

# **Vestax**

## **HDR-V8**

### **Operational Manual**

**Version 2.00 February 1997**

**Please be sure to fill out and return the warranty registration card. We are constantly striving to upgrade, update, and improve the HDR series recorders. VESTAX MUSICAL ELECTRONICS CORP. , or its authorized distributor will provide registered users with software updates for a nominal charge. If you have any questions regarding the software or hardware, please contact your authorized HDR distributor or VESTAX MUSICAL ELECTRONICS CORP.**

## **Operational Overview**

The HDR-V8 is, as you already know, a hard disc recorder. It allows you to record eight tracks simultaneously onto its internal IDE hard drive and has eight direct-outs so you may send each track to outboard mixers for mix-down. It also has a built-in digital mixer so that you may mix internally and create your dat masters staying totally digital. It has powerful editing capabilities which make it far superior to tape-based recorders, and supports all major MIDI sequencing software and devices.

The 18 bit A/D and 20 bit D/A give this recorder the best low-end and sweetest vocals of any machine on the market. The built-in mic pre-amp save you hundreds of dollars in bulky external pre-amps, and the dual-digital paths let you use the digital effects card to save you yet another step on "analog" noise. You can hook-up to automated digital mixers (i.e. Yamaha ProMix 1 and 2) and you can chain together AS MANY HDRs as you'd like. Really! **unlimited** !

You can chase (slave to) SMPTE with the available SMPTE card, and backup songs to DAT tape, the Alesis ADAT, and Tascam products digitally. Meaning, you can send your tracks from your ADAT/Tascam into the HDR for editing, EQ, etc., then back into the ADAT/Tascam for tape backup storage purposes, or simply use DAT

If you should encounter any difficulty with this manual, or have any suggestions about ways to improve it, please feel free to call Vestax Technical Support, Our goal is to KEEP YOU HAPPY and make your recording experience as much fun **as it should be** !

## Front Panel

### Front Panel Explanation

- 1 **Power Switch**  
The power switch should be in the OFF position when plugging and unplugging the power cable.
- 2 **Phones Jack**  
Plug headphones into this jack to monitor.
- 3 **Phones Volume Knob**  
Used to adjust the volume sent to the headphones jack.
- 4 **Reset Button**  
Used to reset the counter to 00:00. Used in “relative” mode, not “absolute “ mode.
- 5 **ABS/REL Button**  
Used to cycle the counter from “relative” mode to “absolute” mode. Absolute cannot be reset or changed. Relative can be reset and used with SMPTE or MIDI sync time codes.
- 6 **Counter window**  
displays time, parametric values, and operational descriptions, depending on the mode.
- 7 **A Button**  
HDR immediately goes to “A” point when pressed.
- 8 **B Button**  
HDR immediately goes to “B” point when pressed.
- 9 **ENTER Button**  
Used to execute parameter changes.
- 10 **EXIT Button**  
Used to cancel operations or exit (go out from) modes.
- 11 **AB Function**  
Selects from three actions: AB Single, which plays back the portion of audio between your A and B points, AB Repeat, which loops the audio between your A and B points, and AUTO Punch In/Out, where you can program the HDR to enter Record mode at your A point and Exit record mode at your B point.
- 12 **Edit Button**  
Cycles between three Edit choices Move, Copy or \Delete.
- 13 **Utility Button**  
Cycles between three choices: Merge, MIDI, and Backup/Load Song Function.
- 14 **Rewind / Past Forward / Stop / Play / Record Buttons**  
These transport controls operate the HDR just like a tape recorder. Rewind and Fast-Forward have 3 speeds. Pressed once is normal, pressed *twice* is faster, and pressed *three times* is very fast.
- 15 **Meter display**  
Shows the input levels, playback levels, and mixer parameter values for each individual track.
- 16 **Record / Mute Track Select Buttons**  
In normal mode, pressing one of these buttons will arm the track for recording (Red LED lights). If the Mute mode is selected, pressing one of the buttons will mute the track selected. (Green LED will light)
- 17 **Mute Button**  
Selects Mute mode, for muting tracks 1-8. Must press again to *de-select* Mute mode.

- 18 **Locate Button**  
Activates Locate function.
- 19 **Settings Button**  
The Settings button activates the setting menu. This is the menu for the pages you can select and leave, such as sampling rate, protect, etc. Once you choose your preferred default here, it will not change. To change your selection, turn the dial, and press ENTER
- 20 **Menu Button**  
Scrolls through HDR V8 Menu choices.
- 21 **Shuttle Button**  
Loops 1/10<sup>th</sup> of a frame in playback. Very useful in conjunction with the jog dial to dial in A and B points. Very useful in editing.
- 22 **Display Button**  
Changes bargraph display to show relative settings for each track, mixer (pans, EQ , volumes), or Output levels.
- 23 **Level Button**  
Cycles between Volume (for each track) Pan (for each track), and Master level settings.
- 24 **EQ Button** (top)  
Cycles between Pre EQ volume level, Hi EQ setting for each track, and Mid level volume setting for each track.
- 25 **EQ Button** (bottom)  
Cycles between Mid Freq. Selection, Mid Q settings, and Low EQ signal level for each track.
- 26 **Aux Button**  
Cycles between Aux send signals for Aux Outputs 1,2,and 3.
- 27 **Jog Dial**  
Used to administer parameter changes for Menu settings.
- 28 **Mic Level Knob**  
Adjusts the input level from the XLR mic input.
- 29 **Gain Knob**  
Adjusts the gain for the XLR mic input from -10 to +4db.
- 30 **Clip LED**  
Shows signal clipping when mic input level is too hot.
- 31 **Mic Input**  
Balanced XLR microphone input iack.
- REAR PANEL**
- 32 **LINE INPUT JACK 1 - 8**  
These jacks are balanced +4 dBm ring, tip, sieve, 1/4 inch jacks used to connect the output from the mixing console or any other line level audio source. The signal from this input bypasses the Input Volume and the input level is set to +4dBm.
- 33 **AUX RETURN JACK**  
These jacks are used to connect the output from external effect processors. Input L and R are assigned to each channel of the master buss.
- 34 **MIDI THRU JACK**  
This jack is used to connect to other MIDI instruments. The MIDI signal from MIDI IN (32) comes out this jack unchanged.
- 35 **MIDI OUT JACK**  
This jack is used to connect to the MIDI IN of a Sequencer, computer, synchronizer or the other MIDI equipment MIDI clock is output from this jack to synchronize MIDI equipment with HDR V8.

36 **MIDI IN JACK**

This jack is used to connect the MIDI out of a Sequencer, computer, synchronizer or other MIDI equipment. MIDI clock is input and recorded from this jack.

37 **MASTER OUT JACK L&R**

These jacks are the stereo master output jacks to connect to the power amp, mixing console, mixdown tape machine, etc.

38 **AUX SEND JACK**

These jacks send the AUX signal that is adjusted by AUX send level controls.

39 **COAXIAL DIGITAL OUT PUT JACK**

This jack is used to connect to the digital coaxial SP/DIF output from the HDR to the input of a DAT or the other digital equipment. An RCA plug cable is used for this connection.

40 **COAXIAL DIGITAL INPUT JACK**

This jack is used to connect the digital coaxial SP/DIF output from a DAT or the other digital equipment to the HDR. An RCA plug cable is used for this connection.

41 **OPTION SLOT 1 & 2**

These slots are for the optional boards. optional boards for the HDR series can be installed by removing the blank panel and installing the optional board in accordance with its instructions.

\*Installation of an Optional board is to be performed by authorized Vestax HDR dealer.

Vestax is not responsible for any injury to the user or damage to the unit by opening of the top cover by an unauthorized person.

42 **FUSE HOLDER**

Standard slow blow 1/4 x 1-1/4 fuse is used. Please refer to the following table for the current rating.

43 **AC INLET**

Please use the included AC cable Vestax will not be responsible for any damage caused by using a different AC cable or by connecting to the incorrect voltage.

# Getting Started!!

## 1. Playing The Demo Song

We have included a demo song on your HDR to help you become familiar with the operation of the unit. We recommend you practice using the volume and panning controls while playing back the demo song.

