



DIGITAL MIXING CONSOLE

DM5

DM5 COMPACT (DM5C)

User Guide

EN

Table of Contents

Introduction	11
About the Product	11
About Available Documentation	12
About the Utility Software Configuration	13
Firmware Updates	14
Connections	15
Analog input connections	15
Analog output connections	16
I/O device connections	17
Daisy-chain connections	18
Star connections	20
Redundant connections	22
Part Names & Functions	25
Top Panel	25
Rear Panel	27
Front Panel	30
Basic Operations	31
Basic Operations on the Top Panel	31
Basic Screen Operations	32
On-screen User Interface	33
Screen Overview	36
Touch screen	36
About the SELECTED CHANNEL VIEW Screen	40
About the OVERVIEW Screen	47
ADMIN area	50
User Defined Keys/Fader Bank	54
Glass Key Area	57

Screens59

EQ Screen59

DYNAMICS Screen64

SCENE Screen67

Scene List screen67

Scene List screen (Comment)69

Scene List screen (Focus)70

FOCUS screen71

Scene List screen (Fade Time)73

FADE TIME screen74

Individual Fade Time Screen75

Scene List screen (GPI)76

Scene List screen (Playback Link)77

PLAYBACK LINK Screen78

Recall Safe screen79

Global Paste screen81

Scene List Screen (MIDI) (Theater Package Compatible)83

MIDI TX Screen84

AFC Image Screen (Theatre Package Compatible)85

GENERAL Screen86

DELAY COMPENSATION Screen88

USER SETUP Screen89

USER SETUP screen89

PREFERENCE screen91

Preference2 Tab93

Surface Screen (DM5 Only)94

CUSTOM FADER screen95

GUEST USER LEVEL screen97

USER DEFINED KEYS Screen98

USER DEFINED KNOBS screen101

CREATE USER KEY screen103

BUS SETUP screen106

BUS SETUP Screen106

BUS SETUP (Send Point) screen107

WORD CLOCK Screen109

MIDI/GPI Screen 111

 MIDI/GPI (MIDI Setup) screen 111

 MIDI/GPI (Program Change) screen 113

 MIDI/GPI (Control Change) screen 115

 MIDI/GPI (GPI) screen 116

 MIDI/GPI (Fader Start) screen 118

 Audio Follow Video Screen (Broadcast Package Compatible) 121

DATE/TIME Screen 123

NETWORK Screen 124

 NETWORK (For Mixer Control) screen 124

 NETWORK (For Device Control) screen 126

 NETWORK Screen - Immersive Tab (Theater Package Compatible) 128

 IMMERSIVE SOUND popup window (1CH) 130

 IMMERSIVE SOUND popup window (OBJ1-36, OBJ37-72, OBJ73-108, OBJ109-128) 131

 OBJECT ASSIGN screen 132

PY Slot screen 134

 PY Slot screen 134

 PY64-MD screen 135

 PY8-AE screen 139

 PY64-D screen 141

 PY-DSP Screen 143

SAVE/LOAD screen 144

PATCH Screen 147

 Grid screen 147

 Input patch screen (list screen) 149

 Output patch screen (list screen) 151

 Output port patch screen 154

 Recording patch screen 155

 Sub In patch screen 156

RACK Screen 157

 RACK screen 157

 GEQ Edit screen 158

 PEQ Edit screen 160

 FX screen 162

 Premium screen 164

I/O DEVICE Screen 166

DANTE SETUP (Setup) screen 166

DANTE DOMAIN MANAGER screen 169

DANTE SETUP (Device Mount) screen 171

DANTE I/O DEVICE screen 172

DEVICE SELECT screen 174

DEVICE LIST screen 175

SUPPORTED DEVICE screen 176

DVS or MANUAL screen 177

CONSOLE I/O Screen 178

OMNI IN screen 179

OMNI OUT Screen 181

I/O DEVICE screen: HA 183

I/O DEVICE screen: OUTPUT 185

I/O DEVICE screen: WIRELESS 187

I/O DEVICE Screen: Amplifier 189

DANTE PATCH (Input) screen 191

DANTE PATCH (Output) screen 192

ASSIST Screen 193

RECORDER screen 194

RECORDER screen 194

RECORDER screen 196

RECORDER screen 198

LIVE REC screen 200

DAW REMOTE screen 202

DAW REMOTE SETUP screen 205

BLUETOOTH AUDIO Screen 207

MONITOR Screen 208

MONITOR(MONITOR) Screen 208

MONITOR Screen 209

MONITOR SOURCE DEFINE Screen 212

MONITOR (CUE) screen 213

CUE Screen 215

PHONES screen 218

MONITOR (OSCILLATOR) screen 220

OSCILLATOR screen 221

MONITOR (TALKBACK) screen 224

TALKBACK screen 225

CH JOB Screen 227

 DCA GROUP ASSIGN Screen 227

 DCA SCENE GRID Screen (Theater Package Compatible) 229

 MUTE GROUP ASSIGN screen 230

 CH LINK screen 232

 CH LINK SET screen 233

 CH COPY screen 234

 CH DEFAULT screen 236

 CH MOVE Screen 237

NAME Screen 238

CH PARAMETER Screen 239

 1chGain Screen 239

 12chGain Screen 241

 12ch D.Out screen 243

 Insert screen 244

 Delay screen 245

 Send screen 247

 To Stereo screen 249

 Fader screen 251

AUTOMIXER Screen 252

CH LIBRARY Screen 256

ACTOR Screen (Theater Package Compatible) 258

SURROUND Screen (Broadcast Package Compatible) 260

 SURROUND SETUP screen 260

 DOWNMIX SETUP screen 261

 Channel Parameter screen (Surround Pan tab) 262

 Channel Parameter screen (Surround Pan tab) 264

 MONITOR (MONITOR) screen (Surround) 265

 MONITOR(MONITOR) screen 267

 MONITOR SOURCE EXT DEFINE screen 270

 SURROUND CUE screen 271

 PHONES screen 272

MAINTENANCE Screen 273

 MAINTENANCE Screen 273

 MAINTENANCE Screen - Calibration Tab 275

 FADER CALIBRATION Screen 276

 INPUT PORT TRIM Screen 278

 OUTPUT PORT TRIM Screen 279

 LED CALIBRATION Screen 280

 MAINTENANCE Screen - Device Settings Tab 281

Sound Operations	282
Controlling GAIN via the OVERVIEW Screen	282
Controlling the EQ via the OVERVIEW Screen	283
Controlling the Dynamics Processor via the OVERVIEW Screen	284
Controlling the EQ via the SELECTED CHANNEL VIEW Screen	285
Controlling the Dynamics Processor via the SELECTED CHANNEL VIEW Screen	286
Controlling Inserts via the OVERVIEW Screen	287
Controlling Inserts via the SELECTED CHANNEL VIEW Screen	288
Directly Outputting an Input Channel	289
Controlling the Delay via the OVERVIEW Screen	290
Controlling the Delay via the SELECTED CHANNEL VIEW Screen	291
SENDS TO	292
Using the Faders to Adjust the Sends (SENDS ON FADER Mode)	293
Port to Port HA function	294
Mix Minus	299
ST Mode and LCR Mode	300
Sending Signals to the STEREO Bus	301
About DCA	302
Assigning Channels to the DCA	303
Using DCAs	304
About MUTE Groups	305
Temporary Unmute Function During Mute	306
Assigning Channels to a Mute Group	307
Channel Link	308
Various Channel Link Operations Performed on the CH LINK Screen	309
Temporarily Linking Channels	310
Copying Channel Parameters	311
Initializing Channel Parameters	312
DSP Resource Management	313
GEQ/PEQ	314

Inserting a GEQ/PEQ into a Channel via the SELECTED CHANNEL VIEW Screen 315

About Plug-ins 316

Live Rec 321

For configuring a USB MIDI port 322

About Automixer 323

AFC Image Control (Theater Package Compatible) 324

AFC IMAGE settings 324

Other Operations **325**

Storing a scene 325

Recalling a Scene 326

Deleting a Scene 327

Duplicating Scenes 328

Modifying the Scene Number and Title 329

Using the Focus Function 330

Using the Fade Function 332

Outputting a Control Signal to an External Device in Tandem with Scene Recall (GPI OUT) 334

Using the Global Paste Function 335

Using the Recall Safe Function 336

Saving Settings Data on a USB Drive 337

Loading a File from a USB Drive 338

Editing a File 339

Creating a Directory 340

Using the Monitor Function 341

Using the Cue Function 343

Using the Solo Function 345

Using the Oscillators 347

Using Talkback 348

Using PHONES 349

Controlling the METER Screen 350

Assigning a Function to a User Defined Key	354
The Functions that can be Assigned to User Defined Keys	355
Assigning a Function to a User Defined Knob	365
The Functions that can be Assigned to User Defined Knobs	368
Setting a Custom Fader Bank	372
Using the Assist Function	373
About Dante	376
Configuring Dante Controller	377
Mounting an I/O DEVICE	378
Patching an I/O DEVICE	379
Using the manual and shortcuts	380
 DM Editor	 382
About DM Editor	382
File Menu	383
Setup Menu	384
Window Menu	385
Help Menu	386
Editor Operation Overview	387
Operation during Editor Startup	388
Editor and Unit Synchronization	389
Editor's Offline Edit Function	390
 Notice	 391
Notice Regarding the Contents of This Document	391
FX Parameters	392
Premium Parameters	407
 Appendix	 419
General specifications	419
Audio characteristics	420
Analog input standards	422

Analog output standards 423

Digital I/O standards 424

Control I/O standards 425

Dimensions 426

Troubleshooting 428

Installation of Option Cards 429

Introduction

About the Product

Target users

This product is intended for users who can perform mixing operations on PA systems in halls, event spaces, studios, etc.

Purpose of use

This product is used for mixing at halls and event spaces and in broadcast/production.

About model differences

	Number of analog inputs	Monaural input channel	Touchscreens (large), touchscreens (small)	Fader
DM5	32	60	2 each	26
DM5 Compact (DM5C)	16	48	1 each	13

NOTE

Illustrations are for the DM5 unless otherwise noted.

Software packages

Broadcast Package (DEK-BR): A software package for adding broadcast-use functions to the DM5 Series.

Theatre Package (DEK-TH): A software package for adding theatre-use functions to the DM5 Series.

Dugan Automixer License (DEK-DUGAN): A software package for expanding AutoMixer functionality on the DM5 Series.

About Available Documentation

The DM5 Series manual can be downloaded from the Yamaha Pro Audio website in PDF format. The manual can also be viewed in HTML format.

<https://www.yamahaproaudio.com/>

■ Read This First

This manual presents the product overview, safety precautions, and other information.

■ DM5 Series User Guide

This manual provides detailed explanations of all screens and functions, and includes step-by-step procedures and a system set-up procedure to help you operate the DM5 Series.

https://manual.yamaha.com/audio/mixers/dm5_dm5c/

■ DM Editor Installation Guide

This guide explains how to install the DM Editor.

https://manual.yamaha.com/audio/apps_software/dm_editor/

■ DM StageMix User Guide

This guide explains an iPad application that allows you to control the DM5 Series system wirelessly.

https://manual.yamaha.com/audio/apps_software/dm_stagemix/

■ DM5 Series Block Diagram

This is a block diagram of the DM5 and DM5 Compact. It is available in English only.

Each manual can be downloaded from the Yamaha website. The most up-to-date manual data is always available on the Yamaha website. Please refer to it as needed.

<https://download.yamaha.com/>

About the Utility Software Configuration

The DM5 Series can be used with a variety of utility software. Detailed information about the software is available on the Yamaha Pro Audio website.

<https://www.yamahaproaudio.com/>

For information regarding how to download or install the software, as well as setting details, refer to the website listed above or to the downloaded Installation Guide.

■ **DM Editor**

This application software allows you to set up and operate the unit from a connected computer. You can also back up the unit settings, or set up the unit at a remote site where access to the unit is limited.

■ **DM StageMix**

This is software that allows remote operation of the main unit using an iPad.

■ **MonitorMix**

This application software allows you to remotely control the monitor mix balance of the DM5 Series unit from a smart device connected via Wi-Fi.

■ **Console File Converter**

It also enables you to convert settings file formats between the Yamaha RIVAGE PM Series, CL Series, QL Series.

■ **ProVisionaire Series**

This application software allows you to create a control panel that suits the setup environment or operational procedure, and to remotely control and monitor devices.

Firmware Updates

You can update the unit's firmware to improve the operability, add functions, and correct possible malfunctions.

Information on updating the firmware can be found on the following website.

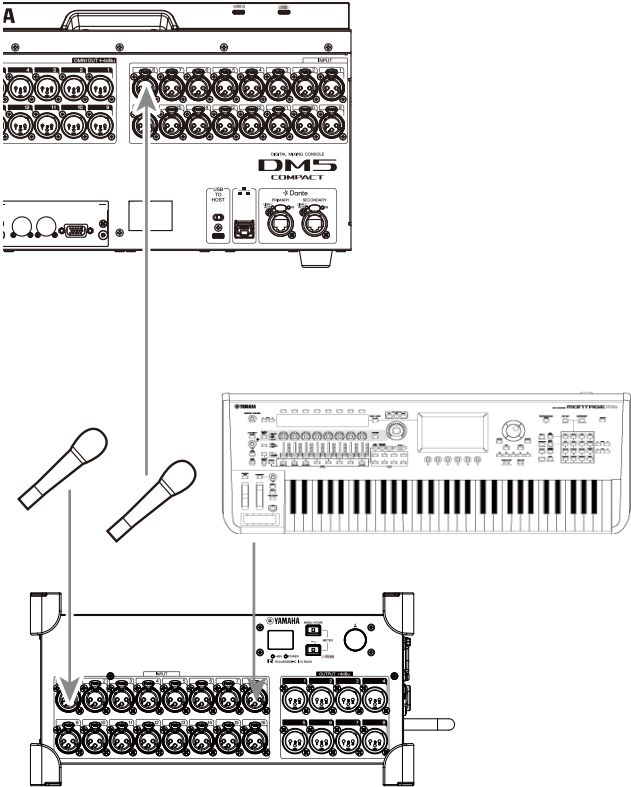
<https://www.yamahaproaudio.com/>

For information on updating and setting up the unit, please refer to the firmware update guide available on the website.

Connections

Analog input connections

The INPUT jacks of I/O devices like the DM5 series are mainly for connecting mikes and line level equipment.



RUio1608SB-D

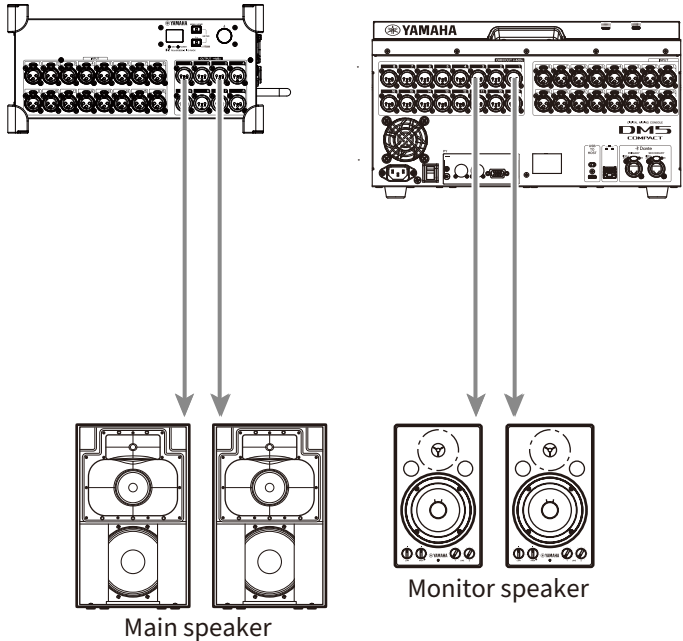
The PATCH screen is used to set the switching of patches. Patches can also be switched using the PATCH button on the SELECTED CHANNEL VIEW screen.

Analog output connections

The OMNI OUT terminal on the DM5 Series and the OUTPUT terminals on the I/O devices can be used to patch output signals from output channels (MIX, MATRIX, STEREO (L/R)), monitor signals (MONITOR OUT L/R channels), and direct output signals from input channels.

The front panel of the DM5 Series is equipped with a PHONES output jack for monitoring, enabling constant monitoring of the signal selected as the monitor source. The same signal can also be monitored through external speakers by assigning the MONITOR OUT L/R channels to any desired output terminal.

RUio1608SB-D



The PATCH screen is used to set the switching of patches. Patches can also be switched using the PATCH button on the SELECTED CHANNEL VIEW screen.

I/O device connections

When connecting the DM5 Series to I/O devices (RUio1608SB-D, etc.) there are two options: daisy-chain connection and star connection.

In addition, devices equipped with two ports, one for the main circuit (PRIMARY) and the other for the secondary circuit (SECONDARY), can be redundantly connected to each other in the unlikely event of a failure.

Related links

- “About Dante” (p.376)
- “Daisy-chain connections” (p.18)
- “Star connections” (p.20)
- “Redundant connections” (p.22)

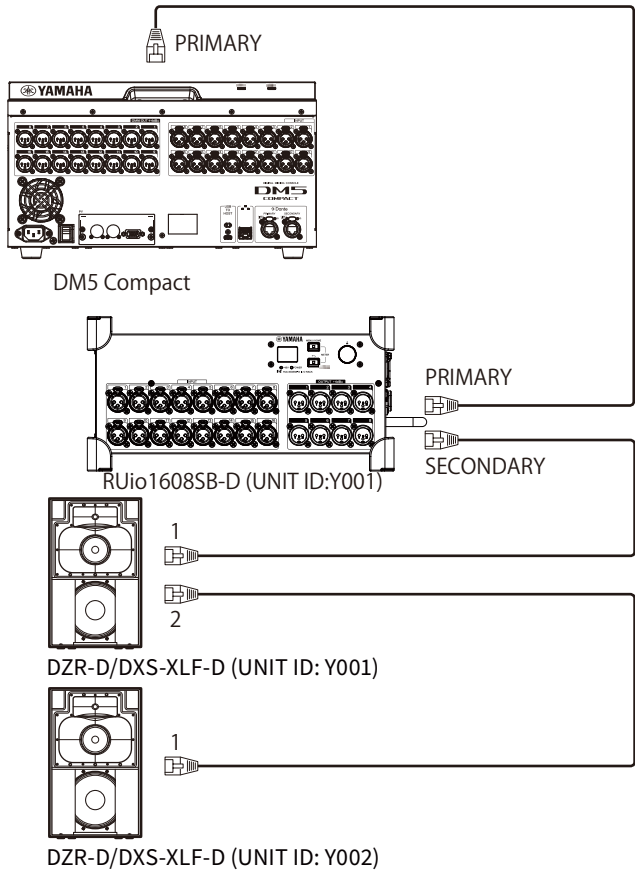
Daisy-chain connections

Daisy-chain connect devices by linking them together in a row. Building the network is easy and no network switches are required. It is used on simple systems when the number of devices to be connected is small.

As the number of connected devices increases, transmission latency also increases, so the Dante latency setting must be increased according to the system configuration. In addition, if the system fails due to a cable break or other cause, the network will be divided at that point and transmission to and from the devices beyond that point will not be possible.

■ Example of DM5 Series and I/O device connection

Use the Dante terminals on the DM5 Series and the I/O device and connect as shown below.



■ I/O device settings

Use the following settings when connecting the DM5 Series to the RUio1608SB-D or DZR-D/DXS-XLF-D.

[RUio1608SB-D settings]

- UNIT ID = 1
- SECONDARY PORT = DAISY CHAIN
- START UP MODE = REFRESH

[DZR-D/DXS-XLF-D settings]

- UNIT ID = Any ID
- MODE (DANTE MODE) = STANDARD

Configure the UNIT ID of DZR-D/DXS-XLF-D on the DANTE SETUP screen of the DZR-D/DXS-XLF-D speaker.

[DM5 Series settings]

Dante network settings are configured on the Setup screen or Device Mount screen under DANTE SETUP.

NOTE

No SECONDARY function is available under DZR Dante.

Related links

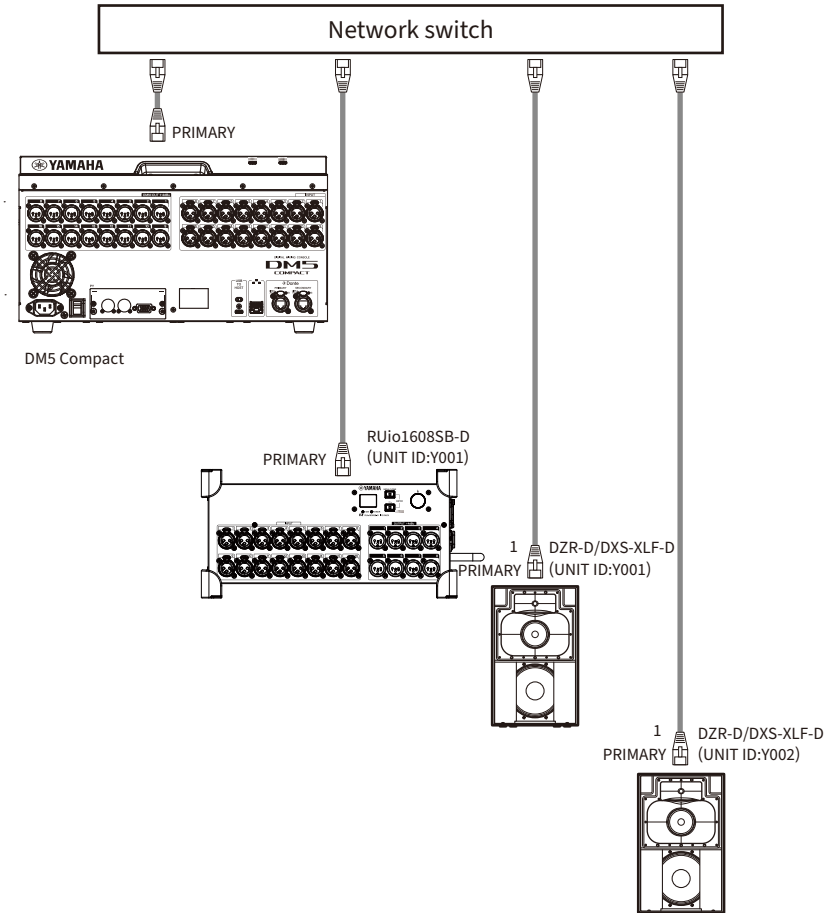
- “DANTE SETUP (Setup) screen” (p.166)
- “DANTE SETUP (Device Mount) screen” (p.171)

Star connections

The star connection is a method of connecting devices centered around a network switch. A network switch that includes a variety of features to control/monitor the network (e.g., clock synchronization for any chosen data line, QoS to prioritize voice transmission, etc.) is recommended.

■ Example of DM5 Series and I/O device connection

Use the Dante terminals on the DM5 Series and the I/O device and connect as shown below.



■ I/O device settings

Use the following settings when connecting the DM5 Series to the RUio1608SB-D or DZR-D/DXS-XLF-D.

[RUio1608SB-D settings]

- UNIT ID = 1
- SECONDARY PORT = DAISY CHAIN
- START UP MODE = REFRESH

[DZR-D/DXS-XLF-D settings]

- UNIT ID = Any ID
- MODE (DANTE MODE) = STANDARD

Configure the UNIT ID of DZR-D/DXS-XLF-D on the DANTE SETUP screen of the DZR-D/DXS-XLF-D speaker.

[DM5 Series settings]

Dante network settings are configured on the Setup screen or Device Mount screen under DANTE SETUP.

NOTE

No SECONDARY function is available under DZR Dante.

Related links

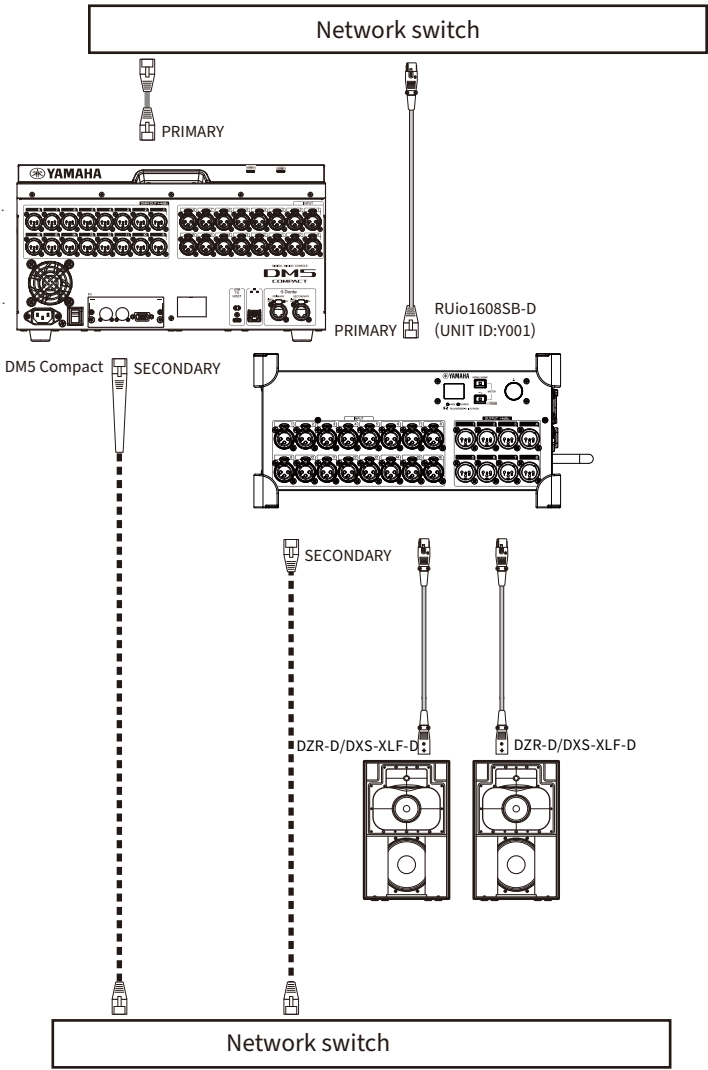
- “DANTE SETUP (Setup) screen” (p.166)
- “DANTE SETUP (Device Mount) screen” (p.171)

Redundant connections

A redundant connection is a network consisting of two circuits, a primary circuit (PRIMARY) and a secondary circuit (SECONDARY). Normally the PRIMARY line carries communications, but if a problem occurs, such as an interruption to the PRIMARY line, then communications switch automatically to the SECONDARY line. When using a star connection, this method creates an environment that is more resilient to network failures than a daisy-chain network.

■ Example of DM5 Series and I/O device connection

Use the Dante terminals on the DM5 Series and the I/O device and connect as shown below.



■ I/O device settings

Use the following settings when connecting the DM5 Series to the RUio1608SB-D.

[RUio1608SB-D settings]

- UNIT ID = 1

- SECONDARY PORT = REDUNDANT
- START UP MODE = REFRESH

[DM5 Series settings]

Dante network settings are configured on the Setup screen or Device Mount screen under DANTE SETUP.

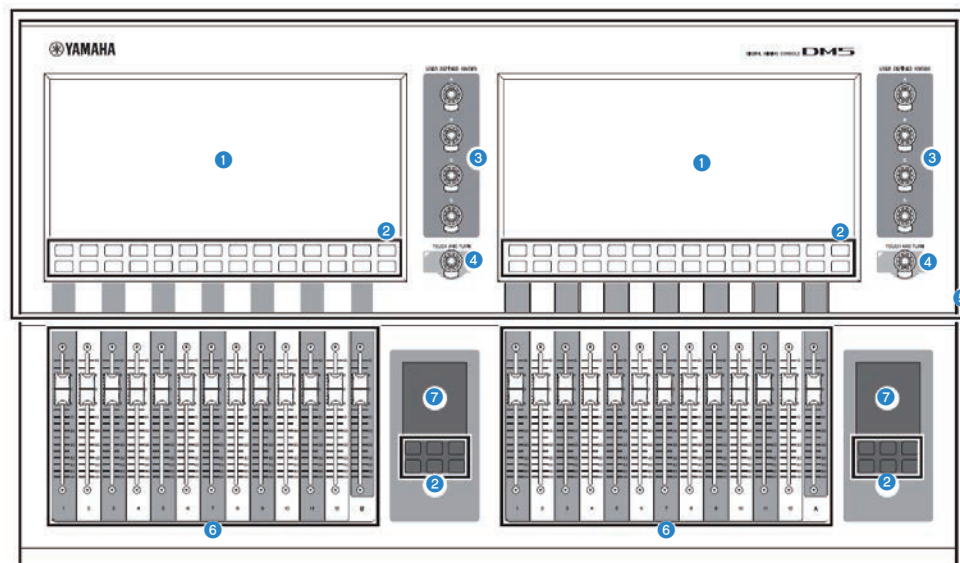
Related links

- “DANTE SETUP (Setup) screen” (p.166)
- “DANTE SETUP (Device Mount) screen” (p.171)

Part Names & Functions

Top Panel

This will explain the functions and names of the components on the top panel of the DM5 Series.



1 Touchscreen (large)

This is a capacitive multi-touch screen. Menus and parameters are set on this screen.

NOTICE

- Do not operate the screen with sharp-pointed objects or fingernails. It may damage the screen or make it impossible to operate the touchscreen.

NOTE

A clear protective film is installed on the touchscreen at the factory, please remove before use.

2 Glass keys

These are capacitive touch keys located on the touchscreen (large) or touchscreen (small). Because the key areas are raised, they can be used with the feel of touching physical keys, even though they are part of the touchscreen.

NOTICE

- Press them with the pad of your finger because they may not respond if pressed with a narrow-tipped object such as a fingernail. Also, do not use a hard-tipped object such as a stylus pen because pressing strongly with such an object may cause damage.

3 [USER DEFINED KNOBS]

These are touch-sensitive knobs. They operate the functions preassigned to [A] to [D]. Touching a knob displays the function assigned to that knob on the touchscreen.

4 [TOUCH AND TURN]

Controls the parameter of the knob selected on the touchscreen (large).

5 Tilt panel

The tilt angle can be adjusted in four steps according to the visibility of the touchscreen (large).

6 Faders

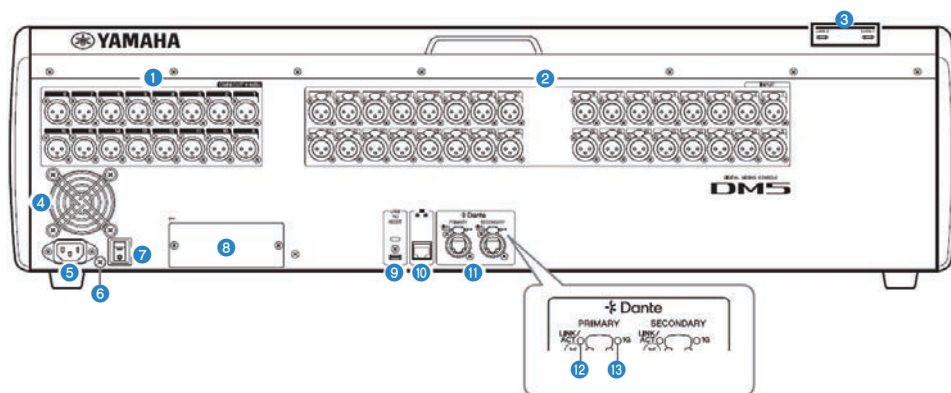
These are touch-sensitive 100 mm motorized faders. They adjust the input and output levels of channels. In SENDS ON FADER mode, they adjust the send levels from each channel to the currently-selected MIX bus or MATRIX. The fader section consists of 12 faders for each Bay and the Main fader.

7 Touchscreen (small)

This is a capacitive multi-touch screen. The USER DEFINED KEYS on this screen are used to operate pre-assigned functions. This screen is also used to switch the fader assignments on the panel using FADER BANK.

Rear Panel

Following is an explanation of the functions and names of parts of the rear panel of the DM5 Series.



1 [OMNI OUT]

Balanced XLR 3-pin output jacks for analog audio signals.

2 [INPUT]

Balanced XLR 3-hole input jacks for analog audio signals from line-level devices or microphones.

3 USB connectors

This is a USB Type-C™ (USB 2.0) connector. Connect a USB storage device to save and load system settings data as settings files.

MP3 and WAV files can also be played.

■ USB drive format

The supported format types are FAT16/FAT32/exFAT.

■ Write protection

Some USB drives can be write-protected to prevent accidental deletion of data. If your USB drive contains important data, we suggest that you use write protection to prevent accidental erasure. On the other hand, you will need to make sure that your USB drive's write-protect setting is turned off before you save data to it.

For information about USB drives that can be used with the system, visit the Yamaha Pro Audio website at:

<http://www.yamahaproaudio.com/>

NOTICE

- Do not remove the USB drive from the USB port or turn off the power to the unit while the unit is accessing data, e.g., saving, loading or deleting data. Doing so may damage your drive, or may damage the data in the unit or on the media device.

4 Exhaust vent

This product is equipped with a cooling fan.



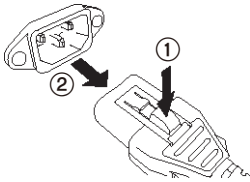
CAUTION

Avoid blocking the vent holes of the product. To prevent increased internal temperature, there are ventilation holes on the front and rear of the product. If the ventilation ports are blocked, heat will be trapped inside the product, which may cause malfunction or fire.

5 AC IN (power input) connector

Connects to the supplied power cords. Connect the power cord to this unit, then connect the power plug in an AC outlet. When connecting the power cords, insert all the way until they lock in place securely. The supplied AC power cords feature a V-lock mechanism with a latch, which prevents the power cords from disconnecting accidentally.

To disconnect a power cord, remove it while pressing the latch on the plug.



CAUTION

Ensure that the power to the unit is turned off before connecting or disconnecting the power cord.

6 Grounding screw

If the AC outlet is grounded, the unit will be properly grounded through the supplied power cord. Also, connecting to ground using the ground screw may reduce noise such as hum and interference.

7 Power switch [—]/[O]

Toggles the power between ON (—) and OFF (O). If the unit will not be used for a long time, be sure to unplug the power cord from the AC outlet.

When the switch is in the (O) position, the power is off.

NOTICE

- Turning the unit on/off in rapid succession can cause it to malfunction. After turning the unit off, wait at least six seconds before turning it on again.

8 [PY]

This card slot allows you to install a PY card (sold separately) to expand the number of I/O ports.

9 [USB TO HOST]

This is a USB Type-C™ (USB 2.0) connector.

This can be connected to a computer or smart device using a USB cable. A security slot is located directly above the connector, allowing the supplied cable hook to be attached.

By connecting a computer with a USB cable, the console can function as a 96 kHz/32-bit or 48 kHz/32-bit audio interface with a maximum of 18 inputs and 18 outputs. It also allows control of DM5 series and remote control of DAW software by USB-MIDI.

It is necessary to install Yamaha Steinberg USB Driver in order to communicate with a computer.

NOTICE

- When connecting to a computer using the [USB TO HOST] connector, observe the following points to prevent data loss caused by the computer or this product freezing (hanging up).
- Quit all applications before connecting or disconnecting the USB cable.
- Wait at least 6 seconds between unplugging and replugging USB cables. If the computer or this product freezes, restart the application or computer, or turn this product off and then on again.
- Use USB cables under 3 m long.

10 Network connector

This is an RJ-45 connector for connecting to a computer. Use an ethernet cable (CAT5e or better recommended).

This allows external control using supported applications such as DM Editor.

11 Dante [PRIMARY]/[SECONDARY]

These connectors are for Dante audio network connections, such as I/O devices like the RUio1608SB-D. The connectors to use are RJ-45 connectors that conform to etherCON CAT5e, made by Neutrik. These connectors support up to 64 inputs/64 outputs, 96 kHz/24-bit or 32-bit, or 48 kHz/24-bit or 32-bit.

NOTICE

- Do not use the EEE function (*) of a network switch inside a Dante network. Power consumption settings are adjusted automatically between switches that support the EEE function, but some switches do not correctly adjust these mutual settings correctly. This means that in certain unfavorable cases with the Dante network, the EEE function of a switch might be enabled, impairing the clock synchronization capability and causing audio to be interrupted. Therefore, we strongly recommend that:
- If using a managed switch, turn off the EEE function of all ports that use Dante. Do not use a switch that does not allow you to turn off the EEE function.
- If using an unmanaged switch, do not use a switch that supports the EEE function. Such switches cannot turn off the EEE function.

*EEE (Energy Efficient Ethernet) function: A technology that reduces power consumption of an Ethernet device when network traffic is sparse. It is also called "green Ethernet" or IEEE802.3az.

12 [LINK/ACT]

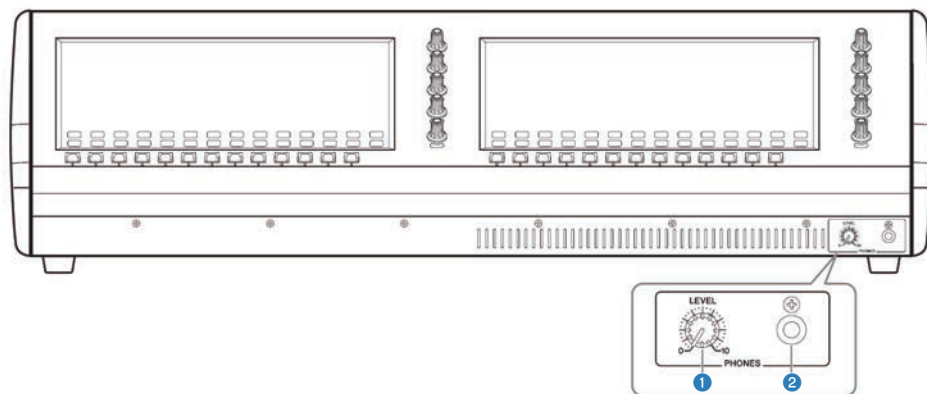
These indicators show the communication status of [PRIMARY] and [SECONDARY], respectively. If the Ethernet cables are connected properly, the indicators will flash rapidly.

13 [1G]

These indicators light when the Dante network is functioning as Gigabit Ethernet.

Front Panel

This will explain the functions and names of the components on the front panel of the DM5 Series.



1 [PHONES LEVEL]

This adjusts the level of the signal output from the PHONES output jack.

2 [PHONES]

This is a headphone jack for monitoring the MONITOR or CUE signals.

Basic Operations

Basic Operations on the Top Panel

This section explains the basic operations that are performed on the top panel.

Operating the [TOUCH AND TURN] knob

Press the parameter you want to control on the touchscreen and use the [TOUCH AND TURN] knob to immediately control it. At this time, a pink frame will appear over the parameters that can be controlled on the touchscreen.

Basic Screen Operations

Switching screens

On the Bay screen, pressing  at the upper right of the screen displays the menu bar. Press the desired button on the menu bar to switch to the corresponding screen. In the ADMIN area, screens can be switched by pressing the buttons on the screen. Pressing the HOME button switches to the screen set in “Preference2 Tab” (p.93).

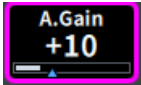
NOTE

On the screen, the area with a pink frame when selected contains the parameters that can be controlled with the [TOUCH AND TURN] knob.

Controlling parameters with the [TOUCH AND TURN] knob

After selecting the parameter to be controlled by tapping on it, use the [TOUCH AND TURN] knob to perform operations. A pink frame appears around the selected parameter.

Setting parameter values on the screen



After selecting the parameter to be controlled by tapping on it, use the vertical or horizontal slider to set the parameter value. A pink frame appears around the selected parameter.

Scrolling

On screens that feature a scroll bar, slide your finger up and down or left and right to scroll the screen. Swiping the screen allows you to scroll quickly. You can also manipulate the screen as follows:

- **Pinching or spreading fingers**

The EQ's Q can be controlled.

- **Sliding three fingers up and down**

The amount of cut/boost of EQ gain for multiple bands can be adjusted simultaneously.

- **Sliding four fingers up and down / Pinching or spreading three fingers in and out**

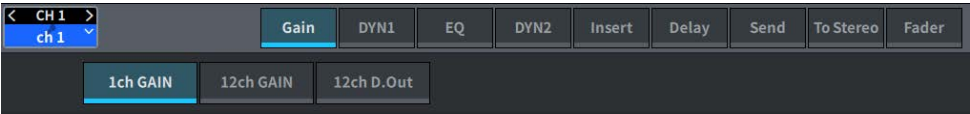
The amount of EQ gain for multiple bands can be increased or decreased all at once.

On-screen User Interface

This section explains various user interface components shown in the touch screens, and how to use them.

Tabs

Tabs are used when switching between multiple pages. The page name is displayed on the tab.

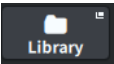


Buttons

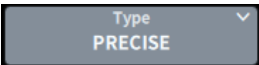
Buttons are used to execute specific functions, to switch parameters on/off, or to select one of multiple choices. Buttons that perform on/off operations appear in solid colors while they are turned on, and are dark when turned off.



When you press the  button, a separate popup window will open, allowing you to make detailed settings.



When you press the  button, a pull-down menu will appear.



Pressing the expand  or  collapse button expands or collapses screens such as EQ and dynamics.

List screens

Windows similar to the following are displayed to allow you to select items from a list, such as the User Defined knob setting window.



The blue item in the list is the item that is selected for operation. Use the [TOUCH AND TURN] knob to scroll up and down the list.

Keyboard screen

The following keyboard window will appear when you need to assign a name or comment to a scene or library, or when you need to assign a channel name. Press the character buttons on the screen to enter the desired characters.



Dialog boxes

Dialog boxes similar to the following allow you to confirm operations you just performed. Press the OK button to execute the operation. The operation will be canceled if you press the CANCEL button.



Screen Overview

Touch screen

The following information is displayed on the touchscreen.



Main area

The contents of the main area vary depending on the currently-selected function. There are two main types of screens used for mix operation. Press the HOME button to switch between these screens.

SELECTED CHANNEL VIEW screen



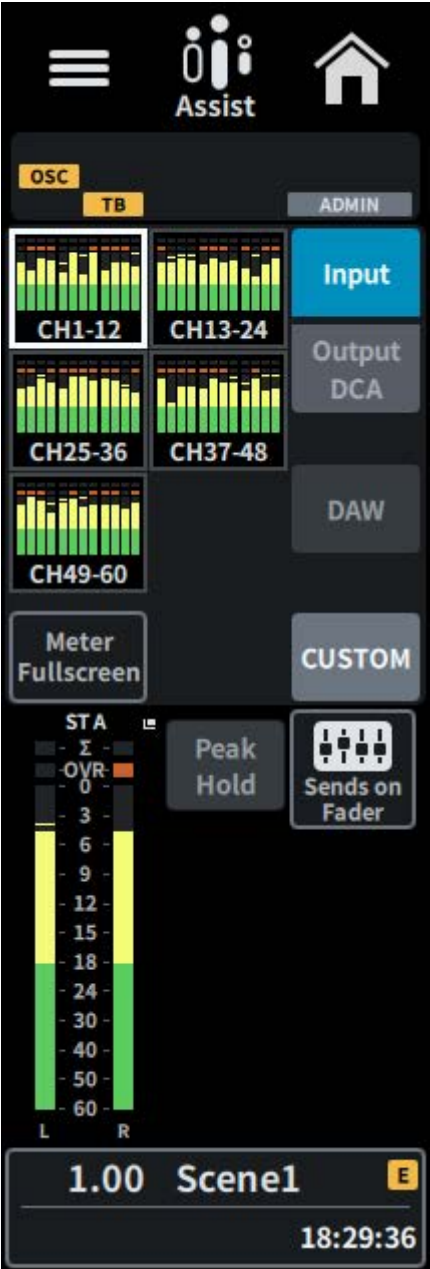
This screen shows all mix parameters of the currently-selected channel. For a detailed explanation of this screen, refer to “About the SELECTED CHANNEL VIEW Screen” (p.40).

OVERVIEW screen



This screen simultaneously displays the main parameters for 12 channels. For a detailed explanation of this screen, refer to OVERVIEW screen.

ADMIN area



For a detailed explanation of this screen, refer to “ADMIN area” (p.50).

SEL area

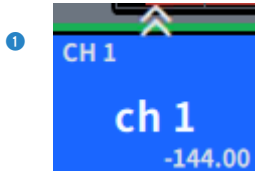
Pressing the SEL area switches the on-screen SEL channel (the channel to be operated/displayed).



Channel name display

Displays the channel number and channel name.

Touch the channel name display and slide it upward to display the “NAME Screen” (p.238).



NOTE

Touching the channel name display selects the channel (SEL).

About the SELECTED CHANNEL VIEW Screen



This screen shows all mix parameters of the currently-selected channel.

- 1

< CH 1 >

ch 1

Selected channel

This area shows the number, name, and channel color of the channel that is currently selected for operation. Press < to switch to the previous channel and > to switch to the next channel. Press V to display a list of channels and you can switch to any channel.
- 2

OMNI 1

OMNI 1

A

Input Select button

Press this button to open the Input Select screen, where you can switch between Input A/B and change the patch.
- 3

+48V

Φ

A.Gain

0

D.Out

D.Gain

0.0

HA indicator

Displays the on/off status of the HA's phantom power (+48V) and the input phase. When pressed, a popup screen is displayed that allows you to turn the phantom power on/off and switch between forward (gray) or reverse (orange) phase.
- 4

A. Gain

A. Gain

Displays the HA analog gain. If the Gain Compensation function is turned on, a blue indicator appears, showing the analog gain position at the time the function was turned on. The level immediately after the analog HA is displayed on the right. When the screen is pressed to select, the value can be changed by sliding vertically or horizontally or using the [TOUCH AND TURN] knob; the Gain screen is displayed by pressing it again.

5 **D. Gain**

Displays the digital gain setting value. The on/off status of the Direct Out is displayed in the upper area. When the screen is pressed to select, the value can be changed by sliding vertically or horizontally or using the [TOUCH AND TURN] knob; the Gain screen is displayed by pressing it again.



DYN1

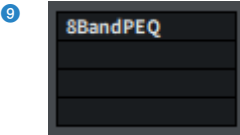
Switches between the expanded display and collapsed display of DYN1.

7 **EQ**

Switches between the expanded display and collapsed display of EQ. If you touch and hold EQ or DYN2 and slide to the side, the order of EQ and DYN2 will be switched.

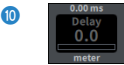
8 **DYN2**

Switches between the expanded display and collapsed display of DYN2.



INSERT

Press this to display the screen for effects and inserts.



Delay

Displays the delay time. When the screen is pressed to select, the value can be changed by sliding vertically or horizontally or using the [TOUCH AND TURN] knob; the Delay screen is displayed by pressing it again.



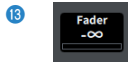
Pan/Balance

Displays the signal location. When the screen is pressed to select, the value can be changed by sliding vertically or horizontally or using the [TOUCH AND TURN] knob; the To Stereo screen is displayed by pressing it again.



ST A/B

Displays the on/off for signals sent to the STEREO A bus and B bus. Press to display the pop-up window used to switch on/off.



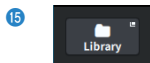
Fader

Displays the fader level. When the screen is pressed to select, the value can be changed by sliding vertically or horizontally or using the [TOUCH AND TURN] knob; the Fader screen is displayed by pressing it again.

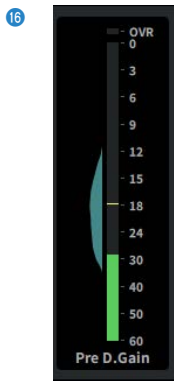


ON/CUE

The channel and cue out on/off and the selected cue bus are displayed. Press to display the pop-up window used to switch on/off.



Opens the “CH LIBRARY Screen” (p.256).



LEVEL meters

The signal level set in the channel Metering Point is displayed.

When A.Gain is present and the Metering Point is Pre GC or Pre D.Gain, the input level distribution is displayed next to the meter as a histogram. The width is displayed thicker as the levels being observed in an area increases.

When pressed, a popup screen is displayed to switch Metering Point, turn Peak Hold on/off, and reset the histogram.



Pair setting popup button

Press this button to display the screen for CHANNEL PAIRING.



Insert button

Press this to display the screen for effects and inserts.



Automixer button

Opens the DUGAN AUTOMIXER screen.



EQ

Displays the EQ graph, bank, type, HPF, LPF, EQ ATT, etc. Pressing this field displays the parameter name and value, and they can be adjusted using the [TOUCH AND TURN] knob. Pressing the expand button displays the EQ screen.



DYN1

Displays the selected dynamics type, threshold value, Input/Output characteristic graph, GR (gain reduction) meter, and input/output level indicators for Dynamics 1. Pressing this field displays the parameter name and value in the upper portion of the channel name area, and they can be adjusted using the [TOUCH AND TURN] knob. Pressing the expand button displays the DYN1 screen.

DYN2

Displays the selected dynamics type, threshold value, Input/Output characteristic graph, GR (gain reduction) meter, and input/output level indicators for Dynamics 2. Pressing this field displays the parameter name and value in the upper portion of the channel name area, and they can be adjusted using the [TOUCH AND TURN] knob. Pressing the expand button displays the DYN2 screen.



MIX/MATRIX Sends

This displays the level of the signal sent from the selected channel to the MIX and MATRIX bus. When pressed, the send parameters can be adjusted using the [TOUCH AND TURN] knob. Pressing again switches to the Send screen.



Safe

Displays the status of Recall Safe, Solo Safe, and Mute Safe. Press to display the pop-up window used to switch on/off.



DCA/Mute

Displays the DCA and mute group to which the selected channel is assigned. Press this button to display the screen for assigning DCA/Mute.

NOTE

When MUTE GROUP CONTROL is on and the channel is muted and DCA MAIN is off, each indicator flashes.

Selected Ch View Mode

The parameter names and values for EQ, dynamics, and other parameters are displayed at the bottom of the SELECTED CHANNEL VIEW screen, and can be adjusted using the [TOUCH AND TURN] knob.

The mode for this area can also be switched using Selected Ch View on the “Preference2 Tab” (p.93).

Module: Adjusts parameters by function.

EQ



Dynamics



MIX/MATRIX SENDS



* When the Alt button is pressed, or when ALTERNATE FUNCTION is assigned to a USER DEFINED key, Pre/Post settings can be made.

Channel: Adjusts parameters for the selected channel.



1 Send selection buttons

Press to display the screen for selecting the send destination for the input channel.

2 No Assign button

Press to remove the send destination assignment.

3 Set for All Input Channels button

Press this button to turn it on, and the send destination selected immediately afterward will be applied to all input channels.

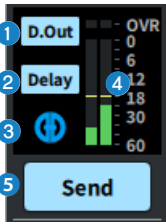
4 MX1-MX48 and MT1-MT12 buttons

Selects the send destination.

About the OVERVIEW Screen



This screen simultaneously displays the main parameters of the parts of the 12 channels for which layers are selected.



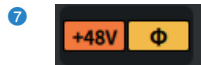
- 1 D.Out**
Press this button to display the 12ch D.Out screen.
- 2 Delay**
Press this button to display the Delay screen.
- 3 AutoMixer**
Press this button to open the AUTOMIXER screen.
- 4 LEVEL meters**
The signal level set in the channel Metering Point is displayed.
- 5 Send**
When pressed, this displays the level of the signal sent from the selected channel to the MIX and MATRIX bus.



A. Gain/D. Gain

Displays the HA analog gain. If the Gain Compensation function is turned on, a blue indicator appears, showing the analog gain position at the time the function was turned on. When the screen is pressed to select, the value can be changed by sliding vertically or horizontally or using the [TOUCH AND TURN] knob; the Gain screen is displayed by pressing it again.

If there is no analog gain, the digital gain is displayed.



HA indicator

Displays the on/off status of the HA's phantom power (+48V) and the input phase. When pressed, a pop-up screen is displayed that allows you to turn the phantom power on/off and switch between forward (gray) or reverse (orange) phase.



DYN1

Press this to open the “DYNAMICS Screen” (p.64).



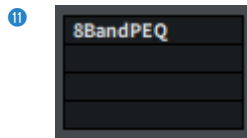
EQ

Press this to open the “EQ Screen” (p.59).



DYN2

Press this to open the “DYNAMICS Screen” (p.64).



Insert

Opens the “Insert screen” (p.244).



Pan/Balance

Displays the signal location.

Press the screen to select an item, and then change the value by sliding up, down, left, or right, or by using the [TOUCH AND TURN] knob. Press the screen again to display the "To Stereo screen" (p.249).



ST A/B

Displays the on/off for signals sent to the STEREO A bus and B bus. Press to display the pop-up window used to switch on/off.



DCA/Mute

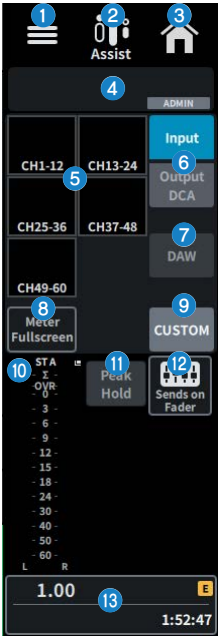
Displays the DCA and mute group to which the selected channel is assigned. Press this button to display the screen for assigning DCA/Mute.

NOTE

When MUTE GROUP CONTROL is on and the channel is muted and DCA MAIN is off, each indicator flashes.

ADMIN area

The ADMIN area has icons for frequently used functions and screens for configuring system settings.



1 Menu button

Press to open a menu bar to access each function.



2 Assist button

This icon is active when Assist is enabled. Press this button to open the Assist screen.

3 HOME button

Press this button to recall and toggle between the OVERVIEW screen and SELECTED CHANNEL VIEW screen.

4 Status display

- **USB1 USB2:** USB access indicators
- **OSC ALT:**
OSC: Oscillator On
ALT: User Defined Key Alternate Function Active
Displayed in the same area, with priority given to ALT
- **VSC:** Virtual Sound Check On (flashing)
- **TB:** Talkback On
- **SOLO:** SOLO On
- **DAW:** DAW connection status. Solid when online
- **ONLINE:[n]:** Number of online Editor and StageMix instances
- **PLAY REC:** Recorder status (Play: Solid green Rec: Flashing red)
- **ADMIN [User Name]:** Name of the currently logged-in user

5 METER display

Displays the level of the selected channel on the screen. Press this to assign that layer to the faders.

6 Fader Bank switching buttons

Press this to switch the METER display to the selected Fader Bank.

7 DAW button

Displays the DAW screen.

8 Meter Fullscreen button

Press this button to open the METER screen.

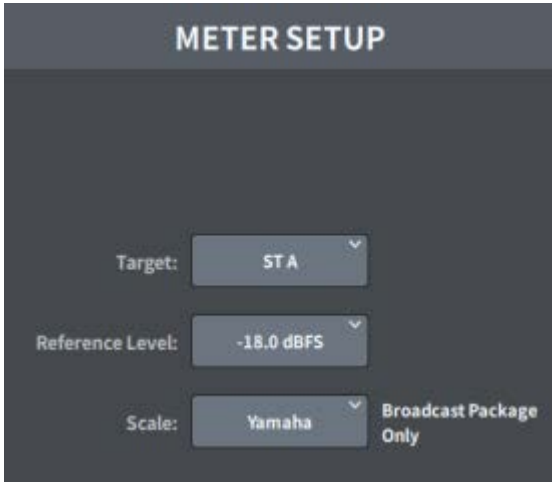
9 CUSTOM button

Switches Fader Bank to Custom.

10 METER level display

Displays the ST and Monitor levels.

Press this button to display the METER SETUP screen.



On the METER SETUP screen, you can select the display target (ST A/Monitor) using Target, and the recommended value (-18.0 dBFS/-20.0 dBFS) using Reference Level.

11 Peak Hold button

When turned ON, it holds the peak of each meter.

12 Sends On Fader button

Switches SENDS ON FADER mode on/off. When this mode is turned on, you can use the channel strips to adjust the send level of signals sent to the MIX/MATRIX bus.

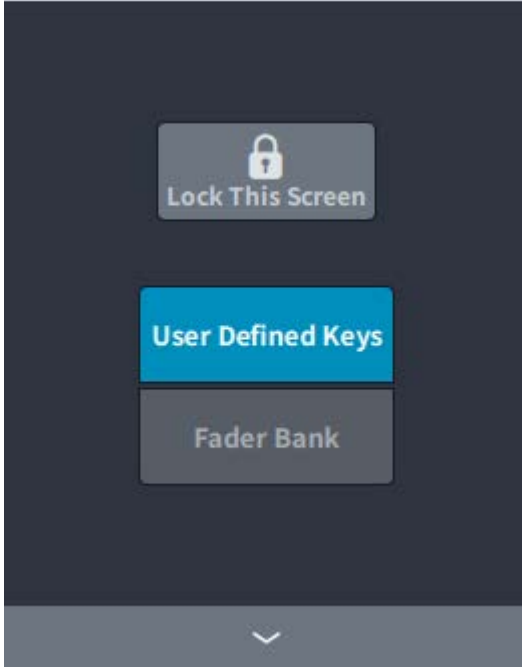
13 SCENE

Press this button to display the “Scene List screen” (p.67).

User Defined Keys/Fader Bank

On the touchscreen (small) beside the faders, you can operate functions preassigned to the User Defined Keys or switch the fader assignments on the panel.

Switching is performed on the screen that appears by swiping down on the “V” area at the top of the screen.



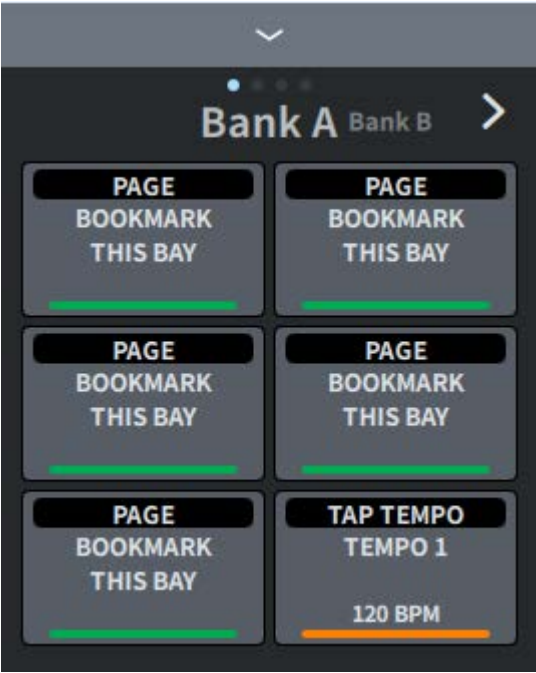
Lock This Screen

Press this to turn it on and enter the Lock state to prevent accidental operation.

Press and hold to release the Lock state.

User Defined Keys

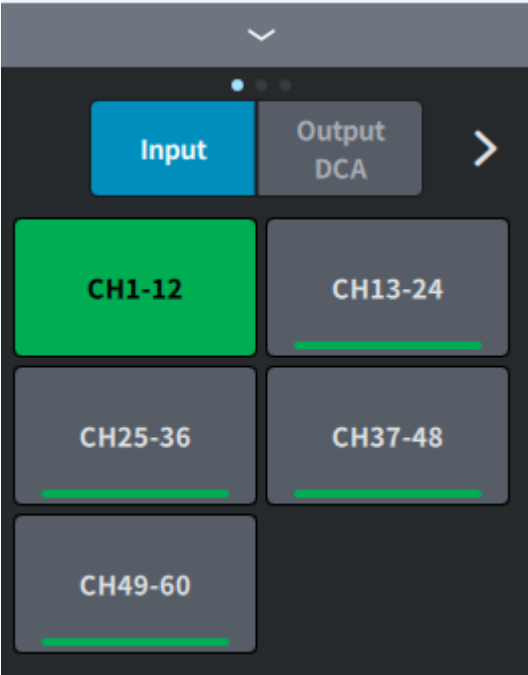
Operates a pre-assigned function.



To switch banks, tap the “>” or “<” display area, or swipe horizontally on the title area of “Bank A”.

Fader Bank

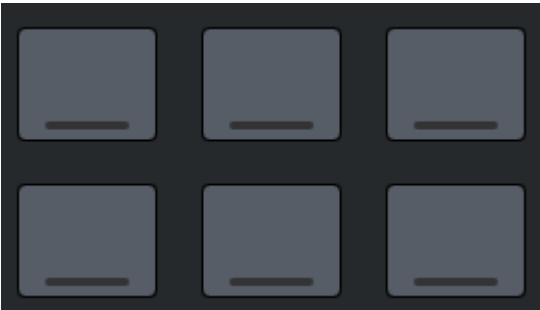
Press a fader bank button to select the fader bank.



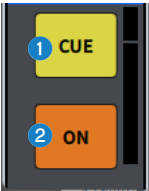
To switch fader bank buttons, tap the “>” or “<” display area, or swipe horizontally on the fader bank buttons.

Glass keys

User Defined Keys can also be assigned to the glass keys.



Glass Key Area

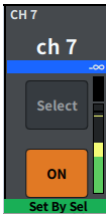


1 Glass keys (upper)

Normally used as [CUE] keys to turn CUE send for channels on/off.

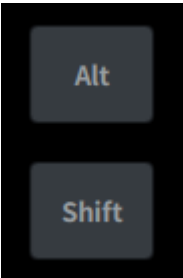
NOTE

When using the Set by SEL function, the [CUE] keys are used as [Select] keys.



2 [ON] key

Switches the channel on/off.



Alt button

This performs the same operation as Alternate Function - Unlatch for User Defined Keys.

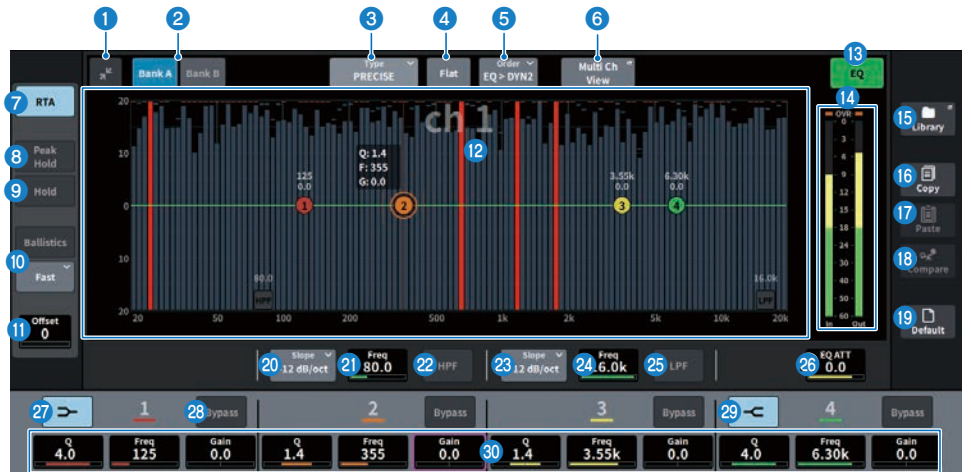
Shift button

Used in combination with other keys to configure various functions.

Screens

EQ Screen

All the EQ parameters of the currently-selected channel can be changed. This is convenient if you want to make detailed EQ settings for a specific channel.



The screen contains the following items.

- 1 **Expand/collapse button**
Expands or collapses the screen.
- 2 **Bank button**
Allows you to switch between A and B as the storage destination for the EQ parameters.
- 3 **Type button**
Switches the EQ type between PRECISE, AGGRESSIVE, SMOOTH, and LEGACY.
The type of each channel can be set in Global Setting.
- 4 **EQ Flat button**
When this is pressed, a confirmation screen appears, and when OK is pressed, the GAIN parameters for all EQ bands are reset to 0 dB.
- 5 **Process Order button**
Switches the order of EQ and DYN2.
- 6 **Multi Ch View button**
Opens the Multi Ch View screen.

7 RTA button

If this button is on, a semi-opaque frequency response graph of the EQ processed input signal will be superimposed on top of the EQ frequency response graph.

8 Peak Hold (Peak Hold)

The peak in the graph displaying the RTA is held.

9 Hold button

When this button is on, the frequency response graph will display and hold the result of the frequency analysis.

10 Ballistics field

- **Ballistics button**

When this is on, attenuation rate can be added to the graph plotting.

- **Fast/Slow switching button**

Switches the attenuation rate (Fast/Slow).

11 Offset

Sets the offset for the RTA display.

12 EQ graph

Displays the parameter settings of the EQ and filter.

13 EQ ON/OFF button

Turns the EQ ON/OFF.

14 EQ IN/OUT level meters

Displays the peak level of signals before and after the EQ. For a stereo channel, these meters indicate the level of both the L and R channels.

15 Library button

Press this button to display the CH LIBRARY screen.

16 Copy button

Copies the EQ parameter settings stored in the bank (selected via the A/B switching button) to buffer memory.

17 Paste button

Press this button to paste the settings copied in buffer memory to the EQ of the currently-selected bank. If valid data has not been copied into buffer memory, pasting is not possible.

18 Compare button

Press this to switch between and compare the settings stored in buffer memory and the currently-selected settings. If valid data is not stored in the buffer memory, comparison is not possible.

19 Default button

When this is pressed, a confirmation screen appears, and when OK is pressed, and the EQ/filters for all parameters are reset to their default setting values.

20 HPF type select button

Allows setting of the HPF attenuation per octave to -6 dB/oct, -12 dB/oct, -18 dB/oct, and -24 dB/oct.

21 HPF Frequency

Displays the HPF cutoff frequency. When the screen is pressed to select, the value can be changed by sliding vertically or horizontally or using the [TOUCH AND TURN] knob.

22 HPF ON/OFF button

Turns the HPF ON/OFF.

23 LPF type select button

Allows setting of the LPF attenuation per octave to -6 dB/oct and -12 dB/oct.

24 LPF Frequency

Displays the LPF cutoff frequency. When the screen is pressed to select, the value can be changed by sliding vertically or horizontally or using the [TOUCH AND TURN] knob.

25 LPF ON/OFF button

Turns the LPF ON/OFF.

26 EQ ATT

Adjusts attenuator. When the screen is pressed to select, the value can be changed by sliding vertically or horizontally or using the [TOUCH AND TURN] knob.

27 Low Shelving ON/OFF button

Turn this button on to switch the LOW band to a shelving type filter.

28 Bypass button

Sets the EQ band to bypass status.

29 High Shelving ON/OFF button

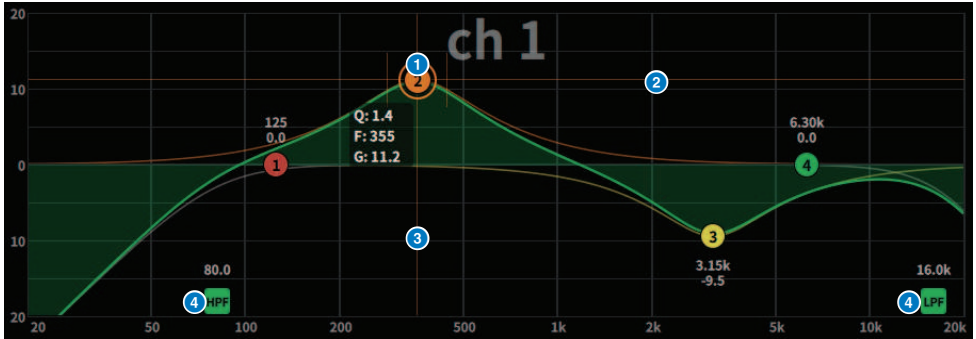
Turn this button on to switch the HIGH band to a shelving type filter.

30 EQ parameter setting

Displays the Q, Frequency, and Gain parameters for each band. When the screen is pressed to select, the value can be changed by sliding vertically or horizontally or using the [TOUCH AND TURN] knob.

Touch Operation

This section explains the EQ operations performed by touching the EQ screen.



1 finger touch operations

- 1 Handle for the selected band**
Drag a band handle to adjust the frequency and gain.
The gain is reset by double tapping the ball.
If the balls for multiple bands are overlapping, the selection can be changed by tapping.
- 2 G axis**
Drag up or down to fix the frequency and adjust the gain.
- 3 F axis**
Drag left or right to fix the gain and adjust the frequency.
- 4 HPF/LPF**
Drag to adjust the frequency. Double tap to turn on/off.

Multi-touch operations

- **PINCH**
Pinch to adjust the Q for the selected band.

Multi-band operations

The parameters for multiple bands can be adjusted all at once.

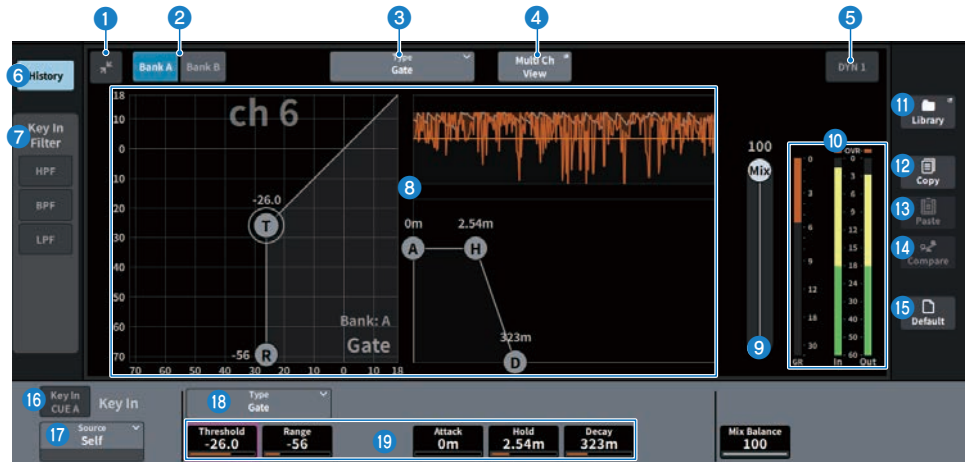
- **BOOST**
With three fingers, tap and hold the area above 0 dB and slide up or down to increase or decrease the amount of boost for all boosted bands.
- **CUT**
With three fingers, tap and hold the area below 0 dB and slide up or down to increase or decrease the amount of cut for all bands being cut at once.
- **EXPAND**
With four fingers, tap and hold and slide up or down to expand or reduce the gain adjustment amount for all bands at once. The same operation can be performed by placing three fingers across the 0 dB line and pinching.

