Mackie HUI

The Mackie HUI™ serves as a powerful, integrated control surface for Digital Performer. HUI goes way beyond generic MIDI controllers by providing dedicated controls for the intricate workings of Digital Performer's most advanced features. HUI's touch-sensitive motorized faders, unique V-POT™ rotary potentiometers, dedicated plug-in insert controls, and multiple automation modes provide seamless, tactile control over Digital Performer's entire virtual mixing environment.

HUI FEATURE HIGHLIGHTS

- Eight motorized, touch-sensitive faders with dedicated bank switching for easy control over projects with many more than eight tracks.
- Illuminated V-POTs for pan, sends and other mix parameters. V-POTs combine the touch of a real mixing console with Digital Performer's instant recall and complete mix automation.
- LED scribble strip for each track.
- Dedicated buttons to open Digital Performer windows and bring them to the front.
- Complete transport control, with dedicated transport buttons and jog/shuttle wheel.
- Main time counter display with support for all four Digital Performer time formats (including SMPTE time and samples).
- Plug-in section for assigning plug-ins and modifying plug-in parameters in real time.
- Vacuum Fluorescent Display that shows details about effect plug-ins and their parameters.
- Integrated support for both MIDI and audio tracks at the same time, including control over MIDI track inserts and MIDI plug-ins.
- Analog control room monitoring section for talkback control and complete integration with a recording studio environment.

HUI QUICK REFERENCE

Meter bridge: Displays the volume level for the MIDI and/or audio tracks currently being displayed by eight channel strips.

Vacuum Fluorescent Display: Displays information about the five plug-in inserts for any track you choose, including the name of any plug-ins assigned to the inserts, the current plug-in preset, and the plug-in's current settings.

Record-enable buttons: Arm the track for recording, just like the standard record-enable buttons for each track in Digital Performer.

Insert select buttons: Press the desired channel INSERT button to display the track's current plug-ins and their settings in the VFD (Vacuum Fluorescent Display) to the right.

Pan, Send and Input/Output buttons: Control panning, send levels, send mutes, and input/output assignments for any track you select with the V-SEL button. Settings are made with the V-POT™ virtual potentiometer knob.

Window buttons: Open and close various windows in Digital Performer.

Insert editing section: Lets you call up plug-ins on any insert for the currently selected track (as determined by the currently illuminated INSERT button). Also lets you choose presets for plug-ins, and even modify specific plug-in parameters.

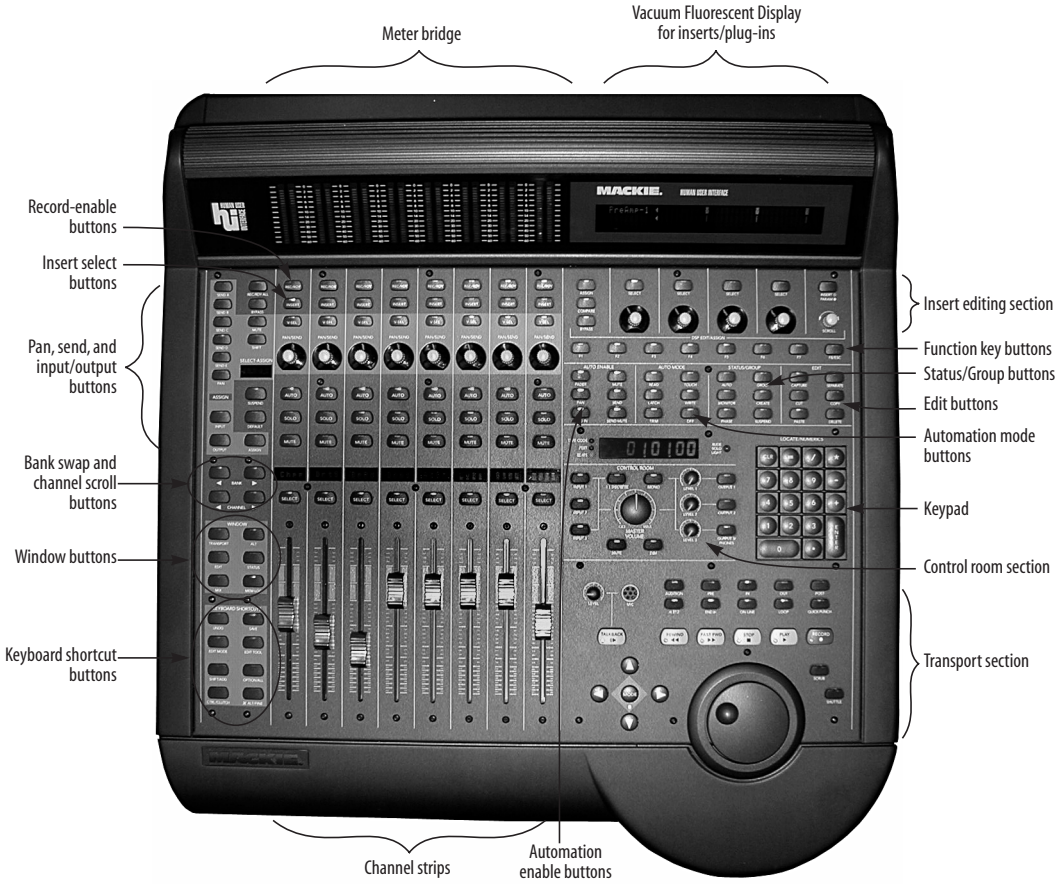

Figure 1: HUI overview.

Function key buttons: Perform the same action as the corresponding key on the Mac keyboard.

Keyboard shortcut buttons: Can be used together with other buttons on the HUI control surface to emulate their counterparts on the Mac keyboard. These keys are also used in combination with other HUI buttons to access shortcuts and special features.

Status Group buttons: These buttons can be used to view, create and suspend fader groups.

Keypad: Operates Digital Performer the same way as the Mac keypad.

Control Room Section: Controls HUI's audio monitoring features. These features are specific to the audio inputs and outputs on HUI itself and operate independently of Digital Performer. See the HUI manual for details.

Time display: Matches Digital Performer's main counter in whatever time format is currently being used in the main counter (bars/beats, real time, SMPTE time or samples).

Transport section: Control Digital Performer's main transport controls.

Automation mode buttons: Let you choose an automation mode for each audio track: Overwrite, Touch, Latch, Trim Latch and Trim Touch.

Automation enable buttons: Let you temporarily suspend automation individually for various types of automation data.

Channel strips: Let you view and control up to eight MIDI and/or audio tracks at a time in Digital Performer's Mixing Board. If your project has more than eight tracks, use the BANK swap and CHANNEL scrolling buttons to the left of the channel strips. Each channel strip provides volume fader, mute/solo/automation buttons, a V-POT for panning and sends levels, record-enable and HUI-specific buttons for selecting inserts, etc. All types of Digital Performer tracks (except the Conductor track) can be displayed here, including MIDI tracks, aux tracks and master faders.

READ THE HUI MANUAL FIRST

This chapter assumes that you have a basic understanding of HUI. The HUI manual is a "quick read" and covers crucial information about what HUI can do. As you read it, you'll begin to see how HUI's features apply to Digital Performer, and this chapter will clarify some of the details. Most importantly, be sure to read the *Front Panel* section of the HUI manual (pages 10-14).

CHECK YOUR HUI FIRMWARE VERSION

Digital Performer has been developed and tested with HUI firmware version 1.3 and higher. When you power up HUI, check its firmware version in the VFD display to make sure you have at least Version 1.3.

THIRD PARTY PLUG-IN SUPPORT

All of Digital Performer's included plug-ins respond to HUI control. Plug-ins from other manufacturers, however, may need to be updated to support Digital Performer's automation features and remote control from HUI. Please contact the plug-in developer for details.

HUI SETUP

To establish communication with HUI, see chapter 89, "Control Surfaces" (page 1053) in the *DP User Guide*.

A NOTE TO PRO TOOLS USERS

If you're familiar with the operation of HUI with Pro Tools, you'll quickly notice that Digital Performer interacts with HUI in much the same way as Pro Tools, although there are a few significant differences (due to differences in the way that Digital Performer and Pro Tools operate).

TRANSPORT CONTROL

HUI's time display LED, numeric keypad, transport buttons and jog wheel give you control over all of Digital Performer's primary transport features.

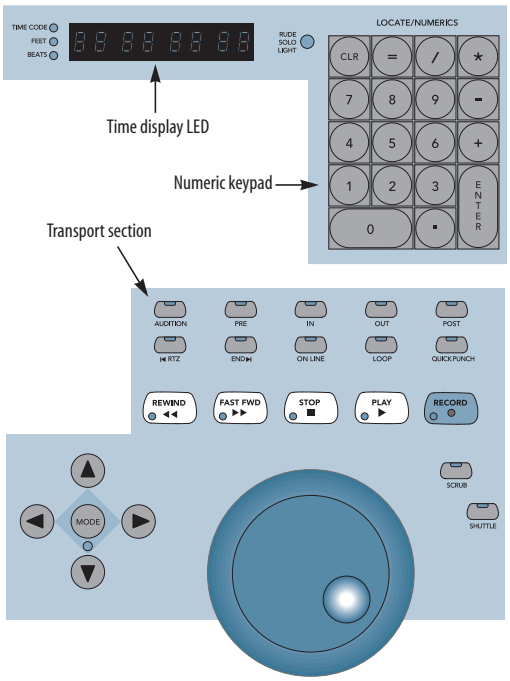

Figure 2: HUI's time display LED, numeric keypad and transport section give you control over Digital Performer's primary transport features.

