


NEW SESSION BASICS

To some extent, this is a continuation of the previous section, presenting information you need to know before starting your UltraMix sessions. The difference is that most procedures described here will be done before each session, or within the session itself.

Opening An Existing File

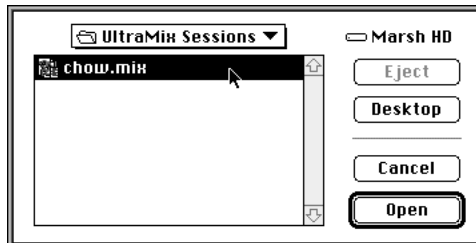
When you begin an UltraMix session, you will normally do so by opening either your Template file, or a file from an earlier mix.

 *To open a file from a previously saved session:*

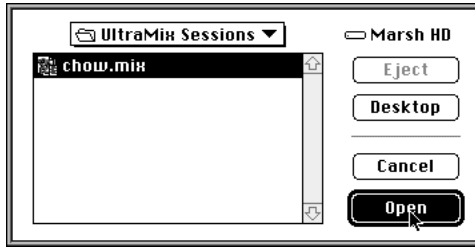
1. From within UltraMix, choose Open Session from the File menu.



2. Using the dialog shown below, locate the document that you want to open and select that document by clicking its name.



3. Click Open.



Naming Faders

When a new mix file is opened, each fader is numbered sequentially. UltraMix lets you give an identifying name to each fader. This name is displayed in the 2x view, or when you click on the fader number (top or bottom) or the fader knob itself. Each name may contain up to 12 characters. If you choose to abbreviate names using only two characters (e.g. “HH” “KI” “TI” “SN” for drum mics), these names will appear in the 1x view as well.

 *To name faders:*

1. Choose Fader List from the Fader menu.



Fader List shows all the faders on the automated mixers in your studio setup. Each fader is listed with its name and group, as well as the Ultra-34 it belongs to. (You’ll learn more about the master section and groups later.)

Fader List			
#	Fader Name	G	Mixer
1	Voc 1		Ultra-3#
2	Voc 2		Ultra-3#
3	Voc 3		Ultra-3#
4	Voc 4		Ultra-3#
5	Drums		Ultra-3#
6	Fad 6		Ultra-3#
7	Fad 7		Ultra-3#
8	Fad 8		Ultra-3#
9	Fad 9		Ultra-3#
10	Fad 10		Ultra-3#
11	Fad 11		Ultra-3#

2. Click on the fader number you want to name, or on the name of a fader you want to change. Or press the Tab key to move through the list.

Fader List			
#	Fader Name	G	
1	Voc 1		
2	Voc 2		
3	Voc 3		
4	Voc 4		
5	Fad 5		
6	Fad 6		
7	Fad 7		
8	Fad 8		
9	Fad 9		
10	Fad 10		

3. Type a new name for the fader.

To view a fader's name in the session window:

1. Click on either the fader number or the fader knob and hold the mouse button down.

The fader name pops up from the fader number that you clicked, or, if you clicked the fader knob, from the bottom fader number.

Importing A Standard MIDI File (SMF)

If your mix includes MIDI instruments that are not recorded on tape, UltraMix lets you play back your MIDI sequences without running a separate sequencer program at the same time. UltraMix can play back any sequence stored as a Standard MIDI File (SMF). Once you import an SMF, UltraMix lets you change the SMPTE offset time, mute individual MIDI tracks, and assign MIDI tracks to any instruments or sound modules in your studio setup.

NOTE: It is possible, if you have a powerful computer, to run your sequencing program alongside UltraMix. However, many computers might not be able to maintain stable timing running the two applications simultaneously. In most cases, we recommend importing your SMF into UltraMix for playback.

By now you should have created your MIDI tracks in your sequencing software. This means that you've done all of the composition and decided which tracks you're going to mix. Now you need to export an SMF from your sequencer with the proper instrumentation defined and any tempo changes incorporated. Also, make sure the individual tracks are labeled properly. In other words, the SMF should emulate a multi-track output — at this point it's darn near final. Remember, UltraMix can only play back your SMF; if you want to make major changes, you will need to go back and work with the MIDI file in the sequencing environment and export a new SMF.

Tip: Effects devices are more easily handled in the post-production phase of your mix, so we recommend using the Program Change feature in UltraMix, described later in this manual, rather than exporting the effects patch changes in the SMF.

 *To import a Standard MIDI File:*

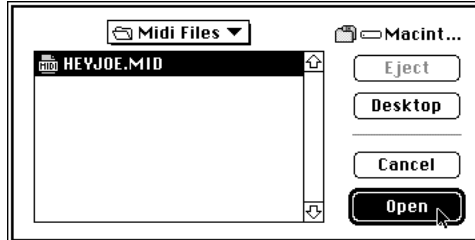
1. Open UltraMix.
2. Choose Standard MIDI File from the Setup menu (\mathbb{S} /Ctrl-[hyphen]).



3. Click Import File.



4. Locate the standard MIDI file you want to open and select that file by clicking its title.



NOTE: SMF Type 0 format will not import track names.

5. Click Open.

The Standard MIDI File window shows the names of your MIDI tracks and the sequence SMPTE start time as defined in the SMF. UltraMix will also show the device and device channel for each track, if they have been defined properly.

NOTE: Remember, the track numbers in the SMF window are not related to the UltraMix channel numbers unless you patch them that way.