



BlueBridge Preset Reference Guide











This is the Preset Reference Guide to help understand the process of creating Presets with the BlueBridge Designer Software. Presets are valuable tools that can perform basic functions, allow system operators to quickly make complex changes, or issue commands to reconfigure a system when a specific event occurs like the opening or closing of a wall. There are many ways to use Presets to make a system sound better, easier to operate or perform different tasks. Discovering useful ways to improve systems with Presets while gaining more experience with BlueBridge and learn to use presets to manage common design challenges. Before proceeding with this guide having a basic understanding of how to use BlueBridge Designer to create basic system designs. Please refer to the Project Reference Guide.

To create presets there must be a project created or started in BlueBridge Designer. Begin by showing how to create a system wide, or "Global" Preset a Preset with single processing object and Presets with multiple processing objects. Preset configuration in BlueBridge Designer is very easy and intuitive.

Start by looking at two menu selections and parts of the process to be familiar with.

First Location: From the Main Menu, Select Project Menu, then select Preset Management and a list of presets opens for the entire project.

🕘 Blu	e Bridge De	esigne	r																						
File	Settings	Proje	ect	About	H	lelp)																		
Com	ponent Li	3	Set	t Project	Pa	ssv	vo	rd									e	fe	ere	en	IC	e			
⊿ Sy	vstem Cor		Cle	ear Proje	ect F	as	sv	vo	rd	۱						ł									
⊿ S 0	Site Manager Centro-SM1		Pre	eset Mar	nage	em	en	t.									÷	:	:	÷	:	÷	:	:	
🔺 🗛	Itlas Process	015				•										÷	ţ,	:	:	:	:	:	:	:	1
Т	SD-BB22					ŀ	•	•	•	•	• •	•	•	•	•	•	•	•	•	•	•	•	•	•	•
T	SD-BB44					1:	:	:	:	:	::	:	:	:	:	:	:	:	:	:	:	:	:	:	
E E	B-88					•	•	•	•	•	• •		•	•	•	•	•	•	•	•	•	•	•	•	,
	18-88-01 (Da	inte)				ŀ	•	•	•	•	• •	•	•	•	•	·	•	•	•	•	•	•	•	•	
	В-100 R_168_DT (Г)anto)				:	:	:	:	:	: :	:	:	:	:	:	:	:	:	:	:	:	:	:	

When the Preset Management window opens it can contain as many as 70 presets. Presets can be renamed by typing in the Preset Name text box and clicking on Save at the bottom of the window. They can be removed by checking the Remove box and clicking on Save at the bottom of the window.

There is a check box for "Mute During Apply" for each preset and clicking on Save at the bottom of the window. The Audio System will mute for a short period while the change is taking place. Mute time is dependent upon how many parameters are being changed within the selected preset. Uncheck this box for a seamless preset change (usually when changing a small number of values is best).

Presets can be copied and saved to other preset numbers/names. (More on this later in the guide)

The first eight presets can be triggered by logic on all BlueBridge Platforms except for the BlueBridge TSD models. This is done by wiring the logic circuit to the Logic Output DSP Block. (Please refer to the Using Logic Reference Guide)

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ject Pre	set ———		Presets Copy	
		Remove	Preset Name	Mute During Apply
	Preset 1			√
ogi	Preset 2			
by I	Preset 3			<u>_</u> =
ered	Preset 4			
rigg	Preset 5			
be T	Preset 6			
Can	Preset 7			
	Preset 8			
	Preset 9			✓
	Preset 10			
	Preset 11			
	Preset 12			
	Preset 13			
	Preset 14			V
	Preset 15			V
	Preset 16			✓
	Preset 17			✓
	Preset 18			✓
	Preset 19			
	Preset 20			V
	Preset 21			
	Preset 22			✓ -
			Save Cancel	

The Second Location: System Presets Button at top right side of the BluePrint window.

