# YAMAHA

# Studio Manager V2 02R96 Editor
## Owner's Manual

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## YAMAHA PRO AUDIO GLOBAL SITE

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## Contents

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# Getting Started

> **Description of menus and buttons**
> In the event that menu and button names on the Windows system are different from those on the Macintosh system, this manual uses the Windows menu and button names followed by the Macintosh menu and button names in parentheses.

To use Studio Manager, you must follow these steps:

> Start Studio Manager.

> Configure the Editor.

> Synchronize Studio Manager.

## Starting and Setting Up Studio Manager

**1   Start Studio Manager.**

**Windows 2000:** Click the Start button, move the cursor to [Programs], then [YAMAHA Studio Manager], then click [Studio Manager].

**Windows XP:** Click the Start button, move the cursor to [All Programs], then [YAMAHA Studio Manager], then click [Studio Manager].

**Mac OS X:** Select [Applications], [YAMAHA], then [Studio Manager], then double-click [Studio Manager].

**2   Select the device you want to edit.**

The names of all installed devices are displayed in the Device Editor section. Select the desired device, the click the [Add ->] button.

The selected device name appears in the Workspace section.

*Note: If you plan to use the same device in the future, click the [Set Default] button while the appropriate device name is listed in the Workspace section. The next time you start Studio Manager, the device will be automatically selected.*
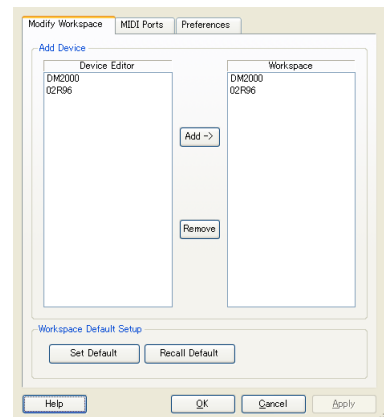
**3   Specify a MIDI port.**

Select the [MIDI Ports] tab and specify the MIDI In, Out, and Thru ports to which the console is connected.

*Note: To activate a MIDI port in Studio Manager, you must also specify the MIDI port in the console's Editor separately. Refer to the "Configuring the Editor" on described later for information on specifying a MIDI port in Editor.*
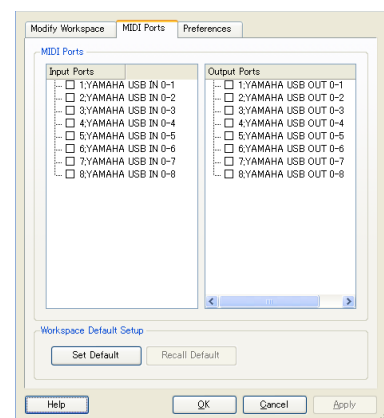
**4** **Click [OK].**

The Studio Manager host window is displayed.
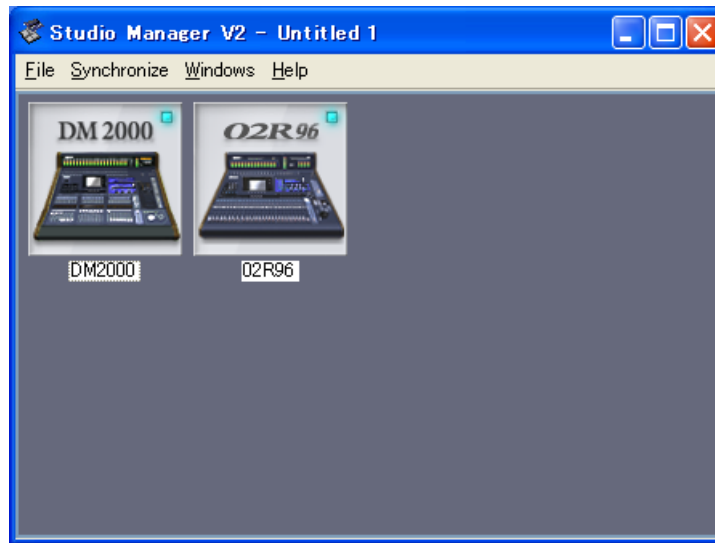


Studio Manager host window

**5** **Double-click the icon of the console you want to edit.**

The Editor for the console is displayed.

## Quitting Studio Manager

Choose [Exit (Quit)] from the [File] menu in the host window.

If there are no unsaved changes, all windows close and Studio Manager quits. If there are unsaved changes, a message asking whether or not you want to save the changes appears. Click [Yes] to save the changes and quit, click [No] to quit, or click [Cancel] to cancel the operation. You can also quit Studio Manager by clicking the host window's Close button.
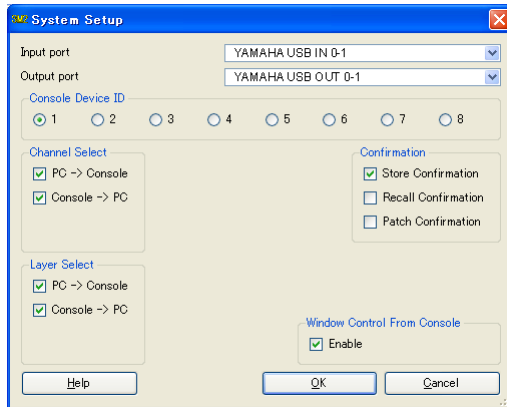
# Configuring the Editor

You must configure the following settings for each open Editor.

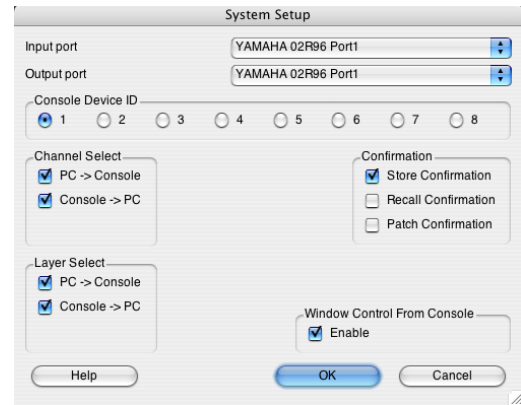> *Note: Specify a MIDI port (page 2) before making the following settings.*

## System Setup

To open the Setup window, choose [System Setup] from the [File] menu.

Be sure to specify the Input port and Output port.



Windows System Setup window



Macintosh System Setup window

**Input port/Output port:** These pop-up menus are used to select the ports through which Studio Manager will communicate with your Yamaha mixing console.

> *Note: Select the same MIDI ports that you specified in Step 3 as described on page 2.*

**Console Device ID:** Studio Manager can control any one of up to eight Yamaha mixing consoles, each with its own exclusive ID. Select the ID of the console you want to control.

**Channel Select:** These options determine whether or not channel selection is linked. When the PC->Console option is on, selecting a channel in Studio Manager selects the same channel on the console. When the Console->PC option is on, selecting a channel on the console selects the same channel in Studio Manager.
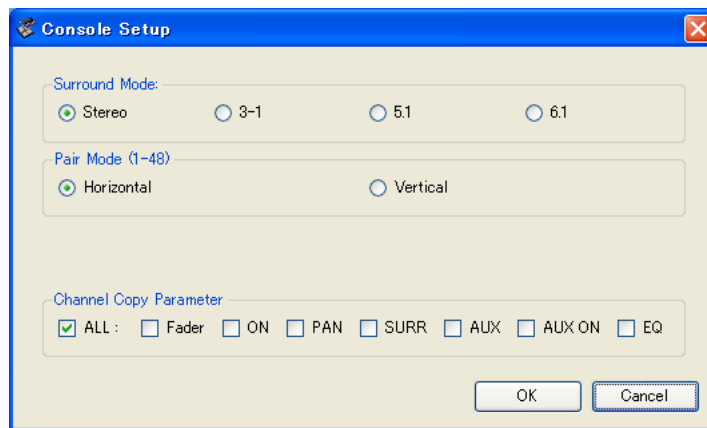
**Confirmation:** These options determine whether or not a confirmation dialog box appears when storing, recalling, or patching.

**Layer Select:** These options determine whether or not Layer selection is linked. When the PC->Console option is on, selecting a Layer in Studio Manager selects the same Layer on the console. When the Console->PC option is on, selecting a Layer on the console selects the same Layer in Studio Manager.

**Window Control from Console:** This option determines whether or not using the USER DEFINED KEYS on the console enables you to remotely open and close the Studio Manager windows.

## Console Setup

To open the Console Setup window, choose [Console Setup] from the [File] menu.



