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## USER'S GUIDE



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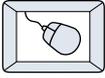
# Time Pak™

*The ultimate in Time Modulated Effects:  
Chorus, Flange, AutoPan, Tremolo, Extreme*

*Plug-in for Mackie Digital Mixers*

**MACKIE®**  
*Digital Systems™*

## Iconography



This icon identifies a description of how to perform an action with the mouse.



This icon identifies a description of how to perform an action from the console.



This icon will lead you to some further explanations of features and practical tips.



This icon marks information which is very important, so please make sure you have a read.



This icon does not appear in this guide.

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**Note:** Any future revisions of this guide will be available for viewing and downloading from our website: [www.mackie.com](http://www.mackie.com). Further plug-in details and preset downloads can be obtained from [www.acumalabs.com](http://www.acumalabs.com).

# Introduction

Thank you for purchasing Time Pak, the ultimate in Time Modulated Effects from Acuma Labs. It is one of the exciting new family of 24-bit plug-ins for the D8B, specifically designed for the new Mackie Universal Effects (UFX) card.

Time Pak is a highly creative tool that enables you to produce classic Chorus, Flange, Auto Pan, Tremolo and new Extreme sounds that are guaranteed to change the way that you think of effect processing forever. The first time that you use the visual and easy-to-use graphic user interface (GUI), you will quickly understand the power of this package. After experiencing the drag and drop functions, which let you move/edit nodes in real time, you will soon realize that Time Pak is destined to become an integral part of the way you produce sessions from now on.

## About Acuma Labs ([www.acumalabs.com](http://www.acumalabs.com))

One of the newly acquired companies in the growing Mackie family, Acuma Labs develops real-time embedded systems for professional audio applications to create high quality products for the music and pro audio industries. Acuma specializes in digital audio effects using DSP, real-time operating systems, graphical user interfaces, and digital hardware design.



## About the D8B UFX Card

The UFX card provides robust processing power for computation-heavy plug-ins. The UFX card is a 4-in/4-out architecture, which means it can support four mono, two mono and one stereo, or two stereo sends simultaneously. Up to four UFX cards can be installed in the D8B, allowing up to sixteen simultaneous single-channel effects, eight stereo plug-ins, or combinations thereof.



**Note:** It is recommended that you increase the D8B's memory if you install more than one UFX card. Memory upgrade instructions are supplied with each card.

## About Time Pak

Each Time Pak plug-in module uses one half of a UFX card (i.e. two audio inputs and two audio outputs). It can be routed as an “insert” or “auxiliary” connection, which affects the final audio output (see FX Routing on page 27) in mono, stereo or surround panning applications (using surround bus assignments). Each of the two input signals can have up to 8 effects working on it at a time. The main Time Pak display uses a series of red and green colored balls (8 left effects and 8 right effects) to represent a total of sixteen mono or 8 fully functional stereo nodes.

You can drag and drop each node in real time to adjust the time (vertical movement) and pan (horizontal movement), or link nodes together in stereo as one moveable group. Each node offers individual control of volume, regen, pan modulation, time modulation, and high and low pass filtering, that can be added to the mix for a vast array of sounds. Apply Phase Invert to the Level and Regen of selected effects to create just the right feel. Use the global controls including Tempo, Effect Input level, Dry, Memory A and B, and Attack, as comparative editing references. Time Pak will let you save your edits as presets and toggle between them.

As with all of the D8B plug-ins, Time Pak lets you automate every parameter and save it all as part of your D8B session.

# Let's Get Started

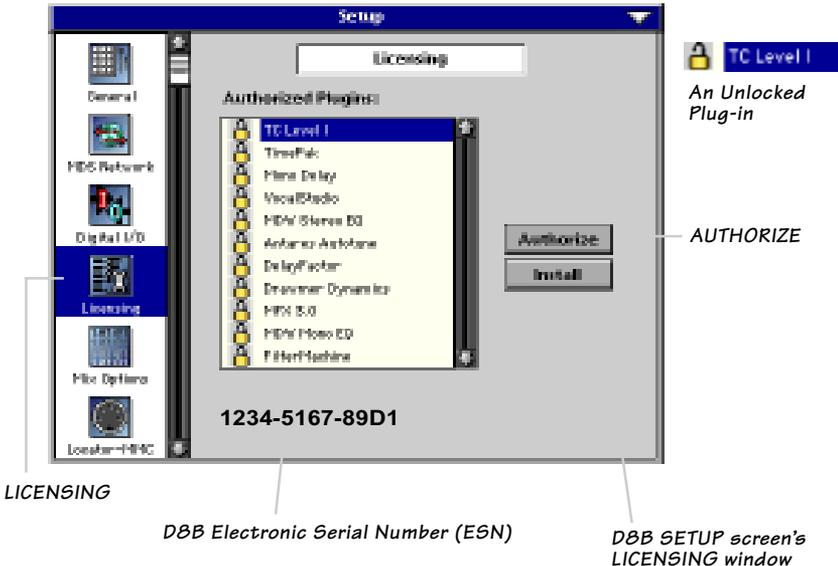
## Requirements

- One or more Mackie UFX cards
- Mackie Real Time OS 3.0 Software
- Plug-in Software

We will assume you have successfully installed a Mackie UFX card and Mackie Real Time OS 3.0 software upgrade. If you have encountered problems with the installation of hardware or software please see their associated user guides or contact Mackie support ([www.mackie.com](http://www.mackie.com)).

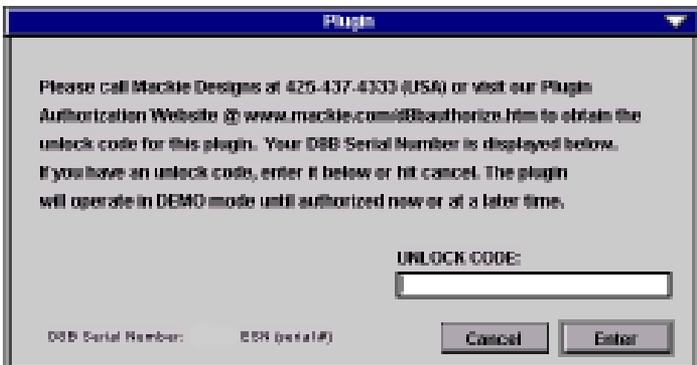
## Authorizing the Plug-in

If you have D8B v 3.0 b186 or greater, the plug-in is already installed on the D8B hard drive, however an authorized unlock code must be entered to unlock the plug-in for normal operation.



