YAMAHA

Studio Manager

for 01V96

Owner's Manual

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Important Information

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Specifications and external appearance subject to change without notice.

Contents

1 Getting Started

Starting Studio Manager

Windows: Click the Start button and then click Programs–>YAMAHA OPT Tools–>YAMAHA Studio Manager for 01V96–>Studio Manager for 01V96.

Macintosh: Open the Studio Manager for 01V96 folder and double-click "SM_01V96."

If a 01V96 is detected while Studio Manager starts up, the Synchronization dialog box appears, from which you can choose to transfer the settings of the 01V96 to Studio Manager or vice versa. See "Synchronizing Studio Manager" on page 6 for more information. If no 01V96 is detected, a new Console window opens.

The ONLINE indicator is displayed while Studio Manager is connected to a 01V96. When no 01V96 is detected, the OFFLINE indicator is displayed.

Quitting Studio Manager

Choose Exit (Quit on the Macintosh) from the File menu.

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

Specifying the MIDI Port (Windows only)

Before selecting a MIDI port in Studio Manager (page 5), you must specify which MIDI port is connected to your 01V96.

1   Start Studio Manager.

2   Click the MIDI Setup button on the MIDI SETUP toolbar, as shown below.
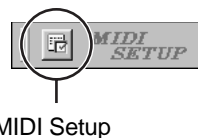
MIDI Setup

The MIDI Setup dialog box appears.

3   Select the MIDI port to which your 01V96 is connected (e.g., MIDI In, Out, or Thru).

Note: To use a MIDI port with Studio Manager, you must select it on the MIDI Setup dialog box (as explained above) and on the System Setup dialog box, as explained on page 5.

Warning: Studio Manager does not yet support OPT (Open Plug-in Technology), so even if it appears in the menu of an OPT compatible program, do not start it in this way.

Configuring Studio Manager

Selecting Ports

In order to use Studio Manager, you must specify the input and output ports that Studio Manager should use to communicate with the 01V96.

Windows: Choose System Setup from the File menu, and specify the input and output ports on the Setup dialog box, as shown below.
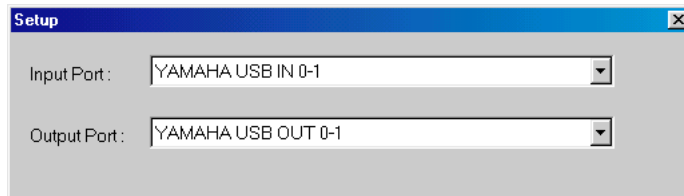
Macintosh: Choose Select OMS Ports from the File menu, and specify the input and output ports (device names set in OMS Studio Setup) on the Setup dialog box, as shown below.
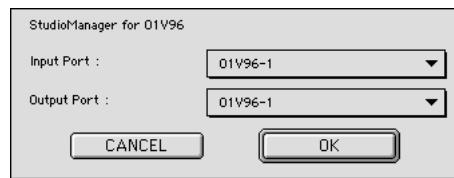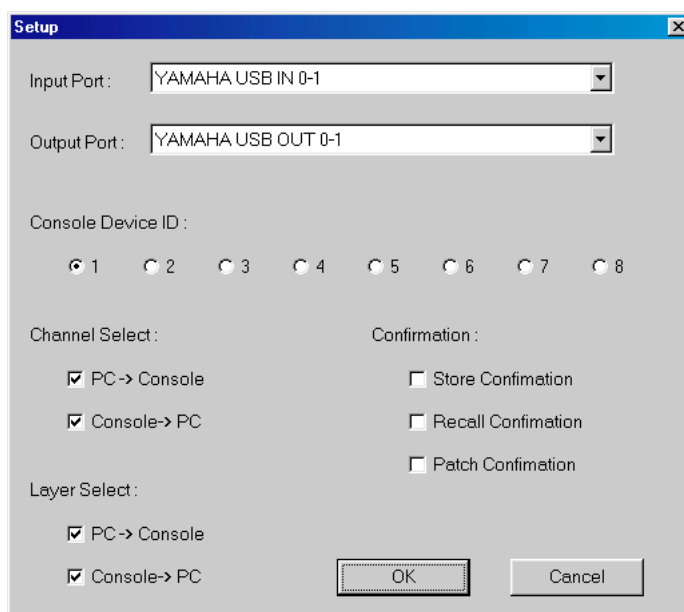

> *Note: Choose OMS MIDI Setup from the File menu, and make sure that the "Run MIDI in Background" option is on.*

OMS Studio Setup can be opened directly from Studio Manager by selecting OMS Studio Setup from the File menu.
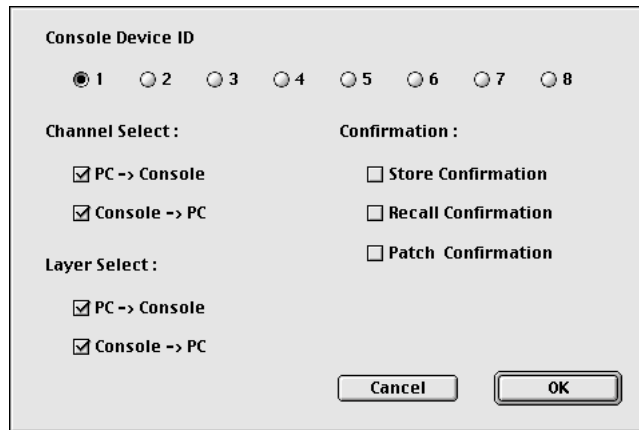
System Setup

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

This is the Windows Setup window.

This is the Macintosh Setup window

Input Port/Output Port: (Windows only) These pop-up menus are used to select the ports with which Studio Manager communicates with the 01V96.

Console Device ID: Studio Manager can control any one of up to eight 01V96s, each with its own exclusive ID. Select the ID of the 01V96 that you want to control.

Channel Select: These options determine whether or not channel selection is linked. When the PC–>Console option is on, selecting a channel on Studio Manager selects the same channel on the 01V96. When the Console–>PC option is on, selecting a channel on the 01V96 selects the same channel on Studio Manager.

Confirmation: These options determine whether or not a confirmation dialog box appears when storing, recalling, or patching.

Layer Select: These options determine whether or not Layer selection is linked. When the PC–>Console option is on, selecting a Layer on Studio Manager selects the same Layer on the 01V96. When the Console–>PC option is on, selecting a Layer on the 01V96 selects the same Layer on Studio Manager.

Synchronizing Studio Manager

If a 01V96 is detected while Studio Manager starts up, or while Studio Manager is up and running, the Synchronization dialog box shown below appears.
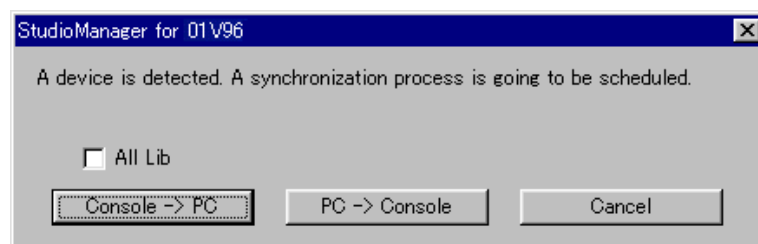
All Lib: This option determines whether or not Scene and Library data is synchronized.

Console–>PC: Click this button to transfer the settings of the 01V96 to the current Studio Manager Session.

PC–>Console: Click this button to transfer the settings of current Studio Manager Session to the 01V96.

Cancel: Click this button to leave the 01V96 and current Studio Manager Session unsynchronized.

Note: Do not operate the 01V96 while synchronization is in progress.

You can resynchronize the system at any time by choosing Re-synchronize from the Synchronization menu.

Working with Sessions

A Studio Manager Session consists of all 01V96 mix settings, including Scene and library data.

• To create a new Session, choose New Session from the File menu.

• To open a previously saved Session, choose Open Session from the File menu.

• To save the current Session, choose Save Session from the File menu.

• To save the current Session with a new name, choose Save Session as from the File menu.