- 1 Connect the AC cord to the back of the HDR.
- 2 Connect the MASTER OUTS on the rear of the HDR to the inputs of your monitor system, or use headphones.
- 3 Plug the AC cord into a wall outlet. Turn the HDR on. The display will show HDRV8, the software version presently installed, and the current position "00:00".
- 4 Press the PLAY button. The demo song begins to play. It can be monitored through headphones plugged into the HEADPHONE jack on the front panel, or through the monitor system you connected in step two  
Press the Mute button. The MUTE light comes on and the track select lights come on under the track numbers. Pressing a track select button will mute that track. The light above the track select button blinks to indicate the track is muted. A solid green light means the track is not muted. If any tracks are muted, the Mute light will blink to remind you of this.
- 6 Now try changing the volume of the tracks. Press the LEVEL button until the VoL LED is on. Press the DISPLAY button until the MIXER LED is on. The bargraph displays the relative volume of each track and the display shows a value between 0 and -63.5, or OFF Use the Jog Dial to change the volume. After you have made some changes to the volume and mute parameters, we will save them to a new PROGRAM number. You can save up to 128 mixer snapshots.
  1. Press the MENU button. Turn dial until the display shows "SAV ". Press ENTER.
  2. Use the Jog Dial to change the display to read "SAV 10".
  3. Press the ENTER button. The display shows "donE".
  4. Press the PLAY button. Press the MENU button until "PRO" is shown. Use the Jog Dial to change the display to "PRO 1" Press the ENTER button. This instantly sets the mixer controls back to the values stored in "PRO 1 ".

## First Steps To Recording

There are several things you should do before starting your first recording project. First, and most important, is format your hard drive. This should be done about every 160 working hours. It ensures problem free recording for you. Next you should Create the Song space on the hard drive. Unlike tape, you need to specify the length of the potential song. It's best to over-estimate a little.

### Formatting the Internal Hard Drive

- 1) Press **SETTINGS** button. Turn dial to Protect. Press ENTER. Turn dial to NO. Press ENTER. The hard drive is now unprotected.
- 2) Press **SETTINGS** button. Turn dial to "DISC". Press ENTER. Display shows "Format". Press ENTER. Display shows "Drive 1". Press ENTER. Display shows "Sure". Press ENTER. Display shows "Positive". Press ENTER. The hard drive will now show format. Cylinder count will be shown as it progresses. When it finishes, It will be ready for recording.

### Creating a Song Space

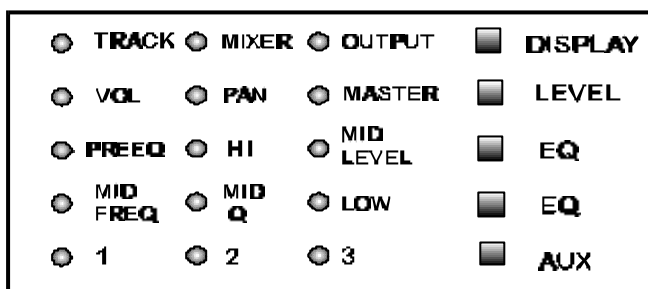
To record onto the hard drive, you must first allocate a "space" for the song. With the new HDR-V8, you also have the capability to name your number of tracks required (1-16). \*9-16 are virtual tracks written elsewhere on the hard drive.

- 1) Press **MENU** button. Turn dial to "Song". Press ENTER. Turn dial to "Create". Press ENTER. Turn dial to select song number (choose 2 for now). Press ENTER. Display shows "Tracks" Select the number of tracks you want this song to have.(1-16). Press ENTER. Display shows "Length" Press ENTER. Turn dial to select song length. Press ENTER. You are now at "00:00"
- 2) To Recall this song for further recording later, select "Recall" instead of "Create".

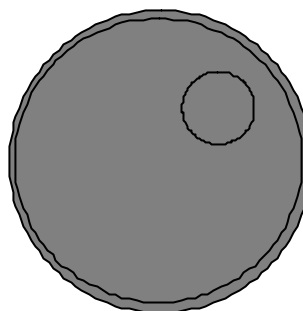
From this point, look at the HDR-V8 as a big tape recorder. You have 8 inputs and 10 outputs. Record your signals as "hot" as possible without hitting the red "MAX" LED's.

There are 2 buttons which are most important on the HDR-V8. They are the **SETTINGS** button and the **MENU** button. The Settings button accesses the areas you generally set once and leave, such as input and output types and sync mode, while the Menu button has the areas you will be using often, such as song recall, create, or delete, saving and recalling mixer programs, undo, and playlist (making edits final).

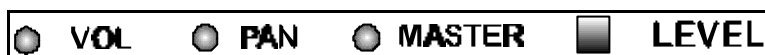
## DIGITAL MIXER SECTION



JOG DIAL



## LEVEL



### VOLUME

1. Press the LEVEL button and select VOL (volume). The VOL LED lights up and the bargraph shows the level of **each** track.
2. Press the track button to select that track. Selected track LED lights up. Adjust the volume using the Jog Dial. The counter displays the level attenuation relative to 0 to -63.5 and OFF. The counter shows the level value of the selected track with dB.
3. Adjust the level using the Jog Dial.

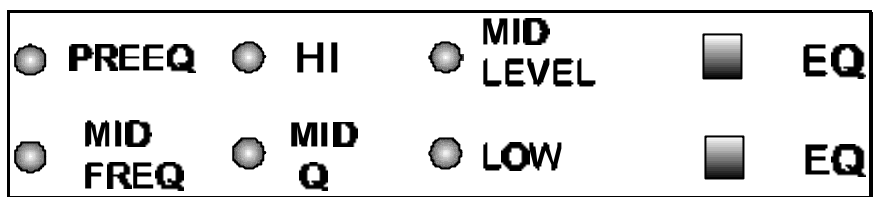
### PAN

1. Press the LEVEL button and select PAN. The PAN LED lights up. The Bargraph shows the pan position of each track. Down is left, Center is center, and Up is right.
2. Select the track to adjust the pan. The selected track LED lights up. The counter shows the pan position of the selected track. The pan is adjustable from Left100% to center to Right100%.
3. Adjust the pan position by using the Jog Dial.

### MASTER LEVEL

1. Press the LEVEL button and select MASTER (Master Output Level). The MASTER LED lights up. The bargraph shows the levels of AUX 1 to 4 on tracks 1 to 4, and Master L and R is shown on tracks 7 and 8. Select the track to adjust the appropriate levels.
2. The selected track LED lights up. The counter shows the level value of the selected parameter with dB. The maximum level is shown as 0dB and goes down to -63.5 dB to off.
3. Adjust the level by using the Jog Dial.

# DIGITAL EQUALIZER



## PRE EQ LEVEL

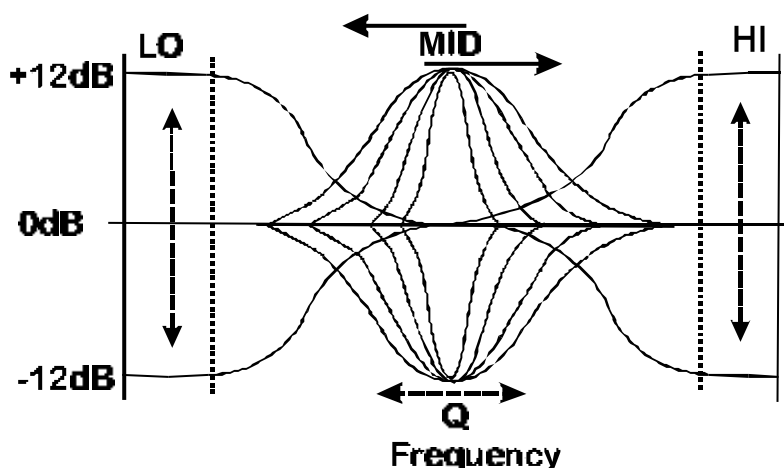
1. Press the EQ button and select PRE EQ (Pre EQ Level). The PRE EQ LED lights up and bargraph shows the pre EQ levels of each track. Select the track to adjust the level. The selected track LED lights up. The counter shows the level value of the selected track with dB. The maximum level is shown as +6dB and goes down to -57.5dB to off.
2. Adjust the level by using the Jog Dial.

**TechTip** Pre EQ level adjustment is used to decrease the level when the playback signal is boosted by EQ and exceeds the maximum level as indicated by the red peak LED. If the signal exceeded the peak during recording, decreasing pre EQ level does not eliminate the distortion. Regular level adjustment is done by adjusting the VOL (volume). If no track is distorting, pre EQ level should be set to the 0dB position.

