HARVEY®

Quickstart Manual to the HARVEY Composer

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Contents

1 Cockpit

When you start the HARVEY Composer program, the so-called Cockpit opens automatically. The Cockpit acts as a central administrative unit and is divided into the two areas Project management and System communication. Project management can be used to create, open and save projects. The last-opened projects can be called up in a list. System communication is used to manage all of the HARVEY mx.16 available in the network.

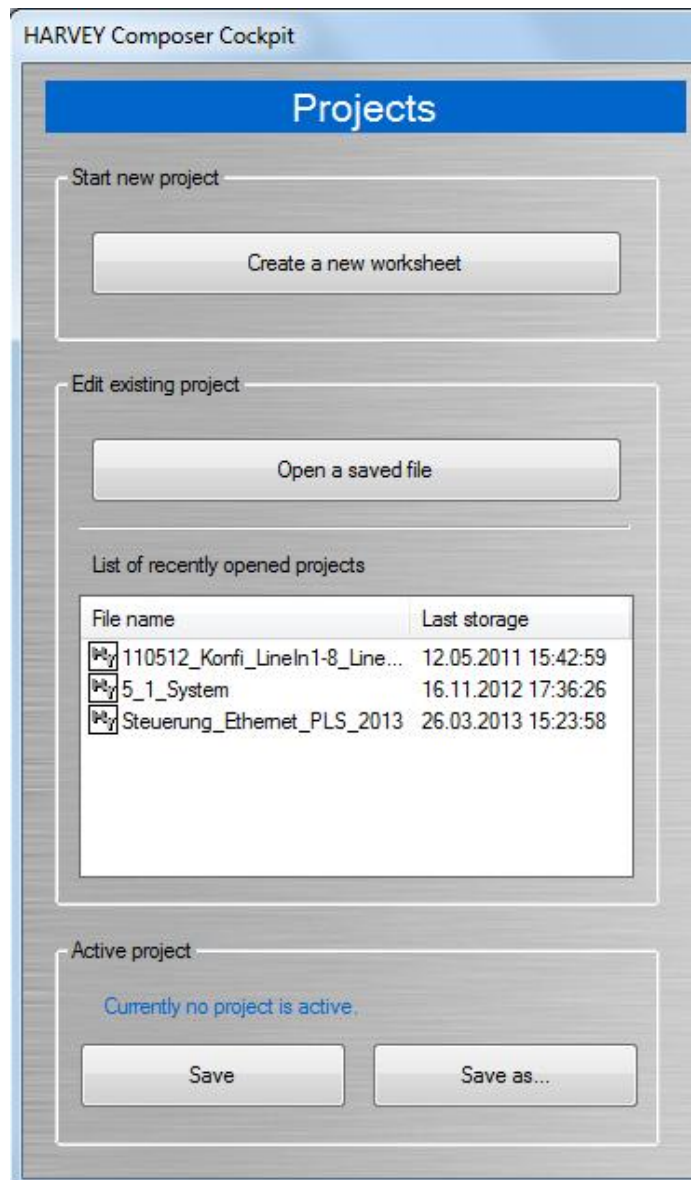To create a new project, click *Create a new worksheet*.

Figure 1-1: Project management in the Cockpit

2 Main window

In HARVEY Composer, all display functions and editing tools are integrated into one single, clearly structured main window. Libraries, toolbars and context menus can always be accessed directly. The main window is divided into four areas:

