

DMC1000 STEREO PROJECT MANAGER (V4.0 ST)

Computer Application for YAMAHA DMC1000 Digital Mixer

DMC1000 STEREO
PROJECT MANAGER
(V4.02)

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DMC1000 Project Manager

Note about this Manual: Throughout this manual, the symbol **M>** is used to indicate information that is only relevant to users of multiple-DMC1000 systems. Users of single-DMC1000 systems can ignore these sections.

Table of Contents

Introduction	page 9
System Requirements	
1.1 Macintosh ® Requirements	page 10
1.2 MIDI Hardware Requirements	page 10
1.3 Software Requirements	page 10
Installation Guide	
2.1 DMC1000 Project Manager V4.0ST Installation	page 11
2.2 Memory Allocation	page 11
2.3 Connecting the DMC1000 to the Macintosh Computer	page 12
2.4 Installing System Software in the Yamaha DMC1000	page 13
2.5 Installing OMS	page 13
2.5.1 Selecting an OMS File	page 14
2.5.2 MIDI Communications Problems	page 15
2.5.3 Testing MIDI Connections	page 15
2.6 Launching DMC1000 Project Manager V4.0ST	page 16
Using Project Manager	
3.1 Start-Up Defaults	page 17
3.2 Selecting and Editing Parameters	page 17
3.3 Macintosh Keyboard Commands	page 19
3.4 Display/Edit	page 20
DMC1000 Project Manager - Main Screen	page 21
4.1 Program Structure	page 21
4.2 Help ?	page 22
4.3 Options	page 23
4.3.1 Error/Status Reporting	page 23
4.3.2 Automation Chase Mode	page 23
4.3.3 Display/Edit Double-Touch Select	page 24
4.3.4 Dump Request Mode	page 24
4.4 Re-initialize Program	page 24

4.5	Re-initialize Current DMC1000	page 25
4.6	Abort	page 25
4.7	Refreshing Displays and Updating State	page 25
Project Management		page 26
5.1	Internal Scene Memories	page 26
5.2	Card Scene Memories	page 26
5.3	Viewing the Scene List and Recalling Memories	page 27
5.4	Editing Scene Names and Scene Memory Storing	page 27
5.5	Memory Functions	page 28
5.5.1	Undo Scene Memory Store or Recall	page 28
5.5.2	Initializing New Parameters	page 29
5.6	Project Management	page 29
5.6.1	Project Information	page 29
5.6.2	Track Names	page 29
5.6.3	Saving a Project	page 30
5.6.4	Saving a Multi-Project	page 31
5.6.5	Saving Bulk Data	page 31
5.6.6	New Project	page 32
5.6.7	Opening a Project	page 32
5.6.8	Opening a Multi-Project	page 32
5.6.9	Opening Bulk Files	page 33
Configuration		page 34
6.1	Configuration Items	page 34
6.1.1	Auto Clock Display	page 34
6.1.2	ESAM II Source Mode	page 34
6.1.3	Title Store Prohibit	page 34
6.1.4	Store Request In/Out Prohibit	page 34
6.1.5	Memory Store Confirm	page 35
6.1.6	Memory Recall Confirm	page 35
6.1.7	Internal Memory Protect	page 35
6.1.8	Setup Memory Protect	page 35
6.1.9	CueSource	page 35
6.1.10	Remote Parity Mode	page 35
6.2	Faders	page 35
6.2.1	Motors On/Off	page 35
6.2.2	Bus Master Fader Stereo Link	page 35
6.2.3	Aux Send Ducking	page 35
6.2.4	Fader Touch Sense Select	page 36
6.2.5	TouchSense Grouping	page 36

Control		page 37
7.1	Solo Safes	page 37
7.2	DMC Link Parameters	page 37
7.3	DMC Link and Group Memory	page 38
7.3.1	Link Memory	page 38
7.3.2	Group Memory	page 38
7.4	Fade Times	page 38
7.5	Memory Store/Recall Parameters	page 39
7.5.1	Filtering Mode	page 39
7.5.2	Scene Store/Recall Filter Switches	page 39
7.5.3	Scene Store/Recall Parameter Filters	page 40
7.6	Stereo Pairs and Balance	page 41
7.6.1	ST Pair Copy Options	page 41
Digital		page 42
8.1	Digital Configuration	page 42
8.1.1	Word Clock Source	page 42
8.1.2	Internal Clock Sampling Frequency	page 42
8.1.3	Word Clock In/Out	page 42
8.1.4	Input Format	page 42
8.1.5	Monitor Format	page 43
8.1.6	2-Track Format	page 43
8.2	Output Formats	page 43
8.2.1	Bus Format	page 43
8.2.2	Input Direct Format	page 43
8.2.3	Monitor Direct Format	page 43
8.2.4	Stereo Input Direct Format	page 43
8.3	Emphasis	page 43
8.3.1	Output Emphasis	page 43
8.3.2	Stereo A/B/C and 2-Track (Y2)	page 43
	Input Emphasis	page 43
8.4	Mitsubishi Emphasis	page 43
8.5	Digital Miscellaneous	page 43
8.5.1	Noise Shaping	page 43
8.5.2	Noise Shaping Bit Number	page 44
8.5.3	CD/DAT Output Copy Prohibit	page 44
8.5.4	DSP Reset	page 44

Displays		page 45
9.1	LCD Screens	page 45
9.1.1	Auto EQ Screen	page 45
9.1.2	Auto Effect Screen	page 45
9.1.3	Auto C-R Monitor Screen	page 45
9.1.4	Auto Fader Edit Screen	page 45
9.2	Meter Characteristics	page 46
9.2.1	Meter Fall Time	page 46
9.2.2	Meter Peak Hold	page 46
9.3	Meter Modes	page 46
MIDI & Timecode		page 47
10.1	MIDI	page 47
10.1.1	Setup Memory Change - Bulk Out	page 47
10.1.2	Control Change Transmit	page 47
10.1.3	Control Change Receive	page 47
10.1.4	Control Change Omni	page 48
10.1.5	Control Change Echo	page 48
10.1.6	Program Change Transmit	page 48
10.1.7	Program Change Receive	page 48
10.1.8	Program Change Omni	page 48
10.1.9	Program Change Echo	page 48
10.1.10	MIDI Control Mode	page 48
10.1.11	MIDI In -> Automation Record	page 48
10.2	Time Code	page 49
10.2.1	Time Code Source	page 49
10.2.2	Time Code Frame Rate	page 49
10.2.3	Time Code Frame Erase	page 49
10.2.4	Time Code Dropout Warning	page 49
10.3	Time Code Start Time	page 49
Audio Setup		page 50
11.1	Inserts	page 50
11.2	Stereo & 7/8 Inputs	page 51
11.3	Cascade Isolate	page 51
11.4	Audio Miscellaneous	page 52
11.4.1	EQ Constant	page 52
11.4.2	Direct Out Mode	page 52
11.4.3	DC Cut Filter	page 52
11.4.4	Control Room Monitor Output	page 52
11.4.5	Panpot Nominal	page 52
11.4.6	AFL Key Function	page 53
11.4.7	AFL Mode	page 53

