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Section 8: Saving & Recalling Effects



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Overview

You can store effects in Dveous/MX's on-line memory, as well as save and restore effects to and from floppy disk or hard drive. You can save or recall an effect from any menu. Dveous/MX has a built-in 3.5" floppy disk, located on the right side of the Control Panel. The floppy drive supports 1.44MB and 720KB MS-DOS floppy disks. The system comes standard with a 2 gigabyte hard drive.

You can also add an optional external floppy drive, which is useful if your Control Panel is mounted in a console that covers the internal disk drive. You can store effects and engineering setup files to floppy disk.

Saving and Recalling Effects

On-Line Memory

After you create an effect, you can save it to on-line memory for later use. When you create an effect, Dveous/MX sets aside part of the system keyframe pool for that effect. You can save up to 100 effects in on-line effect registers, with a maximum of 300 keyframes per effect.



Note: Each keyframe in each channel uses a keyframe from the system pool. This means, for example, that when you create an effect by inserting four keyframes into five channels (1A, 1B, 2A, 2B and Global), you actually use 20 keyframes from the pool.

Saving an Effect

You can save an effect while in any menu. Once the effect is saved, the original effect is still present in the Workspace and you can continue adding to it or you can start another effect. The register number you just saved to displays next to Current Effect so that you know what effect the Workspace copy originated from. There are two ways to save an effect:

- Enter an effect register number (0 - 99) in the numeric keypad. (Make sure the keypad buffer is clear of any previous values. If it is not, press **CLEAR** before entering the register number.)

Press **SAVE EFFECT**. The number you just entered now displays next to Current Effect in the menu display.

- Press the decimal point on the numeric keypad followed by **SAVE EFFECT**. The effect is saved to the first free (empty) effect register. That register number now appears next to Current Effect.



Hint: Any time you edit an effect, those changes affect only the Workspace copy. They are not saved to the effect register until you use the **SAVE EFFECT** command.

Overwriting an Existing Effect

If you enter an effect register number that already contains an effect, one of two things happens:

- If the existing effect does *not* have the protect flag enabled, the Workspace effect overwrites the one in the register. For this reason, it is important to make sure there is no previous value already in the keypad buffer, because that effect will be overwritten once **SAVE EFFECT** is pressed unless the Protect flag is enabled.
- If the existing effect does have the protect flag enabled, Dveous/MX does not save the workspace effect, and does not overwrite the existing effect. A prompt tells you that the register is protected.

See *Loop and Protect* later in this section under Effect Menu for more information on protecting an effect.

Recalling an Effect

Recall an effect from on-line memory to the Workspace as follows. You can perform these steps from any menu:

1. Enter an effect register number (0 - 99) in the numeric keypad. Then press **RECALL EFFECT**. The effect is now loaded into the Workspace and shows as the Current Effect.
2. Press **RECALL EFFECT** again to access the Effect menu.

The recalled effect register number is highlighted and its number also appears in the **Reg#** parameter. At the top of effect register list, next to *WorkSpace*, you will see the identical keyframe setup as the effect you just recalled, indicating that a copy of the effect is now in the Workspace, where you can run and edit it.

Return to any menu to start editing, or press the Timeline Control buttons to run the effect. If you return to a menu, the recalled effect register number will display next to Current Effect. Remember that you are working on a

Workspace copy of the effect, not the actual effect. See notes under *Saving an Effect*.

The Recall Parameter in the Effects Menu

You can choose how many timelines to recall from an effect. **Recall** toggles between *All Chnls* and *Delegated*. *All Chnls* is the default state, and recalls the entire effect. Delegated recalls only the delegated timelines. When you leave the Effects menu, **Recall** mode reverts to *All Chnls*.

The Effects Menu

Press **RECALL EFFECT** to access the Effects menu. Use the Effects menu to browse the on-line effects registers, delete effects, enable/disable the loop and protect flags, and add filename and comments to effects.

For each effect register, the menu shows how many keyframes exist in each channel and the status of the Loop and Protect modes. Look at Remaining KFs to know the total remaining keyframes available in the system pool.

Save/Recall

This function softkey highlights by default when you access the Effects menu, but does not perform any function when pressed. It indicates that you are in the Save/Recall portion of the menu and that the **Reg#**, **Loop**, **Protect** and **Recall** parameters are accessible.

