

# OFFLINE EDITOR MANUAL V1.36 / V2.6B



Offline editing tool for Calrec Digital Broadcast Production Consoles

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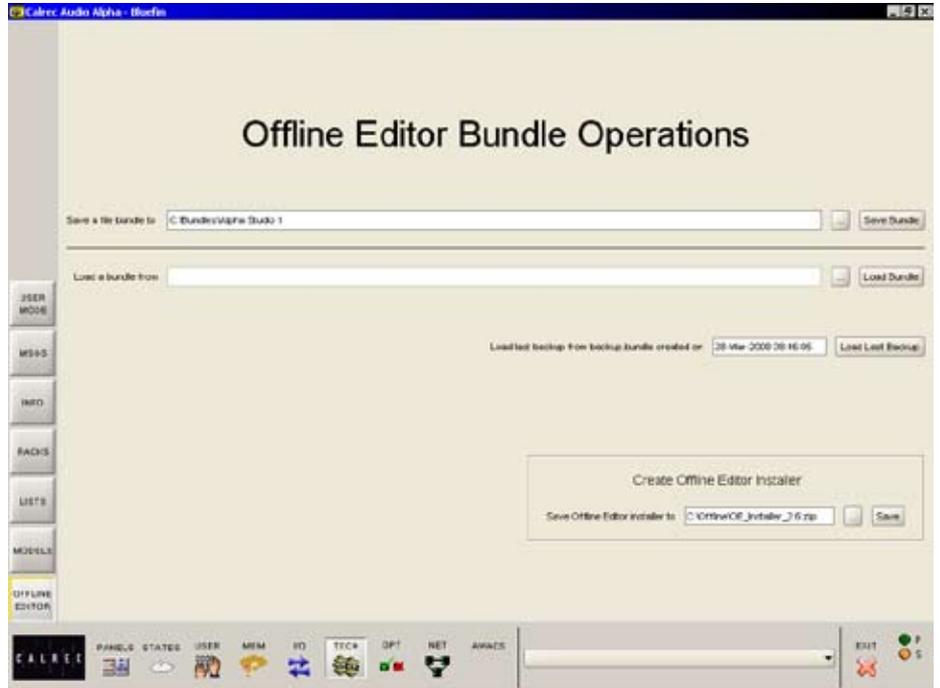
**The Offline editor works by providing an emulation of the Calrec console PC application on any other PC such as a laptop. To avoid confusion, this Calrec supplied rack mounted PC will be referred to as 'the console PC' and the computer on which the offline application is to be run is referred to as 'the laptop', though of course it could be any desktop PC.**

The version of the Calrec Offline Editor application to be installed on the laptop must mirror the version of the console software in use. If the laptop is going to be used with non Bluefin desks, it will need the offline application for version 1.36 and if it is also needed to prepare sessions for Bluefin desks, it will also need the offline application for software version 2.6 installing. Desks must be running 1.36 (non-Bluefin DSP) or 2.6 (Bluefin) to work with the offline editor. If later versions are used on a console, additional Offline Editor applications will need to be installed.

When installing a new version of the Offline Editor, be sure to remove any previous versions from your machine.

### Preparing for offline working

The Calrec main application on the console PC relies on an up to date version of Java being installed. The laptop also needs to have a current Java version installed. If there is none, or if any of the offline editor displays seem incorrect, download the latest version from: [www.java.com/en/download/manual.jsp](http://www.java.com/en/download/manual.jsp).



### Creating the Application

The application program is created from the console computer by going to the Offline Editor page.



The editor installation application can be created anywhere on the console PC, including removable USB or drives, or when the PC port is appropriately linked, it can be a network location.

... In the 'Create Offline Editor Installer' section, click the browse button to browse to the required location then press Save.

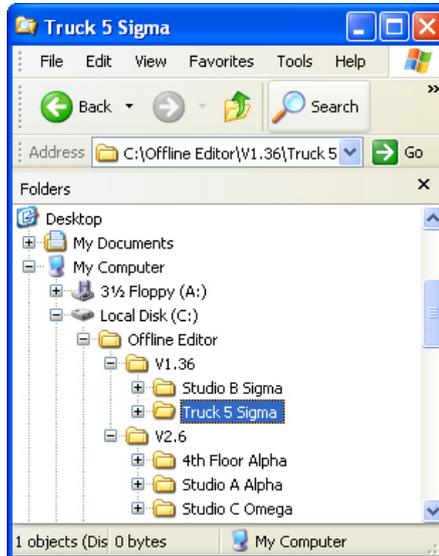
### Bundles

As most Calrec consoles have a unique configuration by way of fader quantity, I/O port numbers, surface panels etc. The Offline Editor has to know all the specific details about the desk which is being emulated and it does this by reference to a file "bundle".

