YAMAHA

DIGITAL MIXING CONSOLE

TF5
TF3
TF1
TF-rack

V4.5 Reference Manual
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Overview

Using this document
You can search for keywords and view reference pages while using this document.

Searching for keywords
You can use the search function of your PDF viewing software to search for the desired text within the document. When using Adobe Reader, enter the desired text in the search bar and press your computer’s <Enter> key to begin the search.

Moving backward and forward in your viewing history
When viewing the document using Adobe Reader, you can easily move backward and forward in your viewing history. This is particularly useful when you click a link to jump to another page, and then want to return to the original page.

Using the index
An index of the keywords and topics in this document can be found on page 110. You can use the index to easily jump to the desired explanation or topic.

The display
Here we will introduce the different screens displayed on the TF Series console.

OVERVIEW screen
This screen is displayed when you first turn on the console. From here you can move to other screens depending on the operations that you want to perform.
You can return to the OVERVIEW screen at any time by pressing the Home key ( ).
For the TF5/TF3/TF1, the CH STRIP section is displayed.

For the TF-RACK, the FADER section is displayed. You can switch between the CH STRIP section and FADER section by pressing the Home key ( ).

For more information about the OVERVIEW screen, see page 47.
You can touch an area of the OVERVIEW screen to display the configuration screen for the corresponding area.

1. **Toolbar (page 5)**
   - Displays buttons for frequently used features. When you touch a button, the corresponding configuration screen in the main area of the display.

2. **Navigation area**
   - Allows you to select which screen is displayed in the main area of the display.

3. **Main area (page 57)**
   - Displays the screen that you select using the toolbar or navigation area.

**Configuration screens**

**Navigation area**

Displays the features of the currently selected channel.
You can drag the screen up and down to display other features.

**CH1–CH32**

1. Displays the INPUT screen. (page 57)
2. Displays the EQ screen. (page 59)
3. Displays the COMP screen. (page 65)
4. Displays the FX1 screen. (page 67)
5. Displays the FX2 screen. (page 67)
6. Displays the SEND TO AUX screen. (page 73)
7. Displays the ASSIGN screen. (page 74)
8. Displays the AUTOMIXER screen (V3.5 and later). (page 74)
9. Displays the CH VIEW screen. (page 76)

**NOTE**

Only CH1–CH8 are displayed on the AUTOMIXER screen.
CH33–CH40
1 Displays the INPUT screen. (Page 57)
2 Displays the EQ screen. (Page 59)
3 Displays the FX1 screen. (Page 67)
4 Displays the FX2 screen. (Page 67)
5 Displays the SEND TO AUX screen. (Page 73)
6 Displays the ASSIGN screen. (Page 74)
7 Displays the CH VIEW screen. (Page 76)

STIN1/2
1 Displays the INPUT screen. (Page 57)
2 Displays the EQ screen. (Page 59)
3 Displays the DELAY screen. (Page 92)
4 Displays the FX1 screen. (Page 67)
5 Displays the FX2 screen. (Page 67)
6 Displays the SEND TO AUX screen. (Page 73)
7 Displays the ASSIGN screen. (Page 74)
8 Displays the CH VIEW screen. (Page 76)

FX RTN 1/2
1 Displays the SEND FROM screen. (Page 88)
2 Displays the FX1 or the FX2 screen. (Page 67)
3 Displays the EQ screen. (Page 59)
4 Displays the SEND TO AUX screen. (Page 73)
5 Displays the ASSIGN screen. (Page 74)
6 Displays the CH VIEW screen. (Page 76)

AUX1–AUX8
1 Displays the SEND FROM screen. (Page 88)
2 Displays the EQ screen. (Page 59)
3 Displays the GEQ screen. (Page 85)
4 Displays the COMP screen. (Page 65)
5 Displays the OUTPUT screen. (Page 87)
6 Displays the CH VIEW screen. (Page 76)
AUX9/10–AUX19/20
1. Displays the SEND FROM screen. (page 88)
2. Displays the EQ screen. (page 59)
3. Displays the COMP screen. (page 65)
4. Displays the INSFX screen. (page 67)
5. Displays the OUTPUT screen. (page 87)
6. Displays the CH VIEW screen. (page 76)

DCA1–DCA8
1. Displays the DCA ASSIGN screen. (page 90)
2. Displays the CH VIEW screen. (page 76)

STEREO
1. Displays the EQ screen. (page 59)
2. Displays the GEQ screen. (page 85)
3. Displays the COMP screen. (page 65)
4. Displays the OUTPUT screen. (page 87)
5. Displays the CH VIEW screen. (page 76)

SUB
1. Displays the SEND FROM screen. (page 88)
2. Displays the EQ screen. (page 59)
3. Displays the COMP screen. (page 65)
4. Displays the OUTPUT screen. (page 87)
5. Displays the CH VIEW screen. (page 76)

MATRIX1–MATRIX4
1. Displays the SEND FROM screen. (page 88)
2. Displays the EQ screen. (page 59)
3. Displays the DELAY screen. (page 92)
4. Displays the OUTPUT screen. (page 87)
5. Displays the CH VIEW screen. (page 76)
In this section we will introduce the screens that are displayed when you press the Library key ( ) and the Menu key ( ), which are found in the Display section of the console’s top panel.

Library screen

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

1. Channel name
   Displays the name of the channel.

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

3. Library selection button
   Allows you to switch between the available Libraries. The Presets that are stored in the selected Library are displayed in the list.

   LIBRARY A: Displays the Presets stored in LIBRARY A.
   LIBRARY B: Displays the Presets stored in LIBRARY B.

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

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

   A lock icon is displayed or cleared each time you touch the column. When the icon is displayed, the Preset is write-protected.

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

5. Recall on/off checkboxes
   Allow you to determine which parameters will be recalled (checkbox on) and not be recalled (checkbox off).

   Input channels:
   - HA: Analog/digital gain setting, phantom power on/off, phase setting
   - Input Select: Input source settings
   - NAME: Channel name, icon, and color
   - AUX 1–8, STEREO channels:
     - GEQ: GEQ settings
     - NAME: Channel name, icon, and color
   - FX RTN, AUX9/10–AUX19/20 channels:
     - FX: Effect settings
     - NAME: Channel name, icon, and color
   - SUB, MATRIX1–4 channels:
     - NAME: Channel name, icon, and color

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

7. Edit button
   Touch this button to display the keyboard so you can edit the title and comment. (Keyboard screen – page 10)

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

9. Store As button
   Saves the settings for the current channel as a new Preset. Touch this button to display the keyboard so you can enter the Preset name. (Keyboard screen – page 10)

10. Preset number (V1.1 and later)
    Displays the Preset number. The first number indicates the number of Presets in the selected category ( ), and the second number indicates the total number of Presets.
### Displaying the Library screen from a configuration screen

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

- **Recall EQ button**: Displayed when you enter the Library from the EQ screen, and recalls EQ settings only.
- **Recall Gate button**: Displayed when you enter the Library from the GATE screen, and recalls GATE settings only.
- **Recall COMP button**: Displayed when you enter the Library from the COMP screen, and recalls COMP settings only.
- **Recall FX button**: Displayed when you enter the Library from the FX screen, and recalls FX settings only.
- **Recall GEQ button**: Displayed when you enter the Library from the GEQ screen, and recalls GEQ settings only.

### Library screen menu

Press the Menu key ( ) from the Library screen to display the following items.

- **Recall EQ button**
- **Recall Gate button**
- **Recall COMP button**
- **Recall FX button**
- **Recall GEQ button**

#### Recalling a Preset

1. Touch a Library selection button to select the Library that contains the desired Preset. A list of Presets is displayed.
2. Touch the desired Preset. The selected Preset is highlighted.
3. Select the items that will be recalled. Turn the checkboxes on for items that you want to recall.
4. Touch the Recall CH button. The Preset is recalled to the selected channel.

#### Editing a Preset

1. Recall the desired Preset.
2. Touch the Edit button. Display the keyboard so you can edit the title and comment. (Keyboard screen—page 10)
3. Touch the Store or Store As button.
   - **Store button**: Saves the settings for the current channel as a Preset. The settings will overwrite the Preset selected in the Library list.
   - **Store As button**: Saves the settings for the current channel as a new Preset.

#### Library screen menu

- **Copy**: Copies the selected Preset.
- **Cut**: Removes the selected Preset.
- **Paste**: Puts the copied or cut Preset to the Library.
- **Delete**: Deletes the selected Preset.
Keyboard screen

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

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

2. OK button
   Saves the changes you made.

3. Title field
   Enter the name of the Scene here.

4. Comment field
   Enter comments about the Scene here.

5. FadeTime Settings
   Specifies fade time settings and switches fade times used in scenes ON/OFF. To display the FADE TIME screen (page 14), touch the button on the right edge.

6. Keyboard
   Touch to enter the desired text.

Menu

Displays a menu of options available in the current screen. The content of the menu varies depending on which screen is being displayed. For information about each menu, refer to the description for the corresponding page.

<table>
<thead>
<tr>
<th>Item Term</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close button</td>
<td>Touch to close the current screen.</td>
</tr>
<tr>
<td>OK button</td>
<td>Applies the current settings.</td>
</tr>
<tr>
<td>Cancel button</td>
<td>Removes the operation and returns to the previous screen.</td>
</tr>
<tr>
<td>Clear button</td>
<td>Clears the information you entered.</td>
</tr>
<tr>
<td>Amp icon</td>
<td>Displays the relevant screen.</td>
</tr>
<tr>
<td>Slider</td>
<td>Flashes in pink when you touch it to indicate that it can be operated. You can then drag the slider on the display or turn the TOUCH AND TURN knob to adjust the setting.</td>
</tr>
<tr>
<td>Pan slider</td>
<td>Flashes in pink when you touch it to indicate that it can be operated by the TOUCH AND TURN knob.</td>
</tr>
<tr>
<td>Balance slider</td>
<td>Displays the screen where you can edit information, such as the keyboard screen.</td>
</tr>
<tr>
<td>Menu</td>
<td>Touch a button with “M” displayed on it to display the menu.</td>
</tr>
<tr>
<td>Text box</td>
<td>When you touch a text box that can accept values, it flashes in pink to indicate that its content can be changed. Touch the box again to display the screen that allows you to enter values. You can also change the value by turning the TOUCH AND TURN knob.</td>
</tr>
<tr>
<td>On and off</td>
<td>Switches between on and off when you touch the item.</td>
</tr>
</tbody>
</table>
**Toolbar**

Provides access to frequently used features and system settings.

The toolbar is displayed regardless of the screen content.

1. Displays the SCENE screen.
2. Displays the METER screen. (→ page 14)
3. Displays the RECORDER screen. (→ page 15)
4. Displays the MONITOR screen. (→ page 19)
5. Displays the SETUP screen. (→ page 22) (V3.0 and later)
6. Displays the current time. (→ page 42)
7. Displays the LOGIN screen. (→ page 44) (V3.0 and later)

The name of the user that is currently logged in is displayed with the icon.

Additionally, the following items may be displayed to indicate the corresponding status.

- **ACCESS**: The console is accessing the USB storage device that is connected to its USB connector.
- **CUE**: The cue is turned on.
- **OSCILLATOR**: The oscillator is turned on.
- **Quick Config**: Quick Config is being used. (V2.0 and later)

**Displaying configuration screens**

When you touch an icon, the corresponding configuration screen is displayed.

To return to the previous screen, touch the icon again, or touch the close button (X) in the upper right of the screen.

---

**SCENE screen**

Allows you to manage previously saved mixer setups, or “Scenes”. When you recall a Scene, you can exempt certain settings from being replaced by the settings contained in the Scene; this is called “recall safe”.

1. **Scene list selection button**
   - Allows you to switch between the available Scene lists.
   - SCENE A: Displays Scene list A.
   - SCENE B: Displays Scene list B.
2. **Scene list**
   - Displays the Scenes saved in the selected Scene list.
   - You can click a header in the list to sort the items by that header. (List items cannot be sorted by “Information”.)
   - To select a Scene, simply touch it. The selected Scene is highlighted, and can then be saved, recalled, or edited.
   - A green triangle is displayed next to the Scene that is currently recalled.

   - A lock icon is displayed or cleared each time you touch the column. When the icon is displayed, the Scene is write-protected.
   - The date on which the Scene was last saved is displayed in the Date column.
   - The Fade Time column (V4.0 and later) displays whether or not the FADE TIME function is enabled and the time setting.
3 Store button
Saves the current mixer setup and assigns it to the Scene number selected in the Scene list.
Touch this button to display the keyboard so you can edit the title and comment.
(Keyboard screen—page 11)

4 Recall button
Recalls the Scene that is selected in the Scene list.
Touch this button to display the keyboard so you can edit the title and comment.
(Keyboard screen—page 11)

Saving the current settings as a new Scene
1. Touch the Scene area of the Toolbar.
2. Touch a Scene list selection button to select the Scene list.
The Scene list is displayed.
3. Touch a blank Scene.
4. Touch the Store button.
Display the keyboard so you can edit the title, comment and fade time (Keyboard screen—page 11).
Enter the new Scene name and a comment.
5. Touch the OK button.
The settings will be saved as a new Scene.

Recalling a Scene
1. Touch a Scene list selection button to select the Scene list that contains the desired Scene.
The Scene list is displayed.
2. Touch the desired Scene.
The selected Scene is highlighted.
You can click a header in the list to sort the items by that header. (List items cannot be sorted by “Information”)
3. Touch the Recall button.
The mixer settings saved in the Scene are recalled.
The name of the recalled Scene is displayed in the upper left of the screen.

Editing a Scene
1. Select the Scene that you want to edit.
2. Touch the Edit button.
Display the keyboard so you can edit the title, comment and fade time (Keyboard screen—page 11).
Edit the desired items.
3. Touch the OK button.
The settings will overwrite the Scene selected in the Scene list.
Setting the fade time for a Scene (V4.0 and later)

1. Select the scene for which the fade time is to be set.
2. Touch the Edit button.
   The screen will display where you can edit the title, comment and fade time (SOFT KEYBOARD screen - page 10).
3. To turn the fade time on, touch the FadeTime button. Touch the button once more to turn it off.
4. To set the fade time, touch the Fade Time display and input the setting using the keyboard.
5. To turn the fade time on and off for each channel, touch the button on the right edge of the screen.
6. Set each channel on or off using the FADE TIME screen.
7. Touch the OK button.
   The fade times will be set for the Scene.

NOTE
• If a moving fader is stopped while holding down its corresponding [SEL] key, the fader effect stops at its current position.
• If the same scene is recalled while the fader is moving, the faders for all channels and DCA groups immediately move to their target positions.

SCENE screen menu
Press the Menu key \() \) from the Scene screen to display the following items.

1. Copy
   Copies the selected Scene.
2. Cut
   Cuts the selected Scene.
3. Paste
   Pastes the copied or cut Scene to the Scene list.
4. Delete
   Deletes the selected Scene.
FADE TIME screen (V4.0 and later)

On this screen, you can individually turn the channels on and off for which you want to apply fade time for the Scene.

1. Channel buttons
   - Use these buttons to individually turn the channels on and off for which you want to apply fade time. If the channel is colored white, fade time is on.

FADE TIME screen menu

Press the Menu key ( ) on the FADE TIME screen to display the menu icons shown below.

1. All ON
   - Turns on fade time for all channels.

2. All OFF
   - Turns off fade time for all channels.

METER screen

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

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

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

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

NOTE

You can assign the Peak Hold button to a [USER DEFINED KEY]. (page 27)
Meters
Display the input and output levels of the channels.

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

Recorder screen (INPUT/OUTPUT/TITLE LIST screen)
You can connect a USB storage device to the console’s iPad connector and use the console to record audio to the device, play back audio files stored on the device, and manage audio files stored on the device.

When a USB storage device is connected to the iPad connector, your TF series console can record its internal signals to the device as an audio file and play back files that are stored on the device.

You can also connect an iOS device to the console and use your iPad or iPhone as an audio input source for the mixer.

Recorded files are formatted as 48 kHz, 24-bit stereo WAV files.
Playback is supported for WAV and MP3 (MPEG-1 Audio Layer-3) files.

These features allow you to record signals from the STEREO and AUX buses to the USB storage device, and use audio files that are saved on your iPad or USB storage device as the source for the console’s ST IN 1 channel.

NOTE
• Simultaneous recording and playback is not supported.
• While recording, the signal being recorded cannot be used as an INPUT channel.
• Compatible USB storage devices must be formatted in FAT32. If necessary, connect the device to the USB connector (on the right side of the top panel) and use the contextual menu in the SAVE/LOAD screen to format the device.
• Use only USB storage devices with a sector size of 512 bytes. (Hard drives larger than 2 TB cannot be used.)
• USB storage devices with an allocation unit size under 4096 bytes are not supported. (This may apply to small-capacity USB memory devices.)
• For recording, we recommend using a high-speed device, such as a hard disk drive (HDD) or solid-state drive (SSD). USB memory devices and iOS devices can be used for playback only.
• For playback, MP3 files must be encoded at 44.1 kHz or 48 kHz, with a bit rate of 128 kbps–320 kbps. Files encoded using variable bit rate (VBR) can be played back, but file length and elapsed playback time may not be displayed properly.
• To enable operability from TF StageMix, the number of audio files that can be placed in the same folder is limited to 150 files. If the total number exceeds 150, including the number of folders, then they are not displayed in the Title list. To use more than 150 files, place them in separate folders (V4.0 and later).
INPUT/OUTPUT screen

- RECORD source selection menu
  Allows you to select the source that will be recorded. The source selected here is also output to CH33 and CH34 of the USB TO HOST connector. With V3.5 and later, you can also select MTRX 1/2 and MTRX 3/4.

- RECORD level meter
  Displays the recording level.

- RECORD level slider
  Adjusts the recording level.

- RECORD CUE button
  Turns the recording source cue on and off.

- PLAYBACK level meter
  Displays the playback level.

- PLAYBACK level slider
  Adjusts the playback level.

- PLAYBACK CUE button
  Turns the playback source cue on and off.

NOTE
- When an iPad or other iOS device is connected, “iOS device is connected. Use transport control on the device.” is displayed, and the playback button is not displayed. Use the corresponding app on the iOS device to control playback.

Setting the input

1. Touch the RECORD source selection menu and select the source you want to record.

2. Drag the RECORD level slider and adjust the recording level.
3. If you want to monitor the record source, touch the RECORD CUE button to turn the cue on.

### Setting the output

1. Drag the PLAYBACK level slider and adjust the playback level.

2. Touch the PLAYBACK CUE button to turn the cue on.

### TITLE LIST screen

When a USB storage device is connected to the console via the iPad connector, you can use this screen to play back audio files saved on the device and record the signal from the 2MIX source to the device.

1. **Parent directory button**
   - Displays the directory that is one level above the current directory.

2. **Current directory**
   - Displays the path of the current directory on the USB storage device.

3. **USB storage device information**
   - Displays the volume name of the USB storage device.
   - The amount of available space (i.e., available capacity and available percentage of total capacity) on the USB storage device is also displayed.

4. **File list**
   - Displays a list of the files in the current directory.
   - You can click a header in the list to sort the items by that header.
   - Touch a file name to select the file for playback or editing.
   - Touch the music note icon to start and pause playback.
   - Files whose checkboxes are turned on will be played back to back during continuous playback.
   - The name of each file in the directory is displayed in the File Name column.
   - Artist information is displayed in the Artist column (MP3 files only) and the length of the file is displayed in the Time column.
If the total number exceeds 150, including the number of folders, then the files are not displayed in the Title list and operations 5 to 7 cannot be performed. In that case, the “Recorder supports a maximum of 150 items in a folder. Please remove some files from this folder to continue.” message is displayed (V4.0 and later).

5 Follow playback button
When this button is turned on during continuous playback, the file that is currently playing is highlighted in the file list.

6 File information
When playing back an MP3 file, the file's bit rate and the current playback location are displayed here.
When playing back a WAV file, the file's sample rate and the current playback location are displayed here.
When recording, the WAV file's sample rate and the elapsed recording time are displayed here.

