

MachineControl Guide

Version 2.0 for TDM Systems on Windows or Macintosh

Digidesign

2001 Junipero Serra Boulevard
Daly City, CA 94014-3886 USA
tel: 650-731-6300
fax: 650-731-6399

Technical Support (USA)

tel: 650-731-6100
fax: 650-731-6384

Product Information (USA)

tel: 650-731-6102
tel: 800-333-2137

International Offices

Visit the Digidesign Web site
for contact information

Web Site

www.digidesign.com



digidesign

Copyright

This guide is copyrighted ©2004 by Digidesign, a division of Avid Technology, Inc. (hereafter "Digidesign"), with all rights reserved. Under copyright laws, this guide may not be duplicated in whole or in part without the written consent of Digidesign.

DIGIDESIGN, AVID and PRO TOOLS are trademarks or registered trademarks of Digidesign and/or Avid Technology, Inc. All other trademarks are the property of their respective owners.

Product features, specifications, system requirements, and availability are subject to change without notice.

PN 932011611-00 REV A 04/04

contents

Chapter 1. Introduction	1
MachineControl Version 2.0	1
MachineControl Capabilities	2
System Requirements	3
About This Guide	4
Digidesign Registration	5
Chapter 2. Installing MachineControl	7
Cables and Connections	7
Connecting Machines	9
Installing MachineControl Software	10
Starting Up Your System	11
Authorizing MachineControl	11
Removing MachineControl	12
Chapter 3. Setting Machine Control	13
Online and Offline Operation	13
Transport Controls	13

Chapter 4. Serial Deck Control Mode (Configuration and Operation)	17
Setting Up a MachineControl Device for Deck Control	18
Preferences for Serial Deck Control Mode	20
Session Setup Window and MachineControl	22
Additional Pro Tools Commands	25
Selecting Pro Tools or the Machine as the Transport Master	26
Playback in Serial Deck Control Mode	27
Remote Track Arming	29
Configuring Track Arming	29
Creating a Track Arming Profile	30
Arming Tracks Remotely for Layback	33
Chapter 5. Remote 9-Pin Deck Emulation Mode (Configuration and Operation)	35
Configuring Remote 9-Pin Deck Emulation Mode	35
Remote 9-Pin Deck Emulation Mode Preferences	38
Playback in Remote 9-Pin Deck Emulation Mode	39
Recording in Remote 9-Pin Deck Emulation Mode	39
Track Arming in Remote 9-Pin Deck Emulation Mode	40
9-Pin Commands	40
Appendix A. Deck Control Key Commands	41
Appendix B. Troubleshooting	43
Appendix C. Machine IDs	45
Appendix D. 9-Pin Cable Pinouts	47
Serial Deck Control Mode Cable: D Sub 9-Pin Male to D Sub 9-Pin Female (Windows Only)	47
Serial Deck Control Cable: Mini DIN 8 Male to D Sub 9-Pin Male (Macintosh Only)	48
Remote 9-Pin Deck Emulation Cable: Mini DIN 8-Pin to D Sub 9-Pin Female (Macintosh Only).	49
Index	51

chapter 1

Introduction

Digidesign MachineControl™ is special purpose software for Pro Tools TDM systems that enables serial communication with Sony® 9-pin compatible video or audio machines.

MachineControl Version 2.0

This guide provides installation and operational instructions for MachineControl version 2.0, for Pro Tools systems on Windows XP or Mac OS X.

If you require documentation for other system configurations, refer to earlier versions of this guide, available on the Digidesign Web site (www.digidesign.com).

- For Pro Tools systems using Mac OS 9 and MachineControl v2.0, refer to *MachineControl 2.0 Guide for Pro Tools 6.0, 6.1, and 6.2*.
- For Pro Tools systems that require MachineControl v1.1, refer to the *MachineControl 1.1 Guide for Pro Tools 5.3.1*.

For Pro Tools systems that support USD, references to “SYNC I/O” in this guide can be replaced with “SYNC I/O or USD.” Note that USD does not support 4% Pull Up and Pull Down, or 23.976 fps.

MachineControl Components

Your MachineControl package includes the following, based on your operating system:

Windows Systems

- MachineControl Installer CD-ROM
- Serial Deck Control cable: RS-232 to RS-422 cable
- 9-pin Turnaround adapter (for Remote 9-pin Deck Emulation mode)
- MachineControl iLok License Card

Macintosh Systems

Your MachineControl package includes:

- MachineControl Installer CD-ROM
- Serial Deck Control cable: Male 8-pin mini-DIN to male 9-pin cable
- Remote 9-pin Deck Emulation cable: Male 8-pin mini-DIN to female 9-pin cable
- MachineControl iLok License Card

MachineControl Capabilities

MachineControl Machine Communication Modes

MachineControl supports two machine communication modes: Serial Deck Control and Remote 9-Pin Deck Emulation mode.

Serial Deck Control Mode

With Serial Deck Control mode (also called 9-Pin Serial mode or Machine Control), the Pro Tools “Transport Window” can control a deck.

Transport

The setting of the Transport “master” (located in the Pro Tools Transport window) determines the type of Serial Deck Control, as follows:

Transport = Pro Tools The Transport window controls the Pro Tools timeline. When online, the deck locates relative to actions taken in the Pro Tools timeline.

Transport = Machine The Transport window controls the machine. When online, the Pro Tools timeline chases the machine.

Cueing, Scrubbing, and Pre-Roll

Preference settings in Pro Tools let you optimize MachineControl operation, including adjustable machine pre-roll, selectable edit and memory location chasing.

Track Arming

When Transport = Machine, you can arm tracks of external machines from within Pro Tools, for layback and transfer configuration. Features include individual record enables for up to 48 ex-

ternal tracks, with selectable record protocol and mode. Included machine profiles let you preconfigure track arming for most machine types.

Serial Time Code (or LTC to SYNC I/O)

With MachineControl, Pro Tools can control an external machine via the Serial Deck Control cable. This setting also enables Pro Tools to receive time code position using only the Serial Deck Control cable, instead of using routing into the SYNC I/O. This setting appears in Pro Tools as Use Serial Time Code for Positional Reference in the Machine Control page of the Peripherals window.

(This mode requires that the 9-pin device be capable of transmitting serial time code, via its 9-pin connection. It also requires that the deck be locked to video reference.)

Remote 9-Pin Deck Emulation Mode

With Remote 9-Pin Deck Emulation mode (also called Remote 9-Pin mode), an external machine device can take control over Pro Tools transports and recording functions.

Pro Tools responds to commands sent by the master 9-pin machine controller, but because Pro Tools is in Remote mode, many of the front panel commands are locked out.

Transport = Remote or Remote/LTC

When controlling Pro Tools from an external machine controller, Pro Tools can fully emulate either a 9-pin deck in “Full Remote” as either (1) the time code master device or (2) a time code slave device, or in “Half Remote” mode as (3) a device that receives locates plus track and transport arming commands, but does this while chasing incoming LTC.

Full Remote Modes Pro Tools or the machine is the time code master, based on the Delay Before Play setting (choose Setups > Preferences, then click on the Machine Control tab to display the Delay After Play command).


- When Delay After Play is set to zero, Pro Tools is set to be the time code master device. When online, Pro Tools locates, then plays when it gets a play command.
- When Delay After Play is set to 20–30 frame, Pro Tools is set to work as a time code slave device. When Pro Tools locates and gets a play command, it negotiates its time code position for that 20–30 frames, lining up with the time code master device before it buffers data and going into play.

Remote/LTC Chase Mode An external machine controls Pro Tools, but Pro Tools is set to synchronize by just chasing incoming LTC time code, instead of being bumped into position by the machine controller. This mode is enabled by selecting the Chase LTC option in Pro Tools (choose Setups > Peripherals, then click on the Machine Control tab to display the Chase LTC option in the 9-Pin Remote section).

Track Arming

When Transport = Remote/LTC, you can arm Pro Tools tracks from an external machine.

Features include remote control of individual record enables for up to 48 external tracks, with selectable record protocol and mode. Included user programmable profiles let you preconfigure track arming for any machine type.

 For arming tracks during playback, please consult the TrackPunch feature descriptions in the Pro Tools Reference Guide.

Time Code Generated from SYNC I/O

When in Remote Deck Emulation, Pro Tools must always be set to generate time code via the SYNC I/O. This enables Pro Tools to properly return time code position back down the serial 9-pin cable to the machine controller.

System Requirements

MachineControl requires the following:

- ◆ Digidesign-qualified Pro Tools TDM system, running on a Digidesign-qualified computer and version of Windows or Macintosh.

Digidesign can only assure compatibility and provide support for hardware and software it has tested and approved.


For a list of Digidesign-qualified computers, operating systems, hard drives, machines controllers, and third-party devices, refer to the latest compatibility information on the Digidesign Web site (www.digidesign.com/compato).

Serial Deck Control Mode Requirements

For Tighter Lockups

For Serial Deck Control, use of a Digidesign SYNC I/O is recommended.

For near sample accurate Serial Deck Control, SYNC I/O is required.

 With Pro Tools|24 MIX, either a SYNC I/O or Universal Slave Driver (USD) can be used for frame edge accuracy.

If you are not using a SYNC I/O with Pro Tools, some features of MachineControl can be used by connecting the deck to the DigiSerial port on a Pro Tools Core card.

For Best Serial Deck Control

For best serial deck control, connect your deck as follows:

To connect a deck to a Windows computer:

- Connect the computer's COM port to the machine, using the provided 9-pin RS-322 to RS-422 cable.

To connect a deck to a Macintosh computer:

- 1 Connect a Keyspan USA28x USB serial adapter (not provided) to a USB port on the computer.
- 2 Connect the provided male mini DIN-8 serial to male 9-pin D-sub Deck Control cable to the end of the adapter.
- 3 Connect the end of the cable to the machine.

Remote 9-Pin Deck Emulation Requirements

SYNC I/O is required when running Machine-Control 9-Pin Remote Deck Emulation mode, as it provides frame accurate LTC time code.

However, Remote 9-Pin Deck Emulation does not work via the serial ports on the SYNC I/O or via the DigiSerial ports on the Pro Tools|HD card. Instead, you must connect the remote controller to your Pro Tools system in one of the following ways:

To connect a remote controller to a Windows computer:

- Connect the Turnaround adapter to the RS-322 to RS-422 cable, and connect them from an available serial or COM port on your computer to the 9-pin output of the machine.

To connect a remote controller to a Macintosh computer:

- 1 Connect a Keyspan USA28x USB serial adapter (not provided) to a USB port on the computer.
- 2 Connect the provided male mini DIN-8 serial to female 9-pin Deck Emulation cable to the end of the adapter.
- 3 Connect the end of the cable to the machine.

About This Guide

This guide assumes:

- You have installed Pro Tools and verified that it works properly
- You have a thorough understanding of your video deck, external 9-pin decks, mixer, and other audio and video equipment
- You have an understanding of your synchronization equipment and requirements

Conventions Used in This Guide

This guide uses the following conventions to indicate menu choices and key commands:

Convention	Action
File > Save Session	Choose Save Session from the File menu
Control+N	Hold down the Control key and press the <i>N</i> key
Control-click	Hold down the Control key and click the mouse button
Right-click (Windows)	Click with the right mouse button

The following symbols are used to highlight important information:



User Tips are helpful hints for getting the most from your system.



