



Isis

REMOTE CONTROLLER

For Pyramix and VCube



No part of this documentation may reproduced in any form whatsoever or be stored in any data retrieval system without prior written permission of the copyright owners. This documentation is supplied on an as-is basis. Information contained within this documentation is subject to change at any time without notice and must not be relied upon.

All company and product names are [™] or Registered Trademarks ® of their respective owners. Windows XP, Windows 2000 and Windows NT are trademarks of Microsoft Corporation.

Merging Technologies makes no warranties express or implied regarding this software, its quality, performance, merchantability or fitness for a particular purpose. The software is supplied “as is” you, the purchaser, are assuming the entire risk of the results of using this Merging Technologies software.

In no circumstances will Merging Technologies, its owners, directors, officers, employees or agents be liable to you for any consequential, incidental or indirect loss or damages including loss of time, loss of business, loss of profits, loss of data or similar resulting from the use of or inability to use the Merging Technologies hardware and or software or for any defect in the hardware software or documentation.

© Copyright Merging Technologies Inc. 2006. All rights reserved

Table of Contents

IMPORTANT NOTICE:	VI
STATIC DANGER NOTICE:	VI
INFORMATION FOR THE USER:	VI
CE NOTICE	VI
ISIS WARRANTY INFORMATION	VII
CONTACTING MERGING	VII
CHAPTER 1 – INTRODUCTION	9
THANK YOU!	9
ISIS REMOTE CONTROLLER OVERVIEW	9
CHAPTER 2 – INSTALLATION	10
SYSTEM REQUIREMENTS	10
POSITIONING	10
CONNECTIONS – ISIS CONTROLLER MAIN UNIT	10
CONNECTIONS – ISIS FADER EXPANSION UNIT	10
NETWORK RJ-45 Jack	11
EXPANSION Socket	11
Power Jack	11
Software	11
CHAPTER 3 – POWER UP AND INITIAL CONFIGURATION	12
POWER UP SEQUENCE	12
Initial Configuration	12
CHAPTER 4 – ISIS TC/IP ADDRESS CONFIGURATION	14
WINDOWS XP SP2 FIREWALL	14
TC/IP ADDRESS CONFIGURATION	14
Manual PC TC/IP Address Configuration	14
Setting the ISIS Static IP Address	16
Viewing the IP Address	17
Checking IP Configuration	17
CHECKING NETWORK CONNECTIONS	18
CHAPTER 5 – LCD CONTRAST & LED BRIGHTNESS	19
LCD CONTRAST	19
LED BRIGHTNESS	19
CHAPTER 6 – THE DEFAULT CONFIGURATION	20
SURFACE LABELS	20
The SHIFT key	20
CHANNEL STRIP FUNCTIONS	20
LCD DISPLAY AND FUNCTION SOFT KEYS	20
Navigating LCD Pages	20
Track Select Key Functions and Markers page	21
Machine Select page	22
First User page (default)	22
Monitor page	23
OTHER KEYS DEFAULT FUNCTION MAPPING	24
Transport Control Group	24
Jog Wheel Group	24
Edit Group	25
CHAPTER 7 – JOG/SHUTTLE TUNING	26
Jog Wheel Settings	26
MAPPING FUNCTIONS TO ISIS KEYS	27
Removing a Mapping	28
Special Mappings	28
Invalid Mappings	28

LCD USER PAGES	28
MAPPING MIXER STRIPS TO ISIS CONTROLLER STRIPS	29
Master/Monitor Strip.....	29
Automation	29
SAVING AND LOADING MAPPINGS	30
User Mappings.....	30
Default mappings	30
MAPPABLE FUNCTIONS	30
TIPS AND TRICKS	30
Auto-Solo	30
CHAPTER 9 – ISIS FADER EXPANSION	31
APPENDIX 1 – MAPPABLE FUNCTIONS	32
MIXER	32
MONITOR.....	32
ACTIVE MACHINE	32
AUTOMATION	33
CLIPS	34
SELECTION	36
SETTINGS	36
TRACKS.....	36
VIEW	37
WORKSPACES	39
FADE EDITOR	39
INTERNAL MACHINE	41
MACRO TOOLS	42
MACROS	43
PROJECT.....	45
CURSOR AND MARKS	46
Digitizing Session.....	47
Edit.....	47
External Machines	49
APPENDIX II – TECHNICAL SPECIFICATIONS.....	51
APPENDIX III – EXPANSION CONNECTOR PIN-OUT	52
MAIN UNIT REAR PANEL CONNECTOR	52
FADER EXPANSION UNIT REAR PANEL CONNECTOR.....	52
CABLE SPECIFICATION	52
APPENDIX IV – TROUBLESHOOTING / FAQ.....	53
ISIS not communicating with PC	53

IMPORTANT NOTICE:

Please read the following information very carefully before attempting any installation. Failure to comply with the precise instructions may result in damage to your Merging hardware. Please read this entire section of the manual carefully before installation.

STATIC DANGER NOTICE:

Please note that the ISIS Controllers contain delicate electronic components that can be damaged or even destroyed when exposed to static electricity. Take all necessary precautions not to discharge static electricity when touching any of the ISIS connectors.

INFORMATION FOR THE USER:

ISIS Master Unit and Fader Expander comply with the following specifications:

EMC Emissions

EN 55022 : 1994 /A1 : 1995 /A2 : 1997 Class A ITE emissions requirements (EU)
FCC 47 CFR Part 15 Class A emissions requirements (USA)

EMC Immunity

EN 50082-1: 1992 EMC residential, commercial and light industrial generic immunity standard.


FCC Notice

This product has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

These limits are designed for providing reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions contained in this manual, may cause harmful interference to radio and television communications. However, there is no guarantee that interference will not occur in a particular installation.

NOTE: Connecting this device to peripheral devices that do not comply with CLASS A requirements or using an unshielded peripheral data cable could also result in harmful interference to radio or television reception. The user is cautioned that any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment. To ensure that the use of this product does not contribute to interference, it is necessary to use shielded I/O cables.

CE Notice

Such a  marking is indicative that this system's devices meet the following applicable technical standards:

EN 55022 – “Information Technology Equipment - Radio disturbance characteristics Limits and methods of measurement”

EN 50082-1: 1992 – “Electromagnetic compatibility – Generic immunity standard Part 1:Residential, commercial, and light industry”

This product is classified for use in a typical Class A commercial environment, and is not designed or intended for use in other EMC environments. The user of this product is obliged for proper use and installation of the product and for taking all steps necessary to remove sources of interference to telecommunications or other devices.

ISIS Warranty Information

This product is warranted to be free of defects in materials and workmanship for a period of one year from the date of purchase. Merging Technologies, Inc. extends this Limited Warranty to the original purchaser. In the event of a defect or failure to conform to this Limited warranty, Merging Technologies, Inc. will repair or replace the product without charge within sixty (60) days. In order to make a claim under this limited warranty, the purchaser must notify Merging Technologies, Inc. or their representative in writing, of the product failure. In this limited warranty the customer must upon Merging Technologies, Inc. request, return the product to the place of purchase, or other local designation, for the necessary repairs to be performed. If the consumer is not satisfied with the repair, Merging Technologies, Inc. will have the option to either attempt a further repair, or refund the purchase price.

This warranty does not cover: (1) Products which have been subject to misuse, abuse, accident, physical damage, neglect, exposure to fire, water or excessive changes in the climate or temperature, or operation outside maximum rating. (2) Products on which warranty stickers or product serial numbers have been removed, altered or rendered illegible. (3) The cost of installations, removal or reinstallation. (4) Damages caused to any other products.

Contacting Merging

International Office:

Merging Technologies S.A.
Le Verney
CH-1070 Puidoux
Switzerland

Phone: +41 21 946 0444

Fax: +41 21 946 0445

USA:

Merging USA (Independent Audio)
43 Deerfield Road
Portland,
ME 04101-1805
United States of America

Phone: +1 (207) 773 2424

Fax: +1 (207) 773 2422

For all documentation inquiries or suggestions for improvement please contact us at :

www.merging.com

Chapter 1 – Introduction

Thank you!

Congratulations on your Merging Technologies ISIS Remote Controller purchase. ISIS is a precision control surface for Pyramix and VCube and will considerably enhance the operating experience.

ISIS Remote Controller Overview

ISIS offers a fully user-definable tactile remote control surface for Pyramix editing, recording and mixing functions. ISIS communicates with Pyramix and/or VCube via Ethernet using Merging's OASIS control protocol to ensure very high resolution and high-speed communication for all functions.

ISIS Remote Controller main unit has dedicated keys for machine control, jog/shuttle and jog-wheel editing and the large LCD display offers 12 user-definable and multi-functional keys, which can be soft-labeled to give any number of user specific functions. All keys are completely user software assignable for total control.

The main unit also has twenty four additional user-definable keys across two layers that can be used as 48 direct access solo/mute/track arming keys, locators, cue triggers or any other function you choose. The high quality 100mm touch sensitive moving fader and rotary controls can be assigned to any mixer channel with dedicated Mute, Solo, Automation Read/Write functionality.

For more advanced mixer control an optional ISIS Fader Expansion unit is available with a further 8 touch sensitive moving faders and rotary controls, each with dedicated Solo, Mute and Read/Write automation keys. The fader unit also has a range of control bank keys that can layer through mixer configurations with a large number of strips. Custom mixer arrangements can be user assigned to Presets. The ISIS Fader Expansion unit connects to the master ISIS Remote Control unit via a local combined RS-232 serial communication and power cable.



Chapter 2 – Installation

System Requirements

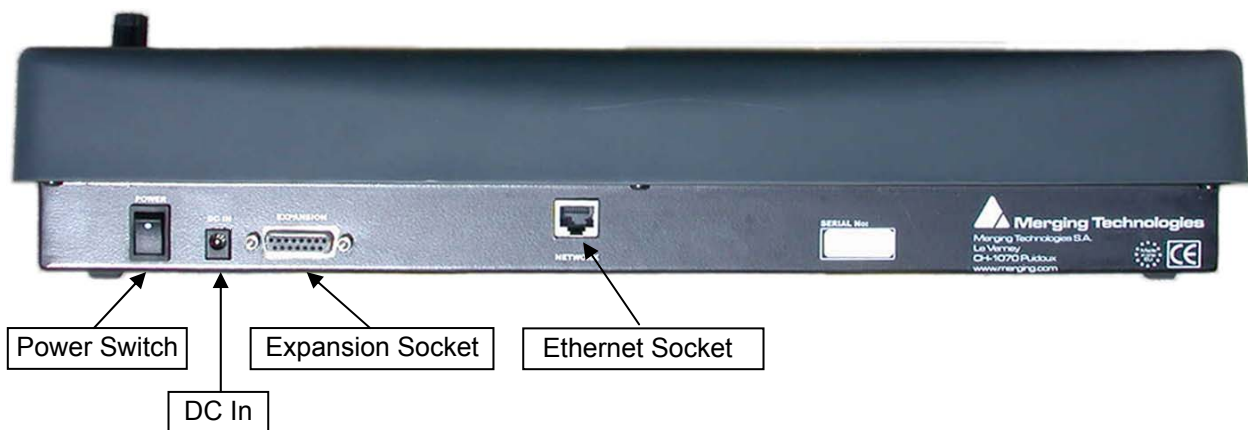
ISIS Remote Controllers will work with any Pyramix system running software version 5.0 or higher. The host PC must be equipped with a working 10BaseT or better RJ45 Ethernet network connection with TC/IP support enabled in Windows.

Positioning

Site the unit or units on a suitable surface where they will be properly supported and not subject to any external heat source. Run the cables in such a manner that there is no strain placed on the connectors at either end and so there is no danger of their being inadvertently pulled.

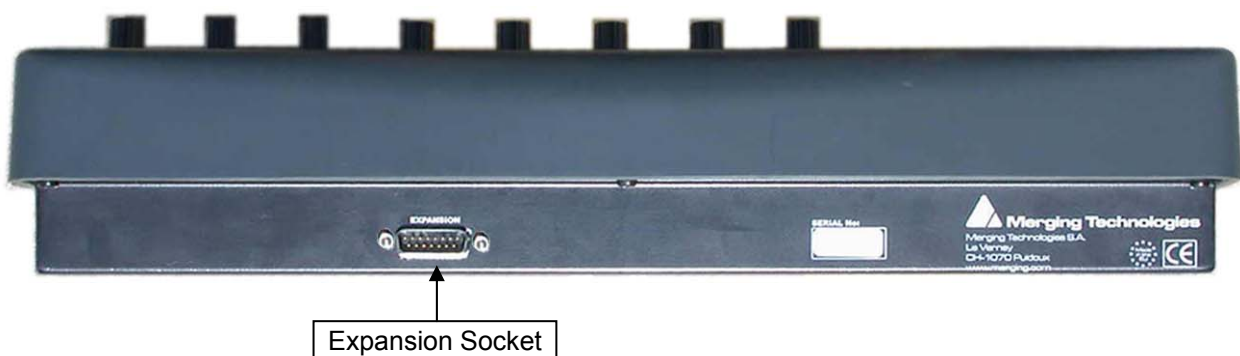
Connections – ISIS Controller Main Unit

Note: Please ensure that the host PC and any powered network switch is switched off before making connections to the ISIS Remote Controllers. Please also ensure the ISIS power adaptor mains lead is disconnected from the supply and the ISIS Remote Controller main unit power switch is off before making the power connection.



The ISIS Remote Controller main unit has only three physical connections, a low-voltage power jack, an RJ-45 Ethernet socket and a 15-pin D-Sub socket (female) for connecting an ISIS Fader Expansion unit.

Connections – ISIS Fader Expansion Unit



The ISIS Fader Expansion Unit has only one connection, a 15-pin D-Sub socket (male) for connection to an ISIS Remote Controller main unit.

NETWORK RJ-45 Jack

Connect a Cat-5 or better network cable to this socket and connect the other end to a suitable Ethernet port on the host computer. (Or network switch)

Note: Since ISIS communication is not demanding on network bandwidth, there should be no need for a separate dedicated RJ-45 network connection. If more than one network connection is present on the host computer, it is not currently possible to assign a specific port to communicate with the ISIS Remote Controller. This function may be added in a future software release.

Note also: In some Wide Area Networks generally found in larger enterprises the switches may filter out the multicast traffic required to make a connection with an ISIS. In this case a second, dedicated, NIC card will be required for a direct connection. Please see: Page 14 in Chapter 4 for manual IP address set-up procedure.

EXPANSION Socket

If you are installing an ISIS Fader Expansion unit at the same time, connect the male 15-D-sub plug of the cable supplied with the ISIS fader Expansion unit to this socket and gently tighten the retaining screws. Connect the other end of the cable to the EXPANSION socket on the ISIS Fader Expansion unit and gently tighten the retaining screws.

Power Jack

The power jack accepts a conventional coaxial power plug.

Note: The unit requires a **12V DC** at **2.5A**

Pin (centre) POSITIVE

Sleeve (Outer) NEGATIVE

Software

All required drivers are included in the Pyramix installation. No additional software is required.

Note: This manual reflects **ISIS** operation as of Software Version 1.0. Please visit regularly:

WWW.Merging.com

to check for future updates and enhancements.

