

TASCAM

TEAC Professional Division

MMR-8

Modular Multitrack Recorder

MMP-16

Modular Multitrack Player

**MMR-8/MMP-16 Version 1.25 through 1.27
OWNER'S MANUAL UPDATE**

MMR-8 Version 1.25 through 1.27 Update

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MMR/MMP Version 1.25 through 1.27 Update

This document details changes and new features in the software Versions 1.25 through 1.27 for the TASCAM MMR-8 and MMP-16 Modular Multitrack units and the MM-RC remote. The Version 1.25 changes are detailed first, while the Version 1.26 and Version 1.27 changes are detailed separately only in the last section.

Installing The MMR/MMP Software Update

To install software in an MMR-8, first make sure the unit to be updated already has version 1.2 or higher software already installed (the Rescue A boot disk version is also acceptable). The most recent software update may be downloaded from the TASCAM web site at <http://www.tascam.com>. The software fits on a single floppy disk. To install the software update, insert the floppy disk into the front panel floppy drive while the unit is operating normally. Access Menu 995 (Load Software) and press STO. The system will ask “Are you sure?” Make sure the floppy is properly inserted and press STO again to confirm. After the software update is installed, the system will display a message that the update is complete to verify that the installation has been successful. Remove the floppy disk and recycle the power on the unit to operate it with the new software installed. Keep system floppy disks in a secure location in case they may be needed in the future.

Backup In Destructive Record Mode

Previous versions of the MMR-8 / MMP-16 software did not allow backing up a project while in Destructive Record (Auto-Cleanup or Tape Mode). The purpose of this was to prevent backing up a tape mode project while recording to the same project. This restriction has been removed in Version 1.25 to allow more freedom for users of the MMR-8 and MMP-16 in backing up projects, and it is now possible to backup a project regardless of the current Record Mode. Note that it is still important not to backup an active project which is loaded and being recorded into. Recording into a project while backing it up at the same time will produce unknown consequences. To be safe, **only back up projects that are not currently loaded.**

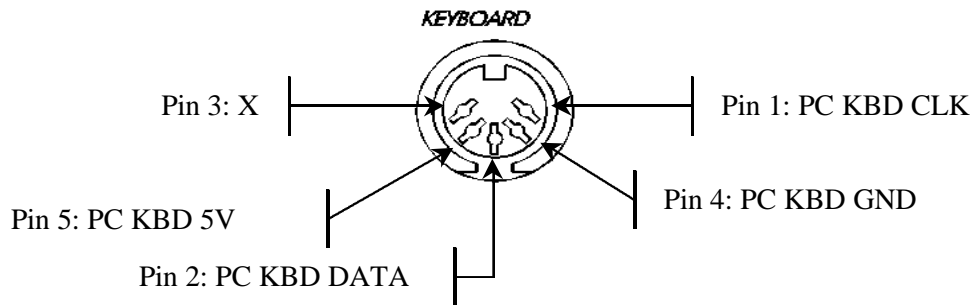
Keyboard Operation (with MM-RC option)

Note: The internal software of the MM-RC will be automatically updated when an MMR-8 or MMP-16 is booted with version 1.25 software while attached to the MM-RC. Be sure the power switch of the MM-RC is on while the MMR/P unit is started so the unit can sense the presence of the remote.

The optional MM-RC (Remote Control unit) has a keyboard connector located on the rear panel which accepts a standard PC-AT style keyboard. The purpose of the keyboard is to facilitate selecting menu items while in the Setup Mode and to make it easier to name Projects and Tracks. There is no way to connect a keyboard directly to the MMR or MMP – this must be done using the MM-RC.

The MM-RC Keyboard Connector

The MM-RC keyboard connector provides a means to attach a standard PC-AT style keyboard. Here are the pin out signals for this connector as seen facing the back of the MM-RC:



You may attach the PC Keyboard to the MM-RC before or after switching on the MM-RC power.

Using the PC Keyboard

Use the keyboard to perform the following data entry tasks on the MMR or MMP:

- Enter Project and Track names directly by using the standard alphanumeric keys.
- Enter Tape Mode Start time, Pre-Roll and Post-Roll directly using the number keys.
- Access Menu Banks directly by using the Number keys.
- Use the Up and Down arrow keys on the keyboard to scroll through the Setup Menus.
- Use the Up and Down arrow keys to scroll through menu parameters. Once the desired menu is reached, press F1 to toggle the Trim key function.
- Pressing Enter on the keyboard has the same effect as pressing STO on the MMR or MMP front panel and will store the parameter selection displayed in the LCD.

