FAIRLIGHT

Constellation-XT
Quickstart Guide

7 March 2007
Rev C
Issue 002

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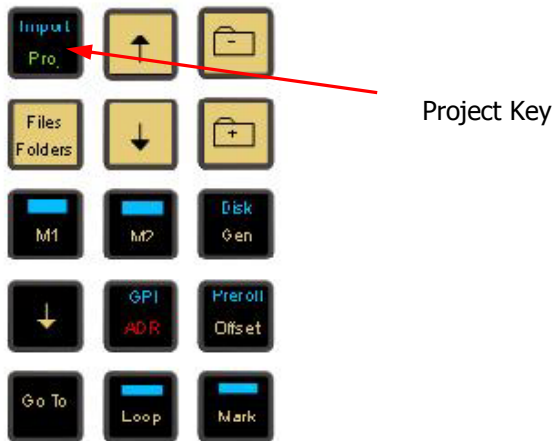
Opening a project

About the Demo Project

The demo project is a 48tk project that contains audio and video to accompany this guide and get you started with Dream II.

Opening the Demo Project

Launch Dream II.

Press the **Project** button located on the editor panel of your console.

Project Key

Locate the Demo Project on the audio drive that you chose when you installed it. Using the soft keys, press {Open} to launch the project manager dialogue box.

Select *'Demo.MT'* and click OK to open.

The demo project should now be open.   This project contains both mono and stereo clips. Mono clips are contained on tracks 1 to 4. Stereo clips are contained on tracks 5 to 28. Stereo clips occupy two tracks and are indicated by a coloured link symbol.

Setting up your surface

Patching Main Control Room Monitors

Step 1   Hold down a **Blue** key and press the **Monitor Setup** key next to the Monitor Level Control.

Setup Monitor
key
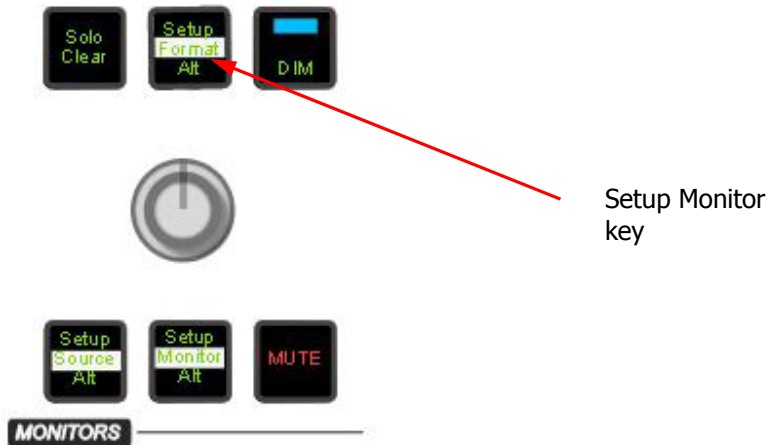
Step 2   Press the {Main} soft key.

Step 3   Press the {Patch Outputs} soft key.

Step 4   Press the {Main} soft key again.

Step 5   Press the {Format} soft key to cycle through and select the format of the main speaker set.
Select the type of physical output you wish to patch to by pressing the {ANALOG/DIGITAL} and
(if DIGITAL) the {AES/MADI} soft keys.

Step 6   The speaker mute keys are now used to select each speaker. The current speaker mute key is
brightly lit in green. Other elements included in the specified format are dimly lit. Press a
speaker mute key to select the element to patch.

Step 7   Live feed keys represent digital outputs and track feed keys represent analogue outputs. Press a
feed selection key to select a physical output for the current speaker.

Step 8   Press the {End} soft key upon completion of patching.

Press speaker mute
keys to select each
speaker
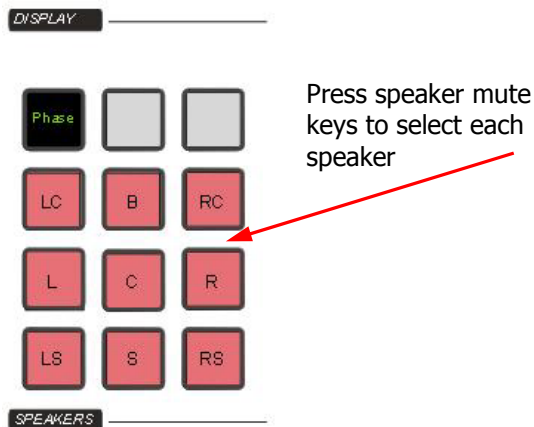
Main bus format

Step 1   Press the **Bus Format** button on the console.
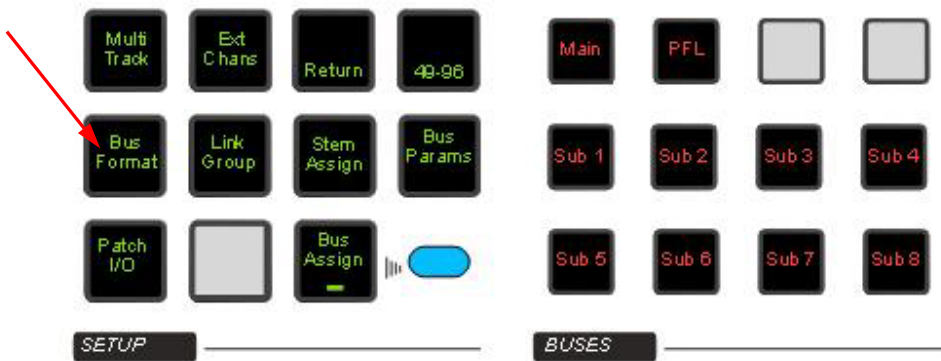
Step 2   Press **Main** button. The main bus formats are displayed on the LCD screen.

Step 3   Using the soft keys, select the desired format for the main bus.

Playing audio

Now it's time to play some audio. In order to set all faders to unity gain:

Step 1   Press the **Multitrim** key.

Step 2   Press the **All Channels** key.

Multitrim key

All Channels key
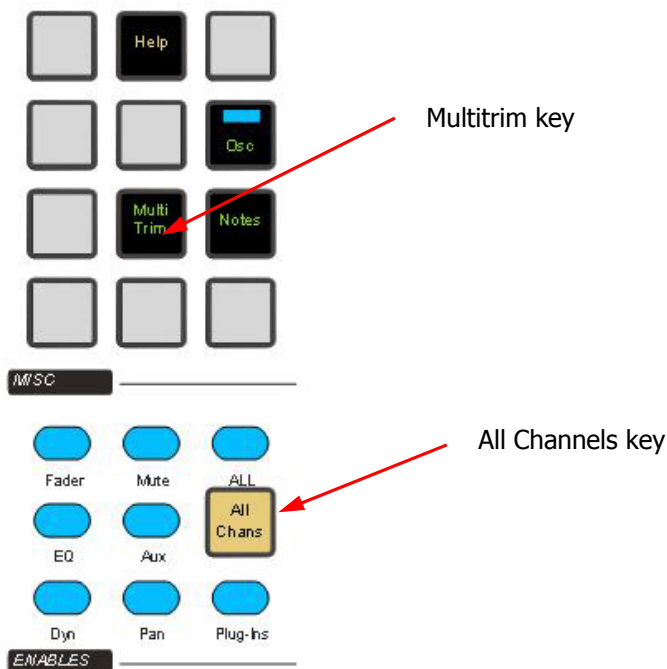
Step 3   Toggle the {Rel/Abs} (relative/absolute) soft key until Abs is selected.

