

Operating Manual



id

 **NUENDO**₄

WK III AUDIO

Welcome

Thank you for choosing the WK-AUDIO ID!

The ID Controller by WK AUDIO is one of the most advanced software controller available today. Developed in tandem with Steinberg's Media Production software NUENDO 4, ID ensures unprecedented levels of integration. The unique versatility and advanced usability concept make ID suitable for any audio work, including post production, music tracking, broadcast and sound design.

Dedicated buttons for direct access to the new groundbreaking NUENDO 4 automation system as well as user-definable layouts and function keys give access to just about any parameter within seconds. ID will help you focus your attention where it belongs: on the audio you are recording, editing or mixing.

The basic unit alone features a large amount of direct hardware controls. You can step through and assign the available individual NUENDO channels or channel banks to the available hardware motor faders and Encoder dials. Using the optionally available Fader Modules, you can extend your direct control and access up to 120 channels at once.

An Edit section with a jog dial, its built-in multifunctional ASCII keyboard, its direct PlugIn access and the advanced channel selection features really make the WK-AUDIO ID superior.

All controls on the hardware user interface have been put in their respective positions with an ergonomic benefit in mind. They were chosen to best reflect and/or give you better access to the existing NUENDO software features.

ID Control offers a range of innovative functions not found in other products of its type. The dual-purpose, touch sensitive function system allows keys such as the Solo and Mute/CUT buttons to function either as buttons or switches. If a key is pressed longer than 250ms, the key is engaged as a button that activates the function only as long as the key pressed; pressing the key for less than this time interval uses the key as a switch, toggling its state.

Functions like Reverse and Expand set new standards in terms of workflow and usability. The intuitive Reverse mode allows the integrated keyboard to be used for functions such as track arming, Solo or Mute/CUT for channels 1 to 96, including optical controls. The stunningly effective Expand function instantly lays all channels belonging to a group on consecutive faders on the mixing surface, regardless of where they are located in the NUENDO 4 project itself.

The ID Controller is made of premium hardware components you can also find in the "Half Million Class." Precision engineered and hand-built in Germany, ID has been designed with absolute attention to detail, to give you not only full control but also absolute transparency in your project. The perfectly structured layout concept makes your project not only clearly visible, but touchable.

Based on our more than 30 years experience (we started 1978 with custom made analogue mixing desks for studio, theatre and live performance), we also create custom made solutions: please feel free to inform us about your needs.

We are sure that, once you have quickly mastered its handling, it will greatly enhance your workflow, helping you to reduce cost and gain flexibility. We are sure you will have fun using the WK-AUDIO ID!

Your WK-AUDIO Team

Upgrade your ID!

The latest generation of the “Audio and Post Production System NUENDO 4” by Steinberg provides innumerable and unique new functions.

In close cooperation with the development team of Steinberg, 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. By an intelligent double configuration of some function keys (particular check back signal by shining or flashing lights of the status LEDs) we succeeded in activating 40 new commands into the ID-Controller.

But that is not all!

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

Additionally the integrated ASCII-keyboard was reorganized and divided into two areas: the keys of the Matrix 1-48 resp. 49-96 are being used by NUENDO in the “REVERSE”- resp. “GO-TO-MARK”-mode. The remaining keys like “SHIFT”, “CNTRL”, “UP/DOWN” etc. now 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 now ASCII function keys and always work as ASCII-keyboard keys, too. In combination with “SHIFT”, “CNTRL” etc. now up to 80 instead of previously 10 random entry function-keys are available.

Further advantages in the fine-tuning are achieved by positioning the last active channel on the right rim of the Controller at which the associated double spaced displays now inform about the status of each channel.

Wonderful news you might think but how about the equipment of previous customers? WK-AUDIO has set a high value on providing the new variety of functions to previous customers, too: for us “future-proof” is not just a speech-bubble!

Therefore we provide an upgrade-tool to all our “old” customers, consisting of 2 pluggable Controller-ICs, 40 film-layouts and the latest key layout-configuration.



ID Features

The basic WK-AUDIO ID version features:

- Direct and far-reaching control of the NUENDO 4 audio recording software application from one central point.
- Direct access to the new groundbraking NUENDO 4 automation system
- New NUENDO software functions will be supported by future Nuendo versions.
- 24 channels in direct access, switchable.
- 40 rotary Encoders in the basic version.
- 12 control room potentiometers
- 380 backlit keys, framed (10.000.000 key cycles)
- 53 large double spaced LCD displays for instant feedback.
- ASCII keyboard
- Trackball, protected against dust and water (IP-65).
- Weighted 60mm Jog dial for easy editing.
- Channel Matrix.
- Direct PlugIn parameter access. Load, edit and apply VST instruments and effects directly from the Controller.
- Reverse Mode: the keys on the ASCII keyboard can be used as On/Off switches for the last selected function type on up to 96 Channels.
- Expand Mode: function instantly lays all channels belonging to a group on consecutive faders on the mixing surface, regardless of where they are located in the NUENDO 4 project itself.
- Talkback microphone and headphone preamp.
- Digital control room remote.
- 32 channel VU meter bridge (24 channel meters and 8 Master section meters). Each meter has 30 segments.
- 1 USB connector per unit.
- Non-reflecting surface.
- Chassis material: Aluminum and steel. Metal support stand.
- Expandable with up to three additional Fader packs to provide a maximum number of 120 directly accessible channels. Each additional Fader pack is basically a copy of the left half of the basic WK-AUDIO ID version. It also provides 12 large touch-sensitive motor faders, 39 encoder dials, 52 displays and a great number of different keys.
- Optional Motor-Joystick.
- Optional side panels in RAL7040.
- Optional stand.
- Custom made solutions.

**This hardware is developed
and manufactured by**



This hardware is developed
and manufactured by

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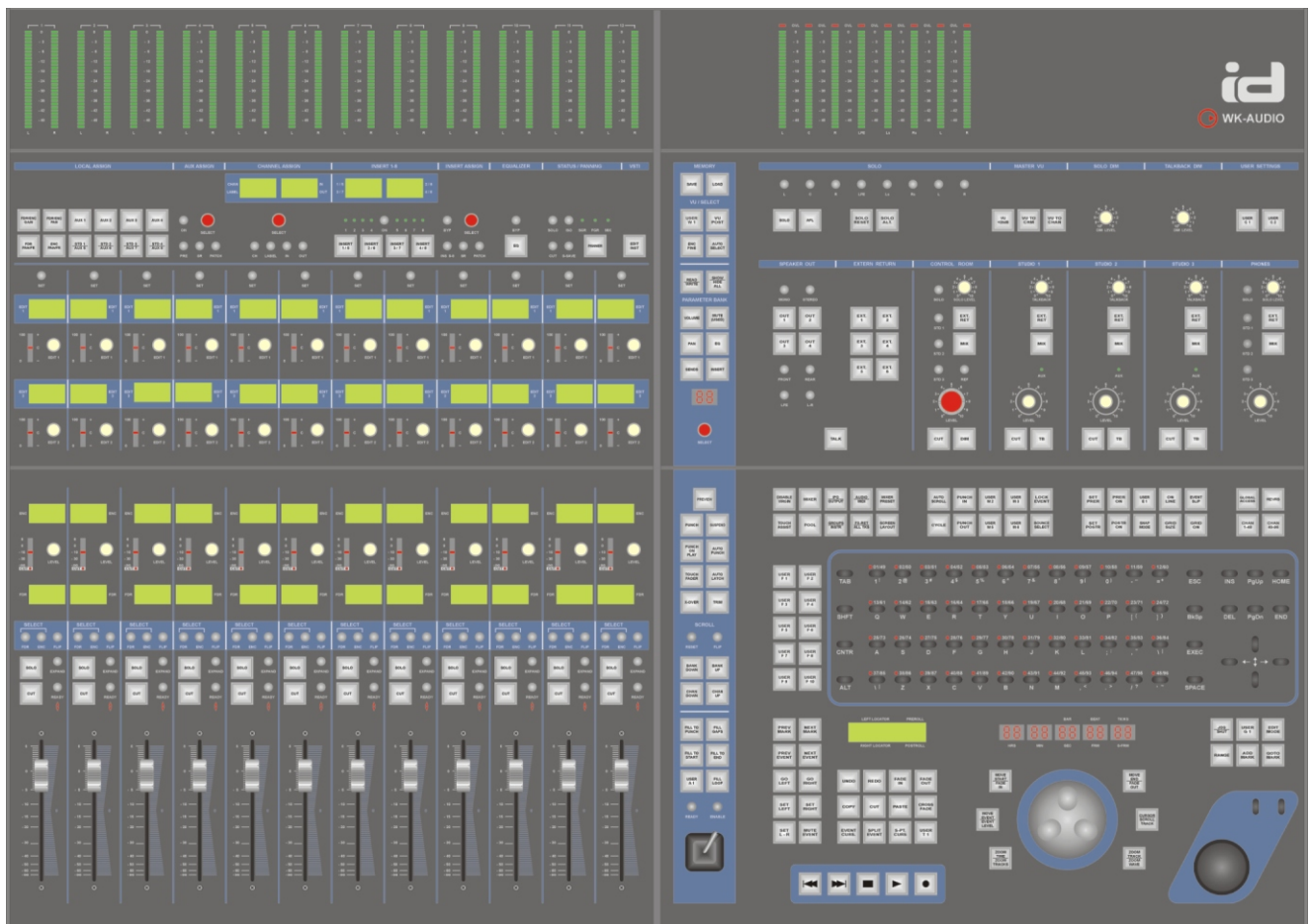
WK-AUDIO ID Operation Manual

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Please also read the NUENDO 4 manual. It's important to understand the complete system, and will inform you about a lot of details and practical tips; we are sure you will love your ID.

Packing List

WK-AUDIO ID base unit:

- USB standard cable, 1,8m or longer
- Installer CD-ROM, contents:
- Driver installation software
- WK-AUDIO ID Operation manual

WK-AUDIO ID extension fader pack:

- USB standard cable, 1,8m or longer

Minimum System Requirements

The minimum system requirements state the minimal specification your computer must have to be able to use the software. A more powerful system may be required for certain tasks or larger projects.

To be able to use your WK-AUDIO ID with a PC computer, you will need the following:

- Windows Vista, Windows XP Home and Professional with SP 2
- Intel / AMD Prozessor 2 GHz minimum
- 1 GB RAM
- DVD drive required for installation
- Windows DirectX compatible audio hardware; ASIO compatible audio hardware recommended for low latency performance
- 1 USB port required for Steinberg Key (copy protection device)
- Internet connection required for license activation
- 1-4 USB ports for the controller (depends on additional fader packs)
- NUENDO 4.xx
- WK-AUDIO ID driver software.

To be able to use your WK-AUDIO ID with a MAC computer, you will need the following:

- Mac OS X v10.4
- Power Mac G4 1 GHz or Core Solo 1.5 GHz
- 1 GB RAM
- DVD drive required for installation
- Core Audio compatible audio hardware is required
- 1 USB port required for Steinberg Key (copy protection device)
- Internet connection required for license activation
- 1-4 USB ports for the controller (depends on additional fader packs)
- NUENDO 4.xx
- WK-AUDIO ID driver software.

