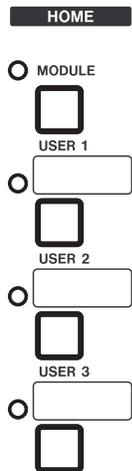


Making EQ settings

The channel modules from 1 through 32 have full 4-band parametric EQ.



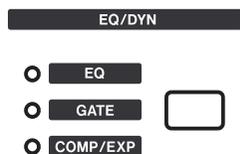
You can see the numerical values of the settings, as well as a frequency response curve, when you press the **MODULE** key, followed by the POD 2 key under the display.

Use a channel's **SEL** key to select the channel you want to edit.

Press the **EQ** encoder mode key (this is the fourth key down in the **ENCODER** group).

The encoders above the channel modules act as EQ controls, allowing the control of gain, frequency, Q (width) and the type of filter for each of the four EQ bands.

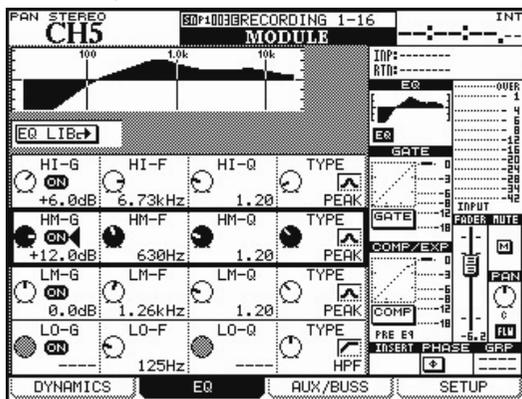
As you adjust these controls, the indicators around the encoders light to give an indication of the current setting, and the display also shows the current EQ response curve.



Use the **EQ/DYN** key to the left of the card slot to turn EQ for the module on (EQ indicator is lit) and off (EQ indicator is unlit).

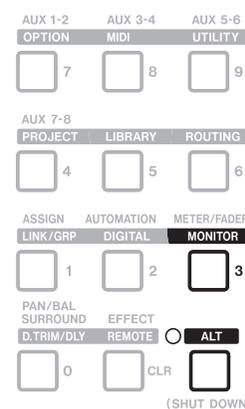
Use the cursor keys to highlight the individual band switches, and the **ENTER** key to turn individual EQ bands on and off.

❖ See section 3, "Modules" of the *Owner's Manual*.



Setting up and using monitoring

SCREEN MODE/NUMERIC ENTRY

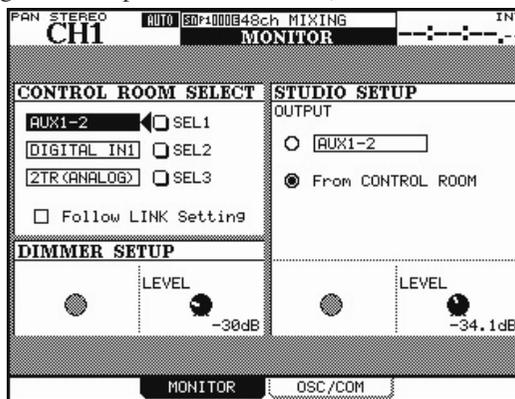


The control room outputs are +4 dBu balanced XLR outputs, and the studio outputs are -10 dBV unbalanced RCA jacks. The studio feed can be separately to that of the control room.

There are four keys allowing selection of the control room feed. The first is hard-wired to the **STEREO** buss, but the others may be selected using the **MONITOR** screen.

Press the **MONITOR** key (with the **ALT** indicator lit) to make the **MONITOR** screen appear (if it does not, press the POD 2 switch).

Use the cursor keys and the wheel to select the sources for the three assignable monitor selection keys (from individual or paired aux sends or busses, the digital inputs, the analog 2-track input or the oscillator).



The studio outputs can be set to mirror the control room (From CONTROL ROOM) or use pairs of busses, or aux sends, digital inputs or the analog 2-track inputs. Adjust the levels with the CONTROL ROOM controls (the talkback microphone is also there). The **MONO**, **DIM**, **TO SLATE** and **TO STUDIO** keys below the selection keys are "smart" keys (push and release to latch, push and hold as non-latching) and control talkback routing, etc.

