YAMAHA

TF5 / TF3 / TF1

DIGITAL MIXING CONSOLE

TF Editor User Guide

EN

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Basic setup and operation

What is TF Editor?

TF Editor is a computer program that allows you to use your computer to edit TF series console settings while away from the console (offline mode), and operate the console using the computer while it is connected to the console (online mode).

Connecting TF Editor to the console

TF Editor connects to the TF series console using a network connection. The computer and console can connect to each other if they are connected to the same network. For information about network settings, refer to the Installation Guide for TF Editor.

NOTE

- Only one TF Editor session can run on a computer at a time.
- When computer (running TF Editor) and iPads (running TF StageMix) are connected to the console, the console supports up to three simultaneous connections.
  Only one computer running TF Editor can connect to the console at a time.

Startup

When you start TF Editor, you will be prompted to select the model number of your TF series console.

Select the model number and then click the [Start] button.
This setting is saved; you do not need to select the model number the next time you start TF Editor.

Basic operations

Mouse wheel

You can use your computer's mouse wheel just as you would use the console's [TOUCH AND TURN] knob.

Computer keyboard

You can use your computer's keyboard just as you would use the console's SOFT KEYBOARD screen.

Touch screen

You can use your computer's touchscreen just as you would use the console's touchscreen display.

Syncing TF Editor and your console

When you first start TF Editor, its settings will be different from your console's settings. Therefore, you will need to sync TF Editor with your console. This is performed using the CONNECT area of TF Editor.

Preparation

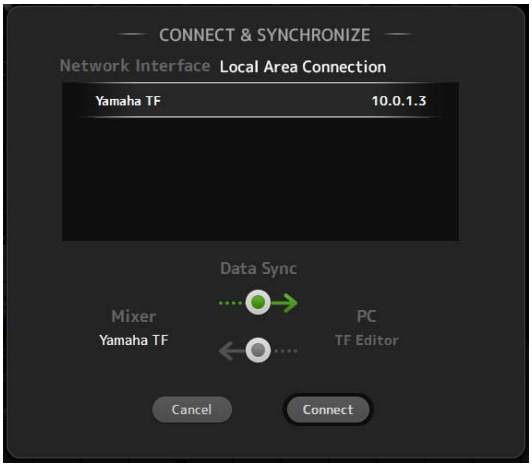
Before you can sync, you need to configure the network interface.

1. **Select SETUP → Network Interface.**
2. **Select the desired network interface from the list of available items.**
3. **Click [OK].**

Operation

1. **Click the status button in the CONNECT area.**

2. **In the CONNECT screen, select the console and the direction of the data sync.**



Only consoles that correspond to the model number you selected when you first launched TF Editor are displayed.

The following sync directions are available.

Mixer → PC	Console settings are copied to TF Editor.
Mixer ← PC	TF Editor settings are copied to the console.

3. **Click [Connect].**

   Do not operate the console while data is being synced.

Offline editing

You can switch between online and offline mode by clicking the status button in the CONNECT area. When OFFLINE is displayed, you can use TF Editor without connecting your computer to the console. When you're ready to copy the new settings from TF Editor to the console, click the status button and select [Mixer ← PC] as the sync direction.

Menu bar

File menu

Allows you to work with files.

TF Editor supports the following file types.

File extension	Description
.TFP	Used to store data for one Preset in a single file.
.TFF	Used to store all mixer settings.

NOTE

- You can save TFF files created using TF Editor to a USB storage device that is connected to your computer. Later, if you connect the USB storage device to the console's USB connector, you can load the data directly into the console. Similarly, you can use the console to save TFF files to its USB storage device, and then connect the device to your computer and load the data into TF Editor.
- You can drag and drop TFP files within the TF Editor screen to save and load them. For more information, refer to "LIBRARY screen" (→page 28) in "Importing and exporting Presets".

Each item in the menu is displayed below.

Load

Allows you to select a TFF file and load it into TF Editor.

Save

Saves the current settings by overwriting the existing TFF file.

Save As

Allows you to save the current settings as a new TFF file.

Initialize Memory

Current memory: Allows you to initialize the current memory of TF Editor.
The following data is initialized: mixing data and setup data.

All Memory: Allows you to initialize all of TF Editor's memory.
The following data is initialized: all Scene data, all Preset data, mixing data, and setup data.

Exit

Exits TF Editor.

Setup menu

Allows you to enable and disable the features explained below. When a feature is enabled, a checkmark is displayed in the menu. Select the item again to remove the checkmark and disable the feature.

Channel Select Link

Determines whether the channel selection is also synced when syncing data between your computer and the console.

Network Interface

Allows you to select the network port used for communication between your computer and the console.
Selections displayed here vary depending on your computer and network environment.

Confirmation

Determines whether a confirmation dialog is displayed when you use Store, Recall, Input Patch, or Output Patch features.
A confirmation dialog is displayed when this item is enabled.

Window menu

Allows you to change how screen content is displayed.

Maximize

Maximizes TF Editor screen content.

When TF Editor is maximized, the FADER area (→page 10) is expanded so that more channels can be displayed.

Help menu

About

Displays version information about TF Editor.

Help

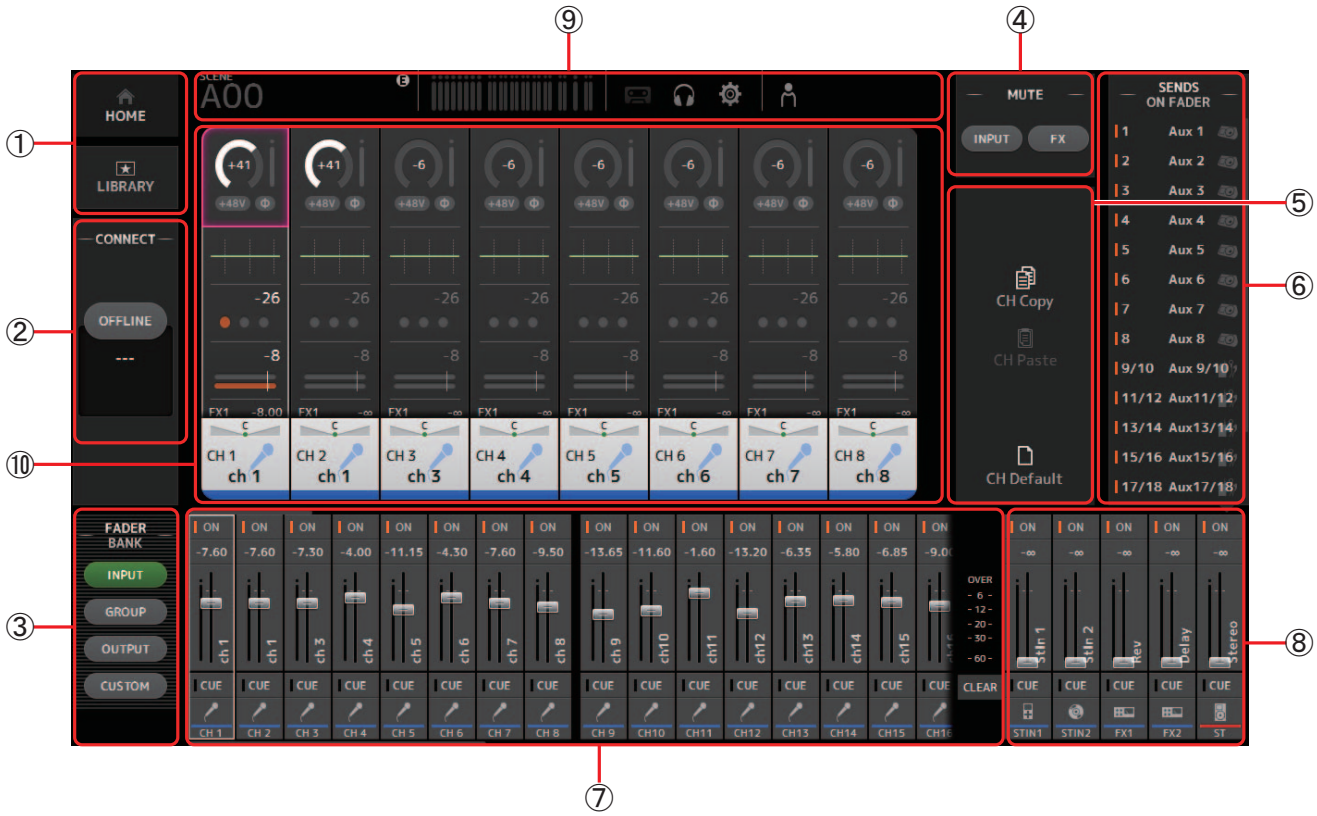
Opens the Manual Library in your computer's web browser.

Legal

Displays license information about TF Editor.

NOTE

An Internet connection is required to access the Manual Library.



① **HOME/LIBRARY area** (→page 8)

② **CONNECT area** (→page 9)

③ **FADER BANK area** (→page 9)

④ **MUTE area** (→page 9)

⑤ **Menu area** (→page 10)

⑥ **SENDS ON FADER area** (→page 10)

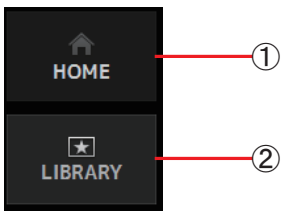
⑦ **Channel strip area** (→page 11)

⑧ **Master/FX/ST IN strip area** (→page 11)

⑨ **Toolbar area** (→page 12)

⑩ **Main display area** (→page 27)

HOME/LIBRARY area



① **HOME button**
Displays the OVERVIEW screen (→page 30) in the main display area.

② **LIBRARY button**
Displays the LIBRARY screen (→page 27) in the main display area.

CONNECT area

① **Status button**
Click this button to switch between online and offline modes.

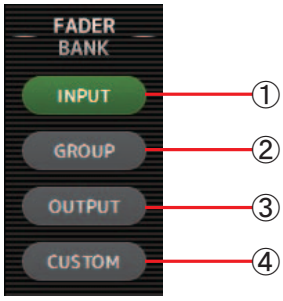
If TF Editor is properly connected to your console, TF Editor is operating in online mode and ONLINE is displayed here. In online mode, parameters are linked between TF Editor and the console.

If TF Editor is not connected to your console or if there is a problem with the connection, TF Editor is operating in offline mode and OFFLINE is displayed here.
In offline mode, parameters are not linked between TF Editor and the console.

NOTE

You can choose whether the selected channel is linked between TF Editor and the console. This is determined by the Channel Select Link setting in the Setup menu. (→page 6)

FADER BANK area



Allows you to select which fader bank is displayed in the channel strip area (→page 11).

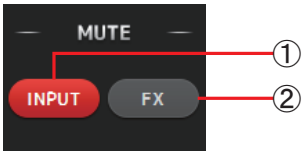
① **INPUT bank**
Displays the console's INPUT1/INPUT2 bank.
For TF5 and TF3 consoles, CH 1–40 are displayed in the channel area; for TF1 consoles, CH 1–32 are displayed.

② **GROUP bank**
Displays the console's GROUP bank. Eight channel strips for DCA 1-8 are displayed in addition to the channel strips assigned to each DCA channel (24 channels strips for TF5; 16 for TF3; 8 for TF1).

③ **OUTPUT bank**
Displays AUX 1–19/20, MONITOR, and SUB.

④ **CUSTOM bank**
Displays the custom fader bank.

MUTE area



Turns the console's mute feature on and off.

① **INPUT button**
Mutes all of the console's input channels. This button lights when the mute is turned on.

② **FX button**
Mutes the console's FX module. Insert effects assigned to AUX 9/10–19/20 will be bypassed. This button lights when the mute is turned on.

NOTE

If you turn on MUTE SAFE for input channels and FX channels, they will be exempted from the mute group.

Menu area

Displays the options that are available for the screen displayed in the main display area.

For information about the items displayed in the Menu area, refer to the explanation for the corresponding screen.

SENDS ON FADER area

Allows you to use the channel strip area temporarily to adjust SEND LEVEL and SEND ON for the desired buses.

Click a bus to select it as the active SENDS ON FADER bus. Click a bus again to turn off SENDS ON FADER for that bus.

You can scroll within this area to display all of the available buses.

Channel strip area

① **ON button**
Turns the channel on and off. This button lights when the channel is turned on. In SENDS ON FADER MODE, this button controls whether the channel's signal is sent to the selected AUX bus or FX bus.

② **Fader value**
Displays the value of the current fader level.
Click to select the fader (it turns pink when selected) and then use the mouse wheel to adjust the level. Click again to specify a value using your computer's keyboard. Press the [Enter] key to set the value. If you do not press the [Enter] key, the fader will return to its previous level when you click another part of the channel strip area or adjust the console's fader.

③ **Fader**
Adjusts the signal level of the channel. In SENDS ON FADER MODE, it adjusts the amount of signal that is sent to the selected AUX bus or FX bus.
Click to select the fader (it turns pink when selected) and then use the mouse wheel to adjust the level.
In SENDS ON FADER MODE, the fader knob changes color to match the channel color of the destination bus. For channels that cannot be sent to a bus, such as DCA channels, the fader knob remains white.

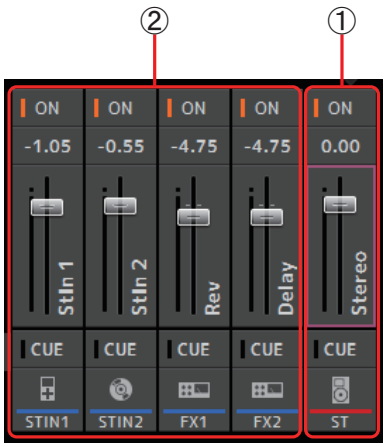
④ **CUE button**
Selects the channel for cue monitoring. This button lights when the cue is turned on.

⑤ **Channel information**
Displays the channel's ID, color, and icon. Click this area to select the channel.

⑥ **CLEAR CUE button**
Turns off all channel cues.
This button lights when the cue is enabled.

Master/FX/ST IN strip area

This area is always displayed.

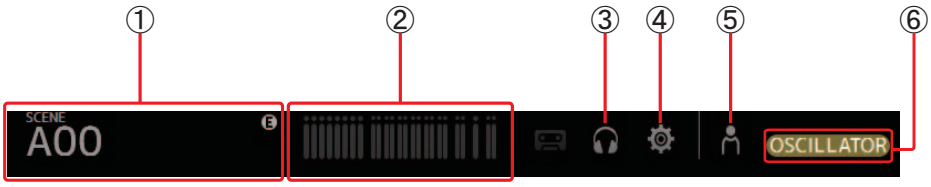


① **Master strip**
Controls the stereo bus.
In SENDS ON FADER mode, the send destination is displayed as the master strip. Additionally, the fader knob changes color to match the channel color of the corresponding bus.
This strip is unavailable when an FX return channel is selected for SENDS ON FADER mode.

② **FX RTN/ST IN strip**
Control the FX return buses and ST IN channels.
In SENDS ON FADER mode, the fader knob changes color to match the channel color of the corresponding bus.

Toolbar

Allows you to access frequently used features. The toolbar is always displayed, regardless of the current operation.
You can click an icon in the toolbar to display the corresponding screen.
You can close the screen and return to the previous screen by clicking on the icon again or by clicking [X].



① **SCENE screen (→page 13)**

② **METER screen (→page 15)**

③ **MONITOR screen (→page 16)**

④ **SYSTEM SETUP screen (→page 18)**

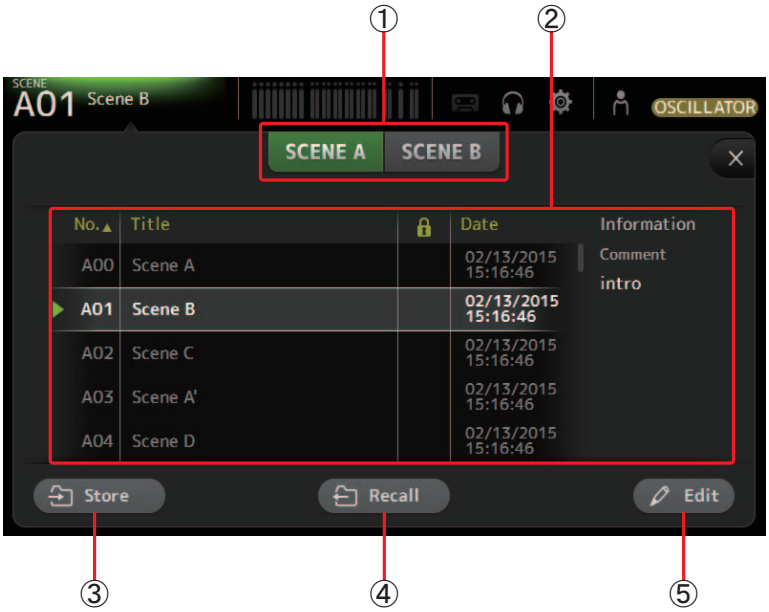
⑤ **USER SETUP screen (→page 22)**

⑥ **Status**
Displays the current status. The following are displayed depending on the console's status.
CUE: The cue is turned on.
OSCILLATOR: The oscillator is turned on.

SCENE screen

Allows you to manage previously saved mixer setups, or "Scenes".

When you recall a Scene, you can exempt certain settings from being replaced by the settings contained in the Scene; this is called "recall safe".



① **Scene list selection button**

Allows you to switch between the available Scene lists.

SCENE A: Displays the Scenes stored in Scene list A.

SCENE B: Displays the Scenes stored in Scene list B.

② **Scene list**

Displays the Scenes saved in the selected Scene list.

You can click a header in the list to sort the items by that header. (List items cannot be sorted by "Information".)

To select a Scene, simply click it. The selected Scene is highlighted, and can then be saved, recalled, or edited.

A green triangle is displayed next to the Scene that is currently recalled.

You can click the area in the  column to turn the lock icon on and off. When the icon is displayed, the Scene is write-protected.

The date on which the Scene was last saved is displayed in the Date column.

③ **Store button**

Saves the current mixer setup and assigns it to the Scene number selected in the Scene list.

Touch this button to edit the title and comment.

④ **Recall button**

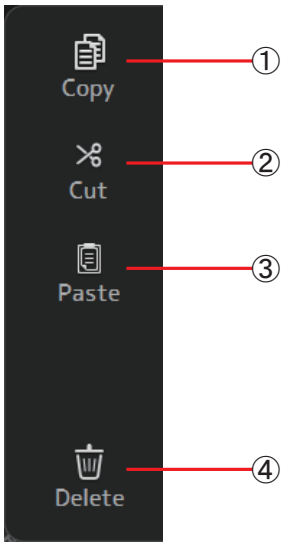
Recalls the Scene that is selected in the Scene list.

⑤ **Edit button**

Touch this button to edit the title and comment.

SCENE screen menu

The following items are displayed in the menu area when the SCENE screen is displayed.



① **Copy**
Copies the settings of the current Scene.

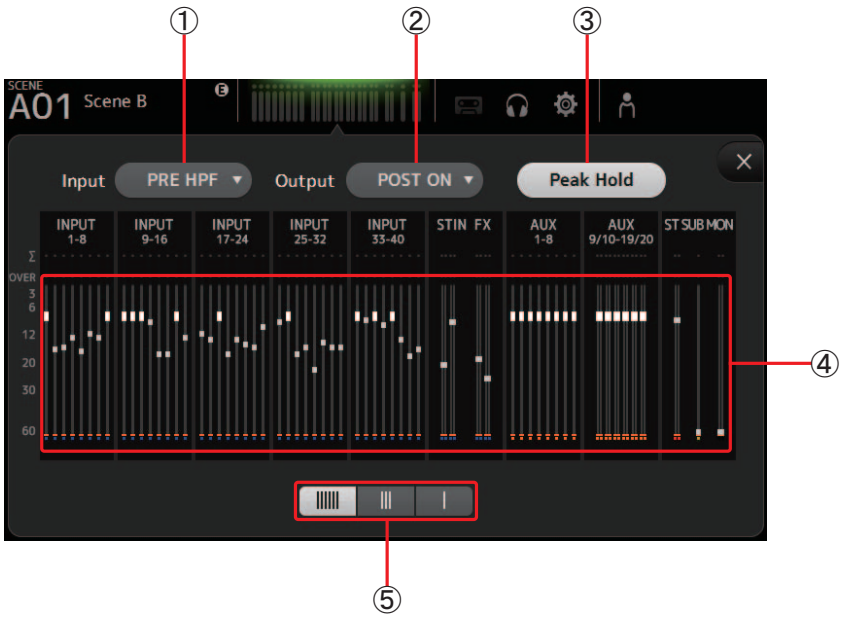
② **Cut**
Cuts the settings from the selected Scene.

③ **Paste**
Pastes the copied Scene into the current list.

④ **Delete**
Deletes the selected scene.

METER screen

Displays the input and output level of all the channels, and allows you to select the metering point (i.e., the point at which the level is detected) of the level meter.