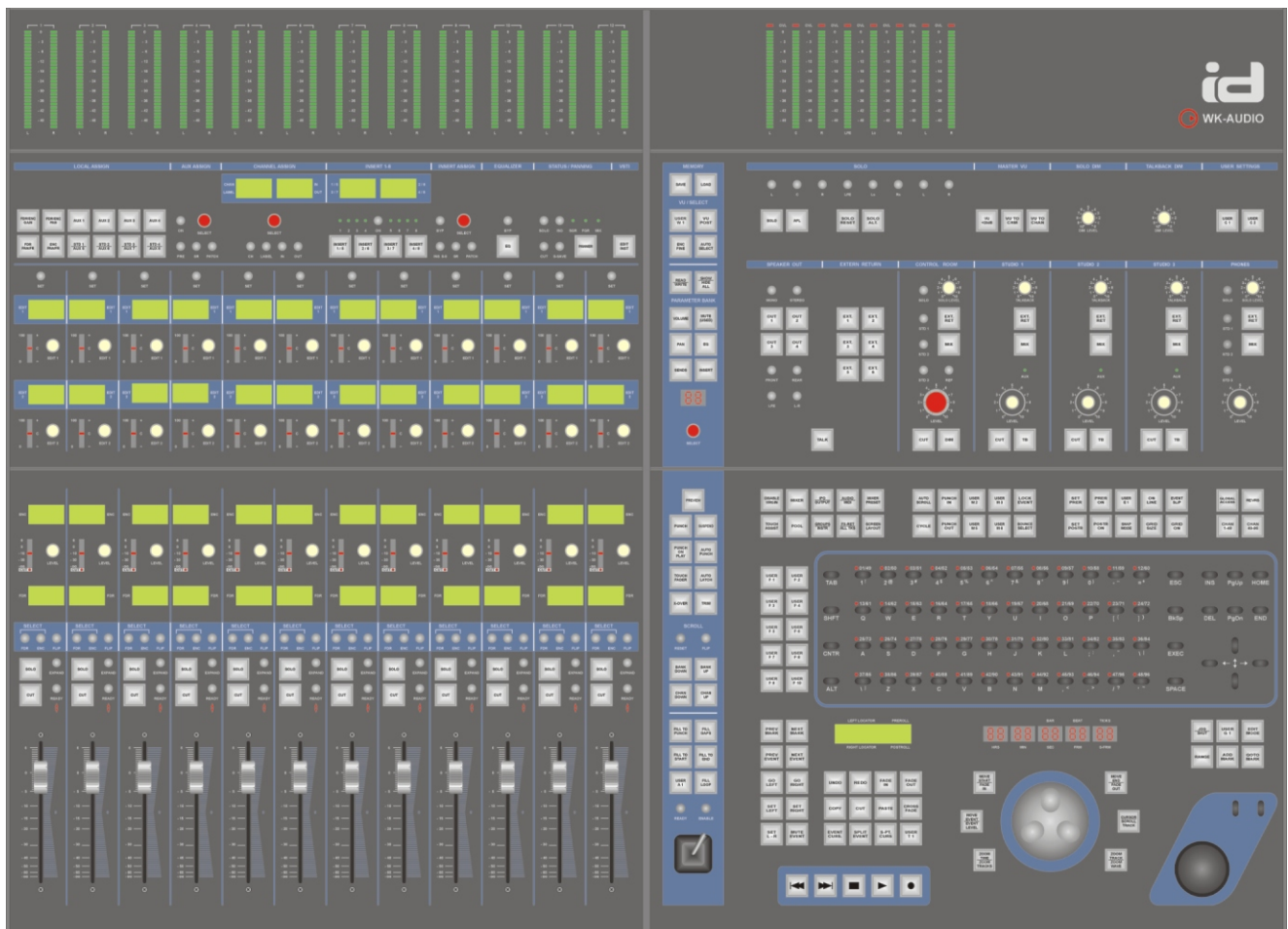
Safety Warning

Note: Mains electricity is dangerous and can kill! Within the WK-AUDIO ID, mains voltage is present. Do not remove any WK-AUDIO ID cover with mains connected! Check your mains wiring and earthing before you switch on the WK-Audio ID! The WK-AUDIO ID chassis is always connected to mains earth to ensure your safety.

Do not remove the mains earth connection!

Safety Precautions

- Make sure that the 230/115V switch on the ID rear panel is set correctly before you attach the power cable to an AC outlet!
- Be sure that the ID mains connection cable is only routed in a way that nobody can walk on or trip over it, thereby accidentally cutting mains supply.
- If you use a mains extension cable, make sure that the overall power consumption of all connected devices does not exceed its maximum capacity.
- Before cleaning the WK-AUDIO ID, disconnect the mains connection. Do not use chemicals, solvents and abrasives for cleaning. Use a lint-free cloth and a soft brush.
- Prevent damage by avoiding exposure to fluids, dirt, dust, heat and smoke.
- Prevent external objects from falling onto, and liquids from spilling into the appliance. Objects could fall on parts that carry voltage (live parts) or cause a short circuit, which could lead to fire or electric shock. Liquids could lead to electric shock and damage the appliance.
- Do not open the appliance as this will expose parts that carry voltage. Do not attempt to service the appliance beyond what's described in the operation manual. All other servicing should be referred to qualified service personnel.
- The appliance should never be used near water or in very humid locations.
- The appliance should only be used with a stand that is recommended by the supplier.
- The appliance should not be exposed to room temperatures of less than 5°Celsius (41° Fahrenheit) or more than 40° Celsius (104° Fahrenheit). Avoid large variations in temperature and humidity to prevent condensation which may short circuit the appliance. All electromechanical parts must be used in a proper fashion to ensure long-term trouble-free operation.



Fader Module

The basic ID version includes one Fader Module as shown above. You can add four more for direct access to 120 channels. Each Fader Module has the following sub-sections (top to bottom):

Channel meter bridge

This shows the levels of the channels that are currently assigned to the 24 hardware level controls of each Fader Module.

Channel strip section

This is used to set Aux Send level and parameters, Fader and Encoder gain and pan as well as channel in/out routing for the selected channel. The Channel strip section also lets you select, activate and edit insert effects and VST instruments and it provides you with controls for complete EQ editing. See page xxx.

Fader section

Here you can manually control the channel levels. See page xxx.

Master Module

The Master Module has the following sub-sections (top to bottom):

Master meter bridge

Lets you control the output bus(es) and the level(s) of the channel(s) currently selected on the Fader Module.

Monitoring section

Here you can select Solo modes and make other settings related to monitoring.

Edit section

This features an ASCII keyboard with three powerful modes, a Trackball, a Jog wheel, many function buttons and the Transport controls.

General Functions strip

This is the vertical blue strip on the left side of the Master Module. It provides many general functions like Fader assignment, NUENDO project handling.... Its elements are also described in context in other section chapters.

Getting Started

This chapter contains a description of the ID driver software installation process as well as a description of the necessary settings that you must make in NUENDO.

Connecting the ID

Connecting the ID is a simple and straightforward process. Do this:

1. Use a mains cable to connect the ID to a suitable and working mains socket.
2. Switch off your computer.
3. Using the included standard USB cable, connect the USB bus on the ID to a USB bus on your computer.
4. If you wish, connect the balanced monophonic L/R headphone inputs on the ID rear panel to an appropriate sound source.
The signal will reappear on the two stereo phone jacks located at the ID front side.
That's all there is to connecting! Next, you must install the driver software.

The ID Driver Software

The ID driver software that you have received with ID must be installed on the computer that you use to run NUENDO.

It is the link that interconnects the NUENDO software and the ID hardware. It also allows you to completely remote control the computer from the ID's ASCII keyboard.

The driver software is compatible with Windows Xp® (Home and Professional with SP 2), Windows Vista® as well as with Mac OS X v10.4

We recommend that you always use the latest ID software driver version. This is available on the WK-AUDIO web sites. ([Wwww.wk-audio.de](http://www.wk-audio.de))

ID Driver Installation

To install the driver software on a PC running Windows, proceed as follows:

1. Make sure the ID is properly connected to the USB bus on your computer.
2. Switch on the ID, then switch on your computer and let it boot up.
The automatic hardware recognition of your computer's operating system will detect the ID as a new USB device and ask you for the driver software.
3. Insert the Driver CD into your CD-ROM drive and follow the instructions displayed on your computer screen.
The necessary driver software - a Firmware Loader and the actual driver - will now be

installed during two separate installation processes.

4. Restart your computer after installation.

To install the driver software on a MAC running OS X, proceed as follows:

1. Make sure the ID is properly connected to the USB bus on your computer.
2. Switch on the ID, then switch on your computer and let it boot up.
3. Insert the Driver CD into your CD-ROM drive and locate the driver installer.
4. Double-Click the installer file to start the installation process. Follow the instructions displayed on your computer screen.

When the installation is finished, you can start using your ID to control NUENDO.

NUENDO Settings

To allow NUENDO to recognize the ID and establish communication with it, you must make the following settings in NUENDO:

1. Open the Devices menu and select "Device Setup...". The Device Setup dialog appears.
2. Click the Add Device button (the + button above the Devices list) and select the WK-AUDIO ID from the pop-up menu.
The ID is added to the Devices list on the left side of the dialog.
3. The right side of the dialog now displays settings for the WK-AUDIO ID. Select the MIDI inputs and outputs you want to use from the pop-up menus.
4. If you wish, and if you know what you are doing at this point, you can now assign any NUENDO function to any of the available ID User Function buttons. If you are not sure yet, leave that for now, read on and find the information you need.

Note:

To keep things simple, you may first want to use the NUENDO project template file and the NUENDO Preferences file that come on the ID Driver CD-ROM. You can later always create and save your own changed settings.

ID Control Types

This section contains basic information about the various types of control available on the ID.

Motor Faders

Each ID Fader module holds 12 touch-sensitive 100 mm motor faders.

Moving a fader handle upwards increases the audio level of the respective channel, moving it downwards decreases it.

Encoders with Key function

In its Fader section, ID provides a great number of rotary dials called Encoders. The Level and Edit Encoders are examples for this.

Encoders can be used in several ways:

To increase a level or parameter value, turn the Encoder clockwise, to decrease, turn anti-clockwise.

To switch to a parameter or overcome a safety precaution, press the Encoder as if it were a button.



Square Function Buttons

In the Fader Module all square Function buttons will light up when you activate a function by pressing its button.

In the Master Module most of the square Function buttons will light up when you activate a function by

pressing its button: it depends on the function. The square Function buttons on the ID come in two flavours:

Fixed Function buttons

Each of these buttons is used to activate/deactivate one predefined function.