02R96 Editor window

**Surround Mode:** Select a Surround mode from STEREO, 3-1, 5.1, and 6.1.

**Pair Mode:** These options determine whether the fader pair is Horizontal or Vertical.

**Channel Copy Parameter:** Select desired parameters to copy from channel to channel.

# Synchronizing Studio Manager

When Studio Manager starts up, the parameter settings on the console and the parameter settings in Studio Manager may be different. Therefore, you must first match the parameter settings on the console with those in Studio Manager. This operation is called "synchronization." Follow the steps below to synchronize Studio Manager.

**1    Select [Synchronize], then [Total Recall...] in the host window.**

The following window opens.
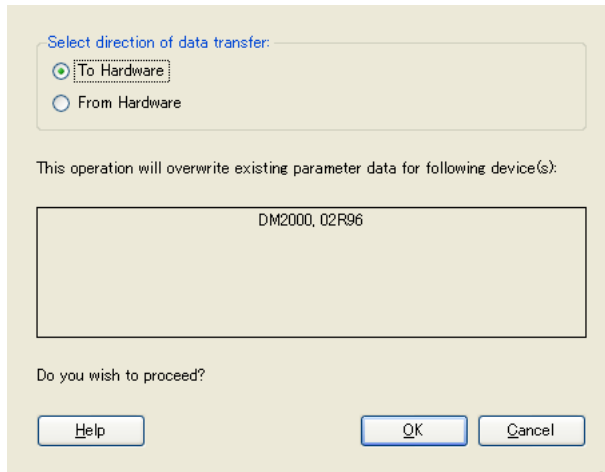


**2    Select whether you want to transfer your settings to Studio Manager, or vice versa.**

**To Hardware:**  Transfers the settings of the current Studio Manager Session to your console.

**From Hardware:**  Transfers the settings of your console to the current Studio Manager Session.

**3    Click [OK].**

⚠️  *Do not operate the console while synchronization is in progress.*

*Note:*
*•  You can synchronize the system for each Editor by choosing [Re-synchronize] from the [Synchronization] menu of each Editor. At this time, the All Lib option determines whether or not Scene and Library data is synchronized. If you synchronize the system from the host window, Scene and Library data will always be synchronized.*
*•  To protect any communication ports that are used with Studio Manager, synchronizing Studio Manager by selecting the To Hardware option does not affect any communication settings on the console (such as the MIDI, Remote Layers, and Machine Control settings).*

# Offline Edit Function

If you do not want to synchronize your console with Studio Manager, select [Offline Edit] from the [Synchronization] menu of each editor. To apply your off-line edits to your console, synchronize the console with Studio Manager by selecting the To Hardware option.

The Offline Edit function is also activated when you click the [ONLINE]/[OFFLINE] button in the Master window.

## Working with Sessions

All of your Yamaha mixing console's mix settings in Studio Manager, including Scene and library data, are called Sessions. The following table describes how to handle Sessions.

| | |
|---|---|
| Creating a new Session | Choose [New (Session)] from the [File] menu. |
| Opening a previously saved Session | Choose [Open (Session)] from the [File] menu. |
| Saving the current Session | Choose [Save (Session)] from the [File] menu. |
| Saving the current Session with a new name | Choose [Save (Session)] As from the [File] menu. |

> *Note: In order to save the current Automix, or the settings of an optional Y56K card, in a Session, you must first resynchronize Studio Manager by selecting the From Hardware option.*

If you save a Session in the host window, all selected Editor settings are saved in a file with a file extension of ".YSM."

If you save a Session in an Editor, only that Editor's settings are saved in a file.

The Editor's settings are saved in either the Studio Manager V2 format (file extension ".YSE") or a format that is compatible with earlier versions of Studio Manager (file extension varies depending on the console you are using).

Note that earlier versions of Studio Manager cannot open a Session saved in the ".YSE" format.

> *Note:*
> * *If you try to create a new session in the host window or open a saved session, a message asking whether or not you want to save the currently-open session appears. Click [Yes] to save the current session and open the new or saved session. Click [No] to open the new or saved session without saving the current session. Click [Cancel] to cancel the operation.*
> * *Studio Manager may be unable to open some files stored in SmartMedia. In this case, copy those files onto a hard disk, then try to open them in Studio Manager.*

## Undo/Redo Function

In Studio Manager, you can cancel the latest operation (Undo) and also cancel the cancellation of the latest operation (Redo). If you perform an Undo operation twice in a row, you can cancel the two most-recent operations. If you perform an Undo operation three times in a row, you can cancel the three most-recent operations. In this way, you can cancel multiple recent operations. The following table describes how to use the Undo/Redo function.

| | |
|---|---|
| Undo | Choose [Undo] from the [Edit] menu. |
| Redo | Choose [Redo] from the [Edit] menu. |

Please note, however, that after you perform one of the following operations, you cannot successfully undo or redo any previous operation:

* Closing Studio Manager
* Changing Surround mode (Stereo/3-1/5.1/6.1)
* Changing Pair mode (Horizontal/vertical)
* Synchronizing the console with Studio Manager
* Creating a new Session
* Saving a Session
* Copying and pasting a channel
* Creating or cancelling a channel pair
* Storing or recalling a scene or library
* Turning on or off the GATE: [LINK] button in the Selected Channel window
* Turning on or off the COMPRESSOR: [LINK] button in the Selected Channel window
* Turning on or off the [LINK] button in the Surround Editor window

- Changing Aux Send mode (Fixed/variable) on the console
- Starting automix recording or playback on the console
- Changing the sampling frequency (operated on the device)
- Changing the User Assignable Layer settings (operated on the device)

*Note: You cannot Undo or Redo the following operations:*
- *Edits in the Setup window*
- *Synchronization*
- *Opening and closing the windows*
- *Resizing the windows*

*Note: In the Library window, you can Undo or Redo only the most recent operation. You cannot cancel the preceding operations.*

## Other Functions

### Copy & Paste Function

You can copy and paste not only the characters but the control positions in Studio Manager.

In the Console Setup window (page 5), you can also specify the parameters to be copied.

The following table describes how to use the Copy & Paste function.

| | |
|---|---|
| Copying characters | Select copy source characters, right-click (<control>+click), then choose [Copy]. |
| Pasting characters | Move the cursor to the copy destination, right-click (<control>+click), then choose [Paste]. |
| Copying a channel | Right-click (<control>+click) a copy source channel, then choose [Copy]. |
| Pasting a channel | Right-click (<control>+click) the copy destination channel, then choose [Paste]. |

### Resetting to the default value (Ctrl (⌘) + click)

Move the cursor to a control or a parameter value, then hold down the <Ctrl> key (⌘) and click the mouse button to reset the value to the default (e.g., to reset an Input Channel fader to –∞, or reset a pan setting to Center).
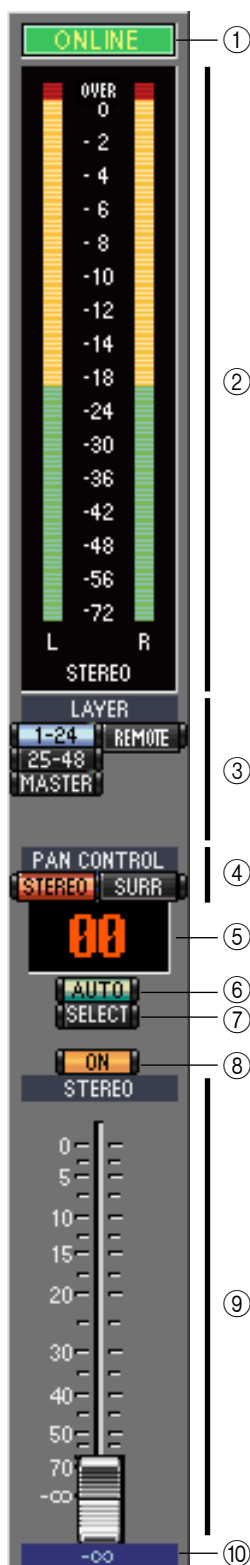
### Ctrl(⌘)+Shift+Click

Move the cursor to a fader or AUX Send control, then hold down the <Ctrl> key ([⌘]) and <Shift> key and click the mouse button to reset the value to the nominal level.

# Using Studio Manager Windows

## Master Window



The Master window enables you to switch between layers and control Stereo Out signals. To open this window, choose [Master] from the [Windows] menu.

① **[ONLINE]/[OFF LINE] button**
Repeatedly clicking this button toggles between online and offline status.

> *Note: If Studio Manager is not connected or is not communicating with the 02R96, clicking this button will not switch the unit from offline to online.*

ONLINE  This indicator is displayed when Studio Manager is connected to the 02R96 correctly. If the connection is correct, the Studio Manager parameters will work in unison with the 02R96 parameters.

OFFLINE  This indicator is displayed when Studio Manager is not connected or is not communicating with the 02R96, or when you have selected Offline Edit. If the connection is incomplete, the Studio Manager parameters will not work in unison with the 02R96 parameters.

