M|M Mellowmuse

Auto Time Adjuster

Operation Manual

Total: 0   Sensitivity: -64 dB
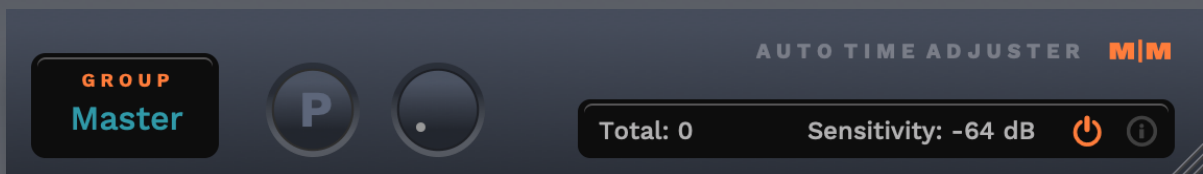
Auto Time Adjuster overview

Auto time adjuster is a plugin delay compensation (PDC) plugin, originally designed for use in Pro Tools LE 7 & 8 (RTAS), as they lacked built-in PDC. ATA continues to be a useful tool with newer versions of Pro Tools (9+/AAX) that include PDC, as users can benefit from the large latency limit (50,000 samples), and the increased accuracy of measuring plugin latency directly (including outboard), rather than relying on the values reported by plugins.

ATA is inserted on each track in your mix. The actual latency of all plugin and outboard inserts is then measured using a short burst of audio, or 'ping' triggered from the ATA inserted on the master fader. ATA then calculates and sets appropriate delays for each ATA on each track or bus, bringing all tracks into alignment and providing the tightest timing possible.

System requirements

Windows: Windows 10 64bit
OSX: OS X 10.9+ 64bit Intel and ARM
Formats: AAX

Installation

Download the latest installer from **http://www.mellowmuse.com/ATA**. Without a valid license the plugin will run in demo mode, inserting silence in the audio output at random intervals.

Authorize online

On purchase you will be emailed a serial number. With an active network connection in place, load the plugin in your DAW and click the info (i) button in the bottom right hand corner. Enter the email address you used when purchasing and the serial number. The plugin will connect with our server to authorize.

Authorize offline

You can also login and download your license files via our user area at: **http://www.mellowmuse.com/user**. Unzip the downloaded xxx.lic file and place in the following folder:
Windows: /Program Files/Mellowmuse/Licenses
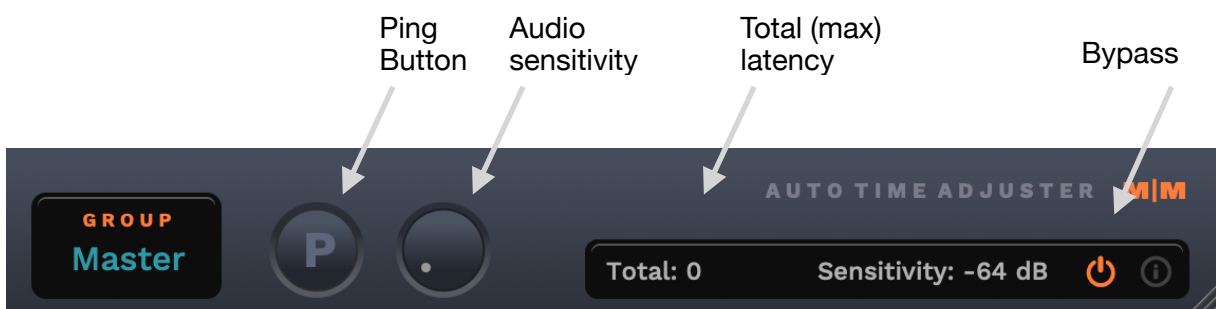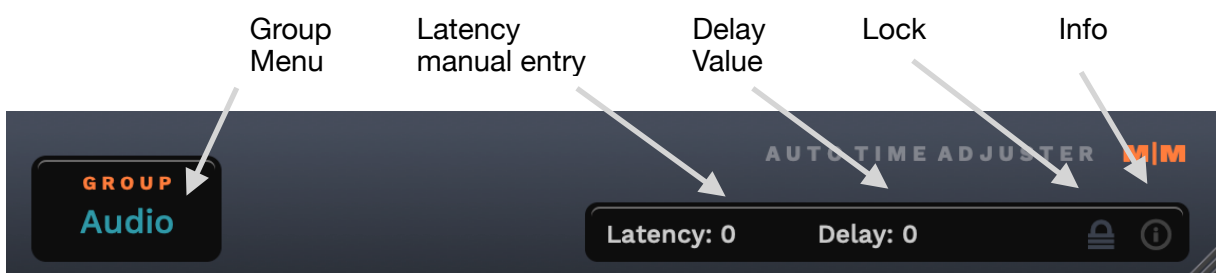**Macintosh:**   /Library/Application Support/Mellowmuse/Licenses

Technical Support

Email us at: **support@mellowmuse.com**.

