



DIGITAL MIXING SYSTEM

RIVAGE
PM SERIES

V3 Supplemental Manual

Contents

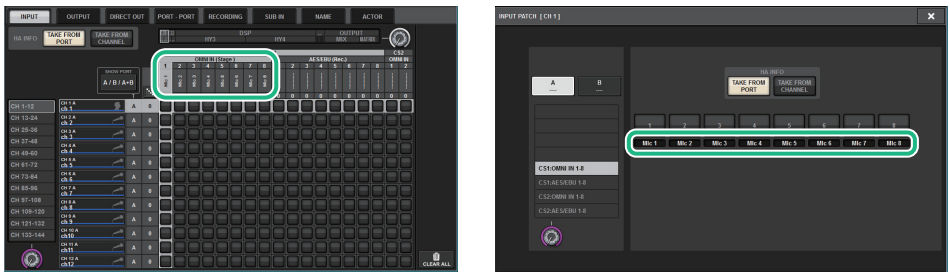
PORT NAME	3
Improved CH COPY operation.....	6
More metering points available	10
DaNSe.....	11
MIX TO INPUT.....	12
SUB IN	12
Improved channel name indicators.....	13
Improved scene operations	15
Improved DCA operations	17
Improved setting operations in the CUSTOM FADER BANK popup window.....	18
Improved sync operations	19
Warning against loading a conflicting system configuration.....	20
Increased loadable items	20
Improved EQ functions	21
Additional options for the parameter set and copy function.....	21
Additional library screen function	23
DSP latency display	24
Improved RTA display	24
Flashing ON buttons	25
[ON] KEYS FUNCTION DURING SOF	25
A new [SHIFT] key function	26
Improved keyboard input.....	26
Improved RIVAGE PM Editor	27

New functions added to the USER DEFINED keys, USER DEFINED knobs, and [Fn] keys.....	28
New messages	30

PORT NAME

You can now label the devices, slots and ports that are connected to the network, and view these labels in the patch screen and other screens.

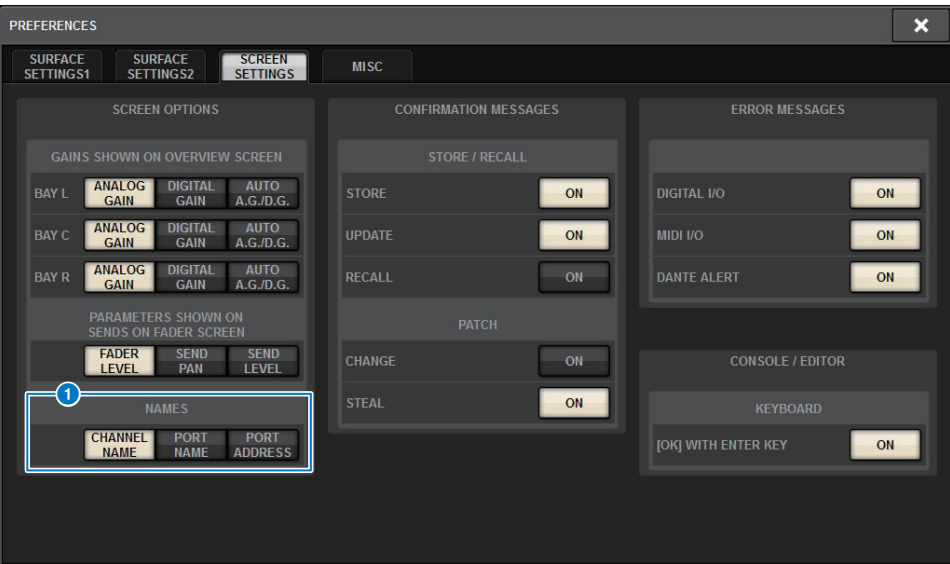
Patch screens



Switching the name indicators

You can select the type of label to be displayed via the PREFERENCES settings or USER DEFINED keys.

SCREEN SETTINGS tab on the PREFERENCES popup window



1 NAMES

You can select CHANNEL NAME, PORT NAME, or PORT ADDRESS (e.g., M1:RY1-1) as a label.

Supporting labels (Supported: O, Not supported: X)

- TWINLANe network

Device		Slot	Port
RPio622/222	O	RY	O
		MY	O

- Dante network

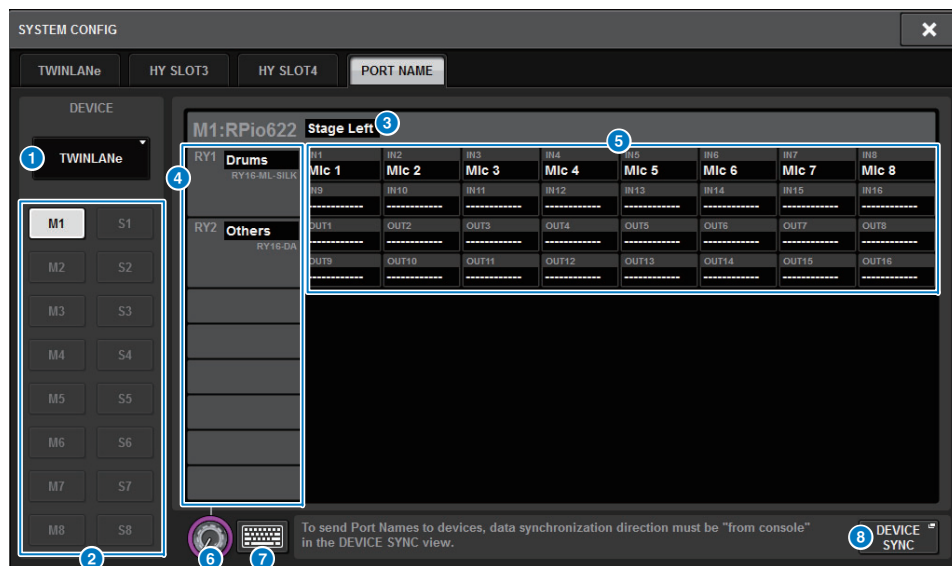
Device		Slot	Port
X		X	O

- I/O network

Device		Slot	Port
CS1/2	X	OMNI IN	O
		OMNI OUT	O
		AES/EBU	O
		MY	O
DSP	X	HY	X
		MY	O

■ Setting screen

PORT NAME tag on the SYSTEM CONFIG screen



1 Network select tab

Press this tab repeatedly to select the network for the device from: TWINLANe, DANTE, or DSP/CS.

2 Device select buttons

Press one of these buttons to select a device to edit.

3 Device label

Press here to enter the device name.

4 Slot list

Press a slot label to enter the slot name.

5 Port list

Press a port label to enter the port name.

6 List select knob

Use the corresponding screen encoder or the [TOUCH AND TURN] knob to select a slot or port.

7 Keyboard button

Press this button repeatedly to toggle between the direct input and the input from the NAME EDIT popup window.

8 DEVICE SYNC/DANTE SETUP popup button

Press this button to access the DEVICE SYNC popup window in which you can sync port name or other labels.

NOTICE

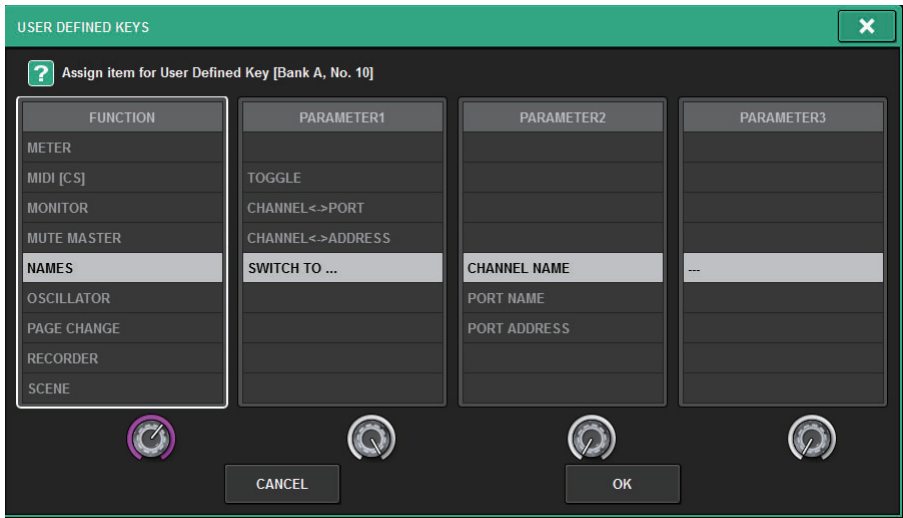
To apply the labeled names, you must synchronize the data from the control surface to the connected device. If you synchronize the data in the opposite direction, the labeled name will be overwritten.



If you selected a Dante network, the DANTE SETUP popup window will be displayed. If the THIS CONSOLE button is turned on, the labeled names on the control surface will take effect and overwrite those labeled on the device. If the DANTE CONTROLLER button is turned on, the names labeled on the device will become effective.



USER DEFINED KEYS popup window

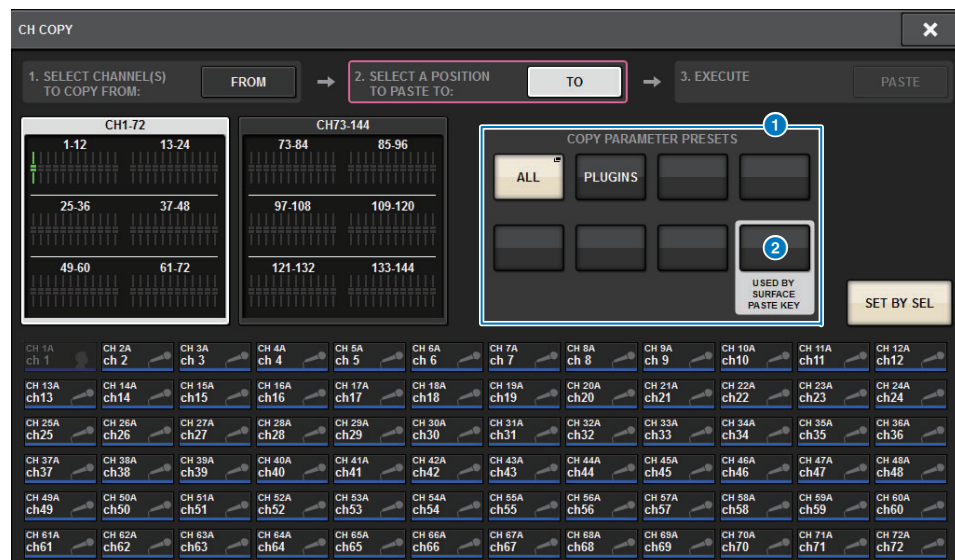


Function	PARAMETER 1	PARAMETER 2	Description
NAMES	TOGGLE	—	Three-way toggle from channel name (the key indicator is off) to port name (lit) to address (lit).
	CHANNEL <-> PORT	LATCH	Pressing the key repeatedly will toggle between channel name and port name. The key is lit while the port name is displayed.
		UNLATCH	While pressing and holding down the key, the port name is displayed. When releasing the key, the channel name is displayed.
	CHANNEL <-> ADDRESS	LATCH	Pressing the key repeatedly will toggle between channel name and address. The key is lit while the address is displayed.
		UNLATCH	While pressing and holding down the key, the address is displayed. When releasing the key, the channel name is displayed.
	SWITCH TO ...	CHANNEL NAME	When pressing the key, the channel name is displayed.
		PORT NAME	When pressing the key, the port name is displayed.
		PORT ADDRESS	When pressing the key, the address is displayed.

