AKAI DIGITAL

RE32

MULTITRACK REMOTE CONTROLLER

Version 1.01 Addendum

Operator's Manual

WARNING

To prevent fire or shock hazard, do not expose this appliance to rain or moisture.

000306 Printed in Japan

TABLE OF CONTENTS

SUMMARY 1
OPERATING SYSTEM UPDATES 2
MULTI-MACHINE SYNCHRONISATION 4
NAMING FILES 5
EXPORT PROJECT PAGE 7

SUMMARY

This document describes some changes and additions made to RE32 Version 1.01 software that it was not possible to include in the first printing of the manual. This includes:

- Additional function to allow new RE32 operating system files to be loaded into the RE32's Flash ROM from a Mac HFS format disk connected to one of the Akai DD/DR machines in the system.
- Support for multi-machine transport synchronisation function introduced in DR16pro V3.11 release.
- Ability to enter names from the RE32 without the need for an external PS2 keyboard..
- Access to COMPILE function to allow projects referencing audio on multiple disks to be assembled onto a single 'master' disk.
- Access to EXPORT function to allow projects created in one format (e.g. Akai) to be converted into another format (e.g. Protools).

Please refer to the rest of this document for further information and for details of changes.

OPERATING SYSTEM UPDATES

The RE32 allows new operating system files to be loaded and saved into the unit's Flash ROM from a Mac HFS format disk connected to one of the DD/DR machines in the system.

If you have access to a Macintosh (or a PC with Mac HFS disk mounting software), you can use this function to download new operating system files from the Akai web-site and install them on your RE32.

> ***Note:*** *To use this function, the Mac HFS format disk containing the new RE32 operating system file must be connected to an Akai DD/DR series machine with at least the following (or later) version of software:*
>
> *DD8/DD1500: Version 3.05 or later.*
> *DR16pro: Version 3.11 or later (to use Mac HFS format CD-ROM disks) , or V3.00 (for other types of disk such as hard-disk or MO).*

Operating system files are selected for loading from the DIRECTORY page in DISK UTILITIES. To access this page, press the DISK key followed by DISK UTILS (F5/F6) and select the machine and disk from which you want to load the operating system file.

After selecting a machine and Mac HFS format disk, pressing DIR (F2) on the DISK UTILITIES page will display a screen similar to this:

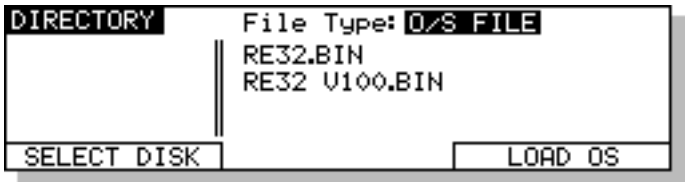
Here, you can see a list of the files on the currently selected disk. There is only one field on this page on the very top line of the LCD:

FILE TYPE — Here you can select the type of file you wish to view. When a Mac HFS format disk is selected, the file type available are OMF FILES, PT3.2, PT 4, PT 24 and O/S FILES.

If there is a long filelist, arrows will appear to the right of the screen to indicate that there are files 'below' or 'above' the screen that you may access.

Pressing SELECT DISK (F1/F2) changes the screen to allow you to select a different disk or machine.

To select a new operating system file for loading, use the DATA +/- keys to select O/S FILE for the FILE TYPE and you will see a screen similar to the following:



Files are selected by using the cursor keys to move around the list and they are highlighted when selected.

> ***Note:*** *The default name for new operating system files for the RE32 is "RE32.BIN". This will be the name of any operating system files downloaded from the Akai web-site.*

After selecting the operating system file you wish to load, press the LOAD O/S soft key (F5/F6). You will receive the prompt:

The EXECUTE key's LED will flash and you should respond accordingly. If you press EXIT, the process will be aborted. If you press EXECUTE, the system will load the selected operating system into the RE32's Flash ROM. The bottom line of the LCD will keep you informed of progress.

