

REMOTE 48 CONTROLLER FOR HDR24/96 & MDR24/96 HARD DISK RECORDERS



POWER SWITCH.

Unique binary algorithm allows both off and on modalities without additional software.

POWER CORD SOCKET.

Built-in power supply.

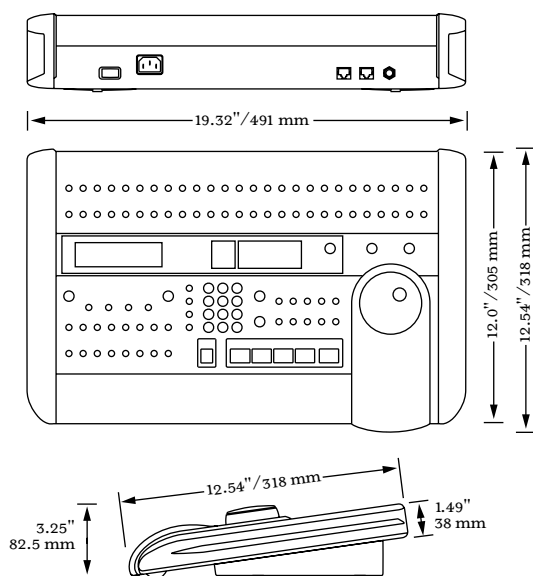
SILLY MANDATORY LETTERING

about not opening the Remote 48 and sticking your tongue on the transformer mains.

TO HDR or MDR24/96 via RJ45/Cat5 jacks and cabling.

FOOT SWITCH JACK for punch-ins via gravity-assisted chiropodal manipulation.

A truly professional remote for an equally professional hard disk recorder.



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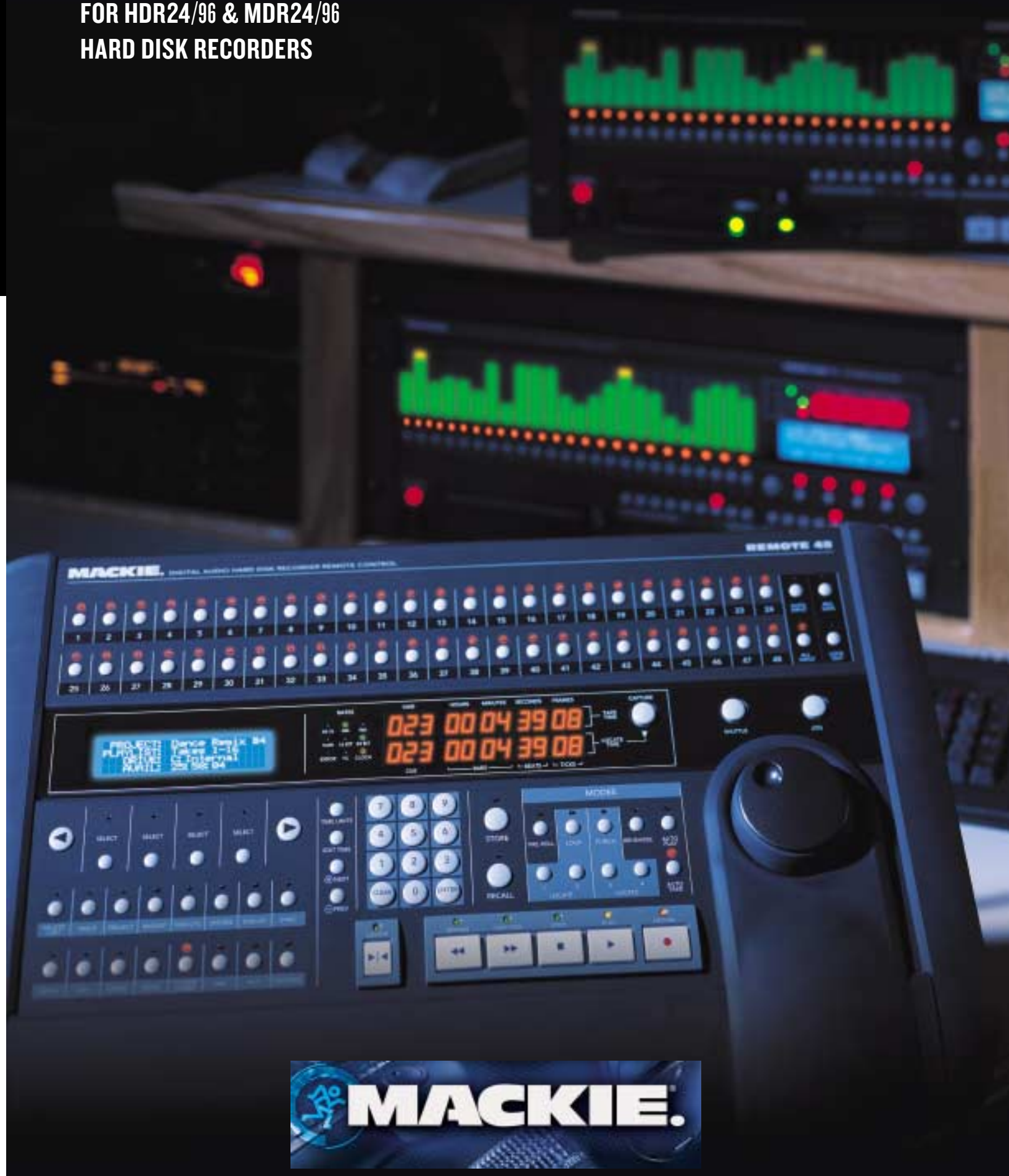
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REMOTE 48 CONTROLLER