Remaining KFs:		EFFECTS								▼	
SAVE/RECALL	REG #	COMMENT	FILENAME	Gb	1A	1B	2A	2B	LOOP	PROT	Gb
	WorkSpace	Unnamed		2	8	5	8	0	Off	Off	1A
	0	GMO Runners	GMO	2	4	4	5	5	On	On	1B
EDIT NAMES	1	Map ins/outs	ENG	0	6	3	0	0	Off	Off	2A
	2	SummerX	ESPN	8	8	5	8	5	Off	Off	2B
	3			0	0	0	0	0	Off	Off	▲
DELETE EFFECT	4			0	0	0	0	0	Off	Off	
	5			0	0	0	0	0	Off	Off	
	6			0	0	0	0	0	Off	Off	
Comment:		Version 2 Xtreme									
REG #	↓	LOOP	PROTECT	RECALL	KEYPAD						
2		Off	Off	All							

Reg#

Use the Reg# softknob to scroll through the effect registers and view what numbers you have saved to. You can also scroll to *Workspace*. Note that when you recall an effect, its number shows into the Reg# display.

There are three ways of moving through the effect registers:

- Twist the **Reg #** softknob.
- Use the joystick to move up and down the list and move the highlight.
- Move directly to an effect register by entering its number in the numeric keypad and pressing the A keypad button. **Note: For effect numbers 0 through 9 you must press 00, 01, 02, etc. and then A. For workspace, pressing 0 then A will work.**

Loop and Protect

Toggle these parameters either *On* or *Off* to enable or disable the loop and protect flags for an effect in an on-line register. Set loop mode on to put the effect in an infinite loop. With protect mode on, you cannot overwrite or delete the effect.

Loop and Protect in a Recalled Effect

1. Press **RECALL EFFECT** to access the Effects menu, if you are not already in it.
2. Use the **Reg#** softknob to move the highlight to *Workspace*. Or, you can press **0** then **A** in the keypad to select the *Workspace*. When flagging a recalled effect, you must do so in the *Workspace* copy.
3. Use the **Loop** and **Protect** to change the flag settings.



Note: The protect flag is not enabled while in *Workspace*.

Loop and Protect for a Saved Effect

1. Press **RECALL EFFECT** to bring up the Effects menu.

2. Move the highlight to the desired effect register using one of the three methods described under *Reg#*, above.
3. Use the **Loop** and **Protect** softknobs to change the flag settings. Both toggle *On* and *Off*. The status you choose is reflected in the register's menu display. When you recall the effect, the mode(s) you toggled will reflect in the Workspace copy as well.



Note: Recalling a protected effect will automatically disable the protect flag in the workspace. However the original effect register will still be protected.

Recall

Recall lets you choose how many timelines to recall from an effect. Use it to toggle between *All Chnls* and *Delegated*. *All Chnls* is the default state, and recalls the entire effect. *Delegated* recalls only the delegated timelines. When you leave the Effects menu, Recall mode reverts to *All Chnls*. Note that this Recall parameter does not display if you used SAVE EFFECT to access the Effects menu.

Edit Name

Dveous/MX lets you assign file names to effect registers and type in a comment to make identifying them easier. Because Dveous/MX automatically advances you between comment and file fields, entering information for numerous effects is as quick and easy.

File names are limited to eight characters. Comments may be up to 80 characters long. Either can use any combination of numbers or letters and include dashes, underscores or spaces. The file name and comment show display next to their associated register number in the menu display.

Auto Advance Feature for Quick Text Entry

When in *Edit Name* mode, the Field parameter appears. Use it to select the text field you want to update, either *Filename* or *Comment*. If, however, you want to enter names and comments sequentially, leave Field set to *Comment*. This way, Dveous/MX lets you quickly type in the information you need, by using *Confirm* (or the Return key on a keyboard) to advance you between fields and register numbers.

Control Panel vs. Keyboard

There are two ways to enter text information, either via the Control Panel or using a QWERTY keyboard attached to the jack marked "KEYBD" on the back of the Control Panel.

Both the following examples assume *Comment* is chosen in the **Field** parameter (see *Auto advance feature...* on previous page).

