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## Data Cartridge and Disk Drives

**BEGIN EX**  
Re-loads program

**FORMAT EX**  
Formats new Data Cartridge (DC)  
A must! (5min)

**LABEL EX**  
Sets choice of REEL size if using  
DC or 'labels' Floppy as required.  
Essential!

**ALTER EX**  
Stores current List page info for  
further transfer to REELS and Reel  
Disks

**LOAD EX**  
Makes Floppy current REEL  
Displays remaining current REEL  
space

**General**

**SIGN_..... EX**  
Changes Program start sign on  
message

**HERE EX**  
Makes a NOW cue point for use in  
locate command lines. If TIME is  
omitted in such a line and HERE  
was the last specified time, that  
time will be assumed

**? HERE EX**  
Displays current timecode value

**SET_CL EX**  
Sets Time and Date clock

**TI EX**  
Displays clock

**DELETE (whatever) EX**  
Whatever must be specified. The  
item name of the TITLE, MIX etc  
may be abbreviated as usual  
Accesses Setup Menu (customising  
pages)

## Ultimation Systems only:

**MO EX**  
Toggles MOTORS ON/OFF  
.(period key)

**. (period key)**  
Displays current state of  
MOTORS ON/OFF
Time

Time as referred to here by TIME can be:

a) Last time specified
b) Timecodes hh:mm:ss ff or hh:mm:ss:ff
c) Feet' Frames
d) TITLE, MIX, CUE, HERE, DROP-IN

(t) indicates a specific value of time i.e. . 6(6 frames), 3. (3 secs) etc.

Timecode

Flashing SMPTE, EBU, DF TC or FILM
System is set (incorrectly) for this type of timecode. Solid display when set correctly

Flashing smpte, ebu, df tc or film
System needs to be reset to this type of timecode

SMPTE?, EBU?, DF TC? or FILM ?
Wrong Speed/Tach rate. Wrong Master machine selected in Setup Menu

SMPTE*, EBU*, DF TC* or FILM *
No Tach

????
Synchroniser gone away

LARGE/SMALL key
Toggles large display of current timecode (or Sync display if fitted) with current page display

SMPTE, EBU or STRIPE EX
To generate timecode. Set type in Setup Menu

OFF_TIME EX
Sets up REEL offset

OFF_: Cancels REEL offset

SP_30 (or 15) EX
Changes Speed on List page. (MUST be correct for current Master machine)
Reels

NB. The REEL key replaces the SEQUENCE key used on E Series keyboards.

NAME REEL Name EX

NAME REEL (A) or (B) Name EX

REEL Name EX

REEL (A) or (B) Name EX

REEL (A) or (B) Name TITLE EX

REEL X TITLE A EX

DELETE REEL Name EX

REEL X NAME Y EX

NB. When defining DC with (A) or (B), the brackets must be entered in command line.

Lists

(LIST) REEL EX

(LIST) REEL (A) or (B) EX

LIST EX

Displays REEL List

Lists REELS on DC in A or B drive

Displays Information page of current REEL

NB. If the Broadcast List Page option is selected in the Setup Menu, type PG_ . . . to enter the Programme name and DR_ . . . to enter the Director's name. All other categories can be entered/overwritten using the first two letters of that category.

(LIST) TITLE, TRACK or MIX etc EX

TITLE LIST EX

Gives a list of the specified item

Accesses Notes Pages for reading or writing

Enables TRACK List entries

← → Left/Right cursor keys

Scan through CUES, MIX, SYNC PRESET, TR SETUP, TRACK, NOTES pages

↑ ↓ Up/Down cursor keys

Give alternative information associated with TITLE, MIX and TR SETUP lists
<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NAME TITLE (FROM TIME)</td>
<td>Enters new TITLE</td>
</tr>
<tr>
<td>(TO TIME) EX</td>
<td></td>
</tr>
<tr>
<td>NAME TITLE (Name) TO TIME EX</td>
<td>Enters new TITLE starting at current time and ending at TIME</td>
</tr>
<tr>
<td>TITLE (Name) FROM TIME EX</td>
<td>Changes TITLE start time (and resorts list)</td>
</tr>
<tr>
<td>TITLE (Name) TO TIME EX</td>
<td>Changes TITLE end time</td>
</tr>
<tr>
<td>TITLE END TIME EX</td>
<td>As above</td>
</tr>
<tr>
<td>TITLE END EX</td>
<td>Clears TITLE end time</td>
</tr>
<tr>
<td>TITLE (Name) NAME (New Name) EX</td>
<td>Renames title. Same syntax used for cues, mixes etc.</td>
</tr>
<tr>
<td>CUE EX</td>
<td>Defines CUE point at current time, computer numbered</td>
</tr>
<tr>
<td>CUE Name AT TIME EX</td>
<td>Defines a named CUE point at TIME</td>
</tr>
<tr>
<td>CUE (Name) TO TIME EX</td>
<td>Changes time of CUE point (and resorts list)</td>
</tr>
<tr>
<td>CUE (Name) +/- (t) EX</td>
<td>Nudges cue time by one frame if t is not specified</td>
</tr>
<tr>
<td>REVISE CUE FROM CUE X TO CUE Y TO TIME EX</td>
<td>Re-sorts Cue List so that CUE X is now at TIME and subsequent Cues on the list up to Y are time shifted accordingly</td>
</tr>
<tr>
<td>DELETE ALL CUE, MIX SETUP etc EX</td>
<td>Deletes all items on the specific list</td>
</tr>
<tr>
<td>DELETE CUE 1 CUE 2 CUE 3 etc EX</td>
<td>For selective multiple deletions</td>
</tr>
<tr>
<td>DELETE TITLE LIST EX</td>
<td>Deletes all Notes in current TITLE</td>
</tr>
</tbody>
</table>

