INTRODUCTION

Since the time the Operator's Manual (OM) was completed, some changes in the DPS24's operating system have taken place or have been revised/improved. Also, some features that were undefined at the time of writing the OM have now been finalised.

This addendum describes changes to the V1.00 spec and/or certain changes to operation and/or additional functionality introduced since the completion of the original V1.00 OM.

It also describes in more detail some functions which, at the time of writing, were undefined.

We appreciate that addendums such as this are inconvenient but please take the time to read it as it will give you a greater understanding of the DPS24 as it stands in V1.01.

As with any complex software-based product, the DPS24 is constantly evolving, hopefully in a positive way that can satisfy your requirements. Be sure to check out our website at http://www.akaipro.com/ for regular updates and improvements to your DPS24's Operating System.

We would like to take this opportunity to thank you once again for choosing the DPS24 and we hope that it will give you many years of pleasurable music-making experiences.

UPDATING YOUR OS

You can download updated operating systems from our website at http://www.akaipro.com/. The update will download in the form of a .ZIP archive.

PC users should use WINZIP (available from http://www.winzip.com) and Mac users can use ZIPIT (available from http://www.maczipit.com) or STUFFIT EXPANDER (available from http://www.stuffit.com/expander) to extract the archive. Whichever you use, once you have extracted the archive, you will have a file called DPS24.BIN.

 *** **DO NOT CHANGE THE NAME OF THIS FILE OR MODIFY IT IN ANY WAY** ***

Burn the file 'DPS24.BIN' to a CD-ROM and place it in the DPS24's CD-ROM drive.

To update your Operating System from CD-ROM, press SETUP. In SETUP, press OS [F6]. You will see this screen:
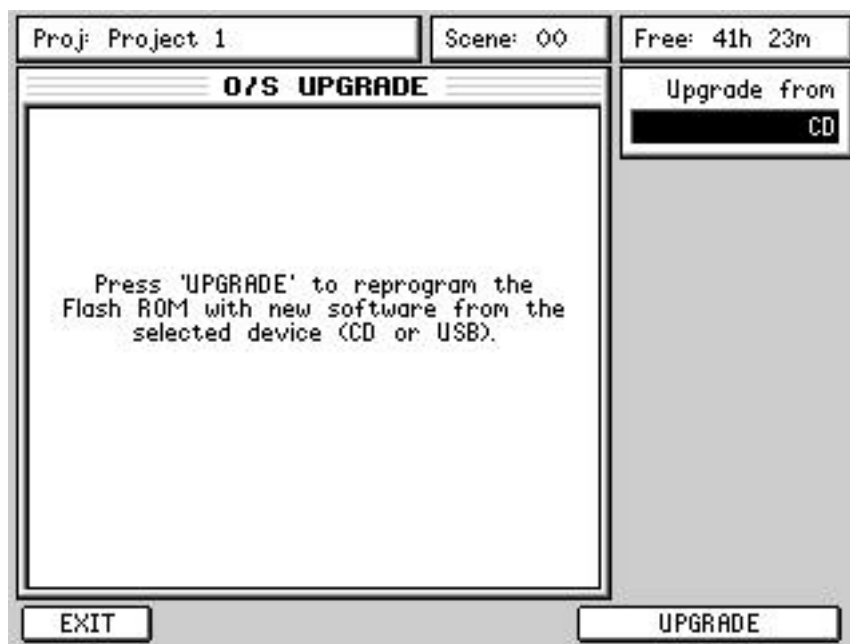
The default upgrade option is CD so you do not need to change anything - simply press UPGRADE [F5/6] to initiate the process.

