

**mm productions**

**STOP BOX**

Ver 2.02 Manual.

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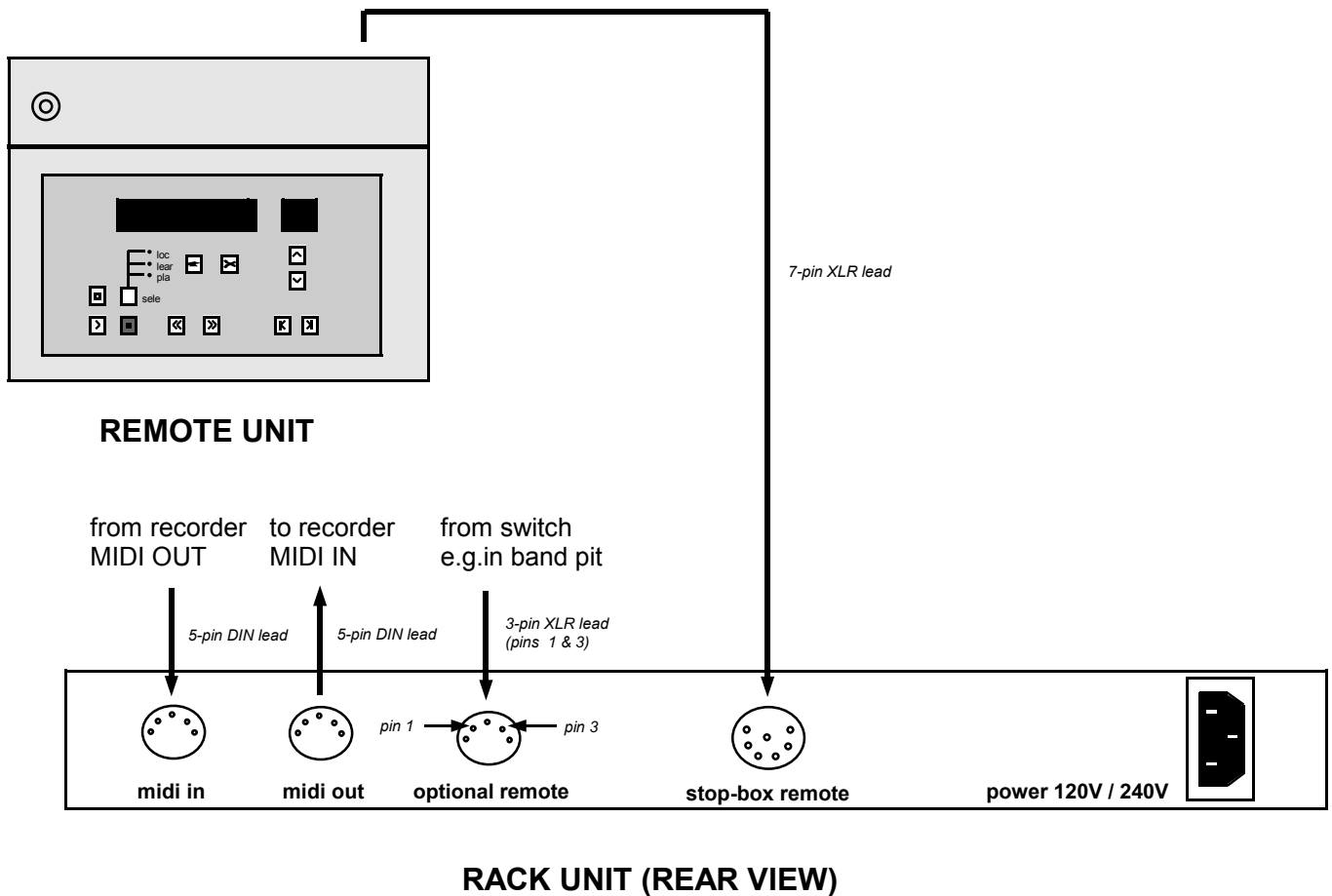
Please read this manual before applying power to the unit.