**EQ** The EQ section operates just like any normal EQ. There is HIGH, LOW, and PARAMETRIC MIDS, consisting of Mid Level, Mid Frequency, and Mid Q.

1. Press the EQ button and select the parameter from High, Mid, Mid Frequency, Mid Q, or Low. Selected parameter LED lights up. Bargraph shows the value of each track.
2. Select the track to adjust the level or frequency. Selected track LED lights up. The counter shows the value of the selected track with dB or Hz. The EQ level is adjusted from +12dB to 0dB to -12dB. The mid frequency is adjusted from 500Hz to 2000Hz (2KHz) in 9 steps.
3. Adjust the level or frequency by using the Jog Dial.

**TechTip** When some frequencies are boosted by EQ, the playback level may exceed the peak level. In this case, PRE EQ LEVEL should be decreased so that the playback level does not distort.



## AUX SEND (Effects Send)



The HDR-V8 has 3 AUX sends and 3 stereo returns. AUX return L is assigned to the master L channel and AUX return R is assigned to R channel. When using a mono output effect processor, the return signal should be connected to both returns by using a parallel cable or plug.

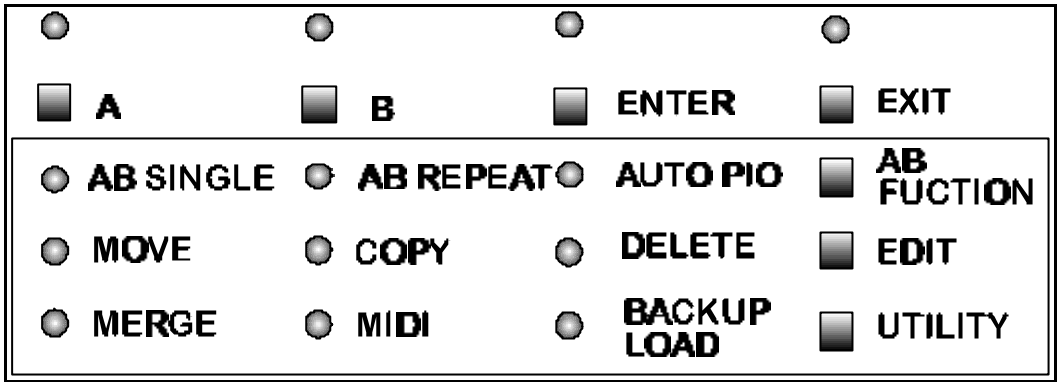
Increasing the amount of “send” signal increases the effect.

**TechTip** - AUX return is only active during play back mode. In record mode, all AUX returns are disconnected.

### Operation

1. Press AUX button and select the AUX send number from 1 to 3 (HDR-V8) for the device you are using. The selected track LED lights up. The bargraph shows the level of each track.
2. Select the track (1-3) to adjust the AUX send level. The selected track LED lights and the counter shows the level of the selected track with dB. The AUX send level is adjusted from 0dB to -63.5 dB to off.
3. Adjust the level by using the Jog Dial.

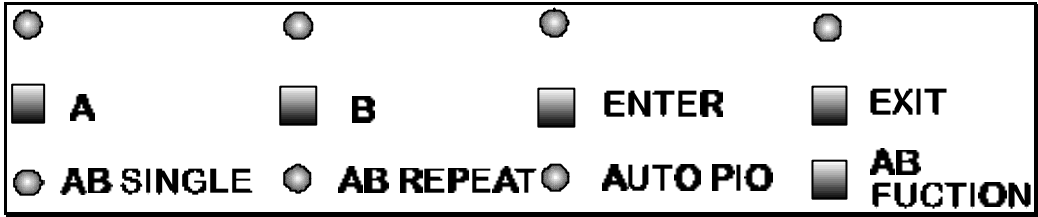
# EDITING



## AB FUNCTION

The HDR-V8 uses A and B points to perform all edit functions like COPY, MOVE, and DELETE. Also for AB Repeat, AB Single, and AB Auto Punch In/Out.

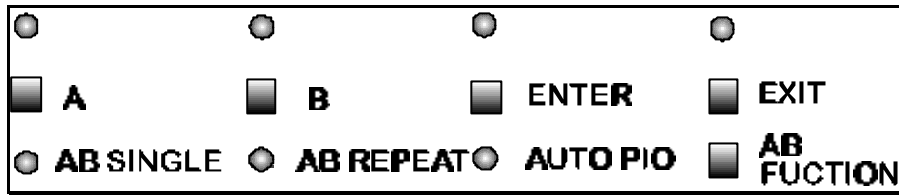
### SETTING A & B POINTS



1. Use PLAY, FF, REW, SHUTTLE and STOP to arrive at the position where the A or B point is required. Shuttle acts as tape scrub.
2. Press ENTER button. A, B and EXIT LED's start blinking.
3. Set the current location to A or B by pressing A or B button.

### TechTip

The A locate position must be BEFORE the B locate position for proper playback. Lining up the A & B Points for deletes, etc , can be maximized by stopping at or near the desired location and then using the SHUTTLE function to dial in as exact as possible before creating A points or B points.



### **AB SINGLE PLAY**

The portion between the A and B points can be played back by this function. AB single play can be used to verify the A and B positions, instant review of the recorded part, or for sampling effects.

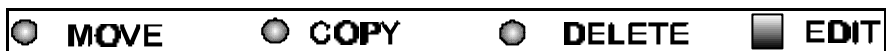
1. Enter your A and B points.  
Press AB FUNCTION button and select AB SINGLE.  
AB SINGLE LED lights up and ENTER and EXIT LED's start blinking.
2. Press ENTER to play between A and B points. Starts playing from A position and stops at B position.

### **AB REPEAT PLAY**

The portion between A and B can be played back continuously in a loop with this function. This is very useful to verify the A and B positions more accurately.

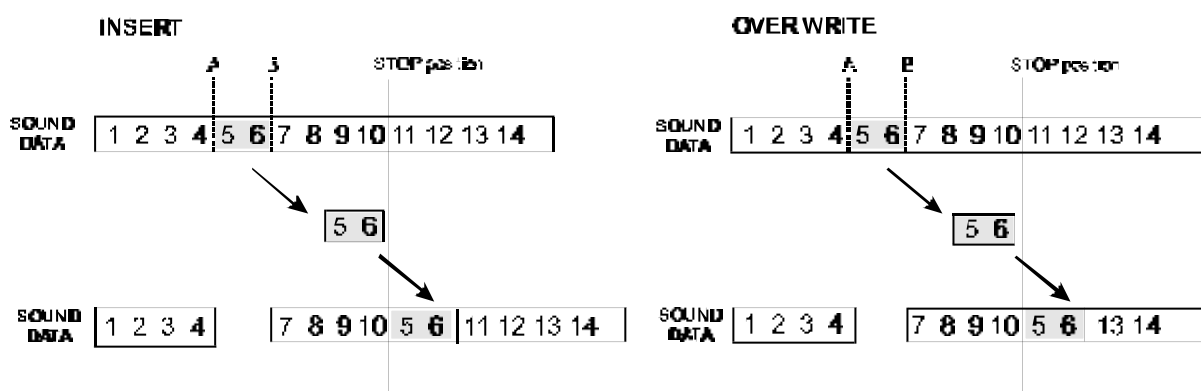
1. Enter your A and B points.  
Press AB FUNCTION button and select AB REPEAT.  
AB REPEAT LED lights up and ENTER and EXIT LED's start blinking.
2. Press ENTER to play song between A and B points.  
ENTER and EXIT LED's continue to blink.  
Starts playing loop between A position and B position continuously.
3. Press STOP to stop AB repeat.

## MOVE TRACKS



The portion of the track between A and B positions can be moved to the same track or to another track. The portion can be **OVERWRITTEN** or **INSERTED**.

