

DV40 Owner's Manual

<Version V1.2 Supplement>

This owner's manual supplement describes newly added and expanded functions on V1.2 software.

Refer to both the owner's manual and this supplement to fully utilize the functions on DV40 with V1.2 software.

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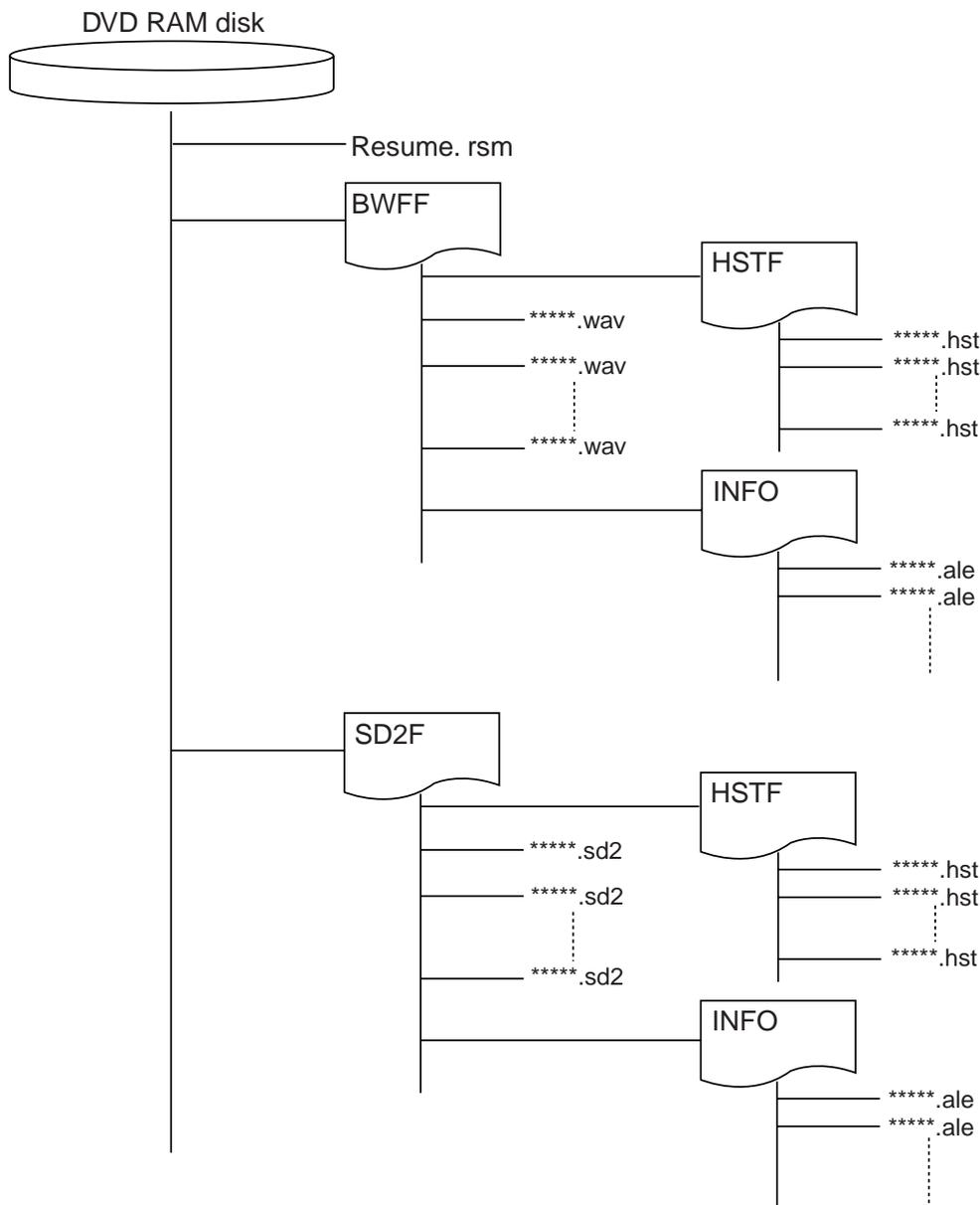
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<1> Expansion on File Transfer via FTP

By updating DV40 software to V1.2, as shown in the figure below, new “INFO” folders will be created as sub folders of bwff and sd2f folders respectively. Various information files can be stored in the INFO folders. For example, “ALE (Avid Log Exchange) file” and “Diagnoses File”, which will be explained later in this supplement will be stored in the INFO folders. All data stored in the “INFO” folders can be written / read through the Ethernet port.

ALE File:

The ALE file is an EDL (Edit Decision List) file designed to be exported to an AVID System. It can be recognized as a TEXT file on a PC. Using the ALE file, LIST PLAY function can be executed on DV40. For your information, Start Time and End Time included in the ALE file are derived from the time reference and data length in either the BWF or SD2F folder.



<2> Addition of Creating / Editing ALE File List Function

Creating / Editing the ALE (Avid Log Exchange) file list is possible with the V1.2 software. With this function, the ALE file list can be created on the DVD-RAM disk recorded by DV40 and be exported to the AVID system. Furthermore, the LIST PLAY function can be executed using the created ALE file list.

• Creating a new ALE file list

The following explains about creating a new ALE file list. The operation below presumes that multiple audio files are recorded in the DVD-RAM disk.

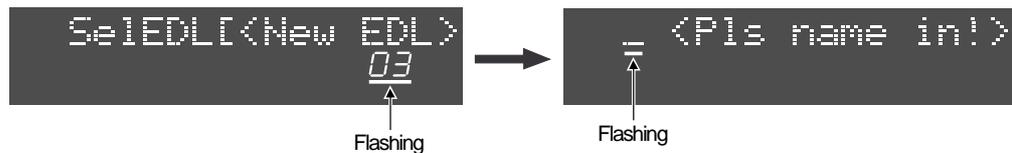
1. While the DV40 is in STOP mode, press the [SHIFT] key and then [LIST PLAY] key.

DV40 is put into a condition to select the ALE file list. As shown below, the display prompts you to create a new ALE file list. The flashing "03" indicates the number registered as a LIST PLAY mode. This number counts up every time a ALE file list is created.



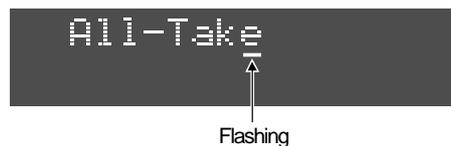
2. Press the [ENTER/YES] key.

Enter an ALE file list name. In order to newly create an ALE file list, an optional name must be input.



3. Input an optional name using the JOG dial (or 10 key).

The example below indicates that the new file name "All-Take" is input.



4. After inputting a name, press the [ENTER/YES] key.

After the name is properly registered, DV40 is automatically put into the ALE file list editing mode. The first item to be edited is the Video Format.



<NOTE>

When newly creating an ALE file, the display always indicates "Video FMT?" in the editing mode. When editing an existing AL file, "Remake EDL?" is displayed.

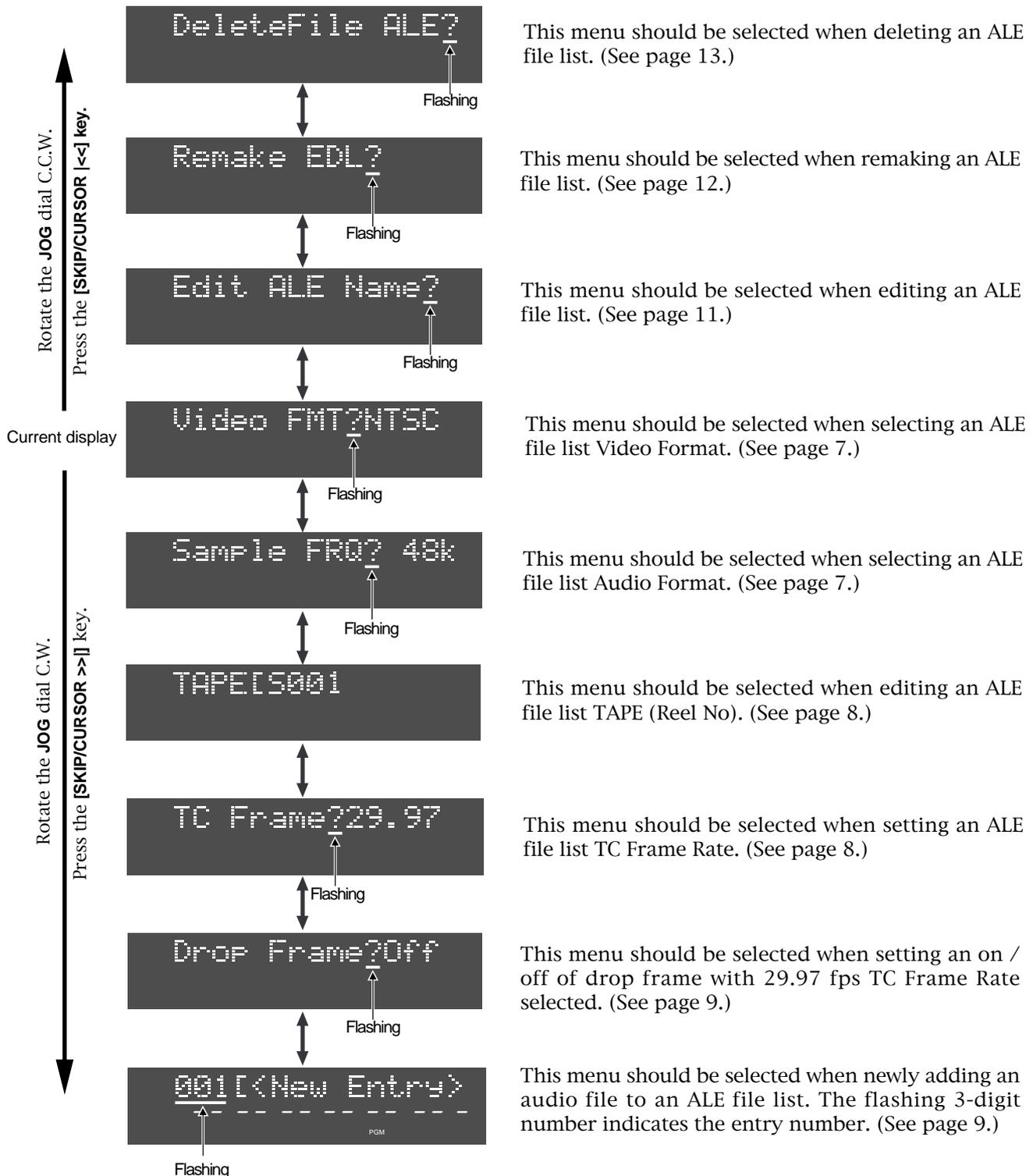
5. Rotate the JOG dial (or press the [SKIP/CURSOR <←/→>] key) and display the editing mode that you would like to change.

