

Modular Editing System by **AKAI**



For Windows

Operator's Manual

DPS Editor Addendum

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About Mesa DPS Editor

Mesa DPS Editor

The Mesa DPS Editor is the application software to control the DPS12 from the computer. It makes it easier to understand the function and parameter status of the DPS12 as they are controlled from the computer. For example, the EQ and AUX settings available as secondary functions on the DPS12 are available in the Mixer Window of the Mesa DPS Editor for all channels, including Thru Mix tracks, making it easy to grasp the current status/setting of the DPS12. Further, one of the functions available in the Mesa DPS Editor is the Mixer Automation. This function enables to record the movement of Level fader and Pan pot in real-time on the Mesa DPS Editor and plays it back as recorded. This allows you to perform the compu-mix. The Mixer Window allows recording of the EQ, Level Fader, etc. and the Event Editor allows you to see the recorded mixer automation data visually. Also, you can edit it as you like, delete the unnecessary data, etc.

System Requirements

The following are required to run the MESA II with the DPS12 connected.

- * Pentium Windows95/98 machine (166MHz or faster is recommended)
- * 8MB or more spare RAM memory (16MB recommended)
- * Sound card (MIDI In/Out supported) with its Windows95/98 driver
- * Graphic card capable of 800 x 600 (SVGA)
- * 6MB or more free hard disk space
- * A mouse
- * The DPS12 requires the System Operation software of version V2.1 or higher.

Setup

The Mesa DPS Editor (computer) communicates with the DPS12 via MIDI. It is required to setup your computer to enable communication via MIDI by installing the Sound Card which is capable of sending/receiving the MIDI signal In/Out with the proper driver software in the computer. It requires MIDI connection to handshake (from MIDI Out of computer to MIDI In of DPS12 and from MIDI In of computer to MIDI Out of DPS12) between the computer and the DPS12.

MIDI Setup

1. Boot up the DPS12 and load the project. If no project is loaded in the DPS12, the Mesa DPS Editor cannot recognize its MIDI channel settings.
2. Boot up the computer and Mesa DPS Editor and open the MIDI Setup Window (MIDI Menu -> Setup). Set the MIDI port and MIDI channels for the MIDI Input and Output and check on the "Connect". The Output channel corresponds to the "Control via MIDI" of the DPS12 (MIXER mode -> MIDI CONTROL) and the Input channel corresponds to the "Tx mixer changes" of the DPS12 (MIXER mode -> MIDI CONTROL).
3. Click on "OK".
4. Open up the Transport Window and confirm the warning prompt "DPS IS OFFLINE" is not displayed.

If not recognized, confirm the MIDI connection and try the procedure again.

The following setup is required to sync the Mesa DPS Editor and DPS12 together.

Sync Setup

1. Select the method of sync, via the MIDI Clock or MIDI Time Code (MTC). Select either the "Sync to MIDI Clock" or "Sync to MTC" in the MIDI Menu. Normally, the "Sync to MTC" is recommended.
2. Open up the DPS Setup Window (DPS Menu -> DPS Setup) and select either the "MTC master" or "Clock master" at the DPS sync field. When the "Sync to MIDI Clock" is selected in above step, select the "Clock master". Select the "MTC master" if the "Sync to MTC" has been selected.
3. Open up the SYNC screen on the DPS12 and set the SYNC to ON.

DPS Editor

This chapter explains the menu commands and windows of the DPS Editor.

File Menu

Open

Opens the MESA files, i.e., Event Editor file, Mixing data file, stored in the computer.

New Automation file

Creates the new Event Editor file.

Save Automation

Saves the Event Editor file to the computer.

Save mixer

Saves the current Mixer setting to the computer.

DPS Menu

DPS Setup

Sets the parameters similarly available in the Control Panel of the DPS12, e.g., Sampling Rate, Play Monitor, etc. A click on  in the Toolbar also makes this window to appear.



Refresh Mixer

Reflects the current status of the DPS12 on to the Mesa DPS Editor. A click on  in the Toolbar does the same.

Play / Stop

Plays/Stops the DPS12.

Rewind

Rewinds the DPS12.

Fast forward

Forwards the DPS12 fast.

