YAMAHA

CL Editor

Owner's Manual

Special Notices

- The software and this owner's manual are the exclusive copyrights of Yamaha Corporation.

- Copying of the software or reproduction of this manual in whole or in part by any means is expressly forbidden without the written consent of the manufacturer.

- Copying of the commercially available music sequence data and/or digital audio files is strictly prohibited except for your personal use.

- Yamaha makes no representations or warranties with regard to the use of the software and documentation and cannot be held responsible for the results of the use of this manual and the software.

- The screen displays as illustrated in this owner's manual are for instructional purposes, and may appear somewhat different from the screens which appear on your computer.

- Windows is a registered trademark of Microsoft® Corporation in the U.S. and other countries.

- Apple, Mac and Macintosh are trademarks of Apple Inc., registered in the U.S. and other countries.

- The company names and product names in this Owner's Manual are the trademarks or registered trademarks of their respective companies.

- For information on the modification of system software, various functions, or technical specifications due to an application update, please visit the following website:

❏ Yamaha Pro Audio Global Site

https://www.yamahaproaudio.com/

Contents

* Specifications and descriptions in this owner's manual are for information purposes only. Yamaha Corp. reserves the right to change or modify products or specifications at any time without prior notice.

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

Getting Started

Overview of CL Editor

CL Editor enables you to remotely control a Yamaha CL mixing console (such as CL5, CL3, or CL1; hereinafter collectively called "CL" in this document). CL Editor also enables you to save the parameter settings on your computer.

Configuring CL Editor

❏ System Setup

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

① **Network**

Specify the IP Address of your CL console to communicate.

② **Model Select**

Select the model of your CL (CL5/CL3/CL1) when CL Editor is not synchronized with the CL console. If CL Editor is synchronized with the CL console, the model will automatically be selected and other model options will be grayed out.

③ **Channel Select/Sends On Fader**

This checkbox enables you to specify whether or not the CL console and CL Editor are linked to each other for the following operations:

- Selecting channels
- Switching between normal mode and SENDS ON FADER mode
- Switching between MIX and MATIRX in SENDS ON FADER mode
- Selecting [CUE] buttons

If you do not check the box, the CL console and CL Editor will operate independently.

> NOTE *If the box is not checked, the [CUE] button will be hidden in each window.*

④ **Synchronization**

This allows synchronization to be done automatically when a CL Editor file is loaded. This function is enabled by default.

⑤ **Window Control From Console**

This option determines whether or not using the USER DEFINED KEYS on the console enables you to remotely open and close the CL Editor windows.

⑥ **Level Meter**

This option specifies whether the level meter functionality will be enabled. By disabling the meter function you can reduce the processing load caused by screen drawing and communication.

⑦ **Confirmation**

These check boxes specify whether a confirmation dialog box will appear when you store (Store Confirmation), recall (Recall Confirmation), patch (Patch Confirmation), or make a patch change that would modify an existing patch (Steal Patch Confirmation).

⑧ **Administrator Password**

Enter the Administrator password that was specified on the CL console. If this password is not entered correctly, it will not be possible to synchronize from CL Editor to the CL console.
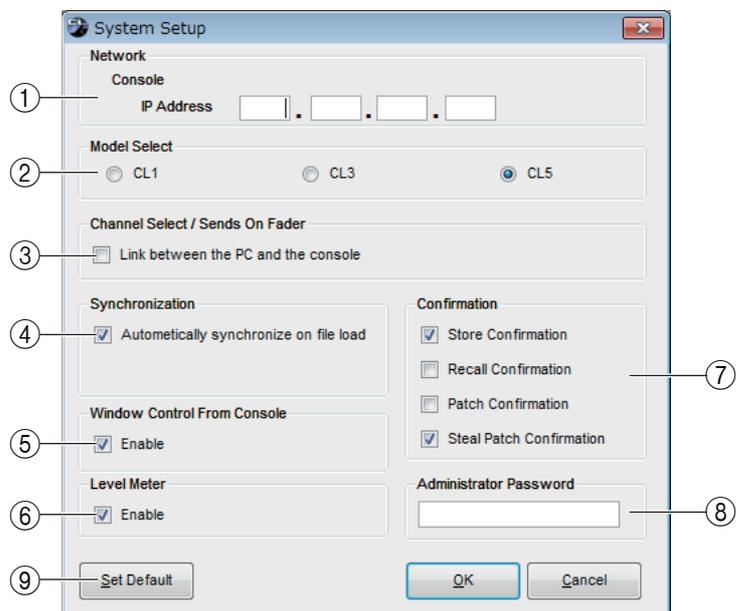
⑨ **Set Default**

Press this button to use the settings (except for the IP Address in the Network section) currently specified in the System Setup dialog box as the default settings. The next time when you start up CL Editor, it will use these settings.

❏ Mixer Setup

To open the Mixer Setup dialog box, choose [Mixer Setup] from the [File] menu.

① **Mix Bus Setup**

Here you can make settings relating to the MIX buses.

Signal Type: Choose either MONOx2 or STEREO for each two adjacent odd-numbered/even-numbered MIX buses.

In Surround mode, choose surround buses (L, R, C, LFE, Ls, Rs) for Mix buses 1–6.

Bus Type/Send Point: Choose either VARI (PRE FADER) or VARI (PRE EQ) or FIXED for each two adjacent odd-numbered/even-numbered MIX buses.

Pan Link: The PAN setting for signals sent to stereo MIX buses will link to the PAN setting for the STEREO bus. This parameter is valid only if the Signal Type is set to STEREO and the Bus Type is set to VARI.

② **Matrix Bus Setup**

Here you can make settings relating to the MATRIX buses.

Signal Type: Choose either MONOx2 or STEREO for each two adjacent odd-numbered/even-numbered MATRIX buses.

Send Point for Input Channels: Choose either PRE FADER or PRE EQ for each two adjacent odd-numbered/even-numbered MATRIX buses.
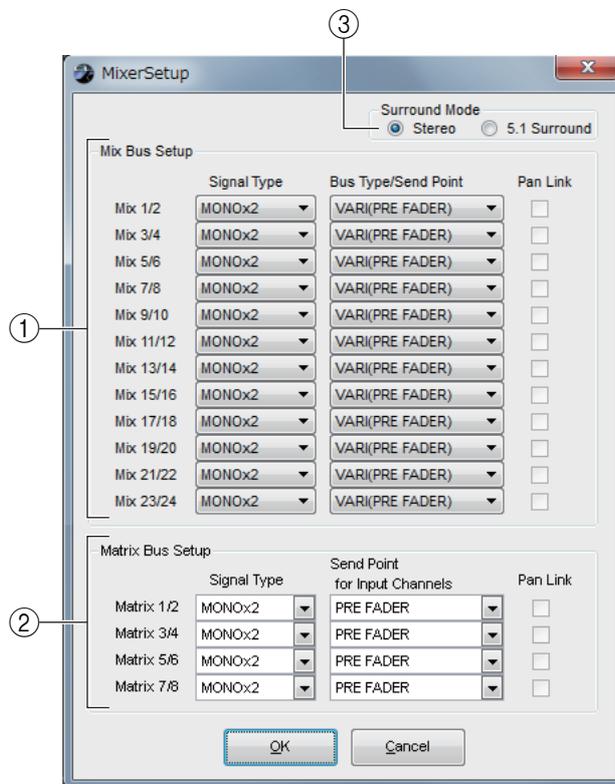
Pan Link: The PAN setting for signals sent to stereo MATRIX buses will link to the PAN setting for the STEREO bus. This parameter is valid only if the Signal Type is set to STEREO.

③ **Surround Mode**

Here you can make settings for Surround mode.

Stereo: Selects standard Stereo mode.

**5.1Surround:** Selects Surround mode.

❏ Zoom Function

Access the [Zoom] menu to select a screen zoom ratio: [100%] (default), [150%], or [200%].

❏ Creating a user key

To open the Create User Key dialog box, choose [Create User Key] from the [File] menu.

This creates a user key (with ".CLU" file name extension) that can be read from a USB flash drive by the CL console to automatically set user-specific parameters.
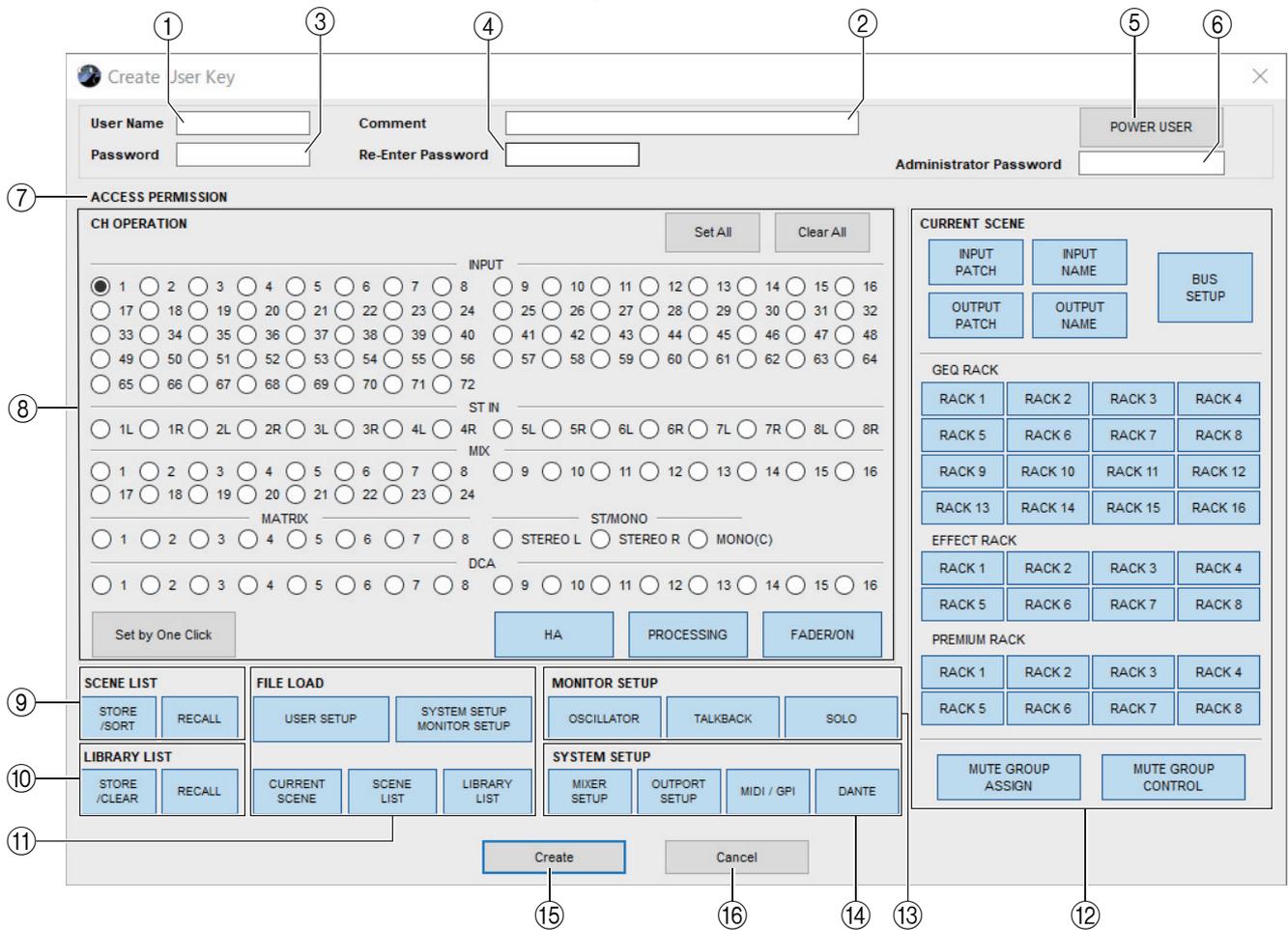
① User Name

Specify the name of the user. You can enter up to eight single-byte alphanumeric characters.

② Comment

Enter a comment for each user. You can enter up to thirty-two single-byte alphanumeric characters.

③ Password

Enter a password that will be used when this user key is read by the CL console. You can enter up to eight single-byte alphanumeric characters. Uppercase and lowercase are distinguished.

④ Re-Enter Password

Enter the password once again as a safeguard against mistaken entry.

⑤ POWER USER

Specify whether this user is a power user. Power users can use the CL console to create or edit a user authentication key with a specified user level.

⑥ Administrator Password

Enter the Administrator password that was specified on the CL console. This is not required if no Administrator password has been specified on the CL console, but if this password is incorrect you will be asked to enter it when the user key is read.

⑦ ACCESS PERMISSION

In this area, specify the parameters that this user will be allowed to operate.

⑧ **CH OPERATION**

INPUT, ST IN, MIX, MATRIX, ST/MONO, DCA: Select the channels whose parameters will be operable.

HA: Change the operating privileges for the head amp gain (analog gain) and phantom power of the selected channels.

PROCESSING: Change the operating privileges for overall signal processing parameters (except for fader and [ON] button) of the selected channel. For the specific parameters included in PROCESSING, refer to the CL's manual.

FADER/ON: Change the operating privileges for the pan/balance, fader, channel on, send on/off, and send level of the selected channels.

Set All: Turn on HA, PROCESSING, and FADER/ON for all channels.

Clear All: Turn off HA, PROCESSING, and FADER/ON for all channels.

Set by One Click: If this button is on, pressing the channel select button repeatedly will set HA, PROCESSING, and FADER/ON to On or Off simultaneously.

⑨ **SCENE LIST**

STORE/SORT: Change the operating privileges for scene store and sort operations.

RECALL: Change the operating privileges for scene recall operations.

⑩ **LIBRARY LIST**

STORE/CLEAR: Change the operating privileges for library store and clear operations.

RECALL: Change the operating privileges for library recall operations.

⑪ **FILE LOAD**

USER SETUP: Change the operating privileges for loading user-defined keys and preferences when loading a file.

SYSTEM SETUP MONITOR SETUP: Change the operating privileges for loading system setup and monitor setup settings when loading a file.

CURRENT SCENE: Change the operating privileges for loading the current scene when loading a file.

SCENE LIST: Change the operating privileges for loading the scene list when loading a file.

LIBRARY LIST: Change the operating privileges for loading the library list when loading a file.

⑫ **CURRENT SCENE**

INPUT PATCH: Change the operating privileges for input patch operations.

INPUT NAME: Change the privileges for editing the input names.

OUTPUT PATCH: Change the operating privileges for output patching.

OUTPUT NAME: Change the privileges for editing the output names.

BUS SETUP: Change the operating privileges for buses.

GEQ 1-16: Change the operating privileges for GEQ (Graphic Equalizer) rack operations.

EFFECT: Change the operating privileges for EFFECT rack operations.

PREMIUM RACK: Change the operating privileges for PREMIUM rack operations.

MUTE GROUP ASSIGN: Change the privileges for assigning mute groups.

MUTE GROUP CONTROL: Change the operating privileges for enabling/disabling mute groups.

⑬ **MONITOR SETUP**

OSCILLATOR: Change the operating privileges for oscillator settings.

TALKBACK: Change the operating privileges for talkback settings.

SOLO: Change the operating privileges for SOLO settings.

⑭ **SYSTEM SETUP**

MIXER SETUP: Change the privileges for making mixer setup settings.

OUTPORT SETUP: Change the privileges for making outport setup settings.

MIDI/GPI: Change the privileges for making MIDI and GPI settings.

DANTE: Change the privileges required to make Dante network settings.

⑮ **Create**

Creates the user key.

⑯ **Cancel**

Closes the dialog box.

Handling Files

The following table describes how to handle files.

Creating a new file	Choose [New] from the [File] menu.
Opening a previously saved file	Choose [Open...] from the [File] menu.
Saving the current file	Choose [Save] from the [File] menu.
Saving the current file with a new name	Choose [Save As...] from the [File] menu.
Quitting the CL Editor	Choose [Exit] from the [File] menu.

Files dedicated for CL Editor have a filename extension of ".CLE". Files in which only the CL console data is saved (file-name extension ".CLF") can also be handled, allowing you to use a USB flash drive to exchange data with the CL console.

Importing and Exporting CSV Files

Importing a CSV File	[File] menu → [CSV File Import]
Exporting a CSV File	[File] menu → [CSV File Export]

CSV support is provided to allow data to be edited and transferred between devices.

Importing CSV Files
Channel names (and colors and icons), input patching, output patching, and other patching data (such as output port or rack patching information) will be imported into CL Editor. When you execute this, a dialog box appears, allowing you to choose the folder containing the CSV files to be imported.
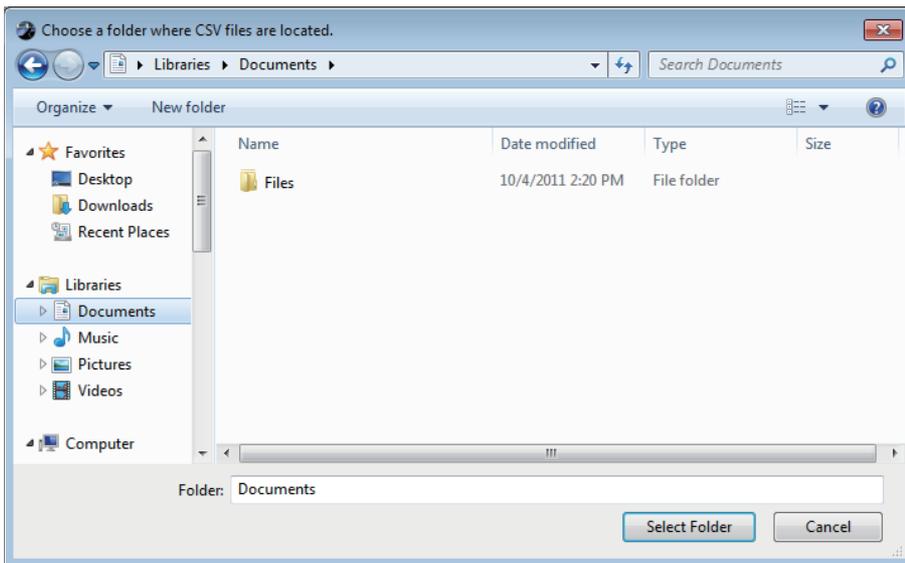

If a supported CSV file does not exist in the specified folder, those settings will not be imported.

For example if the folder contains only an input patching CSV file, only the input patching settings are imported, and the remaining parameters do not change.

Exporting CSV Files

Channel names (and colors and icons), input patching, output patching, and other patching data (such as output port or rack patching information) will be exported to CSV files. When you execute this, a dialog box appears, allowing you to select an export format.
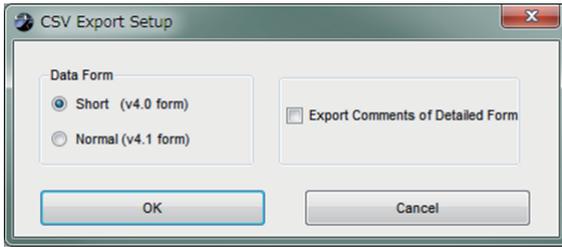
Short format: CL/QL Editor V4.0.0 and V4.0.1 file format

Normal format: CL/QL Editor V4.1 file format

NOTE *In V4.1, CSV files can be read in both Short format and Normal format.*

If you select the [Export Comments of Detailed Form] check box, data that is not omitted from the comment line (line 3) is added and output to the CSV file.

Press the OK button. A dialog box appears, allowing you to choose the folder to which the CSV files will be exported.

The respective data is exported as CSV files to the selected folder. If a channel name includes a comma, the comma is enclosed in double quotation marks when the name is exported.
(, → ",") If a channel name includes a double quotation mark, it is converted into two double quotation marks. (" → "")

Added specifications for the CSV file read function

When creating a CSV file, you can use a synonym or acronym as a notation.

● **Channel color notation**

Original notation	Notation when reading a CSV file
Blue	BL, B
Orange	OR, O
Yellow	YE, YL, Y
Purple	PU, P
Cyan	SkyBlue, CY, C
Magenta	Pink, PK, M, MG
Red	Brown, RD, BN, R
Green	GN, G
Off	Black, BK, (Treated as Off if there is no notation.)

NOTE *This notation is not case sensitive.*

● **Channel icon notation**

Original notation	Notation when reading a CSV file
Kick	BassDrum, B.Dr, BD, B.D
Snare	Sn, S.Dr, Botm, Botom
Hi-Hat	HiHat, HH
Tom	RackTom, F.Tom, Ftom, LTom, HTom
Drumkit	Drum, Kit, Drums, Top, TopL, TopR, O.HEAD, O.H
Perc.	Percussion, Per, Cong, conga, Bong, Bongo
A.Bass	AcousticBass, Bass, C.Bass, CB, C.B, AB, A.B, Vc
Strings	String, Str, Vl, Vn, Vla
E.Bass	ElectricBass, E.B, EB
A.Guitar	A.Gt, AcousticGuitar, AcousticGt, A.G, AG
E.Guitar	E.Gt, ElectricGuitar, ElectricGt, E.G, EG

Original notation	Notation when reading a CSV file
BassAmp	B.Amp, B.A
GuitarAmp	GtAmp, G.Amp, G.A
Trumpet	TP, Trp
Trombone	Tb, Trb
Saxophone	Sax, SSax, ASax, TSax, BSax
Piano	Pf, AP, PfL, PfR, PfH
Organ	Org, Leslie
Keyboard	KB, Key, KeyL, KeyR, EP, E.Pf, Syn, EPL, EPR, SynL, SynR
Male	
Female	
Choir	Chorus, Cho, Chor
Dynamic	DynamicMic
Condenser	CondenserMic
Wireless	WirelessMic, W/L, W.L
Podium	Speech, Lecture
Wedge	Foot, Flor, Floor
2way	
In-Ear	InEar, IEM, Ear
Effector	Fx, Eff, Effect
Media1	CD, MD, DISC
Media2	PB
Video	VTR, DVD, Blu
Mixer	Mix
PC	DAW
Processor	DME, DSP, DLY, DELAY, REV, Reverb
Audience	Aud
Star1	
Star2	
Blank	(Treated as Blank if there is no notation.)

NOTE
- *This notation is not case sensitive.*
- *Spaces within the notation are not recognized.*

● **Port name notation for input patches and output patches**

Original notation (Normal format)	Original notation (Short format)	Additional notation when reading a CSV file * Underlined words can be omitted. * [n] indicates a number (such as a channel number).
NONE	NONE	None
DANTE [n]	DNT [n]	Dante [n]
OMNI [n]	OMNI [n]	Omni [n] AD [n]
INPUT [n]	INPUT [n]	Input [n]
PB L	PBL	Playback Output Left
PB R	PBR	Playback Output Right
SLOT1 [n]	SL1 [n]	Slot1 [n]
SLOT2 [n]	SL2 [n]	Slot2 [n]
SLOT3 [n]	SL3 [n]	Slot3 [n]
FX [n] A	FX[n]A	Effect Rack [n] A
FX [n] B	FX[n]B	Effect Rack [n] B
PRFX [n] A	PR[n]A	Premium Rack [n] A
PRFX [n] B	PR[n]B	Premium Rack [n] B

CL Editor Owner's Manual

Original notation (Normal format)	Original notation (Short format)	Additional notation when reading a CSV file * Underlined words can be omitted. * [n] indicates a number (such as a channel number).
GEQ [n] A	GEQ[n]A	GEQ Rack [n] A
GEQ [n] B	GEQ[n]B	GEQ Rack [n] B
MIX [n]	MX [n]	Mix Channel [n]
MATRIX [n]	MT [n]	Matrix Channel [n]
STEREO L	STL	Stereo Output Left Main L
STEREO R	STR	Stereo Output Right Main R
MONO (C)	MONO	Mono (C)
STEREO L+C	STLC	Stereo Output L+C
STEREO R+C	STRC	Stereo Output R+C
MONITOR L	MON L	Monitor Left
MONITOR R	MON R	Monitor Right
MONITOR C	MON C	Monitor Center
CUE L	CUE L	Cue A Cue Left
CUE R	CUE R	Cue Right
CUE B L	CUE BL	Cue B Left
CUE B R	CUE BR	Cue B Right
INS CH [n]	IC [n]	Insert1 Input Channel [n]
INS MIX [n]	IM [n]	Insert1 Mix Channel [n]
INS MATRIX [n]	IMT [n]	Insert1 Matrix Channel [n]
INS STEREO L	ISTL	Insert1 Stereo Output Left
INS STEREO R	ISTR	Insert1 Stereo Output Right
INS MONO (C)	IMONO	Insert1 Mono (C)
DIR CH [n]	DI [n]	Direct Input Channel
CAS MIX [n]	CMX [n]	Cascade Mix [n]
CAS MARIX [n]	CMT [n]	Cascade Matrix [n]
CAS STEREO L	CSTL	Cascade Stereo Left
CAS STEREO R	CSTR	Cascade Stereo Right
CAS MONO (C)	CMONO	Cascade Mono (C)
CAS CUE L	CCUE L	Cascade Cue Left
CAS CUE R	CCUE R	Cascade Cue Right
CAS CUE B L	CCUE BL	Cascade Cue B Left
CAS CUE B R	CCUE BR	Cascade Cue B Right
INS2 CH [n]	IC2 [n]	Insert2 Input Channel [n] Ins2 Input Channel [n]
INS2 MIX [n]	IM2 [n]	Insert2 Mix Channel [n] Ins2 Mix Channel [n]
INS2 MATRIX [n]	IMT2 [n]	Insert2 Matrix Channel [n] Ins2 Matrix Channel [n]
INS2 STEREO L	ISTL2	Insert2 Stereo Output Left Ins2 Stereo Output Left
INS2 STEREO R	ISTR2	Insert2 Stereo Output Right Ins2 Stereo Output Right
INS2 MONO (C)	ISTMONO2	Insert2 Mono (C)
SUR MONITOR L	SMON L	Surround Monitor Left
SUR MONITOR R	SMON R	Surround Monitor Right
SUR MONITOR C	SMON C	Surround Monitor Center
SUR MONITOR LFE	SMON LFE	Surround Monitor LFE
SUR MONITOR LS	SMON LS	Surround Monitor Ls

Original notation (Normal format)	Original notation (Short format)	Additional notation when reading a CSV file * Underlined words can be omitted. * [n] indicates a number (such as a channel number).
SUR MONITOR RS	SMON RS	Surround Monitor Rs
MONITOR MATRIX L	MMT L	Monitor Matrix Left
MONITOR MATRIX R	MMT R	Monitor Matrix Right
MONITOR MATRIX C	MMT C	Monitor Matrix Center
MONITOR MATRIX LFE	MMT LFE	Monitor Matrix LFE
MONITOR MATRIX LS	MMT LS	Monitor Matrix Ls
MONITOR MATRIX RS	MMT RS	Monitor Matrix Rs

NOTE
- *This notation is not case sensitive.*
- *This notation is recognized even if spaces are added between each word, or if the word order is changed. However, the notation will not be recognized if a space is added in the middle of a word.*

Undo/Redo Function

In CL Editor, you can cancel the latest operation (Undo) and also cancel the cancellation of the latest operation (Redo). If you perform an Undo operation twice in a row, you can cancel the two most-recent operations. If you perform an Undo operation three times in a row, you can cancel the three most-recent operations. In this way, you can cancel multiple recent operations.

The following table describes how to use the Undo/Redo function.

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

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

- Operations on the CL console
- Synchronizing with the CL console

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

There are certain other operations that cannot be undone, depending on the function.

NOTE   *For library or scene operations, Undo/Redo applies only to the single most recent operation. You cannot undo any operations prior to this. Undo/Redo in these windows is available only using the [UNDO] button within the respective window. Even if you perform a scene recall from the Main window, you cannot use a shortcut or menu operation to undo the recall.*

Window operations

You can select and open each window from the [Windows] menu.
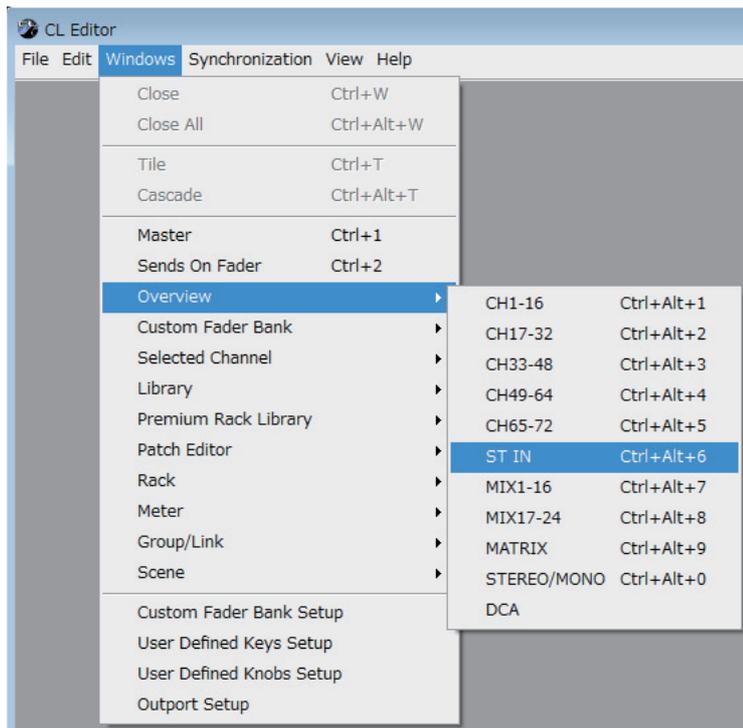
You can choose Tile or Cascade to arrange the windows within the editor.

● **Tile**
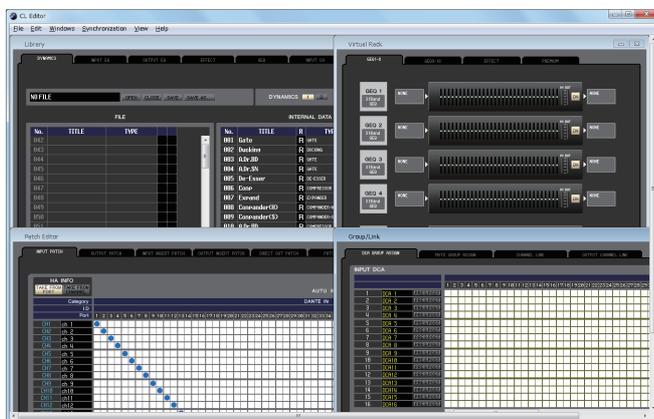
● **Cascade**
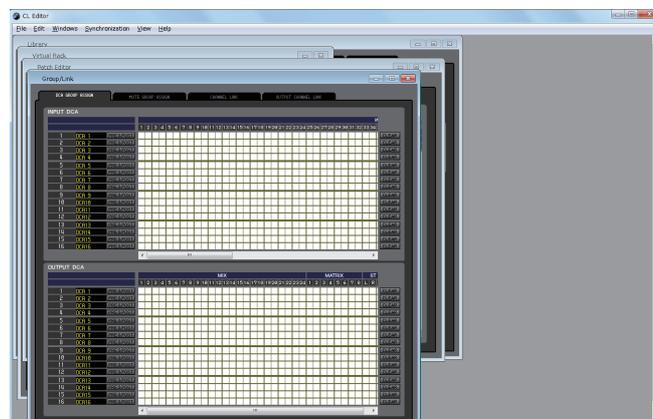
In the Library window or Scene window, click the tabs located at the top of the window to switch between pages.

Synchronizing CL Editor

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

1 Select [Synchronization], then [Re-synchronize].

The following window opens.

> NOTE *If CL Editor is in the offline status the [Re-synchronize] function is not available.*

2 Select whether you want to transfer your settings to CL Editor, or vice versa.

Console -> PC: Transfers the current parameter settings of your console to the CL Editor.

PC -> Console: Transfers the current parameter settings in CL Editor to your console.

At this time, the All Libraries option determines whether or not Library data is synchronized.

If you select the [Dante Setup and I/O Device] check box, Dante settings will also be synchronized. Clear this check box if you want to preserve the Dante settings of the CL console when using PC -> Console.
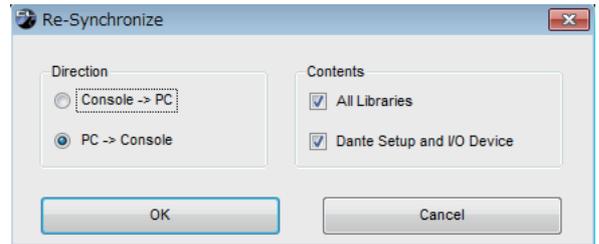
> NOTE • *The Dante settings of the CL console will be copied to CL Editor if you clear this check box and select PC -> Console, or if you select Console -> PC.*
>
> • *During synchronization using the PC -> Console option, if the CL unit contains read-only scenes, a dialog appears asking you whether you want to copy the read-only scenes to CL Editor. If you select not to copy, the read-only scenes will not be synchronized.*

> ⚠ *If you recall a read-only scene that is not synchronized, the operation between the CL unit and CL Editor will not be synchronized.*

3 Click [OK].

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

Offline Edit Function

If you do not want to synchronize your console with CL Editor, select [Offline Edit] from the [Synchronization] menu. To apply your off-line edits to your console, select [Re-Synchronize] from the [Synchronization] with the PC -> Console option to synchronize the console with CL Editor.

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

> NOTE *Some effect parameters in the console change their displayed values depending on the sampling frequency. If you switch CL Editor from OFFLINE to ONLINE, displayed parameter values may change because CL Editor loads the sampling frequency from the console and updates the display.*

Other Functions

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

Move the cursor to a control or a parameter value, then hold down the <Ctrl>(< ⌘ >) key and click the mouse button to reset the value to the default (e.g., to reset a pan setting to Center).

However, the channel faders and the send knobs and bar graphs can be set to –∞ regardless of the default value.

❏ Ctrl(⌘)+Shift+Click

Move the mouse cursor to a channel fader or to a send knob or bar graph, and click while holding down the <Ctrl>(< ⌘ >) key and <Shift> key to set the nominal value regardless of the default value.

Main window
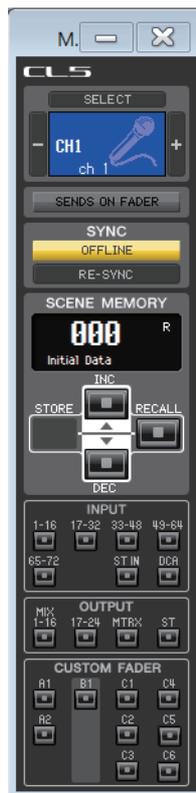
In the Main window you can synchronize to the CL itself, recall scenes, and display the Overview window. To open this window, choose [Main] from the [Windows] menu.

❏ CHANNEL SELECT

This indicates the number and name of the channel to which your operations will apply. To switch channels, you can either click the [SELECT] button and choose from the list that appears, or you can click the plus/minus (+/−) channel select buttons on the left or right side of the icon. You can also use the channel name text box to edit the name.

If the Channel Select/Sends On Fader checkbox in the System Setup dialog box is selected, this parameter is linked with the [SEL] buttons on the CL console panel.

You can right-click (<control> key + click) the icon to select a different one. You can also left-click the icon to select a channel color.

❏ SENDS ON FADER

This button indicates whether normal mode or SENDS ON FADER mode is engaged. Click the button to switch modes. When SENDS ON FADER mode is engaged, the Sends On Fader window appears. (➡ p.110)

If the Channel Select/Sends On Fader checkbox in the System Setup dialog box is selected, this parameter will be linked with the SENDS ON FADER mode setting on the CL console.

❏ SYNC

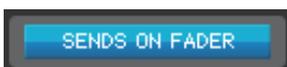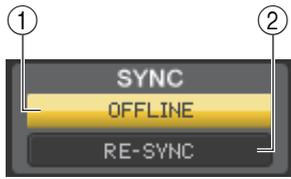This indicates the status of connection and synchronization between CL Editor and the CL.

① [ONLINE]/[OFFLINE] button

The ONLINE/OFFLINE status will alternate each time you click this button.

This has the same function as [Synchronization] menu ➔[Offline Edit]. (➥ p.12)

ONLINE	This indicator is shown when CL Editor is correctly connected to the CL itself. In this state, the parameters of CL Editor and the CL itself are linked.
OFFLINE	This indicator is shown when CL Editor and the CL itself are not connected, or when there is a problem with the connection, or when Offline Edit is selected. In this state, the parameters of CL Editor and the CL itself are not linked.

② [RE-SYNC] button

Clicking this button opens the Synchronization dialog box.

This has the same function as [Synchronization] menu ➔ [Re-Synchronize]. (➥ p.12)

> **NOTE** *If CL Editor is in the offline status the [Re-synchronize] function is not available.*

❏ SCENE MEMORY

Here you can view the currently-recalled scene, and recall or store scenes.
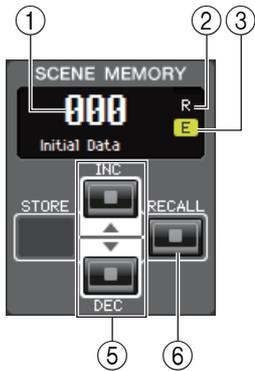
① Scene number display

Indicates the number of the scene that is selected for store or recall.

② Protect indicator

The lock icon is displayed for scenes that are protected. You will be unable to overwrite or modify the titles of such scenes. For read-only scenes, "R" appears instead.

③ Edit indicator

The edit indicator will light when you edit the parameters after recalling a scene.

④ [STORE] button

This button stores the current scene into the number shown by the scene number display (①).

⑤ [INC]/[DEC] buttons

These buttons increment or decrement the number shown in the scene number display (①). The scene number display (①) will blink until you actually store or recall, and while blinking will not match the scene number indicated on the CL.

⑥ [RECALL] button

This button recalls the scene of the number shown in the scene number display (①).

❏ Bank Select Keys

Opens the corresponding window in the Overview window.

NOTE *These are not linked with the bank select key section on the panel of the CL itself.*
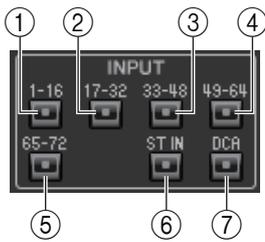
INPUT

① **[1-16] button**
Opens the INPUT CH 1–16 window.

② **[17-32] button**
Opens the INPUT CH 17–32 window.

③ **[33-48] button**
Opens the INPUT CH 33–48 window.

④ **[49-64] button**
Opens the INPUT CH 49–64 window (only CL5/CL3.)

⑤ **[65-72] button**
Opens the INPUT CH 65–72 window (only CL5.)

⑥ **[ST IN] button**
Opens the ST IN window.

⑦ **[DCA] button**
Opens the DCA (Digital-Controlled Amplifier) window.
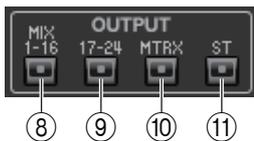
OUTPUT

⑧ **[1-16] button**
Opens the MIX CH 1–16 window.

⑨ **[17-24] button**
Opens the MIX CH 17–24 window.

⑩ **[MTRX] button**
Opens the MATRIX window.

⑪ **[ST] button**
Opens the STEREO/MONO window.
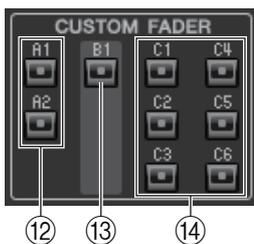
CUSTOM FADER

⑫ **[A1]/[A2] button (CL1: [A1] button)**
Opens the CUSTOM FADER bank A1/A2 window.

⑬ **[B1] button (CL3: [B1]/[B2] button, CL1: [B1]–[B4] button)**
Opens the CUSTOM FADER bank B1 window.

⑭ **[C1]–[C6] button (only CL5)**
Opens the CUSTOM FADER bank C1-C6 window.

Overview window

INPUT CH window

This window displays the mix parameters of INPUT CH 1–16, 17–32, 33–48, 49–64 (only CL3/CL5), or 65–72 (only CL5.) The parameters shown in the window can be selected from the [View] menu or the menu that appears when you right-click (<control> key + click) in the window.

You can access this window in the following ways.

- **From the [Windows] menu, choose [Overview] and select CH 1–16, 17–32, 33–48, 49–64 (only CL3/CL5), or 65–72 (only CL5)**
- **Use the bank select keys in the Main window to turn on the [1-16] button/[17-32] button/[33-48] button/[49-64] button (only CL3/CL5), or [65-72] button (only CL5)**
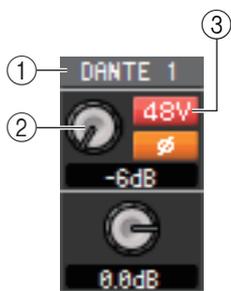
① Input patch

Click here to select the input source that will be assigned to the INPUT CH, from the following choices.

