

User's Guide



TotalMix Demo Version

The most powerful interface mixer ever!

Full Channel Mixer
Full Channel Matrix Router
MIDI Remote Controllable
Windows 2000/XP/64 Bit
Mac OS X

Content

1	Introduction	2
2	TotalMix: Routing and Monitoring	
2.1	Overview	3
2.2	The User Interface	5
2.3	Elements of a Channel.....	6
2.4	Tour de TotalMix	6
2.5	Submix View	8
2.6	Mute and Solo	8
2.7	Quick Access Panel	9
2.8	Presets	9
2.9	Monitor Panel	11
2.10	Preferences	11
2.11	Editing the Names	12
2.12	Hotkeys	13
2.13	Menu Options.....	14
2.14	Level Meter	15
3	The Matrix	
3.1	Overview	16
3.2	Elements of the Matrix View	16
3.3	Usage	16
3.4	Advantages of the Matrix	17
4	TotalMix Super-Features	
4.1	ASIO Direct Monitoring (Windows only)	17
4.2	Selection and Group based Operation	18
4.3	Copy Routings to other Channels	18
4.4	Delete Routings.....	18
4.5	Recording a Subgroup (Loopback)	19
4.6	Using external Effects Devices	20
4.7	MS Processing.....	21
5	MIDI Remote Control	
5.1	Overview	22
5.2	Mapping	22
5.3	Setup	23
5.4	Operation	23
5.5	Simple MIDI Control	24
5.6	Loopback Detection	24
6	Appendix	25

1. Introduction

Welcome to the world of **TotalMix**! This demo version equals the fully functional mixer software of RME's Fireface 800. Except for the display of input and output levels (level meters besides the faders) any other function is ready to be checked out. Be it setting up complex mixes, storing them as presets, renaming the channels, working with the Matrix or remote controlling all faders via MIDI – you can even load presets and prepare or modify them for a later use on a Fireface equipped system.

The demo version is available for Windows 2000 SP4, Windows XP, XP 64 and for Mac OS X.

This document is the TotalMix part of the Fireface 800 manual. The Fireface 800 manual has about 100 pages in total, and can be downloaded from RME's website, section downloads/manuals as PDF file.

Usage: unzip the file *firefacemix_demo.zip* to *firefacemix_demo.exe* and double click on it. The systray now shows the TotalMix icon. Click on it and the mixer comes up. Click on the icon once again to hide TotalMix.

2. TotalMix: Routing and Monitoring

The Fireface 800 includes a powerful digital real-time mixer, the *Fireface mixer*, based on RME's unique, sample-rate independent **TotalMix** technology. It allows for practically unlimited mixing and routing operations, with all inputs and playback channels simultaneously, to any hardware outputs.

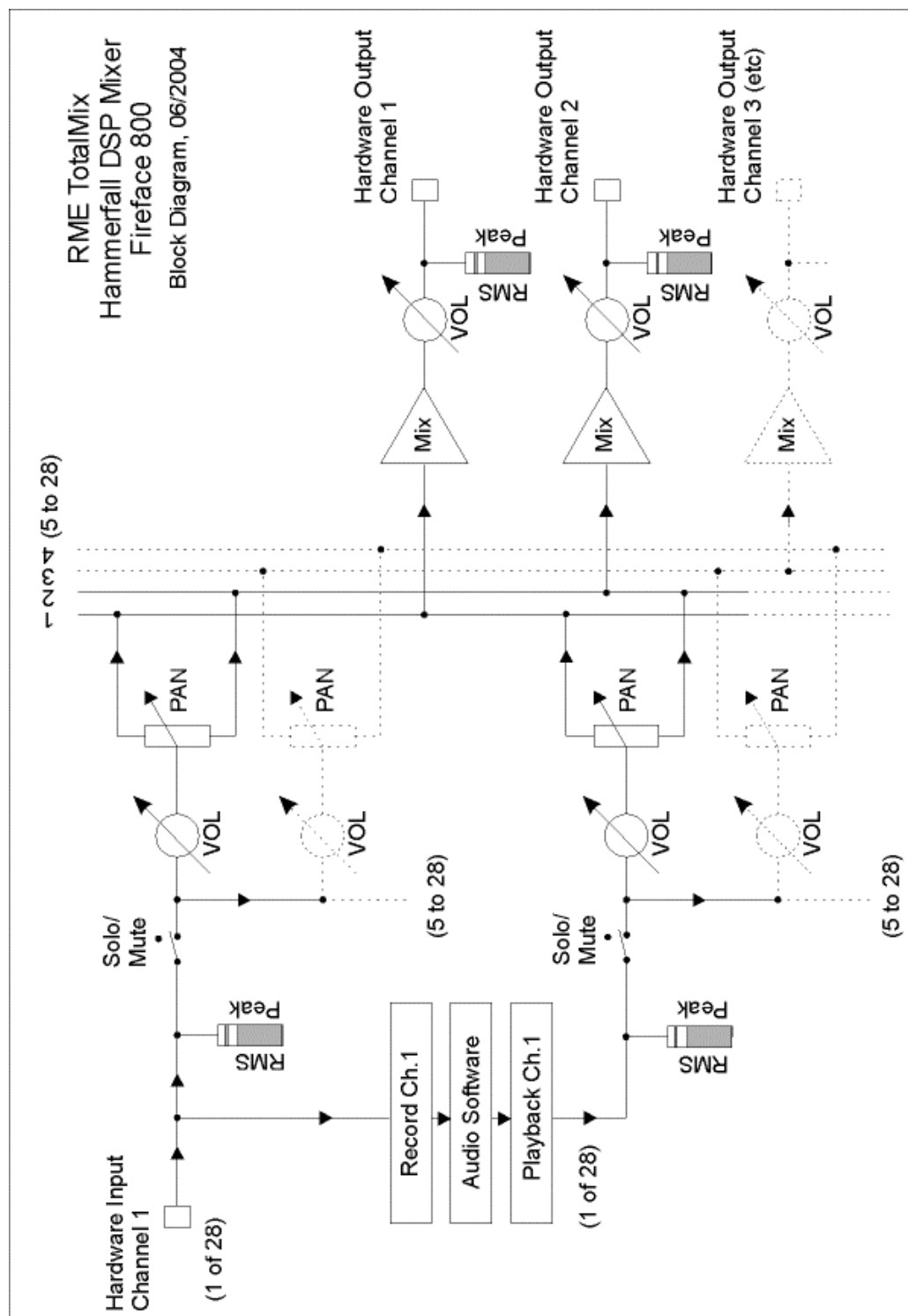
Here are some typical applications for TotalMix:

- Setting up delay-free submixes (headphone mixes). The Fireface allows for up to 14 (!) fully independent stereo submixes. On an analog mixing desk, this would equal 28 (!) Aux sends.
- Unlimited routing of inputs and outputs (free utilisation, patchbay functionality).
- Distributing signals to several outputs at a time. TotalMix offers state-of-the-art splitter and distributor functions.
- Simultaneous playback of different programs using only one stereo output. The ASIO multi-client driver allows to use several programs at the same time, but only on different playback channels. TotalMix provides the means to mix and monitor these on a single stereo output.
- Mixing of the input signal to the playback signal (complete ASIO Direct Monitoring). RME not only is *the* pioneer of ADM, but also offers the most complete implementation of the ADM functions.
- Integration of external devices. Use TotalMix to insert external effects devices, be it in the playback or in the record path. Depending on the current application, the functionality equals insert or effects send and effects return, for example as used during real-time monitoring when adding some reverb to the vocals.

Every single input channel, playback channel and hardware output features a Peak and RMS level meter, calculated in hardware. These level displays are very useful to determine the pre-cense and routing destinations of the audio signals.