Time display LED

HUI's time display LED matches Digital Performer's main counter in whatever time format is currently being used in the main counter. Here is a summary:

Time format	Description	HUI LED indicator
Mensural time	bars|beats|ticks	BEATS
SMPTE time code	hrs:min:sec:frames	TIME CODE
Real time	min:sec:hundredths	FEET
Samples	samples	-- none --

☛ HUI has no corresponding LED for *samples*, but the LED display does show sample numbers when Digital Performer's main counter is displaying samples.

The blinking decimal point

When two-way MIDI communication has been successfully established between HUI and Digital Performer, the decimal point in the lower right corner of the Time Display LED blinks.

"OFF-LINE"

If incoming MIDI communication from Digital Performer is suspended for any reason (you switch out of Digital Performer into another application, for example), HUI's time display will read "OFF LINE". When MIDI communication with Digital Performer is resumed, the time LED will return to its normal time display.

The RUDE SOLO LED

The RUDE SOLO LED, when flashing, informs you that at least one track is currently soloed. It may even be a track that is not currently being displayed in one of HUI's eight channel strips.

Working with the keypad

The HUI keypad operates similarly to the Mac keypad, except for the CLR key and the shuttle keys (4, 5, 6 and +). For your convenience, the factory default key assignments are reviewed below. For details on these features, see chapter 2, "Control Panel" (page 27) in the *DP User Guide*. You can also customize the keypad as desired using *Commands* (Setup menu). See chapter 11, "Commands" (page 147) in the *DP User Guide*.

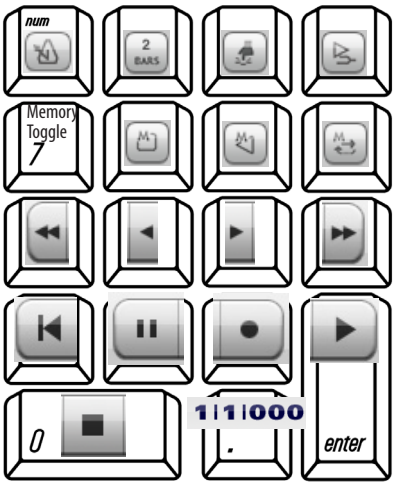

Figure 3: The Mac extended keypad assignments for Digital Performer's main transport controls.

Using the command key modifier with the keypad

You can use the ⌘ ALT/FINE button with several of the keypad keys to invoke any command-key related functions that are assigned to the keypad. For example, pressing command-7 toggles *Slave to External Sync* in the Setup menu.

The CLR key

The CLR key on HUI's keypad clears all currently illuminated clipping indicators in HUI's level meters (as well as in Digital Performer's Mixing Board window).

The 4, 5, 6, and plus (+) keypad keys

On the Mac keypad, the shuttle keys (4, 5, 6 and +) correspond to the arrow buttons in Digital Performer's position bar just below its main transport buttons. On HUI, however, these buttons are handled by the jog wheel. See "The jog wheel" on page 5.

These four keys are ideal for assigning your own custom remote control functions. Use the Commands window in Digital Performer (Setup menu) to map these four keys to any desired Digital Performer function and then use the same keys on HUI's keypad to trigger that function.

The transport buttons

HUI's transport controls are mapped to Digital Performer's transport features as shown below:

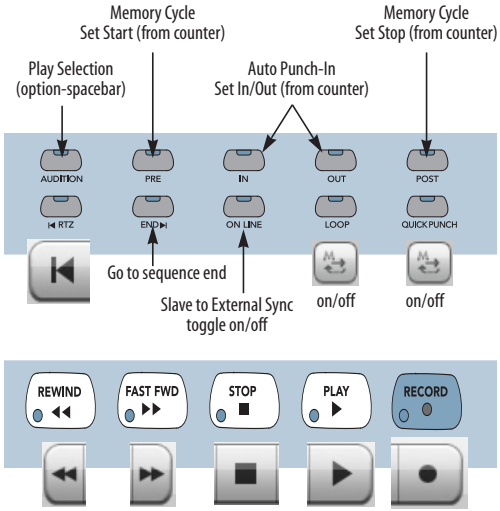

Figure 4: HUI's transport controls are mapped to Digital Performer as shown here.

The jog wheel

The jog wheel operates in two different modes:

- Scrub mode
- Shuttle mode

Scrub mode

To enter scrub mode, press the SCRUB button to illuminate it.

In scrub mode, the front-most window in Digital Performer determines what the jog wheel does.

For the Tracks window, Graphic Editor, MIDI Notation Editor, or any other non-audio window that displays a playback wiper, the jog wheel in scrub mode moves the playback wiper, just like dragging it. If Audible Mode is enabled, MIDI tracks play back as you scrub, just like they do when you drag the wiper.

For the Sequence Editor, the jog wheel in scrub mode is also like dragging the wiper. But you can also scrub an individual soundbite. To do so:

1 Press the SCRUB button to put the jog wheel in in scrub mode.

2 Move Digital Performer's playback wiper over the soundbite you wish to scrub.

3 Hold down CTRL/CLUTCH and then press the SELECT button for the desired track. This pop-edits the soundbite. Alternately, hold down SHIFT+CTRL/CLUTCH when pressing the SELECT button to open a stand-alone sound file editor window for the soundbite

4 Once the soundbite is pop-edited, (or the editor window is open) use the jog wheel to scrub within the soundbite.

In Digital Performer's Waveform Editor window, scrubbing with HUI's jog wheel operates just like the Waveform Editor's scrub tool.

Scrubbing resolution

Scrubbing resolution is based on zoom resolution of the window in which you are currently scrubbing.

If you hold down ALT/FINE button while scrubbing, you get hi-resolution scrubbing, regardless of zoom level.

A scrub mode shortcut

While the SCRUB button is illuminated, the FAST FWD or REWIND buttons make Digital Performer's wiper (or scrub cursor) jump to the beginning or end of current selection. Alternately, in *Scroll/Zoom* or *Nudge* Arrow Key Modes, hold OPTION and press the Left or Right ARROW keys to jump the scrub point to the beginning or end of the selection.

Scrubbing while selecting

When scrubbing a pop-edited soundbite or scrubbing in the Waveform Editor, you can make a selection while scrubbing as follows:

1 Scrub to one location.

2 Hold down the SHIFT button and scrub somewhere else to define the selection.

3 Continue holding down the SHIFT button while scrubbing to further extend the selection, if needed.

4 Refine your selection by bouncing back and forth between the edges of your selection using the FAST FWD/REWIND keys (or OPTION+ Left/Right ARROW keys) and continue to scrub holding the SHIFT key.

Exiting from scrub mode

To exit Scrub mode press the SCRUB button again. Pressing the STOP, PLAY or REC transport buttons also exit Scrub mode. Additionally, you can freely switch back and forth between Scrub and Shuttle modes.

☛ Exiting Scrub mode closes any pop-edited soundbites. You can use this feature to "pop out" of scrubbing a sound bite by pressing the SCRUB button twice. The first press closes the pop-edited sound bite, the second puts you back into Scrub mode, ready to locate to a new time.

Shuttle mode

To enter Shuttle mode, Press the SHUTTLE button to illuminate it. Shuttle mode corresponds to the arrows in the position bar just below Digital Performer's main transport buttons, which operate as slow/fast rewind and fast forward buttons.

At the moment you press the SHUTTLE button, the current position the jog wheel is "null". From the null position, there are two speeds forward and backward for a total of five positions:

- Stop (null)
- Slow forward
- Fast forward
- Slow rewind
- Fast rewind

The modes "wrap around" in that if you turn the knob past Fast Forward, you will enter Fast Rewind mode.

Exiting from shuttle mode

To exit Shuttle mode press the SHUTTLE button again. Pressing any of the transport buttons (STOP, PLAY, REC, FAST FWD or REWIND) also exit Shuttle mode. Additionally, you can freely switch back and forth between Shuttle and Scrub modes.

THE CHANNEL STRIPS

HUI provides eight channel strips (Figure 5), which can be used to view and control any of the tracks in your project. Each channel strip provides a motorized fader, a button for selecting the track for various assignment and grouping tasks, scribble strip LED for current track identification, dedicated mute/solo/automation buttons, a V-POT for controlling pan and sends, and several additional buttons for V-POT assignment, insert assignment/editing, and record-enabling the track.

HUI's eight channels trips display every type of Digital Performer track (except for conductor tracks), including hard disk tracks, MIDI tracks, aux tracks, and master faders. Use the BANK and CHANNEL buttons (Figure 10 on page 9) to control which tracks are currently being displayed the eight channel strips.