WARNING!
Do not switch off the RE32 while the Flash ROM is being erased or programmed.
If you do, the RE32 may not reboot when next powered up.

When the new operating system has been programmed into Flash ROM, a display similar to the following will be shown:

The bottom line of the screen shows a hexadecimal checksum of the Flash ROM's contents (0A18 in the example above) which should match the checksum distributed with the operating system file. Once the software has been correctly loaded, it is necessary turn the RE32 off and then power it back on. It will re-boot with the new version of software you just loaded.

MULTI-MACHINE SYNCHRONISATION

DR16pro Version 3.11 software introduces a new feature that allows multiple machines to be accurately synchronised for playback and recording using internally generated synchronisation signals.

When configured to use this multi-machine synchronisation feature, the SLAVE machines will remain locked to the MASTER machine and will follow any transport commands sent to the MASTER machine (including playback and record as well as locate functions).

When the RE32 is connected to machines configured to use the multi-machine synchronisation feature, all transport commands from the RE32 will automatically be sent to the MASTER machine (the MASTER machine is the machine configured as Machine ID 1 which therefore contains track 1). This allows SLAVE machines to be synchronised internally by the MASTER machine without intervention by the RE32.

> ***NOTE:*** *If the RE32 is used with machines that are not configured to use the Akai multi-machine synchronisation feature, it is your responsibility to ensure that the machines remain synchronised using an alternate method (e.g. LTC timecode). In this case, the RE32 will send transport control commands to every machine in the system.*

NAMING FILES

Although the RE32 has an auto-naming function for naming recordings, projects, etc., sometimes it is necessary to name files yourself. Typically, you will want to name projects, libraries and clips and you may also wish to name edits prior to copying them into the clipboard.

Naming is most easily done from a PS/2 ASCII keyboard connected to the RE32. The computer keyboard is connected to the KEYBOARD input on the rear of the RE32.

When the cursor is placed on a filename and a key is pressed on the PS/2 keyboard, the selected file will be highlighted as shown below ready for editing:

The first character of the name will be highlighted and you may type in a name of up to ten characters.

If you don't have a PS/2 keyboard connected, you can also enter names from the RE32's panel. When the cursor is placed on a filename and the ENT key on the numeric keyboard is pressed, the selected file will be highlighted as shown above ready for editing.

To select characters for the new name, use the DATA +/- keys to cycle though each of the alphanumeric characters available.

To move the cursor to other characters in the name, use the CURSOR ◀ / ▶ keys to move left or right to a new position in the text.

As the LCD prompts you, you must press EXECUTE to complete the naming process. If you change your mind, press EXIT at any time. Pressing EXIT will leave the naming process and revert to the original name.

NOTE: *The following characters are not available when using a PS/2 keyboard:*

£ $ ^ & { } [ ] @ | ~ ‘ + -

The following keys also have no function:

TAB CTRL ALT PAGE UP PAGE DOWN
HOME END F7-F12 PRINT SCREEN SCROLL LOCK

COMPILE PROJECT PAGE

When working with multiple disk drives on a single machine connected to the RE32, you may have the situation where a project is created using audio taken from several of these external drives. During the track laying process, you will probably be playing this audio directly from each of these disks but, ultimately, you may wish to create a 'self contained' master disk that contains all the audio elements used in the project. In other words, you want to 'compile' your project.

The COMPILE function on the RE32 is a special type of save routine and is used to create one 'master' disk for a project to be played from. Without COMPILE, if you were to remove the project disk and try to play it back without the other disk(s) also being on-line, any cues in the project that were created on one of the 'missing' external disk(s) would not be played. COMPILE overcomes this by copying all audio referenced in the project from the appropriate disk(s) onto the one 'master' disk. After the project has been compiled, all cues will play back successfully from this master disk..

