

Solid State Logic

G Series Computer

Off-Line Cuts

82S6MGOC



Solid State Logic

Begbroke, Oxford, England OX5 1RU • (0865) 842300

1 rue Michael Faraday, 78180 Montigny le Bretonneux, France • (1) 34 60 46 66
Via Cesare Cantu' 1, 20092 Cinisello Balsamo, Milan • (2) 612 17 20
Röntgenstraße 104, D-6100 Darmstadt 12 • (06151) 93 86 40
320 West 46th Street, New York, NY 10036 • (212) 315 1111
6255 Sunset Boulevard, Los Angeles, California 90028 • (213) 463 4444
3-55-14 Sendagaya, Shibuya-Ku, Tokyo 151 • (03) 5474 1144

A Carlton Company

© 1992 by Solid State Logic Limited
All Rights reserved under International and Pan-American Copyright Conventions
SSL, Ultimation and Total Recall are Registered Trademarks of Solid State Logic Limited

No part of this publication may be reproduced in any form or
by any means, whether mechanical or electronic, without the
written permission of Solid State Logic Ltd., Oxford, England.

November 1992

*As research and development is a continual process, Solid State Logic reserves the right
to change the features and specifications described herein without notice or obligation.*

CONTENTS

Introduction	3
Creating a Mix Without the Tape Machine	3
Edit Mode	5
Changing the Time	5
Deleting Cut Events	7
Inserting a New Cut Event	7
Storing the Result	7
Creating/Updating Cuts with the Tape Machine	9
Edit Mode	11
Locating to a Cut Event	11
Adding a New Cut Event	11
Changing the Time	12
Changing the Cut State	12
Deleting Cut Events	12
Inserting a New Cut Event	13
Multiple Channel Manipulation	13
Storing the Result	14

** new mix **

0:00.00

**READY
EDIT MODE**

All channels

Introduction

Rather than working separately, the G Series off-line cut editing facilities work alongside the normal mix system. It is now possible to create a mix from scratch, without having to run the tape, by simply setting the cut buttons and entering numbers into a list. Alternatively, a mix may be created/updated in the normal way, and the off-line editing facilities can then be used interactively with the normal mix system. In both of these circumstances, the editing/creation of cuts is via a cursor driven list. Although the use of the list is very similar for both methods, for clarity, this document details each method.

Creating a Mix Without the Tape Machine

A mix containing cut information can be created without rolling the tape. In fact, in this mode, the actual tape machine position is always ignored.

Type **SETUP PRESET MIX EX**. If you don't want the mix you are about to create to start at the current system time, enter **SETUP PRESET MIX AT TIME EX**, to specify the start time.

The normal "Press Execute to continue" message will appear, but note that the Mix Options will not be displayed (see opposite). At this point, it is possible to select faders to Manual should you not want them included in the mix. This allows you to force faders to stay in Manual in subsequent Update Mixes. The cut state at the start of the mix will be taken as the state of the cut buttons on the desk when you hit Execute. At this time, a 'snapshot' of the fader level will be taken. Having done this, a Cut List will appear on the screen, similar to the example opposite.

The top line shows "All channels" to indicate that the events you are about to create will include all the channels (all, that is, apart from any you may have put into Manual).

The first column shows a <----> symbol. This indicates that the cut state is shown by the console's cut lamps, whenever an event is selected. The second (Time) column shows the time at which the cut changes to that state. The third (Cue) column displays any Cue names that match the cut events, followed by a chronological list of the remaining Cues.

While the cursor is in the Cue column, any command you enter will be handled as normal. To get back to the Cut List, type **L****I****S****T** **F****1** (see Page 9 for an explanation of this 'monitoring mode') To start manipulating cut data, move the cursor left, just into the Time column. This will put the system into EDIT MODE, as displayed top right of the screen.

**** new mix ****

0:00.00

**READY
EDIT MODE**

All channels

Edit Mode

While in this mode, certain keys take on special meanings and become immediate, i.e. the EXECUTE key does not need to be pressed. Because of this, normal commands are not available.

The cursor should now be sitting on the quarter-frame count (Ultimation systems) or the frame count (G series systems). The cursor may be moved up and down or further left onto the next timecode field. If you have more than one page of cut events, then moving the cursor up or down off the page will automatically present the previous, or next, page full of events. Note that there is an overlap facility provided when you scroll through the pages.

'Empty' cut events are shown as "?????". You can only move the cursor into the first line of empty events. Moving the cursor to the right, out of the timecode column, will take you back out of Edit Mode and normal commands can be used again.

To create a cut event, put the cut buttons into the required state, and with the cursor on the first empty line, enter the event time. Times may be entered in the usual manner, substituting Cue names etc. if they are available.