Step 4   Hold down a **BLUE** key and touch the master fader. This causes it to move to 0 dB

Step 5   Press the **Multitrim** key to get out of the multitrim menu.

Step 6   Turn down the monitor control level pot, and Deselect **Mute** on the control room monitors

Turn monitor level
control level

Mute on/off
key

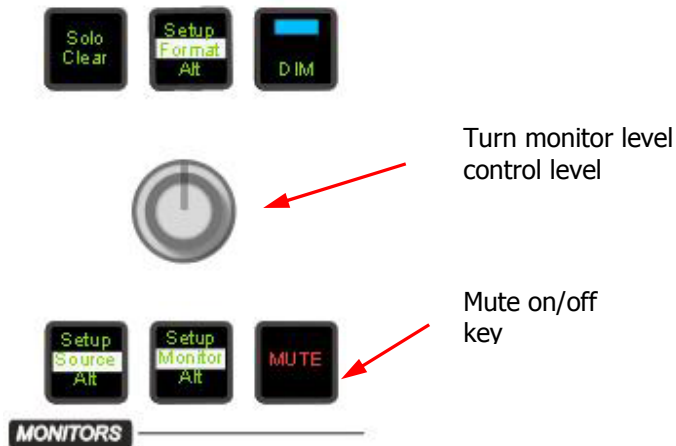Press **Play** on the transport and slowly turn up the monitor control level pot. You should be able to hear the demo song playing back.

The demo project also contains a video track which is displayed as the first track in Dream II. (Note: the video track is separate from track feeds, and does not replace Track 1).

To view the video, open View >View Pyxis from the toolbar on your Dream II Editor screen. You should now be able to view the video as well as hear audio. (Note: you are required to obtain a Pyxis license in order to enable this feature).

Transport

The **Play**, **Stop**, **FF**, and **Rew** controls work in a similar manner to a tape machine. You can also increase the fast-forward and rewind speeds by pressing their buttons again, up to six times.

Shuttle

To shuttle the transport, hold down the **BLUE** key and press **Jog/Shut**. The jogger wheel will then increase and decrease the transport velocity in forward and reverse.

If you hold down the **BLUE** key and press **Jog/Shut** while the transport is in Play, the system will enter Shuttle at play speed.

If you press the REW key while shuttling forward, the system will reverse direction, maintaining the same speed. Similarly if you press the FF key while shuttling backwards.

Jump

The **Jump** keys provide a fast method of locating forwards and backwards through a project. The **Jump** keys are located on the Binnacle, left and right of the **Play/Jog** key.
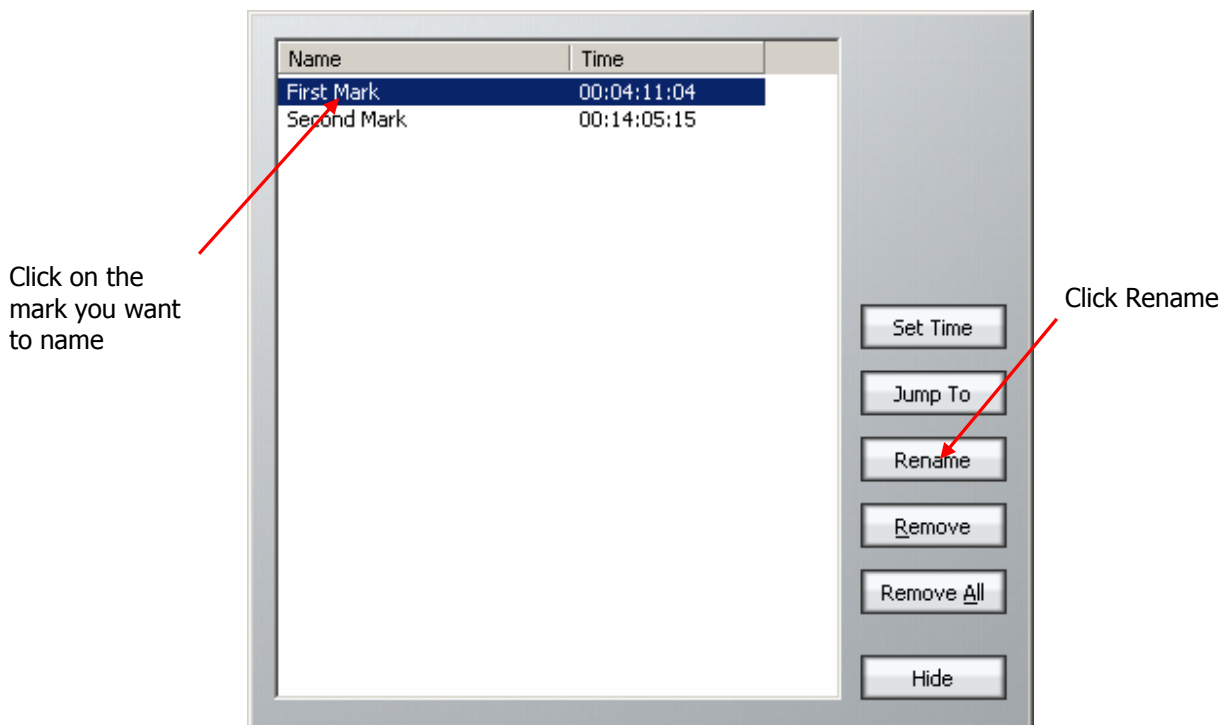
Trackball

Holding down the right trackball key and moving the trackball will also move the transport, but no sound will be heard.

Locator Functions

Rapid navigation through the project is achieved by making marks on the time-line. To create a mark, locate the transport to the desired point and press the **Mark** button. Marks are shown as yellow indicators on the timescale in the Dream II Editor display.

To edit marks:

Step 1   Create a mark using the **Mark** button on the console.

Step 2   Press **BLUE**-**Mark**, or select View>Locators in the Edit Screen. The Edit Marks dialog is shown:

Step 3   Select a mark by clicking anywhere in its row.

Click on the mark you want to name

Click Rename

Name	Time
First Mark	00:04:11:04
Second Mark	00:14:05:15

Set Time

Jump To

Rename

Remove

Remove All

Hide
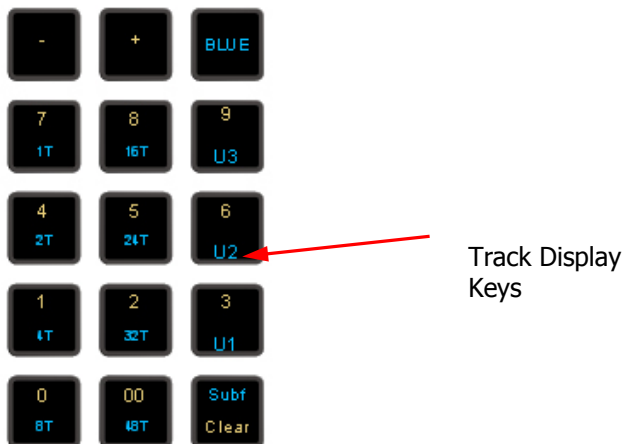
Step 4   Click Rename.

