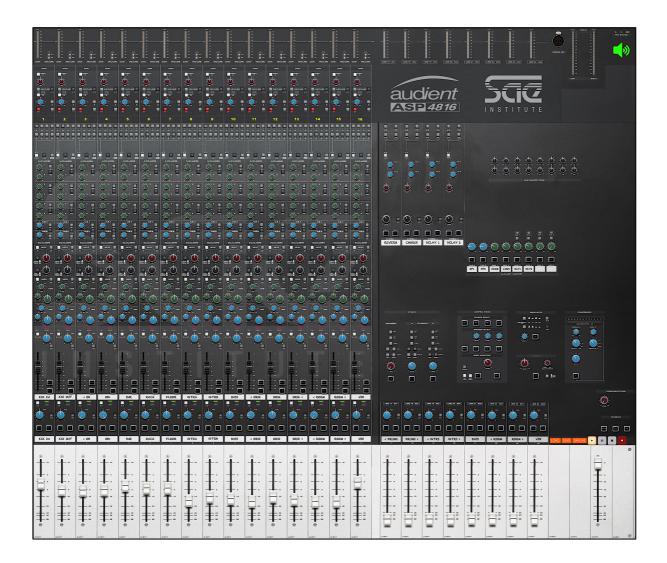


# SAE Audient ASP4816 Simulator

# User Guide

Version 1.0.3



SAE Audient ASP4816 Simulator – User Guide 1.0.3 - Page 1 of 18



# Table of Contents

INTRODUCTION	3
OVERVIEW	4
Instruction Window	4
Console Window	5
Audio Inputs Window	6
Effects Window	7
MODES OF OPERATION	8
Overview Mode	
Detail Mode	9
Operate Mode	
Tutorial Mode	
GETTING STARTED	15
Recording Scenario	
Mixing Scenario	
SAVING AND LOADING CONSOLE SETTINGS	15
Saving Settings	
Loading Settings	
RECORDING	16
EFFECTS	17
AUDIO SETTINGS	17
Turning Audio Processing On/Off	
Audio Settings Window	
Supported Audio File Types	
KEYBOARD SHORTCUTS	



### Introduction

The SAE Audient ASP4816 Simulator was created by Dr Mark Bassett to provide SAE students with remote access to a photo-realistic simulation of the Audient ASP4816 console. It was developed as a learning / teaching tool to help students remotely develop a foundational understanding of the signal flow and operational idiosyncrasies of the console.

The simulator is not an audio production tool, and as such, it is not intended as a substitute for the physical console. Instead, the simulator aims to replicate the functionality and audio signal processing of the console for educational purposes.

This User Guide is accessible via the Documentation menu in the simulator.



## Overview

The simulator features two main windows (Fig. 1): the INSTRUCTION window and the CONSOLE window.



Figure 1 - The two main windows of the simulator: the INSTRUCTION window on the left, and the CONSOLE window on the right.

### Instruction Window

The INSTRUCTION window provides access to all of the learning/teaching materials and is where you choose the console's mode of operation using the tabs at the top of the window.

The INSTRUCTION window can be closed at any time; however, it is recommended that you leave this window open in the background, as the console's controls are only accessible while in certain modes that are accessed via the INSTRUCTION window.

Press i on the keyboard to open/bring the INSTRUCTION window to the front.

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### Console Window

The CONSOLE window (Fig. 2) contains the console and is where you access the AUDIO INPUTS and EFFECTS windows via the tabs at the top. Closing this window will close the simulator.

To engage with the console's controls, either OPERATE, or TUTORIAL mode must be selected. You will be reminded of this if you attempt to operate the console while in OVERVIEW or DETAIL modes.



Figure 2 - The CONSOLE window. Note the AUDIO INPUTS and EFFECTS tabs at the top of the window.

SAE Audient ASP4816 Simulator – User Guide 1.0.3 - Page 5 of 18

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Audio Inputs Window

The AUDIO INPUTS WINDOW (Fig. 4) is accessible by clicking on the AUDIO INPUTS tab at the top of the CONSOLE WINDOW.