professional recording tools

FOR HDR24/96 & MDR24/96
HARD DISK RECORDERS



REMOTE 48 CONTROLLER

hands-on creativity

Professional hard disk recorders require professional remotes. But we went far beyond just transport controls and record arm buttons when we designed our Remote 48. It fully duplicates the entire front panel of our HDR24/96 Recorder/Editor and MDR24/96 Recorder — including LCD and LED displays, all function buttons and entry keypad.

In fact, the Remote 48 adds features including a weighted jog/shuttle wheel, additional Locate Time display, IO keypad and more.

Use the Remote 48 to control two HDR24/96s or two Mackie MDR24/96s or one of both. When connected to an HDR24/96, the Remote 48 controller is fully interactive with our recorder/editor's SVGA graphic user interface.



MACKIE.



CUE number display shows the number of the Cue that was last entered, Stored, or Recalled and also displays the names of other stored values (Pre Roll, Loop length, Auto Punch, Numbered Locates, or Last Play position) during Recall.

RATES. Status LEDs show Sample Rate (44.1, 48 or 96kHz), Bit Depth (16 or 24 bits) Sample Clock, and Time Code status information.

LCD DISPLAY (identical to the ones on the front panels of the MDR24/96 and HDR24/96).

TIME UNITS button toggles the Time Units between SMPTE and BBT on the Remote 48 and MDR/HDR24/96 front panels.

EDIT TIME lets you edit specific fields within the Locate Time display. Pressing Edit Time once selects the Frames/Ticks field, a second time the Seconds/Beats field, etc.

+NEXT AND -PREV increment/decrement Locate Time field values in Edit Time operations, act as math operators in time code calculator operations, and call up the next/previous Cue in the Cue List in specific Recall and Store operations.

PAGE LEFT AND PAGE RIGHT buttons navigate between different pages in the current LCD display menu. Menus that contain more than one page display a '←' or '→' in the upper left or upper right corner to indicate which direction you can page to find more choices within that menu.

SELECT buttons are softkeys that select the function described directly above them in the LCD display.

SYSTEM CONTROL BUTTONS access LCD display menus such as the Track, Project, Backup, Disk Util, System, Digi I/O, and Sync menus.

LOCATE causes the Transport to jump to the time displayed in the Locate Time window. The Locate LED lights whenever the recorder is Stopped at the Locate Time.

NUMERIC KEYPAD enters time values or Cue numbers into the Locate Time or Cue displays.

CLEAR deletes the last value entered into the Locate Time or Cue number display by shifting all of the numbers right by one character. Pressing Clear after the last character is deleted Cancels the operation and restores the previous Locate Time value.

ENTER terminates the entry of a string of numbers when entering a time in the Locate Time display, and completes Time Entry, new Cue and Cue Store operations.

STORE copies the value of the Locate Time or Tape Time displays into Cues, Numbered Locates, Pre-Roll time, and Loop and Punch lengths.

RECORD READY BUTTONS for tracks 1-48.

CAPTURE copies the instantaneous value of Tape Time into the Locate Time.

TAPE TIME always shows the current position of the MDR/HDR/96 "play head" (Current Time), and is the same as the Current Time displays on the recorder front panels.

LOCATE TIME displays the time that the Transport will locate to when the Locate button is pressed, and acts as a scratchpad or working display from which you can view stored time values, manually enter and Store specific times to these values, or display the result of time code addition/subtraction operations.

RECORD SAFE disarms all tracks and disables all recording controls. When enabled, Record Safe prevents you from arming tracks and entering record.

