

# **VF-16 Owner's Manual**

## **< V3.1 Supplement >**

This owner's manual supplement explains about "added function" and "expanded function" by updating the software to V3.1.

Read this supplementary manual together with the main owner's manual to fully utilize VF-16 with V3.1 software.

- **Addition of Collective Track Select function (Refer to page 3 - 4.)**

When selecting IN (INPUT) - TRK (TRACK), BUSS REC SOURCE and DIRECT REC TRK or SAFE/READY status of input monitoring function, all of the objective tracks can be collectively selected at once now.

- **Addition of Channel SOLO Function (Refer to page 5.)**

With a simple key operation, turning ON/OFF of SOLO function on a desired channel is now possible.

- **Expanded Locate function (Refer to page 5)**

1. Designating the event number allows to locate directly.
2. Locating to a last REC START POINT is now possible instantly.
3. A faster locating using [F FWD/NEXT] / [REWIND/PREV] key is now possible.

- **Expanded Zoom function on Digital Scrub (Refer to page 6)**

Enlarging the waveform by the zoom function in 5 scales allows to improve locate accuracy.

- **Addition of Track Exchange pattern (Refer to page 6)**

In addition to the "8 track" unit and "mono (1) track" unit, exchanging "2 track (stereo pair)" unit is now possible.

- **Expanded function that the tempo map setting is incorporated into BPM value of BPM DELAY (Refer to page 7)**

Incorporating the tempo map setting into the BPM parameter setting (Effect Type: L31 / L32) in the internal DSP Multi Effect is now possible. With this function, there is no need to use a scene to change the BPM value. Thus, varying the BPM value in accordance with previously set tempo map when in PLAY mode.

- **Expanded Scene Event Map function (Refer to page 7)**

1. Even in the Event Map window, VF-16 current location can be now recognized.
2. The cursor position when displaying the Event Map window is changed.
3. In order to prevent from operation mistake, an "ALERT" is now displayed when deleting an event.

- **Change on Display contents when in Scene Recall/Store/Clear (Refer to page 8)**

1. When Scenes are displayed by the list, the scene currently recalled is easily recognized now.
2. Even when in PLAY mode, entering into Scene Store mode is now possible.
3. In order to prevent from operation mistake, an "ALERT" is now displayed when a scene is cleared.

- **Change on turning ON/OFF of Fader Recall mode (Refer to page 8)**

1. When a scene is recalled with "Fader Recall mode" setting in the SETUP mode to ON, FADER ADJUST LED will not flash anymore.
2. In the condition that "Fader Recall mode" is set to OFF, Level Adjust function can be activated now.

- **Addition of "Pair Fader Setting" SETUP mode (Refer to page 9)**

Manipulating an odd channel fader allows to control the adjacent channel fader level now.

- **Addition of WAV file Export/Import function using a SCSI external CD-RW/CD-R drive (Refer to page 10 - 14)**

In addition to the operation-confirmed drives up to now (e.g. MO, zip), exporting/importing a WAV file to/from a SCSI external CD-RW/CD-R drive/disk is now possible.

- **Expanded function on creating an Audio CD (Refer to page 15)**

Creating a multiple audio CDs with same contents consecutively is now possible.

### Addition of Collective Track Select function

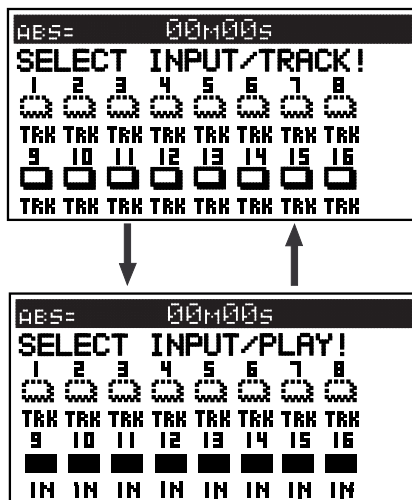
When selecting INPUT - TRACK (9 ~ 16), BUSS REC SOURCE (1 ~ 16), DIRECT REC TRK (1 ~ 16) and SAFE/READY status of input monitoring function, all the objective tracks can be collectively selected at once now.

#### • Collective Select of INPUT - TRACK

When selecting IN (INPUT) - TRK (TRACK) after pressing the [INPUT SEL] key, pressing either one of the [CH STATUS/CH SEL] 9 ~ 16 keys with holding down the [SHIFT] key allows to select "IN (INPUT)" or "TRK (TRACK)" all at once. Every time the key is pressed, "IN" and "TRK" are alternatively selected.

##### < CAUTION >

If Collective Select is executed in the condition that there are "IN (INPUT)" channels, all the channels are switched to "TRACK". In the same manner, if Collective Select is executed in the condition that one or some of the record tracks (BUSS or DIRECT REC track) are in the READY status, all the READY tracks are canceled.



#### • Collective Select of BUSS REC SOURCE

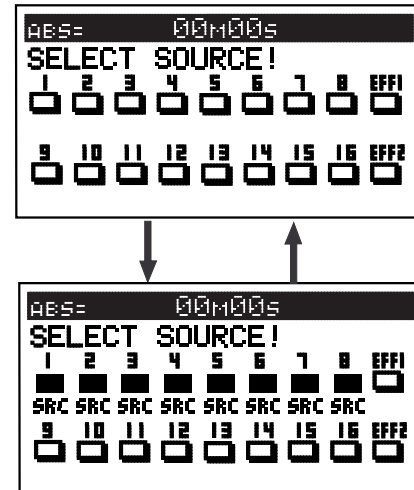
When selecting a source channel after pressing the [BUSS SOURCE] key, pressing either one of the [CH STATUS/CH SEL] 1 ~ 8 key with holding down the [SHIFT] key allows to change all the channel 1 ~ 8 SOURCE and SAFE status alternatively. In the same manner, pressing either one of the [CH STATUS/CH SEL] 9 ~ 16 key with holding down the [SHIFT] key allows to change all the channel 9 ~ 16 SOURCE and SAFE status alternatively.

##### < CAUTION >

If some of the channels are selected as REC tracks, Collective Select is not possible. If some of the channels are selected as SOURCE tracks, all the channels (1 ~ 8, 9 ~ 16) will be in the SAFE status.

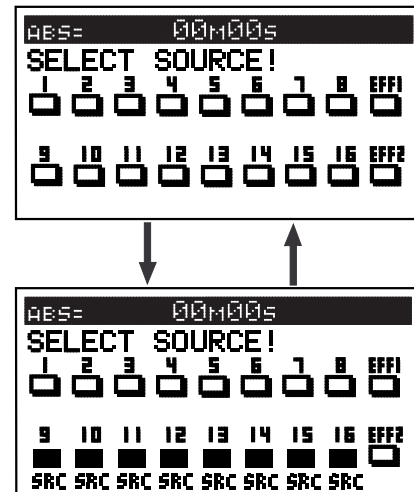
##### <Example>

Pressing either one of the 1 ~ 8 [CH STATUS/CH SEL] keys with holding down the [SHIFT] key changes the SOURCE - SAFE status alternatively.



