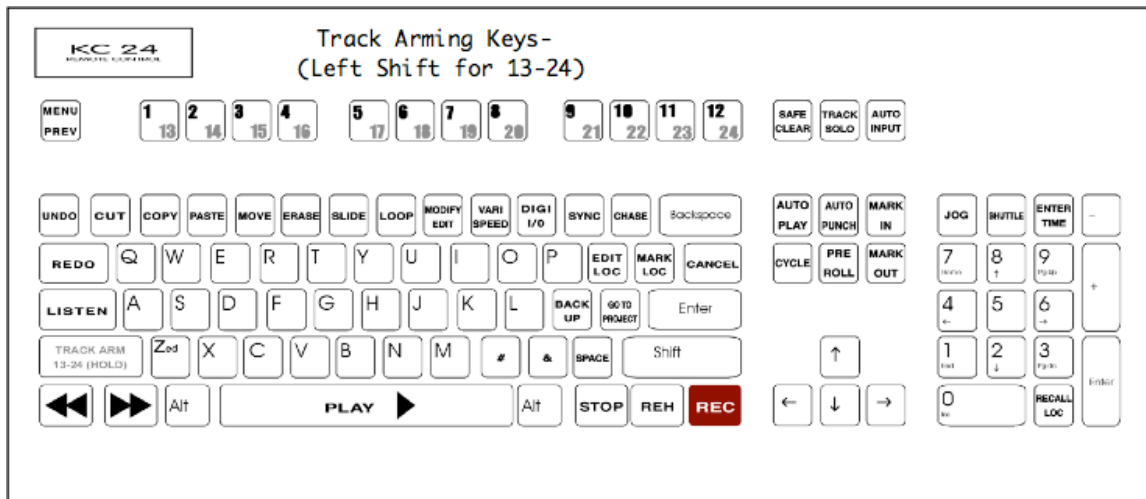


Recording with Radar

The Radar 24 track recorder is located in the rack to the left of the MIDI gear. Turn it on with a press of the power switch. To turn it off, hold the power switch down for five seconds. The Radar information is displayed on a monitor sitting on the right of the console. Radar is controlled by the modified keyboard in the same place. That keyboard is called the KC-24 in the Radar manual. The Radar manual is in a binder in the studio, and available in the radar display by hitting the H key.

Many Radar functions are accessed by pressing the [MENU PREV] key. If there is no menu selected yet, pressing this opens the main menu. The up and down arrow keys then show submenus-- hit enter to choose one. Choose an option with the left and right arrows and hit enter to confirm. If you are in a submenu the [MENU PREV] key will back out. Some functions can be selected directly with a labeled key. Submenus can be brought up by typing the first letter.

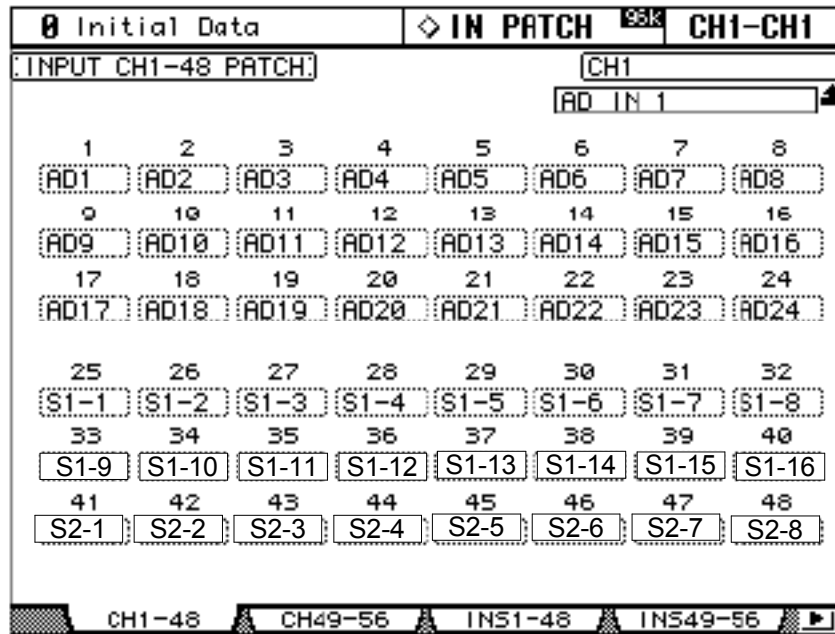


Connecting to the Console

The Radar 24 track recorder is permanently connected to the console via ADAT type optical (lightpipe) cables. Track 1 on the Radar is returned to Slot 1 -1¹ on the console, and should always be available there. If audio does not play back properly (it may be on the wrong channels, or very noisy) word clock is not set properly. Word clock for the console should be internal, the Radar should be wordclock. [MENU PREV]>SYNG>SYNG REFERENCE>WORDCLOCK . If the clock light is blinking, clock is not getting from the console to the Radar. Tell pqe.