Boost band: Bands set in the boost area (the area above 0 dB). The boost amount for a band can be changed using multi-touch operation.

Cut band: Bands set in the cut area (the area below 0 dB). The cut amount for a band can be changed using multi-touch operation.

DYNAMICS Screen

This allows for all dynamics parameters to be displayed and edited. This is convenient when you want to make detailed dynamics settings for a specific channel.



- 1 **Expand/collapse button**
Expands or collapses the screen.
- 2 **Bank button**
This allows you to switch between A and B as the storage destination for the dynamics parameters.
- 3 **Type button**
Sets the dynamics type to Legacy Comp, Comp 260, Gate, De-Esser, Expander, Ducking, FET Limiter, or Diode Bridge Comp.
- 4 **Multi Ch View button**
Opens the Multi Ch View screen.
- 5 **Dynamics ON/OFF button**
Switches dynamics on/off.
- 6 **History button**
When this is pressed, the last 10 seconds of history of the dynamics graph is displayed.

7 Key In Filter (This area is not displayed if the dynamics type is De-Esser, FET Limiter, or Diode Bridge Comp.)

This function sets the filter settings for the key-in signal pass.

- **Filter selection button**

Select the filter type from HPF, BPF, or LPF. Press a button that is on to disable the filter.

- **Q**

Displays the filter Q setting. When the screen is pressed to select, the value can be changed by sliding vertically or horizontally or using the [TOUCH AND TURN] knob.

- **Frequency**

Display the cutoff frequency setting of the filter. When the screen is pressed to select, the value can be changed by sliding vertically or horizontally or using the [TOUCH AND TURN] knob.

8 Dynamics graph

Displays the input/output characteristics of the dynamics processors.

9 Mix Balance

The balance with the input signal can be adjusted.

10 Dynamics IN/OUT level meters/GR meter

These meters display the peak level of the signals before and after the dynamics processing, and the amount of gain reduction. For a stereo channel, these meters display the level of both the L and R channels.

11 Library button

Press this button to display the CH LIBRARY screen.

12 Copy button

Copies the dynamics parameter settings stored in the bank (selected via the A/B switching button) to buffer memory.

13 Paste button

Press this button to paste the settings that were copied in buffer memory to the dynamics of the currently-selected bank. If valid data has not been copied into buffer memory, pasting is not possible.

14 Compare button

Press this to switch between and compare the settings stored in buffer memory and the currently-selected settings. If valid data is not stored in the buffer memory, comparison is not possible.

15 Default button

Press this button to reset all dynamics parameters to the initial values.

16 Key In CUE A button

This button cue-monitors the signal that is selected as the Key In SOURCE. The CUE will be canceled when you move to a different screen.

NOTE

Even if the Cue mode is set to MIX CUE (the mode in which all channels whose [CUE] key is on are mixed and monitored), turning on the Key In CUE A button will cause only the signal of the corresponding channel to be monitored. All [CUE] keys that had been turned on at that time will be forcibly canceled.

17 Key In SOURCE selection buttons

Allows you to select one of the following as the key-in signal that will trigger dynamics processing.

- **Self:** Signal from the same channel.
- **Other Pre DYN1:** Pre-DYN1 signals on other channels (selected from a group of 24 channels each) (only Input Ch DYN1)
- **Other Pre Proc:** Pre-Proc signals on other channels (selected from a group of 24 channels each) (only Input Ch DYN 2)
- **MX Out:** MIX channel output signal
- **EXT IN 1-4:** Signal selected as EXT IN 1-4

18 Type button

Select the type of dynamics from the following.

- **Legacy Comp:** This is a standard compressor that has been equipped with many of Yamaha's legacy digital mixers, such as PM1D and PM5D.
- **Comp 260:** This is an analog-style compressor based on Yamaha's proprietary VCM (Virtual Circuitry Modeling) technology. The compression curve setting (Knee) can be selected from 6 levels: Hard / Soft-1 / Soft-2 / Soft-3 / Soft-4 / Soft-5. Although the attack/release times can also be adjusted, the preset settings reproduce the fixed characteristics of the original unit being modeled.
- **Gate:** This dynamics type reduces the output by a fixed value (Range) when a signal smaller than the Threshold level is input.
- **De-Esser:** This dynamics type detects only sibilants and other high-frequency consonant components in the vocal signal, and compresses that frequency band.
- **Expander:** This dynamics type reduces the output by a fixed Ratio when a signal smaller than the Threshold level is input.
- **Ducking:** This dynamics type reduces the output by a fixed value (Range) when a signal greater than the Threshold level is input. This is effective if you want to lower the volume level of background music (BGM) using the Key In Source signal.
- **FET Limiter:** This is a model of a FET compressor/limiter commonly used in studios. Because THRESHOLD is fixed internally, the degree of compression is adjusted by adjusting the INPUT level.
- **Diode Bridge Comp:** This is compressor modeling using Diode Bridge.

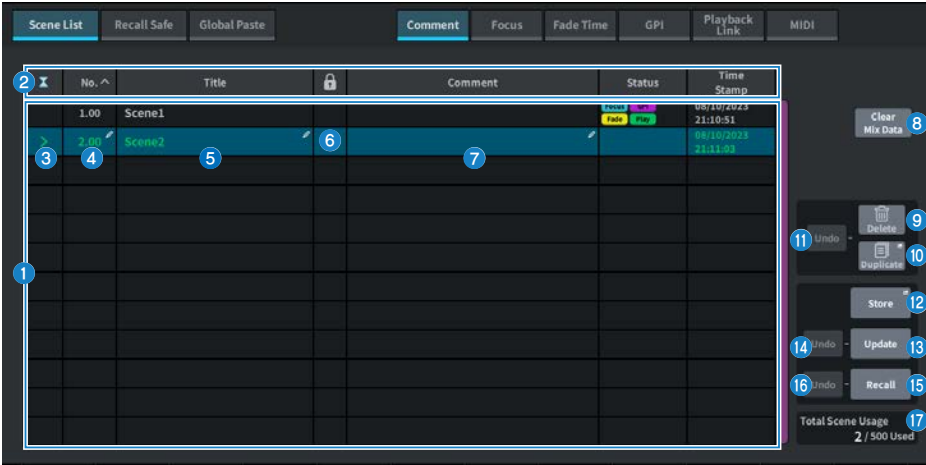
19 Dynamics parameter settings

Displays the dynamics parameter values. When the screen is pressed to select, the value can be changed by sliding vertically or horizontally or using the [TOUCH AND TURN] knob. The type of parameters will vary depending on the currently-selected dynamics processor type.

SCENE Screen

Scene List screen

This screen is used to manage scenes with saved mixer settings.



1 Scene list

This area displays information about the scenes stored in memory.

2 Sort buttons

The list will be sorted as follows, according to the column header you pressed.

- **No.**
Sorts the list in order of scene number.
- **Title**
Sorts the list in numerical/alphabetical order by title.
- **Comment**
Sorts the list in numerical/alphabetical order of comments.
- **Time Stamp**
Sorts the list by date and time of creation.

NOTE

By pressing the same location again, you can change the direction (ascending or descending order) in which the list is sorted.

3 Current scene select button

Press this button to select the scene that was recalled or stored most recently. The current scene is highlighted in green in the list.

4 Scene number

Displays the current scene number.

- 5 Scene title button**

Displays the title assigned to the scene. Press to display the keyboard to edit the title. The maximum number of characters in a scene title is 16.
- 6 Protect (lock) symbol**

Displays the write protect enabled/disabled status. Press to write-protect the scene, and the button lights up. Press it again to cancel write protection.
- 7 Selected scene**

The scene highlighted in blue in the list is the currently selected scene.
- 8 Clear Mix Data button**

Press this button to initialize the current scene.
- 9 Delete button**

Press this button to erase the selected scene.
- 10 Duplicate button**

Press this button to duplicate the selected scene.
- 11 Delete Duplicate Undo button**

Undoes the delete and duplicated operations. This function is valid only immediately after you perform these actions.
- 12 Store button**

Stores the current mix data as a new scene. Press to display the SCENE Store screen used to name and save the scene.
- 13 Update button**

Updates scene data by overwriting the scene (that has been recalled or stored most recently) with the current mix data.
- 14 Update Undo button**

Undoes the store operation. This is valid only if the immediately previous action was an overwrite save.
- 15 Recall button**

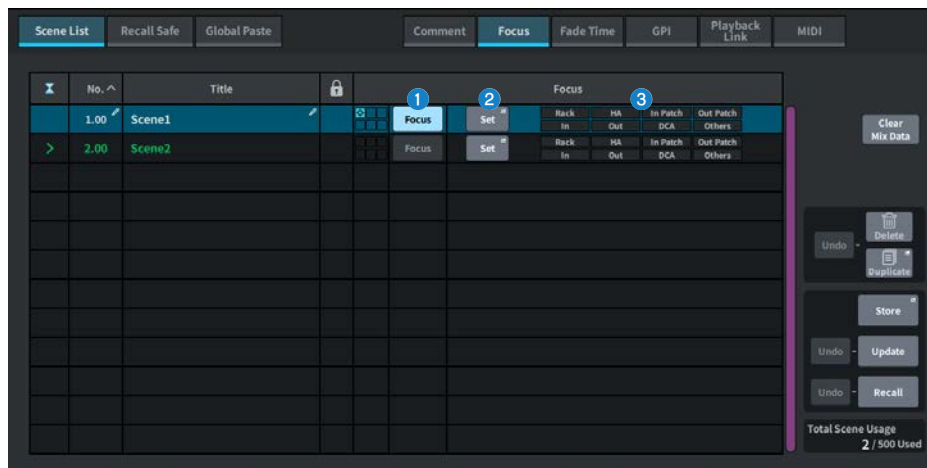
Press this button to recall the currently-selected scene.
- 16 Recall Undo button**

Undoes the recall operation. This is valid only if the immediately previous action was a recall operation.
- 17 Total Scene Usage display**

Displays the state of scene resource usage. The maximum number of scene data is 500.

Scene List screen (Focus)

When recalling a scene, this screen allows you to select which part of the data is to be recalled.



1 Focus button

Enables or disables the Focus function for each scene

2 Set button

Press this button to access the FOCUS screen, which allows you to select the parameters to be recalled.

3 Focus parameter display section

These indicators display the Focus settings that are specified for each scene (green: all parameters; blue: partial parameters).

FOCUS screen

When recalling a scene, this screen allows you to select which part of the data is to be recalled.



- 1 Channel display**
Displays the channel name.
- 2 Category select list**
Selects the category of parameters to be displayed on screen. You can press the + or – button located beneath the list to expand or collapse the channel parameter display for each category.
- 3 ALL Channel Focus ON button**
Specifies whether you want to apply the Focus function to all channels.
- 4 Channel Focus ON button**
Turn Focus on/off for each channel.
- 5 All On button**
Turns Focus on for all parameters on all channels.
- 6 All parameter settings ON button**
Turns on/off the Focus setting for all parameters that are associated with the corresponding channels.
- 7 All channel settings ON button**
Turns the Focus setting on/off for all channels associated to the selected parameter.
- 8 Parameter setting ON button**
Turns the Focus setting on/off for parameters on each channel.

9 Set by SEL button

When this is on, the [Select] glass key can be used to turn on/off the channel focus setting.

10 All On button and All Off button

Turns all the settings on/off.

11 Library button

Press this button to open the Focus library screen.

12 Revert button

Cancels the temporary changes and restores the previous settings while Focus settings are being changed.

13 Apply button

Press this button to apply the settings after changing the Focus settings. A dialog box is displayed for you to confirm the change.

14 Input, Output, and DCA tabs

Press this to display the screen for setting the focus for each channel.

15 Rack Tab

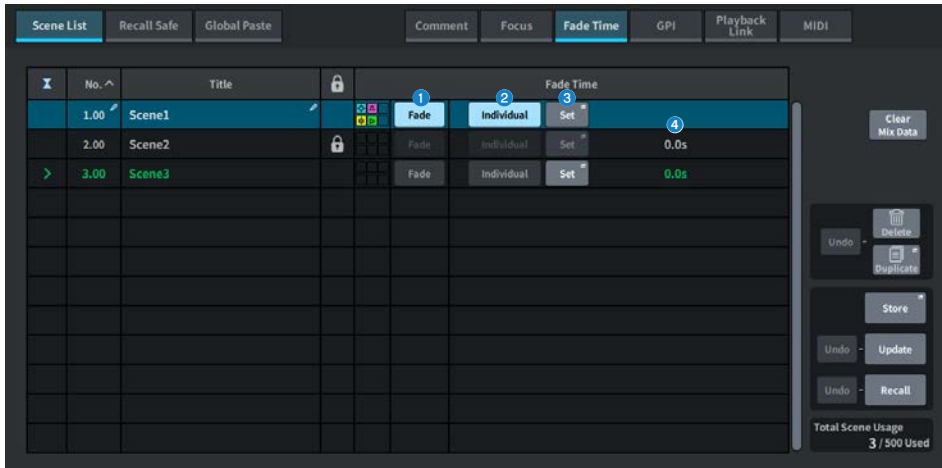
Press this to display the screen for setting the Focus for each Rack (Premium, FX, EQ, Automixer).

16 Bus/Others tab

Press this to display the screen for setting the Focus for the Mix bus type, channel link and fader layer positions.

Scene List screen (Fade Time)

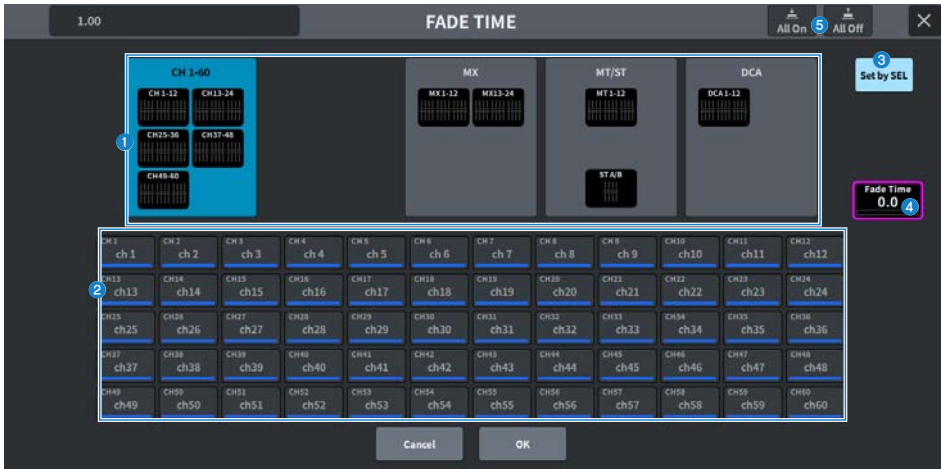
When a scene has been recalled, this screen allows you to set the function to continuously change the fader for any channel over a certain period of time until the fader reaches the desired value.



- 1 Fade button**
Enables or disables the Fade function for each scene.
- 2 Individual button**
Switches the fade function between Global mode and Individual mode. Turn this on to set the fade time and offset time for each channel. When on, input channels can also have their Pan set individually.
- 3 Set button**
Press to display the Fade Time screen where you can select a channel to use the fade function and set the fade time (the time it takes for the fader to reach the new value). In Individual mode, the Individual Fade Time screen is displayed.
- 4 Fade Time display**
This area displays the fade time set for each scene.

FADE TIME screen

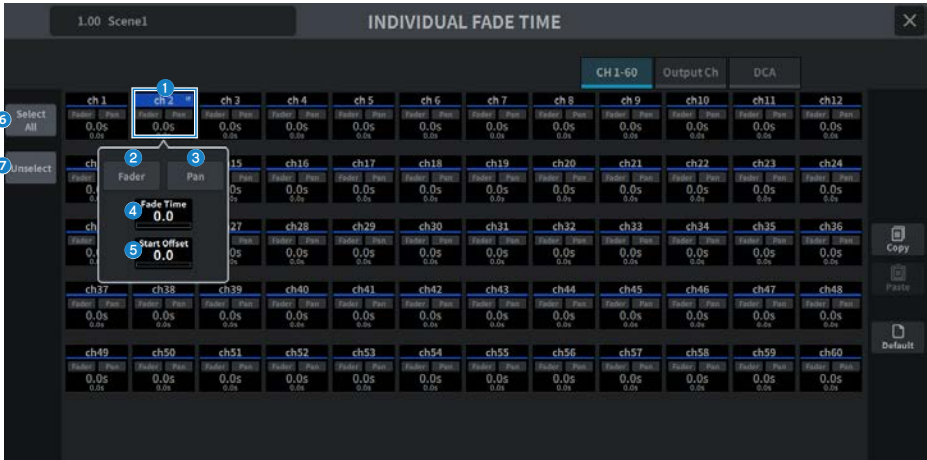
This screen allows you to select the channel to which the fade effect will be applied and to adjust the fade time.



- 1 Channel display field**
Highlights the channels/DCA selected in channel selection field 2 to which the fade effect is applied.
- 2 Channel select field**
Allows you to select the channels/DCAs to which the fade effect is applied.
- 3 Set by SEL button**
When this button is on, you can add a channel by using the [Select] glass key.
- 4 Fade Time setting display**
This sets and displays the Fade time. This can be adjusted using the [TOUCH AND TURN] knob.
- 5 All On button/All Off button**
Turns all the settings on/off.

Individual Fade Time Screen

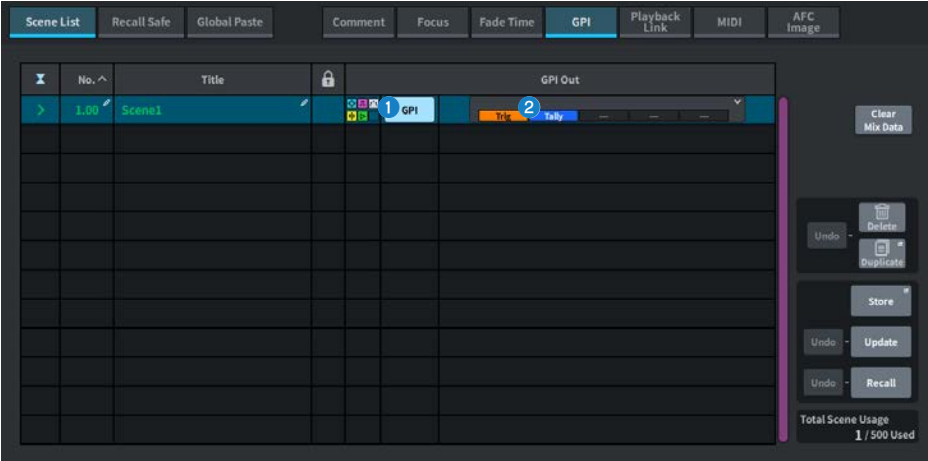
This screen sets the fade time and offset time for each channel.



- 1 Channel select field**
Allows you to select the channels/DCAs to which the fade effect is applied.
Press this to display a popup window.
- 2 Fader button**
Sets and displays the on/off status of the Fader fade function.
- 3 Pan button**
Sets and displays the on/off status of the Pan fade function. Input channels only.
- 4 Fade Time setting display**
This sets and displays the Fade time. This can be adjusted using the [TOUCH AND TURN] knob.
- 5 Start Offset setting display**
Sets and displays the start offset. This can be adjusted using the [TOUCH AND TURN] knob.
- 6 Select All button**
Selects all channels.
- 7 Unselect button**
Clears all channel selections.

Scene List screen (GPI)

This screen is used to set the output of control signals from the GPI to external devices when a scene is recalled.



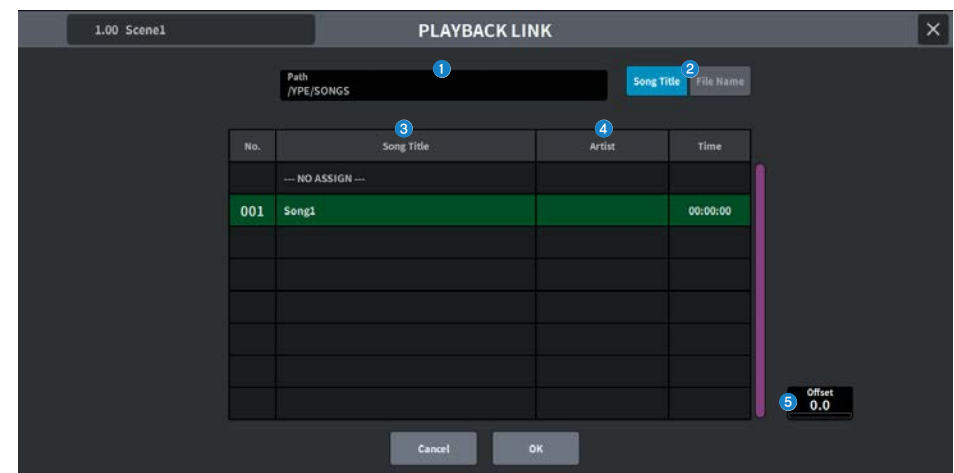
1 GPI button

If this is on and the selected scene is recalled, a control signal will be output.

2 GPI parameter display section

This indicator displays the GPI setting status (PY Slot) set for each scene. Press this section and then set in the popup window that is displayed.

PLAYBACK LINK Screen



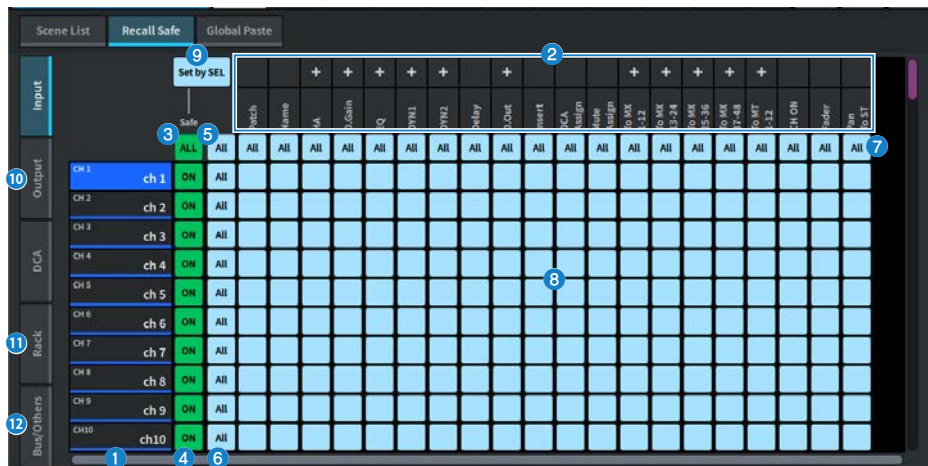
The screen contains the following items.

- 1 PATH indicator**
This area indicates the current directory path.
- 2 Song Title/File Name buttons**
Switches the list display between song names and file names.
- 3 Song Title/File Name list**
Displays the song names and file names of audio files in the /YPE/SONGS/ folder.
- 4 Artist list**
Displays the artist names of audio files in the /YPE/SONG/ folder.
- 5 Offset**
Use the [TOUCH AND TURN] knob to set the time from the recall operation until audio file playback starts.

Recall Safe screen

This sets the Recall Safe when a scene or preset is recalled.

Recall Safe is a function that excludes only specific parameters/channels (DCA groups) from Recall operations.



1 Channel display

Displays the channel name.

2 Category select list

Selects the category of parameters to be displayed on screen. You can press the + or – button located above the list to expand or collapse the channel parameter display for each category.

3 ALL Channel Recall Safe ON button

Sets whether the Recall Safe function is applied to all channels.

4 Channel Recall Safe ON button

Turns Recall Safe on/off for each channel.

5 All ON button

Turns Recall Safe settings on/off for all parameters on all channels.

6 All parameter settings ON button

Turns the Recall Safe settings on/off for all parameters belonging to the channel.

7 All channel settings ON button

Turns the Recall Safe settings on/off for all channels related to the selected parameter.

8 Parameter setting ON button

Turns the Recall Safe settings on/off for parameters on each channel.

9 Set by SEL button

When this is on, the [Select] glass key can be used to turn the Recall Safe settings on/off for the channel.

10 Input, Output, and DCA tabs

Press this to display the screen for setting the recall safe for each channel.

11 Rack Tab

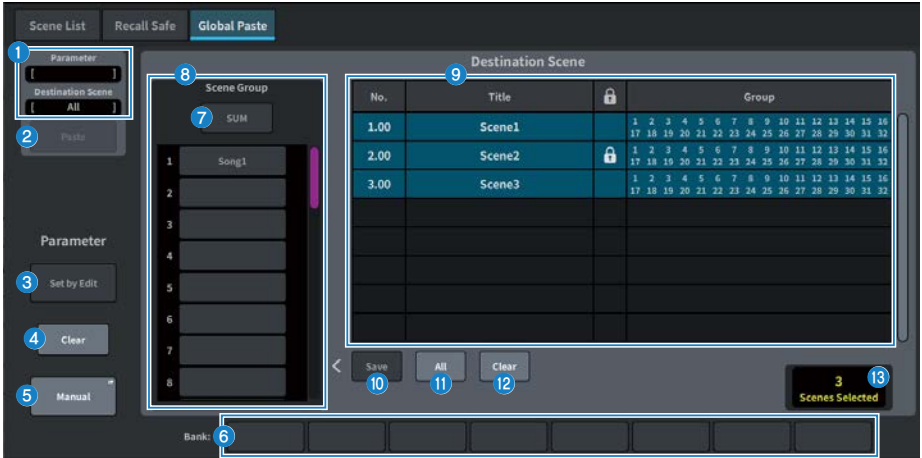
Press this to display the screen for setting the recall safe for each Rack (Premium, FX, EQ, Automixer).

12 Bus/Others tab

Press this to display the screen for setting the recall safe for the Mix bus type, channel link, and fader layer positions.

Global Paste screen

Sets the function to copy-and-paste the settings of a desired channel or parameter to the scene data in memory.



Status field

- 1 Status**
This displays the parameter to be copied from and the scene it will be pasted into.
- 2 Paste button**
Press this button to paste the selected item(s) to the scene in memory.

Parameter field

- 3 Set by Edit button**
When this is set to on, you can select channels and parameters by operating the panel or touch screen.
- 4 Clear button**
This can cancel the selected parameter. This is displayed when the Set by Edit button is set to on.
- 5 Manual button**
Press this button to display the Global Paste Parameter screen. On this screen, select the channel and parameter to be copied from.
- 6 Bank button**
Press this to recall the parameter settings stored in the Bank button. Press the selected Bank button again to display the keyboard screen.

Destination Scene field

7 **SUM button**

When this is on, SUM mode is enabled. In SUM mode, multiple Scene Group settings can be applied.

8 **Scene Group button**

Press this button to apply the saved settings to the Destination Scene list in SCENE LIST. Press the selected Scene Group button again to display the keyboard screen.

9 **Scene list**

Select the scene being pasted into the (Destination Scene). The selected scene will be displayed with a highlight.

Press the Scene Group List in the Group column to display only the groups to which each scene is associated.

10 **Save button**

When this is on, Save mode is enabled. In Save mode, the contents of the scene list can be saved to the selected Scene Group.

11 **All button**

Selects all the scenes in a scene list.

12 **Clear button**

Clears the highlighted selection in the scene list.

13 **Selected scene display**

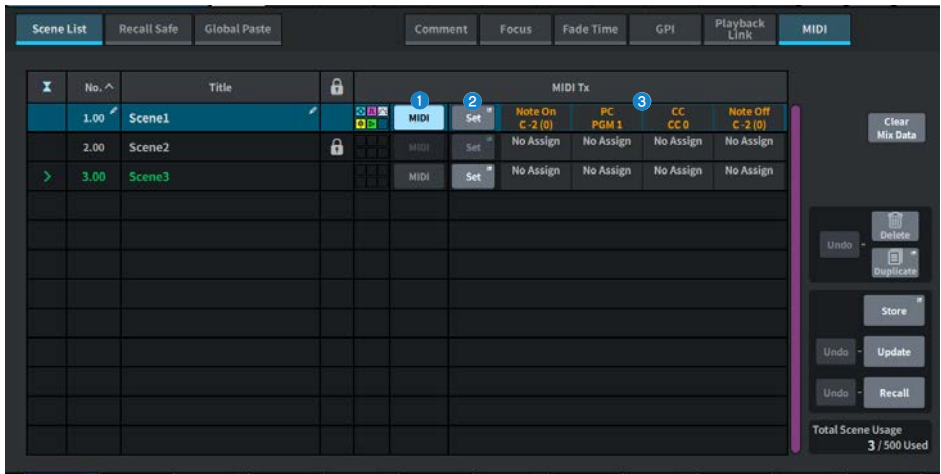
This displays the number of selected scenes.

Scene List Screen (MIDI) (Theater Package Compatible)

Multiple MIDI events can be issued when a scene is recalled.

There are four types of MIDI messages that can be used:

- **Note On**
C2 (0) - G8 (127) (Velocity is fixed at 127.)
- **Note Off**
C2 (0) - G8 (127) (Velocity is fixed at 0.)
- **Program Change**
No. 1 - 128
- **Control Change**
NO. 0 - 119, Value 0 - 127



- MIDI button**
When on, the set MIDI message will be issued when the scene is recalled.
- Set button**
Opens the MIDI screen where you can set MIDI messages linked to scene recall.
- MIDI message indicator**
Displays MIDI messages linked to scene recall. MIDI messages are sent in order from left to right.

MIDI TX Screen



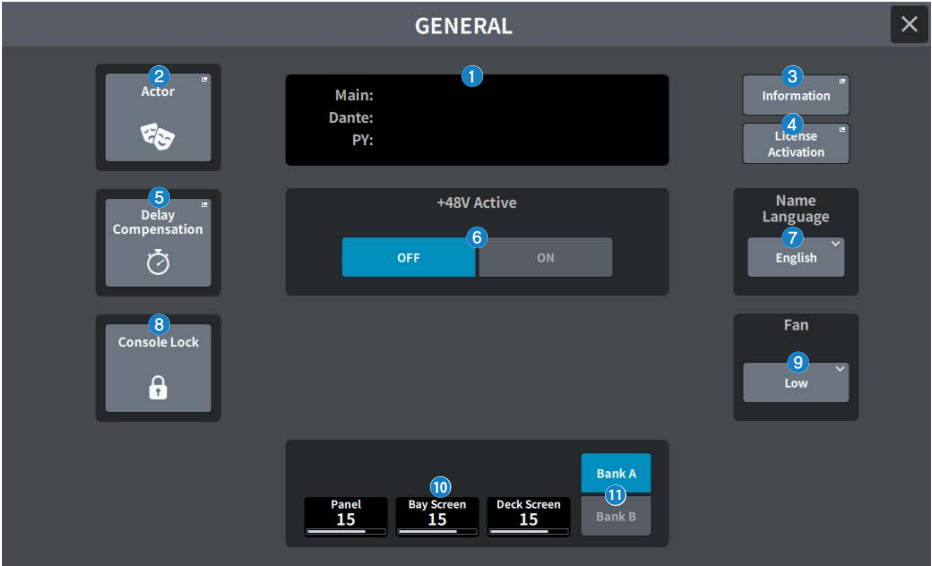
The screen contains the following items.

- 1 Device selection button**
Press this button to display the screen for selecting USB or PY. When PY is selected, either an “Online” (green), “Virtual” (yellow), or “No MIDI” (gray) indicator is displayed according to the status of the PY card.
- 2 MIDI CH selection buttons**
Press this button to display the screen for selecting CH1-CH16 or CH ALL. If set to CH ALL, MIDI messages will be sent on all channels.
- 3 MIDI message command button**
Press this button to display the screen for selecting MIDI commands.
- 4 MIDI message parameter knob**
The [TOUCH AND TURN] knob is used to set parameters.

GENERAL Screen

This displays the version and license.

This sets the brightness of the touchscreen, top panel LEDs, USER DEFINED KEYS display, and LED lighting bar.



The screen contains the following items.

- 1 Version**
This shows the version of the system software.
- 2 Actor button (Theatre Package compatible)**
Press this button to display the ACTOR screen.
- 3 Information button**
Press this button to display the INFORMATION screen.
The INFORMATION screen displays the Log tab, which displays logs; the Manual tab, which displays the User Guide and shortcuts; and the License tab, which displays system software licenses.
- 4 License Activation button**
Press this button to display the LICENSE ACTIVATION screen.
The LICENSE ACTIVATION screen includes the License List tab, where you can check the DEK license status, and the QR Code tab, which displays a QR code for connecting to PV Portal to activate licenses.
- 5 Delay Compensation button**
Press this button to open the Delay Compensation screen, which automatically adjusts the delay (timing) caused by inserts or DSP processing resulting from routing.

6 +48V Active button

Switches phantom power (+48V) on/off. When this button is off, phantom power will not be supplied even if the +48V button for the channel with the INPUT jack input is on.

NOTICE

- **Precautions related to phantom power**
- Observe the following precautions to prevent damage to the main unit/external devices and noise.
- Turn off phantom power if it is not needed.
- Turn it off when connecting a device that does not support phantom power to the [INPUT] jack on the rear panel.
- Do not connect or disconnect a cable to the [INPUT] jack on the rear panel while phantom power is on.
- Turn on/off with the output control set to minimum.

7 Name Language button

Select the language to use for channel names.

NOTE

Use DM Editor or DM StageMix for input in languages other than English. If the selected language and the language used for the channel name are different, some characters may not be displayed properly.

8 Console Lock button

This button executes the Console Lock function. If a console password has been set, pressing this button will display the PASSWORD popup window. If the correct password is entered, Console Lock will be executed. If the console password has not been set, pressing this button will execute the Console Lock immediately.

9 Fan button

This is a switch that toggles the speed of the internal cooling fan between HIGH and LOW.

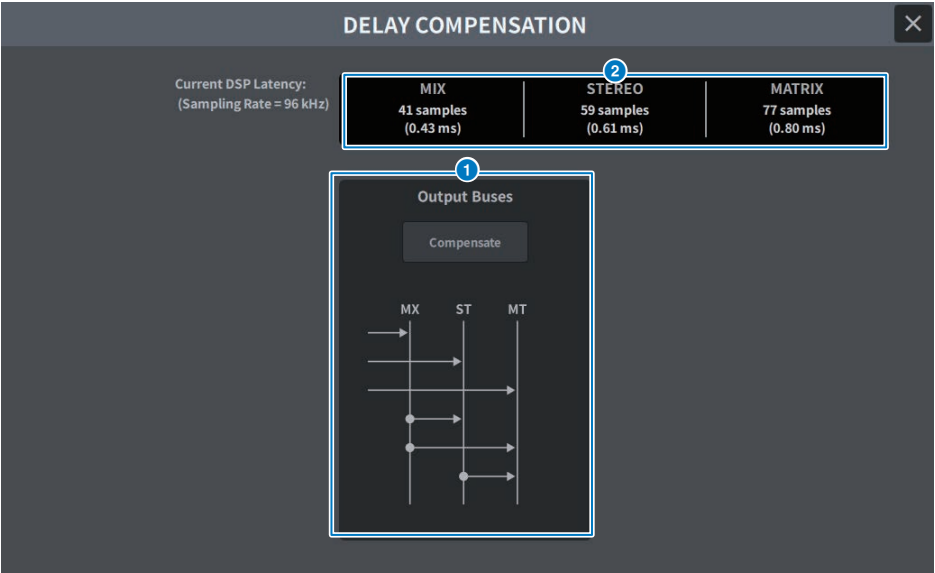
10 Brightness

- **Panel**
Sets the brightness of the top panel LEDs.
- **Bay Screen**
Sets the brightness of the touchscreens (large).
- **Deck Screen**
Sets the brightness of the touchscreens (small).

11 Bank button

This selects the bank (A/B) in which panel settings are set.

DELAY COMPENSATION Screen



The screen contains the following items.

NOTE

By default, only INPUT INSERTS is on.

1 OUTPUT BUSES COMPENSATE button

When this is on, delays for each bus in the MIX/ST/MATRIX are automatically adjusted. When using this compensation, output from the MIX bus is delayed by 36 samples and the output from the STEREO bus is delayed by 18 samples.

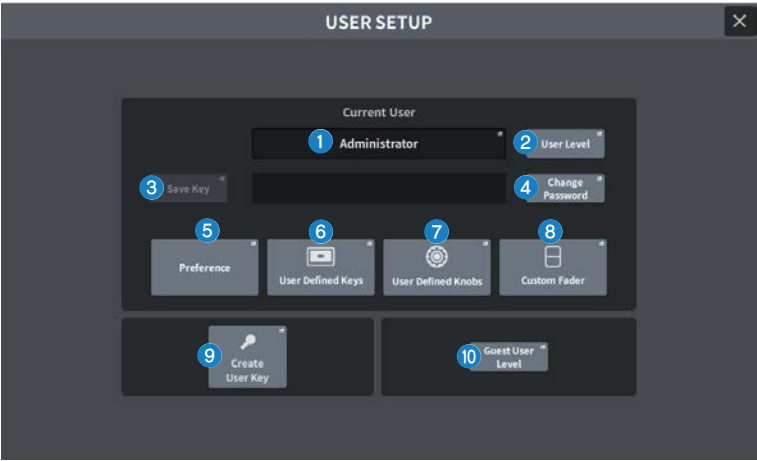
2 Latency display

This displays the latency (msec) from the time a signal enters the DSP (engine) and passes through the INPUT until it is output to each bus. Latency is added when Delay Compensation is applied. This will vary according to the Fs (sampling rate).

- **MIX:** Latency from INPUT to MIX OUT
- **STEREO:** Latency from INPUT to STEREO OUT
- **MATRIX:** Latency from INPUT to MATRIX OUT

USER SETUP Screen

USER SETUP screen



The screen contains the following items.

1 Current User button

Press this to display the screen used to switch the logged in user.



2 User Level button

Press this button to display the CREATE USER KEY screen used to set the logged-in user.

3 Save Key button

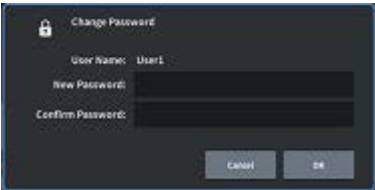
Press this button to display the screen to overwrite and save the user authentication key.



The power user (Administrator) can use an empty slot for a new save.

4 Change Password button

Press to display the screen to change the password.



5 Preference button

Press this button to display the PREFERENCE screen where various preferences can be set.

6 User Defined Keys button

Displays the USER DEFINED KEYS screen, where functions are assigned to USER DEFINED keys.

7 User Defined Knobs button

Displays the USER DEFINED KNOBS screen, where functions are assigned to USER DEFINED knobs.

8 Custom Fader button

Press to display the CUSTOM FADER screen, where you can make settings for custom faders, which can freely combine channels.

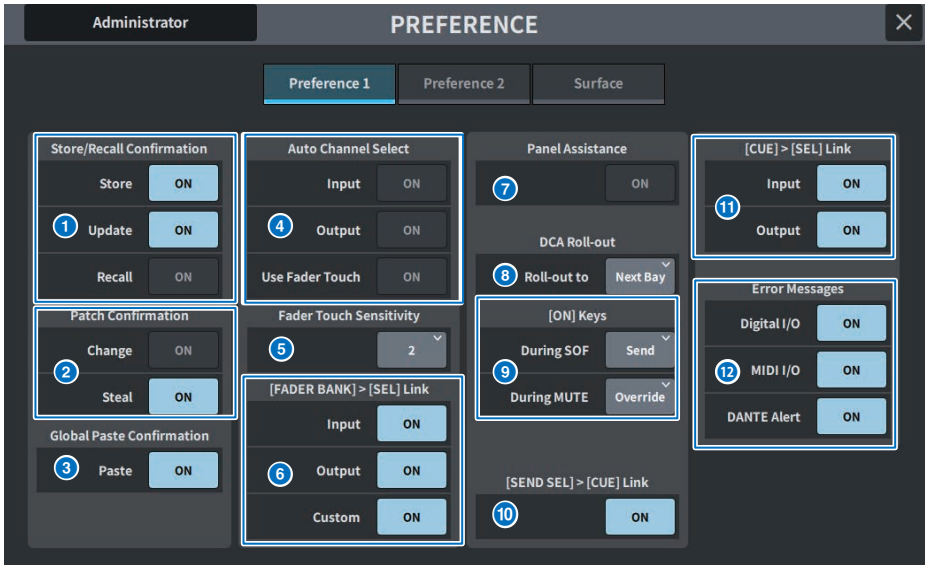
9 Create User Key button

Press this button to display the CREATE USER KEY screen used to create new users.

10 Guest User Level button (Power User (Administrator) only)

Press this button to display the GUEST USER LEVEL screen, where you can set the guest user login.

PREFERENCE screen



1 Store/Recall Confirmation

Allows you to turn on/off options related to scene store/update/recall operations. When this is on, a confirmation message is displayed when you perform a Store, Update, or Recall operation.

2 Patch Confirmation

Allows you to turn on/off options related to patch operations.

- **Change**

When this is on, a confirmation message is displayed when you edit an input patch or output patch.

- **Steal**

When this is on, a confirmation message is displayed when you edit an input or output patch that is already patched to a port.

3 Global Paste Confirmation

When this is on, a confirmation message is displayed when you perform a global paste.

4 Auto Channel Select

Sets whether a channel will be selected when the [ON] key or fader for the channel is operated.

- **Input**

- **Output**

This can be turned on/off separately for input channels and output channels.

- **Use Fader Touch**

Touching a fader will automatically select the corresponding channel via the Touch Sense function built into the fader.

5 Fader Touch Sensitivity

The Touch sensitivity can be adjusted in five steps. Higher values provide greater touch sensitivity.

6 [FADER BANK] > [SEL] Link

Specifies whether channel selection will be linked with fader bank selection. You can set this parameter separately for Input (input channels), Output (output channels), and Custom (custom fader bank). If this button is on, when you select the corresponding fader bank, the channels in the bank that was last selected will be selected.

7 Panel Assistance

If the Panel parameter in the Brightness field is set to less than 50%, when this is set to on, all the LED indicators on the panel will be dimmed.

8 DCA Roll-out

Roll-out to

Sets the Bay used for DCA Roll-out.

9 [ON] keys

During SOF

Selects the operation of the [ON] keys in SENDS ON FADER mode.

- **Send:** Turns Send on/off
- **Channel:** Switches the channel on/ff

This is useful when the monitor engineer wants to control the channel on/off at all times, even during SENDS ON FADER.

During MUTE

Selects the operation of the [ON] keys while muted.

- **Override:** Turns mute on/off
- **Channel Off:** Switches the channel on/ff

10 [SEND SEL]>[CUE] Link

When in SENDS ON FADER mode, this turns on/off the CUE state follow operation when the destination bus is switched.

11 [CUE]>[SEL] Link

Sets whether channel selection will be linked with cue operations.

12 Error Messages

• **Digital I/O**

If this is on, and a digital audio I/O error (PY slot digital input/output) occurs, an error message will be displayed.

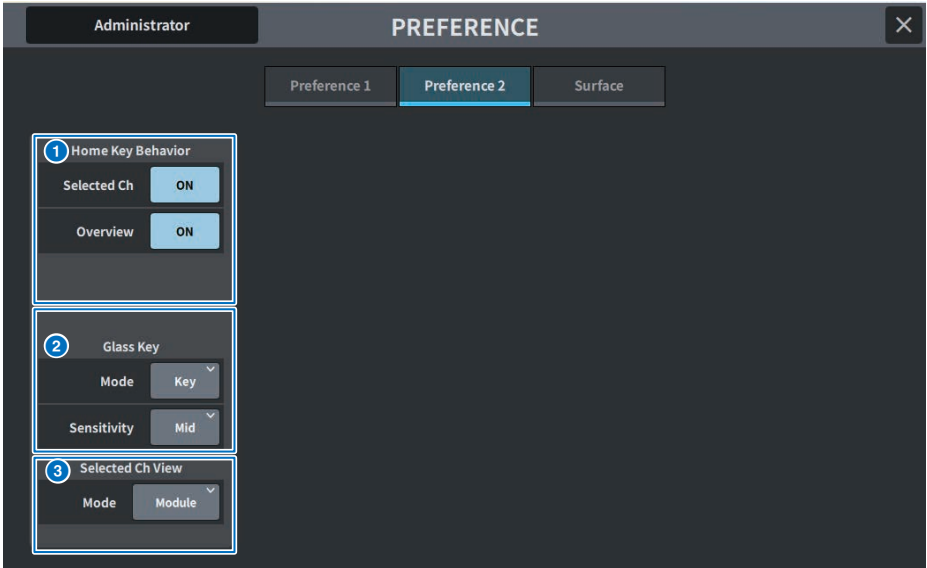
• **MIDI I/O**

If this on, if a MIDI transmission/reception error occurs, an error message will be displayed.

• **DANTE Alert**

When this is on, if a Dante error occurs, an error message will be displayed.

Preference2 Tab



1 **Home Key Behavior**

Sets the behavior of the HOME key.
When the HOME key is pressed, the display switches to the screen that is turned on (Selected channel view / Overview).

2 **Glass Key**

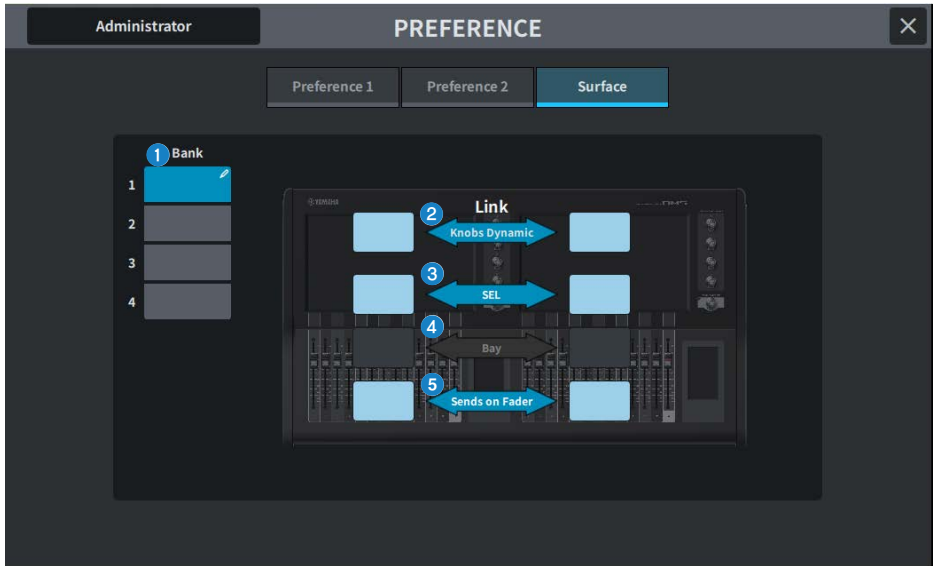
Selects the glass key mode.
Key: Press a glass key to turn it on/off. The sensitivity (Low/Mid/High) can be set.
Touch: Touch a glass key to turn it on/off.

3 **Selected Ch View**

Selects the mode for Selected Ch View.
Module: Adjusts parameters by function.
Channel: Adjusts parameters for the selected channel.

Surface Screen (DM5 Only)

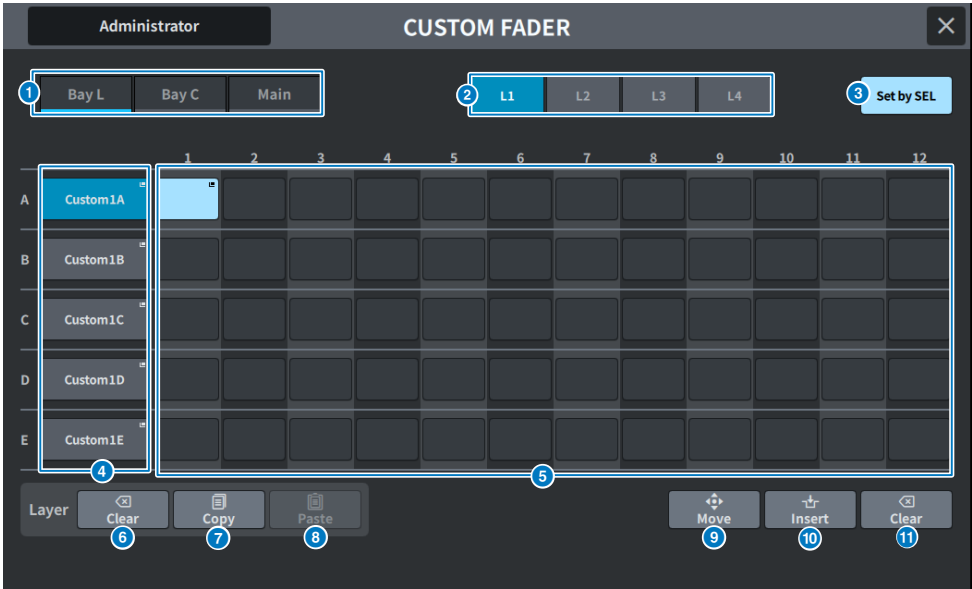
This is used to set link layer selections for multiple surface Bays.



- 1 Bank**
Press this to recall the saved setting.
- 2 Knobs Dynamic**
Links with Dynamic Mode for User Defined knobs (“Assigning a Function to a User Defined Knob” (p.365)).
- 3 SEL**
Links channel selections.
- 4 Bay**
This links Bay setting and fader layer selection.
- 5 Sends on Fader**
This links the Sends on Fader on/off and destination bus.

CUSTOM FADER screen

CUSTOM FADER screen



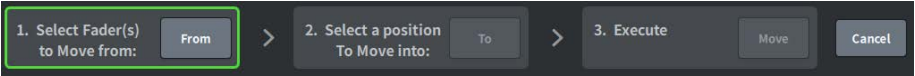
The screen contains the following items.

- 1 Bay selection buttons**
This allows you to select a Bay or master fader to which you want to assign a combination of channels.
- 2 Bank select buttons**
This allows you to select a bank to set up.
- 3 Set BY SEL button**
When this is on, channels can be assigned to the currently-selected fader assign button using the [Select] glass key.
- 4 NAME popup button**
Press this to display the keyboard used to name layers.
- 5 Fader assign button**
Selects the position to assign a custom fader. Press the selected fader assign button again to display the CH SELECT screen for selecting the channel to assign. The assigned channels will be displayed.
- 6 Layer Clear button**
This button sets the settings for the currently selected layer to unassigned. Press this button to open the confirmation screen, and press the OK button to execute. Otherwise, press the Cancel button to return to the previous screen without changing anything.
- 7 Layer Copy button**
Copies the selected layer.

8 **Layer Paste button**

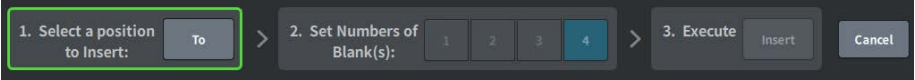
Pastes to the selected layer.

9 **Move button**



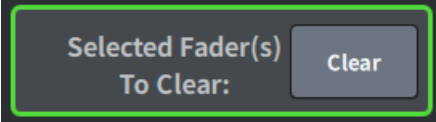
Press to enter MOVE mode to move the fader. After using the fader assign button to select the move source, press the To button. Next, select the fader assign button for the move target, and press the Move button.

10 **Insert button**



Press to enter INSERT mode to add a fader. After selecting the position to be added using the fader assign button, select the number of additions (1-4). Next, press the Insert button.

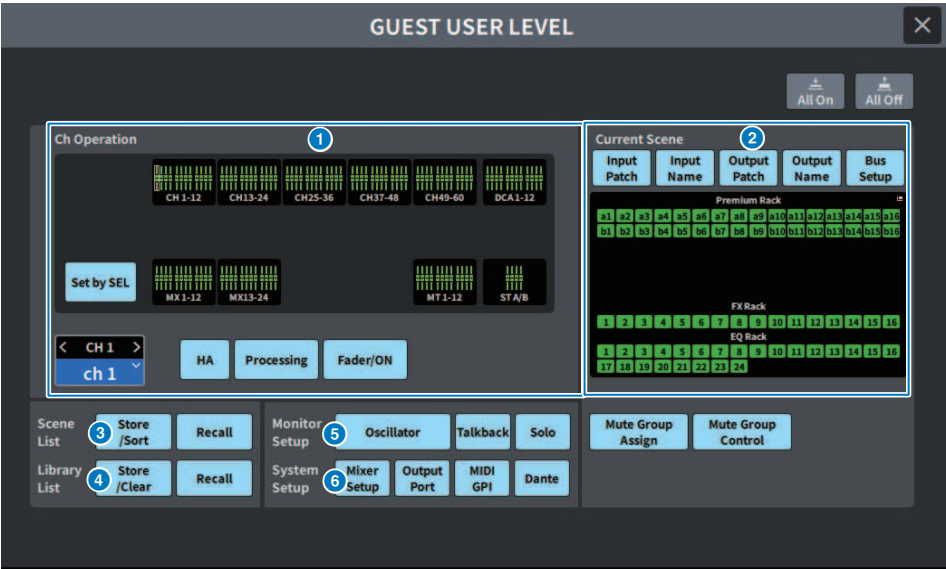
11 **Clear button**



Press to clear the assigned fader (no assignment).
Press to enter CLEAR mode to delete the fader block. After using the fader assign button to select the fader to be deleted, press the Clear button.

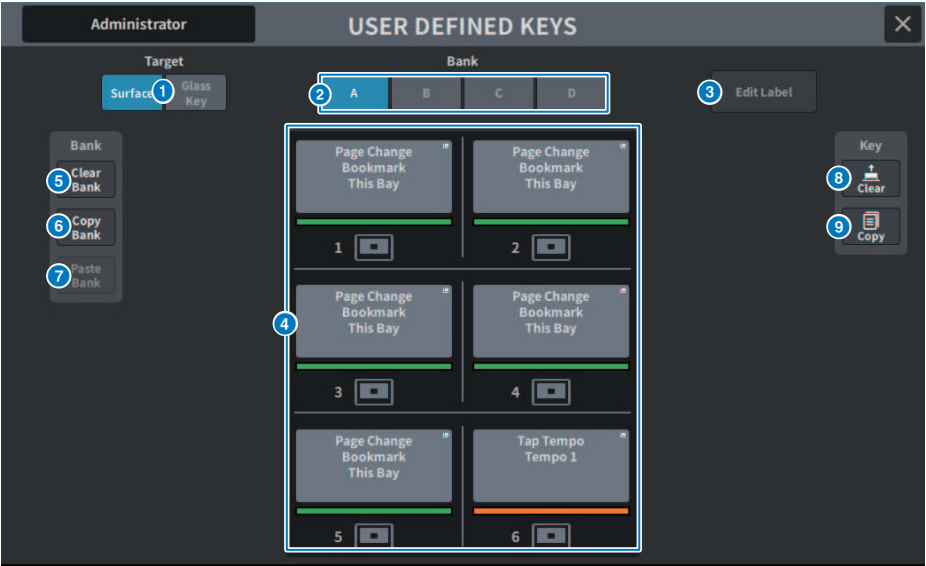
GUEST USER LEVEL screen

This screen displays and changes the user level.



The setting items conform to CREATE USER KEY.

USER DEFINED KEYS Screen

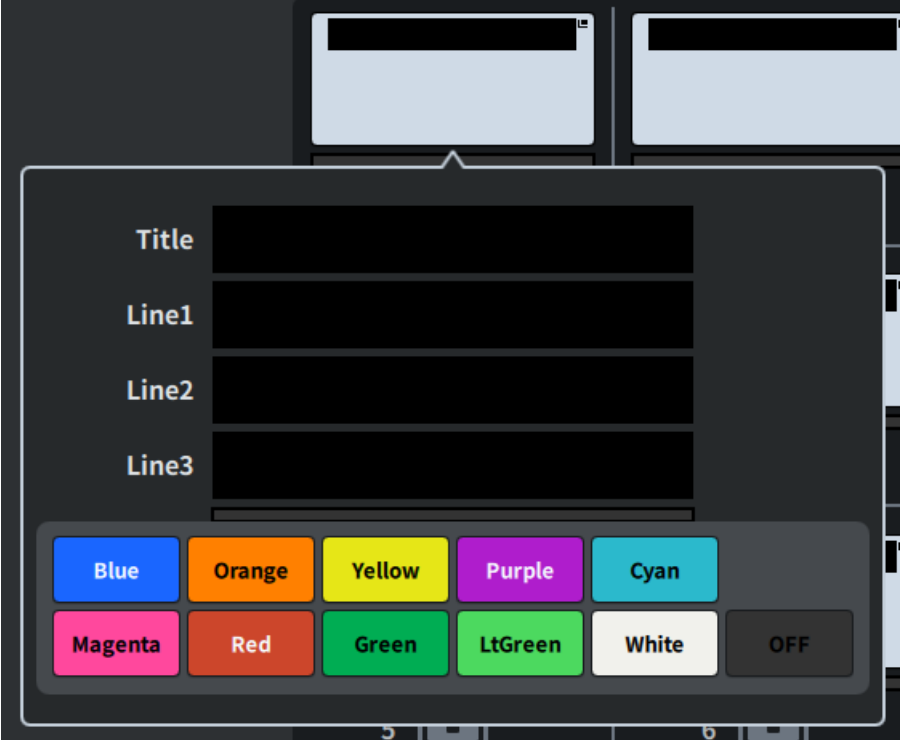


The screen contains the following items.

- 1 Target button**
Select the USER DEFINED key to configure from the touchscreen (small) (Surface) or the glass keys.
- 2 Bank tab**
Switches the USER DEFINED key bank. The panel uses banks [A] to [D], and the glass keys use Bay L and Bay C.

3 Edit Label button

Press to enter edit mode, which allows you to set the title and color.



Press again to return to normal mode.

NOTE

For USER DEFINED glass keys, the title and line are not entered automatically. Press the Edit Label button and enter them manually.

4 USER DEFINED KEYS

This is the button corresponding to the USER DEFINED key. Press this button to display the USER DEFINED KEY screen, where functions can be assigned. If nothing is assigned to the button, “No Assign” is displayed.

5 Clear Bank button

Press this button to display a confirmation message. Press OK to clear all current Banks.

6 Copy Bank button

Press this button to copy the current Bank.

7 Paste Bank button

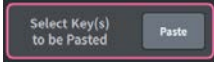
Press this button to display a confirmation message. Press OK to paste the copied Bank settings. Because the number of banks differs between the Surface and the glass keys, the copy-and-paste method differs. Patterns (Left, Middle, Right) will be displayed, so select one and execute.

8 Clear button

Press this button to enter clear mode. Select the key you want to clear and press the Clear button.

9 Copy button

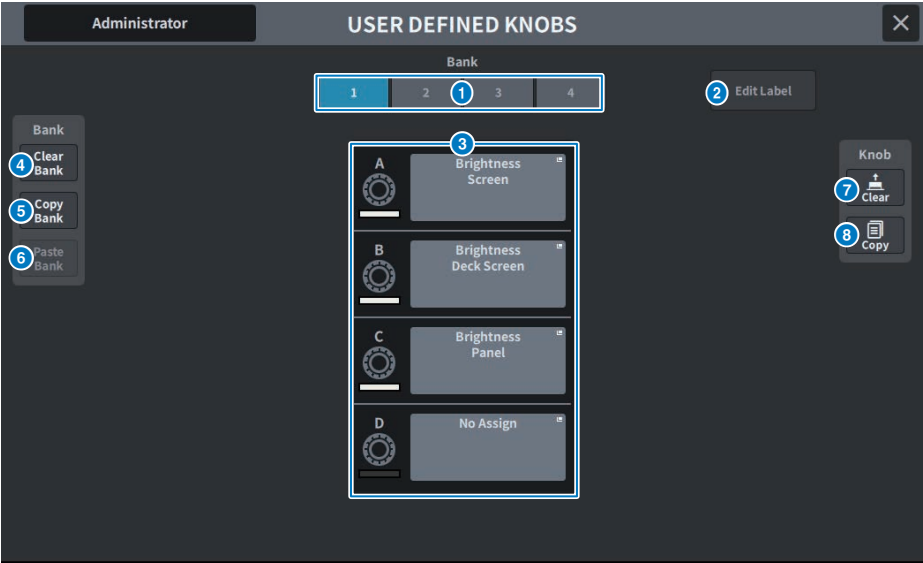
Press to enter copy mode. Select the key you want to copy.



Paste button

Press the key you want to paste to select it. (Multiple selections are allowed)

USER DEFINED KNOBS screen



The screen contains the following items.

- 1 Bank 1-4 tabs**
Allows you to switch between the banks ([1]/[2]/[3]/[4]) for the USER DEFINED knobs.

2 **Edit Label button**

Press to enter edit mode, which allows you to set the title and color.



Press again to return to normal mode.

3 **USER DEFINED KNOBS A-D**

These buttons correspond to the USER DEFINED knobs [A]-[D] on the panel. Press this button to display the USER DEFINED KNOB screen, where functions can be assigned. If nothing is assigned to the button, “No Assign” is displayed.

4 **Clear Bank button**

Press this button to display a confirmation message. Press OK to clear all current Banks.

5 **Copy Bank button**

Press this button to copy the current Bank.

6 **Paste Bank button**

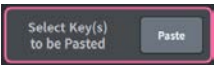
Press this button to display a confirmation message. Press OK to paste the copied Bank settings.

7 **Clear button**

Press this button to enter clear mode. Select the knob you want to clear and press the Clear button.

8 **Copy button**

Press to enter copy mode. Select the knob you want to copy.

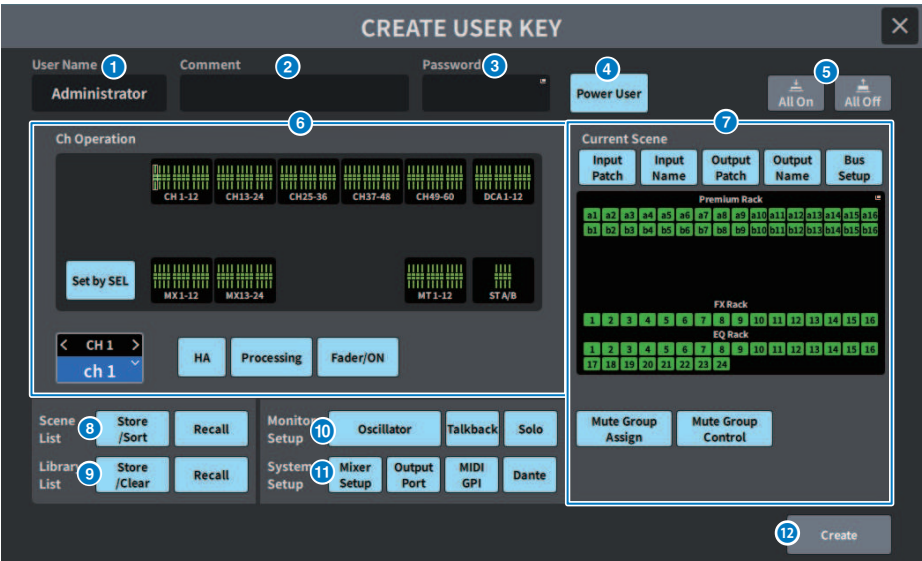


Paste button

Press this button to enter paste mode. Press the knob you want to paste to select it. (Multiple selections are allowed)

CREATE USER KEY screen

This screen allows you to create user authentication keys and save them to the main unit or to a USB flash drive.



- 1 User Name**
This displays the user name. Press here to display the keyboard screen which you can use to enter a user name of up to 16 characters.
- 2 Comment**
This displays user-related comments. Press here to display the keyboard screen which you can use to enter a comment of up to 32 characters.
- 3 Password**
This sets the password. Press here to display the keyboard screen which you can use to enter a password of up to 8 characters.
- 4 Power User**
This sets whether or not power user rights are granted.
- 5 All On, All Off**
This permits/clears all items that can be set.

6 Ch Operation

Sets the range of operation for each channel in the input channels, output channels, and DCA groups. The currently selected channel is the target of the setting. In the lower portion of CH OPERATION, the settings for the currently-selected channel are displayed. Select the target channel to configure by pressing the selected channel on the panel. The type of buttons displayed depends on the selected channel/group.

- **INPUT channel:** [HA], [Processing], [Fader/ON]
- **MIX/MATRIX channel:** [With Send], [Processing], [Fader/ON]
- **STEREO channel:** [Processing], [Fader/ON]
- **DCA group:** [DCA Main], [DCA Group Assign]

- **HA:** Restricts operations on the HA (head amp) patched to that channel.
- **Processing:** Restricts operation of general signal processing parameters (except faders, [ON] key, send level, etc.) for that channel.
- **Fader/ON:** Restricts operation of faders, [ON] key, send level, etc. for that channel.
- **With Send:** Restricts send parameter operations to that channel.
- **DCA Main:** Restricts operation of the fader, ON/OFF, and ICON/COLOR/ NAME for that DCA group.
- **DCA Group Assign:** Restricts changes to assignments to that DCA group.
- **Set by SEL:** When this button is on, pressing the [Select] key for the channel corresponding to the glass key will collectively set/reset the above operation authorizations for that channel.

7 Current Scene

This sets the range of possible operations for current scene memory.

- **Input Patch/Input Name:** Restricts operations on patches and names for input channels.
- **Output Patch/Output Name:** Restricts operations on patches and names for output channels.
- **Bus Setup:** Restricts bus setup operations.
- **Premium Rack/FX Rack/EQ Rack:** Restricts operations for each rack. This is set on the RACK CREATE USER LEVEL screen displayed when this area is pressed.
- **Mute Group Assign/Control:** Restricts mute group assignment and mute group control operations.
- **Automixer:** Restricts Automixer operations.

8 Scene List

This sets the range of possible operations for scene memory

- **Store/Sort:** Store/sort operations
- **Recall:** Recall operation

9 Library List

This sets the range of possible operations for each type of library.

- **Store/Clear :** Store/clear operations
- **Recall:** Recall operation

10 Monitor Setup

This sets the range of possible operations for monitor setup.

- **Oscillator**
- **Talkback**
- **Solo**

11 **System Setup**

This sets the range of possible operations for system setup.

- **Mixer Setup**
- **Output Port**
- **MIDI GPI**
- **Dante**

NOTE

- The details of the restrictions with the Dante button are shown below:
- Changing the DANTE Control ID
- Changing the Secondary Port setting
- Changing control authority for Dante Patch changes (This Console or Dante Controller)
- Changing the Bit Depth
- Changing the Latency
- Changing the Device Mount
- Changing the Remote HA Assign
- Changing the Dante Input Patch
- Changing the Dante Output Patch
- Changing the Dante Input Patch Library (Recall changes only)
- Changing the Preferred Leader
- If operation has been restricted, a “Permission Denied” message is displayed at the bottom of the screen.
- The factory default setting is Off (no restrictions).

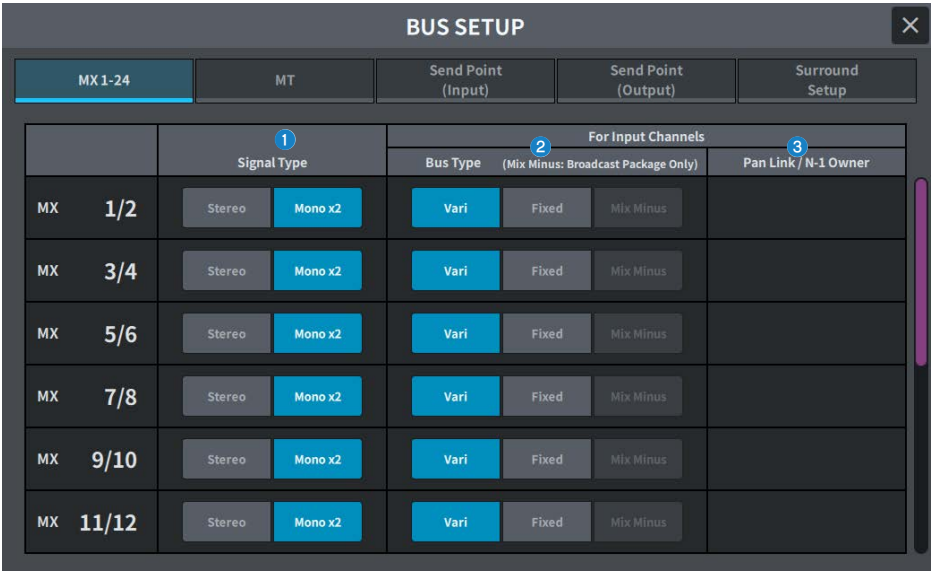
12 **Create button**

This creates user authentication keys containing the user rights that have been set.

BUS SETUP screen

BUS SETUP Screen

This changes the basic bus settings (stereo/mono switching, Pan Link, etc.).



1 Signal Type switch buttons

This allows you to select how signals are processed for every adjacent pair of buses. You can select either Stereo (stereo signal) or Mono×2 (2 monaural signals).

2 Bus Type select buttons

This selects the bus type for every adjacent pair of buses. You can select Vari (variable send level), Fixed (fixed send level), or Mix Minus (Broadcast Package compatible).

