Solid State Logic

C200

Quick Start Project Guide

Welcome to the C200 digital production console. This document is intended primarily as a straightforward guide to the structure and use of the Project (session storage) system, but also gives some useful shortcuts.

All console configuration data is held in volatile memory while the console is in operation – if power is lost to the processor, this data is also lost. Any PSU redundancy fitted will, of course, guard against this eventuality, but to store the data permanently, the internal hard disk drive is used, referred to as the System Disk. The Project system is used to arrange this data into a set of chronological records (session 'milestones'), created each time the Project is saved, so we recommend that operators save regularly!

Each new session should use a new Project, so that different jobs may be kept separate and distinct. Within the Project, console configuration data may be saved as often as desired, with each save point becoming a new milestone.

The Project concept may be split into three levels of organisation; at the top level, the Project itself contains all data necessary to reset the console to the exact setup at each of the milestones – we call these milestones 'Versions', they are the next level. Every time a Project is saved, a new Version is created, and must be named (see below). This newly created Version will store all of the differences between the previous Version and the current state of the console (unless otherwise directed). So, the Version list gives the entire progress of the session, from initial setup to final product. The third level of the Project is the list of Elements. Each Version points to a selection of data files which address specific parts of the console's setup – these Elements define the channel names, foldback/cue sends, input and output routing, and so on:

Project List:

'D&P'	**Version List:**	
'Bullet' ──────┐	→ 'Default Version'	
'Going to a Party'	→ 'Bullet3'	**Element List:**
'Mark IM'	→ 'Bullet5' ───────→	Channel Names
'Nervous Tension'	→ 'Auto Version'	→ Dynamics Sidechain Setup
'Patti P'	→ 'End of Day'	→ FB SLS
	→ 'O/Dubs 1'	→ Input Patch Memories
		→ Insert Points
		→ Meter Memories
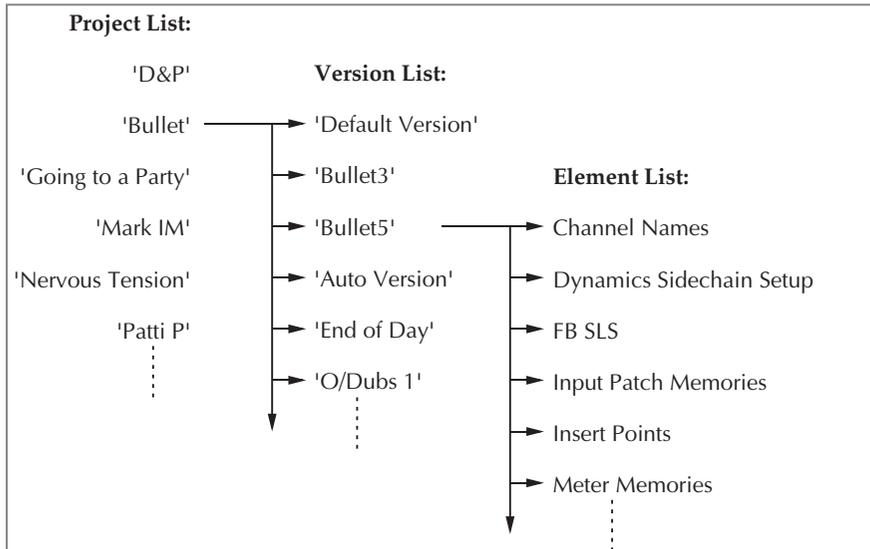
A Version may refer to an entirely new set of Elements (ie. everything has changed since the previous Version was saved), or it may share existing Elements with earlier Versions (ie. some data unchanged since last save). Thus, the System Disk is not clogged with duplicate Element files, and Project data storage is kept relatively small. For archiving purposes, the Zip drive is used to backup all of the Projects on the System Disk.

All of the Project options may be accessed using the pen and tablet through the on-screen menu structure. However, there are four front panel buttons for direct access to Project save and load functions, these are located above the transport buttons on standard C200 consoles, or above the group faders on C200 Mobile variants:
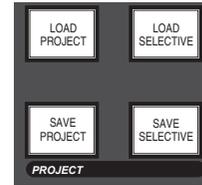
A Version may be saved in its entirety (**SAVE PROJECT**), or selected Elements may be saved (**SAVE SELECTIVE**); likewise a complete Version of a Project may be loaded (**LOAD PROJECT**), or selected Elements may be loaded (**LOAD SELECTIVE**). The **SAVE PROJECT** button will execute immediately, and after a few seconds will prompt you on-screen for a name for the new Version:

Hot Tip: If you have a Version name which ends in a number, eg. '**Mix 5**' then the computer will automatically increment this number the next time you save, eg. it will offer you '**Mix 6**' which you can accept by pressing the **OK** button, or you can choose a different name.