### Tape Control

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GOTO (TIME) EX</td>
<td>If TIME is not entered, the last specified target is assumed</td>
</tr>
<tr>
<td>PLAY (TIME) (TO TIME) EX</td>
<td></td>
</tr>
<tr>
<td>HERE EX</td>
<td>Sets a NOW target for GOTO EX, PLAY EX etc. or Mix data changes</td>
</tr>
<tr>
<td>PLAY FROM TIME (TO TIME) EX</td>
<td>Plays for ever if TO time is not specified</td>
</tr>
<tr>
<td>CYCLE ((FROM TIME) TO TIME) EX</td>
<td>Cycles from last locate target if FROM TIME is not specified</td>
</tr>
<tr>
<td>PLAY CYCLE EX</td>
<td>Reinstates an interrupted cycle</td>
</tr>
<tr>
<td>CYCLE EX</td>
<td>Cycles to NOW from the last specified locate target</td>
</tr>
</tbody>
</table>
+/-(t) EX

Overrides Setup Menu default time value of +/- keys

+/− EX
Locates and plays

+/− GOTO EX
Locates and parks

+/− CYCLE EX
Locates and cycles

Q EX
Toggles the option to locate the machine to target without preroll

Drop-ins

NB. On SL 4000/6000/8000 Series systems, Drop-ins will be REHEARSED on monitor if desk TRACK READY is set but RECORD ENABLE is NOT set. To Drop-in for real, set RECORD ENABLE. If Drop-in fails, check Local Record Safe on tape machine.

DROP-IN EX
Plays and sets Drop-in for indefinite recording

DROP-IN EX. . . . . EX
Sets Drop-in and out times on the fly

DROP-IN FROM TIME TO TIME EX
Sets Drop-in and out times

DROP-IN FROM TIME EX
Sets Drop-in time for indefinite recording

DROP-IN END EX
Clears Drop-out time

DROP-IN AT TIME EX
Resets Drop-in time but not Drop-out time

DROP-IN END TIME EX
Resets Drop-out time

DROP-IN TO TIME EX
As above

DROP-IN (END) +/(t) EX
Changes Drop-in or out times by one frame or specified time (t)

LIST DROP-IN EX
Displays Drop-in and out times

GOTO DROP-IN EX
Guess what!

PLAY DROP-IN (FROM TIME) EX
Plays Drop-in from TIME

CYCLE DROP-IN (FROM TIME) EX
For multiple Drop-in rehearsal.

AT TIME DROP-IN EX
Drops in on first pass only

AT DROP-IN EX
Locates and drops in at TIME for indefinite recording

+/-(t) DROP-IN EX
As PLAY DROP-IN but clears Drop-out time

PLAY FROM DROP-IN EX
Locates and drops in at time set by +/- keys

Locates but does not perform the Drop-in
Copying Information

WARNING

G Series and Ultimation mixes are not backwards compatible with E Series software.

Ultimation mixes may be played back on a system using standard current G Series software. To play back an Ultimation or G3.00 (or later) mix on a G2.12 system, the REVISE MIX TO G command (see MIXING) must be used before the mix is copied/transferred to the old G Series system. E Series and G 2.12 (or earlier) mixes will be automatically converted for playback on Ultimation or G3.00 (or later) systems.

