



# DME 32 *Version 1.5*

## DIGITAL MIXING ENGINE

### Owner's Manual Supplement

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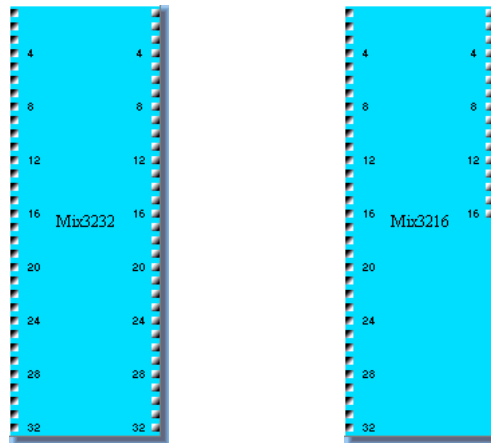
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## Introduction

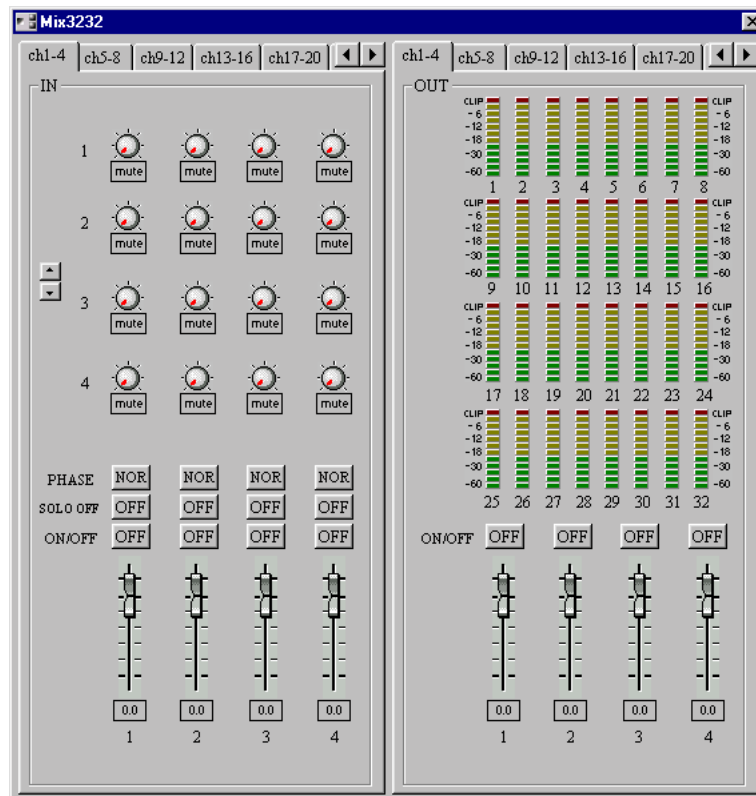
This document describes the new features of DME32 Version 1.5 and should be used in conjunction with the original *DME32 Owner's Manual*.

## 32x32 & 32x16 Matrix Mixer Components

The new 32x32 and 32x16 Matrix Mixer components, shown below, allow the creation of even larger matrix mixing systems. Note that since these components are processor intensive, only one of these components can be used with a single DME32 at any one time.



Each Matrix Mixer control window features an IN section, with various input channel controls, and an OUT section, with fader and meter for each output channel. The 32x32 Matrix Mixer control window is shown below.



When a channel is soloed, “SOLO OFF” changes to “SOLO ON.” This is convenient on control windows where the input channels are organized into pages and it’s not possible to see all SOLO buttons simultaneously.



For components with five or more outputs (i.e., five or more bus level controls per input channel), the bus level controls in the IN section can be scrolled up or down by clicking the two arrow buttons shown here.

The parameter ranges for the Matrix Mixers are as follows.

