*I.*M.E.S.A.

Modular Editing System by **AKAI**

II

For Windows

Operator's Manual

DPS16 Editor

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About Mesa DPS16 Editor

Mesa DPS16 Editor

The Mesa DPS16 Editor is the application software to control the DPS16 from the computer. It makes it easier to understand the function and parameter status of the DPS16 as they are controlled from the computer. For example, the EQ and SEND settings available as secondary functions on the DPS16 are available in the Mixer Window of the Mesa DPS16 Editor for all channels, including Thru Mix tracks, making it easy to grasp the current status/setting of the DPS16. Further, one of the functions available in the Mesa DPS16 Editor is the Mixer Automation. This function enables to record the movement of Level fader and Pan pot in real-time on the Mesa DPS16 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 DPS16 connected.
* Windows98/Me machine (Celeron 300MHz or faster is recommended)
* 64MB or more spare RAM memory
* MIDI In/Out support
* Graphic mode capable of 800 x 600 (SVGA), 1024 x 768 or more recommended
* 20MB or more free hard disk space
* A mouse
∗ The DPS16 requires the System Operation software of version V1.52 or higher.
∗ The MESA DPS16 Editor control software has been exclusively designed to control the DPS16. For the control of the DPS12, use MESA DPS Editor.

Setup

The Mesa DPS16 Editor (computer) communicates with the DPS16 via MIDI. It is required to setup your computer to enable communication via MIDI by installing the Sound Card, USB-MIDI Conversion cable, etc. 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 DPS16 and from MIDI In of computer to MIDI Out of DPS16) between the computer and the DPS16.

∗ When the application software that is processed in background, e.g. Screen Saver, etc., is active, the DPS16 Editor data may not be handled properly depending on the timing of that application process. It is therefore recommended to disable them while the DPS16 Editor is in use.

MIDI Setup

1. Boot up the DPS16 and load the project. If no project is loaded in the DPS16, the Mesa DPS16 Editor cannot recognize its MIDI channel settings.

2. Boot up the computer and Mesa DPS16 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 DPS16 (MIXER mode -> [F3] GLOBAL) and the Input channel corresponds to the "Tx mixer changes" of the DPS16 (MIXER mode -> [F3] GLOBAL).

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 DPS16 Editor and DPS16 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 type 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. It can also be set on the DPS16 by opening up the MAIN screen on the DPS16 and selecting SYNC/CLOCK at [F4].

3. Select "ON" at the DPS sync mode field in the DPS Setup Window. It can also be set on the DPS16 by pressing [F2] in the MAIN screen while SYNC/CLOCK is selected at [F4]. ("MTC slave" option is selected when the DPS16 is slaved to the MTC from the external MIDI device.)

About DPS Editor

DPS Editor

This chapter explains the menu commands and windows of the DPS16 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...
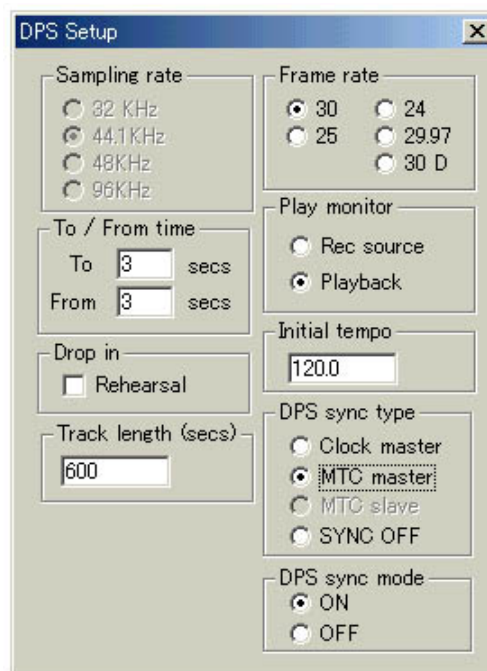Saves the Event Editor file to the computer.

Save mixer...
Saves the current Mixer setting to the computer.

DPS Menu

DPS Setup...
Sets the parameters similarly available in the SETUP (Project Setting) of the DPS16, e.g., Frame Rate, Play Monitor, etc. A click on [icon] in the Toolbar also makes this window to appear.

Track length sets the length (time) of Automation file used in the Event Editor window. Refer to the DPS16 operator's manual for the details of other settings.

Refresh Mixer
Reflects the current status of the DPS16 on to the Mesa DPS16 Editor. A click on [icon] in the Toolbar does the same.

Play / Stop
Plays/Stops the DPS16.

