



DIGITAL MIXING CONSOLE

CL SERIES

CL StageMix V7 User Guide

StageMix



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Welcome:

Thank you for downloading the “CL StageMix” iPad app for the Yamaha CL series digital mixing consoles.

The latest firmware version for CL series can be downloaded from <https://www.yamaha.com/proaudio/>

StageMix is an application for the Apple iPad that provides remote control of Yamaha CL series digital mixing console functions via a simple, intuitive graphical interface from anywhere within wireless range. The software has been specifically designed to allow engineers to adjust monitor mixes from the performers’ positions on stage, directly controlling mix parameters via the iPad rather than having to rely on verbal directions to a second engineer. The result is better mixes in less time; a huge advantage during high-pressure pre-show setup. Although StageMix is focused on the requirements for adjusting monitor mixes on stage, its range of features is continually expanding, allowing it to be used for a wider variety of remote control functions.

Note: iOS applications may not be supported in your area. Please check with your Yamaha dealer.

CONTENTS

	Page
1.0 System Requirements	7
2.0 Wi-Fi Settings	7
3.0 Getting Started	8
3.1 CL series Network Setup.....	8
3.2 iPad Wi-Fi Settings.....	8
3.2.1 Using DHCP	8
3.2.2 Using a Static IP Address	9
3.2.3 Network switching (V7.0 and later)	10
3.3 StageMix Setup.....	11
3.3.1 OFFLINE DEMO.....	11
3.3.2 Configure StageMix to Work with a CL series Console.....	11
3.3.3 Select a Mixer.....	13
3.3.4 Connect and Synchronize with the CL Console.....	13
3.3.5 Edit Mixer Configurations.....	13
4.0 Mixer Window.....	14
4.1 Channel Bank Navigation.....	14
4.2 Layer Navigation	14
4.2.1 Custom Fader Layer.....	15
4.2.2 Custom Fader Bank Naming	16
4.2.3 Storing of Custom Meter Bridge Layout and Names	17
4.3 Channel Names and Colors	17
4.4 Faders.....	17
4.4.1 Long Faders	18
4.4.2 Navigation in Long Faders Mode.....	18
4.5 Channel ON	18
4.6 CUE.....	18
4.7 Dual Cue Mode	19
4.7.1 Channel Mode	19
4.7.2 Cue Clear	19
4.7.3 Remote Mode.....	19
4.8 SOLO Mode	19
4.9 Master Bank.....	21
4.10 GAIN	22
4.10.1 Digital Gain	22
4.10.2 Gain Compensation Mode.....	23
4.10.3 Analog Gain / Digital Gain Link.....	23
4.10.4 ALL GC ON.....	23
4.10.5 ALL GC OFF.....	23
4.10.6 Input Port.....	23
4.10.7 Phantom Power	24
4.10.8 Phase	24
4.10.9 Dante Wireless Microphone Control and Monitoring	24
4.10.10 Non-Dante Wireless Microphone Control and Monitoring.....	25
4.10.11 Input Port Patching	26
4.10.12 Input Port Patch Options	28
4.10.13 Multi-Channel Input Patching.....	28
4.11 SENDS ON FADERS.....	30
4.11.1 Mix Send Levels	31

4.11.2 Mix Sends ON.....	32
4.11.3 Mix Send PRE/POST.....	32
4.11.4 Global PRE/POST	32
4.11.5 Stereo Mix Pan	32
4.11.6 Selected MIX/MT Overview in Sends on Faders	32
4.12 DCA FADERS	34
5.0 EQ / PAN / 5.1 / DYNAMICS	35
5.1 EQ.....	35
5.1.1 EQ Curve in Mixer Window.....	35
5.1.2 Selecting PEQ or GEQ	36
5.1.3 Accessing the EQ Editing Screens	36
5.2 PARAMETRIC EQ EDITING	37
5.2.1 Gain and Frequency Lock.....	38
5.2.2 HPF	38
5.2.3 EQ Bands 1 & 4.....	39
5.2.4 EQ ON	39
5.2.5 EQ RESET	39
5.2.6 EQ TYPE	40
5.2.7 PEQ COPY/PASTE	40
5.2.8 RTA ON.....	40
5.2.9 RTA HOLD	41
5.2.10 BAND BYPASS.....	41
5.3 GRAPHIC EQ EDITING	42
5.3.1 Navigation in the GEQ Overview Section	42
5.3.2 Rack Position.....	42
5.3.3 GEQ Type.....	43
5.3.4 Insert Position.....	43
5.3.5 RTA ON.....	43
5.3.6 RTA HOLD	43
5.3.7 GEQ FLAT	43
5.3.8 GEQ Copy/Paste	43
5.3.9 GEQ ON	43
5.3.10 Editing GEQ Bands.....	44
5.3.11 Navigation in the GEQ Editing Section	44
5.4 8-BAND PEQ EDITING	45
5.4.1 EQ TYPE	45
5.4.2 HPF	46
5.4.3 LPF	46
5.4.4 EQ RESET	46
5.4.5 PEQ COPY/PASTE	46
5.4.6 EQ ON	46
5.4.7 Insert Position.....	46
5.4.8 RTA ON.....	47
5.4.9 RTA HOLD	47
5.4.10 Gain and Frequency Lock.....	47
5.4.11 BAND BYPASS.....	47
5.4.12 NOTCH FILTERS	47
5.5 PAN TO STEREO BUSSES.....	48
5.5.1 Balance.....	48
5.6 SURROUND PAN	49

5.6.1	Surround Pan Editing – Mono Input Channels	49
5.6.2	Surround Pan Editing – Stereo Input Channels	49
5.6.3	L/R and F/R Lock	50
5.6.4	Divergence and LFE Level	50
5.7	DYNAMICS PROCESSORS	51
5.8	DYNAMICS PROCESSOR EDITING	52
5.8.1	Default	52
5.8.2	Copy/Paste	52
5.8.3	Dynamics On	53
5.8.4	Dynamics Type	53
5.8.5	Threshold	53
5.8.6	Range and Ratio	53
5.8.7	Other Dynamics Parameters	53
5.8.8	Key In	54
6.0	OUTPUTS	55
6.1	Navigation	55
6.2	Output Port Identification	55
6.3	Delay On	56
6.4	Delay Time Display	56
6.5	Output Port Phase	56
6.6	Output Port Gain	56
6.7	Delay Time Editor	57
6.7.1	Delay Scale	57
6.7.2	Numeric Keypad	57
6.7.3	Nudge Delay Time Values	58
6.7.4	Copy Delay Time Value	58
6.7.5	Paste Delay Time Value	58
6.7.6	Close the Delay Time Editor	58
6.7.7	Output Port Patching	58
7.0	UTILITY	61
7.1	MUTE GROUP MASTERS	61
7.1.1	Mute Group Dim Level	62
7.2	TAP TEMPO	63
7.2.1	Multi-Select	63
7.3	OSCILLATOR	64
7.3.1	Oscillator Assign	64
7.3.2	Oscillator Output	64
7.3.3	Oscillator Level Control	64
7.3.4	Oscillator Frequency	65
7.3.5	Oscillator Mode	65
7.4	RECORDER	65
7.4.1	Title List	66
7.4.2	Transport	66
7.4.3	Timeline Location	66
7.4.4	Play Mode	66
7.4.5	Recorder Input	66
7.4.6	Playback Output	66
8.0	RACK	67
8.1	GEQ Racks	67
8.1.1	Rack Slot Assignments	67

8.1.2	Input Patch Assignments	68
8.1.3	Accessing GEQ and 8-Band PEQ Editors	68
8.1.4	GEQ Editing.....	68
8.1.5	8-Band PEQ Editing.....	68
8.1.6	GEQ and 8-Band PEQ ON	68
8.1.7	Input and Output Meters	68
8.1.8	Output Patch Assignments	68
8.2	EFFECT Rack	68
8.2.1	Rack Slot Assignments	68
8.2.2	Input Patch Assignments	69
8.2.3	Accessing Effect, GEQ and 8-Band PEQ Editors	69
8.2.4	Effect Bypass.....	69
8.2.5	Input and Output Meters	69
8.2.6	Output Patch Assignments	69
8.3	EFFECT EDITING	70
8.3.1	Current Effect.....	70
8.3.2	Effect Type Selection	70
8.3.3	Effect Library.....	70
8.3.4	Input and Output Patch Assignments.....	71
8.3.5	Input and Output Meters	71
8.3.6	Effect Bypass.....	71
8.3.7	Effect Cue.....	71
8.3.8	Close Effect Editor	71
8.3.9	Parameter Editing using Sliders.....	71
8.3.10	Numerical Parameter Editing.....	71
8.3.11	Multi-Segment Buttons	72
8.3.12	Accessing Parameters.....	72
8.3.13	Additional Parameters	72
8.3.14	Wet/Dry Mix	72
8.4	GRAPHICAL EFFECT EDITING	73
8.4.1	REV-X Time/Level Parameters	74
8.4.2	REV-X Space Parameters	75
8.4.3	REV-X Filter Parameters	76
8.4.4	REVERB Time/Level Parameters	77
8.4.5	REVERB Space Parameters	78
8.4.6	REVERB Filter Parameters	79
8.4.7	REVERB Dynamics Parameters.....	79
8.4.8	STEREO REVERB Program.....	79
8.4.9	MONO/STEREO/MOD DELAY Parameters.....	80
8.4.10	DELAY LCR Parameters.....	81
8.4.11	ECHO Parameters.....	81
9.0	SCENE MEMORY.....	82
9.1	CURRENT SCENE	82
9.2	DECREMENT / INCREMENT SCENE	82
9.3	SCENE LIST	83
9.4	SCENE RANGE	83
9.5	SELECTED SCENE	83
9.6	STORE SCENE.....	84
9.7	UNDO STORE	84
9.8	RECALL SCENE	84

9.9	UNDO RECALL.....	85
10.0	SETUP.....	86
10.1	Fader Delay.....	86
10.2	Filled EQ Graph.....	86
10.3	Enable Inc/Dec Scene Recall.....	86
10.4	Show Send Levels in Meter Bridge.....	87
10.5	Enable Phantom Power Switching.....	87
10.6	Set EQ band to 0dB with Double-Tap.....	87
10.7	Show dB Markings on Mixer.....	87
10.8	Set DCA to 0dB with Double-Tap.....	87
10.9	Disable Screen Auto-Lock.....	87
10.10	Cue Operation Mode.....	87
10.11	Cue A Mode.....	87
10.12	Cue B Mode.....	87
10.13	Solo in Place Mode.....	87
10.14	Channel Select – StageMix Follows Console.....	88
10.15	Channel Select – Console Follows StageMix.....	88
10.16	Input Meter Point.....	88
10.17	Output Meter Point.....	88
10.18	Display Key Input for Dynamics Meters.....	88
10.19	RTA Peak Hold Mode.....	88
10.20	RTA Input Gain.....	89
10.21	RTA Number of Bands.....	89
11.0	Troubleshooting.....	90
11.1	No Wi-Fi Available.....	90
11.2	Connection Error.....	90
11.3	Connection Lost.....	91
11.4	DHCP Server Setup on WAP/Router.....	91
11.5	Using StageMix with CL Editor.....	91
11.6	“Redirect to Internet” Problem with iOS 6 or higher.....	92
11.7	Graphic EQ Doesn’t Affect the Sound.....	92
11.8	Problems Moving Multiple Faders.....	92
11.9	StageMix Facebook Page.....	92

1.0 System Requirements

- Apple iPad (any model using iOS 8 or higher)
- Yamaha CL series digital mixing console with V4.0, V4.1, V4.5 or V5.0 firmware
- Wi-Fi access point (802.11g, n or ac)
- CAT5 cable (to connect the console to a Wi-Fi access point)
- iOS: iOS 8.0 -11.x

2.0 Wi-Fi Settings

Configure the Wi-Fi access point, following the manufacturer's instructions. No special settings are needed, but using security such as WPA is highly recommended, to prevent unwanted devices from joining the network. Here are some suggested settings to assist less experienced Wi-Fi users:

1. Give the wireless network a name (this is the "SSID").
2. Choose a security mode (such as WPA) and password.
3. Select the wireless mode (802.11g, n or ac).
4. In the case of "n", select the wireless band (2.4 or 5GHz).
5. If available, enable "Auto Channel Selection" so the wireless channel with the least interference will be selected.

Using a Wi-Fi access point with 2 or more external aerials is recommended to increase potential signal range. Booster aerials could be connected for a further increase in performance.

3.0 Getting Started

3.1 CL series Network Setup

Connect the Wi-Fi access point to the CL series console's network port via a CAT5 cable.

Make sure your Ethernet cable is connected to a LAN port on your Wi-Fi device and not the WAN port.

Note the IP address of the CL series console - this will need to be entered into the iPad later. It can be found in the console as follows:

- a. Press the [SETUP] button on the CL series touchscreen
- b. Press [NETWORK] on the CL series touchscreen



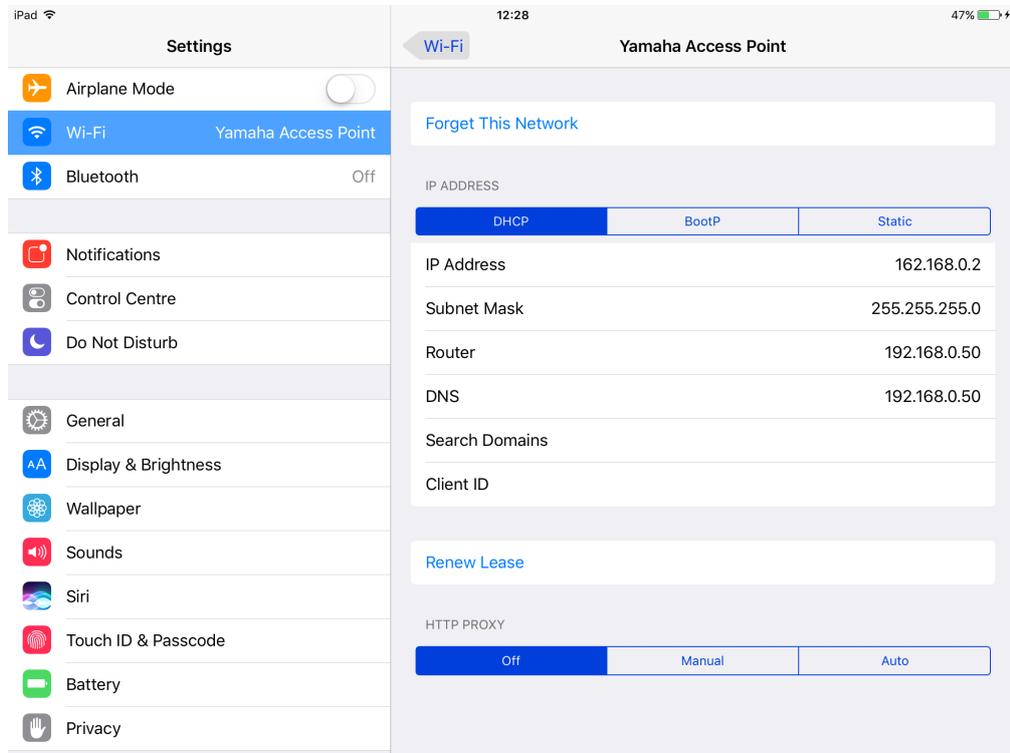
3.2 iPad Wi-Fi Settings

The iPad can be configured using either DHCP or a Static IP address.

3.2.1 Using DHCP

Dynamic Host Configuration Protocol (DHCP) is a network protocol that enables a server to automatically assign an IP address to a device. It is recommended to use DHCP. Use the following steps to configure your iPad using DHCP.

- a) Open the iPad “Settings” menu
- b) Select “Wi-Fi”, and choose the correct Wi-Fi Access Point under “CHOOSE A NETWORK...”
- c) Tap on the network’s name to edit the IP address.



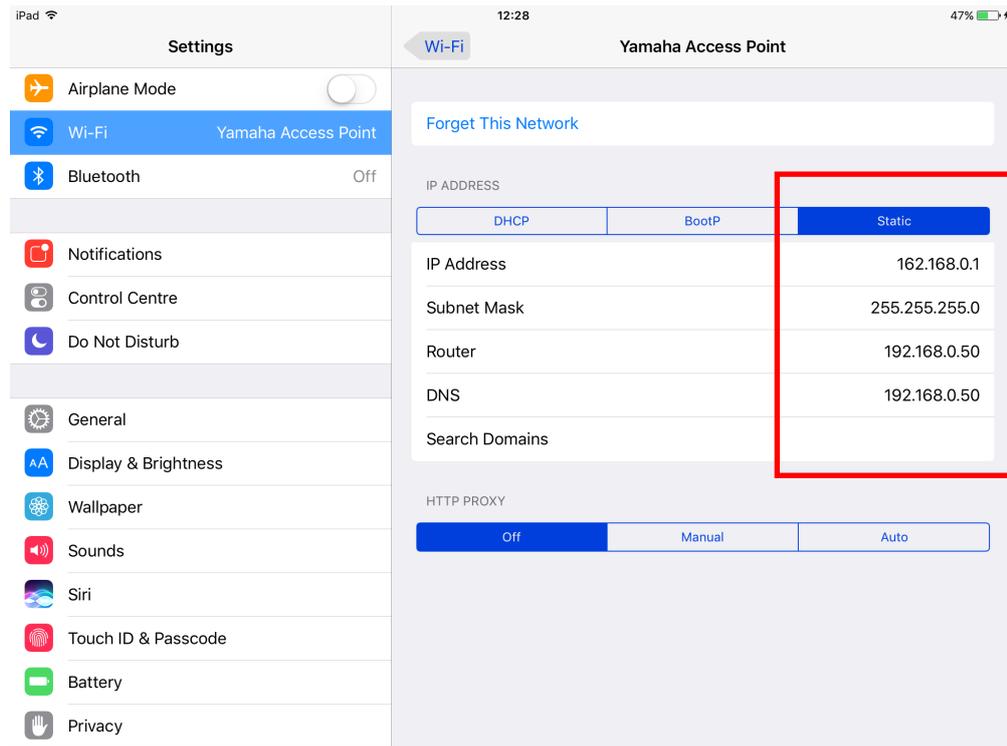
- d) Select [DHCP] and ensure that your iPad receives data for the IP Address, Subnet Mask, Router and DNS.
- e) Select [Renew Lease] if this data is not applied.
- f) If the settings are successfully applied, press the iPad’s Home button to exit the Settings menu.

Note:

- Make sure that the subnet of the IP address is the same as that of the CL series console.
- If DHCP settings are not applied after step (e), please check your DHCP server settings (refer to [11.4](#) for further advice). Alternatively, setup your iPad using a Static IP Address.

3.2.2 Using a Static IP Address

- a) Open the iPad “Settings” menu
- b) Select “Wi-Fi”, and choose the correct Wi-Fi Access Point under “CHOOSE A NETWORK...”
- c) Tap on the network’s name to edit the IP address.



