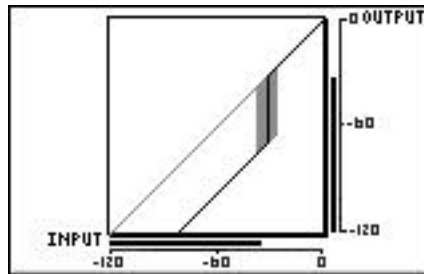


DPS24 OS Version 1.45 introduces a number of new features and enhancements:

- Mixer Channel Page enhancements
- EQ/Compressor/Gate Preset Libraries
- EQ/Dynamics/FX snapshots
- Project Page and Project Tools enhancements
- More User Fader Banks
- Mixer Auto-save
- EDIT/DSP Page Improvements and enhancements
- Improvements when using multiple Paste/Insert
- Undo/Redo enhancements
- Use of Q5/Q6 for scrolling long lists and screen navigation and other UI enhancements.

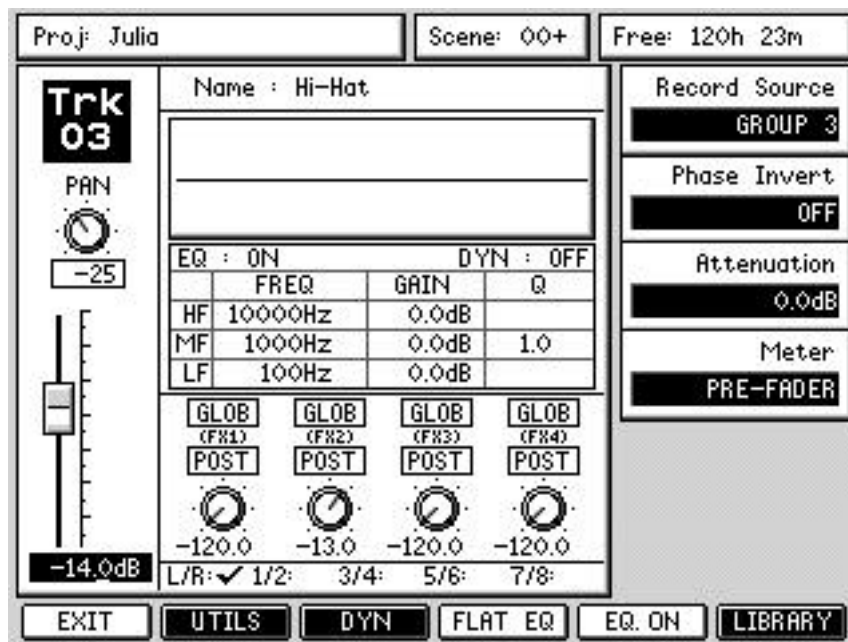
MIXER CHANNEL PAGE

The mixer channel page has been rearranged and enhanced. When in the Compressor or Noise Gate sub-pages, instead of the EQ curve you'll see this graphic, designed to illustrate the effect of the chosen dynamics parameter values on the level of the audio passing through the selected channel.



The graph represents input signal level to the dynamics processing on the X axis vs output level from the dynamics processing on the Y axis. The linear scale of both axes is from -120dB to 0dB relative to digital full scale. Meters along the X and Y axes show the actual input and output signal levels from the channel's dynamics processing unit, on the same scale as the graph's axes. The grey parallelogram on the graph represents the noise gate's hysteresis setting. If this parameter is set at or close to 0dB the grey block will not be shown.

The facilities in the mixer channel page have been slightly rearranged to make room for some of the new features:

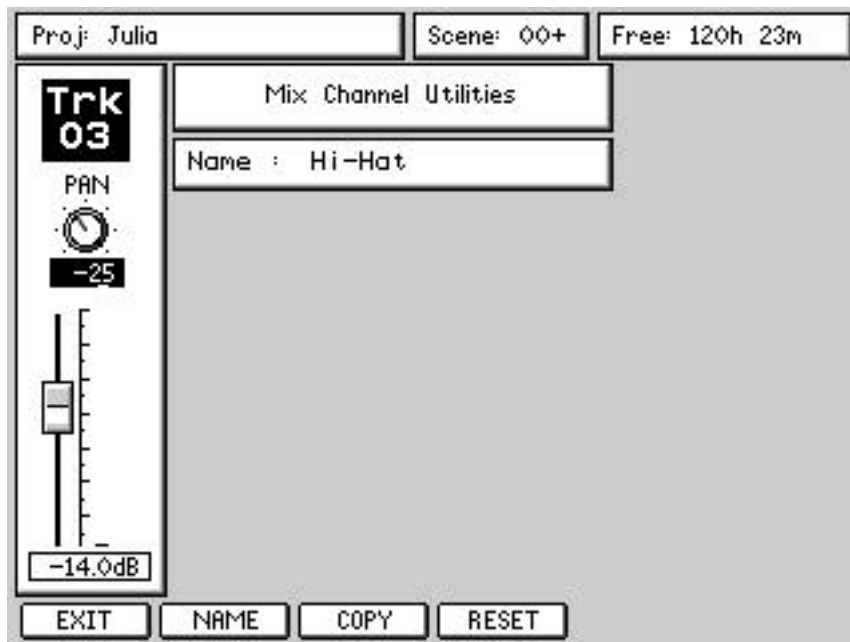


You will see that FLAT EQ has moved to make room for an EQ ON/OFF button, and that a button has been added marked LIBRARY. This is used to access the preset libraries - more about this in a moment.

In the Compressor/Noise Gate sub-pages (accessed by pressing the DYN button) EQ ON/OFF is replaced with DYN ON/OFF, and the F1 key is relabelled EQ.



