digidesign

R1

REMOTE CONTROLLER

R1 Remote Controller™
for
Session 8

digidesign

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This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

If necessary, consult an experienced radio/television technician for additional suggestions. The following booklet prepared by the Federal Communications Commission may also be helpful: "How to Identify and Resolve Radio-TV Interference Problems." The booklet is available from the U.S. Government Printing Office, Washington, DC 20402 Stock No. 004-000-00345-4

Changes or modifications not expressly approved by Digidesign could void the user's authority to operate the R1 Remote Controller.

Important Safety Instructions!

When using electric products, basic precautions should always be followed, including the following:

- Read all instructions before using this product.
- Do not use this product near water (for example, a bathtub, sink, etc.) or if the unit is wet.
- The product should be located away from all sources of heat, such as radiators, heat registers or other devices that produce heat.

- The product should be connected only to the correct power supply as indicated on the product.

- The power cord should be unplugged when the product is not in use for an extended period of time.

- Do not attempt to service the product. Refer all servicing to Digidesign.

- Any attempt to service the product will expose you to a risk of electric shock, and will void the manufacturer's warranty.

Digidesign's Registered User Customer Support Policy

Digidesign will provide telephone support to registered users for a period of one year from the date of original purchase. As a new R1 owner, the first action you should take is to send in your registration card. You must be a registered owner if you want to receive telephone support, program updates, or new product information. Once you are a registered owner, program updates will be made available to you for a minimal charge.

Digidesign is serious about customer support, and is strongly committed to a continuing relationship with you after your purchase. As a registered R1 owner, you can contact Digidesign directly with any questions or problems. An R1/Session 8 Technical Support person will be standing by to help you during business hours (Monday to Friday, 9:30 to 5:30 PST). For customer service, call (415) 688-0600.

Digidesign is made up of people who are very interested in audio and the recording process as a whole. Become one of our registered owners and participate in the creative process.

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Chapter D: Using the R1

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Chapter A
Introduction

What is the R1 Remote Controller?

The R1 Remote Controller is a... ...the Roland VS-880 digital recording and editing environment... ...and electronic percussion with sliders, knobs...

Designed specifically for... ...move tracking, mixing and editing... ...the R1 features eight track faders, master fader, transport controls, four rotary... ...jog/shuttle buttons, and a number of... ...function keys...

The complete R1 Remote Controller package consists of the following components:

- The R1 Remote Controller
- Two A...
- One Machine... ...computer)
- One Source...

Together, this package... ...the R1 Remote Controller... ...whenever you adjust track channels... ...more EQ, effects, undo/redo markers, etc. Also, you can use any combination of mouse, R1 and computer keyboard... at any time. Read on to learn how to start using the R1 to enhance your recording pr...

Introduction to the R1 Remote Controller

What is the R1 Remote Controller?

The R1 Remote Controller is a MIDI controller for Digidesign's Session 8™ digital recording and editing systems. The R1 Remote Controller allows you to control on-screen parameters with sliders, knobs and buttons as an alternative to using the mouse.

Designed specifically to enhance tracking, editing and mixing in Session 8, the R1 features eight track faders, one master fader, transport controls, four rotaries, a talkback button, and a number of software-specific function keys.

The complete R1 Remote Controller package consists of three basic elements:

- The R1 Remote Controller

- Two MIDI cables to connect the R1 to your MIDI interface

- One Macintosh serial cable (for use with a Macintosh computer)

- One Session 8 Master Disk

Together, this package provides complete hardware control for all the parameters you adjust most often during recording — track record-enable, track volume, panning, solo, mute, EQ, effects, autolocate markers, etc. Also, you can use any combination of mouse, R1 and computer keyboard, at any time. Read on to learn how to start using the R1 to enhance your recording projects.

About this Manual

This manual is organized to get you up and running with the R1 as quickly as possible. Please take the time to carefully read it to get fully acquainted with your R1.

- Chapter A, *Introduction* gives you the system requirements of the R1.

- Chapter B, *Installing the R1 Hardware and Software*, tells you everything you need to do to successfully install the R1.

- Chapter C, *Overview*, gives you an introduction to the various sliders, buttons and knobs of the R1.

- Chapter D, *Using the R1*, shows you how to use the R1 for controlling Session 8 — how to record tracks, adjust the volume of a track, adjust panning, mute and solo tracks, etc. If you're the kind of person who only reads the bare minimum in technical manuals, Chapter C should be the chapter you read.

System Requirements

In order to use the R1 Remote Controller, you need the following hardware and software:

- A MIDI interface

- Session 8 software version 1.1 or later. All software required by the R1 is incorporated into the Session 8 software itself. The most recent version of this application has been included with your R1.

Now get ready to install your R1 and get started using it with Session 8!

Technical Specifications

- Height: 1.7" (at tallest edge).

- Width: 18.5"

- Depth: 10.6"

- Weight: 6lb 13.5 oz

- Power Supply: 9 volt 1 AMP DC (positive tip/negative shield)

- Internal battery: Panasonic BR 2325

- MIDI IN/OUT: designed only for MIDI send/receive as defined in MMA Electrical MIDI specification.