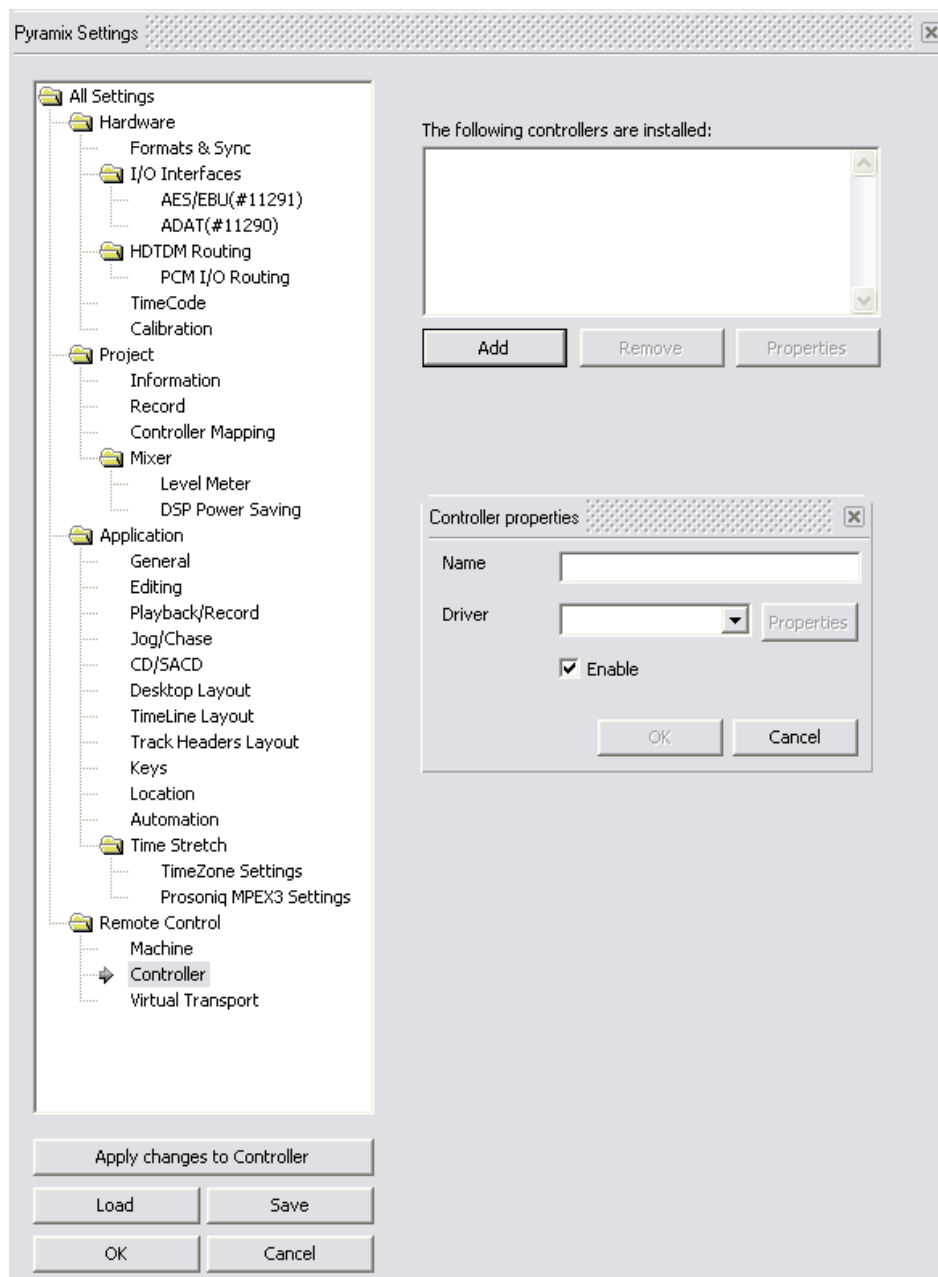
Chapter 3 – Power up and Initial Configuration

Power up sequence

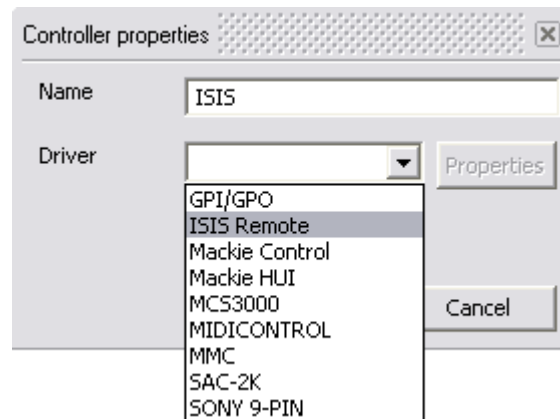
- Plug the ISIS Remote Controller power adaptor into a suitable socket and switch on the mains.
- Switch on the ISIS Remote Controller with the rear panel POWER switch. The MERGING logo will light up blue and the LCD screen will show the following display.
- Power on the host PC and start Pyramix

Initial Configuration

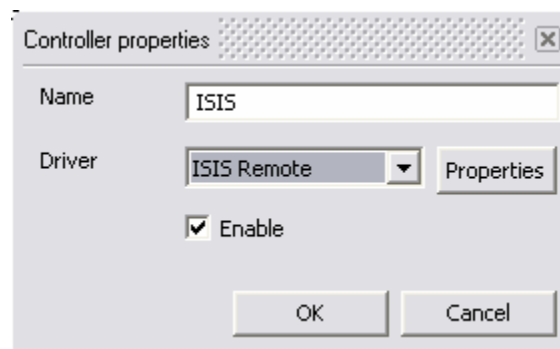
- Load a simple Project (or create a new one)
- Go to **Settings > All Settings** and click on **Controller** in the **Remote Control** folder to open the Controllers pane.
- Click on the **Add** button to open the **Controller Properties** dialog



- Type a suitable name for the ISIS Remote Controller. E.g. **ISIS**
- Choose **ISIS Remote** from the **Driver** drop-down list.



- Make sure the **Enable** box is checked.
- Click on the **OK** button to close the dialog.



Note: Since ISIS communication is not demanding on network bandwidth, there should be no need for a separate, dedicated, RJ-45 network connection. If more than one network connection is present on the host computer, it is not currently possible to assign a specific port to communicate with the ISIS Remote Controller. This function may be added in a future software release.

If your Ethernet connection is via a router with a DHCP server or there is a DHCP server elsewhere on your network, then this will automatically assign an IP address to the ISIS.

Otherwise, an internally saved IP address is used. To set this, please see the section, '**Setting the ISIS static IP Address**', on Page 16 in Chapter 4.

Note: Direct Ethernet connection of Workstations (i.e.: 1x VCube and 1x Pyramix) with standard factory default DHCP settings and without a proper DHCP server available in the network may lead to unexpected behavior, software and or system freezes. (ISIS will default to fixed IP address, if no DHCP server is available). At all times proper, individual, TCP-IP address for each machines, assigned either automatically (by a DHCP server, if available) or manually (Fixed IP) are required.

This caution is not relevant for machines operating without a network connection.

- Click on the **OK** button at bottom left of the **Pyramix Settings** window to confirm the changes and close the Window.

Congratulations! Your new ISIS Remote Controller is now ready for use.

Chapter 4 – ISIS TC/IP Address Configuration

Windows XP SP2 Firewall

A new Firewall feature has been added to Windows XP SP2. While this is convenient for home internet machines (for example), it is desirable to turn it off for media production networking needs. So, provided all necessary security has been addressed, either by an external Firewall unit, or by physically removing all Ethernet access to the outside world, you can:

a) Disable Windows Firewall

Alternatively, if XP SP2 Firewall features are really necessary, keep it active, but:

- b) Register ports 6000, 6001 and 6002 as exceptions of Windows Firewall for ISIS.
c) Register **VT Server** in Windows Firewall exceptions for VCube / Virtual Transport

TC/IP Address Configuration

At all times proper, individual, TCP-IP addresses for each machine are required, assigned either automatically (DHCP, if available) or manually (Fixed IP), as described below.

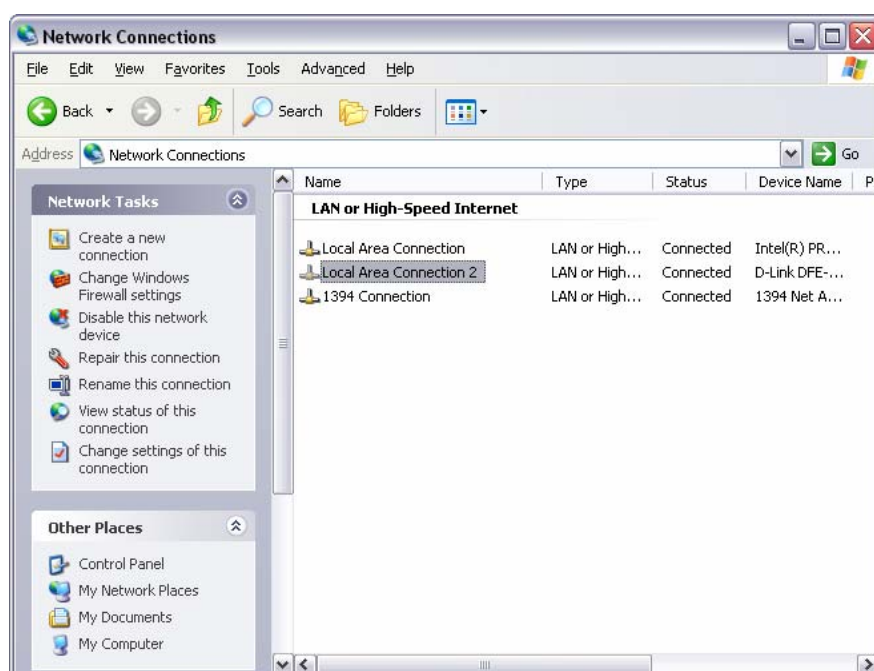
When ISIS is powered up it will first attempt to configure its IP address from a DHCP server on the network. (E.g. a router that incorporates a DHCP server.)

If there is no DHCP server able to assign an IP address, e.g. when there is a direct connection between the PC and ISIS, the ISIS-RC will use a static IP address that has been saved internally.

Note: The static IP address will only be used if no other IP address has been automatically assigned by DHCP.

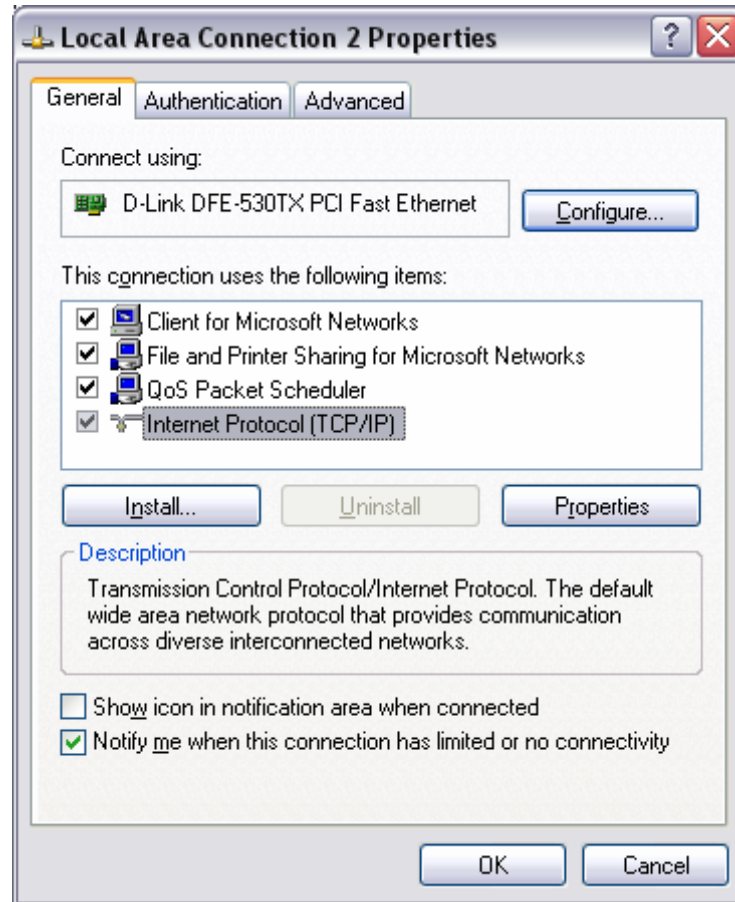
Manual PC TC/IP Address Configuration

If no admin DHCP server is available, manually give each of your machines a unique TCP/IP number. Use **Start > Connect to > Show all connections** to open the **Network Connections** dialog.

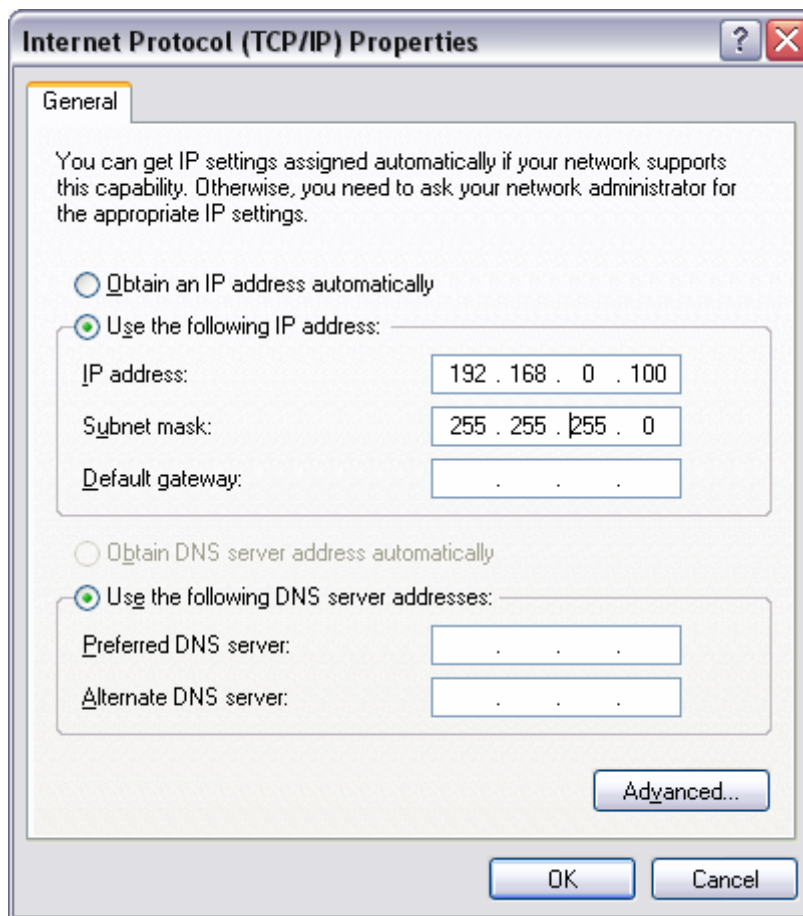


Note: In this case, a second NIC has been added for the direct ISIS connection.

Right-click the relevant network connection and choose **Properties** from the list to open the **Local Area Connection Properties** dialog.



Click on **Internet Protocol (TCP/IP)** to select it, then click on **Properties** to open the **Internet Protocol (TCP/IP) Properties** dialog.

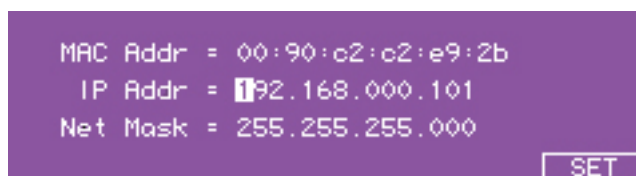


Click **Use the following IP address:** then click in the **IP address:** field and type in a suitable value, followed by clicking in the **Subnet mask:** field and typing in a suitable value.

