# MultitrackStudio 4 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 Users Guide or Quick Start Guide for installation details.) It is based on using TranzPort v1.4.1 drivers with Multitrack Studio 4.1, but may apply to later versions of software as well.

## MultitrackStudio Set-up

Make sure the TranzPort USB interface is connected and the control mode is set to 'TranzPort Native' before starting MultitrackStudio. This will configure the TranzPort to send and receive the correct set of MIDI messages for use with MultitrackStudio.

Start MultitrackStudio and open the Studio menu's Devices window, click the Settings button and select the 'TranzPort' for both IN and OUT in the control surface section. Next open the Studio menu's Control Surface window, click the Preset button and select the TranzPort.
Note - The Info button (at the bottom of the Control Surface window) pops up a text file listing the functions available in the TranzPort preset.

## 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. All functions performed from TranzPort behave in the same way that they would from the computer keypad. The SHIFT button allows other buttons to perform more then one function, expanding the range of control that TranzPort has over MultitrackStudio. Shift is a momentary button that is only active while it is being held.

When you open a MultitrackStudio project, TranzPort's LCD shows the name of the first track in your project and the current sequencer location on the top line. Metering for the currently selected track and data wheel parameter values are displayed on the bottom line. You may also have one or more status LED's lit indicating the track's solo, mute, or record arm 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.

The following chart and text describes the normal and shifted functions of each button. You will also find "MultitrackStudio_Layout.pdf" on the TranzPort downloads page which serves as a quick visual guide for the TranzPort functions with MultitrackStudio. You may want to print this document for quick reference.

## TranzPort Button and Data Wheel Functions

| Name | Normal Function | Shifted Function |
|---|---|---|
| **REW** | Rewind | Return to Zero |
| **FFWD** | Fast forward | Go to End |
| **STOP** | Stop / Cancel (dialog) | Go to last start position |
| **PLAY** | Play / Accept (dialog) | Go to next start position |
| **RECORD** | "What Is?" see below | n/a |
| | | |
| **PREV** | Go to previous marker | Add new track with .gjm file |
| **ADD** | Add marker at current location | Delete marker at current location |
| **NEXT** | Go to next marker | Add new track with .gjs file |
| | | |
| **IN** | Set Punch In point | Go to Punch In point |
| **OUT** | Set Punch Out point | Go to Punch Out point |
| **PUNCH** | Toggle Punch In/Out recording | Alternate take |
| **LOOP** | Toggle Cycle mode | Add new track, copy current track settings |
| | | |
| **< TRACK** | Previous track (mixer section) | Go to first track |
| **TRACK >** | Next track (mixer section) | Go to last track |
| **REC** | Toggle track's record arm on/off | n/a |
| **MUTE** | Toggle track's mute on/off | n/a |
| **SOLO** | Toggle track solo on/off | Clear Solo |
| **UNDO** | Undo Punch-in (Editor Undo) | Redo |
| | | |
| **DATA WHEEL** | Edit currently selected parameter | Select parameter |
| | | |
| **FOOTSWITCH** | Set Punch-in point | n/a |

## Track Control

TranzPort is able to navigate through all of the Tracks of your MultitrackStudio project, allowing the display, data wheel and relevant function buttons to control and display individual track parameters. Pressing the "Track <" and "Track>" buttons will then let you move from one track to the next. Too quickly scroll through many tracks hold either Track select button down and turn the data wheel. Another shortcut is to hold Shift and press the "Track <" button to immediately jump to the first track, or "Track >" to jump to the last track from any other location. The LCD display will show the currently selected track name and metering, if appropriate. 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.

## The Data Wheel

In addition to controlling display contrast and backlight level when used with the local control buttons, the data wheel performs several functions within MultitrackStudio. The lower right line of the TranzPort display will show the currently selected data wheel parameter. Rotating the data wheel will edit that parameter. Hold Shift and turn the data wheel to select the parameter. Parameter choices include timeline, track volume, track pan, effect send levels, output selection, and mouse control (data wheel controls whatever parameter the mouse is hovering over).

Other data wheel functions include:
Press and hold either track select button and scroll through many tracks quickly.
Selecting from multiple choice pop-up lists such as 'Cycle End Point'.

## The Record Button

The RECORD button (which has no equivalent in MultitrackStudio) is used as a '**What Is?**' button. If you press any other button while holding the RECORD button down you can read that button's function momentarily on the TranzPort display. This works with Shifted combinations as well and is useful if you forget what a particular button's function is.

The RECORD LED is not linked to the RECORD button and lights whenever ANY track is armed for recording.

## The Punch Button

In MultitrackStudio the PUNCH button works just like the Record Control's Punch Button, or the Recording menu's Punch In/Out option. You must first define a region within an existing track using the In and Out buttons, or normal MultitrackStudio procedures to define a punch-in region on the track editor panel. Press PUNCH to enable punch recording, and REC to arm the track for recording. Check that you have the correct input channel assignment and level. Pressing PLAY will begin playback from the current timeline location and automatically initiate recording from the In selection point and continue to the Out selection point. The footswitch can also be used to set the In point on the fly.

## The Loop Button

Pressing the LOOP button enables and disables MultitrackStudio's Cycle mode. The Loop LED will light to indicate that Cycle mode is active. Follow normal MultitrackStudio procedures to define a loop region, or press PLAY and a pop-up menu will open allowing you to use the data wheel to select a 'Cycle End Point' from your list of existing markers. Pressing PLAY again will cause playback to begin at the current timeline location and continue to the selected end point, then repeat continuously. Turning Cycle mode on and off while the sequencer is running will not be recognized until the sequencer is stopped and restarted. Pressing STOP at any time will automatically clear the Cycle region markers.

## Pop-Up Windows

MultitrackStudio supports the ability to remotely respond to pop-up windows and has the added ability to display message text in the TranzPort display. The following commands are available when a pop-up window appears:

STOP = Cancel or No
PLAY = OK or Yes
REW = Show previous 2 lines of message
Shift+REW = Show first 2 lines
FFWD = Show next 2 lines of message
Shift+FFWD = Show last 2 lines
Data Wheel = list selection such as 'Cycle End Point'

For New File Properties dialogs:

STOP / PLAY = OK
Data Wheel = Quality (16, 24bit, etc.)
Track < / > = Channels (Mono or Stereo)

## User Programmable commands

All functions of the TranzPort can be easily customized within MultitrackStudio. To change the default settings:

1. Open the Control Surface panel from under the Studio menu and select the TranzPort preset if it isn't already selected. (you can always return to the default settings by reselecting the TranzPort preset).
2. Click the Learn button to enable Learn mode.
3. Highlight a function in the Action list that you want to assign and press the TranzPort button combination that you want it assigned to. Click the All Views button if you want it to be a global command.
4. Repeat step 3 for as many functions as you want and click OK. You are done!