😇 Blue Bridge Designer				
File Settings Project About	Help			Net
Component Libraries	TSD-BB44 Preset Reference	System Blueprint Mode Switch to Onl	line Mode	m Presets Zoom U Kara Compone
System Components Site Managers				Component - Nam
Centro-SM1 Atlas Processors				Тур
TSD-BB22 TSD-BB44				
BB-88				Container Info

This window shows all the available preset buttons for the entire system design.

Presets can be triggered from this window and the active preset is shown at the bottom of the window. The active Preset indication at the bottom of the window also acts as an "Update" button. This button allows update the preset with any parameter changes as they are make. It will only update the specific devices assigned to the selected Preset.

Help						
TSD-BB44	Preset Reference	•	System	Blueprint Mode	Switch to Online M	lode
^{jii''} SystemPr	resetPanel					- <u>-Zo</u> Ţ-+
1 Not Defin	ed ¹¹ Not Def	21 Not Defined	³¹ Not Defined	⁴¹ Not Defined	51 Not Defined	61 Not Defined
² Not Defin	ed ¹² Not Def	ned 22 Not Defined	32 Not Defined	42 Not Defined	52 Not Defined	62 Not Defined
³ Not Defin	ed ¹³ Not Def	ined 28 Not Defined	³³ Not Defined	⁴³ Not Defined	53 Not Defined	⁵³ Not Defined
4 Not Defin	ed 14 Not Def	ined 24 Not Defined	³⁴ Not Defined	44 Not Defined	54 Not Defined	64 Not Defined
5 Not Defin	ed ¹⁵ Not Def	ined 25 Not Defined	35 Not Defined	45 Not Defined	55 Not Defined	65 Not Defined
⁶ Not Defin	ed ¹⁶ Not Def	ined 26 Not Defined	36 Not Defined	46 Not Defined	56 Not Defined	66 Not Defined
7 Not Defin	ed 17 Not Def	ined 27 Not Defined	37 Not Defined	47 Not Defined	57 Not Defined	67 Not Defined
8 Not Defin	ed ¹⁸ Not Def	ined 28 Not Defined	38 Not Defined	48 Not Defined	58 Not Defined	68 Not Defined
⁹ Not Defin	ed ¹⁹ Not Def	28 Not Defined	³⁹ Not Defined	⁴⁹ Not Defined	59 Not Defined	69 Not Defined
¹⁰ Not Defin	ed 20 Not Def	³⁰ Not Defined	40 Not Defined	50 Not Defined	60 Not Defined	70 Not Defined
		No Activ	e Preset to Update			
	[No Activ	e Preset to Update			



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Global Presets:

A Global or System Wide Preset is done by selecting the DSP Hardware Block and right clicking on it.

Make sure all of the parameters for the whole system are set to their desired settings.



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In the pop up box select "Save Module Value to Preset".



Select Create New Preset.



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Give the Preset an Identifiable Name.



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For this example "Global - 1" is used.

	New Project Preset	×
· · · · · · · · · · · · · · · · · · ·	Please enter the Preset Name:	ОК
TSD-BB/ Mic1 Rm-A Mic2 Rm-B		Cancel
Mic3 Rm-C Mic4 Rm-D	Global - 1	
	input L Input R	Output L L Output R

Once entered, the new Preset will appear in the SystemPresetsPanel as a working button.