Step 5   Type in the name using the PC keyboard.

Step 6   Press **ENTER** or click OK.

Track Display

Select the number of tracks to display on the Dream II Editor display by holding down the **BLUE** key, and pressing one of the numeric keys labelled **1T**, **2T**, **4T**, **8T**, **16T**, **24T**, **32T** and **48T**.

Track Display
Keys

Zoom

To zoom:

Step 1   Hold down the Zoom Binnacle key.

Step 2   Turn the jogger wheel to zoom in and out.

If your mouse has a wheel, it can also be used to zoom in and out.

Grouping

Link groups allow the control of up to eight feeds with one fader. When a link group is created, the number of members determines the format of the link group.

For example, to create a simple stereo link group on tracks 5 & 6:

Step 1   Press the Link Group key
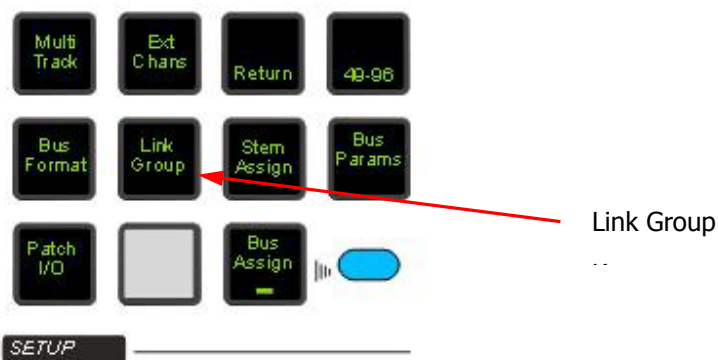
Link Group

Step 2   Press the feed selection key of the first feed of the group (track 5).

Step 3   Press the feed selection key of the last feed of the group (track 6).

Step 4   Select the {all defaults} soft key.

This will apply pan settings to each member of the link group in the specified format (in this case, L & R). For example, if tracks 1 to 6 were linked they would be panned L: C: R: LS: RS: B.

All defaults also applies the track feed parameter values of the first member of the group to all the members (these are fader level, pan, EQ, dynamics, aux sends, inserts and direct out state).

Step 5   Press the **Link Group** key again, or any other mode key (Cut, Copy etc), to complete the operation.

To destroy a link group:

Step 1   Press the **Link Group** key. The feeds that currently belong to a link group flash red.

Step 2   Press the feed selection key of a feed belonging to a group.

Step 3   Select {unlink} in the LCD soft key menu.

Step 4   Press the **Link Group** key again, or any other mode key (Cut, Copy etc), to complete the operation.

Panning

Dream II supported formats are: Stereo; LCRS, LCRSS; 5.1; 6.1; and 7.1.

Panning in/out key
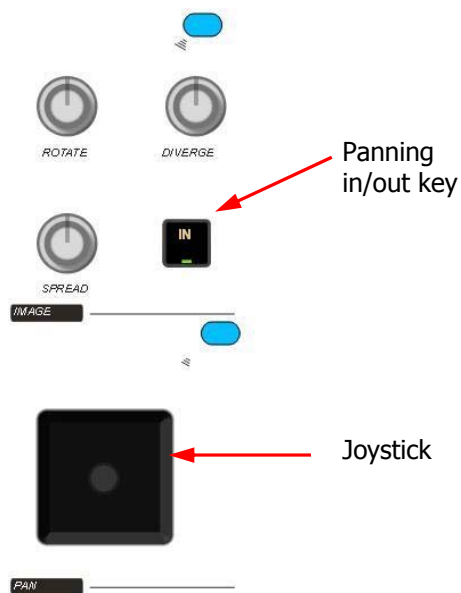
Joystick

Joystick

First "capture" the current pan position by moving the yellow joystick symbol over the red pan position symbol. Now you can move the signal path around the panning field.

Move the joystick from left to right to move the signal from left to right across the speaker system.

Move the joystick from front to back to move the signal from front to surround speakers (this will only have effect if you have setup your monitors and main bus in a surround format in Part 2).

Diverge

Spreads the signal of an individual feed across more of the adjacent loudspeakers, making the perceived size of the sound source larger.

Spread

Only available when a link group is selected. The spread control adjusts the divergence of all group members in the speakers, affecting the perceived size of the group in the surround mix.

At maximum spread, each group member comes from a single speaker. At minimum spread, all members are panned to exactly the same place in the surround mix.

Rotate

Rotate controls the left/right and front/back pan control to rotate the surround mix around the centre of the room.

Using the panner:

Step 1   Call a signal path to the channel panel by pressing the **Call** button on any fader.

Step 2   Adjust the control to achieve the desired result. The parameter values are displayed in the fat channel section at the bottom of the mixer display.

Equalisation

The mixer EQ provides four bands of parametric equalization and two filters. Each parametric section can be switched to band-pass/reject, shelving or notch.

Step 1   Call a track to the channel panel by pressing the **Call** button on any fader. The EQ will now be applied to the signal path of the called track.

Step 2   Press the **EQ setup** key located on the CAP panel to toggle the function of the key in each section between shape, range and bypass. Press the key once and shape displays will flash allowing selection of the shape of each filter by using the IN key on each section.

Step 3   Press the **EQ Setup** key again and the band displays on each section flash. Press the **EQ setup** key again and the **IN** keys on each section adopt their normal bypass function.

The **EQ in/out** key bypasses the entire equalizer on the selected signal path when not illuminated.

Dynamics

The Dream II Dynamics comprises three sections, compressor, limiter, and expander or gate.

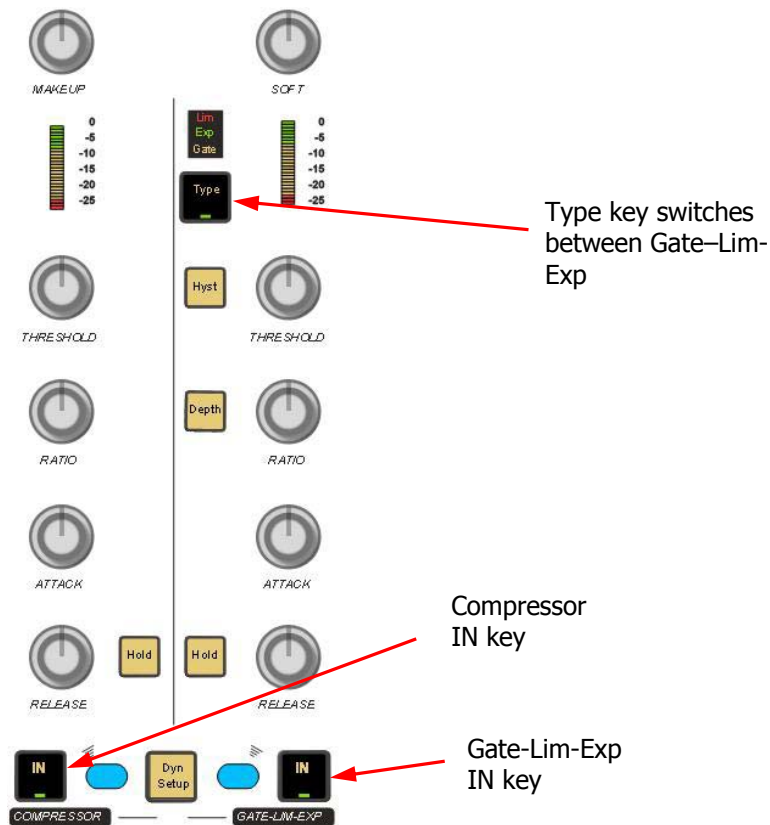To add compression:

Step 1   Call the track using the **Call** key located on the track fader.

