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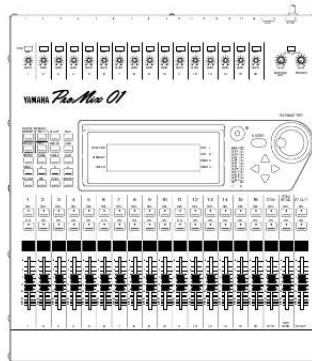
You can read the recommendations in the user guide, the technical guide or the installation guide for YAMAHA PROMIX 01. You'll find the answers to all your questions on the YAMAHA PROMIX 01 in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

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User guide YAMAHA PROMIX 01
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YAMAHA

ProMix 01

User's Guide
Manuel de référence
Bedienungsanleitung
Manual de uso



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Manual abstract:

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K.) LTD. **CONNEXIONS DES MICROPHONES ET DE LEURS CÂBLES POUR ÉVITER TOUT ENDOMMAGEMENT, S'ASSURER DE BRANCHER UNIQUEMENT DES MICROPHONES ET DES CÂBLES DE MICROPHONES CONCUS SELON LA NORME IEC268-15A. MICROPHONE CABLES AND MICROPHONES CONNECTION TO PREVENT HAZARD OR DAMAGE, ENSURE THAT ONLY MICROPHONE CABLES AND MICROPHONES DESIGNED TO THE IEC268-15A STANDARD ARE CONNECTED.** i Brief Contents 1 2 3 4 5 6 7 8 9 Touring ProMix 01

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20dB 20dB 20dB 20dB 20dB 20dB 20dB 20dB 20dB 20dB 20dB 20dB 20dB 20dB 20dB 20dB 20dB 20dB CUE/ 2TR IN 9 0 A B C D 16 60 16 60 16 60 16 60 16 60 16 60 16 60 16 60
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GAIN 13 GAIN 14 GAIN 15 GAIN 16 0 10 LEVEL 0 10 LEVEL MONITOR OUT PHONES 3 4 5 SCENE MEMORY INC + STORE UTILITY MIDI
PARAMETER ENTER RECALL DEC GROUP PAIR FUNCTION METER PAN/φ COMP CUE MEMORY SEND 3 SEND 1 2 3 4 SEL CH SEND 4 RTN RTN
I 2 CLIP 15 12 9 6 3 0 6 12 18 24 40 E R EQ LOW MID HIGH LIBRARY L 1 2 SEL 3 SEL 4 SEL 5 SEL 6 SEL 7 SEL 8 SEL 9 SEL 10 SEL 11 SEL 12 SEL 13
SEL 14 SEL 15 SEL 16 SEL ST IN SEL Reters and options on the LCD. 16.Stereo output meters These 12-segment LED meters display the stereo output
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10dB R (UNBAL) L R +4dB (UNBAL) L 16 15 14 13 12 11 10 9 8 INPUT 7 (BAL) 6 5 4 3 2 1 2TR IN ST IN ANALOG DIGITAL POWER ON OFF +4dB
(UNBAL) +4dB (UNBAL) 10dB (UNBAL) R L 4 3 R +4dB (BAL) L R L COAXIAL OUT IN PHONES MONITOR OUT AUX SEND STEREO OUT REC OUT
MIDI 5 6 7 8 9 0 A I.

PHANTOM MASTER switch This switch is used to turn the +48V DC phantom power ON and OFF. Phantom power is switched simultaneously for input channels 1 through 8. 2. 2TR IN These are RCA/phono jacks with a 10 dB nominal input level. Signals input here are fed through to the CUE/2TR IN switch and are monitored via the monitor out and headphones. The outputs of a 2-track master recorder can be connected here for confidence monitoring and

playback. Note: When no plugs are inserted into the ST IN phone jacks, the 2TR IN signals are fed through to the stereo input channel. This means that you can apply EQ, etc., to the 2TR IN signals. When plugs are inserted into the ST IN phone jacks, however, this connection is broken.

