

AW4416

Additions and changes in version 1.2, 1.3

This manual explains the functions and specifications that have been added or changed in AW4416 version 1.2 and 1.3. Please also refer to the pages of the Operation Guide / Reference Guide as specified within the various topics of this manual.

The functions added or changed in version 1.3 are “Mastering” and “Defrag.” The rest are additions or changes from version 1.2.

Table of Contents

Messages displayed while mastering is being executed	2
Successive mastering operations	2
Defrag the internal hard disk.....	3
About the Defrag function.....	3
Executing Defrag.....	3
Using the EXPORT command to write a WAV file	5
Writing audio data from a track to a WAV file	6
Writing audio from a virtual track to a WAV file.....	10
Use the APPEND command to join regions.....	10
Joining regions within a track	11
Joining regions within a virtual track	12
WAVE DISPLAY popup window linked with Locate operations	13
Changed procedure for deleting a Locate Point or Marker.....	14
Tempo map editing	15
Use the [REC TRACK SELECT] keys to specify tracks.....	15
Use the [BANK] key / pads 1–8 to specify a pad.....	16
Use pads 1–8 to select a pad track	16
Changed range for the Rollback Time setting.....	17
Changed range for the Fade Time setting	17
Lit/dark status of the [UNDO]/[REDO] keys	17
Shortcut for saving the current song	17
Use the TRACK [CUE] key to monitor the stereo track.....	17
Cue/Review function.....	18
Automatic updating of the end point.....	18
Use the [SEL] key to temporarily cancel fader grouping.....	18
Synchronized operation as MTC and word clock slave.....	19

Messages displayed while mastering is being executed

While data is being written to CD-R/RW media, messages will now be displayed to inform you of the progress. The significance of each message is as follows.

Message	Meaning
IMAGE FILE CREATING ...	Creating an image file on the hard disk.
TEST WRITING ...	Performing a writing test.
WAITING FOR TEST WRITING ...	Waiting for the writing test to end.
TEST FINALIZING ...	Testing the finalize process.
WRITING ...	Writing the data.
WAITING FOR WRITING ...	Waiting for the writing process to end.
FINALIZING ...	Executing the finalize process.
COMPARING ...	Comparing the written data with the image file.



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The remaining time (estimated) for execution will be displayed, but there will be some discrepancy between this and the actual time, due to the state of the drive and media.

Refer to: Writing the master → Operation Guide p.259
 MASTERING screen Write CD page → Reference Guide p.10

Successive mastering operations

In version 1.3, you can continue mastering on other media immediately after the mastering operation is completed.

If you executed mastering with the Disc At Once format (or if you executed mastering with the Track At Once format on new media), the tray will automatically be ejected when mastering ends, and the following message will appear.



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- *If the newly inserted media is an already-written CD-R, a message of "Change Media Please" will appear, and the tray will automatically be ejected. Please insert appropriate media.*
 - *If the newly inserted media is an already-written CD-RW, a message of "Will Erase CD-RW Media. ARE YOU SURE?" will appear, asking you to confirm that you wish to delete the data. If you wish to erase the CD-RW media and execute mastering, move the cursor to the OK button and press the [ENTER] key.*

If you wish to continue mastering on other media, change the media, move the cursor to the OK button, and press the [ENTER] key. Mastering on the new media will begin. When this method is used, the already-created image file can be reused, shortening the mastering time for the second and subsequent copies of media.

If in the above screen you move the cursor to the CANCEL button and press the [ENTER] key, the mastering process will end.

Refer to: Writing the master → Operation Guide p.259
 MASTERING screen Write CD page → Reference Guide p.10

Defrag the internal hard disk

A “Defrag” function that defragments the internal hard disk has been added to the FILE screen Disk Util. page.

□ About the Defrag function

When you record on the internal hard disk immediately after it has been formatted, the audio data will be written to continuous areas on the hard disk. However as you record and edit repeatedly, a single stream of audio data will gradually become distributed across multiple locations on the hard disk. This situation is called “fragmentation.” If fragmentation becomes severe, the access speed during playback may be slowed enough to cause “skips” in the sound, or it may be impossible to create a new song even though there appears to be sufficient free space.

The “Defrag” function solves the problem of fragmentation. When you execute Defrag, the audio data on the internal hard disk will be transferred to a vacant area, and will be rearranged so that the data for each song is located in a continuous area on the disk.

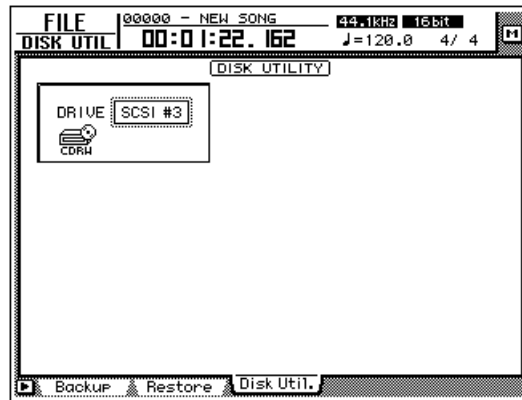
□ Executing Defrag

To execute the Defrag operation, use the following procedure.

