

DIGITAL MIXING CONSOLE

M7CL

VERSION 3

Recall Safe Guide

Enjoy mixing more with Scene Recall and Focus!



Introduction

As one of the new features for M7CL Version 3, some parameters for Recall Safe were newly added, which dramatically improved the ease and flexibility of scene recall operations.

Scene recall is an extremely powerful function to help the sound engineer make many rapid changes to the console between songs or scenes. However there are many circumstances when the engineer needs some changes but does not want to implement other changes. M7CL has two different solutions to this limiting of scene recall; Recall Safe and Focus.

This guide introduces some useful application examples using Recall Safe or Focus of M7CL Version3, shows the advanced recall safe and focus parameters on block diagrams for visual understanding, and provides tips to effectively utilize the Recall Safe and Focus features.

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Scene Memories

On the M7CL, the mix parameters and the other settings such as input/output port patching can be stored into memory (and later recalled from memory) as a “scene.” Recalling a scene can rapidly change the console settings between songs or scenes.

Items included in scenes

- Head amp (level, +48V, polarity)
- Channel name/icon
- Patching/routing (Input, Output, Insert, Direct Out, Monitor, Cascade, Rack)
- Insert (on/off, position)
- Direct out (on/off, position, level)
- EQ (all parameters inc HPF)
- ATT (digital attenuator)
- Dynamics 1 (all parameters)
- Dynamics 2 (all parameters)
- MIX/MATRIX sends (bus setup*, on/off, level, pre/post)
- Pan/balance (position Stereo/Mono/LCR)
- DCA group (assignment, on/off, level)
- Mute group (assignment)
- Faders
- Channel link*
- Rack (all parameters)
- INPUT TO TALKBACK head amp*
- Focus*
- Cross fade* (on, time)

* These items are not subject to recall safe.

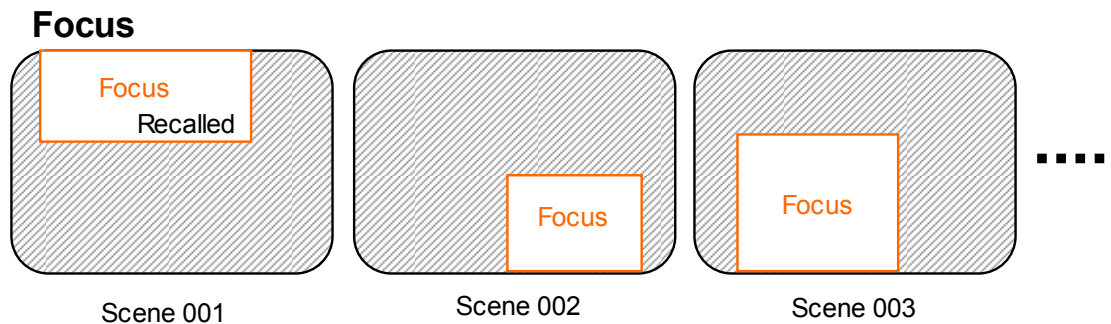
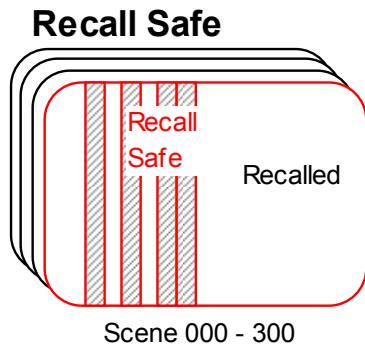
The items “not included” in scenes are saved in other memory (except mechanical pots) and do not change when scenes are recalled. For details on the items excluded in scenes, you can refer to “M7CL Quick Start Guide” Part 2 and Part 3.

Recall Safe and Focus

Live show mixing is a dynamic activity and a series of scene recalls cannot always cope with an unexpected performance change or react to the change in room acoustics due to the audience. This guide explains how to take advantage of the scene snapshot system, whilst using the Recall Safe and Recall Focus functions to maintain flexibility and keep dynamically mixing your show.

When a scene is stored, all the parameters of all the channels are memorized, regardless of Recall Safe and Focus settings. However when a scene is recalled with Recall Safe or Focus settings applied, the specific parameters of channels to be recalled are limited by those settings, and the parameters remain unchanged by the recall.

Recall Safe affects the parameter recall commonly in all scenes, but Focus affects the parameter recall only when that specific scene is recalled. Recall Safe specifies the items to be "not recalled" (similar to the idea of masking), but Focus specifies the items to be "recalled." Moreover, Recall Safe specifies individual channels and parameters, but Focus specifies more collective items.

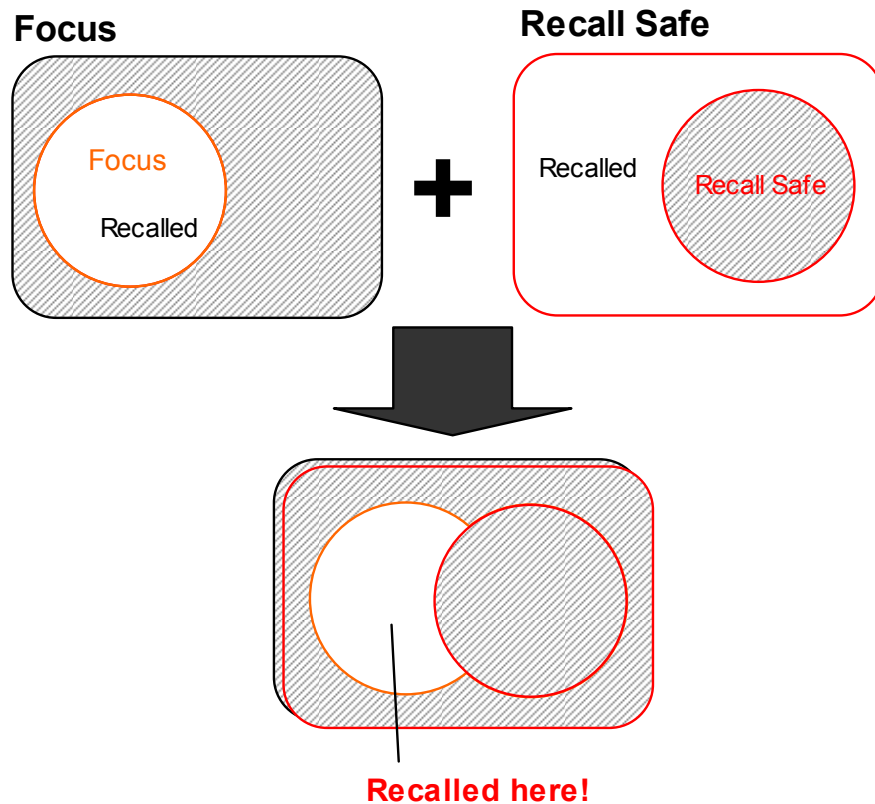


	Setting in each scene	Setting in each channel	Selected items are ...
Recall Safe	N/A	✓	NOT recalled
Focus	✓	N/A	Recalled

Recall Safe and Focus

Recall Safe and Focus together

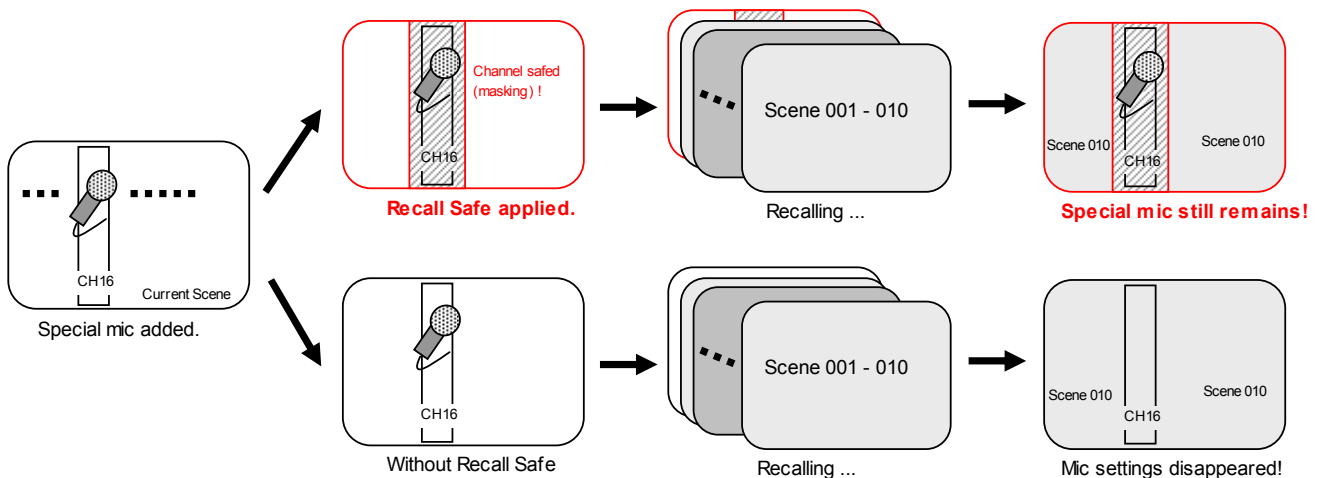
Recall Safe and Focus can be used at the same time. Recall Safe parameters will not recall even if Focus is applied. In this case, the items which either or both of Recall Safe and Focus are limiting (safed/unfocused) are not recalled. In other words, the unsafed and focused items only are recalled.