## Unlock Procedure

1. Locate your D8B's Electronic Serial Number (ESN). This is displayed at the bottom of the Licensing window which is accessed from the Setup screen. The 12 digit ESN is made from numbers 0–9 and letters A–F. It is unique to the D8B processor, and is not the serial number label on the rear of the control surface or CPU chassis.
2. You will also need your plug-in's serial number which is printed on the floppy disk label.
3. To obtain the unlock code, have the ESN and plug-in serial number ready. Then you have two options:
  - Log on to the Mackie plug-in authorization web page: (<http://www.mackie.com/d8bauthorize.htm>)
  - or
  - Telephone Mackie Tech Support at 800-258-6883.
4. When you have obtained an unlock code, open the D8B Setup window, and click **Licensing**.
5. With your plug-in highlighted in the Licensing window, click **Authorize**, and enter your unlock code in the UNLOCK CODE box. Click **Enter**, and enjoy your newly expanded console.



## Configuring the Plug-in

After booting the D8B you must assign the Time Pak plug-in to a UFX card. See FX Routing on page 27 for more details.

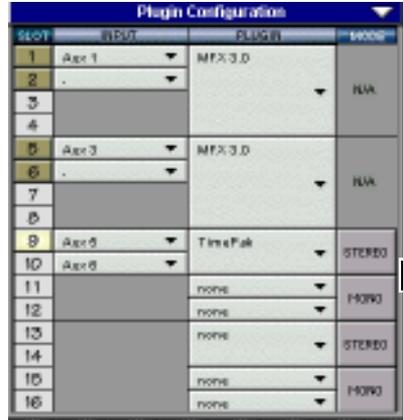
### Assign the Time Pak Plug-in to a UFX card



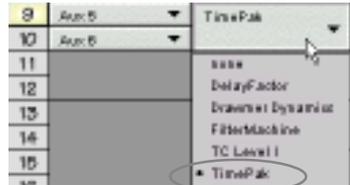
1. Click the Plugins menu and select **Plugins**, (or Ctrl+P on the keyboard).



2. In the Plugins Configuration window, locate the card slot that contains the UFX card you wish to assign to.
3. In the Mode column, click the Mono/Stereo toggle button and set it to **Stereo**.



4. In the Plugin column, select **Time Pak** from the stereo plug-in drop down menu.



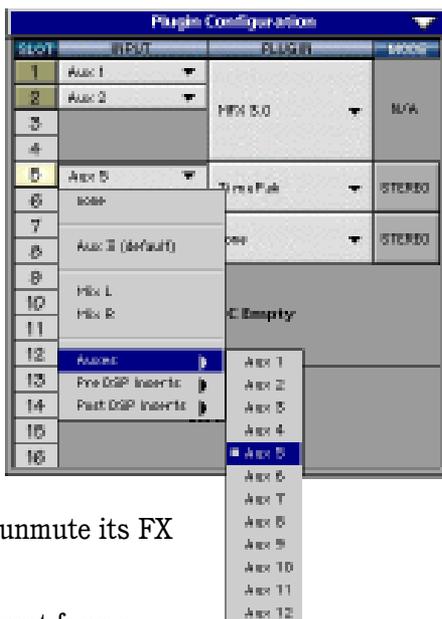
**Note:** A plug-in can also be loaded from the Setup section on the console.

## Assign an Input Source to the Plug-in



- Click the plug-in's **INPUT** button to select an input source. In the example below, we have chosen the **Aux 5 Bus** as the input to the plug-in installed in slot 5.

When a plug-in is fed from an aux bus, its output appears on the FX Return channels (faders in the EFFECTS bank). The return channel is determined by the slot number and whether the effect output is mono or stereo. For example, a reverb with a mono input and stereo output that is installed in Slot 5 has its outputs on FX 5 and FX 6. **Note:** the default state for all FX channels is MUTE. You won't hear the effect until you unmute its FX return channel(s).



A plug-in can also receive its input from a channel pre- or post-DSP insert or the main stereo left and right bus. When a plug-in is inserted "in line" in this manner, its output is routed directly back into the channel. See FX Routing on page 27 for more details.

## Removing the Plug-in



- Select **none** from the associated Plugin drop-down assignment menu.
- Click **OK** in the Alert dialog box.

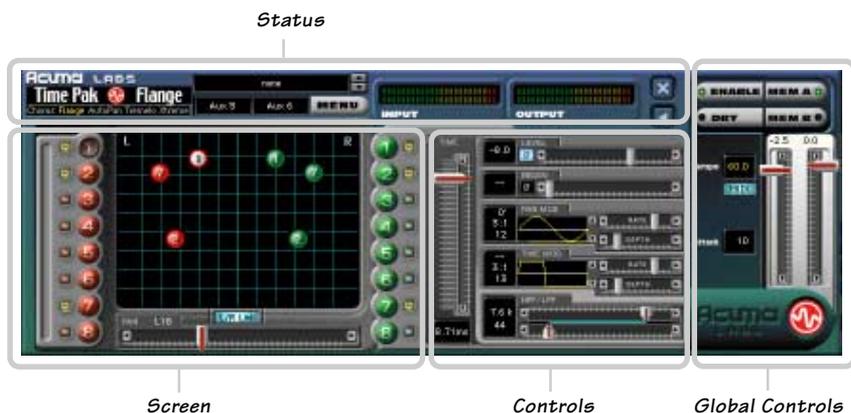


**Note:** A plug-in can also be deleted from the Setup section on the console.

# Using the Time Pak Plug-in

## Front Panel Overview

You can think of Time Pak as being broken into four blocks, starting at the top of the GUI (Graphic User Interface) and then moving from left to the right:



### Status Block (see page 11)

The Status block includes the Mode select, where you can choose between Chorus, Flange, Auto Pan, Tremolo, and Xtreme. Additional functions include Preset select, Input Assign, Menu button, Input and Output meters, and the Minimize button.

### Screen Block (see page 13)

The Screen block includes: Node select buttons, the main Time Pak Screen, mutes, Left/Right Link button and Pan slider.

