INTRODUCTION

The Copy/Paste function allows the settings of any channel, bus, FX section or processing element to be copied and pasted to any number of other channels, saving set up time and helping eliminate errors. The last paste operation can be quickly reversed with an UNDO function. Processing blocks (eg EQ) or even individual parameters (eg mic gain control) within a processing block are selected for copying via touch screen selection on the same Vistonics™ II screens that are used for audio control functions.
A range of channels or busses can also be easily copied and pasted to another area of the desk.

The Library functionality allows you to select any set of parameters in use on the desk, ranging from a single channel's EQ setting, to a range of channels set up for a drum kit, to be stored in the internal library and recalled at will. The libraries can be exported to, or imported from, the USB memory stick, allowing you to build up your own portable channel and processing element libraries that can easily be transferred to any Vi console you need to work on.

This is done independently of the Show Files which allow entire desk settings to be exported.
The console's default Library includes a selection of factory default library items for a number of common sources, plus a set of 'Flat' channels and processing elements which can be used for resetting areas of the console to default state when it is not desirable to reload a complete Default Show.



If the console is in either copy or paste mode a **yellow bar** appears across all the Input Screens and the console switches into 'Copy/Paste' mode, where the surface is used for selection.
Note that in these modes control of channel strip audio from the Vistonics™ screens is not possible!

CONSOLE CONTROL KEYS

The EDIT keys on the control surface are used to initiate COPY and PASTE modes.
[Copy] mode is used for **source** selection.
[Paste] mode is used for **destination** selection.
[UNDO] can be pressed after a PASTE operation to restore the previous settings. If you wish to do this note that [UNDO] must be pressed before PASTE is switched off.



Figure 18-1:
EDIT Keys

COPY & PASTE PRINCIPLES

In COPY mode, it is neccessary to select the required items. Selecting them places the items onto the clip-board. Single or multiple channels or busses can be collected, or single or multiple elements from within the same channel or bus can be collected.

DATA SELECTION & INDICATORS

Full Channel



A full Channel can be selected in both COPY and PASTE modes by pressing the [SEL] Key.
A range of full Channels can be selected by holding the [SEL] Key of the first Channel and pressing [SEL] of the last Channel.
The grey Channel border is replaced with a yellow border to indicate a whole Channel selection.
The SEL keys illuminate in blue, in COPY or PASTE modes, to indicate their function as selects rather than as a Solo.

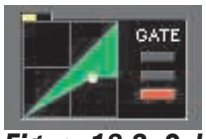


Figure 18-2: Selecting a Channel

Function blocks



In COPY mode, the selection of a function block can be toggled by touching the Touch field. Indication that a whole function block is selected is shown with a wide yellow indicator in the top left corner of the field.



If only a set or a single Parameter from within this block is selected then a small yellow indicator is displayed.

Figure 18-3: Selecting a Function Block

Parameters

A single Parameter can be selected by touching the corresponding Rotary encoder or by pressing the small key to the left of the encoder. The selected state is indicated with yellow text in the Parameter Label. Note that not all parameters can be selected individually; in some cases a set of parameters will automatically be selected when one of the set is touched.
The parameter name will change to yellow text to indicate that it is selected.



Figure 18-4: Selecting a Parameter



HINT: You can enter the 'Zoom' mode where individual parameters can be selected, with a long press on a touch field. Alternatively you can enter the Zoom mode, before you activate Copy mode, by pressing the touch field in the normal way and entering 'Zoom' mode.

COPYING CHANNEL OR BUS PARAMETERS

· Press [COPY].
[COPY] lights.
· Collect Channel Parameters by pressing [SOLO/SEL] for the whole Channel
or
Touch Fields for functional groups like EQ
or
Long press on Touch fields to enter Zoom mode for individual Parameters.
Parameters are copied to the clipboard.

· Press [PASTE].
[PASTE] lights, [COPY] will be switched off.
· Select the destination channel by pressing [SOLO/SEL]
or
touching any VST field on the channel.
The clipboard content is immediately copied to each selected channel.
· End the function by pressing [PASTE] again.

The same procedure can be used for busses: you must be in the ALL BUSSES fader page to collect functional groups or parameters

COPYING A BUS MASTER INCLUDING ALL CHANNEL SEND LEVELS

· Press [COPY].
[COPY] lights.
· Select a Bus Master with [SEL]. This can be done either in the central output fader section (pages A-D), or the ALL BUSSES page.
· Press [PASTE].
[PASTE] lights, [COPY] will be switched off.
· Activate “include send levels” in the central page (choose YES).
· Select the destination Bus with [SEL].
· End the function by pressing [PASTE].



HINT: Bus copy can be performed between different Bus Types (AUX<>GRP, GRP<>AUX). In this case the ON/OFF state of the AUX sends will be equivalent to Group Routing ON/OFF.