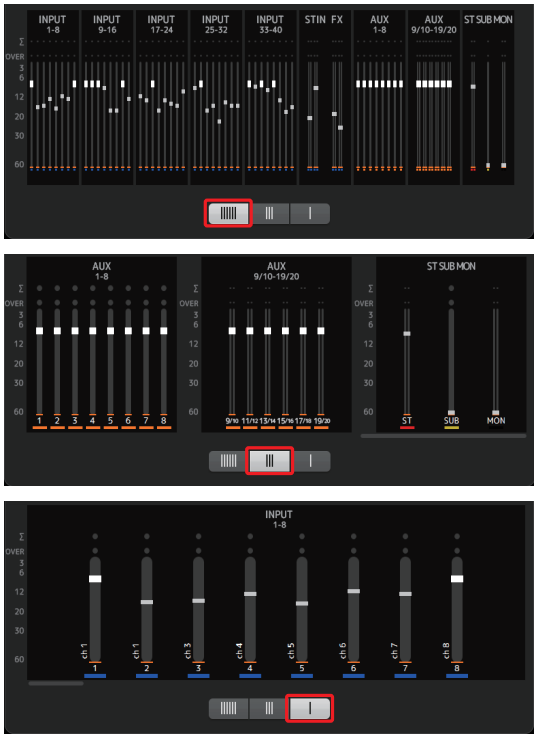
① **Input metering point selection menu**
Determines the input level metering point.
PRE HPF: After the head amp; before the HPF
PRE FADER: Before the fader
POST ON: After the [ON] key

② **Output metering point selection menu**
Determines the output level metering point.
PRE EQ: Before the EQ
PRE FADER: Before the fader
POST ON: After the [ON] key

③ **Peak Hold button**
Turn this button on to hold the peak level for each level meter. Turn this button off to remove the peak level that was being held.
The Peak Hold on/off setting affects both input and output channels.

④ **Meters**
Display the channel levels.

⑤ **Meter display selection button**
Allows you to select how many meters are displayed.
Three display modes are available.



MONITOR screen

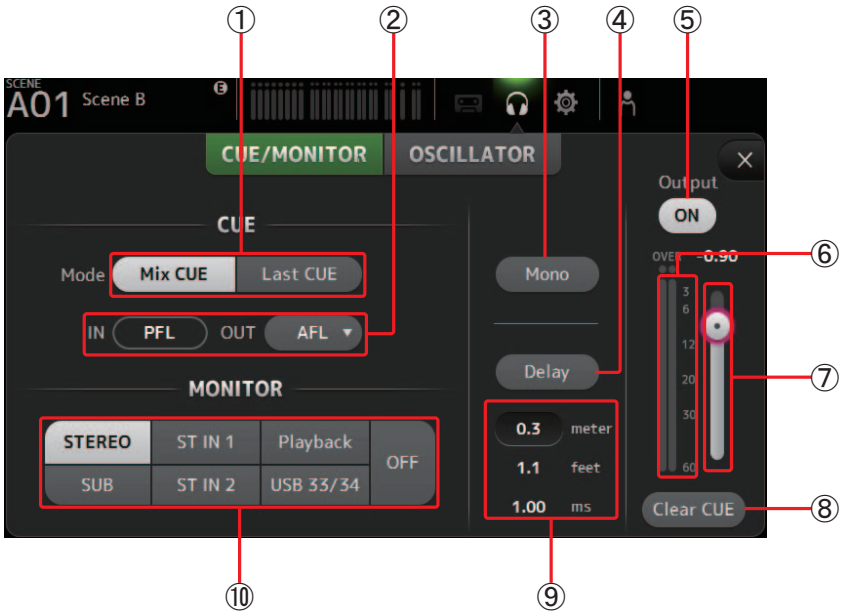
Allows you to manage cue and monitor signals and to control oscillators.

The CUE/MONITOR screen is used to control the signals that are monitored using headphones and near-field monitors. Here you can select the sources that will be continuously monitored, and select individual channels for monitoring using the cue feature.

The OSCILLATOR screen is used to configure the oscillator and turn in on and off. The console has a built-in oscillator that can output a sine wave or pink noise to the desired bus, allowing you to check external devices or test the characteristics of a venue.

CUE/MONITOR screen

Allows you to monitor certain inputs using headphones or speakers. You can select which sources will be monitored, change the monitor signal to mono, or add a delay.



① **CUE mode button**
Used to select the CUE mode.
Mix CUE: Enables cue for multiple channels.
Last CUE: Enables cue for the last channel selected.

② **CUE point selection buttons**
Selects the point in the signal path that will be monitored. (Only PFL is available for inputs.)
PFL: Before the fader
AFL: After the fader

③ **Mono button**
Allows you to change the monitor signal to mono.

④ **Delay button**
Delays the monitor signal.
When the cue is turned on, the delay is disabled.

⑤ **Monitor Output button**
Turns the monitor output on and off.
The signal is output from the console's [PHONES] jack regardless of this setting.

⑥ **Monitor level meter**
Displays the monitor level.

⑦ **Monitor level slider**
Adjusts the monitor output level.
The signal is output from the console's [PHONES] jack regardless of this setting.

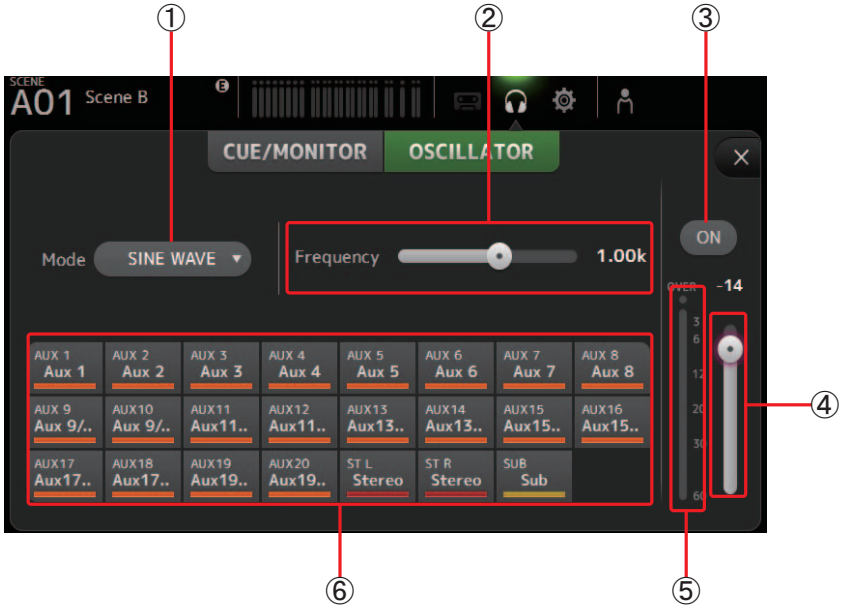
⑧ **Clear CUE button**
Cancels all cue selections.

⑨ **Delay setting**
Determines the delay time by specifying distance (meters and feet) or time (milliseconds).
Click a text box to enter a value.

⑩ **Monitor source selection buttons**
Allow you to select the sources that will be monitored.

OSCILLATOR screen

Allows you to configure the oscillator.



① **Oscillator mode button**
Allows you to select the oscillator mode.
SINE WAVE: A sine wave will be output continuously.
PINK NOISE: Pink noise will be output continuously.
BURST NOISE: Pink noise will be output intermittently.

② **Parameter sliders**
Allows you to adjust parameters for the oscillator.

Oscillator mode	Available parameters
SINE WAVE	Frequency
BURST NOISE	Width (duration of each noise burst) and Interval (length of silence between noise bursts)
PINK NOISE	None

③ **Oscillator output button**
Turns the oscillator output on and off. When the oscillator is turned on, the oscillator signal is sent to the input channels that are selected by the oscillator assignment buttons.

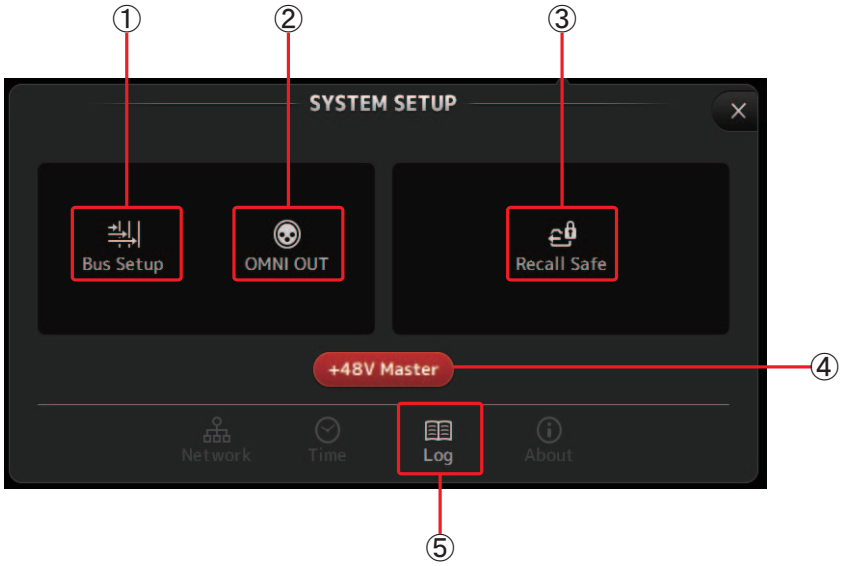
④ **Oscillator output level slider**
Adjusts the oscillator output level.

⑤ **Oscillator output meter**
Displays the oscillator output level.

⑥ **Oscillator assignment buttons**
Determine which channels the oscillator is sent to. You can select multiple channels.

SYSTEM SETUP screen

Allows you to configure general mixer settings, as well as settings for OMNI OUT and Recall Safe.



① **Bus Setup (→page 19)**
Displays the BUS SETUP screen.

② **OMNI OUT (→page 19)**
Displays the OMNI OUT screen.

③ **Recall Safe (→page 20)**
Displays the RECALL SAFE screen.

④ **+48V Master button**
Master button that turns the console's phantom power feature on and off.
When this button is turned off, phantom power will not be supplied to any channels, even if their +48V buttons are turned on in the INPUT screen. (→page 35)

⑤ **Log (→page 21)**
Displays the TF Editor LOG screen.

BUS SETUP screen

Allows you to configure bus settings. You can change basic settings such as stereo/mono, Pan Link, etc.
These settings are included when saving a Scene.

① **AUX1/2–AUX7/8 Signal Type buttons**
Determines how each pair of buses is processed. You can set each pair to be either Stereo (an odd and even numbered bus are paired and main parameters are shared between the two) or Mono x2 (two independent mono channels).

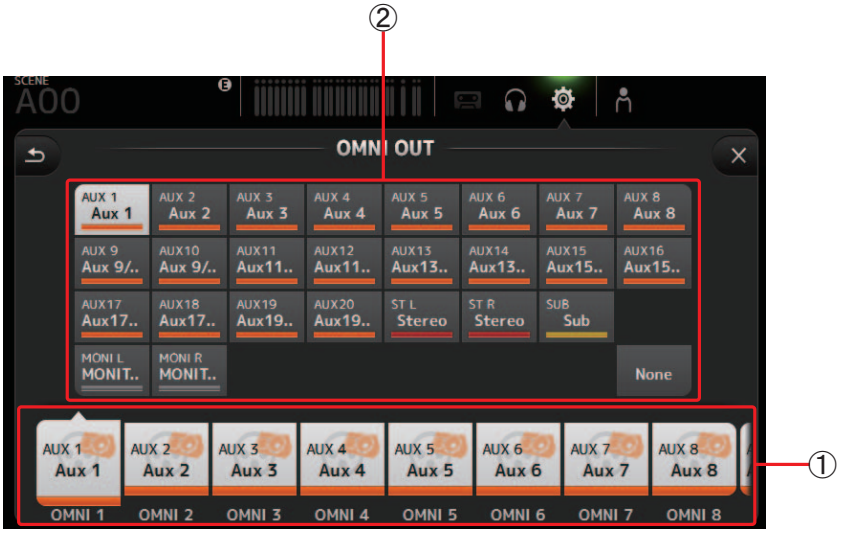
② **AUX 1/2–AUX 7/8 Pan Link buttons**
Turns pan link on and off for AUX 1/2–AUX 7/8.
These buttons are only displayed if the Signal Type of the corresponding bus is set to Stereo.
When these buttons are turned on, the pan setting of signals sent from input channels to the corresponding two buses will link with the Stereo bus pan setting.

③ **AUX 9/10–AUX 19/20 Pan Link buttons**
Turns pan link on and off for AUX 9/10–AUX 19/20.

④ **STEREO/SUB LINK**
Determines whether the faders for the STEREO bus and the SUB bus are linked.

OMNI OUT screen

Allows you to configure the output channels that are sent to the OMNI OUT jacks.

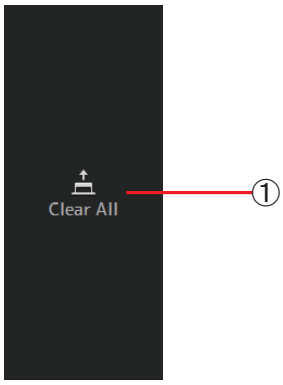


① **OMNI OUT1–16 buttons**
Allows you to select which OMNI OUT jack will be configured.
The name of the channel currently assigned to each OMNI OUT jack is also displayed in the buttons.

② **Output channel buttons**
Determines which output channel or monitor output will be assigned to the OMNI OUT jack you selected for ①.
If you select None, nothing will be output to the corresponding OMNI OUT jack.

OMNI OUT screen menu

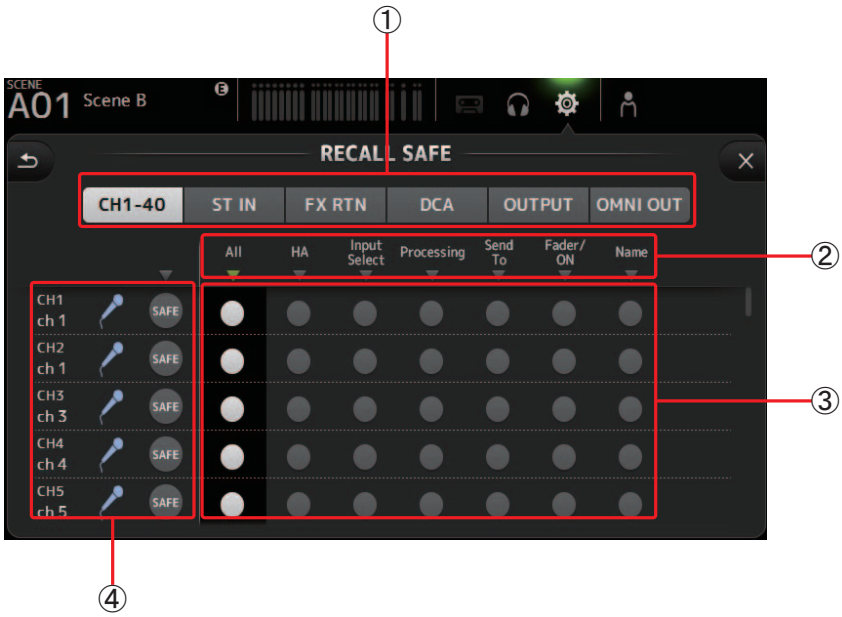
The following items are displayed in the menu area when the OMNI OUT screen is displayed.



① **Clear All**
Clears all assignments for each OMNI OUT jack (all will be set to None).

RECALL SAFE screen

Allows you to configure which items are recalled and which items are not (i.e., recall safe) when recalling Scenes and Presets. "Recall safe" allows you to select certain parameters, channels, DCA groups, etc. whose settings will not be replaced when recalling a Preset or Scene.



① **Channel selection buttons**
Allows you to select which types of channels will be configured.
When you select a channel type, the different parameters that can be configured as recall safe are displayed.

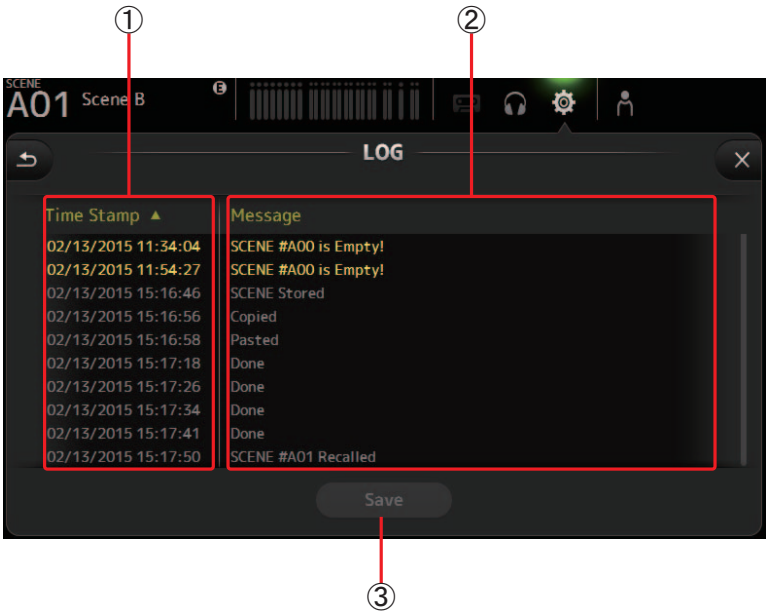
② **Parameter names**
Click ▼ to turn recall safe on and off for the corresponding parameters for all channels.
When recall safe is turned on for a parameter on all channels, the ▼ mark under the parameter name is displayed in green. If turned off for a parameter on all channels, it is displayed in gray. Finally, if recall safe is turned on for a parameter but not for all channels, the ▼ mark under the parameter name is displayed in blue.

③ **Recall safe on/off buttons**
Turns recall safe on and off for the corresponding parameter. When turned on, the corresponding parameter is recall safe, i.e., its setting will not be changed when a Preset or Scene is recalled.
For OMNI OUT assignments, recall safe can be turned on and off for all OMNI OUT jacks, but not for individual jacks.

④ **Channel information**
Displays the channel ID, name, and icon.
Touch the SAFE button to turn recall safe on and off for the corresponding channel.
When turned on, parameters whose recall safe on/off buttons are in the "on" position will not be recalled.

LOG screen

When messages are displayed while using TF Editor, they are logged by date and time and can be viewed later on this screen.



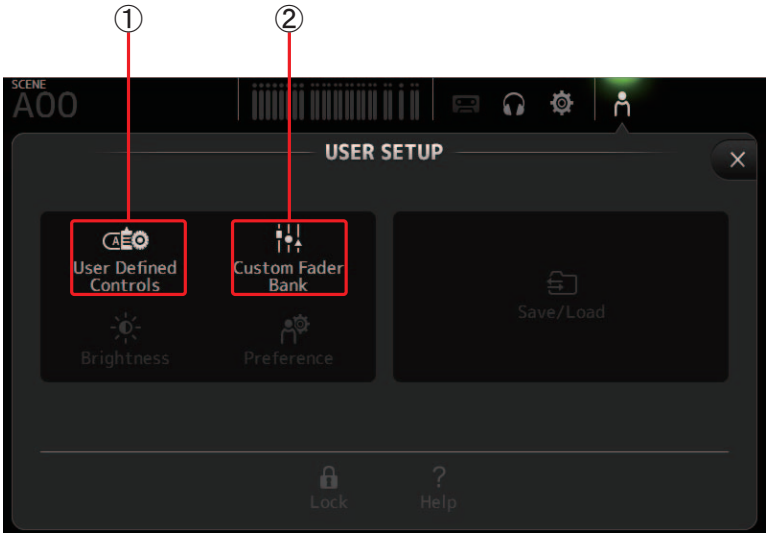
① **Time Stamp field**
Displays the date and time of each message.
You can click the header to sort messages by date and time.

② **Message field**
Displays messages.
You can click the header to sort messages alphabetically by message.

③ **Save button**
Saves the log.

USER SETUP screen

Used to assign under-defined keys and knobs, configure custom fader banks, and set up other preferences.

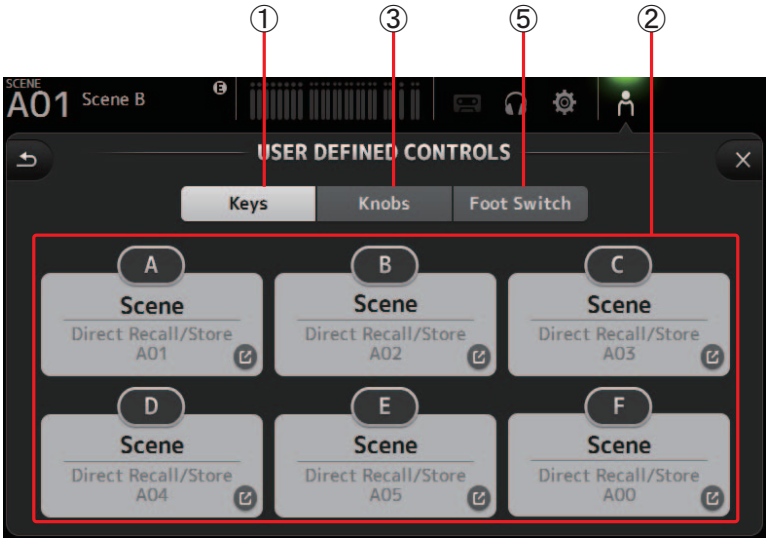


① **User Defined Controls (→page 22)**
Displays the USER DEFINED CONTROLS screen.

② **Custom Fader Bank (→page 26)**
Displays the CUSTOM FADER BANK screen.

USER DEFINED CONTROLS screen

This screen allows you to assign features to the [USER DEFINED KEYS], [USER DEFINED KNOBS], and to the footswitch.