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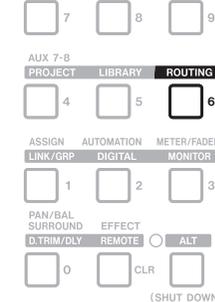
Introduction

Use this guide as a quick reference to a few of the more commonly used functions of the DM-3200.

For full details of the functions described here and the full description of all functions, consult the *Owner's Manual*.

Routing inputs

To route the **MIC/LINE** inputs, digital inputs, effect returns, etc. to channel modules, press the **ROUTING** key:

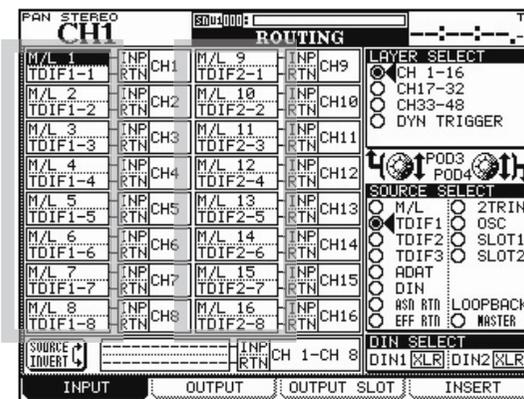


When you've done this, use the POD 3 encoder (under the screen) to choose the destination channels (or dynamic triggers).

Use the POD 4 encoder to choose the source: mic/line inputs, TDIF and ADAT digital inputs, assignable returns, and effect returns, etc. as well as any installed option cards.

Use the cursor keys to navigate around the input slots (highlighted in the screen below), to the left of the destination.

Note that channels 1 through 32 have two switchable inputs:



input and return, similar to traditional analog recording mixing consoles.

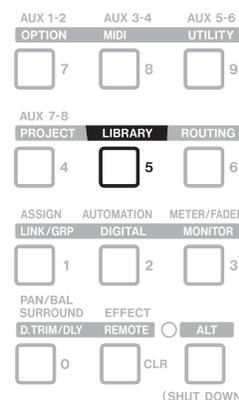
These can be "flipped" using the on-screen **SOURCE INVERT** button at the bottom right of the display.

❖ See section 4, "Routing and Assignment" of the *Owner's Manual*.

How to use CF cards and projects

The DM-3200 stores library settings, automation data, etc. together in projects, which are stored on a CF card, allowing the mix data for recording sessions to be transported easily between different locations.

SCREEN MODE/NUMERIC ENTRY



Use any CF card (Type I or Type II). A card of at least 32MB capacity, such as the one supplied with the DM-3200, is recommended.

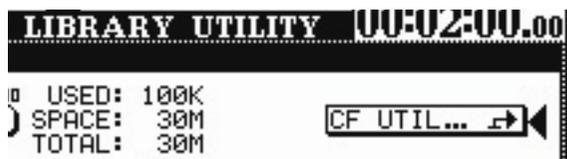
The CF card must be formatted before use with the DM-3200 (note that the supplied card is already formatted):

Press the **LIBRARY** key, and then press the POD 1 key, and turn the POD 1 encoder below the display so that the **UTILITY** option in the pop-up menu is highlighted.

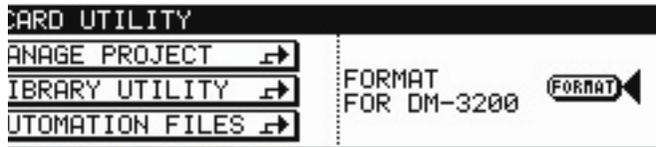


Press **ENTER** for the **UTILITY** screen.

Use the cursor keys to move the cursor to the on-screen **CF UTIL** button. Press **ENTER**.



Use the cursor keys to move the cursor to the on-screen **FORMAT** button, and press **ENTER**.



A popup message appears. Press **ENTER** to continue.

Another popup message appears, warning you that all data will be erased. Press **ENTER** to format the card.