TSD-BB44 Prese	et Reference		System	Blueprint Mode	Switch to Online M	ode	System Presets
"SystemPreset	Panel					*	X
¹ Global - 1	Not Defined	21 Not Defined	³¹ Not Defined	41 Not Defined	51 Not Defined	61 Not Defined	
² Not Defined	¹² Not Defined	22 Not Defined	32 Not Defined	42 Not Defined	52 Not Defined	62 Not Defined	
³ Not Defined	¹⁸ Not Defined	23 Not Defined	33 Not Defined	43 Not Defined	53 Not Defined	63 Not Defined	
4 Not Defined	¹⁴ Not Defined	24 Not Defined	34 Not Defined	44 Not Defined	54 Not Defined	64 Not Defined	
5 Not Defined	¹⁵ Not Defined	25 Not Defined	35 Not Defined	45 Not Defined	55 Not Defined	65 Not Defined	
⁶ Not Defined	¹⁶ Not Defined	26 Not Defined	36 Not Defined	46 Not Defined	56 Not Defined	66 Not Defined	
7 Not Defined	17 Not Defined	27 Not Defined	37 Not Defined	47 Not Defined	57 Not Defined	67 Not Defined	
⁸ Not Defined	18 Not Defined	28 Not Defined	38 Not Defined	48 Not Defined	58 Not Defined	68 Not Defined	
⁹ Not Defined	¹⁹ Not Defined	²⁹ Not Defined	39 Not Defined	49 Not Defined	59 Not Defined	⁶⁹ Not Defined	
¹⁰ Not Defined	20 Not Defined	³⁰ Not Defined	40 Not Defined	50 Not Defined	60 Not Defined	70 Not Defined	1
		No Active	Preset to Update				# 1301 (WestPenn 225) # 1302 (WestPenn 225)
		Mic2 Mic3	Rm-B Analog Out Rm-C Analog Out	2 Tao# 1203 (West)	Penn 292)		

If there is more than one DSP hardware bock in the design this procedure should be repeated for each DSP block to make the Preset a system wide global preset. Save to the same preset name.





Check the Presets Manager, in the Project Menu, and the Preset can be further modified or removed.

		Remove	Preset Name	Mute During Apply
	Preset 1	Glob	al - 1	
ogic	Preset 2			V
by L	Preset 3			.
ered	Preset 4			<u>.</u>
rigge	Preset 5			<u>.</u>
be T	Preset 6			<u>√</u>
Can	Preset 7			<u>.</u>
	Preset 8			
	Preset 9			
	Preset 10			
	Preset 11			<u>.</u>
	Preset 12			<u>√</u>
	Preset 13			<u>.</u>
	Preset 14			<u>√</u>
	Preset 15			<u>√</u>
	Preset 16			<u>√</u>
	Preset 17			
	Preset 18			√
	Preset 19			
	Preset 20			
	Preset 21			
	Preset 22			✓

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To remove a preset, check the Remove box and clicked on the Save button at the bottom.

When the Information box pops up, select OK if to remove the preset.



Single Processing Object Preset:

Learning how to create the most basic preset. Start by opening the DSP processing block in the design that has the processing object to be used in a preset.



Double click the DSP Block to open its design window.



Tip: Close the Component Libraries and Properties Panes for more work space.



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To create the Preset, the Gain processing block for Mic-1 will be used.



Double click the processing block to expose the level control.

With the cursor left click+hold and select the fader as illustrated below. When selecting the control, be sure to outline the entire control while click+hold. When done properly the fader will become shaded.





Right click and select "Save Parameter Value to Preset".



In this example there are no presets in the design so the only choice is to "Create New Preset".

^{#*} Gain	
Gain	Mitrix Mixer Mic1RmA Rm A Mic2RmB Rm B Mic3RmC Rm C Mic4RmD Rm D Mic4RmD Rm D
	Create New Preset

At this point the Preset can be named.

יי (Gain U Matrix Mix	
	Please enter a Preset Name:	OK Cancel
	Preset 1	

Give the Preset an Identifiable Name and select OK.







Once entered, the new Preset, Mic-1 Event-1, will appear in the SystemPresetsPanel as a working button.