Not all keys on the PC keyboard are active. Use the following keys:

F1 – Press F1 to enter Setup. Once Setup Mode has been entered, F1 will toggle the TRIM key on the MMR front panel.

Escape (Cancel) key – This key is equivalent to the Cancel (CLR) key on the MMR front panel. Press Esc to leave the Setup Mode and return to the Normal Display State.

Arrow keys - These serve the same function as the Arrow keys on the MMR front panel.

Enter key - Equivalent to STO on the MMR front panel. When a menu or parameter setting has been changed pressing Enter stores the new parameter.

Shift key - Acts like a standard keyboard Shift key, but will only work in conjunction with Letter keys and the Minus key.

Letter keys – May be used shifted or unshifted. Note that most punctuation keys are not supported.

Minus key - Shifted for Underscore, or unshifted for Minus/Hyphen.

Caps Lock - Works like a standard keyboard Caps Lock key.

Num Lock - When Num Lock is active (Num Lock is lit on the keyboard) use of the numeric Keypad is enabled. The Number keys and the Enter key are active in this mode, and they function exactly like they do on the keyboard. When Num Lock is not active (the Num Lock light is not lit), the numeric keypad serves only as up (8), down (2), left (4), and right (6) arrows.

OMF Export

WaveFrame projects may be converted to OMF projects by using a new feature called OMF Export. This function is currently restricted to creating an OMF export from WaveFrame to Macintosh (Sound Designer II). This is done as a part of the system's Backup function by writing the WaveFrame audio media as Sound Designer II files, and the WaveFrame EDL as an OMF Composition referencing those files onto a Macintosh formatted disk drive.

Creating an OMF Export

To perform the OMF export operation, first select the project that you wish to convert by pressing LOAD TRACK on the MMR front panel. Then use the Wheel to scroll through the names of available projects and select the desired project.

To access OMF Export press SHIFT + SLIP (this accesses the BACKUP function) and use the Wheel to scroll through the Backup menus until "OMF Export to:" is displayed. Press TRIM and select the disk to which you would like to export (shown by SCSI ID number) and then press STO. You will be prompted by the message "Are you sure (y/n)?" to confirm that you wish to perform an OMF export. Press YES to execute the export or press NO to cancel the export. The target disk must be Macintosh-formatted in order to perform the OMF export function. If it is not, the message "Vol does not support format" will be displayed. The newly created OMF project will have the same name as the project from which it originated, but it will be identifiable by the extension ".omf" which is automatically added to the file name of the exported file. The WaveFrame project, from which the OMF project was created, will remain unaffected.

To Import the OMF Export File into Pro Tools

The OMF export files created by the MMR can be imported into the Pro Tools Session format by using the Digidesign OMF Tool software to convert the OMF Composition (EDL file) into the Pro Tools Session EDL format. Sound file data is not re-written for this import step. To get the Digidesign OMF Tool, contact your authorized Digidesign representative, or go to the following FTP site to download the Digidesign OMF Tool:

<ftp://ftp.digidesign.com/pub/support/digi/mac/PTs/>

Once at this site, download the file OMFTool203.sea.hqx onto a Macintosh computer and un-stuff the file. Once you have completed installation of the software, use it to translate the OMF Composition files generated by the MMR into Pro Tools Session files. You may then open the Session files directly in Pro Tools. Note that other Versions of the OMF tool (2.05 and above) are not fully tested with the MMR and may not work properly.

Crossfades in OMF

Occasionally a WaveFrame project will have an asymmetrical crossfade that must be adjusted in order to perform an OMF Export, since asymmetrical crossfades in OMF files are not supported. This is very rare, but when this situation does arise the message “OK to conform xfades?” will be displayed. Answering YES will conform the crossfades (make them symmetrical) and the OMF export will be performed. If NO is selected the message “EDL not exportable, try TapeMode convert first” will be displayed. Once the project is converted to TapeMode it is possible to perform an OMF Export without conforming the crossfades. This is because all crossfades are rendered into a single media file per track after using the Tape Mode Convert backup function.

Support for Pro Tools® 3.2 Session Files

With Version 1.25 software, the MMR-8 and MMP-16 now both support playback of version 3.2 as well as version 4.0 and higher of Digidesign’s Pro Tools Session file format.

Changing the default record drive

When a project is loaded from an external SCSI drive, that drive will become the new record drive. Any subsequent new projects will be recorded to that drive until a project is loaded from either a different external drive, or the MMR’s removable hard drive. In other words, the record drive is always the drive from which the current project was loaded. Rebooting will return the MMR to its default record drive, which is normally the removable hard drive.