Typically, IP addresses can be, respectively: 192.168.0.3 (PMX) 192.168.0.4 (VCube) and 192.168.0.5 (ISIS), with a common Subnet mask being 255.255.255.0. No default gateway is necessary.

Setting the ISIS Static IP Address

First, Power up the ISIS while holding down the STOP key for about 5 seconds. This screen appears:



The screen shows the current IP configuration of the ISIS. It will either show any IP address that has been assigned by DHCP or the static IP address that has been loaded internally.

This screen also shows the hardware MAC address of the ethernet interface in the ISIS Main Unit

To set the IP address, use the **CURSOR LEFT** and **CURSOR RIGHT** ISIS keys to select any digit in the **IP Address** field.

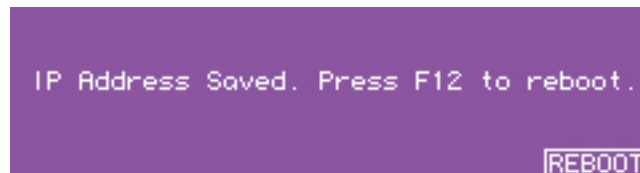
Use the ISIS **CURSOR UP** and **CURSOR DOWN** keys to move between the **IP Address** and **Net Mask** fields.

To change the selected digit in either the **IP Address** or **Net Mask** fields, use the **TRACK SELECT 1-10** keys at the top of the ISIS

For example **TRACK KEY 1 = '1'**, **TRACK KEY 2 = '2'** ... **TRACK KEY 10 = '0'**

When the IP Address and Net Mask have been set as required, press the **SET** key (**F12**). This will save the IP address and Net Mask as the internal static settings to be used if no other settings are assigned by DHCP.

After you press the **SET** key this screen appears:



Press the **REBOOT** key (**F12**) to reboot the ISIS (or switch the power-off and on again).

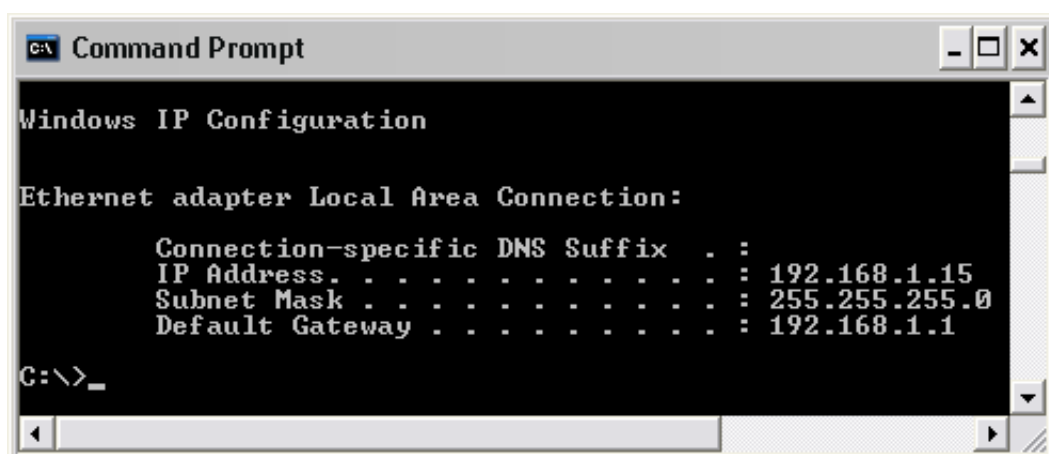
Note: The IP configuration can only be saved when there is an established electrical connection between the ISIS and either a Pyramix workstation or Ethernet switch.

Viewing the IP Address

The currently assigned IP Address can be seen in the ISIS Configuration dialog (see image Chapter 5, first page).

Checking IP Configuration

To check the IP Configuration of the machine you are working on do the following: Open a Command Prompt window. (**Start > All programs > Accessories > Command Prompt**) then type in the following command: **IPCONFIG** followed by **Enter**. The IP configuration for the machine will be shown like this:



Checking Network Connections

Using “Ping”:

To check that the connections you have set up are operational do the following:

Open a Command Prompt window. (**Start > All programs > Accessories > Command Prompt**) then type in the following command:

PING 192.168.0.3 (or whatever TCP/IP address is currently assigned to the workstation or device you wish to check) followed by Enter then wait for the machine to reply. Repeat the process for all other connected Workstations / Controllers.

Using **Windows Explorer**:

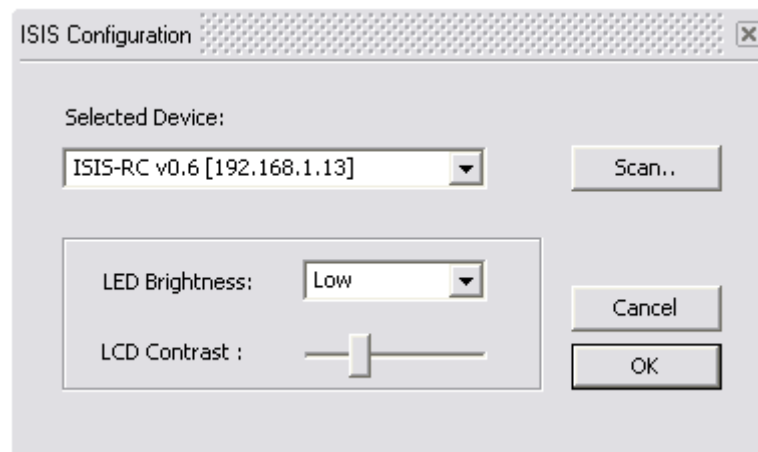
In a Windows Explorer window, right-click on **My Network Places** and choose **Explore > Entire Network / Microsoft Windows Network / Workgroup or Domain** (choose whichever is appropriate) then verify that all Pyramix and VCube workstations can search/see each other on the network, including shared hard drives and folders. Having all machines in the same “Workgroup” helps. (default workgroup is either “**WORKGROUP**” or “**MSHOME**”)

Note: With Windows XP, it may take some time for the TCP/IP lists to be appropriately updated to reflect the complete network topology on all machines. (Particularly when additional computers are added to a large existing network). Please allow for time for these operations to be properly carried out in the background. It may in fact take something like 10 to 50 minutes depending on the size of the network. (In certain situations, E.g. a small 2 machine peer-to-peer network, rebooting both machines may speed up the process).

Chapter 5 – LCD Contrast & LED Brightness

If lighting conditions require, the ISIS LCD contrast and LED brightness are adjustable.

Go to **Settings > All Settings** and click on **Controller** in the **Remote Control** folder to open the Controllers pane. Click on **ISIS** or whatever you named the ISIS controller in the **The following controllers are installed list**: Click on **Properties** to open the **Controller Properties** dialog. Click on **Properties** to open the **ISIS Configuration** dialog.



LCD Contrast

Simply click and drag on the **LCD Contrast** : slider to adjust the contrast. Changes are immediately visible on the ISIS display.

LED Brightness

The **LED Brightness**: combo box offers a choice of **Low**, **Medium** or **High** brightness levels. Any change is immediately reflected in the ISIS LEDs.

When adjustments are complete, click on the **OK** button to accept the changes and close the dialog. Alternatively, click on **Cancel** to reject any changes and close the dialog. Click on **OK** in the **Controller properties** dialog to close it followed by **OK** in the Pyramix Settings window to close it.

Chapter 6 – The Default Configuration

ISIS is fully functional from the moment it is installed thanks to the default configuration. Almost every ISIS key is user programmable but we suggest that you take some time to explore and become familiar with the default configuration before changing any key functions.

Surface Labels

The black legends on the ISIS control surface indicate the default key functions

The **SHIFT** key

Many keys have alternative functions accessed by holding down the **SHIFT** key while pressing the function key. Orange legends on the ISIS control surface indicate **SHIFTed** functions.

Channel Strip Functions

By default, the channel strip on the ISIS Main Unit is assigned as a **Master/Monitor Strip**.

In the Master/Monitor Strip, the controls function as follows:

- **ENCODER** - Monitor Volume
- **ENCODER (Press)** - Reset Monitor Reference Volume
- **PLAY** - Master automation Play **SHIFT + PLAY** – **Master/Monitor bus Play**
- **WRITE** - Master automation Write **SHIFT + WRITE** **Master/Monitor bus Write**
PLAY & WRITE lit - Auto-Write
PLAY & WRITE off – Off/Isolate
- **MUTE** - Monitor volume mute
- **SOLO** - Monitor Volume dim
- **FADER** - Master Mix gain

The channel strip on the ISIS Main Unit can also be remapped to control any Pyramix **Mixer Strip**. Please see **Chapter 5 – User Configuration** for details.



LCD Display and Function Soft Keys

The LCD display shows the main Time Scale Bar's current Playhead Cursor position TimeCode value in the centre of every page. The Function soft keys labeled **F1 to F12** are arranged in two rows of six above and below the LCD display. Current function of each key is shown in the LCD display.



This is the first fixed default page you will see when the ISIS is **enabled** either in the **Settings** menu or by loading a project that already has ISIS enabled.

Navigating LCD Pages

F12 labeled **MORE** cycles through all available pages. **F12** is currently a fixed assignment so **MORE** is available in all pages. The pages appear in this order:

- Track Select Key functions and Markers (fixed page)
- Machine Select (fixed page)
- Default User Page 1 (User definable)
- Any other User Pages (defined by the user)
- Monitoring (fixed page)

A subsequent press on **MORE** returns to the first page.

Track Select Key Functions and Markers page

The first fixed LCD page determines the function of the track select keys and sets and locates Markers. By default the **Key 1 to 24** (the **Track Select** keys) are assigned to the functions **SELECTOR 1 to SELECTOR 24** (and **SELECTOR 25 to SELECTOR 48** as **SHIFT** functions). Providing these assignments are not altered by the user, in this page the **F1 to F6** keys are used to determine how the Track Select keys function on the corresponding track.

F1 REARM (Record Arm) A single press on the relevant Track select Key arms the track for recording, a second press returns to Safe (replay) Use this for simple recordings where speed and simplicity are important.

F2 RECMODE (Record Mode) A single press on the relevant Track select Key arms the track for recording, a second press arms for Punch In mode and a third press returns to Safe (replay). Use this instead of **F1** for more complex sessions where Punch record is to be employed.

F3 Solo

F4 Mute

F5 MONITOR A press on the relevant Track Select key sets the Monitoring mode, cycling through **Replay**, **Input** and **Auto**

F6 Select A press on the relevant Track Select key selects the track.

F7 or F8 enters **Set Marker** mode

A marker numbered from 1 to 10 will be set at the current Playhead Cursor position when the corresponding track select key is pressed. The Marker shown on the Pyramix screen will have two numbers. The first, in brackets, shows the number of the corresponding Track Select key (and keyboard Hotkey) and the second shows the number of the Marker in the Markers list.

F9 or F10 enters **Goto Marker** mode The transport will locate to a Marker when the Track Select key corresponding to an existing marker is pressed.

F11 Unassigned

F12 MORE

Machine Select page



This page shows up to 5 machines on **F1** to **F5** (**F1**, the Internal Machine, is always present). Pressing **F1** to **F5** selects the corresponding machine. **F7** to **F11** labels show the current chase status of the machine above. Pressing **F7** to **F11** controls the **CHASE** state of the corresponding machine. Pressing **SHIFT** plus **F7** to **F11** controls the **AUTO CHASE** state of the corresponding machine.



First User page (default)



The assignments on this page can be changed by the user. As supplied the First user Page has the following functions:

- F1 ZOOM +** (Zoom In)
- F2 ZOOM -** (Zoom Out)

F3 No assignment
F4 No Assignment
F5 GROUP
F6 UNGRP (Ungroup)

F7 ZM FIT (Zoom to fit in window)
F8 ZM PREV (Zoom Previous)
F9 UNDO
F10 REDO
F11 No assignment
F12 MORE

Monitor page



This page controls the Pyramix Monitor functions as follows:

F1 L	Mute Front Left speaker output. With SHIFT Mute Left Inner speaker output.
F2 C	Mute Front Centre speaker output.
F3 R	Mute Front Right speaker output. With SHIFT Mute Right Inner speaker output.
F4 INPUT +	Monitor Next Input. With SHIFT Monitor Previous Input
F5 SPKR +	Monitor Next Output Speaker Set. With SHIFT Monitor Previous Output Speaker Set
F6 DMIX+	Monitor Next Output Downmix. With SHIFT Monitor Previous Output Downmix
F7 LS	Mute Left Surround Speaker Output
F8 LFE	Mute Subwoofer Output
F9 RS	Mute Right Surround Speaker Output -
F10 RESET	Reset Speakers
F11 OPMODE	Monitor Operation Mode. Cycles through Mute , Solo and SoloX functions for the Speaker Mute F keys

Other Keys Default Function Mapping

Transport Control Group



REWIND	=	Fast Rewind
REV PLAY	=	Play Reverse
STOP	=	Stop
PLAY	=	Play
FF	=	Fast Forward
REC	=	Record

Jog Wheel Group



SHUTTLE	=	Jog Wheel Mode – Shuttle	+ SHIFT =	Jog Wheel Mode – Jump
JOG	=	Jog Wheel Mode – Jog	+ SHIFT =	Jog Wheel Mode – Loop Jog
< NUDGE	=	Nudge -1 Frame		
> NUDGE	=	Nudge +1 Frame		
FADE IN	=	Trim Fade In		
FADE OUT	=	Trim Fade Out		
SYNC P	=	Set Sync Point to Cursor	+ SHIFT =	Send Sync Point to Cursor
FREEZE	=	Freeze External Machine		
TRIM IN	=	Trim In		
TRIM OUT	=	Trim Out		
CURSOR L	=	Select Previous Clip		
CURSOR R	=	Select Next Clip		
CURSOR UP	=	Select Previous Track		
CURSOR DOWN	=	Select Next Track		
MOVE CLIP	=	Move		
SLIP MEDIA	=	Slip Media		
MARK IN	=	Mark In to Cursor		
MARK OUT	=	Mark Out to Cursor		

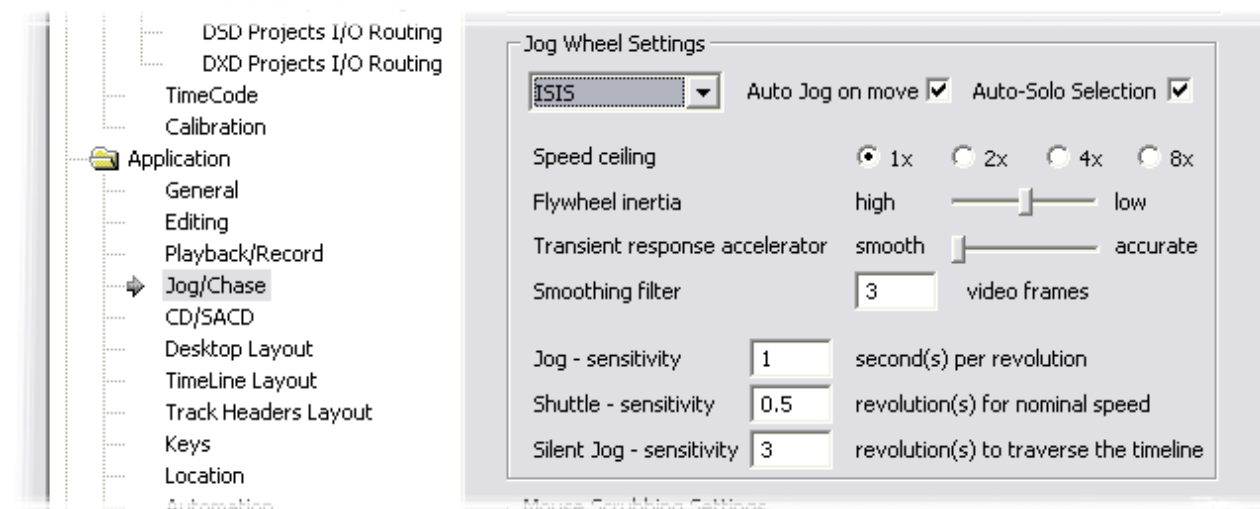
Edit Group



SHIFT	=	Shift (Fixed Assignment)
AUTO-RIPPLE	=	Auto-Ripple
SEL CLIP	=	Select Clip(s) under Cursor
SHIFT CLEAR	=	Undo Selection
SEL IN	=	Set Selection Start to Cursor
SHIFT CUT IN	=	Trim In to Cursor
SEL OUT	=	Set Selection End to Cursor
SHIFT CUT OUT	=	Trim Out to Cursor
SPLIT	=	Split Clip(s) at Cursor
SHIFT TRIM	=	Trim
DELETE	=	Delete
SHIFT UNDO	=	Undo
CUT	=	Cut
SHIFT REDO	=	Redo
COPY	=	Copy
SHIFT FILL	=	Fill Selection
PASTE	=	Paste
SHIFT REPLACE	=	Replace Selection

Chapter 7 – Jog/Shuttle Tuning

To fine-tune jog/shuttle performance, please go to the **Jog Wheel Settings** section of the **Settings > All Settings > Application > Jog/Chase** page.