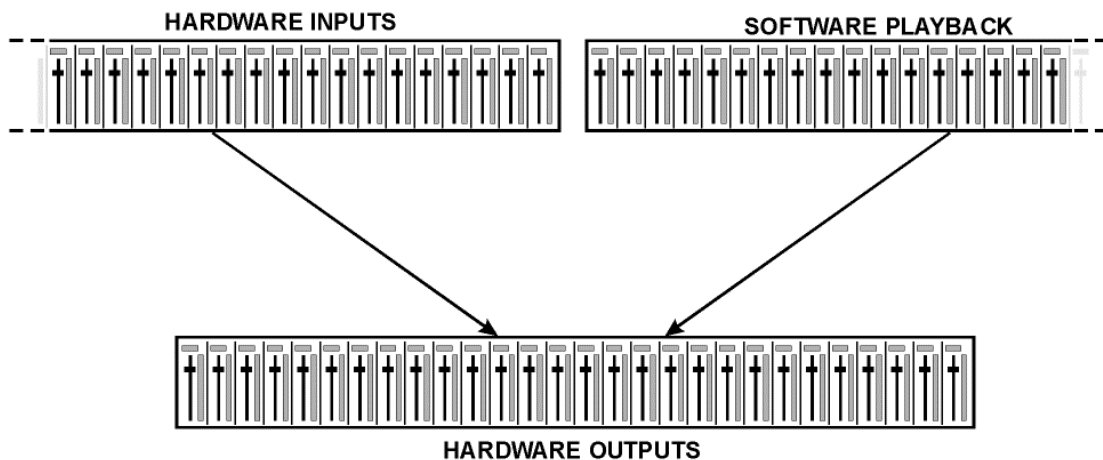
For a better understanding of the TotalMix mixer you should know the following:

- As shown in the block diagram (next page), the record signal usually stays un-altered. TotalMix does not reside within the record path, and does not change the record level or the audio data to be recorded (exception: loopback mode).
- The hardware input signal can be passed on as often as desired, even with different levels. This is a big difference to conventional mixing desks, where the channel fader always controls the level for all routing destinations simultaneously.
- The level meter of inputs and playback channels are connected pre-fader, to be able to visually monitor where a signal is currently present. The level meters of the hardware's outputs are connected post-fader, thus displaying the actual output level.

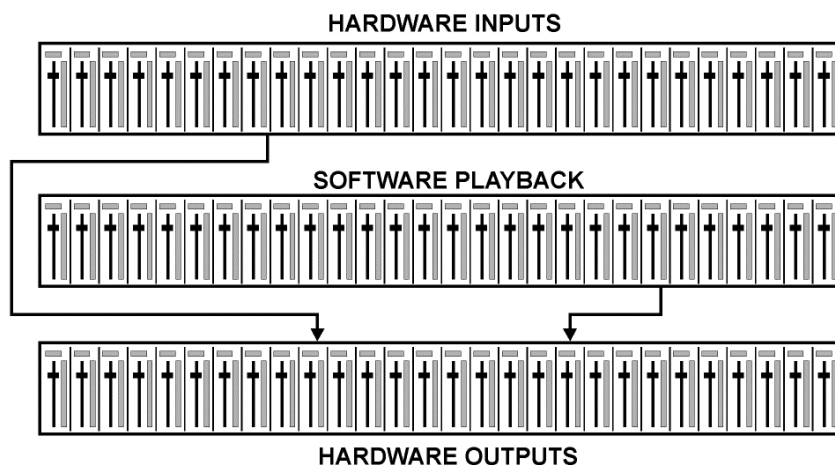


2.2 The User Interface

The visual design of the TotalMix mixer is a result of its capability to route hardware inputs and software playback channels to any hardware output. There are 28 input channels, 28 software playback channels, and 28 hardware output channels with the Fireface 800:



56 channels don't fit on the screen side by side, neither does such an arrangement provide a useful overview. The input channel should be placed above the corresponding output channel. Therefore, the channels have been arranged as known from an *Inline* desk, so that the row *Software Playback* equals the *Tape Return* of a real mixing desk:



- Top row: Hardware inputs. The level shown is that of the input signal, i. e. fader independent. Via fader and routing field, any input channel can be routed and mixed to any hardware output (bottom row).
- Middle row: Playback channels (playback tracks of the audio software). Via fader and routing field, any playback channel can be routed and mixed to any hardware output (third row).
- Bottom row (third row): Hardware outputs. Here, the total level of the output can be adjusted. This may be the level of connected loudspeakers, or the necessity to reduce the level of an overloaded submix.

The following chapters explain step by step all functions of the user interface.

2.3 Elements of a Channel

A single channel consists of various elements:

Input channels and playback channels each have a mute and solo button.

Below there is the panpot, realized as indicator bar (L/R) in order to save space.

In the field below, the present level is displayed in RMS or Peak, being updated about every half a second. Overs (overload) are indicated here by an additional red dot.

Next is the fader with a level meter. The meter shows both peak values (zero attack, 1 sample is enough for a full scale display) by means of a yellow line, and mathematically correct RMS values by means of a green bar. The RMS display has a relatively slow time constant, so that it shows the average loudness quite well.

Below the fader, the current gain and panorama values are shown.

The white area shows the channel name. Selecting one or more channels is done by clicking on the white label which turns orange then. A click in the third row with pressed Ctrl-key activates internal loopback mode, the label turns red. A right mouse click opens a dialog to type in a new name.

The black area (routing field) shows the current routing target. A mouse click opens the routing window to select a routing target. The list shows all currently activated routings by checkmarks in front of the routing targets.



2.4 Tour de TotalMix

This chapter is a practical guide and introduction on how to use TotalMix and on how TotalMix works.

Starting up TotalMix the last settings are recalled automatically. When executing the application for the first time, a default file is loaded, sending all playback tracks 1:1 to the corresponding hardware outputs with 0 dB gain, and activating phones monitoring.

Hold down Ctrl and click on preset button 1 to make sure that factory preset 1 is loaded. The faders in the top row are set to maximum attenuation (called m.a. in the following), so there is no monitoring of the input channels. The **Submix View** is active, therefore for improved overview all outputs except Phones are greyed out. Additionally all faders are set to the routing target Phones. All faders of the middle row are set to 0 dB, so no matter on which channels a playback happens, the audio will be audible via the Phones output. Just try it!

We will now create a submix on analog outputs 1/2. Please start a multitrack playback. In the third row, click on the channels of hardware output AN1 or AN2. The Submix View changes from Phones to AN1/AN2. Both the fader settings and the output levels of all other channels are still visible, but greyed out for improved orientation.

As soon as AN1/AN2 became active, all faders of the second row jumped to their bottom position – except those of playback channel 1/2. This is correct, because as mentioned above the factory preset includes a 1:1 routing. Click on AN 3/4 and the faders above are the only active ones, same for AN5/6 and so on.

Back to AN1/2. Now you can change all the faders of all inputs and playback channels just as you like, thus making any input and playback signals audible via the outputs AN1/2. The panorama can be changed too. Click into the area above the fader and drag the green bar in order to set the panorama between left and right. The level meters of the third row display the level changes in real-time.

You see, it is very easy to set up a specific submix for whatever output: select output channel, set up fader and pans of inputs and playbacks – ready!

For advanced users sometimes it makes sense to work without Submix View. Example: you want to see and set up some channels of different submixes simultaneously, without the need to change between them all the time. Switch off the Submix View by a click on the green button. Now the black routing fields below the faders no longer show the same entry (AN1/2), but completely different ones. The fader and pan position is the one of the individually shown routing destination.

In playback channel 1 (middle row), labeled Out 1, click onto the routing field below the label. A list pops up, showing a checkmark in front of 'AN 1+2' and 'Phones'. So currently playback channel 1 is sent to these two routing destinations. Click onto 'AN 7+8'. The list disappears, the routing field no longer shows 'AN1+2', but 'AN 7+8'. Now move the fader with the mouse. As soon as the fader value is unequal m.a., the present state is being stored and routing is activated. Move the fader button to around 0 dB. The present gain value is displayed below the fader in green letters.

In the lower row, on channel 7, you can see the level of what you are hearing from output 7. The level meter of the hardware output shows the outgoing level. Click into the area above the fader and drag the mouse in order to set the panorama, in this case the routing between channels 7 and 8. The present pan value is also being displayed below the fader.

Please carry out the same steps for Out 2 now, in order to route it to output 8 as well.

