



Xstream

Megamode Summary

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Xstream Megamodes

Introduction

This is a quick guide to the Xstream Megamodes. Many details may change, but the intention is to give an overview of each Megamode's purpose and design.

Fixed Keys

The keys shown below appear on most of the Megamodes.



They include the following:

Blue

Acts as a Blue "modifier" key for other functions.

Also acts as a Ctrl modifier.

Also displays a layout containing commonly used functions.

Momentary function only.

Mode

Hold down to display all megamodes and modes

Momentary function only.

Enter

Used for completion of many command sequences

Zoom

Hold down and turn the Jog Wheel for horizontal zoom on the Edit Screen.

Hold down Blue+Zoom and turn the Jog Wheel for vertical zoom on the Edit Screen.

Mon

Opens the Mon Megamode, for access to:

- Mute and Dim controls
- Speaker mutes
- Monitor source selectors
- Monitor alternative formats (stereo and mono)
- Alternative speaker sets
- The Mon Setup menu

In addition, in the Mon Megamode:

- Jog Wheel acts as monitor level control
- Pad shows monitor level and mute controls

Go To

Used for location to timecode.

- Press GoTo
- Type a timecode on the NumPad that appears
- Press GO to locate there or Esc to escape

In addition the following Soft keys are available:

- Go to Mark (displays a list of marks)
- Go to Clip (displays a list of clip names for the project and clipstores)

Transport Row

Basic transport controls

- Press REW and FF multiple times to increase speed
- For Shuttle use Blue+Jog (then use Jog Wheel to change shuttle speed, REW/FF to reverse direction)
- Double press Stop key for Play Again

Hold down the Blue key for a second group of transport functions.

Hold down the Record key to arm tracks

Undo

For Redo use Blue+Undo

Solo and Mute

Press once to enter Solo or Mute mode (path keys will solo or mute the path)

Double press to toggle all Solos or Mutes on/off

From and To

Provide basic "From Here" and "To Here" setting of edit range points.