- Using the Control Panel to type a filename/comment
 1. Use **Reg#** to select the number of the effect register you want to name. If you want to name a consecutive series of registers, select the first register of the series.
 2. Press **Edit Name**. *Edit* is highlighted and the Comment text box appears in the menu display for the comment.
 3. Use the **Letter** softknob to choose the first letter you want. You can dial in A through Z, a dash (-), an underscore (_) or a blank for inserting spaces between letters. You can also include numbers in a name. To enter numbers, simply enter them on the keypad when in naming mode. Use the *Backspace* selection at the beginning of the **Letter** list erase as many characters as needed.
 4. Press **D** on the numeric keypad. The highlight is cleared from the text box and the character you chose appears in it.
 5. Repeat steps 3 through 5 until you have entered the desired name. If you make a mistake, dial the **Letter** softknob to *Backspace* and then press the **D** keypad button for as many times as you need to delete the desired character(s). You can include numbers anywhere in the name.
 6. Press **Confirm** to enter the name. The new name appears under Comment in the menu display and Dveous/MX automatically advances you to the next text field, *Filename*, whose text box now appears in the menu.
 7. Now you are ready to type in the file name. Follow steps 3 through 5. Now when you press **Confirm**, you are moved to the file name text box for the next register number. Continue with this process until all comments and file names have been entered.
- Using a keyboard to enter file name/comment
 1. Use **Reg#** to select the register number to be named. If you want to name a consecutive series of registers, select the first register of the series.
 2. Press **Edit Name**. *Edit* is highlighted and the Comment text box appears.
 3. Type in a comment. The highlight is cleared from the text box when you enter the first letter.

4. Press the Return key to enter the comment. The comment appears in the menu display and Dveous/MX automatically advances you to the next text field, *Filename*, whose text box appears in the menu.
5. Now you are ready to type in the file name. Follow steps 3 through 5. Now when you press *Confirm*, you are moved to the file name text box for the next register number. Continue with this process until all comments and file names have been entered.

Notes about Edit Name

- The name and comment for an effect only display in the Effects menu and exist only to help you identify your work. The system always refers to the register number to call up an effect and that is the number displayed next to Current Effect.
- Naming an effect does not recall the effect. To recall the effect after naming it, use **RECALL EFFECT**.
- If you modify a named effect and save the changes as a new effect, the system assigns the previous name to the new effect. If you want the modified effect to have a new name, you must rename the new effect once you have saved it.

Notes about Using a Keyboard

- The directional arrows move you through text.
- The Home and End keys move you to the beginning or end, respectively, of the text field.
- Insert mode toggles overwrite mode.

Delete Effect

Delete effects to free up keyframes and perform general housekeeping on your system. You can only delete unprotected effects. If you try to delete a protected effect, an error message displays telling you the register is protected. To delete a protected effect, you must first recall the effect and then turn Protect *Off*.

1. Highlight the effect register number to be deleted.
2. Press *Delete Effect*. “Select” is highlighted.
3. Press *Delete Effect* again to confirm the deletion. A temporary message appears to indicate the effect register has been deleted and all channels show 0 keyframes at that register.

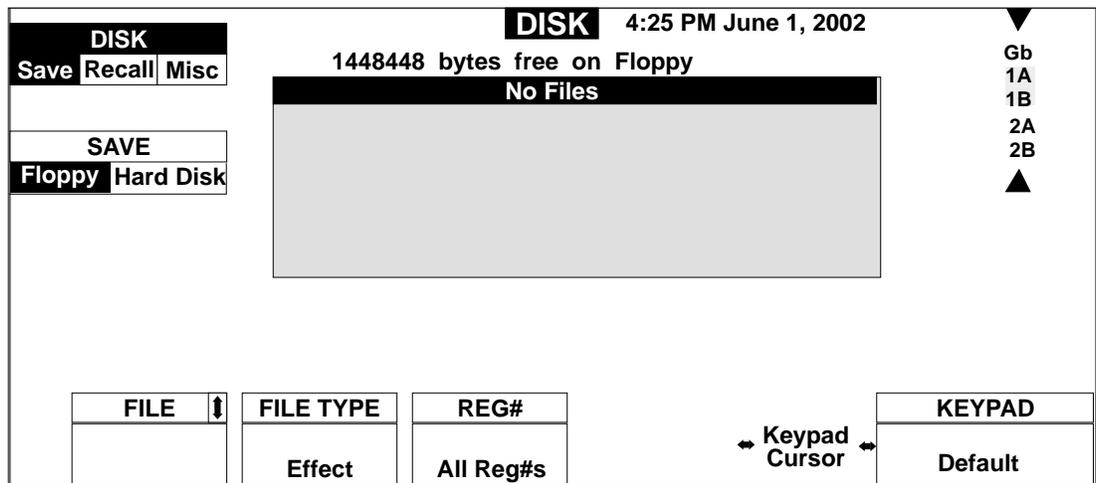
The Disk Menu

The Disk menu controls all floppy disk and hard disk functions, including naming, saving, recalling, copying and deleting files, and formatting disks. Press DISK to call up the menu illustrated below.