Improved CH COPY operation

You can now select specific parameters to copy. You can register each of eight patterns for inputs and outputs respectively as a preset. The mounting and patching settings as well as the parameters will be copied automatically.

CH COPY popup window (input channel)



CH COPY popup window (output channel)



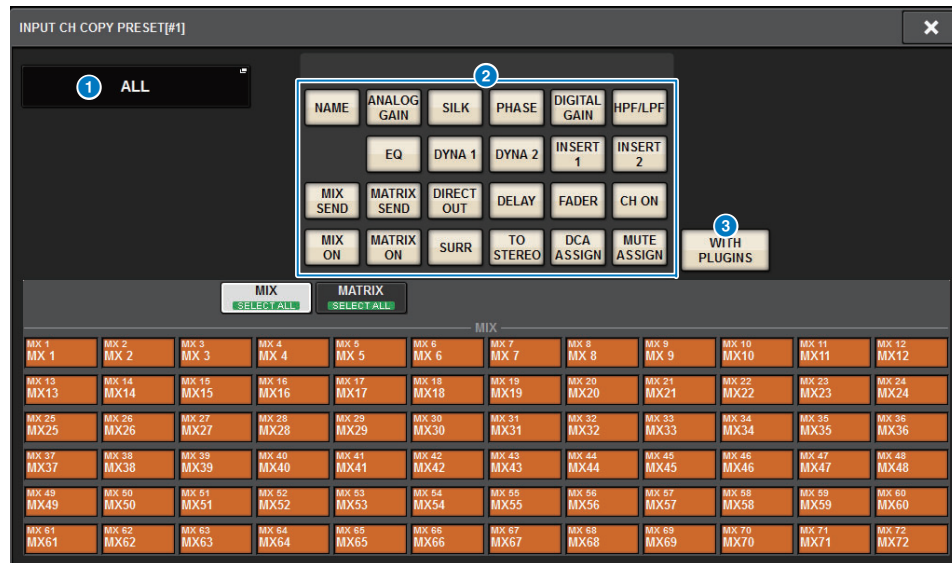
1 Preset buttons

Press one of these buttons to select the corresponding preset group of parameters to copy. Press the selected preset button again to access the INPUT (OUTPUT) CH COPY PRESET popup window, in which you can select parameters to register as a preset. You can also use the preset button ② (located in the lower right corner in this section) to specify parameters that will be copied when you press the [PASTE] key in the Selected Channel section on the top panel.

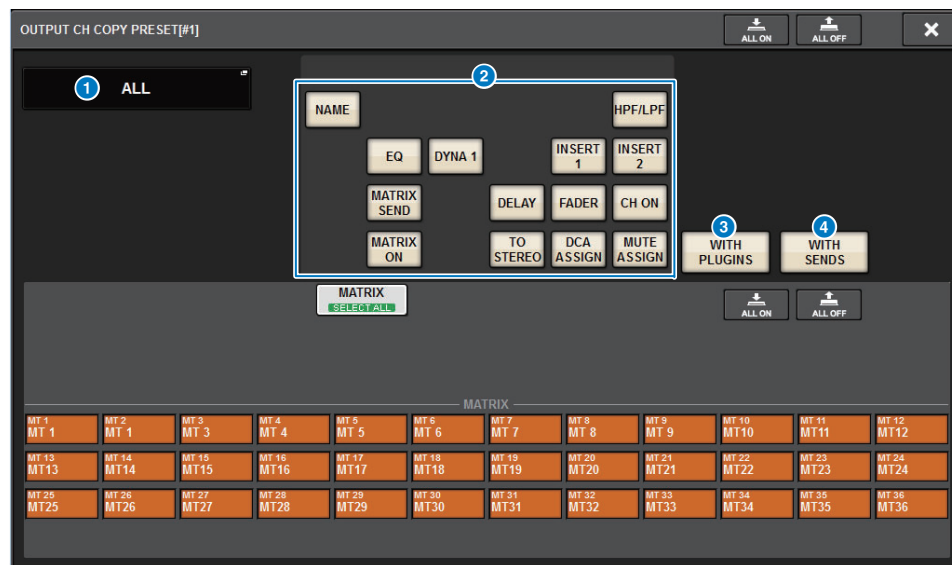
NOTE

Preset data will be stored in the USER SETUP library.

INPUT CH COPY PRESET popup window



OUTPUT CH COPY PRESET popup window



1 NAME EDIT button

Press this button to access the NAME EDIT popup window in which you can edit the preset name.

2 Parameter buttons

Turn on these buttons to register a group of parameters as a preset.

3 WITH PLUGINS button

Turn on this button to include in the copy source the plug-ins that have been inserted into the selected channel, and the patches and parameters.

4 WITH SENDS button

Turn on this button to include in the copy source all the SEND settings (on/off, level, PAN, etc.) for the bus (output channel).

Parameters to copy

Parameter	Description
NAME	Channel name, color, icon
ANALOG GAIN	Gain, phantom power on/off, GANG, gain compensation, M/S decode
SILK	SILK settings
PHASE	Ø
DIGITAL GAIN	Gain, GANG
HPF/LPF	On/off, cutoff frequency, type
EQ	On/off, type, attenuator, band settings
DYNA 1 DYNA 2	On/off, type, type-specific parameters, key-in (filter, Q, cutoff frequency)
INSERT 1 INSERT 2	On/off, points
MIX SEND	Level, PRE/POST, FOLLOW settings
MATRIX SEND	Level, PRE/POST, FOLLOW settings
DIRECT OUT	On/off, level, points, FOLLOW settings
DELAY	On/off, delay time, points, GANG
FADER	Level
CH ON	On/off
MIX ON	On/off
MATRIX ON	On/off
SURR	Surround settings (on/off, positioning, DIV, LFE)
TO STEREO	TO STEREO settings (on/off, mode, points ^{*1} , PAN, BALANCE, CSR)
DCA ASSIGN	DCA assign settings
MUTE ASSIGN	Mute assign settings

^{*1} Output channels only

If you turn on the WITH PLUGINS button to include the plug-ins in the copy source, and if the pair setting of the copy-source channel(s) differs from that of the copy-destination channel(s), the following operation will occur.

The copy source is a mono channel and the copy destination is also a mono channel:

Copy source	Copy destination
31BandGEQ	Copy the source and patch. (On, Band/Gain, Limit)
Flex15GEQ	Copy the source and patch. (On, Band/Gain, Limit)
8BandPEQ	Copy the source and patch. (On, Type, Band/Gain, Band/Q, Band/Bypass, Band/Freq., Low Shel., High Shel.)
AutoMixer	Assign an available channel. (Parameters will not be copied.)
OutBoard	Select OutBoard as the copy destination. (No patching)
Effect	Copy and patch (if the copy source is a Dual type) (including parameters and bypass settings). Copy and patch the L channel (if the copy source is a normal type ^{*1}) (including parameters and bypass settings).
BLANK	Clear the insert module patch on the copy destination channel. (The DSP allocation used on the copy destination will be retained.)

^{*1} Excluding Dual type and Stereo type

The copy source is a stereo channel pair and the copy destination is also a stereo channel pair:

Copy source	Copy destination
31BandGEQ	Copy the source and patch. (On, Band/Gain, Limit) ^{*1}
Flex15GEQ	Copy the source and patch. (On, Band/Gain, Limit) ^{*1}
8BandPEQ	Copy the source and patch. (On, Type, Band/Gain, Band/Q, Band/Bypass, Band/Freq., Low Shel., High Shel.) ^{*1}
AutoMixer	Assign two available channels. (Parameters will not be copied.)
OutBoard	Select OutBoard as the copy destination. (No patching)
Effect	Copy and patch (if the copy source is a Stereo type) (including parameters and bypass settings). Copy and patch both L and R channels (if the copy source is a normal type ^{*2}) (including parameters and bypass settings).
BLANK	Clear the insert module patch on the copy destination channel. (The DSP allocation used on the copy destination will be retained.)

^{*1} The GEQ link settings on the copy destination will not be changed.

^{*2} Excluding Dual type and Stereo type

The copy source is a stereo channel pair and the copy destination is a mono channel:

Copy source	Copy destination
31BandGEQ	Copy 31BandGEQ on the L channel of the source and patch (On, Band/Gain, Limit).
Flex15GEQ	Copy the A side of the source and patch. (On, Band/Gain, Limit)
8BandPEQ	Copy the A side of the source and patch. (On, Type, Band/Gain, Band/Q, Band/Bypass, Band/Freq., Low Shel., High Shel.)
AutoMixer	Assign one available channel. (Parameters will not be copied.)
OutBoard	Select OutBoard as the copy destination. (No patching)
Effect	If the copy source is a Stereo type, switch to a Dual type, and then copy and patch (including parameters and bypass settings). Copy and patch only the L channel (if the copy source is a normal type ^{*1}) (including parameters and bypass settings).
BLANK	Clear the insert module patch on the copy destination channel. (The DSP allocation used on the copy destination will be retained.)

*1 Excluding a Dual type and Stereo type

The copy source is a mono channel and the copy destination is a stereo channel pair:

Copy source	Copy destination
31BandGEQ	Copy the source to both L and R channels and patch. (On, Band/Gain, Limit) ^{*1}
Flex15GEQ	Copy the source to both L and R channels and patch. (On, Band/Gain, Limit) ^{*1}
8BandPEQ	Copy the source to both L and R channels and patch. (On, Type, Band/Gain, Band/Q, Band/Bypass, Band/Freq., Low Shel., High Shel.) ^{*1}
AutoMixer	Assign two available channels. (Parameters will not be copied.)
OutBoard	Select OutBoard as the copy destination. (No patching)
Effect	If the copy source is a Dual type, switch to a Stereo type, and then copy and patch (including parameters and bypass settings). If the copy source is a normal type ^{*2} , 1-in/1-out and 1-in/2-out Effects cannot be copied, and leave a blank. Other than that, copy and patch both L and R channels (including parameters and bypass settings).
BLANK	Clear the insert module patch on the copy destination channel. (The DSP allocation used on the copy destination will be retained.)

*1 The GEQ link settings on the copy destination will not be changed.

