

OBLIGATORY INTRO / OVERVIEW SECTION (NEVERTHELESS CONTAINING STUFF WORTH READING)

YOU'VE DONE A GOOD THING

Welcome, congratulations, and thank you for purchasing the Mackie UltraMix™ Universal Automation System.

We deeply appreciate your confidence in Mackie products. Your continued support means:

- a) Mackie manual writers (declared psychologically unfit to do anything else) have gainful employment, and
- b) P.D., the Corporate Chihuahua, can count on regular meals.

Of course, you didn't just make a charitable contribution. In return for parting with a chunk of change (sufficient for a decade's supply of pistachio nuts, yet paltry in comparison to the price of big-time automated boards), you now own the world's most flexible and powerful universal automation system.

WHAT'S IN THE BOXES?

The UltraMix automation system is comprised of three essential components that work together to automate mixing: UltraMix Pro™ automation software, the Ultra-34™ automation interface, and the UltraPilot™ control interface. All three must be understood and set up properly in order to automate your mixes.

Along with these essential elements you get other spiffy stuff, like this manual, a Quick Start Guide, a power cord, and what looks like a long, fat telephone cord. Of course, you don't get a computer or a MIDI interface as part of the system. You supply those parts, and we really (gulp!) hope you knew that by now. If we included a computer at the price you paid, we WOULD be soliciting charitable donations!

UltraMix Pro Automation Software

UltraMix Pro Menus

This is Mackie's very powerful automation software. UltraMix Pro ties everything together, providing a wide variety of tools that let you edit your mix in ways that simply are not possible with ordinary mixing techniques.

File	
New Session	⌘N
Open Session...	⌘O
Close Window	⌘W
Save Session	⌘S
Save Session As	
Save As Default Preferences	⌘Y
Page Setup	
Print TrackSheet	⌘P
Import Win95 Session...	
Quit	⌘Q

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

Fader				
Fader List	⌘F			
Group...	⌘G			
Ungroup...	⌘U			
Go To Unity	⌘[
Go To Off	⌘]			
Fade Shapes	⌘J			
Soft Button Set	<table border="1"> <tbody> <tr> <td>Fade In</td> </tr> <tr> <td>Fade Out</td> </tr> <tr> <td>✓ Solo</td> </tr> </tbody> </table>	Fade In	Fade Out	✓ Solo
Fade In				
Fade Out				
✓ Solo				

Setup	
Standard MIDI File	⌘-
Remap Disabled Mixers...	
Train OTTO-1604...	
MIDI Port Setup...	
Open Studio Setup...	
MIDI Reset	⌘R

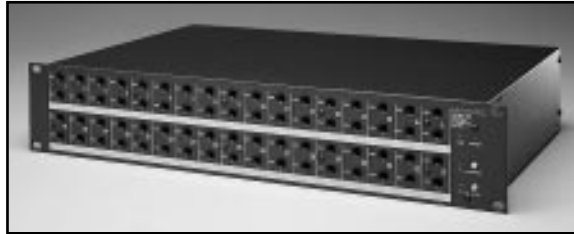
Window	
Event Editor	⌘E
Master Section	⌘M
Align Windows	⌘/
two ultra's - Ultra-34	⌘1
two ultra's - Ultra-34 #2	⌘2
two ultra's - Otto-1604	⌘3

UltraMix Pro Control Bar and Session Window

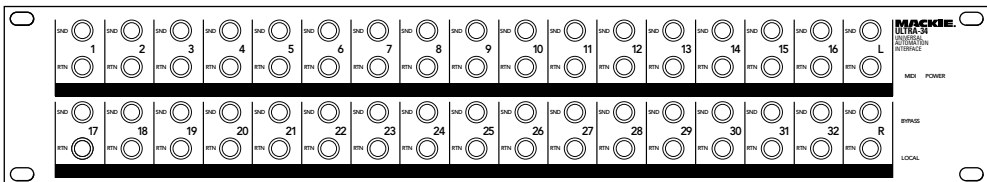


Ultra-34™ Automation Interface

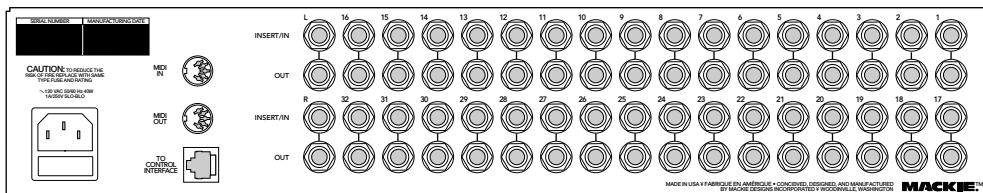
That's the rack-mountable black box perforated with 136 1/4" holes all lined up in neat rows as if we planned it that way. Ultra-34 is the heart of the system, with unique gain cell architecture and flexible patching capability, providing audio control of up to 34 channels.



Ultra-34 Front Panel



Ultra-34 Rear Panel



UltraPilot™ Control Interface

That's the big flat box covered with faders and buttons that looks like a Hobbit-sized 16-channel mixer. UltraPilot will be “action central” when it comes time to start automating your mixes. It is important to know it well—there are some functions that can only be activated from your UltraPilot.



