

## INSERT BLANK TIME/DELETE TIME

These two commands can be found on the Edit menu. You can use them to insert blank time or delete time from your entire mix. In other words, these commands are global: they affect all faders.

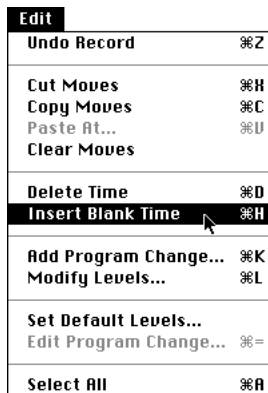
Insert Blank Time has the effect of bumping backward all events in your mix. If you insert time at the beginning of your mix, it will move all events back by that amount of time. (This is similar to programming an offset into a synchronizer). If you insert time into the middle of a mix, it will move all events after the insert point to a later point by the specified amount. If you have fader events with start times before the time insertion and end times after the insertion, these events will be extended. However, UltraMix does not interpolate if you insert time in the middle of an event. For example, if you have a fade that begins at 10 seconds and ends at 20, and you insert 20 seconds of blank time at 15 seconds, you will not get a smooth 30-second fade. You will get a fade that stops at 15 seconds, holds there for 20 seconds, and then resumes.

Delete Time has a similar but opposite effect. Delete time removes the specified time, starting at the “From” point and ending at the “To” point.

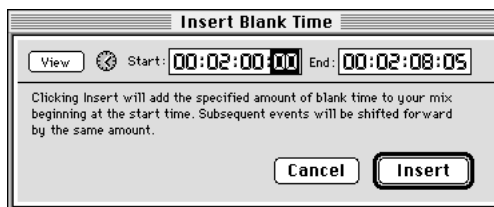
Note that if you have imported a Standard MIDI File (SMF), you may click on the View button to choose either SMPTE code or bars/beats/tics as the time reference.

 *To insert blank time:*

1. Choose Insert Blank Time from the Edit menu.



2. In the Start box, enter the time point at which you want to insert the blank time.



3. In the End box, enter the time to which you want blank time to extend.

Edit	
Undo Record	⌘Z
Cut Moves	⌘H
Copy Moves	⌘C
Paste At...	⌘U
Clear Moves	
Delete Time	
Delete Time	⌘D
Insert Blank Time	⌘H
Add Program Change...	
Add Program Change...	⌘K
Modify Levels...	⌘L
Set Default Levels...	
Set Default Levels...	
Edit Program Change...	⌘=

For example, if you want to add a minute at the beginning of your mix, enter 00:00:00:00 in the Start box and 00:01:00:00 in the End box. If you want to add a minute and fifteen seconds of blank time at two minutes into your mix, enter 00:02:00:00 in the Start box and 00:03:15:00 in the End box.

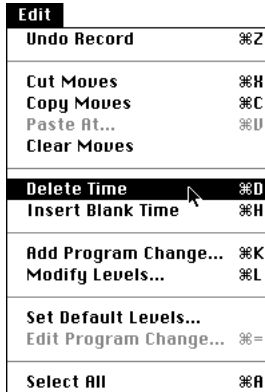
4. Click on the Insert button.



Insert Blank Time is handy for putting an offset at the beginning of a mix to lock it up to an audio source that has a different start point. It's also handy if, for example, you added some time in a sequenced music piece and now you need to add the time to your mix. (This could require some tweaking if the inserted time falls in the middle of events, as noted previously.)

 *To delete time:*

1. Choose Delete Time from the Edit menu.



2. In the Start box, enter the time at which you want your deletion to start.



3. In the End box, enter the time at which you want the deletion to end.



4. Click on the Delete button.



Delete Time is handy if you have too much offset time at the beginning of a mix. Or, in the reverse of the above situation, you can use it to take sections or time slices out of a mix. However, this can be somewhat risky, as discussed on page 122 in A Brief History of Deleted Time.

## MIDI PROGRAM CHANGE

You can send MIDI program changes to your effects devices from inside UltraMix, whether you're using Standard MIDI Files (SMF) for playback of MIDI tracks or just rolling tape. We recommend using this method of sending program changes because it's usually much easier to make effects program choices during the latter stages of mixdown than it is early on in the tracking stages.

Another reason: If you're using an SMF for playback, you can't pull an effects program change out of the sequenced tracks unless you open the sequencing software, make changes, and do the export/import dance. We're trying to save you some time.