TSD-BB44 Prese	et Reference				System Blue	eprint Mode Swit
^{#**} SystemPreset	Panel					- <u></u>
Mic-1 Event-1	Not Dofined	21 Not Defined	³¹ Not Defined	41 Not Defined	51 Not Defined	61 Not Defined
² Not Defined	¹² Not Defined	22 Not Defined	32 Not Defined	42 Not Defined	52 Not Defined	62 Not Defined
³ Not Defined	¹³ Not Defined	28 Not Defined	33 Not Defined	43 Not Defined	53 Not Defined	63 Not Defined
Not Defined	¹⁴ Not Defined	²⁴ Not Defined	³⁴ Not Defined	44 Not Defined	54 Not Defined	64 Not Defined
5 Not Defined	15 Not Defined	²⁵ Not Defined	³⁵ Not Defined	45 Not Defined	55 Not Defined	65 Not Defined
6 Not Defined	¹⁶ Not Defined	26 Not Defined	³⁶ Not Defined	46 Not Defined	56 Not Defined	66 Not Defined
7 Not Defined	17 Not Defined	27 Not Defined	³⁷ Not Defined	47 Not Defined	57 Not Defined	67 Not Defined
8 Not Defined	18 Not Defined	28 Not Defined	38 Not Defined	48 Not Defined	58 Not Defined	68 Not Defined
9 Not Defined	¹⁹ Not Defined	29 Not Defined	³⁹ Not Defined	49 Not Defined	59 Not Defined	⁶⁹ Not Defined
10 Not Defined	20 Not Defined	30 Not Defined	40 Not Defined	50 Not Defined	60 Not Defined	70 Not Defined

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Multiple Processing Objects Preset:

It is common to create Presets with more than one processing objects. Looking at an example that shows how to create a Preset with two processing blocks and multiple processing objects.

With the DSP design open, a Matrix Mixer can be selected. Double click the processing block to open the controls.



With the cursor left click+hold and select the parameter that will be included in the Preset. For this Preset, all of the input Connect button and level values will be selected.

Mic1R Mic2R Mic3R	rix Mixer mA Rm-A mB Rm-B mC Rm-C mD Rm-D		Rm-B	Rm-B 🗖	
Matrix Mixe	er			-	Zoom
	Master	Mic1RmA	Mic2RmB	Mic3RmC	Mic4RmD
Rm-A	0.0dB	0.0dB	0.0dB	0.0dB	0.0dB
	Mute	Connect			
Pm B	0.0dB	0.0dB	0.0dB	0.0dB	0.0dB
KII-D	Mute		Connect		
Rm-C	0.0dB	0.0dB	0.0dB	0.0dB	0.0dB
	Mute			Connect	
Pm D	0.0dB	0.0dB	0.0dB	0.0dB	0.0dB
KIII-D	Mute				Connect

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With the cursor left click+hold and select the processing elements to be included in the Preset. When selecting the elements, be sure to outline all of the elements to include while click+hold as shown in.

^{#**} Matrix Mixe	r				Zoom	X
	Master	Mic1RmA	Mic2RmB	Mic3RmC	Mic4RmD	
Rm-A	0.0dB	-12.0dB	0.0dB	0.0dB	0.0dB	
	Mute	Connect	Connect	Connect	Connect	
Rm_B	0.0dB	0.0dB	-8.0dB	0.0dB	0.0dB	
		Connect	Connect			
Rm-C	0.0dB	0.0dB	0.0dB	-35.0dB	0.0dB	
	Mute	Connect	Connect	Connect	Connect	
Rm-D	0.0dB	0.0dB	0.0dB	0.0dB	0.0dB	
	Mute	Connect	Connect	Connect	Connect	
						4

When done properly the processing elements will be shaded.

				-	Zoom
	Master	Mic1RmA	Mic2RmB	Mic3RmC	Mic4RmD
Rm-A	0.0dB	-12.0dB	0.0dB	0.0dB	0.0dB
	Mute	Connect	Connect	Connect	Connect
Rm-B	0.0dB	0.0dB	-8.0dB	0.0dB	0.0dB
		Connect	Connect	Connect	Connect
Rm-C	0.0dB	0.0dB	0.0dB	-35.0dB	0.0dB
		Connect	Connect	Connect	Connect
Rm-D	0.0dB	0.0dB	0.0dB	0.0dB	0.0dB
		Connect	Connect	Connect	Connect

Because there already is a Preset in this design, a second Preset will need to be created for Multiple Processing Objects Preset. The next step is to "Create New Preset" will be selected.







