REMOTE 24
USER'S GUIDE

REMOTE CONTROL FOR THE HDR24/96 HARD DISK RECORDER

MACKIE.®

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SAFETY INSTRUCTIONS

1. Read Instructions — Read and understand all safety and operating instructions before using the Remote 24.

2. Retain Instructions — Keep these safety and operating instructions for future reference.

3. Heed Warnings — Follow all warnings marked on the Remote 24.

4. Water and Moisture — Do not use the Remote 24 near water – for example, near a bathtub, fish tank, automatic lawn sprinkler system, salivating St. Bernard dog, etc. – or when condensation has formed on the unit.

5. Heat — Locate the Remote 24 away from heat sources such as radiators, hair dryers, charcoal grills, smelting furnaces, and thermonuclear explosions.

6. Power Sources — The Remote 24 should be connected only to a Mackie HDR24/96 and no other devices, as prescribed in this manual.

7. Data Cable Protection — Install the Remote 24 in a location where no one can step on or trip over the data cable. Protect the data cable from damage or abrasion.

8. Object and Liquid Entry — Do not drop objects or spill liquids into the Remote 24. Do not clean with liquid or aerosol cleaners.

9. Damage Requiring Service — Unplug the Remote 24 from the HDR24/96 and refer servicing to qualified service personnel when:

   A. The chassis, buttons, or connectors have been damaged; or
   B. The unit has been exposed to rain or water; or
   C. The unit does not appear to operate normally or exhibits a marked change in performance.

10. Servicing — Do not attempt to service the Remote 24. All servicing should be referred to the Mackie Service Department.

Thank you for adding the Remote 24 to your arsenal of Mackie equipment. You probably already know what a remote control does, but just in case, this guide will explain all those buttons ... some of which are new or a little different from the HDR24/96 front panel.

Assuming you're already familiar with the HDR24/96, we'll try not to repeat ourselves. See your HDR24/96 Quick Start Guide, Reference Manual, or visit our website at http://www.mackie.com for more information.

Before you lose your receipt (tsk, tsk), please write your serial number here for future reference:

Serial Number:

Purchased at:

Date of purchase:

Part No. 820-205-00 Rev. B 6/02

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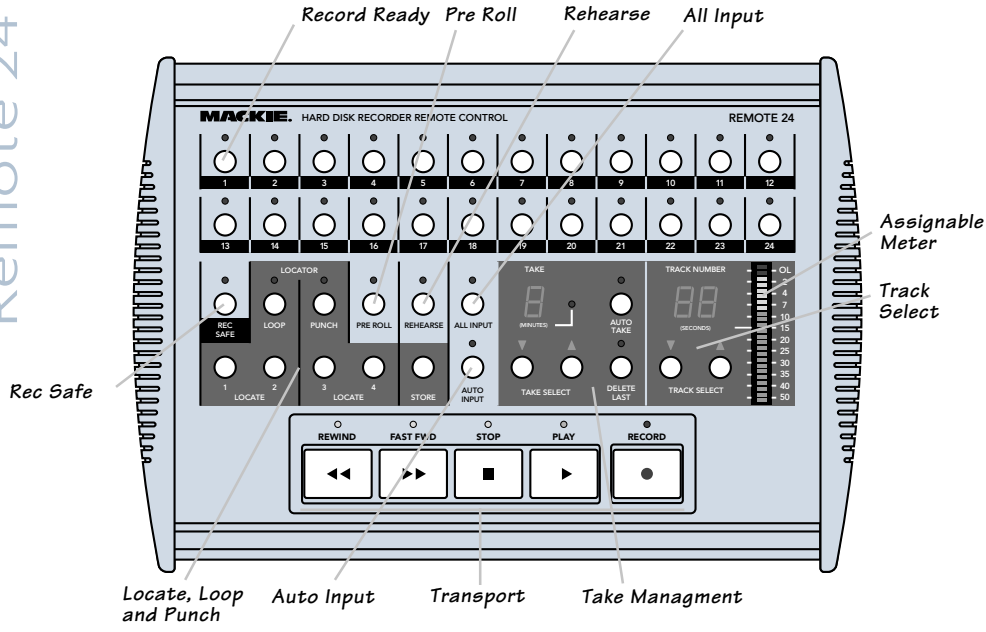
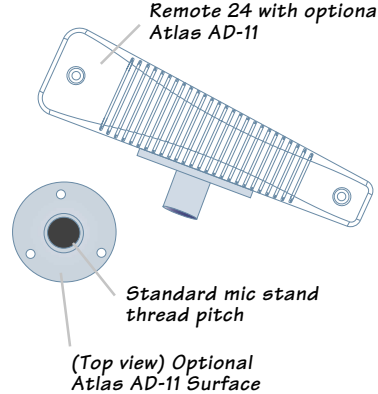


Installation

Mount on Mic Stand (Optional)

Mic stand adapters can make the Remote 24 seem like it's floating in midair! We recommend the Atlas model AD-11, available at your favorite music store. (If it's not, you need a new favorite music store.)