PARAMETERS NOT INCLUDED IN CHANNEL & BUS COPY MODES

When you copy a whole channel, a whole bus, or the input and output blocks within the channel or bus, not all parameters are copied. For example if a whole channel is copied, the Input patch, gain, Insert and direct out settings are NOT copied.

The sections below list the various parameters that are NOT included if the whole channel or bus is selected for Copy using the SEL button.



Note that additional parameters can be added to –or subtracted from- the channel copy by using the ‘long-press’ on the touch screen in the required field and then selecting or deselecting various parameters.
It is never possible to select the Insert point or Direct Out however.

CHANNEL COPY: ITEMS NOT INCLUDED IN COPY WITH SEL BUTTON

Input 1/2 switch
Input 1 & 2 patch
Mic Input Gain
All associated switches (48V, PAD, Phase Inv etc)
Insert Point – all aspects
Direct Output – all aspects
Fader and Mute
VCA & Mute Group Assignment
FX settings

BUS OUTPUT COPY: ITEMS NOT INCLUDED IN COPY WITH SEL BUTTON

Output patch
Insert Point – all aspects
FX settings



Note that the Aux send levels (or routing switch status for Groups) from input channels to a bus also always copied when the bus master is copied, but you can choose whether to paste the sends or not using the {INCLUDE SEND LEVELS} key in Paste mode.

EXAMPLE: COPYING A WHOLE CHANNEL, INCLUDING THE 'IN1 PATCH' PARAMETER

. Press [COPY] to enter Copy Mode

. Press [Solo/SEL] button on required input channel to select it to the clipboard.

. Touch the Input touch field on the channel strip with a long press (2s) to enter the 'zoom' mode for the input parameters. Notice that only the Trim, Filters and Delay parameter are already selected (indicated by yellow text).

. Touch the encoder (or press the adjacent Vistonics button) in the IN1 PATCH field to add the patch parameter to the copied items.
(the IN1 PATCH text changes to yellow to indicate selection)

. Press PASTE and select the destination channel(s) to paste the selected channel including the patch setting.

COPYING FX PARAMETERS

Parameter settings from any of the 8 internal Lexicon FX units can be copied from one device and pasted to another.

To make selection of the source and destination units easy, a set of 8 *FX-select encoders* appears on the central screen in both Copy and Paste modes. The selection is made by either touching the relevant encoder or pressing the corresponding Vistonics button beside the encoder.

Alternatively, if the FX unit is assigned to a channel or bus and is therefore visible on the channel or bus strip, then the source and destination units can be selected by touching the FX block on the channel strip.

Note that only the parameters relating to the currently active FX Type are copied and pasted for each unit – so for example if LEX1 is currently set to the Small Hall FX type, then only the Small Hall parameters will be copied, if LEX1 is selected to copy.

When the settings are pasted to another unit, the target unit will have its FX Type changed to Small Hall, and only the Small Hall parameters will be pasted. None of the other 28 FX Types within the target FX unit will have their settings changed.