This same screen allows a location to be specified for the console's file bundle to be created.

# ON THE LAPTOP PC

Once the installer and bundle are created, they can be copied to the laptop. If it is likely the laptop will be used for offline work with several different consoles, it is worth devising a logical 'tree' structure to make it simple to manage the various file bundles that you will soon have for various consoles.



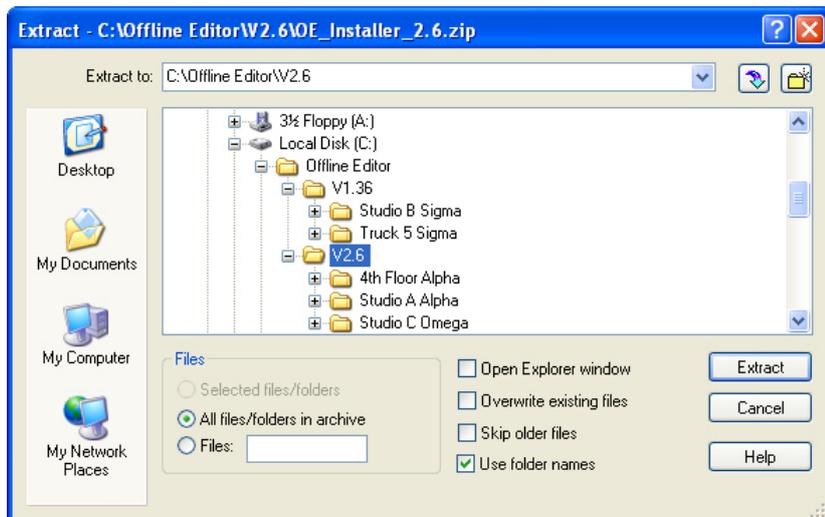
## Installing the Application

Unpack the installation program 'OE\_Installer\_x.y.zip' (x.y being the version number) to the desired installation location using either the Windows unzip utility or any other suitable program.

Be sure that your unzipping utility does not fail to 'Use Folder Names'. In the version shown here this is enabled with a tick in the box as shown.

Once the files have been extracted, locate the file InstallOfflineEditor.exe and double click on it. This will give you the option to create a shortcut to the application in your preferred program group but will default to 'Calrec OfflineEditor'. The application files are installed to the same directory as the installer file.

The offline editor is now installed and ready for use. Depending on the options selected during installation, the application may be run from the new program group or from the icon that has been placed on your Windows desktop.



### Loading a desk into the laptop

Start the offline editor by double clicking on the desktop shortcut, or by going via the Calrec OfflineEditor program group.

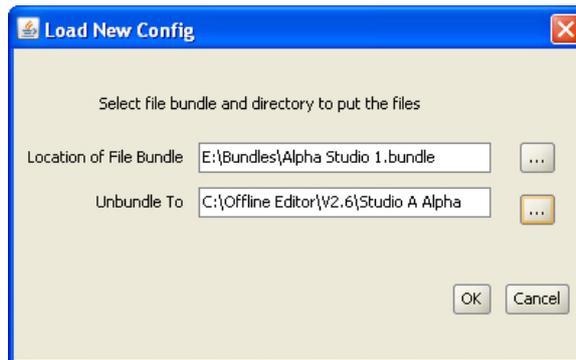
The first time the editor is run, no bundles will be listed. Once you have loaded bundles into the application, subsequent launches will list the available bundles.

Java applications can sometimes decide to check for Java updates and depending on your Windows security / firewall settings, you may sometimes be asked to click an "OK" to give them access through the laptop's firewall.