Using ATA, groups and routing

ATA is placed on all tracks in a session, and works by sending an audio spike (ping) from each ATA to measure and compensate for the total amount of latency caused by all plugins across all channels in your session.

Each ATA must be placed *before* all other plugins inserts on each track. With the exception of virtual instruments, where ATA must be placed *after the VI* (as it will block the ping). Each instance of ATA that you insert has to be assigned the correct group in the ATA drop down menu. And a specific approach to routing track and aux outputs has to be followed for ATA to work correctly. The diagrams on the following pages outline this routing in detail. The key to understanding the routing is that it works in *layers* each feeding into the next.

Once the session is setup correctly, with the transport stopped, press the "P" button on the master ATA, to send the measuring signal. If the signal passed through all channels to the master fader successfully then all ATAs will update their delay setting and the session should play with all tracks in sync. You should bypass effect plugins like delays and reverbs or heavy processing effects as they can block the ping. You can lock individual ATA with the lock button if they are probelmatic. You can also enter the latency value manually by clicking the value and entering it.

Group Menu | Latency manual entry | Delay Value | Lock | Info

GROUP
Audio

AUTO TIME ADJUSTER

Latency: 0   Delay: 0

Ping Button | Audio sensitivity | Total (max) latency | Bypass

GROUP
Master

AUTO TIME ADJUSTER

P

Total: 0   Sensitivity: -64 dB

Ping troubleshooting

If you are having problems check:

1) No **solos** or **mutes** are active **when pinging**, this will stop the ping signal.
2) No track faders are completely at ∞ (minimum position or very low) **when pinging**, again this will block the ping signal.
3) Reverb and Delay plugins, will always need to be **bypassed** before pinging as they produce multiple images of the ping signal and so interfere with the process. This may also be true for other types of plugin dependent on settings, **when in doubt bypass everything**, (option-command/control click a plugin to bypass a whole row)
4) External hardware inserts might need their processing **bypassed** by setting their mix control to 100% dry.
5) Try setting your audio interface buffer size to 512 or 1024. 512 usually works well.

Recording

Tracks can be recorded while using ATA in a session as follows:

1) Add a new track to your already ATA compensated session, **don't** add an ATA to this record track, route it to the main output.
2) Record your track along to the compensated mix. Finish recording, then shift this newly recorded audio early by the amount shown in the "Total" delay figure in the ATA Master (you only need to do this once after the track is recorded).
3) Add an ATA to the recorded track and set its output as per the rest of your audio tracks.

Video

Video tracks can not currently be automatically delayed using ATA. In order for Video to playback in time with an ATA compensated session you need to set the Video delay offset in Pro Tools to the maximum compensation delay added by ATA. You can find this amount of offset by looking at the Master ATA "Total" delay figure. You will need to update the Video offset after each change to latency in your session.

Grouping and Routing diagrams

Audio only - 1 layer (no aux sends)

