User Guide

MIDI Express XT
MIDI Express 128
micro express
micro lite

SAFETY PRECAUTIONS AND ELECTRICAL REQUIREMENTS

WARNING: TO REDUCE THE RISK OF FIRE OR ELECTRICAL SHOCK, DO NOT EXPOSE THIS APPLIANCE TO RAIN OR OTHER MOISTURE.

CAUTION: TO REDUCE THE RISK OF ELECTRICAL SHOCK, DO NOT REMOVE COVER. NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.

WARNING: DO NOT PERMIT FINGERS TO TOUCH THE TERMINALS OF PLUGS WHEN INSTALLING OR REMOVING THE PLUG TO OR FROM THE OUTLET.

WARNING: IF NOT PROPERLY GROUNDED THE MOTU USB MIDI interface COULD CAUSE AN ELECTRICAL SHOCK.
The MOTU USB MIDI interface is equipped with a three-conductor cord and grounding type plug which has a grounding prong, approved by Underwriters' Laboratories and the Canadian Standards Association. This plug requires a mating three-conductor grounded type outlet as shown in Figure A below.

If the outlet you are planning to use for the MOTU USB MIDI interface is of the two prong type, DO NOT REMOVE OR ALTER THE GROUNDING PRONG IN ANY MANNER. Use an adapter as shown below and always connect the grounding lug to a known ground. It is recommended that you have a qualified electrician replace the TWO prong outlet with a properly grounded THREE prong outlet. An adapter as illustrated below in Figure B is available for connecting plugs to two-prong receptacles.

WARNING: THE GREEN GROUNDING LUG EXTENDING FROM THE ADAPTER MUST BE CONNECTED TO A PERMANENT GROUND SUCH AS TO A PROPERLY GROUNDED OUTLET BOX. NOT ALL OUTLET BOXES ARE PROPERLY GROUNDED.
If you are not sure that your outlet box is properly grounded, have it checked by a qualified electrician. NOTE: The adapter illustrated is for use only if you already have a properly grounded two-prong receptacle. Adapter is not allowed in Canada by the Canadian Electrical Code. Use only three wire extension cords which have three-prong grounding type plugs and three-prong receptacles which will accept the MOTU USB MIDI interface plug.

IMPORTANT SAFEGUARDS
1. Read instructions - All the safety and operating instructions should be read before operating the MOTU USB MIDI interface.
2. Retain instructions - The safety instructions and owner's manual should be retained for future reference.
3. Heed Warnings - All warnings on the MOTU USB MIDI interface and in the owner's manual should be adhered to.
4. Follow Instructions - All operating and use instructions should be followed.
5. Cleaning - Unplug the MOTU USB MIDI interface from the computer before cleaning and use a damp cloth. Do not use liquid or aerosol cleaners.
6. Overloading - Do not overload wall outlets and extension cords as this can result in a risk of fire or electrical shock.
7. Power Sources - This MOTU USB MIDI interface should be operated only from the type of power source indicated on the marking label. If you are not sure of the type of power supply to your location, consult your local power company.
8. Power-Cord Protection - Power-supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them. Pay particular attention to cords and plugs, convenience receptacles, and the point where they exit from the MOTU USB MIDI interface.
9. Lightning - For added protection for the MOTU USB MIDI interface during a lightning storm, unplug it from the wall outlet. This will prevent damage to the MOTU USB MIDI interface due to lightning and power line surges.
10. Servicing - Do not attempt to service this MOTU USB MIDI interface yourself as opening or removing covers will expose you to dangerous voltage and other hazards. Refer all servicing to qualified service personnel.
11. Damage Requiring Service - Unplug the MOTU USB MIDI interface from the computer and refer servicing to qualified service personnel under the following conditions.
    a. When the power supply cord or plug is damaged.
    b. If liquid has been spilled or objects have fallen into the MOTU USB MIDI interface.
    c. If the MOTU USB MIDI interface has been exposed to rain or water.
    d. If the MOTU USB MIDI interface does not operate normally by following the operating instructions in the owner's manual.
    e. If the MOTU USB MIDI interface has been dropped or the cabinet has been damaged.
    f. When the MOTU USB MIDI interface exhibits a distinct change in performance, this indicates a need for service.

12. Replacement Parts - When replacement parts are required, be sure the service technician has used replacement parts specified by the manufacturer or have the same characteristics as the original part. Unauthorized substitutions may result in fire, electric shock or other hazards.
13. Safety Check - Upon completion of any service or repairs to this MOTU USB MIDI interface, ask the service technician to perform safety checks to determine that the product is in safe operating conditions.

ENVIRONMENT
Operating Temperature: 10°C to 40°C (50°F to 104°)

AVOID THE HAZARDS OF ELECTRICAL SHOCK AND FIRE
Do not handle the power cord with wet hands. Do not pull on the power cord when disconnecting it from an AC wall outlet. Grasp it by the plug.

INPUT
Line Voltage: 100 - 120 volts AC, RMS (US and Japan) or 220 - 250 volts AC, RMS (Europe). Frequency: 47 - 63 Hz single phase. Power: 7 watts maximum.

CAUTION: DANGER OF EXPLOSION IF BATTERY IS REPLACED. REPLACE ONLY WITH THE SAME OR EQUIVALENT TYPE RECOMMENDED BY MANUFACTURER. DISPOSE OF USED BATTERY ACCORDING TO MANUFACTURER'S INSTRUCTIONS.
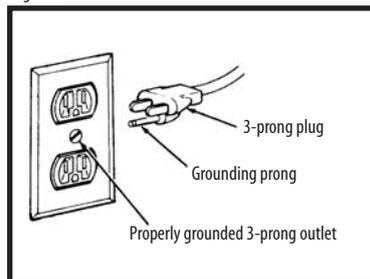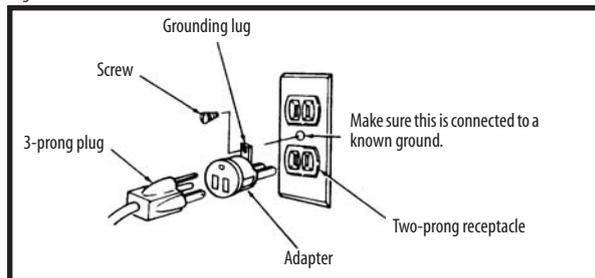
Figure A

- 3-prong plug
- Grounding prong
- Properly grounded 3-prong outlet

Figure B

- Grounding lug
- Screw
- 3-prong plug
- Make sure this is connected to a known ground.
- Two-prong receptacle
- Adapter

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Update Policy

In order to be eligible to obtain updates of the program, you must complete and return the attached Mark of the Unicorn Purchaser Registration Card to MOTU.

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This equipment has been type tested and found to comply with the limits for a class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television equipment reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by any combination of the following measures:

• Relocate or reorient the receiving antenna

• Increase the separation between the equipment and the receiver

• Plug the equipment into an outlet on a circuit different from that to which the receiver is connected

If necessary, you can consult a dealer or experienced radio/television technician for additional assistance.

PLEASE NOTE: only equipment certified to comply with Class B (computer input/output devices, terminals, printers, etc.) should be attached to this equipment, and it must have shielded interface cables in order to comply with the Class B FCC limits on RF emissions.

WARNING: changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

CE

Contents

Part I

For All Users

All Users

CHAPTER 1   Packing List and Computer Requirements

THANK YOU FOR CHOOSING MOTU

Thank you for purchasing a MOTU USB MIDI interface. Please read the important information in this chapter before using it.

PLEASE REGISTER TODAY

Please send in the registration card included with your MOTU MIDI interface. As a registered user, you will be eligible to receive on-line technical support email and announcements about product enhancements as soon as they become available. Only registered users receive these special update notices, so please, complete and mail this registration card!

Thank you for taking the time to register your new MOTU product!

PACKING LIST

Your MOTU USB MIDI Interface is shipped with the items listed below. If any of these items are not present when you first open the box, please immediately contact your dealer or MOTU.

■ MOTU USB MIDI Interface

■ Power cord

■ USB cable

■ CD with software drivers

■ Manual

■ Product registration card

MIDI CABLES NOT INCLUDED

To connect each of your MIDI devices to your MOTU MIDI interface, you need MIDI cables, purchased separately. Talk to your music dealer to decide how many you need.

COMPUTER REQUIREMENTS

Your MOTU MIDI interface will run with any USB-equipped Macintosh running Mac OS 8.6, Mac OS 9, or Mac OS X (10.2 or later). If you are attempting to use your MOTU USB interface with an older Macintosh model equipped with a USB adaptor card, contact MOTU for compatibility.

MIDI SOFTWARE COMPATIBILITY

Your MOTU USB MIDI Interface will work with the following kinds of MIDI software:

- All MOTU software products

- All Mac OS 9 FreeMIDI-compatible software

- All Mac OS 9 OMS-compatible software

- All Mac OS X MIDI software

GETTING STARTED

Follow the directions in the next few chapters of this guide to successfully install and begin using your new MOTU USB MIDI interface.

FAMILIARITY WITH YOUR COMPUTER

This manual assumes that your are familiar with using your computer. If not, please review your computer's user guide before proceeding.

VISIT MOTU.COM FOR SOFTWARE UPDATES

Driver updates are posted on our web site as soon as they become available, so check our web site for the latest drivers: www.motu.com

CHAPTER 2   Installing Your MOTU Interface

OVERVIEW

CONNECTING THE POWER CORD

Plug the power cord into your MOTU MIDI Interface and then plug the other end into a grounded power outlet. We recommend that you leave the interface switched off while making cable connections during installation.

CONNECTING THE COMPUTER

First, make sure that the interface's power switch is turned off. Using the USB cable included with your MOTU MIDI interface, put the Type A plug into a Type A USB jack on the computer, the USB computer keyboard, a USB hub, or any other USB device connected to the computer that has an available Type A USB jack. The USB cable allows the

Mac to communicate with all MIDI devices connected to your MOTU MIDI interface. If you have several MOTU interfaces, see "Connecting multiple USB interfaces" on page 15.

The flat, "Type A" USB plug connects to the computer.
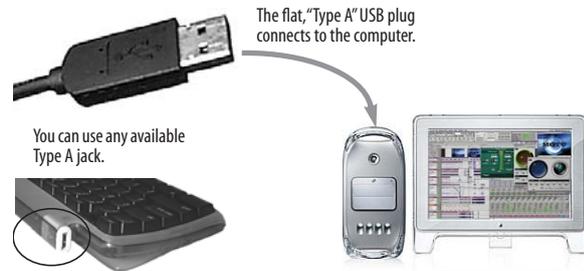
You can use any available Type A jack.

Figure 2-1: You can plug the Type A connector directly into the computer itself, a USB keyboard connected to the computer, or any other USB device already connected to the computer that has an available Type A USB jack.
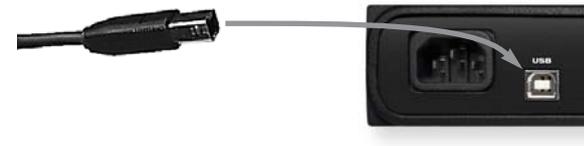

Figure 2-2: The square Type B plug goes into your MOTU interface.

CONNECTING MIDI GEAR

Connect each MIDI device's MIDI IN jack to a MIDI OUT jack on your MOTU MIDI interface as shown by Connection A below. Conversely, connect the MIDI OUT jack on the MIDI device to one of the MIDI IN jacks on your MOTU MIDI interface as shown by Connection B.
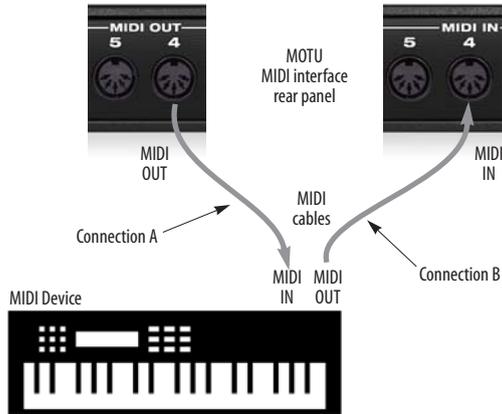

Figure 2-3: Connecting a MIDI device to your MOTU MIDI interface. If you are connecting a sound module or other device that does not need to transmit MIDI data, you only need to make connection A shown above. Conversely, if the device is a MIDI controller such as a drum pad or guitar controller, you only need to make Connection B.

One-way MIDI connections

MIDI devices that do not receive MIDI data, such as a dedicated keyboard controller, guitar controller, or drum pad, only need Connection B shown in Figure 2-3. Similarly, devices that never send data, such as a sound module, only need Connection A. However, if you plan to use editor/librarian software with the sound module, or if you need to get system exclusive bulk dumps from it, make both connections. In general, make both connections for any device that needs to both send and receive MIDI data.

☞ MOTU MIDI interfaces do not require that you use the same numbered MIDI IN and MIDI OUT for each device, but experience shows that your system will be easier to work with if you do.

Connecting additional gear with MIDI THRUs

If you use up all of the MIDI OUTs on your MOTU MIDI interface, and you still have more gear to connect, run a MIDI cable from the MIDI THRU of a device already connected to the interface to the MIDI IN on the additional device as shown below in Figure 2-4. The two devices then share the same MIDI OUT port on the MIDI

interface. This means that they share the same set of 16 MIDI channels, so try to do this with devices that receive on only one MIDI channel (such as effects modules) so their receive channels don't conflict with one another.
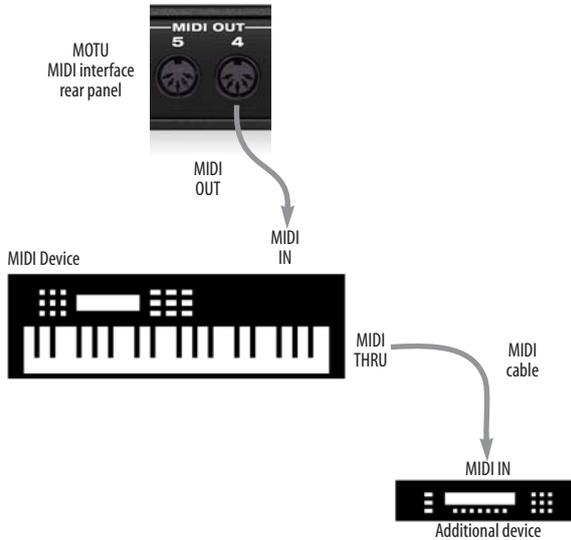

Figure 2-4: Connecting additional devices with MIDI THRU ports.

MIDI CONNECTIONS WORKSHEET

Here's a suggestion. If you have more than a few pieces of gear connected to your MOTU MIDI interface, jot down which device is connected to each input and output in the worksheet below. Later on, you'll enter this information into your software so you can refer to devices by name.

MIDI IN	MIDI OUT
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8

SMPTE TIME CODE SYNC CONNECTIONS

Your MOTU MIDI interface is both a SMPTE time code *converter* and *generator*. As a converter, it locks (slaves) to incoming longitudinal SMPTE time code (LTC) and converts it to MIDI Time Code (MTC) and reshaped LTC. As a generator, it produces both LTC and MTC time code, either running under its own internal clock or while slaved to external time code (or other time base).

When making the SMPTE time code connections described in the following sections, do not pass the signal through any type of signal processing equipment. Use shielded quarter-inch audio cables.

For a complete explanation of synchronization, see chapter 8, "Synchronization" (page 113).

Connecting a SMPTE time code source

Connect any SMPTE time code *source*, such as the SMPTE timecode track on an analog multitrack tape deck, to the SMPTE IN port on your MOTU MIDI interface as shown in Figure 2-5. (For information about recording time code tracks, see "Striping SMPTE" on page 118.)
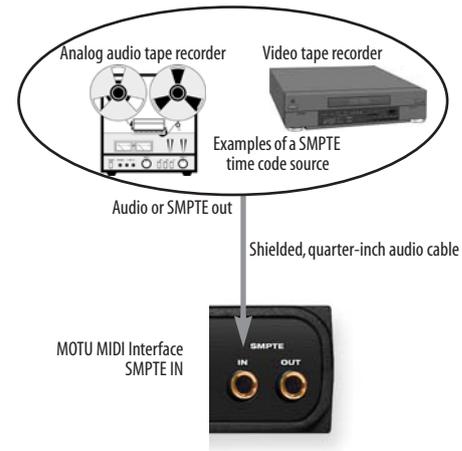

Figure 2-5: Connecting a SMPTE time code source.

Connecting a SMPTE time code destination

Connect the SMPTE OUT port of your MOTU MIDI interface to the SMPTE time code input of any *destination* device that accepts SMPTE time code as shown in Figure 2-6. For example, time code can be recorded on an outside track of a multitrack tape recorder so that everything can subsequently be synchronized to the multitrack. Other examples of a SMPTE time code destination are systems that have the ability to slave to SMPTE time code, such as stand-alone hard disk recording systems, digital audio workstations, or automated mixing consoles.
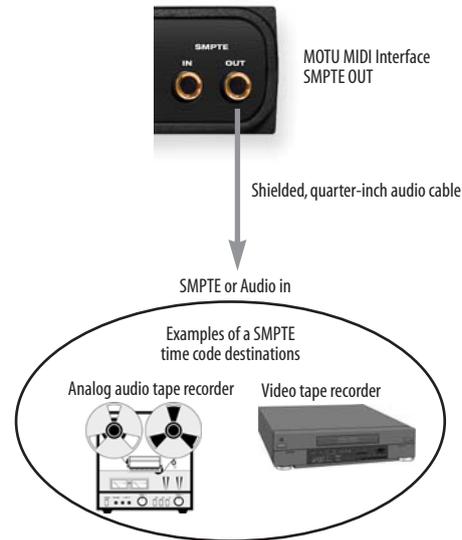

MOTU MIDI Interface
SMPTE OUT

Shielded, quarter-inch audio cable

SMPTE or Audio in

Examples of a SMPTE
time code destinations

Analog audio tape recorder   Video tape recorder

Figure 2-6: Connecting a SMPTE time code destination.

CONNECTING A FOOT SWITCH

If you would like to use a foot switch with your MOTU MIDI interface, connect it as shown below in Figure 2-7. For more information about how a pedal input can be used, see "The Pedal tab" on page 48 (or, for Mac OS 9 users, see "Working with a Foot Pedal" on page 97).

Figure 2-7: Connecting a foot switch or foot pedal.

CONNECTING AN AUDIO CLICK SOURCE

If you would like to convert an audio click to MIDI, connect the audio click source to the Pedal input as using a shielded, quarter-inch audio cable as shown below in Figure 2-8. For more information about converting an audio tempo source (such as a click, bass drum, tape deck signal, or other audio tempo source) to MIDI, see "Using an audio click as a tempo source" on page 49 (or, for Mac OS 9 users see "Converting an audio click to MIDI" on page 103).
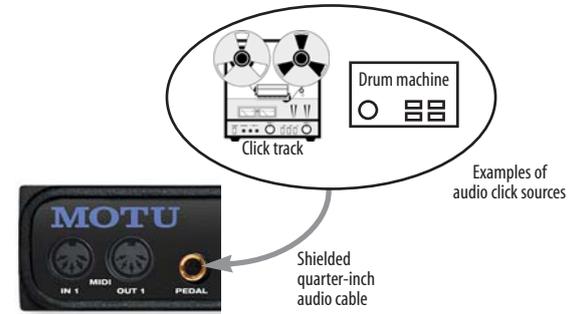

Figure 2-8: Connecting an audio click input.

CONNECTING MULTIPLE USB INTERFACES

The USB (*Universal Serial Bus*) specification allows you to connect multiple MOTU interfaces to a single computer. You can mix and match any combination of MOTU USB interfaces to suit your needs.

The flat, "Type A" USB plug on the USB cable from each MOTU interface connects to the USB hub.
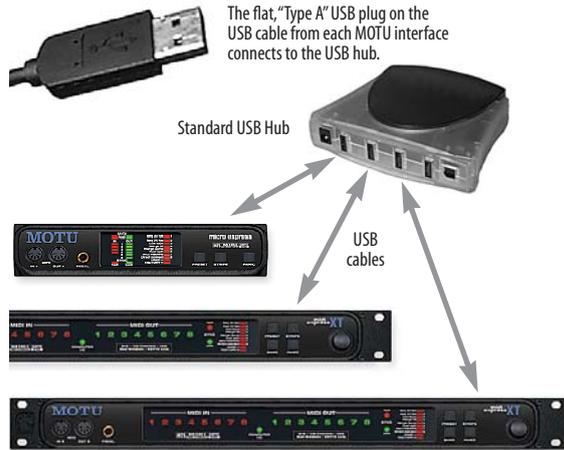
Standard USB Hub

USB cables

Figure 2-9: An inexpensive, standard USB hub allows you to connect multiple MOTU USB MIDI interfaces. You can even mix and match different models of MOTU interfaces, using the combination that best suites your needs for synchronization, number of MIDI ports, etc.

The USB (*Universal Serial Bus*) specification allows many USB devices — theoretically up to 127 — to be connected to a single computer. However, many USB devices, including all MOTU USB interfaces, reserve USB bandwidth, so the theoretical and practical limits for MOTU interfaces are considerably fewer. In theory, the maximum number of MOTU USB interfaces you can connect to one computer is just over 30 interfaces. Practically speaking, regardless of how slow or fast your USB-equipped computer is, you should be able to connect upwards of 10 or more MOTU USB MIDI interfaces to the computer and still enjoy just as much performance from each one as if it were the only one connected. Just don't try to run your USB scanner or digital camera while playing back and recording MIDI!

For further details about USB, visit www.usb.org.

To connect multiple MOTU interfaces to a computer, you'll need an inexpensive device called a *USB Hub* (purchased separately from your computer peripherals dealer). A USB Hub has multiple Type A ports on it, usually between 4 and 7 ports, to which you connect

multiple USB MIDI interfaces as shown in Figure 2-9. Connect them to the hub in the standard fashion, as if you were connecting them directly to the computer. If needed, you can connect multiple hubs to each other to get enough USB ports for your multiple MOTU USB interfaces.

WHAT NEXT?

You're ready to install software. Turn to chapter 3, "Installing the MOTU USB MIDI Software" (page 17).

CHAPTER 3   Installing the MOTU USB MIDI Software

OVERVIEW

SOFTWARE INSTALLATION FOR MAC OS X

Your MOTU interface requires several software drivers. It also includes ClockWorks™, a setup program that gives you convenient access to your MOTU interface's numerous features. Install all of this software as follows:

1 Insert the MOTU USB MIDI installer disc and launch the installer.

2 Follow the directions that the installer gives you.

What does the installer do?

The installer checks the computer to make sure it satisfies the minimum system requirements for your MOTU interface. If so, the installer proceeds with the installation: drivers are installed and the ClockWorks™ utility is installed in the Applications folder.

CoreMIDI and Audio MIDI Setup

CoreMIDI is the "under-the-hood" portion of Mac OS X that handles MIDI services for MIDI hardware and software. CoreMIDI provides many universal MIDI system management features, including MIDI communication between your MOTU USB MIDI interface and all CoreMIDI compatible software.

Audio MIDI Setup is a utility included with Mac OS X that allows you to configure your MOTU USB MIDI interface for use with all CoreMIDI compatible applications. Audio MIDI Setup provides:

■ A "virtual" studio on your Mac that graphically represents your MIDI hardware setup and that is shared by all CoreMIDI-compatible programs

■ A simple, intuitive list of your MIDI devices whenever you need it in any CoreMIDI-compatible program

Launching Audio MIDI Setup

1 Make sure your MOTU MIDI interface is connected and turned on.

2 Launch the Audio MIDI Setup utility.

This can usually be found in /Applications/Utilities. If it has been moved, just search for *Audio MIDI Setup*.

3 Confirm that the MIDI interface is present in the *MIDI Devices* tab of Audio MIDI Setup.

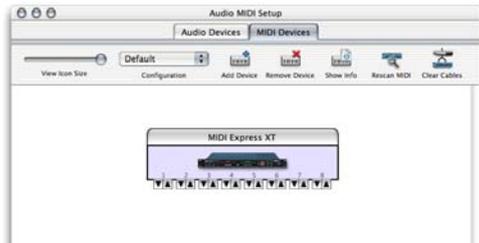If the interfaces does not appear, or if it is grayed out, check your cable connections and click *Rescan MIDI*.

Figure 3-1: In this example, a MOTU MIDI Express XT interface as it appears in the MIDI tab of Audio MIDI Setup.

Creating a MIDI configuration

Once your MOTU USB MIDI interface appears in Audio MIDI Setup, you are ready to add devices, indicate how they are connected, and identify properties they may have for particular purposes. This information is shared with all CoreMIDI compatible applications.

Adding devices in Audio MIDI Setup

To add a device in Audio MIDI Setup:
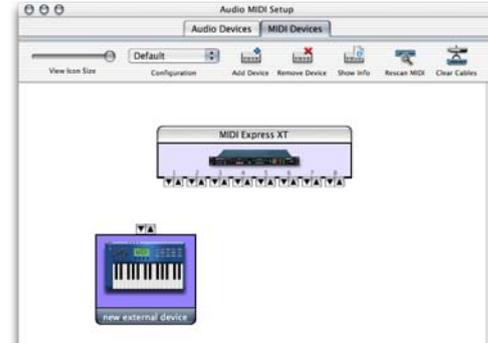
1 Click *Add Device*.

Figure 3-2: Adding a MIDI device.

2 Drag on its input and output arrows to draw connections to the MIDI interface that match its physical connection.
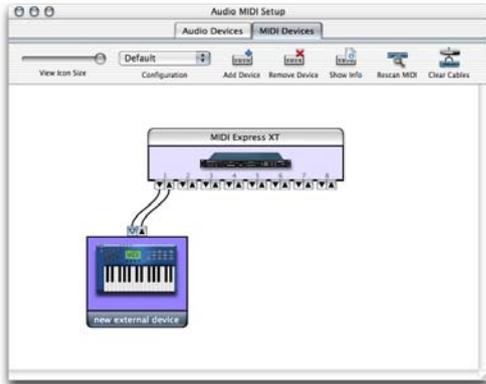

Figure 3-3: Connecting the device to the interface.

3 Double-click the device to make settings, such as input and output channels, that further describe the device.

Figure 3-4: Device settings.

4 Repeat the above steps for each MIDI device connected to the interface.

5 When you are finished, quit Audio MIDI Setup.

Your configuration is automatically saved as the default configuration, and it is shared with all CoreMIDI-compatible software. You can use the Configuration menu to create, duplicate or delete alternative configurations.

SOFTWARE INSTALLATION FOR MAC OS 9

Your MOTU interface requires several software drivers. It also includes ClockWorks™, a setup program that gives you convenient access to your MOTU interface's numerous features. Install all of this software as follows:

1 Temporarily disable all system Extensions, including virus protection utilities, before you begin.

These utilities can interfere with installation. You can temporarily disable them by restarting the computer and holding down the shift key until you see the message "Extensions off", which appears right after "Welcome to Macintosh". They will turn back on the next time you restart the computer.