Fixed Function buttons are equipped with three modes:

1. If you press the button very briefly, the corresponding function (e.g. Solo) will be activated. Press it again briefly to deactivate the function.
2. Pressing a Fixed Function button for longer than 250 milliseconds will activate the corresponding function only for as long as you press the button. When you let go of the button, the function will be disabled at once. We call this Push Hold Detection. This is handy in many different mixing and editing situations, e.g. when editing with the Jog Wheel and its related Fixed Function buttons, or when trying what it would be like to mute a channel at a certain point.

3. By an intelligent double configuration of some Fixed Function buttons WK-AUDIO was able to activate 40 new commands into the ID.



With one click you are able to activate the top function (the LED is shining), with a double click you are able to activate the bottom function (the LED is flashing).

User Function buttons

Single and groups of User Function buttons have been positioned in various places on the ID user interface. You can freely assign any Nuendo function to any of these buttons.

Note:

Once you have assigned NUENDO functions to these buttons, you can create your own name tags for them. Simply print them on transparent overhead foil using a laser printer.

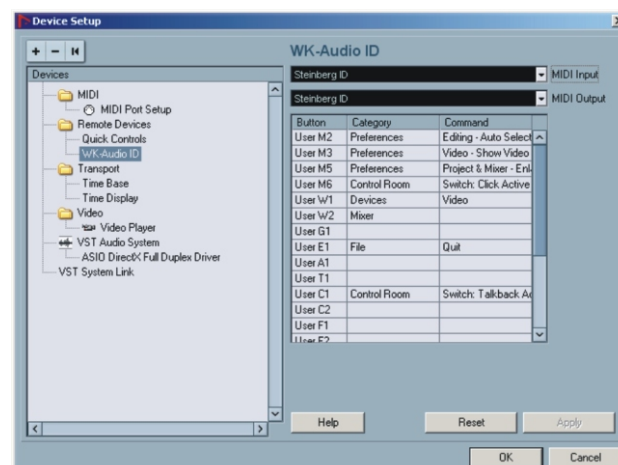
User Function buttons do not Provide Push Hold Detection or

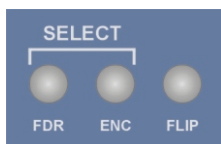
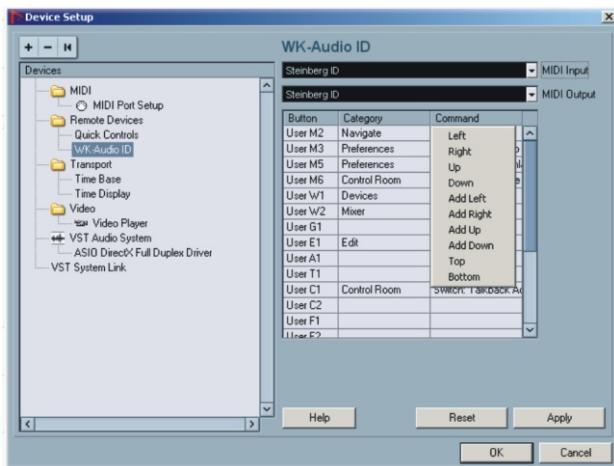
Bounce Repeat, as this may lead to confusing results.

Assigning User Functions

Proceed as follows to assign the desired functions to the ID User Function buttons:

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.





Round Function buttons

These can be found all over The ID user interface. Pressing one of these buttons lets you either

activate/deactivate a Function or toggle between two switch states.

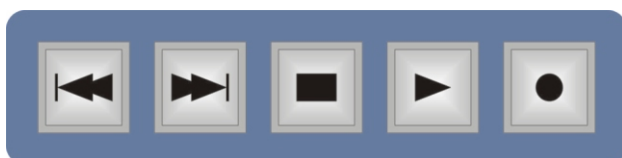
Round function buttons are equipped with Push Hold Detection.

Potentiometers

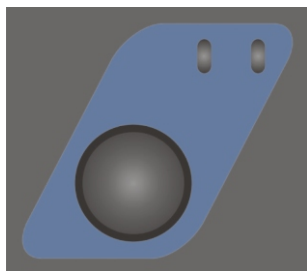
ID's potentiometers are all located in the Monitoring section. They are rotary dials that have a start and an end point and are used to set volume levels.

To increase a level, turn the potentiometer clockwise, to decrease it, turn anticlockwise.

Transport Controls



These buttons let you remote control the NUENDO transport controls. The transport controls do not provide Push Hold Detection.



Trackball

The Trackball is a high quality (Ip65) convenient mouse replacement. Roll the ball to move the cursor on the NUENDO screen and use the buttons as left and right mouse buttons.

ASCII Keyboard

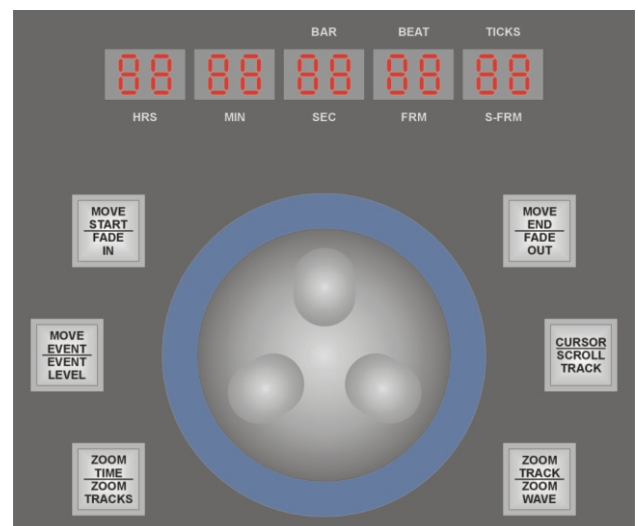
This is an ASCII keyboard, similar to your computer keyboard, with keys and additional modes that help to improve your workflow.



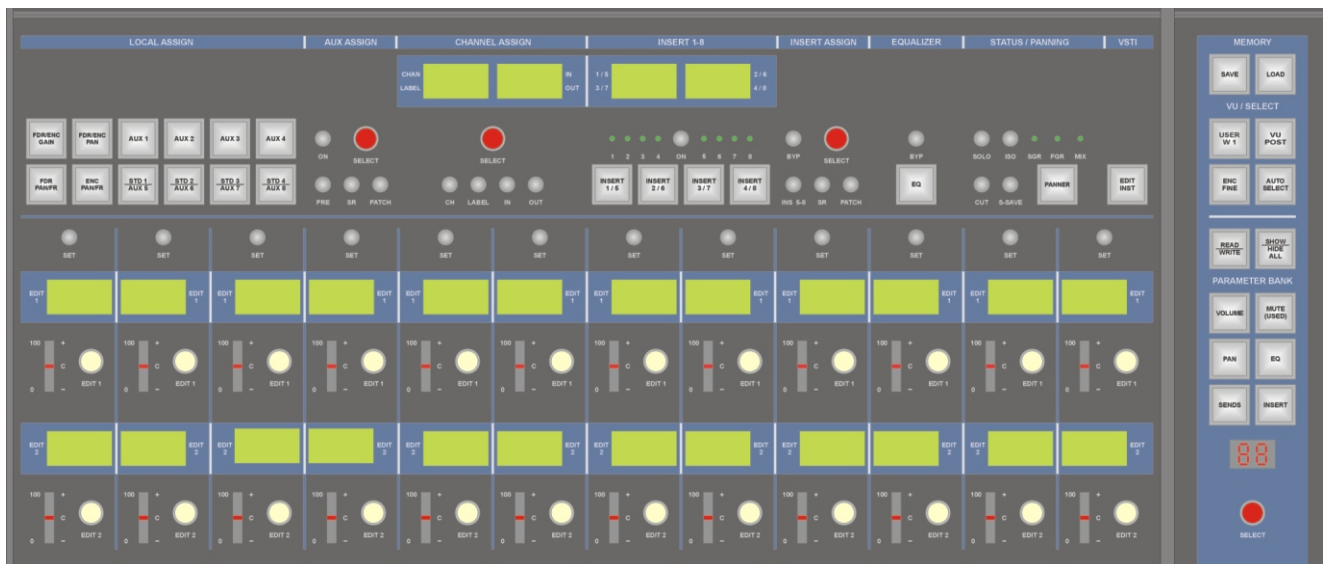
These are described in the Edit Section chapter.

Jog Wheel

This is a heavy-weighted, high-resolution Jog wheel with additional function keys for quick positioning and editing in NUENDO.



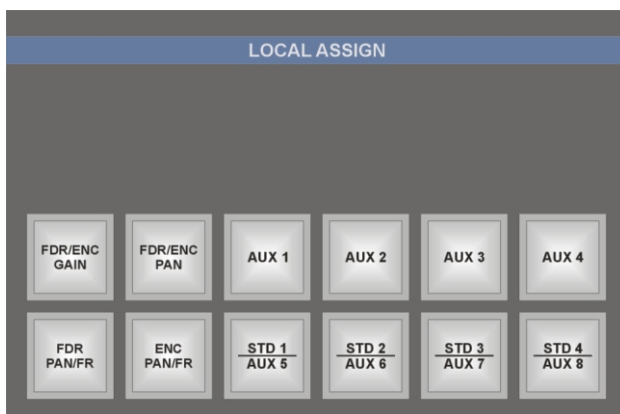
This is also described in the Edit Section chapter.



The Channel Strip Section

This chapter informs you how you can use the elements in the Channel Strip section to set Aux Send level and parameters, Gain and Pan as well as channel in/out routing for the selected channel; it also informs you what you must do to select, activate and edit insert effects and VST instruments, how to use the EQ. and about functions on the General Functions Strip (blue vertical strip) that have an effect on Channel Strip section controls.

Local Assign



The Local Assign block has twelve parameter buttons. If you activate one of these buttons, the Edit displays in the lower part of the Channel Strip section show the different settings on all channels for this particular parameter.

We call this a Multi Channel view.

Using the EDIT dials, you can change the respective parameter setting for each channel. The display above each dial gives you optical feedback.

If a parameter has more than one display page, you can use the red-capped Select dial in the blue General Functions Strip to select the other pages.

In Multi Channel view, the Edit displays and dials are arranged in a similar fashion as the Faders and Level Encoders in the Fader section. The upper row refers to the channels that have been assigned to the Level Encoders. The lower row refers to the channels that are currently controlled by the Faders.

If none of the twelve buttons in the Local Assign block is active, the displays in the lower part show what we call a Single Channel view.

That is, a number of different parameters of one channel only (the currently selected channel) is shown and can be edited in the lower part of the Channel strip section. In Single Channel view, each Edit display and dial is used to control a different parameter.

Multi Channel view

The following parameters can be displayed and edited in Multi Channel view:

FDR/ENC GAIN

Gain control, +/-48.2 dB.
Note: Be careful when you use the gain controls, as rough handling can result in big jumps in level!