7 Playback mode selector button
You can select the desired playback mode. Touch the button to toggle through the available modes.
SINGLE (playback); the file is played and then playback stops.
SINGLE REPEAT; the file plays repeatedly until you stop playback.
ALL (playback); all files with checkboxes turned on in the file list are played back one after another, and then playback stops.
ALL REPEAT (playback); all files with checkboxes turned on in the file list are played back one after another, and then playback repeats until you stop playback.

8 Previous button
Moves the playback location to the beginning of the current file or to the beginning of the previous file.

9 Stop button
Stops playback and recording.

10 Play/pause button
Starts and pauses playback.

11 Next button
Moves the playback location to the beginning of the next file.

12 Record button
Sets the console to record-ready mode. If the number of audio files in a folder, including the number of folders, exceeds 150, then the Record button is disabled.

NOTE
When an iPad or other iOS device is connected, “iOS device is connected. Use transport control on the device.” is displayed, and the playback button is not displayed. Use the corresponding app on the iOS device to control playback.

Recording
1. Connect a compatible USB storage device to the iPad connector.
2. Touch the record button. The record button begins flashing to indicate that the console is in record-ready mode.
3. When you’re ready to start recording, touch the play/pause button. You can touch the play/pause button to pause and resume recording.
4. When you’re ready to stop recording, touch the stop button. The recorded file is named automatically based on the console’s date and time setting.
5. If necessary, touch the file name edit button and change the file name.

NOTE:
When a file or other iOS device is connected, “iOS device is connected. Use transport control on the device.” is displayed, and the playback button is not displayed. Use the corresponding app on the iOS device to control playback.
RECORDER screen menu
Press the Menu key ( ) from the RECORDER screen to display the following items.

1. Make Dir
   Makes a new directory in the current directory. If the number of audio files in a folder, including the number of folders, exceeds 150, then the Make Dir function is disabled.

2. Delete
   Deletes the selected file.

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

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

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

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

1. CUE point selection buttons
   Selects the point in the signal path that will be monitored.
   PFL: Before the fader
   AFL: After the fader (inputs are PFL only)

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

Playing back files stored on a USB storage device
1. Touch the file that you want to play in the file list.
   To play a file stored in a different directory, touch the parent directory button and navigate to the desired directory.

2. Touch the playback mode selector button and select the desired mode.
3. Touch the play button.
   Playback begins.
Checking the input signals

1. Touch a CUE mode button to select the desired cue mode.
2. Select the desired monitor source by touching the corresponding monitor selection buttons.
3. Select the desired cue point by touching the corresponding CUE point selection button.
4. Touch the PFL Trim setting text box to set the CUE monitor volume.
5. Touch the monitor output button to turn the monitor output on and off.
6. Drag the monitor level slider to adjust the monitor level.
7. Select the desired delay time.
   Touch one of the delay setting text boxes to display the keyboard. This can be specified in frames, meters, feet, or ms (milliseconds). The frame rate can be set in the Others section of the PREFERENCE screen. (page 10)
8. Touch the delay button. The delay is turned on.
Oscillator screen

Allows you to configure the oscillator.

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

2. Parameter sliders
   Allows you to adjust parameters for the oscillator.
   - When the oscillator mode is set to SINE WAVE, this setting determines the frequency of the sine wave.
   - When the oscillator mode is set to BURST NOISE, this setting determines the Width (duration of the noise) and Interval (duration of silence between noise bursts).
   - When the oscillator mode is set to PINK NOISE, nothing is displayed here.

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

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

5. Oscillator output meter
   Displays the oscillator output level.

Setting the oscillator

1. Touch the oscillator mode button and select the desired mode.

2. Use the oscillator assignment buttons to determine which channels the oscillator signal will be sent to.

3. Touch the oscillator output button to turn on the oscillator output.

4. While referring to the oscillator output level meter, drag the oscillator level slider to adjust the oscillator output level.
   - When the oscillator mode is set to SINE WAVE, you can also adjust the frequency of the oscillator.
   - When the oscillator mode is set to BURST NOISE, you can also adjust Width (duration of each noise burst) and Interval (duration of each silence between noise bursts).
SETUP screen (V3.0 and later)

Allows you to configure general mixer settings, as well as settings for OMNI OUT, Recall Safe, USER DEFINED KEYS, USER DEFINED KNOBS, custom fader banks, and other preferences.

1. Save/Load icon (→page 23)
   Displays the SAVE/LOAD screen.

2. Preference icon (→page 25)
   Displays the PREFERENCE screen.

3. User Defined Control icon (→page 27)
   Displays the USER DEFINED CONTROLS screen.

4. Custom Fader Bank icon (→page 30)
   Displays the CUSTOM FADER BANK screen.

5. Bus Setup icon (→page 30)
   Displays the BUS SETUP screen.

6. OMNI OUT icon (→page 31)
   Displays the OMNI OUT screen.

7. Slot Setup icon (V2.0 and later) (→page 34)
   Displays the SLOT SETUP screen.

8. Recall Safe icon (→page 39)
   Displays the RECALL SAFE screen.

9. Mute Group icon (V4.0 and later) (→page 39)
   Displays the MUTE GROUP ASSIGN screen.

10. +48V Master button
    Master button that turns the console's phantom power feature on and off. When this button is turned off, phantom power will not be supplied to any channels, even if their +48V buttons are turned on. (→page 57)

11. Brightness icon (→page 40)
    Displays the BRIGHTNESS screen.

12. Network icon (→page 41)
    Displays the NETWORK screen.

13. Time icon (→page 41)
    Displays the TIME screen.

14. Log icon (→page 42)
    Displays the LOG screen.

15. Help icon (→page 43)
    Displays the HELP screen.

16. About icon (→page 43)
    Displays the ABOUT screen.
SAVE/LOAD screen
Displays a list of saved directories and files.

1. Parent directory button
   Displays the directory that is one level above the current directory.
   This button is grayed out if the current directory is the top directory.

2. Current directory
   Displays the name of the current directory.

3. Volume name
   Displays the volume name of the USB storage device and the amount of available space.

4. File list
   Displays a list of the directories and files stored on the USB storage device. When an item in the file list is selected, it is highlighted to indicate it will be the subject of any subsequent operations.
   You can touch a header in the list to sort the items by that header. Touch the same header again to switch between ascending and descending order.
   File Name: Displays directory and file names. An icon is displayed for each item so that you can distinguish between the two.
   Comment: Displays any comments you have entered for TF Series console files. To edit a file's comment, select the file and then touch the Edit button to display the keyboard (page 10).
   Date: Displays each item's modified date.

5. Edit button
   Allows you to edit the selected file's file name and comment.

6. Load button
   Loads the file selected in the file list.
   The LOAD SELECT screen is displayed when you press the Load button. (V2.0 and later)

7. Save button
   Saves the current settings by overwriting them over the file selected in the file list.

8. Save As button
   Saves the current settings by saving them as a new file.

SAVE/LOAD screen menu
Touch the Menu key ( ) from the SAVE/LOAD screen to display the following items.

1. Copy
   Copies the selected file.

2. Paste
   Pastes the file into the current directory.

3. Make Dir
   Creates a new directory.

4. Delete
   Deletes the selected file.

5. Format
   Formats the USB storage device that is connected to the console.

Reference Manual
LOAD SELECT screen (V2.0 and later)

Allows you to select which data is loaded when you load a TF Series setup file.

1. **All/Custom selection button**
   - Allows you to select the type of data that will be loaded. When All is selected, all data will be loaded. When Custom is selected, the checkboxes on this screen can be used to select the data that will be loaded.

2. **Data selection checkboxes**
   - Turn on the checkboxes according to the type of data that you want to load. The User Account checkbox is displayed for both All and Custom, but you can change the checkbox setting only when you are logged in as the Administrator.

3. **Load button**
   - Touch this button to load the data.

4. **Override Protected Scenes & Libraries checkbox**
   - When this checkbox is turned on, protected Scenes and Libraries will also be overwritten by loaded data. If you want to prevent protected Scenes and Libraries from being overwritten, turn off this checkbox.

Data that can be saved and loaded

The following data can be saved and loaded on the SAVE/LOAD screen.

<table>
<thead>
<tr>
<th>Data that is saved/loaded</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scene Memory</td>
<td>All Scenes and the current Scene</td>
</tr>
<tr>
<td>Channel Library</td>
<td>All channel Presets and Master</td>
</tr>
<tr>
<td>Mute Safe</td>
<td>Mute Master and Cue Except channel cue settings</td>
</tr>
<tr>
<td>Oscillator</td>
<td>Oscillator except oscillator on</td>
</tr>
<tr>
<td>Monitor Meter</td>
<td>Monitor Meter</td>
</tr>
<tr>
<td>Recall Safe</td>
<td>Recall Scene except Scene Custom</td>
</tr>
<tr>
<td>User Defined Keys</td>
<td>User Defined Knobs</td>
</tr>
<tr>
<td>Foot Switch</td>
<td>Foot Switch</td>
</tr>
<tr>
<td>Custom Fader Bank</td>
<td>Custom Fader Bank</td>
</tr>
<tr>
<td>Preference</td>
<td>Preference except the following settings: Help Language, Show Help at Startup, Touch Area Optimization, [Home] Key</td>
</tr>
<tr>
<td>Slot Setup</td>
<td>Slot Setup Quick Config</td>
</tr>
<tr>
<td>HA Control</td>
<td>HA Control</td>
</tr>
<tr>
<td>User Account</td>
<td>User Account only when logged in as Administrator</td>
</tr>
</tbody>
</table>

Data that is not saved/loaded

<table>
<thead>
<tr>
<th>Data that is not saved/loaded</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cue Channel</td>
<td>Cue Channel cue settings</td>
</tr>
<tr>
<td>Oscillator</td>
<td>Oscillator except oscillator on</td>
</tr>
<tr>
<td>Brightness</td>
<td>Brightness</td>
</tr>
<tr>
<td>Preference</td>
<td>Preference except the following settings: Help Language, Show Help at Startup, Touch Area Optimization, [Home] Key</td>
</tr>
<tr>
<td>Time</td>
<td>Time</td>
</tr>
<tr>
<td>Network</td>
<td>Network</td>
</tr>
<tr>
<td>Console Lock</td>
<td>Console Lock</td>
</tr>
<tr>
<td>Input Port Trim</td>
<td>Input Port Trim</td>
</tr>
<tr>
<td>Output Port Trim</td>
<td>Output Port Trim</td>
</tr>
<tr>
<td>Fader Calibration</td>
<td>Fader Calibration</td>
</tr>
<tr>
<td>Channel Color Calibration</td>
<td>Channel Color Calibration</td>
</tr>
</tbody>
</table>
PREFERENCE screen
Allows you to configure general operating settings regarding confirmation message display, [SEL] key behavior, etc.

Auto CH Select section
- INPUT/OUTPUT: When turned on, a channel of the corresponding type will be selected automatically when you operate that channel's fader. You can turn this feature on and off independently for input channels and output channels.
- [CUE] > [SEL] Link: When turned on, a channel will be selected when you turn its CUE on.
- [SEND SEL] > [CUE] Link (V4.0 and later): Specifies whether or not to link channel selection to a cue in the SENDS ON FADER mode.
- Memorize [SEL] Position for Each FADER BANK: Determines whether channel positions are remembered in fader banks.

Confirmation section
- Store/Recall: When turned on, a confirmation message is displayed when you store and recall features.
- INPUT Select/OUTPUT Patch: When turned on, a confirmation message is displayed when you change the input selection or OMNI OUT patching.

Help section
- Help Language: Determines the language used when displaying the HELP screen.
- Show Help at Startup: Determines whether the HELP screen is displayed automatically after the console starts up.
Key Function section (V4.0 and later)

- **[TAP] Key Blink (V2.0 and later):** Switches the flashing [TAP] key on or off. Tapped tempos can be input even when the key is off.

- **[Home] Key (V4.0 and later):** Displayed when the [Home] key is touched on the top panel. Selects the section on the OVERVIEW screen. Each touch of the [Home] key successively displays the next section that is switched on.

Others section

- **Touch Sensing Area Optimization:** Allows you to optimize the touchscreen's sensitivity.
  - Sound: Optimized for operating the touchscreen when you are positioned above it, such as when standing.
  - SK: Optimized for operating the touchscreen when you are positioned below it, such as when sitting.

- **Display Delay Scale (V2.5 and later):** You can select the desired units (frames, meters, feet, milliseconds) that are displayed in the DELAY box for MATRIX and ST IN channels.

Frame Rate (V3.5 and later): Selects the frame rate (in numbers of frames) for the delay setting.

- **RTA Offset (V3.6 and later):** Adjusts the RTA sensitivity of the EQ and GEQ screens. When this is touched, a screen for inputting numerical values will appear.

- **USB 1/2 Output (V4.5 and later):** Selects the signals to be output to channels 1 and 2 of the USB TO HOST connectors.
  - Ch 1/2 Direct is the output before the fader, and ST L/R, AUX, and MTRX are the outputs after the fader.

Configuring settings in the PREFERENCE screen

1. Use the buttons on the PREFERENCE screen to configure the settings as desired.
2. When finished, touch the close button (X).
**USER DEFINED CONTROLS** screen

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

#### Keys button
Allows you to assign features to the [USER DEFINED KEYS] on the top panel.

#### Key setup buttons (A–F)
Touch the desired button to display the screen that allows you to assign features to the corresponding key.

### Features that can be assigned to [USER DEFINED KEYS]

<table>
<thead>
<tr>
<th>FUNCTION</th>
<th>PARAMETER1</th>
<th>PARAMETER2</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>No Assign</td>
<td>No Assign</td>
<td>No Assign</td>
<td>No feature is assigned</td>
</tr>
<tr>
<td>Automixer</td>
<td>Bypass Group a, Group b</td>
<td>Bypasses the group assigned to PARAMETER 2.</td>
<td></td>
</tr>
<tr>
<td>Specific CH</td>
<td>CH 1–8</td>
<td>Turns the Automixer on and off for the channel assigned to PARAMETER 2.</td>
<td></td>
</tr>
<tr>
<td>Brightness</td>
<td>Bank Change</td>
<td>Switches the brightness setting bank. This feature is supported from V1.1.</td>
<td></td>
</tr>
<tr>
<td>CH ON</td>
<td>Specific CH</td>
<td>CH 1–40, ST IN 1, ST IN 2, FX 1, FX 2, DCA 1–8, AUX 1–8, AUX 9–20, STEREO, SUB, MATRIX1–4 (V2.5 and later)</td>
<td>Turns the channel assigned to PARAMETER 2 on and off.</td>
</tr>
</tbody>
</table>

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1. Keys button
2. Key setup buttons (A–F)
Knobs button
Allows you to assign features to the [USER DEFINED KNOBS].

Knob setup buttons
Touch the desired button to display the screen that allows you to assign features to the corresponding [USER DEFINED KNOBS].

Features that can be assigned to [USER DEFINED KNOBS]

<table>
<thead>
<tr>
<th>Feature</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Play/Pause</td>
<td>Same as the Play/Pause button on the RECORDER screen.</td>
</tr>
<tr>
<td>Stop</td>
<td>Same as the Stop button on the RECORDER screen.</td>
</tr>
<tr>
<td>Next</td>
<td>Same as the Next button on the RECORDER screen.</td>
</tr>
<tr>
<td>Previous</td>
<td>Same as the Previous button on the RECORDER screen.</td>
</tr>
<tr>
<td>Rec</td>
<td>Same as the Rec button on the RECORDER screen.</td>
</tr>
<tr>
<td>Auto Rec</td>
<td>Recording stops and the file is saved, and then recording resumes immediately as a new file.</td>
</tr>
<tr>
<td>Rec &amp; Start</td>
<td>Recording starts immediately without entering record-ready mode.</td>
</tr>
<tr>
<td>Inc</td>
<td>Selects the next numbered Scene.</td>
</tr>
<tr>
<td>Dec</td>
<td>Selects the previous numbered Scene.</td>
</tr>
<tr>
<td>Store</td>
<td>Assigns the current settings to selected Scene number.</td>
</tr>
<tr>
<td>Recall</td>
<td>Recalls the selected numbered Scene.</td>
</tr>
<tr>
<td>Inc Recall</td>
<td>Recalls the next numbered Scene.</td>
</tr>
<tr>
<td>Dec Recall</td>
<td>Recalls the previous numbered Scene.</td>
</tr>
<tr>
<td>Direct Recall/Store</td>
<td>Recalls the Scene number assigned to PARAMETER 2. Press and hold for more than two seconds to assign the current settings to that Scene number.</td>
</tr>
</tbody>
</table>

FUNCTION

<table>
<thead>
<tr>
<th>Description</th>
<th>PARAMETER1</th>
<th>PARAMETER2</th>
</tr>
</thead>
<tbody>
<tr>
<td>CH Name</td>
<td>Adjusts the brightness of the CH NAME. (TF5/TF3/TF1 only)</td>
<td></td>
</tr>
<tr>
<td>CH Color</td>
<td>Adjusts the brightness of the CH COLOR indicator. (TF5/TF3/TF1 only)</td>
<td></td>
</tr>
<tr>
<td>Screen</td>
<td>Adjusts the brightness of the touchscreen.</td>
<td></td>
</tr>
<tr>
<td>Panel</td>
<td>Adjusts the brightness of the panel LEDs.</td>
<td></td>
</tr>
<tr>
<td>CH Level</td>
<td>Adjusts the level of the channel assigned to PARAMETER 2. (V3.0 and later)</td>
<td></td>
</tr>
<tr>
<td>CH Select Inc/Dec</td>
<td>Selects the channel. (V3.0 and later)</td>
<td></td>
</tr>
<tr>
<td>Monitor Level</td>
<td>Adjusts monitor level.</td>
<td></td>
</tr>
<tr>
<td>Automixer Weight</td>
<td>AUTOMIXER Weight operations for the selected channel (V3.5 and later)</td>
<td></td>
</tr>
<tr>
<td>CH Level Adjust</td>
<td>Adjusts the level of the selected channel. (V3.0 and later)</td>
<td></td>
</tr>
<tr>
<td>Comp 1-knob/Thr</td>
<td>Adjusts 1-knob or threshold for the selected channel’s COMP.</td>
<td></td>
</tr>
<tr>
<td>Digital Gain</td>
<td>Adjusts the DIGITAL GAIN of the selected channel. (V3.0 and later)</td>
<td></td>
</tr>
<tr>
<td>EQ 1-knob/Gain</td>
<td>Adjusts 1-knob or gain for the selected channel’s EQ.</td>
<td></td>
</tr>
<tr>
<td>EQ Band Select</td>
<td>Selects the band for the selected channel. (V3.0 and later)</td>
<td></td>
</tr>
<tr>
<td>EQ Frequency</td>
<td>Adjusts EQ frequency for the selected channel. (V3.0 and later)</td>
<td></td>
</tr>
<tr>
<td>Gate Threshold</td>
<td>Adjusts gate threshold for the selected channel.</td>
<td></td>
</tr>
<tr>
<td>HPF</td>
<td>Adjusts HPF for the selected channel.</td>
<td></td>
</tr>
<tr>
<td>Input Gain</td>
<td>Adjusts analog gain or digital gain for the selected channel.</td>
<td></td>
</tr>
<tr>
<td>Send Level</td>
<td>Adjusts the send level to the bus selected for PARAMETER2 (FX, AUX, SUB) for the selected channel. (V3.0 and later)</td>
<td></td>
</tr>
<tr>
<td>Pan/BAL</td>
<td>Adjusts pan or balance for the selected channel.</td>
<td></td>
</tr>
<tr>
<td>RTA Offset</td>
<td>Adjusts RTA Offset. (V3.6 and later)</td>
<td></td>
</tr>
</tbody>
</table>
### Features that can be assigned to the footswitch

<table>
<thead>
<tr>
<th>Feature</th>
<th>Parameter 1</th>
<th>Parameter 2</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Foot Switch</td>
<td></td>
<td></td>
<td>Use feature in a pattern. For details, refer to &quot;Foot Switch&quot;.</td>
</tr>
<tr>
<td>1. Foot Switch</td>
<td></td>
<td></td>
<td>Assigns features to the footswitch.</td>
</tr>
<tr>
<td>2. Foot Switch</td>
<td></td>
<td></td>
<td>Displays the features that can be assigned to the footswitch.</td>
</tr>
<tr>
<td>3. Foot Switch</td>
<td></td>
<td></td>
<td>Assigns features to the footswitch.</td>
</tr>
<tr>
<td>4. Foot Switch</td>
<td></td>
<td></td>
<td>Displays the features that can be assigned to the footswitch.</td>
</tr>
</tbody>
</table>