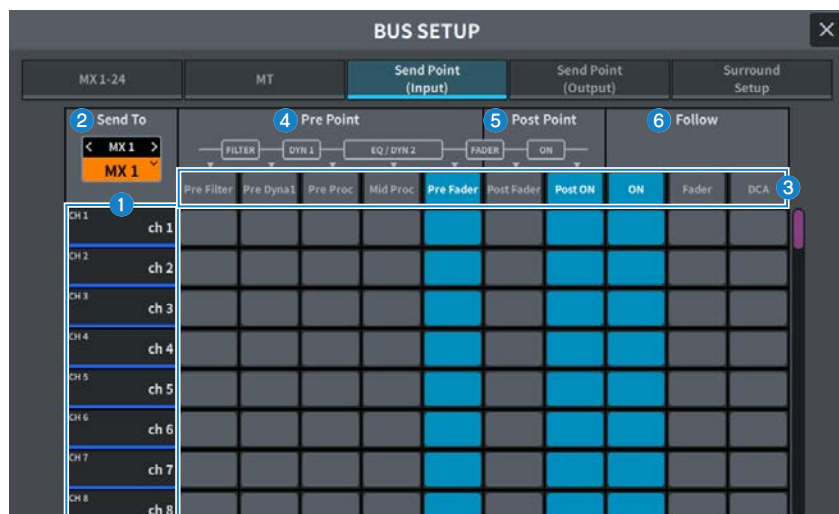
3 Pan Link button

This button will be displayed only if Signal Type is Stereo and the bus type is set to Vari. If the button is on, the signals routed to the corresponding channels will link with the To Stereo pan setting.

N-1 Owner button

This appears when Mix Minus (Broadcast Package compatible) is selected. If you press this button, a screen where you can select the Ownerchannel for mix minus settings (input channels that use mix minus) will be displayed.

BUS SETUP (Send Point) screen



The screen contains the following items.

1 Channel list

This displays the channels.

2 Send To

Selects a channel on the MIX/MATRIX bus as the signal destination. Press < to switch to the previous channel and > to switch to the next channel. Press V to display a list of channels and you can switch to any channel.

3 All button

Press this to apply the selected send point to all channels simultaneously.

4 Pre send point select buttons

This allows you to select the send point for each channel for which Pre is turned on. These buttons correspond to the following parameters.

Buttons	Send Point
Pre Filter	Immediately before the filter
Pre Dyna1	Immediately before DYNAMICS1
Pre Proc	Immediately before EQ and DYNAMICS2
Mid Proc	Between EQ and DYNAMICS2
Pre Fader	Immediately before the fader

5 Post send point select buttons

This allows you to select the send point for each channel for which Pre is turned off (Post). These buttons correspond to the following parameters.

Buttons	Send Point
Post Fader	Immediately after the fader
Post ON	Immediately after the [ON] key

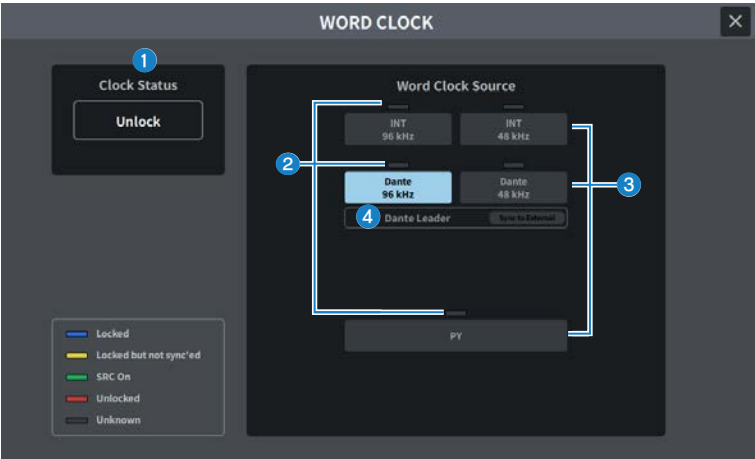
6 Follow setting buttons

Allows you to select for each channel whether the signal sent to the MIX/MATRIX bus will follow the ON/Fader/DCA settings regardless of the send point. These buttons correspond to the following parameters.

Buttons	Setting
ON	Follow ON
Fader	Follow Fader
DCA	Follow DCA

WORD CLOCK Screen

This screen sets the DM5 Series word clock.



The display may vary depending on the installed PY card.

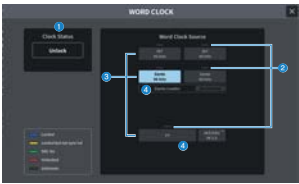
PY64-D



PY64-MD



PY8-AE



1 Clock frequency display

This displays the frequency (48 kHz or 96 kHz) of the currently-selected clock. If this is not syncing, “Unlock” is displayed at this position.

2 Clock status display

This displays the status of synchronization to the clock (status) for each clock source. The details of each display is explained below.

- **Locked (blue)**

Indicates that a clock synchronized with the selected clock source is being input. If an external device is connected to the corresponding connector or slot, it indicates that a clock is being input or output properly between that device and the DM5 Series. If the sampling frequency is close, this status may be displayed even if not synchronized.

- **Locked but not sync'ed (yellow)**

A valid clock is being input, but is not synchronized with the selected clock source. If an external device is connected to the corresponding connector, it indicates that a clock is not being input or output properly between that device and the DM5 Series.

- **SRC On (green)**

This is the status applied to PY slots and [AES/EBU] terminals. This indicates that the SRC (Sampling Rate Converter) is enabled for the corresponding channel. Therefore, even if it is asynchronous, normal input/output is performed with the DM5 Series.

- **Unlocked (red)**

A valid clock is not being input. If an external device is connected to the corresponding connector, it indicates that a clock is not being input or output properly between that device and the DM5 Series.

- **Unknown (gray)**

This indicates that the clock status cannot be detected because no external device is connected or because there is no valid clock input. You will be able to select this connector/slot, but successful synchronization cannot occur until a valid connection is established.

NOTE

- If the indicator for the port selected as the clock source turns blue and the clock frequency is displayed, the DM5 Series is operating normally with the new clock.
- If the indicator for the selected clock does not turn blue, make sure that the external device is connected correctly, and that the external device is set to transmit clock data.
- Noise may occur at the output terminals when the word clock setting is changed. To protect your speaker system, be sure to turn down the power amp volume before changing the word clock setting.

3 Clock select buttons

Select the clock source to be used as the clock from the following options:

- **INT 96 kHz**

- **INT 48 kHz**

The internal clock (sampling rate: 96 kHz or 48 kHz) will be used as the clock source.

- **DANTE 96 kHz**

- **DANTE 48 kHz**

The word clock provided from the Dante audio network (sampling rate: 96 kHz or 48 kHz) will be used as the clock source.

- **PY**

The word clock supplied from the PY card slot on the rear panel is used as the clock source.

NOTE

If the unit is initialized to the factory default status, the word clock default value will be set to DANTE 96 kHz.

4 DANTE clock status display

This is displayed when it is set to clock leader or clock follower on a Dante audio network.

MIDI/GPI Screen

MIDI/GPI (MIDI Setup) screen

This screen sets the MIDI input and output.



1 USB/PY Slot

This selects the component to be configured for MIDI message sending and receiving.

- **USB**
USB port
- **PY Slot**
PY slot

2 CH field

This allows you to specify the settings for the channel that sends and receives MIDI messages.

- **Tx CH**
This allows you to select the MIDI channel that sends MIDI messages.
- **Rx CH**
This allows you to select the MIDI channel that receives MIDI messages.

3 Program Change field

This allows you to switch MIDI Program Change message send and receive on/off.

- **Tx**
This switches Program Change sending on/off.
- **Rx**
This switches Program Change receiving on/off.
- **Echo**
Switches the echo output of Program Change messages (resending Program Change messages without modification) on/off.

4 Control Change field

Allows you to switch MIDI Control Change message sending and receiving on/off.

- **Tx**
Switches Control Change message sending on/off.
- **Rx**
Switches Control Change message receiving on/off.
- **Echo**
Switches the echo output of Control Change messages (resending Control Change messages without modification) on/off.

5 Other Command field

Switches the echo output of other MIDI messages (resending other messages received from external devices without modification) on/off.

6 Program Change Mode field

Allows you to select the Program Change send/receive mode.

- **Single**
If this button is on, Program Changes will be sent and received only on a single MIDI channel (Single mode).
- **Multi**
If this button is on, Program Changes will be send and received on multiple MIDI channels (Multi mode).
- **OMNI**
If this button is on, Program Changes on all MIDI channels are received in Single mode. Single mode sending and Multi mode sending and receiving are disabled.
- **Bank**
If this button is on, Bank Select messages can be sent and received in Single mode (Bank Select messages switch the group of Program Change messages to be used.).

MIDI/GPI (Program Change) screen

This screen is used to assign scene memory to a Program Change.

When a scene is recalled, a Program Change message for the corresponding number can be sent to an external device. Conversely, the corresponding scene can be recalled when a Program Change message is received from an external device.



1 Program Change field

Switches MIDI Program Change send and receive on/off. It is linked with the Program Change on the MIDI Setup screen.

USB

- **Tx**
If this button is on, the corresponding Program Change is sent to the USB port when a scene recall is performed.
- **Rx**
If this button is on, the corresponding scene is recalled when the Program Change is received from the USB port.
- **Echo USB>USB / Echo USB>PY**
When this is on, Program Change messages that are received from an external device are sent without modification.

PY Slot

- **Tx**
When this is on, the corresponding Program Change message is sent to the PY slot when a scene is recalled.
- **Rx**
When this is on, the corresponding scene is recalled when a Program Change message is received on the PY slot.
- **Echo PY>PY / Echo PY>USB**
When this is on, Program Change messages that are received from an external device are sent without modification.

2 Program Change Mode field

This allows you to select the Program Change send/receive mode. It is linked with the MIDI Setup screen.

3 **List**

This is a list that displays the scene recall operation assigned to each MIDI channel and MIDI Program Change number. The list shows the following items.

- **CH/Bank**

When “CH” is displayed, the column indicates the MIDI channel (1–16) on which Program Changes are sent/received. If Program Change send and receive is set to Single mode and the Bank button is on, the display will change to “Bank”, and the numerical value in this column will correspond to the bank number.

- **NO**

Indicates the program number 1–128.

- **Program Change Event**

Displays the scene number/scene name assigned to each channel (bank number) or program number. Press an individual assignment display area to open the MIDI Program Change screen for selecting the content that you want to assign.

4 **Scroll button**

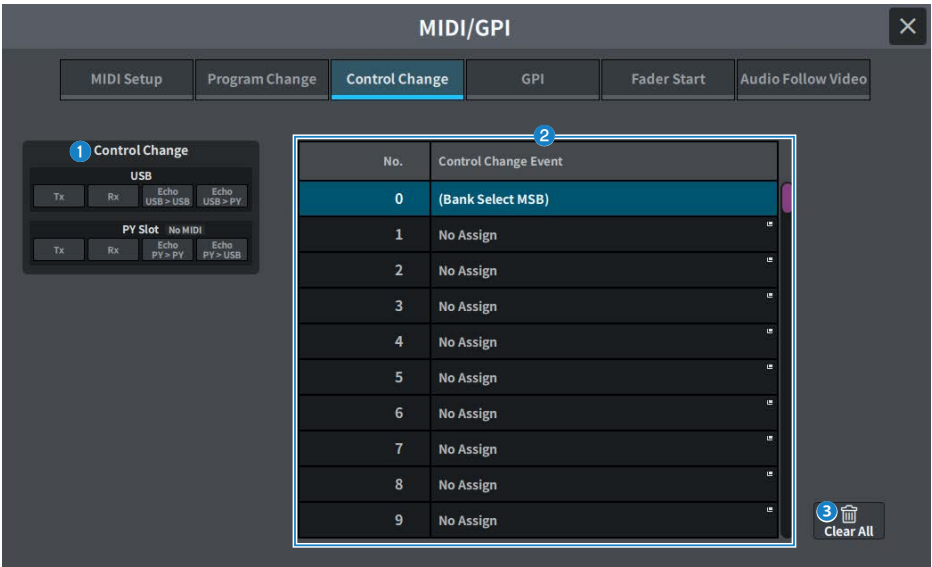
This scroll up and down the list by channel or bank.

5 **CLEAR ALL button**

Press this button to clear all scene recall assignments in the list.

MIDI/GPI (Control Change) screen

This screen assigns parameters such as fader operation and [ON] key on/off to Control Changes. MIDI Control Change messages can be used to control assigned parameters.



1 Control Change field

This allows you to switch Control Change send/receive on/off, and specify whether echo output of the Control Changes will be performed. It is linked with the MIDI Setup screen.

2 List

This displays the fader/knob operations or [ON] key on/off operations that are assigned to each control number.

- **No.**

This displays the control number. You can use control numbers 1–31, 33–95, and 102–119.

- **Control Change Event**

Displays/selects the type of parameter assigned. When you press a parameter, the MIDI Control Change screen is displayed, allowing you to change the control number assignment.

3 CLEAR ALL button

Press this to clear all parameter assignments in the list.

MIDI/GPI (GPI) screen

Sets the input/output ports for GPI (General Purpose Interface).



1 GPI IN status indicator

Displays the status of the voltage input to the GPI IN port.

2 Switch attribute selection button

Each time this is pressed, the display switches between Latch and Unlatch.

• **Latch**

In general, select this mode if you connect an alternate switch (that toggles between on and off whenever you press the switch).

• **Unlatch**

In general, this mode is useful if you connect a momentary-type switch (that is turned on only while you are pressing and holding it down, and turned off when you release it).

3 GPI INPUT button

Press this button to display the GPI INPUT screen. The button displays the name of the currently-selected function or parameter.

4 POLARITY MODE selection buttons

This button selects the polarity of the GPI IN port.



..... (Low active) Becomes active when the input signal is low level.



..... (High active) Becomes active when the input signal is high level.

5 GPI OUTPUT button

Press this button to display the GPI OUTPUT screen. The button displays the name of the currently-selected function or parameter.

6 TEST button

While this button is on, the corresponding GPI OUT port will become active and outputs a control signal.

7 POLARITY MODE selection buttons

This button selects the polarity of the GPI OUT port.



..... (Low active) Grounded when the GPI OUT port is active.



..... (High active) Open when the GPI OUT port is active.

8 GPI OUT status indicator

Indicates the status of the voltage that is being output from each GPI OUT port.

9 PY Slot

Displays the target for setting the GPI.

MIDI/GPI (Fader Start) screen

This sets linked operation with the fader for devices connected to the GPI OUT port.



Output Destination field

1 GPI OUT1 to GPI OUT5 buttons

Select the GPI OUT port to be set.

2 Fader display

Displays the selected fader. Press to open the GPI OUT FADER START screen for setting the channel. When the Set by SEL button is On, the fader is selected using the [Select] glass key.

3 Set by SEL button

When this button is on, you can add a channel by using the [Select] glass key.

Mode field

You can select the fader operation mode that will be the trigger for signal output from the GPI OUT port. You can choose from the following fader modes.

4 No Assign

Operating the fader for the selected channel will not output a signal.

5 Fader Start

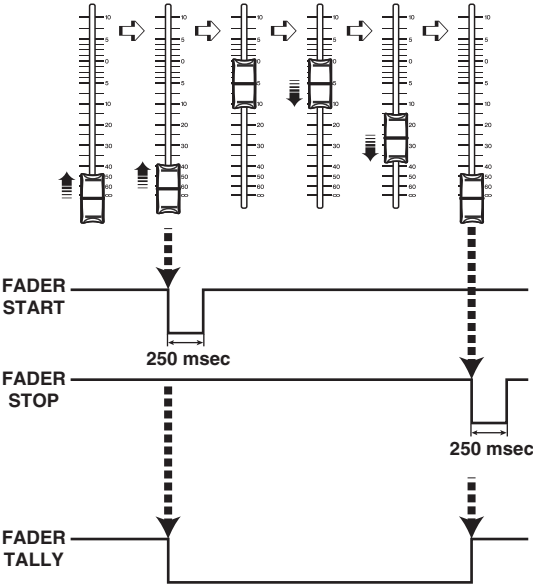
A trigger signal of 250 msec duration will be output if the fader for the selected channel is raised from below the specified Upstroke level (between -138.0 dB and 10.0 dB) to above that level.

6 **Fader Stop**

A trigger signal of 250 msec duration will be output when the fader for the selected channel reaches the specified Downstroke level (between $-\infty$ dB and 9.95 dB).

7 **Fader Tally**

A trigger signal will be output if the fader for the selected channel is raised from below the specified Upstroke level (between -138.0 dB and 10.0 dB) to above that level. This signal will be held until the fader reaches the specified Downstroke level (between $-\infty$ dB and 9.95 dB), or until that GPI OUT port receives a different trigger. The following illustration shows how the output signal from the GPI OUT port will change when a fader is operated in each fader mode. In this example, the Threshold field is set to -60.00 for Upstroke, and to $-\infty$ for Downstroke. (In this illustration, Low Active is selected as the POLARITY of the GPI OUT port. If High Active POLARITY is selected, the output signal polarity will be reversed.)



NOTE

At the high level, the output signal of the port will be open. If the receiving device requires high level, take it from the +5 V power supply pin. However in this case, there is a limit on the amount of current that can be provided. For details, refer to the “Control input/output specifications.”

Threshold field

8 Upstroke/Downstroke

These knobs set the level that will serve as the threshold at which to output a trigger signal. A trigger signal will be output when the fader exceeds the Upstroke level, or when the fader falls below the Downstroke level.

When the screen is pressed to select, the value can be adjusted by sliding vertically or horizontally or using the [TOUCH AND TURN] knob.

NOTE

- The Threshold values set with Upstroke/Downstroke are common to each channel (fader) and each GPI OUT PORT. However, a channel (fader) can be selected for each GPI OUT PORT. When Mode is set to Fader Start, only the Upstroke setting value is valid. When Mode is set to Fader Stop, only the Downstroke setting value is valid. When Mode is set to Fader Tally, both the Upstroke/Downstroke setting values are valid.
- Regardless of the Fade Time setting, a trigger signal is output immediately after the recall by determining the position to be reached when that scene has completed the recall.

Audio Follow Video Screen (Broadcast Package Compatible)

This is a function used by broadcasting stations where the mixing console automatically controls the fader level corresponding to the video in response to the Tally from the Video Switcher. It reduces the burden on the operator and avoids problems such as being unable to respond to sudden camera switching and not being able to hear the sound.



- 1 Selected channel**
Select the channel for Audio Follow Video (AFV). Press < to switch to the previous channel and > to switch to the next channel. Press V to display a list of channels and you can switch to any channel.
- 2 Enable AFV button**
Turns the channel's AFV function on/off.
- 3 Trigger selection buttons**
Selects the GPI IN that will trigger the channel's AFV.
- 4 Open Offset**
This is the time period from when the GPI IN ON event is received until the fade starts.
- 5 Open Time**
This is the time period from when the fade starts until it reaches the Open Level (the fader level corresponding to fader open).
- 6 Close Offset**
This is the time period from when the GPI IN OFF event is received until the fade starts.

7 Close Time

This is the time period from when the fade starts until it reaches the Close Level (the fader level corresponding to fader close).

8 Open Fader Level Capture button

Sets the current channel fader level as the Open Fader Level.

9 Open Fader Level Fader

This is the fader level set by the GPI IN ON event.

10 Close Fader Level Capture button

Sets the current channel fader level as the Close Fader Level.

11 Close Fader Level Fader

This is the fader level set by the GPI IN OFF event.

12 Copy button

Copies the currently displayed parameters.

13 Paste button

Pastes the copied parameters.

14 Default button

Returns the parameters to their initial values.

15 AFV graph display

A graph that shows changes in fader level caused by AFV.

16 Overview display

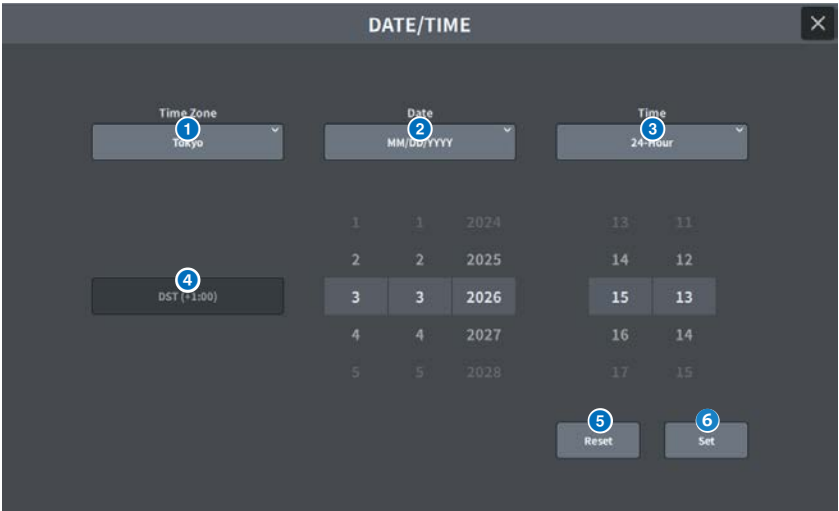
Displays the channel assignment status.

NOTE

- If the operator is manually controlling the faders, manual control will take precedence.
- If a scene recall fade (Global Fade or Individual Fade) is triggered during an AFV fade, the AFV fade will be interrupted.

DATE/TIME Screen

This select the date/time setting for the unit's internal clock and the date/time display method.



- 1 Time Zone**
Specifies the internal clock's time zone.
- 2 Date**
Sets the date display format and the date.
- 3 Time**
Switches between 12-hour clock format and 24-hour clock format.
- 4 DST (Daylight saving time)**
Sets daylight saving time mode for the internal clock.
- 5 Reset button**
Returns to the original time setting.
- 6 Set button**
Confirms the date and time that has been set.

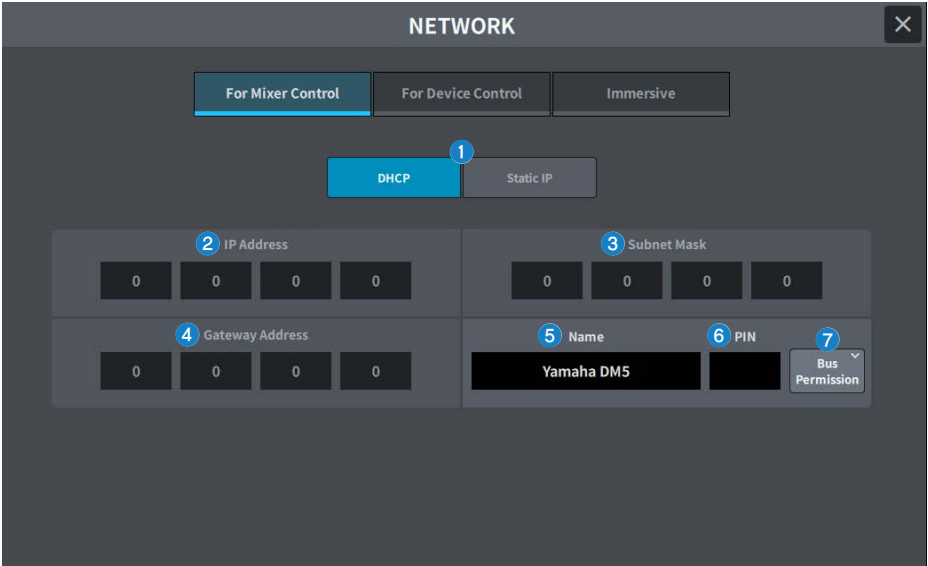
NETWORK Screen

NETWORK (For Mixer Control) screen

The NETWORK (For Mixer Control) screen is used to configure the network settings required when connecting to a computer or iOS device using the NETWORK connector on the DM5 Series.
Please use the settings to match to the computer and network being connected.

NOTE

Please refer to the DM Editor Installation Guide for the setting method when connecting to a LAN.



1 IP address acquisition method button

This selects the method used to acquire an IP address.

- **DHCP :**
Automatically obtains the IP address using DHCP (Dynamic Host Configuration Protocol).
- **Static IP :**
This is used to set your own IP address.

2 IP Address

This sets the addresses to identify individual devices on the Internet or within the LAN.

3 Subnet Mask

Defines how many bits of the IP address used on the network are used for the network address that identifies the network.

4 Gateway Address

This sets the addresses that identify devices (gateways) that interconvert data of different media and protocols within the network.

5 Name

Sets the name to be displayed within the network.

6 PIN

Sets the PIN (4-digit numeric password) to be entered when connecting to the DM5 Series main unit through the MonitorMix application.

MonitorMix is an application that allows performers to adjust monitor balance from the stage.

7 Bus Permission button

Press this button to display a screen for selecting the bus to connect to MonitorMix.

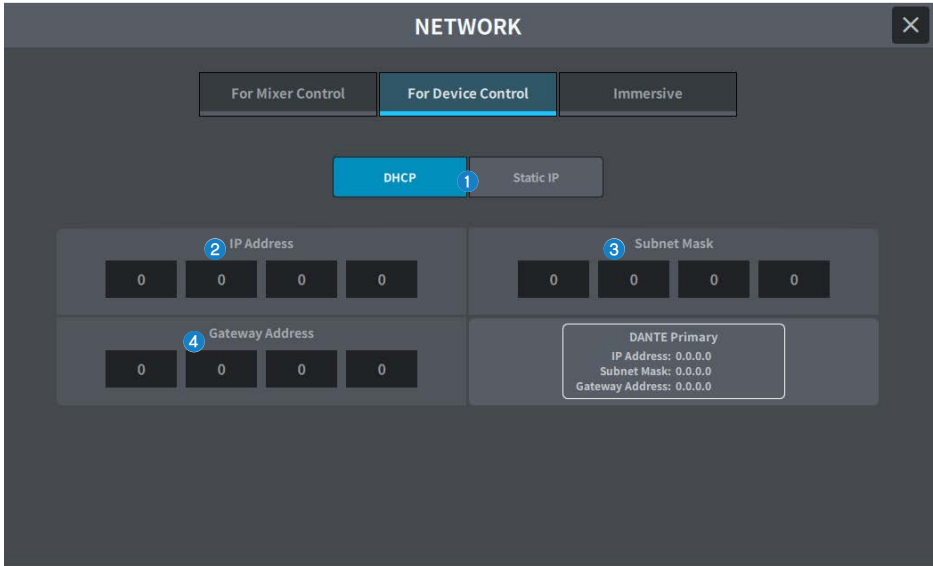
NOTE

- If DHCP is selected using the IP address acquisition method button, settings ②, ③, and ④ are not required. If Static IP is selected, a screen for configuring settings ②, ③, and ④ is displayed. Enter the values for each item.
- Set different subnets for For Mixer Control and For Device Control.
- Because IP address "192.168.4.xxx" is used by the console, set IP Address and Gateway Address to addresses other than "192.168.4.xxx".

Network error messages are shared with the NETWORK (For Device Control) screen.

NETWORK (For Device Control) screen

The NETWORK (For Device Control) screen is used to configure the network settings required when controlling devices on a Dante audio network.



1 IP address acquisition method button

This selects the method used to acquire an IP address.

- **DHCP :**
Automatically obtains the IP address using DHCP (Dynamic Host Configuration Protocol).
- **Static IP :**
This is used to set your own IP address.

2 IP Address

Sets the IP address used to identify the device on the Dante audio network.

3 Subnet Mask

Defines how many bits of the IP address used on Dante audio network are used for the network address that identifies the network.

4 Gateway Address

This sets the addresses that identify devices (gateways) that converts data between different media and protocols within the Dante audio network.

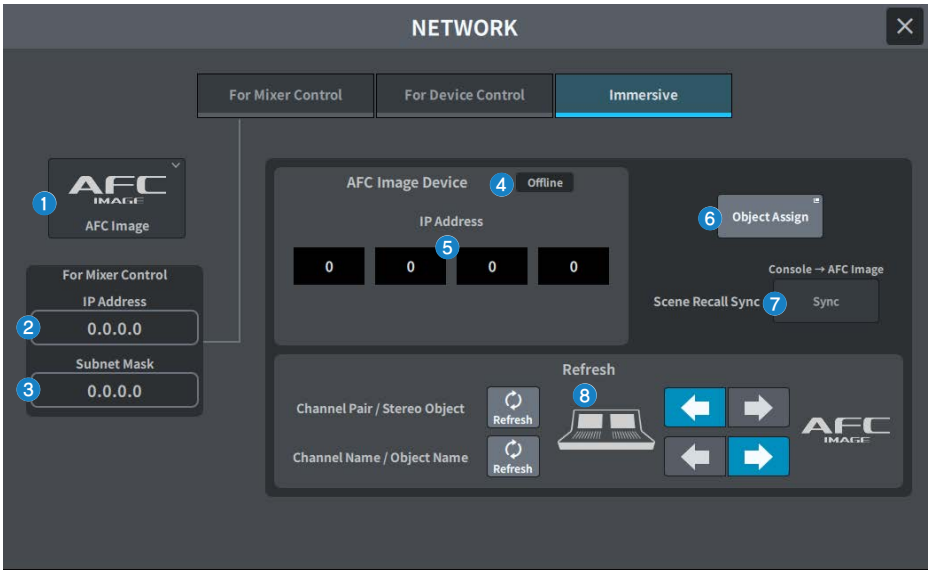
NOTE

- If DHCP is selected using the IP address acquisition method button, settings ②, ③, and ④ are not required. If Static IP is selected, a screen for configuring settings ②, ③, and ④ is displayed. Enter the values for each item.
- Set different subnets for For Mixer Control and For Device Control.
- If the subnet of the IP address set for For Device Control differs from the subnet of the IP address of the PRIMARY port of the DM5 Series that can be checked in Dante Controller, the DM5 Series will no longer be able to discover devices on the Dante audio network.
- Because IP address “192.168.4.xxx” is used by the console, set IP Address and Gateway Address to addresses other than “192.168.4.xxx”.

Network error messages

Error message	Explanation	Corrective action
Dante Control Communication Error! When Console Dante Primary IP is set as Static, Device Control IP Address must be in same Subnet.	The subnets of Dante Primary and Device Control do not match, so Dante communication cannot be established.	Set them to the same subnet.
Network Address Error!Device Control and Mixer Control IP Address must be in different Subnet.	Device Control and Mixer Control are set to the same subnet, causing a conflict with the network design.	Set them to different subnets.
Network Address Error!The entered IP Address is using a subnet that is reserved on this network.	The entered IP address is set to a subnet used by the console.	Set to a different subnet.
Network Address Error!The entered IP Address is using a subnet that is reserved on this network.Please change the IP Address to a different Subnet.	Because a reserved subnet has been specified, a communication conflict may occur.	Change the subnet.
Network Address Error!Following IP Address is reserved in this network.Please change IP Address's subnet: 192.168.4.xxx	A reserved subnet for the IP address used by the console (192.168.4.xxx) is being used.	Set to an address other than 192.168.4.xxx.

NETWORK Screen - Immersive Tab (Theater Package Compatible)



The screen contains the following items.

- 1 **Immersive device settings button**
Press this button to select and mount the AFC Image.
- 2 **IP address display**
Displays the configured IP address.
- 3 **Subnet Mask display**
Displays the configured Subnet Mask.
- 4 **Connection status indicator**
 - **Online:** Connected
 - **Offline:** Not connected
- 5 **Network settings**
Sets the IP address of the AFC Image to use.
- 6 **Object Assign**
Press this to open the AFC Image object assignment screen.
- 7 **Scene Recall Sync**
When this is turned on, AFC scenes can be recalled in synchronization with scene recall on the console.

8 Refresh

Matches channel pairing status, names, icons, and channel colors. Set the direction using the direction setting button, and then apply the setting using the REFRESH button.

IMMERSIVE SOUND popup window (1CH)



When Theatre Package is enabled, pressing the Immersive button displayed at the top of the touchscreen (large) displays the Immersive Sound popup screen. This enables AFC Image parameters to be displayed and changed.



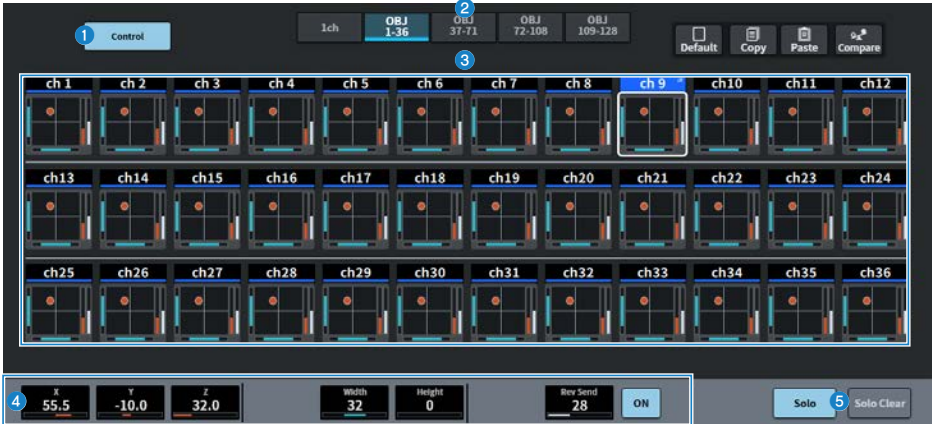
- 1 Image sound graph**
Displays AFC Image parameters.
- 2 Control button**
Switches control on/off. When this is off, position operations cannot be performed from the console.
- 3 Parameters**
Displays the object position (X, Y , Z), size, and send level. This can be adjusted using the [TOUCH AND TURN] knob.
- 4 Solo**
Switches the Solo function on/off. Press the Solo Clear button to disable all solo functions. When Show mode is turned on in AFC Image, the Solo and Solo Clear buttons are hidden.

IMMERSIVE SOUND popup window (OBJ1-36, OBJ37-72, OBJ73-108, OBJ109-128)



When Theatre Package is enabled, pressing the Immersive button displayed at the top of the touchscreen (large) displays the Immersive Sound popup screen.

This enables AFC Image parameters for the applicable multiple channels to be displayed and changed.



- 1 Control button**
Switches control on/off. When this is off, position operations cannot be performed from the console.
- 2 Display Switch Button**
Switches the objects displayed on the screen.
- 3 Immersive sound graph**
Displays the object's parameters.
- 4 Parameters**
Displays the object position (X, Y , Z), size, and send level. This can be adjusted using the [TOUCH AND TURN] knob.
- 5 Solo**
Switches the Solo function on/off. Press the Solo Clear button to disable all solo functions.
When Show mode is turned on in AFC Image, the Solo and Solo Clear buttons are hidden.

OBJECT ASSIGN screen



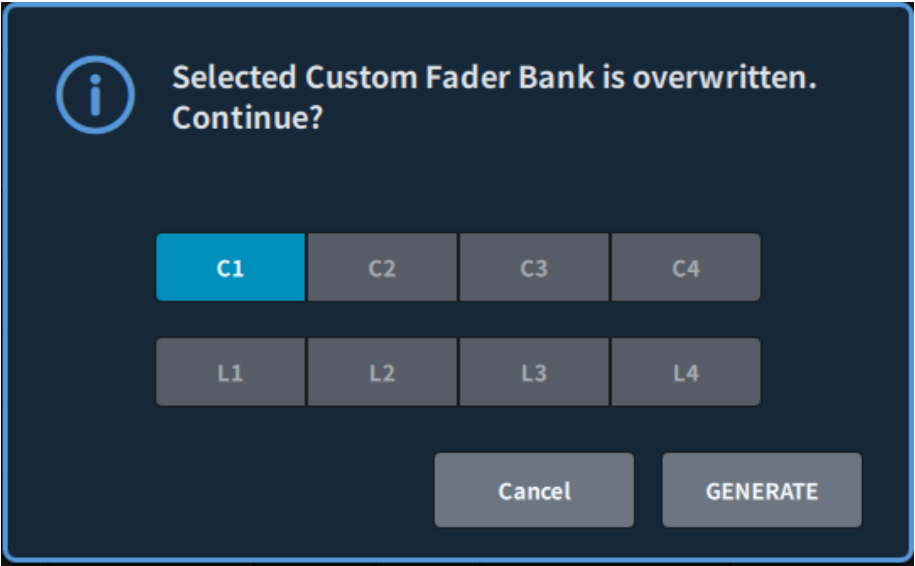
The screen contains the following items.

- 1 AFC object number**
Displays the AFC object number
- 2 Channel assignment**
Displays the Input/Mix assigned to the object. Press this to display a screen for assigning channels.
- 3 Input patch**
When an Input channel is assigned to the object, its Input patch is displayed. You can also press this to change the Input patch.
- 4 Direct Out point**
Selects the signal extraction point from Pre Filter, Pre DYN1, Pre Proc, Mid Proc, Pre Fader, Post Fader, and Post On. Press the Set All button to configure all Input channels assigned to the object at once.
- 5 Direct Out patch**
When an Input channel is assigned to the object, its Direct Out patch is displayed. You can also press this to change the Direct Out patch.
- 6 Output patch**
When a Mix channel is assigned to the object, its Output patch is displayed. You can also press this to change the Output patch.

7 Generate Custom Fader

Generates custom fader settings from the current assignment order.

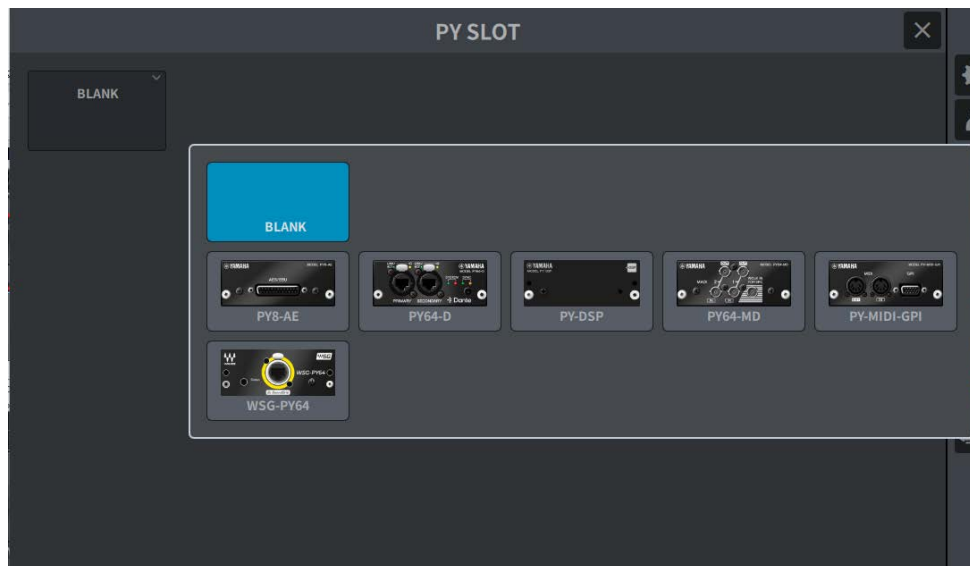
Press the Generate button to display a screen for selecting the custom fader bank where the settings will be saved.



PY Slot screen

PY Slot screen

This adds the PY card to be used.



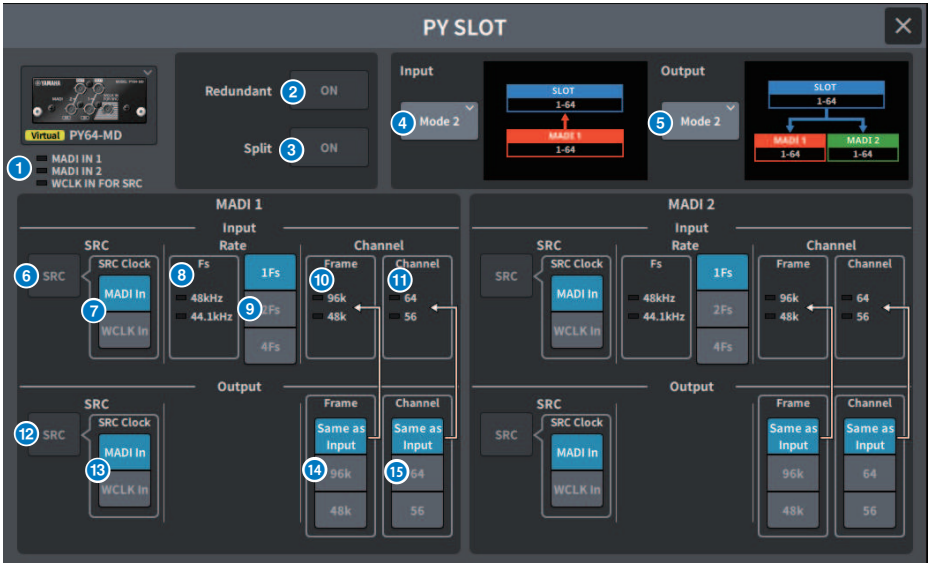
When a card is selected, the setting screen is displayed.

When the selected card is online, an "Online" indicator is displayed, and when it is offline, a "Virtual" indicator is displayed.

- **PY8-AE**...Displays the "PY8-AE screen" (p.139).
- **PY64-D**...Displays the "PY64-D screen" (p.141).
- **PY-DSP**...Displays the "PY-DSP Screen" (p.143).
- **PY64-MD**...Displays the "PY64-MD screen" (p.135).
- **PY-MIDI-GPI**...Press the MIDI/GPI button to display the MIDI/GPI screen.
- **WSG-PY64**...Displays the WSG-PY64. For details, refer to the User Guide.

PY64-MD screen

The illustration shows the screen when a PY64-MD card is selected. The screen contains the following items.



1 Input indicator

Displays the input signal status.

MADI 1 IN, MADI 2 IN: Illuminated (solid) when synchronized, flashing when asynchronous. Off when there is no valid input.

WCLK IN FOR SRC: Illuminated when sampling frequency is detected. Off when there is no valid input.

2 Redundant button

When this button is on, Redundant is enabled.

NOTE

When the Redundant button is on, the Input Mode button is disabled. MADI1 (Channel 1-64) is Primary and MADI2 (Channel 1-64) is Secondary.

3 Split button

When this button is on, the input signal is split and sent to output. The destination is the output terminals within the same system.

The input signal to MADI 1 IN is split to MADI 1 OUT, and the input signal to MADI 2 IN is split to MADI 2 OUT.

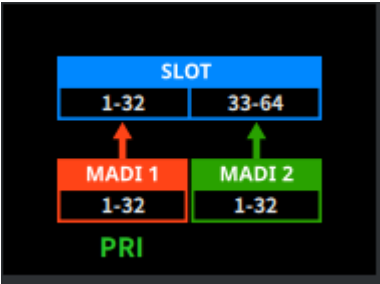
NOTE

When the Split button is on, the Output Mode button is disabled.

4 **Input Mode button**

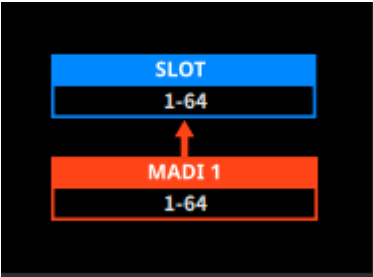
Selects the input signal setting.

• **Mode1**



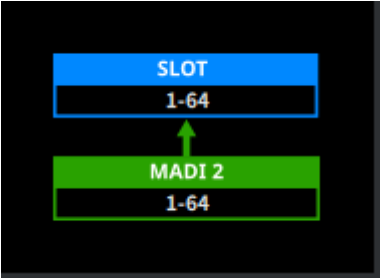
The MADI1 (Channel 1-32) signals are input to SLOT 1-32, and the MADI2 (Channel 1-32) signals are input to SLOT 33-64.

• **Mode2**



Inputs the MADI1 (Channel 1-64) signal

• **Mode3**

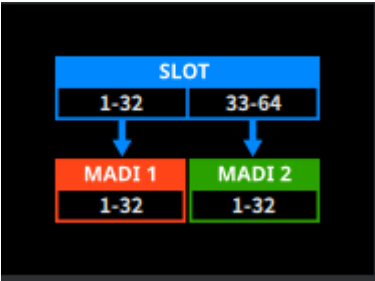


Inputs the MADI2 (Channel 1-64) signal

5 **Output Mode button**

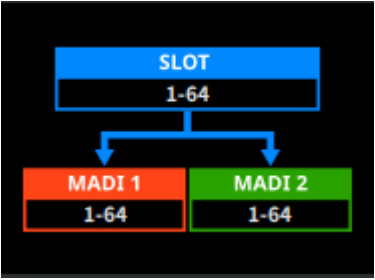
Selects the output signal setting.

• **Mode1**



The SLOT 1-32 signals are output to MADI1 (Channel 1-32), and the SLOT 33-64 signals are output to MADI2 (Channel 1-32).

• **Mode2**



The SLOT 1-64 signals are output to both MADI1 and MADI2.

6 **Input SRC button**

Selects SRC on/off for the input signal.

7 **Input SRC Clock button**

Selects the clock for the input signal when SRC is on.

• **MADI In**

Sets the MADI IN clock to SRC clock.

• **WCLK In**

Sets the WCLK IN FOR SRC clock to SRC clock.

8 **Input Fs indicator**

This displays whether the input signal is 48 kHz system or 44.1 kHz system. Turns off when there is no valid input signal.

9 Input Rate button

Selects the input signal Rate.

• **1Fs**

44.1 kHz/48 kHz, maximum of 64 channels

• **2Fs**

88.2 kHz/96 kHz, maximum of 32 channels

• **4Fs**

176.4 kHz/192 kHz, maximum of 16 channels

10 Input Frame indicator

This displays the input signal's Frame format. Turns off when there is no valid input signal.

11 Input Channel indicator

This displays the input signal's Channel format. Turns off when there is no valid input signal.

12 Output SRC button

Selects SRC on/off for the output signal.

13 Output SRC Clock button

Selects the clock for the output signal when SRC is on.

• **MADI In**

Sets the MADI IN clock to SRC clock.

• **WCLK In**

Sets the WCLK IN FOR SRC clock to SRC clock.

14 Output Frame button

This sets the output signal's Frame format.

• **Same As Input**

Outputs in the same Frame format as MADI IN.

• **96k**

Outputs in 96k Frame format.

• **48k**

Outputs in 48k Frame format.

15 Output Channel button

This sets the output signal's Channel format.

• **Same As Input**

Outputs in the same channel format as MADI IN.

• **64**

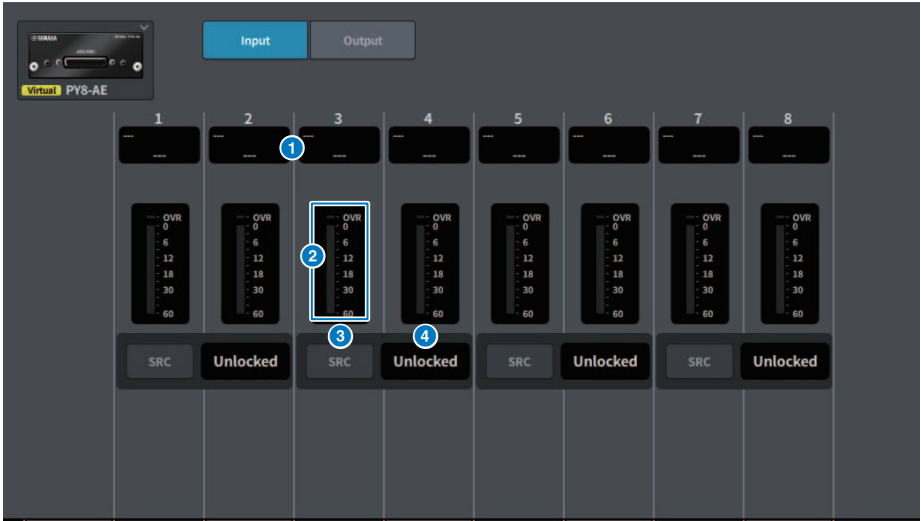
Outputs in 64 channels

• **56**

Outputs in 56 channels

PY8-AE screen

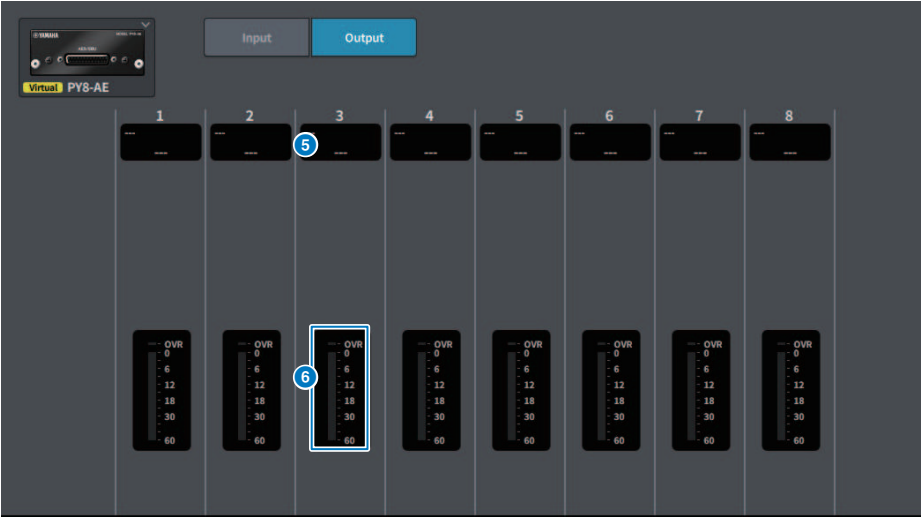
Input



The screen contains the following items.

- 1 Patch display**
Displays the channel that has been patched.
- 2 Level meter**
This shows the input level.
- 3 SRC button**
Switches the sampling rate converter on/off for each pair of channels.
- 4 Clock status display**
Displays the status of the input signal.

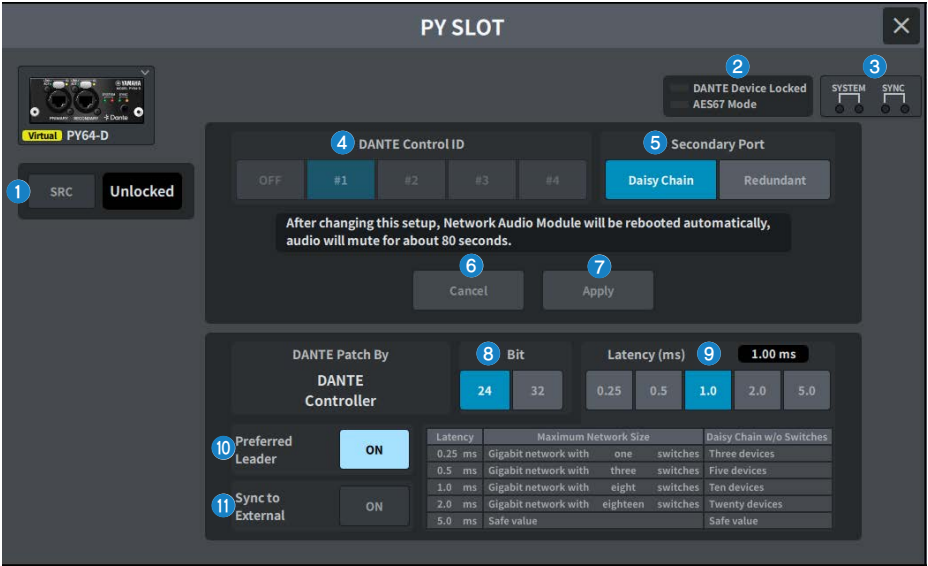
Output



The screen contains the following items.

- 5 Patch display**
Displays the channel that has been patched.
- 6 Level meter**
Displays the output level of the signal

PY64-D screen



The illustration shows the screen when a PY64-D card is selected. The screen contains the following items.

- 1 SRC button**
Selects whether SRC is enabled or disabled. Displays the status of the input signal.
- 2 Status indicator**
 - DANTE Device Locked**
The indicator is lit red if the DANTE Device Locked function is enabled, preventing the audio network settings of the Dante device from being changed.
 - AES67 Mode**
The indicator is lit green if AES67 (audio network compatibility connection standard) mode is enabled.
- 3 SYSTEM/SYNC indicator**
These indicators show the Dante operational status. Press this to display the messages. In patterns where a message is displayed, an error icon or information icon is displayed next to the indicator.
- 4 DANTE Control ID button**
Linked to the ID setting on the Dante Setup screen of the console.
- 5 Secondary Port selection buttons**
Select the Dante audio network connection method: either a daisy chain connection used for simple systems with a small number of connected devices, or a redundant connection used when connecting multiple devices.
- 6 Cancel button**
Cancels the temporary changes while DANTE Control ID or Secondary Port settings are being changed.

7 Apply button

Press this button to apply the settings after changing the DANTE Control ID or Secondary Port settings. A dialog box is displayed for you to confirm the change.

8 Bit selection buttons

Select the Dante audio network bit rate from 24-bit and 32-bit.

9 Latency selection buttons

Select the latency of the Dante audio network from 0.25 ms, 0.5 ms, 1.0 ms, 2.0 ms, or 5.0 ms.

10 Preferred Leader button

When turned ON, this increases the unit's order of priority for being the leader within the Dante audio network.

11 Sync To External button

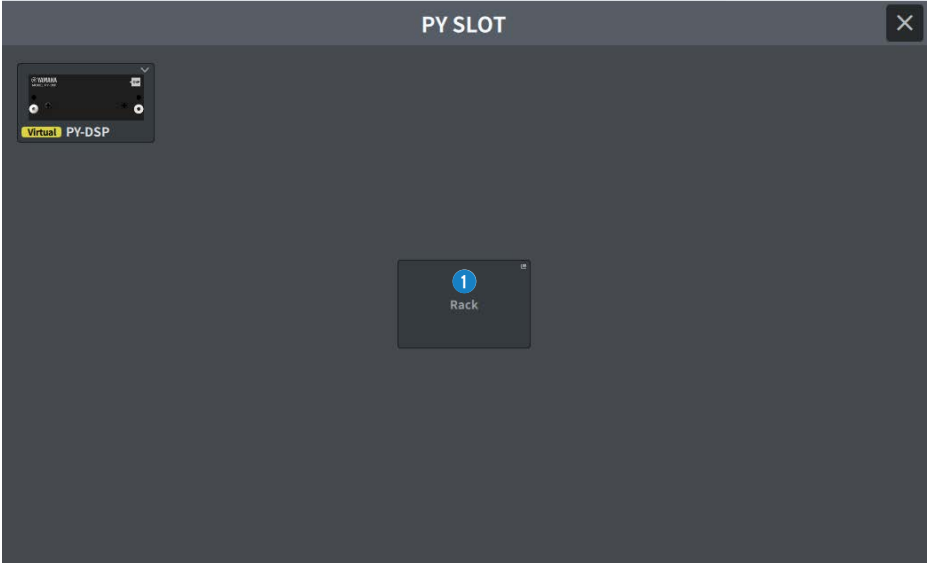
When this is turned on, the unit synchronizes to the word clock supplied from an external clock source.

When using the word clock supplied from the WORD CLOCK IN connector on the rear panel or from AES/EBU IN as the clock source, this is turned on automatically.

NOTE

- WORD CLOCK Screen
- When SRC is on, PY64-D cannot be set as the clock source. Also, when PY64-D is the clock source, SRC cannot be turned on.
- The sampling frequencies that can be changed from the DM5 Series are only DANTE 96 kHz and DANTE 48 kHz. Set other sampling frequencies from Dante Controller.
- When a sampling frequency other than DANTE 96 kHz or DANTE 48 kHz is selected, the sampling frequency and pull-up are displayed. At that time, if SRC is off, the clock status becomes Unlock.

PY-DSP Screen

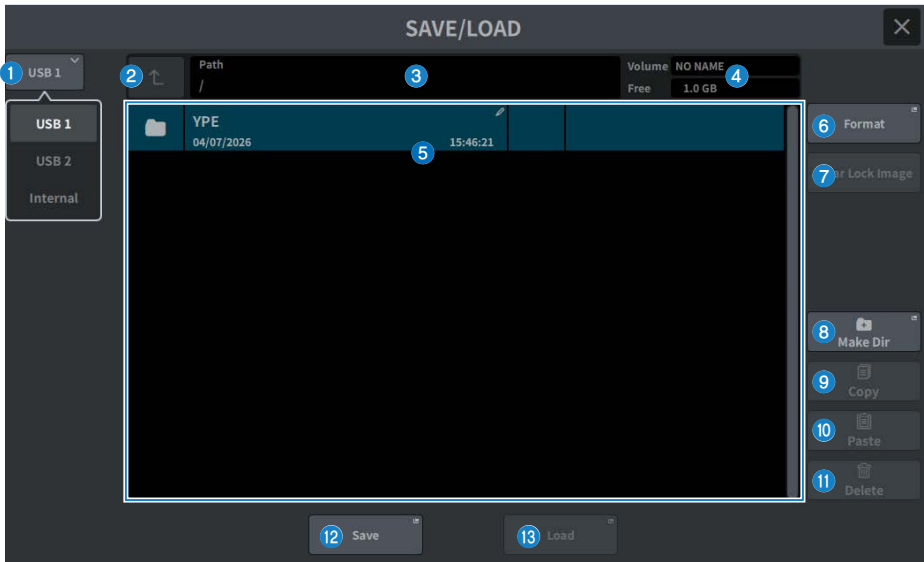


1 Rack button

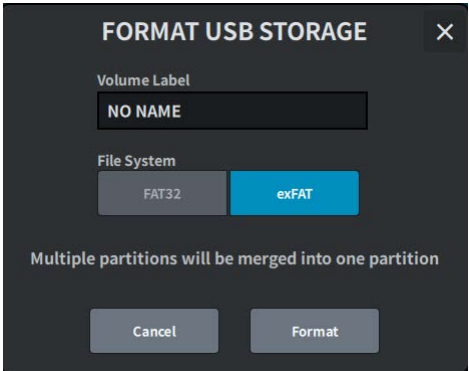
Press this button to display the RACK screen. Premium RACK can be used with a PY-DSP card.

SAVE/LOAD screen

The SAVE/LOAD screen displays saved files and subdirectories.



- 1 USB/USB2/INTERNAL switching button**
Selects the file load/save destination.
- 2 Directory move button**
Move the current directory up one level.
If the current directory is the top level, the arrow button is grayed out.
- 3 Current directory display**
Displays the path of the current directory.
- 4 Volume name display**
Displays the volume name and the amount of free space on the storage device.
The time required to calculate free space depends on the capacity of the connected storage device. When a large storage device is connected, it may take more than 3 minutes to calculate the free space.
- 5 File list**
Files and subdirectories stored on the storage device are displayed. Colored rows indicate that they have been selected for operation.
- 6 Format button**
Press this button to display the FORMAT USB STORAGE screen.



File System select buttons: Selects the format (FAT32 / exFAT).

Format button: Formats the USB storage device.

- 7 **Clear Lock Image button**
Deletes the image that was set for the console lock screen.
- 8 **Make Dir button**
Creates a new directory.
- 9 **Copy button**
Copies the selected file.
- 10 **Paste button**
Pastes the copied file.
- 11 **Delete button**
Deletes the selected file.
- 12 **Save button**
Saves the DM5 Series settings.
Pressing the Save button displays the SAVE screen.
If the settings file cannot be saved because there is not enough storage capacity, an error message is displayed.
- 13 **Load button**
Loads the selected DM5 Series settings file.
Image files (png, bmp, jpg files) for display on the CONSOLE LOCK screen can also be loaded.
Pressing the Load button displays the LOAD screen.
After loading the file, a message is displayed when a specific license function is used, even if there is no license.

NOTE

Formats supported by the DM5 Series

Format	Maximum volume	File size limit	Compatibility with previous models
FAT32 (MBR partition)	2 TB	4 GB	Yes
FAT32 (GPT partition)	18 EB	4 GB	No
exFAT	256 TB	No	No

PATCH Screen

Grid screen

Set the patches to input and output channels.



1 HA Info

When changing an input patch, you can select whether to use the HA settings held by the patched port (Take From Port) or copy the HA settings held by the channel to the patched port (Take From Channel). When the Take From Channel button is selected, the following HA settings are copied from the channel side to the patched port. If an input channel is patched from an input that does not have these settings (that is, an input without an HA), the default values are set.

HA settings and their default values

- A.Gain (-6 dB)
- +48V ON/OFF (OFF)
- GC ON/OFF (OFF)
- GC Gain (0 dB)
- φON/OFF (OFF)
- HPF ON/OFF (OFF)
- HPF frequency (80 Hz)
- M/S ON/OFF (OFF)
- M/S S-Gain (STEREO)

NOTE

When connecting INPUTs of the DM5 Series, DM3 Series, or RUio-D Series, the default value of A.Gain is 0 dB.

2 Clear All button

Press this button to clear all patches.

3 **SHOW PORT button**

Switches between displaying Port A and Port B on the grid.

4 **Continuous Patch button**

Press the continuous patch button, and then rotate the knob to continuously patch the target channel on a one-to-one basis. When you press the continuous patch button, the OK button and the NG button are displayed. Press the OK button to confirm the selected continuous patches. Press the NG button to revert the continuous patches to their previous state.

5 **Channel display**

This displays the channels that will be assigned to the I/O terminals.

6 **Grid**

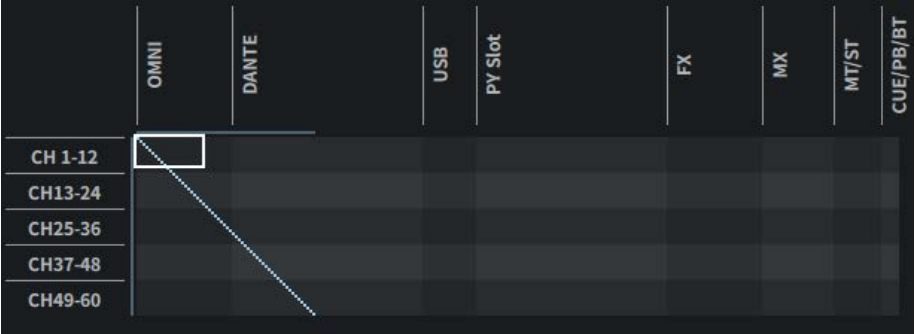
This grid allows you to patch I/O ports (horizontal rows) to channels (vertical columns). Currently patched grid cells are displayed in white. Press (or click) the desired grid cell to set or disable the patch.

7 **I/O ports**

Displays the input/output category and the channel number of the input/output port.

8 **Universe View button**

Press this to display the Universe screen.



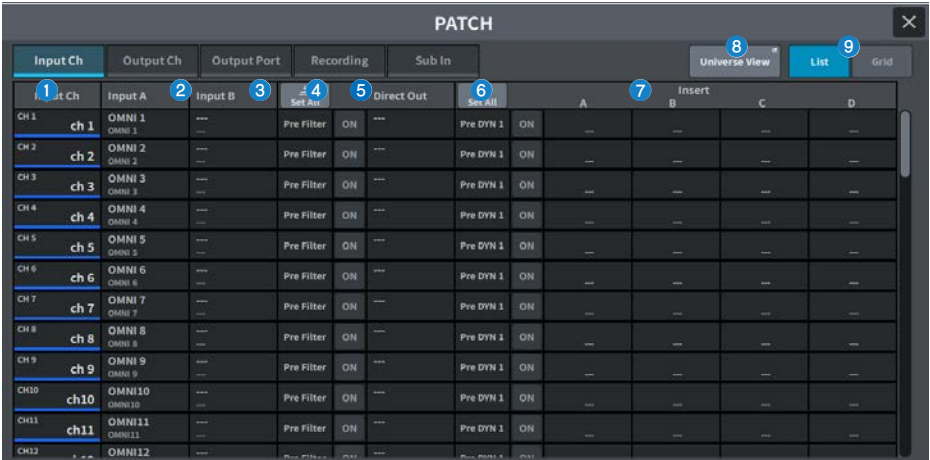
This gives you a bird's eye view of the entire setup. The white frame indicates the range displayed when Universe View is off. Move and select the white frame to display the corresponding range.

9 **List/Grid button**

Switches between the list screen and grid screen.

Input patch screen (list screen)

Makes various settings for the input channels.



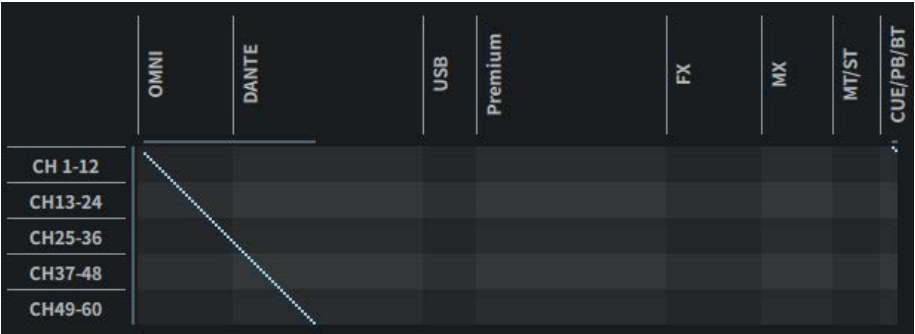
- 1 Channel display**
Displays the channels that will be assigned to the input port.
- 2 Input A button**
Displays patch A for the input channel.
Press this button to display the patch selection screen.
- 3 Input B button**
Displays patch B for the input channel.
Press this button to display the patch selection screen.
- 4 Direct Out point**
Selects the signal extraction point from Pre Filter, Pre DYN1, Pre Proc, Mid Proc, Pre Fader, Post Fader, and Post On.
Press the Set All button for batch setting.
- 5 Direct Out button**
Displays the port to which the input channel signal is directly output. If nothing is selected, the button displays ----.
Press this button to display the patch selection screen.
Press the ON button to turn Direct Out on/off.
- 6 Insert point**
Selects the signal extraction point from Pre Filter, Pre DYN1, Pre Fader, and Post On.
Press the Set All button for batch setting.

7 Insert block button

This displays the four plug-ins that have been assigned to Insert. If nothing is selected, the button displays ----. Press this button to display the plug-in selection screen.
Press the ON button to turn Insert on/off.

8 Universe View button

Press this to display the Universe screen.



9 List/Grid button

Switches between the list screen and grid screen.

Patch selection window



1 Clear Patch button

This clears the selected patch.

2 Sequential Patch

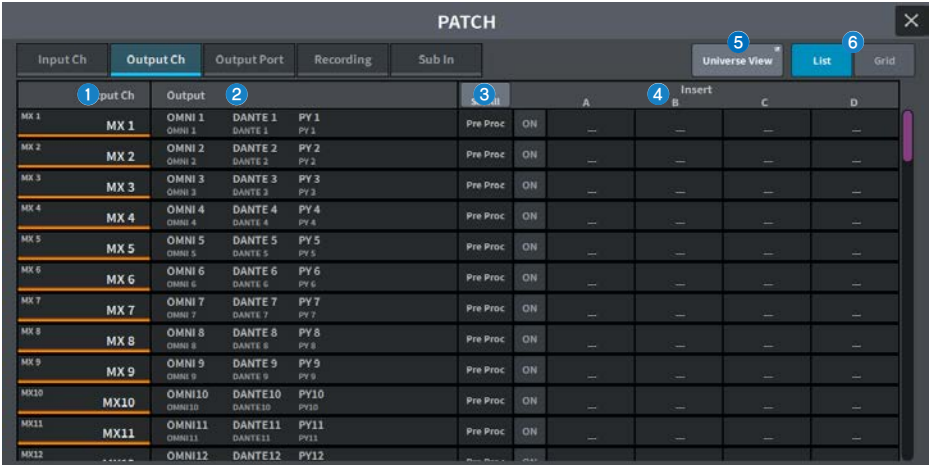
This specifies the number of patches set in Sequential Patch that continue from the channel selected on the Patch screen.

3 HA Info

When changing a patch, you can select whether to use the HA settings held by the patched port (Take From Port) or copy the HA settings held by the channel to the patched port (Take From Channel).

Output patch screen (list screen)

Makes various settings for the output channels.



1 Channel display

Indicates the channels that will be assigned to the output port.

2 Output button

Displays the patches to output channels.
Press this button to display the patch selection screen.

3 Insert point

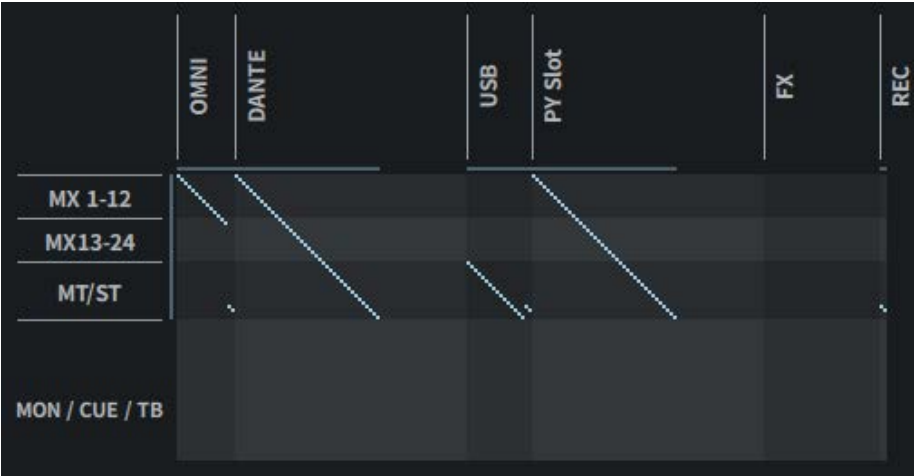
Selects the signal extraction point from Pre Filter, Pre Proc, Pre Delay, Pre Fader, and Post ON.
Press the Set All button for batch setting.

4 Insert block button

This displays the four plug-ins that have been assigned to Insert. If nothing is selected, the button displays ----. Press this button to display the plug-in selection screen.
Press the ON button to turn Insert on/off.

5 **Universe View button**

Press this to display the Universe screen.



This gives you a bird's eye view of the entire setup.

6 **List/Grid button**

Switches between the list screen and grid screen.

Patch selection window



1 **Clear Patch button**

This clears the selected patch.

2 **Sequential Patch**

This specifies the number of patches set in Sequential Patch that continue from the channel selected on the Patch screen.

Dante Port Label

Port ID or Port Label is displayed on the Dante patch buttons.



1 Existing patch display

When the selected patch button for the patch destination is already patched, the patch source ID is displayed.

2 Port ID

This is the ID of the patch button.

3 Dante Port ID

Displays the Dante port label (the Dante port ID string consisting of the device ID + port number).

4 Port Label

Displays the channel label set from Dante Controller.