The NAME, COPY and RESET functions have been moved to the UTILS page, accessed by pressing the UTILS button on the main channel page:

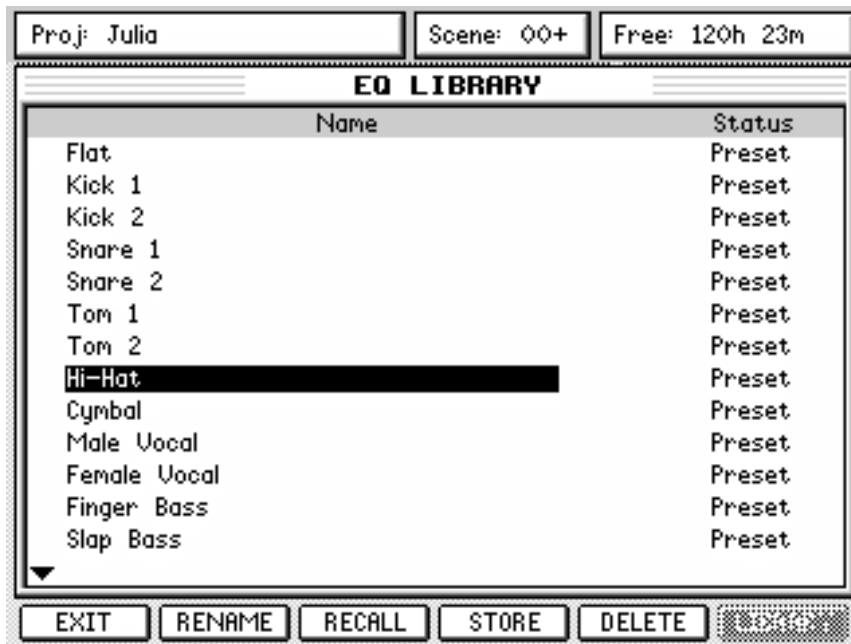


Their functionality remains the same as before however.

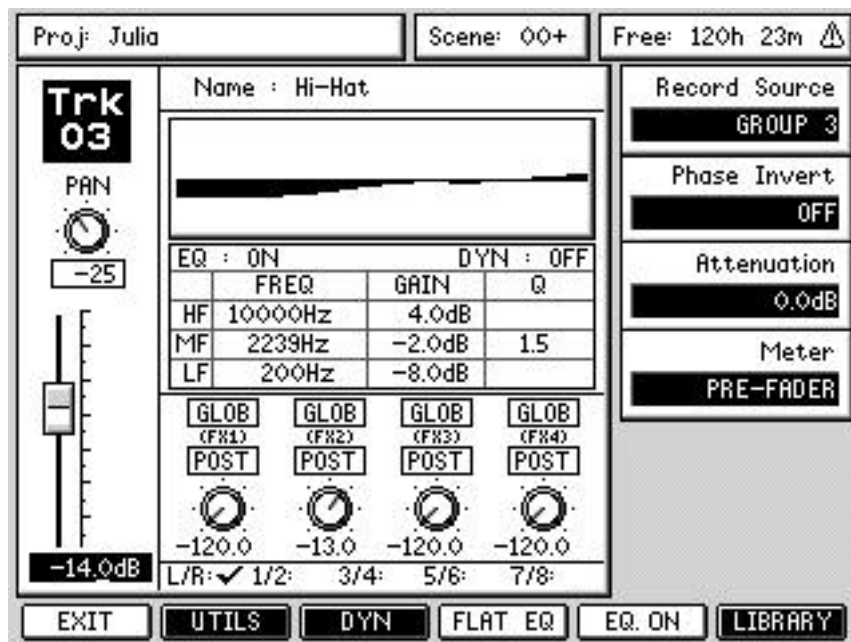
EQ / COMPRESSOR / GATE PRESET LIBRARIES

EQ/Compressor/Gate preset libraries provide a convenient way to store and recall your favourite channel processing parameters for use on another channel, or even in another project. We've provided a number of factory presets that you can recall and tweak to suit your own needs.

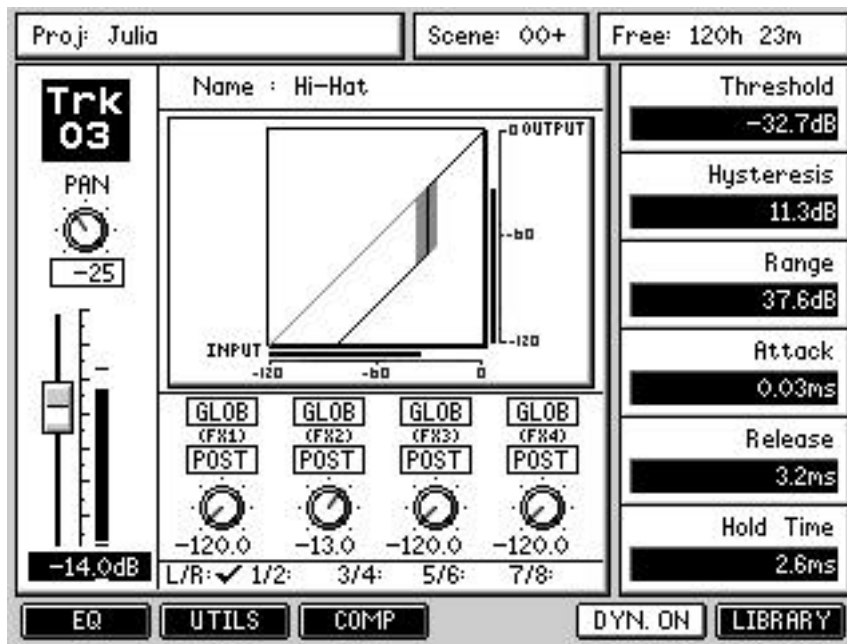
The LIBRARY key on the channel page will take you to the preset library for the parameters you're viewing, so pressing the LIBRARY key on the EQ page will take you to the EQ preset library.



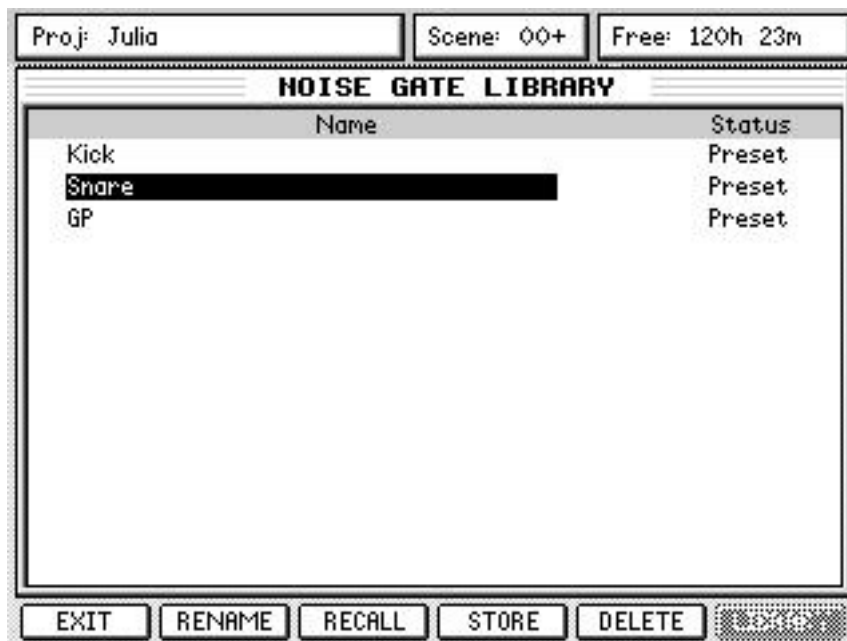
In the EQ preset library page, simply choose the preset you would like to recall and press the RECALL button (F3). You will be returned to the channel page and the EQ will be applied:



The Compressor and Noise Gate preset libraries are used in exactly the same way. Let's look now at how to store Noise Gate settings as a User preset.