The upgrade screens will guide you through the process and at the end of it, your machine's OS will be updated. You should now re-boot the DPS24.
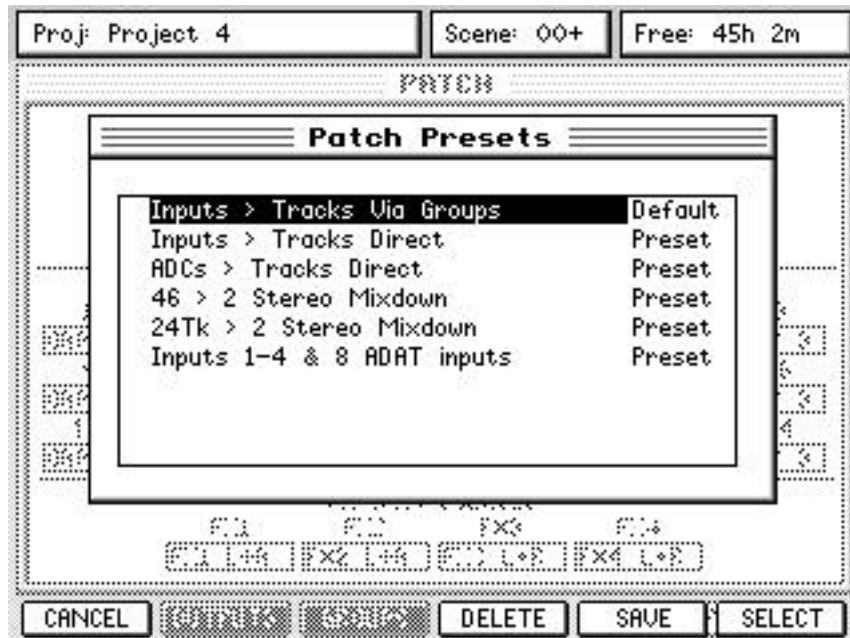

*** IMPORTANT NOTE ***

UNDER NO CIRCUMSTANCES SHOULD YOU SWITCH THE DPS24 OFF DURING THE UPDATE PROCESS. IF YOU DO, THE FLASH-ROM WILL BE CORRUPTED AND YOU WILL BE UNABLE TO RE-BOOT THE DPS24.

It is also possible to update your DPS24's OS using USB. For this, you will need the application 'DPS24 OS LOADER". This (at present) is only available for PC (i.e. Windows) users and is available on request from your AKAI professional distributor. Assuming you have the application, you should set the 'UPGRADE FROM' field to USB and use the instructions provided with 'DPS24 OS LOADER' to update your operating system over USB.

For those of you who don't have an Internet connection and/or don't have a CD writer, OS updates are available from your AKAI professional distributor who will be happy to 'snail-mail (i.e. post!) an OS CD to you. Please contact your AKAI professional distributor. When you get the CD, simply place it in your DPS24's CD drive, press SETUP / OS and proceed as above.

PATCH PRESETS

At the time of writing the OM, the Patch Presets had not been finalised. The patch presets are as follows:

```
┌─────────────────────────────┐ ┌──────────┐ ┌──────────────┐
│ Proj: Project 4             │ │Scene: 00+│ │Free: 45h 2m  │
└─────────────────────────────┘ └──────────┘ └──────────────┘
              ╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌ PATCH ╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌

        ╔══════════════ Patch Presets ══════════════╗
        ║                                            ║
        ║ ┌──────────────────────────────┬─────────┐║
        ║ │ Inputs > Tracks Via Groups   │ Default │║
        ║ │ Inputs > Tracks Direct       │ Preset  │║
        ║ │ ADCs > Tracks Direct         │ Preset  │║
        ║ │ 46 > 2 Stereo Mixdown        │ Preset  │║
        ║ │ 24Tk > 2 Stereo Mixdown      │ Preset  │║
        ║ │ Inputs 1-4 & 8 ADAT inputs   │ Preset  │║
        ║ │                              │         │║
        ║ └──────────────────────────────┴─────────┘║
        ╚════════════════════════════════════════════╝

┌────────┐┌───────┐┌───────┐┌────────┐┌──────┐┌────────┐
│ CANCEL ││ (LINK)││ (COPY)││ DELETE ││ SAVE ││ SELECT │
└────────┘└───────┘└───────┘└────────┘└──────┘└────────┘
```

INPUTS > TRACKS VIA GROUPS   This is the default setting and routes the inputs to disk tracks via Groups 1-8. No assignments are made by default - you will need to do this yourself as appropriate depending on which input you want to route to which disk track.