Section	Parameter	Range	Description
IN	Bus level	Mute to +10.0 dB	Adjusts the level of each input channel signal that is fed to each output channel
	PHASE	NOR/REV	Inverts each input channel signal
	SOLO	ON/OFF	Solos each input channel
	ON/OFF	ON/OFF	Mutes each input channel
OUT	Fader	Mute to +10.0 dB	Adjusts the level of each input channel
	ON/OFF	ON/OFF	Mutes each output channel
	Fader	Mute to +10.0 dB	Adjusts the level of each output channel

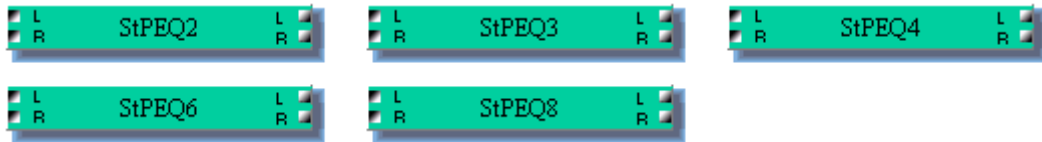
For Matrix Mixer components with more than four inputs or outputs, channels are arranged into pages consisting of four channels. Previously, channels were arranged into pages consisting of six channels.

## Stereo PEQ & GEQ Components

The five new stereo PEQ (parametric equalizer) and three new stereo GEQ (graphic equalizer) components make it easier to process stereo signals. Essentially these are stereo versions of the existing EQ components.

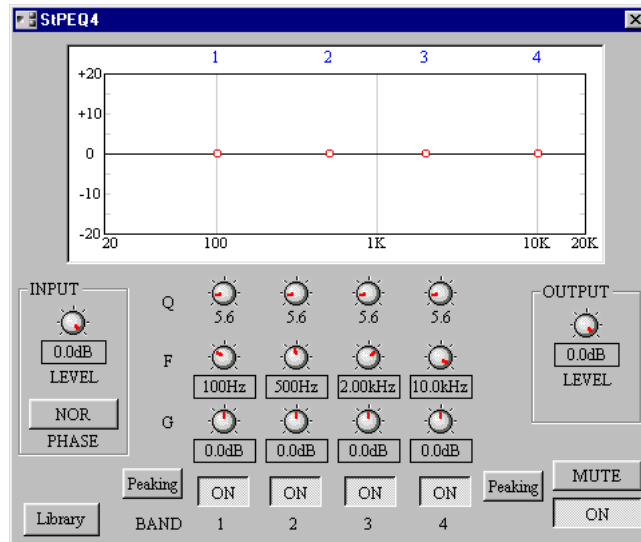
### PEQ

The five stereo PEQ components are shown below.



Each stereo PEQ component features two inputs and two outputs.

Each PEQ control window features an EQ graph and INPUT, EQ BAND, and OUTPUT sections. Since the only difference between all the stereo PEQ components is the number of bands, only the stereo 4 BAND PEQ control window is shown here.

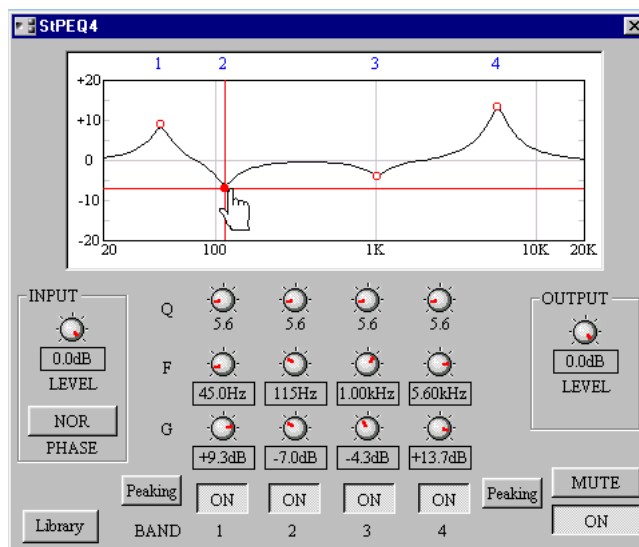


The parameter ranges for the stereo PEQ components are as follows.

