Guitar Tracks Pro and TranzPort

This document assumes you have already installed the TranzPort Windows driver and have the TranzPort remote ready for operation. (If not, see the TranzPort User's Guide or Quick Start Guide for installation details.) It is based on using TranzPort v1.0.0 drivers with Guitar Tracks Pro 3, and the v1.00 SONAR control plug-in, but may apply to later versions of software as well.

Guitar Tracks Pro Set-up

If you chose to install the SONAR plug-in file during the TranzPort driver installation procedure then you can skip ahead to the next paragraph. If not, then you will have to run the installer again and check the option box that includes the SONAR plug-in file. See "Installing Drivers in Windows 2000/XP" in the TranzPort User's Guide. This will place a file called TranzPort.dll inside the Program Files\Cakewalk\ Shared Surfaces folder where Guitar Tracks Pro is installed on your computer. Then restart your computer.

Before starting Guitar Tracks Pro again right-click on the TranzPort applet in your taskbar and set the control mode to "TranzPort Native." This will configure the TranzPort to send and receive the correct set of MIDI messages for use with Guitar Tracks Pro. For more information on Control Modes see the TranzPort Users Guide.doc.

Start Guitar Tracks Pro and open the Options\MIDI Devices window. Enable the TranzPort MIDI port for both the Inputs and Outputs sections of the window, and then click OK. Next, open the Options\Control Surfaces window within Guitar Tracks Pro and click the yellow "+" symbol on the right to open the pop-up menu "Control Surface Settings." Select "Frontier TranzPort" from the list, set both the Input and Output ports to the TranzPort, then click OK. You can confirm your selections in the "Connected Surfaces" list then click Close if everything is correct. Guitar Tracks Pro is now configured to operate with TranzPort. Guitar Tracks Pro does support multiple control surfaces, and allows TranzPort to co-exist with other types of hardware controllers.

Operation

The TranzPort has 18 function buttons, 2 local control buttons, a data wheel, and a backlit, 2x20 character LCD display. Silk screened labels clearly indicate the basic functions of the buttons. The SHIFT button allows all other buttons to perform more then one function, expanding the range of control that TranzPort has over Guitar Tracks Pro. Shift is a momentary button that is only active while it is being held.

When you open a Guitar Tracks Pro project, TranzPort's LCD shows the name of the first track in your project, the track number, the track fader level, pan position, and the sequencer location. You may also have one or more status LED's lit indicating the track's solo, mute, record arm status, and loop mode status. Pressing play will cause the project to begin playback just as if you had clicked the play button on the screen. Likewise most of the buttons function just like their on-screen equivalents.

Below is a chart that describes the normal and shifted functions of each button. You will also find "Guitar Tracks Pro Layout.pdf" on the TranzPort CD-ROM and on the Frontier Design Group website at: www.frontierdesign.com/tranzport/downloads. The layout document serves as a quick visual guide for the TranzPort functions with Guitar Tracks Pro. You may want to print this document for quick reference.

Note: Guitar Tracks Pro does not supply a MIDI message to light the Punch status LED. Therefore the TranzPort cannot indicate the on/off state of the Punch mode. This may become active in a future Guitar Tracks Pro update.

TranzPort Button and Data Wheel Functions

Name	Normal Function	SHIFT + Function
REW	Rewind	Return to zero
FFWD	Fast forward	Go to end
STOP	Stop	Stop
PLAY	Play	Toggle playback metronome on/off
RECORD	Record	Toggle record metronome on/off
PREV	Go to previous marker	n/a
ADD	Add marker at current location	n/a
NEXT	Go to next marker	n/a
IN	Set punch in point	Set loop in point
OUT	Set punch out point	Set loop out point
PUNCH	Toggle punch mode (LED inactive)	Cycle through time formats
LOOP	Toggle loop mode	Toggle level/pan selection for shifted data wheel changes
< TRACK	Previous track/bus (left/down)	Show tracks
TRACK >	Next track/bus (right/up)	Show buses
REC	Toggle track's record arm on/off	Clear all record arming
MUTE	Toggle track's mute on/off	Clear all mutes
SOLO	Toggle track's solo on/off	Clear all solos
UNDO	Undo last action	Redo last undo
DATA WHEEL	Scroll timeline	Adjust level or pan
FOOTSWITCH	Punch in/out	

Track or Bus Control

TranzPort is able to navigate the split Track/Bus architecture of Guitar Tracks Pro. Holding SHIFT and pressing the "< TRACK" button will place the TranzPort into track mode, allowing the display, data wheel and relevant function buttons to control and display individual track parameters. Pressing the "< TRACK" and "TRACK >" buttons alone will then let you move from one track to the next. The LCD display will show the currently selected track name, track number, and fader and pan settings. Likewise, LED's for record arm, mute, and solo status will update to reflect the state of the selected track. Use the REC, MUTE, and SOLO buttons as well as the data wheel to change or edit the settings for the current track.

Holding SHIFT while pressing "TRACK >" will place the TranzPort into bus mode. This mode operates the same as track mode except that you can now select, and control, any of the buses in your Guitar Tracks Pro project by pressing the "< TRACK" and "TRACK >" buttons alone. Because a Bus cannot be armed for record, the REC button is not available while in bus mode.

Beginning with Guitar Tracks Pro 3 the TranzPort's 'Clear All' functions, including Solo, Mute, and Record Arm, will also be affected by the Track or Bus mode selection. For example, pressing SHIFT+SOLO while in Track mode will clear all soloed Tracks only; no soloed Buses will be affected. Likewise, SHIFT+SOLO while in Bus mode will only clear soloed Buses.

The Data Wheel

In addition to controlling display contrast, backlight level and sleep mode delay when used with the local control buttons, the data wheel performs several functions within Guitar Tracks Pro. Rotating the data wheel will move the "now" time along the timeline of your project. This is handy for quickly locating a point to begin playback or recording. However, if you press and hold the SHIFT button, arrows will appear on the display around the level or pan setting of the selected track or bus. If you continue to hold SHIFT and turn the data wheel, you will now be adjusting the parameter indicated by the arrow. Pressing the LOOP button while holding SHIFT will toggle between level and pan control.

The Footswitch

The TranzPort accepts a standard _", normally open footswitch for punch-in capability.