Stored information can be copied from the current area to another area or copied from another area to the current area or between two other areas as required e.g:

NB. Omit (A) or (B) from command lines if copying within the same DC

COPY ALL EX
COPY REEL EX
COPY CUSTOM EX
BACKUP EX

COPY FLOPPY TO REEL (A/B) Name EX

COPY REEL (A) Name TO
COPY REEL (A) Name TO REEL (B) Name EX
COPY REEL TO REEL (A/B) Name EX

COPY TITLE Name TO REEL (A/B) Name EX
COPY TITLE Name TO FLOPPY EX

COPY REEL X TITLE 1 TO REEL (A/B) Y EX
COPY TITLE 1 FROM REEL (A/B) X EX

Copies Program Disk or any floppy to floppy
Specifically copies Reel Disk to another floppy
Copies custom Setup parameters to new Program Disk
Makes copy of DC in drive A to DC in drive B
Copies floppy Reel Disk to a REEL
Copies REEL to Reel Disk if there’s FLOPPY EX room!
Copies REEL and renames it
Copies current REEL to new one
Copies TITLE to another REEL
Will copy from floppy if loaded
Copies TITLE on current REEL to Reel Disk
Copies TITLE 1 from REEL X to REEL Y
Copies TITLE 1 from REEL X to current REEL
COPY MIX TO TITLE 2 EX
COPY MIX 1 FROM TITLE X EX
COPY MIX 1 TO MIX 2 EX
COPY REEL X TITLE 1 MIX 3 EX
COPY MIX TO REEL (A/B) Name TITLE Z EX

Creates a copy of current Mix in TITLE 2
Copies Mix 1 to current TITLE
Duplicates Mix 1 with name ‘2’
Copies Mix from another REEL to current TITLE
Copies current mix to TITLE Z on another REEL

Total Recall SETUPS are copied in the same way as Mixes. Substitute SETUP for MIX.

COPY CUE FROM (REEL Name) TITLE 1 EX
COPY CUE TO TITLE 1 EX
COPY CUE TO FLOPPY TITLE X EX
COPY CUE TO REEL (A/B) Name TITLE 1 EX

Replaces CUE list in current TITLE with TITLE 1 CUE list
Current CUE list overwrites CUE list in TITLE 1
Copies current CUE list to Reel Disk
Copies CUE list to another TITLE on a different REEL

BEWARE: Copying a Cue list to a Title will overwrite any existing Cue list for that Title. If the destination Title specified does not exist, you have the option to create it.

Track lists are copied in the same way as Cue lists - substitute TRACK for CUE. (This facility replaces NAME TRACK FROM TITLE). Substitute SYNC PRESET for CUE to copy Sync Presets. Substitute LIST for CUE to copy Notes Pages.
Mixing

Although SSL offer three different types of mix system - VCA-based G Series, G Series with Ultimation moving faders and G Series moving faders for SL 5000 M consoles, almost all of the mix commands are common to all three systems. Any differences mostly apply to default fader status and status indication and this is made clear in the following text.

All G Series mix systems operate in two basic modes - New Mixes where an original mix is created from scratch and Update Mixes where a mix, previously created and stored on disk, is edited.

New Mixes

SETUP MIX EX

Enables mix system, and starts mix here

MIX ON/OFF key

Followed by any locate command, enables mix from locate target

The screen displays the Mix Options box with the following status controls:

3. AT AUTOTAKEOVER
4. PV PREVIEW
5. IP IMMEDIATE PICKUP

The above may be selected or de-selected at the start of, or during a mix, by typing either the first letter (A, P, I) or the associated number (3, 4, 5) of the required control name. Selected controls are indicated by a blot on the screen display. Any selected controls may be cleared down (to Setup Menu standard) at any time by typing 0 (zero). Note that controls 1 and 2 are not available in a New Mix and are therefore not displayed.

Fader Status at the start of a New Mix

| ABSOLUTE MANUAL (See SAFE MODE) | Red LED No LEDs |

NB. On Ultimation systems only, the yellow alt LED indicates SNAP ON mode (see Page 10-12); all LEDs flashing indicate a fader stall.
Fader Status Cycles in a New Mix

Changes to fader status at the head of, or during a mix may be made individually using fader status buttons. Across the board changes at the head of a mix are made using the Fader Status Master key (FSM).

<table>
<thead>
<tr>
<th>ABSOLUTE</th>
<th>Red LED</th>
</tr>
</thead>
<tbody>
<tr>
<td>REPLAY</td>
<td>No LEDs</td>
</tr>
<tr>
<td>PREVIEW ABSOLUTE</td>
<td>Flashing red LED</td>
</tr>
</tbody>
</table>

