

Chapter 6

The Mixer

The Mixer Screens.....	6-2
The Basic Mixer.....	6-2
The Extended Mixer.....	6-4
Switching Between The Screens.....	6-5
Mixer Menu Choices.....	6-5
Mixer, Mixer Toggle.....	6-6
Display.....	6-6
Gain and Pan menu choices.....	6-6
Sub and Aux Pre/Post.....	6-6
Input Route.....	6-7
Save Mixer, Read Mixer.....	6-7
Save Default and Read Default.....	6-8

This chapter is a detailed reference to Audicy's Mixer screens and Mixer menu commands, and how they relate to the Console. While most of the functions are self-explanatory, you may find it helpful to skim these few pages and learn some of the mixer's tricks.

The Mixer Screens

Audicy has two different Mixer screens. The Basic Mixer shows just the pans, mutes, and channel gain levels. The Extended Mixer adds an internal stereo Submix bus and a stereo Auxiliary Output bus, each switchable pre- or post-fader. You can move between the two mixers and the Editor screen at the touch of a button.

The Basic Mixer

When you start a production or re-open an old one, you'll see a screen like this:

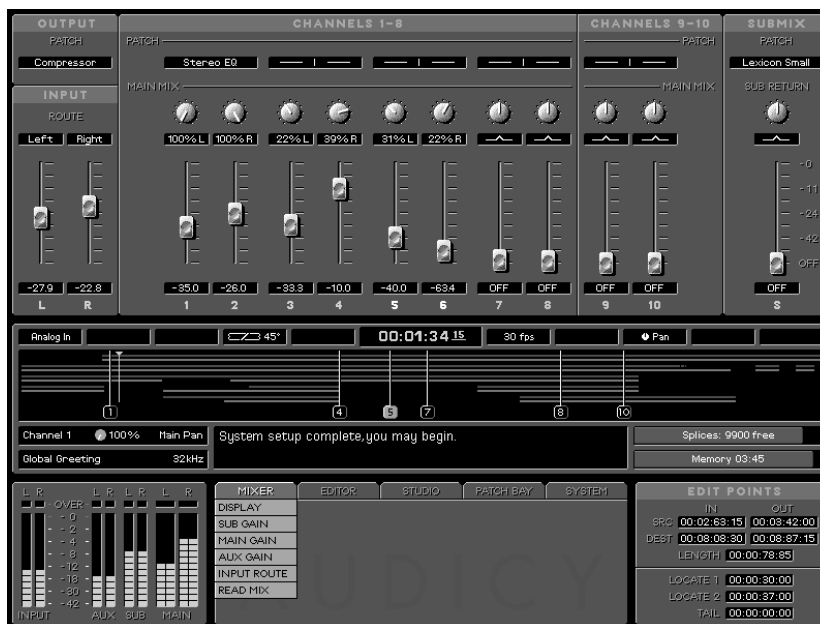


Figure 6-1: Basic Mixer Screen

The top half of this screen looks like the Console's mixer section. Use the Console's faders to adjust levels, and the *Parameter Control* knobs to adjust panning for each channel.

You don't need to look at this screen while you're mixing. The Console's controls are active all the time, so you can be watching tracks or selecting real-time effects as you adjust the mix.

But the screen comes up automatically when you first start a production, and you should glance at it when it does:

- If you're starting a new production, the on-screen levels and pans will match your default mixer setup (see below).
- If you're opening an old production, the on-screen levels and pans will be exactly as you left them, when you last worked on the job.

The on-screen faders might not match the real faders on the Console when you first start a production. That's because the real faders may have been left in a different position from the previous production¹. The on-screen faders reflect how Audicy will process the sound, so it's possible a channel will play even though its Console fader is all the way down.

There are two ways to make the Console and on-screen faders agree:

- If you want to restore an old mix, mentally note each on-screen fader position and slide the Console version until it matches.
- If you don't care about the old mix, just wiggle the Console fader a fraction of an inch and back. The on-screen version will snap to match it.

To exit the Basic Mixer, press one of the screen buttons in the upper middle of the Console:

The *Editor* button will take you to the track display, described in the previous chapter.

The *Mixer* button will take you to the Extended Mixer.

¹Or the last time you dusted.