Section	Parameter	Range	Description
ON/OFF		ON/OFF	Turns the component on and off
INPUT	LEVEL	Mute to 0.0 dB	Adjusts the input signal level
	PHASE	NOR/REV	Inverts the input signal
EQ BAND	Q	10–0.10	Adjusts the selectivity of each band
	F	20.0 Hz–20.0 kHz	Adjusts the frequency of each band
	G	–15 dB to +15 dB	Adjusts the gain of each band
	ON/OFF	ON/OFF	Turns each band on and off
	Type <sup>1</sup>	Peaking/L.Shelf or H.Shelf	Sets the filter type for the band
OUTPUT	LEVEL	Mute to 0.0 dB	Adjusts the output signal level
MUTE		ON/OFF	Mutes the output

1. Top and bottom bands only.

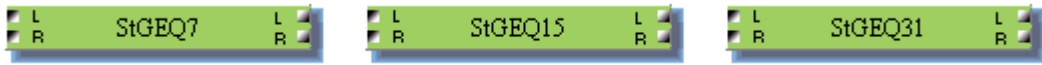
The EQ graph at the top of the window displays the EQ settings graphically, as shown in the following example. The number of each EQ band appears along the top of the graph.



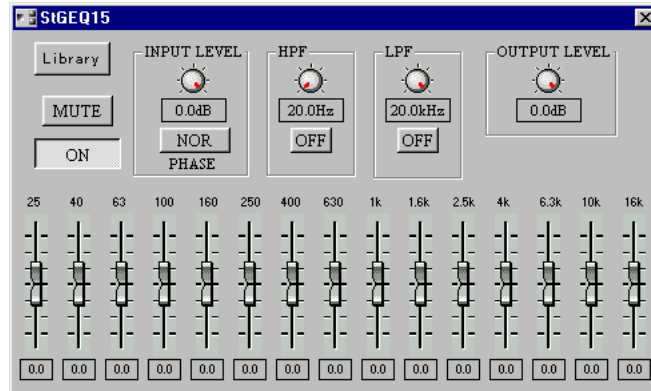
In addition to using the rotary controls, the frequency (F) and gain (G) parameters for each band can be set by dragging the small circles on the EQ graph. When the cursor is placed over a circle, it changes to a hand and the curve can then be dragged to achieve the required setting.

## GEQ

The three stereo GEQ components are shown below.



Each GEQ control window consists of five sections: INPUT, HPF, LPF, EQ bands, and OUTPUT. The center frequency of each band is shown above each slider. Since the only difference between all the GEQ components is the number of bands, only the stereo 15 BAND GEQ control window is shown here.



The parameter ranges for the stereo GEQ components are as follows.

Section	Parameter	Range	Description
ON/OFF		ON/OFF	Turns the component on and off
INPUT	LEVEL	Mute to 0.0 dB	Adjusts the input signal level
	PHASE	NOR/REV	Inverts the input signal
HPF	Frequency	20.0 Hz–20.0 kHz	Adjusts the HPF cutoff frequency
	ON	ON/OFF	Turns the HPF on or off
LPF	Frequency	20.0 Hz–20.0 kHz	Adjusts the LPF cutoff frequency
	ON	ON/OFF	Turns the LPF on or off
EQ band	Gain	–15 dB to +15 dB	Adjusts the gain of each band
OUTPUT	LEVEL	Mute to 0.0 dB	Adjusts the output signal level
MUTE		ON/OFF	Mutes the output

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## Parameter Value Copy

Parameter values can now be copied and pasted among parameters of the same type on a component.

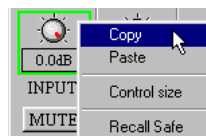
- 1 Select the control whose value you want to copy by clicking it.

The selected control is highlighted by a green box.

Copy will not work if several controls are selected.

- 2 While holding down the shift key, right-click the control.

The following menu appears.



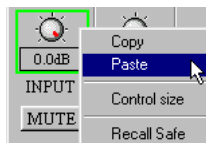
- 3 Choose Copy.