- d) Select [Static]
- e) IP Address: enter an IP Address similar to the one for the CL series console, but with just the last number different. (For example, if CL series console is 192.168.0.128, give an address to the iPad such as 192.168.0.**124**).
- f) Subnet Mask: enter “255.255.255.0”.
- g) Router: enter the IP Address of your Wi-Fi Access Point (printed on the bottom of the device or in the user’s manual)
- h) DNS: enter the IP Address of your Wi-Fi Access Point (as in step g)
- i) Press the iPad’s Home button to exit the Settings menu.

3.2.3 Network switching (V7.0 and later)

If using iOS 9.3 and later with CL StageMix V7.0 and later, you can connect to a network using a wired connection in addition to a wireless connection. A Lightning to USB 3 Camera Adapter and USB Ethernet Adapter are required to use a wired connection.

You can switch between a wireless and wired connection when offline; you cannot switch while online.

3.3 StageMix Setup

Launch the “CL StageMix” App



The “Select Mixer” screen will appear. From this screen, you can do any of the following things:

- Access the OFFLINE DEMO mode to explore the features and user interface of CL StageMix.
- Configure StageMix to work with a CL console.
- Select a CL console that has already been configured to work with your iPad and begin using StageMix.

3.3.1 OFFLINE DEMO

If [OFFLINE DEMO] is pressed in the “Select Mixer” screen, the functions of StageMix will operate independently of any mixing console. It is a useful way to demonstrate and learn how to use the app without the need for a mixer. Level meters and most Scene Memory functions do not work in this mode.

3.3.2 Configure StageMix to Work with a CL series Console

- i. Press [ADD MIXER] to open the following screen:

Add Mixer

Name CL5

IP Address 192.168.0.52 ✓

Model CL5 CL3 CL1

iPad IP Address 192.168.0.51

ADD MIXER

CANCEL

- ii. Tap on the blank Name field and enter a name for your CL series console using the iPad's onscreen keyboard.
- iii. Enter the CL series console's IP address noted in [3.1](#). The default IP Address may not need to be changed but confirm this in the Network Setup screen of the CL series console (refer to [3.1](#)). If you need to modify the IP Address in StageMix, make sure you include the dots between the sets of numbers (as shown above). If the entered console IP address is in a compatible range with the iPad's current IP address (displayed beneath), a green tick will be displayed to the right of the console IP address. If the entered IP address is in-compatible range with the current IP address of the iPad, a red cross is displayed – please enter a console IP address in a compatible range. Please note, having a green tick displayed does not mean that the entered console IP address for the console is accurate or that the console has been automatically detected. Please check the console for the currently assigned IP address to ensure that the correct address is being entered into StageMix.
- iv. Select the Model of CL series console.
- v. Press the [ADD MIXER] button at the bottom of the screen.
- vi. For reference, the currently assigned IP address of the iPad is displayed beneath the console model buttons.

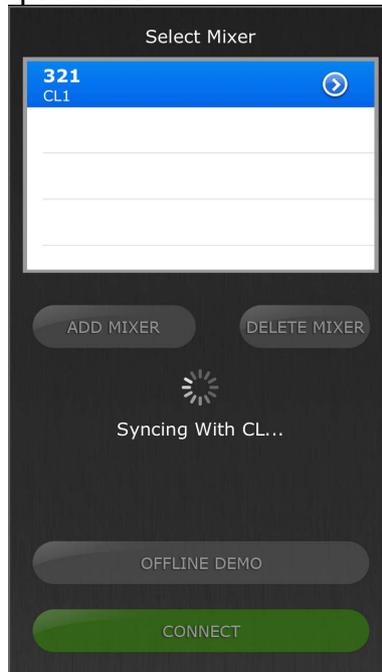
Note: From StageMix V6 onwards, it is no longer necessary to enter the console MAC Address.

3.3.3 Select a Mixer

If your iPad has been configured to work with a CL series console, select the mixer from the list. (The model of mixer (CL1, CL3 or CL5) will appear in smaller text below the mixer's name.)

3.3.4 Connect and Synchronize with the CL Console

Click the [CONNECT] button to connect to the console and begin the synchronization process.



The message "Syncing With CL..." will appear while StageMix is obtaining parameters from the console. After this process is complete, the Mixer window will appear and StageMix is ready to be used.

Up to 5 iPads running StageMix can be connected to the console simultaneously.

If StageMix cannot connect with your console, refer to the Troubleshooting section ([11.0](#)) at the end of this document for possible solutions.

3.3.5 Edit Mixer Configurations

The parameters of a saved Mixer Configuration can be viewed and edited by tapping the right arrow button next to a mixer's name. This will open the Edit Mixer screen which allows the Name and IP Address to be verified and edited using the procedures described in section [3.3.2](#). After editing, press [SAVE MIXER] to save any changes.

4.0 Mixer Window

The main page of the StageMix is called the “Mixer” window. It shows the EQ curves, Pan positions, Dynamics status, [CUE] and [ON] buttons, faders, level meters, and channel names and colors for eight adjacent channels.



Across the top of the screen, level meters and faders are displayed in blocks of channels for mono Input Channels 1-32, Stereo Input Channels 1-8, Mix and Matrix busses, and the Master Stereo and Mono busses. This is the “Navigation/Meter Bridge”.

From StageMix Version 7, there is a new option in the Navigation/Meter Bridge to access the “Custom Fader Layer” view. Refer to section [4.2.1](#) for details.

4.1 Channel Bank Navigation

Press any of the “Navigation/Meter Bridge” blocks to select the bank of channels to be viewed and controlled in the channel strips below.

4.2 Layer Navigation

Press the [CH 1-32] or [CH 33-72] button to make those banks of channels available in the “Navigation/Meter Bridge”. Stereo Inputs 1-8 are available as part of the [CH 1-32] bank.

The Layer Navigation button displays black text on a white background to indicate the active Layer.

4.2.1 Custom Fader Layer

Press the [CUSTOM] button in the meter bridge to access the Custom Meter Bridge layout.



To assign a fader bank to a meter bridge block, touch and hold on a fader/meter block. An assignment pop-up menu will be displayed which contains a list of all available fader banks for the connected console model, including all standard fader banks, DCA banks and Custom Fader Banks. Touch the desired fader bank to assign it to the chosen fader block. Repeat this operation to assign multiple fader banks to the available meter bridge blocks.



Left/Right navigation buttons can be used to navigate to other meter blocks without leaving the assignment pop-up. To exit the assignment pop-up, touch anywhere outside of the pop-up or touch the close button in the top right corner.

On the far-right side, is the master block. This block can be assigned as either the standard master bank (as found in the standard meter bridge in StageMix), or as the custom master bank as set on the console.

Please note, it is not possible to edit Custom Fader Bank channel assignments from StageMix. Please use the Console or CL Editor for this function.

4.2.2 Custom Fader Bank Naming

Once a fader bank has been assigned to a meter bridge block, a name can be given to the bank.

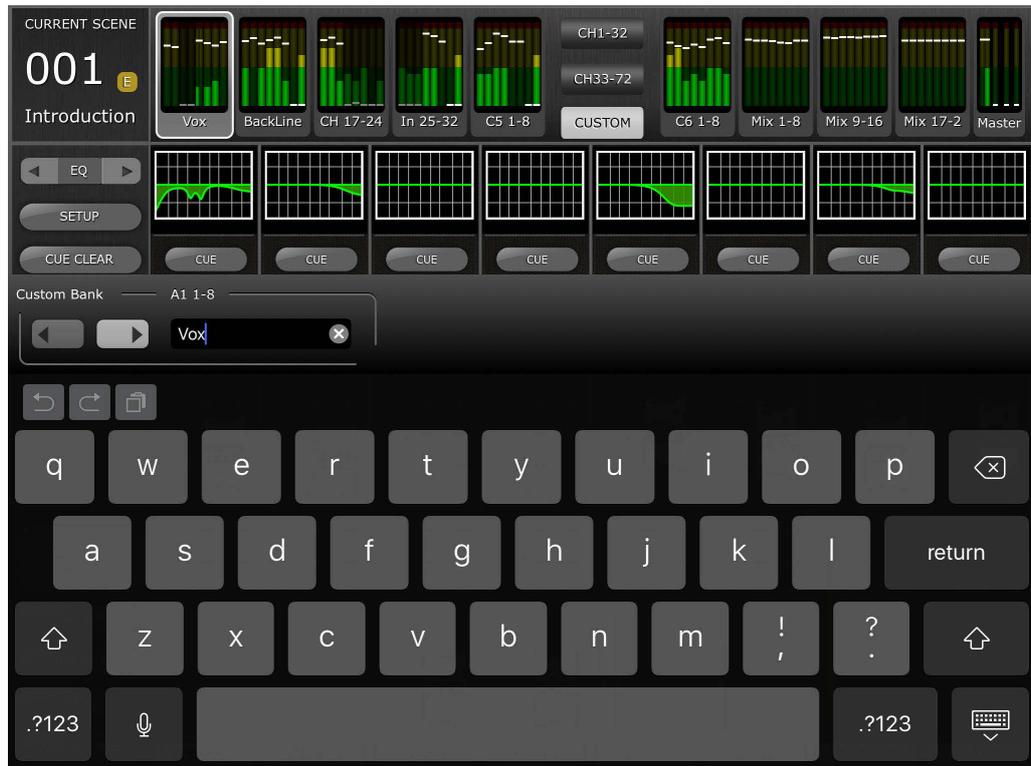
Double tap on the desired fader bank in the meter bridge to open the keyboard. Once a name has been applied, press [return] to close the keyboard.

Alternatively, use the left/right arrow keys to move to other banks along the meter bridge, to name those banks without having to close the keyboard and re-select the next block.

The bank name is now displayed under the applicable fader block in the meter bridge.

The name is linked to the chosen fader bank, not the block position in the meter bridge. If a named fader bank is changed to a different meter bridge block location, the name of that bank will automatically follow.

Please note, in order to name a fader bank it is first necessary to assign it to the meter bridge.



4.2.3 Storing of Custom Meter Bridge Layout and Names

The assigned custom meter bridge fader bank layout and naming's, are stored as part of the currently in-use Mixer Preset – as created in the front page of StageMix.

If a Mixer Preset is deleted or the console model is edited, the associated layout and naming's will also be deleted.

4.3 Channel Names and Colors

The name and color of each channel appears in StageMix as it does in the CL series console. The names are dimmed if the channel is switched off.

Double-tap on the channel name in the Mixer window to edit the name and color. Type in a name and press [return]. Alternatively, navigate to another channel using the left/right cursor buttons above the keyboard. This allows multiple channels to be named before closing the keyboard.

4.4 Faders

Each fader has its channel number displayed on its cap. The fader cap must be touched to allow the level to be adjusted. When a fader cap is touched, its background will lighten and its current dB value will be displayed. Using the iPad's multi-touch facility, up to eight faders can be moved simultaneously.

Note: "Multitasking Gestures" must be turned Off in the iPad in order to allow four or more faders to be adjusted simultaneously (refer to [11.8](#) for details).

4.4.1 Long Faders

Press the [LONG FADERS] button at the bottom-left corner of the Mixer window to allow more accurate adjustment of fader levels. In this view, EQ, Pan, Dynamics and the “Navigation/Meter Bridge” are not visible.



4.4.2 Navigation in Long Faders Mode

Although the “Navigation/Meter Bridge” is not visible in Long Faders mode, it is possible to navigate up or down in banks of 8 channels using the left/right arrow buttons in the upper left area of the Mixer window.

Press the [LONG FADERS] button in the bottom-left corner again to return to the Mixer Overview.

4.5 Channel ON

Press [ON] to change the on/off status of the channel. The button is green when the channel is on. When a channel is off, its name and level meter will dim and its fader position shown in the “Navigation/Meter Bridge” will also dim.

If a channel is muted as part of a Mute Group, the ON button will blink.

4.6 CUE

The [CUE] buttons for each channel control the mixer’s Cue functions. Their operation mode corresponds to the status of the Cue Mode in the Setup screen (refer to [10.10](#)).

When [LAST CUE] mode is active, only one channel can be cued at a time. When [MIX CUE] mode is selected, multiple channels can be cued simultaneously.

The [CUE CLEAR] button will cancel any cues that have been activated. This is useful when there are multiple cues to cancel, and when some are hidden in other layers.

4.7 Dual Cue Mode

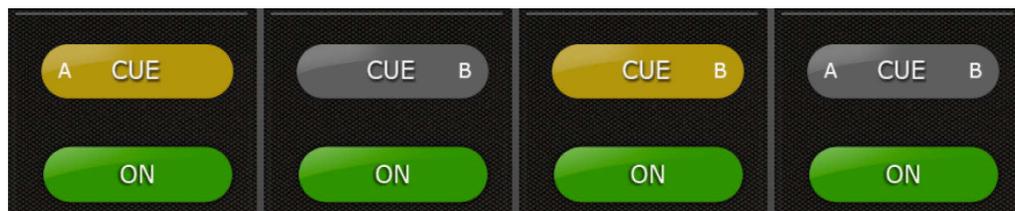
With V4 firmware and higher, a second cue bus (Cue B) can be created using Matrix 7/8. This assignment can be made in the console only.

4.7.1 Channel Mode

In Channel mode, every channel in the console can be assigned to one of the following Channel Settings:

- A
- B
- A+B

These assignments will be displayed as part of the CUE button for every channel in StageMix:



If a Cue for a channel is active, the Cue button will be yellow.

4.7.2 Cue Clear

In Channel Mode, a popup will appear when the [CUE CLEAR] button is pressed. This provides a choice of which Cue busses will be cleared:

- [A]
- [B]
- [ALL]

4.7.3 Remote Mode

In Remote mode, Cue functions in StageMix will exclusively control the Cue B Bus.

If the [CUE CLEAR] button is pressed, the Cue B Bus will be cleared.

4.8 SOLO Mode

When SOLO mode is ON, the [CUE] buttons in StageMix change to [SOLO] buttons. These buttons turn red when they are enabled.

Note: this does not apply if Remote mode is also active.

SOLO mode effectively operates in addition to Cue mode. When a channel is Soloed, it is also Cued.

If Remote mode and SOLO mode are both active, StageMix will control the Cue B Bus and Solos will be accessible from the console only.

If SOLO mode is used along with Dual Cue Channel Mode, the [SOLO] buttons will also include A and B indicators to identify their Cue bus assignments.

4.9 Master Bank

Pressing the [Master] block in the “Navigation/Meter Bridge” will cause channels from the master section to appear in the fader strips. Included in this block are the Stereo Master channel, Mono Master channel and the Monitor Level and On control.

Note: there are two EQ thumbnails above the Stereo Master channel. Parametric EQ is always linked for the left and right sides of the Stereo Master channel. However it is possible to have independent GEQs assigned to the left and right side of the Stereo Master.



4.10 GAIN

The gain for each input channel can be controlled using the faders in StageMix. Press the [GAIN] button in the lower left area of the Mixer window to enter GAIN mode.

Note: the [GAIN] button will only appear when a bank of Input Channels is selected since there are no Gain parameters for Output Channels.

Input channels can have both Analog and Digital Gain parameters. When GAIN mode is selected, a second button labelled [DIGITAL] appears above the [GAIN] button.

If the [DIGITAL] button is not highlighted, then Analog Gain mode is active. The background behind the channel faders will be dark red to indicate that StageMix is in Analog Gain control mode.

Faders can be moved to change the Analog Gain for each channel. The gain value of each head amp will be displayed above the fader while any fader cap is being touched. Up to 8 faders can be adjusted simultaneously.

Faders will only appear for channels that have a head amp available.



4.10.1 Digital Gain

When Gain Mode is active, the user can also adjust the Digital Gain for any channel. Press the [DIGITAL] button to assign all StageMix faders to control the Digital Gain parameters. The background will change to a blue shade to indicate that Digital Gain mode is active.

4.10.2 Gain Compensation Mode

Gain Compensation can be activated for each input channel independently in CL series consoles. In Analog Gain mode, a [GC] button in each channel strip allows Gain Compensation to be turned On or Off from StageMix.

The [GC] button will only be available for channels that are patched to a Rio I/O Rack that provides Gain Compensation capability. The [GC] button will turn blue when Gain Compensation is active for that channel.

In Analog Gain mode, a blue dot will appear next to the fader to indicate the original Analog gain position. If Gain Compensation is turned off for a channel, the gain control fader will return to this position. (Refer to the CL series console's Owner's Manual for more detailed information about Gain Compensation mode and functions.)

4.10.3 Analog Gain / Digital Gain Link

When the [LINK] button is enabled for an input channel, any changes made to the Analog Gain will be linked to the Digital Gain.

Note: this feature is only available for CL V2.0 firmware or higher.

The [LINK] button will only be available for channels that are patched to a Rio I/O Rack that provides Gain Compensation capability.

Note: although the [LINK] button may be enabled or disabled at any time, linking of Analog and Digital Gain only occurs when Gain Compensation is active for the input to that channel.

4.10.4 ALL GC ON

Press the [ALL GC ON] button to activate Gain Compensation for every channel in the console that is patched to a Rio I/O Rack input which provides the Gain Compensation capability. A confirmation dialog will appear before this function is executed.

4.10.5 ALL GC OFF

Press [ALL GC OFF] to turn off Gain Compensation for all channels. A confirmation dialog will appear before this function is executed.

4.10.6 Input Port

When GAIN mode is active, the input port assigned to each channel will be displayed at the top of each channel strip (EQ, Pan and Dynamics are not displayed when GAIN mode is active). Input Port is a display-only parameter and cannot be edited from StageMix.

4.10.7 Phantom Power

The 48V phantom power status for each input channel is also displayed at the top of each channel strip when GAIN mode is active. The 48V indicator will appear in red when phantom power is active.

Phantom Power for each channel can be switched On or Off from StageMix if the relevant preference is ON in the SETUP screen (refer to [10.5](#)). Tap on the [48V] button and a confirmation popup will appear.

By default, the 48V phantom power indicators are display-only and cannot be edited from StageMix.

4.10.8 Phase

The Phase setting for each input channel appears near the top of the channel strips when GAIN mode is active. The Phase setting can be edited from StageMix by pressing this button. The button will have a grey background when the Phase setting is normal and will change to an orange background when Phase is reversed.

4.10.9 Dante Wireless Microphone Control and Monitoring

When a Dante based wireless microphone is patched and assigned to an input channel, the channel GAIN fader background color will change to Purple and control and monitoring of the wireless microphone will be displayed above the fader.



The fader will control the output gain of the wireless receiver(RX) channel. Above the fader, the current battery status of the wireless microphone is displayed. To the right-side of battery indicator, the Mute status of the receiver audio output is shown (if available on the wireless

receiver). Touch here to mute or un-mute the receiver output – a confirmation popup will be displayed.

Please note, when a Dante based Wireless Microphone is patched to the channel, there is no analog gain as it is replaced by the Receiver output gain control.



