

Sony's Vegas 7 and TranzPort

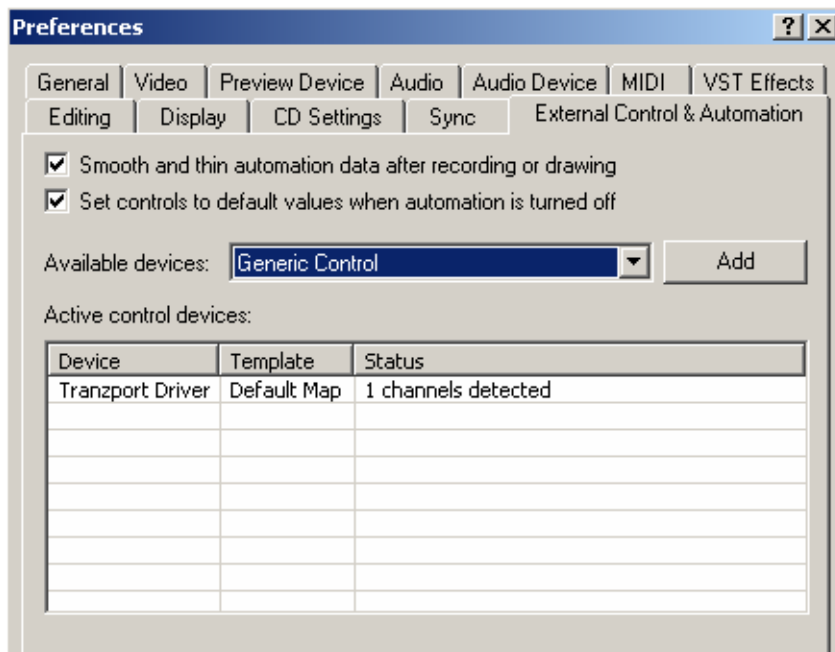
This document assumes you have already installed the TranzPort Windows driver and have the TranzPort remote ready for operation. (If not, see the TranzPort Users Guide or Quick Start Guide for installation details.) It is based on using TranzPort v1.3.0 drivers with Vegas 7.0, but may apply to later versions of software as well.

Vegas 7 Set-up

Make sure the TranzPort USB interface is connected and the control mode is set to 'TranzPort Native' before starting Vegas 7.0. This will configure the TranzPort to send and receive the correct set of MIDI messages for use with Vegas 7.0. For more information on Control Modes see the TranzPort Users Guide.doc.

Start Vegas 7.0 and open the Options\Preferences window. Click on the 'MIDI' tab and enable the TranzPort as both a Playback and Input device by checking the box to the left of each entry. Next click on the 'External Control and Automation' tab and use the 'Available devices' pull-down to select the TranzPort Driver. Click ADD and the TranzPort will be added to the list of 'Active Control devices' below. Initially it may say "Device not detected" but this is ok. Click the Apply button at the bottom and its Status should change to "1 channels detected". Click 'OK' to close the Preferences panel.

Select "External Control" under the Options menu to complete the setup process. The TranzPort display and controls should now be active in Vegas 7.0.



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 than one function, expanding the range of control that TranzPort has over Vegas 7.0. Shift is a momentary button that is only active while it is being held.

When you open an Vegas 7.0 project, TranzPort's LCD shows the name of the first track in your project and the track fader level on the top line. Track metering and the sequencer location 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.

Below is a chart that describes the normal and shifted functions of each button. Some shifted button combinations are not currently used but may become active in future updates of Vegas. You will also find "Vegas_7_Layout.pdf" on the CD-ROM which serves as a quick visual guide for the TranzPort functions with Vegas 7.0. You may want to print this document for quick reference.

TranzPort Button and Data Wheel Functions

Name	Normal Function	Shifted Function
REW	Rewind	Go to Start
FFWD	Fast forward	Go to End
STOP	Stop	Play Loop Region and Stop
PLAY	Play	Play 'Curser Preview Duration'
RECORD	Record	Open 'Render to New Track'
PREV	Go to Previous Marker	n/a
ADD	Add Marker at Current Location	n/a
NEXT	Go to Next Marker	n/a
IN	Set Loop Start	n/a
OUT	Set Loop End	n/a
PUNCH	Toggle Metronome (LED inactive)	n/a
LOOP	Toggle Loop Mode	Toggle level/pan/output/input selection for shifted data wheel
< TRACK	Previous Track (left/up)	Insert Audio Track
TRACK >	Next Track (right/down)	n/a
REC	Toggle Track's Record Arm on/off	n/a
MUTE	Toggle Track's Mute on/off	n/a
SOLO	Toggle Track's Solo on/off	n/a
UNDO	Undo	Redo
DATA WHEEL	Scroll timeline	Adjust level, pan, output, input
FOOTSWITCH	Start/Stop	Start/Stop

Track Control

TranzPort is able to navigate through the audio tracks of your Vegas 7.0 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. The LCD display will show the currently selected track name, and fader or 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.

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 Vegas 7.0. Rotating the data wheel will move the current-time indicator along the timeline of your project. This is handy for quickly locating a point to begin playback or recording, or for setting loop in and out points. However, the wheel can also be used to adjust fader level and pan position, as well as output and input routing. Pressing the SHIFT + LOOP buttons will toggle the TranzPort through these options. Fader or pan values are displayed immediately to the right of the Track name on the top line. If you select output or input assignments they will appear on the lower line of the display and only the track name will be on the top line. If you continue to hold SHIFT and turn the data wheel, you will now be adjusting the parameter you have selected.

The Punch Button

Because of the method Vegas 7.0 uses to enable its Punch-In capability, it is not currently mapped to the TranzPort. Therefore the Punch button has another important function mapped to it. Pressing PUNCH will toggle the metronome On and Off.

The Loop Button

Pressing the LOOP button enables and disables Vegas 7.0's Loop mode. The Loop LED will light to indicate that loop mode is active. Follow normal Vegas 7.0 procedures, or use the IN and OUT buttons in conjunction with the data wheel on your TranzPort to define a region. If the LOOP LED is lit, and the current time line is before the Loop End point, then pressing PLAY will cause that region to play repeatedly. You can disable the Loop mode at any time even while the sequencer is running.

As described in the Data Wheel section, when used in conjunction with the SHIFT button, the LOOP button is also used to select between level, pan, output and input routing adjustment for the shifted Data Wheel function.

The Footswitch Input

The footswitch function (¼" footswitch jack located on the right-hand side of the TranzPort) can be used to Start and Stop Vegas.