Index

AR-07-0190

Index

Control button and jack entries as well as abbreviations such as SMPTE, MIDI and FM are in UPPER CASE.

A

Alg ONE or TWO, 4.32-35
Allocate, 4.3, 4.14, 4.18, 4.22, 4.34
Allocate Mode, 4.13-15
Arming tracks, 3.2, 3.5, 3.12
Audio Event Editor
  description, 1.8-9
  panel selection, 1.14-15
  panels, 1.10-11
  user buttons, 1.14-15
Audio recording
  Allocate Mode, 4.13-15
  Auto allocate, 4.18-19
  auto punch in, 4.5-7
  continuous, 4.4-9
  crossfades, 4.9
  cues, 4.10-21
  displays, 1.8-15
  documentation, 1.2-3
  long configuration, 3.6-7
  manual punch in, 4.4
  options, 4.2-3
  recording over a cue, 4.17, 4.20-21
  rehearsing a take, 4.8
  Retake, 4.16
  setting parameters, 3.5
  sound files from optical disk, 4.26-31
  sound files from poly memory, 4.22-25
  synced automatically to picture, 4.18-19
Auditioning
  cues in a sequence, 4.29
  sound files, 4.29
Auto, 3.2

B

Backing up
  cues, 6.14-17, 6.21
  projects, 6.2-7
  tracks, 6.8-9
  verify, 6.10-11
Block, 4.15, 4.19
Bouncing
  Direct-to-Disk tracks, 4.36-39

C

Caption
  editing, 6.18
  locking, 6.20
Category
  editing, 6.18
  locking, 6.20
Cfade, 4.9
Change Lock, 4.40
Continuous recording, 4.2-3
Control key, 1.8
Crossfades, 4.9
Cue
  backup to optical disk, 6.16-17, 6.21
  backup to Winchester, 6.14-15
  blocking, 4.15, 4.19
  caption and category editing, 6.18
  description, 4.10-11
  naming, 4.12
  playback, 5.4-5
  recalling from Winchester, 6.30-31
  recording, 4.2-3, 4.10-21
  recording over, 4.17

Cue *(con't)*
recording synced to picture, 4.18-19
retake, 4.31
start and stop times, 4.20
time scale modification, 4.32-35
CUE DIR, 1.11
CUE EDIT, 1.11
Cue information, locking, 6.20
Cue Lock, 4.3, 4.17, 4.20, 4.24
CUE STOR, 1.11
CUE TRIM, 1.11
CuePB, 3.2

D

DB (dB), 3.3
Default values
restoring, 3.18
saving, 3.17
setting, 3.16
DIG, 3.3
Digital bounce (see Bouncing)
Direct-to-Disk documentation, 1.2-3
Direct-to-Disk recording (see Audio recording)
Direct-to-Disk tracks
arming, 3.2, 3.5
arming from keyboard control panel, 3.12
assignment from keyboard control panel, 3.10-11
backup to tape, 6.8-9
bouncing, 4.36-39
description, 1.4-5
displaying, 2.10
erasing, 3.20-21
Direct-to-Disk tracks *(con't)*
expanded configuration, 3.8-9
gain, 3.3
inputs, 3.3
locking, 4.40-41
mode, 3.2
monitoring, 3.22
output, 3.4
pan, 3.4
playing back, 5.2-3
protecting, 4.40-41
recalling from tape, 6.24-25
reconfiguring, 3.6-9
soloing from keyboard control panel, 3.13
status, 3.2
volume, 3.4
Disk time, 2.6-9
Displays
audio recording, 1.8-15
track, 1.8-9
Documentation, Direct-to-Disk, 1.2-3

E

Erase, 3.6
Erase 1, 3.6
Erase 2, 3.6
Erase All, 2.12, 3.6, 3.8
Erase Proj, 2.12
Erasing Direct-to-Disk tracks, 3.20-21
EVENTS, 1.11
Expanded track configuration, 3.8-9

