

VS-880EX OPERATING PROCEDURE

Version 1.01

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Your comments are welcomed.

1.0 Selecting a Song:

- 1.1. Press **SONG** in the **EDIT CONDITION** section until “**Song Select?**” displays.
- 1.2. Press **YES**. “**SNG Sel ...**” and the Name of the Current Song displays.
- 1.3. Rotate the **TIME / VALUE** dial to cycle through to the Song Files. (An “*” preceding the Song Name means it is the *Current* Song – the Song File that is already opened. A “=” preceding the Song Name means it is *not* the Current Song.)
- 1.4. Press **YES** to select a Song. “**SelectSong Sure?**” displays.
- 1.5. Press **YES**.
 - 1.5.1. If “**Re-Load Current?**” displays, you have selected the *Current* Song. If you need to re-load the Current Song, press **YES**. If not, press **NO**.
 - 1.5.2. If “**STORE Current ?**” displays, Press **YES** if you need to Store it, . Otherwise press **NO** . “**--Now Working-**” will display.
- 1.6. The Song selected is now the Current Song.

2.0 Viewing Details of the Current Song:

- 2.1. Hold **SHIFT** and press **SONG** in the **EDIT CONDITION** section.
- 2.2. The Sng Name, Recording Mode, Sample Rate, and Song Size display.

3.0 Creating a Song:

- 3.1. Press **SONG** in the **EDIT CONDITION** section until “**Song New?**” displays.
- 3.2. Press **YES**. “**SampleRate =__**” displays.
- 3.3. Rotate the **TIME / VALUE** dial to select the desired sample rate.
 - 3.3.1. **NOTE:** Choose “**44k**” if you plan to eventually record the Song onto an audio CD.
- 3.4. Press **Parameter >>**. “**Record Mode = ____**” displays.
- 3.5. Rotate the **TIME / VALUE** dial to select the desired record mode.
- 3.6. Press **YES**. “**Create NewSong ?**” displays.
- 3.7. Press **YES**. “**Create New-Sure ?**” displays.
- 3.8. Press **YES**. “**STORE Current ?**” displays.
- 3.9. If you need to store the current song, press **YES**. If not, press **NO**. “**--Now Working-**” displays.

4.0 Erasing a Song:

- 4.1. Press **SONG** in the **EDIT CONDITION** section until “**Song Erase ?**” displays.
- 4.2. Press **YES**. “**SNG Ers ***” and the title of the current Song displays.
- 4.3. Rotate the **TIME / VALUE** dial to cycle through to the Song Files until you find the one you wish to erase.
- 4.4. Press **YES**. “**Erase Song Sure?**” displays.
- 4.5. Press **YES**. “**Erase Really Sure?**” displays.
- 4.6. Press **YES**. “**STORE Current ?**” displays.
- 4.7. If you need to store the Current Song, press **YES**. If not, press **NO**. “**--Now Working-**” displays.

5.0 Naming a Song:

- 5.1. Press **SONG** in the **EDIT CONDITION** section until “**SONG Name / Prtct?**” displays.
- 5.2. Press **YES**. “**SNG Nam=**” and the present Song Name displays (“**InitSong 001**” displays if the Song Name if it has never been named before).
- 5.3. Rotate the **TIME / VALUE** dial to select a new first character (rotate the **TIME / VALUE** dial all the way to the left to choose a space).
- 5.4. Press **CURSOR >** (same button as **YES**) to move to the next character position.
- 5.5. Rotate the **TIME / VALUE** dial to select the next new character.
- 5.6. Repeat steps 5.4. and 5.5. until all new characters are entered.
- 5.7. Press **PLAY / DISPLAY** to exit.

6.0 Storing a Song:

- 6.1. Hold **SHIFT** and press **STORE** (same button as **ZERO** in the transport section).
- 6.2. “**STORE OK?**” displays.
- 6.3. Press **YES**. “**--Now Working-**” displays.

7.0 Selecting V-Tracks:

- 7.1. Hold **SHIFT** and press **SELECT / CH EDIT 2 / V-Track**.
- 7.2. Press the **SELECT / CH EDIT** number button for the V-Track you wish to select.
- 7.3. Rotate the **TIME / VALUE** dial to select another V-Track within that Track group.
- 7.4. Press **PLAY / DISPLAY** to exit.