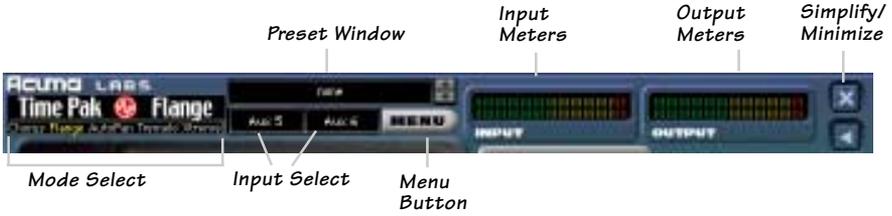
### Controls Block (see page 15)

The Controls block includes the Main Time Slider, Level Slider, Pan Modulation, Time Modulation, Phase adjust, and Low Pass and High Pass Filtering.

### Global Controls Block (see page 20)

The Global Controls are located at the far right-hand side of the GUI. These controls include the Enable select button, Dry select button, Memory A and Memory B select buttons, Input gain sliders, and finally the manual Tap Tempo button represented by the Acuma logo found at the bottom right hand corner.

# Status Block



## Mode Select

Using your mouse, click any of the effects listed in the Mode Select block in the upper left-hand corner of the GUI. Choose from Chorus, Flange, Auto Pan, Tremolo and Xtreme. The selected effect will turn the typeface from white to yellow as well as bringing up the title. Each mode has a unique set of parameters that are associated with the selected effect.



## Factory/User Presets

To open the Factory or User presets, click the Menu button and select **Load Time Pak**.

Selecting one of the presets will point the Preset Window to the preset folder, enabling you to use the up/down arrows to quickly select from an array of presets. Create and edit your own presets and save them to the User file by selecting **Save as** from the Menu button. See page 33 for a table describing some of the factory presets available. Please note that the factory presets do not make your music sound like it was recorded in a factory.



As there is no delay in loading presets, you might try building performances by stacking user presets and toggling between them using the up down arrows next to the Preset window.

## Input Select

Assign Time Pak's stereo inputs from any of the D8B's pre, post or auxiliary channels.

## Menu Button

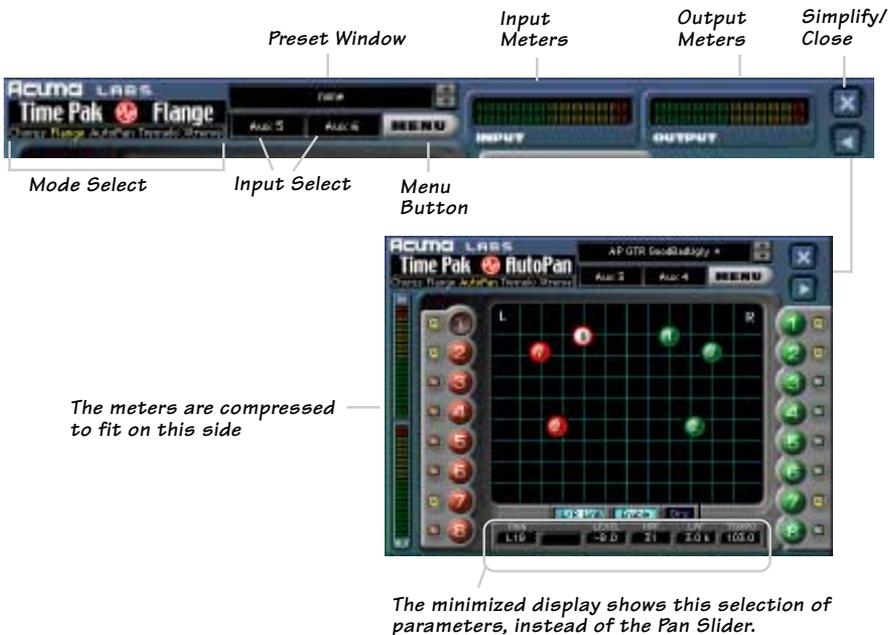
This button enables familiar functions such as undo, redo, load, save, reset, cut, copy and paste.

## Input and Output Meters

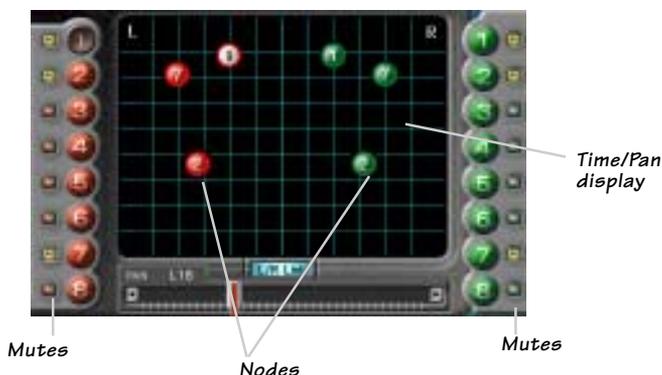
The input meters represent the incoming signal from the D8B as two rows of LEDs. The output meters represent Time Pak's output. The output levels are controlled by the Master Input Sliders located on the far right-hand side of the GUI.

## Minimize and Close Buttons

These buttons will minimize, expand, or close the Time Pak window. The minimized window condenses the various sliders and parameters into an area just below the node display. The parameters can still be adjusted using the mouse over each box. The meters are compressed to the left edge of the minimized window.



## Screen Block



### Node Select Buttons

The red and green balls are virtual representations of the sixteen mono nodes or eight stereo pairs that can be edited in real time using any control parameter. The ball highlighted by white or yellow represents the currently selected node. This is a very visual way of keeping track of your time information and serves as a handy reference to give you a quick overview of your edited settings.

The eight red balls on the left take their signal from the left input and the eight green balls on the right take their signal from the right input. Use your mouse to select a node by clicking on any individual ball at the left or right of the screen. For example, select the #1 red ball on the left-hand side of the screen. You will immediately see the #1 red ball appear on the screen. Using your mouse pointer, grab the ball and drag it around the screen to affect its time and pan. Repeat the same procedure to add additional nodes to the mix. Select L/R Link at the bottom of the screen to link a red and a green ball (left and right nodes) together as a stereo pair.

