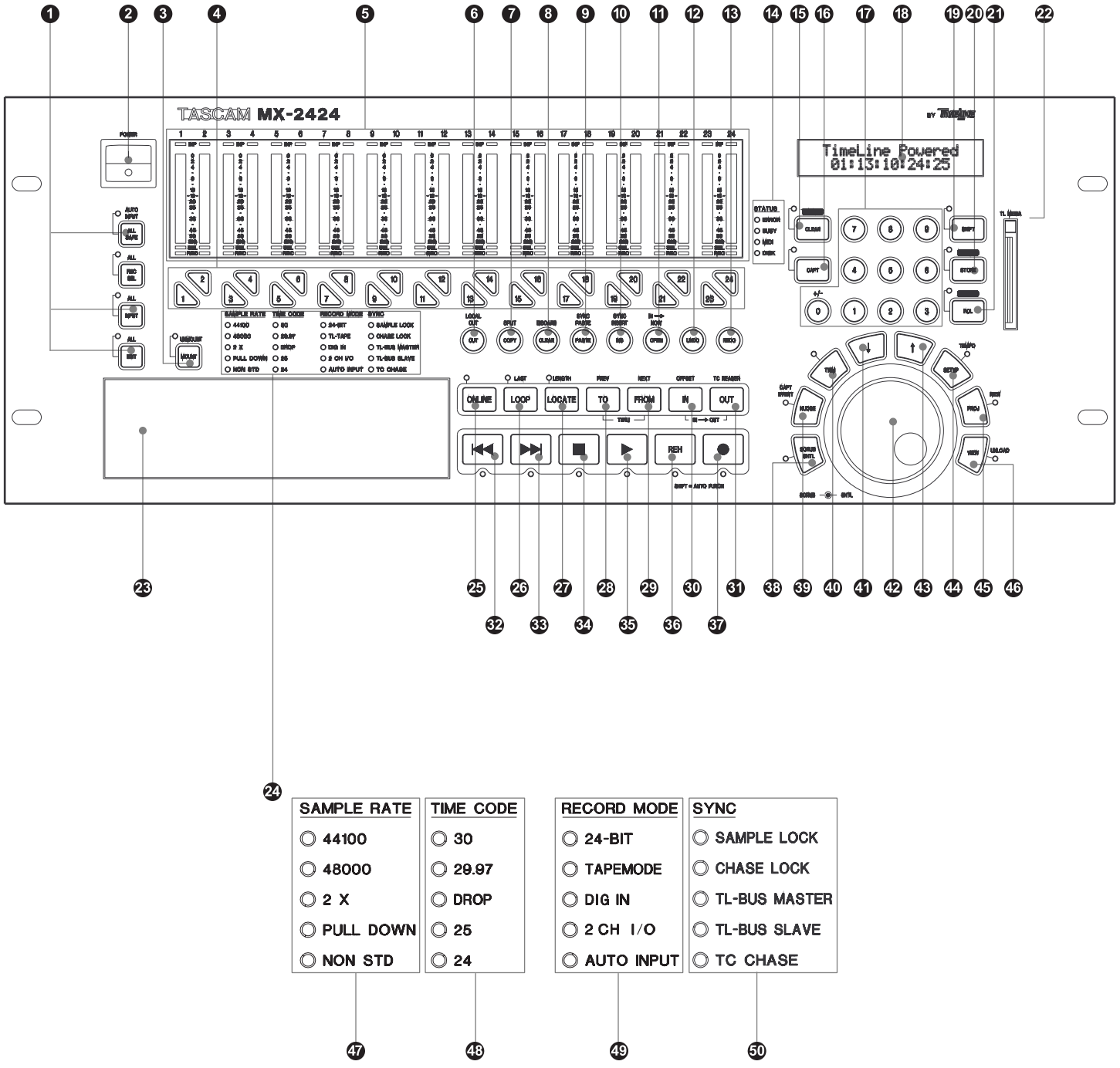
MX-2424 FRONT PANEL



FRONT PANEL

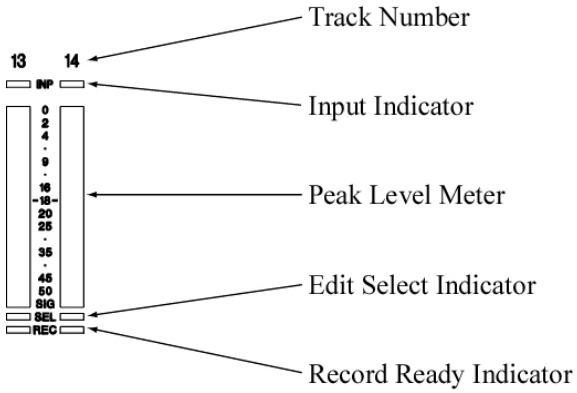
[2] Power Switch
The power switch is located in the top left-hand corner of the unit.