Mount on Homemade Stand (Optional)

The 3-hole pattern is equally spaced on a 1.25" diameter circle. The holes accept three 6-32 x 3/8 machine screws.

If you're especially proud or ashamed of your handiwork, please mail us a photo.

Note: 3/8" maximum screw length!

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Plug It In

You can do this with the HDR24/96 powered on or powered off, it doesn't matter.

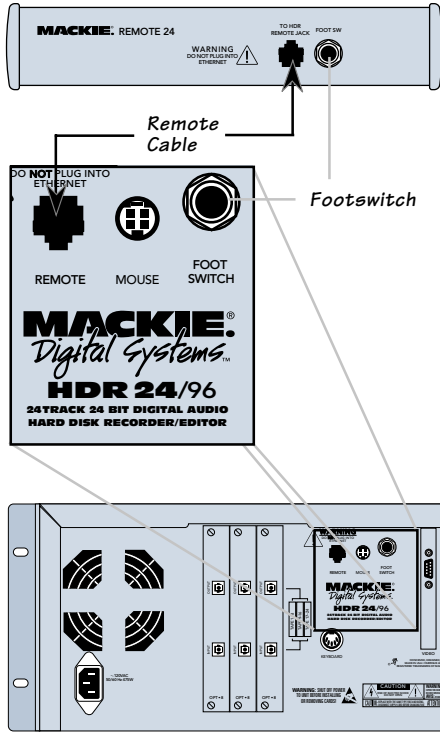
1. Plug the supplied 25' cable into the "To HDR" jack on the back of the Remote 24.

2. Plug the other end into the "Remote" jack on the back of the HDR24/96.

Footswitch

A must-have for performer-engineers: use a footswitch to punch in and out on-the-fly, stop and start the transport, jump to the next cue, create new cues, or select the next take. The footswitch jack function is assigned in the HDR24/96 General Setup window. This TS 1/4" jack - and a jack on the back of the HDR24/96 - accepts a momentary, normally open footswitch, available at any reputable footswitch emporium. For double the fun, you can use footswitches in the Remote 24 and HDR24/96 at the same time.

Remote24 Back Panel



HDR 24/96 Back Panel

Note: Do not confuse the Remote jack with the Ethernet jack!

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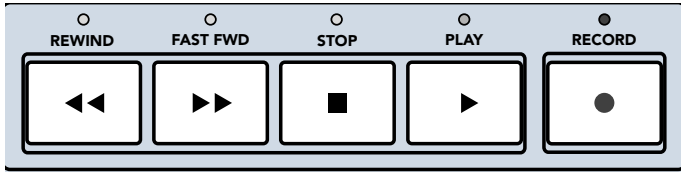
Transport Features



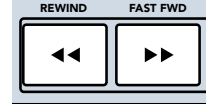
Play

Play puts the HDR24/96 into play. **Play** also punches out of record and cancels master record standby.

Stop

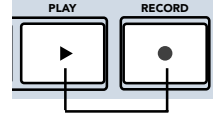
Stop brings the “tape” to an immediate halt. **Stop** also punches out of record and cancels master record standby.

Fast Wind



Rewind and **Fast Forward** put the HDR24/96 into fast wind mode from any state. They behave just like those on a large multitrack recorder: when pressed from stop, the “tape” rolls slowly at first, then accelerates to 20X speed in a few seconds. Pressing either button a second or third time puts the Transport into even faster wind speeds.

Record



Press **Play** and **Record** simultaneously to commence recording. Press any transport button except **Record** to end recording. The **Record** LED glows when recording and blinks when **Record** is engaged with no tracks armed (master record standby mode).

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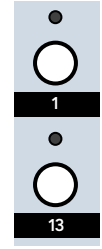
Record Features

Record Ready



Recording can only take place on tracks which are "armed" for recording. Press the **Record Ready** buttons to arm tracks. When **Record** is engaged, you can punch individual tracks in and out on the fly with the **Record Ready** buttons. Their LEDs blink in standby and glow in record.

Record Safe

Record Safe disarms all tracks and disables the **Record Ready** and master **Record** buttons. Use **Record Safe** to prevent users from inadvertently recording over existing audio.

Monitoring Modes

The monitor mode buttons determine what the user hears at the HDR24/96 tape outputs.

All Input

All Input is used for rehearsal and level setting. When **All Input** is on, both armed and unarmed tracks monitor their tape inputs, and the **Auto Input** setting has no effect.