Application Examples

Adding/disabling mic channel after preparing scenes (Recall Safe)

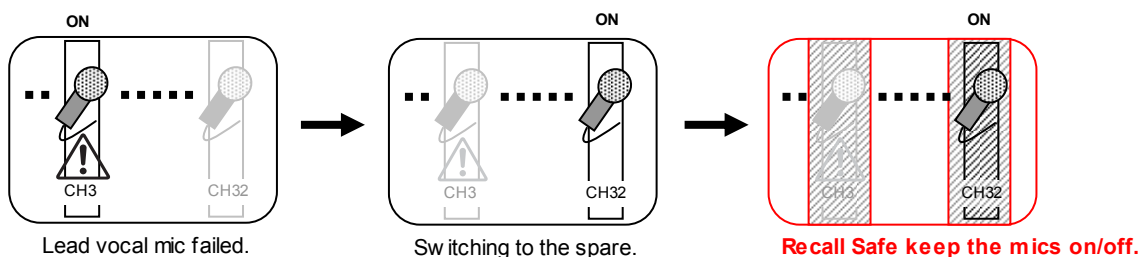
If a special channel is added to an existing show made up of many scenes. This might be a presenters' mic or safety announcement mic. Each time a scene is recalled this mic channel will "disappear" because it is not part of the newly recalled scene. By placing the mic channel in recall safe the scene recall does not affect that channel and the mic will stay as before the scene recall. This is useful also if a mic channel for rehearsal must be off during show.



Switching to the "Spare Mic" channel (Recall Safe)

Most important shows will have spare mics and channels in case of failure of a critical mic; like the lead vocalist. These mic channels are normally switched off in all scenes. If the main mic fails, for example due to wireless interference or some cable damage, then the engineer can mute the damaged mic channel and turn on the spare. However scene recall will cause the failed mic to be turned on again and the working spare to be muted.

By activating Recall Safe for both mic channels this can be avoided. If the mic has different EQs or other parameters in different scenes then it is necessary to use "Partial Recall Safe" and just safe the ON button, but remember that if there are scenes in which the mic is not used and switched off by scene recall this must now be done manually.



Application Examples

Keeping EQ adjustment during first song unchanged (Recall Safe)

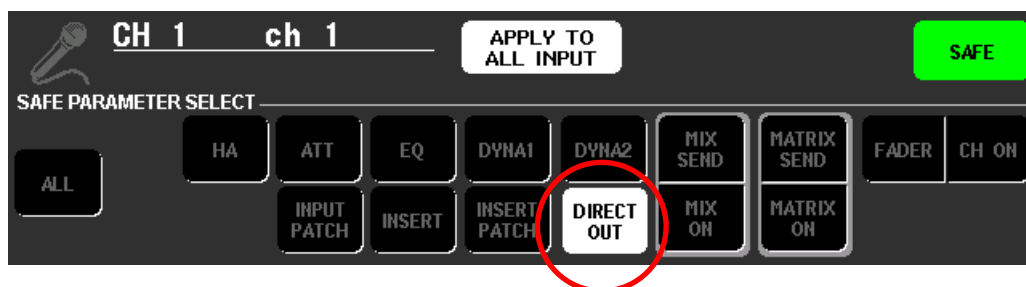
Another common example is when using a scene for every song in a bands set. During the first song the engineer improves the sound of the bass drum by altering the EQ. When the second song starts the bass drum EQ is recalled with the original EQ and the engineer must repeat their alterations. This workload accumulates throughout the set as more channels are altered. By using “Partial Recall Safe” just the EQ of those channels can be removed from scene recall so that it remains unchanged even when the fader level, sends, on/off etc is being changed.

If you like to overwrite the existing scene data itself instead of limiting the scene recall, the Global Paste function will help you to paste the current EQ settings to multiple scenes at a time.

Adding Direct Out for multitrack recording (Recall Safe)

Sometimes after a show with scenes has been running successfully for some time it might be recorded. Direct Outs can be patched and turned on for every input channel. This involves quite a lot of patching to slots and turning on the direct out. But Direct outs are under scene control and before M7CLV3 it had to be done for every scene!

Now with M7CLV3 firmware it can be done once and then added to the Safe Parameter Select menu. Pressing the DIRECT OUT button will safe the patch, the [ON] key, the pick off point and the level.



Application Examples

Quick storing during rehearsal like analog consoles (Recall Safe)

Analog consoles used to require engineers to write down the mix settings on markup sheets, but digital consoles can now store the mix settings for each band or song in scene memories. In this case, you can store the settings quickly without disturbing rehearsal in progress using Recall Safe as follows:

1. Make the basic settings as a scene. The channel link and MIX/MATRIX bus setup must be completed at least because they are not subject to recall safe.
2. Assign a name such as band or song name to the basic scene and store it as a scene for each band or song. Channel names are not necessary to be entered because all the channel faders appear (i.e., no fader layers) on the M7CL console and the channel names can be written above each fader.
3. Apply recall safe to all channels (all items in the RECALL SAFE MODE pop-up) for rehearsal.
4. Recall the scene corresponding to each band or song. Complete the rough mix settings and store it in each scene. Repeat the recalling and storing each time the band or song changes. Thanks to recall safe settings, recall operations do not affect the current mix settings (see page 16 for the exceptions.) Also, store operations can be performed regardless of recall safe and consequently you can store the accumulated mix settings like analog consoles.
5. Arrange the stored scene data after the rehearsal and turn off the recall safe settings except for necessary safes. Now you can certainly recall the mix settings during show.

Using Mute Scenes like analog consoles (Recall Safe)

Some analog consoles like PM3500 and theatre specialized consoles had the ability to program Mute Scenes. Full scene control was not possible, but often not necessary either. Mute scenes are more flexible than mute groups because they turn channels on *and* off with one press and there is no "grouping" so individual channels can be turned on again within a scene without using the Mute Safe feature. Mute Scenes are an example of Partial Recall Safe.

To create mute scenes;

1. Open Recall Safe Mode pop-up.
2. In the SAFE PARAMETER SELECT section choose first APPLY TO ALL INPUT and then all the options other than CH ON.
3. Choose SET BY SEL and then press the [SEL] key of all channels.
4. Now any scenes created will only recall ON/OFF keys and work like Mute Scenes on an analog console. Be aware, however, of the exception that channel link, MIX/MATRIX bus setup, TO STEREO/MONO, PAN/BAL, LCR, and MUTE/DCA Assign are also recalled with ON/OFF keys, because these parameters are not subject to recall safe (always recalled) or can be safed only with ALL.

Application Examples

Handing over operations to multiple engineers (Recall Safe)

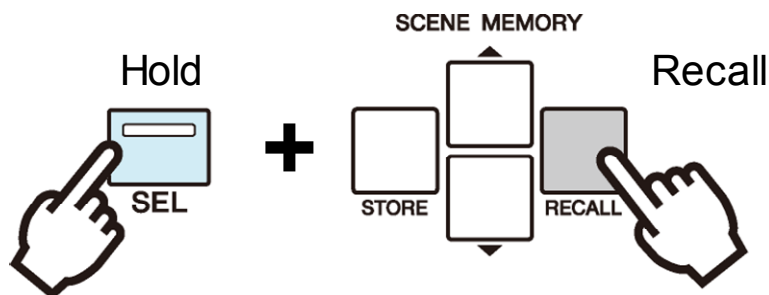
Recall safe for output parameters is handy also when handing over operations to multiple engineers at music festivals. If shared settings such as tuned output parameters (EQ or GEQ for main outputs) are saved, you can initialize the other parameters by scene recall and hand over the operations.

Be really careful not to leave the input parameters saved if multiple engineers share the console. If a previous engineer applied Recall Safe to adjust input parameters like EQ and left it, the input parameters are not recalled when next engineer recalls scenes.

Also, be careful that loading data from USB memory will overwrite all the settings on the console regardless of the recall safe settings.

Applying temporary channel safe (Recall Safe)

When an artist is giving thank you messages from the last song but the next song must start, you can apply a temporary "safe" to the channel by recalling scene while pressing and holding the [SEL] key (see page 17).



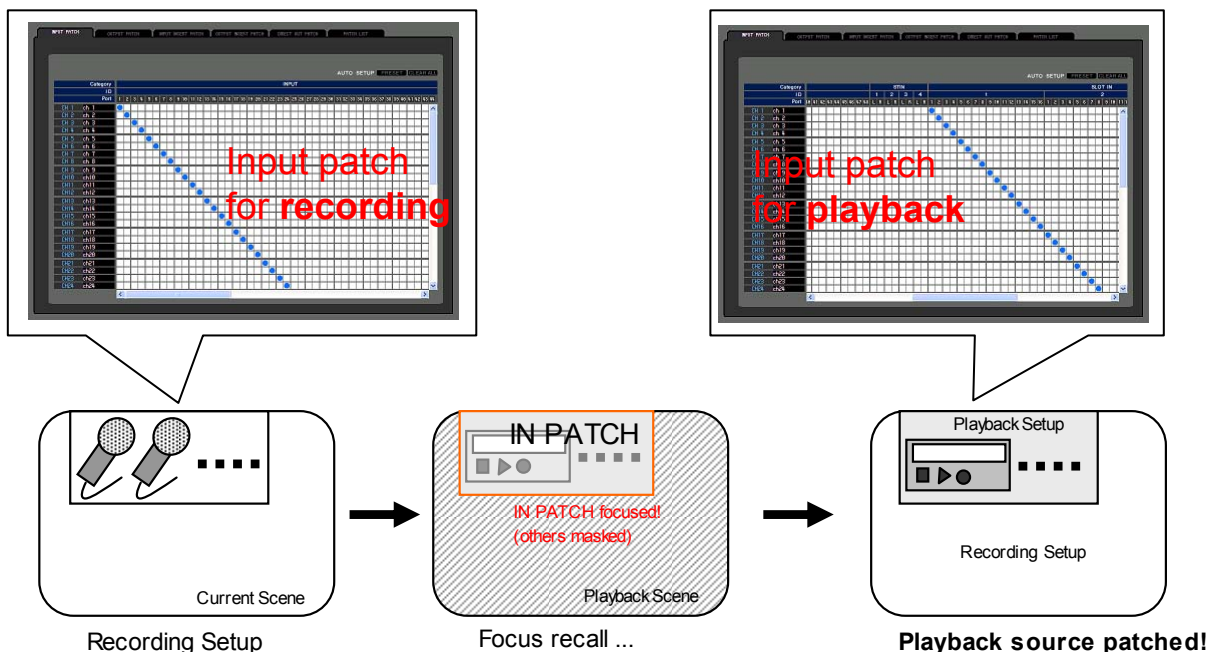
Application Examples

Changing GEQ for each band's engineer (Focus)

In a multiband lineup show each engineer may want his own GEQ setting, but also they want changes to be possible without scene recall “undoing” them. Because Focus is available on a scene by scene basis this is possible. Use Focus to remove RACK from recall in all scenes except the first scene of each bands set. Now the GEQ settings will change only when a new band starts.