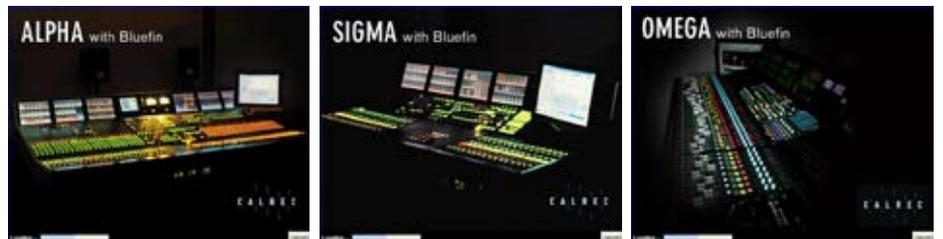
The Import Bundle button opens a browse dialog box to locate the required file which, once selected, appears in the list and provides that particular console as an available emulation.

Highlight the required bundle and click 'Run Frontend'. The application checks that the console file bundle being loaded is compatible with that version of offline editor. If you have installed more than one version of offline editor, for example both 1.36 and 2.6, be sure you are running the correct one for the file bundle you need. If you do try to load an incorrect bundle, an error message is given.



Once the 'Run Frontend' button is pressed the laptop screen will show what is normally displayed on the console PC. If the console runs with a network, you may be prompted to load the network ini file. It is then possible to start using the console front end on the laptop screen, making whatever changes are needed. The start point is whatever was live on the console when the file bundle was created.

If you want to start from one of the memories previously saved on the console, use the MEM screen and the SETUP page to load whichever memory is the correct start point.



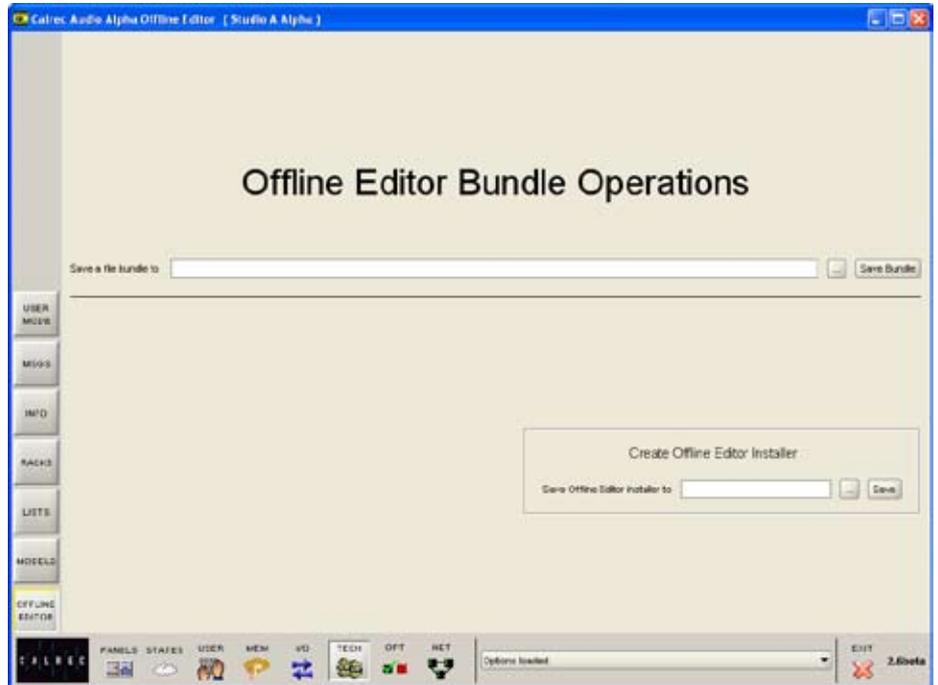
### Saving offline changes

When all the setting and configuration changes have been completed they need to be saved into a bundle that can be loaded back into the console.

When working on the console, some items such as meter settings are always saved to console PC files but some choices such as channel/fader setups, port patching etc. normally get saved in the console surface. To get these to the console it is necessary to save them to a memory then backup that memory to the PC. The same process is used with the offline editor.

Once new memories have been saved in the offline editor, go to the MEMORY page and the SETUP screen. Use the BACKUP MEMORIES function to make a new PC file on the laptop. As with online operations, just one, several or all of the memories can be selected for back up. The path to which they will be backed up normally defaults to the one most recently used with operations involving that console.

Once the memory has been saved and backed up, the modified files need to be built into a file bundle, which can be an over-written version of the old one or a new one.



On the laptop screen, go to the TECH screen, OFFLINE EDITOR page. This is similar to the one in the on line version, though without the load bundle option.