*2 Excluding a Dual type and Stereo type

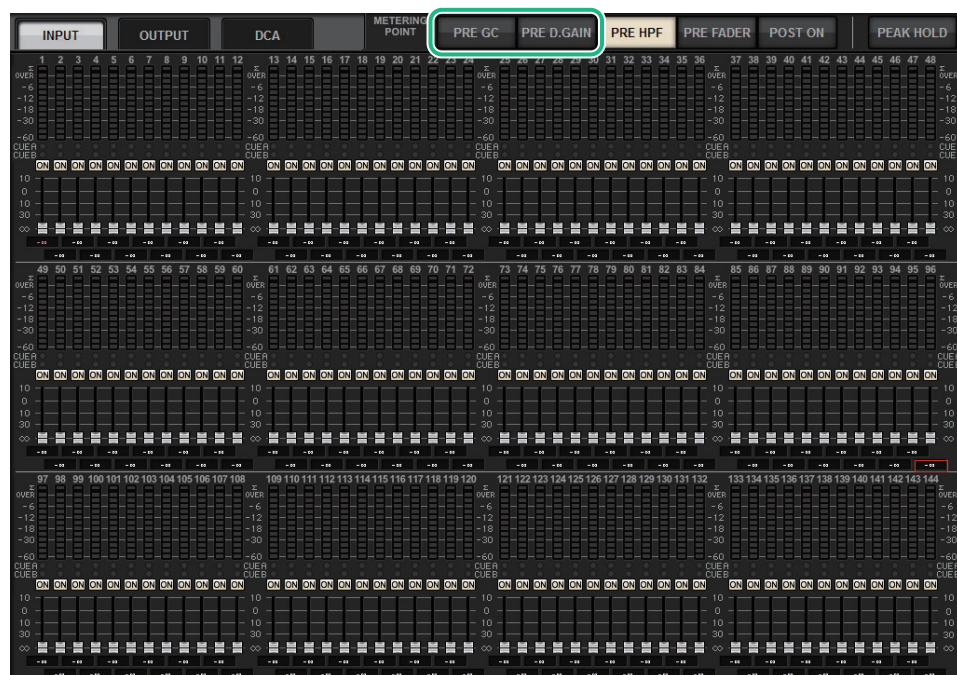
NOTE

During the copy operation, if any controls made from PM Editor interrupt a mounting or patching process, or if the available resources are insufficient, an alert screen will appear.

More metering points available

More metering points are now available to help better detect levels.

Detected levels will also be indicated by the meter LEDs in the Selected Channel section on the top panel, and the LEVEL meters in the fader strip field of the SELECTED CHANNEL VIEW screen.



■ PRE GC. And PRE D.GAIN for the INPUT METER

- PRE GCImmediately before GAIN COMPENSATION
- PRE D.GAINImmediately before DIGITAL GAIN

PRE GC will be enabled if a device patched to the input features gain compensation. If the device does not feature gain compensation, selecting PRE GC will be ignored and PRE D.GAIN will be automatically selected.

These options will be available under one of the following conditions:

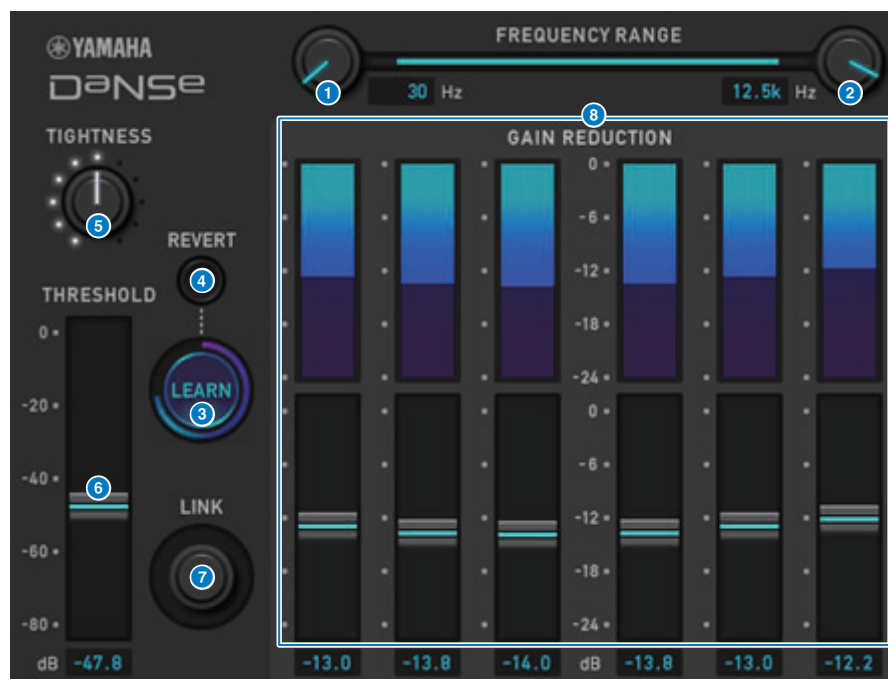
- An RY16-ML-SILK card (inserted into the RPio622/222) has been patched to the inputs.
- Devices are controlled remotely via the Dante audio network.
Devices could include: Ri-8D, Rio1608-D, Rio1608-D2, Rio3224-D, Rio3224-D2, QL1*, QL5*.

* For QL series units, the latter half of the channels will be patched (i.e., Ch17 - Ch32 for QL1; Ch33 - Ch64 for QL5).

DaNSe

DaNSe is a powerful, intuitive Dynamic Noise Suppressor designed by the legendary Dr. K's Labs to feature exceptional sound quality. This innovative new algorithm can learn the noise characteristics of an audio signal, and then automatically remove the noise. The controls on the GUI are user-friendly and easy to learn. Enhanced graphics allow the user to fine-tune and edit the filters in real time to reduce even the most difficult noises.

Using DaNSe can enhance podium, lavaliers and various microphones in spoken word situations where the stage environment may have fan noise from moving lights or LED video screens. It can also be used in theatrical uses to reduce various 'room tones' thereby increasing speech intelligibility and gain before feedback.



1 LOW FREQUENCY knob

Adjusts the lowest frequency value of the noise band that you wish to suppress. You cannot set a value higher than one quarter of the HIGH FREQUENCY knob setting. Since this setting is used during analysis by the LEARN function, you must adjust this value before using the LEARN function.

2 HIGH FREQUENCY knob

Adjusts the highest frequency value of the noise band that you wish to suppress. You cannot set a value that is lower than the LOW FREQUENCY knob setting multiplied by four. Since this setting is used during analysis by the LEARN function, you must adjust this value before using the LEARN function.

3 LEARN button

Activates the LEARN function. Once the LEARN function starts, it will analyze the input signal for 10 seconds, and then automatically adjust the THRESHOLD, GAIN 1–6, and the internal signal processing parameter settings, to achieve the optimal noise suppression effects that would be suitable for the environment and situation.

After the LEARN operation is complete, adjust the THRESHOLD and TIGHTNESS settings to your taste to achieve a more ideal sound quality.

To interrupt the LEARN operation, press the LEARN button again or close the GUI.

* The effect of the LEARN operation may vary depending on the environment, even if you adjust the displayed parameters in the same way, because the internal signal processing parameters are automatically adjusted according to the environment.

If the parameters are not configured as a Recall Safe target, recalling a scene or library during the LEARN operation may lead to a failure of the LEARN analysis.

4 REVERT

Use this button to revert to the settings obtained immediately after the LEARN analysis if you happen to have adjusted the parameters manually after the LEARN analysis. This button becomes active after the LEARN operation is complete.

5 TIGHTNESS knob

Adjusts the release time. Turning the knob to the right produces a faster release time.

6 THRESHOLD

Adjusts the threshold for all bands.

7 LINK knob

Simultaneously adjusts the GAIN 1–6 values relatively.

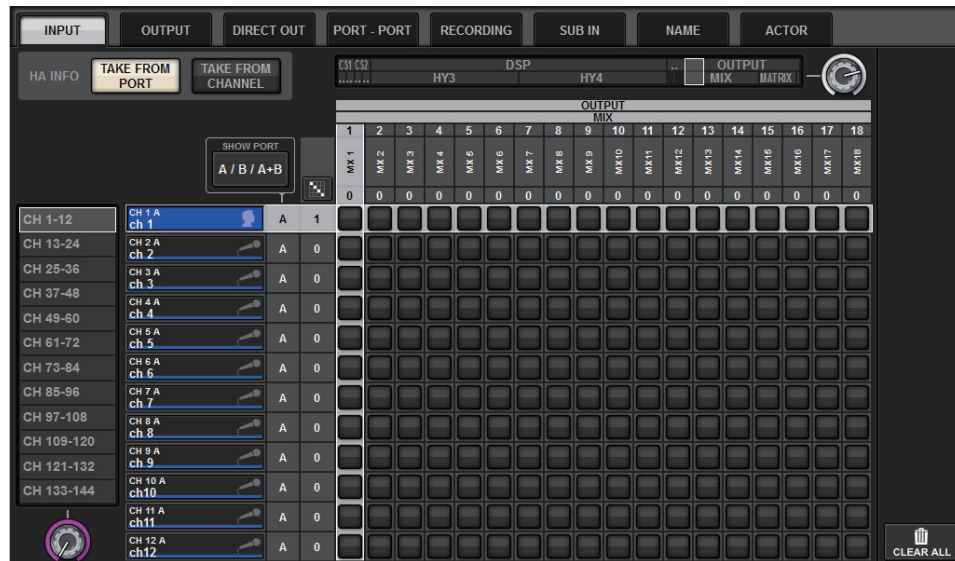
8 GAIN 1–6

Adjusts the maximum gain reduction amount for BANDS 1–6.

MIX TO INPUT

You can now route MIX/MATRIX bus signals back to the input channels. For example, you can route the signals from an orchestral string section and brass section all together to a bus, and then send the bus signal back to an effect rack or monitor.

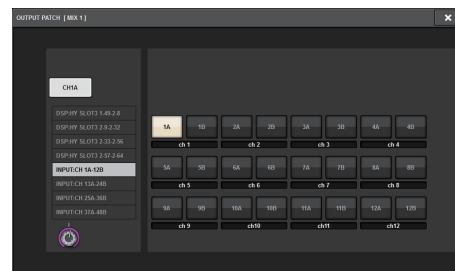
INPUT patch screen



INPUT PATCH popup window



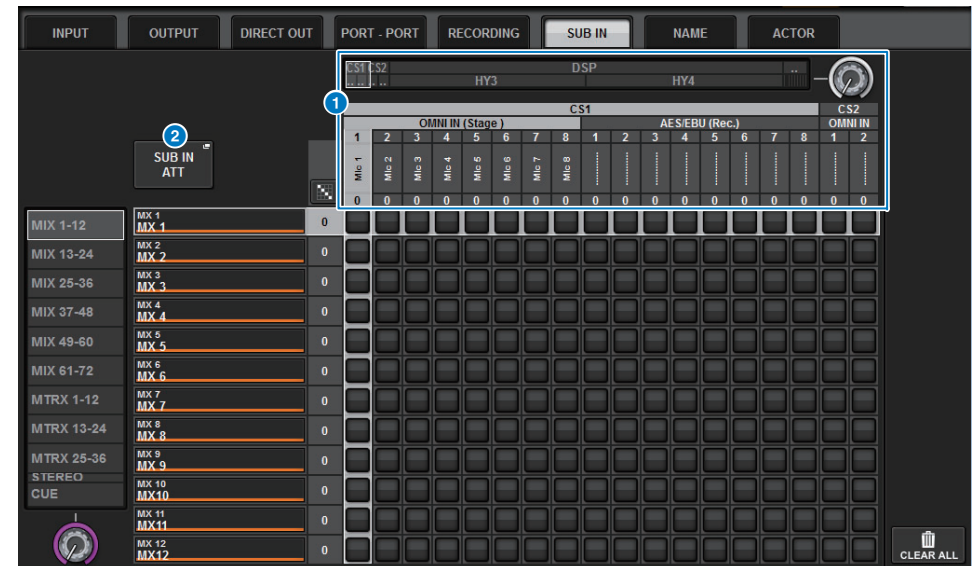
OUTPUT PATCH popup window



SUB IN

A new SUB IN function enables you to patch input ports directly to the output channels. In this way, you can connect bus out signals from another console via a cascade connection to expand the number of inputs.