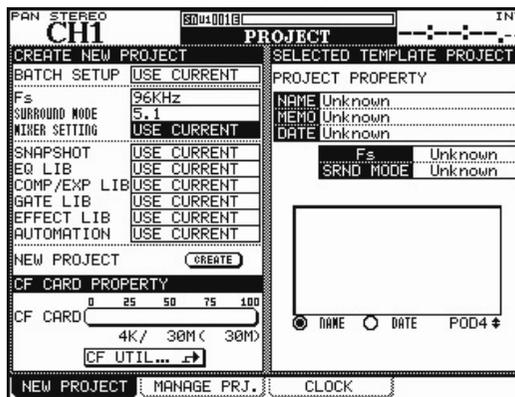
While the card is being formatted, a message briefly appears. Do not remove the card or turn off power while formatting is going on. The word **Completed** appears on the display when formatting is complete on the display.

Making a new project

When the card is formatted, move the cursor to the on-screen **MANAGE PROJECTS** button, and press **ENTER**.

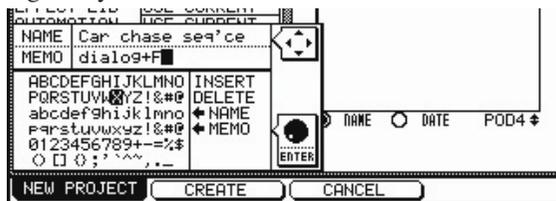
Note here is already an “invisible” project in the DM-3200 memory which has not been saved.

Press the POD 1 switch (**NEW PROJECT**):



Use the cursor keys and wheel to set the sampling frequency and surround mode. Use **ENTER** to confirm these entries as you make them.

Move the cursor to the on-screen **NEW PROJECT CREATE** button and press **ENTER**. The screen changes to show the project naming utility:



Use the cursor keys to move around the **NAME** and **MEMO** fields. Use the wheel to select a character from the list, and the **ENTER** key to enter the selected character at the cursor.

Use the special **INSERT** and **DELETE** labels as if they are characters (highlight and **ENTER**).

If there are projects already on the card, use the POD 4 encoder to select a project. The **←NAME** and **←MEMO** labels copy over the selected project name and note as templates.

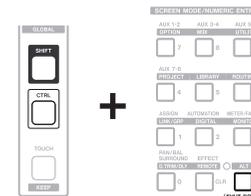
When the name and note are complete, press the POD 2 switch (**CREATE**) to create the new project.

❖ See Section 2, “Basic operational concepts” of the *Owner’s Manual*.

Important note about the CF card

The DM-3200 does not automatically write to the CF card every time a change is made to the project. This is to avoid unnecessary stressing of the card, which can cause premature failure of the card.

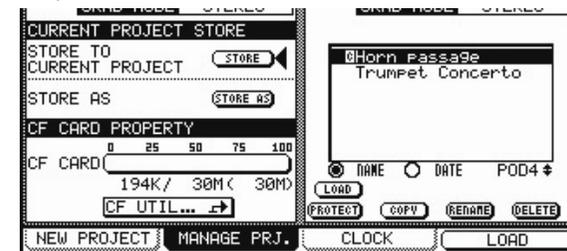
Accordingly, when shutting down the DM-3200, to write the data currently in memory to the current project, press and hold the **SHIFT** and **CTRL** keys, and press the **ALT** key.



The display shows a popup, asking if you are sure you want to turn off the DM-3200. Press **ENTER** to continue.

You then see a message showing that it is safe to turn off the DM-3200 (or you can reboot it using the **ALT + STOP + PLAY** keys).

You can also write the current data to the currently loaded project on the CF card at any time, from the **MANAGE PROJECT** screen (**ALT + PROJECT** key, followed by **MANAGE PRJ.** (POD switch 2)).



The current project is marked with an inverted **□** by its name.

Note that if the DM-3200 is started without the current data having been saved to card, a popup message reminds you of the fact. You then have the choice of loading the last project with or without the unsaved data.

Changing projects, etc.

Use the POD 4 encoder to scroll through the list of projects on a card. When a project is selected in the list at the right of the screen, use the on-screen buttons under the list to load (**LOAD**), protect (**PROTECT**), rename (**RENAME**) or delete (**DELETE**) the highlighted project.

❖ See Section 2, “Basic operational concepts” of the *Owner’s Manual*.