NOTE: In the default patch, none of the inputs are routed to the L/R bus - monitoring of inputs should be done via the track(s) they are assigned to. For example, if Input 5 is routed to track 12, to hear input 5, you should push up the channel fader of track 12.

INPUTS > TRACKS DIRECT   This routes the 12 inputs to the disk tracks directly, bypassing the groups. Inputs' 1-12 go to tracks' 1-12 and also tracks' 13-24.

This patch is useful as it is quick - want to record input 1 onto track 1? Just press Track 1's record select key. However, it's less flexible if you want to record, say Input 1 to track 5 or if you want to record several inputs to one track (or a stereo pair of tracks).

ADCs > TRACKS DIRECT   This routes the 12 ADCs to the record tracks directly bypassing the inputs completely. ADCs' 1-12 are routed to tracks 1-12 and also to tracks 13-24.

46 > 2 STEREO MIXDOWN	This routes all 46 channels of the mixer (12 inputs, 24 disk tracks, 4 x stereo FX returns and the AUX input) to the L/R bus and is suitable for a full mixdown of disk tracks and external audio sources (typically sequenced material synchronised to the DPS24).
24TK > 2 STEREO MIXDOWN	This routes only the 24 disk tracks and FX returns to the L/R bus and is suitable for mixdown of just the disk tracks.
INPUTS 1-4 & 8 ADAT INPUTS	This sets up the input assignments so that Inputs 1-4 are used as mic/line inputs and inputs 5-12 have the ADAT input as their source. This allows you to use the DPS24 with 4 mic/line signals and the multi-channel ADAT output of another device (digital mixer, S5/6000 ADAT or Z4/8 or MPC4000 ADAT output, etc.).

Of course, you can devise your own patches either from scratch or by using the default and/or preset patches as 'templates' for your own. To save a patch, in the PATCH PRESET list shown on the previous page, press SAVE [F5], enter a suitable name of up to 16 characters and then press OK (or RETURN on an external ASCII keyboard).

> *NOTE: Any output assignments you may change in the preset patches or your own will not be overwritten when you change patches. So, for example, if you have set the outputs up to a configuration suitable for your studio setup, selecting another patch will not disrupt those and the assignments will be left intact.*
>
> *Note, however, that the default patch will overwrite output settings - this patch is intended to revert the DPS24 to its factory settings.*

IMPROVED PROJECT NAMING CONVENTION

When naming projects (for example, when creating a new project), an auto naming function is used that puts a unique numeric identifier at the end of the name. Thus, when using the 'default' name, the name "PROJECT 1" will be the name shown in the name entry window. If you 'OK' that, the next new project you create will be autonamed "PROJECT 2" and so on. In this way, if you can't be bothered to create your own names for projects. The naming couldn't be easier - press NEW, press OK!

However, you may also give projects your own name and in this case, the autoname function will use that name as its 'seed' name for all subsequent projects you create. For example, if you name a project "MUSIC JINGLE", subsequent projects will be autonamed "MUSIC JINGLE 1", "MUSIC JINGLE 2", etc., until you change the 'seed' name.

> *NOTE: The autonaming process does not apply to other named items such as scenes, locate memories, custom FX or patches.*

REVISION TO STORING SCENE 00 - INITIAL SCENE

Storing SCENE 00 - INITIAL has changed slightly since the V1.00 OM was completed. If you go to overwrite SCENE 00 - INITIAL SCENE, you will receive the following prompt:

As the prompt suggests, you can select to store all mixer settings - i.e. automated controls (faders, pans, FX sends, channel on/off) *and* 'static' controls (EQ) - or just 'static' controls.

The reason for the latter option is to allow you to play your project and, whilst the automation is running, adjust 'static' controls such as channel EQ settings, channel dynamics, etc. When you are happy with the settings you have adjusted, you should save SCENE 00 so that it is recalled correctly with those settings. However, in this case, you should select to store only the 'static' controls - this will store the adjustments you have just made without affecting any aspect of the dynamic automation.

A practical example.....

