Introduction

Installing Release O

The procedure for installing your Release O software is straightforward. Once you have begun, the installation program steps you through the process, giving you instructions at every stage.

Starting the installation process

Before beginning the installation process, you should decide whether or not you are going to format your Winchester disk(s). Formatting your Winchester better utilizes storage space, but it erases all files from the disk. If you have the time, back up all your files onto floppy disks, tapes or optical disk so that you can choose this option.

To begin the installation process:

1. Insert the disk labeled "Release O Winchester Installation Disk" into floppy drive 0.

2. Press the load button on floppy drive 0.

   A message appears asking you to confirm the type of Winchester (SCSI or IMI) that will be used as W0, your system Winchester.

3. Unless you have a non-standard configuration, type Y for Yes. Call your local N.E.D. office/distributor if you are not sure how to answer this question.

   A message appears asking you whether or not you want to format your Winchester.

4. Type Y for Yes or N for No.

> **WARNING:** Formatting erases all information on your Winchester. Do not answer Yes unless all your files have been backed up to floppy disks, tape or optical disk.

Installing the Release O software

After you have passed the formatting stage of the installation program, a series of messages steps you through an orderly installation of all Release O software.

1. You are asked which options are part of your system.

   After each question about an option, type Y for Yes or N for No.

2. If your system has a profile file*, a message appears asking you whether you want your profile file updated to the Release O profile file. Type Y for Yes or N for No.

   The Release O profile file sets your system so that you enter the Real-Time Performance system automatically whenever you press the load button.

   If your system does not already have a profile file, the Release O profile is installed automatically.

3. After the final option question, instructions appear telling you which disks to insert into floppy drive 0. Insert the disks in the order given in the instructions.

   The version of the Release O Real-Time Performance software that corresponds to the options on your system is automatically installed, along with new system software, utility programs and Music Printing software (if you have this option). The different versions of the Release O Real-Time Performance software are listed on the following page.

4. A message appears asking you whether or not you want to install the Synclavier setup timbres and sequences. Type Y for Yes or N for No.

   If you answer Yes, the setup timbres and sequences overwrite the Timbre Directory and eight numbered sequence files in the top-level catalog of your W0: Winchester.

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* The profile file is a command file which is executed automatically when the system is turned on or rebooted. If no profile file exists, the system begins in the Monitor module whenever you press the load button.

Release O Real-Time Performance software versions

The following versions of the Real-Time Performance software are available with Release O.

Filename	Feature
SYN–OGAE	Audio Event Editor, Optical Disk, Sequence Editor, Digital Guitar
SYN–OAEE	Audio Event Editor, Optical Disk, Sequence Editor
SYN–OGOP	Optical Disk, Sequence Editor, Digital Guitar
SYN–OOPT	Optical Disk, Sequence Editor
SYN–OGSE	Sequence Editor, Digital Guitar
SYN–OSEQ	Sequence Editor
SYN–OMP	Music Engraving

Hardware

Minimum hardware requirements

Different features of Release O require different hardware configurations.* Minimum requirements are as follows.

Feature	Minimum hardware
General Release O requirements	512K external memory, Model C processor, superfloppy drive, graphics terminal
Macintosh II	Macintosh II terminal with internal disk drive, high resolution color monitor with 1024-by-768 pixel display, extended keyboard, trackball
Audio Event Editor	Direct-to-Disk, 1024K external memory, MG600 or Macintosh terminal, mouse or trackball
Sample-to-Memory	New Sample-to-Memory module
64–Voice Poly Memory	Major factory upgrade
Custom Console Control	Custom Console Control interface
Portable Motion Control Unit	Portable Motion Control box and interface

* See your local N.E.D. office/distributor for further details on hardware requirements.

Release O overview

Release O introduces a new workstation for the Synclavier and Direct-to-Disk systems: the Macintosh II terminal. The MG600 and Macintosh terminal keyboards now have limited remote control capabilities. A new Sample-to-Memory module is also available which sets the input gain in decibels. In addition, many enhancements have been made to the terminal displays.

Workstation and terminal enhancements

The Macintosh II terminal is a major new workstation for controlling the Synclavier and Direct-to-Disk systems. Currently, this new terminal emulates the old Monterey MG600 terminal. All the functions that were previously controlled by the old terminal are now controlled by the new terminal.

The new terminal comes with a high resolution monitor and a new terminal keyboard. In some cases old keyboard commands have been modified to fit the new keyboard. A trackball is also included. The trackball is used in place of a mouse to activate commands, store and move values, enter and exit displays and move the cursor on the screen.

Future developments will include faster drawing speed, windowing, multitasking, using color and having the ability to use several terminal screens simultaneously.

In addition, both old and new terminal keyboards now have remote control capabilities. If you have a Direct-to-Disk system, you can play and edit cues on the Cue Editor panel using the function keys on the terminal keyboard.

Two additional remote control devices are the Portable Motion Control Unit and the Custom Console Control.

Overview of general display enhancements

Release O includes many enhancements to existing displays and functions.

- New Sequence Editor features allow you to cut and paste to any track, and edit most note and real-time effects values. A new edit filter gives you precise control of all edit operations. Undo, recall and unsave commands have also been added.

- The Optical Disk display now remembers your current location and the type of information displayed on the screen. It is faster at performing index updating while archiving. You can also copy an entire category of sound files from an optical disk and print a list of all files and categories on an optical disk volume. You can repair optical disks that are unable to write directory entries. The Search function has been improved.

- In the Sound File Editor, the crossfade time has been increased and its use improved. Two new display modes have been added, as well as the ability to play both the current and the locked sound file. A number of commands have been enhanced and improved.

- The Sound File Directory includes two memory buttons and a print button. You can display a full screen of sound files, the poly bin assignment for each file in poly memory and a list of only categories for the optical disk. The Search feature has been improved.

- The Recorder Display has several enhancements, including an Undo command, an improved Continue command and Feet:Frames time display.

- If you have a 64-voice poly system, the Multichannel Display has been redesigned so that you can designate the poly bin into which sound files are loaded.

- The CONFIGUR utility has been updated to include the Macintosh Terminal setting and the Mouse Interface. DO files can now be as long as you want and include other DO files.

Overview of general Direct-to-Disk display enhancements

Release O includes many new features and enhancements to the Direct-to-Disk system.

- The Multichannel Display has been redesigned so that you can route Direct-to-Disk tracks and cuelists.

- The Track Display has been redesigned for easier Direct-to-Disk output and input routing. Motion controls, a time display and the ability to set a mark point have been added.

- The Selection panel includes buttons for turning bounce and digital transfer off and on.

- The Project Manager panel has been redesigned for easier Direct-to-Disk output and input routing. It also includes a command for changing the size of the panel. Project creation can now be done completely from the Project Manager panel.

- The Sequence Editor panel of the Audio Event Editor includes two new functions: the ability to route cuelists and set the cuelist volume. The audition track now plays when previewing a cue you want to place on the track.

- The Cue Editor panel of the Audio Event Editor includes an optional signal display for easier cue editing and a command for sliding edit segments. You can also play and edit cues from a new or old terminal keyboard.