Chapter B

Installation
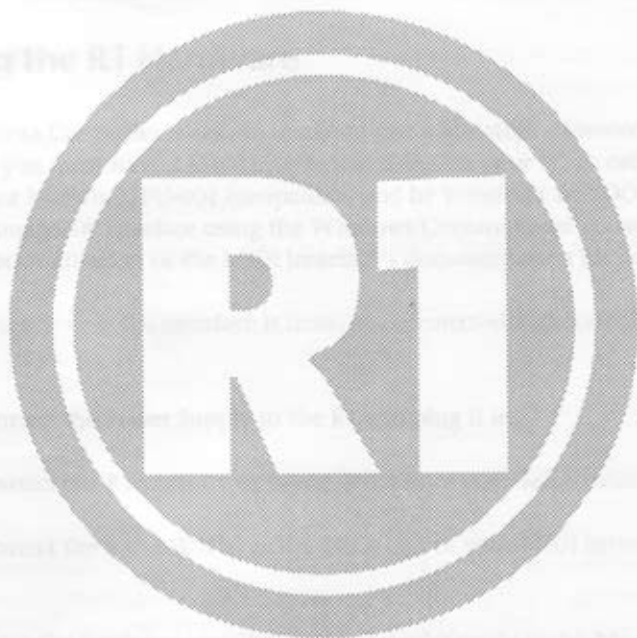
Installing the R1 Hardware and Software

Installing the R1 Hardware

Your R1 Remote Controller is easy to install in just a few steps. However, before you begin installation, you must have a MIDI interface installed in your PC in order to use the R1. The interface must by fully MPU-401 compatible, and be Windows and DOS compatible. Configure your MIDI interface using the Windows Control Panel *Drivers*. Refer to your Windows documentation or the MIDI interface's documentation for more information.

First, make sure your MIDI interface is installed, connected and correctly configured, then follow these steps:

- Connect the Power Supply to the R1 and plug it in.

- Connect the R1's MIDI Out to the MIDI In of your MIDI interface.

- Connect the R1's MIDI In to the MIDI Out of your MIDI interface.

This completes the hardware installation. Now you're ready to double-check a few software parameters and start using the R1 in your sessions!

Installing and Configuring the Session 8 Software

Beginning with version 1.1, the Session 8 and Session 8 XL software ships with all R1 Remote Controller driver software already installed. Therefore, if you are sure that you have this or a more recent version of Session 8/8XL (and you already have a MIDI interface installed in your PC), you can skip this section and proceed to Chapter C, *Overview*.

NOTE: If you did not receive a Session 8 diskette, then your current Session 8 software is already R1 compatible.

If you are not sure about your Session 8 software, you should follow these instructions to make sure you are running the most current, R1-compatible version.

To install the software included with your R1:

- Insert the *Session 8 Master Disk* into a floppy drive of your PC. Make a note of which floppy drive you have chosen.

- Launch *Windows*.

- Choose *Run* from the *File* menu in Windows.

- At the prompt, type the ID of the floppy drive containing the Session 8 Master disk, followed by a colon and the word *setup* (one word, no spaces) and click *OK*. For example, if you inserted the Session 8 disk into drive A, you would type *A:setup* If the Session 8 Master disk is in drive B, type *B:setup*.

  When you click *OK*, Windows will activate the floppy disk. You will be asked where you want to install the new Session 8 software. You will probably want to overwrite your old Session 8 software, so select that same drive and volume and click *OK*.

- Next, a window will appear telling you to restart your machine. Click *OK*.

- You will then see a window asking if you'd like to examine the contents of the *Read Me!* file contained on the floppy disk. Click *Yes*. The *Read Me!* contains any late-breaking updates that aren't in the manual. Please read it before going any further.

- When installation is completed, you will return to Windows.

- Quit out of Windows and then restart your computer.

Installation is now complete! All that's left is to confirm a few Preference settings within the Session 8 software and you're ready to go.

Software Configuration

Your final task is configuring the MIDI parameters of Session 8 to recognize the R1.

- Launch Session 8. From the *Options* menu, select *Midi*. The Midi Setup dialog appears.

- For *Automation*, single-click both the *Send* and *Receive* checkboxes for *External Port*. Leave *Internal Port* settings unchecked.

- Set the *MIDI Channel* to Channel 1 by clicking on the arrow next to *Midi Channel* and selecting Channel 1.

- Finally, at the bottom is a pop-up list for *External Port Input* and *Output*. Click on the small arrow and choose the Driver appropriate for your MIDI interface from the list. Click *OK*.

If necessary, consult your manufacturer's manuals for more information on configuring Windows, configuring your PC, or setting up your MIDI interface.

Chapter C

Overview

Introduction

The R1 Remote Contr... ... ... the Session B, Session B ... ... This chapter provides a brief overview of each of ...

To get started, ... a look at the R1 terminal.

The R1 Remote Controller

Most of the controls of the R1 have direct counterparts when Session B's on-screen software controls. For example, the Transport controls of the R1 are identical in function and appearance to the Transport controls of Session B. Some of the other controls might not be that obvious. Read the following sections to become acquainted with the general functionality of these and all other areas of the R1 Remote Controller. For detailed instructions on using the R1 for specific tasks, refer to Chapter D, Using the R1.

Overview

Introduction

The R1 Remote Controller is a powerful, yet easy-to-use controller for Session 8, Session 8 XL and other Digidesign digital recording and editing systems. This chapter provides a brief review of each of the knobs, buttons and controllers on the R1.