② **Meters**
These meters display the output level of the Stereo Out when Surround mode is set to "STEREO," or the Bus Outs used for surround processing when Surround mode is set to 3-1, 5.1 or 6.1. The meters in 3-1, 5.1 and 6.1 Surround modes are shown on the right.



3-1          5.1          6.1
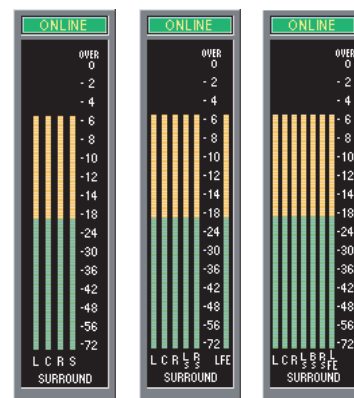
③ **LAYER buttons**
These buttons are used to select the Layers.

④ **PAN CONTROL**
These buttons are used to select either "STEREO" (Stereo mode) or "SURR" (Surround mode). The Pan control on the Input Channels is a rotary control when "STEREO" is selected, and a dot on a pan graph when "SURR" is selected.

⑤ **Scene number display**
This display indicates the currently-recalled scene's number.

⑥ **[AUTO] button**
This button displays the Automix status of the Stereo Out.

⑦ **[SELECT] button**
This button is used to select the Stereo Out.

⑧ **[ON] button**
This button turns the Stereo Out on and off. It appears orange while the Stereo Out is on.

⑨ **Master fader**
This is the Stereo Out fader.

⑩ **Fader value indicator**
This indicator indicates the fader position in decibels (dB).

# Layer Windows

The 02R96 Editor's Layer window displays 24 channel strips. You can select a layer using the LAYER buttons in the Master window. To open the Layer window, choose [Layer] from the [Windows] menu.

> *Note:*
> - *You can selectively turn on or off some of channel strips by using the [View] menu.*
> - *You can open multiple Layer windows. The second and subsequent open windows will indicate "Locked" in the title, which means that these windows do not reflect layer selections made on the console or in the Master window. If you want the Layer windows to reflect the changes, right-click each window (Macintosh: <control> + click), then select the desired layer using the LAYER buttons.*

## Input Channels

Selecting the 1-24, 25-48, or MASTER LAYER button in the Master window displays the corresponding Input Channel strips.

① **SOURCE parameter**
This parameter is used to select an Input source. To select an Input source, click the parameter and choose from the list that appears.

② **Routing buttons**
These buttons are used to route the Input Channel to the Bus Outs.

③ **[STEREO] button**
This button is used to route the Input Channel's signal to the Stereo Out.

④ **[DIRECT] button**
This button turns on and off the Input Channel's routing to its Direct Out.

⑤ **Direct Out parameter**
This parameter is used to select the Direct Out destination. To select a destination, click the parameter and choose from the list that appears.

⑥ **[PHASE] button**
This button is used to reverse the signal phase of the channel.

⑦ **[INSERT] button**
This button is used to turn on and off the Input Channel's Insert.

⑧ **[GATE] button**
This button is used to turn on and off the Input Channel's Gate.

⑨ **Gate open/close indicators**
These indicators display whether the Gate is open (green) or closed (red).

⑩ **Gate threshold**
This displays the Gate Threshold, which can be set by dragging.

⑪ **[COMP] button**
This button is used to turn on and off the Input Channel's Compressor.

⑫ **Compressor curve**
This display shows the Compressor's curve.

⑬ **[EQ] button**
This button is used to turn on and off the Input Channel's EQ.

⑭ **EQ curve**
This display shows the Equalizer's curve, which can be set by dragging.

⑮ **[DELAY] button**
This button is used to turn on and off the Input Channel's Delay function.

⑯ **Delay parameter**
This parameter is used to set the delay time of the Delay function. Delay times can be set by dragging.
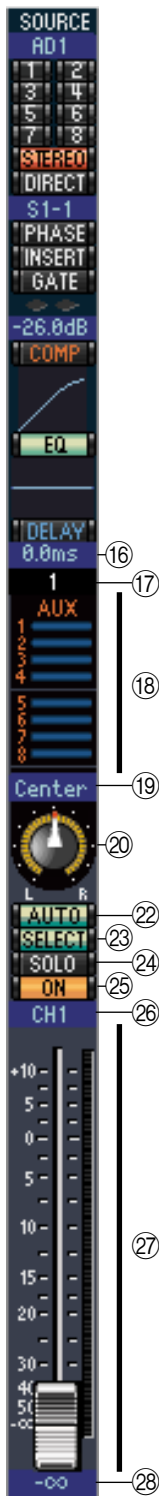
⑰ **Channel number**

This is the channel number. Double-click the channel number to open the Selected Channel window.

⑱ **AUX section**

These controls are used to set the levels of the Aux Sends. To set an Aux Send level, drag its bar or click a point along the length of the bar. To turn an Aux Send on or off, click its number.

The following table shows how the Aux Send controls appear depending on the Aux Send On/Off and Pre/Post settings. Aux Sends can be set to pre-fader or post-fader on the Selected Channel window (see "AUX SEND section" on page 15).

| Aux Send status | Appearance | |
| --- | --- | --- |
| On or off but no level set | Dark blue bar | |
| Off, pre-fader | Green bar outline displays level | |
| On, pre-fader | Green bar displays level | |
| Off, post-fader | Orange bar outline displays level | |
| On, post-fader | Orange bar displays level | |

⑲ **Pan/Aux Send display**

This display shows the stereo or surround pan position or, while setting an Aux Send, the Aux Send level in dB.

⑳ **PAN control**

This control is used to set the Input Channel's stereo or surround pan position. When the PAN CONTROL in the Master Window is set to "STEREO," the Pan control appears as a rotary control, and when set to "SURR," the control appears as dot on a pan graph. The surround pan position can be set by dragging the dot.

㉑ **LFE control**

When 5.1 or 6.1 Surround mode is selected, this control is used to set the surround LFE Channel level. It appears when the PAN CONTROL in the Master Window is set to "SURR." To set the Channel level, drag the end of its bar or click a point along the length of the bar.

㉒ **[AUTO] button**

This button displays the Automix status of the Input Channel.

㉓ **[SELECT] button**

This button is used to select the Input Channel.

㉔ **[SOLO] button**

This button solos the Input Channel. It appears orange while the channel is soloed.

㉕ **[ON] button**

This button turns the Input Channel on and off. It appears orange while the channel is on.

㉖ **Short channel name**

This is the channel's short name. To edit the name, click it and type.

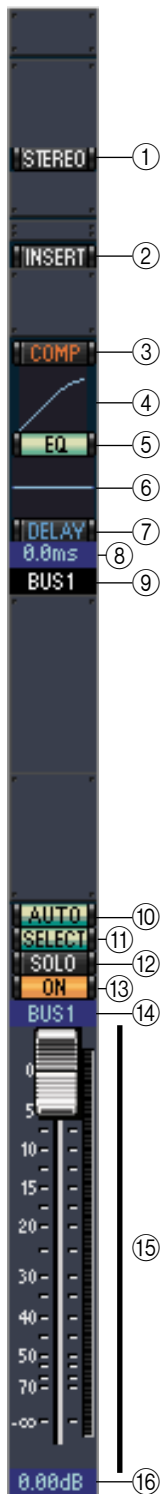㉗ **Channel fader and channel meter**

This is the Input Channel fader. The channel meter to the right of the fader displays the Input Channel signal level.

㉘ **Fader value indicator**

The fader value indicator indicates the fader position in decibels (dB).

# Output Channels

When you select the Master LAYER button in the Master window, the Bus Out and Aux Send channels are displayed. The Aux Send channel appears the same as the Bus Out channels except that the Bus Out channels feature a [STEREO] button.

① **[STEREO] button (Bus Out only)**
This button is used to route the Bus Out to the Stereo Out.

② **[INSERT] button**
This button is used to turn on and off the Bus Out's Insert.

③ **[COMP] button**
This button is used to turn on and off the Bus Out's Compressor.

④ **Compressor curve**
This display shows the Compressor's curve.

⑤ **[EQ] button**
This button is used to turn on and off the Bus Out's EQ.

⑥ **EQ curve**
This display shows the Equalizer's curve, which can be set by dragging.

⑦ **[DELAY] button**
This button is used to turn on and off the Bus Out's Delay function.

⑧ **Delay parameter**
This parameter is used to set the delay time of the Delay function. Delay times can be set by dragging.

⑨ **Channel number**
This is the channel number. Double-click the channel number to open the Selected Channel window.

⑩ **[AUTO] button**
This button displays the Automix status of the Bus Out.

⑪ **[SELECT] button**
This button is used to select the Bus Out.

⑫ **[SOLO] button**
This button solos the Bus Out. It appears orange while the Bus Out is soloed.