- 4 Select the control to which you want to paste by clicking it.

Parameter values can only be pasted to parameters of the same type.

- 5 While holding down the shift key, right-click the control.

The following menu appears.



- 6 Choose Paste.

The parameter value is pasted to the selected control.

Once a parameter value has been copied, it can be pasted many times.

## Recall Safe

With the new Recall Safe function, parameter settings can be left unchanged when scenes are recalled. Recall safe can be applied at the configuration, component, or parameter level.

Recall safe applies to rotary controls, sliders, and buttons but not combo boxes (e.g., the SLOPE & TYPE boxes of the crossover components).

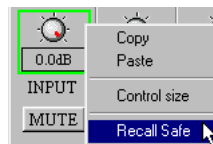
### Recall Safe for Individual Parameters

- 1 Select the control of the parameter that you want to make safe.

The selected control is highlighted by a green box.

- 2 While holding down the shift key, right-click the control.

The following menu appears.



- 3 Choose Recall Safe.

The selected control is made safe. Next time this menu is accessed for this parameter, a check mark is displayed next to “Recall Safe”, indicating that the parameter is safe.

Controls, sliders, buttons, etc., appear red when they are set as safe.

Safe parameters are not changed when scenes are recalled.

- 4 To turn off recall safe, access the previous menu and choose Recall Safe again.

The recall safe setting of individual parameters cannot be changed in Run mode.

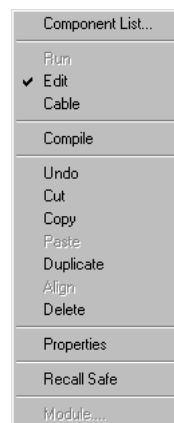
### Recall Safe for Individual Components

- 1 Select the component that you want to make safe.

The selected component is highlighted by a red box.

- 2 While holding down the shift key, right-click the component.

The following menu appears.





### 3 Choose Recall Safe.

The selected component is made safe. Next time this menu is accessed for this component, a check mark is displayed next to “Recall Safe”, indicating that the component is safe.

Safe components are not changed when scenes are recalled.

### 4 To turn off recall safe, access the previous menu and choose Recall Safe again.

The recall safe setting of individual components cannot be changed in Run mode.

## Recall Safe for Configurations

### 1 Click the Recall Safe icon on the Tool Bar.

Alternatively, choose Recall Safe All Components from the Tool menu.

A confirmation dialog box appears.

### 2 Click Yes to enable recall safe for all components.

All components are made safe. Next time the Recall Safe All Components menu is accessed, a check mark is displayed next to “Recall Safe All Components”, indicating that all components are safe.

Safe components are not changed when scenes are recalled.

### 3 To turn off recall safe, click the Recall Safe icon on the Tool Bar.

Alternatively, choose Recall Safe All Components from the Tool menu.

The recall safe setting of all components cannot be changed in Run mode.

## Keyboard & Scrolling Mouse Control

Rotary and slider controls can now be adjusted by using the up/down cursor keys and Page Up/Page Down keys on your computer keyboard, or the scroll wheel on a scrolling mouse. In addition, gain, level, and frequency values can be entered from the keyboard.

### 1 Select the control that you want to adjust.

The selected control is highlighted by a green box.

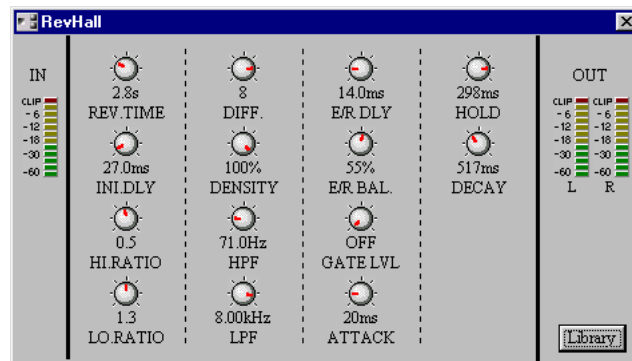
### 2 Use the Up/Down cursor keys, Page Up/Page Down keys, or the scroll wheel on a scrolling mouse to increment or decrement the value of the selected parameter.