The editing mode can be selected in the order indicated in the next page and changing the mode setting can be executed in a created ALE file list.

Rotating the **JOG** dial (or press the **[SKIP/CURSOR <</>]** key) displays various mode settings in the following order with “**Video FMT?**” as the center of rotation. (“**Remake EDL?**” will be the center of rotation when editing an existing ADL file list.)

Tips:

The contents in “**Video FMT?**”, “**Sample FRQ?**” and “**TC Frame**” settings are selected based on the **[SAMPLING FREQ]** SW and **[FRAME RATE]** SW settings. The **[SAMPLING FREQ]** SW is set to “**48/24bit**” and **[FRAME RATE]** SW to “**29.97**” respectively in the example below.



This menu should be selected when deleting an ALE file list. (See page 13.)

This menu should be selected when remaking an ALE file list. (See page 12.)

This menu should be selected when editing an ALE file list. (See page 11.)

This menu should be selected when selecting an ALE file list Video Format. (See page 7.)

This menu should be selected when selecting an ALE file list Audio Format. (See page 7.)

This menu should be selected when editing an ALE file list TAPE (Reel No). (See page 8.)

This menu should be selected when setting an ALE file list TC Frame Rate. (See page 8.)

This menu should be selected when setting an on / off of drop frame with 29.97 fps TC Frame Rate selected. (See page 9.)

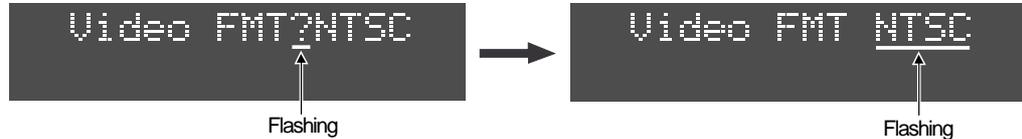
This menu should be selected when newly adding an audio file to an ALE file list. The flashing 3-digit number indicates the entry number. (See page 9.)

• Selecting video format

This menu sets the ALE file list Video format.

1. Display “Video FMT?” menu and press the [ENTER/YES] key.

The display changes to the Video format selectable condition and the current setting starts flashing.



2. Select the format type by rotating the JOG dial and press the [ENTER/YES] key.

The Video format can be selected among “NTSC”, “PAL” and “SECAM”.

The selected video format is registered and the display goes back to the “Video FMT?” indication.

3. Press the [EXIT/NO] key (or [STOP]) key.

“Save File Sure?” is displayed urging you to update the file list and “Sure?” starts flashing.



4. To update, press the [ENTER/YES] key. (If you do not wish to do so, press the [EXIT/NO] key.)

<NOTE>

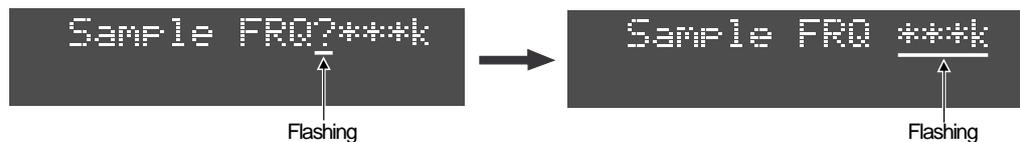
This selection is used in the ALE file list only. There is nothing related to the DV40 operation.

• Setting audio format (sampling frequency)

This menu sets the ALE file list Audio format.

1. Display the “Sample FRQ?” menu and press the [ENTER/YES] key.

The display changes to the Audio format (sampling frequency) selectable condition and the current setting starts flashing.



2. Select the Audio format by rotating the JOG dial and press the [ENTER/YES] key.

The Audio format can be selected among “44k”, “48k”, “88k”, “96k”, “176k” and “192k”.

The selected Audio format is registered and the display goes back to the “Sample FRQ?” indication.

3. Press the [EXIT/NO] key (or [STOP]) key.

“Save File Sure?” is displayed urging you to update the file list and “Sure?” starts flashing.

4. To update, press the [ENTER/YES] key. (If you do not wish to do so, press the [EXIT/NO] key.)

<NOTE>

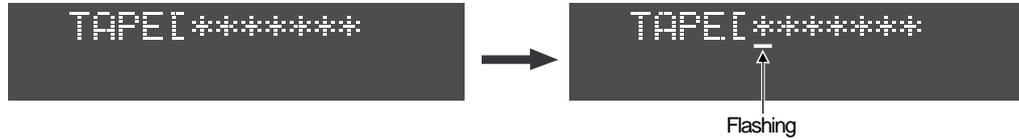
This selection is used in the ALE file list only. There is nothing related to the DV40 operation.

• Editing TAPE (Reel No)

This menu edits the ALE file list TAPE (Reel No).

1. Display "TAPE [*****]" and press the [ENTER/YES] key.

The display changes to the TAPE (Reel No) editable condition and the letter at the far left of TAPE (Reel No) starts flashing.



2. Press the [MARGIN REST/CLR] key several times to erase the current name.
3. Input a new TAPE (Reel No) using the JOG dial (or 10 keys) and press the [ENTER/YES] key.

Tips: Entering a name by a PS/2 keyboard is also possible.

4. Press the [EXIT/NO] key (or [STOP] key).

"Save File Sure?" is displayed urging you to update the file list and "Sure?" starts flashing.

5. To update, press the [ENTER/YES] key. (If you do not wish to do so, press the [EXIT/NO] key.)

<NOTE>

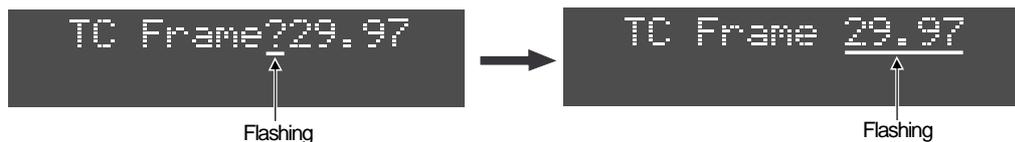
This setting is used in the ALE file list only. There is nothing related to the DV40 operation.

• Setting TC Frame Rate

This menu sets the ALE file list TC Frame Rate.

1. Display "TC Frame?" and press the [ENTER/YES] key.

The display changes to the TC Frame Rate selectable condition and the current setting starts flashing.



2. Select the Frame Rate by rotating the JOG dial and press the [ENTER/YES] key.

The Frame Rate can be selected among "29.97", "24", "25", "30" and "23.97".

The selected Frame Rate is registered and the display goes back to the "TC Frame?" indication.

3. Press the [EXIT/NO] key (or [STOP] key).

"Save File Sure?" is displayed urging you to update the file list and "Sure?" starts flashing.

4. To update, press the [ENTER/YES] key. (If you do not wish to do so, press the [EXIT/NO] key.)

<NOTE>

This setting is used in the ALE file list only. There is nothing related to the DV40 operation.

Tips:

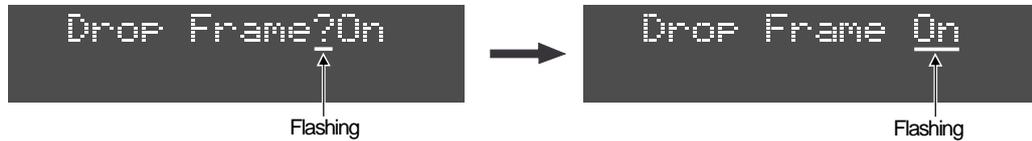
When "29.97" frame rate is selected, setting the on / off of drop frame explained in the next section is required.

• Setting On / Off of Drop Frame

This menu sets the On / Off condition of drop frame when “29.97” frame rate is selected.

1. Display “Drop Frame?” and press the [ENTER/YES] key.

The display changes to the Drop Frame On / Off selectable condition and the current setting starts flashing.



2. Select either “On” or “Off” by rotating the JOG dial and press the [ENTER/YES] key.

The display goes back to the “Drop Frame?” indication.

3. Press the [EXIT/NO] key (or [STOP] key).

“Save File Sure?” is displayed urging you to update the file list and “Sure?” starts flashing.

4. To update, press the [ENTER/YES] key. (If you do not wish to do so, press the [EXIT/NO] key.)

<NOTE>

This setting is used in the ALE file list only. There is nothing related to the DV40 operation.

• Audio file entry

This menu allows to enter an audio file to a created ALE file list.

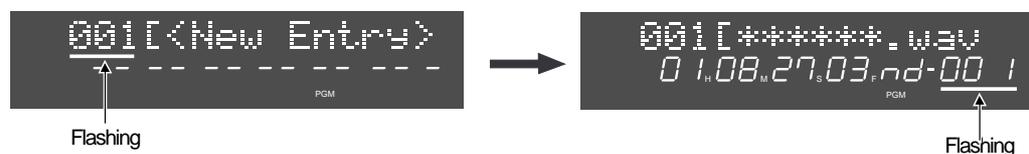
<NOTE>

- When entering audio files with overlapped region, the audio file entered ahead has a priority. The audio file entered later cannot be played back in the LIST PLAY mode.
- Even if editing (e.g. additional recording) is executed on an audio file already entered, Start Time and End Time of the audio file will not be updated. In order to do so, The before mentioned “Remake ALE?” must be executed.
- Audio files which can be entered in an ALE file list must be recorded by the same FS/BIT.
- The mode which playbacks entered audio files by the LIST PLAY function complies to the DV40 physical SW setting and is regardless of the ALE file list settings (FS, Bit, Channel, Frame Rate). Thus, when playing back an audio file on which the settings differ from the physical SW settings, “<<Silent Area!>>” is displayed.