> *Note: In order to save the settings of an optional Y56K card, in a Session, you must resynchronize Studio Manager beforehand (Console–>PC).*

> *Note: In order to protect the communication port used by Studio Manager, 01V96 communication settings (e.g., MIDI, Remote Layer, Machine Control) are not affected by PC–>Console synchronization operations.*

Only one Session can be open at a time, so when you create a new Session, or open a previously saved Session, the message "This operation will purge current session" appears. If there are no unsaved changes, or you do not want to save, click OK. If Studio Manager is offline, the Session is loaded. If Studio Manager is online, the Session is loaded and the synchronization dialog box appears.

2 Console Window

Studio Manager's Console window displays 20 channel strips and a master section. When an Input Channel Layer is selected, 16 Input Channels and four Stereo Input channels are displayed. When the Master Layer is selected, the Bus Out, Aux Send and four Stereo Input channels channels are displayed. And when the Remote layer is selected, 16 Remote Channels and four Stereo Input channels are displayed.

Many functions can be operated from here by clicking and dragging the various controls and parameters. This is explained in the following sections.
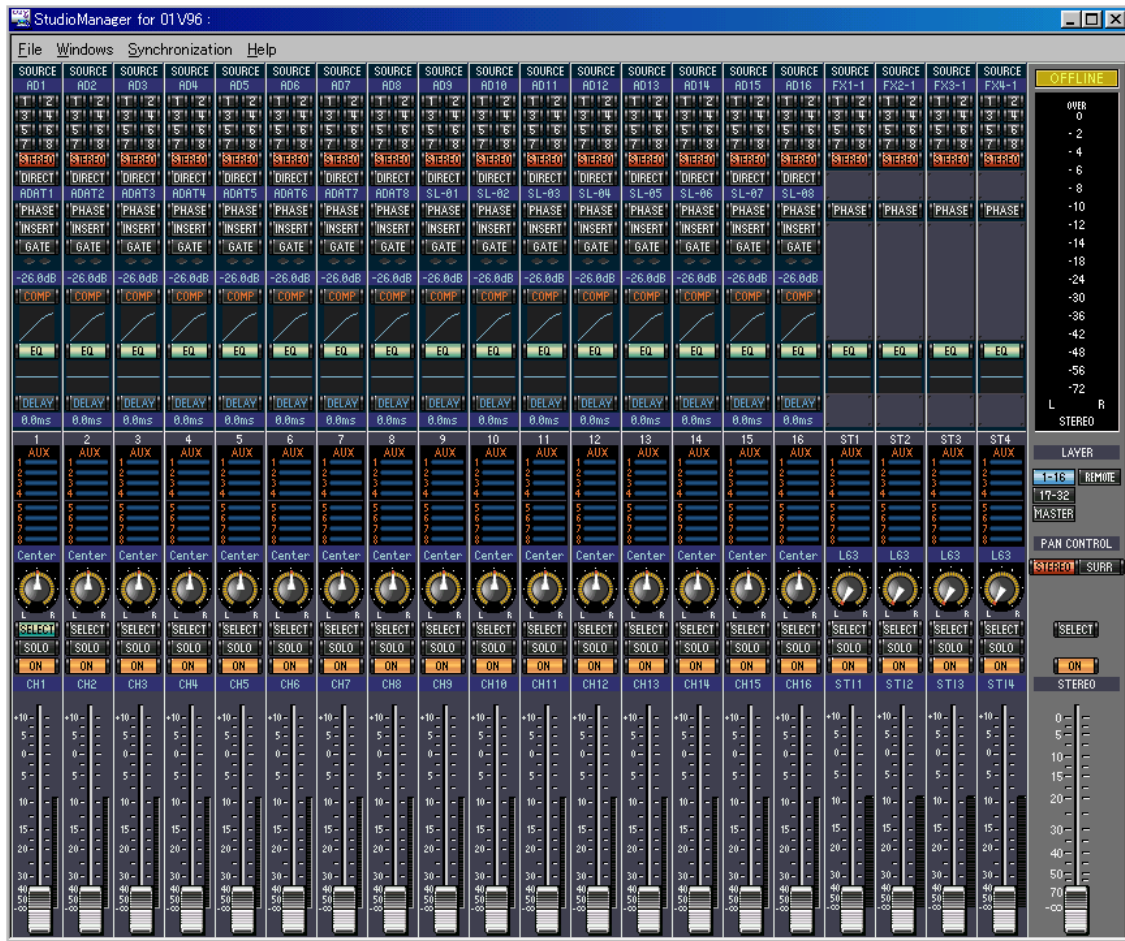
Channels can be viewed in more detail on the Selected Channel window. See page 15 for more information.

Input Channels
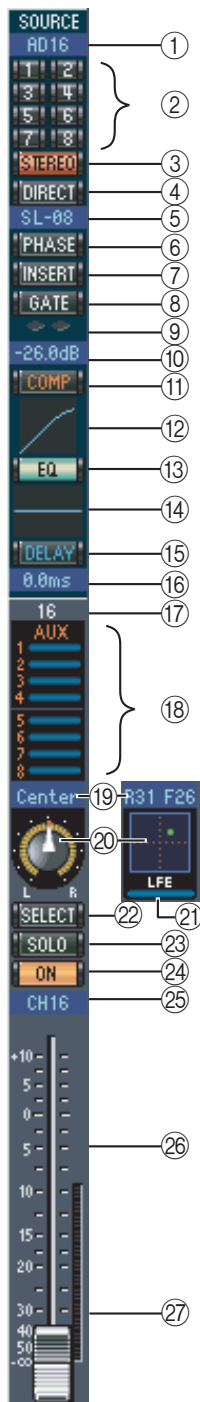
① **SOURCE parameter**

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

② **Routing buttons**

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

③ **STEREO button**

This button is used to route the Input Channel's signal to the Stereo Out.

④ **DIRECT button**

This button turns on and off the Input Channel's routing to its Direct Out.

⑤ **Direct Out parameter**

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

⑥ **PHASE button**

This button is used to reverse the signal phase of the channel.

⑦ **INSERT button**

This button is used to turn on and off the Input Channel's Insert.

⑧ **GATE button**

This button is used to turn on and off the Input Channel's Gate.

⑨ **Gate open/close indicators**

These indicators display whether the Gate is open (green) or closed (red).

⑩ **Gate threshold**

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

⑪ **COMP button**

This button is used to turn on and off the Input Channel's Compressor.

⑫ **Compressor curve**

This display shows the Compressor's curve.

⑬ **EQ button**

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

⑭ **EQ curve**

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

⑮ **DELAY button**

This button is used to turn on and off the Input Channel's Delay function.

⑯ **Delay parameter**

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

⑰ **Channel number**

This is the channel number.

⑱ **AUX section**

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

The following table shows how the Aux Send controls appear depending on the Aux Send On/Off and Pre/Post settings. Aux Sends can be set to pre-fader or post-fader on the Selected Channel window (see "AUX SEND section" on page 16).

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

⑲ **Pan/Aux Send display**

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

⑳ **PAN control**

This control is used to set the Input Channel's stereo or surround pan position. When the PAN CONTROL in the Master Section is set to "STEREO," the Pan control appears as a rotary control, and when set to "SURR," the control appears as dot on a pan graph. The surround pan position can be set by dragging the dot. If you click on the pan graph while holding down the Shift key, the pan immediately jumps to the new position.

㉑ **LFE control**

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

㉒ **SELECT button**

This button is used to select the Input Channel.