#### Features that can be assigned to the footswitch

<table>
<thead>
<tr>
<th>Function</th>
<th>Parameter 1</th>
<th>Parameter 2</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bypass</td>
<td>Specific CH</td>
<td></td>
<td>Bypasses the group assigned to PARAMETER 2.</td>
</tr>
<tr>
<td>Bypass</td>
<td></td>
<td>Specific CH</td>
<td>Bypasses the group assigned to PARAMETER 2.</td>
</tr>
<tr>
<td>Specific CH</td>
<td>Specific CH</td>
<td></td>
<td>Turns the Automixer on and off for the channel assigned to PARAMETER 2.</td>
</tr>
<tr>
<td>Brightness</td>
<td></td>
<td></td>
<td>Switches the brightness setting bank. This feature is supported from V1.1.</td>
</tr>
<tr>
<td>CH ON</td>
<td>Specific CH</td>
<td></td>
<td>Turns the channel assigned to PARAMETER 2 on and off.</td>
</tr>
<tr>
<td>CH Select</td>
<td>Specific CH</td>
<td></td>
<td>Selects the channel assigned to PARAMETER 2.</td>
</tr>
<tr>
<td>Monitor Source</td>
<td></td>
<td></td>
<td>Selects the monitor source assigned to PARAMETER 2.</td>
</tr>
<tr>
<td>Mute</td>
<td></td>
<td></td>
<td>Turns the mute on and off for the channel or the MUTE GROUP assigned to PARAMETER 1.</td>
</tr>
<tr>
<td>Oscillator</td>
<td></td>
<td></td>
<td>Turns the oscillator sent to the channel assigned to PARAMETER 2 on and off.</td>
</tr>
<tr>
<td>Page Change</td>
<td></td>
<td></td>
<td>Press and hold for more than 2 seconds to bookmark the current screen. Press and hold for less than 2 seconds to display the bookmark.</td>
</tr>
<tr>
<td>Recorder</td>
<td></td>
<td></td>
<td>Same as the Play/Pause button on the RECORDER screen.</td>
</tr>
<tr>
<td>Recorder</td>
<td></td>
<td></td>
<td>Same as the Stop button on the RECORDER screen.</td>
</tr>
<tr>
<td>Recorder</td>
<td></td>
<td></td>
<td>Same as the Next button on the RECORDER screen.</td>
</tr>
<tr>
<td>Recorder</td>
<td></td>
<td></td>
<td>Same as the Previous button on the RECORDER screen.</td>
</tr>
<tr>
<td>Recorder</td>
<td></td>
<td></td>
<td>REC Same as the Rec button on the RECORDER screen.</td>
</tr>
<tr>
<td>Recorder</td>
<td></td>
<td></td>
<td>Auto REC Recording stops and the file is saved, and then recording resumes immediately as a new file.</td>
</tr>
<tr>
<td>Recorder</td>
<td></td>
<td></td>
<td>Rec &amp; Start Recording starts immediately without entering record-ready mode.</td>
</tr>
</tbody>
</table>

#### Foot Switch button

- Allows you to assign features to the footswitch.

#### Foot Switch setup button

- Displays the features that can be assigned to the footswitch.

### Foot Switch button

- Allows you to assign features to the footswitch.

### Foot Switch setup button

- Displays the features that can be assigned to the footswitch.
### Assigning a feature to a [USER DEFINED KEY]

1. Touch the Keys button. The screen where you can select the desired [USER DEFINED KEY] is displayed. Buttons A–F correspond to [USER DEFINED KEYS] A–F.
2. Touch the Key button that corresponds to the [USER DEFINED KEY] that you want to configure.
3. Scroll through the Function list and select the desired feature.
4. Scroll through the Parameter 1 list and select the desired item.
5. If items are available in the Parameter 2 list, select the desired item.
6. Touch the OK button.

### Feature Assignment Screen

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

<table>
<thead>
<tr>
<th>FUNCTION</th>
<th>PARAMETER1</th>
<th>PARAMETER2</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Inc</td>
<td>Scene</td>
<td>Store</td>
<td>Selects the next numbered Scene. Assigns the current settings to a selected Scene number.</td>
</tr>
<tr>
<td>Dec</td>
<td>Recalls</td>
<td>Recall</td>
<td>Selects the previous numbered Scene. Recalls the selected numbered Scene.</td>
</tr>
<tr>
<td>Store</td>
<td>Direct Recall/Store</td>
<td>A00–99, B00–99</td>
<td>Recalls the Scene number assigned to PARAMETER 2. Press and hold for more than two seconds to assign the current settings to that Scene number.</td>
</tr>
<tr>
<td>Recalls</td>
<td>Tap Tempo</td>
<td></td>
<td>Same as the TAP key on the top panel.</td>
</tr>
</tbody>
</table>

### Assigning a feature to a [USER DEFINED KEY]

1. Touch the Keys button. The screen where you can select the desired [USER DEFINED KEY] is displayed. Buttons A–F correspond to [USER DEFINED KEYS] A–F.
2. Touch the Key button that corresponds to the [USER DEFINED KEY] that you want to configure.
3. Scroll through the Function list and select the desired feature.
4. Scroll through the Parameter 1 list and select the desired item. If items are available in the Parameter 2 list, select the desired item.
5. Touch the OK button.
Assigning a feature to a [USER DEFINED KNOB]

1. Touch the Knobs button.
   The screen where you can select the desired [USER DEFINED KNOB] is displayed.
   Buttons A–D correspond to [USER DEFINED KNOBS] A–D.
2. Touch the Knob button that corresponds to the [USER DEFINED KNOB] that you want to configure.
   The configuration screen is displayed.
3. Scroll through the Function list and select the desired feature.
4. Scroll through the Parameter 1 list and select the desired item.
   If items are available in the Parameter 2 list, select the desired item.
5. Touch the OK button.

Assigning a feature to the footswitch

1. Touch the Foot Switch button.
   The Foot Switch setup screen is displayed.
2. Touch the Foot Switch setup button.
   The configuration screen is displayed.
3. Scroll through the Function list and select the desired feature.
4. Scroll through the Parameter 1 list and select the desired item.
   If items are available in the Parameter 2 list, select the desired item.
5. Touch the OK button.
The custom fader bank allows you to choose different channels, regardless of type (input channels, AUX buses, MATRIX (V2.5 and later), DCA groups, etc.), and group them into a bank of faders.

**CUSTOM FADER BANK screen**

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

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

**Configuring the custom fader bank**

1. Touch a fader button to select the fader that you want to configure.
2. Touch the desired channel button according to which channel you want to assign to the fader you selected in step 1.
3. Repeats steps 1–2 and configure other faders as desired.

**CUSTOM FADER BANK screen menu**

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

**Recalling the CUSTOM FADER BANK (TF5/TF3/TF1)**

1. Press the [INPUT2] and [OUTPUT] keys on the top panel at the same time.
BUS SETUP screen

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

1. AUX1/2–AUX7/8 signal type selection button
   MATRX1/2–MATRX3/4 signal type selection button (V3.5 and later)
   Determines how each pair of buses is processed. You can set each pair to be either Stereo (an odd and even numbered bus are paired and main parameters are shared between the two) or MONO x2 (two independent mono channels).

2. Pre Fader Send Point selection button
   Selects the send point when Pre is on, for the send from the input channel to the AUX bus.
   Pre Fader: directly before EQ
   Pre EQ: directly before Fader

3. Aux1/2–AUX7/8 Pan Link buttons
   Turns pan link on and off for AUX1/2–AUX7/8.
   These buttons are only displayed if the Signal Type of the corresponding bus is set to Stereo. When these buttons are turned on, the pan setting of signals sent from input channels to the corresponding two buses will link with the Stereo bus pan setting.

4. AUX9/10–AUX19/20 Pan Link buttons
   Turns pan link on and off for AUX9/10–AUX19/20.

5. STEREO/SUB Level Link
   When turned on, the levels of the STEREO channel and the SUB channel are linked.
   For V5.0 and later, when turned on, the gain for both channels can be adjusted together but the difference in gain between the two channels is maintained.
   Additionally, for TF5/TF3/TF1, you can adjust the difference in gain between the two channels by adjusting the faders while pressing the [SEL] key on the panel.
OMNI OUT screen

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

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

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

OMNI OUT screen menu

Press the Menu key ( ) from the OMNI OUT screen to display the following items.

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

SLOT SETUP screen (V2.0 and later)

Displays settings and information related to the I/O Rack Tio1608-D, DZR-D series powered speaker system, DXS-XLF-D series powered subwoofer system that are connected to the console via the NY64-D that is installed in the expansion slot.

The information that is displayed varies depending on the connection status of the each device and the Quick Config settings.

NOTE
- Quick Config automatically configures essential settings, making it easy to connect the Tio1608-D, DZR-D series, and DXS-XLF-D series. Quick Config automatically configures the Dante network settings and audio signal patching for connections between one TF series console and up to a total of 24 Tio1608-D interfaces (up to 3 DZR-D series speakers and up to 3 DXS-XLF-D series speakers).
- For information about Tio1608-D, DZR-D series, and DXS-XLF-D series settings, refer to the documentation for each device.
If the NY64-D is operating in Dante AES67 mode, “AES67” is displayed above and to the right of the SLOT display area.

NOTE
Dante Controller (v3.10.0.1 and later) is required in order for the NY64-D to operate in AES67 mode.

When the NY64-D is installed and pressed, the screen shown below will be displayed to configure the settings for the NY64-D Dante Domain Manager, AES67 Mode and Device Lock (available from V3.6).

**Dante Domain Manager**

- **STATE**: Displays the enrollment status of the Dante domain.
  - Domain Enrolled to the Dante domain.
  - Disconnected Enrolled to the Dante domain, but not connected to the DDM server.
  - Unmanaged Not enrolled to the Dante domain, but connected to the DDM server.
  - Not enrolled to the Dante domain or connected to the DDM server.

- **LOCAL**: Displays whether the Dante settings for the current device in operation (including patches) can be modified.
  - Read Write Can be modified.
  - Read Only Cannot be modified.
  - Operator Can be written.
  - Guest Can only be read. Cannot be modified.
  - None Cannot be written.
  - Not enrolled to the Dante domain or connected to the DDM server.

- **REMOTE**: Displays whether the Dante settings for the targeted remote device can be modified.
  - Read Write Can be modified.
  - Read Only Cannot be modified.
  - Operator Can be written.
  - Guest Can only be read. Cannot be modified.
  - None Cannot be written.
  - Not enrolled to the Dante domain or connected to the DDM server.

**AES67 MODE**

- Displays the operating status of AES67 mode.

**Device Lock**

- Displays whether Dante Device Lock is enabled.

**Device selection button (DZR button in V3.6 and later)**

Switches between devices to show their information.

When displaying the Tio1608-D, use the Tio #1, Tio #2 and Tio #3 buttons to select the Tio1608-D unit ID.

When displaying the DZR-D series and DXS-XLF-D series, select the DZR button.

When the connected Tio1608-D is operating in Dante AES67 mode, “AES67” will be displayed to the upper right of the device selection buttons.

When an error occurs on a device, the error details will appear below the device selection button.

If Dante Device Lock has been enabled for the device, a lock icon is displayed on the device selection button. (V3.1 and later)

**Quick Config button**

Turns the console’s Quick Config feature on and off.

Displayed in gray when turned off, and white when turned on.

Displayed in orange if the Dante settings set by Dante Controller differ from the Quick Config settings.

For information about Tio1608-D channel support when using Quick Config, see “Quick Config Input and output channel relationships” (p. 105).

The channels for the DZR-D series and DXS-XLF-D series that are patched when Quick Config is used can be specified by selecting “Quick Config” in “UTILITY > DANTE SETUP > MODE” on the DZR/DXS, and then PATCH.

If enrolled in the Dante domain, the Quick Config function is turned off.

**NOTE**

- Dante Device Lock is a feature that prevents unintended operation. Dante Controller (v3.10.0.19 and later) is required to use Dante Device Lock.
- Dante Controller (v3.10.0.19 and later) is required in order for the Tio1608-D to operate in AES67 mode.

- Quick Config button

 Turns the console’s Quick Config feature on and off.

Displayed in gray when turned off, and white when turned on.

Displayed in orange if the Dante settings set by Dante Controller differ from the Quick Config settings.

For information about Tio1608-D channel support when using Quick Config, see “Quick Config Input and output channel relationships” (p. 105).

The channels for the DZR-D series and DXS-XLF-D series that are patched when Quick Config is used can be specified by selecting “Quick Config” in “UTILITY > DANTE SETUP > MODE” on the DZR/DXS, and then PATCH.

If enrolled in the Dante domain, the Quick Config function is turned off.
with OUTPUT checkbox
Determines whether the device OUTPUT ports are connected to the console when the console is turned on and Quick Config is enabled. When the checkbox is turned on and if Quick Config is enabled, the device and the console are patched automatically. This checkbox can be turned on and off when the Quick Config button is turned off.

NOTE
- You can use Dante Controller to change Dante patches even when the Quick Config feature is enabled. However, Quick Config patching will be applied when you restart the console. If you want to use Dante Controller to change these settings, disable the Quick Config feature.
- If devices that are configured by Quick Config are also locked by Dante Device Lock, a message is displayed and the Quick Config may not be implemented.
- Up to 24 I/O racks (such as the Tio1608-D and R series), powered speaker systems (DZR-D series), and powered subwoofer systems (DXS-XLF-D series) can be connected within the same Dante network. If more racks are connected, a message is displayed and the HA control may not operate properly.

HA Control button
Determines whether the head amp of the Tio1608-D, R series and so on is controlled by the TF series. Turning this button ON and OFF has no effect on the DZR-D series and the DXS-XLF-D series. Displayed in gray when turned off, and white when turned on.

NOTE
- When there are multiple host devices on the same network that can control the head amp, repeated operations could result, therefore we recommend using only one host device to control the head amp.
- Given when Quick Config is turned off, you can use Dante Controller to patch to the corresponding 24x8 input channel (refer to "Quick Config Input and Input Channel Relationships" [page 101]) and control the head amp for up to 24 I/O racks.

NOTE
- When Quick Config is enabled, you can use Dante Controller to change Dante patches even when the Quick Config feature is enabled. However, Quick Config patching will be applied when you restart the console. If you want to use Dante Controller to change these settings, disable the Quick Config feature.
- If devices that are configured by Quick Config are also locked by Dante Device Lock, a message is displayed and the Quick Config may not be implemented.
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- You can use Dante Controller to change Dante patches even when the Quick Config feature is enabled. However, Quick Config patching will be applied when you restart the console. If you want to use Dante Controller to change these settings, disable the Quick Config feature.
- If devices that are configured by Quick Config are also locked by Dante Device Lock, a message is displayed and the Quick Config may not be implemented. (V3.1 and later)
- Up to 24 I/O racks (such as the Tio1608-D and R series), powered speaker systems (DZR-D series), and powered subwoofer systems (DXS-XLF-D series) can be connected within the same Dante network. If more racks are connected, a message is displayed and the HA control may not operate properly.

NOTE
- You can use Dante Controller to change Dante patches even when the Quick Config feature is enabled. However, Quick Config patching will be applied when you restart the console. If you want to use Dante Controller to change these settings, disable the Quick Config feature.
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NOTE
- When Quick Config is enabled, you can use Dante Controller to change Dante patches even when the Quick Config feature is enabled. However, Quick Config patching will be applied when you restart the console. If you want to use Dante Controller to change these settings, disable the Quick Config feature.
- If devices that are configured by Quick Config are also locked by Dante Device Lock, a message is displayed and the Quick Config may not be implemented.
- Up to 24 I/O racks (such as the Tio1608-D and R series), powered speaker systems (DZR-D series), and powered subwoofer systems (DXS-XLF-D series) can be connected within the same Dante network. If more racks are connected, a message is displayed and the HA control may not operate properly.

NOTE
- When Quick Config is enabled, only one TF series console that can use the OUTPUT ports of the device to connect to the same rack can be on the network. For DZR-D series and DXS-XLF-D series, it will switch to the patch with the TIO1608-D’s TIO1608-D with OUTPUT checkbox ports used by another TF series console, the "with OUTPUT" checkbox turns off automatically.
- When Quick Config is enabled, the system is not suitable for redundant systems, and if you are using Dante Controller for patching, refer to "Quick Config Input and Input Channel Relationships" [page 101] for information about output port assignments for channels.

Information about the Tio1608-D

1. SYSTEM and SYNC indicators
Display the same information as the [SYSTEM] and [SYNC] indicators on the Tio1608-D.

2. Quick Config status indicator
Indicates the status of the Tio1608-D’s [QUICK CONFIG] switch. Displayed in orange if the Dante settings set by Dante Controller differ from the Quick Config settings.

3. +48V Master status indicator
Indicates the status of the Tio1608-D’s +48V Master switch. Displayed in gray when turned off, and red when turned on.

4. Version information
Displays the version of the Tio1608-D firmware, as well as the Dante firmware contained in the Tio1608-D.

5. Identify button
Helps you identify the connected Tio1608-D. While this button is being touched, the LED on the corresponding Tio1608-D flashes.

NOTE
- If the audio signals of the Tio1608-D that corresponds to the UNIT ID button are patched, the Identify button and various information about the Tio1608-D (error details, status, and version) are displayed, regardless of the Quick Config button status.
The following information is displayed when the console's Quick Config button is turned on and a Tio1608-D with the [QUICK CONFIG] switch turned on is connected:

- **CH Name**
- **CH Color**
- +48V setting for each channel (the indicator below and to the left of the channel icon lights in red when turned on)

### Information about the DZR-D series and DXS-XLF-D series

#### Device information
- Icons indicating the DZR-D series and DXS-XLF-D series, as well as the unit ID, product name and Dante device name are shown.
- **Limit**
  - This icon is displayed when an error occurs on the DZR-D series and DXS-XLF-D series.
- **SIGNAL** indicator
  - This indicator lights in response to the output level of the DZR-D series and DXS-XLF-D series.
- **Version display** (switch using button)
  - Displays the version of the DZR-D and DXS-XLF-D series firmware, as well as the Dante firmware contained in the DZR-D series and the DXS-XLF-D series.
- **Identify button**
  - Helps you identify the DZR-D Series and DXS-XLF-D series that is connected. While you hold down this button, the backlight on the corresponding DZR-D series and DXS-XLF-D series flashes.

### Mute buttons

- Switches the mute function ON/OFF for the DZR-D series and DXS-XLF-D series systems. If the connected DZR version is V1.1.1 or earlier, then Mute buttons are not displayed.

### NOTE

- The information shown in (B-C) is not displayed when Quick Config or "with OUTPUT" is disabled.
- The Identify button displays when Quick Config is enabled.

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TF series Reference Manual
### RECALL SAFE screen

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

#### Channel selection buttons

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

#### Parameter names

Touch the button to turn SAFE parameters on and off for all channels of the same type. The button turns green when all SAFE parameters are turned on. If turned off for a parameter on all channels, it is displayed in gray. Finally, if recall-safe is turned on for a parameter but not for all channels, the button under the parameter name is displayed in blue.

#### Recall safe on/off buttons

Turns recall-safe on and off for the corresponding parameter. When turned on, the corresponding parameter is recall-safe, i.e., its setting will not be changed when a Preset or Scene is recalled. For OMNI OUT assignments, recall-safe can be turned on and off for OMNI OUT only.

#### Channel information

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

---

### Using Recall Safe function

1. Touch a channel selection button to select the channels or DCA groups that you want to configure for recall-safe.
2. Touch the recall safe on/off buttons according to the items you want to make recall-safe.
3. Touch the SAFE buttons for each channel to enable or disable the settings you made above.
4. Touch the [X] button to close the screen, and proceed to recall the desired Preset or Scene.