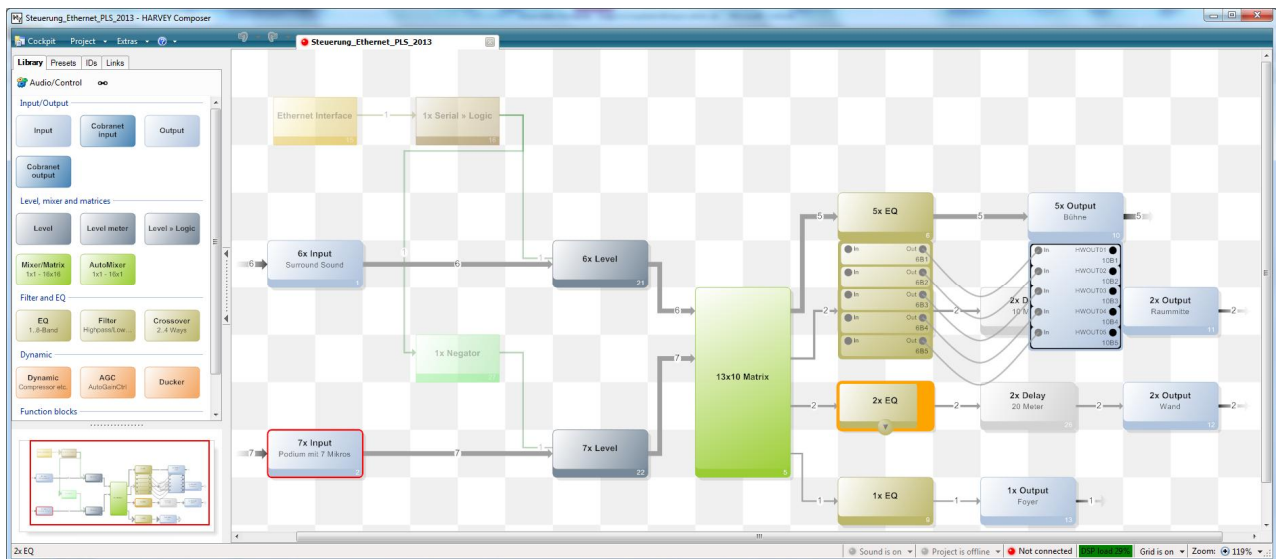- Menu bar
- Sidebar with Bird's View
- Worksheet
- Status bar

Figure 2-1: Main window

2.1 Grid

The worksheet works with a grid and all elements are aligned according to this. The grid can be activated and deactivated at the bottom right in the status bar.
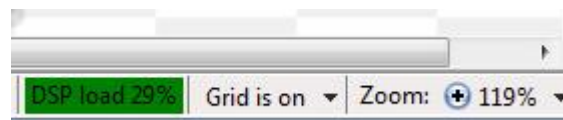

Figure 2-2: Grid On/Off

3 Creating a project

3.1 Project tab

Several projects can be opened simultaneously in the main window and can be edited independently of one another. You can switch between projects using the project tabs.
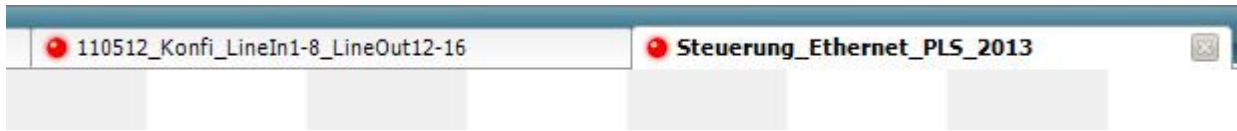

Figure 3-1: Project tab

3.2 Library

The *Library* tab is located in the sidebar on the left. The Library holds all function elements that you need to create a project in standby.

In these short instructions, you will create a simple installation consisting of two sources and one output for PA.

3.2.1 Inputs and outputs

Drag an input from the Library to the Worksheet. The *Block properties window* opens automatically. You can enter a name here and specify the number of channels. Name the block 'Source 1', increase the no. of channels to 2 and close the window by clicking *Apply*.
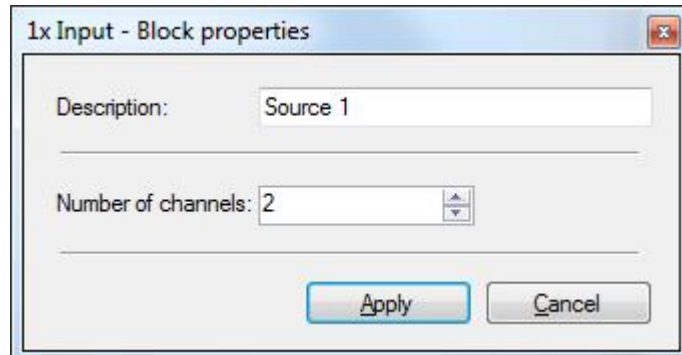