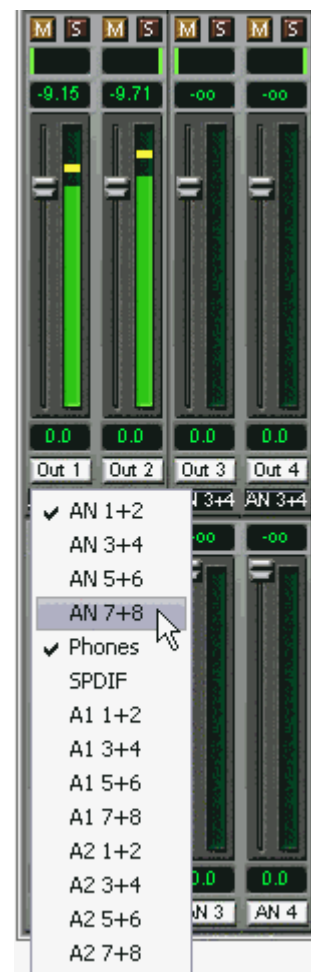
In short: While editing the Submix AN7/AN8 you have direct access to other submixes on other channels, because their routing fields are set to different destinations. And you get a direct view of how their faders and panoramas are set up.



*This kind of visual presentation is a mighty one, but for many users it is hard to understand, and it requires a deep understanding of complex routing visualizations. Therefore we usually recommend to work in **Submix View**.*

Often signals are stereo, i. e. a pair of two channels. It is therefore helpful to be able to make the routing settings for two channels at once. Hold down the Ctrl-key and click into the routing field of Out 3. The routing list pops up with a checkmark at 'AN 3+4'. Select 'AN 7+8'. Now, Out 4 has already been set to 'AN 7+8' as well.

When you want to set the fader to exactly 0 dB, this can be difficult, depending on the mouse configuration. Move the fader close to the 0 position and now press the Shift-key. This activates the fine mode, which stretches the mouse movements by a factor of 8. In this mode, a gain setting accurate to 0.1 dB is no problem at all.



Please set Out 4 to a gain of around -20 dB and the pan close to center. Now click onto the routing field. You'll now see two checkmarks, one at 'AN 3+4', the other one at 'AN 7+8'. Click onto 'SPDIF'. The window disappears, fader and pan jump to their initial values, the signal can now be routed to the SPDIF output. You can continue like this until all entries have got a checkmark, i. e. you can send the signal to all outputs simultaneously.

You will certainly have noticed that the signal at the outputs 7/8 did not change while you were routing channel 4 to other outputs and setting different gain values for those. With all analog and most digital mixing desks, the fader setting would affect the level for every routed bus - not so for TotalMix. TotalMix allows for setting all fader values individually. Therefore the faders and the panpots jump to the appropriate setting as soon as another routing is chosen.

Sometimes you will want the routings not to be independent. Let's say you have sent a signal to several submixes, and now want to change the signal's volume a bit on *all* these submixes. Dragging the faders by use of the right mouse button activates **Post Send** mode and causes all routings of the current input or playback channel to be changed in a relative way. Please note that the fader settings of all routings are memorized. So when pulling the fader to the bottom (maximum attenuation), the individual settings are back when you right click the mouse and pull the fader up. The individual settings get lost in m.a. position as soon as the fader is clicked with the left mouse button. As long as no single level is at m.a. position, the left mouse button can be used to change the current routing's gain.

The checkmarks are un-checked by moving the fader to m.a. This setting deactivates the routing...why route if there is no level? Click onto 'AN 7+8' in the routing window, pull the fader down, open the routing window again - the checkmark is gone.

The number of ADAT channels is reduced automatically when entering Double Speed mode (96 kHz). The display is adjusted accordingly, and all fader settings remain stored. Changing into Quad Speed mode (192 kHz) all ADAT channels vanish. TotalMix then displays a total of only 12 channels.

2.5 Submix View

Such a wide range of possibilities make it difficult to maintain the overview. Because practically all hardware outputs can be used for different submixes, as shown (up to 14 completely independent stereo submixes, 7 4-channel submixes etc.). And when opening the routing windows you might see an army of checkmarks, but you don't get an overview, i.e., how the signals come together and where. This problem is solved by **Submix View** mode. In this mode, all routing fields jump to the routing pair just being selected. You can then see immediately, which channels, which fader and pan settings make a submix (for example 'AN 7+8'). At the same time the Submix View simplifies setting up the mixer, as all channels can be set simultaneously to the same routing destination with just one click.

Changing to a different destination (output channel) is done in any routing field, or by a click on the desired output pair in the bottom row.

2.6 Mute and Solo

Mute operates pre-fader, thus mutes all currently active routings of the channel. As soon as any Mute button is pressed, the *Mute Master* button lights up in the Quick Access area. It allows to switch all selected mutes off and on again. You can comfortably make mute-groups or activate and deactivate several Mutes simultaneously.

The same holds true for the Solo and the *Solo Master* buttons. As with conventional mixing desks, Solo operates only for the output defined as **Monitor Main**, as a solo-in-place, post fader. As soon as one Solo button is pressed, the *Solo Master* button lights up in the Quick Access area. It allows to switch all selected Solos off and on again. You can comfortably make solo-groups or activate and deactivate several Solos simultaneously.

2.7 The Quick Access Panel

This section includes additional options, further improving the handling of TotalMix. The Master buttons for Mute and Solo have already been described, they allow for group-based working with these functions.

In the **View** section the single mixer rows can be made visible or invisible. If the inputs are not needed for a pristine playback mix, the whole upper row falls out of the picture after a click on the Input button. If the hardware outputs don't interest you either, the window can thus be reduced to the playback channels to save space. All combinations are possible and allowed.

As described earlier, **Submix** sets all routing windows to the same selection. Deactivating Submix automatically recalls the previous view. The mixer can be made smaller horizontally and vertically. This way TotalMix can be made substantially smaller and space-saving on the desktop/screen, if you have to monitor or set only a few channels or level meters.

The **Presets** are one of the mightiest and most useful features of TotalMix. Behind the eight buttons, eight files are hidden (see next chapter). These contain the complete mixer state. All faders and other settings follow the changing of preset(s) in real-time, just by a single mouse click. The **Save** button allows for storing the present settings in any preset. You can change back and forth between a signal distribution, complete input monitoring, a stereo and mono mix, and various submixes without any problem.

Also here, RME's love for details can be seen. If any parameter is being altered after loading a preset (e. g. moving a fader), the preset display flashes in order to announce that something has been changed, still showing which state the present mix is based on.

If no preset button is lit, another preset had been loaded via the **File** menu and **Open file**. Mixer settings can of course be saved the usual way, and have long file names.



Instead of single presets a complete bank of (8) presets can be loaded at once. Advantage: The names defined for the preset buttons will be stored and loaded automatically.

Up to three Firefaces can be used simultaneously. The **Unit** buttons switch between the devices. Holding down Ctrl while clicking on button Unit 2 or Unit 3 will open another TotalMix window.

2.8 Presets

TotalMix includes eight factory presets, stored within the program. The user presets can be changed at any time, because TotalMix stores and reads the changed presets from the files **preset11.fmx** to **preset81.fmx**, located in Windows' hidden directory *Documents and Settings*, *<Username>*, *Local Settings*, *Application Data*, *RME TotalMix*. On the Mac the location is in the folder *User*, *<Username>*, *Library / Preferences / Fireface*. The first number indicates the current preset, the second number the current unit.

This method offers two major advantages:

- Presets modified by the user will not be overwritten when reinstalling or updating the driver
- The factory presets remain unchanged, and can be reloaded any time.

Mouse: The original factory presets can be reloaded by holding down the Ctrl-key and clicking on any preset button. Alternatively the files described above can be renamed, moved to a different directory, or being deleted.

Keyboard: Using Ctrl and any number between 1 and 8 (not on the numeric keypad!) will load the corresponding factory default preset. The key Alt will load the user presets instead.