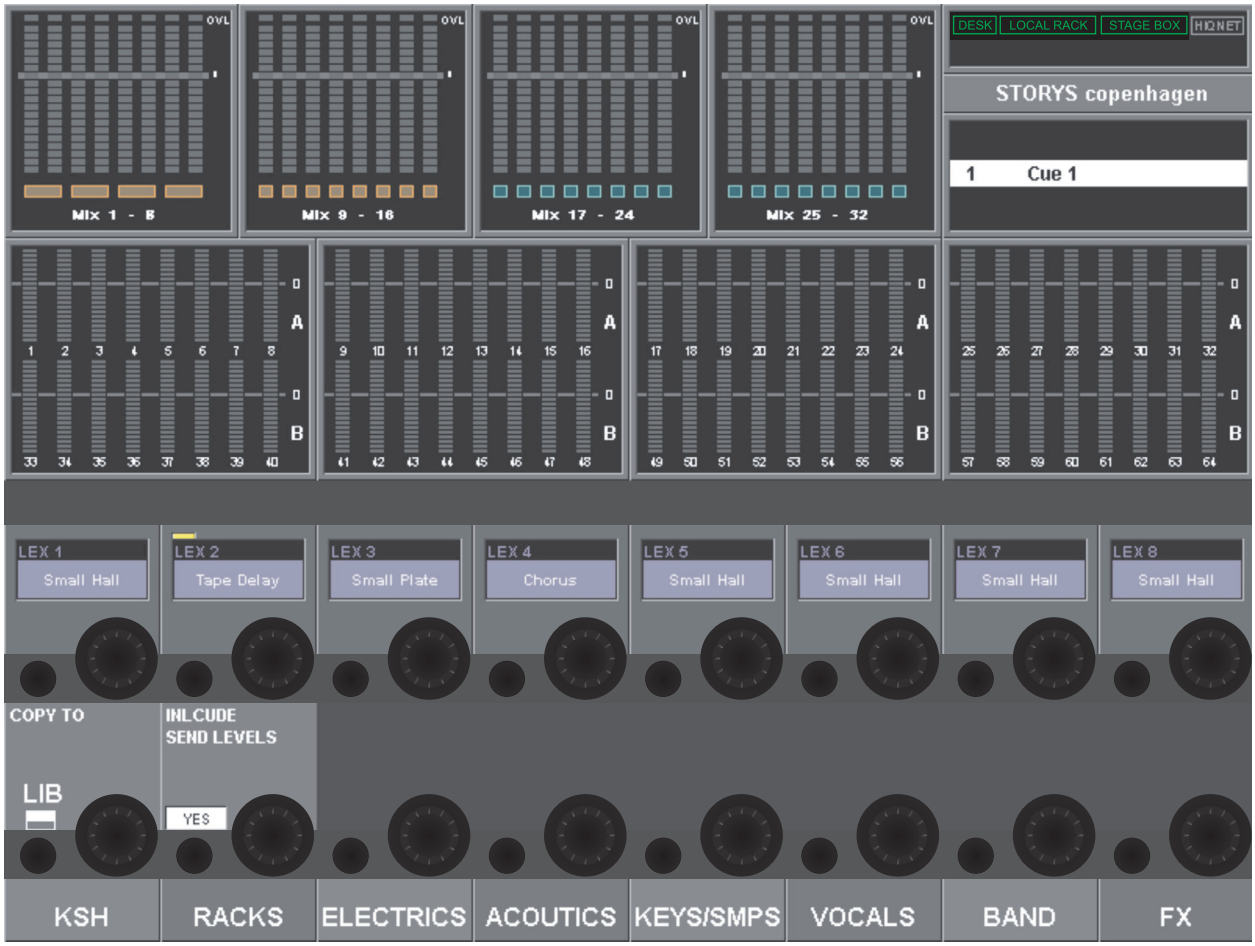


Figure 18-5: The 8 FX-select encoders in Copy mode with LEX2 selected

To copy an FX unit's settings to the clipboard:

. Press [COPY]

. Select the required FX Unit, either using the FX Select Encoders displayed in the central screen, or touching the FX unit's icon on the Channel or Bus strip, if one has been assigned and is visible on the strip.

Parameters are copied to the clipboard

. Press [PASTE]

. Select the destination FX unit by touching the required FX Select Encoder (or adjacent button) in the central screen.

or

touching any touch field on the target channel or bus strip.

or

pressing [SOLO/SEL] on the target channel or bus

The FX unit settings on the clipboard are immediately copied to the destination FX unit.

. The operation can be undone by pressing [UNDO], before exiting Paste mode.

. End the function by pressing [PASTE] again.

LIBRARIES

The *Libraries* functionality enables various elements of the console, eg EQ section, Dynamics section, or complete channels and busses, to be copied from the desk and stored in the Library system.
Later these items can be retrieved and pasted from the Library to any destination channel or bus on the console.
The ability to export complete Libraries or individual entries to a USB stick allows you to extract saved items from the console and later import them to another console.

The Library system comprises a system of folders that reside on the console's internal flash drive. The folder structure is preset to comprise a top-level *Library* folder, within which are sub-folders called *Categories,* corresponding to the various types of functions that can be stored in the Library (eg: EQ, Dynamics, Channel, etc).
Within each *Category*, the actual Library settings are stored - these are called *Entries*. This structure and the names of the folders are fixed and cannot be modified. The folder structure is as follows:

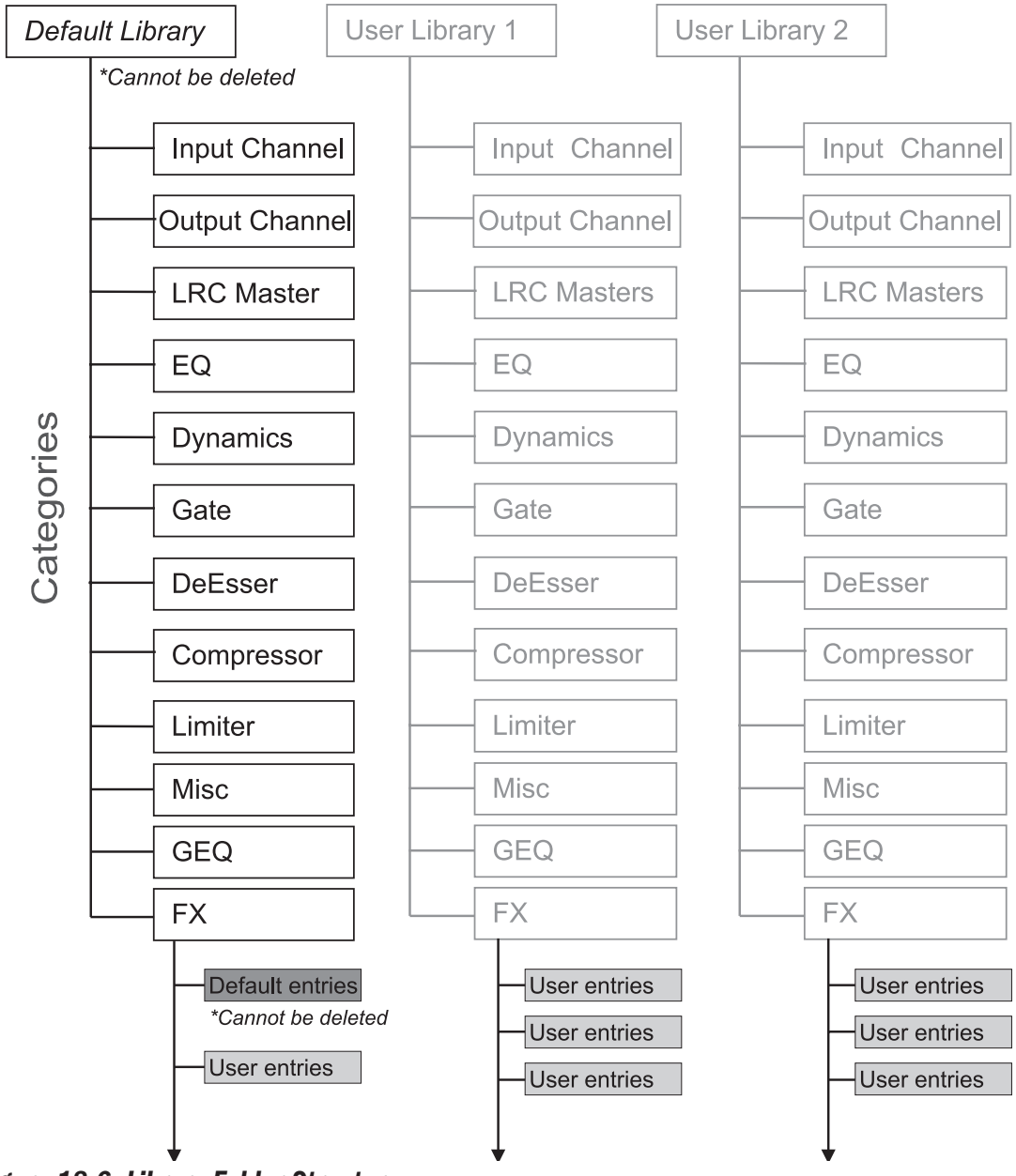


Figure 18-6: Library Folder Structure

Default LIbrary
The console comes with one pre-installed Default Library.
This Default Library contains factory presets for a variety of common applications. These factory default library entries are 'read-only' and cannot be deleted.

A mechanism exists for the default entries in the Default Library to be updated via a special update procedure. New, modified or additional default entries may be released from the factory from time to time. The update will be in the form of a web download which can be copied to a USB stick and transferred to the console. This may be included as part of the routine software updates for the console.

New Entries can be stored in the Default Library, alongside the read-only factory default Entries, or one or more new Libraries can be created which will then only contain user-stored Entries.

User Libraries
In addition to the Default Library, as many additional new Libraries can be created as required. Either a new empty Library can be created or the existing Default Library can be duplicated using the Save As function, creating a new Library that also contains the factory default Entries.
When a new empty Library is created, only the folder structure is created – the Library itself contains no Entries and needs to be populated by the user.

The only limit to the number of Libraries or entries that can be created is available disk space in the console, but the file size of each Library entry is very small (typically <100kB for individual single channel Entries).

It is recommended for easier data management that each user creates their own Library on the console, populates it with their personal settings and then exports the Library to their own USB stick.
The Library can then be imported to the next console, added to if required and then re-exported (see later section Exporting and Importing Libraries).

Categories
The list of Categories can be seen in the diagram on the previous page.
Categories in the Library structure are predefined and cannot be changed by the user.
Note that only items that have a Category can be stored to the Library – it is not possible to store every type of parameter to the Library! For example, there is no Category for the Input stage (gain, PAD etc) or the Aux send parts of the channel strip, so these parameters cannot be stored to the Library other than as part of complete channel strips using the InputChannel Category.

The Misc Category
Most Categories correspond directly to the console function of the same name, but the *Misc* Category requires further explanation.
This Category is intended for storing combinations of channel or bus parameters.
Currently, only a combination of **EQ and Dynamics** can be stored in the Misc category, but this may be extended with a future software update to allow storing of any of the various channel parameters which do not have their own Category, as well as any combination of these parameters.