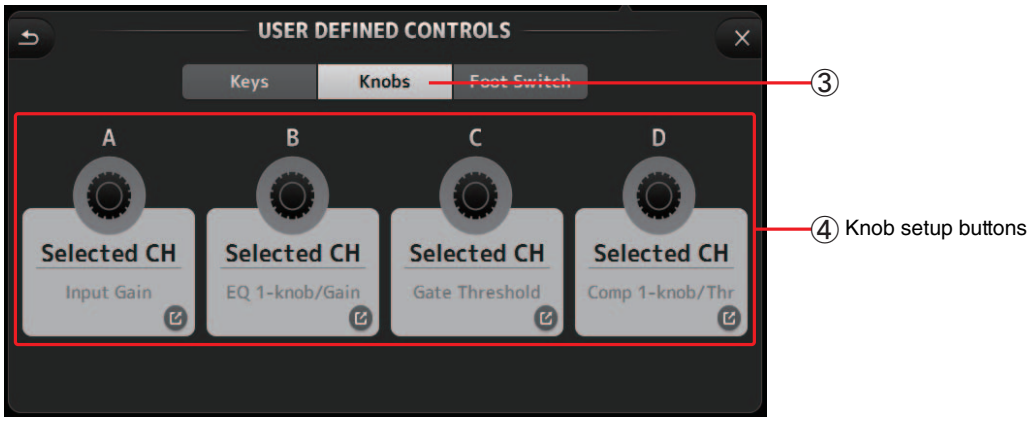
① **Keys button**
Allows you to assign features to the [USER DEFINED KEYS] on the console's top panel.

② **Key setup buttons (A–F)**
Click the desired button to display the screen that allows you to assign features to the corresponding USER DEFINED KEY.

Features that can be assigned to USER DEFINED KEYS

FUNCTION	PARAMETER 1	PARAMETER 2	Description
No Assign			No feature is assigned.
Brightness	Bank Change		Switches between the brightness banks. (V1.1 and later)
CH ON	Specific CH	CH 1–40, ST IN 1, ST IN 2, FX 1, FX 2, DCA 1–8, AUX 1–8, AUX 9/10–19/20, STEREO, SUB	Turns the channel assigned to PARAMETER 2 on and off.
CH Select	Inc		Select channels in order of the direction selected for PARAMETER 1.
	Dec		
	Specific CH	CH 1–40, ST IN 1L–ST IN 2R FX 1L–FX 2R, AUX 1–8, AUX 9–20, STEREO L, STEREO R, SUB	Selects the channel assigned to PARAMETER 2.
CUE	Specific CH	CH 1–40, ST IN 1, ST IN 2, FX 1, FX 2, DCA 1–8, AUX 1–8, AUX 9/10–19/20, STEREO, SUB	Turns the cue on and off for the channel assigned to PARAMETER 2.
Effect	Bypass	FX 1, FX 2, INS FX 1–6	Bypasses the effect assigned to PARAMETER 2.
Help			Displays help information.
Meter	Peak Hold ON		Turns the peak hold on and off.
Monitor	Output		Turns the monitor out on and off.
	Source Select	STEREO, SUB, ST IN 1, ST IN 2, USB 33/34, Playback	Selects the monitor source assigned to PARAMETER 2.
Oscillator	Oscillator On		Turns the oscillator on and off.
	Specific CH	AUX 1–20, STEREO L, STEREO R SUB	Turns the oscillator sent to the channel assigned to PARAMETER 2 on and off.
Page Change	Bookmark		Touch and hold for more than 2 seconds to bookmark the current screen. Touch and hold for less than two seconds to display the bookmarked screen.
	Bookmark with “SEL”		The selected channel is saved with the bookmark. Same as above.
	Close Popup		Closes the popup screen.
Recorder	Transport	Play/Pause	Same as the Play/Pause button on the RECORDER screen.
		Stop	Same as the Stop button on the RECORDER screen.
		Next	Same as the Next button on the RECORDER screen.
		Previous	Same as the Previous button on the RECORDER screen.
		Rec	Same as the Rec button on the RECORDER screen.
		Auto Rec	Recording stops and the file is saved, and then recording resumes immediately as a new file.
		Rec & Start	Recording starts immediately without entering record-ready mode.
SCENE	Inc		Same as the INC, DEC, STORE, and RECALL keys.
	Dec		
	Store		
	Recall		
	Inc Recall		Recalls the next numbered Scene.
	Dec Recall		Recalls the previous numbered Scene.
	Direct Recall/Store	No. A00–99, No. B00–99	Recalls the Scene number assigned to PARAMETER 2. Touch and hold for more than two seconds to assign the current settings to that Scene number.

③ **Knobs button**
Allows you to assign features to the [USER DEFINED KNOBS] on the console's top panel.

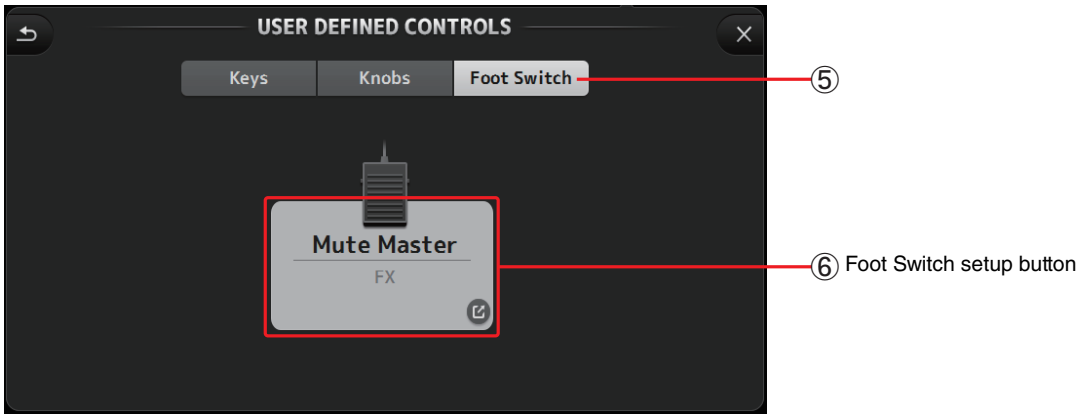


④ **Knob setup buttons**
Click the desired button to display the screen that allows you to assign features to the corresponding USER DEFINED KNOB.

Features that can be assigned to USER DEFINED KNOBS

Features		Description
No Assign		No feature is assigned.
Brightness	CH Name	Adjusts the brightness of channel name.
	CH Color	Adjusts the brightness of the channel color indicator.
	Screen	Adjusts the brightness of the touch screen.
	Panel	Adjusts the brightness of the panel LEDs.
Monitor Level		Adjusts monitor level.
Selected CH	Comp 1-knob/Thr	Adjusts 1-knob or threshold for the selected channel's COMP. When 1-knob COMP is turned on, adjusts 1-knob; when 1-knob COMP is turned off, adjusts threshold.
	EQ 1-knob/Gain	Adjusts 1-knob or gain for the selected channel's EQ. When 1-knob EQ is turned on, adjusts 1-knob; when 1-knob EQ is turned off, adjusts gain.
	EQ Frequency	Adjusts EQ frequency for the selected channel.
	EQ Q	Adjusts EQ Q for the selected channel.
	HPF	Adjusts HPF for the selected channel. Turn the knob to adjust the frequency.
	Input Gain	Adjusts analog gain or digital gain for the selected channel. When the channel's input is an analog source, adjusts analog gain. When the channel's input is a digital source (i.e., USB, iPad, or STIN), adjusts digital gain.
	Gate Threshold	Adjusts gate threshold for the selected channel.
	Pan	Adjusts pan or balance for the selected channel.

⑤ **Foot Switch button**
Allows you to assign features to the console's footswitch.



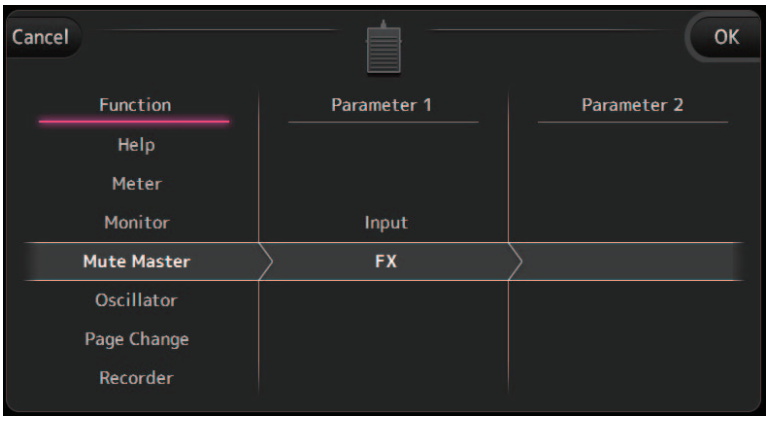
⑥ **Foot Switch setup button**
Displays the features that can be assigned to the footswitch.

Features that can be assigned to the footswitch

FUNCTION	PARAMETER 1	PARAMETER 2	Description
No Assign			No feature is assigned.
Brightness	Bank Change		Switches between the brightness banks. (V1.1 and later)
CH ON	Specific CH	CH 1–40, ST IN 1, ST IN 2, FX 1, FX 2, DCA 1–8, AUX 1–8, AUX 9/10–19/20, STEREO, SUB	Turns the channel assigned to PARAMETER 2 on and off.
CH Select	Inc		Select channels in order of the direction selected for PARAMETER 1.
	Dec		
	Specific CH	CH 1–40, ST IN 1L–ST IN 2R, FX 1L–FX 2R, AUX 1–8, AUX 9–20, STEREO L, STEREO R, SUB	Selects the channel assigned to PARAMETER 2.
Clear Cue			Clears all cue selections. Same as the CLEAR CUE key on the top panel.
CUE	Specific CH	CH 1–40, ST IN 1, ST IN 2, FX 1, FX 2, DCA 1–8, AUX 1–8, AUX 9/10–19/20, STEREO, SUB	Turns the cue on and off for the channel assigned to PARAMETER 2.
Effect	Bypass	FX 1, FX 2, INS FX 1–6	Bypasses the effect assigned to PARAMETER 2.
Help			Displays help information.
Meter	Peak Hold ON		Turns the peak hold on and off.
Monitor	Output		Turns the monitor out on and off.
	Source Select	STEREO, SUB, ST IN 1, ST IN 2, USB 33/34, Playback	Selects the monitor source assigned to PARAMETER 2.
Mute Master	Input		Same as the corresponding MUTE key on the top panel.
	FX		
Oscillator	Oscillator On		Turns the oscillator on and off.
	Specific CH	AUX 1–20, STEREO L, STEREO R, SUB	Turns the oscillator sent to the channel assigned to PARAMETER 2 on and off.
Page Change	Bookmark		Touch and hold for more than 2 seconds to bookmark the current screen. Touch and hold for less than two seconds to display the bookmarked screen.
	Bookmark with “SEL”		The selected channel is saved with the bookmark. Same as above.
	Close Popup		Closes the popup screen.
Recorder	Transport	Play/Pause	Same as the Play/Pause button on the RECORDER screen.
		Stop	Same as the Stop button on the RECORDER screen.
		Next	Same as the Next button on the RECORDER screen.
		Previous	Same as the Previous button on the RECORDER screen.
		Rec	Same as the Rec button on the RECORDER screen.
		Auto Rec	Recording stops and the file is saved, and then recording resumes immediately as a new file.
		Rec & Start	Recording starts immediately without entering record-ready mode.
SCENE	Inc		Same as the INC, DEC, STORE, and RECALL keys.
	Dec		
	Store		
	Recall		
	Inc Recall		Recalls the next numbered Scene.
	Dec Recall		Recalls the previous numbered Scene.
	Direct Recall/Store	No. A00–99, No. B00–99	Recalls the Scene number assigned to PARAMETER 2. Touch and hold for more than two seconds to assign the current settings to that Scene number.
TAP TEMPO			Same as the TAP key on the top panel.

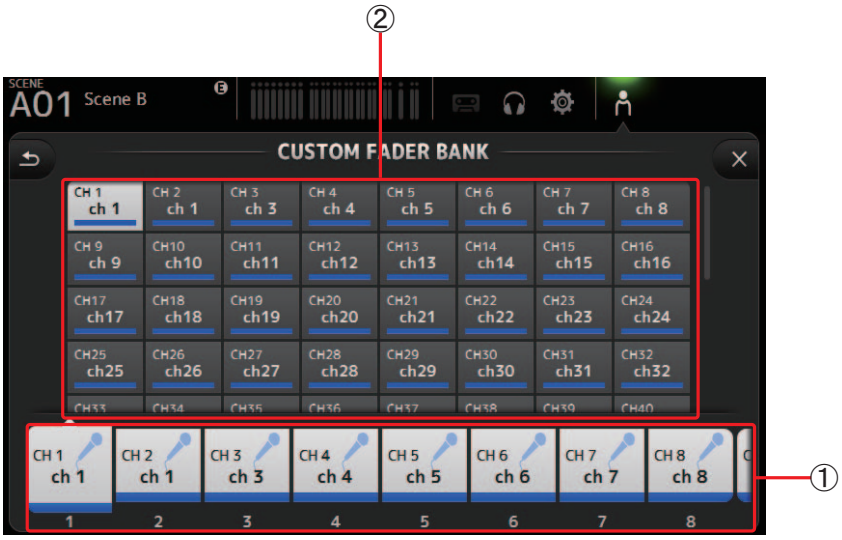
Feature assignment screen

When you select a Function, the items available for Parameter 1 are displayed. Likewise, when you select an item for Parameter 1, the items available for Parameter 2 are displayed. Some Functions may not have items available for Parameter 1; some Parameter 1 items may not have items available for Parameter 2.



CUSTOM FADER BANK screen

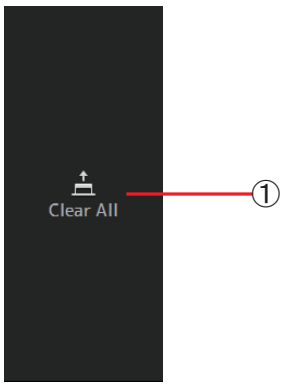
The custom fader bank allows you to choose different channels, regardless of type (input channels, AUX buses, DCA groups, etc.), and group them into a bank of faders.



① **Fader buttons**
Allow you to select which fader will be configured.

② **Channel buttons**
Determines which channel will be assigned to the fader you selected for ①. If you select None, nothing will be assigning to the corresponding fader.

CUSTOM FADER BANK screen menu



The following items are displayed in the menu area when the CUSTOM FADER BANK screen is displayed.

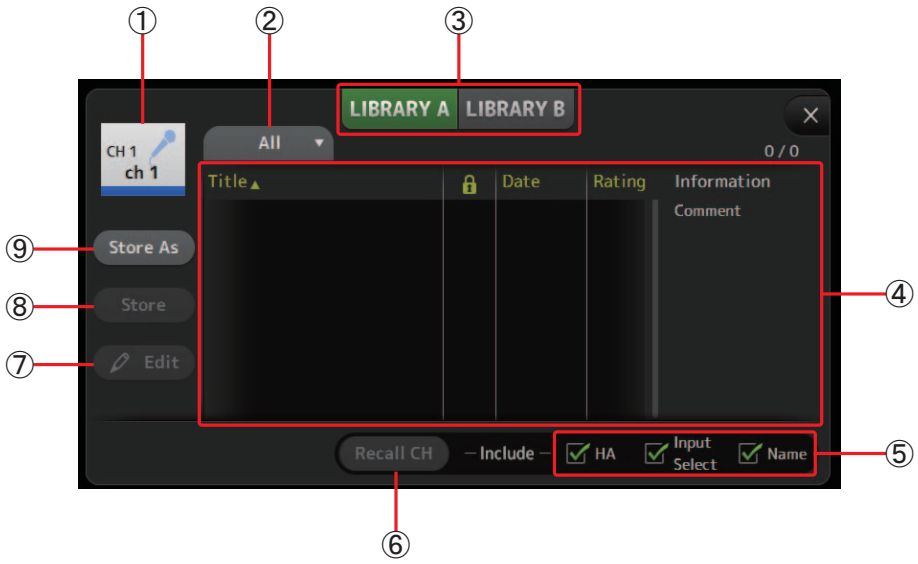
① **Clear All**
Clears all assignments for each fader (all will be set to None).

LIBRARY screen

Displayed when you click the LIBRARY button in the HOME/LIBRARY area.

Allows you to recall saved Presets.

A preset is a collection of settings that are customized for a certain type of input, instrument, etc. By recalling a Preset, you can set up a channel quickly and easily according to the type of input, and then fine-tune the settings to your specific needs. You can even save your own Presets.



① **Channel name**
Displays the name of the channel.

② **Category selection button**
Allows you to select a category. Presets that match the selected category are displayed in the Library list.

③ **Library selection button**
Allows you to switch between the Libraries.
LIBRARY A: Displays the Presets stored in LIBRARY A.
LIBRARY B: Displays the Presets stored in LIBRARY B.

④ **List**
Displays the Presets.
You can click a header in the list to sort the items by that header. (List items cannot be sorted by "Information".)
To select a Preset, simply click it. The selected Preset is highlighted, and can then be saved, recalled, or edited.
You can touch the area in the column to turn the lock icon on and off. When the icon is displayed, the Scene is write-protected.
The date on which the Scene was last saved is displayed in the Date column.

⑤ **Recall on/off checkboxes**
Allow you to determine which parameters will be recalled (checkbox on) and not be recalled (checkbox off).
The parameters that will be recalled vary depending on the type of Preset.
Input channels
HA: Analog/digital gain setting, phantom power on/off, fader setting
Input Select: Input source settings
Name: Channel name, icon, and color
AUX 1–8, STEREO channels
GEQ: GEQ settings
Name: Channel name, icon, and color
FX RTN, AUX9/10–AUX19/20 channels
FX: Effect settings
Name: Channel name, icon, and color
SUB channels
Name: Channel name, icon, and color

⑥ **Recall CH button**
Recalls a Preset to the selected channel.

⑦ **Edit button**
Click this button to edit the title and comment.

⑧ **Store button**
Saves the settings for the current channel as a Preset. The settings will overwrite the Preset selected in the Library list.

⑨ **Store As button**
Saves the settings for the current channel as a new Preset.
Click this button to enter a name for the Preset.

Displaying the Library screen from a configuration screen

When you display the Library screen from a configuration screen, one of the following buttons is added to the Library screen, depending on the configuration screen you were using.

Recall EQ button
Displayed when you enter the Library from the EQ/HPF screen, and recalls EQ/HPF settings only.

Recall Gate button
Displayed when you enter the Library from the GATE screen, and recalls GATE settings only.

Recall COMP button
Displayed when you enter the Library from the COMP screen, and recalls COMP settings only.

Recall FX button
Displayed when you enter the Library from the FX screen, and recalls FX settings only.

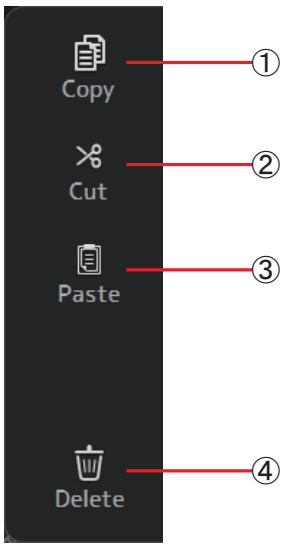
Recall GEQ button
Displayed when you enter the Library from the GEQ screen, and recalls GEQ settings only.

Importing and exporting Presets

You can back up individual Presets to your computer by dragging them from the Preset list in the LIBRARY screen and dropping them in a folder on your computer.
The Preset will be saved on your computer as a TFP file.
You can add individual Presets to TF Editor by dragging TFP files from a folder on your computer and dropping them into TF Editor. The LIBRARY screen will be displayed and the Preset will be added to the Preset list.

LIBRARY screen menu

The following items are displayed in the menu area when the LIBRARY screen is displayed.



① **Copy**
Copies the selected Preset.

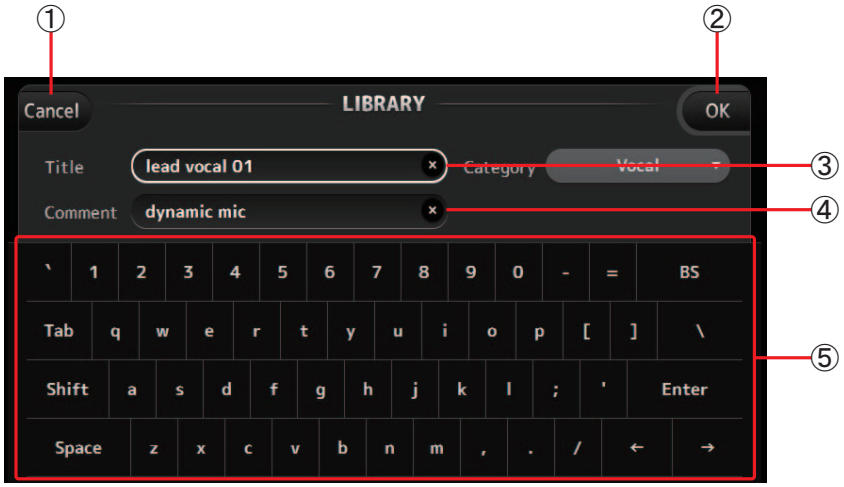
② **Cut**
Cuts the selected Preset.

③ **Paste**
Pastes settings from the copied Preset and applies them to the selected Preset.

④ **Delete**
Deletes the selected Preset.

SOFT KEYBOARD screen

Allows you to edit titles and comments. This screen varies depending on the operation you are performing.



① **Cancel button**
Discards any changes you made and returns to the previous screen.

② **OK button**
Saves the changes you made.

③ **Title field**

④ **Comment field**
Enter text here.

⑤ **Keyboard**
Click to enter the desired text.
You can use the on-screen keyboard or your computer's keyboard to enter text.

