

## D-Show 2.7.1

### For Digidesign VENUE Systems

D-Show 2.7.1 can be installed on any system running D-Show 2.7.

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### Tap Tempo for Plug-ins

D-Show 2.7.1 enables the tempo sync functionality for plug-ins, allowing you to quickly establish a system tempo to use as a beat clock for delay and echo plug-ins that support Tempo Sync.

The system tempo defaults to 120 BPM (beats per minute). You can set a custom tempo in a number of ways including by tapping a Function switch, Footswitch or other control as explained below. The system tempo is stored as a console setting within the Show file.

*Tip: A preconfigured Event for tap tempo is installed in the Demo Shows folder when you install D-Show 2.7.1. To use the example Event, go to the Filing page and click the Load tab, then select the file Tap Tempo Examples and click the Load button.*

### Using Tap Tempo

Do the following three steps to start using Tap Tempo:

#### Enable the System Tempo

- 1 Go to the Options > Misc page, locate the Tap Tempo section and do the following:
  - Turn on the global tempo sync by clicking the On switch directly below the encoder so that it is lit (on).
  - If desired, use the encoder to set a system tempo value, or type a value directly into the Tempo field.
  - If desired, click the Units selector to choose Beats Per Minute (BPM) or Milliseconds as the units for displayed values.



Figure 1. Tap Tempo controls in the Options > Misc page.

#### Create a Tap Tempo Event

- 2 Go to the Options > Events page and do the following in the order presented:
  - Create a new Event and call it Tap Tempo.
  - Click the Add button in the Trigger area, and select an available Function switch (F switch) or Footswitch.
  - Click the Add button in the Action section, and choose Tap Tempo.

Here is an example of Event properties for Tap Tempo:

#### Example Tap Tempo Event Settings

Event Name	Trigger Type	Trigger Properties		Action Type	Action Properties	Behavior
Tap Tempo	Function Switch	1	Pressed	Tap Tempo		

### Enable the Plug-in's Tempo Sync and Start Tapping

3 Next, navigate to a delay plug-in and enable its Tempo Sync switch. Repeat for other delay plug-ins you want to sync.



Figure 2. Tempo Sync control in Digidesign Mod Delay II (left) and Line6 Echo Farm (right)

4 Tap the assigned Tap Tempo trigger (Function switch or Footswitch) in time with the music. At least two taps are needed to set the tempo; additional taps can result in a more accurate tempo setting.

The delay time of all Tempo Sync-enabled plug-ins change to match the system tempo. While tapping, the calculated tempo is also shown in the Status area of the screen.

### Tips for Using Tap Tempo

The plug-in Tempo Sync switch enables/disables that individual plug-in's delay value from following the system tempo. Use the individual plug-in Tempo Sync switches to sync one, some or all delay plug-ins.

Tempos can range from 20 BPM (3,000 ms) to 300 BPM (200 ms). Some delay plug-ins offer different time divisions (such as 1/8th, 16th, or dotted) that you can select for variations based on the system tempo. Check your delay plug-ins to see if they support Tempo Sync and subdivision settings (most, but not all, do).

### Snapshots and Tempo Sync

If a plug-in's Tempo Sync is enabled at the time a snapshot is stored, the system tempo will override the stored setting when the snapshot is subsequently recalled. If you need a specific delay time every time a certain snapshot is recalled, be sure to turn off each plug-in's Tempo Sync prior to storing or updating the snapshot. (Make sure you've already scoped and added the plug-in settings to a snapshot as explained in your *D-Show Profile* or *D-Show Guide*).

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## Known Issues

D-Show 2.7.1 also includes the following fixes for known issues:

### Matrix and PQ Delay Compensation Does Not Compensate Properly when using FX Returns as User inputs (Item #103228)

In previous releases FX Returns routed as user inputs to either Matrix or PQs were not properly delay compensated.

### When More than One Input and a Common Output are All Feeding a Matrix or PQ, the Input with the Shorter Signal Path will Not Be Delay Compensated Correctly (Item #103459)

In previous releases when multiple inputs and a common output were feeding a Matrix or PQ the input with the shorter signal path was not delay compensated correctly. For example, if you had channel 1 and channel 2 both going to Group 1 and all three of these channels also fed a Matrix, inserting a plug-in on channel 1 would cause an incorrect delay compensation value for channel 2.