In normal use, all tracks of the Radar should be patched to tracks 25-48 on the 02R. The initial input patch should bring this patching back if it has been changed. It can be fixed on the 02R In Patch page.

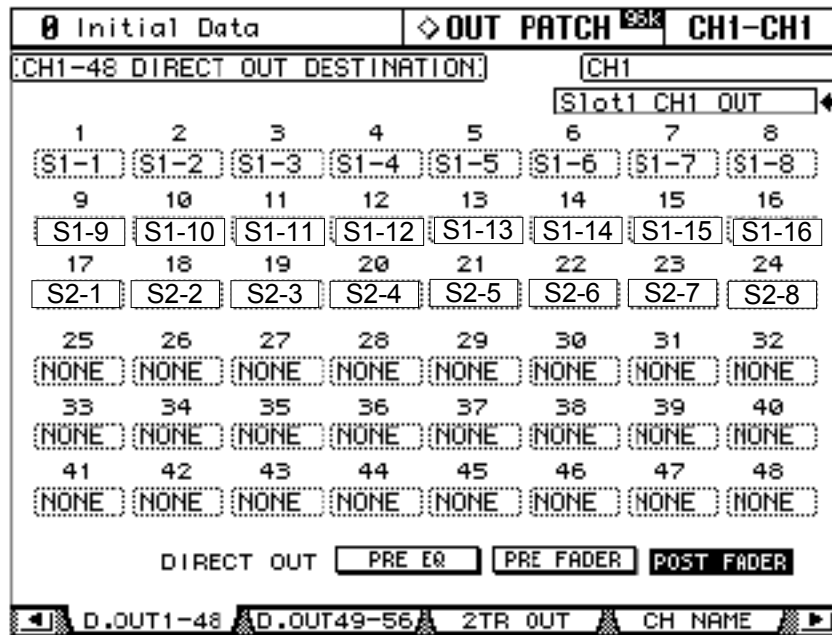
¹ Tracks 1-16 are on slot one, track 17-25 are slot 2, so track 17 is found on S2-1 in the 02R. Pro Tools is found on slot 2 9-16.



To restore this patch, bring up the library tab and load the Radarin library.

Assigning console channels to Radar tracks

There are two ways, direct and via buss.



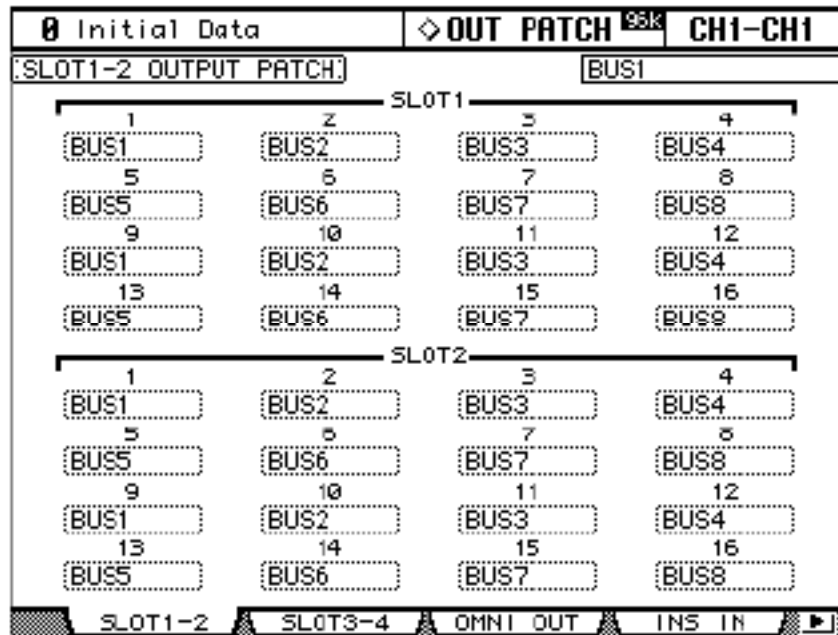
Direct

To send channels direct to Radar tracks, open the Out Patch Direct Out display on the 02R. Cursor to the channel you are assigning and use the data wheel to set the slot number, then hit enter. The illustration shows all channels assigned, which is unlikely.