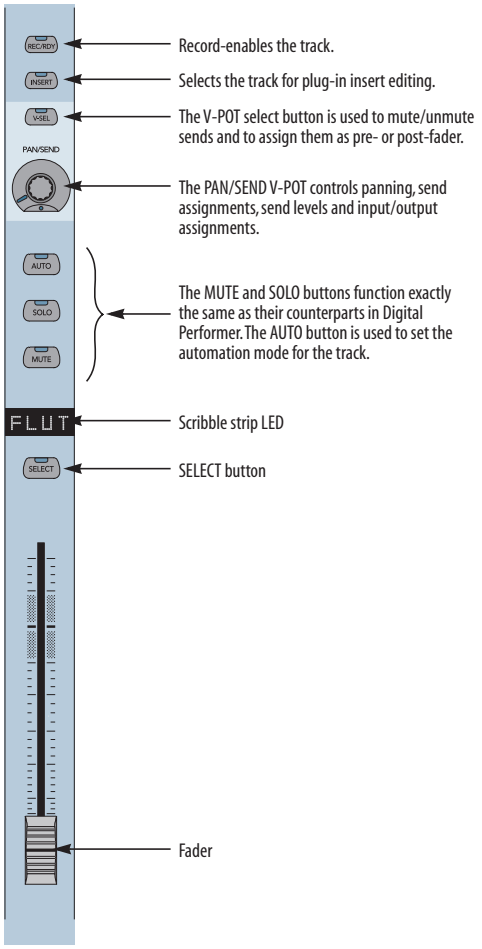

Figure 5: HUI provides eight channel strips that can dynamically control any number of MIDI and audio tracks in Digital Performer.

FADERS

The 100 millimeter channel faders control the volume level of each track. The channel fader is a touch-sensitive, servo-controlled motorized fader that tracks any current volume automation in Digital Performer's corresponding track. As soon as you touch the fader, you "take over" its servo control and the fader immediately begins controlling track volume, even if you don't actually move it. If the track is currently set up to record automation, HUI's fader begins to write new automation data into the track as soon as you touch it. When

you release the fader, the result depends on the track's current automation mode. If it's in *Touch* mode, the HUI fader will time-out after a brief moment and return to tracking existing automation in the track. In *Overwrite* or *Latch* modes, recording continues until you stop Digital Performer's transport.

Fader range
HUI fader range (from bottom to top) matches the range of Digital Performer's virtual faders (-∞ to +6.02).

Fader resolution
HUI provides a virtual resolution of 512 steps over its 100mm physical range. Fader resolution varies across this range, but as you approach unity gain, the resolution is at its most accurate (around 0.03 dB).

Setting faders to unity gain
To set an audio track to unity gain, or to set a MIDI track to maximum volume (127), hold down the DEFAULT button and press the SELECT button.

GROUPING FADERS
The STATUS/GROUP section lets you create and save fader groups.

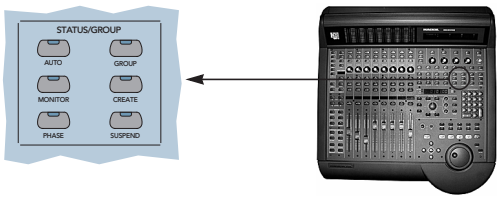

Figure 6: Change a track's automation mode with these buttons.

Creating a fader group
To group faders:

1 Select some tracks with SELECT buttons.

2 Press the CREATE button. A fader group will be created, and automatically assigned the next available group name (A-Z). You will notice that after a moment the name of the newly created group is displayed in the scribble strip.

Controlling a fader group
To control a fader group, move any member fader.

Disengaging a fader from a group
To temporarily disengage a fader from its group, hold down the CTRL/CLUTCH key while moving the fader.

Disengaging faders from a group under master control
The first fader that you touch in a group becomes the temporary group master, controlling the rest of the faders in the group until you release it. If you touch other faders in the group while still touching the master, they are temporarily disengaged from the group. When you release a non-master fader it returns to tracking the group, but maintains its new relationship to the other members. The very first fader you touch remains the temporary master fader until you release it, regardless of any other faders you touch or release.

Suspending a fader group

1 Hold down the SUSPEND button.

2 Press the SELECT BUTTON of any track in a non-suspended group.

3 The name will change to "----" and the grouped behavior of that set of faders will be suspended.

Un-suspending a fader group

1 Hold down the SUSPEND button.

2 Press the SELECT BUTTON of any track in a suspended group.

3 The name will change back to actual group name, and the grouped behavior of that set of faders will be reinstated.

Displaying fader groups
You can view the fader group to which each track belongs in the track scribble strips. To do so, hold down the GROUP button. Doing so displays the group name for each fader in the scribble strip.

THE SELECT BUTTONS
The SELECT button (Figure 5 on page 6) selects the track for various purposes. For example, if you are making an edit across several MIDI and audio tracks in the Track Overview, the SELECT buttons control which tracks become selected for the edit. When the SELECT button LED is illuminated, the track is selected; when it is dark, the track is not selected.

Hold down the following KEYBOARD SHORTCUT buttons when pressing a track's SELECT button for the following track selection shortcuts:

Hold down this HUI modifier key button:	To do this:
— none —	To select just one track.
SHIFT	To add the track to the current selection.
⌘ ALT/FINE	To deselect the track and select all others.
OPTION/ALL	To select all tracks.
CTRL/CLUTCH	To pop-edit the soundbite at the current playback wiper location. For details, see "Scrub mode" on page 5.
SHIFT+ CTRL/CLUTCH	To open a Wavefrom Editor for the soundbite at the current playback wiper location. For details, see "Scrub mode" on page 5.

For information about selecting a time range for editing, see "Selection techniques" on page 18 and "Selecting tracks" on page 17.

THE REC/RDY BUTTONS

The REC/RDY (Record/Ready) button at the top of each channel strip (Figure 5) arms the track for recording, just like clicking the Record button in the Mixing Board or the Record button in Digital Performer's Track List.

☛ If the track does not currently have an input assignment, the REC/RDY button (or the corresponding record-enable buttons in Digital Performer) will not be able to arm the track. If nothing happens when you press any of these buttons, make sure the track has an input assignment. You can not record enable Aux or Master Fader tracks.

See "Channel strip button shortcuts" on page 9 for various shortcuts for the REC/RDY buttons.

TOGGLING MULTI RECORD WITH REC/RDY ALL

The REC/RDY ALL button to the left of the REC/RDY buttons toggles Multi Record on and off.

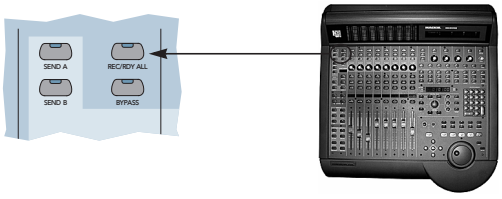

Figure 7: The REC/RDY ALL button toggles Digital Performer's Multi Record mode.

TOGGLING AUDIO MONITORING

To access the input monitor setting for a track, hold down option and the REC/RDY button at the top of each channel strip (Figure 5) turn into an input monitor button (just like the Input button in Digital Performer's Mixing Board).

THE MUTE AND SOLO BUTTONS

The MUTE and SOLO buttons for each HUI channel strip function exactly as their counterparts in Digital Performer's Mixing Board window.

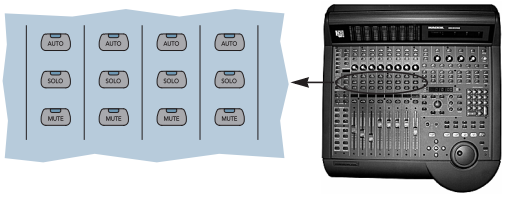

Figure 8: The MUTE and SOLO buttons function exactly as their counterparts in Digital Performer.

See "Channel strip button shortcuts" on page 9 for various shortcuts for the MUTE and SOLO buttons.

THE AUTO BUTTONS

The AUTO button in each channel strip can be used together with the AUTO MODE buttons (Figure 22 on page 15) to control the track's automation mode. Together, these buttons correspond to the Automation mode settings for each track in Digital Performer, which are displayed in various windows. For example, in the Mixing Board window, you'll see the Automation play-enable and record-enable buttons change, along with the automation mode menu, as you use the AUTO MODE and AUTO buttons on the HUI. Refer to the sections below for details.

Changing a track's automation play state

Press the AUTO button with no modifier buttons. If the track is currently armed for automation record (red, or red-flashing) the track will be switched to Play mode (green). If the track is in Play mode it will be switched Off (dark). If the track is Off, it will be put into Play. In other words, the AUTO button by itself toggles between Play and Off modes, however if the track is already armed for automation record, the track will be switched to Play.

Record-enabling automation for a track

To arm a track for automation recording, hold down the necessary buttons in the AUTO MODE section (Figure 22 on page 15) to specify the desired automation mode and press track's AUTO button. For details about choosing the automation mode for a track, see "Changing a track's automation mode" on page 15.