Edit Procedures require the use of A & B points. (see "Setting the A & B Points")



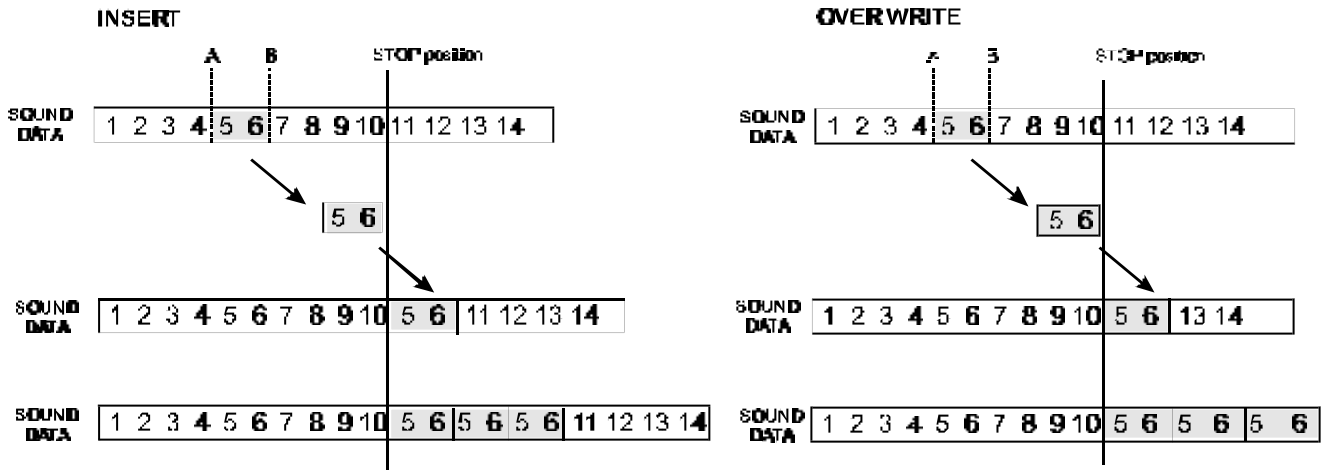
1. Go to the destination position. Use shuttle button and dial to get as exact as possible.
2. Press the EDIT button and select MOVE.  
ENTER and EXIT LED's blink and display shows "**Ab ALL**".
3. Select the source track from **ALL, tr1 ... tr6** using Jog Dial.  
Press ENTER.
4. Select the destination track from **ALL, tr1 ... tr6** using Jog Dial.  
Press ENTER.
5. Display shows "**ovEr**" or "**InSErt**".  
ENTER and EXIT LED's continue to blink and display shows "**to ALL**".
6. Select overwrite or insert using Jog Dial.  
Press ENTER.  
Counter shows "**donE**".

## COPY TRACKS



The portion of the track between A and B positions can be copied to the same track or to another track. The portion can be **OVERWRITTEN** or **INSERTED**. The copy can be done multiple times.

Edit Procedures require the use of A & B points. (see "Setting the A & B Points")



### COPYING A TRACK

1. Go to destination position and stop. Shuttle can help you dial in to an exact position.
2. Press the EDIT button two times or until the COPY LED lights.
3. Use the Jog Dial to select the source track "Ab tr1" to "Ab tr6".
4. Press ENTER button.  
Display shows "to tr1" to "to tr6".
5. Select the destination track using the Jog Dial.  
Press ENTER button.  
Display shows "Over" or "InSErt".
6. Select "Over" or "InSErt" using the Jog Dial.
7. Press ENTER button.  
Display shows "COPY X".
8. Select number of copies you want up to 64 by turning Jog Dial.
9. Press ENTER button.
10. Press EXIT button to go out from COPY mode.

## COPYING ALL TRACKS

1. Go to the position where you want to place the copy.
2. Press the EDIT button two times or until the COPY LED lights.  
ENTER and EXIT LED's blink and display shows "**Ab ALL**".  
This option will copy all eight tracks and place the copy at the point where the music was last stopped.
3. Press ENTER button.  
ENTER and EXIT LED's continue to blink and display shows "**to ALL**".
4. Press ENTER button.  
Display shows "**InSErt**" or "**OvEr**".
5. Select "**InSErt**" or "**OvEr**" using Jog Dial.  
Press ENTER button.  
Display shows "**copy X**".
6. Select number of copies up to 24 using Jog Dial.
7. Press ENTER button.  
When copy is complete display shows "done" briefly then shows "**Ab ALL**".  
ENTER and EXIT LED's blink.
8. Press EXIT button to exit from COPY mode.

### TechTip

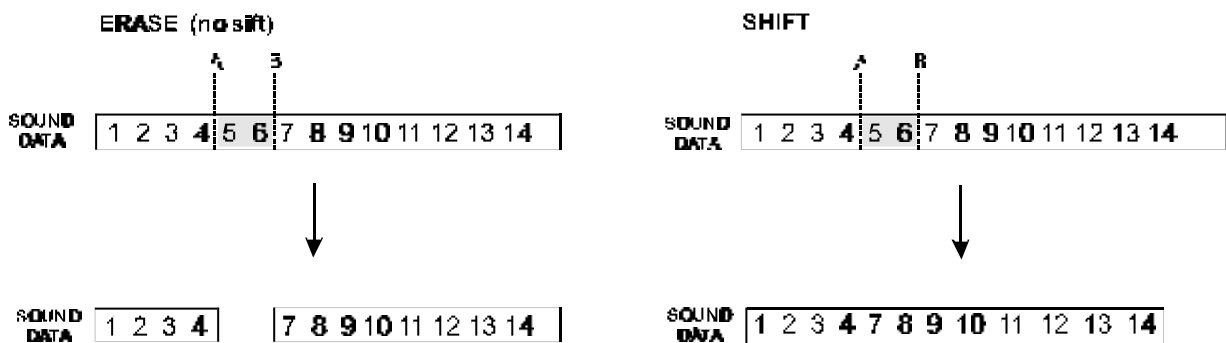
If A and B positions are not set properly screen shows "**Ab Err**". Press EXIT 2<sup>nd</sup> time to leave EDIT mode and set A and B properly.

# DELETE



The portion of the track between A and B positions can be deleted. To keep information that is after the B position in the same place as before the delete, select ERASE (No shift). If you want to close the gap between the A and B positions and move the information that follows the B position to the A position, select DELETE (WITH SHIFT.) by turning dial.

Edit Procedures require the use of A & B points. (see "Setting the A & B Points")



1. Press EDIT button and select DELETE. DELETE LED lights up and ENTER and EXIT LED's start blinking. Display shows "Ab ALL". Press ENTER
2. Select the track(s) to be deleted from "ALL" or "tr1" ... "tr6". Display shows "ALL", "tr1" ... "tr6". Press ENTER.
3. Display shows "ErASE" or "SHiFt". Select erase or shift using Jog Dial.
4. Press ENTER button. Display shows "donE".
5. Press EXIT to leave the DELETE mode.

You have now deleted the AUDIO **non-destructively**, meaning you can UNDO and everything will still be there. If you want to **permanently erase the audio**, you must perform one further step.

- 1) Press MENU button. Turn dial to "Plylist". Press ENTER  
Display shows "reduce". Press ENTER.  
Display shows "sure". Press ENTER  
Display shows "busy", then counts down. When it is finished, all of your edits are permanent. All audio is gone.

## MERGE



To Merge tracks, follow the procedures below. Any # of tracks can be merged to 1 (mono) or 2 (stereo) tracks. You can virtual and real tracks together simultaneously. (See Virtual Tracks)

1. Press UTILITY button and select MERGE. MERGE LED lights and display shows "**SurE**".
2. Pressing the track buttons arm the destination tracks. Select up to 2 destination track(s) to merge to. If only 1 track is selected, all the playback track will be mixed to mono and merged to the destination track. If 2 tracks are selected, all the playback tracks will be mixed in stereo according to panning settings and volumes and merged to the destination tracks.
3. MUTE any tracks you don't want merged.
4. Press **REC** and **PLAY**. Tracks will play in real-time and merge to destination tracks.

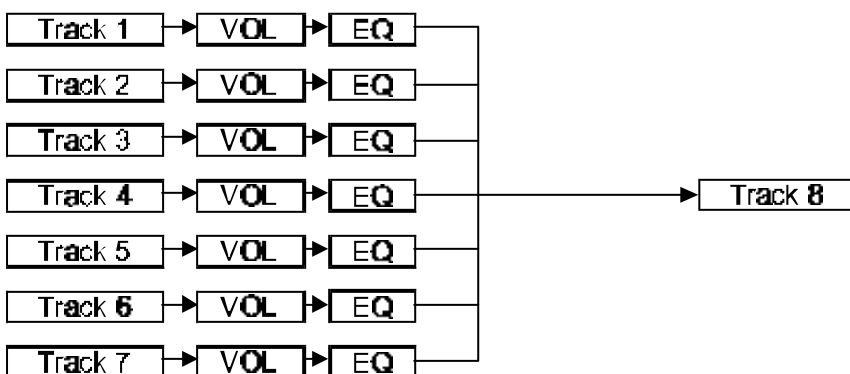
### **Tech Tip:**

To prevent ALL tracks from merging, MUTE any tracks you don't want to merge. **Always check your merge before erasing original tracks.** Back-up your track's in case you want to Reemerge later !

