

**AKAI**  
*professional*

DPS16

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DIGITAL PERSONAL STUDIO

**Version 3.0 Addendum**

**WARNING**

To prevent fire or shock hazard, do not expose this appliance to rain or moisture.

**Operator's Manual**

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## Introduction

The DPS16 V3.0 offers the addition of new features, especially for CD making, and the improvements of operation.

### New features and improvements

- Sample Rate Conversion function added – V.TRACK mode
- Bit Convert function added – EDIT mode
- WAV file read/write on CD-R/CD-RW supported – EDIT mode
- BURN-Proof type CD-R/CD-RW supported – EDIT/PROJECT mode
- Import Setting Parameters function added – PROJECT mode
- Backup/Reload ID selectable from DISK list – PROJECT mode
- Multi-band Compressor/Expander edit screen changed and Preset parameter added – EFFECT mode
- Disk format/Create partition procedure changed – DISK mode
- Various disk information available on Disk Information – DISK mode
- Time display mode of 1/1000 second added – Setup mode

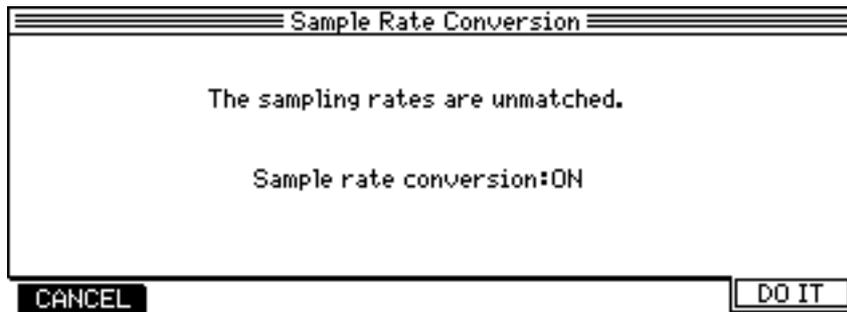
BURN-Proof is the trademark of SANYO Electric Co., Ltd.

## V.TRACK mode

### SAMPLE RATE CONVERSION

Now the track copy function between the projects of different sampling rates can be done without changing its pitch. It is most convenient when making the Audio-CD with the external SCSI CD-R/CD-RW connected.

When copying track over the projects and the sampling rates between the copy source and copy destination are different, the following window appears (It won't be when they're the same).



ON: Sample rate conversion function is enabled.

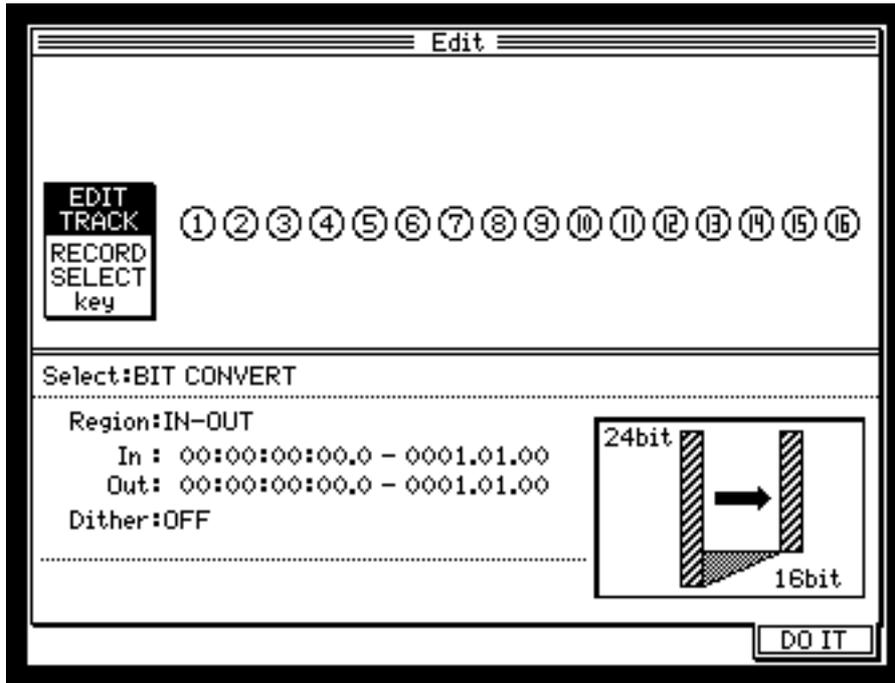
OFF: Sample rate conversion is disabled. The track is copied as conventional copy (pitch altered).