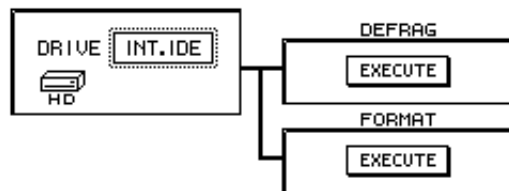


- *It is possible that while Defrag is being executed, a read/write error will occur on the hard disk, destroying the audio data without the possibility of recovery. If the disk contains important song data, you must create a backup on external media before executing Defrag.*
- *Never turn off the power while Defrag is being executed. If the power is turned off during execution, the internal hard disk and/or the data may be damaged severely and irrecoverably. Before you begin, make sure that the power cable is not liable to be accidentally unplugged from the outlet.*
- *Do not perform this operation if there is any possibility of power failure due to lightning or power line irregularities.*

1. Press [FILE] key → [F3] (Disk Util.) key.
The FILE screen Disk Util. screen will appear.



2. Rotate the [DATA/JOG] dial so that "INT.IDE" appears in the DRIVE (drive select) area, and press the [ENTER] key.
When you select "INT.IDE" (internal hard disk) in the DRIVE area, the screen will change as follows.



3. Move the cursor to the EXECUTE button in the DEFRAG area, and press the [ENTER] key.
A popup window will appear, asking you to confirm that you wish to execute Defrag.



- If the internal hard disk has not become fragmented, the display will indicate "Defrag Cluster Not Found!," and Defrag cannot be executed.
- The Defrag operation requires approximately one hour per GB of disk space. However, this time will change depending on the arrangement of data on the hard disk and on the song structure. In some cases, processing may end earlier than the displayed time.
- If a problem is found in the data of a song during the Defrag operation, that song will be skipped, and the Defrag will continue. In this case, the display will show information on the song in which the problem was found.
- If a read/write error occurs during the Defrag operation, the contents of the error will be displayed, and Defrag will be halted.

4. Move the cursor to the OK button, and press the [ENTER] key.
Defrag will begin, and the display will indicate the progress and the remaining time (estimated). When processing has been completed, you will return to the screen of step 2. If you wish to abort the Defrag process, move the cursor to the CANCEL button and press the [ENTER] key.

Refer to: Backing up and restoring songs → Operation Guide p.245
FILE screen Disk Util page → Reference Guide p.31

Using the EXPORT command to write a WAV file

Audio data of a desired track or virtual track can now be converted into a WAV file and written to an external SCSI device. This is done using the EXPORT command that has been added to TRACK/PART/REGION menu of the EDIT screen / TR Edit page and V.TR Edit page.

The area that is written as the WAV file can be specified in track, part, or region units. When specifying in track units (TRACK menu), you can select a desired track 1–16, all tracks 1–16, or the stereo track. When specifying in part units (PART menu), you can select a desired track or all tracks 1–16 for the selected area.

Approximate sizes of the WAV files written by the EXPORT command are shown below.

Sizes when one minute of audio data is written as a WAV file

Recbit.	Fs	For 1 track	For 16 tracks
16bit	44.1kHz	Approximately 5.2MB	Approximately 83MB
	48kHz	Approximately 5.6MB	Approximately 90MB
24bit	44.1kHz	Approximately 7.8MB	Approximately 124MB
	48kHz	Approximately 8.5MB	Approximately 135MB

- If a stereo WAV file is created, it will be double the above size.
- It is not possible to export a WAV file whose size exceeds the free capacity of the storage media. If you are using media such as MO, we recommend that you format it to maximize the free capacity before executing the EXPORT command.
- WAV files can be written to media formatted in FAT16 format (512 bytes/sector; e.g. MO), or to CD-R/RW media. 640 MB or 1.3 GB MO media is not supported.



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If you are writing a WAV file to MO or other media formatted on an external SCSI device, you must use media that is formatted as FAT16.

When writing a WAV file to media that was formatted on an external SCSI device, it is not possible to write to media that was formatted in the Disk Util. page with the FORMAT field type set to ORIGINAL. For details refer to Operation Guide p.251 and p.253.

In the case of a CD-RW, all previously-existing data will be erased when the data is written.

In order to write a WAV file, the song and hard disk must contain work area that is equal to or longer than the file that is being written. For details refer to Operation Guide chapter 11 and "Addendum concerning song structure and size."

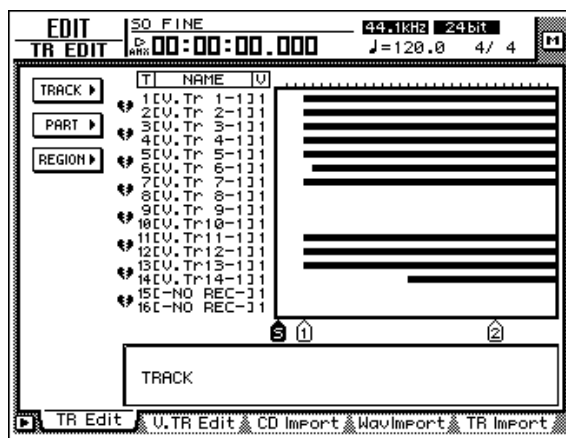
□ Writing audio data from a track to a WAV file

Here's how to use the EXPORT command in the TR Edit page to export audio data from a track to a WAV file.



