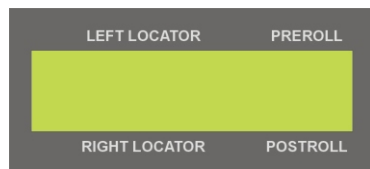


The Transport Section



Locator - Preroll Display

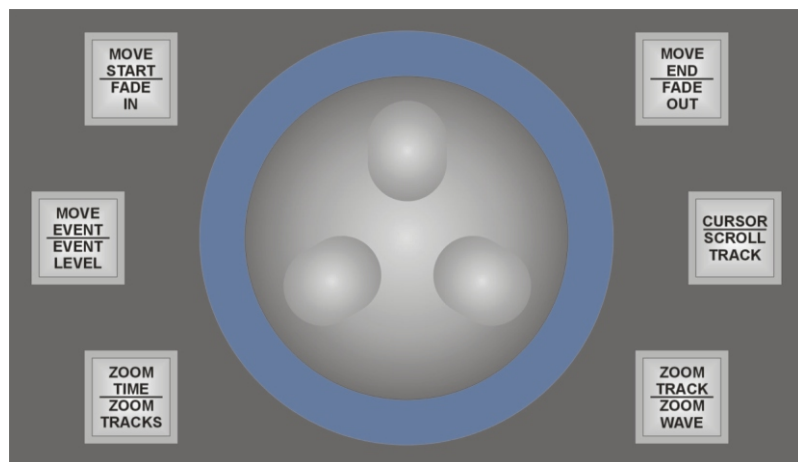
This backlit display shows the current Left and Right Locator settings as well as the currently set Pre/Post roll times.

You can make these settings using the corresponding Function buttons.



Timecode Display

This display shows the current Nuendo Project Cursor position in hours/minutes/seconds/frames/sub-frames or ticks/samples, depending on what you currently do in Nuendo.



The Jog Wheel

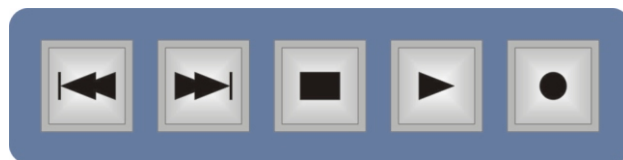
The Jog wheel on the ID_EDIT is heavy-weighted and high-resolution (4000 values per turn of the wheel).

It has two basic functions:

You can use it to position the Project Cursor in NUENDO. The step width is automatically set to the step width set for the edited NUENDO function (e.g. bars/beats, timecode, samples..). You can use the Jog wheel to select and edit Events in NUENDOs.

Note:

For this to work, the "Auto-select Events under Cursor" function on the Editing page of NUENDO's Preferences dialog must be active and at least one NUENDO Track must be selected, as Auto-select always points to the selected Track(s).



The Transport Control

The ID Transport controls are the twins of NUENDO's transport controls: Rewind (to project start), Fast Forward (to project end), Stop, Start and Record. To record-enable a track, use the Ready buttons in the Fader section.

Setting the Jog Wheel operating mode

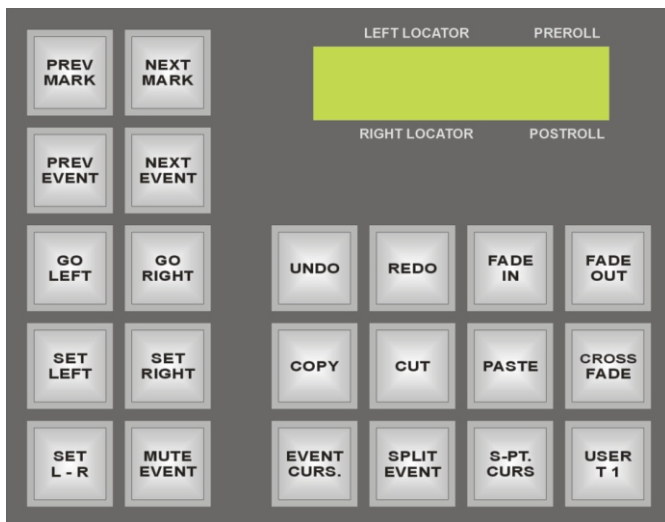


The Jog Wheel operating mode is set with the JOG and SHUT buttons (above the Trackball).

- Press JOG to switch the Jog mode. In this mode, the Jog Wheel sets the Jog Wheel control on the transport panel in Nuendo.
- Press SHUT to switch the Shut mode. The Jog Wheel now sets the shuttle speed Control on the transport panel in NUENDO.

Jog Wheel Function buttons

Six double function buttons (=12 functions!) are grouped around the Jog Wheel. These are used to activate or deactivate the Jog Wheel positioning and editing modes.