Auto-Transport	page 54
12.1 Automation Modes	page 54
12.1.1 Automation Locate Mode	page 54
12.1.2 Automation Fader Edit Mode	page 55
12.1.3 Automation Record Mode	page 55
12.1.4 Absolute Update Mode	page 55
12.1.5 Fader Motors	page 56
12.2 Fader Edit	page 56
12.2.1 Fader Edit Time	page 56
12.2.2 Fader Edit Status	page 56
12.3 Automation Undo	page 56
12.4 Master Section	page 56
12.4.1 Monitor Mode	page 56
12.4.2 Dimmer	page 56
12.4.3 All Solos Off	page 56
12.4.4 Meter Hold	page 56
12.5 DMC1000 Auto-Transport	page 57
12.5.1 Automation Play Tracks	page 57
12.5.2 Record Track	page 57
12.5.3 Transport Command Keys	page 57
12.5.4 Transport Control	page 57
12.6 System Links	page 58
12.7 Transport Modes	page 58
12.7.1 Automation Sync Mode	page 58
12.7.2 Play Repeat	page 58
12.7.3 MIDI Remote	page 58
Automation	page 59
13.1 Automation Auto Punch	page 59
13.1.1 Punch In/Out Mode	page 60
13.1.2 Extract Parameter On/Off	page 60
13.1.3 Extract Parameter Select	page 60
13.1.4 Punch In/Out Times	page 60
13.1.5 Punch In/Out Time Update	page 61
13.2 Automation Data Copy	page 61
13.2.1 Start and End Times	page 61
13.2.2 From and To Tracks	page 61
13.2.3 Automation Data Copy Mode	page 62
13.2.4 Automation Data Copy Execute	page 62
13.2.5 Automation Data Copy Undo	page 62
13.3 Extract Functions	page 62
13.3.1 Extract Parameter	page 63
13.3.2 Extract Faders, Cuts, Pans, Auxs, EQs, Others	page 63
13.4 Track Edit Commands	page 64
13.4.1 Swap	page 64
13.4.2 Merge	page 64
13.4.3 Clear Track	page 65

13.4.4	Clear Track by Time Code	page 65
13.4.5	Clear All Tracks	page 65
13.5	Edit Channel On/Off Switches	page 65
13.6	Automation Record Filters	page 65
13.7	Automation & MIDI	page 66
13.7.1	Automation Play -> MIDI Out	page 66
13.7.2	MIDI In -> Automation Record	page 66
13.8	Automation Touch Mode	page 67
Effects Editor/Librarian		page 68
14.1	Effects List	page 68
14.2	Effects Parameter Editing	page 69
14.2.1	Effects Naming	page 69
14.3	Copy and Paste Editing	page 69
14.4	Managing Effects Bank Files	page 69
Mac Links		page 70
15.1	Links A-D	page 70
15.2	Link Parameters	page 70
15.2.1	Linking Pans	page 70
15.2.2	All Parameters (except pans)	page 71
15.3	Link Signals	page 71
15.4	Link Master	page 71
15.5	Enable	page 71
Mac Groups		page 72
16.1	Groups A-D	page 72
16.2	Group Members	page 72
16.3	Touch Sense Grouping	page 72
16.4	Group Enable	page 73
16.5	Mac Groups and DMC1000 Automation	page 73
16.5.1	Fader Touch Sensitivity	page 73
16.5.2	MacGroups and DMC1000 Automation Playback	page 73
Disk Manager		page 75
17.1	Accessing a Disk's File Directory	page 75
17.2	Viewing a Disk's Contents	page 76
17.2.1	File Types	page 76
17.3	Disk Links	page 76
17.4	Formatting Disks	page 76
17.5	Saving Files	page 77
17.6	Loading Files	page 78
17.7	Deleting Files	page 78

DMC Tools	page 79
18.1 EQ Snapshots	page 80
18.1.1 Selecting Channels	page 81
18.1.2 Touch Select and Menu Select Modes	page 81
18.1.3 Editing EQ Parameters	page 82
18.1.4 Storing Snapshots	page 82
18.1.5 Recalling Snapshots	page 83
18.1.6 Read Snapshot File	page 83
18.1.7 Translating V2.0 & V3.0 Files	page 83
18.1.8 Write Snapshot File	page 84
18.1.9 Clear Current Snapshot	page 84
18.1.10 Clear All Snapshots	page 84
18.1.11 Refresh	page 84
18.1.12 Large EQ Graphic Displays	page 84
18.1.13 Graphic Display View On/Off	page 84
18.2 EQ Overview	page 85
18.3 Channel Page	page 87
18.3.1 Channel Selection	page 88
18.3.2 Routing to Busses	page 88
18.3.3 Solo	page 88
18.3.4 On/Off	page 88
18.3.5 Channel Fader	page 88
18.3.6 Pad	page 89
18.3.7 Phase	page 89
18.3.8 EQ	page 89
18.3.9 Channel Pan (Mono Channels)	page 89
18.3.10 Width and Balance (Stereo Channels)	page 89
18.3.11 Aux 3 Pan	page 89
18.3.12 Aux Send On/Offs	page 89
18.3.13 Aux Send Levels	page 89
18.3.14 Aux Sends Pre/Post	page 89
18.3.15 Channel Delay	page 90
18.3.16 Channel Presets	page 90
18.3.17 Write Preset File	page 91
18.3.18 Read Preset File	page 91
18.3.19 Clear Current Preset	page 91
18.3.20 Clear All Presets	page 91
18.4 Delay Editor	page 92
18.4.1 Sample Rate	page 93
18.4.2 Reference Units	page 93
18.4.3 Editing Delay Values	page 94
18.4.4 Delay Feedback	page 94
18.4.5 Global Units	page 94
18.4.6 Global Delay	page 94
18.4.7 Delay Presets	page 94
18.4.8 Write Preset File	page 95
18.4.9 Read Preset File	page 95
18.4.10 Translating Delay Preset Files	page 95