SAE Audient ASP4816 Simulator 1.0.2   CONSOLE (root) AUDIO INPUTS EFFECTS			
Audient ASP4816 Simulator	audie		
MICROPHONE / LINE INPUT SIGNALS	CLEAR	ALL	
1	Add / Replace	Delete	1
2	Add / Replace	Delete	2
3	Add / Replace	Delete	з
4	Add / Replace	Delete	4
5	Add / Replace	Delete	5
6	Add / Replace	Delete	6
7	Add / Replace	Delete	7
8	Add / Replace	Delete	8
9	Add / Replace	Delete	9
10		Delete	
11		Delete	
12		Delete	
13	-	Delete	
14		Delete	
15		Delete	
16 DAW INPUT/OUTPUT METERS	Add / Replace	Delete	16
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16			
DAW PLAYBACK SIGNALS			
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
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Figure 3 - The AUDIO INPUTS WINDOW

SAE Audient ASP4816 Simulator – User Guide 1.0.3 - Page 6 of 18



### Effects Window

The EFFECTS WINDOW (Fig. 4) is accessible by clicking on the EFFECTS tab at the top of the CONSOLE WINDOW.



Figure 4 - The EFFECTS WINDOW.



# Modes of Operation

The simulator features four modes of operation: OVERVIEW, DETAIL, OPERATE, and TUTORIAL. Modes are selectable via the tabs at the top of the INSTRUCTION window, via the MODE menu, or via keyboard shortcuts (p. 19).

### Overview Mode

OVERVIEW mode (Fig. 5) provides an overview of the simulator's features and lists the single-key shortcuts. <u>The console's controls are not accessible while in this</u> <u>mode</u>.

	Audient ASP48	16 Simulator	audient
OVERVIEW	DETAIL	OPERATE	TUTORIAL
photo-realistic simulation learning / teaching tool to flow and operational idios such, it is not intended as	of the Audient ASP4816 co help students remotely do yncrasies of the console. T a substitute for the physica	SAE to provide students w prisole. It was developed by evelop a foundational unde he simulator is not an audi al console. Instead, the simu console for educational pur	y Dr Mark Bassett as a orstanding of the signal o production tool, and as ulator aims to replicate
the INSTRUCTION window the console's operation m	v - it contains all of the lear ode using the four tabs at		and allows you to change
EFFECTS sub-windows via	the tabs above the conso		
The AUDIO INPUTS sub-w Playback Signals to be loa		or the Microphone/Line Inp	outs Signals and DAW
The EFFECTS sub-window	contains 'outboard' effect	s connected to the auxiliar	y sends of the console.
	s an overview of the simul e not accessible while in	ation's features and lists the <b>this mode.</b>	e keyboard shortcuts.
		ption of any section of the cessible while in this mod	
		allows you to choose betwe and recording, and zero th	
		provides guided walkthroun nal competence with the c	
KEYBOARD SHORTCUTS	)		
第1 = Overview mode   第	ng window pop-up hints TRUCTION widow justing a dial or fader to er 2 Detail Mode   %3 Opera esets all console controls t	nable the fine adjustment n te Mode   ¥4 Tutorial Mod o their default state, clears their default state)	e
AUDIO FILE TYPES			
Supports MONO .wav, .aif	f, .mp3, .flac, and .m4a auc	lio files. <b>Stereo audio files</b>	are not supported.
© 2020 Copyright Navitas SAE (UK) Hold reserved	ings Pty Ltd. SAE logo is a registered trade The Audient logo is a registered trademar	mark of Navitas SAE (UK) Holdings Pty Ltd i k of Audient Limited. Developed by Dr Marl	n Australia and other countries. All rights k Bassett.

Figure 5 - OVERVIEW mode.