The Extended Mixer

If you're looking at the Basic Mixer and press the *Mixer* button, the top of the screen will change to look like this:

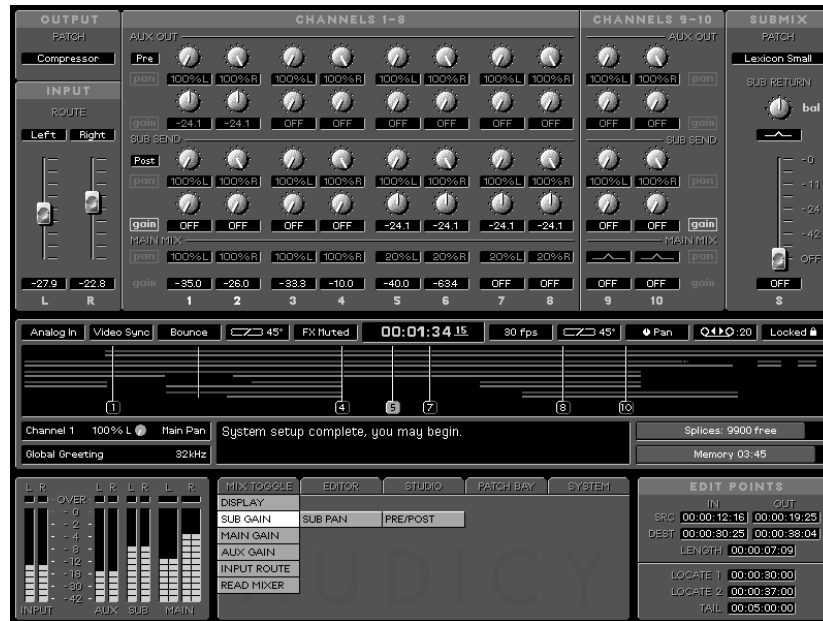


Figure 6-2: Extended Mixer Screen

This is the Extended Mixer screen. The top four rows of knobs are pan and gain controls for the Aux Output and Submix send busses.

- The *Aux* knobs control the mix for Audicy's Auxiliary analog or digital outputs, to feed an external deck, effects device or headphone mix.
- The *Sub* knobs control the send mix for Audicy's internal stereo submix. This is totally separate from the main mix. The submix can be used to gang several channels together so they can be controlled as a group, or to send audio through a common effects insert, applying real-time effects such as reverb on up to all ten channels. The submix (and any effect patched in on it) is returned to the main output mix through the Console's *Submix* fader.

The bottom row is the main channel pan. The Basic Mixer's faders have been replaced with level readouts, to make room for the extra knobs.

Any one of the five rows of knobs can be assigned to the *Parameter Control* knobs on the Console. Then, when you turn a channel's *Parameter Control*, its on-screen knob in that row will move.

The active row is indicated by a green box around its gain or pan label, and its values are brighter on the screen. Also, the name of that row appears next to a knob icon in the eighth window of the Status Bar.

Even if a row isn't active, its mixer function keeps on working and it will pass audio at whatever setting you last left it.

- Use the *Page Up* or *Page Down* buttons to select which row is active, and which function is assigned to the *Parameter Control* section.

You can quickly set up a mix by keeping one finger on *Page Up* or *Page Down*, toggling through rows of controls as you manipulate knobs and faders with the other hand.

- The active *Parameter Control* stays assigned when you go to the Editor screen. This means you can adjust any knob on the Extended Mixer even while you're editing or viewing tracks. The knob window in the Status Bar will remind you which knob row you're controlling.
- There's also a Knob Update Window located to the left of the Message Window. Whenever a knob is rotated, this window dynamically displays the current channel, which function is assigned to the Parameter Controls, and its setting.

Switching Between The Screens

If either Mixer screen is showing, pressing the *Mixer* button toggles between them. Since the Basic Mixer has only one parameter function, switching to it resets the *Parameter Controls* to Main Pan.

If the Editor screen is showing, pressing *Mixer* takes you to whichever Mixer screen you last used. You can then press *Mixer* again to toggle between them.

If you're looking at a Mixer screen and press one of the *Select* buttons, the Effects Selector screen will appear. When you're finished working with effects, pressing *Esc* or the same *Select* button will take you back to the same Mixer screen.

Mixer Menu Choices

In general, you'll use the *Mixer* button to bring up the Mixer screen and cycle through Basic and Extended Mixer screens. Once in the Extended Mixer screen, the *Page Up* and *Page Down* buttons take you through the extended knob controls. These functions are repeated in the Mixer menu.

MIXER			
DISPLAY			
SUB GAIN	SUB PAN	PRE/POST	
MAIN GAIN	MAIN PAN		
AUX GAIN	AUX PAN	PRE/POST	
INPUT ROUTE			
READ MIXER	SAVE MIXER	SAVE DEFAULT	READ DEFAULT

Figure 6-3: Mixer Menu

Mixer, Mixer Toggle

The Mixer menu heading changes to Mix Toggle when you're working with the Extended Mixer screen.

Press *Enter* on Mixer to make the most recent Mixer screen appear, if it's not already displayed.