To get started, let's take a a look at the R1 top panel.
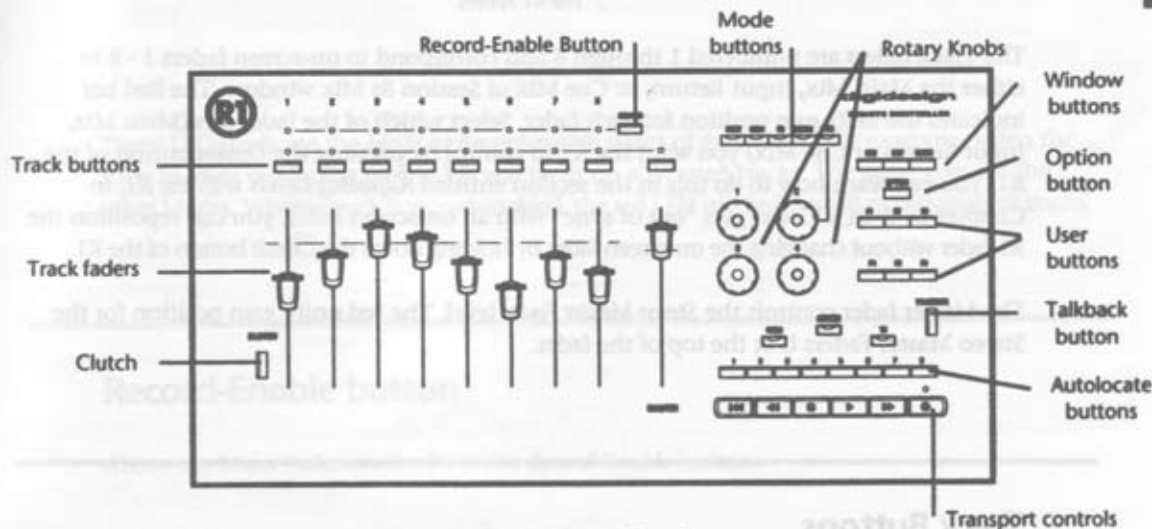
The R1 Remote Controller

Most of the controls of the R1 have direct correlation with Session 8's on-screen software controls. For example, the Transport controls of the R1 are identical in function and appearance to the Transport controls of Session 8. Some of the other controls might not be this obvious. Read the following sections to become acquainted with the general functionality of these and all other areas of the R1 Remote Controller. For detailed instructions on using the R1 for specific tasks, refer to Chapter D, *Using the R1*.

Faders

The Faders on the R1 consist of eight Track faders, and one Master fader.
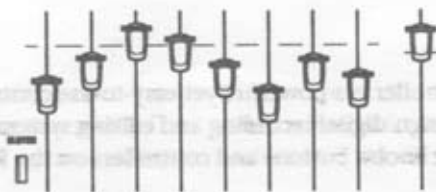
The R1 Faders

The Track faders are numbered 1 through 8 and correspond to on-screen faders 1 - 8 in either the Main Mix, Input Return, or Cue Mix of Session 8s Mix window. The Red bar indicates the *unity gain* position for each fader. Select which of the fader sets (Main Mix, Input Return or Cue Mix) you want the R1 to control by pressing the *Option* button of the R1. You can learn how to do this in the section entitled *Adjusting Levels with the R1*, in Chapter D. If an R1 fader gets "out of sync" witn an on-screen fader, you can reposition the R1 fader without changing the on-screen fader by holding down the *Clutch* button of the R1.

The Master fader controls the *Stereo Master Fader* level. The red unity gain position for the Stereo Master Faders is at the top of the fader.

Track Buttons

The *Track buttons* are located above each track fader.

R1 Track buttons, LEDs, and Record-Enable button

These buttons work in conjunction with other function buttons on the R1 such as the Mute, Solo, EQ, Sends and Pan buttons to select which tracks you want to mute, solo, EQ, etc. For example, to mute a track, you first press the *Mute* Mode button and then press the Track button of the track you want to mute.

Track LED's

Directly above each Track Button is one green and one red *Track LED*.

These LEDs indicate the *Mode* or *Record-enable* status of each track. For example, when the R1 is in *Mute* mode, the green LED will be lit on all muted tracks. The same goes for the other Modes. When a track is record-enabled, the red LED will be lit on all record-enabled tracks.

Record-Enable button

Above the Main Fader on the R1 is the *Record-Enable* button.
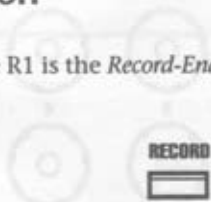
RECORD

Record-Enable button

In order to record any tracks, you must first depress the *Record-Enable* button (it will glow red), and then press the Track button of the track(s) you want to record-enable.

Mode buttons

The *Mode* buttons include the *Mute, Solo, EQ, Sends,* and *Pan* buttons.

MUTE SOLO EQ SENDS PAN

The R1 Mode buttons

These buttons switch a Session 8 track to the selected mode. In other words, if you press the *Mute* Mode button (it will glow green), and then press track button #2, track #2 will be muted. Similarly, if you press the *Pan* Mode button and then any Track button, the R1 will allow you to pan that track. Mute, Solo, EQ, Effect Sends and Pan are all discussed in detail in Chapter D, *Using the* R1.

Rotary Knobs

The *Rotary Knobs* 1 through 4 are used to adjust Effect Send levels, Panning, and EQ parameters, depending on which mode button is currently selected.
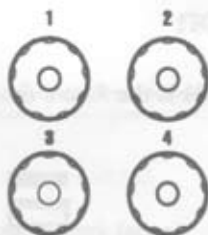
Rotary Knobs

The Rotary Knobs most obvious application is for adjusting the Effect Send levels of a track. In this case, you would press the *Sends* Mode button, the desired *Track* button, and then adjust Effect Send 1 by turning Rotary Knob 1, Effect Send 2 by turning Rotary Knob 2, and so on.