Above the battery and mute indicators, is the RF Intensity meter and the diversity A/B indication.

All other controls in the GAIN channel stripe remain the same as with other input types. With the exception of GC and Analog Gain/Digital Gain Link controls, which do not apply to Wireless Microphone inputs via Dante.

4.10.10 Non-Dante Wireless Microphone Control and Monitoring

If a non-Dante based Wireless Microphone is patched to an input channel, the HA channel strip will show a RF button above the input meter to the left of the HA fader.



Touch on this button to switch that HA channel strip to its RF control and monitoring view. The channel strip will turn purple to indicate that it is now displaying an RF channel, and the button above the meter will display RX to indicate that the HA fader is now controlling RX gain. If the non-Dante Wireless Microphone system includes TX gain control, press the RX button again to switch the channel strip to show the TX gain parameter on the HA fader. All other control and monitoring functions remain the same. If the TX gain is not available, no fader will be shown.

To return to the analog HA input fader strip, touch again on the RX/TX button.

Refer to section [4.10.9](#) for details of the available RF control and monitoring functions.

4.10.11 Input Port Patching

To access Input Port Patching control, double tap on the port display label above the Phase control button for the desired input channel. This will open the Input Port Patch view.



The selected channel number and name is displayed in the top line of the window at the top of the view. Underneath this, is the currently applied input port.



Select the port type from the bottom area of the view, and then select required input port to change the input patch for the selected channel.

A patch change confirmation message may apply. This will depend on the Patch Confirmation settings, as found in User Preferences on the connected mixing console.

To change the patch of another input channel, use the left/right arrow buttons to navigate up or down the console's input channels.

Alternatively, press and hold on either of the arrow buttons to open a navigation window, from which any input channel can be directly selected.

Please note – the CH Select Follow options apply, as configured in StageMix [SETUP].

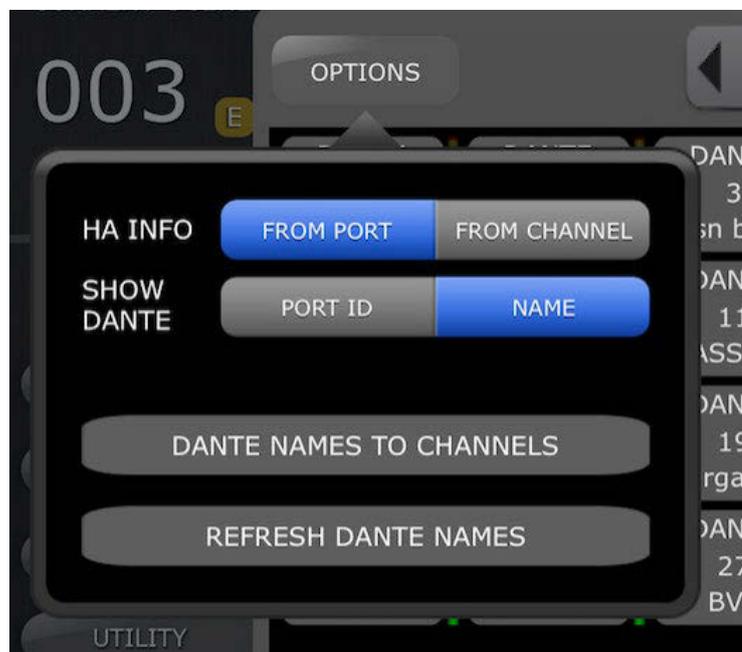
Input level metering is shown to the right side of each patch button.

Select [CLOSE] to exit the Input Port Patch view.

4.10.12 Input Port Patch Options

In the top-left of the Input Port Patch View, is the Patch [OPTIONS] menu. This contains numerous functions related to input patching –

- HA INFO – FROM PORT/FROM CHANNEL. This mirrors the same function on the connected console. Please refer to the console user guide for more information on this feature.
- SHOW DANTE – PORT ID/NAME. Use this to select whether to display the Dante Port ID numbers or Dante channel names on Dante patch buttons. If no Dante channel names have been set in Dante Controller, then no name will be displayed. If no Dante Network Port is patched to any of the console Dante Input ports, then “----” will be displayed on the relevant patch selection buttons.
- DANTE NAMES TO CHANNELS. This will copy and paste all of the Dante Network Input port names for the console to all of the correspondingly patched console input channels in a single operation. If any Dante channel names are changed at a future time, please repeat this operation. Remember to store the scene after performing this operation.
- REFRESH DANTE NAMES. StageMix will fetch the Dante channel names for Dante Input Ports 1-64 at initial sync. But if any of these names are subsequently edited from Dante Controller, use this function to update the Dante channel names in StageMix. If necessary, use the [DANTE NAMES TO CHANNELS] function to update channel names again and store to relevant scenes.



4.10.13 Multi-Channel Input Patching

This allows the user to patch multiple consecutive input channels in a single operation.

To access Multi-Channel Input Patching, select the first channel that the patch will start from, and touch and hold on the desired starting point input patch source in the patch grid.

The following popup will be displayed.



Using the keypad, enter the required number of consecutive channels to be patched. On the left-side of the popup, the start and end channel for the multi-channel patch will be displayed, along with the start input port and the end input port. Touch [SET] to perform the patch and a confirmation message will be show, which outlines the total patch operation which will be performed. Touch YES to continue with the Multi-Channel Patch, or NO to return to the Multi-Patch popup.

To close the Multi-Patch popup, touch anywhere outside of the popup.

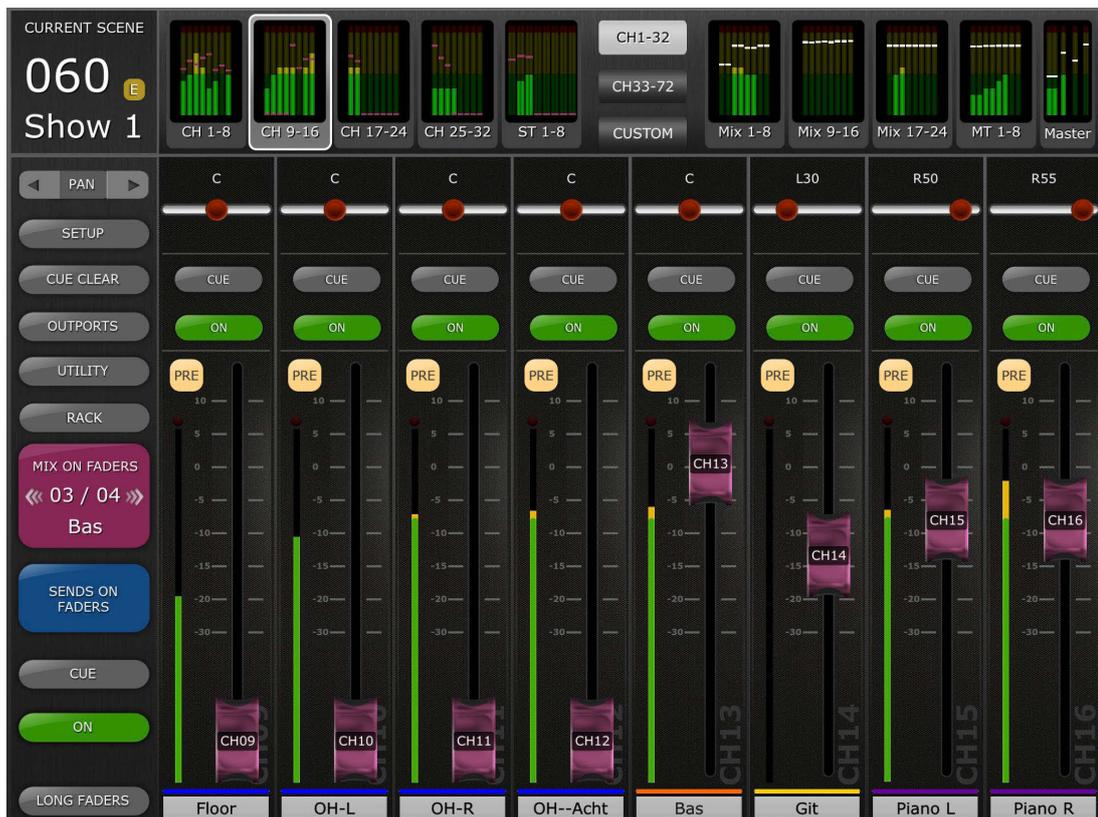
Please note – Multi-Channel Patching uses consecutive channels and input port sources of the same input port type. It is not possible to select multiple ranges of input channels or different input port types for a Multi-Channel patch operation.

The number of input channels that can be patched in a Multi-Patch operation is limited by the starting channel and input port number. I.e. If the start point for the Multi-patch is ch40 and the console has 48 input channels, the maximum number of channels that can be entered using the keypad will be 9 as that the number of remaining channels above the starting channel of the multi-channel patch.

If there is a limited number of input ports available for the selected input port type above the starting port, this will also limit the number of channels that can be patched. i.e. If Dante input 50 is selected as the starting port for the Multi-Patch, the maximum number of channels that can be patched is 15, as there are 15 Dante ports available including and above the selected port (Dante IN 50 to 64).

4.11 SENDS ON FADERS

Press the [SENDS ON FADERS] button in the left column of the Mixer screen to access sends to Mix and Matrix Busses. In “SENDS ON FADERS” mode, each fader controls the send level from its channel to the currently selected Mix or Matrix Bus. The fader level indicators in the “Navigation/Meter Bridge” will show the positions of all the Mix Send Levels if the appropriate Preference is On in the Setup screen (refer to [10.4](#)).



The large [MIX ON FADERS] button displays the currently selected Mix or Matrix Bus number and its name. The color of this button matches those used in the CL console.

[CUE] and [ON] buttons appear below the [SENDS ON FADERS] button, allowing the currently active Mix Bus to be Cued and turned On/Off.

There are two ways to select a target Mix Bus:

- a) Use a swipe gesture on the [MIX ON FADERS] button to increment/decrement through the Mix and Matrix Busses.
- b) Press the [MIX ON FADERS] button to access a popup screen which allows direct selection of any Mix or Matrix Bus.



Select the Target from Mix 1-24 and Matrix 1-8. The currently selected Mix will appear as a white button with a check mark. Stereo pairs appear as single large buttons.

Notes:

- When Surround Mode is active, Mix Busses 1-6 will not be available as they are assigned to function as the surround output busses.
- When a Mix block is active in the “Navigation/Meter Bridge”, only Matrix 1-8 will be available in the “Select Target” popup.
- When the Matrix block is selected in the “Navigation/Meter Bridge”, the [SENDS ON FADERS] button is not available.

4.11.1 Mix Send Levels

When in “SENDS ON FADERS” mode, the fader in each channel strip controls the level being sent from that channel to the currently selected Mix or Matrix Bus.

Note: if a Mix Bus is set to “Fixed” mode, send levels to that Mix Bus are fixed at 0dB and cannot be adjusted. Mix Send faders will not appear when a Mix Bus set to “Fixed” mode is selected.

4.11.2 Mix Sends ON

In “SENDS ON FADERS” mode, the [ON] button in each channel strip is used to turn On/Off the Mix Send from each channel to the currently selected target Mix or Matrix bus.

4.11.3 Mix Send PRE/POST

The send from each channel can be assigned to be Pre or Post fader. A button above the meter in each channel strip displays the Pre/Post state and can be pressed to change the state. The [PRE] button appears yellow when On and grey when Off.

4.11.4 Global PRE/POST

Press and hold a [PRE] button to make global Pre or Post fader assignments. A popup will appear providing the following options:

- ALL MIX/MATRIX BUSSES PRE FOR THIS CHANNEL
- ALL MIX/MATRIX BUSSES POST FOR THIS CHANNEL
- CURRENT MIX/MATRIX BUS PRE FOR ALL CHANNELS
- CURRENT MIX/MATRIX BUS POST FOR ALL CHANNELS

4.11.5 Stereo Mix Pan

When a Stereo Mix Bus is active as the “Target Mix Bus”, a Pan slider will be available at the top of each channel strip in “SENDS ON FADERS” mode. Adjusting this slider will change the Pan position for that channel’s send to the currently active Stereo Mix Bus. The Pan position’s numerical value appears above the slider.

If the Pan Link function is active for the currently active Stereo Mix Bus, a link icon will appear below the Pan slider. When Pan Link is active, adjusting a channel’s Pan slider will affect the Pan parameter for that channel to the Master Stereo Bus and all other linked Stereo Mix Busses.

Note: Pan Link mode for each Stereo Mix Bus can only be activated in the console, not from StageMix.

To exit “SENDS ON FADERS” mode, press the [SENDS ON FADERS] button in the left column.

4.11.6 Selected MIX/MT Overview in Sends on Faders

When Sends On Faders mode is first entered, an overview of the parameters of the selected Mix or MT channel is displayed by default in the area above the faders.

On the left side is displayed the selected Mix or MT number and name with color, fader level indication of the Mix/MT bus with arrows for

nudge control of the mix output level, Cue and ON buttons, PAN/BAL control and Stereo/Mono bus routing indication and control (Mix only). The right side displays thumbnail views of the PEQ, Dynamics and Inserted processors, and these can be used to directly access those editors.

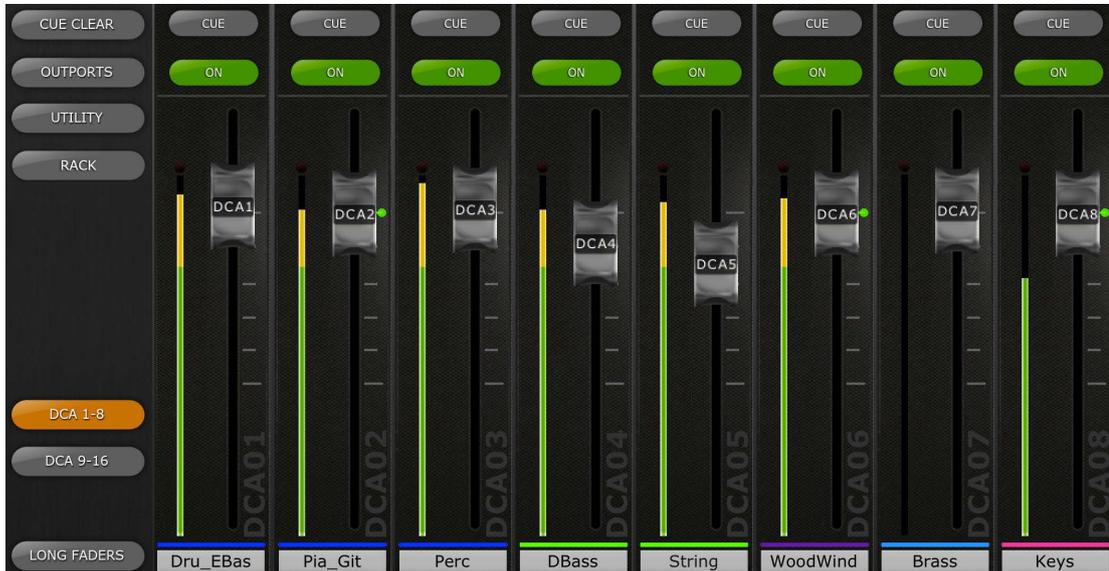
To access Mix/MT Send Pan control for input channels for the selected send bus, use the arrow buttons of the control strip, above the [SETUP] button. To return the Selected Mix/MT view again, use the same arrow buttons.

When a Stereo Mix or Matrix is selected, a small L or R indication is displayed above the Mix/MT number and name. This shows which side of that Stereo Mix/MT is currently displayed. Touch on this indication to switch to the other side. This gives access to channel inserts on both sides of the selected Stereo Mix /Matrix.



4.12 DCA FADERS

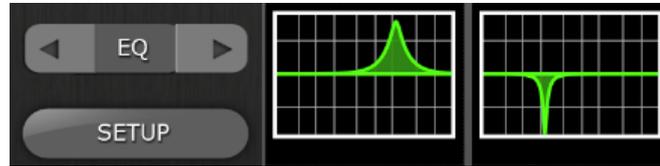
Press the [DCA 1-8] or [DCA 9-16] button to access the console's 16 DCAs. A green LED will appear next to each DCA fader when it is set to exactly 0dB. DCA faders can be quickly set to exactly 0dB by double-tapping on the fader if the relevant Preference is On in the Setup screen (refer to [10.8](#)).



Press the [DCA 1-8] or [DCA 9-16] button again to exit the DCA fader bank and return to the previously selected bank. Alternatively, press any bank in the “Navigation/Meter Bridge” to directly access that fader bank.

5.0 EQ / PAN / 5.1 / DYNAMICS

The thumbnail area at the top of each channel strip displays an EQ curve, the Pan position, the 5.1 Surround Pan position, or Dynamics status for that channel.



The buttons to the left of the thumbnails are used to select between EQ, PAN, 5.1 and Dynamics mode by tapping on the left or right cursor button.

Note: the 5.1 option will only be available when Surround Mode is active in the console. This feature is only relevant for CL V3 firmware and higher.

5.1 EQ

Every channel in the CL series console has a dedicated Parametric EQ (PEQ). CL series consoles also have Graphic EQs (GEQs) that can be assigned (inserted) on input or output channels. 8-Band PEQ can also be used as an alternative to a GEQ.

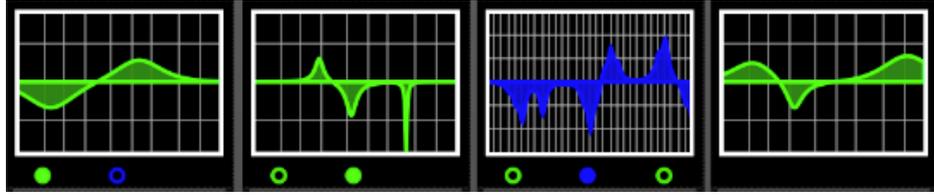
Note: assignment of GEQs to channels and mounting of 8-Band PEQs in the GEQ Rack must be done on the console and cannot be done in StageMix.

5.1.1 EQ Curve in Mixer Window

The EQ curve section on the Mixer Window will show the user whether a GEQ or 8-Band PEQ is available on any channel. If a GEQ or 8-Band PEQ is available on a channel in addition to the dedicated 4-Band PEQ, the user will be able to view the curve for any of these EQs and access the editing screen for any type of EQ.

Green and blue dots below each EQ curve indicate the types of EQ available on that channel, the insert position for the GEQ or 8-Band PEQ, and the type of EQ that is currently displayed for that channel. A green dot indicates PEQ and a blue dot indicates GEQ. When only the dedicated 4-Band PEQ is currently available on a channel, no dots will appear below the curve.

Every channel in a CL console has two insert points and GEQs or 8-Band PEQs can be inserted into either of these points. A blue or green dot in the middle of the EQ thumbnail area represents a GEQ or 8-Band PEQ in Insert 1. A blue or green dot on the right side represents a GEQ or 8-Band PEQ in Insert 2. The green dot for dedicated 4-Band PEQ will always be on the left side of the thumbnail area.