You have laid down some tracks which you are happy with and you have begun to make dynamic automation passes of level, maybe some pans, FX/AUX sends, etc. But then you feel the kick drum needs some extra 'oomph' so, as the track is playing (with automation), you adjust that channel's EQ, maybe even add some compression. After some tweaking you are happy with the adjustments made to the kick drum channel. To ensure that these adjustments are recalled with Scene 00, you should save Scene 00. If you do not, any adjustments you made will be lost when you rewind and play from the start of the project. In this case, you should save only the static (i.e. non-automated) controls (i.e. EQ, channel dynamics, etc.) by pressing [F5] - STATIC. This will store the position of the EQ/dynamics you have set into Scene 00 so that when the project is played back, the EQ/dynamics will be correctly recalled and the dynamic automation (i.e. fader movements, pan, FX/AUX settings and/or movements you may have previously recorded) will not be affected.

NOTE: If you press ALL, you will store a snapshot of the entire mix status at the current timecode location. This may affect your dynamic automation.

REVISION TO TEMPO MAP PAGE

The TEMPO MAP page has changed slightly since the V1.00 OM was completed and it now shows the SONG START time:

```
┌─────────────────────────┬──────────────┬──────────────┐
│ Proj: Project 1         │ Scene: 00    │ Free: 41h 23m│
├─────────────────────────┴──────────────┴──────────────┤
│══════════════════ TEMPO MAP ══════════════════         │
│           Song Start: 00:00:10:00                      │
│   Step    Bar    Beat   Clock      Type        Value   │
│    1      0001    01     01      Tempo         120.0    │
│    2      0001    01     01      Time Sig      4/4      │
│    3      0006    01     01      Tempo         122.5    │
│    4      0014    01     01      Tempo         119.0    │
│    5      0023    01     01      Tempo        [120.0]   │
│                                                        │
│                                                        │
├────────┬──────────────┬─────────┬──────────┬──────────┤
│  EXIT  │ RESET START  │ DELETE  │  TEMPO   │  T.SIG   │
└────────┴──────────────┴─────────┴──────────┴──────────┘
```
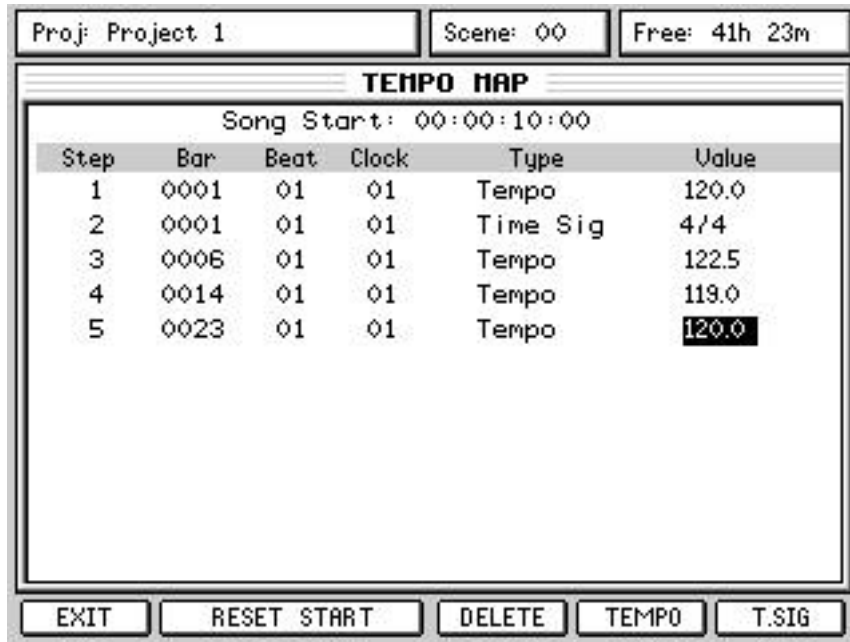
This time is always shown as SMPTE/EBU at the machine's currently selected T/C RATE. However, some aspects of operation have also changed.

In the MAIN SCREEN, if REL(ative) timecode display is selected, pressing RESET will not only reset the relative timecode to 00:00:00:00 but will also reset the SONG START in the TEMPO page. However, if you want the song start to be offset relative to 00:00:00:00, you can use RESET START [F2/3] in the TEMPO page. As a practical example....