OVERVIEW screen

Displays information about the channel strips. This is the screen displayed after startup.
From here you can move to other screens depending on the operations that you want to perform.
You can return to the OVERVIEW screen at any time by pressing the HOME button in the HOME/LIBRARY area.

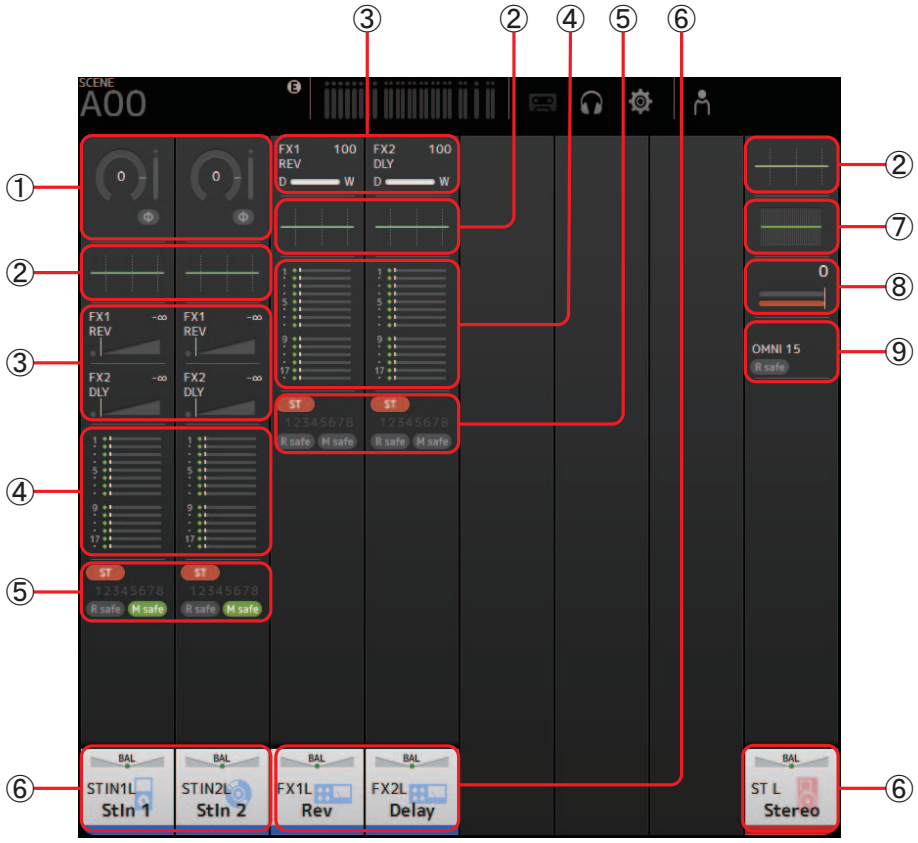
You can drag up and down to see other areas of the OVERVIEW screen.
You can also drag left and right to see other channels.

The content of the OVERVIEW screen varies depending on the type of channels you are displaying.

Input channels

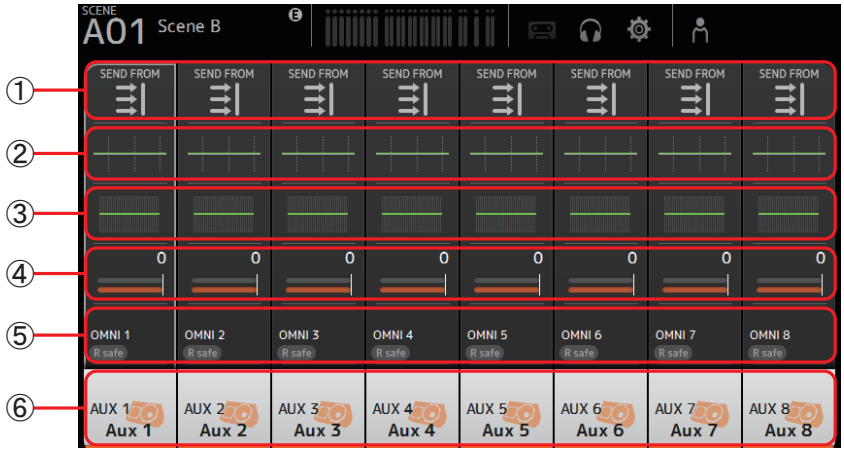
① Displays the INPUT screen. (→page 34)
② Displays the EQ screen. (→page 36)
③ Displays the GATE screen. (→page 39)
④ Displays the COMP screen. (→page 41)
⑤ Displays the FX1 screen. (→page 43)
⑥ Displays the FX2 screen. (→page 43)
⑦ Displays the SEND TO AUX screen. (→page 49)
⑧ Displays the ASSIGN screen. (→page 50)
⑨ Displays the CH VIEW screen. (→page 51)

Stereo channels



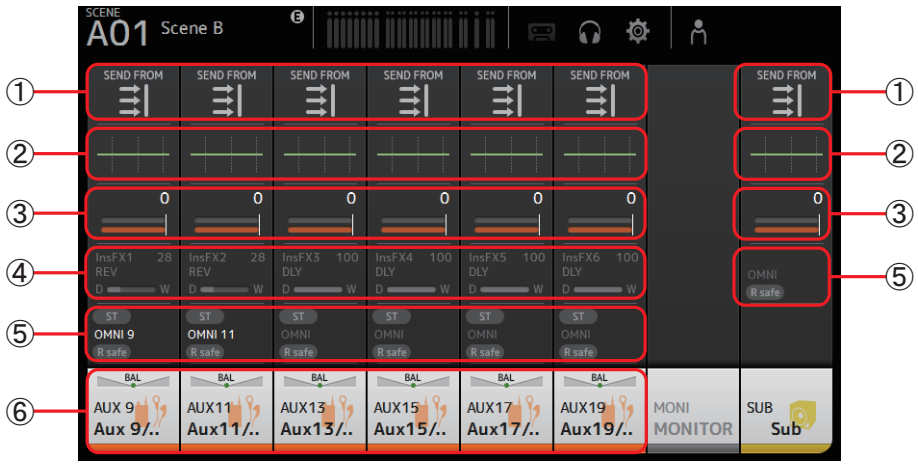
① Displays the INPUT screen. (→page 34)
② Displays the EQ screen. (→page 36)
③ Displays the FX1/FX2 screen. (→page 43)
④ Displays the SEND TO AUX screen. (→page 49)
⑤ Displays the ASSIGN screen. (→page 50)
⑥ Displays the CH VIEW screen. (→page 51)
⑦ Displays the GEQ screen. (→page 63)
⑧ Displays the COMP screen. (→page 41)
⑨ Displays the OUTPUT screen. (→page 65)

AUX1–AUX8 channels



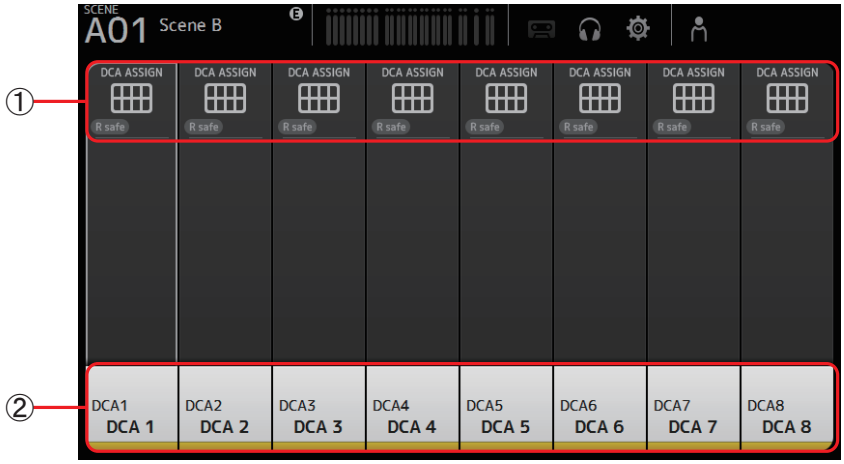
① Displays the SEND FROM screen. (→page 66)
② Displays the EQ screen. (→page 36)
③ Displays the GEQ screen. (→page 63)
④ Displays the COMP screen. (→page 41)
⑤ Displays the OUTPUT screen. (→page 65)
⑥ Displays the CH VIEW screen. (→page 51)

AUX 9/10–19/20 channels, SUB channel



① Displays the SEND FROM screen. (→page 66)
② Displays the EQ screen. (→page 36)
③ Displays the GEQ screen. (→page 63)
④ Displays the COMP screen. (→page 41)
⑤ Displays the OUTPUT screen. (→page 65)
⑥ Displays the CH VIEW screen. (→page 51)

Group channels

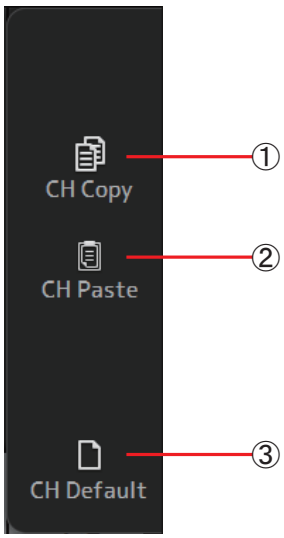


① Displays the DCA ASSIGN screen. (→page 67)

② Displays the CH VIEW screen. (→page 51)

OVERVIEW screen menu

The following items are displayed in the menu area when the OVERVIEW screen is displayed.



① **CH Copy**
Copies the settings of the current channel.

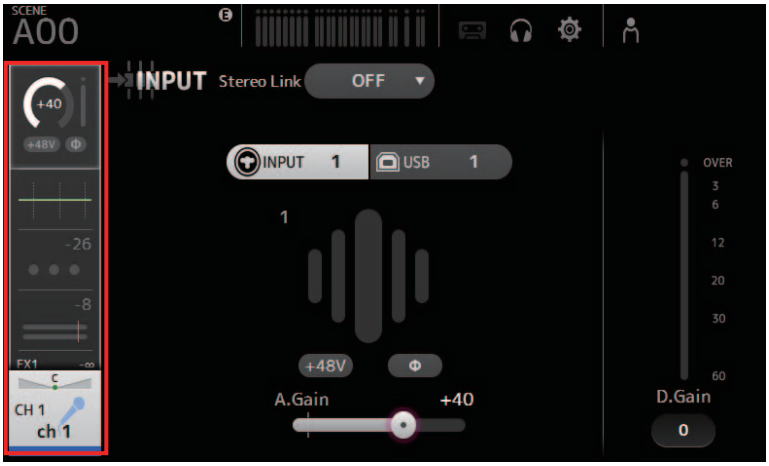
② **CH Paste**
Pastes settings from the copied channel and applies them to the selected channel.

③ **CH Default**
Resets the settings of the current channel to their default values.

Navigation area

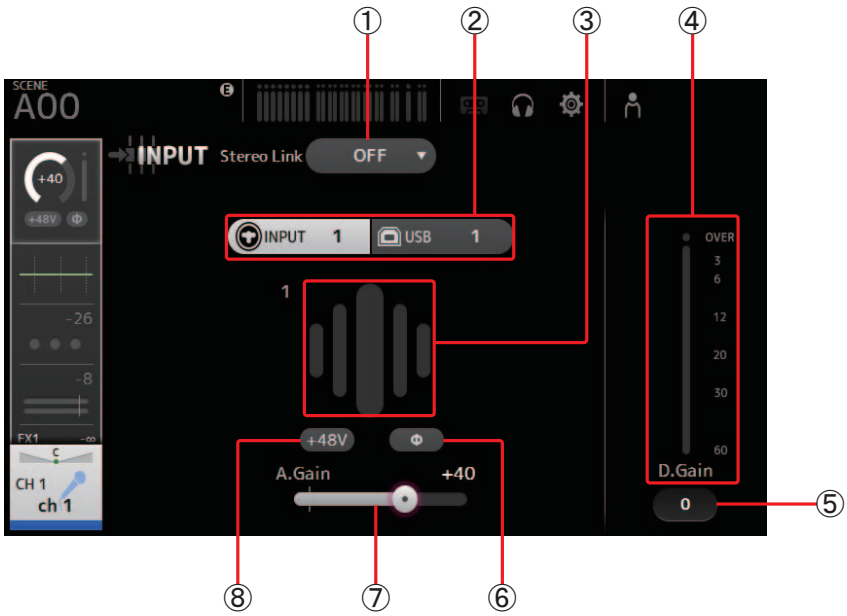
The navigation area is displayed on the left side of each configuration screen.

When a configuration screen is displayed, the content of the navigation area is the same as the content displayed for that channel in the OVERVIEW screen.



INPUT screen

Allows you to change the stereo link setting, select an input source, turn phantom power on and off, turn phasing on and off, and adjust input gain.



① **Stereo link selection button**

Allows you to select whether two adjacent mono input channels are linked as a stereo pair, or behave as two separate mono channels.

Click to display the popup menu.

OFF: Stereo link is disabled.

CH1&2: Stereo link is enabled. When stereo link is enabled, the odd numbered channel is the left side of the stereo pair, and the even numbered one is the right. The channel numbers displayed in the popup menu depend on the channel whose settings you are editing.

CH2&3: Stereo link is enabled. When stereo link is enabled, the even numbered channel is the left side of the stereo pair, and the odd numbered one is the right. The channel numbers displayed in the popup menu depend on the channel whose settings you are editing.

② **Input selection buttons**

Allows you to select the channel's input source (input port). The available sources depend on the channel whose settings you are editing.

INPUT: The device connected to the INPUT jack will be used as the input source.

USB: The computer connected to the USB TO HOST connector will be used as the input source.

NOTE

When USB is selected, the gain slider (⑦) adjusts digital gain, and the +48V button (⑧) is not displayed.

③ **GainFinder**

Displays the input level. When adjusting the input gain, adjust it so that the center of the GainFinder lights up.

④ **Level meter**

Displays the post gain adjustment level.

⑤ **Digital gain text box**

Allows you to adjust digital gain. The default setting is 0 db.

You can click the text box to highlight it, then use your mouse wheel to adjust the setting. You can also click the text box again to adjust the setting using your computer keyboard.

⑥ **Φ (phase) button**

Allows you to reverse the phase.

When turned on, the input signal's phase is reversed.

⑦ **Gain sliders**

When the INPUT button is selected, the slider adjusts the analog gain of the head amp.

The PAD (-24 dB) will be switched on or off when the analog gain is adjusted between +17 dB and +18 dB.

When the USB button is selected, the slider adjusts digital gain.

⑧ **+48V button**

Turns phantom power (+48V) to the head amp on and off.

On: Phantom power is turned on.

Off: Phantom power is turned off.

When the USB button is selected, the +48V button is not displayed.

When the +48V Master button on the SYSTEM SETUP screen is turned off, phantom power will not be supplied even if the +48V button on this screen turned on.

(→page 18)

NOTICE

Information about phantom power

When phantom power is not needed, set the +48V button to the off position.

Observe the following when using phantom power to prevent damage to the console or connected devices, and signal noise.

- Do not set the +48V button to the on position when the device connected to the input jack does not require phantom power.
- Do not connect or disconnect cables when the +48V button is set to the on position.
- Before turning phantom power on or off for a channel, first set the channel's volume to the minimum level.

NOTE

When using phantom power, noise may be generated if there is a difference in the impedance between the hot and cold of the device connected to an input jack.

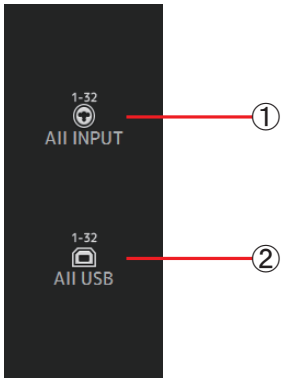
⑨ **Gain Unlink button (V1.1 and later)**

Displayed for stereo channels and for channels that have stereo link turned on.

While you are touching the button, gain for the left and right channels can temporarily be adjusted individually. When you release the button, the gain for both channels can be adjusted together but the difference in gain between the two channels is maintained. To adjust a channel's gain, click the gain slider of the corresponding channel and then rotate the mouse wheel while holding down the Gain Unlink button.

Input screen menu

The following items are displayed in the menu area when the INPUT screen is displayed.



① **All INPUT**

Allows you to assign the INPUT jacks as the input source for all input channels.

② **All USB**

Allows you to assign the USB TO HOST connector as the input source for all input channels.

The input source for the following channels will be changed.

TF5: CH 1–32

TF3: CH 1–24 (when CH 1–24 are selected)
CH 25–32 (when CH 25–32 are selected)

TF1: CH 1-16 (when CH 1-16 are selected)
CH 17-32 (when CH 17-32 are selected)

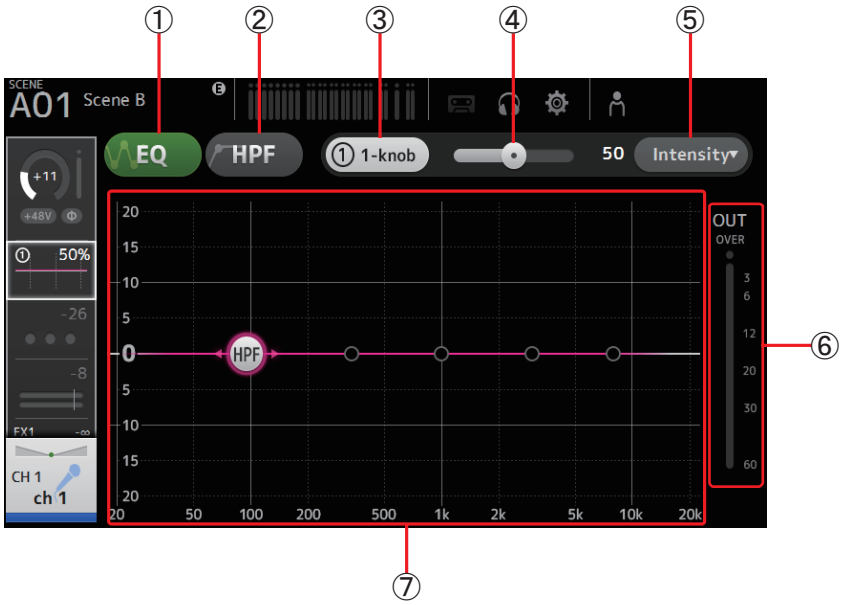
EQ screen

Controls the EQ for each channel.

4-band parametric EQ is available for CH 1–32, AUX 1-19/20, and STEREO. 2-band parametric EQ is available for CH 33-40, ST IN 1, ST IN 2, FX1, FX2, and SUB.

You can adjust settings using 1-knob mode, which allows you to use the mouse wheel to easily adjust settings, or manual mode, which allows you to adjust each parameter individually.

4-band parametric EQ



① **EQ button**
Turns the EQ on and off.

② **HPF button**
Turns the HPF (high-pass filter) on and off.
Displayed for CH 1–40.

③ **1-knob button**
Switches between 1-knob mode and manual mode.
When using 1-knob mode, the 1-knob level slider is displayed.

④ **1-knob level slider**
Adjusts the amount of 1-knob EQ applied.
When using manual mode, information about the selected band's Q, F, and G is displayed here.

⑤ **EQ mode type selection button**
When using 1-knob mode, allows you to select the 1-knob EQ mode type.
Select [Vocal] for vocal channels, otherwise select [Intensity].
When set to [Intensity], you can adjust the EQ to a setting between flat and increased intensity of the EQ settings you made using manual mode.
For output channels, [Loudness] is available. This setting allows you to boost low and high tones.
The available modes depend on the channel whose settings you are editing.

Type	Channel							
	CH 1–32 HPF + 4-band	CH 33–40 HPF + 2-band	ST IN 2-band	FX 2-band	STEREO 4-band	AUX 1–8 4-band	AUX9/10–AUX19/20 4-band	SUB 2-band + LPF
Intensity	○	○	○	○	○	○	○	×
Vocal	○	×	×	×	×	×	×	×
Loudness	×	×	×	×	○	○	○	×

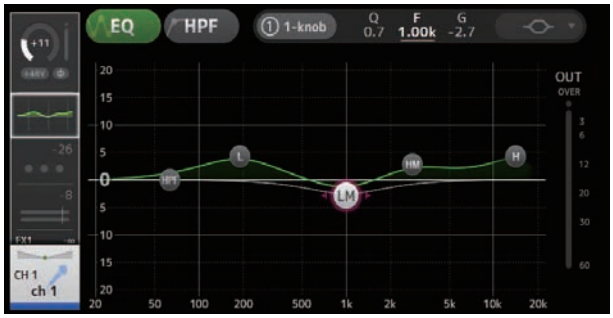
In manual mode, you can select the filter type. You can select low-band and high-band filter.
For CH 1-40, the available low-band filters are low-shelving type and bell type.
For other channels (i.e., for channels that do not have an HPF), the available low-band filters are HPF, low-shelving type, and bell type.
The available high-band filters are LPF, high-shelving type, and bell type.

⑥ **EQ output level meter**
Displays the EQ output level.