To extend the range from previous GAP or to next GAP, use Blue+From/To

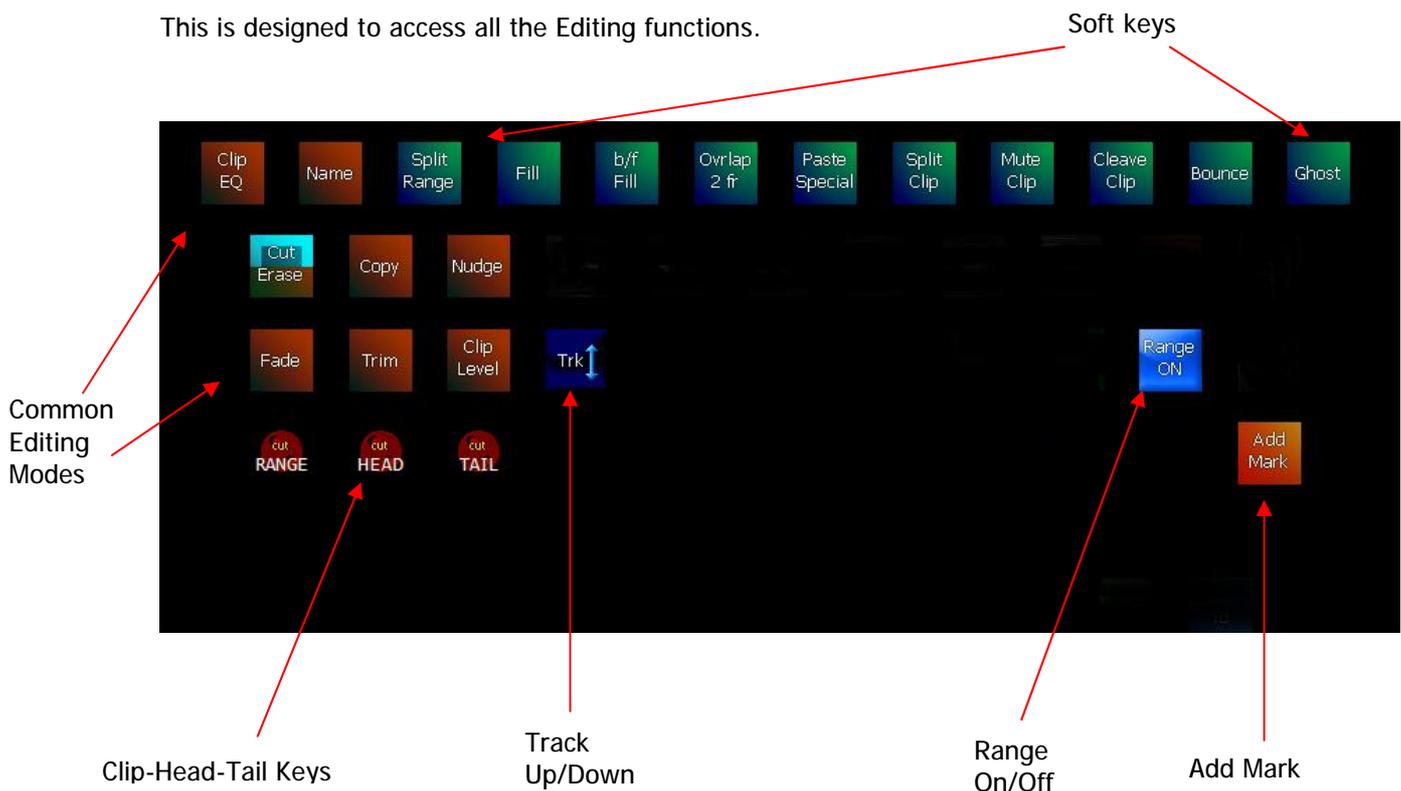
Jump Keys

In basic form they move the transport between clip starts and ends.

Hold down either Jump key to display a layout with other options.

Edit Basic

This is designed to access all the Editing functions.



Editing Mode Keys

Each Mode provides a group of related functions, displayed on the Soft Keys and the Clip-Head-Tail keys.

The common editing modes are always displayed on the Basic Edit Megamode. Other modes can be accessed by holding down the Mode button.

Soft Keys

There are 10 soft keys. They display functions related to the current Mode. Some Modes have banks of soft keys, which are accessed by other soft keys. For example, pressing the Paste Special button causes a row of pasting options to be displayed.

Soft keys may also change their function according to whether a Range is active, or some other state.

Clip-Head-Tail Keys

These keys execute the most basic functions of the current Mode. For example, when the current Mode is Erase, they erase the Clip, Head or Tail of the current selection. [The current selection is usually the clip(s) touching the cursor on the selected track(s). Selected clips are shown in red.]

When a range is present, the Clip key changes to a Range key, executing the basic Mode command on all clips in the range.

The Clip-Head-Tail keys display the name of the current Mode, to remind you what will happen when they are pressed.

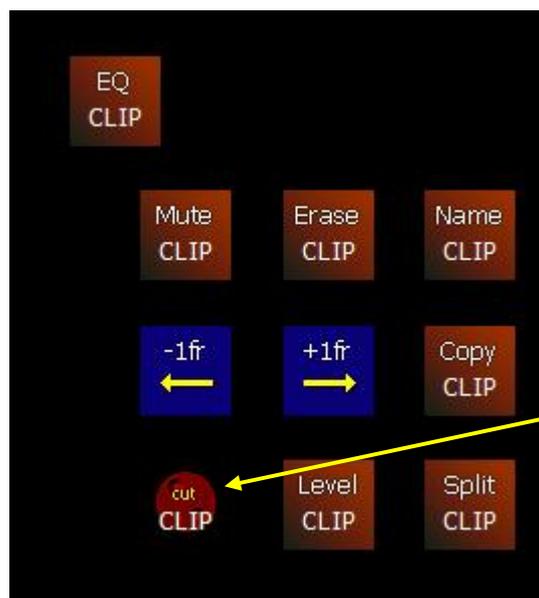
Sometimes the Clip-Head-Tail keys display a Jog icon. This means that you can hold down that key and turn the Jog Wheel to influence your edit. The edit is completed when you release the key.

For example, pressing Cut Head and Jogging forward will move the head of the selected clip(s) forward in time, to be pasted when you release Cut Head.