Jog Wheel Settings

Controller

The combo box offers a choice of hardware controller presets if ISIS is not already selected, select it.

Auto Jog on move

When ticked, any movement of the ISIS Jog Wheel enters Jog mode. When not ticked, the ISIS **JOG** button must be pressed to enter Jog mode.

Auto-Solo Selection

When ticked, all tracks in the current selection are Solo'd when jogging.

Speed ceiling

Sets the maximum jog speed from a choice of 1X, 2X, 4X or 8X play speed

Smoothing Filter

The Smoothing Filter parameter determines the length of the “fade in” and “fade out” when beginning and ending scrubbing. Enter the required value in the box expressed in video frames.

Flywheel inertia

Low follows the actual movements as sent by the jog wheel. High passes the actual movement through a smoothing filter. So, when the slider is set to Low the Smoothing Filter parameters have no effect.

For sound to picture work where tight sync to picture is required use a setting biased to Low. For a more pronounced flywheel effect choose a Higher setting.

The Middle position is a good starting point.

Transient response accelerator

Optimizes Pyramix's reactivity to jog moves, settings range from Smooth to Accurate.

When the slider approaches Accurate there may be some strange undesirable effects.

Jog - sensitivity - seconds per revolution

Sets the time moved in one revolution of the jog wheel. Type the required value in the box.

Shuttle - sensitivity - revolution to get nominal

Sets the fraction of a revolution required to maintain nominal speed. E.g. an entry of 0.25 will require a quarter of a turn clockwise to achieve nominal speed.

Jump - sensitivity - number of revolutions to cross over the timeline

Sets the number of revolutions of the jog wheel required to traverse the visible timeline. I.e. actual speed depends on Zoom factor.

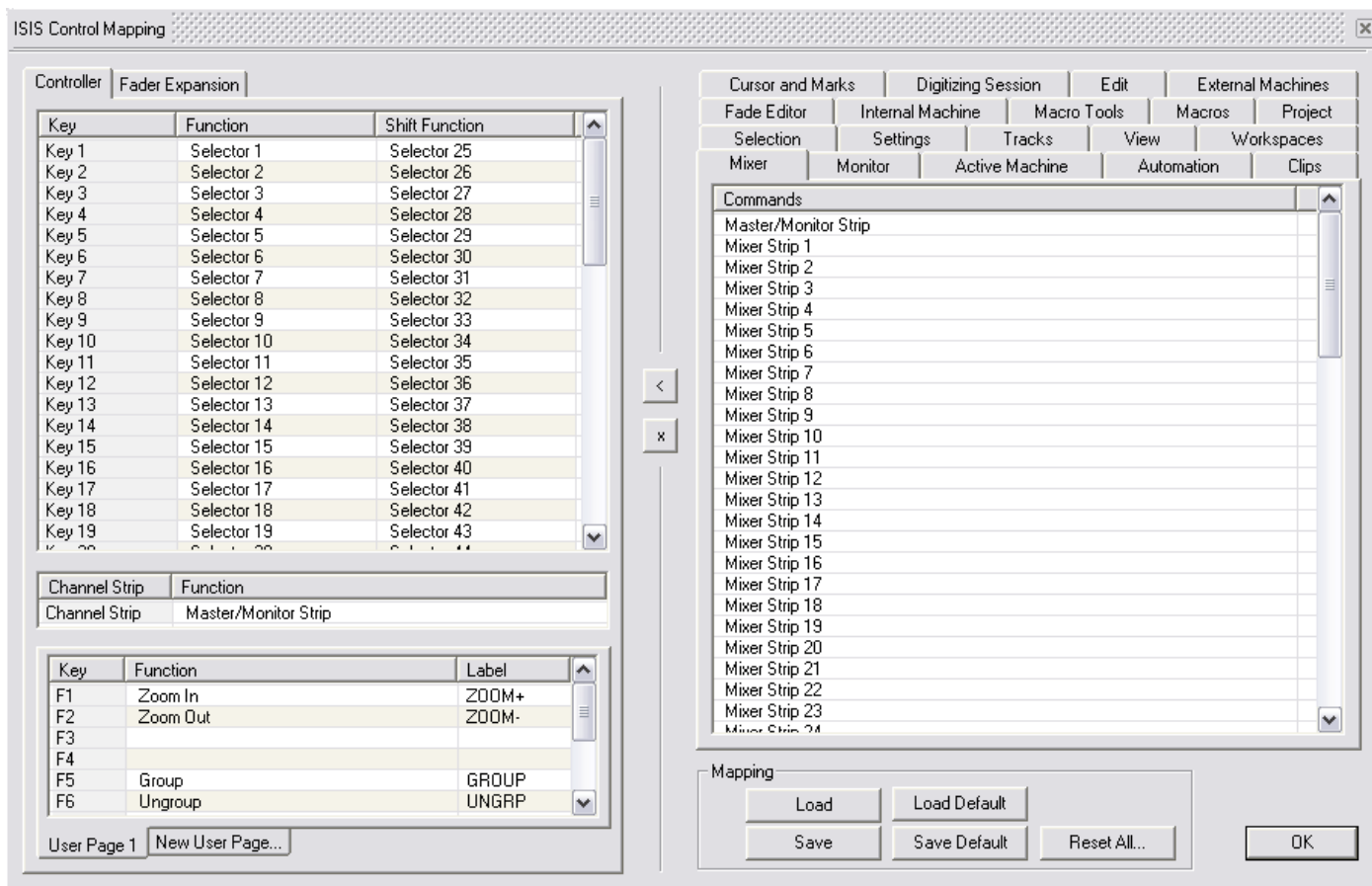
Note: If any of the **Jog Wheel Settings** are altered, the combo box changes to show **User Defined** to reflect this. User defined settings can be saved for future use with the **Load** and **Save** Pyramix settings functions.

Chapter 8 – User Configuration

The ISIS is a very flexible controller. User configurations to suit individual applications and user preferences can be constructed and stored for future use. Configurations can be stored in libraries and with individual projects.

User configuration is undertaken as follows:

Choose, **Settings > All Settings > Project > Controller Mapping** . Click on **ISIS** in the **The following controllers are installed:** list and click on **Properties** to open the **ISIS Control Mapping** window. (Or double-click the list entry.)



Note: The dialog opens ready to configure the Main ISIS Controller. To configure the Fader Expansion Unit click on the **Fader Expansion** tab in the top left corner of the window to switch the left-hand pane to the Fader Expansion Unit.

Mapping Functions to ISIS Keys

The right-hand pane has tabbed pages listing every mappable function in Pyramix. To map a function to an ISIS key or fader strip simply click on the required function to highlight it and click on the destination ISIS key in the left-hand, Controller, pane to highlight it.

Note: Most ISIS keys can each have two functions assigned to them, **Function** and **Shift Function**. Therefore when clicking in the Controller pane, be sure to click in the appropriate column as well as row.

When the desired Pyramix function and ISIS key are both highlighted, simply click on the **Assign** button.



The controller pane will update to reflect the new mapping.

Removing a Mapping

To remove a mapping from an ISIS control:

In the **Controller** pane highlight the **Function** or **Shift Function** you wish to remove. Then simply click on the **Remove** button.



The controller pane will update to reflect the new mapping.

Special Mappings

Selector

In the **Tracks** tab page the functions **Selector 1** to **Selector 48** are special mappings to enable ISIS to switch the function of the **Track Select** keys between **RECARM**, **RECMODE**, **SOLO**, **MUTE** and **SELECT** using the function keys. Similarly, when the functions **Set Marker Selector** and **Goto Marker Selector** are mapped to LCD function keys, they are used in conjunction with the Track Select Keys to set and locate markers.

Control Strip

Control strips do not have a **SHIFT** mapping because the **SHIFT** functions are part of the Mixer Strip mapping. If a Control Strip is mapped to a surround Master/Monitor strip, the **Play** and **Write** buttons control the global Mixer automation. Used with **SHIFT** they control the Master/Monitor bus automation.

Invalid Mappings

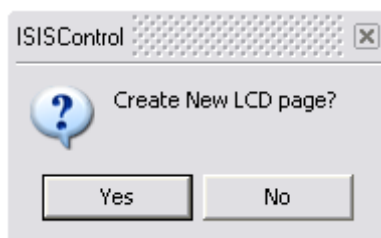
Certain mappings are invalid. E.g. a Mixer Strip to an ISIS key. If you inadvertently attempt to make such a mapping a warning dialog will appear and the mapping will not be allowed.



LCD User Pages

As detailed above, User Page 1 has default functions already assigned to it. We suggest you leave User Page 1 alone until you are confident about User Mapping.

At the bottom of the Controller pane there are two tabs for **User Page 1** and **New User Page...**



Clicking on the **New User Page** tab opens the **ISIS Control Create New LCD Page** dialog.

Click on **Yes** to create a new User Page. The Function Key entries will go blank and a new tab will appear labeled **User Page X** (X is the User Page number incremented from the last existing User Page).

Mapping functions to LCD Function keys is carried out in the same manner as mapping functions to the other ISIS keys and strips with these differences.

- The LCD Function Keys do not have a **SHIFT**ed function.
- Double-clicking in the **Label** field of a Function key allows the Label to be changed.

Note: Labels can be up to six characters long including spaces.

Mapping Mixer Strips to ISIS Controller Strips

The fader control strip on the ISIS remote controller can also be remapped to control any Pyramix **Mixer Strip**.

When assigned as a **Mixer Strip (Mixer Strip 1, Mixer Strip 2 etc..)**, the controls function as:

- **ENCODER** Mixer channel Pan/Balance (with **SHIFT** Front/Rear)
- **ENCODER (Press)**
- **PLAY** Mixer Strip Play
- **WRITE** Mixer Strip Write
- **MUTE** Mixer channel Mute
- **SOLO** Mixer channel Solo
- **FADER** Mixer channel Gain

Note: Stereo strips behave in the same way as Pyramix strips with **Mirror Y Linking** applied in the **Surround Control** window. The linking does not have to be made in Pyramix, it is part of the mapping.

Master/Monitor Strip

When the fader control strip on the ISIS Main Unit or a fader control strip on the ISIS Fader Expander is assigned as a **Master/Monitor Strip**, the controls function as follows:

- **ENCODER** Monitor Volume
- **ENCODER (Press)** Reset Monitor Reference Volume
- **PLAY** Master automation play
- **WRITE** Master automation write
- **MUTE** Monitor volume mute
- **SOLO** Monitor Volume dim
- **FADER** Bus gain

Automation

Note: The automation buttons behave differently when assigned to **Mixer Strips** as opposed to **Master/Monitor Bus Strips**.

In a control strip mapped to a **Mixer Strip** the **PLAY** and **WRITE** keys toggle on and off independently and control the Strip's automation mode as follows:

- **PLAY** Off / **WRITE** Off = Isolate
- **PLAY** On / **WRITE** Off = Play
- **PLAY** Off / **WRITE** On = Record
- **PLAY** On / **WRITE** On = Auto-Write

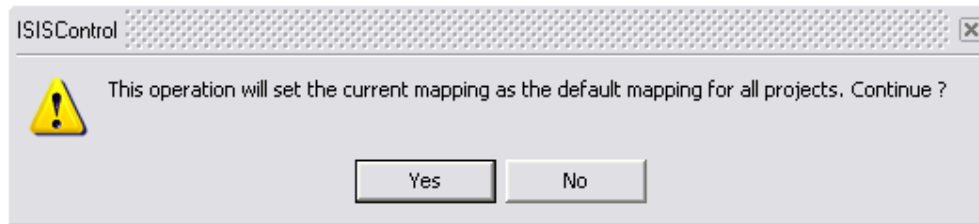
In a control strip mapped to a **Master/Monitor Bus** the **PLAY** and **WRITE** keys toggle on and off and exclusively. I.e. only one can be lit at a time. They control the Strip's automation mode as follows:

- **PLAY** Off / **WRITE** Off = Master Automation Off
- **PLAY** On / **WRITE** Off = Master Automation Play
- **PLAY** Off / **WRITE** On = Master Automation Record

Saving and loading Mappings

User Mappings

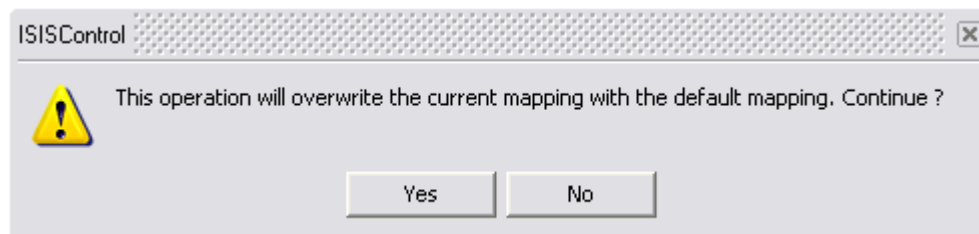
Clicking on the **Load** or **Save** buttons opens a Windows File Browser. ISIS Template Files with **.map** extension can be saved or loaded at will. Clicking on **Load Default** opens this dialog:



Click on **Yes** to overwrite the current ISIS mapping with the default mapping or **No** to cancel.

Default mappings

Clicking on **Save Default** opens this dialog:



Click on **Yes** to set the current mapping as the default mapping for all projects or **No** to cancel.

Mappable Functions

A complete list of mappable functions can be found in **Appendix I**

Tips and Tricks

Auto-Solo

When any of the **Jog** modes are activated (**Jog**, **Trim**, **Fade** etc.) you may only wish to listen to the selection. Check the **Auto-Solo Selection** box in the **Settings > All Settings > Application > Jog/Chase : Jog Settings** section. If you wish to keep one or more tracks audible that are not part of the selection simply check the **SF** (solo-safe) box on the strip.