2 Insert the MOTU USB MIDI CD-ROM and run the installer. The installer is the icon called "Double-click to install". Just follow the directions that the installer gives you.

If the installer asks you about something called "OMS", it means that you have OMS installed in your system, and you need to decide whether to use OMS or FreeMIDI for MIDI communication with your MOTU interface. See Appendix D, "FreeMIDI and OMS" page (151).

What does the installer do?

The installer checks the computer to make sure it meets the minimum system requirements for your MOTU interface. If so, the installer creates a Folder on the hard disk containing ClockWorks, the control software for your MOTU interface. The installer also adds MOTU's FreeMIDI system extension to your Macintosh System Folder. ClockWorks requires FreeMIDI.

Even though the installer does everything for you, it may be useful for you to know what files are installed and where they go. The following table provides a summary of the

primary components of the install. The information in this table is subject to change. Check the installer itself under the *Custom* install option for further information.

MOTU USB software item	What it is/does
ClockWorks™	An application that lets you to configure and program your MOTU interface.
MOTU USB Driver	A system extension that allows the Macintosh to talk to your MOTU interface.
MOTU FreeMIDI USB Driver	Goes in the FreeMIDI Folder inside your System Folder.
MOTU OMS USB Driver	Goes in the OMS Folder inside your System Folder.
FreeMIDI System Extension	This system extension is placed in your System Folder and serves as an integrated MIDI operating system for all FreeMIDI-compatible software. It is required by ClockWorks, even if you plan to use OMS instead of FreeMIDI.
FreeMIDI Folder	This folder is placed in your System Folder and contains files that are required by FreeMIDI.
FreeMIDI Applications Folder	This folder is placed on the top level of your hard disk. It contains several programs that help you configure FreeMIDI.

Creating a FreeMIDI or OMS Setup

FreeMIDI and OMS are industry standard MIDI System Extensions for Mac OS 9. They allow MIDI software to talk to your MOTU interface and the devices connected to it. They also provide unified MIDI system configuration. For example, they supply your MIDI software with a list of MIDI devices connected to your MOTU USB MIDI interface. As a final step in the software installation process, you need to run the FreeMIDI (or OMS) setup utility to specify what devices are connected to your MOTU USB interface. For complete details, see Appendix D, "FreeMIDI and OMS" page (151).

DAISY-CHAINING MIDI DEVICES

In general, daisy-chain MIDI devices (as shown in Figure 3-5 on page 22) should be avoided because it is more complicated to set up than connecting each device directly to your MOTU interface.

If you have no choice but to daisy-chain, you need to configure each device such that it doesn't share any MIDI channels with other devices in the chain. Otherwise, you'll

hear several instruments play at once because data sent to one unit is received by all the devices in the daisy chain that are listening to that same MIDI channel.

To avoid this sort of unwanted instrument layering:

1 Double-click on the first device in Mac OS's *Audio MIDI Setup* utility and disable some channels as shown in Figure 3-4 on page 19; leave others enabled.

2 Repeat this for the other devices in the daisy chain so that no two devices have the same channels enabled.

For example, if you daisy chain a Korg Triton and a Roland JV-1080, set the Triton to use channels 1-8 and the JV-1080 to use channels 9-16.

3 Now go to the front panel of each MIDI instrument itself and program it to respond to only the channels that are enabled in Audio MIDI Setup. Refer to the documentation for the device for details on this last step.
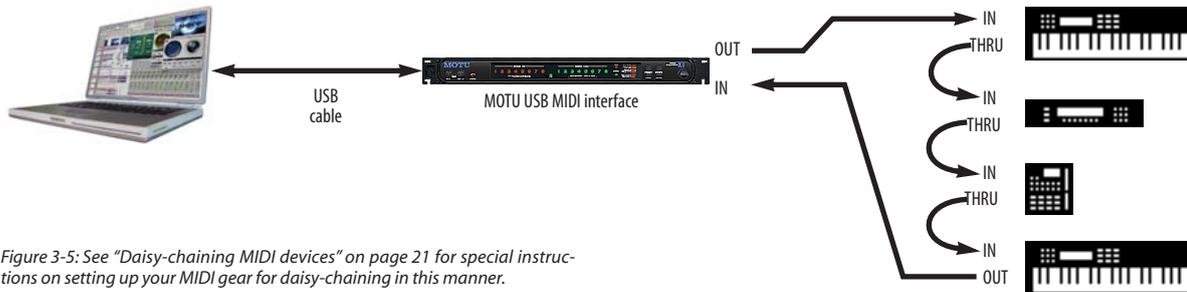
USB cable

MOTU USB MIDI interface

OUT

IN

IN
THRU

IN
THRU

IN
THRU

IN
OUT

Figure 3-5: See "Daisy-chaining MIDI devices" on page 21 for special instructions on setting up your MIDI gear for daisy-chaining in this manner.

WHERE TO GO NEXT

Refer to the items below that apply to you:

If you want to start using MIDI software with your new MOTU interface...
All MOTU interfaces have factory default settings that allow your MIDI software to communicate with all MIDI devices connected to the interface. So from here, you can turn to your software documentation to get started. If you haven't created devices in your Audio MIDI Setup as explained in "Creating a MIDI configuration" on page 18, do so now before you begin using your MIDI programs.

If you want to learn about the front panel controls...
Turn to chapter 7, "Front Panel Presets" (page 107).

If you want to program your interface with ClockWorks...
Your MOTU interface console software is the "front end" for the features in your MOTU interface. It allows you to configure and program the powerful MIDI routing and processing features in the interface. You can graphically make direct routings from inputs and outputs, stripe SMPTE time code, create and save interface *setups* (which consist of the entire internal configuration of the interface), set up the pedal inputs, or other tasks. For details, see chapter 5, "ClockWorks For Mac OS X" (page 29) or chapter 6, "ClockWorks for Mac OS 9" (page 53).

CHAPTER 4 **Using MIDI Software**

MIDI INPUTS AND OUTPUTS

Once you've completed the installation for your MOTU MIDI interface/synchronizer as described in the previous chapter, the devices you've specified in *Audio MIDI Setup* (or FreeMIDI/OMS Setup under Mac OS 9) will appear in the MIDI input and output menus of your MIDI software.

ALL CABLES PORT

You'll also see a MIDI port called *All Cables*. This port also appears in your MIDI programs, allowing you to send the same MIDI data out all MIDI output ports at once.
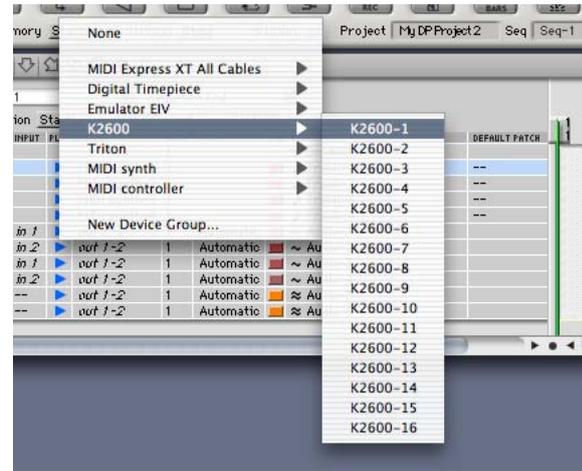

Figure 4-1: The devices in your Audio MIDI Setup configuration ((or, in Mac OS 9, your FreeMIDI/OMS configuration) will automatically appear as MIDI input sources and output destinations in your MIDI applications, as demonstrated here with Digital Performer.

THE MIDI DATA PATH

As for MIDI data arriving and leaving your computer via the MOTU USB MIDI interface driver, imagine it coming and going from the MOTU interface as shown in Figure 4-2. All channelizing and filtering is applied before the input data arrives at the computer and after it is sent from the computer. This is a great advantage as it frees up your computer and MIDI software from having to deal with the mundane (and time-consuming) chore of such processing. Just configure your MOTU interface and let it do all the work!
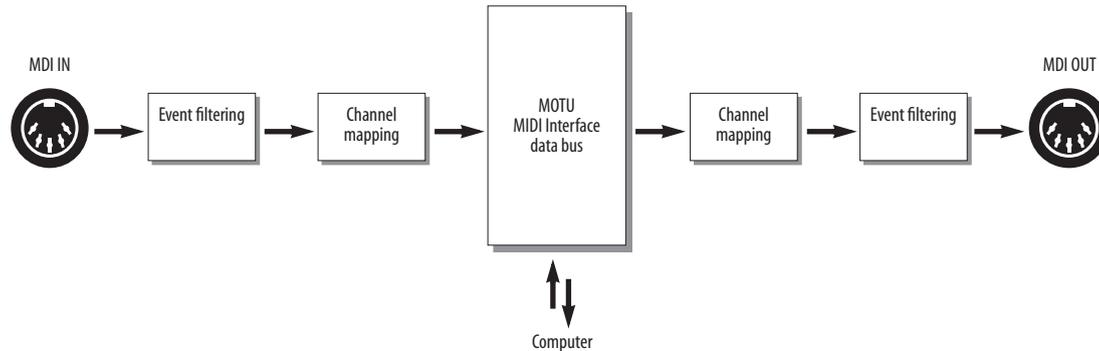

Figure 4-2: The path that MIDI data takes through a MOTU Express XT or micro express. Other MOTU interfaces do not provide MIDI processing.

Part II

For XT & micro Users

CHAPTER 5   ClockWorks For Mac OS X

OVERVIEW

This chapter provides instructions for running the Mac OS X version of ClockWorks. If you are running Mac OS 9, see chapter 6, "ClockWorks for Mac OS 9" (page 53).

ABOUT CLOCKWORKS

ClockWorks is a software program that gives you access to the programmable features in your MOTU MIDI Express XT or micro express interface. For example, you can make changes to the synchronization settings, filter some data on a particular input or output, or route MIDI data from any MIDI device to any other MIDI device connected to your MOTU interface.

☛ ClockWorks cannot be used with a micro lite or Express 128 interface, as these devices do not support MIDI processing or synchronization features.

When do you need to use ClockWorks software?

The only time you need to use ClockWorks is when you would like to make changes to the settings in your MOTU interface. If all you want to do is use it with a MIDI sequencer, you don't need to make any changes at all. The factory settings allow sequencing software to individually access any of the input or output ports on your MOTU interface. Just run your sequencer. You only need to run ClockWorks if you wish to customize your interface settings.
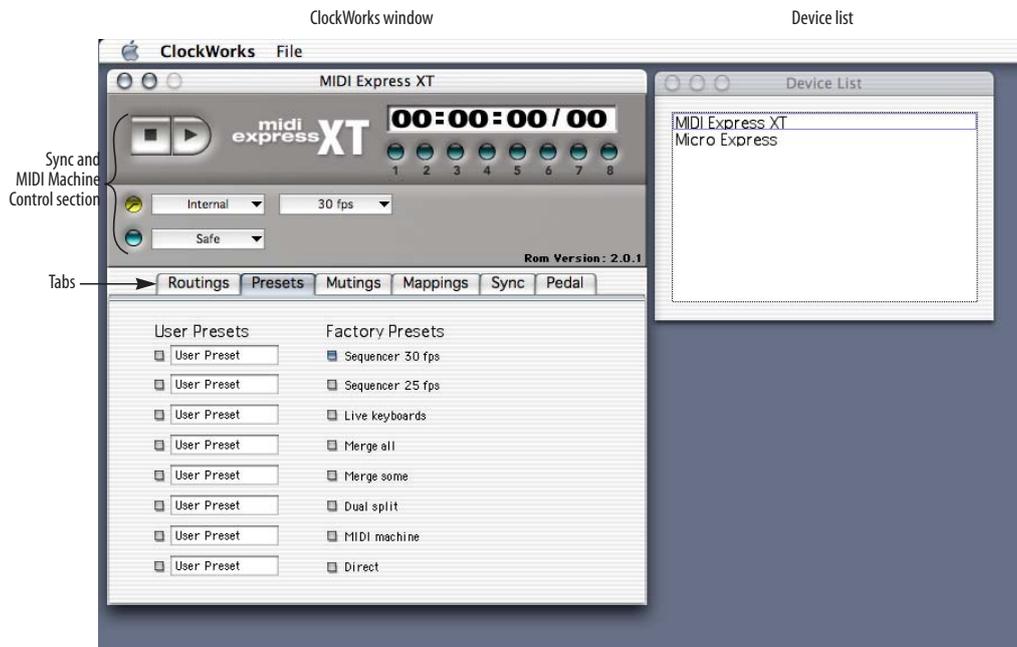
ClockWorks window   Device list

Sync and
MIDI Machine
Control section

Tabs

Figure 5-1: Click the tabs to access the settings in ClockWorks for Mac OS X.

Familiarity with the Mac OS

In explaining how to use ClockWorks, this chapter assumes that you are already familiar with the standard Mac OS interface conventions, such as how to select options using menus, check boxes, radio buttons, etc. and how to type and edit text, and so forth.

Opening ClockWorks

When you first launch ClockWorks, the default view for ClockWorks is the MIDI Routing window, which displays the current MIDI processing configuration. (See Figure 5-1 on page 30.)

If your MOTU interface doesn't appear

If your MOTU interface doesn't show up in the Device List, check the following things:

■ Your MOTU interface is turned off. Power it up and choose *Refresh Device* from the ClockWorks File menu.

■ A MOTU interface is not connected to the computer, or it is connected improperly. Make sure your cable connection(s) to the interface match Figure 2-1 and Figure 2-2 on page 9.

■ Open Audio MIDI Setup and make sure that the interface is present in your current studio setup. If not, scan for it as explained in "Launching Audio MIDI Setup" on page 18.

■ If you make any adjustments to your hardware, choose *Refresh Device* from the ClockWorks File menu.

THE FILE MENU

Here is a brief explanation of each item in the ClockWorks File menu.

Device List

The Device List menu item opens the Device List window. See "the Device list" on page 32 for details.

Load Configuration

The *Load Configuration* menu item opens a previously saved ClockWorks document and restores all of the MOTU interface settings saved in the document.

Save Configuration

The *Save Configuration* menu item saves all the current MOTU interface settings in ClockWorks as a document on disk. You can restore the settings by opening it with the Load Configuration command.

Refresh Device

ClockWorks always reflects the current state of your MOTU interface. However, if at any time you suspect that the windows in ClockWorks don't accurately reflect what's going on in the hardware for some reason, choose *Refresh Device* from the File menu. ClockWorks will be updated to reflect the current state of the hardware.

How ClockWorks interacts with the hardware

Changes you make in ClockWorks are immediately reflected in the hardware. Likewise, when you select a preset from the front panel, your MOTU interface updates ClockWorks, as long as the software is the currently active application. This is a convenient way to run through your user presets and inspect each one's settings in ClockWorks. If ClockWorks is not the active application on the computer, a system exclusive message is sent to whatever application is currently active. If this application is recording incoming MIDI, these sysex messages get recorded as well.

Reset to Factory Settings

This menu item restores the factory default settings in the interface.

THE DEVICE LIST

The Device List window shows all MOTU USB MIDI devices connected to the computer. Click on a device to display its settings in the ClockWorks window.

THE CLOCKWORKS WINDOW

ClockWorks for Windows appears as a single window for each MOTU interface, as shown in Figure 5-1 on page 30. Click each tab to view the settings within the tab.

ROM version display

The ROM version of the currently selected USB MIDI device appears in the transport section of the window, as shown in Figure 5-1 on page 30.

THE ROUTINGS TAB

The Routings tab provides an easy and powerful way for you to route MIDI data from any device connected to your MOTU interface to any other device connected to it. This window provides you with complete control over the flow of MIDI data through the interface.
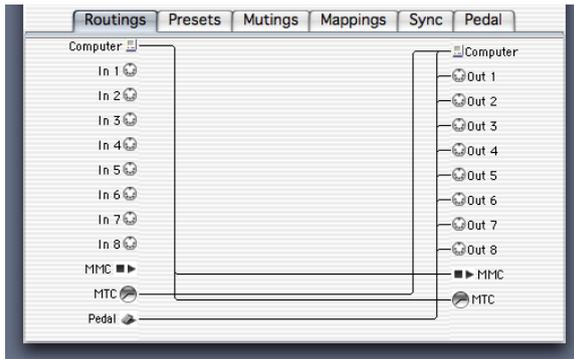

Figure 5-2: The Routings Tab for the MIDI Express XT. The micro express has 4 inputs on the left and 6 outputs on the right.

Cable routing to and from the computer

In MOTU USB MIDI interfaces, all MIDI inputs and outputs are always connected to the computer. Therefore, in ClockWorks, routings to and from the computer are not shown in the *Routings* tab. Use the *Routings* tab to make routings directly from inputs to outputs, or to make connections between the computer and the ADAT, MMC or MTC ports.

Making a connection

To route MIDI directly from a MIDI device to any other, click the source cable icon on the left and drag to the destination cable icon on the right.

Connecting one input to multiple outputs

To connect an input to more than one output, make each connection separately as described in the previous section. As a shortcut, shift-drag from the input cable on the left over to the first output, and then drag directly to each additional output on the right. As you "touch" each output, it highlights and a connection is made.

Selecting a connection

To select a connection, click the connection's input cable icon on the left or one of its output cable icons on the right.

Deselecting all connections

To deselect all connections, click anywhere in the middle of the window between the two columns of cables.

Breaking a connection

To break a connection, select the connection by clicking its cable icon, and press the delete key.

Breaking one of several connections

Often, a device will be connected to several other devices. To delete just one of the connections:

1 Redraw the connection you want to break.

2 Press the delete key to remove the highlighted connection.

The MTC In and MTC Out connections

The MTC In and MTC Out connectors represent MIDI Time Code (MTC) routing to and from the interface itself. If you would like to send MIDI Time Code from your MOTU interface to devices connected to its MIDI Out ports, create a connection from the MTC Out port (on the left) to the desired device(s) on the right.

Routing MTC to your MOTU interface

If you would like to slave your MOTU interface to MIDI Time Code generated by another device, make a connection from the device (on the left) to the MTC In port (on the right).

Routing MTC to the computer port

From the factory, your MOTU interface is programmed to send MTC to the computer port, as shown in Figure 5-2 on page 33. This connection is required by any MIDI software that needs to slave to MTC generated by the interface.

The MMC Out and MMC In ports

The MMC Out and MMC In ports provide routing of MIDI Machine Control (MMC) transport commands to and from your MOTU interface itself. For example, if you

would like to send MMC transport commands generated by (or redistributed by) your MOTU interface itself to another device, create a connection from the MMC Out port to the desired device. Usually, you will only have one such connection at a time, as only one device would be triggered as the Time Code source. Note also that this connection is not necessary, however, if you intend to send MMC transport commands directly from computer software (or a MMC hardware device) to a MMC device.
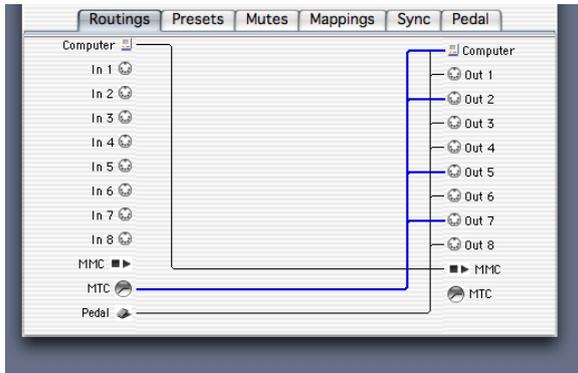

Figure 5-3: Routing MIDI Time Code from your Express interface to other MIDI devices connected to it.

Routing MMC from the computer to the interface
The MMC In port in the Routings tab represents MIDI Machine Control input to your MOTU interface itself. In other words, the interface "listens" to MMC transport commands from any devices (or computer software) connected to this port.

For MMC transport control of the interface from the computer, all you need is the connection from the computer icon on the left to the MMC icon on the right, as shown in Figure 5-2 on page 33.

Direct MMC versus redistributed MMC
When the connection shown in Figure 5-2 on page 33 is made, your MOTU interface "swallows" all MMC transport commands sent by MMC software running on the computer, regardless of the MMC device the messages are intended for (as determined by the MMC device ID embedded in the messages). If you want to control a MMC device from your computer, you have two choices:

1. bypass the interface's MMC features,

2. or send the MMC transport commands to the MOTU interface instead and have it redistribute them to the other MMC device(s)

If you would like to bypass the interface and control a MMC device directly from your computer software (choice #1 above), remove the highlighted connection shown in Figure 5-2 on page 33.

If you plan to use choice #2 above, maintain the connection shown in Figure 5-2 on page 33, and also make connection from your MOTU interface's MMC Out port on the left to the MMC device's destination MIDI port on the right.

Connecting an MMC controller
If you would like to control your MOTU interface from a MMC controller connected to one of its MIDI inputs, connect the device's input cable to the MMC In port.

THE PRESETS TAB
The presets tab lets you name the users presets in your MOTU interface and choose which one is active (by clicking the button next to its name). For complete details about presets, see "Front Panel Presets" on page 107.
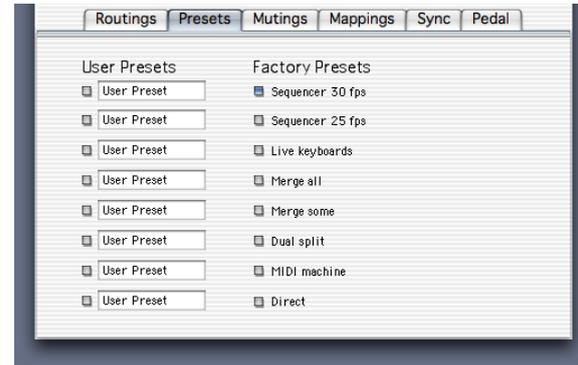

Figure 5-4: The Presets tab.

THE MUTINGS TAB

The Mutings tab is a sophisticated MIDI data filter that controls what types of data will be sent and received by each MIDI OUT and MIDI IN cable. You can filter out any type of MIDI data on any channel on any cable. In addition, each MIDI channel can have its own unique muting setup. The Mutings tab shows the muting status for each type of data on all MIDI channels and all cables at once, giving you immediate feedback on the state of your interface.

Figure 5-5: The Mutings tab.

Muting basics

A simple way to think of data muting is this: imagine that each MIDI IN or MIDI OUT cable on your MOTU interface has a filter just inside the socket. A MIDI data stream enters the filter and then continues on past the filter with certain types of data removed. The filter has simply "swallowed" the data types that are being muted.

On a MIDI IN cable, data is muted before it enters the interface. On a MIDI OUT cable, data gets muted just before it gets transmitted out of the interface.

☞ When data is muted on a MIDI IN port, the light on the front panel still blinks when the data is received on the port. Don't be concerned. The light blinks to let you know that the interface is indeed receiving the data on that port. However, the data does get muted. (On output, however, since muted data doesn't actually get sent, the light does *not* blink.)

Whenever you would like to mute data, begin with the following procedure:

1 If you have more than one MOTU interface, select the box you want to mute in the Device List window.

2 Click the Mutings tab.

3 Select the type of data to be muted from the *Mute* menu.

Doing so makes the check box grid control the type of MIDI data you choose.

4 Choose *Input* or *Output* from the cables menu.

Doing so makes the check box grid control muting for either MIDI IN ports or MIDI OUT ports.

Now you are ready to click check boxes in the grid to mute data.

Muting data on a single channel

To mute data on a single MIDI channel for a device, click the appropriate check box in the grid. Check boxes are numbered from left to right, with each row representing a MIDI input or output port.

Muting a data type on all channels

To mute a data type on all 16 channels for a device, drag across its row of check boxes. Doing so will select all check boxes in the row, selecting all channels for muting.

Muting on all channels, all cables

To mute a data type on all channels and all inputs, choose Inputs from the cable menu and click *Set All*. To do the same for outputs, choose *Outputs* from the Cable menu and click *Set All*.

Unmuting data

To unmute data on a single channel, deselect its check box. To unmute data on all channels and cables, click *Clear*.

Muting MIDI beat clocks

When MIDI beat clocks are transmitted to your MOTU interface (via a MIDI device or the computer) they are echoed to all cables. If you do not want MIDI beat clocks sent to all your MIDI devices, mute Real-time data on the output cables for those devices.

Muting and remapping

On the MIDI IN ports, muting occurs before channel remapping. On the MIDI OUT ports, channel remapping occurs before muting, as shown in Figure 5-6.

For example, let's say that on one of the MIDI ports, you are muting channels 1-8, and you are also remapping all channels (1-16) to channel 16.

If you did this on a MIDI IN port, channels 1-8 would get muted, and the data on channels 9-16 would get mapped to channel 16. If you did this on a MIDI OUT port, all data on all channels would be sent out on channel 16, since all channels are mapped to channel 16 before the muting occurs on channels 1-8.

Here's another example: Let's say you are mapping all channels to channel 1, and you are muting channels 1-8.

On input, only channels 9-16 will get rechannelized to channel 1, because channels 1-8 get muted first. On output, no data would be sent because all channels are mapped to channel one first, and then channel 1 is muted.
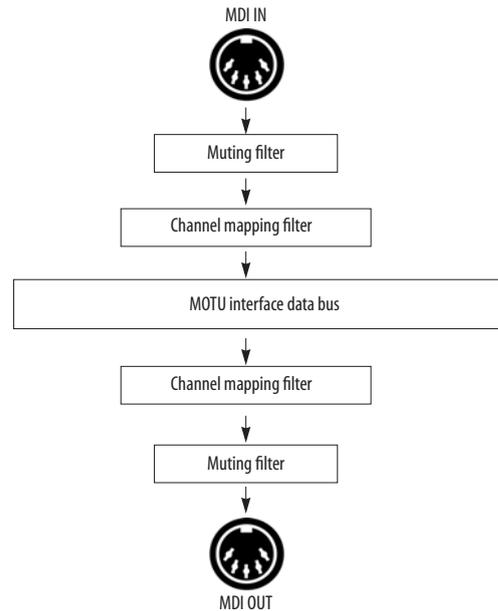
MDI IN

Muting filter

Channel mapping filter

MOTU interface data bus

Channel mapping filter

Muting filter

MDI OUT

Figure 5-6: How muting and remapping interact with each other.

THE MAPPINGS TAB

The Mappings tab controls the channelizing of MIDI data on all MIDI IN and MIDI OUT cables. With complete flexibility, this window can switch data from its current MIDI channel to any other channel immediately when the data either enters or exits your MOTU interface.
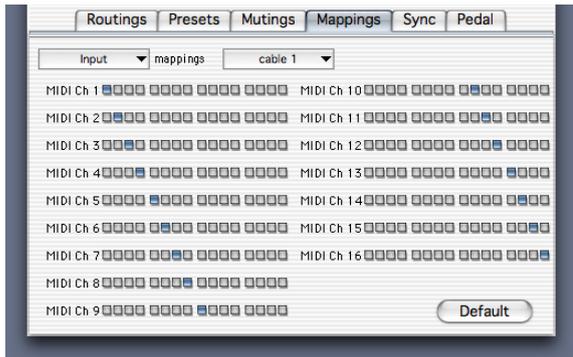

Figure 5-7: The Mappings tab. Use the Input/Output and Cable menus to display the desired input or output cable. For each channel (row), click the check box corresponding to the channel you wish to remap it to.