This can also be done from the view /fader display of the selected channel. In any case, you must go to each selected channel and set Direct routing and unselect Stereo routing. Then go to the corresponding second layer channel (25-48) and bring that fader up for monitoring.

Busses

If you want to combine mics on a single track, you have to route the signal through a buss. First connect the busses to slots in the Output Patch display:



Note that buss connections to slots are repeated in the initial data. (Any slot may have only one connection, but several slots may have the same source.)

Create a New Project

You should have a new project for each song.

- Press [Menu/Prev] button
- Choose / PROJECT MENU / NEW PROJECT
- [Enter]
- Type your initials and a project name and [Enter]
- Select 44.1 sample rate and 24 bits mode²

Note the project number.

² If you select a different sample rate, sampling will still happen at 44.1, but the project will be marked wrong. This will cause trouble when you export the project to Pro Tools.

Recording

The transport controls on the console will operate the Radar. Arm tracks for recording on the Radar keyboard.

To record, hold record and press play.

What you hear

Playback modes:

- Usually you hear the recorded tracks, unless a track is in record, then you hear the input to that track.
- If auto input is on, you hear the input to the track while playback is stopped, the recorded track when play is pressed, and the input when recording.
- If all input is on, you always hear the inputs to the recorder.

Of course none of this will work if you are not monitoring the output of the recorder via console channels 25-48.

Deleting Takes

The Delete Last button will get rid of the last take.

Locate Points

The RADAR has 99 locate points. You set these by pressing the [MARK LOC] button. (The next available location number is used.) Locations 0-9 can be recalled just by pressing the number. The two digit locations are recalled by pressing [RECALL LOC] the digits. (This is independent of the locate points on the console.) The [EDIT LOC] buttons lets you change or delete locate points.

Deleting Projects

You can delete any project when the disk begins to fill up. Hopefully you are deleting your own, but everything should be backed up or unimportant.

- Press [MENU/PREV] button
- Press button under Delete
- Find the project you want to delete (it can't be the current one)
- Press the button under Del
- Keep pressing buttons until the deletion happens.

Editing Tracks

You can do some simple editing.

1. Cue to the beginning of the selection and press [MARK IN].
2. Cue to the end of the selection and press [MARK OUT].
3. [MENU/PREV] > EDIT MENU > desired operation.
4. Arm the tracks to process.
5. Follow prompts.
6. UNDO EDIT

7. REDO EDIT
8. MODIFY EDIT --- redo the previous action with changed parameters
9. CUT --- deletes time from armed tracks. Audio goes to clipboard
10. COPY --- copies audio to clipboard
11. PASTE --- there are many options for this. Consult the manual.
12. MOVE --- moves audio to a new time and/or track, leaving silence. Does not use clipboard.
13. ERASE --- silences a section of track
14. LOOP --- this is a multiple paste
15. SLIDE --- move just a little bit
16. INSERT SILENCE
17. REVERSE --- reverses the clipboard
18. GAIN/FADE --- set initial gain and end gain of a section.
19. LISTEN --- plays the clipboard
20. EDIT XFADE TIME --- change crossfades to be used by edit operations.
21. REC XFADE TIME --- change crossfades to be created during recording
22. CROSSFADE TYPE --- change the crossfades used in erase, move and slide
23. MUTE TRACKS --- disconnect tracks from the play engine (obsolete)
24. RECORD SAFE --- protects tracks from recording

How to back up a Project to the Mac

The Radar project must first be moved from the high speed audio drive to the D:Archive drive, which is visible to the Mac via ftp:

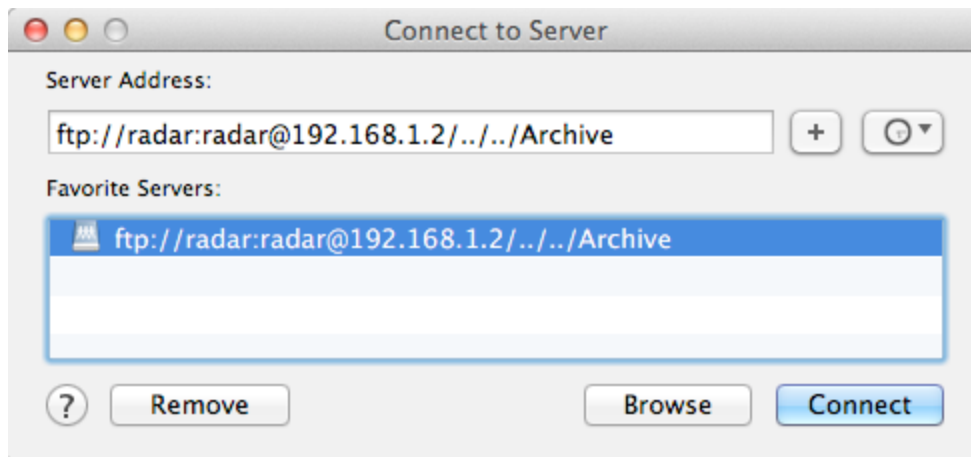
1. Press the [BACKUP] key
2. Choose D:ARCHIVE as the destination.
3. Select <NEW FOLDER> and enter your name for the folder.
4. Select <CURRENT PROJECT>
5. Select <BWAV (NO UNDO)>
6. Select <ALL>
7. Enter <BACKUP NAME>
8. Confirm the backup.