Important Notices include information that could affect your data or the performance of your system.



Cross References point to related sections in other Digidesign Guides.

Digidesign Registration

Make sure to complete and return the registration card included with MachineControl. Registered users will receive periodic software update and upgrade notices. Refer to the registration card for information on technical support.

chapter 2

Installing MachineControl

Before you Begin

Before you install MachineControl, make sure that you have already connected and verified operation of your Pro Tools system.

If you are using a SYNC I/O, refer to its guide to make sure your equipment is installed and operating correctly.

Cables and Connections

MachineControl requires its own connections between Pro Tools hardware, the computer, and external machines. Connections differ depending on your Pro Tools hardware, computer system, and on which of the two MachineControl operational modes you want to use: Serial Deck Control mode or Remote 9-Pin Deck Emulation mode.

Cables

MachineControl comes with the following cables and adapters, depending on your computer platform:

Windows Systems

Serial Deck Control Cable RS-232 to RS-422 cable, for serial time code and all other MachineControl functions.

Turnaround Adapter 9-pin adapter, used with RS-232 to RS-422 cable, for Remote 9-Pin Deck Emulation.

Macintosh Systems

Serial Deck Control Cable Male 8-pin mini-DIN to male 9-pin cable, for Deck Control.

Remote Deck Emulation Mode Cable Male 8-pin mini-DIN to female 9-pin cable, required for Remote 9-Pin Deck Emulation.

⚠ *Do not substitute 9-pin or serial adaptors for either MachineControl cable. Each cable is specifically wired for one operation mode.*

Serial Deck Control Mode

Serial Deck Control mode supports bi-directional communication between Pro Tools and a compatible external machine. Features include the ability to synchronize to serialized time code, arm tracks on the machine remotely, control multiple transports from Pro Tools, and configure machine settings and options.

Pro Tools|HD

On HD-series systems, you can use a Serial to 9-pin connection or a 9-pin to 9-pin connection for Serial Deck Control mode.

CPU to Deck Connection This type of connection yields the best performance, especially with linear decks. Use the included Serial Deck Control cable for this type of connection.

SYNC I/O to Deck Connection This type of connection is suitable for non-linear decks. If you are using a SYNC I/O, as many as two machines can be connected to the two 9-pin Out ports on the SYNC I/O. You can control one machine at a time, and switch between them from within Pro Tools. These ports support all Machine-Control modes except Remote 9-Pin Deck Emulation mode. For Remote Deck Emulation mode on Macintosh systems, a Keyspan USA28x USB serial adapter is required.

Pro Tools|24 MIX and Pro Tools|24

On Pro Tools|24 MIX and Pro Tools|24 systems, a Serial to 9-pin connection is required for Serial Deck Control mode. (Use of the 9-pin Out ports on the SYNC I/O is not supported with Pro Tools|24 MIX or Pro Tools|24 systems.)

If you are not using a SYNC I/O, you can use the included Serial Deck Control cable for Serial Deck Control mode.

Remote 9-Pin Deck Emulation Mode

This mode enables a form of *deck emulation* in Pro Tools. When the Remote 9-Pin Deck Emulation Mode cable is used on a supported system, Pro Tools can respond to record-arming, transport, and other standard 9-pin commands from an external machine.

While in Remote 9-Pin Deck Emulation mode, Pro Tools always generates time code, and can be either the time code master or a slave device.

On Windows systems, Remote 9-pin Deck Emulation mode uses an RS-232 to RS-422 cable and a Turnaround adapter connected to an available serial or COM port on the computer.

On Macintosh systems, use the Remote 9-Pin Emulation Mode cable. This mode requires a Keyspan USA28x serial adapter connected to a computer USB port, and a properly wired configuration. See Chapter 5, “Remote 9-Pin Deck Emulation Mode (Configuration and Operation)” for details.

Connecting Machines

Separate instructions follow for Pro Tools|HD and Pro Tools|24 MIX systems. Follow the instructions that correspond to your system.

Pro Tools|HD Systems

Serial Control Mode

For Best Serial Deck Control

For best serial deck control, connect your deck as follows:

To connect a deck to a Windows computer:

- Connect the computer's COM port to the machine, using the provided 9-pin RS-322 to RS-422 cable.

To connect a deck to a Macintosh computer:

- 1 Connect a Keyspan USA28x USB serial adapter (not provided) to a USB port on the computer.
- 2 Connect the provided male mini DIN-8 serial to male 9-pin D-sub Deck Control cable to the end of the adapter.
- 3 Connect the end of the cable to the machine.

For Limited Serial Deck Control (Non-Linear Decks Only)

- ◆ Connect a standard 9-pin cable from one of the 9-pin Out ports on the SYNC I/O to the 9-pin input of the machine. Due to performance limitations, this configuration should be used primarily with non-linear decks.

Remote 9-Pin Deck Emulation Mode

To connect a machine for Remote 9-Pin Deck Emulation mode (Windows Systems):

- Connect the Turnaround adapter to the RS-322 to RS-422 cable, and connect them from an available serial or COM port on your computer to the 9-pin output of the machine.

Do not use the DigiSerial port on your HD Core card or the 9-pin ports on the SYNC I/O for Remote 9-Pin Deck Emulation mode. The DigiSerial port should only be used for SYNC I/O connections, using a DigiSerial cable.

To connect a machine for Remote 9-Pin Deck Emulation mode (Macintosh Systems):

- 1 Connect a Keyspan USA28x USB serial adapter (not provided) to a USB port on the computer.
- 2 Connect the provided male mini DIN-8 serial to female 9-pin Deck Emulation cable to the end of the adapter.
- 3 Connect the end of the cable to the machine.

Do not use the DigiSerial port on your HD Core card or the 9-pin ports on the SYNC I/O for Remote 9-Pin Deck Emulation mode. The DigiSerial port should only be used for SYNC I/O connections, using a DigiSerial cable.

Pro Tools|24 MIX and Pro Tools|24 Systems

Serial Control Mode

To connect a machine for Serial mode:

- Connect the Serial Deck Control (male 9-pin) cable from an available serial or COM port (or serial adapter connected to a computer USB port) to the 9-pin input on the machine.

Remote 9-Pin Deck Emulation Mode

To connect a machine for Remote 9-Pin Deck Emulation mode:

- Connect the Remote Deck Emulation Mode 9-Pin cable (male 8-pin mini-DIN to female D9) from an available serial or COM port on your computer (or serial adapter connected to a computer USB port) to the 9-pin output of the machine.

Do not use the DigiSerial port on your Pro Tools Core card for Remote 9-Pin Deck Emulation mode.

Installing MachineControl Software

To install MachineControl, use the Pro Tools Installer CD-ROM.

To install MachineControl (Windows):

1 Start Windows, logging in with Administrator privileges. For details on Administrator privileges, refer to your Windows documentation.

2 Insert the Pro Tools Installer CD-ROM for Windows in your CD-ROM drive. Locate and open the Pro Tools Installer folder, and double-click the Setup icon.

3 Click Next to begin installation.

4 Select the install location. For maximum reliability, install MachineControl on your startup drive. Click Next.

5 From the list of optional items, click MachineControl.

Wait for the installer to finish installing all software components, drivers, and PACE System files before proceeding to the next step.

6 Follow the on-screen instructions to complete installation.

7 When installation is complete, click Finish to restart your computer.

To install MachineControl (Macintosh):

1 Make sure you are logged in as an Administrator for the account where you want to install MachineControl. For details on Administrator privileges in Mac OS X, refer to your Apple OS X documentation.

2 Insert the Pro Tools Installer CD-ROM in your CD-ROM drive. Double-click "Install Pro Tools."

- 3 Enter your Mac OS X Administrator password and click OK to authenticate the installation.
- 4 From the list of optional items, click Machine-Control.
- 5 Click Install.
- 6 When installation is complete, click Restart.

Starting Up Your System

To ensure that the components of your Pro Tools system communicate properly with each other and your external machines, start them in a particular order.

Start up your Pro Tools system in this order:

- 1 For systems with an expansion chassis, turn on the chassis.
- 2 Turn on any external hard drives. Wait approximately ten seconds for them to come up to speed.
- 3 Turn on any external machines (VTR, ATR, synchronizer, and monitors).
- 4 Turn on any MIDI interfaces, MIDI devices and synchronization peripherals.
- 5 Lower the volume of all output devices in your system.
- 6 Turn on Pro Tools audio interfaces. Wait at least fifteen seconds for your system hardware to initialize.
- 7 Turn on your computer.
- 8 Launch Pro Tools.

Machine Local and Remote Modes


Be sure to set your machine-controllable device to “remote” or “ext” mode to receive the 9-pin information (not “local” or front-panel mode). With some supported machines, if all other communication is established and the machine is not in remote mode, Pro Tools will indicate machine “local” mode.

Authorizing MachineControl


The MachineControl is authorized using the iLok USB Smart Key and License Card from PACE Anti-Piracy.

The iLok is similar to a dongle, but unlike a dongle, it is designed to securely authorize multiple software applications from a variety of software developers.

This key can hold over 100 authorizations for all of your iLok-enabled software. Once an iLok is authorized for a given piece of software, you can use the iLok to authorize that software on any computer.


 The iLok USB Smart Key is not supplied with your MachineControl. Use the iLok that is included with Pro Tools|HD Core system, or purchase one separately.

License Cards are specific to each plug-in or software option. You will receive the appropriate License Cards for the plug-ins and options that you purchase. License Cards have a small punch-out plastic chip called a GSM cutout.

 For additional information about iLok technology and authorizations, see the electronic PDF of the iLok Usage Guide.

To add an authorization to an iLok:

- 1 Insert the iLok into an available USB port on your computer.
- 2 Launch Pro Tools. You will be prompted to authorize any installed unauthorized plug-ins or software options.

 *If you are already using a demo version of the MachineControl, launch Pro Tools before you insert the iLok, then insert the iLok into any available USB port when prompted by Pro Tools.*

- 3 Follow the on-screen instructions until you are prompted to insert the License Card into the iLok.
- 4 Separate the GSM cutout from the larger protective card by pulling it up and out with your thumb. Do not force the cutout down with your finger.
- 5 Insert the GSM cutout into the iLok. Visually verify that the metal portion of the cutout makes contact with the iLok's metal card reader.



iLok with License Card

- 6 Follow the on-screen instructions to complete the authorization process.
- 7 After the authorization has completed, remove the GSM cutout from the iLok. (If you have to remove the iLok from the computer to remove the cutout, be sure to re-insert the iLok in any available USB port on your computer when you are finished.)

Removing MachineControl

If you let a demo version of MachineControl expire, you should remove it from your system. Otherwise, each time you open Pro Tools you will be prompted with a message that it has expired.