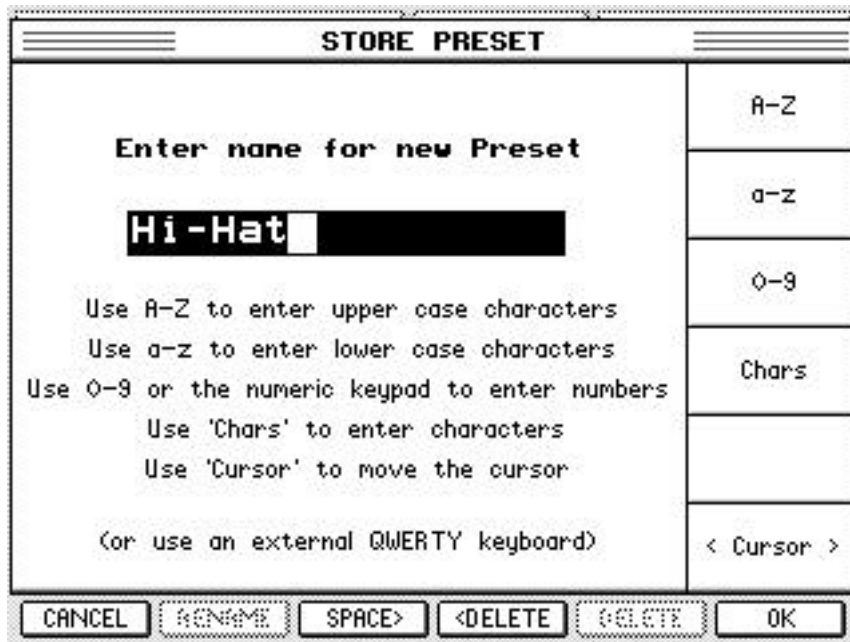


Pressing the LIBRARY button while looking at the Noise Gate parameters will take you to the Noise Gate preset library:

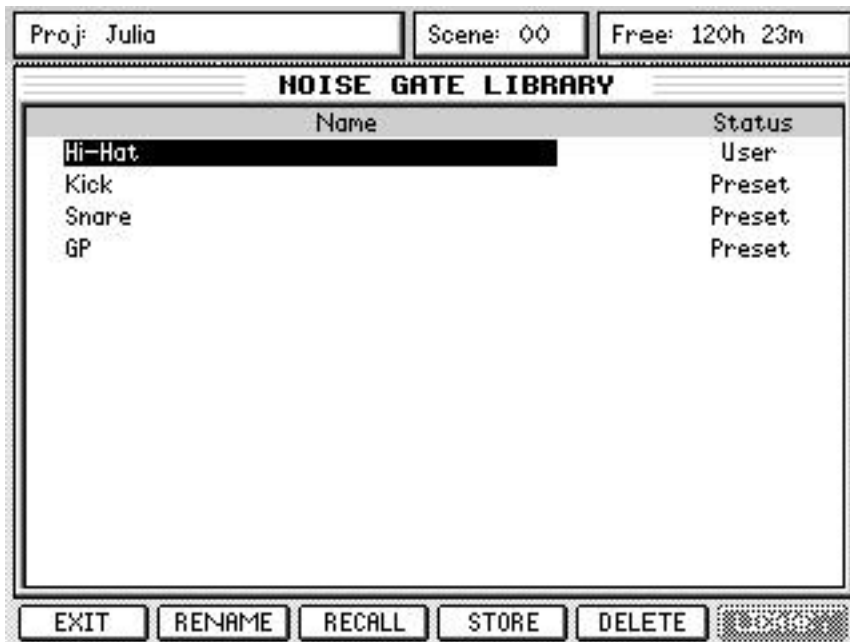


NOTE: If the Compressor parameters are on the screen, the LIBRARY button on F6 will access the Compressor preset library. Similarly for the EQ library - on the main mixer channel page, pressing LIBRARY will take you to the EQ library page.

Press the STORE button to store the current noise gate settings as a new User preset. You will see this screen:



Give the preset a name (the name must be unique to the Noise Gate preset library) and press OK - the preset is stored for future use:

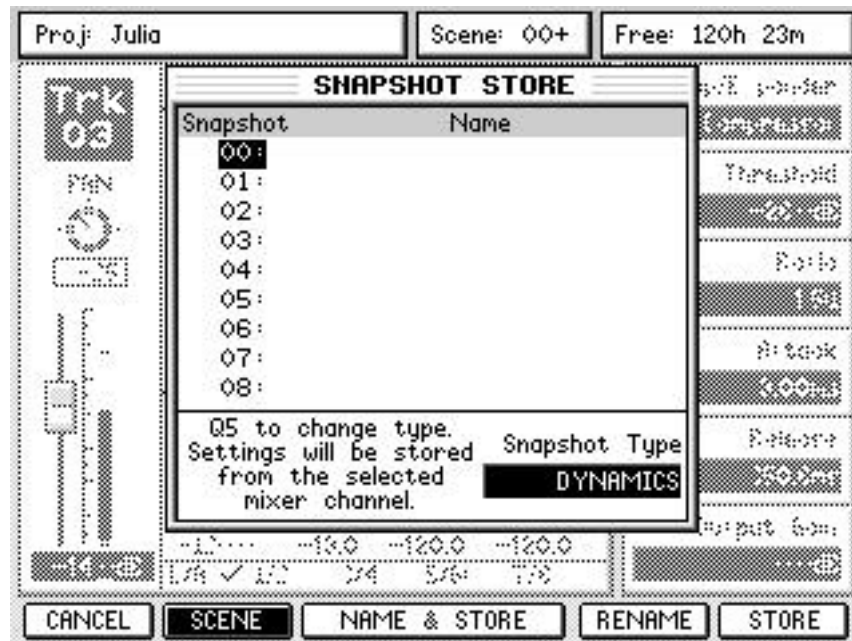


NOTE: This will only store the Noise Gate settings – Compressor presets are stored in a separate library.