Punch in / out

Records in Punch-in/out mode. The IN point and OUT point are set in the Event Editor.

MIDI Menu

Setup

Sets the MIDI port, MIDI channel and Device ID to use to connect the DPS12 and the computer. The corresponding MIDI channels are;

Input: "Tx mixer changes" on DPS12 (MIDI CONTROL in MIXER mode)

Output: "Control via MIDI" on DPS12 (MIDI CONTROL in MIXER mode)



Sync to MIDI Clock / Sync to MTC

Selects the method of sync between the DPS12 and Mesa DPS Editor. When "Sync to MIDI Clock" is selected here, the DSP sync mode in DPS Setup Window should be set to "Clock Master". When "Sync to MTC" is selected, set the DPS12 sync mode to "MTC Master".

Automation Menu

Undo / Redo

Undoes the last edit on the Event Editor or Redoes the edit after Undo.

Activate in-out markers

Sets the mode of mixer automation recording to Auto Punch-In/Out Recording mode. A click on  in the Toolbar does the same.

Automatic punch-out

Selects the method of Punch-Out of real-time mixing data recording. The following shows the examples of operation using the level fader.

When this is checked, the recording of mixing data will stop when the movement of level fader is stopped.

When this is not checked, it continues to record mixing data even when the level fader movement is stopped. It stops recording when the Mesa is stopped.

View Menu

Selects the window to display. There are five windows available here and each window is explained in the separate chapter. Refer to those chapters for their details.

Mixer

Controls the most of DPS12's mixer functions, e.g., Level, Pan, EQ, AUX, Input Assign, etc. A click on  in the Toolbar also makes this window to appear.

Transport

Controls the transport of the DPS12, i.e., Play, Stop, Record, F.FWD and RWD, and the record/playback of Mixer Automation function. The time counter is also shown here. A click on  in the Toolbar toggles this window to appear/disappear.

Event Editor

Lets you see the status and parameter changes of Level, Pan, AUX, EQ and Mute on each track in the Mixer Window. You can change them using the tools in the toolbar or Pan/faders in the Mixer Window in real-time. A click on  in the Toolbar also makes this window to appear.

Beatmap editor

Sets up the Beat Map. A click on  in the Toolbar also makes this window to appear.

Snapshots

Creates the Snapshots. A click on  in the Toolbar also makes this window to appear.

This Snapshot is not the function to change the mixer setting gradually. For the real-time mixer changes, see the “Mixing Automation Function” section in the Mixer Window chapter.

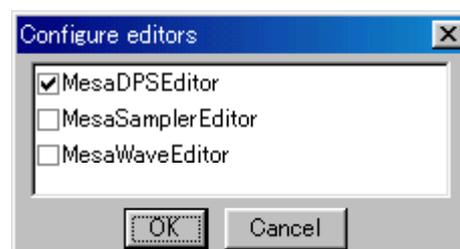
Editors Menu

Selects which editor to use. Select “Mesa DPS Editor” here to control the DPS12.

Mesa Menu

Configure Editors...

Selects which editors to be available. If, for example, the “Mesa DPS Editor” only is checked and clicked on “OK”, the Editors Menu will only show the “Mesa DPS Editor” option and other editor options will not be available, the next time the MESA II is booted up.



Exit

Finishes the MESA II application.

Help Menu

Go to AKAI Home Page

When the computer is set up to access the Internet, this accesses to the AKAI web page directly.

About MESA

Shows the version number of MESA II application.

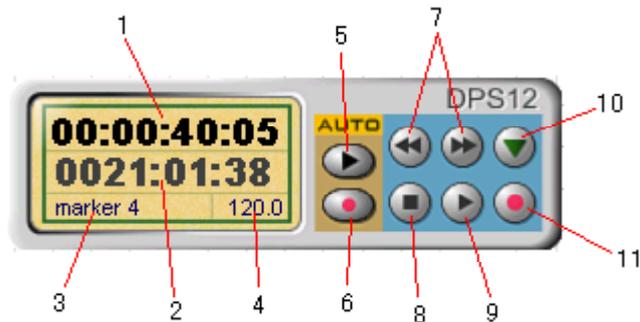
Toolbar



1. Opens the Mixer Window.
2. Executes the Refresh mixer function.
3. Opens the Event Editor Window.
4. Opens the Beatmap Editor Window.
5. Opens the Snapshots Window.
6. Opens the Transport Window.
7. Opens the DPS Setup Window.
8. Sets the Mixer Automation in Play mode.
9. Sets the Mixer Automation in Record mode.
10. Sets the Recording mode in Auto Punch-In/Out Recording mode.