New Project Preset	X
Please enter a Preset Name:	ОК
	Cancel
Preset 2	

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Give the Preset an Identifiable Name and select OK.

New Project Preset	X
Please enter a Preset Name:	ОК
	Cancel
گ Mic-2 Event-2	

After entering the name, add the Gain for Mic-2.

Gain	
Mic1RmA Mic1RmA	
Gain_1	Matrix M
Gain_2	Mic TRIDA Mic2RmB Mic3RmC Mic4RmD
Mic3RmC Mic3RmC	
Gain_3	

Following the same procedure used in creating a Single Processing Object Preset, double click the processing block to open the level control.

Left click+hold, outline the entire fader to select the fader. When selecting the gain control, be sure to outline the entire control while click+hold. When done properly the fader will be shaded.



Gain	
Mic1RmA Mic1RmA	
Gain_1	
Mic2RmB Mic2RmB	
Gain1	- !
Gain	



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Right click and select "Save Parameter Value to Preset" then select Mic-2 Event-2. This will tie the preset change to the previous one that was just created.



Once entered the new Multi-Parameter Preset will appear in the SystemPresetsPanel as a working button.

^{jiii} SystemPresetP	anel					- <u>Zo</u> p-+X
¹ Mic-1 Event-1	¹¹ Not Defined	21 Not Defined	³¹ Not Defined	⁴¹ Not Defined	⁵¹ Not Defined	⁶¹ Not Defined
² Mic-2 Event-2	2 Not Dofined	22 Not Defined	32 Not Defined	42 Not Defined	52 Not Defined	62 Not Defined
³ Not Defined	¹³ Not Defined	23 Not Defined	33 Not Defined	43 Not Defined	53 Not Defined	63 Not Defined
⁴ Not Defined	¹⁴ Not Defined	²⁴ Not Defined	³⁴ Not Defined	44 Not Defined	54 Not Defined	64 Not Defined
S Not Defined	¹⁵ Not Defined	25 Not Defined	35 Not Defined	⁴⁵ Not Defined	55 Not Defined	65 Not Defined
⁶ Not Defined	¹⁶ Not Defined	26 Not Defined	36 Not Defined	46 Not Defined	56 Not Defined	66 Not Defined
7 Not Defined	¹⁷ Not Defined	27 Not Defined	37 Not Defined	47 Not Defined	57 Not Defined	67 Not Defined
⁸ Not Defined	¹⁸ Not Defined	28 Not Defined	38 Not Defined	48 Not Defined	58 Not Defined	68 Not Defined
⁹ Not Defined	¹⁹ Not Defined	²⁹ Not Defined	³⁹ Not Defined	49 Not Defined	59 Not Defined	69 Not Defined
¹⁰ Not Defined	²⁰ Not Defined	³⁰ Not Defined	⁴⁰ Not Defined	⁵⁰ Not Defined	⁶⁰ Not Defined	70 Not Defined
	Upda	ate Active Preset D	0ata Value : "Mic-2	Event-2"		







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When "Off Line", with hardware and a Preset selected, a Red Ring will highlight all of the Processing Blocks including the internal parameters selected for that specific preset.

Gain Mic1RmA Mic1RmA 📘 Gain_1 Matrix Mixer Mic2RmB Mic2RmB Gain_2 Mic3RmC Mic3F Gain_3 Mic4RmD Mic4RmD Mic1RmA Gain1 Matrix Mixer -12.0dB 0.0dB 0.0dB 0.0dB Rm-A 0.0dB -8.0dB 0.0dB 0.0dB 0.0dB Rm-B 0.0dB 0.0dB 0.0dB -35.0dB 0.0dB 0.0dB 0.0dB 0.0dB 0.0dB 0.0dB

Example: Preset 2, Mic-2 Event-2





Now changing over to Preset 1, select the Mic-1 Event-1 button.