### Mutes

Each of the nodes has an individual Mute button found to the side of its corresponding colored ball. You can use Mute to turn individual nodes on or off to help you judge their effect on the final mix.

## L/R Link

The L/R Link button located at the bottom of the screen enables the selected nodes to be linked in a left/right stereo pattern and simultaneously moved as a group using the mouse pointer.

VERY IMPORTANT

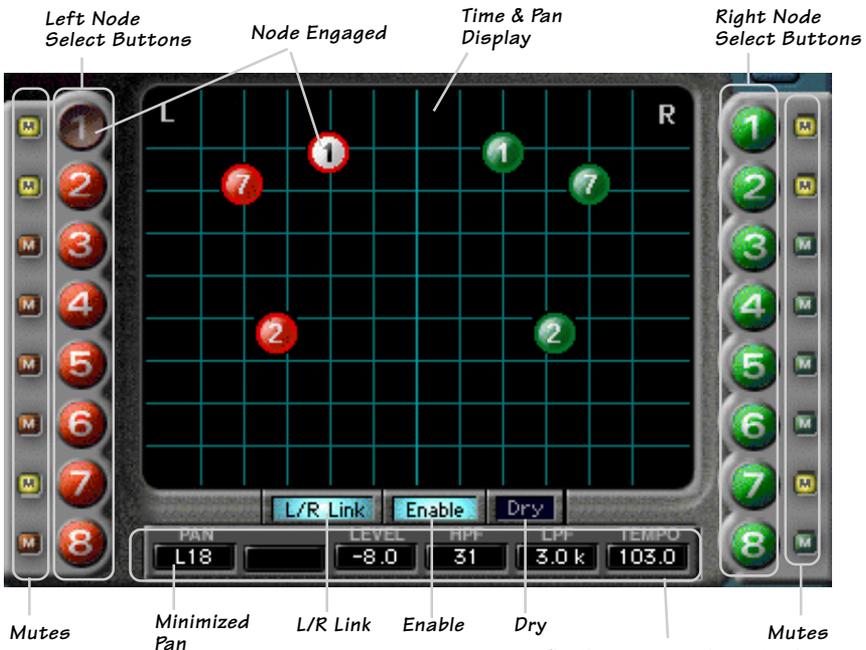
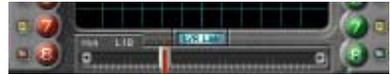


**Note: nodes are affected one node at a time unless the L/R Link is selected. The L/R Link will not take effect until some modification has been made.**

## Pan Control

The Pan control slider (full display) will enable left/right stereo panning of selected nodes.

The same action can be achieved by clicking the mouse on a selected node and moving it to the left or right. In the minimized display, you can mouse over the small PAN box at the bottom of the screen.



*The Parameters shown in the minimized display can be adjusted using the mouse*

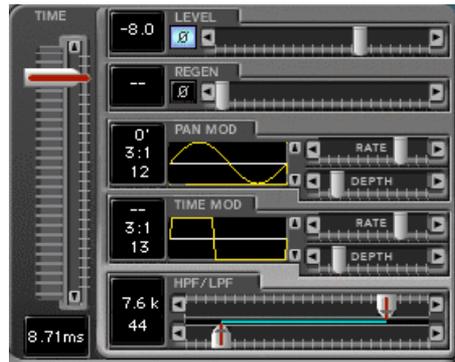
## Controls Block

### Master Time Slider

This vertical slider controls the time of a selected effect. It is measured in milliseconds, with ranges that vary depending on the effect selected.

### Level Control

The level control slider determines the effect level of any selected node, and it ranges from off (fully left) to +12 dB (fully right).



### Ganging

Clicking the word LEVEL, or any parameter name such as PAN MOD, FREQ MOD, or HPF/LPF, causes the letters to turn yellow and allows the parameter settings to apply to all selected nodes. For example, if nodes 1, 2 and 3 have level values of +3.0 dB, -3.0 dB, and +4.0 dB, clicking LEVEL and moving the Level slider to +12 dB changes all the selected node levels to +12 dB.



The ganged state of any given parameter will not take effect until some modification or movement has been made.

### Polarity Inversion

The Polarity (phase) Invert button is next to the left arrow button of the Level control. The default is off or non-inverted ( $0^\circ$ ). When selected, the button turns blue and the signal is inverted ( $180^\circ$ ).



Polarity inversion adds richness to your signal and is useful when used in conjunction with the Flange, Chorus and Xtreme effects. It is subtle when used with the Level control and more obvious when added to the Regen control. Effects such as Flange and Xtreme utilize Regen control and have a Polarity Invert next to the left arrow of the Regen control.

## Pan Modulation

The Pan Modulation control lets you assign preset waveforms to modulate the pan of a selected node. By clicking the up and down arrows found at the right of the Pan Modulation display, you can choose between graphically illustrated waveform presets representing a variety of sine waves, triangle waves, inverted triangle, square waves, and two separate envelope followers.

You can also change the phase of a selected waveform by grabbing the graphic with your mouse and moving it to the left or right, placing the modulation in or out of phase.

The phase increments are measured in degrees and are represented by the top set of numbers just to the left of the waveform window.

There are two separate envelope followers that are included in the collection of preset waveforms. Although an envelope follower is not technically a waveform, the regular controls will apply. To control the threshold of Envelope Modulation 1 and 2, use the mouse to grab the horizontal white line that separates the window.

Toggle Buttons

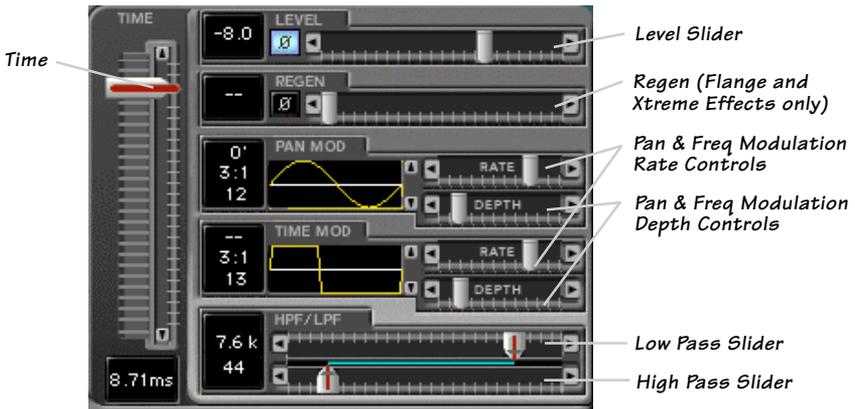


**Note:** Envelope Mod 1 shifts the modulation up while Envelope Mod 2 shifts the modulation down.

The modulation RATE is controlled with a slider and is measured in beat ratios that are directly linked to the master tempo. The DEPTH of the modulation is also controlled with its own slider and is measured in percents. The block numbers just to the left of the sliders represent the values of the rate and depth sliders.