Output port patch screen

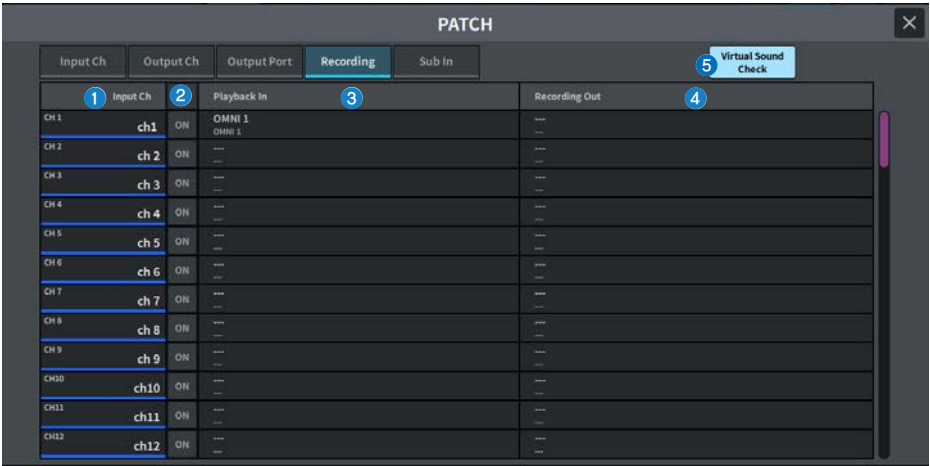


This sets the output port's patch settings.

- 1 Output port category**
Allows you to select an output port category.
- 2 Output Port**
Displays the output port.
- 3 Source**
Displays the source for the output port. Press this button to display the patch selection screen.

Recording patch screen

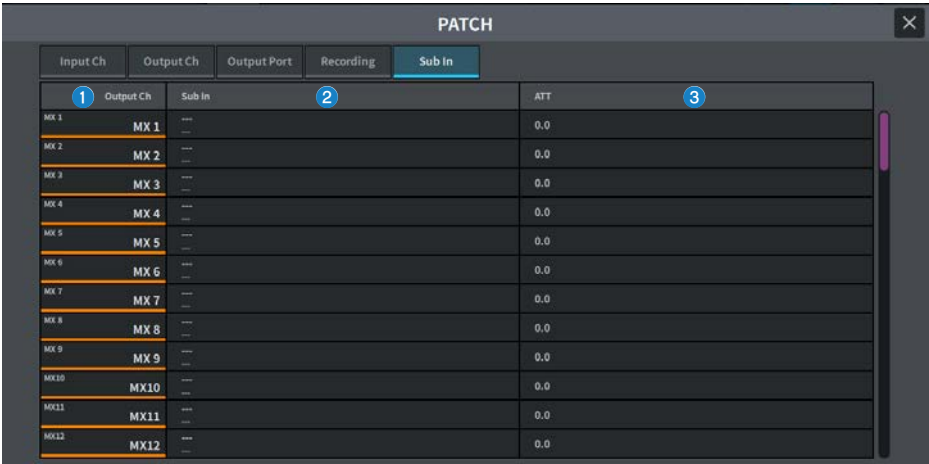
Configures patch settings for the recorder used for Virtual Sound Check.



- 1 Channel display**
Displays the channels that will be assigned to the recorder.
- 2 Check buttons**
Allows you to add or delete channels that are subject to the virtual sound check.
The ALL button makes all channels subject to the check.
- 3 Playback In**
Displays the patch for inputting playback track (channel) outputs from a DAW or other device to the DM5 Series. Press this button to display the selection screen.
- 4 Recording Out**
Displays the patch for outputting from the DM5 Series to the track (channel) inputs of the recorder (such as a DAW) used for recording. Press this button to display the selection screen.
- 5 Virtual Sound Check button**
If this button is on, the Virtual Sound Check function is set to ON, and the patches for the virtual sound check are switched.

Sub In patch screen

This sets the Sub In (routing from input port to output bus) patch settings.



1 Channel display

Displays the channels assigned to Sub In.

2 Sub In

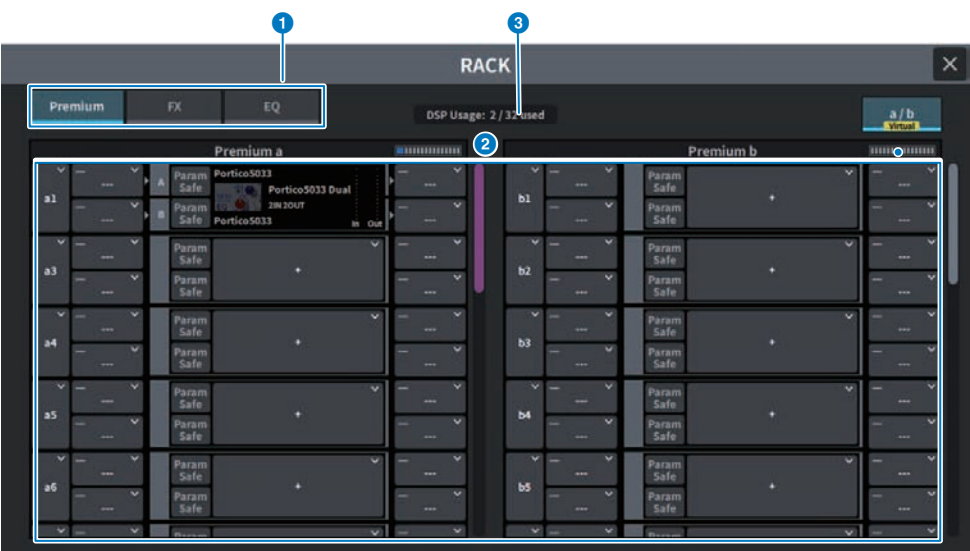
Displays the input source's input port. Press this button to display the selection screen.

3 ATT

Displays the gain for each channel.

RACK Screen

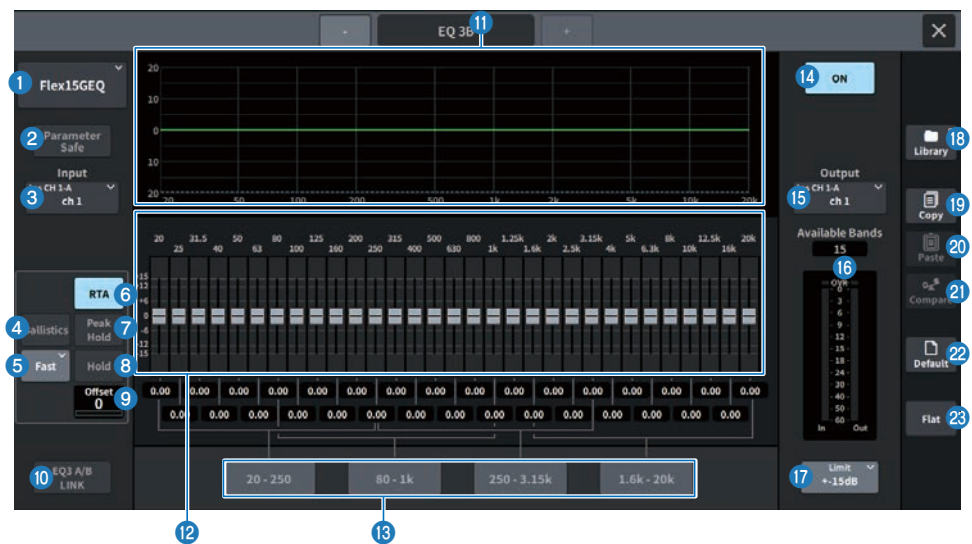
RACK screen



The screen contains the following items.

- 1 Category select tabs**
Allows you to select the category of plug-in that will be mounted in the rack.
A PY-DSP card is required to use Premium Rack.
- 2 PLUG-IN selection buttons**
Allows you to select the plug-in that will be mounted.
- 3 PLUG-IN DSP USAGE display**
Displays the state of plug-in resource usage.

GEQ Edit screen



The screen contains the following items.

- 1 EQ selection buttons**
Allows you to select the EQ that will be mounted.
- 2 Parameter Safe button**
Switches Recall Safe for parameters on/off.
- 3 Input button**
Press this to display a screen to select the channels to be patched to this rack.
- 4 Ballistics button**
If this button is on, you will be able to add attenuation rate to the analyzed frequency response graph.
- 5 Fast/Slow switching buttons**
Switches the attenuation rate (Fast/Slow).
- 6 RTA button**
When this button is turned on, a characteristic graph obtained by frequency analysis of the signal after passing through EQ is displayed faintly behind the EQ frequency response graph.
- 7 Peak Hold (Peak Hold)**
If this button is on, the analyzed frequency response graph will hold the peak level indication.
- 8 Hold button**
When this button is on, the frequency response graph will display and hold the result of the frequency analysis.

9 Offset

Sets the offset for the RTA display.

10 EQ A/B LINK button

Press this button to display the GEQ LINK screen where you can link the GEQ of paired channels.

11 EQ graph

Displays the current approximate characteristics of the 31BandGEQ/15BandGEQ.

12 Fader

This is the fader that displays the amount of boost/cut for each band of the 31BandGEQ/15BandGEQ. The actual values can be checked in the numerical boxes below. The fader selected for operation on the touchscreen can be operated using the [TOUCH AND TURN] knob.

13 FADER ASSIGN field

This is the field to select the group of bands that will be controlled by the faders.

14 EQ ON button

Switches the currently-selected EQ on/off.

15 Output button

Press this to display a screen to select the channels to be patched to this rack.

16 Level meter

Displays the peak level of signals before and after the EQ. For a stereo channel, these meters indicate the level of both the L/R channels.

17 LIMIT selection buttons

Allows you to select the range of gain adjustment from the following options: ± 15 dB, ± 12 dB, ± 6 dB (these are valid in both the boost and cut directions), or -24 dB (valid only in the cut direction).

18 Library button

Press this button to open the EQ library screen.

19 Copy button

Copies the selected GEQ settings to buffer memory.

20 Paste button

Press this button to paste the settings that were copied in buffer memory to the current GEQ. If valid data has not been copied into buffer memory, pasting is not possible.

21 Compare button

Press this button to switch between the current GEQ settings and the data in buffer memory. If valid data has not been copied into buffer memory, you will not be able to compare the data.

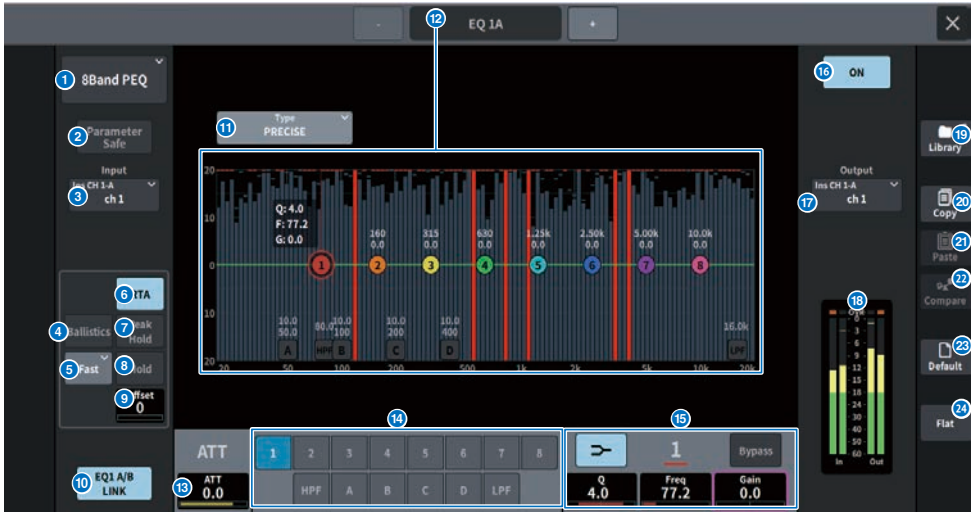
22 Default button

Press this to restore the default parameter setting.

23 Flat button

Press this button to reset the GAIN parameters of all GEQ bands to 0 dB.

PEQ Edit screen



The screen contains the following items.

- 1 EQ selection buttons**
Allows you to select the EQ that will be mounted.
- 2 Parameter Safe button**
Switches Recall Safe for parameters on/off.
- 3 Input button**
Press this to display a screen to select the channels to be patched to this rack.
- 4 Ballistics button**
If this button is on, you will be able to add attenuation rate to the analyzed frequency response graph.
- 5 Fast/Slow switching buttons**
Switches the attenuation rate (Fast/Slow).
- 6 RTA button**
When this button is turned on, a characteristic graph obtained by frequency analysis of the signal after passing through EQ is displayed faintly behind the EQ frequency response graph.
- 7 Peak Hold (Peak Hold)**
If this button is on, the analyzed frequency response graph will hold the peak level indication.
- 8 Hold button**
When this button is on, the frequency response graph will display and hold the result of the frequency analysis.
- 9 Offset**
Sets the offset for the RTA display.

10 EQ A/B LINK button

Press this button to display the PEQ LINK screen where you can link the PEQ of paired channels.

11 EQ type select button

Switches the EQ type between PRECISE, AGGRESSIVE, SMOOTH, and LEGACY.

12 PEQ graph

Displays the parameter settings of the PEQ and filter.

13 ATT

Adjusts the level.

14 Parameter select button

Allows you to select parameters to be set.

15 EQ parameters

The parameters for each band and filter of the selected bands (BAND1 to BAND8) are displayed. When the screen is pressed to select, the value can be adjusted by sliding vertically or horizontally or using the [TOUCH AND TURN] knob.

16 EQ ON button

Switches the currently-selected EQ on/off.

17 Output button

Press this to display a screen to select the channels to be patched to this rack.

18 Level meter

Displays the peak level of signals before and after the EQ. For a stereo channel, these meters indicate the level of both the L/R channels.

19 Library button

Press this button to open the EQ library screen.

20 Copy button

Copies the selected PEQ settings to buffer memory.

21 Paste button

Press this button to paste the settings that were copied in buffer memory to the current PEQ. If valid data has not been copied into buffer memory, pasting is not possible.

22 Compare button

Press this button to switch between the current PEQ settings and the data in buffer memory. If valid data has not been copied into buffer memory, you will not be able to compare the data.

23 Default button

Press this to restore the default parameter setting.

24 Flat button

Press this button to reset the GAIN parameters of all PEQ bands to 0 dB.

FX screen

The popup window for each FX contains the following items.



- 1 MOUNT button**
Press this button to display the MOUNT screen to select the FX to be mounted.
- 2 Parameter Safe button**
Switches Recall Safe on/off for the FX parameters.
- 3 Input button (L/R)**
Press this to display a screen to select the channels to be patched to this rack.
- 4 Tempo button**
Allows you to select the tempo of the tap tempo function. This is displayed if a delay-type or modulation-type effect is selected.
BPM
Sets the BPM of the selected tap tempo.
- 5 Parameter field**
The parameters are displayed according to the currently-selected FX.
- 6 Parameter access field**
Displays the parameter name and parameter value adjusted using the [TOUCH AND TURN] knob. To switch the parameter to be operated, press the screen.
- 7 Bypass button**
Sets the plug-in to the bypass status.

8 Output button (L/R)

Press this to display a screen to select the channels to be patched to this rack.

9 IN/OUT meters

Displays the level of the signal before and after it passes through the FX.

10 CUE A button

When on, the signal after passing through FX can be auditioned.

11 Library button

Press this to open the library screen.

12 Copy button

Copies the selected FX settings to buffer memory.

13 Paste button

Press this button to paste the settings that were copied in buffer memory to the current FX. If valid data has not been copied into buffer memory, pasting is not possible.

14 Compare button

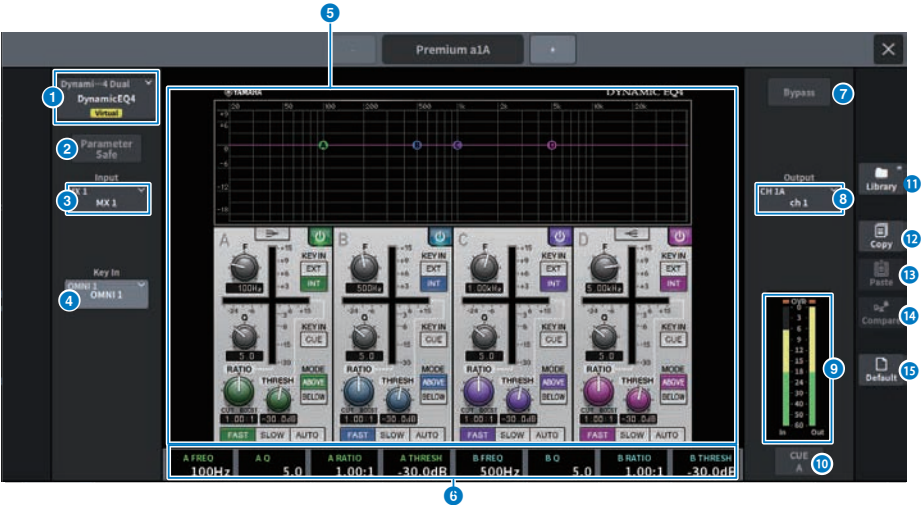
Press this button to switch between the current FX settings and the data in buffer memory. If valid data has not been copied into buffer memory, you will not be able to compare the data.

15 Default button

Restores the default parameter settings.

Premium screen

The popup window for each plug-in contains the following items.



1 MOUNT button

Press this button to display the MOUNT screen to select the Premium to be mounted.

2 Parameter Safe button

Switches Recall Safe on/off for the Premium parameters.

3 Input button

Press this to display a screen to select the channels to be patched to this rack.

4 Key In button

Press this button to display the Key In Source Select screen, where you can select the key-in signal source.



Tempo button

Allows you to select the tempo of the tap tempo function. This is displayed if a delay-type or modulation-type effect is selected.

BPM

Sets the BPM of the selected tap tempo.

- 5 Parameter field**
The parameters are displayed according to the currently-selected Premium.
- 6 Parameter access field**
Displays the parameter name and parameter value adjusted using the [TOUCH AND TURN] knob. To switch the parameter to be operated, press the screen.
- 7 Bypass button**
Sets the plug-in to the bypass status.
- 8 Output button**
Press this to display a screen to select the channels to be patched to this rack.
- 9 IN/OUT meters**
Displays the level of the signal before and after it passes through the Premium.
- 10 CUE A button**
When on, the signal after passing through Premium can be auditioned.
- 11 Library button**
Press this to open the library screen.
- 12 Copy button**
Copies the selected Premium settings to buffer memory.
- 13 Paste button**
Press this button to paste the settings that were copied in buffer memory to the current Premium. If valid data has not been copied into buffer memory, pasting is not possible.
- 14 Compare button**
Press this button to switch between the current Premium settings and the data in buffer memory. If valid data has not been copied into buffer memory, you will not be able to compare the data.
- 15 Default button**
Restores the default parameter settings.

I/O DEVICE Screen

DANTE SETUP (Setup) screen

This configures the Dante audio network environment.



1 Status indicator

• **DANTE Device Locked**

The indicator is lit red if the DANTE Device Locked function is enabled, preventing the audio network settings of the Dante device from being changed.

• **AES67 Mode**

The indicator is lit green if AES67 (audio network compatibility connection standard) mode is enabled.

2 SYSTEM/SYNC indicator

These indicators show the Dante operational status. Press this to display the messages. In patterns where a message is displayed, an error icon or information icon is displayed next to the indicator.

3 DANTE Control ID button

This sets the ID for the DM Series main unit. When ID is set to OFF, the DANTE Patch By selection button is fixed to DANTE Controller, and Dante patching cannot be operated. Additionally, the mounted I/O DEVICE remote functionality is disabled. If you specify ID #1, the shared settings (Bit/Latency/Word Clock) are also applied to the mounted I/O racks.

NOTE

Assign different IDs to the digital mixing consoles on the Dante audio network.

4 Secondary Port selection buttons

Select the Dante audio network connection method: either the daisy chain connection used for simple systems with a small number of connected devices, or the redundant connection used when connecting multiple devices.

5 Cancel button

This cancels the temporarily edited content during the process of editing DANTE Control ID or Secondary Port.

6 Apply button

Press this button to apply the settings after changing the DANTE Control ID or Secondary Port settings. A dialog box is displayed for you to confirm the change.

7 DANTE Patch By selection buttons

When the This Console button is selected, Dante patching can be modified from the DM5 Series. When the DANTE Controller button is selected, Dante patching cannot be controlled.

8 Bit selection buttons

Select the Dante audio network bit rate from 24-bit and 32-bit.

9 Latency selection buttons

Select the latency of the Dante audio network from 0.25 ms, 0.5 ms, 1.0 ms, 2.0 ms, or 5.0 ms.

10 Preferred Leader button

When turned ON, this increases the unit's order of priority for being the leader within the Dante audio network.

11 Sync To External button

When this is turned on, the unit synchronizes to the word clock supplied from an external clock source.

NOTE

When using PY64-D, configure this manually according to the clock settings of the Dante audio network.

12 Dante Domain Manager field

Displays the status of Dante Domain Manager (DDM). This is displayed when a DDM server exists on the network or when the DM5 Series is joined to a domain. Touch this to display the DANTE DOMAIN MANAGER screen.

State

Displays the domain join status.

- Disconnected:
A DDM server does not exist on the same network.
- Unmanaged:
A DDM server exists on the same network, but the device is not joined to a domain.
- Domain:
A DDM server exists on the same network, and the device is joined to a domain.

Local

Displays the status of the Dante settings (including Dante patches) of the DM5 Series.

- Read Write:
Can be modified
- Read Only:
Cannot be modified

Remote

Displays the control status of Dante settings (including Dante patches) for devices on the network from the DM5 Series.

- Read Write:
Can be modified
- Read Only:
Cannot be modified
- None:
Cannot discover or change devices.

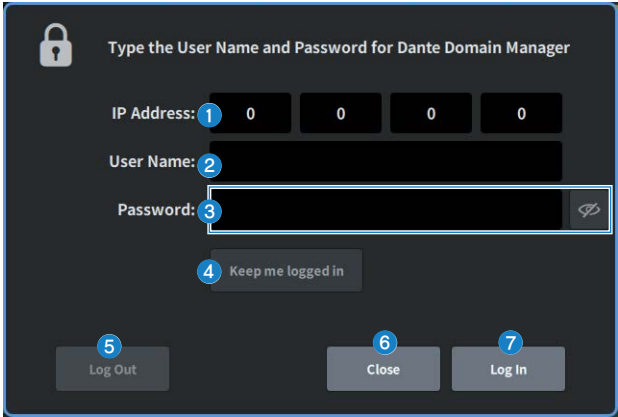
User

Displays the user name when logged in to DDM.

- When not logged in
“Logout” is displayed.
- While login processing is in progress
“Logging in...” is displayed.
- When logged in
The user name is displayed.

DANTE DOMAIN MANAGER screen

On the DANTE DOMAIN MANAGER screen, you can log in to Dante Domain Manager (DDM).



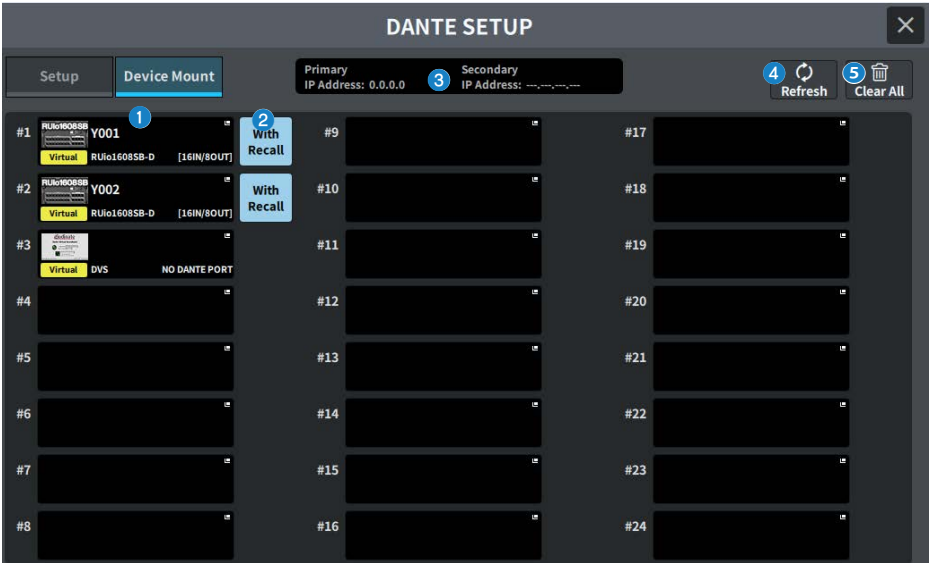
- 1 IP Address**
Enter the IP address of DDM.
- 2 User Name**
Enter the DDM user name.
- 3 Password**
Enter your password.
The icon switches the password display on/off.
- 4 Keep me logged in button**
If this button is turned on, the same user name and password will be automatically logged in the next time you connect to the DDM server.
- 5 Log Out button**
Press this button to display the confirmation message “Log out Dante Domain Manager?” [Cancel]/[OK]. Pressing OK will log out the current user.
- 6 Close button**
Close the window.
- 7 Log In button**
Start the DDM login process and close the window.

NOTE

- If the IP address on the NETWORK (For Device Control) screen and the IP address of the DDM server are on different subnets, you cannot log in to DDM.
- As part of the Dante Domain Manager (DDM) specifications, users who log in have permissions. These user permissions function only when enrolled in a domain.
- ①Site Control ②Domain Control ③Media Control ④Read Only ⑤None
- The permissions that allow full control of the DM5 Series are ① to ③. If you log in with ④ Read Only, operation is read-only, and patches cannot be changed from the DM5 Series. If you log in with ⑤ None, control and monitoring are not possible. Therefore, DANTE PATCH cannot be checked or changed.

DANTE SETUP (Device Mount) screen

Here’s how to select a device from the multiple I/O DEVICES on the Dante audio network, and mount that device.



1 I/O DEVICE selection buttons

This displays the I/O DEVICE model name and number of inputs/outputs. Press this to display the DEVICE SELECT screen for mounting the I/O DEVICE or the corresponding DANTE I/O DEVICE screen.

2 With Recall button

When on, the information saved in the DM5 Series unit is applied to the HA device when scene recall is performed while connected to the applicable I/O DEVICE. If the R Series START UP MODE is set to “REFRESH”, mute is canceled after the initial HA parameter synchronization is completed.

3 IP Address

Displays the address used to distinguish individual devices on a Dante audio network.

4 Refresh button

Press this button to update the I/O DEVICE information on the Dante audio network to the latest state.

5 Clear All button

Press this button to unmount (cancel the mount) for all displayed I/O DEVICES.

DANTE I/O DEVICE screen



The screen contains the following items.

- 1 I/O DEVICE button**
Displays the ID number and model name of the I/O DEVICE Press this button to display the DEVICE SELECT screen to select the I/O DEVICE to be mounted.
- 2 I/O DEVICE selection buttons**
Press this button to display the corresponding I/O rack.
If there is a device that was previously configured and is not currently present on the Dante audio network, the word “Virtual” will be displayed in yellow under that device. If a device with the same ID but a different DEVICE TYPE is connected, “Conflict” will be displayed in red under the device. If multiple identical IDs are found, “Duplicate” will be displayed in yellow under the device.
- 3 I/O DEVICE display**
Pressing the HA display area displays the I/O DEVICE screen, and pressing the output terminal area displays the DANTE PATCH screen's OUTPUT tab.
- 4 Control status icon**
This displays the control status of the device.

Discovering	Searching for the device to be controlled
Declined	The device to be controlled was discovered, but the connection was refused
Connecting	Attempting to connect to the device
Synchronizing	Synchronizing with the device
Controllable	The device can be controlled

NOTE

When the DANTE Setup screen's DANTE Control ID is off, the device cannot be controlled and the icon is hidden. (Excluding Shure Wireless Receiver)

5 SYSTEM/SYNC indicator

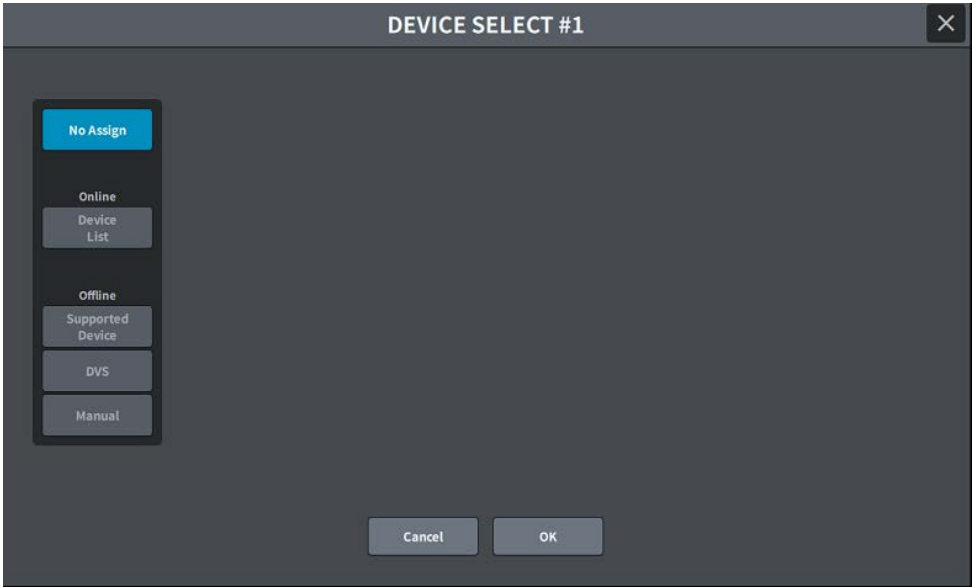
These display various messages such as errors, warnings, and information.

6 REMOTE ONLY button (RUio1608SB-D, RUio0804-D, RUio16FLX-D, Rio3224-D3, Rio1608-D3, Rio3224-D2, Rio1608-D2)

When turned on, HA operation is disabled from the I/O DEVICE panel. Only devices for which With Recall has been enabled can be turned on/off.

DEVICE SELECT screen

This screen includes several pages, which you can switch between using the buttons located on the left side of the screen.



No Assign

Unmounts device

Device List

Select and mount from the online I/O DEVICES.

Supported Device

Select and mount from the supported devices list

DVS

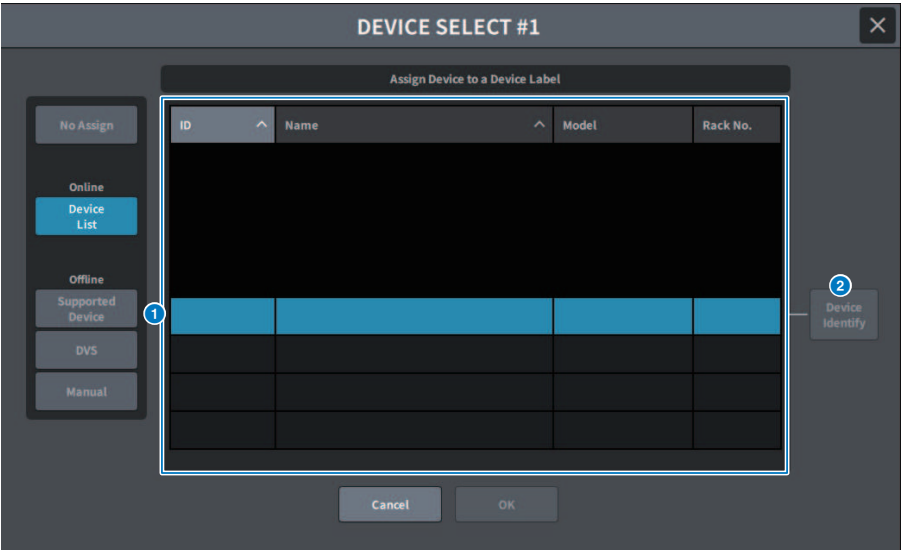
Enter a device label and mount (only for Dante Virtual Soundcard).

Manual

Enter a device label and mount

DEVICE LIST screen

This is used to select a device from the list of I/O DEVICES on the Dante audio network and mount it.



1 DEVICE LIST

This displays a list of the I/O DEVICES on the Dante audio network. Select the I/O DEVICE to mount from the list.

NOTE

After the MODEL information appears in blue text, press the OK button to mount the device. If you press the OK button before it appears in blue, the device is not recognized as a supported device. If the same I/O DEVICE with the same UNIT ID is already mounted, the OK button is disabled and the device cannot be mounted.

2 DEVICE IDENTIFY button

This is enabled for an I/O DEVICE with the DEVICE IDENTIFY function, and when pressed, the device can be recognized.

Port Identify: When the [SEL] key is pressed, the signal indicator for the I/O DEVICE port set in INPUT PATCH/ OUTPUT PATCH for the corresponding channel will light up.

SUPPORTED DEVICE screen

You can select from supported I/O DEVICE and mount a device offline.



- 1

DEVICE TYPE

This displays a list of the supported I/O DEVICE types. Select the type of I/O DEVICE to mount from the list.

NOTE

If the same I/O DEVICE with the same UNIT ID is already mounted, the OK button is disabled and the device cannot be mounted.
- 2

I/O DEVICE display

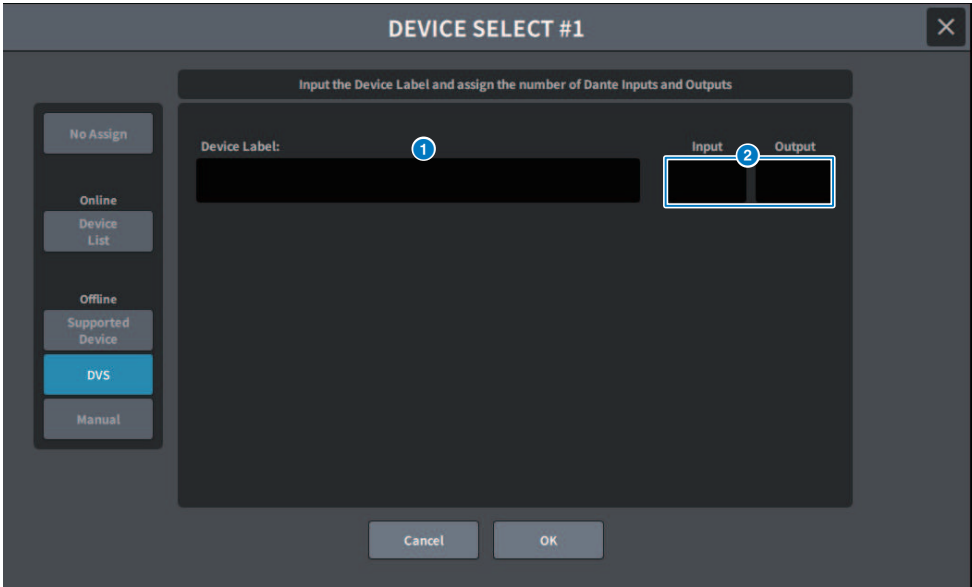
Displays the selected I/O DEVICE. This displays the model name, the number of inputs and outputs, and the remote control icon (only for supported devices).
- 3

UNIT ID

Press the screen to select, and then slide vertically/horizontally or use the [TOUCH AND TURN] knob to adjust and set the UNIT ID.

DVS or MANUAL screen

Enter the device label of the I/O DEVICE and mount the device offline.



1 DEVICE LABEL

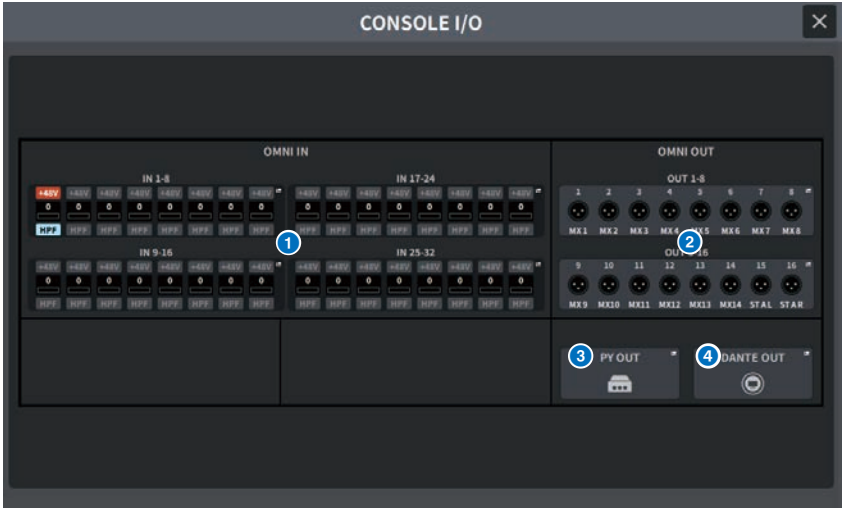
This displays the device label for the I/O DEVICE entered using the keyboard.

2 INPUT/OUTPUT

Use the keyboard to specify the number of inputs and outputs of the Dante audio network.

CONSOLE I/O Screen

This configures the console's internal parameters.



- 1 Press this to display the OMNI IN screen.
- 2 Press this to display the “OMNI OUT Screen” (p.181).
- 3 Press this to display the PY OUT Screen.
- 4 Press this to display the DANTE OUT Screen.

OMNI IN screen



The screen contains the following items.

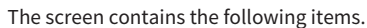
- 1 Patch display**
Displays the channel that has been patched.
- 2 +48V button**
Switches phantom power (+48V) on/off.
- 3 A.GAIN**
This displays the HA analog gain setting value. When the screen is pressed to select, the value can be changed by sliding vertically or horizontally or using the [TOUCH AND TURN] knob. The level after passing through analog gain is displayed on the meter on the right.
- 4 GC (GAIN COMPENSATION) button**
Switches the gain compensation on/off for each channel.
- 5 PHASE button**
This switches the phase of the input signal.
- 6 HPF button**
Turns the high pass filter on/off for each port.
- 7 FREQUENCY**
Sets the HPF cutoff frequency. When the screen is pressed to select, the value can be changed by sliding vertically or horizontally or using the [TOUCH AND TURN] knob.

8 M/S button

Turns the M/S decoder on/off for each pair of channels.

9 S-GAIN

Adjusts the M/S side gain. When the screen is pressed to select, the value can be changed by sliding vertically or horizontally or using the [TOUCH AND TURN] knob.



- Displays the channel that has been patched.

- Toggles the Delay assignment to the output port on/off.

The number of assigned resources is displayed on the left.

- Displays the channel delay setting value. When the screen is pressed to select, the value can be adjusted by sliding vertically or horizontally or using the [TOUCH AND TURN] knob. You can view the current value immediately above the display (always shown in units of ms) and below the display (shown using the currently-selected scale).

NOTE

If msec (millisecond) has been selected for the DELAY SCALE, nothing will appear above the display.

- Switches the delay on/off.

- Displays the signal level.

- Switches the phase of the output signal.

7 Gain setting

Displays the output gain of the output port. When the screen is pressed to select, the value can be changed by sliding vertically or horizontally or using the [TOUCH AND TURN] knob.

8 View Assign button

Press this button to display the assignment to the output port.

9 Delay Scale popup button

Press this button to display the Delay Scale popup window where you can set the unit for the delay time.

I/O DEVICE screen: HA

The [TOUCH AND TURN] knob can be used to remotely control the HA of the I/O DEVICE.



- 1 Channel display**
Displays the patched channels.
- 2 +48V button**
Switches phantom power (+48V) on/off.
- 3 A.Gain**
Displays the amount of gain for the HA of the I/O DEVICE. When the screen is pressed to select, the value can be adjusted by sliding vertically or horizontally or using the [TOUCH AND TURN] knob. The level meter on the right side allows you to check the input level of the corresponding port.

NOTE

For devices with a wider setting range than the DM5 Series, some values cannot be set from the DM5 Series. Similarly, if the value set on the connected device side is outside the DM5 Series setting range, it will be displayed as an approximate value or a limit value.

- 4 GC button**
Turns gain compensation on/off to maintain a constant signal level on the audio network.
- 5 HPF button**
Turns the high-pass filter built into the HA of the I/O device on/off.

6 FREQUENCY

Adjusts the cutoff frequency for the high-pass filter built into the HA of the I/O device. When the screen is pressed to select, the value can be adjusted by sliding vertically or horizontally or using the [TOUCH AND TURN] knob.

NOTE

For devices use a different method of changing the setting value from the DM5 Series, the cutoff frequency may be set at an approximate value.

I/O DEVICE screen: OUTPUT



The screen contains the following items.

- 1 Patch display**
Displays the channel that has been patched.
- 2 Delay setting**
Displays the channel delay setting value. When the screen is pressed to select, the value can be adjusted by sliding vertically or horizontally or using the [TOUCH AND TURN] knob. You can view the current value immediately above the display (always shown in units of ms) and below the display (shown using the currently-selected scale).
- NOTE**
If msec (millisecond) has been selected for the DELAY SCALE, nothing will appear above the display.
- 3 Delay button**
Switches the delay on/off.
- 4 Level meter**
Displays the signal level.
- 5 PHASE button**
Switches the phase of the output signal.
- 6 Gain**
Displays the output gain of the output port. When the screen is pressed to select, the value can be changed by sliding vertically or horizontally or using the [TOUCH AND TURN] knob.
- 7 Delay Scale popup button**
Press this button to display the Delay Scale popup window where you can set the unit for the delay time.

8 Output Load Impedance button

Selects the load resistance of the output port. (10k Ω /600 Ω)

NOTE

This is displayed only for models that support switching load impedance.

I/O DEVICE screen: WIRELESS

This sets the channel name, gain, etc. for a wireless device. Setting is not possible if the device is offline. When the device is online, the settings on the device side are reflected.



NOTE

The number of channels and the displayed content varies depending on the model.

- 1 Tx.ATT/Tx.GAIN**
Sets the transmission level. Press to select, and the value can be adjusted using the [TOUCH AND TURN] knob. Not displayed for wireless devices that cannot be operated.
- 2 Channel name**
Press this button to display the NAME screen used to set the channel name. The number of characters that can be set varies depending on the model.
- 3 Frequency**
This displays the currently set RF signal frequency.
- 4 Rx.LEVEL/Rx.GAIN**
Sets the amount of gain for the receiver. Press to select, and the value can be adjusted using the [TOUCH AND TURN] knob. The level meter on the right side allows you to check the input level. Not displayed for wireless devices that cannot be operated.
- 5 MUTE button**
Mutes the receiver's audio signal.

6 Signal quality meter

Displays the quality of the RF signal being received. The vertical axis represents quality, the horizontal axis represents time, and the connection status display is updated once per second. The bar graph becomes lower when the RF signal quality decreases as a result of increased distance from the transmitter or due to interference. This is displayed in purple for Shure devices and white for all other devices.

7 RF (Radio Frequency) signal meter

The number of bars displayed indicates the RF signal (A/B channel) level. An active antenna indicator is displayed on the right side to indicate which antenna is active. The RF signal meter displays both A and B when in Diversity mode. In Quadiversity mode, the strongest level from A to D is displayed.

NOTE

For the relationship between the number of bars and the actual RF signal level values, please refer to the manual from the respective device manufacturer.

8 Battery indicator

The number of bars displayed indicates the amount of remaining battery power.

NOTE

For the relationship between the number of bars and the maximum operating time, please refer to the manual from the device manufacturer.

9 PORT ASSIGN button

Press this button to display the screen used to specify the port to which the actual input signal has been assigned.

When the port specified by the PORT ASSIGN button is patched to a channel, control and level monitoring of the wireless device can be performed from the input channel.

NOTE

- If the target device is dismantled, the console-side parameters will return to their default values. When a new device is mounted and patched, its parameters are reflected in the main unit.
- All port assignments to the corresponding rack are removed only when an I/O DEVICE is in the No Assign state.
- For control of any company's devices, the control parameters are not saved in scenes or files.

I/O DEVICE Screen: Amplifier

The I/O DEVICE amplifier can be remotely controlled.

For NEXO NXAMPmk2



1 Status indicator

Displays the device status.

Status	Indicator display	
Overall	Overall device status	
Alert	Alert	Green: Operating normally.
Amp	Operating status of each amplifier channel	Yellow: A fault has been detected.
PS	Operating status of the power supply unit	Orange: Temporarily not operating.
Fan	Operating status of each Fan unit	Red: The function is in a state from which it cannot recover.

The Alert indicator is displayed only in green and red. When an alert occurs, the indicator changes to red, and the alert details are displayed at the bottom of the screen.

2 Scene

Displays the recalled scene number and title.

3 Cabinet

Displays the name of the NEXO Setup selected on NXAMP.

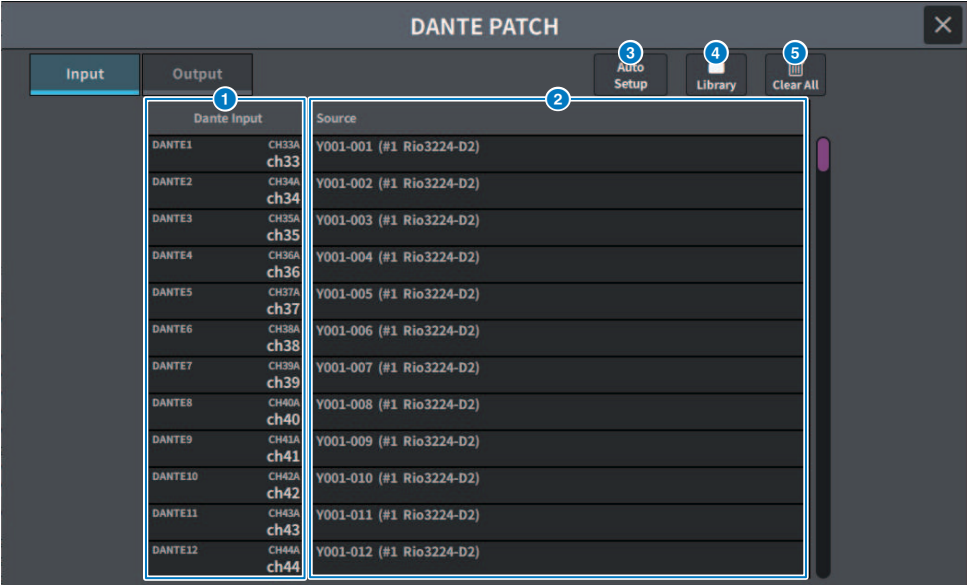
4 Version

Displays the firmware version of the device.

- 5 Input Meter**
Displays the input levels of the analog input, digital input, or both.
- 6 Standby button**
Switches standby mode on/off.
- 7 Overmute button**
Switches Overmute (muting of all channels) on/off.
- 8 Output level meter**
Displays the output level of the channel.
- 9 Limit indicator**
Lights while the limiter for power supply or amplifier protection is applied.
- 10 Protect indicator**
Lights while the limiter for speaker amplifier protection is applied.
- 11 Volume knob**
Sets the channel volume.
- 12 Mute button**
Switches channel mute on/off.
- 13 Channel name**
Displays the channel name (speaker preset name for NXAMP).

DANTE PATCH (Input) screen

Configures DANTE PATCH settings for inputs.



1 Dante Input

This displays the input channels.

2 Source

Press this to display a screen to select the input ports. The currently-selected port is displayed on the button.

3 Auto Setup button

Press this to automatically set up the input port.

4 Library button

Press this button to display the DANTE INPUT PATCH LIBRARY screen.

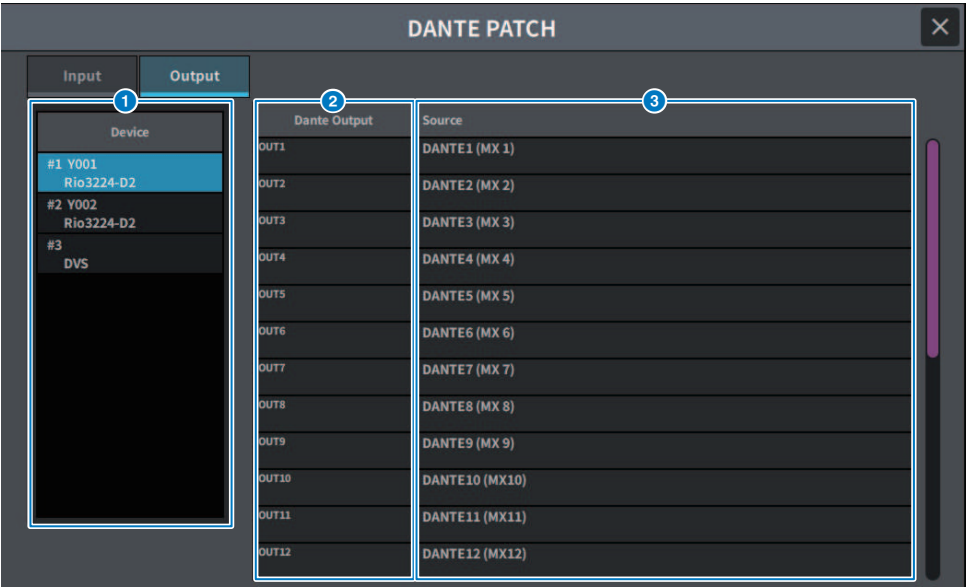
A maximum of 100 input patch presets can be registered. By registering settings in Library, patch settings can be configured quickly and easily.

5 Clear All button

Press this button to clear all patches.

DANTE PATCH (Output) screen

Configures DANTE PATCH settings for outputs.



- 1 Device**
Selects the device to set.
- 2 Dante Output**
This displays the output channels.
- 3 Source**
Press this to display a screen to select the output ports. The currently-selected port is displayed on the button.

ASSIST Screen

The ASSIST screen configures the Assist function. Using the Assist Function



1 Assist Type button

Selects the Assist function.

- HA: Sets the HA Assist function.
- Comp: Sets the Comp Assist function.
- Fader: Sets the Fader Assist function.

2 Assign field

Selects the channel for which the Assist function is to be configured.

3 User Setup

NOTE

Configures the user's desired gain and levels in the Assist function.

- HA: Sets the target HA level and maximum gain in the Assist function.

4 Enable HA/Enable Comp/EnableFader Assist button

Enables the Assist function.

5 Set by SEL button

When this button is on, you can add a channel by using the [Select] glass key.

RECORDER screen

RECORDER screen

Allows you to record to USB storage devices and play and manage audio files.



1 Recorder Input button (L/R)

Press these to display the screen for selecting signals that will be patched to the recorder's L/R input channels.

2 Recorder Input meter

Displays the level of the signals input to the recorder.

3 Recorder Input GAIN

Sets the level of the signal input to the recorder.

4 Recorder Input CUE button

If CUE A is on, you will be able to audition the signal input to the recorder.

NOTE

You cannot turn on this button and the Playback Output CUE button simultaneously.

5 Playback Output button (L/R)

Press these to display the screen for selecting the signals to be patched to the L/R channels of the playback output.

6 Playback Output meters

Displays the level of the recorder playback output signal.

7 Playback Output GAIN

Sets the level of the recorder playback output signal.

8 Playback Output CUE button

If CUE A is on, you will be able to audition the playback signal output from the recorder.

NOTE

You cannot turn on this button and the Recorder Input CUE button simultaneously.

RECORDER screen

Allows you to record to USB storage devices and play and manage audio files.



- 1 Title list**

This is a list of the playable audio files and the folders that are saved in the selected folder of the USB drive. The column with the green background in the center of the list indicates the song file/folder that is selected for operation.
- 2 Status indicator**

A symbol indicating whether the file is playing, paused, or recording is displayed at the left edge of the title list.
- 3 Track number**

Displays the file number in the title list.
- 4 Sub-directory**

If there is a folder at a lower level, a folder icon is displayed at the track number position. You can move to the lower level by pressing the folder icon.
- 5 Play check**

When multiple songs are played back in succession, this sets whether or not the song is played.
- 6 Scroll bar**

Scrolls up/down through the title list.
- 7 Display switch buttons**

This button switches between the Song Title display and File Name display in the list.
- 8 Make Dir button**

Creates a new directory in the current directory.

9 Move Up/Move Down buttons

These change the order within the list of the selected song.

10 Delete button

Deletes the selected file.

11 Save List button

Saves the order of the current title list and whether or not there is a Play check as a playlist.

12 Reload button

Loads the playlist that was most recently saved. This is used to undo edits to a playlist and revert to a previous state.

RECORDER screen

Allows you to record to USB storage devices and play and manage audio files.



TRANSPORT field

Allows you to control recording and playback of a song.

- 1 **Current song**
Displays the track number, title, and file format of the currently-selected song. The display changes during playback, recording.
- 2 **Elapsed time display**
Displays the elapsed playback time of the current song during playback, and the elapsed recording time during recording.
 - **Remaining time display**
Displays the remaining playback time of the current song during playback.
- 3 **REW button**
Moves the playback point to the beginning of the current song. If already at the beginning position, moves to the beginning of the previous song with the Play check. If the playback point is not at the beginning of the current song, and if you press and hold down this button for two seconds or longer, the song will rewind. If you operate this button during playback, playback will resume from the point at which the button is released.
- 4 **STOP button**
The recorder will change from play/record/recording-standby mode to stop mode.

5 **PLAY/PAUSE button**

Changes the mode as follows:

- **Stop mode**
Moves to playback mode and starts playback from the beginning of the current song.
- **Playback mode**
Playback pause mode
- **Playback pause mode**
Moves to playback mode and starts playback from the point where it was paused
- **Recording standby mode**
Recording mode
- **Recording mode**
Recording pause mode
- **Recording pause mode**
Moves to recording mode and resumes recording from the point where it was paused.

6 **FF button**

Moves the playback point to the beginning of the next song with a Play check. If you press and hold down this button for two seconds or longer, the song will fast-forward. If you operate this button during playback, playback will resume from the point at which the button is released.

7 **REC button**

Moves to recording standby mode.

NOTE

Individual button functions can also be assigned to the USER DEFINED key.

8 **Rec Format/Rate button**

Allows you to select the recording file format and recording rate.

PLAYMODE field

Allows you to specify how the recorder will behave when playback of the current song is complete.

9 **Single button**

If this button is on, only the current song will play. If this button is off, when the current song finishes playing, the next song in the list with a Play check is played.

10 **REPEAT button**

If this button is on, the playback will repeat. If the Single button is on, only the current song will play repeatedly. If the Single button is off, all songs in the list that are marked with a Play check will play back repeatedly in the order of the list. If this is off, the song will play only once.

If the Single button is on, the current song will play only once, and then stop. If the Single button is off, all songs in the list that are marked with a Play check will play once in the order of the list, and then playback will stop.

LIVE REC screen

This provides remote control of the DAW.



- 1 Marker list field**

The marker information recorded for the current DAW (Nuendo or Cubase) project is displayed as a list. The list can be scrolled by using the [TOUCH AND TURN] knob. Press this field to display the keyboard screen used to edit the marker information.
- 2 Connection select button**

Press this button to display the DAW REMOTE SETUP screen to select the connection destination. Displays the selected connection destination (DVS device label, IP address, USB).
- 3 Add Marker button**

Adds a marker to the project at the current playback position.
- 4 Recall Link button**

Sets whether or not markers are created when a scene is recalled. The button is lit when on.
- 5 Playback position information display**

Displays the current position information. The time display format can be changed by pressing the button on the far right.
- 6 Go to Project Start button**

Returns the playback position to the beginning of the project.
- 7 Go to Previous Marker button**

Returns the playback position to the previous marker.

8 Go to Next Marker button

Advances the playback position to one marker ahead.

9 Go to Project End button

Advances the playback position to the end of the project.

10 Cycle button

Turns project repeat on/off.

11 Stop button

Stops project playback/recording.

12 Play button

Starts project playback.

13 Record button

Starts/stops project recording.

14 Easy Rec button

This button immediately starts recording on all tracks. Press this to move the playback position to the last recorded position, change all tracks to record status, start recording, display the record panel and then lock the panel. Recording occurs by reversing the time set in Pre-Record Time back from the actual record start position.

15 Record lock button

Turns recording state retention on/off. Prevents accidentally stopping recording while recording is in progress.

If the STOP button is pressed while the record lock button is on, the DAW (Nuendo or Cubase) will display the confirmation "Do you want to continue recording?".

DAW REMOTE screen

The DAW REMOTE screen is used to remotely control the DAW.

Pressing the DAW button in the ADMIN area displays the DAW REMOTE screen.



- 1 Unmute All button**
Press to cancel all mutes. This is lit up when there is a channel that has been muted.
- 2 Deactivate All Solo button**
Press to clear all solos. This is lit up when there is a channel in solo status.
- 3 Rec Arm All button**
Press to set all tracks to record status.
- 4 Automation Read All button**
Press this button to set all tracks to Automation Read status. Lights when one or more tracks are in Automation Read status.
- 5 Automation Write All button**
Press this button to set all tracks to Automation Write status. Lights when one or more tracks are in Automation Write status.

6 Automation mode select button

For Steinberg

Selects the automation write mode.

- **Touch:** Writes fader values in touch mode
- **Auto-Latch:** Writes fader values in auto-latch mode
- **Cross-Over:** Writes fader values in cross-over mode

For Others

Allows you to select the function for the channel's Auto button.

- **Read:** Read on/off button
- **Touch:** Touch on/off button
- **Latch:** Latch on/off button
- **Write:** Write on/off button
- **Trim:** Trim on/off button
- **Off:** Off button

7 Trim button

Switches Trim mode on/off. Lights up when turned on.

8 Connection select button

This displays the current connection target. Press this button to display the DAW REMOTE SETUP screen.

9 Go to Project Start button

Returns the playback position to the beginning of the project.

10 Go to Previous Marker button

Returns the playback position to the previous marker.

11 Go to Next Marker button

Advances the playback position to one marker ahead.

12 Go to Project End button

Advances the playback position to the end of the project.

13 Fast-Rewind button

Moves the playback position backward.

14 Fast-Forward button

Moves the playback position forward.

15 Cycle button

Turns project repeat on/off. Lights up when turned on.

16 Stop button

Stops project playback and recording.

17 Play button

Starts project playback. Lit during playback.

18 Record button

Starts project recording. Lit during recording.

19 Playback position information display

Displays the playback position time. When selected, the playback position can be moved using the [TOUCH AND TURN] knob.

20 Time format switching buttons

Switches the display format of the time shown in the information display.

21 Scrub/Shuttle button

Turns on/off the function to move the playback position using the [TOUCH AND TURN] knob.

- **Scrub:** Outputs audio during operation
- **Shuttle:** Continues in the specified direction

22 Bank switching buttons

Moves the channel to be assigned to the fader left or right in 12-channel increments.

23 Channel switching buttons

Moves the channel to be assigned to the fader left or right in 1-channel increments.

24 Level meter

Displays the channel level.

25 Automation Read button

Turns the channel Automation Read status on/ off. Lit when Automation Read status is on.

26 Automation Write button

Turns the channel Automation Write status on/ off. Lit when Automation Write status is on.

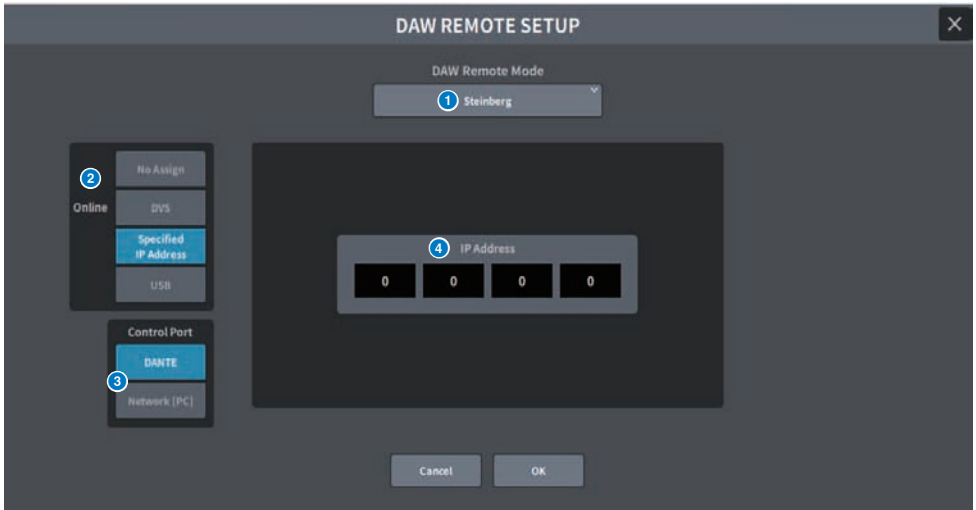
27 Monitor button

Turns the channel Monitor on/ off. Lit when channel Monitor is on.

28 Rec Arm button

Turns the channel record status on/off. Lit when record status is on.

DAW REMOTE SETUP screen



The screen contains the following items.

1 DAW Remote Mode selection buttons

Select Steinberg or Others for DAW Remote Mode.

2 Connection select button

This button selects the DAW Remote and Live Rec connection destination.

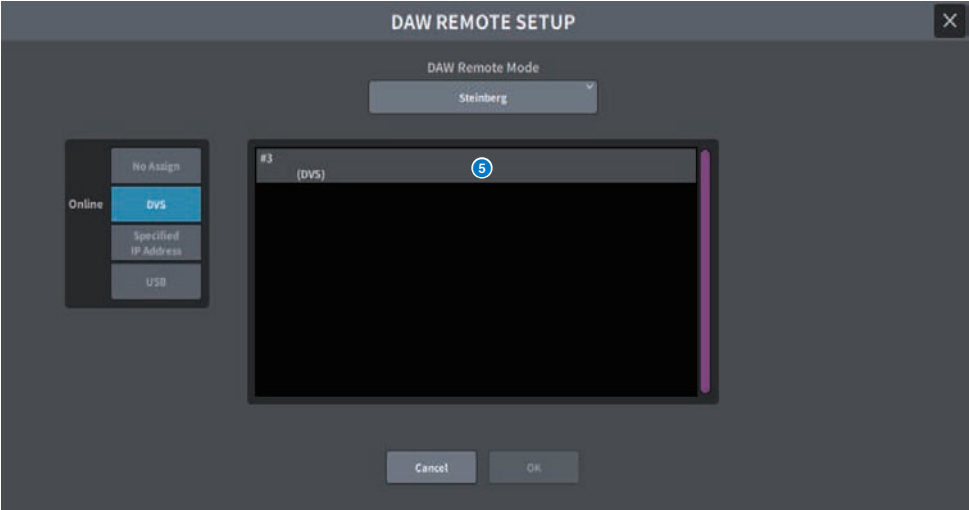
- **No Assign:** Not connected
- **DVS:** Select DVS from the device list and connect
- **Specified IP Address:** Directly specifies the IP address of the computer connected to the selected network.
- **USB:** Connects via the [USB TO HOST] connector

IP address

This is displayed when Specified IP Address is selected with the connection destination select button.
Specify the IP address of the connection destination.

Control Port

This is displayed when Specified IP Address is selected with the connection destination select button.
Selects the network to connect to (DANTE, Network [PC]).



DVS select list

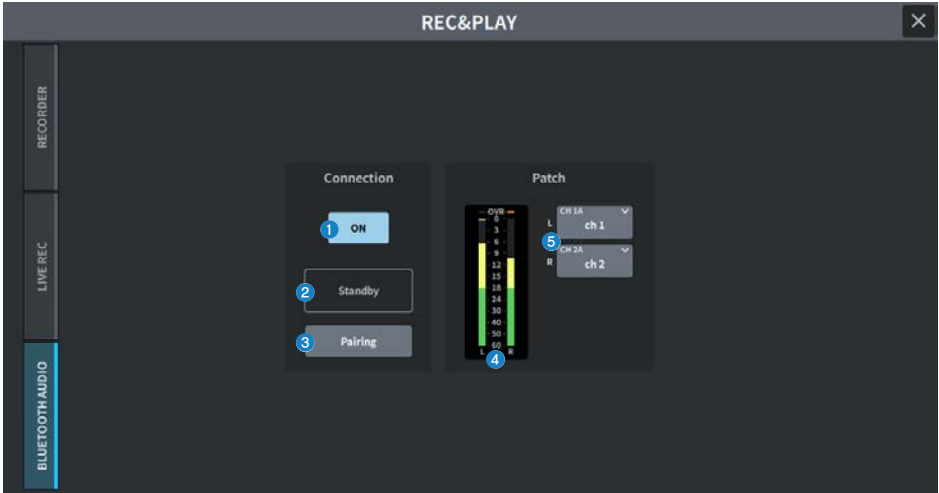
This is displayed when DVS is selected with the connection destination select button.
Select DVS as the connection from the list.

Related links

“For configuring a USB MIDI port” (p.322)

BLUETOOTH AUDIO Screen

This screen is used for Bluetooth Audio connection and audio input.



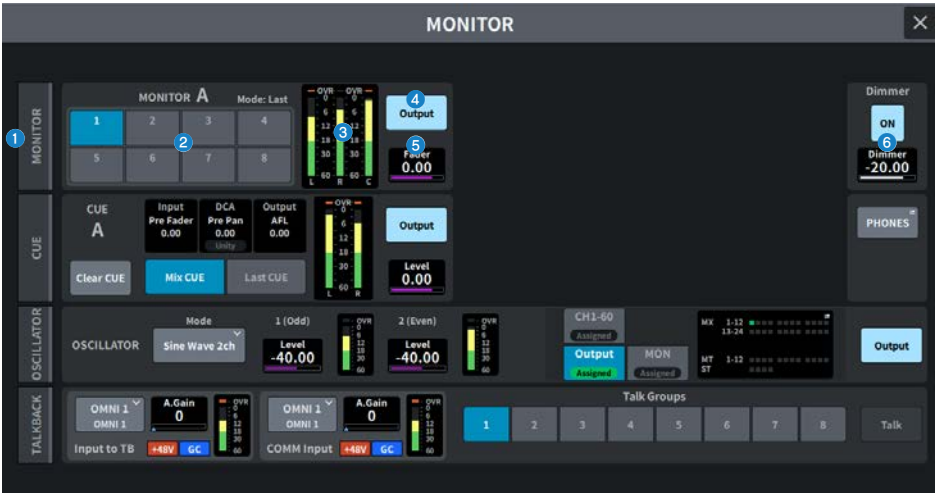
The screen contains the following items.

- 1 Bluetooth On/Off button**
Starts/stops output of Bluetooth advertising (the signal that allows PV Portal to detect the console).
- 2 Status indicator**
Displays the Bluetooth connection status (Standby, Pairing, Connected).
- 3 Connection button**
Press this button to perform pairing (Pairing), cancel pairing (Cancel), or disconnect communication (Disconnect).
- 4 Input meters**
Displays the input signal level.
- 5 Input Patch button (L/R)**
Press these to display the screen for selecting signals that will be patched to the Bluetooth input L/R channels.

MONITOR Screen

MONITOR(MONITOR) Screen

Operates the signal to be checked through headphones or external monitor speakers.



1 MONITOR Tab

Displays the MONITOR screen, where you can configure advanced monitor settings.

2 MONITOR SOURCE SELECT button

Allows you to select one of the DEFINE 1– 8 sources that will be output to the MONITOR bus.

3 Meter field

Displays the output levels of Monitor Out L, R, and C channels.

4 Output button

Switches monitor out on/off.

5 Fader level

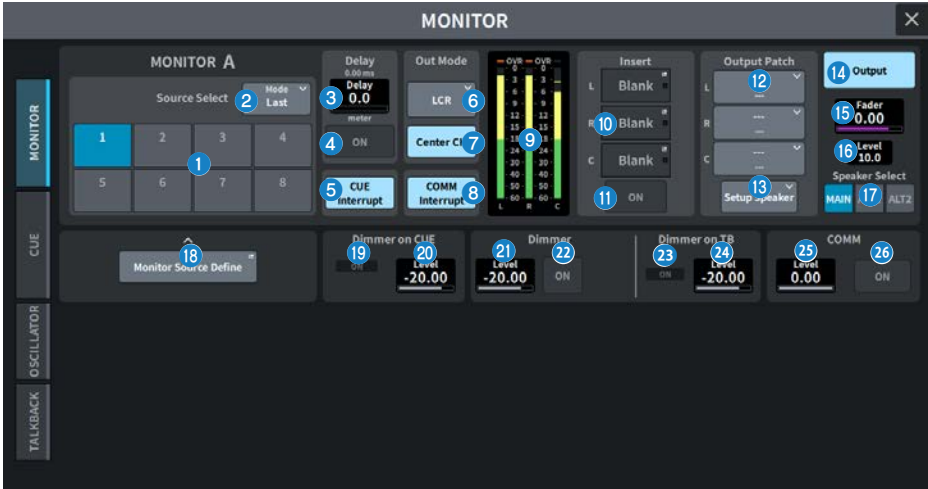
Adjusts the monitor fader level. This can be adjusted using the [TOUCH AND TURN] knob.

6 Dimmer field

Allows you to configure the settings for the Dimmer function, which temporarily attenuates monitor signals.

- **ON** button
Turn this on to enable the dimmer and attenuate the monitor signal.
- **Dimmer** level
Adjusts the amount by which the monitor signals will be attenuated when the dimmer is on.

MONITOR Screen



The screen contains the following items.

- 1 Source Select button**
Allows you to select from the DEFINE 1–8 sources that will be output to the MONITOR bus.
- 2 Mode**
Selects the mode.
 - **Last**
Allows you to select one of the DEFINE 1– 8 sources that will be output to the MONITOR bus.
 - **Mix**
Allows you to select multiple of the DEFINE 1–8 sources that will be output to the MONITOR bus.
If the number of sources is greater than 8, they cannot be selected.
- 3 MONITOR Delay**
Displays the currently-specified delay time.
Displays the delay time of the currently selected unit and the select type of unit (scale).
- 4 MONITOR Delay ON button**
If this is on, the monitor signal will be delayed according to the setting of the MONITOR Delay knob.
- 5 CUE Interrupt button**
Press this to interrupt the monitor signal with the cue signal. If this button is on and the cue is enabled, the cue signal will be sent to the monitor output.