Because you can save engineering setups and effects to disk, you can easily recreate Dveous/MX setups. You should always backup setup and effect files to disk before performing a system update.



Note: In SAVE or RECALL, you must toggle between floppy or hard drive to select the drive on which to perform function.



Save Softkey

Use this to toggle between working with the built in hard drive or the 1.44M floppy drive.

Formatting a Floppy Disk

If you have a new or unformatted floppy disk, you must format it before Dveous/MX can save files to it. You can use a DOS compatible PC or the Dveous/MX Control Panel to format disks.

Formatting Using the Control Panel or External Floppy

1. Insert the unformatted floppy disk into the Control Panel or (optional) external floppy drive.
2. Toggle to *Save* softkey to Floppy.
3. Press the **DISK** button, then toggle the *Disk* softkey to select *Misc.* New softkey labels now appear.
4. Toggle the *Action* softkey to select *Frmt.*
5. Use the **Drive** softknob to select the drive with the floppy. (It defaults to *Internal* unless there is an external drive connected, in which case it defaults to *External.*)



Note: Formatting a disk erases any information stored on it. Be sure the floppy does not contain files you want to keep, and that you have selected the correct drive, before formatting a floppy disk.

6. Press the *Confirm Format* softkey. Dveous/MX formats the floppy disk, and a meter indicates the progress. Use the *Abort* softkey if you want to stop the formatting before it is complete. When it is finished, Dveous/MX prompts "*Successfully Formatted Disk.*"



Note: You will not be prompted with a second message. Hitting the Confirm Update will start the formatting process. There is an abort softkey if needed.

Saving Files to Disk

You can save effects and setup files to floppy or hard disk. You can save one, several or all effect registers. When you save files, Dveous/MX copies the eight-character file name plus the two-digit register number associated with that name, making it easy to recognize your files.

For example, an effect at Reg# 3 whose name is Example will appear as *EXAMPLE E03*. The last two places of the file extension give the register number.

Also, Dveous/MX stamps disk files with the current time and date. If your Dveous/MX is new, you may want to set the time and date before saving files to disk. See the discussion on setting the time and date at the end of this section.

File Types

The File Type softknob lets you assign what kind of file you would like to save to disk: *Effect*, *Setup*, *JPG* or *All*.

- *Effect*: Saves effects from on-line memory to the floppy or hard disk.
- *Setup*: Saves the current setup parameters of the following menus to floppy or hard disk: Input Setup, Output Setup, Remote Setup, Engineering, Remote Enable and Anamorph settings from the Personality menu. The only exception is panel setups in the Engineering menu; these are saved to a flash EEPROM in the Control Panel itself.
- *JPG*: Saves JPG files to disk.
- *All*: Views all effects, setups and JPGs. You cannot save or recall with this file type selected.

Saving a Single Effect to Disk

This example shows how to save an effect register to a formatted floppy disk, although the same procedure is used to save system setups, or JPEG files.

1. Insert a formatted floppy disk in the drive.
2. Press the **DISK** menu button, then toggle the *Disk* softkey to *Save*.
3. Toggle the *Save* softkey to *Floppy*.
4. If you are saving to an external floppy drive, you must toggle *Disk* to *Recall* then adjust the floppy softknob accordingly.
5. Use the **File Type** softknob to select *Effect*.
6. Use the **Reg#** softknob to select the effect register number you want to save to disk. You can save the Workspace effect, by choosing *WorkSpace*.

Note if the file type is JPG then the **Reg#** softknob is replaced with **Texture**.

7. Press the *Save* softkey. Dveous/MX prompts “Enter File Name into KEY-PAD.”

8. The filename will be displayed in the keypad buffer. If you do not wish to change the file name from what is already displayed, proceed to the next step. If you want to give the effect a new file name, then enter the new name into the keypad buffer (either using a PC keyboard or using the Letter softknob).
9. Press the *Confirm Save* softkey. Dveous/MX saves the file to the floppy disk, and a meter indicates the progress. Use the *Abort* softkey if you need to stop the save before it is complete. When it is finished, Dveous/MX prompts “*Successfully Saved File.*”

Saving a Range of Files to Disk

You can save a sequential range of files. Substitute STEP 6, 7 and 8 of the preceding example with the following instructions:

6. Type the range of files you want to save into the numeric keypad. The range is indicated by a period (.) between the numbers in the range. For example, to save effect number 0 through 12, type *0.12* in the numeric keypad. Then, press the **C** button to enter the range into the **Reg#** parameter.
7. Press the *Save* softkey. Dveous/MX prompts “Enter File Name into KEYPAD.”
8. Assign file names for the range. You can either let Dveous/MX pick the existing file names from the registers or assign a single new file name for the range. To let Dveous/MX pick the existing file names, type the word *default* into the keypad buffer.