Once an event is created, the cursor will move down to the next line. Further events are created in the same manner. Should you wish to check an event, simply move the cursor to it. The cuts on the desk will change to show their state for each particular event as it is entered. If you've made a mistake on a fader in one particular event, simply put the cut into the state you would like it to be, and press the fader status button. The event will then be modified (the cut lamp will indicate this by going to the correct state). Note that the cut lamps always reflect the true state of the cut as written in the mix. Once cut events have been created in this manner, they may be further modified using the following routines.

Changing the Time

The time of any event, apart from that at the head of a mix, may be changed by typing in a new timecode value in the normal manner. As usual, Cue names, Title times etc. may be substituted for actual time code values. The time may also be nudged by using the + and - keys in conjunction with the Left and Right cursor keys. With the cursor in the quarter-frame field, the cut will be nudged by one quarter-frame for every + or - key stroke. Moving the cursor left will allow first the frame time, and then the seconds, to be nudged in a similar manner.

Although the cut times can be manipulated in quarter-frame moves, the shortest length that a cut or uncut can be is one frame. If you try to move a event to less than the previous event time plus one frame, the system will respond with "Too close to previous event", and the cut time will not be modified. Similarly, if you try to move the cut time past the next event time minus one frame, the system will respond with "Too close to next event".

**** new mix ****

0:00.00

**READY
EDIT MODE**

All channels

Deleting Cut Events

The **DELETE** key will remove the current event from the mix forever. Because of this, (and also as **DELETE** is next door to the **CYCLE** key) you are asked to "Delete again to confirm...". Pressing **DELETE** again deletes the event and give the message "Event deleted". Pressing any other key will clear the first delete action and give the message "Event not deleted". Delete only removes one event, not a pair. There is no undelete. Note that it is impossible to delete the start of mix entry.

Inserting a New Cut Event

A new event can be inserted between two existing ones by placing the cursor on the line below the position for the new event, and pressing **JOIN**. The list will open up and an empty line will appear with a single question mark in it. The timecode can now be entered in the usual way, and will be validated using the normal rules. Once **JOIN** has been pressed, the cut lamps will change to indicate the true state of the cut buttons.

If you make an error, the list will remain open. To abandon the 'join', simply cursor up or down, or press **DELETE**, and the list will close up automatically.

Storing the Result

Once you have entered and checked all the cut events, cursor into the Cue column, press **END**, and give the mix a name. The mix length will be from the start time to the last entry in the Cut List. Fader levels in this mix will be written throughout at the level they were at the start of the mix. You may now update this mix in the usual way, using Play Cuts Only or Trim as required.

Updating JDCUT

四

VARCATPUIP

1:00.00

EDIT MODE
MIX RUNNING

fader 24 level slave of fader 12

Creating/Updating Cuts with the Tape Machine

The facilities here provide two modes. The first of these is a monitoring mode which displays the times of existing cuts and those which are entered in real time from the cut buttons. The second is the actual edit mode where cut data can be manipulated from the keyboard. Both modes can be entered at any time during a New Mix or Update Mix.

Entry is always first into the monitoring mode via the command **LIST Xn EX** where X is a single letter to denote a Fader, Group Fader, Patchable VCA etc., and n is the number of that 'object'.

For example, the command to list the cuts on Fader 24 would be **LIST F24 EX**. To see the cuts on Group Fader 2, enter **LIST V2 EX**. If the system does not recognise the object, it will either produce an error message, or list any other item with that name. Here is a full list of the possible object entries:

Channel Fader	F
(VCA) Group Fader	V
Patchable VCA Fader	S
IMO Fader (SL5000M only)	I
Audio Subgroup Fader (SL5000M only)	S

Having passed the first barrier you will be rewarded with a display similar to that shown opposite.

The top line gives a description of the object that you are editing. In our illustration, this is "Fader 24". If this channel is part of a software subgroup, a description would follow to indicate the channel's role in the subgroup, for example "level slave of fader 12". If it is not a member of a subgroup, the space following the channel description will be blank.

The first column shows the state of the cut. The second (Time) column shows the time at which the cut changes to that state. The third (Cue) column displays any matching cue names next to the cut events.

At this time, the cursor will be in the Cue column next to the cut event which is nearest to the current system timecode. While the cursor is in this column, it will track up and down the list as the system timecode changes. If there are more cut changes than can be displayed on one page, the Cut List will scroll as these events are played out by the mix system. The cursor and the Cue names will also scroll, providing a constant update on the position of the system.

While the cursor is in the Cue column, fader status selection, and any command you enter, will be handled as normal. To start manipulating cut data, move the cursor into the Time column. This will select EDIT MODE, as displayed in the top right of the screen (see over).