When loading a preset file, for example 'Main Monitor AN 1_2 plus headphone mix 3_4.fmx', the file name will be displayed in the title bar of the TotalMix window. Also when loading a preset by the preset buttons, the name of the preset is displayed in the title bar. This way it is always clear what the current TotalMix state is based on.

The eight factory presets offer a pretty good base to modify them to your personal needs. In all factory presets Submix View is active by default.

Preset 1

Description: All channels routed 1:1, monitoring of all playback channels via Phones.

Details: All inputs maximum attenuation. All playback channels 0 dB, routet to the same output. All outputs 0 dB, Phones -6 dB. Submix of all inputs and playbacks to channel 9/10 (Phones). Level display RMS +3 dB. View Submix active.

Note: This preset is *Default*, offering the standard functionality of a I/O-system.

Preset 2

Description: All channels routed 1:1, input and playback monitoring via Phones. As Preset 1, plus submix of all inputs (0 dB) to channels 9/10 (Phones).

Preset 3

Description: All channels routed 1:1, input and playback monitoring via Phones and outputs. As Preset 2, but all inputs set to 0 dB (1:1 monitoring).

Preset 4

Description: All channels routed 1:1, input and playback monitoring via Phones and outputs. As Preset 3, but all inputs muted.

Preset 5

Description: Playback monitoring to Phones. As Preset 1, but all outputs except channels 9/10 (Phones) set to maximum attenuation.

Preset 6

Description: All channels routed 1:1, monitoring of all playback channels via Phones and SPDIF. As Preset 1, plus submix of all playbacks to SPDIF.

Preset 7

Description: Monitoring of all playback channels via Phones and of all input and playback channels via SPDIF. As Preset 2, plus submix of all inputs to SPDIF.

Preset 8

Description: Panic. As Preset 4, but playback channels muted too (no output signal).

Preset Banks

Instead of a single preset, all eight presets can be stored and loaded at once. This is done via Menu **File, Save All Presets as** and **Open All Presets** (file suffix .fpr). After the loading the presets can be activated by the preset buttons. In case the presets have been renamed (see chapter 2.11), these names will be stored and loaded too.

2.9 The Monitor Panel

The Monitor panel provides several options usually found on analog mixing desks. It offers quick access to monitoring functions which are needed all the time in typical studio work.

Monitor Main

Use the drop down menu to select the hardware outputs where your main monitors are connected to.

Dim

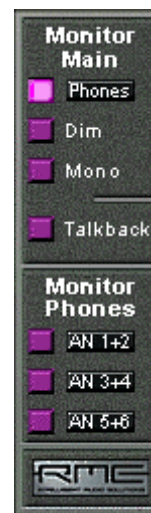
A click on this button will lower the volume of your main monitor output (see above) by an amount set up in the Preferences dialog (see below). This is the same as moving the third row faders down a bit, but much more convenient, as the old setting is back by a simple mouse click.

Mono

Sets the stereo output defined above to monaural playback. Useful to check for mono compatibility and phase problems.

Talkback

A click on this button will dim the Main Monitor output (see above) by an amount set up in the Preferences dialog. At the same time the control room's microphone signal (source defined in Preferences) is sent to the three destinations described below as *Monitor Phones*. The mic level is adjusted with the channel's input fader.



Monitor Phones 1/2/3

Use the drop down menu to select the hardware outputs where the submixes are sent to. These submixes are usually phones mixdowns for the musicians. A click on the button allows to hear the specific submix via the Main Monitor outputs. So when setting up or modifying the submix for the musician this process can be monitored easily and any time. Or in other words: you can easily check other hardware outputs/submixes by using the Monitor Phones function, without the need to copy/paste routings back and forth, or to reconfigure the cabling at the hardware.

2.10 Preferences

The dialog box Preferences is available via the menu *Options* or directly via F3.

Talkback

Input: Select the input channel of the Talkback signal (microphone in control room).

Dim: Amount of attenuation of the Monitor Main output in dB.

Listenback

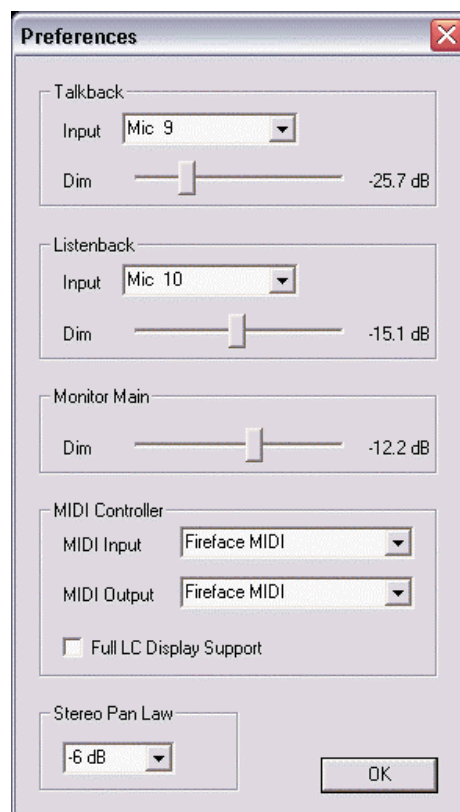
Input: Select the input channel of the Listenback signal (microphone in recording room).

Dim: Amount of attenuation of the Monitor Phones outputs in dB.

Note: The Mute button of the Talkback and Listenback channel is still active. Therefore it is not necessary to select <NONE>, in case one of both shall be deactivated.

MIDI Controller, Full LC Display Support

See chapter 5.4 for details.



Main Monitor

Dim: Amount of attenuation of the Monitor Main output in dB. Activated by the *Dim* button in the Monitor panel.

Stereo Pan Law

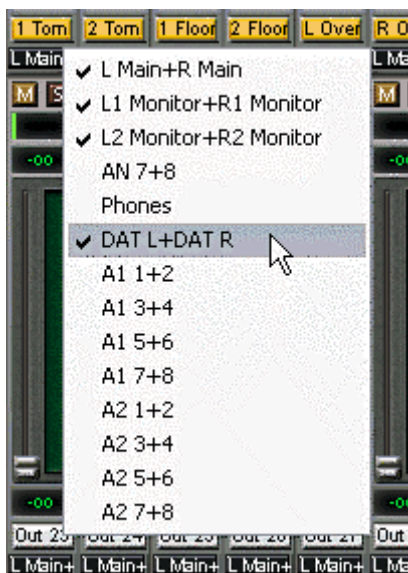
The Pan Law can be set to -6 dB, -4.5 dB, -3 dB and 0 dB. The value chosen defines the level attenuation in pan center position. This setting is useful because the ASIO host often supports different pan laws too. Selecting the same value here and in the ASIO host, ASIO Direct Monitoring works perfectly, as both ASIO host and TotalMix use the same pan law. Of course, when not using ADM it can be changed to a setting different from the factory preset of -6 dB as well. You will most probably find that -3 dB gives a much more stable loudness when moving an object between left and right.

2.11 Editing the Names

The channel names shown in the white label area can be edited. A right mouse click on the white name field brings up the dialog box **Enter Name**. Any name can be entered in this dialog. Enter/Return closes the dialog box, the white label now shows the first letters of the new name. ESC cancels the process and closes the dialog box.



Moving the mouse above the label brings up a tool tip with the complete name.



The hardware outputs (third row) can be edited in the same way. In this case, the names in the routing drop down menus will change automatically. Additionally the names in the drop down menus of the Monitor section will change as well.

The preset buttons can get meaningful names in the same way. Move the mouse above a preset button, a right mouse click will bring up the dialog box. Note that the name shows up as tool tip only, as soon as the mouse stays above the preset button.



The preset button names are not stored in the preset files, but globally in the registry, so won't change when loading any file or saving any state as preset. But loading a preset bank (see chapter 2.8) the names will be updated.