- When writing a WAV file to the CD-RW drive, only one file can be written to one volume of media. Also, it is not possible to add another WAV file to CD-R/W media that already contains a WAV file.
- The EXPORT command requires a longer processing time than the actual time of the data. Also, the Export command cannot be cancelled once it has been executed.

1. Into your external SCSI device (e.g., MO drive) or the internal CD-RW drive, insert the media to which the WAV file will be written.
2. In the RECORDER section, press the [EDIT] key → [F1] (TR Edit) key. The EDIT screen TR Edit page will appear.



3. Move the cursor to the TRACK menu if you wish to write Tracks of data to a WAV file, to the PART menu if you wish to write Parts, and to the REGION menu if you wish to write a Region. Then press the [ENTER] key.
4. Move the cursor to the EXPORT command button, and press the [ENTER] key. The parameters of the EXPORT command will appear.



5. Depending on the menu you selected in step 3, move the cursor to one of the following parameters that you wish to set, and press the [ENTER] key.



If the TRACK/PART menu parameter TRACK is set to "AL":

- Tracks (or parts) that contain no region will not be written to a WAV file.
- If there is free space on the media, WAV files will be written consecutively starting with track 1.
- It is not possible to specify the CD-RW drive as the drive to which the WAV files will be written.

○ **If you selected the TRACK menu**

- TRACK

Select the track(s) that will be written as a WAV file. You can select 1–16 (the specified track), “AL” (all tracks 1–16), or “ST” (stereo track). If you select 1–16, a monaural WAV file (or a stereo WAV file if the track is paired) will be created. If you select “AL,” 16 tracks of monaural WAV files will be created. If you select “ST,” a stereo WAV file will be created.

○ **If you selected the PART menu**

- TRACK

Select the track(s) that will be written as a WAV file. The selectable range and type of WAV files created are the same as the TRACK parameter of the TRACK menu. (An exception is that you can use the START/END parameter to specify the area within the track that will be written.)

- START

Specify the starting point of the area that will be written to the WAV file.

- END

Specify the ending point of the area that will be written to the WAV file.

○ **If you selected the REGION menu**

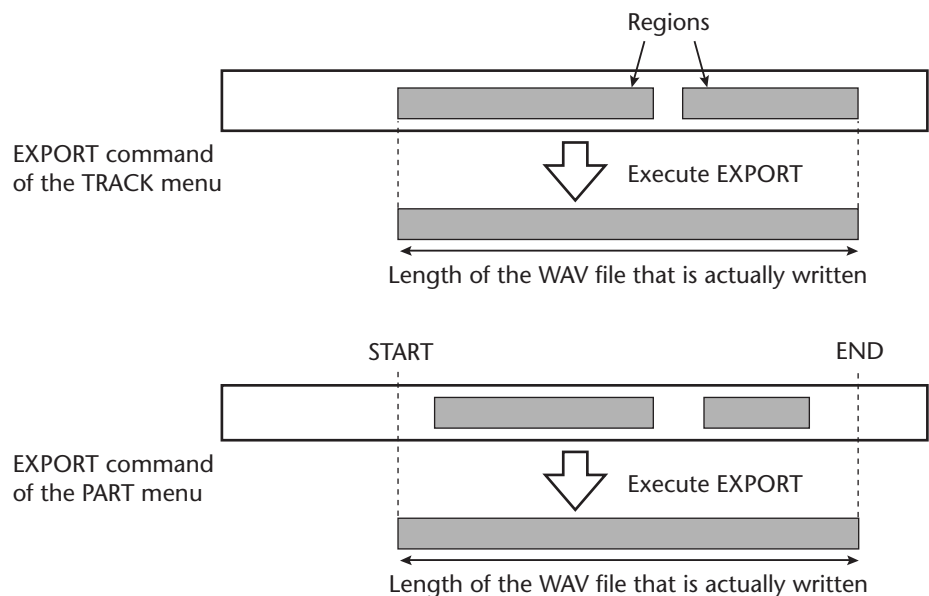
- REGION

Select the region that will be written to the WAV file.

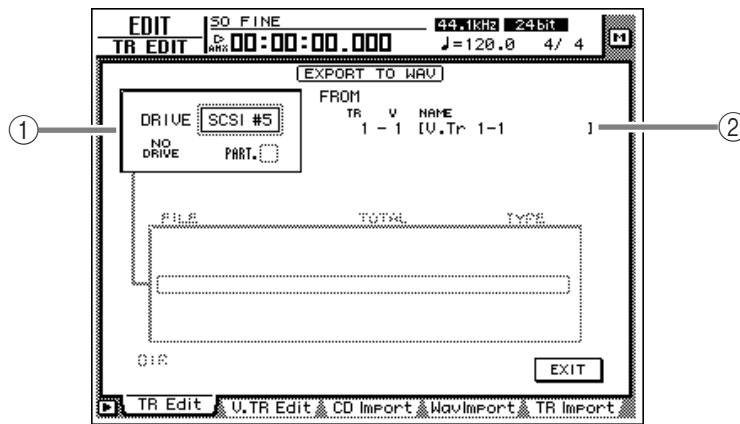


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The EXPORT command in the REGION menu can be executed in less processing time than in the TRACK/PART menu.