##### <Example>

Pressing either one of the 9 ~ 16 [CH STATUS/CH SEL] keys with holding down the [SHIFT] key changes the SOURCE - SAFE status alternatively.



### • Collective Select of DIRECT REC TRK

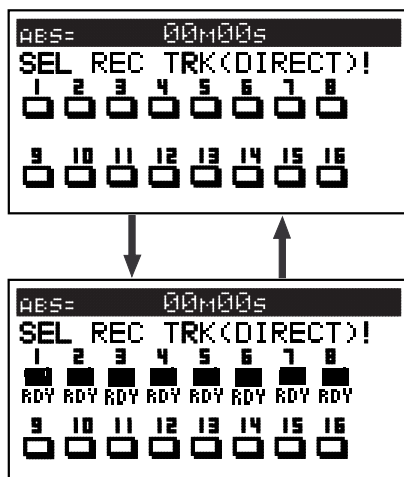
When selecting a DIRECT REC TRACK after pressing the **[DIRECT REC TRK]** key, pressing either one of the **[CH STATUS/CH SEL] 1 ~ 8** key with holding down the **[SHIFT]** key allows to change all the channel 1 ~ 8 SAFE and READY status alternatively. In the same manner, pressing either one of the **[CH STATUS/CH SEL] 9 ~ 16** key with holding down the **[SHIFT]** key allows to change all the channel 9 ~ 16 SAFE and READY status alternatively.

#### < CAUTION >

The status of the channels which are selected as IN (INPUT) cannot be changed. If Collective Select is executed in the condition that one or some of the record tracks (BUSS or DIRECT REC track) are in the READY status, all the READY tracks are canceled.

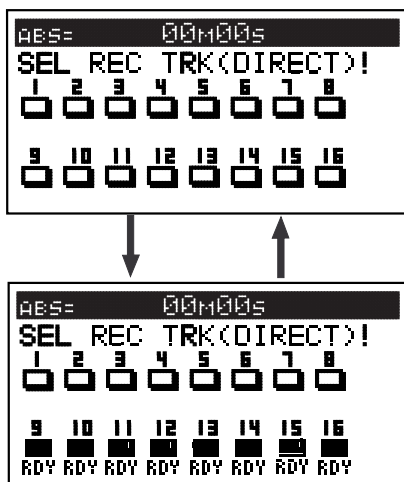
#### <Example>

Pressing either one of the 1 ~ 8 **[CH STATUS/CH SEL]** keys with holding down the **[SHIFT]** key changes the SAFE - READY status alternatively.



#### <Example>

Pressing either one of the 9 ~ 16 **[CH STATUS/CH SEL]** keys with holding down the **[SHIFT]** key changes the SAFE - READY status alternatively.



### • Collective Select of INPUT MONITORING

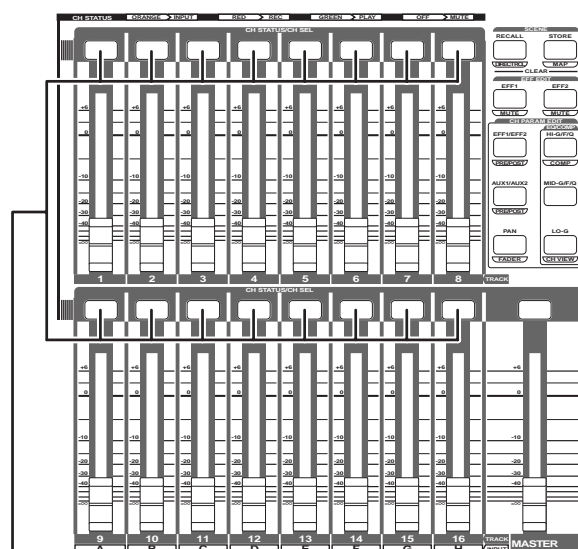
In the condition that the normal display is displayed or in the DIRECT REC TRK selection on the screen, pressing the **[INPUT SEL]** key with holding down the **[SHIFT]** key allows to change all the track 1 ~ 16 input monitoring SAFE and READY status alternatively.

In the READY status, all the 1 ~ 16 track **[CH STATUS/CH SEL]** keys are flashing in red. In the SAFE status, they stop flashing and go back to the previous condition.

#### < CAUTION >

The status of the channels which are selected as IN (INPUT) cannot be changed.

If Collective Select is executed in the BUSS REC mode, the alert "Rec Mode Change! Sure?" will be displayed on the LCD. If you press the **[ENTER/YES]** key, recording mode will be switched to "DIRECT" and all the tracks are put into input monitoring mode. If you press the **[EXIT/NO]** key, the alert message will disappear and the display goes back to the previous status.



If all the 1 ~ 16 tracks are put in the input monitor mode, the channel 1 ~ 16 **[CH STATUS/CH SEL]** keys as well as the **[RECORD]** key will flash in red.

### Addition of Channel SOLO function

In the VF-16 with the previous software version, if you would like to monitor only a certain channel, all the other channels' faders must be turned down. With the V3.1 software, one key manipulation allows to turn on and off of the SOLO on a desired channel.

#### • Turning on and off of channel SOLO function

Pressing a desired **[CH STATUS/CH SEL]** key with holding down the **[SHIFT]** key will SOLO the corresponding channel and the **[CH STATUS/CH SEL]** key will start flashing.

If you do the same key manipulation as above again, the SOLO function will be canceled.

#### Tips:

- Turning ON the SOLO function on a muted channel allows to listen to the signal routed to the corresponding channel. If the SOLO function is canceled, the signal is muted again.
- In the Normal Display condition, when the SOLO function on one of the channels is ON, pressing the **[CH STATUS/CH SEL]** key on a channel on which the SOLO function is set to OFF will cancel SOLO function on all the channels.
- In the Normal Display condition, the channel on which the SOLO function is turned ON will automatically become a CH PARAM EDIT objective channel. For example, when entering the EQ Edit mode after the Channel 2 SOLO function is turned ON, Channel 2 will be automatically in a condition that the EQ parameters can be edited.
- When in BUSS REC mode, turning ON/OFF of the SOLO function on the SOURCE channel will automatically turn ON/OFF of READY channel. (Turning ON/OFF of READY channel cannot be manually controlled.)

### Expanded LOCATE Function

The following LOCATE functions have been expanded on the V3.1 software.

#### • Expanded on ABS LOCATE Function

Pressing the **[RECORD]** key with holding down the **[STOP]** key allows to locate to the start time of the last recording promptly.

