Setup
Venue Show Image Definition

Screens
Playlist Events Sound Tablet Effects Matrix

Meter Display

Enable
Lock Triggers Events Sound Tablet

Stop Playback

Mute Outputs

Online/ Offline

Edit
Cut Copy Paste

ONLINE

Track Window shows 8 mono or stereo clips loaded into this cue.

Solid blue indicates looping or **Loop End** mode, solid green indicates **End Clip** is programmed in this cue. Grab individual Tracks to slip their start position.

Zoom/scroll bar adjusts **Track Window** view. Grab ends to zoom, centre to move.

Edit Window displays **Play Zone**, **Loop Zone** and **Image Definitions** of selected track.

Volume Profile window shows levels and fades programmed for selected track. Double-click to add or remove a level node.

Electrozap mono.wav
BBC - 25 - goat milked by hand.wav
BBC Radiophonic Workshop - 64 - Thunderstorm.wav
Looping <BBC - 05 - king charles spaniel growling.wav> BBC - 05 - king charles spaniel growling.wav
Sputnik.WAV
Crickets at night - 99 - Crickets at night.wav

Looping <BBC - 05

PC Output and TiMax Input selections are displayed next to Tracks

PC Out boxes also work as signal Present (yellow) and Clip (red) LED's

Sig
Clip

Stereo Mode puts L&R on two Tracks or routes L, R or L+R to one Track.

St Mode L+R

PC In assigns PC soundcard output

PC Out 4

TiMax In 4

TiMax In assigns TiMax Input to Image
(NB: With TiMax dsp matrix only)

0:13:252

Start: 00:15:574 Stop: 00:25:533
Loop Zone
Start: 00:17:692 Stop: 00:22:219
Clear
Volume Profile SET -66.3 dB
Image Defs SET

Stop Pause

Cue:0000.00 Name:
Use +,- to move cue position
Done Cancel Events Effects

Cue:0001.00 Name:Blank Cue
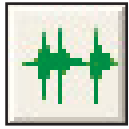Use +, - to move cue position
✓ Done ✗ Cancel ◀ Events ▶ Matrix

Current cue number and name, as programmed in **Playlist Screen**.

Current **Cue Name**, as set in the **Playlist**. All Events set up for this cue will be shown on **PlayList** printout.

IMPORTANT
Hit **DONE** or **CANCEL** to confirm or, cancel any Effects edits you've done.

Flips you to the **Events** or the **Matrix Screen**. You will be prompted to save any edits.

TiMax audio imaging

Sound Tablet
Quick Reference Guide Page 2

out board

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Enable
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Edit
Cut | Copy | Paste

Makes this cue stop a track still playing from a previous cue. Solid green track shows **End Clip** has been set.

End Clip

Loop plays to end then plays out to the end of **Play Zone**

Loop jumps to end then plays out to the end of **Play Zone**

Loop ends instantly

Loop End Mode

Allows the **Loop End** mode for a later cue to be rehearsed in this cue where the loop is originally programmed

Rehearse

Load opens the browser (see inset right) to choose a .WAV file for the selected track.
Clear removes a .WAV file from the selected track or Right-click track to **Load** or **Clear**.

Load | **Clear**

Open Wave File

Look in: BBC Comedy Fantasy Horror

- Animals - 52 - Seychelles tortoise mating.wav
- Animals - 53 - laughing horse (Imitation).wav
- Animals - 54 - Horse on cobbles (Imitation).wav
- Animals - 55 - Thrown from a horse (Imitation).wav
- Animals - 56 - Many horses trotting (Imitation).wav
- Animals - 57 - Lamb (Imitation).wav
- Animals - 58 - Sheep and Lambs (Imitation).wav
- Animals - 59 - Pig (Imitation).wav

File name: Animals - 52 - Seychelles tortoise mating.wav

Files of type: Wave-Files(*.wav)

Format: PCM; 44.100 kHz, 16 Bit, Stereo; 5494 KB

Open | Cancel | Stop

☑ Preview
☑ Auto Play

Browse to a folder and highlight a .WAV file to **Load**.

Press **Open** to load the WAV file into the selected track.

Press **Play** to audition the .WAV file before loading, or tick the **Auto Play** box to automatically audition any .WAV file when highlighted.

Tick **Preview** to display waveform.