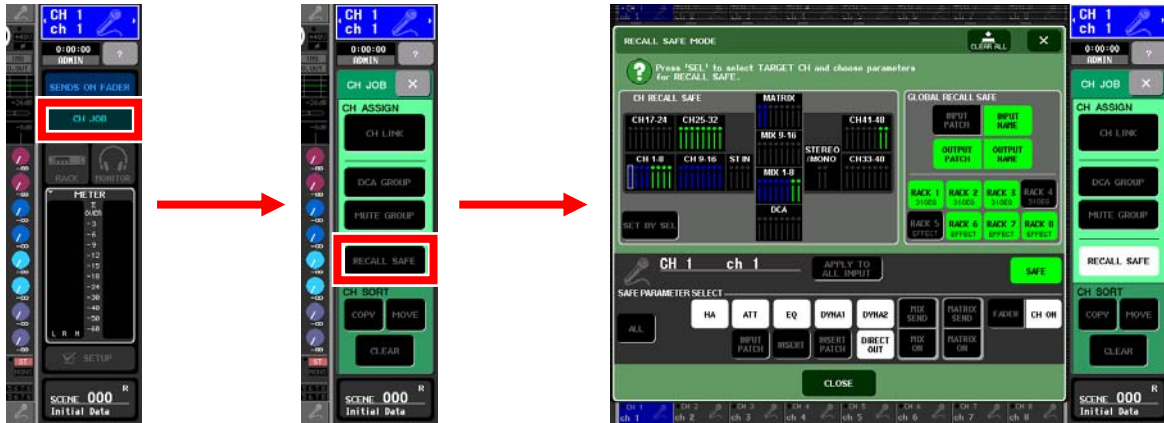
Swapping input patch for recording and playback (Focus)

In a live recording set up it is required to have the mics connected to the channels of the scenes for recording, but for playback use the same scenes and have the recorder connected. By recalling a “record setup” scene the mics can be patched to the channels or by recalling a “playback setup” scene the recorder can be patched to the channels. Use Focus to remove IN PATCH from scene recall for the actual scenes, but keep IN PATCH within Focus for the two special “setup” scenes.



Recall Safe Operations

The RECALL SAFE MODE pop-up is in the CH JOB (Channel Job) area. Press the CH JOB button on the screen and then press the RECALL SAFE button, the pop-up will appear.



To apply a safe, select the channel with the [SEL] key to display its setting in the lower part of the pop-up. Select the parameters to be saved (e.g., ALL or HA and EQ). Turn on the safe with the SAFE button.

In the CH RECALL SAFE field of the upper-left, the channels for which recall safe is turned on are highlighted. The color of the highlight will be green if the ALL was selected, or blue if the other buttons were selected. If you turn on the SET BY SEL button, you can turn on Recall Safe for a channel simply by pressing the [SEL] key of that channel.

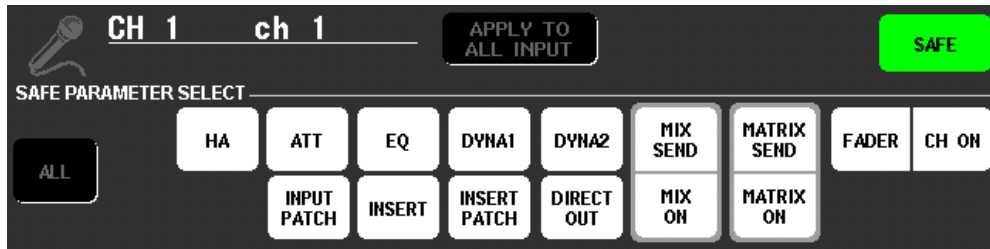
In the GLOBAL RECALL SAFE field of the upper-right, you can apply recall safe to patching and names not in channel units but in block of input channels and output channels collectively.



Safes can be turned on and off from the SELECTED CHANNEL VIEW. If you turn it on by default setting, ALL is applied. If the channel parameters other than ALL are selected, the PARTIAL indicator will be lit (keep lit even when the safe is switched off).

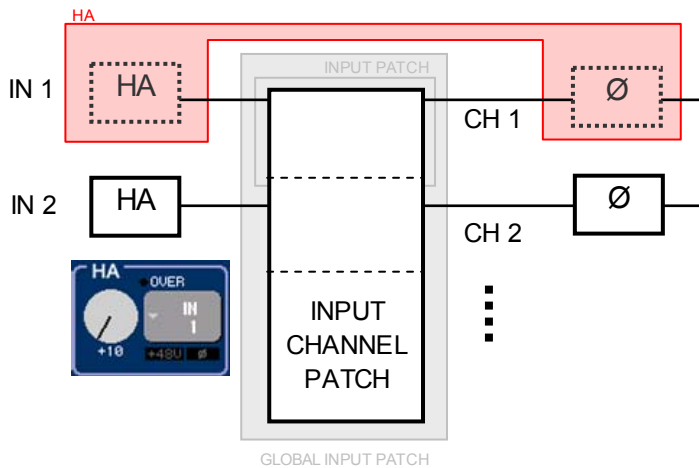
You can also use the pop-up button located here to call the RECALL SAFE MODE pop-up.

Recall Safe: Channel Safe Parameters



HA (Head amp)

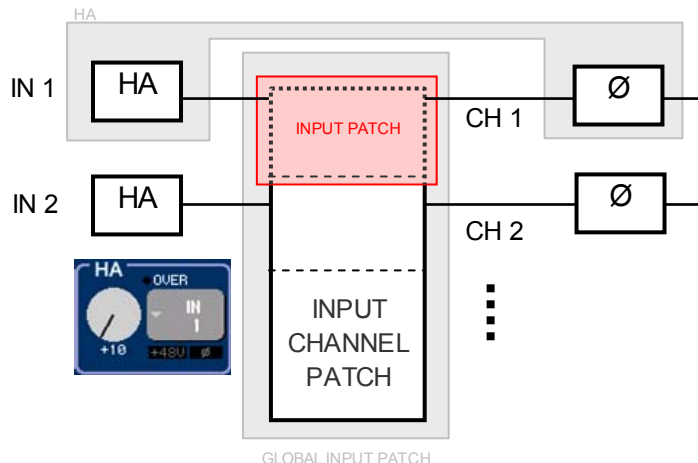
The safe target includes Ø (polarity) as well as gain and +48V.



INPUT PATCH

The safe target is the patch of the input port which is patched to the corresponding input channel. All the recall safe or focus patch parameters are grouped by input channels or output channels. Therefore, properly speaking, it should be called INPUT "CHANNEL" PATCH.

Input signal on an input port can be split into multiple channels, which means the other channels can recall the patch of an already-patched input port even if the patch is safed. In this case, the HA settings (Gain and +48V) will be shared among these channels, and the HA settings of previously-patched channel will be prioritized and copied to the others. Ø (polarity) is set for each channel.

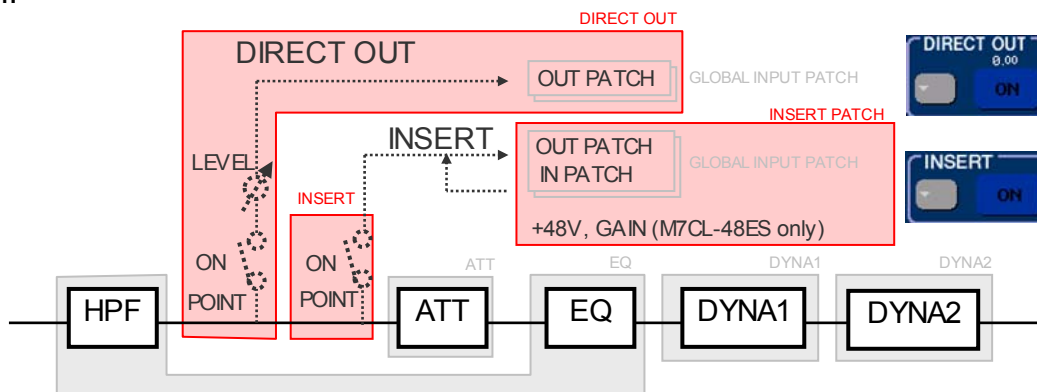


Recall Safe: Channel Safe Parameters

DIRECT OUT INSERT INSERT PATCH

DIRECT OUT covers all the direct out settings including the patch. If you come to perform a live recording with direct out signals only at a specific venue during the tour, it is handy to apply the safe at the venue.