3. ST IN These are unbalanced 1/4" phone jacks with a +4dB nominal input level. Signals input here are fed through to the stereo input channel. The outputs of an external effects processor, or other device with stereo line-level outputs can be connected here. When no plugs are inserted, the 2TR IN signals are fed through to the stereo input channel (see above note). ProMix 01 User's Guide 6 Chapter 1: Touring ProMix 01 4. INPUT (BAL) Hot 2 3 Cold 1 Ground Input channels 1 through 8 have balanced XLR-3-31 type connectors for connecting microphones. The nominal input level is 60dB to +4dB. They are wired according to the IEC 268 standard: Pin 1ground, pin 2hot (+), and pin 3cold (-). Phantom powering is available for condenser type microphones, and it is set using the PHANTOM MASTER switch.

Input channels 9 through 16 have balanced phone jack connectors. The nominal input level is 60dB to +4dB. Wiring is sleeveground, tiphot (+), and ringcold (-). They can be used with balanced or unbalanced plugs. Besides connector type and phantom power, the input circuits for inputs 1 through 16 are the same. So with an adaptor cable, inputs 9 through 16 can also be used with balanced microphones. Note: Make sure that the balanced devices you connect to the INPUTs also use pin 2hot, pin 3cold wiring. If they're wired differently, undesirable phase shifts may occur. Refer to their user manuals for details. Cold Ground Hot 5.

POWER switch This is a push-type power switch. It's recessed to prevent accidental operation. Press once to power ON; press again to power OFF. 6.

PHONES This is a stereo (TRS) 1/4" phone jack. A pair of stereo headphones can be connected here for monitoring. The phones output signal source is the same as that of the monitor output. The headphone level is set using the PHONES LEVEL control. 7. MONITOR OUT These are unbalanced 1/4" phone jacks with a +4dB nominal output level.

They output the monitor signals, and can be connected to the inputs on a monitor amplifier. The monitor signal source is determined by the CUE/2TR IN switch and CUE modes. The output level is set using the MONITOR OUT LEVEL control. 8. AUX SEND These are unbalanced 1/4" phone jacks with a +4dB nominal output level. They output the SEND3 and SEND4 signals, and can be used to feed external effects processors, foldback amplifiers, or multitrack recording equipment. SEND3 and SEND4 can be configured as a stereo pair. In this case, an additional pan control on each input channel and a balance control on the stereo input channel allows input signals to be panned between these outputs.



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See "SEND3-4 Stereo Pair" on page 46 for more details. ProMix 01 User's Guide Rear Panel 79.

STEREO OUT These are balanced XLR-3-32 type connectors with a +4dB nominal output level. They are wired pin 1ground, pin 2hot (+), and pin 3cold (-). They output the main stereo signals and can be connected to power amplifiers in sound reinforcement applications. Note: When the STEREO OUT XLRs are used with unbalanced connectors, their maximum output level is reduced by 6dB. This means that the STEREO OUT signal actually clips when the 12dB LED lights up, which is 8dB before the CLIP LED.

Ground 1 3 2 Hot Cold 10.REC OUT The ANALOG outputs are RCA/phono jacks with a 10dB nominal output level. They output the main stereo signals for recording, and can be connected to cassette and other analog recorders. They can also be used instead of the XLR STEREO OUTs to connect ProMix 01 to your home hi-fi system. The DIGITAL COAXIAL output is an RCA/phono jack.

It outputs the main stereo signals for recording, and can be connected to DAT, MD, and DCC digital recorders via a 75 ohm coaxial cable. The digital output format is IEC958 (Consumer). 11.MIDI These are standard MIDI IN and OUT connections. They can be used to connect a controlling computer or MIDI sequencer for automated control. They can also be used for control of other ProMix 01s in a multiple system. See "MIDI" on page 79. ProMix 01 User's