6 MONITOR Out Mode

Selects the monitor output mode from the following:

- **LR + C DOWNMIX**

In this mode, the L/C/R channel signals will be downmixed and output in stereo.

- **MONO**

In this mode, monitor signals will be output in monaural.

- **LCR**

In this mode, the L/C/R channel signals will be output.

7 Center CH ON button

If you plan not to monitor the center channel, turn this button off. If this button is off, the center channel will not be included during downmixing.

8 COMM Interrupt button

Press this button to add the COMM signal to the monitor signal. If this button is on, the COMM signal will be sent to the monitor output.

9 Meter

This field displays the output level of the monitor's L/R/C channels.

10 Insert button

Press this to display the window to insert plug-ins into the monitor signal. The currently-set plug-in inserts are displayed on the button.

11 Insert ON button

Switches the plug-in insert on/off.

12 Output Patch button

Displays the monitor output destination slot or port for the L, C, and R channels respectively. Press this button to display the PORT SELECT screen.

13 Setup Speaker button

Press this button to display a screen to set the output destinations for MAIN, ALT 1, and ALT 2.

14 MONITOR Output button

Switches monitor out on/off.

15 MONITOR Fader level

Adjusts the monitor fader level.

16 MONITOR level

Displays the monitor level.

Adjusts the monitor level using the [TOUCH AND TURN] knob.

17 Speaker Select button

Press to select the output destination Speaker.

- **MAIN**

The output destination of L, R, and C set as the MAIN Speaker is set.

- **ALT1**

The output destination of L, R, and C set as the ALT1 Speaker is set.

- **ALT2**

The output destination of L, R, and C set as the ALT2 Speaker is set.

18 Monitor Source Define button

Sets the source that will be output to the MONITOR bus.

19 Dimmer on CUE indicator

Lights when CUE is active.

20 Dimmer on CUE

Adjusts the amount by which the monitor signal will be attenuated when CUE is on.

21 Dimmer level

Adjusts the amount by which the monitor signal will be attenuated when dimmer is on.

22 Dimmer ON button

Turn this on to enable the dimmer and attenuate the monitor signal.

23 Dimmer on TB indicator

Displays the on/off status of the talkback dimmer function.

24 Dimmer on TB level

Adjusts the amount by which the monitor signal will be attenuated when talkback is on.

25 COMM level

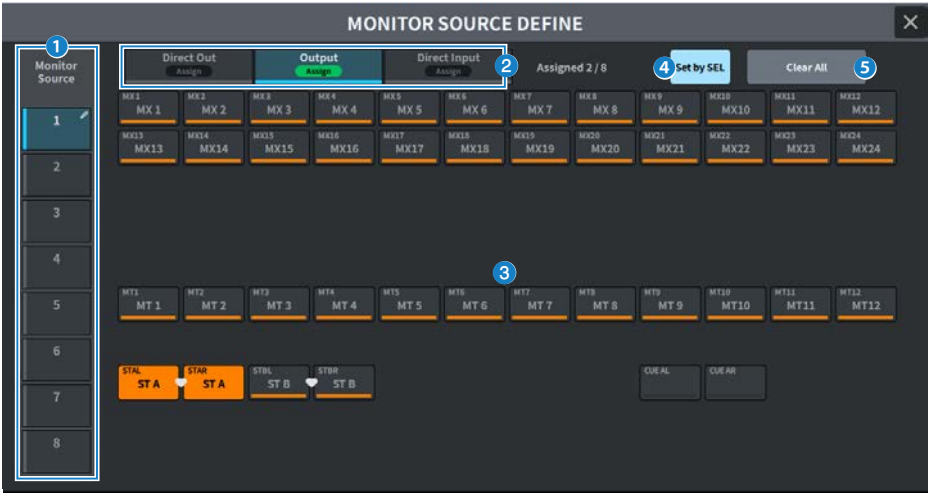
Adjusts the COMM signal level.

26 COMM ON button

When this is on, the COMM signal is enabled.

MONITOR SOURCE DEFINE Screen

This screen allows you to use the DEFINE button to register the source that will be output to the MONITOR bus.

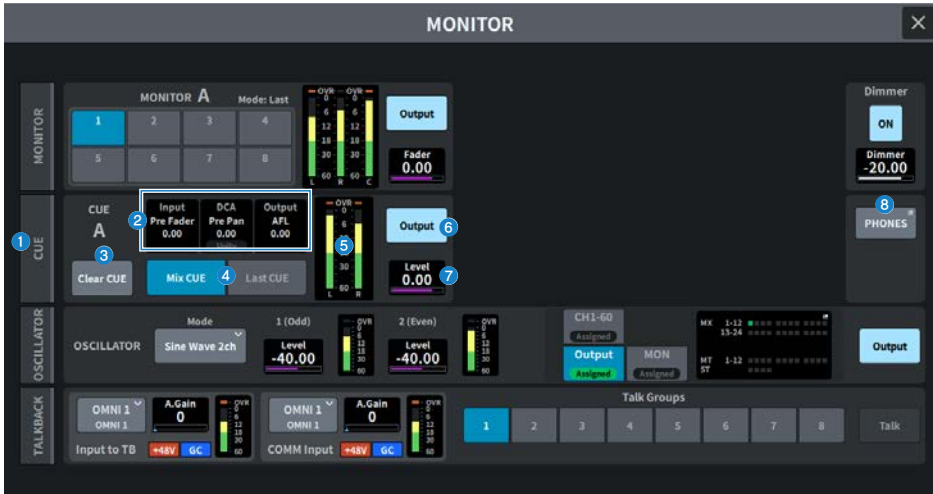


The screen contains the following items.

- 1 Source Select button**
Allows you to select one of the DEFINE 1– 8 sources that will be output to the MONITOR bus.
Press to display a keyboard for naming.
- 2 Display switching tabs**
Switches the types of channels, buses, and input ports that are displayed on the screen.
- 3 Monitor source select buttons**
Allows you to select monitor sources that will be assigned to the DEFINE buttons. The selected monitor sources will be highlighted. Press the same button again to cancel the selection.
- 4 Set by SEL button**
When this button is on, you can add a channel by using the [Select] glass key.
- 5 Clear All button**
Press this to clear all selections.

MONITOR (CUE) screen

Operates the CUE function used to check the sound of the selected individual channel/DCA.



1 CUE Tab

Displays the CUE screen where you can configure advanced cue settings.

2 Input/DCA/Output CUE field

Displays the setting status for input cue, DCA cue, and output cue.

3 Clear CUE button

Cancels all cue selections simultaneously. If the CUE Mode setting is Mix CUE, all of the selected channels will be cleared.

4 CUE Mode button

Allows you to select the operation mode when the [CUE] key is on for multiple channels.

- **Mix CUE mode**

All selected channels are cued.

- **Last CUE mode**

Only most recently selected channel is cued.

5 Meter

This displays the output level of the cue L/R channels.

6 CUE Output button

This button switches cue output on/off.

7 CUE level

Displays the output level from cue out. This can be adjusted using the [TOUCH AND TURN] knob.

8 PHONES button

Displays the PHONES screen to set the signal to monitor using headphones.

CUE Screen



The screen contains the following items.

1 Fader CUE Release ON button (Broadcast Package compatible)

When this button is turned on, the CUE for that channel will be cleared when the fader level exceeds the threshold value.

2 Fader CUE Release Threshold (Broadcast Package compatible)

The threshold value is displayed. This can be adjusted using the [TOUCH AND TURN] knob.

3 Backstop PFL ON button (Broadcast Package compatible)

Pushing the fader below the OFF position (level is $-\infty$) turns the CUE on, and raising or releasing the fader turns the CUE off.

4 SOLO ON button

Switches the solo operation on/off.

5 SOLO Safe button

Excludes any channel from solo operations.

6 Active CUE indicator

The type of cue currently being monitored is indicated by the lit option.

7 Clear CUE button

Cancels all cue selections simultaneously. If the CUE Mode setting is Mix CUE, all of the selected channels will be cleared.

8 Input CUE field

Allows you to configure settings related to the input channel cue.

- **Cue point select button**

Selects the position for auditioning from PFL Pre FILTER (immediately before FILTER), Pre Fader (immediately before the fader), AFL (immediately after the fader), and Post Pan (immediately after pan).

NOTE

Be aware that if you select Post Pan, you will be unable to monitor signals sent to the MONO bus from an input channel that is set to LCR mode.

- **PFL Trim**

Sets the monitor levels when PFL is selected. This can be adjusted using the [TOUCH AND TURN] knob.

- **Follow Pan button**

If this button is on, the TO STEREO PAN setting will be applied to the pan setting of the signal sent from input channels to the CUE bus.

9 DCA CUE field

Allows you to configure settings related to the DCA cue.

- **Cue point select button**

The position for the DCA audition can be selected from Pre Pan (immediately before pan) or Post Pan (immediately after pan).

- **DCA Trim**

Displays the monitor level when cueing DCA. This can be adjusted using the [TOUCH AND TURN] knob.

- **Unity button**

If this button is on, the master level of each DCA is auditioned at the same volume as when set to 0 dB (unity gain).

10 Output CUE field

Allows you to configure settings related to the output channel cue.

- **Cue point select button**

Select the position for auditioning the output channel from PFL (immediately before the fader) or AFL (immediately after the fader).

- **PFL Trim**

Displays the monitor levels when PFL is selected. This can be adjusted using the [TOUCH AND TURN] knob.

11 CUE Mode button

Allows you to select the operation mode when the [CUE] key is on for multiple channels.

- **Mix CUE mode**

All selected channels are cued.

- **Last CUE mode**

Only the most recently selected channel is cued.

12 Meter

This displays the output level of the cue L/R channels.

13 Insert button

Press this button to display the window where you can insert plug-ins into the CUE signal. The currently-set plug-in inserts are displayed on the button.

14 Insert ON button

Switches the plug-in insert on/off.

15 CUE Out Mode select button

The CUE signal output can be selected as STEREO or MONO.

16 CUE Output button

This button switches cue output on/off.

17 CUE level

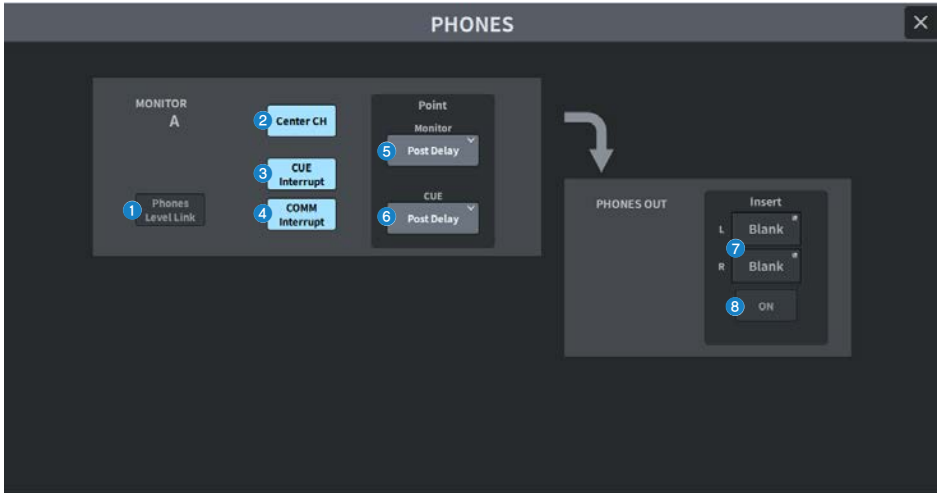
Displays the output level from cue out. This can be adjusted using the [TOUCH AND TURN] knob.

18 CUE Output Patch button

Press this button to display the PORT SELECT screen where you can select output ports to patch to the L/R channels of the cue output.

PHONES screen

This configures the settings related to signals monitored by the headphones.



1 Phones Level Link button

If this is on, the monitor fader level is linked to the level of signals sent to the PHONES output jack.

2 CENTER CH ON button

If you plan not to monitor the center channel, turn this button off.

3 CUE Interrupt button

Turns the CUE Interrupt ON/OFF.

NOTE

When CUE is selected as the monitor source, it is recommended that CUE Interrupt be turned off to prevent the monitor source from being interrupted by CUE operation.

4 COMM Interrupt button

Turns the COMM Interrupt ON/OFF.

5 Point Monitor button

Select one of the following monitor signal source points:

- Pre Delay
- Post Delay

6 CUE Monitor button

Select one of the following cue signal source points:

- Pre Delay
- Post Delay

7 Insert button

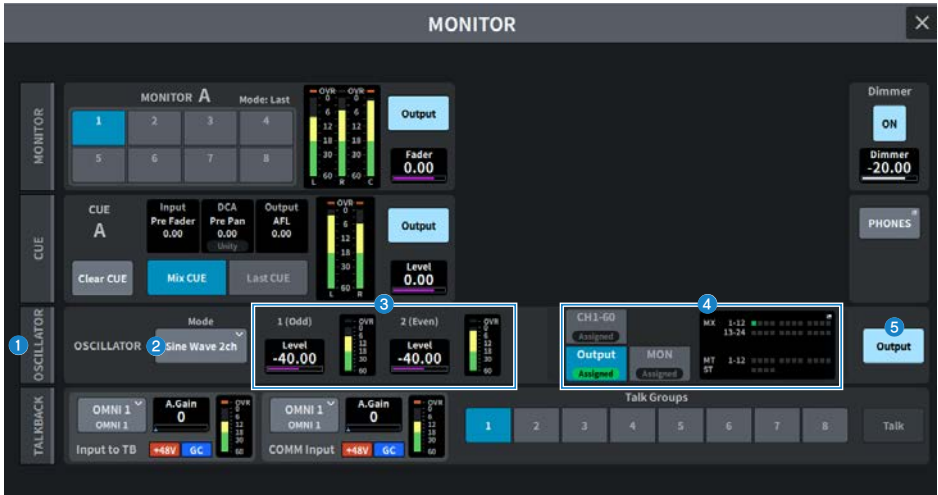
Press this to display a screen where you can insert plug-ins into the signal monitored by the headphones.

8 Insert ON button

Switches the plug-in insert on/off.

MONITOR (OSCILLATOR) screen

Sends a sine wave or pink noise from the internal oscillator to any chosen bus.



1 OSCILLATOR Tab

Displays the OSCILLATOR screen, where you can configure advanced oscillator settings.

2 OSCILLATOR Mode button

Displays the selected oscillator mode. Press this to display the screen to switch modes.

- Sine Wave
- Sine Wave 2ch
- Pink Noise
- Burst Noise

3 OSCILLATOR LEVEL field

Adjusts the oscillator levels. A meter beside LEVEL displays the output level of the oscillator. Press LEVEL to adjust the oscillator level using the [TOUCH AND TURN] knob. The setting range is -96.00 dB to 0.00 dB.

4 OSCILLATOR Assign field

An indicator lights to indicate the currently-selected oscillator output destination (input channels, buses or monitor). Use the buttons at the left to switch the indicator display. For buttons with any one of the channels/buses selected, the “Assigned” indicator is lit green.

5 OSCILLATOR Output button

Turns the oscillator output on/off.

OSCILLATOR screen



The screen contains the following items.

1 OSCILLATOR Mode button

Select one of the following four oscillator operating modes:

- **Sine Wave**
A sine wave is output continuously.
- **Sine Wave 2ch**
Two sine waves (with different frequencies) are output separately.
- **Pink Noise**
Pink noise is output.
- **Burst Noise**
Pink noise is output intermittently.

2 Parameter field

Allows you to set the oscillator parameters. The contents and functions of this field vary depending on the operating mode in **1**.

For Sine Wave

- **Level**
Displays the output level of the sine wave. This can be adjusted using the [TOUCH AND TURN] knob.
- **Freq**
Displays the frequency of the sine wave. This can be adjusted using the [TOUCH AND TURN] knob.
- **Frequency button**
Allows you to select the sine-wave frequency from 100 Hz, 1 kHz, and 10 kHz.

For Sine Wave 2ch

- **Level (Odd)**

Displays the output level of the ODD-channel sine wave. This can be adjusted using the [TOUCH AND TURN] knob.

- **Freq (Odd)**

Displays the frequency of the ODD-channel sine wave. This can be adjusted using the [TOUCH AND TURN] knob.

- **Level (Even)**

Displays the output level of the EVEN-channel sine wave. This can be adjusted using the [TOUCH AND TURN] knob.

- **Freq (Even)**

Displays the frequency of the EVEN-channel sine wave. This can be adjusted using the [TOUCH AND TURN] knob.

- **Frequency**

Allows you to select the sine-wave frequency from 100 Hz, 1 kHz, and 10 kHz.

The default value is 100 Hz. Two meters (ODD and EVEN) will be displayed.

For Pink Noise

- **Level**

Displays the output level of the pink noise. This can be adjusted using the [TOUCH AND TURN] knob.

- **HPF**

Displays the cutoff frequency of the HPF that processes the pink noise. This can be adjusted using the [TOUCH AND TURN] knob. Use the button below to switch the HPF on/off.

- **LPF**

Displays the cutoff frequency of the LPF that processes the pink noise. This can be adjusted using the [TOUCH AND TURN] knob. Use the button below to switch the LPF on/off.

For Burst Noise

- **Level, HPF, LPF**

These are the same as for Pink Noise.

- **WIDTH**

Displays the length of the intermittently output noise. This can be adjusted using the [TOUCH AND TURN] knob.

- **INTERVAL**

Displays the length of silence between noise bursts. This can be adjusted using the [TOUCH AND TURN] knob.

3 Meter section

This is a meter that displays the oscillator output level.

4 OSCILLATOR Output button

Turns the oscillator output on/off. If this is on, the oscillator signal will be sent to the input channel or bus selected in the ASSIGN section. Press this again to turn the oscillator off.

5 Display channel switching button

Select the type of channels that you want to display on the screen. For CH1-60 (CH1-48 for DM5C), you can select Output and MONITOR. For buttons with any one of the channels/buses selected, the "ASSIGNED" indicator is lit green.

6 Assign section

Allows you to select a channel to which the oscillator signal will be sent. Press one of the 3 tabs to select the type of channels/buses displayed, and then press the button(s) for the desired channels/buses (multiple selections are allowed).

If Sine Wave 2ch is selected as the mode, the output signal is determined depending on whether the selected channel number is ODD or EVEN. For example, the ODD-channel signal will be routed to MIX1 and the EVEN-channel signal will be routed to MIX2. If the Clear All button is pressed, all selections can be cleared.

7 Set by SEL button

When this button is on, you can add a channel by using the [Select] glass key.

8 Clear All

Excludes all output channels from the oscillator signal destination.

The image shows the Behringer X32 digital mixer interface. The top section is the MONITOR, which has 8 channels (1-8) with level meters and output faders. The CUE section has a cue point for channel A with input, DCA, and output level meters. The OSCILLATOR section has two oscillators with sine wave outputs and level meters. The TALKBACK section at the bottom has 8 channels with input and output level meters. The interface is dark-themed with various buttons and meters.

Displays the TALKBACK screen where you can configure advanced Talkback settings.

- **TALKBACK** patch button

- **A. Gain**

- **TALKBACK +48V indicator**

- **TALKBACK GC indicator**

- **TALKBACK** level meter

Selects the output source set in the TALKBACK screen.

Switches Talkback out on/off.

TALKBACK screen



The screen contains the following items.

1 Input to TB field, COMM Input field

• TALKBACK patch button

Press this button to display the INPUT PORT SELECT screen where you can patch a desired input port/slot to Talkback. The selected port/slot name is displayed on the button. If no patch is assigned, the button will display “----”.

• TALKBACK +48V button

Turns the phantom power (+48V) supplied to the corresponding input port on/off.

• A. Gain

Sets the analog gain for the corresponding input port/slot. This can be adjusted using the [TOUCH AND TURN] knob.

• TALKBACK GC button

Turns the corresponding gain compensation on/off when the corresponding input port is used as the talkback input.

• TALKBACK HPF

Sets the cutoff frequency for the HPF when you use the corresponding input port as the talkback input. The HPF is switched on/off using the button.

• TALKBACK level meter

Displays the level after passing through the input gain for the corresponding input port/slot.

2 Talk Groups button

This sets the output destination of the talkback signal.

3 Dimmer For Buses

Sets the amount of attenuation applied to the signal sent to the selected bus during talkback output.

4 Talkback ON button

Switches Talkback out on/off.

5 TalkbackOut patch button

Press this to display the Patch screen where you can patch any desired output port to talkback.

6 TalkbackOut ON button

This button switches talkback output on/off when you use any output port as the talkback output.

7 Set by SEL button

When this button is on, you can add a channel by using the [Select] glass key.

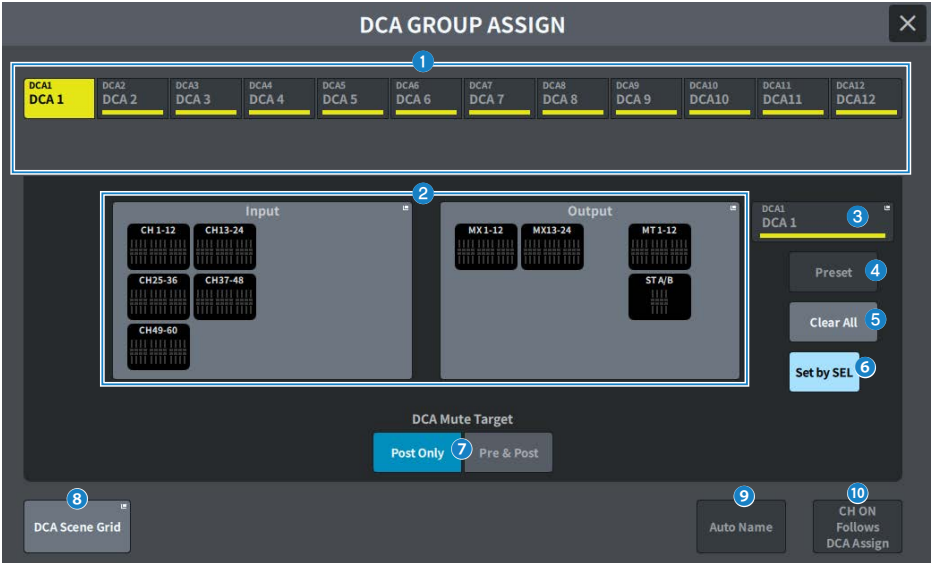
8 Clear All button

Excludes all output channels from being the talkback output.

CH JOB Screen

DCA GROUP ASSIGN Screen

Sets the channel to be assigned to the DCAgroup. A DCA group can operate the levels for multiple channels at once.



1 DCA selection buttons

Selects the DCA to be operated.

2 DCA assign field

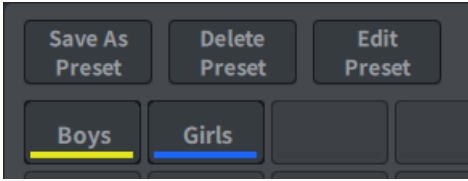
Channels registered to the currently-selected DCA are highlighted in yellow. Press this field to display the assign screen.

3 DCA display

Displays the currently-selected DCA. Press to display the NAME screen used to edit the DCA name, color and icon.

4 **Preset editing buttons (Theatre Package compatible)**

Press this button to open the Preset screen.



- **Save As Preset button**

Turn this button on and press the Preset button to save the currently-selected DCA settings.

- **Delete Preset button**

Turn this on and press the Preset button to delete the Preset settings.

- **Edit Preset button**

Turn this on and press the Preset button to display the DCA PRESET ASSIGN screen, allowing you to select the channel to assign to the Preset.

- **Preset button**

The name and color are displayed.

5 **Clear All button**

Press this to clear all selections.

6 **Set by SEL button**

When this button is on, you can add a channel by using the [Select] glass key. To select more channels, turn this button on, and then press the corresponding [Select] keys for the channels to be added.

7 **DCA Mute Target**

Selects Post Only or Pre & Post. When set to Pre & Post, sends set to Pre Fader will also be muted.

8 **DCA Scene Grid button (Theatre Package compatible)**

Press this button to display the DCA SCENE GRID screen.

9 **Auto Name button (Theatre Package compatible)**

If this button is on, the name of the lowest-numbered channel assigned to the DCA group will be set as the DCA group name. An empty string is set when all DCA group assignments are unassigned.

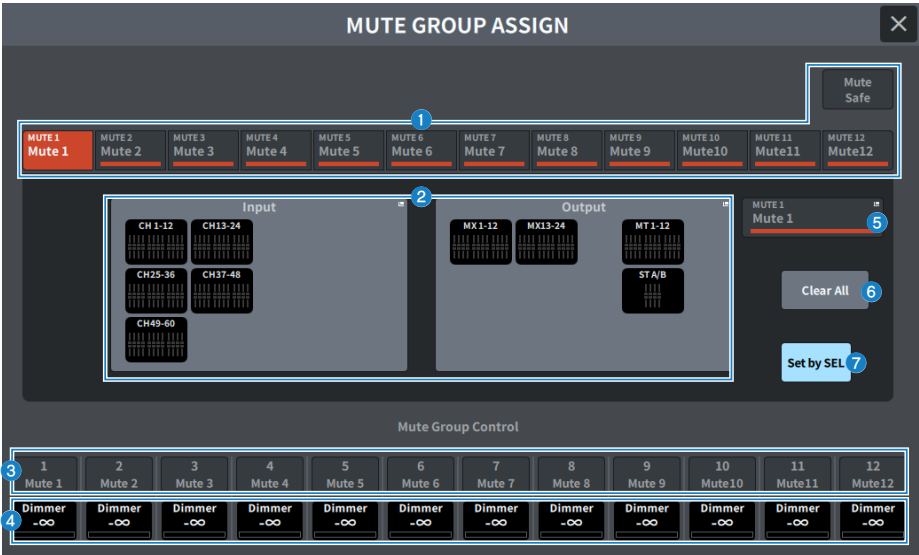
10 **CH ON Follows DCA Assign (Theatre Package compatible)**

Turning this button on will turn on the channels assigned to the DCA group. Channels that are unassigned from the DCA group are turned off. A channel-on indicator will now appear on the channel button displayed on the DCA GROUP ASSIGN screen and DCA SCENE GRID screen.

MUTE GROUP ASSIGN screen

Sets the mute group and mute safe.

A mute group allows muting of multiple channels at the same time. Mute safe allows you to temporarily exclude specific channels registered to the mute group.



1 Mute group/mute safe select button

Allows you to select a mute group or mute safe to which you want to assign channels.

2 Mute group assign display field

This area displays the channels assigned to the currently-selected mute group.

When the mute safe button is selected, the channel to be set as mute-safe is displayed. The procedure for registering or canceling a mute group is the same.

3 Mute group control button

Switches mute on/off for each mute group.

The [ON] key for each muted channel in a mute group will flash.

4 Dimmer level

Sets the level for each mute group when the Dimmer function is enabled.

NOTE

If the dimmer level is set to any level other than $-\infty$ dB, and the corresponding mute group master button is turned on, this button will be lit orange.

5 Mute group display

Displays the currently-selected mute group. Press to display the keyboard screen for editing the mute group name.

6 Clear All button

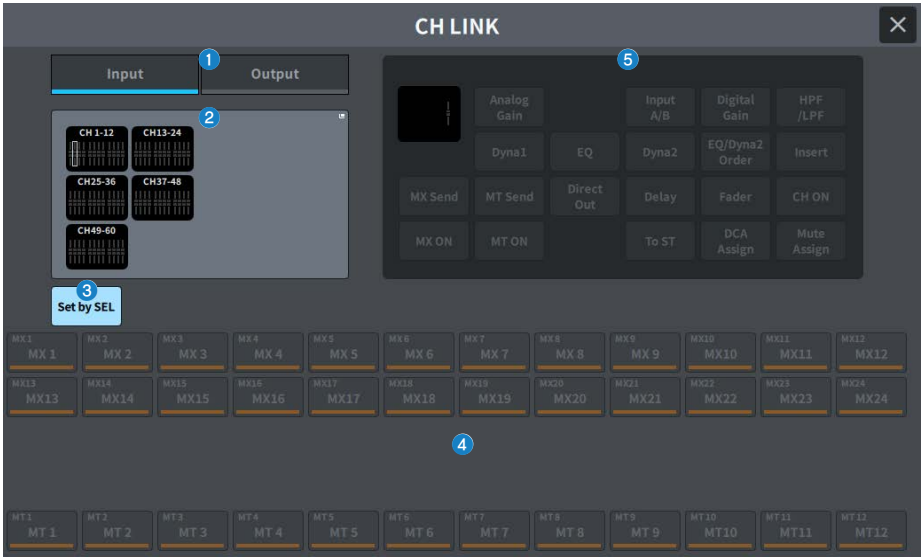
Press this to clear all selections.

7 Set by SEL button

When this button is on, you can add a channel by using the [Select] glass key. To select more channels, turn this button on, and then press the corresponding [Select] keys for the channels to be added.

CH LINK screen

Sets the function to link parameters such as fader operation and EQ for input channels or output channels.



1 Input/Output buttons

These buttons switch between the input channel screen and output channel screen.

2 CH LINK display field

This displays the channels registered to the currently-selected CH LINK.

Press this button to display the CH LINK SET screen.

3 Set by SEL button

When this button is on, you can add a channel by using the [Select] glass key.

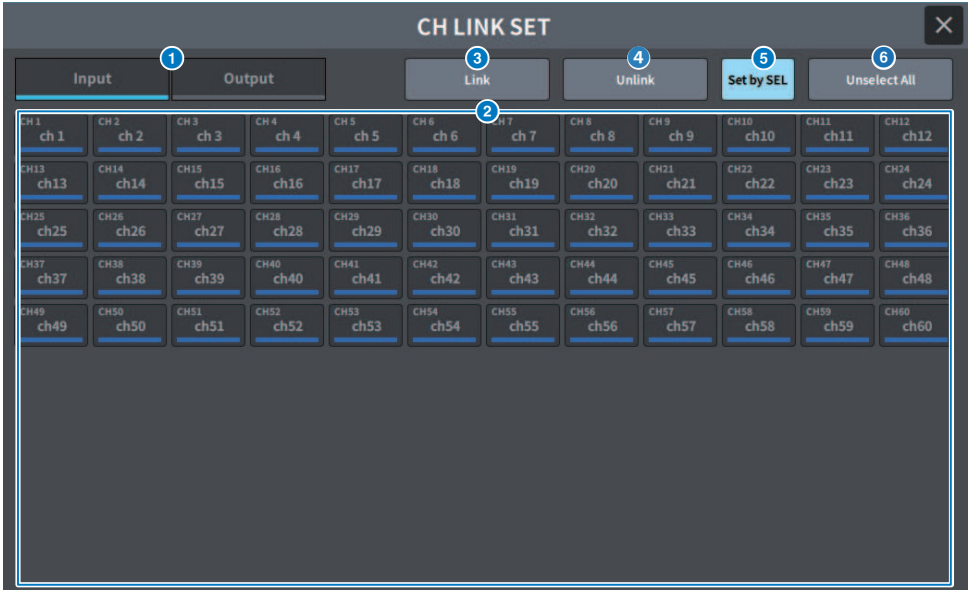
4 Channel select button

Selects the target bus when the MX ON, MX Send, MT ON, and MT Send buttons are turned on in the linked parameters.

5 Parameter select button

Selects the parameters to link.

CH LINK SET screen



1 Input/Output button

Allows you to switch the input channel and the output channel.

2 Channel select button

Selects the channels you want to link. Linked channels will be displayed an alphabetical character that indicates the link group.

NOTE

- Selecting a linked channel selects all channels in the same group.
- To add a channel to a group, select the group and the channel to be added, then press the Link button.
- By selecting two groups and pressing the Link button, you can combine two groups into one group. In this case, the subsequent group is combined into the preceding group. (If you combine group A and group B, the result will be group A.)
- To unlink a channel, select the group and then press the channel that you want to remove to deselect it.

3 Link button

Links the channels selected in 2.

4 Unlink button

Unlinks the channels selected in 2.

5 Set by SEL button

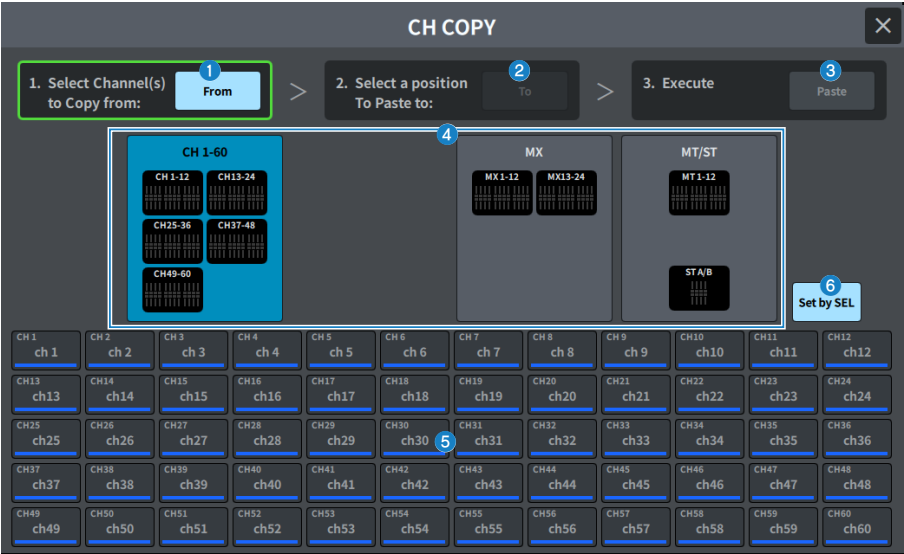
When this button is on, you can add a channel by using the [Select] glass key.

6 Unselect All

Clears all channel selections.

CH COPY screen

Sets the function to copy the mix parameter settings of each channel to another channel.



1 From button

It is automatically selected when you enter the CH COPY screen. Press this button if you want to select a different copy source channel.

2 To button

Selected when the mode is changed to select copy destination.

3 Paste button

After specifying the source and destination, press the button to execute the channel copy operation.
When MIX or MT is selected as the copy source, Target is displayed.



- Channel Parameters: Copies the channel parameters.
- Incoming Sends: Copies the Send settings to the copy-source channel.

4 Display channel switching button

Select the type of channels that you want to display on the screen.

5 ASSIGN section

Selects the copy source channel and the copy destination channel.

6 Set by SEL button

When this button is on, you can select a channel by using the [Select] glass key.

CH DEFAULT screen

Sets the function to restore the channel parameters to their default values.



1 Default button

After selecting the channel, press this button to execute the initialization operation.

2 Display channel switching button

Select the type of channels that you want to display on the screen.

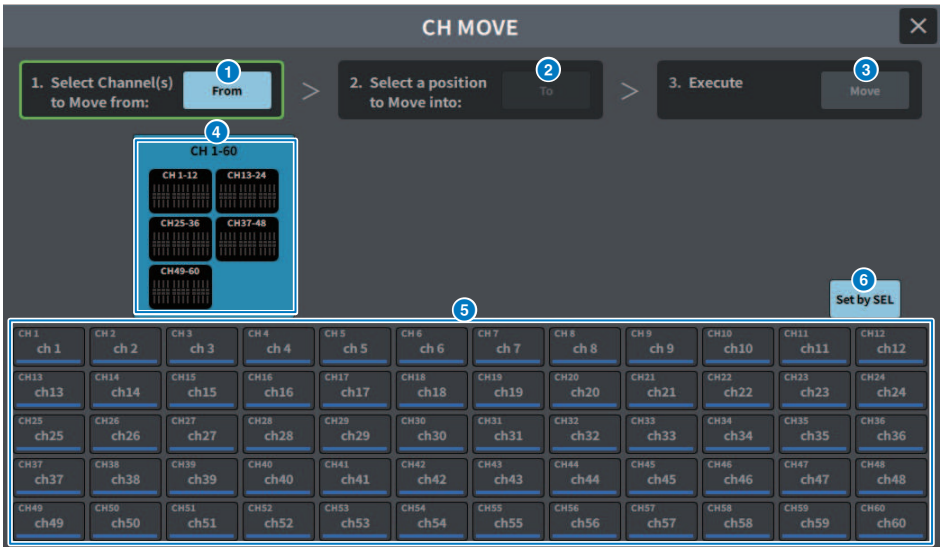
3 ASSIGN section

Allows you to select the channels for which you want to restore parameters to their initial values.

4 Set by SEL button

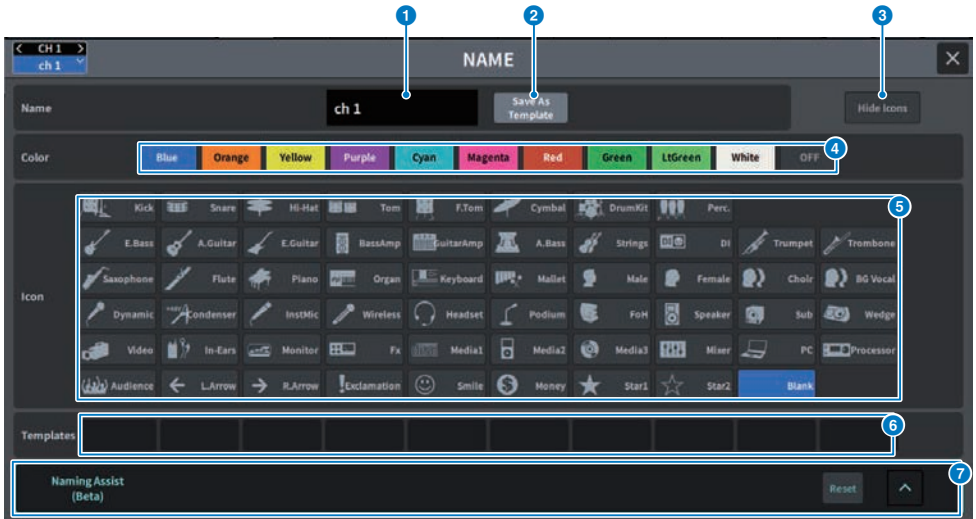
When this button is on, you can select a channel by using the [Select] glass key.

CH MOVE Screen



- 1 From button**
This is automatically selected when you enter the CH MOVE popup screen. Press this button if you want to select a different move-source channel.
- 2 To button**
Switches to the mode for selecting the move destination.
- 3 Move button**
After specifying the source and destination, press the button to execute the channel move operation.
- 4 Display channel switching button**
Select the type of channels that you want to display on the screen.
- 5 ASSIGN section**
Selects the move-source channel and the move-destination channel.
- 6 Set by SEL button**
When this button is on, you can select a channel by using the [Select] glass key.

NAME Screen



The screen contains the following items.

- 1 Channel name edit box**
Displays the name of the channel that is currently selected. Press this to display the keyboard used to apply names. Multilingual channel names can be entered via DM Editor or DM StageMix.
- 2 Save As Template button**
Turn this button on and press a template select button to store as a template.
- 3 Hide Icons button**
Press this button to hide the icon.
- 4 Channel color select buttons**
Allows you to select a channel color. Press this to apply the change. If you select OFF, the channel color and icon will be grayed out.
- 5 Icon select buttons**
Allows you to select a channel icon. Press this to apply the change.
- 6 Template select buttons**
Allows you to select a template. Press this to apply the change.
- 7 Naming Assist**
This recommends an icon and channel name corresponding to the channel's input signal. Using the Assist Function

CH PARAMETER Screen

1chGain Screen



The screen contains the following items.

- 1 Channel display**
The name and color of the current channel are displayed in the button.
- 2 Patch information**
Displays the channel's patch status.
- 3 A. Gain**
This displays the HA analog gain setting value. When the screen is pressed to select, the value can be adjusted by sliding vertically or horizontally or using the [TOUCH AND TURN] knob. If gain compensation is on, an indicator is displayed showing the analog gain position at the time that gain compensation was turned on.
- 4 +48V button**
Switches phantom power (+48V) on/off.
- 5 GC (GAIN COMPENSATION) button**
Switches the gain compensation on/off for each channel.
- 6 Phase button**
Switches the phase of the input signal.
- 7 D. Gain**
Displays the digital gain setting. When the screen is pressed to select, the value can be adjusted by sliding vertically or horizontally or using the [TOUCH AND TURN] knob.

8 Gang button

Displayed only for stereo. If this button is on, the differences in LR analog gain will be maintained and linked. The same applies to digital gain.

9 PortAssign

Displays the information assigned to a port. For details, refer to the I/O DEVICE Wireless screen.

12chGain Screen



The screen contains the following items.

- 1 Channel select button**
Displays the channels. Press this button to select the channel. The name and color of the current channel are displayed in the button.
- 2 Patch information**
Displays the channel's patch status.
- 3 +48V button**
Switches phantom power (+48V) on/off.
- 4 A. Gain**
This displays the HA analog gain setting value. When the screen is pressed to select, the value can be adjusted by sliding vertically or horizontally or using the [TOUCH AND TURN] knob. If gain compensation is on, an indicator is displayed showing the analog gain position at the time that gain compensation was turned on.
- 5 GC (GAIN COMPENSATION) button**
Switches the gain compensation on/off for each channel.
- 6 Phase button**
Switches the phase of the input signal.
- 7 Gang button**
This is display only for stereo. If this button is on, the differences in LR analog gain will be maintained and linked. The same applies to digital gain.

8 D. Gain

Displays the digital gain setting. When the screen is pressed to select, the value can be adjusted by sliding vertically or horizontally or using the [TOUCH AND TURN] knob.

12ch D.Out screen



The screen contains the following items.

- 1 Channel select button**
- 2 Direct Out button**

Switches direct out on/off. The currently set direct out point is displayed at the bottom of the button.
- 3 Direct Out Patch popup button**

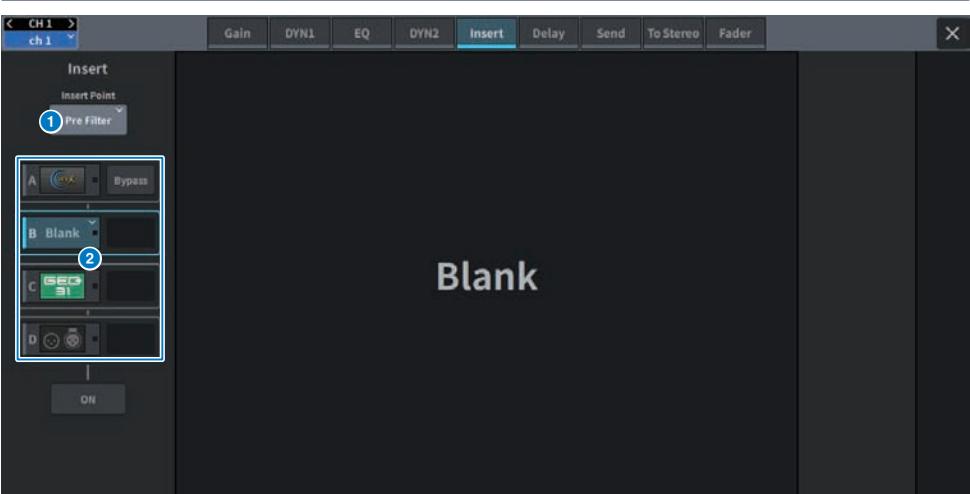
Displays the currently-selected port. If nothing is selected, the button displays “----”. Press this button to display the patch screen.
- 4 Direct Out point**

Selects the signal extraction point from Pre Filter, Pre DYN1, Pre Proc, Mid Proc, Pre Fader, Post Fader, and Post ON.
- 5 Follow setting buttons**

Allows you to set parameters for signals routed from input channels to the direct out so that the parameters will follow the FADER/ON/DCA settings.
- 6 Direct Out Level**

Displays the output level of the Direct Out. When the screen is pressed to select, the level can be adjusted by sliding vertically or horizontally or using the [TOUCH AND TURN] knob.

Insert screen



The screen contains the following items.

- 1 Insert Point**

Selects the insert point from Pre Filter, Pre DYN1, Pre Fader, and Post ON.
- 2 Insert block [A] to Insert block [D] buttons**

This displays the four plug-ins that have been assigned to Insert. Press this button to display the edit screen for the assigned plug-in. Press again to display the effect patch setting screen.

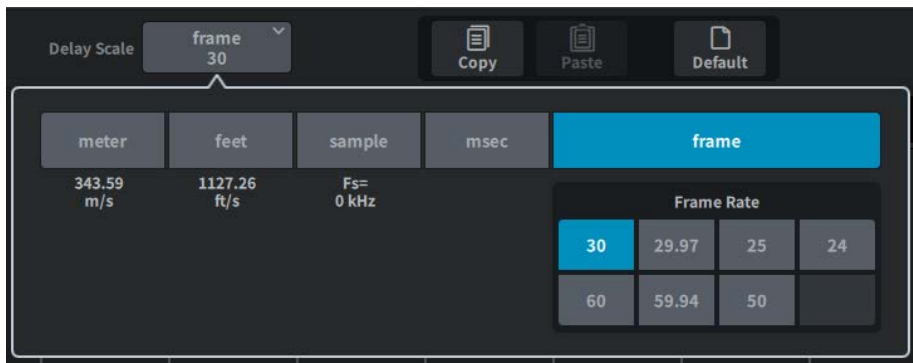
Delay screen



The screen contains the following items.

1 Delay Scale popup button

Press this button to display the Delay Scale popup window where you can set the unit for the delay time.



2 Channel select button

Each button will light to indicate that the corresponding channel is selected. Press to select that channel.

3 Delay ON button

Switches the delay on/off.

4 Delay insert point select buttons

Select the delay insert point from Pre Filter, Pre DYN1, Pre Fader, and Post Fader.

5 Gang button

This button is displayed when channels are paired. If this is on, the difference between the delay time values are maintained and linked.

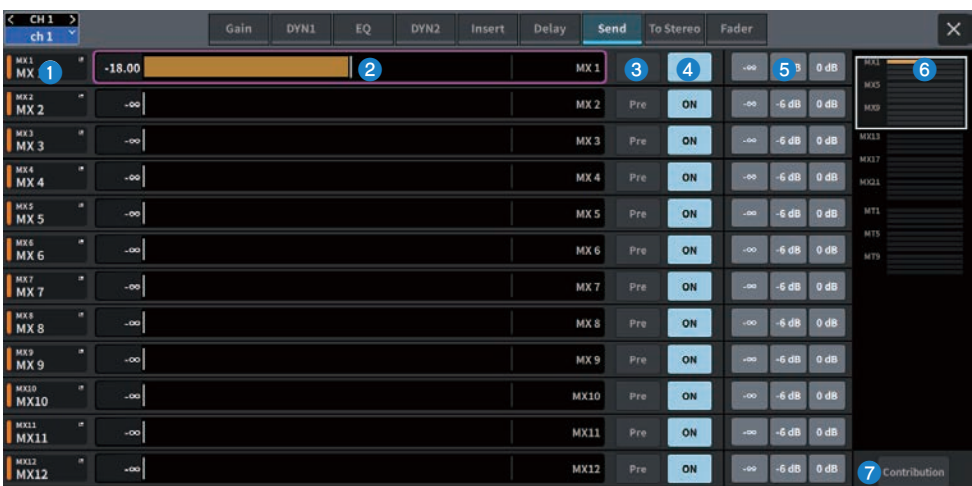
6 Delay setting

Displays the channel delay setting value. When the screen is pressed to select, the value can be adjusted by sliding vertically or horizontally or using the [TOUCH AND TURN] knob. You can view the current value immediately above the knob (always shown in units of ms) and below the knob (shown using the currently-selected scale).

NOTE

If msec (millisecond) has been selected for the Delay Scale, nothing will appear above the knob.

Send screen



The screen contains the following items.

- 1 Send destination bus button**
Press this button to display the Send To screen for the send destination.
- 2 SEND channel area**
Displays the send level and pan for 12 channels.
When the screen is pressed to select, the send level and pan for the bus can be adjusted by sliding horizontally or using the [TOUCH AND TURN] knob.
- 3 Pre button**
Selects either Pre or Post as the send point of the signal that is sent to each bus. If a button is lit, the send point is set to PRE.
- 4 SEND ON button**
This button switches send to each bus on/off.
- 5 Preset button**
For send level, -∞, -6 dB or 0 dB can be selected.
For pan, L, C, or R can be selected.
- 6 MIX/MATRIX overview**
This displays the send level and pan from the channel to the MIX/MATRIX bus. The area currently displayed in detail is indicated by a white border. The area can be changed using tap or slide.
- 7 Contribution button**
Press this button to display the buses with send level and pan settings together in the SEND channel area.

OVERVIEW screen



1 MIX/MATRIX overview

This displays the send level and pan from the channel to the MIX/MATRIX bus. The bus showing the current level is indicated with a white border. Touch and hold to display a screen for selecting the target bus.

2 Select button

Use this button to select a bus.

3 Level/Pan display

This displays the send level and pan from the selected channel to the MIX and MATRIX buses.

4 Pre button

Selects either PRE or POST as the send point of the signal that is sent to each bus. If a button is lit, the send point is set to PRE.

SEND ON button

This button switches send to each bus on/off.

To Stereo screen



The screen contains the following items.

- 1 Channel select button**
- 2 ST/LCR mode select button**
Press to switch the mode between ST and LCR. The currently selected mode is highlighted
- 3 TO ST A button**
Turns the signal sent to the STEREO A bus on/off.
- 4 TO ST B button**
Turns the signal sent to the STEREO B bus on/off.
- 5 TO ST PAN/TO ST BALANCE**
For a MONO channel, this adjusts the left/right position of the signal sent to the STEREO bus. For a STEREO channel, this adjusts the volume balance of the left/right signals sent to the STEREO bus. When the screen is pressed to select, the value can be changed by sliding vertically or horizontally or using the [TOUCH AND TURN] knob.

For a STEREO channel, the following button is displayed.

- 6 PAN/BALANCE buttons**
This button selects whether the volume balance (BALANCE) or the pan (PAN) of the signal sent to the STEREO bus will be adjusted.

For a MIX channel, the following pull-down menu is displayed above the ST/LCR mode select button.

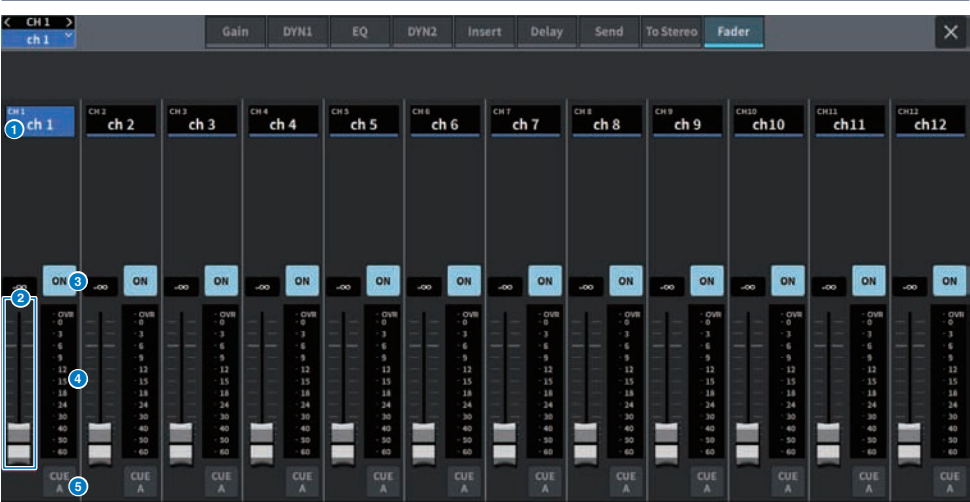
TO STEREO send point

Selects the send point from Pre Filter, Pre Proc, Mid Proc, Pre Delay, Pre Fader, Post Fader, and Post ON.

7 LR Nominal button

When on, the center of the mono channel is set to -3 dB and the LR sweep is set to 0 dB. The default is 0 dB for the center of the monaural channel and 3 dB for the LR sweep.

Fader screen



The screen contains the following items.

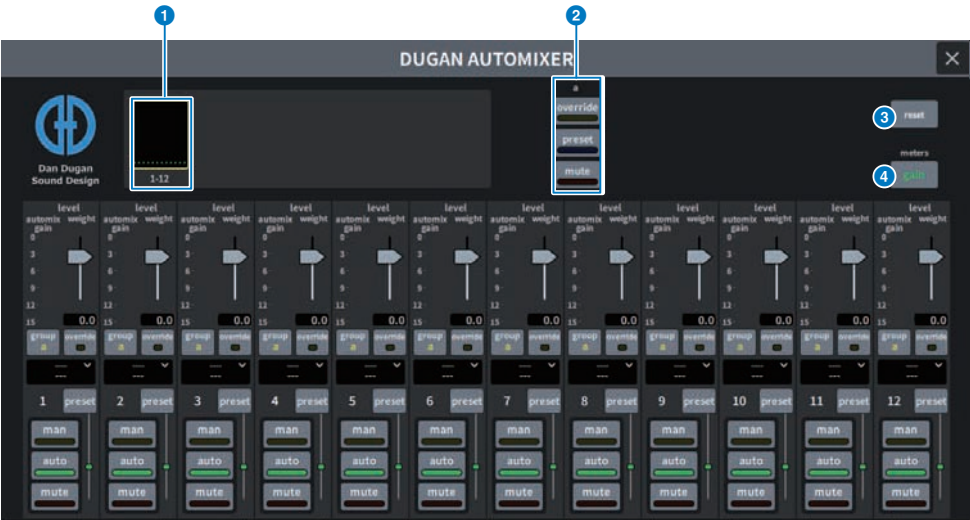
- 1 **Channel select button**
- 2 **Fader**
Adjusts the channel signal level.
- 3 **ON button**
Switches the channel on/off.
- 4 **Meter**
This is the meter that displays the level.
- 5 **CUE**
Switches the channel of CUE on/off.

AUTOMIXER Screen

This screen is used to configure Automixer settings.

NOTE

When the DEK-DUGAN license is activated, the number of channels increases (12 → 64).



The screen contains the following items.

Master field

1 Channel display select buttons

Displays the auto mix gain meters and mode indicators (man (yellow), auto (green), or mute (red)) for each channel. Press one of these buttons to select channels to be displayed in the channel control field below.

2 OVERRIDE/PRESET/MUTE buttons

These buttons are used to set up each group (a/b/c/d/e) selected in the channel control field. Only the buttons for the selected groups will be displayed.

- **OVERRIDE**
Press this button to smoothly fade-in the levels of the channels (for which the override buttons are turned on) to 0 dB (unity gain). All channels for which the override buttons are turned off will be muted.
- **PRESET**
Press this button to place the corresponding group of channels into a mode (man, auto, mute) as indicated next to the lit preset indicator.
- **MUTE**
Press this button to fade out all channels immediately (in 0.5 seconds).

3 reset button

Initializes the Automixer settings.

4 meters button

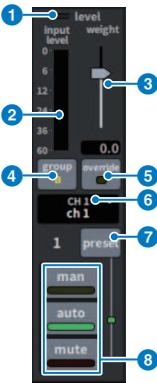
Switches the meter indicators displayed in the channel control field. Pressing the button repeatedly will switch among gain (automix gain), input (input level), and output (output level).

NOTICE

- Normally, the meter should be set to display gain.

■ Channel control field

Each channel is always in either man, auto, or mute mode. The indicators for the active channel mode will light up. To select a mode, press the corresponding mode button or the PRESET button in the master field.



1 Level indicator

Lights up green when the audio signal reaches the level appropriate for automatic mixing.

NOTICE

- If the level indicator is flashing, raise the input gain. If the level indicator is illuminated red, lower the input gain.

2 Meter indicator

The meter indicator features three display modes. The mode will change each time the meters button in the master field is pressed.

gain (green): Displays the Automixer gain

input (yellow): Displays the input level

output (blue): Displays the output level

NOTICE

- Normally, the meter should be set to display gain.

3 **weight**

The weight adjusts the correlated sensitivity between input channels. Balance the weight controls so that the auto mix gain meters display approximately equal levels when there is no input. For example, if there is ongoing noise near one microphone (e.g., computer fan or air vent), suppress it by reducing that channel's weight. To change the channel's weight setting, use the [TOUCH AND TURN] knob to adjust the weight slider.

Automixer calculates the ratios of the input levels of a specific channel against all input channels within the group. The following example explains how the weight control works.

■ **Raising the weight control for one channel:**

- Increases that channel's automix gain, and slightly decreases the automix gain on other channels.
- Channels with higher weight settings are more likely to gain automix gain (making it easier to be heard) than other channels.

■ **Lowering the weight control for one channel:**

- Decreases that channel's automix gain, and increases the automix gain for other channels.
- Makes it more difficult for that channel's mic to be differentiated from others when people are speaking on multiple microphones at the same time.

4 **group**

Each channel can be assigned to one of five groups (a/b/c/d/e). This group function is helpful in the following applications:

- When using multiple rooms: Assign the microphones in each room to different groups so that they can function as separate automixers.
- Stereo panning: Assign the microphones panned left, right, and center to separate groups to maintain a stable stereo presence.

5 **override**

Turning on the OVERRIDE button in the master field will place the corresponding channels into man mode or mute mode, depending on the override button status of the channel.

- When the channel's override buttons are on, turning on the OVERRIDE button in the master field will place the corresponding channels into manual (man) mode.
- When the channel's override buttons are off, turning on the OVERRIDE button in the master field will place the corresponding channels into mute mode.
- Turn off the OVERRIDE button in the master field to restore the previous mode for that channel.

The Override function is useful when the panel discussion leader wants to control the system.

Follow the steps below.

1. Turn on the override button on the channel for the leader.
2. Turn off the override button on all other channels.
3. Turn on the OVERRIDE button in the master field as necessary.

6 **Channel number**

The channel number and channel name to be inserted are displayed.

Press to set the channel to be inserted.

7 **preset button**

Press this button to select a channel mode (man, auto, or mute) that will be engaged if the PRESET button in the master field is turned on. The indicator will light up indicating when preset has been programmed for that channel.

8 man/auto/mute buttons

Switches man/auto/mute.

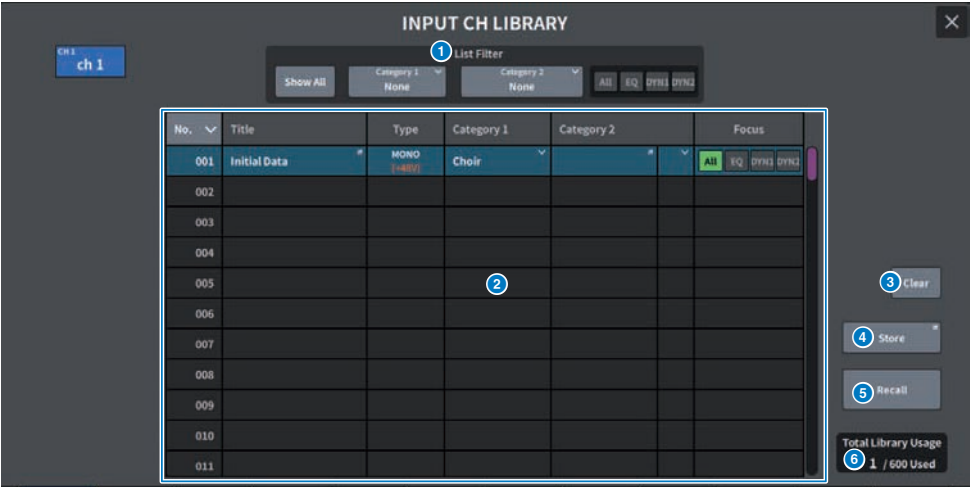
man: There is no automixing, and the audio signal passes through at unity gain. Use this mode for singing through a microphone.

auto: Automixing is turned on. Use this mode for dialog or speeches.

mute: The channel's output is muted.

CH LIBRARY Screen

Using libraries allows you to store and recall the EQ or Dynamics settings of the currently-selected channel.



- 1 List Filter**
Selectively displays the data from the list.
The differentiating elements are Category1, Category2, and Focus.

- 2 List**
Displays the setting data (presets) stored in the library. Colored columns indicate that they have been selected for operation.
 - Title:** Title
 - Type:** Information on setting data (STEREO/MONO, output channel type, etc.)
 - Category1:** Channel icon contents



- Category2:** User-defined
Input via the keyboard screen.
- Focus:** Recalled data
All: All data
EQ, DYN1, DYN2: EQ and dynamics data

3 Clear button

Clears the setting data of the selected target.

4 Store button

Stores EQ, dynamics, and other settings for the currently-selected channel.

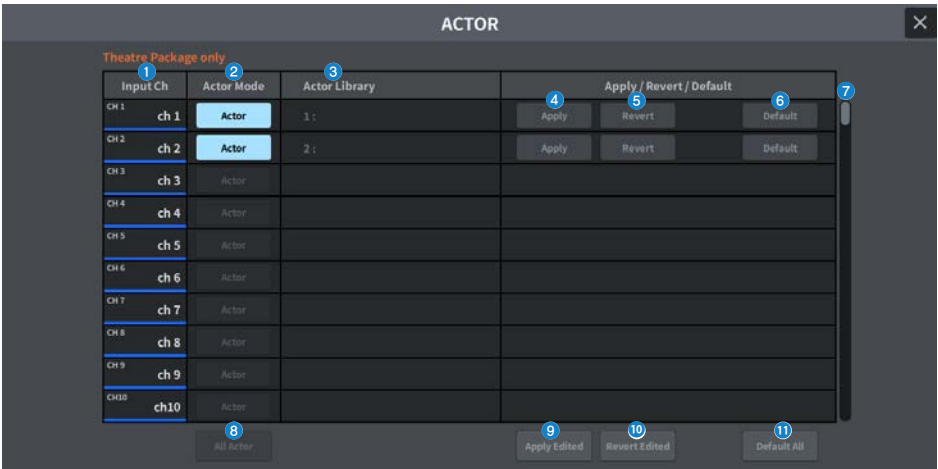
5 Recall button

Recalls the setting data of the selected item.

6 Total Library Usage

Up to 600 user presets can be stored in all libraries collectively.

ACTOR Screen (Theater Package Compatible)



The screen contains the following items.

- 1 Input Ch**
Displays the input channel to which the actor library is assigned.
- 2 Actor Mode**
When this mode is turned on, the channel is set to Actor Mode.
- 3 Actor Library**
Displays the set actor library name. Press to display the ACTOR LIBRARY screen for setting the actor library.
- 4 Apply button**
Updates the library with current data.
- 5 Revert button**
Recalls the library set for that channel. Any changes made to the current data will be overwritten by the recalled library.
- 6 Default button**
Clears the library settings and initializes the current EQ and dynamics 4-bank data.
- 7 INPUT NAME selection**
This can be adjusted using the [TOUCH AND TURN] knob.
- 8 All Actor**
If this is on, all channels are set to Actor Mode.
- 9 Apply Edited button**
Updates the library of all changed channels.

10 Revert Edited button

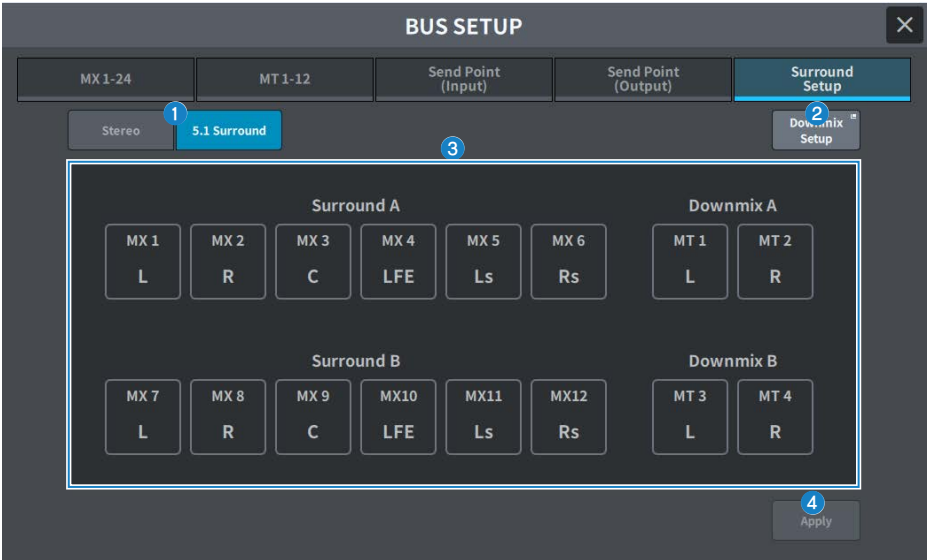
Recalls the library of all changed channels.

11 Default All button

Clears the library settings of all channels and initializes the current EQ and dynamics 4-bank data.

SURROUND Screen (Broadcast Package Compatible)

SURROUND SETUP screen



- 1 Mixing mode select button**
Switches between Stereo mode and 5.1 Surround mode.
- 2 Downmix Setup button**
Press this button to open the DOWNMIX SETUP screen.
- 3 Surround bus setting display**
Displays the Surround bus setting.
 - Surround A MX 1-6 is used.
 - Surround B MX 7-12 is used.
 - Downmix A MT 1-2 is used.
 - Downmix B MT 3-4 is used.
- 4 Apply button**
Press this button to switch to the selected mode.

DOWNMIX SETUP screen



1 Downmix setting

Sets the Downmix coefficients for Surround A, Surround B, and Monitor.

- **Assign buttons (L, R)**

Turns the assignment to Downmix L and R on/off.

- **Level**

Sets the send amount to Downmix L and R.

2 Apply to Monitor button

Applies the corresponding Downmix settings to the Monitor Downmix settings.

Channel Parameter screen (Surround Pan tab)



1 Page switching buttons

Switches between single-channel display and multiple-channel display.

2 Surround pan image

Displays the position (Left-Right, Front-Rear) using a ball on the X-Y graph.

3 Assign buttons (L, C, R, Ls, LFE, Rs)

Turns the send to each surround channel on/off.

4 Surround assign buttons (A, B)

Turns the send to the surround bus on/off.

5 Surround pan parameters

- **LR**
Sets the pan in the Left-Right direction.
- **FR**
Sets the pan in the Front-Rear direction.
- **Div**
Sets the amount of focus to the Center channel.
- **LFE**
Sets the send amount to the Low Frequency Effect channel.

6 Copy button

Press this button to copy the surround pan parameters.

- Copied parameters
 - Surround pan parameters
 - Assign buttons (L, C, R, Ls, LFE, Rs)
 - Surround assign buttons (A, B)

7 Paste button

Press this button to paste the copied surround pan parameters.

8 Compare button

Press this button to compare with the copied surround pan parameters.

9 Default button

Press this button to display a confirmation message asking whether to reset to the default values.

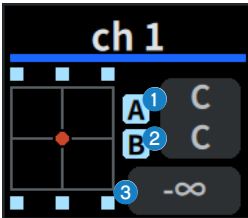
NOTE

Surround pan does not support the scene fade function.

Channel Parameter screen (Surround Pan tab)



Thumbnail display



- 1 LR Value display
- 2 FR value display
- 3 LFE value display

Displays the surround pan position and surround bus assignment for each channel.

Select this to adjust the LR (Left, Right), FR (Front, Rear), and LFE (Low Frequency Effect) values for that channel. Multiple channels can be selected by sliding.

Press the LR/FR value display to adjust the LR or FR value. Press the LFE value display to adjust the LFE value.

NOTE

Surround pan does not support the scene fade function.

MONITOR (MONITOR) screen (Surround)

This screen is used to adjust the signals monitored through headphones or external monitor speakers in Surround mode.



- 1 Page switching tabs**
- Switches the displayed page.
- **STEREO**
Monitor A, Cue A
 - **Surround**
Surround Monitor, Surround Cue

- 2 Source select buttons**
- Selects the source for Surround Monitor.
- **Surround A**
Surround A bus
 - **Surround B**
Surround B bus
 - **Downmix A**
Downmix A bus
 - **Downmix B**
Downmix B bus
 - **EXT 5.1-1 - EXT 5.1-4**
Surround external inputs 1-4
 - **EXT ST-1 - EXT ST-4**
Stereo external inputs 1-4
 - **1-8**
Monitor source definitions 1–8 (common to Monitor A)

3 Speaker mute button

Press this button to turn the corresponding speaker on/off.
If speaker mute is in SOLO mode, this operates as solo.

4 Downmix button

- **Stereo button**

When this is turned on, stereo downmix is output.

- **Mono button**

When this is turned on, monaural downmix is output.

5 Level meter

Displays the source level.

6 Output

- **Output button**

Turns Surround Monitor output on/off.

- **Level**

Adjusts the output level of Surround Monitor.

- **Fader**

Adjusts the fader output of Surround Monitor.

7 Dimmer

- **ON button**

Turns the Surround Monitor Dimmer on/off.

- **Level**

Adjusts the level of the Surround Monitor Dimmer.

8 Clear CUE button

Touch this button to clear Surround CUE.

9 Cue Mode selection buttons

Selects the mode for Surround Cue.

- **Mix CUE**

Mix CUE mode

- **Last CUE**

Last CUE mode

10 Level meter

Displays the Surround Cue levels.

MONITOR(MONITOR) screen

Operates the signal to be checked through headphones or external monitor speakers.



1 Source select buttons

Selects the source for Surround Monitor.

- **Surround A**
Surround A bus
- **Surround B**
Surround B bus
- **Downmix A**
Downmix A bus
- **Downmix B**
Downmix B bus
- **EXT 5.1-1 - EXT 5.1-4**
Surround external inputs 1-4
- **EXT ST-1 - EXT ST-4**
Stereo external inputs 1-4
- **1-8**
Monitor source definitions 1-8 (common to Monitor A)

2 Setup button (EXT)

Touch this button to open the MONITOR SOURCE EXT DEFINE window.

3 Mode select buttons (Define)

Selects the selection mode for monitor source definitions 1–8.

- **Last**
Selects only the last selected source.
- **Mix**
Selects multiple monitor sources (up to 8 ch total).

4 Setup button (Define)

Touch this button to open the MONITOR SOURCE DEFINE window.