[1] Track Function Keys
These keys determine which function will be applied to the track/tracks when selected by the individual track selection keys.

[3] MOUNT/UNMOUNT
When **MOUNT [3]** is pressed the MX-2424 will attempt to mount all drives attached to the SCSI bus. If there are any devices on the SCSI bus already mounted then un-mounted drives will not be mounted and *"Already Mounted"* will be displayed in the **LCD [18]**. When **<SHIFT> [19]** then **MOUNT<UNMOUNT> [3]** is pressed the MX-2424 will un-mount any devices that are currently mounted on the SCSI bus. If no devices are mounted then *"Already Unmounted"* will be displayed in the **LCD [18]**. (NOTE: These operations are not possible when the transport is running.)

[4] Individual Track Selection Keys (Triangular Keys)
These keys are used to select individual tracks. The function applied to the track(s) is determined by the Track Function Keys **[1]**.

[5] Track Level Meters/Status Indicators



The **Track Number** indicates which audio track the LED's and meter below represent.
The **Input Indicator** will light on any track(s) that are set to Input.
The **Peak Level Meter** will show the input or recorded level of audio on its corresponding track.
The red **Zero Indicator** at the top of the meter will flash when the audio level reaches zero and stay illuminated when three or more consecutive samples show an overload condition. (The overload condition will turn off when the play or record key is pressed.)
The **Edit Select Indicator** will light on any track(s) that are selected for input or editing using the Track Function Keys [1]. Edits are only possible on tracks that have this indicator lit.
The **Record Ready Indicator** will blink on any track(s) that are record-enabled and light solid on any track(s) that are actually recording.

[14] Status Indicators
The **ERROR** indicator and the **CANCEL [15]** indicator will blink when an illegal operation has been attempted or an error condition exists in the MX-2424. An explanation of the error will be displayed in the **LCD [18]**. Press **CANCEL [15]** to clear the **ERROR** indication.
The **BUSY** indicator will light when the MX-2424 is performing an operation and is momentarily busy, such as an edit operation.
The **MIDI** indicator will momentarily light when a MIDI message is sent to the MX-2424 that it can respond to. If the MX-2424 does not respond to the incoming MIDI message then this indicator will not light.
The **DISK** indicator will light when the MX-2424 is writing or reading from any type of SCSI device – inside the chassis, or connected to the external SCSI connector. This includes hard drives, DVD-RAM and tape drives. (NOTE: This indicator is not present on the RC-2424 remote control unit.)

[24] LED Configuration Matrix

[47] Sample Rate LED's (Yellow)

44100: Indicates that the current sample rate frequency is 44.1 kHz.

48000: Indicates that the current sample rate frequency is 48 kHz.

2X: Used in conjunction with the sample rate LED's, indicates that the displayed sample rate is doubled.

PULL DOWN: Used in Conjunction with the other sample rate LEDs, indicates that the displayed sample rate is in pull down mode. (For example: 44.056 kHz or 47.952 kHz)

NON STD: Indicates that a non-standard sample rate is being used such as varispeed. This LED is also used for pull up modes.

[48] Time Code LED's (Yellow)

These LED's indicate the incoming time code frame rate.

[49] Record Mode LED's (Yellow)

24-BIT: Indicates that the MX-2424 will record new audio in 24-bit mode. When the LED is off the MX-2424 will record new audio in 16-bit mode.

TL-TAPE: Indicates that the MX-2424 is in TL-Tape Mode. When this LED is off the MX-2424 is in non-destructive mode.

DIG IN: Indicates that the multi-track digital input is selected as the recording source for at least one group of eight channels, i.e. 1-8, 9-16, and/or 17-24.

2CH I/O: Indicates that the stereo digital I/O is selected as the recording source for at least one group of eight channels, i.e. 1-8, 9-16, and/or 17-24.

AUTO INPUT: Indicates that Auto Input Mode is active. When this mode is active any track set to record ready will automatically switch to playback when the transport is running and recording is not taking place. When this mode is not active it is possible to monitor the input of any track set to record ready while the transport is in motion. (Default is ON.)

[50] Sync LED's (Yellow)

SAMPLE LOCK: This LED will light solid when the MX-2424 is receiving valid sync from the source that is displayed in Menu 003. If source is not present, the LED will blink indicating that the source is unavailable. If the MX-2424 is set to Timecode Chase, this LED will blink until time code is received.

CHASE LOCK: This LED lights solid when the MX-2424 is in stable chase mode.