Chapter 9 – ISIS Fader Expansion

The ISIS Fader Expansion Unit offers greatly increased mixing capabilities.



- The eight Control Strips are identical to the Control Strip on the ISIS main Unit.
- By default, the cursor keys are unmapped.
- The fader control strips are automatically assigned to Pyramix mixer strips in banks of 8.
- The ten keys on the left of the unit bank switch the faders. Pressing '1-8' will assign the faders to Mixer Strip 1-8, pressing '9-16' will assign the faders to Mixer Strip 9-16 etc.
- When used in conjunction with the latching **PRESET** key, these buttons switch between the ten possible Mixer **PRESETS**.
- Each Mixer **PRESET** allows any Pyramix Mixer strip to be assigned to any physical ISIS Control Strip.
- Mixer **PRESETS** are assigned in the **Fader Expansion** page of the **ISIS Control Mapping Window**.

Appendix 1 – Mappable Functions

Mappable functions are arranged in tabbed pages on the right-hand side of the **ISIS Control Mapping** window. The following tables show all functions available for mapping to ISIS with default keyboard shortcuts and brief function descriptions. For fuller explanations of any of the functions please see the main Pyramix User Manual.

Mixer

Mixer

Master/Monitor Strip
 Mixer Strip 1
 to
 Mixer Strip 80

Monitor

Monitor

Surround Mix Input
 Surround Mix Input
 Surround Mix Input
 Surround Mix Input
 Surround Mix Input
 Surround Mix Input
 Surround Mix Input
 Next Input
 Next Output DownMix
 Next Output SpeakerSet
 Previous Input
 Previous Output DownMix
 Previous Output SpeakerSet
 None Speakers
 L Speakers
 C Speakers
 R Speakers
 Ls Speakers
 Rs Speakers
 Lfe Speakers
 Lc Speakers
 Rc Speakers
 Cs Speakers
 Center Speakers
 Operation Mode Speakers
 Reset Speakers
 Volume
 Volume Dim
 Volume Mute
 Volume Ref

Active Machine

Active Machine

Toggle machines	NUM PLUS	Toggle between machines
Stop	K, NUM 0	Stop
Pause		Pause
Play	L	Play
Record	NUM DECIMAL	Record
Fast Forward	SHIFT + F8	Fast Forward
Fast Rewind	SHIFT + F7	Fast Rewind
Scan Forward	CTRL + F8	Scan Forward

Scan Rewind	CTRL + F7	Scan Rewind
Start	HOME, SHIFT + F5	Start
End	END, SHIFT + F6	End
Play Reverse	CTRL + SPACE, J	Play Reverse
Play 1/2	SHIFT + SPACE	Play 1/2
Play 1/2 Reverse	CTRL + SHIFT + SPACE	Play 1/2 Reverse
Play 1/4	ALT + SPACE	Play 1/4
Play 1/4 Reverse	CTRL + ALT + SPACE	Play 1/4 Reverse
Play 1/16	SHIFT + ALT + SPACE	Play 1/16
Play 1/16 Reverse	CTRL + SHIFT + ALT + SPACE	Play 1/16 Reverse
Play 2x		Play 2x
Play 2x Reverse		Play 2x Reverse
Play 4x	P	Play 4x
Play 4x Reverse	U	Play 4x Reverse
Toggle Play/Stop	SPACE	Toggle Play/Stop
Toggle Play/Pause	NUM ENTER	Toggle Play/Pause
Toggle Play/Record		Toggle Play/Record
Goto TimeCode		Goto TimeCode
Nudge +1 frame		Nudge +1 frame
Nudge -1 frame		Nudge -1 frame
Set Loop In		Set Loop In
Set Loop Out		Set Loop Out
Goto Loop In		Goto Loop In
Goto Loop Out		Goto Loop Out
Chase	CTRL + F1	Chase
Store Chase Offset		Store Chase Offset
Jog-Wheel Mode - Jog		Jog-Wheel Mode - Jog
Jog-Wheel Mode - Shuttle		Jog-Wheel Mode - Shuttle
Jog-Wheel Mode - Loop		Jog-Wheel Mode - Loop
Jog-Wheel Mode - Jump		Jog-Wheel Mode - Jump
Jog-Wheel Mode - Off		Jog-Wheel Mode - Off

Automation

Automation

Automation Off	Automation system is disabled
Automation Play	Automation system will playback any previously recorded automation data
Automation Write	Automation system will playback any previously recorded automation data and record new automation data for all enabled controls
Automation Snapshot	Creates an automation key frame at cursor position, for all armed automation controls
Automation Snapshot Range	Places automation key frames at the in /out cursor positions, for all currently armed automation controls
Delete Selected Points	Deletes all automation points inside selected region
Cut Selected Points	Cuts all automation points inside selected region
Copy Selected Points	Copies all automation points inside selected region
Paste Points to Cursor	Pastes all copied or cut automation points at the cursor on selected track
Paste Points to Original TC	Pastes all copied or cut automation points at original TimeCode on selected track
Auto-Write Mode - Write & Release	Sets the Auto-Write Mode to Write & Release
Auto-Write Mode - Write & Hold	Sets the Auto-Write Mode to Write & Hold
Auto-Write Mode - Update & Release	Sets the Auto-Write Mode to Update & Release
Auto-Write Mode - Update & Hold	Sets the Auto-Write Mode to Update & Hold
Release Mode - Snap	Sets the Automation Release Mode to Snap

Release Mode - Auto-Release
 Release Mode - Write to Next
 Release Mode - Write to End

Sets the Automation Release Mode to Auto-Release
 Sets the Automation Release Mode to Write to Next
 Sets the Automation Release Mode to Write to End

Release Auto-Writing

CTRL + ALT + ESC

Releases all controls currently recording automation

Automation Tracks

Enables the automation versions for a specific control to be displayed. Locate control in the tree view, double-click on control to update the Automation Track Versions window

Automation Settings

Opens automation settings dialog

Clips

Clips

Select All	CTRL + A	Select all clips on Timeline
Select All to Mark In	CTRL + I	Select all clips on Timeline, to Mark In Point
Select All between Marks	CTRL + B	Select all clips on Timeline, between In/Out Marks
Select All from Mark Out	CTRL + J	Select all clips on Timeline, from Mark Out Point
Select Source	F9	Select all clips on current audio track
Select Online Clips		Select all clips that reference currently mounted Media
Select Offline Clips		Select all clips that reference no currently mounted Media
Deselect All	ESC, CTRL + D	Deselect all currently selected clips
Select Previous Clip	Num LEFT	Select clip to left of currently selected clip
Select Next Clip	Num RIGHT	Select clip to right of currently selected clip
Add Previous Clip to Selection	SHIFT + Num LEFT	Apply selection to clip to left of currently selected clip
Add Next Clip to Selection	SHIFT + Num RIGHT	Apply selection to clip to right selected clip
Add all Preceding Clips to Selection		Apply selection to all clips preceding selected clip
Add all Following Clips to Selection		Apply selection to all clips following selected clip
Nudge to Previous Edit	SHIFT + ALT + LEFT	Nudges selected clip left (earlier in time) to the previous edit points in the track or marks in the editor
Nudge to Next Edit	SHIFT + ALT + RIGHT	Nudges the selected clip right (later in time) to the next edit points in the track or marks in the editor
Nudge to Left	ALT + LEFT	Nudges selected clip left (earlier in time) by an amount equal to the current Nudge setting
Nudge to Right	ALT + RIGHT	Nudges the selected clip right (later in time) by an amount equal to the current Nudge setting
Nudge to Left Custom	ALT + PGUP	Nudges the selected clip left (earlier in time) by an amount entered with the keyboard
Nudge to Right Custom	ALT + PGDOWN	Nudges the selected clip right (later in time) by an amount entered with the keyboard
Nudge to Left Custom in Bars/Beats		Nudges the selected clip left (earlier in time) by an amount entered in Bars/Beats with the keyboard
Nudge to Right Custom in Bars/Beats		Nudges the selected clip right (later in time) by an amount entered in Bars/Beats with the keyboard
Nudge In to Left		Nudges selected clip start left (earlier in time) by an amount equal to the current Nudge setting
Nudge In to Right		Nudges the selected clip start right (later in time) by an amount equal to the current Nudge setting
Nudge Out to Left		Nudges selected clip end left (earlier in time) by an amount equal to the current Nudge setting
Nudge Out to Right		Nudges the selected clip end right (later in time) by an amount equal to the current Nudge setting
Nudge Media to Left		Nudges selected clip media left (earlier in time) by an amount equal to the current Nudge setting
Nudge Media to Right		Nudges the selected clip media right (later in time) by an amount equal to the current Nudge setting
Move Up	ALT + UP	Moves selected clip or region up to the adjacent track above it
Move Down	ALT + DOWN	Moves selected clip or region up to the adjacent track below it
Move Up with Fade	CTRL + ALT + UP	Moves selected clip or region up to the adjacent track above it. If there is another clip on the adjacent track at that location, it will interact with it by crossfading
Move Down with Fade	CTRL + ALT + DOWN	Moves selected clip or region up to the adjacent track below it. If there is another clip on the adjacent track at that location, it will interact with it by crossfading
Nudge Setting 1	CTRL + 1	Apply Nudge Setting 1
Nudge Setting 2	CTRL + 2	Apply Nudge Setting 2

Nudge Setting 3	CTRL + 3	Apply Nudge Setting 3
Nudge Setting 4	CTRL + 4	Apply Nudge Setting 4
Nudge Setting 5	CTRL + 5	Apply Nudge Setting 5
Set Sync Point to Cursor	CTRL + M	Sets a sync point at current cursor position
Send Sync Point to Cursor	CTRL + ALT + M	Sends(moves) the currently selected Clip so that its Sync Point is aligned with the current position of the Playhead Cursor
Group	CTRL + G	Groups together all selected clips in the Timeline
Ungroup	CTRL + U	Ungroups members of a selected group clip in the Timeline
Lock	CTRL + L	Locks selected clips so that they can no longer be edited or moved in the Timeline
Unlock	CTRL + K	Unlocks selected locked clips so that they can be edited
Lock Horizontal Drag		Clips cannot be dragged horizontally (left to right)
Clip Gain	CTRL + SHIFT + G	Displays an audio fader to set the audio level for the selected clips
Mute Clip	CTRL + SHIFT + M	Mutes all selected clips
Rename		Opens Rename Clips dialog
Edit Fade near Cursor	Q	Opens Fade Editor with fade near cursor ready for editing
Edit Fade near Mouse	W	Opens Fade Editor Allows with fade near current mouse position ready for editing
Fade In New	SHIFT + F9	Apply new Fade In
Fade In Edit	SHIFT + F10	Edit Fade In
Fade In Default	SHIFT + F11	Apply Fade In Default
Fade In Default Curve	SHIFT + F12	Apply Fade In Default Curve
Fade In Power Linear		Apply Fade In Power Linear
Fade In Tension Linear		Apply Fade In Tension Linear
Fade In dB Linear		Apply Fade In dB Linear
Fade In Cosine		Apply Fade In Cosine
Fade In Root Cosine		Apply Fade In Root Cosine
Fade Out New	ALT + F9	Apply new Fade Out
Fade Out Edit	ALT + F10	Edit Fade Out
Fade Out Default	ALT + F11	Fade Out Default
Fade Out Default Curve	ALT + F12	Apply Fade Out Default Curve
Fade Out Power Linear		Apply Fade Out Power Linear
Fade Out Tension Linear		Apply Fade Out Tension Linear
Fade Out dB Linear		Apply Fade Out dB Linear
Fade Out Cosine		Apply Fade Out Cosine
Fade Out Root Cosine		Apply Fade Out Root Cosine
X Fade New	CTRL + F9	Apply new Cross Fade
X Fade Edit	CTRL + F10	Edit Cross Fade
X Fade Default	CTRL + F11	Cross Fade Default
X Fade Default Curve	CTRL + F12	Apply Cross Fade Default Curve
X Fade Power Linear		Apply Cross Fade Power Linear
X Fade Tension Linear		Apply Cross Fade Tension Linear
X Fade dB Linear		Apply Cross Fade dB Linear
X Fade Cosine		Apply Cross Fade Cosine
X Fade Root Cosine		Apply Cross Fade Root Cosine
Envelope Reset	CTRL + R	Reset gain envelope for clip under mouse pointer
Envelope Reset Selection	CTRL + SHIFT + R	Reset gain envelope for whole selection
Envelope Copy to Selection	CTRL + SHIFT + C	Copy envelope of clip under the mouse pointer to whole selection
Envelope Punch	CTRL + P	Punch envelope of clip under the mouse pointer
Envelope Punch Selection	CTRL + SHIFT + P	Punch envelope of whole selection
Waveform follow Track		Clip Waveform display will always correspond to the setting for the entire track in the Track information and Settings panel
Waveform force Waveform		Clip always shows the waveform display regardless of waveform display settings for the track
Waveform force Name		Clip always shows the clip name regardless of waveform display settings for the track
Generate Waveform		Generate waveform data for selected clip

Selection Properties
Properties

Opens Selection Properties display window
Opens Clip Properties display window

Selection

Selection

Nudge to Left	CTRL + SHIFT + LEFT	Nudge selection to left
Nudge to Right	CTRL + SHIFT + RIGHT	Nudge selection to right
Nudge Start to Left	CTRL + ALT + LEFT	Nudge selection start to right
Nudge Start to Right	CTRL + ALT + RIGHT	Nudge selection start to left
Nudge End to Left	CTRL + SHIFT + ALT + LEFT	Nudge selection end to right
Nudge End to Right	CTRL + SHIFT + ALT + RIGHT	Nudge selection end to left
Move Selection Up	CTRL + UP	Move selection to track above its current position
Move Selection Down	CTRL + DOWN	Move selection to track below its current position
Grow Selection Up	CTRL + SHIFT + UP	Apply current selection to the track above its current position
Grow Selection Down	CTRL + SHIFT + DOWN	Apply current selection to the track below its current position
Narrow Selection Up	CTRL + SHIFT + ALT + DOWN	Remove current selection from the track above its current position
Narrow Selection Down	CTRL + SHIFT + ALT + UP	Remove current selection from the track below its current position
Set Cursor to Selection Start	;	Position Playhead Cursor to start point of selection
Set Cursor to Selection Start with Preroll		Position Playhead Cursor to start point of selection, adding the defined Preroll value
Set Cursor to Selection Start with Preroll #2		Position Playhead Cursor to start point of selection, adding the defined Preroll #2 value
Set Cursor to Selection Start with Preroll #3		Position Playhead Cursor to start point of selection, adding the defined Preroll #3 value
Set Cursor to Selection End	#	Position Playhead Cursor to end point of selection
Set Selection Start to Cursor	[Position start point of selection to Playhead Cursor position
Set Selection End to Cursor]	Position end point of selection to Playhead Cursor position
Select between Gates		Position sets the Selection between selected track group Gates
Gates to Selection		Set the Gates around current selection
Select Clip(s) under Cursor		Cause the clip(s) positioned under current Playhead Cursor position to become selected. This only applies to clips on selected audio track
Undo Selection	BACKSPACE	Cancel last selection command
Redo Selection	SHIFT + BACKSPACE	Cancel (redo) last Undo Selection command
Undo / Redo Selection	CTRL + BACKSPACE	Toggle between last Undo / Redo Selection command