FDR/ENC PAN

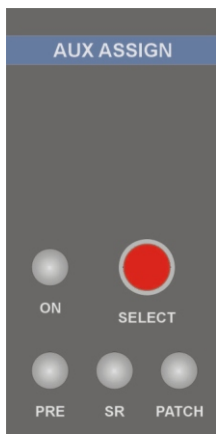
Panorama control
Page 1: Pan left/right
Page 2: Pan front/rear

FDR PAN/F/R	<p>Pan and Front/Rear</p> <p>In this mode, both the upper and the lower Edit Encoders refer to the Faders only (not to the Level Encoders!).</p> <p>The upper row of Edit Encoders control left/right pan, the lower control front/rear position.</p> <p>Especially useful in a surround mix as you don't have to switch.</p>	Lower row Encoder 1 and 2	Pan left/right and Pan front/rear
ENC PAN/FR	<p>Pan and Front/Rear</p> <p>In this mode, both the upper and the lower Edit Encoders refer to the Level Encoders only (not to the Faders!).</p> <p>The upper row of Edit Encoders control left/right pan, the lower control front/rear position.</p> <p>Especially useful in a surround mix as you don't have to switch.</p>	Lower row Encoder 3	Unused
AUX 1-8	<p>Page 1 : Aux Send level</p> <p>Page 2 : Aux Send On/Off</p> <p>Page 3 : Aux Send Pre/Post</p> <p>Page 4 : Aux Send Pan left/right</p> <p>Page 5 : Aux Send destination</p> <p>Page 6; Aux Send bypass On/Off</p>	Lower row Encoder 4	Channel/Track Gain (not Aux Gain!)
SDT 1-4	<p>Page 1 : Studio level</p> <p>Page 2 : Studio On/Off</p> <p>Page 3 : Studio Pre/Post</p> <p>Page 4 : Studio Pan left/right</p> <p>Page 5 : Studio bypass On/Off</p> <p>Note: All On/Off functions may be switched by either turning the Edit dial or by pressing it.</p>	Lower row Encoder 5	Phase Reverse On/Off. Off = natural phase On = phase revers You can either turn or press the Encoder.
		Lower row Encoder 6	Unused
		Lower row Encoders 7 and 8	Surround pan for the selected Aux Send (which can be selected using the SET button located directly above the corresponding Aux Send display).
		Last four in top and bottom rows	4-band parametric EQ High band with additional high shelf and low pass settings. Low band with additional high pass and low shelf settings. There are two options to switch each band On/ Off: By pressing the lower Edit Encoder. By pressing the SET button above the respective band. The button will light up. You can also switch between the parameters frequency and Quality (Q) by pressing the upper Edit Encoder. Note: If you continuously hold down the Edit Encoder while you make a Q factor setting, the display will automatically switch back to frequency as soon as you let go of the Encoder.

Single Channel View

If none of the twelve buttons in the Local Assign block is active, the displays in the lower part show what we call a Single Channel view. In this mode, the Edit dials and displays are used as follows:

Encoders/displays left to right	Description
First eight in top row Lower row Encoders 1 and 2 Pan left/right and Pan front/rear.	Aux Send level 1-8. Press the Edit Encoders to set the corresponding Aux Send to On or Off.



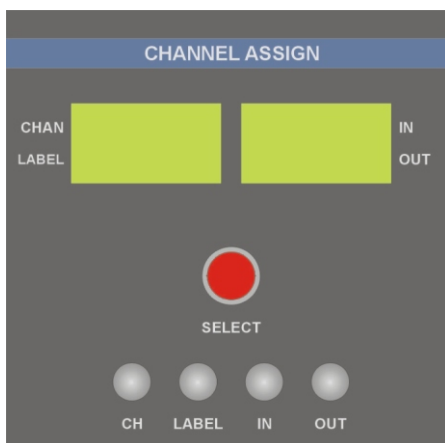
Aux Assign

The controls can be used to activate Aux Sends for the selected channel and make pre/post settings for them. Pressing SR lets you see all available Surround panning parameters in the displays. Pressing Patch switches the lower row of encoders to display the bus routing of the selected NUENDO channel. When Patch is activated, you can also use the Select

Control to set the bus routing.

- Select an Aux Send by pressing its SET Button.
- Activate it by pressing the ON button in the Aux Assign block. If desired, press SR.
- The PRE button lets you toggle between pre-fader and post-fader settings. If the button is lit, pre-fader is active, otherwise it's post-Fader.

Channel Assign



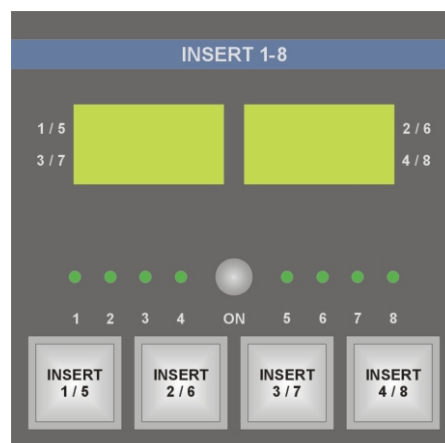
This block contains two 2-line displays, a SELECT rotary dial and four buttons. The settings that you make here apply to the currently selected channel. The settings are shown in the displays. To set a parameter, press one of the buttons. It will light up in red and you can select the desired setting. LABEL is only activ at the main unit, for you need the ASCII keyboard too; CHAN, IN and OUT you can use in every fader extension pack.

CHAN	Let you select a channel or track with the SELECT dial.
LABLE	Use the ASCII keyboard to name a channel or a track
IN	Input routing, lets you select an input source with the SELECT dial.
OUT	Output routing to Groups or one of the busses. Use the SELECT dial.

Insert 1-8

The elements in this block can be used to display which Insert effects are currently resident in which slots, and to select an Insert effect for editing with the controls and displays in the Channel Strip section.

The two displays in this block show which Insert effects are resident in the first or second four Insert effect slots for each channel.



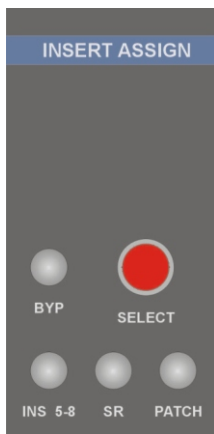
To display the second group of four slots, use the INS 5-8 button in the Insert Assign block, described below.

The eight small LEDs indicate which Insert slots are switched on and can actually be used. To select an Insert effect for full display and editing with the Channel Strip controls, press one of the square INSERT x/x buttons. To be able to select from the second group of four effects, use the INS 5-8 button in the Insert Assign block.

Note: The Insert slots 1 - 6 are pre fader, slots 7 and 8 are post fader.

The ON button lets you switch the currently selected Insert effect On or Off. If you switch it On, its LED will light up.

Note: Same as in NUENDO, switching an effect Off doesn't remove it from its slot. Assigning and removing effects to/from slots is done in the Insert Assign block, described below.



Insert Assign

The controls in this block are used to assign or remove Insert effects to/from the available eight slots. Here you can also activate An effect bypass for each slot and select the second group of four effects for display and editing with the Channel Strip controls as Described above in the 1-8 section.

Note:

To be able to assign an Insert effect to a slot or remove it from there, you must first activate the PATCH button!

Assigning an Insert effect to a slot

Proceed as follows:

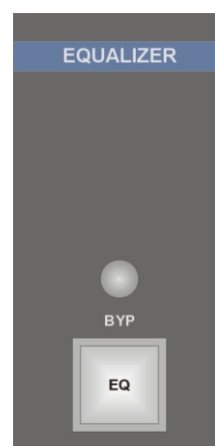
1. Activate the PATCH button so that it lights up in red.
2. Select the desired Effects slot by pressing the corresponding INSERT x/x button in the INSERT 1-8 block. It will light up in red. If necessary, use the INS 5-8 button to Switch to the second group of four slots.
3. Select an effect by turning the SELECT dial clockwise. NUENDO will actually load the PlugIn ca. one second after you have stopped to turn t the dial.
4. Press PATCH again to leave Insert Assign mode.

Removing an Insert effect from a slot

Do this:

1. Activate the PATCH button so that it lights up in red.
2. Select the desired Effects slot by pressing the corresponding INSERT x/x button in the INSERT 1-8 block. It will light up in red. If necessary, use the INS 5-8 button to switch to the second group of four slots.
3. To remove the effect in the selected slot, turn the SELECT dial anticlockwise and let go of the dial. NUENDIO will actually remove the PlugIn ca. one second after you have stopped to turn the dial.
4. Press PATCH again to leave Insert Assign Mode.

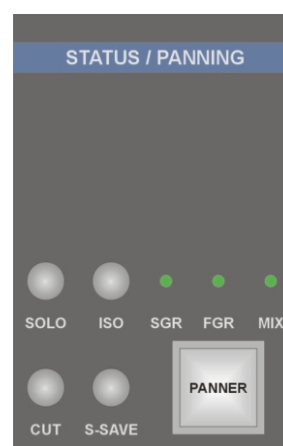
BYP	Activate this to bypass the currently selected effect, i.e. when this is active, the original signal will not be routed through the effect.
INS 1-4	NUENDO provides you with 8 Insert effect slots of which four can be made visible in the INSERT 1-8 block. Use this button to display the first group of four slots.
INS 5-8	Use this button to display the second group of four slots.
SR	This button will be supported in a future version of NUENDO.
PATCH	As a precautionary measure, this button must be activated for you to be able to assign or remove an Insert effect to/from one of the slots.



Equalizer

If you activate the EQ button, all EQ parameters of a single channel are distributed onto the first eight displays and Edit Encoders where you can change all parameter values.

You can use the BYP button to bypass the Equalizer.



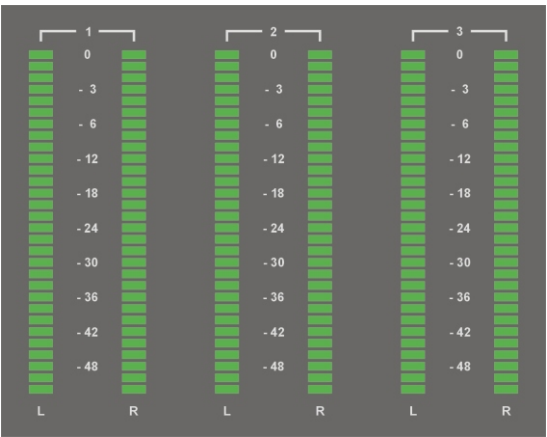
Status Panning

Here, you'll find another instance of the SOLO and CUT buttons, available separately for each track/channel in the Fader section.

These SOLO and CUT Buttons can be used to solo or mute the track/channel that is currently selected for editing. The intention behind this is to help you to

focus your attention on your editing instead having to search for the respective buttns in the Fader section.

SOLO	Activate this to set the currently selected Track/channel to solo.
CUT	Activate this to mute the currently selected track/channel.
ISO	Activate this button to isolate the selected track/channel from Automation Read. As a result, you will hear the track/channel without automation.
S-SAVE	When you activate Solo Save, the selected track/channel will not be muted if you solo other tracks/channels. For example, you can use this to prevent a Click track from being muted when you solo other tracks/-channels.
PANNER	When you activate this square button, all panorama parameters are displayed and can be edited easily using the displays and controls in the Channel Strip section. This is especially useful for Surround panning.



