

User Manual

MP_15582 (Pd based DAW)



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Introduction

MP_15582 is a small sized DAW, digital audio workstation, featuring audio editing and mixing tools. With the DAW, you are able to edit and mix four audio files simultaneously. However, you might not be able to edit and mix big sized audio files simultaneously. In addition the DAW does not provide MIDI related functions. Despite of these drawbacks The DAW has some potential, succeeding in providing basic features that other DAWs provide. In addition the DAW was built based on use of Pure Data which is an open source. Therefore it can be developed or customised by anyone.

Minimum System Requirements

It is recommended that **Pd Extended 4.25 or later** must be installed in order to operate the DAW. You can get PD program for free from PD community Site, <http://puredata.info/downloads/pd-extended>.

Technical Specifications

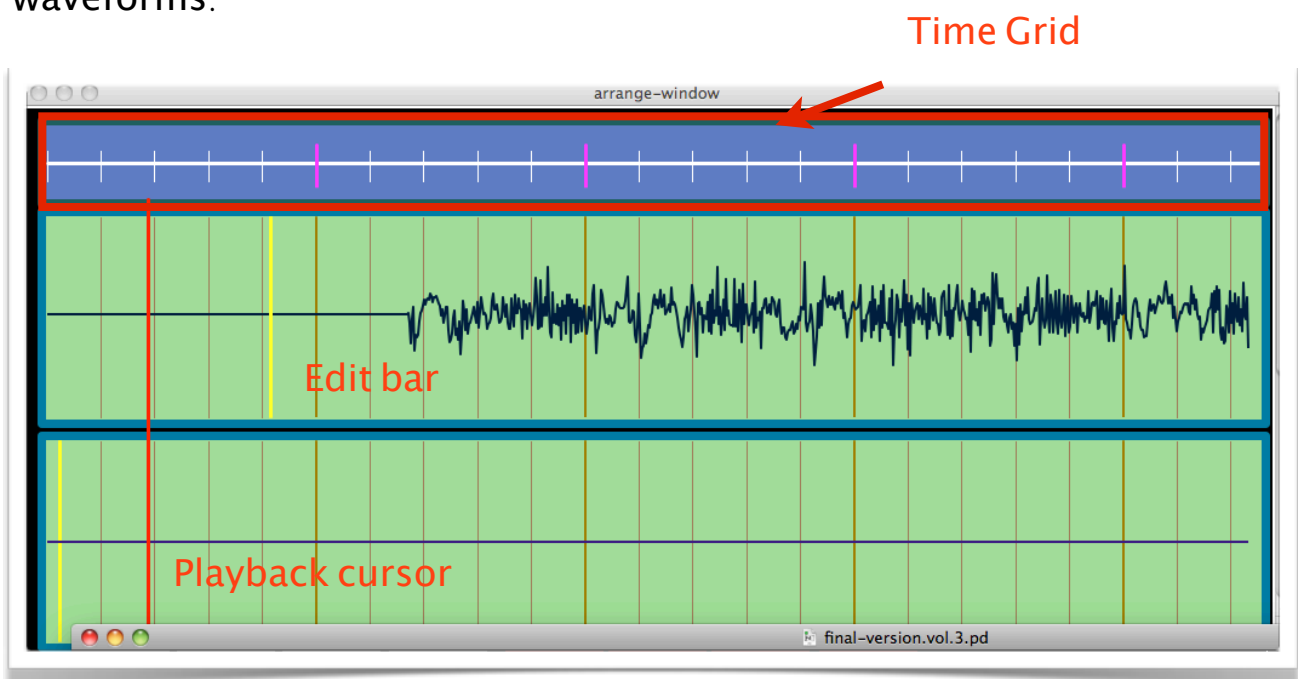
- Up to 4 audio tracks at 44.100 and 4 auxes
- WAV file support
- 5 effect plug-ins (compressor, EQ, filter, distortion and reverb)
- Real-time audio editing tools (copy, paste and delete functions)
- Automation (fader, mute, solo and pan)