NONE	No assignment
DANTE 1–DANTE 64	DANTE INPUT 1–64
OMNI 1–OMNI 8	OMNI IN jacks 1–8
PB OUT L, PB OUT R	L/R outputs of PLAYBACK
SLOT1-1, SLOT1-2...SLOT3-15, SLOT3-16	Input channels of an I/O card installed in slots 1–3
FX1L(A), FX1R(B)...FX8L(A), FX8R(B)	L/R outputs of EFFECT rack 1–8
PR1L(A), PR1R(B), PR2L(A), PR2R(B)	L/R outputs of PREMIUM rack 1–2

② HA (HA analog gain)

Drag the knob in the screen to adjust the analog gain of the internal head amp or of the external head amp patched to the INPUT CH.

③ 48V (Phantom power)

Switches on/off the phantom power (+48V) of the internal head amp or of the external head amp patched to the INPUT CH.

Wireless device indication

If a wireless digital system receiver is connected and patched to an input port as a I/O device, the head amp indication changes to a wireless device indication.

In Diversity mode, the RF signal meter will indicate the level for both channels A and B.
In Quadversity mode, the meter will indicate only the highest level among channels A through D.

Indication of a device that does not feature Dante outputs

If you connect a device that does not feature Dante outputs, such as Shure AXT400, QLXD4, or ULXD4, and patch it to an input port, the head amp indication will change.
This indication varies depending on the type of the patched device.

(Example) Indication if Shure AXT400 is patched

When the receiver is on and connected via a ShowLink® remote control
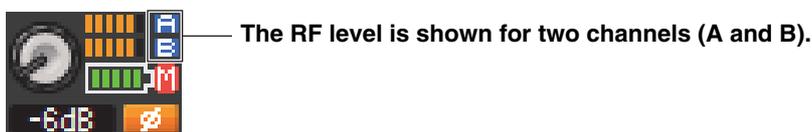
When the receiver is on and not connected via a ShowLink® remote control

④ Ø (Phase)

Inverts the phase polarity of the signal after AD conversion.

⑤ Digital Gain

Drag the knob in the screen to adjust the input gain of each input channel.

⑥ HPF (High Pass Filter)

Switches the high pass filter on/off. You can drag the numeric value up or down to edit the cutoff frequency.

⑦ INSERT

Enables/disables the insert-in.

⑧ D. OUT (Direct out)

Enables/disables the direct output.

⑨ EQ (Equalizer)

Switches the EQ on/off. The graph immediately below the button shows the approximate response of the EQ. Double-click within the graph to open the Selected Channel window of the corresponding channel. To open the Selected Channel window as an additional view, hold down the <Ctrl>(<⌘>) key of your computer keyboard and double-click the graph.

⑩ DYNA1/DYNA2 (Dynamics 1/Dynamics 2)

Turns the two dynamics processors on/off.

If Gate is assigned (Dynamics 1 only), the status of the gate is shown immediately below the button.

Gate status indication				
On/off status	On	On	On	Off
Open/closed status	Closed	Open	Open	—
Remarks	Gain reduction amount is 30 dB or more	Gain reduction amount is 0–30 dB	Gain reduction amount is 0 dB	—

If something other than Gate is assigned, a GR meter is shown immediately below the button, and the amount of gain reduction is shown while this is on.
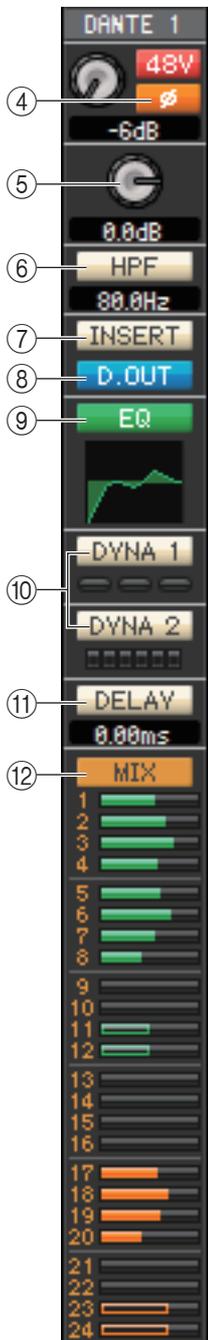
The type for each dynamics processor can be selected in the Selected Channel window. Double-click anywhere other than the DYN1 or DYN2 button to open the Selected Channel window of the corresponding channel. To open the Selected Channel window as an additional view, hold down the <Ctrl>(<⌘>) key of your computer keyboard and double-click anywhere other than the DYN1 or DYN2 button.

⑪ DELAY

Turns the input delay processors on/off. The current delay value is shown in the numerical box located immediately below the button. You can also edit the delay value in this text box.

⑫ MIX/MATRIX (MIX/MATRIX SEND)

Switches between the send indications to MIX buses 1–24 and to MATRIX buses 1–8.

The bar graphs located immediately below the button show the send level of the signals sent from the INPUT CH to VARI type MIX/MATRIX buses. You can also drag the bar graph to left or right to set the send level. While you drag the bar graph, the send level is shown in the numerical display area for PAN/TO STEREO MONO (⑬).

You can set the minimum value (–∞ dB) by holding down the <Ctrl>(<⌘>) key of your computer keyboard and clicking the bar graph, or set the nominal value (0.00 dB) by holding down the <Ctrl>(<⌘>) key and <Shift> key and clicking the bar graph.

The bar graph display will change according to the send position (pre/post) and on/off status of the signal sent from the INPUT CH to the MIX/MATRIX buses.

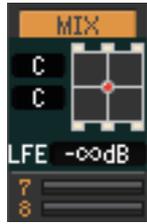To switch a send on/off, click the channel number located at the left of the bar graph.

> NOTE For FIXED-type MIX buses, the bar graph is fixed at nominal level (0 dB), and only the on/off status is shown.

> NOTE In SENDS ON FADER mode, this button enables you to adjust the send level using the fader.

■━━━━■ Pre/on (green)
━━━━■ Pre/off (green)
■━━━━■ Post/on (orange)
━━━━■ Post/off (orange)

Surround Mode indicator

In Surround mode (➥ p.3), the Send indication for MIX buses 1-6 will be switched to the surround panning and LFE level indication. Double-click any part of the Surround Mode indicator to open the Selected Channel window for the corresponding channel.
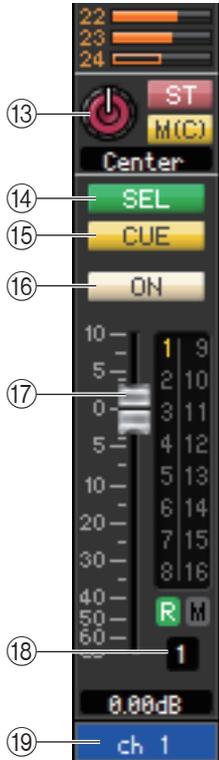
⑬ **PAN/ST/M(C)**

The PAN knob adjusts the panning of the signal that is sent from the INPUT CH to the STEREO bus L/R channels (or the L/C/R channels.) You can set this to the center value by holding down the <Ctrl>(<⌘>) key of your computer keyboard and clicking this knob.

The [ST] button is an on/off switch for the signal that is sent from the INPUT CH to the STEREO bus. The [M(C)] button is an on/off switch for the signal that is sent from the INPUT CH to the MONO bus.

If LCR MODE is selected in the Selected Channel window, the [LCR] button will appear instead of the [ST] button and [M(C)] button, and the [LCR] button will be an on/off switch for the signal that is sent from the INPUT CH to the LCR bus.

⑭ **SEL (Channel selection)**

Selects the INPUT CH for which you want to perform operations.

⑮ **CUE**

This button cue-monitors the signal of the INPUT CH.

In the ONLINE state, if MATRIX bus channels 7 and 8 can be used as a second cue, the indication shows "CUE A," "CUE B," or "CUE AB" depending on the settings of the console.

> **NOTE** *If the Channel Select/Sends On Fader checkbox in the System Setup dialog box is not checked, the [CUE] button will be hidden in the screen.*

⑯ **ON**

Switches the INPUT CH or send on/off.

The button is color-coded and indicates status as follows:

White: INPUT CH is on (normal mode.)
Black: INPUT CH/Send are off.
Other colors: Send is on (SENDS ON FADER mode.)

⑰ **Fader**

Adjusts the input level of the INPUT CH, or the send level.

The fader is color-coded and indicates status as follows:

White: You can adjust the input level of the INPUT CH (normal mode.)

Gray: INPUT CH is off.

Other colors: You can adjust the send level (SENDS ON FADER mode.)

The current fader value is shown in the numerical box located immediately below the fader.

You can set this to the minimum value (–∞ dB) by holding down the <Ctrl>(<⌘>) key of your computer keyboard and clicking the fader knob, or set it to the nominal value (0.00 dB) by holding down the <Ctrl>(<⌘>) key and <Shift> key and clicking the fader knob.

The numbers and alphabetical letters at the right of the fader indicate the DCA group and mute groups to which that channel belongs, and show the Recall Safe and Mute Safe status of the channel.

Mute Group indicator   **DCA Group indicator**   **Level Meter**

The numbers of mute groups to which this channel belongs are shown in red when those groups are muted. If the dimmer levels for those groups are set in a non-default status, those are shown in orange.

The numbers of DCA groups to which this channel belongs are shown in yellow.

This level meter is displayed at the same metering point with the input channel in Meter window setup (➡ p.86.)

If this channel is set to Mute Safe, the M character is shown in green.

If this channel is set to Recall Safe, the R character is shown in green.

> **NOTE** • *Click the indicator area to switch between 3 indicators.*
> • *Drag & drop the area around the fader to move the channel (CH MOVE). While holding down the <Ctrl> (<⌘ >) key of your computer keyboard, drag & drop the area around the fader to copy the channel (CH COPY).*

⑱ **Channel number**

This is the number of the INPUT CH. You can open the Selected Channel window for this channel by double-clicking this number. If you hold down the <Ctrl>(< ⌘ >) key of your computer keyboard and double-click this, the Selected Channel window will open as an additional view.

⑲ **Channel name**

This is a text box that displays the channel name. You can also edit the channel name in this text box.

You can right-click (<control> key + click) the text box to select a channel color.

ST IN window

In this window you can view and edit the mix parameters of ST IN channels 1–8. The parameters shown in the window can be selected from the [View] menu or the menu that appears when you right-click (<control> key + click) in the window.

You can access this window in the following ways.
- **From the [Windows] menu, choose [Overview] and then choose "ST IN"**
- **Use the bank select keys in the Main window to turn on the [ST IN] button**
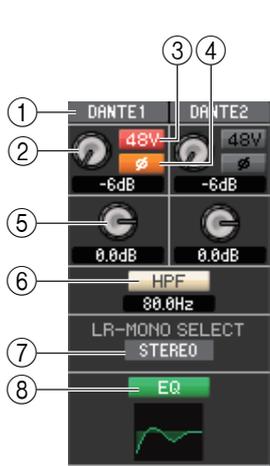
① **Input patch**

Selects the input source that will be assigned to the ST IN channel. The input sources that can be assigned are the same as for an INPUT CH (➥ p.17.)

② **HA (HA analog gain)**

Drag the knob in the screen to adjust the analog gain of the internal head amp or of the external head amp patched to the ST IN channel.

③ **48V (Phantom power)**

Switches on/off the phantom power (+48V) of the internal head amp or of the external head amp patched to the ST IN channel.

④ **Ø (Phase)**

Inverts the phase polarity of the signal after AD conversion.

⑤ **Digital Gain**

Drag the knob in the screen to adjust the input gain to each ST IN channel.
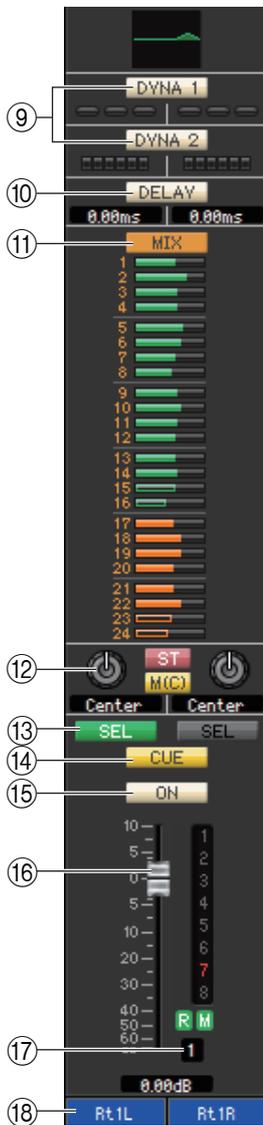
⑥ **HPF (High Pass Filter)**

Switches the high pass filter on/off. You can drag the numeric value up or down to edit the cutoff frequency.

⑦ **LR-MONO SELECT**

Enables you to select STEREO, L-MONO, R-MONO, or LR-MONO for ST IN channel mode.

⑧ **EQ (Equalizer)**

Switches the EQ on/off (the L/R settings are linked.) This is the same as the equalizer for INPUT CH (➥ p.18.)

21

⑨ **DYNA1/DYNA2 (Dynamics 1/Dynamics 2)**

These buttons switch the two dynamics processors on/off. This is the same as the dynamics 1/dynamics 2 for INPUT CH (➥ p.18.)

⑩ **DELAY**

Turns the input delay processors on/off. The current delay value is shown in the numerical box located immediately below the button. You can also edit the delay value in this box.

⑪ **MIX/MATRIX (MIX/MATRIX SEND)**

Switches between the send indications to MIX buses 1–24 or to MATRIX buses 1–8. This is the same as the mix/matrix send for INPUT CH (➥ p.18.) In Surround mode, the Send indication for MIX buses 1-6 will be switched to the Surround mode indication. (➥ p.19.)

⑫ **PAN/BALANCE/ST/M(C)**

Displays the PAN/BALANCE knobs for L/R channels. PAN/BALANCE is synchronized to the Pan/Balance of the "TO STEREO/MONO" section. The BALANCE knob adjusts the balance of the signal that is sent from the ST IN channel to the STEREO bus L/R channels (or the L/C/R channels.)The PAN knob adjusts the panning of the signal that is sent from the INPUT CH to the STEREO bus L/R channels. Other than the PAN/BALANCE knob, this is the same as PAN/TO STEREO MONO for an INPUT channel (➥ p.19.)

⑬ **SEL (Channel selection)**

Selects the ST IN channel for which you want to perform operations. (L and R can be selected separately.)

⑭ **CUE**

This button cue-monitors the signal of the ST IN channel.

In the ONLINE state, if MATRIX bus channels 7 and 8 can be used as a second cue, the indication shows "CUE A," "CUE B," or "CUE AB" depending on the settings of the console.

> *NOTE* *If the Channel Select/Sends On Fader checkbox in the System Setup dialog box is not checked, the [CUE] button will be hidden in the screen.*

⑮ **ON**

Switches the ST IN channel on/off.

The button is color-coded and indicates status as follows:

White:	ST IN channel is on (normal mode.)
Black:	ST IN channel/Send are off.
Other colors:	Send is on (SENDS ON FADER mode.)

⑯ **Fader**

Adjusts the input level of the ST IN channel.

The fader is color-coded and indicates status as follows:

White:	You can adjust the input level of the ST IN channel (normal mode.)
Gray:	ST IN channel is off.
Other colors:	You can adjust the send level (SENDS ON FADER mode.)

The current fader value is shown in the numerical box located immediately below the fader. This is the same as the fader for INPUT CH (➥ p.19.)

> *NOTE* • *Click the indicator area at the right side of the fader to switch between 3 indicators (mute group indicator, DCA group indicator, level meter).*
>
> • *Drag & drop the area around the fader to move the channel (CH MOVE). While holding down the <Ctrl> (<⌘ >) key of your computer keyboard, drag & drop the area around the fader to copy the channel (CH COPY).*

⑰ **Channel number**

This is the number of the ST IN channel. You can double-click this number to open the Selected Channel window for this channel. If you hold down the <Ctrl>(<⌘ >) key of your computer keyboard and double-click this, the Selected Channel window will open as an additional view.

⑱ **Channel name**

This is a text box that displays the channel name. You can also edit the channel name in this text box. You can right-click (<control> key + click) the text box to select a channel color.

MIX window
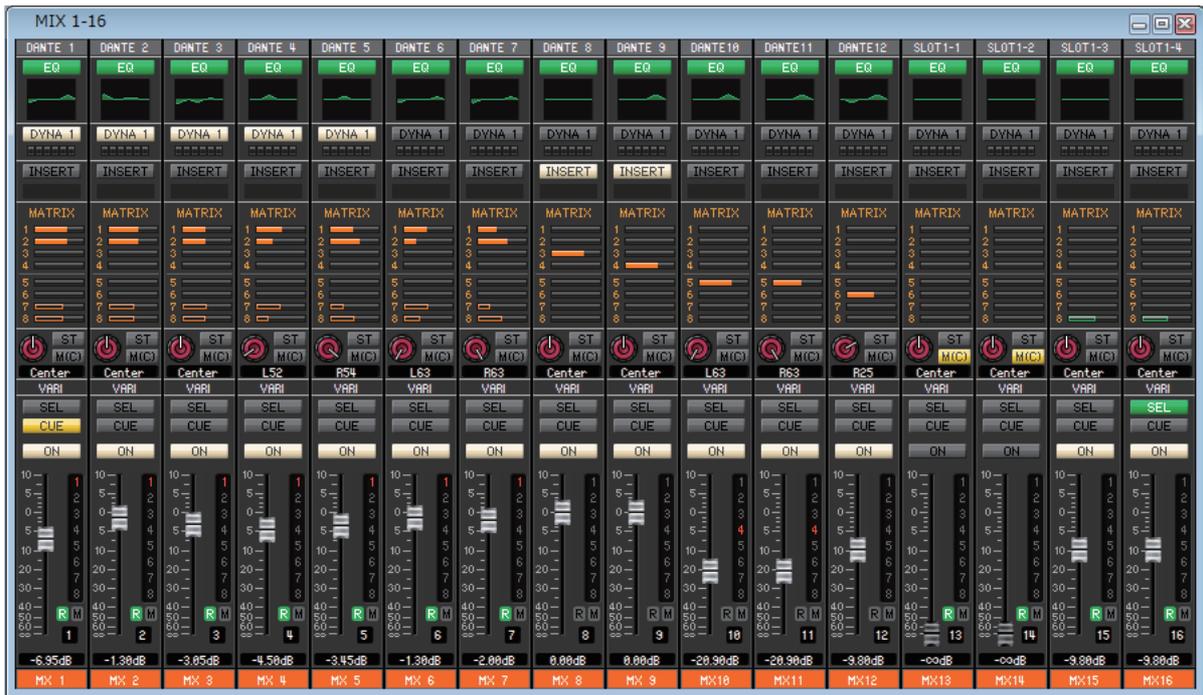
In this window you can view and edit the parameters of MIX channels 1–24. The parameters shown in the window can be selected from the [View] menu or the menu that appears when you right-click (<control> key + click) in the window.

You can access this window in the following ways.

- **From the [Windows] menu, choose [Overview]** and then choose "MIX1-16 or MIX17-24"
- **Use the bank select keys in the Main window to turn on the [MIX1-16] button or [MIX17-24] button**
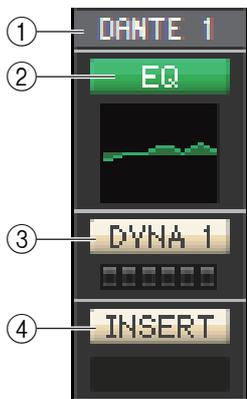
① Output Patch

Click here to select the output port that will be assigned to the MIX channel, from the following choices.

NONE	No assignment
DANTE 1–DANTE 64	DANTE OUTPUT 1–64
OMNI 1-OMNI 8	OMNI OUT jacks 1–8
REC L, REC R	L/R inputs of RECORDER
SLOT1-1, SLOT1-2...SLOT3-16	Output channels of an I/O card installed in slot 1–3
FX1L(A), FX1R(B)...FX1L(A), FX8R(B)	L/R inputs of EFFECT rack 1–8
PR1L(A), PR1R(B), PR2L(A), PR2R(B)	L/R inputs of PREMIUM rack 1–2
DIGI L, DIGI R	L/R channels of the DIGITAL OUT jack

If multiple patches have been made, only the first port is shown.

If you change the patching in this window, the port that had been assigned until then will be cancelled, and only the newly selected port will be assigned.
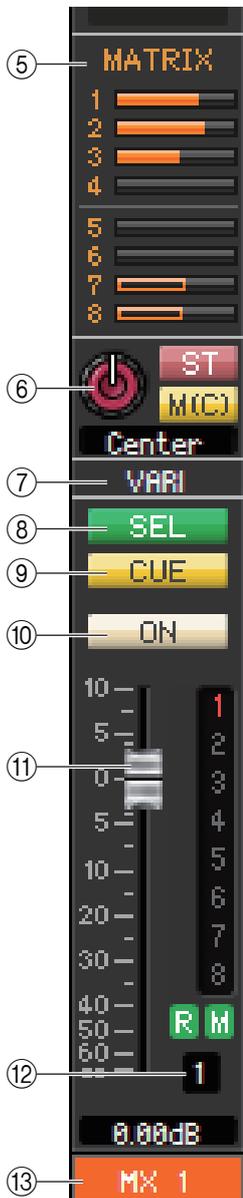
② EQ (Equalizer)

Switches the EQ on/off. This is the same as the equalizer for INPUT CH (➥ p.18.)

③ DYNA1 (Dynamics 1)

Switches the dynamics processor on/off. This is the same as the dynamics 2 for INPUT CH (➥ p.18.)

④ INSERT

Enables/disables the insert-in.

CL Editor Owner's Manual

⑤ MATRIX (MATRIX SEND)

These bar graphs indicate the send levels of the signals sent from the MIX channel to MATRIX 1–8 bus. You can also adjust the send levels by dragging a bar graph to left or right. While you drag the bar graph, the send level is shown in the numerical display area for TO STEREO/ MONO.

You can set the minimum value (–∞ dB) by holding down the <Ctrl>(<⌘>) key of your computer keyboard and clicking the bar graph, or set the nominal value (0.00 dB) by holding down the <Ctrl>(<⌘>) key and <Shift> key and clicking the bar graph.

The bar graph display will change as follows according to the send position (pre/post) and on/off status of the signal sent from the MIX channel to the MATRIX buses.

To switch a send on/off, click the channel number located at the left of the bar graph.

- **Pre/on (green)**

- **Pre/off (green)**

- **Post/on (orange)**

- **Post/off (orange)**

⑥ PAN/BALANCE/ST/M(C)

The PAN knob adjusts the panning of the signal that is sent from the mix channel to the STEREO bus L/R channels (or the L/C/R channels.) You can set this to the center value by holding down the <Ctrl>(<⌘>) key of your computer keyboard and clicking this knob. If assigned as a stereo bus, this adjusts the balance of the odd-numbered channel and even-numbered channel. The stereo bus setting can be made in Mix Bus Setup of the Mixer Setup dialog box.

The [ST] button is an on/off switch for the signal that is sent from the mix channel to the STEREO bus.

The [M(C)] button is an on/off switch for the signal that is sent from the mix channel to the MONO bus.

If LCR MODE is selected in the Selected Channel window, the [LCR] button will appear instead of the [ST] button and [MONO] button, and the [LCR] button will be an on/off switch for the signal that is sent from the mix channel to the LCR bus.

Surround mode indicator (only for MIX channels 1–6)

In Surround mode, (➡ p.3), these controls enable you to adjust a downmix for MIX channels 1–6. Use the LEVEL knob to adjust the downmix coefficient, then use the [L] and [R] buttons to switch the signal on and off.

⑦ VARI/FIXED

Indicates the type (VARI or FIXED) of the currently selected MIX bus. This parameter can be switched in Mix Bus Setup of the Mixer Setup dialog box. In Surround mode, this parameter will not be displayed for MIX channels 1–6.

⑧ SEL (Channel selection)

Selects the MIX channel for which you want to make settings.

⑨ CUE

This button cue-monitors the signal of the MIX channel.

In the ONLINE state, if MATRIX bus channels 7 and 8 can be used as a second cue, the indication shows "CUE A," "CUE B," or "CUE AB" depending on the settings of the console.

> **NOTE** *If the Channel Select/Sends On Fader checkbox in the System Setup dialog box is not checked, the [CUE] button will be hidden in the screen.*
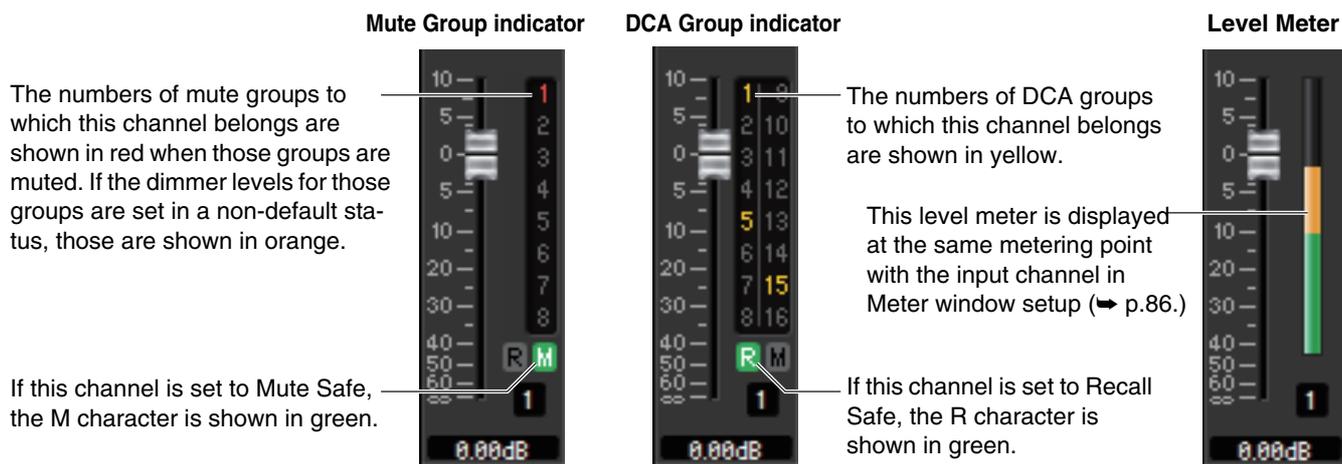
⑩ ON

Switches the MIX channel on/off.

The button is color-coded and indicates status as follows:

White:	MIX channel is on (normal mode.)
Black:	MIX channel/Send is off.
Other colors:	Send is on (SENDS ON FADER mode.)

⑪ Fader

Adjusts the output level of the MIX channel. The current fader value is shown in the numeric box immediately below the fader. You can set this to the minimum value (–∞ dB) by holding down the <Ctrl>(<⌘>) key of your computer keyboard and clicking the fader knob, or set it to the nominal value (0.00 dB) by holding down the <Ctrl>(<⌘>) key and <Shift> key and clicking the fader knob.

The numbers and alphabetical letters at the right of the fader indicate the DCA group and mute groups to which that channel belongs, and show the Recall Safe and Mute Safe status of the channel.

Mute Group indicator   **DCA Group indicator**   **Level Meter**

The numbers of mute groups to which this channel belongs are shown in red when those groups are muted. If the dimmer levels for those groups are set in a non-default status, those are shown in orange.

The numbers of DCA groups to which this channel belongs are shown in yellow.

This level meter is displayed at the same metering point with the input channel in Meter window setup (➡ p.86.)

If this channel is set to Mute Safe, the M character is shown in green.

If this channel is set to Recall Safe, the R character is shown in green.

NOTE
- *Click the indicator area to switch between 3 indicators.*
- *While holding down the <Ctrl> (< ⌘ >) key of your computer keyboard, drag & drop the area around the fader to copy the channel (CH COPY).*

The fader is color-coded and indicates status as follows:

White: You can adjust the input level of the MIX channel (normal mode.)
Gray: MIX channel is off.
Other colors: You can adjust the send level (SENDS ON FADER mode.)

⑫ **Channel number**

Indicates the number of the MIX channel. You can double-click this number to open the Selected Channel window for this channel. If you hold down the <Ctrl>(< ⌘ >) key of your computer keyboard and double-click this, the Selected Channel window will open as an additional view.

⑬ **Channel name**

This is a text box that displays the channel name. You can also edit the channel name in this text box. You can right-click (<control> key + click) the text box to select a channel color.

MATRIX window

In this window you can view and edit the parameters of MATRIX channels 1–8. The parameters shown in the window can be selected from the [View] menu or the menu that appears when you right-click (<control> key + click) in the window.

You can access this window in the following ways.

- **From the [Windows] menu, choose [Overview] and then choose "MATRIX"**
- **Use the bank select keys in the Main window to turn on the [MTRX] button**

① MIX/CH/ST IN (Send levels from the MIX/INPUT CH/ST IN to the MATRIX bus)

This switches between indicating the sends from MIX channels 1–24, the sends from INPUT CH 1–16/17–32/33–48/49-64 (CL3), 49-72 (CL5), and the sends from ST IN.
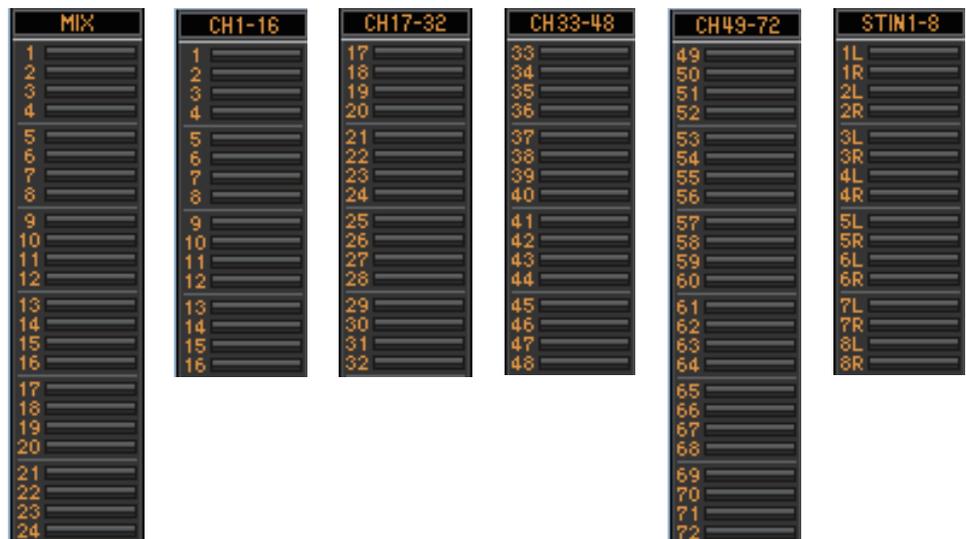
The bar graphs located immediately below the button indicate/adjust the level of the signal that is sent from each channel to the MATRIX bus. The method of operation and the meaning of the display are the same as for (⑤) MATRIX in the MIX window (➡ p.24.)
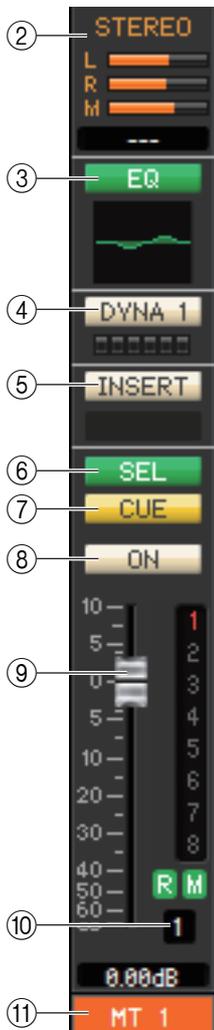
② STEREO (Send levels from the STEREO channels to the MATRIX bus)

Here you can view and edit the send levels of the signals sent from the STEREO channels to the MATRIX bus. While you drag the bar graph, the send level is shown in the numerical display area immediately below. The method of operation and the meaning of the display are the same as for ((⑤)) MATRIX in the MIX window (➡ p.24.)

③ EQ (Equalizer)

Switches the EQ on/off. The graph immediately below the button shows the approximate response of the EQ. This is the same as the equalizer for INPUT CH (➡ p.18.)

④ DYNA1 (Dynamics 1)

Switches the dynamics processor on/off. This is the same as the dynamics 2 for INPUT CH (➡ p.18.)

⑤ INSERT

Enables/disables the insert-in.

⑥ SEL (Channel selection)

Selects the MATRIX channel for which you want to make settings.

⑦ CUE

This button cue-monitors the signal of the MATRIX channel.

In the ONLINE state, if MATRIX bus channels 7 and 8 can be used as a second cue, the indication shows "CUE A," "CUE B," or "CUE AB" depending on the settings of the console.

> *NOTE* *If the Channel Select/Sends On Fader checkbox in the System Setup dialog box is not checked, the [CUE] button will be hidden in the screen.*

⑧ ON

This switches the MATRIX channel on/off.

If the corresponding channel is off, the fader will be grayed out.

⑨ Fader

This adjusts the output level of the MATRIX channel. The current fader value is shown in the numeric box immediately below the fader.

The numbers and alphabetical letters at the right of the fader indicate the DCA group and mute groups to which that channel belongs, and show the Recall Safe and Mute Safe status of the channel. (For the significance of the numbers and alphabetical letters, see ➡ p.24.)

> *NOTE* • *Click the indicator area at the right side of the fader to switch between 3 indicators (mute group indicator, DCA group indicator, level meter).*
>
> • *While holding down the <Ctrl> (<⌘>) key of your computer keyboard, drag & drop the area around the fader to copy the channel (CH COPY).*

⑩ Channel number

Indicates the number of the MATRIX channel. You can double-click this number to open the Selected Channel window for this channel. If you hold down the <Ctrl>(<⌘>) key of your computer keyboard and double-click this, the Selected Channel window will open as an additional view.

⑪ Channel name

This is a text box that displays the channel name. You can also edit the channel name in this text box. You can right-click (<control> key + click) the text box to select a channel color.

STEREO/MONO window

In this window you can view and edit the parameters of the STEREO and MONO channels. The parameters shown in the window can be selected from the [View] menu or the menu that appears when you right-click (<control> key + click) in the window.

You can access this window in the following ways.
- **From the [Windows] menu, choose [Overview] and then choose "STEREO/MONO"**
- **Use the bank select keys in the Main window to turn on the [ST] button**
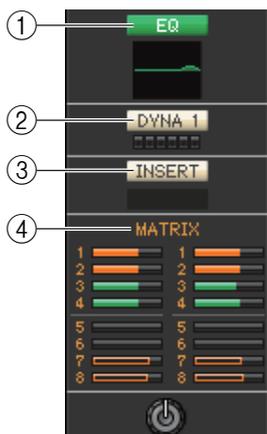
① **EQ (Equalizer)**

Switches the EQ on/off (the L/R settings are linked.) This is the same as the equalizer for INPUT CH (➡ p.18.)

② **DYNA1 (Dynamics 1)**

Switches the dynamics processor on/off. This is the same as the dynamics 2 for INPUT CH (➡ p.18.)

③ **INSERT**

Enables/disables the insert-in. (The L/R settings are linked.)

④ **MATRIX (MATRIX SEND)**

Here you can view and edit the send levels of the signals sent from the STEREO/MONO channel to MATRIX 1–8 bus. The method of operation and the meaning of the display are the same as for MATRIX in the MIX window (➡ p.24.)
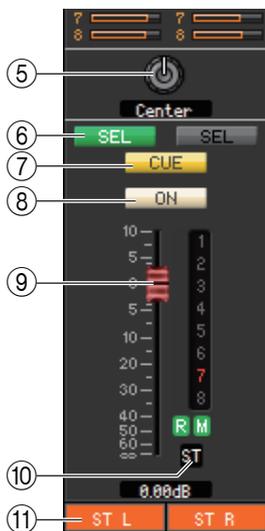
⑤ BALANCE

Adjusts the left/right balance of the STEREO channel.

For MONO channels, this control indicates the send level to the MATRIX bus.

⑥ SEL (Channel selection)

Selects the channel for which you want to make settings. (You can specify L and R independently.)

⑦ CUE

This button cue-monitors the signal of the STEREO/MONO channel.

In the ONLINE state, if MATRIX bus channels 7 and 8 can be used as a second cue, the indication shows "CUE A," "CUE B," or "CUE AB" depending on the settings of the console.

> NOTE *If the Channel Select/Sends On Fader checkbox in the System Setup dialog box is not checked, the [CUE] button will be hidden in the screen.*

⑧ ON

This switches the STEREO/MONO channel on/off.

The button is color-coded and indicates status as follows:

White:	STEREO/MONO channel is on (normal mode.)
Black:	STEREO/MONO channel/Send is off.
Other colors:	Send is on (SENDS ON FADER mode.)

⑨ Fader

Adjusts the output level of the STEREO/MONO channel.

The current fader value is shown in the numeric box immediately below the fader.

The numbers and alphabetical letters at the right of the fader indicate the DCA group and mute groups to which that channel belongs, and show the Recall Safe and Mute Safe status of the channel. (For the significance of the numbers and alphabetical letters, see ➡ p.24.)

> NOTE • *Click the indicator area at the right side of the fader to switch between 3 indicators (mute group indicator, DCA group indicator, level meter).*
>
> • *While holding down the <Ctrl> (< ⌘ >) key of your computer keyboard, drag & drop the area around the fader to copy the channel (CH COPY).*

The fader is color-coded and indicates status as follows:

Red or Yellow:	You can adjust the input level of the STEREO/MONO channel (normal mode.)
Gray:	STEREO/MONO channel is off.
Other colors:	You can adjust the send level (SENDS ON FADER mode.)

⑩ Channel number

This is the channel number (ST or M.) You can double-click this number to open the Selected Channel window for this channel. If you hold down the <Ctrl>(< ⌘ >) key of your computer keyboard and double-click this, the Selected Channel window will open as an additional view.

⑪ Channel name

This is a text box that displays the channel name. You can also edit the channel name in this text box. You can right-click (<control> key + click) the text box to select a channel color.
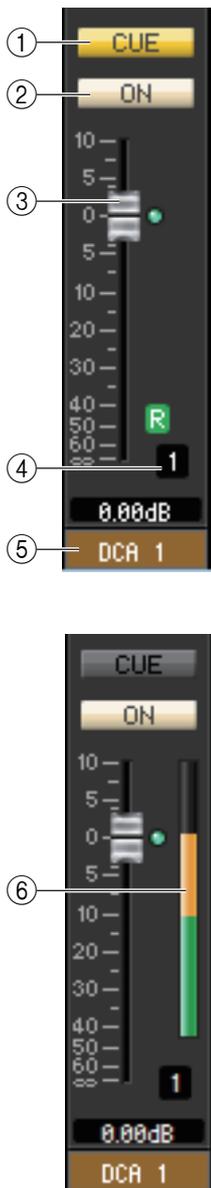
DCA window

In this window you can view and edit the parameters of DCA (Digital-Controlled Amplifier) groups 1–16.

You can access this window in the following ways.
- **From the [Windows] menu, choose [Overview] and then choose "DCA"**
- **Use the bank select keys in the Main window to turn on the [DCA] button**

① CUE

This button cue-monitors all channels that are assigned to the DCA group.

In the ONLINE state, if MATRIX bus channels 7 and 8 can be used as a second cue, the indication shows "CUE A," "CUE B," or "CUE AB" depending on the settings of the console.

> NOTE *If the Channel Select/Sends On Fader checkbox in the System Setup dialog box is not checked, the [CUE] button will be hidden in the screen.*

② ON

If you turn this button off, no signal will be output from the channels assigned to the DCA group. If you turn this button on, that status will be cancelled.

③ DCA fader

This fader adjusts the level of the DCA group.

The current fader value is shown in the numeric box immediately below the fader.

You can set this to the minimum value (–∞ dB) by holding down the <Ctrl>(<⌘>) key of your computer keyboard and clicking the fader knob, or set it to the nominal value (0.00 dB) by holding down the <Ctrl>(<⌘>) key and <Shift> key and clicking the fader knob. If the fader is at nominal level, the green indicator at the right of the fader will light.

If a DCA group is set to Recall Safe, the R character at the lower right of the fader is displayed in green.

④ DCA number

This is the number of the DCA group.

⑤ DCA group name

This is a text box that displays the DCA group name. You can also edit the DCA group name in this text box. You can right-click (<control> key + click) the text box to select a channel color.

⑥ Level Meter

This level meter indicates the post-meter of DCA.

