

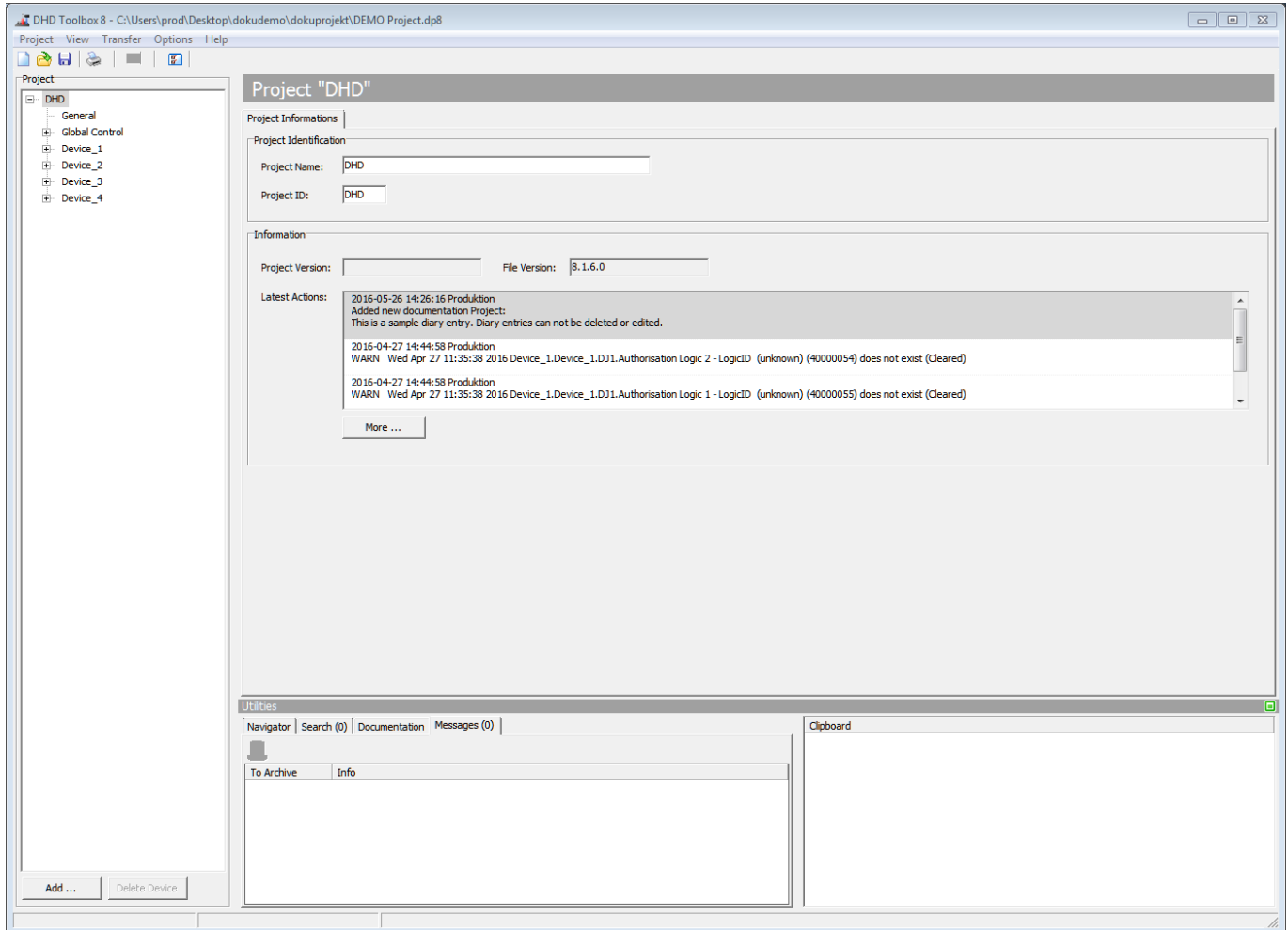
# Table of Contents

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<b>Project Information</b> .....	1
<b>Project Identification</b> .....	1
<b>Information</b> .....	2
History .....	2
<b>Project</b> .....	3
Context Menu .....	4
Add 52/XC .....	5
Add 52/XD .....	5
Add 52/SX Config .....	5
Add 52/DX Config .....	6
Extended Feature Mode .....	6
Add Third Party Device .....	6
Delete Device .....	6
Duplicate Device .....	7
Clone .....	7

# Project Information

When you click on **<Project> Node** (Default name for each new project is **New Project**) in the project tree on the left, the **Project Information** tab opens.



General Project settings page on **<Project> Node**.