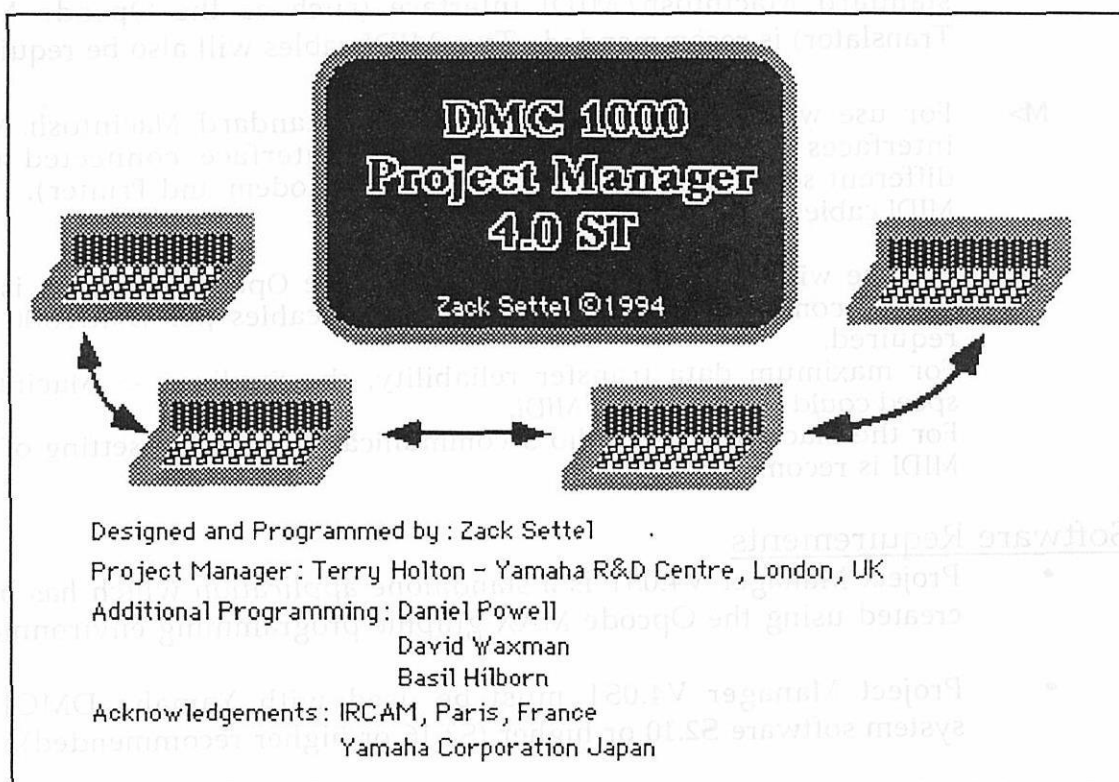
18.4.11	Clear Current Preset	page 96
18.4.12	Clear All Presets	page 96
18.5	Faders and Cuts	page 97
18.5.1	Faders	page 97
18.5.2	Cuts (On/Offs)	page 97
18.5.3	Fader Flips	page 98
18.6	Automation Browser	page 98
18.7	Cascade Pad Editor	page 99
Appendix A		
	Project Manager Start-Up Settings	page 100
Appendix B		
	DMC1000 Setup Data	page 101
Troubleshooting		
		page 103
Index		
		page 107

Introduction

The Project Manager software has been developed to allow control and editing of the DMC1000's parameters from an Apple Macintosh computer, while also offering the advantages of a larger display and easier access to information.

The following extensions to the DMC1000's capabilities and functions are also provided:

- A comprehensive Effects Editor and Librarian.
- 4 Additional Fader Groups.
- 4 Additional Channel Parameter Links
- Project management, allowing all files relating to a specific project to be managed and stored within the Macintosh's disk drives.
- Integrated control of multiple-DMC1000 systems.
- Control of the DMC1000's disk-drive from the Macintosh.
- Control of automation system 'transport' and editing functions.
- EQ Snapshot and Librarian facility.
- Graphic display of EQ curves.
- Channel Delay Editor and librarian tool with snapshot capabilities.
- Channel Page for control and display of all channel parameters.
- Error and Status Reporting displayed on the Macintosh monitor.



System Requirements

1.1 Macintosh Requirements

- For use with a single DMC1000, the Apple Macintosh computer should be an LC III or higher model and should have at least 5 MB of available RAM and Macintosh System 6.0.7 or higher. (Refer to 2.2 for further details about RAM requirements.) Certain aspects of system performance will be related to the speed of the Macintosh computer being used. For example, screen redrawing speed and data transfer rates will vary according to the specifications of computer system.
 - Approximately 4MB of hard disk space is also required.
 - Project Manager V4.0ST can be used with black and white, gray-scale or color monitors. When gray-scale or color monitors are used, select 256 greys or colors. Do not use 4 or 16 greys or colors. Screen redrawing (particularly of EQ graphic displays) will normally be much faster when using black and white mode.
- M> For use with a multiple-DMC1000 system, an LC475 or higher model is recommended, with at least 5MB of available RAM and Macintosh System 6.0.7 or higher.

1.2 MIDI Hardware Requirements

- For use with a single DMC1000 with no additional MIDI devices, a standard Macintosh/MIDI interface (such as the Opcode MIDI Translator) is recommended. Two MIDI cables will also be required.
- M> For use with two DMC1000s, a pair of standard Macintosh/MIDI interfaces is recommended, with each interface connected to a different serial port of the Macintosh (ie. Modem and Printer). Two MIDI cables per DMC1000 are required.
- M> For use with three or more DMC1000s, the Opcode Studio 5 is the only recommended interface. Two MIDI cables per DMC1000 are required.
For maximum data transfer reliability, the Studio 5 -> Macintosh speed could be set to 1.2 X MIDI.
For the Macintosh -> Studio 5 communication speed, a setting of 2 X MIDI is recommended.

1.3 Software Requirements

- Project Manager V4.0ST is a standalone application which has been created using the Opcode MAX graphic programming environment.
 - Project Manager V4.0ST must be used with Yamaha DMC1000 system software S2.10 or higher (S2.16 or higher recommended).
- M> For multiple-DMC1000 systems, OMS V1.2 (or higher) software is also required. Refer to 2.5 for details.

Installation Guide

2.1 DMC1000 Project Manager V4.0ST Installation

- (1) Insert the DMC1000 Project Manager V4 disk into the Mac's floppy-disk drive.
- (3) Double-click on **Project Manager V4.0ST - 1.sea** (the 1 indicates that this version is for use with a single DMC1000).
- M> Users of multiple-DMC1000 systems should install a Project Manager version which has been designed to control the total number of DMC1000s in your system.
- (4) Open a suitable folder on your Mac's hard-disk drive.
- (5) Click on **Extract**. This will cause the Project Manager program and related files to be decompressed and saved onto your hard disk.

2.2 Memory Allocation

Before beginning to use Project Manager, the application must be allocated sufficient memory. The main Project Manager V4.0ST program requires a recommended minimum of 5000K of RAM, and additional memory must be allocated if any of the DMC Tools are to be used. Additional memory allocation requirements for the DMC Tools are approximately as follows (the first number indicates the amount of memory which must be available to allow the tool to open; the second number indicates the actual amount of memory the tool will occupy once it has opened):

- **EQ Snapshots V4.0 ST** requires an additional 2700K / 2300K
- **EQ Overviews V4.0 ST** requires 2000K / 1520K
- **Channel Page V4.0 ST** requires 3850K / 3050K
- **Delay Editor V4.0 ST** requires 1200K / 850K
- **Faders & Cuts V4.0 ST** requires 550K / 400K
- **Cascade Pad Editor V4.0 ST** requires 90K
- **Automation Browser V4.0 ST** requires 40K

Note: The memory allocations listed above may be slightly higher than are actually required when multiple DMC Tools are being used simultaneously.

