sound effects for Theater, Radio Stations, etc.

To enter this mode, select Theater Play as the Control Mode in either the LCD or VGA user interface.

In this mode, it is possible to play and navigate through a series of "cues". Each cue is defined by the times contained in a pair of memory locations. Cue number 1 starts at the time in Memory location #00, and finishes at the time specified by Memory #01. Cue #2 goes from Memory #02 to Memory #03, and so on.

The desired locate points must already exist in the project before using Theatre Play mode.

To begin, select "Theatre Play" mode then load the appropriate project (with the desired locate points already stored within that project). Theatre Play mode may be selected after loading the desired project.

These actions will result in the X-48 locating automatically to the start of the first cue, the location contained in Memory #00. The project must contain an even number of memory locations, ie. #00 through #07 (#00 counts as one). If the project contains an odd number of memory locations, the transport will not move beyond the last one.

Pressing PLAY will cause the X-48 to play from the start of the first cue (Memory #00) to its end (Memory #01), and then immediately locate to the beginning of the next cue and stop, (Memory #02) awaiting another Play command.

When a footswitch is inserted into the back panel "Footswitch" jack, each cue can be triggered, one at a time, by pressing on the footswitch. In other words, in "Theatre Play" mode, a footswitch is another PLAY key.

BUSY Indications

When the front panel BUSY LED is illuminated and/or the VGA cursor is shown as an hourglass, the X-48 is processing CPU or disk intensive operations. During this time, important operations such as Save should not be performed.

Removing The Top Panel

When removing the X-48's top panel to install optional I/O cards (Owner's Manual Pages 13 & 14), please note that the top panel screws are not all the same. The center and rear top panel screws are different from the four corner screws. Set them aside separately to be replaced in their same positions to avoid stripping the screw holes or screws.

ADR Mode

When in ADR Mode, the front panel Auto Input LED will flash. It is possible to disable ADR Mode by pressing the front panel Auto Input key, but it is only possible to enable ADR Mode from the LCD or VGA interfaces.

Chase Freewheel

An Infinite setting as available as a Chase Freewheel choice to allow the X-48 to continue to play or record regardless of incoming timecode.

Audio Pool

The X-48's VGA UI includes an Audio Pool window, which is accessed by pressing CTRL+P or by selecting Audio Pool under the Windows menu. The Audio Pool will also automatically be presented when a project references any audio files that it cannot find. The Audio Pool supports the following utility functions:

- **Relink:** If a Region in a project references an audio file that cannot be found, click on the Region then click on Relink to navigate to the missing audio file and re-establish the link between the region and the audio file. This can occur if audio data is manually moved from its original location, or if audio data exists on an external drive that is not currently mounted, or if audio data is renamed while its drive is not connected to the X-48.
- **Rename:** This allows an audio file within a project to be renamed without causing a file that would need manual relinking.
- **Remove:** This allows a project's reference to an audio file to be permanently removed if it is known that the audio file will no longer be needed.

External Drive Recommendations

For optimal performance, it is strongly recommended that high RPM drives (7200 or greater) with large on-board caching (8MB or greater) are used.

Always check your external drive with the X-48's Drive Benchmarking Utility under the File menu.

Manual Corrections

Typos

- The Read & Surf section on Page 9 refers to “Quick Start Guide”. This should be “Quick Reference Guide”.
- Item #8 on Page 12 incorrectly omitted Tri Level sync in addition to the stated blackburst.
- On Page 37, the paragraph describing Pre/Post Roll is a duplicate of the previous section on Rehearse. The Pre/Post Roll description should be:
Pre Roll and Post Roll are used during Loop and Auto Punch operations to have the specified amount of transport motion before the In point and/or after the Out point.
- On Page 52, the paragraph describing Audio File Naming may be confusing. It should be:
The X-48 can auto-name new audio files either based on the project name or the track name. This setting can only be changed from the GUI. Since there are no track names visible when using the LCD, it defaults to naming audio files based on the project name.
- On Page 59, the paragraph under DSP View describing the Track section refers to an Input Routing pulldown that does not exist in this location. The Input Routing pulldown is per-track in the Track View.
- Page 19 of the X-48 Owner’s Manual incorrectly refers to the pre-installed version of TASCAM Mixer Companion software as 1.30. X-48 Version 1.00 includes Version 1.50 of TASCAM Mixer Companion.

Backup

1. On page 35 of the Owner’s Manual, it incorrectly states that data may be backed up to a network. The only valid backup destinations are optical media and hard drive.
2. Only one project may be backed up at a time.