> NOTE *Click the level meter area to switch between the recall-safe indicator and the level meter.*

Selected Channel window

Here you can set the parameters of the currently selected input channel (INPUT CH 1–72(*), ST IN channels 1–8) or output channel (MIX channels 1–24, MATRIX channels 1–8, STEREO/MONO channels.)

You can access this window in the following ways.

- **From the [Windows] menu, choose [Selected Channel] and select "Main View"**
- **Double-click the channel number, EQ, DYNA1, or DYNA2 button in one of the Overview windows.**

> NOTE   *By choosing [Selected Channel] from the [Windows] menu and then selecting "Additional View," you can view a window for a channel that is not selected. This Additional View is not linked with [SEL] button operations on the panel of the CL.*

The type of parameters that can be edited in this window depends on the type of the currently selected channel. The parameters of the Selected Channel window are explained below, in the order of input channels (input channels 1–72(*), ST IN channels 1–8), or output channels (MIX channels 1-24, MATRIX channels 1-8, and STEREO/MONO channels.)

(*) CL3: 1-64, CL1: 1-48

If an input channel is selected

● INPUT CH window

CL Editor Owner's Manual

● **ST IN channel window**

NOTE   *Unless otherwise specified, the parameters explained below are common to INPUT CH 1–72 (CL3: 1-64, CL1: 1-48) and ST IN channels 1–8.*

❏ CHANNEL SELECT (Channel selection)

① **SELECT (Channel selection)**

Indicates the number and name of the channel you are editing. To switch channels, you can either click the [SELECT] button and choose from the list that appears, or you can click the plus/minus (+/−) channel select buttons on the left or right side of the icon. You can right-click (<control> key + click) the icon and select the desired choice. If you left-click the icon, you can select the channel color. You can also edit the channel name in the text box.

② **LIBRARY**

Accesses the Input Channel Library. Click this button to open the INPUT CH page of the Library window.

③ **PATCH (Input patch)**

Selects the input source assigned to the input channel (for the selectable input sources, ➡ p.17.)

④ **LR-MONO SELECT (ST IN channel only)**

Enables you to select STEREO, L-MONO, R-MONO, or LR-MONO for ST IN channel mode.

❏ TO MIX/TO MATRIX SEND

① MIX/MATRIX send level

This adjusts the send level of the signal sent from the input channel to VARI-type MIX bus and MATRIX bus. The current value is shown in the numerical box immediately below.

② PRE (PRE on/off)

This selects PRE or POST as the point from which the signal is sent from the input channel to the MIX bus and MATRIX bus. The point will be PRE EQ or PRE FADER when this is on, and POST FADER when this is off. The PRE EQ/FADER setting can be specified in the Mixer Setup dialog box.

> **NOTE** *You can right-click (<control> key + click) the PRE button to display a context-sensitive menu that will enable you to specify ALL PRE, ALL POST, or other options.*

③ ON (MIX/MATRIX send on/off)

This is an on/off switch for the signal sent from the input channel to the MIX bus and MATRIX bus.

> **HINT**
>
> • *When MIX buses or MATRIX buses are being used in stereo, the odd-numbered knob will be PAN or BAL (BALANCE.) If the INPUT CH is selected, the odd-numbered knob will be always PAN. If the ST IN is selected, the odd-numbered will be PAN or BAL. You can switch between Pan and Balance in the TO STEREO/MONO section.*

Knob of odd-numbered side   Knob of odd-numbered side

> • *If the FIXED type is selected for the MIX bus, only the ON button is valid.*
>
> • *The stereo/mono setting and the VARI type/FIXED type setting can be made in the Mixer Setup dialog box.*

④ Channel name

This section indicates the name of the MIX channel or MATRIX channel.

Surround mode indicator

In Surround mode (➡ p.3), the Send indication for MIX buses 1-6 will be switched to the Surround mode parameters.
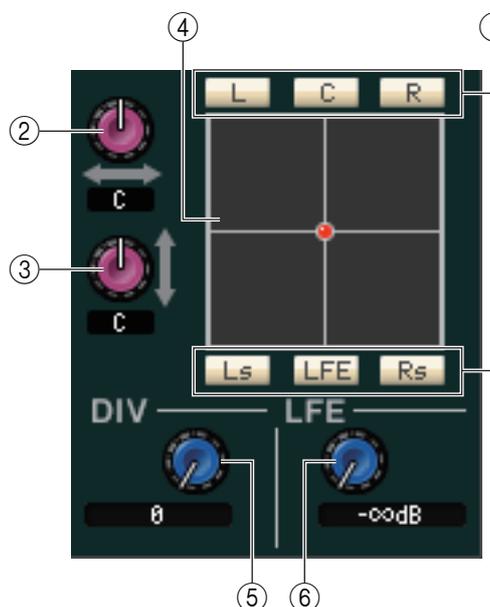
① Surround bus On/Off

These are on/off switches for signals sent from the input channel to each Surround bus (L, C, R, Ls, LFE, or Rs).

② L/R

Adjusts the left and right surround positioning of the input channel signal. The current value is indicated in the numerical box directly below this section.

③ F/R

Adjusts the front and rear surround positioning of the input channel signal. The current value is indicated in the numerical box directly below this section.

④ Grid

Indicates the surround positioning of the input channel signal. The current positioning is indicated by a dot 🔴 (red for hard panning, and orange for other pan positions). You can also drag your mouse to move the dot and adjust the positioning.

⑤ **DIV (Divergence)**

Adjusts the ratio of center-position signals distributed to the left, right and center channels. The current value is indicated in the numerical box directly below this section.

⑥ **LFE (Low Frequency Effect)**

Adjusts the level of signals sent from the input channel to the LFE bus for the subwoofer. The current value is indicated in the numerical box directly below this section.

Indication when using CUE B

In the ONLINE state, if MATRIX bus channels 7 and 8 can be used as a second cue, the MATRIX 7 and 8 send indication will change to indicate that it is being used as CUE B.

❏ HA/D.GAIN/HPF/Ø/GC
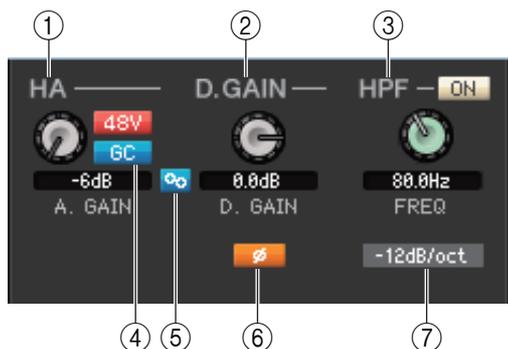
① **HA (HA analog gain)**

Adjusts the analog gain of the internal head amp or of the external head amp patched to the input channel. The current value is shown in the numerical box below the knob. You can set this to the default value (– 6dB) by holding down the <Ctrl>(< ⌘ >) key and clicking the knob. You can also use the [48V] button to switch phantom power on/off.

Wireless device indication

If a wireless digital system receiver is connected and patched to an input port as a I/O device, the head amp indication changes to a wireless device indication.

Indication of a device that does not feature Dante outputs

If you connect a device that does not feature Dante outputs, such as Shure AXT400, QLXD4, or ULXD4, and patch it to an input port, the head amp indication will change.

This indication varies depending on the type of the patched device.

(Example) Indication if Shure AXT400 is patched

When the receiver is on and connected via a ShowLink® remote control

When the receiver is on and not connected via a ShowLink® remote control

When the receiver is off

② D.GAIN (Digital Gain)

Drag the knob in the screen to adjust the digital gain (input gain) of the input channel.

③ HPF (High Pass Filter)

Use the [ON] button at the right to switch the high-pass filter on/off. You can use the knob at left to adjust the cutoff frequency. The current value is shown in the numerical box below the knob. An indication of "H" will appear on the EQ graph of the equalizer.

④ GC (Gain Compensation)

This is an on/off switch for the head amp's analog gain correction. If you want to share the same I/O rack with the multiple CL consoles, this function maintains the audio signal at a specific level throughout the network. This button will be displayed only if the DANTE ports have been patched.

⑤ A.GAIN-D.GAIN Link

If GC (Gain Compensation) is on, this turns on or off the function that links the digital gain to the analog gain operation.

⑥ Ø (Phase)

Inverts the phase polarity of the signal after AD conversion.

⑦ HPF Type

Switches the attenuation (per octave) of the high pass filter between –12dB/oct and –6dB/oct.

(Example) Indication of signal quality meter
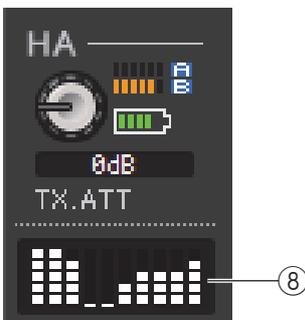
⑧ Signal quality meter

Displays the quality of the received RF signal. The vertical axis represents quality, and the horizontal axis represents time. The meter indicates the condition of the connection. It is refreshed once per second. The height of the meter bar graph will be reduced if the RF signal quality deteriorates due to movement away from the transmitter or radio wave interference.

❏TO STEREO/MONO

Here you can specify how the signal will be sent from the input channel to the STEREO bus/MONO bus.

MODE

• ST/MONO button

When this button is on, the signal will be sent to the STEREO L/R bus and independently to the MONO bus.

[INPUT CH 1–72]   **[ST IN channel 1–8]**

PAN (PAN/BALANCE for ST IN)	The PAN knob adjusts the panning of the signal sent from the input channel to the STEREO bus L/R channels. You can set this to the center position by holding down the <Ctrl>(<⌘>) key of the computer keyboard and clicking the knob. You can select Pan or Balance for ST IN. The BALANCE knob adjusts the balance of the signal that is sent from the ST IN channel to the STEREO bus L/R channels. PAN/BALANCE can be switched with the [PAN]/[BALANCE] buttons.
ST	Switches the signal sent from the input channel to the STEREO bus on/off.
M(C)	Switches the signal sent from the input channel to the MONO bus on/off.

• LCR button

When this button is on, the signal will be sent to the L/C/R buses which work in conjunction with each other.

[INPUT CH 1–72]   **[ST IN channel 1–8]**

PAN (PAN/BALANCE for ST IN)	The PAN knob adjusts the panning of the signal that is sent from the input channel to each of the L/C/R channels. You can set this to the center position by holding down the <Ctrl>(<⌘>) key of the computer keyboard and clicking the knob. You can select Pan or Balance for ST IN. The BALANCE knob adjusts the balance of the signal that is sent from the ST IN channel to the STEREO bus L/R channels. PAN/BALANCE can be switched with the [PAN]/[BALANCE] buttons.
CSR (Center Side Ratio)	Adjusts the proportion of the CENTER channel level relative to the STEREO bus L/R in a range of 0–100%.

❑ EQ (EQUALIZER)
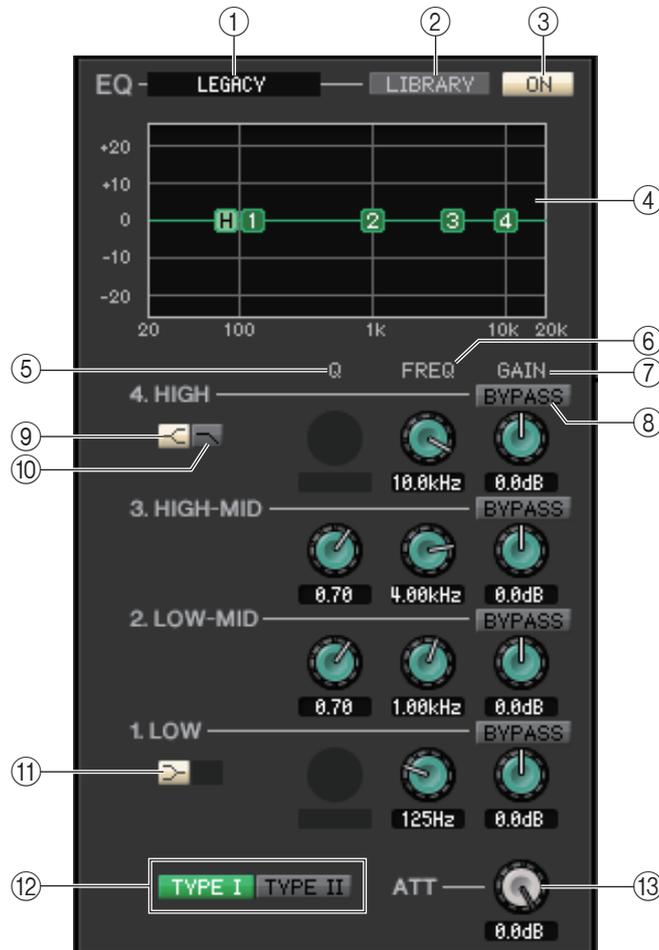
① TYPE

Selects PRECISE, AGGRESSIVE, SMOOTH, or LEGACY as the EQ type.

② LIBRARY

Accesses the INPUT EQ page of the Library window.

③ ON

Switches the EQ (Parametric Equalizer) on/off of the currently selected channel.

④ EQ graph

Indicates the response for the EQ of the currently selected channel. To reset the EQ to flat response, hold down the <Ctrl>(<⌘>) key of your computer keyboard and click the graph (The HPF setting will remain.)

⑤ Q

These knobs adjust the Q level of the frequency range selected in the EQ graph.

⑥ FREQ (FREQUENCY)

These knobs adjust the center frequency for the four bands LOW, LO-MID, HI-MID, and HIGH.

⑦ GAIN

These knobs adjust the Q, center frequency, and boost/cut amount for the four bands LOW, LO-MID, HI-MID, and HIGH.

⑧ BYPASS

These buttons turn bypass on/off for the parameters (Q/Freq/Gain) of each band.

⑨ ◁ HIGH shelving

If this button is on, the HIGH EQ will be switched to a shelving type. If the EQ type is PRECISE, the Q knob of HIGH EQ adjusts the Q value of the shelving type EQ. For other EQ types, the Q knob of the HIGH EQ is not shown.

⑩ ◥ LPF (Low Pass Filter)

If this button is on, the HIGH EQ will function as a low pass filter. The Q knob of the HIGH EQ is not displayed, and the GAIN knob acts as the low pass filter on/off switch.

⑪ 🔀 **LOW shelving**

If this button is on, the LOW EQ will be switched to a shelving type. If the EQ type is PRECISE, the Q knob of LOW EQ adjusts the Q value of the shelving type EQ. For other EQ types, the Q knob of the LOW EQ is not shown.

⑫ **TYPE I/TYPE II**

If the EQ type is LEGACY, you can choose one of two types: TYPE I or TYPE II.

⑬ **ATT (Attenuation)**

Adjusts the amount of attenuation for the signal level of pre EQ.

❏ DYNAMICS1/2

You can select one of the following types for each of the two dynamics processors.

DYNAMICS1	GATE, DUCKING, COMPRESSOR, EXPANDER
DYNAMICS2	COMPRESSOR, COMPANDER-H, COMPANDER-S, DE-ESSER

If GATE/DUCKING is selected
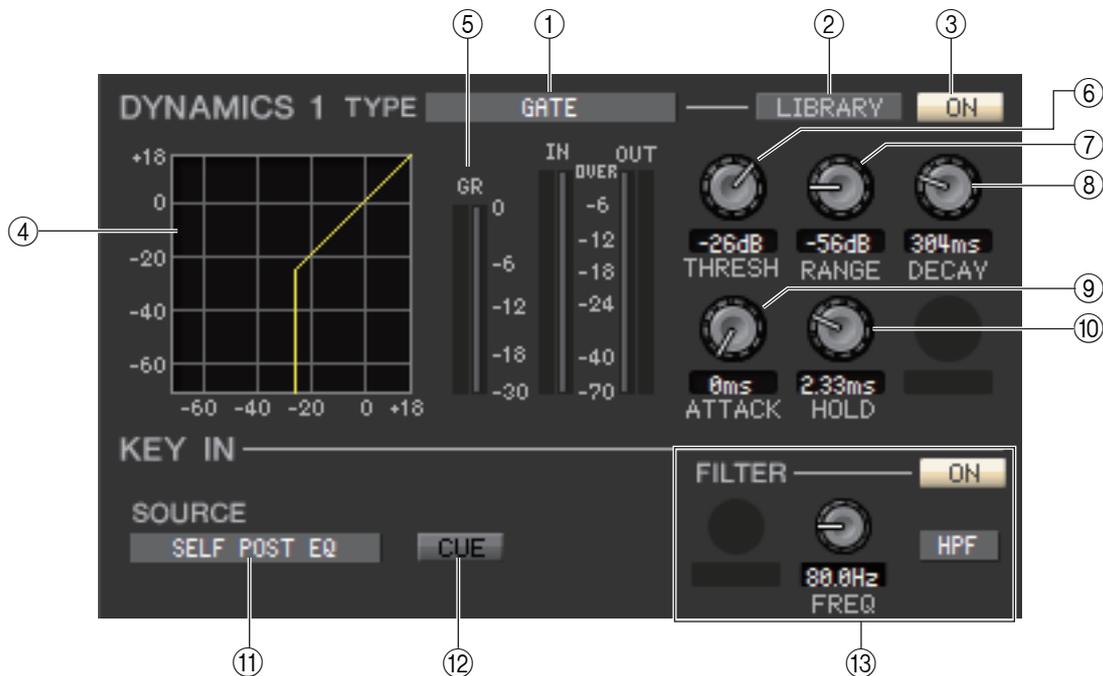
① **TYPE**

Indicates the type of the currently selected gate/ducking. You can click here to select the type. Ducking is the effect that activates compressor triggered by another sound source.

② **LIBRARY**

This button accesses the dynamics library. Clicking this button will open the DYNAMICS page of the Library window.

③ **ON**

This button switches on/off for the gate or the ducking.

④ **Response curve**

Indicates the response for the gate/ducking of the currently selected channel.

⑤ **GR meter (Gain Reduction meter)**

This meter indicates the amount of gain reduction produced by the gate/ducking.

⑥ **THRESH (Threshold level)**

Specifies the level (the threshold level) at which the gate/ducking will activate. The gate will open (or the ducking will activate) when the key-in signal exceeds this level, and the gate will close (or the ducking will deactivate) when the signal falls below this level.

⑦ **RANGE**

Specifies the amount by which the signal is attenuated while the gate is closed (or while the ducking is activated.)

⑧ **DECAY**

Specifies the time over which the gate will close (or the time to return to normal signal gain of ducking) after the hold time has elapsed.

⑨ **ATTACK**

Specifies the time from when the key-in signal exceeds the threshold level until the gate opens (or from when the ducking has been triggered until the signal is ducked.)

⑩ **HOLD**

Specifies the time that the gate will remain open (or the ducking will remain activate) after the key-in signal falls below the threshold.

⑪ **KEY IN SOURCE**

Click this to select one of the following signals to use as the key-in source.

SELF PRE EQ	The pre-EQ signal of the currently selected input channel
SELF POST EQ	The post-EQ signal of the currently selected input channel
MIX OUT 21–24	The output signal of the corresponding MIX channel immediately before the output attenuation
CH 1–72 POST EQ	The post-EQ signal of the corresponding input channel (however, you can only choose channels belonging to the same group, within the eleven groups CH1–8, CH9–16, CH17–24, CH25–32, CH33–40, CH41–48, CH49-56, CH57-64, CH65-72, STIN1L–STIN4R, and
STIN1L–STIN8R POST EQ	STIN5L–STIN8R)

⑫ **CUE**

This button cue-monitors the currently selected key-in signal. This is not shown in the Additional View.

In the ONLINE state, if MATRIX bus channels 7 and 8 can be used as a second cue, the indication is fixed at "CUE A."

> **NOTE** *If the Channel Select/Sends On Fader checkbox in the System Setup dialog box is not checked, the [CUE] button will be hidden in the screen.*

⑬ **KEY IN FILTER**

Select the type of filter applied to the selected key-in signal; HPF (high pass filter), BPF (band pass filter), or LPF (low pass filter.) The ON/OFF button switches the filter on/off.

If you've selected BPF, use the two knobs to adjust the band pass frequency and Q. If you've selected HPF or LPF, use the knob to adjust the cutoff frequency.

If COMPRESSOR/EXPANDER is selected
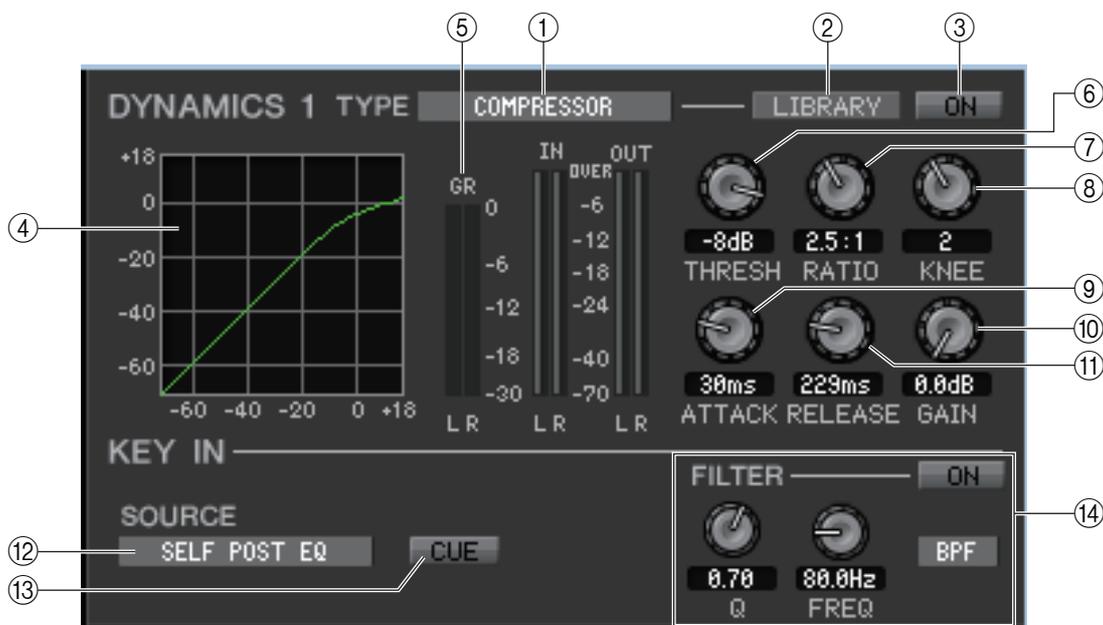
① **TYPE**

Indicates the currently selected compressor or expander. You can click here to select the type.

② **LIBRARY**

This button accesses the dynamics library. Clicking this button will open the DYNAMICS page of the Library window.

③ **ON**

This button switches on/off for the compressor or the expander.

④ **Response curve**

Indicates the response for the compressor/expander of the currently selected channel.

⑤ **GR meter (Gain Reduction meter)**

This meter indicates the amount of gain reduction produced by the compressor/expander.

⑥ **THRESH (Threshold level)**

Specifies the threshold level at which the compressor/expander will operate. If the compressor is selected, the input signal will start being compressed when the key-in signal exceeds this level; compression will be removed when the signal falls below this level. If the expander is selected, the input signal will start being compressed when the key-in signal falls below this level; compression will be removed when the signal exceeds this level.

⑦ **RATIO**

If the compressor is selected, specifies the ratio at which the input signal will be compressed when the key-in signal exceeds the threshold. If the expander is selected, specifies the ratio at which the input signal will be compressed when the key-in signal falls below the threshold.

⑧ **KNEE**

Specifies the sharpness at which the output level will change. You can select from HARD or 1–5.

⑨ **ATTACK**

If the compressor is selected, specifies the time (the attack time) from when the key-in signal exceeds the threshold level until the signal starts being compressed. If the expander is selected, specifies the time (the attack time) from when the key-in signal falls below the threshold level until the signal starts being compressed.

⑩ **GAIN**

Adjusts the gain of the signal after it has passed through the compressor/expander.

⑪ **RELEASE**

If the compressor is selected, specifies the time (the release time) from when the key-in signal falls below the threshold level until compression is removed. If the expander is selected, specifies the time (the release time) from when the key-in signal exceeds the threshold level until compression is removed.

⑫ **KEY IN SOURCE**

Click this to select the key-in signal that you want to use.

The choices are the same as for GATE.

⑬ **CUE (DYNAMICS 1 only)**

This button cue-monitors the currently selected key-in signal. This is not shown in the Additional View.

In the ONLINE state, if MATRIX bus channels 7 and 8 can be used as a second cue, the indication is fixed at "CUE A."

> **NOTE** *This is not shown if the Channel Select/Sends On Fader checkbox in the System Setup dialog box is not checked.*

⑭ **KEY IN FILTER (DYNAMICS 1 only)**

Select the type of filter applied to the selected key-in signal; HPF (high pass filter), BPF (band pass filter), or LPF (low pass filter.) The ON/OFF button switches the filter on/off.

If BPF is selected, the two knobs adjust the bandpass frequency and the Q. If HPF and LPF are selected, the knob adjusts the cutoff frequency.

If COMPANDER-H, COMPANDER-S is selected
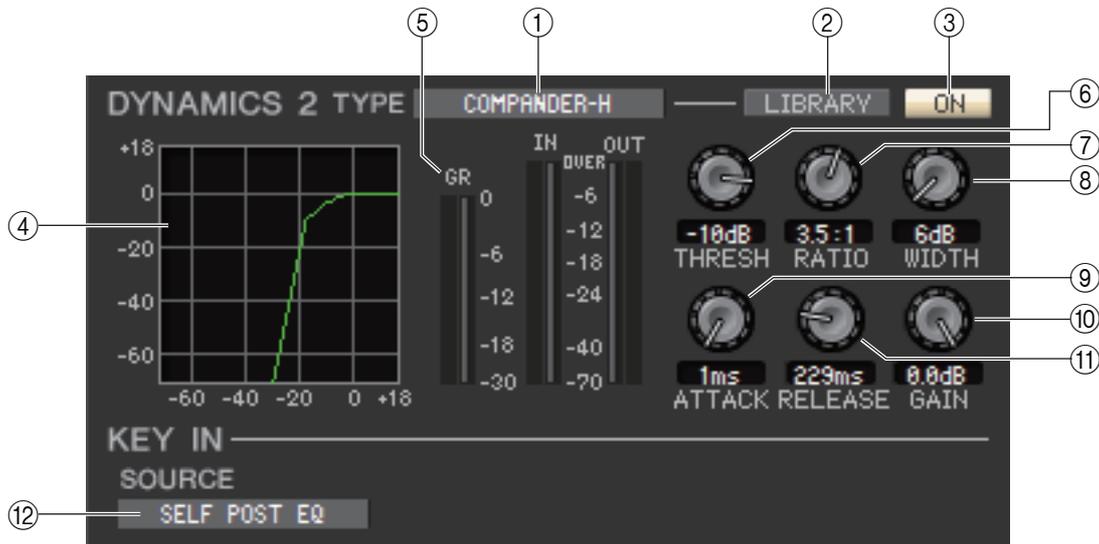
① TYPE

Indicates the type of the currently selected compander (a combination of compressor and expander.) You can click here to select the type.

② LIBRARY

This button accesses the dynamics library. Clicking this button will open the DYNAMICS page of the Library window.

③ ON

This button switches the compander on/off.

④ Response curve

Indicates the response for the compander of the currently selected channel.

⑤ GR meter (Gain Reduction meter)

This meter indicates the amount of gain reduction produced by the compander.

⑥ THRESH (Threshold level)

Specifies the threshold level at which compression and expansion are applied. The input signal will be compressed when the key-in signal exceeds this level. The expander effect will apply to levels below THRESHOLD + WIDTH.

⑦ RATIO

Specifies the ratio (the amount of compression.)

⑧ WIDTH

Specifies the width between the threshold level of the compressor (THRESHOLD) and the threshold level of the expander.

⑨ ATTACK

Specifies the time (the attack time) until it starts to compress and expand the input signal once the compander has been triggered.

⑩ GAIN

Adjusts the gain of the signal after it has passed through the compander.

⑪ RELEASE

Specifies the time (the release time) from when the key-in signal falls below the threshold level until compression and expansion are removed.

⑫ KEY IN SOURCE

Click this to select the key-in signal that you want to use.
The choices are the same as for GATE.

If DE-ESSER is selected
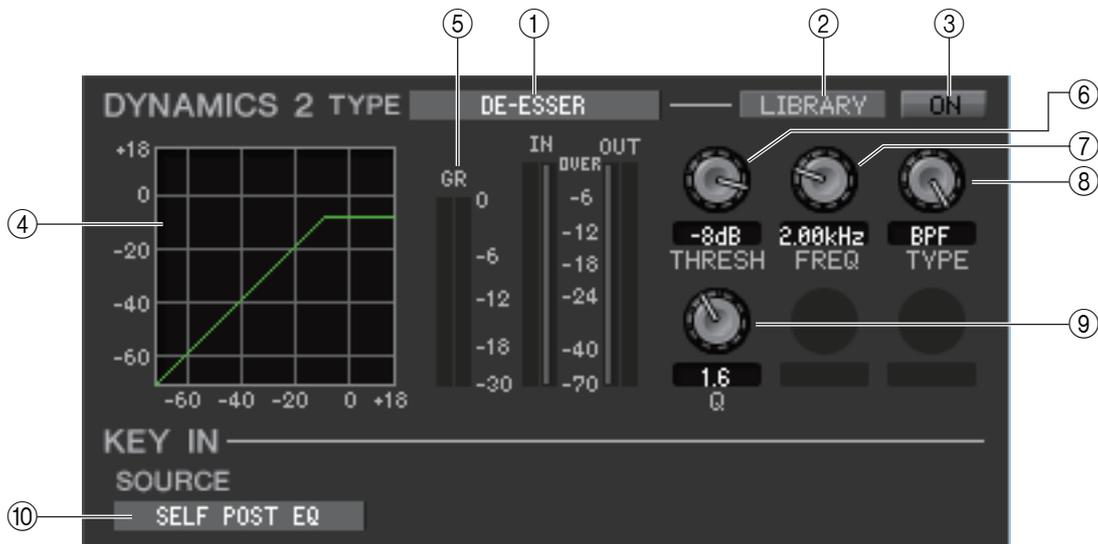
① TYPE
This indicates that De-Esser is the currently selected type.

② LIBRARY
This button accesses the dynamics library. Clicking this button will open the DYNAMICS page of the Library window.

③ ON
This button switches the de-esser on/off.

④ Response curve
Indicates the response for the de-esser of the currently selected channel.

⑤ GR meter (Gain Reduction meter)
This meter indicates the amount of gain reduction produced by the de-esser.

⑥ THRESH (Threshold level)
Specifies the threshold level at which the de-esser will operate. The input signal will start being compressed when the key-in signal exceeds this level; compression will be removed when the signal falls below this level.

⑦ FREQ (Minimum frequency/Center frequency)
Specifies the minimum frequency (for HPF) or the center frequency (for BPF) at which the key-in signal will activate the de-esser.

⑧ TYPE
Drag the knob in the screen to select the HPF (High Pass Filter) or BPF (Band Pass Filter.)

⑨ Q
Adjust the Q level of the frequency range at which the key-in signal will activate the de-esser.
This parameter is valid only if the TYPE is set to BPF.

⑩ KEY IN SOURCE
The key-in signal is set to the SELF POST EQ.

❏ DELAY
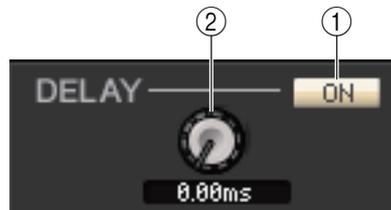
① **ON**

Turns the delay on/off of the currently selected channel.

② **Delay time**

Drag the knob in the screen to adjust the delay time of the currently selected channel.

❏ INSERT 1/2 (except for ST IN channels)
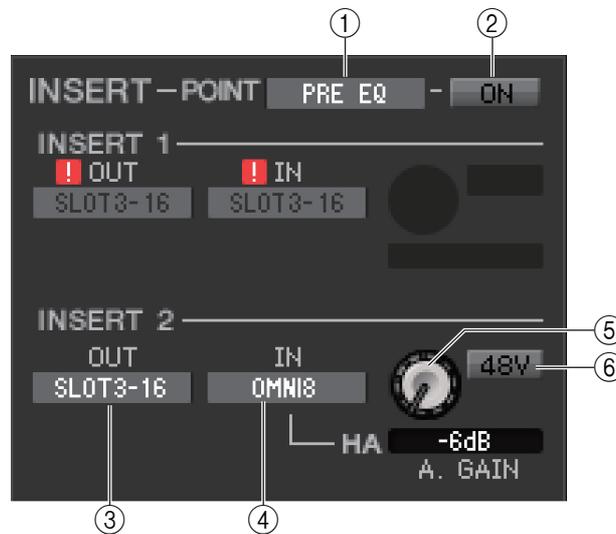
① **POINT (Insert point)**

Selects the position at which insert-in/out will be patched. Choose from PRE EQ, PRE FADER, or POST ON.

② **ON**

Enables/disables insert-in/out.

③ **OUT (Insert out)**

Click this to select the output port that will be assigned to insert-out, from the following choices.

NONE	No assignment
OMNI 1-OMNI 8	OMNI OUT jacks 1–8
SLOT1-1, SLOT1-2...SLOT3-15, SLOT3-16	Output channels of an I/O card installed in slots 1–3
GEQ1L(A), GEQ1R(B)...GEQ8L(A), GEQ8R(B)	L/R inputs of GEQ rack 1–8
FX1L(A), FX1R(B)...FX8L(A), FX8R(B)	L/R inputs of EFFECT rack 1–8
PR1L(A), PR1R(B)...PR8L(A), PR8R(B)	L/R inputs of PREMIUM rack 1–8

④ **IN (Insert in)**

Click this to select the input port that will be assigned to insert-in, from the following choices.

NONE	No assignment
OMNI 1-OMNI 8	OMNI IN jacks 1–8
SLOT1-1, SLOT1-2...SLOT3-15, SLOT3-16	Input channels of an I/O card installed in slots 1–3
GEQ1L(A), GEQ1R(B)...GEQ8L(A), GEQ8R(B)	L/R outputs of GEQ rack 1–8
FX1L(A), FX1R(B)...FX8L(A), FX8R(B)	L/R outputs of EFFECT rack 1–8
PR1L(A), PR1R(B)...PR8L(A), PR8R(B)	L/R outputs of PREMIUM rack 1–8

⑤ **HA (HA analog gain)**

Adjusts the analog gain for OMNI IN. This knob appears only if OMNI IN is patched to a head amp.

⑥ **48V (Phantom power)**

Switches phantom power (+48V) on/off. This button appears only if the channel is patched to a head amp.

> **NOTE** *The number of available insert-ins/outs is limited. (➥ p.60, p.61)*
> *If you assign more insert-ins/outs than the limitation, invalid insert-ins/outs will be grayed out. Also, the* **!** *indicator will appear.*

❏ DIRECT OUT (except for ST IN channels)
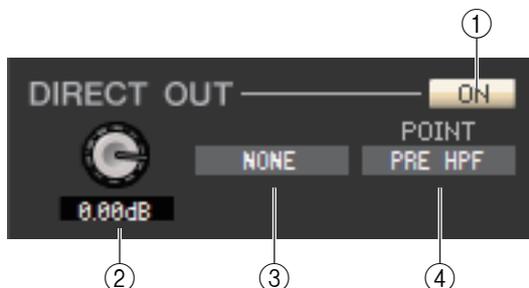
① **ON**

Turns the direct output on/off. You can right-click (<control> key + click) the button to display a popup menu and select ALL ON or ALL OFF.

② **DIRECT OUT GAIN**

Adjusts the gain of the direct output. The current value is shown in the numerical box below the knob. You can set this to the nominal value (0.0 dB) by holding down the <Ctrl>(< ⌘ >) key and clicking the knob.

③ **DIRECT OUT PORT**

Click this to select one of the following output ports as the one used for direct out.

NONE	No assignment
DANTE 1–DANTE 64	DANTE OUTPUT 1–64
OMNI 1–OMNI 8	OMNI OUT jacks 1–8
REC L, REC R	L/R inputs of RECORDER
SLOT1-1, SLOT1-2...SLOT3-16	Output channels of an I/O card installed in slots 1–3

④ **DIRECT OUT POINT**

Selects the position at which direct out will be patched. Choose from PRE HPF, PRE EQ, PRE FADER, or POST ON.

❏ RECALL SAFE/MUTE SAFE

These enable/disable Recall Safe and Mute Safe for the channel.

❑ DCA GROUP/MUTE GROUP
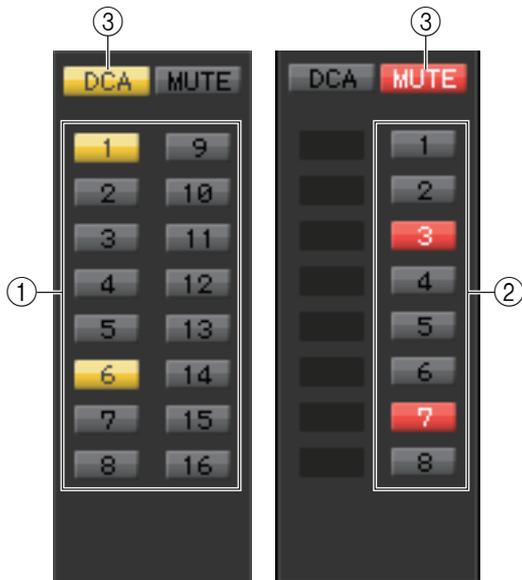
① **DCA GROUP**

Selects the DCA group (1–16) to which that channel belongs.

② **MUTE GROUP**

Selects the mute group (1–8) to which that channel belongs.

③ **DCA/MUTE**

These buttons enable/disable DCA group and Mute group for the channel.

❑ Fader

① **ON**
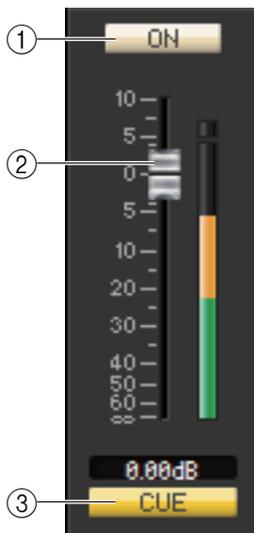
Switches the input channel on/off.

If the corresponding channel is off, the fader will be grayed out.

② **Fader**

Adjusts the input level of the input channel. A meter indicating the signal level is shown at the right of the fader, and the current value is shown in the numerical box immediately below. You can set this to the minimum value (–∞ dB) by holding down the <Ctrl>(<⌘>) key of your computer keyboard and clicking the fader knob, or set it to the nominal value (0.00 dB) by holding down the <Ctrl>(<⌘>) key and <Shift> key and clicking the fader knob.

③ **CUE**

This button cue-monitors the signal of the input channel.

NOTE *If the Channel Select/Sends On Fader checkbox in the System Setup dialog box is not checked, the [CUE] button will be hidden in the screen.*

If a MIX channel is selected

❏ CHANNEL SELECT (Channel selection)
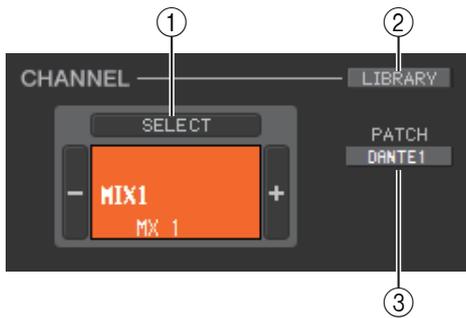
① SELECT (Channel selection)

Except for the fact that your editing applies to a MIX channel, this is the same as the channel selection for an input channel (➥ p.32.)

② LIBRARY

Accesses the Output Channel Library. Click this button to open the OUTPUT CH page of the Library window.

③ PATCH (Output patch)

Selects the output source assigned to the Mix channel (for the selectable output sources, ➥ p.23.)

If multiple patches have been made, only the first port is shown.

❏ TO MATRIX
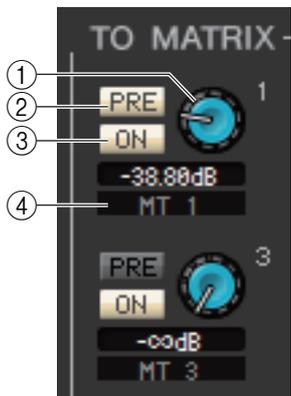
① MATRIX send level

This adjusts the send level of the signal sent from the MIX channel to the MATRIX buses.