Auto Input

Auto Input is used for recording, and affects only tracks that are armed. Unarmed tracks always monitor the playback of previously recorded audio.

When **Auto Input** is off, armed tracks always monitor their tape inputs.

When **Auto Input** is on, armed tracks monitor their tape inputs in stop, fast forward, rewind, and record; in play they monitor the playback of previously recorded audio. This mode is used for overdubbing.

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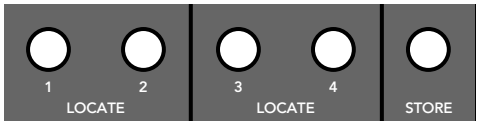
Locator Features

Locate

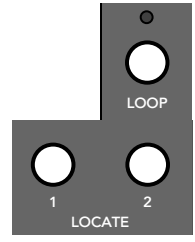


Locate points provide fast access to frequently used locations in your project. Press one of the four **Locate** buttons to jump to a Locate point.

Store

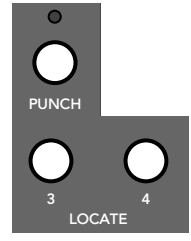
To set a Locate point, press **Store**, then press a **Locate** button when the transport reaches the desired time.

Loop



Locate 1 and **Locate 2** double as start and end points for looped playback. To enable loop play, press **Loop**. Playback cycles between the two Loop points. The order of the Loop points does not matter.

Punch



Locate 3 and **Locate 4** double as in and out points for automated punching. To enable automated punching, press **Punch**. When you engage record, the HDR24/96 automatically punches in at the first Punch point, and punches out at the second. The order of the Punch points does not matter.

Pre Roll

Pre Roll causes a **Locate** to jump to a time that is earlier than the Locate time by the amount of the Pre Roll Time. Pre Roll is handy for autopunching, where you need to start playback a few seconds before the Punch in point. Pre Roll Time is set in the HDR24/96 MIDI Setup window.

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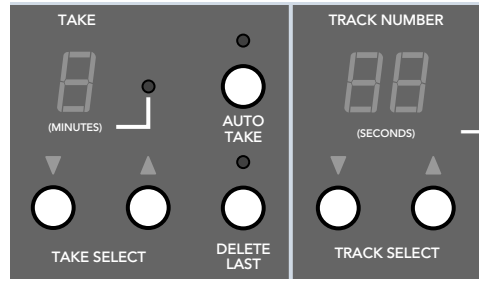
Rehearse

Rehearse allows you to practice punching without actually recording anything to disk, saving you the hassle of deleting unwanted takes while monitoring and fine-tuning Autopunch points.

Take Management Features

Take Select

Each track has eight "virtual" takes that you can record to and play from. **Take Select** sets the active take for the selected track.



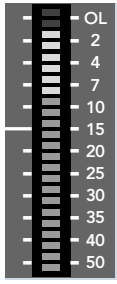
Track Select

Use the **Track Select** buttons to select which track's virtual take and meter information is shown in the Take and Meter displays; the selected track is shown in the Track Number display.

Auto Take

Auto Take automatically advances the Take Number of all armed tracks at the start of each record pass. When a track's Take number reaches 8, it remains there until you change it.

> **Tip:** Use **Loop** and **Punch** with **Auto Take** to automatically record up to eight takes per track.



Meter

The Meter displays the selected track's input or playback level. On the Remote 24 and HDR24/96 meters, 0 dB represents "full scale", with no headroom to spare. Before recording, set the input level from your console as hot as possible.

Audio levels must NEVER reach 0 dBFS..... ever!

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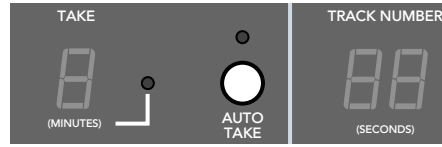
Delete Last

Press the **Delete Last** button twice to erase the most recent recording pass from disk. A recording pass consists of all punches made within one play cycle. If you press **Delete Last** once then decide not to delete, wait five seconds and the operation will cancel.

Current Time Display

Current Time



The Take and Track Number displays show Current Time whenever **Play** is held or the transport is in fast forward or rewind. Current Time also appears momentarily when **Stop**, **Play** or a **Locate** is pressed. An LED adjacent to the Take display blinks when current time is shown. Minutes in are shown in the Take display and Seconds in the Track Number display. Only the Minutes 'units' are visible; for example, if Current Time is '01:33:48:23', the display shows'3:48'.