SUB IN patch screen



1 Input port list

Displays the input ports for the input sources.

2 SUB IN ATT button

Press this button to access the SUB IN ATT popup window, in which you can adjust the input levels.

SUB IN ATT popup window



Press one of the tabs to select the output channel type, and then use the knobs to adjust the gain for each channel.

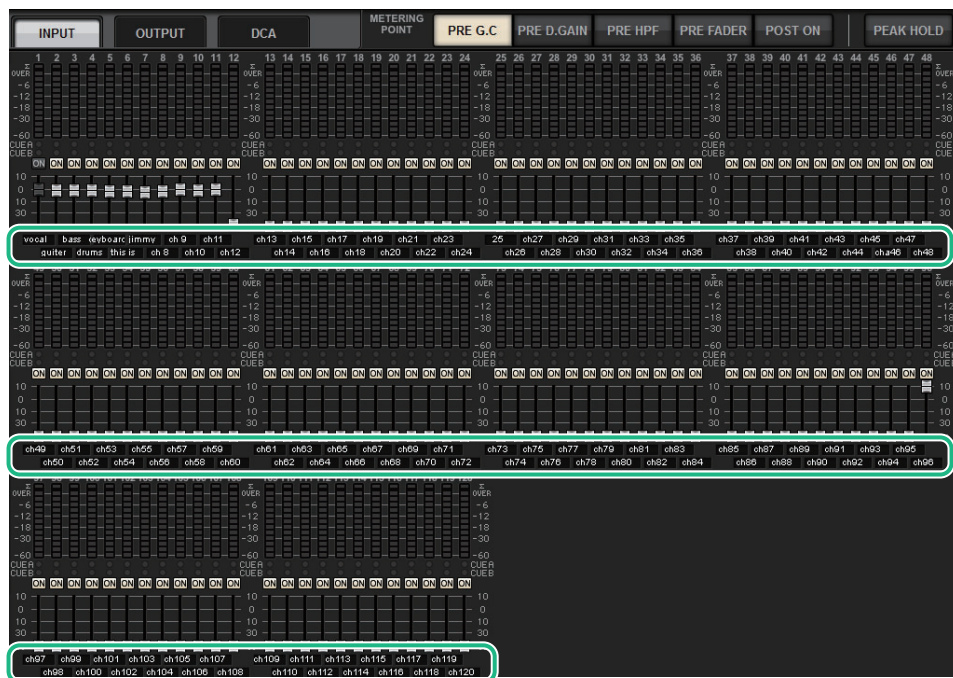
Improved channel name indicators

Channel names are now displayed in the patch screens, meter screens and other screens. This improvement will make it easier to identify the channel you are working on, and will make for more efficient controls and operations.

INPUT PATCH [PLUG-IN] screen

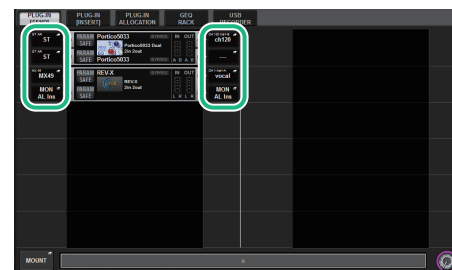


Meter screen



Touch the label indicator beneath each fader to switch to the channel name indicator.

PLUGIN screen



USB RECORDER screen



BUS SETUP screen



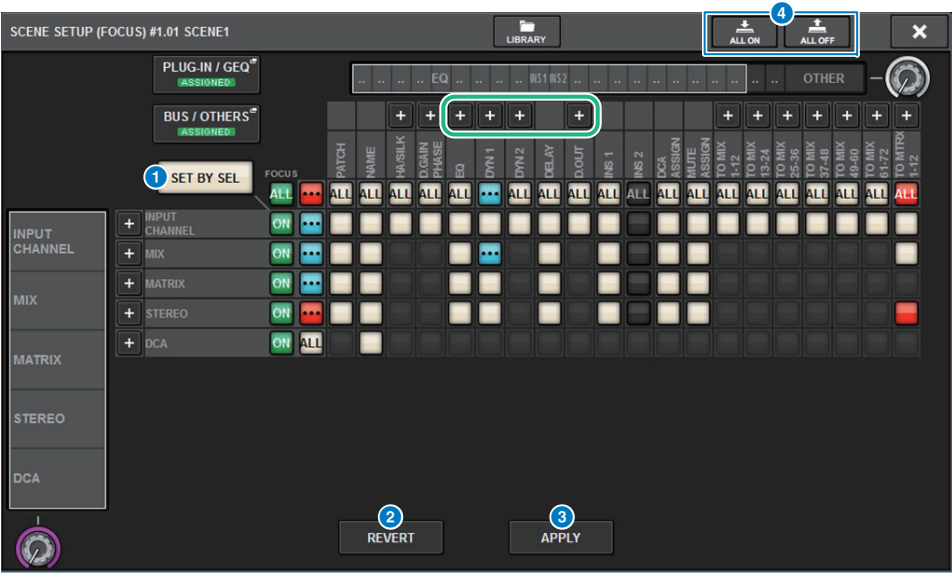
Improved scene operations

Operability and display functions in various scene setting screens have been improved.

■ Focus, Global Paste, and Recall Safe-related improvements

Additional options have been added to the lists (EQ, DYN1/2, and D.OUT) to set up a scene's Focus, Recall Safe, and Global Paste functions.

SCENE SETUP (FOCUS) popup window



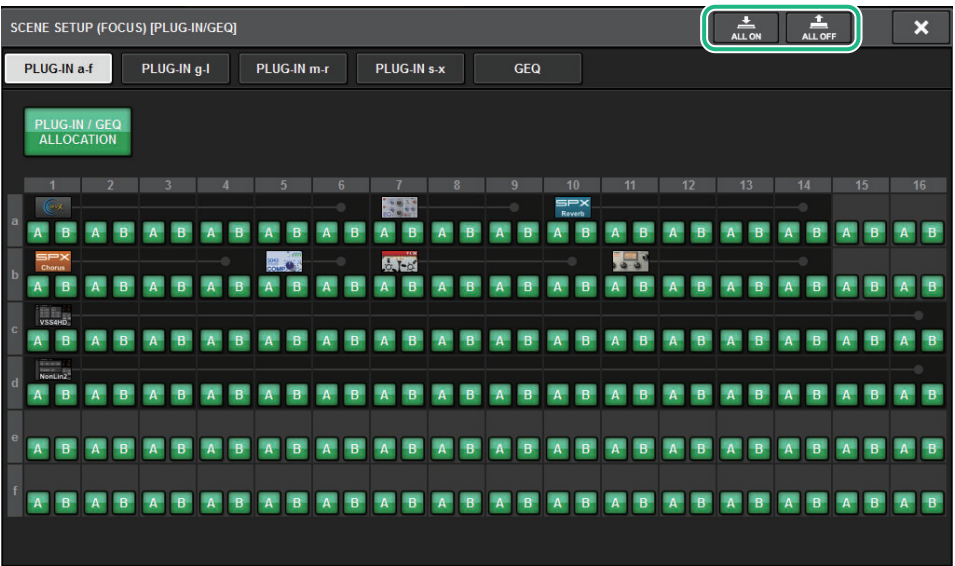
- 1 SET BY SEL button**
If this button is on, you will be able to add a channel by using the corresponding [SEL] key.
- 2 REVERT button (only for the Focus function)**
Press this button to cancel changes you made and revert to the state prior to the changes.
- 3 APPLY button (only for the Focus function)**
Press this button to immediately apply a change.
- 4 ALL ON/ALL OFF button (for the Focus and Global Paste functions)**
Switch all settings on or off, including the PLUG-IN/GEQ tab and BUS/OTHERS tab settings.

■ Button indicators

The button indicators change according to the parameter status.

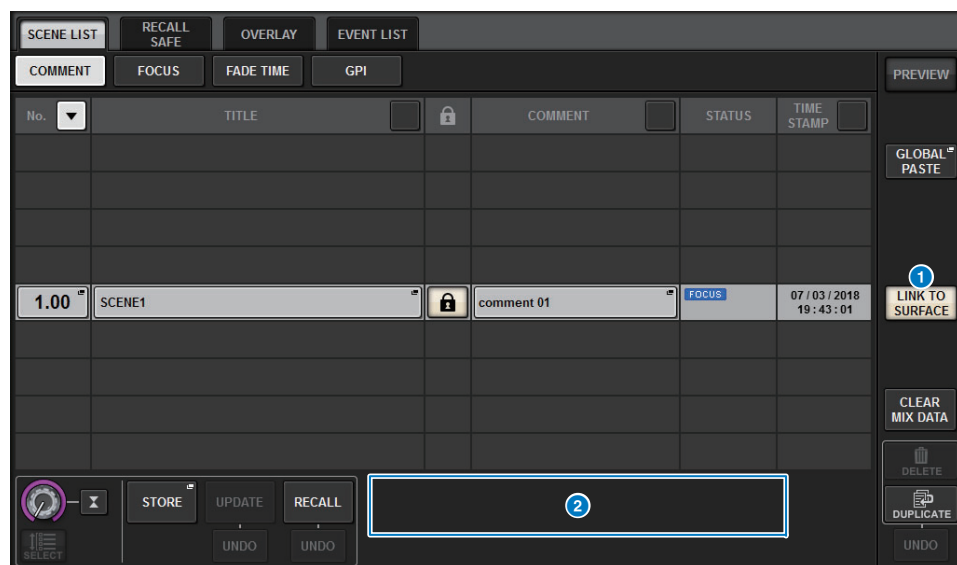
	ON
	OFF
	Partially ON
	Channel off
	The Recall Safe operation is in progress, or the channel is isolated. (Only for the Focus function)

The ALL ON and ALL OFF buttons have been added to the PLUG-IN/GEQ popup window and BUS/OTHERS popup window. These buttons enable you to switch all buttons on the corresponding window on or off.



PLUG-IN/GEQ popup window: All buttons for plug-ins A and B are the target.
BUS/OTHERS popup window: All buttons, excluding the SCENE FOCUS button for Global Paste, are the target.

■ Improving the SCENE LIST screen



1 LINK TO SURFACE button

Turn on this button to scroll a scene list without affecting the scene number display on the menu bar and operation panel.