Step 2   Press the compressor **IN** key.

Step 3   Adjust the compressor parameters as desired.

To add a limite:

Step 1   Call the track using the **Call** key located on the track fader.

Step 3   Press the **Type** key until limiter is shown.

Step 2   Press the Lim/Exp **IN** key.

Step 4   Adjust the parameters as desired.

Type key switches between Gate–Lim-Exp

Compressor IN key

Gate-Lim-Exp IN key

To add an expander or gate:

Step 1   Call the track using the **Call** key located on the track fader.

Step 3   Press the **Type** key until expander or gate is shown.

Step 2   Press the Lim/Exp **IN** key.
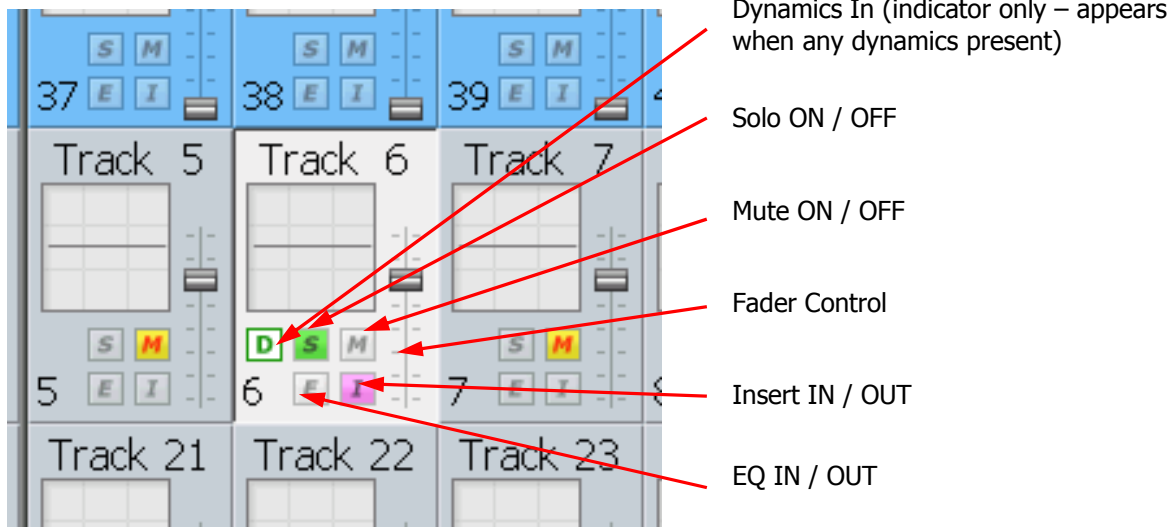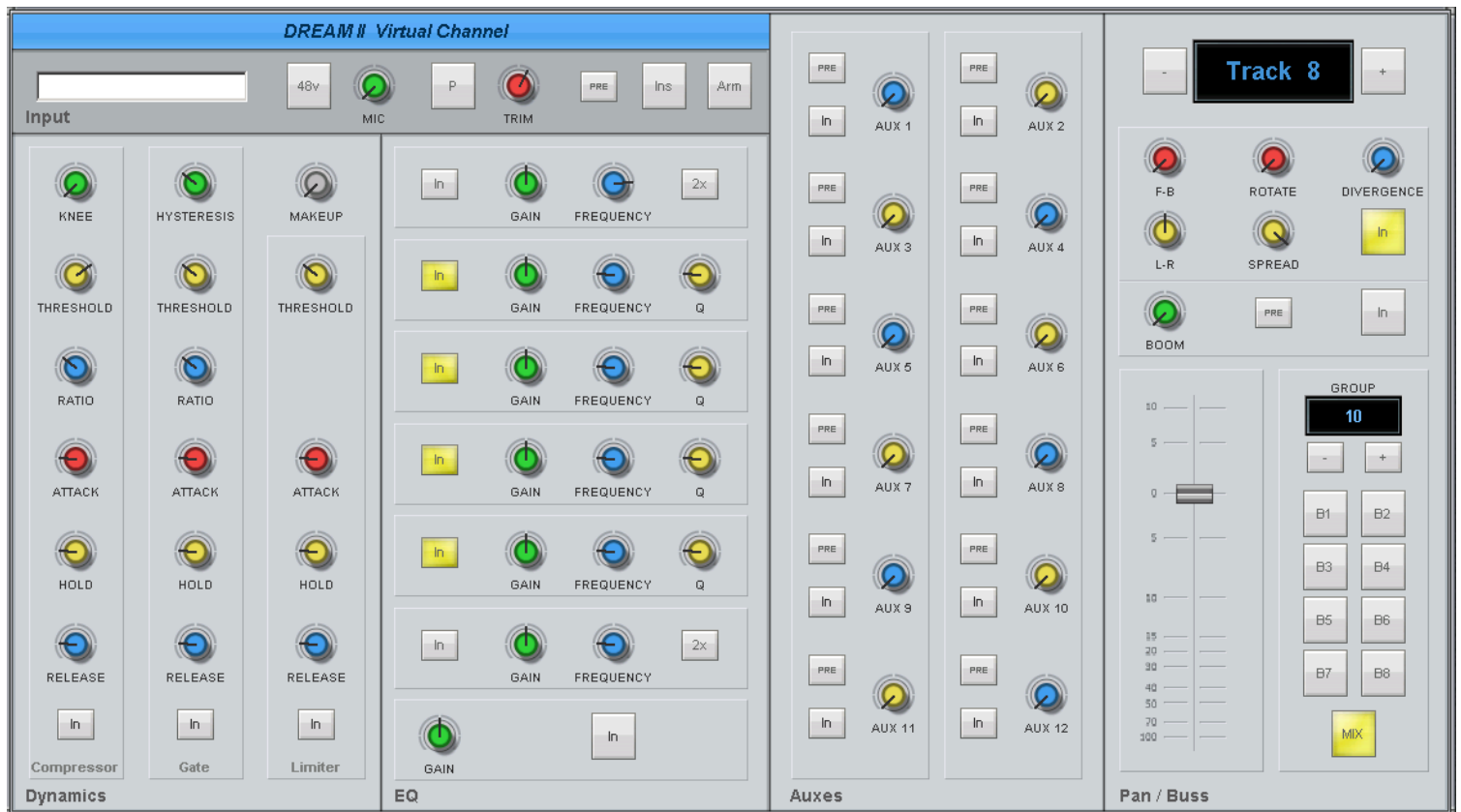
Step 4   Adjust the parameters as desired.

Mixing with the Mouse

All mixing functions be done using the mouse. A group of these functions can be done directly on the Mixer Screen, as shown below.

Dynamics In (indicator only – appears when any dynamics present)

Solo ON / OFF

Mute ON / OFF

Fader Control

Insert IN / OUT

EQ IN / OUT

All other functions can be controlled using the DREAM II Virtual Channel, shown below.

To open the DREAM II Virtual Channel, right click on a channel "tile" in the Mixing Screen. In the above example, we have right clicked Track 8.