SAE Audient ASP4816 Simulator - User Guide 1.0.3 - Page 8 of 18



### Detail Mode

DETAIL mode (Fig. 6) displays an image and detailed description of any section of the console that you hover the mouse over. <u>The console's controls are not</u> <u>accessible while in this mode.</u>

	Audient ASP48	16 Simulator	
OVERVIEW	DETAIL	OPERATE	TUTORIAL
LONG FADER PATH			
	s show whether the MIC/LIN Ily one will be illuminated, a		
the DAW input feeds the The MIC/LINE input norr	e MIC/LINE input and the D LF signal path - with FLIP p nally feeds the SF signal pat nated indicators in each sec	ressed it will feed the SF sig h and with FLIP pressed it v	gnal path. will feed
	e LF signal to be routed to t d, but it is good practice to u reduce mix amp noise.		
The PAN control allows t	he LF signal to be panned a	cross the stereo bus.	10
	al to be heard on the monit cted, the soloed signal will r		
CUT allows the LF signal when a channel is not in	path to be muted. This may use for a period of time.	help to reduce the noise ir	
	he channel number can be a in your label. These labels		and the second
fader operates on the LF mix and the final stereo r mark with 10dB of gain i When level setting, start	ols the level of the LF signal signal path and is therefore nix for the title. The fader is n hand, allowing the signal with the fader in this positio vel to optimise the gain stru	e mainly used for creating the expected to operate aroun to be increased or decrease n, then adjust the input ser	he monitor d the 0dB ed in level. <sup>40</sup> ∞ ∞
@ 2020 Conversely Naview 5 4 24 White	oldings Pty Ltd. SAE logo is a registered trade	made of Maniaar SAE (119) Maldin <del>as Doub at</del> i	1.0.2

Figure 6 - DETAIL mode.

SAE Audient ASP4816 Simulator – User Guide 1.0.3 - Page 9 of 18



### Operate Mode

OPERATE mode (Fig. 7) unlocks the console's controls and allows you to choose between RECORD and MIX scenarios. Changing the scenario will stop playback and recording, and zero the console.

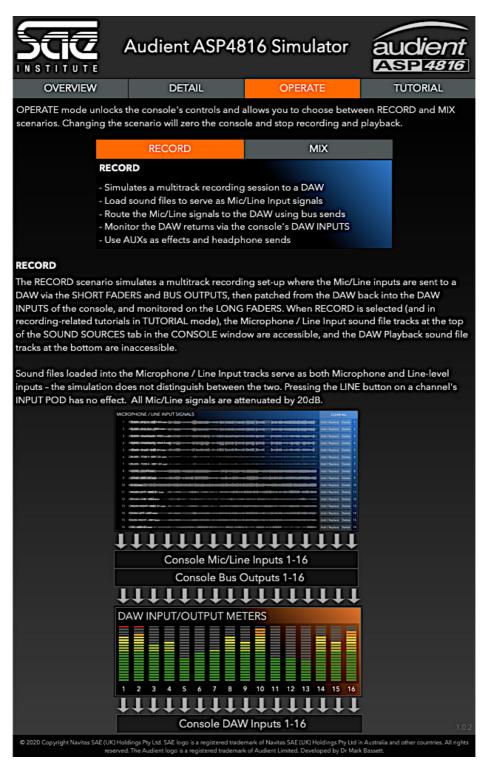


Figure 7 - OPERATE mode with the RECORD scenario selected.

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#### Record Scenario

The RECORD scenario (Fig. 7) simulates a multitrack recording set-up where the Microphone / Line Input inputs are sent from the console to a DAW via the SHORT FADERS and BUS SENDS, then sent from the DAW back into the DAW INPUTS of the console, and monitored on the LONG FADERS.

When the RECORD scenario is selected (and in recording-related tutorials in TUTORIAL mode), the Microphone / Line Input tracks at the top of the AUDIO INPUTS tab in the CONSOLE window (Fig. 8) are accessible, and the DAW Playback tracks at the bottom (Fig. 10) are inaccessible. Sound files loaded into the Microphone / Line Input tracks <u>serve as both Microphone and Line-level inputs – the simulator does not distinguish between the two</u>. Pressing the LINE button on the INPUT POD has no effect. All Microphone / Line Input signals are attenuated by 20dB prior to reaching the console.

