

Chapter 20 System and Global Settings

I. System Settings for Each Song

These are overall settings that can be saved with each song. These settings are lost if the power is turned off without the song being saved, or if the System settings are reset to their original conditions.

A. Fader Match

During Automix playback, or when you use [FADER / MUTE] to reassign the physical faders from Track channels to Input channels, there will be times when the physical fader positions may not correspond to their actual stored volume settings. In such instances, the position of each fader is represented by a black dot, and the actual level that is set is represented by a white circle. Use the following procedure when you wish to have the volume change as soon as the faders are moved.

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1. Hold [SHIFT] and press [F5(SYSTEM)]. The System menu icon is displayed. If the System menu icon does not appear, press [F6(EXIT)].
2. Press [F1(SYSPM)]. If "SYSPM" does not appear above [F1], first press [PAGE] until "SYSPM" appears, and then press [F1(SYSPM)].
3. Use [←], [→], [↑], and [↓] to move the cursor to "Fader Match". If "Fader Match" is not displayed, press [F1(Prm1)].
4. Use the TIME / VALUE dial to change the setting for Fader Match.

Jump: The actual stored fader value will change the instant the physical fader is moved. The stored value will instantly update to match the physical fader position. (Default setting)

Null: The stored fader value will change only after the physical fader matches the position of the stored value. The physical fader must be moved to the stored fader position before the value will change.

5. When you are done setting Fader Match, press [PLAY(DISPLAY)] to return to the Playlist display.

B. Peak Hold

You can set the display to hold the maximum values (peaks) while the level meter is shown in the graphic display.

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1. Hold [SHIFT] and press [F5(SYSTEM)]. The System menu icon is displayed. If the System menu icon does not appear, press [F6(EXIT)].
2. Press [F1(SYSPM)]. If "SYSPM" does not appear above [F1], first press [PAGE] until "SYSPM" appears, and then press [F1(SYSPM)].
3. Use [←], [→], [↑], and [↓] to move the cursor to "Peak Hold Sw". If "Fader Match" is not displayed, press [F1(Prm1)].
4. Use the TIME / VALUE dial to change the setting for Peak Hold Switch.

Peak Hold Sw (Peak Hold Switch)

With this set to "on", the level meter in the graphic display holds the display of the maximum levels.

5. When you are done setting Peak Hold, press [PLAY(DISPLAY)] to return to the Playlist display.

Each time you press [PLAY(DISPLAY)], the peak display is reset (cleared). Switching to a display that does not show level meters, such as switching to the Track Mixer screen, Song Information, or other displays also resets the peak display.

C. Remaining Recording Time

The amount of free drive space available for recording in the current song is displayed as “Remain” in the upper part of the Playlist display when Song Information is shown. You can select the units of measurement for this value.

* “Remain” does not appear while the level meter is displayed. (p. xx)

graphic p 183 left column top

1. Hold [SHIFT] and press [F5(SYSTEM)]. The System menu icon is displayed. If the System menu icon does not appear, press [F6(EXIT)].
2. Press [F1(SYSPM)]. If “SYSPM” does not appear above [F1], first press [PAGE] until “SYSPM” appears, and then press [F1(SYSPM)].
3. Use [←], [→], [↑], and [↓] to move the cursor to “Remain Display”. If “Remain Display” is not displayed, press [F1(Prm1)].
4. Use the TIME / VALUE dial to change the setting for Remain Display.

Remain Display (Remaining Display)

This selects the units of measurements for the remaining drive space.

Time:	The remaining time for recording is shown in minutes and seconds.
CapaMB:	The remaining time for recording is shown in available megabytes of drive space.
Capa %:	The remaining time for recording is shown as a percentage of total drive space.
Event:	This shows the remaining number Events available during for recording and mixing.

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

D. Foot Switch Settings

You can choose how the foot switch functions when an optional foot switch (such as the Roland DP-2 or BOSS FU-5U) connected to the FOOT SWITCH jack.