Figure 3-2: Block properties

The Connection editor now opens automatically. The 16 inputs of the HARVEY mx.16 are displayed schematically on the left-hand side, while the block of Source 1 with its inputs and outputs can be found on the right-hand side. You can now connect the inputs and outputs manually with one another at selected ports or do the wiring automatically. In automatic wiring, the ports available on the HARVEY mx.16 are used in sequence.
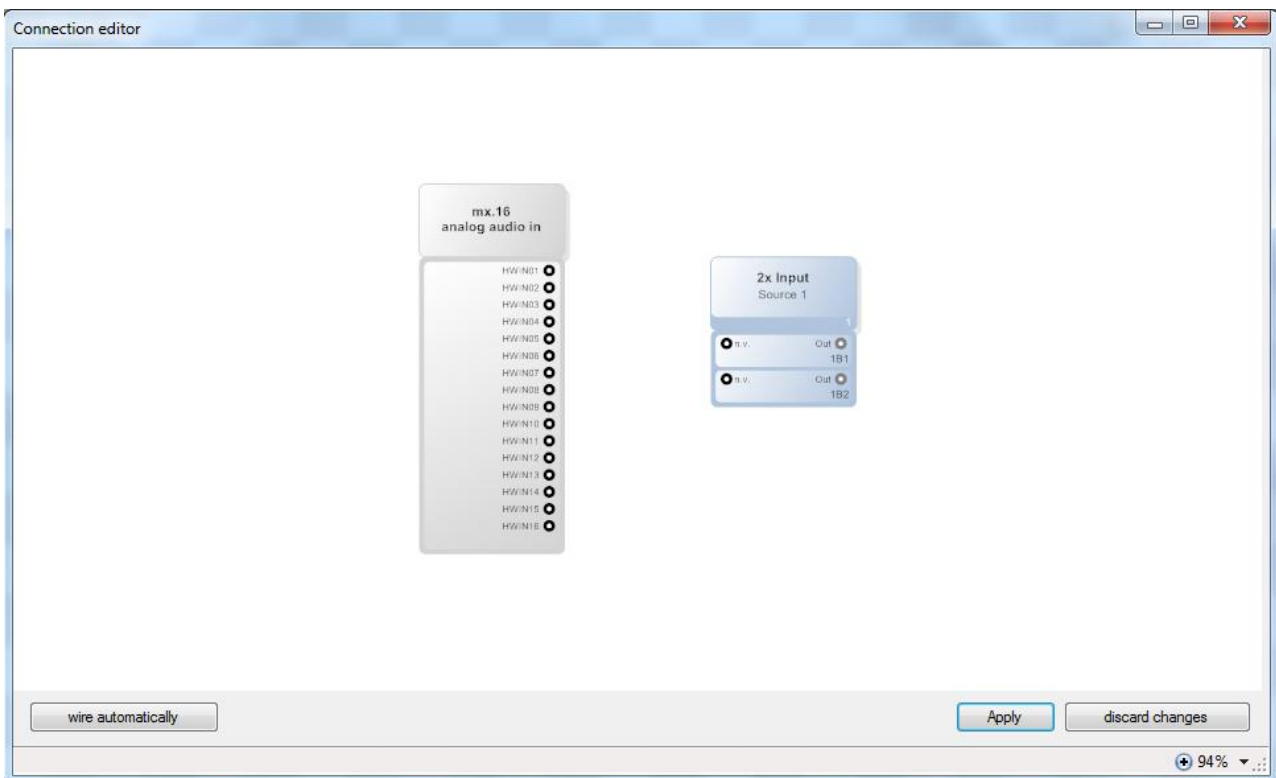

Figure 3-3: Connection editor input block

Close the Connection editor by clicking the *Apply* button.

Create Source 2 in the same way. In the Connection editor, next to the newly created block, the already existing Source 1 is displayed.

Next, create a "PA" output block with 2 channels. Position the output block at a small distance away from the input blocks so that you have enough space for the other elements. The project should now look as follows:

Figure 3-4: Project with inputs and outputs

3.2.2 Mixer

A matrix is needed to bring together the audio signal of the two Sources. Drag a Mixer/Matrix block from the Library onto the worksheet and position it between the inputs and the output.