Windows

To remove an expired version of a plug-in or software option:

- 1 From the Start menu, choose Settings > Control Panel and double-click Add or Remove Programs.
- 2 Select the expired plug-in or software option from the list of installed applications and click the Change/Remove button.
- 3 When removal is complete, click OK to close the window.

Mac OS X

To remove an expired plug-in or software option:

- 1 Open the Plug-Ins folder or Plug-Ins (Unused) folder on your Startup drive (Library /Application Support/Digidesign/Pro Tools).
- 2 Drag the expired plug-in or option to the Trash.
- 3 Empty the Trash.

chapter 3

Setting Machine Control

Online and Offline Operation

Pro Tools can remotely control, or be controlled by, any approved enabled external source or device. That device is selected using the Transport Master selector in the Pro Tools Transport window.



Transport and machine Online selectors

Transport controls

To trigger Pro Tools playback or recording from an external source, or to generate time code, the Pro Tools Transport needs to be *online*. There are four ways to put the Pro Tools Transport online:

- Click the Online button in the Transport window.
- Choose Operation > Online.
- Press Control+J (Windows) or Command+J (Macintosh).
- Press Alt+Spacebar (Windows) or Option+Spacebar (Macintosh).

The Online button in the Transport window indicates online status. It flashes while enabled and waiting for synchronization, and stays lit when lock is achieved.

Transport Controls

With MachineControl, the Pro Tools Transport window becomes a multi-function controller.

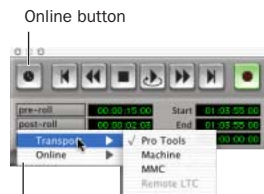
Counter Display

The Pro Tools Edit window counter displays the current machine (9-pin) or session time code location, depending on which device is the transport master, plus any current Session Start Time Offsets being applied. (See “Session Start Offsets” on page 24 for more information.

The Incoming Time display in the Session Setup window always shows absolute incoming time code, without any offsets.

To select a Transport Master:

- 1 Click the Transport Master selector (directly below the Online button in the Transport window) to display the Transport pop-up menu.



Transport Master selector

Selecting the Transport master

2 From the Transport pop-up menu, select Pro Tools, Machine, or Remote (or Remote/LTC).



You can also press Control+backslash (\) to toggle between Pro Tools, the Machine, and Remote transport (or, on a Digidesign control surface, press EXT TRANS).

Transport = Pro Tools

In this mode, the controls in the Transport window are focused on Pro Tools playback and recording.

- ◆ When the transport is online, the machine slaves to Pro Tools, and the session locks to the machine's time code. The machine follows Preferences for Machine Chase and Online Record.
- ◆ When the transport is offline, the Pro Tools Transport window controls Pro Tools only.

Transport = Machine

In this mode, the controls in the Transport window are focused on the machine connected and enabled for Serial Deck Control mode. Record commands are sent to the machine only.

- ◆ When the transport is online, Pro Tools slaves to the machine. The Pro Tools Transport controls the machine, and Pro Tools chases and locks to the machine.

In addition, when Auto Spot is turned on, regions are spotted to the current machine time, and the Trimmer tool trims to the current machine time.



Refer to the Pro Tools Reference Guide for details on Auto Spotting.

- ◆ When the transport is offline, the Pro Tools Transport window controls the machine only.

Toggling the Transport while Online

When the transport is online, toggling the Transport Master selector between Pro Tools and your machine will also toggle their master/slave relationship.

Transport = Remote (or Remote LTC)

- ◆ In Remote 9-Pin Deck Emulation mode, when the transport is online, Pro Tools responds to commands sent by the master 9-Pin machine. Many Pro Tools commands, including transport controls, are inactive as controls are handed off to the machine controller when the Pro Tools transport is online.

Pro Tools will generate time code when online and playing in Full Remote mode, but will chase time code when in Remote/LTC Chase.

- ◆ In Remote 9-Pin Deck Emulation mode, when the transport is offline, Pro Tools operates in Local mode and ignores commands from the 9-pin machine controller. Pro Tools responds only to requests from the 9-pin machine controller for machine type and status, and responds that it is in Local mode.

For more information, see Chapter 5, "Remote 9-Pin Deck Emulation Mode (Configuration and Operation)."

Online Display Information

Several display elements of the Edit and Transport windows provide machine status information.


- ◆ When Pro Tools is online, the Transport online button flashes. “Waiting for Sync” will be displayed in the status box in the lower left corner of the Edit window.
- ◆ The online button continues to flash until you click Play and time code lock occurs (all devices locked and responding in sync).
- ◆ The Time Code display in the Edit window shows the Machine Time when the machine is Master.
- ◆ Upon lockup, the display switches to show the session time.

chapter 4

Serial Deck Control Mode (Configuration and Operation)

Serial Deck Control mode is available whenever MachineControl is connected using the Serial Deck Control cable. For more information about connecting Pro Tools for Serial Deck Control mode, see Chapter 2, “Installing MachineControl.”

When connected for Serial Deck Control mode, MachineControl enables all Pro Tools track arming, synchronization, and transport features, as available on your system. Serial Deck Control mode also supports 9-pin serial time code (see “Serial Time Code” on page 20). Some features require a SYNC I/O, as noted throughout this chapter.

 For information on track arming, see “Remote Track Arming” on page 29.

Configuring Pro Tools for Serial Deck Control (Overview)

To configure Pro Tools for Serial Deck Control, do the following:

- 1 Open an existing session, or create a new one, in order to have access to the Pro Tools Preferences and Session Setup windows.
- 2 Configure Pro Tools session settings in the Session Setup window. (See “Session Setup Window and MachineControl” on page 22.)
- 3 Set up a MachineControl device. (See “Setting Up a MachineControl Device for Deck Control” on page 18.)
- 4 If desired, create your own deck profile. (See “Remote Track Arming” on page 29 for more information.)
- 5 Configure Pro Tools Machine Control preferences and Online Options in the Preferences window. (See “Preferences for Serial Deck Control Mode” on page 20.)
- 6 If desired, redefine the current time code or feet+frames position. (See “Additional Pro Tools Commands” on page 25.)
- 7 In the Pro Tools Transport window, select Pro Tools or Machine as the Transport master. (See “Machine Pre-Roll” on page 19.)
- 8 Use the transport to play back material. Select Transport = Pro Tools or Transport = Machine. (See “Playback in Serial Deck Control Mode” on page 27.)

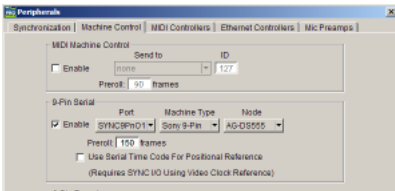
You are now ready to begin machine playback.

Setting Up a MachineControl Device for Deck Control

This section covers the basic steps for setting up a MachineControl device for Serial Deck Control mode.

To set up a MachineControl device:

- 1 In Pro Tools, choose Setups > Peripherals.
- 2 Click the Synchronization tab.
- 3 Configure your synchronization peripheral (device) as necessary. If you are using a SYNC I/O, it is automatically detected and configured by Pro Tools.
- 4 Click the Machine Control tab in the Peripherals window.
- 5 In the 9-pin Serial section, click Enable.




Configuring MachineControl for 9-pin Serial Deck Control


- 6 Use the Port pop-up menu to select the 9-pin MachineControl port. The available choices will depend on your platform and configuration.
- 7 If necessary, select Sony 9-pin from the Machine Type pop-up menu.

After you select a port, Pro Tools automatically polls the port to see what kind of machine is connected. This process is referred to as *auto detection*. One of the following will occur:


- ◆ If the machine is recognized, Pro Tools loads the corresponding Machine Type and Node. This includes the corresponding track layout and automatically enters the name of that machine into the Pro Tools Machine Track Arming window.
 - ◆ If the machine is not recognized, the “generic1” personality is automatically loaded.
- 8 If you want to choose a different machine profile (for example, to use a different track layout), choose it from the Node pop-up menu.


 *Pro Tools lets you define and save custom machine profiles. See “Remote Track Arming” on page 29 for more information.*

- 9 Set machine pre-roll for use in Transport = Pro Tools. (See “Machine Pre-Roll” on page 19 for more information.)

 *Machine pre-roll is set in the Machine Control window. This is different than the main transport pre-roll that is set in the Transport window.*

10 If you are using a SYNC I/O with Pro Tools|HD, and if you have two machines connected to the two 9-pin Out ports on the SYNC I/O, repeat the above steps for the second machine. (See “Selecting Machines in Serial Deck Control Mode” on page 19 for more information.)

 *Do not use the designated machine serial port for any other function (such as time code or MIDI metronome). Make sure that 9-pin is the only communication on the selected port.*

 *If you are using a Digidesign SYNC I/O connected to your DigiSerial port, and your machine has time code reader capability, you can route less cables by checking the Use Serial Timecode for Positional Reference option.*

11 Click OK to close the Peripherals dialog.

Machine Pre-Roll

You can set a variable amount of machine pre-roll to account for the time it may take the machine to achieve servo lock. Shorter pre-roll values are usually better for non-linear machines. Longer pre-roll values are usually better for older tape transports.

The Machine pre-roll value is added to any pre-roll specified in the Pro Tools Transport window.

To set MachineControl pre-roll:

- 1** In Pro Tools, choose Setups > Peripherals.
- 2** Click the Machine Control tab.
- 3** In the 9-pin Serial section, enter the number of frames of pre-roll.
- 4** Click OK.

Selecting Machines in Serial Deck Control Mode

When using the Digidesign SYNC I/O with two machines connected to its 9-pin ports, use the Peripherals dialog to choose a deck to control.

To choose machines for Serial Deck Control mode:

- 1** In Pro Tools, choose Setups > Peripherals, and click the Machine Control tab.
- 2** In the 9-Pin Serial section, click Enable to enable 9-pin Serial Deck Control mode.
- 3** Select the port for your first machine, if necessary (9-pin #1 of the SYNC I/O). MachineControl will auto-detect and select the machine type it finds connected to the selected port.
- 4** If necessary, select a different Machine Type that better matches your device.
- 5** Repeat the above steps to auto-detect and select any machine connected to 9-pin #2 on the SYNC I/O (select 9-pin port #2 in the 9-Pin Serial Port selector).
- 6** When the appropriate machine is enabled and selected, enable Use Serial Time Code for Positional Reference.

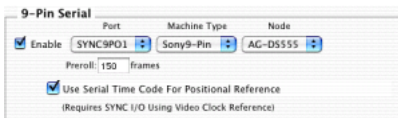
Serial Time Code

If you are using a Digidesign SYNC I/O connected to your DigiSerial port, and your machine has 9-pin time code reader capability, you can take advantage of *serial time code* to achieve faster lockup times.

Serial time code can only be supplied by machines with built-in time code readers which can serialize the time code when Machine-Control requests it. Most professional machines have such readers (such as Beta, DA-88, D2, Digi-Beta, and some 3/4-inch decks).

To enable Serial Time Code:

- 1 In Pro Tools, choose Setups > Peripherals and click Synchronization.
- 2 Make sure the SYNC I/O (or USD) and DigiSerial port are the selected device and port.
- 3 Ensure that both the SYNC I/O (or USD) and the external machine are locked to the same video reference signal.
- 4 Click the Machine Control tab in the Peripherals window to open the Machine Control page.
- 5 Enable Use Serial Time Code for Positional Reference.