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MUTE GROUP ASSIGN Screen (V4.0 and later)

Allows you to configure the mute group and mute safe for each input channel.

INPUT (MUTE GROUP1) and FX (MUTE GROUP2) are preassigned for the mute groups.
Input channels or FX1/FX2 can be assigned for the other mute groups (MUTE GROUP3 through MUTE GROUP6).

Use the mute safes to exclude a channel from the mute group operations. ST IN1 and ST IN2 are assigned as default settings.

---

Assigning channels to mute groups

1. Touch the  buttons for the mute group name to display the mute group to be created.
2. Touch the Mute Group Master button to switch it on.
3. Touch to select the channels to assign to the mute group.
4. If necessary, name the mute group by touching the pencil icon for the mute group name.
5. To specify mute safe channels, touch the mute group name  buttons to display Mute Safe.
6. Touch to select channels to assign as mute safe channels.

7. When finished, touch the Clear All button at the top right of the screen.

**MUTE GROUP ASSIGN screen menu**

Press the Menu key ( ) on the MUTE GROUP ASSIGN screen to display the menu icons shown below.

1. Clear All
   - Unassigns all channels assigned to the mute group.

**BRIGHTNESS screen**

Allows you to adjust the brightness of the touchscreen, as well as the LEDs, name display, and channel colors on the top panel. You can save brightness settings into BANK A and BANK B, allowing you to recall the desired brightness settings to suit your work conditions.

1. Bank selection buttons
   - Allow you to switch between BANK A and BANK B.
   - BANK A: Selects BANK A brightness settings.
   - BANK B: Selects BANK B brightness settings.
   - For V1.1 and later, you can switch between the banks using [USER DEFINED KEYS] or a footswitch.
1. **Power Saving Mode button**
   - Allows you to set the amount of time that passes before the console switches to power saving mode.
   - You can choose 30 seconds, 2 minutes, 5 minutes, 10 minutes, 15 minutes, or never.

2. **Screen brightness slider**
   - Adjusts the brightness of the touchscreen.

3. **Panel brightness slider**
   - Adjusts the brightness of the LEDs on the top panel.
   - 1–10: In low lighting conditions, an auxiliary light lights, which makes the key top easier to read.
   - 11–20: In bright lighting conditions, an auxiliary light does not light, which helps emphasize contrast.

4. **CH Name brightness slider (TF5/TF3/TF1)**
   - Adjusts the brightness of the channel names displayed on the top panel.

5. **CH Color brightness slider (TF5/TF3/TF1)**
   - Adjusts the brightness of the channel colors on the top panel.

**NETWORK screen**

- Allows you to configure the console's network address, which is needed when you connect a computer to the NETWORK connector. Configure these settings according to the connected computer or network.

**NOTE**

When connecting the console to a RF chain, refer to the TF Series Installation Guide.

1. **IP address provisioning method button**
   - Select the setting that matches how the console will configure its IP address.
   - **DHCP**: The console receives its IP address automatically.
   - **Static IP**: The console’s IP address is set manually.

2. **IP Address**
   - Determines the unique address that identifies the console on the network.

3. **Subnet Mask**
   - Defines how many bits are used for network addresses on the connected network.

4. **Gateway**
   - The address of the network device (gateway) that facilitates communication between different devices on the network.

5. **Unit Name**
   - Allows you to specify a name that can be used to identify the console on the network.

6. **PIN for MonitorMix (V1.1 and later)**
   - This is a 4-digit password that is required when accessing the console using the MonitorMix app.

7. **Refresh button (V3.6 and later)**
   - The method of acquiring IP addresses will be shown for DHCP.
   - Press this button to reacquire an address from the DHCP server.

**NOTE**

When the DHCP button is selected, items 2–4 are not needed.

2–4 are only needed when you select the Static IP button. Configure these parameters as needed.
TIME screen
Allows you to set the console’s internal clock and change the date and time format. The date and time set here are used as a timestamp when saving Scenes.

1. Date setting
Determines the console’s date setting.

2. Date format setting
Allows you to select the date format.
The following formats are available:
MM/DD/YYYY
DD/MM/YYYY
YYYY/MM/DD

3. Region
Allows you to change the region.

4. DST (+1:00)
Enables daylight saving time.
When turned on, the current time advances by one hour.

5. Time format setting
Allows you to select the time format.
24-Hour
12-Hour (uses AM and PM)

6. Time setting
Determines the console’s time setting.

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

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

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

3. Save button
Allows you to save the log to a USB storage device.
This button is not available when no USB storage device is connected.
HELP screen
Displays information about console operations. If "Show Help at Startup" is turned on in the PREFERENCE screen, the HELP screen is displayed automatically after the console starts up.
You can swipe left and right to view different pages.

ABOUT screen
Displays system software version information and license information.

1. Version button
Displays the console's system software version number.
(V2.0 and later) Displays the Dante version of the connected NY64-D, if installed.

2. License button
Displays system software license information.
LOGIN screen (V3.0 and later)

Allows you to assign permissions for accessing the TF series console.

By limiting which parameters can be operated by different users, you can prevent improper operation and specify what guest engineers can and cannot do when operating the console.

1. User icons
   Display the icon, name, and comments for each user.
   When you touch an item, the console prompts you to enter the password for the corresponding user.
   If there is no password assigned to a user, you can log in by simply touching the user's icon.

2. Administrator
   Can use all features. Only one administrator can be configured for the console.
   The administrator is the only user that can set the access permissions of other users.
   The only setting that must be set for the administrator is the password.

3. Guest
   Can use features according to the access permissions set by the administrator. Three users can be configured for the console.
   A user name, password, access permissions, and comments can be assigned to each user.

NOTE

• There is no password saved for the administrator in the factory default settings. (All users have full access.)
  In order to set permissions for other users, you must first set a password for the administrator.
  • If a user with a password assigned is logged into the console when the console is turned off, the login information is saved and the next time the console is turned on, the same user will be automatically logged in.
  • If another user wants to log in, press the cancel button when prompted to enter the password, and then select the desired user in the LOGIN screen.

2. Console lock icon
   Prompts you to enter the password for the current user.
   If the correct password is entered, the CONSOLE LOCK screen is displayed. (page 46)

3. User account icon
   Displays the USER ACCOUNT screen.

USER ACCOUNT screen (V3.0 or later)

Allows the administrator to set the access permissions for the other users.

1. User selection area
   Allows you to select which user's settings you will configure.

2. User Name text box
   Displays the keyboard screen so that you can edit the user name.
   You cannot edit the user name of the administrator and guest accounts.

3. Password Edit button
   Displays the keyboard screen so that you can edit the password.
When setting a password for the first time, enter the desired password in the New Password text box, and then enter the password again in the Verify text box. When changing a password, enter the current password in the Old Password text box, and then set the new password.

4 Comment text box
 displays the keyboard screen so that you can enter a comment.

Access Permission Edit button
 displays the ACCESS PERMISSION screen. When logged in as the administrator, you can set the access permissions of the selected user for each parameter.

ACCESS PERMISSION screen (V3.0 and later)
 Allows you to select which parameters can be used and not used by each user. This screen is only displayed when logged in as the administrator.

Selection buttons
 Allows you to select a channel to assign access permissions to. According to which button you have selected, the different parameters that can be assigned access permissions are displayed. You can set access permissions for operations that are not associated with channels, such as the SETUP screen or the SCENE screen, by touching the GENERAL button.

Parameter names
 Touch the button to allow/restrict access to the parameters for all channels of the same type. The button turns green when access is allowed for all channels. If access is allowed for only some channels, it is displayed in blue, and if access is restricted for all channels, it is displayed in gray.

Access permission on/off buttons
 Allow (on) and restrict (off) access to the corresponding parameters. The selected user can only use the parameters that are allowed here. For details about each parameter, refer to the parameter list. (*page 98)

Channel information
 displays the channel ID, name, and icon. Touch the button to allow/restrict access to the parameters for the corresponding channel. The button turns green when access is allowed for all parameters. If access is allowed for only some parameters, it is displayed in blue, and if access is restricted for all parameters, it is displayed in gray.

ACCESS PERMISSION screen menu
 Press the Menu key ( ) from the ACCESS PERMISSION screen to display the following options.

Copy
 Copies the ACCESS PERMISSION settings of the selected user to the clipboard.

Paste
 Pastes the ACCESS PERMISSION settings in the clipboard to the selected user.

High Level
 Applies ACCESS PERMISSION settings to the selected user based on their proficiency. High Level: For advanced users. Only network and clock settings are restricted. All other parameters are allowed.

Mid Level
 For moderately proficient users. System settings are restricted. All other parameters, such as channel operations, are allowed.

Low Level
 For beginners. Most parameters are restricted. Channel on/off and fader level adjustments are allowed.
CONSOLE LOCK screen
You can lock the console to prevent it from being operated accidentally.
While the CONSOLE LOCK screen is displayed, controls are disabled and the console cannot be operated.
To unlock the console, touch and hold the CONSOLE LOCK screen. If you are prompted to enter a password, enter the password of the current user or the administrator.

Applying access permissions
1. From the LOGIN screen, log in as the administrator.
2. From the LOGIN screen, touch the User Account icon to display the USER ACCOUNT screen.
3. Select the desired user, then set the user name, password, and comments.
4. Touch the Access Permission Edit button to display the ACCESS PERMISSION screen.
5. Restrict (turn off) the parameters that you do not want the user to access.
6. To confirm whether the access permissions were set as desired, return to the LOGIN screen and log in as the user you set access permissions for.
7. Operate a parameter that you restricted. "Permission Denied!" is displayed if the parameter is restricted.

Resetting user settings
If the console is reset, all user passwords are deleted and all restrictions are released.

Loading user settings to other TF series consoles
1. From the SAVE/LOAD screen, save the console’s internal settings.
2. Log in as the administrator using the console to which you want load the user settings.
3. From the SAVE/LOAD screen, select the settings file you saved in step 1 and touch the Load button.
4. From the LOAD SELECT screen, select user accounts on the CUSTOM tab and touch the Load button.
Displays information about the channel strips.
You can display the OVERVIEW screen by pressing the Home key ( ).
For the TF5/TF3/TF1, the CH STRIP section is displayed as the home screen; for the TF-RACK, the FADER section is displayed. Additionally, for the TF-RACK, you can switch between the CH STRIP section and FADER section by pressing the Home key.

**NOTE**
For the TF5/TF3/TF1, the FADER section is displayed on the OVERVIEW screen when SETUP → PREFERENCE → Key Function → HOME key is set to "Fader". Each touch of the [Home] key successively displays the next selected section.

### CH STRIP section

**Input channels**

1. Displays the INPUT screen. ([page 57])
2. Displays the EQ screen. ([page 59])
3. Displays the GATE screen. ([page 63])
4. Displays the COMP screen. ([page 65])
5. Displays the FX1 screen. ([page 67])
6. Displays the FX2 screen. ([page 67])
7. Displays the SEND TO AUX screen. ([page 73])
8. Displays the ASSIGN screen. ([page 74])
9. Displays the AUTOMIXER screen (V3.5 and later). ([page 74])
10. Displays the CH VIEW screen. ([page 76])

### Stereo channels

1. Displays the INPUT screen. ([page 57])
2. Displays the EQ screen. ([page 59])
3. Displays the DELAY screen. ([page 92])
4. Displays the FX1/FX2 screen. ([page 67])
5. Displays the SEND TO AUX screen. ([page 73])
6. Displays the ASSIGN screen. ([page 74])
7. Displays the CH VIEW screen. ([page 76])
1. Displays the SEND FROM screen (page 88) 
2. Displays the EQ screen (page 59) 
3. Displays the COMP screen (page 65) 
4. Displays the FX screen (page 67) 
5. Displays the OUTPUT screen (page 87) 
6. Displays the CH VIEW screen (page 76) 

**AUX1–AUX8 channels**

<table>
<thead>
<tr>
<th>Channel</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Displays the SEND FROM screen (page 88)</td>
</tr>
<tr>
<td>2</td>
<td>Displays the EQ screen (page 59)</td>
</tr>
<tr>
<td>3</td>
<td>Displays the COMP screen (page 65)</td>
</tr>
<tr>
<td>4</td>
<td>Displays the OUTPUT screen (page 87)</td>
</tr>
<tr>
<td>5</td>
<td>Displays the CH VIEW screen (page 76)</td>
</tr>
</tbody>
</table>

**AUX9/10–19/20 channels, SUB channel**

<table>
<thead>
<tr>
<th>Channel</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Displays the SEND FROM screen (page 88)</td>
</tr>
<tr>
<td>2</td>
<td>Displays the EQ screen (page 59)</td>
</tr>
<tr>
<td>3</td>
<td>Displays the COMP screen (page 65)</td>
</tr>
<tr>
<td>4</td>
<td>Displays the FX screen (page 67)</td>
</tr>
<tr>
<td>5</td>
<td>Displays the OUTPUT screen (page 87)</td>
</tr>
<tr>
<td>6</td>
<td>Displays the CH VIEW screen (page 76)</td>
</tr>
</tbody>
</table>

**MATRIX1–4 channels (V2.5 and later)**

<table>
<thead>
<tr>
<th>Channel</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Displays the SEED FROM screen (page 88)</td>
</tr>
<tr>
<td>2</td>
<td>Displays the EQ screen (page 59)</td>
</tr>
<tr>
<td>3</td>
<td>Displays the DELAY screen (page 92)</td>
</tr>
<tr>
<td>4</td>
<td>Displays the CH VIEW screen (page 76)</td>
</tr>
</tbody>
</table>
OVERVIEW screen

- Displays the OUTPUT screen. (page 87)
- Displays the CH VIEW screen. (page 76)

Group channels

1. Displays the DCA ASSIGN screen. (page 90)
2. Displays the CH VIEW screen. (page 76)

FADER section

1. ON button
   - Turns the channel on and off.
2. Fader
   - Adjusts the channel's fader level.
3. CUE button
   - Turns the cue on and off for the assigned channel.
4. Displays the CH VIEW screen. (page 76)

NOTE

- Group channels 1–4 are in the OUTPUT FADER BANK. To use the faders on the top panel to control these channels, press the [OUTPUT] key in the FADER BANK section, and then display the OUTPUT BANK for the channel with.
- Group channels 5–8 are not controlled by the faders, and are displayed only. Scroll the displayed area to the right. To control these channels using the faders, register them to the CUSTOM FADER BANK.

- MATRIX channels 1–4 are in the OUTPUT FADER BANK. To use the faders on the top panel to control these channels, press the [OUTPUT] key in the FADER BANK section, and then display the OUTPUT BANK for the channel with.
NOTE

In the EQ, GEQ, GATE, and COMP of the SELECTED CHANNEL section, operations can be performed either by dragging or by touching the gain parameter to highlight it and then operating the [TOUCH AND TURN] knob.

CH1–CH32

1. Displays the FX1 screen. (page 67)
2. Displays the FX2 screen. (page 67)
3. Displays the SEND TO AUX screen. (page 73)
4. Displays the ASSIGN screen. (page 74)
5. Displays the CH VIEW screen. (page 76)
6. Displays the HA status. You can adjust the gain by touching to highlight it, and then turning the [TOUCH AND TURN] knob.
   Touch when highlighted to display the INPUT screen. (page 57)
   Two HAs are displayed on channels for which the stereo link is configured.
7. Displays the ON/OFF status for the input port and DIRECT Out.
8. Displays the AUTO MIXER screen. (page 74)

9. Controls the channel EQ.

A

Configures the GATE for the channel.

B

Configures the COMP for the channel.

CH33–CH40

1. Displays the FX1 screen. (page 67)
2. Displays the FX2 screen. (page 67)
3. Displays the SEND TO AUX screen. (page 73)
4. Displays the ASSIGN screen. (page 74)
5. Displays the CH VIEW screen. (page 76)
6. Displays the HA status. You can adjust the gain by touching to highlight it, and then turning the [TOUCH AND TURN] knob.
   Touch when highlighted to display the INPUT screen. (page 57)
   Two HAs are displayed on channels for which the stereo link is configured.
7. Displays the input port.
8. Displays the LIBRARY screen. (page 8)

NOTE

In the EQ, GEQ, GATE, and COMP of the SELECTED CHANNEL section, operations can be performed either by dragging or by touching the gain parameter to highlight it and then operating the [TOUCH AND TURN] knob.
Controls the channel EQ.

The button switches between 1-knob and manual modes. Select the 1-knob EQ mode type and switch between filter types on the EQ screen. Touch the button to display the EQ screen. (page 59)

ST IN1 L–2 R

1. Displays the FX1 screen. (page 47)
2. Displays the FX2 screen. (page 47)
3. Displays the SEND TO AUX screen. (page 70)
4. Displays the ASSIGN screen. (page 74)
5. Displays the CH VIEW screen. (page 76)
6. Displays the HA status.
7. Displays the input port.
8. Displays the DELAY screen. (page 92)
9. Displays the LIBRARY screen. (page 8)

FX1 L–2 R

1. Displays the SEND FROM screen. (page 88)
2. Displays the FX screen. (page 47)
3. Displays the SEND TO AUX screen. (page 70)
4. Displays the ASSIGN screen. (page 74)
5. Displays the CH VIEW screen. (page 76)
6. Displays the LIBRARY screen. (page 8)
7. Controls the channel EQ.

The button switches between 1-knob and manual modes. Select the 1-knob EQ mode type and switch between filter types on the EQ screen. Touch the button to display the EQ screen. (page 59)
ST L/R

1. Displays the OUTPUT screen. (page 87)
2. Displays the CV VIEW screen. (page 79)
3. Displays the LIBRARY screen. (page 8)
4. Controls the channel EQ.
   The button switches between 1-knob and manual modes. Select the 1-knob EQ mode type and switch between filter types on the EQ screen. Touch the icon to display the EQ screen. (page 59)
5. Controls the channel GEQ.
   For TF1, TF3, and TF5 models, touch the icon to switch it on, so that the faders can be operated on the top panel. Touch the icon to display the GEQ screen. (page 85)
6. Controls the channel COMP.
   The button switches between 1-knob and manual modes. Touch the icon to display the COMP screen. (page 65)

AUX1–AUX8

1. Displays the SEND FROM screen. (page 88)
2. Displays the OUTPUT screen. (page 87)
3. Displays the CV VIEW screen. (page 76)
4. Displays the LIBRARY screen. (page 8)
5. Controls the channel EQ.
   The button switches between 1-knob and manual modes. Select the 1-knob EQ mode type and switch between filter types on the EQ screen. Touch the icon to display the EQ screen. (page 59)
6. Controls the channel GEQ.
   For TF1, TF3, and TF5 models, touch the icon to switch it on, so that the faders can be operated on the top panel. Touch the icon to display the GEQ screen. (page 85)
7. Controls the channel COMP.
   The button switches between 1-knob and manual modes. Touch the icon to display the COMP screen. (page 65)
AUX9–AUX20

1. Displays the SEND FROM screen. (page 88)
2. Displays the FX screen. (page 67)
3. Displays the OUTPUT screen. (page 87)
4. Displays the CH VIEW screen. (page 76)
5. Displays the LIBRARY screen. (page 8)
6. Controls the channel EQ.
   The button switches between 1-knob and manual modes. Select the 1-knob EQ mode type and switch between filter types on the EQ screen.
   Touch the icon to display the EQ screen. (page 59)
7. Controls the channel COMP.
   The button switches between 1-knob and manual modes. Touch the icon to display the COMP screen. (page 65)

SUB

1. Displays the SEND FROM screen. (page 88)
2. Displays the OUTPUT screen. (page 87)
3. Displays the CH VIEW screen. (page 76)
4. Displays the LIBRARY screen. (page 8)
5. Controls the channel EQ.
   The button switches between 1-knob and manual modes. Select the 1-knob EQ mode type and switch between filter types on the EQ screen.
   Touch the icon to display the EQ screen. (page 59)
6. Controls the channel COMP.
   The button switches between 1-knob and manual modes. Touch the icon to display the COMP screen. (page 65)
OVERVIEW screen operations
When you touch an item on the screen, a pink box is displayed around the item to highlight it. When an item is highlighted, you can adjust it using the [TOUCH AND TURN] knob.
If you touch a highlighted item, its configuration screen is displayed.
You can drag or swipe up, down, left, and right to display other areas of the screen.