MICROPHONE / LINE INPUT SIGNALS	CLEAR	RALL	
1	Add / Replace	Delete	1
2	Add / Replace	Delete	2
3	Add / Replace	Delete	3
4	Add / Replace	Delete	4
5	Add / Replace	Delete	5
6	Add / Replace	Delete	6
7	Add / Replace	Delete	7
8	Add / Replace	Delete	8
9	Add / Replace	Delete	9
10	Add / Replace	Delete	10
11	Add / Replace	Delete	11
12	Add / Replace	Delete	12
13	Add / Replace	Delete	13
14	Add / Replace	Delete	14
15	Add / Replace	Delete	15
16	Add / Replace	Delete	16

Figure 8 - Microphone / Line Input tracks - only accessible in RECORD MODE.



#### Mix Scenario

The MIX scenario (Fig. 9) simulates a console mixdown from a DAW where the DAW outputs are patched into the DAW INPUTS of the console and monitored on the LONG FADERS. The Mic/Line inputs are unused in this scenario. When the MIX scenario is selected (and in mixing-related tutorials in TUTORIAL mode), the DAW Playback tracks at the bottom of the AUDIO INPUTS tab (Fig. 10) are accessible, and the Microphone / Line Input tracks at the top (Fig. 8) are inaccessible.



Figure 9 - OPERATE mode with the MIX scenario selected.

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DAW PLAYBACK SIGNALS	CLEAR ALL
	Add / Replace Delete 1
2	Add / Replace Delete 2
3	Add / Replace Delete 3
4	Add / Replace Delete 4
5	Add / Replace Delete 5
6	Add / Replace Delete 6
	Add / Replace Delete 7
8	Add / Replace Delete 8
9	Add / Replace Delete 9
10	Add / Replace Delete 10
11	Add / Replace Delete 11
12	Add / Replace Delete 12
13	Add / Replace Delete 13
14	Add / Replace Delete 14
15	Add / Replace Delete 1
16	Add / Replace Delete 10

Figure 10 - The DAW Playback tracks - only accessible in MIX MODE.

### Tutorial Mode

TUTORIAL mode (Fig. 11) provides guided walkthroughs of key console operations, each designed to develop your operational competence with the console. There are two types of tutorials available: recording-related and mixing-related, selectable by the menu tabs in the TUTORIAL window. Note that the tutorial type is linked to the operation scenario – changing the tutorial type will also change the operation scenario (and stop playback and recording, and zero the console), and vice-vera.

Under each tutorial type, you will find a drop-down menu to access the individual tutorials. Table 1 lists the recording-related and mixing-related tutorials available.