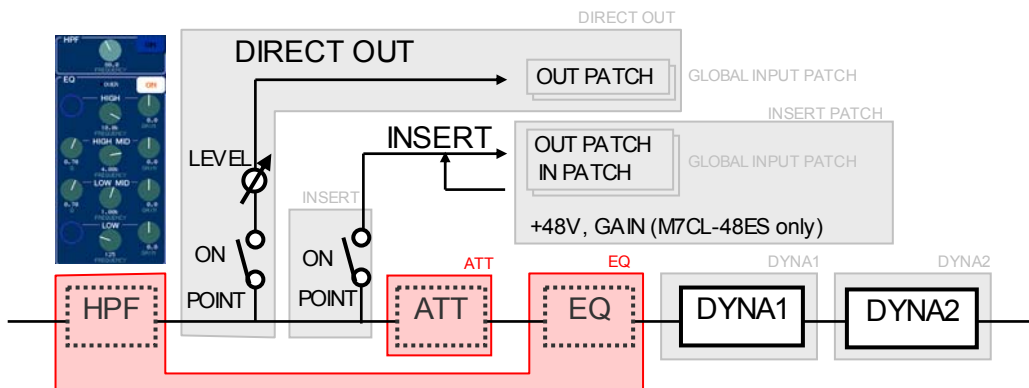
The insert settings are separated into INSERT which excludes the patch setting, and INSERT PATCH.



EQ ATT

EQ includes the HPF setting.

ATT is separated from EQ, though it appears on the EQ pop-up. Because attenuator may be used for level adjustment instead of HA gain if the external HA setting of stagebox is not allowed to be changed because the HA is shared with the other consoles.



Recall Safe: Channel Safe Parameters

DYNA1 DYNA2

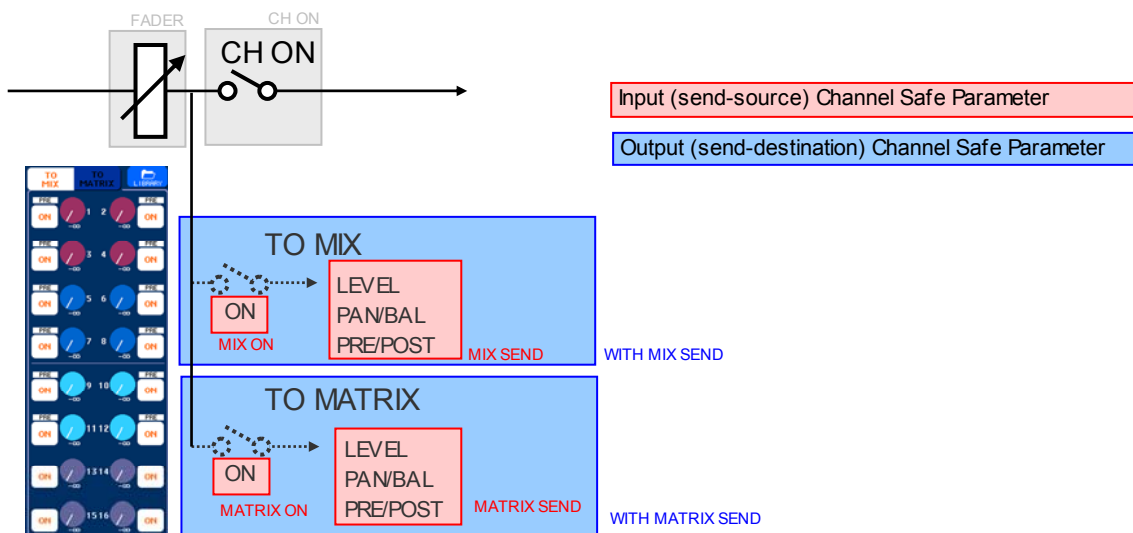
Each safe target is all the dynamics parameters.

FADER CH ON

As the names suggest, each safe target is the fader position and ON setting.

MIX/MATRIX ON MIX/MATRIX SEND WITH MIX/MATRIX SEND

These send parameters are safed when they are set for either the send-source channel or send-destination channel. MIX/MATRIX ON and MIX/MATRIX SEND for send-source channels are separated, but they are collectively set from send-destination channels with WITH MIX/MATRIX SEND.

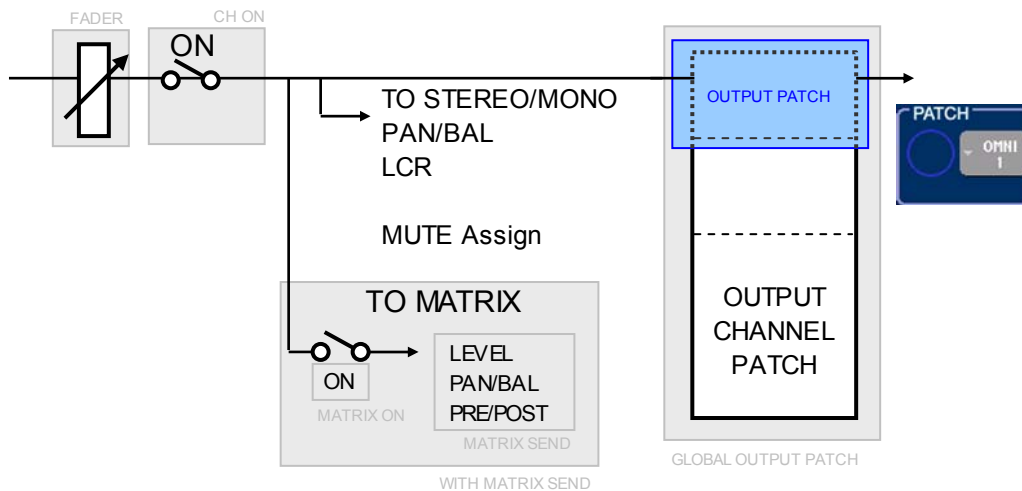


Recall Safe: Channel Safe Parameters

OUTPUT PATCH

The safe target is the patch of the output port which is patched to the corresponding output channel. Properly speaking, it should be called OUTPUT "CHANNEL" PATCH.

An output port cannot mix signals (be patched) from multiple channels, which means the other channels cannot recall (steal) the patch of an already-patched output port if the patch is safed.

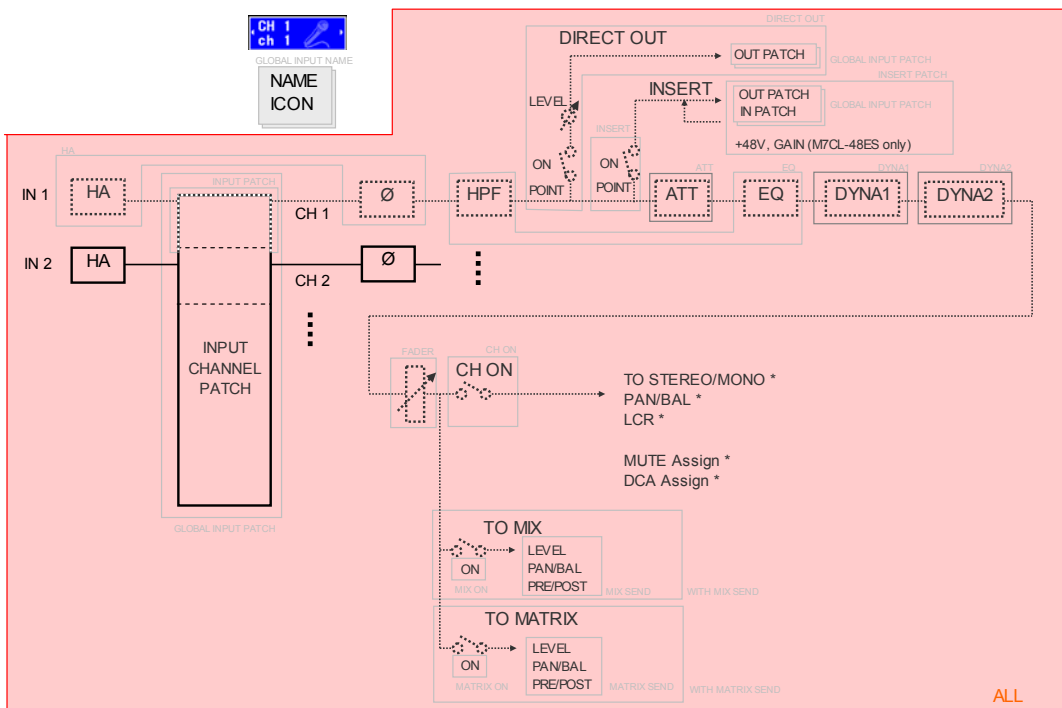


Recall Safe: Channel Safe Parameters

ALL

The safe target is almost all the channel parameters. Channel names and icons are excluded from ALL, and can be safed only with GLOBAL INPUT/OUTPUT PATCH. WITH MIX/MATRIX SEND for MIX/MATRIX channels are also excluded from ALL. On the other hand, TO STEREO/MONO, PAN/BAL, LCR, and MUTE/DCA Assign can be safed only with ALL.

If you apply safes to channels by default setting, they are safed with ALL. If channel safe parameters other than ALL are selected, the PARTIAL indicator will be lit in the SELECTED CHANNEL VIEW.

