

# TASCAM

**X-48 Release Notes** – Version 1.01

April 3, 2007

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# Manual Update

## *Manual Addendums*

### Supported Optical Media

Supported:

DVD-R	Read/Write
DVD-RW	Read/Write/Rewrite
DVD+R	Read/Write
DVD+RW	Read/Write

Not Supported:

DVD+RW rewrite  
Dual Layer media

### Clock Channels

Following are valid digital inputs for receiving digital audio clock:

Built-in TDIF	Port1 (Channels 1-8)
IF-AE24(X)	Slot 1 (Channels 1&2) or Slot 2 (Channels 25&26)
IF-AD24(X)	Slot 1 (Channels 1&2) or Slot 2 (Channels 25&26)

### Mounting FireWire Drives

To mount a FireWire drive, it must be powered off when connected to the X-48. It will then mount when powered on. Once unmounted, it has to be powered off then on again to mount again.

### OSX Networking Requirements

To connect via Ethernet to a Mac, the Mac must be running OSX 10.4.0 or higher.

### Booting the X-48

When booting the X-48, do not leave a USB flash drive connected. If that occurs:

1. Press F1 To Continue when prompted
2. Remove the USB flash drive
  - It may be necessary for the machine to be booted a few times without a USB flash drive to clear the condition.

## **Project Transfer: MX-2424 to X-48**

1. On the X-48, export the project to OpenTL
2. Transfer the project to a computer that has MX-2424 SCSI compatibility. This can be done via Ethernet, via USB flash drive, via FireWire drive or by burning the project to DVD.
3. Copy the project to an MX-2424 compatible SCSI drive which was formatted as FAT-32 on an MX-2424.
  - a. The project folder should be copied into the TL\_Projects folder.
4. Move the SCSI drive to an MX-2424 and open the project.

## **Theater Play Mode**

The X-48 can be set to a special mode where it steps through location points as a series of "cues". This can be useful when triggering material and sound effects for Theater, Radio Stations, etc.

To enter this mode, select Theater Play as the Control Mode in either the LCD or VGA user interface.

In this mode, it is possible to play and navigate through a series of "cues". Each cue is defined by the times contained in a pair of memory locations. Cue number 1 starts at the time in Memory location #00, and finishes at the time specified by Memory #01. Cue #2 goes from Memory #02 to Memory #03, and so on.

The desired locate points must already exist in the project before using Theatre Play mode.

To begin, select "Theatre Play" mode then load the appropriate project (with the desired locate points already stored within that project). Theatre Play mode may be selected after loading the desired project.

These actions will result in the X-48 locating automatically to the start of the first cue, the location contained in Memory #00. The project must contain an even number of memory locations, ie. #00 through #07 (#00 counts as one). If the project contains an odd number of memory locations, the transport will not move beyond the last one.

Pressing PLAY will cause the X-48 to play from the start of the first cue (Memory #00) to its end (Memory #01), and then immediately locate to the beginning of the next cue and stop, (Memory #02) awaiting another Play command.

When a footswitch is inserted into the back panel "Footswitch" jack, each cue can be triggered, one at a time, by pressing on the footswitch. In other words, in "Theatre Play" mode, a footswitch is another PLAY key.

## **BUSY Indications**

When the front panel BUSY LED is illuminated and/or the VGA cursor is shown as an hourglass, the X-48 is processing CPU or disk intensive operations. During this time, important operations such as Save should not be performed.

## **Removing The Top Panel**

When removing the X-48's top panel to install optional I/O cards (Owner's Manual Pages 13 & 14), please note that the top panel screws are not all the same. The center and rear top panel screws are different from the four corner screws. Set them aside separately to be replaced in their same positions to avoid stripping the screw holes or screws.

## **ADR Mode**

When in ADR Mode, the front panel Auto Input LED will flash. It is possible to disable ADR Mode by pressing the front panel Auto Input key, but it is only possible to enable ADR Mode from the LCD or VGA interfaces.

## **Chase Freewheel**

An Infinite setting as available as a Chase Freewheel choice to allow the X-48 to continue to play or record regardless of incoming timecode.