To close the Virtual Channel, right click anywhere inside it.

While it is open, you may move to the next or previous channel by clicking the + and – buttons next to the channel name.

Click to select next or previous channel
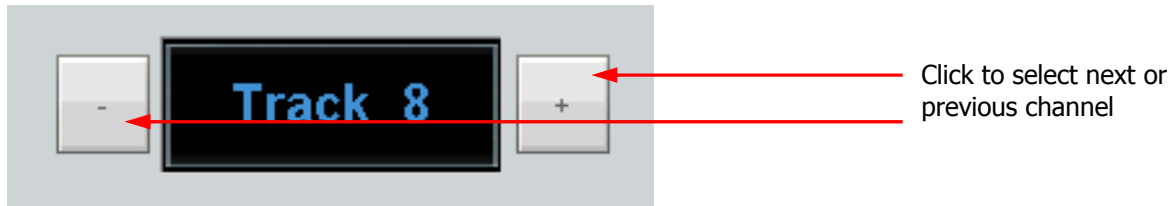
Editing Basics

Cut and Paste Editing

The edit modes are selected on the outer ring of the binnacle keys. These modes are cut, copy, erase, trim / slip, and fade. To perform cut and paste editing.

Step 1   Select one or more tracks using the channel selection keys. Selected track numbers are highlighted in blue on the Dream II Editor screen.

Step 2   Press the Cut key on the binnacle to enter Cut mode.

Step 3   Make sure the Range ON key is OFF.

Step 4   Locate the transport so the cursor lies over the desired edit point. Clips that are selected for editing are pink. Unselected clips are blue.

Step 5   Press down an "edit target" key (Clip, Head or Tail) on the left hand side of the binnacle. The thing you pressed is cut and placed on the clipboard.

Step 6   Locate the transport so the cursor lies over the destination edit point. If required, select alternative destination tracks using the track selection keys.

Step 7   Press the ENTER key to paste the clip(s) on the clipboard.

Copy and paste is the same, except you select the Copy mode key on the Binnacle.

Using a range, you can cut and paste regions in the middle of clips. The method is similar – you must create your range (see later), and you must press the Range target key. Ranges are discussed later.

Trimming Clips

Trimming a clip means exposing more or less of the original recording in that clip.

Step 1   Select one or more tracks using the channel selection keys. Selected track numbers are highlighted in blue on the Dream II Editor screen.

Step 2   Press the Trim key on the binnacle to enter Trim mode.

Step 3   Press the Head or Tail target key. This shortens the clip to the current transport position.

Step 4   If you want to refine the trim position further, move the transport to the position where you want the clip to end, and press ENTER.

Super Trim

This allows you to see and hear the full extent of the clip while trimming it.

Step 1   As before – select one or more tracks using the channel selection keys. Selected track numbers are highlighted in blue on the Dream II Editor screen.

Step 2   As before – press the Trim key on the binnacle to enter Trim mode.

Step 3   **Hold Down** the Head or Tail target key. This lengthens the clip to its full extent.

Step 4   While continuing to hold down the key, move the transport to the position where you would like the clip to end.

Step 5   Release the target key, and the clip will be trimmed to the current transport position.

Fades

Simple Fades

To create a simple fade:

Step 1   Select a track and move a clip under the cursor.

Step 2   Press the Binnacle **Fade** button.

Step 3   Make sure there is no range (press the Range ON button if illuminated).

Step 4   Press the **Head** button.

This will create a fade from the start of the clip to the cursor position. The shape of the fade will follow the graph shown in the Head region of the Fade display, shown below.

Head Shape graph

Head Shape values

Head Duration value
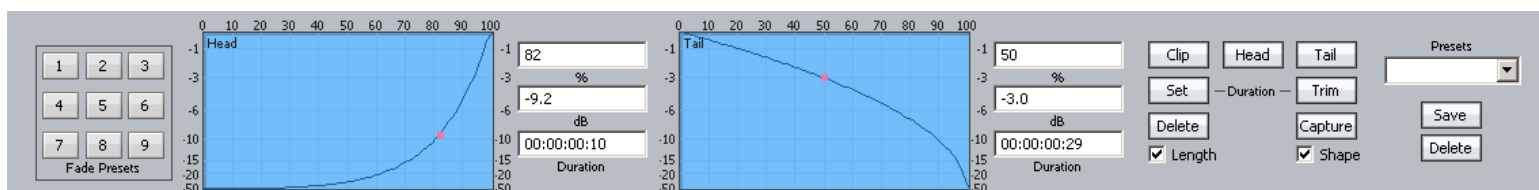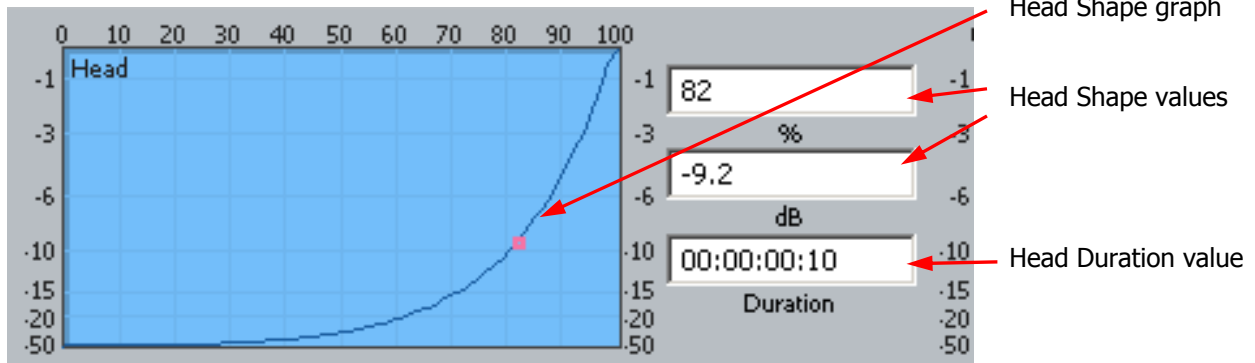
You can change the shape by dragging the red Crossover indicator with the mouse, then reapplying the fade. You can also enter the shape values numerically by clicking in their fields.

Pressing Tail in step 4 would create a fade from the cursor to the end of the clip.

Pressing Clip in step 4 would apply the numerical Duration values to both ends of the clip (see Advanced Fades below).

Advanced Fades

In the Simple Fades section above, the length of the fade was determined by the clip's position relative to the cursor.

In Advanced Fades we will set the lengths of fades numerically.
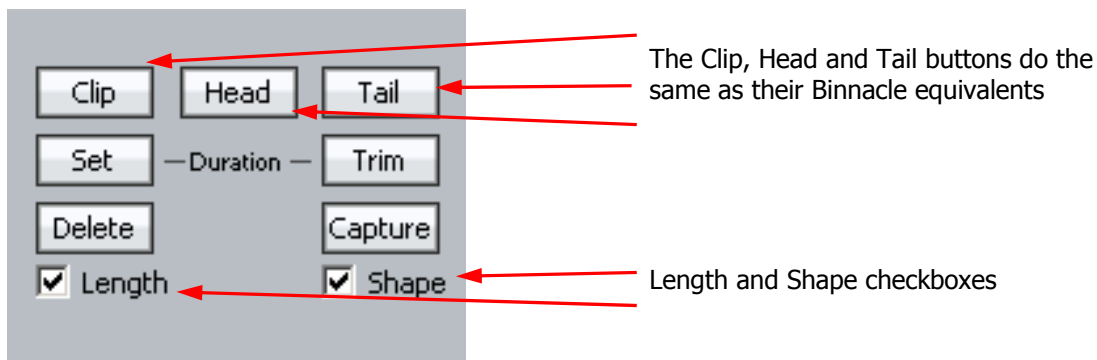
Fade lengths are set numerically when:

Fade Clip is used (press the Clip button instead of Head or Tail)

There is a range (press Head, Tail or Clip). The results are applied to all clips that are wholly within the range.