Another use of the Rotary Knobs is for adjusting the *Panning* of a track. Actually, this only involves a single Rotary Knob:Rotary Knob #2 (note the white line connecting the Pan Mode button to Rotary Knob #2 on the top panel of the R1). To adjust the panning of a Track, press the *Pan* Mode button (the Pan button will glow green), the desired Track button (the Track LED will glow green) and then use Rotary Knob #2 to adjust the panning of that track.

Finally, the Rotary Knobs can be used to adjust the various EQ parameters found in the EQ windows. Refer to the EQ section of Chapter D for information on using the Rotaries to adjust EQ.

Mix/Edit/Route
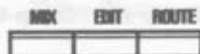
Mix, Edit and Route buttons

The Mix, Edit and Route buttons select the various Session 8 windows. Once you enter one of these windows, the functions of the R1 User Buttons change to match that window. Many controls, such as the Track faders and Master fader, work regardless of which window you are in. Thus it is possible, for example, to adjust track levels while in the Edit window without having to switch back to the Mix window.

Option button

Option button

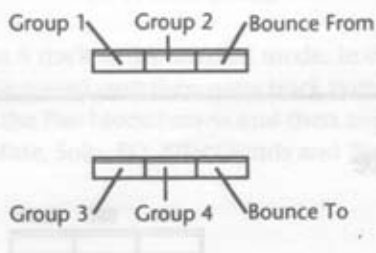The *Option* button is used in the *Mix* window of Session 8 to select either the Main Mix, Input Return, or Cue Mix. Pressing the R1's Option button toggles through these three mix sections. You can tell which section is currently selected because its name glows red on-screen. For more information on how the Option button is used in adjusting levels, see *Adjusting Levels with the R1*, in Chapter D.

User Buttons

The *User Buttons* F1 through F6 are multi-purpose controls. Like the rotary knobs, their function varies depending on which window you are currently in.

In the *Mix* window, the User Buttons do the following:

Group 1   Group 2   Bounce From

Group 3   Group 4   Bounce To

When an EQ window is open, the User Buttons become:

Input Attenuator   Curve   Toggle upper/lower EQ

Bypass   Curve   Toggle upper/lower EQ
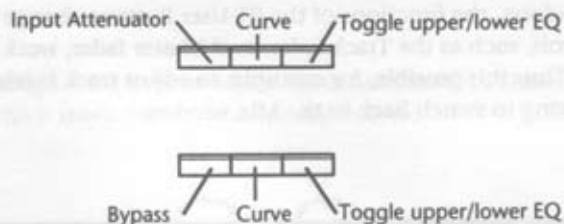
In the *Edit* window, the User Buttons become:
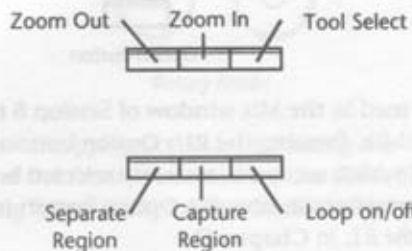
Zoom Out   Zoom In   Tool Select

Separate   Capture   Loop on/off
Region   Region

NOTE: You can see a diagram of the current functionality of the User Buttons by choosing *R1 User Buttons* from the *Window* menu, or by pressing *Control + U* on your computer keyboard.

Talkback button

The *Talkback* button functions just like a talkback button on a regular mixing board, whether you are in the Mix, Edit or Route window. It sends whatever signal is routed to the *Talk* Stereo Bus to the Cue outputs (3 and 4) and to the Headphones.

Talkback button

A microphone must first be connected and routed for Talkback. To configure Talkback in Session 8, simply open the *Route* window and patch the microphone to the Stereo Bus channel *Talk*. On the Audio Interface, set the *Phones* switch to *Cue*. Connect your cue system to Cue outputs 3 and 4, or to the Headphones jack(s) on the front of the Session 8 Audio Interface, and you should be ready to go.

Autolocate buttons

The *Autolocate* buttons include *View, Assign, To,* and the numbered *Marker* buttons.

These buttons allow you to assign and use autolocate points and markers. Refer to *Autolocate Controls* in Chapter D for more information.

Transport

The Transport controls of the R1 are identical in layout and function to Session 8's transport.

Transport Controls

If you need additional information on using the Transport controls of the R1, refer to *Using the Transport Controls* in Chapter D.

Chapter D

Using the R1

R1
REMOTE
CONTROLLER

Using the R1

Before you Begin

You are probably anxious to start using your R1 Remote Controller. This chapter will show you how.

At this point, you should already have completed the installation instructions in Chapter B *Installation*. It is also assumed that you are familiar with your Session 8.

Before you start, check the following:

- Check to make sure your MIDI connections are correct (i.e., the MIDI OUT of the R1 is connected to the MIDI IN of your MIDI interface, and the MIDI IN of the R1 is connected to the MIDI OUT of your MIDI interface)

- Check to make sure that the R1 is switched to the *PC* position. On the back panel of the R1 is a three position power switch. Looking at the R1 from the back, center position is Off, left is On for Mac, and right is On for PC.)

The R1 back panel

- Also, start up Session 8 if you have not already done so.

