

Chapter 3 Playback Operations

I. The Display

A. **Display Regions**

When you first turn on the VS-1680, the following display will appear.

graphic bottom of page 31, left column

This display is separated into three different areas. Use [←], [→], [↑] and [↓] as well as the Time / Value dial to change settings in each area. The currently active area is outlined with a bold line. Press [SHIFT] and [↑] or [↓] to change the currently active area.

1. **Upper Part of the Display.**

The current time of the song is displayed here in hours, minutes, seconds, frames, and subframes. To move the time line, press [←] and [→] to select the time increment to use, then rotate the TIME / VALUE dial to change the value.

Graphic in middle of page 177

2. **Center Part of the Display**

The level meter is displayed here.

(Graphic at bottom of page 177 - level meters)

If you hold [SHIFT] and press [PLAY(DISPLAY)] twice, the level meter will be replaced by the Song Information display.

(graphic middle of page 177)

Hold [SHIFT] and press [PLAY(DISPLAY)] twice more to return to the level meter.

3. **Lower Part of the Display**

This area displays the Playlist.

(graphic at top of page 179)

The grid at the lower right corner indicates the V-track Status. If you don't wish to view the V-track Status portion of the display, hold [SHIFT] and press [PLAY(DISPLAY)].

(graphic middle of page 179)

B. **Customize the Display**

You can customize the Playlist display by holding [SHIFT] and pressing [PLAY(DISPLAY)] to toggle the display:

The initial display shows level meters and the V-Track Status grid.

graphic

1. Hold [SHIFT] and press [PLAY(DISPLAY)]. The next screen shows level meters and hides the V-Track Status grid.

graphic

2. Hold [SHIFT] and press [PLAY(DISPLAY)] again. The next screen shows Song Information and the V-Track Status grid.

Graphic ???

3. Hold [SHIFT] and press [PLAY(DISPLAY)] to show Song Information but hide the V-Track Status grid.
4. Hold [SHIFT] and press [PLAY(DISPLAY)] to return to the screen that shows level meters.

graphic bottom of page 177

C. Function Buttons

In the Playlist display, the function buttons perform as follows.

[F1 (ZOOM+)]: This enlarges (in three stages) the display of the tracks. When the waveform is displayed, this will make it appear taller.

(graphic bottom page 179)

[F2 (ZOOM-)]: This reduces (in three stages) the display of the tracks. When the waveform is displayed, this will make it appear shorter.

(graphic top of page 180)

[F3 (← ⌘)]: This stretches (in four stages) the time line. When the waveform is displayed, this stretches out the waveform.

(graphic middle page 180)

[F4 (↔)]: This squeezes (in four stages) the time line. If the waveform is displayed, this will squeeze in the waveform.

(graphic bottom page 180)

[F5 (WAVE)]: This displays the audio waveform for the corresponding track as selected using the [↑] and [↓] cursors. Press [F5 (WAVE)] once to display the waveform. Press [F5 (WAVE)] again to remove the waveform.

(graphic top of page 181)

Press [PAGE] to view additional display the second set of functions.

[F1 (LMTrk)]: Displays **Levels** and **Meters** of **Tracks**.

[F2 (LM In)]: Displays **Levels** and **Meters** of **Inputs**.

[F3 (LMAux)]: Displays **Levels** and **Meters** of the **Aux** and EFFECT Send busses.

[F4 (PRE)] / [F4 (POST)]: This switches the display of the meter from Pre Fader to Post Fader. Press [F4] to switch back and forth between Pre and Post Fader Levels. The current Levels setting is labeled either "Pre" or "Post" in the lower left corner of the level display. If the current setting is Pre Fader, you will see the indicator "Pre" in the lower left corner of the level meter display, and the label above [F4] will be "Post". Pressing [F4] at this point will switch the level meter to Post Fader.

[F5 (F/P)]or **[F5 (Meter)]**: This switches the display from Level **Meters** to **Fader / Pan** positions for each channel.

(graphic bottom of page 178 here)

When the middle of the display is showing faders and panning:

Press [F1 (LMTrk)] to view the fader and pan positions for the Track Mixer.

Press [F2 (LM In)] to view the fader and pan positions for the Input Mixer.

Press [F3 (LMAux)] to view the fader and pan positions for the Aux and Effect busses.

II. Mixer Channel Display

To view mixer settings, press any SELECT button for an Input or Track.