TL-BUS MASTER: Indicates that the MX-2424 is the Master that can be used to control other MX units via the TL-Bus. The MX-2424 must be online to operate as a Master.

TL-BUS SLAVE: Indicates that the MX-2424 is a slave on the TL-Bus. The MX-2424 must be online to operate as a Slave.

TC CHASE: Indicates the MX-2424 is in time code chase mode using either LTC or MTC as the time code type. The MX-2424 can be TL-Bus Master (controlling other MX-2424 units that are in TL-BUS Slave mode) and be in time code chase mode at the same time. The **ONLINE [25]** indicator must be lit to chase time code.

Edit Keys:
The **EDIT [1]** key is pressed to allow selection of the track(s) to be edited. When a track is selected the green SEL LED is lit for that track. Edits are performed to audio on selected tracks using the In and Out points. (Please refer to *Editing Functions* for more detail)

[6] CUT <LOCAL CUT>
Pressing **CUT [6]** will perform a Cut operation to the selected track(s) between the In and Out points.
Pressing **<SHIFT> [19]** then **CUT<LOCAL CUT> [6]** will perform a Local Cut operation to the selected track(s) between the In and Out points.

[7] COPY <SPLIT>
Pressing **COPY [7]** will perform a Copy operation to the selected tracks(s) between the In and Out points.
Pressing **<SHIFT> [19]** then **COPY<SPLIT> [7]** will perform a Split operation to the selected track(s) at the current position of the Play Head.

[8] CLEAR <DISCARD>
Pressing **CLEAR [8]** will perform a Clear operation to the selected track(s) between the In and Out points.
Pressing **<SHIFT> [19]** then **CLEAR<DISCARD> [8]** will perform a Discard operation to the selected track(s) according to the In and Out points.

[9] PASTE <SYNC PASTE>
Pressing **PASTE [9]** will perform a Paste operation on the selected track(s) at the In point.
Pressing **<SHIFT> [19]** then **PASTE<SYNC PASTE> [9]** will perform a Sync Paste operation on the selected track(s) relative to the position of the Play Head.

[10] INST <SYNC INSERT>
Pressing **INST [10]** will perform an Insert operation on the selected track(s) at the In point.
Pressing **<SHIFT> [19]** then **INST<SYNC INSERT> [10]** will perform a Sync Insert operation on the selected track(s) relative to the position of the Play Head.

[11] OPEN <IN→NOW>
Pressing **OPEN [11]** will perform an Open operation on the selected track(s) according to the In and Out points.
Pressing **<SHIFT> [19]** then **OPEN<IN→NOW> [11]** will perform an In To Now operation on the selected tracks at the location of the Play Head according to the In and Out points.

[12] UNDO
This key reverses the last edit operation. This key will also undo the previous recording pass if the MX-2424 is in non-destructive mode. There are 100 level of undo available. In and Out points will be updated according to the operation that has been undone. (NOTE: Undo is not available in TL-Tape Mode.)

[13] REDO
REDO reverses the last UNDO edit operation. This key will also restore recordings that were undone in Non-Destructive Record. In and Out points will be updated according to the operation that has been redone.

Special Transport Keys:

ONLINE <ALL>

[25] From the MX-2424:
Pressing **ONLINE [25]** so that its LED is lit will enable the MX-2424 to chase an external sync source via TL-Bus, SMPTE or MTC as determined in Menus 000 and 110. Online status must also be selected for an MX-2424 to operate as a master on the TL-Bus. When the transport controls are operated on any MX-2424 that is online it will automatically go offline. Press **ONLINE [25]** again to re-enable online status.

[73] From the RC-2424:
Pressing **ONLINE [73]** so that its LED is lit will activate Online status on the MX-2424 currently selected by the **MACHINE SELECT [72]** keys.
Pressing **<SHIFT> [19]** then **ONLINE<ALL> [73]** will enable Online status for all MX-2424's connected to the RC-2424.

LOOP/LAST/ROLLBACK

[26] From the MX-2424:
Pressing **LOOP [26]** immediately initiates one of three possible types of loop sequences (as determined in Menu 210) relative to the In and Out points. To cancel Loop mode press **STOP [34]**. It is also possible to cancel Loop mode on the fly by pressing **PLAY [35]**. When using Loop Mode in combination with Auto Punch it is possible to cancel the Loop operation on the fly by pressing **REC/REH** or by holding **REC/REH** and pressing **PLAY** (this follows the settings in Menus 202 & 203).

Pressing **<SHIFT> [19]** then **LOOP<LAST> [26]** will perform a Play command from the Last location the MX-2424 went into play or record. The LAST function initiates Play only and does not initiate any kind of loop function.