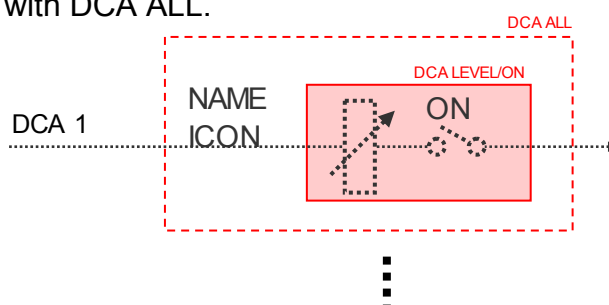


DCA LEVEL/ON

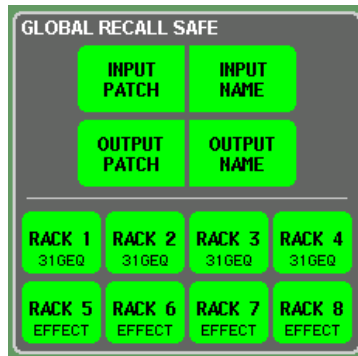
DCA ALL

The safe target for DCA group is only LEVEL/ON and ALL. ALL includes name and icon unlike other channels.

To entirely safe a channel as a DCA group member, you must safe the channel with the channel's ALL, not with DCA ALL.



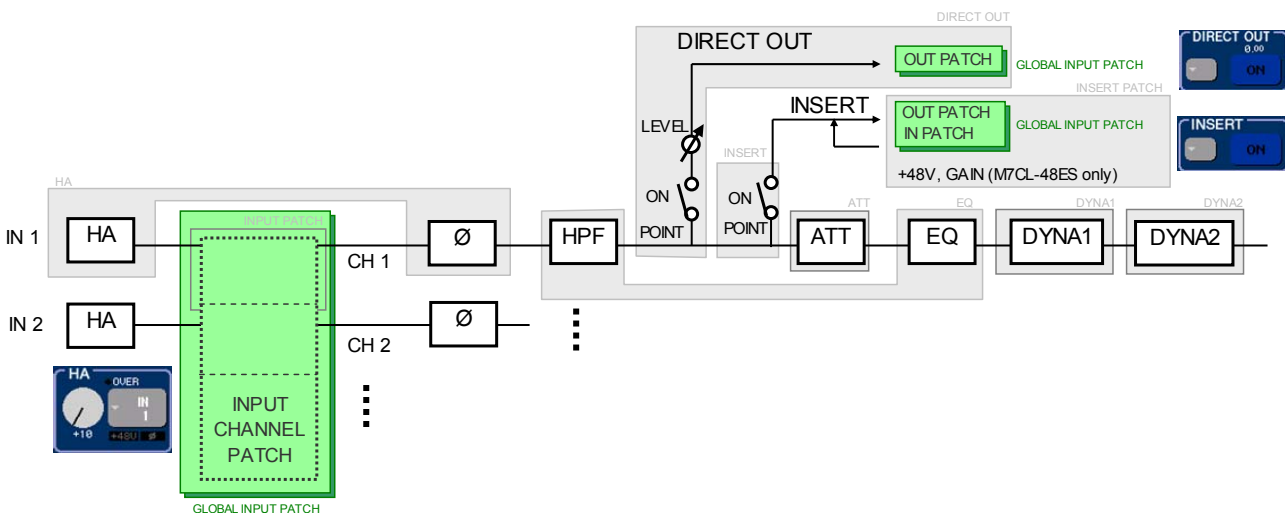
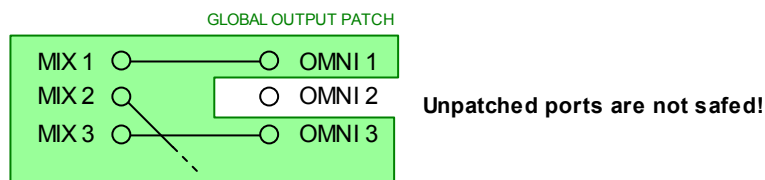
Recall Safe: Global Safe Parameters



GLOBAL INPUT PATCH GLOBAL OUTPUT PATCH

Global safe can be applied to the collective patches of the input and output ports which are patched to input or output channels respectively. They also include the patches of insert, direct out, monitor, and cascade unlike channel safe INPUT/OUTPUT PATCH parameters.

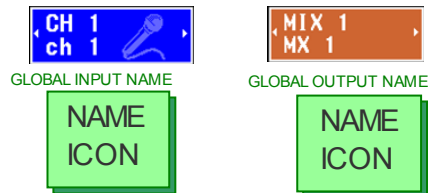
Be aware that the patch settings are grouped not by ports but by channels as well as channel safe parameters. For example, insert patch (both of insert-in/out) for output channels are included in GLOBAL OUTPUT PATCH, which means safes cannot be applied to unpatched output ports and direct out ports from input channels even when GLOBAL OUTPUT PATCH is turned on.



Recall Safe: Global Safe Parameters

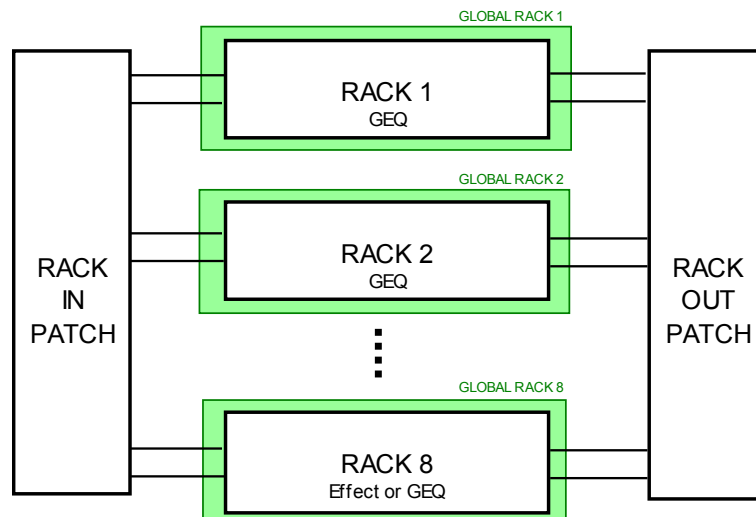
GLOBAL INPUT NAME GLOBAL OUTPUT NAME

Global safe can be applied to the collective channel names and icons of the input or output channels respectively. These parameters are excluded from ALL (channel safe parameter). Also be aware that GLOBAL INPUT NAME excludes DCA groups.



RACK 1-8

All parameters for each rack except for patch can be safed. This safe can also be switched on and off with the SAFE buttons in the VIRTUAL RACK screen.

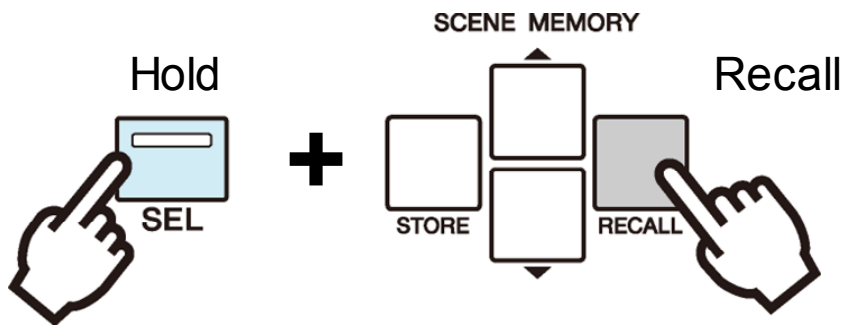


Recall Safe Tips

Scene Holdover Safe

When recalling a scene you can apply a temporary “safe” to a channel by press and holding the [SEL] key. Multiple channels can be safed as far as your fingers can reach the keys. To complete the scene recall, recall the scene again without holding the [SEL] key.

Use this when an artist is giving thank you messages from the last song but the next song must start, or when a performer still does not appear on stage for some reason but the next scene must start according to the progress chart.



Temporarily Channel Safed!

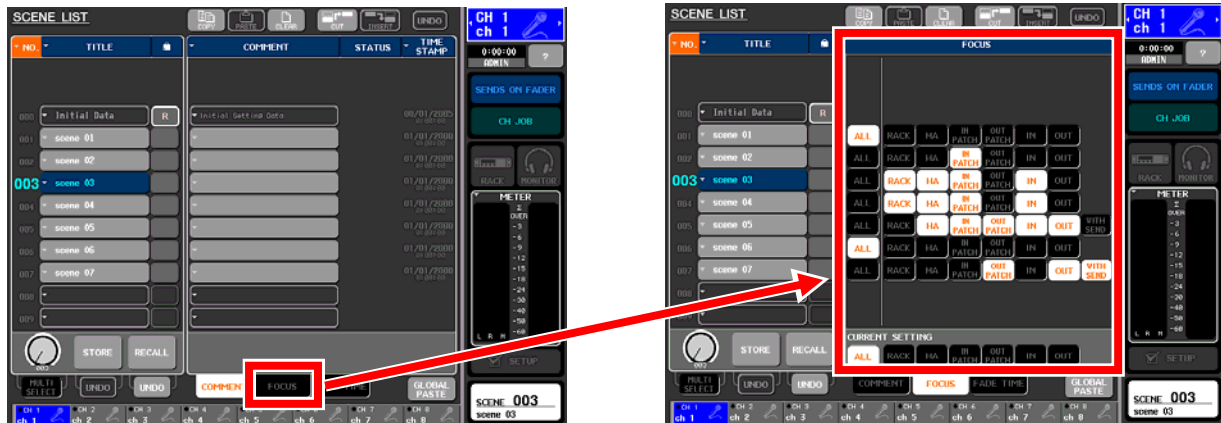
Scene settings excluded from Recall Safe

Channel Link, MIX/MATRIX bus setup, Focus and Fade settings are stored in all scenes, but they are not subject to Recall Safe; they will always be reproduced in the recalled scene.