Saving All Files to Disk

You can save all register effects to disk. Substitute STEP 6, 7, and 8 of the preceding example with the following instructions:

6. Use the **Reg#** softknob to select *All Reg #s*. The word *Default* appears in the keypad buffer.
7. Press the *Save* softkey. Dveous/MX prompts “Enter File Name into KEYPAD.”
8. Assign file names to the registers. If you want Dveous/MX to pick the existing file names from the registers, then leave *Default* in the keypad buffer. If you want to assign a a single, new file name for all the registers, type it into the keypad buffer.

About Saving Files to Disk

- To name a file using the Control Panel, use the **Letter** softknob to dial in the characters and press **D** in the numeric keypad to enter them into the buffer.
- To name a file, you can also use a PC/AT compatible keyboard connected to the Control Panel.
- Do not enter extensions in file names. Dveous/MX automatically adds the extensions and only recognizes files with those extensions. For effects files, the format is E##, where ## stands for the two digit register number for that effect. The WorkSpace is saved as EWS. Setup files are saved as ENG and JPEGs as JPG.
- When Dveous/MX is in file naming mode, the **PATH**, **ALIGN**, and **TRIM** buttons have no function. Dveous/MX prompts you to clear the keypad buffer if you try to name a file with one of these functions in the buffer.

Recalling Files from Disk

After saving effects and/or setups to disk, you can recall them. Dveous/MX lets you mark specific effect files or all effect files for recall.

Marking Effect Files

The File softknob becomes enabled when you select *Recall* with the *Disk* softkey. Use it in conjunction with the **PATH** button on the numeric keypad to select how many files you recall. Alternatively, you can select sequential files for recall by using the **PATH** or **ALIGN** button.

Marking Specific Files

Use File to highlight a file you want to restore, then press the **PATH** button in the numeric keypad. The file name becomes highlighted, indicating that it is selected for recall. Repeat this process for as many files as needed. Unmark a file by selecting the marked file and pressing **PATH** again.

Marking Sequential Files

Hold **PATH** while scrolling File to highlight sequential files in the list. Unmark all files by pressing **ALIGN**.

Marking All Files

Press **ALIGN**. All files are highlighted. Unmark the files by pressing **ALIGN** again.

Recalling Effects from Disk to the Register

1. Press the **DISK** menu button, then toggle the *Disk* softkey to select *Recall*. New softkey labels appear.
2. Toggle *Recall* softkey to select the disk drive to be used. A list of the files on the disk appears in the menu.
3. Use the **File Type** softknob to select which type of file you want to recall. In *Effect* mode, the display only lists effect files on the disk (those with the E## extension, or if created with software prior to Version 5, those with EFF). Selecting *Setup* lists only the setup files on the disk (those with the ENG extension). JPG lists only JPEG files on the disk. To view all the files on the disk, select *All* with the **File Type** softknob.
4. Mark the files you wish to recall.
5. Assign the files a location in the register. You can restore the effect to its original register number (as indicated by the last two numbers of the file extension, E##) or you can assign it to a user defined position.

Set **Reg#** to *Original* to restore effects to their original positions. To restore a single effect to a new register number, set **Reg#** to that number. To restore a range of effects to new sequentially ordered register numbers, use **Reg#** to select the first number in the sequence and Dveous/MX will load the effects in order starting with that number. For example, to restore five effects to registers 12 through 16, set **Reg#** to 12.



Note: When recalling JPEG files, the **Reg#** softknob is replaced with **Texture**. This tells the Dveous/MX to which of the 28 internal JPEG registers to load the file. For more information see Section 4 under “Loading JPEG”.



Note: If you select a register with a protected effect, Dveous/MX does not restore the file, and prompts you that the register is protected. If two or more files used the same original effect register, Dveous/MX overwrites the register each time it finds a new file that originated from that register.

6. Press the *Recall* softkey, then the *Confirm Recall* softkey. Dveous/MX recalls the file to the selected register, and a meter indicates the progress. There is an

Abort softkey you can use to stop the recall before it is complete. When it is finished, Dveous/MX prompts “*Successfully Recalled File.*”

Recalling Setup Files

Use the above procedure for saving setup files but notice a new softknob called *Emem Recall*.