4. Hold **REC** button and press **PLAY** button to start merging.
5. Press **STOP** to stop merging, or let song go to end. It will stop.
6. Press **EXIT** to leave **MERGE** mode.

### Example 1

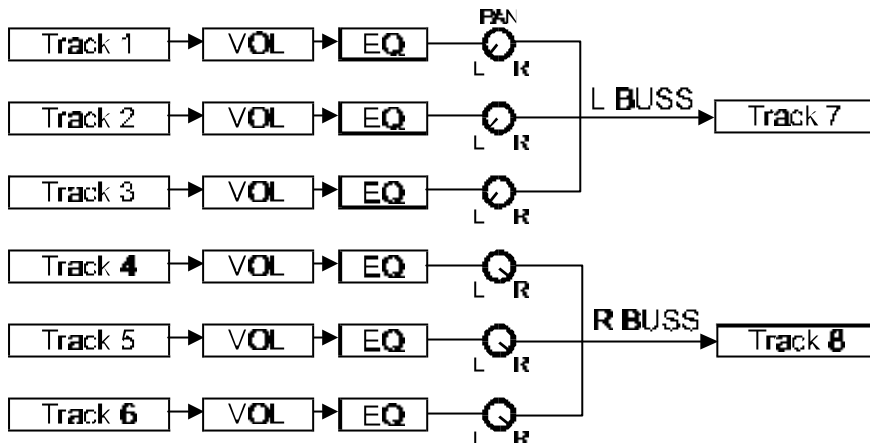
MERGE 1-7 track to track 8



If only one track is selected as a destination track, "PAN" of each track is canceled and all tracks are mixed to mono.

### Example 2

MERGE 1 -3 track to track 7  
4 -5 track to track 8



If two tracks are selected as a destination track, the smaller numbered track is assigned to Left buss and larger number track is assigned to the Right buss

## MIDI



Connecting the HDR to MIDI devices allows many functions of the HDR to be controlled remotely.

The parameters of the internal mixer can be controlled by Continuous Controller (CC) messages. With this function, the internal mixer of the HDR-V8 can be controlled by the MIDI fader controller or computer based sequence program. When the sequencer program is used, all the parameter of the internal digital mixer can be visualized on the screen and the activities can be recorded in the sequencer allowing fully automated mixing.

The transport controls and track arming and muting can be controlled by MIDI Machine Control (MMC) messages. These messages can be transmitted by either a sequencing program or a dedicated MIDI controller. The HDR will also record and transmit MIDI Clock and MIDI Time Code (MTC). Since the HDR records the MIDI Clock and MTC on a dedicated (hidden) track of the hard drive, you can sync your sequencer to the HDR and still have eight audio tracks.

The HDR self-strips MTC, but you must input midi-clock for it to record.

## Vestax HDR-V8 Continuous Controller Assignments

The CC assignments needed to control the internal mixer are listed in the following table. Please assign each parameter of the MIDI or the Mixer Map on the sequence program to control the parameter of the internal mixer.

0-7 (0-7 hex) (2 byte controller accepted)	Pre EQ level, Tracks 1-8	full scale	off, -57.5,-57.25,...+6.0dB
8-15 (08-0F) (2 byte controller accepted)	Track volumes 1-8	full scale	off, -63 .5,-63.25,... .0dB
16-23 (10-17)	Pan, Tracks 1-8	14-114	left 100%, 98%,...Right 100%
24-26 (18-19)	AUX send masters 1,2,3	full scale	off,-63.0,-62.5,...0dB
30 (1C)	Left Master volume	full scale	off,-63.0,-62.5,...0dB
31 (1D)	Right Master volume	full scale	off,-63.0,-62.5,...0dB
32-39 (20-27)	Optional LSB for pre eq level,tracks 1-8		
40-47 (28-2F)	Optional LSB for track volumes 1-8		
48-55 (30-37)	EQ 1 gain, tracks 1-8	4-124	-12.0,-11.8,...+12.0dB 0dB=64
56-63 (38-3F)	EQ 3 gain, tracks 1-8	4-124	-12.0,-11.8,...,12.0dB 0dB = 64
56-63 (38-3F)	EQ 1 freq, tracks 1-8	12-120	50Hz,53Hz,...11.986KHz
64-71 (40-47)	AUX send 3,tracks 1-8	full scale	off -63.00,-62.50,...0.00dB
72-79 (48-4F)	EQ 2 gain, tracks 1-8	4-124	same as eq1 gain
80-87 (50-57)	EQ 2 freq, tracks 1-8	12-120	same as eq1 freq
88-95 (58-5F)	EQ 2 type, tracks 1-8	0-65	same as eq1 type
96-103 (60-67)	AUX send 1, tracks 1-8	full scale	off,-63.0,62.5,...0dB
104-111 (68-6F)	AUX send 2, tracks 1-8	full scale	off,-63.0,62.5,... 0dB
112-119 (70-77)	mute, tracks 1-8	switch	0-63 unmuted, 64-127muted

## Program Channel

Each of the 16 Program Channels for the HDR can be recalled by sending the HDR a MIDI Program Change message. In order to receive these messages, the HDR must be set to the same MIDI channel as the messages are transmitted on. To set Program channel assignment, follow these steps.

1. Press the UTILITY button until MIDI is selected. The display shows "**Pro cH**". Press the ENTER button.
2. Use the Jog Dial to select the MIDI channel that matches the transmitting channel. Press the ENTER button.

**TechTip:** There are two additional choices listed, "**cH ALL**", and "**ChnonE**". Channel All will respond to program changes on all MIDI channels. If Program Change messages are being transmitted on more than one channel, this setting will produce unpredictable results. If Channel None is selected all Program Change messages will be ignored.

3. The display shows "done" and displays the current location.

## Continuous Controller Channel

Every parameter of the internal mixer can be controlled by sending CC messages to the HDR. In order to receive these messages, the HDR must be set to the same MIDI channel as the messages are transmitted on.

1. Press the UTILITY button until MIDI is selected. Use the Jog Dial to select "**CC ch**". Press the ENTER button.
2. Use the Jog Dial to select the MIDI channel that matches the transmitting channel. Press the ENTER button.

Note: There are two additional choices listed, "**cH ALL**", and "**ChnonE**". Channel All will respond to program changes on all MIDI channels. If Program Change messages are being transmitted on more than one channel, this setting will produce unpredictable results. If Channel None is selected all Program Change messages will be ignored.

3. The display shows "done" and displays the current location.

## Synchronization Switch

This function determines whether or not the HDR transmits MIDI synchronization messages. These messages are used for sync-ing MIDI devices to the HDR

1. Press the UTILITY button until MIDI is selected. Use the Jog Dial to select "**SYnc**". Press the ENTER button.
2. Use the Jog Dial to select either "**SEnd SY**", or "**no SEnd**". Press the ENTER button.
3. The display shows "done", then displays the current location.

## Stripe

This function is used to stripe (record) MIDI Clock or MTC on the dedicated sync track of the HDR Note: It is not necessary to select a track for recording when using this function.

The HDR automatically records the sync signal on the sync track of the hard drive. Which sync signal you use depends on your individual equipment The HDR can record the following types of sync signals:

MIDI Clock - must be input from external device  
MTC 24 frames per second -self-stripes all MTC  
MTC 25 frames per second  
MTC 30 drop frame  
MTC 30 frames per second

**Note:** The procedures for striping MIDI Clock are different than striping MTC. In order to record the MIDI sync signal a song must be created, and the hard drive must be unprotected.

## MIDI Clock

You must send midi-clock signal into HDR from external device via Midi-in cable.

1. Locate the beginning of the song. (Counter 00:00:)
2. Press the UTILITY button until MIDI is selected.  
Use the Jog Dial to select "**StriPE**".  
Press the ENTER button
3. Turn dial until display shows "**rEc cl**". Press the ENTER button.
4. The display shows "**SurE**". Press the ENTER button.
5. The HDR starts playing. Start the MIDI device which is sending the MIDI Clock.
6. The HDR begins recording the MIDI Clock signal. The REC LED does not come on, but you can confirm the recording is taking place because the small display will show the beat number increasing as the sequencer plays the song.
7. When the song is finished, stop the sequencer. The HDR display will show the current location and continue playing.
8. Press the STOP button to leave the stripe-mode.

