

ORBAN's DSE 7000

Version 5.11: new features and exciting options...

We've made more improvements and additions to the DSE 7000 software. Our latest *free* software update brings you new studio conveniences and operating flexibility without sacrificing the DSE's easy-to-use, fast operating characteristics.

These features require no new hardware or other expensive upgrades. They're available to every DSE user, for every DSE 7000.

Highlights of this new release include:

✓ **EXPANDED AUTO-LOCATE POINTS**

We've added 20 more user-defined locate points to the 4 already provided in the DSE. This is in addition to the head, tail, last record, head and head of tracks and the others, for a total of 44 locate points.

You can set these points quickly with a single button press. A locate point directory is provided for quick and easy access to any of the 24 points. You can name your locate points.

In addition, the production overview displays all 24 locate points, each numbered for ready reference.

✓ **WHO NEEDS CARTS? THE SEQUEL!**

Our development staff has been hard at work with the manufacturers of audio delivery systems to integrate the DSE into high-speed network solutions for radio.

The DSE 7000 audio network option is now available for ENCO DAD486X™ and BE AudioVAULT™ systems, with other systems on the way. Contact your DSE 7000 dealer or Orban for more information.

If you already know how to use the DSE 7000...

You don't have to learn anything new. All of the familiar keystrokes and procedures haven't changed. Operating tips for the new procedures are covered in this guide.

Note: *Add these pages to your DSE Operators' Manual as a guide to using the new Version 5.11 features and options.*

New Auto-Locate Point Features

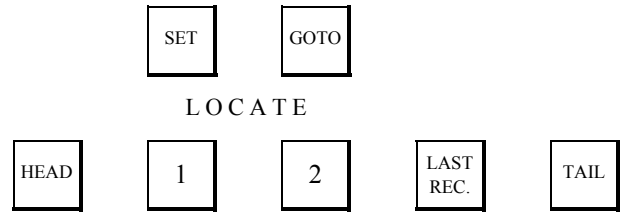
We've expanded the DSE's auto-locate features. There are now 24 user-definable locate points, 20 more than before. In addition, you can name each of these points. You still have the same fast and easy single-button locate functions you had before.

1. *Fitting New KeyCaps (for upgrades only)*

The new locate functions require a slight change in the meaning of two buttons on your controller. **SET 1** and **SET 2** become **SET** and **GOTO**, respectively. If you haven't already installed the two replacement keycaps provided in the upgrade installation kit, do so at this time. It's a simple job to replace them. However, if after reading the following directions, you don't feel you are qualified to replace the keycaps, or have any difficulty getting the lenses and caps off, use the two adhesive keycap labels, or contact us and we'll provide arrangements to replace your keycaps. Here's how to proceed:

Find the button marked **SET 1** on your controller. Remove the button's clear lens cover by pushing it *sideways* with your thumb, not by pulling or lifting. It should just pop off. If it's a little reluctant, try using a small jeweler's screwdriver or other small bladed instrument to gently pry off the cap¹. Now, remove the white keycap that's marked **SET 1** and replace it with the new cap from your installation kit marked **SET**. Re-insert the clear lens cover, making sure that it is correctly oriented on the controller: The small dimple on one side of the lens should face the rear of the controller. Secure the lens (and the new keycap within it) by pressing the lens down until it snaps back in place. Next, replace the button marked **SET 2** with the **GOTO**

keycap in the same way. Your controller should now look like this:



The hard part is all done!

2. *Basic SET locate operations*

The new **SET** locate functionality is faster and simpler than before. Pressing the **SET** button will set the next available locate point (up to 24) to the current time code. You can mark set points on the fly in any transport mode: stopped, normal or vari-speed play, fast wind, or while scrubbing. Each time you hit **SET**, that point is remembered (up to, of course, 24 points). You'll see a message in the message window confirming your settings.

You still have the ability to explicitly set locates 1 and 2 at any time. Simply press **SHIFT+1** or **SHIFT+2** to instantly set locates 1 and 2 to the current time.

3. *Basic GOTO locate operations*

There are several simple ways to get to one of your locate points.

You can always instantly go to locate points 1 and 2 simply by pressing the **1** and **2** keys, just as in previous versions.

Pressing **GOTO+F.FWD** instantly moves you from your current position to the closest locate point after the current time, farther down your tracks. In the same way, pressing **GOTO+REWIND** instantly jumps to the nearest locate point before the current time. This is a fast and easy way to jump around your production.

¹ If you're having some difficulty getting the lenses off, or don't want to replace the keycaps yourself, use the adhesive keycap labels, or contact us and we'll provide arrangements to replace your keycaps.

		NAME AND EDIT LOCATE POINTS			
1	Jingle	00:01:03.22	9		17
2	VO #1	00:00:23.04	10	VO #6	00:10:00.03
3	VO #2	00:00:58.14	11		18
4	West VO	00:01:19.08	12	POINT	19
5	Dog bark	00:02:00.00	13		20
6	Select locate point: 1 VO #6 00:10:00.03		14		21
7		00:01:03.22	15		22
8		00:00:23.04	16		23
3	VO #2	00:00:58.14	17		24
Select a point: 1 VO #6 00:10:00.03		Save		Yes, save changes	
4	West VO	00:01:19.08	12		20
5	Dog bark	00:02:00.00	13		21
6			14		22
7			15		23
8			16		24

If you press and release the **GOTO** button without hitting any other keys, you'll see a form (shown here) showing all 24 locate points.

