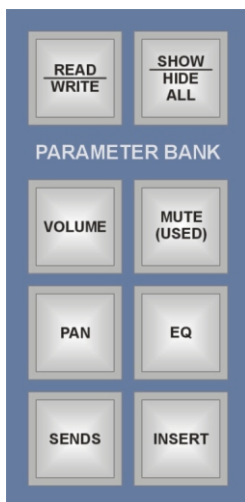


## The Automation System

With NUENDO 4, Steinberg has created a premium automation system which guaranties a fast and professional handling of your projects. WK-AUDIO was able to support the new functions entirely by adaptation of the driver and the system internal Micro Controller in order to ensure a comfortable continuous workflow, respectively to improve it considerably. Please also read the NUENDO 4 manual (chapter 16: Automation) where you will also find a lot of practical tips.



### Automation Suspend

The parameters or parameter groups selected here are excluded from the reading or writing of automation data giving you full manual control of these parameters.

### Automation Show

The Show options always affect all tracks. Pressing this button opens the automation tracks for the corresponding parameters. This makes it easy to look

at, e.g., your EQ settings on several tracks.

#### READ

With READ (Suspend) you can exclude parameters or parameter groups from the reading automation data.

#### WRITE

With WRITE (Suspend) you can exclude parameters or parameter groups from the writing automation data.

#### SHOW

SHOW opens the automation tracks for the corresponding parameters and affect all tracks.

#### USED

When you press USED, only those Automation tracks that contain auto-mation data will be displayed.

#### HIDE ALL

HIDE ALL will hide all open automation tracks.

#### VOLUME

It's to suspend this parameter from the automation system.

#### MUTE

It's to suspend this parameter from the automation system.

#### PAN

It's to suspend this parameter from the automation system.

#### EQ

It's to suspend this parameter from the automation system.

#### SENDS

It's to suspend this parameter from the automation system.

#### INSERT

It's to suspend this parameter from the automation system.



### Automation Preview

Preview provides an easy way to find new settings Without recording the steps needed to locate Them. Preview allows you to deal with abrupt changes in your audio material, e.g. in music when changing from verse to chorus, or in film when moving into the nexts cene With Preview, you can do a test run of your automa-Tion pass. Preview is the mode to use in complex situations where many things happen in a very

short period of time, and where it is not possible to set all required parameters in real-time. Preview allows you to set up automation for several parameters simultaneously.

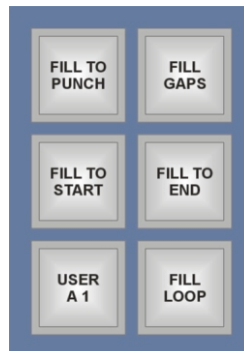
<b>PREVIEW</b>	Pressing this button activates the Preview mode.
<b>PUNCH</b>	It's to punch-in the automation pass.
<b>SUSPEND</b>	Use the Suspend option to compare any previously automated value with the value found during preview. Suspend will play back your audio material using the parameter values set before activating Preview. Suspend allows you to listen to the existing automation settings.
<b>PUNCH ON PLAY</b>	Press this button if you want to punch-in starting playback.
<b>AUTO PUNCH</b>	Use Auto Punch when you want the automation pass to begin and end at defined positions.

## Automation Modes

There are different possibilities to write and update your automation data.

<b>TOUCH FADER</b>	Typically, you would use Touch mode in situations where you want to make a change lasting only a few seconds to an already set up parameter. Touch will write automation data only for as long as you actually touch a parameter control: punch-out occurs as soon as you release the control.
<b>AUTO LATCH</b>	Auto-Latch is probably the automation mode you will use the most, in all situations where you want to keep a value over a longer period of time for example when making EQ settings for a particular scene.
<b>X-OVER</b>	Cross-Over mode gives allows you to perform a "manual return" to ensure smooth transitions between new and existing automation settings. For Cross-Over, the punch-out condition is crossing over an already existing automation curve after touching the parameter for a second time.

<b>TRIM</b>	Trim is a way of manipulating an already written automation curve, other, rather than an automation mode. Trim works for channel volume and aux send level.
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## The Fill options

The Fill options define conditions for what is to happen in a specific section of your project when you punch-out of a running automation pass. They can be used in real-time while rolling through your project, in situations

<b>FILL TO PUNCH</b>	The volume curve is set from the point of punch-out back to where you punched in. The values written while moving the fader to find the right value are deleted, and volume jumps, at exactly the right moment.
<b>FILL GAPS</b>	The Gaps option is used only in combination with Virgin Territory. When Gaps is selected, punching out of automation will fill any gaps between previously written automation with the last value found during the last automation pass.
<b>FILL TO START</b>	The volume curve is set from the point of punch-out back to the start of the project. The values written while moving the fader to find the right value are deleted.
<b>FILL TO END</b>	The volume curve is set from the point of punch-out up to the end of the project. The values written while moving the fader to find the right value are deleted.
<b>USER A 1</b>	USER A 1 is one of some user-definable Function buttons.
<b>FILL LOOP</b>	To use this option, you must first set up a loop range with the left and right locators. When you then press this button, punching out of automation will set the found value within the range defined by the left and right locator.