⑬ **[ON] button**
This button turns the Bus Out on and off. It appears orange while the Bus Out is on.

⑭ **Short channel name**
This is the channel's short name. To edit the name, click it and type.

⑮ **Channel fader and channel meter**
This is the Bus Out fader. The meter to the right of the fader displays the Bus Out signal level.

⑯ **Fader value indicator**
The fader value indicator indicates the fader position in decibels (dB).

# Remote Channels
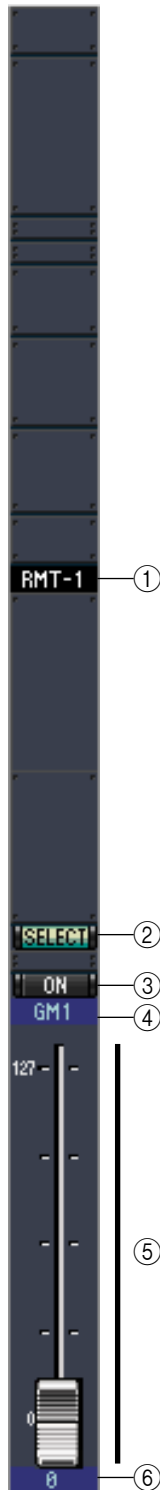
When you select the REMOTE LAYER button in the Master window, Remote Channels are displayed.

① **Channel number**

This is the channel number. Double-click the channel number to open the Selected Channel window.

② **[SELECT] button**

This button is used to select the Remote Channel.

③ **[ON] button**

This button turns the Remote Channel on and off. It appears orange while the channel is on.

*Note: When the remote target setting on the 02R96 is set to User Defined, you can use the [ON] buttons and channel faders to control the functions specified on the Remote page.*

④ **Remote target name**

This name indicates the remote target assigned on the 02R96.

⑤ **Channel fader**

This is the Bus Out's fader.

*Note: When the remote target setting on the 02R96 is set to User Defined, you can use the [ON] buttons and channel faders to control the functions specified on the Remote page.*

⑥ **Fader value indicator**

This indicator indicates the fader position in the range of 0 through 127.

## If the remote target is set to User Assignable Layer:

In this case, the assigned channels are displayed. For more information, refer to "Input Channels" on page 10 and "Output Channels" on page 12. If the Group Master Fader is assigned, only the [AUTO], [SOLO], and [ON] buttons and channel faders are displayed.

# Selected Channel Window

The Selected Channel window allows detailed editing of the currently selected channel. To open the Selected Channel window, choose [Selected Channel] from the [Windows] menu.

There are five variations of the layout of the Selected Channel window, as follows:

- Input Channels (see below)
- Bus Outs (see page 16)
- Aux Sends (see page 17)
- Stereo Outs (see page 18)
- Remote Channels (see page 19)

> *Note: You can open multiple Selected Channel windows. The second and subsequent open windows will indicate "Locked" in the title, which means that you cannot open Library windows from these windows. In addition, these windows will not reflect the following edits:*
> *• Channel selections made in the Layer window (via the SELECT button)*
> *• Edits in the Surround Editor window*

## Input Channels
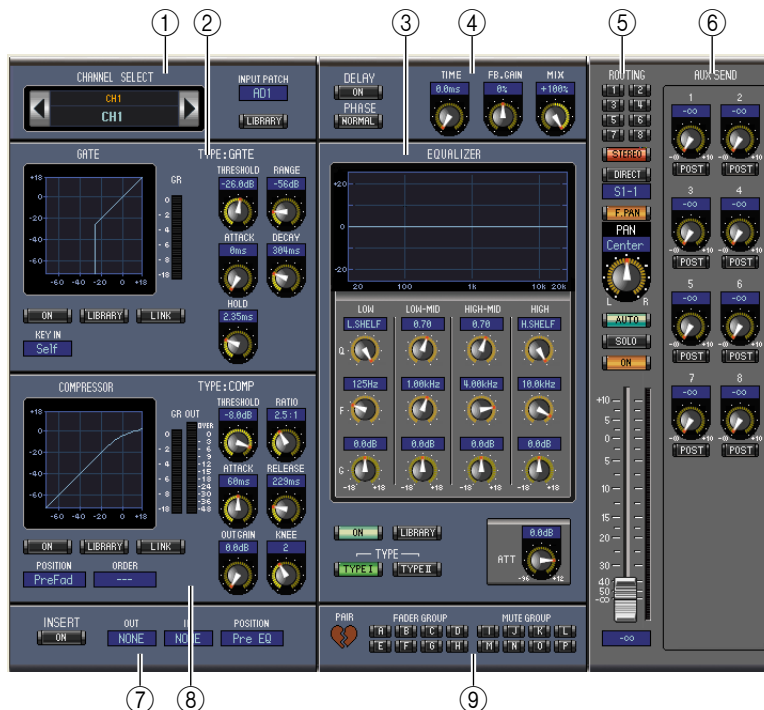


① **CHANNEL SELECT, INPUT PATCH & LIBRARY section**

Channels can be selected by clicking the Channel ID and selecting from the list that appears, or by clicking the left and right Channel Select buttons. The long channel name is displayed below the Channel ID. To edit the name, click it and type. The INPUT PATCH parameter is used to select an input source. To select an input, click the parameter and choose from the list that appears. The [LIBRARY] button opens the Channel Library window.

② **GATE section**

This section contains the Gate controls and display graph for the currently selected Input Channel. The rotary controls are used to set the threshold, range, attack, decay, and hold. The GR meter indicates the amount of gain reduction being applied by the Gate. The [ON] button turns the Gate on and off. The [LINK] button links the Gate of the currently selected Input Channel with the Gate of its partner channel. The KEY IN parameter is used to select a Gate trigger source. The [LIBRARY] button opens the Gate Library window.

③ **EQUALIZER section**

This section contains the EQ controls and display graph for the currently selected Input Channel. The rotary controls are used to set the gain, center frequency, and Q of each band, and the pre-EQ attenuation level. EQ can also be set by dragging the EQ curve on the EQUALIZER graph. The [ON] button turns the EQ on and off. The TYPE buttons select the EQ type. The [LIBRARY] button opens the Equalizer Library window.

④ **DELAY & PHASE section**

This section contains the delay and phase controls for the currently selected Input Channel. The rotary controls are used to set the delay time, feedback gain, and mix balance (wet/dry balance). The [ON] button turns the Delay on and off. The [PHASE] button reverses the channel's signal phase.

⑤ **ROUTING, PAN & level section**

This section contains the routing, pan, and level controls and the [AUTO], [SOLO], and [ON] buttons for the currently selected Input Channel. ROUTING buttons 1–8 are used to route the channel to the Bus Outs. The [STEREO] button routes the channel to the Stereo Out. The [DIRECT] button routes the channel to its Direct Out, and the Direct Out parameter below it selects a Direct Out destination. The [F.PAN] button turns on and off the Bus Out Follow Pan function. The PAN control is used to pan the channel. The [AUTO] button displays the Automix status. The [SOLO] button is used to solo the channel, the [ON] button, to turn on and off the channel, and the channel fader, to set the channel level. The meter to the right of the fader indicates the signal level, and the value indicator under the fader indicates the fader position in decibels (dB).

⑥ **AUX SEND section**

This section contains the Aux Send controls for the currently selected Input Channel. Use the rotary controls to set the Aux Send levels, and click them to turn Aux Sends on and off. Use the button below each Aux Send control to select pre-fader or post-fader. In Fixed mode, this button is used to turn Aux Sends on and off (the level is fixed at nominal).

When Aux Sends are paired, a heart icon is displayed between them, and the odd-numbered Aux Send control sets the level, while the even-numbered control works as a pan control.

⑦ **INSERT section**

This section contains the Insert parameters for the currently selected Input Channel. The [ON] button turns the Insert on and off. The OUT and IN parameters are used to specify the insert out destination and insert in source respectively. The POSITION parameter is used to specify the position of the Insert in the signal path.

⑧ **COMPRESSOR section**

This section contains the Compressor controls and display graph for the currently selected Input Channel. The rotary controls are used to set the threshold, ratio, attack, release, gain, and knee. The GR meter indicates the amount of gain reduction being applied by the Compressor. The OUT meter indicates its output level. The [ON] button turns the Compressor on and off. The [LINK] button links the Compressor of the currently selected Input Channel with the Compressor of its partner channel. The POSITION parameter is used to specify the position of the Compressor in the signal path. The ORDER parameter is used to specify the order of the Compressor and Insert when both are inserted at the same position. The [LIBRARY] button opens the Compressor Library window.