㉓ **SOLO button**

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

㉔ **ON button**

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

㉕ **Short channel name**

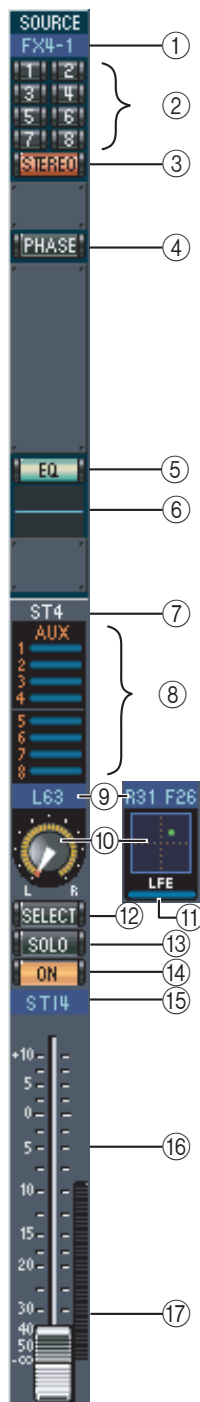This is the channel's short name. To edit the name, click it and type.

㉖ **Channel fader**

This is the Input Channel's fader.

㉗ **Channel meter**

This meter displays the signal level of the Input Channel.

Stero Input Channel

① **SOURCE parameter**

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

② **Routing buttons**

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

③ **STEREO button**

This button is used to route the Input Channel's signal to the Stereo Out.

④ **PHASE button**

This button is used to reverse the signal phase of the channel.

⑤ **EQ button**

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

⑥ **EQ curve**

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

⑦ **Channel number**

This is the channel number.

⑧ **AUX section**

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

⑨ **Pan/Aux Send display**

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

⑩ **PAN control**

This control is used to set the Input Channel's stereo or surround pan position. When the PAN CONTROL in the Master Section is set to "STEREO," the Pan control appears as a rotary control, and when set to "SURR," the control appears as dot on a pan graph. The surround pan position can be set by dragging the dot. If you click on the pan graph while holding down the Shift key, the pan immediately jumps to the new position.

⑪ **LFE control**

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

⑫ **SELECT button**

This button is used to select either channel R or L to operate by the PAN control (⑩).

⑬ **SOLO button**

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

⑭ **ON button**

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

⑮ **Short channel name**
This is the channel's short name. To edit the name, click it and type.

⑯ **Channel fader**
This is the Input Channel's fader.

⑰ **Channel meter**
This meter displays the signal level of the channel L or R.

Master Section
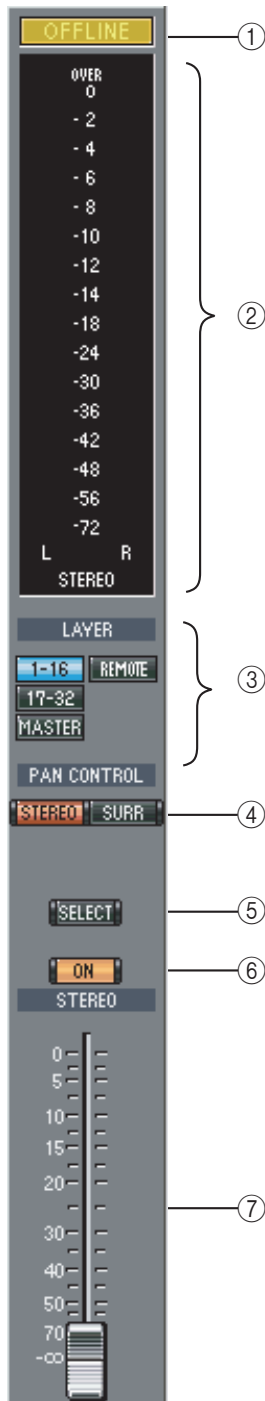
① **ONLINE/OFFLINE status indicator**
This indicator shows whether Studio Manager is online or offline.

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

3-1   5.1   6.1

③ **LAYER buttons**
These buttons are used to select the Layers.

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

⑤ **SELECT button**
This button is used to select the Stereo Out. If it's clicked while the Remote Layer is selected, it will light up, but the Stereo Out will not appear in the Selected Channel window.

⑥ **ON button**
This button turns the Stereo Out on and off. It appears orange while the Stereo Out is on.

⑦ **Channel fader**
This is the Stereo Out fader.
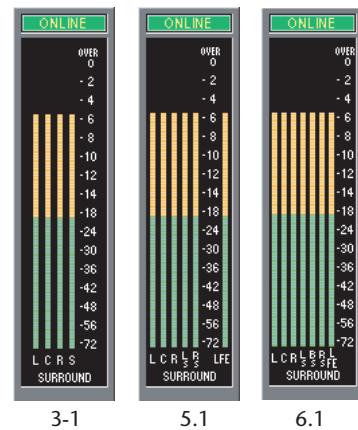
Output Channels

When the Master Layer is selected, the Bus Out and Aux Send channels are displayed. A Bus Out channel is shown here. Aux Send channels appear the same except that they do not have a STEREO button.
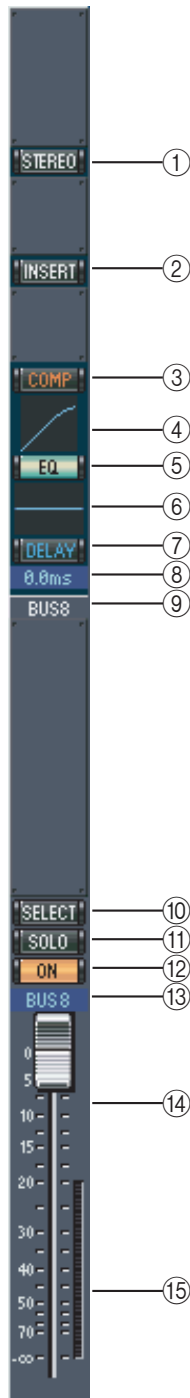
① **STEREO button (Bus Out only)**
This button is used to route the Bus Out to the Stereo Out.

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

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

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

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

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

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

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

⑨ **Channel number**
This is the channel number.

⑩ **SELECT button**
This button is used to select the Bus Out.

⑪ **SOLO button**
This button solos the Bus Out. It appears orange while the Bus Out is soloed.

⑫ **ON button**
This button turns the Bus Out on and off. It appears orange while the Bus Out is on.

⑬ **Short channel name**
This is the channel's short name. To edit the name, click it and type.

⑭ **Channel fader**
This is the Bus Out's fader.

⑮ **Channel meter**
This meter displays the signal level of the Bus Out.

Remote Channels

When the Remote Layer is selected, Remote Channels are displayed.
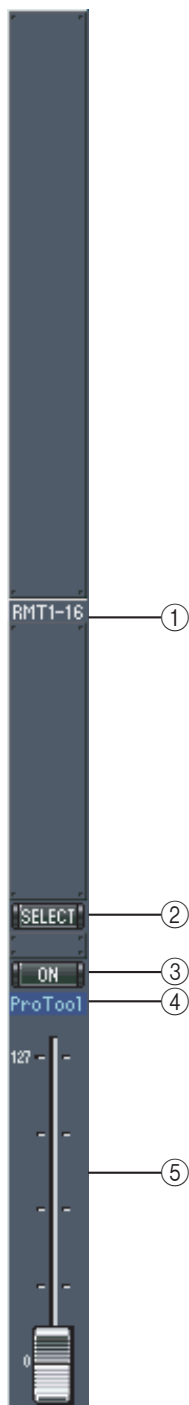
① **Channel number**
This is the channel number.

② **SELECT button**
This button is used to select the Remote Channel.

③ **ON button**
This button turns the Remote Channel on and off. It appears orange while the channel is on.

④ **Short channel name**
This is the Remote Channel's short name. To edit the name, click it and type.

⑤ **Channel fader**
This is the Remote Channel's fader.

Note: When the remote target setting on the 01V96 is set to User Defined, you can use the ON buttons and channel faders to control the functions specified on the Remote page. When the remote target is set to anything other than User Defined, the ON buttons and channel faders have no effect, and the name of the specified target is displayed in the channel's short name.