G SERIES

<table>
<thead>
<tr>
<th>CONTROL</th>
<th>READY</th>
<th>MIX RUNNING</th>
<th>MIX REVIEW</th>
</tr>
</thead>
<tbody>
<tr>
<td>None</td>
<td>ABS</td>
<td>ABS</td>
<td>REPLAY</td>
</tr>
<tr>
<td></td>
<td>MANUAL</td>
<td></td>
<td>ABS</td>
</tr>
<tr>
<td>IP</td>
<td>ABS</td>
<td>ABS</td>
<td>REPLAY</td>
</tr>
<tr>
<td></td>
<td>MANUAL</td>
<td></td>
<td>ABS</td>
</tr>
<tr>
<td></td>
<td>P/VIEW ABS</td>
<td>P/VIEW ABS*</td>
<td>P/VIEW ABS*</td>
</tr>
<tr>
<td>PV</td>
<td>ABS</td>
<td>ABS</td>
<td>REPLAY</td>
</tr>
<tr>
<td></td>
<td>P/VIEW ABS</td>
<td>P/VIEW ABS*</td>
<td>P/VIEW ABS*</td>
</tr>
<tr>
<td></td>
<td>ABS</td>
<td>ABS</td>
<td>ABS</td>
</tr>
<tr>
<td>IP+PV</td>
<td>ABS</td>
<td>ABS</td>
<td>REPLAY</td>
</tr>
<tr>
<td></td>
<td>P/VIEW ABS</td>
<td>P/VIEW ABS*</td>
<td>P/VIEW ABS*</td>
</tr>
<tr>
<td></td>
<td>ABS</td>
<td>ABS</td>
<td>ABS</td>
</tr>
<tr>
<td>PV+AT</td>
<td>ABS</td>
<td>ABS</td>
<td>REPLAY</td>
</tr>
<tr>
<td></td>
<td>P/VIEW ABS</td>
<td>P/VIEW ABS*</td>
<td>P/VIEW ABS*</td>
</tr>
<tr>
<td></td>
<td>ABS</td>
<td>ABS</td>
<td>AUTO TAKEOVER</td>
</tr>
</tbody>
</table>

Autotakeover allows faders to be switched to REPLAY automatically when the fader crosses the previous pass level of the mix being edited.

* Toggle between PREVIEW ON (current fader levels) and PREVIEW OFF (written levels) using the FADER STATUS MASTER (FSM) key.
### ULTIMATION and SL5000M SYSTEMS

<table>
<thead>
<tr>
<th>CONTROL</th>
<th>READY</th>
<th>MIX RUNNING</th>
<th>MIX REVIEW</th>
</tr>
</thead>
<tbody>
<tr>
<td>None</td>
<td>ABS</td>
<td>ABS</td>
<td>REPLAY† ABS</td>
</tr>
<tr>
<td></td>
<td>MANUAL</td>
<td></td>
<td></td>
</tr>
<tr>
<td>PV</td>
<td>ABS</td>
<td>ABS</td>
<td>REPLAY† ABS*</td>
</tr>
<tr>
<td></td>
<td>P/VIEW ABS</td>
<td>P/VIEW ABS*</td>
<td></td>
</tr>
<tr>
<td></td>
<td>ABS</td>
<td>ABS</td>
<td></td>
</tr>
<tr>
<td>PV+AT</td>
<td>ABS</td>
<td>ABS</td>
<td>REPLAY† ABS*</td>
</tr>
<tr>
<td></td>
<td>P/VIEW ABS</td>
<td>P/VIEW ABS*</td>
<td></td>
</tr>
<tr>
<td></td>
<td>ABS</td>
<td>ABS</td>
<td></td>
</tr>
</tbody>
</table>

Autotakeover allows faders to be switched to REPLAY automatically when the fader crosses the previous pass level of the mix being edited.

* Toggle between PREVIEW ON (current fader levels) and PREVIEW OFF (written levels) using the FADER STATUS MASTER (FSM) key.

† Motor driven Replay on SL5000M systems is indicated by the green Mix LED

### Ultimation Systems Only:

The yellow alt LED indicates SNAP ON mode when lit. In SNAP ON, touch the fader to write, take finger off to return to Replay. In SNAP OFF, touch fader to write, use fader status button to return to Replay. All LEDs flashing indicate fader stall.

- **SO EX** Toggles SNAP ON/OFF
- **MO EX** Toggles MOTORS ON/OFF
- **. (period key)** Displays current state of MOTORS ON/OFF
Mix Commands (all systems)

MIX
Selects LEVEL MATCH. (Choose faders with buttons or all with FSM if Local Fader Level Match = YES in Setup Menu)

JOIN or REVISE
Enables MIX RUNNING from MIX REVIEW on all channels. With PV selected, this only applies to channels in Preview status

AT TIME JOIN (REVISE) EX
Specifies end of rollback

AT TIME EX
Switches faders to preview levels at TIME

-(t) JOIN/REVISE EX
Rolls back by value of - key plus run-up time and JOINS/REVISES at target time determined by the - key

NB. In New Mixes only, JOIN or REVISE have the same effect and JOIN. However, if PV is selected, only those faders in preview status will JOIN. AT TIME EX switches faders to PREVIEW on levels. Rehearse and nudge TIME if necessary. AT TIME JOIN EX will write the JOIN to Mix.