3.3 Dragging bundles

The blocks are once again wired together automatically. Place the cursor over the right-hand part of the input block until the cursor changes into an arrow. Now press the left-hand mouse button and keep it pressed while you drag it slowly rightwards. Drag the connection to the Matrix and let it drop on the left-hand part of the block. The Connection editor then opens automatically once again. The number of single connections in the bundle is adjusted automatically to the number of the input channels of Source 1.
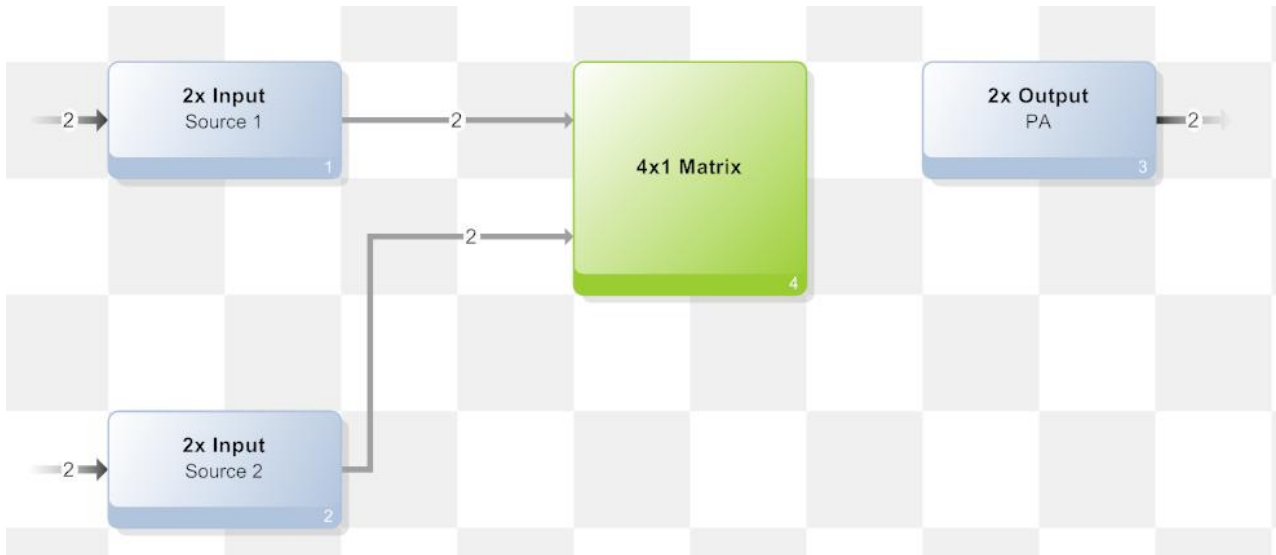
Figure 3-5: Project with 4x1 mixer

To drag a connection between Mixer and Output, start at the output block and drag the connection leftwards to the Mixer block. This is necessary, because the source for dragging the connection always defines the number of single connections contained in the bundle. The connection therefore has to be dragged from the PA block in order to maintain a dual-channel connection.

3.4 Automatic feature

When you move a block, the audio lines in question are realigned. An automatic process evaluates the existing space situation and then generates connections that are as direct and short as possible. This automatic process also checks whether a block can be stored at a certain place. If that is not possible, the cursor changes into a circle with a line through it and the block being held is displayed as transparent.
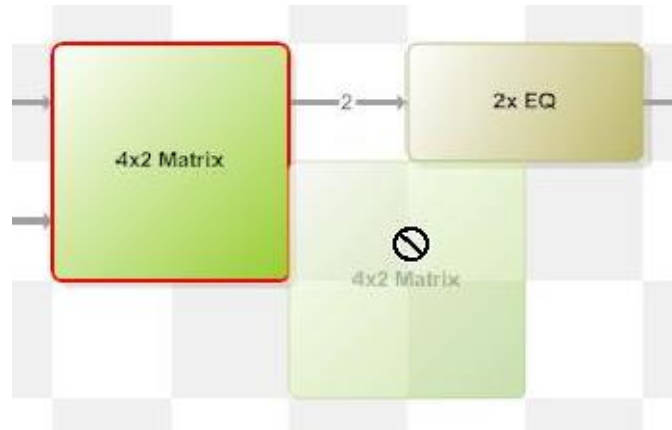

Figure 3-6: Check "Store block"

3.5 Inserting audio functions

The HARVEY mx.16 has a great number of audio functions. To insert an EQ into the installation, simply drag the EQ block in question out of the Library on to the Worksheet and drop it over the channel bundle between the Matrix and the Output block. The preview displays how the adjacent Output block is moved. If necessary, audio connections are also realigned.

Figure 3-7: Inserting audio functions

3.6 Cancelling

The last 32 worksteps are saved in a log in the HARVEY Composer. Using the Cancel/Repeat buttons, you can cancel individual steps or recover them again. You can jump back to a certain place in the editing history using the Log, which can be opened with the small triangle.

3.7 Saving

The project is now ready and only has to be saved. To do this, open the Cockpit and press the *Save* button. After you have specified a file name and decided where you want to save it, the Log window for the project opens. Comments on this saved version can be recorded here.

