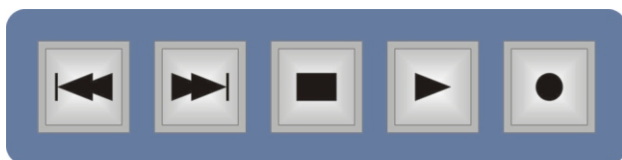


## The Edit Section

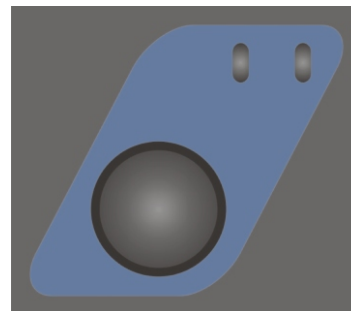
This chapter contains a description of the ASCII keyboard and its three modes as well as a description of all other elements in the Edit section.

A new key configuration in the editor section improves the handling of the function areas and is optimized for the track-editing; parallelly we also achieved an enhanced functionality in the REVERBS Mode resp. GO-TO-MARK Mode.



## The Transport Control

The ID Transport controls are the twins of NUENDO's transport controls: Rewind (to project start), Fast Forward (to project end), Stop, Start and Record. To record-enable a track, use the Ready buttons in the Fader section.



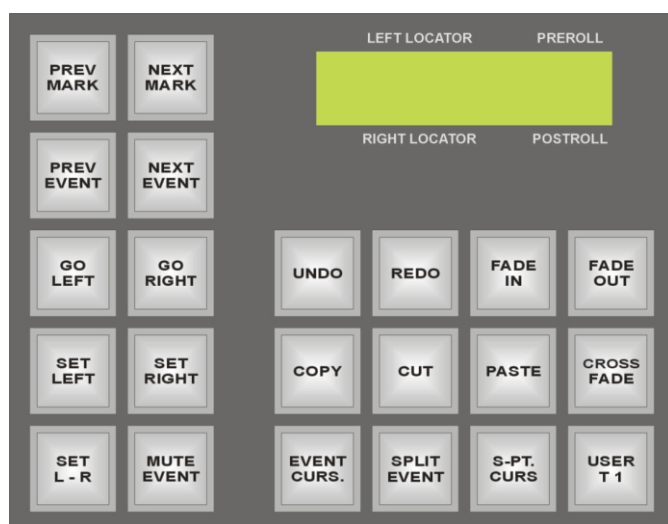
## The Trackball

The Trackball is used as a mouse replacement. Roll the ball to move the cursor on the NUENDO screen and use the buttons as left and right mouse buttons.



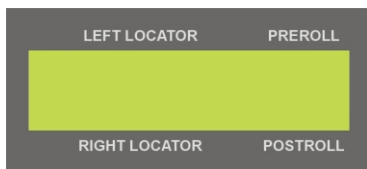
## Timecode Display

This display shows the current Nuendo Project Cursor position in hours/minutes/seconds/frames/sub-frames or ticks/samples, depending on what you currently do in Nuendo.



<b>PREV MARK</b>	Press this button to let the Project Curser jump to the previous Marker.
<b>NEXT MARK</b>	Press this button to let the Project Cursor jump to the next Marker.
<b>PREV EVENT</b>	Pressing this lets you select the previous Event on the selected Track.
<b>NEXT EVENT</b>	Pressing this lets you select the next Event on the selected Event.
<b>GO LEFT</b>	Press this to move the Project Cursor to the position of the left Locator.
<b>GO RIGHT</b>	Press this to move the Project Cursor to the position of the right Locator.
<b>SET LEFT</b>	If you activate this Function button, you can set the left Locator position to the current Project Cursor position.
<b>SET RIGHT</b>	You can set the right Locator position to the current Project Cursor position.
<b>SET L-R</b>	If you press this Function button, the Locators are set to the start and end position of the Event.
<b>MUTE EVENT</b>	Mutes the currently selected Event.