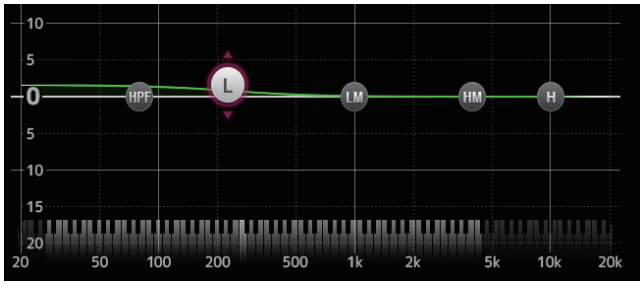
⑦ **EQ graph**
Displays the parameter settings of the EQ and filter. As you adjust the settings of each band, the results are reflected in the graph.
When using 1-knob EQ mode, you can adjust the 1-knob level slider.
When using manual mode, you can drag the handles displayed in the graph to adjust the corresponding settings. When HPF is turned on, you can drag the HPF handle to adjust the cutoff frequency. You can also adjust HPF independently when using the Intensity type for 1-knob EQ mode.

<1-knob EQ mode>

<Manual mode>



If you double-click an area of the graph where there is no parameter, a keyboard is displayed. This is useful for understanding the relationship between sound range and frequency.



How does 1-knob EQ mode work?

1-knob EQ mode allows you to adjust several parameters at once with just one operation. It makes EQ adjustment quick and easy.

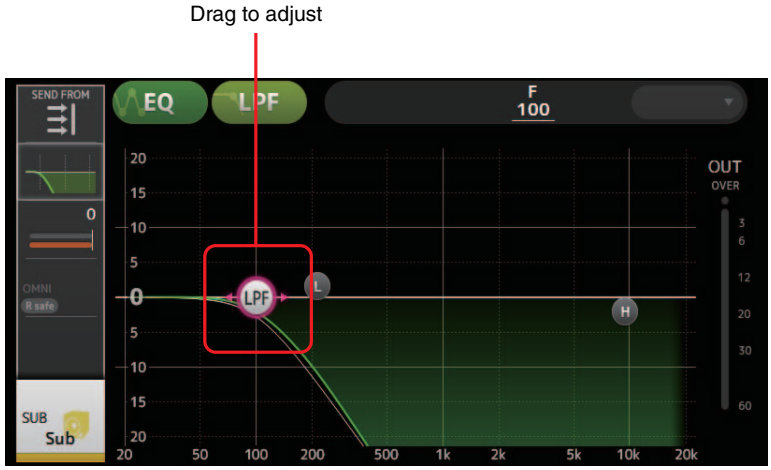
The console contains Presets that are configured for a variety of instruments. You can use 1-knob EQ mode to adjust the EQ settings that are saved in Presets without disturbing the overall balance of your mix.

You can even configure EQ settings using manual mode, then switch to 1-knob EQ mode and use the Intensity type to adjust the amount of EQ applied to the channel. In this case you can adjust from 0% (no EQ applied) to 50% (the EQ settings you made using manual mode) and 100% (increased intensity of the EQ settings you made using manual mode). This makes it very easy to fine-tune your EQ settings with just one operation.

If 1-knob EQ mode type is set to Vocal or Loudness, you can adjust the EQ between 0% (no EQ applied) and 100% (maximum EQ applied).

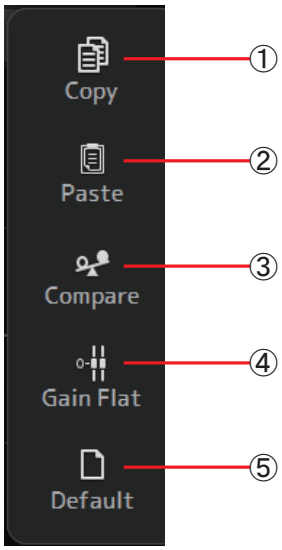
Setting LPF

The SUB channel can use the LPF to cut high frequencies independent of the EQ, ideal for adjusting the signal sent to a sub-woofer.



EQ screen menu

The following items are displayed in the menu area when the EQ screen is displayed.



① **Copy**
Copies the EQ parameters of the selected channel to the clipboard.

② **Paste**
Pastes the EQ parameters in the clipboard to the selected channel.

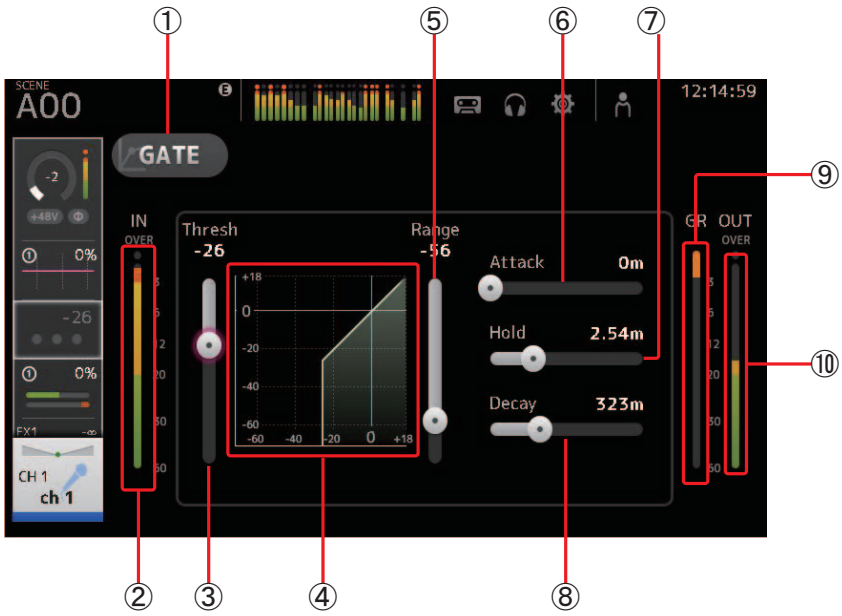
③ **Compare**
Allows you to compare the EQ parameters of the selected channel with the EQ parameters in the clipboard by switching between the two.

④ **Gain Flat**
Sets the gain of the selected band to the flat position.

⑤ **Default**
Resets all EQ settings to their default values.

GATE screen

Allows you to configure the noise gate for each channel. When the input signal level is lower than a specified amount (threshold), the output signal is reduced by a specified amount (range). GATE is available for CH 1–32.



① **GATE button**
Turns the gate on and off.

② **Gate input level meter**
Displays the pre-gate level.

③ **Threshold slider**
Determines the level at which the gate is applied.

④ **Gate graph**
Displays a visual representation of the gate level.

⑤ **Range slider**
Determines the amount by which the signal will be lowered when the gate is applied.

⑥ **Attack slider**
When the input signal exceeds the threshold, this setting determines how quickly the gate opens.

⑦ **Hold slider**
When the input signal drops below the threshold, this setting determines how much time passes before the gate closes.

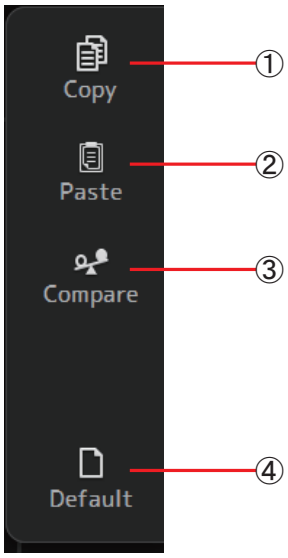
⑧ **Decay slider**
After the hold time passes, this setting determines how quickly the gate closes. The value here is expressed as the time required for the level to change by 6 dB.

⑨ **GR (gain reduction) meter**
Displays the amount by which the signal's gain is reduced.

⑩ **OUT (gate output) meter**
Displays the post-gate level.

GATE screen menu

The following items are displayed in the menu area when the GATE screen is displayed.



① **Copy**
Copies the GATE parameters of the selected channel to the clipboard.

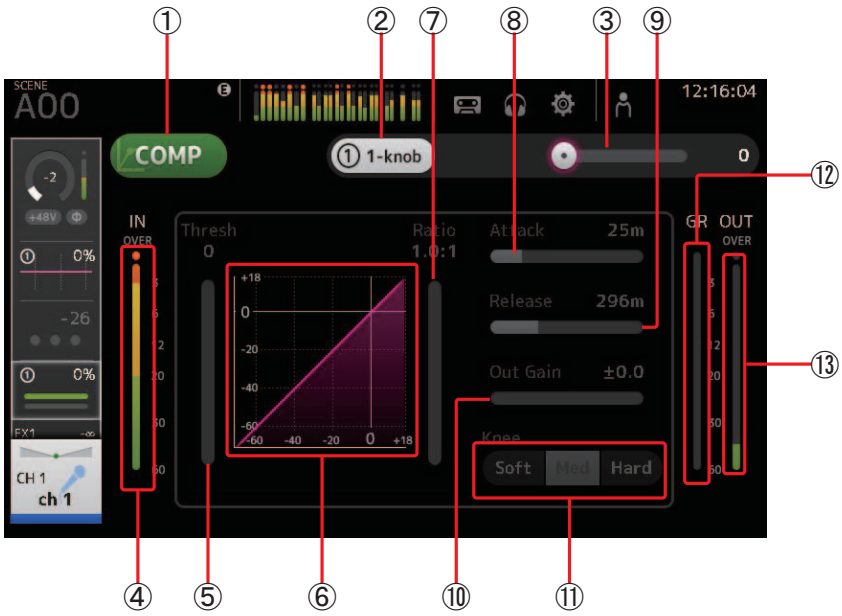
② **Paste**
Pastes the GATE parameters in the clipboard to the selected channel.

③ **Compare**
Allows you to compare the GATE parameters of the selected channel with the GATE parameters in the clipboard by switching between the two.

④ **Default**
Resets GATE settings to their default values.

COMP screen

Allows you to configure the compressor for each channel. You can adjust settings using 1-knob mode, which allows you to use the mouse wheel to easily adjust settings, or manual mode, which allows you to adjust each parameter individually.



① **COMP button**
Turns the compressor on and off.

② **1-knob button**
Switches between 1-knob mode and manual mode.

③ **1-knob level slider (1-knob mode only)**
Adjusts the amount of 1-knob COMP applied.
Not displayed during manual mode.

④ **Compressor input level slider**
Displays the pre-compressor level.

⑤ **Threshold slider**
Determines the level at which the compressor is applied.

⑥ **Compressor graph**
Displays a visual representation of the current settings.

⑦ **Ratio slider**
Determines the amount of compression that is applied.

⑧ **Attack slider**
When the input signal exceeds the threshold, this setting determines how quickly the maximum amount of compressor is applied.

⑨ **Release slider**
When the input signal drops below the threshold, this setting determines how much time passes before the compressor is no longer applied. The value here is expressed as the time required for the level to change by 6 dB.

⑩ **Out Gain slider**
Adjusts the output level of the compressor.

⑪ **Knee button**
Determines the how gradual or sudden the curve is at the threshold. A soft knee means that compression is applied gradually as the signal exceeds the threshold; a hard knee means a more sudden transition.

⑫ **GR (gain reduction) meter**
Displays the amount by which the signal's gain is reduced.

⑬ **OUT (compressor output) meter**
Displays the post-compressor level.

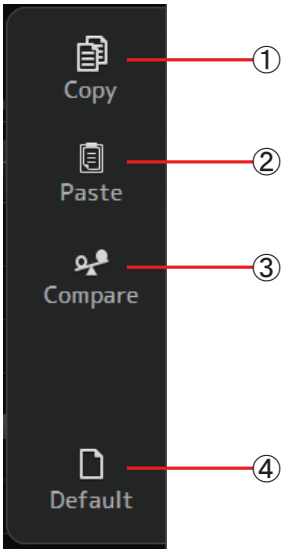
How does 1-knob COMP mode work?

1-knob COMP mode allows you to adjust the amount of compression applied to the signal with one operation. By sliding the 1-knob level slider to the right, more compression is applied. In situations where raising the fader or gain could cause clipping at louder points in the signal, compression can deliver a more consistent sound.

1-knob COMP takes some of the worry out of compression by allowing you to adjust the balance between threshold, ratio and out gain easily.

COMP screen menu

The following items are displayed in the menu area when the COMP screen is displayed.



① **Copy**
Copies the COMP parameters of the selected channel to the clipboard.

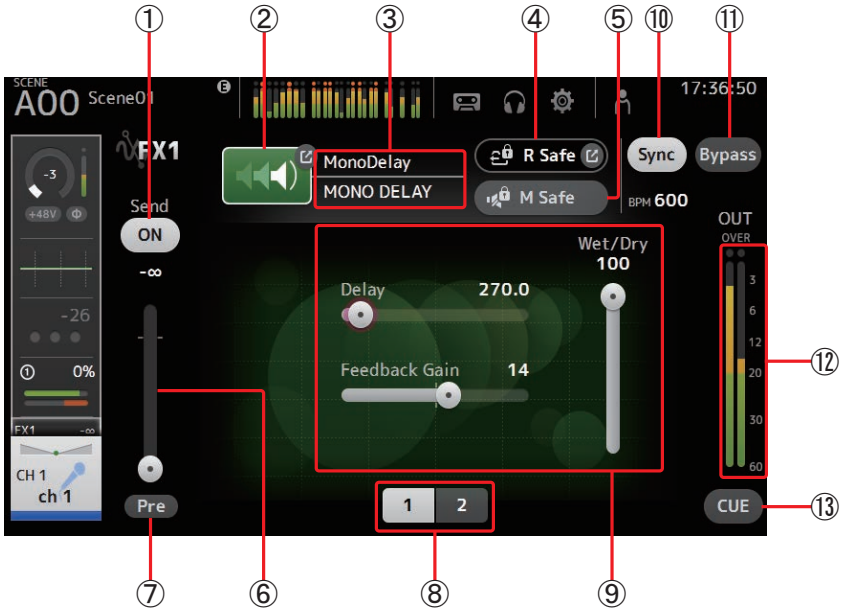
② **Paste**
Pastes the COMP parameters in the clipboard to the selected channel.

③ **Compare**
Allows you to compare the COMP parameters of the selected channel with the COMP parameters in the clipboard by switching between the two.

④ **Default**
Resets compressor settings to their default values.

FX screen (FX1/2, INS FX1–6)

Allows you select an effect and edit its parameters.



① **Send button**
Determines whether a signal is sent (on) or not sent (off) to the FX return channel.
Displayed for CH 1-40, ST IN 1 and ST IN 2.

② **EFFECT TYPE button**
Displays the EFFECT TYPE screen, where you can select an effect type.

③ **Effect type and name**
Displays the type and name of the current effect.

④ **R Safe (recall safe) indicator**
Displays the recall safe status of the effects module.
Displays the RECALL SAFE screen. (→page 20)

⑤ **M safe (mute safe) button**
Turns mute safe on and off for the effects module.

⑥ **FX send level slider**
Allows you to adjust the amount of channel's signal sent to the effects module.
Displayed for CH 1-40, ST IN 1 and ST IN 2.

⑦ **Pre button**
Allows you to select whether the pre-fader or post-fader signal is processed by the effect module.
On: Before the fader
Off: After the fader
Displayed for CH 1-40, ST IN 1 and ST IN 2.

⑧ **Parameter selection buttons**
Touch to display other parameters available for the current effect.

⑨ **Parameter sliders**
Allow you to adjust the parameters available for the current effect.

⑩ **Sync button**
Displayed for effects that have a tempo setting, such as delays.

⑪ **Bypass button**
Allows you to bypass the effects module.

⑫ **Effects output level meter**
Displays the output level of the effects module.

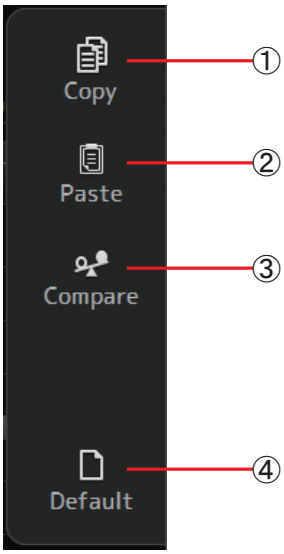
⑬ **CUE button**
Turns cue on and off for the effects module.

Setting an insert effect

You can configure insert effects for AUX9/10–AUX19/20.
By default, insert effects are bypassed; turn the bypass off in order to use effect.

FX screen menu

The following items are displayed in the menu area when the FX screen is displayed.



① **Copy**
Copies the effect parameters of the selected effect to the clipboard.

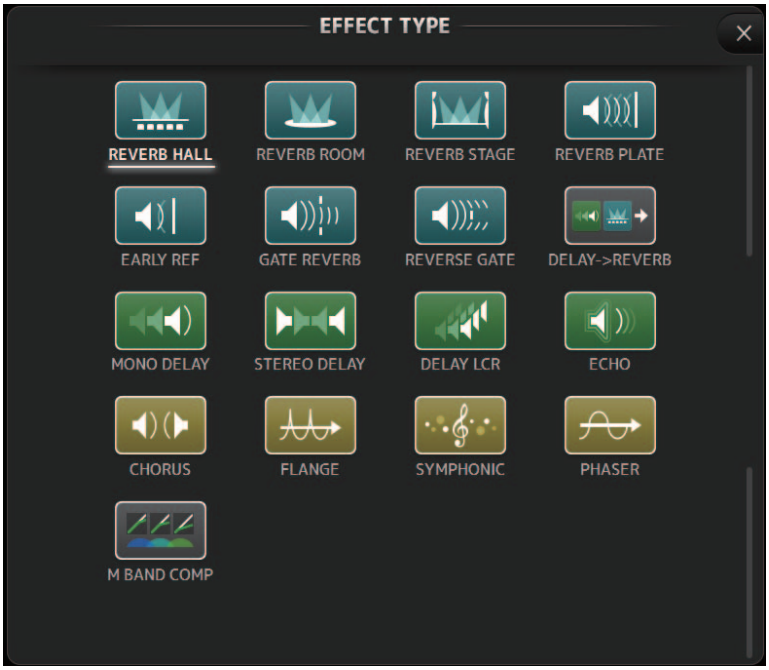
② **Paste**
Pastes the effect parameters in the clipboard to the selected effect.

③ **Compare**
Allows you to compare the effect parameters of the selected effect with the effect parameters in the clipboard by switching between the two.

④ **Default**
Resets the selected effect's settings to their default values.

EFFECT TYPE screen

Allows you to select the effect type. Click the desired button to make a selection.



Effect parameters

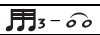
REVERB HALL, REVERB ROOM, REVERB STAGE, REVERB PLATE

One-input, two-output hall, room, stage, and plate reverbs.
Cannot be used for INS FX 3–6.

Parameter	Range	Description
Reverb Time	0.3s–20.0s	Determines the length of the reverberation.
Initial Delay	1.0ms–500.0ms	Determines the amount of time that passes before the initial reverberation is heard.
High Ratio	0.1–1.0	Ratio of high frequency reverberations to the Reverb Time.
Diffusion	0–10	Left and right spread of the reverberation.
Density	0% – 100%	Density of the reverberation.
HPF	Thru, 21.2Hz–8.00kHz	High-pass filter cutoff frequency.
LPF	50.0Hz–16.0kHz, Thru	Low-pass filter cutoff frequency.

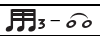
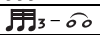
MONO DELAY

One-input, two-output basic repeating-type delay.

Parameter	Range	Description
Delay	1.0ms–2700.0ms	Delay time.
Feedback Gain	-99 – +99	Amount of feedback.
High Ratio	0.1–1.0	Amount of high-frequency feedback.
HPF	Thru, 21.2Hz–8.00kHz	High-pass filter cutoff frequency.
LPF	50.0Hz–16.0kHz, Thru	Low-pass filter cutoff frequency.
Sync	Off, On	Delay time tempo sync.
Note	----, 	Value used to calculate the delay time based on the tempo.

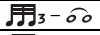
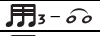
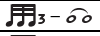
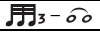
STEREO DELAY

Two-input, two-output basic stereo delay.

Parameter	Range	Description
Delay L	1.0ms–1350.0ms	Left channel delay time.
Delay R	1.0ms–1350.0ms	Right channel delay time.
Feedback Gain L	-99 – +99	Left channel feedback gain.
Feedback Gain R	-99 – +99	Right channel feedback gain.
High Ratio	0.1–1.0	Amount of high-frequency feedback.
HPF	Thru, 21.2Hz–8.00kHz	High-pass filter cutoff frequency.
LPF	50.0Hz–16.0kHz, Thru	Low-pass filter cutoff frequency.
Sync	Off, On	Delay time tempo sync.
Note L	----, 	Value used to calculate the left channel delay time based on the tempo.
Note R	----, 	Value used to calculate the right channel delay time based on the tempo.

DELAY LCR

One-input, two-output 3-tap delay.

Parameter	Range	Description
Delay L	1.0ms–2700.0ms	Left channel delay time.
Delay C	1.0ms–2700.0ms	Center channel delay time.
Delay R	1.0ms–2700.0ms	Right channel delay time.
Delay FB	1.0ms–2700.0ms	Feedback delay time.
Feedback Gain	-99 – +99	Amount of feedback.
High Ratio	0.1 – 1.0	Amount of high-frequency feedback.
HPF	Thru, 21.2Hz–8.00kHz	High-pass filter cutoff frequency.
LPF	50.0Hz–16.0kHz, Thru	Low-pass filter cutoff frequency.
Level L	-100 – +100	Left channel level.
Level C	-100 – +100	Center channel level.
Level R	-100 – +100	Right channel level.
Sync	Off, On	Delay time tempo sync.
Note L	----, 	Value used to calculate the left channel delay time based on the tempo.
Note C	----, 	Value used to calculate the center channel delay time based on the tempo.
Note R	----, 	Value used to calculate the right channel delay time based on the tempo.
Note FB	----, 	Value used to calculate the delay feedback time based on the tempo.

ECHO

Two-input, two-output stereo delay with a crossed feedback loop.