4 Parameterizing projects

4.1 Difference between Configure/Parameterize

What is meant by configuring in the HARVEY Composer is defining the properties of blocks and connections. This includes, for example, specifying the number of channels.

What is meant by parameterizing is setting the parameters for the audio functions, for example, the frequency of the EQ.

4.2 Parameter dialog

Double-clicking the block takes you to the Parameter dialog. This provides access to the setting options relevant for the block.
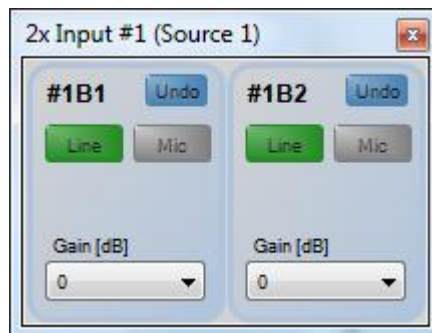

Figure 4-1: Parameter dialog of an input block

As the first eight input channels of the mx.16 can also be used as microphone inputs with connectible phantom power, the corresponding switches for Line and Mic are displayed. If you select Mic, an option to activate phantom power is also displayed. Depending on the input type, the setting options for the gain also change.

Parameter dialogs do not have any buttons like *Apply* or *Abandon*; instead, the settings are activated immediately when the HARVEY Composer is connected to an mx.16. As such, you can hear the change immediately, for example, in the amplification or frequency of an EQ. Despite this, all settings activated since opening the Parameter dialog can be cancelled using the *Undo* button which is located in the window itself.

4.3 Context menu

The properties of a block can also be called up retrospectively via the Context menu and adjusted. Right-click the Matrix. Under Properties you will find the menu point *Block properties.* Here you can specify the name, the number of the inputs and outputs as well as different matrix types. Under Settings in the context menu you will find the Parameter dialog, which you already know.
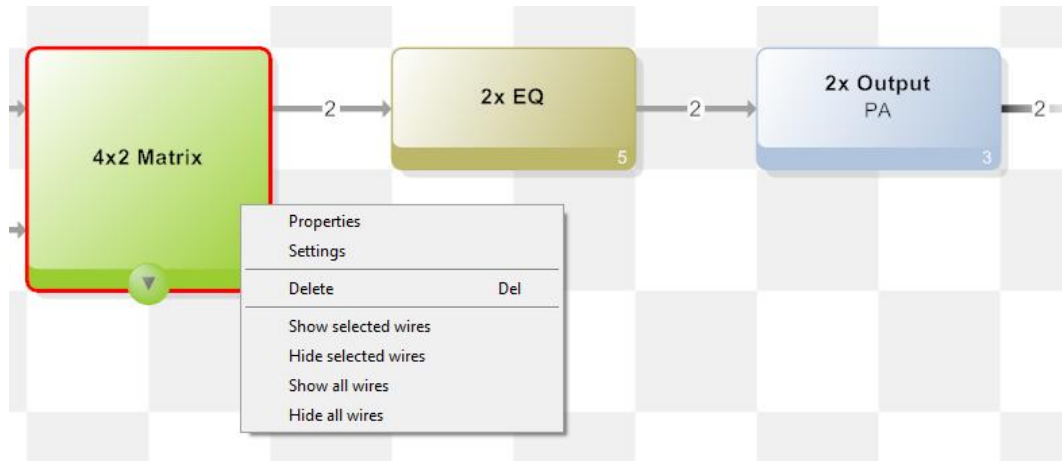

Figure 4-2: Context menu of a block

5 Transferring projects

In the HARVEY Composer, projects are created and edited offline. In the online mode, the created project can be transferred to the mx.16 hardware.