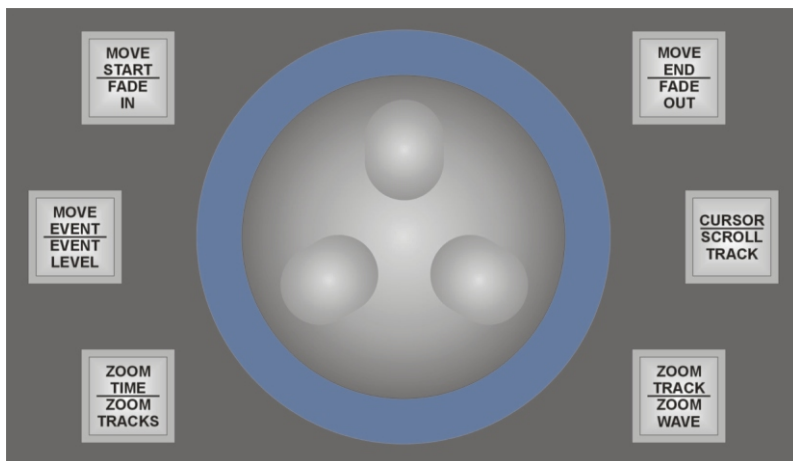
<b>UNDO</b>	Activ. NUENDO`s Undo function.
<b>REDO</b>	Activ. NUENDO`s Redo function.
<b>FADE IN</b>	Press this to create a Fade in for one or several currently selected Events. The Fade in starts at the Event start and ends at the current Project Cursor position.
<b>FADE OUT</b>	Press this to create a Fade out for one or several Events. The Fade out starts at the current Project Cursor position and ends at the Event end.
<b>COPY</b>	Activ. NUENDO`s Copy function.
<b>CUT</b>	Activ. NUENDO`s Cut function.
<b>PASTE</b>	Activ. NUENDO`s Paste function
<b>CROSS FADE</b>	Creates a Crossfade between the selected Event(s) and its/their neighbour Event(s). If the Events overlap, the Crossfade gets the same length as the overlap. If you process Events adjacent to another and they possess enough "hidden" audio, the crossfade will get the Default fade length set in the Crossfade Editor. If they don't, no crossfade is created.
<b>EVENT CURS</b>	Pressing this positions the start of if available the Snap point of the selected Event at the current Project Cursor position.
<b>SPLIT EVENT</b>	Pressing this will split the Event at the current Project Cursor position.
<b>S-PT. CURS</b>	S-PT CURS stands for "Snap point to Cursor" and that's what you do here: Pressing this button will create a Snap point at the current Project Cursor position. This function is applied to the currently selected Event(s).
<b>USER T 1</b>	USER T 1 is one of some user-definable Function buttons. Please also read "Assigning User Functions".



## Locator Preroll Display

This backlit display shows the current Left and Right Locator settings as well as the currently set Pre/Post roll times.

You can make these settings using the corresponding Function buttons.



## The Jog Wheel

The Jog wheel on the ID is heavy-weighted and high-resolution (4000 values per turn of the wheel).

It has two basic functions:

You can use it to position the Project Cursor in NUENDO. The step width is automatically set to the step width set for the edited NUENDO function (e.g. bars/beats, timecode, samples...). You can use the Jog wheel to select and edit Events in NUENDOs.

Note:

For this to work, the "Auto-select Events under Cursor" function on the Editing page of NUENDO's Preferences dialog must be active and at least one NUENDO Track must be selected, as Auto-select always points to the selected Track(s).

## Setting the Jog Wheel operating mode



The Jog Wheel operating mode is set with the JOG and SHUT buttons (above the Trackball).

- Press JOG to switch the Jog mode. In this mode, the Jog Wheel sets the Jog Wheel control on the transport panel in Nuendo.
- Press SHUT to switch the Shut mode. The Jog Wheel now sets the shuttle speed control on the transport panel in NUENDO.