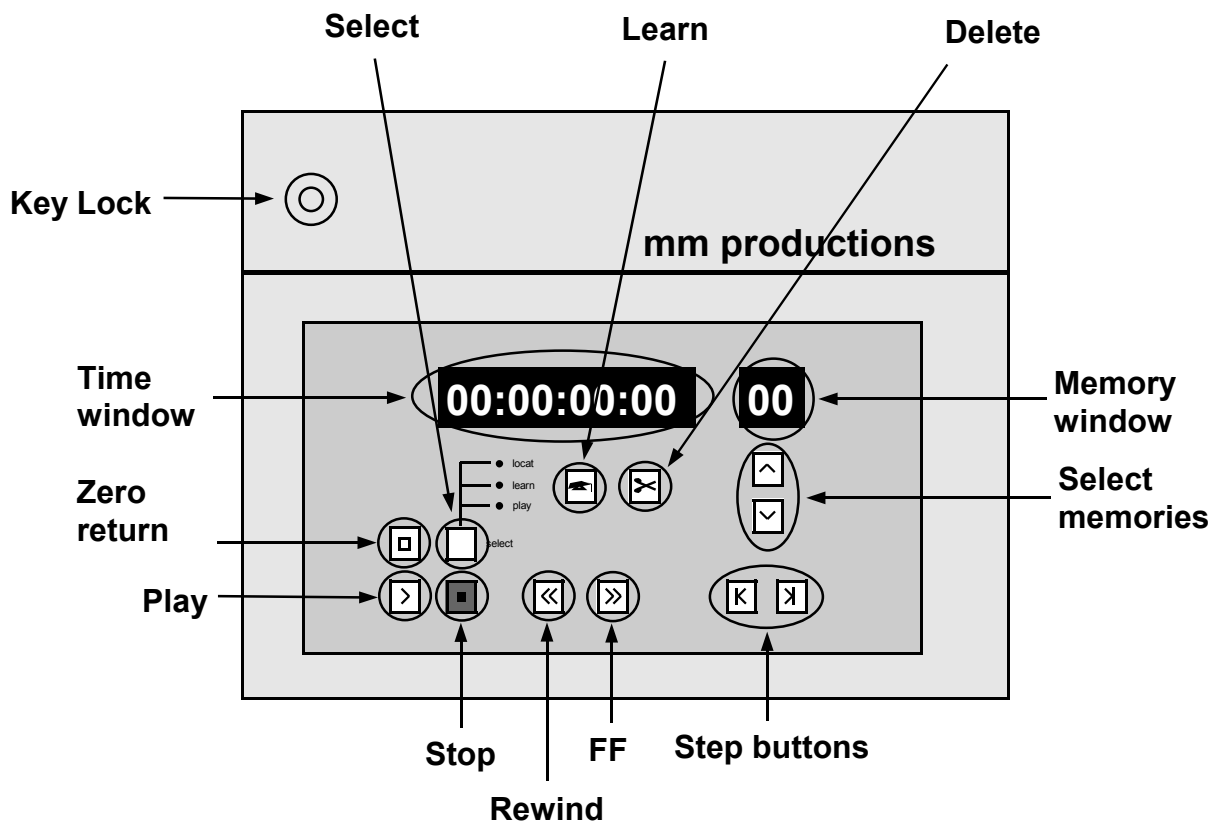
# mm productions STOP-BOX manual

## DESCRIPTION

Stopbox is designed as a basic transport control, auto-stop and locate device for MMC (MIDI Machine Control) and MTC (MIDI Time Code) compatible recorder/players.

## CONNECTIONS





### OPERATION

When pressed, any of the transport buttons will perform their expected functions by sending an MMC message to the connected recorder.

However, the STOP-BOX will also stop up to 100 'STOP POINTS'. These 'STOP POINTS' are stored as MIDI Time Code values in numbered memories. The STOP BOX will read the MTC output by the recorder. If it sees a value which corresponds to a value it holds in one of its memories it will send an MMC 'STOP' command and the recorder will stop.

At the same time, it will also output a 'LOCATE TO' MMC command and a MTC time value, and the recorder will locate either to the time programmed or a default value.

The 'STEP' buttons are active only in 'PLAY' mode, and will step through the memories, as well as sending the appropriate locate messages to the recorder. Thus you can easily go to a specific point.

The memories are arranged and used in *chronological* rather than *numeric* order. Thus, if you are stepping through memories as described above, you will go to the memory associated with the next time value rather than the next memory number.

The KEY LOCK, when turned, sends a message specifically for the AKAI DR series hard disk machines which disables the front panel controls. This is designed to be used in situations where it is important that no-one fiddles with the machines, or if they are in otherwise vulnerable positions.

The REMOTE INPUT which is found on the power supply module along with the other connections, duplicates the pressing of the 'PLAY' button. It is a simple contact closure, so you can connect any switch you fancy. This is designed so that another operator can have control of playback at the same time. The triggering of 'click-tracks' from the band pit is a common example of where this may be useful.

This may sound a bit complicated. DON'T WORRY. The operation and programming is actually quite straight-forward. This will become apparant if you work through a couple of examples.

## EXAMPLES

These examples use specific situations. These involve three pieces of audio which you can record onto your recorder before you start. Record the first two starting at time zero one after the other and the third say starting at time 5 minutes. Make them about 10 seconds each in length.

It may also be necessary to clear all the STOP-BOX memories in case there are any 'Stop' and 'Locate to' points from earlier work which may confuse the issue. If you want to do this, have a look at example 3 which goes through deleting.