Use the following procedure to allocate memory for Project Manager:

- (1) Click once on the **Project Manager V4.0ST** program icon. Then select **Get Info** from the File menu (<Command I>).

The Info window will appear:

Memory Requirements	
Suggested size:	12000 K
Minimum size:	<input type="text" value="5000"/> K
Preferred size:	<input type="text" value="12000"/> K
<input type="checkbox"/> Locked	

- (2) Change the Application Memory Size according to your anticipated requirements.
- (3) Close the Info window.

Note: Memory requirements may vary slightly from one computer to another. If Project Manager fails to launch properly, adjust the Application Memory Size and relaunch the program.

2.3 Connecting the DMC1000 to the Macintosh Computer

A Macintosh/MIDI interface is required to allow data communications between the DMC1000 and the computer.

Example 1 - a basic setup containing one DMC1000, a Macintosh computer and an external effects device:

- (1) Connect the MIDI interface to one of the serial ports (the Modem port is recommended) on the Macintosh. A simple interface like the Opcode MIDI Translator is ideal for this configuration.
- (2) Connect the MIDI Out of the DMC1000 to the MIDI In of the interface.
- (3) Connect one MIDI Out of the interface to the MIDI In of the DMC1000.
- (4) Connect another MIDI Out of the interface to the MIDI In of the external effects device. External effects devices should be set to receive program changes in Omni mode.

M▷ **Example 2** - a system consisting of two DMC1000s, external effects devices, and a Macintosh computer:

- (1) Connect a MIDI interface to each of the Macintosh's serial ports (Printer and Modem).
- (2) Use the Modem port for DMC1000 number 1 and the Printer port for DMC1000 number 2. Connect the MIDI Outs of the DMC1000s to the MIDI Ins of the interfaces.
- (3) Connect the interfaces' MIDI Outs to the MIDI Ins of the DMC1000s.
- (4) Connect any external effects devices to the MIDI Outs of the interface which is connected to the Mac's Modem port.

M▷ **Example 3** - a system consisting of three or more DMC1000s, external effects devices and a Macintosh computer:

- (1) Connect an Opcode Studio 5 interface to each of the Macintosh's serial ports (Printer and Modem).
- (2) Connect the MIDI Out of DMC1000 number 1 to MIDI In port 1 of the interface. Connect DMC1000 No. 2 to port 2, DMC1000 3 to port 3, etc.
- (3) Connect the MIDI Out from the interface's port 1 to the MIDI In of DMC1000 No. 1, port 2 to DMC1000 2, etc.
- (4) Connect MIDI out ports 7 to 15 of the Studio 5 to external effects devices for the purpose of receiving MIDI program changes.

2.4 Installing System Software in the Yamaha DMC1000

In order to use Project Manager V4.0ST software, the DMC1000 must have S2.10 system software (or later) installed.

To change the DMC1000's system software, use the following procedure:

- (1) Back-up the following data to a floppy disk:
 - Internal Memory
 - Set-up Memory
- (2) Boot the system software using either Method A or B.

Method A

- (i) Turn off the power to the DMC1000.
- (ii) Insert the Yamaha DMC1000 system software disk into the DMC1000's internal disk drive.
- (iii) Turn on the power to the DMC1000 and the system software will automatically be loaded from the floppy disk.

or Method B

- (i) Insert the Yamaha DMC1000 system software disk into the DMC1000's internal disk drive.
 - (ii) Use the LCD Control section on the DMC1000 to open the **Boot** page.
 - (iii) Using the Parameter Select keys, move the cursor to [Execute].
 - (iv) Press the Parameter Adjust [+1/ON] key. An *Are You Sure?* prompt will appear in the LCD. Press [+1/ON] again and the System Software will be loaded from the floppy disk.
- (3) Go to the **Sys.Init** page and perform a System Initialization.
 - (4) Re-load the DMC1000 data (Internal Memory and Set-up Memory Data) from the back-up floppy disk.

2.5 Installing OMS

Before beginning to use DMC1000 Project Manager, the Opcode MIDI System (OMS) should be installed in the Macintosh. OMS V1.2 or higher is required. If OMS is already installed on your Macintosh, there is no need to re-install it.

OMS Installation instructions:

- (1) Insert the OMS disk into the Macintosh and double-click on **OMS 1.2.3 installer**.

Note: If the Macintosh crashes while installing OMS, remove any virus-checking extensions from the System folder, restart the Mac, and run the Installer again.

- (2) The *Welcome to the OMS Installer* dialog box will appear. Click **Continue**.
- (3) The next screen contains basic installation instructions for OMS.

- After reading these instructions, click **Continue**.
- (4) A dialog box will appear asking whether you have an Opcode Studio 4 or 5 in your system. Click **YES** or **NO** accordingly.
 - (5) In the next screen, click **Install** to install OMS on your Mac's hard disk.
 - (6) After installation has been completed, a dialog box will appear instructing you to restart your Macintosh in order for OMS to be activated. Click **Restart**.

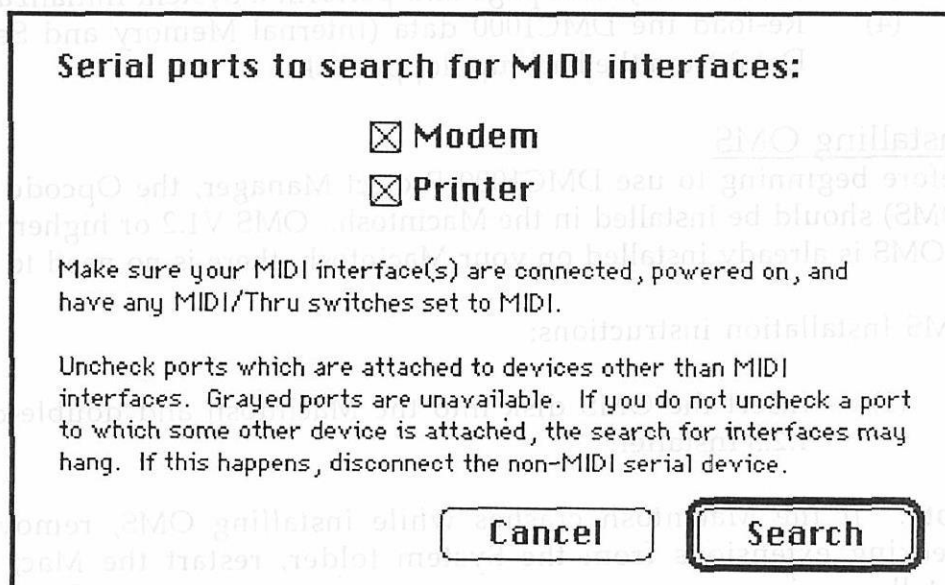
OMS installation is now complete.