Rewind
Rewinds the DPS16.
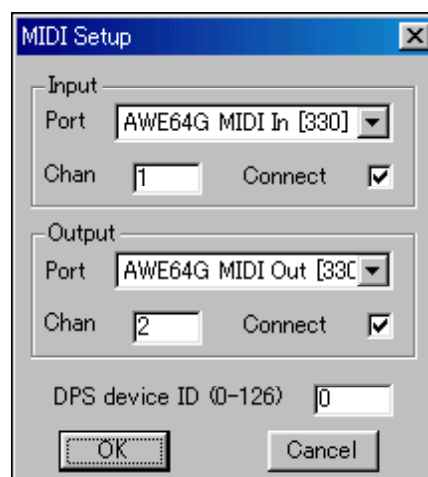
Fast forward
Forwards the DPS16 fast.

MIDI Menu

Setup
Sets the MIDI port, MIDI channel and Device ID to use to connect the DPS16 and the computer. The corresponding MIDI channels are;

Input: "Tx mixer changes" on DPS16 ([F3] GLOBAL in MIXER mode)
Output: "Control via MIDI" on DPS16 ([F3] GLOBAL in MIXER mode)

Sync To MIDI Clock / Sync to MTC
Selects the method of sync between the DPS16 and Mesa DPS16 Editor. When "Sync to MIDI Clock" is selected here, the DPS sync type in DPS Setup Window should be set to "Clock Master". When "Sync to MTC" is selected, set the DPS sync type 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 ⟨icon⟩ in the Toolbar does the same.
The Punch-In/Out recording of mixer data from the DPS16 is available only for the TRACK MIX madules with their Automation Mode set to "DPS" in the Mixer window.

View Menu

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

Mixer...
Controls the most of DPS16's mixer functions, e.g., Level, Pan, EQ, Send, Input Assign, etc. A click on ⟨icon⟩ in the Toolbar also makes this window to appear.

Transport...
Controls the transport of the DPS16, 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 ⟨icon⟩ in the Toolbar toggles this window to appear/disappear.

Event editor...
Lets you see the status and parameter changes of Level, Pan, Send, EQ, Mute and Solo 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 ⟨icon⟩ in the Toolbar also makes this window to appear.

Beatmap editor...
Sets up the Beat Map. A click on ⟨icon⟩ in the Toolbar also makes this window to appear.

Snapshots...
Creates the Snapshots. A click on ⟨icon⟩ 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.
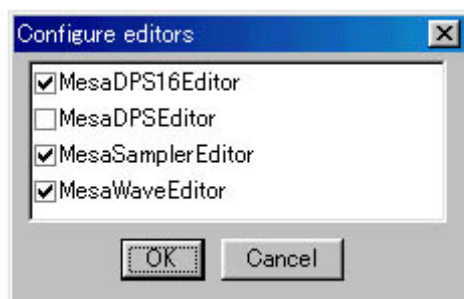
Editors Menu

Selects which editor to use. Select "Mesa DPS16 Editor" here to control the DPS16.

Mesa Menu

Configure Editors...
Selects which editors to be available. If, for example, the "Mesa DPS16 Editor" only is checked and clicked on "OK", the Editors Menu will only show the "Mesa DPS16 Editor" option and other editor options will not be available, the next time the MESA II is booted up.

It is not possible to check on boththe "Mesa DPS16 Editor" and "Mesa DPS Editor (for DPS12)" at the same time and switch them back and forth. Select either one of them depending on the model you connect to.

Exit
Finishes the MESA II application.

Help Menu

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

About MESA...
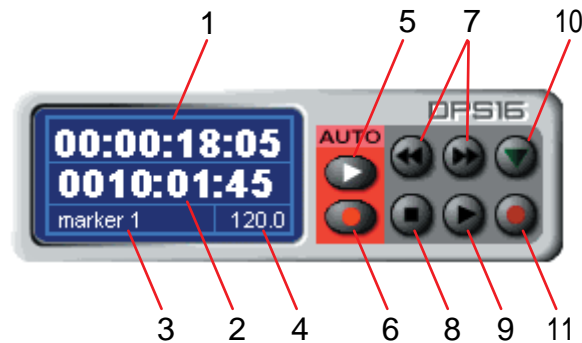Shows the version number of MESA II application.

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 DPS16, 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 DPS16 Editor does not recognize the DPS16 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 [MIX] 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 DPS16 in real-time when the Play transport key is activated. A click on [MIX] 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 DPS16.

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 DPS16 Editor and the locate point of the DPS16 are not related.
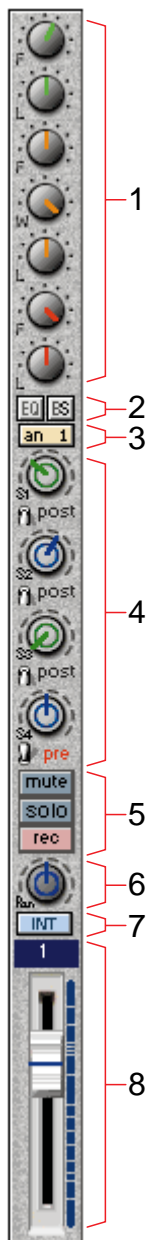
11. **Record key**

    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 DPS16. For the details of those parameters, refer to the DPS16's Operator's Manual.