### USING THE STOP-BOX: EXAMPLE 1

#### The Situation.

Two pieces of audio are on the recorder. Lets call them Cues 1 and 2. The start of cue 2 is immediately after the end of cue 1. You want to play cue 1, have the recorder stop at its end so that it will be lined up ready to play cue 2. You also want the recorder to stop at the end of cue 2.

#### What to do.

1. Make sure the stop-box and recorder are connected. You can check this by pressing 'PLAY' on the STOP-BOX remote. The recorder should start, and the time shown on its display should match that shown by the STOP-BOX.
2. Press the 'MODE SELECT' button until the led next to the word 'learn' is lit.
3. Using the select up and down buttons, choose a memory in which to store the first 'Stop point'.
4. Using the transport buttons, play the recorder to the end of cue 1 i.e. the place you want it to stop.
5. Press the 'LEARN' button (with the mortar board picture) The time is now stored as a 'Stop point' in the selected memory. This also stops the recorder.
6. Using the select up and down buttons, choose a memory in which to store the second 'Stop point' and repeat steps 3 to 5, except this time, play to the end of cue 2.
7. Press the 'MODE SELECT' button until the led next to the word 'play' is lit.
8. Using the transport buttons, locate the recorder to the beginning of cue 1.
9. If you now press the 'PLAY' button, cue 1 will sound - then the recorder will stop. If you press 'PLAY' again, cue 2 will sound and the recorder will again stop, this time at the end of cue 2.

## EXAMPLE 2.

### Situation

You have now added a third cue. This has been recorded so that its start time is some way away from the end of cue 2. Thus, when cue 2 ends, not only do you want the recorder to stop, but you also want the recorder to locate to the start of cue 3.

1. Using the transport buttons, locate the recorder to the start of cue 3.
2. Press the 'MODE SELECT' button until the led next to the word 'locate' is lit.
3. Using the select up and down buttons, select the memory where you stored the 'Stop point' for the end of cue 2.
4. Press the 'PLAY' button. The recorder will start. Press the 'STOP' button. The 'STOP-BOX' has stored the first MTC time value it received as the 'Locate to' point for this memory. Thus the recorder only needs to be playing for a very short time.
5. Press the 'MODE SELECT' button until the led next to the word 'play' is lit.
6. Using the transport buttons, locate the recorder to the beginning of cue 1.
7. Now when you press 'PLAY', cue 1 will sound as before and then stop, as will cue 2 - except that this time when the end of cue 2 is reached, the recorder will locate to the start of cue 3, which will sound when the 'PLAY' button is pressed for the third time. Note that we have not entered a 'Stop point' for the end of cue 3, so the recorder will carry on unless you stop it.

### POINTS TO NOTE

1. The STOP-BOX has three modes, PLAY, LEARN and LOCATE.

In PLAY mode, the transport buttons work as expected, and all programmed 'Stop' and 'Locate to' points are active.

In LEARN mode, the 'Stop' points are entered or deleted in the selected memories.

In LOCATE mode, the 'Locate to' points are entered or deleted in the selected memories.

2. When a 'Stop point' is reached, the STOP-BOX *always* sends out a 'Locate to' message - its just that if you don't program one in, by default it locates to the same point it stopped at (well, actually a few frames further on).

### EXAMPLE 3 (Deleting)

#### Situation

You now want to delete the 'stop point' between cues 1 and 2 so that cue 2 follows straight on after cue 1. Also, you want to delete the 'Locate to' cue 3 as cue 3 is now no longer needed.

#### What to do

1. Press the 'MODE SELECT' button until the led next to the word 'learn' is lit.
2. Using the select up and down buttons, select the memory where you stored the 'Stop point' for the end of cue 1.
3. Press the 'DELETE' button (with the scissors picture). The contents of this memory have now gone.
4. Press the 'MODE SELECT' button until the led next to the word 'locate' is lit.
5. Using the select up and down buttons, select the memory in which you stored the 'Stop point' for cue 2. (This also had the 'Locate to' cue 3 value which should be displayed).
6. Press the 'DELETE' button. This locate value has now gone, but the 'Stop point' remains.
7. Press the 'MODE SELECT' button until the led next to the word 'play' is lit.
8. Using the transport buttons, locate the recorder to the beginning of cue 1.
9. Now, if you press the 'PLAY' button, cues 1 and 2 will sound one after the other, and the recorder will stop at the end of cue 2. It will *not* locate to the start of cue 3, and if you press the 'PLAY' button again, it will start playing from the end of cue 2.

#### POINTS TO NOTE

1. You cannot overwrite memories. If there is a value already stored, you *must* delete it before you enter another value.