^{#*} SystemPresetF	Panel					- <u>Zo</u>	· 🔣 · · · · · · · · · · · · · · · · · ·
Mic-1 Event-1	¹¹ Not Defined	21 Not Defined	³¹ Not Defined	⁴¹ Not Defined	51 Not Defined	⁶¹ Not Defined	
² Mic-2 Event-2	¹² Not Defined	22 Not Defined	32 Not Defined	42 Not Defined	52 Not Defined	62 Not Defined	
³ Not Defined	¹³ Not Defined	28 Not Defined	33 Not Defined	48 Not Defined	53 Not Defined	63 Not Defined	
4 Not Defined	¹⁴ Not Defined	²⁴ Not Defined	³⁴ Not Defined	44 Not Defined	54 Not Defined	64 Not Defined	
⁵ Not Defined	15 Not Defined	25 Not Defined	35 Not Defined	45 Not Defined	55 Not Defined	65 Not Defined	
⁶ Not Defined	¹⁶ Not Defined	26 Not Defined	36 Not Defined	46 Not Defined	56 Not Defined	66 Not Defined	
7 Not Defined	¹⁷ Not Defined	27 Not Defined	37 Not Defined	47 Not Defined	57 Not Defined	67 Not Defined	
⁸ Not Defined	18 Not Defined	28 Not Defined	38 Not Defined	48 Not Defined	58 Not Defined	68 Not Defined	
⁹ Not Defined	¹⁹ Not Defined	29 Not Defined	³⁹ Not Defined	⁴⁹ Not Defined	59 Not Defined	69 Not Defined	
¹⁰ Not Defined	20 Not Defined	³⁰ Not Defined	40 Not Defined	50 Not Defined Ir	nformation		
		ate Active Preset E)ata Value : "Mic-2 High Pass Filter: Mic4RmD Mic4RmD	Event-2"	INFORMATI Will apply F	ION. Preset "Mic-1 Event-	1" to all Offline Devices
							OK Cancel

Example: Preset 1, Mic-2 Event-1 Red Ring around Selected Preset including Processing Block and parameter inside.

^{#**} SystemPresetP	anel			
¹ Mic-1 Event-1	¹¹ Not Defined	21 Not Defined	³¹ Not Defined	41 Not Defin
² Mic-2 Event-2	12 Not Defined	22 Not Defined	32 Not Defined	42 Not Defin
³ Not Defined	¹³ Not Defined	²³ Not Defined	³³ Not Defined	⁴³ Not Defin
4 Not Defined	¹⁴ Not Defined	²⁴ Not Defined	³⁴ Not Defined	44 Not Defin
⁵ Not Defined	¹⁵ Not Defined	²⁵ Not Defined	³⁵ Not Defined	45 Not Defin
⁶ Not Defined	¹⁶ Not Defined	²⁶ Not Defined	³⁶ Not Defined	46 Not Defin
7 Not Defined	¹⁷ Not Defined	27 Not Defined	³⁷ Not Defined	47 Not Defin
⁸ Not Defined	¹⁸ Not Defined	²⁸ Not Defined	³⁸ Not Defined	48 Not Defin
⁹ Not Defined	¹⁹ Not Defined	²⁹ Not Defined	³⁹ Not Defined	⁴⁹ Not Defin
¹⁰ Not Defined	20 Not Defined	³⁰ Not Defined	40 Not Defined	50 Not Defin
	Upda	te Active Preset D	ata Value : "Mic-1	Event-1"
	Gain_1 Mic1RmA Mic1RmA Gain_1 Mic2RmB Mic2Rr Gain_2 Mic3RmC Mic3Rr Gain_3 Mic4RmD Mic4RmD	n Transformed and the second sec	Matrix Mixer Mic1RmA Rm-A Mic2RmB Rm-B Mic3RmC Rm-C Mic4RmD Rm-D	



Next to the System Preset Button an Information Text will show the Active Preset.



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Copying Presets:

In this section Presets will be copied and pasted to a new preset position. This is time saver when multiple presets are needed using the same processing elements, but require different parameter values. Parameter values can be changed once the Presets are copied to create new presets.

First, open the Preset Management under the Project Menu.

Click on "Presets Copy".