Top Row:

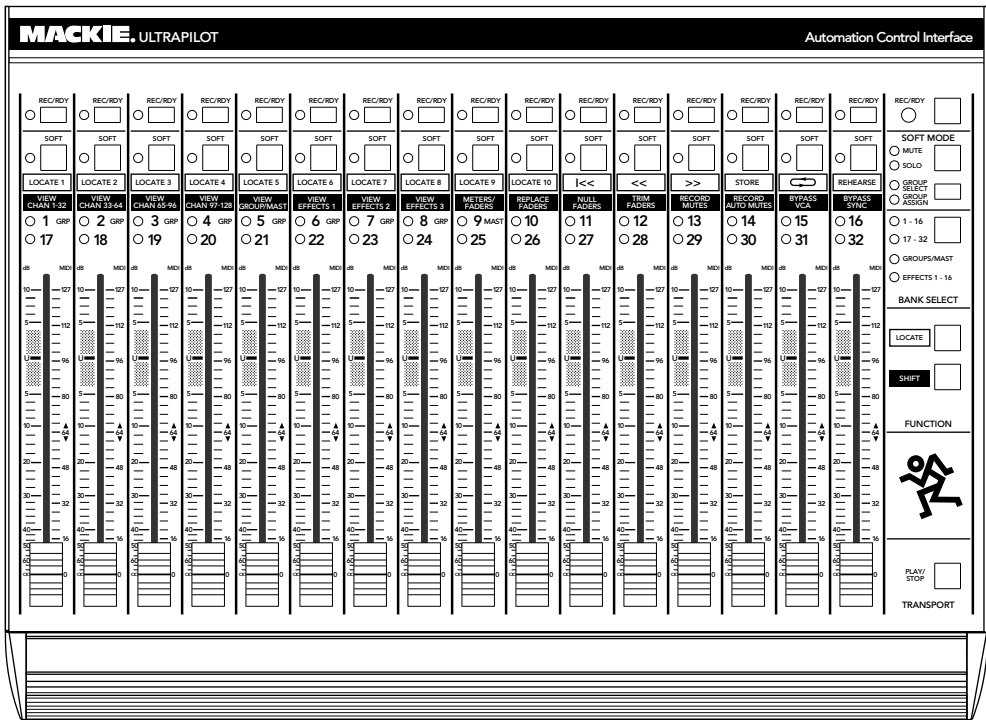
Record/Ready Buttons & LEDs (one for each fader) – These let you know whether the channel associated with that fader has been activated for recording.

Second Row:

Soft Buttons & LEDs – These buttons allow you to activate one of the two commands (in black and white) under each Soft Button. For instance, in the Fader 1 column, you can activate either the “Locate 1” command or the “View 1-32” command by using the Soft Button. (When the Soft Button LED is on, the second command is available. If that LED is off, the first command is available.)

Third Row:

Bank/Group Indicator LEDs – These let you know which bank or group you have selected. (More about banks and groups later.)



REC/RDY



SOFT MODE



MUTE



SOLO



GROUP
SELECT



GROUP
ASSIGN



1 - 16



17 - 32



GROUPS/MAST



EFFECTS 1 - 16

BANK SELECT

LOCATE



SHIFT



FUNCTION



PLAY/
STOP



TRANSPORT

UltraPilot Right Column

Master Record/Ready Button & LED – This button must be pressed (LED will light) in order for any recording to be done.

Soft Button & Mute/Solo LEDs – To activate Mute or Solo functions. If the Mute LED is lit, mutes can be performed on any selected channels. Likewise, when Solo is activated, any channel can be soloed.

Group Select/Assign Button & LEDs – Allows you to switch between Group Select (i.e., which group you want to assign faders to) and Group Assign (which faders you want to assign to a particular group).

Bank Select Button & LEDs – Lets you switch between Bank 1 (faders 1-16) and Bank 2 (faders 17-32). The LED for the selected bank will light.

Groups/Master & Effects 1-16 LEDs – These indicate whether you are in group mode or effects mode. (Effects mode is unimplemented as of this writing. See the Read Me file on your UltraMix disk for the most up-to-date information.)

Locate Button – When this button is held down, Soft Buttons can be used to go to Locate points via the transport mechanism of your multitrack or DAW.

Shift Button – Holding this button down allows you to activate further UltraMix functions via the Soft Buttons.

Mackie Running Man – A fun addition to any rumpus room or UltraPilot-type object. (Doesn't actually do anything.)

Play/Stop Button – Starts and stops connected multitrack, DAW, external sequencers, or the internal session clock, depending on the selected synchronization mode.

COMPUTER/MIDI CONNECTIONS

Equipment Requirements

Before you can set up and use your UltraMix system, make sure you have all the equipment that you will need:

- A 25MHz 68030 or 68040 Macintosh with Color QuickDraw support (Mac IIci or newer), a Power Macintosh, or a comparable MacOS-compatible computer. Your Mac must have System 7.0 or later installed and at least 8MB of RAM.

OR

A Windows 95-compatible PC computer (486DX/66 or better) with 16MB of RAM.

- At least 2MB of free space on your hard disk. Each mix session will require additional space. An average session requires about 200K; longer sessions will need more.

NOTE: If you want to use other applications simultaneously with UltraMix, you'll need something more powerful than the minimum systems above. Running UltraMix and a software sequencer at the same time, with or without digital audio playback, demands a lot of processing speed and horsepower, not to mention gobs of RAM. So if you have ambitions in that direction, make sure you have the computer hardware to follow through.

- A dual-port or multiport MIDI interface unit with serial cables for connecting to your computer. See Appendix A on page 198. If you don't already have one, or think you might need one, you may want to consider an upgrade in this department.
- A studio clock source that generates SMPTE time code or MIDI time code. This can be a multitrack recorder, a keyboard or hardware sequencer, or a MIDI interface. Because UltraMix is MIDI-based, SMPTE time code must be converted to MIDI time code; this is normally accomplished by the MIDI interface or a separate outboard conversion module. Ultra-34 generates its own internal MIDI clock source, but you're not likely to use it except in unusual circumstances.
- MIDI cables to connect the Ultra-34 to your MIDI interface.