Clicking the word PAN MOD causes the letters to turn yellow, and allows the same pan modulation settings to apply to all selected nodes.



## Time Modulation

Time modulation is a very effective tool that adds modulation or movement to the time of any individually selected node or linked stereo pairs. Using the same familiar controls as the Pan Modulation, the up and down arrows lets you choose between graphically illustrated presets representing a variety of sine waves, triangle waves, inverted triangle, square waves and two separate envelope followers.



You can change the phase of a selected waveform by grabbing the graphic with your mouse and moving it to the left or right to place the modulation in or out of phase. The phase increments are measured in degrees and are represented by the top set of numbers just to the left of the waveform display.



Two separate envelope followers are included in the collection of preset waveforms. Although an envelope follower is not technically a waveform, the regular controls will apply. To control the threshold of Envelope Modulation 1 and 2, use the mouse to grab the horizontal white line.



The modulation RATE is controlled with a slider, and is measured in beat ratios that are directly linked to the master Tempo. The DEPTH of the modulation is measured in percent. The block numbers just to the left of the sliders represent the values of rate and depth sliders.

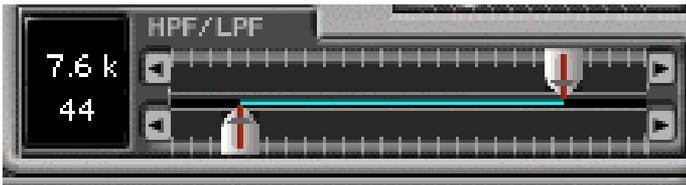


Clicking the words TIME MOD causes the letters to turn yellow and allow the settings to apply to all of the selected nodes.

## High Pass/Low Pass Filters

The High Pass (low cut) and Low Pass (high cut) sliders act as an intuitive and graphic representation of HP/LP filters, showing how they work and how they reduce or eliminate frequencies below a set cutoff. The blue line represents the area in which frequencies will be passed. The frequency range is from 20 to 20.2 kHz.

Clicking the display name HPF/LPF causes the letters to turn yellow and allows the settings to apply to all of the selected nodes.



**Tip:** Using the HP/LP filters is a great way to EQ out the boomy sounding bottom end and/or excessive brightness that is often associated with regeneration.

## Global Controls Block

### Enable select

Selecting the ENABLE button turns all the nodes on or off.

### Dry select

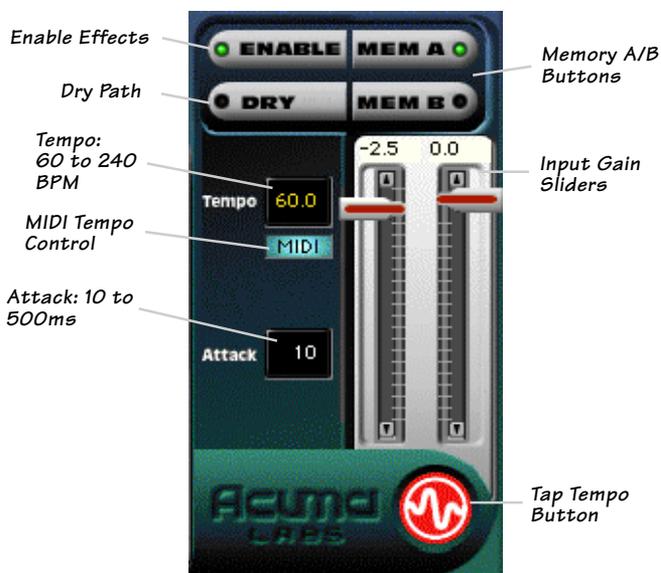
The DRY button turns the dry unaffected signal on or off. It can also be combined with the affected signal if you have selected an insert from Time Pak's Input select.



**Note:** If you are using Aux routings **DO NOT** use the Dry select. A good thing to remember is that you do not want to use two sources of dry signal with digital equipment as the sampled frames will not line up resulting in unwanted delay or comb filtering

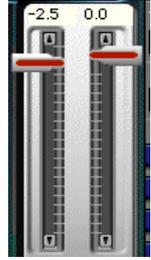
### Memory A/B

Memory A and Memory B are two separate storage banks that let you temporarily store Time Pak control set-ups. This is handy for quickly referencing and comparing sounds while you are creating edits.



## Input Gain Sliders

The Input Gain sliders range from off, to 0 dB in 0.5 dB steps and are *pre-effect*, controlling the amount of signal that is being sent into Time Pak. The Input Gain Sliders **DO NOT** correspond to the Input Meters, because they come after the meters in the signal chain. The Input Meters are metering the input channel/channels that have been routed from the D8B. The effect output is affected by a combination of the Input Gain sliders and the Level slider in the Controls block.

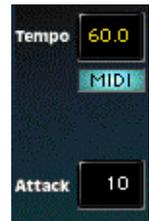


## Attack:

The Attack display is calibrated in milliseconds and globally modifies the overall speed of the nodes. Attack is especially noticeable when you are manually dragging the nodes around the screen.

## Tempo

The Tempo box displays the current BPM (Beats Per Minute) and can be adjusted by clicking and dragging the mouse pointer over the window to increase or decrease the overall tempo. The range is 60 to 240 beats per minute.



The numeric display is also linked to the flashing red Acuma logo, located at the bottom right-hand corner of the GUI. This is the manual Tap Tempo control. You can insert the exact BPM of your program, or manually input the beat using your mouse pointer to tap the rhythm on the flashing Acuma logo.



If you are satisfied with the timing, you can lock or unlock the tempo using the right mouse button to click on the red Acuma logo. It will stop flashing once lock is selected. Resyncing the tempo (setting where beat one is placed) is achieved with one left tap of the mouse on the correct beat while in either the tempo lock or unlock position.