In the example above:

- Mix Bus 1 has a GEQ in Insert 1, indicated by the blue dot in the center below the curve. The dedicated 4-Band PEQ is currently being displayed (the green dot is solid and the curve is green).
- Mix Bus 2 has an 8-Band PEQ in Insert 1, and the 8-Band PEQ is currently being displayed (the green dot is solid and the curve is green).
- Mix Bus 3 has a GEQ in Insert 1 and an 8-Band PEQ in Insert 2. The GEQ is currently being displayed (the blue dot is solid and the curve is blue).
- Mix Bus 4 has only the dedicated 4-Band PEQ available (no dots appear below the curve).

5.1.2 Selecting PEQ or GEQ

On any channel displaying green or blue dots below the EQ curve, the user can select any of those EQ types to be displayed by using a swipe gesture in the EQ curve area.

5.1.3 Accessing the EQ Editing Screens

To access PEQ or GEQ editing, tap on the EQ curve to open the appropriate EQ Editing Screen.

- If the dedicated PEQ curve is displayed, the PEQ editing screen will be accessed.
- If a GEQ curve is displayed, the GEQ editing screen will be accessed.
- If an 8-Band PEQ curve is displayed, the 8-Band PEQ editing screen will be accessed.

Note: the EQ editing screen will be accessed when the finger is removed from the curve. Swipe gestures will not cause the Editing screen to be accessed.

5.2 PARAMETRIC EQ EDITING



(The screenshot above shows the EQ Editor screen with V4 CL console firmware.)

The current channel's Name, Color, Fader, Level Meters, [ON] and [CUE] buttons are shown in the left column. At the bottom-left, there are "previous" and "next" arrow buttons for navigating to different channels.

- Tap and release on either of these buttons to navigate up or down to the next available channel.
- Press and hold either button to access an array of buttons that provide direct navigation to any available input or output channel in the console.

Buttons above the channel strip section provide direct access to the Dynamics editing screen for the currently selected channel. If a GEQ or 8-Band PEQ is assigned to that channel, these buttons will also provide direct access to the editing screen for those EQs. If the console is in Surround Mode, these buttons will also provide direct access to the 5.1 panning editor.

Navigation between these screens follows this pattern:

PEQ <-> GEQ <-> 5.1 <-> DYN <-> PEQ <-> GEQ etc..

Note: the In/Out meters display the levels going In and Out of the EQ section.

One band of Parametric EQ can be adjusted at a time. Press one of the green circles to select the band, and it will be highlighted yellow. EQ bands in StageMix are labelled as follows:

HP = HPF (input channels only)

1 = Low Band

2 = Low-Mid Band

3 = High-Mid Band

4 = High Band

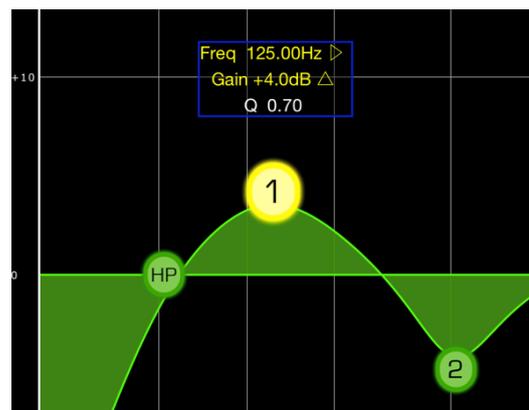
The current values for Freq, Gain and Q will be displayed for the currently selected EQ band.

Gain and Frequency can be adjusted by dragging the circle around the graph. Q is adjusted by using the iPad's "pinch" gesture: hold one finger (or thumb) on the screen while moving another finger closer or further away from the first.

TIP

The most comfortable and accurate way of adjusting Q is to use a vertical pinch movement with the thumb and forefinger.

While an EQ band is being moved, the parameter value will turn yellow to indicate that it has changed. The little arrows show which direction the band should be moved to return to its previous position.



5.2.1 Gain and Frequency Lock

In some cases, it may be necessary to adjust the gain without altering the frequency. Or to adjust the frequency without changing the gain. In this case, the "Gain Lock" or "Frequency Lock" functions can be used. These buttons are located above the EQ graph.

The "Lock" buttons affect all 4 bands (but not the HPF). When a band is adjusted, the locked parameter value becomes red. The lock function is automatically turned off when you navigate to a different channel or select a different EQ band.

5.2.2 HPF

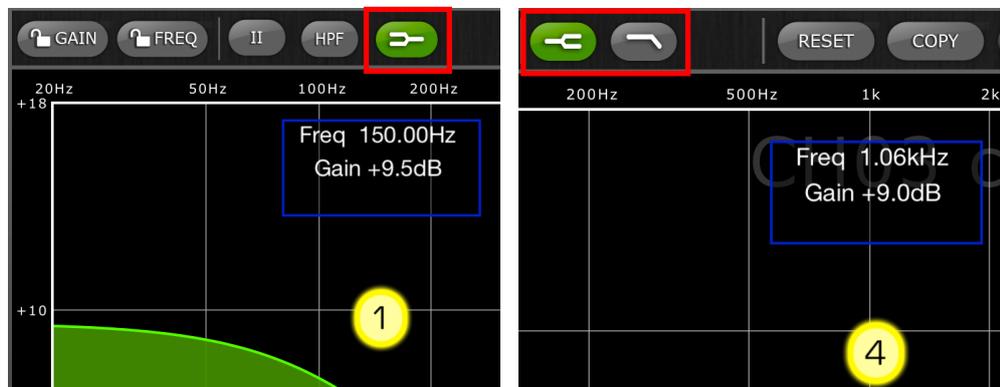
When any input channel is selected in the EQ Editing Screen, an [HPF] button appears at the top of the EQ graph. Press this button to switch the HPF on/off. When the button is green, the HPF is On. HPF has no Gain or Q parameter: only frequency.

The Slope of an Input Channel's HPF can be adjusted between -6dB and -12dB per octave by pressing the buttons in the floating display above the HP dot.

When an output channel is selected in the EQ Editing Screen, the [HPF] button will only appear if band 1 is assigned to the HPF function.

5.2.3 EQ Bands 1 & 4

EQ bands 1 & 4 have additional choices of band-type. Both these bands can be assigned to function as a shelf or a bell, and band 4 can also function as a Low Pass Filter. Band 1 can also be a HPF for Mix, Matrix and Stereo/Mono Master channels. When one of these bands is selected, the relevant additional buttons are shown above the EQ graph.



5.2.4 EQ ON

The channel EQ can be switched on/off with the [EQ ON] button towards the top-right of the EQ screen. It is green when the EQ is on. When the EQ is switched off, the EQ curve will be grey.

5.2.5 EQ RESET

The [RESET] button above the EQ curve allows the EQ to be reset to either its Default values or to Flat. After pressing [RESET], an “Are You Sure?” popup will be displayed before the action is executed.

- Selecting “Default EQ” will reset all EQ parameters for the selected channel back to their default values, including HPF.
- Selecting “Flatten EQ” will set the Gain of bands 1-4 to 0dB, but will not change the Q and Frequency values.
- Select “No” to cancel and exit this function.



5.2.6 EQ TYPE

With V3 CL console firmware, the default EQ Type for every PEQ is Type I. This can be changed to Type II by pressing the [II] button at the top of the EQ editing screen.

With V4 CL console firmware, there are five different EQ Types available. To change the EQ Type, tap on the button to open a popup:



5.2.7 PEQ COPY/PASTE

Parametric EQ parameter settings can be copied and pasted from one PEQ to another. Press the [COPY] button to capture the parameter settings of the current PEQ. Navigate to another channel and press [PASTE].

Note: the [PASTE] button will only be available when a suitable channel has been selected. PEQs for Input Channels can only be copied to other Input Channels, and PEQs for Output Channels can only be copied to other Output Channels.

5.2.8 RTA ON

A Real-Time Analyzer function is integrated into the PEQ editing screen. The iPad's built-in microphone is used as the input source for the RTA. Alternatively, an external mic connected to the headset jack can be used. Gain level is selected in the Setup Screen (refer to [10.20](#)).

When the [RTA ON] button is highlighted with a green background, a 61-band or 121-band Real-Time Analyzer will be displayed as part of the EQ editing graph. The number of bands used for the RTA can be selected on the Setup screen (refer to [10.21](#)). This function is primarily intended to allow the sound engineer to move around the stage and identify problem frequencies in different locations, which could then be corrected using the parametric or graphic EQs.

5.2.9 RTA HOLD

Press the [HOLD] button to enable this function. The button will be highlighted with a yellow background. The RTA HOLD mode is selected in the Setup Screen (refer to [10.19](#)).

5.2.10 BAND BYPASS

With V4 CL console firmware, each of the PEQ bands can be independently bypassed using the buttons labelled 1-4 above the editing area. The buttons will be highlighted in orange when a band is bypassed.

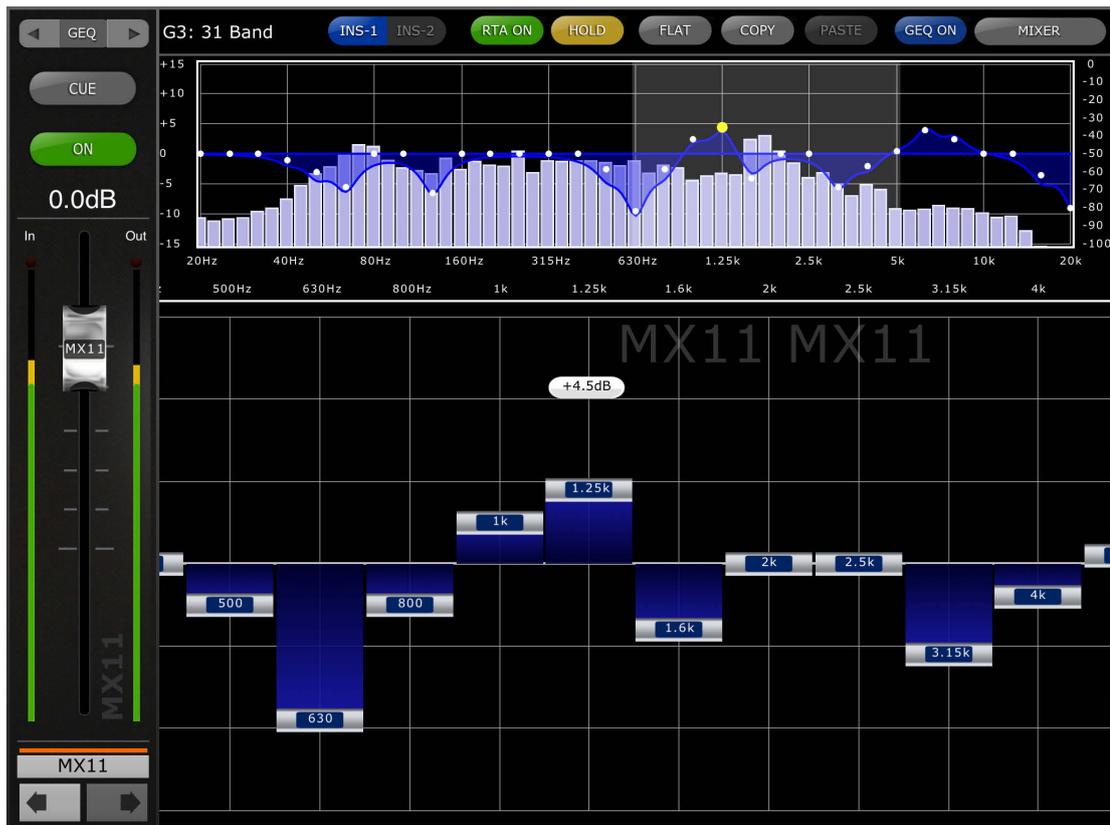
To exit from the EQ window and return to the Mixer window, press the [MIXER] button at the top-right of the display.

5.3 GRAPHIC EQ EDITING

GEQ Overview

In the upper portion of the GEQ Editing Screen, the complete GEQ curve is displayed along with the gain positions for all 31 bands. White dots represent the position for each of the 31 bands. (These dots change to yellow and become larger when they are being touched in the Editing section below.)

RTA data is displayed behind the GEQ Overview when the RTA is turned ON in this screen.



The current channel's Name, Color, Fader, Level Meters, [ON] and [CUE] buttons are shown in the left column. At the bottom-left, there are "previous" and "next" arrow buttons for navigating to different channels. Pressing these buttons will only access other channels that have GEQs assigned to them.

Note: the In/Out meters display the levels going In and Out of the EQ section.

5.3.1 Navigation in the GEQ Overview Section

Tapping anywhere in the GEQ Overview will cause the GEQ sliders in the Editing section to jump to that range of the GEQ (represented by a light grey area in the overview). Touching the selected range in the Overview and dragging it left / right will scroll the range of GEQ sliders.

5.3.2 Rack Position

In the upper-left area of the GEQ screen, the Rack position of the channel's GEQ will be displayed.

5.3.3 GEQ Type

Next to the Rack position, the type of GEQ is identified as either “31 Band” or “Flex 15”. In the case of a Flex 15 GEQ, a larger-sized number indicates the remaining number of available bands for that GEQ. As each band is adjusted away from 0dB, the number of available bands will decrease. This number will turn red when no further bands are available to be edited.

5.3.4 Insert Position

The button next to the GEQ Type indicates whether the GEQ is inserted into Insert 1 or Insert 2. In the rare case of having GEQs inserted in both positions, this button can be used to select between the two GEQs.

5.3.5 RTA ON

A Real-Time Analyzer function is integrated into the GEQ editing screen. The iPad’s built-in microphone is used as the input source for the RTA. Alternatively, an external mic connected to the headset jack can be used. Gain level is selected in the Setup Screen (refer to [10.20](#)).

When the [RTA ON] button is highlighted with a green background, a 61-band or 121-band Real-Time Analyzer will be displayed as part of the GEQ overview. The number of bands used for the RTA can be selected on the Setup screen (refer to [10.21](#)).

5.3.6 RTA HOLD

Press the [HOLD] button to enable this function. The button will be highlighted with a yellow background. The RTA Hold mode is selected in the Setup Screen (refer to [10.19](#)).

5.3.7 GEQ FLAT

The [FLAT] button will reset all GEQ bands to 0dB. A confirmation dialog will appear before this function is executed.

5.3.8 GEQ Copy/Paste

GEQ parameter settings can be copied and pasted from one GEQ to another. Press the [COPY] button to capture the parameter settings of the current GEQ. Navigate to another channel that has a GEQ assigned and press [PASTE].

Note: the [PASTE] button will only be available when a suitable GEQ has been selected. Only 31 Band GEQs that use up to 15 bands can be copied to a Flex 15 GEQ. Settings copied in the CL series console cannot be pasted in StageMix.

5.3.9 GEQ ON

The [GEQ ON] button in the upper-right part of this screen turns the GEQ On or Off. The button appears blue when GEQ is On and turns

grey when GEQ is Off. When Off, the GEQ display curve will also turn light grey.

5.3.10 Editing GEQ Bands

Sliders in the lower portion of the GEQ screen allow each band of EQ to be edited. Multiple bands can be edited simultaneously with up to 10 bands appearing at any one time. Touch the silver sliders for one or more bands and move them vertically to adjust the gain for each band. The gain parameter value will appear in a floating display above any GEQ slider while it is being touched.

Note: sliders will become transparent and cannot be operated when there are no remaining bands available for a Flex 15 GEQ.

5.3.11 Navigation in the GEQ Editing Section

In addition to navigation in the upper GEQ Overview section, swipe gestures can be used to navigate through the GEQ bands in the lower editing section.

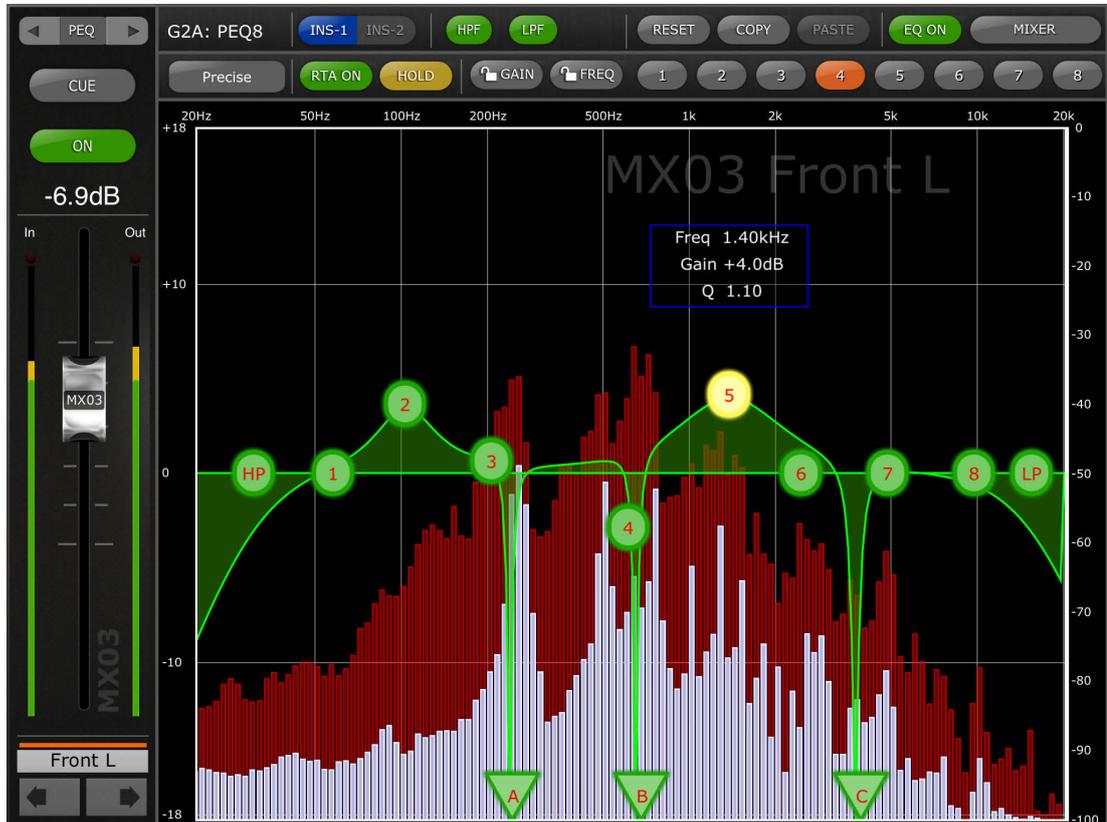
If you have accessed the GEQ Editor from the Mixer window, press the [MIXER] button at the top-right of the display to return to the Mixer window.

If you have accessed the GEQ Editor from the Rack screen, press the [X] button in the upper right corner to return to the Rack screen.