Settings

Settings

All Settings	ALT + G	Opens General Settings Window
Project Settings	CTRL + F	Information Panel about current project
Mixer Settings	SHIFT + ALT + M	Opens Mixer Settings Window
Keyboard Shortcut Editor	CTRL + SHIFT + ALT + C	Customize Keyboard Shortcuts (and export this table as Rich Text Format)
Macro Editor	CTRL + SHIFT + ALT + M	Customize Macros
Interface Editor		Customize Interface

Tracks

Tracks

New Audio Track	CTRL + SHIFT + N	Creates new audio tracks on the Timeline
New Virtual Track	CTRL + SHIFT + T	Creates new virtual tracks on the Timeline

Delete	CTRL + SHIFT + DELETE	Removes currently selected track from the Timeline
Delete to Last	CTRL + SHIFT + ALT + DELETE	Deletes all tracks from currently selected tracks to the last track in the Timeline
Auto-connect		Automatically connect all tracks sequentially to any available mixer inputs
Select All Clips	CTRL + SHIFT + A	Selects and highlights all clips on the selected track
Select All Clips to Mark In	CTRL + SHIFT + I	Selects all clips on the track from the beginning of the composition up to the mark in
Select All Clips between Marks	CTRL + SHIFT + B	Selects all clips on the track between the Mark In and Mark Out
Select All Clips from Mark Out	CTRL + SHIFT + J	Selects all clips on the track from the Mark Out to the end of the composition
Deselect All Clips	CTRL + SHIFT + D	Deselects all clips on selected track
Ripple		Opens the Ripple Tracks window
Extend		Opens the Extend Tracks window
Select Previous Track Group		Selects track group above the currently selected track group
Select Next Track Group		Selects track group below the currently selected track track group
Duplicate Selected Track Group		Duplicates currently selected track group
Auto Create/Delete Track Groups		Track Groups are automatically created when inserting clips requires this
Select Previous Track	UP	Selects audio track above currently selected track
Select Next Track	DOWN	Selects audio track below currently selected track
Deselect Track	SHIFT + ESC	Deselects currently selected audio track
Auto Select Tracks		Audio track is automatically selected on any click/move to its content
Synchronize Tracks & Strips		Audio track and associated mixer strip are always selected together
Rec Ready Selector		
Rec Mode Selector		
Solo Selector		
Mute Selector		
Monitor Selector		
Track Selector		
Set Marker Selector		
Goto Marker Selector		
Selector 1		
To		
Selector 48		

View

View

Show Ghosts	ALT + H	Shows a ghost image of clips on related virtual tracks
Show Media	ALT + J	Shows full extent of underlying media for selected clip as a red line on the track above and below the selected clip
Frames	ALT + F	Sets TimeCode display resolution to frames
Samples	ALT + S	Sets TimeCode display resolution to samples
[ms]	ALT + [Sets TimeCode display resolution milli-seconds
CD frames	ALT + C	Sets TimeCode display resolution to CD frames
Display as CD time		Displays Cursor TimeCode like a CD player
Larger	SHIFT + ALT + 2	Increase the size of the waveform display
Smaller	SHIFT + ALT + 1	Decrease the size of the waveform display
x1	ALT + 5	Sets magnification factor of waveform display to 1x
x2	ALT + 6	Sets magnification factor of waveform display to 2x
x4	ALT + 7	Sets magnification factor of waveform display to 4x
x8	ALT + 8	Sets magnification factor of waveform display to 8x
x16		Sets magnification factor of waveform display to 16x
x32		Sets magnification factor of waveform display to 32x
x64		Sets magnification factor of waveform display to 64x
dB	ALT + 9	Sets waveform display to decibels
Auto-Scale Waveform	ALT + 0	Sets waveform display to automatically display an optimal waveform

Show Full Waveform		Sets waveform display to display a waveform that is fully colored even at sample level (like peak display)
Show Waveform Origin		Sets waveform display to display a waveform that also shows the 0dB origin at sample level
Show Dynamic Waveform		Sets waveform display to display a waveform that shows the dynamic range for each pixel
Hide Clip Name when Waveform Shown		Hides clip names when waveform is displayed
Fit in window	ALT + 1	Adjusts horizontal magnification (zoom level) of Composition Editor main window to fit the selected clip or region
Previous zoom	ALT + 2	Returns timeline view to the previous zoom resolution and location
Zoom In	ALT + 3	Zooms in by a factor of 2x, centered around the middle of the Timeline
Zoom Out	ALT + 4	This command zooms out by a factor of 2x, centered around the middle of the Timeline
Recall Preset Zoom 1	CTRL + ALT + 1	Recall Preset Zoom 1
Recall Preset Zoom 2	CTRL + ALT + 2	Recall Preset Zoom 2
Recall Preset Zoom 3	CTRL + ALT + 3	Recall Preset Zoom 3
Recall Preset Zoom 4	CTRL + ALT + 4	Recall Preset Zoom 4
Recall Preset Zoom 5	CTRL + ALT + 5	Recall Preset Zoom 5
Set Preset Zoom 1	CTRL + SHIFT + ALT + 1	Set Preset Zoom 1
Set Preset Zoom 2	CTRL + SHIFT + ALT + 2	Set Preset Zoom 2
Set Preset Zoom 3	CTRL + SHIFT + ALT + 3	Set Preset Zoom 3
Set Preset Zoom 4	CTRL + SHIFT + ALT + 4	Set Preset Zoom 4
Set Preset Zoom 5	CTRL + SHIFT + ALT + 5	Set Preset Zoom 5
Auto Zoom Selection	SHIFT + F4	Timeline automatically zooms-in to any selection
Show all Tracks		Show (Unhide) all Tracks and Expand (Uncollapse) all Track Groups
Hide Tracks without selection		Hide all tracks that have nothing selected
Fit View to 1 Track		Fit current View to 1 Track
Fit View to 2 Tracks		Fit current View to 2 Tracks
Fit View to 4 Tracks		Fit current View to 4 Tracks
Fit View to 8 Tracks		Fit current View to 8 Tracks
Fit View to 16 Tracks		Fit current View to 16 Tracks
Fit View to All Tracks		Fit current View to All Tracks
Enlarge Track Size		Enlarge current Track Size
Reduce Track Size		Reduce current Track Size
Scroll Timeline Left	CTRL + ALT + PGUP	Scroll the whole Timeline to the left
Scroll Timeline Right	CTRL + ALT + PGDOWN	Scroll the whole Timeline to the right
Scroll Timeline Up	CTRL + SHIFT + PGUP	Scroll the whole Timeline up
Scroll Timeline Down	CTRL + SHIFT + PGDOWN	Scroll the whole Timeline down
Fixed Cursor while playing	CTRL + ALT + F	Static playhead, scrolling Timeline
Free Cursor while playing	CTRL + ALT + D	Playhead cursor is allowed to move off screen during playback
Transport	ALT + T	Displays Large Transport Control
Mixer	ALT + M	Displays Mixer
Monitor		Displays Monitoring Section
Media Management	ALT + N	Displays Media Management folders
Global libraries	ALT + L	Displays Global Libraries
Fade Library		Displays Fade library
TimeCode Toolbar		Displays the whole TimeCode Toolbar
Feet	ALT + D	Displays the Feet Scale
Feet Settings		Opens Feet Settings Dialog
Bars & Beats	ALT + B	Displays Bars & Beats Scale
Bars & Beats Settings		Opens Bars & Beats Settings Dialog
Tempo Map		Displays Tempo Map
Source - Destination		Displays Source / Destination TimeCodes
Transport Toolbar		Displays Transport Toolbar
Automation Toolbar		Displays Automation Toolbar
Information	ALT + I	Displays Information Window
On the Air	ALT + R	Displays On the Air Window
I/O Status	ALT + O	Displays I/O Status Window
Overview	ALT + F1	Show Overview Tab
EDL	ALT + F2	Show EDL Tab
Document Libraries	ALT + F3	Show Document Libraries Tab

Tracks		Show Tracks Tab
Track Groups		Show Track Groups Tab
Playlists		Show Playlists Tab
Workspaces		Show Workspaces Tab
Selection		Show Selection Tab
Fade Editor		Show Fade Editor Tab
Markers	ALT + F4	Show Markers Tab
CD		Show CD Tab
Notes	ALT + F5	Show Notes Tab
Machines	ALT + F6	Show Machines Tab
Media Management	ALT + F7	Show Media Management Tab
Global Libraries	ALT + F8	Show Global Libraries Tab
All Settings	ALT + G	Displays the General Settings Window
Mixer Settings	SHIFT + ALT + M	Displays Mixer Settings Window
Keyboard Shortcut Editor	CTRL + SHIFT + ALT + C	Customize Keyboard Shortcuts (and export this table as Rich Text Format)
Macro Editor	CTRL + SHIFT + ALT + M	Customize Macros
Interface Editor		Customize Interface

Workspaces

Workspaces		
Save Workspace 1		Save Workspace 1
To		
Save Workspace 10		Save Workspace 10
Update Current Workspace		Update Current Workspace
Recall Workspace 1		Recall Workspace 1
To		
Recall Workspace 10		Recall Workspace 10
Recall Previous Workspace		Toggles backwards through the list of available Workspaces
Recall Next Workspace	F10	Toggles forwards through the list of available Workspaces

Fade Editor

Fade Editor		
Open Editor		Open Editor
Accept && Close Editor		Accept changes and close Editor
Restore && Close Editor		Restore changes and close Editor
Restore Fade		Restore fade
Undo Fade Change		Undo fade change
Previous Fade		Previous fade
Next Fade		Next fade
Xify		Crossfade
Show Faders && Control		Show Faders and Control
Show Parameters && Options		Show Parameters and Options
Fit Fade		Fit fade
Zoom In		Zoom In
Zoom Out		Zoom Out
No Auto-Center		No Auto-center
Auto-Center Fade		Auto-center fade
Auto-Center Reference Point		Auto-center reference point
Free Zoom		Free zoom
Auto-Zoom		Auto-zoom

Auto-Zoom/Free
Timeline Zoom
Zoom Preset 1
To
Zoom Preset 5

Nudge Out Gain Less
Nudge Out Gain More
Nudge In Gain Less
Nudge In Gain More

Nudge Intercept Less
Nudge Intercept More
Nudge Asymmetry Less
Nudge Asymmetry More

Nudge Out Length Less
Nudge Out Length More
Nudge In Length Less
Nudge In Length More

Nudge Out Position Left
Nudge Out Position Right
Nudge In Position Left
Nudge In Position Right

Nudge In Media Left
Nudge In Media Right
Nudge Out Media Left
Nudge Out Media Right

Link Length
Mirror Length
Link Position
Fade Safe
Force Safe

Audition X Fade
Audition X Fade with Ref

Audition Out with Curve
Audition Out without Curve
Audition Out after Fade
Audition Out with Curve with Ref
Audition Out without Curve with Ref
Audition Out after Fade with Ref
Audition Out Original Material

Audition In with Curve
Audition In without Curve
Audition In before Fade
Audition In with Curve with Ref
Audition In without Curve with Ref
Audition In before Fade with Ref
Audition In Original Material

Audition Pre-Roll 1
Audition Pre-Roll 2
Audition Pre-Roll 3
Audition Post-Roll 1
Audition Post-Roll 2
Audition Post-Roll 3
Audition Speed 100%
Audition Speed 80%
Audition Speed 66%
Audition Speed 50%
Audition Speed 25%
Audition Solo
Audition Loop

Auto-zoom/free
Timeline zoom
Zoom preset#1

Zoom preset#5

Nudge Out Gain Less
Nudge Out Gain More
Nudge In Gain Less
Nudge In Gain More

Nudge Intercept Less
Nudge Intercept More
Nudge Asymmetry Less
Nudge Asymmetry More

Nudge Out Length Less
Nudge Out Length more
Nudge In Length Less
Nudge In Length More

Nudge Out Position Left
Nudge Out Position Right
Nudge In Position Left
Nudge In Position Right

Nudge In Media Left
Nudge In Media Right
Nudge In Media Left
Nudge In Media Right

Link Length
Mirror Length
Link Position
Fade Safe
Force Safe

Audition Cross-Fade
Audition Cross-Fade with Reference

Audition Out with Curve
Audition Out without Curve
Audition Out after Fade
Audition Out with Curve with Reference
Audition Out without Curve with Reference
Audition Out after Fade with Reference
Audition Out Original Material

Audition In with Curve
Audition In without Curve
Audition In after Fade
Audition In with Curve with Reference
Audition In without Curve with Reference
Audition In after Fade with Reference
Audition In Original Material

Audition Pre-Roll 1
Audition Pre-Roll 2
Audition Pre-Roll 3
Audition Post-Roll 1
Audition Post-Roll 2
Audition Post-Roll 3
Audition Speed 100%
Audition Speed 80%
Audition Speed 66%
Audition Speed 50%
Audition Speed 25%
Audition Solo
Audition Loop

Audition After Nudge

Audition After Nudge

Set Memory 1
To
Set Memory 6
Recall Memory 1
To
Recall Memory 6

Set Memory 1

Set Memory 6
Recall Memory 1

Recall Memory 6

Load Default X Curve
Load Default X Preset
Save Default X Preset

Load Default X Curve
Load Default X Preset
Save Default X Preset

Load Default Out Curve
Load Default Out Preset
Save Default Out Preset

Load Default Out Curve
Load Default Out Preset
Save Default Out Preset

Load Default In Curve
Load Default In Preset
Save Default In Preset

Load Default In Curve
Load Default In Preset
Save Default In Preset

Internal Machine

Internal Machine

Stop
Pause
Play
Record
Fast Forward
Fast Rewind
Scan Forward
Scan Rewind
Start
End

Stop
Pause
Play
Record
Fast Forward
Fast Rewind
Scan Forward
Scan Rewind
Start
End

Play Reverse
Play 1/2
Play 1/2 Reverse
Play 1/4
Play 1/4 Reverse
Play 1/16
Play 1/16 Reverse
Play 2x
Play 2x Reverse
Play 4x
Play 4x Reverse

Play Reverse
Play 1/2
Play 1/2 Reverse
Play 1/4
Play 1/4 Reverse
Play 1/16
Play 1/16 Reverse
Play 2x
Play 2x Reverse
Play 4x
Play 4x Reverse

Toggle Play/Stop
Toggle Play/Pause
Toggle Play/Record
Toggle Play/Stop Record Safe

Toggle Play/Stop
Toggle Play/Pause
Toggle Play/Record
Toggle Play/Stop without stopping any pending Record

Play with Preroll
Play with Preroll #2
Play with Preroll #3

Play with Preroll
Play with Preroll #2
Play with Preroll #3

Punch Selection
Punch Selection with Preroll
Punch Selection with Preroll #2
Punch Selection with Preroll #3

CTRL + NUM DECIMAL
SHIFT + NUM DECIMAL

Punch Selection
Punch Selection with Preroll
Punch Selection with Preroll #2
Punch Selection with Preroll #3

Auto-punch with Preroll
Auto-punch with Preroll #2
Auto-punch with Preroll #3

Auto-punch with Preroll
Auto-punch with Preroll #2
Auto-punch with Preroll #3

Remake last Punch (In only)
Remake last Punch (In - Out)

CTRL + SHIFT + NUM DECIMAL Repeat last Punch operation (Punch In only)
SHIFT + ALT + NUM DECIMAL Repeat last Punch operation

Play Selection
Loop Selection
Play between Marks
Loop between Marks
Play between Gates
Loop between Gates