1. Hold [SHIFT] and press [F5(SYSTEM)]. The System menu icon is displayed. If the System menu icon does not appear, press [F6(EXIT)].
2. Press [F1(SYSPM)]. If “SYSPM” does not appear above [F1], first press [PAGE] until “SYSPM” appears, and then press [F1(SYSPM)].
3. Use [←], [→], [↑], and [↓] to move the cursor to “Foot Sw”. If “Foot Sw” is not displayed, press [F1(Prm1)].
4. Use the TIME / VALUE dial to change the setting for Foot Switch.

Play/Stop:	Repeats playback and stop each time the foot switch is pressed.
Record:	Performs the same function as [REC]. Use this setting for performing punch-in and punch-out using a foot switch.
TapMarker:	Performs the same function as [TAP]. Pressing the foot switch places a Marker at the current position of the song.
Next:	Performs the same function as [NEXT]. Moves to the beginning or end of the next phrase each time the foot switch is pressed.

- Previous:** Performs the same function as [PREVIOUS]. Moves to the beginning or end of the previous phrase each time the foot switch is pressed.
- GPI:** Controls playback and recording of the song depending on the GPI trigger signal received from the FOOT SWITCH jack.

? GPI (Appendices p. 63)

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

II. Global Settings

These are settings related to the overall operation of the VS-1680. Unlike System Settings, these settings are not set on a song by song basis.

A. Shift Hold

Many functions in the VS-1680 by first holding [SHIFT], and then pressing a second button. If it is inconvenient to use two hands to perform this operation, you can set Shift Hold to temporarily hold the SHIFT command. This allows you to perform most VS-1680 functions such as Song Store and change menus with one hand.

1. Hold [SHIFT] and press [F5(SYSTEM)]. The System menu icon is displayed. If the System menu icon does not appear, press [F6(EXIT)].
2. Press [F2(GLOBL)]. If "GLOBL" does not appear above [F2], first press [PAGE] until "GLOBL" appears, and then press [F2(GLOBL)].
3. Use [←], [→], [↑], and [↓] to move the cursor to "Shift Lock".
4. Use the TIME / VALUE dial to change the setting for Shift Lock.

Shift Lock

Set this to "On" to temporarily hold the [SHIFT] button function.

5. Press [PLAY(DISPLAY)] to return to the Playlist display.
6. The [SHIFT] button indicator lights on and off each time the button is pressed. [SHIFT] is in effect when the indicator is lit. The hold is lifted the next time another button is pressed or if the TIME / VALUE dial is rotated.

To Display the Song Menu Icon

1. Press [SHIFT] and immediately release the button. The button indicator lights. When the level meter is not displayed, "SHIFT" appears in the upper part of the display and indicates the shift lock function is in effect.
2. Press [F1(SONG)]. The [SHIFT] button indicator goes off, and the Song menu icon appears in the display.

When Holding Down [SHIFT]

IF [SHIFT] is held down during an operation, the Shift Lock function will be ignored. For example, if you hold down [SHIFT] and press [F1(SONG)], Shift Lock will not be turned on when you release [SHIFT]. The function of [SHIFT] itself remains in effect, so the Song menu icon is displayed.

In some cases, it is possible to quickly change value settings by holding [SHIFT] while turning the TIME / VALUE dial. Depending on what value is being changed, holding [SHIFT] while turning the TIME / VALUE dial will change the values by a factor of 10, or in other cases, by a factor of 1/10.

B. Numerics Type

When using the Jump function, or if typing in the values of a punch-in point, you can use the LOCATOR buttons to enter numbers directly. The setting for Numerics Type determines how the numbers are entered.

1. Hold [SHIFT] and press [F5(SYSTEM)]. The System menu icon is displayed. If the System menu icon does not appear, press [F6(EXIT)].
2. Press [F2(GLOBL)]. If "GLOBL" does not appear above [F2], first press [PAGE] until "GLOBL" appears, and then press [F2(GLOBL)].
3. Use [⇐], [⇒], [↑], and [↓] to move the cursor to "NUMERICS Type".
4. Use the TIME / VALUE dial to change the setting for Numerics Type.