Mapping basics

A simple way to think of channel mapping is this: imagine that each MIDI IN or MIDI OUT port connected to your MOTU interface has a filter just inside the socket. MIDI data enters the filter on one channel and as it passes through the filter, it gets switched to a different channel.

On a MIDI IN port, data enters on a given channel. But before it goes anywhere else, either to the computer or to a MIDI OUT cable, the Channel Map window can switch the data to a different MIDI channel.

On a MIDI OUT cable, data exits the interface. But before it does, the Channel Map window can switch the data to a different channel.

Using channel mapping

Channel Mapping like this is useful in many different situations. For example, you may have a MIDI keyboard that only transmits data on MIDI channel 1. If you want to transmit its data on a different channel, you can map channel 1 on the keyboard's MIDI IN cable to any other

MIDI channel. To the rest of the network, it will then appear as if the keyboard is transmitting on the new, destination channel.

Muting and remapping

For information about when muting occurs before channel mapping and vice versa, see "Muting and remapping" on page 39.

SYNCHRONIZATION AND MIDI MACHINE CONTROL

The Sync tab and the sync-related controls at the top of the window give you control over your MOTU interface's sync and MMC transport control features.

Transport controls

The transport controls are just like standard tape deck transports. These buttons control the time code generated by your MOTU interface when it is in *Internal* mode.

SMPTE Readout

The SMPTE Readout provides a running update of the time code being generated or converted by your MOTU interface. This running update is made possible by MIDI

Time Code (MTC) generated by your MOTU interface and routed to the computer. If the SMPTE Readout is not responding, make sure the Routings window has a connection from the MTC Out port on the left to the computer on the right.
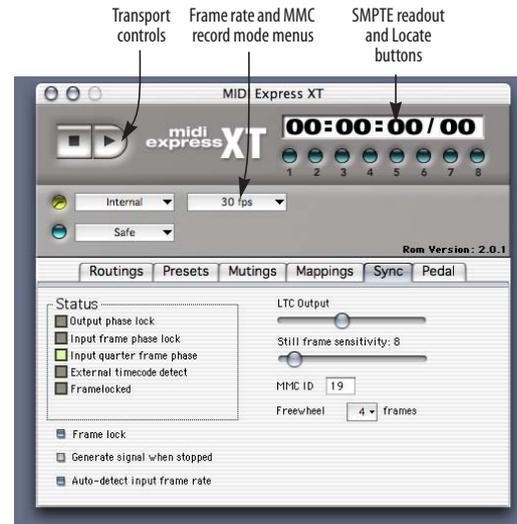

Figure 5-8: The synchronization and MIDI machine controls.

Cueing to a specific frame

The SMPTE readout shows your MOTU interface's current frame location in hours: minutes: seconds/ frames. You can also type in any frame location you wish into the SMPTE Readout to cue your MOTU interface to a specific frame location. Use the tab key to move from field to field and press return to confirm the SMPTE location you type in.

Locate Buttons

You can set the eight locate buttons to any SMPTE frame location you wish and then cue your MOTU interface (and all connected devices) as desired by clicking the appropriate Locate button.

To set a locate point for a locate button, set the SMPTE counter to the desired location and then shift-click the button.

Locate points are saved with ClockWorks files.

Clock mode menu

This setting determines the clock mode for your Express interface. The choices are:

Internal

The Express interface operates under its own clock and ignores incoming time code.

MTC

Allows your Express interface to sync to MIDI Time Code from another device. For complete details, see "MTC Mode" on page 122.

LTC

Allows your Express interface to sync to SMPTE time code received on its SMPTE input jack. This mode provides more features than LTC QuickLok mode, such as the ability to regenerate time code via the SMPTE output jack. For complete details, see "LTC mode" on page 119.

LTC QuickLok
Allows your Express interface to sync to SMPTE time code received on its SMPTE input jack and convert it to MIDI Time Code to be sent to the computer and other devices. This mode provides fast lockup to LTC, but it doesn't provide as many other features as LTC mode (above).

Frame Rate menu
The SMPTE Frame rate menu lets you choose the overall time base and SMPTE frame rate for your MOTU interface. For a complete explanation of SMPTE frame rates, see "Frame rates" on page 142.

The MMC record mode menu
The MMC record mode settings let you control exactly when recording will occur in MMC devices being controlled by your MOTU interface.

The MMC record mode menu has three choices: *safe*, *rehearse*, and *record*.

Safe
No recording can occur in any MMC device.

Rehearse
This mode causes MMC devices to act as if they are recording, punching in, punching out, etc. but no recording actually occurs.

☛ Make sure that your MMC device supports rehearse mode before attempting to use this record feature. If it doesn't, rehearse mode may actually record. Consult the manual for your MMC device for details.

Record
This mode allows recording on the currently record-enabled track(s) for any MMC device. To actually record, press the record button in your MMC-compatible host recording software.

SYNC TAB SETTINGS

The Sync tab has the following status indicators and options:

Status section

The status section provides detailed information about what state your MOTU interface is in as a synchronizer. The following sections provide a brief explanation of each term.

Output phase lock

When this status indicator is illuminated, it means that time code generated by your MOTU interface (MTC and LTC) is in sync with the current time base.

Input frame phase lock

When this status indicator is illuminated, it means that your MOTU interface has successfully achieved lockup with incoming LTC/MTC full frame messages.

Input quarter frame phase lock

When this status indicator is illuminated, it means that your MOTU interface has successfully achieved lockup with incoming LTC/MTC quarter frame messages.

External time code detect

When this status indicator is illuminated, it means that your MOTU interface has successfully detected external time code (MTC, LTC).

Framelocked

This status indicator means that your MOTU interface is successfully locked to an external time base and that it is also successfully generating or converting SMPTE time code.

Frame lock

The *Frame lock* check box is only available when your MOTU interface is locking to external SMPTE time code (in any form — MTC, LTC or VITC). It is not available when your MOTU interface is in *Internal* sync mode.

To understand the Frame lock option, you first need to know that your MOTU interface continuously monitors incoming time code to detect any possible discontinuity in the frame times as they advance. If your MOTU interface detects more than five frames in a row that are not

continuous with respect to previous frames received, then it does one of two things, depending on whether the Frame lock option is turned on (checked) or off (unchecked).

If the Frame lock option is turned *on* (checked), and your MOTU interface detects more than five frames in a row that are not continuous with respect to previous frames received, then it will stop converting altogether.

If the Frame lock option is turned *off* (unchecked), and your MOTU interface detects more than five frames in a row that are not continuous with respect to previous frames received, then it begins to perform a kind of "pseudo jam sync". In this mode, it continues to convert an uninterrupted stream of continuous time code, while at the same time clocking off of the incoming time code. Even though the frames it is generating no longer match the frames it is reading, it will continue to remain in sync with the incoming time code.

In other words, when the Frame lock option is *off*, your MOTU interface ignores discontinuous jumps in incoming time code by continuing to clock itself off of the incoming time code without stopping (or pausing). In doing so, it continues to convert a continuous, uninterrupted stream of frame times based on the time code to which it first locked.

Turn on Frame lock when you want your MOTU interface's frame times to match incoming frame times, and you want it to stop converting altogether if there are jumps in incoming time code.

Turning off Frame lock can be a life saver if you find yourself in a situation where you have time code on tape (or other source) but the frame locations jump around to different times (because of overlapping SMPTE striping, edits, or whatever). By turning off Frame lock, you can sync continuously to this type of time code without glitching or stopping. If the SMPTE on your tape jumps around as described, you are likely to experience brief drop-outs at the points where it jumps. If so, just increase your MOTU interface's freewheeling to cruise past them.

Generate signal when stopped

This option applies to situations in which your MOTU interface is converting time code and the source time code continues even when it is parked on a frame. The most common case is when your MOTU interface is locked to SMPTE time code being generated from a VITC converter that generates time code while still-framed (such as a MOTU Video Timepiece universal synchronizer), and the video deck is paused. In this situation, the *Generate signal when stopped* option, when checked, makes your MOTU interface continues to output time code (LTC, MTC and VITC), even while the video is parked on a single frame in pause mode. It will continue to do so as long as the video head is engaged and VITC lines can be scanned.

Auto-detect input frame rate

When this option is checked, the MIDI interface will automatically detect the frame rate of incoming SMPTE time code (VITC, LTC or MTC). In most situations, this is desirable because it ensures that your MOTU interface is properly interpreting and synchronizing to the time code.

If, however, you find yourself in a situation where you would like to set the frame rate manually, uncheck this option and set the frame rate in ClockWorks.

LTC Output

This slider allows you to adjust the overall gain of the SMPTE time code from your MOTU interface LTC output jack. Move it towards the left to reduce the level; move it towards the right to increase it. This level control affects LTC output in all sync modes, including LTC, MTC, etc.

Still-frame sensitivity

This option lets you control how many frames in a row your MOTU interface needs to receive to consider incoming SMPTE as being parked on a single frame. While lowering this value makes your MOTU interface more responsive when you pause your video deck, it is also more likely to misinterpret ordinary transport shuttling. So make this value as low as you can, but raise it if you start getting improper frame locations when shuttling your deck.

MIDI Machine ID

The MIDI Machine ID option lets you change the MMC (MIDI Machine Control) device ID of your MOTU interface. The factory default ID of your MOTU interface is 19. The only situation in which you really need to change it is if you are using MIDI Machine Control with two or more MOTU interfaces. Otherwise, just leave it set to 19, and make sure that your MMC transport master controller device or computer software knows that your MOTU interface's ID is 19.

If you change your MOTU interface device ID for some reason, make sure that it does not match the ID of another device connected to it.

Freewheel _ frames

This option lets you set the number of frames your MOTU interface will freewheel over when it encounters a time code drop-out. For a complete explanation of freewheeling, see "Freewheeling to avoid time code dropouts" on page 115.

Infinite freewheel

When you choose this option, your MOTU interface begins generating time code on its own indefinitely as soon as it stops receiving incoming time code. And it will continue to do so until you stop it with the STRIPE button on the front panel. You can also stop it by changing the master sync mode or by enabling the Freewheel option in ClockWorks.

THE PEDAL TAB

The *Pedal* tab lets you program the pedal input(s) on your MOTU interface.
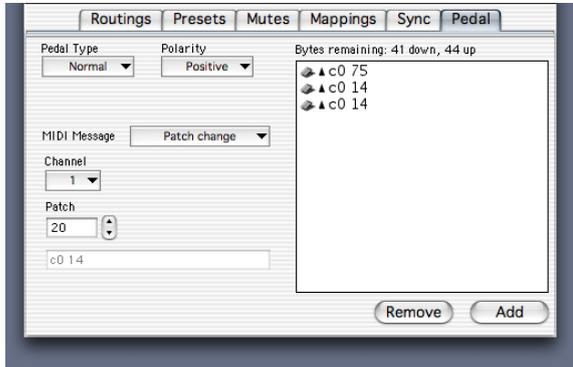
Figure 5-9: The Pedal tab.

Pedal basics

You can use a foot pedal to:

■ Generate MIDI data, such as notes, controllers, patch changes, pitch bend, and system exclusive

■ Route the data from the pedal to any device

■ Convert an audio tempo source such as an audio click into MIDI data in order to slave MIDI hardware or software to the audio tempo source

Pedal type menu

You have three choices:

■ None

■ Normal

■ Click to MIDI

The *Normal* setting should be used for momentary foot pedals. For the *click-to-MIDI* option, see "Using an audio click as a tempo source" on page 49.

Polarity

Negative polarity reverses the direction of the pedal, so that if it normally goes up when you press down, negative polarity will make it go down (and vice versa).

MIDI message

A pedal can generate MIDI notes, pitch bend, controllers, patch changes, or sysex data. If you chose controller, select the type of controller you wish to generate. You can either type in the controller number or choose it by name from the menu. If you choose system exclusive, see "Sending sysex data with a pedal" on page 51.

Channel

The output from a pedal can be assigned to any MIDI channel. To choose the output cable, go to the Routings tab and drag a connection from the Pedal icon in the left column to the desired output(s) in the right column.

Sending pedal data

Once you have made the pedal data assignment and output assignment as described above, no other preparation is necessary. Just press the pedal.

Using an audio click as a tempo source

Your Express interface can convert an audio click into any MIDI event. The audio click can be played back from a tape deck or generated live by a drummer. This feature can be used for many purposes. Below are a few ideas:

■ Recording the click's tempo map into a sequencer

■ Slaving a sequencer to a click track

■ Triggering drum samples

This feature can be used in conjunction with MOTU's Digital Performer software to slave a sequence to prerecorded music on tape while referenced to SMPTE time code. For more information, please refer to the Digital Performer manual.

To convert an audio click into MIDI:

1 Be sure that the audio click source is connected to the quarter-inch pedal input on your Express interface.

2 In ClockWorks, go to the Pedal tab.

3 Under Pedal Type, choose Click-to-MIDI.

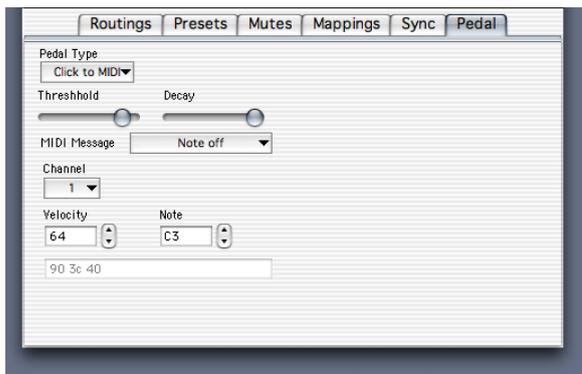The Click-to-MIDI options appear in the right-hand side of the window.

Figure 5-10: The Click-to-MIDI options.

Threshold and Decay

The threshold can be set anywhere on a scale from 0 to 70. The audio click must be loud enough to reach the threshold. A soft click will require a low threshold. Try to set the threshold as high as possible, however, to avoid false triggering from noise. Decay is meant to prevent doubled attacks. The decay can be set from 1 to 31. Low values make the decay longer; high values make it shorter. Try to set the decay as long (low) as possible, but if you are working with a faster tempo, don't make it too long or you will miss beats. The decay also determines the duration of the MIDI note generated by the Express interface. A low decay produces a long duration; a high decay produces a short duration. You may need to experiment to adjust these values.

MIDI message and channel

These are set in the same manner as previously described in "MIDI message" on page 49 and "Channel" on page 49.

Click input hints

If the Express interface reads the audio click erratically, such as generating doubled attacks, try adjusting the threshold and decay values. If you still have trouble, try attenuating the audio signal from the click source or through a mixer. The pedal input is purposefully sensitive so that it can detect a low-amplitude signal.

If you are generating the click that the Express interface will convert, set the audio level fairly high (at around 0 dB). Also, record a short, transient click sound with no reverb or other effects. A short and precise click sound will produce the most reliable results.

Sending sysex data with a pedal

A pedal can transmit a sysex message up to 27 bytes long. To program the sysex message:

1 Set up the knob or pedal as described in the previous sections.

Once you have selected system exclusive as the type of data, you'll see the sysex data entry window.

2 Click inside the sysex data entry box and type in the bytes necessary.

The message can be up to 27 bytes long, including the F0 and F7 at the beginning and end of the message.

3 Set the output assignment as described in "Channel" on page 49.

FUTURE UPDATES

Visit www.motu.com for information about future updates for ClockWorks.

CHAPTER 6 ClockWorks for Mac OS 9

OVERVIEW

This chapter provides instructions for running the Mac OS 9 version of ClockWorks. If you are running Mac OS X, see chapter 5, "ClockWorks For Mac OS X" (page 29).

OPENING CLOCKWORKS

ClockWorks lets you configure and program your MOTU Express interface, taking full advantage of its many advanced features.

After setting up FreeMIDI or OMS as described in Appendix D, "FreeMIDI and OMS" page (151), follow the procedure below to ensure that it has successfully established communication with your MOTU interface.

☛ You might want to double-check to make sure that your MOTU interface is switched on before you launch ClockWorks. This ensures smooth hand-shaking between ClockWorks and the interface.

1 Double-click the ClockWorks icon.

After you launch ClockWorks, the software and hardware perform a handshaking operation to establish communication. This may take a brief moment, and the lights on the front panel of your MOTU interface will flicker during this period. If the handshake is successful, ClockWorks will open, and its menu bar appears with the File, Edit,

Windows, and Utilities menus. If this is the first time you've opened ClockWorks, you should also see the Device List window, as shown below in Figure 6-1. If not, you can open it by choosing it from the Windows menu.
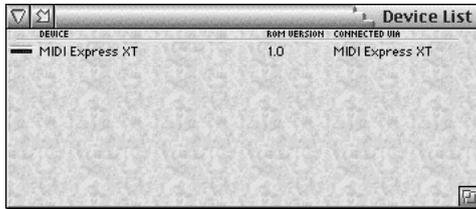

Figure 6-1: The Device List window shows what MOTU interface were detected by ClockWorks when it opens.

IF YOUR MOTU INTERFACE DOESN'T APPEAR

If your MOTU interface doesn't show up in the Device List, check the following things:

■ Your MOTU interface is turned off. Power it up and choose *Verify Network* from the Utilities menu.

■ A MOTU interface is not connected to the Mac, or it is connected improperly. Make sure your cable connection(s) to the interface match Figure 2-1 and Figure 2-2 on page 9. Then click Try Again.

■ Open FreeMIDI Setup or OMS Setup and make sure that the interface is present in your current studio setup. If not, scan for it as explained in

2 If you make any adjustments to your hardware, choose *Verify Network* from the Utilities menu to make the ClockWorks scan the network again.

Alternately, you can press command-N. You can continue to make adjustments and verify the network until the Device List window matches your MOTU interface setup.

3 Once you have verified the presence of your MOTU Express interface, you are ready to begin using the other features in ClockWorks.

THE DEVICE LIST WINDOW

ClockWorks serves as the "control center" for your MOTU interface. The Device List window is one of the most important windows because it shows you the current state of communication with your MOTU interface.

If ClockWorks has detected and established normal communication with your interface, it appears by name as shown in Figure 6-1 on page 54.

If your MOTU interface is off-line (switched off or temporarily disconnected), its icon will become grayed out.

Working with several MOTU devices

ClockWorks serves as the control center for all MOTU interface and synchronizer products, including the Digital Timepiece synchronizer. If you have several MOTU devices, they will all appear in the Device List (once ClockWorks has established communication with them).

When you're working with several MOTU devices, ClockWorks needs to know which device you want to work with at the moment. You indicate this by opening the Device List from the Windows menu and clicking the name of the device you want to control. This make the windows and menus of ClockWorks apply to the currently selected device. If a menu item or other item does not apply to the device, it becomes grayed out.
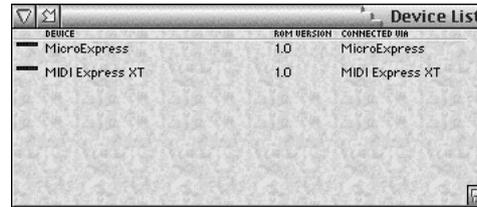
Figure 6-2: The Device List lets you control which device you are working with in ClockWorks when you have several pieces of MOTU gear. Click the name of device to select it. The settings of the currently selected device appear in all of ClockWork's windows.

CLOCKWORKS BASICS

In explaining how to use ClockWorks, this chapter assumes that you are already familiar with the standard Macintosh user interface conventions, such as how to select options using check boxes and radio buttons, how to type and edit text, and so forth.

Overall look and feel

The ClockWorks "look and feel" is modeled after MOTU's award-winning Performer sequencing program. Several aspects of this interface, including mini-menus, are explained later in this chapter. Even if you are familiar with Performer's conventions and appearance, we suggest that you skim this chapter to learn about features that are unique to ClockWorks.

The following sections cover several important, unique characteristics about ClockWorks.

Windows

Most of the features in ClockWorks are presented to you in windows opened from the Windows menu. The Utilities menu contains several additional commands which are described in "Utilities Menu" on page 90.

After you open a window, you can position it anywhere on the screen. It will remember this location. In several windows, the name of the current base setup or modifier is displayed in parentheses in the title bar of the window to clearly indicate which base setup the settings apply to.

Mini-menus

Most of the ClockWorks windows have mini-menus, which are located in the title bar of the window at the left-hand side next to the close triangle. A mini-menu acts just like a Macintosh main menu except that it provides commands that are specific to its own window.

Figure 6-3: A mini-menu

Buttons

Every time you click a button in a ClockWorks window, ClockWorks sends a corresponding command to your MOTU Express interface. Therefore, the buttons in the window always reflect the state of the interface hardware.

Radio buttons

Although ClockWorks radio buttons look unique, they behave just like standard Macintosh radio buttons. Radio buttons work such that you can only select one of the given choices; if you click a new button, the previously chosen one will deselect.

Figure 6-4: ClockWorks radio buttons.

Check boxes

Check boxes are also a bit different. You can select any combination of them.

Figure 6-5: A ClockWorks check box.

Push buttons

ClockWorks push buttons look different from but function the same way as standard push buttons.

Check box grid

The Event Muting window displays an entire grid of check boxes, like this:

Figure 6-6: A check box grid.

The grid consists of check boxes placed edge to edge in rows and columns. The rows and columns are arranged into groups of four for clarity. A check box in the grid represents a connection between its row and column numbers.

Check boxes in a grid function the same way as regular check boxes. In addition, we have added several shortcuts that you will find extremely useful when using the grids. To select several adjacent boxes, click and drag. To select an entire column, click the column number. Similarly, to select an entire row, click the row name.

To deselect an entire row or column, click the name or number again. The row will only deselect if all boxes in it are selected.

Text boxes

There are text boxes throughout ClockWorks for typing in things like MIDI channel numbers, etc. However, in addition to typing in the standard fashion, ClockWorks also lets you drag vertically to change the value. Just click on the current number in the box and drag vertically.

Using ClockWorks with multiple interfaces

ClockWorks provides many windows that control various aspects of a single MOTU interface.

When you have two or more MOTU interfaces connected to your Mac, you need to choose which one you are controlling with the software. There are two ways to choose:

■ Click the Express interface icon in the Device List window.

   OR

■ Choose the Express interface name using the Box Select command in the Utilities menu.

For example, if you want to set up the Pedal input of your MIDI Express XT, select it in the Device List window before you go to the Pedals & Knobs window to make your settings. The currently selected device highlights.

Understanding the interaction between the software and hardware

ClockWorks always reflects the current state of your MOTU Express interface. At least, it *should*. If, at any time, you suspect that the windows in the software don't accurately reflect what's going on in the hardware for some reason, choose *Verify Network* from the Utilities menu. Doing so reestablishes communication between the software and hardware, and the software gets updated to the current state of the hardware.

When communication is successfully established, changes you make in ClockWorks are immediately reflected in the hardware.

Likewise, when you select a preset from the front panel, your MOTU interface updates the software on the computer, as long as the software is the currently active application. This is actually a handy way to run through all of your user presets to inspect each one's settings in the software. If ClockWorks is not the active application on the computer, a system exclusive message is sent to whatever application is currently active. If this application is recording incoming MIDI, these sysex messages get recorded as well.

OBTAINING THE ROM VERSION

To obtain the ROM version of any MOTU Express interface connected to your computer, look in the Device List window. The ROM version is displayed to the right of each interface in the list.

MEMORY METER

The Memory meter window can be opened by choosing its name from the Windows menu or by pressing command-M.

Available memory : 189,552

Figure 6-7: The Memory meter.

This window displays the amount of the computer's random access memory (RAM) available to ClockWorks. Ideally, this window should display at least 100,000 bytes. Normally, it won't get much lower than this. If it does get

lower, quit ClockWorks and increase the memory partition in the Get Info window. (Highlight the ClockWorks icon and choose Get Info from the File menu.) You may also want to do this if you create and use many modifiers.

WORKING WITH FILES

ClockWorks lets you save the entire contents of your MOTU interface's memory, including base setups, modifiers, and patches (which are explained in later chapters) as a file on disk. The file can later be opened and modified at any time. This allows you to store an unlimited number of MOTU interface setups.

ClockWorks handles file saving, opening, and closing in the normal Macintosh fashion. You can save a file, open it, make changes to it, save the changes, or save them as a different file under a different name with the Save As command.

☛ ClockWorks is unique, however, when you close a file. In most Macintosh programs, when you close a file, windows associated with the file close as well. In ClockWorks, none of the windows "belong" to a specific file, so any windows that are open will remain open after you close.

Creating a new file
To create a new file, just open ClockWorks. When you open ClockWorks, it loads the entire contents of the MOTU interface memory into the computer. It is stored in RAM until you save it as a file, which is explained in the next section.

Saving files
As you work with ClockWorks, the settings it is currently displaying are stored in you MOTU interface's memory. If you create an operating configuration that is either important to you or somewhat time-consuming to recreate, we strongly recommend that you also save it as a file on your computer's hard disk. This will allow you to easily restore it at a later time, if necessary, by simply opening it in ClockWorks.

Here's the basic procedure to save a file:

1 Choose the Save command from the File menu.

2 If you are saving the file for the first time, a dialog box will appear prompting you for a name. Type in the name of your file and click Save.

After you save, any changes you make will not be saved with the file until you save again.

Saving a file under a different name
The Save As command is used to save a file under a different name or to a different disk:

1 Choose *Save As* from the File menu.

The Save As dialog box will appear.

2 Type in the new name for the file.

3 Click Save.

Your file is saved on the disk in its current state under the new name.

Reverting to a previously saved version
If you've made unwanted changes to a file, you can undo the changes you've made by returning to the last saved version. This operation is identical to closing the file without saving changes and opening it from the disk again.

1 Choose Revert to Saved from the File menu.

A dialog box asks you to confirm this choice.

2 Click on OK to confirm your choice.

Reverting to the last saved version of the file means that all changes you've made since you opened or last saved the file will be lost.

Reverting to a previously saved version is useful when experimenting with a file. You can quickly remove any changes by using this command. Make sure that you save the file in the state you want it before beginning to experiment.

Opening an existing file

To open an existing file:

1 Double-click on the file icon.

You can also click once on the file and choose Open from the File menu. This will start ClockWorks and bring up the selected file.

To open an existing file from within ClockWorks:

1 If a file is already open, close it by selecting Close from the File menu. You are given the option of saving changes in this file.

2 Select Open from the File menu.

A dialog box appears containing a list of files on the selected disk. To see the files on a disk in a different drive, click the Desktop button. To view files on another disk which is not currently in a drive, click on the Eject button and insert the other disk.

3 Click on the name of the file you wish to open.

4 Click on the Open button.

The file you selected will be opened. Double-clicking on the name of the file will also open the file.