This means that if Recall Safe is enabled for one of several channels included in a link group or one of two buses set to stereo, the parameter settings of that channel may differ from those of the other channel(s). In such cases, the applicable parameter will be automatically re-linked the next time it is operated.

Focus Operations

The FOCUS field can be accessed from the SCENE LIST screen by pressing the FOCUS tab below the list.



As noted before, it is important to understand that Focus differs from Recall Safe; Recall Safe is global to all scenes and Focus is specific to a particular scene. Recall Safe specifies the items to be "not recalled" (similar to the idea of masking), but Focus specifies the items to be "recalled." Moreover, Recall Safe specifies individual channels and parameters, but Focus specifies more collective items. Of course, both of Recall Safe and Focus can be simultaneously applied at the same recall.

Focus Parameters

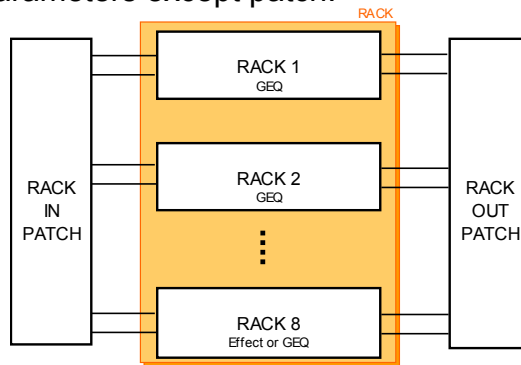


ALL

Recalls all the parameters included in scenes (default.)

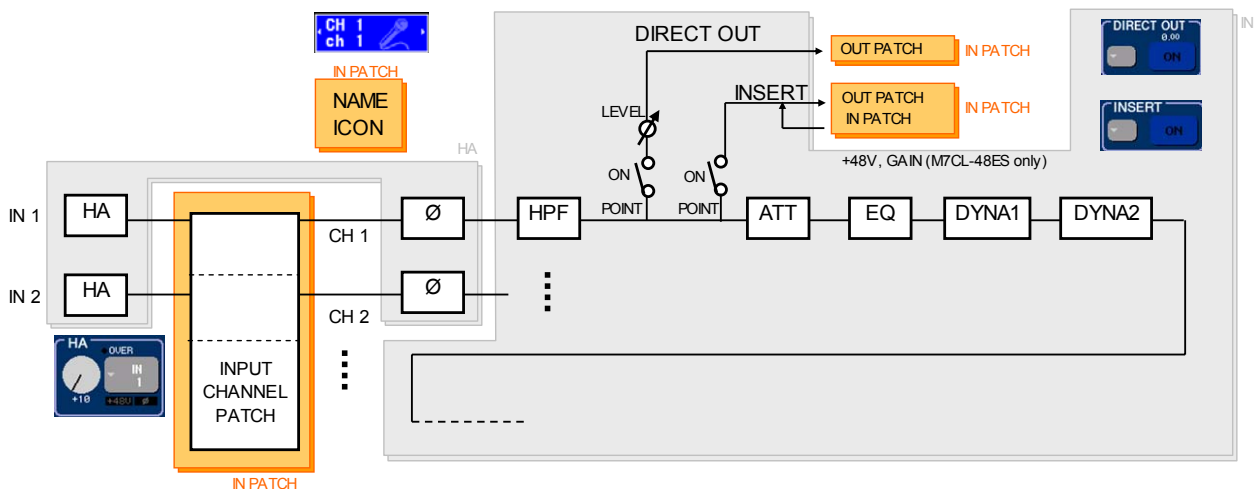
RACK

Recalls all the rack parameters except patch.



IN PATCH OUT PATCH

Recalls the collective patches of the input and output ports which are patched to input or output channels respectively. For example, insert patch (both of insert-in/out) for input channels are included in IN PATCH. The patches of insert, direct out, monitor, and cascade are also recalled. The channel names and icons are also recalled.

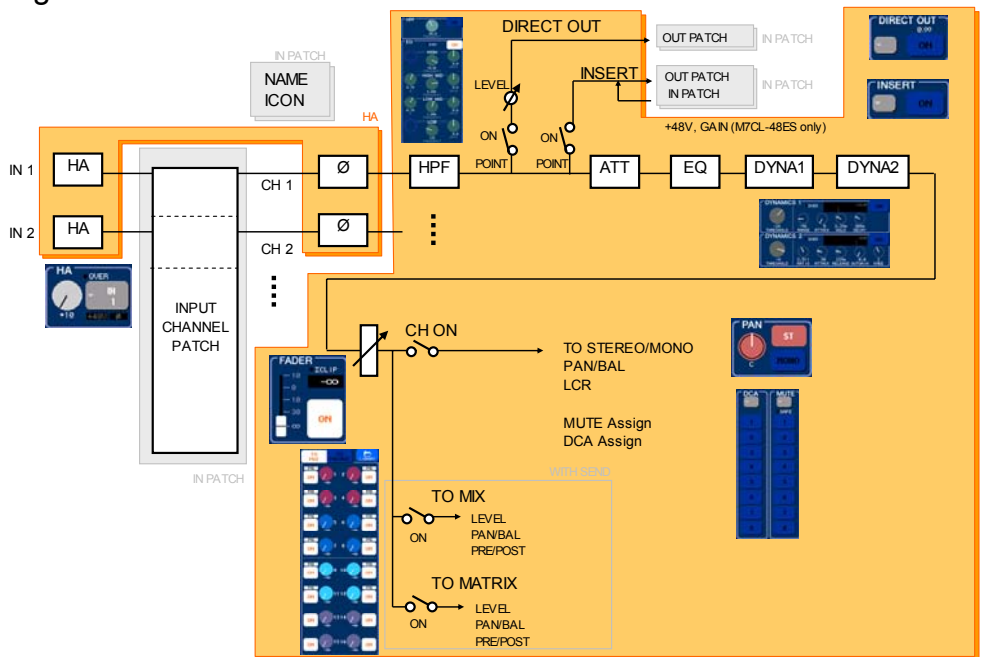


Focus Parameters

HA IN

HA recalls the HA settings for all the patched channels including \emptyset (polarity) as well as gain and +48V.

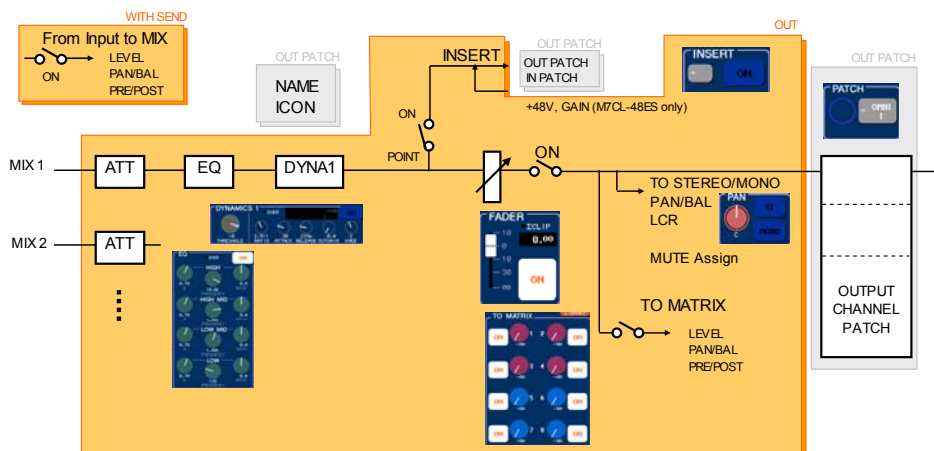
IN recalls all the input channels (including DCA groups) settings except for the patches and HA settings.