OVERVIEW screen

**MATRIX1–MATRIX4**

1. Displays the SEND FROM screen. ([page 88])
2. Displays the OUTPUT screen. ([page 87])
3. Displays the CH VIEW screen. ([page 76])
4. Displays the DELAY screen. ([page 92])
5. Displays the LIBRARY screen. ([page 8])

6. Controls the channel EQ.
   - The  button switches between 1-knob and manual modes.
   - Select the 1-knob EQ mode type and switch between filter types on the EQ screen.
   - Touch the  icon to display the EQ screen. ([page 59])

**DCA1–DCA8**

1. Displays the DCA ASSIGN screen. ([page 90])
2. Displays the CH VIEW screen. ([page 76])

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OVERVIEW screen menu

Press the Menu key ( ) from the OVERVIEW screen to display the following items.

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

2. CH Paste
   Pastes settings from another channel and applies them to the current channel.

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

AUX/MATRIX channels (V4.0 and later)

4. CH Copy with Sends
   Copies and also sends current channel settings.

5. CH Paste with Sends
   Pastes settings copied from the selected channel, including sending. When CH Copy with Sends is executed, the CH Paste icon changes to CH Paste with Sends.

Copying settings from one channel and applying them to another channel

1. Select the channel whose settings you want to copy.

2. Press the Menu key ( ).
   Display the menu.

3. Touch the CH Copy icon.
   The settings are copied and the menu closes.
4. Select the channel that you want to apply the settings to.
   Settings will be applied to this channel.

5. Press the Menu key ( ). Display the menu.

6. Touch the CH Paste icon.

The settings from the first channel you selected are applied to the second channel you selected, and
then the menu closes.

Paste completed.
**INPUT screen**

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

1. **Stereo link selection button**
   - OFF: Stereo link is disabled.
   - CH1&2: Stereo link is enabled. When stereo link is enabled, the odd numbered channel is the left side of the stereo pair, and the even numbered one is the right. The channel numbers displayed in the popup menu depend on the channel whose settings you are editing.
   - CH2&3: Stereo link is enabled. When stereo link is enabled, the even numbered channel is the left side of the stereo pair, and the odd numbered one is the right. The channel numbers displayed in the popup menu depend on the channel whose settings you are editing.

2. **Input selection buttons**
   - INPUT: The device connected to the INPUT jack will be used as the input source.
   - USB: The computer connected to the USB TO HOST connector will be used as the input source.
   - SLOT (V2.0 and later): Allows you to select an input from the NY64-D installed in the expansion slot. Use this button when selecting an input from a Tio1608-D or stage box connected to the NY64-D and the Dante network. See page 106 for information about SLOT port numbers and channels.

3. **GainFinder**
   - Displays the input’s gain adjusted level. When adjusting the input gain, adjust it so that the center of the GainFinder lights up. When the input source is set to INPUT, the GainFinder displays the digital input’s gain.

**NOTE**

- When USB is selected, the gain slider adjusts digital gain, and the +48V button is not displayed. When SLOT is selected, analog gain adjustment and the +48V button cannot be used if the HA Control button on the SLOT SETUP screen is not turned on. Additionally, for inputs from a device whose head amp cannot be controlled, the gain slider becomes a digital gain adjustment, and the +48V button is not displayed.

Even if you select SLOT as the input source, if a source is not actually available (such as when there is no NY64-D installed, no Tio1608-D or stage box connected, no Dante patching, etc.), this “virtual HA” state is displayed in the HA box area of this screen, the OVERVIEW screen, and the CH VIEW screen.
1. **Level meter**
   - Displays the gain-adjusted level.

2. **Digital gain text box**
   - Allows you to adjust the digital gain. It is set to 0 dB by default. You can touch the text box to highlight it, then use the [TOUCH AND TURN] knob to adjust the setting. You can also touch the text box again to adjust the setting using the keyboard screen.

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

4. **Gain slider**
   - When the INPUT button is selected, the slider adjusts the analog gain of the head amp. The PAD (-24 dB) will be switched on or off when the analog gain is adjusted between +17 dB and +18 dB.
   - When the USB button is selected, the slider adjusts digital gain.

5. **+48V button**
   - Turns phantom power (+48 V) to the head amp on and off.
     - **On**: Phantom power is turned on.
     - **Off**: Phantom power is turned off.
     - When the USB button is selected, the +48V button is not displayed.

6. **Gain Unlink button (V1.1 and later)**
   - Displayed for stereo channels and for channels that have stereo link turned on.
   - While you are touching the button, gain for the left and right channels can temporarily be adjusted individually. When you release the button, the gain for both channels can be adjusted together but the difference in gain between the two channels is maintained.

---

### Setting stereo link and the input source

1. Display the INPUT screen. (Page 5)
2. Touch the stereo link selection button that corresponds to the desired setting.
3. Touch the input selection button that corresponds to the desired setting.
4. Use the gain slider to adjust the head amp gain.
   - Adjust the gain slider so that the center of the GainFinder lights up.

---

### Information about phantom power

- When phantom power is not needed, set the +48V button to the off position.
- Observe the following when using phantom power to prevent damage to the console or connected devices and signal noise:
  - Do not set the +48V button to the on position when the device connected to the input jack does not require phantom power.
  - Do not connect or disconnect cables when the +48V button is set to the on position.
  - Before turning phantom power on or off for a channel, first set the channel’s volume to the minimum level.

### NOTE

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

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### NOTICE

- Information about phantom power
  - Notice about phantom power: noise may be generated if there is a difference in the impedance between the hot and cold of the connected input jack.

---

### Setting stereo link and the input source

1. Display the INPUT screen. (Page 5)
2. Touch the stereo link selection button that corresponds to the desired setting.
3. Touch the input selection button that corresponds to the desired setting.
4. Use the gain slider to adjust the head amp gain.
   - Adjust the gain slider so that the center of the GainFinder lights up.
5. Touch the digital gain text box to highlight it, then use the [TOUCH AND TURN] knob to adjust the setting.
INPUT screen menu (V1.1 and later)

Touch the Menu key ( ) from the INPUT screen to display the following items.

1. **All INPUT**
   - Allows you to assign the INPUT jacks as the input source for all input channels.

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

3. **All SLOT (V2.0 and later)**
   - Switches all inputs to input sources of Dante network devices that are connected to the NY64-D installed in the expansion slot.

   The input source for the following channels will be changed.
   - **TF5**:
     - CH 1–32 (when CH 1–32 are selected)
     - CH 33–40 (when CH 33–40 are selected)
   - **TF3**:
     - CH 1–24 (when CH 1–24 are selected)
     - CH 25–32 (when CH 25–32 are selected)
     - CH 33–40 (when CH 33–40 are selected)
   - **TF1/TF-RACK**:
     - CH 1–16 (when CH 1–16 are selected)
     - CH 17–32 (when CH 17–32 are selected)

EQ screen

Controls the EQ for each channel. 4-band parametric EQ is available for CH 1–32, AUX 1–32, STEREO, and MATRIX1–4. 2-band parametric EQ is available for CH 33–40, ST IN 1, ST IN 2, FX1, FX2, and SUB. You can adjust settings using 1-knob mode, which allows you to use the [TOUCH AND TURN] knob to easily adjust settings, or manual mode, which allows you to adjust each parameter individually.

4-band parametric EQ

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

2. **HPF button**
   - Turns the HPF (high-pass filter) on and off.

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

4. **1-knob level slider**
   - Adjusts the intensity of 1-knob EQ.
   - When using manual mode, information about the selected band’s Q, F, and G is displayed here.
EQ mode type selection button
When using 1-knob EQ mode, allows you to select the 1-knob EQ mode type. Select [Vocal] for vocal channels, otherwise select [Intensity]. When set to [Intensity], you can adjust the EQ to a setting between flat and double the intensity of the EQ settings you made using manual mode. For output channels, [Loudness] is available. This setting allows you to boost low and high tones. The available types depend on the channel whose settings you are editing.

In manual mode, this button switches the filter type. Low-band and high-band filters are available. For CH 1-32, the available low-band filters are low-shelving type and bell type. For other channels, where filters do not have an HPF, the available low-band filters are HPF, low-shelving type, and bell type. The available high-band filters are HPF, high-shelving type, and bell type.

EQ output level meter
Displays the post-EQ level.

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

How does 1-knob EQ mode work?
1-knob EQ mode allows you to adjust several parameters at once with just the turn of a knob. It makes EQ adjustment quick and easy. The console contains Presets that are configured for a variety of instruments. You can use 1-knob EQ mode to adjust the EQ settings that are saved in Presets without disturbing the overall balance of your mix. You can even configure EQ settings using manual mode, then switch to 1-knob EQ mode and use the Intensity type to adjust the amount of EQ applied to the channel. In this case you can use the [TOUCH AND TURN] knob to adjust from 0% (no EQ applied) to 50% (the EQ settings you made using manual mode) and 100% (double the intensity of the EQ settings you made using manual mode). This makes it very easy to fine-tune your EQ settings with just one knob.

If 1-knob EQ mode type is set to Vocal or Loudness, you can adjust the EQ between 0% (no EQ applied) and 100% (maximum EQ applied).
RTA/Keyboard display
You can touch the bottom of the graph where no parameters are displayed to display RTA or a keyboard. RTA is a graph that displays the frequencies of the input signal after the EQ is applied. The keyboard display is helpful for understanding the relationship between frequencies and musical pitches.

NOTE
Adjusts the sensitivity of RTA for RTA Offset on the PREFERENCE screen (page 26). Allocate the RTA Offset to the USER DEFINED KNOBS to adjust while the EQ screen is displayed (available from V3.6).

Adjusting EQ in manual mode
1. Display the EQ screen. (page 5)
2. Touch the EQ button and turn on the EQ.
3. Touch the 1-knob button and turn 1-knob mode off.
4. Use the handles in the EQ graph to adjust the EQ as desired.

Adjusting EQ in 1-knob EQ mode
1. Display the EQ screen. (page 5)
2. Turn on the EQ and select 1-knob mode.
3. Select the desired 1-knob mode type.
4. Use the [TOUCH AND TURN] knob to adjust the EQ.
### Setting HPF
1. Display the EQ screen. (page 5)
2. Touch the HPF button and turn on the HPF.
3. Touch the HPF handle.
4. Use the [TOUCH AND TURN] knob to adjust the HPF.
   - You can also drag the HPF handle in the EQ graph.
   - The value that corresponds to your adjustments is displayed in the upper right of the screen.

### Setting LPF
The SUB channel can use the LPF to cut high frequencies independent of the EQ, ideal for adjusting the signal sent to a sub-woofer.
1. Display the SUB channel's EQ screen. (page 5)
2. Touch the EQ button and turn on the EQ.
3. Use the LPF handle in the EQ graph to adjust the LPF as desired.
   - Drag to adjust

---

*TF series Reference Manual*
EQ screen menu
Press the Menu key ( ) from the EQ screen to display the following options.

1. Copy
   Copies the EQ parameters of the selected channel to the clipboard.
2. Paste
   Pastes the EQ parameters in the clipboard to the selected channel.
3. Compare
   Allows you to compare the EQ parameters of the selected channel with the EQ parameters in the clipboard by switching between the two.
4. Gain Flat
   Sets the EQ gain for all bands to 0.
5. Default
   Resets EQ settings to their default values.

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

1. GATE button
   Turns the gate on and off.
2. Gate input level meter
   Displays the gate input level.
3. Threshold slider
   Determines the level at which the gate is applied.
4. Gate graph
   Displays a visual representation of the gate level.
5. Range slider
   Determines the amount by which the signal will be lowered when the gate is applied.
6. Attack slider
   When the input signal exceeds the threshold, this setting determines how quickly the gate opens.
Hold slider
When the input signal drops below the threshold, this setting determines how much
time passes before the gate closes.

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

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

OUT (gate output) meter
Displays the gate output level.

Setting the gate
1. Display the GATE screen. (page 5)
2. Turn on the gate and then touch the slider that you want to adjust.
3. Use the [TOUCH AND TURN] knob to adjust the setting.
   Refer to the gain graph and each meter while making adjustments.
   You can also drag the slider on the touchscreen to adjust the setting.

GATE screen menu
Press the Menu key ( ) from the GATE screen to display the following options.

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

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

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

4. Default
   Resets the GATE settings for the current channel to their default values.
COMP screen

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

1. COMP button
   - Turns the compressor on or off.

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

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

4. Compressor input level slider
   - Displays the compressor output level.

5. Threshold slider
   - Determines the level at which compression is applied.

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

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

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

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

10. Out Gain slider
    - Adjusts the output level.

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

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

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

How does 1-knob COMP mode work?
1-knob COMP mode allows you to adjust the amount of compression applied to the signal with just the turn of a knob.

By turning the [TOUCH AND TURN] knob to the right (or sliding the 1-knob level slider to the right), more compression is applied. In situations where raising the fader or gain could cause clipping at louder points in the signal, compression can deliver a more consistent sound.

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

1. Display the COMP screen. (page 5)
2. If the compressor is turned off, touch the COMP button to turn compression on.
3. Touch the 1-knob button and turn 1-knob COMP mode off.
4. Adjust the desired slider:
   - Drag the sliders to adjust each parameter.
   - When you touch a knob, you can also use the [TOUCH AND TURN] knob to adjust the setting.

Adjusting the compressor in 1-knob COMP mode

1. Turn 1-knob COMP mode on.

COMP screen menu

Press the Menu key ( ) from the COMP screen to display the following options.

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

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

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

4. Default
   - Resets the COMP settings for the current channel to their default values.
FX screen (FX1/2, InsFX1-6)

Allows you to select an effect and edit its parameters.

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

2. EFFECT TYPE button
   Displays the EFFECT TYPE screen ([page 68]), where you can select an effect type.

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

4. R Safe (recall safe) indicator
   Displays the recall safe status of the effects module.

5. M Safe (mute safe) button
   Determines whether mute safe is on or off for the effects module.

6. FX send level slider
   Displayed for CH 1–40, ST IN 1 and ST IN 2.
   Allows you to adjust the amount of signal that is sent to the effects module.

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

8. On: Before the fader

9. Off: After the fader

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

11. Parameter sliders
    Allows you to adjust the parameters available for the current effect.

12. Sync button
    Displays the tempo settings for delays. When this button is turned on, the effect tempo setting can be controlled with the TEMPO button found in the SENDS ON FADER section of the top panel.

13. Bypass button
    Allows you to bypass the effects module.

14. Effects output level meter
    Displays the effects output level.

15. CUE button
    Turns cue on and off for the effects module.
Setting an effect
1. Touch the effects type button.
   When the EFFECTS TYPE screen is displayed, select the desired effect type.
2. Touch the Send button.
3. Adjust the parameter sliders as desired.
   You can adjust the characteristics of the effect, the wet/dry balance, etc.
4. Adjust the effects send level slider.
   This allows you to adjust how much of the channel's signal is sent to the effects module.
5. Adjust the FX RTN1/2 levels.
   FX RTN1/2 channels are in the INPUT FADER BANK. (Stereo Channels page 47)

Setting an insert effect
You can configure insert effects for AUX9/10–AUX19/20.
1. Touch the effects type button.
   When the EFFECTS TYPE screen is displayed, select the desired effect type.
2. Touch the bypass button.
   Bypass is turned on by default, turn the bypass off.
3. Adjust the parameter sliders as desired.
   Adjust the characteristics of the effect.

FX screen menu
Press the Menu key ( ) from the FX screen to display the following options.

1. Copy
   Copies the effect parameters of the selected effect to the clipboard.
2. Paste
   Puts the effect parameters in the clipboard to the selected effect.
3. Compare
   Allows you to compare the effect parameters of the selected effect with the effect parameters in the clipboard by switching between the two.
4. Default
   Rests the selected effect's settings to their default values.

EFFECT TYPE screen
Allows you to select the effect type. Touch the desired button to make a selection.

1. Send button
   - Press to send the signal to the effects module.
2. FX send level slider
   - Adjusts the level of the FX send signal.
3. Copy
   - Copies the effect parameters of the selected effect to the clipboard.
4. Paste
   - Puts the effect parameters in the clipboard to the selected effect.
5. Compare
   - Allows you to compare the effect parameters of the selected effect with the effect parameters in the clipboard by switching between the two.
6. Default
   - Rests the selected effect's settings to their default values.
Effect parameters

**REVERB HALL, REVERB ROOM, REVERB STAGE, REVERB PLATE**

One-input, two-output hall, room, stage, and plate reverbs.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Range</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reverb Time</td>
<td>0.3s–20.0s</td>
<td>Determines the length of the reverberation.</td>
</tr>
<tr>
<td>Initial Delay</td>
<td>1.0ms–500.0ms</td>
<td>Determines the amount of time that passes before the initial reverberation.</td>
</tr>
<tr>
<td>High Ratio</td>
<td>0.1–1.0</td>
<td>Ratio of high frequency reverberations to the Reverb Time.</td>
</tr>
<tr>
<td>Diffusion</td>
<td>0–10</td>
<td>Left and right spread of the reverberation.</td>
</tr>
<tr>
<td>Density</td>
<td>0% – 100%</td>
<td>Density of the reverberation.</td>
</tr>
<tr>
<td>HPF Thru</td>
<td>21.2Hz–8.00kHz</td>
<td>High-pass filter cutoff frequency.</td>
</tr>
<tr>
<td>LPF</td>
<td>50.0Hz–16.0kHz, Thru</td>
<td>Low-pass filter cutoff frequency.</td>
</tr>
<tr>
<td>Sync</td>
<td>Off, On</td>
<td>Delay time tempo sync.</td>
</tr>
<tr>
<td>Note</td>
<td>----, ~</td>
<td>Value used to calculate the delay time based on the tempo.</td>
</tr>
</tbody>
</table>

**MONO DELAY**

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

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

**STEREO DELAY**

Two-input, two-output basic stereo delay.