2.12 Hotkeys

In many situations TotalMix can be controlled quickly and comfortably by the keyboard, making the mixer setup considerably easier and faster. The **Shift**-key for the fine mode for faders and panpots has already been mentioned. The **Ctrl**-key can do far more than changing the routing pairwise:

- Clicking anywhere into the fader area with the Ctrl-key pressed, sets the fader to 0 dB.
- Clicking anywhere into the pan area with the Ctrl-key pressed, sets the panorama to <C> meaning Center.
- Clicking a preset button while holding down Ctrl, the original factory preset will be loaded.
- Using Ctrl and any number between 1 and 8 (not on the numeric keypad!) will load the corresponding factory default preset. Alt plus number loads the user preset.
- Using multiple Firefaces, clicking the button *Unit 2* while holding down Ctrl opens a second TotalMix window for the second Fireface 800, instead of replacing the window contents.

The faders can also be moved pairwise, corresponding to the stereo-routing settings. This is achieved by pressing the **Alt**-key and is especially comfortable when setting the SPDIF and Phones output level. Even the panoramas can be operated with Alt, from stereo through mono to inversed channels, and also the Mute and Solo buttons (ganged or inversed switching!).

At the same time, TotalMix also supports combinations of these keys. If you press **Ctrl** and **Alt** at the same time, clicking with the mouse makes the faders jump to 0 dB pairwise, and they can be set pairwise by **Shift-Alt** in fine mode.

Also very useful: the faders have two mouse areas. The first area is the fader button, which can be grabbed at any place without changing the current position. This avoids unwanted changes when clicking onto it. The second area is the whole fader setting area. Clicking into this area makes the fader jump to the mouse at once. If for instance you want to set several faders to m.a., it is sufficient to click onto the lower end of the fader path. Which happens pairwise with the Alt-key pressed.

Using the hotkeys **I**, **O** and **P** the complete row of Input, Playback and Output channels each can be toggled between visible and invisible. Hotkey **S** switches Submix view on/off. Those four hotkeys have the same functionality as the buttons in the **View** section of the Quick Access Panel. The Level Meter Setup dialog can be opened via **F2** (as in DIGICheck). The dialog box Preferences is opened via **F3**.

Hotkey **M** toggles Mute Master on/off (and with this performs a global mute on/off). Hotkey **X** toggles the Matrix view on/off (see chapter 3), hotkey **T** the mixer view. Hotkey **L** links all faders as stereo pairs.

Further hotkeys are available to control the configuration of the Level Meter (see chapter 2.14):

Key **4** or **6**: Display range 40 or 60 dB

Key **E** or **R**: Numerical display showing Peak or RMS

Key **0** or **3**: RMS display absolute or relative to 0 dBFS

2.13 Menu Options

Always on Top: When active (checked) the TotalMix window will always be on top of the Windows desktop.

Note: This function may result in problems with windows containing help text, as the TotalMix window will even be on top of those windows, so the help text isn't readable.

Deactivate Screensaver: When active (checked) any activated Windows screensaver will be disabled temporarily.

Ignore Position: When active, the windows size and position stored in a file or preset will not be used. The routing will be activated, but the window will not change.

ASIO Direct Monitoring (Windows only): When de-activated any ADM commands will be ignored by TotalMix. In other words, ASIO Direct Monitoring is globally de-activated.

Link Faders: Selecting this option all faders will be treated as stereo pairs and moved pairwise. Hotkey L.

MS Processing: Macro for a quick configuration of routing and phase for Mid/Side encoding and decoding. See chapter 4.7.

Level Meter Setup: Configuration of the Level Meters. Hotkey F2. See chapter 2.14.

Preferences: Opens a dialog box to configure several functions, like Pan Law, Dim, Talkback Dim, Listenback Dim. See chapter 2.10.

Flash current mixer state: A click on this entry stores all current mixer settings into the flash memory of the Fireface. See chapter 26, Stand-alone Operation.

Enable MIDI Control: Turns MIDI control on. The channels which are currently under MIDI control are indicated by a colour change of the info field below the faders, black turns to yellow.

Deactivate MIDI in Background: Disables the MIDI control as soon as another application is in the focus, or in case TotalMix has been minimized.

2.14 Level Meter

The Fireface 800 calculates all the display values Peak, Over and RMS in hardware, in order to be capable of using them independent of the software in use, and to significantly reduce the CPU load.

Tip: This feature, the **Hardware Level Meter**, is used by **DIGiCheck** (Windows only, see chapter 16) to display Peak/RMS level meters off all channels, nearly without any CPU load.

The level meters integrated in TotalMix - considering their size - cannot be compared with DIGiCheck. Nevertheless they already include many useful functions.

Peak and RMS is displayed for every channel. 'Level Meter Setup' (menu Options or F2) and direct keyboard entry (*hotkeys*) make various options available:

- Display range 40 or 60 dB (*hotkey 4 or 6*)
- Release time of the Peak display (Fast/Medium/Slow)
- Numerical display selectable either Peak or RMS (*Hotkey E or R*)
- Number of consecutive samples for Overload display (1 to 15)
- RMS display absolute or relative to 0 dBFS (*Hotkey 3 or 0*)

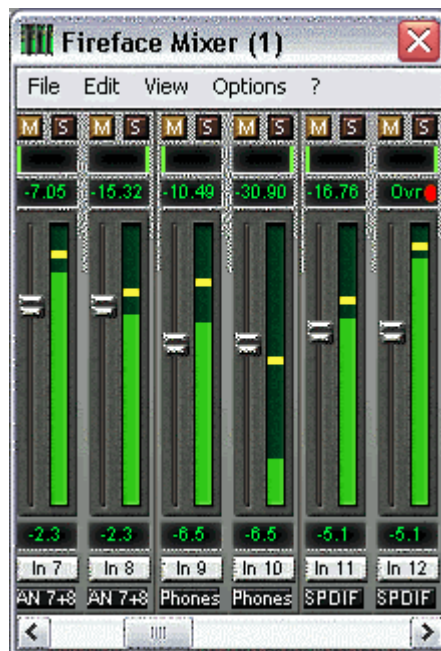
The latter is a point often overlooked, but nonetheless important. A RMS measurement shows 3 dB less for sine signals. While this is mathematically correct, it is not very reasonable for a level meter. Therefore the RMS readout is usually corrected by 3 dB, so that a full scale sine signal shows 0 dBFS on both Peak and RMS meters. This setting also yields directly readable signal-to-noise values. Otherwise the value shown with noise is 3 dB better than it actually is (because the reference is not 0 dB, but -3 dB). For example in WaveLab.

The value displayed in the text field is independent of the setting 40/60 dB, it represents the full 24 bit range of the RMS measurement, thus making possible a SNR measurement 'RMS unweighted', which you would otherwise need extremely expensive measurement devices for. An example: An *RME ADI-8 DS* connected to the Multiface's ADAT port will show around -113 dBFS on all eight channel's input level meters.

This level display will constantly bring the reduced dynamic range of your equipment, maybe of the whole studio, in front of your eyes. Nice to have everything 24 bit - but still noise and hum everywhere in the range around -90 dB or worse... sorry, but this is the disappointing reality. The up-side about it is that TotalMix allows for constantly monitoring the signal quality without effort. Thus it can be a valuable tool for sound optimization and error removal in the studio.



Measuring SNR (Signal to Noise) requires to press R (for RMS) and 0 (for referring to 0 dBFS, a full scale signal). The text display will then show the same value as an expensive measurement system, when measuring 'RMS unweighted'.



3. The Matrix

3.1 Overview

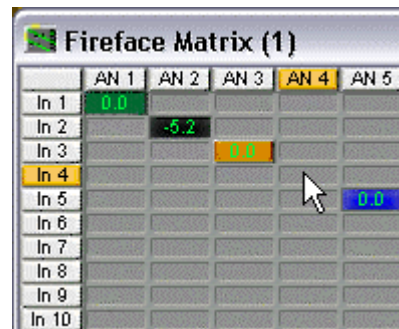
The mixer window of TotalMix looks and operates similar to mixing desks, as it is based on a conventional stereo design. The matrix display presents a different method of assigning and routing channels, based on a single channel or monaural design. The matrix view of the Fireface 800 looks and works like a conventional patchbay, adding functionality way beyond comparable hardware and software solutions. While most patchbays will allow you to connect inputs to outputs with just the original level (1:1, or 0 dB, as known from mechanical patchbays), TotalMix allows you to use a freely definable gain value per crosspoint.