EQ AND DYNAMICS SNAPSHOTS

In addition to using the global EQ, Compressor and Noise Gate preset libraries to share presets between channels and projects, you can also store snapshots of channel EQ or Dynamics (Compressor + Noise Gate) settings in each project. Recall of these snapshots to any channel can be recorded and played back by the DPS24's automation system. EQ and dynamics snapshots work in exactly the same way, so you only have to learn this once!

We'll take a look at how to make a Dynamics snapshot from one track to another. Of course, the source and destination channels are arbitrary – these operations will work with any channel that has dynamics processing. First, select the source channel from which you want to store the dynamics snapshot by pressing its SELECT button (for example, Track3). Then press the MIX SCENE STORE button to display this page.

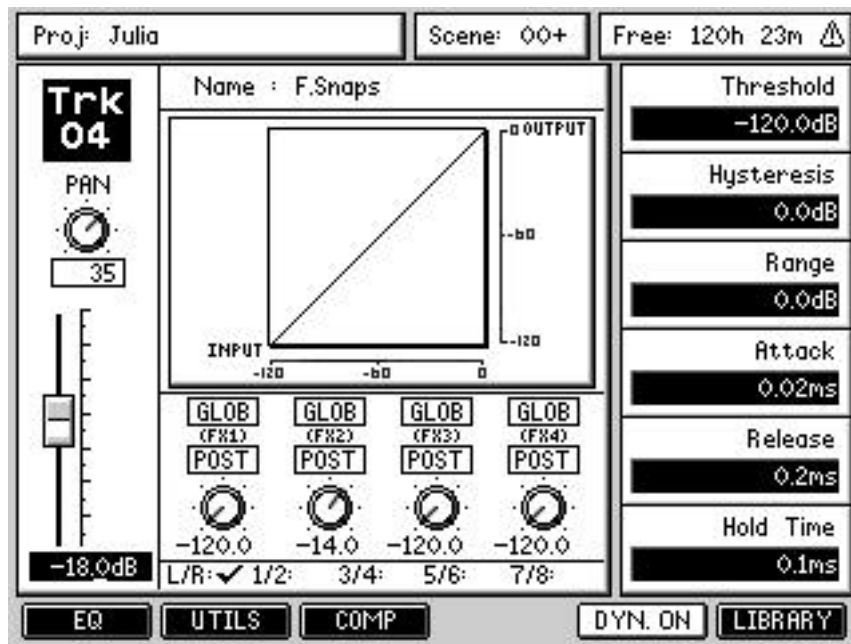


Select the snapshot ID you would like to store to with the cursor keys (or use Q6 to scroll up and down the list if you prefer) and press STORE (F6) or ENTER.

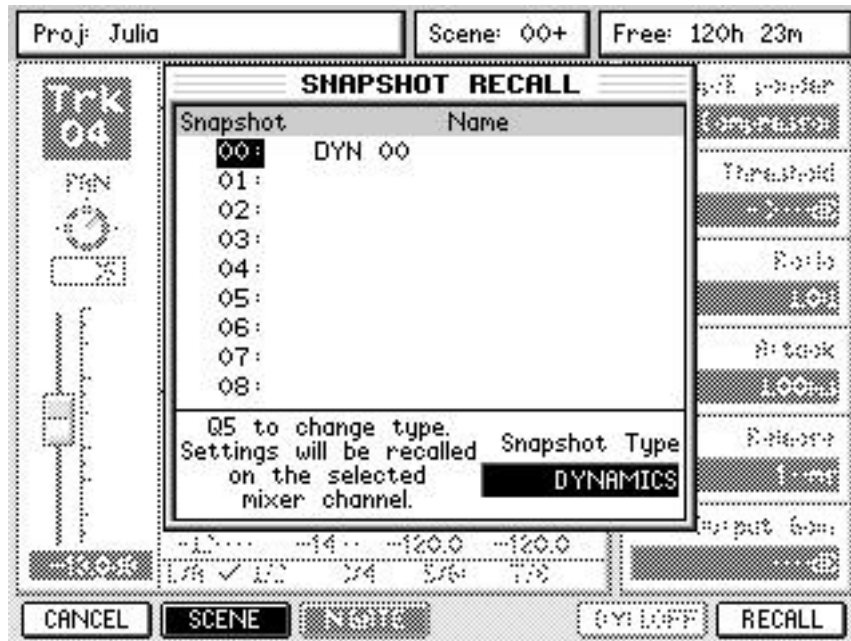
NOTE 1: The Scene/Snapshot Store and Recall pages are context-sensitive. For example, if you press MIX SCENE STORE while in the Mixer Channel DYN sub-page the SNAPSHOT STORE window will appear with the Snapshot Type set to DYNAMICS.

However, once in the Scene/Snapshot Store or Recall page, you can switch between SCENE and SNAPSHOT mode and between Snapshot Types manually using the SCENE/SNAPSHOT button (F2) and Q5 knob respectively

To recall the snapshot onto another channel, select the 'destination' channel by pressing its SELECT button. For example, selecting Track 4 will show (something like) this:



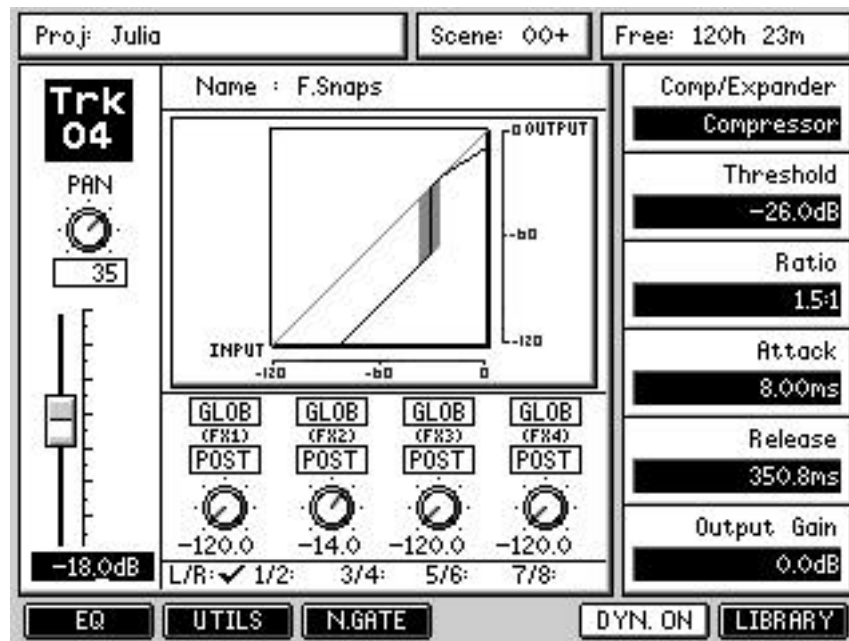
Press the MIX SCENE RECALL button to display the SNAPSHOT RECALL page:



Now select the snapshot you just stored. Press RECALL (F6) or ENTER to recall the snapshot.