### 3 To enter a gain, level, or frequency value from your keyboard, select the parameter value by double-clicking it, enter the new value by using the numeric keys, and then press Enter.

## Program Library

With the new program library, up to 100 user programs can be stored for each EQ, dynamics, and effects component. Programs are stored to disk in the “Lib” folder of the DME program folder, from which they can be recalled in other configurations.

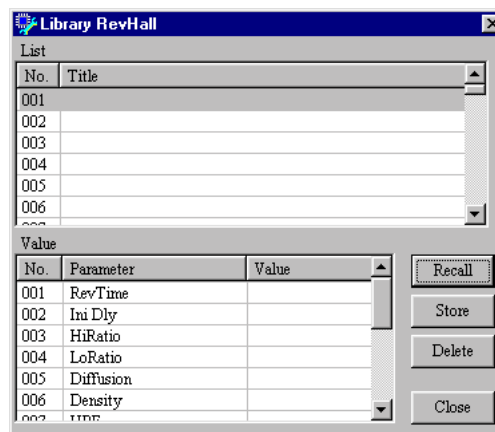
EQ, dynamics, and effects components feature a Library button, like the one shown below, that is used to access the Library functions. The procedure for storing, recalling, and deleting programs is the same whether it be an EQ, dynamics, or effects program. The Reverb Hall effects component is used here to explain operation. Programs can be stored and recalled in Run mode.



### Storing Programs

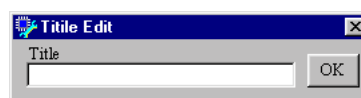
- 1 Open an EQ, dynamics, or effects control window.
- 2 Click the Library button.

The Library window opens, as shown below.



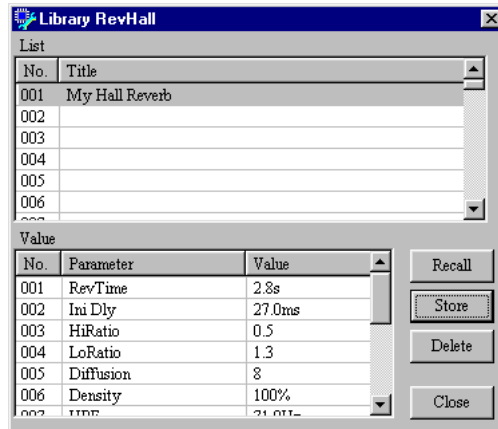
- 3 Select a program location from 001 through 100.
- 4 Click the Store button.

The Title Edit window appears, as shown below.



- 5 Enter a title for the program.  
Titles may contain up to 24 characters.

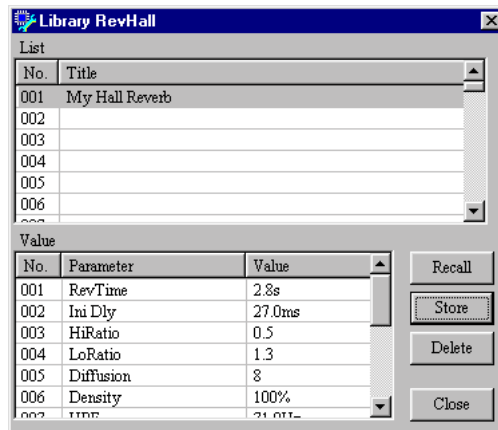
- 6 Click OK.  
A confirmation dialog box appears.
- 7 Click Yes to store the program, or click No to cancel.  
The program is stored and its title appears in the program list, as shown below.



- 8 Click Close when you've finished.

## Recalling Programs

- 1 Open an EQ, dynamics, or effects control window.
- 2 Click the Library button.  
The Library window opens, as shown below.

