

# Cakewalk SONAR 4.0 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 v1.0.0 drivers with SONAR 4.0.2, and the v1.00 SONAR control plug-in, but may apply to later versions of software as well.

## SONAR Set-up

If you chose to install the SONAR 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 SONAR plug-in file. See “Installing Drivers in Windows 2000/XP” in the TranzPort User’s Guide. This will place a file called TranzPort.dll inside the Program Files\Cakewalk\Shared Surfaces folder where SONAR is installed on your computer. Then restart your computer.

Before starting SONAR again right-click on the TranzPort applet in your taskbar and set the control mode to “TranzPort Native.” This will configure the TranzPort to send and receive the correct set of MIDI messages for use with SONAR. For more information on Control Modes see the TranzPort Users Guide.doc.

Start SONAR and open the Options\MIDI Devices window. Enable the TranzPort MIDI port for both the Inputs and Outputs sections of the window, and then click OK. Next, open the Options\Control Surfaces window within SONAR and click the yellow “+” symbol on the right to open the pop-up menu “Control Surface Settings.” Select “Frontier TranzPort” from the list, set both the Input and Output ports to the TranzPort, then click OK. You can confirm your selections in the “Connected Surfaces” list then click Close if everything is correct. SONAR is now configured to operate with TranzPort. Sonar does support multiple control surfaces, and allows TranzPort to co-exist with other types of hardware controllers.

## 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. The SHIFT button allows all other buttons to perform more than one function, expanding the range of control that TranzPort has over SONAR. Shift is a momentary button that is only active while it is being held.

When you open a SONAR project, TranzPort’s LCD shows the name of the first track in your project, the track number, the track fader level, pan position, and the sequencer location. You may also have one or more status LED’s lit indicating the track’s solo, mute, record arm status, and loop mode 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.

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

**Note:** SONAR 4.0 does not supply a MIDI message to light the Punch status LED. Therefore the TranzPort cannot indicate the on/off state of the Punch mode. This may become active in a future SONAR update.

**Note:** The original SONAR 4.0 does not supply Track or Bus metering data for the TranzPort to display. The SONAR 4.0.2 update adds mono metering data which will be displayed by the track or bus currently selected for display.

## TranzPort Button and Data Wheel Functions

Name	Normal Function	SHIFT + Function	STOP + Function
<b>REW</b>	Rewind	Return to zero	Modifier key
<b>FFWD</b>	Fast forward	Go to end	
<b>STOP</b>	Stop	Stop	
<b>PLAY</b>	Play	Toggle playback metronome on/off	
<b>RECORD</b>	Record	Toggle record metronome on/off	
<b>PREV</b>	Go to previous marker	User-defined as Shift+F1	Ctrl+Shift+F1
<b>ADD</b>	Add marker at current location	User-defined as Shift+F2	Ctrl+Shift+F2
<b>NEXT</b>	Go to next marker	User-defined as Shift+F3	Ctrl+Shift+F3
<b>IN</b>	Set punch in point	Set loop in point	Ctrl+Shift+F4
<b>OUT</b>	Set punch out point	Set loop out point	Ctrl+Shift+F5
<b>PUNCH</b>	Toggle punch mode (LED inactive)	Cycle through time formats	Ctrl+Shift+F6
<b>LOOP</b>	Toggle loop mode	Toggle level/pan selection for shifted data wheel changes	Ctrl+Shift+F7
<b>&lt; TRACK</b>	Previous track/bus (left/down)	Show tracks	Ctrl+Shift+8
<b>TRACK &gt;</b>	Next track/bus (right/up)	Show buses	Ctrl+Shift+9
<b>REC</b>	Toggle track's record arm on/off	Clear all record arming	Ctrl+Shift+F10
<b>MUTE</b>	Toggle track's mute on/off	Clear all mutes	Ctrl+Shift+F11
<b>SOLO</b>	Toggle track's solo on/off	Clear all solos	Ctrl+Shift+F12
<b>UNDO</b>	Undo last action	Redo last undo	
<b>DATA WHEEL</b>	Scroll timeline	Adjust level or pan	
<b>FOOTSWITCH</b>	Punch in/out		

## Track or Bus Control

TranzPort is able to navigate the split Track/Bus architecture of SONAR. Holding SHIFT and pressing the “< TRACK” button will place the TranzPort into track mode, allowing the display, data wheel and relevant function buttons to control and display individual track parameters. Pressing the “Track <” and “Track>” buttons alone 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.