## Selecting NUENDO Tracks using the ID

On the ID, several methods for selecting NUENDO Tracks are available:

- Press the FDR or ENC button in the blue SELECT field above the respective ID fader. To select several Tracks, simultaneously hold down the CNTR key on ID's ASCII keyboard (which must be in ASCII mode) To deselect already selected Tracks, hold down the SHFT key.
- Use the Arrow Up Down buttons on Id's ASCII keyboard.
- If the ASCII keyboard is in Reverse mode, you can select one Track at a time by directly pressing the desired key on the Keyboard.

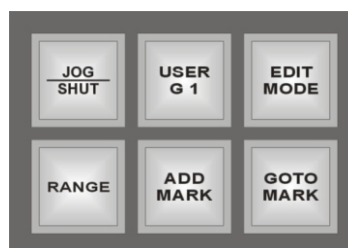
## Jog Wheel Function buttons

Six double function buttons (=12 functions!) are grouped around the Jog Wheel. These are used to activate or deactivate the Jog Wheel positioning and editing modes.

On the next page you will find the options that you get when you activate one of the buttons to the left or right of the Jog Wheel.

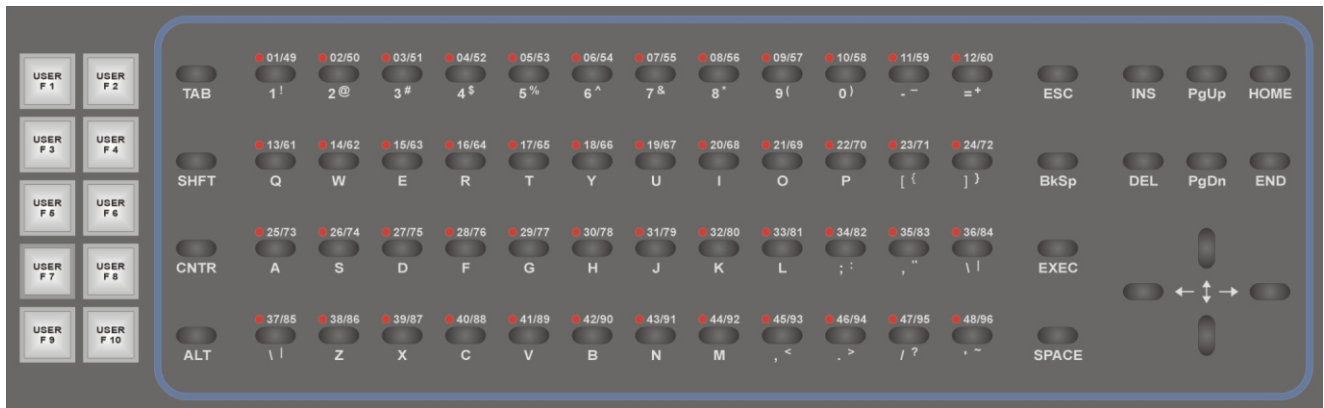
<b>MOVE START</b>	This button is called NUDGE EVENT START. When it is active, you can use the Jog Wheel to change the playback start within Events and thus resize them. The step width of this function depends on the grid settings in NUENDO. You can set it by pressing the GRID SIZE button, located in the third button group above the ASCII keyboard.
<b>FADE IN</b>	It's to change the Fade In time of an Event.
<b>MOVE EVENT</b>	If you activate this function, you can use the Jog Wheel to move the current time position of the selected Event(s). Here too, the GRID SIZE setting defines the step width.
<b>EVENT LEVELZ</b>	It's to change the Level of an Event.
<b>OOM TIME</b>	With this function you can turn the Jog Wheel clockwise to horizontally magnify Tracks/-Events. Turn the wheel anticlockwise to zoom out again.
<b>ZOOM TRACKS</b>	With this function you can zoom Tracks to see more details.
<b>MOVE END</b>	This button is called NUDGE EVENT END. When it is active, you can use the Jog Wheel to resize the end of an Event. The step width of this function depends on the grid settings in NUENDO. Use the GRID SIZE button to change it according to your wishes.
<b>FADE OUT</b>	It's to change the Fade Out time of an Event.
<b>CURSOR</b>	This is the default setting, the Jog Wheel controls the NUENDO position cursor.
<b>SCROLL TRACK</b>	Use this function to scroll a selected Track. Pressing SHIFT (ASCII keyboard) at the same time, you can select groups of Tracks.

