
First Recording

Apply power

Connect the AC power adaptor to your HD-P2; turn it ON by momentarily pressing the spring-loaded power switch. The HD-P2 will power up immediately. The HD-P2's operating system is stored in internal memory, not the CF card, so you can turn on the HD-P2 without a CF card inserted.

Adjust the Display

Press the **DISPLAY** key. Turn the **DATA** wheel to adjust Contrast for optimal viewing. Press the **DISPLAY** key again. Turn the **DATA** wheel to adjust Brightness. Press the **CANCEL** key to end adjustments. These settings are remembered when the unit is power cycled.

Insert Media

Insert a media card into the media slot. The HD-P2 will ask if you would like to format the media. If this is the first time the media has been used with the HD-P2 (and it has no other data you wish to keep) press the **SELECT** key to format the media. Once formatting is complete the HD-P2 will make a default project (PROJ0001) and return to the main screen.

Record Audio

Flip the **LEFT INPUT** and **RIGHT INPUT** switches (top of unit) to **MIC**. Set the **MIC** switch to **INT**. Press the **PAUSE** key to enter Monitor mode and while speaking into the Microphone adjust the input Levels using the on-screen meters. Press the **REC** key and speak into the microphone for a short test. Press the **STOP** key when you are done.

Play Audio

Return to the beginning of the audio you just recorded by pressing the **STOP+REW** or **LOCATE** **◀◀** key. Press the **PLAY** key. Adjust the Monitor (Headset) level control to hear the audio in the speaker, or headset if one is plugged in. Note that connecting a headset disables the built-in speaker.

Create a New Project

1. Hold the **MENU** key and press the **PROJECT** key
2. Use the **DATA** wheel to scroll to **Create New Project**
3. Press the **SELECT** key
4. Use the **DATA** wheel to scroll to **Use Default Template**
5. Press the **SELECT** key
6. Press the **SELECT** key again to confirm (or wait two seconds)

Load A Project

1. Hold the **MENU** key and press the **PROJECT** key
2. Use the **DATA** wheel to scroll to the project to be loaded
3. Press the **SELECT** key
4. Load Project should already be selected
5. Press the **SELECT** key

Delete A Project

1. Hold the **MENU** key and press the **PROJECT** key
2. Use the **DATA** wheel to scroll to the project to be deleted
3. Press the **SELECT** key
4. Use the **DATA** wheel to scroll to **Delete**
5. Press the **SELECT** key
6. Press the **SELECT** key again to confirm this action cannot be undone

Rename A Project

1. Press the **MENU** key
2. Use the **DATA** wheel to scroll to **Project Menu** (this references the currently loaded project)
3. Press the **SELECT** key
4. Use the **DATA** wheel to scroll to **Rename**
5. Press the **SELECT** key to enter the naming interface

Set Up Default Project Settings

1. Press the **MENU** key
2. Use the **DATA** wheel to scroll to *System Menu*
3. Press the **SELECT** key
4. Use the **DATA** wheel to scroll to *Default Project Settings*
5. Press the **SELECT** key
6. Use the **DATA** wheel to scroll to the desired setting to change
7. Press the **SELECT** key, change the setting, press the **SELECT** key again
8. Repeat Step 7 for all desired settings

NOTE

All newly created projects will use these settings unless a user defined project template is used.

Set Up Project Templates

1. Press the **MENU** key
2. Use the **DATA** wheel to scroll to *Project Menu*
3. Press the **SELECT** key
4. Use the **DATA** wheel to scroll to *Save as Project Template*
5. Press the **SELECT** key
6. Name your project template and Save

NOTE

- This will save the system settings (excluding recorded audio and markers) of the currently loaded project as a project template.
- A list of currently available project templates is available under the System Menu where they can be renamed or deleted.

Input Settings

This is a two part operation consisting of top panel switch settings and menu settings.

Top Panel

- Set the **LEFT INPUT** and **RIGHT INPUT** switches to **LINE** or **MIC**. When set to **LINE**, the HD-P2 accepts analog input from the appropriate RCA jack. When set to **MIC**, the HD-P2 accepts analog input from the appropriate XLR jack. Note that one side (Left or Right) can accept input from only one analog source at a time. These settings for Left and Right are independent of each other.
- Set the **MIC** switch to **INT** to use the built-in mono microphone or **EXT** to use microphones connected to the XLR inputs.
- Enable **PHANTOM** if microphones are connected to the XLR inputs that require phantom power.
- Enable the **LEFT** and/or **RIGHT -20dB PAD** if recording from a particularly loud source. This is only for the XLR inputs.
- Enable **LOW CUT** if there is undesirable low frequency energy present such as traffic or air conditioning rumble. This introduces an analog filter at 100Hz.
- Enable **LIMITER** to protect against unexpected transients from overloading the D/A converters. The **STEREO LINK** switch, when enabled, causes the limiter to engage on both channels when only one channel receives loud input. Otherwise loud input on one channel will not trigger the limiter on the other channel.