6. Use the [DATA/JO] dial (or the [▲]/[▼] keys if you selected the REGION menu) to modify the setting, and press the [ENTER] key.



7. Move the cursor to the TO DRIVE parameter, and press the [ENTER] key. The following display will appear.



① **DRIVE field**

Select the internal CD-RW drive or an external SCSI device.

② **FROM**

If you selected the TRACK/PART menu in step 4, the track number (TR field), virtual track number (V field), and track name (NAME field) will be displayed. If you selected the REGION menu, the region name will be displayed.

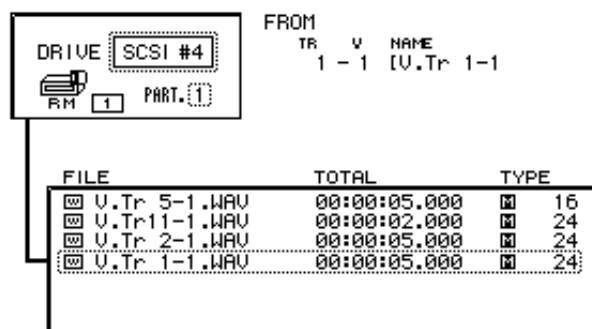
If you selected the PART/REGION menu in step 4, the selected region of audio will be displayed below these display fields.



By setting "CD BACKUP/WAV-EXP MODE" in the UTILITY screen Prefer.3 page, you can test whether an error will occur while writing data, and whether the data was written correctly. For details refer to Reference Guide p.37. (The setting that was named "CD BACKUP MODE" in version 1.0 has been changed to "CD BACKUP/WAV-EXP MODE" in version 1.2.)

8. Move the cursor to the DRIVE area, use the [DATA/JOG] dial to select the SCSI ID of the drive, and press the [ENTER] key.

If media (e.g., a MO disk) is inserted, it will be detected automatically. If a WAV file already exists on the inserted media, the following display will appear.



- "□ ." indicates the current directory, and "□ .." indicates the next higher directory. To return to the next higher directory, move the cursor to "□ .." and press the [ENTER] key.
- If you selected a hard disk that has been divided into partitions, you will be able to switch between partitions in the PART field.

9. Move the cursor to the EXIT button, and press the [ENTER] key.

The drive to which the WAV file will be written will be specified, and you will return to the screen for selecting the various parameters of the EXPORT command.



- For details on operations in the NAME EDIT popup window, refer to p.60 of the Operation Guide.
- If you selected "AL" for the TRACK parameter, it is not possible to change the filename.
- If you are writing to CD-R/RW media, the characters usable in the filename are limited to uppercase alphabet (A–Z), numerals (0–9), and the underscore character (_). If you input a space in the filename, it will be converted into an underscore character. If you are writing to media other than CD-R/RW, the filename may not contain the characters " ¥ / : , ; * ? " < > | " or a period (.) at the beginning of the name. These unusable characters will be converted to an underscore (_). Nor is it possible for the name to consist entirely of spaces.

10. If you wish to assign a desired filename to the WAV file, move the cursor to the TO FILE parameter button, and press the [ENTER] key.

The NAME EDIT popup window will appear, allowing you to specify the filename of the WAV file. By default, the filename will be the name of the track or region you selected in step 6, plus .WAV.



11. When you have finished specifying the filename, move the cursor to the OK button, and press the [ENTER] key.
12. Use the [DATA/JOG] dial to change the setting to 16, and press the [ENTER] key.



If a file of the identical name already exists on the writing destination device, a popup window will appear, asking you whether you wish to overwrite it. If you wish to overwrite, move the cursor to the OK button. If you do not wish to overwrite, move the cursor to the CANCEL button. Then press the [ENTER] key. If you used the CANCEL button, you will return to the screen for setting parameters of the EXPORT command. Change the filename as necessary.

13. If you are converting a 24 bit audio track to a 16 bit WAV file, move the cursor to the TO SIZE parameter button, and press the [ENTER] key.

If the sample size of the current song is 24 bit, the lowest 8 bits will be discarded, and the data will be converted and written as a 16 bit WAV file.



- If you are writing 24 bit data to a WAV file without conversion, steps 12–13 are not necessary.
- If the current song is 16 bit, the TO SIZE parameter will be only 16 bit and cannot be changed.

14. To write the WAV file, move the cursor to the EXECUTE button and press the [ENTER] key.

A popup window will appear, asking you to confirm the operation.

15. Move the cursor to the OK button, and press the [ENTER] key.

The WAV file will be written.

□ Writing audio from a virtual track to a WAV file

The EXPORT command can also be used in the V.TR Edit page to write audio data from a desired virtual track to a WAV file. With the difference that you will first access the EDIT screen V.TR Edit page ([EDIT] key → [F2] key) and select a virtual track 1–8 as the object of the operation, the procedure is the same as for the EXPORT command. Refer to the preceding explanation for details.

Use the APPEND command to join regions

Multiple regions in a desired track or virtual track can now be combined into one region. To do this, use the APPEND command that has been added to the TRACK/PART menu of the EDIT screen / TR Edit page, and to the TRACK/PART menu of the EDIT screen / V.TR Edit page.