Serial Time Code enabled in the Peripherals dialog

Serial Time Code and SYNC I/O Settings

When Serial Time Code is enabled, the Pro Tools Clock Reference switches to Video Reference. Additionally, the Positional Reference pop-up is grayed out and displays Serial Time Code. (These controls are located in the SYNC I/O Settings section of the Session Setup window.)

Generate and Serial Time Code

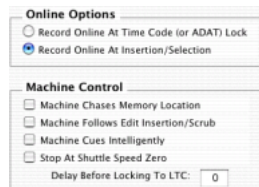
Pro Tools automatically puts the SYNC I/O (or USD) in Generate mode and prohibits any changes to the Positional and Clock Reference settings. While Serial Time Code is being used, this Generate mode is engaged to calculate frame-edge accuracy in Pro Tools.

Preferences for Serial Deck Control Mode

Preferences for online recording and Machine-Control chase options are available while working with external time code (LTC).

In Pro Tools 6.4, online options are on the Machine Control page in the Preferences dialog.

In Pro Tools 6.2.x and lower, these options are on the Operation preferences page).



Online Options and Machine Control preferences, in the Operations tab (Pro Tools 6.2.x and lower)

To set Serial Deck Control mode Machine Control options:

- 1 Open an existing session, or create a new one, in order to have access to the Pro Tools Preferences window.
- 2 Choose Setups > Preferences.
- 3 Click the Machine Control tab (Pro Tools 6.4) or the Operations tab (Pro Tools 6.2.x and lower).
- 4 Select or set the following Machine Control options:

Machine Chases Memory Location The machine chases Pro Tools memory location selections. The machine will not locate with pre-roll, but will instead park on the desired frame for Auto Spotting.

Machine Follows Edit Insertion/Scrub Pro Tools sends locate commands to the external deck whenever the timeline selection changes.

Machine Cues Intelligently When enabled, if you navigate to a cue point that is more than 10 seconds from the current location, Pro Tools will command a connected transport to shuttle to the desired location at full speed, to within 10 seconds of the cue point. Cueing will then slow to normal speed until the point is reached.

Stop At Shuttle Speed Zero When enabled, Pro Tools sends a Stop command when shuttle speed equals zero. While most machines automatically stop when shuttle speed is equal to zero (in other words, whenever you stop shuttling), some machines require an explicit stop command to park correctly. Consult the manufacturer of your machine if you need to determine its shuttle stop capability.

Delay Before Locking to LTC Lets you enter a number of frames for Pro Tools to wait upon receiving incoming LTC, before attempting to lock to the incoming time code signal. This delay gives a variable amount of frames for the LTC source to stabilize. This lets Pro Tools lock more accurately to any fluctuations that can occur when some LTC sources are first engaged.

- 5 Click Done to close the dialog.

To set Serial Deck Control mode Online options:

- 1 Open an existing session, or create a new one, in order to have access to the Pro Tools Preferences window.
- 2 Choose Setups > Preferences.
- 3 Click the Machine Control tab (Pro Tools 6.4) or the Operations tab (Pro Tools 6.2.x and lower).
- 4 Select or set the following Online options:

Record Online at Time Code (or ADAT) Lock Online recording begins as soon as Pro Tools receives and locks to time code.

Record Online at Edit Insertion/Selection Online recording begins at the current Edit selection start or playback location.

- 5 Click Done to close the Operations dialog.

Session Setup Window and MachineControl

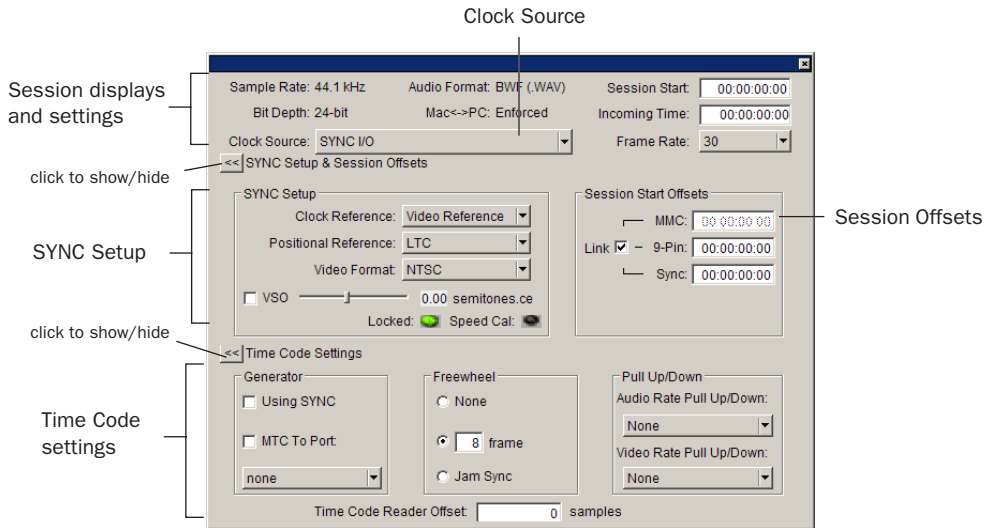


Figure 1. Session Setup window

The Session Setup window controls are organized into three sections.

Session Information and Controls This section is always displayed at the top of the Session Setup window. Displays are provided for the sessions' sample rate, bit depth, audio format, and Mac/PC compatibility status. Fields and pop-up menus are provided for setting Session Start time, Incoming Time, Clock Source, and Frame Rate (Pro Tools 6.2.x and lower). Pro Tools 6.4 systems also includes pop-up menus to change System Delay, Fader Gain, Time Code Rate, and Feet+Frame Rate.

SYNC Setup & Session Offsets This section lets you configure controls of the Digidesign SYNC I/O. Settings are provided for Clock and Positional Reference, Video Format, and Variable Speed Override.

Time Code Settings This section lets you configure various Time Code settings, including Using SYNC Generator, Freewheel, and Audio and Video Pull Up/Down amounts.

Viewing SYNC Setup & Session Offsets or Time Code Settings

The Synchronization and Session Offsets section and the Time Code Settings section can be shown or hidden by clicking the corresponding show/hide buttons.

To show SYNC Setup and Session Offsets:

- Click the SYNC Setup and Session Offsets show/hide button.

To show Time Code settings:

- Click the Time Code Settings show/hide button.

Session Settings and MachineControl

Use the steps in this section to quickly configure the basic session settings for MachineControl. These include session settings (start time, frame rate, and video format), as well as synchronization settings for clock and positional reference. Additional options include multiple time code display offsets, generator, freewheel, and pull up and pull down settings.

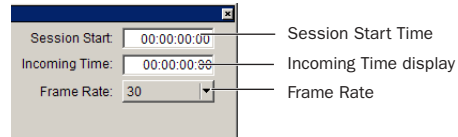
For additional settings see the Pro Tools Reference Guide

Basic Session Settings

Confirm the following settings for each session.

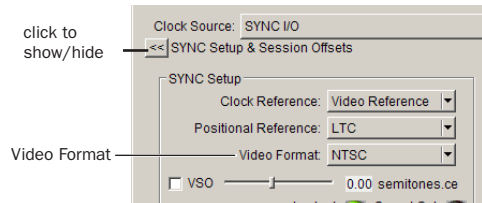
To configure a session for MachineControl:

- 1 Open an existing session, or create a new one, in order to have access to the Pro Tools Session Setup window.
- 2 Choose Windows > Show Session Setup.
- 3 In the Status and Display section, do the following:
 - Set a Session start time.
 - Set the appropriate session Timecode Rate (Pro Tools 6.4) and Feet+Frames Rate (Pro Tools 6.4), or frame rate (Pro Tools 6.2.x and lower).



Basic session settings in the Session Setup window (Pro Tools 6.2.x)

- 4 In the SYNC Setup section, set the appropriate format for NTSC or PAL using the Frame Rate and Video Format selectors.



Video Format selector

Clock Source, Clock and Positional Reference

The Session Setup window provides selectors for the system Clock Source, as well as Clock and Positional Reference. These settings must be configured based on the signal connections between Pro Tools, the SYNC I/O, and external devices.

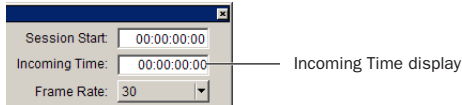
To configure Clock Source and Reference settings, do one of the following:

Pro Tools|HD In Session Setup, choose an appropriate Clock Source (the SYNC I/O, or an HD-series audio interface). Configure the Clock Reference and Positional Reference menus as appropriate. See the *SYNC I/O Guide* for more information.

Pro Tools|24 MIX Set the Ch 1–2 Input and session Sync Mode as necessary. (Sync Mode must be set to analog for the SYNC I/O to be clock master.)

Testing Basic Session Settings

To check your session and MachineControl settings, place the machine in Local mode and manually start playback on the external machine. If Pro Tools is receiving time code, the current location will be shown in the Incoming Time display. Be sure to reset the machine to Remote mode when finished.



Incoming Time display

Session Start Offsets

With Pro Tools 6.x and higher, you can offset the display of incoming time code in the Pro Tools application. This is useful when you want to adjust the display of time code to match the start time of the session (such as with source material that starts at a different time), or compensate for source material that is consistently offset by a fixed number of frames (such as with some color-corrected video masters).

Pro Tools provides three different types of Session Start Time Code Offset settings. These offsets include:

- MMC (MIDI Machine Control)
- 9-Pin (Serial machine control)
- Synchronization peripherals such as the SYNC I/O, USD, or other peripherals (for example, MIDI interfaces that provide MIDI Time Code).

Unique values can be defined for each of these three types offsets, or you can link all three to adjust in unison.

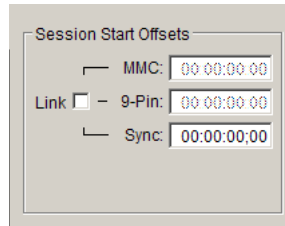
Positive and negative offset values can be entered to offset Pro Tools time code display later or earlier, respectively.

Offsets and Time Code Displays

The SYNC I/O Time Code Display continues to display actual incoming time code, regardless of any Session Start Offset applied in Pro Tools.

To apply an offset to the session start time:

- In the Session Setup window, enter a new Session Start time in an offset field.



Session Start Offsets in the Session Setup window

To apply the same session start time to all devices:

- In the Session Setup window, select Link to apply the same offset value to all devices.

Time Code Settings

The Time Code settings control time code generation, Freewheel, and session Pull Up and Pull Down options.

Configure these settings as appropriate for the current project and situation. (For complete instructions, refer to the *Pro Tools Reference Guide* and the *SYNC I/O Guide*.)

Time Code Reader Offset

The Time Code Reader Offset lets you set a “trigger offset” for incoming MIDI Time Code, in samples. (In previous versions of Pro Tools, this feature was called *Sync Offset*.) You can use Time Code Reader Offset to compensate for the latency of a MIDI sound module or other MIDI device chain.