⑨ **PAIR, FADER GROUP & MUTE GROUP section**

This section contains the Pair, Fader and Mute group functions for the currently selected Input Channel. Click the heart icon to pair and unpair the channel with its partner channel. Use the FADER GROUP buttons to add the channel to Fader groups, and use the MUTE GROUP buttons to add it to Mute groups.

# Bus Outs

## ① CHANNEL SELECT section

Channels can be selected by clicking the Channel ID and selecting from the list that appears, or by clicking the left and right Channel Select buttons. The long channel name is displayed below the Channel ID. The [LIBRARY] button opens the Channel Library window.

## ② EQUALIZER section

This section contains the EQ controls and display graph for the currently selected Bus Out. It's layout is identical to the EQUALIZER section for Input Channels. See "EQUALIZER section" on page 15 for more information.

## ③ DELAY section

This section contains the delay controls for the currently selected Bus Out. The rotary control is used to set the delay time, and the [ON] button turns the Delay function on and off.

## ④ TO STEREO & level section

This section contains the TO STEREO, pan and level controls and the [AUTO], [SOLO], and [ON] buttons for the currently selected Bus Out. The TO STEREO button routes the Bus Out to the Stereo Out, and the rotary controls are used to set the Bus to Stereo send level and pan. The [AUTO] button displays the Automix status. The [SOLO] button is used to solo the Bus Out, the [ON] button, to turn the Bus Out on and off, and the channel fader, to set the Bus Out level. The meter to the right of the fader indicates the signal level, and the value indicator under the fader indicates the fader position in dB.

## ⑤ INSERT section

This section contains the Insert parameters for the currently selected Bus Out. The [ON] button turns the Insert on and off. The OUT and IN parameters are used to select the insert out destination and insert in source respectively. The POSITION parameter is used to specify the position of the Insert in the signal path.

## ⑥ COMPRESSOR section

This section contains the Compressor controls and display graph for the currently selected Bus Out. Its layout is identical to the COMPRESSOR section for Input Channels. See "COMPRESSOR section" on page 15 for more information.

## ⑦ PAIR, FADER GROUP & MUTE GROUP section

This section contains the Pair, Fader and Mute group functions for the currently selected Bus Out. Click the heart icon to pair and unpair the channel with its partner channel. Use the FADER GROUP buttons to add the channel to Fader groups, and use the MUTE GROUP buttons to add it to Mute groups.

# Aux Sends

## ① CHANNEL SELECT section

Channels can be selected by clicking the Channel ID and choosing from the list that appears, or by clicking the left and right Channel Select buttons. The long channel name is displayed below the Channel ID. The [LIBRARY] button opens the Channel Library window.

## ② EQUALIZER section

This section contains the EQ controls and display graph for the currently selected Aux Send. It's layout is identical to the EQUALIZER section for Input Channels. See "EQUALIZER section" on page 15 for more information.

## ③ DELAY section

This section contains the delay controls for the currently selected Aux Send. The rotary control is used to set the delay time, and the [ON] button turns the Delay function on and off.

## ④ Aux Send level section

This section contains the [AUTO], [SOLO], and [ON] buttons and the channel fader for the currently selected Aux Send. The meter to the right of the fader indicates the signal level, and the value indicator under the fader indicates the fader position in decibels (dB).

## ⑤ INSERT section

This section contains the Insert parameters for the currently selected Aux Send. The [ON] button turns the Insert on and off. The OUT and IN parameters are used to specify the insert out destination and insert in source respectively. The POSITION parameter is used to specify the position of the Insert in the signal path.

## ⑥ COMPRESSOR section

This section contains the Compressor controls and display graph for the currently selected Aux Send. Its layout is identical to the COMPRESSOR section for Input Channels. See "COMPRESSOR section" on page 15 for more information.

## ⑦ PAIR, FADER GROUP & MUTE GROUP section

This section contains the Pair, Fader and Mute group functions for the currently selected Aux Send. Click the heart icon to pair and unpair the channel with its partner channel. Use the FADER GROUP buttons to add the channel to Fader groups, and use the MUTE GROUP buttons to add it to Mute groups.

# Stereo Out



### ① CHANNEL SELECT section

Channels can be selected by clicking the Channel ID and choosing from the list that appears, or by clicking the left and right Channel Select buttons. The long channel name is displayed below the Channel ID. The [LIBRARY] button opens the Channel Library window.

### ② EQUALIZER section

This section contains the EQ controls and display graph for the Stereo Out. It's layout is identical to the EQUALIZER section for Input Channels. See "EQUALIZER section" on page 15 for more information.

### ③ DELAY section

This section contains the delay controls for the Stereo Out. The rotary control is used to set the delay time, and the [ON] button turns the Delay function on and off.

### ④ Balance & level section

This section contains the balance control, [AUTO] and [ON], and channel fader for the Stereo Out. The meter to the right of the fader indicates the signal level, and the value indicator under the fader indicates the fader position in decibels (dB).

### ⑤ INSERT section

This section contains the Insert parameters for the Stereo Out. The [ON] button turns the Insert on and off. The OUT and IN parameters are used to specify the insert out destination and insert in source respectively. The POSITION parameter is used to specify the position of the Insert in the signal path.

### ⑥ COMPRESSOR section

This section contains the Compressor controls and display graph for the currently selected Stereo Out. Its layout is identical to the COMPRESSOR section for Input Channels except there is no [LINK] button. See "COMPRESSOR section" on page 15 for more information.

### ⑦ FADER GROUP & MUTE GROUP section

This section contains the Fader and Mute group functions for the Stereo Out. Use the FADER GROUP buttons to add the Stereo Out to Fader groups, and use the MUTE GROUP buttons to add it to Mute groups.

## Remote Channels

If the remote target is set to User Assignable Layer, the assigned channels are displayed. For more information, refer to "Input Channels" on and "Output Channels" on . If the Group Master Fader is assigned, only the [AUTO], [SOLO], and [ON] buttons and channel faders are displayed.

# Library Window

The Library window enables you to control and manage Scenes and libraries. In addition, Scenes and libraries can be saved to disk on your computer as Library files.

To open the Library window, choose [Library] from the [Windows] menu. The Library window consists of 9 display pages. You can access each of these pages by clicking the tabs along the top of the window, or by following the action described below:

| Library page | Action |
| --- | --- |
| Channel Library | [LIBRARY] buttons on the Selected Channel window |
| Gate Library | |
| Compressor Library | |
| Equalizer Library | |
| Input Patch Library | [LIBRARY] button on the Patch Editor window |
| Output Patch Library | |
| Effect Library | [LIBRARY] buttons on the Effect Editor window |

The layout of the Library window pages is the same regardless of which page is selected (the Scene Memory library is shown below). The Library window consists of two panes. The pane on the left, called the [FILE] section, displays the status of the currently open library file. The pane on the right, called the [INTERNAL DATA] section, displays the status of the corresponding library in the console.

You can copy and sort the items in the list (memories) by dragging them between the panes. Within the same pane, you can copy a memory by dropping it on top of another memory, and you can sort memories by dropping a memory between two memories. Memory contents can be swapped by holding down the <Shift> key while dragging. In all cases, the contents of the destination memory are overwritten. To edit a memory title, click the title, then type.
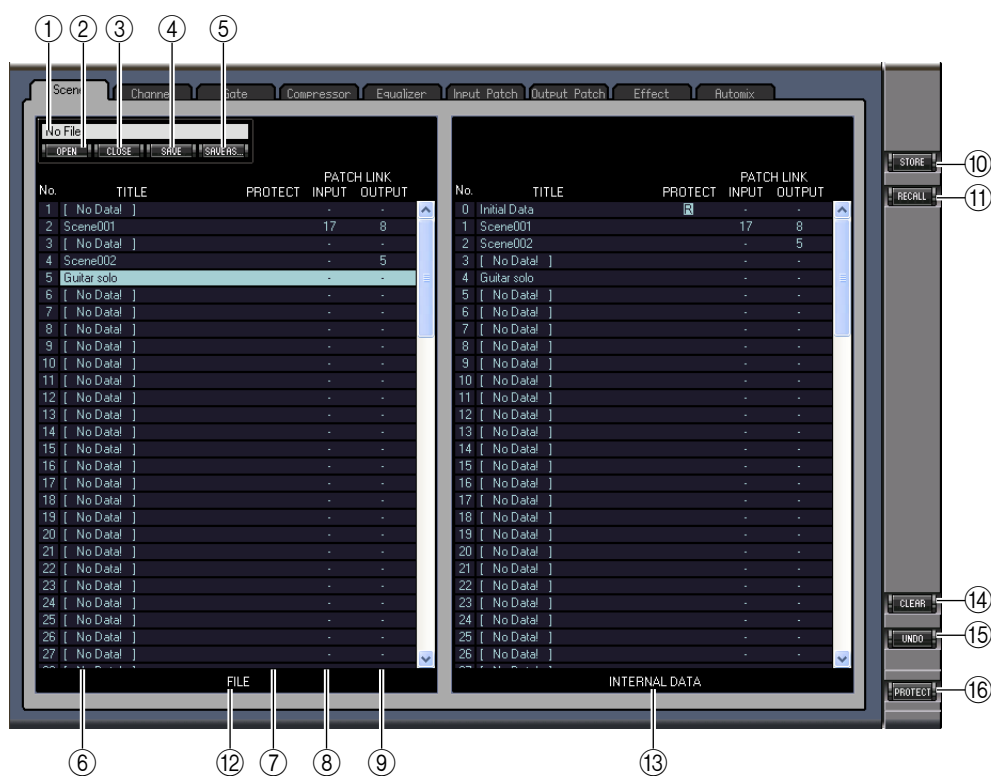
① **File name**

This is the file name of the currently open Library file.