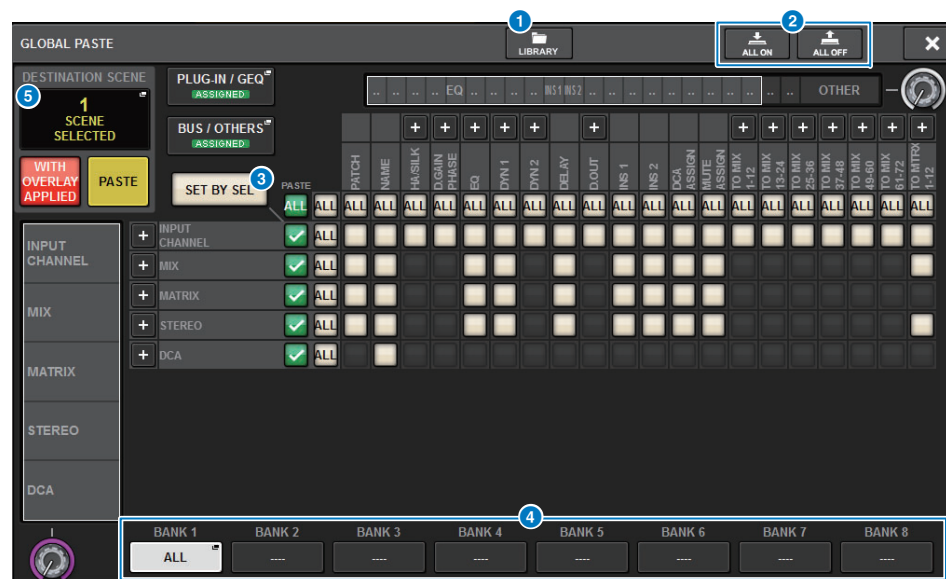
2 CURRENT SETTING field

Previously, the CURRENT SETTING field enabled you to specify the content that would be stored by the next scene store operation. However, we deleted this field to prevent important settings (such as the Focus setting) from being overwritten. Also, the CLEAR MIX DATA button has been moved to the right side of the screen to avoid accidental operation.

■ Improved Global Paste-related operation

Improvement to the GLOBAL PASTE screen now enables you to select parameters more easily and recall libraries and presets.

GLOBAL PASTE screen



1 LIBRARY button

Press this button to open the library window. The library screen data is shared by Global Paste and FOCUS.

2 ALL ON/ALL OFF button

Switches all settings on or off.

3 SET BY SEL button

If this button is on, you will be able to add a channel as a Global Paste target by using the corresponding channel [SEL] key.

4 Preset buttons

You can assign a set of Global Paste targets to each of these eight buttons. Press the selected preset button again to access the NAME EDIT popup window.

5 DESTINATION SCENE

This section now indicates the scene selected most recently in the paste destination for each BAY. This will be erased once the unit is powered off.

Improved DCA operations

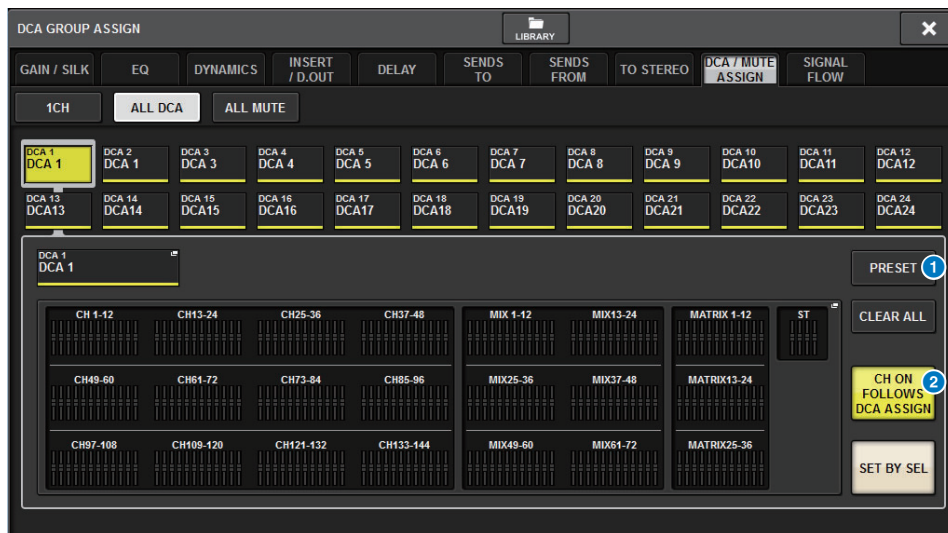
DCA assignment in Theatre mode is now much easier.

You can use presets to configure channel assignment, name, icon and color settings.

A new CH ON FOLLOWS DCA ASSIGN function turns channels on or off in conjunction with the channel assignment.

Also, if you assign a channel to an unnamed DCA group, the name of that channel will be automatically used as the DCA name.

DCA ASSIGN window (ALL DCA)



1 PRESET button

Press this button to engage PRESET Assign mode.

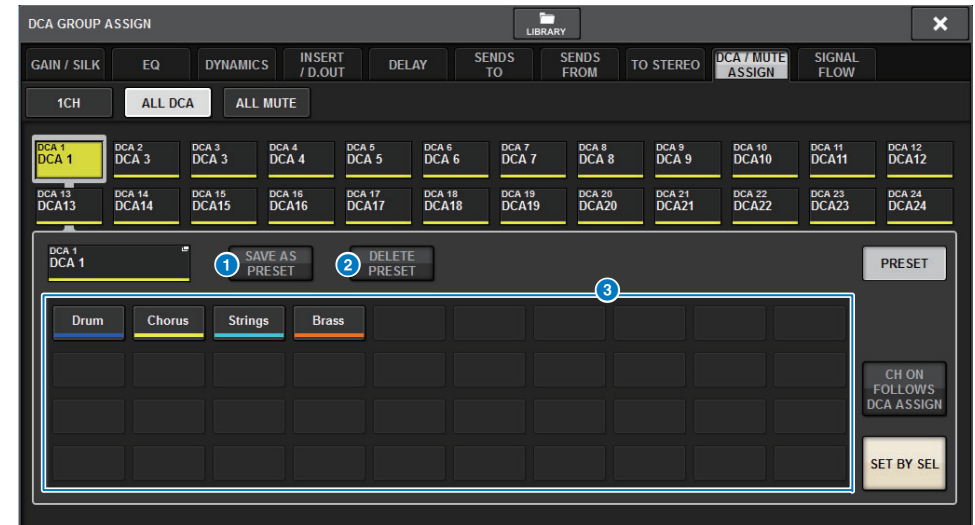
2 CH ON FOLLOWS DCA ASSIGN button

If this button is on, channels assigned to the selected DCA will be turned on when you assign the channels using the [SEL] keys or recall a library. Channels unassigned from the DCA will be turned off. This button is also effective when you recall a DCA library or preset.

■ PRESET Assign mode

You can use presets to configure channel assignment, DCA name, color and icon settings. The presets also enable you to store or recall DCA libraries as easily as other libraries.

The functions of the CH ON FOLLOWS DCA ASSIGN button and SET BY SEL button are also enabled.



1 SAVE AS PRESET button

Turn on this button, and then press one of the preset buttons to save the currently-selected DCA settings as the preset.

2 DELETE PRESET button

Turn on this button, and then press one of the preset buttons to clear the settings saved to that preset button.

3 Preset buttons

Select a desired DCA and then press one of these preset buttons to apply the channel, name and other settings saved in that preset button to the selected DCA.

Improved setting operations in the CUSTOM FADER BANK popup window

Setting operations in the CUSTOM FADER BANK popup window have been improved. In addition, a custom meter has been added to the meter area, and the custom fader bank settings can now be stored in the User Setup library.



1 BAY select buttons

Select the desired BAY or master fader for which you wish to set up a custom fader bank.

2 SET BY SEL button

If this button is on, you can use the [SEL] key to assign the corresponding channel to the selected fader assign button.

3 Bank select buttons

Select the bank for which you wish to set up a custom fader.

Press the selected bank select button again to access the NAME popup window, in which you can set up the bank label.

4 Fader assign buttons

Select the position to which you wish to assign a custom fader. Press the selected fader assign button again to access the CH SELECT screen, in which you can select a channel to assign. These buttons also indicate the assigned channels.

5 BANK CLEAR button

Clears the assignment for the selected bank. Pressing this button will open a confirmation dialog box. Press OK to clear the assignment. Otherwise, press CANCEL to return to the previous screen without changing the setting.

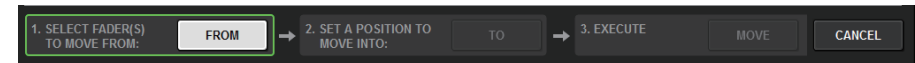
6 BANK COPY button

Press this button to copy the settings of the selected bank.

7 BANK PASTE button

Press this button to paste the copied settings to the selected bank.

8 MOVE button



Press this button to engage Move mode to move a fader block.

After you select the move source using the fader assign buttons, press the TO button. Then select the destination using the fader assign buttons, and then press the MOVE button.

9 INSERT button



Press this button to engage Insert mode to insert a fader block.

After you select the position for the insert using the fader assign buttons, select the number of insertions (1–4). Then, press the INSERT button.

10 CLEAR button

Press this button to clear the fader assignment.

NOTE

The custom fader settings can now be stored in the User Setup library. These settings include the custom fader bank labels and channel assignment parameters.

Improved sync operations

The operation for specifying the data sync direction (on the DEVICE SYNC screen for sync process) has been improved. The initial value for the sync direction has been eliminated for the purpose of data safety. Also, you can now set multiple data sync directions simultaneously.

DEVICE SYNC screen



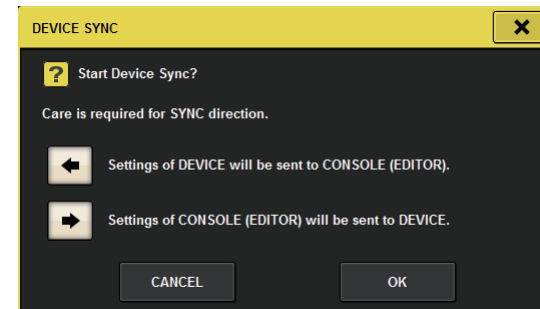
1 Sync direction buttons

Press one of these buttons to set multiple data sync directions simultaneously.

2 CLEAR ALL button

Press this button to clear the data sync direction.