5.4 8-BAND PEQ EDITING

One band of 8-Band Parametric EQ can be adjusted at a time. Press one of the green circles to select the band, and it will be highlighted yellow. EQ bands are labelled as HP (High Pass Filter), 1-8 and LP (Low Pass Filter).

Additionally, 3 notches filters are also provided, labelled as A, B and C.



5.4.1 EQ TYPE

There are four different EQ Types available. To change the EQ Type, tap on the button to open a popup:



5.4.2 HPF

An [HPF] button appears at the top of the EQ graph. Press this button to switch the HPF On/Off. When the button is green, the HPF is On. HPF has no Gain or Q parameter: only Frequency.

The Slope of the HPF can be adjusted between -6dB, -12dB, -18dB and -24dB per octave by pressing the buttons in the floating display above the HP dot.

5.4.3 LPF

An [LPF] button appears at the top of the EQ graph. Press this button to switch the LPF On/Off. When the button is green, the LPF is On. HPF has no Gain or Q parameter: only Frequency.

The Slope of the LPF can be adjusted between -6dB, -12dB, -18dB and -24dB per octave by pressing the buttons in the floating display above the LP dot.

5.4.4 EQ RESET

The [RESET] button above the EQ curve allows the EQ to be reset to either its Default values or to Flat. After pressing [RESET], an “Are You Sure?” popup will be displayed before the action is executed.

- Selecting “Default EQ” will reset all EQ parameters for the selected channel back to their default values, including HPF.
- Selecting “Flatten EQ” will set the Gain of bands 1-8 to 0dB, but will not change the Q and Frequency values.
- Select “No” to cancel and exit this function.

5.4.5 PEQ COPY/PASTE

Parameter settings can be copied and pasted from one 8-Band PEQ to another. Press the [COPY] button to capture the parameter settings of the current 8-Band PEQ. Navigate to another channel and press [PASTE].

Note: the [PASTE] button will only be available when a suitable channel with an 8-Band PEQ has been selected.

5.4.6 EQ ON

The channel EQ can be switched on/off with the [EQ ON] button towards the top-right of the EQ screen. It is green when the EQ is on. When the EQ is switched off, the EQ curve will be grey.

5.4.7 Insert Position

A button above the 8-Band PEQ editing area indicates whether the 8-Band PEQ is inserted into Insert 1 or Insert 2. In the rare case of having an 8-Band PEQ inserted in both positions, this button can be used to select between the two EQs.

5.4.8 RTA ON

A Real-Time Analyzer function is integrated into the 8-Band PEQ editing screen. The iPad's built-in microphone is used as the input source for the RTA. Alternatively, an external mic connected to the headset jack can be used. Gain level is selected in the Setup Screen (refer to [10.20](#)).

When the [RTA ON] button is highlighted with a green background, a 61-band or 121-band RTA will be displayed as part of the 8-Band PEQ editing graph. The number of bands used for the RTA can be selected on the Setup screen (refer to [10.21](#)).

5.4.9 RTA HOLD

Press the [HOLD] button to enable this function. The button will be highlighted with a yellow background. The RTA Hold mode is selected in the Setup Screen (refer to [10.19](#)).

5.4.10 Gain and Frequency Lock

In some cases, it may be necessary to adjust the gain without altering the frequency. Or to adjust the frequency without changing the gain. In this case, the "Gain Lock" or "Frequency Lock" functions can be used. These buttons are located above the EQ graph.

The "Lock" buttons affect all 8 bands, but not the HPF, LPF or the 3 notch filters. When a band is adjusted, the locked parameter value becomes red. The lock function is automatically turned off when you navigate to a different channel or select a different EQ band.

5.4.11 BAND BYPASS

Each of the 8-Band PEQ bands can be independently bypassed using the buttons labelled 1-8 above the editing area. The buttons will be highlighted in orange when a band is bypassed.

5.4.12 NOTCH FILTERS

The 8-Band PEQ includes 3 notch filters, labelled A, B and C. Triangle-shaped buttons at the bottom of the editing area represent the 3 notch filters.

Slide these buttons horizontally to select the notch frequency. A floating display above the button will show the Frequency and Q values.

The [ON] button in the floating display is used to enable the notch filter.

When a notch filter is selected and its button is highlighted in yellow, the Q value for that filter can be adjusted using a pinch gesture.

If you have accessed the 8-Band PEQ Editor from the Mixer window, press the [MIXER] button at the top-right of the display to return to the Mixer window.

If you have accessed the 8-Band PEQ Editor from the Rack screen, press the [X] button in the upper right corner to return to the Rack screen.

5.5 PAN TO STEREO BUSESSES

When PAN mode is selected using the buttons described in section 5.0, all 8 thumbnail images will display a slider showing the position of the Pan to the Stereo Busses for each channel. A numeric Pan position value appears above each slider.

Double-tap on the slider to set the Pan position to Center.



Text shows whether each channel is assigned to the ST, Mono or the LCR busses.

- “ST” is displayed in red if the channel is assigned to the Stereo bus.
- “M” is displayed in yellow if the channel is assigned to the Mono bus.
- “LCR” is displayed in white if the channel is assigned to LCR.

Tap on these text labels to open a popup that will allow assignments to these busses to be edited.

5.5.1 Balance

Stereo Inputs 1-8 can be assigned to either Pan or Balance mode in the CL series console. “BAL” will be displayed below the pan slider when a Stereo Input channel is in Balance mode. The pan slider is used to adjust the Balance.

When “BAL” is not displayed, Stereo Input channels are in normal Pan mode. The Pan position for the left and right sides of the Stereo Input channel can be adjusted independently in Pan mode. A button displaying [L] or [R] will appear above the Pan slider in this mode. Press this button to toggle between the Left and Right sides of the Stereo Input channel to adjust the Pan position for each side.

Mix and Matrix Busses provide a Balance control when they are configured as stereo pairs. “BAL” will be displayed below the pan slider when a Mix or Matrix Bus is configured as a stereo pair.

5.6 SURROUND PAN

When Surround mode is active in the console, the thumbnail image for each channel will display the position of the channel's signal within the surround field when 5.1 mode is selected in StageMix.



Tap on any of the Surround Pan thumbnails in the Mixer Window to access the Surround Pan Edit screen.

5.6.1 Surround Pan Editing – Mono Input Channels

In the Surround Pan Editing screen, move the Panning dot around the editing graph to position the signal in the surround field.

When a channel is “hard panned” to a specific output (L, C, R, Ls, Rs, or LFE), a red circle will appear around the edge of the panning dot.

Speaker icon buttons are available around the outside of the surround pan graph to turn output assignments On or Off for the current channel.

5.6.2 Surround Pan Editing – Stereo Input Channels

When a Stereo Input channel is selected, separate dots will be available to control the Left and Right sides of the Stereo Input Channel. Move the L and R Pan dots around the editing graph to position the left and right signals in the surround field. Both dots can be moved simultaneously.

Speaker icon buttons are available around the outside of the surround pan graph to turn output assignments On or Off for the current channel. These assignments will apply to whichever side of the stereo input channel is currently highlighted in yellow.



5.6.3 L/R and F/R Lock

Buttons at the top of the Surround Pan Editing screen allow the L/R (Left/Right) or F/R (Front/Rear) panning to be locked.

When the [L/R] button is red, the surround panning dot cannot be moved in the left or right directions. Only movement in the front/back directions is allowed.

When the [F/R] button is red, the surround panning dot cannot be moved in the front or back directions. Only movement in the left/right directions is allowed.

5.6.4 Divergence and LFE Level

Sliders to the right of the surround panning graph allow the divergence and LFE level parameters to be adjusted.

5.7 DYNAMICS PROCESSORS

When DYN mode is selected using the buttons described in section 5.0, the status of both of the channel's dynamics processors can be seen:



Dynamics 1 is displayed at the top of the thumbnail with Dynamics 2 at the bottom. (Output channels have only Dynamics 1.)

The threshold parameter value for each Dynamics is displayed numerically and also graphically via a white vertical line.

A horizontal meter bar displays the input level to each Dynamics processor moving from left to right. This bar is dimmed if the Dynamics processor is Off.

Alternatively, this horizontal meter bar can display the level of the Key-In signal going to a dynamics processor. This can be selected for all channels globally using a Preference on the SETUP screen: Display Key Input for Dynamics Meters (refer to [10.18](#)).

For all dynamics types except Gates, an orange horizontal meter bar displays the amount of Gain Reduction, moving from right to left. This bar is not visible when the Dynamics processor is Off.

For Gates, three color bars in green, yellow and red indicate the state of the Gate. Only one of these bars will be lit at any time depending on the opened/closed status of the Gate.

Dynamics Processor Type

When either Dynamics section is assigned to a Dynamics Type other than a Gate or Compressor, text will be displayed to indicate the Dynamics Type. The text labels are as follows:

DUCK = DUCKING
 EXP = EXPANDER
 DeES = DE-ESSER
 CMPND = COMPANDER

5.8 DYNAMICS PROCESSOR EDITING

Tap on any of the Dynamics thumbnails in the Mixer Window to access the Dynamics Editing screen.



The left side of this screen (Channel Strip) is identical to the EQ Editing screen with channel fader, On button, Cue button, input and output meters, channel name, color and navigation buttons.

Both Dynamics 1 and 2 can be viewed and edited simultaneously in the Dynamics Editing screen. A graphical curve for each dynamics processor displays the effect of non time-based parameters on the dynamics processor's behaviour. A gain reduction meter appears below each curve.

5.8.1 Default

The [DEFAULT] button resets the dynamics parameters to the default settings for the current type of dynamics processor.

5.8.2 Copy/Paste

The [COPY] button copies the dynamics processor settings. This includes the type of dynamics processor and its parameter values. The [PASTE] button pastes the settings to a dynamics processor in any channel.

Note: it is not possible to paste the dynamics processor settings to a dynamics processor that does not allow that type of processor to be

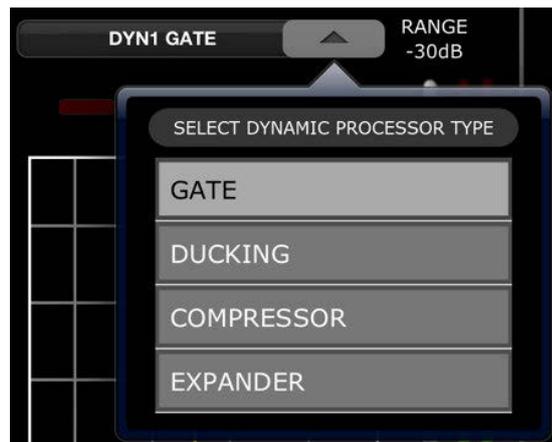
assigned (e.g. a Gate cannot be assigned to Dynamics Processor 2). In this case, the [PASTE] button will be greyed out and inactive.

5.8.3 Dynamics On

The [DYN ON] button turns the Dynamics On/Off. This button is purple when On and grey when it is Off.

5.8.4 Dynamics Type

A button above each Dynamics curve display allows the Dynamics Type to be selected.



Press this button then select the Processor Type from the drop-down menu.

5.8.5 Threshold

All Dynamics processors have a Threshold parameter. This parameter value is set using a vertical slider to the left of the Dynamics curve display. Next to the Threshold slider is a meter which displays the level of the Key In signal. By default, the Key In signal is the channel's own signal (Self), post EQ. But if the Key In is changed to any other signal, this meter will display that signal's level.

5.8.6 Range and Ratio

Depending on the Dynamics Processor type, a Range or Ratio parameter will be adjustable using a vertical slider to the right of the dynamics curve.

In and Out meters appear to the right of this vertical slider. The In meter displays the signal level going into each dynamics processor and the Out meter displays the signal level after dynamics processing.

5.8.7 Other Dynamics Parameters

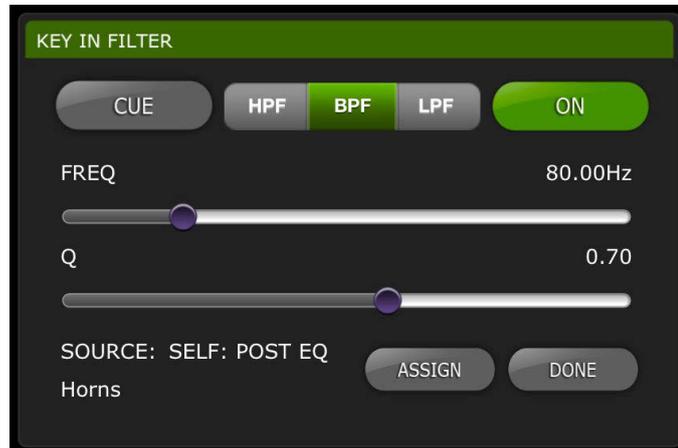
All other dynamics processing parameters are adjusted using horizontal sliders below each dynamics curve.

For Compressor and Expander processors, the value for the Knee parameter is selected using a range of buttons ranging from Hard to 5.

5.8.8 Key In

The Key In source is displayed at the bottom of each Dynamics section.

For Dynamics 1, a Key In Filter is available. Tap the [EDIT] button to edit the Key In Filter parameters.

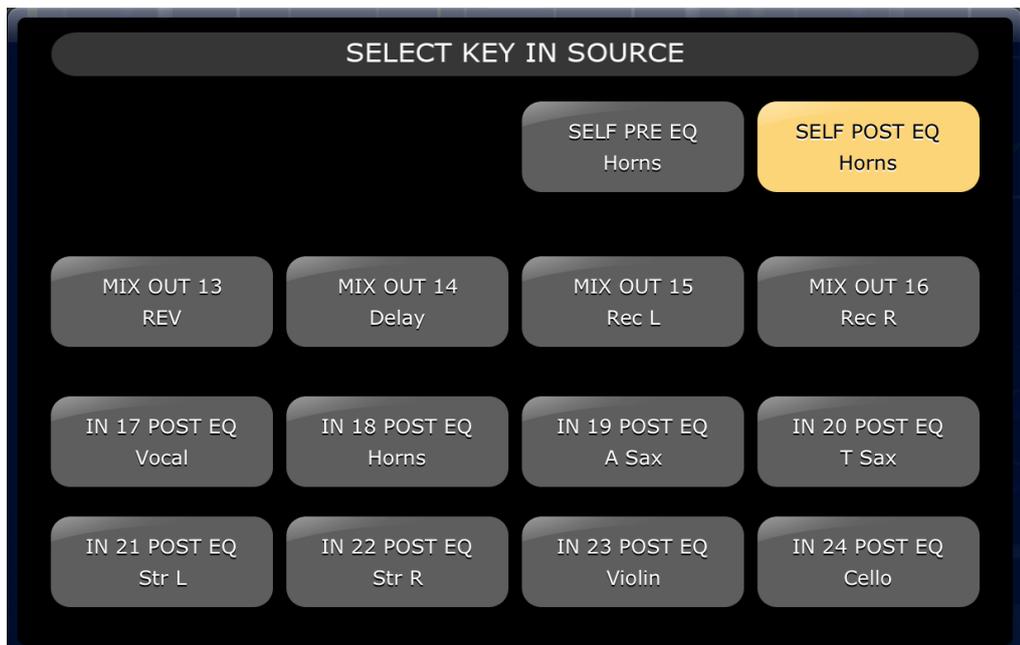


[CUE]: Tap this button to Cue the Key In signal

[HPF]/[BPF]/[LPF]: Select the Key In Filter type among these choices.

[ON]: This button is used to activate the Key In Filter.

Press the [ASSIGN] button to access a pop-up that allows the Key In Source to be selected.



6.0 OUTPORTS

The OUTPORTS button provides access to the following functions:

- Output Port Delay
- Output Port Phase
- Output Port Gain

Press the [OUTPORTS] button on the left side of the Mixer window to enter this mode. Press the [OUTPORTS] button again to exit this mode.



6.1 Navigation

When the [OUTPORTS] button is active (highlighted in dark pink), the Navigation/Meter Bridge changes to display banks of output ports. Press any of the “Navigation/Meter Bridge” blocks to select the bank of channels to be viewed and controlled in the channel strips below.

Buttons on the right or left of the Navigation/Meter Bridge provide access to another set of output port banks.

6.2 Output Port Identification

At the bottom of each channel strip, the physical Output Port name is displayed. This is display-only and cannot be edited. An abbreviation of the Output Port name is also displayed on the fader knob.

The Output Bus number (e.g. Matrix 1) assigned to each Output Port is displayed at the top of each channel strip. The name of each Output Bus is displayed below its number.

6.3 Delay On

Press [DELAY ON] in each channel strip to change the On/Off status of the Delay for each Output Port. The button is **yellow** when the Delay is On (active).

6.4 Delay Time Display

The current delay time value for each Output Port is displayed in a button. The top value is always displayed in milliseconds.

Below the ms value, the delay value is also displayed in Meters, Feet, Samples or Frames. The choice depends on the currently selected delay scale.

Note: if ms is selected as the Delay Scale, then only the ms value is displayed.

Tap on this button to edit the Delay Time value (refer to [6.7](#))

6.5 Output Port Phase

A Phase button is available in each Output Port channel strip. The Phase setting can be edited by pressing this button. The button will have a grey background when the Phase setting is normal and will change to an orange background when Phase is reversed.

6.6 Output Port Gain

A fader in each channel strip allows the Output Port Gain to be adjusted in 1dB steps. The gain value is always displayed above each fader. Fine adjustments can be made by tapping on the dB value. This will cause a popup to appear that allows the gain value to be adjusted in 0.1dB steps by tapping the up or down arrows.



6.7 Delay Time Editor

Tap on any of the Delay Time Display buttons to access the Delay Time Editor. The button for the Output Port channel being edited will be highlighted in dark pink.

The currently selected Output Port, and the Output Bus and its name are displayed.



6.7.1 Delay Scale

The currently selected Delay Scale is displayed next to the Output Port label. Press the downward arrow button to access a popup which allows the Delay Scale to be selected from the following options:

- Meters
- Feet
- Samples
- ms
- Frames

6.7.2 Numeric Keypad

Tap on numbers in the keypad and they will appear in the format specified by the Delay Scale. The value will appear in red while numbers are being typed. Press [SET] to send the value to the currently selected Output Port.

6.7.3 Nudge Delay Time Values

Tap the Up and Down arrow buttons to increase/decrease the currently selected Delay Time value by one unit at a time. Press and hold either of these buttons to continuously adjust these values.

6.7.4 Copy Delay Time Value

Tap the [COPY] button to copy the current delay time value into a buffer.

Note: the value cannot be copied while numbers are being entered from the numeric keypad (i.e. while they are appearing in red).

6.7.5 Paste Delay Time Value

Tap the [PASTE] button and the value currently in the Delay Time Copy buffer will be pasted to the currently selected channel.