AUTO button LED status

The AUTO button LED provides the following status information:

LED status:	What it means:
Off	Automation is completely disabled.
Green	Automation is play-enabled (but not record-enabled).
Solid red (transport is stopped)	Automation is record-enabled, but not currently recording.
Flashing red (transport is moving)	Automation is record-enabled but not punched in.
Solid red (transport is moving)	Automation is punched in and recording.

CHANNEL STRIP BUTTON SHORTCUTS

Hold down the following KEYBOARD SHORTCUT buttons when pressing a track's REC/RDY, AUTO, SOLO or MUTE button for the shortcuts below.

Hold down this HUI modifier key button:	To affect all similar buttons as follows:
OPTION/ALL	To set them all to the new state.
OPTION/ALL + SHIFT	To set all selected tracks to the new state.
⌘ ALT/FINE	To clear the pressed button and enable all others.
CTRL/CLUTCH	To set the pressed button and clear all others.

Note: Holding OPTION/ALL and pressing a SOLO button does not solo or un-solo all tracks. Rather, it toggles the state of Digital Performer's global solo mode. This allows you to compare a group of tracks against the main mix without losing the set of tracks selected for soloing.

THE LEVEL METERS

Above the HUI control surface are eight stereo, 12-segment LED ladders that display each track's output level. Audio track levels are displayed with a range from -60 to zero (0) dB and MIDI track levels according to note-on velocity (0-127).

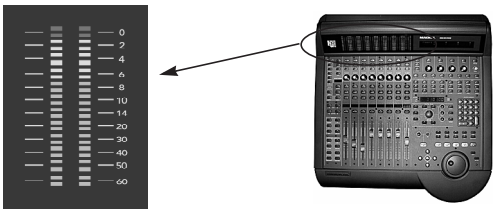

Figure 9: HUI's stereo level meters display audio track levels in dB (-60 to 0 dB) and MIDI track levels according to note-on velocity (0-127).

For MIDI tracks and mono audio tracks, HUI displays the same mono level on both stereo meters.

For stereo audio tracks, or mono audio tracks with stereo output due to a mono-to-stereo plug-in, HUI's stereo metering matches Digital Performer's stereo metering.

Clearing clip indicators

To clear the clip/hold indicators on HUI (and in Digital Performer's Mixing Board window), press the CLR button on HUI's keypad.

BANK SWAPPING AND CHANNEL SCROLLING

If your Digital Performer project has more than eight tracks, use the BANK and CHANNEL buttons (Figure 10) to control which tracks are currently being displayed in (and controlled by) HUI's eight channel strips. The BANK arrow buttons scroll left and right eight tracks at a time; the CHANNEL arrow buttons scroll one track at a time.

A bank/channel scrolling shortcut

To immediately scroll all the way left or right, hold down either the OPTION/ALL or SHIFT button while pressing one of the BANK or CHANNEL arrow buttons.

Scroll Synchronization

HUI normally will try to keep the on-screen display in sync with the tracks scrolled into view in the track strips. See "Scroll Tracks [enable/disable]" on page 20 for more information.

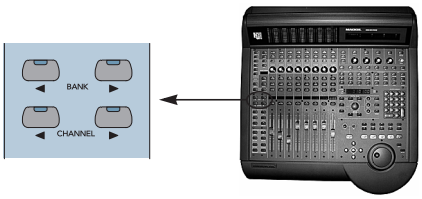

Figure 10: The BANK and CHANNEL buttons let you scroll HUI's eight channel strips through any number of audio, MIDI, aux and master fader tracks in your Digital Performer project.

Track order (left to right)

Track order in HUI's channel strips (left to right) always match their order in Digital Performer's Mixing Board window. If you drag a track left or right in the Mixing Board to change its position, the change is immediately reflected in HUI. All tracks are displayed when scrolling with the BANK and CHANNEL buttons, regardless of whether the tracks are currently being shown or hidden in the Mixing Board window.

ASSIGNING TRACK INPUTS & OUTPUTS

Use HUI's ASSIGN section, along with the channel strip V-POTs and scribble strip LEDs, to change the input and output assignments for both MIDI and audio tracks:

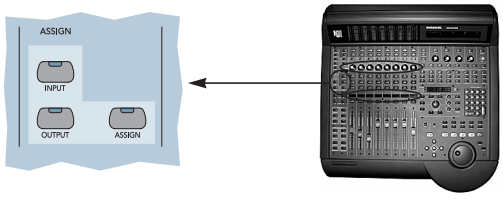

Figure 11: Change a MIDI or audio track's input or output assignment with the ASSIGN buttons and each track's channel V-POT. The current assignment you're adjusting will temporarily appear in the track's scribble strip as you change it so you can see what you're doing.

ASSIGN mode

To make input and output assignments, use the ASSIGN button to go into assignment mode as follows:

1 Press the ASSIGN button. It flashes to indicate that you are in assignment mode.

2 Press either the INPUT or OUTPUT button as desired to illuminate it.

3 Turn the V-POT of any track you'd like to adjust. As you do, watch the Scribble strip LED, which tracks your changes until you stop on the desired assignment.

4 To confirm the assignment right away, press the flashing V-SEL button above the V-POT. Otherwise, the current setting is automatically confirmed after a few seconds. To abort the selection, press F8/ESC while the V-SEL button is still flashing.

Temporary ASSIGN mode

The assignment technique above is useful when you're making input and output assignments across many tracks — perhaps at the beginning of a project — and therefore expect to be in ASSIGN mode for a while.

If you just need to make a quick adjustment to one track (or just a few tracks), you can temporarily go into ASSIGN mode by simply holding down either the INPUT or OUTPUT button as follows:

1 Hold down either the INPUT or OUTPUT button (Figure 11), depending on which assignment you'd like to make. As you hold it down, the scribble strip LEDs display each track's current input or output assignment.

2 Turn the V-POT of any track you'd like to adjust. As you do, watch the Scribble strip LED, which tracks your changes until you stop on the desired assignment.

3 To confirm the assignment right away, press the flashing V-SEL button above the V-POT. Otherwise, the current setting is automatically confirmed after a few seconds. To abort the selection, press F8/ESC while the V-SEL button is still flashing.

PANNING WITH THE V-POTS

The V-POT™ rotary potentiometer in each channel strip is used for several purposes, including track panning, input/output assignments and send assignments. For panning, make sure that the ASSIGN button is not illuminated or flashing as described in the previous section, and that PAN is selected in the row of V-POT mode buttons to the left. If one of the Sends is illuminated then the V-POT controls send level.

Jumping to pan center

To set the pan V-POT to pan center, hold down the DEFUALT button while pressing the V-SEL button above it.

Master faders and pan

Master fader tracks do not have pan controls, but they do have mono mode buttons. In HUI when displaying a master fader track, the V-POT knob is disabled, but the V-SEL button above it toggles mono mode. If the V-SEL button is illuminated, the track is in mono mode.

WORKING WITH SENDS

Use HUI's SEND buttons, V-SEL buttons and V-POTs to control Digital Performer's send assignments, send levels, and send mute/unmute.

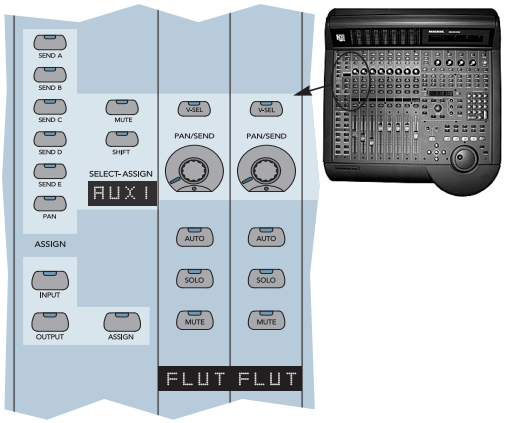

Figure 12: The SEND buttons, V-SEL buttons, V-POTs and scribble strip LEDs give you complete control over Digital Performer's sends.

Choosing a send bank to work with

Digital Performer's Mixing Board provides four sends per track. Top to bottom, HUI refers to them as sends A, B, C and D. (The 'E' bank does not apply to Digital Performer.) To select a bank, press the appropriate send bank button

(Figure 12), SEND A, SEND B, etc. For example, if you wanted to work with the third send for a track, you'd press SEND C. The button illuminates, and the send bank is displayed in the SELECT-ASSIGN LED to the right of the row of V-POTs.

Using the V-POT for send assignments & levels

The V-POT is used to make send assignments and to control each send level. The following sections describe how to put the V-POT into the right mode for each task.

The 'MUTE' button

When the MUTE button (Figure 12) is illuminated, the V-SEL buttons for each track will toggle the mute/unmute status of the track's current send, as determined by the current send bank (described above in "Choosing a send bank to work with" on page 10).

When the MUTE button is *not illuminated*, the V-SEL buttons determine whether the current send is pre-fader or post-fader (discussed later).

Making send assignments

Making a send assignment with HUI is the same as making it with the send assignment menus in the Mixing Board: the send can be assigned to any physical output or bus currently available in your Digital Performer virtual mixing environment. Accordingly, the output assignment possibilities you see in HUI's scribble strip LEDs are the same as the assignments currently visible in the assignment menus in Digital Performer's Mixing Board.