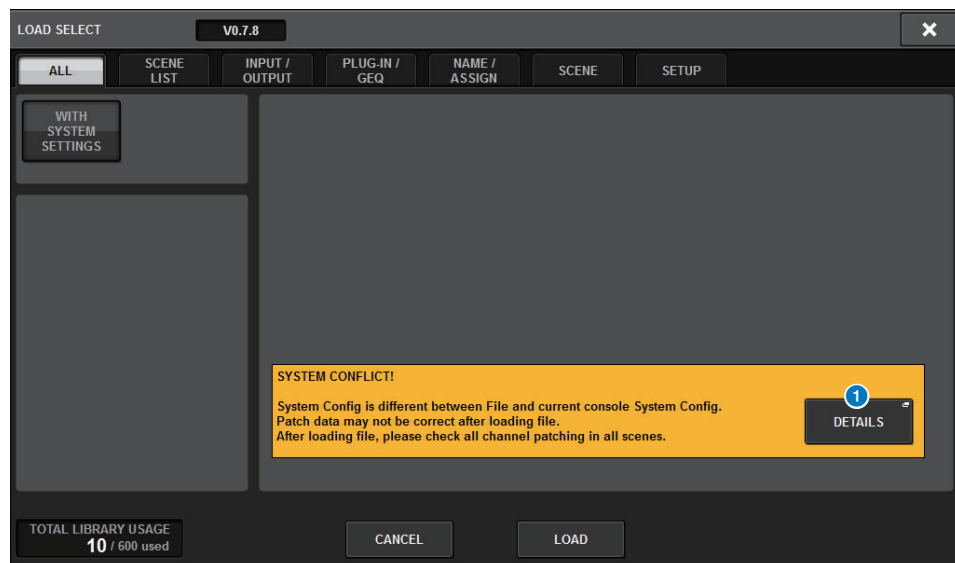
When you press the SYNC button for data sync process, a confirmation dialog box appears. Press the OK button to execute the operation.



Warning against loading a conflicting system configuration

A warning button now appears if you try to load data that conflicts with the current system configuration.

LOAD SELECT screen



1 DETAILS button

Press this button to access the SYSTEM CONFLICT DETAILS popup window to view the conflicting items.

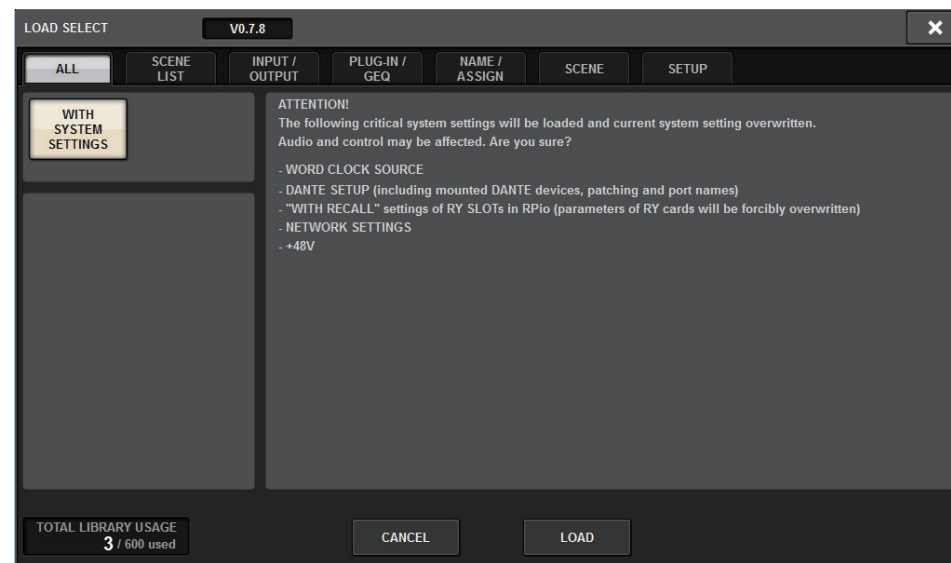
SYSTEM CONFLICT DETAILS		
DEVICE/SLOT	FILE	CURRENT SYSTEM
DSP-MY1:	MY8-AD96	None
DSP-MY2:	MY8-DA96	None
DSP-HY3:	HY144-D	HY144-D-SRC
DSP-HY4:	HY144-D	HY144-D-SRC
CS1:	CS-R10	CS-D-R7
CS1-MY1:	MY8-AD96	MY4-AD
CS1-MY2:	MY8-AD96	None
CS2:	None	CS-R10
M1:	RPio222	RPio622
M1-RY3:	RY16-ML-SILK	None
M1-RY4:	RY16-ML-SILK	None
M1-RY5:	RY16-ML-SILK	None

Increased loadable items

If you load ALL types of data, pressing the WITH SYSTEM SETTINGS button will also load the following items:

- Word clock settings
- DANTE SETUP (including device mount, patch, and port name settings)
- WITH RECALL settings for the RY slot on the RPio622/222 (Parameter settings on the RY card will always be loaded regardless of the WITH RECALL settings.)
- Network settings (HY slot and RIVAGE PM StageMix)
- +48V MASTER

LOAD SELECT screen



Improved EQ functions

An attenuator has been added to each EQ bank.
You can use the attenuators to correct level differences due to different EQ settings or to adjust the level for each bank individually.

GEQ/PEQ EDIT screen



The EQ type is now displayed in the graph.

Type	Indicator
Precise	
Aggressive	
Smooth	
Legacy	



Additional options for the parameter set and copy function

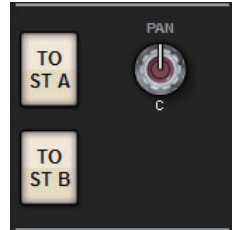
The following options have been added to the parameter set function. (The parameter set function enables you to set a parameter for multiple channels simultaneously by touching the parameter while pressing and holding down the [SHIFT] key and then selecting multiple channels.)

- STEREO A/B on/off on the input channels and MIX channels
- Bank link on/off for EQ and dynamics in Theatre mode

Setting procedure

STEREO A/ B

SELECTED CHANNEL VIEW screen
TO ST field

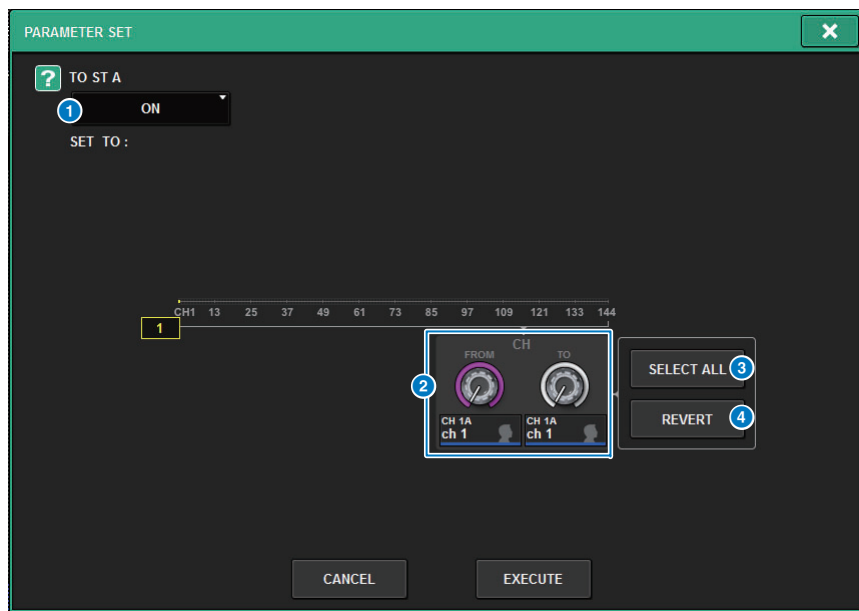


TO STEREO popup window



While pressing and holding down the [SHIFT] key, press the TO ST A/B button to access the PARAMETER SET (TO ST) popup window.

PARAMETER SET (TO ST) popup window

**1 Parameter value**

Enables you to set the parameter value to ON or OFF.

2 Destination select knobs

Select a range of channel numbers to which to apply the parameter value.

3 SELECT ALL button

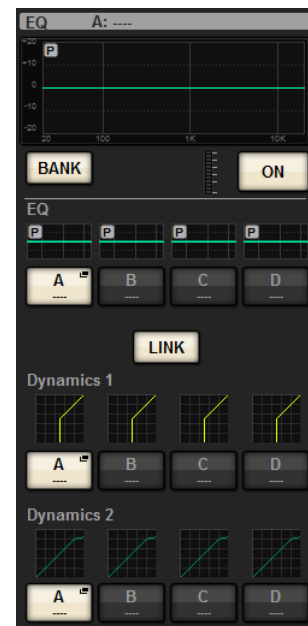
Selects all channels as the copy destination.

4 REVERT button

Cancels the SELECT ALL button setting.

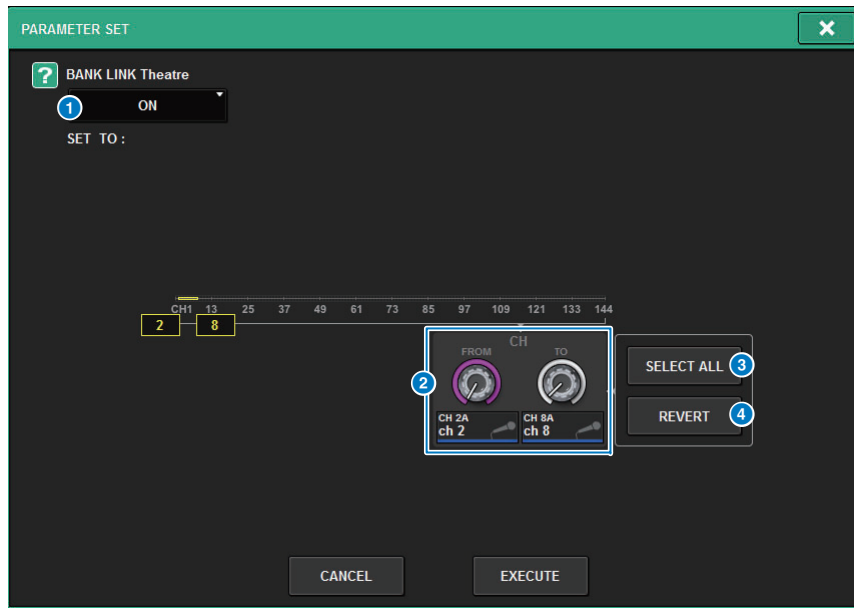
· EQ and Dynamics

EQUALIZER/DYNAMICS field on the SELECTED CHANNEL VIEW screen



While pressing and holding down the [SHIFT] key, press the LINK button to access the PARAMETER SET (BANK LINK) popup window.

PARAMETER SET (BANK LINK) popup window



1 Parameter value

Enables you to set the parameter value to ON or OFF.

2 Destination select knobs

Select a range of channel numbers to which to apply the parameter value.

3 SELECT ALL button

Selects all channels as the copy destination.

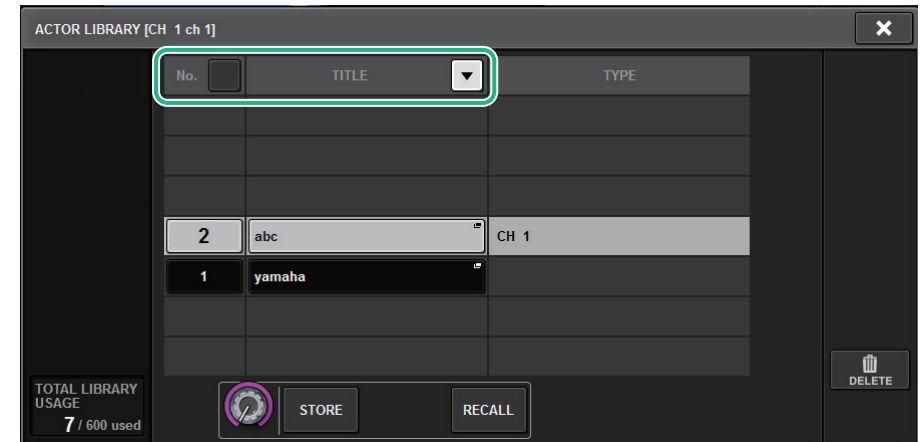
4 REVERT button

Cancels the SELECT ALL button setting.