## EDIT mode

### BIT CONVERT

It converts the track data in 24bit project to 16bit track data. It is most convenient when making the Audio-CD with the external SCSI CD-R/CD-RW connected.

Select BIT CONVERT at the Select: field in Edit mode.



- Select the track to convert with [TRACK SELECT] keys.
- Select either IN-OUT or ALL at Region: field.  
IN-OUT: Converts the data between the IN and OUT points.  
ALL: Converts the whole data of the track selected.
- Select the conversion type at Dither: field. The options are DITHER1, DITHER2, DITHER3 and OFF. The converted sound differs by the selected option.
- Press the [F6] (DO IT) key to convert.

**➔NOTE 1:** The DPS16 can make the Audio-CD using the 24bit project. When writing the 24bit project onto the CD-R/CD-RW without using the Bit Convert function, the lower 8bit data is truncated automatically. The higher quality Audio-CD can be made when this Bit Convert function is used.

**➔NOTE 2:** The Bit Convert function works on the 24bit projects only.

**✓TIP :** Conversion of data to make Audio-CD with Bit Convert and Sample Rate Conversion

Previously, when making the Audio-CD, it was necessary to prepare the project with 16bit/44.1kHz setting. Now with the addition of Bit Convert and Sampling Rate Conversion functions, you can make the Audio-CD without the restriction of quantization bit and sampling rate.

As an example, now try converting the 24bit/96kHz project data into the data to make Audio-CD using the Bit Convert and Sampling Rate Conversion functions. Please refer to the related sections for their details.

- First, mix down the song made in the 24bit/96kHz project into 2-track/stereo mix.
- Create the 24bit/44.1kHz\* project for the preparation of data for Audio-CD.
- Copy the mixed down tracks of the 24bit/96kHz project into the project just created. At this time, set the Sampling Rate Conversion: ON.
- Now, convert the copied 24bit data to 16bit data using Bit Convert function.

With these steps, the data created in 24bit/96kHz project is converted to data to make the Audio-CD (16bit/44.1kHz).

Refer to Writing a Project to CD-R/CD-RW section in the Operator's Manual for the procedure of writing the converted data onto the CD-R/CD-RW.

- \* By converting the data into 16bit data just before writing the data onto the CD-R/CD-RW, the highest sound quality for Audio-CD is obtained.

## READ/WRITE WAV FILES ON CD-R/CD-RW

The read/write (load/save) functions of WAV files on the CD-R/CD-RW drives connected via SCSI are now supported. The procedure to write the WAV file on to the CD-R/CD-RW is as follows.

- With SAVE AS WAV FILE option in Edit mode, pressing the [F6] (D O I T ) key after specifying the track and region to save, similar procedure in saving the WAV file onto the hard disk/removable disk, the Save as Wav file window appears.
- The recognized disc drive is selected as default. If not, select the CD-R/CD-RW drive to save by pressing the [F2] (D I S K ) key. When writing to the CD-R/CD-RW, the [F3] (O P T I O N ) key and [F4] (N E W ) key are disabled.
- If you want to change the name, press the NUMBER/NAME key to make changes.
- Press the [F6] (D O I T ) key to open the CD-R Setting window. The setting of each parameter is as the same as backing up the project.
- After the setup, press the [F5] (D O I T ) key to start writing onto the CD-R/CD-RW.