Pressing **LOOP [26]** plus **LOCATE [27]** sends the MX to the Pre-Roll point before the IN point value.

[74/77] From the RC-2424:
Pressing **LOOP [74]** immediately initiates one of three possible types of loop sequences (as determined in Menu 210) relative to the In and Out points on the MX-2424 currently selected by the **MACHINE SELECT [72]** keys. To cancel Loop mode press **STOP [34]**. It is also possible to cancel Loop mode on the fly by pressing **PLAY [35]**. When using Loop Mode in combination with Auto Punch it is possible to cancel the Loop operation on the fly by pressing **REC/REH** or by holding **REC/REH** and pressing **PLAY** (this follows the settings in Menus 202 & 203).

Pressing **LAST [77]** will perform a Play command from the Last location the MX-2424 currently active on the RC-2424 went into play or record. The **LAST** function initiates the Play function only and does not initiate any kind of loop function.

Pressing **<SHIFT> [19]** then **LAST<ROLLBACK> [74]** will cause the MX-2424's transport currently selected by the **MACHINE SELECT [72]** keys to locate backwards by the amount of time set as the Rollback Length as determined in Menu 260 and stop.

Jump From the MX-2424 and the RC-2424
Holding **STOP [34]** and pressing **FF [33]** or **RW [32]** sends the transport forward or backward using the amount set up in the Rollback memory location. It is possible to repeatedly perform this key combination by holding the **STOP [34]** key and repeatedly pressing the **FF [33]** or **RW [32]**. In this case the locate operation must be completed before the repeat press of **FF [33]** or **RW [32]**.

[27] LOCATE/LENGTH

Pressing **LOCATE [27]** will send the play head to the time code value displayed in the bottom portion of the **LCD [18]**.
Pressing **<SHIFT> [19]** then **LOCATE<LENGTH> [27]** will display the amount of time between the In and Out points.

TO/PREV/REF

[28] From the MX-2424
Pressing **TO [28]** then **IN [30]** will play up to the In point and stop (using the pre-roll amount determined in Menu 212). Pressing **TO [28]** then **OUT [31]** will play up to the out point and stop (using the pre-roll amount determined in Menu 212). In either case the play head will return to the pre-roll position for the IN or OUT point (depending on which one was pressed). If the stored pre or post roll time is less than one second, this operation will still use one second for the value.

Pressing **<SHIFT> [19]** then **TO<PREV> [28]** will locate the Play Head to the beginning of the previous audio event boundary on any track. If a track is in Edit mode then only that track's audio event boundaries will be used by this function.

[67,75] From the RC-2424
Pressing **TO [67]** then **IN [69]** will play up to the In point and stop (using the pre-roll amount determined in Menu 212). Pressing **TO [67]** then **OUT [70]** will play up to the out point and stop (using the pre-roll amount determined in Menu 212). In either case the play head will return to the pre-roll position for the IN or OUT point (depending on which one was pressed). If the stored pre roll time is less than one second, this operation will still use one second for the value.

Pressing **PREV [75]** will locate the Play Head to the beginning of the previous audio event boundary on any track. If a track is in Edit mode then only that track's audio event boundaries will be used by this function.

Pressing **<SHIFT> [19]** then **PREV<REF> [75]** will provide access the Master Machine Reference Sync Point Memory Location. (For more information please see the *TL-Sync* Manual.)

FROM/NEXT/SYNCP

[29] From the MX-2424
Pressing **FROM [29]** then **IN [30]** will play from the In point and stop (using the post-roll amount determined in Menu 213). Pushing **FROM [29]** then **OUT [31]** will play from the out point and stop (using the post-roll amount determined in Menu 213). In either case the play head will return the IN or OUT point plus any pre-roll (depending on which one was pressed). If the stored post roll time is less than one second, this operation will still use one second for the value.
Pressing **<SHIFT> [19]** then **FROM<NEXT> [29]** will locate the Play Head to the beginning of the next audio event boundary on any track. If a track is in Edit mode then only that track's audio event boundaries will be used by this function. When using this function **<SHIFT> [19]** will stay lit allowing additional **NEXT** operations without the need to press **<SHIFT> [19]** again.

[67,75] From the RC-2424
Pressing **FROM [68]** then **IN [69]** will play up from In point and stop (using the post-roll amount determined in Menu 213). Pushing **FROM [68]** then **OUT [70]** will play from the out point and stop (using the post-roll amount determined in Menu 213). In either case the play head will return to the IN or OUT point plus any pre-roll (depending on which one was pressed). If the stored post roll time is less than one second, this operation will still use one second for the value.