### *To add a MIDI program change:*

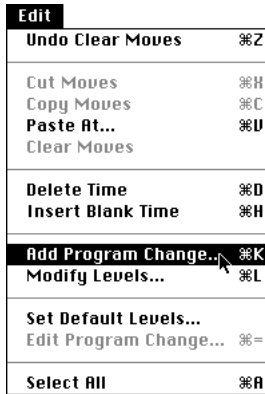
1. Roll your mix to the point where you want to add the program change.

The easiest way to do this is by entering a Locate point on the fly while your mix is running, so you can hear where the effect change should happen. But if you already know where the program change should be, then

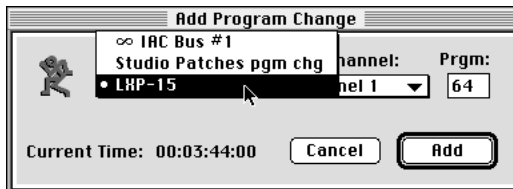
you can simply enter the time in the control bar tape counter by clicking in the frames, using the Tab key, and entering numbers with the computer keyboard.



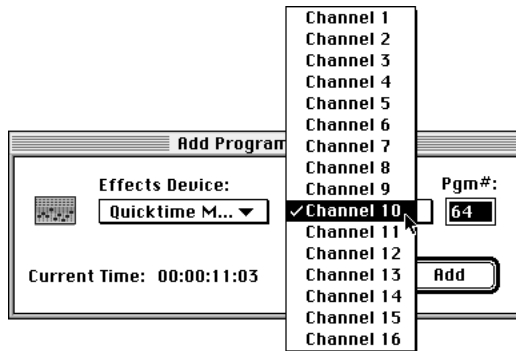
2. Choose Add Program Change from the Edit menu. You'll see the current time indicated (you can't change this from this prompt) and you'll also see three choices: Effects Device, MIDI Channel, and Pgm #.



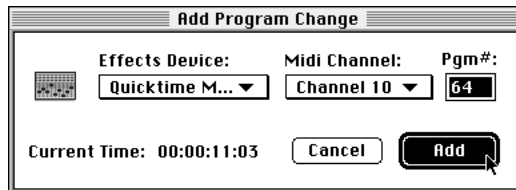
3. For effects device, choose a device from the menu.



4. Select the proper MIDI channel. (If you have a Mac system, choices are determined by the channels the device is set to receive in OMS or FMS.)



5. For Pgm #, enter the program change number corresponding to the program you want activated at this point.



6. Click the Add button or hit the Enter key on the keyboard.

If you need to change anything or delete the program change, this can be done in the Event Editor as explained later.

***NOTE: UltraMix remembers the last MIDI program change in your mix file, so if you're working on another mix pass starting somewhere in the middle, the last program change entered will be active even if you don't roll back over that point in your current mix pass.***


## Session Startup Hint

If you have a number of program changes on one device to play back throughout your session and you know the approximate cue times of each, copy the original event inside of the Event Editor. Then use the Paste At command (same as Paste — it is named Paste At to help you remember what step you're at) and you'll be prompted to enter a time to place the program changes. Repeat as necessary.

## Edit Program Change

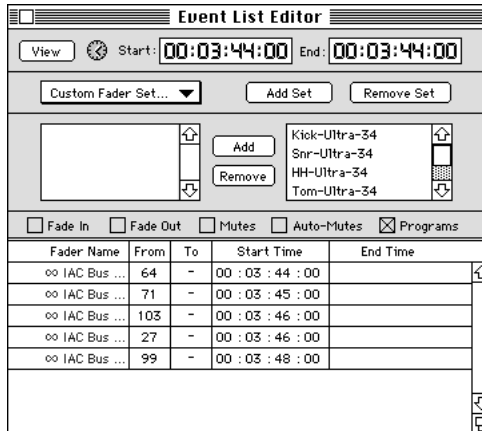
To modify program changes, you must first identify and select existing program changes in the Event Editor.