<b>ZOOM TRACK</b>	It's to enlarge a selected Track.
<b>ZOOM WAVE</b>	It's to enlarge the view of a Track, just to see more details. In this mode you do`nt change the Level.



**6 Function buttons above the Trackball**

<b>JOG</b>	Press JOG to switch the Jog mode. In this mode, the Jog Wheel sets the Jog Wheel control on the transport panel in NUENDO.
<b>SHUT</b>	Press SHUT to switch the Shut mode. The Jog Wheel now sets the shuttle speed control on the transport panel in NUENDO.
<b>USER G 1</b>	USER G 1 is one of some user-definable Function buttons. Please also read "Assigning User Functions".
<b>ADD MARK</b>	Press this to add a new Marker at the current Project Cursor position.
<b>EDIT MODE</b>	Press this button to activate or deactivate Edit mode in NUENDO. This is useful if you work with audio and video in conjunction.
<b>GO TO MARK</b>	Pressing this button activates or deactivates the Goto Mark mode of the ASCII keyboard. You can then use its keys to directly jump to 96 Markers.



## The ASCII Keyboard

The ASCII keyboard on the ID looks like your usual computer keyboard. As its main task is usability in a studio environment and not typing letters, its keys have been optimized and differ in shape from an ordinary keyboard.

The integrated ASCII-keyboard is organized and divided into two areas: the keys of the Matrix 1-48 resp. 49-96 are being used by NUENDO in the REVERSE Mode resp. GO TO MARK Mode. The remaining keys like "SHIFT", "CNTRL", "UP/DOWN" etc. always keep their ASCII keyboard functionality. Among other things this allows the simultaneous selection of several tracks.

The keys USER-F1 to USER-F10 are ASCII function keys and always work as ASCII keyboard keys.. In combination with "SHIFT", "CNTRL" etc. up to 80 instead of previously 10 random entry function keys are available.

Note:

You can freely assign any NUENDO function to the ASCII function keys F1 - F10.

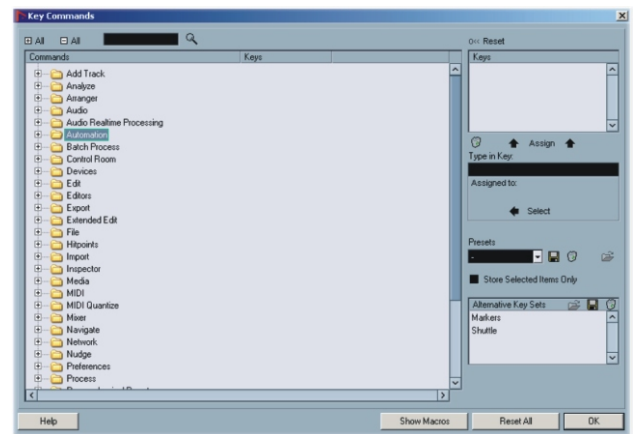
## Assigning ASCII function keys F1 - F10

Proceed as follows to assign the desired functions to the ASCII function keys F1 - F10:

1. Select "Device Setup..." on NUENDO's Devices menu.
2. In the Device Setup dialog, select the ID. If it's not available, click the Add Device button and select the ID from the pop-up Menu.
3. Click in the Category and Command columns for the desired User Function button and select the functions you wish to Assign from the pop-up menus.

The ID ASCII keyboard has three operation modes: ASCII, REVERSE and GO TO MARK. The REVERSE Mode and the GO TO MARK mode offer additional options.

Note: The ASCII functionality is not available in the REVERSE and GO TO MARK modes.



## ASCII Mode

The ASCII mode is the default mode of the keyboard.

In this mode, the keyboard works like any other computer keyboard.

Same as on a usual ASCII keyboard and differing from the other buttons on the ID the keyboard keys will repeat their signal for as long as you press them. This is called Bounce Repeat.