Pressing **NEXT [76]** will locate the Play Head to the beginning of the next audio event boundary on any track. If a track is in Edit mode then only that track's audio event boundaries will be used by this function. When using this function **<SHIFT> [19]** will stay lit allowing additional **NEXT** operations without the need to press **<SHIFT> [19]** again.

Pressing **<SHIFT> [19]** then **NEXT<SYNCP> [76]** will provide access the Slave Machine Sync Point Memory Location. (For more information please see the *TL-Sync* Manual.)

IN/OUT

[30, 31] From the MX-2424
Pressing **IN [30]** or **OUT [31]** will cause the MX-2424's Play Head to locate to the In or Out point and stop.

Pressing **CAPT [16]** then **IN [30]** or **OUT [31]** will place the time code location of the Play Head at the time **CAPT [16]** was pressed into the In or Out memory locations. As soon as the capture key is pressed, the time code value is captured and ready to store. **CAPT [16, 71]** may be pressed repeatedly, continually updating the captured value until a target is determined.

If multiple units are on the TL-Bus and an In/Out point is set on any machine on the bus (slave or master), the In/Out point will be updated on all machines that are active on the TL-Bus. Any offsets are taken into account for each machine.

Pressing **STORE [20]** then **IN [30]** or **OUT [31]** will store the time code displayed in the bottom of the LCD into the In or Out memory location.

Pressing **RCL [21]** then **IN [30]** or **OUT [31]** will recall the In or Out memory location into the bottom of the **LCD [18]** for viewing or editing

[69, 70] From the RC-2424
Pressing **IN [69]** or **OUT [70]** will cause the MX-2424's Play Head to locate to the In or Out point and stop.

Pressing **CAPT [16,71]** then **IN [69]** or **OUT [70]** will place the time code location of the Play Head at the time **CAPT [16,71]** was pressed into the In or Out memory locations. As soon as the capture key is pressed, the time code value is captured and ready to store. **CAPT [16, 71]** may be pressed repeatedly, continually updating the captured value until a target is determined.

If multiple units are on the TL-Bus and an In/Out point is set on any machine on the bus (slave or master), the In/Out point will be updated on all machines that are active on the TL-Bus. Any offsets are taken into account for each machine.

Pressing **STORE [20]** then **IN [69]** or **OUT [70]** will store the time code displayed in the bottom of the LCD into the In or Out memory locations.

Pressing **RCL [21]** then **IN [69]** or **OUT [70]** will recall the In or Out memory locations into the bottom of the **LCD [18]** for viewing or editing

SPECIAL KEY COMBINATIONS

Pressing **TO** and **FROM** simultaneously then **IN** or **OUT** will play **THRU** the In or Out point using the pre and post roll values set in Menus 212 & 213.

Pressing **IN** and **OUT** simultaneously will play from the In point and stop at the Out point. (**IN→OUT**)

Pressing **LOOP [26]** plus **LOCATE [27]** sends the MX to the Pre-Roll point before the IN point value.

Press **PLAY [32]** and **REW [35]** simultaneously to play backwards.

These functions are available from the MX-2424 and the RC-2424.

OFFSET/TC READER

[30, 31] From the MX-2424
Pressing **<SHIFT> [19]** then **IN<OFFSET> [30]** will recall the Offset Value into the bottom of the **LCD [18]** for viewing or editing.

There are two internal offset values, one for time code and the other for the TL-Bus. If the **TL-Bus Slave** LED is ON (Menu 110) and the **Online** button is on, then the TL-Bus offset is shown. In all other cases the time code (LTC or MTC) offset is shown. If the MX-2424 is a MASTER on the TL-BUS it will still display the LTC offset since the TL-BUS offset is ignored in this case.

Pressing **<SHIFT>** then **OUT<TC READER> [31]** will display incoming time code in the bottom of the **LCD [18]**.

[78] From the RC-2424
Pressing **OFFSET [78]** will recall the Offset of the MX-2424 currently selected by the **MACHINE SELECT [72]** keys into the bottom of the **LCD [18]** for viewing or editing.

Pressing **<SHIFT>** then **OFFSET <TC READER> [78]** will display incoming time code from the MX-2424 currently selected by the **MACHINE SELECT [72]** keys in the bottom of the **LCD [18]**.

There are two internal offset values, one for time code and the other for the TL-Bus. If the **TL-Bus Slave** LED is ON (Menu 110) and the **Online** button is on, then the TL-Bus offset is shown. In all other cases the LTC offset is shown. If the MX-2424 is a MASTER on the TL-BUS it will still display the LTC offset since the TL-BUS offset is ignored in this case.