3 Selected Channel Window

The Selected Channel window allows detailed editing of the currently selected channel. To open the Selected Channel window, choose Selected Channel from the Windows menu.
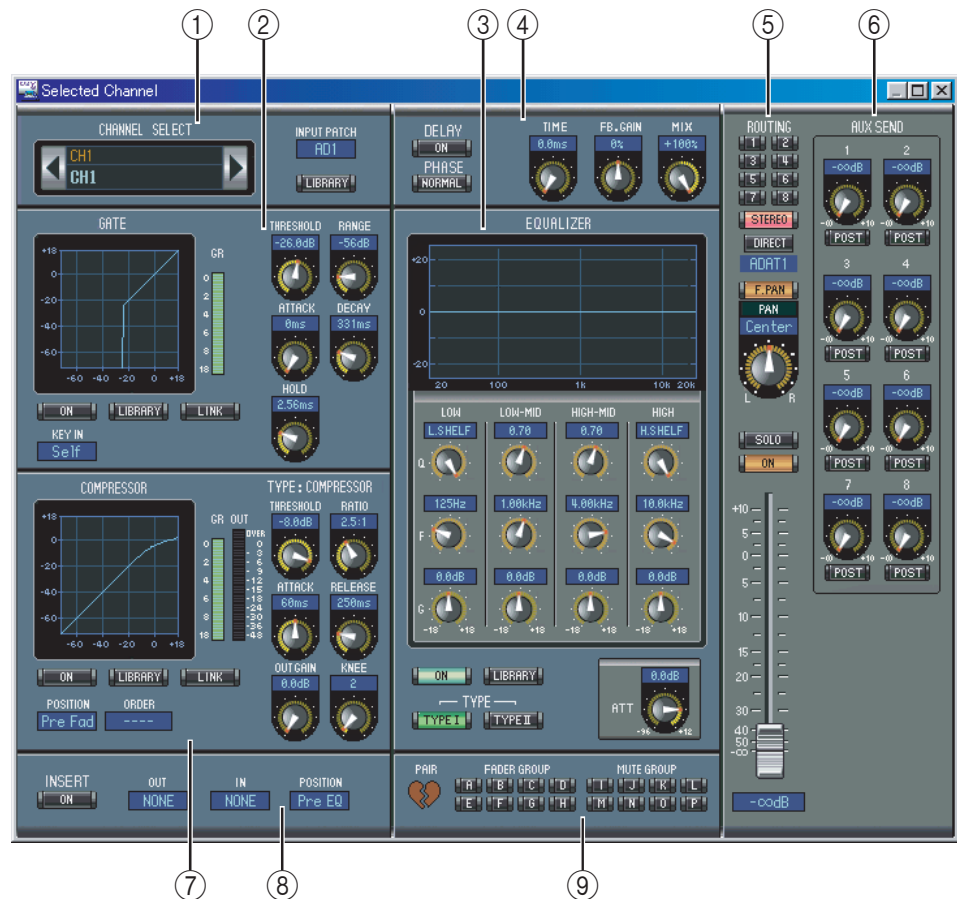
The layout of the Selected Channel window depends on the currently selected channel. There are six variations, as follows:

- Input Channels (see below)
- Stereo Input Channels (see page 17)
- Bus Outs (see page 18)
- Aux Sends (see page 20)
- Stereo Out (see page 21)
- Remote Channels (see page 22)

Input Channels

This is the Selected Channel window for Input Channels.

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

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

② **GATE section**

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

③ **EQUALIZER section**

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

④ **DELAY & PHASE section**

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

⑤ **ROUTING, PAN & level section**

This section contains the routing, pan, and level controls and the SOLO, and ON buttons for the currently selected Input Channel. ROUTING buttons 1–8 are used to route the channel to the Bus Outs. The STEREO button routes the channel to the Stereo Out. The DIRECT button routes the channel to its Direct Out, and the Direct Out parameter below it selects a Direct Out destination. The F.PAN button turns on and off the Bus Out Follow Pan function. The PAN control is used to pan the channel. The SOLO button is used to solo the channel, the ON button, to turn on and off the channel, and the channel fader, to set the channel level.

⑥ **AUX SEND section**

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

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

⑦ **COMPRESSOR section**

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

⑧ **INSERT section**

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

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

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

Stereo Input Channels

This is the Selected Channel window for Input Channels.
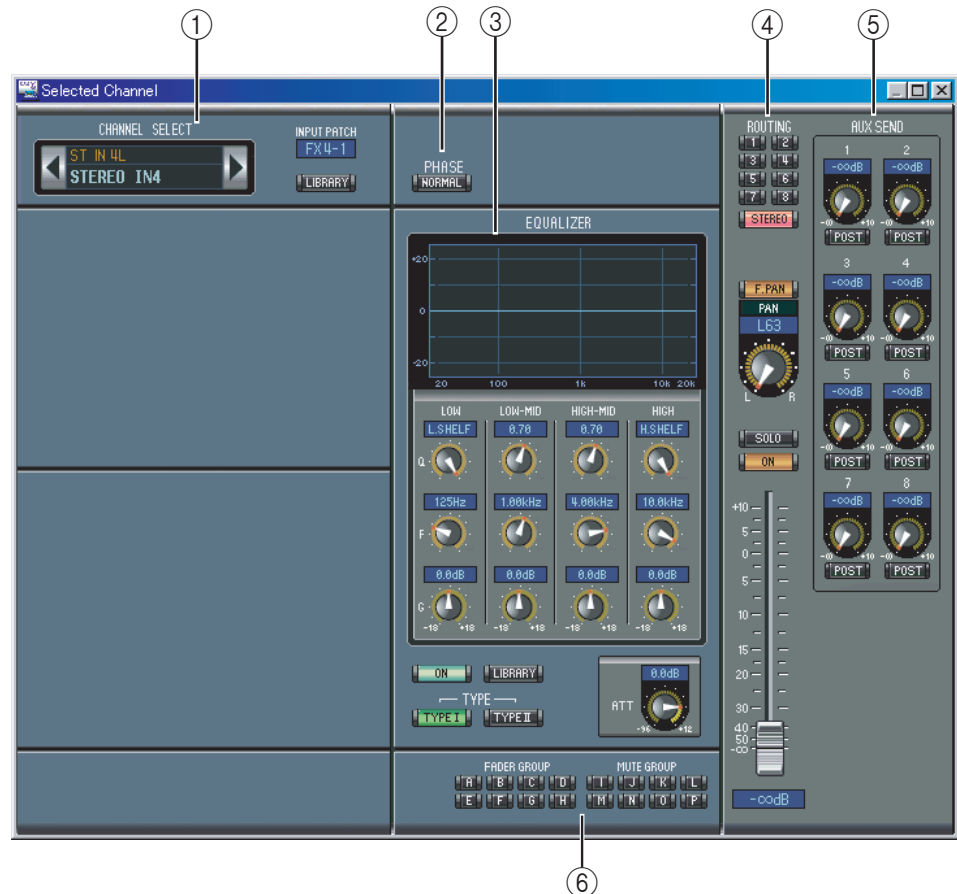
① **CHANNEL SELECT, INPUT PATCH & LIBRARY section**

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

② **PHASE section**

This section contains the phase control for the currently selected Stereo Input Channel. The PHASE button reverses the channel's signal phase.

③ **EQUALIZER section**

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

④ **Routing, pan & level section**

This section contains the routing, pan, and level controls and the, SOLO, and ON buttons for the currently selected Stereo Input Channel. ROUTING buttons 1–8 are used to route the channel to the Bus Outs. The STEREO button routes the channel to the Stereo Out. The DIRECT button routes the channel to its Direct Out, and the Direct Out parameter below it selects a Direct Out destination. The F.PAN button turns on and off the Bus Out Follow Pan function. The PAN control is used to pan the channel. The SOLO button is used to solo the channel, the ON button, to turn on and off the channel, and the channel fader, to set the channel level.

⑤ **AUX SEND section**

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

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

⑥ **FADER GROUP & MUTE GROUP section**

This section contains the Fader and Mute group functions for the currently selected Stereo Input Channel. Use the FADER GROUP buttons to add the channel to Fader groups, and use the MUTE GROUP buttons to add it to Mute groups.

Bus Outs

This is the Selected Channel window for Bus Outs.

