

dps12

Quick Start Guide for Effects

Using effects with the DPS12 is easy. Since the DPS12 is designed to operate just like an analog multi-track recorder, the principles are basically the same. The goal of this guide is to provide step-by-step instructions for adding effects to your recordings.

Adding Global Effects

Global effects are typically added to more than one track. Reverb is a good example since reverb is a very common effect used on many instruments. Global effects can be added to multiple tracks in varying amounts. When using a Global effect the dry and effected signals are mixed separately, providing full control over the dry/effect level ratio.

1. **Assign FX Return to inputs** – In the ASSIGN mode select FX RTN [F1] and select between 1 MIXED STEREO return or 2 STEREO PAIR. Selecting 1 MIXED STEREO allows THRU MIX inputs 5 and 6 to be used as a single stereo return. Selecting 2 STEREO PAIR provides two separate stereo returns via THRU MIX inputs 3, 4 and 5, 6.
2. **Assign FX Returns to THRU MIX** – Select THRU [F2] from the ASSIGN mode. Using the cursor to scroll down the list, make sure all FX RTN's are routed to the THRU MIX.
3. **Route signals to effect** – First press TRACK [F1] to make sure you adjust the correct levels. Next select either [AUX SEND-A] or [AUX SEND-B] in the MIXER mode and turn up the effect send(s) for the desired track(s).
4. **Turn up the FX Returns** – From the MIXER mode press THRU [F2] and use SELECT [F3 & F4] to locate the LEVEL screen. Turn up the LEVEL for the effects returns. (Channels 3 &4 or Channels 5 & 6).
5. **Select Effect** – Effects are set in the MIXER mode. Scroll through the available mixer parameters until [EFFECT] appears on softkey F5. Press F5, then select either Aux A or AUX B and choose the desired effect.

Adding Insert Effects

Insert effects are typically recorded onto an individual track. Insert effects differ from Global effects by combining the control of the dry and effected signals onto a single fader, but the procedure is very similar to adding Global effects.

1. **Assign FX Return to inputs** – In the ASSIGN mode select FX RTN [F1] and select between 1 MIXED STEREO return or 2 STEREO PAIR. Selecting 1 MIXED STEREO allows THRU MIX inputs 5 and 6 to be used as a single stereo return. Selecting 2 STEREO PAIR provides two separate stereo returns via THRU MIX inputs 3, 4 and 5, 6.
2. **Assign FX Returns to THRU MIX** – Select THRU [F2] from the ASSIGN mode. Using the cursor to scroll down the list, make sure all FX RTN's are routed to the THRU MIX.

3. **Route signals to effect** – First press TRACK [F1] to make sure you adjust the correct levels. Next select either [AUX SEND-A] or [AUX SEND-B] in the MIXER mode and turn up the effects send(s) for the desired track(s).
4. **Route Aux Sends pre-fader** – While still in the MIXER mode find the pages for AUX-A PRE/POST and AUX-B PRE/POST. Press the Channel Select for the track you wish to add effects to and set it to PRE (pre-fader).
5. **Turn up the FX Returns** – From the MIXER mode press THRU [F2] and use SELECT [F3 & F4] to locate the LEVEL screen. Turn up the LEVEL for the effects returns. (Channels 3 &4 or Channels 5 & 6).
6. **Select Effect** – Effects are set in the MIXER mode. Scroll through the available mixer parameters until [EFFECT] appears on softkey F5. Press F5, then select either Aux A or AUX B and choose the desired effect.

Recording with Effects

The DPS12 not only adds effects to your mix, it allows you to record your tracks with effects as well. Effects can be added during normal recording, or when bouncing tracks. Setting the DPS12 to record the effected track is easy. Only one additional adjustment needs to be made.

In the ASSIGN mode select SOURCE [F3]. Using the cursor buttons you can scroll up and down the left side of the screen. Just choose the track you want to record on, and select one of the effects returns (FX RTN-L, FX RTN-R, etc.) as your input source. Note that the lower case letters indicate that the FX returns are using the THRU MIX as returns. If this is the case just go back to the THRU page and set the FX RTN's to SOURCE ASSIGN.