Guide 8 PHANTOM MASTER (+48V) ON OFF PAN PRE/POST SEND1 CH18 ODD/L IN ODD/L OUT ENVELOPE FOLLOWER EVEN/R OUT KEY IN ON SEND2 COMP CUE COMP COMP Chapter 1: Touring ProMix 01 ST IN +4dB (UNBAL) DUAL PAN SEND1 R DA ON ON SEND2 SEND3 AD 3BAND PEQ ϕ 3BAND PEQ COMP COMP 3BAND PEQ ON SEND3 FADER COMP COMP 3BAND PEQ ON SEND4 FADER COMP ProMix 01 User's Guide ϕ 3BAND PEQ PAD HA AD INPUT (BAL) EVEN/R IN SEND3 20dB GAIN CH916 SEND4 PAD ST OUT FADER METER DA L Same as CH 18 20dB METER ST IN FADER COMP METER CH FADER ST SEND CUE LR1234LR COMP ($\times 3$) GAIN REDUCTION OUTPUT METER METER 3BAND PEQ STEREO OUT +4dB(BAL) R L AD ϕ 3BAND PEQ L ANALOG 10dB R (UNBAL) REC OUT FORMAT CONVERTER DIGITAL COAXIAL ST OUT BALANCE SEND4 CUE PHONES PHONES LEVEL 2TR IN L 10dB (UNBAL) R DA L DA R METER RTN1 FADER DUAL PAN CUE MONITOR OUT +4dB(UNBAL) CUE/ MONITOR OUT 2TR IN LEVEL METER DA INTERNAL EFFECT 1 3BAND PEQ ON SEN D 3 +4dB(UNBAL) CUE METER RTN2 FADER DUAL PAN METER DA ON CUE ProMix 01 Block Diagram INTERNAL EFFECT2 3BAND PEQ SEN D 4 +4dB(UNBAL) METER CUE ST OUT SEND3 OSCILLATOR LEVEL ON Multifunction faders and switches SEND4 LCD functions ASSIGN ProMix 01 Block Diagram 9 An Analog Mixer Analogy If ProMix 01 had an analog mixer interface, it might look something like this. If you're familiar with analog mixers, you may find this illustration reassuring, and the cross references will certainly help you locate information quickly. Remember that ProMix 01 offers a lot more than what's shown below, i.

e., scene memories, full MIDI control, two internal effects, three dynamics processors... Phantom kP.18 GAIN kP.18 Pad kP.18 Phase kP.20 +48V 20dB PAD SEND3, SEND4kP.45 MeterskP.

19 60 16 GAIN F Q F Q 15 +15 HIGH SHELF PEAK CLIP +12 +6 0 40 CLIP +12 +6 0 40 15 +15 HIGH SHELF PEAK 0 10 LEVEL ON 0 10 LEVEL ON CLIP 15 12 9 6 3 0 6 12 18 24 40 L R EQ kP.21 15 +15 MID F Q 15 +15 MID F Q PHONES, MONITOR kP.50 SEND3 CUE SEND4 CUE 0 10 PHONES F Q F Q 15 +15 LOW SHELF PEAK CUE/2TR 0 10 LEVEL CUE/2TR IN SEND1, 2 15 +15 LOW SHELF PEAK kP.51 CUEkP.50 kP.

30 PRE/POST EQ ON EQ ON kP.32 0 10 SEND1 PRE/POST 0 10 SEND1 MONITOR CUE/ST FIX PRE/POST F 0 10 SEND2 0 10 SEND2 15 +15 HIGH Q SHELF PEAK F 15 +15 HIGH Q SHELF PEAK F 15 +15 HIGH Q SHELF PEAK PRE/POST PRE/POST SEND3, 4 kP.45 PRE/POST 0 10 SEND3 PRE/POST F 0 10 SEND3 PRE/POST F 15 +15 MID Q 15 +15 MID F Q 15 +15 MID Q kP.45 F 0 10 SEND4 0 10 SEND4 15 +15 LOW Q SHELF PEAK F - 15 +15 LOW Q SHELF PEAK F 15 +15 LOW Q SHELF PEAK PRE/POST PRE/POST PANKP.26 ONkP.

