What's New in Pro Tools TDM 6.4.1

For Pro Tools|24 MIX Systems on Windows and Macintosh

digidesign

chapter 1

Introduction

This document is an overview of new features in Pro Tools TDM 6.4.1 for Pro Tools|24 MIX systems on Windows and Mac OS X.

New Features

Pro Tools TDM 6.4.1 for Pro Tools|24 MIX includes the following new or enhanced features:

- Pro Tools graphical user interface changes
  - Transport controls can be displayed at the top of the Edit window
  - Renamed Features
- New recording and monitoring features:
  - +12 dB Fader Gain for increased mixer gain
  - Track position numbering
  - Clip display enhancements
- Plug-in menu organization by category
- Post-production and time code features
  - 23.976 fps session support
  - Feet+Frames session setup improvements
- Support for Command|8 control surface
- Standard (Non-Administrator) Account Support (Mac OS X only)
- Digidesign Multi-Client CoreAudio Driver 6.5.1 (Mac OS X only)

System Requirements

Pro Tools TDM 6.4.1 can be used with a Pro Tools|24 MIX system on a Digidesign-qualified computer running a Digidesign-qualified version of Windows XP or Mac OS X.

Digidesign can only assure compatibility and provide support for hardware and software it has tested and approved.

For a list of Digidesign-qualified computers, operating systems, hard drives, and third party devices, refer to the latest compatibility information available on the Digidesign Web site (www.digidesign.com/compato).

chapter 2

What's New in Pro Tools TDM 6.4.1

Pro Tools Interface Changes

Transport Controls in the Edit Window

The Transport commands can be displayed and operated in the Edit window (at the top right of the window).

Transport controls displayed in the Edit window.

To show or hide Transport controls in the Edit window:

1 Choose Display > Edit Window Shows.

2 Select Transport View.

Renamed Features

Certain Pro Tools features have been renamed or changed.

- Auto Voice mode has been renamed and is now Dynamic Voice Allocation (dyn) mode.

Voice options
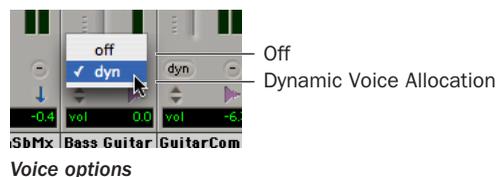
- The Frame Rate selector in the Session Setup window has been renamed Time Code Rate. This selector lets you set a SMPTE format frame rate for the current Pro Tools session. Choices include 30, 29.97, 29.97 Drop, 25, 24, and 23.976 fps.

- The Limit Pull Ups to NTSC/PAL Film Standards preference in the Operations dialog has been eliminated. All supported frame rates will be displayed in the Time Code window.

+12 dB Fader Gain

With Pro Tools 6.4.1, you can select either a 6 dB over 0 dB or a 12 dB over 0 dB Fader Gain for all faders in the session. Fader Gain choices can be made when creating, opening, and importing sessions, and when saving a copy of a session.

� *The +12 dB Fader Gain setting only affects the position of the fader (both in Pro Tools and on control surfaces) above the 0 dB mark. Fader positions below 0 dB remain unaffected.*

To select a Fader Gain when creating a new session:

1 Choose File > New Session.

New Session dialog

2 In the New Session dialog, select the Fader Gain.

The Fader Gain setting is saved with the session, and is set as the default.

To change Fader Gain settings in a session copy:

1 Choose File > Save Session Copy In

2 Select the Fader Gain level.

3 Click Save.

Selecting Fader Gain when Opening a Previously Recorded Session

When opening a session created in Pro Tools 6.3.x or lower, you are given the choice of staying at +6 dB or updating to +12 dB.

When opening a session created in Pro Tools 6.4 or higher, the session is opened with your previously saved Fader Gain settings.

Track Position Numbering

Track Position Numbering assigns each track a number corresponding to its position in the Mix and Edit Windows. When tracks are reordered, track numbers stay in positional sequence. A new keyboard command lets you scroll directly to any track by number.

To use track position numbering:

■ Choose Display > Display Track Position Numbers.

Track Position Numbers and Hidden Tracks

There are two ways to display track position numbers when tracks are hidden.

