

Advanced Functions

Using Auto Punch, Loop Mode & Virtual Tracks

Auto Punch, Loop Mode and Virtual Track functions are separate operations, however they are very powerful when used together so they will be covered together in this section.

Using Auto Punch

Auto Punch mode is used for automating record/rehearse punching. There are times, when operating the MX-2424 alone, when it is helpful to have the machine automatically perform transport functions and record/rehearse punching. This allows the operator to play a musical instrument while the MX-2424 executes a punch and will allow manually performed punches to be repeated automatically.

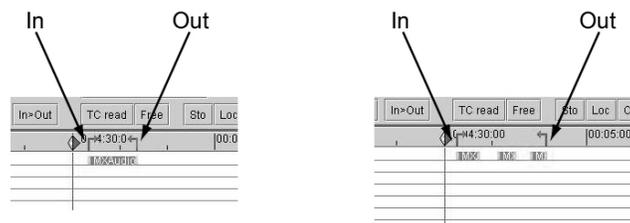
The Auto Punch function uses the Edit In and Out points to determine the punch in and out points for recording/rehearsal. There are three ways to set the In and Out points:

Direct Entry: A time code value can be entered with the **NUMERIC KEYS [17]** then stored to the In or Out location by pressing **STORE [20]** then **IN [30,69]** or **OUT [31,70]**.

Capture: In and Out points may be captured “on the fly” with the transport running or with the transport stopped. Press **CAPT [16,71]** to capture the time code value in the top line of the **LCD [18]**, which is the current location of the play head, into the bottom line of the **LCD [18]**. With the **CAPT LED** flashing press **IN [30,69]** or **OUT [31,70]** to store the captured value to the In or Out location. Note that the time code value is captured at the time the **CAPT [16,71]** button is pressed. **CAPT [16, 71]** may be pressed repeatedly, continually updating the captured value until a target is determined.

Automatic: Every time a punch is manually performed the In and Out points are automatically updated by the MX-2424 to match the most recently executed punch. When a single record operation is performed during a pass the In and Out points are placed at the beginning and the end of the newly recorded audio event when the transport is stopped. When multiple record operations are performed during a single pass the In and Out points are placed at the beginning of the first newly recorded audio event and the end of the last newly recorded audio event when the transport is stopped. The screen shots below from ViewNet illustrate this.

Automatic Edit Point Update



Single Record Operation

Multiple Record Operations

Press **SHIFT [19]** then **REC [37]** or **REH [36]** to enable Auto Record or Auto Rehearse mode. When the MX-2424 is enabled for Auto Record/Rehearse the **REC/REH LED** will flash to indicate that when the transport is engaged a record/rehearse operation will be executed at the current In/Out points. To cancel Auto Record/Rehearse mode press the **REC [37]** or **REH [36]** button again and the LED will stop flashing indicating that Auto Punch mode has been disabled.

Using Loop Mode

There are three Loop Modes determined by Menu 210 as described below:

| | |
|-----------------------------|---|
| <i>Play Repeatedly</i> | This setting will cause the MX-2424 to play from the In point (with Pre-Roll) through the Out point (with Post-Roll) repeatedly until the STOP key {34} is pressed. (This is the default setting.) |
| <i>Play Once & Cue</i> | This setting will cause the MX-2424 to play from the In point (with Pre-Roll) through the Out point (with Post-Roll), then locate back to the In point (with Pre-Roll) and stop, disengaging the LOOP key. |
| <i>Play Once & Stop</i> | This setting will cause the MX-2424 to play from the In point (with Pre-Roll) through the Out point (with Post-Roll) and stop, disengaging the LOOP key. |

Once the desired Loop Mode is set in Menu 210, Loop Mode may be used as described below:

From the MX-2424:

Press **LOOP [26]** to immediately initiate the Loop operation as set in Menu 210 relative to the In and Out points. To cancel Loop mode press **STOP [34]**.

It is also possible to cancel Loop mode on the fly by pressing PLAY. In this case LOOP will be disengaged and the transport will continue playing. If the MX-2424 is recording then pressing PLAY will also punch out.

From the RC-2424:

Press **LOOP [74]** to immediately initiate the Loop operation as set in Menu 210 relative to the In and Out points on the MX-2424 currently selected by the **MACHINE SELECT [72]** keys.

To cancel Loop mode press **STOP [34]**.

It is also possible to cancel Loop mode on the fly by pressing PLAY. In this case LOOP will be disengaged and the transport will continue playing. If the MX-2424 is recording then pressing PLAY will also punch out.

(NOTE: The MX-2424 will not loop over “midnight” {time code location 00:00:00:00} including Pre/Post Roll. If it is necessary to use 00:00:00:00 as the In point of a Loop operation then the pre-roll will have to be set to zero.)