Transport Window

This chapter explains the functions available in the Transport Window. In this window, you can control the transport functions of the DPS12, such as Record, Playback, Stop, etc.



1. Time Counter

Indicates the current position in time. You can locate to any position by directly entering the desired locate time here. This is not available when “Sync to MIDI Clock” is selected in the MIDI menu.

2. BBC

Indicates the current position in Bars, Beats and Clocks. You can locate to any position by directly entering the desired locate position here.

3. Marker

Indicates the name of current MARKER (see Event Editor chapter) it is positioned or has just past. The warning “DPS IS OFFLINE” appears when the Mesa DPS Editor does not recognize the DPS12 connected. This is useful to confirm the connection between them.

4. Tempo

Indicates the current tempo.

5. Mixer Automation Play mode key

Sets the Mixer Automation in Play mode. It plays back the mixer automation information recorded synched with the Play transport key. A click on  in the Toolbar does the same.

6. Mixer Automation Record mode key

Sets the Mixer Automation in Record mode. It starts recording the mixer operation performed on the Mixer Window or on the DPS12 in real-time when the Play transport key is activated. A click on  in the Toolbar does the same.

7. Fast Forward/Rewind keys

A click on either of these keys while in Stop mode will fast forward/rewind the DPS12. A click on either keys while in Playback will play the sound fast in forward/reverse direction.

8. Stop key

Stops the transport operation, i.e., Record, Play, F.FWD and RWD.

9. Play key

Starts playing back. A click on this key while in Record, F.FWD or RWD will abort the current operation and resume the normal playback.

10. Marker Menu key

You can locate either to the Marker position on the Marker track in the Master Track of Event Editor Window or to the Start (00:00:00:00) position by selecting from pop-up menu. If the Marker is not placed, only the "Start" option appears in the pop-up menu.

The Marker position in the Mesa DPS Editor and the locate point of the DPS12 are not related.

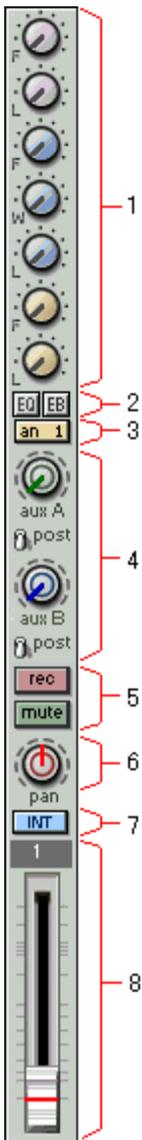
11. Record key

Executes the recording. It is not required to click the Play key to start recording.

Mixer Window

This chapter explains the functions available in the Mixer Window. The Mixer Window is separated into three sections by the Center Module, the TRACK MIX Modules on the left and the THRU MIX Modules on the right, and lets you control the most of mixer parameters available on the DPS12. For the details of those parameters, refer to the DPS12's Operator's Manual.

TRACK MIX Module & THRU MIX Module



1. EQ

Sets the EQ of each track. When the "EQ type" in the Center Module is set as "2band", the "Mid Frequency", "Mid Width" and "Mid Level" controls are not available.

2. EQ ON/OFF & Extra BUS ON/OFF

Set the EQ and Extra BUS (EB) of each track On/Off. When the Extra BUS (ex bus) is set to Off (Gray colored), the Extra BUS (EB) is not available.

3. ASSIGN INPUT SOURCE (TRACK MIX Module only)

Selects the input source on each track. A click on it increments the option selection. The right click on it shows all available options to select from.

4. AUX A/B

Set the AUX A/B Levels and the selection of Pre/Post. When the AUX type in the Center Module is set as "aux stereo", the "aux B" changes to "aux Pan" setting.