• When "Track Numbers Stay With Hidden Tracks" is not enabled, numbers are only assigned to tracks that are shown. Active tracks are then numbered sequentially. Hidden tracks are un-numbered.

• When "Track Numbers Stay With Hidden Tracks" is enabled, tracks keep their track position numbers even when hidden.

To assign track position numbers to hidden tracks:

1 Choose Setups > Preferences > Display.

2 Select Track Position Numbers Stay With Hidden Tracks.

3 Click Done.

Navigating to Tracks

Track position numbering can be used to scroll directly to any track by specifying its track position number.

To navigate directly to any track:

1 Choose Display > Display Track Position Numbers.

2 Choose Operations > Scroll To Track Number.

– or –

Press Control+Alt+G (Windows) or Command+Option+G (Macintosh).

3 In the Scroll To Track dialog, enter the track position number for the track that you want.

4 Click OK.

The track will be selected, and the windows scroll as follows:

- The Edit window tracks will scroll to bring the selected track as close to the top as possible.
- The Mix window tracks will scroll to bring the selected track as close to the left as possible.

Clip Display Enhancements

Pro Tools 6.4.1 provides new preferences for displaying clipping, and a new command to clear all clips.

Clip Display Settings

Pro Tools 6.4.1 provides three options for displaying clip indication:

- 3 Second
- Infinite
- None

To choose a clip setting:

1 Choose Setups > Preferences.

2 Click the Display tab.

3 Select a Clip Indication option.

4 Click Done.

Clearing All Clips

To clear all clipping, do one of the following:

■ Press Alt-C (Windows) or Option-C (Macintosh).

■ Alt-click (Windows) or Option-click (Macintosh) any track or send clip LED.

■ Choose Operations > Clear All Clips.

Plug-In Menus by Category

In Pro Tools 6.4.1, plug-ins are automatically organized by category (effect type). Plug-ins that do not fit into a standard category (such as the DigiRack Signal Generator), or third-party plug-ins that have not been defined by their developers, appear in the Other category. Plug-ins can appear in more than one category.

Plug in categories include:

- EQ
- Dynamics
- Pitch Shift
- Reverb
- Delay
- Modulation
- Harmonic
- Noise Reduction
- Dither
- Sound Field
- Hardware
- Instrument
- Other
- Wrapped Plug-Ins
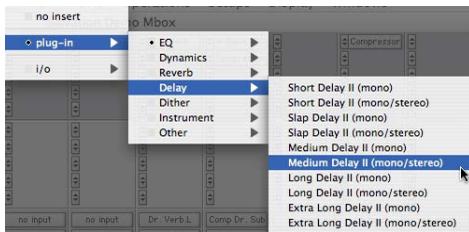
Plug-Ins organized by category

To organize plug-ins by category:

1 Choose Setups > Preferences.

2 Click on the Display tab.

3 Select Organize Plug-In Menus By Category.

Plug-in Favorites

To find a plug-in faster, a plug-in can be designated as a *favorite*. Favorite plug-ins are shown at the top of the plug-in menu.

When a plug-in becomes a favorite, it is still shown in its plug-in category and its name appears in bold.
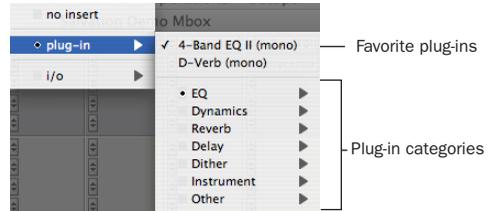
Menu display of favorite plug-Ins

To designate a plug-in as a favorite:

■ Control-click (Windows) or Command-click (Macintosh) on a plug-in Insert button, and select a plug-in from a plug-in category to designate it as a favorite.

To change the status of a plug-in favorite:

■ Control-click (Windows) or Command-click (Macintosh) on a plug-in Insert button, and select a plug-in favorite that you no longer want to designate as a favorite.

When selecting the plug-in favorite to change, you can select the plug-in from the list of favorites at the top of the plug-in menu, or in its plug-in category (where the plug-in appears in bold).

23.976 FPS Support

Pro Tools sessions now support 23.976 fps for high-definition digital video and audio production workflows. 23.976 fps, a production variant of 24 fps (sometimes referred to as 23.98 fps), has been added as a time code rate (frame rate) available in Pro Tools sessions.