With ABS(olute) timecode display selected, locate to 00:00:30:00. Switch to REL(ative) timecode and press RESET - the dedicated timecode display will show 00:00:00:00. Now move forward, say, 15 seconds. In the TEMP page, press RESET START [F2/3] - the song start will be at 15 seconds:

```
                         ABSOLUTE TIME
        ├────────────────┼────────────────┼────────────────┤
    00:00:00:00      00:00:30:00      00:01:00:00      00:01:30:00


                         RELATIVE TIME
        ├────────────────┼──────↑─────────┼────────────────┤
    23:59:30:00      00:00:00:00      00:00:30:00      00:01:00:00
                     Project Start

                           00:00:15:00
                           Song Start
```
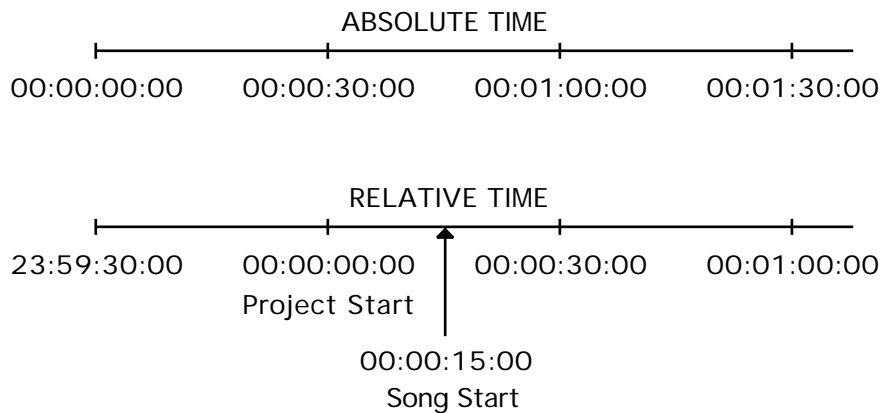
ADDITIONAL 2-TRACK SETUP PAGE

A page has been added in SETUP > PREFS where you can set parameters relating to the 2-TRACK input:

```
┌──────────────────────────┬──────────┬─────────────┐
│ Proj: Project 1          │ Scene: OO│ Free: 41h 23m│
├──────────────────────────┴──────────┼─────────────┤
│ ══════ 2 TRACK SETUP ══════          │      Source │
│                                      │  2 TRACK L+R │
│          AKAI                        │       Level │
│        professional                  │         OdB │
│                                      │ 2 Track Sens.│
│          DPS 24                      │        HIGH │
│                                      │             │
│                                      │             │
│  EXIT                                │             │
└──────────────────────────────────────┴─────────────┘
```

The parameters are:

SOURCE   Here you may select 2-TRACK L/R, DIGI IN L/R or AUX IN.

LEVEL   Here you can set the level of the incoming 2-track source.

2-TRACK SENS   Here you can set the input sensitivity of the 2-track source. The options are:

                                       HIGH   Maximum input level is +4dB
                                       LOW   Maximum input level is +13dB