1. Select “001 [<New Entry>]” and press the [ENTER/YES] key.

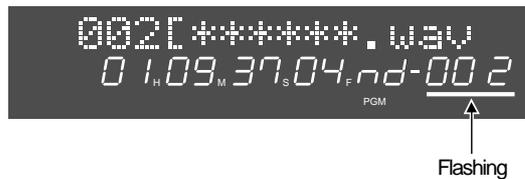
After “Pls Wait!” is displayed, the display is changed to an entry file selectable condition.

The example below indicates that a newly entered file number is “001”. The flashing “001” indicates the audio file number on the disk and its file name / Start Time are displayed.



2. Select a file to enter by the JOG dial and press the [ENTER/YES] key.

A selected audio file is registered as entry number 001 and the display changes to the next entry number 002 selectable condition.



Tips:
It is convenient to set a “Circle Take” on an audio file that you would like to enter. The audio file with the Circle Take being set is “@” marked at the beginning of the file name. You can use it as a marker while selecting the audio file. Refer to the page 24 for “Circle Take” setting in detail.

<Note>
If there is no audio file to be entered, “<No File>” will be displayed.

3. After the entry, press the [EXIT/NO] key (or [STOP] key).

“Save File Sure?” is displayed urging you to update the file list and “Sure?” starts flashing.

4. To update, press the [ENTER/YES] key. (If you do not wish to do so, press the [EXIT/NO] key.)

Selected audio files are now entered in a newly created ALE file list (e.g. All-Take) and “SelEDL [All-Take]” is displayed. (“03” is flashing.) The entered audio file can be confirmed by the operation explained in the next section.



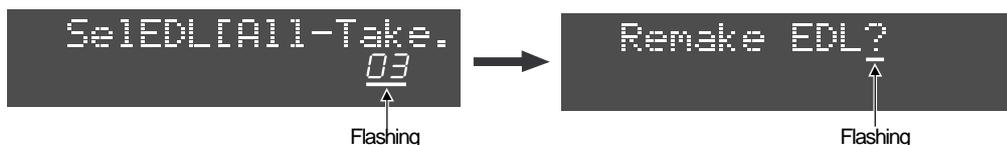
<NOTE>
This setting is used for displaying the ALE file list only. There is nothing related to the DV40 operation.

Tips:
Executing LIST PLAY function by the ALE file list is possible using the audio files entered in the ALE file list. Refer to the page 14 in detail.

• Confirming entered audio file

The entered audio file can be confirmed by the following operations.

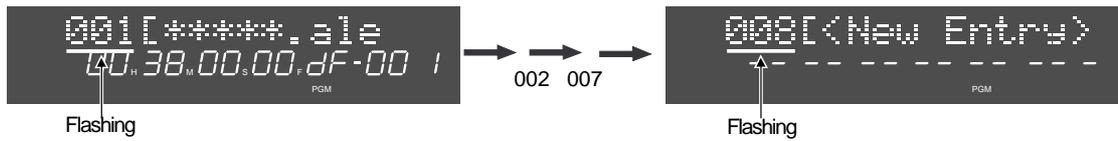
1. In the condition that “Sel EDL [All-Take]” (03: flashing) is displayed, press the [ENTER/YES] key.
“Remake EDL?” is displayed.



2. Rotate the JOG dial C.W.

The entered audio file can be confirmed. After the last audio file is displayed, “*** [New Entry]” (***: New entry number) to enter a new audio file will be displayed.

The example below indicates that displaying the existing file numbers 001 ~ 007 in order and then a new file 008 will be entered.



• Additional audio file entry

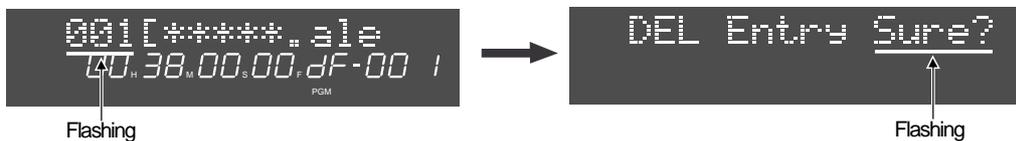
A new audio file is entered in addition to the existing ALE file list. As mentioned above, after the lastly entered audio file is displayed, “*** [<New Entry>” is displayed. While “*** [<New Entry>” is displayed, enter the audio file in the same manner as explained in the “Audio File Entry”.

• Deleting existing audio file

The following explains about deleting an unnecessary audio file.

1. Select an audio file that you would like to delete and press the [ENTER/YES] key.

“DEL Entry Sure?” is displayed. (“Sure?” is flashing.)



2. Press the [ENTER/YES] key.

Deleting the audio file is promptly executed and the display changes to the audio file confirmation condition.

3. Press the [EXIT/NO] key (or [STOP] key).

“Save File Sure?” is displayed urging you to update the file list and “Sure?” starts flashing.

4. To update, press the [ENTER/YES] key. (If you do not wish to do so, press the [EXIT/NO] key.)

<NOTE>

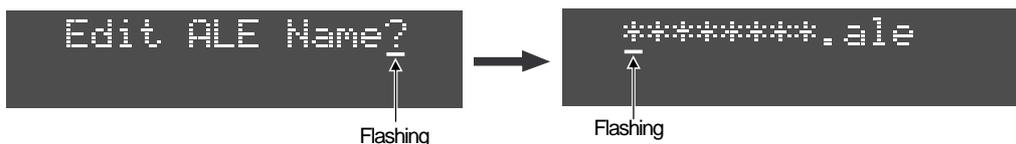
After an optional audio file is deleted, the entry numbers attached to the remaining audio files are updated. For example, if the audio file with the entry number 001 is deleted, the audio file with the entry number 002 will be newly registered as the audio file with entry number 001. The latter entry numbers will be updated in the same manner.

• Name edit on ALE file list

The following explains about editing the existing ALE file list name.

1. Display “Edit ALE name?” and press the [ENTER/YES] key.

Editing the name of the ALE file list is now possible. The 1st character of the ALE file list name starts flashing.



2. Press the [MARGIN RESET/CLR] key to clear all the file name.

The extension (.ale) is automatically added to a file name. It does not matter if you clear the extension or not.

3. Input a new name by the JOG dial (or 10 key) and press the [ENTER/YES] key.

A newly input name is registered and the display goes back to “Edit ALE Name?” condition.

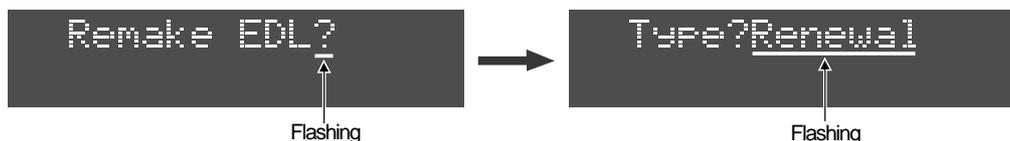
• Remake of ALE file

This menu allows to remake the ALE file list after the Start Time / End Time is changed with executing the edit on the entered audio file or the Descriptor information is edited. Also remaking the ALE file list by selecting audio files with Circle Take being marked only is also possible.

1. Display “Remake EDL?” and press the [ENTER/YES] key.

The display changes to the remake type selectable condition.

In addition to the default setting “Renewal”, “Circle Take” can be selected by the JOG dial.



Renewal	CircleTake
While maintaining the audio file list on which editing is executed, only the changed items (Start Time / End Time / Track Name) are updated.	A new ALE file list is created by audio files with only the Circle Take being marked. In such a case, all the old lists are automatically deleted. For setting the Circle Take, refer to the page 24.

Tips: Remake of ALE file list by selecting Circle Take

When creating an ALE file list, an audio file can be normally entered regardless of Circle Take on / off setting. Thus, there is a case that audio files with Circle Take being turned on and off are mixed in an ALE file list. When selecting the Circle Take as a Remake Type, only the audio files with Circle Take being turned on will be selected.

If you wish to execute LIST PLAY with the only audio files in which the Circle Take is being turned on, select the “Circle Take” Remake Type.

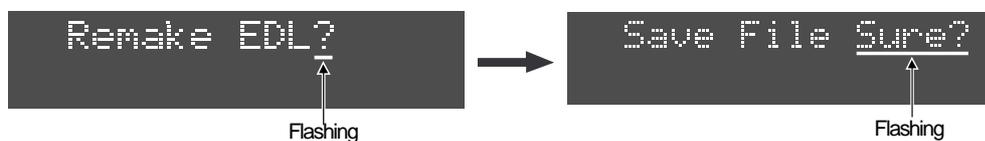
2. Select the Remake Type by the JOG dial and press the [ENTER/YES] key.

When “Renewal” is selected, remake of ALE file list is promptly executed and the display goes back to “Remake EDL?” condition.

When “Circle Take” is selected, “Sure?” starts flashing. Pressing the [ENTER/YES] key will promptly remake the ALE file list and the display goes back to “Remake EDL?” condition.

3. Press the [EXIT/NO] key (or [STOP] key).

“Save File Sure?” is displayed urging you to update the file list and “Sure?” starts flashing.



4. To update, press the [ENTER/YES] key. (If you do not wish to do so, press the [EXIT/NO] key.)

• Confirming ALE file list

This menu allow to confirm the created ALE file list.

1. While the unit is in STOP mode, press the [SHIFT] key and then [LIST PLAY] key.

The display changes to the condition in which the ALE file list in the disk folder (either bwff/Info or sd2f/Info) in accordance with the [AUDIO FILE] SW position on the DV40 front panel can be selected. The flashing "03" in the example below indicates the LIST PLAY mode setting number, which will be explained later.



2. By rotating the JOG dial (or pressing the [SKIP/CURSOR <</>>] key) will display the ALE file list alternatively.

When the JOG dial is fully rotated C.W. (or the [SKIP/CURSOR >>] key is pressed), "<New EDL>" which allows to create a new ALE file list appears.

• Deleting ALE file list

This menu allow to select and delete the registered ALE file list.