Matrix and TotalMix are different ways of displaying the same processes. Because of this both views are always fully synchronized. Each change in one view is immediately reflected in the other view as well.

3.2 Elements of the Matrix View

The visual design of the TotalMix Matrix is mainly determined by the architecture of the Fireface 800:

- Horizontal labels: All hardware outputs
- Vertical labels: All hardware inputs. Below are all playback channels (software playback channels)
- Green 0.0 dB field: Standard 1:1 routing
- Black gain field: Shows the current gain value as dB
- Orange gain field: This routing is muted.
- Blue field: Phase 180° - inverted.



To maintain overview when the window size has been reduced, the left and upper labels are floating. They won't leave the visible area when scrolling.

3.3 Usage

Using the Matrix is a breeze. It is very easy to identify the current crosspoint, because the outer labels light up in orange according to the mouse position.

If input 1 is to be routed to output 1, use the mouse and click one time on crosspoint **In 1 / AN 1**. The green 0.0 dB field pops in, another click removes it. To change the gain (equals the use of a different fader position, see simultaneous display of the mixer view), hold Ctrl down and drag the mouse up or down, starting from the gain field. The value within the field changes accordingly. The corresponding fader in the mixer view is moving simultaneously, in case the currently modified routing is visible.

Note the difference between the left side, representing the inputs and software playback channels, and the upper side, representing the hardware outputs. Moving a fader in row 1 or 2 in TotalMix view, only the specific levels (max. 2) of this routing will change within the Matrix. But moving a fader in row 3 will make all vertically activated levels move at once (for example 9/10, Phones output).

A gain field marked orange indicates activated mute status. Mute can only be changed in the mixer view.

A blue field indicates phase inversion. This state is displayed in the Matrix only, and can only be changed within the Matrix view. Hold down the Shift-key while clicking on an already activated field. Mute overwrites the phase display, blue becomes orange. If mute is deactivated the phase inversion is indicated again.

3.4 Advantages of the Matrix

The Matrix not always replaces the mixer view, but it significantly enhances the routing capabilities and - more important - is a brilliant way to get a fast overview of all active routings. It shows you in a glance what's going on. And since the Matrix operates monaural, it is very easy to set up specific routings with specific gains.

Example 1: You want TotalMix to route all software outputs to all corresponding hardware outputs, and have a submix of all inputs and software outputs on the Phones output (equals factory preset 2). Setting up such a submix is easy. But how to check at a later time, that all settings are still exactly the way you wanted them to be, not sending audio to a different output?

The most effective method to check a routing in mixer view is the Submix View, stepping through all existing software outputs, and having a very concentrated look at the faders and displayed levels of each routing. That doesn't sound comfortably nor error-free, right? Here is where the Matrix shines. In the Matrix view, you simply see a line from upper left to lower right, all fields marked as unity gain. Plus two rows vertically all at the same level setting. You just need 2 seconds to be sure no unwanted routing is active anywhere, and that all levels match precisely!

Example 2: The Matrix allows you to set up routings which would be nearly impossible to achieve by fiddling around with level and pan. Let's say you want to send input 1 to output 1 at 0 dB, to output 2 at -3 dB, to output 3 at -6 dB and to output 4 at -9 dB. Each time you set up the right channel (2/4), the change in pan destroys the gain setting of the left channel (1/2). A real hassle! In Matrix view, you simply click on the corresponding routing point, set the level via Ctrl-mouse, and move on. You can see in TotalMix view how pan changes to achieve this special gain and routing when performing the second (fourth...) setting.

4. TotalMix Super-Features

4.1 ASIO Direct Monitoring (Windows only)

Start Samplitude, Sequoia, Cubase or Nuendo and TotalMix. Activate ADM (ASIO Direct Monitoring), and move a fader in the ASIO host. Now watch the corresponding fader in TotalMix magically move too. TotalMix reflects all ADM gain and pan changes in realtime. Please note that faders only move when the currently activated routing (currently visible routing) corresponds to the one in the ASIO host. Also note that the Matrix will show any change, as it shows all possible routings in one view.

With this TotalMix has become a wonderful debugging tool for ADM. Just move the host's fader and pan, and see what kind of ADM commands TotalMix receives.

The hardware output row faders are included in all gain calculations, in every possible way. Example: you have lowered the output level of a submix, or just a specific channel, by some dB. The audio signal passed through via ADM will be attenuated by the value set in the third row.

4.2 Selection and Group-based Operation

Click on the white name label of channel 1 and 2 in TotalMix. Be sure to have channel 3's fader set to a different position and click on its label too. All three labels have changed to the colour orange, which means they are selected. Now moving any of these faders will make the other faders move too. This is called 'building a group of faders', or ganging faders, maintaining their relative position.

Building groups or ganging can be done in any row, but is limited to operate horizontally within one row. If you usually don't need this, you can at least gang the analog outputs. The advantage over holding the Alt-key is that Alt sets both channels to the same level (can be handy too), while grouping via selection will retain any offset (if you need one channel to be louder all the time etc.).

Note: The relative positions are memorized until the faders are pulled down so that they reach upper or lower maximum position *and* the group is changed (select another channel or deselect one of the group).

Tip: Gang some submixes and watch all routing levels change like crazy in the Matrix view.

4.3 Copy Routings to other Channels

TotalMix allows to copy complete routing schemes of inputs and outputs.

Example 1: You have input 1 (guitar) routed within several submixes/hardware outputs (= headphones). Now you'll get another input with keyboards that should appear in the same way on all headphones. Select input 1, open the menu *Edit*. It shows 'Copy In 1'. Now select the desired new input, for example In 8. The menu now shows 'Paste In 1 to In 8'. Click on it - done. If you are familiar with this functionality just use Ctrl-C and Ctrl-V. Else the self updating menu will always let you know what actually will happen.

Tip: Have the Matrix window open as second window when doing this. It will show the new routings immediately, so copying is easier to understand and to follow.

Example 2: You have built a comprehensive submix on outputs 4/5, but now need the exact same signal also on the outputs 6/7. Click on Out 4, Ctrl-C, click on Out 6, Ctrl-V, same with 5/7 - you're done!

The Matrix shows you the difference between both examples. Example 1 means copying lines (horizontally), while example 2 means copying rows (vertically).

Example 3: Let's say the guitarist finished his recording, and you now need the same signal again on all headphones, but this time it comes from the recording software (playback row). No problem, you can even copy between rows 1 and 2 (copying between row 3 and 1/2 isn't possible).

But how to select while a group is active? De-selecting the group first? Not necessary! TotalMix always updates the copy and paste process with the *last* selection. This way you don't have to de-activate any group-selections when desiring to perform a copy and paste action.

4.4 Delete Routings

The fastest way to delete complex routings: select a channel in the mixer view, click on the menu entry *Edit* and select *Delete*. Or simply hit the Del-key. Attention: there is no undo in TotalMix, so be careful with this function!