## Project Identification

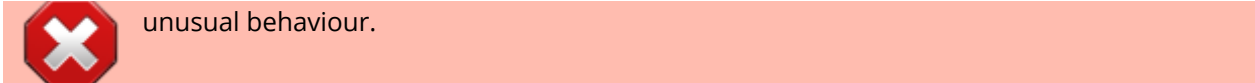
In the **Project Identification** area you can set the **Project Name** with up to 26 digits length and **Project ID**, up to 4 digits.

Default **Project Name** is **New Project**. A new project will have a random generated project ID. You can change it to your needs.



### Warning

If you have multiple DHD projects in the same network, make sure not to use the same **Project ID** for multiple projects. This may cause doubled Logic IDs, package loss and other



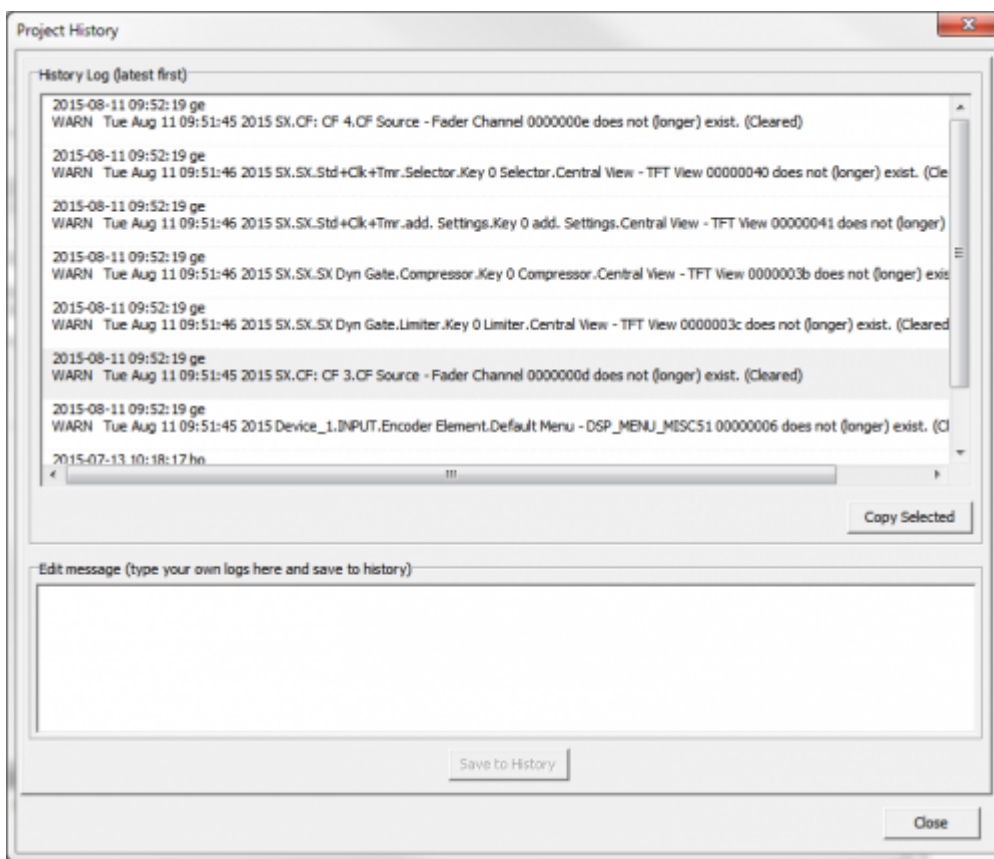
## Information

In the **Information** area you see information about the Project Version and File Version (matching to used TB8 version).

**Latest Actions** shows the last entries into the **History**. You can see the full History and add entries with the **More ...** button.

## History

Using the **History** function in the **Project** menu of TB8, you can log modifications of the configuration. This way, you can reproduce later on, which user made which modifications of the system at which time.



*Project History, logging modifications during configuration.*

In the **Project** menu click **History**; the **Project History** window opens. In the **History Log** area, the single entries are shown with date and time, as well as the login name of the user (Microsoft Windows Login) who created the entry. TB8 itself logs some processes, for example when and by who a configuration was originally created. Other changes that seem important to you can be inserted manually.

To do this, in the **Edit** message area, enter the new message and click **Save to History**.

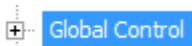


**Note**

A history entry can **not** be changed or deleted, once the entry was saved.

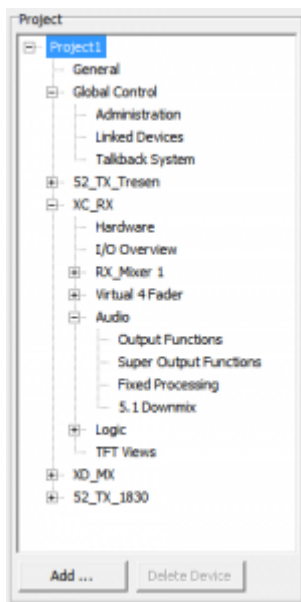
## Project

The **Project** area on the left-hand side of the TB8 main windows shows the project tree. This provides the configuration information in a tree-structure. This project tree shows general options (see [General Settings](#)) and device specific options (see [Device Properties](#)) in each node. The devices are shown with their appropriate names.