5 Downmix button

- **Stereo button**
When this is turned on, stereo downmix is output.
- **Mono button**
When this is turned on, monaural downmix is output.
- **Setup button**
Touch this button to open the DOWNMIX SETUP window.

6 Level meter

Displays the source level.

7 Speaker mute button

Touch this button to turn the corresponding speaker on/off.

If in SOLO mode, this operates as solo.

- **SOLO button**
Turns speaker mute SOLO mode on/off

8 Output button

Turns Surround Monitor output on/off.

9 Output Patch button

Touch this button to open the screen for configuring Output Patch.

10 Fader

Adjusts the Surround Monitor output fader.

11 Level

Adjusts the output level of the Surround Monitor.

12 Phones Level Link button

If this is on, the level of the signal sent to the PHONES output jack can be linked to and adjusted using the Surround Monitor output fader level.

13 CUE Interrupt button

Press this to interrupt the monitor signal with the cue signal. If this button is on and the cue is enabled, the cue signal will be sent to the monitor output.

14 Dimmer on CUE

- **CUE indicator**

Lights when CUE is active.

- **Dimmer level**

Adjusts the amount by which the monitor signal will be attenuated when CUE is on.

15 Dimmer

- **Dimmer level**

Adjusts the amount by which the monitor signal will be attenuated when dimmer is on.

- **ON button**

Turn this on to enable the dimmer and attenuate the monitor signal.

16 Dimmer on TB

- **TB indicator**

Displays the on/off status of the talkback dimmer function.

- **Dimmer level**

Adjusts the amount by which the monitor signal will be attenuated when talkback is on.

17 COMM

- **COMM level**

Adjusts the COMM signal level.

- **ON button**

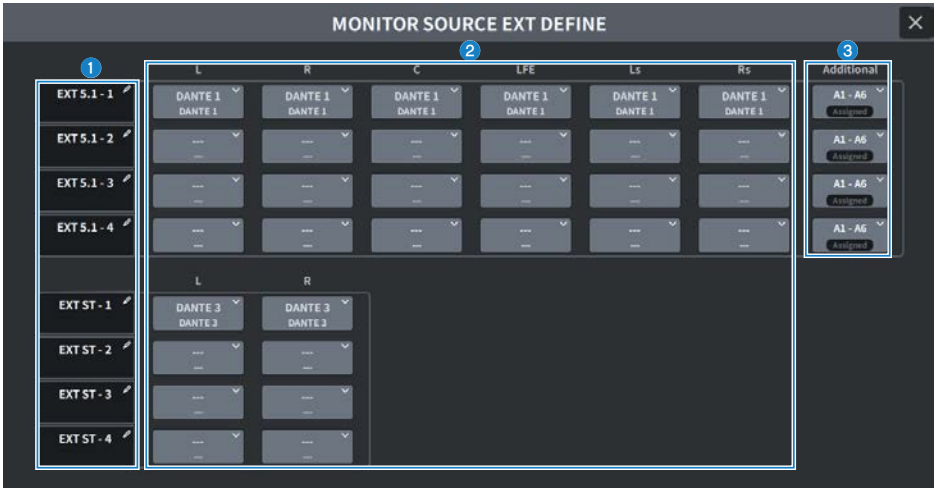
When this is on, the COMM signal is enabled.

18 COMM Interrupt button

Press this button to add the COMM signal to the monitor signal. If this button is on, the COMM signal will be sent to the monitor output.

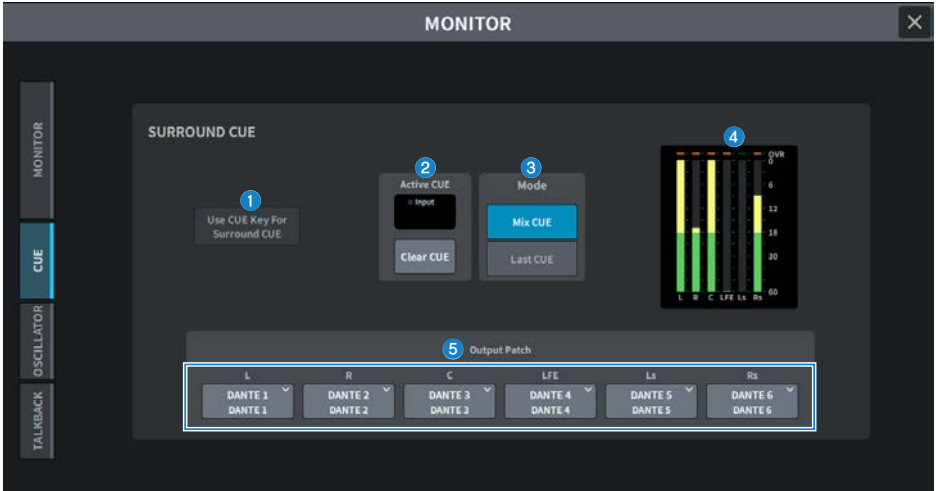
MONITOR SOURCE EXT DEFINE screen

This screen sets the sources for monitor input.



- 1 Source label display**
Displays the source label.
Press this to display the keyboard for editing the label.
- 2 Source display**
Displays the input source for the external surround source (5.1 ch).
- 3 Source display (Additional)**
For formats such as 7.1.4 ch, where the external surround source exceeds 5.1 ch, sets up to 6 ch of additional sources.

SURROUND CUE screen



The screen contains the following items.

1 Use CUE Key For Surround CUE button

When this is on, the [CUE] keys can be used to turn Surround CUE for input channels on/off.

2 Active CUE display

When Surround CUE for an input channel is active, the indicator lights green.

Clear CUE button

Press this button to clear the cue.

3 Cue Mode selection buttons

Selects the mode for Surround Cue.

- **Mix CUE**

Mix CUE mode

- **Last CUE**

Last CUE mode

4 Level meter

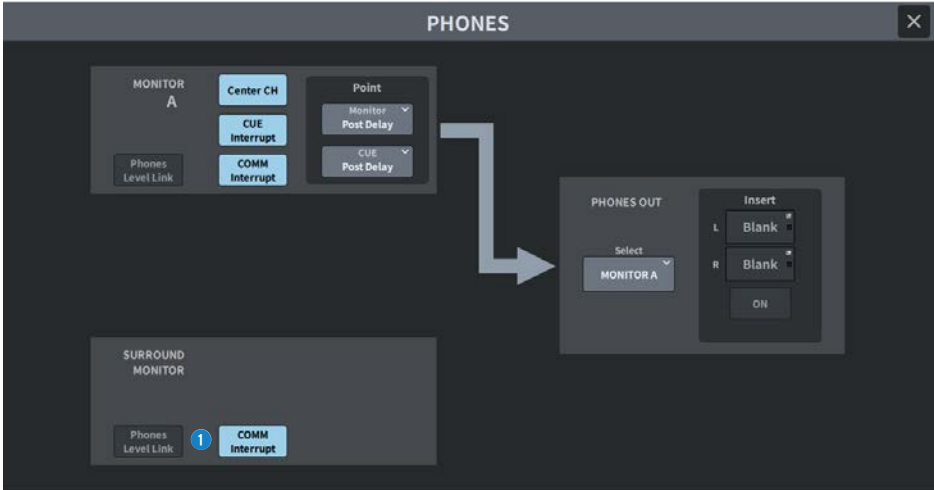
Displays the Surround Cue levels.

5 Output Patch

Displays the Surround Cue output patch.

PHONES screen

This configures the settings related to signals monitored by the headphones.



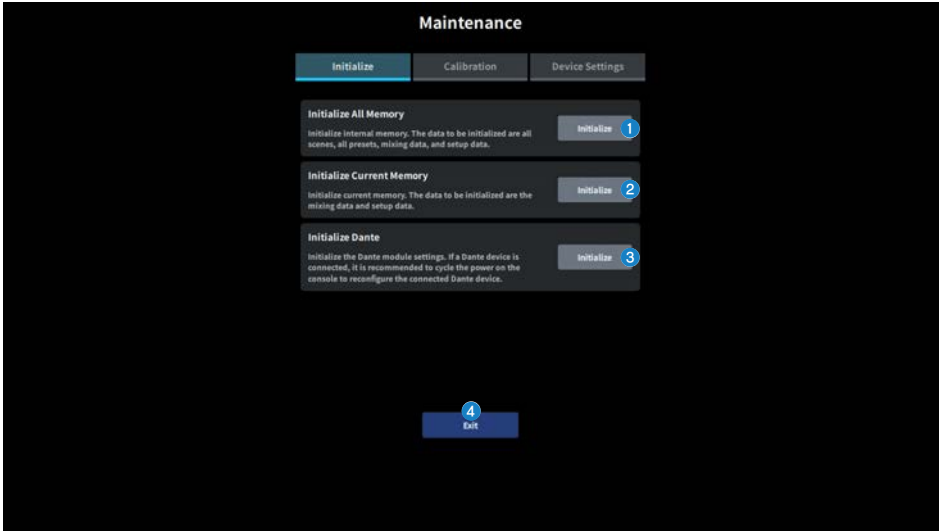
1 SURROUND MONITOR (Surround mode only)

- Phones Level Link button
Sets whether Phones Level is linked with Surround Monitor Level and Surround Monitor Fader.
- COMM Interrupt button
Sets whether COMM Input is mixed into Phones.

MAINTENANCE Screen

MAINTENANCE Screen

This screen is used to perform maintenance on the DM5 Series. After turning on the power, once the panel LEDs light, press the BAY C [TOUCH AND TURN] knob once to display the Maintenance screen.



1 Initialize All Memory

Press the Initialize button to initialize the internal memory.
The data to be initialized are all scenes, all presets, mixing data, and setup data.
Touch the OK button to execute initialization.

NOTE

- When you initialize the internal memory, all content that had been saved in memory will be lost, so please perform this operation with caution.
- Internal storage is also initialized.
- The Network settings are also initialized.
- The DANTE modules are also initialized.
- The internal clock is retained even after initialization.
- If a DANTE device is connected, it is recommended to cycle the power to reconfigure the connected DANTE device.

2 **Initialize Current Memory**

Press the Initialize button to initialize the current memory.

The data to be initialized are the mixing data and setup data.

Touch this to display the screen which confirms the operation. Touch the OK button to execute initialization.

After initialization has been completed, you can continue to select other menus without touching the Exit button.

NOTE

When you initialize the current memory, all content that had been saved in current memory will be lost, so please perform this operation with caution.

3 **Initialize Dante**

Press the Initialize button to initialize the DANTE module settings of the DM5 Series. After initialization, if a DANTE device is connected, it is recommended to cycle the power on the DM5 Series to reconfigure the connected DANTE device.

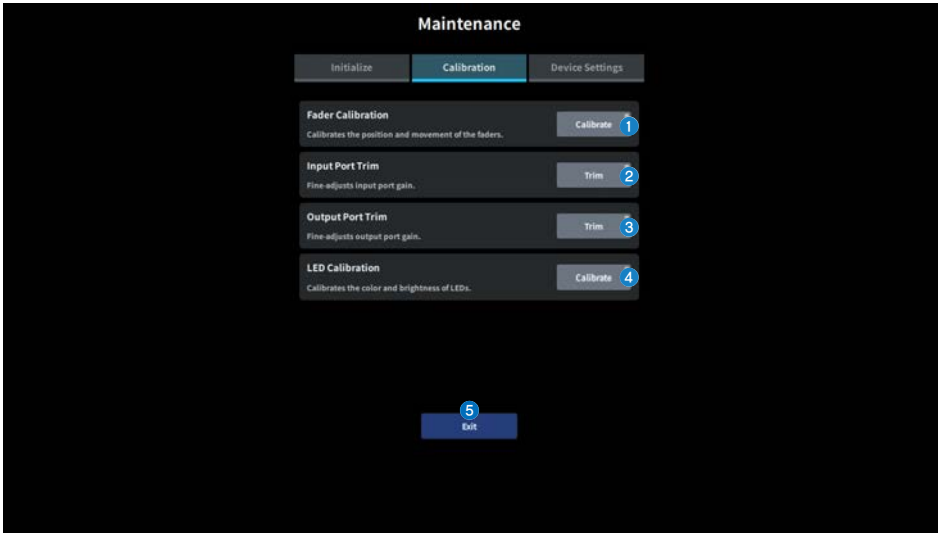
NOTE

- Initialization will proceed even if the Dante Device Lock has been applied. In this case, the Dante Device Lock is canceled after the initialization.
- The Dante Domain Manager domain registration will be erased.
- Labels corresponding to the input/output channels of the DM5 Series are written to the Receive/Transmit Dante Channel Label.

4 Closes the Maintenance screen.

MAINTENANCE Screen - Calibration Tab

Pressing the Calibration tab displays the following screens.



- 1 Displays the Fader Calibration screen. (“FADER CALIBRATION Screen” (p.276))
- 2 Displays the Input Port Trim screen. (“INPUT PORT TRIM Screen” (p.278))
- 3 Displays the Output Port Trim screen. (“OUTPUT PORT TRIM Screen” (p.279))
- 4 Displays the LED Calibration screen. (“LED CALIBRATION Screen” (p.280))
- 5 Closes the Maintenance screen.

FADER CALIBRATION Screen

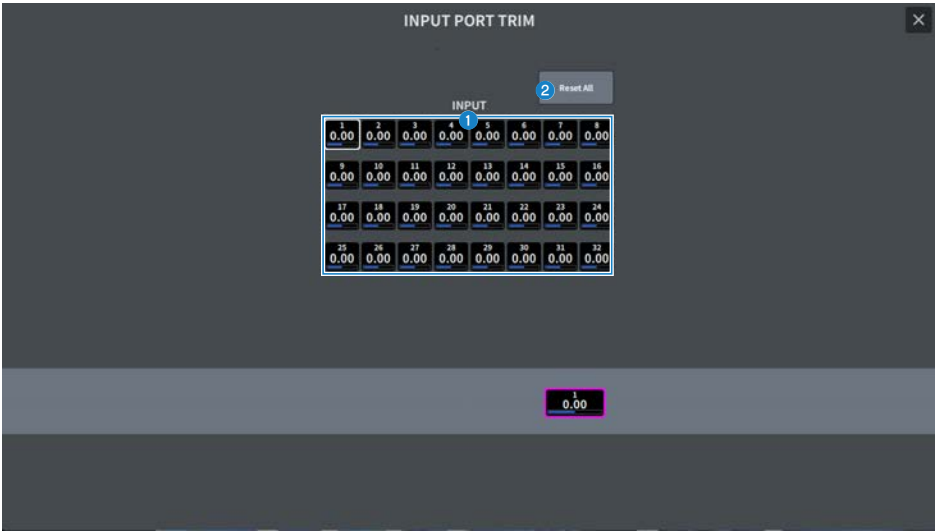
Depending on the environment in which you use the system, discrepancies may occur in the motion of the motorized faders. These misalignments in behavior can be adjusted on the FADER CALIBRATION screen.

Perform adjustments according to the messages displayed.



INPUT PORT TRIM Screen

The INPUT PORT TRIM screen is used to fine-tune the gain of the specified input port in 0.01 dB increments.



1 Input gain buttons

Allows you to select the input ports to adjust.

Select an input connector and turn the [TOUCH AND TURN] knob to adjust the value.

After adjustment, restart in normal mode.

2 Reset All button

Sets all values to 0 dB. The factory default is also 0 dB.

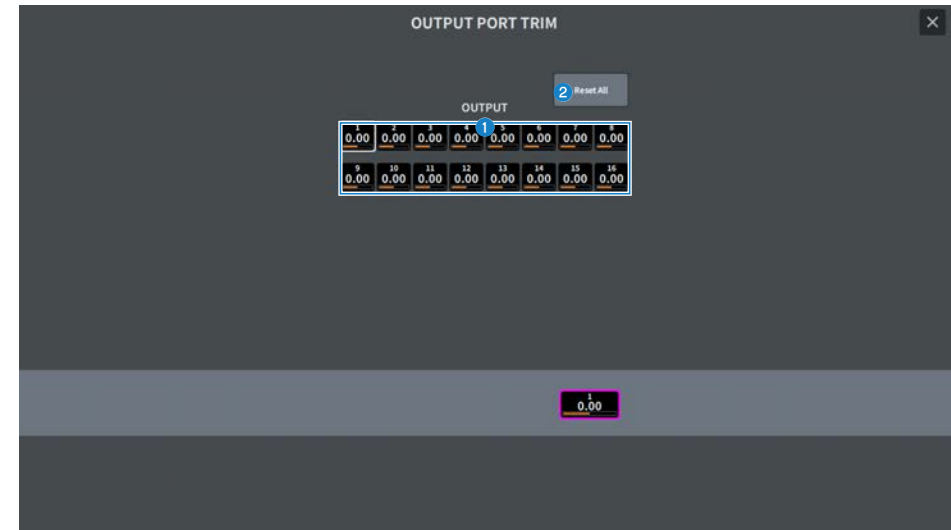
Touch this to display the screen which confirms the operation. Touch the OK button to perform the reset.

NOTE

After the reset, you can continue to select other menus without touching the Exit button.

OUTPUT PORT TRIM Screen

The OUTPUT PORT TRIM screen is used to fine-tune the gain of the specified output port in 0.01 dB increments.



- 1

OUTPUT gain buttons

Allows you to select the output ports to adjust.

Select an output connector and turn the [TOUCH AND TURN] knob to adjust the value.

After adjustment, restart in normal mode.
- 2

Reset All button

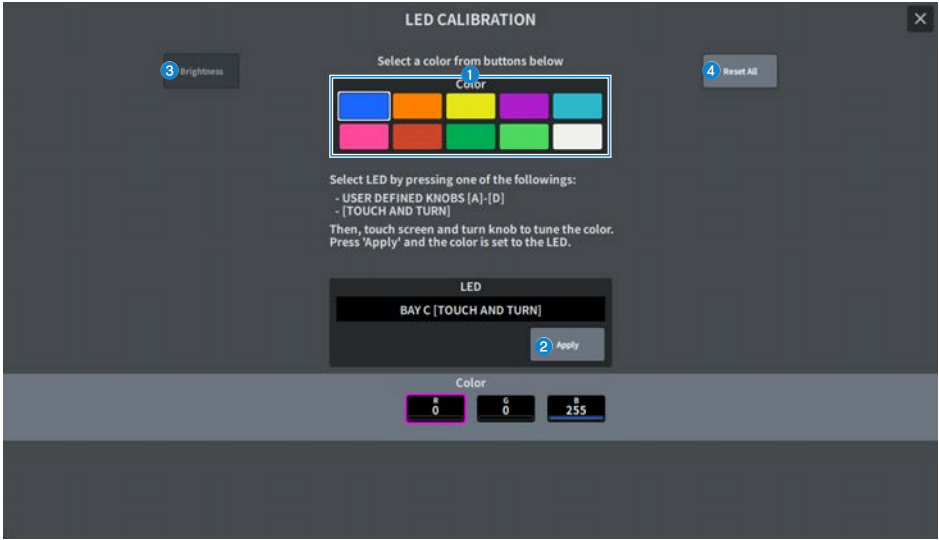
Sets all values to 0 dB. The factory default is also 0 dB.

Touch this to display the screen which confirms the operation. Touch the OK button to perform the reset.
- NOTE**

After the reset, you can continue to select other menus without touching the Exit button.

LED CALIBRATION Screen

The LED CALIBRATION screen is used to adjust the color and brightness of the selected LEDs.



1 Color

Sets the color of the top panel LEDs.
Select the color, and then select the target key or knob.

- USER DEFINED knobs [A]-[D]
- [TOUCH AND TURN] knob

2 Apply button

Reflects the adjustment and exits.

3 Brightness button

Sets the brightness of the LEDs on the top panel.

4 Reset All button

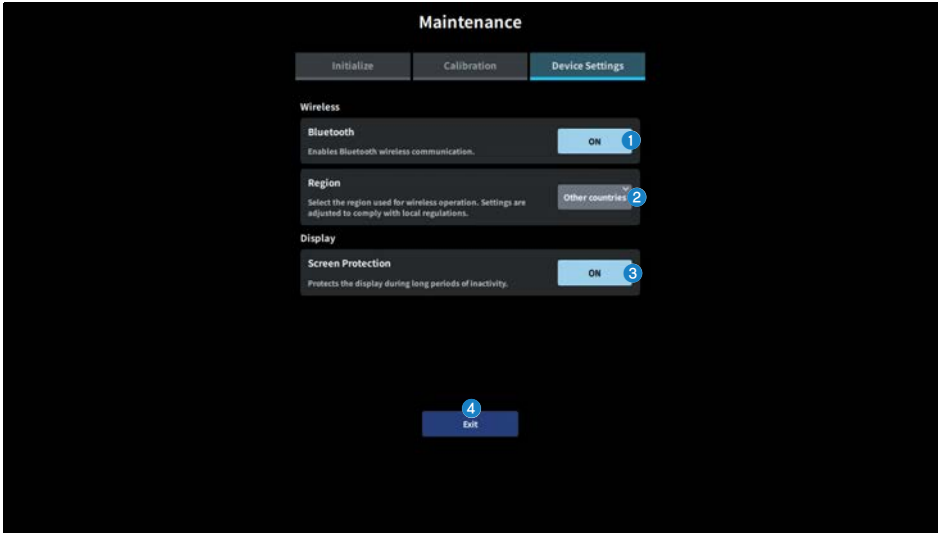
All Color settings will be reset to the factory default values.
Touch this to display the screen which confirms the operation. Touch the OK button to perform the reset.

NOTE

After the reset, you can continue to select other menus without touching the Exit button.

MAINTENANCE Screen - Device Settings Tab

Pressing the Device Settings tab displays the following screens.



- 1 Bluetooth Enable**
When this is turned on, Bluetooth is enabled.
- 2 Other countries**
This product can be used in various countries and regions with different legal regulatory standards. Set the country code according to the country or region where the product will be used.
Changes are applied after this product is restarted.
- 3 Screen Protection**
When this is turned on, Screen Protection is enabled.
If no operation is performed for 4 hours or more, the screen dims. If no operation is performed for 8 hours or more, the screen backlight turns off.
- 4** Closes the Maintenance screen.

Sound Operations

Controlling GAIN via the OVERVIEW Screen

1 Press the [HOME] button to display the OVERVIEW screen.

If the [Send] button is on, turn it off.

2 Press the A. Gain button to display the Gain screen.

If the display does not switch to the Gain screen, press the A. Gain button for the same channel once again.

3 Tap (select) the A. Gain button on the screen, and adjust the Gain value.

Adjustment can be performed using the [TOUCH AND TURN] knob.

You can also adjust the value by touching the screen and sliding vertically or horizontally.

NOTE

Parameters that are outlined in red when selected can be adjusted using the [TOUCH AND TURN] knob.

4 Perform the same operations for other input channels as desired.

While the Gain screen is displayed, you can switch the channel to operate by selecting the channel name button.

5 When you finish configuring the settings, press the × symbol in the upper right of the screen.

Related links

“12chGain Screen” (p.241)

Controlling the EQ via the OVERVIEW Screen

1 Press the [HOME] button to display the OVERVIEW screen.

If the [Send] button is on, turn it off.

The EQ field shows the EQ characteristics.

2 Press the EQ field of the channel to operate to display the EQ screen.

The EQ screen is displayed and you will be able to adjust all of the EQ parameters.

3 Use the touchscreen or the [TOUCH AND TURN] knob to adjust EQ parameters.

You can adjust a target parameter by touching and holding it, and then sliding vertically or horizontally.

Supported parameters can be adjusted using the [TOUCH AND TURN] knob.

NOTE

Parameters that are outlined in red when selected can be adjusted using the [TOUCH AND TURN] knob.

4 When you finish configuring the settings, press the × symbol in the upper right of the screen.

Related links

“EQ Screen” (p.59)

Controlling the Dynamics Processor via the OVERVIEW Screen

1 Press the [HOME] button to display the OVERVIEW screen.

If the [Send] button is on, turn it off.

You can check the dynamics processor on/off status and the amount of gain reduction for the DYN1/2 field.

2 Press the DYN1 (DYN2) field of the channel to operate to display the DYNAMICS screen.

The DYNAMICS screen is displayed and you will be able to adjust all of the DYNAMICS parameters.

3 Press the DYN1 (DYN2) ON button to adjust the dynamics parameters.

You can adjust a target parameter by touching and holding it, and then sliding vertically or horizontally.

Supported parameters can be adjusted using the [TOUCH AND TURN] knob.

NOTE

Parameters that are outlined in red when selected can be adjusted using the [TOUCH AND TURN] knob.

4 When you finish configuring the settings, press the × symbol in the upper right of the screen.

Related links

“DYNAMICS Screen” (p.64)

Controlling the EQ via the SELECTED CHANNEL VIEW Screen

1 Press the [HOME] button to display the SELECTED CHANNEL VIEW screen.

The EQ field shows the EQ characteristics.

2 Select the channel that you want to control.

3 Press the expand button in the upper left corner of the EQ field.

The EQ screen is displayed and you will be able to adjust all of the EQ parameters.

4 Use the touchscreen or the [TOUCH AND TURN] knob to operate EQ parameters.

You can adjust a target parameter by touching and holding it, and then sliding vertically or horizontally.

Supported parameters can be adjusted using the [TOUCH AND TURN] knob.

NOTE

Parameters that are outlined in red when selected can be adjusted using the [TOUCH AND TURN] knob.

5 After completing the settings, press the collapse button in the upper left corner of the screen.

Related links

"EQ Screen" (p.59)

Controlling the Dynamics Processor via the SELECTED CHANNEL VIEW Screen

1 Press the [HOME] button to display the SELECTED CHANNEL VIEW screen.

You can check the dynamics processor on/off status and the amount of gain reduction for the DYN1/2 field.

2 Select the channel that you want to control.

3 Press the expand button in the upper left corner of the DYN1 (DYN2) field.

The DYNAMICS screen is displayed and you will be able to adjust all of the DYNAMICS parameters.

4 Press the DYN1 (DYN2) ON button to adjust the dynamics parameters.

You can adjust a target parameter by touching and holding it, and then sliding vertically or horizontally.

Supported parameters can be adjusted using the [TOUCH AND TURN] knob.

NOTE

Parameters that are outlined in red when selected can be adjusted using the [TOUCH AND TURN] knob.

5 After completing the settings, press the collapse button in the upper left corner of the screen.

Related links

“DYNAMICS Screen” (p.64)

Controlling Inserts via the OVERVIEW Screen

1 Press the [HOME] button to display the OVERVIEW screen.

If the [Send] button is on, turn it off.

2 Press the Insert field for the channel into which you want to insert.

The Insert field is the field below DYN2 and above Pan.

The INSERT screen appears.

3 Select the Insert Point.

4 Press the Insert block (A-D) button to which you want to assign the external device.

5 Select “Outboard”, turn it on, and close the screen.

Close the screen using the × symbol at the upper right of the screen.

6 Press the Output patch select button, and the patch select screen is displayed.

7 Specify the output port to use for insert out, and then close the screen.

8 Press the Input patch select button, and the patch select screen is displayed.

9 Specify the input port to use for insert in, and then close the screen.

10 If necessary, configure the insert settings for other channels in the same way.

While the INSERT screen is displayed, you can switch the channel to operate by selecting the channel name button.

11 When you finish configuring the settings, press the × symbol in the upper right of the screen.

Related links

“Insert screen” (p.244)

Controlling Inserts via the SELECTED CHANNEL VIEW Screen

1 Press the [HOME] button to display the SELECTED CHANNEL VIEW screen.

The item to the left of Delay is the Insert button.

When Insert is on, information such as the Inserted rack is displayed.

When Insert is off, the text is grayed out.

2 Select the channel that you want to control.

3 Press the Insert button.

The Insert screen appears.

4 Press the Insert block (A-D) button to which you want to assign the external device.

5 Select “Outboard”, turn it on, and close the screen.

Close the screen using the × symbol at the upper right of the screen.

6 Press the Output patch select button, and the patch select screen is displayed.

7 Specify the output port to use for insert out, and then close the screen.

8 Press the Input patch select button, and the patch select screen is displayed.

9 Specify the input port to use for insert in, and then close the screen.

10 If necessary, configure the insert settings for other channels in the same way.

While the INSERT screen is displayed, you can switch the channel to operate by selecting the channel name button.

11 After completing the settings, press the collapse button in the upper left corner of the screen.

Related links

“Insert screen” (p.244)

Directly Outputting an Input Channel

The input channel signal can be directly output from any desired OMNI OUT jack, DANTE, USB, the output channel of any desired card slot, or other destinations.

1 Press the D.Out button on the OVERVIEW screen for the input channel you want to output directly.

The 12ch D.OUT screen appears.

2 Press the D.Out Patch button to display the patch select screen.

Select the output port to be used for direct output.

3 Use the Point to switch the point from which the Direct Out signal is acquired.

4 Use the Level field to adjust the Direct Out's output level.

You can adjust the Level field by touching and holding it, and then sliding vertically or horizontally.

The Level field can be adjusted using the [TOUCH AND TURN] knob.

NOTE

Parameters that are outlined in red when selected can be adjusted using the [TOUCH AND TURN] knob.

5 Press the D.Out ON button to turn it ON.

Direct output is now enabled. Adjust the input level and other settings on the external device as necessary.

6 If necessary, configure Direct Out settings for other channels in the same way.

Related links

"12ch D.Out screen" (p.243)

Controlling the Delay via the OVERVIEW Screen

- 1 Press the [HOME] button to display the OVERVIEW screen.**
- 2 Press the Delay button to display the DELAY popup window.**
- 3 Set the delay using the buttons on the screen.**

This sets the Delay Point.

You can adjust the Delay field by touching and holding it, and then sliding vertically or horizontally.

The Delay field can be adjusted using the [TOUCH AND TURN] knob.

NOTE

Parameters that are outlined in red when selected can be adjusted using the [TOUCH AND TURN] knob.

- 4 Press the Delay ON button to turn it ON.**

In this state, delay is enabled.

- 5 Perform the same operations for other channels as desired.**

While the 12CH DELAY popup window is displayed, you can use the Fader layer buttons to switch the channels being controlled in 12-channel groups.

- 6 When you finish making settings, press the × symbol in the upper right of the window.**

Related links

“Delay screen” (p.245)

Controlling the Delay via the SELECTED CHANNEL VIEW Screen

1 Press the [HOME] button to display the SELECTED CHANNEL VIEW screen.

The current Delay value and Delay Scale are displayed on the Delay button.

2 Select the channel that you want to control.

3 Select the Delay button to set the delay.

You can adjust the Delay field by touching and holding it, and then sliding vertically or horizontally.

The Delay field can be adjusted using the [TOUCH AND TURN] knob.

NOTE

Parameters that are outlined in red when selected can be adjusted using the [TOUCH AND TURN] knob.

4 If necessary, press the Delay button to display the DELAY screen, and set the Delay Point from the DELAY screen.

5 After setting the Delay Point, press the × symbol at the upper right of the screen.

Related links

"Delay screen" (p.245)

SENDS TO

By using SENDS TO, you can specify sends from each channel to a MIX bus or MATRIX bus.

1 Press the [HOME] button to display the OVERVIEW screen.

2 Press the Send button to display the Send screen.

The target channels are input channels, MIX channels, and STEREO channels.

3 Use the Up/Down buttons to select the destination bus bank.

The destination selection for all channels is switched.

You can use the Fader layer buttons to switch the channels being controlled in 12-channel groups.

For input channels, MIX1 through MIX24 (MX1–MX24) and MATRIX1 through MATRIX12 (MT1–MT12) can be selected.

For MIX channels and STEREO channels, MATRIX1 through MATRIX12 (MT1–MT12) can be selected.

4 Press the Send ON/Pre button to switch the setting.

Turns on/off the signal sent from an input channel, MIX channel, or STEREO channel to the currently-selected MIX/MATRIX bus.

Switch the Pre button to select the send point for the signal sent from an input channel, MIX channel, or STEREO channel to a VARI-type MIX bus or MATRIX bus.

NOTE

- This allows you to flexibly select the send point for each channel.
- For FIXED-type MIX buses, the Pre button and SEND level are not displayed.

5 Use Send Level to adjust the send level.

You can adjust the Send Level field by touching and holding it, and then sliding vertically or horizontally.

6 The Send Level field can be adjusted using the [TOUCH AND TURN] knob.

This allows you to flexibly select the send point for each channel.

NOTE

Parameters that are outlined in red when selected can be adjusted using the [TOUCH AND TURN] knob.

Related links

“Send screen” (p.247)

Using the Faders to Adjust the Sends (SENDS ON FADER Mode)

Use the top-panel faders to adjust the SEND levels from the channels assigned to the layer to a specific MIX/MATRIX bus.

1 Verify that an output port is assigned to the MIX/MATRIX bus to which the signal is sent, and that the corresponding output port is connected to the monitor system or an external effect.

2 Press the [SENDS ON FADER] button in the Admin area.

This switches to SENDS ON FADER mode, and the SENDS ON FADER screen is displayed. The faders move to the send level values from each channel to the currently-selected MIX/MATRIX bus. The [ON] keys also change to the SEND ON status.

3 Use the MIX/MATRIX bus select buttons to select the MIX/MATRIX bus that will be the destination.

NOTE

- If you press the currently-selected MIX/MATRIX bus select button again, cue monitor turns on for the corresponding MIX/MATRIX channel.
- This method is convenient when you want to monitor the signal that is being sent to the selected MIX/MATRIX bus.

4 Use the top-panel faders to adjust the send level to the selected MIX/MATRIX bus from the channels assigned to the layer.

5 Repeat steps 3–4 to adjust the send levels for other MIX/MATRIX buses in the same way.

You can use the Fader layer buttons to switch the channels being controlled in 12-channel groups.

6 When you have finished setting the MIX/MATRIX send levels, press the [SENDS ON FADER] button or the × symbol at the upper right of the screen.

This exits from SENDS ON FADER mode and switches to normal mode.

Port to Port HA function

This function uses the local I/O of a digital mixer as simple I/O ports to remotely control the HA of input channels on I/O devices or other digital mixers.

The digital mixer being mounted for control receives the internal patch status of the mounted digital mixer via communication and stores it in memory as “Port to Port Status”.

Then, by referring to “Port to Port Status”, it can determine whether the port can be controlled. Also, when a device that supports “Port to Port Status” is virtually mounted, offline settings can be configured.

Port to Port HA Function

Whether the digital mixer to be mounted can be remotely controlled by HA is determined by the internal patch settings of the digital mixer being mounted.

An example of an internal patch of a digital mixer being mounted is shown below.

To prevent operation of a port different from the port whose audio you want to change, there are patterns in which the Port to Port HA function is permitted and patterns in which it is not permitted, depending on the internal patch status.

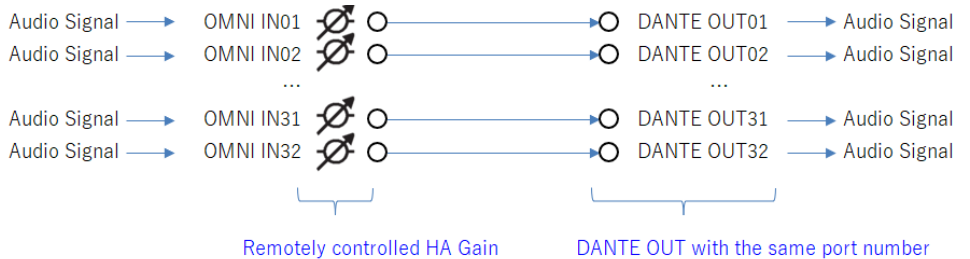
Example where Port to Port HA function is permitted

The Port to Port HA function is enabled when the internal patch is set to Port to Port and DANTE OUT.

Also, the analog input port number + model-specific offset must equal the DANTE OUT port number.

■ DM5 Series

For the DM5 Series, the model-specific offset is defined as “0”, so control is possible by setting DANTE OUT to the same port number as the analog input port number.



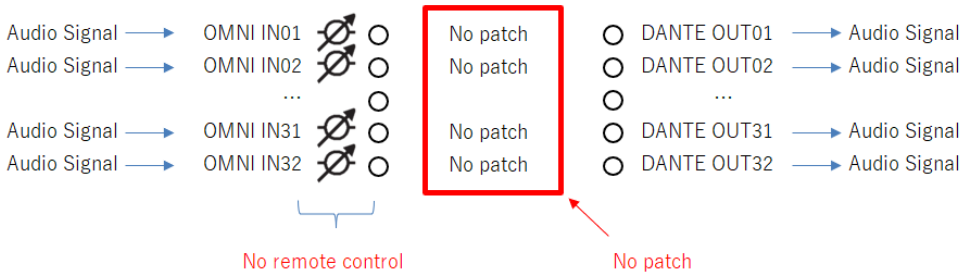
Because the internal patch of an I/O box cannot be changed, control is possible in the same way as with the DM5, using the DANTE OUT port number that is the same as the analog input port number.

Example where Port to Port HA function is not permitted

■ When the internal patch is disconnected

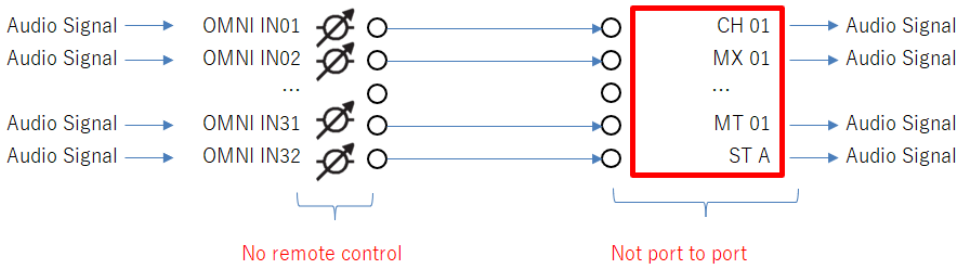
Control is not possible when the analog input port is not patched anywhere.

Sound Operations > Port to Port HA function



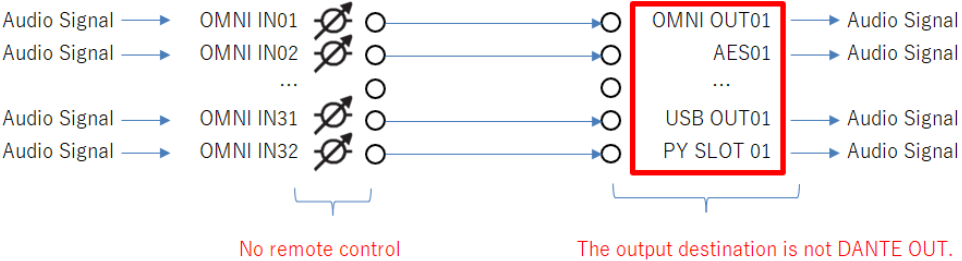
■ When the patch is not Port to Port

Control is not possible when the analog input port is patched to an input channel, Mix bus, or other destination instead of Port to Port.



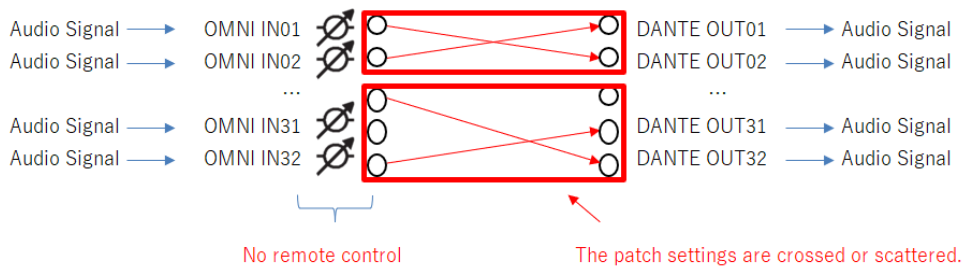
■ When the patch is Port to Port but not DANTE OUT

Control is not possible when the patch is Port to Port, but the output destination is not DANTE OUT.



■ When the patch is Port to Port and DANTE OUT, but the patch settings are inconsistent

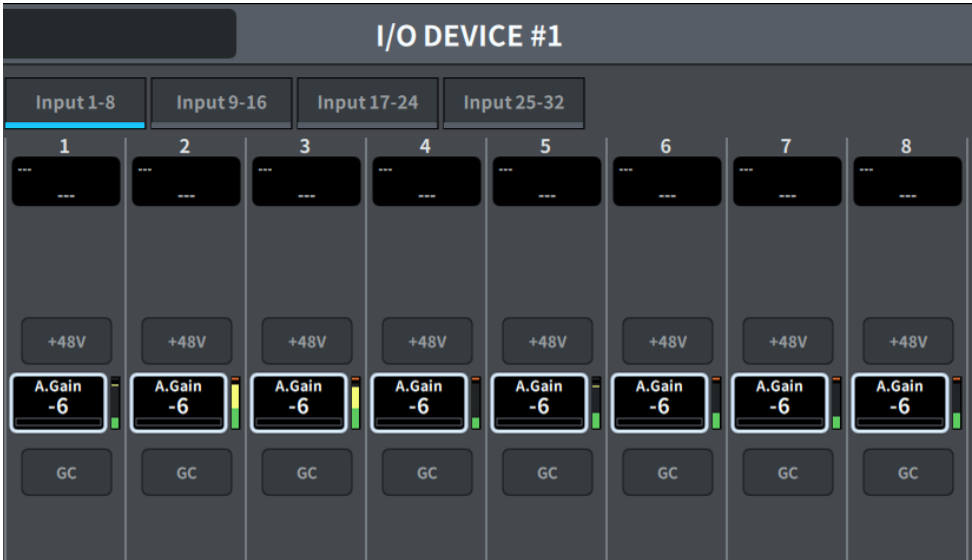
Control is not possible when analog input port number + model-specific offset does not equal the DANTE OUT port number.



“Port to Port Status” screen display

You can determine on the screen whether control is possible from the mounted digital mixer.

■ I/O DEVICE screen



For ports whose HA parameters can be controlled from the screen but whose “Port to Port Status” is invalid, writeback occurs even if operation is performed from the screen.



With the Remote HA function, when DANTE IN for the mounted I/O is patched to an input channel, the corresponding HA parameters are displayed. However, if the mounted I/O is a digital mixer, ports whose “Port to Port Status” is invalid are not displayed.

■ SELECTED CHANNEL VIEW screen

- Port to Port Status: Valid



- Port to Port Status: Invalid



■ CH PARAMETER screen

- Port to Port Status: Valid



- Port to Port Status: Invalid



■ **Offline settings for devices that support “Port to Port Status”**

For devices that support Remote HA, parameters are set during the connection sequence when w/Recall ON is set, so HA parameters can be configured offline on the mounting-side digital mixer.

Even when a digital mixer is virtually mounted, HA parameters can be changed from the I/O DEVICE screen and each Ch screen.

The same also applies to the offline Editor.

Mix Minus

This function removes only the signal of a specific channel from the signals sent to the MIX/MATRIX buses. If you use it, you can quickly send a signal with only the voice of the individual removed as a monitor signal for the performer or announcer. By setting the mix minus bus in advance and specifying the Owner channel, you can link the announcer's microphone (input channel) and monitor (mix minus bus) at the relay destination.

1 Press the Setup button on the Menu bar.

2 Press the Bus Setup button.

The BUS SETUP screen appears.

3 Press the Mix Minus button.

NOTE

- The send level of the signal sent from the selected Owner channel is reduced to $-\infty$ dB.
- The send levels of the signal sent from all input channels other than the selected one is set to the nominal level (0.0 dB).
- Also, the send to the destination bus is turned on, and the send point is switched to Post.
- A stereo input channel has a send level of $-\infty$ dB for the signal sent from both channels.

4 Press the N-1 Owner button.

A screen where you can select the Owner channel for mix minus settings (input channels that use mix minus) will be displayed.

5 Select the Owner channel.

Sends from the selected Owner channel will be turned off.

NOTE

On the OVERVIEW screen as well, when Send is displayed, you can select the Owner channel by pressing the N-1 Owner button while holding down the [SHIFT] key.

Related links

"BUS SETUP screen" (p.106)

ST Mode and LCR Mode

The STEREO buses are used for outputting signals to the main speakers. Signals can be sent to a STEREO bus in one of two modes, ST mode or LCR mode, and you can make this selection individually for each channel. These modes differ in the following ways.

ST mode

This method sends signals independently from the input and MIX channels to each of the STEREO A and STEREO B buses.

- The signals sent to the STEREO A bus and STEREO B bus can be switched on/off individually.
- The pan of the signal sent from the input channel or MIX channel to L/R of the STEREO A bus or STEREO B bus is controlled by the TO ST PAN field.

About MONO

This displays the STEREO B channel in SELECTED CHANNEL VIEW. In the STEREO/MONO pull-down menu, STEREO B can be set to MONO. If it is set to MONO, the same signal will be output to both the L and R of STEREO B.

LCR mode

This method sends the signals from the input and MIX channels to a total of three buses: STEREO A (L/R) and STEREO B (C) simultaneously.

- The signals sent to the STEREO A bus and STEREO B bus can be switched on/off together.
- The level difference between the signals sent from the input channel or MIX channel to the STEREO A (L/R) buses and to the STEREO B (C) bus can be set using the CSR (center/side ratio) knob.
- The level of the signals sent from the input channel or MIX channel to the STEREO A (L/R) buses and the STEREO B (C) bus will change according to the settings of the TO ST PAN knob and the BALANCE knob.

NOTE

- When using LCR mode, set STEREO B to MONO.
- STEREO B is used as the CENTER channel.

Sending Signals to the STEREO Bus

- 1** Verify that an input source is connected to the channel that you are controlling, and set the head amp's phantom power, gain, and phase to obtain the optimal input signal.
- 2** Press the Pan/Balance on the OVERVIEW screen or SELECTED CHANNEL VIEW screen for the input channel or MIX channel whose signal you want to send to the STEREO A bus and STEREO B bus.
The TO STEREO popup window appears.
- 3** Use the ST/LCR mode select button to select either ST mode or LCR mode for each channel.
- 4** In the top panel, verify that the [ON] key is turned on for the input channel or MIX channel that you want to operate, and then raise the fader to the appropriate position.
- 5** In the top panel, verify that the [ON] key is turned on for the STEREO channel that you want to operate, and then raise the fader to the appropriate position.

Related links

"To Stereo screen" (p.249)

About DCA

You can use the 12 DCAs to control the level of multiple channels simultaneously.

It has the following features:

- DCA 1–12 can be used for all input channels and all output channels.
- Both input and output channels can be mixed in the same group.
- All channels assigned to a DCA can be cued simultaneously.
- You can monitor the corresponding DCA at unity gain (which is equivalent to the level obtained when the DCA fader is set to 0 dB).

NOTE

DCA settings are saved as part of the scene.

Related links

“DCA GROUP ASSIGN Screen” (p.227)

Assigning Channels to the DCA

- 1 Press the DCA/Mute Assign field on the OVERVIEW screen, or press the DCA/Mute button on the SELECTED CHANNEL VIEW screen, to display DCA/Mute Assign.**

If the [Send] button on the OVERVIEW screen is on, turn it off.

- 2 Press a DCA Assign button to select the DCA to which the currently-selected channel will be assigned (multiple selections are allowed).**

- 3 Select the DCA(s) for other channels in the same way.**

You can use the Fader layer buttons to switch the channels being controlled in 12-channel groups.

Related links

[“DCA GROUP ASSIGN Screen” \(p.227\)](#)

Using DCAs

- 1 Assign input channels and output channels to a DCA.**
- 2 Using the top-panel faders, adjust the relative balance between the input channels and output channels that belong to the DCA you want to use.**
- 3 Press the [OUTPUT/DCA] button in FADER BANK, and select [DCA 1–12].**
- 4 Press the [HOME] button to display the OVERVIEW screen.**
- 5 Operate the fader corresponding to the DCA you want to use.**

The level of the channels assigned to that DCA will change while preserving the level differences you established in Step 2.

NOTE

Operating a DCA fader does not cause the faders of channels belonging to that DCA to move in tandem.

- 6 To switch a DCA between on and mute, press the [ON] key for that DCA.**

When you press an [ON] key to make the key indicator go dark, the [ON] key for each channel assigned to that DCA will flash, and these channels will be muted (the same state as when the faders are lowered to the $-\infty$ dB position).

- 7 To cue-monitor a DCA, press the [CUE] key for that DCA.**

When you press the [CUE] key to make the key indicator light turn on, cue monitoring will be enabled for the channels assigned to that DCA. For more information about cue, refer to Using the Cue Function.

About MUTE Groups

Twelve mute groups are available and they have the following features:

- Mute groups 1–12 can be used for all input channels and all output channels.
- Both input and output channels can be mixed in the same group.
- You can temporarily cancel the mute for individual channels.
- You can also assign a mute group control function to a USER DEFINED key.
- The mute group can not only be completely muted, but the attenuation amount can also be adjusted by the DIMMER function.
- The MUTE SAFE function allows you to exclude (make SAFE) specific channels from the Mute Group function.
- You can change the name of the mute group control.

Temporary Unmute Function During Mute

Temporary Unmute Function During Mute

You can temporarily cancel the Mute function for specific channels in a mute group by pressing the corresponding channel [ON] keys.

NOTE

Temporary mute group override using the [ON] key is possible when Preference > [ON] keys > During MUTE is set to "Override".

ON button flash operation

On the SELECTED CHANNEL VIEW and METER screens, the ON button for any channel muted by the mute group will flash.

Assigning Channels to a Mute Group

- 1 Press the DCA/Mute Assign field on the OVERVIEW screen, or press the DCA/Mute button on the SELECTED CHANNEL VIEW screen.**

This displays DCA/Mute Assign.

- 2 Press a Mute Assign button to select the MUTE group to which the currently-selected channel will be assigned (multiple selections are allowed).**

- 3 Select the MUTE group(s) for other channels in the same way.**

Related links

"MUTE GROUP ASSIGN screen" (p.230)

Channel Link

Channel link is a function that links the operations (such as fader movements or EQ parameters) of input channels or output channels. Two or more channels that are linked are called a link group. You can create up to 30 link groups for input channels and up to 18 link groups for output channels. The type of parameters to be linked can be individually selected for each link group. While a pairing is limited to use on two adjacent channels, the Channel Link function allows multiple channels to be combined and linked. Links can also be made across channels. However, input and output channels cannot be mixed in a single link group.

1 Press the Ch Job button on the menu bar, and select Ch Link.

When Ch Link is selected, the CH LINK screen is displayed.

2 Use the INPUT/OUTPUT button to select the channels that you want to link, and turn on the [Set By Sel] button.

This switches to “Set By Sel mode”, and the [CUE] keys switch to [Select] keys.

3 Link channels by holding down the [Select] key of the link-source channel and pressing the [Select] key of the link-destination.

4 Use the buttons in the LINK PARAMETER field on the CH LINK screen to select the parameters that you want to link.

5 Press the × symbol to close the CH LINK screen.

Related links

“CH LINK screen” (p.232)

Various Channel Link Operations Performed on the CH LINK Screen

Turn on the [**Set By Sel**] button on the **CH LINK** screen.

This switches to “**Set By Sel** mode”, and the [**CUE**] keys switch to [**Select**] keys.

- Linking three or more channels
Hold down the [Select] key of the link-source, and press the [Select] keys of the input channels that you want to add to the link group in succession.
- Adding new channels to an existing link group
Hold down any [Select] key within the group, and press the [Select] keys that you want to add to the group.
- Canceling a link
Hold down any [Select] key that is registered within the same link group, and press the [Select] key of the channel that you want to remove from the group.
- Editing the level balance between channels assigned to a link group
Hold down the [Select] key of any linked channel, and work on the parameter that you want to edit.

Temporarily Linking Channels

Press a channel name button while holding down the [SHIFT] key to temporarily link the channel. The channel names at the top and bottom of the screen are enclosed in a yellow frame, and a link mark is displayed.



The temporary link will be canceled when a channel name button is pressed, the power is turned off, or a file is loaded. The temporary link will continue even if a scene is recalled, but will be canceled if the pair settings of the temporarily linked channels are changed.

Copying Channel Parameters

You can copy channel mix parameter settings to other channels. When the copy operation is executed, the parameter settings will overwrite those of the copy destination. You can copy parameter settings between the following channel combinations.

- Between input channels
- Between MIX channels
- Between MATRIX channels

NOTE

Patch and channel name settings will not be copied.

1 Press the **Ch Job** button on the menu bar, and select **Ch Copy**.

When Ch Copy is selected, the CH COPY screen is displayed.

NOTE

When the [Set By Sel] button is on, this switches to "Set By Sel mode", and the [CUE] keys switch to [Select] keys.

2 Select the copy source channel.

Once you select the copy source channel, the system automatically switches to a mode that allows you to select the copy destination. The fader graphics for the copy source channel will be highlighted in green.

3 Select the copy destination channels (multiple selections are allowed).

The fader graphics for the copy destination channels will be highlighted in pink.

4 To execute the copy operation, press the **Paste** button.

The copy operation will be executed, and the parameter settings will overwrite those of the copy destination.

5 Press the **×** symbol to close the CH COPY screen.

Related links

"CH COPY screen" (p.234)

Initializing Channel Parameters

This restores the channel parameters to their initial values. This operation can be performed on any channel.

NOTE

Channel name, patch, and Recall Safe settings will not be initialized.

1 Press the Ch Job button on the menu bar, and select CH Default.

When CH Default is selected, the CH DEFAULT screen is displayed.

NOTE

When the [Set By Sel] button is on, this switches to "Set By Sel mode", and the [CUE] keys switch to [Select] keys.

2 Select the channel that you want to initialize (multiple selections are allowed).

The corresponding channel will be highlighted.

3 To execute initialization, press the Default button.

A dialog box will ask you to confirm the Initialization operation.

4 Press the OK button in the confirmation dialog box.

The parameters of the selected channel will be initialized.

5 To close the CH DEFAULT screen, press the CLOSE button.

Related links

"CH DEFAULT screen" (p.236)

DSP Resource Management

Plug-ins and GEQ/PEQ each have their own dedicated DSP resources. DSP resources are consumed every time one is inserted or loaded.

Premium Rack DSP resource management [PY-DSP supported]

There are 32 DSP resources available for Premium Rack (16×2 groups).

NOTE

A PY-DSP card is required to use Premium Rack.

FX Rack/GEQ/PEQ DSP resource management

There are 16 DSP resources available for FX Rack, and 24 DSP resources available for GEQ/PEQ.

For details on the DSP resources used by each plug-in or GEQ/PEQ, refer to the documentation.

GEQ/PEQ

About Using a Graphic EQ (GEQ)

31BandGEQ

This is a monaural 31-band GEQ. The bandwidth is in 1/3-octave increments, and the variable gain ranges are ± 15 dB, ± 12 dB, ± 6 dB (both boost and cut directions), and -24 dB (cut direction only), allowing gain adjustment in all 31 bands.

Flex15GEQ

This is a monaural 15-band GEQ. The bandwidth is in 1/3-octave increments, and the variable gain ranges are ± 15 dB, ± 12 dB, ± 6 dB (both boost and cut directions), and -24 dB (cut direction only). The Flex15GEQ allows you to manipulate the gain on up to 15 bands (similarly, up to 31 bands for the 31BandGEQ), and once you have used up the 15 bands, you cannot adjust the gain of a new band until you return one of the already set bands to flat. The GEQ features a 1/12 oct (121-band) Real Time Analyzer (also called a spectrum analyzer). If you are using a stereo source, you can link the two GEQ units.

About using a parametric EQ (PEQ)

8BandPEQ

This is a monaural 8-band PEQ. It also features four notch filters. The PEQ features a 1/12 oct (121-band) Real Time Analyzer (also called a spectrum analyzer).

NOTE

Notch filters A–D are independent of the PEQ, and thus not affected by the PEQ's BYPASS buttons. It is also possible to set the PEQ to BYPASS and use only the notch filters.

Inserting a GEQ/PEQ into a Channel via the SELECTED CHANNEL VIEW Screen

This section describes how to insert and use GEQ/PEQ on the selected channel.

- 1 Select the channel that you want to control.**
- 2 Press the Insert button to display the Insert screen.**

The item to the left of Delay is the Insert button.

When Insert is on, information such as the Inserted rack is displayed.

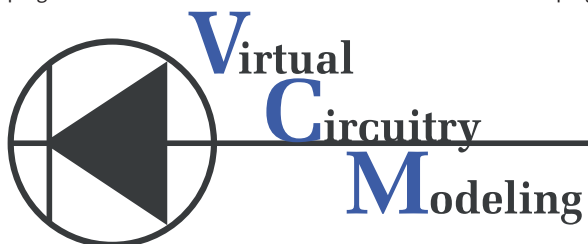
When Insert is off, the text is grayed out.
- 3 Use the Insert A–Insert D buttons to select an insert block which you want to assign to the GEQ/PEQ.**
- 4 In the Insert Patch window, select the EQ rack to be inserted.**
- 5 Place a GEQ/PEQ, turn Insert on, and then press the minimize button at the upper left of the screen.**

Related links

“Insert screen” (p.244)

About Plug-ins

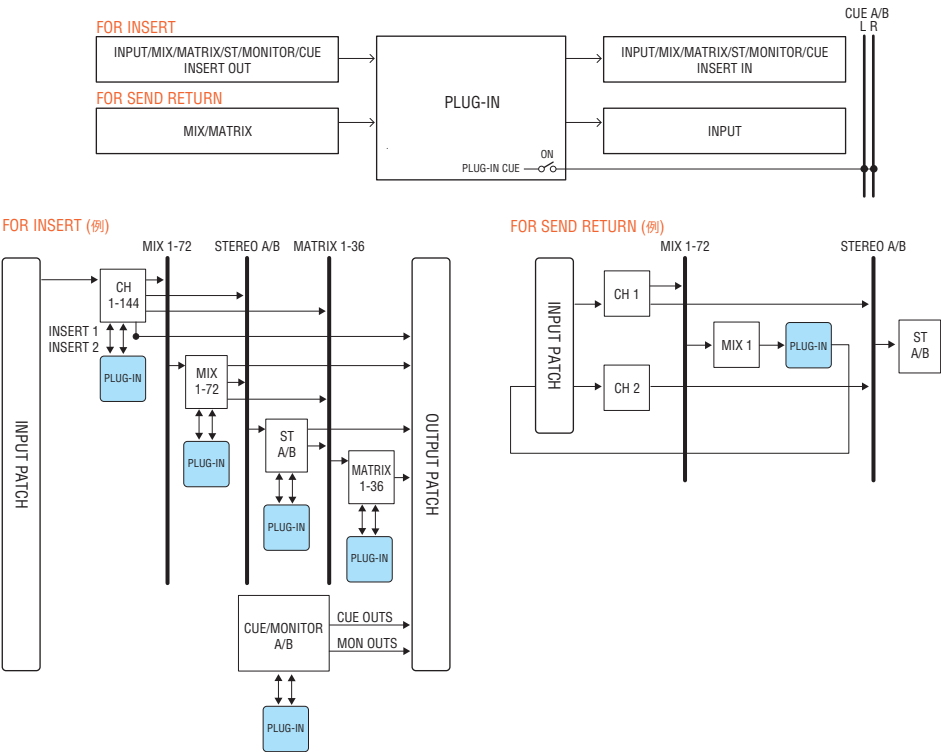
Plug-ins can be used by inserting them into a channel, or via send or return. The DM5 Series offers 20 different types of plug-ins. The maximum number of plug-ins that can be mounted depends on the type of plug-in. For details on the amount of DSP resources that each plug-in uses, refer to the plug-in type list.



VCM (Virtual Circuitry Modeling) is a technology for modeling analog circuits at the element level (resistors, capacitors, etc.). Plug-ins use VCM technology.

The following functionality is also provided.

- The plug-in mount status and parameters can be saved in scene memory.
- There is a “PLUG-IN LIBRARY” that lets you store and recall plug-in parameters.
- Tap tempo functionality can be used for plug-ins that support it. Tap tempo can be used via a USER DEFINED key or GPI.



Plug-in type list

Premium Rack

NOTE

PY-DSP is required to use Premium Rack.

Plug-in type		Explanation	Amount of DSP resources	Tap tempo function
REV-X		A 2 IN/2 OUT reverb algorithm that provides a high-density, richly reverberant sound quality, smooth attenuation, and spaciousness and depth that enhance the original sound. You can choose one of three programs to suit the acoustic environment and your purpose: REV-X HALL, REV-X ROOM, and REV-X PLATE	6	-
Analog Delay	Dual Stereo	This delay effect is based on the Yamaha E1010 analog delay.	4	✓
Max100		Complete reproduction of a vintage effect that was manufactured only during the late 1970s.	1	✓
Dual Phaser		Complete reproduction of a vintage effect that was manufactured during the middle of the 1970s.	1	✓

Plug-in type		Explanation	Amount of DSP resources	Tap tempo function
OpenDeck		This mastering plug-in emulates the tape compression created by two open reel tape recorders (a recording deck and a reproduction deck).	4	-
Vintage Phaser		This is a model of phaser that provides a high degree of sound-shaping flexibility, and is not intended as a reproduction of any specific model.	2	✓
HQ. Pitch		A monaural pitch shifter that produces a stable effect.	4	✓
Portico 5033	Dual Stereo	Models an analog 5-band EQ made by Rupert Neve Designs.	2	-
EQ-1A	Dual Stereo	Models a classic vacuum tube passive-type vintage EQ.	3	-
Equalizer601		An equalizer that emulates the characteristics of an analog equalizer used in the 1970s. It can be used to obtain a sense of drive.	2	-
DynamicEQ	Dual Stereo	EQ that dynamically changes the gain, allowing the cut/boost amount to be controlled in response to the input level.	2	-
Dynamic EQ4	Dual Stereo	This is a two-band Dynamic EQ that has been expanded to feature four bands.	3	-
Portico 5043	Dual Stereo	Models an analog compressor/limiter made by Rupert Neve Designs.	2	-
Portico 5045	Dual Stereo	Models a Primary Source Enhancer made by Rupert Neve Designs.	2	-
U76	Dual Stereo	Models a classic vintage compressor/limiter.	3	-
Opt-2A	Dual Stereo	Models a classic vacuum tube (optical type) compressor.	4	-
Comp276	Mono	This compressor emulates the characteristics of an FET gain reduction compressor commonly used in recording studios.	2	-
Comp276S	Stereo			
Buss Comp 369	Dual Stereo	This compressor emulates a standard bus compressor that is standard in recording studios and broadcasting stations.	3	-
MBC4	Dual Stereo	This four-band compressor offers intuitive operability.	3	-
DaNSe	Dual Stereo	A Dynamic Noise Suppressor with excellent sound quality and operability.	8	-

FX Rack

Plug-in type	Explanation	Amount of DSP resources	Tap tempo function
HD Hall	A reverb that simulates a concert hall.	2	-
HD Room	A reverb that simulates room acoustics.	2	-
HD Plate	A reverb that simulates plate echo.	2	-

Plug-in type	Explanation	Amount of DSP resources	Tap tempo function
Space Simulator	Reverb that can configure the space using width, height, and depth.	2	-
Gate Reverb	The early reflected sound of the gate reverb.	1	-
R3 Hall	A reverb that simulates the acoustics of a concert hall, directly derived from the ProR3 professional reverb processor.	2	-
R3 Room	A reverb that simulates room acoustics, directly derived from the ProR3 professional reverb processor.	2	-
R3 Plate	A reverb that simulates plate reverb, directly derived from the ProR3 professional reverb processor.	2	-
Early Ref.	A 2IN/2 OUT early reflection effect. An effect in which only the early reflected sound of the reverb is extracted.	1	-
Reverse Gate	This is the Reverse Gate effect from the preset bank included with the SPX2000. Reverse Gate is also known as reverse reverb.	1	-
N2 Hall	A hall reverb directly derived from the SPX1000.	2	-
N2 Room	A room reverb directly derived from the SPX1000.	2	-
N2 Stage	A stage reverb directly derived from the SPX1000.	2	-
Mono Delay	A basic 2IN/2 OUT repeat delay.	1	✓
Stereo Delay	A basic 2 IN/2 OUT stereo delay.	1	✓
Delay LCR	A 2 IN/2 OUT 3-tap delay.	1	✓
Cross Delay	This is a type of delay in which the delay sound jumps left and right.	1	✓
Echo	A 2 IN/2 OUT stereo delay with a cross-feedback loop.	1	✓
Ping Pong Delay	A 2 IN/2 OUT ping pong delay. A delay effect in which the delay sound is repeated at equal intervals alternately on the left and right.	1	✓
Analog Delay Modern	A simulation effect of analog delay using a BBD element. The BBD element's configuration is the long delay configuration.	1	-
Analog Delay Retro	A simulation effect of analog delay using a BBD element. The BBD element's configuration is the short delay configuration.	1	-
Chorus	A 2 IN/2 OUT chorus effect.	1	✓
Flanger	A 2 IN/2 OUT flange effect.	1	✓
Phaser	A 2 IN/2 OUT 16-stage effect.	1	✓
Auto Pan	An effect that periodically moves the sound image (Pan) left and right.	1	✓
Ring Mod	An effect that changes the input sound to a metallic sound.	1	-
G Chorus	A chorus effect that uses complex modulation to produce a rich, deep sound.	1	✓
Classic Flanger	A flanger that produces a naturally undulating sound.	1	✓
Dyna. Phaser	A stereo phaser that uses 16 stages of phase shifting.	1	-
Tremolo	An effect that periodically changes the volume.	1	✓
Dyna. Ring Mod.	An effect that controls the Ring Modulator parameter "OSC Freq" in real time based on the input audio level.	1	-
Ens. Detune	A chorus effect without modulation, produced by adding a slightly pitch-shifted signal.	1	-

Plug-in type	Explanation	Amount of DSP resources	Tap tempo function
Vintage Flanger	A flanger that uses VCM technology	1	✓
Rotary Speaker	An effect that simulates a rotary speaker.	1	-
Dual Pitch	2 IN/2 OUT pitch-shift effect.	1	✓
Dyna. Filter	A filter that controls the cutoff frequency in real time with the input audio level.	2	-
Symphonic	Yamaha's proprietary 2 IN/2 OUT Symphonic effect, which produces a more complex and richer modulation effect than chorus.	1	✓
Amp Simulator	An effect that simulates a guitar amp.	1	-
Comp Distortion	A Compressor+ distortion effect.	1	-
MBC3	An effect that divides the bandwidth into three bands and applies a compressor to each band separately.	1	-
Vintage Wah	Auto-wah that uses VCM technology. Periodically changes the center frequency of the filter.	2	✓
Auto Synth	An effect that resynthesizes the input signal by combining the delay and modulation.	2	-
Isolator	An effect that controls the volume per band using a powerful filter.	1	-

NOTE

Plug-ins are categorized into two types: Dual plug-ins that are used by two monaural channels; and Stereo plug-ins that are used by a single stereo channel.

Related links

- “RACK screen” (p.157)
- FX Parameters
- Premium

Live Rec

By installing the Yamaha Console Extension, computer software that links the DM5 Series with Nuendo Live, it is possible to control Nuendo Live from the DM5 Series for easy multi-track recording and other functions.

When connecting a computer and the DM5 Series via Dante, configure the settings required for Dante, including Dante Virtual Soundcard and Dante Controller.

When connecting a computer and the DM5 Series via USB, configure the system for use as a USB audio interface.

NOTE

In addition to Nuendo Live, integration with Nuendo and Cubase is also supported.

- 1 Press the Live Rec button on the menu bar to display the REC&Play screen.**
- 2 Press the Live Rec tab to display the REC&Play screen.**
- 3 Press the Easy Rec button to start recording.**
- 4 When recording is finished, press the record lock button and then the STOP button. Recordings created in Nuendo Live are saved as projects.**

For configuring a USB MIDI port

To use DAW REMOTE, the USB MIDI ports must be configured.

Follow the procedure below.

1 Use a USB cable to connect the [USB TO HOST] connector on the DM5 Series to the computer.

2 Set the control surface ports in the DAW.

For the control surface type or remote device, select HUI or Mackie HUI.

For the MIDI input and output ports, select Port2 for DAW REMOTE as shown below.

Windows: Yamaha DM5-2, Yamaha DM5-3, Yamaha DM5-4

Mac: Yamaha DM5 Port2, Yamaha DM5 Port3, Yamaha DM5 Port4

NOTE

Of the MIDI input and output ports, Port1 is used to control scenes, faders, and channel on/off status.

Related links

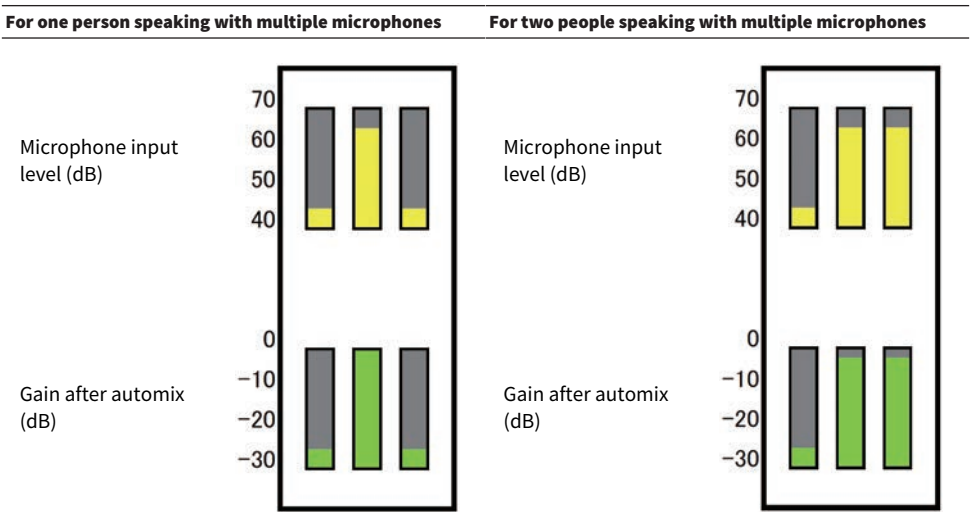
- “BLUETOOTH AUDIO Screen” (p.207)
- “MIDI/GPI (MIDI Setup) screen” (p.111)

About Automixer

Automixer detects effective audio from multiple microphones and automatically optimizes the gain distribution for multiple live microphones in unscripted speech situations. In this way, the sound engineer can maintain consistent system gain over multiple microphones without having to focus on the operation of multiple faders.