The other three buttons first bring up options on the TFT screen for you to confirm before executing. **LOAD PROJECT** will produce a list of all Projects on the System Disk, with a secondary list of all Versions for whichever Project is highlighted (below). Within this screen, you can sort the Projects by name or date by toggling the box on the far left (here showing **Name**), you can show the creation date or time of the Version by toggling the upper right-hand box (here showing **Date**), and you may even selectively show Projects by entering a keyword in the grey box below the **Search for a Project** legend (only Project names which contain the keyword text will be displayed in the list).
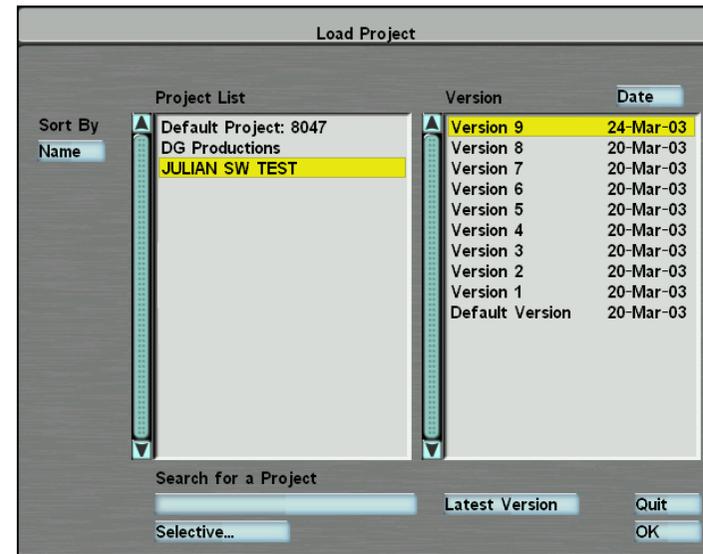
The **Latest Version** box will select the Version saved last, regardless of its name. Selecting **OK** will load the Project Version, and will make the chosen Project into the **Current Project**. *Data can only be saved into the **Current Project**.*

The **Selective...** box will allow selection of the Elements from the Version which will be loaded (it is the same as pressing the **LOAD SELECTIVE** button), and produces a second pop-up (overleaf):
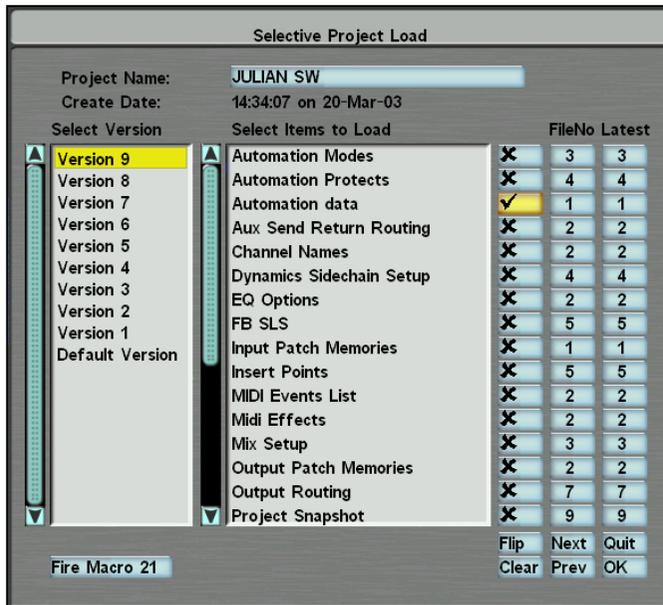
This pop-up (left) allows you to choose the Version (left-hand list) from which you will load a range of Elements (central list). The tick/cross boxes for Element selection are on the right. The **Flip** box will reverse all Element selections, and the **Clear** box will deselect all Elements in the list. In addition there are two columns of numbers on the right-hand side. The **FileNo** column indicates the number of the data file for each Element according to the Version chosen, and the **Latest** column indicates the number of the most recent data file for each Element. The **Next** and **Prev** boxes may be used to increment and decrement all the **FileNo** entries.