5. Record Select (TRACK MIX Module only) & Mute

Set the track in Record and Mute mode.

6. PAN

Sets the Pan on each track.

7. Automation Mode (TRACK MIX Module only)

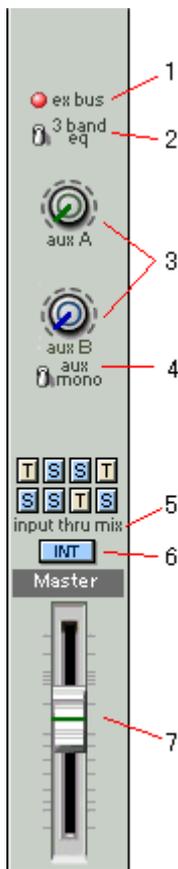
Sets the recording method of Mixer Automation. When the "INT" is selected, the mixer control is available on the Mixer Window of Mesa DPS Editor. When the "DPS" is selected, the DPS12 connected controls it.

A click on  in the Toolbar or  in the Transport Window toggles the display. See the Mixer Automation function for details.

8. LEVEL

Sets the level of each track.

CENTER Module



- 1. EXTRA BUS**
Sets the Extra Bus (ex bus) function On/Off.
- 2. EQ TYPE**
Selects the EQ type (2band/3band).
- 3. AUX A/B**
Set the master levels of AUX Send A/B.
- 4. AUX TYPE**
Selects the AUX type (mono/stereo). When the “stereo” is selected, the “aux B” display disappears and the level control of “aux B” on each track module becomes the AUX Pan control.
- 5. INPUT THRU MIX**
Sets the destination (S/T) of analog input 1 - 6 and digital input L/R. The “S” indicates the “Source Assign” and the “T” indicates the “Thru Mix”.
- 6. Automation Mode**
Same as one for TRACK MIX module (INT/DPS).
- 7. MASTER LEVEL**
Sets the master level.

The right click at anywhere in the Mixer Window shows the following menu.

Set Group

Multiple modules can be grouped together by assigning the same group number. Up to 8 groups can be set.

Show EQ

Toggles the display of EQ section in the Mixer Window On/Off.

Mixer Automation Function

The Mixer Automation function available in the Mesa DPS Editor enables the recording of mixer changes, such as the movement of fader, pan, etc., in real-time and subsequently play them back. There are two ways to record the mixer changes, one on the Mixer Window and the other from the DPS12.

Let's see how it works using the level fader in the following example.

First, confirm the connection between the Mesa DPS Editor and the DPS12 (when connected, the warning prompt "DPS IS OFFLINE" is not displayed in the Transport Window). Also, confirm the presence of Automation Mode button in the TRACK MIX and Center Modules. If not, click on  in the Toolbar or  in the Transport Window.

Using the faders on the DPS12

1. Set the Automation Mode on the Track 1 to "DPS".
2. Play the Mesa DPS Editor (the DPS12 plays as well). It actually starts recording the mixing information.
3. Move the Track 1 fader up/down.
4. Stop playing and then rewind to the starting point.
5. Set the Automation Mode on Track 1 to "INT" and Track 2 to "DPS".
6. Enable both the Mixer Automation Record mode and Play mode by clicking on  and  in the Toolbar.
7. Play the Mesa DPS Editor. The Track 1 fader should move as recorded in step 3 above.
8. Move the Track 2 fader up/down.
9. Stop playing and then rewind to the starting point.
10. Set the Automation Mode on Track 2 to "INT".
11. Playback the Mesa DPS Editor.

The faders on the Track 1 and 2 move as they have been moved. In similar procedure, record the mixer changes as you want.