MAIN TRANSPORT KEYS:

[32] REWIND/HEAD
One push of the REWIND button sends the MX-2424 into Rewind mode. Two quick pushes sends the play head to the beginning (Head) of the project.

Holding **STOP [34]** and pressing **FF [33]** or **RW [32]** sends the transport forward or backward using the amount set up as the Rollback value. It is possible to repeatedly perform this key combination by holding the **STOP [34]** key and repeatedly pressing the **FF [33]** or **RW [32]**. In this case the locate operation must be completed before the repeat press of **FF [33]** or **RW [32]**.

[33] FAST FORWARD/TAIL
One push of the FAST FORWARD button sends the MX-2424 into Fast Forward mode. Two quick pushes sends the play head to the End (Tail) of the project.

Holding **STOP [34]** and pressing **FF [33]** or **RW [32]** sends the transport forward or backward using the amount set up as the Rollback value. It is possible to repeatedly perform this key combination by holding the **STOP [34]** key and repeatedly pressing the **FF [33]** or **RW [32]**. In this case the locate operation must be completed before the repeat press of **FF [33]** or **RW [32]**.

[34] STOP
The STOP key halts the operation of the transport under all conditions and removes any loop pending mode. It is lit in all stopped conditions.

[35] PLAY
This button puts the MX-2424 into play mode. If Chase is active or the MX-2424 is a slave on the TL-Bus, this play command takes the MX-2424 offline when pressed on the chasing machine. Pressing **PLAY [35]** while recording will punch out of record mode while the transport continues to play.

[36] REH
The **REH [36]** key initiates Rehearsal Mode on those tracks that are armed for recording. The MX-2424 can be set for one-button Rehearse (pressing only the **REH [36]** key initiates Rehearse), or to enter Rehearse only when pressing **PLAY [35]** and **REH [36]** simultaneously (this is the default) as determined in Menu 203. Rehearse mode is used to rehearse a recording by switching to input and back to disk playback. This allows previewing the record process prior to actually recording and is very useful when operating in TapeMode because record Undo is not available in TapeMode.

Auto Rehearse is enabled by pressing **<SHIFT> [19]** then **REH [36]**. The **REH** LED will flash indicating that an Auto Rehearse operation will be performed using the In and Out points when **PLAY [35]** is pressed. Pressing **<SHIFT> [19]** then **REH [36]** again or just pressing **REH [37]** will cancel Auto Rehearse. Auto Rehearse is also possible during Loop. (See *Auto Record/Virtual Tracks* for more details.)

[37] REC
The **REC [37]** key initiates Record Mode on those tracks that are armed for recording. The MX-2424 can be set for one-button Record (pressing only the **REC [37]** key initiates Record), or to enter Record only when pressing **PLAY [35]** and **REC [37]** simultaneously (this is the default) as determined in Menu 202.

Auto Record is enabled by pressing **<SHIFT> [19]** then **REC [37]**. The **REC** LED will flash indicating that an Auto Record operation will be performed using the In and Out points when **PLAY [35]** is pressed. Pressing **<SHIFT> [19]** then **REC [37]** again or just pressing **REC [37]** will cancel Auto Record. Auto Record is also possible during Loop. (See *Advanced Functions* for more details.)

[18] LCD Display:
The liquid crystal display consists of two lines of twenty characters each that show various operator messages depending upon the active panel/display state. Both lines of the LCD can also show various system messages according to the operating state.

When not accessing menus, the top line shows the position of the playhead. The bottom line shows a time code value that can be used for functions such as memory locations, IN/Out points, offsets, etc.

LOCATOR SECTION

[15] CLEAR/CANCEL
This key performs both a clear and a cancel function, operating in almost all modes and situations. **CLEAR [15]** has no shifted function. In Setup, pressing **CLEAR [15]** generally returns a changed value back to the previously stored value, or exits completely. In the Error state pressing **CLEAR [15]** will clear the error message and return the MX-2424 to the previous operating state. During memory location trim or track slip, pressing the **CLEAR [15]** key returns the memory locations to their previous values (before the slip or trim operation changed them). During time code entry in the Normal state, **CLEAR [15]** returns the time code to a zero value. For most other operations, **CLEAR [15]** will return the MX-2424 to the Normal state.

[16, 71] CAPTURE
The capture key places the time code location of the Play Head at the time **CAPT [16, 71]** was pressed into the bottom line of the **LCD [18].** After capturing the time code value the **CAPT [16, 71] LED** will flash until a target key is pressed to determine the memory location to store the value. This action can be done at any time during normal operation of the MX-2424 (including play and record). To complete the capture operation, either press a target key or press **CLEAR [15]** to cancel. **CAPT [16, 71]** may be pressed repeatedly, continually updating the captured value until a target is determined.

