

# Preferences Guide



Your system may not behave in the way you have become accustomed after installing a revision unless you check out the following settings and reënter them as necessary.

## RETAIN MOTIF Settings.....

■ **ACTION CHECKING** — Some operations “baby sit” by presenting an opportunity to abort. You can avoid this delay by entering ACTION CHECKING OFF (see p. 90.1). ■ **AUDIO CLICK** — This is the computer click cue “chirp”. Its default is ON. You may want to turn it OFF if you have an external clicking device (see p. 93). ■ **AUTO HITTER SORT** — OFF at delivery, but if you want the HITTER to automatically sort every time you edit/add to the HITTER, turn this ON (see p. 92.1). ■ **AUTO MESSAGE ZAP** — Most error and other messages the TIME PROCESSOR produces, automatically erase after about 10 seconds. To keep these on for awhile, turn this OFF (see p. 92.2). ■ **AUXILIARY PORT** or CLOCKS or CLICKS or CHANNEL or NOTE — Among other things, these are important settings for TEMPO RECORDS ON MIDI from a sequencer. See the manual and check them. ■ **BAR COUNTER** — For Cueline 1M1 owners this default is ON and causes the 1M1 streamer generator to show a bar counter window at the lower right corner of the video screen. Turn it OFF if your are using the old Tesla streamer generator. ■ **CHASE** — This setting arrives set to ON. If you always want the AURICLE to wake up with SMPTE CHASE inactive, set it to OFF (see p. 103.4). ■ **CLICK CHANNEL** and **CLICK NOTE ONE** and **CLICK NOTE TWO** — These define the various settings necessary to communicate with external clicking devices (see pp. 6-7). These now default to values 16, 36 and 38, respectively (the Cueline 1M1 defaults). BUT see TESLA CLICK BOX command, below if you use the old Tesla Click Box). ■ **CLICK PORT** — When you first install this revision, MIDI clicks will be generated out of port 3. If you require otherwise enter a different port number (see pp. 112, 229). ■ **CLOCK PORT** — When you first install this revision MIDI clocks/song pointers exit port 1 on the V24s and 8 on the C1. If you desire otherwise, enter another port number (see pp. 114, 229). ■ **CUE DRIVE** — The disc the TIME PROCESSOR will first look to for cue files. At first this is the drive from which the TIME PROCESSOR was first loaded/run (see p. 116). You can declare otherwise by using the CUE DRIVE command. ■ **FOOTER** and **HEADER** — If you have been using these to help control a printer during screen dumps, you’ll now have to reset them (see pp. 130.1-130.2). ■ **PgUp/PgDn Reversal:** Use the ALT/SHIFT PgDn/PgUp key sequence (see p. 242). ■ **QUIET** — If you don’t like the beeps and burps the computer produces now and then, you can turn them all off with QUIET. ■ **RECOLOR BACKGROUND** — The normal or default background display color is blue. You can use any one of up to 15 other colors if you wish (see p. 159.1). ■ **SPEED CUES** — The default is OFF to permit time to read the various access messages. You can expedite cue loads/saves quite a bit by entering SPEED CUES ON (see p.179). ■ **STREAMER PORT** — When you first install, control of an attached Streamer Generator is out of port 3. If you desire otherwise, enter a different port number (see pp. 184, 229). ■ **TESLA CLICK BOX** — If you have a Tesla Digital Click Synthesizer, enter TESLA CLICK BOX ON to get it working. Make sure that you have your click box properly connected with a MIDI cable to the CLICK PORT (see p. 188). ■ **TEXT SAVE** — If ON, all SAVE CUE and RESAVE CUE operations will make exportable text CSV files containing all cue information. (see p.188.1). ■ **TYPEMATIC RATE** — Default is to the normal (somewhat slow) IBM repeat key speed of 10 characters per second. You can speed up cursor/backspace movement significantly within the AURICLE by setting a higher value (maximum, 30). See p. 190.1. ■ **UNDO** — UNDOing is ON at delivery. There should be no reason to turn it OFF unless you are running into some kind of system configuration problems (see pp. 191.1-191.4). ■ **WAKEUP** — This defines a command, Equate or Hook you want to have the system automatically perform when it first loads up. You’ll have to remake your WAKEUP, if any, after you install a revision (see p. 194.1).

## RESAVE RESET Settings.....

■ If you have established a **personalized screen organization** at power on or after a RESET CUE, you will have to rebuild this arrangement (see pp. 164-165). ■ **DROP** and **NON-DROP** — You may have to reset to your SMPTE format preference (see pp. 121, 152). ■ **BEATS BREAKDOWN** — The TIME PROCESSOR is OFF. If you want to see the BREAKDOWN BAR always displayed in a continuous beat count, turn this ON (see p. 95). ■ **COUNTOFF PUNCHES** — It’s default is OFF. On a RESET CUE if you wish to have COUNTOFF PUNCHES default to ON then perform a RESET CUE, enter COUNTOFF PUNCHES ON then do a RESAVE RESET. ■ **FLUTTER ALIGNMENT** — The default is CENTER. You may want to reset to either BACK or FRONT (see p. 129.2). ■ **HOLE SIZE** — This function defines the diameter of the punch (MINI, SMALL, MEDIUM or LARGE) produced on the screen after a streamer or for flutters (see p. 137). ■ **SIMULATED SMPTE** — When set to ON, this tells the Time Processor to produce streamer output during a simple CLICK CUE operation even though there is no incoming time code (see p. 173.2).