LED Meter Bridge

2x30 band LED metering for each channel let you control the input levels.

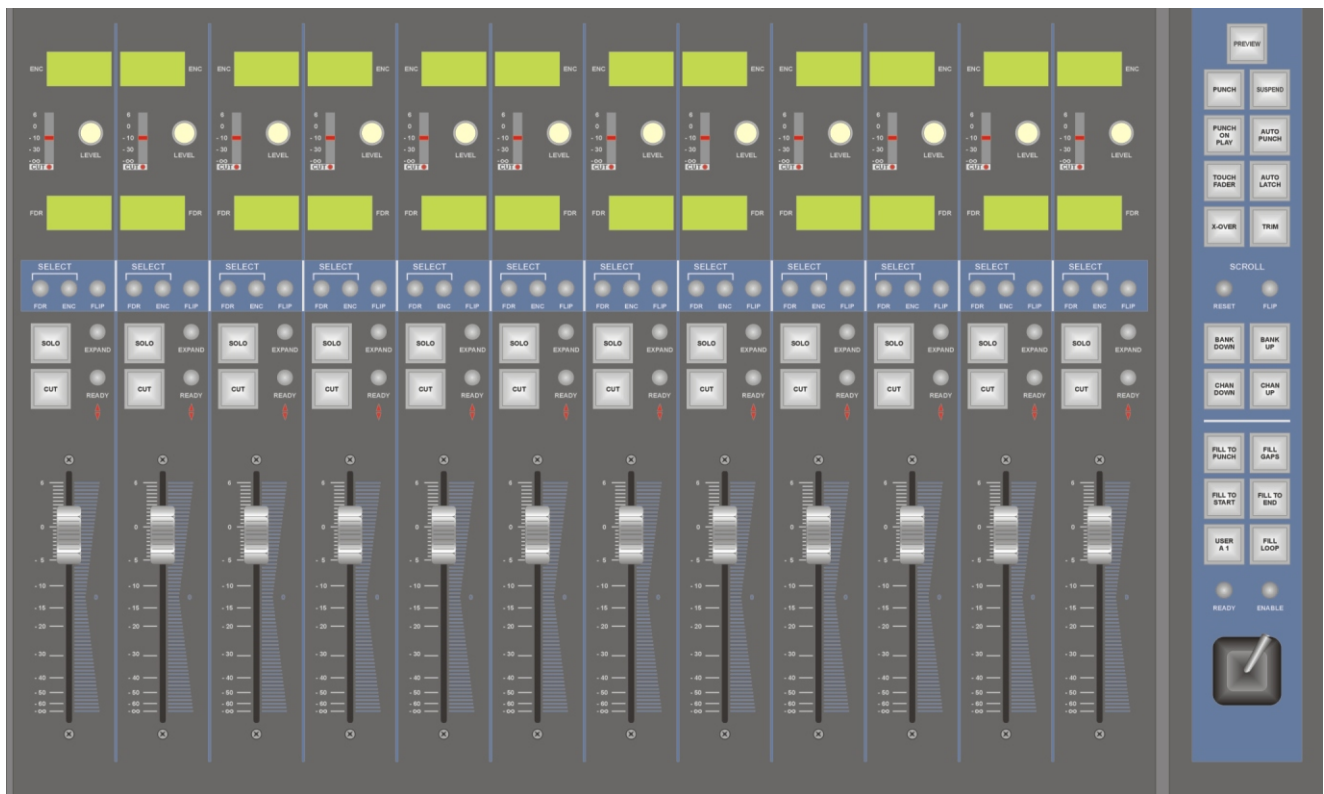


VSTI

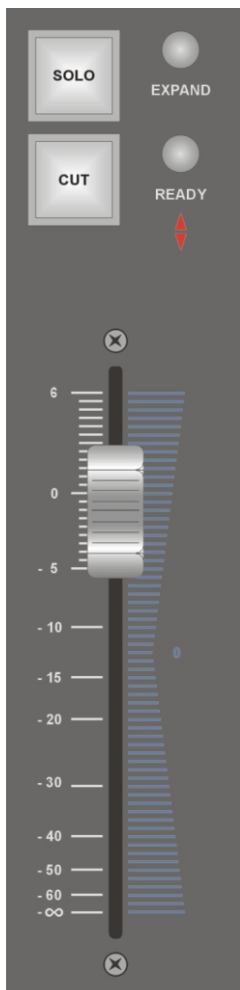
By activating the EDIT INST button, you can distribute the parameters of a currently resident VST instrument onto the displays In the Channel Strip section and Easily edit them with the dials.

1. Load a VST instrument using the ID ASCII keyboard as usual.
2. Press the INSTR (double click).
All currently resident VST instruments are assigned to the Faders in the Fader section.
3. Select the new VST instrument by pressing the FDR button in the blue SELECT area above its fader.
Now the parameters are distributed onto the displays and dials in the Channel Strip section, where you can edit them.

Note: If a VST instrument has more parameters, these can be made visible and edited using the available displays and dials, use the red-capped SELECT dial in the General Functions strip to switch to the other parameter pages. The double digit numeric display above the SELECT dial indicates the currently visible page (up to 99 pages, up to 2376 parameters!).



The Fader Section



Each Fader Module has twelve 100 mm touch-sensitive motor faders, each with a number of function buttons, a Fader Deviation Indicator LED and a backlit LCD display. The faders always reflect the current settings.

Note:

It is a good idea and very handy to use the ASCII keyboard's Reverse mode to get complete overview of the current status of each of these buttons on all tracks.

The Expand function

The Expand function is an extremely useful tool during the mixing process. Say, pressing the 05 GROUPS Function button, you have layered all Group Tracks across the ID Faders. But now you want to know which channels are routed to a specific group.

If you press the EXPAND button, all incoming connections to tracks are analyzed and immediately lined up on adjacent ID faders so that you can edit them directly. Expand thus arranges all sending channels next to an Effect return channel or all feeding channels next to a Group channel.

Note: Expand is not available for the Track classes MIDI, VST Instruments and Input.

SOLO

Pressing this button will mute all tracks that are not soloed. This is a Solo-in-Place function.

CUT

If you press CUT, the corresponding track will be muted.

EXPAND

If you press EXPAND on a Fader strip, all incoming connections to the corresponding channel are analyzed automatically and lined up on the ID faders for level editing.

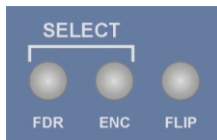
READY

This lets you activate or deactivate record-ready status for the respective track.

Fader Deviation Indicators

These two LEDs indicate whether the Fader has been moved from its original position as well as the direction into which it has been

moved. If you let go of the Fader handle, the new Fader position becomes the new starting point. With an automation mode active, this will only work as expected, if an automation break-point is available in the following timecode. It may therefore happen that one of the two LEDs is still lit, although you have let go of the fader after writing automation data with it. You can change this by simply touching the fader again.



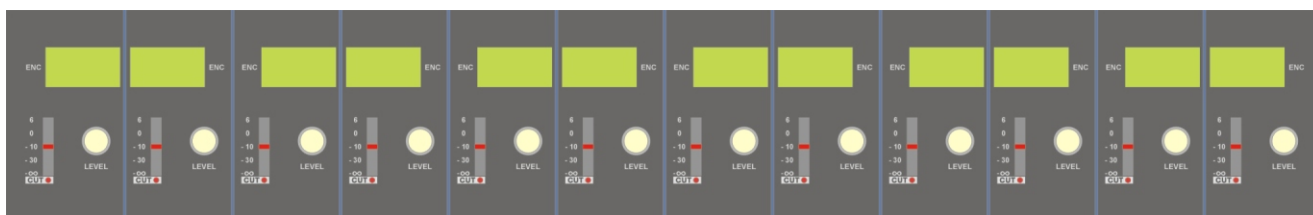
Select & Flip buttons

The FDR and ENC buttons let you select the channels (Tracks) assigned to the Fader and to the Level

Encoder. Using the FLIP button, you can individually swap a channel (track) between fader and Level Encoder. You can also flip the complete fader bank via FLIP or RESET in the vertical blue General Function strip.

Double line LCD displays

Above the Select buttons, there is one double line LCD display for each fader and Level Encoder. One line reflects the channel's (track's) status (module number, module class and destination), the other line reflects the name in NUENDO - just to warrant the best possible overview!



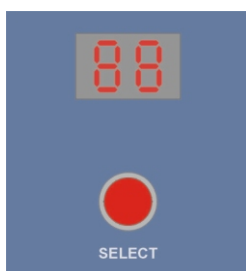
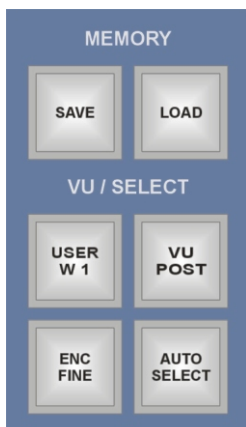
The Level Encoders

Each Fader Module has twelve Level Encoders, a CUT function that you can activate by pressing the Encoder, a CUT status LED, a 10-segment indicator that reflects the Encoder

setting and a backlit LCD display which informs you about the channel (track) status and name. Everything that was said about the Select and Flip buttons on the previous page applies here, too.

General Functions Strip

The vertical blue Strip provides you with a lot of functions to enhance the complete system.



SAVE

Press the SAVE button to store the current NUENDO project file onto disk.

LOAD

Press the LOAD button to load a NUENDO project from disk.

USER W 1

USER W 1 is one of some user-definable Function buttons. Please also read "Assigning User Functions".

VU POST

If you activate the VU POST button, the signal is displayed post fader on the VU meters.

ENC FINE

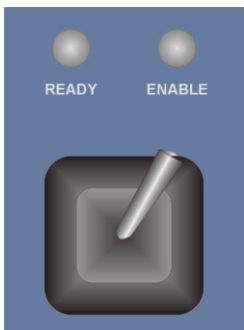
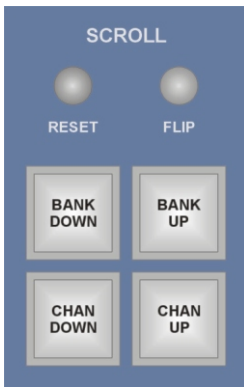
Let's you step through the available value range in smaller steps. You must turn the dial several times to reach the other end of the range.

AUTO SELECT

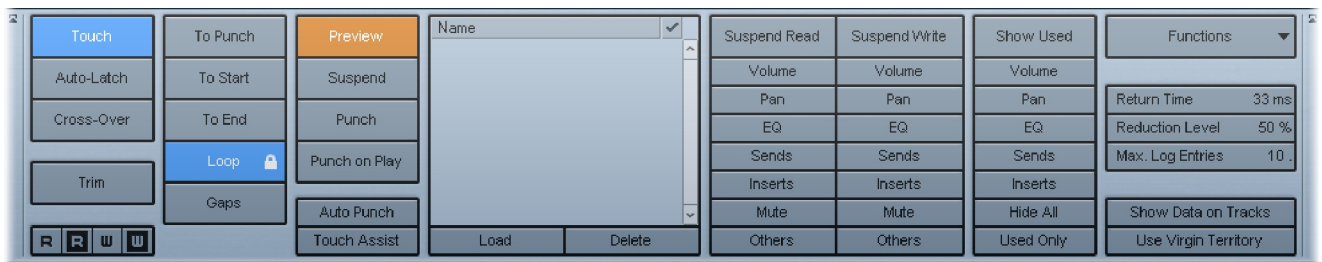
When you activate the AUTO SELECT function, and touch/-move a Fader, the corresponding channel is automatically selected

SELECT

It's for page up/down for AUX, INSERTS....