① **CHANNEL SELECT section**

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

② **EQUALIZER section**

This section contains the EQ controls and display graph for the currently selected Bus Out. It's layout is identical to the EQUALIZER section for Input Channels. See "EQUALIZER section" on page 16 for more information.

③ **DELAY section**

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

④ **TO STEREO & level section**

This section contains the TO STEREO and level controls and the SOLO, and ON buttons for the currently selected Bus Out. The TO STEREO button routes the Bus Out to the Stereo Out, and the rotary controls are used to set the Bus to Stereo level and pan. The SOLO button is used to solo the Bus Out, the ON button, to turn the Bus Out on and off, and the channel fader, to set the Bus Out level.

⑤ **COMPRESSOR section**

This section contains the Compressor controls and display graph for the currently selected Bus Out. Its layout is identical to the COMPRESSOR section for Input Channels. See "COMPRESSOR section" on page 16 for more information.

⑥ **INSERT section**

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

⑦ **PAIR, FADER GROUP & MUTE GROUP section**

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

Aux Sends

This is the Selected Channel window for Aux Sends.

① **CHANNEL SELECT section**

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

② **EQUALIZER section**

This section contains the EQ controls and display graph for the currently selected Aux Send. It's layout is identical to the EQUALIZER section for Input Channels. See "EQUALIZER section" on page 16 for more information.

③ **DELAY section**

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

④ **Aux Send level section**

This section contains the SOLO, and ON buttons and the channel fader for the currently selected Aux Send.

⑤ **COMPRESSOR section**

This section contains the Compressor controls and display graph for the currently selected Aux Send. Its layout is identical to the COMPRESSOR section for Input Channels. See "COMPRESSOR section" on page 16 for more information.

⑥ **INSERT section**

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

⑦ **PAIR, FADER GROUP & MUTE GROUP section**

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

Stereo Out

This is the Selected Channel window for the Stereo Out.

① **CHANNEL SELECT section**

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

② **EQUALIZER section**

This section contains the EQ controls and display graph for the Stereo Out. It's layout is identical to the EQUALIZER section for Input Channels. See "EQUALIZER section" on page 16 for more information.

③ **DELAY section**

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

④ **Balance & level section**

This section contains the balance control and ON buttons, and channel fader for the Stereo Out.

⑤ **COMPRESSOR section**

This section contains the Compressor controls and display graph for the currently selected Stereo Out. Its layout is identical to the COMPRESSOR section for Input Channels except there is no LINK button. See "COMPRESSOR section" on page 16 for more information.

⑥ **INSERT section**

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

⑦ **FADER GROUP & MUTE GROUP section**

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

Remote Channels

This is the Selected Channel window for the Remote Channels.

① **CHANNEL SELECT section**

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

② **Remote Channel Level section**

This section contains the ON button and the channel fader for the currently selected Remote Channel.

> *Note: When the remote target setting on the 01V96 is set to anything other than User Defined, the ON buttons and channel faders have no effect, and the name of the specified target is displayed below the channel ID.*
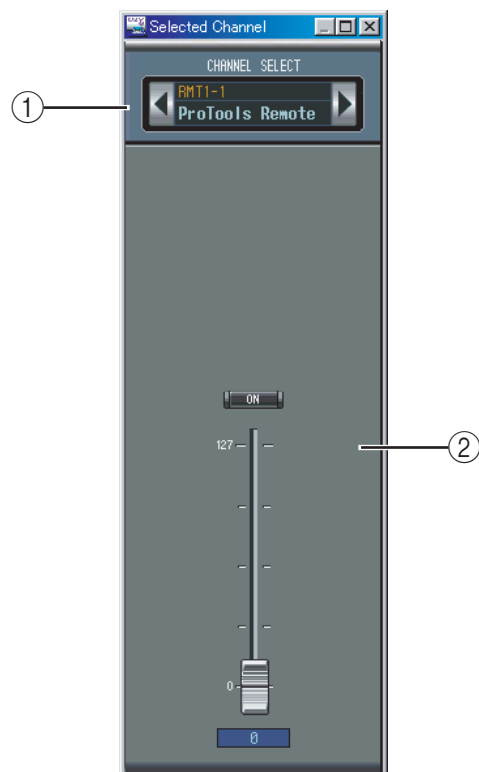
4 Library Window

The Library window allows you to control and manage 01V96 Scenes and libraries. In addition, Scenes and libraries can be saved to disk on your computer.

The Library window provides access to the following libraries:

Library	How to Open
Scene	Choose Library from the Windows menu
Channel	LIBRARY buttons on the Selected Channel window
Equalizer	
Gate	
Compressor	
Effects	LIBRARY button on the Effects Editor window
Input Patch	LIBRARY buttons on the Patch Editor window
Output Patch	

The layout of the Library window is the same regardless of which library is selected (the Scene Library is shown below). The Library window consists of two panes. The pane on the left displays a list of memories in the currently open Library file. The pane on the right displays a list of memories in the 01V96.

Memories can be copied between the 01V96 and Library file by dragging them between the panes. Memories can be copied or sorted within the 01V96 or Library file by dragging them within the same pane. When a memory is dropped on top of another memory, it's copied. When a memory is dropped between two memories, it's moved (i.e., sorted). Memory contents can be swapped by holding down the Shift key while dragging. In all cases, the contents of the destination memory are overwritten. To edit a memory title, click and then type.
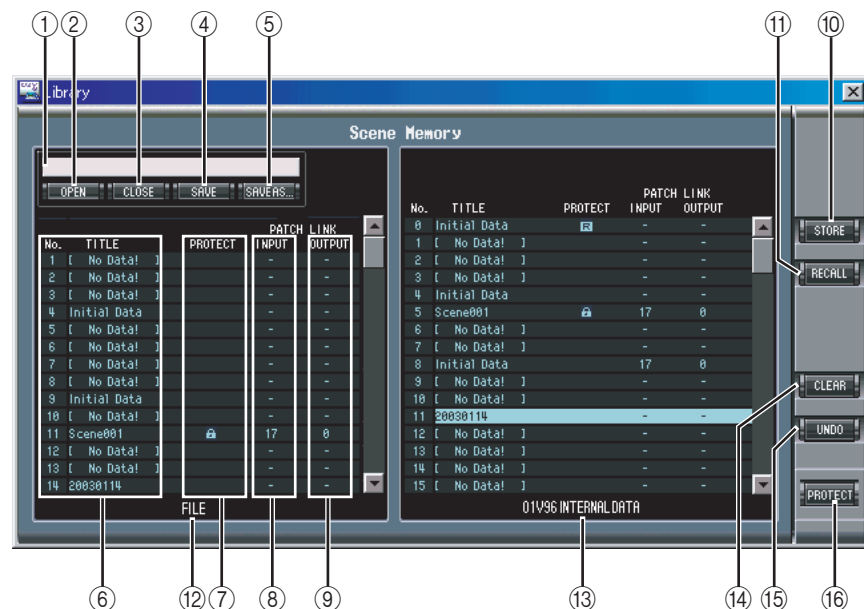
① **File name**
This is the file name of the currently open Library file.

② **OPEN button**
This button is used to open Library files.

③ **CLOSE button**
This button is used to close the currently open Library file.

④ **SAVE button**

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

⑤ **SAVE AS button**

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

⑥ **TITLE pane**

This pane displays the memory list.

⑦ **PROTECT pane**

This pane displays a padlock icon for protected memories.

⑧ **INPUT PATCH LINK pane**

This pane displays the number of the linked input patch memory.

⑨ **OUTPUT PATCH LINK pane**

This pane displays the number of the linked output patch memory.

⑩ **STORE button**

This button is used to store to the selected memory.

⑪ **RECALL button**

This button is used to recall the selected memory.

⑫ **FILE pane**

This pane displays the memories in the currently open Library file.

⑬ **01V96 INTERNAL DATA pane**

This pane displays the 01V96 memories in the currently selected Library.

⑭ **CLEAR button**

This button clears the contents of the selected memory.