<NOTE>

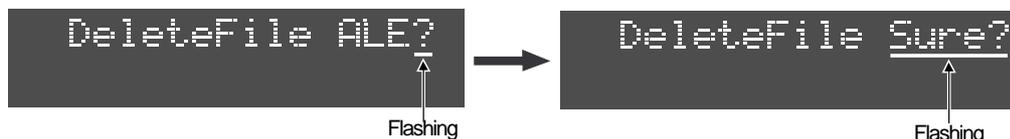
A deleted ALE file list cannot be restored. Be careful when deleting the ALE file list.

1. In the same manner as explained in the above section "Confirming ALE file list", select the ALE list file that you would like to delete and press the [ENTER/YES] key.

The display changes to the selected ALE file list editing mode and "Remake EDL?" is displayed.



2. Rotate the JOG dial C.C.W. , display "DeleteFile ALE?" and press the [ENTER/YES] key. "Delete File Sure?" is displayed and "Sure?" starts flashing.



3. While "Sure?" is flashing, press the [ENTER/YES] key.

After "Pls Wait!" and "Completed!" are displayed, the selected ALE file list is deleted. Then, "SeIEDL [*****]" is displayed.

• **LIST PLAY using ALE file list**

By executing the LIST PLAY function, audio files which is entered in the ALE file list can be continuously reproduced.

<NOTE>
 The operating procedures listed below presumes that **4 audio files** (Take-1, Take-2, Take-3 and Take-4) are entered in an ALE file list which is named as "**All_Take**".

<NOTE>
 Audio files which can be reproduced in the LIST PLAY mode have to match the same setting of Track Mode and FS/BIT as the DV40 front panel SW condition.
 If the audio file with a different setting from the DV40 front panel SW condition is entered, "**<<Silent Area>>**" will be displayed and no sound is reproduced.

1. While the unit is in STOP mode, press the [LIST PLAY] key.

The [LIST PLAY] LED is lit solid and the display changes to the LIST PLAY mode selectable condition. The default setting "**LTC_LINK**" is displayed and "**01**" flashes.



Tips:

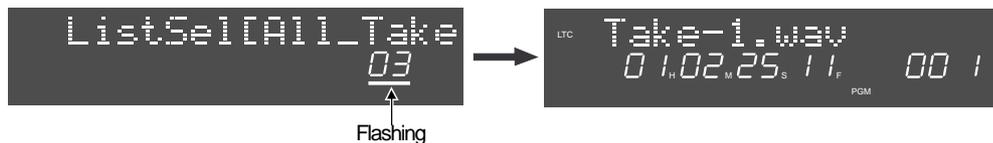
On the disk in which the ALE file list is registered, in addition to the "**LTC_LINK**" mode, "**SongLink**" and "**ALE file list**" can be selected. For "**LTC_LINK**" and "**SongLink**" modes, refer to the original owner's manual page 11-2 in detail.



<NOTE>
 If multiple ALE files are registered, all the ALE files can be selected.

2. Select a desired ALE file list by the JOG dial (or [SKIP/CURSOR |<< >>| key] and press the [ENTER/YES] key.

After "**<Wait!>**" is displayed, the LIST PLAY mode is set and an audio file entered at the beginning of the file list becomes ready to play.



3. Press the [PLAY] key.

According to the selected file list, continuous play can be executed.

Tips:
 In order to continuously play back the file list in which the Circle Take being turned on, select "**Circle Take**" as Remake Type and remake the ALE file list or create a new file list in which only the files with Circle Take being turned on are entered.

<3> Audio CD (CD-DA) Playback Function

An audio CD (CD-DA) which complies to RED BOOK can be played back on DV40. Outputting LTC or chasing to an external equipment while reproducing an audio CD is now possible.

<NOTE>

There is a case that an audio CD with various copy protection cannot be played back.

• Loading Audio CD

When an audio CD is loaded onto DV40, DV40 starts scanning the disk (“Scan Disk!” flashes.) and the display changes to the condition below.

“Track: 01/12”
Indicates that there are 12 audio tracks in the disk and the current track is 01.

“[End]”
Indicates the currently set STOP mode. For STOP mode, refer to the next page.

“00H00M10S00F”
Indicates that this is the START LTC address of track 01. The displayed LTC address has +10 seconds of preroll time in order to compensate the synchronization to an external equipment via RS-422 or LTC. The corresponding ABS time is naturally 00H00M00S00F.

“BIT16”
“FS kHz 44.1”
Indicates the FS and resolution of audio CD. If the settings differs from the front panel SW physical settings, The SW physical settings flash.

“CD”
Indicates that a loaded disk is an audio CD.

• Selecting Track

Selecting the track on an audio CD can be done by [SKIP/CURSOR << >>] key manipulation or utilizing the FILE SELECT function.

Select by [SKIP/CURSOR << >>] key:

1. While the unit is in either PLAY or STOP mode, press the [SKIP/CURSOR >>] or [SKIP/CURSOR <<] key.

Pressing the key the number of times will locate to the corresponding track. (If the key is pressed in PLAY ,mode, the unit is put into STOP mode after locating.)

Select by FILE SELECT function”

1. While the unit is in either PLAY or STOP mode, press the [FILE SEL] key.

As indicated below, the current track number starts flashing.



2. Input a desired track number by rotating the JOG dial or 10 key and press the [ENTER/YES] key.

<NOTE>

If a nonexisting track number is input and the [ENTER/YES] key is pressed, “Wrong Track!” will be displayed and the unit locates to the beginning of last track.

Tips:

LTC time maintains continuity from the beginning of track 1 to the end of the last track. Thus, if you select the LTC time display and playback the track other than track 01, the LTC time will not be 00H 00M 00S 00F. When the ABS time is selected, the Start Time on each track will be naturally 00H 00M 00S 00F.

• Audio CD Playback method

There are a few CD STOP mode available on DV40. A selected STOP mode is displayed on the DV40 FL display. (See the example in the previous page.)

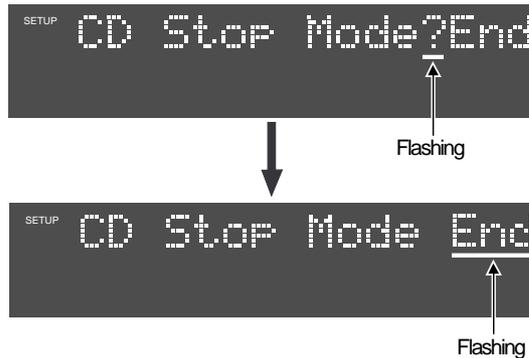
The default setting of STOP mode is “End”. By a newly added SETUP menu “CD Stp Mode?”, another STOP mode can be selected.

STOP mode	Function
End	After playing back the last track, the unit automatically stops.
Trk	The unit stops at the end of every track.
Rpt	After playing back the last track, the unit automatically plays the 1st track again and keeps on playing.

1. While the unit is in STOP mode, press the [SETUP] key to enter the SETUP mode.

2. Select the “CD Stop Mode?” SETUP menu and press the [ENTER/YES] key.

The current STOP mode flashes. A desired STOP mode can be selected by rotating the JOG dial.



3. After selecting a desired STOP mode, press the [ENTER/YES] key.

The desired STOP mode is selected. (“?” flashes.) This setting is memorized in the internal flash ROM.

4. Press the [EXIT/NO] key (or [STOP] key) to exit from the SETUP mode.

• LTC Output

When reproducing an audio CD, the LTC in accordance with the LTC Start Time set by the “LTC Start Edit?” menu and the [FRAME RATE] SW is output from the [TIME CODE OUT] terminal.

The LTC Start Time data when an audio CD is loaded is memorized in the internal flash ROM. Not like the DVD-RAM disk in which each file has its own LTC Start Time setting, it is common on all audio CDs.

• Chase Lock and Chase Offset

Controlling in the same manner as the DVD-RAM disk is possible. The Chase Offset value set by the “Chase Offset?” is memorized in the internal flash ROM. Not like the DVD-RAM disk in which each file has its own Chase Offset value, it is common on all audio CDs.

<4> 4 POP Tone Automatic Recording

When recording a file by the “NEW FILE” mode, 4 POP Tone can be automatically recorded at the beginning of the file.

In order to do so, as explained below, turn the setting to ON in a newly added SETUP mode “4POP Tone?” before recording.

Tips:

When recording by the “NEW FILE” mode, a new audio file is created together with the 4 POP Tone (repeating 0.5 seconds of 1kHz reference level signal and 0.5 seconds of silence 4 times) at the beginning of the file.

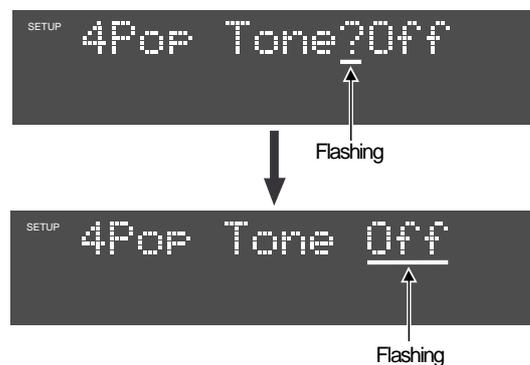
<NOTE>

While recording 4 POP Tone for 4 seconds, an audio signal cannot be recorded. Recording 4 POP Tone is available only when the “NEW FILE” mode is selected. It is not available in the “INSERT” mode.

• “4POP Tone?” Menu Setting

The setting is memorized in the internal flash ROM.

1. While the unit is in STOP mode, press the SETUP key.
2. Select the “4POP Tone?” menu by the JOG dial and press the [ENTER/YES] key.
The current setting (Default setting: “Off”) flashes.



3. Select “On” by the JOG dial and press the [ENTER/YES] key.
The 4 POP Tone recording function is turned on. The setting is memorized in the internal flash ROM.
4. Press the [EXIT/NO] key (or [STOP] key) to exit from the SETUP mode.

<NOTE>

If you do not need to record the 4 POP Tone, set it to “Off”.

<5> Expansion on CUE / MEMORY Points Recording Function

Function of registering the CUE / MEMORY points has been expanded. Automatic recording of CUE point at the REC START point and recording of CUE / MEMORY point at an optional location has been newly added.

Refer to the DV40 owner's manual page 6-5 for recording CUE / MEMORY points while in the PLAY or STOP mode.