From the Mixer Window of Mesa DPS Editor

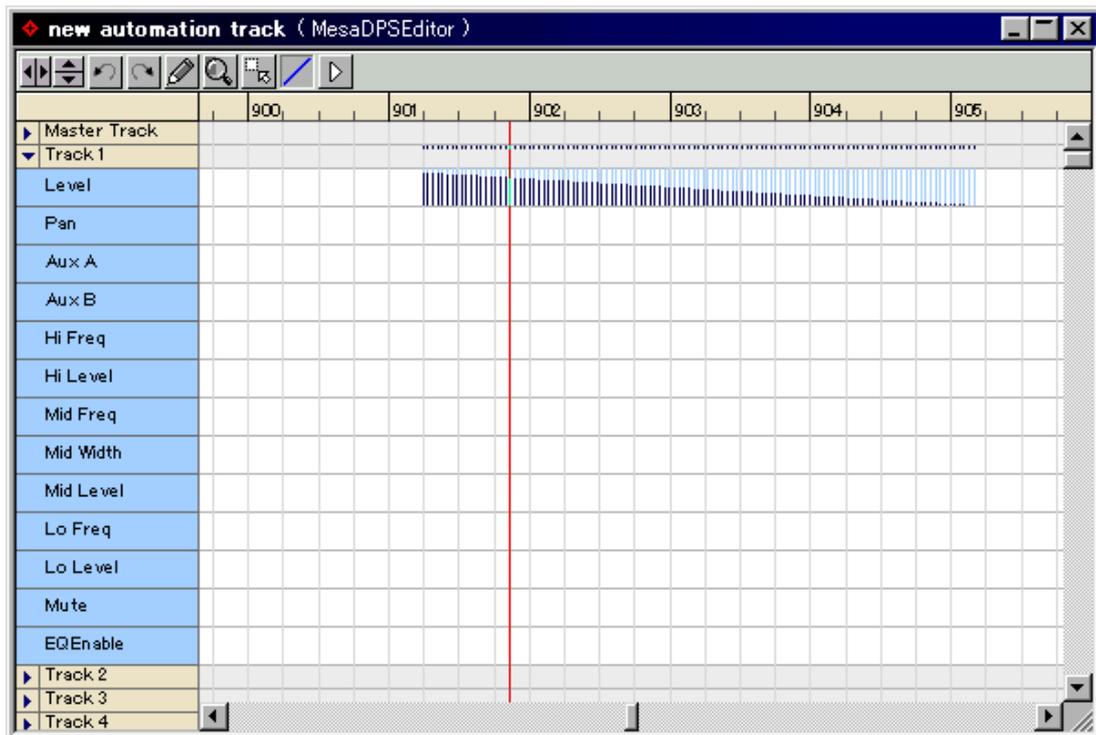
- While recording, set the Automation Mode on the track you want to record to "INT".
- Move the fader in the Mixer Window of the Mesa DPS Editor up/down, instead of the fader on the DPS12.

Except for these two points, the recording procedure is the same as that of "Using the faders on the DPS12" above.

The selection of INT/DPS setting can be changed even while in recording the mixing information.

Event Editor Window

This chapter explains the functions available in the Event Editor Window. In the Event Editor, you can write the Level, Pan, EQ, etc. of each track on the time axis. When you want to fade out the last portion of Track 1 recorded, for example, just mark the fade information at where you want to fade as shown in the following drawing.



Items in the Toolbar are;



1. Scale tool to stretch/shrink in horizontal direction.
2. Scale tool to stretch/shrink in vertical direction.
3. Undo the last edit (Undo automation action).
4. Redo the last undo (Redo automation action).
5. Freehand tool to write random data.
6. Zooming tool to zoom in/out.
7. Selection tool to select the data to erase or move.
8. Line tool to write straight line.
9. By selecting this icon (audition tool), a click and hold on the mouse on the time axis in the Event Editor will initiate the play from that point.

Data Entry and Edit

A click on a triangle mark at the far left will show the various parameters of each track.

Master Track

The Tempo, Markers and Snapshots can be entered by clicking the pointer at the desired position. The right click on the entered data allows the setting of following parameters.

Tempo: Tempo value entered.

Markers: Rename

Gives marker the name.

Normal

Resets to a normal marker which has been set as Punch-In/Out.

Punch in/out

Sets the marker as auto Punch-In/Out point.

Snapshots: Selects the Snapshot 1 - 20.

This Punch-In/Out refers to the Punch-In/Out recording of audio signal. This is not the punch-in/out recording of the mixer automation.