23.976 fps is supported when using Bounce to Disk, when importing and exporting files, and when importing and exporting OMF/AAF sequences (requires DigiTranslator 2.0). All Pro Tools pull up and pull down factors are available at 23.976 fps.

The Digidesign USD is not compatible with 23.976 fps. You must have a Digidesign SYNC I/O with firmware 1.10 in order for Pro Tools to properly resolve and lock to a 23.976 source.

To set a session to 23.976 fps:

1 Choose Windows > Session Setup.

2 Select 23.976 fps from the Time Code Rate selector.

The time code Timeline Ruler displays 23.976 fps, as will all location counters (when viewing time code). The Edit window grid, and all nudging can be configured to 23.976 fps increments and units.

In addition, 23.976 becomes an available choice for the Target project time code format in the Export Selected as Files, Bounce to Disk, and Export Selected Tracks as OMF commands.

Projects at 23.976 fps can be imported into Pro Tools through the Import Session Data dialog, with support for offsets.

Feet+Frames Enhancements

Feet+Frame Rate Selector

Feet+Frame rates for sessions can be set in the Session Setup window with the Feet+Frame Rate selector. Supported rates are 23.976, 24, and 25 fps. Set Feet+Frame to the appropriate film speed of our session.

Redefine Current Feet+Frames Position

Use this command to redefine the current Feet+Frames position. By creating an insertion point (or selection), and then entering the desired new Feet+Frames position for that location, the session start time will be recalculated based on the new, relative Feet+Frames location.

Typically, this command is used for integrating test tones, pre-roll, Academy leader, and similar pre-program material into Pro Tools sessions.

To set a relative frame position for a session (Feet+Frames):

■ Choose Setups > Redefine Current Feet+Frames Position and enter a Feet+Frame position to correspond to the time code shown in the dialog.
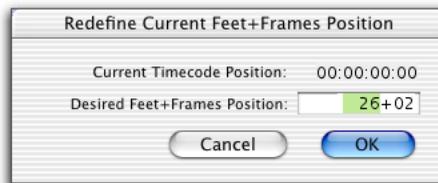
Redefine Current Feet+Frame Position dialog

Support for Command|8 Control Surface

Pro Tools 6.4.1 supports the Command|8 USB-based control surface for Pro Tools. Developed in a collaboration between Digidesign and Focusrite, Command|8 is a compact, convenient, and flexible control surface for Pro Tools systems running on Windows XP or Mac OS X.

Some of the main features of Command|8 include:

- Eight fader strips, each featuring a motorized, touch-sensitive fader, rotary knob, LEDs, and solo, mute, and select switches.

- Analog monitoring section with level controls for mains and headphones. Two pairs of analog inputs are provided, one for your main mix from Pro Tools, and one for alternate sources such as CD, Mini-Disc, and DAT players.

- One MIDI In port and two MIDI Out ports providing 16 channels of MIDI input, and 32 channels of MIDI output.

- USB port for direct USB MIDI communication with Pro Tools.

- 1/4-inch Punch In port for footswitch control of recording.

- Transport controls and mode switches.

- Windows switches for Pro Tools display.

- Navigation and Zoom controls.

- Tactile control of track volume, pan, send level, send pan, and record status, as well as PRE gain.

- Fast and convenient access to sends, inserts, plug-in pages, pan settings, and other track functions.

- Big, bright, 110 character LCD for data display.

- Five Function keys to access Utility, Fader Mute, and MIDI mapping functions.

- Stand-alone mode with snapshot save and recall, letting you use Command|8 to control any device that supports MIDI Continuous Controller messages. Custom MIDI mapping can be programmed as needed, and up to eight snapshots can be saved locally in Command|8.

For more information, refer to the Command|8 Guide.

Standard (Non-Administrator) Account Support

(Mac OS X Only)

Pro Tools 6.4.1 on Mac OS X supports both administrator and standard accounts. Using Pro Tools with a standard account provides greater flexibility to schools and other facilities where multiple Pro Tools users share workstations. It enables multiple engineers or students to work with Pro Tools while limiting their ability to install software or access local disk and server locations that should remain restricted.

Installation and Operation

Installation and operation of Pro Tools with a standard user account follows the same procedures that are covered in the *Upgrading Guide, Getting Started Guide, and Pro Tools Reference Guide*. Keep in mind the following:

- Pro Tools requires an Administrator for installation.