This page also allows a new editor installer to be created, though this is only likely to be necessary if the original one has been lost and it is required to setup up offline working on another computer.

... Enter a path for the saved file bundle and click 'Save' The bundle files are not large, generally less than 1 MB so there are normally choices of method to get that back to the console PC.

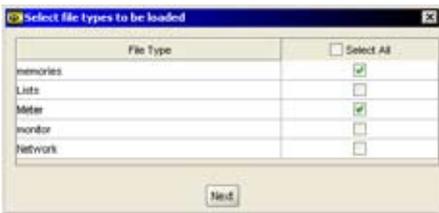
Once you are sure the modified files have been built into a new bundle, it is safe to exit the Offline Editor application.

## Loading a modified bundle

On the console PC, go to the TECH screen and the OFFLINE EDITOR page which opens the now familiar 'bundle operations' screen.

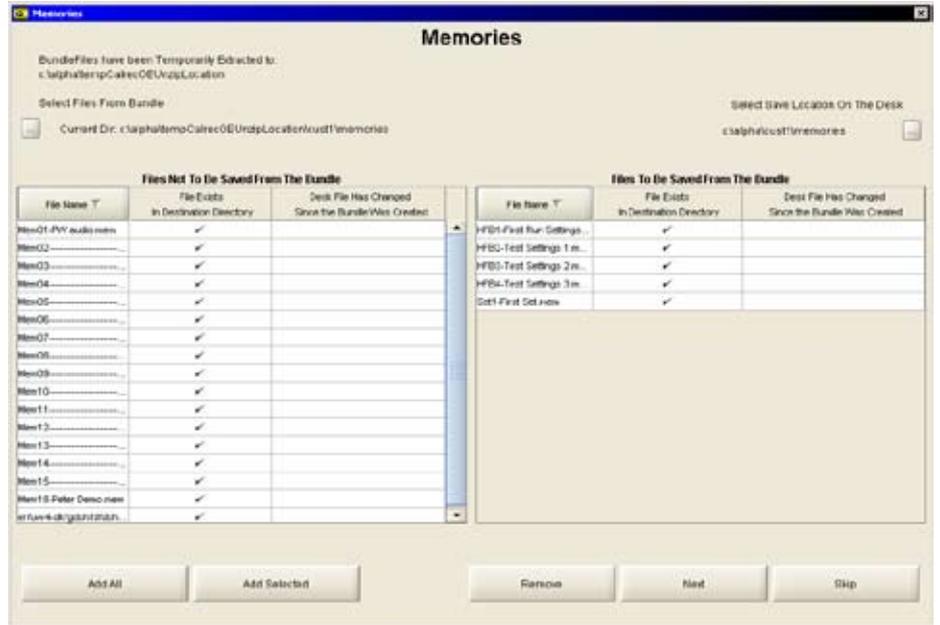
Browse for the modified bundle file using the 'Load a bundle from' field.

In many instances, the offline changes may all be stored in console memories but as the offline editor includes the screens that can be used to change meter configurations, router settings etc., there is an option to select which file types should be loaded from the bundle.



It is possible to select all file types by clicking on the tick box at the top of the column but unless there is new information in all the file types, this will add unnecessary steps to the loading process.

As the image above shows 'Memories' selected for loading into the console, the next screen to appear would be the memory selection screen. Depending on the file types that were specified for loading, the selection and save process may appear different and may also need repeating to load meter, monitor, network or router settings. The operation of these other screens is exactly the same as the memory selection screen.



## Select memories to load

The application should automatically find the location of the memories in the bundle. If not, the list of available memory files is displayed by clicking on the browse button towards the upper left region of the screen. The destination on the console PC can be also confirmed using the browse button in the upper right.

Once the memories are displayed, either 'Add All' or 'Add Selected' buttons can be used and the selected one are copied to the right pane of the window. 'Save' then processes that set of memories.

Repeat this process for any other file types you selected. When you have finished you will be presented with a dialog box confirming that you wish to load the data to the console.

## Finishing up

Once the various types of files have been loaded to the console PC, they can be loaded in the same way as other files that had been created and saved to the console PC. For example, going to the OPTIONS page and METERS screen gives you access to 'Open' a saved meter file which can then be loaded into the desk.

Many offline operations are likely to have involved saving a memory file so it will usually be necessary to use the MEMORY page, SETUP screen to get to the RESTORE MEMORIES function.



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