If you are unsatisfied with the timing, you can simply start over again by unlocking the current tempo (right mouse click) and tapping the left mouse button more than once to calculate a new tempo.



### **Tempo = Rate + Position**

Tempo has two main characteristics, the tempo rate and the position of the beats. The time interval between beats is the rate. The position or placement of the beats is best described by the classic band question; “where’s one?” Or if you’ve ever had the pleasure of turning the beat around while playing with a drum machine, you’ll know what we mean.



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**Note: Right mouse click on the Acuma logo to turn the Tempo lock on or off. Use the Left mouse button to input tap tempo.**

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## **MIDI**

The MIDI button lets you sync Time Pak to MIDI values that are set within the Setup/Locate window of the D8B software. See the D8B manual for more details.

## Saving, Loading and Resetting a Preset

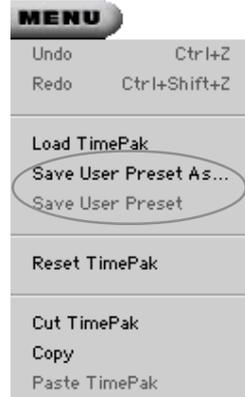
Time Pak settings can be saved and recalled from the hard drive. You can save and load files from either Memory A or Memory B.



### To Save a Preset:



1. Click and hold the MENU button.
2. Select **Save User Preset** to overwrite the file currently opened.
3. Select **Save User Preset As** to save to a new file name. The Save Preset File As dialog box appears.
4. A default name for the preset is automatically displayed, such as Preset#1. If you want to rename it, simply type in the name you want, using up to 32 characters.



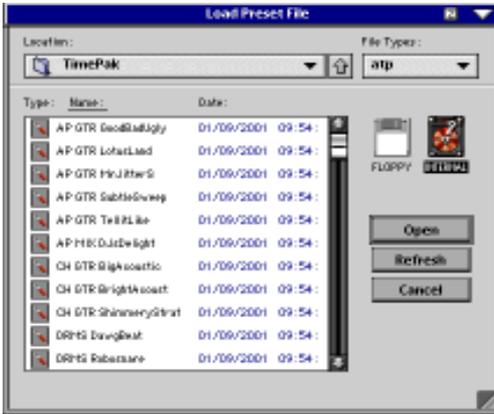
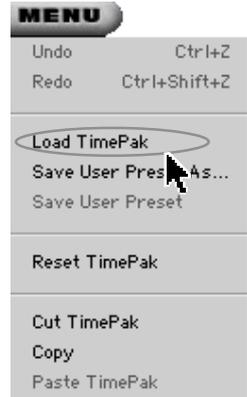
*A new sub folder can be easily created to help organize custom patches.*

5. Select INTERNAL (default hard drive) or FLOPPY.
6. Click **Save** to complete the operation.

## To Load a Preset:



1. Click on MEM A or MEM B to choose the memory location from which to load the file.
2. Click and hold on the MENU button.
3. Select **Load TimePak** to open a file. The Load Preset File dialog box appears.



4. Click **INTERNAL** if the file is on the internal drive, or click **FLOPPY** if the file is on a floppy disk.
5. Select the preset you want to load.
6. Click **Open** to load the selected preset.



**Note:** Presets can also be downloaded from [www.acumalabs.com](http://www.acumalabs.com), then saved to a floppy disk and loaded onto the DBB.

### To Reset the Plug-in:

Reset will reload the previous patch.



1. Click and hold on the MENU button.
2. Select **Reset TimePak**.

### To Cut Preset Settings:



1. Click and hold on the MENU button.
2. Select **Cut TimePak**.

The current settings are temporarily stored in the clipboard memory in case you want to paste them to a new preset. The plug-in also reverts to its default state (it is reset).

### To Copy Preset Settings:



1. Click and hold on the MENU button.
2. Select **Copy**.

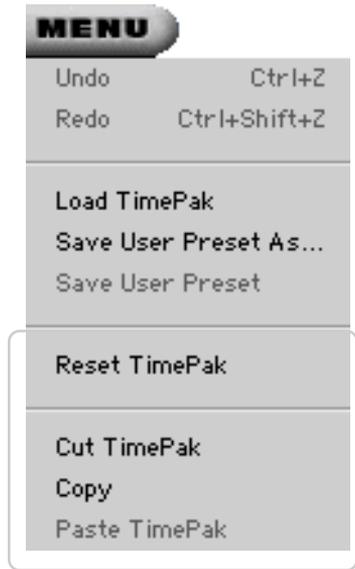
The current settings are temporarily stored in the clipboard memory in case you want to paste them to a new preset.

### To Paste Preset Settings:



1. Click and hold on the MENU button.
2. Select **Paste TimePak**.

The current settings are replaced with the setting in the clipboard memory.



# Automation and Snapshot Control

## Dynamic Real Time

### To write automation on a loaded plug-in:

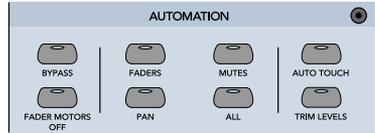
*On The Console*



1. Engage AUTO TOUCH.



2. Engage ALL, disengage BYPASS, and send timecode to the console – the POSITION readout will change to show TC is being received.



3. Move a parameter or recall a patch (user or factory preset).

Subsequent edits to any recorded automation moves may be performed in the Mix Editor. Enable the channel view by clicking on the Channel View button, then choose the plug-in you wish to view from the page drop-down menu. This displays a list of available channel and plug-in automation tracks on a parameter basis.



**Note:** Parameters can be controlled from either the GUI plug-in graphic parameters (using a mouse to modify the parameters) or via the VFD V-Pots and SELECT buttons (with the plug-in parameters called up on the VFD readout).

## Dynamic Off-line

### To write a snapshot on a loaded plug-in:



• Use the Event Automation Track, available under the Window Menu as 'Event Track', to load plug-in user (previously stored) or factory preset patches, at a specific time during automation playback.



#### **General Note:**

Plug-in settings are recalled as part of a console Snapshot, but may also be recalled as Presets (patches). If you are recalling snapshots and presets, be aware that one may override the other.