The COMPILE function is accessed from the SAVE PROJECT page:

As the COMPILE function works on a specific machine, the COMPILE option (F3/F4) is only shown when a single machine is selected in the TRACKS field. Pressing this soft key will take you to the following page:

The parameters on this page are:

FROM DISK — This parameter selects which disk(s) will be included in the compile process. This can be selected between ALL DISKS and Disk IDs 0 to 6.

TO DISK — This parameter selects the destination disk for the result of the compile process. This can be selected between PROJECT DISK and Disk IDs 0 to 6.

AUDIO HANDLE — The compile process only copies sections of audio that are actually used in the source project to the destination disk. This parameter determines how much extra audio before and after the used audio will also be copied..

To compile a project, press COMPILE (F5/F6). The selected machine will scan the source project, find out which bits of audio are being used and which disks they come from and will copy the relevant pieces of audio across. However, please note that because audio is being copied from the external disk(s), compiling a project can take some time. Exactly how long depends on the amount of audio that needs to be copied. As each piece of audio is copied across, a bar at the bottom of the screen will be highlighted to indicate progress.

When creating projects using clips from external disks, it is recommended to use COMPILE to prevent the possibility of audio becoming separated from the project. However, please note that because you are copying audio across, you will use up more disk space on the 'master' disk so you should make sure you have enough free disk space to allow for this.

EXPORT PROJECT PAGE

The Akai DD/DR series machines are able to convert projects created on one system into files playable on a different system. This function is now accessible from the RE32 on the EXPORT PROJECT page.

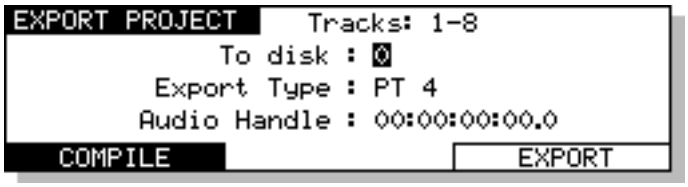
The system is able to export any of the project types supported on the selected machine to either Akai or Protools files. As well as conversion of the project file itself, this process includes conversion of all audio files into a suitable format (e.g. from Akai format referenced by an Akai Project to Sound Designer II files referenced by a Protools Session).

The project to be exported will be the one that is currently loaded into memory. Therefore before using the EXPORT function, you should load the project that you want to export.

To access the EXPORT function, first go to the SAVE PROJECT page and select the machine on which you want to perform the EXPORT function using the TRACKS field.

After selecting a machine, press the COMPILE key (F3/F4). Note that as the COMPILE and EXPORT functions work on a specific machine, the COMPILE key (F3/F4) is only shown when a single machine is selected in the TRACKS field.

The EXPORT PROJECT page is accessed by pressing EXPORT (F1/F2) on the COMPILE PROJECT page:



The parameters on this page are:

TO DISK — This parameter selects the SCSI ID of the disk on which the exported project file and audio files will be created.

NOTE: *The selected drive must have been previously formatted appropriately for the export you wish to perform (e.g. An export to a Protools Session must be made to a Macintosh HFS format disk).*

EXPORT TYPE	This field allows you to select the type of project you want to create during the export. The options are:
AKAI	To export to an Akai project on an Akai disk referencing Akai audio files.
PT 4	To export to a “Protools 4” Session file on a Macintosh HFS disk referencing 16-bit Sound Designer II files.
PT 24	To export to a “Protools 24” Session file on a Macintosh HFS disk referencing 24-bit Sound Designer II files.
AKAI->FAIRLIGHT	To export to an Akai project on an Akai disk referencing special Akai audio files intended for playback on a Fairlight MFX3plus system. (This option is only available when the EXPORT function is performed on a DD8plus).
AUDIO HANDLE	This field allows you to select how much extra audio will be copied before and after the audio that is actually referenced in the project. If the Handle is very large, it is likely that the source audio files will be exported intact without being minimised.

Pressing the EXPORT key (F5/F6) will start the export process. During this process, portions of audio will be discarded so that only audio that is actually needed will be copied and converted. This is similar to the COMPILE process described in the previous section.