	guided walkthroughs of key consol ole. There are two types of tutorials			
	RECORDING-RELATED	MIXING-RELA	TED	
	1 - LOADIN	G AUDIO	-	
ADING AUDIO				
there are no microphon	es or line-level devices to plug into	the virtual console, y	ou will need to l	load sound files to
ve as Mic/Line inputs.				
k on the AUDIO INPUT	S tab at the top of the CONSOLE w	indow. In the RECORI	DING scenario (	and in
ording-related tutorials	such as this one), the Microphone /	Line Input sound file	slots at the top	of the window are
and the second s	layback sound file slots at the botto			
essible, and the DAW F	layback sound me slots at the botto	om are maccessible; ir	i with scenarios,	this is reversed.
id sound files in to serve	e as Mic/Line inputs into the consol	e by either drag a MC	NO sound file i	nto an empty slot,
k on the [Add/Replace]	button next to a slot and select a M	10NO sound file from	your computer	1
MICDODUONE / LINE IN				
MICKOPHONE/LINE II	NPUT SIGNALS			CLEAR ALL
		and Mitchiel Transfer 111 Proceeding		
1 DRUMS Nick In M81-SH.w				Add / Replace Delete
1 DRUMS Kick In M81-SH.w 2 DRUMS Kick Out M82-wa				Add / Replace Delete
1 DRUMS Nick In M81-SH.w				Add / Replace Delete
1 DRUMS Kick In M81-SH.w 2 DRUMS Kick Out M82-wa				Add / Replace Delete
1 DRUMS=Kick In=M81-SHA 2 DRUMS=Kick Out=M82-wa 3 DRUMS=Overheads=M601 4 DRUMS=Overheads=M601		nerde Dessill Dessell D Dessill nerde (nerde Minister D Dessill nerde (Minister Brened) Brene ette		Add / Replace Delete Add / Replace Delete Add / Replace Delete Add / Replace Delete
1 DRUMS=Kick In=M81-SHA 2 DRUMS=Kick Out=M82-wa 3 DRUMS=Overheads=M601 4 DRUMS=Overheads=M601		nerde Dessill Dessell D Dessill nerde (nerde Minister D Dessill nerde (Minister Brened) Brene ette		Add / Replace Delete Add / Replace Delete Add / Replace Delete Add / Replace Delete
1 DRUMS-Kickins/MB1-SH w 2 DRUMS-KickiQut_M82-wn 3 DRUMS-Dreheads-M601 4 DRUMS-Creekeads-M601 5 DRUMS-Snani-M80-SH w		nerde Dessill Dessell D Dessill nerde (nerde Minister D Dessill nerde (Minister Brened) Brene ette		Add / Replace     Delete
DRUMS-KOCKINS/MBASHA     DRUMS-KOCKINS/MBASHA     DRUMS-KOVEtheads= M604     DRUMS-Sharks/MBOSHW     DRUMS-TOM 1-M81-SHW     DRUMS-TOM 2-M81-SHW		nerde Dessill Dessell D Dessill nerde (nerde Minister D Dessill nerde (Minister Brened) Brene ette		Add / Replace     Delete
PRUMS-Kock Inst MB1-SH.w     DRUMS-Cock Overheads-M60     DRUMS-Coverheads-M60     DRUMS-Share M60-SH.w     DRUMS-TOM 1-M81-SH.w     DRUMS-TOM 2-M81-SH.w     GUTAR-CLI22:Nate-		nerde Dessill Dessell D Dessill nerde (nerde Minister D Dessill nerde (Minister Brened) Brene ette		Add / Replace Delete
DRUMS-KOCKINS/MBASHA     DRUMS-KOCKINS/MBASHA     DRUMS-KOVEtheads= M604     DRUMS-Sharks/MBOSHW     DRUMS-TOM 1-M81-SHW     DRUMS-TOM 2-M81-SHW		nerde Dessill Dessell D Dessill nerde (nerde Minister D Dessill nerde (Minister Brened) Brene ette		Add / Replace     Delete
PRUMS-Kock Inst MB1-SH.w     DRUMS-Cock Overheads-M60     DRUMS-Coverheads-M60     DRUMS-Share M60-SH.w     DRUMS-TOM 1-M81-SH.w     DRUMS-TOM 2-M81-SH.w     GUTAR-CLI22:Nate-		nerde Dessill Dessell D Dessill nerde (nerde Minister D Dessill nerde (Minister Brened) Brene ette		Add / Replace Delete
PRUMS-Rock // M82-SH.     PRUMS-Rock Overheads- M40     DRUMS-Rock Overheads- M40     DRUMS-Share M40     DRUMS-Share M40-SH.     DRUMS-TOM 1-M81-SH.     GUTAR-CLIP2-M81-SH.     GUTAR-CLIP2-M81-SH.		nerde Dessill Dessell D Dessill nerde (nerde Minister D Dessill nerde (Minister Brened) Brene ette		Add / Replace Delete Add / Replace Delete
PRUMS-Rock In: MB1-SH.w     DRUMS-Rock Out: M82-was     DRUMS-Rock Out: M82-was     DRUMS-Shall: M604     DRUMS-Shall: M604     DRUMS-TOM 1-M81-SH.w     DRUMS-TOM 2-M81-SH.w     GUTAR: CLU22.way     GUTAR: M81-SH.way		nerde Dessill Dessell D Dessill nerde (nerde Minister D Dessill nerde (Minister Brened) Brene ette		Add / Replace Delete Add / Replace Delete
PRVMS: Kock In: MBI-SHAw     DRVMS: Kock Out: M82-was     DRVMS: Kock Out: M82-was     DRVMS: Shark M60.     DRVMS: Shark M60.     DRVMS: Shark M60.     DRVMS: TOM 1- M81.SHAw     ORUMS: TOM 2- M81.SHAw     GUTAR: CU22P.Wat     KEXCLU2P.Wat     ORUMSISH Wat		nerde Dessill Dessell D Dessill nerde (nerde Minister D Dessill nerde (Minister Brened) Brene ette		Add / Replace Delete Add / Replace Delete
PRVMS: Kock In: MBI-SHAw     DRIVMS: Kock Out: M82-was     DRIVMS: Kock Out: M82-was     DRIVMS: Sharini M60-SHaw     DRIVMS: TOM 1- M81-SHAw     DRIVMS: TOM 1- M81-SHAw     GUTAR: CU-29-Was     GUTAR: CU-29-Was     REVOLVENT: M80-SHAway     ORGAN LEFT-M80-SHAway     ORGAN LEFT-M80-SHAway		nerde Dessill Dessell D Dessill nerde (nerde Minister D Dessill nerde (Minister Brened) Brene ette		Add / Replace Delete Add / Replace Delete
PRUMS-KOCK IN: MRB-SHAw     DRUMS-KOCK Out: MR2-was     DRUMS-KOCK Out: MR2-was     DRUMS-KOWENBADE: MADI     DRUMS-TOM 1- MR1-SHAw     DRUMS-TOM 1- MR1-SHAw     GUTAR: CU-2P.WR2-WAS     GUTAR: CU-2P.WR2-WAS     CUTAR: MR1-SHAw     GUTAR: MR		nerde Dessill Dessell D Dessill nerde (nerde Minister D Dessill nerde (Minister Brened) Brene ette		Add / Replace     Delete       Add / Replace     Delete
PRUMS: Kick Ins MBI-SHAw     DRIMS: Kick Out: M82-wit     DRIMS: Kick Out: M82-wit     DRIMS: Kick Out: M82-wit     DRIMS: Shahi M60-SHaw     DRIMS: TOM 1-M81-SHAw     DRIMS: TOM 1-M81-SHAw     GUTAR: CU22P.W82     GUTAR: M81-SHAw     CU22P.W82     CRGAN.LEFT: M80-SHaw     ORGAN.LEFT: M80-SHaw     ORGAN.LEFT: M80-SHaw		nerde Dessill Dessell D Dessill nerde (nerde Minister D Dessill nerde (Minister Brened) Brene ette		Add / Replace Delete Add / Replace Delete