*Global Control node with +-symbol*

In front of the **Global Control** node and the devices you can see a plus symbol. This symbol indicates a node with subsections. Click on a plus symbol to get access to different parts of the configuration.



*Project area with nodes for general settings and device specific settings*



*Project area with nodes for general settings - in a new project*

To navigate through the project tree use the left mouse button, some functions can also be accessed using context menu by pressing the right mouse button.

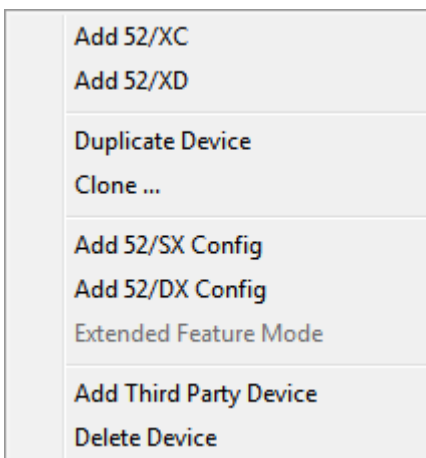
To add a new device to the project click **Add** at the bottom of the **Project** area or use the context menu.

If a device is selected, you can remove it by clicking **Delete Device** or use the context menu.

Sections in the project tree, which can be renamed by the user, for example a mixer, are written in this manual in angle brackets `<` and `>`. A typical path in the project tree is, for example `<device>/<mixer>/Fader Channels`.

## Context Menu

Right-click in the **Project** area to see the context menu.



*Context menu of the project area*

The **Duplicate Device** and **Clone ...** options are available when you click on a device node.

The [Extended Feature Mode](#) is available when you click on a 52/SX Config or a 52/DX Config.

## Add 52/XC

Select **Add 52/XC** and a 52/XC2 core (52-7420) will be added as new device with its own node (Device\_1...n) to your project. You can change the core type in the **Units Options** area at the [Hardware](#) node.

This device can be used with all Series 52 control modules (52/MX, 52/RX, 52/SX, 52/DX, 52/TX)

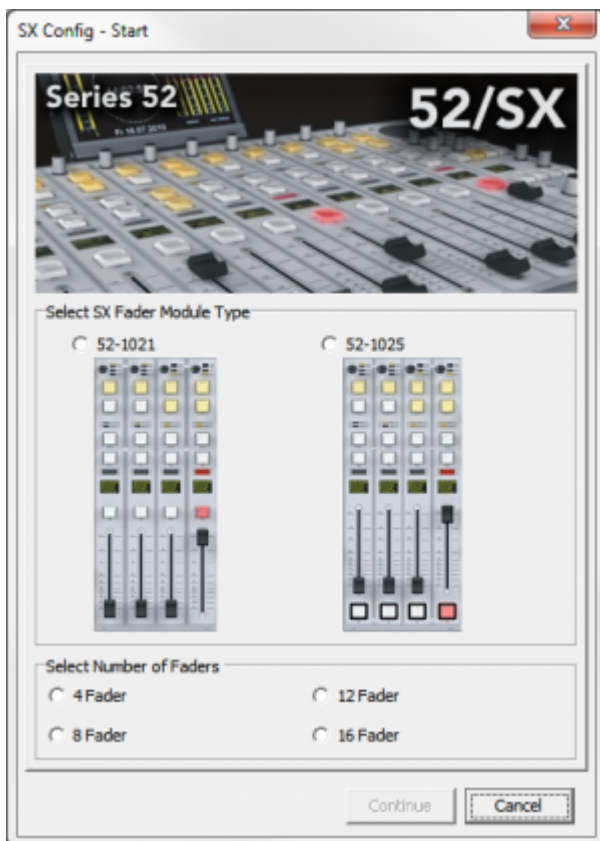
## Add 52/XD

Select **Add 52/XD** and a 52/XD2 core (52-7440 with 52-7456) will be added as new device with its own node (Device\_1...n) to your project. You can change the core type in the **Units Options** area at the [Hardware](#) node.

This device can be used with all Series 52 control modules (52/MX, 52/RX, 52/SX, 52/DX, 52/TX)

## Add 52/SX Config

To add a 52/SX bundle to your project file select **Add 52/SX Config** the **SX Config - Start** window will be shown.



*SX Config Start window*

Select the fader type and the number of Faders and click **Continue**. An already configured 52/XS2 (52-1810) based device will be added to your project. You can change the core type on the **Hardware** tab and there in the **XS Core** area. See [52/SX Mixing Console Manual](#)

## Add 52/DX Config

To add a 52/DX bundle to your project file select **Add 52/DX Config**.