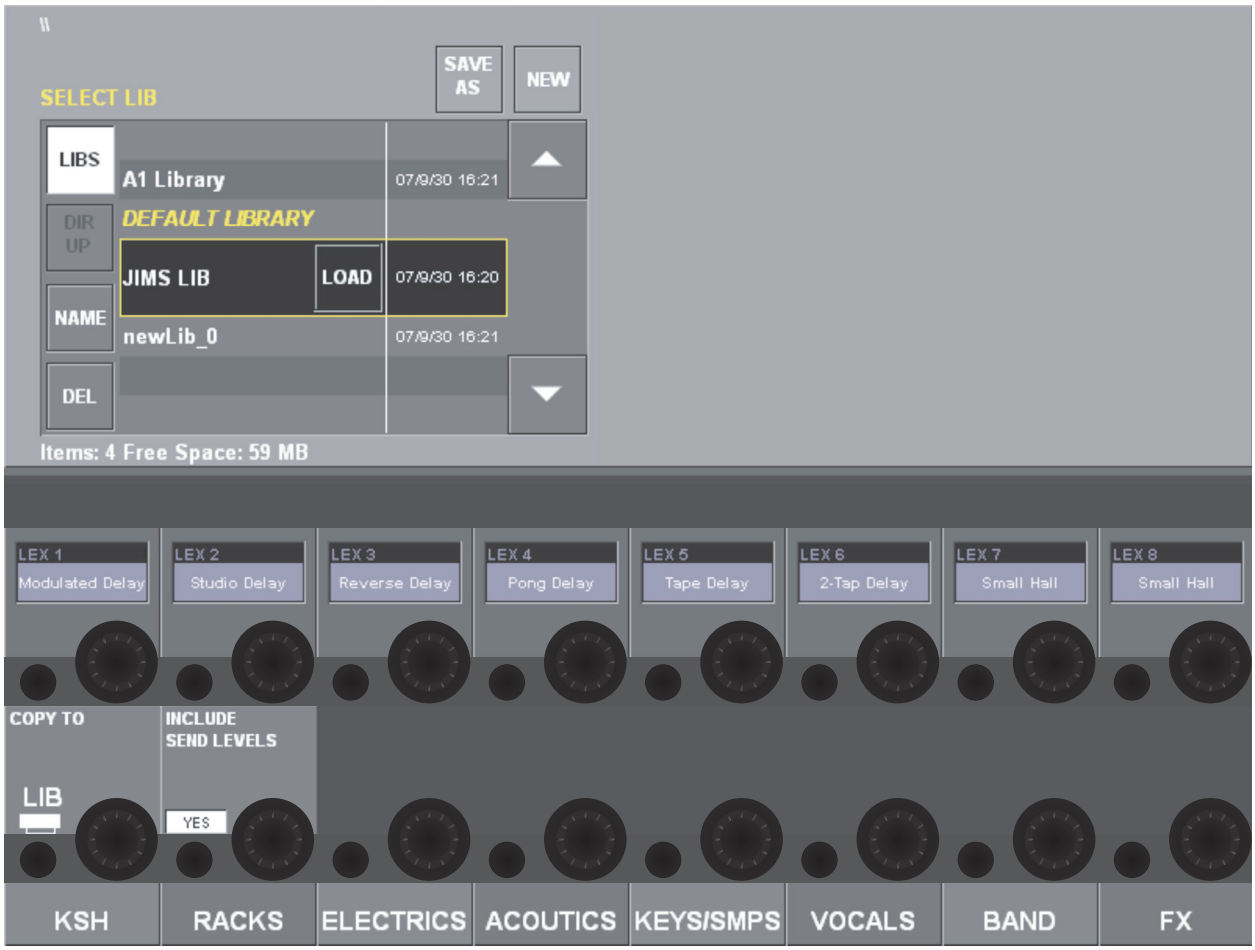


Figure 18-7: Copy to Library page

To perform operations on the Library, either the **Copy to LIB** page or the **PASTE from LIB** page must be opened. To do this, press either [COPY] or [PASTE] followed by the {LIB} key in the bottom left corner of the central Vistonics screen.

TITLE info: The text line in the top left corner of the screen, beginning \\ always shows which Library and Category is currently selected.

{LIBS} Jumps to the top of the Library folder structure, regardless of whether the library is currently displaying Category or Entry level. Pressing {LIBS} when at the top *Library* level jumps back down to the previously selected Category level.

{DIR UP} Moves up the Library folder system one step with each press. There are three levels: *Libraries* (top) \ *Categories* \ *Entries* (bottom)

{SEL} Located in the selection bar, this button is used to drill down to the next level. At the top LIBS level, the {SEL} button selects the highlighted Library to be loaded. The currently loaded Library is indicated by its name being displayed in yellow text in the list.

{NAME} Opens the QWERTY keyboard to allow the name of the currently highlighted Library or Entry to be edited. Note that *Category* names cannot be edited, so the {NAME} button is greyed out at this level.

{DEL} Deletes the currently highlighted Library or Entry. Since the Category level folders cannot be deleted,

the {DEL} button changes to become a {**CLR}** button when in the Category level. Pressing {CLR} will delete all Entries within that Category. Confirmation dialogues are displayed before all Delete or Clear operations. (facing page to previous screenshot)

SAVE AS button: Only displayed at the top *Library* level.
Saves a copy of the *currently loaded* Library, with a new name.
The QWERTY keyboard is opened to allow the new name to be entered.