#### < CAUTION >

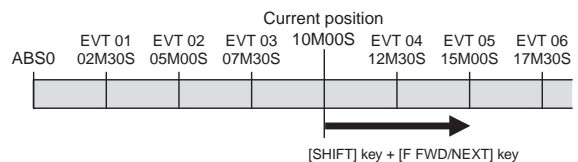
*If no recording is executed after powering on, the above key manipulation will locate to "ABS 0".*

#### • Expanded on SEEK LOCATE Function

The SEEK LOCATE function can be executed by pressing either the **[F FWD/NEXT]** or **[REWIND/PREV]** key with holding down the **[SHIFT]** key and locates to the next or previous Event Memory point. On the V3.1 software, the SEEK LOCATE function has been expanded. The number of times that the **[F FWD/NEXT]** or **[REWIND/PREV]** key is pressed is memorized and locate to the further corresponding Event Memory point.

#### < Example >

In order to locate to the event memory point EVT05 which is the 2nd event memory point ahead from the current position, press the **[F FWD/NEXT]** key twice with holding down the **[SHIFT]** key.



#### • DIRECT LOCATE on Event Map Display

While in the condition that the Event Map is displayed (pressing the **[SCENE-STORE/MAP]** key with holding down the **[SHIFT]** key), designating a desired event memory and locating is possible.

#### < Example >

In the below Event Map Display, selecting the Event Memory 02 (00h 00m 00s 00sf) by rotating the **[JOG]** dial and then pressing the **[LOCATE]** key will allow to locate to 00h 05m 00s 00sf and automatically go back to the Normal Display condition.

EVENT MAP		ABS
Event No. Select		
00	00h00m00s00	Non
01	00h02m30s00	Non
+02	00h05m00s00	Non
03	00h07m30s00	Non
04	00h12m30s00	Non

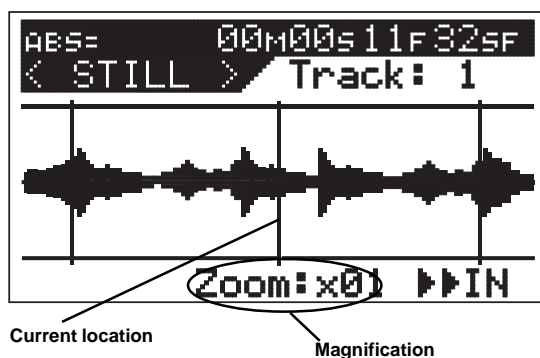
### Zoom Function on Digital Scrub

The zoom function on Digital Scrub has been expanded on the V3.1 software and it is now possible to zoom by the magnification X2, X4, X8 and X16. In the X16 magnification, the resolution will become 0.7ms. On VF-16 with the previous software, the resolution was fixed at about 10ms.

#### • Changing Zoom Magnification

Changing the Zoom magnification can be executed by pressing the **[F FWD]** or **[REWIND]** key in the below display condition. Pressing the **[F FWD]** key every time will change the magnification by X01 -> X02 -> X04 -> X08 -> X16. In the same manner, pressing the **[REWIND]** key will decrease the magnification. Changing the magnification is global on all the tracks and the magnification is displayed at the bottom section of the screen.

For your information, if the Zoom magnification is changed, based on the current location at the center, redrawing the display is executed.

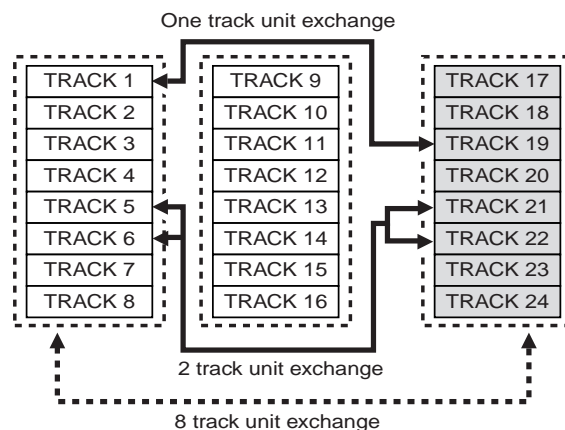


#### < Tips >

In the condition that the magnification is set to other than X01, holding down the **[SHIFT]** key changes the magnification to X01 temporarily. Note that the magnification is reset to X01 when powering off and back on.

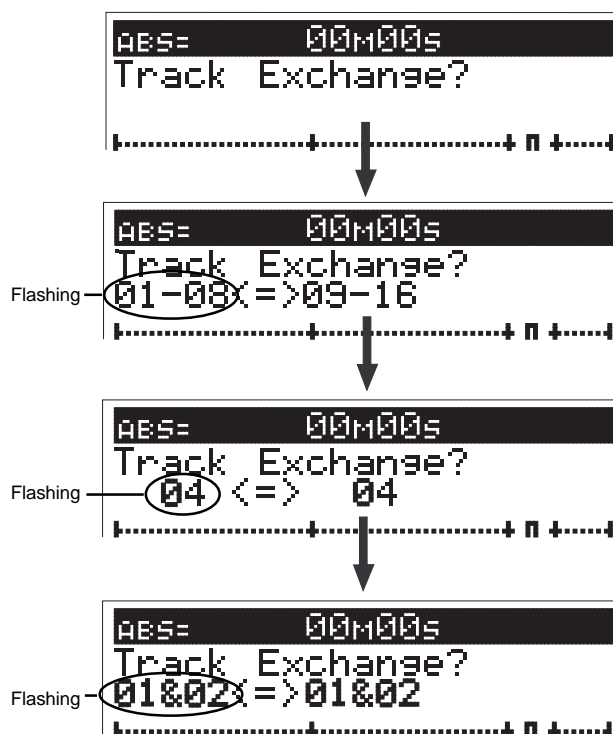
### Addition of Track Exchange pattern

An "Adjacent odd and even 2 tracks (stereo pair)" unit Track Exchange pattern has been newly added. It is now possible to select the Track Exchange pattern among 1-track unit, 8-track unit and 2-track unit.



#### • Exchanging the 2-track unit

Press the **[EDIT]** key and display "Track Exchange?". Then, after the press of **[ENTER/YES]** key, rotating the **[JOG]** dial will change the Track Exchange pattern to 8-track unit, 1-track unit, and 2-track unit.



If the **[JOG]** dial is rotated in the condition that "01&02" is displayed, "01&02" ~ "23&24" can be selected. In the same manner, the 2-track unit at right side can be selected by rotating the **[JOG]** dial. For example, if the Track Exchange pattern "07&08<=>01&02" ("01&02<=>07&08") is selected, track 1/2 and track 7/8 will be exchanged upon executing the Track Exchange.