Holding SHIFT while pressing “TRACK >” will place the TranzPort into bus mode. This mode operates the same as track mode except that you can now select, and control, any of the buses in your SONAR project by pressing the “< TRACK” and “TRACK >” buttons alone. Because a Bus cannot be armed for record, the REC button is not available while in bus mode.

Beginning with SONAR release 4.0.2 the TranzPorts' 'Clear All' functions, including Solo, Mute, and Record Arm, will also be affected by the Track or Bus mode selection. For example, pressing SHIFT+SOLO while in Track mode will clear all soloed Tracks only; no soloed Buses will be affected. Likewise, SHIFT+SOLO while in Bus mode will only clear soloed Buses. In earlier versions of SONAR 4 a 'Clear All' command will affect all Tracks and Buses regardless of which mode you are currently in. The TranzPort plug-in will automatically detect which version of SONAR you have installed and behave accordingly.

## The Data Wheel

In addition to controlling display contrast, backlight level and sleep mode delay when used with the local control buttons, the data wheel performs several functions within SONAR. Rotating the data wheel will move the “now” time 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, arrows will appear on the display around the level or pan setting of the selected track or bus. 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.

## User-definable Buttons

Using the SHIFT and STOP buttons as modifier keys, you can assign any command from the SONAR Key Bindings menu to up to 15 different programmable button combinations on the TranzPort. Also, because the SONAR Key Binding options are very flexible, and allow you to make assignments based on context, a single key combination can perform more than one command based on what view is active in SONAR. This means you can customize your TranzPort with many more than 15 personal commands.

To assign commands to these buttons go to the Options/Key Bindings panel and follow these steps:

1. Under “Type of Keys” make sure “Computer” is selected.
2. In the “Key” list, select the button combination you want to program, such as Shift+F1 (SHIFT+PREV). As a shortcut you can click on “Locate Key” and press the button combination (SHIFT+PREV) to find it in the list.
3. Choose the Bind Context you want. Hint: Global Bindings will perform the selected function regardless of the currently active view. All other context options will create bindings for a specific view. Changing the Bind Context will also change the functions available to match the selected view. (More on this below.)
4. Select a function from the list of available commands and click “Bind”
5. Repeat steps 2 through 4 with each of the 15 programmable button combinations, or click “OK” to close the window

You can also unbind individual keys or “ZAP” (clear) all bindings for a view list, or the entire list, from this window.

To make this more flexible you can create, name, and save window layouts under the View/Layouts panel, and they will show up as available functions in the Key Bindings menu under the “Global Bindings” context. The result is that you can create combinations of window layouts and window specific functions to get the most out of your TranzPort.

As an example, you can create a window layout that has the Track View in the foreground and save that as Shift+F1 under the Global Bindings context. Then select Track View context and assign the same Shift+F1 as a function like Scrub Tool. Now Shift+F1 can fill two purposes. It will move you to the Track View if you are currently in another view, and it will select/deselect the Scrub Tool once you are there. Repeat this with other window layouts or contexts, and you can come up with any number of helpful shortcuts.

Once you have programmed the desired key-bindings in SONAR you can use them by holding the modifier key, SHIFT or STOP, and pressing the button you have programmed.

Using the SHIFT button as a modifier you can program the PREV, ADD, and NEXT buttons as ‘Shift+F1’ through ‘Shift+F3’. Using the STOP button as a modifier you can program PREV, ADD, NEXT, IN, OUT, PUNCH, LOOP, < TRACK, TRACK >, REC, MUTE, and SOLO as ‘CTRL+Shift+F1’ through ‘CTRL+Shift+F12’.

## A Note on Metering

Basic mono track level metering is provided in SONAR starting with v4.0.2. But if you have more than one control surface assigned in the Options/Control Surfaces setup panel, and they are not all turned on or connected, you may not see metering in the TranzPort display. The best way to prevent this is to make sure the TranzPort is first in the list of controllers. This should allow it to receive the meter signal from SONAR regardless of the status of other controllers.