NEW button: Only displayed at the top Library level.
Creates a new empty Library with the default name **newLib_x**.
The new Library contains only the folder structure, but no Entries.

COPY TO LIBRARY

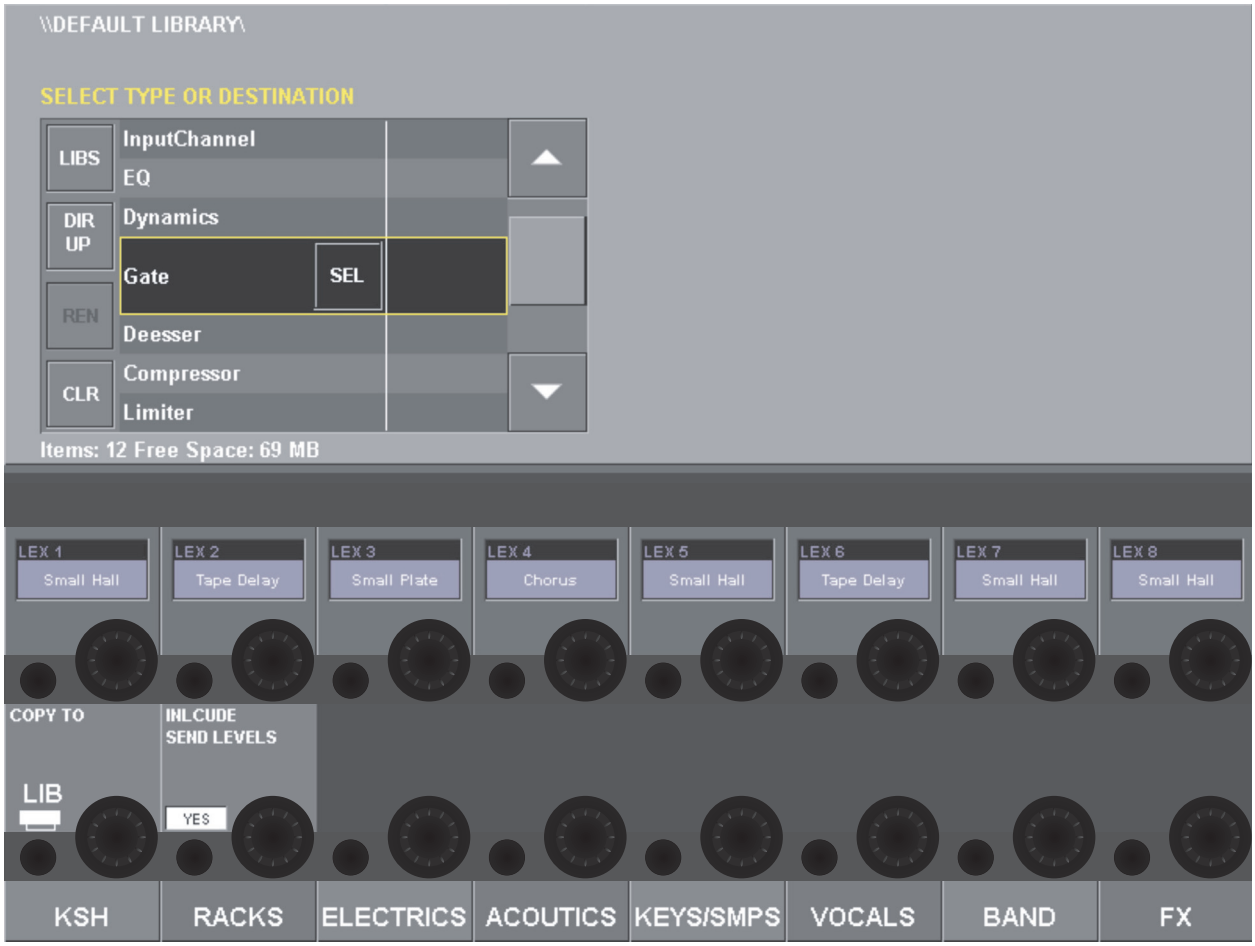


Figure 18-8: Copy to Library page

Copying an EQ to the library

- Press [COPY] on DESK
- Press {LIB} key in "COPY TO" field in the central screen
- Touch the EQ touch field on an input or output channel strip

*The library will **automatically** change to the EQ library*

- A new library item will automatically be stored in the EQ catagory, with the name newItem_x
- Press <NAME> to open the QWERTY keyboard and rename the new item
- Press [COPY] on DESK to return the console to normal operation.