Additional Pro Tools Commands

The following commands are available in all MachineControl operating modes.

Redefine Current Time Code Position

Use this command to redefine the current time code position and session start time. By creating an insertion point (or selection), and then entering the desired new time code position for that location, the session start time will be recalculated based on the new, relative Time Code location.

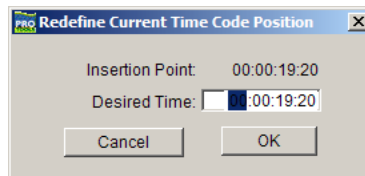
For example, if you place an insertion point at 01:02:04:11, select Edit > Redefine Current Time Code Position, and enter 01:00:08:00 to correspond to the first frame of film, this adjusts the session start time such that the insertion point location is now 01:00:08:00.

In Pro Tools 6.4, this command is located in the Setups menu. In Pro Tools 6.2.x, this command is located in the Edit menu.

To redefine the current time code location:

- 1 Enable Link Edit/Timeline.
- 2 Locate Pro Tools to the beginning of the relevant material (usually the first audio of a scene, a 2 pop, or similar).
- 3 If appropriate, cue the external time code source to the appropriate location (this will be the location to which you want to align the current Pro Tools insertion point). Note the time code location, or copy it to the clipboard.
- 4 Choose Setups > Redefine Current Time Code Position (Pro Tools 6.4) or Edit > Redefine Current Time Code Position (Pro Tools 6.2.x and lower).

- 5 Enter the new time code position.



Redefining the current time code position

- 6 Click OK.

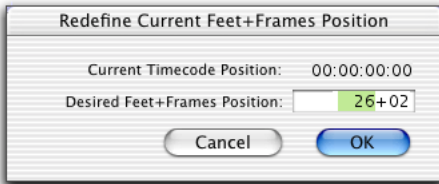
Redefine Current Feet+Frames Position (Pro Tools 6.4 Only)

Use this command to redefine the current Feet+Frames position. By creating an insertion point (or selection), and then entering the desired new Feet+Frames position for that location, the session start time will be recalculated based on the new, relative Feet+Frames location.

Typically, this command is used for integrating test tones, pre-roll, and similar pre-program material into the Pro Tools session ahead of the first hour time code position on the timeline. In most cases when working on reels of film, the user will want to set the first hour mark in the session to equal 0+0 feet and frames, to line up properly with the start of the Academy leader for each reel of film.

To set a relative frame position for a session (Feet+Frames):

- Choose Setups > Redefine Current Feet+Frames Position and enter a Feet+Frame position to correspond to the time code shown in the dialog.



Redefine Current Feet+Frame Position dialog

Create Machine Track Arming Profile

The Create Machine Track Arming Profile command lets you create and save machine descriptions as Machine Profiles. Profiles are provided for an ever-increasing list of common machines, or you can customize profiles for specific situations and requirements. Options include the ability to emulate a different machine type, remap and rename audio tracks, and choose to include or exclude the video and time code tracks, when available. For more information, see “Creating a Track Arming Profile” on page 30.

Feet.Frames Command

(Pro Tools 6.2.x Only)

For sessions in which feet and frames are the time scale of reference, the Feet.Frame command (located in the Setups menu), lets you enter a Start Frame based on an appropriate frame location at the beginning of your project tape. The Feet.Frame Ruler will then use this value as its start reference.

Selecting Pro Tools or the Machine as the Transport Master

In Serial Deck Control mode, the deck is always the time code master. However, the start of machine playback changes based on the transport master mode you are using.

The setting of the Transport Master (located in the Pro Tools Transport window) determines where the deck will start playback when the Pro Tools transport sends a play command to the deck Control, as follows:

Transport = Pro Tools In this mode, the Transport window controls the Pro Tools timeline position (playback and recording). When online, and Play is pressed in the Pro Tools transport, the deck locates relative to the current Pro Tools timeline.

- ◆ When the transport is online, the machine locates to a position ahead of the current timeline insertion point. This location ahead is equal to the sum of the machine pre-roll and the transport pre-roll. Once the machine has located to this total pre-roll position, it plays, sending time code to Pro Tools which chases that incoming time code. The machine follows the Preferences settings for Serial Deck Control. (See “Preferences for Serial Deck Control Mode” on page 20.)

- ◆ When the transport is offline, the Pro Tools Transport window controls Pro Tools only.

- ◆ All record commands are sent to Pro Tools, not the deck.

Transport = Machine In this mode, the Transport window controls the machine connected and enabled for Serial Deck Control mode. Record commands are sent to the machine only. When

online and a Play command is given, the machine plays from its current location, feeding time code to Pro Tools, which chases that incoming time code from the deck.

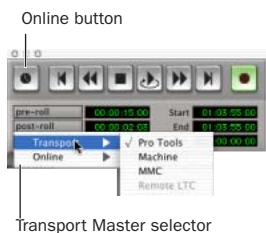
- ◆ When the transport is online, Pro Tools chases the time code coming from the machine. The Pro Tools Transport controls the machine, and Pro Tools chases and locks to the machine.
- ◆ All record commands in this mode are directed to the deck only.
- ◆ In addition, when Auto Spot is turned on, regions are spotted to the current machine time, and the Trimmer tool trims to the current machine time.

 Refer to the Pro Tools Reference Guide for details on Auto Spotting.

- ◆ When the transport is offline, the Pro Tools Transport window controls the machine only.


To select a Transport Master:

1 In Pro Tools, click the Transport Master selector (directly below the Online button in the Transport window) to display the Transport Master pop-up menu.



Selecting the Transport master

2 From the Transport Master pop-up menu, select Pro Tools or Machine.

 You can also press Control+backslash (\) to toggle between Pro Tools, the Machine, and Remote transport (or, on a Digidesign control surface, press EXT TRANS).

toggling the Transport while Online

When the transport is online, toggling the Transport Master selector between Pro Tools and your machine will also toggle their master/slave relationship.

Playback in Serial Deck Control Mode

To play or cue your machine independently of Pro Tools:

- 1 Select Transport > Machine in the Pro Tools Transport window.
- 2 Make sure Pro Tools is not online (the Online button in the Transport window is not flashing).
- 3 Click any of the buttons in the Pro Tools Transport window to control your machine.

Pro Tools always displays incoming LTC or 9-pin time in the incoming time field in the Session Setup window during fast-wind, and switches during playback to display the current positional reference.

To automatically locate your deck to pre-roll into your current timeline insertion time each time you hit play:

- 1 Select Transport > Pro Tools in the Pro Tools Transport window.
- 2 Put Pro Tools online.
- 3 Click Play in the Transport window.

If the tape in the machine is striped with time code that matches your Session time, the machine will locate to the total pre-roll position ahead of the Pro Tools on-screen selection/insertion point or memory location, and begin playing back. Pro Tools will chase its time code output.

Machine Remote Setting

If the Transport Master selector will not stay set to Machine, or if it suddenly switches to Pro Tools from Machine, check your machine's Local/Remote setting. It should be set to Remote to receive commands from the Pro Tools transport.

Machine Cueing

MachineControl provides two Cue modes for remote machine operation: Search and Hi-speed.

- ◆ In *Search* mode, the tape remains laced during Fast Forward or Rewind.
- ◆ In *Hi-speed* mode, the tape is unlaced before fast-forward/rewind. The Pro Tools Transport window indicates the status of the tape as described below.

Search Mode


In Search mode, the tape is laced against the heads when the machine is paused or searching, and the Stop button stays lit (it does not flash) and the Play button flashes. When cueing in this mode, the Fast Forward or Rewind button also lights when searching in either direction.

To fast forward and rewind in Search mode:

- 1 Select Transport > Machine in the Pro Tools Transport window.

- 2 Click Play in the Transport window or press the Spacebar to begin machine playback, then press the Spacebar again to pause the machine (this is to ensure that the tape is laced).

- 3 Click Fast Forward or Rewind in the Transport window to search the tape.


 *Some devices, including several popular VHS decks, do not support a shuttle mode in which the tape stays laced. These decks unlace the tape before shuttling. Refer to your tape machine's guide for more information.*

Hi-Speed Mode

In Hi-speed mode, the tape is unlaced, and all Transport buttons are dark. While cueing in this mode, only the selected Fast Forward or Rewind button lights.

To fast forward and rewind in Hi-speed mode:

- 1 Select Transport > Machine in the Pro Tools Transport window.
- 2 Press Command+period (.) or click Stop in the Transport window to unlace the tape.
- 3 Click Fast Forward or Rewind in the Transport window. The Pro Tools cursor indicates the current machine location.
- 4 Press the Spacebar to pause the machine.

 *Some devices may not support all shuttle modes, and may not accept the above shuttle commands. In these cases, the Fast Forward and Rewind buttons in the Pro Tools Transport window flash, and clicking them places the device in true Fast Forward /Rewind mode.*

Spotting to the Machine

To spot regions to the machine's current location, use Pro Tools Spot mode and/or Auto Spot (if using VITC). Refer to the *Pro Tools Reference Guide* for information on using Spot and Auto Spot mode to spot regions to incoming SMPTE time code locations.

⚠ *Auto Spot mode uses incoming VITC for location information. Therefore, Auto Spot mode will force the Region to be spotted to the current incoming machine time code location, not the current insertion cursor location. To spot your elements directly to the current cursor location, Control-drag (Macintosh) or Right-click and drag (Windows) the elements.*

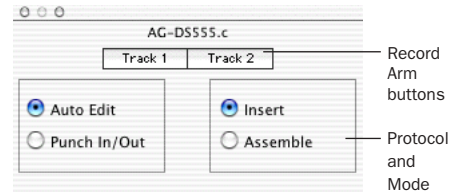
Remote Track Arming

Pro Tools with MachineControl provides the ability to record-arm audio, video, or time code tracks on external decks.

On MachineControl-equipped systems, the Show Machine Track Arming Window command is available in the Pro Tools Windows menu. The Track Arming window lets you configure track arming during sessions, using the settings appropriate for the current Track Arming Profile. (See “Identifying Your Machine” on page 30.)

To display the Machine Track Arming window:

- Choose Windows > Show Machine Track Arm.



Track Arming in Pro Tools 6 and higher

Configuring Track Arming

Pro Tools provides automatic, direct support for track configuration of most common video decks. If your deck is supported, MachineControl identifies and displays your machine's track layout.

Even if your machine is not directly supported, the Track Arming window lets you arm tracks, set the Record Protocol and configure the Record mode for the machine.

You can also define, save, and load customized device profiles. (See “Creating a Track Arming Profile” on page 30.)

💡 *Not all machines support independent arming of their audio tracks locally or remotely, and some machines require a separate utility menu selection. Pro Tools remote track arming cannot operate in these situations.*

Identifying Your Machine

When you configure Pro Tools for MachineControl, it automatically loads the track arming profile for the identified machines. For more information on basic Pro Tools settings for MachineControl, see “Setting Up a MachineControl Device for Deck Control” on page 18.

If Pro Tools does not recognize your machine, or if you want your machine to emulate a different type of device (for example, to use a different track layout), you can load a generic machine profile.