Updating JDCUT		VA RC AT PV IP	1:00.00
			EDIT MODE MIX RUNNING
fader 24 level slave of fader 12			
Cut	1:00.00■0		VERSE 1
Uncut	1:20.00/0		
Cut	1:40.00/0		
Uncut	1:58.00/0		
Cut	2:10.00/0		
Uncut	3:01.00/0		
****	?????		
****	?????		
****	?????		
****	?????		
****	?????		
****	?????		
****	?????		
****	?????		
****	?????		
****	?????		
****	?????		
****	?????		

Edit Mode

As before, certain keys take on special meanings and become immediate in Edit Mode, i.e. the **EXECUTE** key does not need to be pressed. Because of this, normal commands are not available.

You may have noticed that all the fader status LEDs on the desk have gone off, apart from on the selected channel. All channels will be in Replay status, except the selected one which will have its fader in Manual and its cut in Replay.

The cursor should now be sitting on the quarter-frame count (Ultimation systems) or the frame count (G series systems). The cursor may be moved up and down or further left onto the next timecode field. If you have more than one page of cut events, then moving the cursor up or down off the page will automatically present the previous, or next, page full of events. Note that there is an overlap facility provided when you scroll through the pages.

'Empty' cut events are shown as "?????". You can only move the cursor into the first line of empty events. Moving the cursor to the right, out of the timecode column, will take you back out of Edit Mode and normal commands can be used again.

According to what you have been doing up to this point, you may, or may not have, cut events already in the list. The following sections explain how to add/edit events to the mix.

Changing Channels

When in Edit Mode (but not in Copy Mode), a new channel may be selected simply by pressing its fader status button.

Locating to a Cut Event

With the cursor on the required line (in the Time column), **GOTO** will locate to the event and **PLAY**, rather surprisingly, will play from the event. **CYCLE** will cycle around the event plus/minus 1 second, unless the next event is within 2 seconds. In this case, the system will include that event in the cycle.

Adding a New Cut Event

This is done by placing the cursor in the first 'empty' event entry at the bottom of the list. Entering a time here will insert an event which is the opposite state to the event immediately before it. It is of course possible to add times here which are beyond the end of the existing mix. In this case, the system automatically updates the end of mix time to be the largest time it has ever seen, either from the tape machine or from numbers entered into the Cut List. The system can not distinguish between correct times and ones entered in error and subsequently deleted. Should you inadvertently create a mix that is longer than needed, then, having saved it, use the **REVISE MIX** command to get it back to the correct length.

Changing the Time

Event times may be changed in exactly the same way as described for off-line cut entry without the tape running, on Page 5.

If you are cycling the tape machine, every time you modify an event time code the cycle times will be updated automatically. This way you cannot 'nudge' yourself out of the original cycle window. If the new time is unacceptable for some reason, the machine will continue cycling around the last valid time. Note that you cannot change the time of the start of mix entry (the first one in the list).

Changing the Cut State

The state of the event (i.e. if it is a cut or an uncut at the event time) may be toggled using the **REVISE** key.

This can be useful if, for instance, you have two alternative channels with the same thing on, and wish to cut one channel, where it is normally open, and listen to the other channel on its own.

Select the uncut event and press the **REVISE** key. The entry will now say "Cut". Note that the list now has three "Cut" state entries in a row. On the face of it, this is fairly nonsensical, as the last two entries won't do anything. However, if the mix system was to throw away the two extra cut events as they were not needed, there would be no way of changing the middle event back to what it was before.

This philosophy of being allowed to have multiple events of the same state, is carried through all of the list editing commands. Once a mix is '**ENDED**', all the unneeded events are thrown away, and the list will always be sequential with alternate events.

Deleting Cut Events

Events can be deleted in exactly the same way as described for off-line cut entry without the tape running, on Page 7. There is, however, probably no reason to use **DELETE**, as it is safer and faster to use **REVISE** (see above). This will have the same audible effect and after saving the mix, the event will be deleted anyway. Note it is impossible to delete the start of mix entry, you must use **REVISE** to create the desired effect.

Inserting a New Cut Event

A new event can be inserted between two existing ones in exactly the same way as described for off-line cut entry without the tape running, on Page 7. Note that the state of the event created will be in the opposite sense to the event immediately before it. The assumption being that an event is being inserted in order to produce an audible effect. Although only one event is inserted, the cursor is automatically moved down one line. If you wish to insert a pair of events, press **JOIN** again, and enter the timecode as before.

Multiple Channel Manipulation

Obviously there are times when it is desirable to manipulate the cut event of more than one channel at once. A simple example of this would be opening all the desired channels at the start of the track. This is normally achieved by writing a section of cuts over the start of the track, rolling back, uncutting all the cut buttons (while in Replay) then pressing **JOIN** as the tape flies past the relevant time. The result is an uncut event, written on all the relevant faders at possibly the right time. Of course it's difficult to judge how close to the start the cuts can be, without actually doing it and finding out the hard way.

