MOTU FireWire Audio Software Update Notes

ABOUT THIS DOCUMENT
This document provides information about new features in FireWire Audio Console and CueMix Console that are not documented in your 828mkII or 896HD audio interface manual.

TALKBACK AND LISTENBACK
CueMix Console now provides Talkback and Listenback buttons. Talkback allows an engineer in the control room to temporarily dim all audio and talk to musicians in the live room. Conversely, Listenback allows musicians to talk to the control room.

Hardware setup
Figure 1 below shows a typical hardware setup for Talkback and Listenback. For Talkback, set up a dedicated mic in your control room and connect it to a mic input on your MOTU FireWire audio interface. For Listenback, set up a dedicated listenback mic in the live room for the musicians and connect it to another mic input. For talkback output, set up a headphone distribution amp or set of speakers in the live room, and connect it to a pair of outputs. For example, you might connect a headphone distribution amp to analog outputs 7-8 on your MOTU Firewire audio interface, as demonstrated below with an 828mkII.

CueMix Console setup
To set up Talkback and/or Listenback in CueMix Console, choose File menu> Talkback settings> Configure Talkback/Listenback to open the window shown in Figure 2:

Figure 1: Typical hardware setup for Talkback and Listenback.

Figure 2: Configuring Talkback and Listenback.

Talkback / Listenback Mic Input
Choose the audio input to which your Talkback and/or Listenback mic is connected. These inputs are labeled with a purple and blue swatch, respectively, just above the channel fader.

Figure 3: The purple label identifies the Talkback mic input; the blue label indicates the Listenback mic. Use the input fader to control the mic volume.
Talkback / Listenback Monitor Dim
Choose the amount of attenuation you would like to apply to all other audio signals (besides the talkback volume) when Talkback and/or Listenback is engaged. To completely silence all other audio, move the slider all the way to the left (-Inf).

Talk / Listen signal routing
As shown in Figure 2, check the boxes next to the outputs on which you’d like to hear the Talkback mic and/or Listenback mic. For example, as demonstrated in the diagram in Figure 1, to hear the Talkback mic on the headphones in the live room, check the Analog 7-8 check box in the Talk column as demonstrated in Figure 2. To hear the Listenback mic on the main monitors in the control room, check the Main Out 1-2 check box in the Listen column, also demonstrated in Figure 2.

Engaging/disengaging Talkback and Listenback
To engage Talkback or Listenback, press on the Talk or Listen buttons and then release to disengage. Talkback and/or Listenback is engaged for as long as you hold down the mouse button. Option-click to make the buttons “sticky” (stay engaged until you click them again — so you don’t have to hold down the mouse). If you would like to engage both Talkback and Listenback at the same time, enable the Link button.

Application follows control surface
When checked, the Application follows control surface menu command makes the CueMix Console window scroll to the channel you are currently adjusting with the control surface, if the channel is not visible when you begin adjusting it. The same is true for the bus tabs: if you adjust a control in a bus that is not currently being displayed, CueMix Console will jump to the appropriate tab to display the control you are adjusting.

Share surfaces with other applications
When the Share surfaces with other applications menu command is checked, CueMix Console releases the control surface when you switch to another application. This allows you to control your other software with the control surface. Here's a simple way to understand this mode: the control surface will always control the front-most application. Just bring the desired application to the front (make it the active application), and your control surface will control it. When you’d like to make changes to CueMix Console from the control surface, just bring CueMix Console to the front (make it the active application).

When this menu item is unchecked, your control surface will affect CueMix Console all the time, even when CueMix Console is not the front-most application. In addition, you will not be able to control other host audio software with the control surface at any time (because CueMix Console retains control over it at all times). This mode is useful when you do not need to use the control surface with any other software.

Mackie Control Surfaces
CueMix Console includes support for the following control surface products:

- Mackie Control™
- Mackie HUI™
- Mackie Baby HUI™

Use the sub-menu commands in the Mackie Control Surfaces menu item to turn on and configure control surface support, as described briefly below.

Enabled
Check this menu item to turn on control surface operation of CueMix Console. Uncheck it to turn off control surface support.

Configure…
Choose this menu item to configure your control surface product. Launch the on-line help for specific, detailed instructions for configuring CueMix Console for operation with your control surface product.
Other HUI-compatible control surfaces

Any control surface that has the ability to emulate a HUI should be compatible with CueMix Console. Just add a Mackie HUI to Audio MIDI Setup and put the control surface hardware into HUI emulation mode. Consult the manual for the control surface for details about how put it into HUI emulation mode.

Other control surface hardware products

If you install other control surface drivers written for CueMix Console, they will appear as separate menu items at the bottom of the Control Surfaces menu, with the same sub-menu items described above.