## MIDI Time Code (MTC)

1. Press the UTILITY button until MIDI is selected. Use the Jog Dial to select "**StriPE**" the Enter button.
2. Use the Jog Dial to select the desired MTC frame rate. Press the ENTER button.
3. The display shows "**OFFSet**" . Press the ENTER button.
4. The display shows " 0 0 0".

### Offset

When striping MTC, an offset time can be set. An offset is used to align the location on the HDR and MIDI device. Unless the MIDI device requires some offset, the offset time should be set to **00 00 00**.

5. Use the Jog Dial to set the offset time. Press the ENTER button.
6. The display shows "**SurE**". Press the ENTER button.
7. The HDR **generates and records** the selected MTC signal on the dedicated sync track, and stops when the end of the song is reached.

## Display Mode

This function is used to control whether the mixer's bargraph display responds to incoming MIDI messages or ignores them.

If set to "**rESPnd**" (Respond ), Continuous Controller messages will cause the bargraph display and mixer control LEDs to show what setting is being adjusted and display its value.

If set to "**norESP**" (NoRespond), the Continuous Controller messages will still control the mixer, but the controls and values will not be displayed on the bargraph or mixer panel. The normal setting is NoRespond.

1. Press UTILITY until MIDI is selected. Use the Jog Dial to select "**disPLAY**" Press the ENTER button.
2. Use the Jog Dial to select either Respond or No Respond. Press the ENTER button.
3. The display shows "done", then the current location.

## Reference Track

When two or more HDRs are synchronized and controlled by MIDI Machine Control, the recording track assignments of each HDR needs to be assigned to different numbers so that any of the tracks can be selected for recording. This function is used to assign the number of the first track of each unit.

Ex: Trk 1 of first unit is TRK 1 / trk 1 of 2<sup>nd</sup> unit is TRK 9 / trk 1 of 3<sup>rd</sup> unit is TRK17.  
This way, the mixer maps know that fader # 9 goes to TRK 1, 2<sup>nd</sup> unit.

Each HDR needs to have a unique number assigned to its first track.  
The number assignment is not stored in memory, so when the units are powered down all assignments are lost.

1. Press the UTILITY button until MIDI is selected. Use the Jog Dial to select "rEF tr" (Reference Track). Press the ENTER button.
2. The display shows "trAc X". Use the Jog Dial to select the number of the first track. Press the ENTER button.
3. Repeat steps 1 and 2 for each of the HDR units being used.

## Backing Up and Loading Data

### Making Room For More Songs on the Hard Drive

Creating a song defines a "song space" on the hard drive for the newly created song. As more songs are created, the space available on the hard drive decreases. To make room on the hard drive for a new song, you should back-up your song (to DAT or SyJet/SyQuest cartidges) and delete the space on the hard drive, then "Create" your new song.

Once a song is deleted, it can't be recalled.

**Note:** The audio data of the deleted song still remains on the hard drive .There is a separate method for deleting AUDIO from the hard drive. When you have created a new song and are recording new tracks, the audio tracks from the deleted song may still playback. These "orphaned" audio tracks should be erased by selecting them for recording, muting them, and then recording over them while they are muted, or follow the directions under "Deleting Audio". Since the HDR can record eight tracks at a time, it take only once through the song to complete the erasure. Be sure to unmute the tracks before beginning work on the new song or nothing will be recorded on them

The options for back-up are: BackSong - backup only the current song, does not backup midi-stripe or mixer programs, just audio data.

BacAll - backup the entire hard drive contents, including midi-stripe and mixer programs

## Backing Up Songs To DAT

When a song is backed up, it can be loaded back into the HDR later to continue work on it.. The backup function allows you to either backup **all the data** on the hard drive, or backup **the current song audio only**. Data backed up with the “backup song” function, must be loaded back in with the “load song” function. Data backed up with the “backup all” function, must be loaded with the “load-all” function.

When the hard drive is backed up with the Backup All function the songs, the locators, and the programs will all be backed up. The backup function will take four times the length of the entire hard drive's recording time. When the hard drive is backed up with the Backup Song function, only the data of the current song will be backed up. Locate and program information will not be backed up. Backing up the song takes four times the length of the song.

### Procedure to Backup All Data

1. Connect the coaxial SP/DIF output from the HDR to the input of the DAT recorder.
2. Press the **UTILITY** button until Backup/Load is selected. Press the **ENTER** button. Use the Jog Dial to select **"bAcALL"**. Press the **ENTER** button.
3. The display shows **"rEcdAt"**.

**Note:** The data being backed up will be audible through the master outputs. Be sure to turn down the monitor system before beginning step four.

4. Begin recording on the DAT recorder. Record ten seconds of blank space on the DAT. Press the **ENTER** button on the HDR.
5. The display shows **"trAc 1"**. All eight tracks will be recorded to the DAT recorder in order. When the backup is complete, the counter will display the current position.(00:00 or end of song counter)

### Procedure to Backup Song

1. Connect the coaxial SP/DIF output from the HDR to the input of the DAT recorder.
2. Press the **UTILITY** button until Backup/Load is selected. Press the **ENTER** button. Use the Jog Dial to select **"bcSong"**. Press the **ENTER** button.
3. The display shows **"rEcdAt"**.

**Note:** The data being backed up will be audible through the master outputs. Be sure to turn down the monitor system before beginning step four.

4. Begin recording on the DAT recorder. Record ten seconds of blank space on the DAT. Press the **ENTER** button.
5. The display shows **"trAc 1"** All eight tracks will be recorded to the DAT recorder. When the backup is complete, the counter will display the current position.

**TechTip:** When using Back-Up Song method, write down song name and length of song. The length will be required when loading song back into HDR-V8.

## Procedure to Load All Data

The "Load All" function replaces the data on the hard drive with the data which was backed up with the Backup All function. Load All will overwrite the entire hard drive.

1. Connect the coaxial output from the DAT recorder to the appropriate input on the HDR.
2. Press the UTILITY button until Backup/Load is selected. Use the Jog Dial to select "Ld ALL". Press the ENTER button.

**Note:** If "no din" remains in the counter, the HDR is not receiving the digital clock correctly from the DAT recorder. Please check the digital in/out connection. Also, make sure the DAT recorder is set up to send a digital signal. Some DAT machines do not send the digital clock until the tape is actually played. If this appears to be the case, begin playing the DAT between steps 2 and 3.

3. The display will show "no din" (no digital input) for a few seconds, then change to "**dAtPLAH**" (DAT Play).
4. Begin playing the DAT. The display show a "trAc 1 " when the DAT comes to the beginning of the data. The track number will increment as each track is loaded onto the hard drive. When the Load All function is complete, the display will show the current position.

**Note:** The data being backed up will be audible through the master outputs. Be sure to turn down the monitor system before beginning step four.

## Procedure to Load Song

The data saved with the Backup Song function must be loaded back onto the hard drive by using the Load Song function. This takes approximately four times the length of the song. The locate points and the 128 mixer snapshot programs are backed up only when using the Backup All function and can't be loaded by the Load Song function.

Before loading a song, a song space must be created and be the current song. The song you create must be as long or longer than the song being loaded. The display will show "**no Fit**" when the newly created song is not long enough. Delete the song if the **no fit** message is displayed, and create the song again; this time with a longer length.

**TechTip:** When using Back-Up Song method, write down song name and length of song. The length will be required when loading song back into HDR-V8.

1. Press the **UTILITY** button until Backup/Load is selected. Press the **ENTER** button. Use the Jog Dial to select "**LdSong**". Press the **ENTER** button.
2. The display shows "no din" for a few seconds, then "**SurE**". Press the **ENTER** button.
3. The display shows "DatPla". Press play on your DAT machine.
4. The display should say "Trac 1" and count up through trac 8 and "data". When the Song Load function is complete, the display will show the current position.

## Synchronizing Two or More HDR Units

Any number of HDRs may be synchronized by the following procedure.

1. Connect the optical cable from the digital out of the master unit to the digital in of the slave unit.

**TechTip:** Complete steps 2-4 for each of the slave units attached.

2. Press the **SETTINGS** button. Turn dial until "**Syn-Int**" is displayed.
3. Use the Jog Dial to select "**SLAVE**".
4. Press the **ENTER** button to complete the change.