[19] SHIFT
Where indicated with text above (or to the side of) a key, **SHIFT [19]** is used to provide an alternate operation for the indicated key. The **SHIFT [19]** key latches when pressed and unlatches after the second key (function key) is pressed (which performs the operation). If held down while pressing the function key then the operation will be immediately performed.
(NOTE: Main operations for any key are indicated by the function printed directly on the key. Any key with an associated LED uses the LED to indicate this main operation. LED's do not indicate shifted operations.)

[20] STORE/YES
This key is used to store locations into memory. Pressing **STORE [20]** then a numeric key sequence (00 through 99) would store the location currently in the lower line of the display into the memory location represented by the numeric key sequence.

The following keys (or key combinations) also represent memory locations that can have values stored into them:
From the MX-2424
[30] IN
[30] <SHIFT>IN<OFFSET>
[31] OUT

From the RC-2424
[69] IN
[70] OUT
[78] OFFSET
[75] <SHIFT>PREV<REF>
[76] <SHIFT>NEXT<SYNCP>

The STORE key also performs the function of "enter" or "confirm" for various operations. In the Setup Menus, pressing the STORE key will answer "yes" to a Verify request. When loading projects or tracks the STORE key initiates the action of loading tracks. There is no shifted function for this key.

[21] RCL/NO
This key is used to recall locations from memory. Pressing **RCL [21]** then a numeric key sequence (00 through 99) would recall the location currently in that memory location into the lower line of the **LCD [18].**

The following keys (or key combinations) also represent memory locations that can have values recalled from them:
From the MX-2424
[30] IN
[30] <SHIFT>IN<OFFSET>
[31] OUT

From the RC-2424
[69] IN
[70] OUT
[78] OFFSET
[75] <SHIFT>PREV<REF>
[76] <SHIFT>NEXT<SYNCP>

The RCL key is also used to provide a NO or CANCEL response to a potentially destructive operation. There is no shifted function for this key.

[17] NUMERIC KEYS
These keys are used to directly enter a time code value into the bottom line of the LCD. When used in combination with the **RCL [21]** and **STORE [20]**, the numeric keys are used to access the various memory locations from 00 through 99. To store a single digit location point zero must be pressed before pressing the number, i.e. 01. In the Setup Menus, these keys directly select menu banks and are used to enter date, time and other numeric data.

Time code values are entered into the active location beginning with the right-hand digit, which moves left as additional digits are entered. Use CLR to reset the active location to zero [00:00:00:00].

Pressing **SHIFT [19]** then **0** toggles the time code number in the lower display between negative and positive. This is one way to store a negative value, to use as an offset for example.

JOG/SCRUB WHEEL AND SURROUNDING KEYS:

[38, 42] SCRUB/SHTL KEY & WHEEL
Pressing the **SCRUB/SHTL [38]** key activates the **SCRUB/SHTL [42]** wheel. The wheel's outer ring is used for Shuttle and the inner wheel is used for audio scrub.

[39] NUDGE/CAPT EVENT
Pressing **NUDGE [39]** moves the audio between the In and Out points using the **UP/DOWN [41/43]** keys or the **SCRUB/SHTL [42]** wheel on tracks that are enabled for editing. Pressing **NUDGE [39]** again will save the operation. This operation will also split the audio at the IN and OUT points if needed. It is possible to press **CLEAR [15]** at any time to cancel the Nudge operation.

Nudge resolution can be set with the **SCRUB/SHTL [42]** ring by moving the cursor under the desired digit. Nudge resolutions are possible in the following increments: 1 Sub-Frame, 10 Sub-Frames, 1 Frame, 10 Frames, 1 Second, 10 Seconds, 1 Minute, Ten Minutes, 1 Hour and 10 Hours. Subframe display must be turned on in Menu 270 to be able to nudge in subframe resolutions.

Pressing **<SHIFT> [19]** then **NUDGE<CAPT EVENT> [39]** with no tracks selected for editing will reference track number one for capturing events that are under the playhead. If more than one track is selected the IN and OUT points will surround the event on the lower numbered track. For example: If tracks 5 & 7 were edit-enabled and the playhead was positioned in events on both tracks, the IN and OUT points would surround the event on track 5. If the Play Head is not located in an audio event on the edit-enabled track, then the In and Out points will not change.

[40] TRIM
Activates a mode in which **SCRUB/SHTL [42]** inner wheel rotation and **UP/DOWN [41/43]** arrow keys change the time code value or Menu setting in the bottom of the **LCD [18]**. The **SCRUB/SHTL [42]** outer ring moves the cursor left or right in the display. Pressing **TRIM [40]** again exits Trim Mode saving changed time code entries while pressing **STORE [20]** is necessary so save Menu settings.