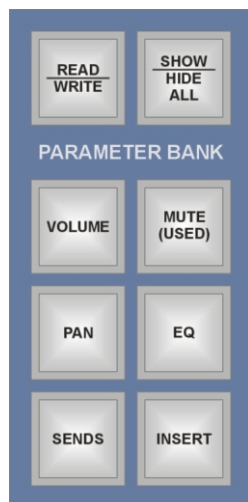


FLIP	This is the “super version” of the individual FLIP buttons on each Fader strip. Pressing this button on the General Functions strip will swap all Tracks/Channels assigned to all Faders with those assigned to the Level Encoders and vice versa.
RESET	Use this button on the General Functions strip to restore your original Track/Channel assignment setup.
BANK DOWN	Press this button to assign the previous bank of twelve Tracks/-Channels to the level controls. Example: Tracks 13-24 are assigned to the twelve Faders. Then you press this button. Now Tracks 1-12 will be assigned to the Faders.
BANK UP	Press this button to assign the next bank of twelve Tracks/-Channels to the level controls.
CHAN DOWN	Press CHAN DOWN to assign the previous Track/Channel to a level control.
CHAN UP	Press CHAN UP to assign the next Track/Channel to a level control. Note: Pressing SHIFT and ALT in the ASCII keyboard as well as the BANK UP button, used Fader are right aligned. Pressing SHIFT and ALT in the ASCII keyboard as well as the BANK DOWN button, used Fader left aligned.
READY	Make`s the optional motor joystick ready for Automation.
ENABLE	The ENABLE button is used to enable the optional motor joystick functionality. This button will also engage the motor of the joystick for parameter feedback.



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.

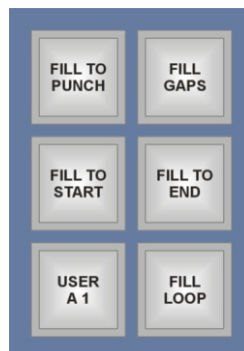
PREVIEW	Pressing this button activates the Preview mode.
PUNCH	It's to punch-in the automation pass.
SUSPEND	Use the Suspend option to compare any previously automated value with the value found during preview. Suspend will play back your audio material using the parameter values set before activating 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.

Automation Modes

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

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.

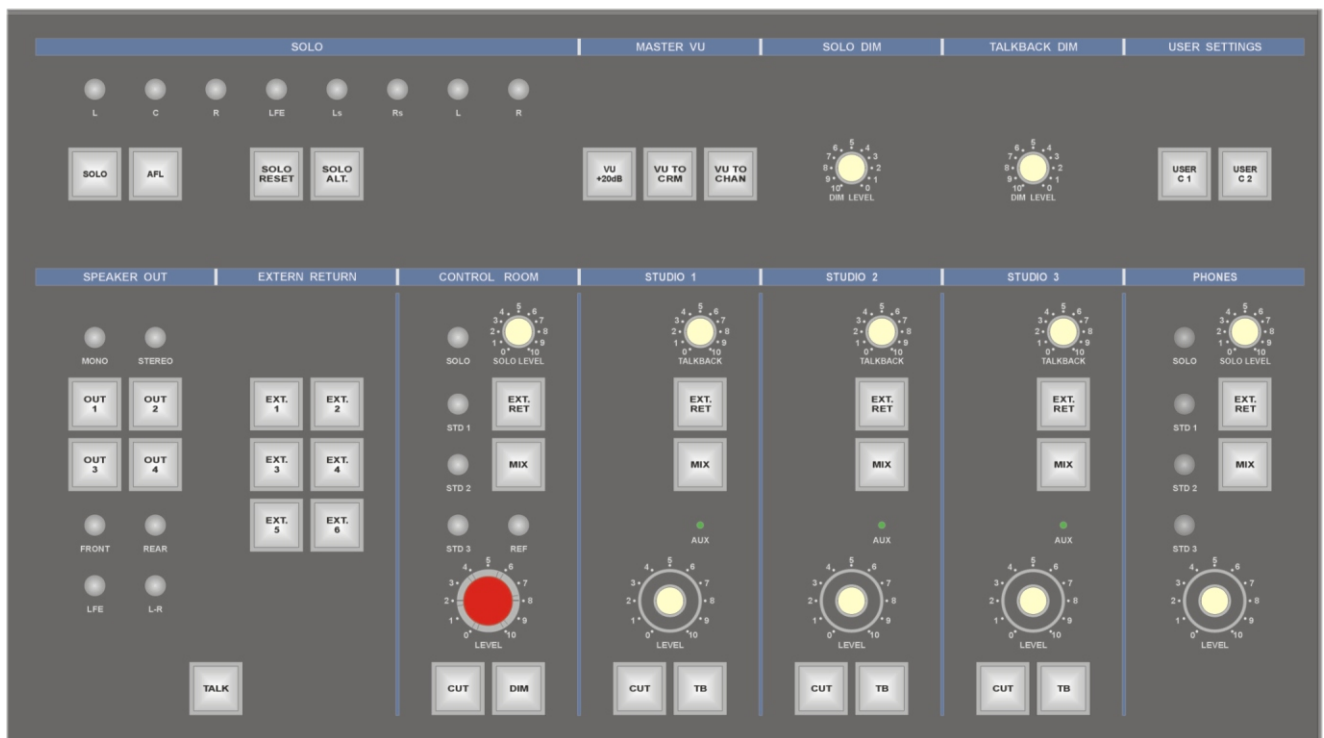
TRIM	Trim is a way of manipulating an already written automation curve, other, rather than an automation mode. Trim works for channel volume and aux send level.
-------------	---



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

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.
USER A 1	USER A 1 is one of some user-definable Function buttons.
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.

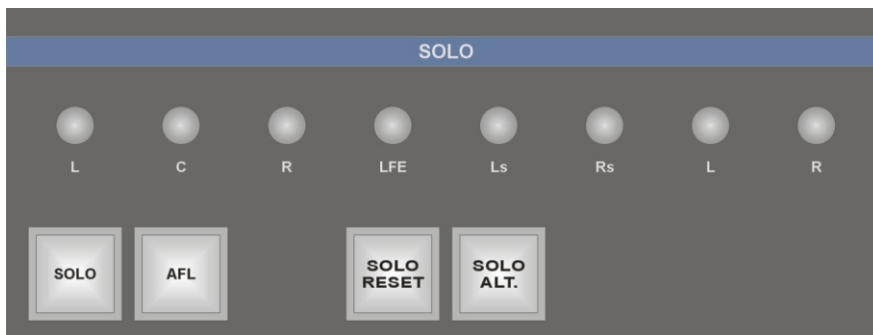


Master/Monitoring Section

The Master/Monitoring section is as comprehensive in its features as in a large analogue console and offers that comfort and

effectiveness you need for your practical studio work.

To control the level of multi channel SOLO or output signals (up to 7.1 !), 8 x 30 LED level displays are integrated.



SOLO

This button is used to enable/-disable the Solo in place (S.I.P.) Function.

AFL

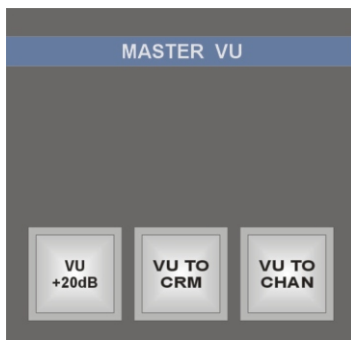
This button switches between pre fader level and post/after fader level mode.

SOLO RESET

Press this to reset all Solo settings in the Nuendo Mixer except for the Solo Save settings

SOLO ALT

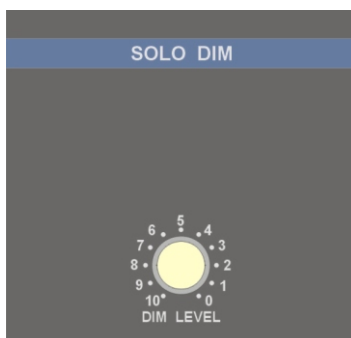
Press this button to jump from one activated Solo setting to the next in a direct way.



Master VU

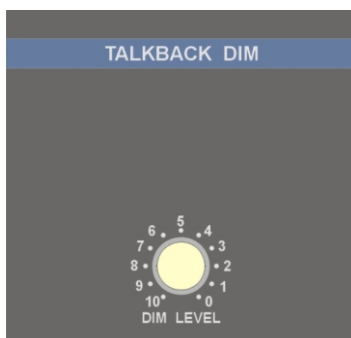
Here you can determine what's shown in the Master section part of the VU Meter Bridge. If no button is selected, the VU is in the standard mode (VU TO MIX)

VU +20dB	Select this button to display very low levels in the VU TO CHAN mode.
VU TO CRM	Select this button to display the level of the Control Room.
VU TO CHAN	This displays the level(s) of the selected Track(s)/channel(s) in the Master section part of the VU Meter Bridge.



Solo Dim

This potentiometer controls the Listen Dim level in the NUENDO Control Room.



Talkback Dim

This potentiometer controls the Talkback Dim level in the NUENDO Control Room.



User Settings

These two User Function buttons are not yet used. They will be accessible in A future NUENDO version.



Talk Button

This button activates the internal Talkback Mic.

Note: The Talkback signal output is on the ID rear panel.



Speaker Out Controls

The OUT 1 to 4 buttons select which of the four speaker out (monitor) channels in the NUENDO is used in the Control Room.

The MONO and STEREO buttons can be used to select the first two presets associated with the NUENDO monitor channels.

Pressing the MONO/-STEREO button once will select the first preset with a mono/stereo configuration. When deselecting this button, the first preset in the Preset list will be selected. When there is no preset corresponding to one of these buttons, the respective button will be disabled.

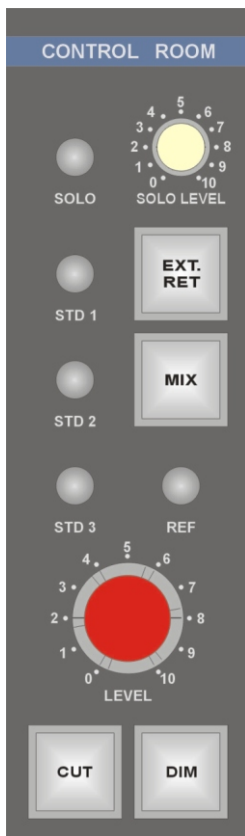
The buttons FRONT, REAR, LFE and L-R are similar to the buttons in the Solo section.