NOTE: You don't have to have the channel page on the screen to store and recall Dynamics and EQ snapshots – it just makes explaining it easier, but the snapshots will always be stored from and recalled to the selected mixer channel (Q-Channel) regardless of the page displayed on-screen.

Now Track4 has the dynamics settings we stored earlier from Track3.

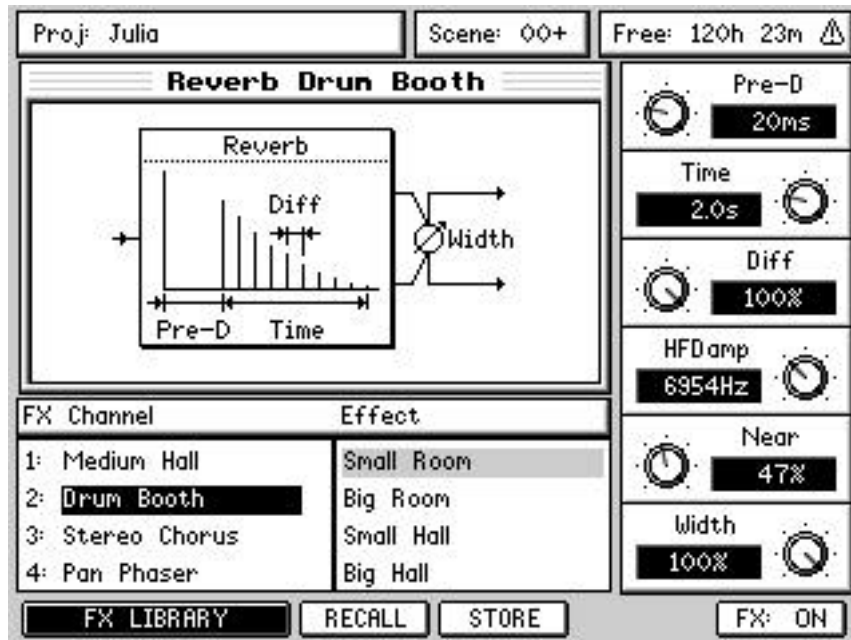


NOTE: To store EQ or Dynamics presets from the global libraries as an automate-able snapshot, simply recall the chosen preset onto a mixer channel then store it as a snapshot.

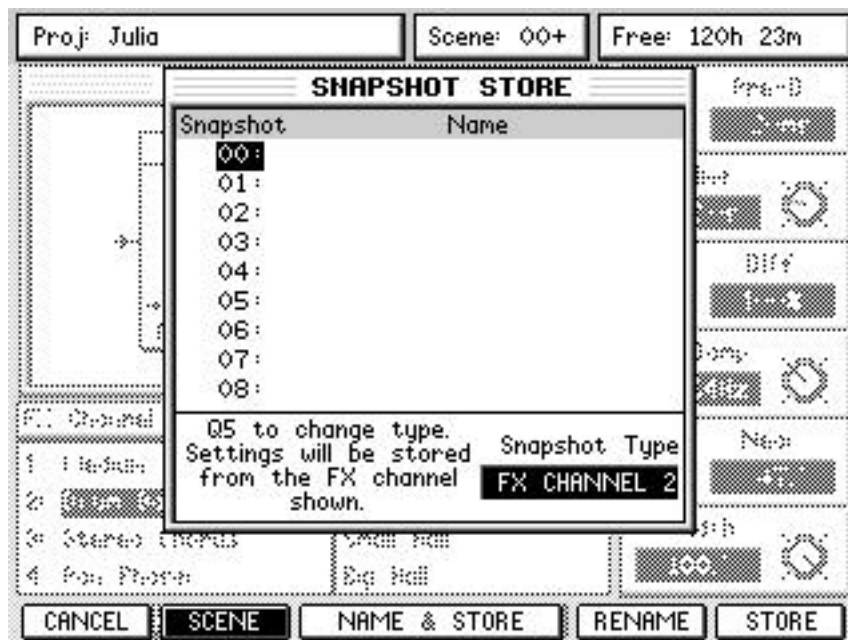
Conversely, storing snapshots into the global preset libraries can be achieved by recalling the snapshot onto a mixer channel then storing the recalled settings as a preset. However, bear in mind that the Dynamics snapshot stores both Compressor and Noise Gate settings, but the Compressor and Noise Gate preset libraries are separate.

FX SNAPSHOTS

Snapshots of FX settings can be stored from any of the four FX unit channels in much the same ways as channel EQ and Dynamics. Recall of FX snapshots to any of the FX channels can also be automated. Here's an example, storing the settings on FX channel 2 to a snapshot, then recalling it onto FX channel 4. In the FX page, select FX channel 2.

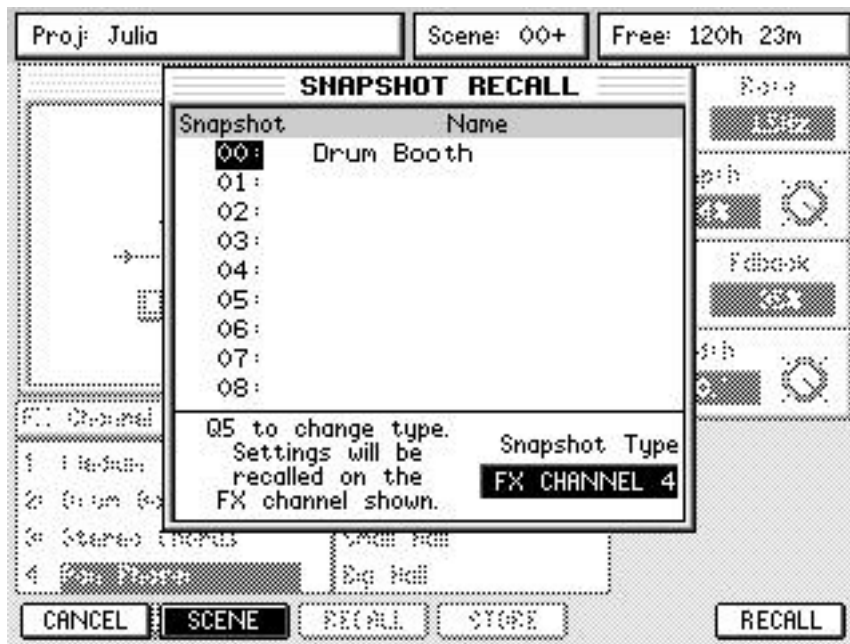


Press the MIXER SCENE STORE button to display the SNAPSHOT STORE page – it will already be set up to store a snapshot from FX channel 2:

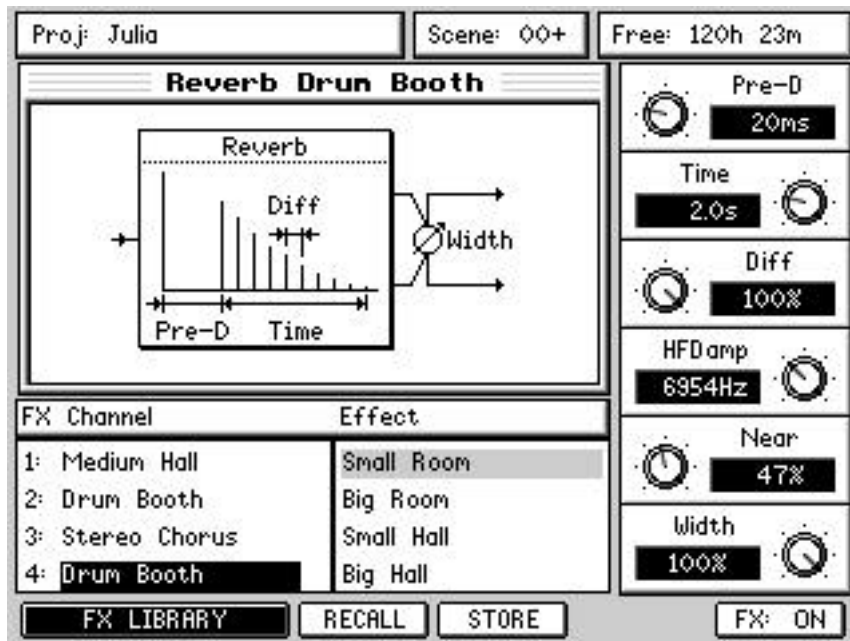


Select the snapshot ID you want to use with the cursor (you can use Q6 to scroll), and press the STORE (F6) button or ENTER to capture the settings on FX channel 2.

To recall the snapshot onto FX channel 4 select FX channel 4 in the FX page then press the MIX SCENE RECALL button to display the SNAPSHOT RECALL PAGE.



You can see that the default name for an FX snapshot is the name of the FX settings originally stored. Position the cursor on the snapshot you want to recall and press RECALL (F6) or ENTER. The FX settings contained in the snapshot saved from FX channel 2 will be recalled onto FX channel 4:



NOTES REGARDING FX SNAPSHOTS

NOTE 1: You don't have to launch the snapshot store and recall pages from the FX page to store and recall FX settings. Once in the Store or Recall page you can always set SNAPSHOT mode using the SCENE/SNAPSHOT button (F2) and set the Snapshot Type to the desired FX channel using the Q5 knob.

NOTE 2: To store FX presets from the global library as an automate-able snapshot simply recall the chosen preset onto an FX channel then store as a snapshot.

Conversely, storing snapshots into the global preset library can be achieved by recalling the snapshot onto an FX channel then storing the recalled settings as a preset.

NOTE 3: The FX preset library has been a part of the DPS24's featureset for some time now. It works in a similar way to the EQ/Compressor/Noise Gate preset libraries, except that the FX presets are divided into several categories such as reverb, delay, flanger, etc..

SNAPSHOT AUTOMATION / EDITING

Recall of EQ, Dynamics and FX snapshots will be written to the DPS24 automation system if the Automation is switched ON and the Record Mode is set to OVERWRITE or AUTO DROP.

Snapshot recall automation events can be viewed and edited in the AUTOMATION EVENTS page:

Proj: Julia
Scene: 00
Free: 120h 23m

AUTOMATION EVENTS

Type	Value	Time
FX Rcl Fx1	#00	00:14:59:08.3
EQ Rcl Tr1	#00	00:15:01:11.4
EQ Rcl Tr2	#01	00:15:08:05.0
FX Rcl Fx4	#01	00:15:11:15.7
FX Rcl Fx1	#01	00:15:21:01.7
DYN Rcl Tr3	#00	00:15:22:12.9
DYN Rcl Tr9	#01	00:15:33:00.5
EQ Rcl Tr12	#01	00:15:44:01.9
DYN Rcl Tr5	#00	00:15:59:08.2

Event Channel
ALL

EXIT
MOVE EVENT
DELETE EVENT

You can use Q1 to select which channel to view, or view all channels at once as shown. This page lets you move or delete snapshot events.

PROJECT PAGE / PROJECT TOOLS ENHANCEMENTS

Information about the current sample rate and bit-depth for each project has been added to the project page.