⚠ *If you are using a generic machine profile, be sure to double-check record behavior using non-essential tapes before using MachineControl’s remote track arming functions.*

For maximum flexibility, use Track Arming Profiles to create, customize, and manage multiple machine descriptions (see “Creating a Track Arming Profile” on page 30).

Creating a Track Arming Profile

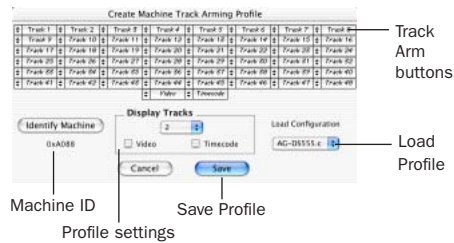
The Create Track Arming Profile window provides extensive control over Pro Tools Track Arming. You can customize arming, track naming, and mapping, and save configurations for different machines as Track Arming Profile files. These Profiles can be imported to quickly reconfigure Track Arming as needed for future projects. You can also test track mapping, and remap tracks if needed.

Use the Create Track Arming Profile feature to create profiles for machines that may not be included with Pro Tools, and to manage multiple profiles.

To create a machine Track Arming Profile:

- 1 Choose Setups > Create Machine Track Arming Profile.

💡 *When you create a new Track Arming Profile, a Stop command is sent to any connected machine to protect elements on tape.*



Create Track Arming Profile

Choosing a Machine ID

To recognize your machine:

- Click Identify Machine.

MachineControl queries the connected machine for its machine ID, which is then displayed below the Identify Machine button.

You can edit or replace the ID manually if needed. See “Entering a New Byte Code” on page 32 for more information.

Configuring a Profile

The Create Track Arming window lets you specify track names and track mapping.

Customizing Names for Track Arming Buttons

You can rename the Track Arm buttons displayed in each Track Arming Profile to better describes the recording taking place. For example, an eight track profile might be easier to use with tracks named Dx-L, Dx-R, FX-L, FX-R, Mx-L, Mx-R, Lt, and Rt, for eight tracks comprised of stereo Dialog, stereo FX, stereo Music, and an Lt-Rt mix.

To edit the name of a track arming button:

- 1 Double-click the Track Arm button you want to rename.
- 2 Enter a new track name in the dialog, and click OK.



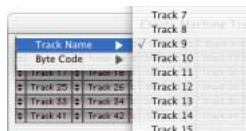
Entering a custom track name

Remapping Tracks

You can remap track buttons to target different tracks on the machine.

To remap tracks:

- 1 Click the Track button you want to remap to display its remap pop-up menu.
- 2 Choose a new target track.



Remapping a track arming button

– OR –

Choose a different machine profile from the Load Configuration selector.

Reassigning the Byte Value for a Track

In a remote machine’s firmware, each record track on the machine has a unique hexadecimal byte code that tells the machine which track should be armed when an arm command is received from a remote master. The standard profile (the default setup) corresponds to the Sony P-2 protocol, but many decks have their own unique mapping of byte codes to track numbers for a particular deck.

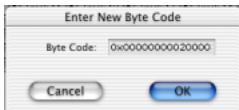
If an audio or video track, or the deck time code track do not arm when you click its corresponding track arming button, you may need to assign a different hex value to the button.

To select a different hex value for an individual track arm button:

- Select another hex value byte code from the Byte Code sub-menu for the appropriate track arm button.

Entering a New Byte Code

As the Sony P2 protocol continues to expand, more manufacturers add specific byte code commands that may be listed in the current byte code list. Pro Tools lets you create entirely new, custom byte codes. This lets you enter additional byte commands as needed to support new features as they are added to decks.



Entering a new byte code

Choosing a Record Protocol

The Machine Track Arming window provides the following two choices for configuring the recording protocol of the target deck:

Auto Edit

This mode is a highly accurate way to ensure that the target deck will record only within the boundaries of an on-screen selection. (If your deck does not support Auto Edit, use Punch In/Punch Out, as explained below.)

In Auto Edit mode, the record start/end times are downloaded to the target deck (along with any pre- or post-roll), and the deck is responsible for performing the insert punch in/out at the specified times (see “Rules for On-Screen Selections” on page 33 for details).

Because this protocol removes the vagaries of CPU timing from the remote recording process, Auto Edit is frame-accurate. It is also the best way to ensure that your machine will punch out correctly and avoid accidental erasure of audio, even in the event of a CPU error.

Punch In/Out

This mode uses Pro Tools to control the process of punch in/out. Instead of downloading the punch points (as in Auto Edit), Pro Tools actually performs them during the record pass. Because serial communication has inherent delays, timing with Punch In/Punch Out mode cannot guarantee frame-accuracy (though it will almost always be within 2 to 3 frames).

Choosing a Record Mode

The Machine Track Arming window provides two choices for Record mode:

Insert

Insert mode is used to perform insert editing (punching in individual tracks) where one or more audio tracks is replaced by new material and the video material is retained.

Assemble

Use Assemble mode when you want to:

- ◆ Begin recording program onto a completely blank tape (unformatted)


– or –

- ◆ Append program to the remainder of a tape which already has program you want to keep

Assemble mode is not appropriate for audio layoffs to video masters.

Assemble mode should be used carefully because it arms *all* tracks on the target deck for recording—including the video track, time code track and control track. When performing an Assemble edit, all material on all tracks after the edit in point will be replaced. Because a break in the control track will result at the edit out point, any remaining program material after an Assemble edit may be unusable.

To avoid accidentally recording over program material, experiment with Assemble and Insert modes on a dispensable tape to familiarize yourself with the edit capabilities of your deck.

 *Assemble mode replaces all the elements on the target tape deck—audio, video and time code. Use this mode with caution.*

Rules for On-Screen Selections

The Record Protocol buttons allow you to choose between the two different record protocol choices described above (Auto Edit and Punch In/Punch Out). Regardless of which choice is used, however, Pro Tools follows these rules for record selection:


- ◆ If there is an on-screen selection, recording will take place over the period of the selection and punch out at the end of the selection.
- ◆ If pre- or post-roll is enabled, recording takes place only in the selection area, not during pre- or post-roll.
- ◆ If there is no selection (only a start location), recording will continue until it is manually stopped.
- ◆ If you make a selection in Pro Tools that crosses the “midnight” boundary (00:00:00:00), make sure your deck can handle this situation. Experiment with a dispensable tape to familiarize yourself with the crossover capabilities of your deck.

Arming Tracks Remotely for Layback

To arm tracks remotely for layback, you need to first configure Track Arming for your machine.

To configure Track Arming:

- 1 Make sure your machine is properly connected and configured to slave to Pro Tools.
- 2 Open the Track Arming window.
- 3 Select a Record Protocol (Auto Edit or Punch In/Out).
- 4 Select a Record mode (Insert or Assemble).

 *Once the Track Arming options are configured, you can change the Track Arming window to “small view” and still see the track arm buttons.*

To perform a layback:

- 1 In Pro Tools, select the audio to lay back, or place the playback cursor at a start point.
- 2 In the Remote Track Arming window, arm the appropriate tracks on the machine.
- 3 Select Transport > Machine in the Pro Tools Transport window.
- 4 Make sure the Pro Tools Transport is online.
- 5 Click Record in the Transport window to arm recording.
- 6 Click Play in the Transport window.


Your machine will cue to the selection start minus all relevant pre-roll, then begin to play back. Pro Tools will then sync to the deck, and the target deck will record as determined by your settings for Record Protocol and Record mode. If you did not create an on-screen selection, deck recording will continue until you manually stop playback.

chapter 5

Remote 9-Pin Deck Emulation Mode (Configuration and Operation)

Remote 9-Pin Deck Emulation mode makes Pro Tools operate as a virtual tape deck, supporting most standard Sony P2 9-pin commands. For a list of supported commands, see “9-Pin Commands” on page 40.

By default, Pro Tools emulates a Sony BVW-75 model video deck. You can also configure Pro Tools to emulate other machines. For more information, see “Alternate Machine Types” on page 38.

 *For instructions on connecting Pro Tools for Remote 9-Pin Deck Emulation mode, see Chapter 2, “Installing MachineControl.”*

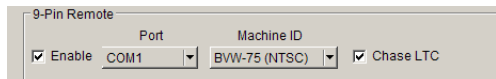
Generating Time Code in Remote 9-Pin Deck Emulation Mode

Pro Tools with MachineControl and the SYNC I/O can generate frame-edge aligned time code at 1x play speed while in Remote 9-Pin Deck Emulation mode.

Configuring Remote 9-Pin Deck Emulation Mode

To configure Pro Tools for Remote 9-Pin Deck Emulation mode:

- 1 Choose Setups > Peripherals.
- 2 Click the Synchronization tab.
- 3 Choose SYNC from the Device pop-up menu (to select SYNC I/O as the synchronization device enabled on the DigiSerial port).
- 4 Click the Machine Control tab at the top of the Peripherals dialog.
- 5 In the 9-Pin Remote section, click Enable.



Remote 9-Pin Deck Emulation mode settings


- 6 Choose the appropriate port from the Port menu.
- 7 Choose the appropriate machine profile from the Machine ID pop-up menu.
- 8 If using Pro Tools as a remote time code slave, set Delay After Play as described in “Selecting Full Remote Modes or Remote/LTC Chase Mode” on page 36.

9 If you want Pro Tools to ignore time code master/slave commands and just chase LTC, enable Chase LTC.

10 Click OK.

11 In addition to the option to chase LTC, Remote 9-pin Deck Emulation mode also provides a preference setting to follow or ignore remote track arming commands. For more information, see “Ignore Track Arming Commands” on page 40.

12 Choose Windows > Show Session Setup.

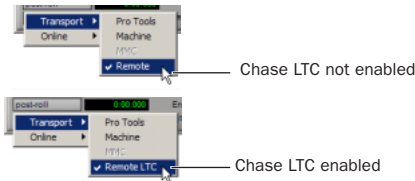
 *If this option is grayed out, you need to open a new or old session first.*

13 In the Session Setup window, under Time code Settings, click the Generator Using SYNC option.

This is required for Pro Tools to lock to the video reference with frame edge accuracy.

14 Under the SYNC Setup section of the Session Setup window, select Video Reference from the Clock Reference pop-up menu.

15 In the Pro Tools Transport window, select Remote or Remote LTC as the Transport master.



Remote 9-Pin Deck Emulation mode settings

16 Put Pro Tools online.

17 If you will be recording, select a Record mode by Right-clicking (Windows) or Control-clicking (Macintosh) the Record button in the Transport window.

18 Begin machine playback.

 See also “Optimizing Playback in Remote 9-Pin Deck Emulation Mode” on page 39.

Selecting Full Remote Modes or Remote/LTC Chase Mode

Remote 9-Pin Deck Emulation mode lets a master device control Pro Tools track and transport arming. When the transport is online, Remote 9-pin Deck Emulation operates in one of two Full Remote modes, or Remote/LTC Chase mode.

When the transport is offline, Pro Tools operates in Local mode and ignores commands from the 9-pin machine controller. Pro Tools responds only to requests from the 9-pin machine controller for machine type and status, and responds that it is in Local mode.