⑮ **UNDO button**

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

⑯ **PROTECT button**

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

5 Patch Editor Window

The Patch Editor window is used to patch Inputs, Outputs, Inserts, Effects, and Direct Outs. It consists of five pages, which are selected by clicking the tabs along the top of the window. To open the Patch Editor window, choose Patch Editor from the Windows menu.

INPUT PATCH Page
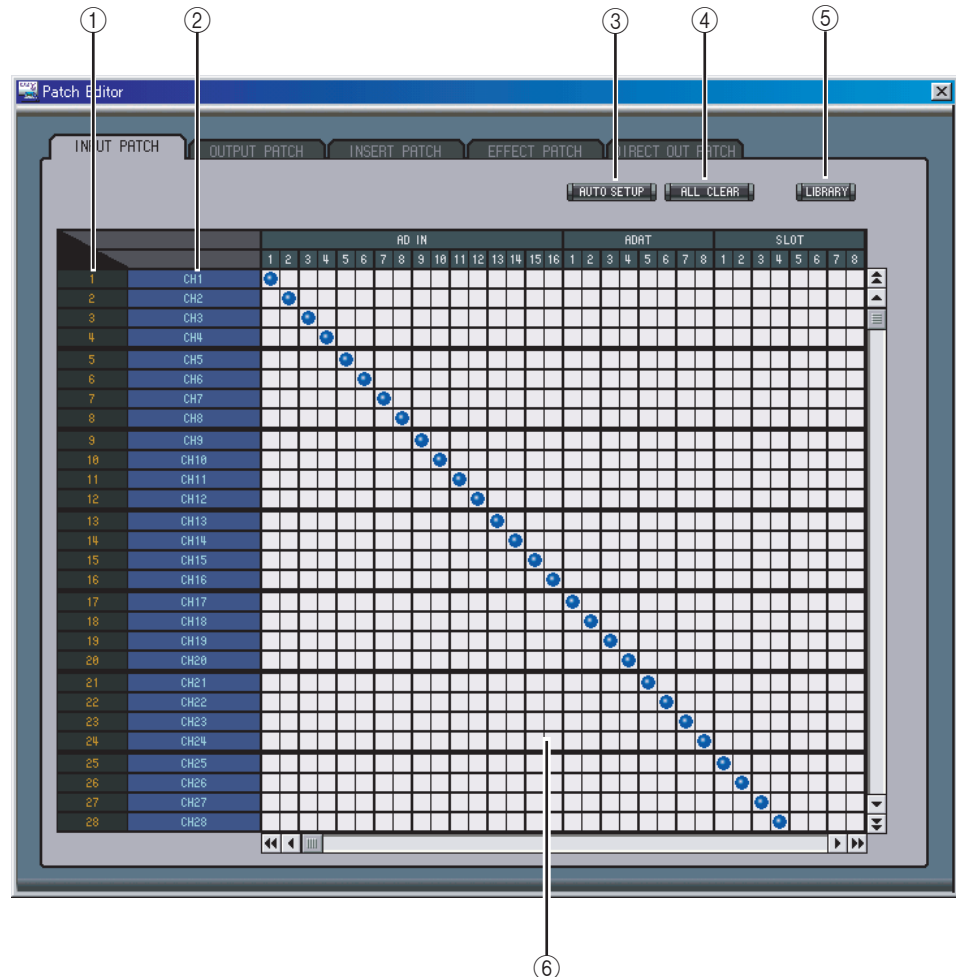
① **Channel IDs**
These are the Channel IDs.

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

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

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

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

⑥ **Patchbay**
The patchbay is used to patch input ports to Input Channels. Active patches are indicated by a blue dot. To make a patch, click a square. To unpatch, click a blue dot.

OUTPUT PATCH Page
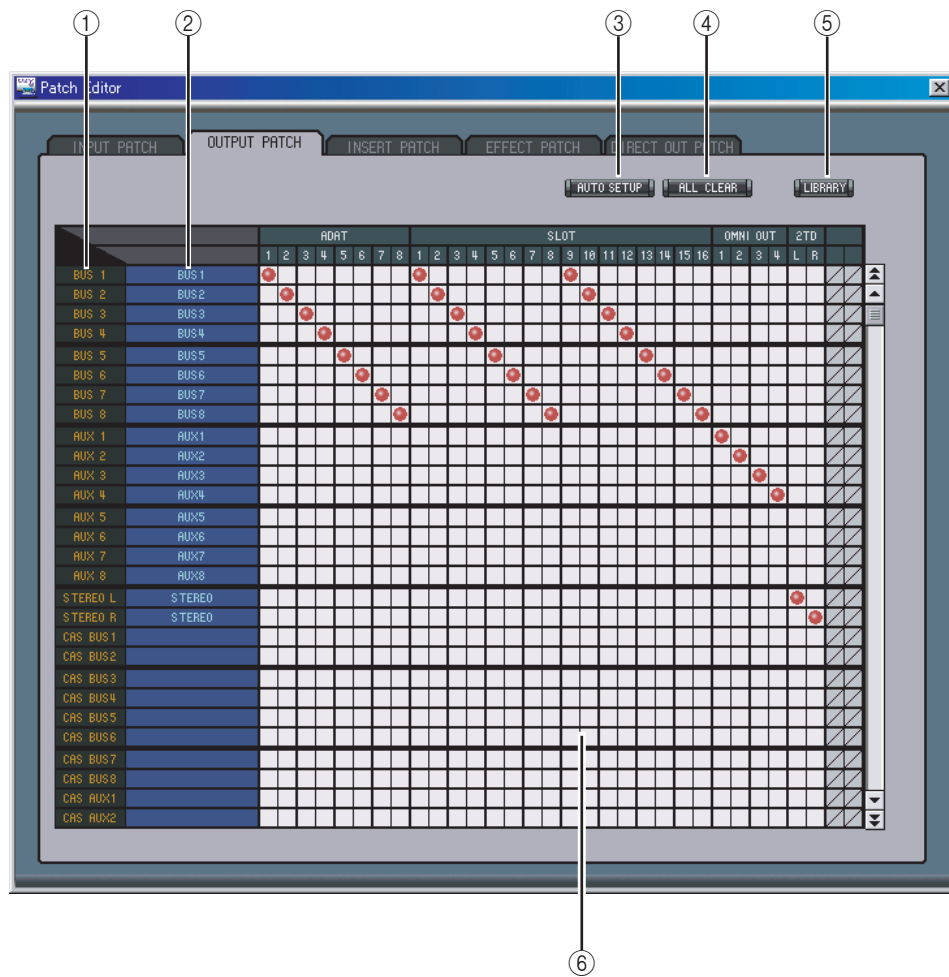
① **Channel IDs**

These are the Channel IDs.

② **Long channel names**

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

③ **AUTO SETUP button**

Clicking this button sets the patches on this page to their initial values.

④ **ALL CLEAR button**

This button clears all patches on this page.

⑤ **LIBRARY button**

This button opens the Output Patch Library window.

⑥ **Patchbay**

The patchbay is used to patch output ports to Output Channels. Active patches are indicated by a red dot. To make a patch, click a square. To unpatch, click a red dot.