2.5.1 Selecting an OMS File

Inside the **DMC1000 Project Manager** folder, a folder named **OMS Files** can be found. Open this folder and double-click on the appropriate file to suit your DMC1000 configuration. For example, the file **STD Interfaces - 2 DMCs** is for use in a system consisting of 2 standard interfaces (ie. Opcode MIDI Translators) and 2 DMC1000s. An external effects device (receiving program changes) could also be included in this configuration.

After opening an appropriate OMS file, execute the following procedures:

- (1) From the **File** menu, select **Make Current**.
- (2) From the **Studio** menu, select **Interfaces**. This allows OMS to check the interfaces that are connected to the Macintosh. Click **Update Setup**.
- (3) If you have interfaces connected to both of the Mac's serial ports, make sure **Modem** and **Printer** are both checked. Then click **Search**.



- (3) From the **Studio** menu, select **Test Studio**. With MIDI Control Tx turned On in each DMC1000, you will be able to verify the interface connections by simply moving any controls (faders, etc.) on the

DMC1000s. A voice in the Macintosh will confirm that MIDI is being received. Test each DMC1000 in the system, then turn **Test Studio Off**.

- (4) From the **Edit** menu, select **OMS MIDI Setup**. Under **Compatibility**, select **Only OMS Applications**. Then click **OK**.
- (5) From the **File** menu, select **Quit**. A dialog box will ask if you wish to save changes which have been made to the OMS Setup document. Click **Save**.

2.5.2 MIDI Communications Problems

If communications problems occur after Project Manager has been launched, select **MIDI Setup** from the **File** menu. The following diagram shows the correct setup for a 2-DMC1000 system with an external effects device also connected to the first interface (Modem Port). In the ID column, DMC1000_1 should be identified as a, DMC1000_2 as b, etc..

Input Devices				Output Devices			
<input checked="" type="checkbox"/> Name	ID (a-z)	Chan Offset		Name	ID (a-z)	Chan Offset	
<input checked="" type="checkbox"/> DMC1000_1	a	0	↑	DMC1000_1	a	0	↑
<input checked="" type="checkbox"/> DMC1000_2	b	0		DMC1000_2	b	0	
				EFFECTS	a	0	
			↓				↓

Not Using MIDI Manager

Note: Provided your DMC1000 configuration does not change, it should only be necessary to execute the procedures in section 2.5 the first time you setup your Project Manager system.

2.5.3 Testing MIDI Connections

MIDI connections between the DMC1000 and the Macintosh can be tested by selecting **MIDITest** from **Project Manager** in the menu bar. The I/O test will be executed as the I/O Test window opens. The test can be repeated by clicking on **Test Again**. In multiple-DMC1000 systems, use **Display/Edit** to select the DMC1000 to be tested.

2.6 Launching DMC1000 Project Manager V4.0ST

- (1) Before launching Project Manager, power-up the DMC1000.
- (2) Open the DMC1000 Project Manager folder and double-click on the **Project Manager V4.0ST** icon to launch the application. (This icon will have a different appearance in Macintosh System 6.)



Project Manager V4.0 - 1

- (3) When DMC1000 Project Manager is first launched, certain parameters in the DMC1000 are initialized and an I/O test is conducted. After the **DMCMain** page appears, all data from Scene Memories 1-32 will be loaded from each DMC1000 into the Macintosh. At the beginning of this process, Scene Memory 0 will be recalled in each DMC1000. When the process is completed, Scene Memory 1 will be recalled. (If it is not necessary to upload all of the first 32 Scene Memories into Project Manager, click on **Abort** after Project Manager has started receiving Scene Memories.)

The following will be displayed for a few seconds when Project Manager has completed initialization and is ready for use:

DMC1000 Project Manager

Bulk/Scene Receive >96

Status: DMC Initilized and ready

Error: " "

Data Items

Scenes: **General:** **Automation:**

Abort

Using Project Manager

Warning: Do not use the **Overdrive** option while Project Manager is being used. Also, **AppleTalk** should not be active.

3.1 Start-Up Defaults

As Project Manager is launched (refer to 2.6 for procedure), certain parameters on the DMC1000 are automatically set. (Refer to **Appendix A**).

The current Setup state of the DMC1000, the current Edit buffer (containing all mixing console parameters), and Scene Memories 1-32 will automatically be loaded from the DMC1000 to Project Manager during the start-up process. (See **Appendix B** for details about which parameters are contained in Setup Data).

Project Manager is designed to be used with the initialized Control Change and Program Change assignments. If either of these assignment tables has been altered, Project Manager may not function properly. If the Installation procedure (described in section 2) has been followed, the DMC1000 should contain the initialized assignment tables for use with Project Manager. These default files are also located in the **User Files** folder. If necessary, these files can be loaded into the DMC1000 using the **Open Bulk** procedure in the **Project** page (refer to 5.6.9 for details).

3.2 Selecting and Editing Parameters

There are several different ways of selecting and editing parameters within the Project Manager application.

- a) Changing a parameter by marking or removing an X from a box:

CD/DAT Out
Copy Prohibit

Noise Shaping

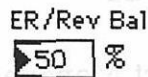
Point the tip of the cursor arrow at the box and click.

- b) Pop-up (Pull-down) menus:

Relative	Automation
Absolute	Fader Edit mode
Insert	Automation
	Record Mode

Point at the menu item, then click and hold with the mouse button. Drag the mouse up or down until it is pointing at the appropriate selection, then release the button. If you simply want to view the menu choices without making a selection; move the mouse outside of the menu box before releasing. Some pop-up menus may contain 30 or more possible selections.

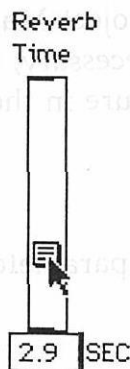
c) Number Boxes:



Boxes which contain triangles on the left side allow numerical values to be directly entered from the Mac keyboard. Click on the box first to highlight the triangle (with black and white monitor systems, the triangle will appear dark - however, with gray-scale systems the triangle will appear lighter when selected; on color monitors, the triangle will turn yellow). Then type in a value from the Mac and press <Enter>, <Return>, or click outside the box. Values in Number Boxes can also be changed by dragging the mouse up or down, or (in the case of many number boxes) by using the up and down arrows on the Mac keyboard.