When the Set Dur or Trim Dur commands are used.

Choosing What is Set

In all fade commands, you can choose to set only the fade length (uncheck Shape) or only the shape (uncheck Length). By default both boxes are checked.

The Clip, Head and Tail buttons do the same as their Binnacle equivalents

Length and Shape checkboxes

Setting Fade Duration Numerically

Step 1 Press the {set dur} soft key.

Step 2   Choose Head, Tail or Clip to determine which end(s) of the clip is being affected.

Step 3   Use the jogger wheel or Numeric Keypad to enter a fade length.

Step 4   Press ENTER to apply the fade. If Shape is checked, it will also be applied.

If a range is present, this command will apply to all clips that are wholly within the range.

Trimming Fade Duration

Press the {trim dur} soft key and use the jogger wheel to enter a positive or negative value. Deselect the {Shape} soft key if you do not wish to apply the current fade shape to the selected clips.

Press the Binnacle Clip, Head or Tail key to increase or decrease the length of fades by the specified amount. Pressing the Clip key affects fades at both the Head and Tail of each selected (red) clip, while pressing Head affects only fades at the head and Tail affects only fades at the tail.

Step 1   Press the {trim dur} soft key

Step 2   Choose Head, Tail or Clip to determine which end(s) of the clip is being affected.

Step 3   Use the jogger wheel or Numeric Keypad to enter a fade length trim.

This will be shown as <+ something> or <− something> in the display.

Step 4   Press ENTER to apply the trim. If Shape is checked, it will also be applied.

If a range is present, this command will apply to all clips that are wholly within the range.

Adjusting Fade Shape

Press the {X-Level} soft key and use the jogger wheel to adjust the X-Level and/or press the {X-Point} soft key and use the jogger wheel to adjust the X-Point. You can also change the values numerically on the screen, or by dragging the red crossover point with the mouse.

The shape is used whenever a fade is applied, if the Shape box is checked.

Capturing Fade Shapes

Press the {Capture} soft key plus the Binnacle C**lip**, **Head** or **Tail** key to capture the fade shape from the current clip. The current clip is the clip currently touching the playhead on the active track.

Deleting Fades

Press the {delete} soft key, then press the Binnacle **Clip**, **Head** or **Tail** key to delete one or both ends of the fades.

Presets

A preset is a saved shape for head and tail. Factory presets are provided for your use. Custom presets are saved by you.

To load a factory preset, press the {Preset} soft key, then press keys 1-9 on the numeric keypad to choose one of the 9 factory fade presets. The preset is loaded into the Shape graphs, and can be applied to clips in the usual way. Alternatively, click a number in the preset pad at the left of the display.

Click to load a factory preset
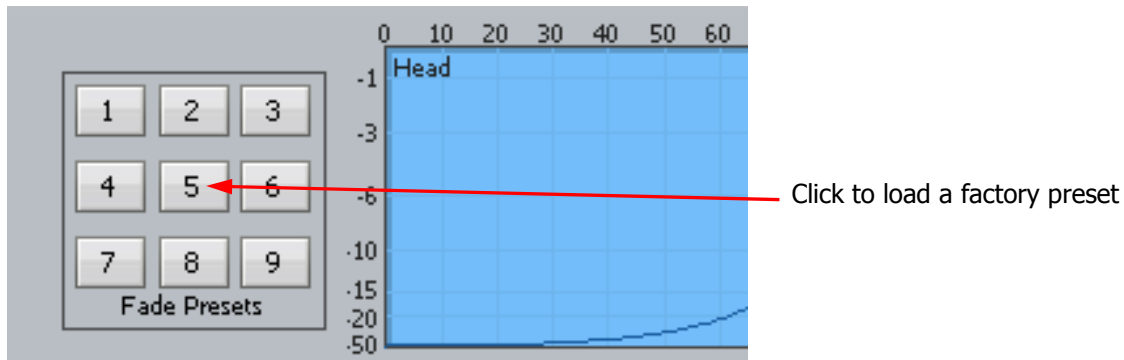
To load a custom preset:

Step 1   Press the {preset} soft key

Step 2   Press {custom preset}.

Step 3   Turn the Jogger Wheel, and as each custom preset is displayed it is also loaded. Stop when you have loaded the one you want.

Alternatively use the custom presets pulldown menu in the Fades display.

Click to load a custom preset

Click to type a new name for a custom preset, then click Save
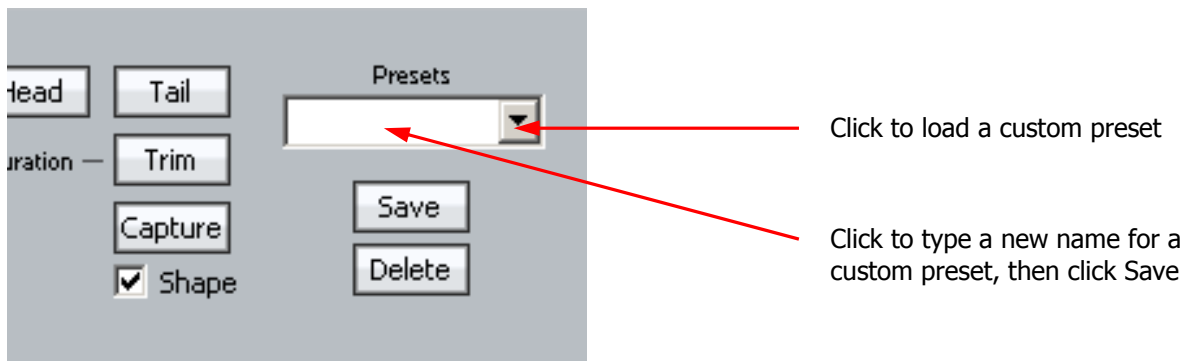
To save a custom preset:

Step 1   Set up the fade shapes you want to save.

Step 2   Press the {preset} soft key

Step 3   Press {save preset}.

Step 4   Type a name for the new custom preset and press the Binnacle Enter key.

Alternatively use the custom presets pulldown menu in the Fades display, as shown above.

About Range

A range allows a group of clips across one or multiple tracks to be selected. Range may be turned on or off using the **Range ON** key, to the right of the Binnacle. Double pressing a Binnacle edit key always clears the range.

To select a Range:

Step 1   Locate to the time at which you wish to start the range.

Step 2   Press the **From** key located on the left of the jogger wheel

Step 3   Locate to the time at which you wish to end the range.

Step 4   Press the **To** key located on the right of the jogger wheel.