F G

Gain, 3.3

H I

Input, 3.2

J K

Keyboard control panel
  track arming, 3.12
  track assignment, 3.10-11
  track soloing, 3.13

L

Lock, 4.41
Locked, 2.11
Locking
  projects, 4.40
  tape, 6.12-13
  tracks, 4.41
Long track configuration, 3.6-7

M

M, 2.11
Main Menu, 1.8-9
Manual, 4.3-4, 4.14, 4.17
Monitoring Direct-to-Disk
    tracks, 3.22
MOTION, 1.11

N

Name
  cue, 4.12
  project, 2.4
  track, 2.10

O

Optical disk, space and time
    available, 6.19
Optical Transfer panel, 4.26-31
OptXfr, 4.26-31
OUT, 3.3
Out, 3.4

P

Pan, 3.4
Panels, Audio Event Editor,
    1.10-11, 1.14-15
PolyXfer, 4.3, 4.22-25
Project
  backup to tape, 6.2-7
  create, 2.4-11, 3.19
  current, 1.6
  default values, 3.16-19
  description, 1.4-7
  End time, 2.5
  erasing, 2.12
  locking, 4.40
  modify settings, 2.11
  name, 2.4
  parameter entry, 2.8-9
  protecting, 4.40
  recalling from tape, 6.22-23,
    6.26-29

Project *(con't)*
recalling with different track configurations, 6.26-29
sampling rate, 2.4
selecting, 2.2-3
Start time, 2.5
status, 2.11
Project Directory
description, 1.8-9
reconfiguring tracks, 3.6-9
tape backup, 6.2-7
Project Manager
description, 2.2-3
modes, 1.12-13
parameter settings, 2.4-9
tracks displayed, 2.10
Project time, 2.6-9
PROJECTS, 1.11
Protecting
projects, 4.40
tapes, 6.12-13
tracks, 4.41
Punch In, 4.3-4, 4.6, 4.8

Q R

Ready, 3.2
Recalling
cues, 6.30-31
projects, 6.22-23, 6.26-29
tracks, 6.24-25
RECORD, 1.11
Recording, Direct-to-Disk (see Audio recording)
REHEARSE, 4.8
Repro, 3.2
Retake, 4.16, 4.31

S

Safe, 3.2
Sampling rate, 2.4
Select Project, 3.2
Sequencer, 4.3, 4.6, 4.8, 4.18, 4.20
Sequencer Motion Control panel, 1.11, 5.2-3
Show All, 1.12-13
Show Project, 1.12-13
Size, 2.10
Skip, 6.5, 6.22, 6.24
Skip All, 6.5, 6.8
Sound files
audio recording, 4.22-31
auditioning, 4.29
caption and category editing, 6.18
information, 4.28
recording over a cue, 4.24-25
transfer to Direct-to-Disk, 4.22-31
Status
messages, 2.11
project, 2.11
STM, 3.3
SYNC, 1.11
Synchronization, 3.14-15

T

Tab, 1.8
Tape storage
backing up projects, 6.6-7
backing up tracks, 6.8-9
overview, 6.4-5
recalling projects, 6.22-23, 6.26-29
recalling tracks, 6.24-25
status indicators, 6.2-3
write protection, 6.12-13

Time displays, 2.6-9
Time scale modification (TSM), 4.3, 4.32-35
Trig Start/Stop, 4.5, 4.13
Trigger (Trig) switch, 4.2-3
Track Display, 1.8-9
Tracks, Direct-to-Disk (see Direct-to-Disk tracks)
Trig Start/Stop, 4.5, 4.13
TRK, 3.3
Trk Start/Stop, 4.5
TSM (see Time scale modification)

U

Unlock, 2.11, 4.41
User buttons, Audio Event Editor, 1.14-15

V

Verify backup, 6.10-11
Volume, 3.4

W X Y Z

Winchester drives
backing up cues, 6.14-15
recalling cues, 6.30-31