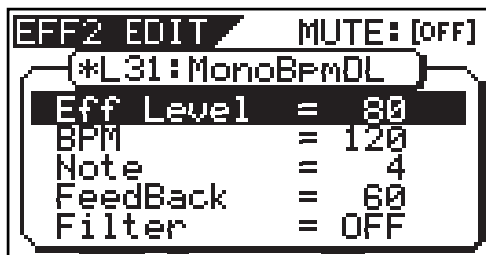
### Tempo Map setting incorporating into BPM value

On the V3.1 software, the programmed “tempo map” setting in the SETUP menu can be incorporated into the BPM parameter value set in the effect type “L31” and “L32” of the EFF2 library. Refer to the following operation procedures for specific settings.

The operation below is explained on the assumption that the “tempo map” has been programmed.

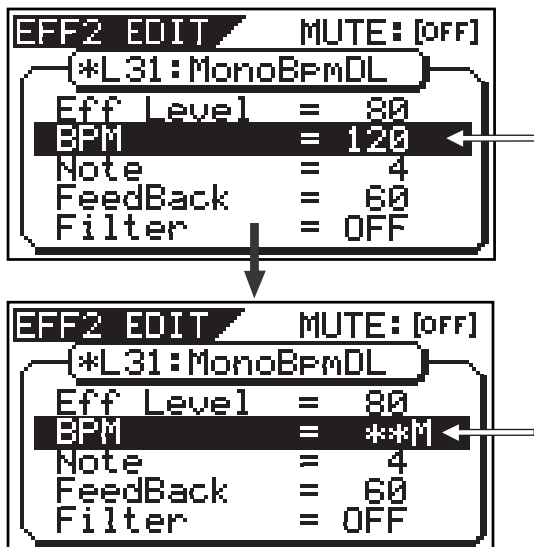
1. After pressing the [EFF 2] key, rotate the [JOG] dial, select either [L31:Mono BpmDL] or [L32:Pan BpmDL] and press the [ENTER/YES] key.

The display below is an example that [L31:Mono BpmDL] is selected.



2. Select “BPM” as a parameter to be edited and rotate the [JOG] dial fully C.W.

As shown in the drawing below, the BPM value with “M” attached at the end will be displayed. “M” stands for map and “\*” the tempo map currently set on the unit.



3. Press the [EXIT/NO] key to exit the Effect Edit mode.

By the procedures above, the tempo map currently set on the unit will be incorporated into the BPM parameter.

#### < CAUTION >

If incorporating the tempo map value into the BPM parameter is not required, select the value without “M” attached at the end.

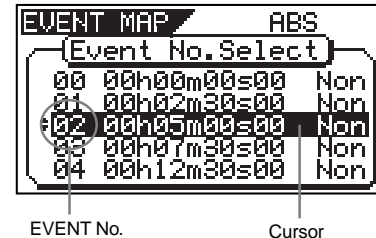
### Change on Event Map

Event Map display (pressing the [SCENE-STORE/MAP] key with holding down the [SHIFT] key) and the display when deleting the Event Map has been changed.

#### • Change on Event Map display

When switching to the Event Map display, the cursor is displayed to the nearest Event Map to the current position and the corresponding event number will start flashing. With this change, recognizing the recorder current location will be possible even on the Event Map Display.

As shown in the example below, the cursor is displayed on the Event Number 2 where the recorder current location is the closest and the corresponding event number “02” flashes.



In the above condition, putting the unit in PLAY, F FWD or REWIND mode will flash the Event Number closest to the current location. For example, if the unit is put in PLAY mode in the above display condition, the Event Number 02, 03 and 04 will flash in order.

#### < CAUTION >

Even if the recorder location changes, the cursor position will not. The Event Map currently displayed on the screen will not scroll either. Thus, even if the Event Number exists after 04, the flashing event will be up to Event Number 04. In order to check the current location after Event Number 04, changing the cursor position is required.

#### Tips:

As explained in the “Expanded LOCATE Function” before, in the above Event Map display, selecting a desired Event Number and pressing the [LOCATE] key will locate to a designated point promptly.

#### • Addition of ALERT when deleting Event Memory in Event Map

When deleting an Event Memory in the Event Map, in order not to mistakenly delete it, the following ALERT will be displayed and “Sure?” will flash.

In order to delete the Event Memory, press the [ENTER/YES] key. To cancel, press the [EXIT/NO] key. Note that deleting the Event Map cannot UNDO.

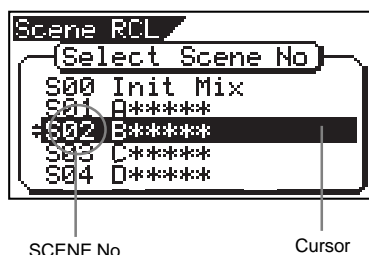




**Change on Display contents when in Scene Recall/Store/Clear****• Changing on display contents when in scene recall**

In the condition that there are SCENES stored, switching to the Scene Recall Display by the press of **[SCENE-STORE/MAP]** key will allow to display the scene currently recalled.

As shown in the example below, The cursor is displayed on the Scene Number 02 (Title: B\*\*\*\*\*) which is currently recalled and the Scene Number 02 will flash. With this change, recognizing the scene currently recalled is now possible.



In the above display condition, when executing the DIRECT RECALL or playback by the SCENE SEQUENCE, every time the scene changes, the corresponding scene number will flash.

For example, if the SCENE SEQUENCE playback is executed in the order of S02, S03 and S04, the corresponding scene number (02, 03 and 04) will flash accordingly.

**< CAUTION >**

Even if the scene changes, the cursor position will not. The Scene Recall display currently displayed on the LCD will not scroll either. Thus, even if the Event Numbers exist after 04 (Event Number 05, 06 ...), the flashing event will be up to Event Number 04. In order to check the Event Number 05 and onwards, changing the cursor position is required.

**• Addition of ALERT when clearing SCENE MEMORY**

When clearing a Scene Memory in the Event Map, in order not to mistakenly clear it, the following ALERT will be displayed and “Sure?” will flash.

In order to clear the Scene Memory, press the **[ENTER/YES]** key. To cancel, press the **[EXIT/NO]** key. Note that clearing the Scene Memory cannot UNDO.

**• Storing Scene Even when in PLAY mode**

Even when in PLAY mode, the display which allows to execute the Scene Store function appears on the screen now. Storing the modified scene while playing back a song is possible.

**Change on turning ON/OFF of Fader Recall mode****• Change 1**

Recalling the scene when the “Fader Recall mode Setting” in the SETUP menu is set to ON (“CH”, “MST” or “CH&MST”) used to flash the FADER ADJUST LED until the actual fader position and the fader level set in the scene matched. From the V3.1 software, in the Normal Display, the FADER ADJUST LED will not flash any longer.