- When you use the APPEND command, the gap between regions will be converted as silent audio data.
- The APPEND command will require processing time that is longer than the actual time.
- Also, the command cannot be cancelled once it has been executed.

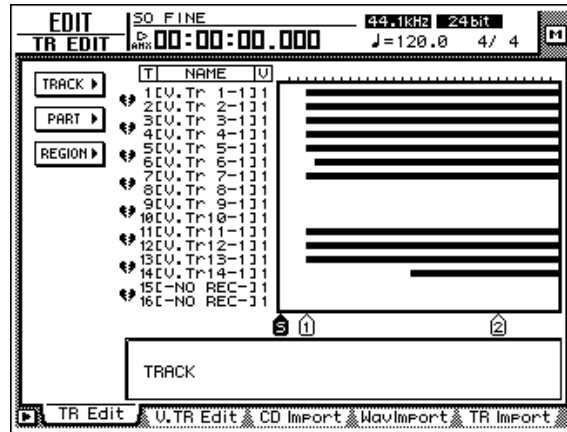


← APPEND command

❑ Joining regions within a track

In the TR Edit page you can use the APPEND command to join regions within a track as follows.

1. Press the RECORDER section [EDIT] key → [F1] (TR Edit) key.
The EDIT screen TR Edit page will appear.



2. If you wish to join the regions of the entire track, move the cursor to the TRACK menu and press the [ENTER] key. If you wish to join only the regions within the selected area (part), move the cursor to the PART menu and press the [ENTER] key.
3. Move the cursor to the APPEND command button, and press the [ENTER] key.
4. According to the menu that you selected in step 2, move the cursor to one of the following parameter buttons and press the [ENTER] key.

○ If you selected the TRACK menu

- TRACK
Select the track whose regions you wish to join.

○ If you selected the PART menu

- TRACK
Select the track whose regions you wish to join.
- START
Specify the starting location of the regions that you wish to join.
- END
Specify the ending location of the regions that you wish to join.

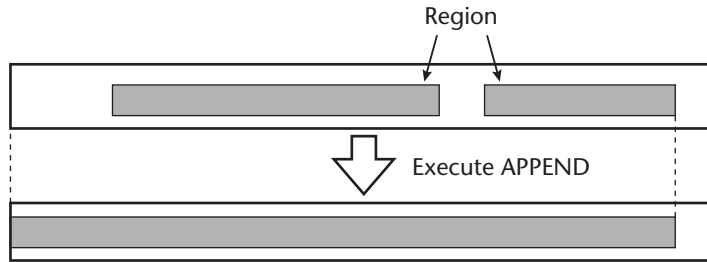


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When setting the TRACK parameter in the TRACK menu, you can use the REC TRACK SELECT [1]–[16] keys to directly select the track number.

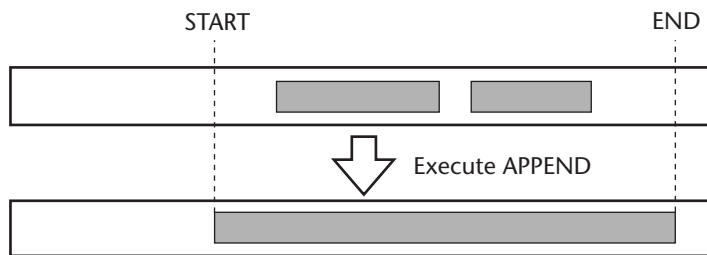
5. Use the [DATA/JOG] dial to edit the setting, and press the [ENTER] key.

6. To execute the APPEND command, move the cursor to the EXECUTE button and press the [ENTER] key.

The regions in the selected track (part) will be joined into one.



- When you execute the APPEND command of the PART menu, only the selected area will be joined into a single region. Areas for which there is no region will be silent audio data.



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 When you execute the APPEND command of the TRACK menu, a single region will be created from the beginning of the selected track (the absolute time zero location) to the last region recorded in the track. Areas for which there is no region will be silent audio data.

Joining regions within a virtual track

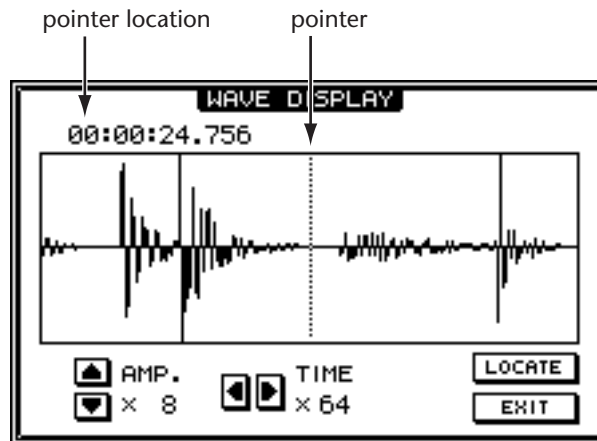
In the V.TR Edit page as well, you can use the APPEND command to join regions within a virtual track. With the difference that you will start by accessing the EDIT screen V.TR Edit page ([EDIT] key → [F2] key) and selecting a virtual track 1–8 within the track selected for editing, the procedure is the same as for the APPEND command within the TR Edit page. For details refer to the preceding item.