It is possible to load tracks from other volumes into the current project. The audio recorded to these tracks will be placed on the same volume from which the track was loaded. However, recording onto, or editing these tracks will not make them part of the current project. These tracks will still belong to the volumes and projects from which they were loaded, so caution should be exercised.

Note: WaveFrame is still the only format supported for direct recording in version 1.25.

Recording four tracks each to two drives simultaneously

A valuable use for this feature is to record files simultaneously onto several different disk volumes. Since every track will record to the disk volume and track file from which it was loaded, simply load tracks one at a time to correspond with where you want the audio and track files to be recorded. Here is a step by step procedure for setting up to record to two drives simultaneously, four channels to each. There are other ways to accomplish this, but the principle should be clear using this method.

Set up a Project template on each drive

Create an “A” project on the lowest numbered SCSI drive

Boot the system, create the desired project name in menu 800 and press STO

Arm 4 tracks and record at least a second or so of audio

The project is created on the disk

Create a “B” project on the lowest numbered SCSI drive

Name the project in menu 800, press STO

Arm the last 4 track (5-8) and record at least a second or so of audio

The project is created on the disk

Copy (backup) the “B” project to the second drive

Press LOAD TRACK, find “B”

Press SHIFT + SLIP (Backup) to enter backup state

Choose Backup to (target drive #) for second drive

Press STO to start the backup

Setting up to Record

Load Project “A” from the first drive

Press LOAD TRACK, find “A”

Press LOAD TRACK again to select lowest numbered SCSI Device and press STO

Project “A” from lowest numbered SCSI device is loaded into tracks 1-4

Load tracks from Project “B”

Press LOAD TRACK, find “B”

Press LOAD TRACK again to view tracks

Load Tracks 5-8 from Project B into Tracks 5-8 of “A” which is already loaded

Now when recording, the audio for tracks 1-4 will be recorded onto Project “A” on the lowest numbered drive, and tracks 5-8 will be recorded into project “B” on the second SCSI drive simultaneously.

Using the MMR Editor Port (Sony P-2 protocol)

The MMR-8 may be controlled from a video editor or other serial controller that is capable of controlling machines using Sony P-2 protocol. This is done by connecting the edit controller to the 9-pin Editor port on the rear panel of the MMR-8.

To use the 9-pin Editor port, set menu 000 (Control Mode) to Editor. Once these steps have been completed, place the MMR online (press the ONLINE button on the front panel transport section). Basic transport control and track arming of the MMR is now possible.

Note: To insure proper operation in the Editor mode, a video black burst reference signal must be present at the VIDEO IN connector on the back of the MMR, regardless of the menu setting for system reference.

New Editor Mode Menus

Version 1.25 has new menus to configure the MMR for control by an external device.

Menu 400: Editor Device

Menu 400 (Editor Device) allows a choice of three different “personalities” for the MMR to emulate in its remote 9-pin serial operation. To set Menu 400 (Editor Device) to the desired machine, go to menu 400 and press the TRIM key. The LCD will display the following message:

01234567890123456789	20 position LCD character posit:
400 Editor Device	Top: (menu name)
* Sony BVU-950	Bottom: (List of decks)

There are three possible settings for configuring the MMR serial operation:

Sony PCM-7030

Emulates operation of a two-channel DAT machine. Only tracks one and two can be armed for recording via the 9-pin port. All tracks can be armed locally or via the MM-RC remote.

Sony BVU-950

Emulates operation of this ¾” video deck. Only tracks one and two can be armed for recording via the 9-pin port. All tracks can be armed locally or via the MM-RC remote.

TASCAM MMR-8

This is the default setting. The Tascam MMR-8 is the only setting which allows arming of all eight digital tracks on the MMR.

Menu 401: Editor Auto EE

Menu 401 (Editor Auto EE) allows input monitoring when the MMR transport is in Stop. The LCD will display the following message:

01234567890123456789	20 position LCD character posit:
401 Editor Auto EE *Off	Top: (menu name) Bottom: (indicates On or Off)

Parameter choices are On or Off.

Menu 402: Editor Edit Fld

Menu 402 (Editor Edit Fld) allows the choice of three insert modes, Auto, Field 1 and Field 2. The LCD will display the following message:

01234567890123456789	20 position LCD character posit:
402 Editor Edit Fld *Auto	Top: (menu name) Bottom: (3 parameter choices)

Auto

The MMR will insert the edit at the field number in which the record command is received.

Field 1

The MMR will insert the edit in the first (odd) field depending on the selection.

Field 2

The MMR will insert the edit in the second (even) field depending on the selection.