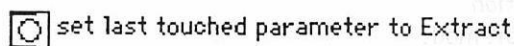
In some windows (such as EQ Snapshots), there are boxes which do not allow values to be entered directly from the Mac's numeric keys, but do allow values to be scrolled.

d) On-screen sliders:



In the example shown above, point the cursor arrow at the on-screen slider and while pressing the button, drag the mouse up or down. In this particular example, clicking on the number itself will reveal a pop-up menu from which an exact value can be selected.

e) Buttons:



Clicking a button will execute a command in the DMC1000 or open another window in Project Manager.

3.3 Macintosh Keyboard Commands

Keyboard commands can also be used to execute certain procedures or to access Project Manager windows:

C = open Channel Page main window
D = open Delay Editor main window
E = open EQ Overviews main window
F = open Faders and Cuts main window
S = open EQ Snapshots main window

M = Menu selection only for Channel Page and EQ Snapshots
T = Touch channel-select for Channel Page and EQ Snapshots

[= Display Left channels in the EQ Overview tool
] = Display Right channels in the EQ Overview tool

Shift D = open Disk Manager

CTRL A = Automation Undo
CTRL U = Undo latest Scene Memory Store or Recall

CTRL K = Keep Touch On mode
CTRL N = Normal Touch mode

Command M = Open Status window

Escape = update Project Manager displays
Double-click Escape = request Setup and Scene edit buffer data from the DMC1000

M► Extended Keyboards Only

F5 = Display DMC no. 1
F6 = Display DMC no. 2
F7 = Display DMC no. 3
F8 = Display DMC no. 4
F9 = Display DMC no. 5
F10 = Display DMC no. 6

F11 = Edit Display DMC only
F12 = Edit All DMC1000s

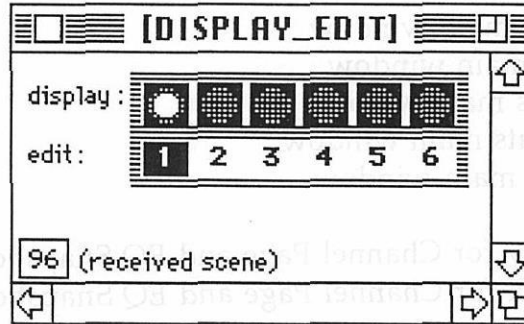
Transport Commands

The following Transport Commands will affect the automation systems in all DMC1000s linked in the system. These commands will only function if **transport command keys on** is selected (refer to 12.5.3).

Enter = Automation Record
Spacebar = Automation Play
Return = Automation Stop

M▷ 3.4 Display/Edit

The Display/Edit window can be brought to the top level by selecting Show Display/Edit in the Project Manager menu.



Project Manager V4.0ST allows control of up to 6 DMC1000s simultaneously. The display of parameter settings and values on the Macintosh monitor relates to only a single DMC1000 at any given time. The Display/Edit window indicates which DMC1000 is currently represented in the Project Manager display windows. This is indicated by a red "LED" in the display row.

Although only one DMC1000 has its parameters displayed at any given time, parameter changes can be sent to more than one DMC1000 simultaneously. If a DMC1000 is selected in the edit row, any parameter changes made in Project Manager will be sent to that console. Click in any box 1-6 to select a DMC1000 to receive parameter changes. The display DMC1000 will always be selected to receive edits. Clicking on the word edit will toggle between a single DMC1000 selected and all DMC1000s selected to receive edits.

On extended keyboards, functions keys F5-F10 can be used to select DMC1000s 1-6 as the display console. F11 can be used to select only the display console to receive edits and F12 is used to select all DMC1000s to receive edits. Also, the SEL keys on the DMC1000 control surfaces can be used to select the console for display by double-clicking (refer to 4.3.3).

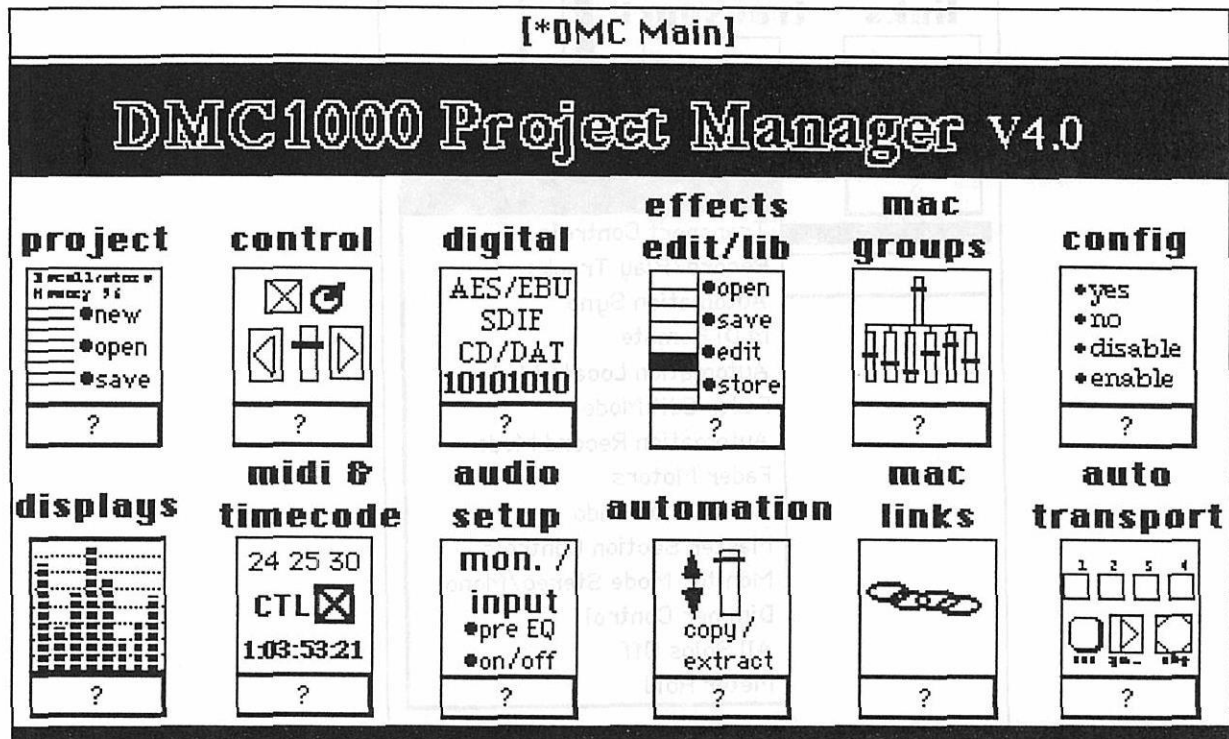
The received scene box in the lower left corner will display the currently received scene number as they are being sent to Project Manager.

Note: This window cannot be closed. If it is not needed, hide it behind the *DMC Main window.

DMC1000 Project Manager - Main Page

This is the main window which appears on screen as the Project Manager application is launched.