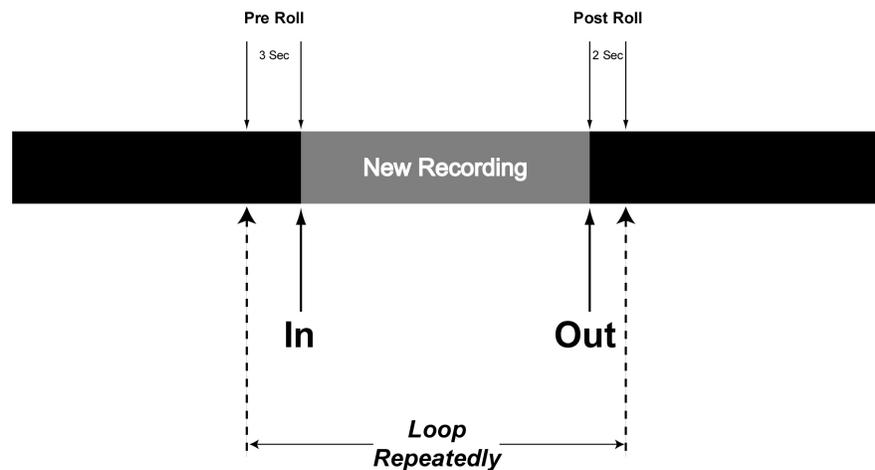
Using Auto Punch with Loop Mode

If the MX-2424 is set to perform an Auto Record/Rehearse and Loop Mode is engaged then the Auto Punch will be executed at the In and Out points during the Loop operation. When used in this way the MX-2424 will function as described below for the three possible settings of Menu 210.

Play Repeatedly

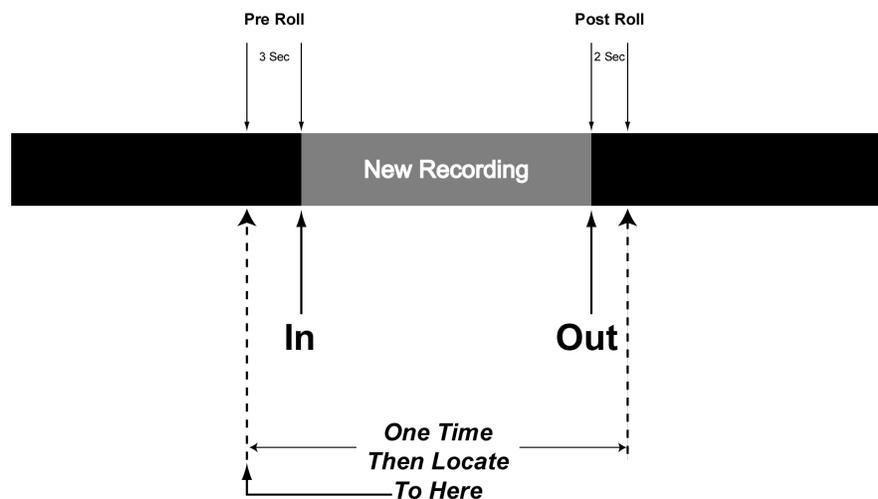
This setting will cause the MX-2424 to play from the In point (minus Pre-Roll), punch in at the In point, punch out at the Out point and continue playing for the amount of time set as Post Roll then repeat until **STOP [34]** is pressed or Loop Mode is cancelled. (This is the default setting.)

If recording in Non-Destructive mode recording passes may be undone with the **UNDO [12]** button. NOTE: No Undo is available when recording in TapeMode.



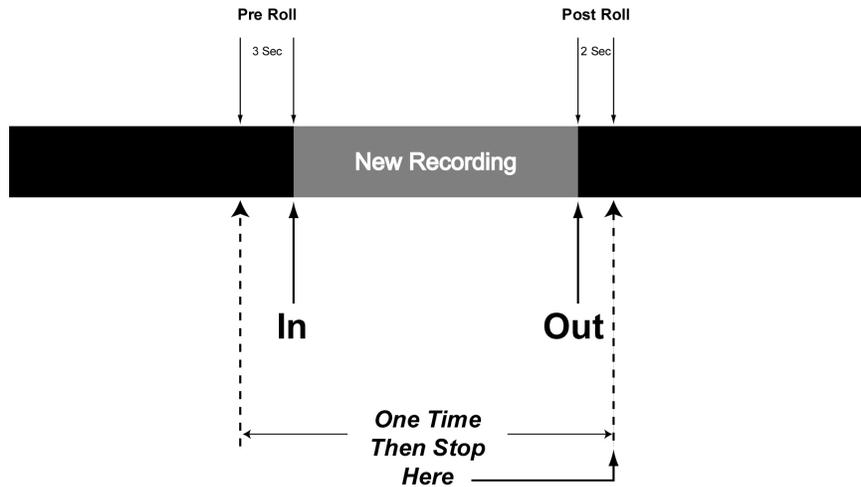
Play Once & Cue

This setting will cause the MX-2424 to play from the In point (minus Pre-Roll), punch in at the In point, punch out at the Out point and continue playing for the amount of time set as Post Roll then locate back to the In point (minus Pre-Roll) and stop, disengaging Loop Mode. (This is similar in operation to a TASCAM DTRS machine.)



Play Once & Stop

This setting will cause the MX-2424 to play from the In point (minus Pre-Roll), punch in at the In point, punch out at the Out point and continue playing for the amount of time set as Post Roll then stop, disengaging Loop Mode.