To make a send assignment:

1 Press the desired send bank (SEND A, SEND B, SEND C or SEND D).

2 Press the ASSIGN button (Figure 12). It flashes to indicate that you are now in send assignment mode. In addition, all V-POTs lose their position pointer to further indicate that you're in send assignment mode.

☛ At this point, neither the INPUT or OUTPUT button next to the ASSIGN button should be illuminated. If so, you've accidentally gotten into a mode that controls the track's input or output assignment, not the send assignment. To get back to send assignment mode, press the desired send button again.

3 Turn the V-POT of the corresponding track for the send you're assigning. As you do, watch the Scribble strip LED, which tracks your changes until you stop on the desired assignment.

4 When you stop turning a V-POT, the V-SEL button above it flashes. To confirm your choice right away, press the flashing V-SEL button. Otherwise, your current selection will be automatically confirmed after a few seconds. To abort the selection, press F8/ESC while the V-SEL button is still flashing.

5 To exit assignment mode, press the ASSIGN button again (so that it stops flashing).

Controlling send level

To control send levels:

1 Press the desired send bank (SEND A, SEND B, SEND C or SEND D).

2 Make sure that the ASSIGN button (Figure 12) is not blinking.

3 Turn the V-POT of the corresponding track for the send your adjusting.

In this mode, the V-POT is serving as a gain control, so the collar LEDs around the V-POT will display a continuous "wrap-around" level display that is different than the single position pointer LED displayed for panning control.

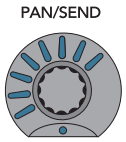

Figure 13: V-POTs display a continuous "wrap around" send level like this when controlling send levels.

Setting a send to unity gain

To set a send to unity gain, hold down the DEFAULT button while pressing the V-SEL button.

Send panning

To access send-pan, press both the Send (x) button and the Pan button simultaneously. Both will illuminate. Now the v-pots control send-pan. Pressing Pan puts you back in Send Gain mode.

Muting/unmuting a send

To mute or unmute a send:

1 Press the desired send bank (SEND A, SEND B, SEND C or SEND D).

2 Press the MUTE button so that it is illuminated.

3 Make sure the ASSIGN button is NOT flashing.

4 Press the V-SEL button of the corresponding track for the send you wish to mute. The scribble strip of the track will update to display either "Mute" or "Unmt" indicating the new state of the send.

☛ When the MUTE button is not illuminated, the V-SEL buttons toggle the send between pre- and post-fader (see the next section).

Toggling sends between pre- and post-fader

To toggle sends between pre- and post-fader:

1 Press the desired send bank (SEND A, SEND B, SEND C or SEND D).

2 Make sure that the MUTE button is *not* illuminated.

3 Press the V-SEL button of the corresponding track for the send you wish to toggle as follows:

V-SEL button setting	Pre or Post?
Illuminated	Post
Not illuminated	Pre

While you are holding the V-SEL button down to toggle this setting, the scribble strip displays the word "Pre" or "Post" as a visual confirmation of the mode you are setting it to.

WORKING WITH PLUG-INS

The plug-in VFD (Vacuum Fluorescent Display) and its associated V-POTs and buttons give you complete control over plug-in selection, preset selection, and automated remote control of individual effects parameters.

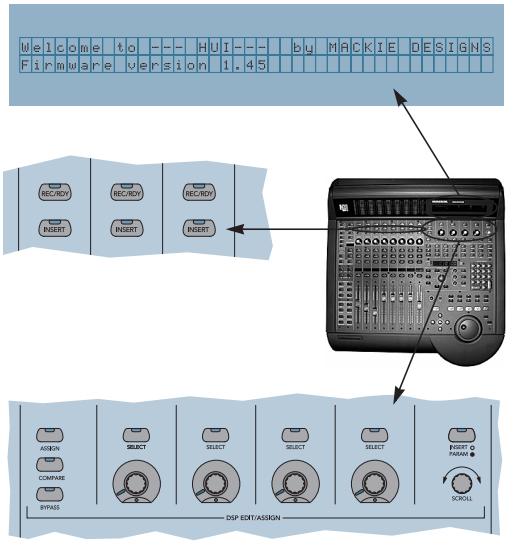

Figure 14: Use the plug-in VFD (vacuum Fluorescent Display) and the controls below it to work with plug-ins. Press an INSERT button first to choose a track.

Automation

Almost all of the tasks discussed in this section can be executed while Digital Performer is playing back. If automation recording is enabled for the track being modified, you can record your moves (bypassing, unbypassing, plug-in parameter tweaking, etc.) as automation data in Digital Performer.

The plug-in VFD

The plug-in VFD (Figure 14) is a 40-character wide by 2-line alpha numeric display that shows all four plug-in inserts for a single track, along with the plug-ins currently assigned to each insert and their currently chosen presets, if any. You can also choose to display up to four plug-in parameters at one time, with horizontal scrolling to cover as many parameters as the plug-in provides.

The plug-in VFD is divided into four sections (Figure 15 below) that correspond to the four inserts for the track currently being displayed. Each insert is controlled by the corresponding SELECT button and V-POT encoder below it.

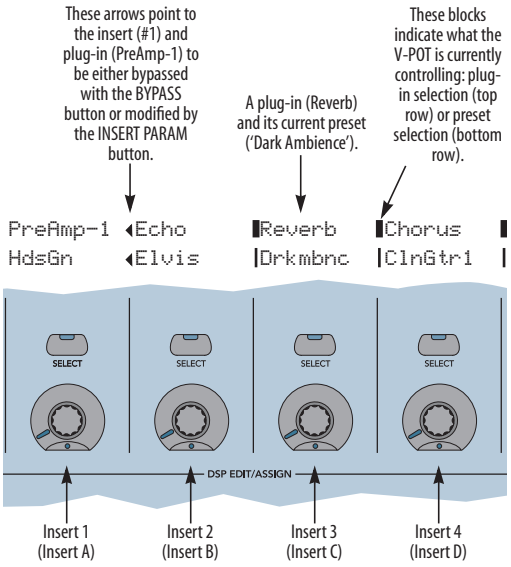

Figure 15: The four inserts in the VFD and their corresponding SELECT button and V-POT. Use the ASSIGN button (to the left of the four V-POTs and not shown here) to toggle the V-POTs between control over the top row (plug-in selection) and the bottom row (preset selection). Use the SCROLL knob to scroll insert 5 into view.

Choosing a track to display in the VFD

The INSERT buttons (Figure 14) near the top of each channel strip let you choose which track to view and modify in the VFD. Only one track at a time is displayed in the VFD. When you first choose a track, and no plug-ins are yet assigned, the VFD will appear as below:

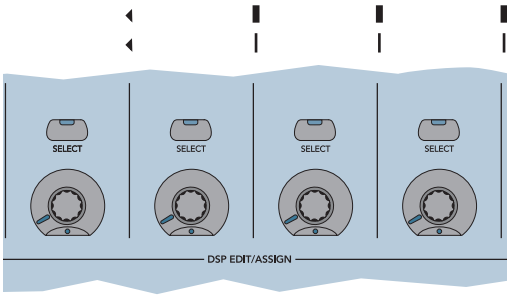

Figure 16: A track with no plug-ins assigned to it yet.

☛ Normally the VFD displays inserts 1-4. You can scroll the display to show inserts 2-5 by using the SCROLL knob to the right.

Assigning a plug-in to an insert

To assign a plug-in to an insert:

1 Make sure that the ASSIGN button (Figure 14) is not illuminated (so that the boxes separating each insert in the VFD are in the top row).

2 Turn the V-POT for the insert you're assigning the plug-in to. As you do, watch the VFD, which tracks your changes until you stop on the desired plug-in.

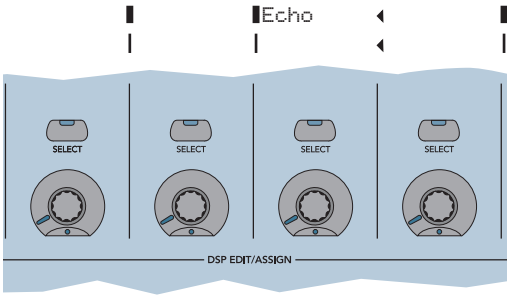

Figure 17: Calling up the Echo plug-in on Insert 3 with its V-POT.

3 When you stop turning a V-POT, the SELECT button flashes. To confirm your choice right away, press the flashing SELECT button. Otherwise, your current selection will be automatically confirmed after a few seconds.To abort the selection, press F8/ESC while the V-SEL button is still flashing.

Choosing a plug-in preset

To choose a preset for a plug-in:

1 Press the ASSIGN button (Figure 14) to illuminate it. Doing so makes the blocks separating the inserts in the VFD jump down to the second line.