NOTE: If the R1 LEDs flash on and off when you turn the unit on, it is an indication that the internal battery is low. Pressing any button on the R1 will stop the unit from flashing. If this occurs, call Digidesign Technical Support for instructions.
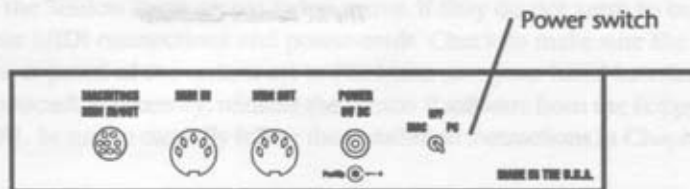
The R1 Remote Controller

Here is a diagram of the R1 Remote Controller, and the location of each of its controls.
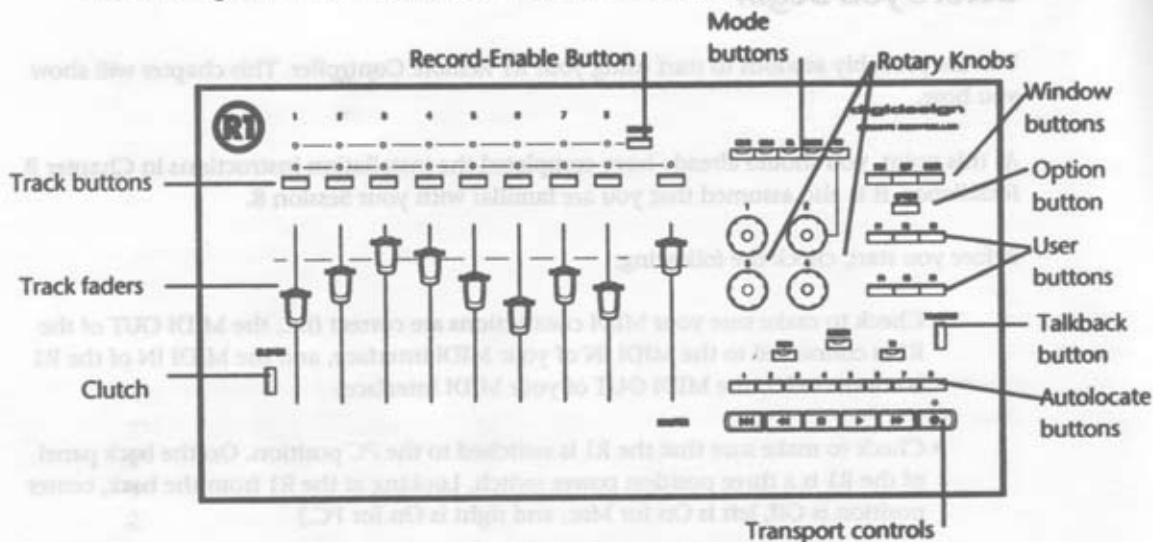
The R1 Remote Controller

Getting Started: Opening the Mix, Edit and Route Windows

Since the Mix window is where most of your recording and mixing takes place, this chapter will first show you how to use the R1 in the Mix window. You'll learn how to use the transport controls, adjust track levels, panning, effect sends and EQ, group tracks, and so on. After that, we'll cover what the R1 can do in the Edit window.

You can use the R1 to switch between the three Session 8 windows:

To select the Mix, Edit and Route windows with the R1:

- In the upper right hand corner of the R1 are the *Mix, Edit* and *Route* buttons. Press the *Mix* button and Session 8 will switch to the Mix window on screen. Similarly, press the *Edit* button to show the Edit window, and the *Route* button to show the Route window.

NOTE: There are no R1 controls specific to the Route window. However, many controls, such as the faders and Talkback button, work while the Route window is open.

If Session 8 does *not* switch to the Mix, Edit or Route windows, try moving the faders of the R1 and check if the Session 8s on-screen faders move. If they do not seem to be working either, check your MIDI connections and power cords. Check to make sure the R1 power switch, on the back panel of the unit, is set to *PC*. Make sure your MIDI interface is properly installed and connected. If necessary, reinstall the Session 8 software from the floppy disk that came with your R1. Be sure to carefully follow the installation instructions in Chapter B.

Using the Transport Controls

The Transport controls of the R1 are laid out identically to Session 8's transport buttons. From left to right, the transport buttons are as follows:

Return to Zero   Rewind   Stop   Play   FFwd   Record
Transport controls

- *Return to Zero.* This button moves the Play Point to Zero, or the beginning of the song.

- *Rewind.* This button moves the Play Point towards the beginning of the song for as long as the button is held down.

- *Stop.* This button stops playback or recording.

- *Play.* This button begins playback from the Play Point. It also initiates recording when a track has been record-enabled and the record button depressed.

- *Fast Forward.* This button moves the Play Point towards the end of the song for as long as the button is held.

- *Record.* This button places Session 8 into record-ready when one or more tracks are record-enabled.

The Transport buttons work the same in the Mix, Edit and Route windows.

Adjusting levels with the R1

The R1 makes adjusting fader levels much easier. The R1 faders can be used to control the Input Return, Cue Mix and Main Mix faders. Use the *Option* button to jump between these three areas in the Mix window.

To adjust a Main Mix fader with the R1:

- Press the *Option* button of the R1 until the *Main Mix* is selected. You will be able to tell because "*Main Mix*" will appear in red.

- Move the R1 fader that corresponds to the Main Mix fader you want to adjust. Move R1 fader #1 to adjust Main Mix fader #1, R1 fader #2 to adjust Main Mix fader #2, and so on.

To adjust an Input Return fader with the R1:

- Press the *Option* button of the R1 until the *Input Return* section is selected, or click anywhere in the Input Return area. The words "Input Return" will turn red when selected on a color monitor, and lighter grey on monochrome monitors.

- Move the R1 fader that corresponds to the Input Return fader you want to control.

To adjust a Cue Mix fader with the R1:

- Press the *Option* button of the R1 until the *Cue Mix* section is selected.