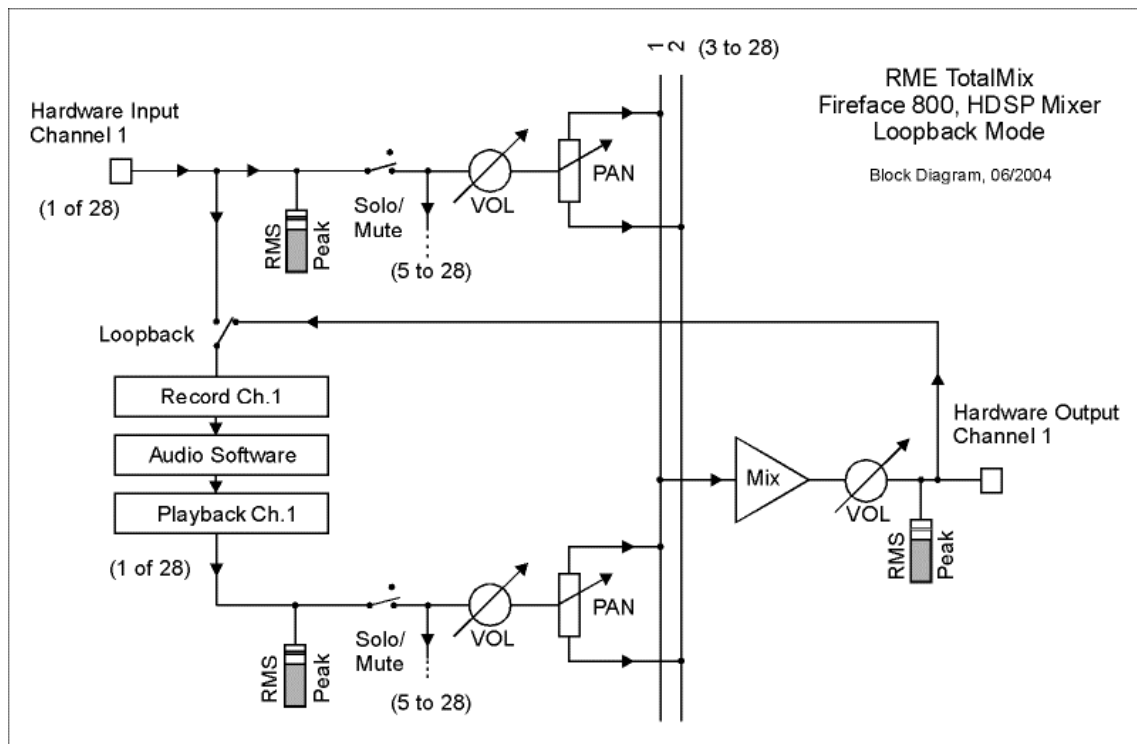
4.5 Recording a Subgroup (Loopback)

TotalMix supports a routing of the subgroup outputs (=hardware outputs, bottom row) to the recording software. Instead of the signal at the hardware input, the signal at the hardware output is sent to the record software. This way, complete submixes can be recorded without an external loopback cable. Also the playback of a software can be recorded by another software.

To activate this function, click on the white label in the third row while holding down the Ctrl-key. The label's colour changes to red. In case the channel has already been part of a group, the colour will change from yellow to orange, signalling that the group functionality is still active for this channel.

In loopback mode, the signal at the hardware input of the corresponding channel is no longer sent to the recording software, but still passed through to TotalMix. Therefore TotalMix can be used to route this input signal to any hardware output. Using the subgroup recording, the input can still be recorded on a different channel.

As each of the 28 hardware outputs can be routed to the record software, and none of these hardware inputs get lost, TotalMix offers an overall flexibility and performance not rivaled by any other solution.



Additionally the risk of feedbacks, a basic problem of loopback methods, is highly reduced, because the feedback can not happen within the mixer, but only when the audio software is switched into monitoring mode. The block diagram shows how the software's input signal is played back, and fed back from the hardware output to the software input. A software monitoring on the subgroup record channels is only allowed as long as the monitoring is routed in both software and TotalMix to a different channel than the active subgroup recording one.

Recording a Software's playback

In real world application, recording a software's output with another software will show the following problem: The record software tries to open the same playback channel as the playback software (already active), or the playback one has already opened the input channel which should be used by the record software.

This problem can easily be solved. First make sure that all rules for proper multi-client operation are met (not using the same record/playback channels in both programs). Then route the playback signal via TotalMix to a hardware output in the range of the record software, and activate it via Ctrl-mouse for recording.

Mixing several input signals into one record channel

In some cases it is useful to record several sources in only one track. For example when using two microphones when recording instruments and loudspeakers. TotalMix' Loopback mode saves an external mixing desk. Simply route/mix the input signals to the same output (third row), then re-define this output into a record channel via Ctrl-mouse – that's it. This way any number of input channels from different sources can be recorded into one single track.

4.6 Using external Effects Devices

With TotalMix a usage of external hardware - like effects devices - is easy and flexible.

Example 1: The singer (microphone input channel 10) shall have some reverb on his headphones (outputs 9/10). A direct routing In 10 to Out 9/10 for monitoring had been set up already. The external reverb is connected to a free output, for example channel 8. In active mode Sub-mix View click on channel 8 in the bottom row. Drag the fader of input 10 to about 0 dB and the panorama fully to the right. Adjust the input level at the reverb unit to an optimal setting. Next the output of the reverb unit is connected to a free stereo input, for example 5/6. Use the TotalMix level meters to adjust a matching output level at the reverb unit. Now click on channels 9/10 in the bottom row, and move the fader of inputs 5/6 until the reverb effect gets a bit too loud in the headphones. Now click on channel 8 in the bottom row again and drag fader 10 down a bit until the mix of original signal and reverb is perfect for the singer.

The described procedure is completely identical to the one when using an analog mixing desk. There the signal of the singer is sent to an output (usually labeled Aux), from there to a reverb unit, sent back from the reverb unit as stereo wet signal (no original sound), back in through a stereo input (e.g. Effect return) and mixed to the monitoring signal. The only difference: The Aux sends on mixing desks are post-fader. Changing the level of the original signal causes a change of the effects level (here the reverb) too, so that both always have the same ratio.

Tip: Such a functionality is available in TotalMix via the right mouse button! Dragging the faders by use of the right mouse button causes all routings of the current input or playback channel to be changed in a relative way. This completely equals the function Aux post fader.

Example 2: Inserting an effects device can be done as above, even within the record path. Other than in the example above the reverb unit also sends the original signal, and there is no routing of input 10 directly to outputs 9/10. To insert an effects device like a Compressor/Limiter directly into the record path, the input signal of channel 10 is sent by TotalMix to any output, to the Compressor, back from the Compressor to any input. This input is now selected within the record software.

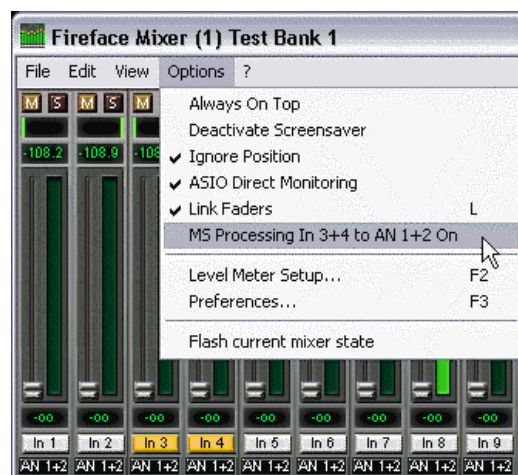
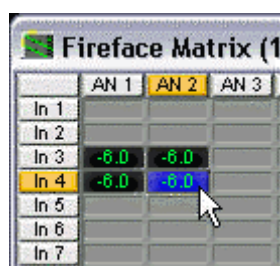
Unfortunately, very often it is not possible within the record software to assign a different input channel to an existing track 'on the fly'. The loopback mode solves this problem elegantly. The routing scheme stays the same, with the input channel 10 sent to any output via TotalMix, to the Compressor, from the Compressor back to any input. Now this input signal is routed directly to output 10, and output 10 is then switched into loopback mode via Ctrl-mouse.

As explained in chapter 4.5, the hardware input of channel 10 now no longer feeds the record software, but is still connected to TotalMix (and thus to the Compressor). The record software receives the signal of submix channel 10 instead – the Compressor's return path.

4.7 MS Processing

The mid/side principle is a special positioning technique for microphones, which results in a mid signal on one channel and a side signal on the other channel. These information can be transformed back into a stereo signal quite easily. The process sends the monaural mid channel to left and right, the side channel too, but phase inverted (180°) to the right channel. For a better understanding: the mid channel represents the function $L+R$, while the side channel represents $L-R$.

During record the monitoring needs to be done in 'conventional' stereo. As TotalMix can invert the phase, it also offers the functionality of a M/S-decoder. The menu *Options* includes a macro to simplify the setup. First select the two input channels, in the picture to the right *Analog In 3* and *4*, having the current routing destination *Analog Out 1+2*. Now the string *MS Processing In 3+4 to AN 1+2 On* is shown in *Options*.



After a mouse click TotalMix sets gains and pans correctly. Of course these settings can also be performed manually. Repeat the last step to remove all routings (*menu Options ...Off*).