Under Periph and CPL remote control, Dveous/MX effects can be learned to switcher control called Emems. The mapping of Dveous/MX effect number and Emem effect number is saved as part of Dveous/MX setup file.

The *Emem Recall* softknob allows the user to recall this mapping without the rest of the Dveous/MX setup (ONLY) or recall the Dveous/MX setup without the EMEM mapping (NO) or to recall both together (YES). YES is the default setting.



Note: The default mapping is 1 to 1.

Copying and Moving Files

You can use Dveous/MX to copy or move effect and setup files between drives. Because Dveous/MX writes files in the DOS format, you can also use a personal computer for managing files.

The following example shows how to copy a file on the floppy disk. The difference between copying and moving a file is that copying makes a copy of the source file, and moving it simply renames the source file. Also, you can copy files between two drives, but moves work only on a single drive.

1. Insert the floppy disk with the file you want to copy into the Control Panel or (optional) external floppy drive.
2. Press the **DISK** menu button, then toggle the *Disk* softkey to select *Misc*. New softkey labels appear.
3. Toggle the *Action* softkey to select *Copy*.
4. Use the **File Type** softknob to select the type of file list. Setting it to **Effect** lists only the effect files on the floppy (those with the E## extension). Setting it to **Setup** lists only the setup files on the floppy (those with the ENG extension). **JPG** lists only JPEG files. Set the softknob to **All** to list all the files on the floppy, regardless of their extension.

5. Use the **File** softknob to move the highlight to the file you want to copy. The eight-character file name, plus its E## extension, appear under **File**.
6. Use the **Dest Drive** softknob to select the target drive for the copy. (With *Move* highlighted, this softknob does not appear; moves rename the file on the same floppy disk.)
7. If you want to give the new file a different name, use an external keyboard or the Dveous/MX menu method, as outlined under Naming Effects earlier in this section.
8. Press the *Confirm Copy* softkey. Dveous/MX copies the file from the source to the target drive, and confirms when it is finished.

Note that if you use *Move* instead of *Copy*, Dveous/MX prompts for the new file name.

Deleting Files From Disk

This example shows how to delete a file from a disk using the Dveous/MX Control Panel.

1. Select the drive with the file you want to delete.
2. Press the **DISK** menu button, then toggle the *Disk* softkey to select *Misc*. New softkey labels appear.
3. Toggle the *Action* softkey to select *Del*.
4. If needed, use the **Drive** softknob to select the drive with the floppy. A list of the files on the disk appears in the menu.
5. Use the **File Type** softknob to select the type of file list. Setting it to **Effect** lists only the effect files on the floppy (those with the E## extension). **JPG** lists only JPEGs. Setting it to **Setup** lists only the setup files on the floppy (those with the ENG extension). Set the softknob to **All** to list all the files on the floppy, regardless of their extension.
6. Use the **File** softknob to move the highlight and select the file you want to delete. The softknob label also indicates the currently selected file name.
7. Press the *Confirm Delete* softkey. Dveous/MX deletes the file, and a meter indicates the progress. Use the *Abort* softkey if you want to stop the deletion before it is complete. When it is finished, Dveous/MX prompts “*Successfully Deleted File.*”

Setting the Date and Time

Dveous/MX uses an internal clock to stamp files when you save them to floppy disk, and to set the default comments for on-line effects registers. If your unit is new, it is a good idea to check that the system clock is set to the current date and time. Set the system clock as follows:

1. Press the **DISK** menu button, then toggle the *Disk* softkey to select *Misc*. New softkey labels appear. Press the Set Clock.
2. Press the Set Clock softkey. Toggle the *Set Clock* softkey to select *Time*. The **Hour**, **Minute**, and **AM_PM** softknobs appear.
3. Use the softknobs or the numeric keypad to set the current time. Hours are set 1-12; use the **AM_PM** softknob to indicate morning or evening.
4. Toggle the *Set Clock* softkey to select *Date*. The **Month**, **Day**, and **Year softknobs appear**.
5. Use the softknobs to set the current date. Note that you can set any year from 1980 to 2079. Once you set the system clock, Dveous/MX automatically keeps time from that point on.

Viewing File Comments on Your PC

You can view effect names on a DOS compatible PC by inserting the disk in the PC floppy disk drive and entering the command

```
type filename.ext
```

at the prompt. Be sure to use the actual file name and extension when entering this command, which displays the comment saved with the file.