Drag Net Presets and AMX

Drag Net products (and every Rane device that contains memories or Presets), all follow the same basic approach to stored and current settings.

Drag Net products contain 24 Presets, plus a working memory. We think of working memory as Preset "zero" or the current settings which are always heard. When editing a Live device, you are always editing Preset 0 and such changes are immediately stored and saved in working memory. This means that when the computer crashes (yes, it's Windows, it will crash) you lose nothing since every change you make to a Live device is automatically and immediately stored in Preset zero. This also explains why Drag Net's Save button and File menu selection for saving are both grayed out when you're editing a Live device. Storage configuration files on your hard drive are different in that they must be saved if you wish to keep your changes.

When the Drag Net device powers down or when Windows crashes, the current working memory will have been previously saved. When power is restored to the unit or you've rebooted Windows (again), Preset 0 is recalled and you're back where you left off and you have lost no settings.

For Drag Net version 2.0.x.x, once you've edited working memory to your liking, you can chose to place any or all processing blocks and all their current settings into a stored Preset, 1 through 24. When recalling, the blocks and their settings from the stored Preset are overlaid on top of the current settings (preset 0) and the contents of the Preset remain intact.

Why is this important for an AMX programmer to know? Because many control systems require the end user to, for example, alter a Level control. Typically, some previously recalled Preset would have the Level stored so the audio starts at a reasonable volume. Then, as needed, the end user can adjust it from this starting point. The above approach to Presets permits the end user to turn down the audio level all the way (mute) if so desired. If they then leave the room with the Level turned down all the way, the next user of the room can see on the touch screen that the level is turned down all the way or muted. They'll know to turn it up.

We've heard rumor that some non-Rane devices alter the Preset directly, thus when the Preset is recalled, the Level starts out fine, but once the end user mutes the level, the rumored device stores this muted setting in the Preset. Yikes. This means that the next time the end user recalls the Preset to get to some starting point for the room, the level would be muted. This is not very elegant and is only one reason for the above Preset 0 Rane approach. Another is the *what you see is what you get* (WYSIWYG) requirement; the settings on the screen better reflect what is heard. And with the known that Windows will crash and the power will someday go off when it is inconvenient, the current settings must always be kept safe in Preset zero.