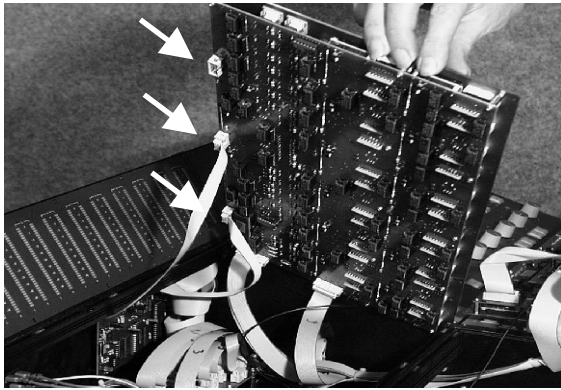


Fader Modul

Master Modul

Upgrade your ID 2008

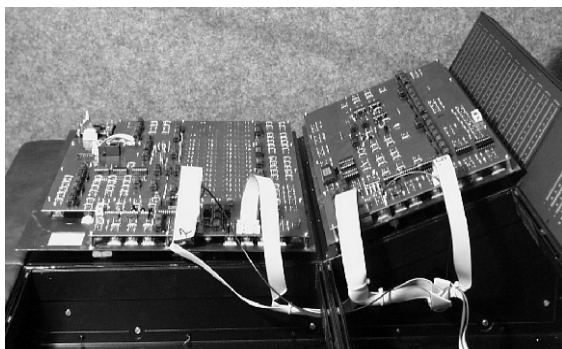




Picture 1: Dismount the Encoder-Section
Please lift the module on the left side,
disconnect the 3 cables to the LED module and
go over rightwards.



Picture 2: Please dismount the module. Now
you can change R004D (40pin) to the new PIC
R004D-6.3.2 in the USB interface (for the
additional fader pack the new is PIC
R004D-6.3.1E).



Picture 3: Dismount the Edit-Section (only the
left module in the picture)
Please lift the module on the right side, and go
over leftwards. Now you can change R004G to

ID Upgrade for Nuendo 4.1

Shipment:

Document "ID Upgrade for Nuendo 4.1"
For ID base-unit: PIC: R004D-6.3.2 (USB-Interface)
and PIC R004G-3.4 (Edit-Section).

For ID fader pack: PIC R004D-6.3.1E

Film layouts for the new key functions

Driver for PC and Mac:

PC: ID_X64 for Windows XP64 and Vista

ID_X86 for Windows XP

CAUTION!

Mains electricity is dangerous and can kill.
Within the WK-AUDIO ID, mains voltage is present.
Do not remove any WK-AUDIO ID cover within
mains connected! Do not remove the mains earth
connection! Before realizing any internal upgrades,
disconnect mains connection. This upgrade
servicing should be referred to qualified service
personnel.

To change the key film layouts

Please lift the caps and tunnels of these keys which
need a new position. For these keys you also want
to change the film layouts please lift the diffuser
plate too. Please care for the right position of the
film layout (+/-90 grades). Please reinstall the
diffuser in that way that the flat side looks to the film.
Please connect tunnel and cap again, please care
for the right position when you reinstall the tunnel
again (maybe some tunnels only have two notches
for the LED pins, so the position is important)

Installation

Please uninstall your old driver with
UninstallSID.exe (ID_86 folder)

Please install the new driver und follow the
instructions of the hardware wizard.

When you change the ICs, please be sure to install
in the right position: IT MUST BE THE SAME THAN
BEFORE! Be careful with the pins!

Functionality

In the blue strip (Edit Section) you will find keys for
the new automation. In the area "Fill-functions" any
double-click activates the function unlocked.

The flashing key "Preview" informs you that there
are data included.

Round the Jog-Wheel you will find the keys to
activate new functions (additional E44 and E82)

With a double-click you activate the bottom function,
the LED is flashing. If you press the key for longer
time, the function is temporary activated.

You can select any screen layouts (key 29) with the
Matrix.