 *To modify an existing program change:*

1. Choose Event Editor from the Windows menu ( /Ctrl E).



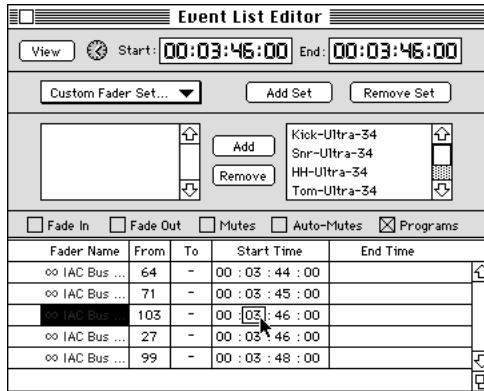
2. Select the Programs checkbox. It is unnecessary to select any faders, since program changes operate independently.



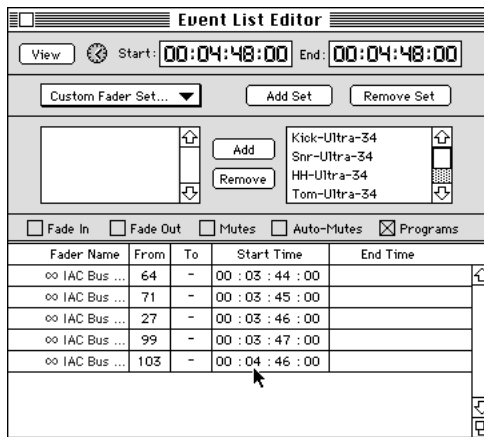
This will display all of the current session's program changes. If you check only the Programs checkbox, it is easier to isolate the program changes for editing purposes.

 *To modify the Start time of a program change:*

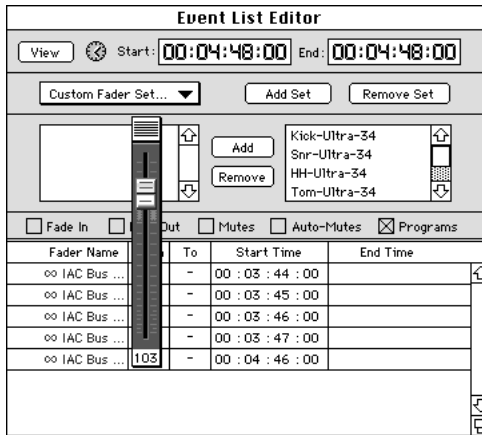
1. Click in the Start Time column of the event whose Start time you want to change and type in a new time. You can use the Tab key to cycle through the SMPTE times, or if you have a Standard MIDI file imported, use the Tab key to cycle through the Bars:Beats:Tic fields. Do the same for the End box.



2. To exit the time boxes, click elsewhere or hit the Enter key. Immediately, the program change will reflect the new Start Time in the list, relative to the other events, in a time-linear fashion.

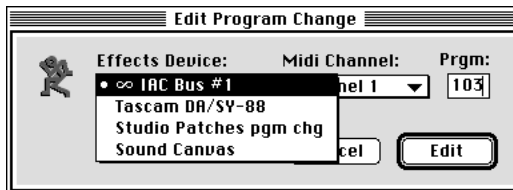


The From column values equal the MIDI program change number and are adjustable by clicking and holding on the numerical value in the From column. When you do so a channel strip appears with a vertically adjustable fader knob. Change the value and the corresponding MIDI device in your studio will receive program changes.

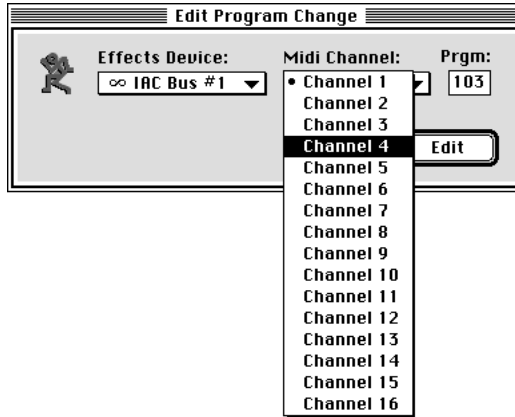


 *To modify program change parameters other than Start time:*

1. In the Event Editor window, double-click on the device name (in the Fader Name column). Or, click the device name and then choose Edit Program Change from the Edit menu. The Edit Program Change dialog box allows you to modify the device, the MIDI channel or the program number (0 to 127).



2. Change what you need to change and click Edit or hit the Enter key on the keyboard.



We included this feature for the times you might find it necessary to change the playback parameters of a device or the actual device itself. Rather than erasing existing program change events, this allows you to easily alter what you already have.