OUT WITH SEND

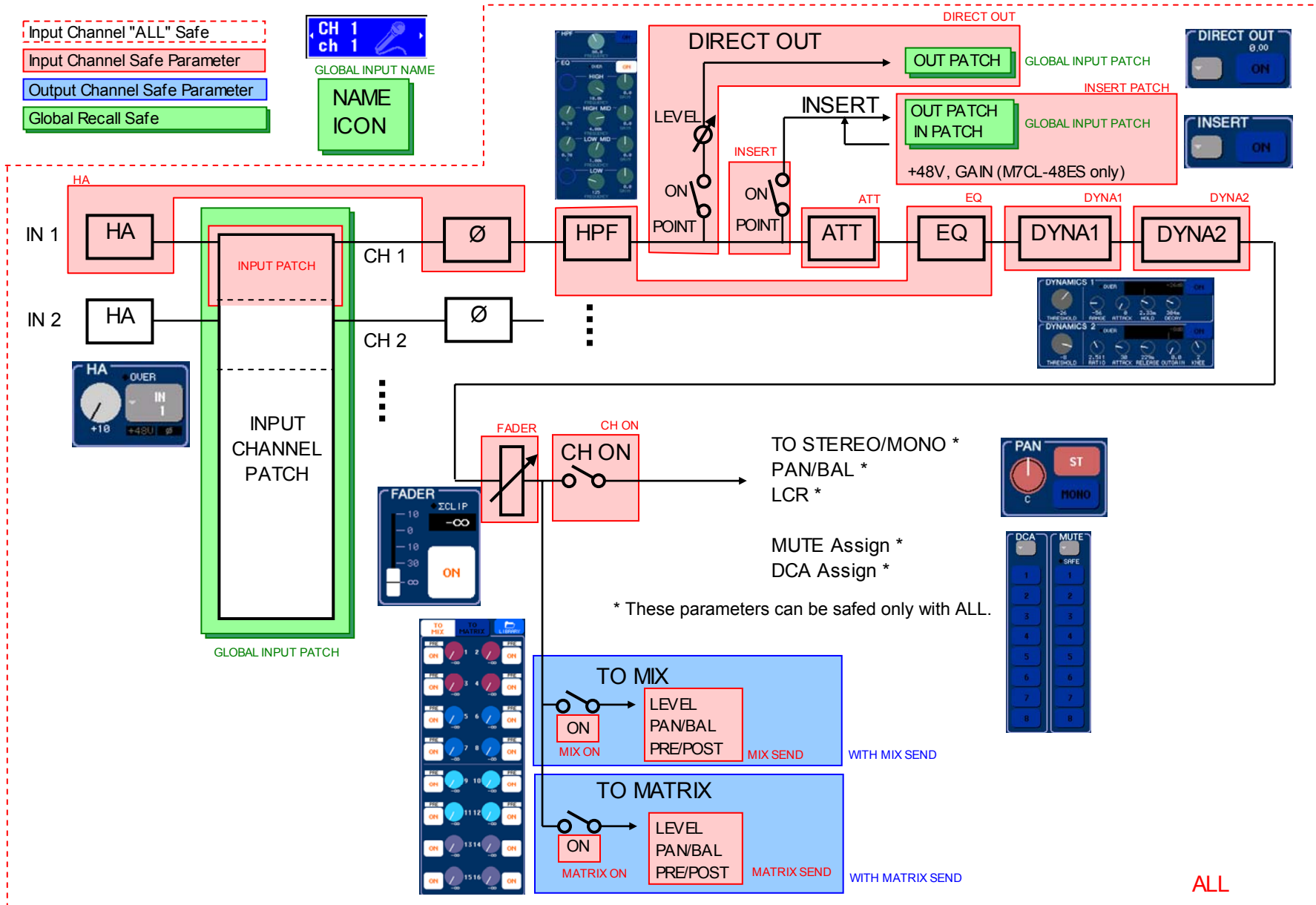
OUT recalls all the output channel settings except for the patches.

WITH SEND is shown only if the OUT button is on. It recalls all the send settings from input channels to MIX/MATRIX buses. If both the IN and OUT buttons are on, the parameters corresponding to WITH SEND will automatically be subject to recall.



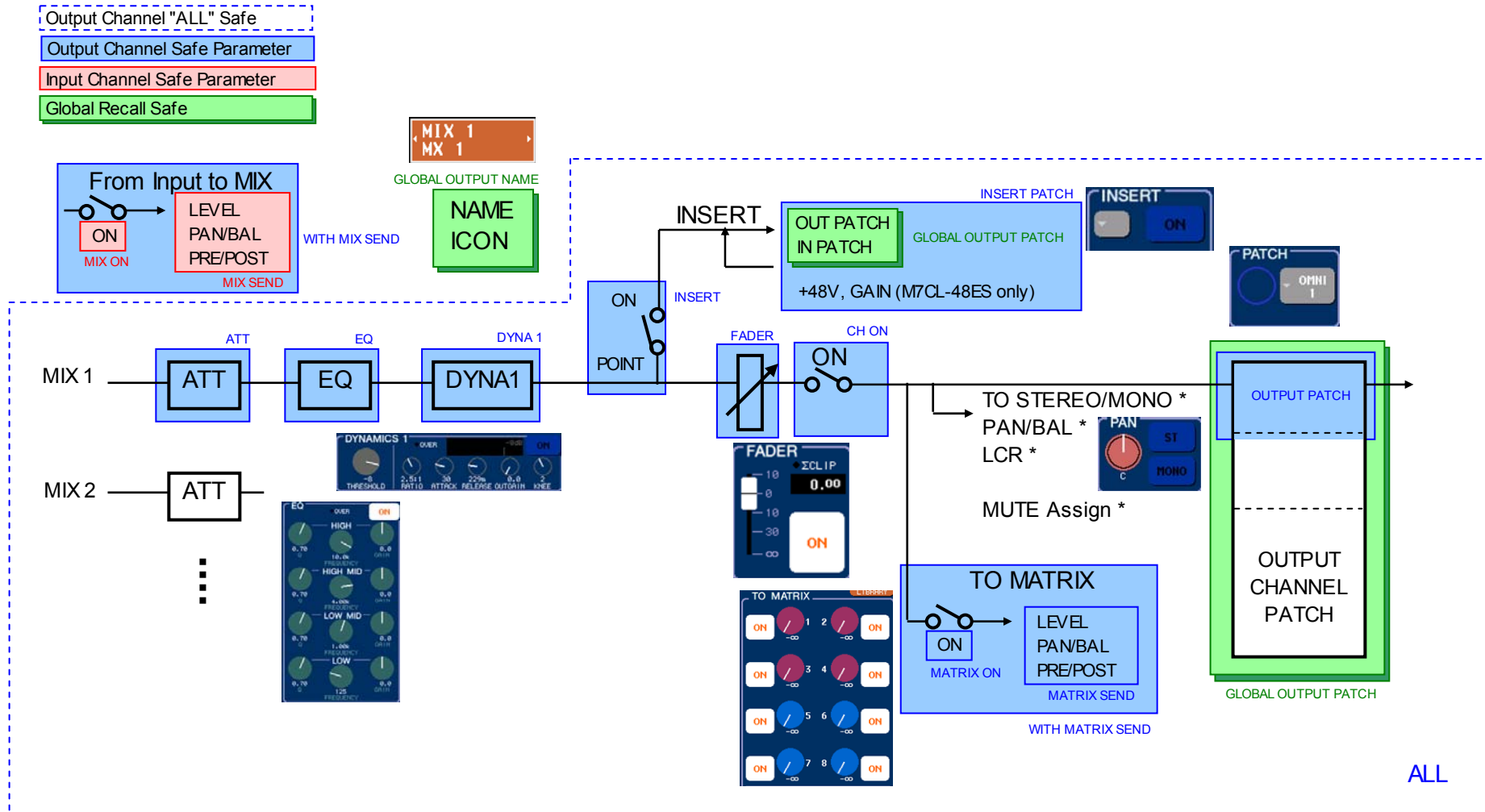
Appendix: Recall Safe Parameters (Input Channels)

The following diagram shows INPUT channels. ST IN channels do not have the DIRECT OUT and INSERT functions.

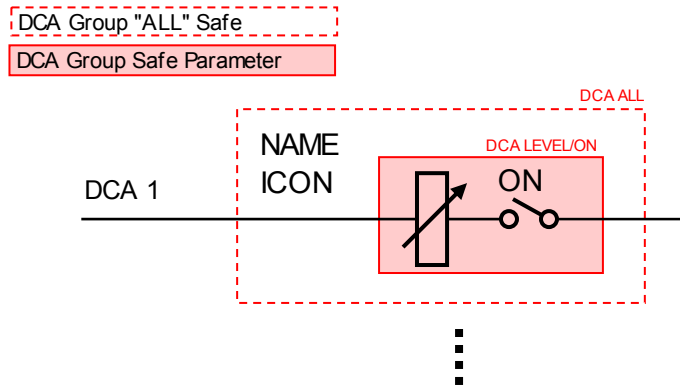


Appendix: Recall Safe Parameters (Output Channels)

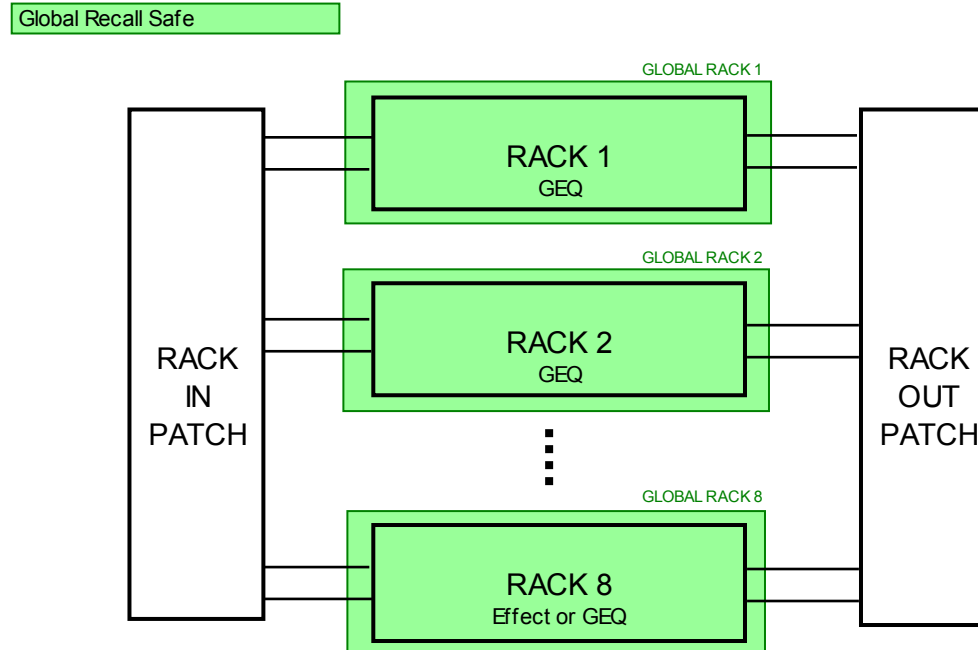
The following diagram shows MIX channels. MATRIX channels and STEREO/MONO channels differ only for MIX/MATRIX sends.