WAVE DISPLAY popup window linked with Locate operations

When the WAVE DISPLAY popup window is displayed, you can now use the following keys to move the pointer location.



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Operating these keys merely moves the pointer location, and does not affect the counter location.



- [RTZ] key Move the pointer to the zero position.
- [◀◀]/[▶▶] keys..... Move the pointer to the start/end points.
- [◀]/[▶] keys Move the pointer to the previous/next marker.
- [A]/[B] keys Move the pointer to the A/B points.
- [IN]/[OUT] keys Move the pointer to the in/out points.

In addition, it is now possible to specify the current pointer location as a locate point while the WAVE DISPLAY popup window is displayed. The procedure is as follows.

- Press the [MARK] key A marker will be set at the current pointer location.
- Hold down the [SET] key and press the [A]/[B] key
 The A/B point will be set at the current pointer location.
- Hold down the [SET] key and press the [IN]/[OUT] key
 The in/out point will be set at the current pointer location.

Refer to: WAVE DISPLAY popup window → Reference Guide p.93
 Locate operations → Operation Guide p.115

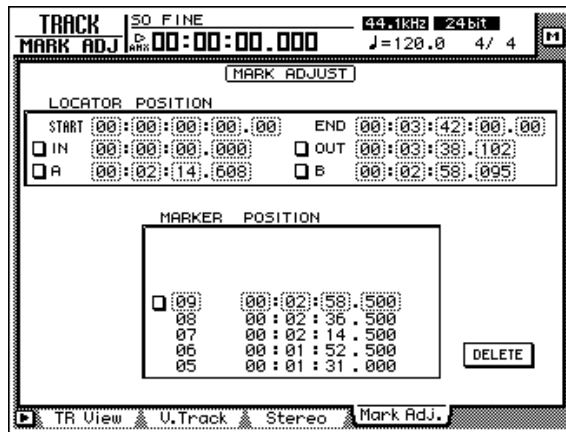


.....
To locate to the pointer location, move the cursor to the LOCATE button and press the [ENTER] key.

Changed procedure for deleting a Locate Point or Marker

The procedure for deleting a locate point / marker in the TRACK screen Mark Adj. page has changed. The procedure is as follows.

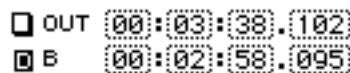
1. In the RECORDER section, press the [TRACK] key → [F4] (Mark Adj.) key.
The TRACK screen Mark Adj. page will appear.



- You can repeat step 2 to select multiple locate points. However, only one marker can be selected for deletion.
- It is not possible to delete the start / end points.

2. Select the locate point / marker that you wish to delete, move the cursor to the button at the left of the display, and press the [ENTER] key.

The “D” character will be displayed on the button. This indicates that the corresponding locate point / marker has been selected for deletion.



The deletion procedure described on p.125 of the Operation Guide cannot be used in version 1.2.

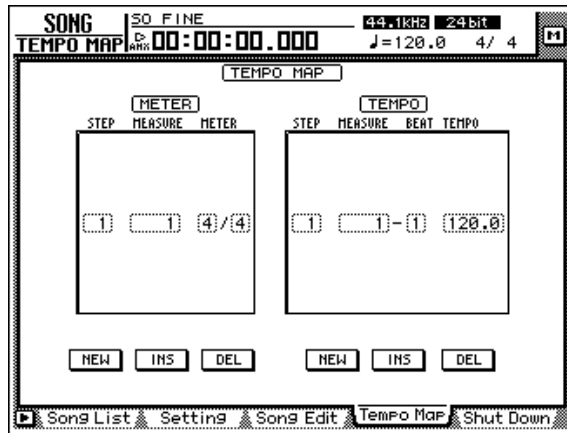
3. Move the cursor to the DELETE button, and press the [ENTER] key.
The locate point / marker you selected in step 1 will be deleted. If an in/out point or A/B point was deleted, the corresponding key ([IN]/[OUT] key or [A]/[B] key) will go dark.

Refer to: Deleting a locate point → Operation Guide p.125

Tempo map editing

Time signature data and tempo data included in the tempo map (SONG screen / Tempo Map page) can now be edited individually.

In version 1.0, you could use the EDIT SELECT button to select the TEMPO field or METER field, and then edit the tempo / time signature data. In version 1.2 however, the EDIT SELECT button has been eliminated, and you can use the NEW/INS/DEL buttons provided for both the TEMPO field and METER field to directly edit the tempo data and time signature data.

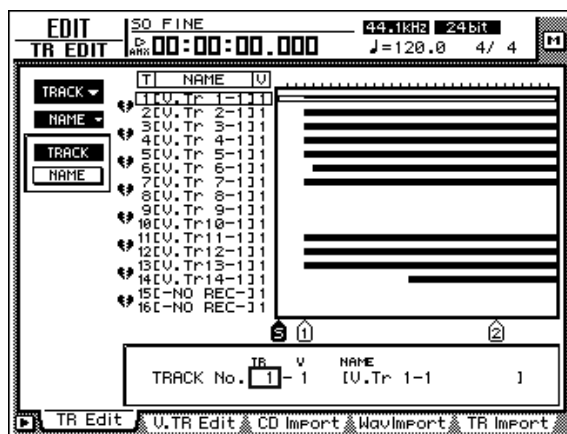


Refer to: Tempo Map page → Reference Guide p.5

Use the [REC TRACK SELECT] keys to specify tracks

When using the EDIT screen / TR Edit page to edit tracks, you can now use the [REC TRACK SELECT] keys to specify the track number (1–16).