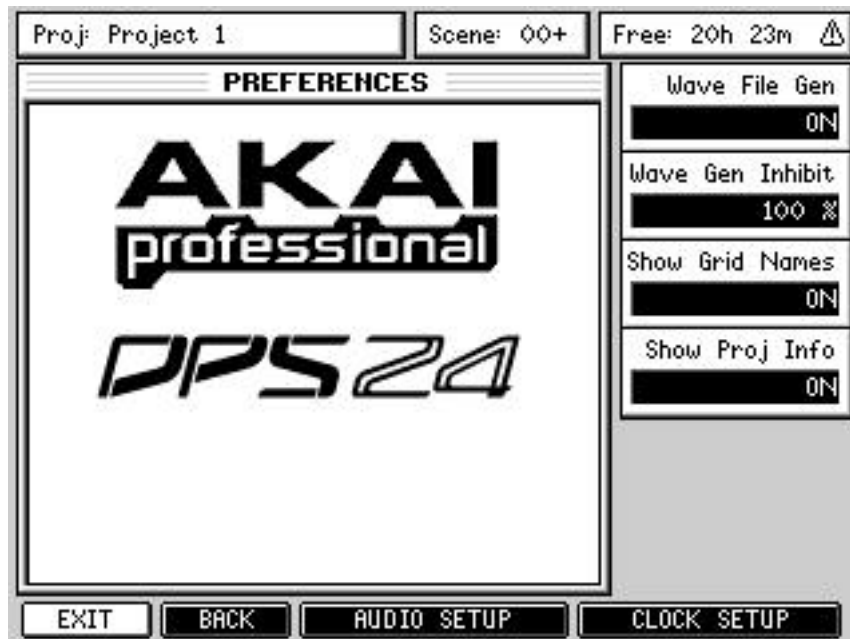
Proj: Ray of Light 3		Scene: 00+	Free: 36h 52m
Internal HD			
Name	fs	Bit-Depth	Created
▲ Armadillo Parade	48kHz	24-bit	16-Nov-2002
Army of Me	48kHz	24-bit	11-Dec-2002
Auto_Test	44.1kHz	16-bit	13-Dec-2002
Funky Monkey	48kHz	24-bit	16-Nov-2002
Get Up Song	48kHz	24-bit	14-Dec-2002
Julia	44.1kHz	16-bit	14-Dec-2002
Messenger2	44.1kHz	16-bit	14-Dec-2002
Ray of Light 1	48kHz	24-bit	12-Dec-2002
Ray of Light 2	48kHz	24-bit	13-Dec-2002
Ray of Light 3	96kHz	24-bit	13-Dec-2002
Ray of Light	48kHz	24-bit	16-Dec-2002

NOTE 1: The current sample rate and bit-depth displayed in the project page is not a guarantee that all of the audio associated with a project was necessarily recorded with these settings. If the sample rate and bit depth of the project have been changed since audio was recorded into the project the audio may have a different sample rate and bit depth.

However.....

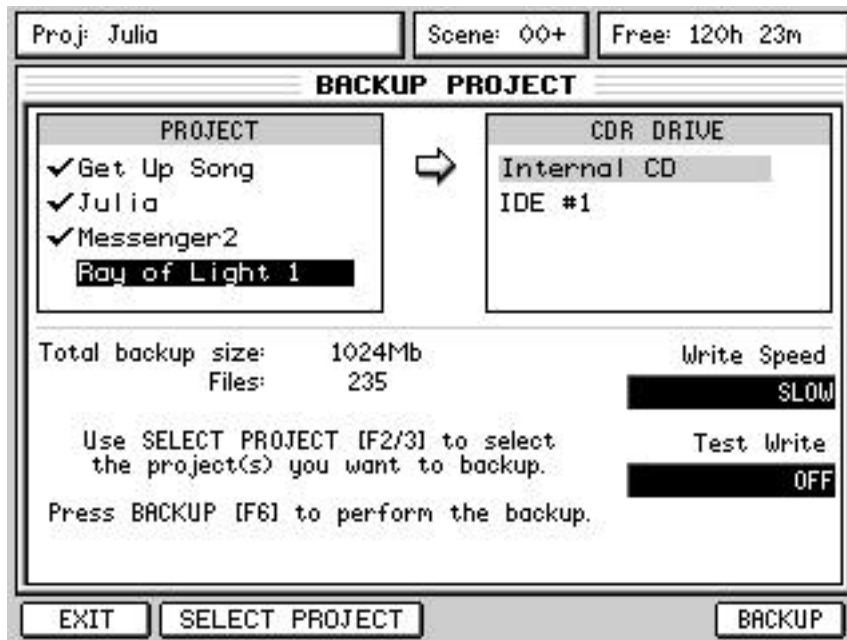
Because the sample rate and bit-depth info has to be calculated each time you enter the PROJECT page, this will cause a slight delay before the PROJECT page is displayed. If you have just a few projects on disk, it is unlikely that you will notice any difference to previous versions of the Operating System. If, however, you have lots of projects on disk, you may notice a small delay before the PROJECT page is displayed. That said, when we say “delay”, we are only referring to a second or two.

If you prefer to have faster access to the PROJECT page, you can disable the ‘project info’ display in SETUP / PREFS > MORE page using the SHOW PROJ INFO option:



The default for this preference is ON (to show the new function) but this can be switched OFF if you prefer to have more immediate access to project loading / creation.

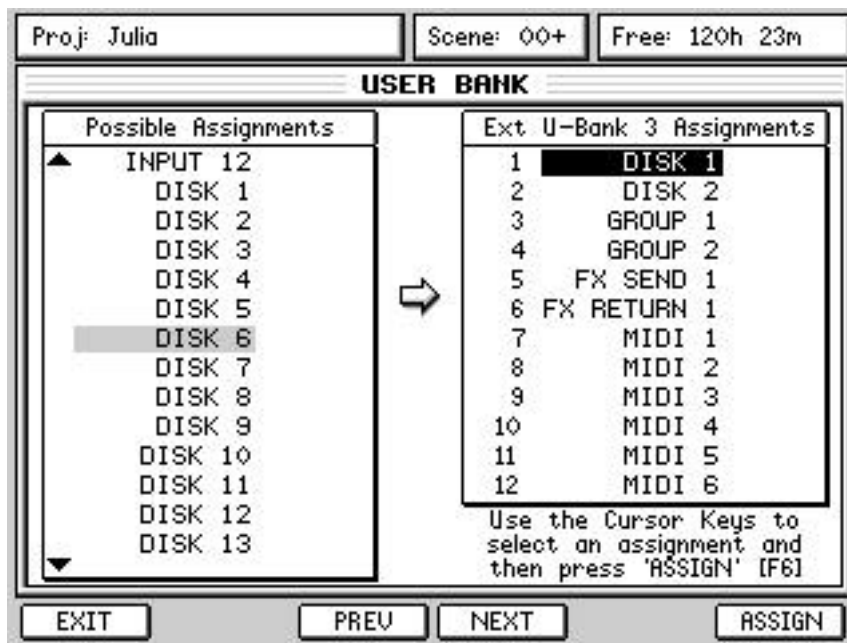
The project backup and copy pages now calculate a running total of the amount of data contained within the selected projects so that you can estimate how much space you need before you start backing up.



EXTRA USER FADER BANKS

This version offers four extra User fader banks to give you more flexibility in how you lay out your mix.

To access the extra fader banks, hold the SHIFT key while you press one of the first four FADER BANK keys. The USER BANK key will light up as well as the key pressed, to indicate that you have an extended user bank selected.