- Pro Tools lets users save their Pro Tools User Preferences individually. When a user alters their Pro Tools Preferences, a separate version of the preferences is stored on the user's Home directory.

- As with previous Pro Tools releases, users still have global Read/Write privileges on all Pro Tools related files and settings. However, users of standard accounts will have their file Read/Write privileges limited by Mac OS X.

Configuring a Standard Account for Pro Tools Users

When setting up standard accounts for Pro Tools users, System Administrators should create an account with no limits. If the account is restricted, users will not be able to:

- Create a new session
- Record audio or MIDI
- Process AudioSuite plug-ins
- Export MIDI
- Save Session
- Save Session As
- Save Session Copy In
- Bounce to disk
- Create fades
- Change playback engines
- Change disk allocation
- Use "AutoSave"

To create a user account with no limits:

1 Log in to Mac OS X with an administrator account.

2 Under the Apple menu, choose System Preferences.

3 In the System Preferences pane, select Accounts.

4 Select the Standard account you wish to modify.

For information about how to create a user account, or more information about user accounts in general, see the documentation that came with your computer.

5 Select Limitations.

6 Select No Limits.

7 Close the pane.

Saving Files With a Standard Account on Mac OS X

Standard account users on Mac OS X with Pro Tools will be limited to saving sessions and audio files to folders within their Home directory. Existing folders in a user's Home directory include:

- Documents
- Music
- Pictures
- Desktop

A typical workflow for standard account users is to write their Pro Tools files to their Documents folder.

Saving files, or recording to an internal drive, can work well for small to medium-sized sessions. For larger sessions requiring many tracks and higher sample rates, external Firewire or SCSI drives may be required. Users requiring external drive access will need to ensure they have Read/Write permissions set to use these drives if logged in using a standard account.

Digidesign Multi-Client CoreAudio Driver 6.5.1 (Mac OS X)

The Digidesign Multi-Client CoreAudio Driver 6.5 adds support for launching multiple CoreAudio applications at one time.

Digidesign CoreAudio is a multi-client, multi-channel sound driver that allows CoreAudio-compatible applications to record and play back through the following Digidesign audio interfaces.

- Pro Tools|HD audio interfaces
- Pro Tools|24 MIX audio interfaces
- Digi 002
- Digi 002 Rack
- Mbox

Full-duplex recording and playback of 24-bit audio is supported at sample rates up to 96 kHz, depending on your Digidesign hardware and CoreAudio client application.

The Digidesign CoreAudio Driver will provide up to 18 channels of input and output, depending on your Pro Tools system:

- Up to 8 channels of I/O with Pro Tools|HD systems
- Up to 16 channels of I/O with Pro Tools|24 MIX systems
- Up to 18 channels of I/O with Digi 002 and Digi 002 Rack systems (or 18 in and 16 out with S/PDIF Mirroring enabled)
- Up to 2 channels of I/O with Mbox systems

Refer to the Upgrading to Pro Tools 6.4.1 Guide for installation and configuration steps.

Check the Digidesign Web site (www.digidesign.com) for the latest third-party drivers for Pro Tools hardware, as well as current known issues.

For Pro Tools TDM systems with more than one card and multiple I/Os, only the primary I/O connected to the first (core) card can be used with CoreAudio.

Limitations of the Digidesign CoreAudio Driver

◆ Pro Tools is not a CoreAudio application and therefore requires exclusive access to Digidesign hardware. You cannot use CoreAudio applications and Pro Tools at the same time. To use Pro Tools, make sure you quit any CoreAudio applications before starting Pro Tools. To use a CoreAudio application, make sure you quit Pro Tools before starting any CoreAudio application.

◆ The multi-client Digidesign CoreAudio Driver cannot be used to preview sound files from the Finder. When a sound file is located in the Mac OS X navigation window, a QuickTime transport bar is displayed next to it. The QuickTime transport bar lets you audition the sound file. The sound will always play back though the Macintosh's built-in audio controller (through the Macintosh's speaker or headphone jack). However, if you double-click a sound file, the QuickTime application will launch, and can use the multi-client Digidesign CoreAudio Driver for playback.

◆ The multi-client Digidesign CoreAudio Driver cannot be used for playback of System Sounds.