NB: To audition .WAV files while browsing, route the selected track to a soundcard output which you can monitor.
(See Details, Interfacing and Tips Page 1)

Track Slip 00:44:744 | Play Zone SET Start: 00:15:574 Stop: 00:25:533 | Loop Zone SET Start: 00:17:692 Stop: 00:22:219 | Clear | Volume Profile SET -66.3 dB | Image Defs SET

0:13:252

-10 | 00:12:467 | -30 | off

Solo | All
Stop | Pause

Press **SET** to adjust **Play Zone**. Grab and drag handles on green box in **Edit Window** or enter time numerically.

Press **SET** to adjust **Loop Zone**. Grab and drag handles on blue box in **Edit Window** or enter time numerically.
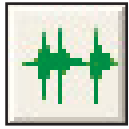
Press **SET** to adjust **Volume Profile**. Doubleclick the red line above to set or remove a node, then drag to set level or enter dB numerically.

Press **SET** to add **Image Definitions**. Right-click on waveform andselect from menu. Right-click on **Image Definition** to remove.

Playhead display shows current overall cursor position for this cue. Click **Play Solo** to hear selected track.

Play All to hear all tracks.

Stop to return to front of cue.

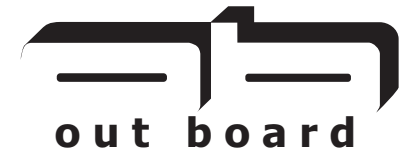**Pause** to hold at current position.

Zoom/scroll bar adjusts **Edit Window** view. Grab ends to zoom, centre to move. Double-click on **Edit Window** or **Track Window** zoom bars to toggle between zoom and normal view.

TiMax audio imaging

out board

⬗ To configure your TiMax PC to use SoundTablet, ensure that you have a soundcard installed and its drivers. Any ASIO-enabled soundcard will do, with up to eight outputs.

⬗ For just two-channel output e.g. on a laptop, you can use the standard onboard soundcard and load a freeware ASIO emulator to make it function with SoundTablet. (See www.asio4all.com)

⬗ Once you have soundcard and drivers installed, goto **Tools> Configuration>Wave** tab, in the TiMax software and select your soundcard from the pull down menu.

TIP: Multiple tracks in any cue can be mixed onto the same sound card outputs, which can be helpful if you only have a stereo soundcard.

TIP: When using a multichannel soundcard for your main show sound effects playback, your standard (non-ASIO) stereo soundcard can be set up specifically just for SoundTablet .WAV file browsing. Go to Windows Control Panel>Sound & Audio Devices>Audio tab and set the stereo soundcard as the Default Audio Device. This means you can use a separate pair of local monitor speakers just for browser monitoring while you are choosing .WAV files to load into your Tracks.

⬗ The SoundTablet screen is divided into a **Track Window** (the top half), which displays the Tracks and loops in this Cue, and an **Edit Window** (the bottom half) which displays the waveform and **Volume Profile** (levels) for the selected track.

⬗ A toolbar along the bottom of the **Edit Window** allows editing of **Track Slip**, **Play Zone**, **Loop Zone**, **Volume Profile** and **Image Definition** placement.

⬗ A right-hand side toolbar provides transport controls, track routing and signal indicators plus loop rehearse functions.

⬗ To **Load** sound files into a track, first click on the desired Track to select it, then press the **Load** button to open the .WAV file browser.

⬗ Navigate to the PC folder holding your .WAV files, then highlight the required file and hit **Open**. The file waveform and name will appear in the selected Track. To remove a file from a Track, select the track and hit . **Clear**

⬗ If you want to hear the file first, hit the **Play** button in the browser window. Much quicker is to tick the **Autoplay** box and then each .WAV file will play automatically when highlighted.

TIP: If your multichannel soundcard is connected to a TiMax dsp matrix, make sure that the track is routed to a speaker before browsing E.G. by routing it in the TiMax Matrix Screen. Alternatively, use your PC's default stereo sound card for independent monitoring while browsing.

⬗ SoundTablet can play back an indefinite number of .WAV files in a **Show**, with each cue handling up to eight stereo or mono tracks. Route the selected track to a soundcard output using the **PC Out** box.