When using Loop Mode in combination with Auto Punch it is possible to cancel the Loop operation on the fly by pressing REC/REH or by holding REC/REH and pressing PLAY (as determined in Menu 202). When Loop Mode is cancelled in this way during an Auto Record operation the MX-2424 will continue to record until manually punched out.

Using and Managing Virtual Tracks

Virtual Track Overview

The MX-2424 is capable of up to 999 Tracks per project. 24 of those tracks can be played back at once. This allows up to 975 virtual tracks to be utilized/stored in a project for alternate takes, work tracks, etc. The process of managing these Virtual Tracks is called loading and unloading. Only one track may be loaded at a time per playback track.

24 Physical Tracks "Loaded" for playback

| | | | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 |
|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|

975 Virtual Tracks "Unloaded"

*Any of these virtual tracks can be loaded into any of the 24 physical tracks for playback.
Use these tracks for Alternate Takes, Work Tracks for layering of sounds,
different lyrics on a vocal track, etc.*

Unloading a track removes it from the Physical Track location where it is played back by the MX-2424 while leaving the audio file(s) on the hard drive. Loading a track places it into the specified Physical Track location for playback. When operating in non-destructive record mode there may be many audio files associated with a single track. When operating in TapeMode there is only one audio file per track.

Manually Unloading Tracks

To select a track for unloading, press **VIEW [46]** then use the **UP/DOWN [41,43]** arrow keys, **SCRUB [42]** wheel or the **Individual Track Selection Keys [4]** to choose a track. The SEL indicator will be flashing on the selected track. Press **<SHIFT> [19]** then **VIEW<UNLOAD> [46]** to unload the selected track. Track selection will automatically advance to the next track. There is no UNDO for the track unloading operation.

Loading Tracks

To Load a Virtual Track into a Physical Track location for playback:

1. From the normal time code display in the **LCD [18]** press **PROJ [45]** twice.
2. Use the **UP/DOWN Arrow [41,43]** buttons to select the project that contains the virtual track that is to be loaded.
3. With the desired project displayed in the **LCD [18]** Press **PROJ [45]**.
4. Use the **UP/DOWN Arrow [41,43]** buttons or the **SCRUB Wheel [42]** to select the virtual track to be loaded. The name of the virtual track will be displayed in the lower half of the **LCD [18]**.
5. Use the triangular **Track Select Keys [4]** to select the Physical track to load the Virtual track into. The name of the Physical playback track will be displayed in the upper half of the **LCD [18]**.
6. Press **YES [20]**.

Moving Tracks

To move a track from one physical playback location (1-24) to another:

1. From the normal time code display in the **LCD [18]** press **PROJ [45]** twice.
2. Use the **UP/DOWN Arrow [41,43]** buttons to select the project that contains the track that is to be moved.
3. With the desired project displayed in the **LCD [18]** Press **PROJ [45]**.
4. Use the **UP/DOWN Arrow [41,43]** buttons or the **SCRUB Wheel [42]** to select the track to be moved. The name of the track will be displayed in the lower half of the **LCD [18]**.
5. Use the triangular **Track Select Keys [4]** to select the destination track. The name of the destination track will be displayed in the upper half of the **LCD [18]**.
6. Press **YES [20]**.

Renaming Tracks

1. Press **PROJ [45]**
2. Press the **UP** or **DOWN Arrow [41,43]** button until *Rename* is displayed in the **LCD [18]**
3. Press **PROJ [45]**
4. Press the **UP** or **DOWN Arrow [41,43]** button until the name of the project is displayed that contains the track to be renamed.
5. Press **PROJ [45]**
6. Use the **UP/DOWN Arrow [41,43]** buttons to select the track to be renamed.
7. Press **YES [20]**
8. Press **TRIM [40]**
9. Use the **SHTL Ring [42]** to move the cursor under the character to be changed and the **UP/DOWN Arrow [41,43]** buttons or **SCRUB Dial [42]** to change the character
10. Press **YES [20]** when finished and **YES [20]** again to confirm
11. Press **CLEAR [15]** before renaming another track.

211

Loop Record

This Menu allows automatic creation of virtual tracks when a record operation is performed. The **STOP [34]** key can be pressed at any time to immediately cancel any recording or Loop operation. (Default setting is OFF.)

Auto Unload On/Off

This setting will create a new virtual track each time a Loop/Auto Record operation takes place. Each new track created will maintain the same track name while increasing the track's numerical extension one number for each new recording. This is done by unloading the track last recorded on before recording a new one. Once an audio file is unloaded it becomes a virtual track and can then be loaded into any physical track on the MX-2424. (NOTE: If using this function in Non-Destructive Record Mode all audio events on a track will be unloaded along with the newly recorded section before recording the next virtual track. In this case it will be necessary to load the original track along with all the virtual tracks for comparison/editing when virtual tracking is completed.)

(NOTE: The Record w/Unload function only works when used with Auto Record and Loop Mode together. This function does not work with Auto Record alone or manual punching.)

It may be helpful when creating Virtual tracks automatically in this way to make a copy of the original track then clear the section to be recorded as shown in the diagram below.