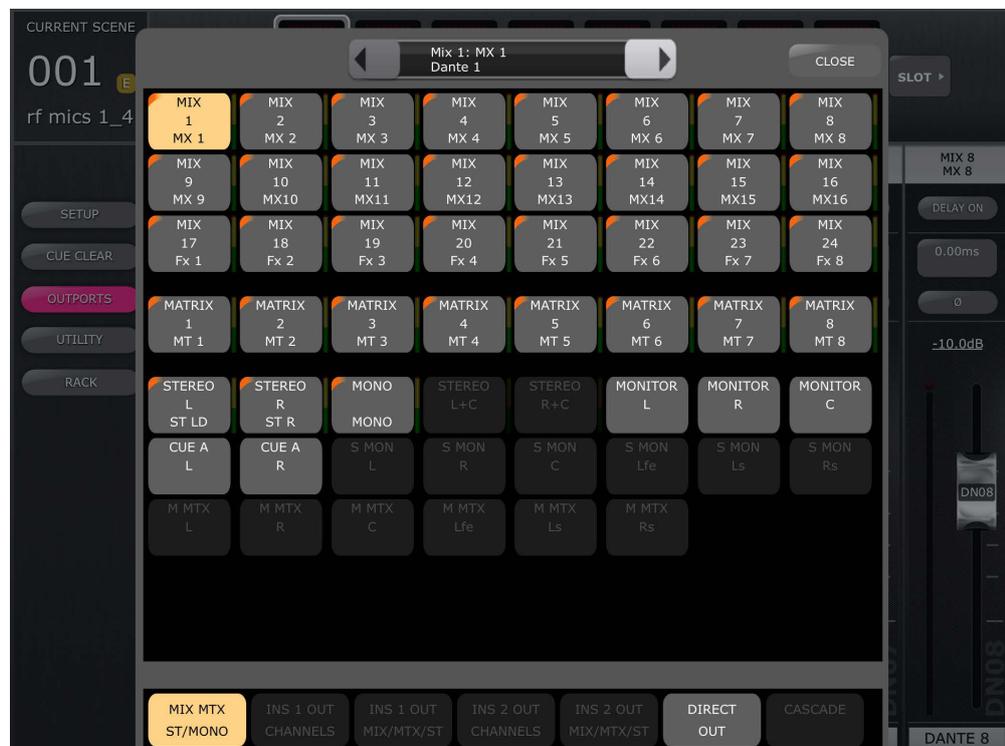
Note: if the Delay Scale has been changed since the delay time value was copied, it will no longer be available to be pasted.

6.7.6 Close the Delay Time Editor

Tap the [CLOSE] button to close the delay time editor and return to the Output Port Gain fader screen.

6.7.7 Output Port Patching

To access the Output Port Patch view, double tap on any output bus label (e.g. Matrix 1) at the top of the output port channel strip. The Output Port Patch view for the selected output port will open.



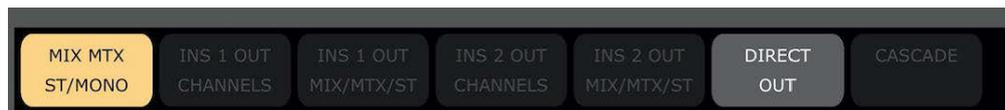
If there is a current assigned patch, this will be displayed in the patch view on the patch button grid, and shown in the top line of the small window at the center-top of the patch view the second line will display the currently selected output port.

In the below example, the top line shows that (Mix1) is the current patch source for the selected Output Port (Dante 1).

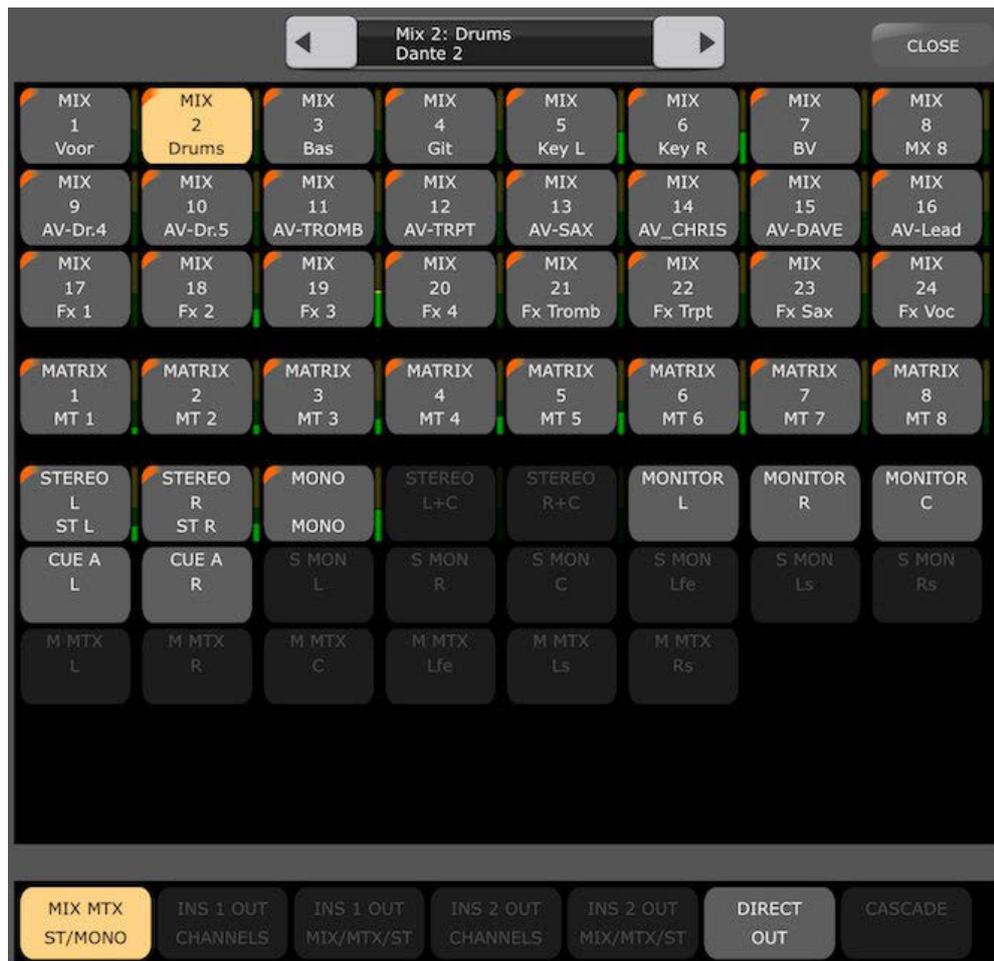


To change to a different output port, use the left/right arrows on either side of this window. To directly navigate to a specific output port, press and hold on either arrow to open a pop-up view and select an output port.

To edit the patch source for the currently output port, first select an output bus type from the bottom line of the view.



Once an output type has been selected, touch on the desired output number from the grid.



The grid displays each output channel with its type and number shown on each button. If a name has been assigned to the channel, it will also be displayed along with the channel color where valid. For Mix/MT/Mono/ST output bus types, output metering is shown to the left of each button.

A patch change confirmation message may apply. This will depend on the Patch Confirmation settings, as set in User Preferences on the connected mixing console.

Available Patch options will vary depending on the type of selected output ports, and if Surround Mode is enabled. Unavailable patch types and buttons will be greyed out.

Press the [CLOSE] button in the top right corner to exit the Output Port patch view.

7.0 UTILITY

Press the [UTILITY] button on the left side of the Mixer window to enter this mode.

Tabs at the bottom of the UTILITY screen provide access to the following functions:

[MUTE/TAP]

- MUTE GROUP MASTERS
- TAP TEMPO

[OSCILLATOR]

- OSCILLATOR

[RECORDER]

- USB MEMORY RECORDER

To exit from the UTILITY mode, press the [UTILITY] button, another mode button, or any bank in the “Navigation/Meter Bridge”.

7.1 MUTE GROUP MASTERS

8 buttons are provided to function as Master switches for the console’s Mute Groups. Press [MUTE GROUP X] to mute channels assigned to that Mute Group. The button will appear red (or orange) when a group is muted.

The channel [ON] buttons in the Mixer Window will blink to indicate that a channel has been muted as part of a Mute Group.

Note: assignment of channels to Mute Groups must be done in the console.

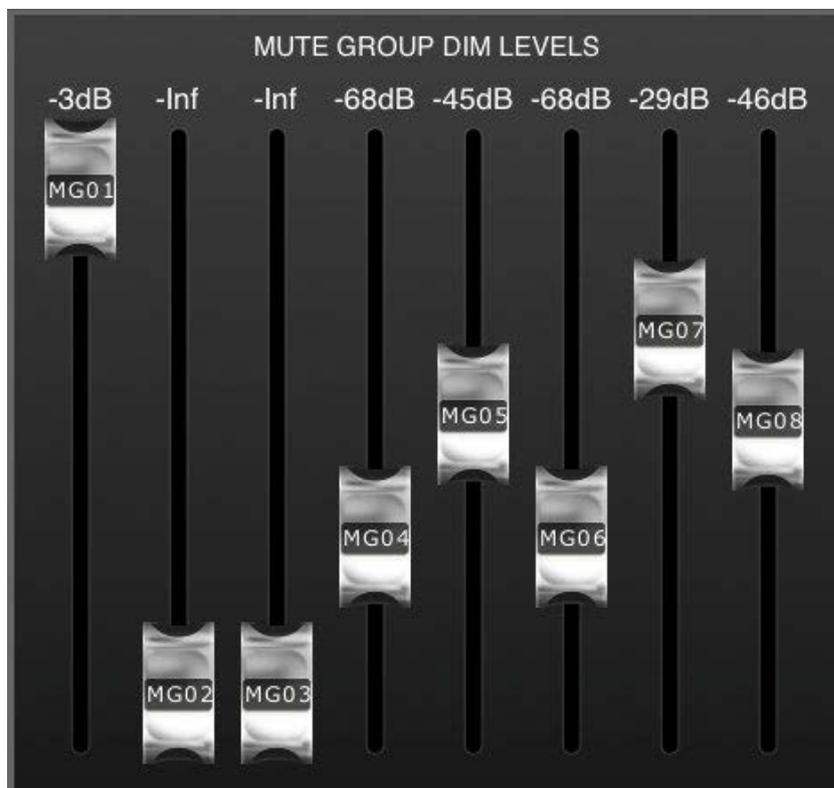


7.1.1 Mute Group Dim Level

Normally, when a channel is muted, its level is reduced to minus infinity. Alternatively, Mute Groups in CL series consoles can cause channels to have their levels dimmed rather than completely muted.

The DIM indicator next to each Mute Group Master button displays the status of Mute Group dimming. If this indicator displays “-Inf”, then channels will be muted completely when the Mute Group Master is activated. If the DIM indicator displays any other value, then channels will be dimmed by that number of dB when the Mute Group Master is active. In this case, the Mute Group Master button will display orange when active to indicate that channels are not being completely muted.

Pressing any of the Dim Level buttons will open a popup screen that allows the Dim Level parameter value to be set for each of the 8 Mute Groups.



Tap anywhere outside this popup screen to close it.

7.2 TAP TEMPO

The Tap Tempo section in the UTILITY mode allows you to tap BPM values into effects in the console that include BPM parameters.



Select the relevant effect from the list of 8 effects in the left side of this section. Effects which do not have a BPM parameter will be greyed out and cannot be selected.

Tap on the large button on the right side of the Tap Tempo section. The BPM value will be calculated by StageMix and transmitted to the selected effects in the console.

7.2.1 Multi-Select

Multiple effects can be selected allowing the BPM parameters to be set for all selected effects simultaneously. Set the MULTI-SELECT function to ON to enable selection of more than one effect simultaneously. The currently selected effects will be highlighted with white text on a blue background. Tap a highlighted effect to de-select it.

7.3 OSCILLATOR

The OSCILLATOR screen in the UTILITY mode allows you to control all aspects of the Oscillator in the CL series console.



7.3.1 Oscillator Assign

In the top part of the screen, an array of buttons allows you to assign the Oscillator output to any channel or bus in the console. Each channel button displays the channel's number, name and color. Assignment to multiple channels simultaneously is allowed.

Below this area, three buttons provide access to different banks of Input or Output channels. If the Oscillator has been assigned to a channel in any of these banks, the word "ASSIGNED" will appear in that bank's button.

To the right of the bank buttons, the [CLEAR ALL] button allows all Oscillator assignments to be cleared.

7.3.2 Oscillator Output

The large [OUTPUT] button turns the Oscillator On or Off. A meter alongside this button displays the Oscillator's output level.

7.3.3 Oscillator Level Control

The horizontal LEVEL slider allows the Oscillator's level to be adjusted.

7.3.4 Oscillator Frequency

The horizontal **FREQ** slider allows the Oscillator's frequency to be adjusted. Note: this parameter is only available when **SINE** mode is active.

7.3.5 Oscillator Mode

Three buttons allow the Oscillator mode to be selected:

- SINE
- SINE 2CH
- PINK NOISE
- BURST NOISE

When **SINE 2CH** mode is active, a button is available to choose either **ODD/L** or **EVEN/R**. This allows the Level and Frequency for those channels to be adjusted independently.

When either **PINK** or **BURST NOISE** mode is active, additional parameters are available to be edited. Press the **[EDIT]** button to access a popup which allows these related parameters to be edited. Refer to the console's reference manual for more details about those parameters.

7.4 RECORDER

The **RECORDER** screen in the **UTILITY** mode allows control of the main functions of the USB Memory Recorder in the CL series console.



7.4.1 Title List

In the top part of the screen, songs available to be played from the USB memory device are displayed in a list. Tap on a title to select it, ready to be controlled from the transport section below.

7.4.2 Transport

The transport buttons control recording and playback of a song. Please refer to the CL console Reference Manual for descriptions of the transport button functions.

The Elapsed Time of the current song is displayed above the transport buttons.

7.4.3 Timeline Location

Press and hold the green dot in the timeline for half a second to take control and drag the dot to a new location. Release your finger and the transport will jump to that location.

Alternatively, double-tap on the current song time. This will open a time display popup and the iPad keyboard. Enter a time using the keyboard, then press [Locate]. The song will jump to the new time location.

7.4.4 Play Mode

The [SINGLE] and [REPEAT] buttons determine how the recorder will behave when playback of the current song is complete. Please refer to the CL console Reference Manual for explanations of these modes.

7.4.5 Recorder Input

On the left side of the Recorder screen, meters display the level of signals coming into the USB Recorder. The slider next to these meters provides control of the signal level input to the recorder.

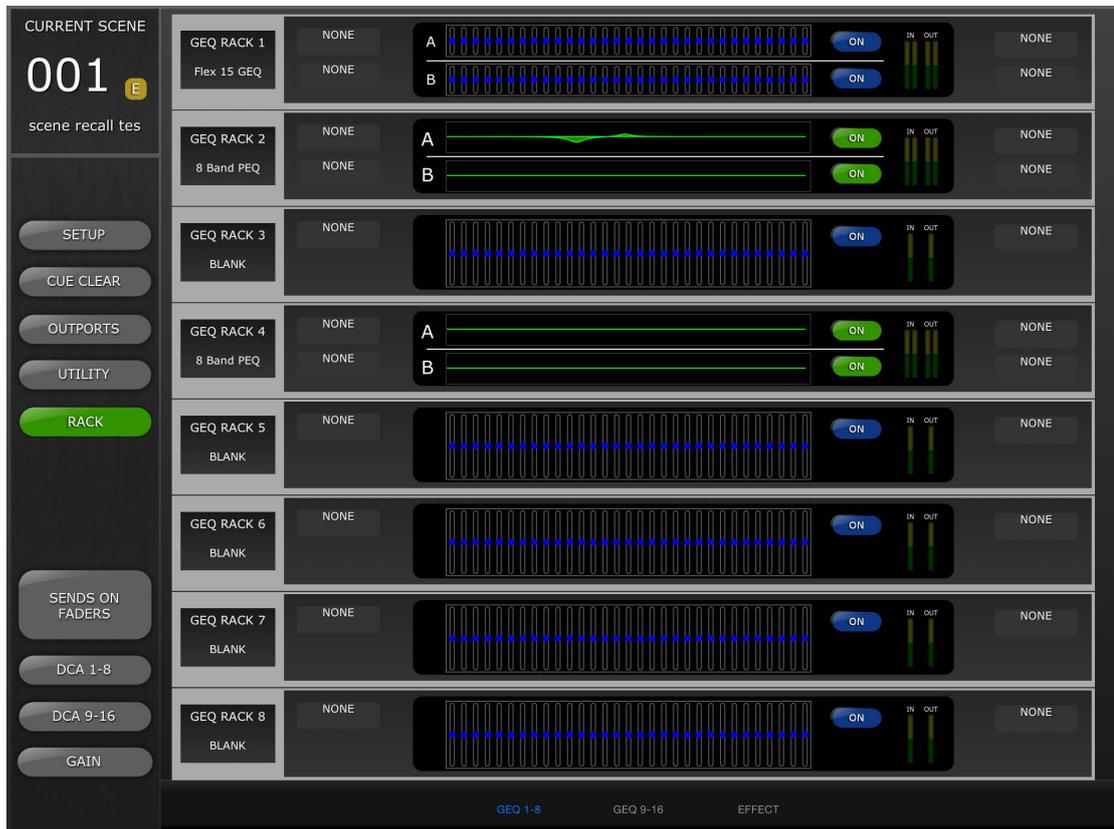
7.4.6 Playback Output

On the right side of the Recorder screen, meters display the level of signals being output from the USB Recorder. The slider next to these meters provides control of the output signal level from the recorder.

8.0 RACK

Press the [RACK] button on the left side of the Mixer window to access editors for GEQs, 8-Band PEQs and EFFECT programs.

Note: GEQs and 8-Band PEQs can also be accessed from channel strips as described in section [5](#).



Tabs at the bottom of the screen provide access to the GEQ 1-8, GEQ 9-16, and the EFFECT racks.

8.1 GEQ Racks

Tap on the [GEQ 1-8] or [GEQ 9-16] tab to access the GEQ racks. This will display the 8 slots for each rack.

8.1.1 Rack Slot Assignments

On the left side of each rack slot, a text label identifies the assignment to that slot:

- 31 Band GEQ
- Flex 15 GEQ
- 8 Band PEQ
- 16 Channel Automixer
- 8 Channel Automixer
- Blank

Note: this information is display only. Modules cannot be mounted to the rack slots from StageMix. If an Automixer is assigned to any slot, it will appear blank in StageMix.

8.1.2 Input Patch Assignments

To the left of GEQ or PEQ graphical displays, text labels indicate the input patch assignments for that rack slot.

Note: this information is display only. Patching cannot be modified from StageMix.

8.1.3 Accessing GEQ and 8-Band PEQ Editors

The parameter values of each GEQ and 8-Band PEQ are displayed in the center of each rack slot. Tap on a graphical display to access the GEQ or PEQ editor screen.

8.1.4 GEQ Editing

GEQ parameters can be edited as described in section [5.3](#).

Press the [X] button in the upper right corner of the screen to return to the Rack screen.