[41, 43] UP AND DOWN
These keys are used to scroll up and down through Setup Menus, change Menu settings, trim time code values and Nudge audio events.

[44] SETUP/TEMPO
This key places the MX-2424 in Setup Mode where Menus for operating parameters can be viewed and adjusted. When Setup is active the **LCD [18]** will display the text for the specific menu item. The **UP/DOWN [41/43]** keys or the **SCRUB/SHTL [42]** inner wheel will scroll through the menu items, then pressing **TRIM [40]** will allow parameter adjustment of that menu item using the **UP/DOWN [41/43]** keys or the **SCRUB/SHTL [42]** inner wheel.

Tempo Maps will be implemented in an upcoming version of MX-OS. Documentation accompanying that version will provide a description of this feature.

[45] PROJECT/NEW
Press **PROJ [45]** to access Project and Track file management functions such as Load, Delete, Rename, Smart Copy and TapeMode Convert. (Please refer to *Disk Operations/Project Functions* for more detail.)

Pressing **<SHIFT> [19]** then **PROJ<NEW> [45]** immediately activates Menu 800 where a new Project may be created by entering a new and unique Project name. If a project is already loaded into the MX-2424 a new project name will automatically be created that is the same as the loaded project with an additional numerical suffix. (NOTE: While this function is not intended for renaming an existing Project it can be used as a "Save As…" function. To rename an existing Project the Rename function under the **PROJ** key must be used.)

[46] VIEW/UNLOAD
Pressing **VIEW [46]** will display for viewing, the contents of the selected track in the **LCD [18]**. The selected track is indicated by a rapidly flashing SEL LED. Different tracks may be selected with the **Individual Track Selection Keys [4],** the **SCRUB/SHTL [42]** inner wheel or the **UP/DOWN ARROW [41,43]** keys.

Pressing **<SHIFT>** then **VIEW<UNLOAD>** will unload the track selected with the **VIEW [46]** key from the physical playback track of the MX-2424. (Please refer to *Advanced Operations* for more detail.)

[23] Front Panel Expansion Bay
This standard size 5 ¼ inch slot will allow the installation of a SCSI device in addition to the included hard drive that is housed inside the MX-2424. (See *Option Installation* for more details.)

[22] TL Media Slot:
This slot is used when updating/archiving the version of MX-OS running in the MX-2424. (See *MX-OS Operations* for details.)

RC-2424 SPECIFIC FUNCTIONS

[66] MACRO KEYS

These keys allow key sequences of up to 99 strokes to be stored and recalled by a single key.
To use this function press and hold one of the eight **MACRO KEYS [66]** for one second, *Function Key Record* will be temporarily displayed in the **LCD [18]**. All subsequent key strokes will be stored in that Macro Location.
To close Macro recording press the same Macro Key again and *Function Key Close* will temporarily be displayed ending the recording of key strokes.
To play back a Macro simply press the Macro key where the desired key sequence is stored.

Go to *http://www.tascam.com* to download a collection of useful macro files.

(NOTE: Macro keys are used for setup and editing functions. They do not store key strokes with timing information and should not be used for punching or other timing-critical operations.)

[72] MACHINE SELECT/RECORD STATUS

When a **MACHINE SELECT KEY** is pressed, the corresponding machine of a multi-machine configuration will become the active machine on the RC-2424 making it possible to change settings on that machine. Possible selections are **1 – 6**. The yellow LED above the Machine Select Keys will light to indicate the currently selected machine. The red LED will blink when any track on that machine is armed for recording and light solid when actually recording. For example it is possible to have a track armed for recording on machine #3 with its red LED blinking and control the transport with machine #1 as the active machine on the RC-2424 with its yellow LED lit. Only one MX-2424 can be viewed with its yellow LED lit on the RC-2424 at a time.

When the **TL SYNC** button is pressed is becomes possible to adjust the parameters of the *TASCAM TL-Sync* synchronizer. A *TL-Sync* must be connected and active on the TL-Bus for this button to have any effect. (For more detail please refer to the *TL-Sync* operations manual.)

Pressing **MAST** immediately makes the Master machine connected to the TL-Bus the active machine on the RC-2424. This Master machine could be an MX-2424 or a *TL-Sync*. Pressing **<SHIFT><MAST>** makes the currently active machine on the RC-2424 the Master machine.

[58] REMOTE

The cable to connect the RC-2424 to the TL-Bus goes here. Total remote bus length including all cabling is 100 meters.

[65] TL-SYNC

These LED indicators are reserved for use with the *TL-Sync*. Please refer to the *TL-Sync* operations manual for more detail.