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

**DELAY LCR**

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

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

**ECHO**

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

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

---

**TF series Reference Manual**
### DELAY-REVERB (V1.1 and later)

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

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Range</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Parameter</strong></td>
<td><strong>Range</strong></td>
<td><strong>Description</strong></td>
</tr>
<tr>
<td>Delay</td>
<td>1.0ms - 2700.0ms</td>
<td>Delay time.</td>
</tr>
<tr>
<td>Feedback</td>
<td>-99% - 99%</td>
<td>Gain of feedback.</td>
</tr>
<tr>
<td>DLY BAL</td>
<td>0% - 100%</td>
<td>Delay mix balance.</td>
</tr>
<tr>
<td>Reverb Time</td>
<td>0.3s - 20.0s</td>
<td>Determines the length of the reverberation.</td>
</tr>
<tr>
<td>High Ratio</td>
<td>0.1 - 1.0</td>
<td>Ratio of high frequency reverberations to reverb.</td>
</tr>
<tr>
<td>Diffusion</td>
<td>0 - 10</td>
<td>Left and right spread of the reverberation.</td>
</tr>
<tr>
<td>Density</td>
<td>0% - 100%</td>
<td>Density of the reverberation.</td>
</tr>
<tr>
<td>HPF Thru, LPF</td>
<td>21.2Hz - 8.00kHz</td>
<td>High-pass filter cutoff frequency.</td>
</tr>
<tr>
<td>REV BAL</td>
<td>0% - 100%</td>
<td>Reverb mix balance.</td>
</tr>
<tr>
<td>Sync</td>
<td>Off, On</td>
<td>Parameter tempo sync.</td>
</tr>
<tr>
<td>Note</td>
<td>----, ~</td>
<td>Value used to calculate the delay time.</td>
</tr>
</tbody>
</table>

### EARLY REF (V1.1 and later)

One-input, two-output early reflection effect.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Range</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Parameter</strong></td>
<td><strong>Range</strong></td>
<td><strong>Description</strong></td>
</tr>
<tr>
<td><strong>Type</strong></td>
<td><strong>Range</strong></td>
<td><strong>Description</strong></td>
</tr>
<tr>
<td><strong>Room Size</strong></td>
<td>0.1 - 20.0</td>
<td>Room size; determines the interval between early reflections.</td>
</tr>
<tr>
<td><strong>Liveness</strong></td>
<td>0 - 10</td>
<td>Decay of the early reflections.</td>
</tr>
<tr>
<td><strong>Initial Delay</strong></td>
<td>1.0ms - 500.0ms</td>
<td>Delay before the early reflection.</td>
</tr>
<tr>
<td><strong>Diffusion</strong></td>
<td>0 - 10</td>
<td>Width of the reflections in the stereo field.</td>
</tr>
<tr>
<td><strong>Density</strong></td>
<td>0% - 100%</td>
<td>Density of the reflections.</td>
</tr>
<tr>
<td><strong>ER Number</strong></td>
<td>1 - 19</td>
<td>Number of early reflections.</td>
</tr>
<tr>
<td><strong>Feedback</strong></td>
<td>-99% - 99%</td>
<td>Amount of feedback.</td>
</tr>
<tr>
<td><strong>High Ratio</strong></td>
<td>0.1 - 1.0</td>
<td>Amount of high frequency feedback.</td>
</tr>
<tr>
<td><strong>HPF Thru, LPF</strong></td>
<td>21.2Hz - 8.00kHz</td>
<td>High-pass filter cutoff frequency.</td>
</tr>
</tbody>
</table>

### CHORUS (V1.1 and later)

Two-input, two-output chorus effect.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Range</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Parameter</strong></td>
<td><strong>Range</strong></td>
<td><strong>Description</strong></td>
</tr>
<tr>
<td><strong>Type</strong></td>
<td><strong>Range</strong></td>
<td><strong>Description</strong></td>
</tr>
<tr>
<td><strong>Room Size</strong></td>
<td>0.1 - 20.0</td>
<td>Room size; determines the interval between early reflections.</td>
</tr>
<tr>
<td><strong>Liveness</strong></td>
<td>0 - 10</td>
<td>Decay of the early reflections.</td>
</tr>
<tr>
<td><strong>Initial Delay</strong></td>
<td>1.0ms - 500.0ms</td>
<td>Delay before the early reflection.</td>
</tr>
<tr>
<td><strong>Diffusion</strong></td>
<td>0 - 10</td>
<td>Width of the reflections in the stereo field.</td>
</tr>
<tr>
<td><strong>Density</strong></td>
<td>0% - 100%</td>
<td>Density of the reflections.</td>
</tr>
<tr>
<td><strong>ER Number</strong></td>
<td>1 - 19</td>
<td>Number of early reflections.</td>
</tr>
<tr>
<td><strong>Feedback</strong></td>
<td>-99% - 99%</td>
<td>Amount of feedback.</td>
</tr>
<tr>
<td><strong>High Ratio</strong></td>
<td>0.1 - 1.0</td>
<td>Amount of high frequency feedback.</td>
</tr>
<tr>
<td><strong>HPF Thru, LPF</strong></td>
<td>21.2Hz - 8.00kHz</td>
<td>High-pass filter cutoff frequency.</td>
</tr>
</tbody>
</table>

### FLANGE (V1.1 and later)

Two-input, two-output flanger effect.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Range</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Parameter</strong></td>
<td><strong>Range</strong></td>
<td><strong>Description</strong></td>
</tr>
<tr>
<td><strong>Room Size</strong></td>
<td>0.1 - 20.0</td>
<td>Room size; determines the interval between early reflections.</td>
</tr>
<tr>
<td><strong>Liveness</strong></td>
<td>0 - 10</td>
<td>Decay of the early reflections.</td>
</tr>
<tr>
<td><strong>Initial Delay</strong></td>
<td>1.0ms - 500.0ms</td>
<td>Delay before the early reflection.</td>
</tr>
<tr>
<td><strong>Density</strong></td>
<td>0% - 100%</td>
<td>Density of the reflections.</td>
</tr>
<tr>
<td><strong>ER Number</strong></td>
<td>1 - 19</td>
<td>Number of early reflections.</td>
</tr>
<tr>
<td><strong>Feedback</strong></td>
<td>-99% - 99%</td>
<td>Amount of feedback.</td>
</tr>
<tr>
<td><strong>High Ratio</strong></td>
<td>0.1 - 1.0</td>
<td>Amount of high frequency feedback.</td>
</tr>
<tr>
<td><strong>HPF Thru, LPF</strong></td>
<td>21.2Hz - 8.00kHz</td>
<td>High-pass filter cutoff frequency.</td>
</tr>
</tbody>
</table>

### GATE REVERB, REVERSE GATE (V1.1 and later)

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

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Range</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Parameter</strong></td>
<td><strong>Range</strong></td>
<td><strong>Description</strong></td>
</tr>
<tr>
<td><strong>Type</strong></td>
<td><strong>Range</strong></td>
<td><strong>Description</strong></td>
</tr>
<tr>
<td><strong>Room Size</strong></td>
<td>0.1 - 20.0</td>
<td>Room size; determines the interval between early reflections.</td>
</tr>
<tr>
<td><strong>Liveness</strong></td>
<td>0 - 10</td>
<td>Decay of the early reflections.</td>
</tr>
<tr>
<td><strong>Initial Delay</strong></td>
<td>1.0ms - 500.0ms</td>
<td>Delay before the early reflection.</td>
</tr>
<tr>
<td><strong>Diffusion</strong></td>
<td>0 - 10</td>
<td>Width of the reflections in the stereo field.</td>
</tr>
<tr>
<td><strong>Density</strong></td>
<td>0% - 100%</td>
<td>Density of the reflections.</td>
</tr>
<tr>
<td><strong>ER Number</strong></td>
<td>1 - 19</td>
<td>Number of early reflections.</td>
</tr>
<tr>
<td><strong>Feedback</strong></td>
<td>-99% - 99%</td>
<td>Amount of feedback.</td>
</tr>
<tr>
<td><strong>High Ratio</strong></td>
<td>0.1 - 1.0</td>
<td>Amount of high frequency feedback.</td>
</tr>
<tr>
<td><strong>HPF Thru, LPF</strong></td>
<td>21.2Hz - 8.00kHz</td>
<td>High-pass filter cutoff frequency.</td>
</tr>
</tbody>
</table>
### SYMPHONIC (V1.1 and later)
Two-input, two-output symphonic effect.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Range</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Frequency</td>
<td>0.05Hz - 10.00Hz</td>
<td>Modulation speed</td>
</tr>
<tr>
<td>Depth</td>
<td>0% - 100%</td>
<td>Depth of modulation</td>
</tr>
<tr>
<td>Delay</td>
<td>1.0ms - 500.0ms</td>
<td>Delay time of modulation</td>
</tr>
<tr>
<td>Sync</td>
<td>Off, On</td>
<td>Parameter tempo sync</td>
</tr>
<tr>
<td>Note</td>
<td>-</td>
<td>Value used to calculate the frequency based on the tempo</td>
</tr>
</tbody>
</table>

### PHASER (V1.1 and later)
Two-input, two-output 16-stage phase-shift effect.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Range</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Frequency</td>
<td>0.05Hz - 10.00Hz</td>
<td>Modulation speed</td>
</tr>
<tr>
<td>Depth</td>
<td>0% - 100%</td>
<td>Amount of feedback</td>
</tr>
<tr>
<td>Offset</td>
<td>0 - 100</td>
<td>Offset of the phase shifted frequency</td>
</tr>
<tr>
<td>Phase</td>
<td>0° - 355°</td>
<td>Left/right balance of modulation</td>
</tr>
<tr>
<td>Stage</td>
<td>2 - 16</td>
<td>Number of phase shift stages</td>
</tr>
<tr>
<td>HPF</td>
<td>0.05Hz - 8.00kHz</td>
<td>High-pass filter cutoff frequency</td>
</tr>
<tr>
<td>LPF</td>
<td>21.2Hz - 8.00kHz</td>
<td>High-pass filter cutoff frequency</td>
</tr>
</tbody>
</table>

### M BAND COMP (V1.1 and later)
Two-input, two-output three-band compressor. Each band has solo and gain reduction metering.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Range</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Low Gain</td>
<td>-12.0dB - +12.0dB</td>
<td>Low-band gain</td>
</tr>
<tr>
<td>Mid Gain</td>
<td>-12.0dB - +12.0dB</td>
<td>Mid-band gain</td>
</tr>
<tr>
<td>High Gain</td>
<td>-12.0dB - +12.0dB</td>
<td>High-band gain</td>
</tr>
<tr>
<td>Total Gain</td>
<td>-72dB - +12dB</td>
<td>Overall gain</td>
</tr>
<tr>
<td>L-M XOver</td>
<td>21.2Hz - 8.00kHz</td>
<td>Low-to-mid crossover frequency</td>
</tr>
<tr>
<td>M-H XOver</td>
<td>21.2Hz - 8.00kHz</td>
<td>Mid-to-high crossover frequency</td>
</tr>
<tr>
<td>Knee</td>
<td>0 - 5</td>
<td>Compressor knee (all bands)</td>
</tr>
<tr>
<td>Low/Mid/High Link</td>
<td>Off, On</td>
<td>When turned on, the difference in the threshold for low, mid, and high is maintained. (V3.0 and later)</td>
</tr>
<tr>
<td>Low Thr</td>
<td>-54dB - 0dB</td>
<td>Low threshold</td>
</tr>
<tr>
<td>Low Ratio</td>
<td>1:1 - ∞:1</td>
<td>Low ratio</td>
</tr>
<tr>
<td>Low Attack</td>
<td>0ms - 120ms</td>
<td>Low attack time</td>
</tr>
<tr>
<td>Low Release</td>
<td>3.34ms - 42.7s</td>
<td>Low release time</td>
</tr>
<tr>
<td>Low Solo</td>
<td>Off, On</td>
<td>Solo feature for low</td>
</tr>
<tr>
<td>Mid Thr</td>
<td>-54dB - 0dB</td>
<td>Mid threshold</td>
</tr>
<tr>
<td>Mid Ratio</td>
<td>1:1 - ∞:1</td>
<td>Mid ratio</td>
</tr>
<tr>
<td>Mid Attack</td>
<td>0ms - 120ms</td>
<td>Mid attack time</td>
</tr>
<tr>
<td>Mid Release</td>
<td>3.34ms - 42.7s</td>
<td>Mid release time</td>
</tr>
<tr>
<td>Mid Solo</td>
<td>Off, On</td>
<td>Solo feature for mid</td>
</tr>
<tr>
<td>High Thr</td>
<td>-54dB - 0dB</td>
<td>High threshold</td>
</tr>
<tr>
<td>High Ratio</td>
<td>1:1 - ∞:1</td>
<td>High Ratio</td>
</tr>
<tr>
<td>High Attack</td>
<td>0ms - 120ms</td>
<td>High attack time</td>
</tr>
<tr>
<td>High Release</td>
<td>3.34ms - 42.7s</td>
<td>High release time</td>
</tr>
<tr>
<td>High Solo</td>
<td>Off, On</td>
<td>Solo feature for high</td>
</tr>
</tbody>
</table>

### NOTE
The Make Up parameter is omitted for V3.0 and later.
PING PONG DELAY (V2.0 and later)

One-input, two-output ping pong delay. The delayed sound alternates between left and right at equal intervals.

DUAL PITCH (V2.0 and later)

Two-input, two-output pitch-shifting effect.

OUTPUT DELAY (V2.5 and later)

Two-input, two-output single delay. When used for INS FX 1–6, this delay is good for delay compensation.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Range</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Delay 1</td>
<td>1.0ms - 1350.0ms</td>
<td>Delay time.</td>
</tr>
<tr>
<td>Feedback Gain 1</td>
<td>-99% - 99%</td>
<td>Amount of feedback.</td>
</tr>
<tr>
<td>High Ratio 1</td>
<td>0.1 - 1.0</td>
<td>Amount of high-frequency feedback.</td>
</tr>
<tr>
<td>HPF Thru, 21.2Hz - 8.00kHz</td>
<td></td>
<td>High-pass filter cutoff frequency.</td>
</tr>
<tr>
<td>LPF 50.0Hz - 16.0kHz, Thru</td>
<td></td>
<td>Low-pass filter cutoff frequency.</td>
</tr>
<tr>
<td>Sync Off, On</td>
<td></td>
<td>Parameter tempo sync.</td>
</tr>
<tr>
<td>Note 1 ----, - Value used to calculate the delay time based on the tempo.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Pitch 1 -24 - 24</td>
<td>Pitch of Ch1 (semitone increments).</td>
<td></td>
</tr>
<tr>
<td>Fine 1 -50 - 50</td>
<td>Pitch of Ch1 (1 cent increments).</td>
<td></td>
</tr>
<tr>
<td>Level 1 -100 - 100</td>
<td>Volume of Ch1.</td>
<td></td>
</tr>
<tr>
<td>Pan 1 L63 - R63</td>
<td>Pan of Ch1.</td>
<td></td>
</tr>
<tr>
<td>Delay 2 1.0ms - 1000.0ms</td>
<td>Delay time of Ch2.</td>
<td></td>
</tr>
<tr>
<td>Feedback Gain 2 -99 - 99</td>
<td>Feedback level of Ch2.</td>
<td></td>
</tr>
<tr>
<td>Pitch 2 -24 - 24</td>
<td>Pitch of Ch2 (semitone increments).</td>
<td></td>
</tr>
<tr>
<td>Fine 2 -50 - 50</td>
<td>Pitch of Ch2 (1 cent increments).</td>
<td></td>
</tr>
<tr>
<td>Level 2 -100 - 100</td>
<td>Volume of Ch2.</td>
<td></td>
</tr>
<tr>
<td>Pan 2 L63 - R63</td>
<td>Pan of Ch2.</td>
<td></td>
</tr>
<tr>
<td>Mode 1 - 10</td>
<td>Width of pitch shift.</td>
<td></td>
</tr>
<tr>
<td>Note 2 ----, - Value used to calculate Delay 2 based on the tempo.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Range</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>LR LINK</td>
<td>On, Off</td>
<td>Links the left and right delays.</td>
</tr>
<tr>
<td>Delay 1</td>
<td>0.3 – 343.6 meter</td>
<td>Delay time is set in units of frames (V3.5 and later), meters, feet, or mil (frames/1000).</td>
</tr>
<tr>
<td>1.1 – 1127.3 feet</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1.00 – 1000.00ms</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0.03 – 30.00 frame</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

---

**Configuration screens**
**SEND TO AUX screen**

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

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

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

3. **Pre button**
   - Selects whether to send the signal to the AUX channel from before the fader, or from after the fader.
   - **On**: Before fader
   - **Off**: After fader
   - When this is on, you can select whether to send the signal directly before the EQ or directly before the fader, from “Pre Fader Send Point” on the BUS SETUP screen (page 17).

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

---

**Adjusting the SEND TO AUX level**

1. Adjust the level sliders as desired.
   - Each level slider determines the amount of signal sent from the selected channel to the corresponding AUX bus.

2. Turn the Pre button on or off depending on your needs.
   - Send the pre-fader signal when using the AUX bus for on-stage floor monitors—this allows you to create a mix that is separate from the main mix.
   - Send the post-fader signal when using external effects processors or when you want to maintain the same mix balance as the main mix.

3. Turn the send button on or off.
   - When turned on, the signal is sent to the corresponding AUX bus.

4. Touch the send pan slider and then adjust it using the [TOUCH AND TURN] knob.
   - When sending the signal to a stereo AUX bus, you can adjust the pan of the signal that is sent.
ASSIGN screen

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

1. **Recall Safe button**
   - Turns Recall Safe on and off for the corresponding channel.
   - You can display the RECALL SAFE screen by touching the jump button in the right corner of the Recall Safe button. (Page 10)

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

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

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

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

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

7. **Mute buttons (V4.0 and later)**
   - Turns the channel’s assignment to mute groups 3–6 on and off.
   - You can assign a channel to multiple mute groups if desired.
   - You cannot change the assignments for MUTE1 INPUT and MUTE2 FX.

AUTOMIXER screen (V3.5 and later)

Sets the AUTOMIXER that can be used for CH1–CH8.

About the AUTOMIXER

The AUTOMIXER is a function for automating the sound mixing of conversations heard in conferences, talk shows and so on. The function detects talk that is considered to be minimal and automatically optimizes the gain distribution to maintain a consistent system gain with multiple mics, eliminating the need for the engineer to keep watching the fader levels.

How the AUTOMIXER works

The TF series AUTOMIXER uses the Dugan speech system, which automatically adjusts the gain of up to 8 mics.

![AUTOMIXER Diagram]

<table>
<thead>
<tr>
<th>Mic input audio (dB)</th>
<th>Automix gain (dB)</th>
</tr>
</thead>
<tbody>
<tr>
<td>When one person speaks, while using multiple mics</td>
<td>When two people speak, while using multiple mics</td>
</tr>
</tbody>
</table>

When one person talks, the gain on that mic instantly rises, and the gain on other mics is lowered. This works the same when another person speaks.

When two people talk at the same time, the gain between the two mics is automatically distributed to provide a uniform total gain, and the gain on the remaining mic is lowered.

**NOTE**

- The AUTOMIXER is placed directly after the channel ON for CH1–CH8.
- When CH1–CH8 are stereo linked together, the AUTOMIXER parameters will not be linked.

Unlike limiters or auto-level controllers, the Dugan speech system lets the engineer control individual levels as usual, even when more than one person is talking at the same time. Also, the audio on the mics is detected and the gain is automatically distributed when no one is talking, so the faders can be left up.

- When CH1–CH8 are stereo linked together, the AUTOMIXER parameters will not be linked.
1. **AUTOMIXER ON button**
   - Turns the AUTOMIXER on/off for the respective channel.

2. **Level indicator**
   - Use this indicator to check whether the input gain going into the AUTOMIXER is appropriate.
     - **Off**: No input signal, or not enough input level
     - **Lighted green**: Input gain is appropriate
     - **Lighted red**: Overload input

3. **Automix gain meter**
   - Displays the gain that was adjusted using the AUTOMIXER.

4. **Weight indicator**
   - Displays the value that was set in the **Weight text box** as a bar graph.

5. **Weight text box**
   - Adjusts the signal level inputted into the AUTOMIXER side chain. When this is set to the same value as other channels, the gain of audio signals that are input at the same time will be equally distributed. When this value is increased, the gain of audio signals that are input at the same time will be distributed to create a louder sound compared with other channels.
     - **Setting range**: -100.0 dB, -29.5 dB–0.0 dB (default setting)–15.0 dB

### Setting the AUTOMIXER

1. Display the AUTOMIXER screen for CH1–CH8.
2. Turn the channel on that will be inputted into the AUTOMIXER.
3. Touch the group selection button to select the group to which each channel is assigned.
4. Adjust the input level for each channel using the analog gain and faders, so that the level indicators are green.
5. Touch the weight setting boxes for each channel, and with the focus set on the box, turn the [TOUCH AND TURN] knob to adjust the relative sensitivity between channels.
6. Adjust the weight further as necessary while inputting audio, in order to balance the sound between the channels.
CH VIEW screen

Provides an overview of all the settings for a channel.

You can change settings using this screen, in addition to the corresponding feature’s configuration screen.

Items displayed on this screen vary depending on the type of channel selected.

CH1–CH32

1. Channel name
   Touch to display the CH NAME screen.

2. Recall Safe button
   Touch to display the RECALL SAFE screen (page 38).

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

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

5. Boxes
   Touch to display the configuration screen for the corresponding feature.
   - EQ box: Displays the EQ screen (page 59).
   - GATE box: Displays the GATE screen (page 63).
   - COMP box: Displays the COMP screen (page 65).
   - AUTOMIXER box (V3.5 and later): Displays the AUTOMIXER screen (page 74).

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

7. PAN slider
   Adjusts the pan for the selected channel.

8. FX1/FX2 boxes
   Displays the effect type. When selected, you can use the [TOUCH AND TURN] knob to adjust the effects send level. You can also display the corresponding effect’s configuration screen by touching again.

9. SEND TO AUX box
   Touch when selected to display the SEND TO AUX screen.

Assign box
Displays the ASSIGN screen (page 74).

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

Channel output level meter
Displays the channel’s output signal level.
Direct out port indicator
Indicates the channel's direct out port.
For information about channels and output ports, see "Quick Config Input and input channel relationships" (page 106).