Clip-Head-Tail Menus

Holding down Clip, Head or Tail (as opposed to quickly pressing and releasing them) opens a layout displaying the group of commands that can act on a Clip, a Head or a Tail respectively. When a Range is present, the Clip button displays commands that can act on a Range.

For example, holding down Clip displays the commands that can be executed on a clip.



Holding down the Clip button displays most of the things that can be done to a clip.

Track Up/Down

This is a quick way of moving the track selection up and down. To use it, press the Track Up/Down button, then type a number on the Numpad, or use the Jog Wheel. When you release the Track Up/Down button, the reselection is complete.

Range On/Off

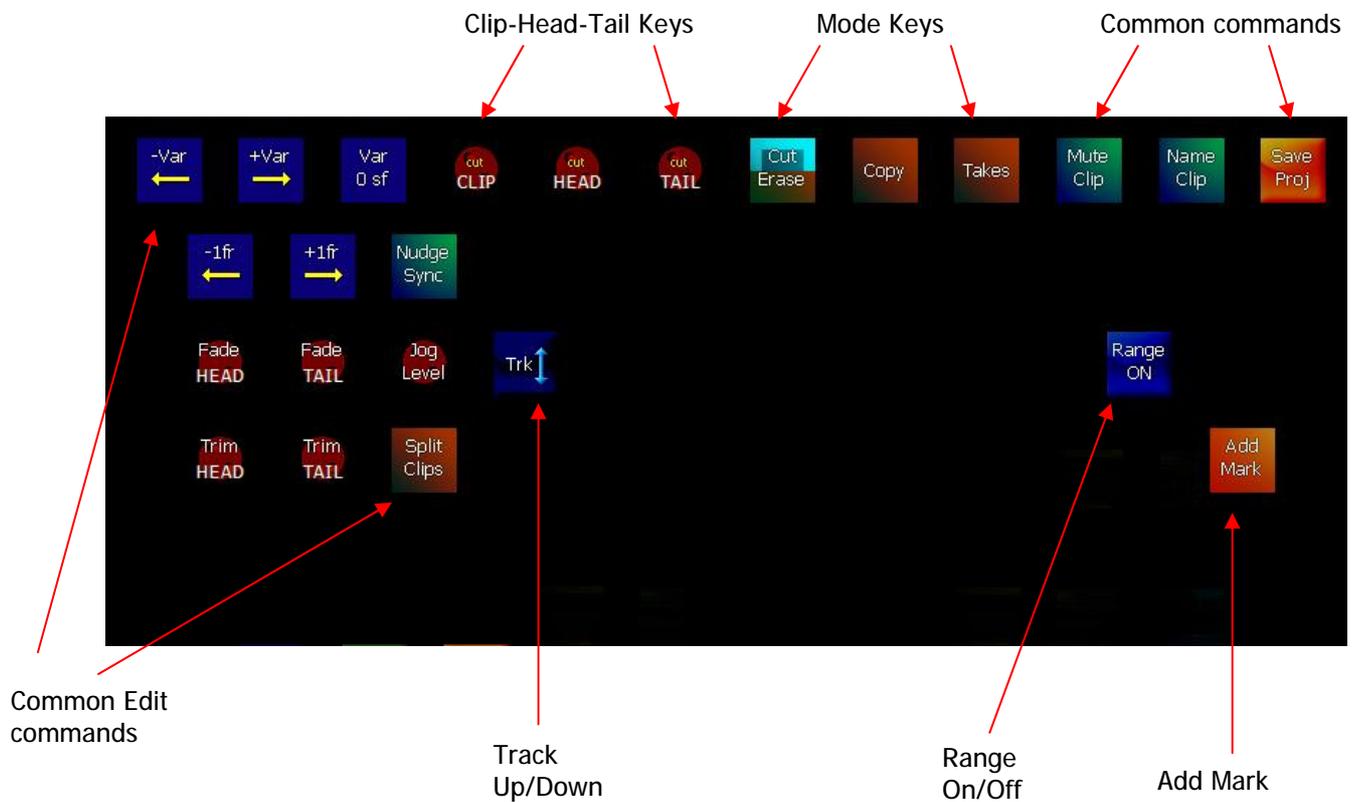
The range is a selected timecode region which may be targeted by edit commands.