HERE EX
Sets/Updates current JOIN/REVISE point enabling AT EX or AT JOIN EX commands. Also Sets/Updates current locate target

COPY (Head of Mix only)
Stores current fader status for starting further Update mixes until Mix System is disabled with MIX ON/OFF key

FROM EX
Logs current fader statuses

TO EX
Restores statuses logged with FROM EX

FSM key
Toggles ‘Status Locked’ mode, except when faders are in a Preview status or the FSM key is assigned to the Master Fader

BA EX
Toggles mix levels bargraph display on or off

LARGE/SMALL key
Toggles bargraphs with current page display if bargraphs are enabled
Switches through name of mix, sectors used, FSM assignment, Master Fader status and Mix Options Box selection

Accesses/clears Group Setup menu (see below)

Stops mix and asks for name

Displays mix start or end time with frames

Displays length of mix

Cancels current mix

Software Groups

Up to 15 separate software groups, with any number of faders in each group, may be set up at any time during mixing i.e. Mix Ready, Running or Review. Select the Group Setup Menu with the PRESET key. Up/Down cursor keys select slave type, Left/Right keys select group number. Select faders with fader status buttons - Master first (red LED) followed by slaves (green LED). RUB key clears current group. To exit menu press PRESET again. Group information is ‘monitor only’ until merged with the mix data by using the COPY key when group menu is on the screen and the group to be merged is current. Once merged, groups are dissolved.

Update Mixes

Sets up for Update of current mix here

Sets up for Update of mix ‘Name’

Locates and parks at start of Update mix

Locates and starts Update mix

Locates to start of selected mix, plays past end of selected mix

Creates an mix with updated section but at least as long as the mix being updated

NB. In all cases above, if the ‘Name’ is not given, the mix listed as current is assumed.
For Update mixes, the Mix Options box shows the full complement of status controls:

1. UA  UPDATE ABSOLUTE*
2. RC  REVISE CUTS
3. AT  AUTOTAKEOVER
4. PV  PREVIEW
5. IP  IMMEDIATE PICKUP

\[ \text{UA + RC = PLAY CUTS ONLY} \]

* For SL5000M systems, UA is replaced with UT (Update by Trim) and \( \text{UT+RC = Play Cuts Only} \)

The above may be selected or de-selected at the start of, or during a mix, by typing the first letter or the associated number (1, 2, 3 etc.) of the required control name. Any selected controls may be cleared down (to Setup Menu standard) at any time by typing 0 (zero).

**Fader Status in an Update Mix**

**G SERIES and ULTIMATION SYSTEMS**

<table>
<thead>
<tr>
<th>Control</th>
<th>LED Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>ABSOLUTE</td>
<td>Red LED</td>
</tr>
<tr>
<td>TRIM</td>
<td>Green LED</td>
</tr>
<tr>
<td>Preview ABS</td>
<td>Flashing Red LED</td>
</tr>
<tr>
<td>Preview TRIM</td>
<td>Flashing Green LED</td>
</tr>
<tr>
<td>REPLAY</td>
<td>No LEDs</td>
</tr>
<tr>
<td>MANUAL (See SAFE MODE)</td>
<td>No LEDs</td>
</tr>
<tr>
<td>REPLAY(Fader) READ CUTS</td>
<td>Green + flashing Red LED</td>
</tr>
<tr>
<td>REPLAY(Fader) WRITE CUTS</td>
<td>Green + Red LED</td>
</tr>
<tr>
<td>ABS (Fader) READ CUTS (UA + RC)</td>
<td>Red + flashing Green LED</td>
</tr>
</tbody>
</table>

**NB.** On Ultimation systems only, the yellow alt LED indicates SNAP ON mode; all LEDs flashing indicate a fader stall.
SL5000M SYSTEMS

ABSOLUTE Red LED
TRIM Yellow LED
Preview ABS Flashing Red LED
Preview TRIM Flashing Yellow LED
REPLAY (Motor driven) Green LED
REPLAY (Non-Motor driven) No LEDs
MANUAL (See SAFE MODE) No LEDs
REPLAY (Fader) READ CUTS Yellow + flashing Red LED
REPLAY (Fader) WRITE CUTS Yellow + Red LED
ABS (Fader) READ CUTS (UT + RC) Red + flashing Yellow LED

Fader Status Cycles in an Update Mix

G SERIES and ULTIMATION SYSTEMS

<table>
<thead>
<tr>
<th>CONTROL</th>
<th>READY</th>
<th>MIX RUNNING</th>
<th>MIX REVIEW</th>
</tr>
</thead>
<tbody>
<tr>
<td>None</td>
<td>REPLY</td>
<td>REPLY</td>
<td>REPLY</td>
</tr>
<tr>
<td></td>
<td>TRIM</td>
<td>TRIM</td>
<td>TRIM</td>
</tr>
<tr>
<td></td>
<td>ABS</td>
<td>REPLY</td>
<td>REPLY</td>
</tr>
</tbody>
</table>

SL5000M SYSTEMS

<table>
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<tr>
<td>None</td>
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<td>ABS</td>
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</tr>
<tr>
<td></td>
<td>TRIM</td>
<td>REPLY</td>
<td>REPLY</td>
</tr>
</tbody>
</table>

Other Status Controls

Selecting UA(UT†), RC or UA(UT†) + RC will allow faders to be switched to ABS (TRIM†), READ/WRITE CUTS or ABS FADER READ CUTS from any previous status, at any point before or during the mix, by using the status buttons or the Fader Status Master key at the head of the mix only.