NUMERICS Type

This sets how numerals are entered when you use the LOCATOR buttons as a numbering keypad.

Up: Numerals are entered from lower place digits on up (from the right).

Down: Numerals are entered from higher place digits on down (from the left).

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

Example of entering numerals with "Up" Setting

This example explains how "01h23m45s00f" is entered when the NUMERICS Type is "Up".

1. Press [NUMERICS]. The button indicator lights.
2. The cursor appears at the digit furthest to the right (the lowest digit place). Press the LOCATOR buttons [1], [2], [3], [4], [5], [0], and [0], in that order. The numerals appear in the place furthest to the right and shift to higher places as other numerals are entered. You can also move the cursor to the desired place by pressing [⇐] and [⇒].
3. When you are finished entering the numerals, press [YES]. The numerical value is set, and the button indicator goes off.

Example of entering numerals with "Down" Setting

This example explains how "01h23m45s00f" is entered when the NUMERICS Type is "Down".

1. Press [NUMERICS]. The button indicator lights.
2. The cursor appears at the digit furthest to the left (the highest digit place). Press the LOCATOR buttons [0], [1], [2], [3], [4], [5], [0], and [0], in that order. The numerals appear from left to right, just as they are entered. You can also move the cursor to the desired place by pressing [⇐] and [⇒].
3. When you are finished entering the numerals, press [YES]. The numerical value is set, and the button indicator goes off.

C. Measure Display

You can set the display to show measure and beat numbers if both the metronome is being used, and if MIDI clock messages are being transmitted. When the VS-1680 is operating in sync with an external device, or recording a song along with a previously created tempo map, you can operate the VS-1680 just as though you were operating a MIDI sequencer. Set the metronome to sound as described in "Using the Metronome" (p.xx)

1. Hold [SHIFT] and press [F5(SYSTEM)]. The System menu icon is displayed. If the System menu icon does not appear, press [F6(EXIT)].
2. Press [F2(GLOBL)]. If "GLOBL" does not appear above [F2], first press [PAGE] until "GLOBL" appears, and then press [F2(GLOBL)].
3. Use [⇐], [⇒], [↑], and [↓] to move the cursor to "Measure Display".
4. Use the TIME / VALUE dial to change the setting for Measure Display.

Measure Display

Use this to select whether or not the measures and beats appear in the graphic display.

Always: The measure and beat are always displayed.

Auto: The measure and beat are not displayed when the metronome is not in use.

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

D. SCSI ID Number

When connecting SCSI devices to the VS-1680, the SCSI ID number of each device connected must be set so none of the devices have the same ID number. The VS-1680's ID number is set to "7" at the factory. When connecting SCSI devices (such as a Zip drive or a CD-R drive) to the VS-1680, be sure to set the SCSI ID number for these devices to a number other than "7". If no other SCSI ID number is available, it is possible to change the SCSI ID number of the VS-1680.

1. Hold [SHIFT] and press [F5(SYSTEM)]. The System menu icon is displayed. If the System menu icon does not appear, press [F6(EXIT)].
2. Press [F2(GLOBL)]. If "GLOBL" does not appear above [F2], first press [PAGE] until "GLOBL" appears, and then press [F2(GLOBL)].
3. Use [←], [→], [↑], and [↓] to move the cursor to "SCSI Self ID".
4. Use the TIME / VALUE dial to change the setting for SCSI Self ID.

SCSI Self ID

This sets the VS-1680's own SCSI ID number. (0 - 7)

5. Hold [SHIFT] and press [ZERO]. "STORE OK ?" appears in the display.
6. Press [YES]. The current song is saved.
7. Press [PLAY(DISPLAY)] to return to the Playlist display. You must Restart the VS-1680 for the new SCSI ID number to become effective.