1. Press Track 8 [SELECT].
2. The entire mixer settings for Track 8 appear in the display. Here, you can change all settings for a track, including V-Tracks, EQ, Panning, and all Effects routing.

Graphic here page 35 right column top

3. Press Input 2 [SELECT].
4. The entire mixer settings for Input 2 appear in the display. Here, you can change all settings for a input, including Phase, EQ, Panning, and all Effects routing.

Graphic TBA: Input Mixer screen

5. Press [PLAY(DISPLAY)] to return to the Playlist display.

III. Changing Track Status

You can change the status for each track by pressing the STATUS button. The color of the status button determines the status of the track:

Orange:	SOURCE. The input source assigned to the channel is heard.
Blinking Red:	RECORD READY. The track is ready to be recorded. When blinking red, previously recorded material on the track will be heard.
Blinking Red / Orange:	RECORD READY
Solid Red:	RECORDING. Signal is being recorded on that track.
Green:	PLAY. The track will playback.
Off (unlit):	MUTE. The track is muted.
Blinking Red / Green:	PLAY and RECORD. Indicates playback from and record to the same track simultaneously.

1. To put a track directly into RECORD READY status, press and hold [REC] button and press the track's STATUS button once.
2. To put a track directly into PLAY mode, press and hold [STOP] and press the track's STATUS button once.
3. During playback, the STATUS button will only change from green to off each time it is pressed. When the STATUS button is off, the track is muted.

4. To assign an input to a track for recording, press and hold the track's STATUS button, and then press the SELECT button for the input (or track) you want to record.

IV. Soling and Muting

When making EQ adjustments or checking the balance during mixdown, you may want to listen to just one or a few channels. Although it is possible to mute each channel you don't want to hear using the STATUS buttons, sometimes this is inconvenient. In such cases, you can monitor only a specific channel and mute all the other channels. This is called soloing a track. There are two ways to use the solo function, and two ways to mute tracks.

A. Solo Method One: Quick Soling

Use this method to quickly solo a track or input with effects in place.

1. Press and hold [EDIT/SOLO]. The SELECT buttons for all tracks and inputs will begin blinking.
2. While continuing to hold [EDIT/SOLO], press the SELECT button for the track or input you wish to hear.
3. You can select more than one track or input, as long as you continue to hold [EDIT/SOLO].
4. After you're done checking the contents of a track, hold [EDIT/SOLO] and press the SELECT button for the track or inputs which have been soloed to un-solo them.

B. Solo Method Two: Solo Mode

For situations where you may want to continue to solo several different tracks over and over again, it may be better to use the Solo Mode.

1. To turn on the Solo Mode, hold [SHIFT] and press [EDIT/SOLO].
2. "---SOLO---" will blink in the top of the display and indicate the Solo Mode is now turned on. Also the [EDIT/SOLO] button will begin blinking.
3. Press the SELECT button for the track or input you wish to solo. You may solo more than one Track and or Input at a time.
4. When you are done, hold [SHIFT] and press [EDIT/SOLO] again to turn off the SOLO mode. The [EDIT/SOLO] button will stop blinking.
5. Press [PLAY/DISPLAY] to return to the Playlist display.

C. Muting Tracks

You can also mute tracks while the song is playing.

1. During playback, press the STATUS button once for the track you wish to mute. The button changes from green to unlit. That track is now muted. You may mute more than one track at a time.
2. Press the STATUS button again while the track is playing to make it green. That track is now played back.

D. Muting Inputs and Effect Returns

1. Hold [FADER/MUTE].
2. Press any blinking SELECT button for either a Track, Input or Effect Return to mute it.
3. The SELECT button will stop blinking. That channel is now muted.
4. While continuing to hold [FADER/MUTE], press the SELECT button again to monitor that channel.

V. Using Locators

One of the fastest ways to move around in your song is to use the Locators. Time locators are stored with the LOCATOR buttons ([1] - [8]) for each song. The VS-1680 provides 64 different locators per song. The locators are organized into eight banks, with eight locators

per bank. Each button stores a single time location in the song, and you can move instantly to the stored time by pressing the button. The locators also provide a useful and convenient way to define sections of a song for Loop Recording, to store points for Punch-In recording, and to store Track Editing values.

(graphic page 37, left column)

A. Storing & Recalling Locators

1. Storing Locators
 - a. Move to the position in the song where you want to store a locator.
 - b. Press any of the eight LOCATOR buttons ([1]-[8]). For example, to set Locator 1, press [1].

You can store locators while recording, during playback, or while the song is stopped. When a locate point is stored, the corresponding indicator lights.