Menu 403: Editor Trk Arm

Menu 403 (Editor Trk Arm) allows the choice of several different track-arming modes. The LCD will display the following message:

01234567890123456789	20 position LCD character posit:
Editor Trk Arm	Top: (menu name)
*Analog A1-A4	Bottom: (Parameter choices)

Digital Audio

Used with devices that have digital track arming capability.

Analog A1-A4

Only tracks 1 through 4 may be armed remotely.

Local [enbl+any]

All tracks may be armed locally, and unit will follow serial track record or rehearse commands coming in on any video or audio channel.

Local [enbl+Aud]

All tracks may be armed locally, and unit will follow serial track record or rehearse commands coming in on any audio channel.

Local [enbl+A1]

All tracks may be armed locally, and unit will follow serial track record or rehearse commands coming in on audio channel 1.

Local [enbl+A2]

All tracks may be armed locally, and unit will follow serial track record or rehearse commands coming in on audio channel 2.

Local [enbl+A3]

All tracks may be armed locally, and unit will follow serial track record or rehearse commands coming in on audio channel 3.

Local [enbl+A4]

All tracks may be armed locally, and unit will follow serial track record or rehearse commands coming in on audio channel 4.

Software Version 1.26

The MMR/MMP Software version 1.26 provides several system enhancements. These are detailed here.

OMF Export Enhancements

The OMF Export function in the Backup menu can be used to write (export) WaveFrame format projects to a Macintosh disk as Sound Designer II files with an OMF Composition EDL. The WaveFrame allows certain edits that are difficult to represent in the OMF Composition structure. Version 1.26 improves on the handling of these events when they are exported to an OMF file.

Bowties

Overlapping crossfades on the WaveFrame editor can lead to a type of crossfade event commonly referred to as a “bowtie”. This type of event has a fade up and a fade down occurring simultaneously. Version 1.26 converts these events properly when making an OMF export so that the event has a “legal” fade up and fade down shape that can be properly imported by other applications.

Overlapping Events

The WaveFrame editor can, under some circumstances, allow parts of three events to exist simultaneously on the same track. This is not an allowable situation in the OMF editing model and can not be properly represented in an export. Version 1.26 will modify these occurrences when exporting them as an OMF file so that no more than two events are ever overlapped.

Tape Mode Export to OMF

The WaveFrame format allows “holes” to exist in a sound file, a capability that preserves disk space when working in the MMR/MMP Tape Mode. The Macintosh file system does not allow this, so Tape Mode projects exported to the Mac take more space because the “holes” in the file are written as digital silence and take up disk space. Version 1.26 has changed this so that when projects that were created in Tape Mode in the WaveFrame format are exported as OMF Compositions and Sound Designer media files, each event in the track will be exported as a separate sound file rather than allocating continuous space for the entire track. This saves drive space when going to the Macintosh file system.

Note that this affects only the export of Tape Mode projects to OMF. Using the Tape Mode Convert capability (in the Backup menu) will cause the new files to be “flattened out” so that the track is written as one continuous piece of audio media. Because of this change, the OMF export composition will be seen by the MMR/MMP as a Non-destructive Record mode project, not a Tape Mode project.

Dynamic Backup Status Display

In previous versions, it was necessary to clear the display and press SHIFT + SLIP (Backup) to interrogate the current status of the backup process. The current status (percent complete) for the Backup, Tape Mode Convert, and OMF Export functions in the Backup Menu is now dynamically updated and will display progress all the way to completion as it goes.

Locking Kingston Carrier Option

Version 1.26 makes changes in the MMR/MMP software to allow use of the locking solenoid mechanism for the Kingston removable drive carrier. There is a required field modification to some of the hardware components inside the MMR/MMP before this type of Kingston carrier can be used. The changes in Version 1.26 will allow this type of locking mechanism to be used only when the hardware changes have also been made.

The locking solenoid Kingston carrier mechanism will lock the hard disk volume in place until all drives are unmounted. This prevents the user from removing the drive until it is properly unmounted, thus preventing accidental damage to disk files.

Please contact TASCAM customer Service for information on adapting existing units to take advantage of the locking Kingston carrier mechanism.

Loop Mode Bug Fix

Loop Mode now works properly when referenced to video sync.

Software Version 1.27

Two minor changes, one of them a necessary bug fix, have been made in Version 1.27.

Backup Bug Fix

Version 1.27 corrects a bug in the Backup, Tape Mode Convert, and OMF Export process which would sometimes cause only 1 track to be selected for backup.

OMF to WaveFrame Conversion

A change has been made in Version 1.27 to facilitate file conversions from OMF to WaveFrame. Source clip names are now retained when converting OMF files to WaveFrame projects.

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MMR-8/MMP-16

Version 1.25 through 1.27 update

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