Checking to see what file is currently open

To determine which file you currently have open in ClockWorks, if any, check the Close command in the File menu. If a file is open, the Close command will read Close 'Filename', where the name of the file is displayed in parentheses after the word *Close*.

Closing a file

To close a file, choose Close 'filename' from the File menu, where *filename* is the name of the currently open file. If you have made changes in ClockWorks windows that are not yet saved, you will be asked if you want to save them before closing.

☛ All ClockWorks windows that are currently open will remain open after you close the current file. If you wish to make further changes to the file, you will need to reopen it first (with the Open command) in order to be able to save them.

Quitting ClockWorks

Quitting ClockWorks returns you to the Macintosh desktop.

■ Choose *Quit* from the File menu.

A dialog box may appear asking you if you want to save changes made to the file. To save the changes, press Save. If you don't want to save changes, press Don't Save. To withdraw the Quit command and return to your ClockWorks file, press Cancel.

DEVICE SETTINGS & ROUTING

The Device Settings & Routing Window in ClockWorks provides an easy and powerful way for you to route MIDI data from any device connected to your MOTU interface to any other device connected to it. This window provides you with complete control over the flow of MIDI data through the interface.

Device Settings & Routing window

If you created a bare-bones FreeMIDI or OMS setup as shown in Figure D-2 on page 154 orFigure D-4 on page 157, you'll see the generic names (Cable 1, Cable 2, etc.) shown below in Figure 6-8.

Device Settings & Routing window for the MIDI Express XT
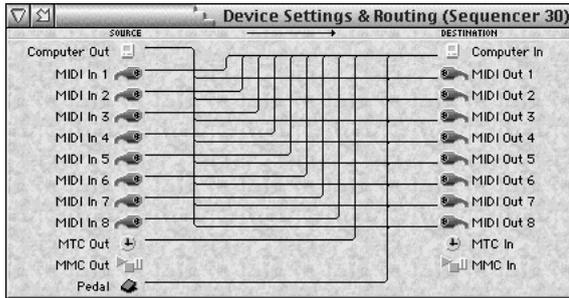
Device Settings & Routing window for the micro express
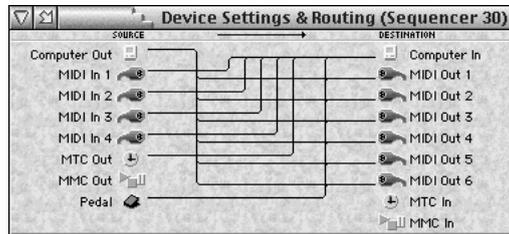
Figure 6-8: The Device Settings & Routing window provides graphic access to all of your MOTU interface's MIDI routing, merging and splitting capabilities.

Naming devices with FreeMIDI or OMS

If you configured your FreeMIDI or OMS setup to accurately reflect the names of the devices connected to your interface, you'll see device names as shown below in Figure 6-9. These device names are also displayed in other windows throughout ClockWorks, including the Channel Mapping, Event Muting, Knobs & Pedals, Patch List, MIDI Cannon, and Setups & Modifiers windows.
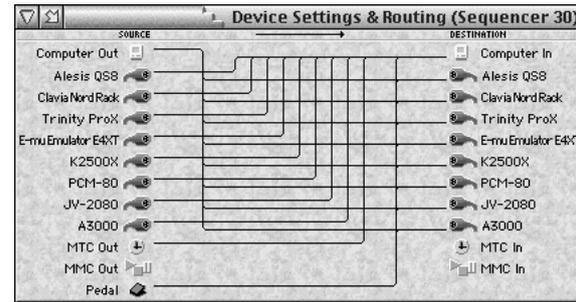
Figure 6-9: FreeMIDI or OMS provides names for the MIDI device connected to each input and output. Choose Edit FreeMIDI Configuration from the Utilities menu to open FreeMIDI Setup or OMS Setup and create device names. If you have multiple devices connected to a MIDI port, the console displays the term 'multiple devices'.

Use FreeMIDI Setup or OMS Setup to add, remove, or change device names. To launch FreeMIDI Setup or OMS Setup from within ClockWorks, choose *Edit FreeMIDI Configuration* from the Utilities menu in ClockWorks. Then refer to the information below.

To do this	Do this
Add a device	FreeMIDI Use the *Create Device* or *Quick Setup* commands in the Configuration menu. OMS Use the *New Device* command in the Studio menu.
Delete a device	Click it to select it and press the delete key.
Rename a device	Click its name to edit the text.

Making a connection
To connect any MIDI device to another in the network:

1 Click the source cable icon on the left and drag to the destination cable icon on the right as shown below in Figure 6-10.

In the example below, the Alesis QS8 keyboard controller is being connected to the Roland JV-2080 sound module.
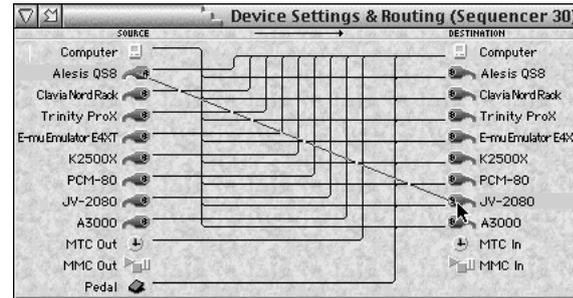
Figure 6-10: Routing MIDI data from one piece of gear to another.

2 When you release the mouse, the connection appears in the window as shown in Figure 6-11, along with an activated pop-up box on top of the connection with the word *all* in it.
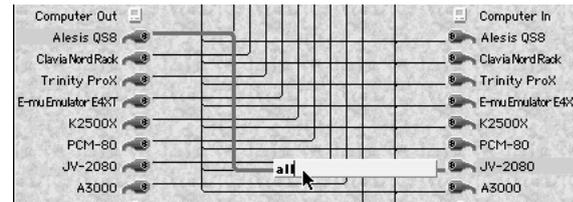
Figure 6-11: Setting the MIDI channels when making a connection.

The "all" box means that all channels on the QS8 are currently routed to all channels on the JV-2080. If you want to connect specific MIDI channels, see "Specifying channels in a connection" on page 68.

3 Press return to confirm the cable connection.
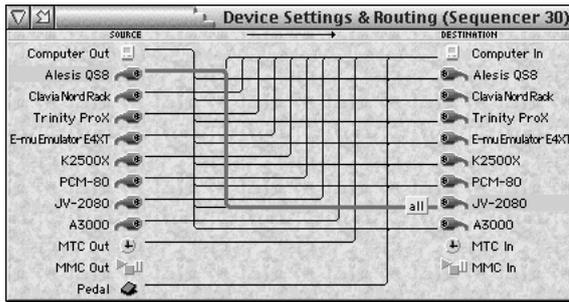
Figure 6-12: A completed cable connection.

Connecting one input to multiple outputs

To connect an input to more than one output, make each connection separately as described in the previous section. As a shortcut, shift-drag from the input cable on the left over to the first output, and then drag directly to each additional output on the right. As you "touch" each output, it highlights and a connection is made.
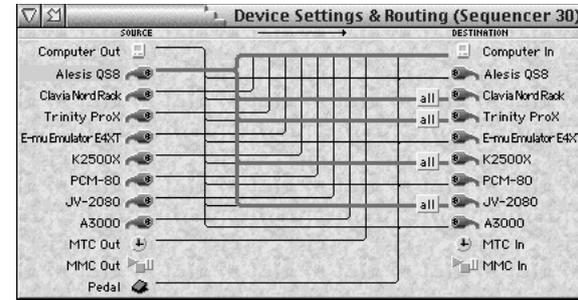
Figure 6-13: Connecting one input to several outputs.

Selecting a connection

To select a connection, click the connection's input cable icon on the left or any one of its output cable icons on the right.
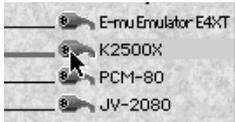
Figure 6-14: Selecting a connection.

Deselecting all connections

To deselect all connections, click anywhere in the middle of the window between the two columns of cables.
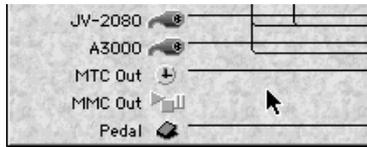
Figure 6-15: Click anywhere on the background to deselect all connections. A deselected connection appears as a thin line.

Breaking a connection

To break a connection:

1 Select the connection by clicking its cable icon.
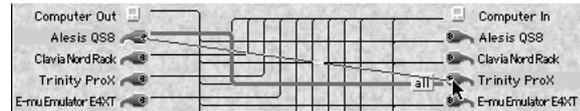
2 Press the delete key, or choose Clear from the Edit menu.

Breaking one of several connections

Often, a device will be connected to several other devices, like this:
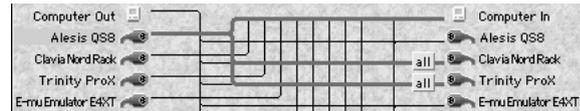
And you'll want to only remove one of the connections. To do so:

1 Redraw the connection you want to break.

2 Press the return key to get past the channel pop-up.
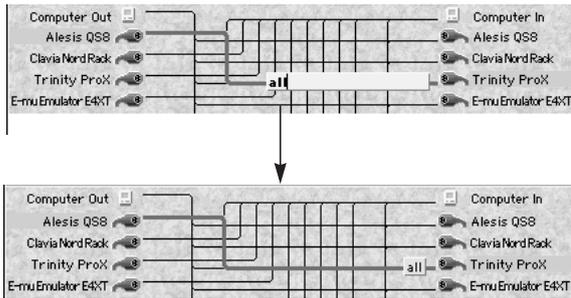
3 Press the delete key to remove the highlighted connection. If you click on the device again, the connection will be gone:
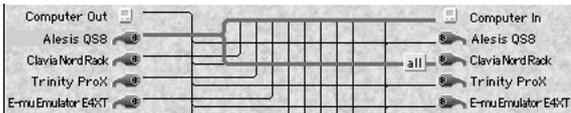
Specifying channels in a connection
Your MOTU interface lets you specify channels when you make a connection from one piece of gear to another.

For example, you can specify that channel 2 on the input is to be connected to channel 2 on the output. The input and output channel will always be the same in a connection. (To change channels on input or output, you can use the Channel Map window.)

Multiple connections from the same device can have different channel assignments. For example, you could make a connection from your controller to channel 1 on one synth, and then make a second connection to channel 5 on another synth.

To specify the channel to be routed:

1 Click the MIDI cable icon of either the input device or output device.

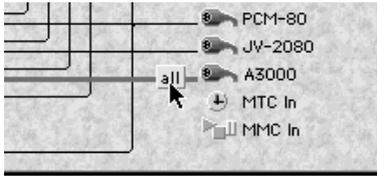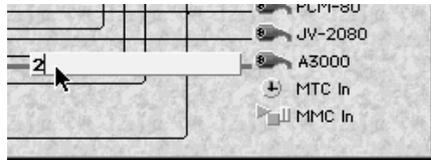**2** Click the text box on the connection.

Figure 6-16: Specifying a single MIDI channel in a Device Settings & Routing connection. To do so, click the input device and then pop-edit the box shown.

3   Type in the desired MIDI channel in the text box and press return to confirm your choice.

If you want, you can type in several channels as shown below. This is useful if you are using a keyboard split on your controller and you want to send the splits to different channels of the same synth. In Figure 6-17, the QS8 keyboard is split into three parts, transmitting on channels 1, 2, and 3, which are being connected to channels 1, 2, and

3 on the Emulator E4xt, as well as a few other synths. In each connection, channel 1 is being mapped to channel 1, channel 2 is being mapped to channel 2, etc. If you want all channels to be connected, type "a" for "all" (connect all channels).
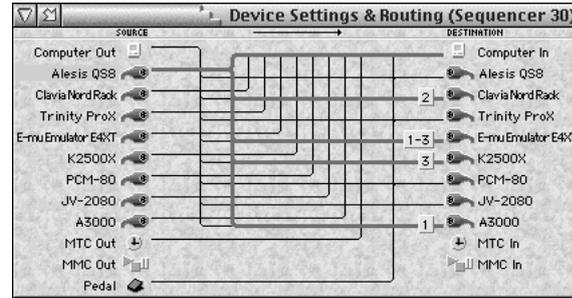

Figure 6-17: Specifying multiple channels when making connections.

☞   Note: channel remapping cannot be done in this window. For example, you cannot route channel 3 on the QS8 to channel 5 on the E4. To accomplish this, see chapter , "Channel Map" (page 74).

Making computer connections

When your MOTU interface ships from the factory, it is set up so that anything connected to the interface can talk to the computer, and the computer can talk to anything connected to the interface. These connections are represented by the lines connected to the Computer icons in the Device Settings & Routing window.
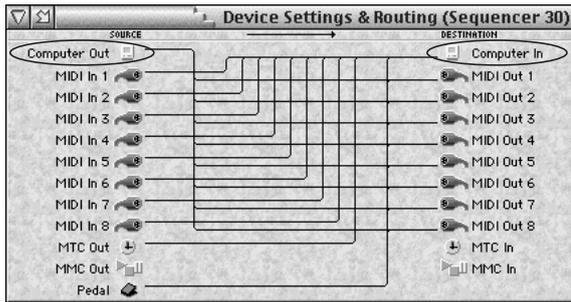

Figure 6-18: Editing computer connections. To route MIDI data to the computer, use the computer icon on the right. To route MIDI data from the computer, use the computer icon on the left.

Edit these connections in the same manner as described earlier in this chapter.

The MTC In and MTC Out connections

The MTC In and MTC Out connectors represent MIDI Time Code (MTC) routing to and from the interface itself. If you would like to send MIDI Time Code from your MOTU interface to devices connected to its MIDI Out ports, create a connection from the MTC Out port to the desired devices, as shown in Figure 6-19.
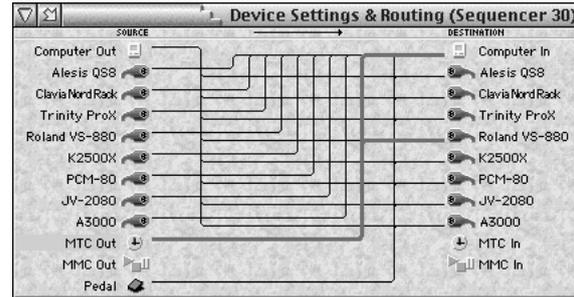

Figure 6-19: To send MIDI Time Code (MTC) generated by your Express interface to other devices, make a connection from the MTC Out port (on the left) to the desired devices on the right as shown here. In this example, the MOTU interface (an Express XT in this example) is programmed to send MTC to the Roland VS-880 hard disk recorder (and the computer, too, of course).

70

Routing MTC to your MOTU interface
If you would like to slave your MOTU interface to MIDI Time Code generated by another device, make a connection from the device (on the left) to the MTC In port (on the right).

Routing MTC to the computer port
From the factory, your MOTU interface is programmed to send MTC to the computer port, as shown below in Figure 6-20. This connection is required by any MIDI software that needs to slave to MTC generated by the interface.
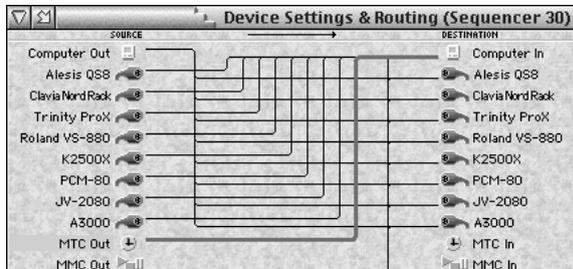

Figure 6-20: From the factory, your MOTU interface is programmed to send MIDI Time Code to the computer as shown here by the selected connection. This connection is necessary for slaving software to MTC generated by the interface.

The MMC Out and MMC In ports
The MMC Out and MMC In ports provide routing of MIDI Machine Control (MMC) transport commands to and from your MOTU interface itself. For example, if you would like to send MMC transport commands generated by (or redistributed by) your MOTU interface itself to another device, create a connection from the MMC Out port to the desired device as shown below in Figure 6-21. Usually, you will only have one such connection at a time, as only one device would be triggered as the Time Code source. Note also that this connection is not necessary, however, if you intend to send MMC transport commands directly from computer software (or a MMC hardware device) to a MMC device.

MMC In and MMC Out port connections only involve MMC transport commands; they do not route MMC record functions, such as record-enable or auto punch-in/out. To route MMC record functions, make connections between the Device Settings & Routing Window's MIDI ports and computer icon as needed.
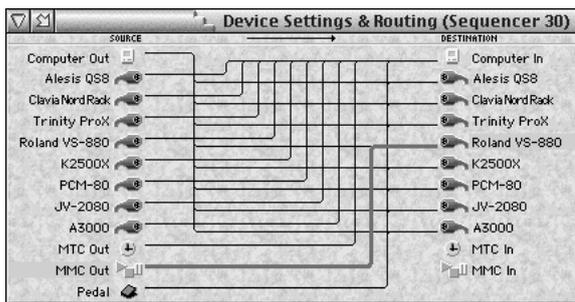
Figure 6-21: When you want to trigger another MMC device with your MOTU MIDI interface, or if you want the interface to redistribute MMC transport commands from your sequencer or an Alesis LRC, connect the MMC Out port to any device you wish to control. Note that these MMC connections involve MMC transport commands only. For MMC record functions (play-enable, punch-in, etc.), use the regular MIDI ports and computer connections.

Routing MMC from the Mac to the interface

The MMC In port in the Device Settings & Routing window represents MIDI Machine Control input to your MOTU interface itself. In other words, the interface "listens" to MMC transport commands from any devices (or computer software) connected to this port.

For MMC transport control of the interface from the computer, make the connection shown below in Figure 6-22.
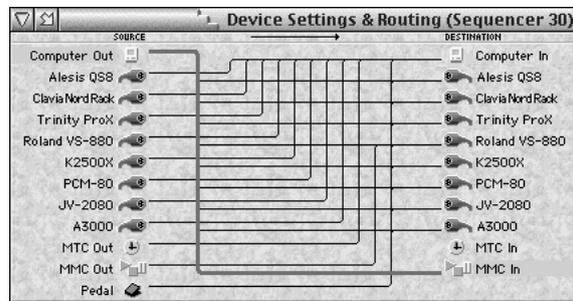

Figure 6-22: The selected connection shown above is required when you want to control your MOTU interface — and any devices slaving to it — from your sequencer or other MMC software on the computer.

Direct MMC versus redistributed MMC

When the connection shown in Figure 6-22 is made, your MOTU interface "swallows" all MMC transport commands sent by MMC software running on the computer, regardless of the MMC device the messages are

intended for (as determined by the MMC device ID embedded in the messages). If you want to control a MMC device from your computer, you have two choices:

1. bypass the interface's MMC features,

2. or send the MMC transport commands to the MOTU interface instead and have it redistribute them to the other MMC device(s)

If you would like to bypass the interface and control a MMC device directly from your computer software (choice #1 above), remove the highlighted connection shown in Figure 6-22.

If you plan to use choice #2 above, make the connection shown in Figure 6-22, and also make connection shown in Figure 6-21 (which routes your MOTU interface's MMC Out port to the other MMC device).

Connecting an MMC controller
If you would like to control your MOTU interface from a MMC controller connected to one of its MIDI inputs, connect the device's input cable to the MMC In port as demonstrated below.
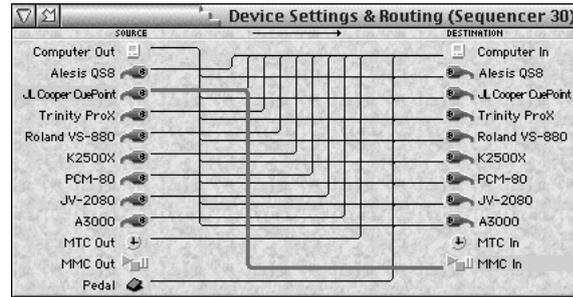

Figure 6-23: To control your MOTU interface from a MMC controller such as JLCooper's CuePoint, connect it to the MMC In port.

CHANNEL MAP

The Channel Map window controls the channelizing of MIDI data on all MIDI IN and MIDI OUT cables. With complete flexibility, this window can switch data from its current MIDI channel to any other channel immediately when the data either enters or exits your MOTU interface.
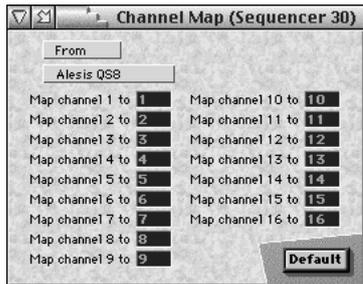

Figure 6-24: Use the pop-up menus to choose the MIDI device input or output you would like to remap. Then change the MIDI channel numbers as desired. Click the Default button to restore all mappings to their default state (channel 1 to channel 1, 2 to 2, etc.)

Channel mapping basics

A simple way to think of channel mapping is this: imagine that each MIDI IN or MIDI OUT port connected to your MOTU interface has a filter just inside the socket. MIDI data enters the filter on one channel and as it passes through the filter, it gets switched to a different channel.

On a MIDI IN port, data enters on a given channel. But before it goes anywhere else, either to the Macintosh or to a MIDI OUT cable, the Channel Map window can switch the data to a different MIDI channel.

On a MIDI OUT cable, data exits the interface. But before it does, the Channel Map window can switch the data to a different channel.

Using channel mapping

Channel Mapping like this is useful in many different situations. For example, you may have a MIDI keyboard that only transmits data on MIDI channel 1. If you want to transmit its data on a different channel, you can map channel 1 on the keyboard's MIDI IN cable to any other

MIDI channel. To the rest of the network, it will then appear as if the keyboard is transmitting on the new, destination channel.

Muting and remapping

For information about when muting occurs before channel mapping and vice versa, see "Muting and remapping" on page 77.

MUTING

The Event Muting window is a sophisticated MIDI data filter that controls what types of data will be sent and received by each MIDI OUT and MIDI IN cable. You can filter out any type of MIDI data on any channel on any cable. In addition, each MIDI channel can have its own unique muting setup. The Event Muting window shows the muting status for each type of data on all MIDI channels and all cables at once, giving you immediate feedback on the state of your interface.

Muting basics

A simple way to think of data muting is this: imagine that each MIDI IN or MIDI OUT cable on your MOTU interface has a filter just inside the socket. A MIDI data

stream enters the filter and then continues on past the filter with certain types of data removed. The filter has simply "swallowed" the data types that are being muted.

On a MIDI IN cable, data is muted before it enters the interface. On a MIDI OUT cable, data gets muted just before it gets transmitted out of the interface.

☛ When data is muted on a MIDI IN port, the light on the front panel still blinks when the data is received on the port. Don't be concerned. The light blinks to let you know that the interface is indeed receiving the data on that port. However, the data does get muted. (On output, however, since muted data doesn't actually get sent, the light does *not* blink.)

Whenever you would like to mute data, begin with the following procedure:

1 If you have more than one MOTU interface, select the box you want to mute in the Device List window in ClockWorks. See "The Device List window" on page 55 for details.

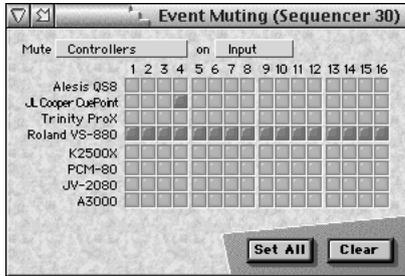**2** From the Windows menu, open the Event Muting window.

Figure 6-25: The pop-up menus at the top of the window let you choose the type of data to be muted and whether you are muting MIDI inputs or outputs. Click the desired check box(es) in the grid; each check box represents a MIDI channel (by column) for a device (by row). When the check box is checked, the data is muted.

3 Select the type of data to be muted from the *Mute* pop-up menu.

4 Choose *Input* or *Output* from the pop-up menu.

Doing so makes the check box grid control muting for either MIDI IN ports or MIDI OUT ports.

Now you are ready to click check boxes in the grid to mute data.

Muting data on a single channel
To mute data on a single MIDI channel for a device, click the appropriate check box in the grid. Its channel number is labeled by column across the top of the grid; its device is labeled by row along the left side of the grid.

Muting a data type on all channels
To mute a data type on all 16 channels for a device, click the device name at the left edge of the check box grid. Doing so will select all check boxes in the row, selecting all channels for muting.

Muting on all channels, all cables
To mute a data type on all channels and all devices, click the Input button and click Set All. This sets the grid to all MIDI IN cables and select all the check boxes in the grid. Similarly, click the Output button and click Set All again. This sets the grid to all MIDI OUT cables and selects all the check boxes.

Unmuting data

To unmute data on a single channel, deselect its check box. To unmute data on all channels and cables, click Clear.

Muting MIDI beat clocks

When MIDI beat clocks are transmitted to your MOTU interface (via a MIDI device or the Macintosh) they are echoed to all cables. If you do not want MIDI beat clocks sent to all your MIDI devices, mute Real-time data on the output cables for those devices.

Muting and remapping

On the MIDI IN ports, muting occurs before channel remapping. On the MIDI OUT ports, channel remapping occurs before muting, as shown in Figure 6-26.

For example, let's say that on one of the MIDI ports, you are muting channels 1-8, and you are also remapping all channels (1-16) to channel 16.
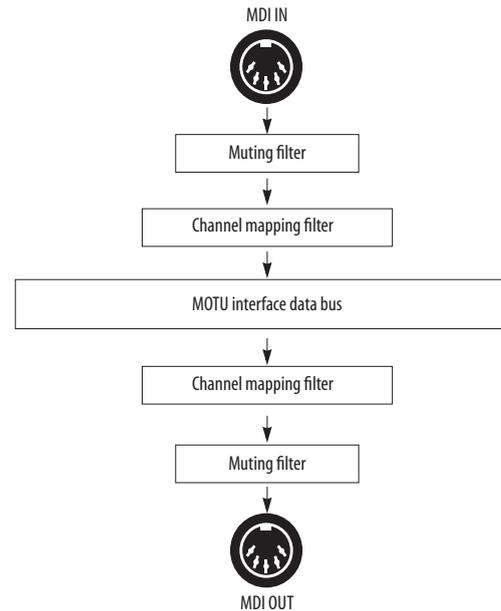
MDI IN

Muting filter

Channel mapping filter

MOTU interface data bus

Channel mapping filter

Muting filter

MDI OUT

Figure 6-26: How muting and remapping interact with each other.

If you did this on a MIDI IN port, channels 1-8 would get muted, and the data on channels 9-16 would get mapped to channel 16. If you did this on a MIDI OUT port, all data on all channels would be sent out on channel 16, since all channels are mapped to channel 16 before the muting occurs on channels 1-8.

Here's another example: Let's say you are mapping all channels to channel 1, and you are muting channels 1-8.

On input, only channels 9-16 will get rechannelized to channel 1, because channels 1-8 get muted first. On output, no data would be sent because all channels are mapped to channel one first, and then channel 1 is muted.

SYNC AND MIDI MACHINE CONTROL

The Sync/MMC window in ClockWorks gives you control over your MOTU interface's sync and MMC transport control features. The following sections provide a brief overview of this window. For more information, see chapter 8, "Synchronization" (page 113).