2. Recalling a Stored Locator
Press the LOCATOR button for the locator you wish to find. For example, if you wish to move the play position to Locator 3, press [3]. You can do this while the song is playing, or when stopped.
3. Clearing a Locator
Press and hold [CLEAR], and press the locator buttons ([1]-[8]) that you wish to clear.

B. Changing the Locator Bank

1. Press [BANK].
2. The LOCATE buttons now act as buttons to change Locator Banks. A blinking locator button will now indicate which bank is active. The currently active bank will be blinking.
3. Press the LOCATOR button ([1]-[8]) corresponding to the Bank number you wish to select. For example, if you wish to use Locator Bank 4, then press [4].
4. Once you've selected the a locator bank, the [Bank] indicator goes out. To return to the previously selected bank, press [Bank] once more, followed by the Locator button corresponding to the bank you want. For example, if Bank 4 is current, and you wish to get back to Bank 1, press [Bank], and then press [1].

C. Editing Stored Locators

If you store a locator and later decide to change its value, a simple method is to clear it, move to the new position, and re-store the locator at the new position. Here is another way to change the locator values.

1. Hold [SHIFT] and press [F6(UTILITY)]. The Utility menu icon appears in the display.
2. Press [F2(Loc)]. If "Loc" does not appear above [F2], press [PAGE] until "Loc" is displayed, and then press [F2(Loc)].
3. Each of the locators is displayed. Use [←], [→], [↑], and [↓] to move the cursor to the locator you want to change. If no value is stored for a locator, "-h-m-s-f- ---" appears in the display.

Graphic p 37 lower right column, bottom

4. Move the cursors to the locator you wish to change. Use the TIME / VALUE dial to modify the value of the locator.

The function buttons work as follows:

[F2(NOW)]: Enters the value for the current position of the time line, as indicated in the top of the display.
[F3(JUMP)]: Moves the current time to the value of the locator.
[F6(EXIT)]: Exits the screen.

5. When you finish editing your locator values, press [F6(EXIT)] to return to the Utility menu, or press [PLAY(DISPLAY)] to return to the Playlist display.

VI. Using Markers

In addition to Locators, you can store up to 1000 Markers per song. Markers also provide a useful and convenient way to define sections of a song for Loop Recording, or to mark points for Punch-In recording.

** An interval of at least 0.1 seconds must be left between markers. It will not be possible to add a new marker if a marker already exists at a location less than 0.1 seconds away.*

A. Storing a Marker

Press [TAP] to place a marker at the current location. You can place a marker during recording or playback of a song, as well as when the song is stopped. A “▼” will appear in the Playlist display at the position on the time line where the marker was placed.

Graphic p 38 left column middle

About Marker Numbers

Each marker is assigned a number 000 - 999 based on the order of its location on the time line. This means that if you add a new marker at a location earlier than an existing marker, the numbers of the subsequent markers will be increased.

Graphic page 38 left column bottom

B. Locate to a Marker Using PREVIOUS and NEXT

To move to the Marker immediately following the current time location, hold [SHIFT] and press [NEXT]. You move ahead one marker at a time, in the order they appear on the time line each time you hold [SHIFT] and press [NEXT]. To move to the Marker immediately preceding the current playback time, hold [SHIFT] and press [PREVIOUS].

Graphic p 38 right column top

Displaying Markers

The Marker number at any playback location is indicated in the display. If there is no Marker number at the current location, then the closest preceding Marker number is displayed. If there are no markers in the song, “---” is indicated. If “***” is shown in the display, it indicates that although there are markers placed in the song, the current location of the time line is before the first marker.

C. Editing Marker Values

1. Move to the marker you want to change. Hold [SHIFT] and press [PREVIOUS] or [NEXT] to move to the marker.
2. Hold [SHIFT] and press [F6(UTILITY)]. The Utility menu icon appears in the display.
3. Press [F1(Mark)]. If “Mark” does not appear above [F1], press [PAGE] until “Mark” is displayed, and then press [F1(Mark)].

Graphic p 38 lower right column, bottom

- Each marker is shown. Use [←], [→], [↑], and [↓] to move the cursor to the marker you want to change. If no value is stored for a Marker, "---:~h-m-s-f- ---" appears in the display.
- Use the TIME / VALUE dial to modify the value of the marker. The time of a marker can only be modified within the range between the preceding and following markers.