8.1.5 8-Band PEQ Editing

8-Band PEQ parameters can be edited as described in section [5.4](#).

Press the [X] button in the upper right corner of the screen to return to the Rack screen.

8.1.6 GEQ and 8-Band PEQ ON

Each GEQ or PEQ can be switched On or Off using the buttons to the right of the graphical display.

8.1.7 Input and Output Meters

Meters display the levels going into and coming out of each rack slot.

8.1.8 Output Patch Assignments

On the right side of each rack slot, text labels indicate the output patch assignments for that rack slot.

Note: this information is display only.

8.2 EFFECT Rack

Tap on the [EFFECT] tab to access the EFFECT rack. This will display the 8 slots for the rack.

8.2.1 Rack Slot Assignments

On the left side of each rack slot, a text label identifies the assignment to that slot:

- 31 Band GEQ
- Flex 15 GEQ
- Effect
- 8 Band PEQ
- Blank

8.2.2 Input Patch Assignments

Text labels for each slot indicate the input patch assignments for that slot.

8.2.3 Accessing Effect, GEQ and 8-Band PEQ Editors

If a GEQ or 8-Band PEQ is assigned to a rack slot, parameter values are displayed in the center of each slot. If an Effect is assigned to a slot, the Effect's icon, name and I/O configuration will be displayed. Tap on this area to access the Effect, GEQ or PEQ editor screen.

8.2.4 Effect Bypass

Each Effect can be bypassed using the [BYPASS] button on the right side.

8.2.5 Input and Output Meters

Meters display the levels going into and coming out of each rack slot.

8.2.6 Output Patch Assignments

On the right side of each rack slot, text labels indicate the output patch assignments for that rack slot.

8.3 EFFECT EDITING

Parameters for all effect programs can be edited from StageMix. For some selected programs, a graphical editing interface is also provided.



8.3.1 Current Effect

The Effect type icon for the currently selected rack slot is displayed in the upper left side of the Effect Editing screen. Next to the Effect's icon is the following information:

- Rack Slot Number
- Effect Program Title
- Effect Type
- I/O Configuration

8.3.2 Effect Type Selection

Press the FX icon in the upper left side of the Effect Editing Screen to open a selection menu of available Effect types. Press on an Effect type and this Effect will be loaded into the currently open Rack. Alternatively, press [CANCEL] to return to the current Effect Editor without selecting a different Effect.

8.3.3 Effect Library

Press the [LIBRARY] button to access the Effect Library.

Effect Library Recall: Select a program from the list and press [RECALL] to assign that effect to the currently selected slot. A popup

will appear requiring confirmation before the effect library program is recalled in the console.

Effect Library Store: Tap on any Library memory that is not labelled as Read Only. Press [STORE] to save the currently selected effect program into the Library. A popup will appear requiring confirmation. After tapping on [Yes], the iPad keyboard will appear. Type in a Library Name and press [STORE].

8.3.4 Input and Output Patch Assignments

At the top/center of the screen, text labels indicate the input and output patch assignments for the current rack slot.

8.3.5 Input and Output Meters

Meters display the levels going into and coming out of the current rack slot.

8.3.6 Effect Bypass

The current Effect can be bypassed by pressing the [BYPASS] button.

8.3.7 Effect Cue

The current Effect can be Cued by pressing the [CUE] button.

8.3.8 Close Effect Editor

Press the [X] button in the upper right corner of the screen to return to the Rack screen.

8.3.9 Parameter Editing using Sliders

Most parameters are editing using horizontal sliders. The parameter value is displayed numerically to the right of each slider.

8.3.10 Numerical Parameter Editing

Some time-based parameters can also be edited using a numeric keypad. These parameters are displayed with black text on a white button.



Tap the button to open the number keypad. Tap the Up/Down cursor buttons to adjust the parameter value one step at a time. The value will be sent to the console each time the cursor button is tapped.

Alternatively, type values into the number keypad and press [SET] to send the value to the console and close the keypad.

8.3.11 Multi-Segment Buttons

Some parameters are represented and edited using multi-segment buttons:



8.3.12 Accessing Parameters

Effect parameters in StageMix are grouped according to function. Headings such as TIME/LEVEL, SPACE, FILTERS, etc. appear above each set of parameters in the slider editing section. Tabs at the bottom of the screen can be tapped to jump to that group of parameters. (Tap on the parameter group name or its associated dot.)

If all of an Effect's parameters cannot be viewed in the screen simultaneously, white arrows will appear above or below the sliders. Swipe up or down to access the additional sliders.

8.3.13 Additional Parameters

Some Effect programs have additional parameters relating to various functions including: Solos, Sync, MIDI Clock, Notes, Tap Tempo, Transport Play/Record, Stereo Link, etc.. These parameters are located in the lower left side of the Effect Editor.

8.3.14 Wet/Dry Mix

The balance between the wet and dry effect sound can be adjusted using a slider in the lower right corner of the Effect Editor screen.

8.4 GRAPHICAL EFFECT EDITING

For selected Effects, graphical user interface editing is also provided as an alternative to the slider-based editing. Press the [GUI] button above the parameter values to reveal the graphical editing interface. Graphical editing is provided for the following Effects Types:

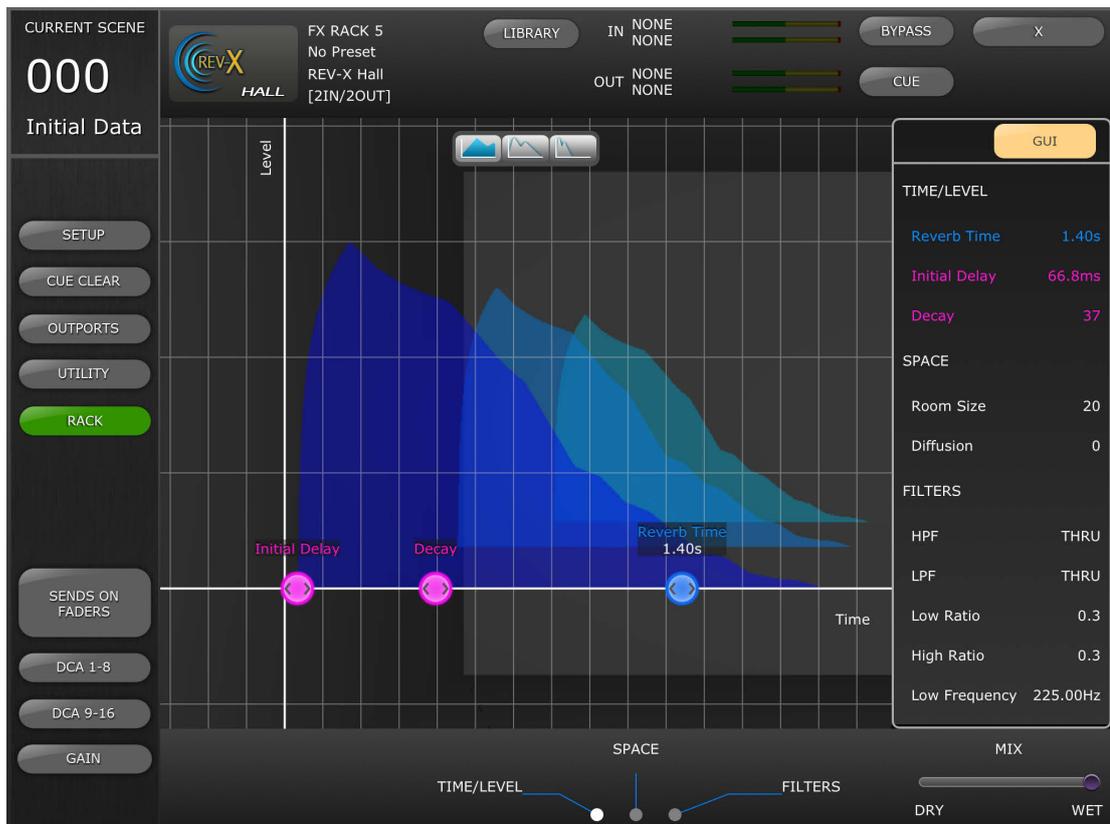
- REV-X HALL
- REV-X ROOM
- REV-X PLATE
- REVERB HALL
- REVERB ROOM
- REVERB STAGE
- REVERB PLATE
- STEREO REVERB
- MONO DELAY
- STEREO DELAY
- MOD DELAY
- DELAY LCR
- ECHO

8.4.1 REV-X Time/Level Parameters

Tap the [TIME/LEVEL] tab at the bottom of the screen to access those parameters. Drag the following parameters horizontally to adjust their values:

- Reverb Time
- Initial Delay
- Decay

The effect of those parameter changes will be reflected in the graphical display. Tap on the buttons above the graphical display to adjust the zoom factor.



8.4.2 REV-X Space Parameters

Tap the [SPACE] tab at the bottom of the screen to access those parameters. Drag the following parameters vertically or diagonally to adjust their values:

- Room Size
- Diffusion

The screenshot displays the REV-X HALL interface. At the top, it shows 'CURRENT SCENE 000' and 'Initial Data'. The main area features a grid with a blue particle simulation. Two parameters are highlighted: 'Diffusion' (value 7) and 'Room Size' (value 25). The right-hand panel shows a 'GUI' section with 'Decay' set to 2.0, and a 'FILTERS' section with 'HPF' and 'LPF' set to 'THRU', 'Low Ratio' and 'High Ratio' set to 0.3, and 'Low Frequency' set to 225.00Hz. At the bottom, there are controls for 'SPACE' (selected), 'MIX' (DRY to WET), and 'TIME/LEVEL' and 'FILTERS' sliders.

8.4.3 REV-X Filter Parameters

Tap the [FILTERS] tab at the bottom of the screen to access those parameters. Drag the following parameters to adjust their values:

- HPF
- LPF
- Low Ratio
- High Ratio
- Low Frequency

The screenshot displays the REV-X HALL filter interface. At the top, it shows 'CURRENT SCENE 000' and 'Initial Data'. The main area features a frequency response graph with a purple curve and a green line. The graph is divided into sections for 'Tail Ratio', 'Gain', and 'Freq.'. Parameters are labeled on the graph: 'Low Ratio', 'HPF', 'Low Frequency', 'High Ratio 0.5', and 'LPF'. A right-hand panel titled 'GUI' lists the current filter settings:

Parameter	Value
HPF	70.00Hz
LPF	7.00kHz
Low Ratio	0.4
High Ratio	0.5
Low Frequency	225.00Hz

At the bottom, there are controls for 'TIME/LEVEL', 'SPACE', 'FILTERS', and a 'MIX' slider between 'DRY' and 'WET'.

8.4.4 REVERB Time/Level Parameters

Tap the [TIME/LEVEL] tab at the bottom of the screen to access the following parameters:

- Reverb Time
- Initial Delay
- E/R Delay
- E/R Balance

The screenshot shows the Yamaha CL StageMix V7 interface for the REVERB Time/Level parameters. The current scene is '000' and the rack is 'FX RACK 5' with 'No Preset' and 'Reverb Hall [1IN/2OUT]'. The interface includes a 'LIBRARY' section with 'IN NONE' and 'OUT NONE' settings, and 'BYPASS' and 'CUE' buttons. The main display features a reverb decay curve with a pink 'E/R Balance' slider at 36%. The curve is labeled with 'Initial Delay/E/R Delay' and 'Reverb Time'. The 'TIME/LEVEL' parameters are listed on the right:

TIME/LEVEL	
Reverb Time	3.7s
Initial Delay	163.0ms
E/R Delay	18.0ms
E/R Balance	36%

The 'SPACE' parameters are:

SPACE	
Density	90%
Diffusion	7

The 'FILTERS' parameters are:

FILTERS	
HPF	THRU
LPF	THRU
Low Ratio	0.3
High Ratio	0.3

The interface also includes a 'MIX' slider between 'DRY' and 'WET' settings, and a 'DYNAMICS' section at the bottom.

8.4.5 REVERB Space Parameters

Tap the [SPACE] tab at the bottom of the screen to access the following parameters:

- Density
- Diffusion

The screenshot displays the Yamaha CL StageMix V7 interface for the REVERB Space Parameters. The top bar shows 'CURRENT SCENE 000', 'FX RACK 5', 'No Preset', and 'Reverb Hall [1IN/2OUT]'. The left sidebar contains buttons for 'SETUP', 'CUE CLEAR', 'OUTPORTS', 'UTILITY', 'RACK', 'SENDS ON FADERS', 'DCA 1-8', 'DCA 9-16', and 'GAIN'. The main area features a 3D visualization of the reverb space with green particles and a pink circle indicating the Density parameter set to 90%. The right sidebar shows a 'GUI' panel with parameters for 'SPACE' (Density 90%, Diffusion 7), 'FILTERS' (HPF THRU, LPF THRU, Low Ratio 0.3, High Ratio 0.3), and 'DYNAMICS' (Gate Level -38dB, Attack 27ms, Hold 1.35ms). The bottom bar shows 'TIME/LEVEL', 'SPACE', 'FILTERS', 'DYNAMICS', and 'MIX' (DRY to WET) controls.

8.4.6 REVERB Filter Parameters

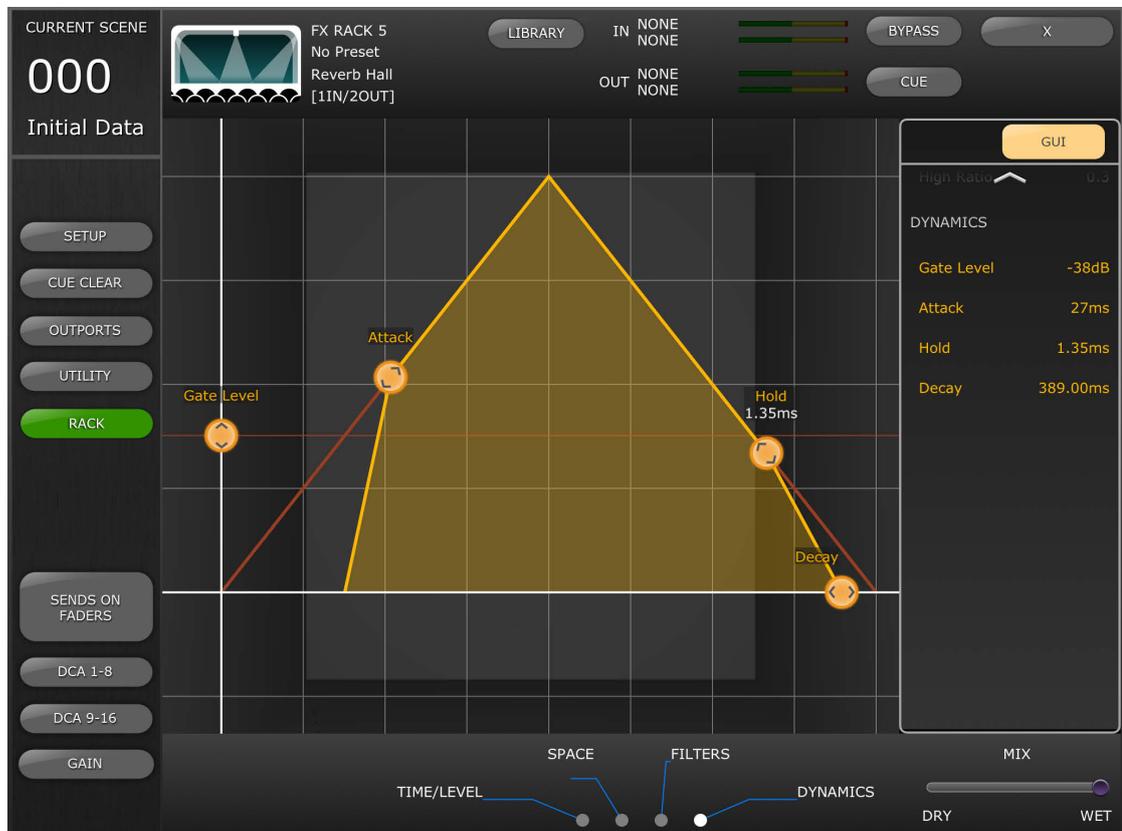
Tap the [FILTERS] tab to access the following parameters:

- HPF
- LPF
- Low Ratio
- High Ratio

8.4.7 REVERB Dynamics Parameters

Tap the [DYNAMICS] tab to access the following parameters:

- Gate Level
- Attack
- Hold
- Decay



8.4.8 STEREO REVERB Program

This program differs from other Reverb programs in a few ways:

- The Reverb Type parameter is only editable in the slider editor
- There is no E/R Delay parameter for this effect
- There is no Dynamics section for this effect

8.4.9 MONO/STEREO/MOD DELAY Parameters

Tap the [TIME/LEVEL] tab to access the following parameters:

- Delay
- Feedback Gain



Tap the [FILTERS] tab to access the following parameters:

- HPF
- LPF
- High Ratio

For the MOD DELAY program only, tap the [MODULATION] tab to access the following parameters:

- Frequency
- Depth
- Wave

Use sliders to adjust the Frequency and Depth parameters, and the multi-segment button to select the Wave type.

8.4.10 DELAY LCR Parameters

There are 5 tabs at the bottom of the screen to provide access to parameters for the Delay LCR program.

Tap the [L], [C] or [R] tabs to access the following parameters:

- Delay (drag the dot() horizontally)
- Feedback Delay (drag the dot() horizontally)
- Feedback Gain (drag the dot() vertically)
- Level (drag the dot() vertically)

Tap the [Feedback] tab to access the following parameters:

- Feedback Delay
- Feedback Gain

Tap the [FILTERS] tab to access the following parameters:

- HPF
- LPF
- High Ratio

8.4.11 ECHO Parameters

Tap the [TIME] tab to access the following parameters:

- Delay L
- Delay R
- FB Delay L
- FB Delay R
- Feedback Gain L
- Feedback Gain R

Note: The L->R FBG and R->L FBG parameters can only be edited using the sliders – not in the GUI editor.