If you use a Windows computer, bounce (repeat) time can be set under Control Panels/Keyboard Properties.

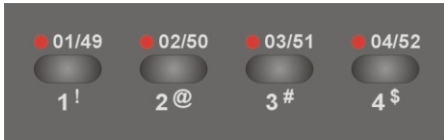
When you scrub-play, you should thus use the keyboard keys instead of the User function buttons as the latter do not provide bounce repeat.

Note:

The ID keyboard always uses an English/US keyboard layout, even when you have selected another layout for the connected computer. If you have, some key commands may not work properly. We therefore recommend that you use the English/US keyboard layout on your computer.

## Reverse Mode

In REVERSE mode, the keys on the ASCII keyboard become a matrix of On/Off switches for the last selected function type. The LEDs above each key represent the On/Off status of the current function for each of the channels.



The individual keys on the keyboard represent the channels 1-48 or 49-96. You get complete overview and can therefore quickly activate or deactivate the same function type e.g. Record Ready, Solo, etc. for many channels. The shape of the keyboard keys helps you to increase setting speed. You can simply run your finger over the keys of several adjacent channels in one go.



Proceed as follows to activate the REVERSE Mode:

1. Press the REVRS button, located in the top right corner of the Edit section.
2. Activate the CHAN 1-48 or the CHAN 49-96 function button (located below the REVRS button) to get access to the respective channels.
3. On the Fader module, use (and select) the desired function. This must be done for at least one channel.  
Now you can use the keys on the keyboard to activate or deactivate the selected function for other channels. The LEDs above each key provide optical feedback.
4. If you select another function on the Fader module, the LEDs will reflect its current status on all channels and you can start to change that.



## Global Access

Use this to activate Global Access mode. If this is active, you can carry out an operation in one go for all Tracks, e.g. set Aux Send bypass for all mixer channels. This is available for a number of NUENDO functions. Please look to the following list:

EQ band 1 On	EQ band 2 On
EQ band 3 On	EQ band 4 On
EQ bypass	Sends bypass
Sends slot 1 On	Sends slot 2 On
Sends slot 3 On	Sends slot 4 On
Sends slot 5 On	Sends slot 6 On
Sends slot 7 On	Sends slot 8 On
Sends slot 1 pre/post	Sends slot 2 pre/post
Sends slot 3 pre/post	Sends slot 4 pre/post
Sends slot 5 pre/post	Sends slot 6 pre/post
Sends slot 7 pre/post	Sends slot 8 pre/post



## GO TO MARK Mode

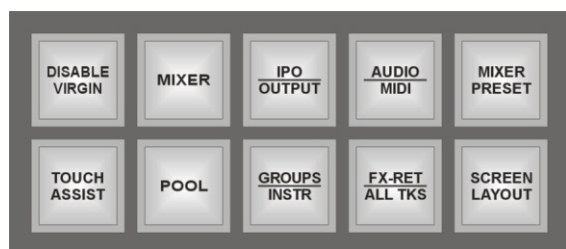
In this mode, you can use the keys on the ASCII keyboard to select Markers that you may have set in NUENDO.

You can directly jump to 96 Markers.

Proceed as follows to activate and use the GO TO MARK Mode:

1. Press the GO TO MARK button, located above the Trackball.  
This activates the GO TO MARK mode.  
Note:  
If Reverse mode was active before, it will automatically be deactivated.
2. Select the CHAN 1-48 or the CHAN 49-96 function button to be able to jump to Markers 1-48 or 49-96, respectively.
3. Press a key on the keyboard to jump to the desired Marker in Nuendo.
4. To disable GO TO MARK Mode, simply press the GO TO MARK button again.