E. IDE Drive Switch

It is possible to use a VS-1680 with just an external hard drive such as a Zip drive connected to the SCSI port, and without an internal hard drive. In such a case, it takes the VS-1680 approximately 30 seconds after the power is turned on to check its internal hard drive connection status. If you don't have an internal IDE drive installed in the VS-1680, you can avoid this wait by setting the VS-1680 to not attempt to use an internal IDE drive.

1. Hold [SHIFT] and press [F5(SYSTEM)]. The System menu icon is displayed. If the System menu icon does not appear, press [F6(EXIT)].
2. Press [F2(GLOBL)]. If "GLOBL" does not appear above [F2], first press [PAGE] until "GLOBL" appears, and then press [F2(GLOBL)].
3. Use [←], [→], [↑], and [↓] to move the cursor to "IDE Drive".
4. Use the TIME / VALUE dial to change the setting for IDE Drive.

IDE Drive

When not using an internal hard drive, set this to "Off". The default setting is "On".

5. Hold [SHIFT] and press [ZERO]. "STORE OK ?" appears in the display.
6. Press [YES]. The current song is saved.
7. Press [PLAY(DISPLAY)] to return to the Playlist display. The changed setting becomes effective from the next time the VS-1680 is turned on.

F. Input Peak Level

You can designate the level at which the peak indicator lights based on signal input via the INPUT jacks (1 - 8).

1. Hold [SHIFT] and press [F5(SYSTEM)]. The System menu icon is displayed. If the System menu icon does not appear, press [F6(EXIT)].
2. Press [F2(GLOBL)]. If "GLOBL" does not appear above [F2], first press [PAGE] until "GLOBL" appears, and then press [F2(GLOBL)].
3. Use [←], [→], [↑], and [↓] to move the cursor to "Input Peak Level". Use the TIME / VALUE dial to change the setting.

Input Peak Level

This sets the volume level at which the peak indicator lights.

CLIP: The indicator lights when the input is at maximum level (distortion).

-3 dB: The indicator lights 3 dB before the input is at maximum level.

-6 dB: The indicator lights 6 dB before input is at maximum level.

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

G. Previous/Next Switch

[PREVIOUS] and [NEXT] are normally used to move the position of the time line to the beginning or end of the previous or next phrase on the selected track.

Graphic p 186 right column top

You can change this function so [PREVIOUS] and [NEXT] recall markers, similar to how the track skip button on a CD player works.

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1. Hold [SHIFT] and press [F5(SYSTEM)]. The System menu icon is displayed. If the System menu icon does not appear, press [F6(EXIT)].
2. Press [F2(GLOBL)]. If "GLOBL" does not appear above [F2], first press [PAGE] until "GLOBL" appears, and then press [F2(GLOBL)].
3. Use [←], [→], [↑], and [↓] to move the cursor to "PREVIOUS/NEXT Sw". Use the TIME / VALUE dial to change the setting.

PREVIOUS/NEXT Sw (PREVIOUS NEXT Switch)

This sets how the [PREVIOUS] and [NEXT] buttons function.

PHRASE: [PREVIOUS] and [NEXT] are used to move the current playback time to the beginning or end of the previous or next phrase.

MARKER: [PREVIOUS] and [NEXT] are used to move the current playback time to the beginning or end of the previous or next marker.

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

H. Button Switching Time

Several buttons on the VS-1680 change functions depending on whether they are pressed once, or held down.

STATUS button

When pressed: Changes track status

When Held Down: Confirms channel assigned to the track

[EDIT/SOLO]

When pressed: Displays the Master Block settings

When Held Down: Turns on the SOLO function

[FADER/MUTE]

When pressed: Toggles the physical fader assignments from TR to IN
 When Held Down: Turns on the MUTE function

You can specify the length of time the button must be held down in order to use its secondary function.

