Playing back tracks and cues

## Playing back tracks

You can play back Direct-to-Disk tracks from the Audio Event Editor.

### Playing back from the Audio Event Editor

You play back tracks from the Audio Event Editor using the Project Manager and the Sequencer Motion Control panels.

- 1. Display the Project Manager in the Show Project mode.
- 2. Select the Mode column of the track you want to play back and set it to Repro or Auto.
- 3. Make sure there is an output assigned in the Out column.
- 4. Click the START button on the Sequencer Motion Control panel to start playback.
- 5. Click the STOP button to stop track playback.

#### PROJECT MANAGER

4	Proj 1. Commercial	7/11/88	Start 0:00	Er	nd 5:23	Rate 5	0.0	Unic	ocked	M	A
No.	Track Title	Status	Mode	Used	Input	dB Ou	No.	Vol	Pan	DOT	3000
1. 2. 3. 4. 5. 6. 7. 8.	Announcer 1 Announcer 2 Announcer 3 Music Intro Music 1 Music 2 Music Finale	Sais Sais Sais Sais Resdy Sais Sais	Auto Auto Auto Auto Auto Auto Auto	5:00 4:23 4:10 1:23 1:23 0:45 1:54	STM 1A STM 1B OUT 2 TRK 3 DIG 1 STM STM	1.0 2	1 2 3 4 5 6 7 8	100.0 100.0 100.0 100.0 100.0 100.0	+50 +50 +50 +50 +50	2	
Sh	ow All ALL: Repr	o : Input :	Auto : Ci	ие РВ	Safe	Lock	Unle	ock I	Erase	Size: 8	₹

The Project Manager panel

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ſ	START	In	œ	٥	THO	R	W	FOF	and	MECRO	PUNCH	LOCATE	TRACK	DELETE	PERME	ETORE	RECALL	-	Name:	Р
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The Sequencer Motion Control panel

#### Cue playback

There are many ways to play back cues. The simplest method is explained in this manual. For a more extensive discussion of cue play back methods, see the *Audio Editing* manual.

#### Simple cue playback

Individual cues can be played back using the Cue Directory panel.

- 1. Display the Cue Directory panel.
- 2. Click the cue name to play back the entire cue.

OR

Click and hold the cue name and the cue plays back until you release the button.

Playing back from the Cue Directory can be done using any track mode. The cue plays back through the output assigned to the track on which the cue was recorded.

# The Cue Directory panel

Sort By Name	Format 3 C	columns	Function	on Recall & Play:	Poly	Disp	olay Curr Proj	4
ANNOUNCER01		ANI	NOUNCE	R02	ANNOUNCER03			
OPENING THEME								
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				252 102 1	-			-
Cue Place: DRAG	SYNC	CHAIN	REAL	REPLACE by Drag	ging	Delete	Cues: 14	