Overview of MP_15582



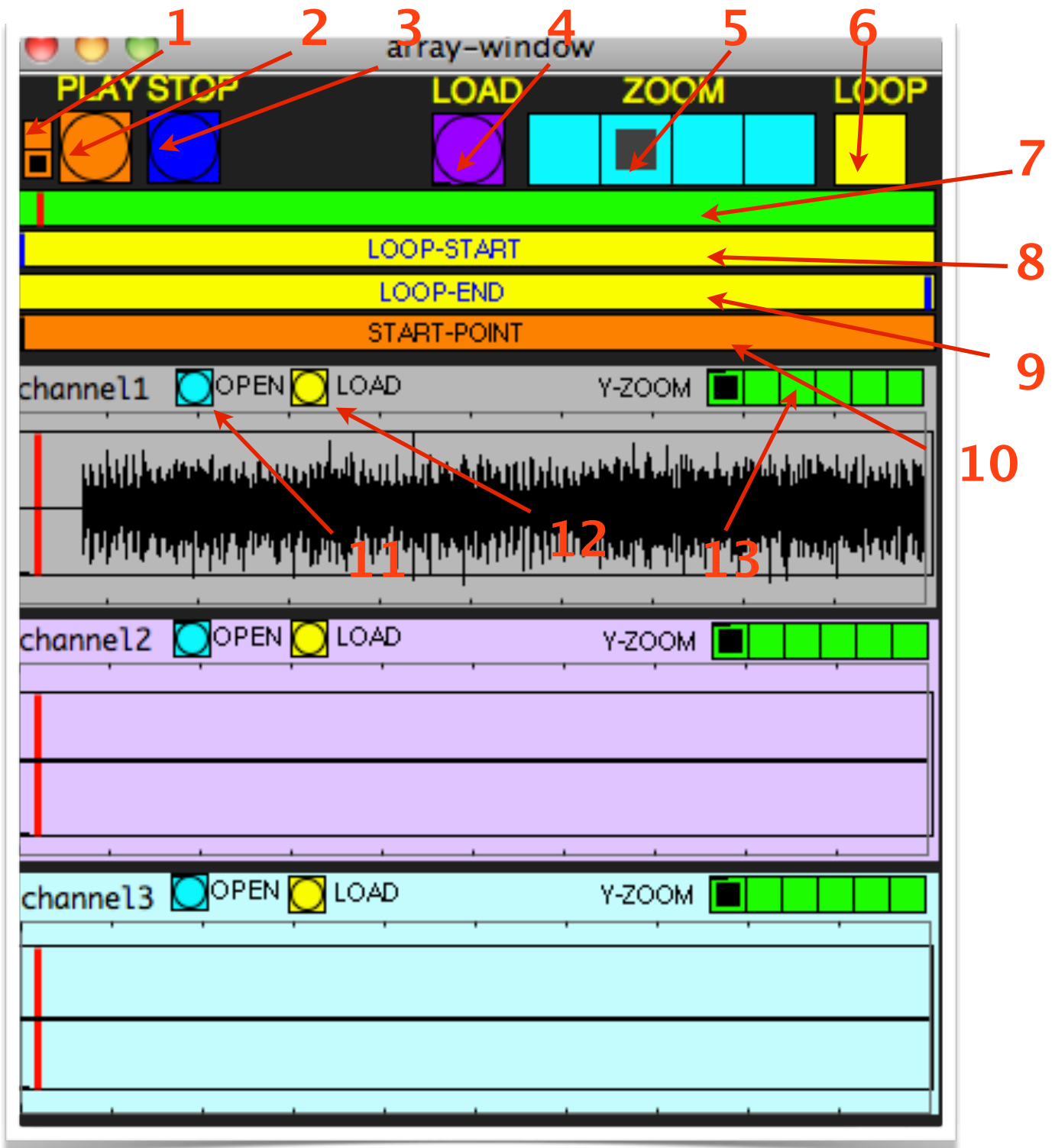
1. Arrange Window

The Arrange window is to provide information on audio files as waveforms.



