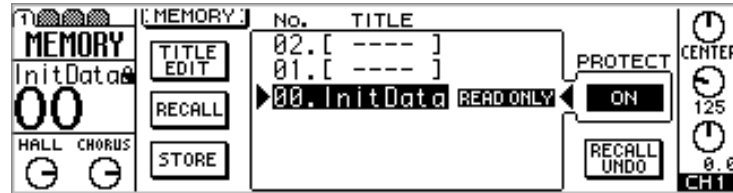


Storing Mix Scenes

Mix scenes can be stored in scene memories 1 through 99.

Caution: When storing mix scenes, make sure that there are no mix settings in the Edit Buffer that you do not want to store. Perhaps some settings have been adjusted accidentally, or by someone else. If you are not sure of the Edit Buffer's exact contents, recall the last mix scene, make the adjustments that you really want, and then store the mix scene. You may want to store the current mix settings to an unused scene memory just in case.

1. Use the [MEMORY] button to locate MEMORY page 1, as shown below.



2. Use the PARAMETER wheel or [-1/DEC] and [+1/INC] buttons to select a scene memory from 1 through 99.

The scene memory list order can be set using the LIBRARY LIST ORDER option in preferences (“Setting 01V Preferences” on page 203).

3. Use the cursor buttons to select the STORE switch, and then press the [ENTER] button.

The Title Edit dialog box appears. If the STORE CONFIRMATION option is turned off in the preferences (“Setting 01V Preferences” on page 203), the Title Edit dialog box does not appear and the mix scene is stored.

4. Title the mix scene.
See “Title Edit Dialog Box” on page 37 for more information.
5. Select OK, and then press the [ENTER] button.

The mix scene is stored to the selected scene memory, the scene memory number stops flashing, and the EDIT indicator disappears.