Now the FADER ADJUST LED flashes only when the actual fader position and the fader level set in the scene do not match in the FADER ADJUST, LEVEL ADJUST or FADER VIEW display. It is naturally lit solid when the actual fader position and the fader level set in the scene match. (The FADER ADJUST LED is unlit when in the FADER VIEW display.)

**< CAUTION >**

When the “Fader Recall mode Setting” in the SETUP menu is set to OFF, the FADER ADJUST LED will not flash regardless of the actual fader position and the fader level set in the scene.

**• Change 2**

In the condition that the fader level set in the scene currently recalled and the actual fader position do not match, if you try to change the “Fader Recall mode Setting” in the SETUP menu from ON (“CH”, “MST” or “CH&MST”) to OFF, the ALERT asking to execute the Level Adjust function will appear on the LCD as shown below. This ALERT is for drastic level change that might occur when the Level Adjust function will be executed.



For your information, the Level Adjust function will force the fader level set in the scene to match the actual fader position.

In order to execute the Level Adjust function, press the **[ENTER/YES]** key. To cancel, press the **[EXIT/NO]** key.



## Addition of Pair Fader Setting in SETUP menu

A newly added "Pair Fader Set" menu sets whether or not you simultaneously control the adjacent odd and even channels.

Normally, each channel fader on VF-16 is designed to act independently. By turning ON the "Pair Fader Set", you can pair faders of two adjacent channels, allowing the odd channel fader to control the partner (even) channel's level. This function is useful for controlling the level of stereo source, etc.

Remember that controlling the "Pair Fader Channels" simultaneously during channel parameter editing is possible. See "Hints!" below in detail.

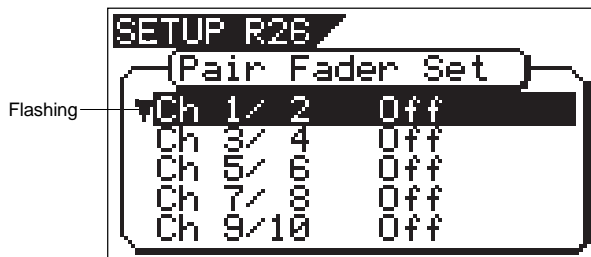
Initial setting: "Off" for all pair channels

Options: "On", "Off" for each pair channels

- \* Pair Fader can be set on each individual program.
- \* Pair Fader setting can be saved and loaded as part of song data
- \* Pair Fader setting is maintained even after powering off.

### 1. Select "Pair Fader Set" in the SETUP menu and press the [ENTER/YES] key.

The pair fader set status (On or Off) list appears and channel 1 & 2 line is highlighted. In the initial condition, all paired channels are set to "Off".



### 2. Select a desired channel pair by rotating the [JOG] dial and press the [ENTER/YES] key.

The setting field ("On" or "Off") for the selected channels flashes.

### 3. Select "On" or "Off" by the [JOG] dial and press the [ENTER/YES] key.

The setting is completed and the display returns to highlight a single line, as shown in the step 1 above.

### 4. To set another channel pair, repeat the step 2 and 3.

### 5. After completing all the setting, press the [EXIT/NO] key (or the [STOP] key) to exit the SETUP mode.

#### < CAUTION >

*If you control the even channel fader which is paired, the following ALERT will appear. Controlling the paired even channel fader does not affect the signal level.*



#### < Hints! >

On paired channels, besides fader control, the following functions can be controlled simultaneously.

##### • Effect send level adjustment

By pressing either of the [CH STATUS/CH SEL] key on paired channels, the icons for both the paired channels start flashing. Rotating the [JOG] dial controls the effect send levels on both paired channels simultaneously.

##### • Effect send pre/post setting

By pressing either of the [CH STATUS/CH SEL] key on paired channels, the icons for both the paired channels start flashing. Rotating the [JOG] dial sets pre or post for the effect sends on both paired channels simultaneously.

##### • Aux send level adjustment

By pressing either of the [CH STATUS/CH SEL] key on paired channels, the icons for both the paired channels start flashing. Rotating the [JOG] dial controls the aux send levels on both paired channels simultaneously.

##### • Aux send pre/post setting

By pressing either of the [CH STATUS/CH SEL] key on paired channels, the icons for both the paired channels start flashing. Rotating the [JOG] dial sets pre or post for the aux sends on both paired channels simultaneously.

##### • EQ (HI/MID/LO) adjustment

By pressing either of the [CH STATUS/CH SEL] key on paired channels, the icons for both the paired channels start flashing. Rotating the [JOG] dial adjusts the EQ on both paired channels simultaneously.

##### • On/Off of SOLO

By pressing either of the [CH STATUS/CH SEL] key on paired channels, you can select on or off of solo monitor on both paired channels simultaneously.

##### • On/Off of channel mute

By pressing either of the [CH STATUS/CH SEL] key on paired channels, you can select on or off of mute on both paired channels simultaneously.

##### • Setting of INPUT (TRACK/INPUT) SEL (channel 9 ~ 16 only)

By pressing either of the [CH STATUS/CH SEL] key on paired channels, you can select source (either INPUT or TRACK) on both paired channels simultaneously.

##### • Setting of REC source for BUSS recording

By pressing either of the [CH STATUS/CH SEL] key on paired channels, you can select both paired channels as REC source simultaneously.

##### • Setting of built-in compressor

By pressing either of the [CH STATUS/CH SEL] key on paired channels (channel 13-14 or 15-16), you can set the compressor parameter on both paired channels simultaneously.

### ***Save/Load of WAV files using an external SCSI CD-R/RW drive***

By connecting an external SCSI CD-R/RW drive to the VF-16 SCSI terminal, save/load of WAV files to and from a CD-R/RW disk is now possible.

Unlike the save/load using another type of SCSI devices such as zip, MO and DVD-RAM drives, preformatting a CD-R/RW disc by the DOS format (FAT-16) is not required.

For external SCSI CD-R/RW drives that can be used with VF-16, access the Fostex Home Page (<http://www.fostex.co.jp/int/>) or contact your local distributor.

#### **< Notes for saving a WAV file >**

Regardless of recorded data capacity, saving only one desired program on a single CD-R/RW disc is possible. Even if a disc has enough recording space left, you cannot record more than one program on it. If one program data size exceeds a single disc capacity, it can be saved using more than one disc.

#### **< Important notes for using WAV file >**

##### **About directory of backup disc:**

- A saved WAV file is recorded in the root directory (in the first layer) on a backup disc.
- A WAV file to be loaded must be allocated in the root directory on a CD-R/RW disc.  
A WAV file moved from the root directory to another area such as folder cannot be recognized by VF-16, which may cause malfunction.