This key toggles the range off and on. When toggled on, the Range uses the In and Out points that were present when it was toggled off.

Ranges are made with the From and To buttons next to the Range button, or with the mouse.

Quick Editor

This layout provides one-button access to the most commonly used edit commands.



This layout provides one-button access to the most commonly used edit commands.

Common Edit Commands

The Trim, Fade and Nudge commands are used more than any others, to fine-tune audio clips.

Double-Handed Commands with the Jog Wheel

The Fade and Trim commands can use the Jog Wheel to speed up the process.

Fade Head

For simple use, just press and release the Fade Head button. A

- Choose the point where the Fade-in should complete

For simple use, just press and release the Fade Head button. A fade is created using the last-used Fade Curve (shown in the Smart Pane of the Edit Screen)

For double-handed fades, continue as follows:

- Press the Fade Head key
- Turn the Jog Wheel to set the "shape" of the fade-in (the curve is shown on the Edit screen)

- Release the Fade Head key to execute the fade-in.

Trim Head

For simple use, just press and release the Trim Head button at the point where your clip should start playing.

Double-handed trims are great for extending the clip, because you get to see the full extent before choosing the trim point. Do the following:

- Press and hold the Trim button – the clip's head is fully extended
- Jog to the position where you want the clip to start.
- Release the Trim button, the clip is trimmed or extended to that position.

Nudge Commands

There are two sets of Nudge commands. The simple commands move the selected clips by a single frame. These keys are marked like this:



The Nudge Variable commands allow nudging by less than one frame. The keys are marked thus:



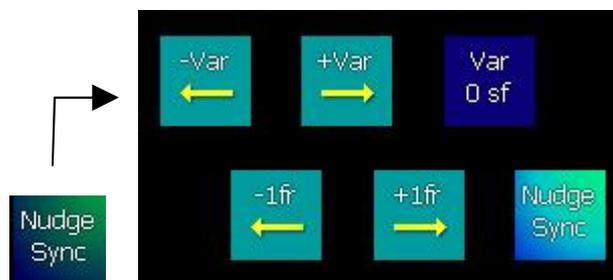
The Variable amount by which the selected clips are nudged is set by the Var key:



This shows the amount of nudge in subframes (eightieths of a frame). Press this button repeatedly as it cycles through the possible values.

Nudge Sync

Normally clips are nudged as objects, but it's also possible to nudge the sync of the audio within the clip, without moving the edges. To do this, press the Nudge Sync button



Note: there is a limit to how far the Sync can be nudged – eventually the end of the playable media is reached.