File Edit Windows Project Manager Project Pages



When DMC1000 Project Manager is first launched, certain parameters in the DMC1000 are initialized and an I/O test is conducted. After the DMC Main window appears, the current Edit buffer, the Setup state, and Scene Memories 1-32 will be loaded from each DMC1000 into the Macintosh. The progress of the Scene Memory data transfer can be monitored in the Project Manager Status Display window. Scene Memory 0 will be recalled in each DMC1000 at the beginning of this process and Memory 1 will be recalled when this process is complete. Project Manager is then ready for use.

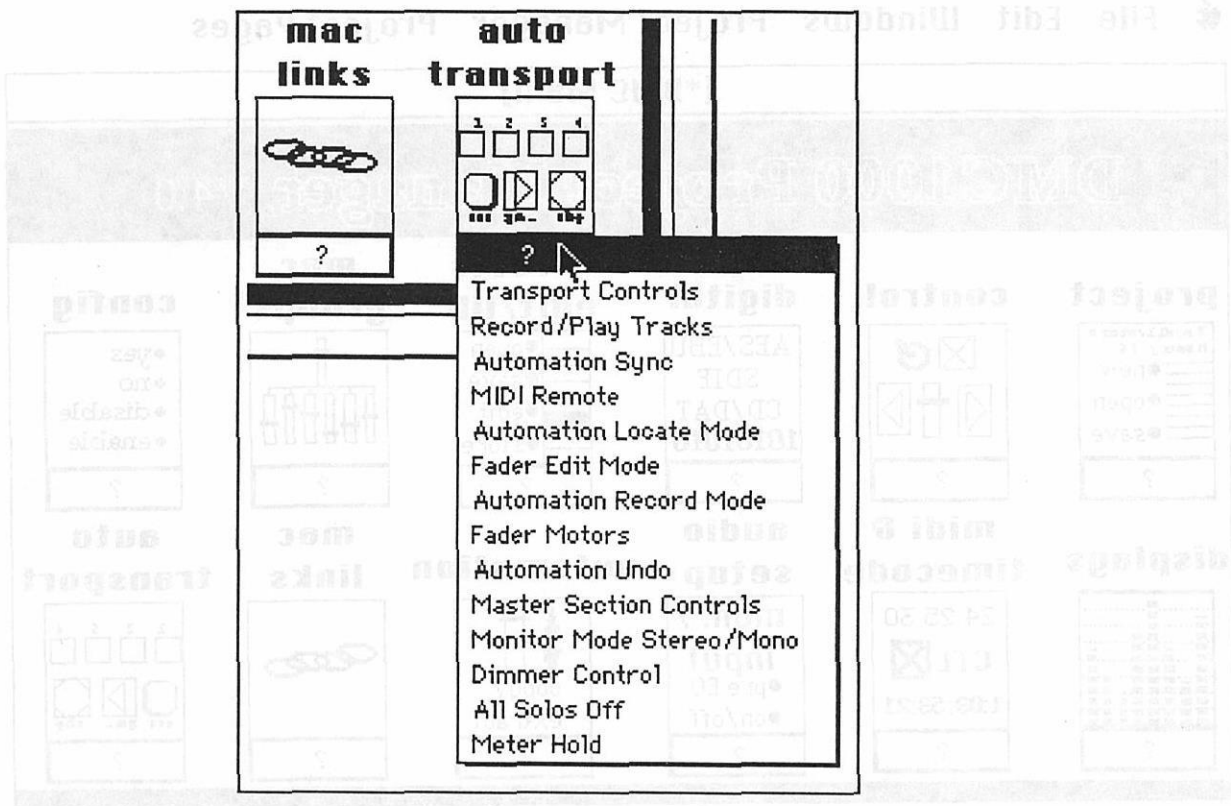
4.1 Project Manager Program Structure

Project Manager V4.0ST is structured such that certain essential elements are opened during the initial launch of the main program. These items are contained in various pages which can be accessed by clicking on the icons displayed in the DMC Main window shown above. These pages can also be opened by selecting them from the Project Pages menu at the top of the screen.

Other useful utilities are contained in the DMCTools folder, and can be opened individually by the user when required. Refer to Section 18 for details about DMC Tools.

4.2 Help ?

Information about the parameters contained in each page can be displayed by pointing at the ? under the page's icon. Click and hold the mouse button to reveal a list of items contained in that page. Releasing the mouse button when any of these items is highlighted will cause the appropriate page to open.



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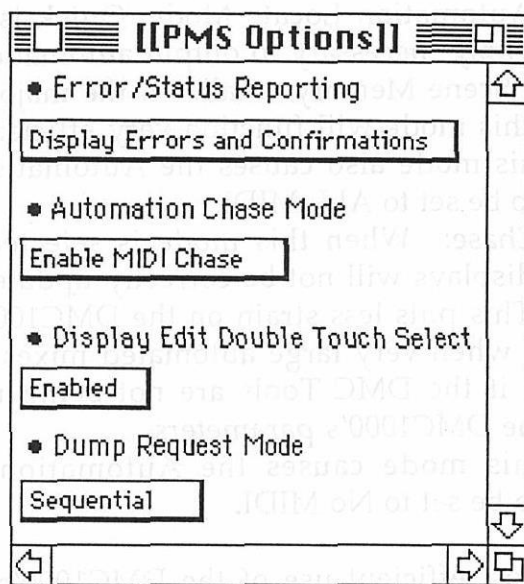
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Other useful utilities are contained in the DMCTools folder, and can be opened individually by the user when required. Refer to Section 18 for details about DMCTools.

4.3 Options

Several user-definable options are available. Select **Options** from **Project Manager** in the menu-bar.



4.3.1 Error/Status Reporting

Error, warning, and confirmation messages from the DMC1000 can be displayed in the Status window in Project Manager. Users can choose whether or not they want errors which occur in the DMC1000 and other status and confirmation messages to be displayed on the Macintosh monitor.

- a) **Display Errors and Confirmations:** When this is selected, the Status window will pop open to display various warning messages, indicate that errors have occurred, and confirm the execution of commands.
- b) **No Error Reporting:** No errors, warnings or confirmations will be displayed on the Macintosh monitor.

4.3.2 Automation Chase Mode

When an automated mix is played from anywhere other than the beginning, Project Manager needs to receive data from the DMC1000 in order to update its parameter displays. Three Automation Chase Mode options are available:

- a) **MIDI Chase Bulk Out:** When this option is selected, Project Manager will request an Edit Buffer bulk dump from the DMC1000 as soon as the DMC1000 has updated its state (ie. when playing automation from the middle of an automated mix). This method will function most efficiently when a mix contains a very large amount of automation data. This is the default mode selected when Project Manager is initialized. Selecting this mode also causes the Automation Play -> MIDI Out parameter to be set to ALL MIDI. This means that MIDI data for all

- parameters will be output by the DMC1000's automation system during playback (refer to 13.7.1 for further details).
- b) **Enable MIDI Chase:** In this mode, the DMC1000 will output MIDI data relating to all automation parameter changes at a very high speed. If Automation Locate Mode: Quick is being used (refer to 12.1.1), it is only necessary to output automation data from after the most recent Scene Memory recall. In the majority of typical mixing situations, this mode will function very efficiently. Selecting this mode also causes the Automation Play -> MIDI Out parameter to be set to ALL MIDI.
 - c) **No MIDI Chase:** When this mode is selected, Project Manager's parameter displays will not be correctly updated during automation playback. This puts less strain on the DMC1000's CPU and may be appropriate when very large automated mixes are being replayed - particularly if the DMC Tools are not being used for display and control of the DMC1000's parameters. Selecting this mode causes the Automation Play -> MIDI Out parameter to be set to No MIDI.