PASTE FROM LIBRARY

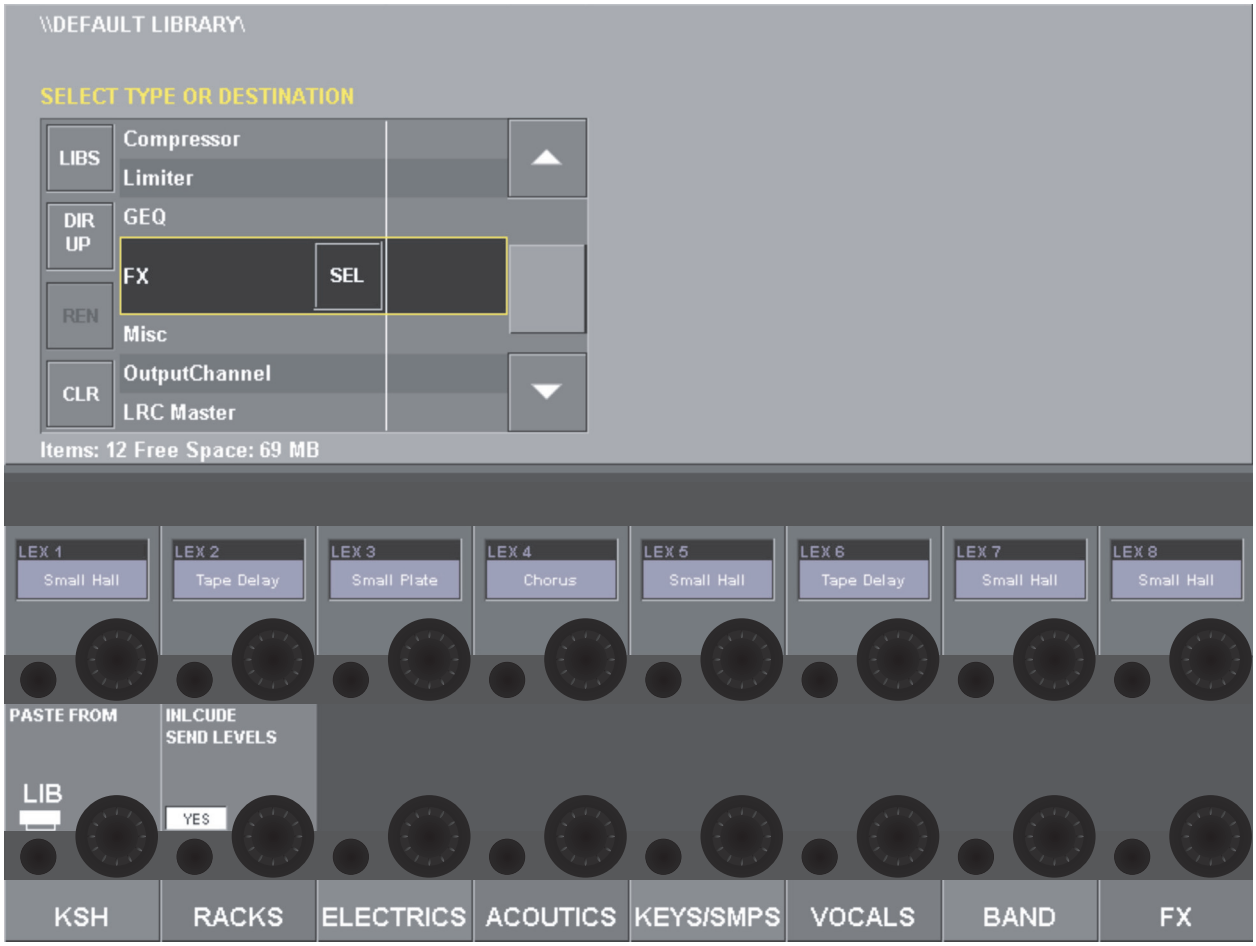


Figure 18-9: Paste from Library page

Pasting an EQ from the library

- Press [PASTE] on DESK
- Press {LIB} in “PASTE FROM” field in central screen

Method 1

- Select the desired Library /EQ and the desired library entry in the list
- Press [SEL] or the EQ Touch field on the destination Channel to load the Equaliser settings to that channel.

Note: it does not matter which touch field is touched on the destination channel – as the system already knows an EQ has been selected from the library, it only needs to know which channel you want to paste it to.