② PRE (PRE on/off)

Select either PRE or POST as the position from which the signal is sent from the MIX channel to the MATRIX bus. PRE EQ or PRE FADER is selected if this is on, or POST FADER is selected if this is off. The PRE EQ/PRE FADER setting can be made in the Mixer Setup dialog box.

NOTE *You can right-click (<control> key + click) the PRE button to display a context-sensitive menu that will enable you to specify ALL PRE, ALL POST, or other options.*

HINT

- *If you are using MATRIX buses in stereo, the knob for the odd-numbered bus will be PAN or BALANCE.*

- *The stereo/mono status can be specified in the Mixer Setup dialog box.*

Knob of odd-numbered side

③ ON (MATRIX send on/off)

This is an on/off switch for the signal sent from the MIX channel to the MATRIX bus.

④ Channel name

This section indicates the MATRIX channel name.

CL Editor Owner's Manual

❏ TO STEREO/MONO

Here you can specify how the signal will be sent from the MIX channel to the STEREO bus/MONO bus.

In Surround mode (➡ p.3), use MIX channels 1–6 to set up a downmix.

MODE

• ST/MONO button

When this button is on, the signal will be sent to the STEREO bus and independently to the MONO bus.

[for MONO mix channel]

[for STEREO mix channel]

PAN (BALANCE for STEREO bus)	The PAN knob adjusts the panning of the signal sent from the MIX channel to the STE-REO bus L/R channels. You can set this to the center position by holding down the <Ctrl>(<⌘>) key of the computer keyboard and clicking the knob. If the selected MIX bus is used as a stereo bus, this will be the BALANCE. The BALANCE knob adjusts the balance of the signal that is sent from the MIX channel to the STEREO bus L/R channels.
ST	Switches the signal sent from the MIX channel to the STEREO bus on/off.
M(C)	Switches the signal sent from the MIX channel to the MONO bus on/off.

• LCR button

When this button is on, the signal will be sent to the L/C/R buses which work in conjunction with each other.

[for MONO mix channel]

[for STEREO mix channel]

PAN (BALANCE for STEREO bus)	The PAN knob adjusts the panning of the signal that is sent from the MIX channel to each of the L/C/R channels. You can set this to the center position by holding down the <Ctrl>(<⌘>) key of the computer keyboard and clicking the knob. If the selected MIX bus is used as a stereo bus, the panning will be fixed to L63 on the odd channel and to R63 on the even channel. If the selected MIX bus is used as a stereo bus, this will be the BAL-ANCE. The BALANCE knob adjusts the balance of the signal that is sent from the MIX channel to the STEREO bus L/R channels.
CSR (Center Side Ratio)	Adjusts the proportion of the CENTER channel level relative to the STEREO bus L/R in a range of 0–100%.

• Surround mode indicator (only for MIX channels 1–6)

LEVEL	Use the LEVEL knob to adjust the downmix coefficient.
L	This is an on/off switch for signals sent from the MIX channel to the L channel of the STEREO bus.
R	This is an on/off switch for signals sent from the MIX channel to the R channel of the STEREO bus.

❏ EQ (Equalizer)
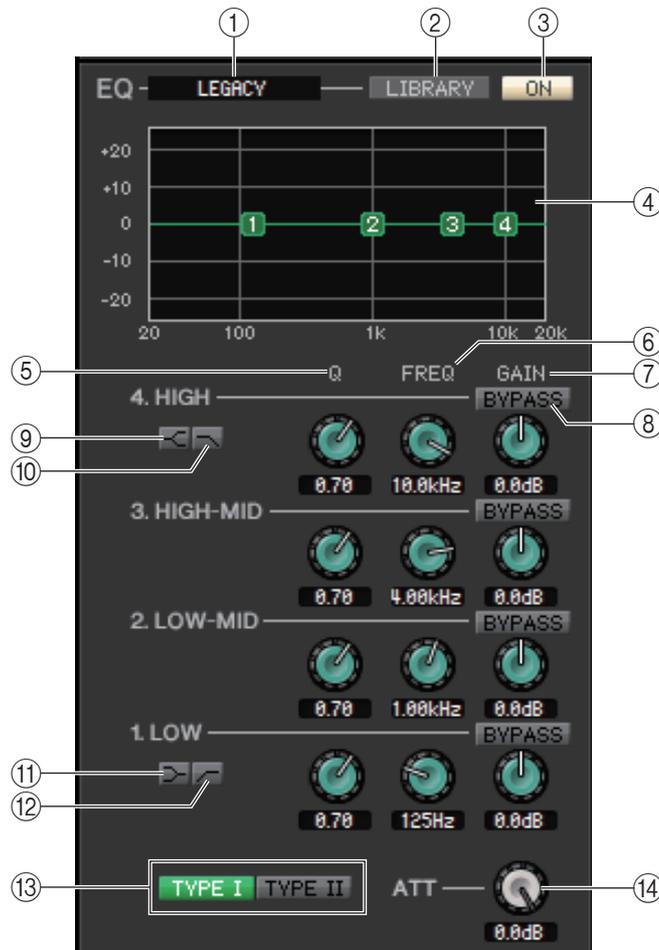
① TYPE
Selects PRECISE, AGGRESSIVE, SMOOTH, or LEGACY as the EQ type.

② LIBRARY
Accesses the OUTPUT EQ page of the Library window.

③ ON
Switches the EQ on/off.

④ EQ graph
Indicates the response for the EQ of the currently selected channel. To reset the EQ to flat response, hold down the <Ctrl>(<⌘>) key of your computer keyboard and click the graph.

⑤ Q
These knobs adjust the Q level of the frequency range selected in the EQ graph.

⑥ FREQ (FREQUENCY)
These knobs adjust the center frequency for the four bands LOW, LO-MID, HI-MID, and HIGH.

⑦ GAIN
These knobs adjust the Q, center frequency, and boost/cut amount for the four bands LOW, LO-MID, HI-MID, and HIGH.

⑧ BYPASS
These buttons turn bypass on/off for the parameters (Q/Freq/Gain) of each band.

⑨ HIGH shelving
If this button is on, the HIGH EQ will be switched to a shelving type. If the EQ type is PRECISE, the Q knob of HIGH EQ adjusts the Q value of the shelving type EQ. For other EQ types, the Q knob of the HIGH EQ is not shown.

⑩ LPF (Low Pass Filter)
If this button is on, the HIGH EQ will function as a low pass filter. The Q knob of the HIGH EQ is not displayed, and the GAIN knob acts as the low pass filter on/off switch.

⑪ ⊐ **LOW shelving**

If this button is on, the LOW EQ will be switched to a shelving type. If the EQ type is PRECISE, the Q knob of LOW EQ adjusts the Q value of the shelving type EQ. For other EQ types, the Q knob of the LOW EQ is not shown.

⑫ ⌐ **HPF (High Pass Filter)**

If this button is on, the LOW EQ will function as a high pass filter EQ. The Q knob of the LOW EQ is not displayed, and the GAIN knob acts as the high pass filter on/off switch.

⑬ **TYPE I/TYPE II**

If the EQ type is LEGACY, you can choose one of two types: TYPE I or TYPE II.

⑭ **ATT (Attenuation)**

Adjusts the amount of attenuation for the signal level of pre EQ.

❏ DYNAMICS1

Except for the fact that the available types are COMPRESSOR, EXPANDER, COMPAND H and COMPAND S, and that you can select more than one signal as the key-in signal, this is the same as the dynamics for input channels (➥ p.38.)

❏ INSERT

Except for the fact that the insert ports that can be selected are different, this is the same as for the insert settings of an input channel (➥ p.43.)

❏ RECALL SAFE/MUTE SAFE

These are the same as the RECALL SAFE/MUTE SAFE functions for input channels (➥ p.44.)

❏ DCA GROUP/MUTE GROUP

These are the same as the DCA GROUP/MUTE GROUP functions for input channels (➥ p.45.)

❏ Fader

① **ON**
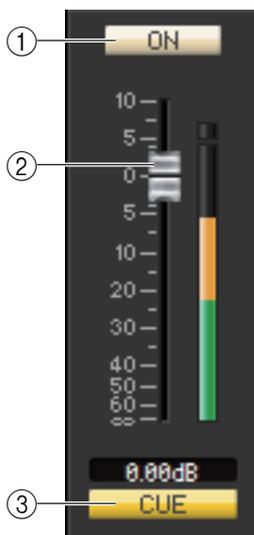
Switches the MIX channel on/off.

② **Fader**

Adjusts the output level of the MIX channel. A meter indicating the signal level is shown at the right of the fader, and the current value is shown in the numerical box immediately below. You can set this to the minimum value (–∞ dB) by holding down the <Ctrl>(<⌘>) key of your computer keyboard and clicking the fader knob, or set it to the nominal value (0.00 dB) by holding down the <Ctrl>(<⌘>) key and <Shift> key and clicking the fader knob.

③ **CUE**

This button cue-monitors the signal of the MIX channel.

In the ONLINE state, if MATRIX bus channels 7 and 8 can be used as a second cue, the indication shows "CUE A," "CUE B," or "CUE AB" depending on the settings of the console.

> NOTE *If the Channel Select/Sends On Fader checkbox in the System Setup dialog box is not checked, the [CUE] button will be hidden in the screen.*

If a MATRIX channel is selected

❏ CHANNEL SELECT (Channel selection)

Except for the fact that your editing applies to a MATRIX channel, this is the same as the channel selection for a MIX channel (➥ p.46.)

❏ FROM MIX, ST/MONO(C)
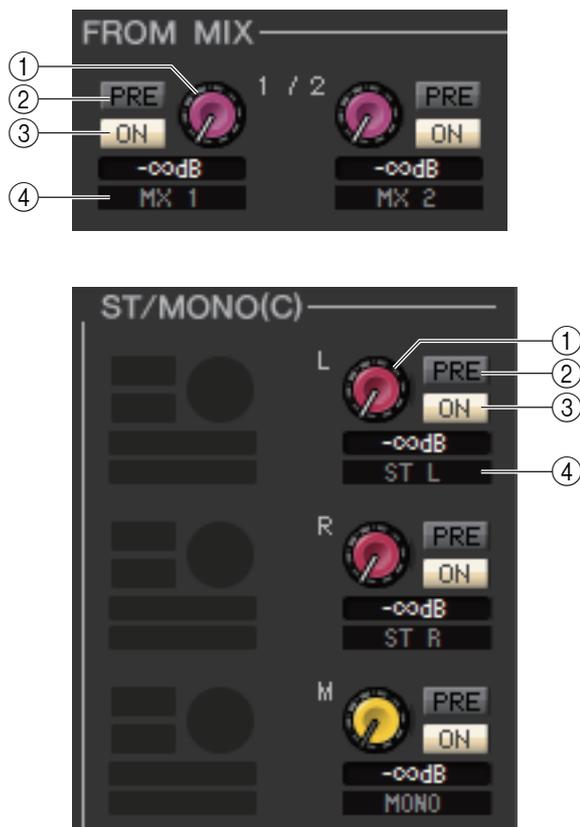
① FROM MIX, ST/MONO(C) send level

These adjust the send levels of the signals sent from the MIX buses or STEREO/MONO buses to the MATRIX bus. The current value is shown in the numerical box immediately below.

② PRE (PRE on/off)

These select either PRE or POST as the position from which the signal is sent from the MIX buses or STEREO/MONO buses to the MATRIX bus. PRE EQ or PRE FADER is selected if this is on, or POST FADER is selected if this is off. The PRE EQ/FADER setting can be made in the Mixer Setup dialog box.

③ ON(FROM MIX, ST/MONO send on/off)

These are on/off switches for the signal sent from the MIX buses or STEREO/MONO buses to the MATRIX bus.

④ Channel name

This section indicates the name of the MIX channel or STEREO/MONO channel.

❏ BALANCE

This is shown only if the selected MATRIX bus is being used as stereo. It adjusts the left/right volume balance of the stereo signal. You can set this to the center value by holding down the <Ctrl>(<⌘>) key of your computer keyboard and clicking this knob.

❏ EQ (Equalizer)

This is the same as for the equalizer of a MIX channel (➥ p.48.)

❏ DYNAMICS1

Except for the fact that the available types are COMPRESSOR, EXPANDER, COMPAND H and COMPAND S, and that you can select more than one signal as the key-in signal, this is the same as the dynamics for input channels (➥ p.38.)

❏ INSERT

Except for the fact that the insert ports that can be selected are different, this is the same as for the insert settings of an input channel (➥ p.43.)

❏ RECALL SAFE/MUTE SAFE

These are the same as the RECALL SAFE/MUTE SAFE functions for input channels (➥ p.44.)

❏ DCA GROUP/MUTE GROUP

These are the same as the DCA GROUP/MUTE GROUP functions for input channels (➥ p.45.)

❏ Fader

① **ON**
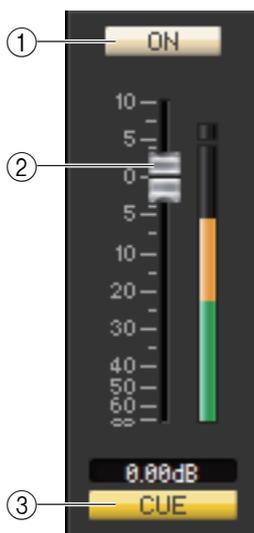
This switches the MATRIX channel on/off.

② **Fader**

This adjusts the output level of the MATRIX channel. A meter indicating the signal level is shown at the right of the fader, and the current value is shown in the numerical box immediately below. You can set this to the minimum value (–∞ dB) by holding down the <Ctrl>(<⌘>) key of your computer keyboard and clicking the fader knob, or set it to the nominal value (0.00 dB) by holding down the <Ctrl>(<⌘>) key and <Shift> key and clicking the fader knob.

③ **CUE**

This button cue-monitors the signal of the MATRIX channel.

In the ONLINE state, if MATRIX bus channels 7 and 8 can be used as a second cue, the indication shows "CUE A," "CUE B," or "CUE AB" depending on the settings of the console.

NOTE *If the Channel Select/Sends On Fader checkbox in the System Setup dialog box is not checked, the [CUE] button will be hidden in the screen.*

If a STEREO/MONO channel is selected

● **STEREO channel window**

● **MONO channel window**
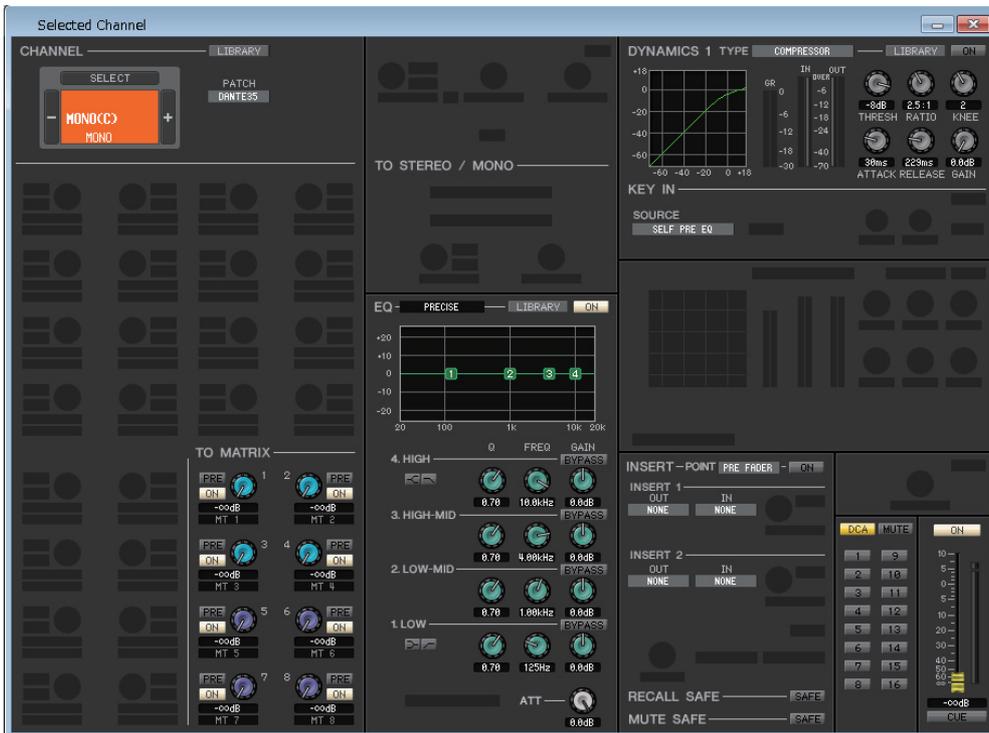
❏ CHANNEL SELECT (Channel selection)

Except for the fact that your editing applies to a STEREO/MONO channel, this is the same as the channel selection for a MIX channel (➥ p.46.)

❏ TO MATRIX

These are the same as the TO MATRIX of a MIX channel (➥ p.46.)

❏ BALANCE (except for MONO channel)

This adjusts the left/right volume balance in the STEREO bus. You can set this to the center value by holding down the <Ctrl>(<⌘>) key of your computer keyboard and clicking this knob.

❏ EQ (Equalizer)

This is the same as the equalizer settings of a MIX channel (➥ p.48.)

❏ DYNAMICS1

Except for the fact that the available types are COMPRESSOR, EXPANDER, COMPAND H and COMPAND S, and that you can select more than one signal as the key-in signal, this is the same as the dynamics for input channels (➥ p.38.)

❏ INSERT

Except for the fact that the insert ports that can be selected are different, this is the same as for the insert settings of an input channel (➥ p.43.)

❏ RECALL SAFE/MUTE SAFE

These are the same as the RECALL SAFE/MUTE SAFE functions for input channels (➥ p.44.)

❏ DCA GROUP/MUTE GROUP

These are the same as the DCA GROUP/MUTE GROUP functions for input channels (➥ p.45.)

❏ Fader

① **ON**
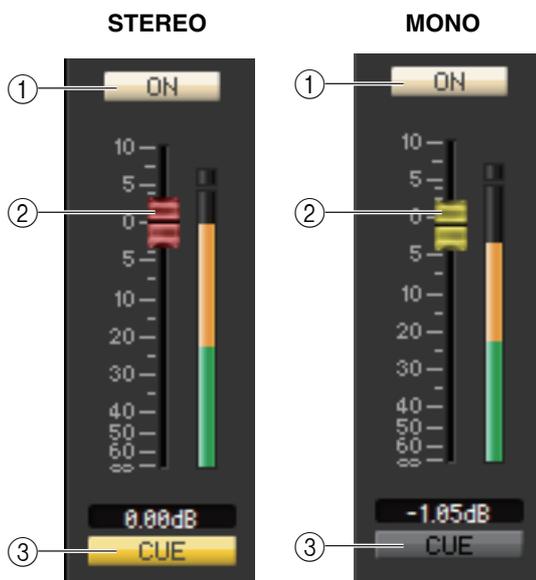
This switches the STEREO/MONO channel on/off.

② **Fader**

Adjusts the output level of the STEREO/MONO channel. A meter indicating the signal level is shown at the right of the fader, and the current value is shown in the numerical box immediately below.

③ **CUE**

This button cue-monitors the signal of the STEREO/MONO channel.

In the ONLINE state, if MATRIX bus channels 7 and 8 can be used as a second cue, the indication shows "CUE A," "CUE B," or "CUE AB" depending on the settings of the console.

NOTE *If the Channel Select/Sends On Fader checkbox in the System Setup dialog box is not checked, the [CUE] button will be hidden in the screen.*

Library window

Here you can edit the CL's various libraries. You can also load library files that were saved on a drive of your computer, edit the order or title of library items, recall the desired library data, or copy desired library data to a library within the CL.

This window is divided into DYNAMICS, INPUT EQ, OUTPUT EQ, EFFECT, GEQ (Graphic Equalizer), 8BAND PEQ, INPUT CH, and OUTPUT CH pages; to switch pages, click the tabs located at the top of the window.

To display this window, choose [Library] from the [Windows] menu, and select either "DYNAMICS," "INPUT EQ," "OUTPUT EQ," "EFFECT," "GEQ," "8BAND PEQ," "INPUT CH," or "OUTPUT CH."

> NOTE   *Regardless of the file type of the opened file, executing SAVE or SAVE AS in this window will save only the library data relative to the opened tab.*
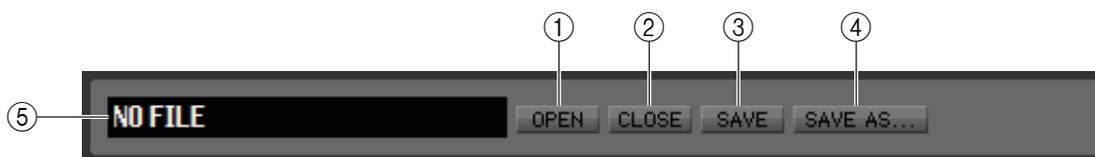
① OPEN (Open a file)
Opens a library file located on a drive of your computer. Use this when you want to edit library data that you've saved on a USB flash drive.

② CLOSE (Close a file)
Closes the currently-open library file.

③ SAVE
Saves the currently-open library file on a drive of your computer. Use this to re-save an edited library on a USB flash drive, or to create a backup on the hard disk of your computer.

④ SAVE AS (Save under a different name)
Saves the currently-open library file under a different name on a drive of your computer.

⑤ File name
Indicates the file name of the currently-open library.

⑫ (Effect/GEQ/8BAND PEQ page only)

⑪ (DYNAMICS page only)
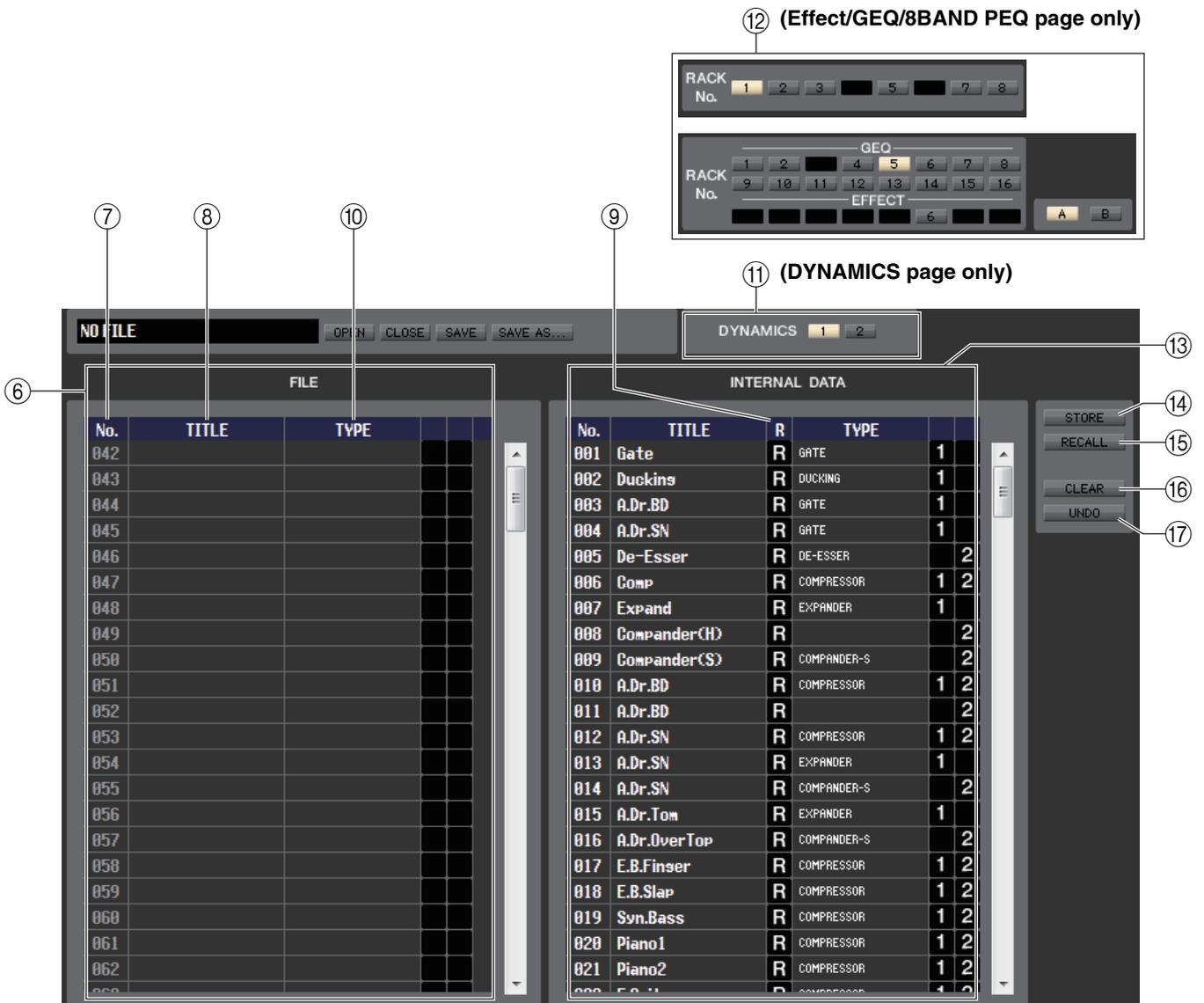
⑥ FILE

This list shows the contents of the data in the library file you opened using the OPEN button (①). The list includes the following items.

⑦ No. (Number)

This column indicates the number of each item in the library.

⑧ TITLE

This column indicates the title assigned to each library item. You can also double-click this area and edit the title.

⑨ R (READ ONLY)

Read-only data is indicated by an "R" in this column. It cannot be overwritten, nor can its title be edited.

⑩ TYPE

This column indicates the effect type.

In the case of dynamics, there is also an indication of the dynamics processor(s) of this channel into which each library item can be recalled. Only library items with an indication of "1" can be recalled to DYNAMICS 1, and only library items with an indication of "2" can be recalled to DYNAMICS 2. Library items with neither of these indications cannot be recalled to this channel.

⑪ DYNAMICS (DYNAMICS page only)

Select which of the two dynamics processors will be subject to the Store or Recall operation.

⑫ RACK No. (Rack selection) (Effect/GEQ/8BAND PEQ page only)

Select which rack will be subject to the Store or Recall operation. In the EFFECT library, it indicates the rack number 1–8 of the EFFECT rack. In the GEQ library, it indicates the rack number 1–16 of the GEQ and the rack number 1–8 of the EFFECT rack. If you select the rack number that Flex 15 GEQ is assigned to, it displays the A/B select button. And this A/B select button will be hidden if you select the rack number that 31 Band GEQ is assigned to. For the 8Band PEQ library, indications will be the same as for Flex 15 GEQ of the GEQ library.

NOTE *HQ Pitch and Freeze cannot be recalled to an effect module mounted in the even-numbered rack.*

⑬ INTERNAL DATA

This area shows the CL's library contents. The items displayed are the same as in the FILE list (⑥).

As desired, you can copy single or multiple data items between the FILE list and the INTERNAL DATA list, and copy or move them to a different location within a list.

To do this, use the following methods to select the data item(s) that you want to copy or move.

- **• To select a single data item**

  Click the line containing the desired data item.

- **• To select multiple consecutive data items**

  Click the first data item to select it; then hold down the <Shift> key and click the last data item.

- **• To select multiple non-consecutive data items**

  Click the first data item; then hold down the <Ctrl>(< ⌘ >) key and click each of the remaining data items.

When you have selected the data item(s) that you want to move or copy, drag them to the desired location in the other list (if you're copying between lists) or in the same list (if you're copying/moving within the same list.)

- **• To copy data items (overwriting the destination)**

  Drag the copy-source data item(s) to the desired line in the other list or to another line in the same list. At this time, a ▶ symbol will appear at the right of the data item number.

  When you drop the data item in this state, a dialog box will appear, asking you to confirm the Save operation. If you click the OK button, the copy-source data item(s) will be overwritten onto the copy-destination data items, and the copy-source data item(s) will remain unchanged. (If the copy-source selection contains multiple data items, the data will be over-written onto consecutive data items starting at that data item.)

- **• To move data items**

  Within the same list, you can move the selected data item(s) to another location to rearrange the order of the data items in the list. To do this, drag the selected data item(s) to a location between two other lines in the same list. At this time, a ⊱— symbol will appear between the lines.

  When you release the mouse button in this state, the selected data item(s) will move to that location, and the data item numbers will also change accordingly. (If the move-source selection contains multiple data items, those data items will be inserted consecutively at the location you specify.)

  NOTE *You cannot copy the Initial Data of the GEQ library.*

⑭ STORE

Stores the current settings to the data item that is selected in the list.

⑮ RECALL

Recalls the data item that is selected in the list.

⑯ CLEAR

Clears the data item(s) selected in the list.

⑰ UNDO

Cancels the last-performed library recall, store, copy, or move operation.

Premium Rack Library window
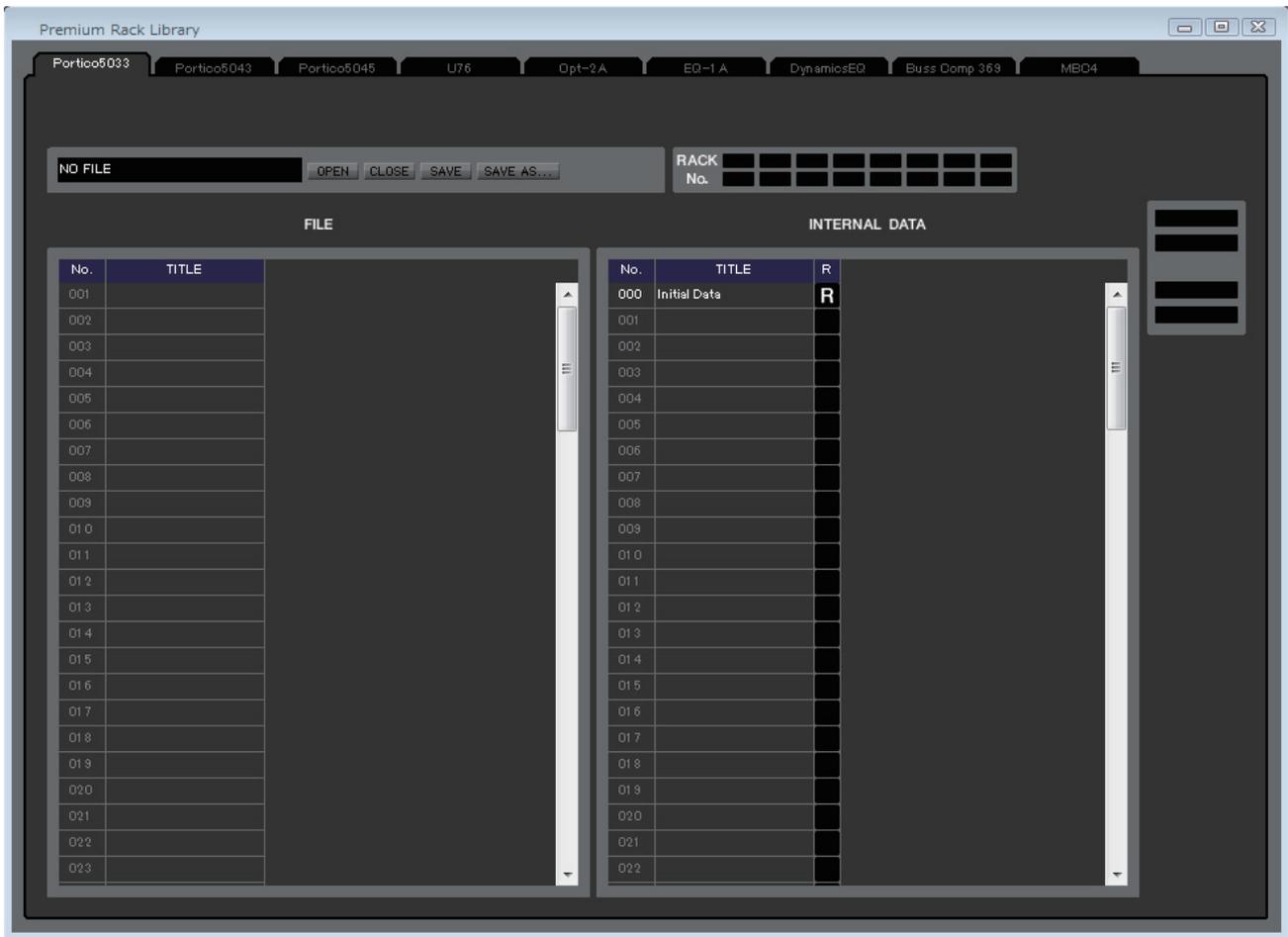
Here you can edit the libraries of the PREMIUM rack. You can also load library files that were saved on a drive of your computer, edit the order or title of library items, recall the desired library data, or copy desired library data to a library within the CL.

This window is divided into Portico5033, Portico5043, Portico5045, U76, Opt-2A, EQ-1A, DynamicEQ, Buss Comp 369, and MBC4 pages; to switch pages, click the tabs located at the top of the window. To display this window, choose [Premium Rack Library] from the [Windows] menu, and select either tab at the top of the window.

The operating procedure is the same as for the Library window (➥ p.54.)

> **NOTE** *Regardless of the file type of the opened file, executing SAVE or SAVE AS in this window will save only the library data relative to the opened tab.*

Patch Editor window

Here you can assign the input/output port for each channel, its direct output, and its insert-in/out.

This window is divided into INPUT PATCH, OUTPUT PATCH, INPUT INSERT PATCH, OUTPUT INSERT PATCH, DIRECT OUT PATCH, and PATCH LIST pages. To switch pages, click the tabs shown in the upper part of the window.

To display this window, choose [Patch Editor] from the [Windows] menu, and select either "INPUT PATCH," "OUTPUT PATCH," "INPUT INSERT PATCH," "OUTPUT INSERT PATCH," "DIRECT OUT PATCH," or "PATCH LIST."

INPUT PATCH page
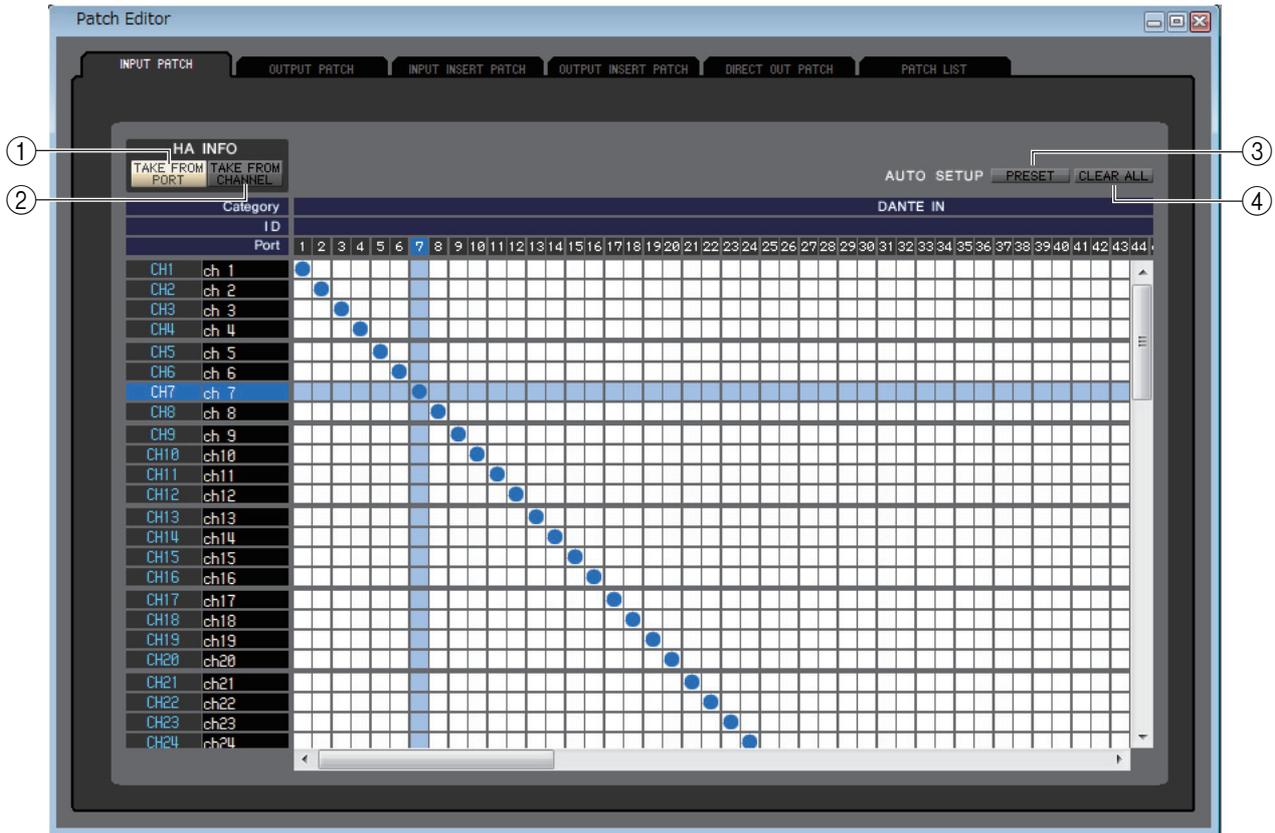
Here you can select the input port that is assigned to the input of each input channel.

❏ HA INFO

Specifies whether the HA setting for the input port will be copied from the original channel when you modify the patching.

① **TAKE FROM PORT button**
The HA setting will not be copied from the original channel. The HA setting for the port will remain the same, even if patching is changed.

② **TAKE FROM CHANNEL button**
The HA setting will be copied from the original channel. The HA setting for the previously-patched port will be applied to a newly-patched port.

❏ AUTO SETUP

③ **PRESET button**
Initializes the patching in this page.

④ **CLEAR ALL button**
Clears all patching in this page.

OUTPUT PATCH page
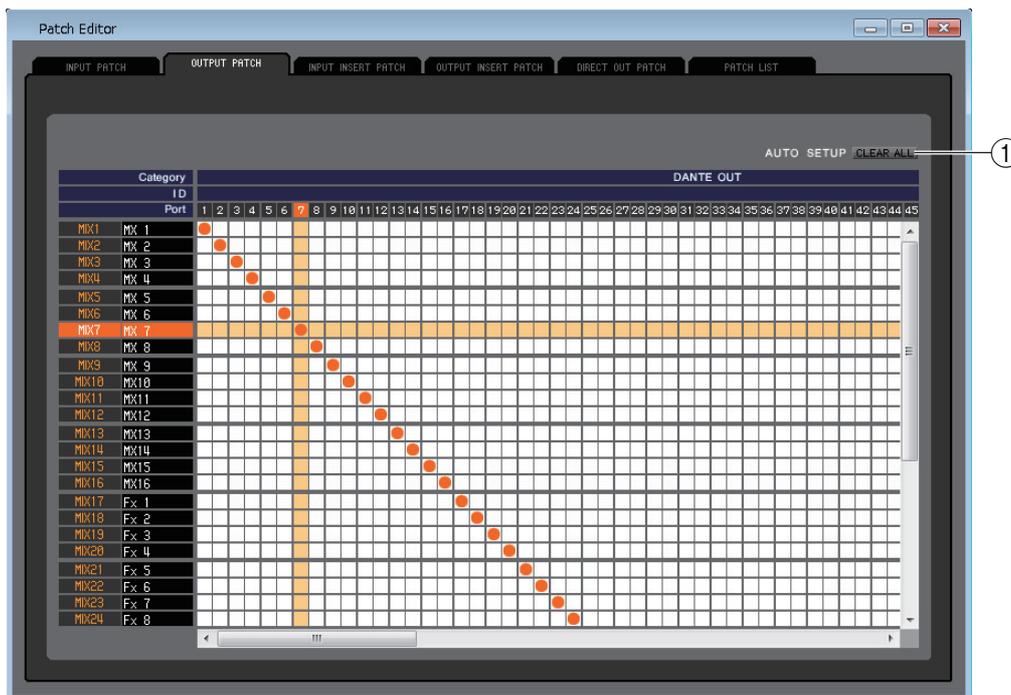
Here you can select the input port that is assigned to the output of each output channel.

① **CLEAR ALL**

Clears all patching in this page.