The procedure of reading the WAV file from the CD-R/CD-RW is the same as those of reading the WAV file from the hard disk/removable disk. Refer to the LOAD WAV FILE from the hard disk/removable disk section in the Operator's Manual.

The differences in handling WAV files between the CD-R/CD-RW and Hard disk/Removable disk are as follows.

- Writing is allowed on the root directory only.
- No folder is made.
- Additional write is not available if the folder exists on the disc.
- File/folder rename is not available.
- Files/Folders cannot be deleted.

**➔NOTE 1:** The Save/Load function of 24bit and/or Multi-channel (more than 3 channels) WAV file is now supported. The procedure of Save/Load Multi-channel WAV file is as follows.

**SAVE:** In SAVE AS WAV FILE window, specify the tracks (more than 3 tracks) you want to save as WAV file and then Save.

**LOAD:** In LOAD WAV FILE window, follow the prompts on the window appeared after selecting the file to load, specify the tracks (the same number of tracks as the file) and then Load. For example, when 4-channel WAV is selected, you have to select 4 tracks to load.

**➔NOTE 2:** In the CD-R/CD-RW, it writes the data called Lead-In and Lead-Out every time you write the additional data, regardless of the size of WAV file itself. The Lead-In/Lead-Out data increases as you repeat writing the additional data and the disc space is consumed ineffectively.

**➔NOTE 3:** The DPS16 supports the ISO9660 Level2 format disc for read/write of WAV file on the CD-R/CD-RW.

## EDIT/PROJECT mode

### BURN-Proof Support

With the BURN-Proof (Buffer Under Run Proof) drive connected, the project backup, creating Audio-CD and saving WAV file can be processed in BURN-Proof mode.

The BURN-Proof field has been added in the setting window for writing the CD-R/CD-RW.

When the BURN-Proof drive is recognized, the BURN-Proof field becomes available in the window to set it ON or OFF.

ON: BURN-Proof function is enabled. The Test write setting cannot be made as its field becomes “- -”.

OFF: BURN-Proof function is disabled. You can set the Test write field.

When the non-BURN-Proof drive is connected or the BURN-Proof drive is not recognized, the BURN-Proof field becomes “- -” and it cannot be set.

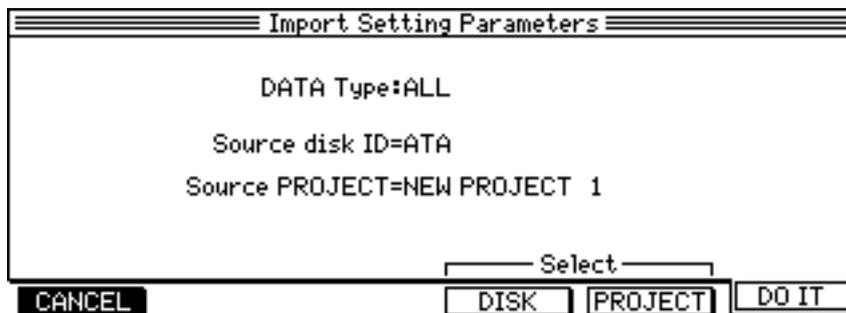
The rest of the field settings are the same as in the previous version.

## PROJECT mode

### Import Setting Parameters

You may copy the settings of other project to the current project. It is convenient when you want to use the settings in other project on the current project.

- Following the MORE key, pressing the [F3] (SETTING) key opens up the window to select the project to copy from\*.
- When the project is selected, the Import Setting Parameters window appears.  
The Source disk ID = field shows the selected disk where the project to copy resides. The Source Project = field shows the selected project to copy from.



