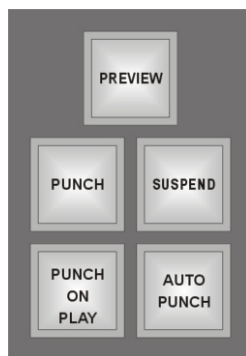
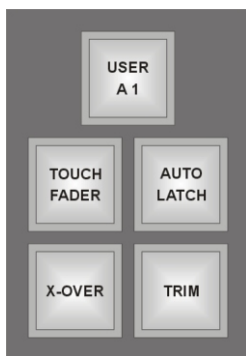


The Automation System

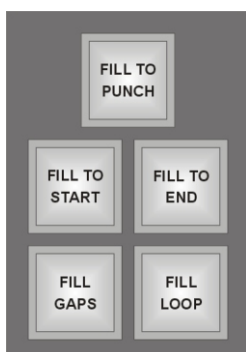
With NUENDO 4, Steinberg has created a premium automation system which guaranties a fast and professional handling of your projects.

WK-AUDIO was able to support the most important functions entirely by adaptation of the driver and the system internal Micro Controller in order to ensure a comfortable workflow. Please also read the NUENDO 4 manual (chapter 16: Automation) where you will also find a lot of practical tips.



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 next scene. With Preview, you can do a test run of your automation 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.



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

Automation Modes

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

USER A 1

It's to activate an user key command.

TOUCH FADER

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.

AUTO LATCH

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.

X-OVER

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.

TRIM

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.

PREVIEW	It activates the Preview mode.
PUNCH	It's to punch-in the automation pass.
SUSPEND	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.
PUNCH ON PLAY	Press this button if you want to punch-in starting playback.
AUTO PUNCH	Use Auto Punch when you want the automation pass to begin and end at defined positions.
FILL TO PUNCH	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.
FILL GAPS	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.
FILL TO START	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.
FILL TO END	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.
FILL LOOP	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.