Method 2

- Touch the EQ field on an input or output channel’ strip. A yellow marker will appear in the touch field border to indicate selection

  The library will automatically change to the EQ library category, and the available EQ entries will be visible
- Press <LOAD> within the library list on the central screen to load the EQ to the Desk

EXPORTING AND IMPORTING LIBRARIES

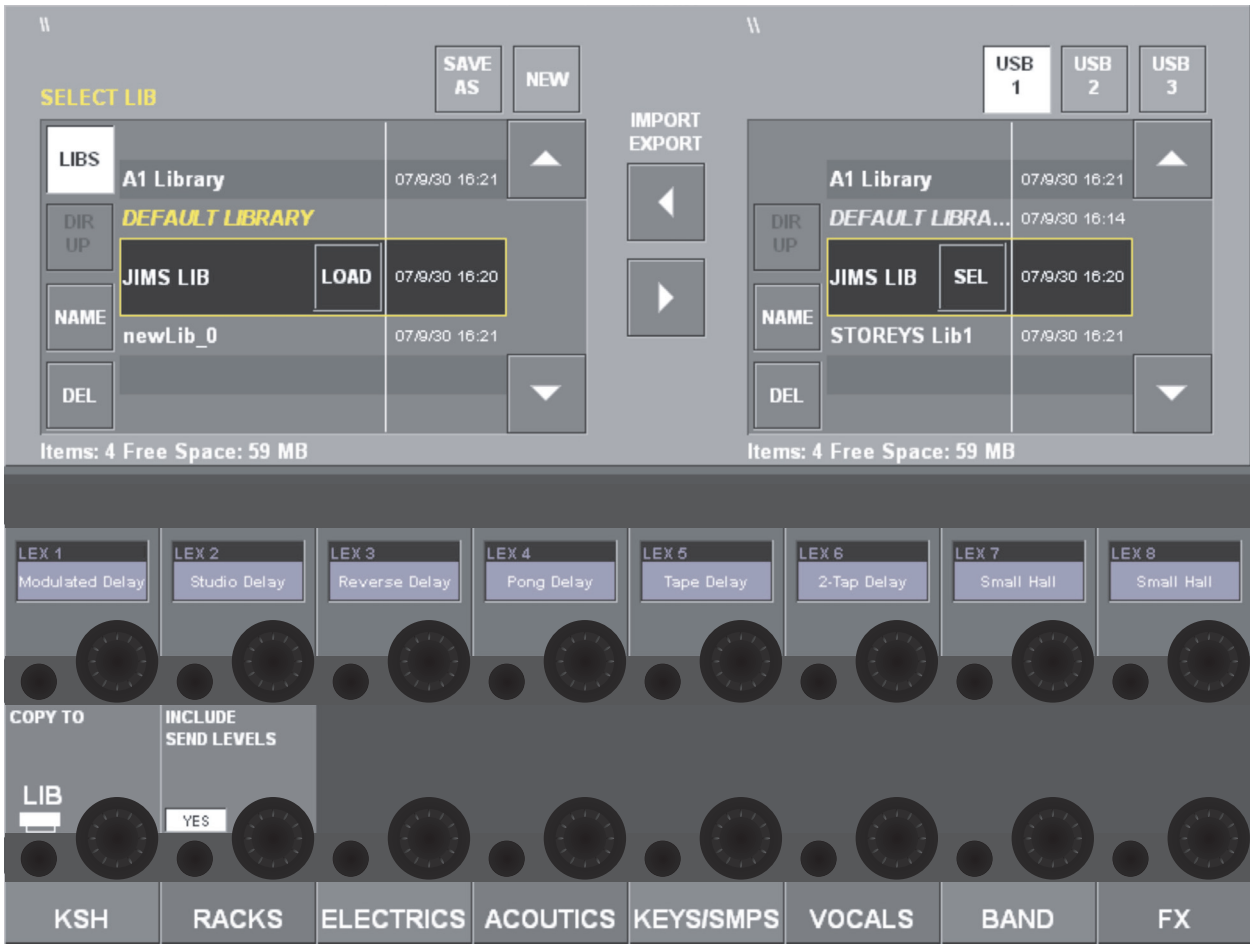


Figure 18-10: Importing to & Exporting from a USB memory device.

If a USB memory device is inserted into one of the console's USB ports, an additional window will be visible on the right-hand side of the Library page, as shown above.

This right-hand window shows the contents of the USB memory device, which will initially be empty if it has no Libraries stored on it. The {USB1-3} buttons can be used to select the required memory device if more than one storage device is connected.

Exporting

Complete Libraries

To export a Library to the USB memory device, press the {LIBS} button to move to the top of the console's internal Library structure, and use the {scroll arrow} buttons to position the cursor on the required Library in the left-hand window.

Press the {right-arrow} button between the two windows to export the selected Library to the USB memory device.

Exporting the Library creates a new folder called *Libraries* on the USB stick, and then copies the entire Library folder structure to that folder on the USB stick

The folder structure can be examined later on an external computer, and a copy made for archiving/back-up purposes.

Entries

To export an individual Entry to the USB stick, the full Library folder structure must already be present on the stick.
Using the {DIR UP} or {SEL} buttons, position the cursor on both the internal Library and the USB stick at the same level – showing Entries.
Then use the {right-arrow} button between the windows to copy the selected Entry to the USB stick.

Importing

To import a Library or Entry from the USB stick, simply use the cursor {scroll arrow} buttons to select the required Library on the USB stick in the right-hand window.
Then press the {left-arrow} button between the windows to copy the selected Library to the console.
A dialogue box indicates the progress of the copy operation.