# FX Routing

## The Plug-in Configuration Window

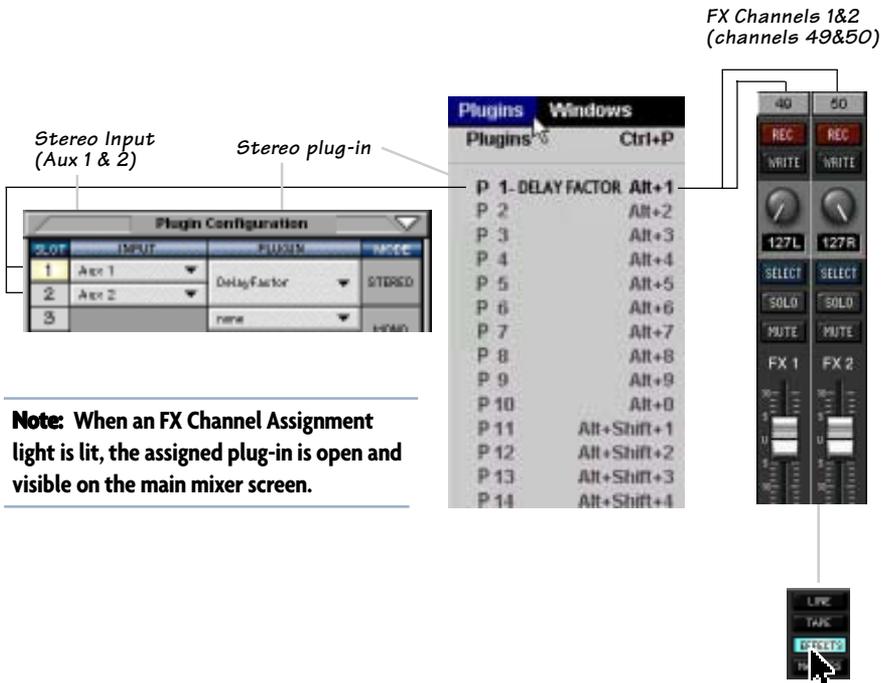
The screenshot shows the 'Plug-in Configuration' window with a table of 16 slots. The table has four columns: 'SLOT', 'INPUT', 'PLUGIN', and 'MODE'. The rows are grouped into four cards: Card A (slots 1-4), Card B (slots 5-8), Card C (slots 9-12), and Card D (slots 13-16). Slot 13 is labeled 'Card D (no card installed)'. Slot 14 is labeled 'Card D Empty'. The 'INPUT' column contains 'Amp 1' and 'Amp 2' for slots 1 and 2, and 'none' for others. The 'PLUGIN' column contains 'DelayFactor', 'none', and 'none'. The 'MODE' column contains 'STEREO', 'MONO', 'N/A', 'STEREO', and 'MONO'. Callouts point to various UI elements: 'Plug-in display toggle' (top left), 'Input Channel Assignment Drop-down Menu Button' (top left), 'Card Slot Column' (top left), 'Input Source Assignment Column' (top left), 'Plug-in Assignment Column' (top left), 'Close Window' (top right), 'Stereo/Mono Mode Column' (top right), and 'Stereo/Mono Toggle Button' (top right).

SLOT	INPUT	PLUGIN	MODE	
1	Amp 1	DelayFactor	STEREO	
2	Amp 2			
3		none	MONO	
4		none		
5				
6		none	N/A	
7				
8				
9		none	STEREO	
10		none		
11		none	MONO	
12		none		
13				
14	Card D Empty			
15				
16				

## Stereo Plug-in Routing

If the plug-in has a stereo input as well as stereo output, typically it will be fed from two aux buses and returned to a pair of FX return channels. In the diagram below, Aux 1 and Aux 2 feed the plug-in in stereo, and its output is returned to FX 1 and FX 2.

If the plug-in has a stereo input, it is permissible to send the same aux to both inputs.

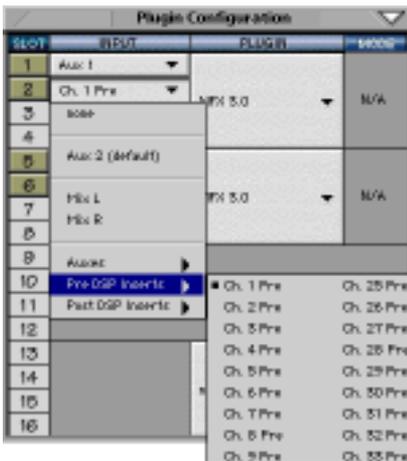


**Note:** When an FX Channel Assignment light is lit, the assigned plug-in is open and visible on the main mixer screen.

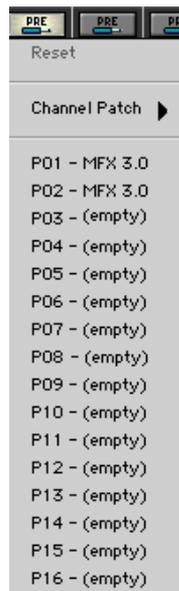
## Inserting a Plug-in into a Channel

A pre- or post-DSP channel insert can also be used as the input source for a plug-in. When a channel insert point is selected, the plug-in output returns to the channel. The FX return path is disconnected, although the plug-in output is still displayed on the FX return channel meter.

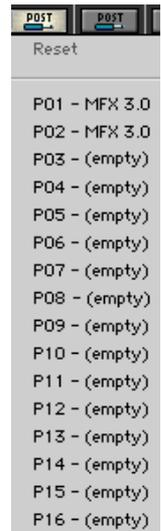
A plug-in channel insert assignment can be made from the Plugin Configuration window, or from a drop-down menu from the mixer screen.



*Plug-in Configuration Window*



*Pre-DSP Drop-down*



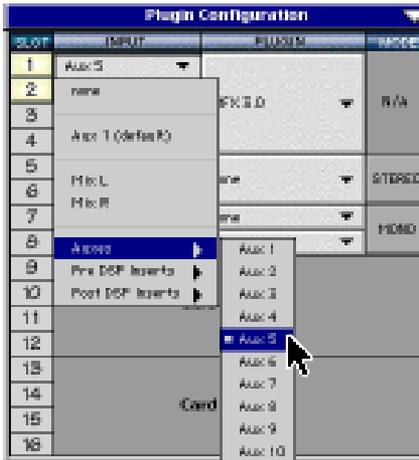
*Post-DSP Drop-down*

This assignment can also be made from the control surface and VFD by holding in the desired channel's SELECT button for two seconds, then paging over to Plug Pre or Plug Post, selecting the input source, then selecting the desired plug-in slot from the follow-on menu.