ADDITIONAL MPLP SETUP FIELD

In SETUP > PREFS, an additional field has been added that lets you select the digital audio format of the MPLP connector on the rear panel:

```
┌────────────────────┐
│     Footswitch     │
│  HANDSFREE REC     │
├────────────────────┤
│ MPLP Connection    │
│           SPDIF    │
└────────────────────┘
```
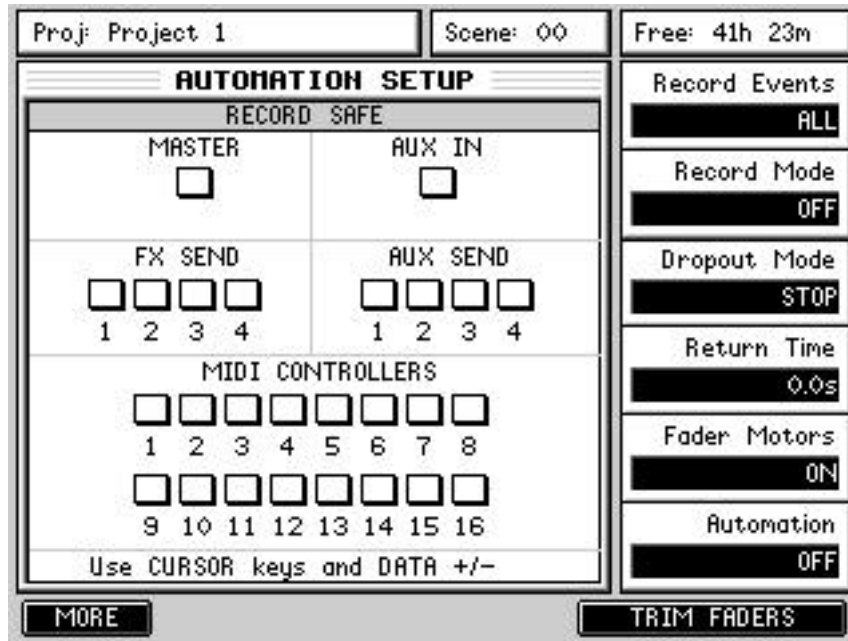
Here, you may select SPDIF or ADAT. When SPDIF is selected, the optical connector offers stereo in/out; when ADAT is selected, it offers 8-channel in/out.

ADDITIONAL 'CHANNEL SAFE' PAGE IN AUTOMATION

An extra page has been added to the AUTOMATION mode:

```
Proj: Project 1              Scene: OO    Free: 41h 23m
┌─────────────────────────────────────┐  ┌──────────────┐
│ ═══════ AUTOMATION SETUP ═══════     │  │ Record Events│
│ ┌─────────────────────────────────┐ │  │          ALL │
│ │         RECORD  SAFE            │ │  ├──────────────┤
│ │   MASTER          AUX IN        │ │  │ Record Mode  │
│ │     □               □           │ │  │          OFF │
│ │                                 │ │  ├──────────────┤
│ │   FX SEND         AUX SEND      │ │  │ Dropout Mode │
│ │  □ □ □ □          □ □ □ □        │ │  │         STOP │
│ │  1 2 3 4          1 2 3 4       │ │  ├──────────────┤
│ │      MIDI CONTROLLERS           │ │  │ Return Time  │
│ │  □ □ □ □ □ □ □ □                 │ │  │         0.0s │
│ │  1 2 3 4 5 6 7 8                │ │  ├──────────────┤
│ │  □ □ □ □ □ □ □ □                 │ │  │ Fader Motors │
│ │  9 10 11 12 13 14 15 16         │ │  │           ON │
│ │ Use CURSOR keys and DATA +/-    │ │  ├──────────────┤
│ └─────────────────────────────────┘ │  │ Automation   │
│                                      │  │          OFF │
└──────────────────────────────────────┘ └──────────────┘
  [ MORE ]                          [ TRIM FADERS ]
```

Here you can also make safe the master L/R channel, the stereo AUX input, FX and AUX sends and MIDI controllers. Operation is exactly the same as described in the Operator's Manual - move the cursor to the appropriate channel(s) and use the DATA +/- keys to enable or disable 'safe' mode.

You can toggle between the two 'safe' pages using [F1] - MORE.

REVISED DISPLAY IN MAIN SCREEN AND GRID

In the version 1.00 Operator's Manual, it describes the MAIN SCREEN and GRID as simply showing INT or EXT to reflect the DPS24's external synchronisation status. This has changed and MAIN SCREEN and GRID now show this more informative display:

```
48kHz    16-bit      NOW        25 FPS      MTC
```

When the EXT.SYNC button is illuminated, the selected external sync option is displayed on the right of the NOW time display. This will show MTC or SMPTE.

> **NOTE:** *When the DPS24 is set as an MTC or SMPTE MASTER, EXT.SYNC needs to be enabled. However, the DPS24's 'master' status is not shown here - it is reserved exclusively to display its status an MTC or SMPTE slave.*