Track Up/Down

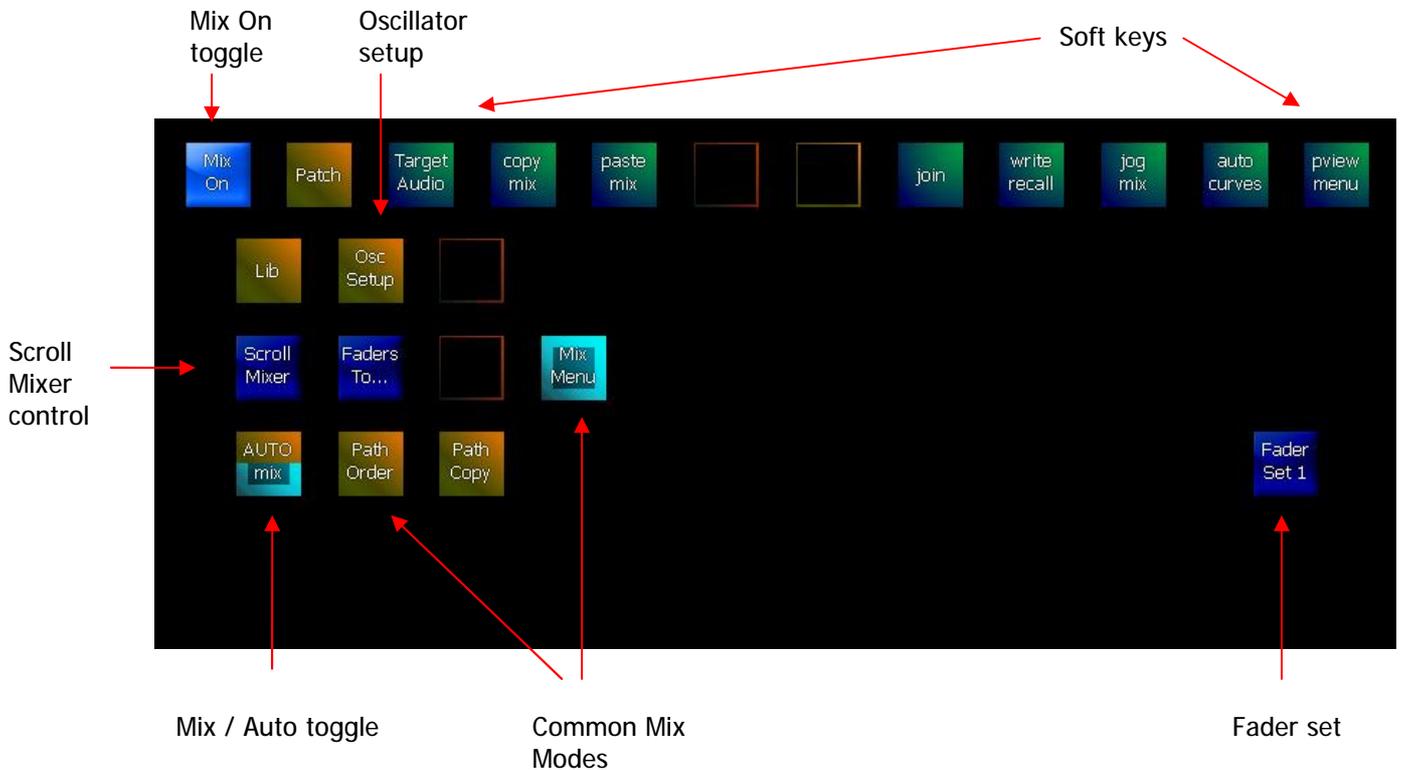
See previous section.

Range On/Off

See previous section.

Mix1

This layout is where you access the common Mix commands, not including Automation.



Mix On

The Mix On button activates the automation system. When it is off, all channels are under manual control, but when on, channels with automation data will play back that data (unless isolated).

The Mix / Auto toggle is only available when Mix On is toggled on.

Common Mix Modes

The modes accessed here are commonly used for mix setup. The exception is the Mix Menu, which is largely concerned with automation.

Scroll Mixer Button

The Scroll Mixer button is used to select which channels are visible on the Mixer Screen.

Hold it down and use the arrow to scroll the Mixer Screen by 24 places left or right.

Toggle the Auto Scroll button on if you wish the Mixer Screen to always display the Current Channel.

Oscillator Setup

Oscillator Setup is used to toggle the Oscillator on/off, set its level and frequency, and access its patching to signal paths.

Press the Oscillator Setup button to display this small layout.



The Frequency and Level buttons will cause the Numpad to display when pressed. You can type in the required number, then press Frequency or Level again to accept the new value and exit.

To exit the Oscillator Setup layout, press Oscillator Setup again.