2. Arrays Window

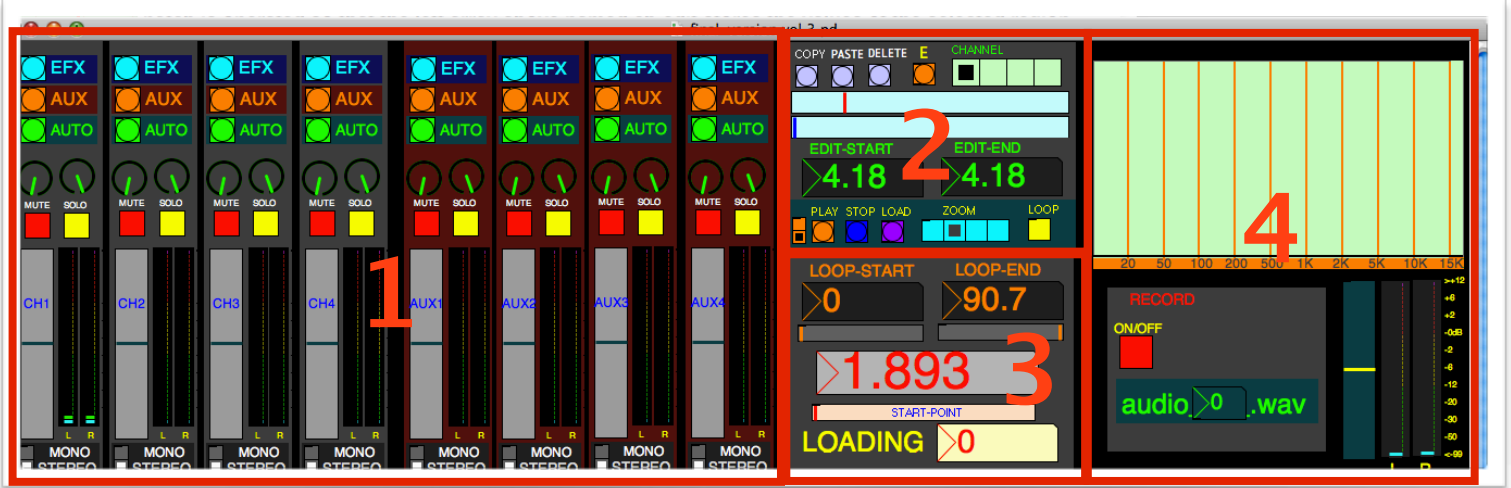
The Arrays Window is to provide visual information on the audio file as well as tools to operate MP_15582.



1. Play button : It is used to play the playback
2. Play mode button : It provides two types of playing mode.
 - When the above button is ticked the DAW plays the playback from the point where the playback cursor is.
 - When the below button is ticked the DAW plays from the beginning.
3. Stop button : It is used to stop the playback
4. Global load button : It is used for the DAW to draw the audio files into the arrange window
5. Global Zoom button : It is used to zoom in and out the all waveforms vertically
6. Loop button : It is used to activate or dis-activate the looping system.
7. Playback Cursor Display : It presents the current playing position.
8. Loop-Start Display : It presents the start point of the loop
9. Loop-End Display : It presents the end point of the loop
10. Start-Point Display : It presents the point where the audio data will be drawn from.