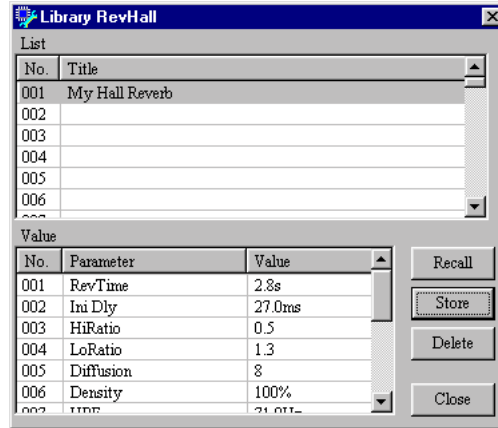


- 3 Select the program that you want to recall.
- 4 Click the Recall button.  
A confirmation dialog box appears.
- 5 Click Yes to recall the program, or click No to cancel.  
The program is recalled.
- 6 Click Close when you've finished with the library.

## Deleting Programs

- 1 Open an EQ, dynamics, or effects control window.
- 2 Click the Library button.

The Library window opens, as shown below.



- 3 Select the program that you want to delete.
- 4 Click the Delete button.  
A confirmation dialog box appears.
- 5 Click Yes to delete the program, or click No to cancel.  
The program is deleted.
- 6 Click Close when you've finished.

## Fade Time

Previously, level faders jumped to their new positions the instant a scene was recalled. With the new Fade Time function, you can now specify a fade time of up to 60 seconds—ideal for fade ins, fade outs, and crossfades. A Fade Time can be applied to all level faders or to individual Fader component faders.

In order to use this function, the Fade Time setting must be stored in a scene and the configuration recompiled and transferred to the DME32. When that scene is recalled, the specified fade time comes into effect.

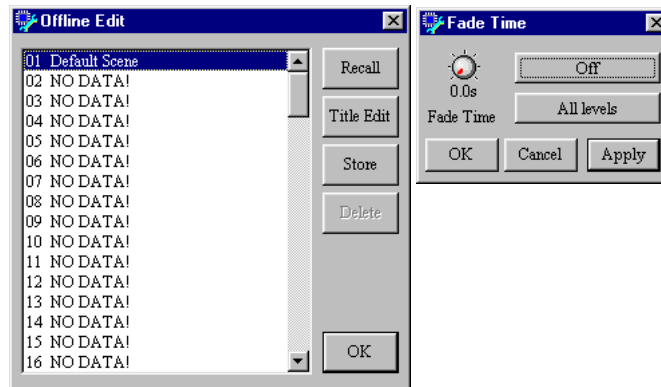
### Specifying a Fade Time

Fade Time settings can be made only in Edit mode.

*Note: If you switch from Run mode to Edit mode and edit the Fade Time settings, you must recompile the configuration and transfer it back to the DME32 before you can select Run mode again.*

- 1 Choose Fade Time from the Tool menu.

The Offline Edit window and the Fade Time dialog box appear, as shown below.



Remember that Fade Time settings made here apply to the current scene of the current configuration, so if you want to edit the Fade Time settings of an existing scene, recall that scene first from the Offline Edit window. See the *DME32 Owner's Manual* for more information.

- 2 Set the Fade Time as required.

Setting resolution is in 0.1 second steps for the 0 through 10 second range and 1 second steps for the 10 through 60 second range.

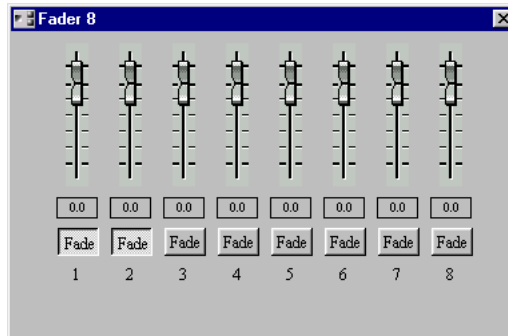
- 3 Set the On/Off switch to on.

The On/Off button toggles the Fade Time function on and off for each scene.

- 4 Set the All levels/Selected faders option as required.