Pressing e.g. The FRONT button will solo all Front speaker channels, while pressing the L-R button will solo the left and right speaker channels.



Extern Return

The EXT. 1 to 6 buttons are used to select the external return channels in NUENDO (DVD player, CD player,...).



Control Room

The controls in this section are used to select and set the level of the source of the NUENDO Control Room channel.

Use the SOLO button to listen enable the Control Room channel. Use the SOLO LEVEL dial to control the level of the listen enabled Mixer channel(s).

The STD 1 to 3 buttons are used to set the Control Room source to the corresponding Studio.

Use the EXT. RET button to set the Control Room source to the External Return channel.

Use the MIX button to set the Control Room source to the Mix Bus (this is the default setting).

The LEVEL dial is used to

control the overall level of the Control Room channel.

Use the CUT button to mute the Control Room channel and the DIM button to enable the Control Room Dim function (which reduces the set level by a value set in the NUENDO Preferences).

The REF button is used to select the reference level in the Control Room (this is enabled in the NUENDO Preferences dialog).

Note:

All ID LEVEL dials in the Monitoring section control the corresponding level controls in NUENDO. However, you first need to set the ID dials to the value currently set in NUENDO to enable level control!

We urgently recommend that you set the power amps that drive your studio monitors to a level so that the maximum NUENDO level cannot damage the speakers!



Studios 1, 2, 3

The controls in this section are used to select and set the levels of the sources of the NUENDO Studios 1 to 3. The default sources in the Studios are always the AuxSTD Sends. When the STD Sends are used as the source this is indicated by the LEDs.

Use the EXT. RET button to set the Studio source to the External Return channel.

Use the MIX button to set the Studio source to the Mix Bus.

Use the CUT button to mute the corresponding Studio channel.

Use the TB button to select the Talkback channel.

Use the TALKBACK dial to set the Talkback level.

Phones

The controls in this section are used to select and set the level of the source of the Phones channel. The default source for this channel is the Mix bus.

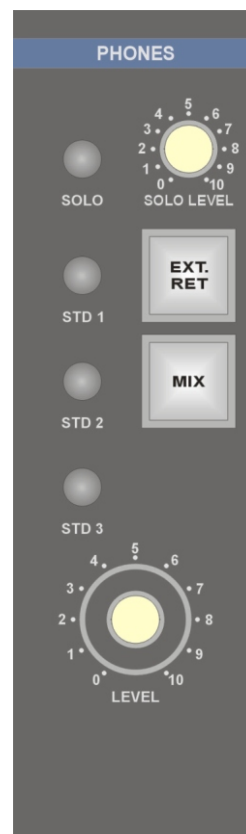
The LEVEL dial is used to control the overall level of the Phones channel.

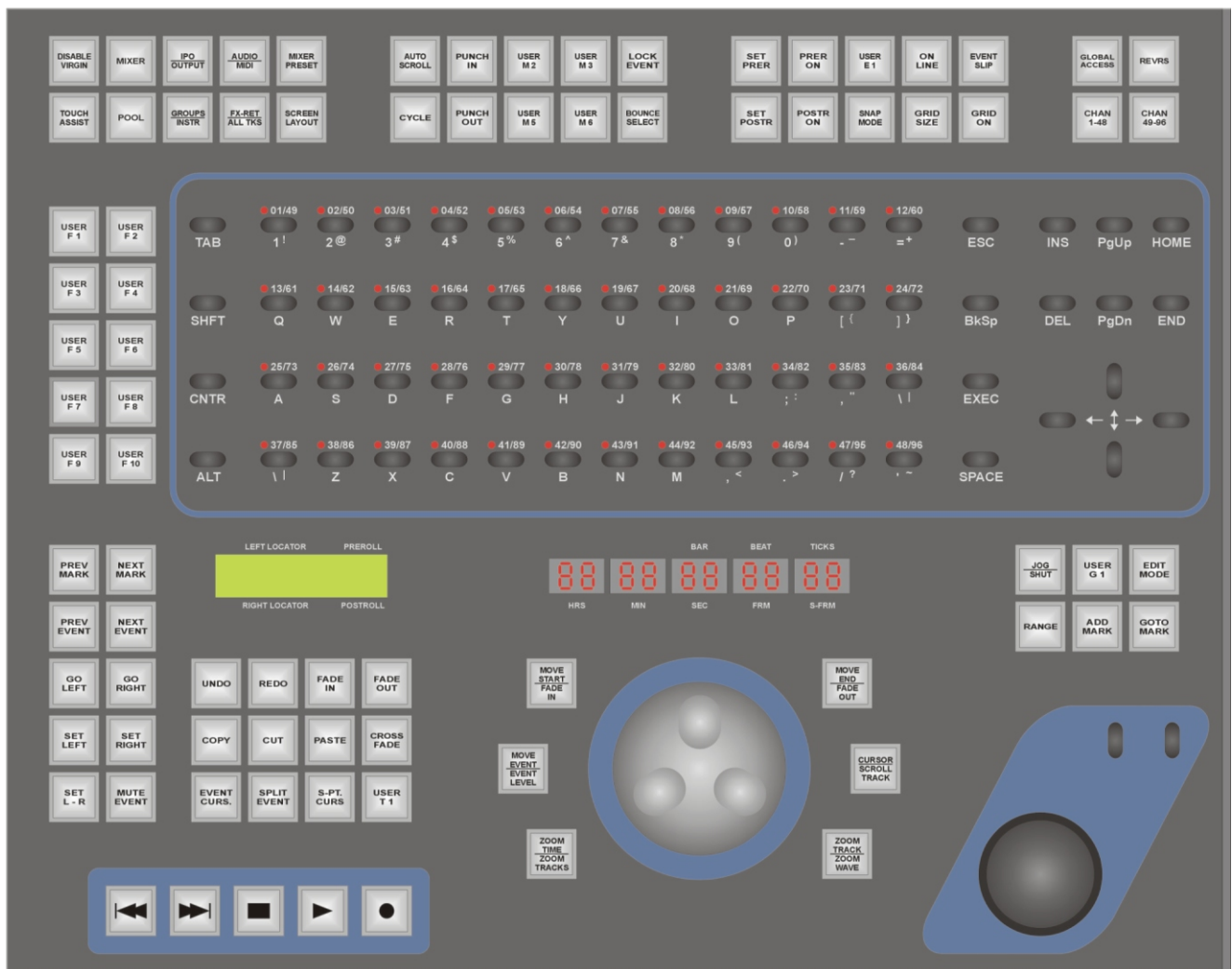
Use the SOLO button to solo (listen) enable the Phones channel. You control the level of the listen enabled Mixer channel(s) with the SOLO LEVEL dial.

The STD 1 to 3 buttons are used to set the Phones source to the corresponding Studio.

Use the EXT. RET button to set the Phones source to the External Return channel.

Use the MIX button to set the Phones source to the Mix Bus (this is the default setting).

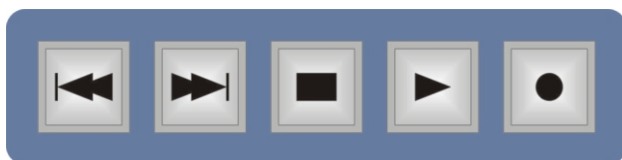




The Edit Section

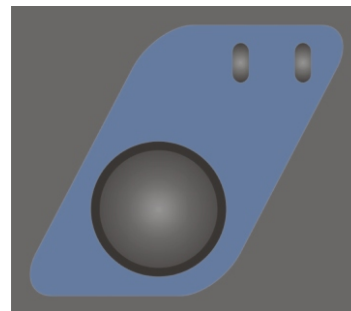
This chapter contains a description of the ASCII keyboard and its three modes as well as a description of all other elements in the Edit section.

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.



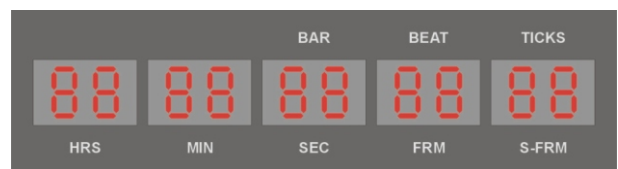
The Transport Control

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.



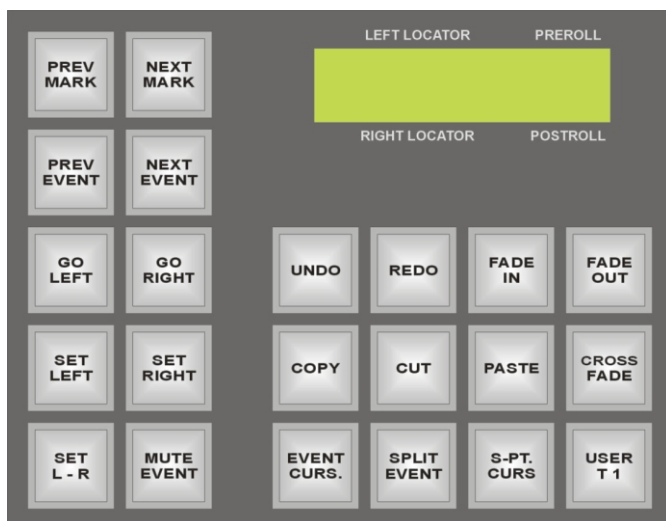
The Trackball

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.



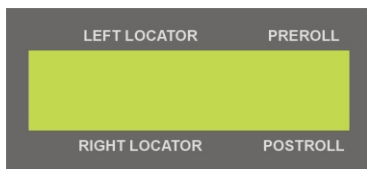
Timecode Display

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.