##### **About file name of WAV file:**

- A WAV file saved by VF-16 is named as "\*\*\*\*\*##.WAV".
- A WAV file to be loaded into VF-16 must be named as "\*\*\*\*\*##.WAV".  
The first 6 characters "\*\*\*\*\*" are the title that is shown in the "Title Edit" screen in the SETUP menu. These characters can be changed when saving a WAV file on VF-16 or edited by a computer.  
The following 2 characters "##" indicate the track number (01 to 24) of saved/loaded WAV file.  
The last characters ".WAV" is the file extension indicating that the file format is WAV. VF-16 does not recognize other file names than above. See the following description in detail.  
Using the above specifications, loading desired tracks of WAV files or loading track-swapped WAV files is possible.

## Saving a WAV file

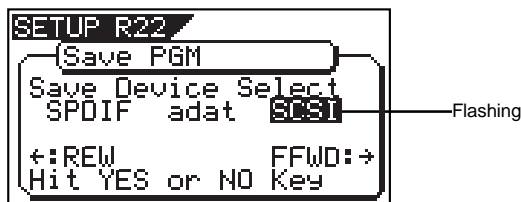
In the following description, we assume that an operation-confirmed external SCSI CD-R/RW drive is connected to the VF-16 SCSI terminal and a blank CD-R/RW disc is set.

### 1 Press the [SETUP] key.

The display shows the screen for selecting the SETUP menu.

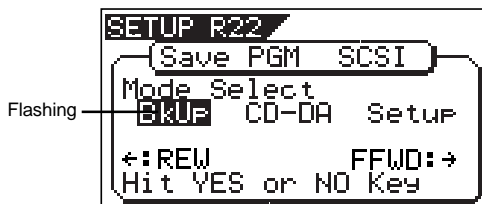
### 2 Select "Save PGM" SETUP menu by rotating the [JOG] dial and press the [ENTER/YES] key.

The display shows the screen for selecting a device to save data, where "SCSI" flashes.



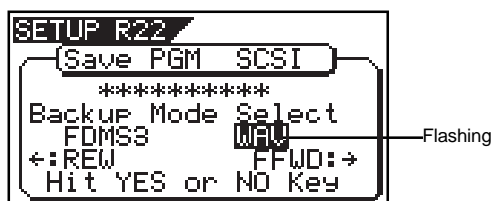
### 3 While "SCSI" is flashing, press the [ENTER/YES] key.

The display shows the screen for selecting a save mode, where "BkUp" (backup) flashes.



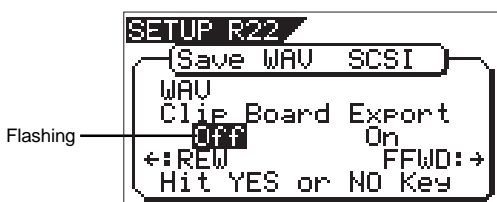
### 4 While "BkUp" is flashing, press the [ENTER/YES] key.

The display shows the screen for selecting a backup mode, where "WAV" flashes.



### 5 While "WAV" is flashing, press the [ENTER/YES] key.

The display shows the screen for selecting On or Off of the Clipboard Export function, where "Off" flashes. You can turn On and Off the function by pressing the [REWIND] or [F FWD] key.



If you would like to save all data from ABS0 to REC END, leave the Clipboard Export function setting to "Off" and go on to the next step.

### < About Clipboard Export function >

The "Clipboard Export function" allows to save a selected area of data between the Clipboard In and Out points which are normally set when executing the Copy-Paste or Move-Paste editing function. Therefore, if you want to save only a specific area of data, you need to register the Clipboard In and Out points prior to the save operation.

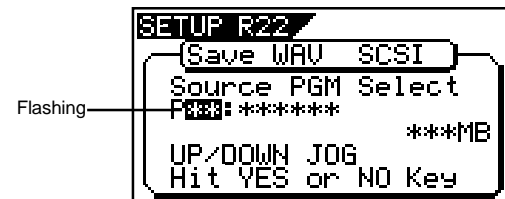
For registering the Clipboard In and Out points, see "Locating a mark point using a Memory Key" in "Chapter 2 Basic Recording and Playback".

### < CAUTION >

If you save all data from "ABS 0" to "REC END", set the "Clipboard Export function" to "Off".

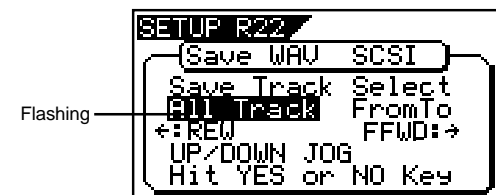
### 6 While "Off" is flashing, press the [ENTER/YES] key.

The display shows the screen for selecting a program to be saved. The program number currently selected flashes, while the data size of the program is shown in "MB" unit.



### 7 Select a program to be saved by the [JOG] dial and press the [ENTER/YES] key.

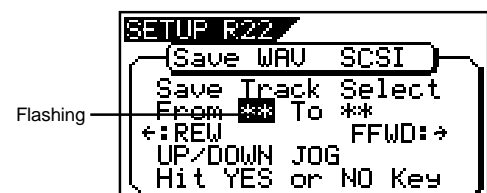
The display shows the screen for selecting a track to be saved, where "All Track" flashes.



In the above display condition, by rotating the [JOG] dial (or press the [F FWD] key), you can select "From \*\* To \*\*" (where the left field initially flashes) instead of "All Track".

If you would like to save all track data (1 through 24), select "All Track".

If you would like to save specific track (s), select "From \*\* To \*\*". In this case the display changes to the following screen.



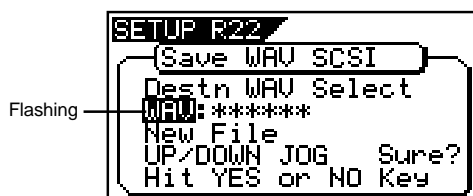
**<To Specify desired tracks by selecting "From \*\* To \*\*\*">**

By rotating the [JOG] dial while the left ("From") field is flashing, you can select the track number from 01 through 24. The number in the right ("To") field automatically follows the number in the left field. (i.e. The numbers in the left and right fields are always the same.) This is convenient when saving a single track. For example, specifying "From 02 To 02" will save only track 2.

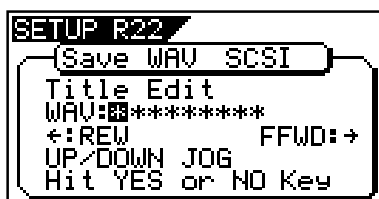
In order to specify multiple tracks such as "From 05 To 12", enter "05" in the left field while the left field is flashing. Then, press the [F Fwd] key to make the right field flashing. Next, select "12" in the right field. Note that the number of the right field must be equal or greater than the left field. Now the display shows "From 05 To 12" which allows to save data from track 5 to track 12.