• Automatic recording of CUE point at the REC START point

In order to record the CUE point at the REC START point automatically, as explained below, set a newly added SETUP menu "Auto Cue?" to "On" (Default setting: Off).

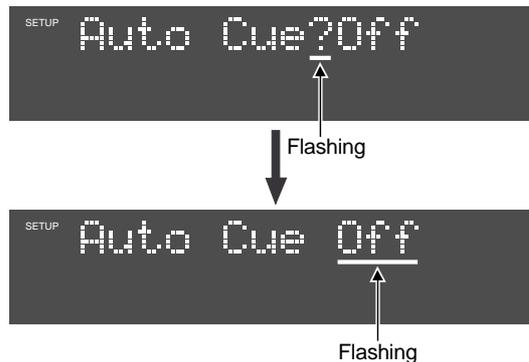
<NOTE>

Recording CUE point is valid only on a current audio file.

When creating a file by the "NEW FILE" mode, the CUE number 01 will be recorded at the beginning of the file.

When recording by the "INSERT" mode, it will be recorded in addition to the tail end of the CUE point. (If no CUE point exists, the CUE number "01" will be recorded.)

1. While the unit is in STOP mode, press the SETUP key.
2. Select the "Auto Cue?" menu by the JOG dial and press the [ENTER/YES] key.
The current setting (Default setting: "Off") flashes.



3. Select "On" by the JOG dial and press the [ENTER/YES] key.
The Cue point automatic recording function is turned on.
4. Press the [EXIT/NO] key (or [STOP] key) to exit from the SETUP mode.

<NOTE>

If you do not need to record the CUE point automatically, set it to "Off".

Tips:

In the case the CUE point is recorded at the same instant the recording gets started, as indicated below, "Cue Stored!" message and the recorded CUE number will be displayed for about 1 second.



• **Recording CUE / MEMORY Point while Recording**

While recording by either the “NEW FILE” or “INSERT” mode, a CUE point can be manually recorded at an optional location.

<NOTE>

Recorded CUE points are unique on a current audio file. On the other hand, MEMORY points are memorized in the internal flash ROM and are common on a different disk or audio files. Designating a number is not possible when recording a CUE / MEMORY point optionally. The CUE / MEMORY point is numbered and recorded in addition to the tail end of existing CUE / MEMORY point.

1. While recording, press the [CUE POINT] key (or [MEMORY] key) directly at an optional location.

By the press of [CUE POINT] key (or [MEMORY] key), as indicated below, “Cue Stored!” or “Mem Stores!” will be displayed.

Example when [CUE POINT] key is pressed →



Example when [MEMORY] key is pressed →

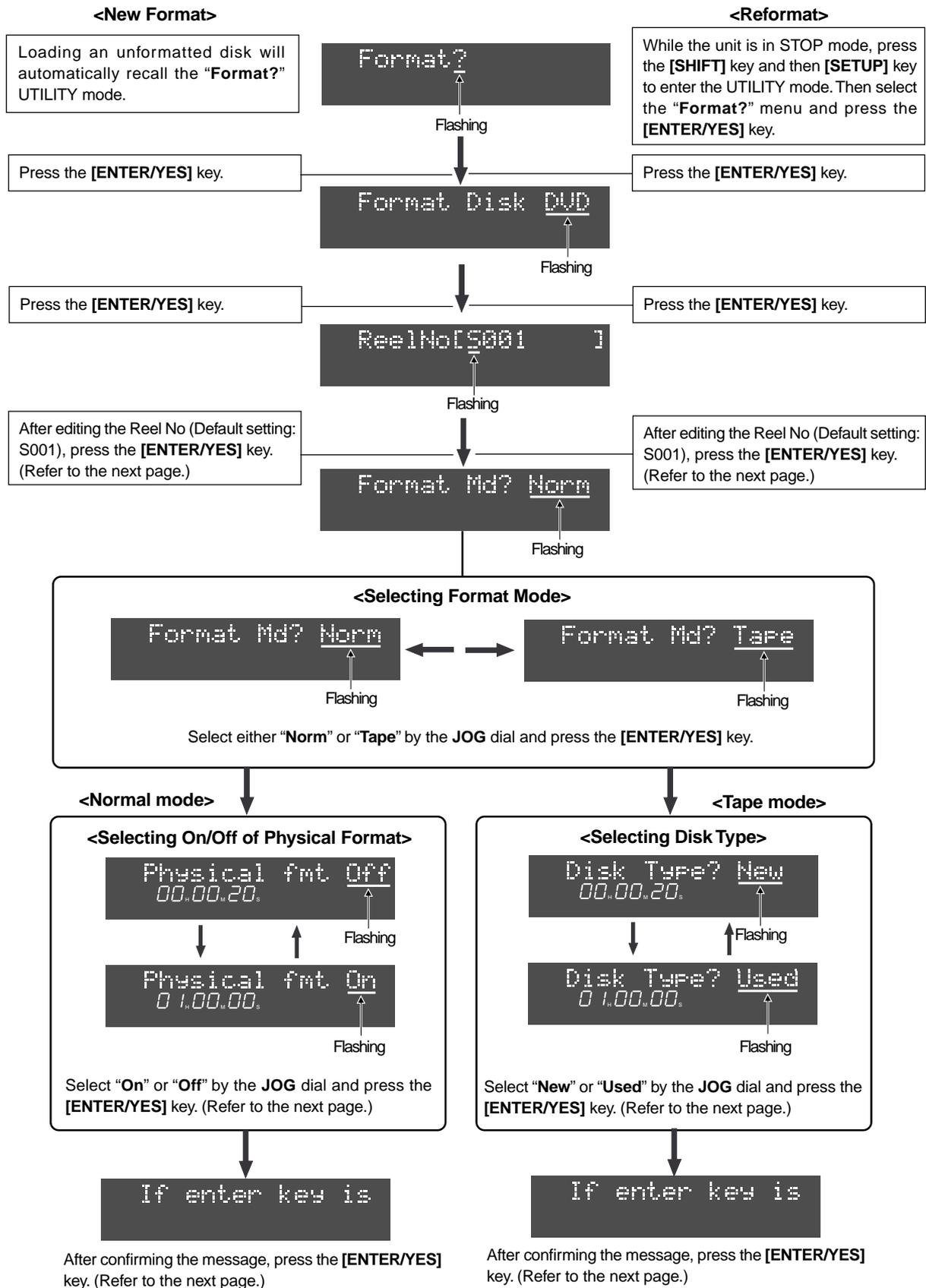


Tips:

Some or all of the optionally recorded MEMORY points (04 ~ 99) can be deleted by a newly added SETUP menu “Delete Memory?”. Refer to the page 34 for “Delete Memory?” menu in detail.

<6> Addition of Physical Format On / Off Setting in Disk Formatting

In the DVD-RAM disk formatting procedures, the item that selects "ON/OFF of Physical Format" is newly added. Executing physical format will restore an old disk or disk causing many errors at a certain degree.



• Editing Reel No (Volume Label)

The Reel No default setting is “S001”. Even if the DVD-RAM disk is formatted with the default Reel No setting, using the “Edit Reel NO?” UTILITY menu, the Reel No can be edited afterwards. In order to edit the Reel No in the disk formatting procedures, refer to the following.

1. In the condition that “S” is flashing, clear the currently displayed Reel No by pressing the [MARGIN RESET/CLR] key several times.
2. Input a desired Reel No by the JOG dial (or 10 key).
 - Input the Reel No where the digit is flashing. The flashing point can be moved by the [SKIP/CURSOR |</>] key.
 - Press the 10 key where the digit is flashing. The flashing point can be moved by the [SKIP/CURSOR |</>] key.

<NOTE>

Up to 8 alphanumeric characters can be input as a Reel No.
 In order to output from TIME CODE OUT terminal as TC Users Bit information, the last 3-digit must be numerical value. (e.g. DVD-003)
 Refer to the page 23 for TC Users Bit information in detail.

3. After inputting a desired Reel No, press the [ENTER/YES] key.

• Selecting Format Mode

Either the “Norm (Normal)” or “Tape” mode can be selected depending on your application. (Refer to the owner's manual page 1-5 Formatting a DVD-RAM Disk for formatting mode in detail.)

• Physical Format On/Off setting

When formatting an used (and / or used) DVD-RAM disk or a DVD-RAM disk causing sound skipping with slower access by the “Norm (normal)” mode, turn On the Physical Format setting.

If the disk is formatted with the Physical Format setting to On, it takes a while to complete. Although it is up to the disk condition, an approximate formatting time will be displayed on the FL display. While formatting, do not power off.

• Selecting Disk Type in Tape Mode

Select “New” when formatting a new DVD-RAM disk by the “Tape” mode. Select “Used” when formatting an used (and / or used) disk or a disk causing sound skipping with slower access. When “Used” is selected, Physical Formatting is executed in the Tape mode and it takes a while to complete. Although it is up to the disk condition, an approximate formatting time will be displayed on the FL display. While formatting, do not power off.

• Confirming Message

The message below will be displayed before executing the disk format.

“If enter key is pushed, will start formatting and delete DVD area data. Are you sure?”

If the [ENTER/YES] key is pressed after confirming the above message, disk format is executed.

<7> Addition of "Set Next Event?" SETUP Menu

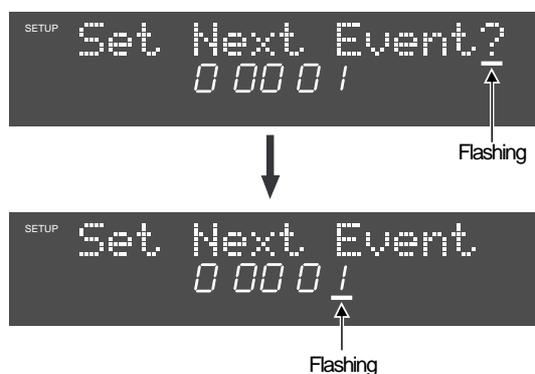
An Event No can be set in a newly added "Set Next Event?" SETUP menu. The Event No set hereby will count up every time RECORD is executed and is recorded as an EVENT information of BWF BEXT Chunk Descriptor in each file.