1. Hold [SHIFT] and press [F5(SYSTEM)]. The System menu icon is displayed. If the System menu icon does not appear, press [F6(EXIT)].
2. Press [F2(GLOBL)]. If "GLOBL" does not appear above [F2], first press [PAGE] until "GLOBL" appears, and then press [F2(GLOBL)].
3. Use [←], [→], [↑], and [↓] to move the cursor to "Switching Time". Use the TIME / VALUE dial to change the setting.

Switching Time

This sets the time a button must be held down (0.3 - 2.0 seconds) in order to use its secondary function.

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

I. Fan Control

You may find the noise from the VS-1680's cooling fan to be a concern when recording with a mic nearby or when mixing down to another recorder. If this is the case, you can program the VS-1680 to turn off the fan during certain operations.

1. Hold [SHIFT] and press [F5(SYSTEM)]. The System menu icon is displayed. If the System menu icon does not appear, press [F6(EXIT)].
2. Press [F2(GLOBL)]. If "GLOBL" does not appear above [F2], first press [PAGE] until "GLOBL" appears, and then press [F2(GLOBL)].
3. Use [←], [→], [↑], and [↓] to move the cursor to "Fan Control". Use the TIME / VALUE dial to change the setting.

Fan Control

This specifies which operations cause the cooling fan to turn off.

Off: The Fan Control feature is disabled. The fan operates constantly.

Play: The fan stops any time [PLAY] is pressed. This includes when [PLAY] is pressed to begin recording.

Rec&Play: The fan stops when Record Standby is enabled, and stays off during recording and playback.

** While the cooling fan is stopped for long periods of time, heat can build up and as a result may damage the internal hard drive. To avoid this problem, keep the fan running at all times by leaving the Fan Control setting "Off".*

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

III. Play and Record Settings

These are settings related to the overall workings of the Play and Record functions.

A. Record Monitor

When a Track STATUS button is set for recording (blinking red), you can hear the previously recorded material by pressing play, and you can hear the input source during recording. During recording, you can press [STATUS] to switch between monitoring the recorded track and monitoring the input source.

It is also possible to make a setting so the input source is always monitored.

1. Hold [SHIFT] and press [F5(SYSTEM)]. The System menu icon is displayed. If the System menu icon does not appear, press [F6(EXIT)].
2. Press [F3(PLAY)]. If "PLAY" does not appear above [F3], first press [PAGE] until "PLAY" appears, and then press [F3(PLAY)].
3. Use [←], [→], [↑], and [↓] to move the cursor to "Record Monitor". Use the TIME / VALUE dial to change the setting.

Record Monitor

This switches between track and source monitoring.

AUTO: Monitoring switches between Track and Source.
SOURCE: Source is monitored at all times.

Setting	Stopped	Playback	Recording
AUTO:	SOURCE	TRACK or SOURCE*	SOURCE
SOURCE:	SOURCE	SOURCE	SOURCE

** With Record Monitor set to "AUTO", during recording it is possible to switch monitoring from TRACK to SOURCE by pressing the STATUS button.*

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

B. Marker Stop

You can program the VS-1680 to stop playing a song when a marker is reached.

1. Hold [SHIFT] and press [F5(SYSTEM)]. The System menu icon is displayed. If the System menu icon does not appear, press [F6(EXIT)].
2. Press [F3(PLAY)]. If "PLAY" does not appear above [F3], first press [PAGE] until "PLAY" appears, and then press [F3(PLAY)].
3. Use [←], [→], [↑], and [↓] to move the cursor to "Marker Stop". Use the TIME / VALUE dial to change the setting.

Marker Stop

When this is set to "On", song playback stops automatically when a marker is reached.

4. Press [PLAY(DISPLAY)] to return to the Playlist display.
5. Press [PLAY] to begin song playback. When the song reaches a marker location, playback stops.