Mini-menu with device preferences
Transport controls
Locate buttons
Set Locate controls
Extra settings button
FreeMIDI Sync button
An ADAT (this feature is only available with a MIDI Timepiece AV)
ADAT List (MIDI Timepiece AV only)

SMPTE Readout with offset
Time Base and Frame Rate settings
Record settings
VTR recording options (Only available with the Digital Timepiece synchronizer)

Figure 6-27: The Sync/MMC window

Transport controls

The transport controls are just like standard tape deck transports. From left to right, they are: rewind, stop, play, pause and record. These buttons control the time code generated by your MOTU interface when it is in *Internal* mode.
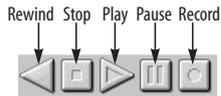

Figure 6-28: ClockWorks transport controls.

SMPTE Readout

The SMPTE Readout provides a running update of the time code being generated or converted by your MOTU interface. This running update is made possible by MIDI Time Code (MTC) generated by your MOTU interface and routed to the Macintosh. If the SMPTE Readout is not responding, make sure in the Device Settings & Routing window that the MTC Out port on the left is connected to the computer port on the right.

The SMPTE readout shows your MOTU interface's current frame location in hours: minutes: seconds/ frames. You can also type in any frame location you wish into the SMPTE Readout to cue your MOTU interface to a specific frame location.

When your MOTU interface is set to slave to an external time code source, you can click the offset button as shown below in Figure 6-29 to type in a global SMPTE offset for your MOTU interface.

Figure 6-29: Click the button as shown to type in a global SMPTE offset for your MOTU interface.

Locate Buttons

You can set the eight locate buttons to any SMPTE frame location you wish and then cue your MOTU interface (and all connected devices) as desired by clicking the appropriate Locate button.

Figure 6-30: The Locate buttons.

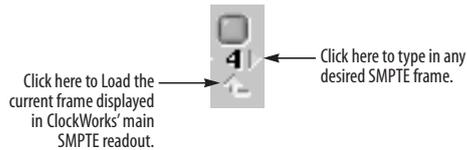The *Set Locate* controls provide two ways to program a locate button as shown in Figure 6-31.

Click here to type in any desired SMPTE frame.

Click here to Load the current frame displayed in ClockWorks' main SMPTE readout.

Figure 6-31: The Set Locate controls. Click the lower arrow to load the SMPTE frame currently displayed in the SMPTE Readout. You can even do so on the fly. Click the upper arrow to type in the desired SMPTE frame.

Click the upper arrow to type in the desired SMPTE frame. Use the tab key to move from field to field as shown in Figure 6-32 and press return to confirm the SMPTE location you type in.

Figure 6-32: Typing in a SMPTE frame for a locate button.

Locate points are saved with ClockWorks files.

Time Base and Frame Rate Settings

The Time Base and SMPTE Frame rate settings let you choose the overall time base and SMPTE frame rate for your MOTU interface.
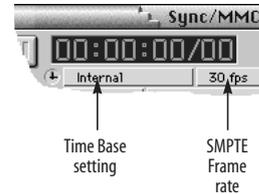

Time Base setting

SMPTE Frame rate

Figure 6-33: The Time Base and SMPTE frame rate settings.

The choices in the Time Base menu are:

Internal
The Express interface operates under its own clock and ignores incoming time code.

MTC
Allows your Express interface to sync to MIDI Time Code from another device. For complete details, see "MTC Mode" on page 122.

LTC
Allows your Express interface to sync to SMPTE time code received on its SMPTE input jack. This mode provides more features than LTC QuickLok mode, such as the ability to regenerate time code via the SMPTE output jack. For complete details, see "LTC mode" on page 119.

LTC QuickLok
Allows your Express interface to sync to SMPTE time code received on its SMPTE input jack and convert it to MIDI Time Code to be sent to the computer and other devices. This mode provides fast lockup to LTC, but it doesn't provide as many other features as LTC mode (above).

For further explanation, see "SMPTE Reader" on page 86.

The Record settings
The recording settings let you control exactly when recording will occur in MMC devices being controlled by your MOTU interface.
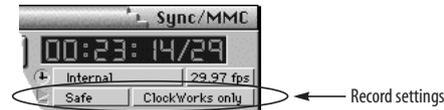

Figure 6-34: The record settings.

The left-hand record menu has three choices: *safe*, *rehearse*, and *record*.

Safe
No recording can occur in any MMC device.

Rehearse
This mode causes MMC devices to act as if they are recording, punching in, punching out, etc. but no recording actually occurs.

☛ Make sure that your MMC device supports rehearse mode before attempting to use this record feature. If it doesn't, rehearse mode may actually record. Consult the manual for your MMC device for details.

Record

This mode allows recording on the currently record-enabled track(s) for any MMC device. To actually record, press the record button in ClockWorks' transport controls (Figure 6-28 on page 79).

ClockWorks only / Any application

The right-hand menu has two choices: *ClockWorks only* and *Any application*. When ClockWorks only is chosen, recording will only occur when ClockWorks is the active application. This mode is useful for preventing accidental recording when you switch to your sequencer (or other MMC-compatible software) on the Macintosh.

When *Any application* is chosen, ClockWorks still controls whether or not recording will occur, but you can initiate recording from other FreeMIDI compatible programs, such as Performer or Digital Performer, that you may have running at the same time as ClockWorks. First, make sure that FreeMIDI Sync is enabled. Then press the record button in ClockWorks to allow recording. When you switch to another FreeMIDI application, such as Performer, ClockWorks' record button will remain on. If you then hit play in the other program (e.g. Performer), recording will happen. If you want to control record functions entirely in Performer, turn off FreeMIDI Sync so that ClockWorks doesn't interfere with Performer.

VTR Recording options

The *VTR recording* options determine how the Sony 9-pin compatible video tape recorder (VTR) will respond when it is put into record. This feature is only available in the MOTU Digital Timepiece synchronizer. It is grayed out when you are using a MOTU MIDI interface.

FreeMIDI Sync

When the *FreeMIDI Sync* option is checked, ClockWorks' transport buttons will control the transport functions (play, stop, rewind, and locate) of other FreeMIDI applications running in the background.

☞ *FreeMIDI Sync should be turned off whenever any FreeMIDI application is slaving to MIDI Time Code.* For example, when you are using Performer or Digital Performer, you are most likely slaving them to MTC from your MOTU interface. In this case, be sure to turn off FreeMIDI Sync.

Extra settings

The *Extra Settings* button shown below in Figure 6-35 opens an additional pane in the Sync/MMC window.
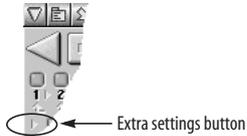

Extra settings button

Figure 6-35: Click the Extra Settings button shown here to display more synchronization settings.

Some options in the Extra Settings pane may grey out depending on which MOTU interface you have and which time base mode you select. Only options that apply to the currently selected time base mode remain active. You can see how this works by opening the pane and successively

choosing different time base modes from the time base pop-up menu (as shown in Figure 6-33 on page 80). As you change modes, you'll see options grey out and become active.
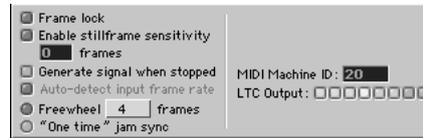

Figure 6-36: The Extra Settings pane for the MIDI Express XT and micro express.

The following sections provide a brief explanation for all of the options in the Extra Settings pane.

LTC and MTC Settings

Several settings in the Sync/MMC window apply to the MTC, LTC or LTC QuickLok modes. These options pertain to when your MOTU interface is converting time code (MTC or LTC) from an external source.

Frame lock

The *Frame lock* check box is only available when your MOTU interface is locking to external SMPTE time code (in any form — MTC, LTC or VITC). It is not available when your MOTU interface is the time code address master (any time base mode that includes the word *Internal* in its name).

To understand the Frame lock option, you first need to know that your MOTU interface continuously monitors incoming time code to detect any possible discontinuity in the frame times as they advance. If your MOTU interface detects more than five frames in a row that are not continuous with respect to previous frames received, then it does one of two things, depending on whether the Frame lock option is turned on (checked) or off (unchecked).

If the Frame lock option is turned *on* (checked), and your MOTU interface detects more than five frames in a row that are not continuous with respect to previous frames received, then it will stop converting altogether.

If the Frame lock option is turned *off* (unchecked), and your MOTU interface detects more than five frames in a row that are not continuous with respect to previous frames received, then it begins to perform a kind of "pseudo jam sync". In this mode, it continues to convert an uninterrupted stream of continuous time code, while at the same time clocking off of the incoming time code. Even though the frames it is generating no longer match the frames it is reading, it will continue to remain in sync with the incoming time code.

In other words, when the Frame lock option is *off*, your MOTU interface ignores discontinuous jumps in incoming time code by continuing to clock itself off of the incoming time code without stopping (or pausing). In doing so, it continues to convert a continuous, uninterrupted stream of frame times based on the time code to which it first locked.

Turn on Frame lock when you want your MOTU interface's frame times to match incoming frame times, and you want it to stop converting altogether if there are jumps in incoming time code.

Turning off Frame lock can be a life saver if you find yourself in a situation where you have time code on tape (or other source) but the frame locations jump around to different times (because of overlapping SMPTE striping, edits, or whatever). By turning off Frame lock, you can sync continuously to this type of time code without glitching or stopping. If the SMPTE on your tape jumps around as described, you are likely to experience brief drop-outs at the points where it jumps. If so, just increase your MOTU interface's freewheeling to cruise past them.

Enable still-frame sensitivity

This option lets you control how many frames in a row your MOTU interface needs to receive to consider incoming SMPTE as being parked on a single frame. While lowering this value makes your MOTU interface more responsive when you pause your video deck, it is also more likely to misinterpret ordinary transport shuttling. So make this value as low as you can, but raise it if you start getting improper frame locations when shuttling your deck.

Generate signal when stopped

This option applies to situations in which your MOTU interface is converting time code and the source time code continues even when it is parked on a frame. The most common case is when your MOTU interface is locked to VITC, and the video deck is paused. In this situation, the *Generate signal when stopped* option, when checked, makes your MOTU interface continues to output time code (LTC, MTC and VITC), even while the video is parked on a single frame in pause mode. It will continue to do so as long as the video head is engaged and VITC lines can be scanned.

Auto-detect input frame rate

When this option is checked, your MOTU interface will automatically detect the frame rate of incoming SMPTE time code (VITC, LTC or MTC). In most situations, this is desirable because it ensures that your MOTU interface is properly interpreting and synchronizing to the time code. If, however, you find yourself in a situation where you would like to set the frame rate manually, uncheck this

option and set the frame rate using either ClockWorks (in the MMC/Sync window) or your MOTU interface front-panel controls.

Freewheel _ frames

This option lets you set the number of frames your MOTU interface will freewheel over when it encounters a time code drop-out. For a complete explanation of freewheeling, see your MOTU interface *User's Guide*.

"One time" jam sync

Choosing this option is like choosing "infinite freewheel". When you choose this option, your MOTU interface begins generating time code on its own indefinitely as soon as it stops receiving incoming time code. And it will continue to do so until you stop it with the STRIPE button on the front panel. You can also stop it by changing the master sync mode or by enabling the Freewheel option in ClockWorks.

MMC ID

The MMC ID option lets you change the MMC (MIDI Machine Control) device ID of your MOTU interface. The factory default ID of your MOTU interface is 19. The only

situation in which you really need to change it is if you are connecting two MOTU interfaces together. Otherwise, just leave it set to 19, and make sure that your MMC transport master controller device or computer software knows that your MOTU interface's ID is 19.

If you change your MOTU interface device ID for some reason, make sure that it does not match the ID of another device connected to it.

LTC Output Level

This row of buttons allows you to adjust the overall gain of the SMPTE time code from your MOTU interface LTC output jack. Click towards the left to reduce the level; click towards the right to increase it. This level control affects LTC output in all sync modes, including LTC, MTC, etc.

SMPTE READER

As a smaller, more compact version of the upper portion of the Sync/MMC window, the SMPTE Reader window provides a running update of the time code being generated or converted by your MOTU interface. Status information is continuously fed to the SMPTE Reader

from your MOTU interface via MIDI Time Code. It also provides valuable status information about your MOTU interface itself.
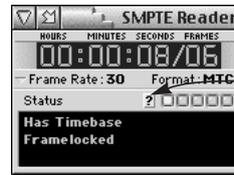
The SMPTE Reader window

The SMPTE Reader provides a running update of the time code being generated or converted by your MOTU interface. This running update is made possible by MIDI Time Code (MTC) generated by your MOTU interface and routed to the Macintosh. If the SMPTE Reader is not responding, make sure in the Device Settings & Routing window that the MTC Out port on the left is connected to the computer port on the right.

The SMPTE Reader shows your MOTU interface's current frame location in hours: minutes: seconds/ frames.

Figure 6-37: The SMPTE Reader provides a running update of your MOTU interface while it is generating or converting time code.

If you click the triangle in the lower left-hand corner of the window, an additional status display appears at the bottom of the window. This area shows what state your MOTU interface is in at any given time.

Opens the separate status window shown in Figure 6-39 on page 88.

Figure 6-38: The triangle along the left-hand side of the window opens and closes the status display at the bottom of the window.

SMPTE Reader status display

The SMPTE reader status display can be opened by clicking the triangle in the lower left-hand corner of the SMPTE Reader, as shown in Figure 6-38.

The status area provides detailed information about what state your MOTU interface is in as a synchronizer. The following sections provide a brief explanation of each term.

The sync status area of the SMPTE Reader can also be opened as a separate window by clicking the question mark icon shown in Figure 6-38.
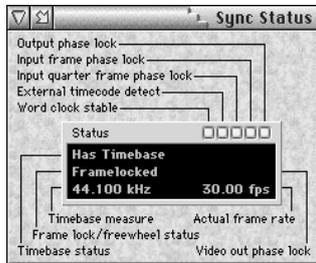

Figure 6-39: To open the Sync Status window, click the question mark icon shown in Figure 6-38.

Time base status

The time base status readout tells you whether or not your MOTU interface is currently locked to a time base. The terms you will see here are:

■ Needs Timebase

■ Has Timebase

■ Getting Timebase

Needs Timebase

This status indicator means that your MOTU interface is waiting to receive incoming signal from an external time base source from which it will derive a time base. When it successfully achieves lockup, it then displays *Has Timebase*.

Has Timebase

This status indicator means that your MOTU interface has established a stable time base. You'll see this indicator when one of the following is true:

■ your MOTU interface is in Internal mode

■ your MOTU interface is set to receive external sync (MTC, LTC, word clock, etc.) and it has successfully achieved lockup with the external sync source.

Getting Time base

This status indicator is displayed briefly while your MOTU interface is in the process of establishing lock-up to an external time base. It is an intermediate state and you'll only see it briefly.

Frame lock/freewheel status

This line in the status display tells you if your MOTU interface is frame-locked or if it is currently freewheeling. The terms you will see here are:

■ Frame-locked

■ Jam

Frame-locked

This status indicator means that your MOTU interface is successfully locked to an external time base and that it is also successfully generating or converting SMPTE time code.

Jam (MIDI Timepiece AV only)

This option only applies to a MOTU MIDI Timepiece AV interface. If you have one, refer to your MIDI Timepiece AV manual.

Timebase measure

This option only applies to a MOTU MIDI Timepiece AV interface. If you have one, refer to your MIDI Timepiece AV manual.

Actual Frame Rate

This option only applies to a MOTU MIDI Timepiece AV interface. If you have one, refer to your MIDI Timepiece AV manual.

Video Out Phase Lock

This option only applies to a MOTU MIDI Timepiece AV interface. If you have one, refer to your MIDI Timepiece AV manual.

Output phase lock

When this status indicator is illuminated, it means that time code generated by your MOTU interface (MTC and LTC) is in sync with the current time base.

Input frame phase lock

When this status indicator is illuminated, it means that your MOTU interface has successfully achieved lockup with incoming LTC/MTC full frame messages.

Input quarter frame phase lock

When this status indicator is illuminated, it means that your MOTU interface has successfully achieved lockup with incoming LTC/MTC quarter frame messages.

External time code detect

When this status indicator is illuminated, it means that your MOTU interface has successfully detected external time code (MTC, LTC).

Word clock stable

When this status indicator is illuminated, it means that your MOTU interface has successfully achieved a stable time base rate from its internal time base or by determining the external time base rate.

UTILITIES MENU

Interface Settings

Use the *Interface Settings* command in the Utilities menu to open the Interface Settings dialog box. This dialog box is the same dialog box that appears in other FreeMIDI applications and will control FreeMIDI's access to the serial ports of your Macintosh for all FreeMIDI applications. This dialog box allows you to enable and disable the two serial ports for MIDI.

Edit FreeMIDI Configuration

The *Edit FreeMIDI Configuration* command in the Utilities menu launches the FreeMIDI Setup application (or switch to FreeMIDI Setup if it is already open) and display the current FreeMIDI Configuration. There is a Return command in FreeMIDI Setup (command-R) that will switch back to ClockWorks, if you entered FreeMIDI Setup using the *Edit FreeMIDI Configuration* command.

If you are running OMS, this command launches the OMS Setup application.

Select

If you have other MOTU hardware connected to your Macintosh, such as multiple MIDI interfaces or a Digital Timepiece, this command lets you choose which piece of gear you want to be editing in the windows and menus of ClockWorks. This feature is similar to highlighting a device in the Device List window.

Verify Network

Causes ClockWorks to poll for MOTU MIDI interfaces and Digital Timepieces to detect what units are connected and obtain their basic hardware configuration.

Reestablish communication

This command makes ClockWorks perform a handshake with the MOTU interface currently being controlled with ClockWorks — without polling it for all of its current settings. As a result, this command is faster than the *Verify Network* command. Reestablish Communication is grayed out unless ClockWorks has detected that one of your pieces of MOTU hardware has gone off line.

Send Data To

This command sends all of the current settings in ClockWorks to your MOTU interface (or the currently selected MOTU hardware in the Device List window.) This command is useful if your MOTU hardware has been turned off or disconnected while you were working with ClockWorks. This command updates the internal state of the hardware so that it matches what you have done in the software on the computer.

Set MTP 1 Default

This command is grayed out unless an original MOTU MIDI Timepiece is currently on-line and selected in the Device List window. If so, it restores the MIDI Timepiece to its factory default state.

AutoTech™ Assistant

When AutoTech™ assistant is turned on (checked), ClockWorks will monitor the settings in all MOTU MIDI interfaces connected to your Mac to detect and resolve conflicting settings. AutoTech will detect problems such as conflicting MMC device IDs, other conflicting MMC settings and sysex muting settings that will interfere with ClockWork's ability to communicate with the hardware.

All Notes Off

The *All Notes Off* command causes FreeMIDI to send out All Notes Off messages to all devices. In addition, it sends out a MIDI note off command for every note on every channel. As you can imagine, this is a lot of data, and it will take FreeMIDI a moment to transmit all of it! Just watch the front-panel LED's, and when they finish flickering, then the operation is done.

THE PRESETS WINDOW

The Presets window in ClockWorks (as shown in Figure 6-40) gives you an overview of information about all the presets. It lets you:

- View an itemized description of each preset

- Change the names of the eight user presets

- Assign a MIDI patch change number to each preset so that it can be called up from a sequencer, controller, or foot switch
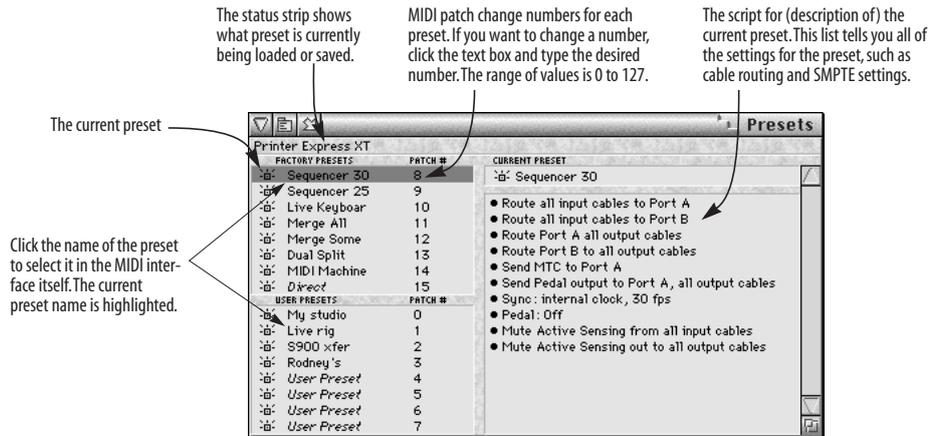
- Make modifications to the preset settings

The status strip shows what preset is currently being loaded or saved.

MIDI patch change numbers for each preset. If you want to change a number, click the text box and type the desired number. The range of values is 0 to 127.

The script for (description of) the current preset. This list tells you all of the settings for the preset, such as cable routing and SMPTE settings.

The current preset

Click the name of the preset to select it in the MIDI interface itself. The current preset name is highlighted.

Printer Express XT

FACTORY PRESETS	PATCH #
Sequencer 30	8
Sequencer 25	9
Live Keyboar	10
Merge All	11
Merge Some	12
Dual Split	13
MIDI Machine	14
Direct	15

USER PRESETS	PATCH #
My studio	0
Live rig	1
S900 xfer	2
Rodney's	3
User Preset	4
User Preset	5
User Preset	6
User Preset	7

CURRENT PRESET

Sequencer 30

- Route all input cables to Port A
- Route all input cables to Port B
- Route Port A all output cables
- Route Port B to all output cables
- Send MTC to Port A
- Send Pedal output to Port A, all output cables
- Sync : internal clock, 30 fps
- Pedal : Off
- Mute Active Sensing from all input cables
- Mute Active Sensing out to all output cables

Figure 6-40: The Presets window.

Selecting a preset

One of the presets is always highlighted as shown in Figure 6-40, and the currently highlighted preset always matches the currently selected preset on the front panel of your Express interface.

To switch to a different preset, choose it from your Express interface front panel or click the preset name in the Presets window.

Viewing the preset script

The *preset script* is an itemized list of settings for the currently selected preset. The script is shown in the right-hand portion of the window with the name of the current preset shown at the top, as shown in Figure 6-40 on page 92.) The script is a comprehensive list of all of the interface settings for the preset.

To add or change an item in the list, go to the appropriate window in the ClockWorks windows menu and make the change. The change will be automatically saved when you quit ClockWorks or switch to a different preset. (See "Modifying a preset" on page 96 for a complete explanation of how to modify a preset.)

Renaming user presets

The factory preset names (the first eight presets in the list) cannot be changed since they should always match the names of the front panel of your Express interface. Any user preset name, however, can be changed.

To change the name of a user preset:

1 Double-click the name to pop-edit it.

A pop-up box appears in which you can edit the text.
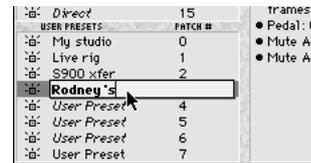
Figure 6-41: Naming a user preset. Factory preset names can't be changed.

2 Type the desired name.

3 Press return to confirm the new name or press command-period to cancel.

SWITCHING PRESETS USING A PATCH CHANGE

Each preset has a MIDI patch change number assigned to it; the patch change number is displayed in a text box to the right of the preset in the Presets window as shown in Figure 6-40 on page 92. You can call up a preset using a MIDI controller or sequencer by sending a MIDI patch change event to your Express interface with the corresponding patch number value. For example, if you wanted to call up the *Live Keyboards* factory preset shown in Figure 6-40, you would send a MIDI patch change event with a value of 10.

If you want to change the patch change number for a preset, click the text box and type in the new number.

To get your Express interface to respond to the preset patch changes, you need to indicate where the patch change will be sent from. We'll call this the *preset trigger source*: the MIDI channel your Express interface will "listen to" for preset patch changes.

To specify the preset trigger source:

1 Choose Set preset trigger source from the Preset menu.

2 When the Set Trigger Source dialog box appears, indicate the MIDI or serial port you would like to send the patch changes from.
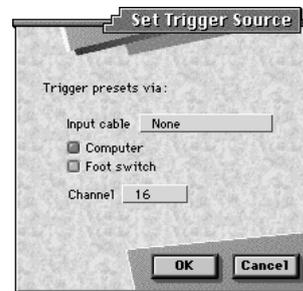
Figure 6-42: The Set Trigger Source dialog lets you indicate the source of patch change messages that will call up your Express interface presets.

If you are going to use a MIDI controller, choose it from the input cable device pop-up menu. If you are going to change Express interface presets from computer software, check the computer box. The foot switch option lets you switch presets using patch change events sent by a foot switch. For information, see "Switching presets with the pedal" on page 102. Be sure to indicate the MIDI channel you will be transmitting the patch change on, too.

Sending patch changes from the Mac

As you can see by the serial port options in the Set Trigger Source dialog box, your Express interface can receive patch changes from software running on the Macintosh. You should be careful, however, when choosing to do so because you can inadvertently switch the current preset. For example, you might have a patch change event in a sequencer track that you intended to call up a patch on a sound module. But if the patch number is the same as your Express interface preset, your Express interface will respond to it as well.

To avoid this problem, you can use system exclusive data instead of patch change events to make Express interface preset changes from the computer. Your Express interface has a "preset selection" system exclusive message, which you can program into your sequencer instead of a patch change.

Your Express interface preset select message is as follows:

F0 00 00 33 08 22 00 00 xx F7

The "xx" byte specifies the preset number. Use the value shown in the table below. For example, to select the Live Keyboards preset, plug in "0B" in the message to get:

F0 00 00 33 08 22 00 00 0B F7

When you send this message to your Express interface, it will switch to the Live Keyboards preset.

Preset	Hex number ("xx")
Sequencer 30 fps	09
Sequencer 25 fps	0A
Live Keyboards	0B
Merge All	0C
Merge Some	0D
Dual Split	0E
MIDI Machine	0F
Direct	10
User Preset 1	01
User Preset 2	02

User Preset 3	03
User Preset 4	04
User Preset 5	05
User Preset 6	06
User Preset 7	07
User Preset 8	08

MODIFYING A PRESET

You can change any settings of the currently selected preset in any window in ClockWorks. For example, you could add or delete a connection in the Device Settings & Routing window, change a setting in the SMPTE Controls window, or mute something in the Event Muting window.

If a user preset is selected at the time you make the modification, the change is automatically saved with the preset. (Saving occurs when you switch to a different preset or when you quit ClockWorks.)

If a factory preset is selected when you make the modification, the change remains in effect until you switch to a different preset. Since the modification can't be saved with the factory preset (factory presets can't be modified), ClockWorks presents you with a window asking you if you would like to save the current state of the interface as one of the eight user presets:

Figure 6-43: Saving the current state of your Express interface to one of the eight user presets.

Select one of the eight user presets from the pop-up menu, type in a new name for it if you like, and click OK. The modified factory preset gets saved as a user preset.