Direct out point button
Allows you to set the point of the direct out signal.
Pre DC: Before the digital gain
Pre HPF: Before the high-pass filter
Pre Fader: Before the fader
Post ON: directly after the [ON] key; CH1–CH8 are directly after the AUTOMIXER.

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

Recall Safe button
Turns recall safe on and off for the corresponding channel.
You can display the RECALL SAFE screen (page 38) by touching the jump button in the right corner of the Recall Safe button.

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

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

Bounce
Touch to display the configuration screen for the corresponding bounce.
You can touch the EQ button displayed here to turn EQ on and off.
HA box: Displays the HA screen. (page 57)
EQ box: Displays the EQ screen. (page 59)

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

PAN slider
Adjusts the pan for the selected channel.

FX1/2 boxes
Displays the effect type.
When selected, you can use the [TOUCH AND TURN] knob to adjust the effects send level. You can also display the corresponding effect's configuration screen by touching again.
Each box displays the amount of signal from the selected channel that is sent to the corresponding effects module.
Send level, the selected channel's fader level, and the actual send level grouped with the DCA is displayed in the triangular bar.
Displays whether the signal sent to the FX1/2 return channel is from directly before the fader, or directly after the fader. If the indicator lights green, the signal is directly before the fader; and if the indicator is off, the signal is directly after (post-fader).

SEND TO AUX box
Touch when selected to display the SEND TO AUX screen.
Displays the amount of signal from the selected channel that is sent to each AUX bus.
Send level, the selected channel's fader level, and the actual send level grouped with the DCA is displayed in the horizontal bar.

Channel name
Touch to display the CH NAME screen.
Touch to display information for a different channel.
The information displayed here indicates whether the signal sent to the AUX bus is the pre-fader or post-fader signal. Pre-fader signal is displayed in green; post-fader signal is displayed in gray.

ASSIGN box
Displays the ASSIGN screen. (page 74)

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

Channel output level meter
Displays the channel's output signal level.

ST IN 1L-ST IN 2R

Channel name
Touch to display the CH NAME screen.

Recall Safe button
Turns recall safe on and off for the corresponding channel.
You can display the RECALL SAFE screen (page 38) by touching the jump button in the right corner of the Recall Safe button.

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

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

Boxes
Touch to display the configuration screen for the corresponding feature.
If you touch the EQ button displayed here to turn EQ on and off.
HA box: Displays the HA screen. (page 53)
EQ box: Displays the EQ screen. (page 59)
DELAY box (V4.0 or later): Displays the DELAY screen. (page 92)

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

BAL (balance) slider
Adjusts the left/right volume balance for the channel.

FX/FX2 boxes
Displays the effect type.
When selected, you can use the TOUCH AND TURN knob to adjust the effects send level. You can also display the corresponding effect's configuration screen by touching again.
Each box displays the amount of signal from the selected channel that is sent to the corresponding effect's module.
Send level, the selected channel's fader level, and the actual send level grouped with the DCA is displayed in the triangular bar.
Displays whether the signal sent to the FX1/2 return channel is from directly before the fader, or directly after the fader. If the indicator lights green, the signal is directly before (pre-fader); and if the indicator is off, the signal is directly after (post-fader).

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

ASSIGN box
Displays the ASSIGN screen. (page 74)

Channel output level slider
Adjusts the fader level for the selected channel.
1. **Channel output level meter**
   Displays the channel's output signal level.

2. **FX1L–FX2R**
   Touch to display the CH NAME screen.
   Touch \( \text{B} \) to display information for a different channel.

3. **Recall Safe button**
   Turns recall safe on and off for the corresponding channel.
   You can display the RECALL SAFE screen (\( \text{B} \) page 38) by touching the jump button in the right corner of the Recall Safe button.

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

5. **Boxes**
   Touch to display the configuration screen for the corresponding feature.
   You can touch the EQ button displayed here to turn EQ on and off.
   FROM box: Displays the SEND FROM screen (\( \text{B} \) page 44) (V3.0 and later)
   FX1 (FX2) box: Displays the FX screen (\( \text{B} \) page 67)
   EQ box: Displays the EQ screen. (\( \text{B} \) page 59)

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

- **BAL (balance) slider**
  Adjusts the left/right volume balance for the channel.

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

- **ASSIGN box**
  Displays the ASSIGN screen. (\( \text{B} \) page 74)

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

- **Channel output level meter**
  Displays the channel's output signal level.

---

**Configuration screens**
Channel name
Touch to display the CH NAME screen.
Touch \( \text{\ding{185}} \) to display information for a different channel.

Recall Safe button
Turns recall safe on and off for the corresponding channel.
You can display the RECALL SAFE screen (\( \text{\ding{185}} \) page 38) by touching the jump button in the right corner of the Recall Safe button.

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

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

ASSIGN box (V1.1 and later)
When this area is selected, touch this area to display the DCA ASSIGN screen. (\( \text{\ding{185}} \) page 90)

AUX 1–AUX 8
Channel name
Touch to display the CH NAME screen.
Touch \( \text{\ding{185}} \) to display information for a different channel.

Recall Safe button
Turns recall safe on and off for the corresponding channel.
You can display the RECALL SAFE screen (\( \text{\ding{185}} \) page 38) by touching the jump button in the right corner of the Recall Safe button.

Boxes
Touch to display the configuration screen for the corresponding feature.
You can touch the EQ, GEQ, and COMP buttons displayed here to turn the corresponding feature on and off.

FROM box: Displays the SEND FROM screen. (\( \text{\ding{185}} \) page 88)
EQ box: Displays the EQ screen. (\( \text{\ding{185}} \) page 59)
GEQ box: Displays the GEQ screen. (\( \text{\ding{185}} \) page 85)
COMP box: Displays the COMP screen. (\( \text{\ding{185}} \) page 65)

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

OUTPUT box
Displays the OUTPUT screen. (\( \text{\ding{185}} \) page 87)

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

Channel output level meter
Displays the channel output signal level.

AUX 9–AUX 20
Channel name
Touch to display the CH NAME screen.
Touch \( \text{\ding{185}} \) to display information for a different channel.
1. **Channel name**
   Touch to display the CH NAME screen.
   Touch \( \text{Touch 1-2 to display information for a different channel.} \)

2. **Recall Safe button**
   Turns recall safe on and off for the corresponding channel.
   You can display the RECALL SAFE screen \( \text{ page 38} \) by touching the jump button in the right corner of the Recall Safe button.

3. **Boxes**
   Touch to display the configuration screen for the corresponding feature.
   You can touch the EQ and COMP buttons displayed here to turn the corresponding feature on and off.
   - **FROM box**: Displays the SEND FROM screen \( \text{ page 86} \)
   - **EQ box**: Displays the EQ screen \( \text{ page 59} \)
   - **COMP box**: Displays the COMP screen \( \text{ page 65} \)
   - **InsFX box**: Displays the FX screen \( \text{ page 67} \)

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

5. **BAL (balance) slider**
   Adjusts the left/right volume balance for the channel.

6. **OUTPUT box**
   Displays the OUTPUT screen \( \text{ page 87} \)

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

8. **Channel output level meter**
   Displays the channel output signal level.

---

SUB

1. **Channel name**
   Touch to display the CH NAME screen.
   Touch \( \text{Touch 1-2 to display information for a different channel.} \)

2. **Recall Safe button**
   Turns recall safe on and off for the corresponding channel.
   You can display the RECALL SAFE screen \( \text{ page 38} \) by touching the jump button in the right corner of the Recall Safe button.

3. **Boxes**
   Touch to display the configuration screen for the corresponding feature.
   You can touch the EQ and COMP buttons displayed here to turn the corresponding feature on and off.
   - **FROM box**: Displays the SEND FROM screen \( \text{ page 86} \)
   - **EQ box**: Displays the EQ screen \( \text{ page 59} \)
   - **COMP box**: Displays the COMP screen \( \text{ page 65} \)

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

5. **OUTPUT box**
   Displays the OUTPUT screen \( \text{ page 87} \)

6. **Channel output level slider**
   Adjusts the fader level for the selected channel.
1 Channel output level meter
Displays the channel's output signal level.

ST L, ST R

1 Channel name
Touch to display the CH NAME screen.
Touch to display information for a different channel.

2 Recall Safe button
Turns recall safe on and off for the corresponding channel.
You can display the RECALL SAFE screen (page 38) by touching the jump button in the right corner of the Recall Safe button.

3 Boxes
Touch to display the configuration screen for the corresponding feature.
You can touch the EQ, GEQ, and COMP buttons displayed here to turn the corresponding features on and off.
EQ box: Displays the EQ screen (page 59)
GEQ box: Displays the GEQ screen (page 85)
COMP box: Displays the COMP screen (page 65)

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

5 BAL (balance) slider
Adjusts the left/right volume balance for the channel.

6 OUTPUT box
Displays the OUTPUT screen (page 87)

7 Channel output level meter
Displays the channel's output signal level.

MATRIX1– MATRIX4 (V2.5 and later)

1 Channel name
Touch to display the CH NAME screen.
Touch to display information for a different channel.

2 Recall Safe button
Turns recall safe on and off for the corresponding channel.
You can display the RECALL SAFE screen (page 38) by touching the jump button in the right corner of the Recall Safe button.

3 Boxes
Touch to display the configuration screen for the corresponding feature.
You can touch the EQ, GEQ, and COMP buttons displayed here to turn the corresponding features on and off.
EQ box: Displays the EQ screen (page 59)
GEQ box: Displays the GEQ screen (page 85)
COMP box: Displays the COMP screen (page 65)

4 Channel on/off button
Turns the selected channel on and off.
Boxes
Touch to display the configuration screen for the corresponding feature.
You can touch the EQ, and COMP buttons displayed here to turn the corresponding feature on and off.
FROM box: Displays the SEND FROM screen. (page 88)
EQ box: Displays the EQ screen. (page 59)
DELAY box: Displays the DELAY screen. (page 92)
Channel on/off button
Turns the selected channel on and off.
OUTPUT box
Displays the OUTPUT screen. (page 67)
Channel output level slider
Adjusts the fader level for the selected channel.
Channel output level meter
Displays the channel's output signal level.

CH VIEW screen menu
Press the Menu key ([]) from the CH VIEW screen to display the following options.
1. CH Copy
Copies the settings of the current channel.
2. CH Paste
Copies settings from another channel and applies them to the current channel.
3. CH Default
Resets the settings of the current channel to their default values.

AUX/MATRIX channels (V4.0 and later)
4. CH Copy with Sends
Copies and also sends current channel settings.
5. CH Paste with Sends
Pastes settings copied from the selected channel, including sending. When CH Copy with Sends is executed, the CH Paste icon changes to CH Paste with Sends.
CH NAME screen

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

1. Name text box
   Enter the channel name here. Touch the text box to enter the name using the KEYBOARD screen. [page 10]

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

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

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

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

6. Color button
   Touch to display a list of available channel colors. Touch the desired color to use that color as the channel color.
GEQ screen
You can use the internal graphic equalizer (GEQ) to process AUX 1–8 and STEREO channel signals. The GEQ is a mono, 12-band EQ. Each band is 1/3 octave wide, with an adjustable gain range of ±15 dB. 31 bands are available; you can adjust gain for up to 12 bands.

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

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

3. Recall Safe button
   - Displays the RECALL SAFE screen. (page 38)

4. Fader Assign button (V2.0 and later)
   - This feature is available for TF5/TF3/TF1.
   - When this button is turned on, you can use the faders to adjust each band of the GEQ.

5. EQ graph, RTA display, band selection
   - Displays the EQ settings with RTA (real-time analysis).
   - Swipe left or right to display the gain sliders for other bands.
   - When the Fader Assign button is turned on, you can use this area to change which bands can be adjusted by the faders. (TF3 and TF1 only)

6. Gain slider
   - Adjusts the gain for the corresponding band.
   - Swipe left or right to display the gain sliders for other bands.
   - When the Fader Assign button is turned on, you can use this area to change which bands can be adjusted by the faders. (TF3 and TF1 only)

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

8. Output level meter
   - Displays the GEQ output level.

9. NOTE
   - Adjusts the sensitivity of RTA for RTA Offset on the PREFERENCE screen. (page 26). Allocate the RTA Offset to the USER DEFINED KNOBS to adjust while the GEQ screen is displayed. (available from V3.6)
Using GEQ

1. Touch the GEQ button to turn GEQ on.

2. Swipe left or right on the gain sliders to display the desired bands.

3. Drag sliders up and down to adjust the gain of the corresponding bands.

   - You can confirm the overall output using the output level meter.
   - Once you have adjusted gain for 12 bands, the gain sliders for the remaining bands are displayed in gray. If you want to adjust gains for other bands, you must first set the gain to 0 for one of the bands you have already adjusted.
   - Touch the gain slider quickly two times to reset it to its default value (0 dB).
   - Selected gain settings can also be specified using the [TOUCH AND TURN] knob.
   - The [TOUCH AND TURN] knob functionality can be switched ON/OFF by pressing the [Shift] key. Each press of the [Shift] key switches between setting gain and selecting the band. The same action can be achieved by pressing the [TOUCH AND TURN] knob.
   - Holding down the [Shift] key resets the gain value for the selected band to zero decibels (default value) (V4.0 and later).

Using faders to adjust GEQ (TF5/TF3/TF1)

1. Touch the Fader Assign button to turn it on.

   - The current gain setting for each band is applied to the faders in the channel strip section of the console.
   - You can confirm the frequency and gain for each band in the channel display.

2. For TF5 and TF1, swipe left or right on the gain sliders in the GEQ screen to select other bands.

   - You can swipe the EQ graph, RTA display, or band selection area left or right to select other bands.
   - For TF5, all bands are applied to the faders.

3. Use the console’s faders to adjust the gain.

   - If you turn on a channel’s [ON] key, you can reset the gain of frequencies assigned to that channel to 0 dB.

4. When you are finished making adjustments, touch the Fader Assign button to turn it off.

   - Fader Assign also turns off when you switch another screen or enter SENDS ON FADER mode.

GEQ screen menu

Press the Menu key ( ) from the GEQ screen to display the following options.

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

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

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

4. Default
   - Resets the GEQ settings for the current channel to their default values.
OUTPUT screen

Allows you to configure how output channels will be output. The buttons displayed vary depending on the type of output channel selected.

<table>
<thead>
<tr>
<th>Output channel</th>
<th>ST button</th>
<th>SUB button</th>
<th>Out Gain</th>
<th>ϕ button</th>
<th>OMNI OUT</th>
<th>OMNI OUT Indicator</th>
</tr>
</thead>
<tbody>
<tr>
<td>AUX 1–8</td>
<td>○</td>
<td>○</td>
<td>○</td>
<td>○</td>
<td>○</td>
<td>○</td>
</tr>
<tr>
<td>AUX 9/10–AUX19/20</td>
<td>○</td>
<td>○</td>
<td>○</td>
<td>○</td>
<td>○</td>
<td>○</td>
</tr>
<tr>
<td>SUB</td>
<td>○</td>
<td>○</td>
<td>○</td>
<td>○</td>
<td>○</td>
<td>○</td>
</tr>
<tr>
<td>STEREO</td>
<td>○</td>
<td>○</td>
<td>○</td>
<td>○</td>
<td>○</td>
<td>○</td>
</tr>
<tr>
<td>MATRIX 1–4</td>
<td>○</td>
<td>○</td>
<td>○</td>
<td>○</td>
<td>○</td>
<td>○</td>
</tr>
</tbody>
</table>

- Displayed
- Not displayed

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

2. **SUB button (V3.0 and later)**
   - Determines whether the channel's signal is sent (on) or not sent (off) to the SUB bus.

3. **SUB slider (V3.0 and later)**
   - Determines the amount of signal sent from the selected channel to the SUB bus.

4. **Out Gain text box**
   - Allows you to adjust the output gain.
   - When selected, you can use the [TOUCH AND TURN] knob to adjust the setting. Touch again to display the keyboard and enter a value.

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

6. **OMNI OUT button**
   - Displays the number of the OMNI OUT to which the channel is directed.
   - Up to two numbers can be displayed. For three or more numbers, "n" is displayed.
   - Displays the OMNI OUT screen. ([page 34])
   - For information about channels and output ports, see “Quick Config Input and Input channel relationships” ([page 106]).

7. **Recall Safe button (V1.1 and later)**
   - Turns recall safe on and off for the corresponding channel.
   - You can display the RECALL SAFE screen by touching the jump button in the right corner of the Recall Safe button.
SEND FROM screen
Allows you to send signals from the each channels.

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

2. Send pan slider
Adjusts the pan of the input channel signal that is sent. For AUX1–AUX8 and MATRIX1–MATRIX4, this is displayed only if the signal type is set to STEREO. Not displayed for FX1L–FX2R.

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

4. Pre button
Allows you to select whether the signal sent from the input channel is from before or after the fader. On: Before the fader
Off: After the fader
Not displayed for MATRIX 1–4.

Adjusting the SEND FROM level
1. Touch the ON button for the input channels that you want to send.
2. Touch the send pan slider, and then use the [TOUCH AND TURN] knob to adjust the pan of the input channel signal that is sent.
3. Drag the send level sliders to adjust the amount of input channel signal that is sent.
Adjusting the send level from AUX channels, STEREO channels, and SUB channel to a MATRIX channel (V2.5 and later)

1. Touch the ON button for the AUX channel, STEREO channel, or SUB channel that you want to send. (It is turned on by default.)
2. Drag the send level sliders to adjust the amount of AUX channel, STEREO channel, and SUB channel signal that is sent.
3. When a MATRIX channel is set to "Stereo", the PAN slider can be used to pan the sound. (V3.5 and later)

NOTE
- You can send the post-on signal of an AUX channel, STEREO channel, or SUB channel to a MATRIX channel.
- Left and right channel SEND levels can be adjusted independently for stereo channels such as AUX 9/10 and STEREO.
- When a MATRIX channel is set to "Stereo", the PAN slider becomes a BAL (balance) slider for the stereo channel (V3.5 and later).
- To switch between "Stereo" and "MONOx2" for a MATRIX channel, use the settings on the BUS SETUP screen, located in the SETUP screen. ([page 33])

SEND FROM screen menu
Press the Menu key ( ) from the SEND FROM screen to display the following options.

1. All Pre
   Turn on all Pre buttons.
2. All Post
   Turn off all Pre buttons.
3. All Nominal (V2.5 and later)
   Sets all SEND levels to nominal (0 dB).
4. Dup. STEREO (V2.0 and later)
   Duplicate STEREO. Copies each channel's fader level and applies it to the SEND level.
5. Copy (V4.0 and later)
   Copies the SEND level for the selected AUX/MATRIX channel.
6. Paste (V4.0 and later)
   Pastes the SEND level you copied to the selected AUX/MATRIX channel.
DCA ASSIGN screen

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

1. Channel display area
   - Displays the channels that are assigned to the current DCA group.

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

3. CH VIEW button
   - Displays the CH VIEW screen (page 76)

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

Assigning channels to a DCA group

1. Press the [INPUT1] and [INPUT2] buttons on the top panel simultaneously to display the GROUP channels.
2. Press a [SEL] button on the top panel that corresponds to the DCA group that you want to configure.
3. Touch the DCA buttons that correspond to the channels you want to assign to the group. (You can select multiple channels.)
   - The selected channels are displayed in the channel display area.

DCA ASSIGN screen menu

Press the Menu key (△) from the DCA ASSIGN screen to display the following options.

1. Clear All
   - Removes all channels from the group.
DCA roll out

You can assign DCA groups 1–8 to the last 8 channel strips on the right side of the console’s top panel.
(TF5: channel strips 25–32; TF3: 17–24; TF1: 9–16)

You can then assign the channels of a DCA group to the channel strips on the left side of the console’s top panel by pressing the corresponding DCA group’s [SEL] key.
(TF5: channel strips 1–24; TF3: 1–16; TF1: 1–8)

The number of channels in the group that will be assigned to the channel strips depends on the model number. For the TF5 console, the 24 lowest numbered channels in the group are assigned; the lowest 16 for the TF3, and the lowest 8 for the TF1.

This feature allows you to manipulate the channel strips for both the DCA group master and the group’s “member” channels at the same time.

