

Adobe Audition 2.0 and TranzPort

This document assumes you have already installed the TranzPort Windows driver and have the TranzPort remote ready for operation. (If not, see the TranzPort Users Guide or Quick Start Guide for installation details.) It is based on using TranzPort v1.4.1 drivers with Audition 2.0, but may apply to later versions of software as well.

Audition Set-up

If you chose to install the Adobe Audition 2.0 plug-in file during the TranzPort driver installation procedure then you can skip ahead to the next paragraph. If not, then you will have to run the installer again and check the option box that includes the Adobe Audition 2.0 plug-in file. See “Installing Drivers in Windows 2000/XP” in the TranzPort User’s Guide. This will place a file called TranzPort.cv2 inside the Program Files\Adobe\Audition 2.0 folder where Audition is installed on your computer.

Optionally you can manually install the TranzPort plug in by copying the file TranzPort.cv2 to your C:\Program Files\Adobe\Audition 2.0 folder

Important Note – The TranzPort plug-in for Audition 1.5 is not compatible with Audition 2.0, nor is the Audition 2.0 plug-in compatible with Audition 1.5.

Make sure the TranzPort USB interface is connected and the control mode is set to ‘TranzPort Native’ before starting Adobe Audition. This will configure the TranzPort to send and receive the correct set of MIDI messages for use with Audition. The TranzPort plug-in will find the TranzPort MIDI I/O ports and automatically bind to them. For more information on Control Modes see the TranzPort Users Guide.doc.

Start Audition 2.0 and open the Edit\Preferences window (or press F4). Click on the ‘External Controllers’ tab and set ‘External Control Device’ to TranzPort. It is not necessary to enable the TranzPort in any other MIDI configuration menus.

The ‘Volume Increment’ value does not have a direct affect on TranzPort’s behavior. Use the ‘Configure...’ button to change any of the User Definable commands.

Operation

The TranzPort has 18 function buttons, 2 local control buttons, a data wheel, and a backlit 2x20 character LCD display. Silk screened labels clearly indicate the basic functions of the buttons. All functions performed from TranzPort behave in the same way that they would from the computer keypad. The SHIFT button allows other buttons to perform more than one function, expanding the range of control that TranzPort has over Audition. Shift is a momentary button that is only active while it is being held.

When you open an Audition project, TranzPort’s LCD shows the name of the first track in your project, the track fader level, and pan position on the top line. The track number, the number of events on that track (in parentheses), and the sequencer location are displayed on the bottom line. You may also have one or more status LED’s lit indicating the track’s solo, mute, or record arm status. Pressing play will cause the project to begin playback just as if you had clicked the play button on the screen. Likewise most of the buttons function just like their on-screen equivalents. If metering is enabled in Audition then the track number and events portion of the display will be overwritten with the meter. Track and event numbers will be written to the display any time you change tracks while the sequencer is stopped.

Below is a chart that describes the normal and shifted functions of each button. You will also find “Audition 2.0 Layout.pdf” on the CD-ROM which serves as a quick visual guide for the TranzPort functions with Audition 2.0. You may want to print this document for quick reference.

Note: Adobe Audition 1.5 does not supply a MIDI message to light the Punch status LED. Therefore the TranzPort cannot indicate the on/off state of this mode.

TranzPort Button and Data Wheel Functions

Name	Normal Function	Shifted Function
REW	Rewind	* Go to Beginning
FFWD	Fast forward	* Go to End
STOP	Stop	Fine adjust level/pan
PLAY	Play	* Toggle Metronome On/Off
RECORD	Record	* Monitor Record Level
PREV	Go to previous Cue	* Zoom Out Horizontally
ADD	Add Cue at current location	* Zoom Full Horizontally
NEXT	Go to next Cue	* Zoom In Horizontally
IN	* Set Selection left point	* Adjust In to the Left
OUT	* Set Selection right point	* Adjust Out to the Right
PUNCH	* Arm track for Punch (no LED)	* Toggle Mixer Panel
LOOP	Toggle loop mode	Toggle level/pan selection for shifted data wheel
< TRACK	Previous track (left/down)	* Insert Audio Track
TRACK >	Next track (right/up)	* Insert Midi Track
REC	Toggle track's record arm on/off	Clear All Armed Tracks
MUTE	Toggle track's mute on/off	Clear All Mutes
SOLO	Toggle track's solo on/off	Clear All Solos
UNDO	Undo last action	Redo last action
DATA WHEEL	Scroll timeline	Adjust level or pan
FOOTSWITCH	* Record/Pause toggle	n/a