Use your scrub wheel or the ← and → keys to select one of the set points (the DSE won't let you choose unset points), then hit **EXE** or **GOTO** to instantly jump to the selected point. As you select points, you'll notice that the selected point is highlighted by a cursor and a bold point number. Also, the point information is displayed at the top of the form.

When you are in the **GOTO** locate point screen, pressing the **SET** key will set the next available locate point to the current time. When you go to one of the locate points, you'll see a message showing which point you're at, its name and its time.

4. Editing or naming locate points

Press **SHIFT+SET** to bring up the locate point editing screen. This looks like the **GOTO** form screen, but you can select any point and edit the contents.

With the cursor on the point selection, use the scrub wheel or the ← and → keys to

choose a point. You may choose any locate point, whether you've already set it or not. Then, use **EXE** or the ↓ key to move to the Name field. Use your keyboard to enter a name, up to 12 characters. Move to the time field and use your scrub wheel to adjust the actual time. Next, move to the confirm field. You can choose to save your changes, restore the original values, or erase altogether the contents for that point,

making it available to be set again. Press the **SET** button, and the selected point will be set to the current time code. Note that normal DSE transport functions are available, so you can play, fast wind, and so on.

When you're done, you can select any point and press **GOTO** to instantly jump to that location, or **ESC** to return to leave the locate editor screen.

5. GOTO any time

Press **SHIFT+GOTO** to bring up the Goto Time screen. Now, simply dial in a time using the scrub wheel, or use the cursor keys and the keys on the numeric keypad to enter a time. Press **EXE** or **GOTO** again, and you'll instantly jump to that time code. Or, press **ESC** to leave the **GOTO** screen and return to the editor without changing time.

The **GOTO** Time screen also remembers the last time you jumped to, giving you another locate point.

6. Displaying locate points

All 24 locate points are shown on the production overview window. You'll see a verti-

cal line for each set locate point across all 8 tracks, at the bottom of which will be the number of the locate point.

7. *Saving your locate points*

You don't have to worry about saving your locate points: it's done for you automatically whenever you leave a shadowed production. When you return to your production later, you'll find all the points and their names set and ready for you.

8. *And, of course...*

All of the other locate point functions, **HEAD**, **TAIL**, **LAST REC**, Skip Silence, and so on, are still there, as before. You access these functions exactly the same way you did before. Altogether, you now have over 40 locate points available.

More Informative Timer Display

We've redesigned the time code display to be easier to read and provide more information. The tape counter is now at the top of the timer display window, where it is easy to find and read. We've also added another time display: **EL** or *Edit Length*, showing the length of the current edit

range. **TL** or *Tail* shows the end of the last audio on the tape.

Counter 00:00:21.34	
SI00:01:15.21	EL00:00:01.27
SO00:01:17.18	L100:01:00.00
DI00:00:00.00	L2
DO00:00:01.27	TL00:01:31.04

Quick and easy Time Entry

We've made it easy and quick to enter time values into your DSE. This speeds operations such as adjusting locate points or setting the length of audio when using Orban's Time-Fit operations.

In the Locate point editor and the Time-Fit screens, you'll see a field for entering track time. There are two ways you can set the time in these fields: simply type in the time using your keyboard, or use your scrub wheel to adjust the time.

The simplest way to set a time is to just type it in using your DSE's keyboard. If you want to, for example, set the time to 12 minutes, 34 seconds and 19 frames, just type **1 2 3 4 1 9**, followed by **EXE**, it's as simple as that! You can also use the ← and → cursor keys to move around within

the field, and use your keyboard's editing keys (like **Delete**, **Insert**, **Backspace**) to edit the value that's already there.

You can also use the DSE's scrub wheel. Simply spin the scrub wheel to adjust the time. With the cursor on the right-most digit (frames), you can finely adjust the time. Use the ← cursor key to move, say, to the minutes field, and you can make large changes in the time without having to spin the scrub wheel a lot.

Either way, it's quick and easy to set the destination length for squeezing and audio segment, or jumping to any time within the DSE.

More Help

We're always improving the DSE 7000's on-line help. Included is help on the new locate func-

tions, as well as improved help on many other DSE functions.

Network Connections

Orban continues development of direct network connections with the introduction of new system support and hardware audio bit-rate compression options.

With the introduction of the ENCO *DAD486X*™ and now BE *AudioVAULT*™ connections, the DSE 7000 can become part of a high-speed, networked, integrated digital radio production and delivery facility.

1. BE AudioVAULT Connection

Your DSE 7000 can now be connected to Broadcast Engineering's *AudioVAULT* digital audio storage system via high-speed network connection. This feature allows you to take any mono or stereo library sound, send it to a BE system and insert it into the *AudioVAULT*'s database. The audio never leaves the digital domain, and the network transfer is fast and easy. You can add scheduling, class, category and other information before sending the cut.

2. Fast MPEG Compression

The DSE MPEG hardware option lets you send your cart files to the ENCO or BE audio delivery systems in MPEG Layer II compressed format. This perceptually-encoded audio compression format affords very high-quality audio yet has storage requirements as small as 1/16th of that normally required. This means much more efficient utilization of your digital audio delivery systems network and disk storage resources.

Using the MPEG compression feature is fast and simple. Simply select a compression rate (or use a default) that suits your station's requirements, and the DSE automatically compresses that data as it is sending it to the delivery system.

Contact your DSE 7000 dealer or Orban today for more information about connecting your DSE to ENCO *DAD-486X* or BE *AudioVAULT* storage systems, and using MPEG compression.