Backup may be aborted with the [CANCEL] key.

A single file may be copied to the D:ARCHIVE drive with the FILE MENU/EXPORT option.

To get files from the Radar to the Mac, we can use the Connect to Server Function in the Go menu of the finder.

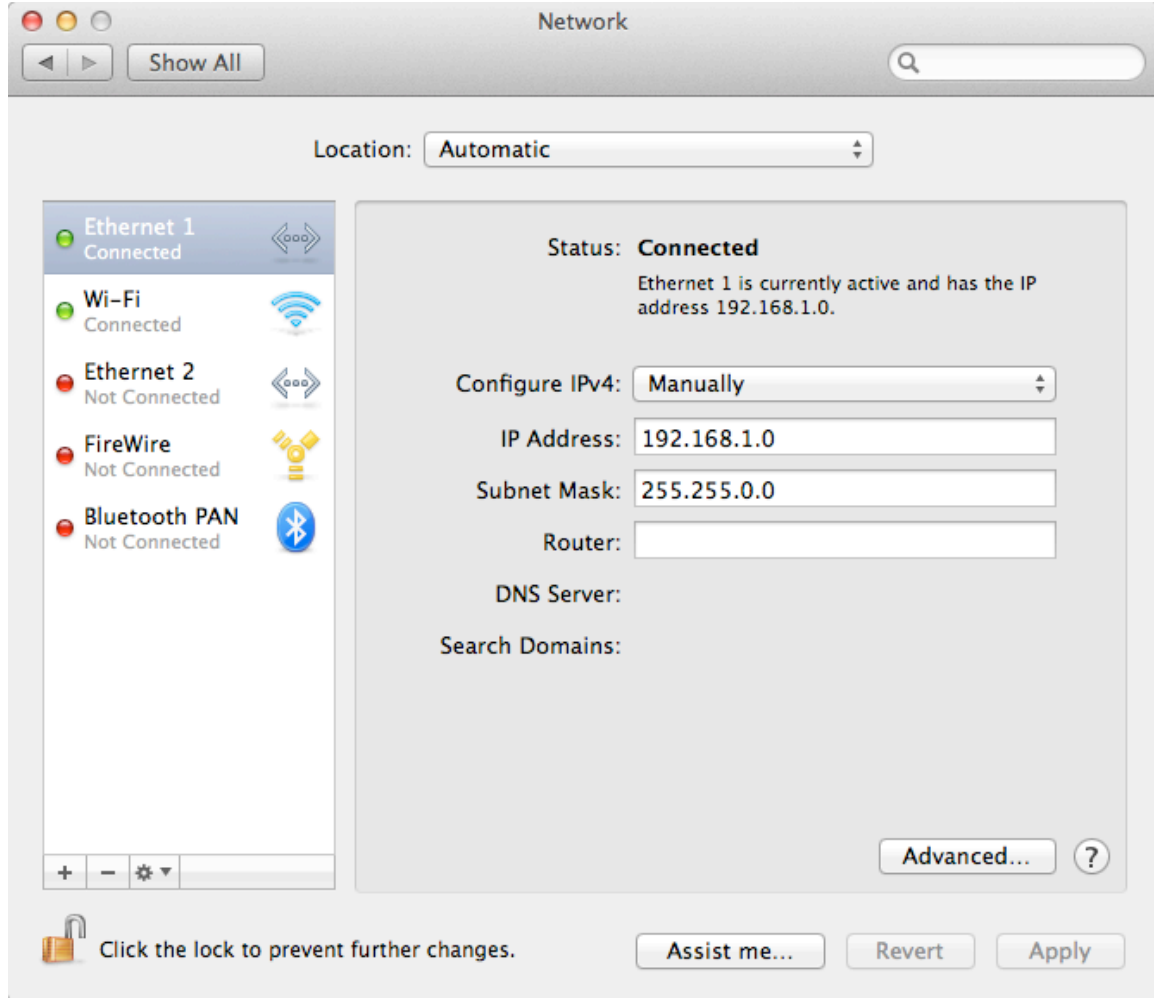
The correct target is ftp://radar:radar@192.168.1.2/../../Archive.