Fader Set Button

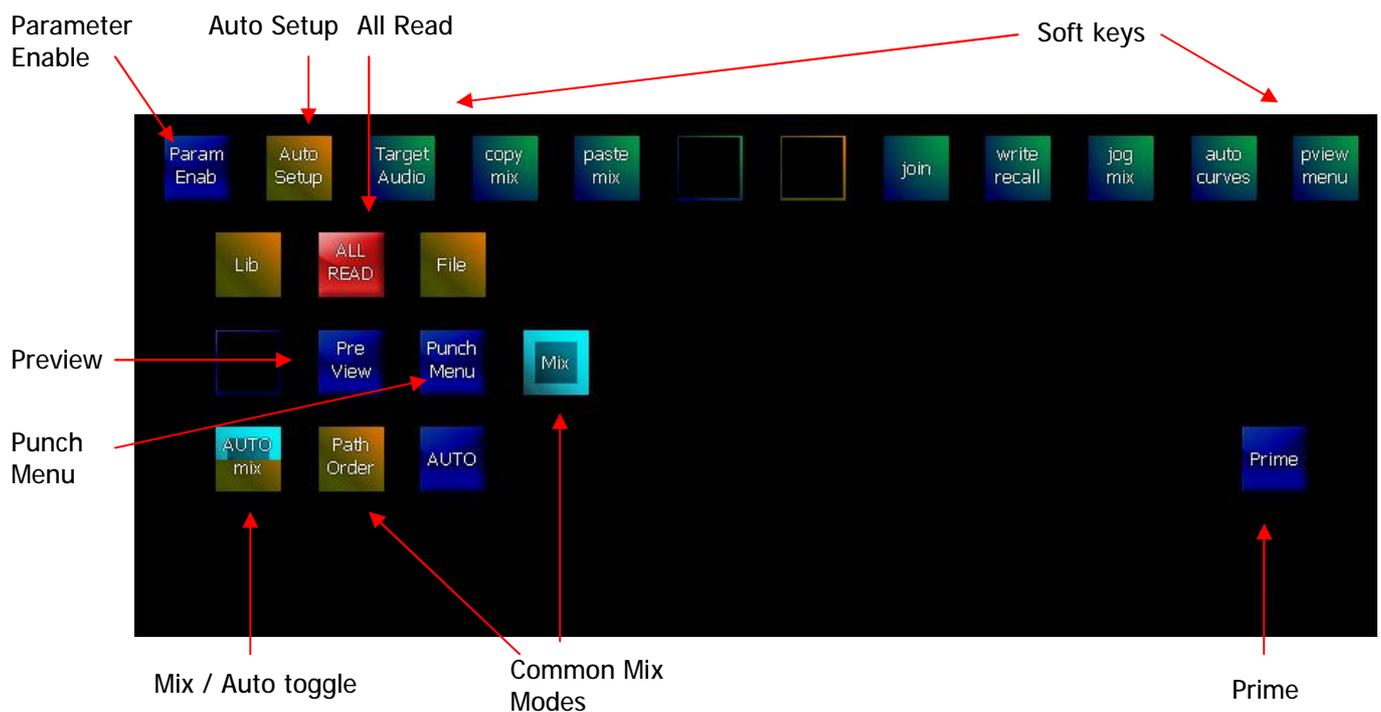
The Fader Set button allows you to choose which Fader Set to display on your faders.

It also includes a Map button which begins mapping on the currently chosen fader set.

Automate

The Automate layout is only useful when Mix On is toggled on.

At this time the Automate layout gives you all the active controls needed to automate your mix.



Parameter Enable

Parameter Enable opens a layout where you select which parameters are ready for automation write or trim. Parameters can be selected individually or in groups.

Common Mix Modes

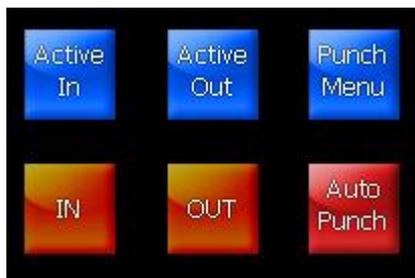
The common mix modes include the Mix Menu and the File Menu, which would be familiar to experienced Fairlight users. For others, the chapter on Automation in the user manual is recommended reading.

Auto Setup is a new menu containing automation parameters:



Punch Menu

Punch Menu accesses commands for instant or programmed automation write entry for all selected channels.



For many users this is the easiest way to manage automation sessions.

Prime

Prime is a state where automation write entry is linked to recording. This allows users to make a "live" recording of their mix, punching in on a finished audio track, while simultaneously recording all mixer moves needed to create that mix.