8.0 Recording a Track Dry:

- 8.1. Select the proper V-Track for the Track to which you want to record, as in procedure 7.0.
- 8.2. Press **FADER / EDIT** until it turns orange (this makes the mixer an Input Mixer).
- 8.3. Decide which Input Channel you wish to use and turn down the Input Knob in the **INPUT** section for that Channel all the way to the left then slide the Channel Fader and Master Fader all the way down.
- 8.4. Plug the Input Device (source microphone or instrument, etc.) into the ¼ jack in the **INPUT** section.
- 8.5. Hold **SHIFT** and press **PLAY / DISPLAY** until “*** Pre Level ***” displays.
- 8.6. Adjust the Input Level with the Input Knob while singing into or playing the Input Device. Turn it up until the red **PEAK** indicator light next to the Input Knob only lights up occasionally and the Level Meter for the channel reads one segment below 0dB when the Input Device is at it’s loudest point of the performance.

NOTE: Recording at levels in excess of 0dB may result in digital distortion.

- 8.7. Raise the Channel Fader To about 0dB.
- 8.8. Slowly raise the Master Fader to a comfortable listening level.
- 8.9. You may have to rotate the pan knob left and right and then center it at the click stop if the sound is not coming from the center.
- 8.10. Hold **REC** and press a **STATUS** button to select the Track Channel to which you want to record (it does not have to be the same one as the Input Channel). The button will blink on and off red. This indicates that the Track is “armed” to record.
- 8.11. Hold the **STATUS** button for the channel selected in step 8.10 and press **CLEAR** in the **LOCATOR** section, then press the **SELECT / CH EDIT** button of the Input Channel into which the Input Device is plugged. It will blink on and off. This assigns the Input Device to the Track Channel to which you are recording.
- 8.12. Press **FADER / EDIT** until it turns green.
- 8.13. Raise the Input Fader to a comfortable listening level.
- 8.14. Press **REC**. The LED above the **REC** button will blink on and off red.
- 8.15. Press **PLAY** to begin recording. The LED above the **REC** button and the **STATUS** button will stop blinking on and off and stay red. This indicates that recording is in process.
- 8.16. Press **STOP** when done recording.
- 8.17. Press **ZERO** to return to the beginning of the Song.
- 8.18. Press **PLAY** to hear what was recorded.

9.0 Selecting Effects:

- 9.1. Press **EFFECT** in the in the **EDIT CONDITION** section until “**EFFECT-1 PRM ?**” displays.
- 9.2. Press **YES** to view the Effect-1 selection –or– press **EFFECT** again, then **YES** to see the Effect-2 selection. The Current Effect’s name will display.
- 9.3. Rotate **TIME / VALUE** to display name of other Effects. Their names will be flashing.
- 9.4. Press **YES** to select a new Effect. The newly selected Effect name stops flashing.

10.0 Changing Effect Parameters:

- 10.1. Press **EFFECT** in the in the **EDIT CONDITION** section until “**EFFECT-1 PRM ?**” .
- 10.2. Press **YES** to view Effect-1 settings –or– press **EFFECT** again, then **YES** to see Effect-2 settings.
- 10.3. Press **Parameter >>** to view each Parameter of the Effect and change as needed.

11.0 Recording a Track Wet Using “Send” Effects:

- 11.1. Select the proper V-Track for the Destination Track to which you want to record as in procedure 8.0.
- 11.2. Press **FADER / EDIT** until it turns orange (this makes the mixer an Input Mixer).
- 11.3. Decide which Input Channel you wish to use and turn down the Input Knob in the **INPUT** section for that Channel all the way to the left then slide the Channel Fader and Master Fader all the way down.
- 11.4. Plug the Input Device (source microphone or instrument, etc.) into the ¼ jack in the **INPUT** section.
- 11.5. Hold **SHIFT** and press **PLAY / DISPLAY** until “***** Pre Level *****” displays.
- 11.6. Adjust the Input Level with the Input Knob while singing into or playing the Input Device. Turn it up until the red **PEAK** indicator light next to the Input Knob only lights up occasionally and the Level Meter for the channel reads one segment below 0dB when the Input Device is at it’s loudest point of the performance.

NOTE: Recording at levels in excess of 0dB may result in digital distortion.