An already configured 52/XS2 (52-1830) based device will be added to your project. You can change the core type on the **Hardware** tab and there in the **XS Core** area. See [52/DX Mixing Console Manual](#)

## Extended Feature Mode

The **Extended Feature Mode** is available when you right-click on device node created with the 52/SX Config or a 52/DX Config.

This Extended Feature mode opens the configuration of preconfigured 52/SX or 52/DX devices. Each settings node of the device will be shown the configuration can be continued like with 52/XC2 or 52/XD2 devices.

To load this configuration into a 52/XS or 52/XS2 core the 52-1950 license is required for this core.



### Important

Without "52-1950 XS Core extended feature upgrade" license in the core the configuration can not be loaded into the device.



### Warning

The **Extended Feature Mode** can not be reversed to the default configuration created with the 52/SX Config or 52/DX config.

## Add Third Party Device

**Add Third Party Device** adds further devices to the project, which the DHD mixing and routing systems are able to communicate with. These devices can not be configured using Toolbox8.

## Delete Device

Click **Delete Device** to remove a selected device from this project file.

## Duplicate Device

To create a copy of a device, for example for an installation with almost identical studios, right-click on a device in the **Project** area and select **Duplicate Device** from the context menu. Now the TB8 creates an editable copy of the selected device with configuration settings you already made. From now on the copy is an device with its own configuration that can be adapted further on.

**Tip**

Use this **Duplicate Device** feature instead of exporting a device and then importing the device again.

## Clone

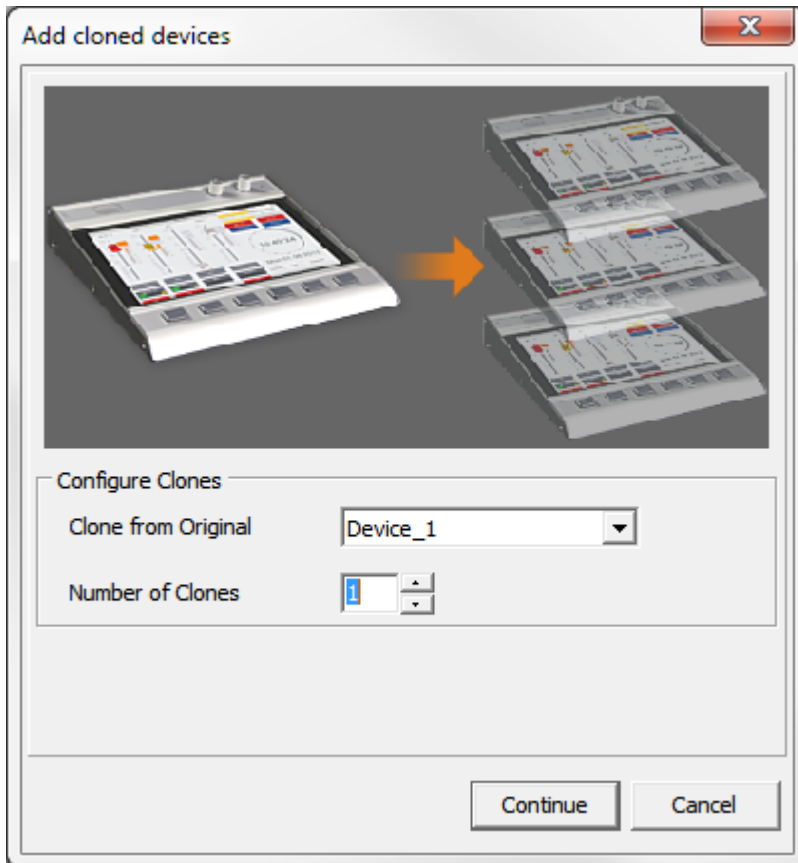
In an installation with many independent and identical consoles, for example edit booth or journalist desks the configuration of these devices can be simplified by using the **Clone** tool.

**Tip**

These cloned devices will always have the same configuration as the original device. The cloned devices can not be configured independently.

1. Right-click on a device in the **Project** area and select **Clone** from the context menu. The **Add Cloned Devices** window will be shown.





*Add Cloned Devices window*

2. In the **Configure Clones** area, select a device from the **Clone from Original** list that should be the source configuration for all clones.
3. Select the number clones that should be created.
4. Click **Continue**.

The TB8 adds device clones as separate nodes to the project tree. The cloned devices are named **W Dolly\_1..n**. Select the device to change device parameters like **Device Name** or **Original Device** on the **Options** tab.

**Page Title: Project Information**

Permanent link:

[https://support.dhd.audio/doku.php?id=tb8:project\\_information](https://support.dhd.audio/doku.php?id=tb8:project_information)

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