You can invoke the *Save Preset* dialog shown above at any time by choosing Save Preset from the Presets menu.

WORKING WITH A FOOT PEDAL

This chapter explains how you can use a foot pedal with your Express interface to:

■ Generate MIDI data, such as notes, controllers, patch changes, pitch bend, and system exclusive data using a foot switch

■ Use the foot switch to step through a series of MIDI data events (or groups of events)

■ Use the foot switch to change the current Express interface preset or step through a series of presets

■ Convert an audio tempo source (such as a click track) into MIDI data to slave MIDI hardware or software to the audio tempo source

Pedal window basics

The pedal input is controlled by the Pedal window, which can be opened from the Windows menu. This window lets you indicate the type of input you are using (click input or foot switch). It also lets you choose what type of data will be generated.
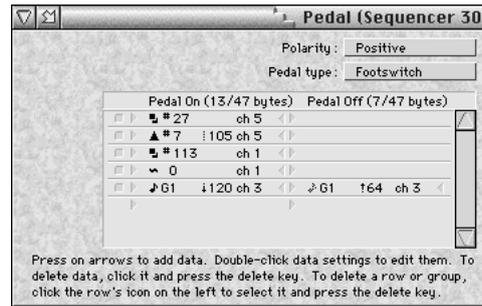
Figure 6-44: The Pedal window.

Saving pedal settings as part of a user preset

As with other ClockWorks windows, the settings you make in this window affect the current preset in your Express interface, and they will remain in effect until you change them or switch to a different preset. In addition,

you can save these settings as part of one of the eight user presets. Each one of the eight user presets can have its own, unique pedal & click settings. For example, you could set up user preset 1 to handle a foot switch, while preset 8 could be set up for click-to-MIDI conversion.

To save pedal and click settings with a user preset:

1 Select the preset.

2 Make the settings you wish in the Pedal window.

The settings will be automatically saved when you quit ClockWorks or switch to a different preset.

Using a foot switch

You can use any standard momentary foot switch with your Express interface. Note, however, that your Express interface does not support "expression" foot pedals, which generate a continuous stream of data.

☛ There are several types of momentary foot switches. Some are "on" when they are pressed; others are on when they are released. For simplicity, in this manual we refer to the type where "on" is *pressed*.

A momentary foot switch triggers one MIDI event (or set of events) at a time, either when you press down on it or when you release it. With your Express interface, you can even program the foot switch to step through a series of MIDI events. For example, you might set up a series of MIDI patch changes that call up different sounds on your synths and then use the foot switch to step through them during a live performance, calling up the next sound each time you press the foot switch. Consecutive events don't have to be the same type of event. For example, you could send a patch change event to call up a sound, followed by a controller #7 with a value of zero to mute an instrument.

The foot switch can even send more than one MIDI event at a time. For example, you could press the foot switch at the beginning of a new song during a live performance to

have it select a sound (patch change event), set the correct volume (volume controller), and zero out pitch bend to begin at the correct pitch (pitch bend event of zero).

The foot switch can also trigger a *panic* hit, sending note-offs to all output cables.

Pedal setup overview

Here is an overview of how to set up your Express interface to use a foot switch:

1 Be sure the foot switch is connected to your Express interface as shown in Figure 2-7 on page 14.

2 Open the Pedal window by choosing it from the Windows menu.

3 Choose *Foot Switch* from the Pedal type menu.

4 Set up the data to be sent using the controls in the bottom portion of the window. This is covered in detail in the next section, "Setting up the foot switch output data".

5 In the Device Settings & Routing window, make connections from the foot pedal icon to the desired MIDI out port icons and computer icons.
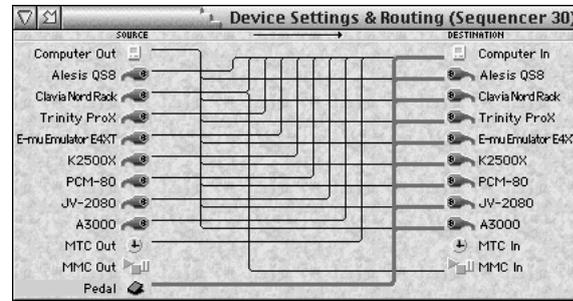
Figure 6-45: Routing pedal data.

MIDI data that you generate with the foot switch can be sent to any device connected to your Express interface, including the computer (serial port A) and serial port B.

6 When you have finished setting up the data, you are ready to use the foot switch.

See "Sending data with the foot switch" on page 101.

Setting up the foot switch output data

If you choose "Foot Switch" from the "Pedal type" pop-up menu, the window displays the data for the foot switch as shown in Figure 6-44 on page 97.

The data sequence list lets you build a series of MIDI data events. Here is a summary of what you can do:

To do this	Do this
To add a MIDI event that you want sent when you press the pedal down (on)	Press on the arrow on the left-hand side of the Pedal On column.
To add a MIDI event that you want sent when you release the pedal (off)	Press on the arrow on the left-hand side of the Pedal Off column.
To add another MIDI event to either column	Press on the arrow on the left-hand side at the bottom of the list.
To edit the settings of an event	Double-click the setting you wish to change.
To add a new event that will be grouped with the event above it	Press on a arrow anywhere in the group where the event should be inserted. The event is inserted where the arrow points.
To delete an event	Click the event to select it and press the delete key.
To delete an entire row or group	Click the square icon to the left of the row to select it and press the delete key.
To add a "panic" hit	Press on a triangle and choose the *PANIC* item.

Sending "pedal off" data

So far, we've only discussed sending "pedal on" data. That is, data which is sent when you press *down* on the foot switch. Your Express interface can also send "pedal off" data when you *release* the foot switch. In fact, you can program the list of data for both pedal on and pedal off data. Each time you press down, you send a pedal on event, and when you release you send a pedal off event. Keep in mind, however, that this could be a little awkward because--depending on what you are doing--you may be required to hold your foot down for a while before sending the next event.

To program pedal off data, add it to the Pedal Off column as discussed in the previous section, "Setting up the foot switch output data". The Pedal Off list can have up to 47 bytes of pedal off data, just like the pedal on data, giving you a total of 94 bytes worth of foot switch data.

Grouping data

You can set up the list so that the pedal sends several MIDI events all at once. After you create the first event, press on the arrow to its right to add a second event to the group.

You can continue to add more events to the group by clicking the right-hand arrow of any event in the group. The new event you insert will always be inserted just below the arrow you press on.

Click here to add another event to the group.
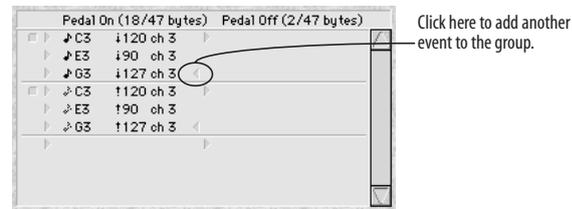
Figure 6-46: An example of grouping data events. In this example, the Pedal On group, a C major triad (notes C-E-G), is sent when the pedal is pressed a first time. When the pedal is pressed again, Note-Off events are sent to silence the chord. (Note-off events are denoted by a grayed out note icon.) The status bar above the list indicates 18 bytes worth of pedal on data.

Sending data with the foot switch

Once you have made the preparations described in the previous section, you are ready to use the foot switch. Just press it and release it. With each press, it will send out a group of MIDI events. When you press it again, it sends

out the next event or group in the list. When you reach the last event or group, your Express interface returns to the beginning to step through the list again.

If you have programmed "pedal off" events, it will send a MIDI event or group each time you release the foot switch as well, alternating between the *Pedal On* and *Pedal Off* data lists. Using both pedal on and pedal off events is an effective way to step through a series of events quickly. Rather than having to press down for each event, which involves two motions (up and down), you can use just one motion––a quick press or release.

Switching presets with the pedal

The foot switch can be used to change to a different preset. For example, you might set up the eight user presets for various controller routings for a live show and then use the foot switch to step through the presets at various points during your live performance.

Another benefit of this feature is that it when you switch to a different preset, the new preset can have a completely different list of foot switch data events. You could then step through them and at the end of the list switch to yet another preset with yet another list of events to step through. This is a great way to break the 94-bytes-per-preset limit on foot switch MIDI data. Each preset can have 94 bytes (47 pedal on bytes plus 47 pedal off bytes), and you can step through eight presets, which gives you a total of 752 consecutive bytes you can step through with a foot switch.

To switch presets with a foot switch:

1 Open the Presets window.

2 Choose Set Trigger Source from the Presets window mini-menu.

The Set Trigger Source dialog box appears.

3 Check the Foot switch option, choose a MIDI channel, and click OK.

4 Back in the Presets window, make note of the patch number for the preset you want to select with the foot switch.

5 Go to the Pedal window and add a Pedal On or Pedal Off MIDI patch change event with a patch change number that matches the preset you want. Also make sure the MIDI channel number matches.

See "Setting up the foot switch output data" on page 100 for details.

When you reach the patch change event in the list, you'll switch to the new preset.

☛ Make sure your preset patch change is the last event in the foot switch data list for the preset you are currently programming because when you switch to the new preset, the foot switch data list will change to the new preset's list.

Converting an audio click to MIDI
Your Express interface can convert an audio click into any MIDI event. For example, the audio click can be played back from a tape deck or generated live by a drummer. This feature can be used for many purposes. Below are a few ideas:

- Recording the click's tempo map into a sequencer

- Slaving a sequencer to a click track

- Triggering drum samples

This feature can be used with MOTU's Digital Performer software to slave a sequence to prerecorded music on tape while referenced to SMPTE time code. For more information, please refer to the DP User Guide.

To convert an audio click into MIDI:

1 Be sure that the audio click source is connected to the PEDAL phone jack on your Express interface as shown in Figure 2-7 on page 14.

2 Open the Pedal window from the Windows menu in ClockWorks.

3 Under Pedal Type, select Click-to-MIDI.

The click-to-MIDI options appear.
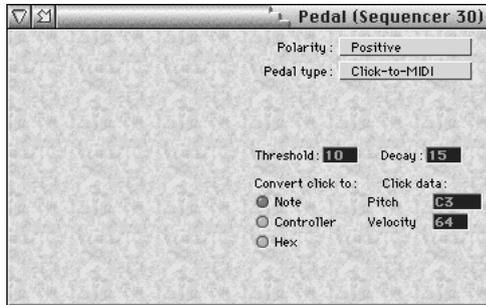
Figure 6-47: The click-to-MIDI options.

4 Adjust the Threshold and Decay options as needed as you experiment with the response.

The decay and threshold settings are meant to prevent doubled attacks. The decay is the amount of time your Express interface will wait before it begins scanning for another click. The decay can be set from 1 to 15. Set the decay as high (long) as possible to prevent false attacks, but low (short) enough so that it won't miss the next true click. Fast tempos require a low decay; you can afford to use a higher decay for slow tempos.

5 Under "Convert click to:", choose the data type you wish to generate from the click.

You have three categories here: *Note*, *Controller*, and *Hex*. The hex option lets you enter any MIDI event in its raw, hexadecimal form as shown below, with a status byte followed by data byte 1 and data byte 2.
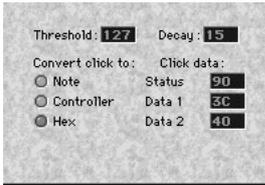
Figure 6-48: Entering click-to-MIDI data in hexadecimal.

6 Make the desired output assignment for the MIDI click data using the pedal icon in the Device Settings & Routing window as demonstrated in Figure 6-45 on page 99.

7 Check to make sure that your Express interface is successfully reading the click.

Observe the green MIDI OUT LED's on the front panel to see if they flash in sync with the click. If they miss a beat, or if they seem to flicker or stutter with a doubled attack, try adjusting the input level of the click; also try adjusting the decay.

Click input hints

If your Express interface reads the audio click erratically, such as generating doubled attacks, try adjusting the decay value. If you still have trouble, try attenuating the audio signal. The pedal input is purposefully sensitive so that it can detect a low-amplitude signal. Also try adjusting the Threshold and Decay settings in the Pedal window.

If you are creating the click that your Express interface will convert, set the audio level fairly high (at around 0 dB). Also, record a short, transient click sound with no reverb or other effects. A short and precise click sound will produce the best, most reliable results.

CHAPTER 7   Front Panel Presets

OVERVIEW

This chapter describes your MOTU Express interface's eight factory presets and explains how to:

■ Select a factory preset or one of eight user presets from the front panel

■ Create your own user presets

■ Use the Presets window in ClockWorks

■ Select presets using patch changes from any MIDI source (such as a keyboard controller or sequencer)

FACTORY VERSUS USER PRESETS

Your Express interface provides eight factory presets and eight more user presets. Factory presets are "hard-wired" and cannot be permanently changed. If a factory preset is the current preset, changes you make to your Express interface's settings will not be remembered unless you save them to one of its eight user presets.

The eight user presets can be configured any way you wish, and they can be stored in the interface hardware itself for later recall.

SELECTING A PRESET ON AN EXPRESS XT

To select a preset from the front panel:

1 If you have a MIDI Express XT, press the BANK button as needed to choose either the factory preset bank or user preset bank. The Factory Preset or User Preset LED will become lit.

2 Repeatedly press the SELECT button until the LED below the program you want lights up.

As you repeatedly press the button, the LED cycles through the eight programs.

SELECTING A PRESET ON A MICRO EXPRESS
To select a preset from the front panel:

1 Repeatedly press the SELECT button until the LED for the program you want lights up.

2 The SELECT button cycles through both the factory and user presets, as indicated by the red *User* LED and the green *Factory* LED.

FACTORY PRESETS
The eight factory presets provide you with optimum cable routing, SMPTE, and other settings for various common situations in which you will use your Express interface. The eight factory preset settings are listed on the front panel as shown below:

MIDI Express XT front panel preset controls

micro express front panel preset controls

Figure 7-1: The eight factory presets on the front panel of the Express XT and micro express.

Each factory preset is described in the following sections, including situations in which you would find it useful.

Sequencer 30 fps

This preset is designed for MIDI software, especially sequencing software, that supports multi-cable interfaces such as your Express interface. Use this preset if you have Performer, Vision, Cubase, Logic, or any other MIDI software that supports multi-cable interfaces.

This preset connects all inputs and outputs to the computer. In addition, it sets the SMPTE sync settings for lockup and striping at 30 frames per second (fps).

Sequencer 25 fps

This preset is identical to the Sequencer 30 fps above except that the frame rate is set to 25 frames per second (fps) for converting and striping at 25 fps.

Live Keyboards

Use this preset when you want to route any controller connected to a MIDI IN to all MIDI outputs. This preset is ideal for quickly routing a controller to a sound module and for using a MIDI controller without a computer. If you have connected both the MIDI IN and MIDI OUT of your keyboard controller to your Express interface, it is best to match the input/output MIDI port numbers on your

MOTU interface. For example, if the controller is connected to MIDI IN port 3, connect it to MIDI OUT port 3 as well. If you do so, this preset prevents troublesome MIDI feedback loops, which happen when the controller sends data back to itself via your Express interface. This preset avoids this problem by not sending data to the port that has the same number. For example, MIDI IN port 3 routes data to all MIDI OUT ports *except* MIDI OUT number 3.

Merge All

With this preset, any device connected to a MIDI IN will send data to all devices connected to your Express interface outputs, including the computer. This preset is ideal for troubleshooting because it routes everything to everywhere; any incoming data will be sent to all outputs. For example, if you are not getting sound from a sound module when you play notes on your controller, you can eliminate MIDI routing as the cause of the problem by temporarily using this preset. You can rest assured that your Express interface is routing the data to the module

correctly, and you can then focus your efforts on other possible causes, such as bad MIDI cables, volume settings, etc.

Use this troubleshooting technique if you cannot successfully record data into your sequencer on the computer.

Merge Some
The Merge Some preset is similar to the Merge All preset, except that it divides the inputs into two groups: inputs 1-4 (1-2 on the micro express) are routed to the computer only, while inputs 5-8 (3-4 on the micro express) are routed directly to all outputs (but not the computer).

Dual Split
The Dual Split preset is similar to the Live Keyboards preset, except that it splits the interface into two sets of inputs and outputs.

For the micro express, input 1 is routed to outputs 1-3. Input 3 is routed to outputs 4-6.

For the Express XT, input 1 is routed to outputs 1-4. Input 5 is routed to outputs 5-8.

MIDI Machine/for the Express XT
This preset provides MIDI data, time code, and MIDI Machine Control settings for using MIDI Machine Control between devices without a computer.

Inputs 1-4 are reserved for non-MMC devices being routed to outputs 1-5, as well as the computer.

Input 5 is also routed to the computer but not to any of the MIDI outputs.

MIDI outputs 6, 7 and 8 are reserved for MIDI Machine devices, as these ports are programmed to receive MIDI Time Code and MMC transport commands from the MIDI Express XT.

MIDI inputs 6, 7 and 8 are intended for MMC controller devices, and they are each programmed slightly differently to accommodate three different scenarios. Input 6 routes

MIDI data only to outputs 6, 7 and 8. Input 7 routes MMC to the MIDI Express XT only. Input 8 does a combination of inputs 6 and 7.

MIDI Machine/for the micro express
This preset provides MIDI data, time code, and MIDI Machine Control settings for using MIDI Machine Control between devices without a computer.

Inputs 1-2 are reserved for non-MMC devices being routed to outputs 1-4, as well as the computer.

Input 3 is also routed to the computer but not to any of the MIDI outputs.

MIDI outputs 5 and 6 are reserved for MIDI Machine devices, as these ports are programmed to receive MIDI Time Code and MMC transport commands from the micro express.

MIDI inputs 3 and 4 are intended for MMC controller devices, and they are each programmed slightly differently to accommodate several different scenarios. Input 3 routes MMC to the micro express only. Input 4 routes MIDI data only to output 6.

Direct
This preset causes your Express interface to function like a simple 1 IN/8 OUT or 1 IN/ 6 OUT MIDI interface, respectively. All of the extra routing, merging, muting, rechannelizing, and running status features are disabled. Your Express interface applies no processing whatsoever to MIDI data as it is sent to and from the computer. This mode is referred to as *Direct Connect mode* through this manual.

Input 1 connects to the computer, and the computer connects to all 8 (or 6) outputs. But none of the inputs are connected directly to the outputs.

This preset can be used effectively to solve problems with non-standard MIDI data transfers. For example, some samplers transmit sample dumps in a way that won't work

when your Express interface's MIDI processing features are enabled. This mode disables the processing features, which solves the problem. If you experience trouble with sysex, try this preset.

☛ ClockWorks cannot communicate with your Express interface when it is in Direct mode. To restore communications, use the front panel controls to choose another preset.

USER PRESETS

Your Express interface provides eight user presets, which you can configure any way you wish. From the factory, these eight user presets match the eight Factory presets described earlier in this chapter. To change one of the eight user presets, use ClockWorks as described in chapter 5, "ClockWorks For Mac OS X" (page 29) or chapter 6, "ClockWorks for Mac OS 9" (page 53) to modify and save the user preset in your Express interface itself. Optionally, you can also save it on your computer hard disk.

CHAPTER 8   Synchronization

OVERVIEW

This chapter explains how to use your MOTU Express interface to synchronize computer software and other devices to an audio tape recorder (ATR), video tape recorder (VTR), or other time code sources using SMPTE time code. It also explains how to generate SMPTE (a process commonly referred to as *striping*).

This chapter also explains how to:

■ Slave your Express interface and other devices to MIDI Time Code

■ Measure incoming time code to see how fast or slow it is

■ Solve various SMPTE synchronization problems

IF YOU ARE NEW TO SMPTE SYNC

If you are not familiar with the process of synchronizing with SMPTE time code, see Appendix B, "SMPTE Synchronization Basics" page (139)before reading this chapter. It provides a definition of SMPTE time code and an explanation of how it is used for synchronizing MIDI devices to audio and video equipment.

ACCESSING SYNC SETTINGS

You can access the sync settings in your MOTU interface via ClockWorks. See "Synchronization and MIDI Machine control" on page 41 and "Sync tab settings" on page 44 for details. (If you are running Mac OS 9, see "Sync and MIDI Machine Control" on page 78 and "SMPTE Reader" on page 86.)

SYNCING YOUR EXPRESS INTERFACE TO SMPTE

Your Express interface ships from the factory ready to lock the computer to SMPTE time code via the MIDI Time Code (MTC) routing shown below:
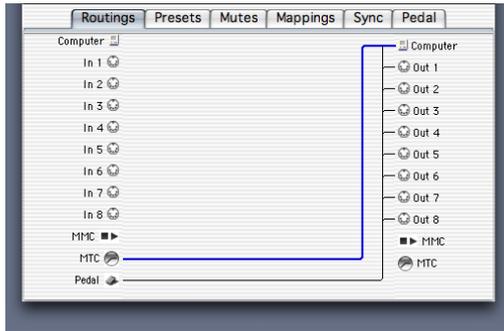
Figure 8-1: The connection from the MTC out port to the computer in port delivers MIDI Time Code from the Express interface to software running on the computer. (If you are running Mac OS 9, this connection is shown in Figure 6-20 on page 71.)

When this MTC routing is present, your Express interface will send MIDI Time Code to the computer as soon as it achieves lockup to the incoming time code. Any software running on the computer — including ClockWorks — can then slave to the time code. (Make sure the software is set up to lock to MIDI time code.)

When your Express interface locks to the time code, the green "LOCK" LED on the front panel glows steadily and the red "TACH" LED blinks regularly. In addition, the green computer OUT LED glows steadily, indicating that MIDI time code (MTC) is being sent to the computer.

Figure 8-2: Converting time code. When your Express interface converts incoming time code, the red TACH light blinks, the green LOCK light glows steadily, and the green Computer I/O light glows steadily as well.

If the LOCK and TACH lights do not behave as described, your Express interface is not successfully locking to the SMPTE time code. This could be a problem with the audio connections between the tape deck and your Express interface. It could also be that the SMPTE level is not high enough. See Appendix C, "Troubleshooting and Customer Support" page (147).

If the LOCK and TACH lights look OK, but the green computer OUT LED is not glowing, this means that your Express interface settings have been altered somehow such that it is not sending MIDI time code to the computer. To correct the settings, see Figure 8-1.

Time code display

ClockWorks displays a running update of time code when the Express interface is converting time code.

Routing MIDI Time Code to other devices

At times, you may need to route MIDI Time Code to a device connected to one of your Express interface's MIDI OUTs. To make time code routings such as these, see "The MTC In and MTC Out connections" on page 34 (or page 70 for Mac OS 9 users).

Freewheeling to avoid time code dropouts

When your Express interface encounters a drop-out —a series of missing or unreadable frames—in the SMPTE time code, it "freewheels" past them, pretending that they were not missing by briefly generating its own code to make up for the missing frames. The default freewheel value is 4 frames. This means that your Express interface will continue to generate time code for four more frames after it stops receiving time code. If it does not receive any more time code after four frames, it will stop converting.

The factory default base setups have the freewheeling feature set to 4 frames for fastest response when you stop the tape deck. The Freewheel amount can be adjusted up to 32 frames. This allows your Express interface to maintain lockup even over lengthy SMPTE drop outs.

If you encounter a time code drop out that causes your Express interface to stop converting for a moment, try increasing the freewheel amount in ClockWorks. Try adding just a few frames at a time when adjusting the amount.

your Express interface freewheels at the frame rate it is reading at the time it begins freewheeling — except for 29.97 drop and non-drop. If you intend on reading 29.97 SMPTE, be sure to manually set the SMPTE format to 29.97 so that freewheeling will occur at the proper rate.

When you increase the freewheel amount, you also increase the amount of time that your Express interface keeps converting when you stop tape. To make your Express interface as responsive as possible, only raise the freewheel amount as high as necessary to overcome the drop-out(s) you are encountering.

Synchronizing to discontinuous time code

your Express interface has the ability to stay in sync with discontinuous time code — that is, time code that has no gaps in it but does have jumps in its frame locations. For details about how to do this, see "Frame lock" on page 44 (or page 84 for Mac OS 9 users).

SLAVING A SEQUENCER TO SMPTE

To slave a sequencer to SMPTE time code via your MOTU Express interface:

1 Confirm that the Express Interface is successfully locking to incoming time code and transmitting MIDI Time Code to the computer, as explained earlier in this chapter.

2 Set up your software to slave to MIDI Time Code. Consult your software documentation for details.

Slaving Digital Performer to SMPTE

To slave Digital Performer to SMPTE time code (LTC) via your MOTU Express interface:

1 In Digital Performer, choose *Receive Sync* from the Setup menu (Basics menu in the OS 9 version).

2 Make sure the *Sync to port* menu is set to *Any Port* or the name of the interface.
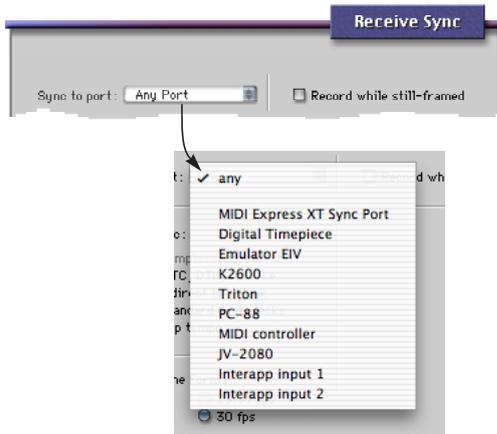
Figure 8-3: The Sync to Port menu.

Figure 8-4: In Digital Performer's receive sync dialog, choose MTC and choose the SMPTE frame format that matches the setting in your MOTU MIDI interface (which should also match the time code).

3 Set the *Type of Sync* to MTC. Choose the SMPTE frame format that matches the format you are converting with your MOTU interface.

STRIPING SMPTE

Along with its other capabilities, your Express interface is a SMPTE time code generator. It generates an audio form of SMPTE time code called Longitudinal Time Code (LTC).

Use the procedure below to generate new code from scratch:

1 Make the audio cable connections shown in Figure 2-6 on page 13.

We recommend that you do not pass the time code output from your Express interface through a mixer or any form of signal processor. If you must go through a mixer, be sure equalization is flat.

2 Launch Clockworks (or, under Mac OS 9, the Express Console software).

3 In the Sync tab (or, under OS 9, in the Sync/MMC window) set the sync mode to *Internal*.

4 If you are recording time code on a tape deck, and your tape deck has dbx noise reduction, be sure to defeat the noise reduction on the track you are recording time code.

5 Enter a SMPTE start time.

6 Choose the desired frame rate.

7 Adjust the SMPTE output volume.

The goal when striping SMPTE is to get the VU meter on the tape deck to read approximately –3. If you want to test the level, set the clock mode to *Internal* and use the Start and Stop buttons to make your Express interface generate time code, and then meter it with your mixer.

8 Roll tape.

9 Click Start.

Striping will begin at the frame you specified in ClockWorks. The time code display will begin to roll. While striping, you can switch to another tab, or even Quit ClockWorks.

10 To stop striping, click Stop.

You can stop striping at any time.