** Note: You can also select or deselect clips by CTRL-Clicking them with the mouse. If you CTRL-Click a clip outside the current Range, the range boundaries are extended.
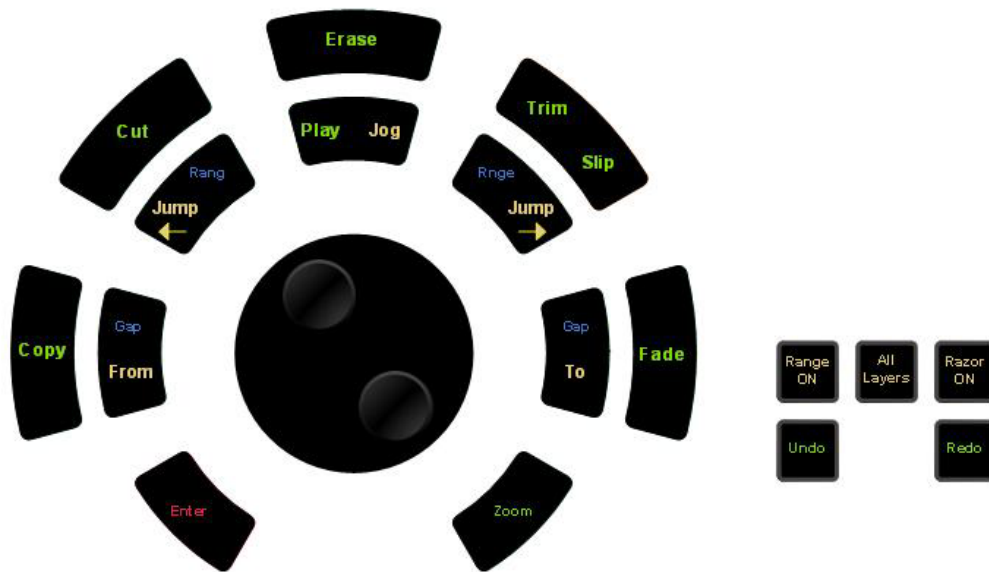
Clip-Based Equalisation

The Dream II console provides both track EQ in the mixer, and clip based EQ in the editor.

Applying Clip Based EQ

Clip EQ provides clip based, four band parametric equalization which can be applied to a single clip or range of clips within a project.

To apply clip based EQ:

Step 1   Select the track that contains the target clip for equalization.

Step 2   Move the target clip under the play head so that it goes pink.

Step 3   Press the **EQ** button located on the editor panel. The Smartpane on the Dream II screen will now appear.

EQ key

Step 4   Press the {Edit} soft key.

Step 5   Select the appropriate EQ parameters and set their values.

Step 7   Click on the {old/new} soft keys if you want compare your new settings with the current setting for the clip.

Step 8   Press the {Apply} soft key or the Binnacle Enter key to apply the fade.

EQ In/Out

Click on the {in/out} soft key at any time to toggle clip equalization on and off for the red clip(s).

Copy EQ Between Clips

Click on the {in/out} soft key at any time to toggle clip equalization on and off for the red clip(s).

Step 1   Select the track that contains the clip to be copied.

Step 2   Move the target clip under the play head so that it goes pink.

Step 3   Press the {copy} soft key

Step 4   Locate the target clip under the cursor so that it goes pink.

Step 5   Press the {apply} soft key to paste the EQ values into the new clip

You can uncheck some of the bands if you don't want to paste them (see below)
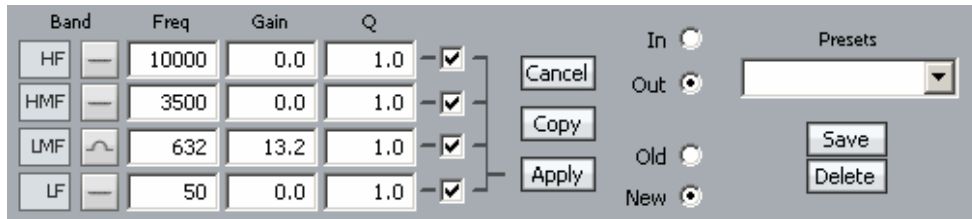

After Copy – Graph is red

Uncheck bands to avoid applying them

EQ With the Mouse

All the EQ controls are duplicated on the screen, and can be operated with the mouse.

In addition, the graph can be directly manipulated by dragging the red control points around the screen. This will update the Gain and Frequency fields (and cause changes in the sound). Q values can only be changed numerically.


VST Plugins

Setup and installation

Step 1   Install your plugins as outlined by your plugin manufacturer. The plugin will generate a file with extension 'DLL' in the folder that your plugin has been installed (most commonly located in C:\Program Files\VSTPlugins).

Step 2   Copy the DLL file and paste into C:\Program Files\Fairlight\Dream II\Effects\VSTPlugins.

Step 3   Restart the Dream II PC.

Inserting a Plugin on a Track Feed

Step 1   Call the track using the **Call** key located on the track fader.

Step 2   Press the **Insert Config** key located on the top of the CAP panel. The main LCD will now display the list of plugins that you have installed.

Step 3   Using the jog wheel, scroll through the list of plug-ins on the main LCD screen (main LCD screen is located above the transport on the console).

Step 4   When the desired plugin is displayed, press the {Add Plugin} soft key. The plugin popup will now appear on the Dream II Editor display. Its fleximap will now be mapped to faders 1 to 12.

Step 5   Press the **Plugin** key located on the top of the CAP panel to toggle the plugin popup and fleximap on/off.

Step 6   To remove the plugin, press the {Remove Plugin} soft key located on the main LCD screen.
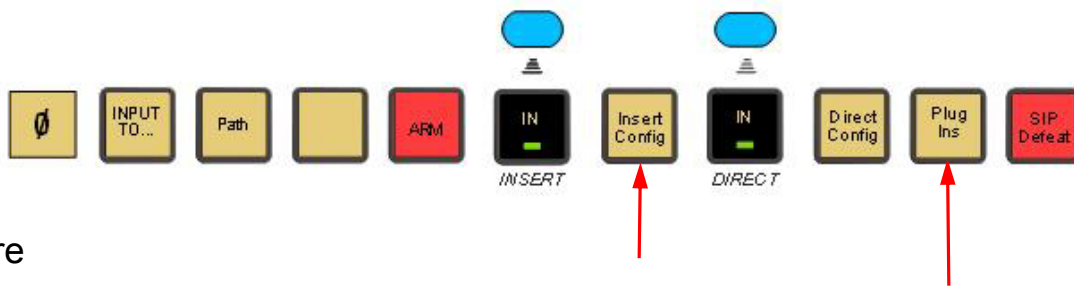
Rewire

Launching a Rewire Application

In order to patch a Rewire device, a Rewire application must be installed first (e.g. Reason, Ableton Live).

Step 1   Click on 'Setup' in the Dream II toolbar.

Step 2   Select 'Setup Instruments' to launch the dialogue box. Your Rewire application should appear in this list.

Step 3   Click on the name of the desired Rewire application so it is highlighted.

Step 4   Click on 'Edit' at the bottom of the dialogue box. Note: Some programs (eg – Reason) will launch automatically. Others (eg - Ableton Live) need to be launched manually.