<NOTE>

Change of Event No does not affect the current audio file but does affect a newly recorded file.
Note that the Event No is recorded on the "BWF" file only, not on the "SDII" file.

• Setting Event No

1. While the unit is in STOP mode, press the [SETUP] key.
2. Select the "Set New Event?" menu by the JOG dial and press the [ENTER/YES] key.
The last digit of currently set Next Event No starts flashing. (In the default setting "00001", "1" flashes.)



3. Input a desired number by the JOG dial (or 10 key) and press the [ENTER/YES] key.

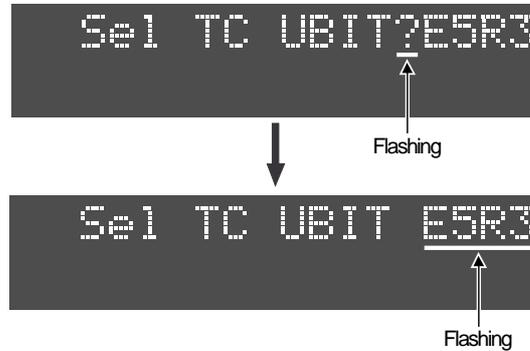
<NOTE>

If "00000" is input as the Next Event No, it will be automatically rectified to the default setting "00001".

4. Press the [EXIT/NO] key (or [STOP] key) to exit from the SETUP mode.

• **Setting TC Users Bit Output**

1. While the unit is in STOP mode, press the [SHIFT] key and then [CHASE/TC SETUP] key to enter the TC SETUP mode.
2. Select the "Set TC UBIT?" menu by the JOG dial and press the [ENTER/YES] key.
The currently set TC Users Bit Output mode is displayed. The default setting is "E5R3".



3. Select a desired Output mode by the JOG dial.
As shown below, there are various Output modes available.

E5R3	BG_76543 : EEEEE / EG_210 : RRR (default setting)
MDYf	BG_76 : MM (month) / BG_54 : DD (day) / BG_32 : YY (year) / BG_10 : xx (for USA)
DMYf	BG_76 : DD (day) / BG_54 : MM (month) / BG_32 : YY (year) / BG_10 : xx (for EUROPE)
S6R2	BG_756432 : SSSSSS / BG_10 : RR
R3E5	BG_756 : RRR / BG_54321 : EEEEE
S6T2	BG_765432 : SSSSSS / BG_10 : TT
UBIT	Outputting UBIT of BWF Descriptor informaton
EEEEEE : Event No	The least 5-digit numerical numbers in the Event information, which is recorded in the BWF file is right aligned and is output.
RRR : Reel No	The least 3-digit numerical numbers recorded in the BWF file is right aligned and is output.
RR : Reel No	The least 2-digit numerical numbers recorded in the BWF file is right aligned and is output.
SSSSSS : Scene No	The least 6-digit numerical numbers in the Scene Information, which is recorded in the BWF file is right aligned and is output.
TT : Take No	The least 2-digit numerical numbers recorded in the BWF file is right aligned and is output.
xx : File No	(decimal number, 01~99)

<NOTE>

- DATE is derived from the original date of the file.
- Event No, Scene No, Take No and UBIT are derived from the information recorded in the BWF file. No such information is available on the SDII file.

4. Press the [EXIT/NO] key (or [STOP] key) to exit from the SETUP mode.

<8> Addition of "Circle Take?" UTILITY Menu

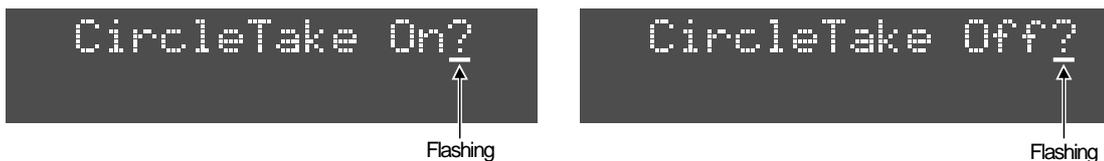
A newly added "Circle Take?" UTILITY menu allows to set or release the Circle Take on a current audio file.

The audio file with Circle Take being set is "@" marked at the beginning of the file name, which allows to distinguish between the file with Circle Take and the one without.

Setting the Circle Take will ease the file select function when importing an audio file to a Dididesign ProTools and the ALE (Avid Log Exchange) file list entry. In addition, LIST PLAY function using only audio files with Circle Take being set can be executed.

• Setting and releasing Circle Take

1. Recall the audio file you would like to set the Circle Take
2. While the unit is in STOP mode, press the [SHIFT] key and then [SETUP] key to enter the UTILITY mode.
3. Select the "Circle Take?" menu by the JOG dial.
If the Circle Take of the current file is not set, "CircleTake On?" is displayed. ("?" flashes.) If the Circle Take of the current file is already set, "CircleTake Off?" is displayed. ("?" flashes.)



4. In order to set the Circle Take, press the [ENTER/YES] key while "CircleTake On?" is displayed. In order to release the Circle Take, press the [ENTER/YES] key while "CircleTake Off?" is displayed. The display changes as shown below and the Circle Take will be set (be released) and the display exits from the UTILITY mode. If the Circle Take is set (released), "@" will be added to (deleted from) the beginning of the file name.



Tips:

- Pressing the [F2] key on the PS/2 keyboard allows to directly access the "Circle Take" UTILITY menu.
- Refer to the section "Creating ALE file list" for entering an audio file with Circle Take being set to the ALE file list and LIST PLAY in detail.

<9> Addition of “Edit Descriptor?” UTILITY Menu

A newly added “**Edit Descriptor?**” UTILITY menu allows to confirm or edit the area (*) where the BWF Sound Sequence information is recorded.

(*) BWF specified Description Area (256 characters at maximum). This UTILITY menu allows to confirm or edit each line of Description Area.

• Confirming Descriptor Information

1. While the unit is in STOP mode, press the [SHIFT] key and then [SETUP] key to enter the UTILITY mode.
2. Select the “Edit Descriptor?” menu by the JOG dial and press the [ENTER/YES] key.
The first line of Description information that Fostex registered in advance is displayed. (“01” flashes.)



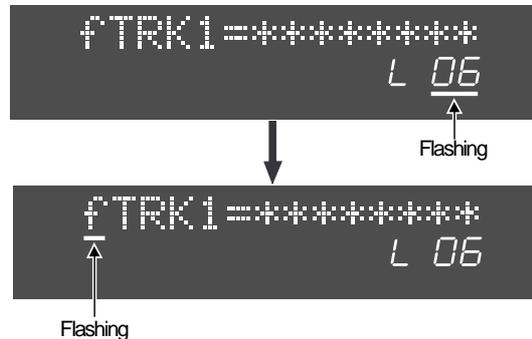
3. By rotating the JOG dial, the Description information in each line can be confirmed.
The table below indicates the Description information examples that Fostex registered in advance and the contents in detail.
This information can be used to create an AVID ALE file or to be directly imported into an AVID system. (**CAUTION:** The display before “=” indicates the meta data header ID which can be currently used.)

Display	Line No.	Detail
fUBITS=\$***** L 01	1st	UBIT when time code is recorded is set as a initial value. (Current default value: 0)
fSCENE=\$***** L 02	2nd	This is the letter string of former part of file name. The letter string before “?#\$%&/” is initially set as SCENE.
fTAKE=\$*** L 03	3rd	This is the letter string of latter part of file name. The 3 digits from “?#\$%&/” to “.” is recorded.
fTAPE=\$***** L 04	4th	Up to 8 digits of the disk Reel No (Volume Label) is recorded.
fEVENT=\$***** L 05	5th	The 5 digits numerical numbers set by the “Set Next Event?” SETUP menu is recorded.
fTRK1=\$***** L 06	6th	Up to 16 digits of default track name is recorded. Depending on the file track mode, the number of lines to be recorded differs.
fTRK2=\$***** L 07	7th	The example on the left indicates the stereo track mode.
fNOTE= L 08	8th	This is the comment column and the initial setting is empty.

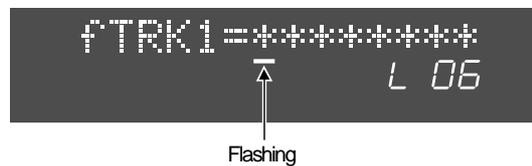
• Editing Description information

1. Select a line to be edited and press the [ENTER/YES] key.

The example below indicates that the 6th line is selected. The display changes to the condition that the left end of the currently recorded Description information starts flashing.



2. Press the [SKIP/CURSOR>>] key and move the flashing cursor to the right of “TRK1=” and edit the “***” section.**



3. Input a new information by the JOG dial (or 10 key).

- **Input by the JOG dial**
The flashing point can be moved to the right after inputting and then pressing the [SKIP/CURSIR >>] key.
- **Directly input by the 10 key**
The flashing points moves every time a different 10 key is pressed. ([SKIP/CURSOR >>]) can be used as well.)

4. After inputting a new information, press the [ENTER/YES] key.

Input information is recorded and the display changes to the line number flashing condition.

5. In order to edit other lines, repeat the above procedures 1 ~ 4.

• Addition of Descriptor information line

1. While the number of line is flashing, rotate the JOG dial fully C.W.

“<New Line>” is displayed and a newly created line number flashes.



2. After pressing the [ENTER/YES] key, by the same manner as explained in the above section “Editing Description Information”, input the information by the JOG dial (or 10 key) and press the [ENTER/YES] key again.

<NOTE>

When adding a line, you must input the meta data header ID and then input data.

<10> Addition of “Default TrkName?” SETUP Menu

A new “Default Trk Name?” SETUP menu sets the default track name automatically added to the BWF Sequence Descriptor when the “NEW FILE” recording mode is committed.

<NOTE>

The default track name is added to a BWF file created by the “NEW FILE” recording mode only. It is not added to a SDII file.

The default track name is memorized in the internal flash ROM.