⬗ Use the **St**(ereo) **Mode** selector to route a stereo track as L&R to two adjacent **PC Outs**, or L/R/L+R to a single **PC Out.**

⬗ Long sound effects or loops can be left playing while later cues can add new sound files to layer over them. These new sound files must be placed on unused Tracks, but may be mixed onto the same PC outputs with sound files and loops still playing from previous cues.

⬗ Later cues can also include instructions to stop playback of long .WAV files or loops still playing from previous cues. (See **End Clip**, **Loop** and **End Mode**)

TIP: When you program a Loop into a cue, you can rehearse how a later cue will end the Loop while you are still editing the original cue (See **Loop End Mode** - Rehearse)

TIP: Stereo tracks are automatically routed to adjacent PC Out soundcard channels, e.g. when you route a stereo track to PC Out 1, Left goes to Out 1 and Right goes to Out 2. Make sure that you take this into account when routing subsequent tracks, or you may end up accidentally mixing parts of adjacent tracks together.

TiMax audio imaging

out board
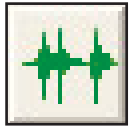
⬯ Use the **Edit Window Play**/**Stop**/**Pause** to audition your cue as you build it. **Play Solo** just plays the selected track, **Play All** plays all tracks in this cue.

⬯ For **Play Solo**, a blue cursor line will move across the file displayed in the **Edit Window** as it plays. You can click anywhere in the **Edit Window** to start **Solo** playback from any point.

⬯ For **Play All**, a similar blue cursor line moves across the **Track Window**, and you can click in the **Track Window** to start at any point, as above.

⬯ **Stop** returns to the front of the cue, **Pause** holds at the current position.

TIP: You will need to hit Stop before selecting PC Out, or editing Play Zone, Loop Zone and Image Definitions, or zooming on scroll bars. Volume Profiles can be edited while Play is still running.

TIP: A numeric display shows the current Playhead position. This number can be copied into the Play Zone Track Slip box to accurately position the Start point of another track.

⬯ Hit the **green** SET button to edit the **Play Zone**, which will then be displayed as a green box on the **Edit Window** waveform. Grab the handles on the green box to adjust the ends of the **Play Zone**, or enter numerically in the **Play Zone Start** and **Stop** boxes. The **Track Window** will also display the **Play Zone** changes as you edit it. This is nondestructive and doesn't affect the original .WAV file.

⬯ To time-slip the start point of a particular .WAV file you can slide it in the **Track Window** with the mouse, or enter the amount of slip numerically in the track **Slip box**.

⬯ If you are running e.g. a long atmospheric or music Track in this cue behind other effects in later cues, you can program a later cue to stop it by setting **End Clip** for that track in the later cue.

TIP: An End Clip command in a later Cue is shown by a solid green bar in that Track.

⬯ Hit the **blue** SET button to create a **Loop Zone**, which will then be displayed as a blue box on the **Edit Window** waveform. Grab the handles on the blue box to adjust the ends of the **Loop Zone**, or enter numerically in the **Loop Zone Start** and **Stop** boxes.

⬯ The Loop can be stopped in a later cue by selecting one of the three **Loop End Modes** in the later cue.

TIP: A Track Looping in this Cue, or an End Loop command set in a later cue, are shown by a solid blue bar in that track.

TIP: Loop End Modes can be Rehearsed while editing this cue. Tick the Rehearse box, hit Solo Play, then hit the Loop End buttons to rehearse, then try the different Loop End Mode buttons to hear:
a) Loop finishes, then plays to end of Play Zone
b) Loop jumps to end of the loop, then plays to end of Play Zone
c) Loop ends instantly.

⬯ Hit the **red** SET button to edit the **Volume Profile** of a track. Double-click on the red line to add **Volume Nodes**, then drag them to adjust levels and create fades. This is non destructive and doesn't affect the original . WAV file.

TIP: Right-click and draw a grouping box around several Volume Nodes to adjust them together

⬯ Hit the **yellow** SET button then right-click in the **Edit Window** to drop **Image Definitions** onto the waveform to assign pan locations or create pan moves (NB: with TiMax dsp matrix only)

⬯ Left-click and drag the **Image Definition** icon(s) to position it/them on the waveform. Hit **Play Solo** to hear the pan movement.

TIP: The actual placement of multiple Image Definitions along the waveform creates the timeline and law of the dynamic pan. Stereo tracks can have a different Image Definition assigned to each L/R channel