Full Remote Modes

In Remote 9-Pin Deck Emulation mode, when the transport is online and Chase LTC is not enabled, the Transport master selector shows Transport = Remote, and Pro Tools is in one of two Full Remote modes.


In Full Remote mode, Pro Tools or another machine is the time code master, while simultaneously responding to 9-pin transport and track arming commands from the machine controller.

The time code master is defined by the machine controller. If Pro Tools is not the time code master, it needs additional time to behave as a proper remote machine as time code slave. This time is defined using the Delay Before Play setting:

- When Delay After Play is set to zero, Pro Tools is set up to function properly as the time code master. When online, Pro Tools locates, then plays when it gets a play command.
- When Delay After Play is set towards 30 frames, another machine is the time code master. When online, Pro Tools locates, sends time code position responses, and when its time code lines up with the time code master device, then goes into play in sync with the time code master device.

To set the time code master in Full Remote mode:

- 1** Choose Setups > Preferences.
- 2** Click the Machine Control tab (Pro Tools 6.4) or the Operation tab (Pro Tools 6.2.x and lower).
- 3** In the Remote Mode section, do one of the following:
 - Set Delay After Play is set to zero, to prepare Pro Tools to behave quickly as the time code master.
 - Set Delay After Play towards 30 frames, to set up Pro Tools to behave properly as a time code slave device by delaying playback until its time code can properly synchronize first.

 Generally, delay should only be added if Pro Tools is having problems starting and locking to a machine during playback or record. For example, if Pro Tools tries to lock, and the transport lights go from play to shuttle or fast-forward to rewind many times before locking, you should increase the Delay After Play setting by a few frames.

Chase LTC

When Chase LTC is enabled, Pro Tools can still respond to 9-pin locate, track arming, and record commands, but chase incoming LTC instead of being the time code master or slave device under synchronization control of the machine controller. By slaving Pro Tools to the LTC source instead of slaving the machine to Pro Tools time code, you can avoid the waiting (and tape wear) that occurs while a machine transport locates and bumps tape to the cue point.

In Remote 9-Pin Deck Emulation mode, when the transport is online and Chase LTC is enabled, the Transport master selector shows Transport = Remote LTC, and Pro Tools is now in Remote /LTC Chase mode. Pro Tools also communicates record status to the machine.

Receiving Commands While Chase LTC is Enabled

When Chase LTC is enabled, and the system is online, Pro Tools waits until it receives only specific transport record and track record commands from the machine. When Chase LTC is not enabled, Pro Tools will listen to all transport commands arriving through the serial connection, including bump and crawl commands necessary for a tape machine to locate.

Scrubbing and Chase LTC

The Chase LTC option does not affect scrubbing. Pro Tools video playback will always respond to locate and scrubbing command, even if Chase LTC is enabled.

Alternate Machine Types

By default, MachineControl lets Pro Tools emulate a Sony BVW-75. If you use a machine that follows a different 9-pin command set, you can configure Pro Tools for its machine description.

To configure Pro Tools for an alternate machine:

- 1 Choose Setups > Peripherals.
- 2 Click the Machine Control tab.
- 3 Under 9-Pin Remote, select a Machine ID.
- 4 Click Ok.

Special settings have been created for specific machine controllers (such as the Soundmaster ION). When under the control of a specific machine controller, first check if there is a specific setting for that machine controller.

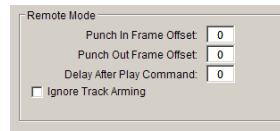
Remote 9-Pin Deck Emulation Mode Preferences

Pro Tools provides the following preference settings to configure Remote 9-Pin Deck Emulation Mode options.

To set Remote 9-Pin Deck Emulation mode preferences:

- 1 Choose Setups > Preferences.
- 2 Click the Machine Control tab (Pro Tools 6.4) or the Operations tab (Pro Tools 6.2.x and lower).

3 Set any of the following options:




Remote 9-Pin Deck Emulation Preferences

Punch In Frame Offset Sets an offset in frames to compensate for punch in timing advances or delays.

Punch Out Frame Offset Sets an offset in frames to compensate for punch out timing advances or delays.

Delay After Play Command Sets a number of frames of delay for Pro Tools to wait before attempting to lock, to compensate for the amount of time needed for the master machine to stabilize. This setting determines whether Pro Tools or the machine is the time code master.

 See “Selecting Full Remote Modes or Remote/LTC Chase Mode” on page 36 for more information.

This setting can be especially useful in a multi-machine environment.

Ignore Track Arming Lets you record-safe Pro Tools from machine track arming. When this option is selected, Pro Tools responds to all 9-pin remote commands *except* track arming.

- 4 Click Done to close the Preferences dialog.

Playback in Remote 9-Pin Deck Emulation Mode

Pro Tools will only play back audio when the received command requires audio play back at 1X speed in the forward direction. Reverse playback and varispeed playback are not supported in Pro Tools.

Online Status Display

When online in Remote 9-Pin Deck Emulation mode, the Online button flashes until Pro Tools and the machine establish communication.

When MachineControl and Remote 9-Pin Deck Emulation Mode are enabled and communication is established, the Online button will remain highlighted.

Optimizing Playback in Remote 9-Pin Deck Emulation Mode

Use the Delay After Play Command preference to optimize Pro Tools response in Remote 9-Pin Deck Emulation mode. (See “Remote 9-Pin Deck Emulation Mode Preferences” on page 38 for instructions on how to configure this preference.) This setting lets you enter a number of frames for Pro Tools to wait, before responding to locate and play commands. A small delay before play allows the time code master device to stabilize before Pro Tools attempts to achieve lock. By delaying play in this manner, Pro Tools can avoid multiple nudge and bump messages while attempting to lock.

Recording in Remote 9-Pin Deck Emulation Mode

MachineControl lets Pro Tools support Auto Edit (selection-based) and Punch-in/Punch-Out (QuickPunch) commands.

Pro Tools must have QuickPunch or TrackPunch with tracks enabled when recording in Remote 9-Pin Deck Emulation mode with an edit controller.

 *Preview Edit and Record Rehearse modes are not supported by Pro Tools.*

Auto Edit Recording

When a machine sends Auto Edit commands to Pro Tools in Remote 9-Pin Deck Emulation mode, the edit in and out points are converted to a Pro Tools Timeline selection. This selection, with offsets options, will then be used to record on all armed tracks when Pro Tools receives the Perform Auto Edit Record command.

Punch In/Out Recording

Punch-In/Punch-Out Recording supports punch-on-the-fly, with Pro Tools in QuickPunch mode. In this mode, tracks are armed before the record pass, and recording begins and ends when Punch-In and Punch-Out commands are received from the master machine.

QuickPunch must be enabled and the required voices must be available in Pro Tools for Punch-In/Punch-Out recording commands to work. This mode must be set manually in Pro Tools.

Track Arming in Remote 9-Pin Deck Emulation Mode

In Remote 9-Pin Deck Emulation mode, Pro Tools can be configured to either respond to, or ignore, track arming (record enabling) commands. Pro Tools communicates track record status back to the control machine.

Ignore Track Arming Commands

You can set Pro Tools to ignore incoming track arming (record-enable) commands. Use this to record-safe Pro Tools if, for example, you are using a master 9-pin transport controller to arm tracks on several other machines, but not Pro Tools tracks. You can still manually arm Pro Tools audio tracks, as needed.

To have Pro Tools ignore remote track arming commands:

- 1 Choose Setups > Preferences, and click the Operation tab.
- 2 Click the Machine Control tab (Pro Tools 6.4) or the Operation tab (Pro Tools 6.2.x and lower).
- 3 Under Remote Mode, select Ignore Track Arming.

9-Pin Commands

In Remote 9-Pin Deck Emulation Mode, Pro Tools with MachineControl can respond to the following 9-pin commands from compatible workstations, synchronizers, and other devices:

- Play
- Stop
- Pause
- Rewind
- Forward
- Cue To
- Poll Time Code
- Record Arm Track
- Set In/Out Point (for Auto Edit)
- Set Pre/Post Roll (for Auto Edit)
- Perform Auto Edit Record
- Perform Punch-In/Punch-Out Record (requires QuickPunch mode and voices)
- Return Status-Online, State, Tracks Armed
- Servo Lock
- Clear “In” Point

appendix a

Deck Control Key Commands

Command	Macintosh	Windows
Rewind	Shift+<	Shift+<
Fast Forward	Shift+>	Shift+>
Shuttle Backward	Option+comma	Alt+comma
Shuttle Forward	Option+period	Alt+period
Toggle Transport Master	Command+\	Control+\
All Transport Buttons Off/Unthread Tape	Command+period	Control+period
Search Mode Toggle (Play-Pause/Stop)	Spacebar/Command+period	Spacebar/Ctrl+period

When Transport = Machine:

Locate to Selection Start	Command+Left Arrow	Control+Left Arrow
Locate to Selection End	Command+Right Arrow	Control+Right Arrow
Locate to Selection Start Minus Preroll	Option+Left Arrow	Alt+Left Arrow
Locate to Selection End Minus Preroll	Option+Right Arrow	Alt+Right Arrow

appendix b

Troubleshooting

Installation

Problem:

MachineControl options are not available in Pro Tools.

Possible Solution:

Make sure MachineControl is installed and authorized correctly (see Chapter 2, “Installing MachineControl.”)

Machine Not Recognized

Problem:

The session was saved with MachineControl, but now opens without it being selected in the Transport window. When opening a session saved with MachineControl, a dialog warns that there were “problems initializing MachineControl.” When spotting a region, the “Capture Machine Time” button is grayed out.

Possible Solutions:

- ◆ Choose Setups > Peripherals, click the Machine Control tab, and confirm that the correct 9-Pin Serial port is chosen for your MachineControl operating mode. Make certain that all cables are securely connected at both ends.
- ◆ Verify that the machine is powered on. Choose Setups > Peripherals, click the Machine Control tab. Reset the 9-Pin Serial port, and close the dialog. This causes Pro Tools to scan the serial port for 9-pin devices.

Pro Tools Transport Not Controlling Machine

Problem:

Though the MachineControl dialog indicates that Pro Tools recognizes the machine, nothing happens when you use the transport in Pro Tools (the machine doesn’t respond to commands). When spotting a region using the “Capture Machine Time” button, an incorrect time is entered.

Possible Solutions:

- ◆ Most machine controllable transports need to be placed in a “Remote” or “Ext” mode to allow them to be slaved to other devices. Verify that the device is in this mode. Refer to the documentation that came with your device for more information on Remote and Local modes.
- ◆ In the Transport window, check the status of the “Transport = Pro Tools” or “Transport = Machine” setting.

Time Code Inaccuracy

Problem:

The time code locations shown in the Selection and Position Indicator boxes do not match machine time code.