In the TR Edit page TRACK/PART menu when a parameter requiring you to specify a track number is selected and the cursor is at the parameter setting field, you can use the REC TRACK SELECT [1]–[16] keys to specify the track number directly.

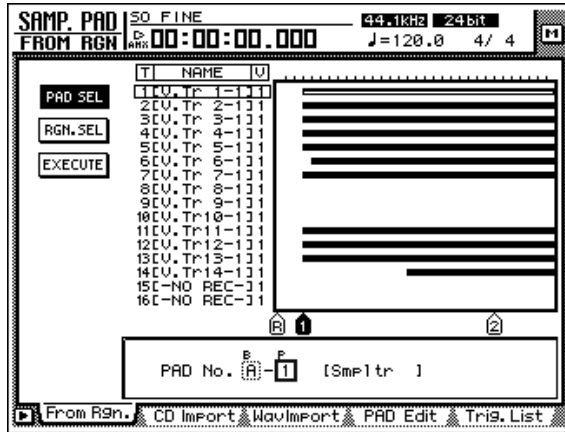


Refer to: EDIT screen → Reference Guide p.99

Use the [BANK] key / pads 1–8 to specify a pad

When using the SAMP. PAD screen to edit the sampling pads, you can now use the [BANK] key and pads 1–8 to specify the bank/pad.

In each page of the SAMP. PAD screen when a parameter requiring you to specify a bank or pad number is selected and the cursor is at the parameter setting field, you can use the [BANK] key and pads 1–8 to directly specify the bank (A/B) and pad number (1–8).



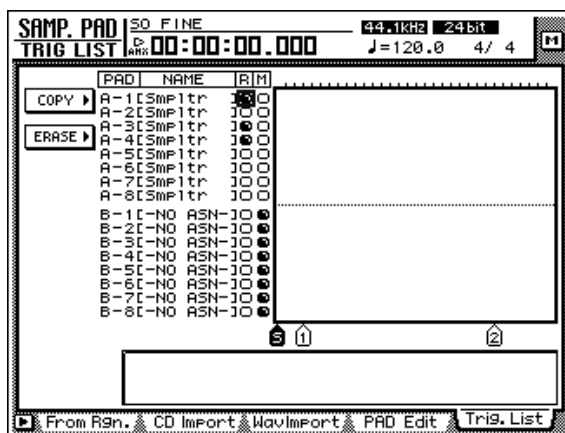
Refer to: SAMP. PAD screen → Reference Guide p.80

Use pads 1–8 to select a pad track

You can now use pads 1–8 to directly turn on/off the recording button for the corresponding pad track (a track used to record/play pad trigger events).

To do this, access the SAMP. PAD screen Trig. List page, and move the cursor to one of the R (recording) buttons. In this state, you can press a pad 1–8 to turn the recording button on/off for the corresponding pad track.

You can also use pads 1–8 to switch muting on/off for a pad track. To do this move the cursor to one of the M (mute) buttons in the Trig. List page, and press a pad 1–8 to turn muting on/off for the corresponding pad track.



Refer to: Pad Track (Trig. List page) → Reference Guide p.88

Changed range for the Rollback Time setting

The range of the rollback time setting in the UTILITY screen Prefer.2 page (the distance of the rewind that occurs when you press the [ROLL BACK] key) has been changed to 0–30 seconds. (In version 1.0 it was 0–5 seconds.)

Refer to: Rollback Time → Reference Guide p.35

Changed range for the Fade Time setting

The range of the Fade Time that you specify in the SCENE screen Fade Time page (the time over which the faders of each channel reach their new positions when you recall a scene) has been changed to 0.0 seconds – 25.0 seconds. (In version 1.0 it was 0.0–10.0 seconds.)

Refer to: Fade Time → Reference Guide p.126

Lit/dark status of the [UNDO]/[REDO] keys

The [UNDO]/[REDO] keys will now be lit or dark to indicate whether undo or redo is currently available. If the [UNDO] or [REDO] key is lit, undo or redo can be executed. If they are dark, the corresponding operation cannot be executed.

Refer to: [UNDO]/[REDO] keys → Operation Guide p.40

Shortcut for saving the current song

Now you can hold down the [SHIFT] key and press the [SONG] key to directly access the SONG screen Song List page. If this method is used to access the Song List page, the cursor will automatically be at the SAVE button, providing a shortcut for saving the current song.

Refer to: Saving a song (Song List page) → Reference Guide p.1

Use the TRACK [CUE] key to monitor the stereo track

When using the TRACK [CUE] key to directly output the signal of the desired track from the MONITOR OUT jacks, the output from the MONITOR OUT jacks will now be stereo only if the stereo track is selected. (Tracks 1–16 will be output in monaural, just as in version 1.0.)