INSERT PATCH Page
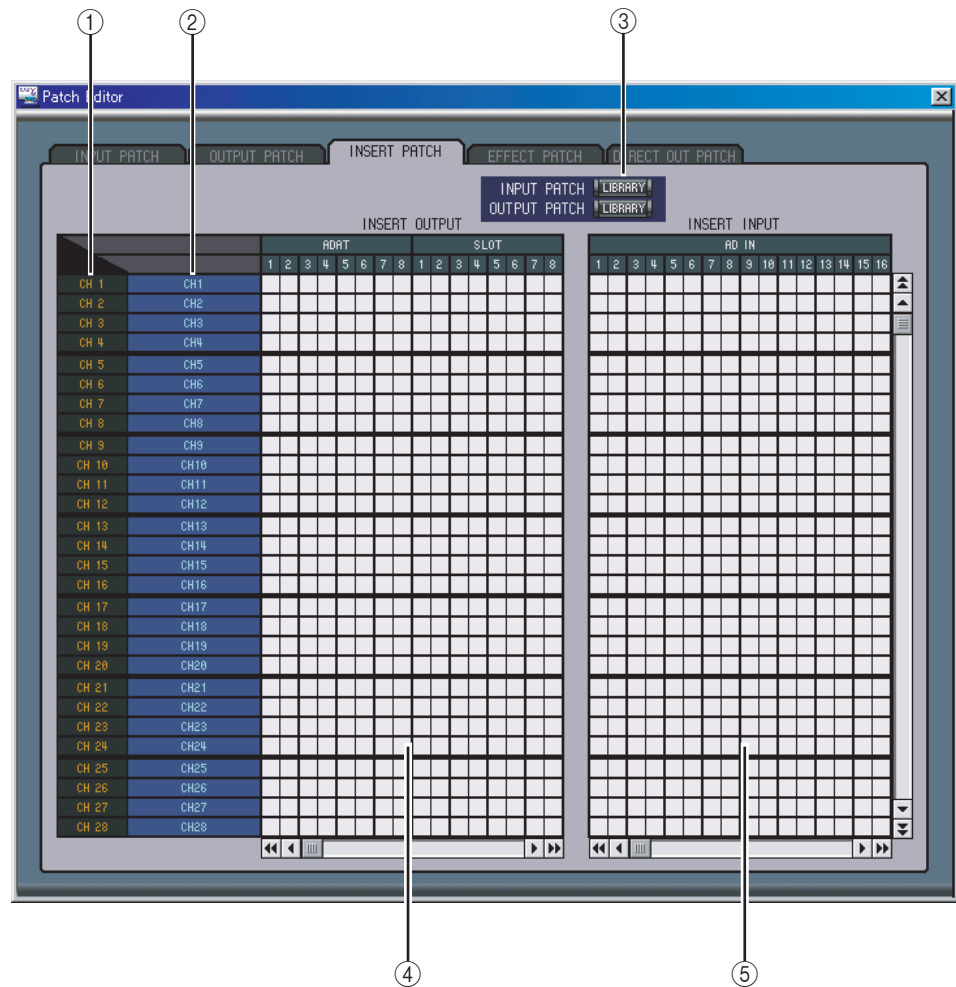
① **Channel IDs**

These are the Channel IDs.

② **Long channel names**

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

③ **LIBRARY buttons**

These buttons open the Input and Output Patch Library windows.

④ **Insert Out Patchbay**

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

⑤ **Insert In Patchbay**

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

EFFECT PATCH Page
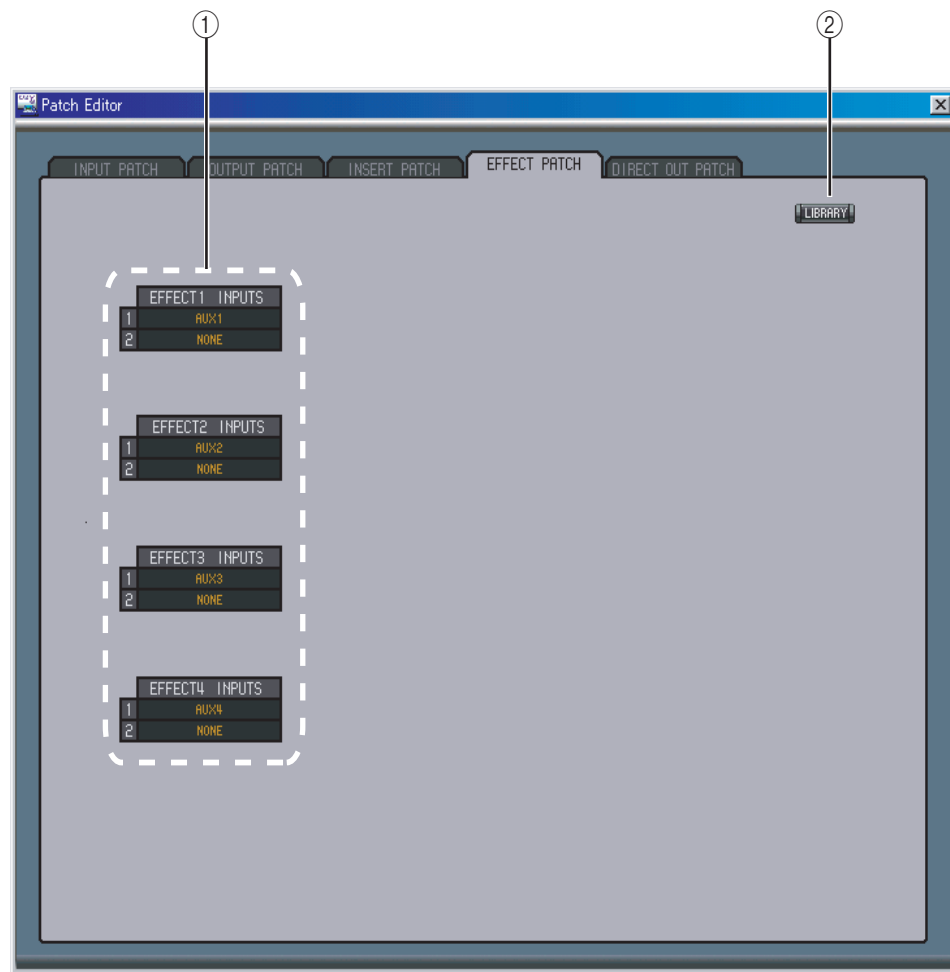
① **Effects processor #1—#4 inputs**

These parameters are used to select input sources for internal effects processors #1—#4.

② **LIBRARY button**

This button opens the Input Patch Library window.

DIRECT OUT Patch Page
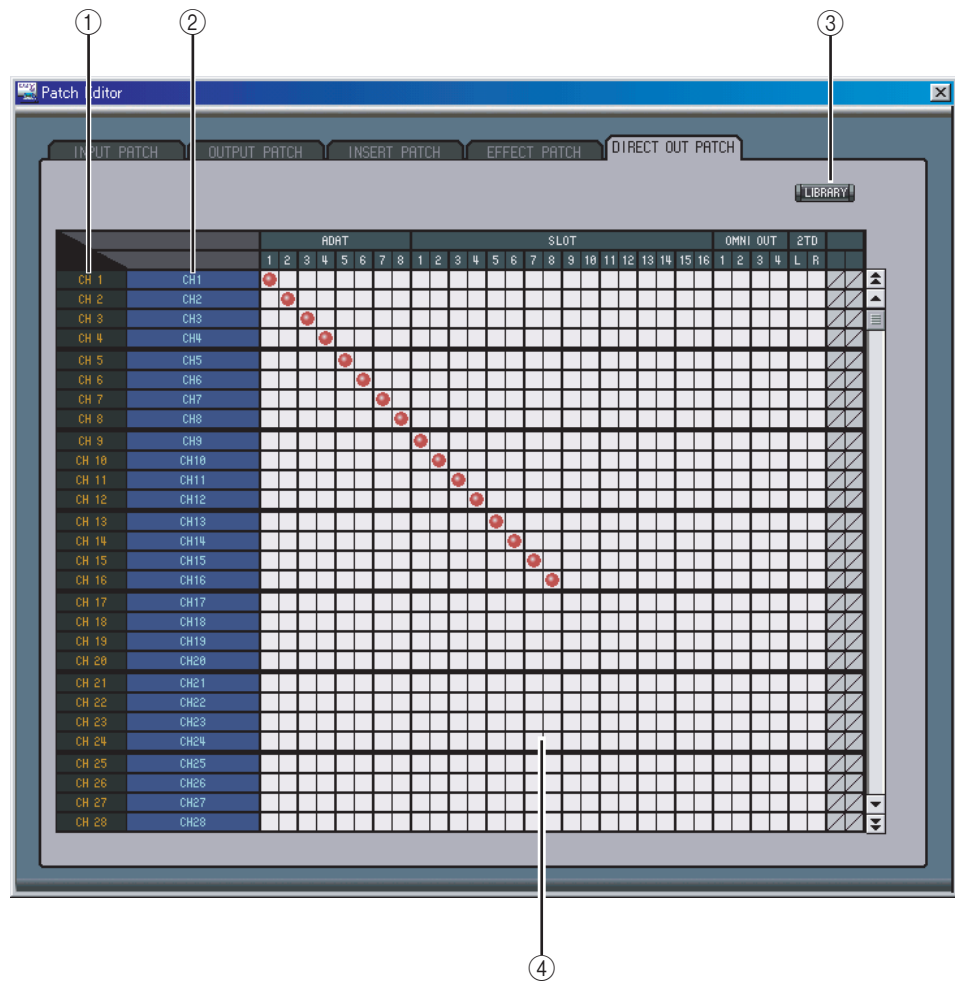
① **Channel IDs**

These are the Channel IDs.