Principles of Automixer operation

The Dugan Speech System used by the automixer automatically adjusts the automix gain for up to 12 microphones in speech applications, or up to 64 microphones when the DEK-DUGAN license is activated.



If one person speaks, that microphone's gain level will fade up instantly, while the gain for the other microphone will be reduced. If a different person speaks, the same behavior occurs.

If two people speak, the gain of two microphones will be automatically distributed so that the total gain will stay constant. The gain of the third microphone will be reduced.

The behavior of the automixer is different than that of a limiter or auto-level controller function. This system allows an engineer to adjust the level balance as usual, even for multiple speakers. Also, while no one is speaking, the system detects the microphone input levels and automatically distributes the gain. This means that the faders can be left in a raised position.

The automixer's gain distribution varies according to the fader balance. Automix gain is allocated preferentially to channels with higher input levels. Automixer provides the following benefits:

- It prevents unnecessary fluctuations of levels and uneven ambient noise that is input from microphones on the channels set to Channel Off or with a lowered fader setting
- It adjusts the gain and fader settings according to the speaker's voice level on each microphone, and inputs even signal levels, resulting in more accurate automix gain distribution.
- It achieves preferential distribution of automix gain for the speaker you want to emphasize by raising the fader for that speaker or lowering others.

AFC Image Control (Theater Package Compatible)

AFC IMAGE settings

AFC Image allows you to place and freely move numerous objects, enabling a wide variety of productions without having to consider individual speakers. Settings can be configured efficiently by controlling AFC Image from the DM5 Series.

- 1 Press the Setup button on the Menu bar.**
- 2 Press the NETWORK button to display the NETWORK screen.**
- 3 Press the Immersive tab to display the “NETWORK Screen - Immersive Tab (Theater Package Compatible)” (p.128).**

NOTE

Patch the audio using Direct Out or Output.

Other Operations

Storing a scene

The current mix data can be saved as new scene data, or overwritten onto existing scene data to update it.

1 Press the scene area.

The Scene List screen appears.

2 Press the Store button

The SCENE STORE screen is displayed, allowing you to assign a title or comment to the scene.

NOTE

- Press the Store button and the system automatically suggests a scene number and name (Automatic suggestion of scene numbers and names).
- To store with a decimal point, hold down the [SHIFT] key and press the Store button.

3 Enter a scene number as the store-destination.

4 Assign a title or comment to the scene as needed.

5 Press the Store button.

A dialog box is displayed asking you to confirm the store operation.

6 To execute the store operation, press the OK button.

The current mix data will be stored to the scene number you selected in step 2. If you decide to cancel the store operation, press the CANCEL button instead of the OK button.

NOTE

- You can configure a setting to prevent the store confirmation dialog box from appearing. (PREFERENCE screen)
- You cannot store data to a protected scene number.

Related links

"Scene List screen" (p.67)

Recalling a Scene

You can recall scene data into current memory. Scene data is recalled through two filters: Focus or Recall Safe.

1 Press the scene area.

The Scene List screen appears.

2 Select the scene you want to recall.

If you recall any scene other than the last-recalled or stored scene (simply “current scene” below), the scene number will flash.

3 Press the Recall button.

A dialog box is displayed asking you to confirm the recall operation.

4 To execute the recall operation, press the OK button.

The scene you selected in step 2 will be recalled. To cancel the recall, press the CANCEL button.

NOTE

You can configure a setting to prevent the recall confirmation dialog box from appearing.

Temporary recall safe

If you recall a scene while holding down a channel name button, that channel is temporarily recall-safe.

Related links

“Scene List screen” (p.67)

Deleting a Scene

This section explains how to delete a scene.

1 Press the scene area.

The Scene List screen appears.

2 Turn the [TOUCH AND TURN] knob to select the number of the scene to be deleted, and then press the Delete button.

A dialog box is displayed asking you to confirm the delete operation.

3 To execute the delete operation, press the OK button.

The scene number(s) you selected in step 2 will be erased. If you decide to cancel the delete operation, press the CANCEL button instead of the OK button.

NOTE

- You cannot delete protected scenes.
- To undo a scene deletion, press the Undo button.

Related links

"Scene List screen" (p.67)

Duplicating Scenes

You can duplicate a scene to create a new scene.

1 Press the scene area.

The Scene List screen appears.

2 Turn the [TOUCH AND TURN] knob to select the number of the scene to be duplicated, and then press the Duplicate button.

The SCENE DUPLICATE screen is displayed, allowing you to assign a title or comment to the scene.

3 Assign a title or comment to the scene as needed.

NOTE

You can store duplicated scenes to any desired scene number.

4 To execute the duplicate operation, press the Duplicate button.

The source scene will be duplicated and saved to the scene number specified in step 3. If you decide to cancel the duplicate operation, press the Cancel button instead of the Duplicate button.

Related links

[“Scene List screen” \(p.67\)](#)

Modifying the Scene Number and Title

This section explains how to modify the scene number and title.

1 Press the scene area.

The Scene List screen appears.

2 Turn the [TOUCH AND TURN] knob to select the scene number that you want to modify, and then press the scene title popup button.

The SCENE EDIT screen is displayed, allowing you to assign a title or comment to the scene.

3 Modify the scene number and/or rename the scene, as needed.

4 To execute the modify or rename operation, press the OK button.

The changes you made in step 3 will be applied to the selected scene.

Related links

"Scene List screen" (p.67)

Using the Focus Function

The “Focus function” allows you to specify the scene parameters that will be recalled (loaded) when you recall a scene. This can be configured for each scene individually. For example, it can be convenient to use this function if you want to recall only the input channel settings of a certain scene.

NOTE

In contrast to the Focus function, the DM5 Series also features a Recall safe function that allows you to exclude specific channels and parameters from recall operations. However, while the Focus Recall function can be configured individually for each scene, the Recall Safe function settings are common to all scenes.

1 Press the scene area.

The Scene List screen appears.

2 Press the Focus tab at the top of the Scene List screen.

The Focus field appears in the right half of the Scene List screen.

3 Press the Set button for the scene for which you want to configure Focus settings.

The FOCUS screen appears.

4 To select the channel you want to set, press the channel display button to display the channel, then scroll through the category selection list (channel).

5 If you want to apply the Focus function only to specific parameters, use the parameter setting button to turn the parameter to have Focus applied on (multiple selections are allowed). If you want to apply the Focus function to all parameters, turn on the All On button.

6 Turn on the channel Focus ON button for the channels to which you want to apply the Focus function.

If you want to apply the Focus function to all channels, turn on the ALL channel Focus ON button.

7 When you finish configuring the settings, press the Apply button to apply the settings. Press the × button to close the window.

For scenes in which the Focus function has been configured, the Focus Parameter indicator on the Scene List screen (Focus tab) shows the Focus settings status.

NOTE

For scenes in which the Focus button is set to ON, a “Focus” indicator appears in the Status field on the Scene List screen (Comment tab).

8 Recall a scene for which you have made Focus settings.

Only the channels/parameters selected in the FOCUS screen will be recalled.

NOTE

You can use the Focus function in conjunction with the Recall Safe function. Channels or parameters that are excluded from recall operations by either Focus or Recall Safe will not be recalled.

Related links

“Scene List screen (Focus)” (p.70)

Using the Fade Function

The “Fade function” continuously changes the faders of specified channels/DCAs over a set period of time until they reach their new values when you recall a scene. You can set the Fade function independently for each scene.

1 Press the scene area.

The Scene List screen appears.

2 Press the Fade Time tab at the top of the Scene List screen.

The Fade Time field appears in the right half of the Scene List screen.

3 Press the Set button.

The FADE TIME screen appears.

4 In the channel select field, select the channels or DCAs to which the fade effect will be applied (multiple selections are allowed).

The [SEL] keys for the selected channels or DCA will light, and those channels or DCAs will be highlighted green in the channel display field. You can cancel the selection by pressing the lit [SEL] key again to turn it off.

5 Use the TOUCH AND TURN knob that corresponds to the Fade Time to adjust the fade time.

The range is 0.0 sec – 60.0 sec. When you finish setting, press the OK button to close the FADE TIME screen.

NOTE

The fade time you specify here is used for all channels/DCAs selected in step 4.

6 Press the Fade button to enable the Fade function.

You can turn the Fade function on/off individually for each scene.

NOTE

For scenes in which the Fade button is set to ON, a “Fade” indicator appears in the Status field on the Scene List screen (Comment tab).

7 Recall a scene for which the Fade function is turned on.

The faders will begin to move immediately after Recall occurs, and will reach the values of the recalled scene over the course of the specified fade time.

NOTE

- By touching a moving fader, you can stop the fade operation of the fader at that point.
- If you recall the same scene while faders are moving, the faders of all channels/DCAs will move immediately to their target positions.

Related links

[“Scene List screen \(Fade Time\)” \(p.73\)](#)

Outputting a Control Signal to an External Device in Tandem with Scene Recall (GPI OUT)

A control signal can be output to an external device connected to the GPI connector when you recall a specific scene. Proceed as follows.

NOTE

For more information about GPI Out settings, refer to "Using GPI Out".

- 1 Press the scene area.**

The Scene List screen appears.
- 2 Press the GPI tab at the top of the Scene List screen.**

The GPI Out field appears in the right half of the Scene List screen.
- 3 For each scene, specify the control signal that you want to output to each GPI Out port.**

Pressing a button repeatedly will switch between the following functions.

 - ---- (OFF)Nothing will be output.
 - **TRIGGER**A trigger will be output when the scene is recalled.
 - **TALLY**A tally will be output when the scene is recalled.
- 4 Press the GPI button to enable the GPI Out function.**

You can turn the GPI Out function on/off individually for each scene.

NOTE

For scenes in which the GPI button is set to ON, a "GPI" indicator appears in the Status field on the Scene List screen (Comment tab).
- 5 Recall the scene for which you want to output GPI Out signals.**

When you recall the scene, the control signals will be output to an external device connected to the GPI connector.

Related links

"Scene List screen (GPI)" (p.76)

Using the Global Paste Function

“Global Paste” is a function that allows you to copy-and-paste the settings of a desired channel or parameter to scene data in memory. This is a convenient way in which changes can be applied to multiple scenes that have already been stored.

1 Press the scene area.

The Scene List screen appears.

2 Press the Global Paste tab at the top of the Scene List screen.

The Global Paste screen appears.

3 Select the scene group being pasted into the Destination Scene field.

Select the scene(s) to store the scene group.

4 Select the copy-source channels/parameters in the Parameter field.

Pressing the Manual button displays the GLOBAL PASTE PARAMETERS screen. On this screen, select the channel and parameter to be copied from. When you finish making settings, press the X symbol to return to the Global Paste screen.

5 Press the Paste button.

The selected item(s) will be pasted to the scene(s) in the selected scene group. A progress bar will appear during the paste operation. Also, during the paste operation, a Cancel button will appear, which you can press to cancel the paste operation. In this case, data will be pasted up until you press the Cancel button. The operation cannot be reverted.

NOTE

- In any of the following cases, a dialog box will appear and data will not be pasted:
 - You attempted to paste data to a protected scene.
 - The paste destination scene has been deleted by another operation (from DM Editor, etc.) just before the paste operation was executed.
- If pasting data to one of the paired channels causes the pairing setting to be canceled, the other channel from that pair will be set to MONO.

Related links

“Global Paste screen” (p.81)

Using the Recall Safe Function

"Recall Safe" is a function that excludes only specific parameters/channels (DCAs) from Recall operations. Unlike the Focus function which lets you make settings for individual scenes, the Recall Safe settings are globally applied to all scenes.

1 Press the scene area.

The Scene List screen appears.

2 Press the Recall Safe Tab.

The RECALL SAFE screen appears.

3 To select the channel you want to set, press the channel display button to display the channel, then scroll through the category selection list (channel).

4 If you want to apply the Recall Safe function only to specific parameters, use the parameter buttons to select those parameters (multiple selections are allowed). If you want to apply the Recall Safe function to all parameters, turn on the All On button.

5 Turn on the channel Recall Safe ON button for the channels to which you want to apply the Recall Safe function.

If you want to apply the Recall Safe function to all channels, turn on the ALL channel Recall Safe ON button.

NOTE

You can use the Recall Safe function in conjunction with the Focus function. Channels or parameters that are excluded from recall operations by either Focus or Recall Safe will not be recalled.

Related links

"Recall Safe screen" (p.79)

Saving Settings Data on a USB Drive

All internal data can be saved to the USB drive in a single operation as a settings file. The extension of the saved file is “.dmxf”.

- 1 Press the Setup button on the Menu bar.**
- 2 Press the SAVE/LOAD button to display the SAVE/LOAD screen.**
- 3 Press the Save button.**

The SAVE screen will appear, in which you can select data to save.

- 4 This allows you to select the type of data to save.**

NOTE

The Save button will become available if data to save exists.

- 5 Press the Save button on the SAVE screen.**

A window will appear, allowing you to enter a file name and comment.

- 6 Enter a file name or comment, and press the Save button.**

When the file has been saved, the PROCESSING window that shows the progress of the writing operation will close.

NOTE

- If you are going to overwrite a file or save a file with the same name in the same folder, a dialog will ask you to confirm the overwrite.
- You can enter a comment of up to 54 characters.
- You may enter a file name of up to 16 characters. However, the drive name, path name, and file name are limited to a total of 256 characters. If you exceed this limit, you may be unable to save the file, depending on the length of the file name. If this error indication appears at the bottom of the screen, shorten the file name and try saving the file again.

Related links

“SAVE/LOAD screen” (p.144)

Loading a File from a USB Drive

Follow the steps below to load the setting file from the USB drive into the console. You can use the same procedure to load the following files other than the setting file.

Extension	Contents of file
.dmxf	All data including internal settings
.BMP	Image file for display in the CONSOLE LOCK screen (256 or more colors, uncompressed Bitmap format)
.jpg	Image file for display in the CONSOLE LOCK screen (JPEG format)
.png	Image file for display in the CONSOLE LOCK screen (PNG format)

NOTICE

- Some data may contain settings that will cause the console to output signals immediately after the data is loaded. Therefore, before loading data, turn off the power to the connected equipment and/or lower the volume of such equipment so that there will not be a problem even if a signal is output.

- 1

Press the Setup button on the Menu bar.
- 2

Press the SAVE/LOAD button to display the SAVE/LOAD screen.

Select a file to load.

NOTE

The Load button will become available if you select loadable data.
- 3

Press the Load button.

The LOAD screen will appear, in which you can select data to load.
- 4

In the LOAD screen, select a type of data and data to load.
- 5

Press the Load button. A confirmation dialog box will appear.
- 6

Press the OK button to begin loading the data.

When the file has finished loading, the PROCESSING window that shows the progress of the loading operation will close.

Related links
"SAVE/LOAD screen" (p.144)

Editing a File

Copying and pasting

Follow the steps below to copy a file into buffer memory, and then paste it with a different file name.

- 1 Select a file to copy.**
- 2 Press the Copy button.**
- 3 If necessary, press the directory icon and change the directory.**
To move to the next higher level, press the arrow button in the Path field.
- 4 Press the Paste button.**

Deleting

- 1 Select a file to delete.**
- 2 Press the Delete button.**
A dialog box will ask you to confirm the Delete operation.
- 3 To execute the delete operation, press the OK button.**

NOTE

You cannot delete a file that has been protected by pressing the Lock button.

Related links

"SAVE/LOAD screen" (p.144)

Creating a Directory

1 If necessary, press the directory icon and change the directory.

To move to the next higher level, press the arrow button in the Path field.

2 Press the Make Dir button.

3 Enter the name of the directory you want to create, then press the Save button.

NOTE

You cannot create a directory using a directory name that already exists.

Related links

[“SAVE/LOAD screen” \(p.144\)](#)

Using the Monitor Function

Controlling the Monitor function via the MONITOR screen

In this screen, you can select desired monitor sources to monitor them from the PHONES output jacks or external monitor speakers.

1 Connect your monitor system to the OMNI OUT jacks, etc. on the rear panel.

Monitor signals can be sent to any desired output jack or output channel. If you are monitoring through headphones, make sure that your headphones are connected to the front panel PHONES output jacks.

2 Press the Monitor button on the Menu bar.

The MONITOR screen appears. The Monitor field on the MONITOR screen allows you to check the current monitoring settings, and turn monitoring on/off.

3 Press the MONITOR button.

The MONITOR settings window appears. In the MONITOR settings window, you can make detailed monitoring settings.

4 Press the Monitor Source Define button to display the MONITOR SOURCE DEFINE popup window, and select the monitor source.

You can assign up to 8 channel signals to each DEFINE. Pressing the Clear All button will clear all selections.

5 Use the Source Select buttons to select monitor sources.

6 To specify a port as the output destination for monitor signals L, R, and C, press one of the Output Patch buttons (L/R/C) on the MONITOR settings window to open the Output Patch window. In this window, choose from the following monitor signal output destinations (multiple selections are allowed).

When you have selected an output port, press the CLOSE button to close the popup window. In the same way, specify the output ports for monitor signals L, R, and C.

NOTE

If desired, you can specify output ports only for monitor signals L and R to monitor through two speakers.

7 To enable the monitor, press the Output button to turn it on.

The monitor source you selected in step 4 will be sent to the output destination you specified in step 6.

NOTE

The PHONES output jacks will always output the monitor signal, regardless of whether the MONITOR OUTPUT button is on/off.

8 Adjust the monitor level with the monitor fader.

If “Phones Level Link” is ON, use the PHONES LEVEL knob to adjust the monitor level when monitoring through headphones.

9 Make settings for Dimmer, Delay, Monaural, and CUE INTERRUPTION as desired.

NOTE

Monitor on/off operations, selection of the monitor source, and dimmer on/off operations can also be assigned to USER DEFINED keys.

Related links

“MONITOR(MONITOR) Screen” (p.208)

Using the Cue Function

This section explains how to use the [CUE] key of a desired channel or DCA to monitor the Cue signal.

NOTE

Be aware that if you turn “Cue Interrupt” off in the PHONES window, the cue signal will not be sent to the connected monitor speakers. However, the PHONES OUT jacks on the front panel will always output cue signals regardless of the Monitor on/off setting. For more information about the Monitor function settings, refer to ““Using the Monitor Function” (p.341)”.

1 Press the Monitor button on the Menu bar.

The MONITOR screen appears. The CUE field on the MONITOR screen allows you to check the current cue settings, and turn Cue on/off.

2 Press the CUE button.

The CUE screen appears. This is used to select the CUE send destination.

3 Select either the mode in which channels are mixed for monitoring, or the mode in which only the last-selected channel is monitored in the Mode section.

Select the Mix CUE button or Last CUE button.

NOTE

In Mix CUE mode, it is not possible to simultaneously turn on CUE for different CUE groups. The CUE group to which the last-cued signal belongs will be turned on, allowing only the signals of that CUE group to be monitored.

4 Use the buttons of the Input field, DCA field, and Output field to specify the output position and output level for each CUE group.

Refer to the explanation for each item on the CUE screen, and make the desired settings.

5 To specify a port as the output destination for CUE signals L and R, press one of the Output Patch buttons (L/R).

The patch selection window appears. Choose from the following cue signal output destinations (multiple selections are allowed).

6 To enable Cue Out for the ports you specified in step 5, press the Output button to turn it on.

7 Press the [CUE] key of a desired channel or DCA to turn it on.

The cue signal of the corresponding channel will be sent to the output destination specified in step 5, and also to the monitor output. You can also view the CUE meter in the meter area to check the output level of the CUE signal.

NOTE

- When using the MIX/MATRIX bus select buttons in the SENDS ON FADER window, you can press the selected button once again to turn on Cue for the corresponding MIX/MATRIX channel.
- If you want cue operations and channel select operations to be linked, open the SETUP window, choose the PREFERENCE screen, and then turn on “[CUE] → [SEL] LINK”.

8 If you are auditioning the CUE signal in the monitor, adjust the cue signal level with the Fader Level.

If “Phones Level Link” is ON, you can use the Fader Level and the PHONES LEVEL knob to adjust the cue signal level while monitoring through headphones.

NOTE

To adjust the level of the signal sent to the Cue Out port (which you specified in step 6), use the output port Level for the patch destination.

9 To cancel the cue, press the currently-on [CUE] key once again.

You can press the Clear CUE button in the CUE popup window to clear all cue selections.

NOTE

- If you press the CUE meter in the meter area, all cue selections will be cleared.
- All cue selections will be cleared if you switch between Mix CUE mode and Last CUE mode in the Mode section.
- You can also assign the same function as the Clear CUE button to a USER DEFINED key (The Functions that can be Assigned to User Defined Keys).

Related links

“MONITOR (CUE) screen” (p.213)

Using the Solo Function

This function allows you to monitor the signals routed from one or more specified channels to the main mix outputs.

1 Press the Monitor button on the Menu bar.

The MONITOR screen appears. The CUE field on the MONITOR screen allows you to check the current cue settings, and turn Cue on/off.

2 Press the CUE button.

The CUE screen appears.

3 Select either the mode in which channels are mixed for monitoring, or the mode in which only the last-selected channel is monitored in the Mode section.

Select the Mix CUE button or Last CUE button.

4 Press the SOLO ON button to turn Solo on.

The confirmation window for solo operation appears.

5 To execute the solo operation, press the OK button.

The button will light up and SOLO mode will be enabled.

6 If you want to exclude certain channels or groups from Solo operations, press the SOLO Safe button.

The SOLO SAFE screen appears.

7 Select input channels that will be excluded from SOLO operations (multiple selections are allowed).

The channels specified here will not be muted in SOLO mode. The Solo Safe function is useful if you do not want to accidentally mute certain channels during Solo operations, such as the main STEREO channels, or MIX channels that send out mix signals to an external recorder.

8 Press the [CUE] key of a desired channel or DCA to turn it on.

Only the corresponding channel or DCA will be output to the buses and output jacks; other channels and DCAs will be muted. The same signal will also be output from the CUE OUT jacks and the MONITOR OUT jacks.

NOTE

If you turn on the [CUE] key of an output channel, the signal will be sent only to the corresponding bus.

9 To cancel Solo, press the currently-on SOLO ON button once again.

NOTE

If you select the Last CUE button to switch from Last CUE mode to Mix CUE mode (or vice versa), all previously-enabled Cue (Solo) signals will be canceled.

Related links

[“CUE Screen” \(p.215\)](#)

Using the Oscillators

Sends a sine wave or pink noise from the internal oscillator to any chosen bus.

1 Press the Monitor button on the Menu bar.

The MONITOR screen appears. The OSCILLATOR field in the MONITOR screen lets you check the current oscillator settings, and turn the oscillator on/off.

If you want to view or edit the oscillator settings in greater detail, use the OSCILLATOR popup window described in step 2 and subsequent steps.

2 Press the OSCILLATOR button.

The OSCILLATOR screen appears. In this window, you can make detailed settings for the oscillator.

3 Press the Mode button to select the type of signal you want to output.

4 Use the parameter field to adjust the oscillator parameters.

The displayed parameters will vary depending on the oscillator selected with the Mode button. To control the value shown in the parameter field, either use the [TOUCH AND TURN] knob or touch the screen to slide it vertically or horizontally.

5 Press a button in the Assign field to specify the input channel(s) or bus(es) to which the oscillator signal will be sent (multiple selections are allowed).

6 To enable the oscillator, press the Output button to turn it on.

The oscillator signal will be sent to the input channel or bus you selected in step 5. Press this again to turn oscillator off.

NOTE

You can also assign oscillator on/off or an ASSIGN change to a USER DEFINED key.

Related links

“MONITOR (OSCILLATOR) screen” (p.220)

Using Talkback

The Talkback function sends the signal (that is input at the input ports) to the desired bus.

1 Press the Monitor button on the Menu bar.

The MONITOR screen appears. In the MONITOR screen, the TALKBACK field allows you to check the current talkback settings, and turn talkback on/off.

If you want to view or edit the talkback settings in greater detail, use the TALKBACK window described in step 2 and following.

2 Press the TALKBACK popup button.

The TALKBACK screen appears. In this popup window, you can make detailed settings for talkback.

3 If you want to use an input jack as supplementary input for talkback, follow the steps below.

- 1 Press the Input TO TB patch select button, and the patch select screen is displayed.
- 2 Select the input that you want to use for talkback from the buttons. You can select only one input at a time.
- 3 Use the gain knob and level meter in the Input TO TB field to adjust the input level of the connected mic.

NOTE

The PAD will be switched on/off internally when the HA gain is adjusted between -1 dB and 0 dB. Keep in mind that noise may be generated when using phantom power if there is a difference between the Hot and Cold output impedance of an external device connected to the INPUT jack.

4 Select the bus(es) as the talkback signal destination in the Assign field or output jack(s) in the Talkback Output field (multiple selections are allowed).

5 To enable talkback, press the Talkback ON button to turn it on.

The Talkback ON button will alternately turn on/off each time you press the button (Latch operation). While talkback is on, signals from the TALKBACK jack and the selected INPUT jack will be output to the destination buses.

NOTE

- You can also assign talkback on/off or an Assign change to a USER DEFINED key. In this case, you can select either a Latch operation or an Unlatch operation (the function will be enabled only while you continue holding down the key).
- You can also use the Dimmer on TB function to attenuate the monitor level of the non-talkback signals while talkback is on.

Related links

“TALKBACK screen” (p.225)

Using PHONES

1 Press the Monitor button on the Menu bar.

The MONITOR screen appears.

2 Press the PHONES button.

The PHONES screen appears.

3 Use the buttons on screen to make PHONES settings.

4 When you finish making settings, press the × symbol.

Related links

“PHONES screen” (p.218)

Controlling the METER Screen

On the METER screen (Meter Fullscreen), displayed by pressing the Meter Fullscreen button in the Admin area, you can display the input and output levels of all channels on the screen or switch the metering points of the level meters (the points where the level is detected).

Tabs

Switches between the Input METER screen, Output METER screen, and DCA METER screen.

InputMETER screen

The meters, faders, and ON buttons of the input channels are displayed.



OutputMETER screen

All output channels, STEREO A/B, CUE, and MONITOR meters are displayed.

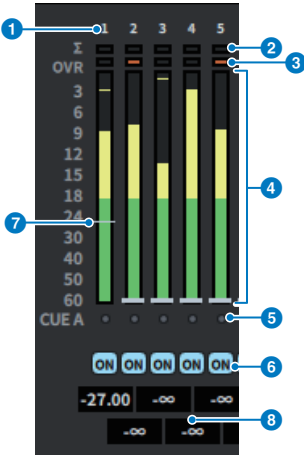


DCA METER screen

The DCA meters are displayed.

Fader level/meter display

The meters and faders of each channel are displayed.



1 Channel number

The channel numbers are displayed.

2 Σ clipping indicator

Lights to indicate that a signal is clipping at some point in the channel.

3 OVER indicator

Lights to indicate that a signal is clipping at the metering point in the channel.

4 Meter

The input or output levels of the channels are displayed. Press to switch to fader banks.

5 CUE A indicator

The CUE statuses are displayed.

6 ON indicator

The on/off statuses of the channels are displayed. Press to switch on/off.

7 Faders

The levels of the channels at the fader positions are displayed. If the [ON] key of the channel is turned OFF, the fader will turn gray.

8 Fader value/channel name display

The levels of the channels are displayed numerically (dB).

NOTE

Touch (or click) the fader bank for each of the 12 channels to recall the corresponding fader layers on the panel.

Metering Point field

Select the metering points detecting the levels from the following. The metering points of the level meters can be individually set for input channels and output channels.

■ For Input METER

- Pre GC
- Pre D. Gain
- Pre HPF
- Pre Fader
- Post On

Pre GC is enabled when there is GC for the device that has been input patched. For channels with no GC, the Pre D. Gain meter value is displayed for the Pre GC metering point.

■ For Output METER

- Pre HPF
- Pre Fader
- Post On

Other Operations > Controlling the METER Screen

Reference Level button

Selects the recommended reference level value for 0VU. (-18 dBFS, -20 dBFS)

Peak Hold button

If this button is on, the peak of each meter is held. If the button is off, the peaks are cleared. Whether the Peak Hold button is on/off affects both the input and output channels. If this button is off, the displays of all held peak levels are cleared.

NOTE

On/off switching of the Peak Hold button can be assigned to a User Defined key.

Assigning a Function to a User Defined Key

- 1 Press the Setup button on the Menu bar.**
- 2 Press the User Setup button to display the USER SETUP screen.**
- 3 Press the User Defined Keys button.**

The USER DEFINED KEYS screen appears.
- 4 Press the button corresponding to the User Defined key to which you want to assign a function.**

The system displays a popup window, in which you can assign a function to the User Defined key.
- 5 Check the Function field, and use the [TOUCH AND TURN] knob to select the function you want to assign.**

For details on the assignable functions and their parameters, refer to the appendix.
- 6 If the selected function features parameters, specify the type of parameter you want to assign by selecting in the following order: Parameter 1 field -> Parameter 2 field -> Parameter 3 field.**
- 7 Press the OK button to close the assignment window.**
- 8 Assign the desired functions to other User Defined keys in the same way.**

Related links

“USER DEFINED KEYS Screen” (p.98)

The Functions that can be Assigned to User Defined Keys

The functions that can be assigned to User Defined keys are as follows.

NOTE

Unsupported functions and parameters are displayed with strikethrough.

Function	Parameter1	Parameter2	Parameter3	Description
No Assign	---	---	---	No assignment
Alternate Function	Latch			Toggles the Alternate Function each time this is pressed.
	Unlatch			Switches to the Alternate Function only when this is pressed.
Automixer	Group A,B,C,D,E Override On			Switches the Override of each group on/off.
	Group A,B,C,D,E Preset On			Switches the Preset of each group on/off.
Brightness	Bank Select	A		Selects the Brightness setting Bank.
		B		
		Tpggle		
CH ON	Specific Ch	CH	1-60	Switches the channel on/off.
		MX	1-24	
		MT	1-12	
		ST	A, B	
		DCA	1-12	
CH Select	Inc			Switches the channel being controlled in the Selected Channel section to the next channel.
	Dec			Switches the channel being controlled in the Selected Channel section to the previous channel.
	Specific Ch	CH	1-60	Switches the channel being controlled in the Selected Channel section to the channel specified in the list.
		MX	1-24	
		MT	1-12	
		ST A	L, R	
		ST B	L, R	
CUE	Output	A		Turns the CUE A ON/ OFF.
	Clear CUE	CUE A		Clears CUE A.
		CUE Surround		Clears CUE Surround.

Function	Parameter1	Parameter2	Parameter3	Description
CUE	Specific Ch	CH	1-60	Switches Cue Out on/off.
		MX	1-24	
		MT	1-12	
		ST	A, B	
		DCA	1-12	
	CUE Mode	A		Switches the cue mode.
	CUE Interruption	Monitor A		Turns the CUE Interruption function ON/OFF.
		Surround Monitor		
		Phones A		
	Input CUE Point	A		Switch the cue point of the input channel.
DCA CUE Point	A		Switches the cue point of the output channel.	
Output CUE Point	A		Switches the cue point of the DCA.	
Fader CUE Release	ON		Turns the Fader CUE Release ON/OFF.	
Backstop PFL	ON		Turns the Backstop PFL ON/OFF.	
DAW Remote	Transport	Go to Project Start		Operates the transport function of the DAW.
		Go to Prev Marker		
		Rewind		
		Fast Forward		
		Go to Next Marker		
		Go to Project End		
		Cycle		
		Stop		
		Play		
		Rec		
	Jog Wheel	Scrub		Turns the Jog Wheel's scrub mode on/off.
		Shuttle		Turns the Jog Wheel's shuttle mode on/off.
	Automation	Touch		Configure Automation mode settings.
		Auto Latch		
		Cross Over		
		Trim		
		Read All		
		Write All		
	Fader Bank	Ch Left		Moves the channel assigned to the fader left or right in 1-channel units.
		Ch Right		

Function	Parameter1	Parameter2	Parameter3	Description
DAW Remote	Fader Bank	Bank Left		Moves the channels assigned to the faders left or right in 12-channel units (12-channel units for DM5C; for the DM5 Series, 12-channel units when Bay Link is disabled, and 24-channel units when Bay Link is enabled).
		Bank Right		
	Rec Ready All			All tracks ready to record.
	Clear Mute			Unmutes all.
	Clear Solo			Clears all solos.
	Control Room	Downmix	1-4	Operates the Control Room function.
		Monitor	A-D	
		Main	Reference, Dimmer, Mute	
		Main Source	Mix, Ext, CUE1-4	
		Phones	Mute	
		Phones Source	Mix, Ext, CUE1-4	
		Mix Sum	---	
		Mix Select	Mix 1-8	
		Ext Select	Ext 1-6	
		CUE	Mute CUE 1-4	
		Talkback	Talkback 1-4, Clear Talkback	
Effect Bypass	FX Rack 1-16			Puts Effect in a bypass state.
Fader Bank Select	This Bay	CH	1-12, 13-24, 25-36, 37-48, 49-60	Selects the current Bay's fader bank.
		MX	1-12, 13-24	
		MT	1-12	
		ST/MON		
		DCA	1-12	
		CUSTOM	1A-4E	
		DAW	1-12, 13-24	
	Bay C	CH	1-12, 13-24, 25-36, 37-48, 49-60	Selects the Bay C's fader bank.
		MX	1-12, 13-24	
		MT	1-12	
		ST/MON		
		DCA	1-12	
		CUSTOM	1A-4E	

Other Operations > The Functions that can be Assigned to User Defined Keys

Function	Parameter1	Parameter2	Parameter3	Description
Fader Bank Select	Bay C	DAW	1-12, 13-24	Selects the Bay C's fader bank.
	Bay L	CH	1-12, 13-24, 25-36, 37-48, 49-60	Selects the Bay L's fader bank.
		MX	1-12, 13-24	
		MT	1-12	
		ST/MON		
		DCA	1-12	
		CUSTOM	1A-4E	
		DAW	1-12, 13-24	
Fader Bank Snapshot	This Bay, Bay C, Bay L, Bay All			Stores the current fader layer and position for each Bay (when the key is pressed for 2 seconds or longer). Or, returns to the last stored layer and position (when the key is pressed for under 2 seconds).
GEQ FREQ Bank	Dec	This Bay, Bay C, Bay L		Use the faders on the EDIT screen of GEQ to change the bands that will be controlled.
	Inc	This Bay, Bay C, Bay L		
Global Paste	All In One	Group 1-32, Current Scene, All Scenes	W/ Screen W/O Screen	Executes Global Paste in a single operation.
		No Scene	-	Current Scene selects the lowest scene group to which the current scene belongs. NO Scene clears the selected scene group.
	Set by Edit	Group 1-32, Current Scene, All Scenes	W/ Screen W/O Screen	Turns the Set by Edit function ON/OFF.
		No Scene	-	
		Paste	-	Executes Global Paste.
GPI Out	1(PY)–5(PY)	Latch		Turns the GPI OUT function ON/OFF.
		Unlatch		Turns the GPI OUT function on only when this is pressed.
Input A/B	Specific Ch	CH1-60		Switches the specified channel's input patch A/B .
Live Rec	Transport	Go To Project Start		Operates the transport function of the DAW.
		Go To Prev Marker		
		Rewind		

Function	Parameter1	Parameter2	Parameter3	Description
Live Rec	Transport	Fast Forward		Operates the transport function of the DAW.
		Go To Next Marker		
		Go To Project End		
		Cycle		
		Stop		
		Start		
		Rec		
		Easy Recording		
	Add Marker			Executes Add Marker in Nuendo Live .
Meter	Peak Hold			Turns peak hold for meters ON/ OFF.
MIDI	Program Change On	Tx, Rx	PY, Local	Turns Program Change messages ON/OFF.
	Program Change	PGM 1–128		Sends the Program Change message with the corresponding number to the external device.
	Control Change On	Tx, Rx	PY, Local	Turns Control Change ON/ OFF.
	Control Change	CC1-31、 CC33-95、 CC102-119		Sends the Control Change message with the corresponding number to the external device.
	Note On	NOTE ON C-2(0)–G8(127)		Send the corresponding MIDI message to the external device.
Monitor	Common	Dimmer On		Turns the Dimmer ON/ OFF.
	Monitor A	Output		Turns the Monitor A ON/OFF.
		Source Select/Sel Ch Assign	Define 1–8	Pressing this key selects DEFINE. Pressing the Assign glass key while this key is being pressed switches Assign on/off.
		Dimmer ON		Attenuates Monitor A's monitor signal.
		Source Select Mode		Toggles the Source Select Mode for Monitor A .
		Mono		Sets Monitor A's output mode to monaural.

Function	Parameter1	Parameter2	Parameter3	Description
Monitor	Monitor A	SpeakerSelect	MAIN	Selects the Speaker for the Monitor A output destination.
			ALT1	
			ALT2	
	Surround Monitor	Output	---	Operates the Surround Monitor function.
		Source Select	Surround A-B, Downmix A-B, Ext5.1-1_4, ExtST-1_4, Define 1-6	
		Dimmer ON	---	
		Source Select Mode	---	
Mute Group Control	Mute 1–12	On		Turns the Mute Group Control ON/OFF.
	All Mute	On		Turns all Mute Group Controls on/off at once.
Oscillator	ON			Switches the oscillator on/off.
	Sel Ch Assign			Pressing the Assign glass key while this key is being pressed switches Assign on/off. The Assign setting is also saved when this key is being pressed. The setting is recalled when the key is pressed again. Switches the Assign when settings are saved to multiple keys.
	Direct Assign	CH	1–60	Assigns the oscillator to the selected channel.
		MX	1-24	
		MT	1–12	
		ST	ST AL	
			ST AR	
			ST BL	
			ST BR	
		Monitor	Monitor AL	
			Monitor AR	
			Monitor AC	
		Surround Monitor	Surround Monitor L	
			Surround Monitor R	
			Surround Monitor C	
			Surround Monitor LFE	
			Surround Monitor Ls	
			Surround Monitor Rs	

Function	Parameter1	Parameter2	Parameter3	Description
Page Change	Bookmark	This Bay, Bay C, Bay L		Stores the currently displayed screen for each Bay (when the key is pressed for 2 seconds or longer). Or, displays the last stored screen (when the key is pressed for under 2 seconds).
	Bookmark with SEL	This Bay, Bay C, Bay L		Stores the currently displayed screen and SEL status for each Bay (when the key is pressed for 2 seconds or longer). Or, displays the last stored screen and restores the SEL status (when the key is pressed for under 2 seconds).
Recorder	Transport	Play		The transport functions of the RECORDER .
		Pause		
		Stop		
		FF		
		Next		
		Rew		
		Previous		
		Rec		
		Auto Rec		STOP → REC → PLAY shortcut function. Recording starts with one action. If executed during recording, the file being recorded in closes and recording continues in a new file.
		Rec & Start		A function to start recording right away without standby.
Save File	Direct Play	NO Assign		Plays the specified audio file(s) from the beginning. The audio file(s) to be played are those saved in the SONGS folder inside the YPE folder.
		(Title)		
Save File	USB1			Saves the DM5 Series settings.
	USB2			
	Internal			

Function	Parameter1	Parameter2	Parameter3	Description
Scene	Inc Recall			Recalls the scene with the next scene number.
	Dec Recall			Recalls the scene with the previous scene number.
	Direct Recall	Scene List		Directly recalls a desired scene.
	Recall Undo			Cancels the recall operation.
	Update Undo			Cancels the store operation.
	Inc			Selects the scene number to be stored/recalled.
	Dec			
	Recall			Recalls a scene.
	Store			Newly stores the current mix data in the scene memory.
	Update			Overwrites and updates the current scene (last recalled or stored scene) with the current mix data.
Selected Ch View Mode	Module			Switches to Module mode.
	Channel			Switches to Selected Channel mode.
	Toggle			Toggles between Module and Channel.
Sends On Fader	MX 1-24	Normal	This Bay, Bay C, Bay L	Normal function on/off switch (NORMAL) and cued function on/off switch (CUE). (With CUE). With CUE enables the cue when Sends On Fader mode is entered or a switch occurs during Sends On Fader mode. When Sends On Fader mode is exited in With CUE, all output channel cues are cleared.
		With CUE	This Bay, Bay C, Bay L	
	MT 1-12	Normal	This Bay, Bay C, Bay L	
		With CUE	This Bay, Bay C, Bay L	
	Sends On Fader	Normal	This Bay, Bay C, Bay L	
		With CUE	This Bay, Bay C, Bay L	
Set By SEL	Set [+48V]			Pressing the glass key while this key is being pressed switches it on/off.
	Set [Phase]			
	Set [Insert On]			
	Set [Direct Out On]			
	Set [Pre Send]			
	Set [To ST A]			

Other Operations > The Functions that can be Assigned to User Defined Keys

Function	Parameter1	Parameter2	Parameter3	Description
Set By SEL	Set [To ST B]			Pressing the glass key while this key is being pressed switches it on/off.
	Set [To LCR]			
	Set [Gain Compensation On]			
Set Nominal Value				Pressing the [SEL] key while this key is being pressed sets the channel's FADER to nominal level. Pressing a parameter knob with a nominal setting also sets the parameter to nominal.
Solo	On			Switches the Solo function on/off.
Surround Pan	L On	Selected Ch	This Bay, Bay C, Bay L	Turns the send to the surround channel on/off.
		CH 1-60	-	
	R On	Selected Ch	This Bay, Bay C, Bay L	
		CH 1-60	-	
	C On	Selected Ch	This Bay, Bay C, Bay L	
		CH 1-60	-	
	LFE On	Selected Ch	This Bay, Bay C, Bay L	
		CH 1-60	-	
	Ls On	Selected Ch	This Bay, Bay C, Bay L	
		CH 1-60	-	
	Rs On	Selected Ch	This Bay, Bay C, Bay L	
		CH 1-60	-	
	Panning L	Selected Ch	This Bay, Bay C, Bay L	
		CH 1-60	-	
	Panning R	Selected Ch	This Bay, Bay C, Bay L	
		CH 1-60	-	
	Panning Front	Selected Ch	This Bay, Bay C, Bay L	
		CH 1-60	-	
	Panning Ls	Selected Ch	This Bay, Bay C, Bay L	
		CH 1-60	-	
	Panning Rs	Selected Ch	This Bay, Bay C, Bay L	
		CH 1-120	-	
	Panning Back	Selected Ch	This Bay, Bay C, Bay L	
		CH 1-60	-	
	Panning Side L	Selected Ch	This Bay, Bay C, Bay L	
		CH 1-60	-	
	Panning Side R	Selected Ch	This Bay, Bay C, Bay L	
		CH 1-60	-	
	Panning Center		Selected Ch	This Bay, Bay C, Bay L

Other Operations > The Functions that can be Assigned to User Defined Keys

Function	Parameter1	Parameter2	Parameter3	Description
Surround Pan	Panning Center	CH 1-60	-	Sets surround pan.
	Panning Toggle	Selected Ch	This Bay, Bay C, Bay L	
		CH 1-60	-	
Talkback	ON	Latch	Current Group, Group 1-8	Turns the Talkback ON/OFF.
		Unlatch	Current Group, Group 1-8	While pressed, Talkback is on.
	Talk Group	1-8		Pressing this key selects the specified Group. Pressing the [SEL] key for the output channel while this key is being pressed switches Assign on/off.
TAP Tempo	Tempo 1-4			Sets TAP Tempo.
User Defined Knobs	Dynamic Mode	This Bay		Turns the User Defined Knobs's Dynamic Mode on/off.
		Bay C		
		Bay L		

Assigning a Function to a User Defined Knob

- 1 Press the Setup button on the Menu bar.**
- 2 Press the User Setup button to display the USER SETUP screen.**
- 3 Press the User Defined Knobs button.**

The USER DEFINED KNOBS screen appears.
- 4 Press the button corresponding to the User Defined knob to which you want to assign a function.**

The system displays a popup window, in which you can assign a function to the User Defined knob.
- 5 Check the Function field, and use the [TOUCH AND TURN] knob to select the function you want to assign.**

For details on the assignable functions and their parameters, refer to the appendix.
- 6 If the selected function features parameters, specify the type of parameter you want to assign by selecting in the following order: Parameter 1 field -> Parameter 2 field -> Parameter 3 field.**
- 7 Press the OK button to close the popup window.**
- 8 Assign the desired functions to other User Defined knobs in the same way.**

When a User Defined knob is touched, the following screen is displayed in the ADMIN area.



Banks can be switched on this screen.
Normally, the screen disappears after a short time, but pressing the pin icon keeps it displayed.

Dynamic Mode

When the Dynamic button is turned on, this enters a mode in which EQ and Dynamics parameters are operated using the User Defined knobs.

	User Defined knob A	User Defined knob B	User Defined knob C	User Defined knob D
EQ	No Assign	Q	F	G
Legacy Comp				
Comp 260	Threshold	Ratio	Gain	Attack
Expander				

Gate	Threshold	Ratio	-	Attack
Ducking				
De-easer	Threshold	Frequency	Q	-
FET Limiter	Input	Output	Ratio	Attack
Diode Bridge Comp	Threshold	Ratio	Gain	Recovery

Related links

“USER DEFINED KNOBS screen” (p.101)

The Functions that can be Assigned to User Defined Knobs

The functions that can be assigned to User Defined knobs are as follows.

NOTE

Unsupported functions and parameters are displayed with strikethrough.

Function	Parameter1	Parameter2	Parameter3
No Assign	---	---	---
Input Gain	Analog Gain	Selected Ch	Bay C, Bay L, This Bay
		CH 1-60	---
	Digital Gain	Selected Ch	Bay C, Bay L, This Bay
		CH 1-60	---
TO STEREO	Pan/Bal	Selected Ch	Bay C, Bay L, This Bay
		CH 1-60, MX1-24	---
	CSR	Selected Ch	Bay C, Bay L, This Bay
		CH 1-60, MX1-24	---
TO MX Level	MX 1-24	Selected Ch	Bay C, Bay L, This Bay
		CH 1-60	---
TO MT Level	MT 1-12	Selected Ch	Bay C, Bay L, This Bay
		CH 1-60, MX1-24, ST A, ST B	---
TO MX Pan/Bal	MX 1-24	Selected Ch	Bay C, Bay L, This Bay
		CH 1-60	---
TO MT Pan/Bal	MT 1-12	Selected Ch	Bay C, Bay L, This Bay
		CH 1-60, MX1-24, ST A, ST B	---
DYN 1	Threshold	Selected Ch	Bay C, Bay L, This Bay
		CH 1-60, MX1-24, MT 1-12, ST A, ST B	---
	Range	Selected Ch	Bay C, Bay L, This Bay
		CH 1-60, MX1-24, MT 1-12, ST A, ST B	---
	Ratio	Selected Ch	Bay C, Bay L, This Bay
		CH 1-60, MX1-24, MT 1-12, ST A, ST B	---
	Frequency	Selected Ch	Bay C, Bay L, This Bay
		CH 1-60, MX1-24, MT 1-12, ST A, ST B	---
	Attack	Selected Ch	Bay C, Bay L, This Bay
		CH 1-60, MX1-24, MT 1-12, ST A, ST B	---
	Hold	Selected Ch	Bay C, Bay L

Other Operations > The Functions that can be Assigned to User Defined Knobs

Function	Parameter1	Parameter2	Parameter3
DYN 1	Hold	CH 1–60, MX1–24, MT 1–12, ST A, ST B	---
		Selected Ch	Bay C, Bay L, This Bay
	Decay	CH 1–60, MX1–24, MT 1–12, ST A, ST B	---
		Selected Ch	Bay C, Bay L, This Bay
	Release	CH 1–60, MX1–24, MT 1–12, ST A, ST B	---
		Selected Ch	Bay C, Bay L, This Bay
	OutGain	CH 1–60, MX1–24, MT 1–12, ST A, ST B	---
		Selected Ch	Bay C, Bay L, This Bay
	Knee	CH 1–60, MX1–24, MT 1–12, ST A, ST B	---
		Selected Ch	Bay C, Bay L, This Bay
	Type	CH 1–60, MX1–24, MT 1–12, ST A, ST B	---
		Selected Ch	Bay C, Bay L, This Bay
	Q	CH 1–60, MX1–24, MT 1–12, ST A, ST B	---
		Selected Ch	Bay C, Bay L, This Bay
	Input	CH 1–60, MX1–24, MT 1–12, ST A, ST B	---
		Selected Ch	Bay C, Bay L, This Bay
	Output	CH 1–60, MX1–24, MT 1–12, ST A, ST B	---
		Selected Ch	Bay C, Bay L, This Bay
	Recovery	CH 1–60, MX1–24, MT 1–12, ST A, ST B	---
		Selected Ch	Bay C, Bay L, This Bay
	Mix Balance	CH 1–60, MX1–24, MT 1–12, ST A, ST B	---
DYN 2	Threshold	Selected Ch	Bay C, Bay L, This Bay
		CH 1–60	---
	Range	Selected Ch	Bay C, Bay L, This Bay
		CH 1–60	---
	Ratio	Selected Ch	Bay C, Bay L, This Bay
		CH 1–60	---
	Frequency	Selected Ch	Bay C, Bay L, This Bay
		CH 1–60	---
	Attack	Selected Ch	Bay C, Bay L, This Bay
		CH 1–60	---
	Hold	Selected Ch	Bay C, Bay L, This Bay
		CH 1–60	---

Other Operations > The Functions that can be Assigned to User Defined Knobs

Function	Parameter1	Parameter2	Parameter3
DYN 2	Decay	Selected Ch	Bay C, Bay L, This Bay
		CH 1-60	---
	Release	Selected Ch	Bay C, Bay L, This Bay
		CH 1-60	---
	OutGain	Selected Ch	Bay C, Bay L, This Bay
		CH 1-60	---
	Knee	Selected Ch	Bay C, Bay L, This Bay
		CH 1-60	---
	Type	Selected Ch	Bay C, Bay L, This Bay
		CH 1-60	---
	Q	Selected Ch	Bay C, Bay L, This Bay
		CH 1-60	---
Delay	Input	Selected Ch	Bay C, Bay L, This Bay
		CH 1-60	---
	Output	Selected Ch	Bay C, Bay L, This Bay
		CH 1-60	---
	Recovery	Selected Ch	Bay C, Bay L, This Bay
		CH 1-60	---
	Mix Balance	Selected Ch	Bay C, Bay L, This Bay
		CH 1-60	---
EQ	Delay Time	Selected Ch	Bay C, Bay L, This Bay
		CH1-60, MX 1-24, MT 1-12, ST A L, ST A R, ST B L, ST B R	---
EQ	Band1-8 Q	Selected Ch	Bay C, Bay L, This Bay
		CH1-60(Band1-4), MX 1-24, MT 1-12, ST A, ST B	---
	Band1-8 Frequency	Selected Ch	Bay C, Bay L, This Bay
		CH1-60(Band1-4), MX 1-24, MT 1-12, ST A, ST B	---
Filter	Band1-8 Gain	Selected Ch	Bay C, Bay L, This Bay
		CH1-60(Band1-4), MX 1-24, MT 1-12, ST A, ST B	---
	HPF Freq	Selected Ch	Bay C, Bay L
		CH1-60, MX 1-24, MT 1-12, ST A, ST B	---
Ch Fader	LPF Freq	Selected Ch	Bay C, Bay L, This Bay
		CH1-60, MX 1-24, MT 1-12, ST A, ST B	---
		CH	CH 1-60
		MX	MX 1-24
	Specific Ch	MT	MT 1-12
		ST	ST A-B

Other Operations > The Functions that can be Assigned to User Defined Knobs

Function	Parameter1	Parameter2	Parameter3
Ch Fader	Specific Ch	DCA	DCA 1–12
Brightness*	Panel		---
	Screen		---
	Deck Screen		---
CUE	CUE A	Input PFL Trim	---
		DCA Trim	---
		Output PFL Trim	---
		CUE Level	---
Monitor	Common	Dimmer Level	---
		TB Dimmer Level	---
	Monitor A	Delay	---
		Fader	---
	Surround Monitor	Dimmer Level	---
		TB Dimmer Level	---
		Fader	---
Oscillator	Level		---
	Sine2 Level		---
	Sine1 Frequency		---
	Sine2 Frequency		---
Automixer	Weight	Automixer CH1–12 *	---
DAW Remote	Control Room	Level	---
	Phones	Level	---

* CH1–64 when the DEK-DUGAN license is enabled.

Setting a Custom Fader Bank

A set of channels assigned to the top-panel faders is called a "fader bank." There are input and output channel banks, as well as custom fader banks. Custom fader banks enable you to select various combinations of channels, regardless of channel types. You can also change the settings of the channel that will be controlled by the Main fader, of which there is one in each Bay.

- 1 Press the Setup button on the Menu bar.**
- 2 Press the User Setup button to display the USER SETUP screen.**
- 3 Press the Custom Fader button.**
The CUSTOM FADER screen appears.
- 4 Select the target BAY or main fader, and the target bank.**
- 5 Press the fader assign button for the fader you want to set up.**
- 6 On the CH SELECT screen that appears, select the channel you want to assign to that fader.**
The name of the selected channel will appear on the fader assign button.
- 7 To assign channels to other faders, repeat steps 4 through 6.**
- 8 When you finish selecting them, press the × symbol.**

Related links

"CUSTOM FADER screen" (p.95)

Using the Assist Function

This function supports the operator for setting up devices and rehearsals.

HA Assist

Suggests an appropriate gain value when an input channel is specified and the assist function is enabled. This is useful for making quick, fine adjustments to the HA of each channel during rehearsals. The targets are input channels with analog gain.

NOTE

If Gain Compensation is enabled, a gain value will not be correctly suggested.

Fader Assist

Suggests an appropriate fader level value when the target input channel is specified and the assist function is enabled. The targets are input channels only.

NOTE

- Setting the appropriate icon (instrument type) to the target input channel improves the suggestion accuracy.
- Suggested Fader Assist values cannot be correctly set to input channels with channel pairs or channel link.

Naming Assist

Analyzes the audio input to a channel and suggests a recommended instrument as a candidate. Once the candidate is selected, the corresponding icon and instrument name are set. ("NAME Screen" (p.238))

Comp Assist

Suggests an appropriate compressor parameter when an input channel is specified and the assist function is enabled. This helps reduce the time needed to set parameters during rehearsal and allows audio adjustment to be performed quickly.

NOTE

- Comp Assist is enabled only for DYN2.
- Comp Assist is enabled for the Legacy Comp, Comp 260, FET Limiter, and Diode Bridge Comp types.

- 1 Press the Assist button on the menu bar to display the ASSIST screen.**
- 2 Select the assist function you want to use.**
- 3 Press the channel selection button to open the CH SELECT screen.**

NOTE

When the Set by SEL button is turned on, channels can be selected using the [Select] glass key.

- 4 Select the channel being controlled on the CH SELECT screen.**

- 5

Press Enable HA Assist, Enable Fader Assist, and Enable Comp Assist to enable the functions.
- 6

HA Assist performs gain adjustment on screens such as the 1ch GAIN screen and 12ch GAIN screen, and Fader Assist performs balance adjustment on the Fader screen.

The recommended value is displayed in HA Assist.

HA Assist		Fader Assist
1ch GAIN screen	12ch GAIN screen	Fader screen



Related links

- “ASSIST Screen” (p.193)
- “NAME Screen” (p.238)

About Dante

The DM5 Series uses Dante as a protocol for transmitting audio signals. Dante is a network protocol developed by Audinate. It is designed to deliver multi-channel audio signals at various sampling and bit rates, as well as device control signals over a Giga-bit Ethernet (GbE) network. It also offers the following advantages.

- Theoretically, a total of 1,024 channels of audio can be transmitted in a Gigabit Ethernet environment: up to 512 in and 512 out.
- Devices in the network can be automatically detected and set, and device names can be set as desired.
- Using highly accurate network synchronization technology allows for low latency, low jitter, and high sample accuracy.
- The primary line and secondary line are redundantly connected in the unlikely event of a failure.
- Connecting to a computer via Ethernet allows audio to be directly input/output without an audio interface device.
- Audio can be transmitted between devices up to 100 m apart using a CAT5e network cable. However, the maximum practical distance may vary depending on the cable used.

Visit the Audinate website for more details on Dante:

<https://www.audinate.com/>

More information on Dante is also posted on the Yamaha Pro Audio website:

<https://www.yamahaproaudio.com/>

Do not use theEEE function (*) of a network switch inside a Dante network.

Power consumption settings are adjusted automatically between switches that support the EEE function, but some switches do not correctly adjust these mutual settings correctly. This means that in certain unfavorable cases with the Dante network, the EEE function of a switch might be enabled, impairing the clock synchronization capability and causing audio to be interrupted. Therefore, we strongly recommend that:

- If using a managed switch, turn off the EEE function of all ports that use Dante. Do not use a switch that does not allow you to turn off the EEE function.
- If using an unmanaged switch, do not use a switch that supports the EEE function. Such switches cannot turn off the EEE function.

*EEE (Energy Efficient Ethernet) function, A technology that reduces power consumption of an Ethernet device when network traffic is sparse. It is also called “green Ethernet” or IEEE802.3az.

Configuring Dante Controller

Connect the network port of the computer to a GbE-compatible network switch. Configure the computer to obtain an IP address automatically (this is the default setting). You must make the following settings for Dante Controller.

- For multitrack recording: Patch audio signals from the I/O DEVICE to the DVS or Dante Accelerator card for multitrack recording
- For virtual sound check: Patch audio signals in such a way that they will be output from the computer to the Dante audio network, then routed to the channels on the DM5 Series

During multitrack playback, you can switch these settings easily using the VIRTUAL SOUND CHECK ON button on the RECORDING PATCHscreen.

NOTE

For details about operating Dante Controller and configuring detailed settings, refer to the Dante Controller manual.

Mounting an I/O DEVICE

Here's how to select a device from the multiple I/O DEVICE on the Dante audio network, and mount that device.

- 1 Press the I/O Device button on the Menu bar.**
- 2 Press the DANTE I/O Device button to display the DANTE I/O DEVICE screen.**
- 3 Press a vacant I/O DEVICE select button.**
- 4 Press the I/O DEVICE button to display the DEVICE SELECT screen.**
- 5 Select the mounting method, and mount the I/O DEVICE.**

Related links

- "DANTE I/O DEVICE screen" (p.172)
- "DEVICE SELECT screen" (p.174)

Patching an I/O DEVICE

Here you can patch between an I/O DEVICE connected to a Dante connector and the Dante audio network.

- 1 Press the I/O Device button on the Menu bar.**
- 2 Press the DANTE Patch button to display the DANTE PATCH screen.**
- 3 Press the Input button to display the Input tab on the DANTE PATCH screen.**

Set the patch being Input to the Dante audio network from the I/O DEVICE. Use the Auto Setup button to set it in the Source list.

- 4 Press the Output tab to display the Output tab on the DANTE PATCH screen.**

Set the patch being output to the I/O DEVICE from the Dante audio network. Set it in the Source list.

- 5 When you finish making settings, press the × button to close the DANTE PATCH screen.**

NOTE

To input a signal from or output a signal to an I/O DEVICE, an input channel or output channel must be patched.

Related links

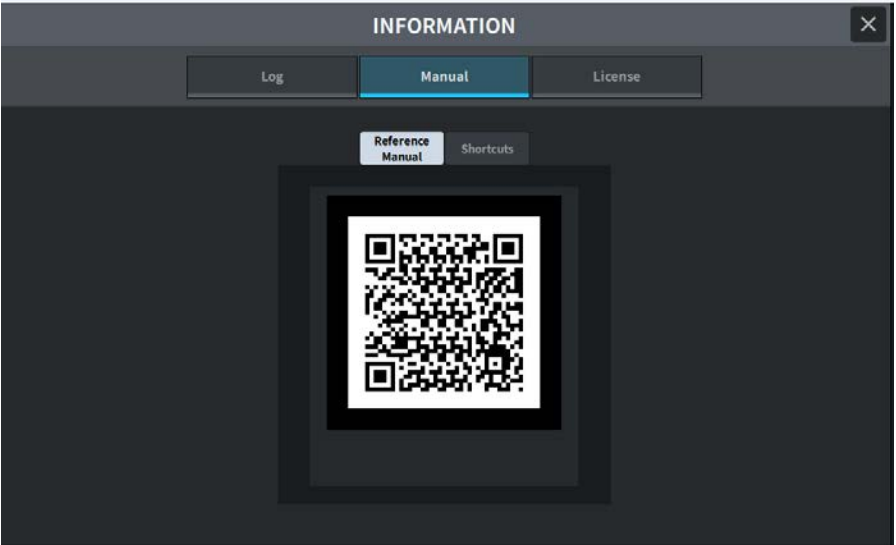
“DANTE SETUP (Device Mount) screen” (p.171)

Using the manual and shortcuts

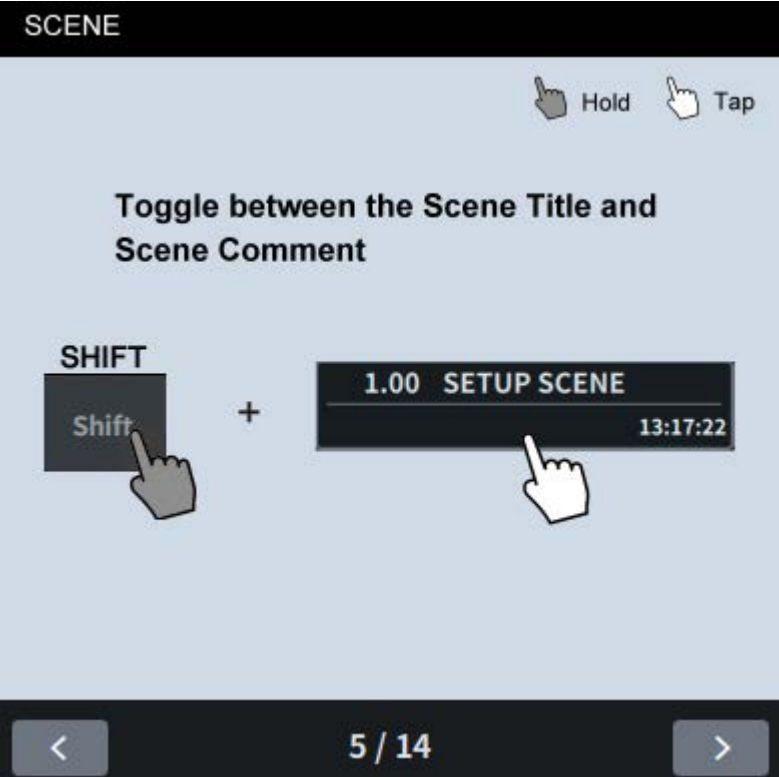
This screen is used to refer to the Reference Manual for checking console functions and to use convenient shortcuts.

1 Press the Information button on the GENERAL screen.

Pressing the **Reference Manual** button on the **Manual** tab displays a two-dimensional code that links to the URL for the User Guide.



Pressing the **Shortcuts** button on the **Manual** tab displays convenient shortcuts.



You can move between pages using the arrow buttons at the bottom.

Related links

[“GENERAL Screen” \(p.86\)](#)

DM Editor

About DM Editor

DM Editor is software that allows you to use your computer to perform offline editing by preparing the settings for the DM7/DM5 Series unit in advance, and to connect to the unit to monitor and adjust its settings (online monitoring/operation).

DM Editor and the DM7/DM5 Series are connected over a network. The DM7/DM5 Series unit and a computer on which DM Editor is installed are connected on the same network. For more information on configuring the network, please refer to the DM Editor Installation Guide.

NOTE

- DM Editor and DM StageMix can be used on up to three terminals at the same time. However, DM Editor can only be used on one of them.
- Parts of this software are based on open-source software. For information regarding software licenses, please see the License screen.

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File Menu

The File menu is a menu for file operations.

NOTE

You can save files created in DM Editor in a USB storage device connected to the computer, and then load the files directly to the DM7/DM5 Series unit via the USB port. Similarly, if you save files from the DM7/DM5 Series unit to a USB storage device, you can load them into DM Editor.

The functions are as follows.

- Load :
Loads a saved file.
- Save :
Overwrite saves a file.
- Save As :
Saves a file under a different name.
- Import Scene/Library... :
Loads library and scene data in the file.
- Initialize Memory :
 - Current Memory :
Initializes the DM Editor current memory.
The data to be initialized are the mixing data and setup data.
 - All Memory :
Initializes the entire DM Editor memory.
The data to be initialized are all scenes, all presets, mixing data, and setup data.
- Load User Key :
Loads a user authentication key.
- Channel List :
Displays the screen for editing channel information.
- Exit :
Exits DM Editor.

Setup Menu

The Setup menu is used to configure the environment for using DM Editor.

A checkmark appears when an item is selected, enabling the function. It is unchecked when selected again, disabling the function.

- **Unicast Level Meter :**

Displays level meter information even if the DM7/DM5 Series is on a different subnet.

- **Ch Select Link :**

Sets whether or not channel selection is synchronized with the unit during synchronization with the DM7/DM5 Series unit.

- **Network Interface :**

Selects the network port through which the DM7/DM5 Series unit and computer communicate.

The displayed contents differ depending on the usage environment.

Window Menu

The Window menu configures the screen display.

- **Zoom :**

Sets the application display size to 50%, 75%, 100%, 125%, or 150%.

Help Menu

The Help menu displays the DM Editor manual, version, and license information.

- **Help :**
Launches a Web browser and displays the manual.
- **About :**
Displays the About screen, which shows the version of DM Editor.

NOTE

You must connect to the Internet to view the manual.

Editor Operation Overview

This section explains how to operate DM Editor using a mouse or keyboard.

Using the mouse wheel

You can use the mouse wheel as if you were operating the [TOUCH AND TURN] knob on the unit.

Using the PC keyboard

You can use the PC keyboard to enter text as if you were operating the KEYBOARD screen on the unit.

Using the touch screen

DM Editor can be operated by touching the display on a touch screen PC, etc.

Operation during Editor Startup

When DM Editor is started up, the screen to select the DM7/DM5 Series model appears.
Select the model and click the Start button to launch the Editor.

Editor and Unit Synchronization

When DM Editor is started up, the parameter settings in the DM5 Series unit and DM Editor are different. Therefore, the DM5 Series unit and DM Editor settings must first be synchronized.

Before synchronization, configure the network interface.

- 1 Select Connect in the Synchronization menu. The Connect & Synchronize screen appears.**
- 2 Select the network interface being used from the Network Interface list.**
- 3 Select the DM5 Series unit being synchronized and the direction of synchronization.**

The synchronized DM5 Series can select the configured model when the DM Editor is launched.

Use the Direct IP button to directly specify the IP address without running an automated search. When Unicast Level Meter is turned on, level meter information can be displayed even if the DM5 Series is on a different subnet.

If the maximum number (up to 3) has already been reached for the DM Editor and DM StageMix connected to the DM5 Series unit, a prohibited symbol is displayed next to the name on the left side of the list. Even if the prohibited symbol is not displayed, when the DM5 Series unit is selected and the Connect button is pressed, a message may appear indicating that connection was not possible depending on the connection conditions of other DM Editor and DM StageMix applications.

The synchronization directions are as follows.

DM5→PC	Parameter settings on the DM5 Series unit will be copied to DM Editor.
DM5←PC	Parameter settings on DM Editor will be copied to the DM5 Series unit.

- 4 If an Administrator password is set up on the DM5 Series unit, enter the password.**
- 5 Click the Connect button.**

Do not operate the DM5 Series unit during synchronization.

Editor's Offline Edit Function

When you do not want to link the DM5 Series unit with DM Editor, select Disconnect in the Synchronization menu to switch to offline. To apply the edits made offline to the DM5 Series unit, select Connect in the Synchronization menu again, and synchronize using “DM5←DM Editor”.

Notice

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FX Parameters

Reverb HD Hall, Reverb HD Room, Reverb HD Plate

These are highly dense reverb simulations directly from Yamaha.

- HD Hall is reverb that simulates a concert hall
- HD Room is reverb that simulates room acoustics
- HD Plate is reverb that simulates plate echo

Parameter	Range	Description
Reverb Time	0.3 s - 30.0 s	The length of the reverb
Room Size	0 - 4	(HALL, ROOM only) The size of the space where the sound is playing
Plate Type	0 - 2	(PLATE only) The reverb quality
Initial Delay	0.1 ms - 200.0 ms	The delay until the early reflected sound of the reverb is produced
High Damp Freq	1.0 kHz - 20.0 kHz	Adjusts high-frequency attenuation
Low Ratio	0.1 - 2.4	The ratio of the low-frequency reverb time with respect to the Reverb Time
High Ratio	0.1 - 1.0	The ratio of the high-frequency reverb time with respect to the Reverb Time
HPF	Thru, 21.2 Hz - 8.00 kHz	The cutoff frequency of the high pass filter
LPF	50.0 Hz - 16.0 kHz, Thru	The cutoff frequency of the low pass filter

Space Simulator

Reverb that can configure the space using width, height, and depth.

Parameter	Range	Description
Reverb Time	0.3 s - 30.0 s	The length of the reverb
Width	0.5 m - 30.2 m	Width of space
Height	0.5 m - 30.2 m	Height of space
Depth	0.5 m - 30.2 m	Depth of space
Wall Vary	0 - 30	The conditions of the walls in the space. A larger value means stronger diffusion, and a smaller value means weaker diffusion
Space Type	Canyon, White Room	The type of space simulation
Initial Delay	0.1 ms - 200 ms	The delay until the early reflected sound of the reverb is produced
High Ratio	0.1 - 1.0	The ratio of the high-frequency reverb time with respect to the REV TIME
Diffusion	0 - 10	The horizontal spread of the reverb
Density	0 - 4	The density of the reverb
HPF	Thru, 21.2 Hz - 8.00 kHz	The cutoff frequency of the high pass filter
LPF	50.0 Hz - 16.0 kHz, Thru	The cutoff frequency of the low pass filter
E/R Delay	0.1 ms - 200.0 ms	The delay from the early reflected sound until the reverb
ER/Rev Balance	E63>R - E<R63	The level balance between the early reflected sound and the reverb
Feedback Gain	-99% - +99%	The feedback amount from the initial delay

Gate Reverb

The early reflected sound of the gate reverb.