INPUT INSERT PATCH page
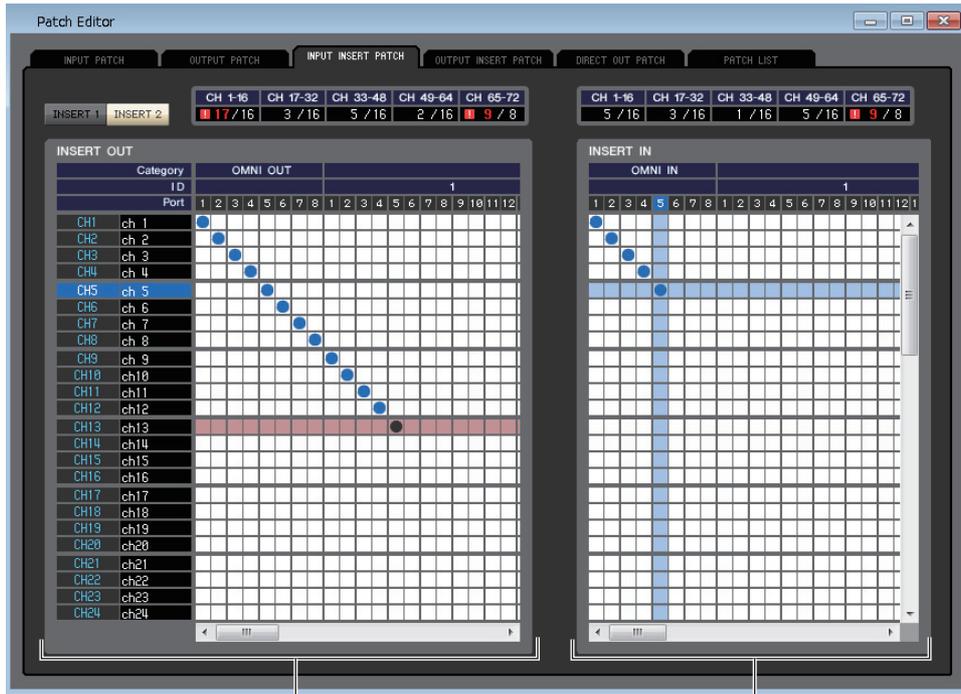
Output port selection   Input port selection

Here you can assign input/output ports to the insert-in/out of each input channel. Select the output port in the left side of the screen, and the input port in the right side of the screen.

① INSERT1/INSERT2
These buttons switch the display between INSERT 1 and INSERT 2.

② Current number of inserts
The number of inserts that are currently assigned for the group.

If you assign more inserts than the maximum available number, this number will be displayed in red, and the 🟥 indicator will appear next to it.

> NOTE   *If you assign more inserts than the maximum available number, the excessive inserts will be invalid. Also, the ⚫ indicator will appear in the corresponding channel grid.*

③ Maximum available number of inserts
The maximum number of inserts that are available for the group.

There is a limitation to the sum of INSERT 1 and INSERT 2 for each channel group, as shown below. You can assign inserts for input ports and output ports separately.

Channel group	CH1–16	CH17–32	CH33–48	CH49–64 (CL5 and CL3 only)	CH65–72 (CL5 only)
Maximum available number of inserts	16	16	16	16	8

CL Editor Owner's Manual

OUTPUT INSERT PATCH page
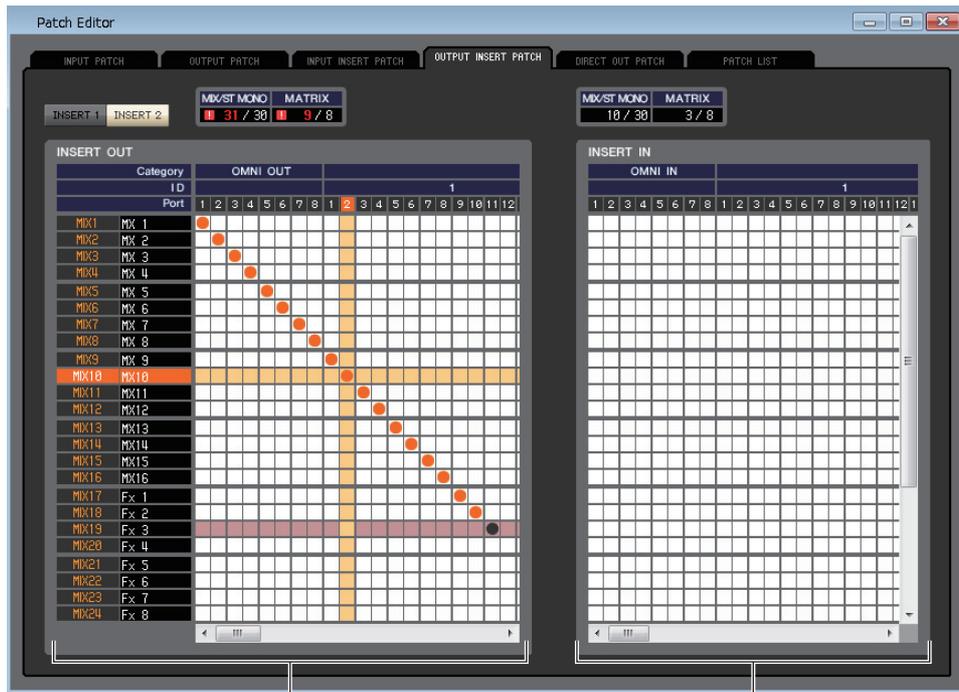
Output port selection   Input port selection

Here you can assign input/output ports to the insert-in/out of each output channel. Select the output port in the left side of the screen, and the input port in the right side of the screen.

① INSERT1/INSERT2

These buttons switch the display between INSERT 1 and INSERT 2.

② Current number of inserts

The number of inserts that are currently assigned for the group.

If you assign more inserts than the maximum available number, this number will be displayed in red, and the ❗ indicator will appear next to it.

NOTE   *If you assign more inserts than the maximum available number, the excessive inserts will be invalid. Also, the* ● *indicator will appear in the corresponding channel grid.*

③ Maximum available number of inserts

The maximum number of inserts that are available for the group.

There is a limitation to the sum of INSERT 1 and INSERT 2 for each channel group, as shown below. You can assign inserts for input ports and output ports separately.

Channel group	MIX/ST MONO	MATRIX
Maximum available number of inserts	30 (24 in Surround mode)	8

DIRECT OUTPUT PATCH page
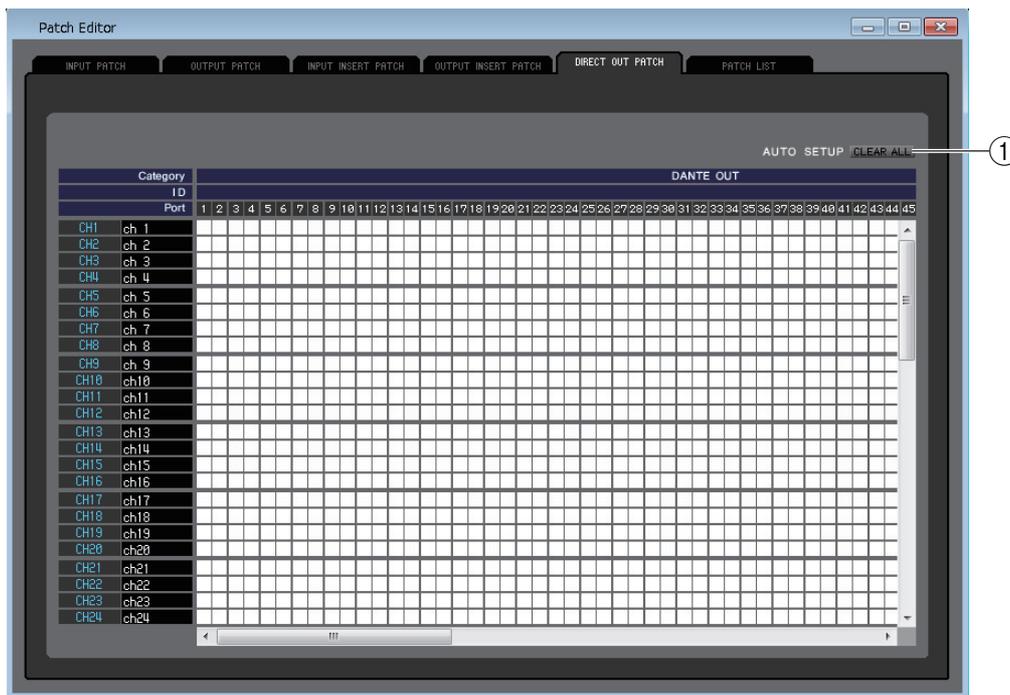
Here you can select the output port that will directly output each input channel.

① **CLEAR ALL**

Clears all patching in this page.

PATCH LIST page
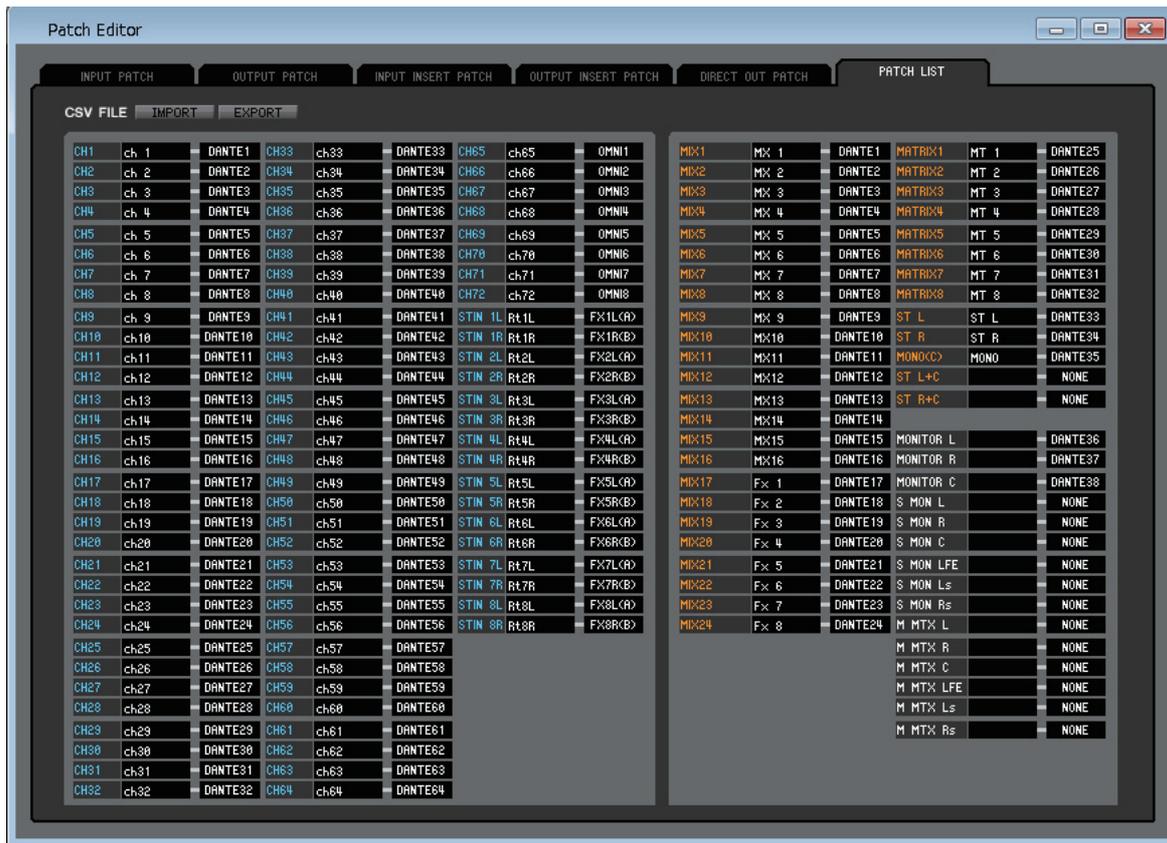
Here you can view and edit the input patch and output patch settings.
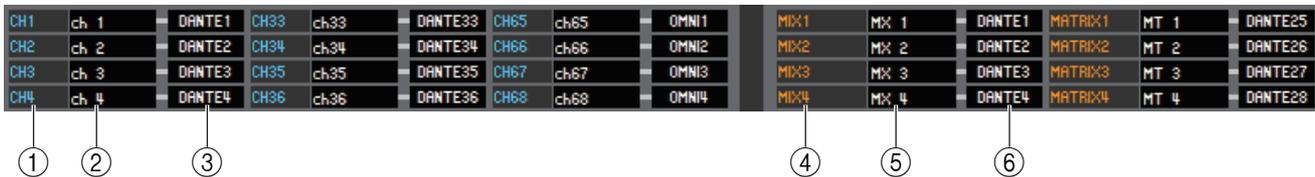
① **Input channel number**
This is the number of the input channel.

② **Input channel name**
This is the name of the input channel. You can click the channel name box to edit the name in this page.

③ **Input port**
This shows the input port assigned to the input channel. You can click this box and choose the input port from the popup menu that appears.

④ **Output channel number**
This is the number of the output channel.

⑤ **Output channel name**
This is the name of the output channel. You can click the channel name box to edit the name in this page.

⑥ **Output port**
This shows the output port assigned to the output channel. You can click this box, then choose or cancel the output port from the popup menu that appears.

> **NOTE** *You can assign multiple output ports. If you assign multiple output ports, it will display the first output port in the order of the pop-up menu.*
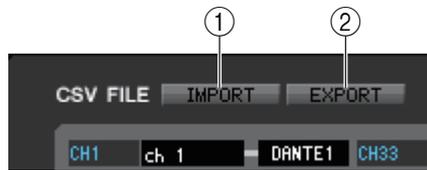
① **IMPORT**

This button imports CSV files.

The basic procedure is the same as described in the setup section for CSV file import/export. (➥ p.6)

② **EXPORT**

This button exports CSV files.

The basic procedure is the same as described in the setup section for CSV file import/export. (➥ p.7)

Virtual Rack window

Here you can make settings for GEQ (Graphic Equalizer), effects, and PREMIUM rack.

This window is divided into GEQ 1-8, GEQ 9-16, EFFECT, and PREMIUM page. To switch pages, click the tabs located at the top of the window.

GEQ 1-8/9-16 page
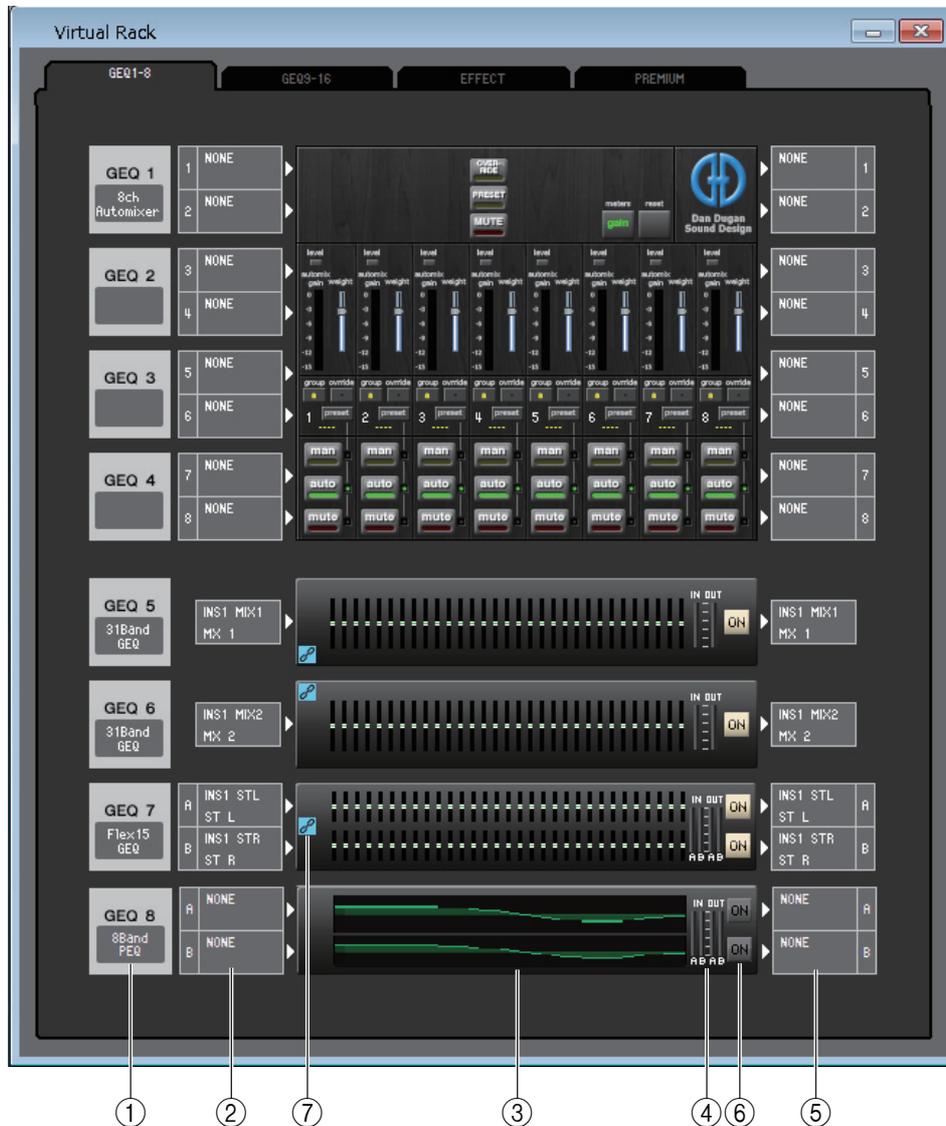
① Mount

Select a module for mounting in the rack, from the following choices.

BLANK	No assignment
31BandGEQ	31-band 1-in/1-out graphic equalizer
Flex15GEQ	2-in/2-out graphic equalizer that allows any fifteen of the 31 bands to be controlled
8BandPEQ	8-band 2-in/2-out parametric equalizer
8ch Automixer	8-channel automixer (can be mounted only in rack #1)
16ch Automixer	16-channel automixer (can be mounted only in rack #1)

② Input patch

Select the input port (s) that will be assigned to the rack, from the following choices.

NONE	No assignment
INS1 CH1–72 (1–48 on CL1, 1–64 on CL3)	Input channel 1–72 insert out 1 (1–48 on CL1, 1–64 on CL3) Can be selected for only GEQ racks 1–8.
INS1 MIX 1–24	MIX channel 1–24 insert out 1
INS1 MTRX1–8	MATRIX channel 1–8 insert out 1
INS1 ST L, INS1 ST R, INS1 M(C)	Insert out 1 of STEREO channel L/R or the MONO channel
INS2 CH1–72 (1–48 on CL1, 1–64 on CL3)	Input channel 1–72 insert out 2 (1–48 on CL1, 1–64 on CL3) Can be selected for only GEQ racks 1–8.
INS2 MIX 1–24	MIX channel 1–24 insert out 2
INS2 MTRX1–8	MATRIX channel 1–8 insert out 2
INS2 ST L, INS2 ST R, INS2 M(C)	Insert out 2 of STEREO channel L/R or the MONO channel

This is not shown if nothing is mounted in the rack.

③ Module graphic

This area shows a graphic and parameters for the GEQ module, PEQ module or automixer that is currently assigned to the rack.

You cannot edit the parameters in this screen.

Double-click this to open the module editor for that rack unit.

By holding down the <Ctrl>(<⌘>) key of your computer keyboard and double-clicking this, you can open multiple rack module editors. For these additional editors, the rack select buttons are not linked with the RACK popup window of the CL itself.

④ Input meter/Output meter

These indicate the level of the signals being input and output from the rack.

⑤ Output patch

Select the output port(s) that will be assigned to the rack, from the following choices.

NONE	No assignment
INS1 CH1–72 (1–48 on CL1, 1–64 on CL3)	Input channel 1–72 insert in 1 (1–48 on CL1, 1–64 on CL3) Can be selected for only GEQ racks 1–8.
INS1 MIX 1–24	MIX channel 1–24 insert in 1
INS1 MTRX1–8	MATRIX channel 1–8 insert in 1
INS1 ST L, INS1 ST R, INS1 M(C)	Insert in 1 of STEREO channel L/R or the MONO channel
INS2 CH1–72 (1–48 on CL1, 1–64 on CL3)	Input channel 1–72 insert in 2 (1–48 on CL1, 1–64 on CL3) Can be selected for only GEQ racks 1–8.
INS2 MIX 1–24	MIX channel 1–24 insert in 2
INS2 MTRX1–8	MATRIX channel 1–8 insert in 2
INS2 ST L, INS2 ST R, INS2 M(C)	Insert in 2 of STEREO channel L/R or the MONO channel

⑥ ON

This switches the GEQ module or PEQ module between active and bypassed states. The GEQ module or PEQ module is active when the ON button is lit.

⑦ GEQ Link Indicator

If a GEQ LINK is active, the GEQ Link indicator will be displayed in the left side of the rack (➥ p.69.)

Rack Module Editor — GEQ window

● **31BandGEQ**
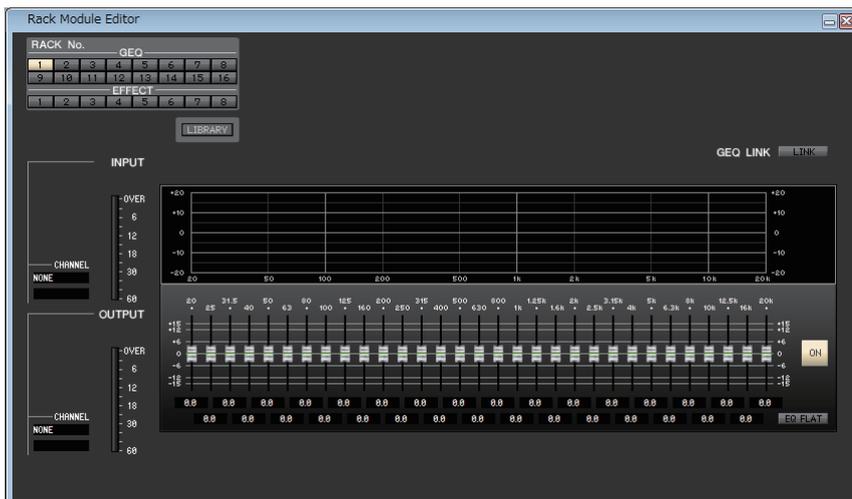
● **Flex15GEQ**
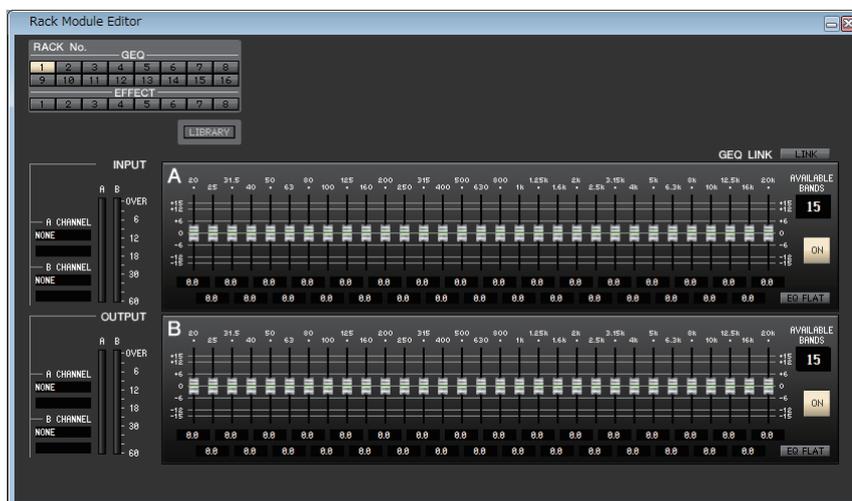
● **8BandPEQ**

In this window you can select the insertion destination of GEQ, and edit the parameters.
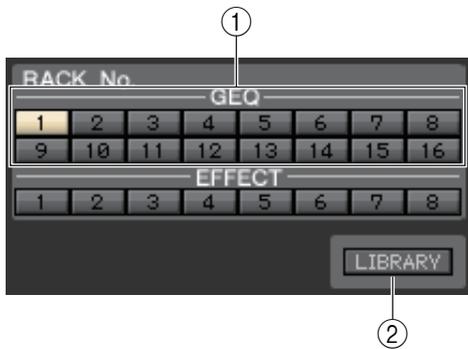
① Rack No. (Rack selection)

Select the rack module of the GEQ rack that you want to control.

② LIBRARY

This button accesses the GEQ library. Clicking this button will open the GEQ page of the Library window.

For the 8Band PEQ, this button accesses the 8Band PEQ library. Click this button to open the 8BAND PEQ page of the Library window.

③ Input patch

Click the CHANNEL field, and choose one of the following as the signal route that will be patched to the input channel(s) of the currently selected GEQ module and PEQ module (If the module is mounted in the GEQ rack).

NONE	No assignment
INS1 CH1–72 **(1–48 on CL1, 1–64 on CL3)**	Input channel 1–72 insert out 1 (1–48 on CL1, 1–64 on CL3) Can be selected for only GEQ racks 1–8.
INS1 MIX 1–24	MIX channel 1–24 insert out 1
INS1 MTRX1–8	MATRIX channel 1–8 insert out 1
INS1 ST L, INS1 ST R, **INS1 M(C)**	Insert out 1 of STEREO channel L/R or the MONO channel
INS2 CH1–72 **(1–48 on CL1, 1–64 on CL3)**	Input channel 1–72 insert out 2 (1–48 on CL1, 1–64 on CL3) Can be selected for only GEQ racks 1–8.
INS2 MIX 1–24	MIX channel 1–24 insert out 2
INS2 MTRX1–8	MATRIX channel 1–8 insert out 2
INS2 ST L, INS2 ST R, **INS2 M(C)**	Insert out 2 of STEREO channel L/R or the MONO channel

The channel name is shown in the boxes immediately below.

④ Input meter

This indicates the level of the signal that is being input to the currently selected GEQ module and PEQ module.

⑤ Output patch

Click the CHANNEL field, and choose one of the following as the signal route that will be patched to the output channel(s) of the currently selected GEQ module and PEQ module (If the module is mounted in the GEQ rack).

NONE	No assignment
INS1 CH1–72 **(1–48 on CL1, 1–64 on CL3)**	Input channel 1–72 insert in 1 (1–48 on CL1, 1–64 on CL3) Can be selected for only GEQ racks 1–8.
INS1 MIX 1–24	MIX channel 1–24 insert in 1
INS1 MTRX1–8	MATRIX channel 1–8 insert in 1
INS1 ST L, INS1 ST R, **INS1 M(C)**	Insert in 1 of STEREO channel L/R or the MONO channel
INS2 CH1–72 **(1–48 on CL1, 1–64 on CL3)**	Input channel 1–72 insert in 2 (1–48 on CL1, 1–64 on CL3) Can be selected for only GEQ racks 1–8.
INS2 MIX 1–24	MIX channel 1–24 insert in 2
INS2 MTRX1–8	MATRIX channel 1–8 insert in 2
INS2 ST L, INS2 ST R, **INS2 M(C)**	Insert in 2 of STEREO channel L/R or the MONO channel

The channel name is shown in the boxes immediately below.

⑥ **Output meter**

This indicates the level of the signal that is being output from the currently selected GEQ module and PEQ module.

● **31BandGEQ**
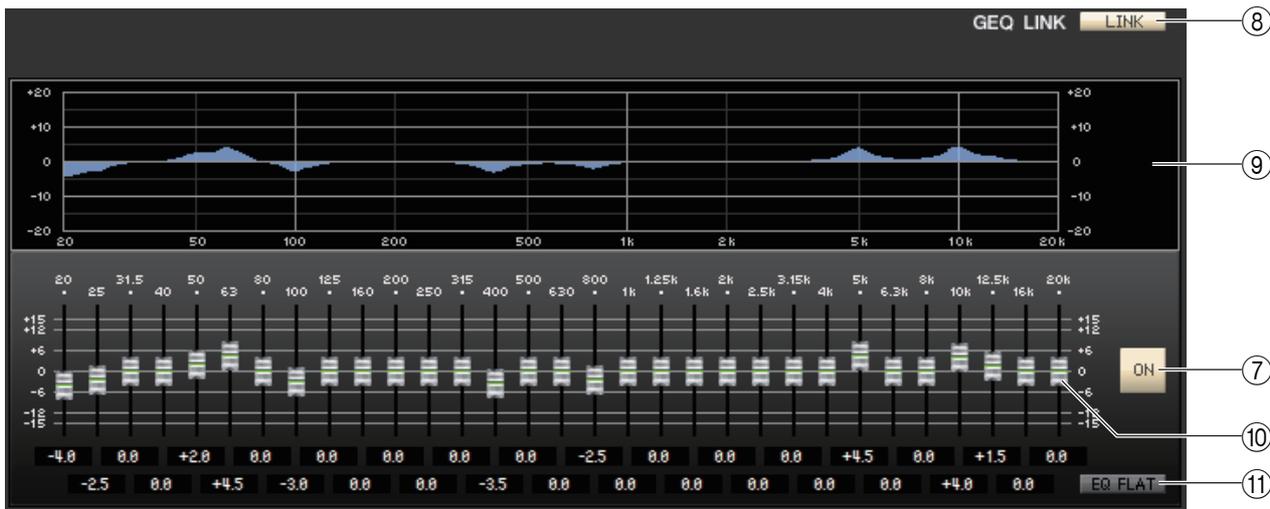
● **Flex15GEQ**
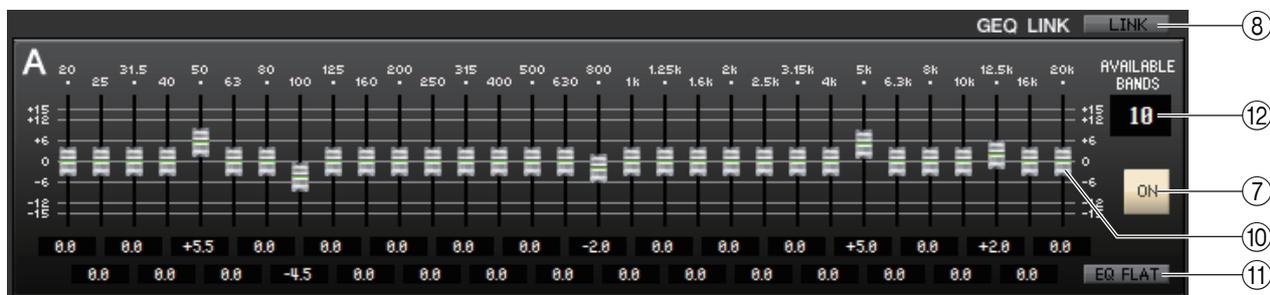
⑦ **ON (GEQ on/off)**

Switches the currently selected GEQ module on/off.

⑧ **LINK**

This button links the settings of two adjacent odd-numbered/even-numbered 31BandGEQ modules, or the group A and group B settings of a Flex15GEQ. When you click this button, a window will ask you for confirmation. Click the buttons for the modules you want to use as the parameter copy-source and copy-destination. If you click the RESET BOTH button, the parameters of both modules will be reset to the default state.

⑨ **GEQ graph**

This graph shows the response of the currently selected GEQ module.

⑩ **GEQ faders**

These faders cut/boost the frequency bands of the GEQ module. The value of each fader is shown in the numerical box below it. Hold down the <Ctrl>(<⌘>) key and click to set the value to 0.00 dB.

⑪ **EQ FLAT**

This button resets all GEQ faders to the 0 dB position.

⑫ **AVAILABLE BANDS (number of operable bands) (Flex15GEQ only)**

For a Flex15GEQ, you can operate any fifteen of the thirty-one bands. This numerical display box shows the remaining number of bands that can be operated. If you have operated fifteen bands, this number will be zero, and you won't be able to operate any additional bands. If you want to operate another band in this state, you'll need to return a previously-operated band back to the 0 dB position.

● 8BandPEQ
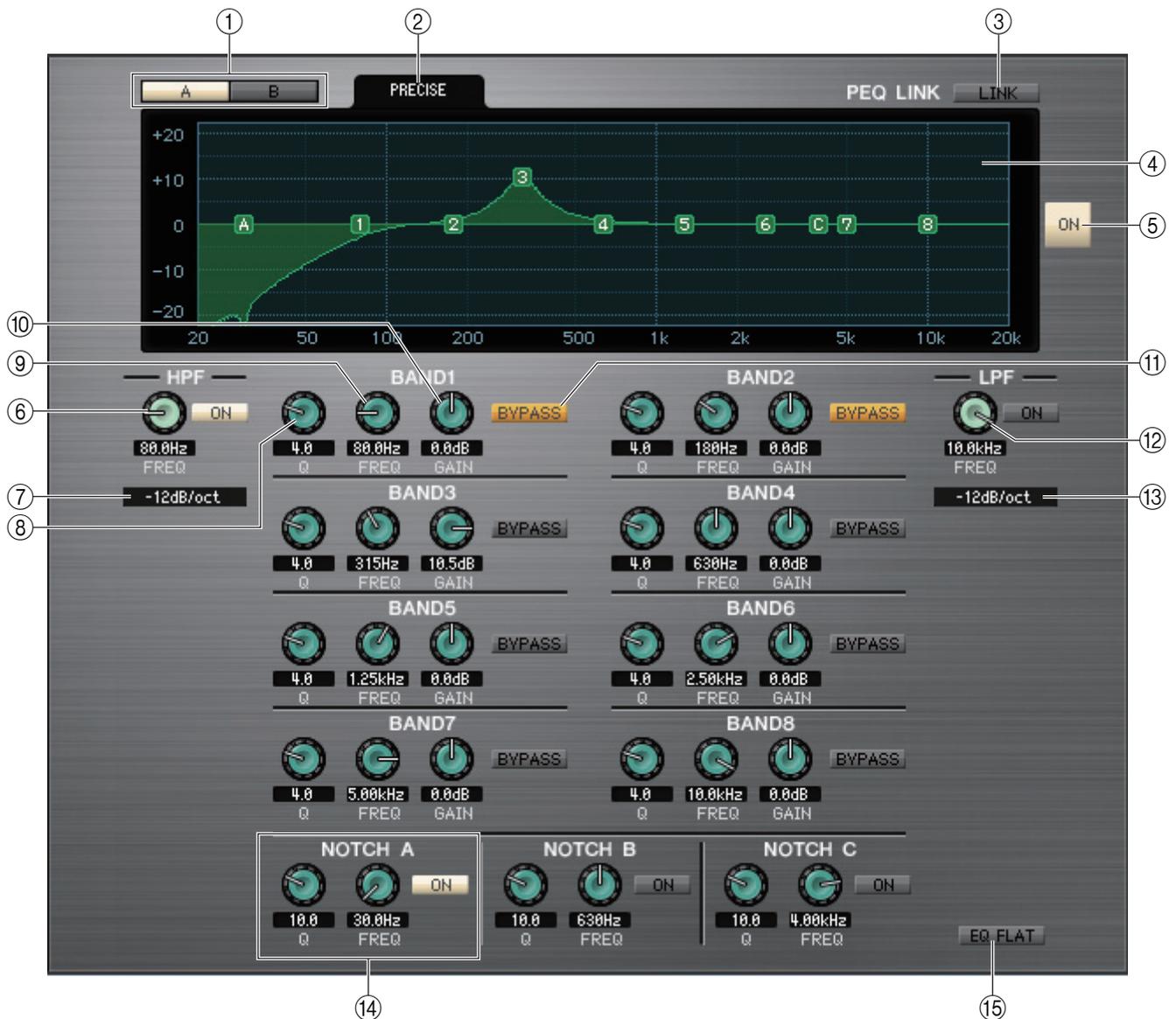
① A/B
Toggles between A and B of 8BandPEQ.

② TYPE
Selects PRECISE, AGGRESSIVE, SMOOTH, or LEGACY as the EQ type.

③ LINK
Links the A and B settings. When you click this button, a window will ask you for confirmation. Click the buttons for the modules you want to use as the parameter copy-source and copy-destination. If you click the RESET BOTH button, the parameters for both modules will be reset to the default state.

④ PEQ graph
Indicates the response of the currently-selected module. Numbers and symbols on the graph refer to the bands and filters. Drag them to change the values.

⑤ ON (PEQ On/Off)
Switches the currently-selected module on or off.

⑥ HPF (High-Pass Filter)
Use the [ON] button next to the knob to switch the high-pass filter on or off. Use the knob to adjust the cutoff frequency. The current value is indicated in the numerical box below the knob. An indication of "H" will appear on the PEQ graph.

⑦ HPF Type
Switches the attenuation per octave of the high-pass filter to –24dB/oct, –18dB/oct, –12dB/oct, or -6dB/oct.

CL Editor Owner's Manual

⑧ **Q**

Adjusts the Q value for each band. The current value is indicated in the numerical box below the knob.

⑨ **FREQ (Frequency)**

Adjusts the center frequency for each band. The current value is indicated in the numerical box below the knob.

⑩ **GAIN**

Adjusts the boost/cut amount for each band. The current value is indicated in the numerical box below the knob.

⑪ **BYPASS**

These buttons turn bypass on/off for the parameters (Q, FREQ, GAIN) of each band.

⑫ **LPF (Low-Pass Filter)**

Use the [ON] button next to the knob to switch the low-pass filter on or off. Use the knob to adjust the cutoff frequency. The current value is indicated in the numerical box below the knob. An indication of "L" will appear on the PEQ graph.

⑬ **LPF Type**

Switches the attenuation per octave for the low-pass filter to –24dB/oct, –18dB/oct, –12dB/oct, or –6dB/oct.

⑭ **NOTCH A, B, C (Notch filter A, B, C)**

CL Editor features three notch filters.

Use the left knob to adjust the Q value. Use the right knob to adjust the center frequency. Use the [ON] button next to the knobs to switch the notch filter on or off. The current value is indicated in the numerical box below the knob. An indication of "A", "B", or "C" will appear on the PEQ graph.

⑮ **EQ FLAT**

Resets all gain values to 0dB.

Rack Module Editor—Automixer Window
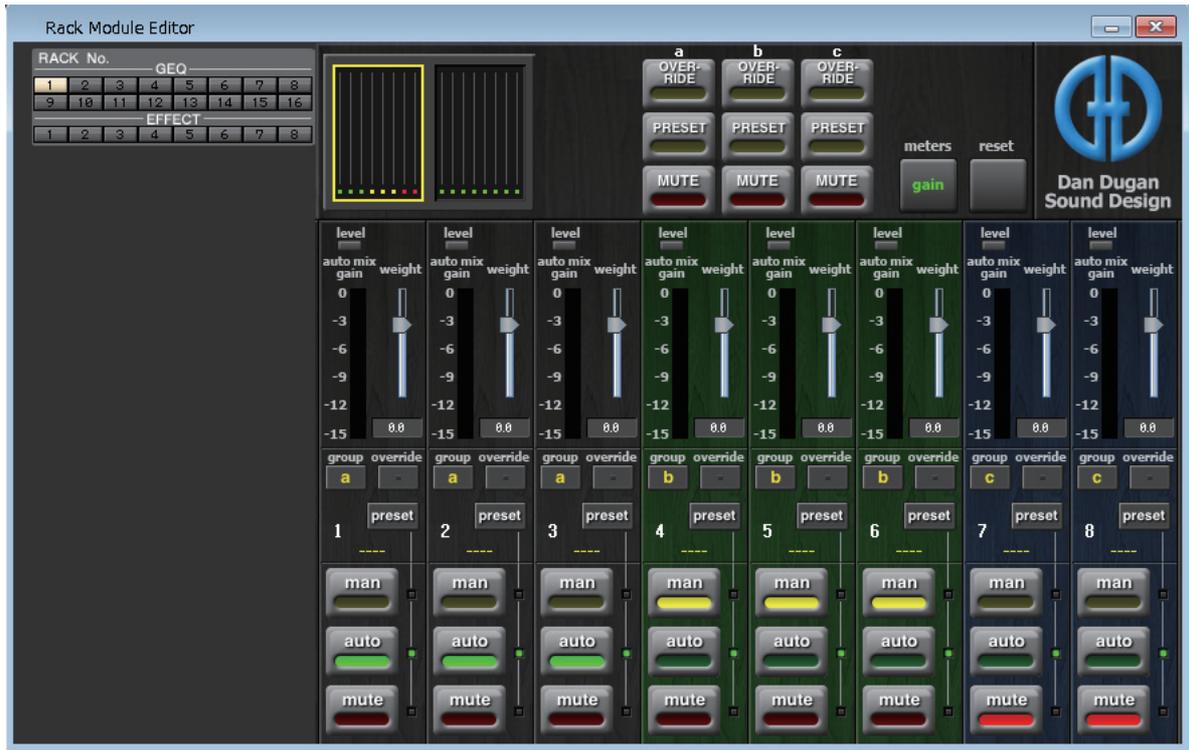
Here you can edit the parameters for the automixer.