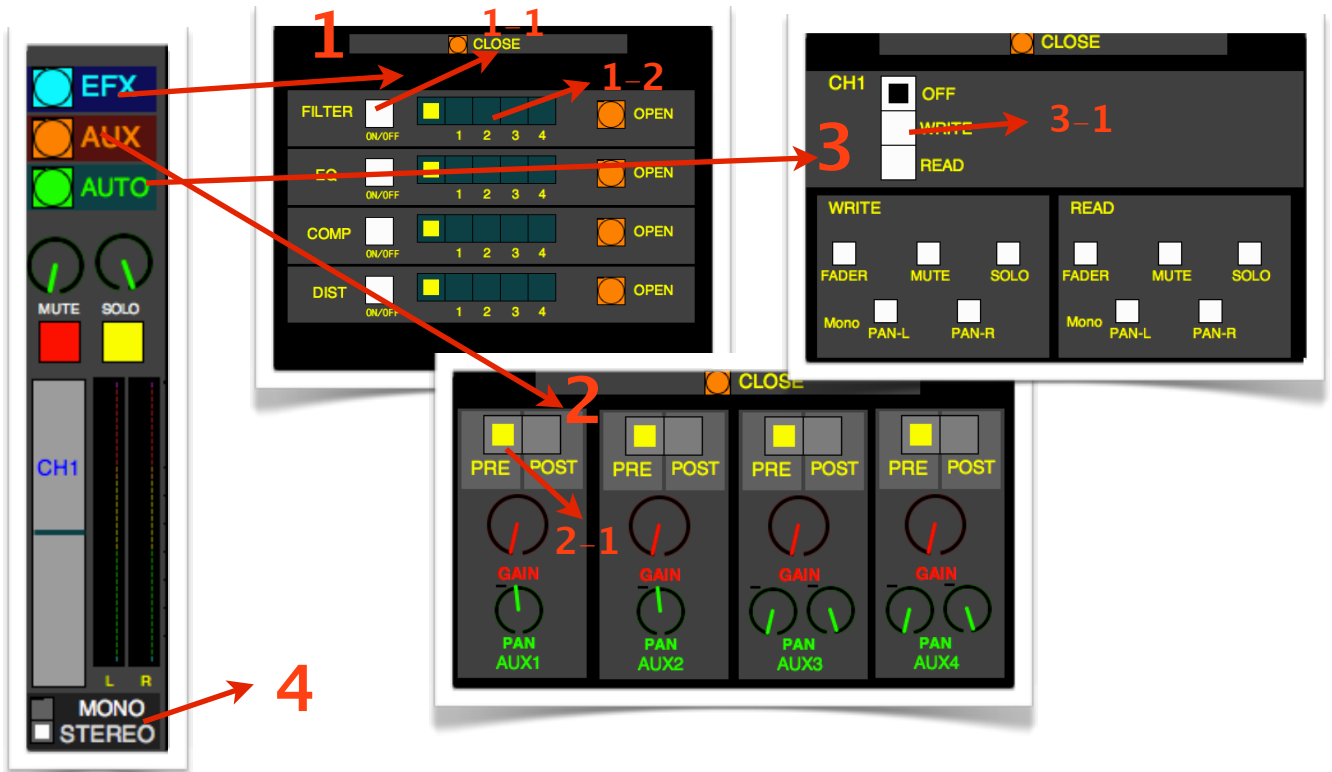
3. Mix and Master Window

The Mix Window is to provide effects, automation, auxes as well as editing functions. The Master Window allows the users to bounce the overall output.



1. Mixer

The Mixer consists of 4 audio channels and auxes, providing effects, automation



1. Effects : There are 4 effects provided in each of the audio channels (filter, EQ, compressor and distortion) and 1 additional effect in each of the aux channels (reverb).

1.1. Effect On/Off button : It is used to activate or dis-activate the processors.

1.2. Signal Process Selector : It is used to determine where each of the processors are placed.

2. Aux : There are 4 auxes available (2 stereo and 2 mono)

2. Aux Pre/Post selector : It is used to determine pre or post aux.

Pre aux : an audio signal is derived from before the Effects patch (before the Pan, Fader and Mute section)

Post aux : an audio signal is derived from after the Effects patch (After the Pan, Fader and Mute section)

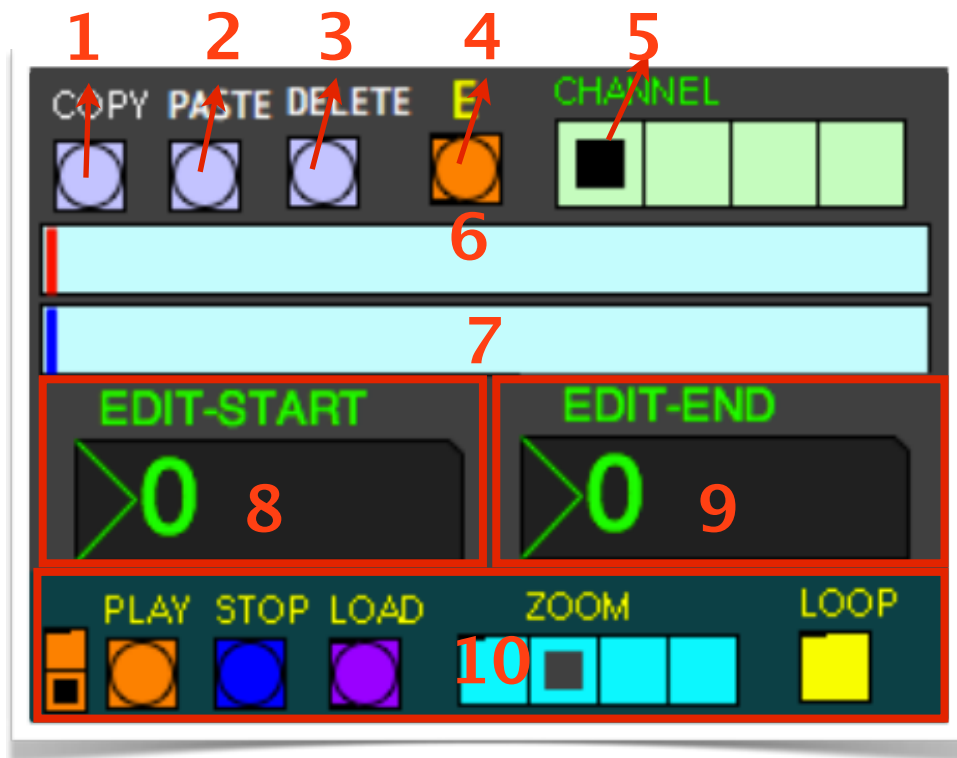
3. Automation : It is used to automate the provided parameters (fader, mute, solo and pan-L,R)