**Note:** The output of the master L/R buss from each unit is passed through the digital connection and available at the digital out of the last unit.

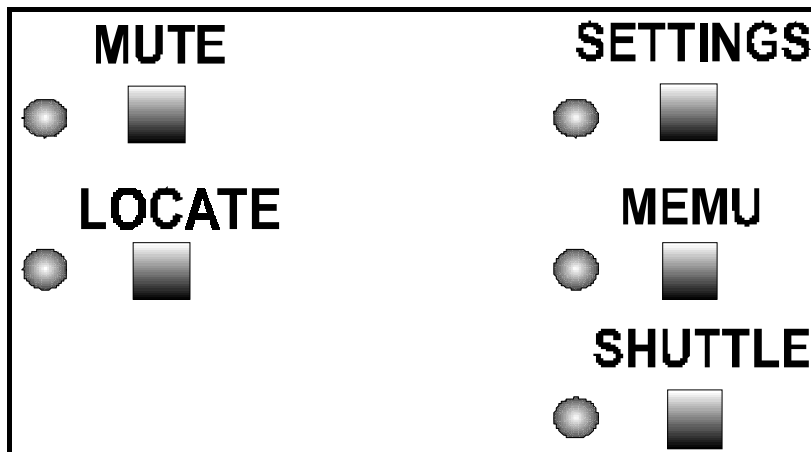
**TechTip:** If MIDI will be used for MIDI MACHINE CONTROL or for automating the internal mixer, connect the MIDI THRU of the master unit to the MIDI IN of the slave unit. If any additional units are synchronized, connect the MIDI THRU of the previous unit to the MIDI IN of the following unit.

## Installing a Second Hard Drive

An additional IDE-type hard drive may be installed in the HDR. This allows for additional recording time. The second hard drive needs to be set to the slave position prior to installation. Please refer to the manual of the new hard drive for instructions.

Some hard drives may not function properly with the HDR. Please contact Vestax for a list of the currently recommended models.

1. Disconnect the HDR from the AC power source.
2. Remove the eight screws and take off the top cover.
3. Remove the three screws which secure the main-board base. (over the hard drive.)
4. Install the hard drive will go to the right of the internal hard drive already present
5. Connect the flat cable and the power supply cable.
6. Re-install all screws. Check each cable to be sure that no plugs were loosened during the installation procedure.



## LOCATE

8 auto location points, plus "A" and "B", can be entered and recalled immediately.

### Creating a locate point

While in PLAY or SHUTTLE, stop at the position where an auto location point is required.

To Create Locate Point A or B :

Press **ENTER** button. Press A or B button. It is set.

To Create Locate Points 1-8:

Press **ENTER**. Press **LOCATE** button. Turn dial to select number 1-8.

Press **LOCATE** button again to store the location in one of 8 memory locations.

### Recalling a locate point

To recall Locate point A or B, simply push button A or B. It is instant.

To recall Locate points 1-8, do the following:

Press **LOCATE** button. LOCATE LED and EXIT LED start blinking

Counter shows last locate number.

\*If no locate number has been set, the counter shows "**Loc.01**".

\*If a location has already been set, the counter shows the last active number.

Turn the Jog Dial to change to the required location number.

Press **LOCATE** button.

HDR goes to the selected locate position.

## SETTINGS BUTTON

The Settings button activates the setting menu. This is the menu for the pages you can select and leave, such as inputs, outputs, protect, etc. Once you choose your preferred default here, it will not change. To change your selection, turn the dial, and press ENTER. The choices are as follows:

### 1. PROTECT

This protects your hard drive data. You must select "**unprotect**" to record or edit. \*Please protect your drive before powering down to avoid damage.

Press **ENTER**

Choices are **NO**

**YES**

Pressing **ENTER** again selects.

### 2. INPUTS

This activates either the analog or digital inputs. If you are using the 1/4" or XLR input, leave this on analog. If you are transferring digitally, set to digital.

Press **ENTER**

Choices are: **Analog**

**DIGITAL**

Pressing **ENTER** again selects

### 3. OUTPUT

This selects your output mode, either direct out (all 8 tracks direct out) or Buss (all tracks summed to L/R Master out.)

Press **ENTER**

Choices are: **direct**

**Buss**

Pressing **ENTER** again selects.

### 4. SYNC

Selects the HDR sync setup.

Press **ENTER**

Choices are **IntErn**

**(Internal) normal setting. HDR runs by itself, or Master with multiple units**

**Dig In** follows digital input

**slave** Set here to follow other HDR's

**LtCode** Follows SMPTE from external source (with SE-1 card)

**LtSlav** follows Master HDR, which is following SMPTE, multiple units.

## 5. **AUX SEND FUNCTION**

This function is used to set the AUX sends to pre fader or post fader. The AUX sends of each track can be selected either to take the signal from before the fader (pre fader) or from after the fader (post fader). The AUX sends (AUX 1 to 3) can only be set to all pre fader or all post fader per track.

1. Press **SETTING** button and select "**AuSEnd**" by turning dial.
2. Press **ENTER** button.
3. Select the track by turning Jog Dial.
4. Press **ENTER** button.
5. Select "**Post**" or "**PrEFAd**" by using Jog Dial.
6. Press **ENTER** button.

## 6. **2nd HARD DRIVE**

This menu allows you to utilize an additional IDE-hard drive for your HDR in one of two ways. Option 1 is to use a second internal hard drive either in conjunction with the first (to extend recording time), or to back up and load from, in lieu of DAT tape. Option 2 is to backup and load to external device (SyQwest /SyJet cartridge-based systems).

1. Press **ENTER**
2. Choices are **Record** - extends recording time automatically.  
**Bac Up** - used to back-up to

\*if you change this, anything that is recorded on 2nd HD may disappear.

**Do not change unless sure.**

## 7. **AUTO IN FUNCTION**

This function is used to select the monitoring mode while recording or punching in / out.

### **Auto In mode**

In this mode, the playback signal can be monitored on Play or Stop and input source can be monitored on Recording or between Punch In and Punch out.

### **No Auto mode**

In this mode, the input source can be monitored all the time once the track is armed to record. Procedure to change to the No Auto mode.

1. Press **MENU** button and select "**Auto In**".
2. Select "**no Auto**" by turning Jog Dial.
3. Press **ENTER** button to change to No Auto mode.

## 8 SEND SYNC FUNCTION

This function is used to stop the sync signal in case the DAT recorder uses "user bit" in SP/DIF digital format for another purpose and does not start recording when it recognizes the change on "user bit". Some DAT recorders, like TASCAM DA-30MK2\*, use the "user bit" for its own function. If such a DAT recorder is used for mastering, the DAT recorder will not start recording unless the sync signal is canceled.

The HDR-V8 stops the sync signal automatically in backing up, however it needs to be switched not to send the sync signal manually when the DAT is used for mastering by using SP/DIF digital interface.

Procedure to stop the sync signal

1. Press **SETTING** button and select "**SEndSy**" (send sync signal).
2. Turn dial to select "**no**" (stop sync signal)
4. Press **ENTER** button.

\*TASCAM and DA-30MK2 is trade mark of TEAC Corporation.

## MENU BUTTON

The Menu button brings up the menu pages for the categories that you will need access to most often.

### 1) **SONG**

This page is where you will **Recall a song, Create a song, or Delete a song.** Press MENU, turn dial to "SONG", then press ENTER.

Turn dial to select Recall, create, or delete.

For RECALL, press ENTER

Turn dial to recall particular song number.

Press ENTER. Song is Recalled.

For CREATE, press ENTER

Turn dial to appropriate song number you are assigning.

Press ENTER

Length will appear. Press ENTER

Turn dial to desired song length.

Press ENTER

For DELETE, press ENTER

Select song number for song you are deleting.

Press ENTER

Sure appears. Press ENTER. Song is deleted.\*

\*Song partitions are deleted, however, audio is still on the hard drive unless you deleted audio first, using "Delete Audio " section.

2) **PRO**

This page allows you to recall any of the 128 mixer snapshots you have saved using "SAV" menu

Press ENTER

Turn dial to select program number from 1-128 you are recalling.

Press ENTER.

3) **SAVE**

This menu is where you save your mixer snapshots, which you may recall at any time with "**Pro**"

Press ENTER

Turn dial to select number to save snapshots to (1-128)

Press ENTER

4) **UNDO**

This menu allows you to "undo" any edits by deleting playlist.