25 CUEkP.50 L PAN ON CUE 6 0 CLIP +12 +6 0 40 EQ ON EQ ON EQ ON BalancekP.26 R L R DUAL PAN ON CUE 6 0 5 10 G BR O CU P D A 20 40 60 G BR O CU P D A CLIP +12 +6 0 40 L R DUAL PAN ON CUE 6 0 5 10 20 40 60 CLIP +12 +6 0 40 L R DUAL PAN ON CUE 6 0 5 10 20 40 60 CLIP +12 +6 0 40 L R BALANCE ON CUE 6 0 5 10 20 40 60 GROUPkP.56 5 10 20 40 60 CH116 ST IN RTN1 RTN2 ST OUT FaderskP.25 ProMix 01 User's Guide 10 Chapter 1: Touring ProMix 01 ProMix 01 User's Guide User Interface 11 2 User Interface In this chapter... About the User Interface . . .

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As well as showing parameter values numerically, faders and rotary controls are represented graphically, so you can actually see pan positions and fader positions. In addition, EQ curves are displayed graphically and signal levels are metered. The following illustration shows information that is always displayed and explains what it means. The FUNCTION area shows the name of the selected LCD function The highlighted arrow indicates the channel selected using the RTN/SEND [SEL] button The MEMORY area shows the current mix scene name and number FUNCTION MEMORY RTN RTN 1 2 SEND 3 SEL CH SEND 4 The SEL CH area shows the currently selected channel This icon indicates that another display is available to the right. When that display is selected, the icon moves to the left side of the display The following table shows what can appear in the FUNCTION, MEMORY, and SEL CH areas of the LCD.



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LCD Area **FUNCTION MEMORY SEL CH** Displayed **UTILITY, MIDI, SCENE MEMORY, GROUP, PAIR, METER, PAN/, COMP, CUE, SEND1, SEND2, SEND3, SEND4, SEND3-4, EQ, LIBRARY** Name and number of the current mix scene: 00 to 50 **CH1CH16, ST IN, RTN1, RTN2, SEND3, SEND4, SEND3-4, ST OUT** ProMix 01 User's Guide **Cursor Buttons 13** **Cursor Buttons** The cursor buttons are used to select parameters and options on the LCD. The selected parameter or option appears highlighted. Highlighted The [] and [Ⓢ] cursor buttons move the cursor left and right, and the [] and [] cursor buttons move the cursor up and down. Cursor buttons are also used to position the cursor in a name when naming mix scenes, user effects programs, user EQ programs, and user dynamics programs. They are also used to select LCD functions listed on the **UTILITY** and **MIDI** LCD function menus.

When a display left or right icon appears at the left or right side of the display, indicating that another display is available, the [] and [Ⓢ] cursor buttons are used to select the display. Display leftright icons. **PARAMETER Wheel** The **PARAMETER** wheel is used to adjust the parameter selected using the cursor buttons. Its detented action gives it a positive feel, allowing quick and accurate parameter adjustments. Turning it clockwise increases the selected parameter value, or turns the parameter **ON**.

Turning it counterclockwise decreases the selected parameter value, or turns the parameter **OFF**. The faster you turn it, the faster the parameter value changes. The **PARAMETER** wheel is also used to scroll through mix scenes, effects programs, EQ programs, and dynamics processor programs. When naming mix scenes, user effects programs, user EQ programs, and user dynamics programs, the **PARAMETER** wheel is used scroll through the available characters. **ENTER Button** **ENTER** The [ENTER] button is used to confirm settings made using the **PARAMETER** wheel and to toggle two-option parameters such as **EQ ON/OFF** and **Effect ON/OFF**.

It is also used to access LCD functions listed on the **UTILITY** and **MIDI** LCD function menus. ProMix 01 User's Guide 14 Chapter 2: User Interface **SEL Buttons** **SEL** The [SEL] buttons are used in conjunction with the LCD functions. To perform an action on a channel, first select it using a [SEL] button, then choose a function using the function buttons to the left of the LCD. This form of editing is similar to computer word processing. First, you select your text, then execute a function. The input channel, stereo input channel, and stereo output [SEL] buttons select their respective channels. The **RTN/SEND [SEL]** button, on the other hand, is used to select **RTN1, RTN2, SEND3, and SEND4**. Pressing it repeatedly cycles through the options in the following order: **RTN1-->RTN2-->SEND3-->SEND4-->** When **SEND3** and **SEND4** are used as a stereo pair, **SEND3** and **SEND4** are selected together. The order then becomes: **RTN1-->RTN2-->SEND3-4-->** **RTN1, RTN2, SEND3, and SEND4** are selected automatically when the corresponding [SEND] button is pressed. For example, pressing [SEND1] selects **RTN1** and pressing [SEND3] selects **SEND3**.