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

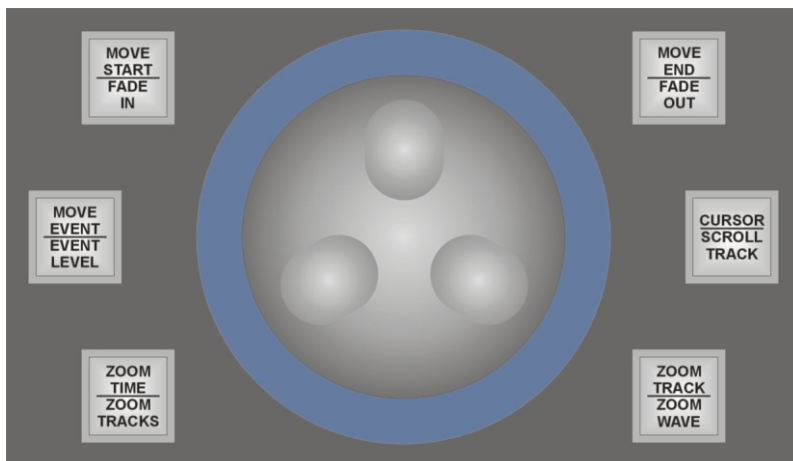
UNDO	Activ. NUENDO`s Undo function.
REDO	Activ. NUENDO`s Redo function.
FADE IN	Press this to create a Fade in for one or several currently selected Events. The Fade in starts at the Event start and ends at the current Project Cursor position.
FADE OUT	Press this to create a Fade out for one or several Events. The Fade out starts at the current Project Cursor position and ends at the Event end.
COPY	Activ. NUENDO`s Copy function.
CUT	Activ. NUENDO`s Cut function.
PASTE	Activ. NUENDO`s Paste function
CROSS FADE	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.
EVENT CURS	Pressing this positions the start of if available the Snap point of the selected Event at the current Project Cursor position.
SPLIT EVENT	Pressing this will split the Event at the current Project Cursor position.
S-PT. CURS	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).
USER T 1	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:

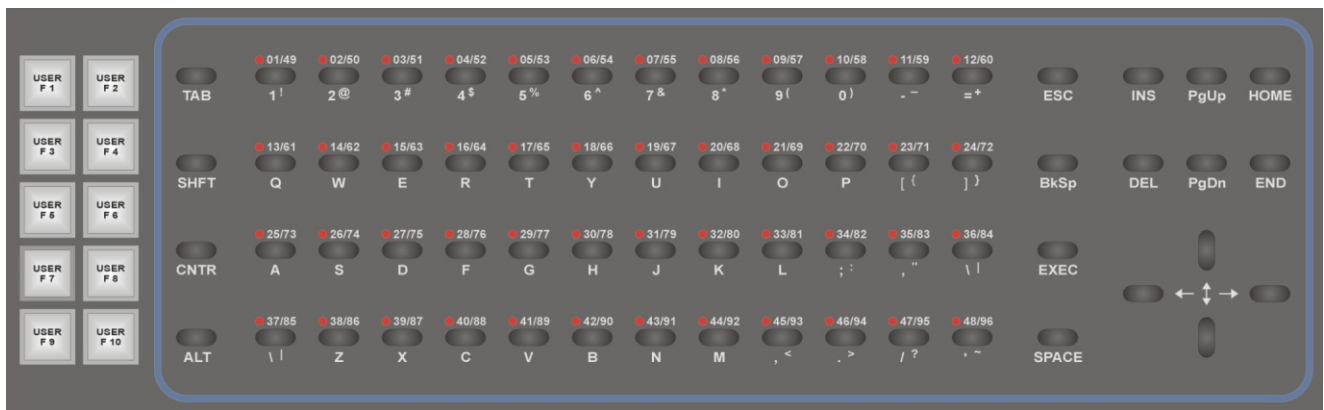
- Press the FDR or ENC button in the blue SELECT field above the respective ID fader. To select several Tracks, simultaneously hold down the CNTR key on ID's ASCII keyboard (which must be in ASCII mode) To deselect already selected Tracks, hold down the SHFT key.
- Use the Arrow Up Down buttons on Id's 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.

MOVE START	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.	ZOOM TRACK	It's to enlarge a selected Track.
FADE IN	It's to change the Fade In time of an Event.	ZOOM WAVE	It's to enlarge the view of a Track, just to see more details. In this mode you do`nt change the Level.
MOVE EVENT	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.	<div>  <div> 6 Function buttons above the Trackball </div> </div>	
EVENT LEVELZ	It's to change the Level of an Event.	JOG	Press JOG to switch the Jog mode. In this mode, the Jog Wheel sets the Jog Wheel control on the transport panel in NUENDO.
OOM TIME	With this function you can turn the Jog Wheel clockwise to horizontally magnify Tracks/-Events. Turn the wheel anticlockwise to zoom out again.	SHUT	Press SHUT to switch the Shut mode. The Jog Wheel now sets the shuttle speed control on the transport panel in NUENDO.
ZOOM TRACKS	With this function you can zoom Tracks to see more details.	USER G 1	USER G 1 is one of some user-definable Function buttons. Please also read "Assigning User Functions".
MOVE END	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.	ADD MARK	Press this to add a new Marker at the current Project Cursor position.
FADE OUT	It's to change the Fade Out time of an Event.	EDIT MODE	Press this button to activate or deactivate Edit mode in NUENDO. This is useful if you work with audio and video in conjunction.
CURSOR	This is the default setting, the Jog Wheel controls the NUENDO position cursor.	GO TO MARK	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.
SCROLL TRACK	Use this function to scroll a selected Track. Pressing SHIFT (ASCII keyboard) at the same time, you can select groups of Tracks.		



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.

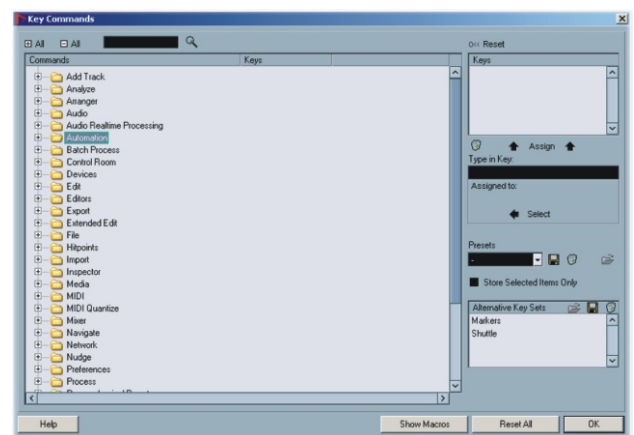
Assigning ASCII function keys F1 - F10

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.

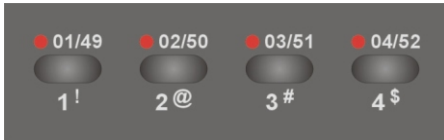
When you scrub-play, you should thus use the keyboard keys instead of the User function buttons as the latter do not provide bounce repeat.

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



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

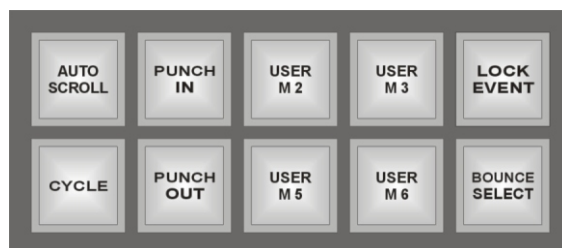
If this is activated, all Tracks/-channels and channel classes are arranged and assigned to the ID faders/Level Encoders in exactly the same way as in the Nuendo Mixer windows.

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

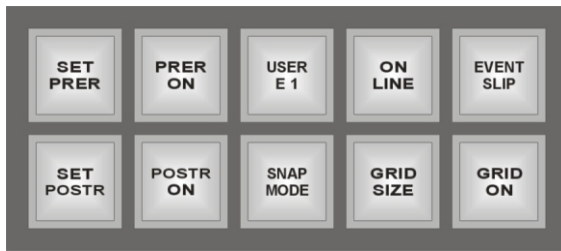
USER M 3 /M 6 are two of some user-definable Function buttons.

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.



SET PRER	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.
SET POSTR	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.
PRER ON	This lets you activate or deactivate preroll.
POSTR ON	This lets you activate or deactivate postroll.
USER E 1	USER E 1 is one of some user-definable Function buttons.
SNAP MODE	Press this several times to step through the available Snap modes.
ON LINE	Press this button to activate or deactivate external synchronization.
GRID SIZE	Press this several times to step through the available Grid size values.
EVENT SLIP	You can move the contents of an event or part without changing its position in the Project window.
GRID ON	Activates or deactivates Snap to Grid.

Technical Specifications

Dimensions

Base unit without side panels:
Width: 1015 mm
Depth: 762 mm
Height at fader block: 94 mm
Height at meter bridge: 276 mm

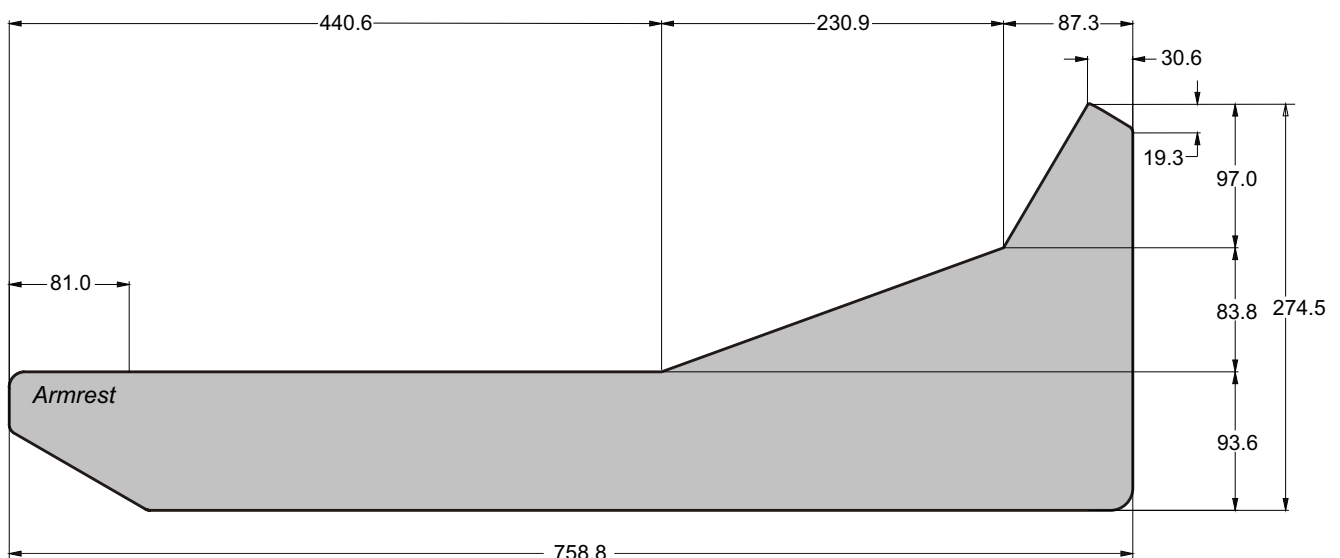
Fader extension pack without side panels:
Width: 507 mm
Depth: 762 mm
Height at fader block: 94 mm
Height at meter bridge: 276 mm

Connections

1 USB 1.1, 1 power chord

Specifications

12 Motor Faders, 12bit resolution, touch-sensitive
12 potentiometers in Monitoring section.
40 Encoders with key function, 64 positions with fine tuning option
380 Keys, backlit, framed, 10.000.000 key cycles
53 Displays in basic ID version, 760 characters total, 104 lines of 7 characters, 2 lines of 16 characters
12x 7-segment LED displays
LEDs: 1705 pieces (red, green, yellow, blue)
32x 30-segment meter bridge (24 for channels, 8 for Master)
Heavy-weighted, high-resolution Jog Wheel; 4000 steps per revolution.
ASCII keyboard (English layout)
Industry standard trackball according to IP65, protected against dust and water, 38 mm
9 Processor boards
Steel housing (no interspersions)
Padded arm rests
Non-reflecting surface
Can be extended with up to 4 fader packs
Optional: Wooden side panels, grey, RAL 7040
Optional: motor joystick
Optional: stand
Hardware: Made in Germany
Power supply: integrated 120 Watts with 50% overhead.



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