Parameter	Range	Description
Delay L	1.0ms - 1350.0ms	Left channel delay time.
Delay R	1.0ms - 1350.0ms	Right channel delay time.
Delay FB L	1.0ms - 1350.0ms	Left channel feedback delay time.
Delay FB R	1.0ms - 1350.0ms	Right channel feedback delay time.
Feedback Gain L	-99 - +99	Left channel feedback gain.
Feedback Gain R	-99 - +99	Right channel feedback gain.
XFeedback Gain	-99 - +99	Left-to-right, right-to-left feedback gain.
High Ratio	0.1 - 1.0	Amount of high-frequency feedback.
HPF	Thru, 21.2Hz - 8.00kHz	High-pass filter cutoff frequency.
LPF	50.0Hz - 16.0kHz, Thru	Low-pass filter cutoff frequency.
Sync	Off, On	Delay time tempo sync.
Note L	----, 	Value used to calculate the left channel delay time based on the tempo.
Note R	----, 	Value used to calculate the right channel delay time based on the tempo.
Note FBL	----, 	Value used to calculate the left delay feedback time based on the tempo.
Note FBR	----,	Value used to calculate the right delay feedback time based on the tempo.

DELAY-REVERB

One-input, two-output effect that has a delay and reverb connected in series.

Parameter	Range	Description
Delay	1.0 - 2700.0ms	Delay time.
Feedback Gain	-99% - 99%	Amount of feedback.
DLY BAL	0% - 100%	Delay mix balance.
Reverb Time	0.3s - 20.0s	Determines the length of the reverberation.
High Ratio	0.1 - 1.0	Ratio of high frequency reverberations to the Reverb Time.
Diffusion	0 - 10	Left and right spread of the reverberation.
Density	0% - 100%	Density of the reverberation.
HPF	Thru, 21.2Hz - 8.00kHz	High-pass filter cutoff frequency.
LPF	50.0Hz - 16.0kHz, Thru	Low-pass filter cutoff frequency.
REV BAL	0% - 100%	Reverb mix balance.
Sync	Off, On	Parameter tempo sync.
Note	----, 	Value used to calculate the delay time based on the tempo.

EARLY REF

One-input, two-output early reflection effect.

Parameter	Range	Description
Type	S-Hall, L-Hall, Random, Reverse, Plate, Spring	Early reflection type.
Room Size	0.1 - 20.0	Room size; determines interval between early reflections.
Liveness	0 - 10	Decay of the early reflections (0: least lively; 10: most lively)
Initial Delay	1.0ms - 500.0ms	Delay before the early reflection.
Diffusion	0 - 10	Width of the reflections in the stereo field.
Density	0% - 100%	Density of the reflections.
ER Number	1 - 19	Number of reflections.
Feedback Gain	-99% - 99%	Amount of feedback.
High Ratio	0.1 - 1.0	Amount of high-frequency feedback.
HPF	Thru, 21.2Hz - 8.00kHz	High-pass filter cutoff frequency.
LPF	50.0Hz - 16.0kHz, Thru	Low-pass filter cutoff frequency.

GATE REVERB, REVERSE GATE

One-input, two-output early reflection with gate, and an early reflection with reverse gate.

Parameter	Range	Description
Type	Type-A, Type-B	Early reflection type.
Room Size	0.1 - 20.0	Room size; determines interval between early reflections.
Liveness	0 - 10	Decay of the early reflections
Initial Delay	1.0ms - 500.0ms	Delay before the early reflection.
Diffusion	0 - 10	Width of the reflections in the stereo field.
Density	0% - 100%	Density of the reflections.
ER Number	1 - 19	Number of reflections.
Feedback Gain	-99% - 99%	Amount of feedback.
High Ratio	0.1 - 1.0	Amount of high-frequency feedback.
HPF	Thru, 21.2Hz - 8.00kHz	High-pass filter cutoff frequency.
LPF	50.0Hz - 16.0kHz, Thru	Low-pass filter cutoff frequency.

CHORUS

Two-input, two-output chorus effect.

Parameter	Range	Description
Frequency	0.05Hz - 10.00Hz	Modulation speed
AM Depth	0% - 100%	Depth of amplitude modulation.
PM Depth	0% - 100%	Depth of pitch modulation.
MOD. Delay	1.0ms - 500.0ms	Delay time of modulation.
Sync	Off, On	Parameter tempo sync.
Note		Value used to calculate the frequency based on the tempo.

FLANGE

Two-input, two-output flanger effect.

Parameter	Range	Description
Frequency	0.05Hz - 10.00Hz	Modulation speed
Depth	0% - 100%	Depth of modulation.
MOD. Delay	1.0ms - 500.0ms	Delay time of modulation.
Feedback Gain	-99% - 99%	Amount of feedback.
Sync	Off, On	Parameter tempo sync.
Note		Value used to calculate the frequency based on the tempo.

SYMPHONIC

Two-input, two-output symphonic effect.

Parameter	Range	Description
Frequency	0.05Hz - 10.00Hz	Modulation speed
Depth	0% - 100%	Depth of modulation.
MOD. Delay	1.0ms - 500.0ms	Delay time of modulation.
Sync	Off, On	Parameter tempo sync.
Note		Value used to calculate the frequency based on the tempo.

PHASER

Two-input, two-output 16-stage phase-shift effect.

Parameter	Range	Description
Frequency	0.05Hz - 10.00Hz	Modulation speed
Depth	0% - 100%	Depth of modulation.
Feedback Gain	-99% - 99%	Amount of feedback.
Offset	0 - 100	Offset of the phase shifted frequency.
Phase	0° - 355°	Left/right balance of modulation.
Stage	2 - 16	Number of phase shift stages.
HPF	Thru, 21.2Hz - 8.00kHz	High-pass filter cutoff frequency.
LPF	50.0Hz - 16.0kHz, Thru	Low-pass filter cutoff frequency.
Sync	Off, On	Parameter tempo sync.
Note		Value used to calculate the frequency based on the tempo.

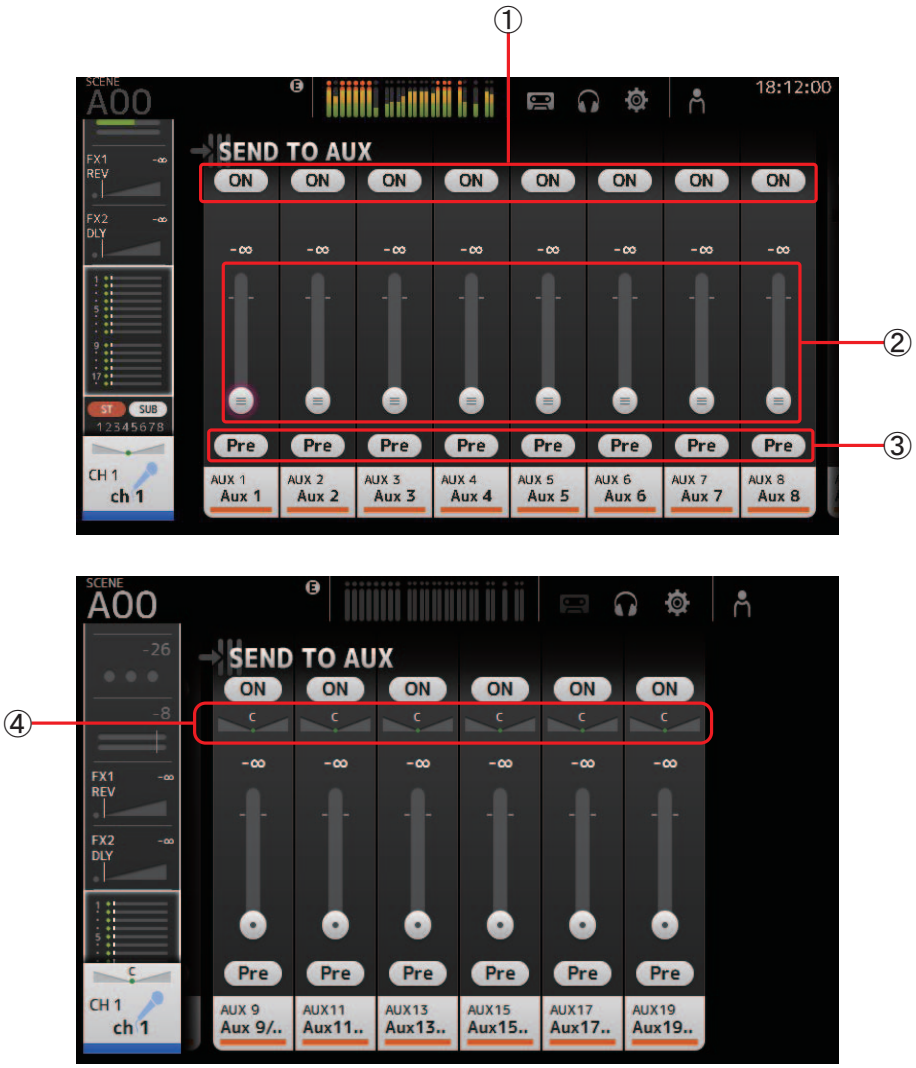
M BAND COMP (V1.1 and later)

Two-input, two-output three-band compressor. Each band has solo and gain reduction metering.

Parameter	Range	Description
Low Gain	-12.0dB - +12.0dB	Low-band gain.
Mid Gain	-12.0dB - +12.0dB	Mid-band gain.
High Gain	-12.0dB - +12.0dB	High-band gain.
Total Gain	-72dB - +12dB	Overall gain.
L-M XOver	21.2Hz - 8.00kHz	Low-to-mid crossover frequency.
M-H XOver	21.2Hz - 8.00kHz	Mid-to-high crossover frequency.
Knee	0 - 5	Crossover knee (all bands).
Make Up	Off, On	Automatically adjusts output level.
Low Thr	-54dB - 0dB	Low threshold.
Low Ratio	1:1 - ∞:1	Low ratio.
Low Attack	0ms - 120ms	Low attack time.
Low Release	3.34ms - 42.7s	Low release time.
Low Bypass	Off, On	Compression bypass feature for low.
Low Solo	Off, On	Solo feature for low.
Mid Thr	-54dB - 0dB	Mid threshold.
Mid Ratio	1:1 - ∞:1	Mid ratio.
Mid Attack	0ms - 120ms	Mid attack time.
Mid Release	3.34ms - 42.7s	Mid release time.
Mid Bypass	Off, On	Compression bypass feature for mid.
Mid Solo	Off, On	Solo feature for mid.
High Thr	-54dB - 0dB	High threshold.
High Ratio	1:1 - ∞:1	High Ratio
High Attack	0ms - 120ms	High attack time.
High Release	3.34ms - 42.7s	High release time.
High Bypass	Off, On	Compression bypass feature for high.
High Solo	Off, On	Solo feature for high.

SEND TO AUX screen

Allows you to configure the amount of signal from each channel is sent to the AUX buses.
You can drag left and right to view other buses.



① **Send button**
Determines whether a signal is sent (on) or not sent (off) to the corresponding AUX bus.

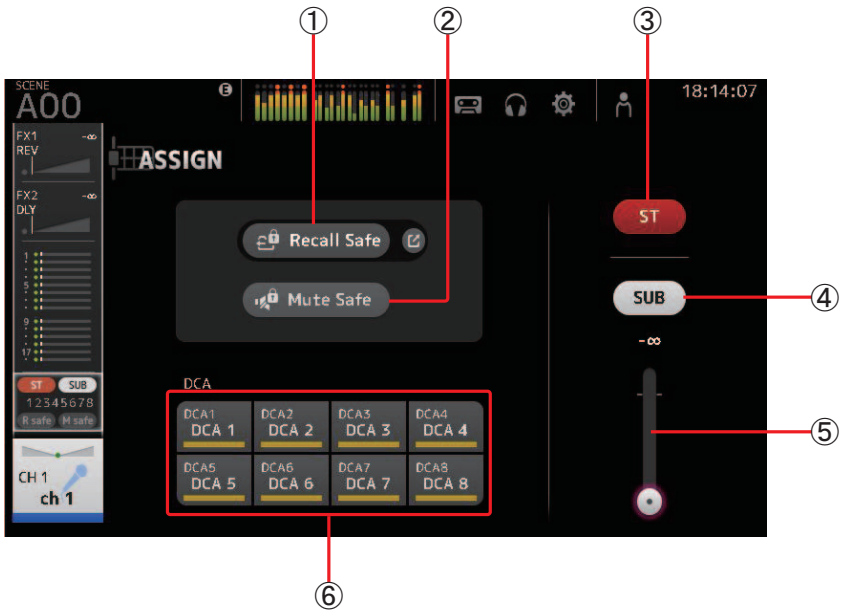
② **Send level slider**
Determines the amount of signal sent to the corresponding AUX bus.

③ **Pre button**
Allows you to select whether the pre-fader or post-fader signal is sent to the corresponding AUX bus.
On: Before the fader
Off: After the fader

④ **Send pan slider**
Displayed for stereo AUX buses. Allows you to adjust the pan of the signal sent to the AUX bus.

ASSIGN screen

Allows you configure recall safe and mute safe settings, DCA group assignments, signals sent to the SUB bus, etc. for each channel.



① **Recall Safe button**
Turns Recall Safe on and off for the corresponding channel.
You can display the RECALL SAFE screen by touching the jump button in the right corner of the Recall Safe button. (→page 20)

② **Mute Safe button**
You can temporarily exclude certain channels from a mute group.
If you mute a mute group, any channels in that group that have mute safe enabled will not be muted.

③ **ST button**
Turns the channel's assignment to the stereo channel on and off.

④ **SUB button**
Determines whether the channel's signal is sent (on) or not sent (off) to the SUB bus.

⑤ **SUB level slider**
Determines the amount of signal sent from the selected channel to the SUB bus.

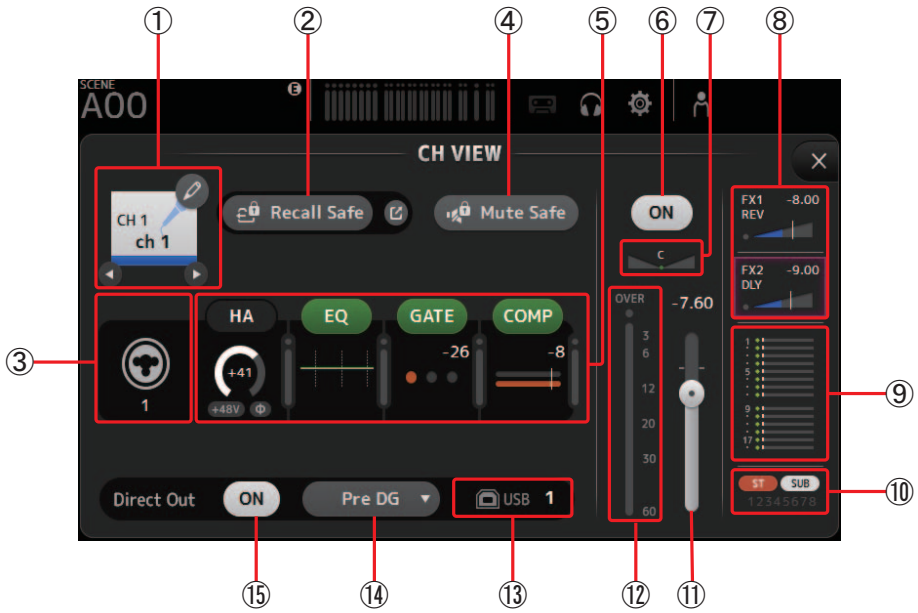
⑥ **DCA buttons**
Turns the channel's assignment to each DCA group (1–8) on and off.
You can assign a channel to multiple DCA groups if desired.

CH VIEW screen

Provides an overview of all the settings for a channel.

You can change settings using this screen, in addition to the corresponding feature's configuration screen. Items displayed on this screen vary depending on the type of channel selected.

CH1–CH32



① **Channel name**
Click to display the CH NAME screen (→page 62).
◀ / ▶ Click to display information for a different channel.

② **Recall Safe button**
Turns Recall Safe on and off for the corresponding channel.
You can display the RECALL SAFE screen by clicking the jump button in the right corner of the Recall Safe button.

③ **Input source indicator**
Displays the input channel's input source. You can select the input source on the INPUT screen.

④ **Mute Safe button**
Click to temporarily exclude the selected channel from the input mute group.
If you mute the input mute group, any channels in that group that have mute safe enabled will not be muted.

⑤ **HA/EQ/GATE/COMP boxes**
Click to display the configuration screen for the corresponding feature.
You can click the EQ, GATE, and COMP buttons displayed here to turn the corresponding feature on and off.
HA box: Displays the INPUT screen (→page 34).
EQ box: Displays the EQ screen (→page 36).
GATE box: Displays the GATE screen (→page 39).
COMP box: Displays the COMP screen (→page 41).

⑥ **Channel on/off button**
Turns the selected channel on and off.

⑦ **Channel pan slider**
Adjusts the pan for the selected channel.

⑧ **FX1/FX2 boxes**
Displays the effect type.
When selected, you can use the mouse wheel to adjust the effects send level. You can also display the corresponding effect's configuration screen by clicking again.
Each box displays the amount of signal from the selected channel that is sent to the corresponding effects module.
Send level, the selected channel's fader level, and the actual send level grouped with the DCA is displayed in the triangular bar.
The information displayed here indicates whether the signal sent to the effects module is the pre-fader or post-fader signal.
Pre-fader signal is displayed in green; post-fader signal is displayed in gray.

⑨ **SEND TO AUX box**
Touch when selected to display the SEND TO AUX screen.
Displays the amount of signal from the selected channel that is sent to each AUX bus.
Send level, the selected channel's fader level, and the actual send level grouped with the DCA is displayed in the horizontal bar.
The information displayed here indicates whether the signal sent to the AUX bus is the pre-fader or post-fader signal. Pre-fader signal is displayed in green; post-fader signal is displayed in gray.

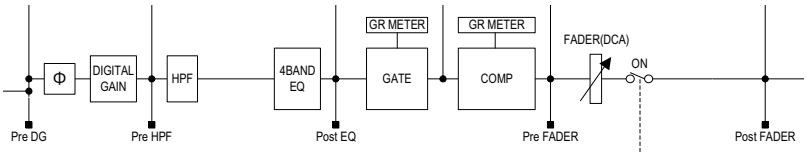
⑩ **ASSIGN box**
Displays the ASSIGN screen. (→page 50)

⑪ **Channel output level slider**
Adjusts the fader level for the selected channel.

⑫ **Channel output level meter**
Displays the output level for the selected channel.

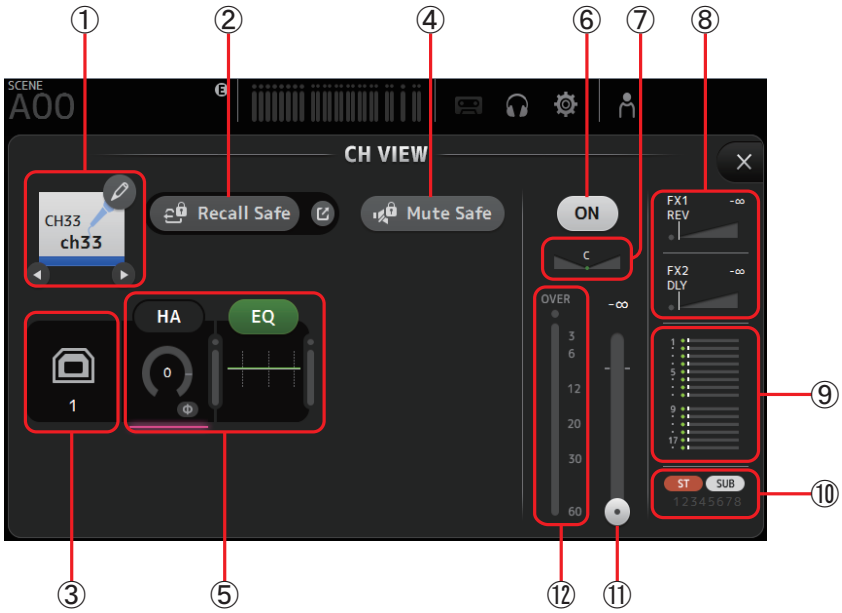
⑬ **Direct out port indicator**
Indicates the channel's direct out port (i.e., output jack).

⑭ **Direct out point button**
Allows you to set the point of the direct out signal.
Pre DG: Before the digital gain
Pre HPF: Before the high-pass filter
Pre Fader: Before the fader
Post Fader: After the fader



⑮ **Direct out on/off button**
Turns the direct out on and off.

CH33–CH40



① **Channel name**
Click to display the CH NAME screen (→page 62).
◀/▶ Click to display information for a different channel.

② **Recall Safe button**
Turns Recall Safe on and off for the corresponding channel.
You can display the RECALL SAFE screen by clicking the jump button in the right corner of the Recall Safe button.

③ **Input source indicator**
Displays the input channel's input source. You can select the input source on the INPUT screen.

④ **Mute Safe button**
Click to temporarily exclude the selected channel from the input mute group.
If you mute the input mute group, any channels in that group that have mute safe enabled will not be muted.

⑤ **HA/EQ/GATE/COMP boxes**
Click to display the configuration screen for the corresponding feature.
You can click the EQ button displayed here to turn EQ on and off.
HA box: Displays the INPUT screen (→page 34).
EQ box: Displays the EQ screen (→page 36).

⑥ **Channel on/off button**
Turns the selected channel on and off.

⑦ **Channel pan slider**
Adjusts the pan for the selected channel.