When a channel is selected, its [SEL] button LED lights up and its name appears in the **SEL CH** area of the LCD. Stereo-pair channels are selected together. The channel currently selected by the **RTN/SEND [SEL]** button is indicated by the highlighted arrow head at the right side of the LCD. Selected **RTN/SEND** channel **RTN1 RTN2 SEND3 SEND4** Selected channel ProMix 01 User's Guide **LCD Functions 15** **LCD Functions** ProMix 01 functions without dedicated controls are organized into LCD functions. They are selected using the function buttons to the left of the LCD. The name of the selected LCD function appears in the **FUNCTION** area of the display. The following table lists all LCD functions and explains what they do. **LCD Function UTILITY** Description Lists the utility functions: **OSCILLATOR, SEND3, 4 CONFIGURATION, OUTPUT COMP PATCH POINT, MEMORY PROTECT, and BATTERY CHECK**. Lists the **MIDI** functions: **MIDI SETUP, PROGRAM CHANGE ASSIGN, CONTROL CHANGE ASSIGN, BULK DUMP/REQUEST, LOCAL ON/OFF, and MEMORY CONTROL CHANGE OUT. MIDI SCENE MEMORY** Store and recall mix scenes.

GROUP PAIR METER PAN/ COMP CUE SEND1 SEND2 SEND3 SEND4 SEND3-4 EQ LIBRARY Set up the four fader groups. Set up channel pairs. Meter **CH116, ST IN, RTN1, RTN2, SEND3, and SEND4** levels. There are two displays. Set pan, balance, and phase. There are three displays. Store, recall, and edit **COMP1, COMP2, COMP3**. Set the **CUE** mode and display channel information. Store, recall, and edit effects programs for internal **Effect 1**. Store, recall, and edit effects programs for internal **Effect 2**. Set up **SEND3**. Set up **SEND4**. This LCD function appears instead of **SEND3** and **SEND4** in **SEND3-4** stereo mode. There are two displays. The second display contains the channel-to-**SEND3-4** pan controls. Set the **EQ**. Store and recall **EQ** programs. ProMix 01 User's Guide 16 Chapter 2: User Interface ProMix 01 User's Guide **Mixer Functions 17 3** **Mixer Functions** In this chapter...

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..... 18 18 18 19 20 21 22 23 25 26 26 27 27 ProMix 01 User's Guide 18 Chapter 3: Mixer Functions Phantom Power PHANTOM MASTER CH1~8 ON OFF (+48V) Phantom power provides a +48V DC power source for condenser type microphones. It is applied to XLR input channels 1 through 8. The PHANTOM MASTER switch on the rear panel is used to turn it ON and OFF. Phantom power is applied simultaneously to all eight inputs. It cannot be set for individual inputs.

With phantom power set to ON, non-phantom powered microphones, dynamic microphones, and balanced line-level sources can still be connected to inputs 1 through 8. However, be careful with unbalanced sources. Pad PAD 20dB The Pad function attenuates input signals by 20dB. This is useful when inputting high level signals that overload the input preamp. By increasing the effective range of the GAIN control, high-level signals can be adjusted accurately. Pad can be set individually for the 16 input channels. The PAD switch at the top of each channel is used to turn it ON and OFF: switch up for OFF, down for ON. Gain The GAIN controls are used to optimize the input channel signal levels. Use them with the METER LCD function, which shows the input signal levels. Ideally the level should be set relatively high and it's OK for it to reach CLIP occasionally.