NUM 3
SHIFT + NUM 3
CTRL + NUM 3
CTRL + SHIFT + NUM 3

Play Selection
Loop Selection
Play between Marks
Loop between Marks
Play between selected track group Gates
Loop between selected track group Gates

Audition Pre
Audition Pre (Preroll #2)
Audition Pre (Preroll #3)
Audition
Audition (Pre/Postroll #2)
Audition (Pre/Postroll #3)
Audition Post
Audition Post (Postroll #2)
Audition Post (Postroll #3)

NUM DIVIDE
SHIFT + NUM DIVIDE
CTRL + NUM DIVIDE
NUMMULT
SHIFT + NUMMULT
CTRL + NUMMULT
NUM SUB
SHIFT + NUM SUB
CTRL + NUM SUB

Audition Pre
Audition Pre (Preroll #2)
Audition Pre (Preroll #3)
Audition
Audition (Pre/Postroll #2)
Audition (Pre/Postroll #3)
Audition Post
Audition Post (Postroll #2)
Audition Post (Postroll #3)

Audition Gate In Pre
Audition Gate In Pre (Preroll #2)
Audition Gate In Pre (Preroll #3)
Audition Gate In
Audition Gate In (Pre/Postroll #2)
Audition Gate In (Pre/Postroll #3)
Audition Gate In Post
Audition Gate In Post (Postroll #2)
Audition Gate In Post (Postroll #3)

Audition selected track groups Gate In Pre
Audition selected track groups Gate In Pre (Preroll #2)
Audition selected track groups Gate In Pre (Preroll #3)
Audition selected track groups Gate In
Audition selected track groups Gate In (Pre/Postroll #2)
Audition selected track groups Gate In (Pre/Postroll #3)
Audition selected track groups Gate In Post
Audition selected track groups Gate In Post (Postroll #2)
Audition selected track groups Gate In Post (Postroll #3)

Audition Gate Out Pre
Audition Gate Out Pre (Preroll #2)
Audition Gate Out Pre (Preroll #3)
Audition Gate Out
Audition Gate Out (Pre/Postroll #2)
Audition Gate Out (Pre/Postroll #3)
Audition Gate Out Post
Audition Gate Out Post (Postroll #2)
Audition Gate Out Post (Postroll #3)

Audition selected track groups Gate Out Pre
Audition selected track groups Gate Out Pre (Preroll #2)
Audition selected track groups Gate Out Pre (Preroll #3)
Audition selected track groups Gate Out
Audition selected track groups Gate Out (Pre/Postroll #2)
Audition selected track groups Gate Out (Pre/Postroll #3)
Audition selected track groups Gate Out Post
Audition selected track groups Gate Out Post (Postroll #2)
Audition selected track groups Gate Out Post (Postroll #3)

Goto TimeCode

Goto TimeCode

Nudge +1 frame
Nudge -1 frame

Nudge +1 frame
Nudge -1 frame

Set Loop In
Set Loop Out
Goto Loop In
Goto Loop Out

Set Loop In
Set Loop Out
Goto Loop In
Goto Loop Out

Loop On/Off

Loop On/Off

Chase
Store Chase Offset
Auto-Chase

Chases the incoming LTC, VITC, RS-422 or VT
Store Chase Offset
Automatically enters in Chase Mode if not the Active Machine

Freeze External Machines

Freeze all External Machines at their current TimeCode

Cursor Auto-Return after playing

CTRL + ALT + C

Auto Return On/Off

Macro Tools

Macro Tools

Wait for Cursor Update

System Waits for Playhead Cursor position to reach system position before launching next command in macro

Wait for Next TimeCode Interrupt

System Waits for next Video Interrupt before launching next command in macro

Wait for Active Machine Stop

System Waits for Active Machine to Stop before launching next

Wait for Active Machine Running	command in macro System Waits for Active Machine to Start before launching next command in macro
Wait for Internal Machine Stop	System Waits for Internal Machine to Stop before launching next command in macro
Wait for Internal Machine Running	System Waits for Internal Machine to Start before launching next command in macro
Wait for Internal Machine Chasing Locked	System Waits for Internal Machine to Lock incoming TimeCode before launching next command in macro
Wait for External Machine Stop	System Waits for External Machine to Stop before launching next command in macro
Wait for External Machine Running	System Waits for External Machine to Start before launching next command in macro
Store Cursor Memory 0	Stores current Playhead Cursor position in temporary memory location #0
To	
Store Cursor Memory 9	Stores current Playhead Cursor position in temporary memory location #9
Recall Cursor Memory 0	Move Playhead Cursor to position previously stored in temporary memory location #0
To	
Recall Cursor Memory 9	Move Playhead Cursor to position previously stored in temporary memory location

Macros

Macros

Rehearse Pre Selection Start
 Rehearse Pre Selection End
 Rehearse Post Selection Start
 Rehearse Post Selection End
 Rehearse Selection Start
 Rehearse Selection End
 Slip
 Copy and Clear
 Extend Selection to Start
 Extend Selection to End
 Show Start
 Show End
 Left Gate to In Point-Sonic S-F7
 2sec to Right Gate-Sonic A-F7
 Adjust Gain-Sonic C-esc
 All-Sonic A- -
 Analog Black to Marks-Sonic S-F10
 Audio I/O-Sonic CS-A
 Background Mgr-Sonic N/A
 Play Between Gates-Sonic A-F8
 Play between In/Out-Sonic A-F5
 Clear In/out-Sonic N/A
 Clear In point-Sonic N/A
 Clear Out point-Sonic N/A
 Comment-Sonic F12
 Create new Xfade-Sonic A-esc
 Cue-Sonic C-1
 Del&Ripple w/in Xfade-Sonic F4
 Del&Ripple w/out Xfade-Sonic A-F4
 Del w/ Black Fade-Sonic F3
 Del w/Xfade-Sonic A-F3
 Del Xfade-Sonic CS-E
 Desk-Sonic F14
 Edit Fade-Sonic CS-F
 Edit List-Sonic CS-Esc
 Edited Black to Marks-Sonic S-F9
 EDL-Sonic F13
 End of track-Sonic F10
 Erase Mark-Sonic C-F9

External Devices-Sonic CS-M
Fast sync to Matching-Sonic
Find&Set Points-Sonic A-

Create Segments From gates-Sonic CS-G
From In Point-Sonic F6
From LeftGate 2sec-Sonic A-F6
From OutPoint-Sonic F8
Full-Sonic N/A
In-Sonic C-2
Create Segments In Place-Sonic
Index-Sonic F11
Ins&Ripple w/Black Fade-Sonic A-F2
Ins&Ripple w/Xfade-Sonic F2
Ins w/Black Fade-Sonic A-F1
Ins w/Xfade-Sonic F1
Large-Sonic N/A
Left Edge to Left Gate-Sonic S-F2
Left Edge to wherever-Sonic
Left Gate to next edit-Sonic S-F5
Left Gate to next Mark-Sonic S-F6
Left Gate to Out Point-Sonic S-F8
Loop&Fill-Sonic CS-F4
Mount EDL-Sonic N/A
Mount Source in Sync-Sonic N/A
Move In Point to Out point-Sonic CS-

Move In Point-Sonic SC-[
Move Out Point -Sonic SC-]
Move to In Point-Sonic C-F7
Move to Left Gate-Sonic C-F5
Move to Out Point-Sonic C-F8
Move to Right Gate-Sonic C-F6
Move to Wherever-Sonic N/A
New EDL-Sonic A-N
New Project-Sonic N/A
New Soundfile-Sonic N/A
Nudge Left Both Points-Sonic CSA-

Nudge left In Point-Sonic CSA-[
Nudge left Out Point-Sonic CSA-]
Nudge Right in point-Sonic CA-[
Nudge Right Out point-Sonic CA-]
Nudge right Both Points-Sonic CA-

Open EDL-Sonic C-F13
Open Project-Sonic N/A
Open Soundfile-Sonic N/A
Open Video-Sonic N/A
Out-Sonic A3
Play 1.0-Sonic A-1
Play 10.0 -Sonic N/A
Play 2.0-Sonic A-2
Play 30.0-Sonic N/A
Play 5.0-Sonic A-3
Record Soundfile-Sonic N/A
Save AS-Sonic S-S
Redo Edit-Sonic /
Segment End-Sonic A-F10
Segment start-Sonic A-F9
Small-Sonic C-6
Standard-Sonic C-7
Start of Track-Sonic F9
Stop Record-Sonic CS-F9
Sync Mark-Sonic A-F11
Sync Mark to Left Gate-Sonic S-F4
Sync Mark to Wherever-Sonic S-F3
Sync to Left Gates-Sonic C-F1
Sync to Matching-Sonic N/A

Tiny-Sonic N/A
 To in point-Sonic F5
 To out Point-Sonic F7
 Transport Panel-Sonic F15
 Undo Edit -Sonic A-Z
 Create Segments With Delete-Sonic
 Create Segments With Delete Ripple-Sonic
 Zoom around InPoint-Sonic CS-F5
 Zoom around OutPoint-Sonic CS-F6
 Zoom to 1.0-Sonic C-1
 Zoom to 2.0-Sonic C-2
 Zoom to 30.0-Sonic C-5
 Zoom to 5.0-Sonic C-3
 Zoom to Entire EDL CS-F7
 Wherever
 Store TC

Project

Project		
New	CTRL + N	Create a new Editing Project or Digitizing session
New from Template		Create a new Project based on a Template
Open	CTRL + O	Open an existing Editing Project or Digitizing session
Save	CTRL + S	Save current Project. If not previously saved, the Save As window will appear
Save As		Save current Project with a new name
Save as Template		Save current Project as a Template
Save as Version 4.1		Save current Project as Version 4.1
Save as Version 4.3		Save current Project as Version 4.3
Close		Close current Project. If file has changed, the Save window will appear
Information && Settings	CTRL + F	Opens Project Information and Settings Window
Import...		Opens InterChange Import Manager
Export...		Opens InterChange Export Manager
Import from Tape (Capture)		Capture (record) into current Project from an external device
Export to Tape (Auto Edit)		Export (playback) current composition to an external device
Archive		Creates a copy of current project with all associated files to another location
Consolidate	CTRL + H	Create an optimized set of media files for current project
Convert		Convert entire project to another sampling rate
Stretch / Pitch		Stretch or Pitch change entire project from 24fps to 25fps (4% time compression or pitch down) or 25fps to 24fps (4.17% time expansion or pitch up)
Resample		Change the speed (and pitch) of entire project by resampling its media (Typically for 0.1% pull-up or pull down operations)
Relink to New Media		Reconform current project or selection by relinking to new media
Load Change EDL		Reconform current project by loading a Change EDL
Render	CTRL + W	Render project or current selection to a new file
Mix Down	CTRL + Y	Mix current project or selection down to a new file through the mixer
Generate CD Image / SACD Edited Master		Generate a CD Image from the current project
Surround Post-processing		Encode current composition in a different Surround format such as AC3 or DTS
Mount Referenced Media		Mount all media referenced by the current project
Auto-Mount Media		Media are automatically mounted when dragged onto the timeline
Show Used Media	ALT + U	Highlight (in Media Manager window) all media used in current project
Select Online Clips		Select all clips that reference a currently mounted Media
Select Offline Clips		Select all clips that reference no currently mounted Media
Clean Up Media		Delete all media not used by the current project
Exit		Closes Pyramix and prompts you to save if project has changed

Cursor and Marks

Cursor and Marks

Nudge Cursor to Previous Edit	CTRL + SHIFT + ALT + TAB	Nudge Cursor to Previous Edit
Nudge Cursor to Next Edit	CTRL + ALT + TAB	Nudge Cursor to Next Edit
Nudge Cursor to Previous Clip	SHIFT + TAB	Nudge Cursor to Previous Clips
Nudge Cursor to Next Clip	TAB	Nudge Cursor to Next Clip
Nudge Cursor to Previous Clip Fade	CTRL + SHIFT + TAB	Nudge Cursor to Previous Clip Fade
Nudge Cursor to Next Clip Fade	CTRL + TAB	Nudge Cursor to Next Clip Fade
Nudge Cursor to Previous Marker		Nudge Cursor to Previous Marker
Nudge Cursor to Next Marker		Nudge Cursor to Next Marker
Nudge Cursor to Previous CD Marker		Nudge Cursor to Previous CD Marker
Nudge Cursor to Next CD Marker		Nudge Cursor to Next CD Marker
Nudge Cursor to Left	LEFT	Nudge Cursor to Left
Nudge Cursor to Right	RIGHT	Nudge Cursor to Right
Nudge Cursor to Left with Region		Nudge Cursor to Left and update nearest selection boundary to this location
Nudge Cursor to Right with Region		Nudge Cursor to Right and update nearest selection boundary to this location
Nudge Cursor to Left Custom	PGUP, -	Nudge Cursor to Left by an amount entered with the Keyboard
Nudge Cursor to Right Custom	PGDOWN, =	Nudge Cursor to Right by an amount entered with the Keyboard
Nudge Cursor to Left Custom in Bars/Beats		Nudge Cursor to Left by an amount entered in Bars/Beats with the Keyboard
Nudge Cursor to Right Custom in Bars/Beats		Nudge Cursor to Right by an amount entered in Bars/Beats with the Keyboard
Nudge Cursor to Previous Foot		Nudge Cursor to Previous Foot
Nudge Cursor to Next Foot		Nudge Cursor to Next Foot
Nudge Cursor to Previous Foot Frame		Nudge Cursor to Previous Foot Frame
Nudge Cursor to Next Foot Frame		Nudge Cursor to Next Foot Frame
Nudge Cursor to Previous Bar		Nudge Cursor to Previous Bar
Nudge Cursor to Next Bar		Nudge Cursor to Next Bar
Nudge Cursor to Previous Beat		Nudge Cursor to Previous Beat
Nudge Cursor to Next Beat		Nudge Cursor to Next Beat
Nudge Cursor to Previous Grid Step		Nudge Cursor to Previous Grid Step
Nudge Cursor to Next Beat Grid Step		Nudge Cursor to Next Grid Step
Nudge Mark In to Left	SHIFT + LEFT	Nudge Mark In to Left
Nudge Mark In to Right	SHIFT + RIGHT	Nudge Mark In to Right
Nudge Mark In to Left Custom	SHIFT + PGUP	Nudge Mark In to Left by an amount entered with the Keyboard
Nudge Mark In to Right Custom	SHIFT + PGDOWN	Nudge Mark In to Right by an amount entered with the Keyboard
Nudge Mark In to Left Custom in Bars/Beats		Nudge Mark In to Left by an amount entered in Bars/Beats with the Keyboard
Nudge Mark In to Right Custom in Bars/Beats		Nudge Mark In to Right by an amount entered in Bars/Beats with the Keyboard
Nudge Mark Out to Left	CTRL + LEFT	Nudge Mark Out to Left
Nudge Mark Out to Right	CTRL + RIGHT	Nudge Mark Out to Right
Nudge Mark Out to Left Custom	CTRL + PGUP	Nudge Mark Out to Left by an amount entered with the Keyboard
Nudge Mark Out to Right Custom	CTRL + PGDOWN	Nudge Mark Out to Right by an amount entered with the Keyboard
Nudge Mark Out to Left Custom in Bars/Beats		Nudge Mark Out to Left by an amount entered in Bars/Beats with the Keyboard
Nudge Mark Out to Right Custom in Bars/Beats		Nudge Mark Out to Right by an amount entered in Bars/Beats with the Keyboard
Nudge Gate In to Left		Nudge Gate In to Left
Nudge Gate In to Right		Nudge Gate In to Right
Nudge Gate Out to Left		Nudge Gate Out to Left
Nudge Gate Out to Right		Nudge Gate Out to Right
Goto TimeCode	NUM 6	Position Playhead Cursor to a specific TimeCode
Goto Foot	SHIFT + NUM 6	Position Playhead Cursor to a specific Foot