Figure 11 - TUTORIAL mode with the RECORDING-RELATED tutorial type selected.

Recording-related	Mixing-related
1 – Loading Audio	1 – Loading Audio
2 – Setting Mic/Line Levels	2 – Setting DAW Input Levels
3 – Monitoring the Mic signal	3 – Monitoring DAW Signals
4 – Routing to the DAW	4 – Applying Equalisation
5 – Monitoring the DAW returns	5 – Adding Effects
6 – Creating a Headphone Mix	6 – Using Sub-groups

SAE Audient ASP4816 Simulator – User Guide 1.0.3 - Page 14 of 18



# Getting Started

Press z to zero the simulator (disregard if you just opened the simulator – the console is zeroed when the simulator opens). You will be asked if you really want to zero the simulator, then asked again. Click 'OK' at both prompts.

### **Recording Scenario**

Click on the TUTORIAL mode tab in the INSTRUCTION window. If the instruction window is not showing, press i . Click on the RECORDING-RELATED tutorial type if not already selected (Fig. 11). Follow the instructions in RECORDING-RELATED tutorials 1-6 using the drop-down menu.

### Mixing Scenario

Click on the TUTORIAL mode tab in the INSTRUCTION window and select the MIXING-RELATED tutorial type. Follow the instructions in MIXING-RELATED tutorials 1-6.

# Saving and Loading Console Settings

The simulator allows you to save the console's settings for later recall using the .json (JavaScript Object Notation) file format. Saving the settings saves both the CONSOLE and EFFECTS settings, but does not save the audio files which must be manually loaded each time you use the simulator.

### Saving Settings

To save the current settings, click on the SAVE AS button above the MASTER FADER. Note the buttons shown in Figure 12 are only accessible, like all other console controls, when in OPERATE or TUTORIAL modes. You will be prompted to select a name and location to save the settings file. Name your settings file, select a save location, then click 'SAVE'.