In situations such as an unscripted speech, the automixer automatically detects the mics that are in use and optimizes their gain distribution. This feature maintains a consistent system gain among multiple mics without requiring an engineer to be focused on fader operations.
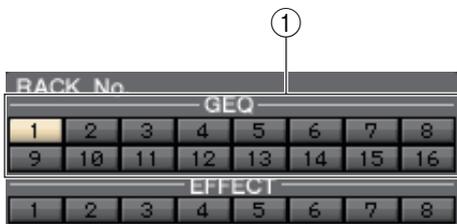
① **RACK No.**

Select the rack module of the GEQ rack that you want to control. The automixer can be mounted only in rack #1.
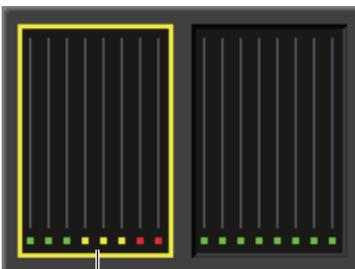
② **Channel indication**

For channels 1–8 and channels 9–16, this shows the auto mix gain meter and status of each channel: man (yellow) / auto (green) / mute (red).

When you select the channel 1–8 or channel 9–16 area, the channels shown in the channel control field will switch between 1–8 and 9–16.

(For the 8-channel Automixer, only channels 1–8 are shown.)

❏ Master field
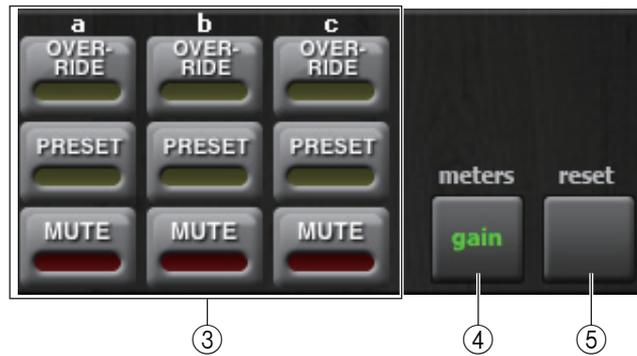
③ OVERRIDE / PRESET / MUTE

This setting can be made for the group (a/b/c) that is selected in the channel control field. Only the selected group is shown.

- **OVERRIDE**

If OVERRIDE is turned on, the setting will switch to man mode or mute mode, depending on the override settings of the channels in the same group.

- **PRESET**

Switches the channels of the same group to the mode (man/auto/mute) that has been preset.

- **MUTE**

Switches the channels of the same group to mute mode.

④ meters

Switches the meter indicator of the channel control field. Each time you press the button, the setting cycles among gain, input, and output.

⑤ reset

Initializes the settings of the Automixer.

❏ Channel control field
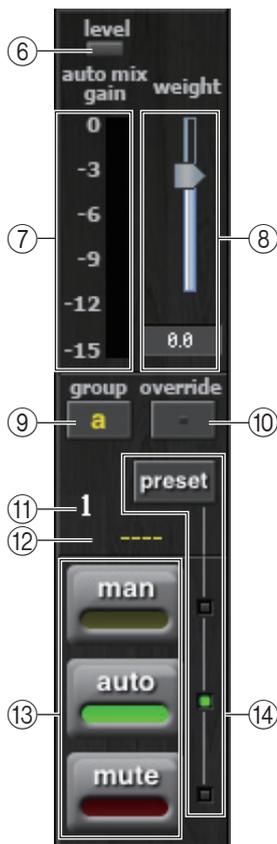
⑥ level indicator

Indicates the Automixer level.

Lit green:	Audio is at an appropriate level for the automixer.
Unlit:	Lower than the appropriate level
Lit red:	Higher than the appropriate level

NOTE *Adjust the HA gain of the CL unit so that the indicator remains lit green.*

⑦ Meter indicator

Each time you press the meters button ④ in the Master field, you'll cycle between the following three types of meter.

Meter display color	Meter type
Green (gain)	Automix gain
Yellow (input)	Input level
Blue (output)	Output level

NOTE *Normally you should leave this set at automix gain.*

⑧ weight

Adjusts the relative sensitivity between input channels. Adjust the weight setting so that all of the automix gain meters are at approximately the same level when there is no input.

⑨ group

You can assign each channel to one of three groups (a, b, or c).

The channel's background color will change depending on the selected group.

⑩ override

When you press the OVERRIDE button ③ in the Master field, the corresponding channels will switch to man mode or mute mode depending on the setting of this button.

- If the channel's override button is on, turning on the master OVERRIDE button will switch the channel's mode to man.
- If the channel's override is off, turning on the master OVERRIDE button will switch the channel's mode to mute.
- When you turn the master OVERRIDE button off, that channel will return to its prior mode.

⑪ Channel number

Indicates the channel number within the automixer.

⑫ Channel name

Indicates the name of the channel that is patched.

⑬ man / auto / mute

Cycles among man, auto, and mute.

man:	Passes the audio without changing the gain.
auto:	The automixer will be on.
mute:	The channel will be muted.

⑭ preset

Selects the channel's mode (man/auto/mute) when the PRESET button ③ in the master field has been pressed. The preset indicator will cycle among man/auto/mute each time you press the preset button.
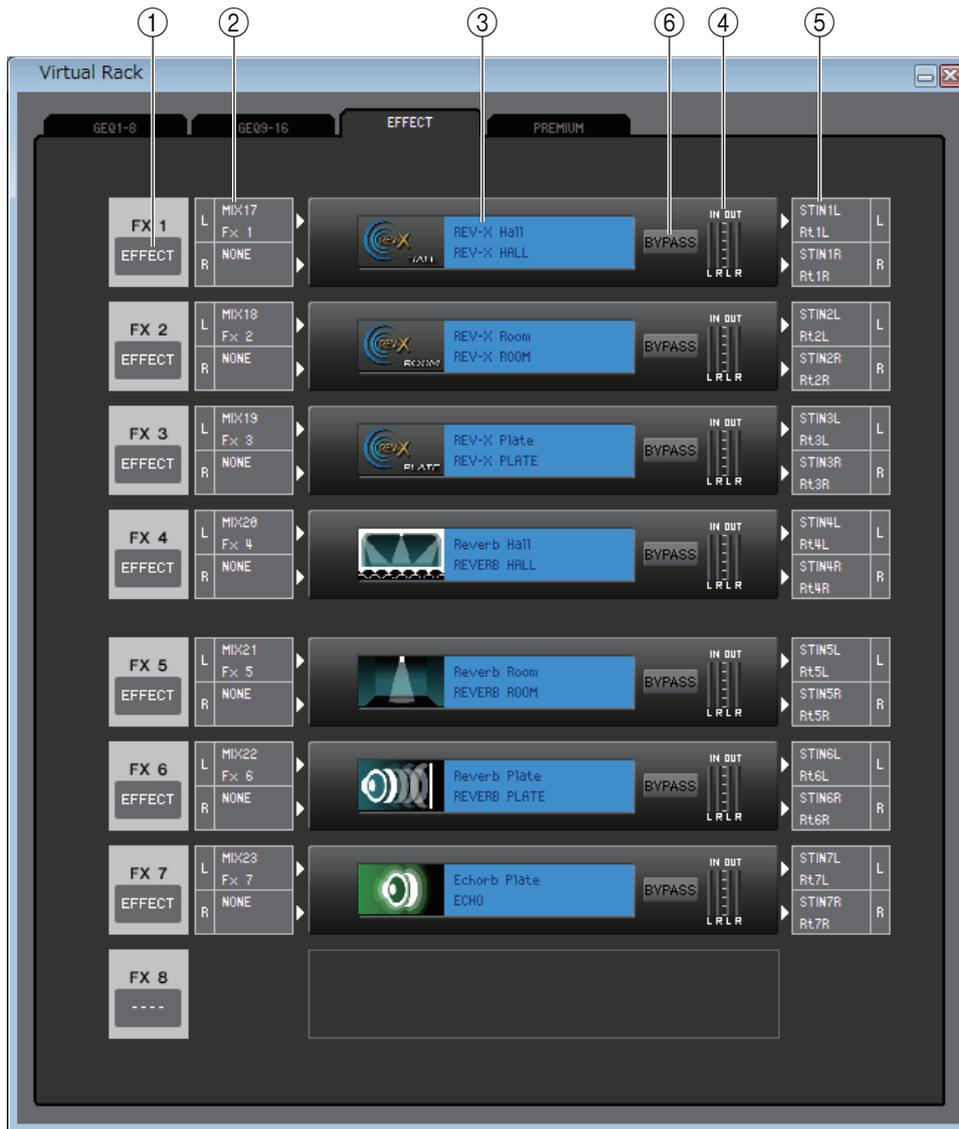
EFFECT page

① Mount

Select a module for mounting in the rack, from the following choices.

BLANK	No assignment
31BandGEQ	31-band 1-in/1-out graphic equalizer
Flex15GEQ	2-in/2-out graphic equalizer that allows any fifteen of the 31 bands to be controlled
EFFECT	Internal effect
8BandPEQ	8-band 2-in/2-out parametric equalizer

② Input patch

Click the L CHANNEL or R CHANNEL area, and choose one of the following as the signal route that will be patched to the L/R input channels of the internal effect.

NONE	No assignment
MIX 1–24	MIX channel 1–24
MATRIX1–8	MATRIX channel 1–8
ST L, ST R, MONO(C)	STEREO channel L/R, MONO channel
INS1 CH 1–72(*)	INPUT channel 1–72(*) insert out 1
INS1 MIX 1–24	MIX channel 1–24 insert out 1
INS1 MTRX1–8	MATRIX channel 1–8 insert out 1
INS1 ST L, INS1 ST R, INS1 M(C)	Insert out 1 of STEREO channel L/R or the MONO channel

INS2 CH 1–72(*)	INPUT channel 1–72(*) insert out 2
INS2 MIX 1–24	MIX channel 1–24 insert out 2
INS2 MTRX1–8	MATRIX channel 1–8 insert out 2
INS2 ST L, INS2 ST R, INS2 M(C)	Insert out 2 of STEREO channel L/R or the MONO channel

(*) CL3: 1–64, CL1: 1–48

③ Module graphic

This area shows a graphic of the effect module, the GEQ module or the PEQ module that is currently assigned to the rack, and the parameters of that module. You cannot edit the parameters on this page. Double-click this to open the module editor for that rack unit. By holding down the <Ctrl>(<⌘>) key of your computer keyboard and double-clicking this, you can open multiple rack module editors. For these additional editors, the rack select buttons are not linked with the RACK popup window of the CL itself.

④ Input meter/Output meter

These indicate the level of the signals being input and output from the effect module, the GEQ module or the PEQ module.

⑤ Output patch

Click the L CHANNEL or R CHANNEL area, and choose one of the following as the signal route that will be patched to the L/R output channels of the internal effect.

NONE	No assignment
CH 1–72(*)	INPUT channel 1–72(*)
STIN1L–STIN8R	ST IN channel 1–8 L/R
INS1 CH 1–72(*)	INPUT channel 1–72(*) insert in 1
INS1 MIX 1–24	MIX channel 1–24 insert in 1
INS1 MTRX1–8	MATRIX channel 1–8 insert in 1
INS1 ST L, INS1 ST R, INS1 M(C)	Insert in 1 of STEREO channel L/R or the MONO channel
INS2 CH 1–72(*)	INPUT channel 1–72(*) insert in 2
INS2 MIX 1–24	MIX channel 1–24 insert in 2
INS2 MTRX1–8	MATRIX channel 1–8 insert in 2
INS2 ST L, INS2 ST R, INS2 M(C)	Insert in 2 of STEREO channel L/R or the MONO channel

(*) CL3: 1–64, CL1: 1–48

⑥ BYPASS

This switches the effect module or the GEQ module between active and bypassed states. An effect module is active when the BYPASS button is dark.

Rack Module Editor — Effect window
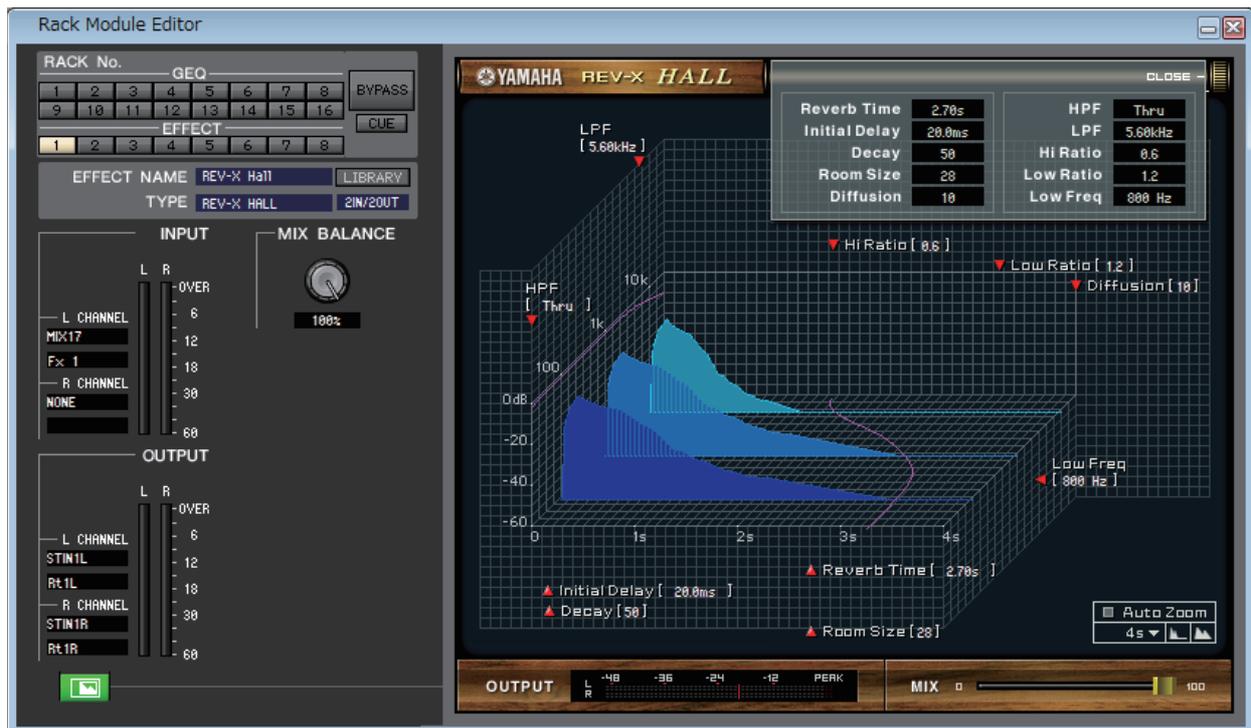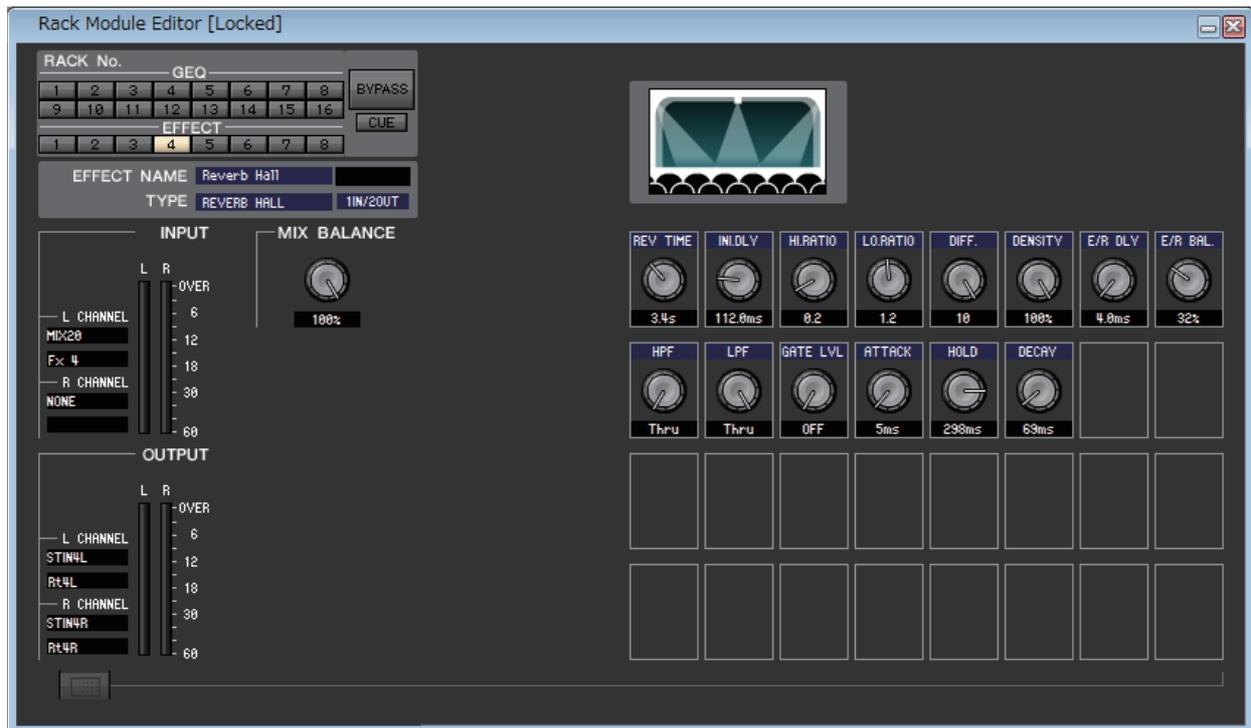
Here you can select the effect type for an internal effect, edit the parameters, and specify the input/output patching.
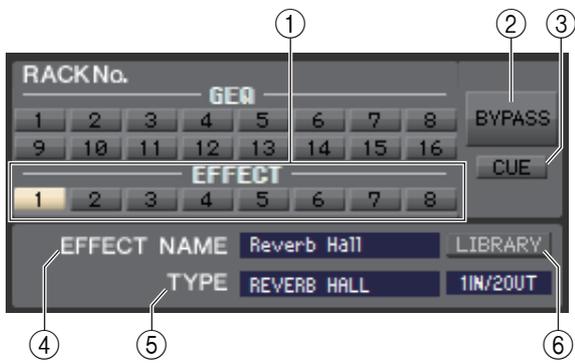
① Rack No. (Rack selection)
Select the rack module of the EFFECT rack that you want to control.

② BYPASS
This button temporarily bypasses the effect.

③ CUE
This button cue-monitors the output of the currently selected effect.

In the ONLINE state, if MATRIX bus channels 7 and 8 can be used as a second cue, the indication is fixed at "CUE A" by the settings of the console.

> NOTE *If the Channel Select/Sends On Fader checkbox in the System Setup dialog box is not checked, the [CUE] button will be hidden in the screen.*

④ EFFECT NAME
Indicates the title of the currently selected effect.

⑤ TYPE (EFFECT TYPE)
Indicates the currently selected effect type. You can also switch the effect type from this window. To do so, click the text box, and select the desired effect type from the popup menu that appears.

⑥ LIBRARY
This button accesses the effect library. Clicking this button will open the EFFECT page of the Library window.

⑦ Input patch
Click the L CHANNEL or R CHANNEL area, and choose one of the following as the signal route that will be patched to the L/R input channels of the internal effect.

NONE	No assignment
MIX 1–24	MIX channel 1–24
MATRIX1–8	MATRIX channel 1–8
ST L, ST R, MONO(C)	STEREO channel L/R, MONO channel
INS1 CH 1–72(*)	INPUT channel 1–72(*) insert out 1
INS1 MIX 1–24	MIX channel 1–24 insert out 1
INS1 MTRX1–8	MATRIX channel 1–8 insert out 1
INS1 ST L, INS1 ST R, INS1 M(C)	Insert out 1 of STEREO channel L/R or the MONO channel
INS2 CH 1–72(*)	INPUT channel 1–72(*) insert out 2
INS2 MIX 1–24	MIX channel 1–24 insert out 2
INS2 MTRX1–8	MATRIX channel 1–8 insert out 2
INS2 ST L, INS2 ST R, INS2 M(C)	Insert out 2 of STEREO channel L/R or the MONO channel

(*) CL3: 1–64, CL1: 1–48

The channel name is shown in the boxes immediately below.

⑧ Input meter
Indicates the level of the signal being input to the internal effect.

⑨ Output patch
Click the L CHANNEL or R CHANNEL area, and choose one of the following as the signal route that will be patched to the L/R output channels of the internal effect.

NONE	No assignment
CH 1–72(*)	INPUT channel 1–72(*)
STIN1L–STIN8R	ST IN channel 1–8 (L/R)

|	
INS1 CH 1–72(*)	INPUT channel 1–72(*) insert in 1
INS1 MIX 1–24	MIX channel 1–24 insert in 1
INS1 MTRX1–8	MATRIX channel 1–8 insert in 1
INS1 ST L, INS1 ST R, INS1 M(C)	Insert in 1 of STEREO channel L/R or the MONO channel
INS2 CH 1–72(*)	INPUT channel 1–72(*) insert in 2
INS2 MIX 1–24	MIX channel 1–24 insert in 2
INS2 MTRX1–8	MATRIX channel 1–8 insert in 2
INS2 ST L, INS2 ST R, INS2 M(C)	Insert in 2 of STEREO channel L/R or the MONO channel

(*) CL3: 1–64, CL1: 1–48

The channel name is shown in the boxes immediately below.

⑩ **Output meter**

Indicates the level of the signal being output from the internal effect.

⑪ **Parameter display select button**

If "REV-X HALL," "REV-X ROOM," "REV-X PLATE," or VCM effect is selected as the effect type, this button switches between the standard parameter screen and a dedicated GUI screen.

⑫ **MIX BALANCE**

Adjusts the balance of the effect sound relative to the original sound. 0 (%) outputs only the original sound, and 100 (%) outputs only the effect sound.

⑬ **TEMPO**

If a tempo-type or modulation-type effect is selected, this allows you to adjust time-related parameters such as DELAY (delay time) and FREQ. (modulation speed.)

To set the value of the TEMPO parameter, you can either input the BPM (Beats Per Minute) in the numerical box, or repeatedly click the TAP TEMPO button at the desired tempo.

If the MIDI CLK button is on, the TEMPO parameter value will synchronize to the MIDI timing clock being received from the MIDI port.
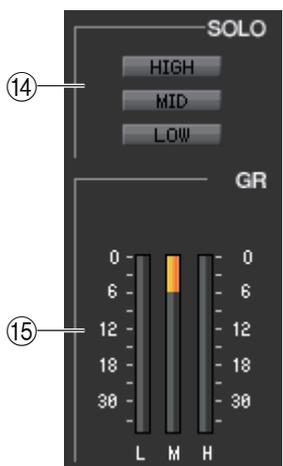
⑭ **SOLO**

If "M.BAND DYNA" or "M.BAND COMP" are selected as the effect type, these buttons allow you to monitor only the specified band from the three bands HIGH, MID, and LOW.

⑮ **GR meter (Gain Reduction meter)**

If "M.BAND DYNA" or "M.BAND COMP" are selected as the effect type, this indicates the gain reduction amount for the H (HIGH), M (MID), and L (LOW) bands.

⑯ **PLAY/REC (Play/Record) buttons**
If "FREEZE" is selected as the effect type, you can use these buttons to record and play back the signal being input to the effect.

⑰ **Effect parameters**
This area shows the effect parameters and knobs for the currently selected effect type. It also shows the GUI screen that are specific to the following each effect type: REV-X HALL, REV-X ROOM, REV-X PLATE, COMP276, COMP276S, COMP260, COMP260S, EQUALIZER601, and OPENDECK.

PREMIUM page
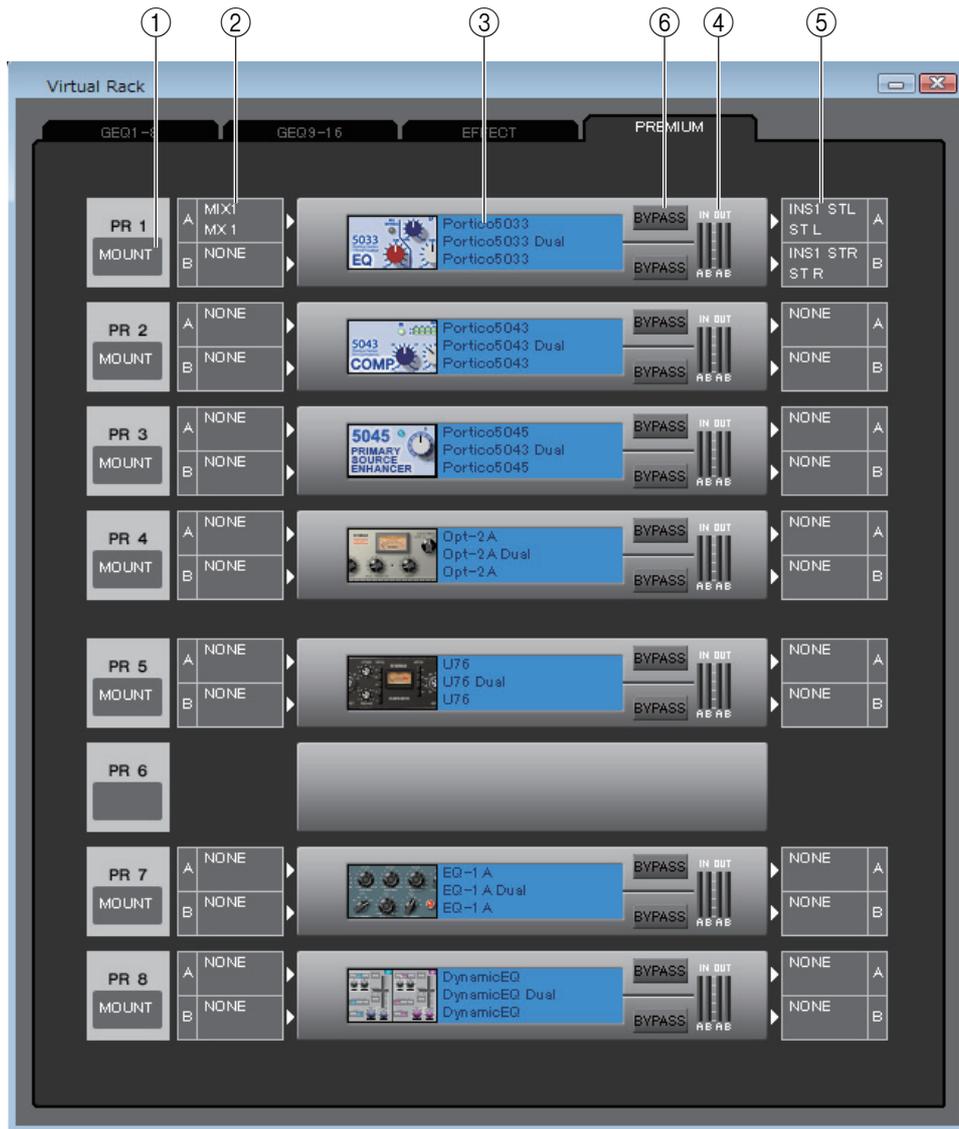
① Mount

Select a PREMIUM rack module (EQ or compressor) for mounting in the rack, from the following choices: BLANK, Portico5033 (DUAL/STEREO), Portico5034 (DUAL/STEREO), Portico5045 (STEREO/DUAL), U76 (DUAL/STE-REO), Opt-2A (DUAL/STEREO), EQ-1A (DUAL/STEREO), DynamicEQ (DUAL/STEREO), Buss Comp 369 (DUAL/STEREO), and MBC4 (STEREO/DUAL).

U76 (DUAL/STEREO) can be mounted only in an odd-numbered rack, and occupies two rack spaces.

② Input patch

Click the CHANNEL field (Click L CHANNEL or R CHANNEL area for the stereo EQ or compressor), and choose one of the following as the signal route that will be patched to the input channel(s) of the currently selected PREMIUM rack module.

NONE	No assignment
MIX 1–24	MIX channel 1–24 (only for rack 1–2)
MATRIX1–8	MATRIX channel 1–8 (only for rack 1–2)
ST L, ST R, MONO(C)	STEREO channel L/R, MONO channel (only for rack 1–2)
INS1 CH 1–72(*)	INPUT channel 1–72(*) insert out 1
INS1 MIX 1–24	MIX channel 1–24 insert out 1
INS1 MTRX1–8	MATRIX channel 1–8 insert out 1
INS1 ST L, INS1 ST R, INS1 M(C)	Insert out 1 of STEREO channel L/R or the MONO channel

INS2 CH 1–72(*)	INPUT channel 1–72(*) insert out 2
INS2 MIX 1–24	MIX channel 1–24 insert out 2
INS2 MTRX1–8	MATRIX channel 1–8 insert out 2
INS2 ST L, INS2 ST R, INS2 M(C)	Insert out 2 of STEREO channel L/R or the MONO channel

(*) CL3: 1–64, CL1: 1–48

③ **Module graphic**

This area shows a graphic of the PREMIUM rack module that is currently assigned to the rack, and the parameters of that module. Double-click this to open the module editor for that rack unit. By holding down the <Ctrl>(< ⌘ >) key of your computer keyboard and double-clicking this, you can open multiple rack module editors. For these additional editors, the rack select buttons are not linked with the RACK popup window of the CL itself.

④ **Input meter/Output meter**

This indicates the level of the signal that is being input and output from the currently selected PREMIUM rack module.

⑤ **Output patch**

Click the CHANNEL field (Click L CHANNEL or R CHANNEL area for the stereo EQ or compressor), and choose one of the following as the signal route that will be patched to the output channel(s) of the currently selected PREMIUM rack module.

NONE	No assignment
CH 1–72(*)	INPUT channel 1–72 (only for rack 1-2(*))
STIN1L–STIN8R	ST IN channel 1–8 L/R (only for rack 1-2)
INS1 CH 1–72(*)	INPUT channel 1–72(*) insert in 1
INS1 MIX 1–24	MIX channel 1–24 insert in 1
INS1 MTRX1–8	MATRIX channel 1–8 insert in 1
INS1 ST L, INS1 ST R, INS1 M(C)	Insert in 1 of STEREO channel L/R or the MONO channel
INS2 CH 1–72(*)	INPUT channel 1–72(*) insert in 2
INS2 MIX 1–24	MIX channel 1–24 insert in 2
INS2 MTRX1–8	MATRIX channel 1–8 insert in 2
INS2 ST L, INS2 ST R, INS2 M(C)	Insert in 2 of STEREO channel L/R or the MONO channel

(*) CL3: 1–64, CL1: 1–48

⑥ **BYPASS**

This switches the PREMIUM rack module between active and bypassed states. A PREMIUM rack module is active when the BYPASS button is dark.

Rack Module Editor — Premium window
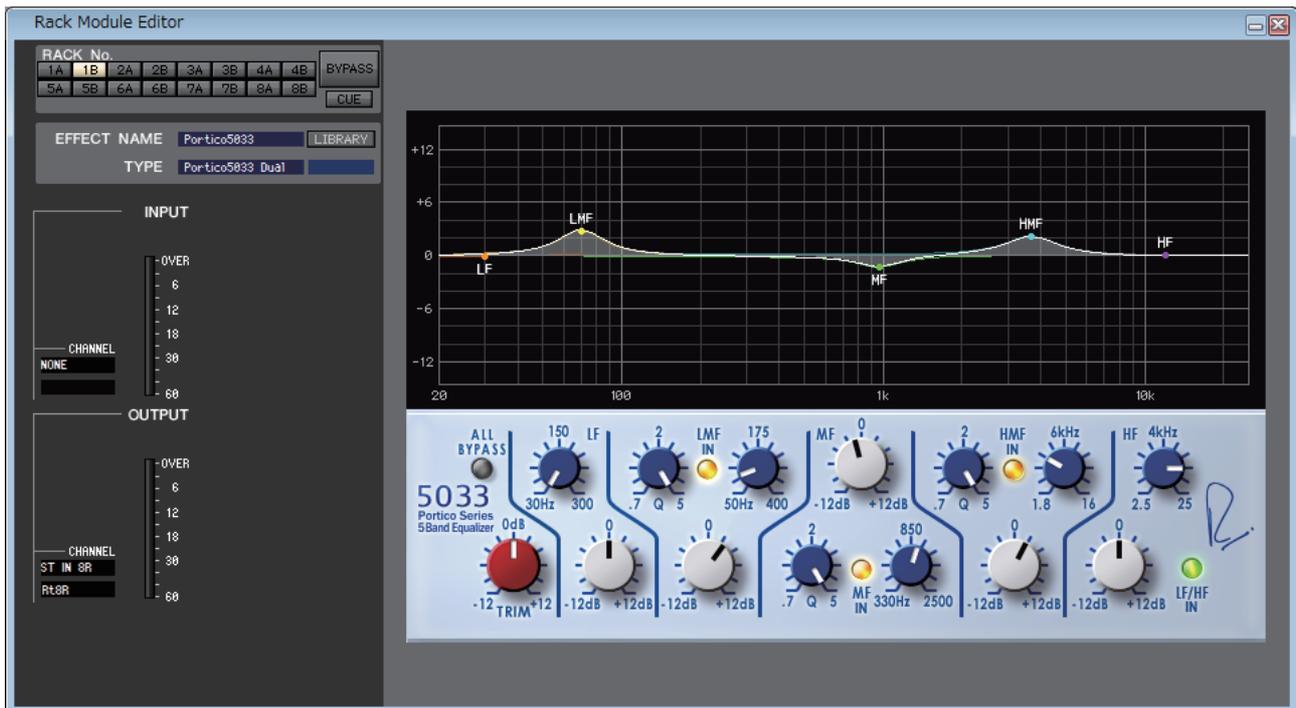
Here you can select the module type (EQ or compressor) for the PREMIUM rack, edit the parameters, and specify the input/output patching. Parameter changes can be made in the specific GUI displayed on the right side of the screen for each PREMIUM rack module. For information on the parameters of each PREMIUM rack module, please refer to the "CL's Reference Manual"
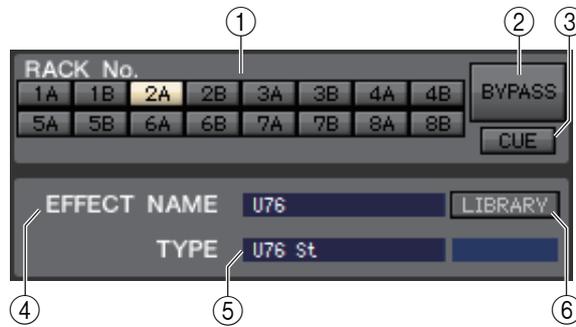
① **Rack No. (Rack selection)**

Select the PREMIUM rack module that you want to control.

② **BYPASS**

This button temporarily bypasses the PREMIUM rack module.

③ **CUE**

This button cue-monitors the output of the currently selected PREMIUM rack module.

In the ONLINE state, if MATRIX bus channels 7 and 8 can be used as a second cue, the indication is fixed at "CUE A" by the settings of the console.

> NOTE *If the Channel Select/Sends On Fader checkbox in the System Setup dialog box is not checked, the [CUE] button will be hidden in the screen.*

④ **EFFECT NAME**

Indicates the title of the currently selected PREMIUM rack module.

⑤ **TYPE (Module type)**

Indicates the currently selected PREMIUM rack module type.

> NOTE *Selecting the module type is not available in the PREMIUM rack.*

⑥ **LIBRARY**

This button accesses the Premium rack library. Clicking this button will open the PREMIUM rack module (EQ or compressor) page of the Premium Rack Library window.

⑦ Input patch

Click the CHANNEL field (Click L CHANNEL or R CHANNEL area for the stereo EQ or compressor), and choose one of the following as the signal route that will be patched to the input channel(s) of the currently selected PRE-MIUM rack module.

NONE	No assignment
MIX 1–24	MIX channel 1–24 (only for rack 1–2)
MATRIX1–8	MATRIX channel 1–8 (only for rack 1–2)
ST L, ST R, MONO(C)	STEREO channel L/R, MONO channel (only for rack 1–2)
INS1 CH 1–72(*)	INPUT CH 1–72(*) insert out 1
INS1 MIX 1–24	MIX channel 1–24 insert out 1
INS1 MTRX1–8	MATRIX channel 1–8 insert out 1
INS1 ST L, INS1 ST R, INS1 M(C)	Insert out 1 of STEREO channel L/R or the MONO channel
INS2 CH 1–72(*)	INPUT CH 1–72(*) insert out 2
INS2 MIX 1–24	MIX channel 1–24 insert out 2
INS2 MTRX1–8	MATRIX channel 1–8 insert out 2
INS2 ST L, INS2 ST R, INS2 M(C)	Insert out 2 of STEREO channel L/R or the MONO channel

(*) CL3: 1–64, CL1: 1–48

The channel name is shown in the boxes immediately below.

⑧ Input meter

Indicates the level of the signal being input to the PREMIUM rack module.

When the stereo EQ or compressor has been selected, display the meter of both the L/R.

⑨ Output patch

Click the CHANNEL field (Click L CHANNEL or R CHANNEL area for the stereo EQ or compressor), and choose one of the following as the signal route that will be patched to the output channel(s) of the currently selected PRE-MUIM module.

NONE	No assignment
CH 1–72(*)	INPUT channel 1–72 (only for rack 1–2(*))
STIN1L–STIN8R	ST IN channel 1–8 L/R (only for rack 1–2)
INS1 CH 1–72(*)	INPUT channel 1–72(*) insert in 1
INS1 MIX 1–24	MIX channel 1–24 insert in 1
INS1 MTRX1–8	MATRIX channel 1–8 insert in 1
INS1 ST L, INS1 ST R, INS1 M(C)	Insert in 1 of STEREO channel L/R or the MONO channel
INS2 CH 1–72(*)	INPUT channel 1–72(*) insert in 2
INS2 MIX 1–24	MIX channel 1–24 insert in 2
INS2 MTRX1–8	MATRIX channel 1–8 insert in 2
INS2 ST L, INS2 ST R, INS2 M(C)	Insert in 2 of STEREO channel L/R or the MONO channel

(*) CL3: 1–64, CL1: 1–48

The channel name is shown in the boxes immediately below.

⑩ Output meter

Indicates the level of the signal being output from the PREMIUM rack module.

When the stereo EQ or compressor has been selected, display the meter of both the L/R.

Meter window

This window shows the signal levels of each section in the CL, letting you check for the presence of signals and whether an overload is occurring.

This window is divided into INPUT METER and OUTPUT METER; to switch pages, click the tabs located at the top of the window.

NOTE *In order to view the CL's signal levels in the Meter window, make sure that CL Editor and the CL itself are synchronized. Also, please make sure that the Level Meter is enabled in the System Setup dialog box.*

INPUT METER page
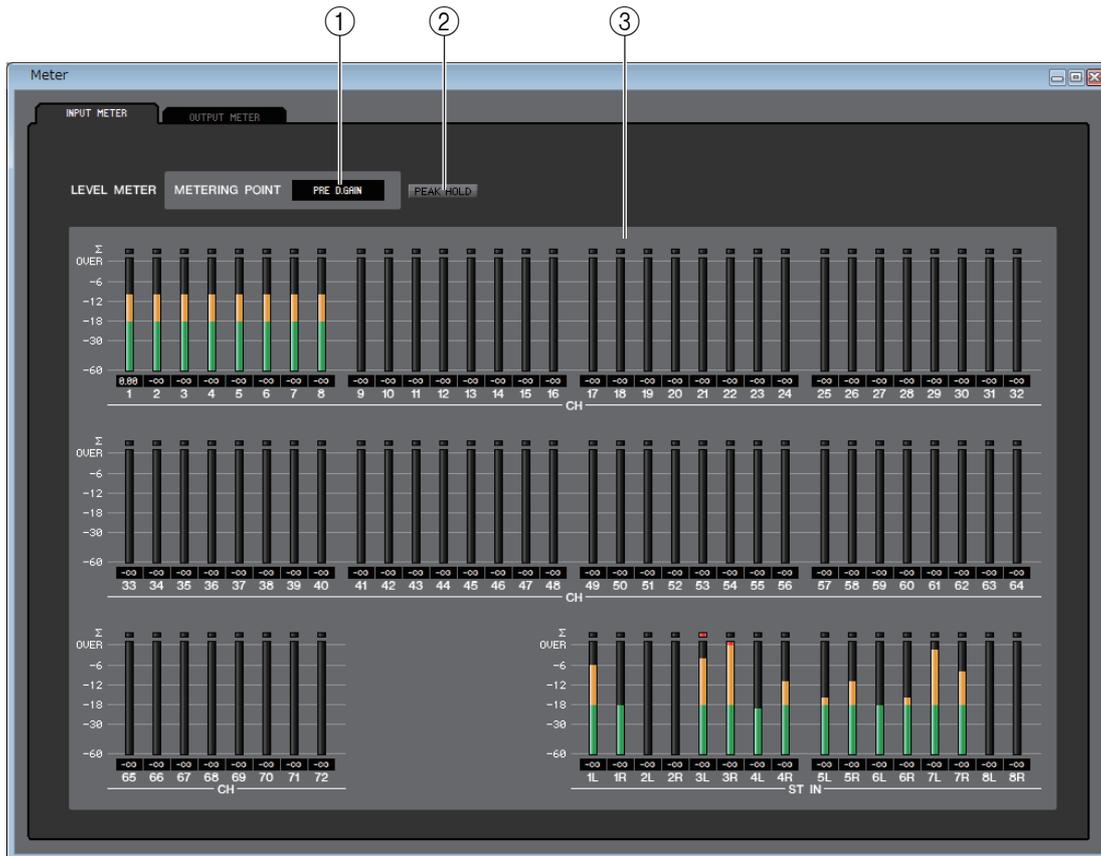
① **METERING POINT**
Select one of the following as the point where metering will occur.
PRE G.C, PRE D.GAIN, POST D.GAIN, PRE FADER, POST ON

② **PEAK HOLD**
Switches peak hold on/off.