Note: To make the most efficient use of the DMC1000's automation system, and to maximize Project Manager's performance, it is recommended that automated mixes contain Scene Memory recalls at reasonably frequent intervals. Automation Locate Mode: Quick should be used whenever possible.

M> 4.3.3 Display/Edit Double Touch Select

When this option is Enabled, a DMC1000 can be selected as the display console by double-clicking on any of the SEL keys on the DMC1000's control surface. If Fader Touch Sense Select mode is On, a DMC1000 will also be selected as the display console if a fader is tapped twice quickly.

M> 4.3.4 Dump Request Mode

This selection determines how bulk dump data (Scene Memories, etc.) will be transferred from the DMC1000s to the Macintosh.

- a) **Sequential:** Scene Memory data will be transferred from the DMC1000s to the Macintosh in a sequential manner - one DMC1000 after another. This is the most reliable method to use, but may not always be the fastest method.
- b) **Parallel:** This mode allows data to be transferred from more than one DMC1000 to the Macintosh simultaneously. Although data transfer rates will potentially be improved using this mode, reliability will depend on several factors (ie. number of DMC1000s in the system, type of interface, processor speed of the computer, etc.).

4.4 Re-initialize Program

If any fault occurs which disrupts communications between the DMC1000 and Project Manager, it can be useful to re-initialize the program. Select **Re-Init Program** from the **Project Manager** menu. This will reset default parameters in the DMC1000s and then request Setup data, Edit Buffer data (current state of mixing console's parameters), and Scene Memories 1-32 from each DMC1000.

M> 4.5 Re-initialize Current DMC1000

The current display DMC1000 will be re-initialized when this is selected.

4.6 Abort

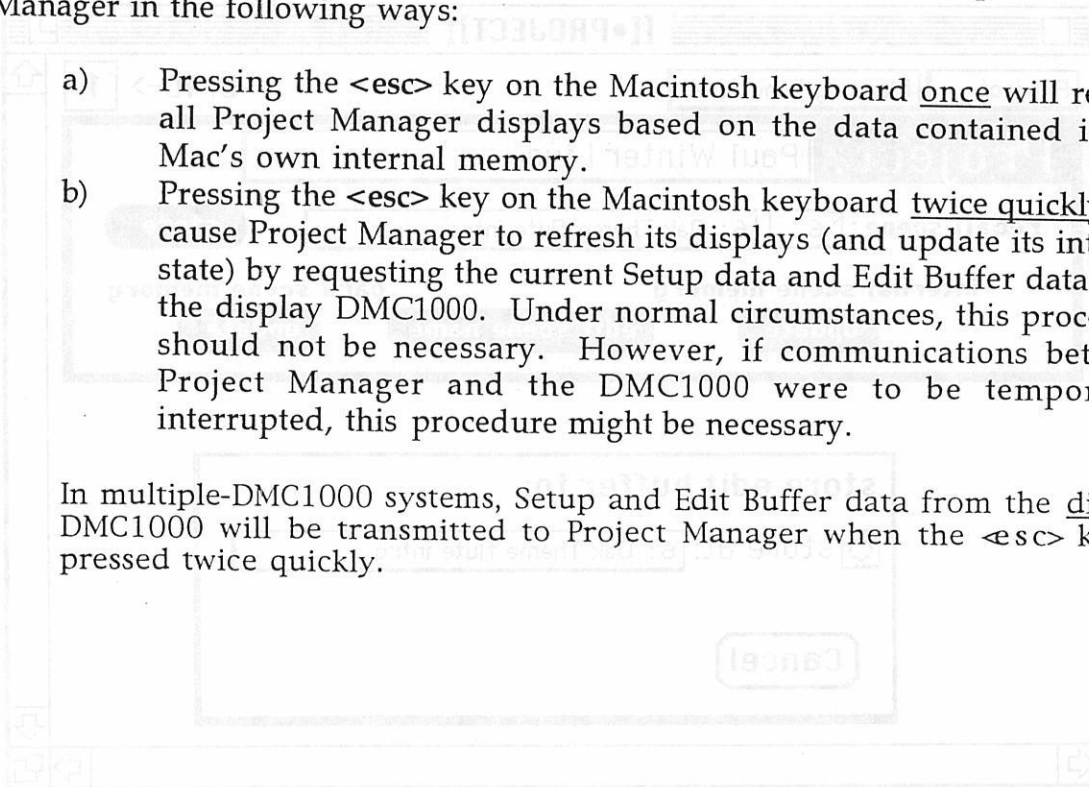
To immediately stop any data transfer process (such as transferring of Scene Memory data), select **Abort** from the **Project Manager** menu.

4.7 Refreshing Displays and Updating State

The <escape> key on the Macintosh can be used to refresh and update Project Manager in the following ways:

- a) Pressing the <esc> key on the Macintosh keyboard once will refresh all Project Manager displays based on the data contained in the Mac's own internal memory.
- b) Pressing the <esc> key on the Macintosh keyboard twice quickly will cause Project Manager to refresh its displays (and update its internal state) by requesting the current Setup data and Edit Buffer data from the display DMC1000. Under normal circumstances, this procedure should not be necessary. However, if communications between Project Manager and the DMC1000 were to be temporarily interrupted, this procedure might be necessary.

M> In multiple-DMC1000 systems, Setup and Edit Buffer data from the display DMC1000 will be transmitted to Project Manager when the <esc> key is pressed twice quickly.



5.1 Internal Scene Memories

When Project Manager is launched, all data from scene memories 1-31 is transferred from each DMC1000 to the Macintosh. The update button below the words internal scene memory) can be used to update the data for scene memories 1-31 from the DMC1000 to Project Manager. However, in normal circumstances, it should not be necessary to use this facility as there are transfers should occur automatically whenever a scene memory file is sent to the DMC1000 from Project Manager or when opening a scene memory file using the Disk Manager (refer to section 12).

5.2 Card Scene Memories

If scene memories 32-96 are to be used, click on update below the words card scene memory. This will cause the data from memories 32-96 (stored on the RAM card) to be sent to Project Manager. It is not necessary to manually update the Card Scene Memories after loading a memory file from the Disk Manager.