Step 5   Open or create a project within your Rewire application (demo projects that accompany the application are a good starting point).
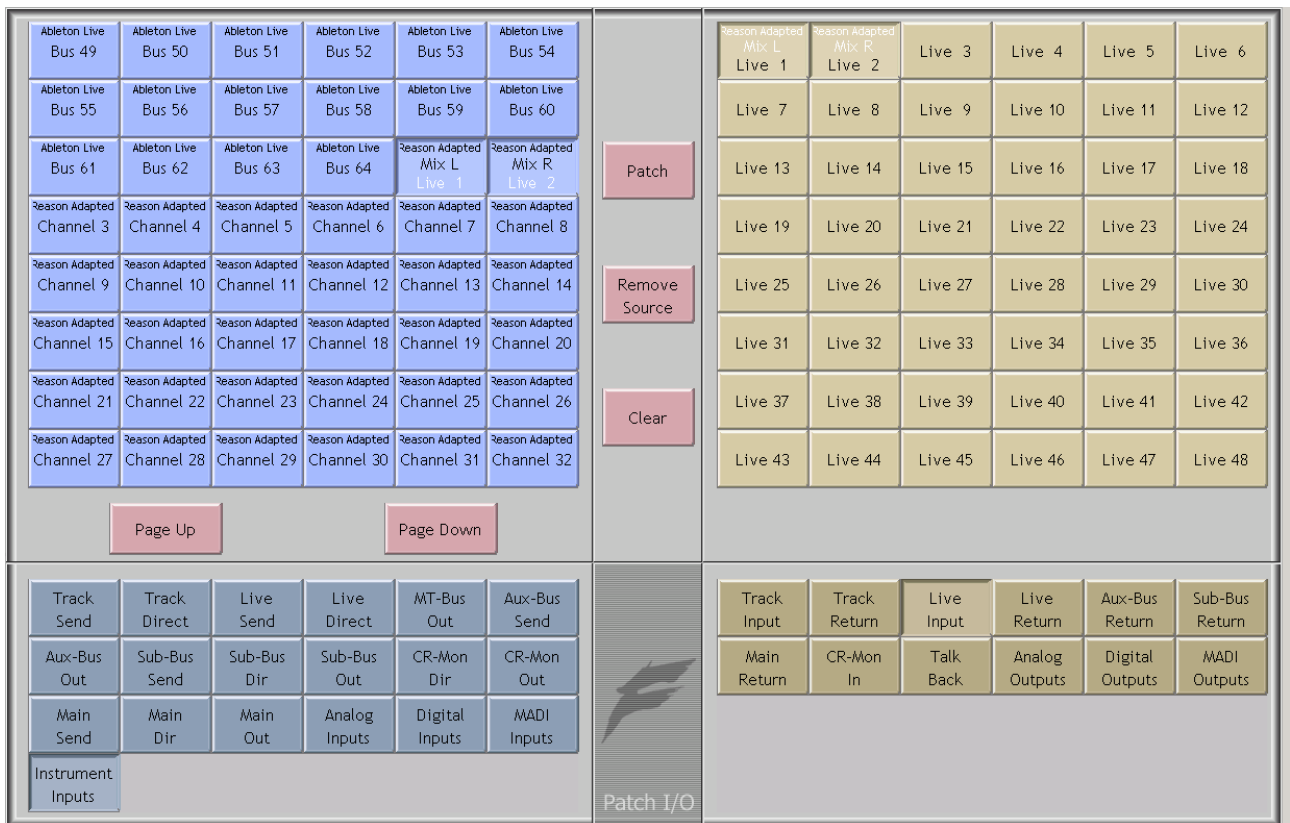
Patching a Rewire Application

Once your Rewire Application is launched, it's time to patch Rewire inputs to track or live feeds.

Step 1   Open the Patch I/O page by pressing the **Patch I/O** key on the channel panel. Click on Instrument Inputs located on the left hand side of the Patch I/O page. You see inputs labeled

according to the Rewire applications you have installed. If you have installed more than one application, click 'Page Down' on the patch I/O page until you find the input for your Rewire application. Select the desired instrument input (e.g. If using Reason, select the inputs labeled **Mix L** and **Mix R** for a stereo mix).

Step 2   Select **Live Inputs** located on the right hand side of the Patch I/O page.

Step 3   Select Live Inputs 1 and 2.

Step 4   Click **Patch** to complete the patch.

You should now be able to hear a stereo signal generated by your Rewire application on Live feeds 1 and

Step 5   Alternatively, you can patch instrument inputs to track feeds, but make sure the track is record enabled in order to hear your Rewire device (see Part 11 - Recording).

Recording

To record audio on a track, you must have an input patched to it. This could be any signal source – in this case we will use an analog input.

Step 1   Press the **Patch I/O** button on your console.

Step 2   Click on **Analog Inputs** located on the left hand side of the patch I/O page.

Step 3   Select four of the analog inputs.

Step 4   Select **Track Inputs** located on the bottom right hand side of the patch I/O page. Select four
              tracks.

Step 5   Click the Patch button to connect the four inputs to the four tracks.

Step 6   Select the **Arm** key located on the editor panel. The channel selection keys will now display red.
              NOTE: A track with no input patched will not Arm.

Press the Arm
key followed by a
channel select
button to arm
tracks

Step 6   Press the channel selection keys of the same four tracks. They are now armed for recording.
              This is indicated by the red record enable indicators located on each track in the Dream II editor
              display.

Step 7   Locate the transport to where you want to start recording, then press **Play** and **Record**
              together.

Step 8   The recorded tracks will display red while recording.

Step 9   Press **Stop** to cease recording.

Mixing & Automation

Creating a Simple Mix

Step 1   Press the **Mix ON** key to enable mix automation.

Step 2   Establish a basic static mix including fader levels, EQ, panning and dynamics. These static
              settings are saved with the rest of the mix.

Step 3   Press the blue **Fader enable** key in the Master Enables section of the console.

Step 4   Press the **Mix** key to display the Mix menu. Press the {On STOP} soft key until Event is
              selected. This determines what happens to the parameter value when you drop out of
              automation record by pressing the transport **Stop** key. The Event setting tells the mixer to hold
              the last recorded value until the next previously recorded events occurs. If no events are
              encountered the parameter will remain at the same value.

Step 5   Press the **Auto** key next to the fader you wish to control. The **Write** indicator next to the fader will be illuminated.

Step 6   Press **Play** and move the fader as required to adjust the balance.

Step 7   Press the transport **Stop** key to stop recording automation. Notice that the fader indicator displays **Read**.

Step 8   Rewind, press **Play** and audition the changes you have made. Watch the fader move as it reproduces the moves you recorded.

You can continue to add fader moves using the same method. You can also use the **Auto** key to drop in and out of record over old mix data.

Enable Pan, Mute or any other parameters in the Master Enables section, and use the **Auto** key to enter record for these parameters as well.

Saving and Loading Mixes

To save a mix:

Step 1   Hold down a **BLUE** key and press the **Mix/File** key.

Step 2   Press the {Save} soft key in the main LCD menu.

Step 3   Click the trackball on the Mixer display to gain keyboard focus.

Step 4   Type a unique name for the mix on the PC keyboard and press **Enter**.

Mix/file key

To load a mix:

Step 1   Hold down a **BLUE** key and press the **Mix/File** key.

Step 2   Turn the jog wheel to scroll through the previously saved mixes.

Step 3   Press the {Load} soft key and the main LCD menu to load the selected mix.

Step 4   Confirm by pressing the {Yes} or {No} soft key.