**8 After selecting the track (s), press the [ENTER/YES] key.**

The display shows the screen, where "WAV" flashes. In this condition, by rotating the [JOG] dial, "Eject" appears on the screen. To remove the disc, press the [ENTER/YES] key while "Eject" is flashing. To continue save operation, select "WAV".

**9 While "WAV" is flashing, press the [ENTER/YES] key.**

The display shows the screen for editing a file name to be saved on a CD-R/RW disc.



By rotating the [JOG] dial, you can input a desired alphanumeric or symbolic character on a flashing point. To move the flashing point, press the [F FWD] (to the right) or [REWIND] (to the left) key. See the following table for the characters available on VF-16.

Upper-case alphabetical characters (A to Z)

Numerals (0 to 9)

Symbols (! # \$ % & ' ( ) @ ^ \_ -)

**< Note >**

You can input up to 6 characters for a file name. Note that characters used to name a file by the "Title Edit" SETUP menu on VF-16 are automatically converted when the file is recognized on a computer.

Characters input on VF-16	Characters recognized on a computer
Upper-case alphabetical characters (A to Z)	No change
Lower-case alphabetical characters (a to z)	Converted to upper.
Numerals (0 to 9)	No change
Symbols (! # \$ % & ' ( ) @ ^ _ -)	No change
Other Symbols	Converted to " _ " (under bar)

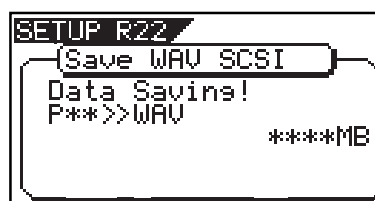
**<File name conversion example>**

On VF-16	On a computer
Vf-16	VF-16_##.wav
D2424LV	D2424L##.wav
No name is input	-----##.wav

\* "##" indicates the track number (01 ~ 24).

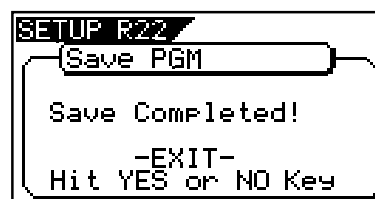
**10 After inputting the file name, press the [ENTER/YES] key.**

The save operation is executed. The display shows the following screen. As the save operation goes on, the remaining data capacity in "MB" unit counts down.

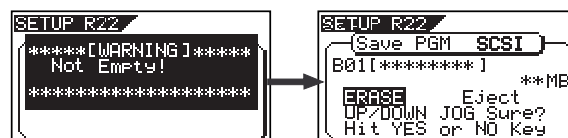


In the case data to be saved cannot be accommodated in a single disc, after the data saving to the 1st disc is completed, it is automatically ejected and "Insert Disk" flashes on the screen, prompting you to remove the 1st disc and to insert the 2nd disc. Inserting the 2nd disc resumes the save operation.

After the save operation is completed, "Save Completed!" appears on the screen.

**11 Press the [EXIT/NO] key (or the [STOP] key) repeatedly until exiting the SETUP mode.****< Note >**

When using a CD-RW disc on which any data is recorded, pressing the [ENTER/YES] key while "BkUp" is flashing brings up the warning message "Not Empty!", followed by the screen for erasing the existing data on a disc as shown below. In the case a CD-R disc on which any data is recorded, pressing the [ENTER/YES] key while "BkUp" is flashing brings up the warning message "Not Writable!" and the CD-R disc is automatically ejected.

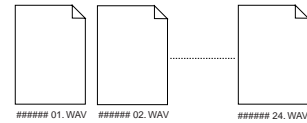


To erase the existing data on a CD-RW disc, select "ERASE" and press the [ENTER/YES] key. If you do not want to erase the data, select "Eject" and press the [ENTER/YES] key. After the disc is ejected, place a blank disc. Rotating the [JOG] dial (or pressing the [F FWD] / [REWIND] key) allows to select either "ERASE" or "Eject".

**< About saved WAV files >****• WAV file structure.**

24 WAV files (one file per track) are created in the root directory of the CD-R/RW disc.

The WAV file names are "\*\*\*\*\*01.WAV" through "\*\*\*\*\*24.WAV" where "\*\*\*\*\*" indicates the file name input in step 8 and 2-digit numbers (01 ~ 24) indicates the corresponding track number.

**• WAV file structure saved on more than one disc.**

WAV files are saved in the order of track number (starting from track 1).

During the save operation over more than one CD-R/RW disc, VF-16 always calculates the remaining disk capacity. If VF-16 judges that the remaining disk capacity is not enough to save the next track WAV file, the disc is ejected upon the completion of saving the current WAV file. After the next disc is inserted, save operation is resumed.

**• WAV file capacity**

There is a case that the saved WAV file capacity is larger than the original data capacity on the current drive (VF-16 HD), depending on the recorded data condition such as start and end time, amount of recorded and non-recorded section on each track. For example, if signal is recorded from ABS 0 (00h00m00s) to ABS 00h01m00s and from ABS 00h10m00s to ABS 00h11m00s on a track, it consumes the amount of 2 minutes on the current drive, while the WAV file consumes disk capacity which is equal to 11 minutes.

## Loading a WAV file

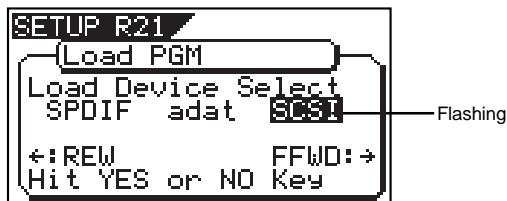
In the following description, we assume that an operation-confirmed external SCSI CD-R/RW drive is connected to the VF-16 SCSI terminal and a blank CD-R/RW disc is set.

**1 Press the [SETUP] menu to enter the SETUP mode.**

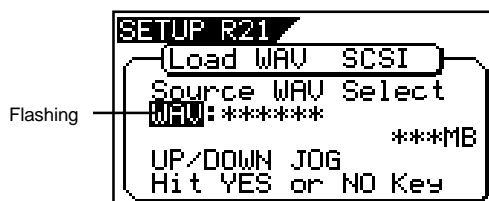
The display shows the screen for selecting the SETUP menu.

**2 Select "Load PGM" in the SETUP menu by rotating the [JOG] dial and press the [ENTER/YES] key.**

The display shows the screen for selecting a device from which device is loaded into VF-16, where "SCSI" flashes.

**3 Press the [ENTER/YES] key while "SCSI" is flashing.**

The display shows the screen for selecting the WAV file to be loaded.