When All levels is selected, the Fade Time function affects all level faders, including, for example, the level faders on the Automatic Mixers and the Matrix Mixers. When it's set to Selected faders, however, only those Fader component faders whose Fade button is

turned on are affected. The Fader component Fade buttons, which are new to Version 1.5, are shown below on the 8-channel Fader component's control window.



- 5 Click Apply to apply your settings and leave the Fade Time window open, click OK to apply your settings and close the window, or click Cancel to leave the settings unchanged and close the window.

Using the Apply button instead of the OK button is convenient when you want to set the Fade time for several scenes without having to keep opening and closing the Fade Time dialog box.

- 6 Store the Fade Time setting in a scene by storing the scene.
- 7 Compile and transfer the configuration to the DME32.

See the *DME32 Owner's Manual* for information on compiling and transferring configurations to the DME32.

## Fade Time Notes

If you edit a parameter using DME Manager, the DME32 front panel, MIDI, or the GPI interface while a fade is in progress, the fade will not be applied to that parameter.

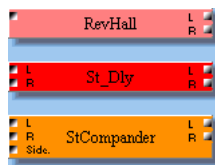
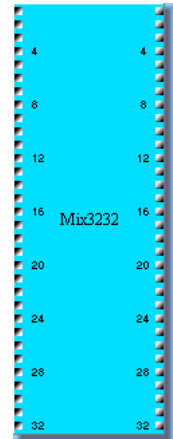
When the Fade Time is set to Selected faders, if you deselect a fader while a fade is in progress, the fade will not be applied to that fader.

Parameters to which the fade does not apply, such as frequency parameters, can be edited as normal while a fade is in progress.

If a configuration is loaded or transferred while a fade is in progress, the fade is canceled and the faders move to their new values.

## Improved Node Labelling

For components with many inputs and outputs, certain nodes are now labeled in order to help distinguish them more easily. This applies to components with five or more input or output nodes, with every fourth node being labeled (e.g., 4, 8, 12, and so on). The new node numbers can be seen here on the new 32x32 Matrix Mixer component.



In addition, “L” and “R” labels have been added to effects and dynamics components with two inputs or two outputs, as shown here.

## Improved DME Manager Uninstall

Previously, files left in the DME folder after DME Manager was uninstalled used to cause problems when a newer version of DME Manager was installed. This issue has now been resolved.

## Support for Legacy Configurations

To support the new features of Version 1.5, the DME file format has been updated. The first time a configuration created using an earlier version of DME Manager is opened or transferred from the DME32, it's automatically converted to a Version 1.5 compatible configuration.

*Note: When a Version 1.5 configuration is used with an earlier version of DME Manager, normal performance cannot be guaranteed and operation may be unreliable.*

## Editing Multiple Parameters Simultaneously

Previously, using DME Manager, only one parameter could be edited at a time. In Version 1.5, up to eight parameters of the same type can be selected and edited simultaneously.

- 1 While holding down the Shift key, click the parameters that you want to edit. The selected controls are highlighted by green boxes.
- 2 Release the Shift key when you've completed your selection.
- 3 Edit one of the selected parameters in the normal way. All the selected parameters are edited.

Permanent links can be created between parameters by using the Link function. See the *DME32 Owner's Manual* for more information.

## Improved Parameter Resolution

The resolution of frequency, gain, and level parameters has been improved, offering increased setting precision. PEQ and GEQ gain values, for examples, can now be set in 0.1 dB steps.

## Support for Windows NT 4.0, 2000 & Me

In addition to the operating systems stated in the *DME32 Owner's Manual*, DME Manager V1.5 supports Windows NT 4.0, 2000, and Me. With Windows NT, USB cannot be used because it's not supported by that particular operating system.

## Software Version Mismatch Warning

When DME Manager is started, it establishes communication with the DME32 and checks to see if its version number matches that of the DME32 system software. If it doesn't match, a warning message appears. You can still use the system even if this message appears, although, normal performance cannot be guaranteed and operation may be unreliable. For correct operation, the DME32 system software should be upgraded to match that of DME Manager.

If the DME32 system software is a later version than DME Manager, no communications can be established during startup and the message "DME32 not found!" appears.