⑧ **FX1/FX2 boxes**
Displays the effect type.
When selected, you can use the mouse wheel to adjust the effects send level. You can also display the corresponding effect's configuration screen by clicking again.
Each box displays the amount of signal from the selected channel that is sent to the corresponding effects module.
Send level, the selected channel's fader level, and the actual send level grouped with the DCA is displayed in the triangular bar.
The information displayed here indicates whether the signal sent to the effects module is the pre-fader or post-fader signal. Pre-fader signal is displayed in green; post-fader signal is displayed in gray.

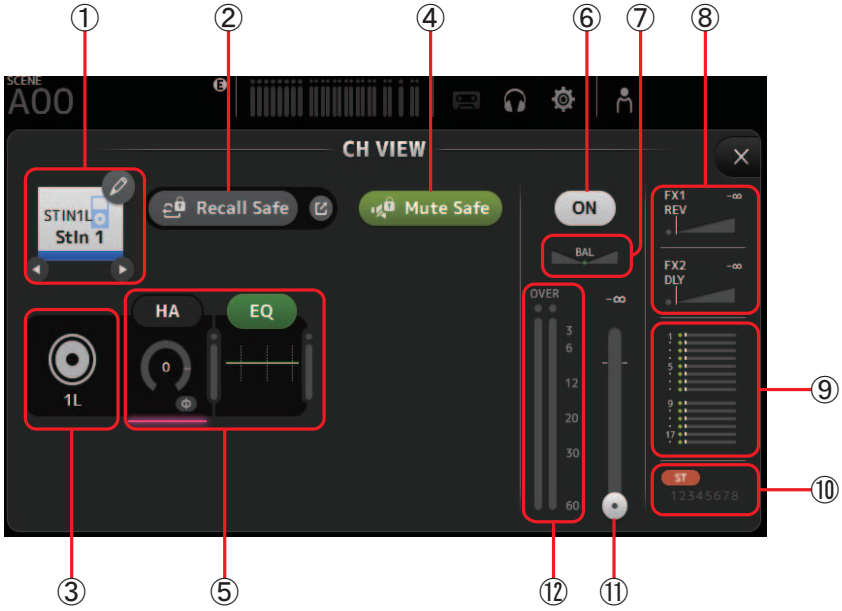
⑨ **SEND TO AUX box**
Touch when selected to display the SEND TO AUX screen.
Displays the amount of signal from the selected channel that is sent to each AUX bus.
Send level, the selected channel's fader level, and the actual send level grouped with the DCA is displayed in the horizontal bar.
The information displayed here indicates whether the signal sent to the AUX bus is the pre-fader or post-fader signal. Pre-fader signal is displayed in green; post-fader signal is displayed in gray.

⑩ **ASSIGN box**
Displays the ASSIGN screen. (→page 50)

⑪ **Channel output level slider**
Adjusts the fader level for the selected channel.

⑫ **Channel output level meter**
Displays the output level for the selected channel.

ST IN 1L-ST IN 2R



① **Channel name**
Click to display the CH NAME screen (→page 62).
◀ / ▶ Click to display information for a different channel.

② **Recall Safe button**
Turns Recall Safe on and off for the corresponding channel.
You can display the RECALL SAFE screen by clicking the jump button in the right corner of the Recall Safe button.

③ **Input source indicator**
Displays the input channel's input source. You can select the input source on the INPUT screen.

④ **Mute Safe button**
Click to temporarily exclude the selected channel from the input mute group.
If you mute the input mute group, any channels in that group that have mute safe enabled will not be muted.

⑤ **HA/EQ/GATE/COMP boxes**
Click to display the configuration screen for the corresponding feature.
You can click the EQ button displayed here to turn EQ on and off.
HA box: Displays the INPUT screen (→page 34).
EQ box: Displays the EQ screen (→page 36).

⑥ **Channel on/off button**
Turns the selected channel on and off.

⑦ **Channel pan slider**
Adjusts the pan for the selected channel.

⑧ **FX1/FX2 boxes**
Displays the effect type.
When selected, you can use the mouse wheel to adjust the effects send level. You can also display the corresponding effect's configuration screen by clicking again.
Each box displays the amount of signal from the selected channel that is sent to the corresponding effects module.
Send level, the selected channel's fader level, and the actual send level grouped with the DCA is displayed in the triangular bar.
The information displayed here indicates whether the signal sent to the effects module is the pre-fader or post-fader signal. Pre-fader signal is displayed in green; post-fader signal is displayed in gray.

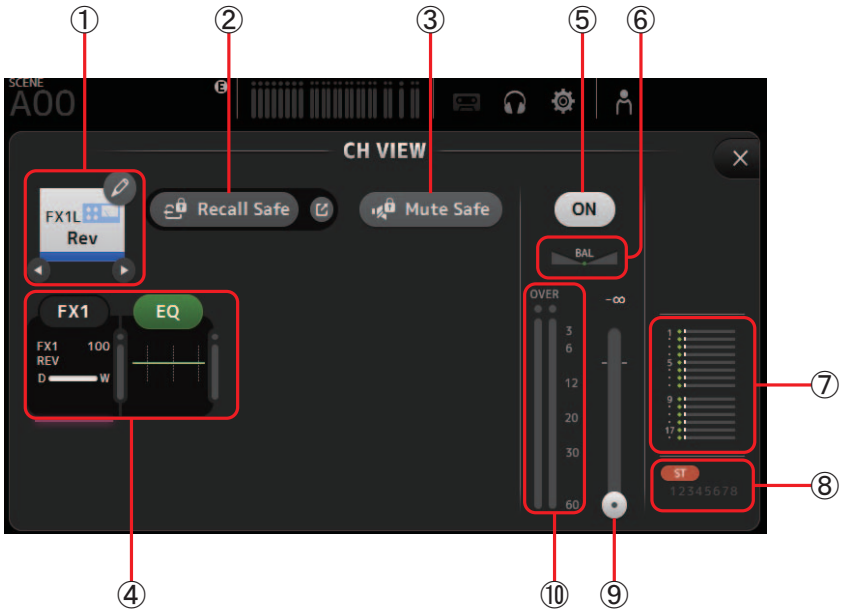
⑨ **SEND TO AUX box**
Touch when selected to display the SEND TO AUX screen.
Displays the amount of signal from the selected channel that is sent to each AUX bus.
Send level, the selected channel's fader level, and the actual send level grouped with the DCA is displayed in the horizontal bar.
The information displayed here indicates whether the signal sent to the AUX bus is the pre-fader or post-fader signal. Pre-fader signal is displayed in green; post-fader signal is displayed in gray.

⑩ **ASSIGN box**
Displays the ASSIGN screen. (→page 50)

⑪ **Channel output level slider**
Adjusts the fader level for the selected channel.

⑫ **Channel output level meter**
Displays the output level for the selected channel.

FX1L–FX2R



① **Channel name**
Click to display the CH NAME screen (→page 62).
◀ / ▶ Click to display information for a different channel.

② **Recall Safe button**
Turns Recall Safe on and off for the corresponding channel.
You can display the RECALL SAFE screen by clicking the jump button in the right corner of the Recall Safe button.

③ **Mute Safe button**
Click to temporarily exclude the selected channel from the effects mute group. If you mute the effects mute group, any channels in that group that have mute safe enabled will not be muted.

④ **HA/EQ/GATE/COMP boxes**
Click to display the configuration screen for the corresponding feature.
You can click the EQ button displayed here to turn EQ on and off.
FX1 box: Displays the FX1 screen (→page 43).
EQ box: Displays the EQ screen (→page 36).

⑤ **Channel on/off button**
Turns the selected channel on and off.

⑥ **6Channel pan slider**
Adjusts the pan for the selected channel.

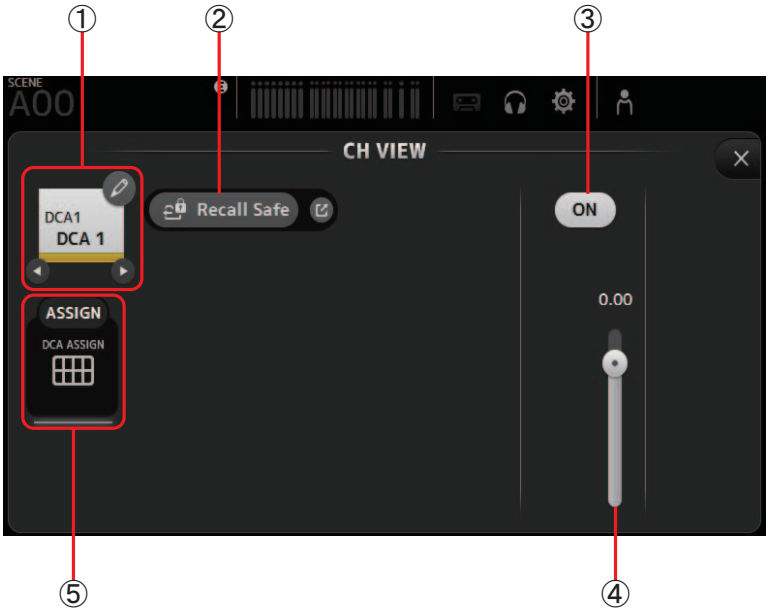
⑦ **SEND TO AUX box**
Click when selected to display the SEND TO AUX screen.
Displays the amount of signal from the selected channel that is sent to each AUX bus.
Send level, the selected channel's fader level, and the actual send level grouped with the DCA is displayed in the horizontal bar.
The information displayed here indicates whether the signal sent to the AUX bus is the pre-fader or post-fader signal. Pre-fader signal is displayed in green; post-fader signal is displayed in gray.

⑧ **ASSIGN box**
Displays the ASSIGN screen. (→page 50)

⑨ **Channel output level slider**
Adjusts the fader level for the selected channel.

⑩ **Channel output level meter**
Displays the output level for the selected channel.

DCA1–DCA8



① **Channel name**
Click to display the CH NAME screen (→page 62).
◀ / ▶ Click to display information for a different channel.

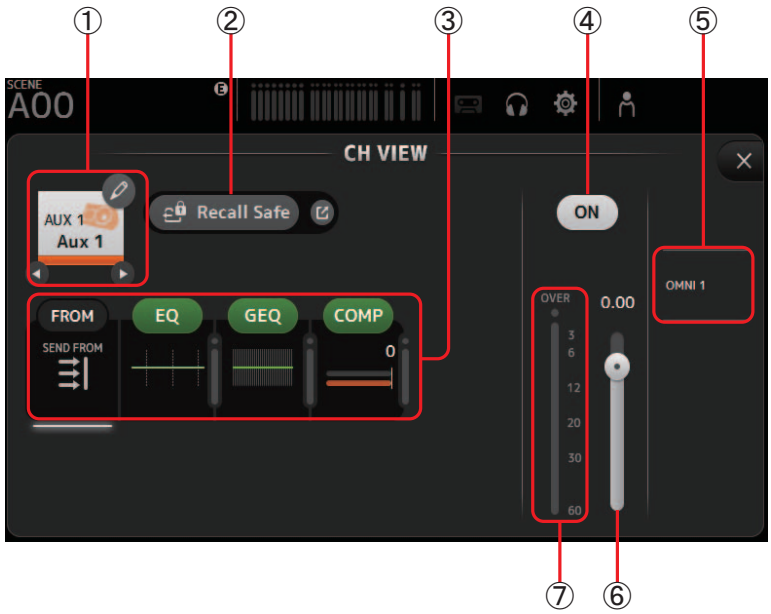
② **Recall Safe button**
Turns Recall Safe on and off for the corresponding channel.
You can display the RECALL SAFE screen by clicking the jump button in the right corner of the Recall Safe button.

③ **Channel on/off button**
Turns the selected channel on and off.

④ **Channel output level slider**
Adjusts the fader level for the selected channel.

⑤ **ASSIGN box (V1.1 and later)**
Touch when selected to display the DCA ASSIGN screen. (→page 67)

AUX 1–AUX 8



① **Channel name**
Click to display the CH NAME screen (→page 62).
◀ / ▶ Click to display information for a different channel.

② **Recall Safe button**
Turns Recall Safe on and off for the corresponding channel.
You can display the RECALL SAFE screen by clicking the jump button in the right corner of the Recall Safe button.

③ **HA/EQ/GATE/COMP boxes**
Touch to display the configuration screen for the corresponding feature.
You can touch the EQ, GEQ, and COMP buttons displayed here to turn the corresponding feature on and off.
FROM box: Displays the SEND FROM screen (→page 66).
EQ box: Displays the EQ screen (→page 36).
GEQ box: Displays the GEQ screen (→page 63).
COMP box: Displays the COMP screen (→page 41).

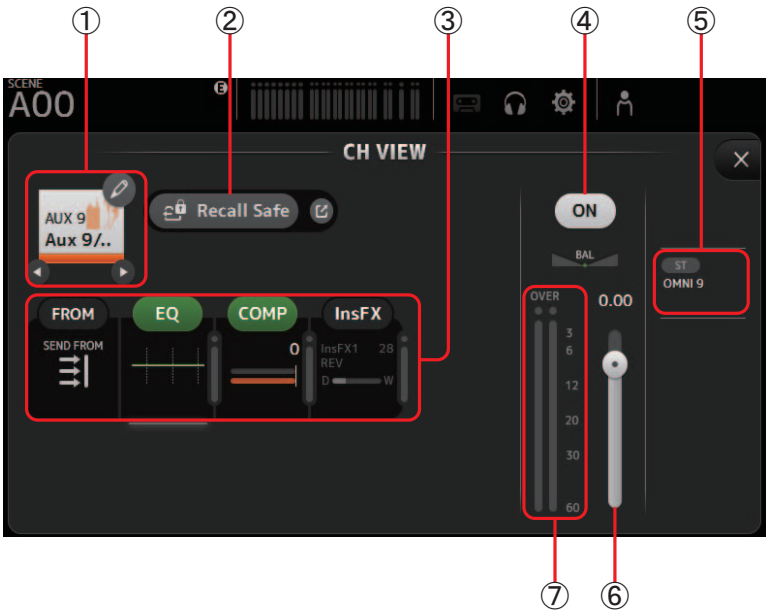
④ **Channel on/off button**
Turns the selected channel on and off.

⑤ **OUTPUT box**
Displays the OUTPUT screen. (→page 65)

⑥ **Channel output level slider**
Adjusts the fader level for the selected channel.

⑦ **Channel output level meter**
Displays the output level for the selected channel.

AUX 9–AUX 20



① **Channel name**
Click to display the CH NAME screen (→page 62).
◀ / ▶ Click to display information for a different channel.

② **Recall Safe button**
Turns Recall Safe on and off for the corresponding channel.
You can display the RECALL SAFE screen by clicking the jump button in the right corner of the Recall Safe button.

③ **HA/EQ/GATE/COMP boxes**
Click to display the configuration screen for the corresponding feature.
You can click the EQ and COMP buttons displayed here to turn the corresponding feature on and off.
FROM box: Displays the SEND FROM screen (→page 66).
EQ box: Displays the EQ screen (→page 36).
COMP box: Displays the COMP screen (→page 41).
InsFX box: Displays the FX screen (→page 43).

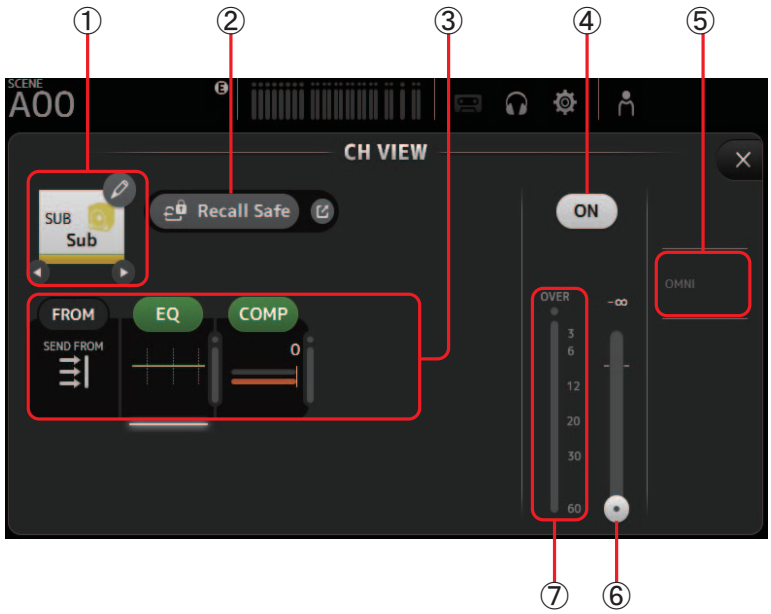
④ **Channel on/off button**
Turns the selected channel on and off.

⑤ **OUTPUT box**
Displays the OUTPUT screen. (→page 65)

⑥ **Channel output level slider**
Adjusts the fader level for the selected channel.

⑦ **Channel output level meter**
Displays the output level for the selected channel.

SUB



① **Channel name**
Click to display the CH NAME screen (→page 62).
◀ / ▶ Click to display information for a different channel.

② **Recall Safe button**
Turns Recall Safe on and off for the corresponding channel.
You can display the RECALL SAFE screen by clicking the jump button in the right corner of the Recall Safe button.

③ **HA/EQ/GATE/COMP boxes**
Click to display the configuration screen for the corresponding feature.
You can click the EQ and COMP buttons displayed here to turn the corresponding feature on and off.
FROM box: Displays the SEND FROM screen (→page 66).
EQ box: Displays the EQ screen (→page 36).
COMP box: Displays the COMP screen (→page 41).

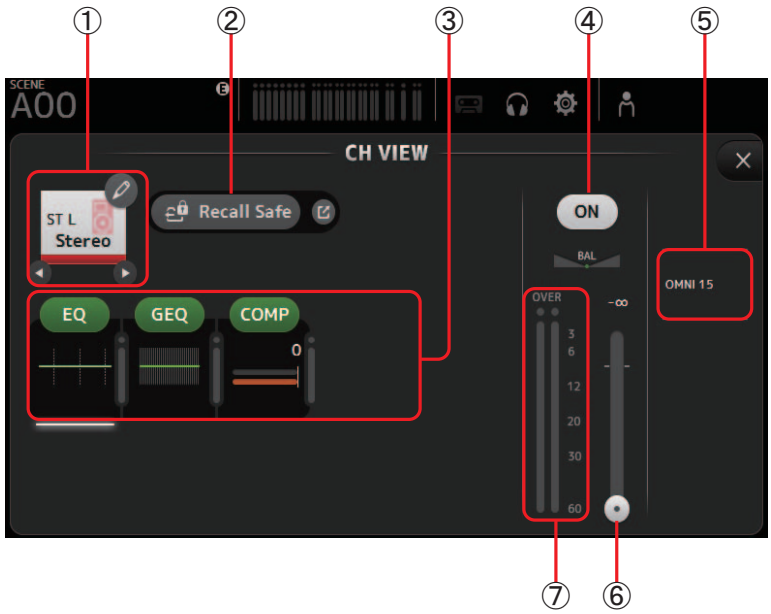
④ **Channel on/off button**
Turns the selected channel on and off.

⑤ **OUTPUT box**
Displays the OUTPUT screen. (→page 65)

⑥ **Channel output level slider**
Adjusts the fader level for the selected channel.

⑦ **Channel output level meter**
Displays the output level for the selected channel.

ST L, ST R



① **Channel name**
Click to display the CH NAME screen (→page 62).
◀ / ▶ Click to display information for a different channel.

② **Recall Safe button**
Turns Recall Safe on and off for the corresponding channel.
You can display the RECALL SAFE screen by clicking the jump button in the right corner of the Recall Safe button.

③ **HA/EQ/GATE/COMP boxes**
Touch to display the configuration screen for the corresponding feature.
You can touch the EQ, GEQ, and COMP buttons displayed here to turn the corresponding feature on and off.
FROM box: Displays the SEND FROM screen (→page 66).
EQ box: Displays the EQ screen (→page 36).
GEQ box: Displays the GEQ screen (→page 63).
COMP box: Displays the COMP screen (→page 41).

④ **Channel on/off button**
Turns the selected channel on and off.

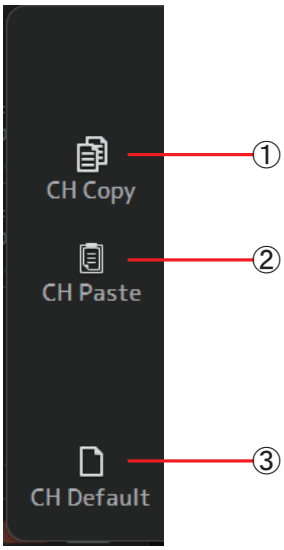
⑤ **OUTPUT box**
Displays the OUTPUT screen. (→page 65)

⑥ **Channel output level slider**
Adjusts the fader level for the selected channel.

⑦ **Channel output level meter**
Displays the output level for the selected channel.

CH VIEW screen menu

The following items are displayed in the menu area when the CH VIEW screen is displayed.



① **CH Copy**
Copies the settings of the current channel.

② **CH Paste**
Pastes settings from the copied channel and applies them to the selected channel.

③ **CH Default**
Resets the settings of the current channel to their default values.

CH NAME screen

Allows you to set the channel name, icon, and channel color.

① **Name text box**
Enter the channel name here.
Click the text box to enter the name using your computer keyboard.

② **Icon button**
Click to display a list of available channel icons.

③ **Category button**
Allows you to select a different category of channel icons.
The available categories vary depending on the type of channel.

④ **Channel icon list**
Click to apply the channel icon.
You can drag this area up and down to display all of the available icons.