**4 Select the WAV file by rotating the [JOG] dial.**

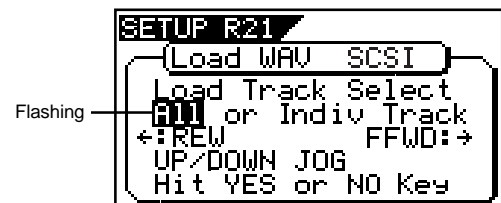
If more than one WAV file with different names (the first 6 characters) are saved, you can see each file name by the first 6 characters with corresponding file capacity in "MB" unit in order. You can also select "Eject" to remove the CD-R/RW disc.

**< Note >**

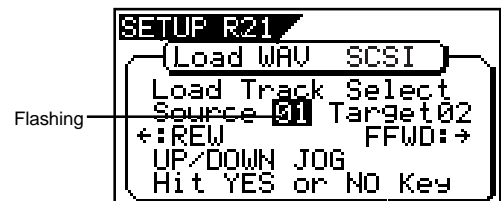
VF-16 cannot recognize any file names other than "\*\*\*\*\*#.WAV" and cannot load WAV files. WAV files with different first 6 characters are recognized as separate backup WAV files and can be independently selected.

**5 After selecting a desired WAV file, press the [ENTER/YES] key.**

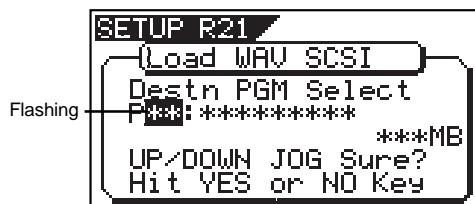
The display shows the screen for selecting a track to be loaded, where "All" initially flashes.



Besides "All", you can select any one of the tracks (01 through 24) by rotating the [JOG] dial.

**6 After selecting the track (s) to be loaded, press the [ENTER/YES] key.**

The display shows the screen for selecting the load destination program to which WAV files are loaded. You can select the program by rotating the [JOG] dial.



When the screen shows “Title” and “Capacity (MB)”, it indicates that the WAV files to be loaded will overwrite the selected existing program on the VF-16 HD. When the screen shows “Title” and “New PGM”, it indicates that the WAV files will be loaded into a newly created program on the VF-16 HD.

**< Note >**

If there is not enough space left to load the WAV files on the current drive (VF-16 HD), the capacity indication on the screen shows a negative value “-\*\*\*MB”. In such a case, select a program that can be replaced or delete unnecessary program by the “delete PGM” SETUP menu.

**7 After selecting the load destination program, press the [ENTER/YES] key.**

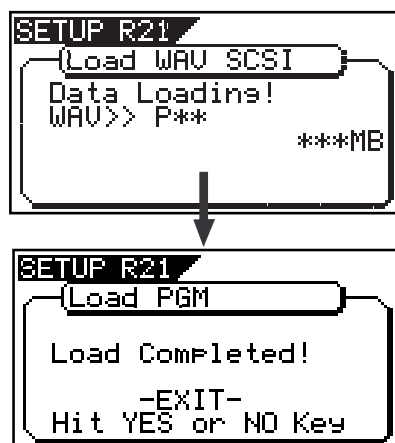
When selecting a new program as the load destination, the load operation immediately starts.

When selecting an existing program as the load destination, “Overwrite?” and “Sure?” appear.

Pressing the [ENTER/YES] key one more time will start the load operation.

During the operation, the screen shows the following. As data loading goes on, the remaining data capacity counts down.

When the load operation is completed, “Load Completed!” appears on the screen.



**< Note >**

The title of the program to which the WAV files are loaded is replaced with the loaded WAV file name (the first 6 characters).

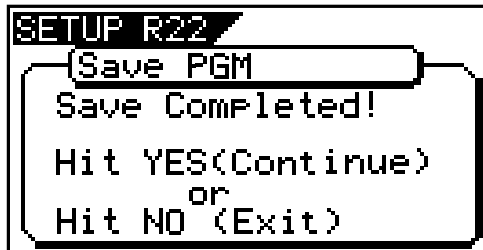
**8 Press the [EXIT/NO] key (or the [STOP] key) repeatedly until exiting the SETUP mode.**

To go back to the previous step or abort the operation, you can also use the [EXIT/NO] key or the [STOP] key.

### Expanded functions on making an audio CD

On "Making an audio CD", the message to complete the SAVE operation ("Save Completed!") has been changed as shown below. It is now possible to select either "Continue" or "Exit" when the save operation is completed. If "Continue" is selected, you can create another audio CD with same data.


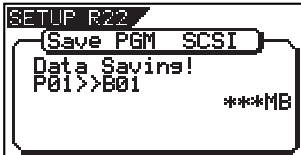
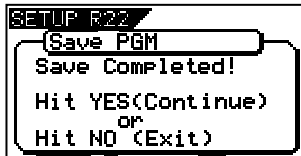


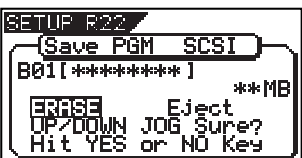
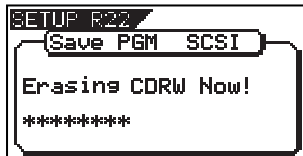
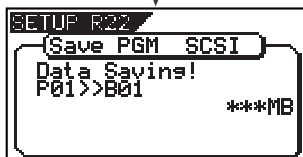
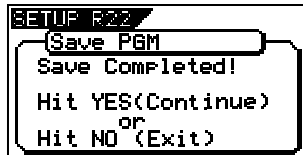
< The new "Save Completed!" screen >



• To continue the save operation (to create another audio CD):  
Press the [ENTER/YES] key.  
The screen shows flashing message "Insert Disk".

• To exit the save operation:  
Press the [EXIT/NO] key.  
VF-16 exit the SETUP mode and the display returns to show the Normal screen.

To continue the save operation, depending on the disc condition (blank or used), carry out either procedures below.

When using a blank CD-R/CD-RW disc	When using a prerecorded CD-RW disc	
<p><b>1. Insert a blank disc.</b> After reading the disc, VF-16 starts the save operation.</p>   <p>When the save operation is completed, "Save Completed!" is shown and the disc is ejected.</p>  <p>To continue the save operation for making an audio CD, repeat the same procedures as above.</p>	<p><b>1. Insert a prerecorded disc.</b> After showing "Not Empty!", the display shows the screen for selecting whether to erase disc data or eject the disc.</p>    <p>To eject the disc, rotate the [JOG] dial to highlight "Eject" and then press the [ENTER/YES] key.</p>	<p><b>2. Press the [ENTER/YES] key while "ERASE" is highlighted.</b> VF-16 starts erasing data. While the erase operation is in progress, "Erasing CDRW Now!" is shown on the display, while asterisks (*) fill up from left to right.</p>   <p>After the erase operation is completed, the save operation immediately starts. When the save operation is completed, "Save Completed!" is shown and the disc is ejected.</p>  <p>To continue the save operation for making an audio CD, repeat the same procedures as above.</p>





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