③ **Meters**
These peak level meters show the input level of each channel. The current fader value is shown in the box below.
If clipping occurs at any one of the detection points in the channel, the Σ segment will light.

OUTPUT METER page
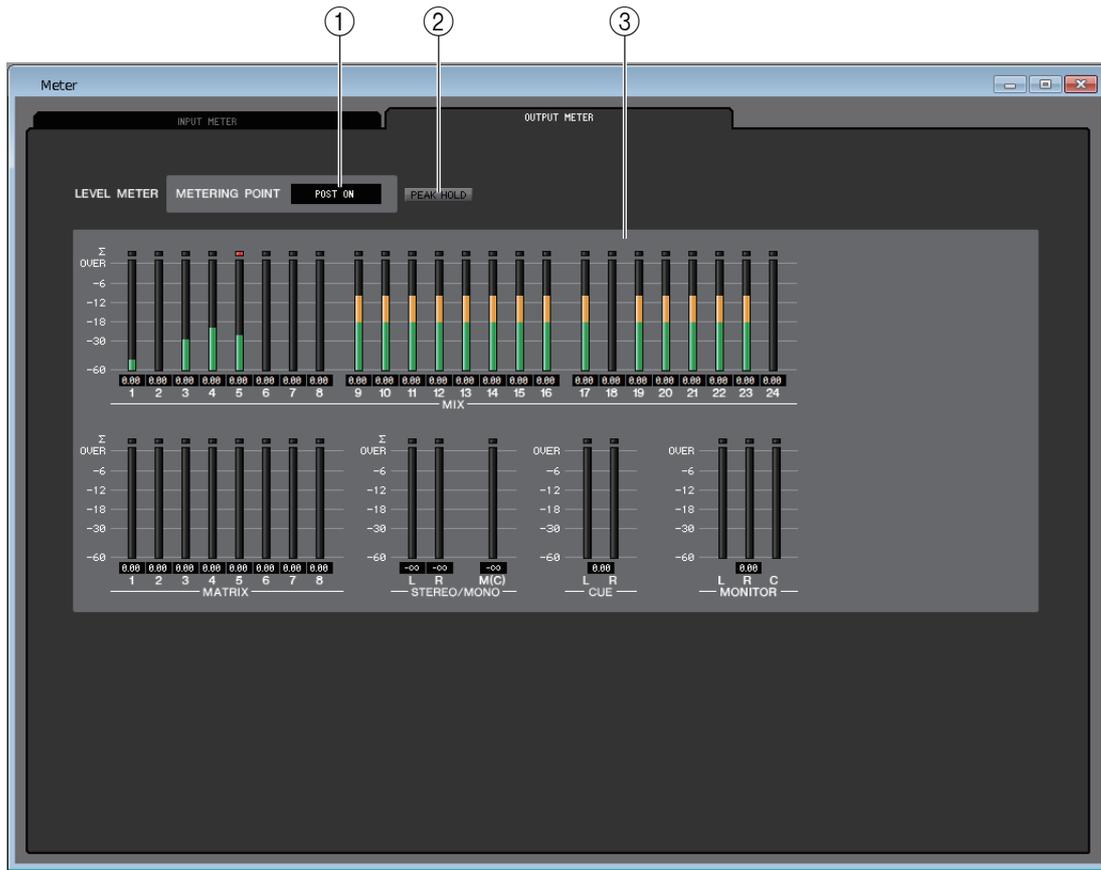
① METERING POINT

Select one of the following as the point where metering will occur.

PRE EQ, PRE FADER, POST ON

② PEAK HOLD

This is the same as in the INPUT METER page.

③ Meters

This is the same as in the INPUT METER page.

In Surround mode, surround bus meters will be displayed in the MONITOR section.
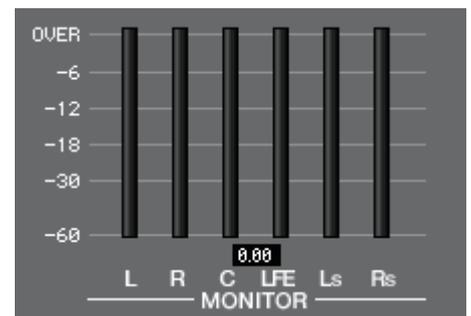
In the ONLINE state, if MATRIX bus channels 7 and 8 can be used as a second cue, both CUE A and CUE B are shown.
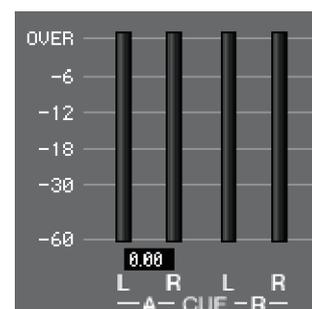
Group/Link window

In this window you can select the channels that will be assigned to each DCA group and mute group. This window is divided into four pages; the DCA GROUP ASSIGN page, the MUTE GROUP ASSIGN page, the CHANNEL LINK page and OUTPUT CHANNEL LINK page.

DCA GROUP ASSIGN page
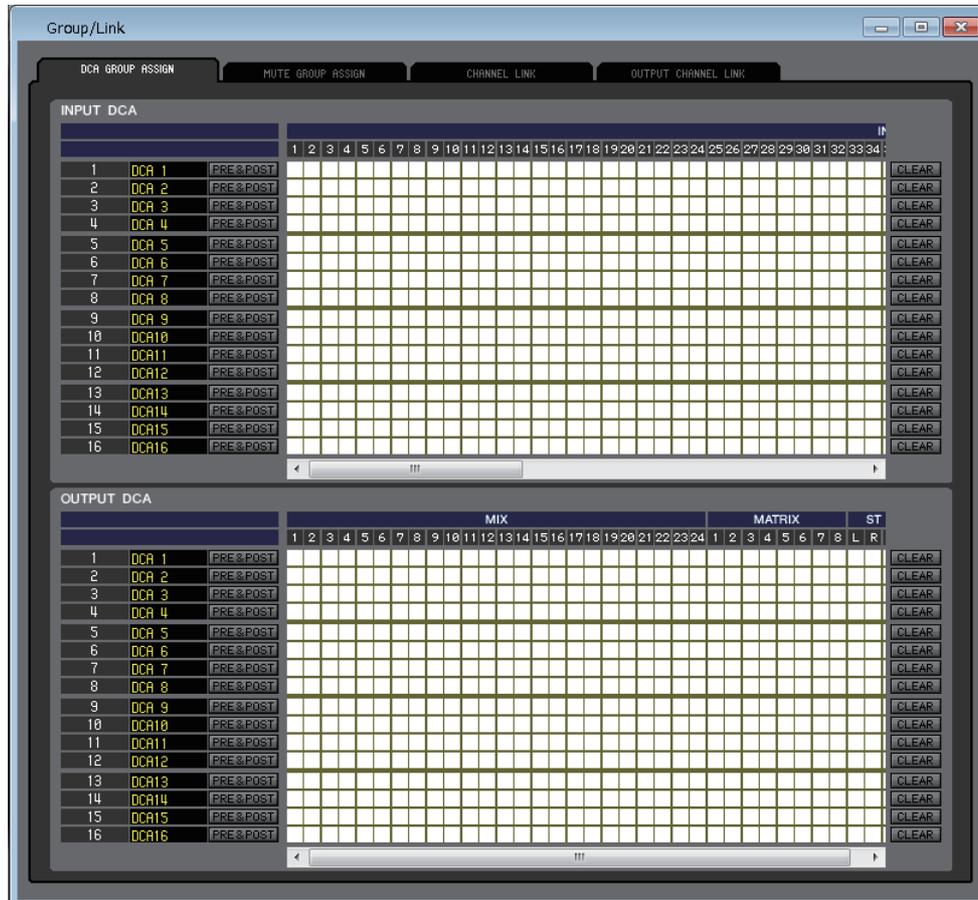
Here you can specify the channels that will be assigned to DCA groups 1–16.
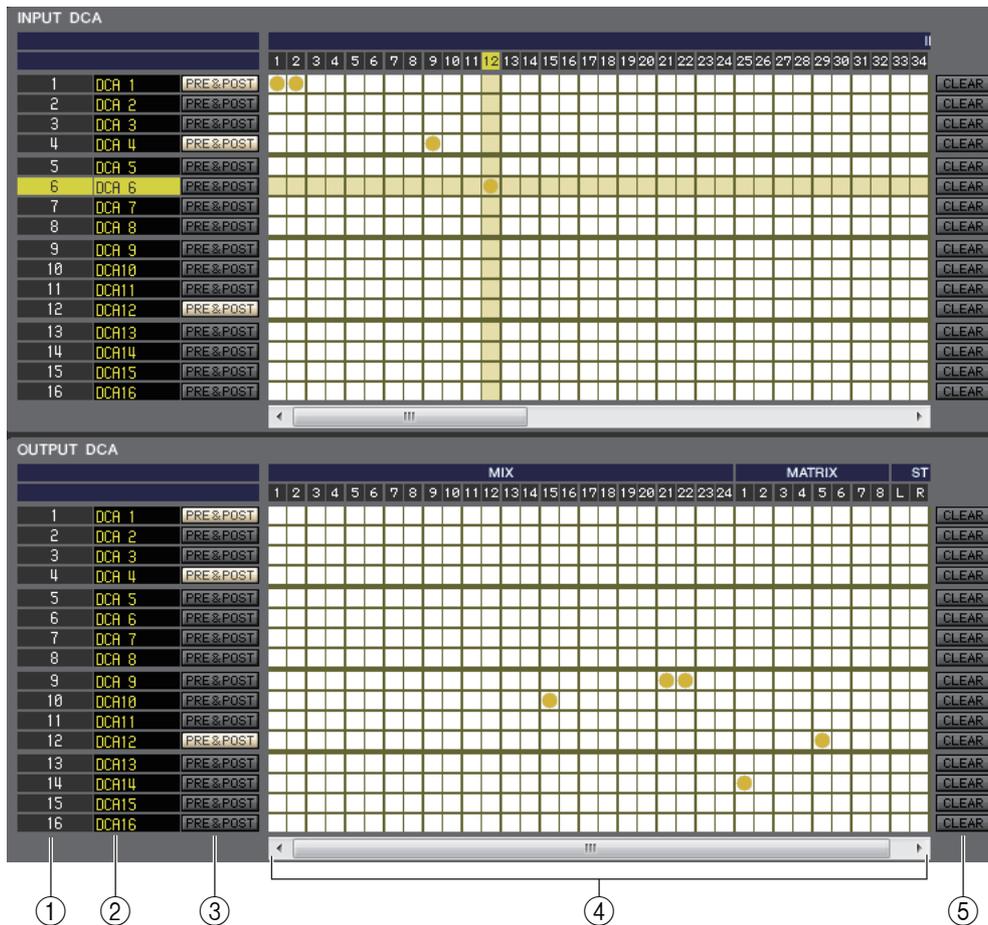
① **DCA group**
This is the number of the DCA group.

② **DCA group name**
This is the name of the DCA group. You can also click the mouse on this area to edit the name.

③ **PRE&POST (DCA MUTE TARGET)**
These buttons determine whether a Send signal routed to the bus (that features a send point set to PRE) can be muted. Turn this button on to specify PRE and POST as the mute target. Turn this button off to specify only POST as the mute target.

④ **Grid**
This grid lets you assign channels (horizontal rows) to DCA groups (vertical columns.) Currently-patched grids are indicated by a ▢ symbol. To enable or disable an assignment, click the desired grid.

⑤ **CLEAR**
These buttons clear all channels assigned to the corresponding DCA group. When you click one of these buttons a window will appear, asking you to confirm the operation. To execute the Clear operation, click the OK button.

MUTE GROUP ASSIGN page
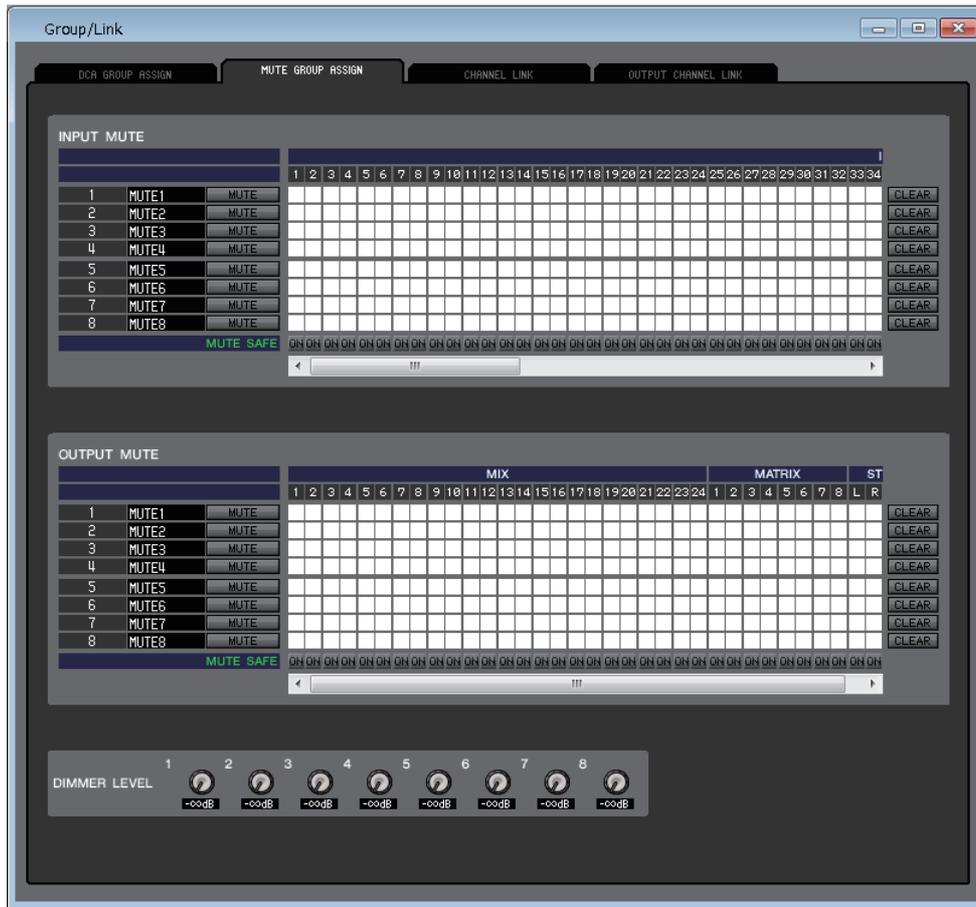
Here you can specify the channels that will be assigned to mute groups 1–8. The upper part of the screen lets you assign input channels to mute groups, and the lower part of the screen lets you assign output channels to mute groups.
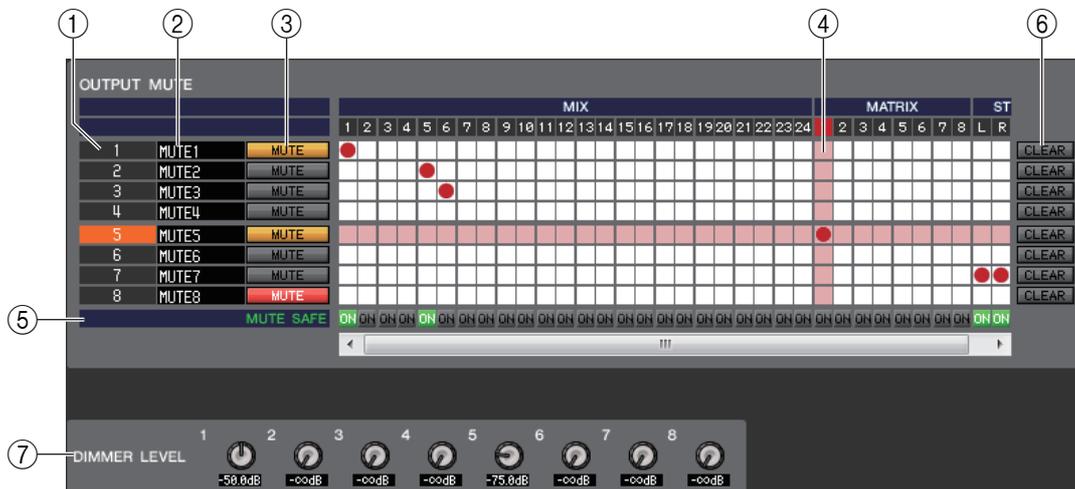
① **Mute group**
This area shows the mute group number.

② **Mute group name**
This area shows the mute group name. Click this area to edit the name.

③ **MUTE (MUTE GROUP CONTROL)**
These buttons enable/disable each input channel or output channel mute group. If the mute groups are completely muted, they are shown in red. If the dimmer levels for those groups are set in a non-default status, they are shown in orange.

④ **Grid**

This grid lets you assign channels (horizontal rows) to mute groups (vertical columns.) Currently-patched grids are indicated by a ● symbol. To enable or disable an assignment, click the desired grid.

⑤ **MUTE SAFE ON**

These buttons switch Mute Safe on/off for each channel. Channels for which this button is on will be excluded from mute groups.

⑥ **CLEAR**

These buttons clear all input channels and output channels assigned to the corresponding mute group. When you click one of these buttons a window will appear, asking you to confirm the operation. To execute the Clear operation, click the OK button.

⑦ **DIMMER LEVEL**

These knobs adjust the dimmer level for each group to lower the signal level of the group to the amount of attenuation you set. For example, a certain amount of the monitor speaker level for a group of musicians can be lowered temporarily to avoid an excessive monitor speaker level during MC in between songs.

CHANNEL LINK page

If you link two or more input channels, the parameters of these channels will interlock with each other and change simultaneously.
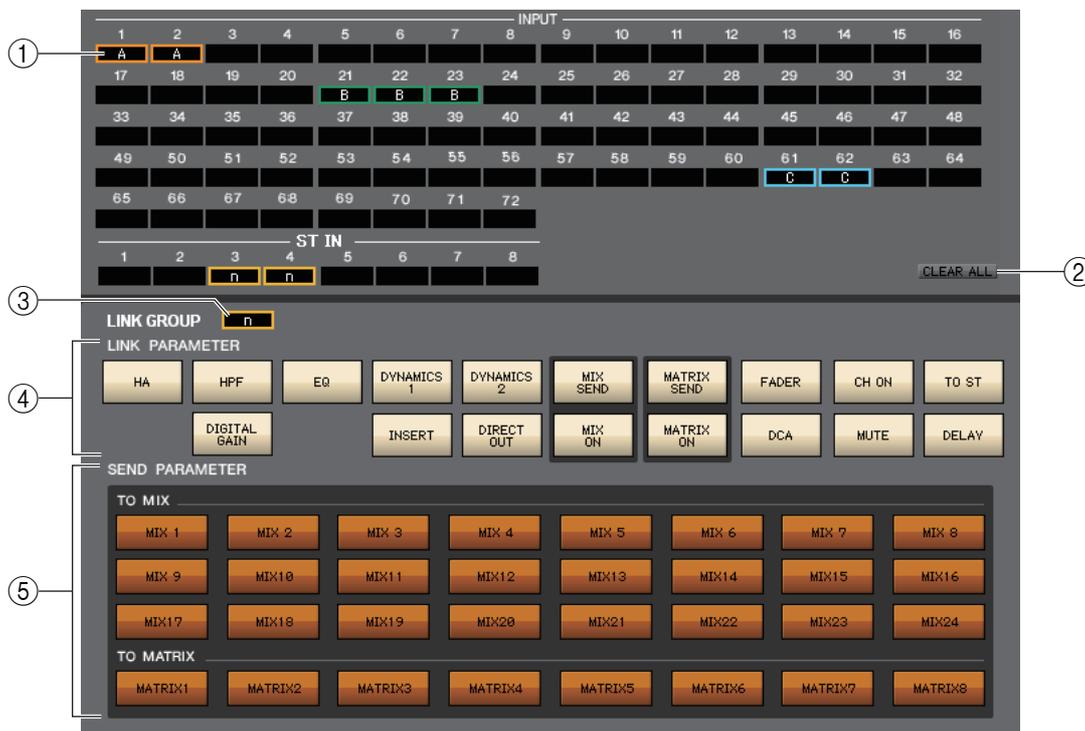
① **Link buttons**

Use these buttons to select the link group A-Z, a-n to which you want each input channel to be assigned. If you don't want an input channel to be linked, select NONE. You can assign up to forty groups (CL5: 40 groups, CL3: 36 groups, CL1: 28 groups) for INPUT CH 1–72 (CL3: 1–64, CL1: 1–48.)

② **CLEAR ALL**

Clears the link settings for all channels.

③ **LINK GROUP button**

If you select a link group using one of the corresponding Link buttons (①), the LINK GROUP button will automatically select the same link group.

④ **LINK PARAMETER**

This section enables you to select the parameters to interlock.

HA	Head amp gain and phantom power settings
HPF	HPF settings
DIGITAL GAIN	DIGITAL GAIN settings
EQ	Equalizer settings
DYNAMICS1	Dynamics 1 settings
DYNAMICS2	Dynamics 2 settings
INSERT	INSERT settings
DIRECT OUT	DIRECT OUT settings
MIX SEND	Send amount from input channel to MIX bus
MIX ON	MIX SEND on/off
MATRIX SEND	Send amount from input channel to MATRIX bus
MATRIX ON	MATRIX SEND on/off
FADER	Fader level value
DCA	DCA settings
CH ON	Input channel module output on/off
MUTE	Mute settings
TO ST	TO ST settings
DELAY	Delay settings

NOTE *The HA, FADER, DIGITAL GAIN, and DELAY parameters will maintain level differences between linked channels.*

⑤ **SEND PARAMETER**

Specify the link status for each MIX/MATRIX SEND bus.

OUTPUT CHANNEL LINK page

If you link multiple output channels, the parameters for those channels will be linked together.
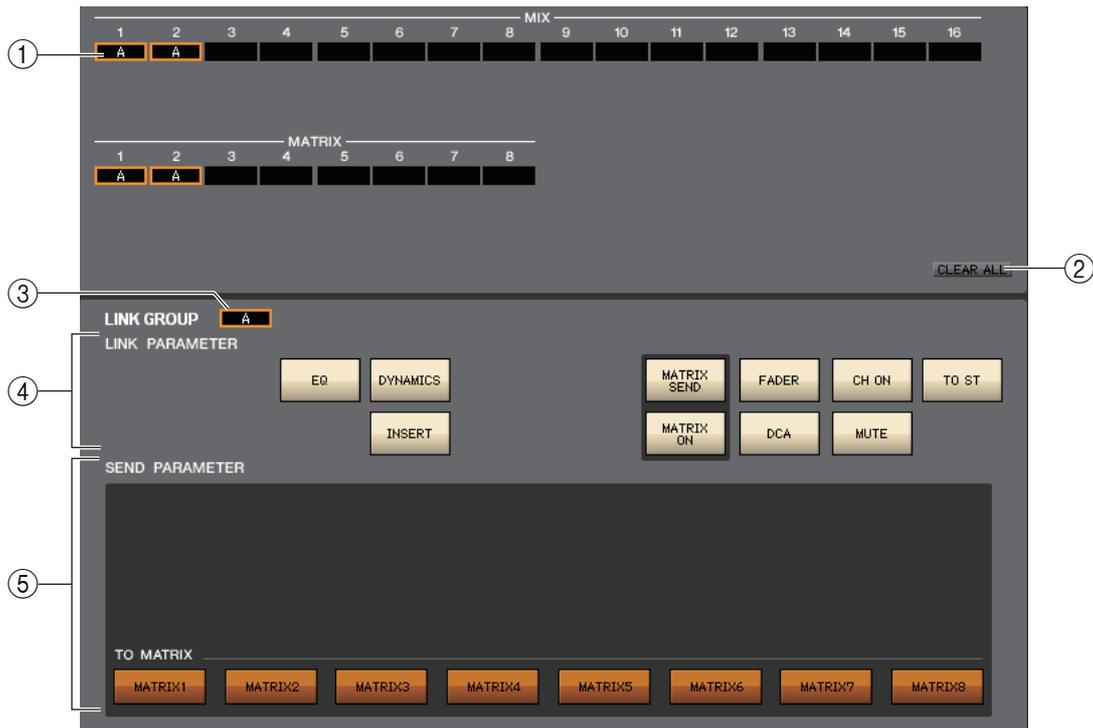
① Link buttons

Select a link group (A–P) to which the channel is assigned. If you do not plan to link the channel, select NONE.
You can assign MIX channels 1–24 and MATRIX channels 1–8 to up to 16 groups.

② CLEAR ALL

Clears all channel links.

③ LINK GROUP button

When you select a link group using the LINK button, the LINK GROUP button will also select the same group.

④ LINK PARAMETER

Selects parameters to be linked.

EQ	Equalizer settings
DYNAMICS	Dynamics settings
INSERT	Insert settings
MATRIX SEND	Send amount from output channel to MATRIX bus
MATRIX ON	MATRIX send on/off
FADER	Fader level value
DCA	DCA settings
CH ON	Input channel module output on/off
MUTE	Mute on/off
TO ST	TO ST settings

NOTE

- The FADER parameters will maintain level differences between linked channels.
- The MATRIX SEND and MATRIX ON settings are ignored by the MATRIX channels.

⑤ SEND PARAMETER

This section enables you to specify the link status for each MATRIX SEND bus.

NOTE The TO MATRIX setting is ignored by the MATRIX channels.

Scene window

Here you can manage scene memories, and make various settings related to scene recall operations.

This window is divided into SCENE MEMORY, RECALL SAFE, FADE TIME, and FOCUS RECALL pages. To switch pages, click the tabs shown in the upper part of the window.

> **NOTE** *Regardless of the file type of the opened file, executing SAVE or SAVE AS in this window will save only the scene library data.*

SCENE MEMORY page
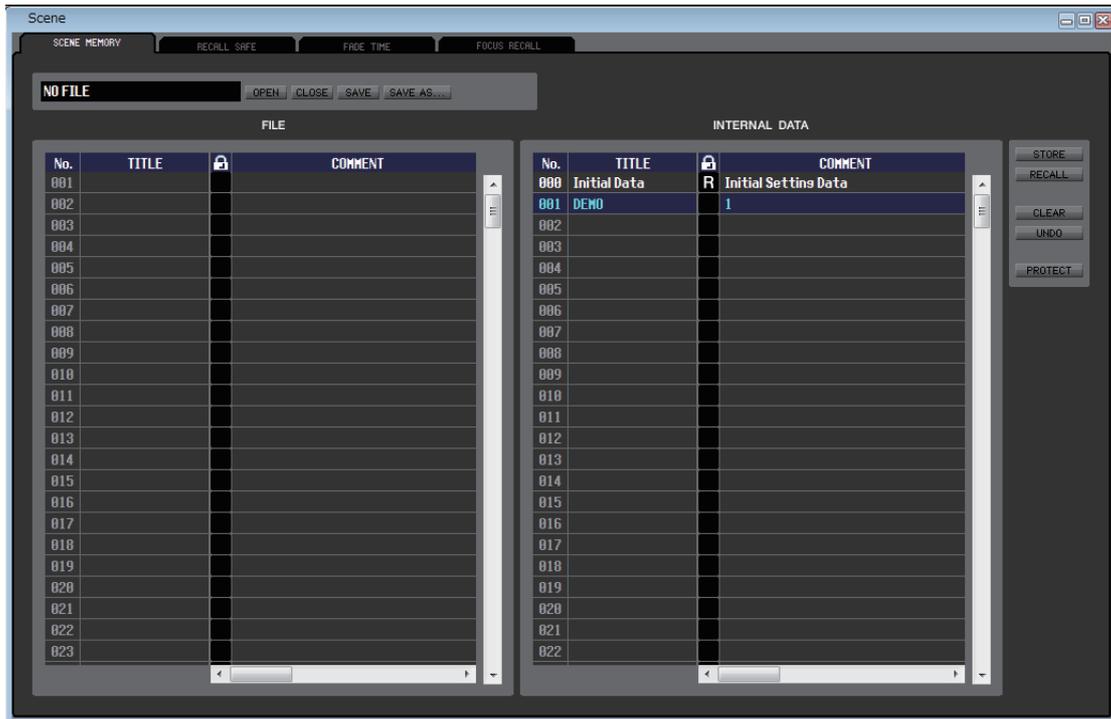
Here you can edit the CL's scene memories. You can also load scene library files from a USB flash drive or from a drive of your computer, and edit them. In this case, you can re-save all scenes to a file after editing, recall just a desired scene, or copy a desired scene to the scene memory of the CL itself.
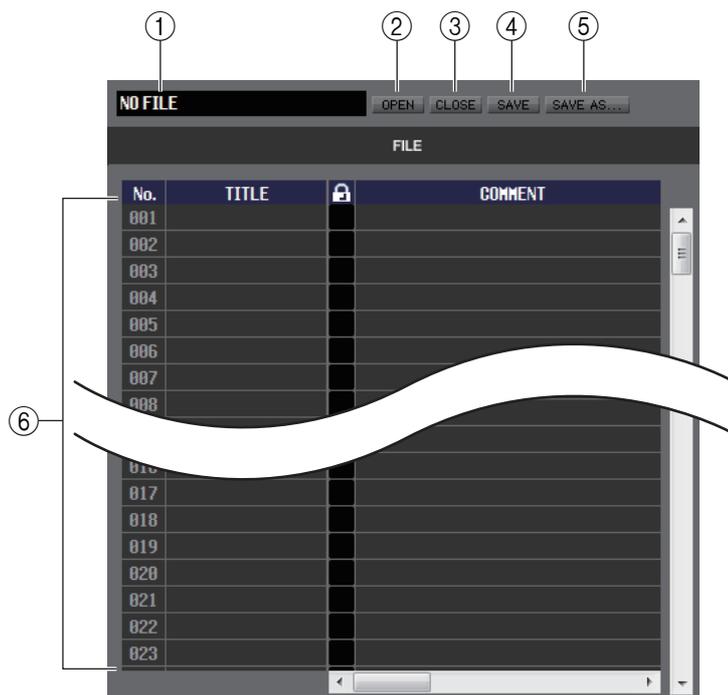
① **File name**
Indicates the file name of the currently-open scene library.

② **OPEN (Open a file)**
Opens a scene library file located on a drive of your computer.

③ **CLOSE (Close a file)**
Closes the currently-open scene library file.

④ **SAVE**
Saves the currently-open scene library file on a drive of your computer.

⑤ **SAVE AS (Save as a different name)**
Saves the currently-open scene library file under a different name on a drive of your computer.

⑥ **FILE**
This area lists the scenes in the file you opened using the OPEN button (②). The list includes the following items.

> **HINT** *To view items that are not currently shown, scroll the list to the right.*

CL Editor Owner's Manual

⑦ ⑧ ⑨ ⑩ ⑪ ⑫ ⑬ ⑭ ⑮

NO.	TITLE	🔒	COMMENT	FOCUS										TIME STAMP	FADING	INDIVIDUAL	FADE TIME
000	Initial Data	R	Initial Setting Data	FOCUS	SET	RACK	HA	IN PATCH	OUT PATCH	IN	OUT	WITH SEND	DCA	OTHERS	04/01/2012 00:00:00	FADING	INDIVIDUAL	0.0s
001																		
002																		
003																		
004																		
005																		
006																		

⑦ **No.**

This is the scene number in the file you opened.

⑧ **TITLE**

This is the scene title. You can also double-click this area and edit the title.

⑨ **PROTECT**

This indicates whether protect is on or off for each scene. This area displays a lock icon for protected scenes; these scenes cannot be overwritten, nor their title edited. Read-only scenes are indicated by "R" displayed in this column.

> **NOTE** *You can use this protect function for read-only scenes only on the CL unit. Read-only scenes (excluding scene No. 000) are indicated by an R symbol if the CL Editor and the CL unit are connected online.*

⑩ **COMMENT**

This column shows the comment assigned to each scene. You can also double-click this column and edit the comment.

⑪ **FOCUS**

This displays the parameters that will be recalled by scene recall.

RACK	GEQ and internal effect settings will be recalled
HA	Internal head amp and external head amp settings will be recalled
IN PATCH	Input patch settings will be recalled
OUT PATCH	Output patch settings will be recalled
IN	Input channels (INPUT, ST IN, DCA) settings will be recalled except for head amp settings
OUT	Output channel (MIX, MATRIX, STEREO/MONO) settings will be recalled
WITH SEND	Send settings to the output channels will be recalled
DCA	DCA settings will be recalled
OTHERS	Other settings will be recalled

• **[FOCUS] button**

This switches the FOCUS button on/off.

• **[SET] button
(only for INTERNAL DATA list)**

Click this to access the Focus Recall Setup screen (shown at right), where you can view the Focus function settings for each scene.

For an explanation of the contents shown, refer to the FOCUS RECALL page. (➡ p.102)

• **FOCUS Indicator**

Indicates the status of the Focus Recall settings. The indicator will lit in black when all parameters are set to off.

It will lit in green when all parameters are set to on and lit in blue when only some parameters are set to on.

⑫ **TIME STAMP**

Indicates the time at which the scene was last stored, in the format of month/day/year/hours/minutes/seconds. This column is only for display, and cannot be edited.

⑬ **FADING**

This switches FADING on/off for each scene.

⑭ **INDIVIDUAL**

This switches INDIVIDUAL mode on or off. (This mode enables you to configure the Fade function for each channel.)

⑮ **FADE TIME**

If INDIVIDUAL mode is off (i.e., in GLOBAL mode), this field indicates the FADE TIME for each scene. You can edit the FADE TIME by double-clicking this field.

If INDIVIDUAL mode is on, this field will be empty.
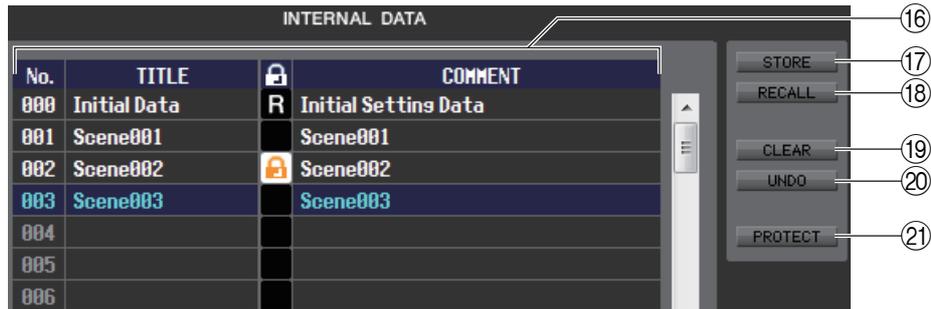
⑯ **INTERNAL DATA**

This area shows the CL's scene memory contents. The items displayed are the same as in the FILE list (⑥).

As desired, you can copy single or multiple scenes between the FILE list and the INTERNAL DATA list, and copy or move them to a different location within a list.

⑰ **STORE**

Stores the current settings to the scene that is selected in the list.

⑱ **RECALL**

Recalls the settings of the scene selected in the list.

⑲ **CLEAR**

Clears the scene(s) selected in the list.

⑳ **UNDO**

Cancels the last-performed scene recall, store, copy, or move operation.

㉑ **PROTECT**

Turns on the Protect setting for the scene(s) selected in the list.

RECALL SAFE page

Here you can make settings for the Recall Safe function that excludes only specific channels from recall operations of all scenes.

❏ INPUT SAFE PARAMETERS field

In this area you can view and edit the Recall Safe settings for all input channels and ST IN channels. This area contains the following items.
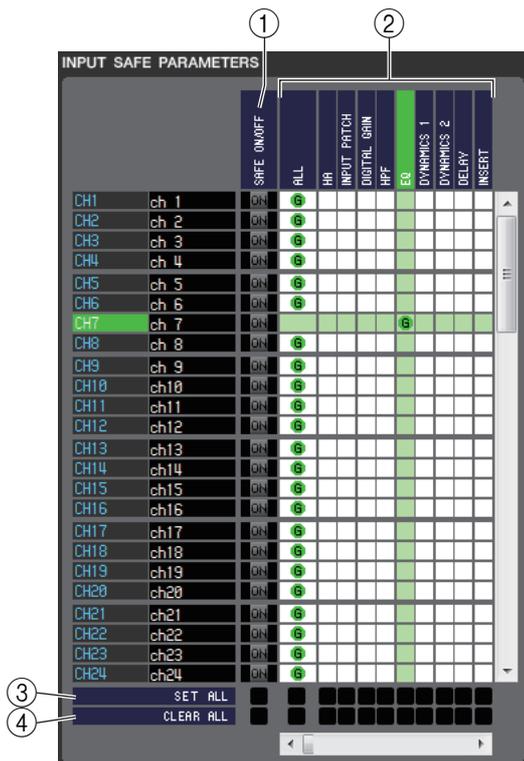
① SAFE ON/OFF

These are on/off buttons that select the channels to be excluded from recall operations.

② Parameter matrix grid

Here you can select the parameters to be excluded from recall operations. If the ALL button is on, all parameters will be excluded.

③ SET ALL

These buttons turn on all buttons for all input channels or ST IN channels, or for the corresponding parameter.

④ CLEAR ALL

These buttons turn off all buttons for all input channels or ST IN channels, or for the corresponding parameter.

❏ OUTPUT SAFE PARAMETERS field

In this area you can view and edit the Recall Safe settings for all output channels. The items in this area are the same as in the INPUT SAFE PARAMETERS field.

❏ GLOBAL RECALL field

In this area you can view and edit the Recall Safe parameters. These are not channel parameters, but CL global parameters for such things as patches, DCA groups, and racks.
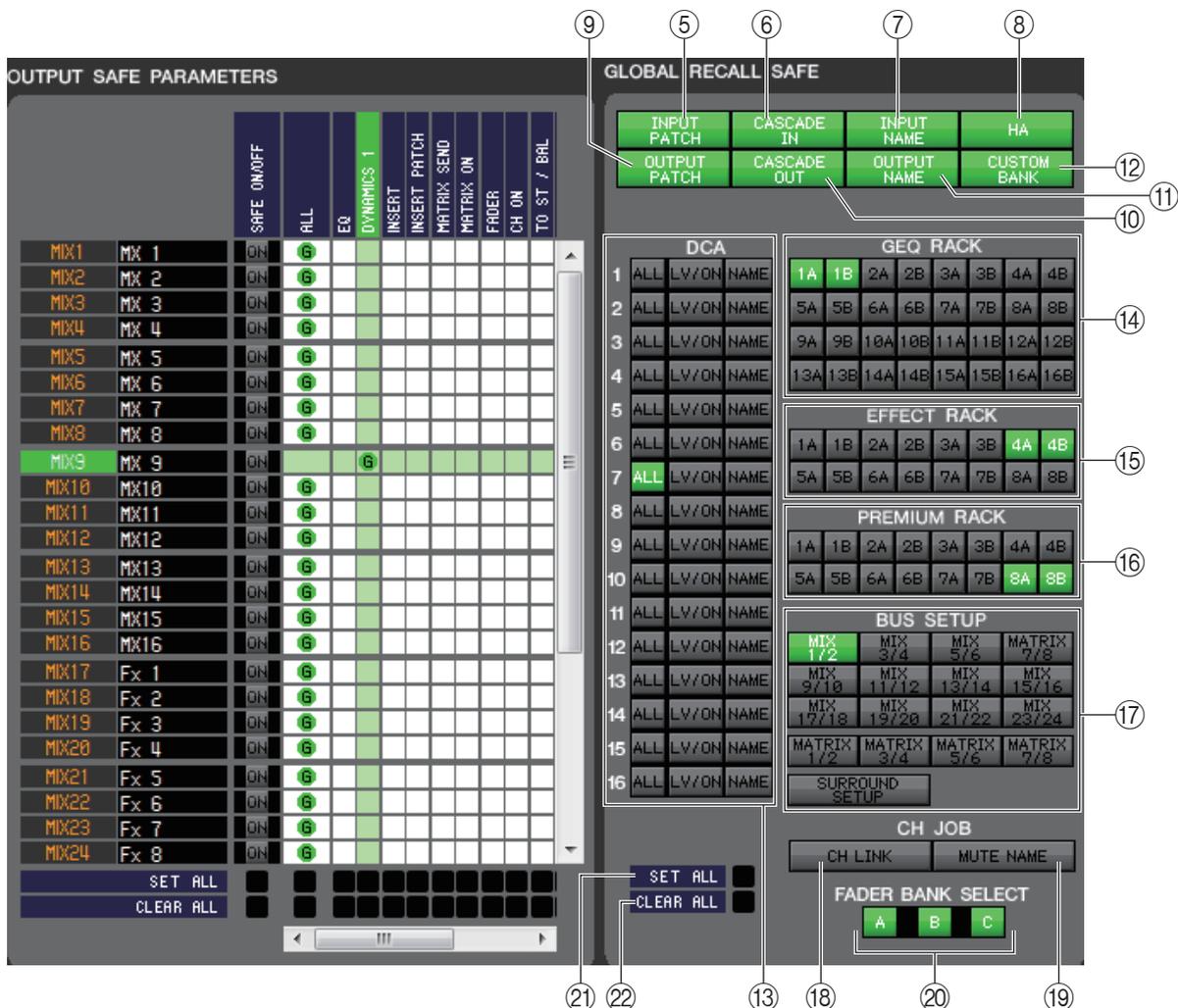
⑤ INPUT PATCH
Excludes INPUT PATCH settings from recall operations when the button is on.