ſ	Pr	roject Pres	et ———					
					Presets Copy			
						\mathbf{k}		~
				Remove	Preset Name		Mute During Apply	
			Preset 1		Mic-1 Event-1			
		ogic	Preset 2		Mic-2 Event-2			
		by L	Preset 3				V	Ξ
		ered	Preset 4				V	
		<u>i</u> gg	Preset 5				J	

A box will pop up with a drop down menu to choose the Preset that is to be copied.

		Remove	Preset Name	Mute During Apply
	Preset 1	Mi Mi	c-1 Event-1	-
Logi	Preset 2	Mi Mi	c-2 Event-2	
ĥ	Preset 3			<u>_</u>
lered	Preset 4			<u>√</u>
Trigg	Preset 5			
^	Preset 6			
			ОК	
	Preset 15		ОК	
	Preset 15 Preset 16 Preset 17	:	ОК	
	Preset 15 Preset 16 Preset 17 Preset 18	•	ОК	
	Preset 15 Preset 16 Preset 17 Preset 18 Preset 19		ОК	
	Preset 15 Preset 16 Preset 17 Preset 18 Preset 19 Preset 20		ОК	
	Preset 15 Preset 16 Preset 17 Preset 18 Preset 19 Preset 20 Preset 21		ОК	

In figure Preset 1, Mic-1 Event-1, has been chosen.



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			Presets Copy	
		Remove	Preset Name	Mute During Apply
	Preset 1	Mic-1	1 Event-1	
-ogic	Preset 2	Mic-2	2 Event-2	
by L	Preset 3			V
ered	Preset 4			V
[rigg	Preset 5			V
	Drocot 6			
	Tiesero			
	Ple	ease selec	t which preset to c	opy from:
	Ple	ease selec	t which preset to c	opy from:
	Ple	ease selec	t which preset to c <> Mic-1 Event-1	opy from:
	Pie Preset 15	ease selec	t which preset to c <> Mic-1 Event-1 Mic-2 Event-2	opy from:

			Presets Copy	
		Remove	Preset Name	Mute During Apply
	Preset 1	Mic 📃	-1 Event-1	
ogic	Preset 2	Mic	-2 Event-2	
by L	Preset 3			
ered	Preset 4			
rigge	Preset 5			
e	Preset 6			
				-
	Ple	ase seleo Aic-1 Eve	ct which preset to a ent-1	copy from:
	Ple N Preset 15	ease selec Mic-1 Eve	ct which preset to d ent-1 ок	copy from:

Select "OK"

A box will open with a drop down menu to choose the Preset position to paste the preset to.

	eset		Presets Copy	
		Remove	Preset Name	Mute During Apply
	Preset 1		Mic-1 Event-1	
ogic	Preset 2		Mic-2 Event-2	
py L	Preset 3			V =
ared	Preset 4			V
rigge	Preset 5			V
L.	Preset 6			_
	Р	lease s	elect which preset to co	opy to:
	ſ			
	<	>		
	•	<>	ОК	





In this Example, the position for Preset 9 will be chosen.

Pro	ject Pres	set ———		Presets Copy	
			Remove	Preset Name	Mute During Apply
		Preset 1		Mic-1 Event-1	
	ogic	Preset 2		Mic-2 Event-2	
	by L	Preset 3			✓
	ered	Preset 4			V
	rigg	Preset 5			1
	a T	Preset 6			
		Pl 9	ease s - "Unc	elect which preset to a	copy to:
				ОК	
		Preset 15			√
		Preset 16			✓

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Click on "OK" and an Information Box will pop up.

ſ	Project Pres	et		Presets Copy		
			Remove	Preset Name	Mute During	Apply
	gic	Preset 1	Mic-	1 Event-1		
	by Lo	Preset 3		z Lvent-z		Ξ
)gered	Preset 4			<u>.</u>	
	Can be Triç	Preset 6	on	-		
		₽ ?	INFORMATIO	DN.		
		P P P	Will copy pro Will overwrit Do you want	eset 1- "Mic-1 Event-1" to pres te preset data. t to proceed?	et 9- "Undefined".	
		P P		Ok	Cancel	

Select "OK" and a copy of the preset will appear in the selected location.



