

DP Record Settings Webinar

Punch Guard (DP Prefs, Audio Options)

- Pref, Always record pre-roll
- Pref, Only during punching in
- Duration can be 999 seconds or roughly 16.7 minutes!

Soundbite changes that don't require merge/bounce (when exporting)

- Trimming audio
- Bite Gain
- Pitch changes (relative or absolute)
- Time-Stretching
- Applying FX

Soundbite changes that do require merge/bounce (when exporting)

- Fades and crossfades
- Volume/pan/CC automation
- Realtime plug-ins
- Plug-in automation

Navigating DP

“Dot Trick”, the period in the numeric keypad enters the counter bar field

Single dot = Bars

Double dot = Beats

Triple dot = Ticks

Revisiting Transport-related Buttons (left to right in Control Panel)

Memory = Transport/Playback

Selection = Highlighted Track Data

1. AutoRewind, there are 5 ways to set the start

1. Type it in
2. Click on the word “Start”
3. Use the Memory down arrow menu
4. Drag the green memory strip (snap on or off)
5. Use F1 shortcut “Set Memory Start to Counter”

Memory Strips can be clicked on to remove/add from lane field

F Key shortcuts for using the Counter for values

M	Set Memory Start/End to counter	F1 F2
A	Set Auto Record S/E to counter	F3 F4
S	Set Selection S/E to counter	F5 F6

2. Auto Stop, same 5 ways (can be used alone or with Auto Rewind)

3. Memory Cycle (loop), same 5 ways (can be used alone or with Auto Rewind)

4. Link Playback to Memory (2 modes)

A. While Parked (enter measure number first) then you get the 5 ways

B. While Playing, same 5 ways work

****Preroll/postroll** can be added. USE Blue memory strip (snap or not)
Control - P for Pre, Control - O for Post, Control - K for both (toggle)

5. Link Selection to Memory (updates memory to selection)

Doesn't do much unless other buttons are enabled

With Auto Rewind, selection tells transport where to start

With Auto Stop, selection tells transport where to start

Auto Rewind and Auto Stop, selection tells transport where to start and stop

With Memory Cycle, selection tells transport where to loop

With Link Playback to Memory, same 5 ways work (Holy Grail)

6. Auto Record (with or without overdub)

1. Type it in
2. Click on the word "Start"
3. Use the Memory down arrow menu
4. Drag the green memory strip (snap on or off)
5. Use F3 shortcut "Set Auto Record Start to Counter"

Auto Record is separate from Memory and Selection

Remember Times, is based on a selection (use Control - R to capture)

Available for MAS: Memory, Auto Record, Selection

- Can be invoked via down arrow menus in each area
- Can be invoked with the following key commands:

M (Memory) = Shift-Option-C*

A (Auto Record) = Shift-Option-R (was R, I changed to A)

S (Selection) = Shift-Option-S

*Shift-Option-M is already assigned to Merge Soundbites