5.1 Systems communication

The System administration is located on the right-hand side of the Cockpit. It is sub-divided into two columns and devices.
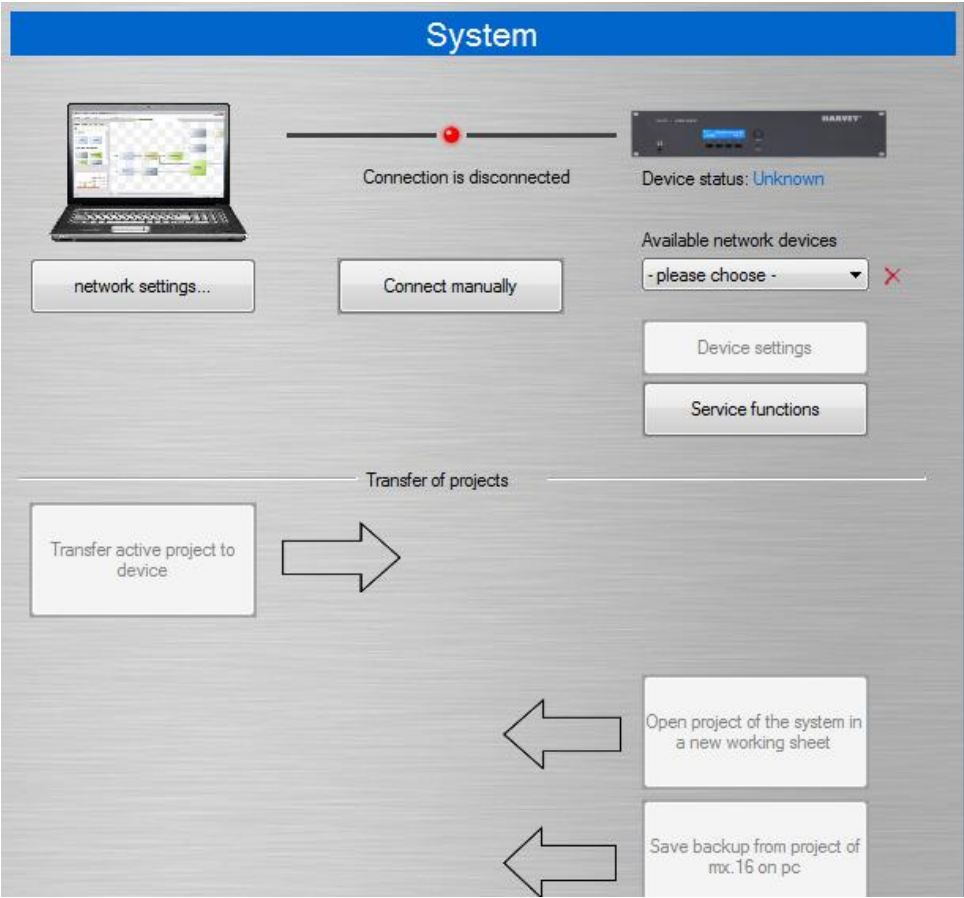

Figure 5-1: Cockpit system

5.2 Connecting

A network connection has to be established, before your PC and the mx.16 can communicate with one another. To do this, select the system you want from the "Systems available in the network" list and click *Connect*. While the connection is being made, the LED is yellow and becomes green immediately when the connection has been established successfully.
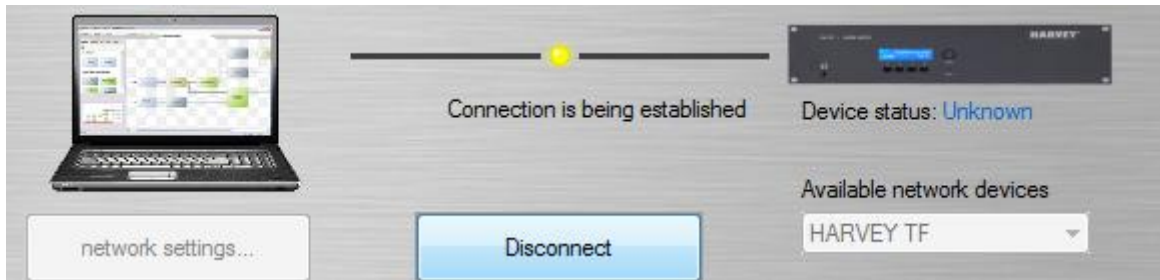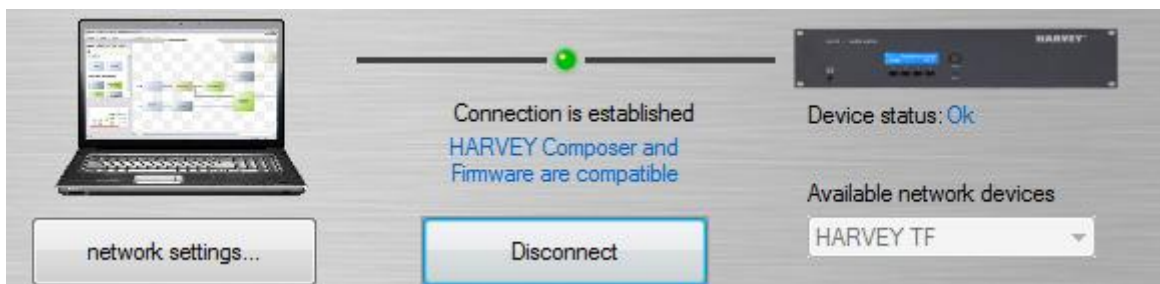