Graphic p 39, left column top here

- When you finish changing settings, press [F6(EXIT)] to return to the Utility menu. Or, press [PLAY(DISPLAY)] to return to the Playlist display.

D. Clearing Markers

Setting markers makes it much easier to get to different places within a song, but having too many markers can make it more difficult. Delete unneeded markers whenever you can.

- Move to the marker you wish to delete by holding [SHIFT] and press [PREVIOUS] or [NEXT].
- Hold [CLEAR] and press [TAP]. The marker is cleared.

Graphic page 39 left column bottom

Use the following procedure to clear all markers simultaneously.

- Hold down [SHIFT], [CLEAR] and [TAP] at the same time.

graphic p 39 right column top

- "Clear ALL Tap Markers?" appears in the display.
- Press [YES] if you want to clear all markers. If you want to cancel the procedure, press [NO].

VII. Other Ways to Move In a Song

A. Changing Playback Position Using JUMP

Besides using markers and locators to move the current time of the song, you can also directly specify a location or measure and beat to move to. This is convenient when designating locations during Track Edit and Phrase Edit.

- Hold [SHIFT] and press [PAGE(JUMP)].
- "Jump" appears in the display. Use [←] and [→] and the TIME / VALUE dial to enter the time location.
- Press [F4(Exec)]. The designated time location is recalled, and you will return to the previous condition.

B. Change Playback Position using TIME / VALUE Dial

The current playback time in the display is shown in SMPTE time code. The current measure, beat and Marker number are also displayed. Use the following procedure to change the current playback position.

? SMPTE Time Code (Appendices p. 65)

- Press [PLAY (DISPLAY)].
- Use the [←] and [→] buttons to underline the time value you wish to change.
- Use the TIME / VALUE dial to change the value.

graphic page 36 left column

Rotate the TIME / VALUE dial to change playback time according to the position of the cursor. For example, if the cursor is positioned under the Minutes indicator, each click of the TIME / VALUE dial changes the time line position by one minute increments. If the cursor is moved to the subframe location, rotating the dial moves the time line position in increments of 1/10th of a frame. To move the time line in 1/100th frame increments, hold [SHIFT] and rotate the TIME / VALUE dial.

C. Move to the Beginning or End of a Song using FF and RW

1. To go to the beginning of actual recorded audio in a song, hold [SHIFT] and press [REW(SONG TOP)].
2. To go to the ending of actual recorded audio in song, hold [SHIFT] and press [FF(SONG END)].

graphic page 36, right column

VIII. Store Your Song

As you are working on a song over a long period of time, use Song Store to save changes and edits as you go along. For example, use Song Store after recording several new tracks, or making many elaborate edits. The contents of a recorded song can be lost due to unforeseen accidents, such as a power failure or power outage. **Once lost, the contents of a recorded song cannot be restored to the previous condition.** To prevent this from happening, use the following procedure to save your songs on the drive.

? Current Song (Appendices p. 63)

** When handling important song data, or when using the VS-1680 for extended periods, we strongly recommend you use the Song Store procedure frequently.*

1. Hold [SHIFT] and press [ZERO/(STORE)].
2. "STORE OK?" appears in the display.
3. Press [YES].
4. If the song is saved properly, the initial display reappears.
5. If you wish to cancel the STORE command, press [NO].

IX. Protecting Songs (Song Protect)

It is possible to mistakenly overwrite or record over an existing song, or to erase a song you meant to keep. You can protect a song from being erased or recorded over by using the function **Song Protect**.

Song Protect disables the following operations:

- ó Recording
- ó Undo / Redo
- ó Song Name, Song Optimize, Song Arrange, Song Split, and Song Combine
- ó Track Edit and Phrase Edit
- ó Recording to Sync Tracks
- ó Creating Tempo Maps
- ó Song Store

About Song Protect.

Song Protect performs the same function as the protect tab or switch on floppy disks and magnetic optical disks. Even if Song Protect is turned on, you can still place locate points and markers, and carry out operations such as changing Scenes. However, when you try to save the work you have done, "Song Protected" appears in the display, and you are prevented from continuing any further with the Save. However, when you turn Song Protect off, any edits or changes to the song you made during the time Song Protect was on will be lost. If you are planning to make permanent edits and changes to a song, make sure Song Protect is off before you start.

If you work in an environment where many different people use one VS-1680, you may want to use the following system: When you have finished all work for the day, turn Song Protect on immediately before shutting off the power to the VS-1680. At the beginning of the next day, after turning on the VS-1680, immediately turn Song Protect off.