Of course, if you want to stripe a tape and meanwhile get on with other work, you can quit ClockWorks. Striping will proceed in the background.

Striping SMPTE on a multitrack tape deck
The goal when striping SMPTE time code is to generate an error-free signal strong enough for reliable lockup, but not so strong that the SMPTE bleeds through to adjacent tracks.

There are several ways to handle this. One way is to leave an empty track on your multi-track tape deck as a buffer between the SMPTE and other tracks. With a buffer track, SMPTE can be recorded at very strong ("hot") levels (above 0 VU) without risk of bleedthrough.

If your tape deck has no tracks to spare, a good level at which to record is around –3 VU. That is, the VU meter for the SMPTE track on your tape deck should read –3 when you stripe the SMPTE. This records SMPTE that is hot

enough for reliable lockup and weak enough so that it will not bleed into adjacent tracks. -3 VU is only a rule of thumb, though, so don't hesitate to use other levels if they work better for you.

LTC MODE
In LTC mode, your Express interface locks to incoming SMPTE time code received on its SMPTE IN jack. But LTC mode differs from LTC QuikLock mode (page 43) in several significant ways. In LTC mode, your Express interface:

■ Emits regenerated LTC on its SMPTE OUT jack

■ Analyzes incoming time code and responds in several useful ways, depending on what happens to the incoming time code

■ Measures incoming time code with an extremely accurate internal clock to see how fast or slow it is running and displays the results in the SMPTE Reader window in ClockWorks

Because LTC mode employs a sophisticated phase-lock synchronization engine in your Express interface, the amount of time it takes to establish lockup to incoming time code is longer than LTC QuikLock mode. On the other hand, LTC mode offers the additional capabilities mentioned above. These features, and how you can use them, are discussed in the next few sections.

Regenerating fresh time code ('jam syncing')
SMPTE is a problem when you are copying tapes: it degrades rapidly every time you try to copy it from one tape to another. Often, the SMPTE signal deteriorates so much that it will not be recognizable by any SMPTE-to-MIDI converter, including your Express interface, and you will no longer be able to lock to it.

The solution to this problem is to use your Express interface to regenerate fresh SMPTE time code that matches the original time code while you are copying the tape. Some people refer to this process as *jam syncing*. When your Express interface receives a SMPTE signal on its SMPTE IN cable, it always regenerates a fresh signal

that exactly matches the incoming signal and sends it out the SMPTE OUT cable (except for drop-outs, which it eliminates with freewheeling).

Fresh SMPTE
Time code

Original
SMPTE Time
code

MIDI Express XT or micro express
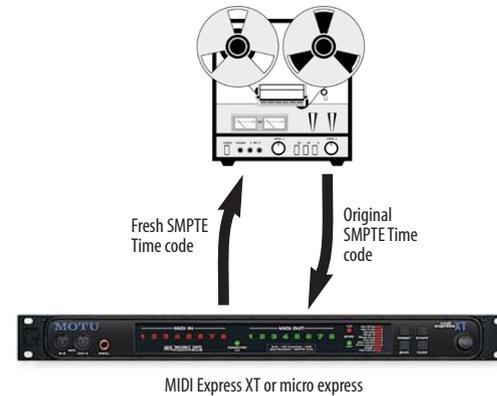
To regenerate SMPTE:

1 Connect the original SMPTE track to the SMPTE IN on your Express interface, and connect the SMPTE OUT from your Express interface to the destination SMPTE track (which could even be on a different tape deck).

2 Set the freewheel option in the Sync/MMC window to a high enough number of frames to cover any drop outs that may exist in the current time code.

Try setting it to between 2 and 8 frames, unless there is an obviously large dropout. If so, set it more than 8 frames. This ensures that drop-outs in the old code are not reproduced in the fresh code.

3 Roll tape and set the SMPTE volume levels.

When your Express interface is reading the old time code, it generates fresh time code via its SMPTE OUT jack only when it is in LTC mode; it won't regenerate LTC in *LTC QuikLock* mode.

4 When the levels are set, roll tape and convert as normal.

your Express interface automatically creates fresh SMPTE time code that matches the original time code and its relation to the other tracks on the tape. In addition, your Express interface freewheels over drop-outs in the old time code so that the new, clean code has none.

Lengthening a SMPTE track
If the time code on your SMPTE track ends too early and you need to add more code, you can use the "One time" jam sync option. To do so, feed the original track into your Express interface and record the fresh code onto a new track. Be sure to start from the beginning so that you regenerate the entire length of the original track. When your Express interface reaches the end of the original SMPTE track, it will begin striping on its own. To stop striping, click the Stop button or wait until your Express interface reaches the stop time.

And remember, your Express interface must be in *LTC* mode to do this, not *LTC QuikLock*.

Regeneration and time code bits
Except for when it is in *LTC QuikLock* mode, your Express interface always regenerates fresh time code from its SMPTE out jack. Time code user bits embedded in incoming LTC on its SMPTE input are not preserved.

MTC MODE

Choose this synchronization mode when you want your Express interface to slave to MIDI Time Code (MTC) being sent from a device connected to one of its inputs. This mode offers the least amount of time base stability, so it is recommend that you try to set things up so that you can use one of the other modes.

When your Express interface operates in MTC mode, it locks to any MTC coming from your computer. In doing so, however, it also "swallows" the MTC coming from the computer. If you attempt to transmit MTC from your host software to a specific MIDI device in your studio, it won't reach the MIDI device because it will get read and "swallowed" by your Express interface. Since computer-generated MTC is not as stable as other forms of time code, you are better off doing just the opposite: send MTC from your Express interface to the computer, and if necessary, control your Express interface from your computer software via MIDI Machine Control as demonstrated in Figure 9-1 on page 126.

If you absolutely must transmit MTC from your computer for some reason, See "Routing MTC to your MOTU interface" on page 34 (or page 71 for Mac OS 9 users) for important information about routing MTC to your Express interface.

CHAPTER 9 MIDI Machine Control

OVERVIEW

Your Express interface can serve as a MIDI Machine Control (MMC) transport control "hub" for all MMC-compatible devices, allowing you to manipulate the transport controls of everything from one master set of controls: either an MMC hardware controller device such as JL Cooper's CuePoint or from MMC-compatible MIDI software on the computer.

HOW MMC WORKS

An MMC controller (which has transport and cueing controls) sends transport commands (play, stop, cue, etc.) to an MMC device that is serving as a time code source. When the MMC device responds to the transport commands, it generates time code to which all other devices (and software) chase and lock. The other devices do not need to be MMC devices, as they sync in the usual fashion via time code (LTC or MTC).

A recommended setup for MMC

The best scenario for MMC is to set the Master sync mode of your Express interface to *Internal*. Your Express interface serves as the time code source, and your computer software (or hardware MMC controller) serves as your MMC transport control master. The MMC controller sends play, stop, start and locate commands to your Express interface, and all other devices (including the computer software) chase and lock to time code being generated by your Express interface. In essence, your Express interface serves as a time code "hub" for all other devices as pictured in Figure 9-1 on page 126.

Other MMC scenarios

In the recommended scenario described in the previous section, your Express interface receives MMC transport commands and serves as the time code master for everything else.

Alternately, you could choose another MMC device, such as a hard disk recorder, to receive transport commands and serve as the time code master. For example, the device would receive transport commands from your computer software and generate SMPTE time code (LTC). In this case, you would set your Express interface master sync mode to *LTC QuikLock* and feed the LTC into your Express interface, which would then drive all other devices.

There is no advantage to doing MMC this way; in fact, it will probably not provide as stable a time base as your Express interface does in the recommended scenario described in the previous section. You should only really use this setup if you have a MMC device that does not have the ability to be a time code slave and therefore must be the master.

MMC and video

If you are working with video, and you want MMC control of your rig from your computer software (or MMC-compatible controller) via your Express interface, your video deck needs to have the ability to either:

■ Synchronize to external SMPTE time code

OR

■ Support MMC

Without either of these capabilities in your video deck, your Express interface has no way to control the video deck transports. You'll instead have to use your video deck as the transport and time code master.

If your video deck supports the SONY 9-PIN protocol, consider purchasing MOTU's *Digital Timepiece*, which lets you control your video deck from a computer (or other MMC controller).

SETTING MMC DEVICE ID'S

Each MMC device requires a unique MMC device ID, including your Express interface itself. The factory default ID of your Express interface is 19. If needed, you can change it as shown in Figure 5-8 on page 41 (or Figure 6-36 on page 83 for Mac OS 9 users).

SETTING UP OTHER MMC DEVICES

If you have an MMC-compatible device, you can slave it to your Express interface. But first, you need to make your Express interface send MTC (or LTC for some devices). To send MTC, use the Routings tab (or Device Settings & Routings window in under Mac OS 9) in ClockWorks to make connections from the MTC Out port in the left-hand column to the desired destinations in the right-hand column as demonstrated in Figure 8-1 on page 114 (or Figure 6-19 on page 70 for Mac OS 9 users).

For most MMC devices that support being an MMC slave, routing time code (either MTC as just discussed or LTC) to them is all you need to do. For some devices, you may also need to get your Express interface to send MMC transport commands to the device. Once again, you do this in the Routings tab (or Device Settings & Routings window in under Mac OS 9): connect the MMC Out port in the left-hand column to the destinations in the right-hand column as demonstrated in Figure 8-1 on page 114 (or Figure 6-19 on page 70 for Mac OS 9 users). Then you are ready to control your MMC device — via your Express interface — from the computer (or a hardware MMC controller).

PREPARING SOFTWARE FOR MMC

Regardless of what you decide to use as your MMC transport control master (an MMC controller device or computer software), you need to set up the software so that it will slave to MIDI Time Code (MTC) generated by your Express interface. This will ensure that your software chases and locks with all other MMC devices. Check to make your software is set up to the proper frame rate, and that it is in "external sync" or "slave" mode, waiting for MTC.

USING SOFTWARE AS AN MMC CONTROLLER

Most likely, you'll want to establish your computer software as the MMC transport control master, so you can control all MMC devices from your computer, allowing you to play, stop, and cue all connected devices directly from your software's main transport controls.

This can be accomplished with an MMC-compatible sequencer, MMC applet, or any other software that transmits MMC transport control commands.

Your MOTU MIDI interface has the ability to serve as a MMC transport slave, while at the same time generating time code for other devices in your studio. In doing so, the MOTU interface becomes a central, stable time code "hub" for all of the devices in your studio, allowing you play, stop, and cue them all directly from your sequencer.

Digital Performer

MIDI Time Code (MTC)

MIDI Machine Control (MMC)

MOTU MIDI interface

SMPTE (LTC)

MIDI Time Code (MTC)

Examples of devices that can slave to time code

Akai DR8

Roland VS-880
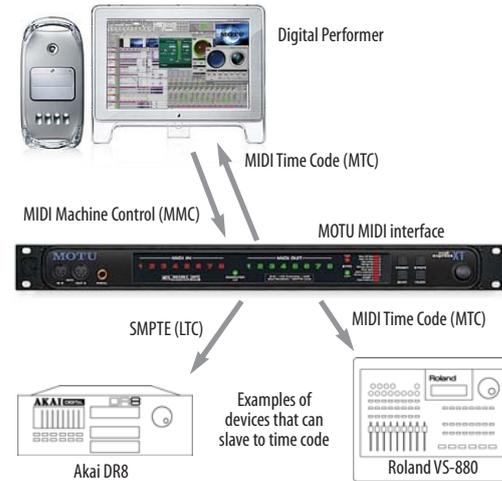
Figure 9-1: Your MOTU interface (a MIDI Express XT in this example) can serve as a time code "hub" while you control it from your sequencer via MMC transport commands.

Once you have successfully established overall MIDI communication between your software and your Express interface, follow these steps to set up your software to serve as the MMC transport controller:

1 Set up your software to sync to MIDI Time Code as described in the previous section ("Preparing software for MMC" on page 125)

2 Tell your MMC software what the MMC Device ID is of your Express interface.

From the factory, the default MMC device ID for your Express interface is 19. If you need to, you can change it as described in "Setting MMC device ID's" on page 125.

3 Make the MMC routing connection show below (or in Figure 6-22 on page 72 for Mac OS 9 users) from the computer to your Express interface.
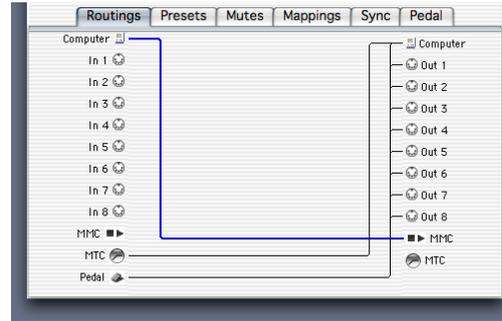
Figure 9-2: To establish MMC control of the Express interface from your software, make this connection in the Routings tab.

4 Set the Express interface master sync mode to *Internal*.

your Express interface will respond to MMC commands coming from the computer specifying its device ID. It will start, stop, and locate to any SMPTE location you designate from your software.

Routing time code to other devices

Once you have successfully established MMC control of the MOTU Express interface as described in this chapter, you can route MIDI Time Code (MTC) from the MOTU

Express interface to other devices in your studio to control them remotely from your sequencer, as shown in Figure 9-1 on page 126. Just drag a connection from the MTC port to the device's MIDI out port in the right-hand column as demonstrated in Figure 5-3 on page 35 (or Figure 6-21 on page 72 for Mac OS 9 users).

MMC control of record functions

Some sequencers provide MMC remote control of record features, such as record-arming tracks, setting automatic punch-in and punch-out points, punching in on the fly, and so forth. The MOTU interface's MMC capabilities, however, do not come into play with record functions such as these. It only handles MMC transport functions like playing, stopping, and locating. For MMC record functions, the MOTU interface serves only a means of passing on MMC record commands from your sequencer and the MMC device. Just send them directly to the appropriate Windows MIDI port.

MIDI Machine Control with Digital Performer

Digital Performer automatically handles all of the MIDI Machine Control window setup chores for your MOTU MIDI interface/synchronizer when it is detected as a connected interface.
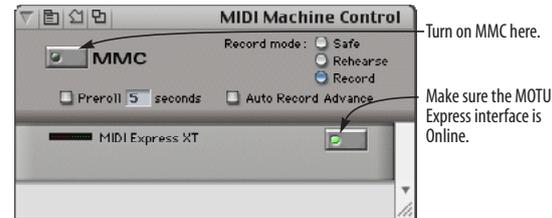
Figure 9-3: Digital Performer automatically configures its MIDI Machine Control window (in the Studio menu — or in the Windows menu under Mac OS 9) when a MOTU MIDI interface/synchronizer is detected.

MMC control of record functions

For information about setting up remote control of the record functions of MMC devices connected to the MOTU Express interface, see your Digital Performer manual.

Enabling MMC in Digital Performer

Once you have made the preparations outlined in the previous sections, you are ready to enable MMC control between Digital Performer and the MOTU Express interface. For complete details, see your Digital Performer manual. For convenience, a brief summary is provided below:

1 Turn on the MMC control button as shown in Figure 9-3.

2 As shown in Figure 8-4 on page 117, open Digital Performer's Receive Sync dialog and prepare Digital Performer to slave to MIDI Time Code (MTC) at the desired frame rate (which needs to match the MOTU MIDI Express interface's frame rate).

3 Set the SMPTE start time for the sequence.

Now, just cue Digital Performer anywhere you like and press play. This sends a play command to the MOTU MIDI interface/synchronizer, which starts the MMC slave device and begins sending time code to Digital Performer,

syncing everything together. You can stop, play, and cue anywhere you like in Digital Performer and your MMC slave device will chase, play and record accordingly.

USING AN MMC CONTROL SURFACE

To use any MMC-compatible control surface product, such as the JL Cooper CuePoint™:

1 Connect the MIDI OUT and IN jacks on the MMC controller to your Express interface.

2 Using ClockWorks, route MTC to the MIDI OUT port that the MMC controller is connected to as shown in Figure 5-3 on page 35 (or Figure 6-21 on page 72 for Mac OS 9 users) so that it can receive MIDI Time Code from your Express interface.

3 In the MMC controller device, identify the MMC device ID for your Express interface.

From the factory, the default MMC device ID for your Express interface is 20. If you need to, you can change it as described in "Setting MMC device ID's" on page 125.

From the standpoint of achieving MMC transport control over your Express interface, the above preparations are all you need. There may, of course, be other preparations necessary in the controller itself.

USING OTHER DEVICES AS A CONTROLLER

We recommend trying to set up MMC as described in "A recommended setup for MMC" on page 123. However, you may have an MMC device, such as an MMC-equipped reel-to-reel tape deck, that does not have the ability to be a time code slave and therefore needs to be the time code master. In this case, you need to set up your Express interface so that it knows that this device will be the master instead of the computer.

If the device transmits LTC, you can simply connect it to your Express interface's SMPTE input and set your Express interface's master sync mode to LTC QuikLock.

If the device only transmits MIDI Time Code (MTC), make the connection shown below in Figure 9-4 and set your Express interface's master sync mode to MTC.
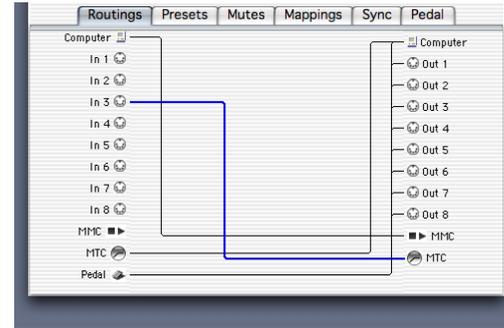
Figure 9-4: If you have an MMC device that can only transmit time code (and cannot be a time code slave), then you can make it the time code master by routing MTC to your Express interface (MTC In) as shown here. It is better to use LTC, though, or better yet: your Express interface as the time code master. Both are a more stable time base than MTC.

Part III

Appendices

APPENDIX A   Glossary

Address Track: A third audio track, used for time code, located on the edge of the video signal on a 3/4" VTR. Because of its proximity to the video signal, the address track cannot be recorded by itself; it must be recorded simultaneously with the video signal.

ATR: *Audio Tape Recorder.* A device that can record an audio signal on audio tape.

Burn-in Window: A numeric display of time code superimposed over the video picture to aid in the post-production editing process.

Cable routing: An internal connection from one of the Express interface's MIDI IN ports to one or more of its MIDI OUT ports.

Control Track: A video tape track located at the edge of the video tape containing a series of pulses that serve as a reference tracking the tape speed. This track is recorded with the video signal.

CRT: *Cathode Ray Tube.* The glass screen in TV's, computers, etc. upon which video images are projected.

Crosstalk: Interference on a track from the signal of an adjacent track on a multitrack tape recorder.

Default: An initial value or configuration.

Drop Frame: A SMPTE time code format used to compensate for an accumulating timing error in color video. Drop Frame skips two frames at the beginning of each minute (except every 10th minute) as it counts color video frames. The result is that the SMPTE time code values match the actual elapsed time, since color video runs slower (29.97 frames per second) than black and white video (30 frames per second). Drop-frame is required only with color video programs in which the SMPTE time code numbers must precisely match the actual elapsed time.

Drop-out: A brief period of missing information in a continuous signal, such as a video signal or SMPTE time code signal. Drop-outs are usually caused by small, physical imperfections in the surface of the tape on which the signal is recorded.

Flywheeling: Another name for *Freewheeling*. See *Freewheeling* below.

Freewheeling: A process in which a synchronizer, such as the MIDI Express XT, continues to generate time code even when it encounters drop-outs in a time code source. Converters may briefly lose synchronization during a drop-out and, in turn, momentarily stop converting time code. The MIDI Express XT can freewheel up to 32 frames, making it insusceptible to drop-outs.

FreeMIDI: A Mac OS 9 system extension developed by MOTU. FreeMIDI provides centralized, comprehensive MIDI system management under Mac OS 9.

Genlock: A process in which a video generator (graphics, picture, or VITC) is locked in phase with an external source.

Guard Track: An empty track adjacent to the LTC track on a multitrack tape recorder. A guard track prevents crosstalk from another track, which can interfere with the time code and cause synchronization problems.

Hard Record: A mode on a VTR that erases and records all tracks simultaneously.

Horizontal Blanking: A short period of time in the video display process in a CRT when the electron beam is shut off to retrace to the next horizontal scan line (similar to a carriage return on a typewriter).

House Sync: A process in which all video equipment in a studio is connected to and genlocks to a single video sync generator.

Input cable: One of the eight (or sixteen) MIDI IN jacks in a MIDI Time Piece network.

Insert Record: A mode on a VTR that records on the video tracks without recording on the audio tracks, or vice versa.

Jam Sync: The process of creating fresh, error-free time code or extending existing time code on tape by locking a time code generator to existing code.

LTC: *Longitudinal Time Code*. The Society of Motion Picture and Television Engineers (SMPTE) time code format, expressed in audio form as an 80-bit binary audio signal, that describes the location of each frame on film, video, or audio tape in hours, minutes, seconds, and frames. LTC's video counterpart is VITC (*Vertical Interval Time Code*), which is the same time code format in the form of a video signal. In audio production, LTC is often referred to as *SMPTE* or *SMPTE time code* since VITC is seldom used.

MIDI: *Musical Instrument Digital Interface*. An information protocol developed in the early 1980's by synthesizer and electronic instrument manufacturers to allow devices to communicate musical performance data to one another.

MTC: *MIDI Time Code*. A form of time code, digitized within the MIDI format, that expresses time in hours, minutes, seconds, and frames, just like SMPTE time code (LTC and VITC).

Network: Two MIDI Time Pieces connected via their NETWORK serial ports with a mini-DIN 8 cable.

Non-drop Frame: A SMPTE time code format that does not drop any frames. Its counterpart, Drop Frame, skips over the first two frames of every minute (except every 10th minute). Non-drop is the least confusing format and should be used unless Drop Frame is required. Drop-frame is required only with color video programs in which the SMPTE time code numbers must precisely match the actual elapsed time.

NTSC: *National Television Systems Committee Format*. A system of coding color information for broadcasting television formulated by the NTSC. NTSC uses 30 frames per second for black and white and 29.97 frames per second for color.

Output cable: One of the eight (or sixteen) MIDI OUT jacks in a MIDI Time Piece network.

PAL/SECAM: *Phase Alternate Line.* A system of coding color information that is similar to (but incompatible with) NTSC format. PAL/SECAM uses 25 frames per second.

Script: An itemized description of the commands that make up a base setup or modifier. The script is displayed in the Setups & Modifiers window when the setup or modifier is selected.

Sequencer: A computer or software running on a computer that is capable of recording and playing back MIDI data.

SMPTE: *Society of Motion Picture and Television Engineers.* The acronym *SMPTE* is often used in audio production as a shorthand expression for *SMPTE Time Code*.

SMPTE Time Code: A series of binary impulses that express the location of each frame on film, video, or audio tape in hours, minutes, seconds, and frames. SMPTE has

two forms: 1) an 80-bit audio signal, called *Longitudinal Time Code* (LTC), or 2) a video signal recorded in the vertical blanking segment of video frames, called *Vertical Interval Time Code* (VITC). In either form, SMPTE Time Code has four different formats for counting frames per second (fps): 24 fps, 25 fps, 30 fps, and Drop Frame. 24 is used mostly with film; 25 is a European format for film; 30 is the US standard for audio and video; Drop Frame is required only with color video programs in which the SMPTE time code numbers must precisely match the actual elapsed time.

SMPTE-to-MIDI Converter: A device that reads SMPTE time code from audio or video tape and converts it to MTC or DTL to synchronize MIDI devices to tape.

Striping: The process of recording SMPTE time code.

Switcher/Special Effect Generator: A machine that takes multiple video input signals and routes them to a variety of destinations to add special effects such as dissolves.

Synchronizer: A device that reads time code from audio or video tape and is used to synchronize the timing of two or more devices.

Time Code Generator: A device that is capable of producing LTC, VITC, or both.

Time Code Window: A display of SMPTE time code numbers on a video screen.

Universal Serial Bus: An industry standard for connecting peripheral devices to computers.

USB: See *Universal Serial Bus*.

User Bits: 32 unassigned bits in the 80-bit SMPTE time code word that have been set aside by the Standards Committee of SMPTE for users to place their own information in the time code, such as the shooting date, take identification, reel number, and so on.

Vertical Blanking: The area on video tape between video frames, which can be seen as the "black bar" above or below the picture when the vertical hold is adjusted. This area is where VITC can be recorded.

Video Field: One half (1/60th of a second) of a complete video scanning cycle (one video frame), which consists of 525 video scan lines. One video field consists of the odd-numbered scan lines; the other consists of the even-numbered scan lines.

Video Frame: One complete video scanning cycle, which consists of two video fields.

VITC: *Vertical Interval Time Code*. The Society of Motion Picture and Television Engineers (SMPTE) time code format, expressed in video form as binary video signal recorded in the vertical blanking segment between frames, that describes the location of each video tape frame in hours, minutes, seconds, and frames. VITC's audio counterpart is LTC (*Longitudinal Time Code*), which is the same time code format expressed in the form of a binary audio signal.

VTR: *Video Tape Recorder.* A device that can record a video
signal onto video tape.

APPENDIX B   SMPTE Synchronization Basics

OVERVIEW

WHAT IS SYNCHRONIZATION?

Synchronization is the occurrence of two or more events at exactly the same point in time. In regard to SMPTE and MIDI, it is the process of making MIDI devices, such as a MIDI sequencer, precisely follow one another as they play back. For example, when a tape deck plays, the sequencer plays right along with it. When the tape fast forwards to a new location and begins to play, the sequencer will jump ahead to precisely the same location and begin playing, too. Synchronization allows you to freely move about in a piece of music without ever losing the "lockup" between the tape and the sequencer.

Without synchronization, devices with independent time bases, no matter how precisely they keep time, will inevitably drift apart from one another over time.

WHAT IS SMPTE?

The word *SMPTE* is an acronym for the Society of Motion Picture and Television Engineers. In the mid 1970's, the society established a timing standard, called *SMPTE time code,* that is now an international standard. SMPTE time code, commonly referred to as just "SMPTE", was

developed for film and video work but has proven to be very useful in normal audio work as well. It is an absolute time code, expressing hours, minutes, seconds and divisions of a second in digital form.

Because of its accuracy and wide-spread acceptance, SMPTE is the most powerful of the time code formats that are used in audio production.

TWO FORMS OF SMPTE: LTC VERSUS VITC

SMPTE time code consists of a series of binary impulses that are recorded onto each frame on film or video tape, or continuously on audio tape. These binary impulses count each frame, expressing its location in hours, minutes, seconds, and frames.

SMPTE has two forms:

1. an audio signal, called *Longitudinal Time Code* (LTC), or

2. a video signal recorded in the vertical blanking segment of video frames, called *Vertical Interval Time Code* (VITC)

WHAT IS LTC?

Longitudinal Time Code (LTC) is the audio form of SMPTE Time Code. LTC consists of an audio signal that oscillates between two frequencies (approximately 2 and 4 kHz) to form an 80-bit word of 1's and 0's for each frame on the tape. The 80 bits in each SMPTE frame describe, in binary form (1's and 0's), the location of that frame in hours, minutes, seconds, and frames.