Eventually, a normal finder window should open, and you can drag a project to the Projects drive.

Do not use ftp to make any changes to files in Radar!!

If the connection will not happen, check the Mac Network settings- They should look like this:

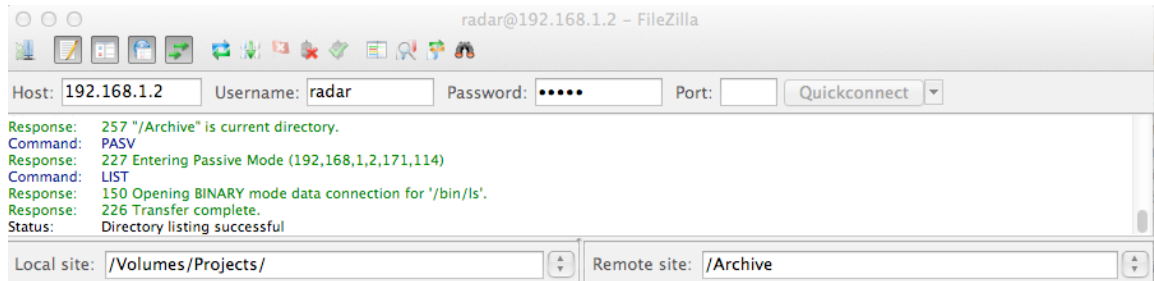


If you like, you can use Filezilla to manage the transfer:

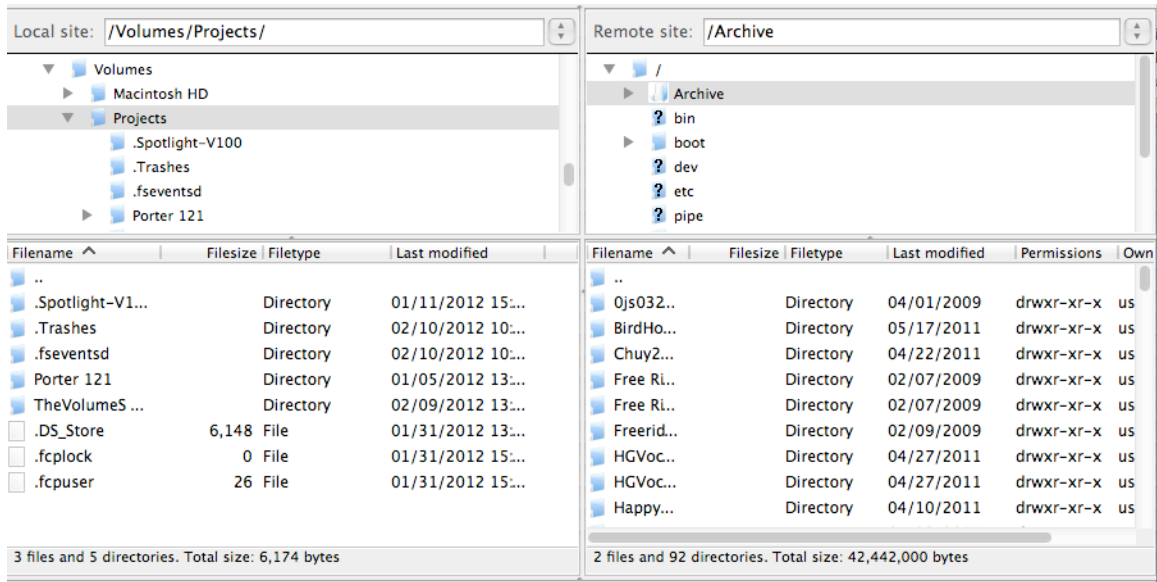
Host is 192.168.1.2

Username is radar

Password is radar



It can be hard to find the Archive drive. Click on the very top triangle in the remote site window, then select archive. All projects should appear in the lower pane. Drag projects to the projects drive on the Local site side.



You can return WAV or BWAV files to the Radar the same way. Such files must be added to a new project using the FILE MENU/IMPORT option. The same option will import audio from Cs.

For more about the Radar, consult the online manual.

There is a pdf of the Radar manual on the Mac which you may copy for home study