- 11.7. Raise the Channel Fader To about 0dB.
- 11.8. Slowly raise the Master Fader to a comfortable listening level.
- 11.9. You may have to rotate the pan knob left and right and then center it at the click stop if the sound is not coming from the center.
- 11.10. Hold **REC** and press a **STATUS** button to select the Track Channel to which you want to record (it does not have to be the same one as the Input Channel). The button will blink on and off red. This indicates that the Track is “armed” to record.
- 11.11. Hold the **STATUS** button for the channel selected in step 11.10 and press **CLEAR** in the **LOCATOR** section, then press the **SELECT / CH EDIT** button of the Input

- Channel into which the Input Device is plugged. It will blink on and off. This assigns the Input Device to the Track Channel on which you are recording.
- 11.12. Select the desired Effect as in procedure 9.0.
 - 11.13. Press **FADER / EDIT** until it turns green.
 - 11.14. Raise the Track Fader to 0dB.
 - 11.15. Press **FADER / EDIT** until it turns orange.
 - 11.16. Hold **SHIFT** and press **EFFECT-1** in the **SELECT / CH EDIT** section.
 - 11.17. Press the **SELECT / CH EDIT** button of the Input Channel into which the Input Device is plugged. It will light up orange. “**EFFECT1 = Off**” will display.
 - 11.18. Rotate the **TIME/VALUE** dial to display “**EFFECT1 = PreFade**” (to have the Effect applied *before* the Fader)
 - 11.19. Rotate the **TIME/VALUE** dial to display “**EFFECT1 = PstFade**” (to have the Effect applied *after* the Fader) displays.

NOTE: PreFade (Pre-Fader) means the wet portion of the sound will not be effected by the Fader level. PstFade (Post-Fader) means the wet portion of the sound will be effected by the Fader along with the direct sound. Post-Fader is most commonly used.

- 11.20. Press **PARAMETER >>** until “**EFFECT1 Send=100**” displays.
- 11.21. Rotate the **TIME/VALUE** dial to set the level of the wet portion of the sound.
- 11.22. Press **PARAMETER >>** until “**EFFECT-1 Pan = 0**” displays.
- 11.23. Rotate the **TIME/VALUE** dial to set the location of the wet portion of the sound in the stereo field. “**0**” means center, “**L63**” means hard left, and “**R63**” means hard right.
- 11.24. Press **PLAY / DISPLAY**.
- 11.25. Press **FADER / EDIT** until it turns red (this makes the mixer an Effects Mixer).
- 11.26. Hold the **STATUS** button for the Track Channel and press the **SELECT/CH EDIT** button **7 (FX 1 RTN)**. It will blink on and off red.
- 11.27. Press **FADER / EDIT** until it turns green (this makes the mixer a Track Mixer).
- 11.28. Press **REC**. The LED above the **REC** button will blink on and off red.
- 11.29. Press **PLAY** to begin recording. The LED above the **REC** button and the **STATUS** button will stop blinking on and off and stay red. This indicates that recording is in process.
- 11.30. Press **STOP** when done recording.
- 11.31. Press **ZERO** to return to the beginning of the Song.
- 11.32. Press **PLAY** to hear what was recorded.

12.0 Recording a Track Wet Using “Insert” Effects:

- 12.1. Select the proper V-Track for the Destination Track to which you want to record as in procedure 7.0.
- 12.2. Press **FADER / EDIT** until it turns orange (this makes the mixer an Input Mixer).

- 12.3. Decide which Input Channel you wish to use and turn down the Input Knob in the **INPUT** section for that Channel all the way to the left then slide the Channel Fader all the way down.
- 12.4. Plug the Input Device (source microphone or instrument, etc.) into the ¼” jack in the **INPUT** section.
- 12.5. Hold **SHIFT** and press **PLAY / DISPLAY** until “*** Pre Level ***” displays.
- 12.6. Adjust the Input Level with the Input Knob while singing into or playing the Input Device. Turn it up until the red **PEAK** indicator light next to the Input Knob only lights up occasionally and the Level Meter for the channel reads one segment below 0dB when the Input Device is at it’s loudest point of the performance.

NOTE: Recording at levels in excess of 0dB may result in digital distortion.