### 3 x 10 Function buttons above the ASCII Keyboard



<b>DISABLE VIRGIN</b>	It's corresponding with the „Use Virgin Territory” in the Automation panel.
<b>TOUCH ASSIST</b>	Touching one parameter in a group will “touch” all other parameters in that group as well.
<b>MIXER</b>	Let's you open or close NUENDO's Mixer window. If NUENDO is not running, you can press this button to boot it.
<b>POOL</b>	Opens the NUENDO Pool window
<b>IPO</b>	If you only want to see and control the input channels, press this button. Then use the ID faders and Level Encoders to change their levels.
<b>OUTPUT</b>	Press this button to see and control the output busses.
<b>GROUPS</b>	Use this button to assign the Audio Groups to the ID faders and Level Encoders.
<b>INSTR</b>	Press this button to see and control the output busses of your currently used VST Instruments.
<b>AUDIO</b>	Pressing this button lets you see and control the Audio playback channels.
<b>MIDI</b>	Activating this lets you see and control the MIDI track volumes.
<b>FX-RET.</b>	If you press this button, the Effect Return channel levels become visible and can be controlled via the ID faders and Level Encoders.

#### ALL TKS

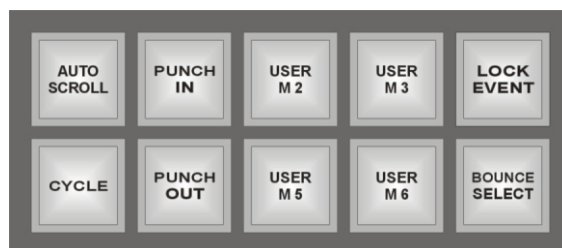
If this is activated, all Tracks/-channels and channel classes are arranged and assigned to the ID faders/Level Encoders in exactly the same way as in the Nuendo Mixer windows.

#### MIXER PRESET

When this button is selected, the 4 buttons on the left of this one can be used to select the first 8 Mixer view sets in NUENDO.

#### SCREEN LAYOUT

6 different NUENDO workspaces can be activated via the ASCII keyboard.



#### AUTO SCROLL

Let's you switch NUENDO's Autoscroll function On or Off

#### CYCLE

Use this to activate or deactivate the Cycle function. For this to work as expected, the Locators should be set to useful positions.

#### PUNCH IN

Use this to activate or deactivate automatic Punch in.

#### PUNCH OUT

Use this to activate or deactivate automatic Punch out.

#### USER M 2, M 5

USER M 2 /M 5 are two of some user-definable Function buttons.

#### USER M 3, M 6

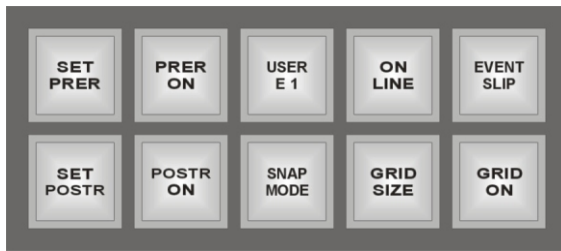
USER M 3 /M 6 are two of some user-definable Function buttons.

#### LOCK EVENT

Locks the current Event. Select which parameters you want locked on the Editing tab of NUENDO's Preferences dialog.

#### BOUNCE SELECT

This button does exactly the same as the Bounce Selection function on Nuendo's Audio menu. It lets you create a new audio file based on one or several Events that you have edited.



<b>SET PRER</b>	Press this button once or several times to set the desired preroll time. The value type used here (sample rates, seconds, frames, etc.) depends on what's used in the Project.
<b>SET POSTR</b>	Press this button once or several times to set the desired postroll time. The value type used here (sample rates, seconds, frames, etc.) depends on what's used in the Project.
<b>PRER ON</b>	This lets you activate or deactivate preroll.
<b>POSTR ON</b>	This lets you activate or deactivate postroll.
<b>USER E 1</b>	USER E 1 is one of some user-definable Function buttons.
<b>SNAP MODE</b>	Press this several times to step through the available Snap modes.
<b>ON LINE</b>	Press this button to activate or deactivate external synchronization.
<b>GRID SIZE</b>	Press this several times to step through the available Grid size values.
<b>EVENT SLIP</b>	You can move the contents of an event or part without changing its position in the Project window.
<b>GRID ON</b>	Activates or deactivates Snap to Grid.