Ĩ	Project Pre	eset ———		Presets Copy		
			Remove	Preset Name	Mute During Apply	
		Preset 1		Mic-1 Event-1		
	ogic	Preset 2		Mic-2 Event-2		
	by L	Preset 3			V	=
	əred	Preset 4			V	
	rigge	Preset 5			V	
	be T	Preset 6			V	
	an I	Preset 7			V	-
	Ŭ	Preset 8			V	
		Preset 9		Mic-1 Event-1_copy		
		Preset 10			V	

Left click+hold, then highlight the Name, it can be changed. Simply type in the new name for the copied preset and select save at the bottom of the Project Preset window.

iojecti i ie			Presets Copy	
		Remove	Preset Name	Mute During Apply
	Preset 1		Mic-1 Event-1	
ogic	Preset 2		Mic-2 Event-2	
þy L	Preset 3			✓ =
ered	Preset 4			V
rigg	Preset 5			V
be T	Preset 6			V
g	Preset 7			✓
Ŭ,	Preset 8			√
	Preset 9		Mic-1 Event-1_copy	
	Preset 10			V
	Preset 11			\checkmark
	Preset 12			\checkmark

[^{Pro}	oject Pres	set ———		Presets Copy		
			Remove	Preset Name	Mute During Apply	^
		Preset 1		Mic-1 Event-1		I
	ogia	Preset 2		Mic-2 Event-2		H
	by L	Preset 3			V	=
	ered	Preset 4				
	rigge	Preset 5				I
	e T	Preset 6				I
	ant	Preset 7				-
	0	Preset 8			V	
		Preset 9		Mic-1 Event-3		
		Preset 10				
		Preset 11				

The new name will appear in the SystemPresetPanel, but it is the exact same preset copied from.



^{#**} SystemPresetPa	anel	
¹ Mic-1 Event-1	¹¹ Not Defined	21 No
² Mic-2 Event-2	¹² Not Defined	22 _N
³ Not Defined	¹³ Not Defined	23 No
⁴ Not Defined	¹⁴ Not Defined	24 No
5 Not Defined	¹⁵ Not Defined	25 No
⁶ Not Defined	¹⁶ Not Defined	26 No
7 Not Defined	¹⁷ Not Defined	27 No
⁸ Not Defined	¹⁸ Not Defined	28 No
⁹ Mic-1 Event-3	9 Not Dofined	²⁹ No
¹⁰ Not Defined	20 Not Defined	30 No
	Upda	te Acti

ÍO

To customize this new preset with new parameter values, click on the new Preset in the SystemPresetPanel. An information box will pop up asking to complete the preset change.

^{##*} SystemPresetPa	anel			
¹ Mic-1 Ev Informa	tion		X	ſ
² Mic-2 Ev				2
³ Not Def	INFORMATION.			3
4 Not Def	Will apply Preset	"Mic-1 Event-3" to al	I Offline Devices	4
⁵ Not Def				5
⁶ Not Def		ОК	Cancel	6
7 Not Def				7
⁸ Not Defined	¹⁸ Not Defined	²⁸ Not Defined	38 Not Defined	48
⁹ Mic-1 Event-3	¹⁹ Not Defined	29 Not Defined	³⁹ Not Defined	49
¹⁰ Not Defined	²⁰ Not Defined	³⁰ Not Defined	⁴⁰ Not Defined	50
	Upda	te Active Preset D	ata Value : "Mic-1	Eve

Click "OK" and the active preset will have the Red Ring around it. Make the desired value changes to the Processing Objects. This is very easy to do since the processing objects in the selected preset will be highlighted with the Red Ring. After changing the values required for the new preset, click on the "Update Active Preset Data Value" button at the bottom of the window to update values.







An information box will pop up asking to complete the Data change for the selected Preset.



Select "OK" and it is set.