Additional library screen function

A Sort function has been added to the library screen.

ACTOR LIBRARY screen

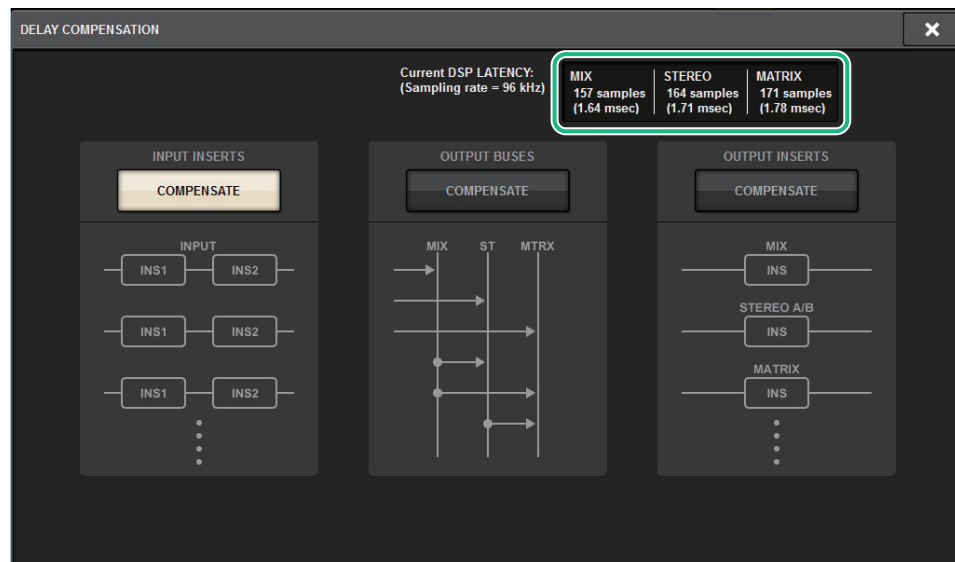


You can sort the library items by library number or name.

DSP latency display

Latency values based on the Delay Compensation setting inside the DSP engine are now displayed.

DELAY COMPENSATION popup window



This popup window indicates the values of signal latency (msec) occurring during the route from the DSP engine through inputs to each bus output. The more the Delay Compensation is applied, the higher the latency values will result. The values also vary depending on the Fs (sampling frequencies).

MIXLatency from INPUT to MIX OUT

STEREOLatency from INPUT to STEREO OUT

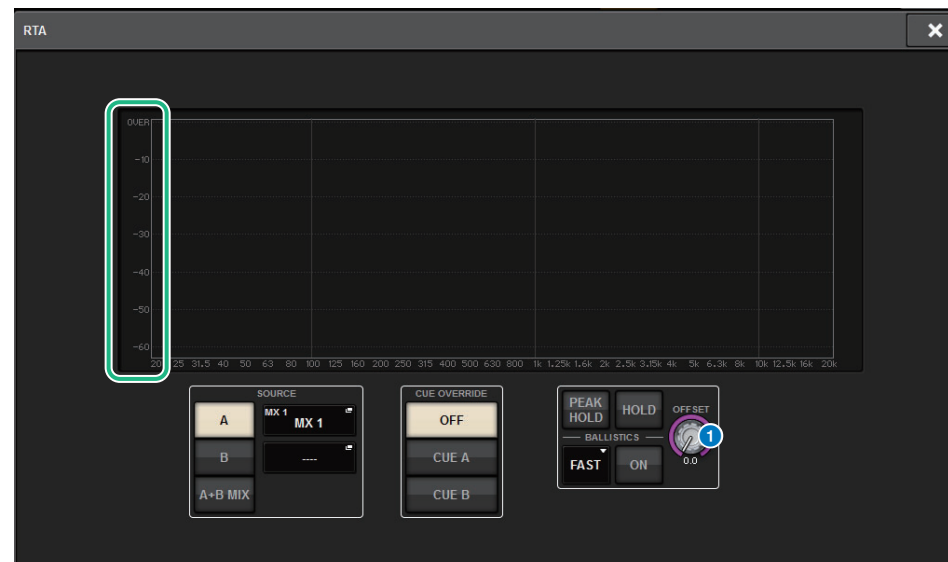
MATRIXLatency from INPUT to MATRIX OUT

These values do not include the A→D, D→A or network latency.

Improved RTA display

A new OFFSET knob and a linear display enable you to identify even a soft audio signal.

RTA popup window

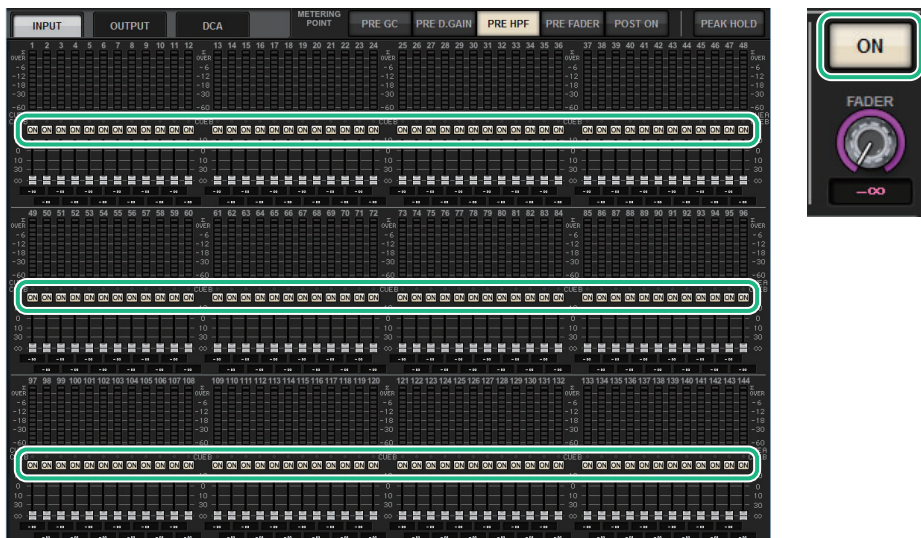


1 OFFSET knob

Specifies the offset value for the RTA display.

Flashing ON buttons

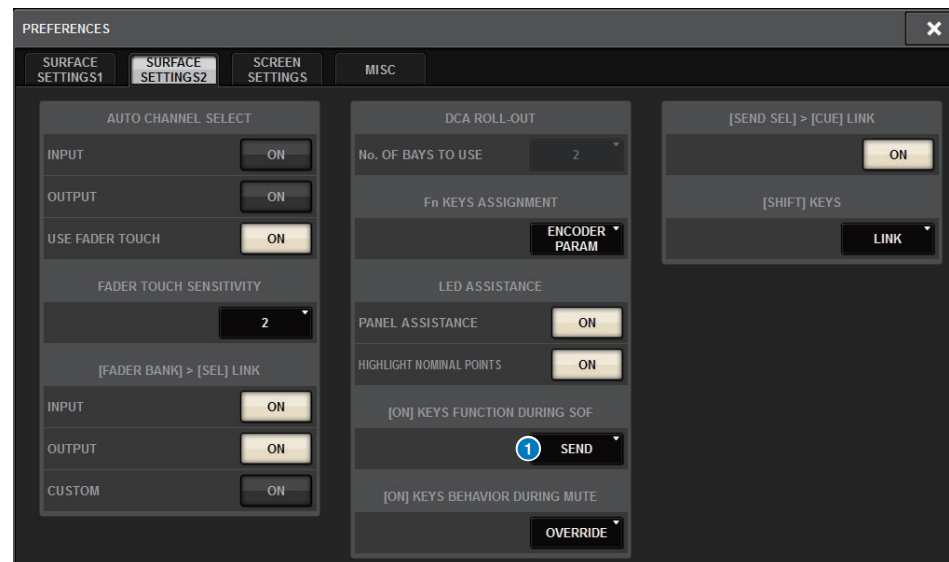
In the SELECTED CHANNEL VIEW screen or METER screen, the ON buttons for the channels muted in a mute group will flash.



[ON] KEYS FUNCTION DURING SOF

You can now specify the behavior of the [ON] keys during SENDS ON FADER mode.

SURFACE SETTING2 screen



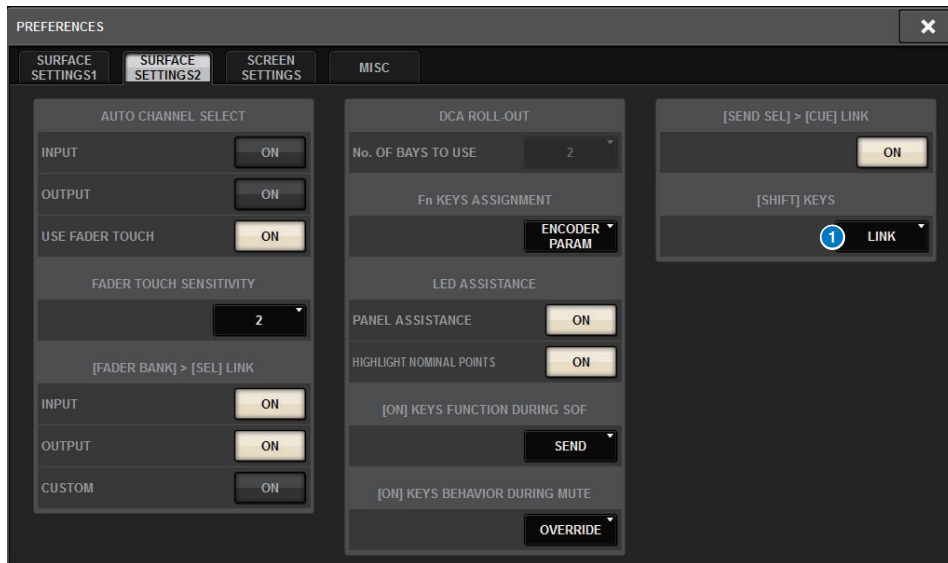
1 [ON] KEYS FUNCTION DURING SOF

- **SEND**Use the [ON] key to switch the send on or off.
- **CHANNEL**.....Use the [ON] key to switch the channel on or off.
This is useful if a monitoring engineer wants to control channel on/off all the time, even during SENDS ON FADER mode.

A new [SHIFT] key function

You can now select whether the individual [SHIFT] keys on the bays of the control surface affect the corresponding bay independently, or one [SHIFT] key affects all bays.