† SL5000M Systems only
With standard G Series systems, having selected IP, channels will switch to the appropriate status e.g. ABS, WRITE CUTS etc. immediately on moving the fader in MIX REVIEW only. With Ultimation and SL5000M Systems, when IP is selected, channels will switch to the selected status as soon as the state of a cut is changed in MIX REVIEW only.

Selecting PV allows faders to be selected to a PREVIEW of the update status, by using the fader status buttons or FSM as above. If PV+IP is selected, the preview status will be entered by moving the fader in MIX REVIEW (standard G Series systems only). PREVIEW ON/OFF can be toggled (as above - New Mixes) during the mix, with the FSM key and can also be used in MIX REVIEW to selectively JOIN faders to the mix - see JOIN and REVISE above.

Selecting AT allows faders to be switched to REPLAY automatically when the fader crosses the reference level of the mix being updated. Autotakeover is not available with RC (REVISE CUTS mode) as this mode is specifically designed to toggle READ/WRITE CUTS status.

**Master Fader Status (not applicable to SL5000M Systems)**

Typing MF at the start of mix, or MF EX during, allows the Fader Status Master key to act as a Master Fader status button. Repeat command to return FSM to normal function. This feature overrides any other FSM function apart from PREVIEW ON/OFF.

**Status Retention**

If a mix is cancelled, fader statuses selected at the head of that mix are retained when another attempt at the same mix is made. If required, fader status may be changed at the head of the further attempt. If an Update Mix is stored, then at the head of the next update, statuses are returned to TRIM (REPLAY for Ultimation and SL5000M Systems) regardless of their previous selection, except when the COPY function has been used. FROM and TO allow statuses to be logged and recalled during the mix or subsequent mixes.

In Update Mixes only, channels can be locked in the status they are in at the point of rollback. In MIX RUNNING or MIX REVIEW, the FSM key toggles in and out of ‘Update Status Locked’. In ‘Status Locked’, UA(UT) and RC disappear from the Mix Options box to show that no channel can be selected to a new status.

When a mix is stored, controls (UA, AT etc) are cleared at the head of the next mix unless they are selected as standard in the Setup Menu.
Help

At the start of a mix, typing HE, or during a mix HELP EX toggles STATUS HELP. In this mode, select a channel with its fader status button, then turn STATUS HELP off. The current status is displayed on the screen. As the chosen channel's status is cycled with the fader status button, the screen prompt will indicate the selected status.

More help may be needed if you are making Mega Mixes and get a "REEL FULL, Unsaved mix in memory" message. Do not panic! Re-organise your Reel to make space or create a new REEL and TITLE. Then type END EX to save the mix.

Track Copy/Swap Mode

At head of mix (only), press TRACK. The FSM key toggles COPY/SWAP mode. Select channels to copy/swap using fader status buttons. The screen display confirms your selection. De-activate by pressing TRACK again. Press EXECUTE to start mix. While in TRACK COPY/SWAP mode, the DELETE key will clear any current fader selection and the SETUP key will re-set any previous selection.

Safe Set

<table>
<thead>
<tr>
<th>At start of update</th>
<th>Type SA</th>
</tr>
</thead>
<tbody>
<tr>
<td>During update</td>
<td>Type SAFE EX</td>
</tr>
<tr>
<td>To set channels</td>
<td>Use fader status buttons - first press selects SAFE MANUAL, second press SAFE REPLAY</td>
</tr>
<tr>
<td>To set all channels</td>
<td>Press FADER STATUS MASTER key</td>
</tr>
<tr>
<td>To return to normal</td>
<td>Press REPEAT</td>
</tr>
</tbody>
</table>

SAFE MANUAL (red LED on selection) allows total freedom to experiment with faders and cuts, leaving all mix data intact. In SAFE REPLAY (green LED on selection) any changes to fader levels or cuts will neither be heard nor affect the mix data. To retrieve a fader from SAFE, repeat the above process and deselect channels.
Off-Line Creation And Joining Of Mixes

REVISE MIX Name TO G EX

Copies G Series or Ultimation mix for use with earlier G 2.12 software. E Series and G2.12 mixes are automatically converted for use with Ultimation and current G Series

BEWARE: G2.12 software cannot read unconverted Ultimation and G3.00 onwards mixes.