WHAT IS VITC?

Vertical Interval Time Code (VITC, pronounced "Vit-see") is SMPTE time code that is encoded in the video signal in the vertical blanking segment at the top edge of each frame. A video signal consists of 525 scan lines, which the rotating heads of a VTR scan as the tape rolls past them. The first couple dozen of the scan lines at the edge of each frame are blank; they do not contain any part of the video picture. VITC is recorded on several of these blank scan lines.

You can actually see VITC in the vertical blanking segment portion of a video picture by adjusting the vertical hold on a video screen. The 90-bit binary VITC signal appears as a series of white dots in the black strip between the top and bottom of the picture.

VITC is part of the video signal; it does not have its own "track" on the video tape. It is therefore not possible to stripe VITC by itself onto video tape. VITC can only be recorded at the same time as the video picture.

THE BENEFITS OF VITC OVER LTC

Of the two forms of SMPTE time code, LTC has become much more widely used as a synchronization standard in the audio production industry because VITC synchronizers in the past have been extremely expensive. So, the term *SMPTE* or *SMPTE time code* has become a common expression for *LTC* in recording studios, post-production houses, MIDI hardware and software manuals, and so on.

The MOTU Digital Timepiece is an affordable VITC synchronizer and video character generator. It is both an LTC *and* VITC synchronizer, so the distinction between LTC and VITC becomes important. So, if you are used to saying "SMPTE", ask yourself "What type of SMPTE? LTC or VITC?" This will help prevent confusion as you work with the Digital Timepiece.

The primary advantage that VITC has over LTC is that synchronization can be achieved at very slow tape speeds––even when shuttling the video tape backwards or forwards one frame at a time. VITC allows for this because it is part of the video signal, which is continuously scanned by the VTR's rotating heads even when the tape is stopped. LTC cannot be read at slow tape speeds because it is an audio signal in one of the audio tracks, which can only be read when the tape is moving at a constant speed.

Another benefit of VITC is that it does not eat up any audio tracks.

SHOULD I USE LTC OR VITC?

Since VITC only works with video, you must use LTC for synchronizing a multi-track tape deck. But don't fret: LTC is affordable and more than adequate for tape synchronization.

If you compose music for film or video, you too can use LTC. We strongly recommend, however, that you consider VITC because of the benefits noted above. Contact MOTU for more information about the Digital Timepiece.

FRAME RATES

In either form (LTC or VITC), SMPTE time code has several basic formats for counting frames per second (fps): 24, 25, 29.97 non-drop, 29.97 drop-frame, and 30. 24 is the standard frame rate for film in the US; 25 is the European format for film; 30 is the US standard for audio; and 29.97 drop and non-drop are used for video. Drop frame, explained in detail in the next section, allows SMPTE time code numbers to precisely match the actual elapsed time.

WHAT IS DROP FRAME?

Drop Frame SMPTE time code counts frames at a rate of 29.97 frames per second but skips two frame numbers at the beginning of each minute, except every 10th minute. When the time code display reaches HH:MM:59:29 (59 seconds and 29 frames at the end of each minute), the frame count skips 00 and 01 and jumps ahead to HH:MM:00:02. This jump does not happen at minutes 00, 10, 20, 30, 40, and 50.

Thus, frame numbers such as 11:14:00:00 and 11:14:00:01 do not exist in Drop Frame: the display will show a frame at 11:13:59:29 and the next frame at 11:14:00:02. However, frame numbers at each tenth minute will not be skipped, such as from 11:19:59:29 to 11:20:00:00, followed by 11:20:00:01 and 11:20:00:02, etc.

Keep in mind that only numbers are skipped, not actual frames of the picture. In other words, every picture frame gets a frame number and the *numbers* skip every once in a while.

WHY DOES DROP FRAME EXIST?

Video was first introduced in black and white and it ran at exactly 30 frames per second. Years later, color video was developed. The Drop Frame format was developed to compensate for an accumulating timing error in color video, which runs slightly slower than black and white video. Color video frames actually run at a rate of 29.97 frames per second, which is slightly slower than exactly 30 frames per second. Over a period of time, this difference causes the time code that is counting the frames to fall behind actual elapsed time.

For example, let's say our video program is 60 minutes long. When shown in black and white video at exactly 30 frames per second, it will be precisely 60 minutes long. In addition, the time code that counts the frames will show 01:00:00:00 (exactly one hour's worth of frames) on the final frame. So far, so good.

Now, if we play a color version of the same program, it actually *runs slower* at 29.97 frames per second so that the *actual elapsed time* is 60 minutes and 3.6 seconds! Here's where the discrepancy arises: the time code that counts the frames shows that one hour's worth of frames has gone by, which is 01:00:00:00 on the final frame. But this does not match the *actual elapsed time*, which is 01:00:03:18! In broadcast situations, where edits are calculated down to fractions of a second, 3.6 seconds is a long, long time––too large a degree of inaccuracy.

Drop Frame time code fixes this problem by skipping ahead every once in a while as it counts color video frames to catch up with actual elapsed time. The result is that over the period of several minutes, the time code matches the actual elapsed time.

It is important to note that since frames are dropped only once every minute, Drop Frame time code does not *always* reflect the *exact* actual elapsed time: it may be up to a 10th of a second faster or slower than actual elapsed time, depending on how recently the last frame number was dropped.

SHOULD I USE DROP FRAME?

Use Drop Frame time code only when it is absolutely necessary. Drop Frame is required only with color video projects in which the SMPTE time code numbers must precisely match the actual elapsed time, such as when preparing a television broadcast. Otherwise, we suggest that you use 30 Non-drop time code because of the slight inaccuracy mentioned above, as well as the confusion that drop frame can cause.

HOW DOES SMPTE SYNCHRONIZATION WORK?

The syncing process is straightforward. It involves one device following another. As you play back a tape with SMPTE time code on it, the SMPTE feeds into a hardware device called a *SMPTE-to-MIDI converter*. The converter translates the SMPTE audio signal into MIDI Time Code and sends the MIDI Time Code to a MIDI device such as a sequencer. The MIDI device receives the time code and adjusts its playback position to match the time code. All of this happens very quickly, around 30 times per second, which is fast enough so that the MIDI device follows the tape smoothly.

Certain phrases are often used to describe synchronization. The tape deck to which the MIDI device is synchronized is called the synchronization *master*; the MIDI device, which follows, is called the *slave*. The MIDI device is *slaved to the master*. The converter, which reads the time code on tape, is *locked to tape*, or when using SMPTE time code, *locked to SMPTE*.

HOW DOES A MOTU SYNCHRONIZER WORK?

The MOTU MIDI Express XT and micro express interfaces function as a SMPTE-to-MIDI converter. When they receive SMPTE time code, they convert that signal into MIDI Time Code, which is then sent to MIDI devices connected to the network. These devices, in turn, slave to the MIDI Time Code.

WHAT IS MIDI TIME CODE?

MIDI Time Code is time code in the form of MIDI data that matches the format of SMPTE time code: time is expressed in hours, minutes, seconds, and frames. Your MOTU Express interface can send MIDI Time Code over MIDI to a sequencer, which follows the MIDI Time Code.

LOCKING A MOTU INTERFACE TO SMPTE

In order to sync your MIDI device to tape, you must first successfully lock your MOTU Express interface to the SMPTE on the tape. To do so, you need to:

1. Stripe a tape with SMPTE

2. Connect the MOTU Express interface to the tape deck

3. Prepare the MOTU Express interface to convert SMPTE

4. Roll the tape to see if successful SMPTE lockup has been achieved

These steps are discussed in chapter 8, "Synchronization" (page 113). Once lockup has been achieved, you can stop the tape, set up your MIDI hardware or software, and then slave it to your MOTU Express interface.

Troubleshooting and Customer Support

COMMON PROBLEMS AND SOLUTIONS

My MOTU USB interface just won't show up in Audio MIDI Setup (or FreeMIDI or OMS under OS 9), no matter what I do.
If it's not an obvious problem like cables or power, do a fresh install of the latest Express interface driver installer downloaded from www.motu.com. If this doesn't work, and you are operating under Mac OS 9, try a fresh install of FreeMIDI (and OMS, if you are using it).

ClockWorks keeps displaying a message saying that communication with my MOTU interface has been disrupted, even though the interface is connected.
If the problem is not simply that your MOTU interface is switched off or has a loose cable, it may be that communication between ClockWorks and your MOTU interface has been disrupted somehow. If you have a drum machine or sequencer connected to it, be sure that it is not sending MIDI sync to the Express interface. If so, turn off the drum machine while launching the ClockWorks and then mute real time data on its input cable. To reestablish the connection between ClockWorks and interface, switch off all MOTU interfaces, quit ClockWorks, let the boxes sit

for a moment, and then turn them back on again. Always return to the simplest possible scenario if you just can't seem to get to the bottom of the problem. Starting from the ground up usually either corrects the problem or gives you valuable insight into how to solve it.

My MOTU interface will not sync to SMPTE.
Make sure that the SMPTE IN cable is firmly seated and connected to the appropriate output on the tape deck. Observe the LTC LOCK light. Is it flickering quickly and steadily? If so, the MOTU interface is locked to tape and the syncing problem is probably related to MIDI. If not, check the level of the SMPTE: it should be approximately –3 VU; then, try boosting or attenuating the SMPTE signal from the tape. You may even want to try recording some fresh SMPTE and locking to it.

The SMPTE counter just sits there when my MOTU interface is syncing to SMPTE, even when its LTC LOCK LED shows that it seems to be locked up just fine.
This most likely means that MTC (MIDI Time Code) is not being routed to the computer. Check the Routings tab (or the Device Settings and Routings window under OS 9)

in ClockWorks to make sure there is a connection between the MTC port in the left-hand column and the computer port in the right-hand column.

My MIDI software won't sync to tape via my MOTU interface.
Make sure that the interface is slaved to SMPTE first by opening ClockWorks to see if you get a running update of time code while tape is running. As long as the SMPTE display shows that the interface is successfully locking to the SMPTE and generating MIDI Time Code, MIDI software should also be able to lock to the MIDI Time Code.

When I play notes from my MIDI controller, the notes sound funny/chopped off/phased/etc. OR I run out of voices sooner than I should on my sound sources.
This means that you are probably routing data to the sound source twice by accident, either via the Auto Patch Thru feature in your host MIDI software, or via a routing you were not aware of in ClockWorks. To solve the problem, try to identify from where the extra routing is coming. For example, switching off the computer will tell

you if it's the culprit or not. The Routings tab in ClockWorks (or the Device Settings & Routing window under OS 9) is also a good place to hunt for a problem.

TROUBLESHOOTING
Troubleshooting is always simplest and most effective when the exact problem can be specified clearly and concisely. If you are surprised by an error message or by seemingly erratic behavior in the console or network, take a moment to jot down the relevant details: exactly what the error message said (including any error ID numbers), what actions were done on-screen just before the problem occurred, what kind of file you were working with, how you recovered from the problem, and any unusual conditions during the occurrence of the problem. This may not enable you to solve the problem at once, but will greatly aid in isolating the problem should it reoccur.

If the problem you are encountering seems inconsistent, try to determine what the necessary pattern of actions is that will cause it to occur. Genuine bugs in application software like the ClockWorks are almost always consistent in their manifestation: the same set of actions under the

same conditions invariably brings about the same results. Determining the exact cause of a bug often requires experiments which replicate the problem situation with one factor changed.

CUSTOMER SUPPORT

We are happy to provide customer support to our registered users. If you haven't already done so, please take a moment to complete the registration card in the front of the manual and send it in to us. When we receive your card, you'll be placed on our mailing list for free software updates and other information.

REPLACING DISKS

If your MOTU USB software CD becomes damaged or lost, our Customer Support Department will be glad to replace it. Or you can download the latest version of the drivers and consoles from www.motu.com.

TECHNICAL SUPPORT

Registered users who are unable, with their dealer's help, to solve problems they encounter with the their MOTU interface may contact our technical support department in one of the following ways:

■ Tech support phone (9 am to 6 pm EST): (617) 576-3066

■ Tech support fax: (617) 354-3068

■ Tech support email: techsupport@motu.com

■ On-line tech support database: www.motu.com

If you decide to call, please have your MOTU interface manual at hand, and be prepared to provide the following information to help us solve your problem as quickly as possible:

■ The serial number of your MOTU interface. This is printed on the bottom of the unit. You must be able to supply this number to receive technical support.

■ The version of ClockWorks you are working with.

■ A brief explanation of the problem, including the exact sequence of actions which cause it, and the contents of any error messages which appear on the screen. It is often very helpful to have brief written notes to which to refer.

■ The version of the system software you are using to run the computer.

We're not able to solve every problem immediately, but a quick call to us may yield a suggestion for a problem which you might otherwise spend hours trying to track down.

Our technical support telephone line is dedicated to helping registered users solve their problems quickly. In the past, many people have also taken the time to write to us with their comments, criticism and suggestions for improved versions of our products. We thank them; many of those ideas have been addressed in our development efforts. If you have features or ideas you would like to see implemented, we'd like to hear from you. Please write to the MIDI Interface Development Team, Mark of the Unicorn Inc., 1280 Massachusetts Avenue, Cambridge, MA 02138.

Although we do not announce release dates and features of new products or versions of our software in advance, we will notify all registered users immediately by mail as soon as new releases become available. If you move from the address indicated on your registration card, please send us a note with your change of address so that we can keep you informed of future upgrades and releases.

APPENDIX D FreeMIDI and OMS

FREEMIDI OR OMS?

FreeMIDI and OMS are industry standard MIDI System Extensions for Mac OS. They allow MIDI software to talk to your MOTU interface and the devices connected to it.

FreeMIDI is included in your MOTU USB interface software installation. OMS is available as a free web download at www.opcode.com.

Which one should you use? If you are not sure, the table below can help you decide:

If you use this	Choose this
MOTU software only	FreeMIDI only
Non-MOTU, OMS-compatible software only	OMS only
Both MOTU and OMS-compatible software, running separately	FreeMIDI and OMS separately
Both MOTU and OMS-compatible software, running together	OMS, with FreeMIDI using OMS

Regardless of what you decide, you'll need to configure FreeMIDI and/or OMS for your new MOTU USB MIDI interface. Refer to the section below that applies to you.

FREEMIDI

For existing FreeMIDI users

If you're adding a new MOTU interface to a USB-equipped Mac that already has FreeMIDI installed, be sure to run the MOTU USB MIDI software installer as described at the beginning of this chapter to update FreeMIDI. Then simply run *FreeMIDI Setup*. Your new MOTU USB interface will automatically appear in your current FreeMIDI configuration. If it doesn't, make sure it's turned on and check cables.

For new FreeMIDI users

If you haven't previously installed and used FreeMIDI on your Macintosh, follow this simple procedure:

1 Make sure that your MOTU interface is connected and powered up.

2 Locate the *FreeMIDI Setup* program on you hard drive. During installation, it is placed in the FreeMIDI Applications folder on the top level of your hard drive.

3 Double-click the *FreeMIDI Setup* application icon to launch the program.

4 If this is the very first time you've run a FreeMIDI program on this computer, and you happen to have OMS installed in the computer, you'll see the dialog below.

5 Since this is the procedure for using FreeMIDI, click the *FreeMIDI* button.

After the initial splash screen, the *Welcome to FreeMIDI* dialog box appears as shown below.

6 Click Continue. The *About Quick Setup* dialog appears.

7 Click Continue again and you'll see the *Quick Setup* window below. You should see your MOTU USB MIDI interface in the list on the right-hand side.
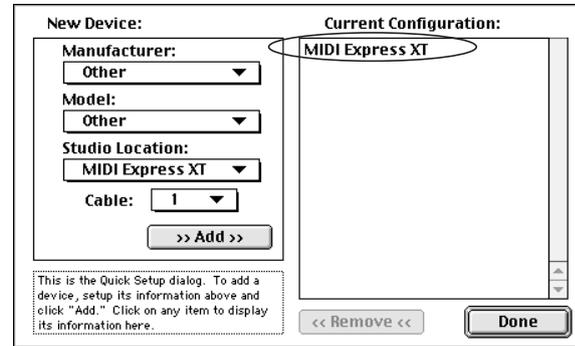
Figure D-1: You should see your MOTU interface by name in the list on the right.

8 If you are in a hurry, you can just click *Done* and proceed to the next section, "Saving the FreeMIDI Configuration".
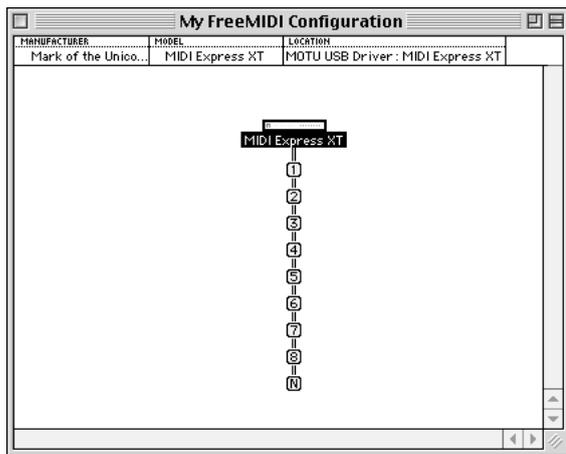
Figure D-2: An example of a bare-bones FreeMIDI Configuration — with a MIDI Express XT in this example. This is the minimum setup you need to run Clock-Works and other FreeMIDI software with your MOTU interface.

9 If, however, you would like your MOTU MIDI software programs to display the names of the MIDI devices connected to your MIDI interface, you can use the Quick Setup dialog in Figure D-1 to identify them by their manufacturer and model names. If you can't find one of your devices by name in the pop-up menu lists, just use

the "other" designation for now. You can rename the device in the next step. When you are finished with the Quick Setup window, click *Done*, and the FreeMIDI Configuration window appears.
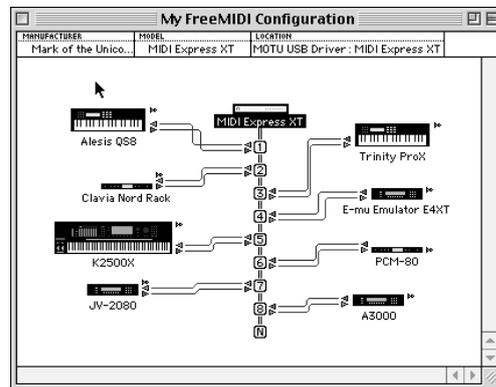
Figure D-3: A FreeMIDI Configuration window with MIDI devices. Click a device name to change it. The devices here appear automatically in various Clock-Works windows. To add a device, use the Create Device or Quick Setup commands in the Configuration menu. To delete a device, click it and press the delete key.

If you indicated what devices are connected to your MOTU interface, your configuration will look something like Figure D-3 after you position the MIDI device icons as desired.

Saving the FreeMIDI Configuration
Once you have a FreeMIDI configuration, you'll want to save it to disk so that you don't have to configure FreeMIDI for your studio again.

To save your configuration:

1 Choose Save from the File menu. Alternately, you can type command-S on your Mac keyboard.

A standard Macintosh File Save dialog box opens.

2 Use the suggested name "FreeMIDI Configuration" or enter another name for your configuration, if you like. Use the directory pop-up menu to navigate to a disk and folder in which you wish to save this configuration. Click *Save* or click *Cancel* to cancel the operation.

Quitting FreeMIDI Setup
Once you've saved your configuration file, you are now ready to use the ClockWorks. You do not need keep FreeMIDI Setup open. The only time you need to open FreeMIDI Setup is when you would like to make changes to your FreeMIDI studio configuration. You can re-open FreeMIDI Setup at any time.

Learning more about FreeMIDI
This chapter only covered FreeMIDI bare essentials to get your MOTU interface running. If you have Performer, Digital Performer, Mosaic, FreeStyle, or Unisyn, consult their manuals to learn more about the many other great FreeMIDI features that support these programs.

OMS

The software installation for your MOTU USB MIDI interface (described at the beginning of this chapter) detects OMS if it is present in your system and places the MOTU USB OMS driver in the appropriate place. To activate your MOTU interface in OMS, follow this simple procedure:

1 Launch OMS Setup.

2 If this is the first time you've run OMS Setup, follow the directions it gives you to successfully create a studio setup.

3 From the Studio menu, choose *MIDI cards & interfaces*.

You'll see the following alert.

4 Click Update Setup.

You'll see the following dialog.
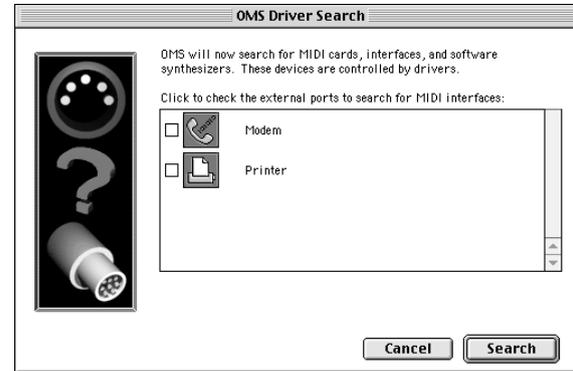
5 Click *Search*.

☞ On a USB Macintosh, you don't need to check either of the serial port check boxes in this window because your MOTU USB interface is not connected to a serial port.

Your MOTU Interface will appear in your Studio Setup window, as demonstrated below.

☞ If your MOTU interface does not appear, check power and cables and try again.
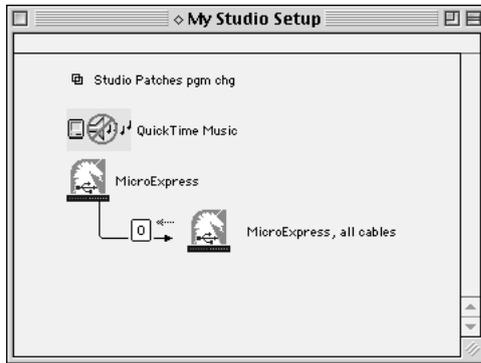
Figure D-4: A MOTU interface in the OMS studio setup window.

6 Save your OMS Setup.

7 Add devices to your OMS interface in OMS Setup.

Consult the on-line documentation included with OMS for further information about adding devices to your MOTU interface in the Studio Setup window and other related tasks.

FREEMIDI AND OMS SEPARATELY
If you plan to use both FreeMIDI and OMS separately, set up OMS as you normally would (see OMS's included on-line documentation for assistance) and then follow this procedure for FreeMIDI:

1 Make sure that your MOTU interface is connected and powered up.

2 Locate the *FreeMIDI Setup* program on you hard drive. During installation, it is placed in the FreeMIDI Applications folder on the top level of your hard drive.

3 Double-click the *FreeMIDI Setup* application icon to launch the program.

4 If this is the very first time you've run a FreeMIDI program on this computer, you'll be asked if you want to use FreeMIDI or OMS as shown below.

5 Since this is the procedure for using FreeMIDI separately from OMS, click FreeMIDI.

6 Proceed to Step 6 on page 153 and continue from there to complete the FreeMIDI setup.

OMS, WITH FREEMIDI USING OMS

If you plan to use both FreeMIDI and OMS together, set up OMS as you normally would (see OMS's included on-line documentation for assistance) and then follow this procedure for FreeMIDI:

1 Make sure that your MOTU interface is connected and powered up.

2 Locate the *FreeMIDI Setup* program on you hard drive. During installation, it is placed in the FreeMIDI Applications folder on the top level of your hard drive.

3 Double-click the *FreeMIDI Setup* application icon to launch the program.

4 If this is the very first time you've run a FreeMIDI program on this computer, you'll be asked if you want to use FreeMIDI or OMS as shown below.

5 Since this is the procedure for OMS with FreeMIDI using OMS, click the *OMS* button.

6 Go to "OMS" on page 156 and follow the procedure for using OMS.

☛ If you don't see the dialog above when you run FreeMIDI Setup, refer to "Toggling FreeMIDI's use of OMS" on page 159.

TOGGLING FREEMIDI'S USE OF OMS

If you have OMS, you can make FreeMIDI use it or stop using it as follows:

1 Launch FreeMIDI Setup.

2 Choose *FreeMIDI Preferences* from the File menu.

3 Check or uncheck the OMS option as shown below.
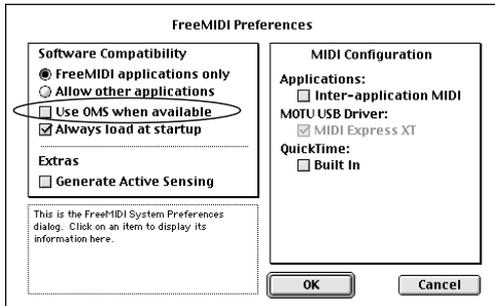
HOW THE MOTU USB MIDI DRIVERS WORK

You don't need to know this, but just in case you're wondering how your FreeMIDI and OMS compatible software actually "talks" to your MOTU USB interface, the diagram below illustrates how. The FreeMIDI and OMS drivers shown below belong in the FreeMIDI and OMS folders in the System Folder. (The installer puts them there.)

FreeMIDI compatible
MIDI software

OMS-compatible
MIDI software

FreeMIDI and
OMS talk to
your MIDI
programs.

FreeMIDI System Extension

Open Music System

The drivers
talk to OMS
and FreeMIDI.

MOTU USB FreeMIDI Driver

MOTU USB OMS Driver

The system extension talks to
the OMS and FreeMIDI drivers.

MOTU USB Driver

The hardware talks to
the system extension.
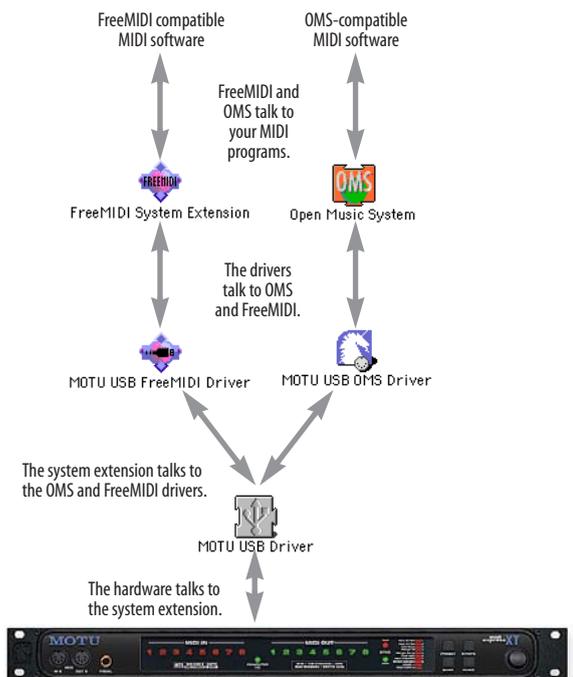
Figure D-5: The USB drivers for your MOTU USB interface establish communication between the hardware and your FreeMIDI or OMS compatible software.