NOTE

For the TF-RACK, this item is displayed only in the OVERVIEW screen. The channels assigned to the faders are the same as for the TF1.
DELAY screen (V2.5 and later)

Sets the delay for signals output from MATRIX channels and the delay for signals input to the ST IN channel (V4.0 and later).

1. DELAY button
   Turns the DELAY on and off.

2. Display selection button (V3.5 and later)
   When a MATRIX channel is set to "Stereo", select the MATRIX channel that will display the parameters.
   Two buttons are always displayed for the ST IN channel (V4.0 and later).

3. LR Link button (V3.5 and later)
   If the MATRIX channel is set to stereo, the DELAY on/off and delay time operations for the left/right channels will be linked together when this is turned on. When the delay times are set to a different value, the delay times will operate in linked mode, maintaining the time difference.
   The LR Link button is always displayed for the ST IN channel (V4.0 and later).

NOTE:
For MATRIX channels, the button is displayed only when the channel is set to stereo. Switch between Stereo and MONOx2 using the BUS SETUP screen, located in the SETUP screen. (page 33)

4. DELAY slider
   Allows you to adjust the delay time.
   Delay time is displayed in frames, meters, feet, or ms (milliseconds).
Maintenance screen

Allows you to access maintenance features.

1. Displays the Initialize All Memory screen.
2. Displays the Initialize Current Memory screen. (page 94)
3. Displays the Initialize NY64-D screen. (page 94) (V3.0 and later)
4. Displays the Input Port Trim screen. (page 95)
5. Displays the Output Port Trim screen. (page 95)
7. Displays the Channel Color Calibration screen. (page 97) (TF5/TF3/TF1)
8. Closes the maintenance screen.

Initialize All Memory screen

Resets the console's memory, including Scene memory and Libraries, to the factory default settings.

1. INITIALIZE button

Initializes the internal memory:
The following data is initialized: all Scene data, all Preset data, mixing data, and setup data.
Touch to display the confirmation message. Touch the OK button to perform the operation.
Do not touch any buttons until the initialization is complete.
When initialization is complete, you can continue to use other maintenance features without exiting.

NOTE
• When initializing the internal memory, all data stored in the memory will be lost. Use caution when performing the operation.
• Network settings are not initialized by this operation.
• If an NY64-D is installed, we recommend you turn the TF series console off and on again so the console will be set up correctly with the connected Dante devices.

Using the maintenance screen

1. Turn on the console while pressing the Home key ( ).
The maintenance screen is displayed.
Touch the button that corresponds to the desired maintenance feature.
Touch the Exit button to exit the maintenance mode.

NOTE
• When initializing the internal memory, all data stored in the memory will be lost. Use caution when performing the operation.
• Network settings are not initialized by this operation.
• If an NY64-D is installed, we recommend you turn the TF series console off and on again so the console will be set up correctly with the connected Dante devices.
Initialize Current Memory screen

Resets the console’s current memory to the factory default settings. Scene memory and Libraries are not reset.

**INITIALIZE button**

Initializes the current memory.

- The following data is initialized: mixing data and setup data.
- Touch to display the confirmation message. Touch the OK button to perform the operation.
- Do not touch any buttons until the initialization is complete.
- When initialization is complete, you can continue to use other maintenance features without exiting.

**NOTE**

- When initializing the current memory, all data in the current memory will be lost. Use caution when performing this operation.

Initialize NY64-D screen (V3.0 and later)

Resets the settings of the NY64-D installed in the expansion slot. After initializing, in order to reconfigure the connected Dante devices, we recommend first turning the TF series console off and then on again.

**NOTE**

- A NY64-D card will be initialized even if Dante Device Lock has been enabled for it. In this case, Dante Device Lock will be disabled after the card is initialized.
- The domain enrollment for the Dante Domain Manager will be canceled (available from V3.6).
- A label will be written to the Dante Channel Label for Receive/Transmit on the NY64-D corresponding to the TF’s I/O channels (available from V3.6).
Input Port Trim screen
Allows you to adjust the gain of each INPUT jack in 0.01 dB increments.

1. INPUT jack selection buttons
Select the INPUT jack that you want to configure here. Select the button that corresponds to the INPUT jack you want to configure, and then use the [TOUCH AND TURN] knob to adjust the value. After making adjustments, start up the console as usual.

2. Reset All button
Resets all values to 0.00 dB. The factory default setting is also 0.00 dB. Touch to display the confirmation message. Touch the OK button to perform the operation.

NOTE
When the reset is complete, you can continue to use other maintenance features without exiting.

Output Port Trim screen
Allows you to adjust the gain of each OMNI OUT jack in 0.01 dB increments.

1. OMNI OUT jack selection buttons
Select the OMNI OUT jack that you want to configure here. Select the button that corresponds to the OMNI OUT jack you want to configure, and then use the [TOUCH AND TURN] knob to adjust the value. After making adjustments, start up the console as usual.

2. Reset All button
Resets all values to 0.00 dB. The factory default setting is also 0.00 dB. Touch to display the confirmation message. Touch the OK button to perform the operation.

NOTE
When the reset is complete, you can continue to use other maintenance features without exiting.
Fader Calibration screen (TF5/TF3/TF1)

In some usage environments, discrepancies may occur in the motion of the motor faders. You can use this screen to correct these discrepancies.

1. **START button**
   - Starts the calibration.
   - Touch to display the confirmation message. Touch the OK button to perform the operation.

2. **Cancel button**
   - Stops the calibration.

3. **Apply button**
   - Applies the settings and exits.

Calibrating the faders

1. Press the [SEL] key on the top panel that corresponds to the fader you want to calibrate.
2. Touch the START button on the FADER CALIBRATION MODE screen.
3. Touch the OK button when the confirmation message is displayed.
4. When calibration has finished, touch the APPLY button.
5. Touch the Exit button in the maintenance menu and start up the console as usual.

**NOTE**
- This feature automatically calibrates the specified fader (channel strip or master section fader).
- If calibration is complete, you can continue to use other maintenance features without exiting.

If a fader must be calibrated again

If a fader must be calibrated again, the [ON] or [CUE] key of the corresponding fader will flash.

Use the following procedure to recalibrate.

1. When the message “Found faders requiring adjustment. Please calibrate faders again.” is displayed, touch the Close button to close the popup.
2. Touch the Apply button displayed on the screen.
3. Slide the corresponding fader to the highest and lowest positions several times.
4. Make sure the fader’s slide action is smooth and not getting stuck.
5. Perform the procedure described in “Calibrating the faders” beginning at step 2.
6. If you perform this procedure multiple times and the popup message is still displayed, contact your Yamaha dealer.

**NOTE**
- This feature automatically calibrates the specified fader (channel strip or master section fader).
Channel Color Calibration screen (TF5/TF3/TF1)

You can adjust the color of the LEDs as desired. LED colors are adjusted one at a time.

1. Color buttons
   - Allow you to select a color

2. RGB knobs
   - Allow you to adjust the color

3. Apply button
   - Applies the settings and exits

4. Reset All button
   - Starts the calibration
   - Touch to display the confirmation message. Touch the OK button to perform the operation

Adjusting channel colors

1. Press the [SEL] key on the top panel that corresponds to the channel color you want to adjust.
2. Touch a color button to choose a color.
3. While comparing the [SEL] you selected with the other indicators on the top panel, use the [TOUCH AND TURN] knob or the [USER DEFINED KNOBS] B, C, and D to adjust the color.
4. When finished, touch the Apply button to apply the settings.
5. Touch the Exit button in the maintenance menu and start up the console as usual.

NOTE
- For TF3 and TF1, channels not supported by the console are not displayed.
- Only one channel color can be adjusted at a time.
- The Apply button only displays when adjusting the channel's color.
- Touching the OK button during the adjustment process will return to the confirmation message.
- If the reset is complete, you can continue to use other maintenance features without exiting.
### Reference

**List of parameters saved in Scenes and Presets**

**CH 1–40**

<table>
<thead>
<tr>
<th>Channel Library Recall*3</th>
<th>Scene</th>
<th>Stereo Link</th>
<th>Recall CH</th>
<th>Recall EQ</th>
<th>Recall Gate</th>
<th>Recall Comp</th>
<th>Scene</th>
<th>Scene Code</th>
</tr>
</thead>
</table>

*CH 1–40 only

- Gain
- High
- Middle
- Low
- EQ
- Gate
- Comp

- Scene
- Stereo
- Link
- Recall

*1 CH 1–32 only

*2 Only parameters are linked. (Gain reduction control is not linked.)

*3 Libraries created for CH 1–32 cannot recall to CH 33–40. Similarly, libraries created for CH 33–40 cannot recall to CH 1–32.

*4 CH1–8 only (V3.5 and later). AUTOMIXER parameters will not be updated when recalling libraries in CH1–8 that were created for CH9 and up.

*5 Automixer Group Bypass settings are not included in library or scene settings (V4.0 and later).

*6 Mute Group Master On/Off settings are not included in library or scene settings (V4.0 and later.)
# ST IN 1, ST IN 2

<table>
<thead>
<tr>
<th>Channel Library Recall</th>
<th>Scene</th>
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<tr>
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- **Input Select** can only recall Libraries for the same channel.
- **Mute Group** Master On/Off settings are not included in library or scene settings (V4.0 and later).
- **Stereo Link** can also be disabled (V4.0 and later).
## FX 1, FX 2

### Channel Library Recall

<table>
<thead>
<tr>
<th>Channel Name</th>
<th>Recall Ch</th>
<th>Recall EQ</th>
<th>Source Ch</th>
<th>Source EQ</th>
<th>Send*1</th>
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<th>Processing</th>
<th>Send %</th>
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### Scene

- **Scene Recall Safe**
- **Stereo Link**

### Recall FX

- **Recall FX**
  - Send*1
  - All
  - FX Processing
  - Send %
  - Source
  - On
  - Name

### Recall EQ

- **Recall EQ**
  - All
  - FX

### Send To Fader

- **Send To Fader**
  - Level
  - Pan
  - On
  - Pre

### TO AUX

- **TO AUX**
  - TO AUX
  - Level

### TO ST Assign

- **TO ST Assign**
  - Level
  - ON

### TO SUB Level

- **TO SUB Level**
  - ON

### DCA Assign

- **DCA Assign**

### Mute Assign

- **Mute Assign**

### Mute Safe

- **Mute Safe**

### CUE

- **CUE**

### Reference Manual

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

*2 Mute Group Master On/Off settings are not included in library or scene settings (V4.0 and later).
## AUX

### Channel Library Recall

<table>
<thead>
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<th>Channel Library Recall</th>
<th>Scene</th>
<th>Recal</th>
<th>EQ</th>
<th>GEQ</th>
<th>Comp</th>
<th>FX</th>
<th>Send From</th>
<th>Send Level</th>
<th>Send Pan</th>
<th>On Pre Fader</th>
<th>Gain</th>
<th>Output Balance</th>
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*1 AUX 1–8 only
*2 AUX 9/10–19/20 only
*3 Only when L/R LINK for GEQ is turned on
*5 V3.5 and later
### STEREO, SUB

<table>
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<th>Channel Library Recall</th>
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<th>Scene Recall CUE</th>
<th>Scene Recall GEQ</th>
<th>Scene Recall COMP</th>
<th>Scene Recall Send From AUX</th>
<th>Scene Name</th>
<th>Scene Name O</th>
<th>Scene Name (Exclude)</th>
<th>Scene Name Icon</th>
<th>Scene Name LPF</th>
<th>Scene Name P EQ</th>
<th>Scene Name GEQ</th>
<th>Scene Name COMP</th>
<th>Scene Name Fader</th>
<th>Scene Name STEREO/SUB Level Link</th>
<th>Scene Name Send From</th>
<th>Scene Name Level Balance</th>
<th>Scene Name Output Gain</th>
<th>Scene Name Gain/Φ</th>
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1. STEREO only
2. SUB only
3. GEQ only
4. Libraries created for STEREO cannot recall CH/GEQ to SUB. Similarly, libraries created for SUB cannot recall CH/GEQ to STEREO.
5. Send from AUX to AUX settings are added (V3.0 and later)
### MATRIX (V2.5 and later)

- **Scene**
  - Can use Scene Recall Safe

<table>
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<tr>
<th>Channel Name</th>
<th>Category, Color, Icon</th>
<th>Signal Type</th>
<th>DCA</th>
<th>OMNI OUT Patch</th>
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</table>

- **Recall CH**
  - With Send
    - All
    - All FX
    - GEQ

- **Recall EQ**
  - With Send
    - All
    - All FX
    - GEQ

- **Fader**
  - Gain/Φ

- **Send From**
  - Level
  - Pan/Balance
  - ON

- **OUTPUT**
  - Balance
  - Out Gain
  - Φ

- **Recall Safe**
  - CUE

- **CUE**
  - Scene
  - Can use Scene Recall Safe

- **DCA Assign**
  - Scene
  - Can use Scene Recall Safe

*1 When L/R Link for DELAY is on

**Note:**
- [Reference Manual](http://example.com/manual)
- [TF series](http://example.com/tf-series)
### Access limitation parameter list

<table>
<thead>
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<th>CH1-40</th>
<th>HA</th>
<th>Input Select</th>
<th>Processing</th>
<th>Send To</th>
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| AUX1-8 |    |            |            |         |         |      |       |
| AUX9/10-19/20 |    |   |            |         |         |      |       |
| STEREO |    |            |            |         |         |      |       |
| SUB    |    |            |            |         |         |      |       |
| MATRIX1-4 |    |   |            |         |         |      |       |
## GENERAL

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### Scene A
- Store
- OOX
- Recall

### Scene B
- Store
- OOX
- Recall

### Library A
- Store
- OOX
- Recall

### Library B
- Store
- OOX
- Recall

### Setup
- +48V Master
- Bus Setup
- Brightness
- Custom Fader Bank
- File Load
- Network
- OMNI OUT Patch
- Preference
- Recall Safe
- Slot Setup
- Time
- User Defined Control

### Other
- Automixer Group
- Bypass
- Monitor Delay
- Mute Group Name
- Mute Group Master
- Mute Safe
- Oscillator
- Stereo Link
## Quick Config Input and input channel relationships

<table>
<thead>
<tr>
<th>Tio1608-D UNIT ID 1: INPUT1</th>
<th>SLOT IN 1</th>
<th>CH1 Input Select</th>
<th>CH1 Direct Out</th>
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<td>CH3 Input Select</td>
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<td>Tio1608-D UNIT ID 1: INPUT4</td>
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<td>CH4 Input Select</td>
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| Tio1608-D UNIT ID 3: INPUT2 | SLOT IN 34 | CH34 Input Select | *
| Tio1608-D UNIT ID 3: INPUT3 | SLOT IN 35 | CH35 Input Select | *
| Tio1608-D UNIT ID 3: INPUT4 | SLOT IN 36 | CH36 Input Select | *
| Tio1608-D UNIT ID 3: INPUT5 | SLOT IN 37 | CH37 Input Select | *
| Tio1608-D UNIT ID 3: INPUT6 | SLOT IN 38 | CH38 Input Select | *
| Tio1608-D UNIT ID 3: INPUT7 | SLOT IN 39 | CH39 Input Select | *
| Tio1608-D UNIT ID 3: INPUT8 | SLOT IN 40 | CH40 Input Select | *

* Recommended for TF, TF-RACK.
When quick config is turned off, this table also applies to mixer SLOT channels.

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<th>MONITOR R</th>
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<td>42</td>
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<td>No connection</td>
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<td>43</td>
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<td>No connection</td>
<td>AUX11 Output</td>
<td>Tio1608-D UNIT ID 2: OUTPUT5</td>
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<td>44</td>
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<td>AUX12 Output</td>
<td>Tio1608-D UNIT ID 2: OUTPUT6</td>
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<td>45</td>
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<td>AUX14 Output</td>
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<td>AUX15 Output</td>
<td>Tio1608-D UNIT ID 3: OUTPUT3</td>
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<td>No connection</td>
<td>No connection</td>
<td>No connection</td>
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<td>55</td>
<td>55</td>
<td>No connection</td>
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<td>MONITOR L Output</td>
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<td>No connection</td>
<td>ST IN 2R Input Select</td>
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</tr>
</tbody>
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* When quick config is turned off, this table also applies to mixer SLOT channels.
<table>
<thead>
<tr>
<th>Message</th>
<th>Description</th>
</tr>
</thead>
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<tr>
<td>Dante Audio Resource Overflow</td>
<td>An excessive amount of audio data was sent over the Dante network connected to the NY64-D.</td>
</tr>
<tr>
<td>Under Synchronization</td>
<td>The timecode clock of the Dante network connected to the NY64-D is not synchronized with the NY64-D. This is not a malfunction.</td>
</tr>
<tr>
<td>Wrong Word Clock! (Dante Device)</td>
<td>The sample rate setting of a device on the Dante network connected to the NY64-D is incorrect, therefore the device cannot sync to the NY64-D.</td>
</tr>
<tr>
<td>Linked at 10/100Mbps. Check Cables</td>
<td>A switch or cable that does not support Gigabit Ethernet is connected to the Dante network connected to the NY64-D.</td>
</tr>
<tr>
<td>Error on the Dante Primary Port</td>
<td>Dante setting mismatch. A setting that is different from the values determined by Quick Config has been set, perhaps by Dante Controller.</td>
</tr>
<tr>
<td>Error on the Dante Secondary Port</td>
<td>A setting that is different from the values determined by Quick Config has been set, perhaps by Dante Controller.</td>
</tr>
<tr>
<td>Dante Setting Mismatch</td>
<td>The UNIT ID switch on the Tio1608-D panel does not match the actual unit ID. This is displayed when you change the Tio1608-D's UNIT ID while the Tio1608-D is locked using Dante Device Lock, or when you change the switch after turning the unit on.</td>
</tr>
<tr>
<td>Restart Tio to Complete Quick Config</td>
<td>The Tio1608-D Device Config or other settings do not equal Quick Config values. Restart the Tio1608-D.</td>
</tr>
<tr>
<td>No Option Card Installed</td>
<td>There is no NY64-D card installed in the expansion slot. This message is displayed when the Quick Config button is ON and there is no NY64-D card installed.</td>
</tr>
<tr>
<td>TF Controls Maximum of 8 Dante Devices Found</td>
<td>TF Controls can control up to 8 Dante devices simultaneously. This message is displayed when the HA Control on the SLOT SETUP screen is turned on, but it does not indicate a malfunction.</td>
</tr>
<tr>
<td>Unknown Option Card Installed!</td>
<td>An unsupported card has been found in the console's expansion slot.</td>
</tr>
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<td>Overcurrent Detected (Slot)</td>
<td>Overcurrent was detected in the card installed in the expansion slot.</td>
</tr>
<tr>
<td>Slot Communication Error!</td>
<td>A communication error occurred in the card installed in the expansion slot.</td>
</tr>
<tr>
<td>Dante Module Restarted!</td>
<td>The Dante module of the NY64-D was restarted.</td>
</tr>
<tr>
<td>Dante Setting Error! Please Restart the Console.</td>
<td>An error occurred in the Dante module of the NY64-D that requires you to restart the console. If this message is displayed, restart the console.</td>
</tr>
<tr>
<td>Dante I/O Device Disconnected</td>
<td>A Dante device was disconnected from the NY64-D.</td>
</tr>
<tr>
<td>Dante I/O Device Disconnected</td>
<td>Two or more HA controllers may cause conflict.</td>
</tr>
</tbody>
</table>

Dante devices are locked. Use Dante Controller to unlock devices. If this message is displayed when the Quick Config button is OFF, the Dante devices are locked using Dante Device Lock, or the Dante Controller 3.10.0.19 or later is required to unlock the devices. **Permission denied!** The user does not have permission to perform the operation. **Permission denied!** The user is not logged in, therefore the operation cannot be performed. **Incorrect password entered.** The password that was entered is incorrect. **Domain enrolled in Dante.** Quick Config will be turned off, as the console was enrolled to the Dante domain by the Dante Domain Manager. **Domain enrolled.** Quick Config is disabled. **Domain enrolled.** Quick Config will be turned off, as the console was enrolled to the Dante domain by the Dante Domain Manager.
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