REVISE MIX Name FROM TIME TO TIME EX

Creates a shortened mix from mix 'Name'

REVISE MIX Name FROM TIME TO TIME TO TIME EX

Creates a new mix from (a section of) Mix 'Name' and time shifts it to start at the second TO time

JOIN (MIX) B TO (MIX) A AT TIME EX

Off-line Butt join resulting in Mix A followed by Mix B

JOIN (MIX) B TO (MIX) A FROM TIME TO TIME EX

Off-line Insert join resulting in Mix A followed by Mix B followed by Mix A

JOIN (MIX) A FROM TIME TO TIME TO (MIX) A FROM TIME EX

Time shifts portion of Mix A and inserts it back into Mix A

JOIN (MIX) A FROM TIME TO (MIX) B FROM TIME TO TIME EX

As above with different mixes

NB. For all types of Off-line joins, screen prompts allow channels to be chosen from each mix.
Drop-ins While Mixing

All the usual Drop-in commands are available but:

AT TIME DROP-IN JOIN EX

Locates and plays from TIME less Run up time for Drop-ins less pre-roll. JOINS at end of preroll. DROPS IN at TIME

-(t) DROP-IN JOIN EX

As above but DROPS IN at time set by - key

-(t) JOIN DROP-IN EX

As above but DROPS IN and JOINS at time set by - key

AT TIME JOIN DROP-IN EX

As above but DROPS IN and JOINS at TIME

AT JOIN DROP-IN EX

Repeats above if Drop-in time already set

AT DROP-IN JOIN EX

Ditto. Saves remembering which word order!

Use REVISE instead of JOIN for the REVISE function.

Total Recall

NAME SETUP (Name) EX (EX)

Stores complete scan of desk

REVISE SETUP (Name) EX (EX)

Changes existing Setup to current settings

PLAY SETUP (Name) EX

Runs Total Recall and displays Setup

LIST SETUP EX

Lists Total Recall Setups!

LARGE/SMALL Key

Zooms in on section of display

Printer

PRINT

Prints screendumps if this feature enabled in Setup Menu

Otherwise:

PRINT TITLE EX

Prints every List in the current TITLE

PRINT MIX, CUE, SETUP etc EX

Prints that list from current TITLE

PRINT TITLE LIST EX

Prints Notes Pages from current TITLE
Synchroniser

In the following command line examples:

\[
\begin{align*}
X &= A \text{ or } B \text{ or } C \text{ as exclusive system Masters} \\
Y &= A \text{ or } B \text{ or } C \text{ or } D \text{ or } E \text{ exclusively}
\end{align*}
\]

TIME can be entered in any of the usual formats or in the form of the letters A, B, C etc. which represent that machine’s current mark point. NQ Indicates that command not available to Q Lock users.

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SYNC ON EX</td>
<td>Enables Synchroniser NQ</td>
</tr>
<tr>
<td>SYNC OFF EX</td>
<td>Disables Synchroniser NQ (Not applicable to MotionWorker or TimeLine systems)</td>
</tr>
<tr>
<td>XM EX</td>
<td>Sets Master NQ</td>
</tr>
<tr>
<td>Y SETUP EX</td>
<td>Toggles Machine Selection</td>
</tr>
<tr>
<td>ABC etc SETUP EX</td>
<td>As above but for more than one machine</td>
</tr>
<tr>
<td>Y DROP-IN EX</td>
<td>Toggles Machine Record Enable NQ</td>
</tr>
<tr>
<td>ABC etc DROP-IN EX</td>
<td>As above but for more than one machine NQ</td>
</tr>
<tr>
<td>Y (or ABC etc) HERE EX</td>
<td>Sets machine position as a mark point and sends new offsets to synchroniser</td>
</tr>
<tr>
<td>Y (or ABC etc) AT TIME EX</td>
<td>Sets marks/offsets according to which page (mark/offset) of sync info is on the screen. If the sync page is not displayed it will set marks. The new offsets will then be sent to the synchroniser</td>
</tr>
<tr>
<td>Y_(or ABC etc)TIME EX</td>
<td>Sets offsets and sends them to synchroniser</td>
</tr>
<tr>
<td>Y +/- EX</td>
<td>Nudges machine mark by one frame and sends new offset to synchroniser</td>
</tr>
<tr>
<td>Y +/-(-t) EX</td>
<td>Nudges machine offset by time difference and sends new offset to synchroniser</td>
</tr>
<tr>
<td>Y GOTO TIME EX</td>
<td>Individually locates that machine to the timecode specified, taking that machine out of chase NQ</td>
</tr>
<tr>
<td>Y(or ABC etc)? EX</td>
<td>Clears master sync preset</td>
</tr>
<tr>
<td>SYNC AB or AC or BCDE etc EX</td>
<td>Treats machines included as ‘Master Machine’ and maintains their offsets</td>
</tr>
<tr>
<td>SYNC EX</td>
<td>Displays Sync Status page. UP/DOWN cursor keys toggle position/time to sync pages</td>
</tr>
</tbody>
</table>
Left/Right cursor keys
LARGE/SMALL key

NAME SYNC PRESET (Name) EX
Toggle mark/offset pages
Toggles sync status page/current other page