- Move the R1 fader that corresponds to the Input Return fader you want to control.

As you use the R1 to adjust faders in the three sections of the Mix window, it might become necessary to reposition one or more faders without actually adjusting an on-screen parameter. For example, let's say you set the Cue Mix level for track 6 to 75%, then press the Option button to select the Main Mix. On screen, track 6 in the Main Mix might be all the way off, but the R1 fader for Track 6 is still at the 75% position. In this type of situation, you would use the Clutch button to reposition the R1 fader to match the on-screen setting.

To reposition an R1 fader:

- Press and hold down the *Clutch* button of the R1.

- Reposition the fader to the desired location.

- Release the *Clutch*.

Recording with the R1

When you record tracks with the R1, you will use a combination of buttons. First, you will "arm" the individual track or tracks to be recorded, and then use the R1 Transport controls to initiate recording.

To Record a track with the R1:

- Press the *Record-enable* button near the top of the R1.

- Press the *Track* buttons of the track(s) you want to record. This record-enables the track(s) in Session 8. The LEDs above each record-enabled R1 track glow red. (Tracks can only be record-enabled or record-disabled when the Record button is red.)

- Press the *Record* button on the R1 transport. The red Record light will blink when Session 8 is record-ready.

  At this point, additional tracks cannot be record-enabled nor can record-enabled tracks be disabled until you take Session 8 out of record-ready. You can then record-enable additional tracks as described above, or take tracks out of record-enable by pressing the appropriate *Track* button (the red LED above the track will stop glowing when out of record-enable).

- Press the *Play* button on the R1 transport to begin recording. The red Record LED will glow (instead of blinking) when recording is taking place.

• To stop recording, press the *Stop* button.

NOTE: The R1 does not have any controls for saving takes or sessions. This must be done with the mouse and computer keyboard as described in your Session 8 User's Guide.

Muting and Soloing tracks with the R1

To Mute or Solo a track with the R1, you will use a combination of buttons. First you will use a *Mode* button to select Mute or Solo, then *Track* buttons to designate which tracks to mute or solo.

MUTE	SOLO	EQ	SENDS	PAN

Mode buttons

To Mute a track, or tracks, with the R1:

- • Press the *Mute* mode button on the R1. The Mute button will glow green when engaged.

- • Press the *Track* button of the track(s) you want to mute. The Track LED on the R1 and the Mute button for that track on screen will glow green when muted.

- • To unmute a track, press the *Track* button again.

To Solo a track with the R1:

- • Press the *Solo* mode button of the R1. The Solo button will glow yellow when engaged.

- • Press the *Track* button of the track you want to solo. The Track LED in the R1 and the corresponding Solo button on screen will change color to verify Solo status.

- • To unsolo a track, press the *Track* button again.

Effect Sends

The four rotary knobs on the R1 can be used to adjust the Effect Send level on any track in the Main Mix and Input Return areas of the Mix window using a combination of the *Sends* Mode button and the *Track* buttons. The Rotary Knobs only function this way when you are in the Mix window.

To adjust an Effect Send level for a track:

- Press the *Option* button to select the Input Return or Main Mix.

- Press the *Sends* Mode button. It will glow green.

- Press the desired Track button. The four rotary knobs of the R1 will now adjust the corresponding Effect Send level of the selected track.

- Adjust the Effect Send levels for the selected track using the R1's four rotary knobs.
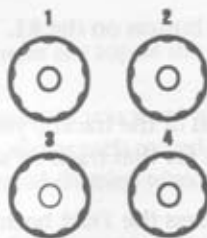
Rotary Knobs

EQ

With the R1, you can control all Session 8 EQ parameters using a combination of User Buttons, Track Buttons, and Rotary Knobs. Each EQ module provides cut/boost, bypass, curve and frequency controls. Session 8 lets you place as many as four EQ modules in a single track. Here is a diagram of a single EQ module:
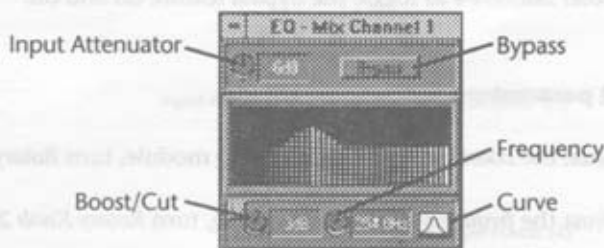
A Session 8 EQ Module

The basic procedure for adjusting EQ with the R1 is to first open the EQ window of the track you want to adjust, then use the User Buttons and Rotary Knobs to change EQ parameters.

To open an EQ window with the R1:

- Press the *Option* button to select the Input Return or Main Mix area of the Mix window containing the EQ you want to open.

- Press the *EQ* Mode button. The EQ Mode button will glow green.

- Press the desired *Track* button. If there is one or more EQs assigned to the track, the EQ Window will open and display the current EQ settings. If you want to close the EQ window, press the Track button again.

  If there is no EQ assigned to that track, nothing will happen — you must first have an EQ placed on that track. (If you do not know how to do this, refer to your Session 8 User's Guide.)

To adjust the Input Attenuator of an EQ:

> • Press and hold down *User Button F1*, and then turn *Rotary Knob 2*.

To Bypass the EQ:

> • Press *User Button F4* to toggle the bypass feature on and off.

To adjust the EQ parameters:

> • To adjust the *boost/cut* of the topmost EQ module, turn *Rotary Knob 1*.
>
> • To adjust the *frequency* of the topmost EQ, turn *Rotary Knob 2*.
>
> • To choose the *Curve* options for the topmost EQ, press *User Button F2*.