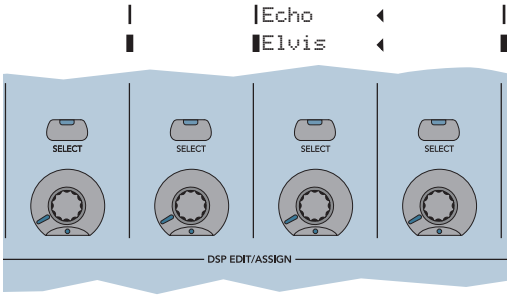

Figure 18: When the 'separator blocks' are in the second line, you can use the insert V-POT to select plug-in presets.

2 Turn the V-POT for the desired plug-in. As you do, watch the VFD, which tracks your changes until you stop on the desired preset.

3 When you stop turning a V-POT, the SELECT button flashes. To confirm your choice right away, press the flashing SELECT button. Otherwise, your current selection will be automatically confirmed after a few seconds. To abort the selection, press F8/ESC while the V-SEL button is still flashing.

Modifying individual plug-in parameters

To modify individual plug-in parameters:

1 Press the SELECT button corresponding to the effect you wish to edit. It will illuminate and the "left arrow" indicator in the VFD will shift to point to that slot.

2 Press the INSERT PARAM button to the right of the insert controls (Figure 14) to illuminate it. The VFD will now display four of the plug-in's individual parameters.

3 To edit a plug-in parameter, adjust the V-POT below it.

4 If the plug-in has more than four parameters (most do), use the SCROLL knob on the right-hand side of the insert section to scroll horizontally through all of the plug-in's automatable parameters.

5 To exit parameter editing, press the INSERT PARAM button again.

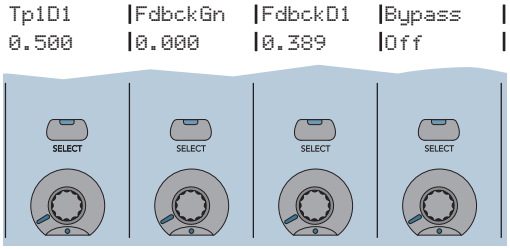

Figure 19: When the INSERT PARAM button is illuminated, the VFD displays all of the plug-in's automatable parameters, four at a time. Use the SCROLL knob (Figure 14) to view additional parameters.

Setting a plug-in parameter to its default value

To set an individual plug-in parameter to its default value:

1 Make sure that the INSERT PARAM button is illuminated.

2 Hold down the DEFAULT button.

3 Press the SELECT button for the desired parameter.

The COMPARE button

The COMPARE button lets you toggle between a plug-in preset and a modified version of the preset. The COMPARE button LED indicates which preset state is currently active on the insert.

When you first enter parameter edit mode, the COMPARE button will be dark. If the you have selected a preset for the effect, as soon as you modify a*ny* parameter, the COMPARE button glows solid green. This indicates that the preset has been modified, and the modified version is currently active on the insert.

Pressing the COMPARE button when it is solid green saves the current effect state and restores the original preset. The COMPARE button flashes to indicate that the original preset is currently active, and the modified preset has been stored for later recall. At this point, you can toggle between the two preset states as much as you like. Digital Performer (and HUI) remember both preset states until you choose a different preset or edit another effect.

Here is a summary of COMPARE button states, along with the corresponding state for the *Compare* menu item in the Effects window Preset menu:

Compare button status:	Effects window mini-menu item:	Meaning:
Dark	Grayed	Unmodified preset (or no preset)
Sold green	Active (not grayed)	Modified preset is active.
Flashing green	Checked	Original preset is active.

The COMPARE button only works in parameter edit (INSERT PARAM) mode.

For further information about the Compare feature, see "'Compare' Preset menu item" on page 825 in the *DP User Guide*.

Bypassing/unbypassing a plug-in

To bypass and unbypass a plug-in:

1 Press the SELECT button for the insert to illuminate it (if it is not already illuminated).

2 Press the BYPASS button (Figure 14) to illuminate it. The plug-in's name in Digital Performer's Mixing Board will become italic, indicating that the plug-in is bypassed. If the Effects window is on-screen, its bypass button will illuminate as well.

3 To unbypass the plug-in, press the BYPASS button again.

Bypassing/unbypassing all plug-ins on a track

To bypass or unbypass *all* plug-ins on a track, hold down the master BYPASS button below the REC/RDY ALL button as shown below and press the INSERT button for the desired track.

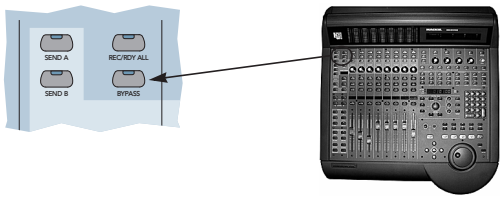

Figure 20: To bypass or unbypass all plug-ins on a track, hold down this BYPASS button and the press the desired track's INSERT button.

While you are holding down the Master BYPASS button, the display of the track INSERT buttons changes to display the bypass state of the effects on that track:

Insert button status:	Meaning:	Action when pressed:
Dark	No effects bypassed, or no effects installed.	All effects will be bypassed.
Sold green	All effects are bypassed.	All effects will be un-bypassed.
Flashing green	Some, but not all, effects are bypassed.	All effects will be bypassed.

Viewing plug-ins on your computer screen

All of the operations discussed so far can be done entirely from the HUI control surface using visual feedback from the VFD and V-POT positions. However, if you'd like to view the plug-in on your computer screen as you work, you can certainly do so. To open the Effects window, press the ALT button in the WINDOW section. Once it is open, the Effects window continuously updates to reflect the current insert and plug-in you have chosen to work on with HUI.

ENABLING/DISABLING AUTOMATION

HUI provides buttons for each *Global Automation* check box in Digital Performer's Automation Setup window as shown below. When automation is suspended, any affected parameters remain in their current state until automation is resumed.

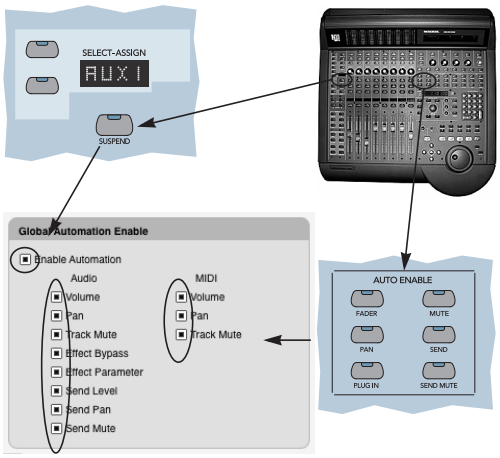

Figure 21: These check boxes in Digital Performer's Automation Setup window (Setup menu) and their corresponding HUI buttons let you globally suspend automation entirely or by data category.

For further details about the globally enabling and disabling automation, see "Global automation enable/disable" on page 781 in the *DP User Guide*.

Much of HUI's operation directly involves Digital Performer's extensive mix automation features. For a review of them, see chapter 65, "Mix Automation" (page 779) in the *DP User Guide*.

Automation enable/disable shortcuts

Hold down the following KEYBOARD SHORTCUT buttons when pressing the AUTO ENABLE buttons (Figure 21) for the following shortcuts:

Hold down this HUI modifier key button:	To set the AUTO MODE buttons like this:
OPTION/ALL	To set all to the state of the one you press.
⌘ ALT/FINE	To clear the pressed button and enable all others.
CTRL/CLUTCH	To set the pressed button and clear all others.

Enabling automation recording

To enable automation recording for a track, choose any automation mode for the track (except READ) as described in the next section.

CHANGING A TRACK'S AUTOMATION MODE

Digital Performer supports five different automation modes independently for each track:

- Overwrite
- Touch
- Latch
- Trim Touch
- Trim Latch

For a complete explanation of these modes, see "Automation modes" on page 784 in the *DP User Guide*.

HUI allows you to change a track's automation mode at any time using the buttons in the AUTO MODE section as shown below:

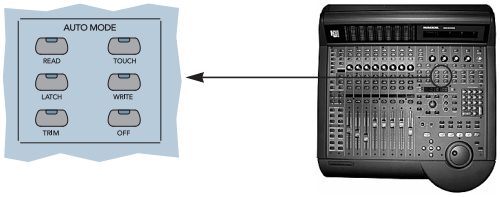

Figure 22: Change a track's automation mode with these buttons.

The AUTO MODE buttons correspond to Digital Performer's automation modes as follows:

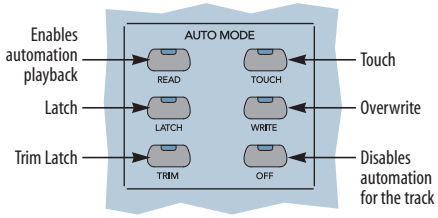

Figure 23: Selecting a track's automation mode from HUI. For Trim Touch mode, hold down the TRIM and TOUCH buttons simultaneously. You can use the same technique with TRIM and LATCH.

