QUICKIE GUIDE TO GML

BOOTING UP

There is a specific order and timing to boot up the GML computer. If anything is turned on in the wrong order the system will not run properly.

First things first - Turn on both TV monitors with the provided remote controls. DO NOT press the button on the TV to turn it on. Make sure your Control Room Monitors are on.

Next - Flip up the switch labeled VR. This turns on the recall computer. The recall has to boot all the way before any other switches are flipped. When you flip this switch you will see relays trip across the console. THIS IS NORMAL, YOU DID NOT BREAK IT. A picture of the console will appear on the left TV monitor and you should see the graphics scan across the picture. The relays will trip a second time, indicating the console has been scanned. The recall is up.

Next - Flip up the switch labeled NODE. This boots up the GML node. This is what allows the console to talk to the automation. Wait about 30 seconds after flipping the node switch....

Then - Flip up the switch labeled GML AC. It is not necessary to flip the Reset switch during boot up because the node resets itself on power up. The reset function is only used for crashes or changing from the automation program to the test program.

After - GML AC is on, reach down and turn on the MAC. It will take a few minutes to boot up completely.

When - the desktop appears (Oceanway Studios picture), then you can flip on the Faders switch. You must wait for the computer to boot to turn on fader power, but you must turn on fader power before booting the GML program.

Now - You are all powered up, but you have to do a couple of things before opening the application. First - Double click on the GML Ping icon. This window should list that there is a Time Node and a GML Node connected to the computer. Hit the enter button several times to rescan for devices.

(Sal suggests tapping "Innagaddadavida" - did I spell that right?) If both devices still appear, you're cool. Apple Q to quit the scan application.

Now - You are ready to boot the automation software. There are several icons denoting GML on the desktop. You want to make sure you open the correct one. Double click on the right hand side of the screen on the icon GML v.7 R39. The application will open a window that lists GML project
folders already existing. If you are working on a mix in progress, select that folder. Do not hit OPEN!!! If you are starting a new mix, hit CREATE NEW FOLDER and type in the name of your project. Then hit SELECT , whatever your named project folder is. DO NOT HIT OPEN!!! GML will give you a window that asks what title folder you wish to work on. Again, if you are working on an existing title, SELECT that title folder. DO NOT OPEN! If you are working on a new song, again, Create New Folder, name it , then SELECT it. If several title folders already exist within your project folder, you may have to open the correct title (after selecting it). This assures that your mixes will be saved to the correct folder. If it is a pre-existing title folder, GML will then give you a list of mixes to choose from. If you have not yet started a mix, of course, no mixes will be listed. This being the case, you cancel out of the window. You are now in the software.

You want to boot the software before you start the mix, even though you will not enable automation until you have the mix at a reasonable starting level. This will allow you to set up groups and do trims without ever writing a pass.

STARTING A MIX

Before you start the mix, you need to teach GML what type of machine and SMPTE it will be reading from. This can be done by going under the EDIT menu to SMPTE & Machine PREFS (2nd from the bottom). Once in this window, click on Capture new SMPTE parameters. GML will give you a message to make sure the tape is stopped before performing..... Hit OK, then follow the instructions in the following windows. It will take a minute, but once the window reads RUNNING you can stop the tape machine and close both windows by hitting OK.

TAKING A SNAPSHOT

Once you get approximate levels for your mix, it is a good idea to take a snapshot. This assures you that if the system crashes, or if you stray too far from your reference, that you can always recall it. It is always a good idea to take snapshots throughout your mix, even before enabling automation, and reference why or when you took the snapshot in it's name.

The snapshot command is in the center GML Master Panel (near the Master Fader). Hit the SNAPSHOT TAKE button, then hit the ALL button. This actually takes the snapshot, but DOES NOT save it. After taking the snapshot, look at the automation screen. Where it says
"SNAPSHOT", the name of the snapshot (still untitled, if you did not open or save a previous snap) will be in italics. IF THE NAME OF A MIX OR SNAPSHOT IS IN ITALICS, IT HAS NOT BEEN SAVED. Once you save the snapshot, the italics will go away. You can save the snapshot like any other save, under the file menu. Or you can APPLE D. If your snapshot already has a name, Apple D will add a ".001" to the previously saved name. If it has not yet been named, you will be prompted to name it.

RECALLING A SNAPSHOT

Recalling a snapshot is essentially like saving a snapshot. If the snapshot you want to recall is already in the automation window, Just hit the SNAPSHOT RECALL button, then hit the ALL button. If you wish to recall a previous snap, go under the FILE menu, and OPEN the snap you wish to recall. Then proceed with SNAPSHOT RECALL/ALL. If you have changed levels to a liking, make sure you take a snapshot of current settings before you recall another snap. Otherwise current settings will be lost - FOREVER.

READY TO WRITE

GML has 8 different modes of operation. You will find that you work mainly in only a couple of these modes. Modes are selected using the F keys on the Mac keyboard (each F key is labeled). Within each mode selection, you can toggle between 3 different modes, one of these always being READ ONLY. Once you enter an F_ mode, you can select which faders, or all, will be included. Anytime you switch modes by F key, all faders will default to read only. Clicking the select button on a fader once will put that fader only into the mode. This is good for minimal rides, or if you only need to do rides on one fader. Hitting the ALL button on the Master Panel will put all faders in whatever mode is selected. Double clicking the ALL or single SELECT buttons will toggle between the main mode and the alternate mode for the selected F key. Your selected mode will show up in the GML window under the Comments.

GML MODES

F1 - Fader/Switch update/write (in this mode, you will perform your initial pass of automation. If you need to hard write a move - not trim - this is the mode you would use)

F2 - Switch read/write -- Fader read (in this mode previous fader moves will be read, but no new fader moves will be recorded. Only switches (mutes) will be recorded. They can be hard written or in a read/write mode where they only write when touched)
F3 - Switch read/write -- Fader manual (in this mode faders will not move at all unless you move them. No fader moves will be recorded)

F4 - Fader read/write -- Switch read (this mode is just the opposite of F2. No new switches will be written, but fader can be in hard write or write when touched)

F5 - Fader read/write - Switch manual (same as F4, but no switches will read or be recorded)

F6 - Fader/Switch update ABS/REL (in this mode, fader moves will be recorded when touched, and faders will snap back to previous level when released. Double clicking will toggle to F7's main mode)

F7 - Fader/Switch update REL/ABS (in this mode, fader moves will be recorded when touched, but faders will not snap back when released, and the trimmed level will be written until tape stops. Double clicking will toggle to F6's main mode. These two modes are essentially the opposite of each other)

F8 - ALT mode - no read /no record/ no fader LEDs (you won't use this mode)

GROUPS

There are two ways to set up groups in GML. ONLY the group faders can act as group masters. A fader can only be in one group at a time. The easiest way to set up a group is by using the shortcut APPLE G. This will open the group master window. In this window you select at the top which group you would like to assign faders to, then you click on which faders you want to be included in the group. Done. Close the window and just double check that all of your grouped faders are responding to the group master. You can do this by either moving the fader, or toggling the mute switch. The other way to assign groups is to hit the Group button in the master panel. Then, while holding down the select button for the group master, press the select buttons on all faders you wish to be included.

SAVING A MIX

Saving a mix in GML is like saving any other file on a macintosh. SAVE OFTEN!!!! If the mix name is in Italics, changes have been made since the last save. Changes include groups and offline trims. You can save a mix by using the APPLE S shortcut or by using the file menu. Shortcut saving will automatically name your mix with a ".001", etc. from your previously named mix. You should save and rename important steps in your mixing process so you can always get back to those points.