To adjust the parameters of a 2nd EQ (if there are two assigned to the track):

> • Use *Rotary Knob 3* to adjust the *boost/cut* of the second EQ.
>
> • Use *Rotary Knob 4* to adjust the *frequency* of the second EQ.
>
> • Press *User Button F5* to toggle through the *Curve* options for the second EQ.

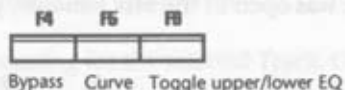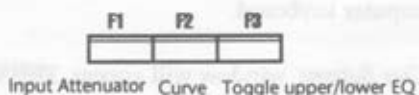**To adjust the 3rd, or 4th EQ (if there are more than two EQs assigned to the track:**

> • Press *User Button F3* or *F6* to toggle between the upper two EQs and the lower two EQ's. The boost/cut and frequency knobs of the selected EQs will glow a lighter shade of blue.
>
> With the lower two EQ's selected, the rotary knobs and user buttons function as described earlier except that they now apply to the third and/or fourth EQ module.

To close the EQ window:

• Press the *Track* button of the track that the EQ is on. The EQ window will close.

Quick-reference of EQ controls:

F1	F2	F3

Input Attenuator   Curve   Toggle upper/lower EQ

F4	F5	F6

Bypass   Curve   Toggle upper/lower EQ

Input Attenuator - Hold down *F1*, turn any *Rotary Knob*

Bypass - Press *F4* to toggle bypass

Boost/Cut - *Rotary Knob 1*

Frequency - *Rotary Knob 2*

Curve - Press *F2*

Boost/Cut #2 - *Rotary Knob 3*

Frequency #2 - *Rotary Knob 4*

Curve #2 - Press *F4*

To adjust the parameters of a 3rd and/or 4th EQ module in the same window, press *F3* or *F6* to toggle between the upper two and lower modules and then use the same controls listed above. The current module is identified by its boost/cut and frequency knobs glowing a lighter shade of blue.
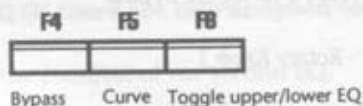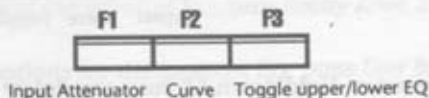
IMPORTANT

You can view a "map" of the current User Button functionality by opening the *R1 User Buttons* window.

To view the current User Button functionality:

- Choose *R1 User Buttons* from the *Window* menu of Session 8. Or, press *Control+U* on your computer keyboard.

The *R1 User Buttons* window will appear. This window shows you what functions the eight user buttons perform in the current window. For example, while an EQ module was open in the Mix window, you would see something like this:

F1 F2 F3

Input Attenuator   Curve   Toggle upper/lower EQ

F4 F5 F6

Bypass   Curve   Toggle upper/lower EQ

This feature is handy for helping you remember what each of these multiple-purpose buttons do in the various Session 8 windows. It is available from the *Window* menu in all three Session 8 windows.

- Click *OK* to close the *R1 User Buttons* window.

Pan

The R1 lets you adjust the panning of any track. To do this, you will use a combination of *Mode* buttons and *Track* buttons, and one of the *Rotary Knobs*.

To adjust the panning of a track:

- Press the *Option* button to select the Main Mix or Input Return section of the Mix window, as desired.

- Press the *Pan Mode* button.

- Press the *Track* button of the track you want to pan.

- Use *Rotary Knob 2* to adjust panning for the selected Track. Only Rotary Knob 2 will adjust panning.

Autolocate controls

The R1 lets you assign and select autolocate markers, as well as select the audio range between two markers. Located directly above the R1's Transport controls, the *Assign, View, To* and numbered *Marker* buttons provide controls for using autolocate points.

Markers can be placed and located in either the Mix or Edit window. However, they are only visible in the Edit window. For this reason, you will need to switch to the Edit window for this portion of your manual. For more information on using the R1 in the Edit window, refer to the section *Using the R1 in the Edit Window* later in this chapter.

The basic procedure for setting markers is to begin playback, then press the *Assign* button, and when playback reaches the point at which you want to set a marker, press a numbered *Marker* button.

To place a marker using only the R1:

- Open the Edit window by pressing the *Edit* button of the R1. The Edit window opens.

- Press the *Assign* button. The Assign button glows red.

- Press *Play* to begin playback.

- When playback reaches the point where you want to place your marker, press one of the numbered *Marker* buttons on the R1. Session 8 will place that marker at that point.

- To set additional markers, continue playback and repeat the previous steps.

To reset a marker:

- Press the *Assign* button of the R1.

- Press *Play* to begin playback.

- When playback reaches the point to which you want to reset the marker, press that marker number. The R1 will reset the marker to the new location.

To playback from autolocate points:

- Press the appropriate *Marker* button. Session 8 will move the play point to that marker location.

- Press *Play*.

To select audio between two markers:

- Press the marker at the beginning of the desired selection. The overview display and the play point will move to the location of the marker.

- Press the *To* button of the R1.

- Press the marker at the end of the desired selection. The audio between your *From* and *To* markers will become highlighted.

To view a marker location without moving the play point:

- Press the *View* button.

- Press the appropriate *Marker* button. The overview display will move to the locations of the marker, but the play point will *not* change.

NOTE: The R1 lets you control many other Edit window functions as well, including Loop (to loop the selected region), Capture Region and Separate Region. For more information, refer to the section, *Using the R1 in the Edit Window* later in this chapter.