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If CLIP is reached often, however, back off the GAIN control a little, otherwise signal distortion may occur. The GAIN control should be set with some care, because if it is set too low, the S/N performance will suffer, and if it is set too high, unpleasant signal clipping and distortion may occur. 16 60 GAIN ProMix 01 User's Guide Metering 19 Metering 1. Press [METER]. The METER LCD function appears. 2. To turn the Peak Hold function ON and OFF, press [ENTER] or use the PARAMETER wheel. 3. Use the [] [Ⓢ] cursor buttons or press [ENTER] to switch between the two METER displays. ProMix 01 features comprehensive signal level metering.

Input channels, the stereo input channel, RTN1, RTN2, SEND3, and SEND4 are all metered using the METER LCD function. The stereo output is metered using the dedicated 12-segment LED meters. Peak hold is available for all meters. The METER LCD function consists of two displays. One shows the 16 input channels. The other, the stereo input (ST IN), RTN1, RTN2, SEND3, and SEND4. Both displays are shown below. CLIP 15 12 9 6 3 0 6 12 18 24 40 The Peak Hold function can be turned ON and OFF on either display. Peak hold levels are cancelled when Peak Hold is turned OFF or another LCD function is selected. The stereo output meter peak hold is not affected when other LCD functions are selected.

Note: It's OK for signal levels to reach CLIP occasionally. If CLIP is reached often, however, back off the GAIN control a little, otherwise signal distortion may occur. The following table lists the meter signal source points. Signal Input channel Source Point Post GAIN and A/D converter--pre phase and EQ R L Stereo output meters Stereo input channel (ST IN) Post GAIN and A/D converter--pre phase and EQ Stereo output RTN1, RTN2 SEND3, SEND4 Post fader and balance--pre D/A converter Post internal effect--pre EQ and fader Post fader--pre D/A converter Note: When the STEREO OUT XLRs are used with unbalanced connectors, their maximum output level is reduced by 6dB. This means that the STEREO OUT signal actually clips when the 15dB LED lights up, which is 5dB before the CLIP LED.

When the stereo output meter's 0dB LED lights up, the DIGITAL REC OUT still has 20dB of headroom. ProMix 01 User's Guide 20 Chapter 3: Mixer Functions Phase 1. Select a channel using the [SEL] buttons. 2. Press [PAN/]. The PHASE LCD function appears. If the PAN display appears, press [PAN/] again. 3. To change the phase, press [ENTER] or use the PARAMETER wheel. Other channels can be selected using the [SEL] buttons or cursor buttons. The Phase function reverses the polarity of the hot and cold feeds in a balanced input (i.e. pins 2 and 3). The phase can be set for the input channels and stereo input channel. It can be used to compensate for incorrectly wired cables and connectors.

It is also useful, for example, when a snare drum is miked top and bottom. In this case the bottom microphone signal needs to be phase reversed. Shown below is the PHASE LCD function. The parameters are: N -- normal phase. R -- reverse phase. Stereo-pair channels are controlled together, as shown below. ProMix 01 User's Guide EQ 21 EQ 1. Select a channel using the [SEL] buttons. 2. Press [EQ LOW], [MID], or [HIGH].

The EQ LCD function appears. 3. Press [EQ LOW], [MID], or [HIGH] repeatedly to select the parameters for each band. You can also use the cursor buttons to select parameters. 4. To turn the EQ ON or OFF, press [ENTER] or select the ON/OFF parameter and use the PARAMETER wheel. ProMix 01 EQ is three-band fully parametric, with variable Q, frequency, gain, and ON/OFF parameters. Initially the EQ is configured as a conventional three-band EQ, with shelving-type low and high and peaking-type mid. However, high and low can also be configured as peaking types. EQ can be applied to the inputs channels, stereo input channel, RTN1, RTN2, and stereo output.