The user banks are populated in the same way as in previous versions of the OS using the SETUP/U-BANK page. There are now NEXT/PREV keys in this page which you can use to select which user bank you want to work on. The User Bank you are working on is shown in the title of the right hand column (in the example above, extra user bank 3's assignments are shown).

MIXER AUTOSAVE

All mixer and patch parameters are now auto-saved with the project so that the DPS24 will always return to the state it was in at the end of your last session.

Furthermore, when you create a new project, you will now be prompted whether you want to reset the mixer to the default factory settings or use the currently loaded project's mixer / patch settings:

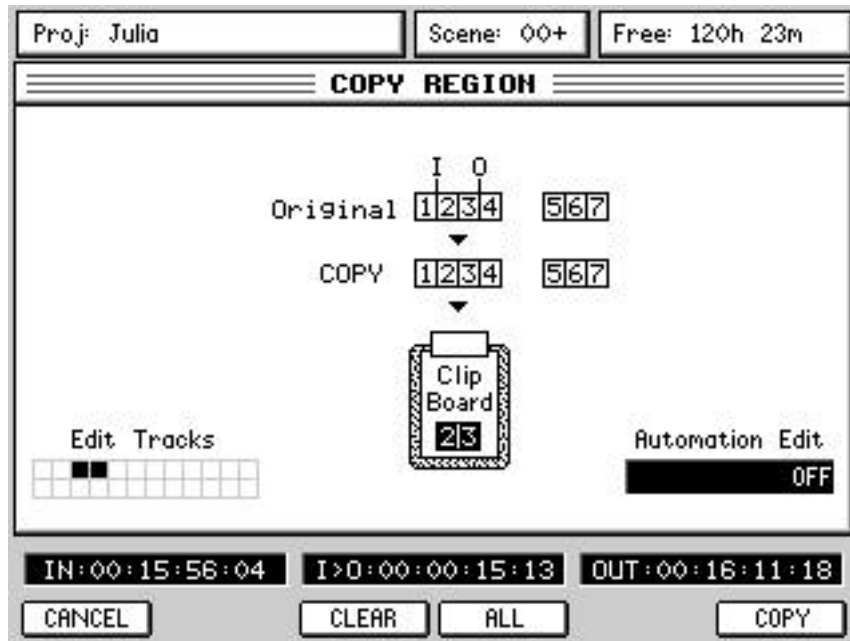


If you are working in a studio where the same basic mixer / patch setup remains constant between projects (for example, you have a sampler connected to inputs 1 / 2 in stereo, a drum machine to inputs 3-6 as individual mono channels, a sound module / synth to inputs 7 / 8 in stereo, whatever) and this setup is re-used between projects, you will probably want to use the currently loaded project's settings.

If, however, you work in a studio where the setup constantly changes between projects, you might find it more convenient to reset to the factory defaults.

EDIT / DSP PAGE IMPROVEMENTS

You can see the new Edit Tracks graphic to show you which tracks are selected for edit.



We've also added CLEAR and ALL buttons to give you a quick way of deselecting or selecting all tracks for edit. These enhancements have been made where applicable to all of the EDIT and DSP operation pages.

NOTE: In the DSP operation pages the ALL button is not present since the DSP operations only act on up to two tracks at a time.

A further enhancement relates to multiple pastes / inserts:

When a multiple paste/insert operation is complete, you will no longer have to press OK to confirm the "completed" message - the DPS24 will just return to the edit page the same as for any other edit operation.

UNDO/REDO ENHANCEMENTS

If you press the UNDO button and the DPS24 finds that it has nothing left in its stack of UNDO operations, you will see this message:



A similar message will be displayed if there is nothing to REDO:



USE OF Q5 / Q6 FOR SCROLLING THROUGH LISTS

The use of Q5 and Q6 knobs for scrolling has been extended where possible to cover pages where there are long lists. These include Project/Backup/Copy, FX Library, Preset Libraries, Automation Event, Automation Trim, User Bank, Tempo Map, Goto and Scene/Snapshot Store and Recall pages in which Q6 allows you scroll quickly through long lists.

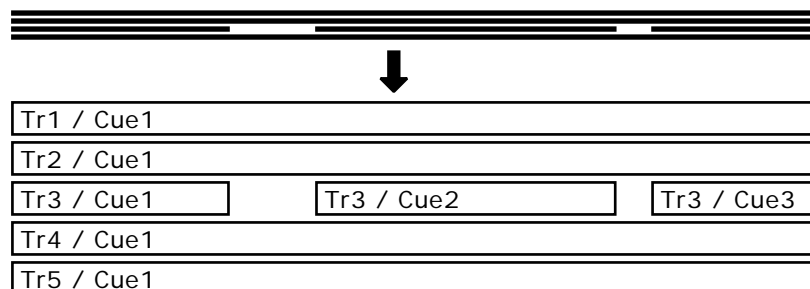
However, there are enhancements to other aspects of the User Interface where Q5 and Q6 have been exploited:

- In the EDIT/DSP pages, Q5 operates like the +/- keys, moving the now time along the waveform. Q6 increments/decrements the waveform channels viewed.
- In timecode entry pages (Timecode Offset and Goto Time), Q5 moves left-right and Q6 increments/decrements the value.
- In the PROJECT COPY page, Q5 can be used to move between the source and destination lists (with Q6 allowing you to scroll up and down those lists).
- In the MIXER / CHANNEL page, Q5 allows you to move swiftly around the various parameters with Q6 being used to set their values. Similarly in the PATCH pages, Q5 can be used to move around the pages with Q6 letting you make assignments.

In general, if Q5/Q6 are not used for Q-Controls, Q5 moves left-right and Q6 moves up-down, unless one direction is meaningless, in which case the Q-Link knob for that direction becomes increment/decrement. There is one exception to this rule however.....

- In the MAIN / GRID / EDIT / DSP pages, you can use SHIFT + Q5 to move between the next and previous cues. In this way, you can skip through a project very quickly.

However, it is also possible to use tracks selected for edit to determine which cues to skip through. With no tracks selected, all cues will be selected as you SHIFT + rotate Q5. However, with (for example) Track 3 selected for edit, you will move only between cues on the selected track. For example:



With no tracks selected for edit, SHIFT+Q5 will move sequentially between the start and end of all cues on all tracks.

With only Track 1 selected for edit, SHIFT+Q5 will move between the start and end of Tr1 / Cue 1 only (ignoring the start and end of any cues on other tracks - for example, those on Track 3).

With Track 3 selected for editing, SHIFT+Q5 will move between the start and end of each individual cue on that track (ignoring the start and end of any cues on other tracks).