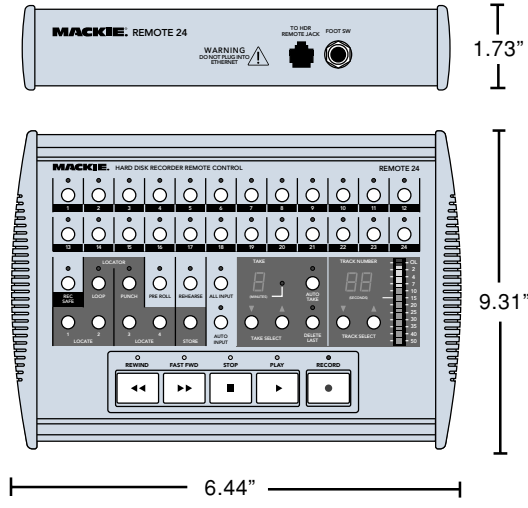
Other Stuff

Specifications

W = 9.31" / 23.65 cm
L = 6.44" / 16.36 cm
H = 1.73" / 4.39 cm (high end);
0.93" / 2.36 cm (low end)

Shipping weight: 4.0 lbs / 1.8 kg

Supplied cable: CAT-5 Ethernet, 25' / 7.6m
Max cable length = 30' / 9.1m



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Troubleshooting & Warranty Service

If you think your Remote 24 has a problem, try the following:

Make sure the cable is plugged into the "Remote" jack on the rear panel of the HDR24/96 - the "Remote" jack is easy to confuse with the Ethernet jack.

Remove and reinstall the cable, reboot the HDR24/96, and/or replace the Remote 24 cable (available at computer supply stores).

Be sure you are **not** using a CAT-5 crossover cable (usually known by its yellow color and always labled "Crossover").

Put the Remote 24 into self-test mode and test the function of the swiches and LEDs.

- Place a blank floppy disk into the HDR24/96 and power up the unit while holding down **Record Ready** buttons 1 and 2 on the Remote 24.
- When the unit is first powered on, all LEDs will be lit, and the Remote 24 firmware version number is shown in the Take and Track Number displays.
- Pressing a button associated with an LED turns the LED off.
- Pressing a **Locate** button lights the LED above it in the Locator section.
- Pressing the **Take Select** buttons increments/decrements the Take and Track Number displays; and pressing the **Track Select** buttons increments/decrements the Meter display.

After all this, if it still doesn't work properly please contact Mackie Designs technical support at (800) 258-6883 (8:00 AM to 5:00 PM Pacific Time) - see the included Warranty Card for details.

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Colophon

This whopping opus was created by the HDR24/96 development team. Graphics and layout performed by Tony “waldog” Baird. No animals were injured in the production of this document, although Bob did feed Phydeaux some pretty old potato chips last week...

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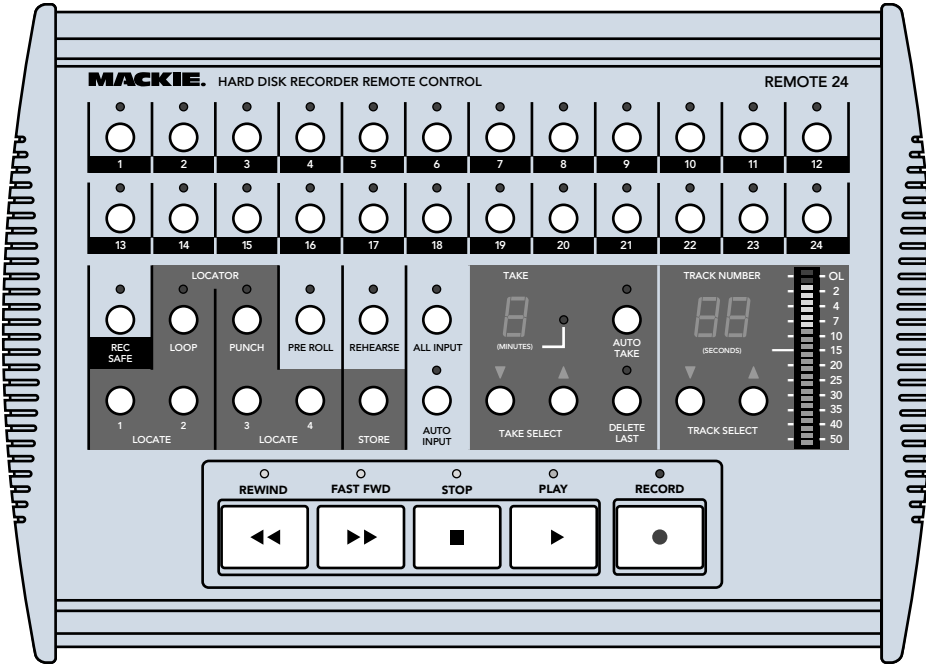

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