⑥ CASCADE IN
If this button is on, the CASCADE IN PATCH and CASCADE IN ATT settings will be excluded from the recall target.

⑦ INPUT NAME
Excludes the channel names of input channels from recall operations when the button is on.

⑧ HA
Excludes Head Amps of I/O rack currently connected to the CL from recall operations when the button is on.

⑨ OUTPUT PATCH
Excludes OUTPUT PATCH settings from recall operations when the button is on.

⑩ CASCADE OUT
If this button is on, the CASCADE OUT PATCH settings will be excluded from the recall target.

⑪ OUTPUT NAME
Excludes the channel names of output channels from recall operations when the button is on.

⑫ CUSTOM BANK
If this button is turned on, the custom fader banks will be excluded from the recall target.

⑬ **DCA**

These buttons exclude DCA groups from recall operations. If the ALL button is on, the LEVEL, ON, and DCA group names will be excluded. If the LV/ON button is on, LEVEL and ON settings will be excluded. If the NAME button is on, DCA group names will be excluded from recall operations.

⑭ **GEQ RACK**

Excludes GEQ rack settings from recall operations when the button is on.

⑮ **EFFECT RACK**

Excludes EFFECT rack settings from recall operations when the button is on.

⑯ **PREMIUM RACK**

Excludes PREMIUM rack settings from recall operations when the button is on.

⑰ **BUS SETUP**

Excludes BUS SETUP settings from recall operations when the button is on.

⑱ **CH LINK**

Excludes CH LINK settings from recall operations when the button is on.

⑲ **MUTE NAME**

Excludes the mute group name from recall operations when the button is on.

⑳ **FADER BANK SELECT**

If these buttons are turned on, the banks that have been selected in fader blocks A and B (or A, B, and C on the CL5) on the top panel will be excluded from the recall target.

㉑ **SET ALL**

This button switches on all buttons for all parameters.

㉒ **CLEAR ALL**

This button switches off all buttons for all parameters.

FADE TIME page
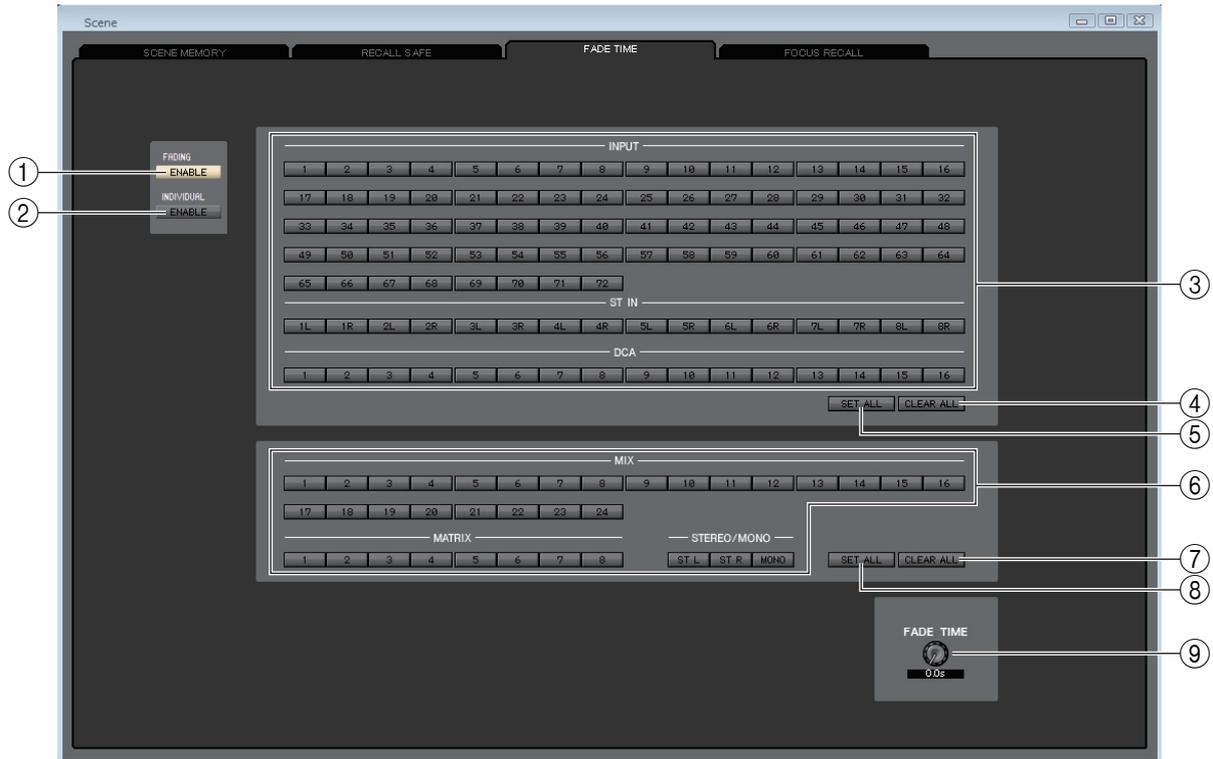
① **FADING ENABLE**

This button enables or disables the Fade function for the current scene faders.

② **INDIVIDUAL ENABLE**

This button specifies whether or not the Fade function will be configured for each channel associated with the current scene. If this function is enabled, the indication for each channel will change.

③ **INPUT, ST IN, DCA**

These are on/off buttons that select input channels to be excluded from recall operations.

④ **CLEAR ALL**

This button switches off the buttons for all input channels.

⑤ **SET ALL**

This button switches on the buttons for all input channels.

⑥ **MIX, MATRIX, STEREO/MONO**

These are on/off buttons that select output channels to be excluded from recall operations.

⑦ **CLEAR ALL**

This button switches off the buttons for all output channels.

⑧ **SET ALL**

This button switches on the buttons for all output channels.

⑨ **FADE TIME**

Drag this knob on screen to adjust the fade time. The current value is shown in the numerical box immediately below.

If INDIVIDUAL ENABLE is on
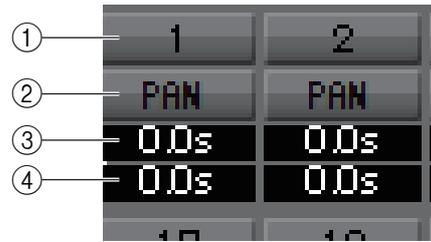
① **CHANNEL**

These are on/off buttons that select the channels to be excluded from recall operations.

② **PAN**

Enables or disables the Fade function for PAN.

③ **FADE TIME**

Specifies the fade time for each channel. Set the time by dragging the mouse or scrolling the wheel. Alternatively, you can double-click a value and enter a number directly.

④ **OFFSET**

Specifies the amount of time from when a scene is recalled until the Fade function begins. Set the time by dragging the mouse or scrolling the wheel. Alternatively, you can double-click a value and enter a number directly.

FOCUS RECALL page

Here you can make focus recall settings to specify the channels and parameters that will be recalled for the currently selected scene.
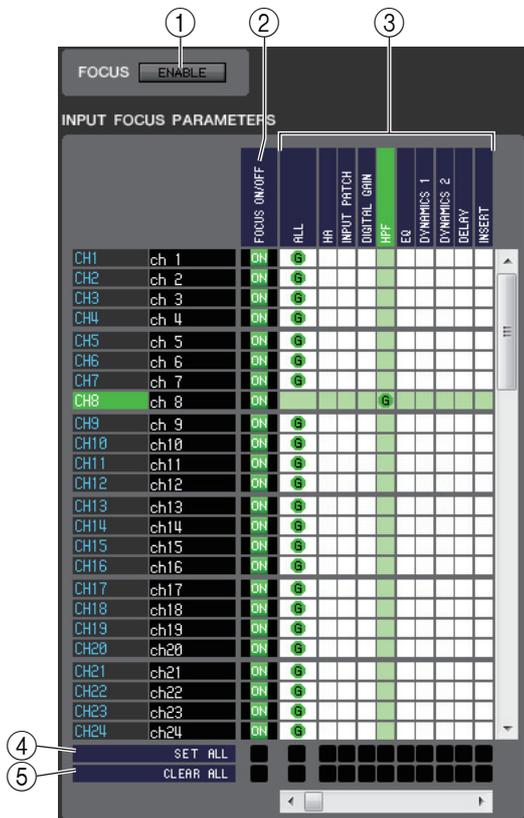
❏ FOCUS field

① ENABLE
Enables/disables focus recall.

❏ INPUT FOCUS PARAMETERS field

Here you can view and edit all of the focus recall settings for the input channels and ST IN channels. This includes the following items.

② FOCUS ON/OFF
Acts as an on/off button that selects the channels that will be recalled by scene recall.

③ Parameter matrix grid
Select the parameters that will be recalled by scene recall. If the ALL button is on, all parameters will be recalled.

④ SET ALL
Turns on the buttons of all input channels, ST IN channels, or the corresponding parameter.

⑤ CLEAR ALL
Turns off the buttons of all input channels, ST IN channels, or the corresponding parameter.

❏ OUTPUT FOCUS PARAMETERS field

Here you can view and edit all of the focus recall settings for the output channels. The included items are the same as for the INPUT FOCUS PARAMETERS field.

❏ FOCUS PARAMETERS field

Here you can make global focus recall settings for the entire CL console such as for patching, DCA groups, and racks (as opposed to focus recall settings for individual channels).
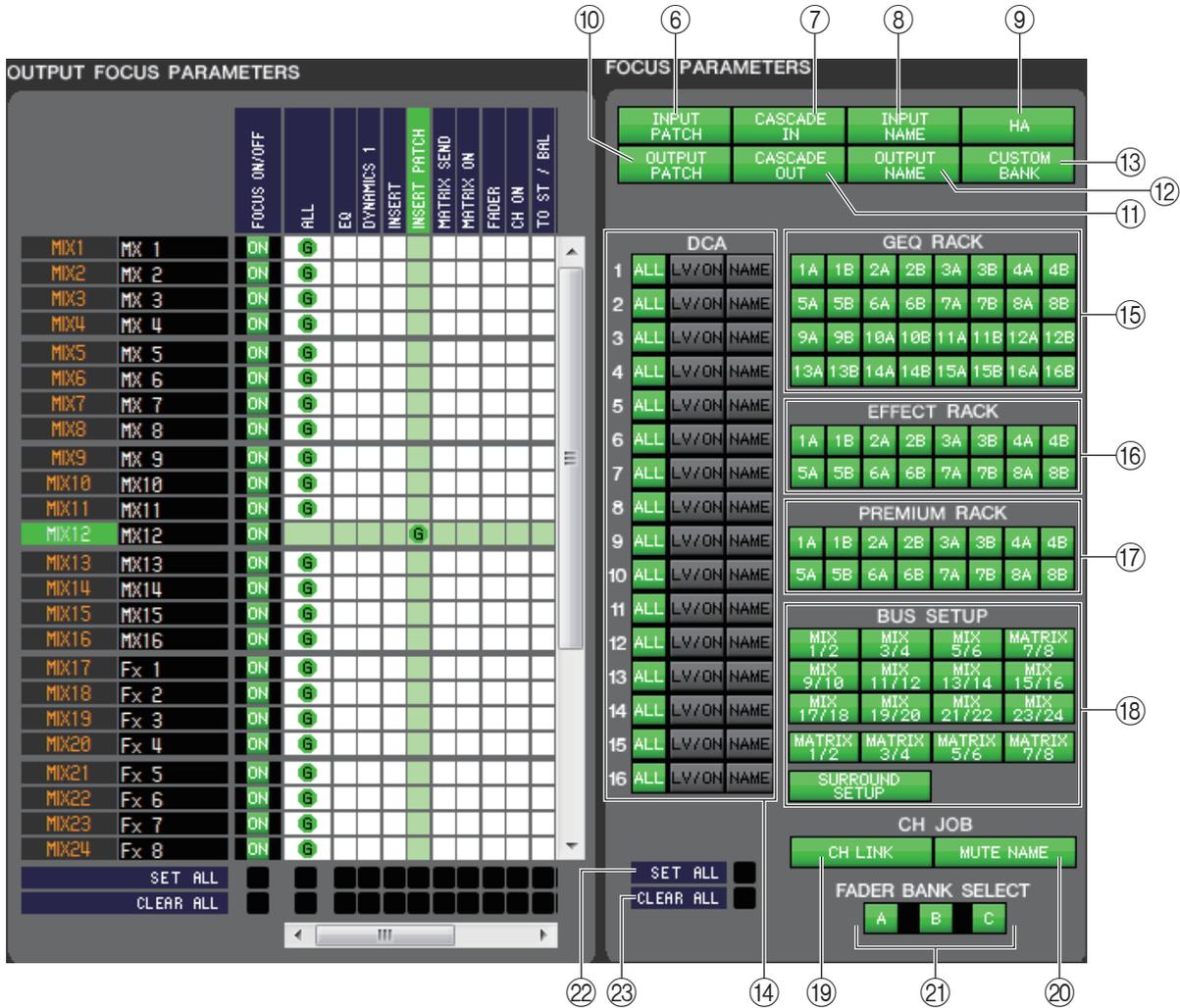
⑥ INPUT PATCH
If this button is on, input patch settings will be recalled by scene recall.

⑦ CASCADE IN
If this button is on, the CASCADE IN PATCH and CASCADE IN ATT settings will be specified as the recall target.

⑧ INPUT NAME
If this button is on, the channel names of input channels will be recalled by scene recall.

⑨ HA
If this button is on, the head amps of all detected I/O racks will be recalled by scene recall.

⑩ OUTPUT PATCH
If this button is on, output patch settings will be recalled by scene recall.

⑪ CASCADE OUT
If this button is on, the CASCADE OUT PATCH settings will be specified as the recall target.

⑫ OUTPUT NAME
If this button is on, the channel names of output channels will be recalled by scene recall.

⑬ **CUSTOM BANK**

If this button is turned on, the custom fader banks will be included in the recall target.

⑭ **DCA**

These buttons specify the DCA groups that will be recalled by scene recall. If the ALL button is on, LEVEL, ON, and DCA group names will be recalled by scene recall. If the LV/ON button is on, LEVEL and ON will be recalled by scene recall. If the NAME button is on, DCA group names will be recalled by scene recall.

⑮ **GEQ RACK**

If these buttons are on, the corresponding GEQ rack will be recalled by scene recall.

⑯ **EFFECT RACK**

If these buttons are on, the corresponding EFFECT rack will be recalled by scene recall.

⑰ **PREMIUM RACK**

If these buttons are on, the corresponding PREMIUM rack will be recalled by scene recall.

⑱ **BUS SETUP**

If these buttons are on, the corresponding BUS SETUP will be recalled by scene recall.

⑲ **CH LINK**

If this button is on, channel link settings will be recalled by scene recall.

⑳ **MUTE NAME**

If this button is turned on, the mute group name will be included in the recall target.

㉑ **FADER BANK SELECT**

If these buttons are turned on, the banks that have been selected in fader blocks A and B (or A, B, and C on the CL5) on the top panel will be included in the recall target.

㉒ **SET ALL**

Turns on the buttons of all parameters.

㉓ **CLEAR ALL**

Turns off the buttons of all parameters.

Custom Fader Bank Setup window

In this window you can make settings for the Custom Fader Bank and Main Fader. You can combine channels on the CL unit to create individual banks for each user level. This window is divided into A, B, C (only CL5), and MAIN pages. It is set for 8 channel faders section or 16 channels units for each A/B/C Bank.

To open the window, choose [Custom Fader Bank Setup] from [Windows] menu, and then click the "A," "B," "C," or "MAIN" tab.
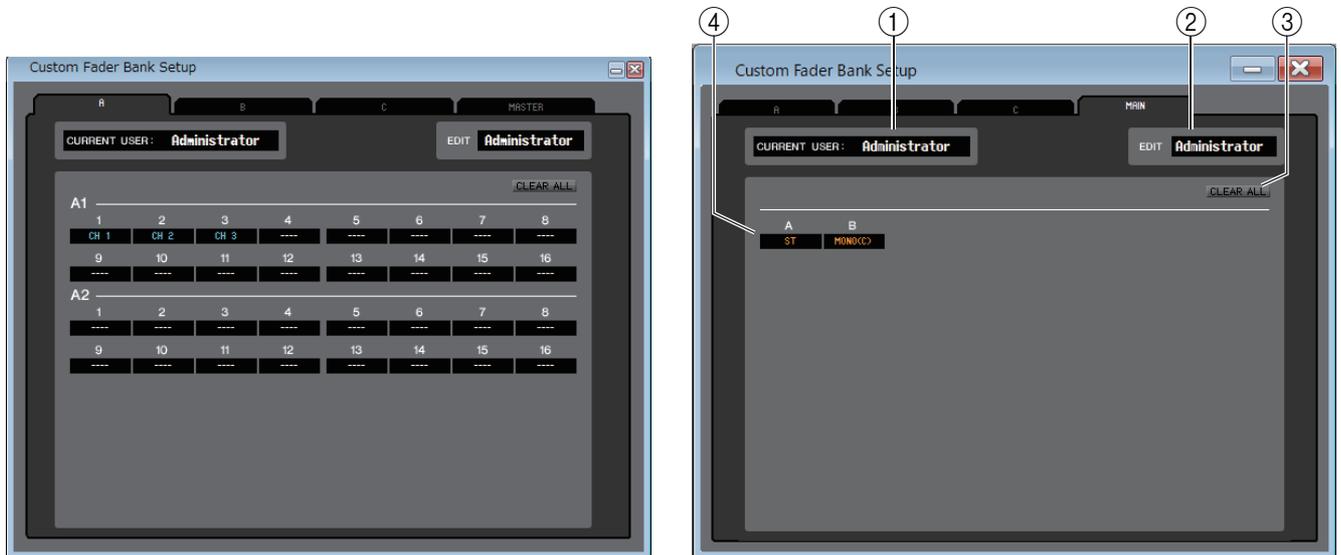
① **CURRENT USER**

Displays the name of the user currently logged into the CL console. If the CL has not yet been synchronized with the Editor, this field displays "Administrator."

② **EDIT**

Displays and enables you to specify the user level (Administrator, Guest, or Ext.User) of the Custom Fader Bank or Main Fader that you are editing. "Ext.User" is the user who is currently logged into the CL console via a user authentication key stored on a USB flash drive or the CL console. You can select this user only when the CL console is synchronized with the Editor.

> NOTE   *Ext.User's Custom Fader Bank or Main Fader settings will not be stored in a file.*

③ **CLEAR ALL**

This button clears all settings of a Custom Fader Bank or Main Fader page currently opened.

④ **Fader channel**

Select the fader channel you wish to assign to the Custom Fader Bank or Main Fader.

Custom Fader Bank window

This window shows the channels of the custom fader bank setup. To open this window, choose [Custom Fader Bank] from [Windows] menu and then choose one of the pages.
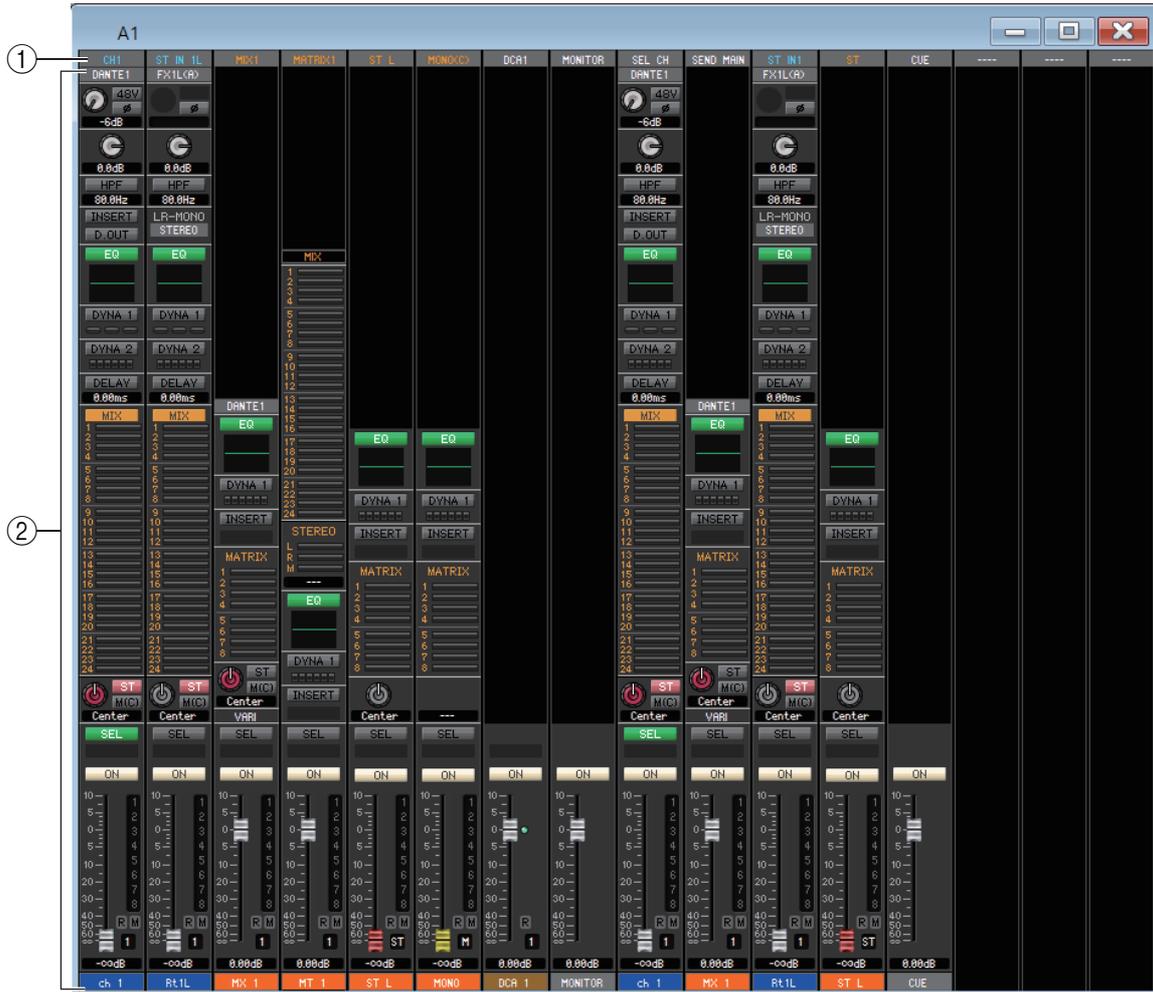
① **Channel Patch**

Click here to select the channel that will be assigned to the channel strips, from the following choices.

CH 1–72 (CL3: 1–64, CL1: 1–48)	INPUT CH 1–72 (CL3: 1–64, CL1: 1–48)
STIN1L-STIN8R	ST IN channel 1–8 (L/R)
MIX 1–24	MIX channel 1–24
MTRX1–8	MATRIX channel 1–8
ST L, ST R, MONO(C)	STEREO channel L/R or MONO(C) channel
DCA 1–16	DCA channel 1–16
MONITOR	MONITOR channel
STIN 1–8	ST IN channel 1–8
ST	STEREO channel
CUE (In the ONLINE state, if MATRIX bus channels 7 and 8 can be used as a second cue, the indication is fixed at "CUE A.")	CUE channel
SEL CH	Selected channel
SEND MAIN	SEND MAIN (in SENDS ON FADER mode)

This patch is color-coded and indicates the type of channel as follows:

Blue: Input channels, **Orange:** Output channels, **White:** Other channels.

② **Channel Strip**

Shows the channel strip that is assigned to the channel patch (①). This is the same as the channel strip in the Overview window. Indicates only L or R channel for the ST IN and ST channel. You can switch between L and R by clicking the [SEL] button.

User Defined Keys Setup window

In this window, you can specify the functions or parameters to be assigned to the USER DEFINED keys of the CL. Operation of each parameter is done by the USER DEFINED keys of the CL. This window is divided into four (A, B, C, D) bank pages. To switch pages, click the tabs shown in the upper part of the window.
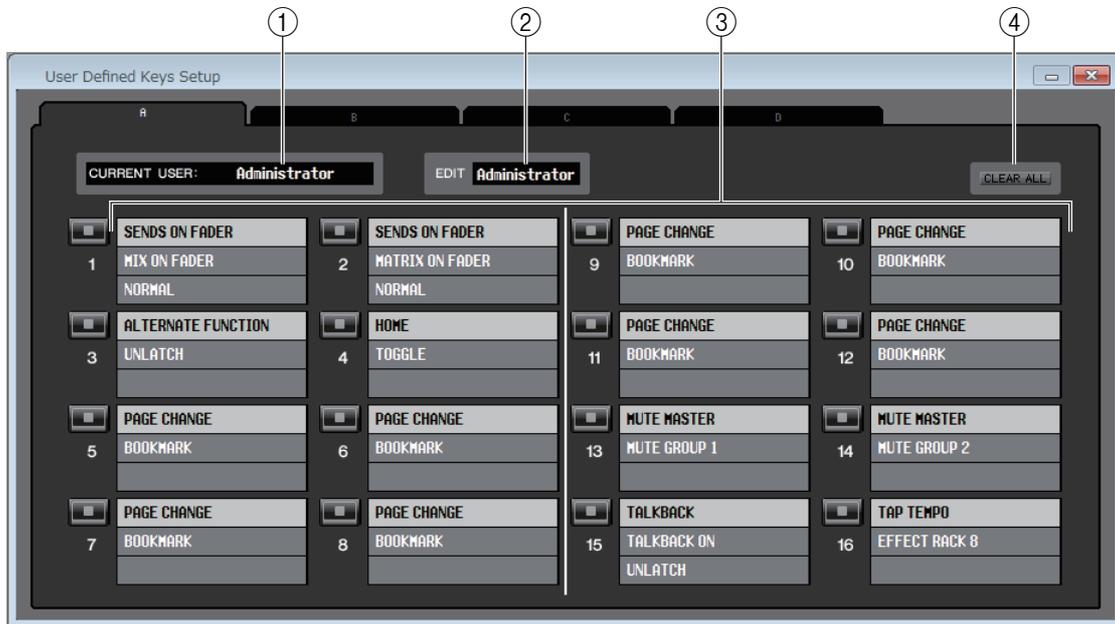
To open this window, choose [User Defined Keys Setup] from [Windows] menu.

① CURRENT USER

Displays the name of the user currently logged into the CL console. If the CL has not yet been synchronized with the Editor, this field displays "Administrator."

② EDIT

Displays and enables you to specify the user level (Administrator, Guest, or Ext.User) of the User Defined keys that you are editing. *"Ext.User"* is the user who is currently logged into the CL console via a user authentication key stored on a USB flash drive or the CL console. You can select this user only when the CL console is synchronized with the Editor.

> NOTE *Ext.User's User Defined key settings will not be stored in a file.*

③ Function names

Select the functions or parameters you wish to assign to the User Defined keys.

Click a User Defined key to open the Parameter List dialog box.

> NOTE *For more information on the assignable parameters, please refer to the CL's manual.*

④ CLEAR ALL

Clears all settings for the USER DEFINED keys for the currently-displayed bank.

User Defined Knobs Setup window

In this window, you can specify the functions or parameters to be assigned to the USER DEFINED knobs and Assignable Encoder of the CL. Operation of each parameter is done by the USER DEFINED knobs and Assignable Encoder of the CL.
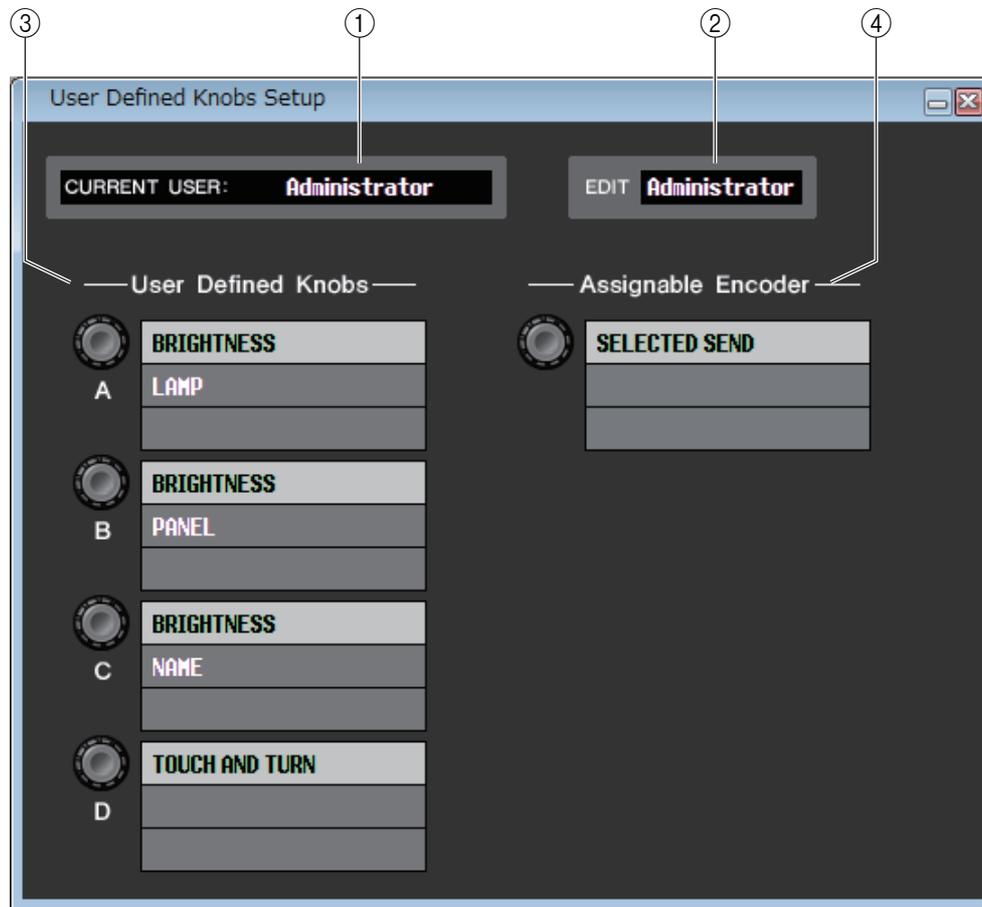
To open this window, choose [User Defined Knobs Setup] from [Windows] menu.

① CURRENT USER

Displays the name of the user currently logged into the CL console. If the CL has not yet been synchronized with the Editor, this field displays "Administrator."

② EDIT

Displays and enables you to specify the user level (Administrator, Guest, or Ext.User) of the User Defined knobs that you are editing. "Ext.User" is the user who is currently logged into the CL console via a user authentication key stored on a USB flash drive or the CL console. You can select this user only when the CL console is synchronized with the Editor.

> **NOTE** *Ext.User's User Defined knob settings and Assignable Encoder settings will not be stored in a file.*

③ User Defined Knobs

Select the functions or parameters you wish to assign to the USER DEFINED knobs of the CL. Click a User Defined knob to open the Parameter List dialog box.

④ Assignable Encoder

Select the functions or parameters you wish to assign to the Assignable Encoder of the CL. Click the Assignable Encoder knob to open the Parameter List dialog box.
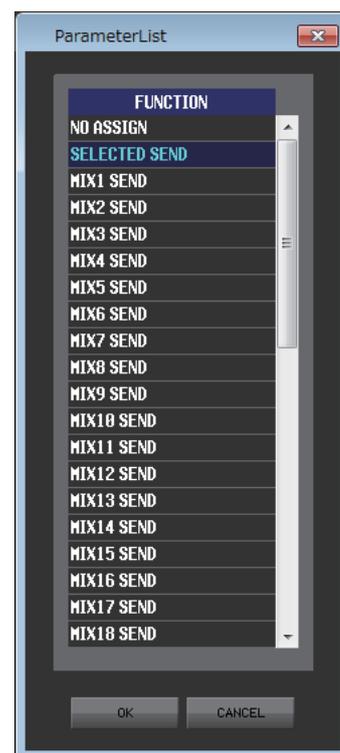
NOTE   *For more information on the assignable parameters, please refer to the CL's Manual.*

Sends On Fader window
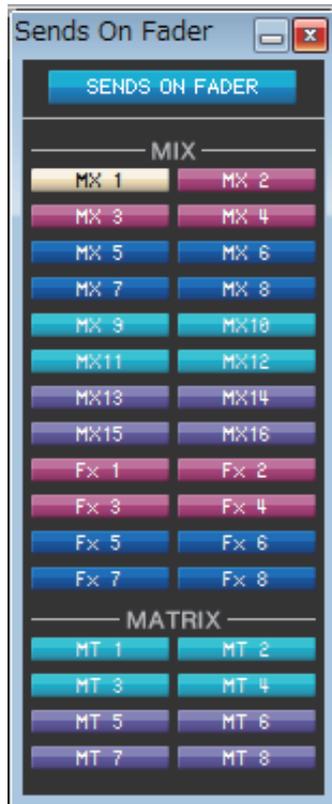
SENDS ON FADER mode enables you to adjust the send level to the MIX/MATRIX bus using the fader. In this mode, the signals sent from all input channels to a specific MIX/MATRIX bus can be adjusted simultaneously.
Use the SENDS ON FADER button in the Sends On Fader window or Main window to switch this mode on and off.

To display this window, do one of the following:

- Select [Sends On Fader] in the [Windows] menu.
- Click the SENDS ON FADER button in the Main window.

In SENDS ON FADER mode, the color and function of the [ON] button and the fader in the Overview window will change.

[ON] button	Color of the send destination	Send is on.
	Gray	Send is off.
Fader	Color of the send destination	The signal is sent to the bus.
	Gray	The signal is NOT sent to the bus.

Click the button (in the Sends On Fader window) for the MIX/MATRIX bus for which you want to adjust the send level. Then switch the send level off or on, and adjust the send level using the [ON] button and fader for the input channel displayed in the Overview window.

> **NOTE**
>
> - For MATRIX bus send, not only the input channels but MIX channels and STEREO/MONO channels can be in SENDS ON FADER mode.
> - In Surround mode, the MIX bus (1-6) send will be disabled and these buttons will become inoperative.

Outport Setup window

In the Outport Setup window you can assign the source channel for each output port and set the parameters.

The window includes the following items.

① **Output port select tabs**

These tabs switch the output ports controlled in the window in groups of up to eight ports.

② **DELAY SCALE field**

Here you can select the units for the delay time shown below the delay time knob (⑧). If the RECORDER tab is selected for the Output port select tabs (①), the DELAY SCALE field will be hidden in the screen.

• **meter (343.59m/s)**

The delay time is shown as a distance in meters, calculated as the speed of sound (343.59 m/s) at an air temperature of 20°C (68°F) multiplied by the delay time (seconds.)

• **feet (1127.26ft/s)**

The delay time is shown as a distance in feet, calculated as the speed of sound (1127.26 feet/s) at an air temperature of 20°C (68°F) multiplied by the delay time (seconds.)

• **sample**

The delay time is shown as a number of samples. If you change the sampling frequency at which the CL operates, the number of samples will change accordingly.

• **ms**

The delay time is shown in units of milliseconds.

• **frame**

The delay time is shown as a frame rate. You can select the frame rate from the following options:

30	30 frame/s (Non-drop)
30D	30 frame/s (Drop frame)
29.97	29.97 frame/s (Non-drop)
29.97D	29.97 frame/s (Drop frame)
25	25 frame/s
24	24 frame/s

③ **Output port**

This indicates the type and number of the output port to which the channel is assigned.

④ **Channel select**

This area lets you select the channel that is assigned to the output port.

⑤ **Channel name**

Indicates the name of the channel that is assigned to the corresponding output port.

⑥ **DELAY button**

Switches the output port delay on/off.

⑦ **Delay time**

The millisecond delay time value is shown above the knob.

The delay time value in the units selected in the DELAY SCALE field (②) is shown below the knob.

Click the ▲/▼ buttons to make detailed settings.

⑧ **DELAY TIME (Delay time knob)**

This knob sets the delay time of the output port. Rotate (by dragging) this knob to set the delay time.

⑨ **Ø (Phase) button**

Switches the phase of the signal assigned to the output port between normal phase (black) and reverse phase (orange.) It is not adjustable if the output-port is set to the RECORDER.

⑩ **GAIN knob**

Adjusts the gain level for the signal assigned to the output port. To change the value, rotate (by dragging) the knob in the screen. You can adjust the setting in 0.1 dB steps over a range of –96 to +0 dB. The current value is shown immediately below the knob.

⑪ **Level meter**

This meter indicates the level of the signal assigned to the output port.

Keyboard Shortcuts

Menu	Action	Key operation	
		Windows	**Mac**
File menu	**Creates a new Session**	Ctrl+N	⌘+N
	Opens a previously saved Session	Ctrl+O	⌘+O
	Saves the current Session	Ctrl+S	⌘+S
Edit menu	**Undo**	Ctrl+Z	⌘+Z
	Redo	Ctrl+Y	⌘+Y
Windows menu	**Closes the active window**	Ctrl+W	⌘+W
	Closes all windows	Ctrl+Alt+W	⌘+Option+W
	Tiles all windows	Ctrl+T	⌘+T
	Cascades all windows	Ctrl+Alt+T	⌘+Option+T
	Opens the Main window	Ctrl+1	⌘+1
	Opens the Sends On Fader window	Ctrl+2	⌘+2
	Opens the INPUT CH (CH1-16) window	Ctrl+Alt+1	⌘+Option+1
	Opens the INPUT CH (CH17-32) window	Ctrl+Alt+2	⌘+Option+2
	Opens the INPUT CH (CH33-48) window	Ctrl+Alt+3	⌘+Option+3
	Opens the INPUT CH (CH49-64) window (CL5, 3)	Ctrl+Alt+4	⌘+Option+4
	Opens the INPUT CH (CH65-72) window (CL5)	Ctrl+Alt+5	⌘+Option+5
	Opens the ST IN window	Ctrl+Alt+6	⌘+Option+6
	Opens the MIX 1–16 window	Ctrl+Alt+7	⌘+Option+7
	Opens the MIX 17–24 window	Ctrl+Alt+8	⌘+Option+8
	Opens the MATRIX window	Ctrl+Alt+9	⌘+Option+9
	Opens the STEREO/MONO window	Ctrl+Alt+0	⌘+Option+0
	Opens the Selected Channel window	Ctrl+3	⌘+3
	Opens the Library window	Ctrl+4	⌘+4
	Opens the Patch Editor window	Ctrl+5	⌘+5
	Opens the Virtual Rack window	Ctrl+6	⌘+6
	Opens the Meter window	Ctrl+7	⌘+7
	Opens the Group/Link window	Ctrl+8	⌘+8
	Opens the Scene window	Ctrl+9	⌘+9
Synchronization menu	**Opens the Re-Synchronize window**	Ctrl+0	⌘+0
Library window or SCENE MEMORY page of the Scene window	**Selects consecutive multiple items (memories)**	Shift+click	shift+click
	Selects non-consecutive multiple items (memories)	Ctrl+click	⌘+click
	Selects all memories in a section	Ctrl+A	⌘+A

CL Editor Owner's Manual

Index