Menus

The Left/Right input source can be selected between Analog and S/PDIF. This setting cannot be made independently for the Left & Right channels. There are two places where this setting can be selected:

1. **Within the currently loaded project's Settings menu:**

Main Menu > Project Menu > Settings > Input Source

Changes the setting for the currently loaded project

2. Within Default Project Settings

Main Menu > System Menu > Default Project Settings > Input Source

This setting will be used for new projects unless a user defined project template is used.

Setting The Clock Source

There are two places where this setting can be selected:

1. Within the currently loaded project's Settings menu:

Main Menu > Project Menu > Settings > Clock Source

Changes the setting for the currently loaded project

2. Within Default Project Settings

Main Menu > System Menu > Default Project Settings > Clock Source

This setting will be used for new projects unless a user defined project template is used.

Enabling Time Code Chase

This is a two part operation consisting of a front panel key setting and menu settings.

Menus

There are two places where this setting can be selected:

1. Within the currently loaded project's Settings menu:

Main Menu > Project Menu > Settings > Timecode

Enables/disables time code functionality for the currently loaded project

Main Menu > Project Menu > Settings > Timecode Settings

The previous menu (Timecode) must be enabled to use this menu to change timecode settings for the currently loaded project.

2. Within Default Project Settings

Main Menu > System Menu > Default Project Settings > Timecode

This setting will be used for new projects unless a user defined project template is used.

Main Menu > System Menu > Default Project Settings > Timecode Settings

Settings here may be made whether or not Timecode is enabled in the previous menu.

Front Panel

When Timecode is enabled in the project, pressing the **TIME CODE** key (LED illuminates) sets the HD-P2 ready to chase incoming timecode according to the timecode settings of the project.

Immediate Record

Go to **Main Menu > System Menu > Immediate Record** to change this setting. When enabled, recording is started simply by pressing the **REC** key. When disabled, pressing the **REC** key puts the HD-P2 into Input Monitor / Record Ready (press the **REC** key again or the **PLAY** key to start recording).

Reformat Media

Go to **Main Menu > System Menu > Media Management > Reformat Media**.

WARNING

This will destroy all data on the inserted media. Be sure to back up the data before reformatting.

Transport & Markers

Transport Functions

STOP+REW locates to the beginning of recorded audio.

STOP+F FWD locates to the end of recorded audio.

RETAKE

After a record pass, pressing the **RETAKE** key will move audio files created on that record pass to the trash and locate the transport to where that record pass began. This is a quick way to undo and set up for another take in one action.

Auto Append

When enabled, this option automatically locates the transport to the end of recorded audio before recording new audio. Please note that this is not applicable during when timecode chase is enabled.

Markers

1. Press the **MARKER** key to place a locate marker at the current location. Markers can be placed in any transport mode.
2. Press the **◀◀** (LOCATE) key to locate to the previous marker.
3. Press the **▶▶** (LOCATE) key to locate to the next marker.
4. Hold the **MENU** key and press the **LOCATE** **◀◀/▶▶** keys to display a list of the current project's markers.

FireWire Dock

Dock the HD-P2

1. Connect the **HD-P2** to a **WinXP** or **OSX 10.3+** computer with the supplied **FireWire** cable.
2. If this is the first time it's been connected, the computer may need a moment to recognize the device.
3. Go to **Main Menu > FireWire Dock**

NOTE

The media inserted into the **HD-P2** becomes available to the computer as a drive.

Undock the HD-P2

To prevent data loss and/or data corruption, the **HD-P2** must be Undocked before disconnecting it from a computer.

Windows

- Right-click the drive icon representing the **HD-P2**'s media and choose **Eject**.

NOTE

This does not unmount the media from the **HD-P2** itself. Unmounting the media from the **HD-P2** must be done on the **HD-P2**.

- Before disconnecting **HD-P2** from the computer, click on the "Safely Remove Hardware" icon in the System tray and select the **TASCAM HDP2** device.

OSX 10.3+

- Drag the drive icon representing the **HD-P2** to the trash or use the **Eject** button next to the drive icon in the **Finder**'s drive tree.

NOTE

This does not unmount the media from the **HD-P2** itself. Unmounting the media from the **HD-P2** must be done on the **HD-P2**.

- There is no further action needed to disconnect the **HD-P2**.