## Using an Aux Send with a Plug-in



- Click the associated INPUT menu button and select an Aux input source. In the example below, we have chosen the **Aux 5** Bus.



## Send the Input Signal to the Aux Bus



- Send a signal to a D8B mixer input channel (MIC/LINE or TAPE IN).



- Assign the input channel V-Pot/GUI Control Pot to an aux send. We have chosen **AUX 5** according to the example above.

- Use the **AUX 5** control to adjust the input level to the plug-in.



**Remember to select an aux send before using the V-pot or GUI Control Pot on the mixer input channel (MIC/LINE or TAPE IN).**

*GUI Control Pot Assigned to AUX 5*

You will see the plug-in's input meter become active as you raise the mixer input channel's aux send.

Set the plug-in input/output signal levels as you would with any effect, so the meter reaches its upper-most range every so often (always trust your ears first). This can be accomplished from the console or GUI.

## Pre-Fader and Post-Fader Auxiliary Sends

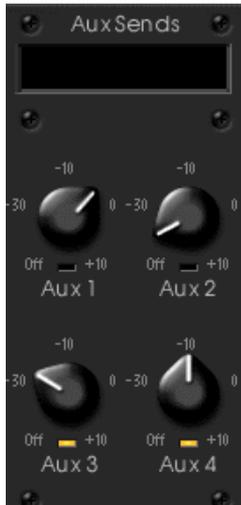
Normally, effect sends are post-fader, so the signal sent to the effect follows the program level in the mix. Occasionally you may wish to feed an effect from a pre-fader source so that the signal level from the aux control is independent of the channel fader position. Aux sends are selectable pre- or post-fader globally (all Aux 1's for instance) from the Mix Options screen in the Setup window, or individually on a channel-by-channel basis either from the channel strip or the Fat Channel.



In the channel strip, Alt-click the Aux Send level indicator to toggle between pre- and post-fader operation. Post-fader is indicated by a red bar, pre-fader is indicated by a yellow bar.



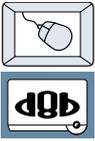
Channel Strip



Fat Channel

In the Fat Channel, clicking on the small indicators below the Aux knobs toggles between pre- and post-fader operation. Yellow indicates pre-fader, post-fader is indicated by the background color.

## The FX Return Channel

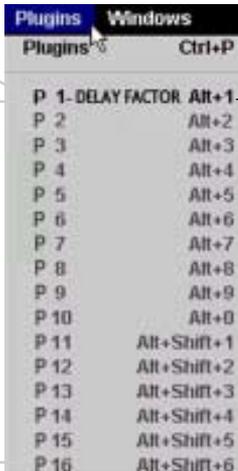


- Switch the D8B Bank Select to **EFFECTS (49-72)** and bring up faders one and two (channels 49 and 50). You will also see meter activity associated with these channels.



FX Channels 1&2  
(channels 49&50)

Stereo Plug-in



The Plug button toggles between Windows menu buttons and FX buttons (lower left on the D8B mixer screen).

Plugins button opens the Patch Configuration window (or Ctrl+P on the keyboard).



Here the Delay Factor plug-in is selected for display.

## Factory Presets

The following table is a simple guideline to help you understand the factory presets, and which type of source file was applied to the individual presets. But don't be afraid to run anything through the plug-in preset and customize the parameters to your specific needs, and save it as a user preset. So, get creative and have fun! Please visit [www.acumalabs.com](http://www.acumalabs.com) periodically to download more presets.

### FLANGE

Preset Name	Source	Sound Notes
AquaVelvet	Guitar	Use with electric: clean or overdrive
DogBoy	Guitar	Use with electric: clean or overdrive
LaughLand	Guitar	Use with electric: clean or overdrive
QuickNitris	Guitar/Keys	Use with electric: clean or overdrive or keyboard.
SlowNitris	Guitar	Use with electric: clean or overdrive
BigSlowDrive	Guitar	Best with overdrive
AutumBreeze	Guitar/Keys	Use with sustaining keyboard sounds

### CHORUS

Preset Name	Source	Sound Notes
Big Acoustic	Acoustic	Use with acoustic guitar
BrightAcoustic	Acoustic	Use with acoustic guitar
ShimmeryStrat	Electric	Classic Stratocaster chorus sound

### TREMOLO

Preset Name	Source	Sound Notes
ChickenTalk	Electric	Use with single plucked guitar or keyboard chords or notes
Full Rhodes	Rhodes piano	Use with Rhodes-like keyboard sounds
RhodesNode	Rhodes piano	Use with Rhodes-like keyboard sounds
What It's Worth	Electric	Classic tremolo
BigTrem	Electric	Guitar
Isak	Electric	Use with clean electric guitar
keymolo	keyboard	Keyboard effect
Crimson	Electric	"Crimson & Clover" guitar
BigTrem	Electric	Use with Electric Distortion Guitar

## AUTOPAN

Preset Name	Source	Sound Notes
DJ Delite	MP3	Use with Filter Machine's "Bombay" preset or any dance mix for shifting mix effect
GoodBadUgly	Guitar	Spaghetti western sound track
Tell itLikeitIs	Guitar	Slow soulful
MrJitters	Guitar	Use with clean electric guitar
SublteSweep	Guitar	Use with clean electric guitar for sweeping envelope follower effect
LotusLand	Guitar	Use with GSP2101 Lotus Lead 20 or any distortion patch

## XTREME

Preset Name	Source	Sound Notes
Helium	Guitar/ Keys / Drums	
Leslie 1	Keys	Fatten up your digital organ
Leslie 2	Keys	Fatten up your digital organ
MachineGun	Snare	Single hit
SpringBoard	Snare	Single hit
Stubby	Snare	Single hit
Uzi	Snare	Single hit
WayOutside	Snare	Single hit
Mutt&Jeff	Snare	Single hit
Dawg Beat	Snare	Single hit
Big Punch	Guitar	Use with electric distortion guitar
DiveBomb	Snare	Single hit

# Complimentary Doodle Page