3.1. Automation mode selector : It is used to select the automation mode

4. Mono/Stereo selector : It is used to determine mono/ stereo of the audio files.

2. Edit window

The Edit window is to provide audio editing functions

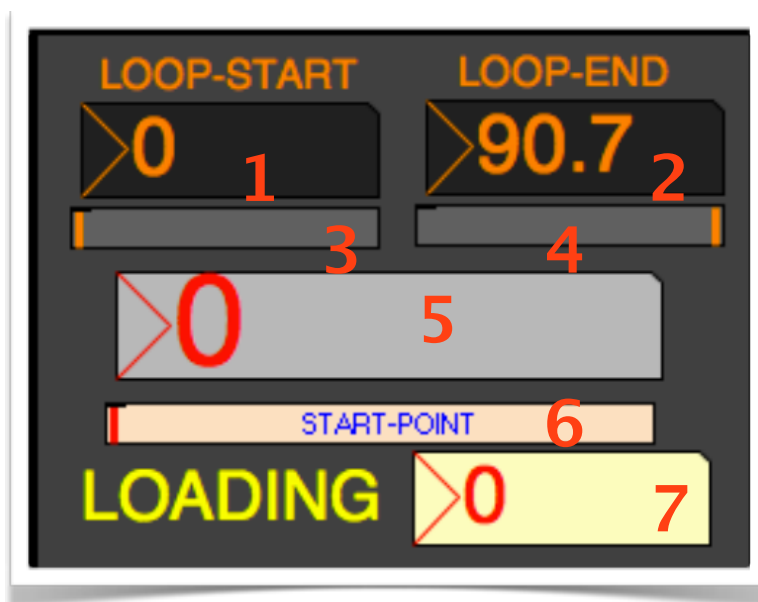


1. Copy button : It is used to copy an audio file (C on the keyboard)
2. Paste button : It is used to paste an audio file (P on the keyboard)
3. Delete button : It is used to delete a selected region in the arrange window (D on the keyboard)
4. E button : It is used to confirm what you have selected before it is edited (E on the keyboard)
5. Channel Selector : It is used to move between the channels (from 1 to 4 on the keyboard)

6. Edit Start_point Bar : It is used to determine the starting point of the region that you want to edit
7. Edit End_point Bar : It is used to determine the end point of the region that you want to edit
8. Edit Start_point Display : It presents the edit starting point in seconds
9. Edit End_point Display : It presents the edit_end point in seconds.
- 10 Arrays Window display : It is used to control the DAW.

(Play and stop = Space bar on the keyboard, Load = L on the keyboard)

3. Time Window

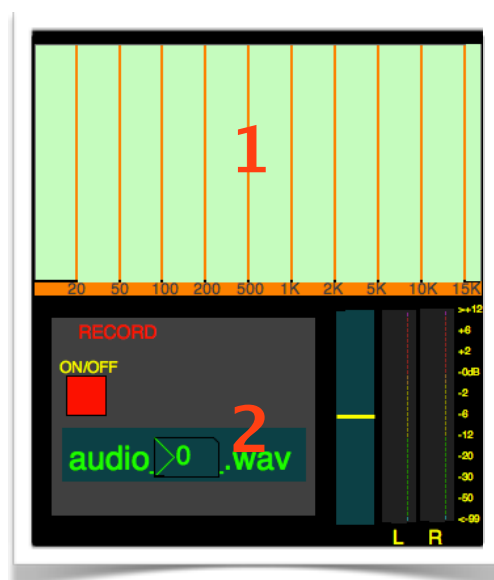


1. Loop_Start Display : It presents the start point of the loop in seconds
2. Loop_End Display : It presents the end point of the loop in seconds
3. Loop_Start Bar : It is used to determine the start point of the loop

4. Loop_End Bar : It is used to determine the end point of the loop
5. Playback Cursor Display : It presents the current playing position in seconds
6. Start_Point Bar : It is used to determine the point where the audio data will be drawn from
7. Loading Display : It presents the process of the DAW retrieving waveform data in percentages

4. Master window

The Master window allows the user to bounce down the overall output.