Press ENTER

**"PLYLIST"** appears. Press ENTER

**"Sure"** appears. Press ENTER

All edits contained in the playlist will be deleted.

5) **EFFECT**

This menu allows you to select the effect you want to add to your tracks.( if you have the optional effects card installed) Pressing ENTER allows you to turn the dial through the various selections , such as delay, chorus, flange, etc. Press ENTER to select effect.

6) **PLAYLIST**

Short for "playlist". All edits you do are not actually done permanently until you "Reduce Playlist". This is where the delete, copy, move, etc commands are physically performed on the hard drive. Until this is done, all edits can be undone. Once this is done, there is no going back. You have a choice of "reduce playlist"(make edits permanent) or "delete playlist", which cancels all edits without performing them.

**To "reduce playlist"(make edits permanent), do the following.**

Press MENU. Turn dial to "Reduce".

Press ENTER

**"Sure"** is displayed

Press ENTER

**To Delete playlist (cancel all edits), do the following:**

The playlist can be deleted by using delete mode. After deleting the playlist, all the edits are canceled and go back to the original signals. Once the playlist is reduced, the edit before reducing will not be deleted.

Press MENU. Press ENTER  
Turn dial to select "**delete**"  
Press ENTER  
"**Sure**" is displayed  
Press ENTER

7) DISC

This is the menu page you select to **format** your hard drive. The hard drive should be formatted every 160 hours of use for problem-free performance.

Press MENU. Press ENTER  
"**format**" is displayed  
Press ENTER  
"**drive 1** " is displayed. Turn to select drive 2 if you have 2-drive system  
Press ENTER  
"**Sure**" is displayed.  
Press ENTER  
"**Postve**" (positive ?) is displayed  
Press ENTER. The display will show (CY xx xx ) as the cylinders are formatted. When the display shows (oo.oo), the format process is finished.

8) V-Tracks (Virtual Tracks)

This page toggles the real tracks with the virtual tracks one track at a time. Virtual Track 1 alternates with Real Track 1, Virtual Track 2 with Real Track 2, etc. You can play any combination of real / virtual tracks simultaneously.  
V = virtual track      R = Real track

V1	V2	V3	V4	V5	V6	V7	V8	Hidden
R1	R2	R3	R4	R5	R6	R7	R8	Playback mode

Example of Real tracks intermingle with Virtual tracks on Playback.

V1	V2	R3	R4	V5	R6	V7	V8	Hidden
R1	R2	V3	V4	R5	V6	R7	R8	Playback mode

To Toggle between virtual and real tracks for recording and playback:

Press MENU. Turn dial to Vtracks. Press ENTER.

Display shows "real \_\_\_"

Turn dial to track number (1-8) that you want to toggle. Press ENTER

Turn dial to select 'Real' or 'Virtual'. Press ENTER.

That track is now ready for recording or playback.

## VIRTUAL TRACKS

Virtual tracks in hard disc recording simply means "hidden tracks". The HDR-V8 is really a 16-track recorder, yet you can only playback any 8 tracks at a time. When you set-up your song, you decide how many tracks you want. If you select 8, all are Real (ready to playback). If you select more than 8, the excess are virtual. You can recall the virtual track to record onto it when the time comes, and you can playback any combination of virtual and real at the same time, up to eight tracks.

The ideal use for virtual tracks is to get alternate versions of solos, maybe percussion, alternate vocals, etc. and decide which is the keeper later by toggling between them.

Below is a chart that shows the track layout for you when the song is being created.

Number of tracks chosen when creating song:

1	= 1 R
2	= 1R 2R
3	= 1R 2R 3R
4	= 1R 2R 3R 4R
5	= 1R 2R 3R 4R 5R
6	= 1R 2R 3R 4R 5R 6R
7	= 1R 2R 3R 4R 5R 6R 7R
8	= 1R 2R 3R 4R 5R 6R 7R 8R
9	= 1R 2R 3R 4R 5R 6R 7R 8R 1V
10	= 1R 2R 3R 4R 5R 6R 7R 8R 1V 2V
11	= 1R 2R 3R 4R 5R 6R 7R 8R 1V 2V 3V
12	= 1R 2R 3R 4R 5R 6R 7R 8R 1V 2V 3V 4V
13	= 1R 2R 3R 4R 5R 6R 7R 8R 1V 2V 3V 4V 5V
14	= 1R 2R 3R 4R 5R 6R 7R 8R 1V 2V 3V 4V 5V 6V
15	= 1R 2R 3R 4R 5R 6R 7R 8R 1V 2V 3V 4V 5V 6V 7V
16	= 1R 2R 3R 4R 5R 6R 7R 8R 1V 2V 3V 4V 5V 6V 7V 8V

\*R = Real    V = Virtual

Thus, track 9 will be Virtual 1, and will alternate in playback with Real track 1  
track 13 will be Virtual 5 and will alternate in playback with Real track 5.

## TRANSFERRING TRACKS DIGITALLY BETWEEN UNITS

You can send tracks from the Master HDR to the Slaved HDR digitally. If you need to send the other direction, simply change which machine is master and which is slave. Reverse the In/Out cable and follow the steps below.

On the Master deck, MUTE any tracks not being sent down. You can only “record” two tracks at a time, so if you want to send all 8 tracks down and have them stay separate, you must send two at a time and mute the remaining six. If you are sending all 8 tracks down into a stereo mix, simply don’t mute any.

To begin:

- 1) Press SETTING button on Receiving HDR. Turn dial to Input.
- 2) Press ENTER. Turn dial to Digital. Press ENTER.
- 3) Arm the track or tracks you are recording TO. The left signal will automatically go to the left track, and the right signal will go to the right track.
- 4) On the Sending HDR, MUTE any tracks you don’t want recorded .
- 5) Press PLAY and RECORD on the Master HDR. The Slave HDR should go into Record. You should see the levels being recorded onto the Slave deck.

**Tech-Tip: Always make sure the PreEQ volumes are at 0db on both decks when transferring tracks.**

## FREQUENTLY ASKED QUESTIONS

Below are the most frequently asked questions at our tech support center. They should help you get more familiar with the HDR-V8 and answer many of your questions fast and efficiently.

- 1) **All I want to do is plug in and record. How many steps must I perform first ?**
  - a) Unprotect the hard drive
  - b) Create a song space or Recall the song you want to record onto
  - c) Arm the appropriate tracks and record.
- 2) **How do I sync my sequencer or keyboard to the HDR.?**
  - a) The HDR must be “master”, so you must stripe it.
    - A1) Choose MTC you will use (30 FPS, 24 FPS, etc-see “Midi”)
  - b) Connect the “Midi-In “ and “Midi-out” connectors.
  - c) Set your sequencer or keyboard to “Follow external midi” or “Receive external midi”.

**3) What are my options as far as backing up my songs ?**

- a) DAT tape
- b) SyJet cartridge system (IDE-type) \*through your nearest computer store.
- c) ADAT (with AD-1 ADAT interface) \*option
- d) Tascam DA-88/DA-38 (with TD-1 T/DIF interface) \*option
- e) Iomega JazDrive (with SCSI interface) \*option

**4) Is the automated mixing software for PC or Macs ?**

- a) We have a 24-track automation program for BOTH formats.

**5) I'm beginning to hear pops and noises on empty tracks. What should I do ?**

- a) Format your hard drive.
- b) Use the Delete Audio Using A & B method to remove all audio.

**6) What type of IDE-hard drives can I use.?**

At this time, you can use virtually any size, any maker hard drive.

**7) What are my technical support options ?**

You can reach us at Tracoman on the web: [www.Tracoman.com](http://www.Tracoman.com)  
You can call Tracoman at (707)-427-1920. Sorry, no out-going calls.

**8) How long is my warranty ?**

One year parts and labor from date of purchase.

**9) Where can I get the cartridge system for backing up songs.?**

At your nearest computer store. We do not sell them, we merely made sure they do work as an additional backup option for our customers

## **Troubleshooting**

Very little goes wrong with the HDR-V8. The only moving part is the actual hard drive. If you are experiencing problems, please read the list below and see if it may be of any help.

### **Turned power on, but machine is dead.**

Unplug machine, check fuse on rear of machine. Replace if necessary.  
If still dead, call Technical Support (707)-427-1920 or E-mail at: [www.Tracoman.com](http://www.Tracoman.com)

### **Hearing pops and noises from outputs**

Format the Hard drive  
Delete all audio using Delete Audio Using A & B Method.