SURFACE SETTING2 screen



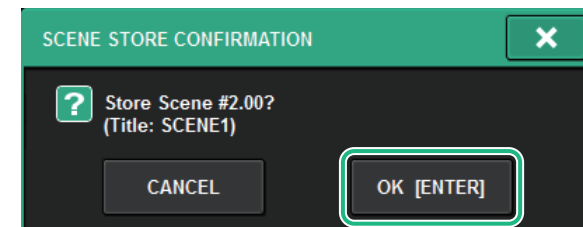
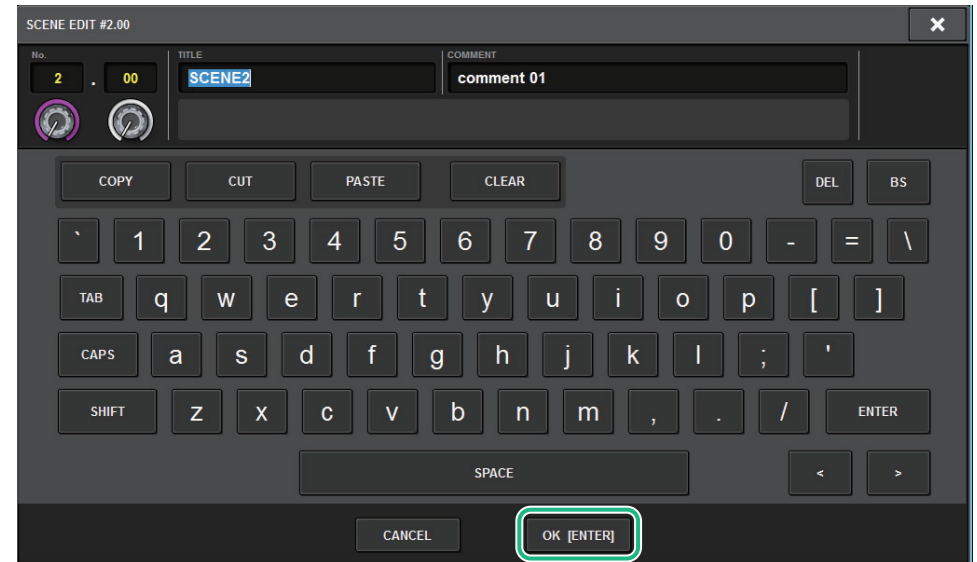
1 [SHIFT] KEYS

Specifies the behavior of the [SHIFT] keys.

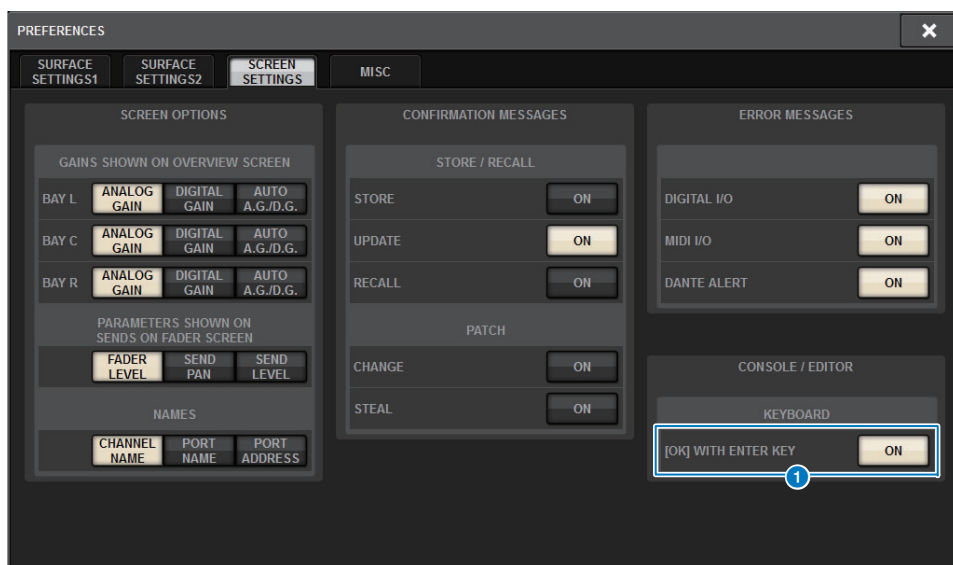
- **INDIVIDUAL**.....Effective only on the corresponding BAY
If multiple operators are controlling the unit, each of them can use the respective [SHIFT] key without interfering with the controls of other operators.
- **LINK**.....Effective on all BAY

Improved keyboard input

When you enter characters (such as a scene title) from the keyboard, you can press the ENTER key instead of the OK button to confirm the entry.



SCREEN SETTINGS screen



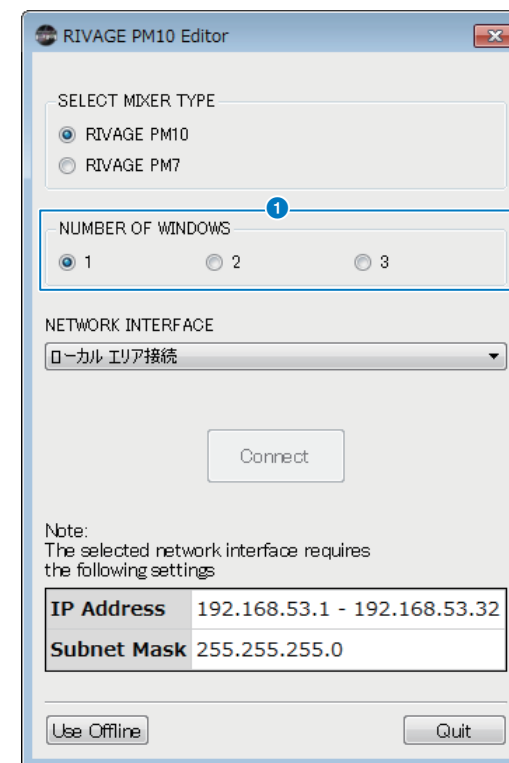
1 [OK] WITH ENTER KEY

Turn on this button to enable the ENTER key.

Improved RIVAGE PM Editor

RIVAGE PM Editor can now simultaneously display multiple screens that correspond to each bay.

PM Editor startup screen



1 NUMBER OF WINDOWS

Enables you to select the number of screens to be displayed simultaneously (1–3).

The screens correspond to the following bays:

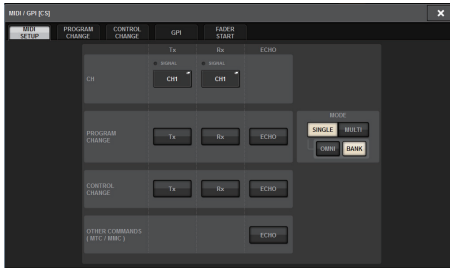
- 1st screen: BAY R
- 2nd screen: BAY C
- 3rd screen: BAY L

The following operations are always applied to the main screen (BAY R).

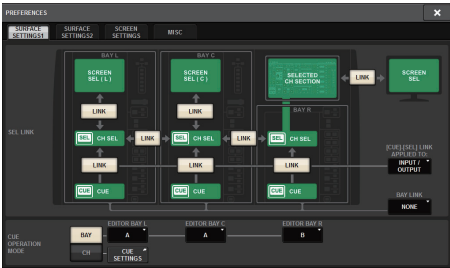
- Switching to full screen display (zoom)
- Pressing the [ESC] key repeatedly to toggle between the OVERVIEW screen and the SELECTED CHANNEL VIEW screen (The [F2] key is effective on all windows.)

You can also use PM editor to set the following screens for version 3 or later units.

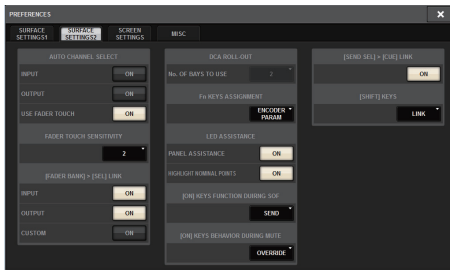
MIDI/GPI [CS] screen



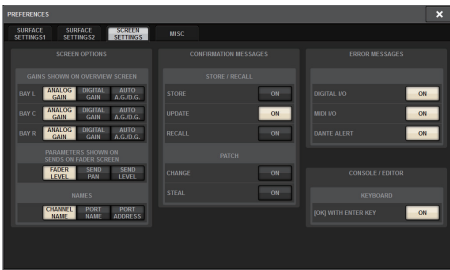
SURFACE SETTINGS1 screen*



SURFACE SETTING2 screen



SCREEN SETTINGS screen



* The BAY LINK setting configured on the control surface will not affect PM Editor, but does affect the SEL LINK setting. CUE OPERATION MODE is a dedicated PM Editor setting.

New functions added to the USER DEFINED keys, USER DEFINED knobs, and [Fn] keys

■ USER DEFINED keys

You can now assign the following functions to these keys:

Function	PARAMETER 1	PARAMETER 2	PARAMETER 3	Description
DSP MIRRORING	DSP ACTIVATE A	---	---	Switches the specified DSP engine to active. Assigning this function to GPI IN will automatically switch the second engine to active in the event that the originally-active engine's power fails.
	DSP ACTIVATE B			
INPUT A/B	SPECIFIC CH	CH1-144	---	Switches between input patch A and B for the selected channel.
OSCILLATOR	SEL CH ASSIGN	BAY ALL	---	While holding down this key, press a [SEL] key to switch the assignment on/off. *2
		BAY C *1		

*1 Effective on a bay that is linked to bay C.
*2 Beginning with version 3, the BAY ALL parameter that supports all bays has been added.

You can now assign the following functions to these keys:

* A strikeout line will be displayed on channel numbers that are invalid for the CSD-R7.

VSC ON is now assignable to the [Fn] keys.

×

PREFERENCES

SURFACE SETTINGS1

SURFACE SETTINGS2

SCREEN SETTINGS

MISC

AUTO CHANNEL SELECT

INPUT

ON

OUTPUT

ON

USE FADER TOUCH

ON

FADER TOUCH SENSITIVITY

2

[FADER BANK] > [SEL] LINK

INPUT

ON

OUTPUT

ON

CUSTOM

ON

DCA ROLL-OUT

No. OF BAYS TO USE

2

Fn KEYS ASSIGNMENT

VSC ON

LED ASSISTANCE

PANEL ASSISTANCE

ON

HIGHLIGHT NOMINAL POINTS

ON

[ON] KEYS FUNCTION DURING SOF

SEND

[ON] KEYS BEHAVIOR DURING MUTE

OVERRIDE

[SEND SEL] > [CUE] LINK

ON

[SHIFT] KEYS

LINK

Turning the [Fn] keys on or off will switch each channel's Virtual Sound Check on or off.

New messages

The following messages have been added:

Message	Description
DEVICE NOT SYNCED!	There is a device that is not synchronizing with the TWINLANe network. Access the DEVICE SYNC screen and sync the device.
CURRENT SCENE UPDATED: SCENE #x.xx	This message appears after the unit updates a scene without displaying the confirmation message.
Word Clock Sync Error!	The word clock for the Dante audio network is not properly configured. Access the WORD CLOCK screen and check the setting.

Yamaha Pro Audio global website
<http://www.yamahaproaudio.com/>
Yamaha Downloads
<https://download.yamaha.com/>

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