Operating Environment

The X-48 can be used in most areas, but to maintain top performance and prolong operating life, observe the following operating conditions:

- The nominal temperature should be between 5°C and 40°C.
- Relative humidity should be 30% (5°C) to 80% (32°C).

Installing Plug-Ins

On page 61 of the Owner's Manual, the plug-in installation instructions are incomplete. Please follow the steps below:

1. Insert the plug-in installer CD
 - a. You will see the installer CD's AutoRun splash screen
2. Follow the on-screen instructions for installing the plug-in.
 - a. Accept all defaults.
 - b. If you are prompted to quit the x48.exe application because the installer is attempting to modify it, click Ignore.
3. The installer will prompt you to restart the X-48
4. Shutdown and restart and allow the installer to complete its operations
5. Shut down the X-48
6. Insert the iLok dongle
7. Power on the X-48
 - Your plug-ins will be available under the Inserts pulldown menu of the Mixer's DSP view.

Supported Plug-ins

Please note that only the following plug-ins are officially supported at this time:

- Waves 5
- Antares Auto-Tune 4
- Antares Auto-Tune 5

Footswitch Operation

Pages 12 and 16 describe footswitch usage for general transport control and punching into & out of record. X-48 Version 1.00 footswitch implementation is restricted to issuing Play commands for use with Theater Play mode.

Version 1.04

New Features

- To ensure proper recording while synchronized, the X-48 must now be in a locked state to external timecode and clock before entering record. This is consistent with previous TASCAM recorders (DTRS, MX-2424).
- New keyboard shortcuts have been added:
 - “I” sets a punch-in point.
 - “O” sets a punch-out point.
- In the I/O tab of the Settings window, it is now possible to select “Professional” or “Consumer” mode for the S/PDIF output.
- It is now possible to use the CTRL+C (copy) and CTRL+V (paste) shortcuts from a QWERTY keyboard to copy/paste text in the Track Screen’s track naming fields.

Maintenance Items

- Optimizations have been made to reduce CPU resources used by the VGA user interface while recording.
- Previously, rare cases were reported of tracks playing out of time. This has been fixed in 1.04.
- Previously, destructive recording mode would leave files on the hard drive beyond the expected one audio file per track. This has been corrected in 1.04.
- Previously, mixer automation data was incorrectly being written whenever a fader was moved while the transport was in motion. From Version 1.04, automation data must be drawn in the track screen.
- Previously, the X-48 would incorrectly output a timecode burst upon locate when the Timecode Output Muting parameter was set to Play Only. This has been corrected for consistency with the MX-2424.
- The status indicators and meters on the VGA UI are now brighter for improved visibility.

Version 1.03

New Features

- The File Manager now displays file and folder sizes. File sizes are displayed automatically. Click on a folder to display its size.
- The network name of the X-48 can now be changed. This is the name that appears in your computer's network UI when connected to the X-48. To change this name, select Set X48 Name under the File menu in the VGA UI.
- Clip names are now displayed in the upper left corner of audio regions in the Edit Window of the VGA UI.
- It is now possible to specify a name for audio files resulting from a Consolidate operation. When selecting Consolidate from the Process menu, a dialog will prompt for the desired file name.
- Informative progress bars are now presented for OpenTL export and File Manager copy operations.
- It is now possible to perform AAF exports as either embedded AAF files or non-embedded AAF projects. When selecting Export Project from the File menu, the Export Filter will present the new AAF choices along with the already existing OpenTL choice.
 - Embedded AAF files contain all the project information and audio files in one single file. Such a file cannot exceed 2GB in size.
 - Non-embedded AAF projects contain an AAF file and separate copies of the original audio files, all in one folder that can easily be copied or moved to another system without affecting the original source data. While any single audio file within a project is subject to the same 2GB file size limit, the total size of a Referenced AAF export is not limited.

Maintenance Items

- Changes have been made to reduce or eliminate instability when creating/loading/saving a project, or when editing.
- Previously, automation playback was not functional. This has been fixed in 1.03.
- Previously, files created on the X-48 had permissions set such that they could not be copied to certain Windows OS configurations. This has been fixed in 1.03. In order for these changes to affect existing data, the following steps must be followed:
 - Update to 1.03
 - Copy all data to another drive (or back up the data)
 - Format the source drive using Disk Management from the File menu
 - Copy all the data back to the original source drive (or perform a Restore)
- Previously, when set to 2X sample rates, the X-48 would not chase time code unless audio data already existed in the project. This has been fixed in 1.03.
- Previously, imported audio would incorrectly reference the source media upon playback until the source media was unmounted. This has been fixed in 1.03.
- In very rare cases, the X-48 could lose lock when resolved to video and chasing time code.
- Previously, multiple-DVD backups could cause instability. This has been fixed in 1.03.