Appendix: Recall Safe Parameters (DCA Groups)

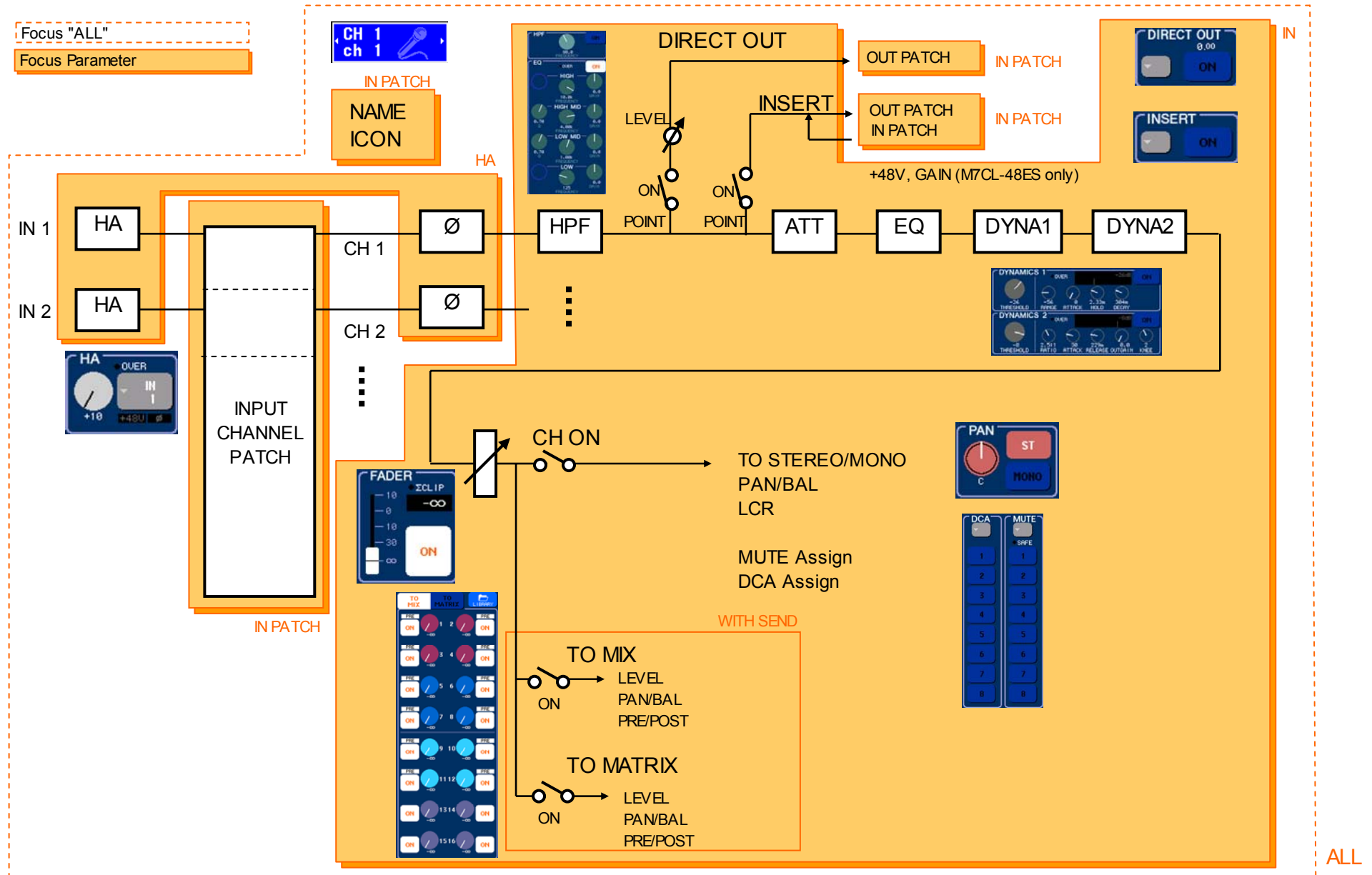


Appendix: Recall Safe Parameters (Racks)



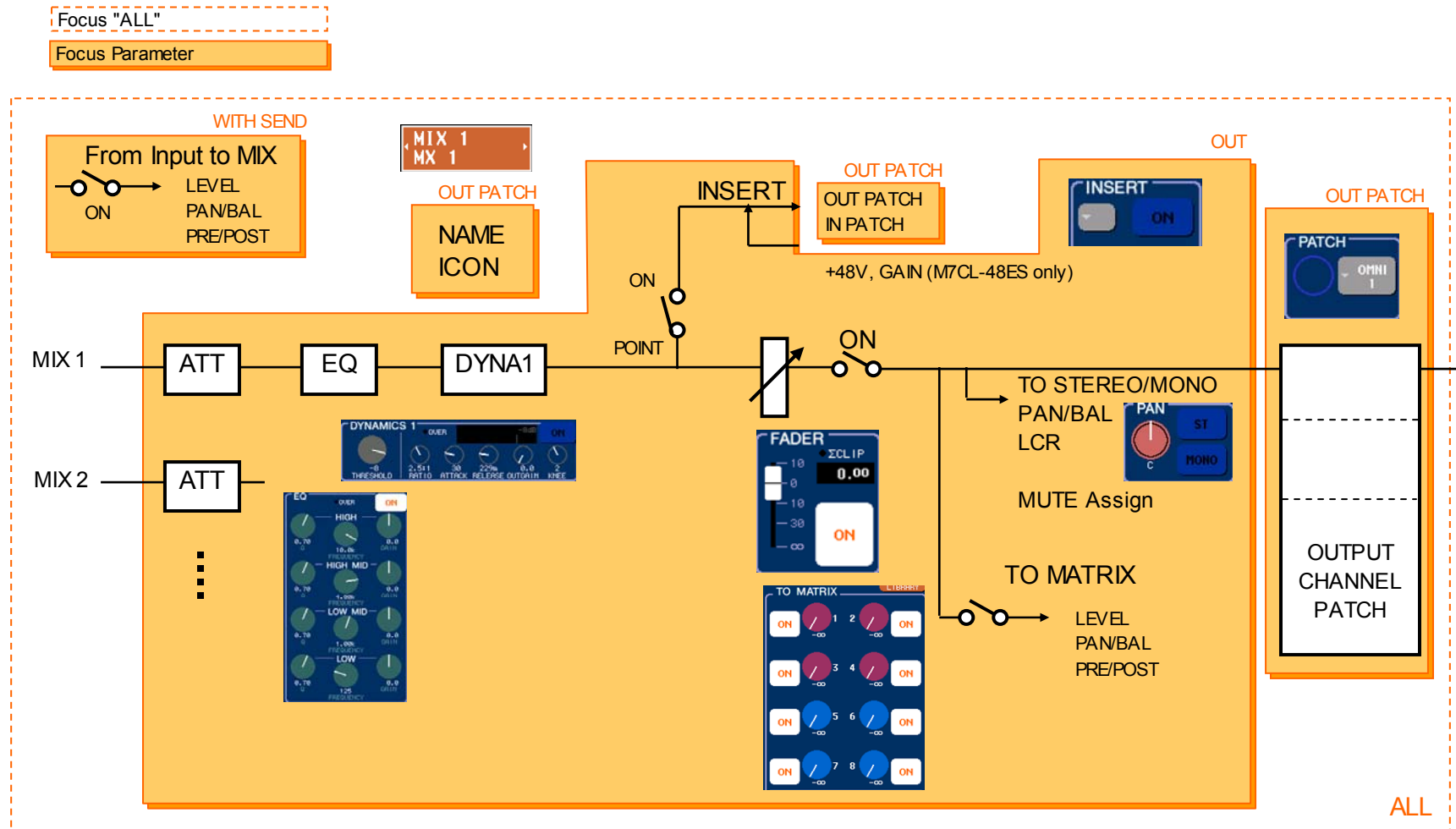
Appendix: Focus Parameters (Input Channels)

The following diagram shows INPUT channels. ST IN channels do not have the DIRECT OUT and INSERT functions.

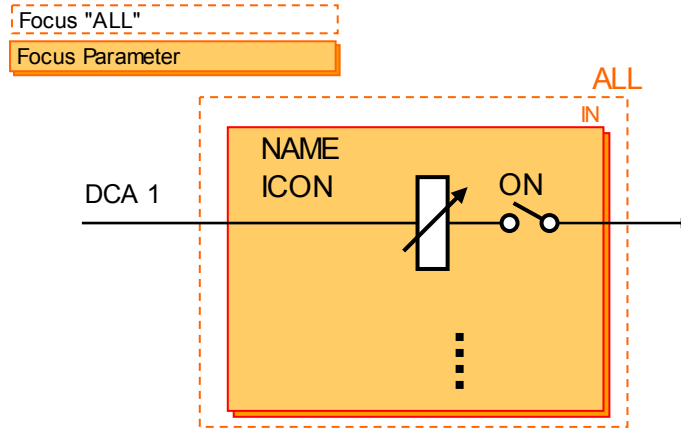


Appendix: Focus Parameters (Output Channels)

The following diagram shows MIX channels. MATRIX channels and STEREO/MONO channels differ only for MIX/MATRIX sends.



Appendix: Focus Parameters (DCA Groups)



Appendix: Focus Parameters (Racks)