Possible Solutions:

- ◆ For best performance with Serial Deck Control mode, connect the machine to an available serial or COM port (or serial adapter connected to a USB port) on the host computer. Use the 9-pin ports on the SYNC I/O for non-linear video decks only.
- ◆ In some cases, the Time Code values reported by machines are not in sync with the time code that gets played out of their time code ports. (One example of this is when the machine's time code reader is looking at VITC while Pro Tools is chasing LTC.)
- ◆ If the values get progressively farther and farther apart, check the frame rate. Make sure you have set Pro Tools to the same frame rate as the movie/machine frame rate. Also check the frame format (drop or non-drop).
- ◆ If the values differ by a significant margin (such as an hour or more), the Start Frame number may be set incorrectly. Open the Session Setup window and check the Session Start Frame number.

Changing Session Start Time, and Dropped Frames

When you change the session frame rate from a non-drop to drop rate, or from drop to non-drop, the session start time and material in the timeline may be affected.

Non-drop Changed to Drop: The Session Start Time is changed to the next possible supported frame if the current one is not supported in DF. For example, changing from non-drop to drop frame in a session that starts at 00:59:00:00 will change the session's start time to 00:59:00:02 (due to the method by which frames are dropped in each rate and format).

Every event in the timeline is moved back two frames, maintaining each event's relative time code location (relative to the start of the session).

Drop Changed to Non-drop When going from drop to non-drop, no compensation is applied to the session start time. This is done because all frames in drop exist in a non-drop timeline (a drop rate timeline is a subset of its corresponding non-drop rate timeline). So, when changing from a drop rate to a non-drop rate, Pro Tools keeps events at the same location relative to the start of the session.

appendix c

Machine IDs

The following table lists the machine profiles supported in MachineControl by their Pro Tools hexadecimal ID.

For special IDs to support 48-track arming, see “48 Track Profiles” on page 46.

Machines and Hex ID Numbers

The first 0x signifies hex value. The next four numbers signify the machine ID. The name of the associated machine follows.

Machines, by ID number

ID number	Machine
0x0000	Generic
0x1000	BVU-800
0x101C	BVU-950
0x1019	BVU-920
0x1080	BVU-900
0x104C	VO-9850
0x1048	VO-9800
0x102C	SV0-9600
0x2000	BVW-10
0x2001	BVW-40
0x2002	BVW-11
0x2003	BVW-15
0x2010	BVW-35
0x2020	BVW-60

Machines, by ID number

ID number	Machine
0x2021	BVW-65
0x2022	BVW-95
0x2023	BVW-96
0x2024	BVW-70
0x2025	BVW-75
0x2125	BVW-75P
0x4000	DVR-10
0x4003	DVR-18
0x4002	DVRC-10
0x4020	DVR-20
0x4022	DVR-28
0xF019	AJ-D350 (D3)
0x3011	DVR-2100
0x3000	DVR-1000
0x0010	BVH-2000
0x0011	BVH-2000
0x0110	BVH-2000 PS
0x0111	BVH-2000 PS
0x0018	BVH-2180
0x0020	BVH-2500
0x0120	BVH-2500 PS
0x0030	BVH-2700
0x0040	BVH-2800

Machines, by ID number

ID number	Machine
0x0048	BVH-2830
0x0050	BVH-3000 (NTSC)
0x0060	BVH-3100 (NTSC)
0x0150	BVH-3000 PS
0x0160	BVH-3100 PS
0x2041	PVW-2800
0x1211	ASC Virtual Recorder
0x1011	Fostex D-10
0xF027	Otari R-DAT
0x7001	TASCAM DA-88
0xF01D	TASCAM DA-88
0x7003	PCM-800
0x7000	PCM-7000
0xA088	AG-DS555
0x2051	UVW-1800
0xB000	DVW-500
0xB010	DVW-500
0xA050	V1
0x2124	BCB-70
0x2101	BVW-40P
0x2141	PVW-2800P



Tascam DA-88 and other decks can be set to emulate other machines. If a deck is set to emulate another type of machine, the machine type being emulated will be displayed.

48 Track Profiles

The following are special IDs to support 48-track arming.

Machines

IDs for 48-Track Capable Machines

ID	Machine
0x6007	3348HR
0x6005	3348HRV
0x6003	3324

Pro Tools

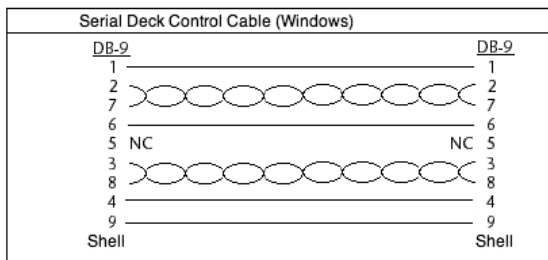
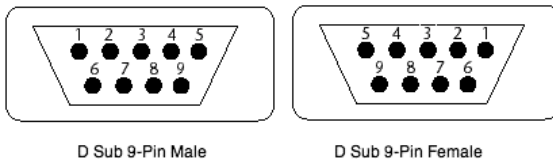
IDs for 48-Track Pro Tools Arming

ID	Machine
0xD0 E1	Pro Tools
0XD1 E1	Pro Tools
0XD2 E1	Pro Tools

appendix d

9-Pin Cable Pinouts

Serial Deck Control Mode Cable: D Sub 9-Pin Male to D Sub 9-Pin Female (Windows Only)

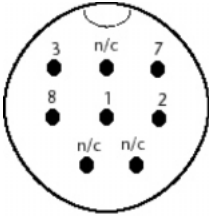


This is a standard ESBUS MachineControl Cable.

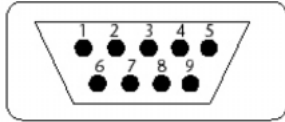
- All pins wired should be wired straight through.
- Pins 2 and 7 are a Twisted Pair with shield drain wire on Pin 6.

Pins 3 and 8 are a Twisted Pair with shield drain wire on Pin 4.

Serial Deck Control Cable: Mini DIN 8 Male to D Sub 9-Pin Male (Macintosh Only)



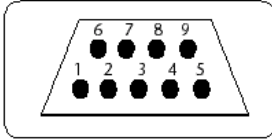
Mini DIN 8-Pin Male



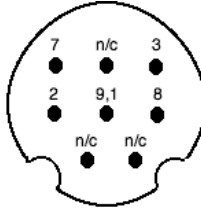
D Sub 9-Pin Male

Serial Deck Control Cable (Macintosh)	
Mini - 8	DB-9
1 _____	NC
2 _____	NC
3 _____	8
4 _____	1
5 _____	2
6 _____	3
7 _____	NC
8 _____	7
Shield	NC Shield

Remote 9-Pin Deck Emulation Cable: Mini DIN 8-Pin to D Sub 9-Pin Female (Macintosh Only)



D-Sub 9-Pin Female



Mini DIN 8-Pin Male

Remote 9-Pin Deck Emulation Mode Cable (Macintosh)	
DB-9	Mini - 8
NC	1
NC	2
2	3
9,1	4
8	5
7	6
NC	7
3	8
NC Shield	Shield

Shielding

The outside shielding of the D-Sub 9-pin (female) should be wired to the outside shielding of the Mini DIN 8-pin (male).

index

A

- arming
 - safe (ignore) 40
- Assemble mode 32
- authorizing plug-ins 11
- auto detection 18
- Auto Edit 32
 - and Remote mode 39
- Auto Spot 14, 27, 29

C

- cables 1
 - wiring diagrams 47, 48, 49
- CH 1-2 Input 23
- Chase LTC 37
- chasing
 - preferences 21
- control track 32
- Create Machine Track Arming Profile 30
- cueing
 - hi-speed mode 28
 - preferences 21
 - search mode 28

D

- delay
 - preferences 21
- Delay After Play Command 38
- Delay before Locking to LTC 21

E

- emulation
 - of 9-pin deck 9, 10
- ESBus cable 47

F

- Feet+Frames Time Scale 26
- frame rate 23
- frame-edge
 - and serial time code 20

G

- Generate
 - and serial time code 20
- generic machine profiles 18

H

- hi-speed mode 28

I

- IDs
 - machine 45
- Ignore Track Arming 38
- Ignore Track Arming command 40
- iLok 11
 - adding authorizations 12
- iLok USB Smart Key 11
- Incoming Time 24
- Insert mode 32
- installing MachineControl 10

L

- layback 33
- License Card 11
- Local/Remote 28
- locating
 - preferences 21
- LTC
 - Chase LTC in Remote mode 37

M

- machine
 - pre-roll 19
 - profiles 45
 - transport master 14, 26
- Machine Chases Memory Location 21
- Machine Cues Intelligently 21
- Machine Follows Edit Insertion/Scrub 21
- machine IDs 45
- machine profiles 30
- memory locations
 - and machine chase 21
- midnight boundary 33

N

- NTSC 23

O

- Online
 - button in Transport 13, 27
 - toggleing 13
- On-Screen Selections 33

P

- PAL 23
- preferences
 - Delay before Locking to LTC 21
 - Machine Chases Memory Location 21
 - Machine Cues Intelligently 21
 - Machine Follows Edit Insertion/Scrub 21
 - Record Online at Edit Insertion/Selection 21
 - Record Online at Time Code (or ADAT) Lock 21
 - Remote mode 38
- pre-roll
 - compensating 19
 - machine 19
 - setting for machine from Pro Tools 19
- Pro Tools
 - transport master 14, 26
- Punch In Frame Offset 38
- Punch In/Out 32
- Punch Out Frame Offset 38

R

- record mode 32
- record modes
 - Assemble 32
 - Insert 32
- Record Online at Edit Insertion/Selection 21
- Record Online at Time Code (or ADAT) Lock 21
- record protocol 32
 - Auto Edit 32
 - Punch In/Out 32
- recording
 - preferences 21
 - Remote mode 39
- Redefine Current Time Code Position 25
- Remote 9-Pin Deck Emulation mode 11
 - connections 9, 10
- Remote 9-pin Deck Emulation mode
 - Chase LTC 37
 - preferences 38
 - see also Remote mode
- Remote LTC mode
 - transport master 14, 36, 37
- Remote mode
 - and track arming 40
 - Auto Edit 39
 - commands 40
 - playback 39
 - recording 39
 - transport master 14, 36, 37

S

- search mode 28
 - cueing 28
- Serial Deck Control mode 11
- serial time code 20
 - and Generate mode 20
- servo lock 19
- Setups menu
 - Feet+Frames Time Scale 26
- start time 23
- Stop At Shuttle Speed Zero 21
- Sync Mode 23
- system requirements 3

T

- time code
 - quick signal test 24
 - redefine current 25
 - track 32
- track arming
 - 48-track IDs 46
 - and Remote mode 40
 - create machine profile 30
 - IDs 45
 - ignore 40
 - remapping tracks 31
- track layout 18
- tracks
 - remapping 31
- Transport
 - master 2
- transport master 13, 26, 27
 - machine 14, 26
 - Pro Tools 14, 26
 - Remote 14, 36, 37
 - Remote LTC 14, 36, 37
 - selecting 13
 - toggling 14, 27
- Trimmer
 - when Transport = Machine 14, 27

U

- Use Serial Time Code for Positional Reference 20

V

- Video Format 23
- Video Reference
 - and serial time code 20
- video track 32