- Select the type of parameter to import at DATA type: field.  
ALL: Copies all parameters.  
EFFECT: Copies the Effect parameters only.  
SCENE MEMORY: Copies the Scene Memory of mixer only.
- Press the [F6] (DO IT) key to copy.
- \* The Import Setting Parameters window appears when repeated. To change the disk and/or project, press the [F4] (DISK) key and/or [F5] (PROJECT) key respectively.



## Setting User Presets

In Edit screen, store your favorite setting to the User Preset.

- Press the [F2] (PRESET) key to open up the PRESET window.
- Select one of the empty (unused) preset from U1 – U8 and press the [F4] (STORE) key to store the preset. The default-preset name of USERx (x being the selected user preset number) will be shown.
- Press the NUMBER/NAME key to name the user preset, if required.
- You may overwrite the existing user presets. While the existing preset is being selected, press the [F4] (STORE) key. This will open up the window with the prompt message to overwrite. Press the [F3] (DO IT) key to overwrite or [F1] (CANCEL) key to cancel.

**➔NOTE:** *The care must be taken as the previous setting data is erased when the preset is overwritten.*

- Pressing the [F2] (ERASE) key erases the user preset (reset to unused).

**➔NOTE:** *The Factory Presets (P1 – P8) can only be recalled, but not overwritten (STORE) nor erased (ERASE).*

## OTHER CHANGES

### Disk Format procedure change

The disk format/create partition procedure has been changed.

The new procedure is as follows.

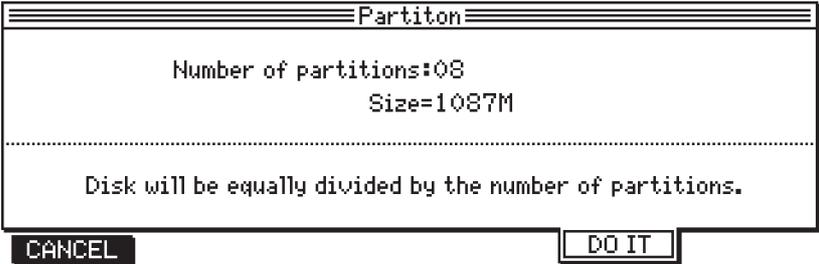
### Formatting disk

- Move the cursor on to the drive you want to format in Disk List screen in DISK mode and press [F1] (FORMAT).
- Then specify the type of format (FORMAT/ERASE) in Format Disk window and press [F6] (DO IT).



- When FORMAT has been selected in Format Disk window, pressing [F5] (DO IT) key will initiate the formatting. When the formatting is completed, the Partition window appears. When ERASE has been selected, pressing [F5] (DO IT) key will show the Partition window.

### Creating partition



- Specify the number of partitions at Number of partitions field. The disk will be equally divided into the number of partitions specified and the partition size will be shown at Size = field. Each partition will be named as "Partition xx" (where xx is the partition number) as default name.
- Pressing [F5] (DO IT) key makes Create New Project window to appear.
- Specify the Project name, Bit and Sample rate frequency. Pressing [F6] (DO IT) key creates the new project and returns to the MAIN screen.

## Disk Information

Pressing the [F2] (INFO) key in Disk mode opens up the Information window.

The window shows the various disk-related informations as well as the use of files in percentage.

## Backup/Reload ID Selection

When selecting the ID for backup/reload in Project mode, it can be selected from the DISK list. The number may directly be entered.

The [F3] (DISK) key has been added in Backup/Reload screen. Pressing the [F3] (DISK) key shows the DISK list and the ID can be selected by the cursor keys and/or jog wheel.

## 1/1000 second display in SETUP mode

In SYNC/MIDI window, the option of 100 has been added as SMPTE frame rate.

When 100 is selected at the SMPTE frame rate: field, the time display on the MAIN SCREEN shows 1/1000 seconds, e.g. 99.9 (999/1000 seconds), in place of frames.

**➔NOTE:** *When 1/1000 display mode is selected, the MTC and MMC via MIDI do not function.*

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Printed in Japan