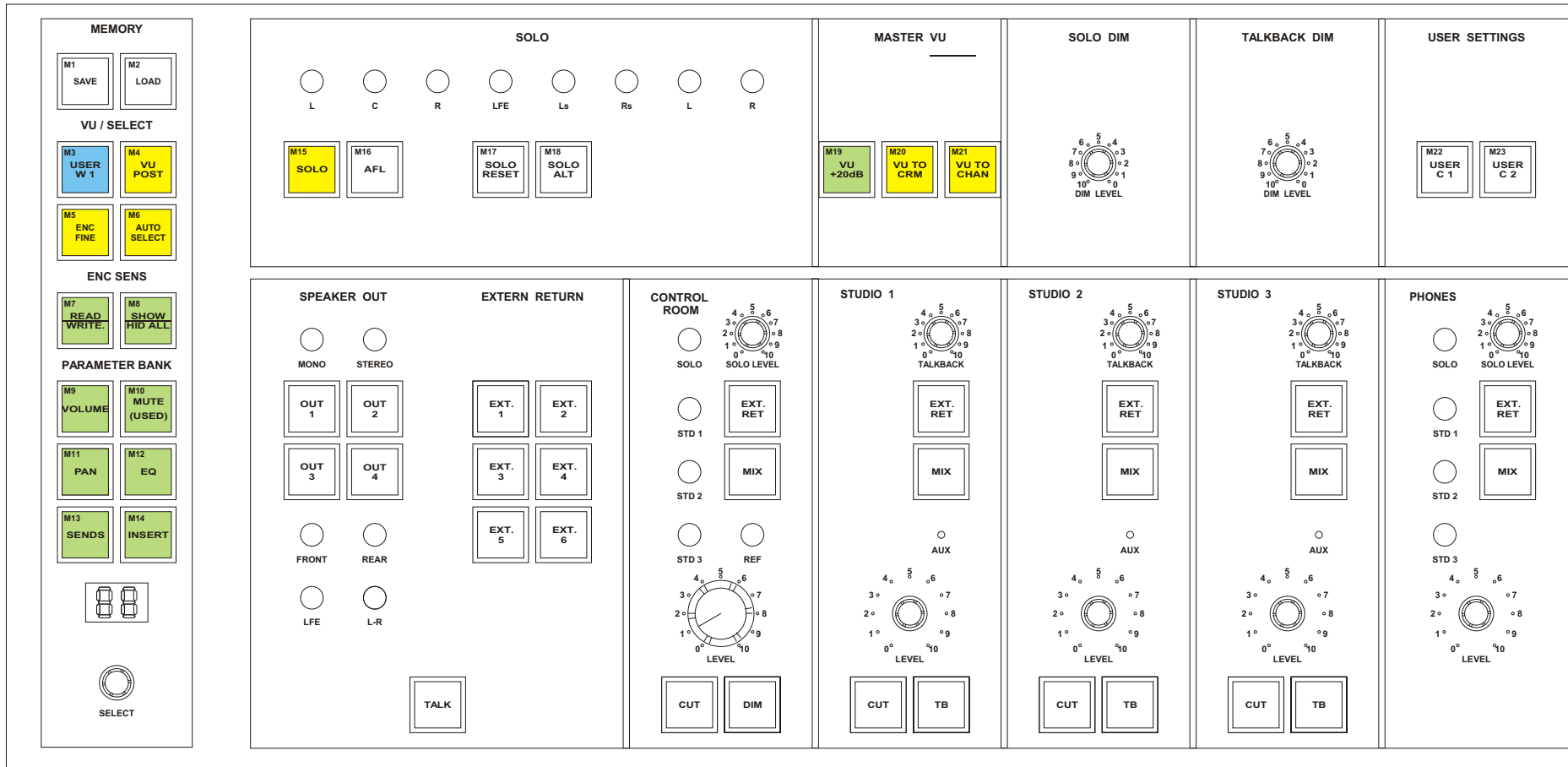
You can activate the banks with E22, E23, E27 and
E28 (additional with double click). If you have
activated "Mixer-Preset"(E34), you can select
different Mixer presets (earlier times we called it
"USER").

| LOCAL ASSIGN | | AUX ASSIGN | | CHANNEL ASSIGN | | INSERT 1-8 | | INSERT ASSIGN | | EQUALIZER | | STATUS / PANNING | | VSTI |
|-----------------|----------------|----------------|-----------------|-----------------|-----------------|------------|--------|---------------|--------------------|----------------|----------------|------------------|----------------------|------------------|
| C1 FDR/ENC GAIN | C2 FDR/ENC PAN | C3 AUX 1 | C4 AUX 2 | C5 AUX 3 | C6 AUX 4 | ON | SELECT | SELECT | 1 2 3 4 ON 5 6 7 8 | BYP | SELECT | BYP | SOLO ISO SGR FGR MIX | |
| C7 FDR PAN/FR | C8 FDR PAN/FR | C9 STD 1 AUX 5 | C10 STD 2 AUX 6 | C11 STD 3 AUX 7 | C12 STD 4 AUX 8 | PRE | SR | PATCH | CH LABEL IN OUT | C13 INSERT 1/5 | C14 INSERT 2/6 | C15 INSERT 3/7 | C16 INSERT 4/8 | INS 5-8 SR PATCH |
| | | | | | | | | | | C17 EQ | | | C18 PANNER | C19 EDIT INST |