- 12.7. Raise the Channel Fader To about 0dB.
- 12.8. Slowly raise the Master Fader to a comfortable listening level.
- 12.9. Rotate the pan knob left and right and then center it at the click -stop if the sound is not coming from the center.
- 12.10. Hold **REC** and press a **STATUS** button to select the Track Channel to which you want to record (it does not have to be the same one as the Input Channel). The button will blink on and off red. This indicates that the Track is “armed” to record.
- 12.11. Hold the **STATUS** button for the channel selected in step 12.10 and press **CLEAR** in the **LOCATOR** section, then press the **SELECT / CH EDIT** button of the Input Channel into which the Input Device is plugged. It will blink on and off. This assigns the Input Device to the Track Channel on which you are recording.
- 12.12. Select the desired Effect as in procedure 9.0.
- 12.13. Hold **SHIFT** and press **EFFECT-1** in the **SELECT / CH EDIT** section.
- 12.14. Press the **SELECT / CH EDIT** button of the Input Channel into which the Input Device is plugged. It will light up orange.
- 12.15. Press **PARAMETER <<** or **>>**. “**INSERT= Off**” displays.
- 12.16. Rotate the **TIME/VALUE** dial to display “**INSERT= On**”.
- 12.17. Press **PARAMETER >>** to display “**InsSend = 100**”.
- 12.18. Rotate the **TIME/VALUE** dial to set the level going to the Effect.
- 12.19. Press **PARAMETER >>** to display “**InsRtn = 100**”.
- 12.20. Rotate the **TIME/VALUE** dial to set the level coming out of the Effect.
- 12.21. Press **PLAY / DISPLAY**.
- 12.22. Press **FADER / EDIT** until it turns green (this makes the mixer a Track Mixer).
- 12.23. Press **REC**. The LED above the **REC** button will blink on and off red.
- 12.24. Press **PLAY** to begin recording. The LED above the **REC** button and the **STATUS** button will stop blinking on and off and stay red. This indicates that recording is in process.
- 12.25. Press **STOP** when done recording.
- 12.26. Press **ZERO** to return to the beginning of the Song.
- 12.27. Press **PLAY** to hear what was recorded.

13.0 Bounce Tracks To a Stereo Pair With Effects:

- 13.1. Select the proper V-Track for the Source Tracks and the Destination Tracks as in procedure 7.0.
- 13.2. **Note:** The 2 Destination Tracks must be a Stereo Pair: “a” (1&2); “b” (3&4); “c” (5&6); or “d” (7&8).

Note: The Stereo Pair must use different V-Track groups than the Source Tracks.

- 13.3. Press **PLAY / DISPLAY**.
- 13.4. Press **FADER / EDIT** until green.
- 13.5. Press and hold **STOP** and press the **STATUS** button for each Source Track. The buttons will change to green.
- 13.6. Set up the Effects, Pans, and Channel EQ's.
- 13.7. Press **PLAY / DISPLAY**.
- 13.8. Press a **SELECT / CH EDIT** button for either one of the Destination Tracks.
- 13.9. Press **PARAMETER >>** until “**CHANNEL LINK=**” displays.
- 13.10. Rotate the **TIME / VALUE** dial to display “**CHANNEL LINK = ON**”.
- 13.11. Press **PLAY / DISPLAY**.
- 13.12. Press **STATUS** for either one of the Destination tracks until both turn orange.
- 13.13. Press and hold the **STATUS** button for either one of the Destination Tracks and press **CLEAR** in the **LOCATOR** section.
- 13.14. While holding the **STATUS** button for either one of the Destination Tracks, press the **SELECT / CH EDIT** button for each of the source tracks. They will blink on and off green.
- 13.15. Press **FADER / EDIT** until red.
- 13.16. Press and hold a **STATUS** button for either one of the Destination Tracks and press **SELECT / CH EDIT** for channel 7 (**FX 1 RTN**) and/or channel 8 (**FX 2 RTN**). They will blink on and off red.
- 13.17. Press **FADER / EDIT** until green.
- 13.18. Press **ZERO** then **PLAY**. Check and adjust the levels of the Source Tracks so that the Destination Track meters stay under 0dB.
- 13.19. When ready to record, hold **REC** and press a **STATUS** button for either one of the Destination Tracks. They will blink on and off red to indicate that they are “armed” for recording.
- 13.20. Press **REC**. The LED above the **REC** button will blink on and off red.
- 13.21. Press **PLAY** to begin recording.
- 13.22. Press **STOP** to stop recording.

- 13.23. Press a **STATUS** button for either one of the Destination Tracks until it turns green.
- 13.24. Mute each Source Track by pressing the **STATUS** button for each until off.
- 13.25. Press **PLAY** to review what was recorded.
- 13.26. If satisfied, press and hold the **STATUS** button for either one of the Destination Tracks and press **CLEAR**.
- 13.27. Press **SELECT/ CH EDIT** for either one of the Destination Tracks.
- 13.28. Press **PARAMETER >>** or **<<** until "**CHANNEL LINK = ON**" displays.
- 13.29. Rotate the **TIME / VALUE** dial to display "**CHANNEL LINK = OFF**".
- 13.30. Press **PLAY / DISPLAY**.
- 13.31. Store the Song as in procedure 5.0.