C. Fade Length

During track editing, punch-in and punch-out recording, it is possible a tiny click sound may occur. The VS-1680 can fade in and fade out these edges so no noise is heard. If an objectionable noise occurs as a result of editing or recording, adjust the Fade Length. A Fade Length setting applies to both the fade-in at the beginning of a phrase, and the fade-out at the end of a phrase.

1. Hold [SHIFT] and press [F5(SYSTEM)]. The System menu icon is displayed. If the System menu icon does not appear, press [F6(EXIT)].
2. Press [F3(PLAY)]. If "PLAY" does not appear above [F3], first press [PAGE] until "PLAY" appears, and then press [F3(PLAY)].
3. Use [←], [→], [↑], and [↓] to move the cursor to "Fade Length". Use the TIME / VALUE dial to change the setting.

Fade Length

This sets the length (2, 10, 20, 30, 40, or 50 ms) of the fade-in and fade-out.

** It is not possible to set the Fade Length time to 0.*

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

IV. Mixer and System Initialize

You can restore the default parameter settings of a song. This is convenient when you've made many changes to the input mixer, the track mixer, the master block, as well as changes in the System menu.

** After initializing Mixer and System settings, many settings will not be affected. Some of the settings which are not affected by Mixer and System Initialize include song, scene, temp map, and sync track data. Additionally, the IDE drive, SCSI ID, Scene Mode, Shift Lock, and Numerics Type settings are not changed as a result of Mixer/System Initialize.*

1. Hold [SHIFT] and press [F5(SYSTEM)]. The System menu icon is displayed. If the System menu icon does not appear, press [F6(EXIT)].
2. Press [F1(INIT)]. If "INIT" does not appear above [F1], first press [PAGE] until "INIT" appears, and then press [F1(INIT)].
3. "Init Mixer / System PRM Sure ?" (Do you want to restore the initial mixer and system parameters?) appears in the display. Press [YES]. If you want to cancel the operation, press [NO].
4. When the initial conditions are restored, the System menu icon appears in the display.
5. Press [PLAY(DISPLAY)] to return to the Playlist display.

V. Alarm Clock

The VS-1680 has a built in clock with an alarm function. With the **alarm function**, you can have a text message of your choice appear in the display at a certain time of day, day of week, month or year. Use the alarm to program reminders such as "feed the cat" and other things you don't want to forget.

1. Hold [SHIFT] and press [F5(SYSTEM)]. The System menu icon is displayed. If the System menu icon does not appear, press [F6(EXIT)].
2. Press [F2(DATE)]. If "DATE" does not appear above [F2], first press [PAGE] until "DATE" appears, and then press [F2(DATE)].
3. Press [F5(Alarm)].
4. Press [↔], [⇒], [⇧], and [⇩] to move the cursor. Specify the date and time you wish the message to appear.

Graphic p 189 right column top

Mode

This specifies how often you want the message to appear.

Off: No message is displayed.

m/d/y: Message appears on a specific month, day, and year, such as 1999/September/18 (September 18, 1999).

m/d/-: Message appears on a specific month and day, of every year, such as December/31 (every year on December 31).

-d/-: Message appears on a specific day of every month.

Week: Message appears on a specific day of the week, every week.

Time: Message appears on a specific time of the day, every day.

Every: Message appears every day.

5. Press [F5(MSG)]. The Message Edit appears in the display. Use [↔], [⇒], [⇧], and [⇩] to move the cursor and rotate the TIME / VALUE dial to enter your message.

Graphic p 190 left

The function buttons work as shown below.

[F2(Clr)]:	Clears all the characters in the window.
[F3(Del)]:	Deletes the character where the cursor is positioned.
[F4(Ins)]:	Inserts a space where the cursor is positioned.
[F5(Write)]:	Saves the Message and exits the screen.
[F6(EXIT)]:	Exits the screen without saving the Message.

7. After you have entered your message, press [F5(Write)]. You can store up to ten messages at a time. Repeat steps 4 - 6 if you wish to enter additional messages.
8. Press [PLAY(DISPLAY)] to return to the Playlist display.