② **[OPEN] button**

This button is used to open Library files.

*Note: Studio Manager may be unable to open some files stored in SmartMedia. In this case, copy those files onto a hard disk, then try to open them in Studio Manager.*

③ **[CLOSE] button**

This button is used to close the currently open Library file.

④ **[SAVE] button**

This button is used to save the currently open Library file.

⑤ **[SAVE AS] button**

This button is used to save the currently open Library file with a different name.

⑥ **TITLE**

This column displays the memory titles.

⑦ **PROTECT (only for Scene memories and Automix memories)**

This column displays padlock icons for protected memories. It also displays an "R" (read-only) icon for preset data.

⑧ **INPUT PATCH LINK (only for Scene memories)**

This column displays the input patch memory numbers linked to the Scene library. When you store or recall a Scene memory, the linked Input Patch Library memory is stored or recalled at the same time.

⑨ **OUTPUT PATCH LINK (only for Scene memories)**

This column displays the Output Patch memory numbers linked to the Scene library. When you store or recall a Scene memory, the linked Output Patch Library memory is stored or recalled at the same time.

⑩ **[STORE] button**

This button is used to store the contents of the library to the specified location.

*Note: You cannot store Automix memories during offline editing.*

⑪ **[RECALL] button**

This button is used to recall the selected memory.

*Note: You cannot recall Automix memories during offline editing.*

⑫ **[FILE] section**

This section displays the contents of the currently open library file.

⑬ **[INTERNAL DATA] section**

This section displays the console's status of the currently selected library.

*Note: If the OFFLINE indicator is selected by the [ONLINE]/[OFFLINE] button in the Master window, Studio Manager is not synchronizing with the console. Therefore, this section does not display the console's correct status.*

⑭ **[CLEAR] button**

This button clears the selected memory from the list.

⑮ **[UNDO] button**

This button undoes the last recall, store, copy, clear, sort or titling operation.

*Note: In the Library window, you can undo only the most recent operation. You cannot undo any operations performed prior to the most recent operation.*

⑯ **[PROTECT] button (only for Scene memories and Automix memories)**

This button is used to protect or unprotect the selected memory.

# Patch Editor Window

The Patch Editor window is used to patch Inputs, Outputs, Inserts, Effects, and Direct Outs. To open this window, choose [Patch Editor] from the [Windows] menu. This window consists of five pages, which you can select by clicking the tabs along the top of the window.
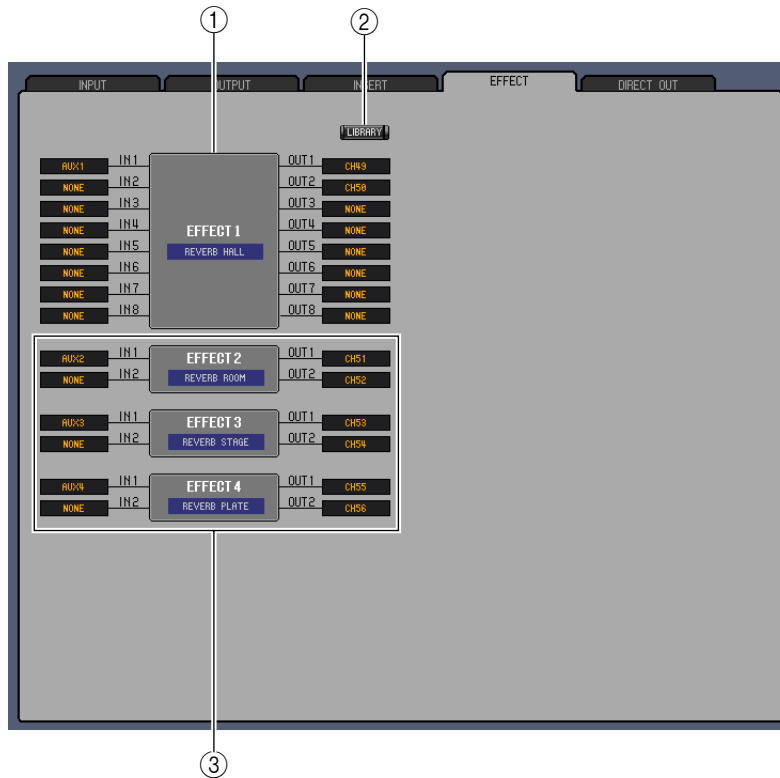
## INPUT PATCH Page
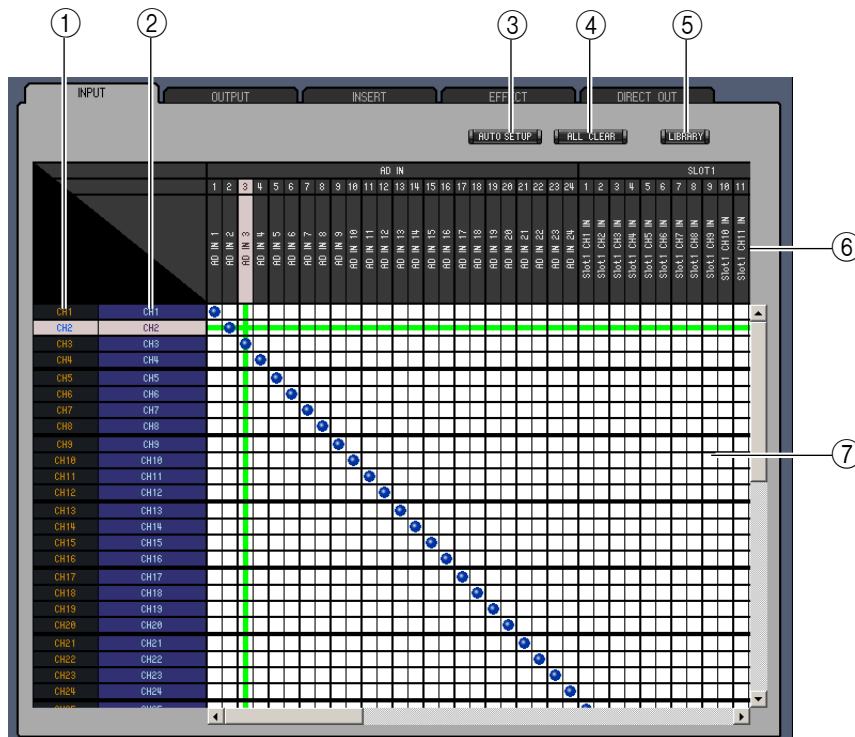


① **Channel IDs**
These are the Channel IDs.

② **Long channel names**
These are the Channel long names. To edit a name, click it and type.

③ **[AUTO SETUP] button**
Clicking this button sets the patches on this page to their initial values.

④ **[ALL CLEAR] button**
This button clears all patches on this page.

⑤ **[LIBRARY] button**
This button opens the Input Patch Library window.

⑥ **Port names**
These are the Port names. To edit a name, click it and type.

⑦ **Patchbay**
The patchbay is used to patch input ports to Input Channels. Active patches are indicated by a blue dot. To make a patch, click a square. To unpatch, click a blue dot.