Press *Enter* on Mix Toggle to move quickly among the different audio control functions on the Extended Mixer screen. If the Basic Mixer is showing when you press *Enter*, the system will switch to the Extended Mixer. Then, each subsequent *Enter* on that menu choice will cycle the *Parameter Controls* through Main Pan, Sub Gain, Sub Pan, Aux Gain and Aux Pan. You can still use *Page Up* and *Page Down* for the same function, as described above.

Display

Pressing *Enter* on Display does the same thing as pressing the *Mixer* button, switching you between the Basic and Extended Mixer screens.

Gain and Pan menu choices

There are three menu choices that refer to audio level: Sub Gain, Main Gain, and Aux Gain. Each has a submenu choice, Sub Pan, Main Pan, and Aux Pan.

Pressing *Enter* on any of the Aux or Sub choices brings up the Extended Mixer screen. On every choice except Main Gain, it also jumps the *Parameter Control* assignment to that row so you can adjust that audio function from the Console's knobs. Since Main Gain is always adjusted from the Console faders, there's no need to jump the *Parameter Controls* to it.

There is no difference between assigning *Parameter Controls* from a menu choice, with Mixer Toggle, or by pressing *Page Up* and *Down* from the Extended Mixer screen.

Sub and Aux Pre/Post

Audicy's send busses work like the ones on a recording console. Each aux and sub bus can be set pre or post fader.

Pre is used for cueing, and for some special effects like compression that completely replace the original signal. It taps the signal ahead of the channel gain fader, pan settings and *Play*-enable buttons.

- If a bus is set to Pre, its levels won't be influenced by the fader Gain settings or the *Play*-enable buttons. The Aux output mix is based purely on the ten gain and pan knobs on its row, while Submix is based on knobs and the *Submix Return* knob and fader.

Post is used for mix-minus sends, or effects you want to add to the mix, such as an external echo. It taps the signal after the channel faders and *Play*-enable buttons.

- If an effects send is set to Post, its mix will be based on the Console faders plus that send's own gain and pan settings.

Press *Enter* on one of the Pre/Post menu choices to toggle that send bus between these two routings. The label next to that send, on the Extended Mixer screen, will change to show the current selection.

Please note that the signal flow for the internal stereo Submix, and the Aux Output differ in where they derive their source audio, regardless of whether they are set pre or post fader. The Aux Output takes its signal from a channel before that channel's effects insert point, while the Submix takes its signal from a channel after that channel's effects insert point. This means Aux outputs will be free of real-time effects, such as EQ, even if sent from a channel that has EQ turned on, while the opposite is true for the Submix. Consult the DSP Engine's block diagram later in the manual for more details.

Input Route

Press *Enter* on this choice to cycle the input routing between L/R, R/L or Mono. This does the same thing as pressing *Alt+Input*. Your current selection is displayed on the label over the input meters.

- Input routing is primarily useful when recording to a single channel, and is discussed fully in Chapter 4. Briefly, this setting lets you record just the left input (L/R), just the right input (R/L), or a summed mix of both (Mono).

Save Mixer, Read Mixer

Press *Enter* on Save Mixer to memorize the settings of every control on the Extended Mixer screen, all ten *Play* buttons and their alternate A/B settings, as well as *Input* buttons and the *Submix-enable* button. The Extended Mixer does not need to be showing at the time.

You can use it to save standard gain/pan setups, or to take a "snapshot" of current pan/gain settings. The Input Route is also remembered.

Press *Enter* on Read Mixer to reset the Mixer to these settings.

- Save and Read are virtually instantaneous.
- Use these with Audicy's real-time undoable digital mixing, for the convenience of automated mixdowns without complicated setups.

You can Save a different mix for each production on your hard disk.

Since the saved faders might not agree with the current physical location of the Console faders, it's a good idea to check one of the Mixer screens after using Read Mixer.

Mixer Autosave

Every setting of the mixer and *Play* buttons is also saved when you quit a Shadowed production. If you start the production again, everything snaps back the way you had it. This makes it easier to match any future changes.

Mixer Autosave is separate from any menu commands. You can use *Save Mixer* or *Read* during a production, and will Audicity still automatically run Autosave to recall the final mix settings.

Save Default and Read Default

Press *Enter* on *Save Default* to establish a default mix for all new productions.

Most people use the same mixer setup for almost all their productions: A few mono tracks are used for voices with special effects, and a few others are kept panned hard left and right as stereo music pairs. You can save your favorite mixer setup as a default, and new productions will start with this setup².

Set the mixer and *Play* buttons the way you want them, and press *Enter* on this choice. It will become the starting setting for each new production. You can create your default settings from any production, even a temporary one.

Press *Enter* on *Read Default* to quickly set all the mixer and *Play* button settings to your default.

²But you're not locked into it. The mixer setup can still be changed anytime you want.