Note that the simulator saves the console and effects settings for the RECORDING and MIXING scenarios *separately*. For example, when you are in the RECORDING scenario and save your settings, you are saving the console and effects settings to the RECORDING section of the file – any previously saved RECORDING scenario



settings (console and effects) in the file are overwritten, but any previously saved MIXING scenario settings remain intact.

Alternatively, when you are in the MIXING scenario and save your settings to a file, you are saving your console and effects settings to the MIXING section of the file – any previously saved MIXING scenario settings in the file are overwritten, but any previously saved RECORDING scenario settings remain intact.

Once you have saved your settings to a file, to save again simply click SAVE. This will overwrite the previously saved settings file – but only for the selected scenario as detailed above. To save your settings to a new file (and not overwrite any part of the previously saved file), click SAVE AS.

When you close the simulator, you will be prompted to save your settings.

### Loading Settings

Before loading a previously saved settings file, you need to decide which SCENARIO you are going to be working in, RECORDING or MIXING.

Select the scenario by clicking on the OPERATE mode tab in the INSTRUCTION window and clicking on either RECORD or MIX. Alternatively, you can select your scenario by clicking on the TUTORIAL mode tab in the INSTRUCTION window and clicking on either RECORDING-RELATED or MIXING-RELATED. Once you've selected your scenario, press the LOAD button on the console (located above the MASTER FADER) and select a previously saved settings file.

## Recording

The console's stereo mix bus can be recorded to a stereo audio file using the red RECORD button in the transport controls above the MASTER FADER. The recorded signal is post-master fader but pre-main loudspeaker level control. When you press RECORD, you will be prompted to choose a name, destination, and file type for the stereo audio file. The RECORD button will then start flashing, indicating that the simulator is recording audio. Press PLAY and you will be recording the stereo mix bus. Press RECORD again or STOP to end the recording.



# Effects

There are four effects included in this version of the simulator: two mono delays and two stereo reverbs. Table 2 details the auxiliary sends, effects, and returns.

Auxiliary Send	Effect	Return
Aux 1	Mono Delay	Stereo Input 1 Left and Right (mono)
Aux 2	Mono Delay with HPF	Stereo Input 2 Left and Right (mono)
Aux 3	Stereo Reverb	Stereo Input 3 Left and Right (stereo)
Aux 4	Stereo Reverb	Stereo Input 4 Left and Right (stereo)
Aux 5	Unused	
Aux 6	Unused	

## Audio Settings

### Turning Audio Processing On/Off

To turn audio processing on/off, click the loudspeaker icon in the top-right of the console. Note that this control, and all others on the console, cannot be accessed while in OVERVIEW or DETAIL mode.

### Audio Settings Window

Press a to open the Audio Settings window (Fig. 12). The power button in the topleft corner turns audio processing on/off and is linked to the loudspeaker icon in the top-right of the console. If you are using headphones, you may need to select headphones as the output device.

### Supported Audio File Types

The simulator supports (will playback) *mono* .wav, .aiff, .mp3, .flac, and .m4a audio files. Stereo audio files are not supported.



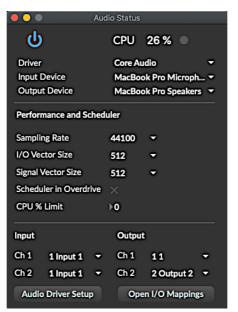


Figure 12 - The Audio Settings Window.

# Keyboard Shortcuts

1 – 5	Zoom in to one of the five pre-set zoom levels.
а	Opens the <b>a</b> udio setting window.
h	Enables/disables the pop-up hints when you hover the mouse over a control.
i	Shows/opens the INSTRUCTION window.
shift	Hold shift when adjusting a dial or fader to enable the fine adjustment
	mode.
<b>光1</b>	Selects OVERVIEW mode
<b>Ж</b> 2	Selects DETAIL mode
Ж3	Selects OPERATE mode
<b>光</b> 4	Selects TUTORIAL mode
r	Resets the simulator (resets all console controls to their default state,
	clears all audio files).
z	'Zeros' the console (resets all console controls to their default state).

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