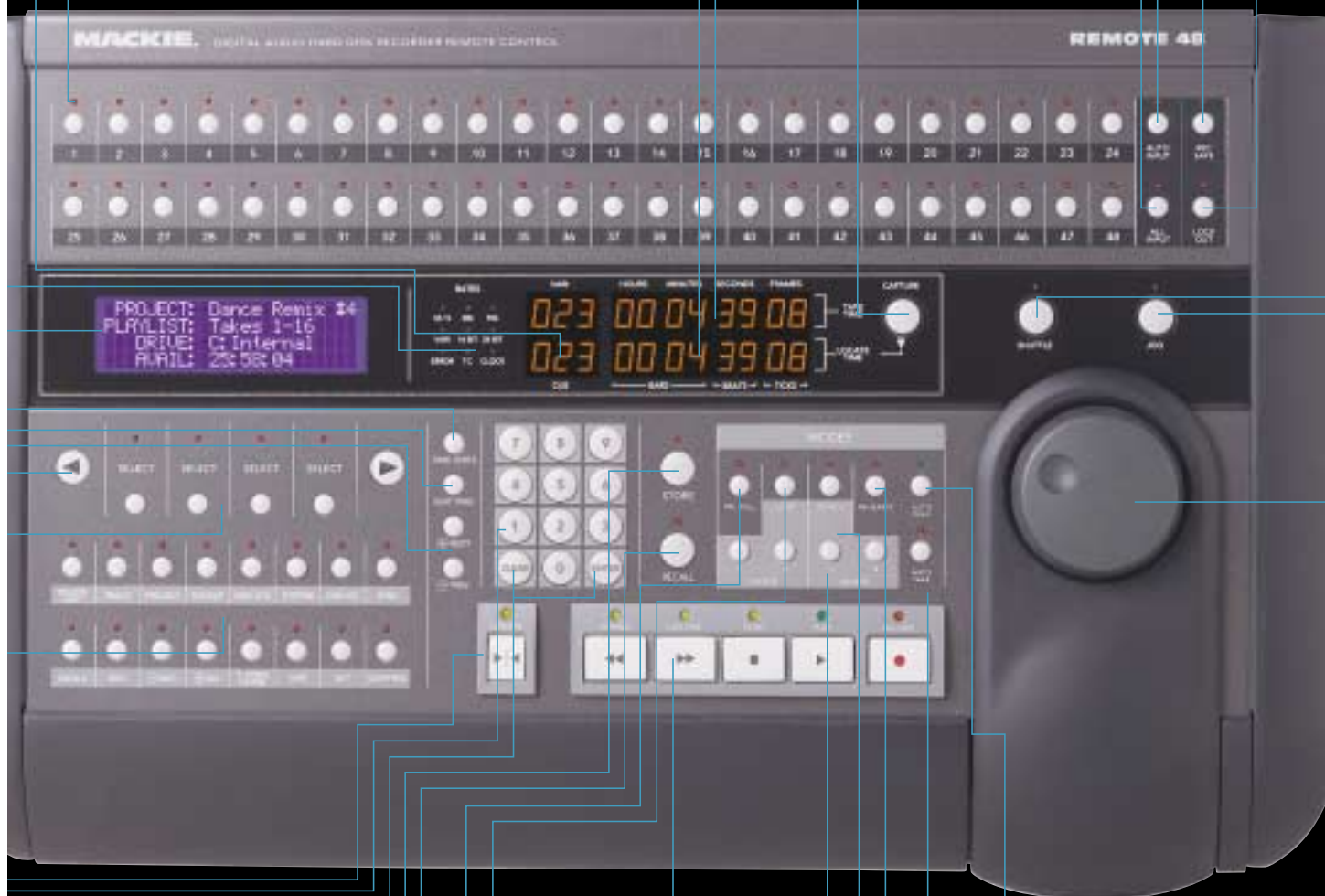
AUTO INPUT is used for recording, and affects only armed tracks. When Auto Input is On, all armed tracks monitor their inputs except in Play, where tape playback is monitored. When Off, armed tracks always monitor their inputs.

ALL INPUT is most often used for rehearsal and level setting. When All Input is On, both armed and unarmed tracks monitor their inputs, and Auto Input has no effect. When All Input is Off, output monitoring is determined by Auto Input.

JOG gives precise control over Transport cueing by playing audio both forwards and backwards at non real-time speeds in proportion to how the Wheel is rotated. Jog play speed varies continuously between 0x and 1x of normal play speed.

SHUTTLE allows you to play audio both forwards and backwards at non real-time speeds in proportion to how far the Wheel is rotated. Shuttle play speed is quantized to 1/32, 1/16, 1/8, 1/4, 1/2, 1x, and 2x the normal play speed.

LOCK OUT disables user input from all software and hardware controls while allowing the HDR/MDR24/96 to otherwise operate normally.



RECALL calls up the time of stored values into the Locate Time display (Cues, Numbered Locates, Pre Roll time, Loop and Punch Lengths, last Play position).

PREROLL is the amount of time by which the transport location is offset when jumping to a Cue or LOC point.

LOOP repeats playback between Loop Start and the Loop End points (Locates 1 and 2). Punch and Loop, and Auto Take can be used together to looped auto punch operations.

TRANSPORT CONTROLS: Rewind, Fast FWD, Stop, Play, Record.

NUMBERED LOCATE POINTS. sends the Transports immediately to the time set for that point.

PUNCH automatically punches into Record at the punch in point, and punches out of Record at the punch out point.

REHEARSE allows you to practice punching without recording anything to disk, and automatically stores the punch points to the Auto Punch in and out points.

AUTOPLAY automatically starts Playback when you've jumped to LOC or Cue point.

AUTO TAKE automatically increments the active Virtual Take of all armed Tracks at the beginning of each record pass.

JOG/SHUTTLE/DATA WHEEL is used for data entry in certain Autolocator operations, such as scrolling through the Cue List or changing time values in edit time operations, in addition to controlling Jog and Shuttle motion.