• Setting Default Trk Name

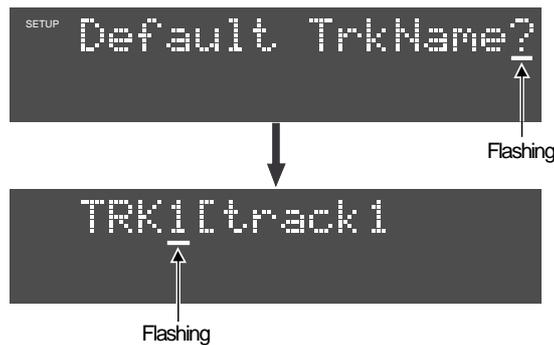
1. While the unit is in STOP mode, press the [SETUP] key to enter the SETUP mode.

Tips:

Pressing the [F4] key on the PS/2 keyboard allows to directly access the iDefault Trk Name?i SETUP menu.

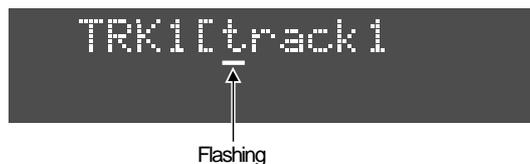
2. Select the “Default TrkName?” menu by the JOG dial and press the [ENTER/YES] key.

The display changes to the track select condition. (The default setting “track1” is displayed.) In this condition, by rotating the JOG dial, the track 1 ~ 4 can be selected.



3. After selecting a desired track (1 ~ 4), press the [ENTER/YES] key.

The 1st digit (left end) of the track name starts flashing.



4. Press the [MARGIN SET/CLR] key several times and clear the currently displayed track name.
5. Input a desired track name by the JOG dial (or 10 key) and press the [ENTER/YES] key.
6. In order to input a track name on other track, repeat the above procedures 2 ~ 5.
7. After inputting a track name is completed, press the [EXIT/NO] key (or [STOP] key) to exit from the SETUP mode.

<NOTE>

The before mentioned “Edit Descriptor?” menu should be used to change the file name in which the default track name is added.

<11> FAT-16 Formatted Disk Recognition

The FAT-16 formatted disk on which WAV files with either the .wav or .bwf extension are recorded by an external equipment can be recognized and played back on DV40. (Note that recording / editing is not possible on the FAT-16 formatted disk.)

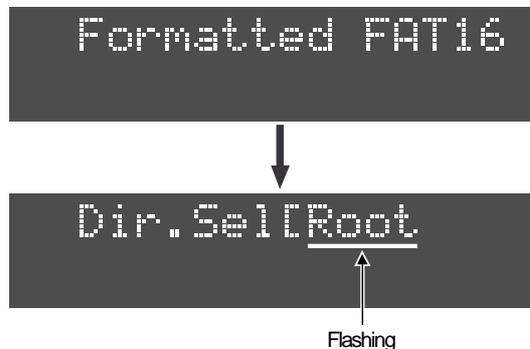
These WAV files can be continuously reproduced using the LIST PLAY function (either "LTC_LINK" or "SongLink" mode).

The following procedures presume that a directory in which WAV files are accommodated exists in the FAT-16 formatted disk.

• Loading FAT-16 formatted disk onto DV40

1. Set a FAT-16 formatted disk into the DV40 disk tray and press the [OPEN/CLOSE] key.

DV40 starts scanning the loaded disk. After the "Formatted FAT16" message is displayed, the display changes to the condition in which a directory in the disk can be selected.



<NOTE>
Only a root directory or a folder in the root directory can be selected.

2. Select a desired directory by the JOG dial and press the [ENTER/YES] key.

An individual WAV file in the directory can be selected.

As indicated below, the file with `ì.wavi` and `ì.BWFì` extension is displayed. ("*****" indicates the file name.)

If a "root" is selected, DV40 tries to find WAV files in the root directory. The order of WAV files to be loaded into DV40 is equal to the order that these files are entered in the FAT-16 formatted disk.



<NOTE>
On the UDF formatted disk, a file with the `ì.wavi` extension is only supported.

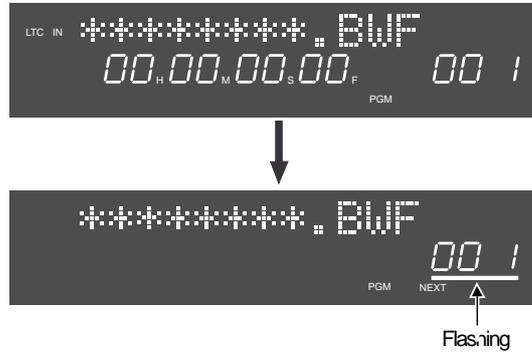
Tips: Changing directory after loading WAV files
In the condition that a WAV file is recognized, by pressing the [SHIFT] key and then [FILE SEL] key, "Dir.Sel [***]" is displayed and the directory can be changed.

• Selecting loaded WAV file

A loaded WAV file can be optionally selected using a “FILE SELECT” function.

1. In the condition that a WAV file is recognized, press the [FILE SEL] key.

The file number of the recognized WAV file flashes (“001” in the example below). Rotating the JOG dial lets you select a desired WAV file.



2. Select a desired WAV file by the JOG dial and press the [ENTER/YES] key.

The selected WAV file is displayed and is reproduced by the press of [PLAY] key.

Tips:

If the selected WAV file condition differs from the [TR MODE] SW / [AUDIO FILE] SW / [SAMPLING FREQ] SW positions on the DV40 front panel, the mismatched segments flash on the display.

• Continuous WAV files playback using LIST PLAY Function

Loaded multiple WAV files can be continuously played back by linking Song (the order of file number) or LTC recorded in each WAV file. (Refer to the owner's manual page 11-2 for “LIST PLAY” function in detail.)

<NOTE>

Only the WAV files with the same Track mode and FS can be linked.

In order to link multiple WAV files by LTC, LTC must be recorded in the WAV files. If there is a gap of LTC address between files, “<<Silent Area!>>” is displayed and no signal is output.

1. When the unit is in STOP mode, press the [LIST PLAY] key.

The display changes to the LIST PLAY mode select condition. In the default setting, “LTC_Link” is displayed and “01” flashes. Rotating the JOG dial lets you select the other LIST PLAY mode “SongLink”.



2. Select a desired LIST PLAY mode and press the [ENTER/YES] key.

If the “<<Wait!>>” message disappears, linking the WAV files is completed and the first linked WAV file is displayed.

3. Press the [PLAY] key.

Continuous playback based on the LIST PLAY mode gets started.

<12> Alert Display Indicating disagreement in External TC and Internal TC generator Frame Rate

If there is a disagreement in frame rate between an external time code fed to the DV40 [TIME CODE IN] terminal and the internal TC generator (set by the [FRAME RATE] SW), as shown below, an alert is displayed when the "LTC IN" is selected by the [DISP TIME] key.

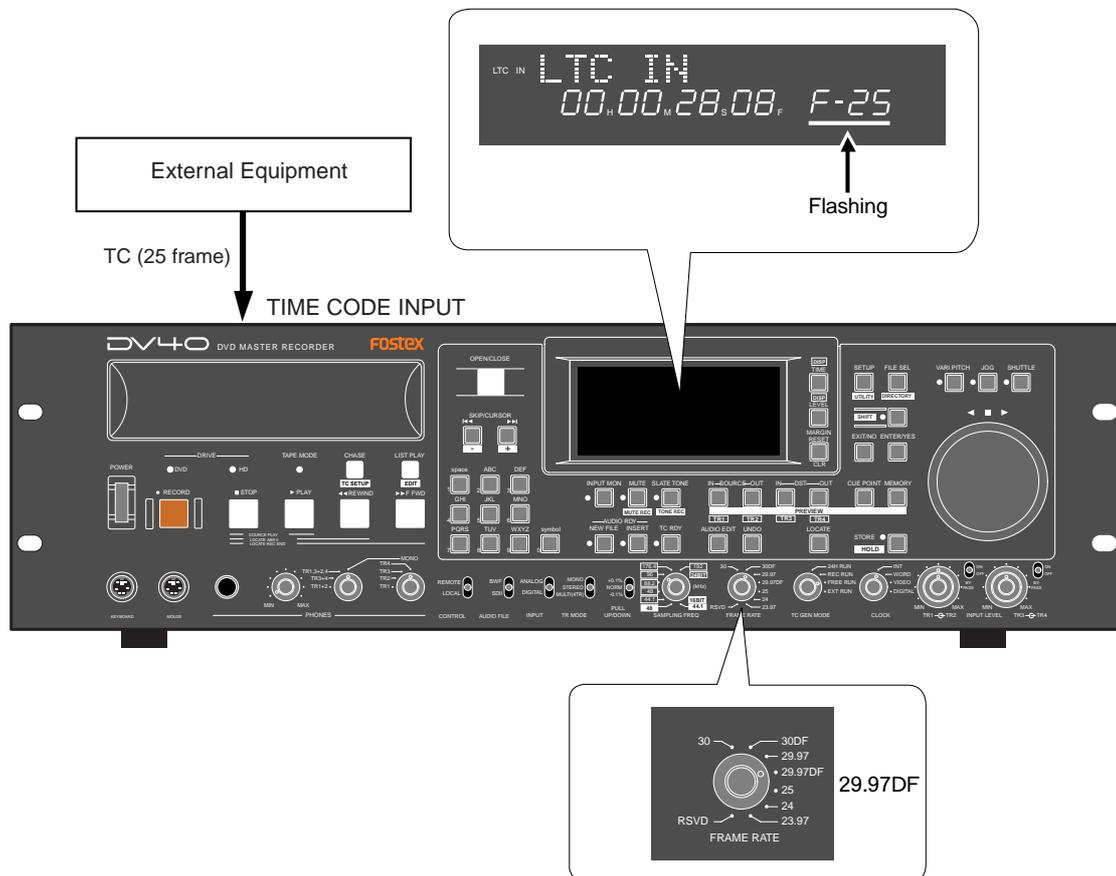
<Alert Example>

If the 25 fps time code is fed to DV40 from an external equipment and the [FRAME RATE] SW on DV40 is set to "29.97DF", by selecting the "LTC IN" display by the [DISP TIME] key, the frame rate ("F-25" in the example below) in the display flashes, which is an alert indicating the disagreement in frame rate.

Even if the frame rate disagrees by 0.1% (between 29.97 and 30 fps or 23.976 and 24 fps), the alert warning appears on the display.

<NOTE>

If an incoming time code with 29.97, 30, 24 or 23.976 fps is unstable, there is a case that the alert warning always appears.



