

Part 2

SNAPSHOT LCD Mode

Pressing the SNAPSHOT button assigns the LCD to display the list of the 328XD's 100 filled or empty SNAPSHOT memory locations enabling selection for recall, storing or editing.

The SNAPSHOT button works in conjunction with the SNAPSHOT CONTROL panel. For more information on the SNAPSHOT CONTROL panel, consult **Section 3G**.

When the SNAPSHOT button is pressed and the LCD enters Snapshot Mode, the PARAM encoder or the ▲▼ cursor keys should be used to choose the desired Snapshot memory location. The STORE, RECALL and NEXT buttons in the SNAPSHOT CONTROL panel are used for the following purpose:

- **STORE** - Stores current mixer settings to the Snapshot memory location currently highlighted in the LCD display
- **RECALL** - Recalls the Snapshot stored at the memory location currently highlighted in the LCD display
- **NEXT** - Recalls the Snapshot stored in the memory location immediately subsequent to the Snapshot previously recalled. For example, if SNAPSHOT 13 was the previously recalled Snapshot, pressing the NEXT button will instantly recall SNAPSHOT 14. If the Snapshot location is empty, the display will highlight the next slot but will not recall any data.

The LCD does not need to be put into SNAPSHOT mode in order to store and recall Snapshots. With the LCD in this mode, however, accidentally overwriting an existing Snapshot or recalling an incorrect Snapshot can be easily prevented.

Each of the 328XD's 100 Snapshot memory locations can be named and allocated a Timecode address. Snapshots can also be write protected to prevent accidental overwriting of existing settings.

2.1 - USING SNAPSHOTS

The ability to store Snapshots of all of the 328XD settings except analogue GAIN and 100Hz HPF settings, is extremely beneficial both to recording and live sound applications.

- **Recording**

During mixdown, Snapshots can function as a few 'extra hands' allowing you to mute or un-mute Channels, change Fader positions, FX settings or EQ settings etc. using Snapshot recall either against incoming Timecode or with appropriate incoming MIDI Program Change messages. In this way, precise changes can be programmed to occur at the same time, every time.

A typical example would be muting the lead vocal in places where the vocalist is not singing, to remove headphone spill.

A full explanation of SNAPSHOT automation using Timecode and MIDI Program Changes is found in **Section 4 Part 1**.

• Live Sound

Snapshots can be very useful in Live Sound applications when the console needs to be completely reset in a short space of time, or when the same settings need to be reused over and over again.

A complete evening's worth of console setups could be stored into the 328XD's Snapshot memories and recalled simply using the NEXT button in the SNAPSHOT CONTROL Panel.

For festivals, each band can be sound checked and all individual settings stored in the 328XD for later recall - no more need to decipher illegible setup information with no time to reset the console!

2.2 - STORING SNAPSHOTS

- Press the SNAPSHOT button - the LCD display will now show the list of currently stored Snapshots and remaining available memory locations. A flashing <Empty> indicates a vacant location to which new information can be stored

```
1: <Empty>
2: <Empty>
```

- Using either the ▲▼ cursor keys or the PARAM encoder, select an empty Snapshot memory location
- Press the STORE button in the SNAPSHOT CONTROL panel - the LCD display will briefly show the message 'SAVED SNAPSHOT' and confirm the memory location to which the Snapshot has been saved

```
Saved Snapshot !
1: SNAPSHOT#001
```

- Once the confirmation message has cleared, the stored Snapshot will be visible in the Snapshot list

```
1: SNAPSHOT#001
2: <Empty>
```

NOTE: The Snapshot list does not need to be active in the LCD to use the switches in the SNAPSHOT CONTROL Panel- the STORE, RECALL and NEXT switches are continually active. In order to prevent overwriting previously stored data, however, the Snapshot list should be used to verify the location to which the Snapshot will be stored.

2.3 - NAMING A SNAPSHOT

- Press the SNAPSHOT button to enter the list of stored / empty Snapshot memory locations
- Using either the ▲▼ cursor keys or the PARAM encoder, highlight the Snapshot you wish to name or rename
- Press ENTER to enter Snapshot edit mode
- Snapshot edit mode offers a number of menu pages, indicated on the lower line of the LCD:



If you have a number of consecutive empty Snapshot locations - press NEXT to prepare the next location in which to store the next Snapshot.

- Use the ▲▼ cursor keys to step through to the ID naming page
- The LCD will now display:

```
< SNAPSHOT#001 >
ID : SNAPSHOT#001
```

- You may now enter a 12-character name using the ◀▶ cursor keys to select the cursor position and the PARAM encoder to adjust the character
- When you are finished, press ENTER to store the name

2.4 - ASSIGNING A TIMECODE ADDRESS TO A SNAPSHOT

MANUALLY

- Press the SNAPSHOT button to enter the list of stored / empty Snapshot memory locations
- Using either the ▲▼ cursor keys or the PARAM encoder, highlight the Snapshot to which you wish to allocate a Timecode address
- Press ENTER to enter Snapshot edit mode
- Use the ▲▼ cursor keys to step through to the Timecode address page

```
< SNAPSHOT#001 >
Time:--:--:--:--
```

- Use the ◀▶ cursor keys to select Hours, Minutes, Seconds or Frames, and the PARAM encoder to set the Timecode value for the Snapshot
- When you are finished, press ENTER to store the Timecode value

AUTOMATICALLY / ON THE FLY

- Whilst the Timecode display is running - either from the internal Timecode generator or client to an external MTC or LTC source - press the STORE button in the SNAPSHOT CONTROL panel.
- The current Timecode address will be stored to the active Snapshot memory location at the point when the STORE button was pressed. To make an adjustment to the automatically stored Timecode address, follow the manual procedure above.