Refer to: TRACK [CUE] → Operation Guide p.40, 104

Cue/Review function

In version 1.2, the result of pressing the [FF]/[REW] key will change as follows depending on the status of the transport.

○ **If you press the [FF]/[REW] keys during playback**

Cue/review will occur (in version 1.0, this occurred regardless of whether playing or stopped).

○ **If you press the [FF]/[REW] keys while stopped**

Normal fast-forward or rewind will occur.

Refer to: [FF] key / [REW] key → Operation Guide p.44

Automatic updating of the end point

When the length of the song has changed as a result of an editing operation such as deleting or moving a track, the end point is now set automatically to the last location in the song.

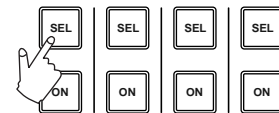
Refer to: End point → Reference Manual p.97

Use the [SEL] key to temporarily cancel fader grouping

When fader groups are enabled, you can now temporarily exclude a desired channel from its fader group. This is convenient when you wish to adjust the balance of a specific channel within a fader group. The procedure is as follows.

1. Press the [SEL] key for the channel that you wish to temporarily exclude from the fader group.
2. Continue holding the [SEL] key, and operate the fader.

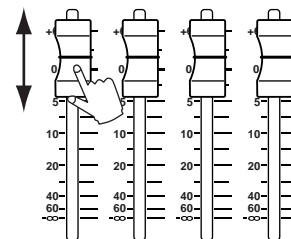
The corresponding channel will be excluded from the fader group as long as you continue holding the [SEL] key.



Refer to: Fader Groups → Reference Guide p.58

3. When you are finished operating the fader, release the [SEL] key.

When you release the [SEL] key, the corresponding channel will once again be part of the fader group.



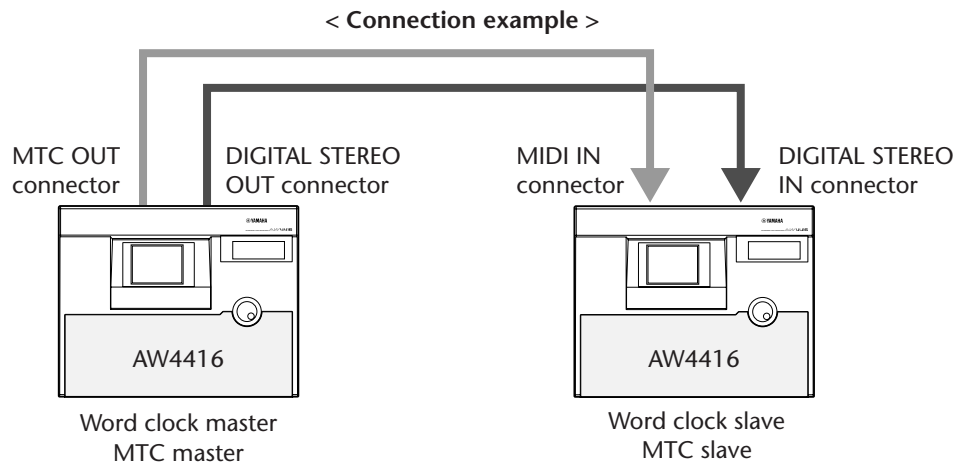
Synchronized operation as MTC and word clock slave

In version 1.0, it was not possible for the AW4416 to be an MTC slave when it was an word clock slave. However in version 1.2, the AW4416 can synchronize with external devices as an MTC slave even if it is also a word clock slave.

For example, it is now possible to use MTC to synchronize the operation of two AW4416 units that are transmitting and receiving digital audio signals. (In this case, one AW4416 will be the word clock and MTC master, and the other AW4416 will be the word clock and MTC slave.



If you wish to use MTC to synchronize the AW4416 with an external device while transmitted and receiving digital audio signals, you should normally set one device to be the master for both word clock and MTC, and the other device to be the slave for both word clock and MTC. With other methods, synchronization may not occur correctly, or the tracks of the AW4416 may not play back at the correct pitch.



Supplement regarding the SYNC AVE. parameter

The SYNC AVE. parameter is valid only when word clock is set to INT. When the AW4416 is synchronized as an MTC slave with an external device, and the precision of the incoming MTC becomes unstable, the AW4416 will attempt to follow by making fine adjustments to its playback pitch. The permissible range of variation for MTC is set by the SYNC AVE. parameter in the MIDI screen / MIDI Sync page.

If the SYNC AVE. parameter is set to "OFF," the permissible range will be the minimum, and the AW4416 will synchronize with the maximum precision to the incoming MTC. However if widely varying MTC is received, synchronization may be lost or become unstable. This setting is suitable if two AW4416 units are being synchronized.

If the SYNC AVE. parameter is set to "1," the permissible range will be greater, and if "2" is selected the permissible range will be the maximum. If you will be synchronizing the AW4416 to an external MTC master device whose MTC has broad variation (such as a tape recorder or computer-based sequencer program), try setting the SYNC AVE. parameter to "2."

Refer to: SYNC AVE. parameter (MIDI Sync page) → Reference Guide p.41
Word clock settings → Reference Guide p.20