② **Long channel names**

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

③ **LIBRARY button**

This button opens the Output Patch Library window.

④ **Patchbay**

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

6 Surround Editor Window

The Surround Editor window allows you to edit the surround pan position of the currently selected Input Channel. To open the Surround Editor window, choose Surround Editor from the Windows menu.
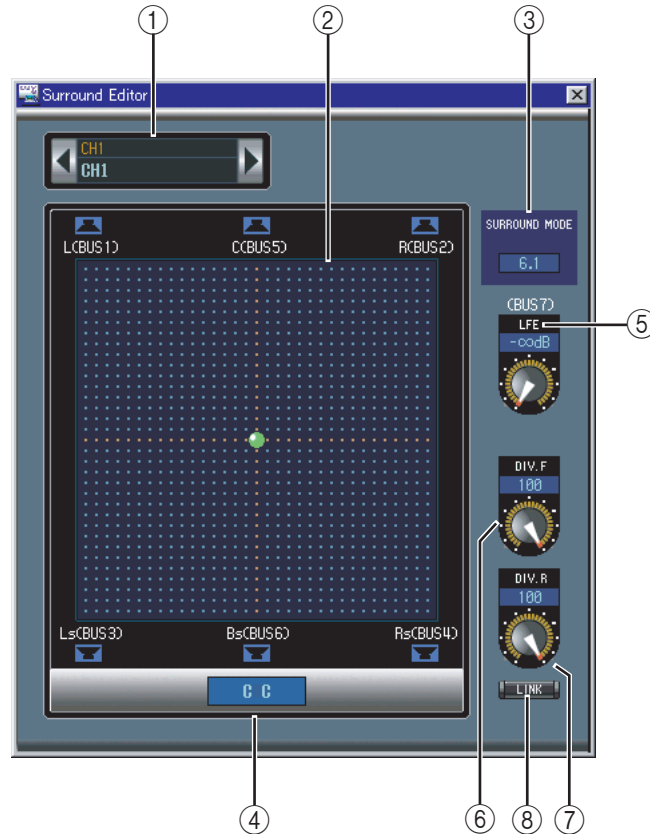
① **CHANNEL SELECT section**

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

② **Surround pan graph**

The green dot on this graph indicates the surround pan position for the currently selected Input Channel. The surround pan can be set by dragging the dot.

③ **SURROUND MODE indicator**

This indicates the currently selected Surround mode: STEREO, 3-1, 5.1 or 6.1.

④ **Surround pan position**

This is the current surround pan position.

⑤ **LFE control**

This rotary control sets the level of the LFE channel.

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

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

⑦ **DIV.R control (6.1 only)**

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

⑧ **LINK button (6.1 only)**

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

7 Effect Editor Window

The Effect Editor window allows you to edit the internal effects processors. To open the
Effect Editor window, choose Effect Editor from the Windows menu.
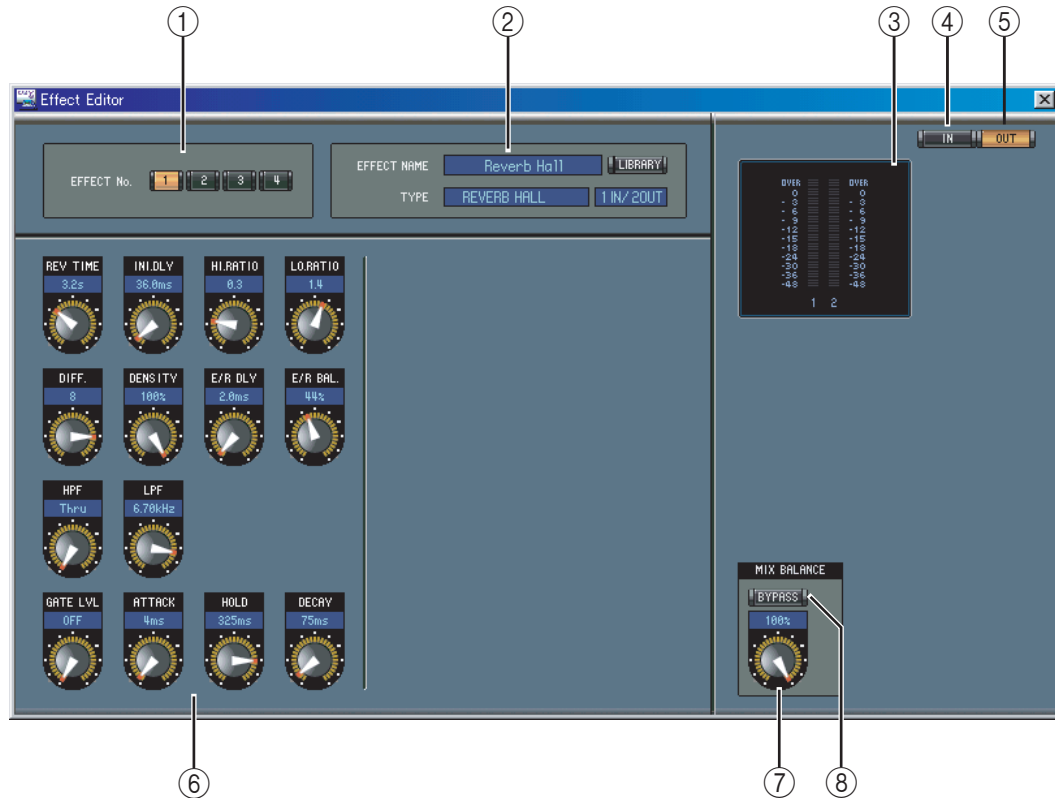
① **Effects processor select**
These buttons are used to select the internal effects processors.

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

③ **Meters**
These are output meters for the currently selected effects processor.

④ **IN button**
This button is used to set the metering position to the effects processor's inputs.

⑤ **OUT button**
This button is used to set the metering position to the effects processor's outputs.

⑥ **Effect parameter section**
This section contains the various effects controls, buttons, and displays. Its layout depends
on the selected effect type.

⑦ **MIX BALANCE control**
This control is used to adjust the balance between the wet and dry signals. When set to 0,
only the dry signal is heard. When set to 100, only the wet signal is heard.

⑧ **BYPASS button**
This button is used to bypass the currently selected effects processor.

8 Keyboard Shortcuts

File Menu

Windows	Macintosh	Action
CTRL+N	⌘-N	Creates a new Session
CTRL+O	⌘-O	Opens a previously saved Session
CTRL+S	⌘-S	Saves the current Session

Windows Menu

Windows	Macintosh	Action
CTRL+W	⌘-W	Closes the foremost window except the Console window
CTRL+ALT+W	⌘-Option-W	Closes all windows except the Console window
CTRL+1	⌘-1	Opens the Selected Channel window
CTRL+2	⌘-2	Opens the Library window
CTRL+3	⌘-3	Opens the Patch Editor window
CTRL+4	⌘-4	Opens the Surround Editor window
CTRL+6	⌘-6	Opens the Effect Editor window

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