## ***Manual Corrections***

### **Typos**

- The Read & Surf section on Page 9 refers to "Quick Start Guide". This should be "Quick Reference Guide".
- Item #8 on Page 12 incorrectly omitted Tri Level sync in addition to the stated blackburst.
- On Page 37, the paragraph describing Pre/Post Roll is a duplicate of the previous section on Rehearse. The Pre/Post Roll description should be:  
Pre Roll and Post Roll are used during Loop and Auto Punch operations to have the specified amount of transport motion before the In point and/or after the Out point.
- On Page 52, the paragraph describing Audio File Naming may be confusing. It should be:  
The X-48 can auto-name new audio files either based on the project name or the track name. This setting can only be changed from the GUI. Since there are no track names visible when using the LCD, it defaults to naming audio files based on the project name.
- On Page 59, the paragraph under DSP View describing the Track section refers to an Input Routing pulldown that does not exist in this location. The Input Routing pulldown is per-track in the Track View.
- Page 19 of the X-48 Owner's Manual incorrectly refers to the pre-installed version of TASCAM Mixer Companion software as 1.30. X-48 Version 1.00 includes Version 1.50 of TASCAM Mixer Companion.

## **Backup**

1. On page 35 of the Owner's Manual, it incorrectly states that data may be backed up to a network. The only valid backup destinations are optical media and hard drive.
2. Only one project may be backed up at a time.

## **Installing Plug-Ins**

On page 61 of the Owner's Manual, the plug-in installation instructions are incomplete. Please follow the steps below:

1. Insert the plug-in installer CD
  - a. You will see the installer CD's AutoRun splash screen
2. Follow the on-screen instructions for installing the plug-in.
  - a. Accept all defaults.
3. The installer may prompt you to restart the X-48
4. Restart and allow the installer to complete its operations
5. Shut down the X-48
6. Insert the iLok dongle
7. Power on the X-48
  - Your plug-ins will be available under the Inserts pulldown menu of the Mixer's DSP view.

Please note that only Waves and Antares AutoTune plug-ins are officially supported at this time.

## **Footswitch Operation**

Pages 12 and 16 describe footswitch usage for general transport control and punching into & out of record. X-48 Version 1.00 footswitch implementation is restricted to issuing Play commands for use with Theater Play mode.

## Version 1.01

### ***Maintenance Items***

- Previously, I/O cards installed would not appear in the I/O tab of the Settings window, even though the I/O cards were functional. This has been corrected.
- Previously, the OL indicator time out was not functional. This has been corrected.

## Known Issues

### ***Misc***

- The US-2400's Scrub/Shuttle wheel is not currently compatible with the X-48's transport engine.
- 4X sample rates (ie. 192k) are not supported
- Closed Loop MMC (MIDI Machine Control) is not supported in Version 1.00. Open Loop MMC may be used in place of Closed Loop MMC.
- The X-48's front panel DISK LED illuminates based on audio record/playback. It will not illuminate during drive to drive copy or network operations.
- Stereo Aux Returns cannot be unlocked for dual mono operation.
- When installed in the X-48, an IF-AD24(X) does not support S/MUX functionality.
- Using the Consolidate command under the Edit menu is not supported on selected time lengths greater than eight hours.
- The X-48 software does not support re-naming of the network Computer Name.
- Project names that contain a period "." will not display correctly in the front panel LCD.
- It is not possible to disable Track Key Punch.
- The I/O Operating Level should be set to 20dB when doing digital transfers from the X-48 to ensure correct transfer level.
- After unmounting an external drive, the LCD will go blank. Press a front panel shortcut key, such as SYNC, then CLEAR/HOME to return the LCD to normal operation.
- The 24.975 video reference rate is untested.
- Dual line output from the IF-AE24(X) at 2X sample rates is not supported.
- X-48 Version 1.00 supports 1080p Tri Level Sync. It does not support 720p Tri Level Sync. 1080i is untested.
- Destructive mode attempts to estimate the amount of disk space needed to record and consolidate the audio files any time the machine enters record. This process contains some conservative assumptions which may produce overly large estimates resulting in not enough disk space. Please ensure you have plenty of disk space before doing heavy punching into a destructive mode project.

## ***Import / Export***

- OpenTL project exports from Apple Logic Pro do not import into the X-48 since the referenced audio files are Sound Designer II.
- OpenTL project exports from Nuendo 3 may not import into the X-48.
- OpenTL project exports from the X-48 cannot be opened in Steinberg's Nuendo. Use AAF instead.
- An OpenTL project created on an MX-2424 then imported into an X-48 does not properly export to a Pro Tools compatible AAF. Projects that originate on the X-48 are not affected.
- AAF exports that result in destination audio file sizes greater than 2GB are not supported.
- Please ensure that you have enough disk space for exporting a project. If there is not enough disk space, the export will be incomplete.
- If an error occurs while importing a project, causing the error dialog to appear, the mouse cannot be used to dismiss the error dialog. The workaround is to press ESC.
- OpenTL volume automation is not supported.
- Only the currently open project may be exported to OpenTL or AAF.
- A progress bar is not shown during an OpenTL export.
- Some .wav files may not import from CD or DVD. The workaround is to copy them to the internal hard drive using File Manager and import them to the project from there.