Introduction

This document adds or replaces information that has been added or changed since the printing of the version of the Owner's Manual with the designation D00895120A shown in the upper right side of the cover page.

■ For Version 1.02 Software

Hardware

MicroDrive Media

Unlike Compact Flash media, which has no moving parts, MicroDrive media is a small mechanical device. It is therefore adversely affected by vibrations that could cause the drive mechanism to skip. Such vibrations could be caused by loud sounds in the environment where the HD-P2 is located – they could be caused by running the built-in speaker at high sound levels – they could also be caused by excessive jostling when used with the shoulder strap. It is strongly recommended that Compact Flash media be used in situations where vibration, physical shock, or jostling is possible.

One symptom of MicroDrive media being affected by vibration or shock is stopped recordings due to a buffer over run.

LCD Ghosting

If the LCD backlight is on for 16+ hours and/or the temperature exceeds 40 degree Celsius, faint ghosting of the LCD information may appear. It is not permanent and will go away when the temperature is reduced.

Mic Switch Operation

The MIC switch must be set to EXT for the built-in speaker to function, even if the individual LEFT INPUT and RIGHT INPUT switches are set to LINE. This is to prevent feedback from occurring between the built-in mic and the built-in speaker.

FireWire Power

Some PCI FireWire cards have been found to have a power connector on them that can take power from a disk drive-style power connector. Such cards rely on that power connector for to make good voltage available to a device connected to their FireWire connection.

If your PCI based FireWire card has a connector for a disk drive-type power plug, it must be connected for proper FireWire voltage to be available to the HD-P2 via the FireWire connection.

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Software

Timecode Indicator Behavior

In order to make it easier to know what timecode/transport state the HD-P2 is in at a glance, the **TIMECODE** indicator behavior has been changed as below compared to what is described in the Owner's Manual.

Indicator State		Comment
Off	:	**TIMECODE** key disabled, non-timecode operation
Fast Blink	:	**TIMECODE** key enabled, bad LTC and Timecode Generator not running
Slow Blink	:	**TIMECODE** key enabled, good LTC or Timecode Generator Transport
On	:	**TIMECODE** key enabled, good LTC or Timecode Generator Tranport

NOTE

- *Whenever the TIMECODE indicator is off or fast blinking, timecode is not being used.*
- *When the TIMECODE indicator is blinking slowly or on, then timecode is good but the Transport is stopped.*
- *When timecode is good and the Transport is engaged (play, record, or waiting for trigger) the indicator is on solid.*

Creating A New Project

Following are the steps to create a new project:

1. **Go to the Change/New Project screen**
   - **MENU + PROJECT from the top panel**
   - **"N" from a PS/2 keyboard**

2. **Select** *Create New Project*

3. **Select the project template to use**

4. **Name the new project**

5. **Confirm**
   - **SELECT from the top panel**
   - **ENTER from a PS/2 keyboard .**

Jam Sync

In the Timecode Settings window, there is setting to enable/disable Jam Sync. This is essentially sets the HD-P2 to operate as if Infinite Freewheel is enabled. It should be noted that a "re-jam" (connection of a timecode source) will not interrupt a play or record operation. Re-jamming timecode must be done with the HD-P2's transport in Stop. When Jam Sync is enabled, it is not possible to enter the Freewheel menu.

Pre-record Bar

Following is further explanation of the use of the pre-record bar in addition to what is already documented:

This bar represents the internal buffering between the media and the HD-P2's audio engine. As the buffer fills up, the bar is filled in from left to right.

While recording (or in pre-record) this bar shows how much data, if any, is waiting to be written to the media. Typically the bar will be at or near empty as incoming audio is continually written to the media. It is possible to know when the media is having a hard time keeping up if this bar continues to fill up over time and never goes down. Eventually the buffer fills up and recording is stopped with a buffer overrun warning.

During playback the bar represents audio read from the media and queued for playback. Depending on the sample rate, the HD-P2 fills 1/4 to 1/2 of the buffer. If the buffer becomes empty this can be a good indication that the media is having a hard time keeping up with the audio rate. Should the buffer become empty, playback is stopped and a buffer underrun warning is shown.

Max File Size

This setting, under the Project Settings menu, allows the user to determine the maximum file size of a take (an individual audio file). The range of this setting is 512MB – 2GB and the default setting is 1.5GB.

There may be times when smaller audio files are desired to exist within one project. For example, when individual takes may need to be burned to CD media as data.

As always, the record/playback of audio file (take) transitions is seamless regardless of the setting of this menu.

Auto Markers

In addition to dropping markers on audio overs and timecode dropouts, the HD-P2 can drop markers in time increments from 1 minute to 5 minutes. Settings for all three Auto Markers modes are under the Auto Markers menu under the Project menu. .

No Fault Recording

The HD-P2 transparently closes and re-opens audio files every 1.5 seconds while recording. This ensures data safety in the event of power loss or other unpredictable occurrence during recording.

Disk Status

The display and icon in the lower right of the LCD screen displays the time remaining available to record on the inserted media at the selected sample rate and bit depth in HH:MM format. Momentarily holding the **STOP** key will display the actual space remaining on the media

Reset Factory Defaults

Under the Default Project Settings menu there is a selection to initialize all of the HD-P2's settings to their factory defaults.

Pull Up/Down Sample Rate Settings

A pull up/down sample rate is always relative to the chosen time code rate.

For example, when it is required to chase 30fps LTC but the project will eventually be pulled down to 29.97, a 30 Pull Up setting would be used providing an operating sample rate of the selected sample rate plus 0.1% while chasing 30fps LTC. Later, when chasing 29.97, the sample rate will be normal.

The following 0.1% pull up/down rates are supported by the HD-P2:

23.976	Pull Down
24.00	Pull Up
24.975	Pull Down
25.00	Pull Up
29.97	Pull Down
30.00	Pull Up

If 1% or 4% pull up/down rates are required, the HD-P2 must be locked to an external clock source providing that rate.

Pre-Record

The pre-record buffer is not active when the HD-P2 is set to chase timecode.

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■ For Version 1.03 Software

Maintenance Items

- Previously the 512MB setting of Max File Size did not work. This has been fixed.

- Rare instances of no audio playback after quick transport operations have been addressed.

- Previously recording would not stop at the end of the specified timecode day. This has been fixed.

- Rare instances of the transport not stopping when timecode is stopped have been addressed

- Rare instances of record incorrectly continuing over discontiguous timecode have been addressed

- Previously the LCD screen would slow down when both LTC and word clock were connected. This has been fixed.

- Previously when Trigger mode was set to Single, the operation of the unit could appear to slow down. This has been addressed.

- Previously new a new project could not be created from a project template. This has been fixed.

- Previously a Freewheel setting of 1 frame would operate as if set to Infinite. This has been fixed.

Known Issue

When recording with both Pre Record and Auto Append enabled, audio from the Pre Record buffer is written at the correct place in time, overlapping the end of any previous take. Such an instance will be played back on the HD-P2 or rendered by the Conform App with the Pre Record audio having priority. If audio from the previous take is needed, the project audio files may be transferred to a computer and played in a DAW.