Version 1.02

New Feature

- There is now a Remaining Disk Space indicator at the top of the VGA UI, next to the CPU meter.

Maintenance Items

- Previously, the X-48 could not chase incoming MTC (MIDI Time Code). This has been corrected in Version 1.02.
- Previously, broadcast wave audio files did not correctly spot to their original time code location when importing into an X-48 project. This has been corrected in Version 1.02.
- Previously, the front panel timecode rate LED would not illuminate when the X-48 was powered on. This has been corrected in Version 1.02.
- Previously, some audio files could not be directly imported from a data CD or DVD. This has been corrected in Version 1.02.
- Previously, it was not possible to disable Track Key Punch. This has been corrected in Version 1.02.

Theater Play Mode

The following corrections to Theater Play Mode operations have been made:

- While in Theater Play mode, the FF and REW buttons locate to the beginning of the next or previous cue.
- Pressing STOP in the middle of a cue will cause the X-48 to stop as expected. The PLAY is subsequently pressed, the X-48 will locate back to the top of the current cue and begin playing.
- Recording is not possible in Theater Play Mode.
- When Theater Play Mode is selected and a project is loaded with markers, the X-48 will automatically locate to the first marker and stop, awaiting a play command.
- The LCD will display the name of the currently loaded project in the top line of the LCD and the current cue in the bottom line.

Version 1.01

Maintenance Items

- Previously, I/O cards installed would not appear in the I/O tab of the Settings window, even though the I/O cards were functional. This has been corrected.
- Previously, the OL indicator time out was not functional. This has been corrected.

Known Issues in Version 1.04

- The US-2400's Scrub/Shuttle wheel is not currently compatible with the X-48's transport engine.
- 4X sample rates (ie. 192k) are not supported
- Closed Loop MMC (MIDI Machine Control) is not supported in Version 1.00. Open Loop MMC may be used in place of Closed Loop MMC.
- The X-48's front panel DISK LED illuminates based on audio record/playback. It will not illuminate during drive to drive copy or network operations.
- Stereo Aux Returns cannot be unlocked for dual mono operation.
- When installed in the X-48, an IF-AD24(X) does not support S/MUX functionality.
- Using the Consolidate command under the Edit menu is not supported on selected time lengths greater than eight hours.
- Project names that contain a period "." will not display correctly in the front panel LCD.
- The I/O Operating Level should be set to 20dB when doing digital transfers from the X-48 to ensure correct transfer level.
- After unmounting an external drive, the LCD will go blank. Press a front panel shortcut key, such as SYNC, then CLEAR/HOME to return the LCD to normal operation.
- The 24.975 video reference rate is untested.
- Dual line output from the IF-AE24(X) at 2X sample rates is not supported.
- The X-48 supports 1080p Tri Level Sync. It does not support 720p Tri Level Sync. 1080i is untested.
- Destructive mode attempts to estimate the amount of disk space needed to record and consolidate the audio files any time the machine enters record. This process contains some conservative assumptions which may produce overly large estimates resulting in not enough disk space. Please ensure you have plenty of disk space before doing heavy punching into a destructive mode project.
- When recording high track counts, just after transport motion begins, there is a slight UI/playhead pause. This does not affect recorded audio.

Import / Export

- OpenTL project exports from Apple Logic Pro do not import into the X-48 since the referenced audio files are Sound Designer II.
- OpenTL project exports from Nuendo 3 may not import into the X-48.
- OpenTL project exports from the X-48 cannot be opened in Steinberg's Nuendo. Use AAF instead.
- An OpenTL project created on an MX-2424 then imported into an X-48 does not properly export to a Pro Tools compatible AAF. Projects that originate on the X-48 are not affected.
- AAF exports that result in destination audio file sizes greater than 2GB are not supported.
- If an error occurs while importing a project, causing the error dialog to appear, the mouse cannot be used to dismiss the error dialog. The workaround is to press ESC.
- OpenTL volume automation is not supported.
- Only the currently open project may be exported to OpenTL or AAF.
- A progress bar is not shown during an OpenTL export.
- An AAF export from the X-48 will not import into Pro Tools 7.3, but will import into previous versions of Pro Tools. An update to Pro Tools is expected to correct this.