To change a track's automation mode:

1 Hold down the desired AUTO MODE button (Figure 23) or combination of buttons. In some cases, you need to hold down two buttons at the same time as follows:

Automation mode	AUTO MODE buttons
Play Touch (Touch mode, play-enabled only)	READ + TOUCH
Play Latch (Latch mode, play-enabled only)	READ + LATCH
Trim Touch	TRIM + TOUCH
Trim Latch	TRIM + LATCH (or TRIM by itself)

2 While holding down the desired AUTO MODE button(s), press the AUTO button in the channel strip of the track you wish to switch to that mode.

Automation mode shortcuts

To set all tracks to the same mode, hold down the OPTION/ALL button while pressing the necessary button(s) for the desired automation mode in the AUTO MODE section. Add the SHIFT button to do so only for currently selected tracks. For further details about using the AUTO button for each track, see "The Auto buttons" on page 8.

THE WINDOW BUTTONS

The WINDOW buttons let you open various important windows, or bring them to the front, including the Mixing Board, the Sequence Editor and the Control Panel.

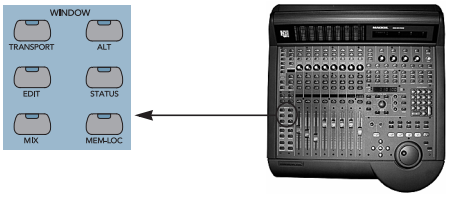

Figure 24: The WINDOW buttons.

Here's a summary of Digital Performer windows that can be opened (or brought to the front):

HUI window button(s)	Digital Performer window
TRANSPORT	Control Panel (Brings it to the front0
EDIT	Sequence Editor
SHIFT/ADD + EDIT or EDIT TOOL	Tracks window
MIX	Mixing Board
ALT	Effects window
STATUS	Audio Monitor
MEM-LOC	Markers window
EDIT-MODE	Nudge Amount window
⌘ ALT/FINE + Any Window button	Close the front-most window
OPTION/ALL + Any Window button	Send the front-most window to the back.

THE ARROW BUTTONS

The arrow buttons to the left of HUI's jog wheel provide scrolling, zooming, selecting and nudging capabilities. They can also be used to control Digital Performer's 'take' management features.

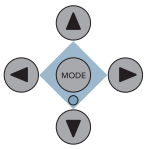

Figure 25: Zooming with the ARROW buttons.

The ARROW buttons operate in three different modes shown in the table below. You can cycle through the three modes by repeatedly pressing the MODE button in the center of the four ARROW buttons, or you can use the shortcuts below to go directly to each mode:

Mode	LED status	MODE button shortcut
Scroll/zoom mode	Off (dark)	SHIFT + MODE
Selection mode	Green	CTRL + MODE
Nudge mode	Red*	ALT + MODE

*Alternately, this mode can be indicated by a flashing LED. For details, see "HUI Revision [rev 1/rev 2]" on page 21.

SCROLLING & ZOOMING WITH THE ARROW BUTTONS

To put the ARROW buttons into *Scroll/Zoom* mode, press the center MODE button repeatedly until it is off (dark), or hold down the SHIFT button while pressing the MODE button.

Scrolling

The ARROW buttons scroll the top-most Digital Performer window as follows:

Press this:	To do this:
Up ARROW	Scroll up
Down ARROW	Scroll down
Left ARROW	Scroll left
Right ARROW	Scroll right
OPTION/ALL + Left ARROW	Jumps scrubbing location to left edge of selection. (Scrub mode only)
OPTION/ALL + Right ARROW	Jumps scrubbing location to right edge of selection. (Scrub mode only)

Hold down the SHIFT key to scroll the window as far as it can go.

Zooming

The ARROW buttons zoom the top-most Digital Performer window as follows when used with the modifier keys in the KEYBOARD SHORTCUTS section:

Press this:	To do this:
CTRL + Up ARROW	Zoom in vertically
CTRL + Down ARROW	Zoom out vertically
CTRL + Left ARROW	Zoom out horizontally
CTRL + Right ARROW	Zoom in horizontally

Hold down the SHIFT key together with the CTRL key to zoom the window as far as it can go.

SELECTING WITH THE ARROW BUTTONS

To put the ARROW buttons into *Selection* mode, press the center MODE button repeatedly until it is green (illuminated but not flashing on Rev 1 HUIs), or hold down the CTRL button while pressing the MODE button.

Selecting tracks

The ARROW buttons can be used to select tracks as follows when used with the modifier keys in the KEYBOARD SHORTCUTS section:

Press this:	To do this:
Up/Down ARROW	To change the currently selected track.
SHIFT + up/down ARROW	To add the next track above or below the current set of selected tracks.
OPTION + up/down ARROW	To remove the top or bottom track from the current set of selected tracks.

Selecting a time range

The ARROW buttons can be used to make a new time range selection as follows:

1 Locate Digital Performer's main transport to the start, end, or middle of the time range you wish to select.

2 Press the CAPTURE button to initiate a selection.

3 Use the ARROW buttons as follows to create a new selection starting from the CAPTURE location:

Press this:	To do this:
Left ARROW	To move the edge of the selection to the left by the Nudge amount.
Right ARROW	To move the edge of the selection to the right by the Nudge amount.
OPTION + Left ARROW	Chooses the left side of the current selection as the edge to edit.
OPTION + Right ARROW	Chooses the right side of the current selection as the edge to edit.

Use the arrow keys to edit one edge of the selection, then jump to the other edge by holding OPTION and pressing Right or Left.

Extending or trimming the current time range selection

If you already have a time range selection, you can use the ARROW button techniques described in the previous section to extend or trim the existing selection by the current nudge amount.

NUDGING WITH THE ARROW BUTTONS

To put the ARROW buttons into *Nudge* mode, press the center MODE button repeatedly until it is red (flashing on Rev 1 HUIs), or hold down the ALT button while pressing the MODE button.

You might also find it helpful to open the Snap Information window by pressing the EDIT MODE button in the WINDOW section. This allows you to see the current nudge amount and view the time format if you change it.

Nudge mode provides the following controls:

- The up/down ARROW buttons cycle through the various time formats for Nudge Amount (in the Snap Information window).
- The left/right ARROW buttons nudge any currently selected data.

TAKE MANAGEMENT WITH THE ARROW BUTTONS

The ARROW buttons provide access to Digital Performer's take management features (New Take, Next/Previous Take, etc.) To do so:

1 Record-enable the track or tracks you wish to work with.

2 Put the ARROW buttons into Nudge mode by holding down the ALT button while pressing the MODE button.

3 Use the ARROW buttons as follows:

Press this:	To do this:
CTRL + Up ARROW	Previous Take
CTRL + Down ARROW	Next Take
CTRL + Right ARROW	New Take
CTRL + Left ARROW	Erase Take

The action is applied to all record enabled tracks.

SELECTION TECHNIQUES

HUI provides several ways to select tracks and make time range selections within those tracks.

Selecting tracks

There are two ways to select and deselect tracks:

- With the SELECT buttons in HUI's eight channel strips — see "The SELECT buttons" on page 7.
- With the ARROW buttons — see "Selecting with the ARROW buttons" on page 17.

Selected tracks are included in the current time range selection, if any. You can select and deselect tracks at any time, before or after making a time range selection.

Selecting a time range

When you make a time range selection, it applies to all currently selected tracks, if any. You can change the time range selection at any time, before or after selecting tracks (as described in the previous section).

To make a time range selection:

1 Using any transport control features you wish, locate Digital Performer to the beginning or end of the time range.

2 Press the CAPTURE button (EDIT section).

3 To define the other edge of the selection (before or after), locate somewhere else and press SHIFT CAPTURE.

4 If you haven't done so already, use the channel strip SELECT buttons to include or exclude tracks in the selection.

Selecting a time range during playback

Use the same procedure as described above to capture a selected region during playback: press CAPTURE at the beginning of the region and press SHIFT + CAPTURE at the end.

Using Digital Performer's selection shortcuts

As an alternative to the techniques just discussed, you can assign Digital Performer's selection shortcuts (in the Commands window) to HUI's F-keys buttons or keypad buttons and use them instead of the CAPTURE button to load selection start and end times.

Selecting while scrubbing

You can use the CAPTURE and SHIFT + CAPTURE technique to select while scrubbing. For details, see "Scrub mode" and "Scrubbing while selecting" on page 5.

Trimming a time range selection with the ARROW buttons

You can use the arrow buttons to extend or trim either edge of an existing selection — or to make a new selection altogether. For details, see "Selecting with the ARROW buttons".

BASIC EDITING WITH THE EDIT BUTTONS

Once you've made a selection as described in the previous sections, press the appropriate EDIT button (Figure 26) to cut, copy or delete the selected time range. All currently selected tracks are included in the operation.

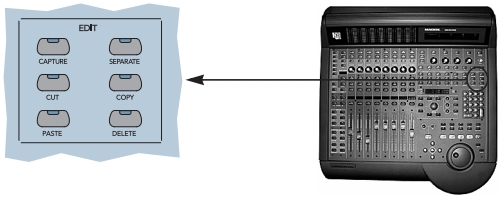

Figure 26: The EDIT buttons.

Pasting

To paste data that has just been cut or copied:

1 Using any transport control features you wish, locate Digital Performer to the point in time at which you'd like to paste.