After the above example, **LIST**ing one of the faders included in the grand uncut, would show an Uncut event at the time when the **JOIN** key was pressed. Cursor down to this event and press the **COPY** key. All the channels that have an event at an identical time to that selected on the screen will display a fader status LED. The event does not have to be of the same state, simply of the same time.

The entry on the list will now show not only the state of the cut but a "<-->" symbol next to it, to show that other channels across the desk are included. Now modifying the time, changing the state or deleting, will affect all those channels which have their LED lit. Pressing the status button of any selected channel will remove it from the selection. Pressing the status button again will reselect it. Pressing the status button of a channel that was not included in the selection will create an event on that channel at the same time as the event currently selected on the list. The state of the event will be the opposite of the event before it in the mix. Should an event already exist on that channel, within a ±1 frame boundary, no new event may be created, and an "Unable to create event on this fader" message will be displayed.

If a modification would cause any channels included in the event to come to close to adjacent events, then they are automatically deselected from the change and will be left at their most recent successful change. A modification that would take the selected channel (i.e. the one you are looking at on the screen) out of range, will give an error message and will not be carried out, even though it may be a valid event on some of the other selected faders.

You can leave multiple channel mode by pressing the **COPY** key again. You will also exit from this mode if the cursor is moved to another event. Multiple channel additions (at the end of the list) or insertions are not possible.

Storing the Result

Once you have modified/entered all the required cut events satisfactorily, you may exit Edit Mode by moving the cursor to the Cue column.

The channels will remain in Replay status, until you enter a write status, which will be the same as the write status you were in before the cut editing. In an Update Mix, if you re-enter Trim, remember that you will be trimming the reference mix, and not the one with your newly entered cuts! Because of this possibility of overwriting cuts after you have finished editing, we advise you to press END, and then make further changes in the next update.



to : お客様各位
att :
from : 望月 英晴
subject : U2.00 ご送付
date :

ソリッドステートロジックジャパン(株) 〒151 東京都渋谷区千駄ヶ谷 3-55-14 phone : 03-5474-1145 fax : 03-5474-1147

いつもお世話になります。新しくU2.00がリリースされましたので早速お送りいたします。

最大の特長はオフラインカットが可能になり、カットデータがタイムコードの指定により作成できるようになったことです。しかしながらこの機能を使用するにあたっては、イベントオプションを設定する必要がありますので、レコーディングスタジオ等イベントコントローラーをお持ちでないお客様は以下に示す手順で設定を行って下さい。

イベントオプションの設定方法。 (イベントコントローラーが無い場合のみ)

1. U2.00のマスターディスクをP側にいれ、コンピュータを立ち上げる。
2. "SSL" [EX], "BERNOULLI" [EX] と打つ。
3. "OK Berno....." と表示されます。
4. [SETUP] [EX] "#" と打つ、これでSSL SETUP PAGEに入れます。
5. 下カーソルキーにより、"Events controller" の行に移動します。
6. "Y" [EX] と打ち、イベントオプションを設定します。
7. [END] [END] と打ちます、設定終了です。

プログラムディスクのカスタマイズ。 (すべてのお客様)

1. U2.00のマスターディスクをP側に、ブランクのフロッピーディスクをR側に入れ、コンピュータを立ち上げる。
2. "LABEL" [EX], "F" (データカートリッジがある場合のみ), "Y", "Y" と入力し媒体のチェックをする。エラーが発生した時には別のディスクで試してください。
3. [COPY] "ALL" [EX], [COPY] "Y" と入力し、複写一枚とする。
4. P側のディスクをU2.00から現在のU1.41のコピーマスターに入れ替え、リセットする。
5. [COPY] "CUSTOM" [EX], [COPY] と打ち、セットアップに関する情報だけをコピーします。
6. これで新しいコピーマスターがR側に出来ました。
7. P側のU1.41のディスクを抜き、万が一U2.00が動作不良を起こした時の為に保存しておきます。R側のU2.00のディスクを抜き、P側のドライブに入れた後リセットします。
8. 必要枚数分 (通常2枚) のワーク用プログラムディスクを2と3の手順で作成します。日常の作業はこのディスクで行い、コピーマスターは新しくワークを起こすとき以外使わないようにします。
9. 下の例を参考にして、必ずラベルを付けて下さい。なお今までお使いになっていたU1.41のワークディスクは、混同を避けるため破棄するか、"LABEL" コマンドを使用しリールディスクとしてお使いになることをお勧めします。

SSL U2.00 PROGRAM DISK
COPY MASTER NOT FOR DAILY USE
CREATED 93.1.20

SSL U2.00 PROGRAM DISK
WORK DISK
CREATED 93.1.20