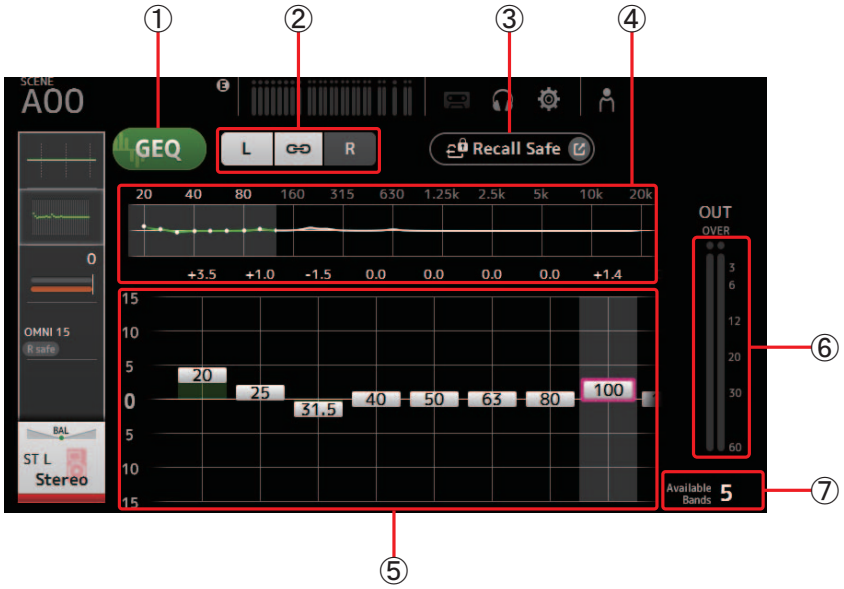
⑤ **Sample Name button**
Displays a list of commonly used channel names based on the selected channel icon.
Click on a sample name to use it as the channel name.

⑥ **Color button**
Click to display a list of available channel colors.

Click the desired color to use that color as the channel color.

GEQ screen

You can use the internal graphic equalizer (GEQ) to process AUX 1–8 and STEREO channel signals.
The GEQ is a mono, 12-band EQ. Each band is 1/3 octave wide, with an adjustable gain range of ±15 db.
31 bands are available; you can adjust gain for up to 12 bands.



① **GEQ button**
Turns the GEQ on and off.

② **GEQ channel selection buttons**
These buttons are displayed only when configuring the GEQ for stereo AUX buses or the STEREO channels. They are not displayed for mono AUX buses.
: Turns the GEQ left/right channel link on and off.
L/R: Allows you select the left and right GEQ channels.

③ **Recall Safe button**
Displays the RECALL SAFE screen. (→page 20)

④ **EQ graph, band selection**
Displays the EQ settings.
Drag left or right or click an area to display the gain sliders for other bands.

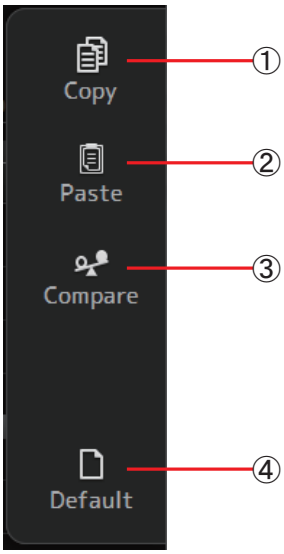
⑤ **Gain sliders**
Adjusts the gain for the corresponding band.
Drag left or right to display the gain sliders for other bands.

⑥ **Output level meter**
Displays the GEQ output level.

⑦ **Available bands display**
Displays the number of additional bands that you can adjust.

GEQ screen menu

The following items are displayed in the menu area when the GEQ screen is displayed.



① **Copy**
Copies the GEQ parameters of the selected channel to the clipboard.

② **Paste**
Pastes the GEQ parameters in the clipboard to the selected channel.

③ **Compare**
Allows you to compare the GEQ parameters of the selected channel with the GEQ parameters in the clipboard by switching between the two.

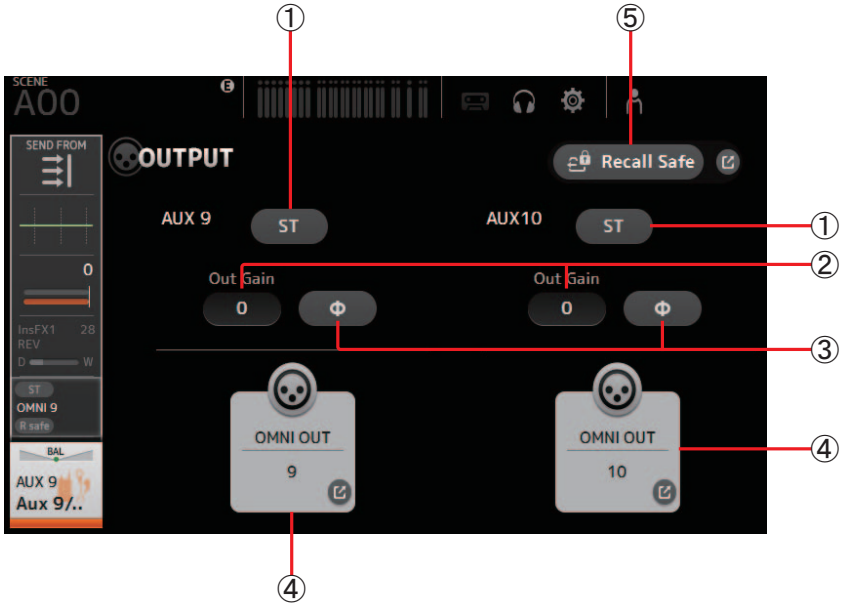
④ **Default**
Resets all GEQ settings to their default values.

OUTPUT screen

Allows you to select the signals sent to the output channels (OMNI OUT 1–16).
The buttons displayed vary depending on the type of output channel selected.

Output channel type	Buttons				
	ST button	Out Gain Buttons	Φ button	OMNI OUT indicator	OMNI OUT Buttons
AUX 1–8	–	○	○	○	○
AUX9/10–AUX19/20	○	○	○	○	○
SUB	–	○	○	○	○
STEREO	–	○	○	○	○

○: Displayed
–: Not displayed



① **ST button**
Determines whether the stereo channel is output or not.

② **Out Gain text box**
Allows you to adjust the output gain.
When selected, you can use the mouse wheel to adjust the setting. Click again to use your computer keyboard to enter a value.

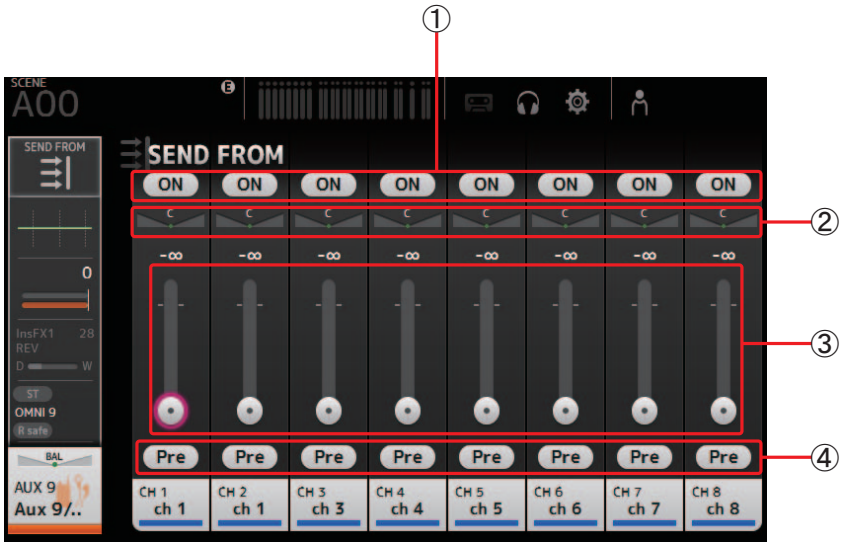
③ **Φ (phase) button**
Allows you to reverse the phase.
When turned on, the output signal's phase is reversed.

④ **OMNI OUT button**
Displays the number of the OMNI OUT to which the channel is directed.
Up to two numbers can be displayed. For three or more numbers, "+" is displayed.
Displays the OMNI OUT screen. (→page 19)

⑤ **Recall Safe button (V1.1 and later)**
Turns Recall Safe on and off for the corresponding channel.
You can display the RECALL SAFE screen (→page 20) by touching the jump button in the right corner of the Recall Safe button.

SEND FROM screen

Allows you to send signals from the input channels.



① **ON button**
Determines whether a signal is sent (on) or not sent (off) from the corresponding input channel.

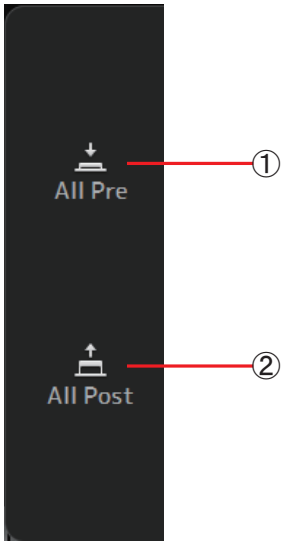
② **Send pan slider**
Adjusts the pan of the input channel signal that is sent.
For AUX 1–8, this slider is only displayed if the signal type is set to stereo.

③ **Send level slider**
Determines the amount of signal sent from the corresponding input channel.

④ **Pre button**
Allows you to select whether the pre-fader or post-fader signal is sent from the corresponding input channel.
On: Before the fader
Off: After the fader

SEND FROM screen menu

The following items are displayed in the menu area when the SEND FROM screen is displayed.

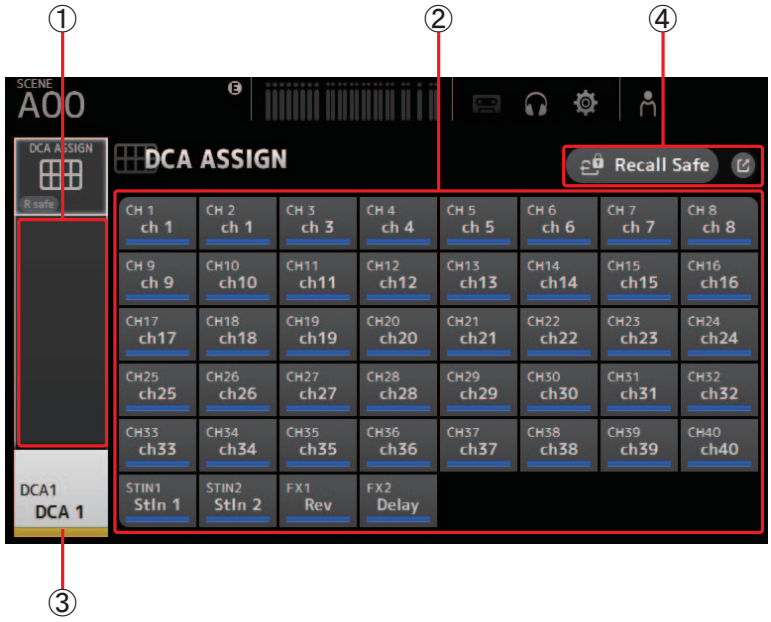


① **All Pre**
Turns on all Pre buttons.

② **All Post**
Turns off all Pre buttons.

DCA ASSIGN screen

Allows you to group channels together by assigning them to DCA groups.



① **Channel display area**
Member channels of selected DCA group assigned to these channel strips

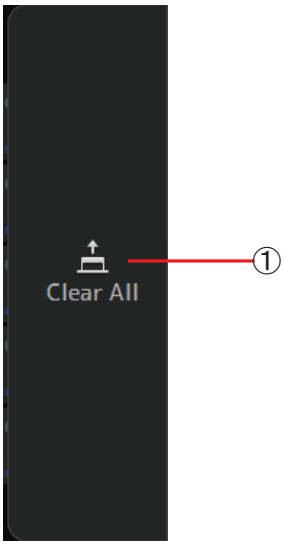
② **DCA ASSIGN buttons**
Allow you to select which channels are assigned to the current DCA group.
Selected channels are highlighted.

③ **CH VIEW button**
Displays the CH VIEW screen. (→page 51)

④ **Recall Safe button (V1.1 and later)**
Turns Recall Safe on and off for the corresponding channel.
You can display the RECALL SAFE screen (→page 20) by touching the jump button in the right corner of the Recall Safe button.

DCA ASSIGN screen menu

The following items are displayed in the menu area when the DCA ASSIGN screen is displayed.



① **Clear All**
Removes all channels from the DCA group.

List of parameters saved in Scenes and Presets

CH 1–40

		Channel Library Recall							Scene	Can use Scene Recall Safe							Stereo Link
		Recall CH				Recall EQ	Recall Gate	Recall Comp		All	HA	Input Select	Processing	Send To	Fader /On	Name	
		(All)	(Exclude)														
			HA	Input Select	Name												
HA	Gain	O		O	O				O	O	O						O
	+48V	O		O	O				O	O	O						
	Φ	O		O	O				O	O	O						
	Digital Gain	O		O	O				O	O	O						O
Input Select		O	O		O				O	O		O					O
Category, Name, Color, Icon		O	O	O					O	O						O	O
Stereo Link		O	O	O	O				O	O							O
Direct Out*1	On	O	O	O	O				O	O							O
	Point	O	O	O	O				O	O							O
HPF		O	O	O	O	O			O	O			O				O
PEQ		O	O	O	O	O			O	O			O				O
GATE*1		O	O	O	O		O		O	O			O				O*2
COMP*1		O	O	O	O			O	O	O			O				O*2
TO AUX	Level								O	O				O			O
	Pan								O	O							
	On								O	O				O			O
	Pre								O	O				O			O
TO FX	Level								O	O				O			O
	On								O	O				O			O
	Pre								O	O				O			O
TO ST	Assign	O	O	O	O				O	O							O
	Pan	O	O	O	O				O	O							
TO SUB	Level	O	O	O	O				O	O				O			O
	On	O	O	O	O				O	O				O			O
On									O	O					O		O
Fader									O	O					O		O
DCA Assign		O	O	O	O				O	O							O
Mute Safe																	O
Recall Safe																	O
CUE																	O

*1 CH 1–32 only
*2 Only parameters are linked. (Gain reduction control is not linked.)

ST IN 1, ST IN 2

		Channel Library Recall					Scene	Can use Scene Recall Safe							Stereo Link
		Recall CH				Recall EQ		All	HA	Input Select	Processing	Send To	Fader/ On	Name	
		(All)	(Exclude)												
			HA	Input Select	Name										
HA	Φ	O		O	O		O	O	O						
	Digital Gain	O		O	O		O	O	O						O
Input Select		O	O		O		O	O		O					O
Category, Name, Color, Icon		O	O	O			O	O						O	O
PEQ		O	O	O	O	O	O	O			O				O
TO AUX	Level						O	O				O			O
	Pan						O	O							
	On						O	O				O			O
	Pre						O	O				O			O
TO FX	Level						O	O				O			O
	On						O	O				O			O
	Pre						O	O				O			O
TO ST	Assign	O	O	O	O		O	O							O
	Balance	O	O	O	O		O	O							O
On							O	O					O		O
Fader							O	O					O		O
DCA Assign		O	O	O	O		O	O							O
Mute Safe															O
Recall Safe															O
CUE															O

FX 1, FX 2

		Channel Library Recall					Scene	Can use Scene Recall Safe							Stereo Link
		Recall CH			Recall FX	Recall EQ		With Send*1	All	FX	Processing	Send To	Fader/ On	Name	
		(All)	(Exclude)												
			FX	Name											
Category, Name, Color, Icon		O	O				O		O					O	O
FX				O	O		O		O	O				O	-
PEQ		O	O	O		O	O		O		O				O
TO AUX	Level						O		O			O			O
	Pan						O		O						
	On						O		O			O			O
	Pre						O		O			O			O
TO ST	Assign	O	O	O			O		O						O
	Balance	O	O	O			O		O						O
On							O		O				O		O
Fader							O		O				O		O
DCA Assign		O	O	O			O		O						O
Mute Safe															O
Recall Safe															O
CUE															O

*1 For With Send, TO FX signals from CH 1–40, ST IN 1, and ST IN 2 can be recall safe.

AUX

		Channel Library Recall							Scene	Can use Scene Recall Safe								Stereo Link
		Recall CH				Recall EQ	Recall GEQ*1	Recall FX*1		With Send	All	FX*2	GEQ*1	Processing	Fader /On	Gain/ Φ	Name	
		(All)	(Exclude)															
			GEQ*1	FX*2	Name													
Category, Name, Color, Icon		O	O	O					O		O						O	O
Signal Type*1		O	O	O	O				O		O							O
Pan Link		O	O	O	O				O		O							O
PEQ		O	O	O	O	O			O		O			O				O
GEQ*1		O		O	O		O		O		O			O				O*3
COMP		O	O	O	O				O		O			O				O
Ins FX*2		O	O		O			O	O		O			O				O
TO ST Assign*2		O	O	O	O				O		O							O
On									O		O				O			O
Fader									O		O				O			O
Send From	Level								O	O								O
	Pan								O	O								
	On								O	O								O
	Pre								O	O								O
OUTPUT	Balance	O	O	O	O				O		O							O
	Out Gain	O	O	O	O				O		O					O		O
	Φ	O	O	O	O				O		O					O		O
Recall Safe																		O
CUE																		O

*1 AUX 1–8 only
*2 AUX 9/10–19/20 only
*3 Only when L/R LINK for GEQ is turned on

STEREO, SUB

		Channel Library Recall						Scene	Can use Scene Recall Safe						Stereo Link*1
		Recall CH			Recall EQ	Recall GEQ*1	Recall FX*1		With Send*2	All	GEQ*1	Processing	Fader/ On	Gain/ Φ	Name	
		(All)	(Exclude)													
			GEQ*1	Name												
Category, Name, Color, Icon		O	O					O		O					O	O
LPF*2																
PEQ		O	O	O	O			O		O		O				O
GEQ*1		O		O		O		O		O		O				O*3
COMP		O	O	O				O		O		O				O
On								O		O			O			O
Fader								O		O			O			O
STEREO/SUB Level Link								O								-
Send From*2	Level							O	O							O
	On							O	O							O
OUTPUT	Balance*1	O	O	O				O		O						O
	Out Gain	O	O	O				O		O				O		O
	Φ	O	O	O				O		O				O		O
Recall Safe																O
CUE																O

*1 STEREO only
*2 SUB only
*3 Only when L/R LINK for GEQ is turned on

DCA

	Scene	Can use Scene Recall Safe		
		All	Fader/ On	Name
Category, Name, Color, Icon	O	O		O
On	O	O	O	
Fader	O	O	O	
DCA Assign	O	O		
Recall Safe				
CUE				

OMNI OUT

	Scene	Can use Scene Recall Safe
OMNI OUT Patch	O	O (All OMNI OUT)

Error messages

Message	Description
Item Already Exists. Replace it?	You tried to overwrite an item in the Library.
File Already Exists, Replace it?	When using Save As, the name of the file you tried to save was the same name as an existing file. When using Save. you tried to overwrite an existing file.
Operation Failed!	An error occurred during the operation. (This is a general error.)
Invalid Name!	Name violates naming convention.
Operation Ignored.	The feature assigned to the USER DEFINED KNOB could not be operated when the message was displayed.
SCENE #XX is Empty!	No data is stored in the Scene you tried to recall, or the data is damaged.
SCENE #XX is Read Only!	You tried to overwrite a Scene that is write-protected.
Cannot Store!	Could not save the data in the Scene memory or in the library.
Cannot Recall!	Could not recall the data from the Scene memory or from the library.
LIBRARY is Read Only!	You tried to overwrite data in the library that is write-protected.
Operation Failed. Library Memory Full.	You tried to add data when the memory was full.
Turn Off 1-knob Mode to Adjust.	1-knob mode is enabled; turn 1-knob mode off.
Nothing to Paste!	You tried to paste data when the copy buffer was empty.
Page does not exist.	The page does not exist.
Cannot Close This Popup.	The popup could not be closed.
Unsupported File Format!	You tried to read an unsupported file format.
Couldn't Write File.	The file could not be saved.
File Protected!	Could not overwrite the file because the file is write-protected.
Already Exists!	The name of the directory you tried to create or edit matches the name of an existing directory.
Couldn't Access File.	Could not access the file for some reason.
File Error!	An internal file access error occurred.
Illegal IP Address!	The IP address setting or gateway setting is incorrect.

TF Editor shortcuts

Menu		Shortcuts
		Windows
File	Load	Ctrl+O
	Save	Ctrl+S
	Exit	Alt+F4
Home	screen	ESC
SEL CH	Left	Ctrl+←
	Right	Ctrl+→
FADER BANK	INPUT	Ctrl+1
	GROUP	Ctrl+2
	OUTPUT	Ctrl+3
	CUSTOM	Ctrl+4
SCENE	screen	Ctrl+5
Meter	screen	Ctrl+6
Library	screen	Ctrl+L
Menu	Copy	Ctrl+Shift+C
	Paste	Ctrl+Shift+V
	Cut	Ctrl+Shift+X
CH NAME	screen	F2
TOUCH AND TURN	Inc/Dec	Mouse wheel ↑/↓
	Inc/Dec (Fine)	Shift+Mouse wheel ↑/↓ Shift+↑/↓

Numerics

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■ Operations and settings

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http://www.yamahaproaudio.com/

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http://www.yamaha.co.jp/manual/

Manual Development Department

Published 01/2015 CR-A0