Figure 5-2: Connecting

Figure 5-3: Connected

5.3 Transfer

In online mode, you can transfer the current project into the connected mx.16 or also transfer a project out of the mx.16 into the HARVEY Composer. Click "Transfer active project to device" and confirm the query about overwriting the project. The project is now transferred and a success message is displayed.
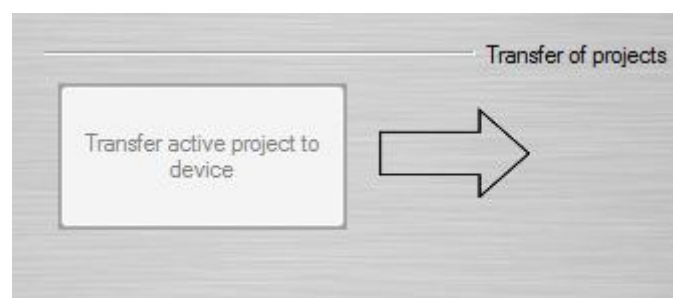

Figure 5-4: Transfer project to device

5.4 Online mode

If the HARVEY Composer and the mx.16 are connected to one another, the online mode is active. This is displayed at the following places in the HARVEY Composer:

- The LED in the project tab is green
- The status line displays *Project is online* with a green LED
- All mx.16 audio transmissions have been switched off (sound off, red LED)
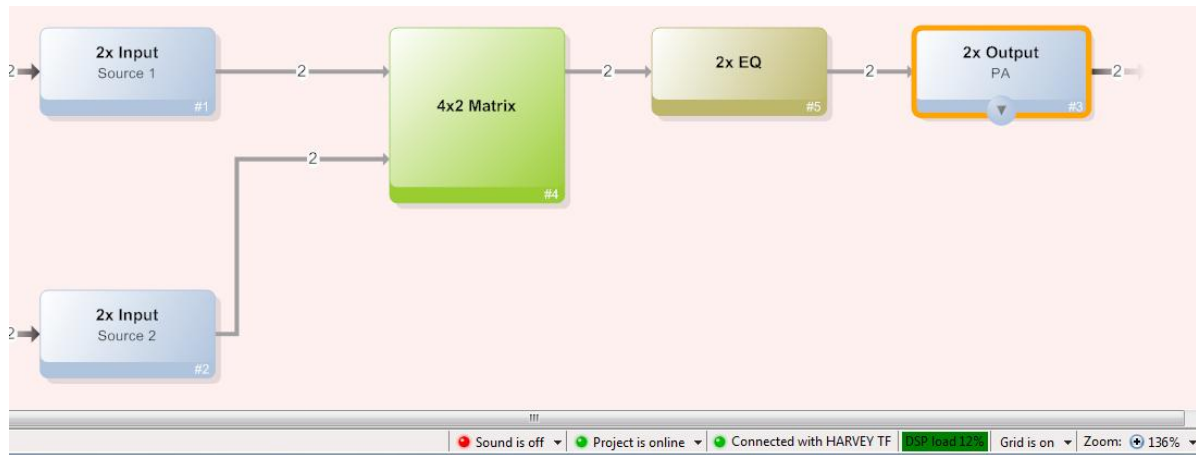- The raster has faded out

Figure 5-5: Online mode

When the raster fades out, this signalises that no changes can be made to the project configuration in online mode. However, it is possible to set the audio function parameters and parameterisation takes place immediately.

After a project has been transferred, the sound on the device is switched off globally. This is done for safety reasons, so that any possible configuration errors cannot cause damage to external devices such as loud speakers. The sound can be switched on and off using the switch in the status bar.

5.5 Saving settings

If you have connected Source and Amplifier to loud speakers on the mx.16, you can now make the necessary settings in the Parameter dialogs in the blocks. These are saved in the device and also continue to be active after the mx.16 has been switched off and on again.

To save these settings on your PC as well, you only have to save the project in the HARVEY Composer while in online mode.

List of figures