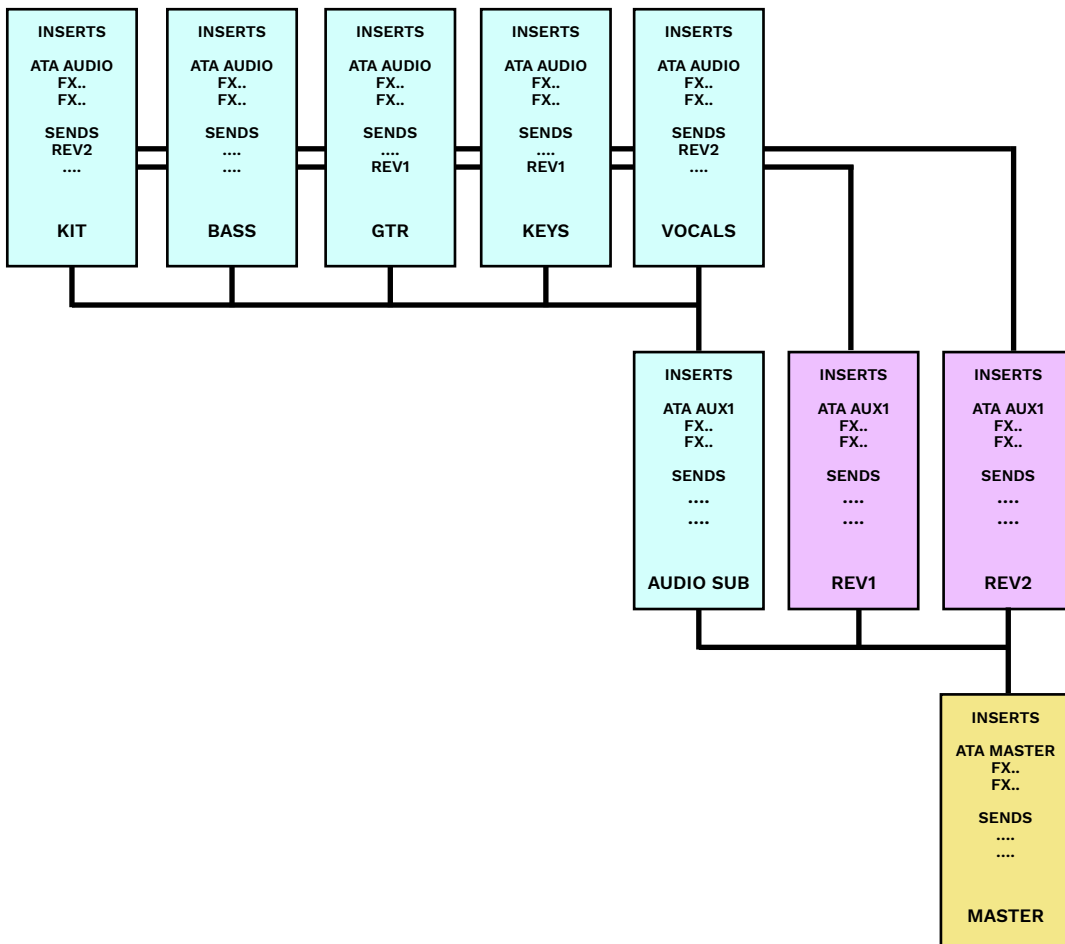| INSERTS	INSERTS	INSERTS	INSERTS	INSERTS
ATA AUDIO	ATA AUDIO	ATA AUDIO	ATA AUDIO	ATA AUDIO
FX..	FX..	FX..	FX..	FX..
FX..	FX..	FX..	FX..	FX..
SENDS	SENDS	SENDS	SENDS	SENDS
....	....	....	....	....
....	....	....	....	....
KIT	BASS	GTR	KEYS	VOCALS

MASTER
INSERTS
ATA MASTER
FX..
FX..
SENDS
....
....

Audio & sends - 2 layers

INSERTS	INSERTS	INSERTS	INSERTS	INSERTS
ATA AUDIO	ATA AUDIO	ATA AUDIO	ATA AUDIO	ATA AUDIO
FX..	FX..	FX..	FX..	FX..
FX..	FX..	FX..	FX..	FX..
SENDS	SENDS	SENDS	SENDS	SENDS
REV2	....	....	....	REV2
....	....	REV1	REV1	....
KIT	BASS	GTR	KEYS	VOCALS

INSERTS	INSERTS	INSERTS
ATA AUX1	ATA AUX1	ATA AUX1
FX..	FX..	FX..
FX..	FX..	FX..
SENDS	SENDS	SENDS
....	....	....
....	....	....
AUDIO SUB	REV1	REV2

MASTER
INSERTS
ATA MASTER
FX..
FX..
SENDS
....
....

Audio & sends - 3 layers

INSERTS	INSERTS	INSERTS
ATA AUDIO FX.. FX..	ATA AUDIO FX.. FX..	ATA AUDIO FX.. FX..
SENDS REV1	SENDS REV1	SENDS REV2 ....
GTR	KEYS	VOCALS

INSERTS	INSERTS	INSERTS
ATA AUX1 FX.. FX..	ATA AUX1 FX.. FX..	ATA AUX1 FX.. FX..
SENDS	SENDS .... CHORUS	SENDS DELAY ....
AUDIO SUB	REV1	REV2

INSERTS	INSERTS	INSERTS
ATA AUX2 FX.. FX..	ATA AUX2 FX.. FX..	ATA AUX2 FX.. FX..
SENDS	SENDS	SENDS ....
AUX1 SUB	CHORUS	DELAY

INSERTS
ATA MASTER FX.. FX..
SENDS ....
MASTER