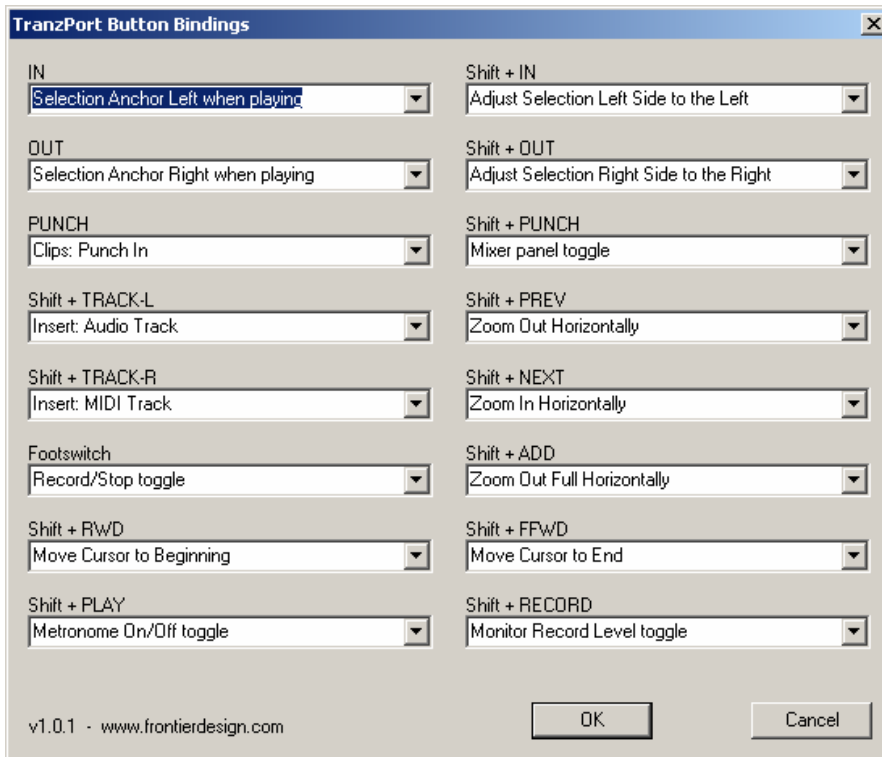
User Programmable Commands

Button combinations listed with an (*) above are user configurable. The default functions are listed above. To select your own commands for these buttons open the Preferences menu and select the External Controllers tab. Click 'Configure' to open the TranzPort Key Bindings menu. Here you will find dialog boxes for each of the programmable button combinations along with a complete list of all the available user commands in Audition. You can select and reconfigure them to suite your needs.

Changes are written to a registry file and will be recalled next time Audition is launched. To restore the original settings you must clear this registry entry. This requires caution to avoid causing serious problems on your computer. Using regedit open: My_Computer\HKEY_Current_User\Software\FrontierDesignGroup\TranzPortAudition. Highlight and delete all entries in this folder and restart to restore factory settings.

The Footswitch Input

The ¼" footswitch jack located on the right-hand side of the TranzPort accepts a standard, normally-open footswitch such as you would use for a sustain pedal or other controllable parameter on your MIDI keyboard. The default behavior for the footswitch in Audition is just like pressing the RECORD button and attempts to immediately begin recording. Repeated presses of the footswitch will pause and continue the recording until the STOP button is pressed. If no track is armed for recording then a pop-up window will alert you to arm a track. Clearing the pop-up window immediately initiates normal playback where repeated presses of the footswitch will pause and continue playback until STOP is pressed. This behavior is determined within Audition however the footswitch is user programmable as described above.



Track Control

TranzPort is able to navigate through the Tracks of your Audition project, allowing the display, data wheel and relevant function buttons to control and display individual track parameters. Pressing the “Track <” and “Track >” buttons will then let you move from one track to the next. The LCD display will show the currently selected track name, track number, and fader and pan settings. Likewise, LED’s for record arm, mute, and solo status will update to reflect the state of the selected track. Use the REC, MUTE, and SOLO buttons as well as the data wheel to change or edit the settings for the current track.

The Data Wheel

In addition to controlling display contrast and backlight level when used with the local control buttons, the data wheel performs several functions within Audition. Rotating the data wheel will move the current-time indicator along the timeline of your project. This is handy for quickly locating a point to begin playback or recording. However, if you press and hold the SHIFT button, an arrow will appear on the display next to the level or pan setting of the selected track. If you continue to hold SHIFT and turn the data wheel, you will now be adjusting the parameter indicated by the arrow. Pressing the LOOP button while holding SHIFT will toggle between level and pan control.

The Punch Button

In Adobe Audition the Punch button works just like the Edit menu option Punch-In. You must first define a region within an existing audio clip using the left and right Selection points. Follow normal Audition procedures to define a punch-in region, or press PLAY, and using the IN and OUT buttons on your TranzPort, define a region to punch-in while the sequencer is in motion and then STOP. Check that you have the correct input channel assignment, click to highlight the selected clip and press PUNCH. The track should now be armed for recording. Pressing RECORD will immediately initiate recording from the left selection point and continue to the right selection point.

The Loop Button

Pressing the LOOP button enables and disables Adobe Auditions' Loop mode. The Loop LED will light to indicate that loop mode is active. Follow normal Audition procedures to define a loop region, or press PLAY, and using the IN and OUT buttons on your TranzPort, define a region to loop while the sequencer is in motion and then STOP. If the LOOP LED is lit then pressing PLAY again will cause that region to play repeatedly. Turning Loop mode on and off while the sequencer is running will not be recognized until the sequencer is stopped and restarted. Moving the current-time indicator with the data wheel when the sequencer is stopped will automatically clear the loop region markers.

As described in the Data Wheel section, when used in conjunction with the SHIFT button the LOOP button is also used to select between level and pan adjustment for the shifted Data Wheel function.

Fast-Forward and Rewind

Consecutive presses of the << (FFWD) and >> (REW) can have two different behaviors depending on how quickly they are pressed. Pressing either button at a slower pace will result in repeated FFWD or REW commands just as if you had clicked with a mouse on screen. When pressing at a faster pace the first press is seen as a normal FFWD or REW command but subsequent presses are seen as PREV or NEXT commands. The result is that the timeline will move quickly to the next Cue, or to the beginning or end of the project depending on which direction button you are pressing.

Pop-Up Windows

Adobe Audition does not currently support the ability to remotely respond with an Enter or ESC key. As a result the TranzPort can not remotely close any pop-up windows that might occur, such as if you press RECORD before arming at least one track for recording. In these cases you will have to use your computer keyboard to clear the message before continuing operation. Hopefully future versions of Adobe Audition will add this functionality.