
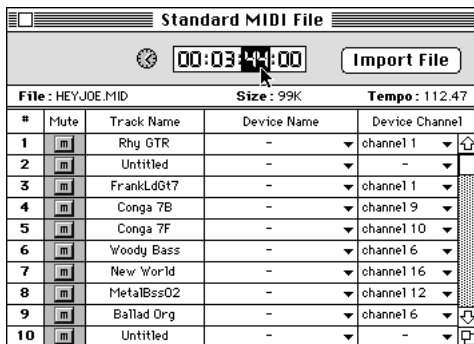


Changing A Start Time

The start time indicator (SMPTE offset) in the Standard MIDI File window shows the start time in hours, minutes, seconds, and frames, just like the transport counter. UltraMix will use the start time from the SMF unless you define a new start time.

 *To change the start time:*

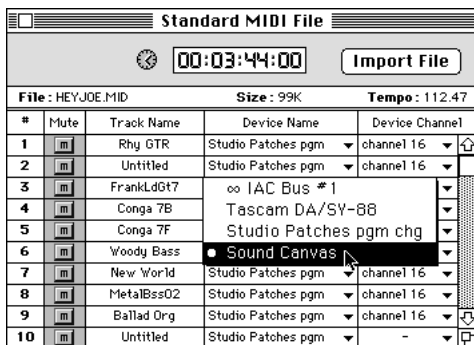
- Click on the appropriate portion of the start time indicator and type a new time. You must click outside the start time indicator for the new start time to take effect. Or press the Enter key to exit the counter.



NOTE: The Tab and Enter keys will work for the SMPTE offset counter only if the SMF window is frontmost.

Assigning Tracks To A MIDI Device

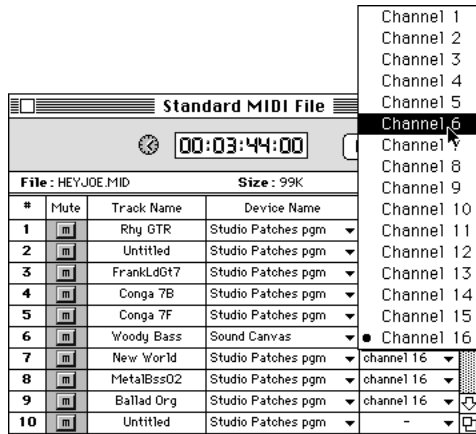
To change a MIDI device: In the Device Name column next to the track name, click and hold on the down arrow. Choose a device from the menu.



To assign all MIDI tracks to the same device: Select the device while holding down the Option key on the Mac or the Ctrl key on the PC. (This is handy if you have a multitimbral synth or module and you want it to handle all the tracks.)

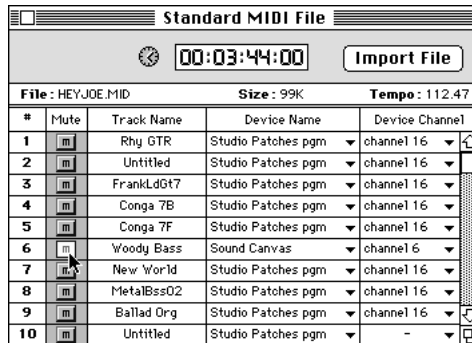
Assigning Device Channels

To change a MIDI channel: In the Device Channel column next to the device name, click and hold on the down arrow. Choose a channel from the menu.



Muting A MIDI Track

To mute the SMF track: Click the Mute button next to the track you want to mute. Click and drag across tracks to mute more than one track. Click again to unmute.



Using UltraMix Transport Controls

You can use UltraMix to control the transport of an MMC-compatible recorder, or the “virtual transport” of UltraMix’s own SMF playback mechanism.

If you are using an external sequencer and you are not using any tape tracks, then you may also control the sequencer with UltraMix.

If you will be using an external transport that is *not* compatible with MMC (most analog tape decks), then you cannot use UltraMix for transport control. In this situation, UltraMix will function as a slave unit, and you will use your tape recorder controls to activate the transport functions (Play, Rewind, and any Locate points). Note, however, that UltraMix’s Record Ready and Master Record functions are operative whether or not you use UltraMix for transport control.

All transport commands are accessible from either the control bar on the UltraMix screen or on UltraPilot, and some from the QWERTY keyboard. (See your Shortcuts card, or the Shortcuts section on pages 221-224.)

- **PLAY.** This command starts the playback transport, internal SMF file playback, or external sequencer to run your mix.



- **STOP.** This command stops the sequence or tape.



- **>> (FAST FORWARD).** This command quickly moves the tape or sequence ahead toward the end of the mix.



- **<< (REWIND)**. This command quickly moves the tape or sequence back toward the start of the mix.



Storing Autolocate Points

Autolocate is a handy function for storing locations that you need to access quickly, or loop from, such as the beginning of a chorus, bridge, instrumental solo, etc. UltraMix lets you store up to ten selected Locate points, along with Return To Zero. Like the previously mentioned transport controls, Autolocate only supports MMC-capable devices or operations with “Ext Sync” bypassed. (See Bypass Modes on page 89.)

You can select Locate points in three ways:

- Use the Play, Fast Forward, or Rewind controls to run the tape or sequence to the desired location.
- Use the Tab, number, and Enter keys on your computer keyboard, or click in the transport window and use the number keys, to enter the location times.
- Store Locate points “on the fly” while the mix is running.

To store Locate points using UltraPilot:

1. Press and hold the Locate button on the UltraPilot.
2. While holding the Locate button, press Soft Button 14 (Store). This activates “store” mode.
3. Continue pressing the Locate button, and then press any Soft Button 1 through 10.

To store Locate points using UltraMix:

1. Click on the Store button to illuminate it.



2. Click on any Locate button (1 through 10).



 *To recall Locate points:*

- On UltraPilot, press and hold the Locate key and press the Soft Key for that point.
- In UltraMix, click on the Locate button for that point.



- With the computer keyboard, press any number key (1 - 9) (Locate point 10 is not accessible from the keyboard).


You can save Locate points, along with most other control bar settings, using the Save As Default command in the File window. These Locate points will be in memory when a new session file is opened. Locate points are saved for each mix session. When opening a previously saved session, the Locate points for that session take precedence over the control bar default points.

Loop Function

UltraMix's Autolocate function also lets you set up a loop between any two Locate points. This allows you to work on a section of your mix over multiple passes without having to stop, rewind, and start again. Before starting a loop, you must have entered Locate points as described previously.

 *To set up a loop on UltraPilot:*

1. Press and hold the Locate button.
2. Press Soft Key 15 (Loop).
3. Press Soft Keys for the beginning and ending points for the loop.

 *To set up a loop in UltraMix:*

1. Click on the Loop button (the one to the right of the Store button with the “continuous circular arrow”). The button will light up.



2. Click on the numbered buttons for the beginning and ending points for the loop.



When you set up a loop, a line connects the two numbered locate buttons on the control bar.



To play a loop, simply hit the Start button on UltraMix prior to the end point of the loop.