REVISE SYNC PRESET (Name) EX
Stores mark points in Sync Preset directory under ‘Name’ or number
Stores new mark points in sync preset directory under old Name or number

DELETE SYNC PRESET Name EX
Deletes the sync preset

LIST SYNC PRESET EX
Lists names of sync presets in the TITLE

PRINT SYNC PRESET EX
Provides print out of names and all timecodes of sync presets in the TITLE

SYNC PRESET (Name) EX
Loads in Sync Preset (Name) to the markpoints & sends the offsets to the synchroniser

PLAY SYNC PRESET (Name) EX
As above and locates and plays from Master Mark

GOTO SYNC PRESET (Name) EX
As above and locates to Master Mark

DROP-IN AT SYNC PRESET
Sets drop-in timecode at Master Mark
(Name) EX
of Sync Preset (Name)

COPY SYNC PRESET EX
Copies Sync Preset - see COPYING INFORMATION

Sub-frame Offsets $Q$

Sub-frame offsets are not stored on disk but may be manipulated in the range of 0 to 99. If the sub-frame value goes out of range, an error message will be displayed and the timecode offset must be re-manipulated to accommodate the additional sub-frames.

Y * ? EX
Displays offset with sub-frames

Y * n EX
Sets the sub-frame value to n
if 0 <= n <100

Y * +/- (m) EX
Changes value of sub-frames by +/- one frame or (m) if 0 <= n+/-m<100
Events

EVENT ENABLE  Enables events to be stored
EVENT OVERRIDE  Overrides existing events. Allows new ones to be stored
Event Buttons  Act as remotes unless EVENT ENABLE is on, in which case Events will be stored
NAME EVENT EX  Calls up the active Events List for storing and editing of events

With cursor in the Machine column:

EVENT  Allows off-line entry of Events.
Pressing Event Button or typing Button number (1-16/32) defines machine

PLAY  Rolls back (see below) and plays but does not trigger machine
GOTO  Locates to Event time

With cursor in the Time column the following will define Event time:

TIME
CUE 6 EX
DROP-IN EX
TITLE EX
HERE
e etc
+/-. keys  Nudge Event time by one frame
(t)+/- EX  Alters event time
GOTO  Locates to Event time.
PLAY  Locates and Plays. Preroll determined by longest preroll on Event Assignment List.
COPY  Copies Event to Cue List

With cursor in Comments column:

QWERTY keys  Add a comment
DROP-IN  Locates to a point determined by Drop-in run up time + standard runup time, plays and drops in at Event time. Does NOT drop out
PLAY  As above
GOTO  As above
JOIN
With cursor anywhere on Event line, opens list for additional machines in that Event

DELETE
Cursor anywhere. Deletes Event

END
Stores Events on disk

PRESET
Displays current Event option

SETUP
Toggles and displays Event options:
Option 0  Only Event at cursor triggers
        1  All Events trigger
        2  Only Events at and below cursor trigger

LARGE/SMALL key
Toggles Event List with bargraphs if mixing

Programmable EQ, Pan Pots, Joysticks

Status

ABSOLUTE  Red LED
P/VIEW ABS  Flashing Red LED
REPLAY  Yellow LED
MANUAL/SAFE  No LEDs

Fader Status Cycles

Changes at the head of, or during a mix may be made using the Status buttons only. The Fader Status Master key has no effect.

NEW MIXES

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<tr>
<td>None</td>
<td>ABS</td>
<td>ABS</td>
<td>REPLAY</td>
</tr>
<tr>
<td></td>
<td>MANUAL</td>
<td></td>
<td>ABS</td>
</tr>
<tr>
<td>PV</td>
<td>ABS</td>
<td>ABS</td>
<td>REPLAY</td>
</tr>
<tr>
<td></td>
<td>P/VIEW</td>
<td>P/VIEW ABS*</td>
<td>P/VIEW ABS*</td>
</tr>
<tr>
<td></td>
<td>ABS*</td>
<td></td>
<td>ABS</td>
</tr>
</tbody>
</table>

* Toggle between PREVIEW ON (current settings) and PREVIEW OFF (written settings) with the FSM key.
Level Match (Prog. EQ only)

EQ
Left/Right Cursor keys

Displays PEQ Level Match display
Toggle additional PEQ displays

**UPDATE MIXES**

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<tr>
<td>None</td>
<td>REPLY ABS</td>
<td>REPLY ABS</td>
<td>REPLY ABS</td>
</tr>
<tr>
<td>PV</td>
<td>Adds P/VIEW ABS* before ABS</td>
<td></td>
<td></td>
</tr>
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</table>

* Toggle between PREVIEW ON (current settings) and PREVIEW OFF (written settings) with the FSM key.

**NB.** *IP, UA (UT), RC, and AT have no effect on these devices. SAFE SET can used if required (see MIXING).*