TRACK MIX Module & THRU MIX Module

1. **EQ**
    Sets the EQ of each track.

2. **EQ ON/OFF & BUS ON/OFF**
    Set the EQ and BUS (BS) of each track On/Off.

3. **PATCH**
    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.
    ASSIGN INPUT DESTINATION (THRU MIX Module only)
    Sets the destination (Source/Thru) of analog input 1 - 8 and digital input L/R. The "Source" indicates the "Source Assign" and the "Thru" indicates the "Thru Mix".

4. **SEND1-4**
    Set the SEND Levels and the selection of Pre/Insert/Post. When the SEND type in the Center Module is set as "send stereo", the "S1" changes to "S1-2 Level" setting and the "S2" changes to "S1-2 Pan" setting. The same applies to S3 and S4 controls.

5. **Record Select (TRACK MIX Module only) & MUTE/SOLO**
    Set the track in Record ready and Mute/Solo mode.

6. **PAN**
    Sets the Pan on each track.
    *On THRU MIX modules, this does not appear when the "Source" is selected for Input Destination.

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 DPS16 Editor. When the "DPS" is selected, the DPS16 connected controls it.

    A click on [MIX] 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.

*On THRU MIX modules, this does not appear when the "Source" is selected for Input Destination.

CENTER Module

1. RETURN LEVEL & BUS/MUTE/SOLO (On/Off)

Adjust the Effect return levels of S1-4 and set the Bus (BS) function On/Off. Also, similar to the TRACK MIX and THRU MIX modules, set the Mute/Solo mode.

2. SEND1-4 & SEND TYPE

Adjust the Effect send levels of S1-4 and set the SEND type (mono/stereo). When the "send stereo" is selected, the "S2/S4" display disappears and the level controls of "S1/S3" on each MIX module become the SEND Level controls of "S1-2/S3-4" and the level controls of "S2/S4" become the SEND Pan controls of "S1-2/S3-4".

3. MUTE/SOLO Mode

Set the Mute/Solo mode On/Off. It is not allowed to enable both functions at the same time. When one of the MUTE/SOLO key is clicked on the TRACK/ THRU MIX module, the Mute/Solo function will be enabled. However, the Mute/Solo settings on the TRACK/THRU MIX modules won't be cleared even when the Mute/Solo function is turned off here.

4. Automation Mode

Sets the recording method of Mixer Automation. When the "INT" is selected, the mixer control is available on the Mixer Window of Mesa DPS16 Editor. When the "DPS" is selected, the DPS16 connected controls it.

A click on [MIX] in the Toolbar or (●) in the Transport Window toggles the display. See the Mixer Automation function for details.

5. 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 and controlled from one module by assigning them the same group number. Up to 8 groups can be set. On the desired MIX modules, make right click and select the group number to set the group.

Mixer Automation Function

The Mixer Automation function available in the Mesa DPS16 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 DPS16.
Let's see how it works using the level fader in the following example.

First, confirm the connection between the Mesa DPS16 Editor and the DPS16 (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 Center Module. If not, click on ▣ in the Toolbar or ⬤ in the Transport Window.

Using the faders on the DPS16

1. Set the Automation Mode of Track 1 to "DPS".

2. Play the Mesa DPS16 Editor (the DPS16 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 of 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 DPS16 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 of Track 2 to "INT".

11. Playback the Mesa DPS16 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 DPS16 Editor

- While recording, set the Automation Mode to "INT".
- Move the fader in the Mixer Window of the Mesa DPS16 Editor up/down, instead of the fader on the DPS16.