*Note: You can also use the cursor keys and the <ENTER> key on the computer keyboard to make a patch.*

# OUTPUT PATCH Page
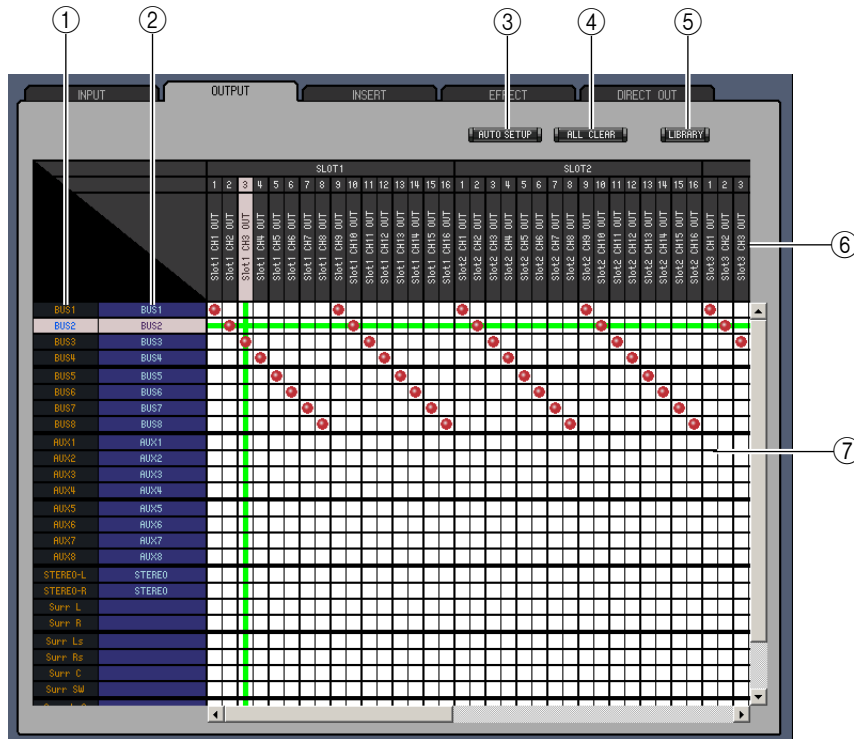
① **Channel IDs**
These are the Channel IDs.

② **Long channel names**
These are the Channel long names. To edit a name, click it and type.

③ **[AUTO SETUP] button**
Clicking this button sets the patches on this page to their initial values.

④ **[ALL CLEAR] button**
This button clears all patches on this page.

⑤ **[LIBRARY] button**
This button opens the Output Patch Library window.

⑥ **Port names**
These are the Port names. To edit a name, click it and type.

⑦ **Patchbay**
The patchbay enables you to patch output ports to Output Channels. Active patches are indicated by a red dot. To make a patch, click a square. To unpatch, click a red dot.

*Note: You can also use the cursor keys and the <ENTER> key on the computer keyboard to make a patch.*

# INSERT PATCH Page
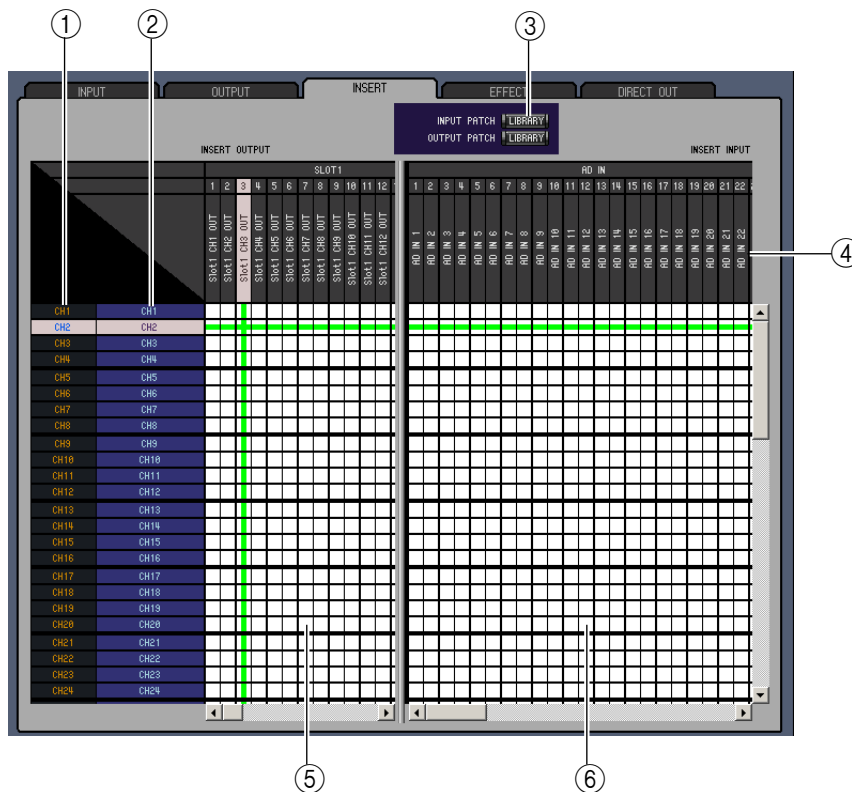


① **Channel IDs**

These are the Channel IDs.

② **Long channel names**

These are the Channel long names. To edit a name, click it and type.

③ **[LIBRARY] buttons**

These buttons open the Input and Output Patch Library windows.

④ **Port names**

These are the Port names. To edit a name, click it and type.

⑤ **Insert Out Patchbay**

This patchbay is used to patch output ports to the Insert Outs of Input Channels, Bus Outs, Aux Sends, and the Stereo Out. Active patches are indicated by a red dot. To make a patch, click a square. To unpatch, click a red dot.

⑥ **Insert In Patchbay**

This patchbay is used to patch input ports to the Insert Ins of Input Channels, Bus Outs, Aux Sends, and the Stereo Out. Active patches are indicated by a blue dot. To make a patch, click a square. To unpatch, click a blue dot.

*Note: You can also use the cursor keys and the <ENTER> key on the computer keyboard to make a patch.*

# EFFECT PATCH Page



① **Effects processor 1 section**

This section indicates the effects name assigned to internal Effects processor 1. The parameters in this section are used to select inputs and outputs for Effects processor 1.

② **[LIBRARY] button**

This button opens the Input Patch Library window.

③ **Effects processors 2–4 section**

This section indicates the effects names assigned to internal Effects processors 2–4. The parameters in this section are used to select inputs and outputs for Effects processors 2–4.

# DIRECT OUT PATCH Page
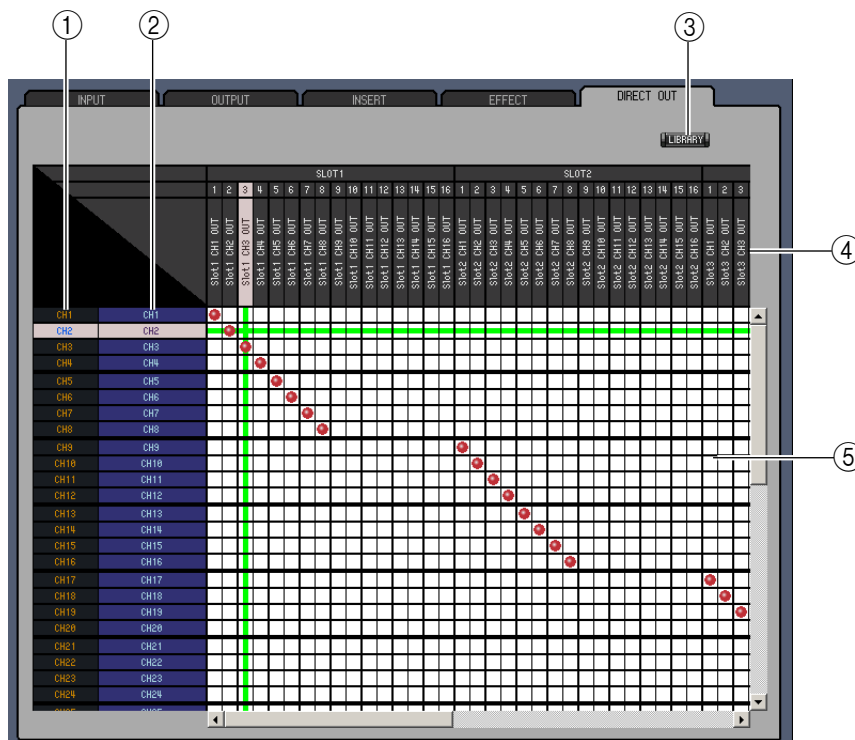


① **Channel IDs**
These are the Channel IDs.

② **Long channel names**
These are the Channel long names. To edit a name, click it and type.

③ **[LIBRARY] button**
This button opens the Output Patch Library window.

④ **Port names**
These are the Port names. To edit a name, click it and type.

⑤ **Patchbay**
The patchbay is used to patch output ports to the Direct Outs. Active patches are indicated by a red dot. To make a patch, click a square. To unpatch, click a red dot.