Grouping Tracks with the R1

The R1 provides a quick way to group tracks, using a combination of *User Buttons* and *Track faders*. Grouping tracks is possible from the *Mix* window only. The basic procedure is to first use the appropriate User Button to select a Grouping Color, then indicate which track or tracks you want in that group.

To group tracks with the R1:

- Press and hold down the *User Button* that corresponds to the Grouping Color you want to apply — *F1* selects the *Green* group, *F2* the *Yellow* group, *F4* the *Pink* group, and *F5* the *White* group.

- While still holding down a User Button, nudge the faders of each track you want grouped until you see the on-screen fader change to the correct group color. Don't worry about this disturbing your fader levels — although the color of the fader will change to reflect its grouping, its on-screen position and actual level will not be modified while a User Button is held down.

- Repeat to set up other groups.

- To *ungroup* tracks, repeat the procedure for grouping (i.e., hold down the appropriate User Button, then nudge the grouped track fader until the color of the on-screen fader changes back to blue.)

NOTE: You can see a diagram of the current functionality of the User Buttons by choosing *R1 User Buttons* from the *Window* menu, or by pressing *Control + U* on your computer keyboard.

Bouncing Tracks with the R1

You can set up track bouncing with the R1 by using a technique similar to Grouping. The basic procedure for bouncing tracks is designate the tracks to be bounced, and then designate the destination tracks for the bounce.

To bounce tracks with the R1:

- In the Mix window, press and hold down User Button *F3*.

- Nudge the fader of each track you want to bounce from. As you do so, each "bounce from" track will glow blue. Don't worry about your fader levels — their position is not changed when the faders are nudged to designate Bounces.

- After designating each "bounce from" track, press and hold down User Button *F6*.

- Nudge the fader of each "bounce to" track. As you do so, each "bounce to" track will glow red.

- Set Session 8 into record mode and record your bounce. Be sure to save your takes!

- To take tracks out of bounce mode, repeat the steps for setting bounce tracks (i.e., hold down *F3* or *F6* and nudge the track faders). The tracks will return to their normal color.

Using the R1 in the Edit Window

While working in the Edit window, you can use the R1 to control autolocate markers, select audio between markers and to select different tools. The Autolocate controls were explained in the earlier section *Autolocate Controls*. Refer to this section for information on assigning, resetting, playing back from, and selecting audio between markers.

When in the Edit window, you can select different tools and commands with the User Buttons. These buttons select the enlarge/reduce display scale arrows, tab through each of the main tools, toggle Loop on and off, and perform *Capture Region* and *Separate Region* commands.

The *Mute, Solo* and *Record Enable* functions work the same in the Edit and Mix windows. Therefore, refer to previous sections of this chapter for information on muting, soloing or recording tracks.

NOTE: You can see a diagram of the current functionality of the User Buttons by choosing *R1 User Buttons* from the *Window* menu, or by pressing *Control + U* on your computer keyboard.

To zoom out using the Display Scale arrows:

- Press User Button *F1*. To zoom further out, press F1 again.

To reduce the time scale using the Display Scale arrows:

- Press User Button *F2*. To zoom further in, press F2 again.

To select the Zoomer, Waveform Selector or Pointer with the R1:

- Press User Button *F3* until the tool you want to use is selected.

To activate/deactivate Loop:

- Press User Button *F6*. This button will toggle the Loop tool on/off.

To deselect any tool, press the appropriate User Button again.

You can use the R1 to capture and separate Regions in the Edit window. This makes it easier for you to perform many of your editing tasks without ever having to use the mouse.

The basic procedure for capturing and separating regions with the R1 is to first make a selection of audio, then capture or separate that Region. Of course, you don't have to use just the R1 for any phase of your editing. You can use any combination of R1 controls, mouse actions or keyboard commands to select, audition, capture or separate Regions.

To select audio between two markers:

> • Press the marker at the beginning of the desired selection. The overview display and the play point will move to the location of the marker.

> • Press the *To* button of the R1.

> • Press the marker at the end of the desired selection. The audio between your *From* and *To* markers will become highlighted.

To separate a Region with the R1:

> • Select a part of a displayed waveform.

> • Press User Button *F4 (Separate Region)*.

> • The *Region Info* box appears. Enter a name for the new Region and make the appropriate choices for *Color* and *Update Overview Data.*

> • Click *OK.* The dialog box will disappear, and the new Region will be created, placed in the track, and automatically selected in the same location as your original waveform selection.

To capture a new Region:

- Select a part of a displayed waveform

- Press User Button *F5 (Capture Region)*.

- The *Region Info* dialog will appear.

- Enter the appropriate information in the Region Info dialog and click *OK*. You'll see your new Region name appear in the Audio Regions List at the right side of the Edit window.

The R1 also lets you move the overview display to a marker without disturbing your selection. Essentially, this feature lets you view a marker which you can't currently see. This is handy for checking other points in your session before capturing or separating a region, perhaps to compare start and end points.

To view a marker without moving the play point:

- Press the *View* button.

- Press the appropriate *Marker* button. The overview display will move to the location of the marker, but the play point will *not* change.

IMPORTANT

Please refer to your Session 8 User's Guide for information on using the *Separate with Silence* option in the *Preferences* dialog box. This option is very convenient when using the *Separate Region* command. When this Preference is turned on, a *Silent Region* is automatically created and placed exactly beneath a newly Separated Region. Refer to your Session 8 User's Guide for more information.

This concludes your R1 User's Guide. We hope you enjoy using it in all your Session 8 projects!

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