| | | | | | | | | | | | | | | |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| SET | SET | SET | SET | SET | SET | SET | SET | SET | SET | SET | SET | SET | SET | SET |
| EDIT 1 LdVocal Ch 12 | EDIT 1 LdVocal Ch 12 | EDIT 1 LdVocal Ch 12 | EDIT 1 LdVocal Ch 12 | EDIT 1 LdVocal Ch 12 | EDIT 1 LdVocal Ch 12 | EDIT 1 LdVocal Ch 12 | EDIT 1 LdVocal Ch 12 | EDIT 1 LdVocal Ch 12 | EDIT 1 LdVocal Ch 12 | EDIT 1 LdVocal Ch 12 | EDIT 1 LdVocal Ch 12 | EDIT 1 LdVocal Ch 12 | EDIT 1 LdVocal Ch 12 | EDIT 1 LdVocal Ch 12 |
| 100/0 C EDIT 1 | 100/0 C EDIT 1 | 100/0 C EDIT 1 | 100/0 C EDIT 1 | 100/0 C EDIT 1 | 100/0 C EDIT 1 | 100/0 C EDIT 1 | 100/0 C EDIT 1 | 100/0 C EDIT 1 | 100/0 C EDIT 1 | 100/0 C EDIT 1 | 100/0 C EDIT 1 | 100/0 C EDIT 1 | 100/0 C EDIT 1 | 100/0 C EDIT 1 |
| EDIT 2 LdVocal Ch 12 | EDIT 2 LdVocal Ch 12 | EDIT 2 LdVocal Ch 12 | EDIT 2 LdVocal Ch 12 | EDIT 2 LdVocal Ch 12 | EDIT 2 LdVocal Ch 12 | EDIT 2 LdVocal Ch 12 | EDIT 2 LdVocal Ch 12 | EDIT 2 LdVocal Ch 12 | EDIT 2 LdVocal Ch 12 | EDIT 2 LdVocal Ch 12 | EDIT 2 LdVocal Ch 12 | EDIT 2 LdVocal Ch 12 | EDIT 2 LdVocal Ch 12 | EDIT 2 LdVocal Ch 12 |
| 100/0 C EDIT 2 | 100/0 C EDIT 2 | 100/0 C EDIT 2 | 100/0 C EDIT 2 | 100/0 C EDIT 2 | 100/0 C EDIT 2 | 100/0 C EDIT 2 | 100/0 C EDIT 2 | 100/0 C EDIT 2 | 100/0 C EDIT 2 | 100/0 C EDIT 2 | 100/0 C EDIT 2 | 100/0 C EDIT 2 | 100/0 C EDIT 2 | 100/0 C EDIT 2 |

Green = new function; blue = new position; yellow = new text





Green = new function; blue = new position; yellow = new text



E1 PREVIEW

E2 PUNCH E3 SUSPEND

E4 PUNCH ON PLAY E5 AUTO PUNCH

E6 TOUCH FADER E7 AUTO LATCH

E8 X-OVER E9 TRIM

○ RESET ○ FLIP

SCROLL

E10 BANK DOWN E11 BANK UP

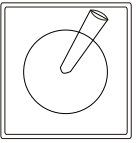
E12 CHAN DOWN E13 CHAN UP

E14 FILL TO PUNCH E15 FILL GAPS

E16 FILL TO START E17 FILL TO END

E18 USER A 1 E19 FILL LOOP

○ READY ○ ENABLE



E20 DISABLE VIRGIN E21 MIXER E22 IPO OUTPUT E23 AUDIO MIDI E24 MIXER PRESET

E25 TOUCH ASSIST E26 POOL E27 GROUPS INSTR E28 FX-RET ALL TRKS E29 SCREEN LAYOUT

E30 AUTO SCROLL E31 PUNCH IN E32 USER M 2 E33 USER M 3 E34 LOCK EVENT

E35 CYCLE E36 PUNCH OUT E37 USER M 5 E38 USER M 6 E39 BOUNCE SELECT

E40 SET PRER E41 PRER ON E42 USER E 1 E43 ON LINE E44 EVENT SLIP

E45 SET POSTR E46 POSTR ON E47 SNAP MODE E48 GRID SIZE E49 GRID ON

E50 GLOBAL ACCESS E51 REVRS

E52 CHAN 1-48 E53 CHAN 49-96

Green = new function; blue = new position; yellow = new text

E54 PREV MARK E55 NEXT MARK

E56 PREV EVENT E57 NEXT EVENT

E58 GO LEFT E59 GO RIGHT

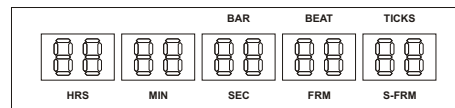
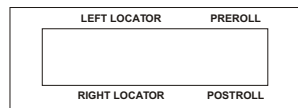
E60 SET LEFT E61 SET RIGHT

E62 SET L - R E63 MUTE EVENT

E64 UNDO E65 REDO E66 FADE IN E67 FADE OUT

E68 COPY E69 CUT E70 PASTE E71 CROSS FADE

E72 EVENT CURS. E73 SPLIT EVENT E74 S-PT. CURS E75 USER T 1



E76 MOVE START FADE IN

E77 MOVE EVENT LEVEL

E78 ZOOM TIME ZOOM TRACKS

E79 MOVE END FADE OUT

E80 CURSOR SCROLL TRACK

E81 ZOOM TRACK ZOOM WAVE

E82 JOG SHUT E83 USER G 1 E84 EDIT MODE

E85 RANGE E86 ADD MARK E87 GOTO MARK