The Project name is shown in the uppermost box, and if you want to change this, you may stab the box and enter the complete name of another Project (if you are not sure, you can cancel this pop-up and return to the standard **LOAD PROJECT** screen to review the Project list). The **Fire Macro 21** box is a legacy item, and is not usually enabled – if in doubt, ask the facility's tech staff.

SAVE SELECTIVE will produce a list of all Project Elements, and you may choose which will be saved.

The name of the Current Project is in the grey box at the top of this screen. The Version list is here for information only. The Element list, tick/cross boxes, and **Flip** and **Clear** boxes are also available. Once you have chosen and pressed **OK**, these Elements will be saved in a new Version and you will be asked to enter a Version name. Depending on the facility, some Elements of the Project may not be relevant, and may be missing from the list. Others may be save protected – these appear as dark grey in the list, but may be may be overridden and forced to save by ticking their boxes (this is a one shot selection, so they will revert to being protected after one save). Any protected Element will not be saved by the standard **SAVE PROJECT** function.
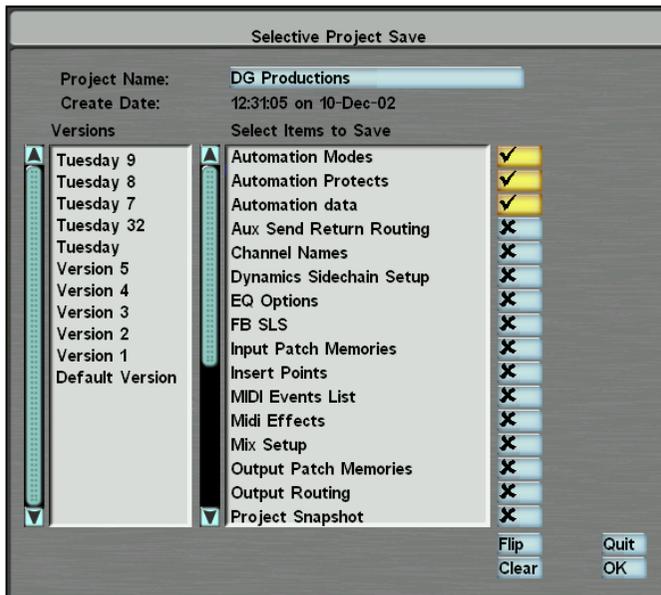
The menu boxes for accessing the other Project functions are found by selecting **CONTROL** then **Project** in the lower part of the console's hi-res colour TFT screen:

The long grey box to the right repeats the name of the **Current Project**, which can be changed either by loading a different Project, or by stabbing on this box, which will allow selection of a different **Current Project** without loading it. The **Load**, **Save**, and **Save Sel** boxes duplicate the functions already described. The **Clear** option allows you to clear all Project data in memory (and hence 'zero' the configuration), or clear selected Elements only – in this way you can quickly remove all fader grouping, for example. When **Clear** is selected, you will be asked if you want to clear **All**, **Selective**, or **Quit**. If you choose **Selective**, you will have to choose which Elements will be cleared from memory, and confirm.

To create a new Project, stab on the **New** box, enter a name for it, and choose a suitable template from the list of existing Projects which appears (right). Normally each console will have a **Default Project: XXXX** where XXXX is its serial number. This will have all of the standard routing etc. already included, so is an ideal starting point for a new session. Alternately, another Project can be used as the template. Once the template has been chosen and the Project is built, you will be asked if you want to load it – if you are just starting, select **Yes**, but if you already have a mix set up, select **No** to keep this work you have already done, then save it into your new Project.

The **Backup** menu box is used to import Project data from a removeable disk, and the **Restore** option for exporting data. They are very similar in operation, so let's look at copying a whole Project onto a Zip disk. Stabbing in the white box (under **Project(s) to Copy**) brings up the familiar list of Projects and their Versions in a separate pop up. You may either select a single Project, multiple Projects, a single Version, or multiple Versions within the same Project. Your selection will then appear in the list (left) in the format **Project/Version** for any Versions you have chosen, or simply **Project** for any Projects you have selected. To remove any accidental entries in this list, select **REMOVE**, then stab on that entry. Select the destination disk (**Floppy**) from the boxes on the right and stab **OK** to confirm (make sure the disk is in!) You will see the grey status bar fill yellow as the copy commences, and you'll see a message there when the copy is done.

Finally, when the **Wr/Protect** menu box is selected, it prevents any Version in the Current Project being saved or deleted. The menu box marked **Current** toggles also to **Default** – this determines the Project loaded when the console is booted.

If this is your first time using the C200, please let us know how you got on: <*info@solid-state-logic.com*>