    Except for these two points, the recordng procedure is the same as that of "Using the faders on the DPS16" above.
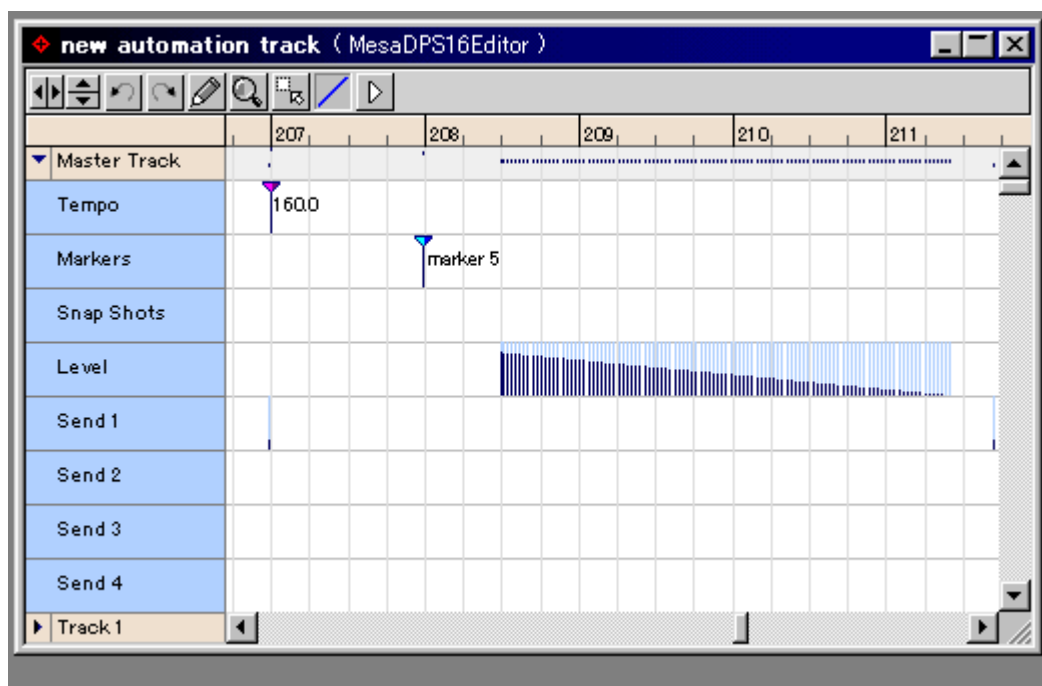
The selection of INT/DPS setting can be changed even while in recording the mixing information.

The fader movement of Track on the Mixer Window will be recorded even when its Automation Mode is set to "DPS".
When the fader movement is stopped while recording the mixer automation data, that fader position data will be recorded continuously until the recording (or playback) is stopped.

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.
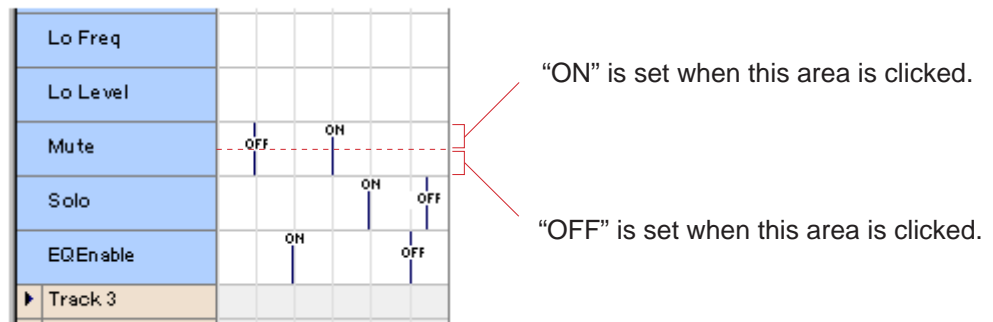
Snapshots: Selects the snapshot 1 - 20.

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

Level, Send1-4 data can be entered using the Freehand tool or Line tool in the Toolbar.

Track 1-16, Thru Track 1-8 and Digital L/R

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

The Mute/Solo 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.

"ON" is set when this area is clicked.

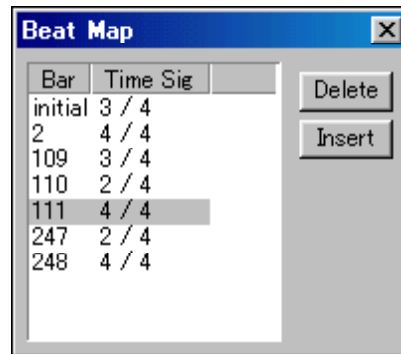"OFF" is set when this area is clicked.

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.
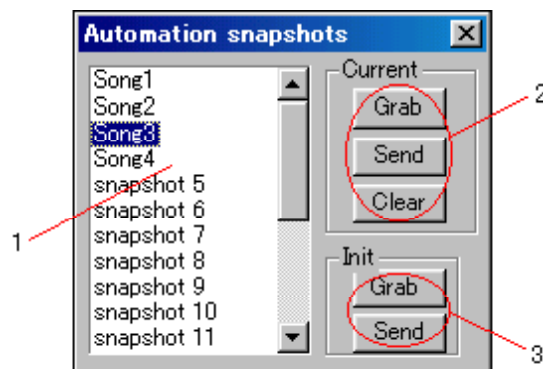
Delete: Deletes the selected beat data entree.

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 DPS16) 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.

> *The MIXER setting in snapshot is not releated to the MIXER setting of the SCENE in the DPS16.*

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 DPS16 (see Event Editor chapter for details).

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