Goto Beat	CTRL + NUM 6	Position Playhead Cursor to a specific Beat
Cursor to Mark In	NUM 4	Moves Playhead Cursor to the Mark In
Cursor to Mark Out	NUM 5	Moves Playhead Cursor to the Mark Out
Cursor to Gate In		Moves Playhead Cursor to the selected track group Gate In
Cursor to Gate Out		Moves Playhead Cursor to selected track group Gate Out
Cursor to Selected Marker	SHIFT + ENTER	Moves Playhead Cursor to Selected Marker
Cursor to Start of Selected Track		Moves Playhead Cursor to start position of first clip on selected track
Cursor to End of Selected Track		Moves Playhead Cursor to end position of first clip on selected track
Auto Center on Goto		Timeline automatically centers display to new Playhead Cursor position when the Goto TimeCode command is used
Mark In to Cursor	NUM 7, F7	Moves Mark In to Playhead Cursor
Mark Out to Cursor	NUM 8, F8	Moves Mark Out to Playhead Cursor
Gate In to Cursor		Moves selected track group Gate In to Playhead Cursor
Gate Out to Cursor		Moves selected track group Gate Out to Playhead Cursor
Marks to Selection	ENTER	Moves Mark Out to current selection
Lock Marks	CTRL + SHIFT + L	Prevents Mark In/Out points from being changed
Hide Marks		Removes Mark In/Out cursors
Add Marker to Cursor	NUM 9	Adds a new Marker to current Playhead Cursor Position
Prompt for Marker Name at insertion		System prompts for Marker Name and Color at insertion
Delete Selected Marker	SHIFT + DELETE	Deletes currently selected Marker
Move Selected Marker to Cursor	CTRL + ENTER	Moves selected Marker to current Playhead Cursor Position
Set Marker 1	SHIFT + 1	Set Marker #1 to current Playhead Cursor Position
To		
Set Marker 10	SHIFT + 0	Set Marker #10 to current Playhead Cursor Position
Goto Marker 1	1	Set Playhead Cursor position to Marker #1
To		
Goto Marker 10	0	Set Playhead Cursor position to Marker #10
Select Previous Marker		Selects the previous (left)Marker
Select Next Marker		Selects the next (right)Marker
Show Cursor		Automatically centers Timeline display to Playhead Cursor
Show Mark In		Automatically centers Timeline display to Mark In
Show Mark Out		Automatically centers Timeline display to Mark Out
Show Gate In		Automatically centers the Timeline display to the selected track group Gate In
Show Gate Out		Automatically centers the Timeline display to the selected track group Gate Out
Show Selected Marker		Automatically centers the Timeline display to selected Marker
Add CD Start Marker to Cursor	SHIFT + ALT + ENTER	Adds CD Stop marker at Playhead Cursor
Add CD Stop Marker to Cursor	CTRL + ALT + ENTER	Adds CD Start marker at Playhead Cursor
Add CD Index Marker to Cursor	CTRL + SHIFT + ALT + ENTER	Adds a CD Index marker at Playhead Cursor
Delete Selected CD Marker	SHIFT + ALT + DELETE	Deletes selected CD Marker
CD Mark Groups	SHIFT + ALT + G	CD Markers Groups are automatically placed on the Timeline

Digitizing Session

Digitizing Session

Record	F5	Start record
Auto Edit	F6	Start a time tagged recording
Pause	F7	Pause recording
Stop	F8	Stop recording
Play	F9	Play current recording
Accept	F10	Accept current recording
Cancel	F11	Erase current recording

Edit

Edit

Undo	CTRL + Z, F5	Cancels last edit command
Redo	CTRL + SHIFT + Z, F6	Cancels last Undo command

Delete	DELETE	Deletes currently selected clip/selection
Cut	CTRL + X, F2	Cuts current selection and saves it on the clipboard
Copy	CTRL + C, F3	Copies current selection and saves it on the clipboard
Paste to Cursor	CTRL + V, F4	Inserts clipboard contents beginning at current cursor position
Paste Tail to Cursor		Inserts clipboard contents ending at current cursor position
Paste Sync Point to Cursor		Inserts clipboard contents with sync point placed at current cursor position
Paste && Place		Opens the Placement Tool for more extensive placement options
Paste to Original TimeCode	SHIFT + ALT + V	Inserts clipboard contents at pasted clip's original source time code position
Paste to End of Selection		Inserts clipboard contents beginning at end of the current selection
Fill Selection	CTRL + SHIFT + V	Substitutes clipboard contents for selected clip or region
Replace Selection	CTRL + SHIFT + ALT + V	Substitutes clipboard contents for selected clip or region and ripple subsequent clips if necessary
Loop Selection		Substitutes clipboard contents looped to fill selection for selected clip or region
Fit Selection		Enables inserted clips to be fitted into specified regions on the timeline. Requires Timezone plug-in
Delete and Ripple	CTRL + DELETE	Deletes current selection and ripples subsequent material
Cut and Ripple	CTRL + ALT + X	Cuts current selection and saves it on the clipboard and ripples subsequent material
Paste and Ripple	CTRL + ALT + V	Inserts clipboard contents starting at cursor position, and ripples subsequent material
Insert Silence	CTRL + ALT + S	Inserts blank space (silence) into to current selection
Delete and Join		Deletes current selection and ripples end of clip
Cut and Join		Cuts current selection and saves it on the clipboard and ripples end of clip
Delete and Ripple to Black		Deletes current selection and ripples all following butted or crossfaded clips
Cut and Ripple to Black		Cuts current selection and saves it on the clipboard and ripples all following butted or crossfaded clips
Split	CTRL + T	Splits selected clips into two clips at the point where the Playhead Cursor crosses them
Unsplit		Joins two previously split clips
Trim	CTRL + SHIFT + X	Adjusts both ends of the selected Clip(s) to the current region selection
Trim In to Cursor		Adjusts the Start of the selected Clip(s) to the Cursor position
Trim Out to Cursor		Adjusts the End of the selected Clip(s) to the Cursor position
Stretch	CTRL + SHIFT + S	Stretches or squeezes a clip by dragging
Reverse		Reverses selected clip
Normalize	CTRL + ALT + N	normalizes selected clip
Consolidate	CTRL + Q	Makes a selective backup of the media segments used in the Composition
Spread	CTRL + SHIFT + E	Inserts space (silence) between selected clips
Abut to selected	CTRL + E	All clips on a track between Mark In and Mark Out are abutted to the selected clip between the marks
Automatic Silence Removal		Opens the Automatic Silence Removal window
Delete with Media		Removes selected clip from the composition, and deletes associated media file(s)
Update Media Original TC		Updates the Media files Original source TC for all selected clips to their TimeCode position in the composition. CANNOT BE UNDONE
Auto-Edit Source to Destination		Executes appropriate Source/Destination 2, 3 or 4 point editing operation depending on the Gates status
Overwrite Source to Destination		Overwrites content between the Destination Track Group Gates with content between Source Track Group Gates
Insert Source to Destination		Inserts content between Source Track Group Gates to Destination Track Group Gates
Replace Source to Destination		Replaces content between Destination Track Group Gates with content between Source Track Group Gates by rippling the Destination
Fit Source to Destination		Replaces content between Destination Track Group Gates with content between Source Track Group Gates by stretching the Source
Auto Set Destination Gate In after Edit		Destination Gate In point is automatically set to current Gate Out

Auto Select Destination after Edit		point after any Source-Destination operation Destination Track Group is automatically selected after any Source-Destination operation
Limit 1 Gate Sources to End/Beginning of Clip		Source material between Source Gate and end of clip under the Gate instead of whole track is copied to Destination
3 Gates Auto-Edit does Overwrite		When 2 Gates are set in a Source and 1 is set in the Destination then AutoEdit performs an Overwrite operation
3 Gates Auto-Edit does Insert		When 2 Gates are set in a Source and 1 is set in the Destination then AutoEdit performs an Insert operation
Move		Wheel moves selection
Trim In		Wheel trims In point
Trim Out		Wheel trims Out point
Trim Fade In		Wheel trims Fade In
Trim Fade Out		Wheel trims Fade Out
Trim Fade In X		Wheel trims Fade In Symmetrically
Trim Fade Out X		Wheel trims Fade Out Symmetrically
Trim Sync Point		Wheel trims Sync Point
Slide Media		Wheel slides Media
Accept Current Edit		Accept current Wheel Edit
Abort Current Edit		Abort current Wheel Edit
Auto-Ripple		All Insert or Remove operations ripple rest of track(s)
Auto-Crossfade		The default crossfade (defined in the Fade Editor Tab Window) is applied to any Paste and Source-Destination operation
Enable Automation Cut/Copy/Paste		All Cut / Copy / Paste operation include Automation Tracks
Update Original TC on Move		Updates original source TimeCode of any copied/moved selection to the position it was just before moving it
Snap Off		Snap mode is disabled
Snap to Edits		Snap mode is set to Edits
Snap to Scale		Snap mode is set to Scale
Snap to Feet Scale		Snap mode is set to Feet Scale
Snap to Bars & Beats Grid		Snap mode is set to Bars & Beats Grid
Snap Cursor		Cursor also snaps following current mode
Snap Region Selection		Selection also snaps following current mode
Snap Selection Head		Snap mode is set to Head of selection
Snap Selection Tail		Snap mode is set to Tail of selection
Snap Selection Sync Point		Snap mode is set to Sync Point of selection
Overwrite		Pastes contents of Clipboard at Playhead cursor position overwriting any existing clip(s) on the track
Insert Track		Pastes contents of Clipboard at Playhead Cursor Position Inserting a track if the operation would overwrite any existing clips Track
Remove		Removes selection retaining sync of subsequent clips
Remove && Ripple		Removes selection and Ripples subsequent clips
Don't Snap		Paste follows existing Insert and Remove modes
Head to End		Snap Head of Clipboard contents to End of last Clip on track
Tail to Beginning		Snap Tail of Clipboard contents to Beginning of first Clip on track
Head to Nearest		Snap Head of Clipboard contents to Nearest Clip
Tail to Nearest		Snap Tail of Clipboard contents to Nearest Clip
Snap to Original TimeCode		Snap Clipboard contents to Original TimeCode

External Machines

External Machines

Stop		Stop
Pause		Pause
Play		Play
Record		Record
Fast Forward	NUM 2	Fast Forward
Fast Rewind	NUM 1	Fast Rewind
Scan Forward		Scan Forward
Scan Rewind		Scan Rewind
Start		Start
End		End

Play Reverse
Play 1/2
Play 1/2 Reverse
Play 1/4
Play 1/4 Reverse
Play 1/16
Play 1/16 Reverse
Play 2x
Play 2x Reverse
Play 4x
Play 4x Reverse

Toggle Play/Stop
Toggle Play/Pause
Toggle Play/Record

Goto TimeCode NUM 6

Nudge +1 frame NUMMULT
Nudge -1 frame NUM DIVIDE

Set Loop In NUM 7
Set Loop Out NUM 8
Goto Loop In NUM 4
Goto Loop Out NUM 5

Chase
Store Chase Offset
Auto-Chase

Eject NUM SUB

Enable Record On/Off
Record Ready V1
Record Ready A1
To
Record Ready A8

Goto Locator 1
To
Goto Locator 10
Set Locator 1
To
Set Locator 10

Play Reverse
Play 1/2
Play 1/2 Reverse
Play 1/4
Play 1/4 Reverse
Play 1/16
Play 1/16 Reverse
Play 2x
Play 2x Reverse
Play 4x
Play 4x Reverse

Toggle Play/Stop
Toggle Play/Pause
Toggle Play/Record

Goto TimeCode

Nudge +1 frame
Nudge -1 frame

Set Loop In
Set Loop Out
Goto Loop In
Goto Loop Out

Chases the Active Machine
Store Chase Offset
Automatically enters in Chase Mode if not the Active Machine

Eject

Enable Record On/Off
Record Ready V1
Record Ready A1

Record Ready A8

Goto Locator 1

Goto Locator 10
Set Locator 1

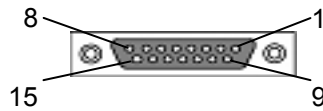
Set Locator 10

Appendix II – Technical Specifications

- **ISIS-RC communication:** 10BaseT Ethernet over TCP/IP
- **ISIS-FE communication:** to/from ISIS-RC over RS-232
- **LCD screen:** backlit monochrome blue Dot Matrix 240 * 64 pixels
- **Motorized fader resolution:** 1024 steps (10 bit)
- **Continuous rotary control action** with LED position indicators
- **Jog wheel resolution:** 100 pulses per rotation
- **Power Supply:** 12V at 2.5A DC, **Pin (centre) POSITIVE, Sleeve (Outer) NEGATIVE**
- **Max power consumption:** ISIS-RC 11Watt, ISIS-FE 24 Watt
- **Size:** 450mm (W), 300mm (D), 80mm (H)
- **Weight:** ISIS-RC 3.5 kg, ISIS-FE 3.8 kg

Appendix III – Expansion Connector Pin-out

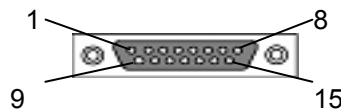
Main Unit rear panel connector



DB15 Female Connector

Signal	DB-15-F	Signal	DB-15-F
DC POWER OUT	1	DC POWER OUT	9
DC POWER OUT	2	DC POWER OUT	10
DC POWER OUT	3	GROUND	11
GROUND	4	GROUND	12
GROUND	5	RS232 RX2	13
RS232 TX2	6	GROUND	14
GROUND	7	RS232 RX1	15
RS232 TX1	8		

Fader Expansion Unit rear panel connector



DB15 Male Connector

Signal	DB-15-M	Signal	DB-15-M
DC POWER IN	1	DC POWER IN	9
DC POWER IN	2	DC POWER IN	10
DC POWER IN	3	GROUND	11
GROUND	4	GROUND	12
GROUND	5	RS232 TX2	13
RS232 RX2	6	GROUND	14
GROUND	7	RS232 TX1	15
RS232 RX1	8		

Cable Specification

Maximum approved length: 1.5M
 Cable Type: ALPHA CABLE, 7-PAIR, 24AWG, SCREENED.

Part number: 5477C-100

Note: Drain wire is connected to Pin 11 and must be insulated with sleeving.

Appendix IV – Troubleshooting / FAQ

ISIS not communicating with PC

If the ISIS does not appear to be communicating with Pyramix first check that ISIS is **enabled** in **Settings > All Settings > Remote Control > Controller** by selecting the ISIS entry in the list and clicking on **Properties** to open the **Controller Properties** dialog. If the ISIS is not enabled, click the check box to enable it, click **OK** to close the dialog and click on **Apply Changes to Controller** to enable. If the ISIS does not respond, disable then re-enable it.

If the ISIS still fails to respond check that there is an IP address shown in the **Selected Device:** combo box of the **ISIS Configuration** dialog and that the address is appropriate for your network configuration. If an IP address is shown but is inappropriate the please see 'Setting the Static IP Address' in **Chapter 3**. If no IP address is shown, check the physical connections and network topology.