The M/S-Processing automatically operates as M/S encoder or decoder, depending on the source signal format. When processing a usual stereo signal, all monaural information will be shifted into the left channel, all stereo information into the right channel. Thus the stereo signal is M/S encoded. This yields some interesting insights into the mono/stereo contents of modern music productions. Additionally some very interesting methods of manipulating the stereo base and generating stereo effects come up, as it is then very easy to process the side channel with Low Cut, Expander, Compressor or Delay. The most basic application is already available directly in TotalMix: Changing the level of the side channel allows to manipulate the stereo width from mono to stereo up to extended, stepless and in real-time.

5. MIDI Remote Control

5.1 Overview

TotalMix can be remote controlled via MIDI. It is compatible to the widely spread Mackie Control protocol, so TotalMix can be controlled with all hardware controllers supporting this standard. Examples are the Mackie Control, Tascam US-2400 or Behringer BCF 2000.

Additionally, the stereo output faders (lowest row) which are set up as *Monitor Main* outputs in the Monitor panel can also be controlled by the standard **Control Change Volume** via **MIDI channel 1**. With this, the main volume of the Fireface is controllable from nearly any MIDI equipped hardware device.

5.2 Mapping

TotalMix supports the following Mackie Control surface elements*:

Element:	Meaning in TotalMix:
Channel faders 1 – 8	volume
Master fader	Main Monitor channel's faders
SEL(1-8) + DYNAMICS	reset fader to Unity Gain
V-Pots 1 – 8	pan
pressing V-Pot knobs	pan = center
CHANNEL LEFT or REWIND	move one channel left
CHANNEL RIGHT or FAST FORWARD	move one channel right
BANK LEFT or ARROW LEFT	move eight channels left
BANK RIGHT or ARROW RIGHT	move eight channels right
ARROW UP or Assignable1/PAGE+	move one row up
ARROW DOWN or Assignable2/PAGE-	move one row down
EQ	Master Mute
PLUGINS/INSERT	Master Solo
STOP	Dim Main Monitor
PLAY	Talkback
PAN	Mono Main Monitor
MUTE Ch. 1 – 8	Mute
SOLO Ch. 1 – 8	Solo
SELECT Ch. 1 – 8	Select
REC Ch. 1 – 8	in Submix mode only: select output bus
F1 - F8	load preset 1 - 8
F9	select Main Monitor
F10 - F12	Monitor Phones 1 - 3

*Tested with Behringer BCF2000 Firmware v1.07 in Mackie Control emulation for Steinberg mode and with Mackie Control under Mac OS X.

5.3 Setup

- Open the Preferences dialog (menu options or F3). Select the MIDI Input and MIDI Output port where your controller is connected to.
- When no feedback is needed (when using only standard MIDI commands instead of Mackie Control protocol) select NONE as MIDI Output.
- Check *Enable MIDI Control* in the Options menu.

5.4 Operation

The channels being under MIDI control are indicated by a colour change of the info field below the faders, black turns to yellow.

The 8-fader block can be moved horizontally and vertically, in steps of one or eight channels.

Faders can be selected to gang them.

In Submix View mode, the current routing destination (output bus) can be selected via REC Ch. 1 – 8. This equals the selection of a different output channel in the lowest row by a mouse click when in Submix View. In MIDI operation it is not necessary to jump to the lowest row to perform this selection. This way even the routing can be easily changed via MIDI.

Full LC Display Support: This option in Preferences (F3) activates complete Mackie Control LCD support with eight channel names and eight volume/pan values.



Attention: this feature causes heavy overload of the MIDI port when ganging more than 2 faders! In such a case, or when using the Behringer BCF2000, turn off this option.

When *Full LC Display Support* is turned off, only a brief information about the first fader of the block (channel and row) is sent. This brief information is also available on the LED display of the Behringer BCF2000.

Tip for Mac OS X users: LC Xview (www.opuslocus.com) provides an on-screen display emulating the hardware displays of a Logic/Mackie Control, for use with controllers that can emulate a Logic/Mackie Control but do not have a display. Examples include the Behringer BCF2000 and Edirol PCR-series.

Deactivate MIDI in Background (menu Options) disables the MIDI control as soon as another application is in the focus, or in case TotalMix has been minimized. This way the hardware controller will control the main DAW application only, except when TotalMix is in the foreground. Often the DAW application can be set to become inactive in background too, so that MIDI control is switched between TotalMix and the application automatically when switching between both applications.

TotalMix also supports the 9th fader of the Mackie Control. This fader (labeled Master) will control the stereo output faders (lowest row) which are set up as *Main Monitor* outputs in the Monitor panel. Always and only.

5.5 Simple MIDI Control

The stereo output faders (lowest row) which are set up as *Monitor Main* outputs in the Monitor panel can also be controlled by the standard **Control Change Volume** via **MIDI channel 1**. With this, the main volume of the Fireface is controllable from nearly any MIDI equipped hardware device.

Even if you don't want to control all faders and pans, some buttons are highly desired to be available in 'hardware'. These are mainly the *Talkback* and the *Dim* button, and the new monitoring options (listen to Phones submixes). Fortunately aMackie Control compatible controller is not required to control these buttons, as they are steered by simple Note On/Off commands on MIDI channel 1.

The notes are (hex / decimal / keys):

Monitor Main: 3E / 62 / **D 3**

Dim: 5D / 93 / **A 5**

Mono: 2A / 42 / **#F 1**

Talkback: 5E / 94 / **#A 5**

Monitor Phones 1: 3F / 63 / **#D 3**

Monitor Phones 2: 40 / 64 / **E 3**

Monitor Phones 3: 41 / 65 / **F 3**

Preset 1: 36 / 54 / **#F 2**

Preset 2: 37 / 55 / **G 2**

Preset 3: 38 / 56 / **#G 2**

Preset 4: 39 / 57 / **A 2**

Preset 5: 3A / 58 / **#A 2**

Preset 6: 3B / 59 / **B 2**

Preset 7: 3C / 60 / **C 3**

Preset 8: 3D / 61 / **#C 3**

An example of a small MIDI controller covering such MIDI functionality (and even some more) is the **Behringer BCN44**. This little box has 4 pots and 8 buttons for all the above functions – for less than 60 Euros.

5.6 Loopback Detection

The Mackie Control protocol requires feedback of the received commands, back to the hardware controller. So usually TotalMix will be set up with both a MIDI input and MIDI output. Unfortunately any small error in wiring and setup will cause a MIDI feedback loop here, which then completely blocks the computer (the CPU).

To prevent the computer from freezing, TotalMix sends a special MIDI note every 0.5 seconds to its MIDI output. As soon as it detects this special note at the input, the MIDI functionality is disabled. After fixing the loopback, check *Enable MIDI Control* under Options to reactivate the TotalMix MIDI.

6. Appendix

RME news, driver updates and further product information are available on our website:

<http://www.rme-audio.com>

Trademarks

All trademarks, registered or otherwise, are the property of their respective owners. RME is a registered trademark of RME Intelligent Audio Solutions, Germany. TotalMix and Fireface are trademarks of RME. ADAT and ADAT optical are registered trademarks or trademarks of Alesis Corp. Microsoft and Windows 2000/XP are registered trademarks or trademarks of Microsoft Corp. ASIO is a trademark of Steinberg Media Technologies GmbH. FireWire, the FireWire symbol and the FireWire logo are trademarks of Apple Computer, Inc. Mackie Control is a registered trademark of LOUD Technologies Inc. US-2400 is a trademark of Teac Corp.

Copyright © Matthias Carstens, 11/2006. Version 2.6
Current driver version: W2k/XP: 2.42, Mac OS X: 2.42

Although the contents of this User's Guide have been thoroughly checked for errors, RME can not guarantee that it is correct throughout. RME does not accept responsibility for any misleading or incorrect information within this guide. Lending or copying any part of the guide or the RME Driver CD, or any commercial exploitation of these media without express written permission from RME Intelligent Audio Solutions is prohibited. RME reserves the right to change specifications at any time without notice.