Tap the [FILTERS] tab to access the following parameters:

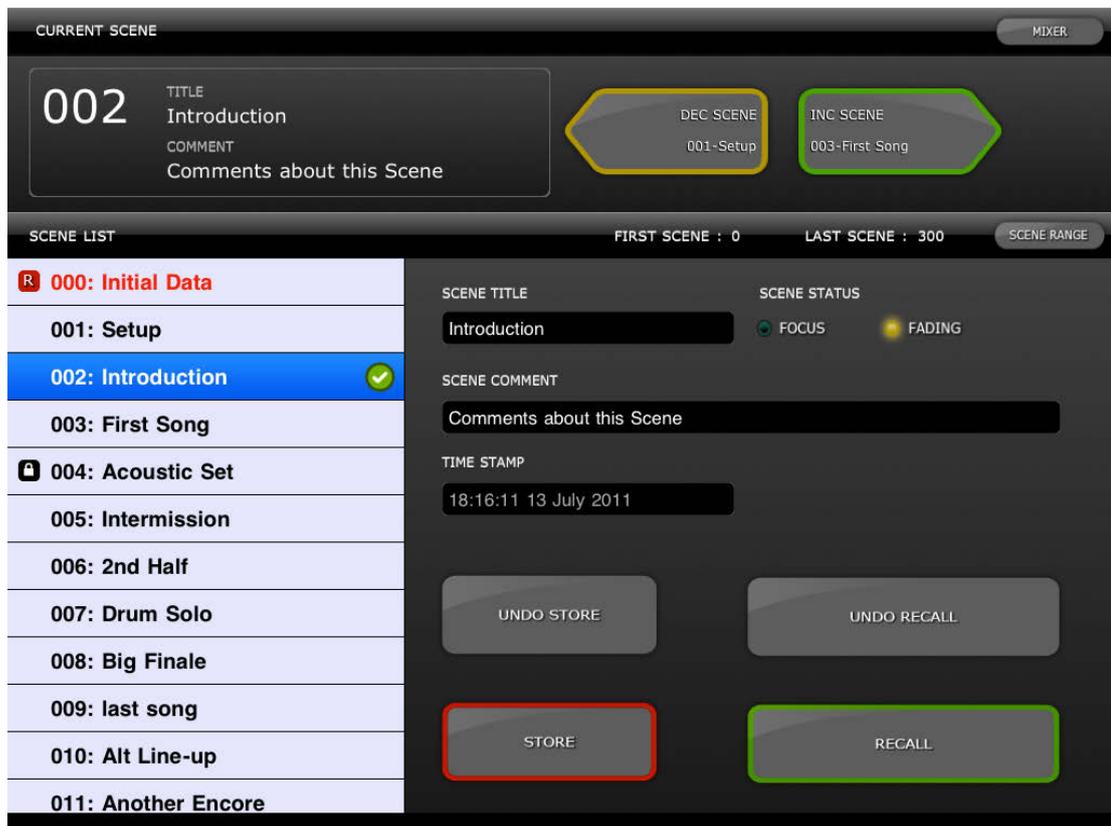
- HPF
- LPF
- High Ratio

9.0 SCENE MEMORY

The Current Scene Memory number and title (name) are displayed in the upper-left corner of the StageMix Mixer window. An “E” indicator will be displayed if the Scene has been edited since it was last stored or recalled.



The Scene Memory area in the Mixer window also functions as a button which can be pressed to access the Scene Memory window.



9.1 CURRENT SCENE

The Current Scene Memory number and title also appear in the upper part of the Scene Memory window. The Scene Comment also appears in this area.

9.2 DECREMENT / INCREMENT SCENE

Buttons in the upper right part of the Scene window allow instant recall of the Previous and Next Scene relative to the current Scene. For example, if the

Current Scene is 005, pressing the [INC SCENE] button will recall Scene 006 in the console. However, if Scene 006 is empty, the next highest Scene containing data will be recalled.

Note: the [DEC SCENE] and [INC SCENE] buttons will only appear in the Scene window if the related preference has been enabled in the Setup window (refer to [10.3](#)).

9.3 SCENE LIST

When the Scene Memory window is accessed for the first time after launching StageMix, the Scene List will be sent from the console to StageMix.

Note: if StageMix loses its Wi-Fi connection to the console, the Scene List will need to be sent from the console again after the connection is re-established.

12 Scenes can be viewed simultaneously in the Scene List. Drag up and down in the list to access other Scenes.

The Current Scene will be indicated by a check mark to the right of the Scene Title (the current scene is also displayed in the upper left portion of the Scene screen). Empty Scene Memories locations will be displayed with a grey background. Scene titles that have not been sent from the console to StageMix will be indicated by a question mark.

9.4 SCENE RANGE

If the console contains a large number of Scenes, it may take some time for the complete Scene List to be transmitted to StageMix. To minimize the time required to update the Scene List in StageMix, a Scene Range can be set so that only necessary Scenes are sent from the console to StageMix.

By default, the Scene Range is set to the full range from Scene 0 to 300. By pressing the [SCENE RANGE] button, the user can define the range of Scenes that will be updated in the Scene List. This range will be remembered by StageMix and will continue to be used until it is changed.

To update the Scene Range, tap the [SCENE RANGE] button on the right side of the Scene Memory window. A small popup will appear. Tap the [FIRST] or [LAST] button to access the iPad's onscreen keyboard. Enter a number for the First and/or Last Scenes in the Range and press Return. Then press the [UPDATE RANGE] button in this popup to update the Scene List based on the currently active range.

9.5 SELECTED SCENE

Selecting a Scene in the Scene List will cause it to be displayed in white text with a blue background. Further details about this selected Scene will be displayed to the right of the Scene List. These details include the following:

SCENE TITLE

The scene title can be edited by tapping on the title. The iPad's keyboard will appear. Tap the X button next to the title to clear the current title before typing in a new title. Then press Return.

SCENE COMMENT

The Scene Comment is displayed and can be edited using the same procedure described for the Scene Title.

TIME STAMP

This shows the time and date that the Scene was last stored. The Time Stamp is display-only.

SCENE STATUS (FOCUS and FADING)

This section displays the status of Focus and Fade Time functions for the selected Scene Memory.

9.6 STORE SCENE

Pressing the [STORE] button will cause the current console parameter settings to be stored to the currently selected Scene Memory (highlighted in the Scene List).

- a) Press [STORE] and the iPad's onscreen keyboard will appear.
- b) To enter a new title for this Scene, tap the X button next to the Scene Title to clear the current title.
- c) Type in a new title and press the [STORE] button or Return on the keyboard.
- d) A confirmation popup will appear if the STORE CONFIRMATION preference is ON in the console.

9.7 UNDO STORE

Pressing the [UNDO STORE] button will cancel the most recent Scene Store operation.

9.8 RECALL SCENE

Pressing the [RECALL] button will cause the currently selected Scene Memory (highlighted in the Scene List) to be recalled by the console. A confirmation popup will appear if the RECALL CONFIRMATION preference is ON in the console.

When a Scene Memory is recalled by the console, StageMix must synchronize itself with the current console parameter data. The status of this synchronization will be indicated by a progress bar which appears below the Current Scene number in the upper left section of the Scene Memory screen. You can exit the Scene Memory screen while synchronization is occurring but you will not be able to edit any parameters in StageMix until synchronization has been completed.

9.9 UNDO RECALL

Pressing the [UNDO RECALL] button will cause the most recent Scene Recall to be cancelled. StageMix will need to synchronize with the console after executing a Scene Recall UNDO.

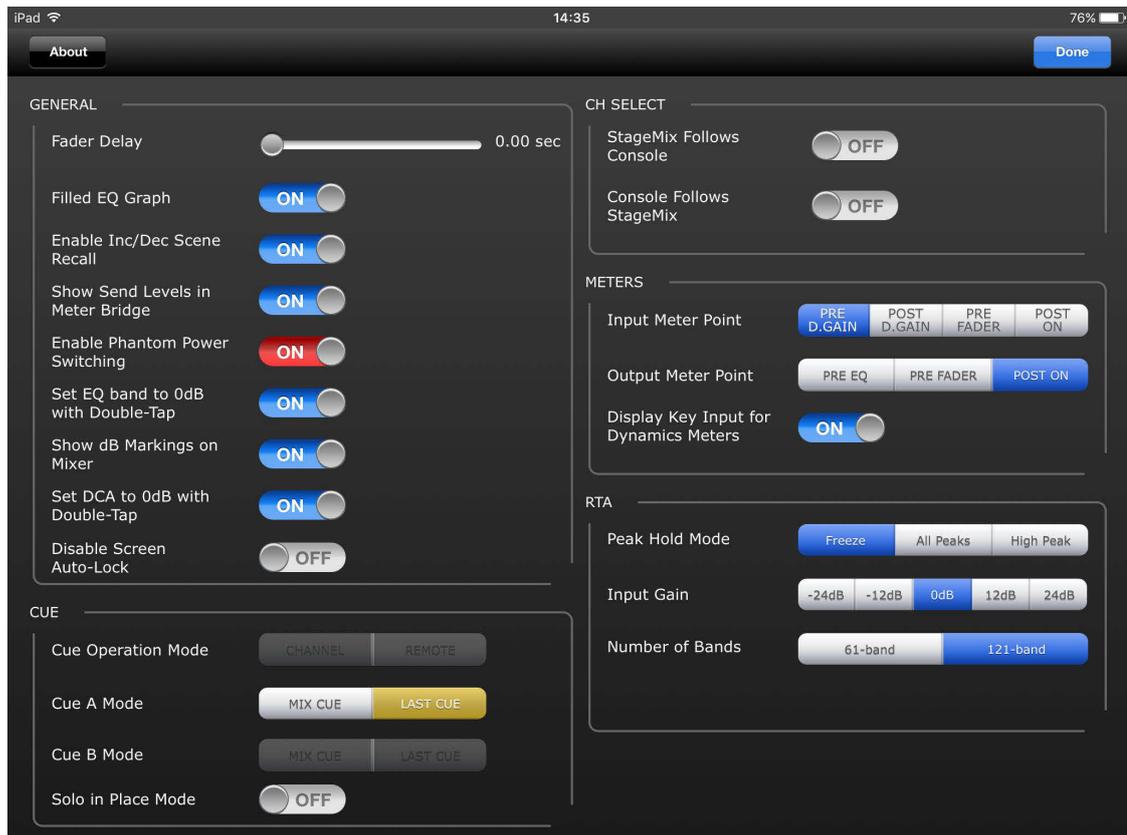
Press the [MIXER] button in the top-right corner of the Scene Memory window to return to the Mixer window.

10.0 SETUP

Press the [SETUP] button in the upper left area of the Mixer window to open a new window which allows user preferences to be selected.

iPad Status Bar

The iPad's Status Bar is visible in this screen, allowing the Wi-Fi signal strength and the battery charge status to be viewed.



Press [Done] in the top-right corner to return to the Mixer window.

10.1 Fader Delay

This is a safety function to avoid accidental fader movements. The value set here is the time needed to wait between touching a fader and being able to move it.

10.2 Filled EQ Graph

When this preference is ON, the EQ graph will be filled in, as it is on the CL series screen. When it is off, only the outline of the graph will be shown.

10.3 Enable Inc/Dec Scene Recall

When this preference is ON, buttons will appear in the Scene Memory screen that allow instant recall of the Next or Previous Scene Memory. Refer to section [9.2](#) for more details.

10.4 Show Send Levels in Meter Bridge

When this preference is ON, the send levels for the currently selected “MIX ON FADERS” will appear in the “Navigation/Meter Bridge” in “SENDS ON FADERS” mode. If this preference is OFF, the input levels will be displayed.

10.5 Enable Phantom Power Switching

When this preference is ON, phantom power for each input channel can be turned On or Off while in GAIN mode in the Mixer window. If this preference is OFF, phantom power indicators will be display-only.

10.6 Set EQ band to 0dB with Double-Tap

When this preference is ON, Parametric and Graphic EQ Gains can be set to 0dB by double-tapping on the EQ band.

10.7 Show dB Markings on Mixer

When this preference is ON, dB fader level markings will be displayed in the main Mixer Screen.

10.8 Set DCA to 0dB with Double-Tap

When this preference is ON, a DCA fader can be set to exactly 0dB by double-tapping on the fader cap.

10.9 Disable Screen Auto-Lock

When this preference is ON, the screen Auto-lock function of the iPad (as set in the iPad’s settings menu) will be disabled whilst StageMix is running.

10.10 Cue Operation Mode

When Dual Cue Mode is active in the console, the Cue Operation Mode can be selected between [CHANNEL] and [REMOTE] modes.

When [REMOTE] mode is active, StageMix will control the Cue B Bus exclusively.

10.11 Cue A Mode

This option selects the Cue Mode when Dual Cue Mode is not active, or the mode for Cue A when Dual Cue Mode is active.

When the [LAST CUE] button is highlighted yellow, only one channel can be cued at a time. When [MIX CUE] is highlighted, multiple channels can be cued simultaneously.

10.12 Cue B Mode

This option selects the Cue Mode for Cue B when Dual Cue Mode is active. This option is not available if Dual Cue Mode is not active.

10.13 Solo in Place Mode

This allows Solo in Place mode to be enabled from StageMix. This option is not available when [REMOTE] mode is active.

10.14 Channel Select – StageMix Follows Console

When this preference is ON, the currently selected channel in the StageMix Parametric EQ, Graphic EQ and Dynamics screens will follow the Selected Channel in the CL series console.

Note: Whenever the selected channel has no GEQ inserted, StageMix closes the GEQ view and return to the fader view.

Please note, when a GEQ is accessed via the Rack screen in StageMix, then StageMix will not follow the console selected channel, because the GEQ in StageMix has been accessed from the rack, not from a channel.

10.15 Channel Select – Console Follows StageMix

When this preference is ON, the Selected Channel in the CL series console will follow the currently selected channel in the Parametric EQ, Graphic EQ and Dynamics screens of StageMix.

10.16 Input Meter Point

Metering for Input Channels in StageMix can be taken from one of four points in the signal path:

- Pre Digital Gain
- Post Digital Gain
- Pre Fader
- Post On

10.17 Output Meter Point

Metering for Output Channels in StageMix can be taken from one of three points in the signal path:

- Pre EQ
- Pre Fader
- Post On

10.18 Display Key Input for Dynamics Meters

When this preference is ON, the input meters displayed in the Dynamics Processor thumbnails in the Mixer window will show the level of the Key Input signal for every Dynamics Processor. If this preference is Off, the input signal going into the Dynamics Processors will be displayed.

10.19 RTA Peak Hold Mode

An RTA Hold function is available in the PEQ and GEQ editing screens. The mode for this function is selected in the Setup screen.

Freeze

When this mode is selected, the RTA display will “freeze” at the moment the [RTA Hold] button is pressed.

All Peaks

When this mode is selected, the highest level for each RTA frequency band will be displayed in red, behind the current RTA levels which are displayed in grey.

High Peak

When this mode is selected, only the frequency band which has been measured at the highest level will be displayed in red, behind the current RTA levels which are displayed in grey.

10.20 RTA Input Gain

Input Gain or Attenuation can be applied to the RTA input signal in order to allow the range of the RTA to be more usefully displayed within the PEQ or GEQ editing screens. The following gain levels are available:

- -24dB
- -12dB
- 0dB
- 12dB
- 24dB

10.21 RTA Number of Bands

The number of bands displayed in the RTA can be selected as either 61-band or 121-band.

11.0 Troubleshooting

11.1 No Wi-Fi Available

If this message appears after launching StageMix, this indicates that the iPad is not connected to a Wi-Fi access point or that Wi-Fi may be switched off in the iPad. Refer to sections [2.0](#) and [3.2](#) for details about Wi-Fi hardware configuration and iPad Wi-Fi settings.



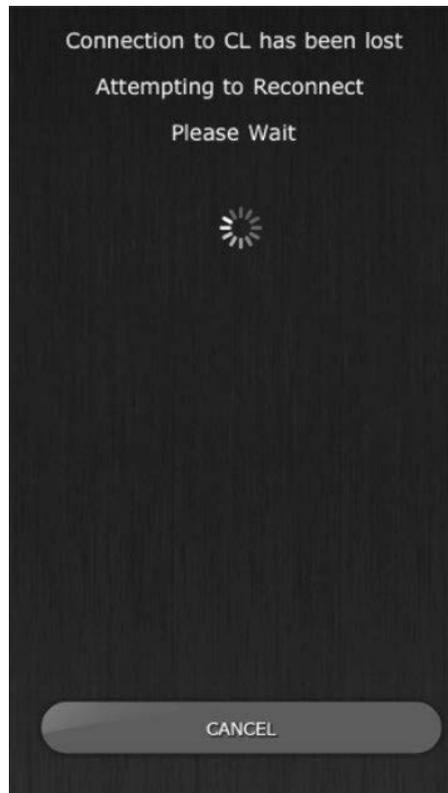
11.2 Connection Error

If this message appears after selecting a mixer and pressing [CONNECT], this indicates that StageMix cannot connect to the console. This may be due to incorrect IP Address settings in either the console or StageMix. Verify that the settings in the console match the settings in StageMix. Refer to [3.1](#) and [3.3.2](#) for details about these settings. This problem will also occur if the console is not turned On.



11.3 Connection Lost

If StageMix loses its connection to the console, the following message will appear. Operation of StageMix is not possible while this message box is onscreen. StageMix will automatically attempt to reconnect to the console. If this is successful, StageMix will re-synchronize with the console data and operation will become available again.



11.4 DHCP Server Setup on WAP/Router

- a) Log onto the web control page of your Wireless Access Point or Router using a web browser.
- b) Enable the DHCP server.
- c) Set the upper and lower limits of the IP addresses the DHCP server can assign.
- d) Ensure your console's IP address is outside this range, or reverse its IP address (e.g. DHCP range 192.168.0.2 to 192.168.0.127 when the console's IP address is 192.168.0.128)

Note: not all Wireless Access Points will feature a DHCP Server. In those cases, please setup your iPad using a Static IP Address.

11.5 Using StageMix with CL Editor

If DHCP is used on the iPad and the CL Editor is being used simultaneously, care must be taken with regard to the IP address of the computer used for the Editor. In this case, it may be necessary to use DHCP on the computer rather than a Static IP Address.

11.6 “Redirect to Internet” Problem with iOS 6 or higher

Since the release of iOS 6 or higher, your iPad may try to access the Internet at the time of selecting a Wi-Fi network. Depending on the set-up or model of your Wi-Fi device (Router or Access Point), the message "cannot connect with the Internet" may appear on your iPad screen and StageMix might be unable to connect with a console.

Internet access is unnecessary for the connection between StageMix and console and it is recommended that you should not have an internet connection when using StageMix. So if you experience this problem, you can prevent this message from appearing by disabling the "Redirect Function for Internet connection" in your Wi-Fi device. Please ask the Wi-Fi device manufacturer about the way to disable "Redirect Function for Internet connection".

11.7 Graphic EQ Doesn't Affect the Sound

If a Graphic EQ is assigned to an input channel or Mix/Matrix bus but it doesn't seem to be affecting the sound on that channel, it could be that the Insert for that channel has been switched Off. Check the state of the Insert ON switch in the console.

11.8 Problems Moving Multiple Faders

If Multitasking Gestures is ON, it may not be possible to move more than three faders simultaneously in StageMix. When using StageMix, it is recommended that Multitasking Gestures be turned OFF.

- a. Open the iPad "General" menu
- b. Set the button for "Multitasking Gestures" to OFF

If the "Zoom" function in the "Accessibility" menu is ON, it may not be possible to move more than two faders simultaneously in StageMix. When using StageMix, it is recommended that "Zoom" be turned OFF.

- a. Open the iPad "General" menu.
- b. Select "Accessibility," and then set the button for "Zoom" to OFF.

11.9 StageMix Facebook Page

To exchange information and tips with other StageMix users, please visit our Facebook page: <http://www.facebook.com/StageMix>

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