PREV MARK

Press this button to let the Project Curser jump to the previous Marker.

NEXT MARK

Press this button to let the Project Cursor jump to the next Marker.

PREV EVENT

Pressing this lets you select the previous Event on the selected Track.

NEXT EVENT

Pressing this lets you select the next Event on the selected Event.

GO LEFT

Press this to move the Project Cursor to the position of the left Locator.

GO RIGHT

Press this to move the Project Cursor to the position of the right Locator.

SET LEFT

If you activate this Function button, you can set the left Locator position to the current Project Cursor position.

SET RIGHT

You can set the right Locator position to the current Project Cursor position.

SET L-R

If you press this Function button, the Locators are set to the start and end position of the Event.

MUTE EVENT

Mutes the currently selected Event.

UNDO

Activ. NUENDO`s Undo function.

REDO

Activ. NUENDO`s Redo function.

FADE IN

Press this to create a Fade in for one or several currently selected Events. The Fade in starts at the Event start and ends at the current Project Cursor position.

FADE OUT

Press this to create a Fade out for one or several Events. The Fade out starts at the current Project Cursor position and ends at the Event end.

COPY

Activ. NUENDO`s Copy function.

CUT

Activ. NUENDO`s Cut function.

PASTE

Activ. NUENDO`s Paste function

CROSS FADE

Creates a Crossfade between the selected Event(s) and its/their neighbour Event(s). If the Events overlap, the Crossfade gets the same length as the overlap. If you process Events adjacent to another and they possess enough "hidden" audio, the crossfade will get the Default fade length set in the Crossfade Editor. If they don't, no crossfade is created.

EVENT CURS

Pressing this positions the start of if available the Snap point of the selected Event at the current Project Cursor position.

SPLIT EVENT

Pressing this will split the Event at the current Project Cursor position.

S-PT. CURS

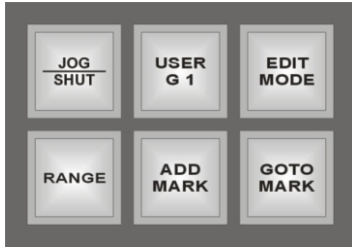
S-PT CURS stands for "Snap point to Cursor" and that's what you do here: Pressing this button will create a Snap point at the current Project Cursor position. This function is applied to the currently selected Event(s).

USER T 1

USER T 1 is one of some user-definable Function buttons. Please also read "Assigning User Functions".

MOVE START	This button is called NUDGE EVENT START. When it is active, you can use the Jog Wheel to change the playback start within Events and thus resize them. The step width of this function depends on the grid settings in NUENDO. You can set it by pressing the GRID SIZE button, located in the third button group above the ASCII keyboard.
FADE IN	It's to change the Fade In time of an Event.
MOVE EVENT	If you activate this function, you can use the Jog Wheel to move the current time position of the selected Event(s). Here too, the GRID SIZE setting defines the step width.
EVENT LEVELZ	It's to change the Level of an Event.
OOM TIME	With this function you can turn the Jog Wheel clockwise to horizontally magnify Tracks/-Events. Turn the wheel anticlockwise to zoom out again.
ZOOM TRACKS	With this function you can zoom Tracks to see more details.
MOVE END	This button is called NUDGE EVENT END. When it is active, you can use the Jog Wheel to resize the end of an Event. The step width of this function depends on the grid settings in NUENDO. Use the GRID SIZE button to change it according to your wishes.
FADE OUT	It's to change the Fade Out time of an Event.
CURSOR	This is the default setting, the Jog Wheel controls the NUENDO position cursor.
SCROLL TRACK	Use this function to scroll a selected Track. Pressing SHIFT (ASCII keyboard) at the same time, you can select groups of Tracks.

ZOOM TRACK	It's to enlarge a selected Track.
ZOOM WAVE	It's to enlarge the view of a Track, just to see more details. In this mode you do`nt change the Level.



6 Function buttons above the Trackball

JOG	Press JOG to switch the Jog mode. In this mode, the Jog Wheel sets the Jog Wheel control on the transport panel in NUENDO.
SHUT	Press SHUT to switch the Shut mode. The Jog Wheel now sets the shuttle speed control on the transport panel in NUENDO.
USER G 1	USER G 1 is one of some user-definable Function buttons. Please also read "Assigning User Functions".
ADD MARK	Press this to add a new Marker at the current Project Cursor position.
EDIT MODE	Press this button to activate or deactivate Edit mode in NUENDO. This is useful if you work with audio and video in conjunction.
GO TO MARK	Pressing this button activates or deactivates the Goto Mark mode of the ASCII keyboard. You can then use its keys to directly jump to 96 Markers.