<13> Change of Name on “Edit Volume Lbl?” UTILITY Menu

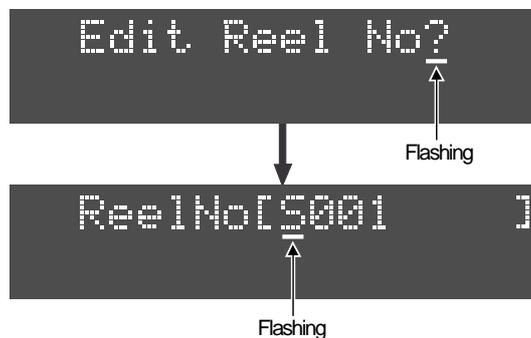
The name of the “**Edit Volume Lbl?**” UTILITY menu explained in the owner’s manual page 16-4 has been changed to “**Edit Reel No?**”.

The Reel No set hereby is identical with the DVD-RAM disk volume label. It corresponds to the “**TAPE**” in the AVID system ALE (Avid Log Exchange) file.

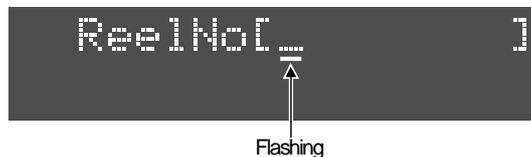
The Reel No can be used as a TC Users Bit information to be output from DV40. (Refer to the CAUTION below.)

• Setting Reel No (Volume Label)

1. While the unit is in STOP mode, press the [SHIFT] key and then [SETUP] key to enter the UTILITY mode.
2. Select the “**Edit Reel No?**” menu by the JOG dial and press the [ENTER/YES] key.
The currently set Reel No. (Default setting: S001) is displayed and the first digit “S” starts flashing.



3. Press the [MARGIN RESET/CLR] key several times to clear the currently set Reel No.



4. Input a desired Reel No. by the JOG dial (or 10 key).
 - **Input by the JOG dial**
The flashing point can be moved to the right after inputting and then pressing the [SKIP/CURSOR >>] key. (Pressing the [SKIP/CURSOR <<] key moves the flashing point to the left.)
 - **Directly input by the 10 key**
The flashing points moves every time a different **10 key** is pressed. ([SKIP/CURSOR >>]) can be used as well.)

<NOTE>

Up to 8 alphanumeric characters can be used to name the Reel No.
In order to output as the TC Users Bit information from the DV40 TIME CODE OUTPUT terminal, the least 3 digits must be numeric numbers. (e.g. DVD-003). Refer to the page 23 for TC Users Bit information in detail.

5. After inputting a Reel No., press the [ENTER/YES] key.
The input Reel No. is registered and “**Edit Reel No?**” is displayed.
6. Press the [EXIT/NO] key (or [STOP] key) to exit from the UTILITY mode.

<NOTE>

The “**Edit Descriptor?**” menu should be used to change the “**TAPE**” already recorded in the BWF file.

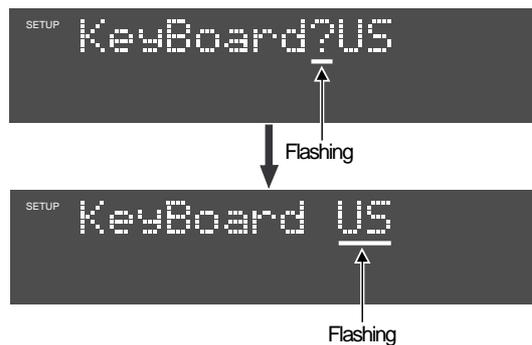
<14> Expansion on PS/2 Keyboard Functionality

A new SETUP menu “**Keyboard?**” allowing to select either US or JAPAN type PS/2 keyboard has been newly added. Use of the PS/2 keyboard function keys have been expanded.

• Addition of “Keyboard?” SETUP menu

Select the keyboard type (US or JAPAN) depending on the keyboard that you connect to DV40.

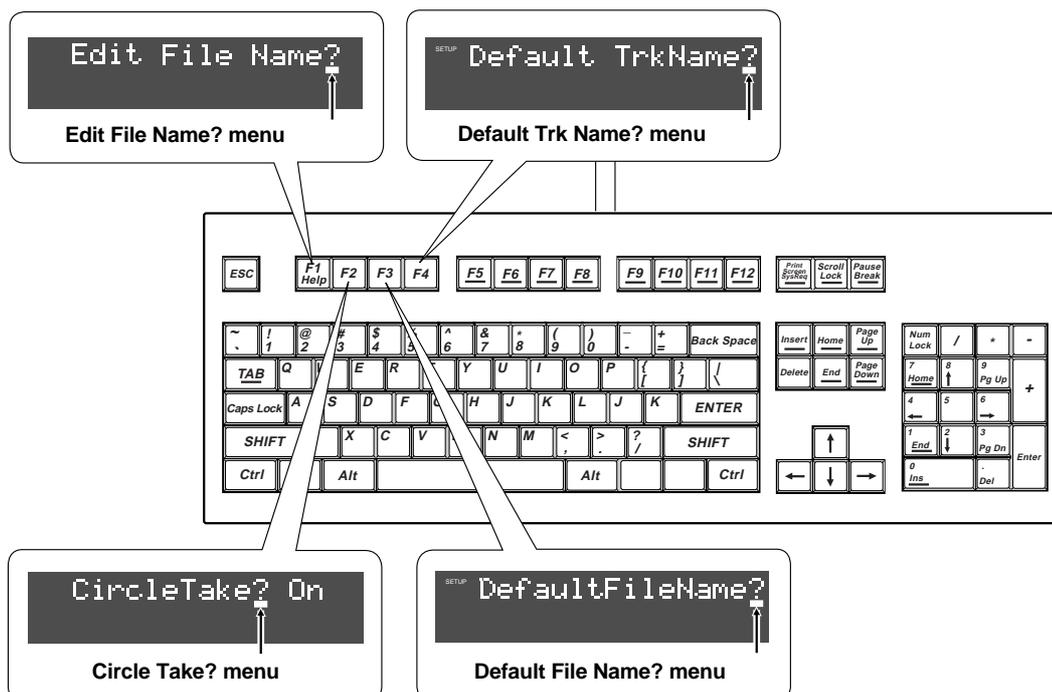
1. While the unit is in STOP mode, press the [SETUP] key to enter the SETUP mode.
2. Select the “Keyboard?” menu and press the [ENTER/YES] key.
The currently selected keyboard type flashes. The default setting is “US (USA)”. You can select either “US” or “JAPAN”.



3. Select a desired keyboard type by the JOG dial and press the [ENTER/YES] key.
The keyboard type is selected and is memorized in the internal flash ROM.
4. Press the [EXIT/NO] key (or [STOP] key) to exit from the SETUP mode.

• Expansion on Function key

Use of Function keys have been expanded. In addition to the [F1] key for direct access to the “Edit File Name?” menu, pressing the [F2], [F3] and [F4] keys allows to directly access to the SETUP / UTILITY menus indicated below.



• **Expansion on [Alt] + key function**

Pressing the following keys while holding down the [Alt] key lets you access to various modes listed below. On V1.2 software, pressing [D], [L], [F] and [E] key with [Alt] key has been newly added.

<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">Alt</div> <p style="text-align: center;">+</p> <div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">U</div>	<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">Alt</div> <p style="text-align: center;">+</p> <div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">T</div>	<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">Alt</div> <p style="text-align: center;">+</p> <div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">S</div>	<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">Alt</div> <p style="text-align: center;">+</p> <div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">D</div>	<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">Alt</div> <p style="text-align: center;">+</p> <div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">L</div>	<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">Alt</div> <p style="text-align: center;">+</p> <div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">F</div>	<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">Alt</div> <p style="text-align: center;">+</p> <div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">E</div>
Utility mode	TC Setup mode	Setup mode	Directory mode	List Play mode	File Sel mode	List Play Edit mode

<15> Addition of “Delete Memory?” SETUP menu

A newly added “Delete Memory?” SETUP menu allows to delete all the memory points (04 ~ 99) memorized in the internal flash ROM at once. Deleting optional memory point (s) using this SETUP menu is also possible.

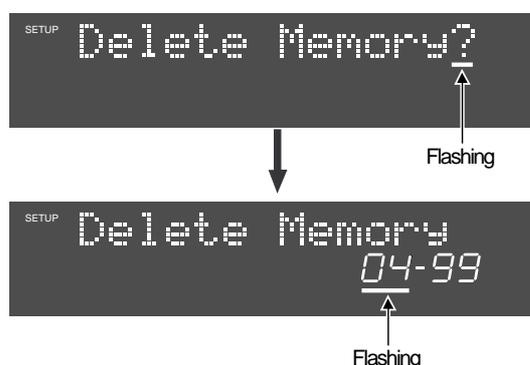
• Deleting Memory Points all at once

1. While the unit is in STOP mode, press the [SETUP] key to enter the SETUP mode.

2. Select the “Delete Memory?” menu and press the [ENTER/YES] key.

“04 - 99” is displayed. (“04” flashes.)

The left 2 digits indicates the memory point number to be deleted from and the right 2 digits indicates the memory point number to be deleted to. “04 - 99” indicates that the memory points from 04 to 99 are to be deleted.



Tips:

- In order to delete all the memory points at once, go to the next step while “04 - 99” is displayed.
- In order to delete optional memory point (s), select the deleting range indicated below and then go to the next step.

<Designating the deleting range>

Move the flashing point by the [SKIP/CURSOR [←/→]] key and input the number by the JOG dial (or 10 key). (The number from 04 to 99 can be input.)

If the equal number is set to the left and right, one memory point will be deleted. Deleting only one memory point can be executed by the procedures mentioned in the owner's manual page 6-9.

<NOTE>

When designating the deleting range, input the right number so that it is equal or greater than the left number. In case the left number is greater than the right number, “Void!” will be displayed and inputting the number becomes invalid.

3. Press the [ENTER/YES] key again.

4. Press the [EXIT/NO] key (or [STOP] key) to exit from the SETUP mode.

Tips:

A deleted memory number indicates the blank time information (—H—M—S—F—SF) in which no time data is registered.

Memo

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