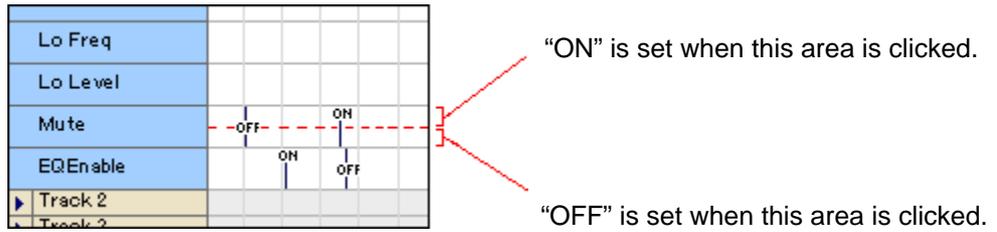
Level, Aux A, Aux B data can be entered using the Freehand tool or Line tool in the Toolbar.

Track 1-12 and Thru Track 1-8

The following parameters can be entered by using the Freehand tool or Line tool in the Toolbar. The right click on the entered data enables to set the parameter values.

Level, Pan, Aux A, Aux B, Hi Freq, Hi Level, Mid Freq, Mid Width, Mid Level, Lo Freq, and Lo Level

The Mute and EQ Enable parameters can be set On/Off using the Freehand tool. To set it On, move the pointer and click at the upper half of the field. To set it Off, click at the lower half of the field.

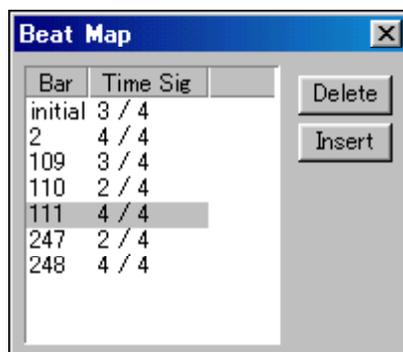


The right click at non-data area anywhere disregarding the tracks will show the following menu option.

- Select all: Selects all data.
- Clear selection: Cancels the selection.
- Delete selection: Deletes the selected data.

Beat Map Window

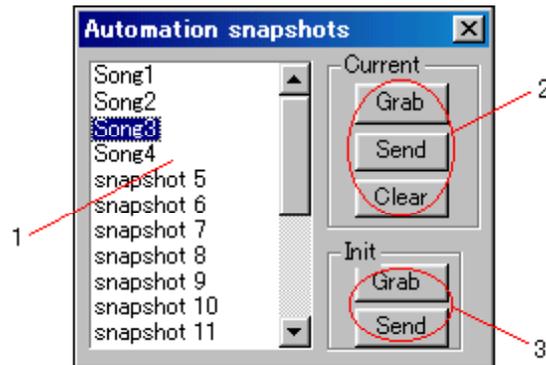
This chapter explains the functions available in the Beat Map Window.



- Bar: Sets the bar number at which the time signature change occurs here ("Initial" cannot be changed).
- Time Sig: Sets the time signature. The options are from 1/4 to 32/32.
- Delete: Deletes the selected beat data entree.
- Insert: Creates the new beat data entree. The new beat data entree is always created at the bottom (last bar). Change the bar number to move the entree to the desired position.

Snapshots Window

This chapter explains the functions available in the Snapshots Window. You can store the Snapshots (mixer setting as called SCENE in the DPS12) of default setting at “00:00:00:00” position and 20 others, a total of 21 Snapshots. By pasting them in the Snapshots track in the Master Track of the Event Editor window, it can automatically switch the mixer settings at the desired points in playback.



1. Snapshot name
They can be named as desired.
2. Current
Grab: Records the current mixer setting to the Snapshot selected.
Send: Recalls the mixer setting of the selected Snapshot to the Mixer Window.
Clear: Erases the mixer setting, i.e., contents only, not the entree, of the selected Snapshot.
3. Init
Grab: Records the current mixer setting as the default Snapshot (at “00:00:00:00”, irrelevant to the Snapshot selected).
Send: Recalls the mixer setting of the default Snapshot to the Mixer Window.

Pasting the 20 Snapshots created on to the Snapshots track in the Event Editor Window enables the mixer setting to be switched automatically at desired locations while playing the DPS12 (see Event Editor chapter for details).

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