1. Frequency Analyser : It presents the frequencies of the overall output.
2. Record Window : It is used to bounce down the overall output.

Getting Started

1. Loading an audio file

1. press the open button in the arrays window



2. Once you have selected an audio file, it is stored into the array in the arrays window

3. Press the load button in order for the DAW to draw the file into the arrange window. Alternatively you can press the load button in the arrays window when you want to work on an individual channel

The Purple load button provided in the mix window and arrays window is used for the DAW to draw the files globally



Each of the load buttons provided in the arrays window is used for the DAW to draw each of the files individually

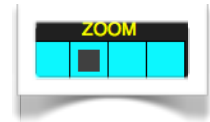


Please note that the maximum length that the arrange window can handle is approximately 45 seconds. Therefore use the start-point bar provided in the mix window in order for the DAW to display different parts of the audio file.

For more info : [Tutorial – Arrange Window](#)

2. Zooming In and out

1. Press the zoom button in the mix window in order for the DAW to display different types of the zoom mode



2. Press either the global load or individual load button



3. Once you have pressed the load button the loading display displays the process



4. Once the process is finished you can see the waveform in the arrange window

5 In order to zoom in and out the waveform vertically , use y_zoom button provided in the arrays window



please note that every time you adjust the waveforms. It is necessary to press the load button for the DAW to display the updated waveforms.

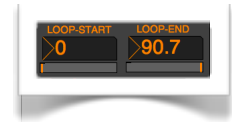
For more info : [Tutorial – Arrange–Window](#) and [Arrays–Window](#)

3. Looping a region

1. Tick the loop button provided in the mix window to activate the looping system



2. Select the start and end points of the loop using the loop_start and loop_end bars provided in the mix window



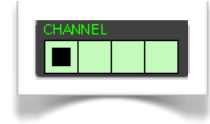
For more info : [Tutorial – Arrays Window](#)

4. Editing

1. Select the region you want to edit using the Edit bars provided in the mix window



In order to move between the channels , use the channel button provided in the mix window



2. Once you have selected the region, press the E button in order to confirm.



Once you have pressed the button, you will see the waveform appeared in the arrange window

3. Press one of the editing functions provided in the mix window (copy, paste and delete)



When pasting, place the edit_start bar at the point where you want to paste the region and press the paste button

4. Once you have done any editing, you can see the audio files edited in the arrays in the arrays window

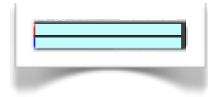
5. In order to display the edited files as waveforms in the arrange window, press the load button



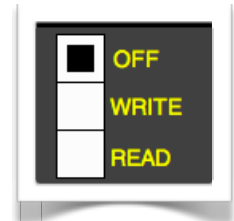
For more info : [Tutorial – Editing Audio](#)

5. Automation

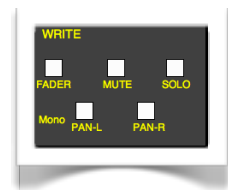
1. Select the region you want to automate using the Edit bars provided in the mix window



2. Tick the write button provided in the automation window

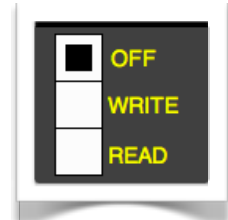


3. Tick the buttons for the parameters in write section in the automation window that you want to automate

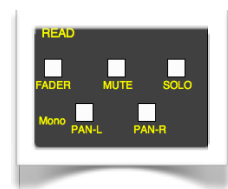


4. Press the play button and adjust the parameters

5. Tick the read button provided in the automation window



6. Tick the buttons for the parameters in the read section in the automation window that you have automated



For more info : [Tutorial – Automation](#)

6. Bouncing down a mix

1. Tick the record on/off button provided in the master window

Please select a region first if you want to bounce down the region.



2. Press the play button in order for the DAW to bounce down

3. When the process is completed, you can see the record on/off button is unticked

4. The bounce file has been saved as WAV file in the folder where the DAW file is. The WAV file is named Audio (Number).wav provided in the master window

For more info : [Tutorial – Bouncing down a mix](#)

If you have any problems or questions regarding MP_15582, please email me (jsukjin86@gmail.com)