Parameter	Range	Description
Type	Type-A, Type-B	The pattern type of the early reflected sound
Room Size	0.1 - 20.0	The size of the room (the reflected sound interval)
Liveness	0 - 10	How the reflected sound is attenuated (0: dead, 10: Live)
Initial Delay	0.1 ms - 200.0 ms	The delay until the early reflected sound is produced
Diffusion	0 - 10	The horizontal spread of the reflected sound
Density	0 - 3	The density of the reflected sound
Feedback Gain	-99% - +99%	The feedback amount
Low Ratio	0.1 - 1.0	The low-frequency feedback
High Ratio	0.1 - 1.0	The high-frequency feedback
HPF	Thru, 21.2 Hz - 8.00 kHz	The cutoff frequency of the high pass filter
LPF	50.0 Hz - 16.0 kHz, Thru	The cutoff frequency of the low pass filter

Reverb R3 Hall, Reverb R3 Room, Reverb R3 Plate

This is reverb that uses algorithms directly from the ProR3, professional reverb equipment.

- R3 Hall is reverb that simulates a concert hall
- R3 Room is reverb that simulates room acoustics

- R3 Plate is reverb that simulates plate echo

Parameter	Range	Description
Reverb Time	0.3 s - 30.0 s	The length of the reverb
Initial Delay	0.1 ms - 200 ms	The delay until the early reflected sound of the reverb is produced
Low Ratio	0.1 - 2.4	The ratio of the low-frequency reverb time with respect to the REV TIME
High Ratio	0.1 - 1.0	The ratio of the high-frequency reverb time with respect to the REV TIME
Diffusion	0 - 10	The horizontal spread of the reverb
Density	0 - 4	The density of the reverb
HPF	Thru, 21.2 Hz - 8.00 kHz	The cutoff frequency of the high pass filter
LPF	50.0 Hz - 16.0 kHz, Thru	The cutoff frequency of the low pass filter
E/R Delay	0.1 ms - 200.0 ms	The delay from the early reflected sound until the reverb
E/R Balance	E63>R - E<R63	The level balance between the early reflected sound and the reverb
Feedback Gain	-99% - +99%	The feedback amount from the initial delay

Early Reflection

2 IN/2 OUT early reflections. An effect in which only the early reflected sound of the reverb is extracted.

Parameter	Range	Description
Type	S-Hall, L-Hall, Random, Reverse, Plate, Spring	The pattern type of the early reflected sound
Room Size	0.1 - 20.0	The size of the room (the reflected sound interval)
Liveness	0 - 10	How the reflected sound is attenuated (0: dead, 10: Live)
Initial Delay	0.1 ms - 200.0 ms	The delay until the early reflected sound is produced
Diffusion	0 - 10	The horizontal spread of the reflected sound
Density	0 - 3	The density of the reflected sound
Feedback Gain	-99% - +99%	The feedback amount
High Ratio	0.1 - 1.0	The high-frequency feedback
Low Ratio	0.1 - 1.0	The low-frequency feedback
HPF	Thru, 21.2 Hz - 8.00 kHz	The cutoff frequency of the high pass filter
LPF	50.0 Hz - 16.0 kHz, Thru	The cutoff frequency of the low pass filter

Reverse Gate

This is the Reverse Gate effect from the preset bank included with the SPX2000. Reverse Gate is also known as reverse reverb.

Parameter	Range	Description
Type	Type-A, Type-B	The pattern type of the early reflected sound
Room Size	0.1 - 20.0	The size of the room (the reflected sound interval)
Liveness	0 - 10	How the reflected sound is attenuated (0: dead, 10: Live)
Initial Delay	0.1 ms - 200.0 ms	The delay until the early reflected sound is produced
Diffusion	0 - 10	The horizontal spread of the reflected sound
Density	0 - 3	The density of the reflected sound
Feedback Gain	-99% - +99%	The feedback amount
High Ratio	0.1 - 1.0	The high-frequency feedback
Low Ratio	0.1 - 1.0	The low-frequency feedback
HPF	Thru, 21.2 Hz - 8.00 kHz	The cutoff frequency of the high pass filter
LPF	50.0 Hz - 16.0 kHz, Thru	The cutoff frequency of the low pass filter

Reverb N2 Hall, Reverb N2 Room, Reverb N2 Stage

This is hall, room, and stage reverb directly from the SPX1000.

Parameter	Range	Description
Reverb Time	0.3 s - 30.0 s	The length of the reverb
Initial Delay	0.1 ms - 200 ms	The delay until the early reflected sound of the reverb is produced
Low Ratio	0.1 - 2.4	The ratio of the low-frequency reverb time with respect to the REV TIME
High Ratio	0.1 - 1.0	The ratio of the high-frequency reverb time with respect to the REV TIME
Diffusion	0 - 10	The horizontal spread of the reverb
Density	0 - 4	The density of the reverb
HPF	Thru, 21.2 Hz - 8.00 kHz	The cutoff frequency of the high pass filter
LPF	50.0 Hz - 16.0 kHz, Thru	The cutoff frequency of the low pass filter
Reverb Delay	0.1 ms - 200.0 ms	The delay from the early reflected sound until the reverb
ER/Rev Balance	E63>R - E<R63	The level balance between the early reflected sound and the reverb
Feedback Gain	-99% - +99%	The feedback amount from the initial delay

Mono Delay

Basic 2IN/2OUT repeat delay.

Parameter	Range	Description
Delay	1.0 - 2700.0 ms	Delay time
Feedback Gain	-99 - +99	The feedback amount
High Ratio	0.1 - 1.0	The amount of high-frequency feedback
HPF	Thru, 21.2 Hz - 8.00 kHz	The cutoff frequency of the high pass filter
LPF	50.0 Hz - 16.0 kHz, Thru	The cutoff frequency of the low pass filter
Sync	OFF, ON	Tempo parameter synchronization on/off
Note	----, *1 - *14	The value for converting the DELAY from the tempo

Stereo Delay

Basic 2 IN /2 OUT stereo delay.

Parameter	Range	Description
Delay L	1.0 - 1350.0 ms	The delay time of the L-channel
Delay R	1.0 - 1350.0 ms	The delay time of the R-channel
Feedback Gain L	-99 - +99	The feedback amount of the L-channel
Feedback Gain R	-99 - +99	The feedback amount of the R-channel
High Ratio	0.1 - 1.0	The amount of high-frequency feedback
HPF	Thru, 21.2 Hz - 8.00 kHz	The cutoff frequency of the high pass filter
LPF	50.0 Hz - 16.0 kHz, Thru	The cutoff frequency of the low pass filter
Sync	OFF, ON	Tempo parameter synchronization on/off
Note L	----, *1 - *14	The value for converting the DELAY L from the tempo
Note R	----, *1 - *14	The value for converting the DELAY R from the tempo

Delay LCR

2 IN /2 OUT 3-tap delay.

Parameter	Range	Description
Delay L	1.0 - 2700.0 ms	The delay time of the L-channel
Delay C	1.0 - 2700.0 ms	The delay time of the center channel
Delay R	1.0 - 2700.0 ms	The delay time of the R-channel
Delay FB	1.0 - 2700.0 ms	The delay time of the feedback
Feedback Gain	-99 - +99	The feedback amount
High Ratio	0.1 - 1.0	The amount of high-frequency feedback
HPF	Thru, 21.2 Hz - 8.00 kHz	The cutoff frequency of the high pass filter
LPF	50.0 Hz - 16.0 kHz, Thru	The cutoff frequency of the low pass filter
Level L	-100 - +100	The level of the L-channel
Level C	-100 - +100	The level of the center channel
Level R	-100 - +100	The level of the R-channel
Sync	OFF, ON	Tempo parameter synchronization on/off
Note L	----, *1 - *14	The value for converting the DELAY L from the tempo
Note C	----, *1 - *14	The value for converting the DELAY C from the tempo
Note R	----, *1 - *14	The value for converting the DELAY R from the tempo
Note FB	----, *1 - *14	The value for converting the DELAY FB from the tempo

Cross Delay

This is a type of delay in which the delay sound jumps left and right.

Parameter	Range	Description
Delay L>R	1.0 - 1638.3 ms	The delay time from left to right
Delay R>L	1.0 - 1638.3 ms	The delay time from right to left
Feedback Gain	-99 - +99	The feedback amount
Type	R first, L first, L cross R, R first 2, L first 2	The input channel selection
High Ratio	0.1 - 1.0	The amount of high-frequency feedback
HPF	Thru, 21.2 Hz - 8.00 kHz	The cutoff frequency of the high pass filter
LPF	50.0 Hz - 16.0 kHz, Thru	The cutoff frequency of the low pass filter

Echo

2 IN /2 OUT stereo delay with cross-feedback loop.

Parameter	Range	Description
Delay L	1.0 - 1350.0 ms	The delay time of the L-channel
Delay R	1.0 - 1350.0 ms	The delay time of the R-channel
Delay FB L	1.0 - 1350.0 ms	The feedback delay time of the L-channel
Delay FB R	1.0 - 1350.0 ms	The feedback delay time of the R-channel
Feedback Gain L	-99 - +99	The feedback amount of the L-channel
Feedback Gain R	-99 - +99	The feedback amount of the R-channel
XFeedback Gain	-99 - +99	The feedback amount for L->R and R->L
High Ratio	0.1 - 1.0	The amount of high-frequency feedback
HPF	Thru, 21.2 Hz - 8.00 kHz	The cutoff frequency of the high pass filter
LPF	50.0 Hz - 16.0 kHz, Thru	The cutoff frequency of the low pass filter
Sync	OFF, ON	Tempo parameter synchronization on/off
Note L	----, *1 - *14	The value for converting the DELAY L from the tempo
Note R	----, *1 - *14	The value for converting the DELAY R from the tempo
Note FBL	----, *1 - *14	The value for converting the DELAY FB L from the tempo
Note FBR	----, *1 - *14	The value for converting the DELAY FB R from the tempo

Ping Pong Delay

2 IN/2 OUT ping pong delay. A delay effect in which the delay sound is repeated at equal intervals alternately on the left and right.

Parameter	Range	Description
Delay	1.0 ms - 1350.0 ms	Delay time
Feedback Gain	-99% - +99%	The feedback amount
High Ratio	0.1 - 1.0	The amount of high-frequency feedback
HPF	Thru, 21.2 Hz - 8.00 kHz	The cutoff frequency of the high pass filter
LPF	50.0 Hz - 16.0 kHz, Thru	The cutoff frequency of the low pass filter
Sync	Off, On	Tempo parameter synchronization on/off
Note	----, *1 - *14	The value for converting the DELAY from the tempo

Analog Delay Modern

A simulation effect of analog delay using a BBD element. The BBD element's configuration is the long delay configuration.

Parameter	Range	Description
Delay	50 - 1000.0 ms	Delay time
Feedback Gain	-99 - +99	The feedback amount
Input Level	0 - 100	The delay input level
Type	Urban, Dub, Narrow, Soft, Dark	The delay character

Analog Delay Retro

A simulation effect of analog delay using a BBD element. The BBD element's configuration is the short delay configuration.

Parameter	Range	Description
Delay	25 - 800 ms	Delay time
Feedback Gain	-99 - +99	The feedback amount
Input Level	0 - 100	The delay input level
Type	Mellow, Dub, Narrow, Soft, Dark	The delay character

Chorus

2 IN/2 OUT chorus effect.

Parameter	Range	Description
Frequency	0.05 Hz - 10.00 Hz	The speed of modulation
AM Depth	0% - 100%	The depth of amplitude modulation
PM Depth	0% - 100%	The depth of pitch modulation
MOD. Delay	1.0 ms - 500.0 ms	The modulation delay time
Sync	Off, On	Tempo parameter synchronization on/off
Note	*1 - *14	The value for converting the Frequency from the tempo

Symphonic

2 IN/2 OUT symphonic effect.

Parameter	Range	Description
Frequency	0.05 Hz - 10.00 Hz	The speed of modulation
Depth	0% - 100%	The depth of modulation
MOD. Delay	1.0 ms - 500.0 ms	The modulation delay time
Sync	Off, On	Tempo parameter synchronization on/off
Note	*1 - *14	The value for converting the Frequency from the tempo

Flanger

2 IN/2 OUT flange effect.

Parameter	Range	Description
Frequency	0.05 Hz - 10.00 Hz	The speed of modulation
Depth	0% - 100%	The depth of modulation
MOD. Delay	1.0 ms - 500.0 ms	The modulation delay time
Feedback Gain	-99% - +99%	The feedback amount
Sync	Off, On	Tempo parameter synchronization on/off
Note	*1 - *14	The value for converting the Frequency from the tempo

Phaser

2 IN/2 OUT 16-stage effect.

Parameter	Range	Description
Frequency	0.05 Hz - 10.00 Hz	The speed of modulation
Depth	0% - 100%	The depth of modulation
Feedback Gain	-99% - +99%	The feedback amount
Stage	2 - 16	The number of phase shift stages
HPF	Thru, 21.2 Hz - 8.00 kHz	The cutoff frequency of the high pass filter
LPF	50.0 Hz - 16.0 kHz, Thru	The cutoff frequency of the low pass filter
Sync	Off, On	Tempo parameter synchronization on/off
Note	*1 - *14	The value for converting the FREQ. from the tempo

Auto Pan

An effect that periodically moves the sound image (Pan) left and right.

Parameter	Range	Description
Frequency	0.0 Hz - 39.70 Hz	The auto pan frequency
L/R Depth	0% - 100%	The left-right pan depth
F/R Depth	0% - 100%	The forward-rear pan depth
Pan Direction	L<>R, L>>R, L<<R, LTurn, RTurn, L/R	The type of auto pan
Pan Curve	0 - 28	Changes the panning curve
LSF Freq	21.2 Hz - 8.0 kHz	Low EQ Freq
LSF Gain	-12 dB - +12 dB	Low EQ Gain
EQ Freq	100 Hz - 8.0 kHz	Mid EQ Freq
EQ Gain	-12 dB - +12 dB	Mid EQ Gain
EQ Q	0.1 - 12.0	Mid EQ Q
HSF Freq	50.0 Hz - 16.0 kHz	High EQ Freq
HSF Gain	-12 dB - +12 dB	High EQ Gain
Input Mode	Mono / Stereo	Input mono/stereo

Tremolo

An effect that periodically changes the volume.

Parameter	Range	Description
Frequency	0.0 Hz - 39.70 Hz	The modulation frequency
AM Depth	0% - 100%	The depth of amplitude modulation
PM Depth	0% - 100%	The depth of pitch modulation
LFO Phase Diff.	-180 deg - +180 deg	The L/R phase difference of the modulated wave system
LSF Freq	21.2 Hz - 8.0 kHz	Low EQ Freq
LSF Gain	-12 dB - +12 dB	Low EQ Gain
EQ Freq	100 Hz - 8.0 kHz	Mid EQ Freq
EQ Gain	-12 dB - +12 dB	Mid EQ Gain
EQ Q	0.1 - 12.0	Mid EQ Q
HSF Freq	50.0 Hz - 16.0 kHz	High EQ Freq
HSF Gain	-12 dB - +12 dB	High EQ Gain
Input Mode	Mono / Stereo	Input mono/stereo

Rotary Speaker

An effect that simulates a rotary speaker.

Parameter	Range	Description
Rotor Speed Slow	0.0 Hz - 2.65 Hz	The rotor's rotation speed during slow rotation
Horn Speed Slow	0.0 Hz - 2.65 Hz	The horn's rotation speed during slow rotation
Rotor Speed Fast	2.69 Hz - 39.70 Hz	The rotor's rotation speed during fast rotation
Horn Speed Fast	2.69 Hz - 39.70 Hz	The horn's rotation speed during fast rotation
Accel Rotor	0 - 100	The transition time when switching rotational speeds of the rotor
Accel Horn	0 - 100	The transition time when switching rotational speeds of the horn
Drive Rotor	0 - 100	The depth of modulation from rotor rotation
Drive Horn	0 - 100	The depth of modulation from horn rotation
Rotor/Horn Balance	0 - 100	The horn and rotor volume balance
LSF Freq	21.2 Hz - 8.0 kHz	Low EQ Freq
LSF Gain	-12 dB - +12 dB	Low EQ Gain
HSF Freq	50.0 Hz - 16.0 kHz	High EQ Freq
HSF Gain	-12 dB - +12 dB	High EQ Gain
Mic L-R Angle	0 deg - 180 deg	The L/R angle of the mic from which output is taken
Speed Control	Slow / Fast	Rotation speed switch

Amp Simulator

An effect that simulates a guitar amp.

Parameter	Range	Description
Drive	0 - 100	The degree of distortion
Type	Transistor, VNTG Tube, DST 1, DST 2, Fuzz	A device that changes the way sound is distorted
Speaker Type	Flat, Stack, Combo, Twin, Radio, Megaphone	The speaker type
Presence	-10 - 10	Controls a wide area
Output Level	0 - 100	The output level

Comp Distortion

A Compressor+ distortion effect.

Parameter	Range	Description
Drive	0 - 100	The degree of distortion
LSF Freq	21.2 Hz - 8.0 kHz	Low EQ Freq
LSF Gain	-12 dB - +12 dB	Low EQ Gain
LPF	50.0 Hz - Thru	Low EQ Gain
Output Level	0 - 100	The output level
EQ Freq	100 Hz - 8.0 kHz	Mid EQ Freq
EQ Gain	-12 dB - +12 dB	Mid EQ Gain
EQ Q	0.1 - 12.0	Mid EQ Q
Edge (Clip Curve)	0 - 100	
Attack	1 ms - 40 ms	
Release	10 ms - 680 ms	
Threshold	-48 dB - -6 dB	
Ratio	1.0 - 20.0	

MBC3

An effect that divides the bandwidth into three bands and applies a compressor to each band separately.

Parameter	Range	Description
Low Attack	1 ms - 200 ms	The time until the compressor begins to work in the low frequency range
Low Threshold	-54 dB - -6 dB	The input level at which the effect begins to take effect in the low frequency range
Low Ratio	1.0 - 20.0	The compression ratio of the compressor in the low frequency range
Low Gain	-∞ - 18 dB	The output level in the low frequency range
Mid Attack	1 ms - 200 ms	The time until the compressor begins to work in the mid frequency range
Mid Threshold	-54 dB - -6 dB	The input level at which the effect begins to take effect in the mid frequency range
Mid Ratio	1.0 - 20.0	The compression ratio of the compressor in the mid frequency range
Mid Gain	-∞ - 18 dB	The output level in the mid frequency range
High Attack	1 ms - 200 ms	The time until the compressor begins to work in the high frequency range
High Threshold	-54 dB - -6 dB	The input level at which the effect begins to take effect in the high frequency range
High Ratio	1.0 - 20.0	The compression ratio of the compressor in the high frequency range
High Gain	-∞ - 18 dB	The output level in the high frequency range
XOver Lo	16 Hz - 20 Hz	The Low/Mid frequency for dividing the bandwidth into three bands
XOver Hi	16 Hz - 20 Hz	The Mid/High frequency for dividing the bandwidth into three bands
Common Release	10 ms - 3000 ms	The common release time set for all three bands

Vintage Wah

Auto-wah that uses VCM technology. Periodically changes the center frequency of the filter.

Parameter	Range	Description
Frequency	0.100 Hz - 20.00 Hz	The LFO speed
Bottom	0 - 100	The lowest value of the wah filter's variable range
Top	0 - 100	The highest value of the wah filter's variable range
Reso. Offset	-12.0 - 12.0	The offset of the resonance
Wave	Sine / Tri	Selects the waveform (either sine wave or square wave)
Type	High, Mid, Low, Bass	Selects the wah type
Drive	0.0 dB - 40.0 dB	The degree of distortion
Output	-20.0 dB - 10.0 dB	The output level

Ring Mod.

An effect that changes the input sound to a metallic sound.

Parameter	Range	Description
OSC Freq Coarse	0.5 Hz - 5.0 kHz	The frequency for modulating the input waveform
OSC Freq Fine	0 - 100	A more fine-tuned setting of the frequency for modulating the input waveform
LFO Wave	Tri / Sine	Selects the modulation waveform
LFO Depth	0% - 100%	Sets the depth of modulation
LFO Freq	0.0 Hz - 39.70 Hz	The modulation frequency
HPF	Thru - 8.0 kHz	The cutoff frequency of the high pass filter
LPF	50 kHz - Thru	The cutoff frequency of the low pass filter
LSF Freq	21.2 Hz - 8.0 kHz	Low EQ Freq
LSF Gain	-12 dB - +12 dB	Low EQ Gain
HSF Freq	50.0 Hz - 16.0 kHz	High EQ Freq
HSF Gain	-12 dB - +12 dB	High EQ Gain

Dynamic Ring Mod.

An effect that controls the Ring Modulator parameter “OSC Freq” in real time based on the input audio level.

Parameter	Range	Description
Sensitivity	0 - 100	The modulation sensitivity towards input changes
HPF	Thru - 8.0 kHz	The cutoff frequency of the high pass filter
LPF	50 kHz - Thru	The cutoff frequency of the low pass filter
Attack Time	0.3 ms - 227 ms	The attack time of the envelope follower
Release Time	2.6 ms - 2171 ms	The release time of the envelope follower
Direction	up / down	The direction of approach of the envelope follower
Lvl Offset	0 - 100	The offset added to envelope follower output
LSF Freq	21.2 Hz - 8.0 kHz	Low EQ Freq
LSF Gain	-12 dB - +12 dB	Low EQ Gain
HSF Freq	50.0 Hz - 16.0 kHz	High EQ Freq
HSF Gain	-12 dB - +12 dB	High EQ Gain

Auto Synth

An effect that resynthesizes the input signal by combining the delay and modulation.

Parameter	Range	Description
Mod Speed	0 - 100	The speed of modulation
Mod Wave Type	TypeA, TypeB	The modulation waveform
Mod Depth	0 - 100	The depth of modulation
Mod Depth Ofst R	-63 - +63	The offset of the depth of modulation in the R-channel
HPF	Thru - 8.0 kHz	The cutoff frequency of the high pass filter
LPF	50 kHz - Thru	The cutoff frequency of the low pass filter
Delay Time	0.1 ms - 170.0 ms	The delay length
Delay Time Ofst R	0 - 884	The offset of the delay length in the R-channel
Delay Mix	0 - 100	The delay sound level
FB Gain	-99% - +99%	The feedback amount
FB Level Ofst R	-99% - +99%	The offset of the feedback amount in the R-channel
AM Speed	0.00 Hz - 39.70 Hz	The speed of volume modulation
AM Wave	Tri, Sine, Saw, Up, Saw Down	The volume modulation waveform
AM Depth	0% - 100%	The depth of volume modulation
AM Inverse R	Normal / Inverse	The phase of volume modulation in the R-channel

Dual Pitch

2 IN/2 OUT pitch shift effect.

Parameter	Range	Description
Pitch 1	-24 - +24	Ch1 pitch (in semitones)
Fine 1	-50 - +50	Ch1 pitch (in cents)
Level 1	-100 - +100	Ch1 volume
Pan 1	L63 - R63	Ch1 pan
Delay 1	1.0 ms - 1000.0 ms	Ch1 delay time
Feedback Gain 1	-99 - +99	Ch1 feedback level
Pitch 2	-24 - +24	Ch2 pitch (in semitones)
Fine 2	-50 - +50	Ch2 pitch (in cents)
Level 2	-100 - +100	Ch2 volume
Pan 2	L63 - R63	Ch2 pan
Delay 2	1.0ms - 1000.0ms	Ch2 delay time
Feedback Gain 2	-99 - +99	Ch2 feedback level
Sync	Off, On	Tempo parameter synchronization on/off
Note1	----, *1 - *14	The value for converting the DELAY 1 from the tempo
Note2	----, *1 - *14	The value for converting the DELAY 2 from the tempo

Dynamic Filter

A filter that controls the cutoff frequency in real time with the input audio level.

Parameter	Range	Description
Filter Type	LPF(12dB), LPF(18dB), LPF(24dB), HPF, BPF, BEF	The filter type
Sensitivity	0 - 100	The modulation sensitivity towards input changes
Lvl Offset	0 - 100	The offset added to envelope follower output
Resonance	-16 - 111	Applies resonance to the filter
Attack Time	0.3 ms - 227 ms	The attack time of the envelope follower
Release Time	2.6 ms - 2171 ms	The release time of the envelope follower
Direction	Up / Down	The direction of approach of the envelope follower
Threshold	0 - 100	The movement level of the envelope follower
LSF Freq	32 Hz - 2.0 kHz	Low EQ Freq
LSF Gain	-12 dB - +12 dB	Low EQ Gain
HSF Freq	500 Hz - 16.0 kHz	High EQ Freq
HSF Gain	-12 dB - +12 dB	High EQ Gain

Isolator

An effect that controls the volume per band using a powerful filter.

Parameter	Range	Description
Low Level	-64 - +63	Low frequency level
Mid Level	-64 - +63	Mid frequency level
High Level	-64 - +63	High frequency level
Low Mute	On / Off	Low frequency mute
Mid Mute	On / Off	Mid frequency mute
High Mute	On / Off	High frequency mute
XOver Lo	90 Hz - 16 kHz	The Low/Mid frequency for dividing the bandwidth
XOver Hi	90 Hz - 16 kHz	The Mid/High frequency for dividing the bandwidth

Delay notes

- *1 : 
- *2 : 
- *3 : 
- *4 : 
- *5 : 
- *6 : 

- *7:

- *8:

- *9:

- *10:

- *11:

- *12:

- *13:

- *14:


Premium Parameters

REV-X

2 IN/2 OUT reverb algorithm. It provides a high-density, richly reverberant sound quality, with smooth attenuation, and spread and depth that work together to enhance the original sound. You can choose one of three programs to suit the acoustic sound field and your intentions: REV-X HALL, REV-X ROOM, and REV-X PLATE.

Parameter	Range	Description
REV TYPE	HALL, ROOM, PLATE	The type of reverb.
REV TIME	0.28–27.94 s *1	The length of the reverb
INI. DLY	1.0–125.0 ms	The delay until the early reflected sound of the reverb is produced
HI. RATIO	0.1–1.0	Expresses the ratio of the high-frequency reverb time with respect to the REV TIME.
LO. RATIO	0.1–1.4	Expresses the ratio of the low-frequency reverb time with respect to the REV TIME.
LO.FREQ	22.0 Hz–18.0 kHz	Frequency value that serves as the basis for the LO. RATIO value.
DIFF.	0–10	The horizontal spread of the reverb.
ROOM SIZE	0–28	The size of the space
DECAY	0–53	The speed at which the gate closes
HPF	THRU, 22.0 Hz–8.00 kHz	The cutoff frequency of the high pass filter
LPF	1.00 kHz–18.0 kHz, THRU	The cutoff frequency of the low pass filter

*1. The value when the effect type is REV-X HALL and the ROOM SIZE is 28. The setting range will vary depending on the effect type and ROOM SIZE value.

Analog Delay

This delay effect is based on the Yamaha E1010 analog delay.

Parameter	Range	Description
BBD TYPE	A, B, C, D, E	Adjust the characteristics of the delay sound. The characteristics become stronger in the order of switch A to E.
TIME RANGE	1-200, 201-600, 601-1000	Specifies the delay time range controlled via the DELAY knob.
INPUT	0.00 to 10.00	Adjusts the input gain.
BASS	-15.00 to 15.00	Adjusts the low frequency range level at the input stage.
TREBLE	-15.00 to 15.00	Adjusts the high frequency range level at the input stage.
DELAY	1 to 200 ms, 201 to 600 ms, 601 to 1000 ms	Adjusts the delay time.
FEEDBACK	0.00 to 10.00	Adjusts the feedback amount of the delay time.
FREQUENCY	0.00 to 20.0 Hz	Adjusts the frequency of modulation.
DEPTH	0.00 to 10.00	Adjusts the depth of modulation.
MIX	0.00 to 10.00	Adjusts the mix balance between dry and delay sounds.

Max100

Complete reproduction of a vintage effect that was manufactured only during the late 1970s.

Parameter	Range	Description
MODE	1 to 4	The timbre switch
SPEED	SYNC ON, 0.100 to 10.00 Hz	The modulation speed
FOOT	OFF, ON	Switches the effect on/off

Dual Phaser

Complete reproduction of a vintage effect that was manufactured during the middle of the 1970s.

Parameter	Range	Description
LFO 1 RATE	SYNC ON, 0.067 to 20.00 Hz	LFO 1 speed.
LFO 1 SHAPE	SINE, SQUARE	LFO 1 waveform.
LFO 2 RATE	SYNC ON, 0.111 to 20.00 Hz	LFO 2 speed.
LFO 2 SHAPE	SINE, SQUARE	LFO 2 waveform.
PHASER A DEPTH (A DEPTH*1)	1.00 to 10.00	The depth of modulation for phaser A.
PHASER A FEEDBACK (A FB.*1)	0 to 10.00	The feedback amount for phaser A.
PHASER A ON/OFF	OFF, ON	Turns phaser A on/off.
PHASER B DEPTH (B DEPTH*1)	1.00 to 10.00	The depth of modulation for phaser B.
PHASER B FEEDBACK (B FB.*1)	0 to 10.00	The feedback amount for phaser B.
SWEEP LFO	LFO 1, LFO 2	The LFO of phaser B.
PHASER B SWEEP TYPE	NORM/REV	The LFO phase for phaser B.
PHASER B ON/OFF	OFF, ON	Turns phaser B on/off.
MODE	1 to 4	Switches the connection order of the two phasers.

*1. Encoder access field display

OpenDeck

Emulates the tape compression created by two open reel tape recorders (a recording deck and a reproduction deck). You can change the sound quality by adjusting various elements, such as the deck type, tape quality, tape speed, etc.

Parameter	Range	Description
REC DEC	Swss70, Swss78, Swss85, Amer70	Selects the recording deck type.
REC LVL	-96.0 to +18.0 dB	Adjusts the input level of the recording deck. As you raise the level, tape compression is generated, which narrows the dynamic range and distorts the sound.
REC HI	-6.0 to +6.0 dB	Adjusts the high range gain of the recording deck.
REC BIAS	-1.00 to +1.00	Adjusts the bias of the recording deck.
REPR DEC	Swss70, Swss78, Swss85, Amer70	Selects the reproduction deck type.
REPR LVL	-96.0 to +18.0 dB	Adjusts the output level of the reproduction deck.
REPR HI	-6.0 to +6.0 dB	Adjusts the high range gain of the reproduction deck.
REPR LO	-6.0 to +6.0 dB	Adjusts the low range gain of the reproduction deck.
MAKE UP	Off, On	When the REC LVL is moved, REPR LVL will also change to maintain a constant output level. You can change the amount of distortion without changing the output level.
TP SPEED	15ips, 30ips	Selects the tape speed.
TP KIND	Old, New	Selects the tape type.

Vintage Phaser

This is a model of phaser that provides a high degree of sound-shaping flexibility, and is not intended as a reproduction of any specific model.

Parameter	Range	Description
SPEED	SYNC ON, 0.100 Hz to 10.00 Hz	The modulation speed
MANUAL	0.00 to 10.00	The center frequency of the modulation
DEPTH	0.00 to 10.00	The depth of modulation
FEEDBACK	0.00 to 10.00	The feedback amount
COLOR	0.00 to 10.00	Fine tuning of timbre
MODE	1.2	The type of circuit structure that is modeled
STAGE	4, 6, 8, 10, 12, 16	The extent of the circuit that is modeled
FOOT	OFF, ON	Switches the effect on/off

HQ.Pitch

1 IN/2 OUT high-quality pitch shifter.

Parameter	Range	Description
PITCH	-12 to +12 semitones	The amount of pitch change (in semitones)
FINE	-50 to +50 cents	Fine tuning of pitch change (in cents)
DELAY	1.0-1000.0 ms	The pitch change delay time
FB. GAIN	-99 to +99%	The feedback amount
MODE	1-10	The pitch change accuracy
SYNC	OFF, ON	Switches tempo parameter synchronization on/off

*1: -  However, the maximum value depends on the TEMPO setting.

Portico 5033

Models an analog 5-band EQ made by Rupert Neve Designs.

Parameter	Range	Description
ALL BYPASS	OFF, ON	Switches EQ bypass on/off. Even in the bypassed state, the signal passes through the input/output transformer and amp circuit.
TRIM	-12.0 to 12.0 dB	The input gain
LF FREQ	30.00 to 300.0 Hz	The center frequency of the LF.
LF GAIN	-12.0 to 12.0 dB	The gain of the LF.
LMF IN	OFF, ON	Turns the LMF ON/OFF.
LMF Q	0.70 to 5.00	The Q of the LMF.
LMF FREQ	50.00 to 400.0 Hz	The center frequency of the LMF.
LMF GAIN	-12.0 to 12.0 dB	The gain of the LMF.
MF IN	OFF, ON	Turns the MF ON/OFF.
MF Q	0.70 to 5.00	The Q of the MF.
MF FREQ	330.0 to 2500 Hz	The center frequency of the MF.
MF GAIN	-12.0 to 12.0 dB	The gain of the MF.
HMF IN	OFF, ON	Turns the HMF ON/OFF.
HMF Q	0.70 to 5.00	The Q of the HMF.
HMF FREQ	1.80k to 16.0k Hz	The center frequency of the HMF.
HMF GAIN	-12.0 to 12.0 dB	The gain of the HMF.
LF/HF IN	OFF, ON	Turns the LF/HF ON/OFF.
HF FREQ	2.50k to 25.0k Hz	The center frequency of the HF.
HF GAIN	-12.0 to 12.0 dB	The gain of the HF.

EQ-1A

A processor that emulates a vintage EQ that is considered the classic passive EQ.

Parameter	Range	Description
LOW FREQUENCY (LO FREQ *1)	20, 30, 60, 100 Hz	The frequency range of the low-range filter
(LOW) BOOST (LO BOOST *1)	0.0 to 10.0	The amount of amplification of the low-range filter
(LOW) ATTEN (LO ATT *1)	0.0 to 10.0	The amount of attenuation of the low-range filter
HIGH FREQUENCY (HI FREQ *1)	3k, 4k, 5k, 8k, 10k, 12k, 16k Hz	The frequency range of the high-range filter
(HIGH) BOOST (HI BOOST *1)	0.0 to 10.0	The amount of amplification of the high-range filter
(HIGH) BAND WIDTH (BAND WID *1)	0.0 to 10.0	The bandwidth of the high-range filter
(HIGH) ATTEN SEL (HI ATT F *1)	5k, 10k, 20k Hz	The frequency range attenuated with the high-range filter
(HIGH) ATTEN (HI ATT *1)	0.0 to 10.0	The amount of attenuation of the high-range filter
IN	OFF, ON	On/off. If off, the filter section is bypassed but the signal passes through the input/output transformer and amp circuit.

*1. Encoder access field display

Equalizer601

An equalizer that emulates the characteristics of an analog equalizer used in the 1970s. Reproduces distortion characteristic of analog circuitry to produce drive and other effects.

Parameter	Range	Description
LO TYPE	HPF-2/1, LSH-1/2	The type of the EQ1.
LO F	16.0 Hz to 20.0 kHz	The cutoff frequency of the EQ1.
LO G	-18.0 to +18.0 dB	The gain of the EQ1.
MID1 Q	0.50–16.0	The Q of the EQ2.
MID1 F	16.0 Hz to 20.0 kHz	The center frequency of the EQ2.
MID1 G	-18.0 to +18.0 dB	The gain of the EQ2.
MID2 Q	0.50–16.0	The Q of the EQ3.
MID2 F	16.0 Hz to 20.0 kHz	The center frequency of the EQ3.
MID2 G	-18.0 to +18.0 dB	The gain of the EQ3.
INPUT	-18.0 to +18.0 dB	The input gain
OUTPUT	-18.0 to +18.0 dB	The output gain.
MID3 Q	0.50–16.0	The Q of the EQ4.
MID3 F	16.0 Hz to 20.0 kHz	The center frequency of the EQ4.
MID3 G	-18.0 to +18.0 dB	The gain of the EQ4.
MID4 Q	0.50–16.0	The Q of theEQ5.
MID4 F	16.0 Hz to 20.0 kHz	The center frequency of the EQ5.
MID4 G	-18.0 to +18.0 dB	The gain of the EQ5.
HI TYPE	LPF-2/1, HSH-1/2	The type of the EQ6.
HI F	16.0 Hz to 20.0 kHz	The center frequency of the EQ6.
HI G	-18.0 to +18.0 dB	The gain of the EQ6.
LO SW	OFF, ON	Turns the EQ1 ON/OFF.
MID1 SW	OFF, ON	Turns the EQ2 ON/OFF.
MID2 SW	OFF, ON	Turns the EQ3 ON/OFF.
MID3 SW	OFF, ON	Turns the EQ4 ON/OFF.
MID4 SW	OFF, ON	Turns the EQ5 ON/OFF.
HI SW	OFF, ON	Turns the EQ6 ON/OFF.
TYPE	CLEAN, DRIVE	Selects the equalizer type. CLEAN emulates changes in the frequency characteristics of analog circuitry with the clear, distortion-free sound where digital processing excels. DRIVE emulates changes in the frequency characteristics of analog circuitry with a driven sound that emphasizes analog character by adding distortion.

Dynamic EQ

A newly developed equalizer that dynamically changes EQ gain according to the input signal, allowing you to control the amount of EQcut or boost like a compressor or expander.

Parameter	Range	Description
BAND ON/OFF	OFF, ON	Switches the corresponding band on/off.
SIDECHAIN CUE	OFF, ON	If this button is on, the sidechain signal linked to the dynamics is sent to the CUE bus for monitoring.
SIDECHAIN LISTEN	OFF, ON	If this button is on, the sidechain signal linked to the dynamics is output to the bus (e.g., STEREO bus or MIX/MATRIX bus) to which the inserted channel is being sent.
FILTER TYPE	Low Shelf, Bell, Hi Shelf	Switches the type of equalizer and sidechain filter.
FREQUENCY (FREQ 1, FREQ 2 *1)	20.0 to 20.0k Hz	The frequency that is controlled by the equalizer and the sidechain filter.
Q (Q 1, Q 2 *1)	15.0 to 0.50	The Q of the equalizer and the sidechain filter.
THRESHOLD (THRESH 1, THRESH 2 *1)	-80.0 to 10.0 dB	The threshold value at which the processing effect begins to apply.
RATIO (RATIO 1, RATIO 2 *1)	$\infty : 1$ to $1 : 1.50$	Specifies the ratio of boost/cut for the input signal.
MODE	BELOW, ABOVE	Specifies whether processing operates when the sidechain signal exceeds the threshold value (ABOVE) or when it falls below it (BELOW).
ATTACK/RELEASE	FAST, SLOW, AUTO	The attack time and release time at which compression or boost is applied.

*1. Encoder access field display

Dynamic EQ4

This is a two-band Dynamic EQ that has been expanded to feature four bands.

Parameter	Range	Description
BAND ON/OFF	OFF, ON	Switches the corresponding band on/off.
KEY IN SOURCE	INT, EXT	Select main (INT) or external (EXT) as the source for the KEY IN signal used for the corresponding band.
KEY IN CUE	OFF, ON	If this button is on, the sidechain signal is sent to the CUE bus for monitoring.
SHELF ON/OFF	OFF, ON	Switches the type of equalizer and sidechain filter.
FREQUENCY	20.0 to 20.0k Hz	The frequency that is controlled by the equalizer and the sidechain filter.
Q	15.0 to 0.50	The Q of the equalizer and the sidechain filter.
THRESHOLD	-80.0 to 10.0 dB	The threshold value at which the processing effect begins to apply.
RATIO	$\infty : 1$ to $1 : 1.50$	Specifies the ratio of boost/cut for the input signal.
MODE	BELOW, ABOVE	Specifies whether processing operates when the sidechain signal exceeds the threshold value (ABOVE) or when it falls below it (BELOW).
ATTACK/RELEASE	FAST, SLOW, AUTO	The attack time and release time at which compression or boost is applied.

Portico 5043

Models an analog compressor/limiter made by Rupert Neve Designs.

Parameter	Range	Description
IN	OFF, ON	Switches the compressor bypass on/off. When bypassed, the button is unlit. However, even in the bypassed state, the signal passes through the input/output transformer and amp circuit.
FB	OFF, ON	Switches between Feed-Forward and Feed-Back.
THRESHOLD	-50.0 to 0.0 dB	The threshold level
RATIO	1.10 : 1 to 28.9 : 1, LIMIT	The compression ratio
ATTACK	20 to 75 ms	The attack time
RELEASE	100 ms to 2.50 sec	The release time
GAIN	-6.0 to 20.0 dB	The output level

Portico 5045

Models a Primary Source Enhancer made by Rupert Neve Designs.

Parameter	Range	Description
PROCESS ENGAGE	OFF, ON	Switches the enhancement circuit on/off. Even when off, the signal passes through the audio transformer and discrete amp circuit.
RMS/Peak	RMS, Peak	The operation mode for the level detector
TIME CONSTANT	A, B, C, D, E, F	The attack time and release time
THRESHOLD	-42.0 to -12.0 dB	The threshold level
DEPTH	0.0 to -20.0 dB	The amount of signal attenuation below the threshold level

U76

Models a standard vintage compressor/limiter used in a wide variety of situations.

Parameter	Range	Description
INPUT	-96.0 to 0.0 dB	The input level
OUTPUT	-96.0 to 0.0 dB	The output level
ATTACK	5.50 to 0.10 ms	The attack time of the compressor. Fastest when fully turned to the right.
RELEASE	1100.0 to 56.4 ms	The release time of the compressor. Fastest when fully turned to the right.
RATIO	ALL, 4, 8, 12, 20	Switches the compression ratio. Strong when ALL is pressed.
METER	OFF, +4, +8, GR	Switches the meter display

Opt-2A

A processor that emulates a standard vintage model of vacuum tube optical compressor.

Parameter	Range	Description
GAIN	-56.0 dB to 40.0 dB	The output level
PEAK REDUCTION (REDUC *1)	-48.0 dB to 48.0 dB	The amount of gain reduction
RATIO	2.00 to 10.00	The compression ratio
METER SELECT	OUTPUT+10, GAIN REDUCTION, OUTPUT+4	Switches the meter display

*1. Encoder access field display

Comp276

Emulates the characteristics of an FET gain reduction compressor commonly used in recording studios. It produces a thick and solid sound that is suitable for drums or bass.

Parameter	Range	Description
INPUT	-180 to 0 dB	Adjusts the input level.
OUTPUT	-180 to 0 dB	Adjusts the output gain.
RATIO	2:1, 4:1, 8:1, 12:1, 20:1	The compressor ratio
ATTACK	0.022–50.4 ms	The attack time of the compressor.
RELEASE	10.88–544.22 ms	The release time of the compressor.
MAKE UP	OFF, ON	Automatically compensates the decrease in the output gain when the compressor is applied.
SIDE HPF	OFF, ON	If the compressor's sidechain HPF is on, the compressor applies less to the low-frequency region, strengthening the low-frequency output.

Comp276S

Emulates the characteristics of an FET gain reduction compressor commonly used in recording studios. It produces a thick and solid sound that is suitable for drums or bass. The L/R channel parameters can be controlled together.

Parameter	Range	Description
INPUT	-180 to 0 dB	Adjusts the input level.
OUTPUT	-180 to 0 dB	Adjusts the output gain.
RATIO	2:1, 4:1, 8:1, 12:1, 20:1	The compressor ratio
ATTACK	0.022–50.4 ms	The attack time of the compressor.
RELEASE	10.88–544.22 ms	The release time of the compressor.
MAKE UP	OFF, ON	Automatically compensates the decrease in the output gain when the compressor is applied.
SIDE HPF	OFF, ON	If the compressor's sidechain HPF is on, the compressor applies less to the low-frequency region, strengthening the low-frequency output.

Buss Comp 369

This compressor emulates a standard bus compressor that is standard in recording studios and broadcasting stations.

Parameter	Range	Description
INPUT ADJUST	-15.0 to +15.0 dB	Adjusts the input gain. However, the output gain changes inversely in tandem with the level of this knob so that the volume remains the same as the pass-through volume. For example if INPUT ADJUST is +5 dB, the input gain is +5 dB and the output gain is -5 dB.
LINK	ON, OFF	Switches the stereo link on/off (stereo only).
METER	IN, GR, OUT	Selects the signal source for the meter (stereo only).
VU	IN, OUT	Selects the signal source for the VU meter (dual only).
COMP IN	ON, OFF	Switches the compressor on/off.
COMP RATIO	1.5:1, 2:1, 3:1, 4:1, 6:1	The compressor ratio
COMP GAIN	0.0 to +20.0 dB	The makeup gain of the compressor
COMP RECOVERY	100 ms, 400 ms, 800 ms, 1500 ms, a1, a2	The release time of the compressor. For a1 (auto 1) and a2 (auto 2), the release time changes automatically. a1: Automatically changes in the range of 100 ms to 2 sec . a2: Automatically changes in the range of 50 ms to 5 sec.
COMP THRESHOLD	-40 to -5 dBFS	The threshold of the compressor
LIMIT IN	ON, OFF	Switches the limiter on/off.
LIMIT ATTACK	FAST, SLOW	The attack time of the limiter. FAST: 2 ms, SLOW: 4 ms
LIMIT RECOVERY	50 ms, 100 ms, 200 ms, 800 ms, a1, a2	The release time of the limiter. For a1 (auto 1) and a2 (auto 2), the release time changes automatically. a1: Automatically changes in the range of 100 ms to 2 sec. a2: Automatically changes in the range of 50 ms to 5 sec.
LIMIT THRESHOLD	-16 to -5 dBFS	The threshold of the limiter

MBC4

This four-band compressor offers intuitive operability.

Parameter	Range	Description
LOW CROSSOVER	20 to 500 Hz	The crossover frequency from the low to mid-low range
MID CROSSOVER	80 to 10 kHz	The crossover frequency from the mid-low to mid-high range
HIGH CROSSOVER	1k to 15 kHz	The crossover frequency from the mid-high to high range
LOW GAIN	-18.0 dB to 12.0 dB	The output gain of the low range
LOW THRESHOLD	-80.0 dB to 0.0 dB	The threshold of the low range
LOW RATIO	1.0:1 to 20.0:1	The compression ratio of the low range
LOW ATTACK	0.1 to 120 ms	The attack time of the low range
LOW RELEASE	5 to 1000 ms	The release time of the low range
LOW COMP IN	ON, OFF	Switches the low-range compressor on/off.
LOW CUE ON	ON, OFF	If this button is on, the low-range output is cued and monitored.
LOW MID GAIN	-18.0 dB to 12.0 dB	The output gain of the mid-low range
LOW MID THRESHOLD	-80.0 dB to 0.0 dB	The threshold of the mid-low range
LOW MID RATIO	1.0:1 to 20.0:1	The compression ratio of the mid-low range
LOW MID ATTACK	0.1 to 120 ms	The attack time of the mid-low range
LOW MID RELEASE	5 to 1000 ms	The release time of the mid-low range
LOW MID COMP IN	ON, OFF	Switches the mid-low range compressor on/off.
LOW MID CUE ON	ON, OFF	If this button is on, the mid-low range output is cued and monitored.
HIGH MID GAIN	-18.0 dB to 12.0 dB	The output gain of the mid-high range
HIGH MID THRESHOLD	-80.0 dB to 0.0 dB	The threshold of the mid-high range
HIGH MID RATIO	1.0:1 to 20.0:1	The compression ratio of the mid-high range
HIGH MID ATTACK	0.1 to 120 ms	The attack time of the mid-high range
HIGH MID RELEASE	5 to 1000 ms	The release time of the mid-high range
HIGH MID COMP IN	ON, OFF	Switches the mid-high range compressor on/off.
HIGH MID CUE ON	ON, OFF	If this button is on, the mid-high range output is cued and monitored.
HIGH GAIN	-18.0 dB to 12.0 dB	The output gain of the high range
HIGH THRESHOLD	-80.0 dB to 0.0 dB	The threshold of the high range
HIGH RATIO	1.0:1 to 20.0:1	The compression ratio of the high range
HIGH ATTACK	0.1 to 120 ms	The attack time of the high range
HIGH RELEASE	5 to 1000 ms	The release time of the high range
HIGH COMP IN	ON, OFF	Switches the high-range compressor on/off.
HIGH CUE ON	ON, OFF	If this button is on, the high-range output is cued and monitored.
MAIN GAIN	-18.0 dB to 12.0 dB	Adjusts the gain of the final output signal.
KNEE	HARD, 1, 2, 3, SOFT	Adjusts the knee of the compressor.
FLAVOUR	VCA, OPTO	Switches the type of the compressor between VCA (accurate effects) and OPTO (natural effects).
HARMONICS	ON, OFF	Switches musical harmonics that emulate analog circuitry on/off.
LINK GAIN	—	Adjusts the output gain of the four bands together.
LINK THRESHOLD	—	Adjusts the threshold of the four bands together.
LINK RATIO	—	Adjusts the compression ratio of the four bands together.

Parameter	Range	Description
LINK ATTACK	—	Adjusts the attack time of the four bands together.
LINK RELEASE	—	Adjusts the release time of the four bands together.

DaNSe

A Dynamic Noise Suppressor with excellent sound quality and operability.

Parameter	Range	Description
TIGHTNESS	50 to 2000 ms	The release time
LOW_FREQUENCY	20 Hz to 5.00 kHz	The lower frequency limit of the noise suppression band
HIGH_FREQUENCY	80 Hz to 20.00 kHz	The upper frequency limit of the noise suppression band
LINK	—	The GAIN 1–6 simultaneous modulation knob.
THRESHOLD	-80.0 to 0.0 dB	The threshold level
GAIN 1	-24.0 to 0.0 dB	The maximum amount of gain reduction in BAND1
GAIN 2	-24.0 to 0.0 dB	The maximum amount of gain reduction in BAND2
GAIN 3	-24.0 to 0.0 dB	The maximum amount of gain reduction in BAND3
GAIN 4	-24.0 to 0.0 dB	The maximum amount of gain reduction in BAND4
GAIN 5	-24.0 to 0.0 dB	The maximum amount of gain reduction in BAND5
GAIN 6	-24.0 to 0.0 dB	The maximum amount of gain reduction in BAND6
LEARN	ON, OFF	The LEARN (THRESHOLD and GAIN 1–6 automatic adjustment) start button. *1
REVERT	—	The REVERT (restoration of last LEARN parameter) start button.

* 1. Since the internal signal processing parameters are also adjusted automatically, LEARN in different environments may have different effects even if all the displayed parameters are configured the same. If a scene recall or library recall is executed without using Recall Safe for parameters during LEARN, the LEARN may fail.

Appendix

General specifications

Mixing Capacity			DM5: 60 Inputs, 24 MIX + 12 MATRIX + 2 STEREO + 1 CUE DM5 Compact: 48 Inputs, 24 MIX + 12 MATRIX + 2 STEREO + 1 CUE
Sampling Frequency	External Clock	Frequency Range	48 kHz / 96 kHz $\pm$ 200 ppm
	Internal Clock	Frequency	48 kHz / 96 kHz
Signal Delay			Less than 1.5 ms, INPUT to OMNI OUT @Fs=96 kHz
Screens			DM5: 13.3" multi-touch screen with Glass key x 2 4.3" multi-touch screen with Glass key x 2 DM5 Compact: 13.3" multi-touch screen with Glass key x 1 4.3" multi-touch screen with Glass key x 1
Fader			DM5: 100 mm touch-sensitive motorized fader (resolution=1024 steps) x 26 DM5 Compact: 100 mm touch-sensitive motorized fader (resolution=1024 steps) x 13
Power Requirements			100 to 240 V, 50 / 60 Hz
Power Consumption			130 W
Dimensions			DM5: W826 x H235 x D441 mm (including the rubber feet) DM5 Compact: W446 x H235 x D441 mm (including the rubber feet)
Weight			DM5: 21.5 kg DM5 Compact: 13.3 kg
NC Value *1		Fan Speed LOW	NC=20
		Fan Speed HIGH	NC=25
Operating Temperature Range			0°C to 40°C
Storage Temperature Range			-20°C to 60°C
Included Accessories			Read This First x 1, Power cord x 1 *2, Dust cover x 1, Cable hook x 1, Nuendo Live and VST Rack Elements Download Information leaflet x 1
Options			DM5: PY cards DM5 Compact: PY cards, Rack Mount Kit RK5

*1. Measured 30 cm horizontally away and vertically up from the unit.

*2. Multiple AC power cords which have different kinds of plug shapes may be included depending on the region.

Audio characteristics

During measurement, all faders were nominal. The output impedance of the signal generator was 150 Ω. The output load impedance was either 10 kΩ.

Frequency characteristics

@ 20 Hz-20 kHz, reference to the nominal output level @1 kHz

Input	Output	RL	Conditions	Min.	Typ.	Max.	Unit
INPUT 1-32 (DM5C 1-16)	OMNI OUT 1-16	10 kΩ	GAIN: +64 dB	-1.5	0.0	0.5	dB

Total harmonic distortion

Input	Output	RL	Conditions	Min.	Typ.	Max.	Unit
INPUT 1-32 (DM5C 1-16)	OMNI OUT 1-16	10 kΩ	+4 dBu @20 Hz-20 kHz, GAIN: +64 dB			0.15	%
INPUT 1-32 (DM5C 1-16)	PHONES	40 Ω	50 mW @1 kHz, Phones level control: Max.			0.15	%

*1. Total harmonic distortion was measured using an 80 kHz, 48 dB/octave low pass filter.

Hum & noise *2

Input	Output	RL	Conditions	Min.	Typ.	Max.	Unit
INPUT 1-32 (DM5C 1-16)	OMNI OUT 1-16	10 kΩ	Rs=150 Ω, GAIN: +64 dB		-128 EIN *1		dBu
					-64		
INPUT 1-32 (DM5C 1-16)	OMNI OUT 1-16	10 kΩ	Rs=150 Ω, GAIN: 0 dB		-85	-83	dBu
-	OMNI OUT 1-16	10 kΩ	Residual output noise; Output channel is off.		-90	-88	dBu
-	PHONES	40 Ω	Residual output noise; PHONES LEVEL: Min.			-94	dBu

*1. EIN is Equivalent Input Noise.

*2. Hum & noise levels were measured using an A-weight filter.

Dynamic range

Input	Output	RL	Conditions	Min.	Typ.	Max.	Unit
INPUT 1-32 (DM5C 1-16)	OMNI OUT 1-16	10 kΩ	AD + DA, GAIN: 0 dB		109		dB
-	OMNI OUT 1-16	10 kΩ	DA Converter		114		dB

*1. Dynamic range was measured using an A-weight filter.

Crosstalk

Input	Output	Conditions	Min.	Typ.	Max.	Unit
INPUT n	OMNI IN (n-1) or (n+1)	INPUT 1-32 (DM5C 1-16) , adjacent inputs, GAIN: MIN (CH N±1) -> MIN (CH N)			-100	dB
INPUT n	OMNI OUT (n-1) or (n+1)	Input to output			-100	dB

*1. Crosstalk was measured using a 22 kHz, 30 dB/octave low pass filter.

Analog input standards

Input jack	Gain	Input impedance	Source impedance	Input level: Sensitivity *1	Input level: Specified level	Input level: Maximum non-clip level	Connector	Balanced / Unbalanced
INPUT 1-32 (DM5C 1-16)	+64 dB	10 kΩ	50–600 Ω Mics & 600 Ω Lines	-80 dBu (0.078 mV)	-60 dBu (0.775 mV)	-40 dBu (7.75 mV)	XLR 3-hole chassis *2	Balanced
	0 dB			-16 dBu (123 mV)	+4 dBu (1.23 V)	+30 dBu (24.5 V)		

* 1. Sensitivity is the input level needed to produce +4 dBu (1.23 V) or the specified level when all faders and level controls are set to maximum.

*2. The connectors are balanced type (1=GND, 2=HOT, 3=COLD).

*3. 0 dBu= 0.775 Vrms.

*4. The INPUT 1-32 jacks have +48 V DC (phantom power) that can be set from the main unit's software for each terminal.

Analog output standards

Output jack	Output impedance	Load impedance	Maximum Output level	Output level: Specified level	Output level: Maximum non-clip level	Connector コネクター	Balanced / Unbalanced
OMNI OUT 1-8	75 Ω	10 kΩ Lines	+24 dBu (default)	+4 dBu (1.23 V)	+24 dBu (12.3 V)	XLR 3-pin chassis *2	Balanced
PHONES	10 Ω	40 Ω Phones	-	60 mW *3	100 mW	Stereo Phone Socket (TRS) *4	Unbalanced

- *1. There is an internal switch to change the maximum output level.
- *2. The connectors are balanced type (1=GND, 2=HOT, 3=COLD).
- *3. This is the value when the PHONES LEVEL knob is set to 10 dB below the maximum position.
- *4. The connectors are unbalanced type (Tip = LEFT, Ring = RIGHT, Sleeve = GND).
- *5. 0 dBu = 0.775 Vrms.

Digital I/O standards

Jack	Format	Data length	Level	Audio	Connector
Dante Primary, Secondary	Dante	24-bit / 32-bit	1000BASE-T	64 ch input 64 ch output @Fs=48 kHz	etherCON CAT5e *1
USB TO HOST	USB	32-bit	USB 2.0	18 ch input 18 ch output	USB Type-C™ chassis

*1. The connection cables are CAT5e or higher.

Control I/O standards

Jack	Format	Level	Connector
USB	USB 2.0 / 1.1	USB 2.0 / 1.1	USB Type-C™ chassis
NETWORK	IEEE802.3	1000BASE-T	RJ-45 *1

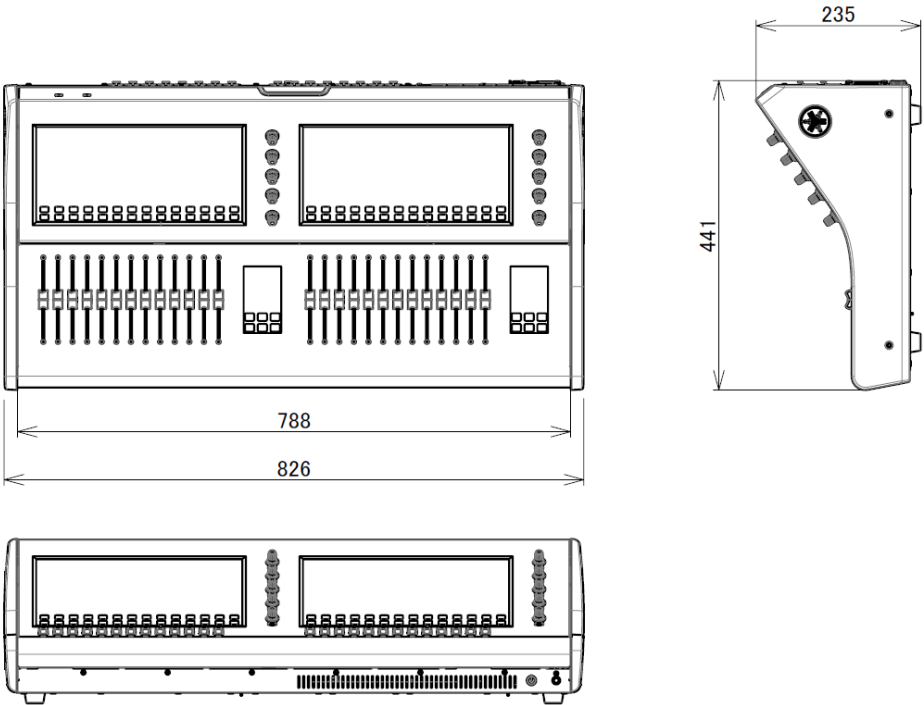
*1. The connection cables are CAT5e or higher.

When connecting a wireless router, configure the SSID and password appropriately to prevent unauthorized access.

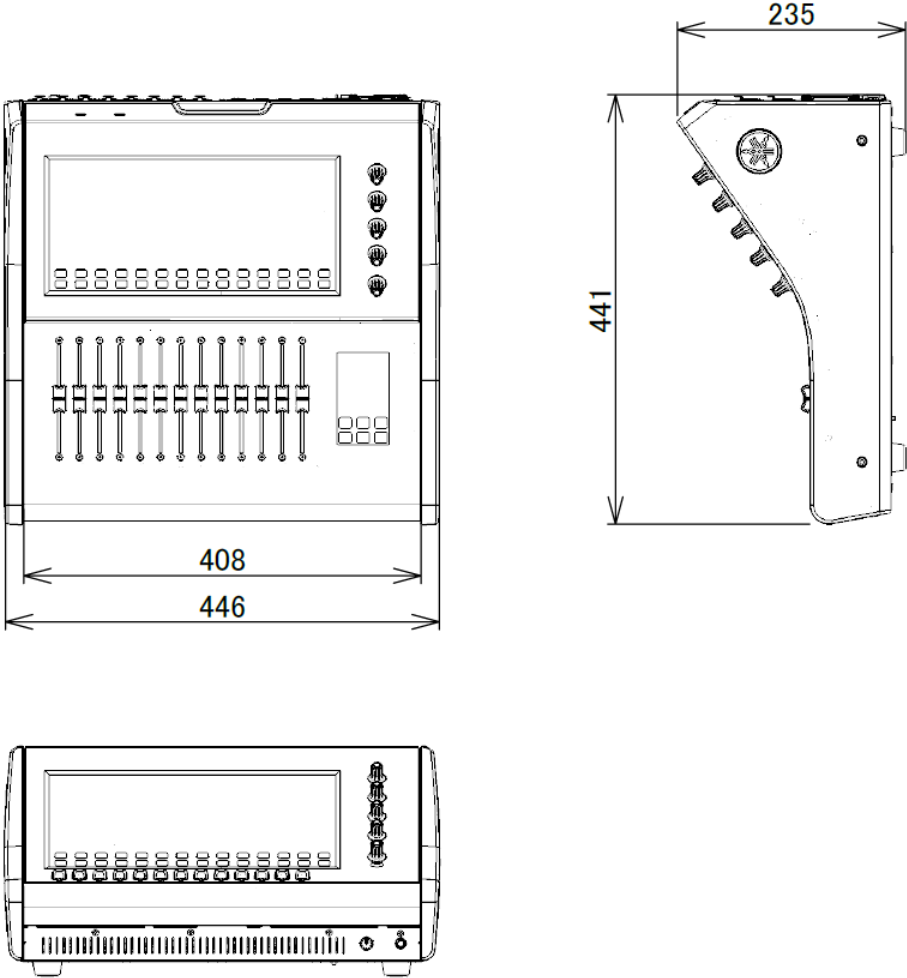
This User Guide contains the latest technical specifications as of the time of publication. Download the latest User Guide from the Yamaha website.

Dimensions

DM5



DM5C



Unit: mm
Approximate Munsell value of exterior color: N2.25

Troubleshooting

FAQ (frequently asked questions and answers) are available on the Yamaha Pro Audio website.
<http://www.yamahaproaudio.com/>

Problem and cause	Corrective action
No sound	
The input source setting for the input channel is not appropriate.	Check the Input Patch screen.
The [ON] key for the corresponding channel is off.	Turn it on.
The fader/volume for the corresponding channel is not raised.	Raise the fader/volume.
Phantom power is not being supplied to the condenser microphone.	Turn on the +48V Active button on the GENERAL screen, and turn on the +48V button on the INPUT screen (I/O DEVICE screen: HA or OMNI IN screen).
Mute is on.	Check the mute group assignment and Mute Group Control settings.
The gate is being applied too strongly.	Check the settings on the DYN1 screen.
Sound is low	
The gain setting is not appropriate.	Adjust the gain on the INPUT screen (I/O DEVICE screen: HA or OMNI IN screen).
The gate or compressor is being applied too strongly.	Check the settings on the DYN1 screen or DYN2 screen.
Sound is distorted	
The gain setting is not appropriate.	Adjust the gain on the INPUT screen (I/O DEVICE screen: HA or OMNI IN screen).
The input level is too high.	Lower the volume of the input source.
Other	
The subnet masks of the DM5 Series and computer are different.	In Static IP mode, match the IP address settings. When using DHCP mode, use a router with DHCP server functionality, and enable the DHCP function on the computer.
The motorized fader behavior is misaligned.	Perform fader calibration on the MAINTENANCE screen.
There are points in the LCD display that do not light, or points that remain lit.	This is a characteristic of TFT color LCDs. This is not a malfunction.

Installation of Option Cards

Installation of PY cards

Before you install a PY card, you must check the Yamaha Pro Audio global website to see whether the DM5 Series supports your card.

<https://www.yamahaproaudio.com/>

1 Make sure that the power to this product is turned off.

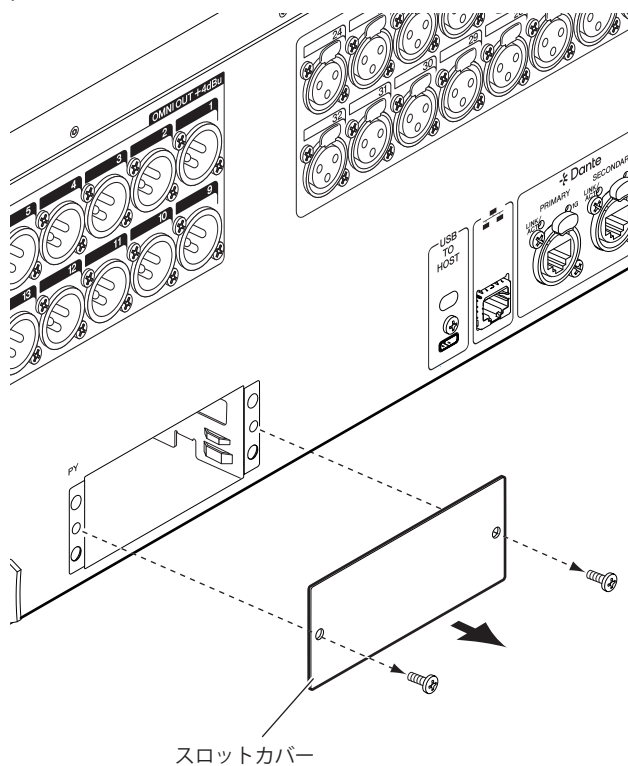


CAUTION

Installing or removing a card while the power is on may lead to electric shock or component failure.

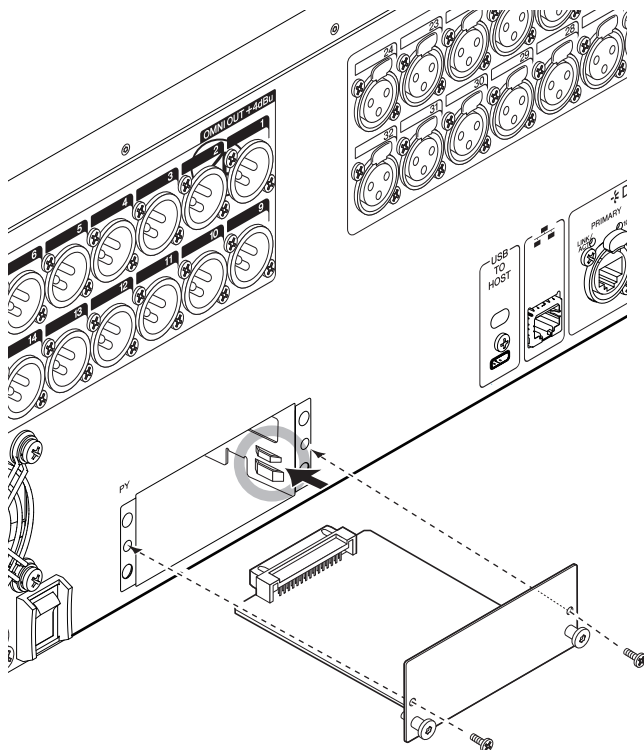
2 Remove the screws that fasten the [PY] card slot cover and remove the slot cover.

The removed screws will be used again to install the PY card. Keep the slot cover in a safe place for future use.



3 Align both edges of the PY card with the guide rails inside the slot, and then insert the PY card into the slot.

Push the PY card all the way into the slot so that the connector at the end of the PY card is correctly inserted into the connector inside the slot.



NOTICE

- When inserting the PY card, align both sides of the PY card with the guide rails in the slot of the host device.

4 Use the screws removed in Step 2 to fasten the PY card.

Do not use the card unless it is securely affixed with the screws. Be aware that component failure or malfunction may occur if the PY card is not fastened.

Removing the PY card

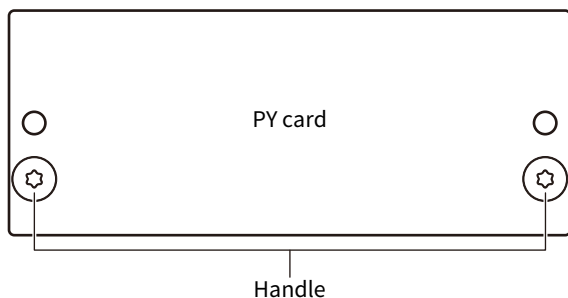
- 1 Make sure that the power to this product is turned off.**



CAUTION

Installing or removing a card while the power is on may lead to electric shock or component failure.

- 2 Completely loosen and remove the screws that hold the PY card in place.**
- 3 Pull the PY card toward you while holding the peg-shaped handles (see the figure below) on the card.**



- 4 Replace the stored slot cover and affix it with the screws.**

Do not use the unit while the slot cover is removed. Component failure or malfunction may occur.

Yamaha Pro Audio global website
<https://www.yamahaproaudio.com/>

Yamaha Downloads
<https://download.yamaha.com/>

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Published 09/2026 YJ-A0