2.5 - ENABLING SNAPSHOT RECALL FROM MIDI PROGRAM CHANGES

Individual Snapshots can be configured to be recalled when an appropriate MIDI Program Change message is received at the 328XD MIDI In port. See **Section 3J Part 5.2** and **Section 4 Part 1** for more information.

- Press the SNAPSHOT button to enter the list of stored / empty Snapshot memory locations



A Snapshot does not require to be recalled before being renamed



Pressing the ◀ and ▶ FUNCTION keys simultaneously while this page is active in the LCD will reset the assigned Timecode value to --:--:--.

- Using either the ▲▼ cursor keys or the PARAM encoder, highlight the Snapshot for which you wish to enable/disable MIDI Program Change recall
- Press ENTER to enter Snapshot edit mode

```
< SNAPSHOT#001 >
MIDI Recall: ON
```

- Use the ▲▼ cursor keys to select the MIDI Recall configuration page:
- Use the PARAM encoder to set the MIDI Recall function ON or OFF
- When you are finished, press ENTER to store the MIDI Recall setting

Snapshots are recalled against the following MIDI Program Changes:

Snapshot Number	MIDI Program Change
1	0 (00H)
2	1 (01H)
...	...
99	98 (62H)
100	99 (63H)

NOTE: The MIDI RECALL switch in the Snapshot Setup menu must be set to ON in order to recall snapshots with remote MIDI Program Change messages (see **Section 3J Part 5.15**).

NOTE: Recalling a Snapshot with MIDI RECALL set to ON will also transmit the associated MIDI Program Change (see above) from the MIDI Out port, enabling you to record Snapshot recall into a MIDI sequencer.

2.6 - ENABLING WRITE PROTECTION FOR A SNAPSHOT

- Press the SNAPSHOT button to enter the list of stored / empty Snapshot memory locations
- Using either the ▲▼ cursor keys or the PARAM encoder, highlight the Snapshot for which you wish to enable/disable write protection
- Press ENTER to enter Snapshot edit mode
- Use the ▲▼ cursor keys to select the Write Prot page:

```
< SNAPSHOT#001 >
Write Prot: OFF
```

- Use the PARAM encoder to set the Write Protect function ON or OFF
- When you are finished, press ENTER to store the Write Protect setting

When Write Protect is enabled for a Snapshot, attempting to store to that location will display a confirmation message on the LCD. Press ENTER/YES to confirm the Snapshot store or EXIT/NO to cancel.

2.7 - COPYING SNAPSHOTS

A stored Snapshot can easily be copied from one location to another if you wish to reorder a list of current Snapshots or create backup copies.

- Press the SNAPSHOT button to enter the list of stored / empty Snapshot memory locations
- Using either the ▲▼ cursor keys or the PARAM encoder, highlight the stored Snapshot which you wish to copied
- Press ENTER to enter Snapshot edit mode
- Use the ▲▼ cursor keys to select the Snapshot Copy page:

```
< SNAPSHOT#001 >
1:Copy To: 1
```

- Use the PARAM encoder to select the Snapshot location to which you wish to copy the source Snapshot. The destination Snapshot location will default to the Snapshot location which is being copied
- Press ENTER to copy the Snapshot. If you have previously named the Snapshot, the name will also be copied

NOTE: If you select a location which already contains a stored Snapshot, it will be overwritten without prompt.

2.8 - DELETING SNAPSHOTS

If your 328XD has no remaining <Empty> Snapshot memory locations, you can either overwrite existing stored Snapshots or erase them. A confirmation prompt will be displayed on the LCD when you attempt to overwrite a Snapshot with write protect enabled. Press ENTER/YES to confirm the write or EXIT/NO to abort.

- While viewing the list of Snapshots, select the Snapshot you wish to delete by using the ▲▼ cursor keys or the PARAM encoder
- Press DELETE and the LCD screen will display:

```
Confirm Delete ?
SNAPSHOT#001
```

- Press ENTER/YES to delete the selected Snapshot
- The LCD display will now indicate that the Snapshot memory location is again <EMPTY>

NOTE: For further information regarding global Snapshot setup, please refer to **Section 3J Part 5.15**



Some sequencers can be set to display MIDI Program Change 00 (00H) as Program Change 001 and so on up to displaying Program Change 127 (F7H) as 128. This can be useful for correctly interpreting the relationship between Program Change / Snapshot memories.