Preview

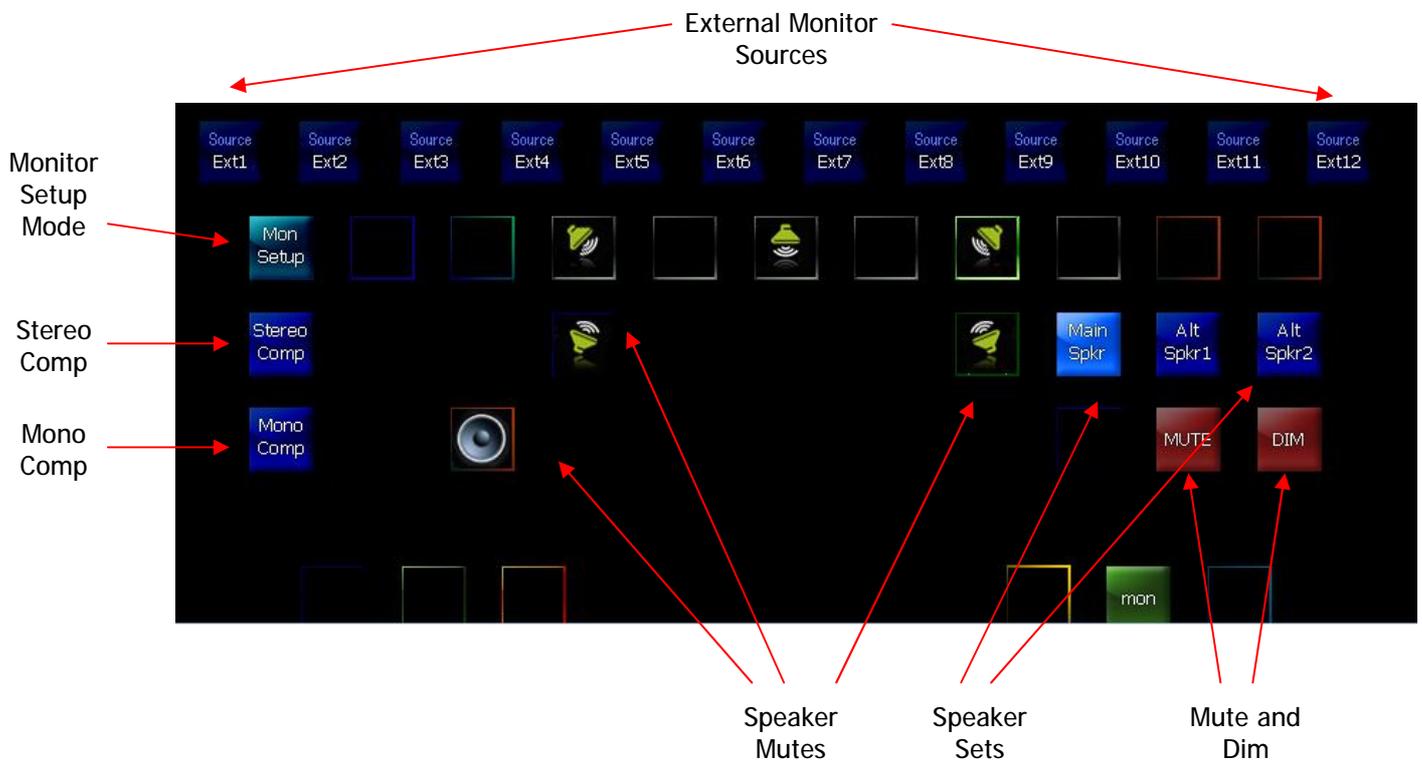
Preview is a mixer state where controls can be adjusted freely without disturbing the written automation data. Once the desired settings have been discovered, it's easy to punch them into the data, either live or by overwriting existing data.

All Read

All Read is your panic button. It instantly drops all channels out of Automation write or trim.

Monitor

The Monitor Megamode is used to control all aspects of monitoring.



Monitor Sources

The monitor system can play the audio from any system bus, or from a selection of external sources coming into system I/O.

The default selection is Main Bus.

In the Monitor Megamode, the buses are shown in the Pad (not visible above) and any of them can be selected. The external sources are chosen in the upper row of the Picture Keys, as shown above.

Stereo and Mono Comp

These buttons allow you to listen to your mix through a stereo or mono speaker system. If your main speakers are 5.1, the monitor system will use Left and Right for stereo, or Center for mono.

Speaker Sets

The Monitor Megamode allows access to two alternative speaker sets, plus your Main speakers.

Monitor Setup Mode

Monitor Setup allows you to configure your speaker sets, as to their format (mono, stereo, 5.1 etc) and the physical outputs that feed them.

User Macro

The User Macro Megamode is still under design. It doesn't do anything useful yet.