Accelerator keys ...... Special keys that execute a command or open a dialog box without using the menu, the mouse, or a series of keystrokes.

Arrow .................. A pointer shape that is used for the selection of functions.

Auto Match ............. When the fader automatically moves back to its original Pass position after a change was made to the fader. Auto Match Glide times are adjustable.

Check box ............... Small squares that are used to select one or more options in a dialog box.

Click .................... To press and release the mouse button.

Command ................ A word or phrase, usually found in a menu, that is chosen to carry out an action.

Command button ...... Rectangular buttons with rounded corners that are used to activate or cancel a command.

Control box ............. The small box that is located in the upper left corner of the main screen.

Default .................. An option or command that is automatically chosen by the system. The default can be overridden by selecting the desired command or option.

Delete ................... To erase mix information from a floppy or the hard disk, or remove a Label from a list, mutes from a list, etc..

Diagnostics window.. This window bypasses the Windows environment so you can communicate directly with the PC.

Dialog box................ A box that appears when more information is needed before a command can be carried out.

Direct window access ................ Control of commands and features from the main Flying Faders screen as opposed to opening a dialog box.

DOS ....................... Disk operating system.

Double click ............ Quickly click the mouse button twice.

Drag ....................... To click and hold the mouse button while moving the mouse.
Isolate mode ............... Faders and mutes that are in the Isolate mode are cut off from the computer and will not play back or record any moves or mutes.

Keep ...................... To store a mix to disk.

Keystroke .................. A combination of key presses that carry out a command.

Latch button
operation .................. A feature used for Solo. In this mode, Solo will turn on when the SOLO button is pressed and will turn off when pressed again.

Link .......................... A series of faders or mutes that are connected together. Any fader or mute in the Link can serve as a master.

List box ...................... Contains choices that are available to the user.

Load .......................... To duplicate mix information from hard disk or floppy disk and place it in RAM.

Main screen .................. The master control window for Flying Faders.

Match ......................... When the fader moves back to its original Pass position after a change was made to the fader. Match Glide times are adjustable.

Menu .......................... A list of commands or dialog boxes.

Menu bar ...................... The horizontal bar across the top of the main screen that contains menu titles.

Menu title ..................... The list of menus contained in the menu bar.

Mix/Pass ....................... The chain of moves and events stored in RAM.

Mix/Pass counter ............ The area on the main screen that shows the current Mix/Pass number.

Mix/Pass Tree ............... A visual representation showing the hierarchy of Mix/Pass numbers.

Momentary button
operation ...................... A feature used for Solo. In this mode, Solo will be on only as long as the SOLO button is held down.

Mouse ......................... A pointing device that is used to perform functions without the use of the keyboard.
Text pages .......................... A word processor in Flying Faders that is used for editing files and for making general notes.

Timecode field ............ The area that contains timecode numbers.

Touch Record .......... A fader and mute Ready mode.

Trim ......................... To change the preset of a fader or faders.

Two-headed arrow ... A pointer shape that is used for changing the size of the windows.

VDU.............................. video display unit

xFade......................... Crossfade