*Note: You can also use the cursor keys and the <ENTER> key on the computer keyboard to make a patch.*

# Surround Editor Window

The Surround Editor window enables you to edit the surround pan position of the currently selected Input Channel. To open the Surround Editor window, choose [Surround Editor] from the [Windows]menu.
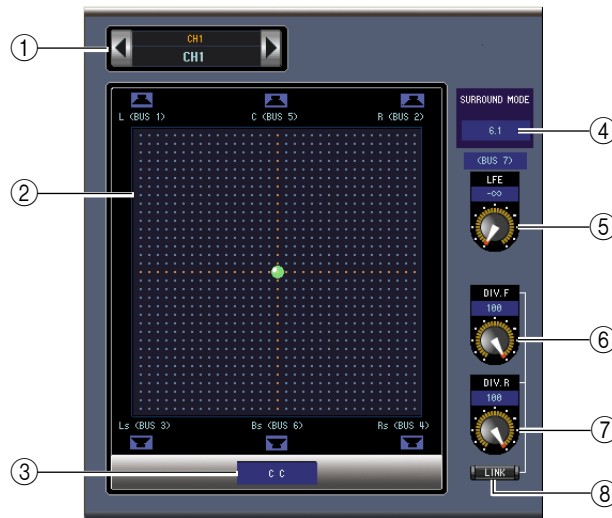


① **CHANNEL SELECT section**

Channels can be selected by clicking the Channel ID and selecting from the list that appears, or by clicking the left and right Channel Select buttons. The long channel name is displayed below the Channel ID. To edit the name, click it and type.

② **Surround pan graph**

The green dot on this graph indicates the surround pan position for the currently selected Input Channel. The surround pan can be set by dragging the dot. Clicking a speaker icon will move the pan position to the position of that icon.

③ **Surround pan position**

This is the current surround pan position.

④ **SURROUND MODE parameter**

Click this parameter to display the option list and set Surround mode to STEREO, 3-1, 5.1, or 6.1.

⑤ **[LFE] control**

This rotary control sets the level of the LFE channel.

⑥ **[DIV.F] control (6.1)/[DIV] control (3-1, 5.1)**

This rotary control sets the amount of divergence (i.e., how the Center signal is fed to the Left, Right, and Center channels). With 6.1 surround, you can set the divergence for both the front and rear. The [DIV.F] control sets the amount of divergence for the front signal.

⑦ **[DIV.R] control (6.1 only)**

This rotary control sets the amount of divergence for the rear signal.

⑧ **[LINK] button (6.1 only)**

This button is used to link the [DIV.F] and [DIV.R] controls.

# Timecode Counter Window

The Timecode Counter window displays the current timecode position in hours, minutes, seconds, and frames — or measures, beats, and MIDI clocks — depending on the specified timecode source. It works in unison with the timecode counters on the 02R96 Automix Main page.

To open the Timecode Counter window, choose [Timecode Counter] from the [Windows] menu.
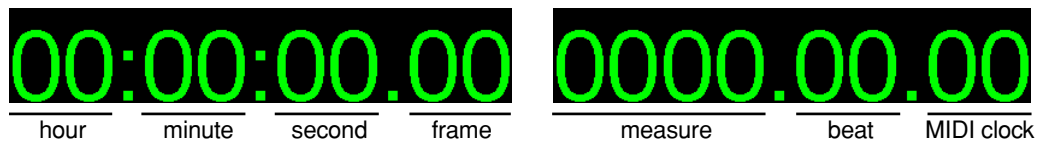


# Effect Editor Window

The Effect Editor window enables you to edit the internal effects processors. To open the Effect Editor window, choose [Effect Editor] from the [Windows] menu.

*Note: You can open multiple Effect Editor windows. The second and subsequent open windows will indicate "Locked" in the title, which means that you cannot open Library windows from these windows.*
*Note: When you recall effects, windows that do not indicate "Locked" in the title will be recalled.*
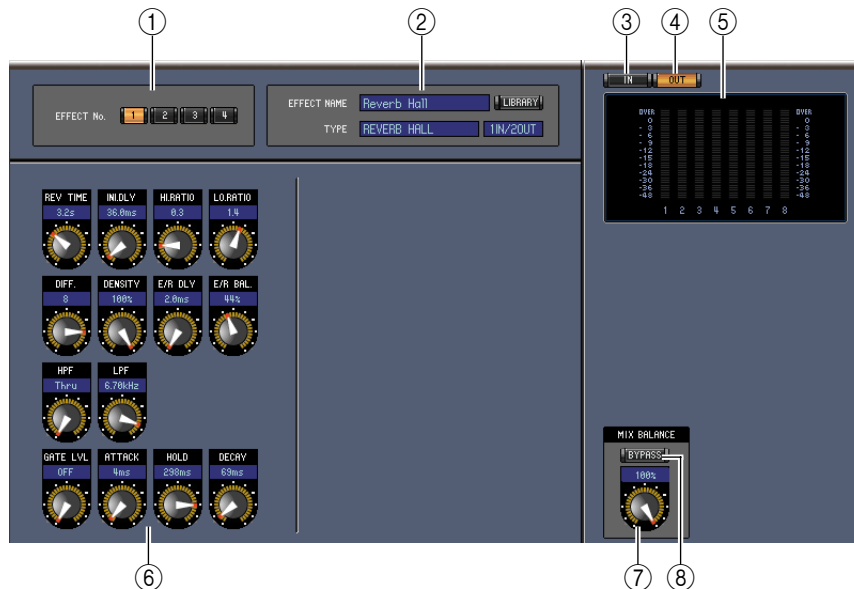


① **Effects processor select**
These buttons are used to select the internal effects processors.

② **Effect select section**
The EFFECT NAME, TYPE, and IN/OUT are the name, type and I/O configuration of the effect recalled to the currently selected effects processor. To edit the EFFECT NAME, click it and type. The [LIBRARY] button opens the Effects Library window.

③ **[IN] button**
This button is used to set the metering position to the effects processor's inputs.

④ **[OUT] button**
This button is used to set the metering position to the effects processor's outputs.

⑤ **Meters**
These are output meters for the currently selected effects processor.

⑥ **Effect parameter section**

This section contains the various effects controls, buttons, and displays. Its layout depends on the selected effect type.

⑦ **[MIX BALANCE] control**

This control enables you to adjust the balance between the wet and dry signals. When set to 0, only the dry signal is heard. When set to 100, only the wet signal is heard.

⑧ **[BYPASS] button**

This button is used to bypass the currently selected effects processor.

# Meter Window

The Meter window displays the Input, Output, Effect, and Stereo Out meters. To open the Meter window, choose [Meter] from the [Windows] menu. This window consists of four display pages. You can access these pages by clicking the tabs along the top of the window.

| Page | Function |
|---|---|
| CH1-56 page | This page displays the Input Channel CH1-56 meters (12 segments). |
| MASTER page | This page displays the Bus 1-8, Aux 1-8, and Stereo meters (12 segments). |
| Effects 1-4 page | This page displays the Channel 1 & 2 input/output meters (12 segments) for Effects 1-4. |
| Stereo page | This page displays a bar graph (32 segments) of signal levels output to the Stereo Out. |

The layout of the Meter window pages is the same regardless of the page selected. (The Master page is shown below.)



① **Meter mode**

You can select the type of meters to be displayed from the following options:

GATE GR: The meters indicate the amount of gain reduction being applied by the channel Gate.

COMP GR: The meters indicate the amount of gain reduction being applied by the channel Compressor.

LEVEL: The meters indicate the channel level.

② **POSITION parameter**

This parameter, available only when Meter mode is set to Level, enables you to select the metering position in the signal path.

③ **PEAK HOLD button**

This button turns the Peak Hold function on and off.

# Keyboard Shortcuts

| Menu | Action | Windows | Macintosh |
|---|---|---|---|
| File menu | Creates a new Session | Ctrl+N | ⌘ +N |
| | Opens a previously saved Session | Ctrl+O | ⌘ +O |
| | Saves the current Session | Ctrl+S | ⌘ +S |
| Edit menu | Undo | Ctrl+Z | ⌘ +Z |
| | Redo | Ctrl+Y | ⌘ +Y |
| Windows menu | Closes the active window | Ctrl+W | ⌘ +W |
| | Closes all windows | Ctrl+Alt+W | ⌘ +Option+W |
| | Opens the Master window | Ctrl+1 | ⌘ +1 |
| | Opens the Layer window | Ctrl+2 | ⌘ +2 |
| | Opens the Selected Channel window | Ctrl+3 | ⌘ +3 |
| | Opens the Library window | Ctrl+4 | ⌘ +4 |
| | Opens the Patch Editor window | Ctrl+5 | ⌘ +5 |
| | Opens the Surround Editor window | Ctrl+6 | ⌘ +6 |
| | Opens the Timecode Counter window | Ctrl+7 | ⌘ +7 |
| | Opens the Effect Editor window | Ctrl+8 | ⌘ +8 |
| | Opens the Meter window | Ctrl+9 | ⌘ +9 |
| Library window | Selects consecutive multiple items (memories) | Shift+click | shift+click |
| | Selects non-consecutive multiple items (memories) | Ctrl+click | control+click |
| | Selects all memories in a section | Ctrl+A | control+A |

# Index