2 Choose the destination tracks. If no tracks are selected, as is the case after a Cut operation, the data will go back into the track or tracks from whence it came. Otherwise, select or deselect tracks as desired. Data will be pasted into the currently selected tracks. Make sure that the number of tracks you select matches the number of tracks that were cut or copied. If you are mixing audio and MIDI tracks in the operation, make sure the quantity and order of tracks being pasted into matches the source tracks.

3 Press the PASTE button. The data on the clipboard — including the entire time range that was originally cut or copied — is pasted at the current playback wiper location in Digital Performer.

Splitting with the SEPARATE button

You can split a region of audio (in the same fashion as the Split command in Digital Performer's Edit menu) by pressing the SEPARATE button (Figure 26) after making a selection as described earlier.

Undoing an edit

When you perform an edit from HUI, you can undo it with the UNDO button in the KEYBOARD SHORTCUTS section as shown below.

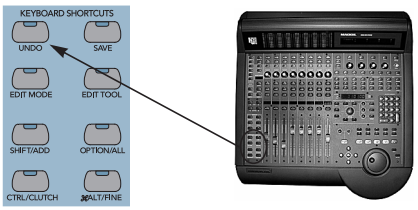

Figure 27: The UNDO button.

HUI AND DIGITAL PERFORMER MIDI TRACKS

MIDI tracks can be controlled from HUI in much the same way as audio tracks. For example, MIDI track input and output assignments can be made from HUI as described earlier in this chapter. Also, HUI channel strips work the same way for MIDI tracks as they do for audio tracks. The only real differences are fairly obvious. For example, MIDI tracks do not have sends, so there is no send control from HUI, either. But MIDI tracks do have inserts and MIDI plug-ins, which can be controlled from HUI.

WORKING WITH DIALOG BOXES

When a dialog box appears on-screen in Digital Performer, here are some ways to get around the dialog:

HUI action	Software result
Press ENTER on the keypad	To click OK
Press F8/ESC	To cancel the dialog
Press digit keys on the keypad	To enter numbers in the currently selected text box, if any.

USING WINDOW SETS WITH HUI

Digital Performer's *Window Sets* feature works particularly well with HUI because you can invoke pre-configured Digital Performer window layouts on-screen from HUI's control surface.

Recommended window sets

Here are a few window sets you might find useful:

Window set	Description
Mixing	The Mixing Board is expanded to the full width of the screen, with inserts, sends and everything else displayed.
Plug-ins	The effects window is open and positioned on the left edge of the screen, just below the Control Panel (or covering it). When you change from one plug-in to another, this position ensures that you can see the entire plug-in. You might also want to include the Mixing Board or Sequence Editor opened behind it.
Audio editing	Sequence Editor is expanded to the full width of the screen and top to bottom. Have the track selector open so you can see what tracks are currently visible.
MIDI/audio editing	The Tracks window is prominently displayed so you can see and edit both MIDI and audio tracks together.

Assigning window sets to F-key buttons

Assign window sets to the F-keys (F1 through F7) on your Mac keyboard. (HUI reserves F8 for the escape/cancel operations.) Doing so allows you to invoke the window sets directly from HUI's F keys, which are 'hard-wired' to Digital Performer's F1 through F7 remotes.

SAVING THE DIGITAL PERFORMER PROJECT

The SAVE button allows you to save your Digital Performer project at any time, just like choosing *Save* from Digital Performer's File menu. Because it is easy to accidentally press the SAVE button, the procedure for saving actually requires that you press the SAVE button twice: once to "arm" it and again to actually save. This procedure helps avoid accidentally saving a project at the wrong time.

The SAVE button LED

When you modify your Digital Performer project (in any way that would also activate the Save command in Digital Performer's File menu), the SAVE button LED illuminates to inform you that the project has been modified. (Accordingly, Digital Performer's Save command will similarly be activated.) You can then save the project from HUI as described in the next section.

Saving a project

Once the SAVE button is illuminated (as described above), you can save the project as follows:

1 Press the illuminated SAVE button in the KEYBOARD SHORTCUTS section as shown below.

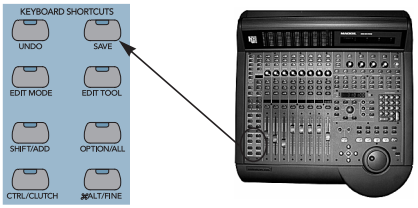

Figure 28: The SAVE button.

2 The SAVE button flashes to indicate that it is now armed for saving.

3 If you change your mind and decide that you wish to exist the save operation, press the F8/ESC button to cancel the save operation and not save the file.

4 If you wish to complete the save operation, press the SAVE button again.

At this point, the SAVE button LED will appear dark to indicate that the file has been saved. It will remain dark until the file is further modified.

HUI'S CONTROL ROOM SECTION

This section of HUI involves the analog monitoring connections to HUI itself. Consult the HUI manual for details.

HUI PREFERENCES

HUI provides several preferences. To access the HUI preferences:

1 Hold down PHASE button.

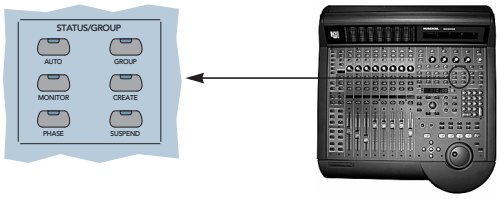

Figure 29: The PHASE button.

As you hold down the PHASE button, the VFD displays the preferences.

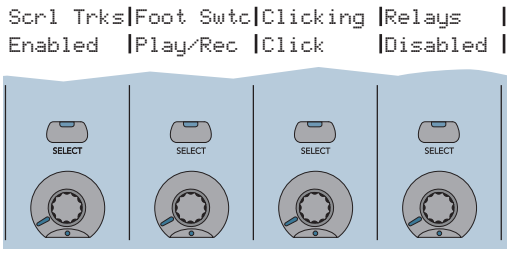

Figure 30: Hold down the PHASE button to view HUI preferences.

2 While continuing to hold down the PHASE button, press the SELECT button in the insert section directly below the preference you wish to modify. The SELECT button toggles each preference between two settings.

3 See the following sections for an explanation of each preference.

4 To view further preferences, turn HUI's SCROLL knob to the right of the VFD.

5 When you are finished modifying the preferences, release the PHASE button.

Scroll Tracks [enable/disable]

The *Scroll Tracks* preference (Scrl Trks) determines whether HUI's tries to keep the scroll state of the front-most window in sync with the tracks currently displayed in the 8 track strips. When enabled, the Track Overview, Sequence Editor and Mixing Board will all scroll and show and hide tracks as necessary to keep the on-screen view in sync with the tracks displayed in the HUI track strips.

Foot Switch [play, record/F5 F6]

The *Foot Switch* preference (Foot Swtc) chooses the actions assigned to the two HUI foot switches. In the normal state, Foot Switch 1 has the same behavior as pressing Play and Foot Switch 2 has the same behavior as pressing Record. The alternate option is to have the foot switches emulate the F5 and F6 keystrokes. You can then bind F5 and F6 to any remote in Digital Performer to trigger whatever you like.

Clicking [click/silent]

HUI has the ability to make a 'click' sound during any operation that involves choosing individual items from a list with a V-POT. For example, when choosing an output for an audio track or a plug-in for an insert, you could make HUI click for each item in the list as you scroll through the available choices with a V-POT. This gives you audible feedback as you scroll through the list, making it easier to find the desired setting as you scroll. Here are a few other examples of when you'd hear the click sound:

- Choosing destinations for sends

- Choosing track inputs and outputs
- Choosing plug-ins for inserts
- Choosing plug-in presets
- Pressing a button

The *Audible Click* preference (Clicking) enables and disables HUI's audible click.

Relays [active/disabled]

The *Relay* option enables and disables HUI's relay feature. When the Relay preference is disabled, both relay 1 and 2 remain open (inactive).

When the Relay preference is enabled, the relays operate as follows:

Relay	Playback	Recording
Relay 1	closed	closed
Relay 2	open	closed

These relays can be used to illuminate "Recording in Progress" lights and similar indicators in the recording studio. See the HUI User's Guide for details.

Fader Touch Sensitivity [enable/disable]

The *Touch Sensitivity* preference determines whether HUI's main channel faders operate as touch-sensitive faders or not. By default, touch sensitivity is enabled. (For an explanation of this feature, see "Faders" on page 6.) When touch sensitivity is disabled, HUI's faders don't actually generate data (for Digital Performer to respond to and record) until you move the fader. In addition, when you release the fader, the punch-out time is subject to the Punch-out Delay time that is specified in Digital Performer's Mixing Board window mini-menu. See the Mixing Board chapter in your Digital Performer manual for details. Unless you are running into problems with "stuck faders" you should leave touch sensitivity on.

HUI Revision [rev 1/rev 2]

The first revision of HUI only had a single color LED to indicate the ARROW MODE. The Digital Performer HUI driver will use red and green color states to display the ARROW mode if Rev 2 is selected, or will use on/flashing to display the state if Rev 2 is selected.

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