Stereo-pair input channels are controlled together. Shown below is the EQ LCD function. The top-half shows the EQ response curve, the bottom-half, the EQ parameters. The vertical dotted line indicates the frequency of the selected band. EQ parameters are: LOW Q F G 1/6, 1/4, 1/3, 1/2, 3/4, 1, 3/2, 2, 3 oct, SHELF 32 Hz 1 kHz MID 1/6, 1/4, 1/3, 1/2, 3/4, 1, 3/2, 2, 3 oct 32 Hz 18 kHz HIGH 1/6, 1/4, 1/3, 1/2, 3/4, 1, 3/2, 2, 3 oct, SHELF 1 kHz 18 kHz 9 steps 1/6 octave steps 1 dB steps ±15 dB ±15 dB Q is stated in musically intuitive octave values. The following table compares octave values with conventional decimal Q values. Octave 1/6 1/4 1/3 1/2 3/4 1 3/2 2 3 Q 0.65 0.76 0.83 1.0 1.26 1.59 2.0 2.59

87 1.90 1.41 0.92 0.67 0.40 ProMix 01 User's Guide 22 Chapter 3: Mixer Functions EQ Library Recalling EQ Programs 1. Select a channel using the [SEL] buttons. 2. Press [LIBRARY]. The LIBRARY LCD function appears. 3. Use the PARAMETER wheel to select an EQ program. 4. Press [ENTER] to recall. The EQ program is recalled.

The EQ library is used to store EQ settings. Settings are stored as EQ programs, and there are 30 preset programs (130) and 20 user programs (3150) for you to store your own EQ settings. When STORE is selected on the LIBRARY LCD function, user program 31, the first user program, is selected automatically. You cannot select preset programs 1 through 30 while the STORE option is selected. User EQ programs can be named for easy identification. Shown below is the LIBRARY LCD function. The response curve of the selected EQ program is shown to the right. Library programs are listed in the center and the name of the EQ program last recalled or stored is highlighted. Also there is an equal symbol (=) between the program's name and number, not a period like the other programs. The PARAMETER wheel is used to scroll through the program list. When another program is selected, its name flashes. If it is recalled, it stops flashing, appears highlighted, and the period between its name and number changes to an equal symbol (=). Storing EQ Programs 1. Select STORE. 2.

Use the PARAMETER wheel to select an EQ program. 3. Press [ENTER]. The LIBRARY NAME LCD function appears. 4. Use the [] [Ⓢ] cursor buttons and PARAMETER wheel to name the program. If you want to cancel the store operation, select CANCEL and press [ENTER]. 5. Press [ENTER] to store. The EQ program is stored.

Shown below is the MEMORY NAME LCD function. The selected character in the name is highlighted. Available characters scroll through the box in the center. Use the cursor buttons to position the cursor in the name and the PARAMETER wheel to scroll through the characters. EQ program names can be up to 15 characters long and the following characters are available.

The preset EQ programs provide a good starting point and reference for making adjustments. Spaces are available between the above character rows. ProMix 01 User's Guide - ! ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz ()[]{}<>#%&@!/?+*/÷= ..



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;;",ÜÜ 0123456789 EQ Presets 23 EQ Presets Program # Program Name Description Reset the EQ (G = 0dB, F and Q = their initial values.. same as mix scene 00). Same as loudness function on a hi-fi amp. Improves listening at low volume levels. Low and high boost for disco and dance. Mid and high range emphasis for pop music. Low and high range emphasis for rock music. Low, Mid, and high emphasis for a live sound. G F Q G F Q G F Q G F Q G F Q G F Q G F Q G F Q G F Q Low 0dB 80Hz SHELF +5dB 80Hz SHELF +5dB 90Hz 3oct 0dB 100Hz SHELF +4dB 80Hz 1oct +3dB 125Hz SHELF +5dB 80Hz 3/4oct +5dB 110Hz SHELF +8dB 80Hz 3/4oct +2dB 200Hz SHELF +5dB 200Hz 3/4oct +2dB 200Hz SHELF -3dB 80Hz SHELF +4dB 200Hz SHELF +5dB 90Hz 1oct Parameter Mid 0dB 2.0kHz 3/2oct +3dB 200Hz 2oct -4dB 700Hz 1/6oct +2dB 2.8kHz 3oct +2dB 2.5kHz 1oct +1dB 700Hz 2oct -5dB 400Hz 1/3oct +2dB 2.0kHz 3/2oct -7dB 400Hz 1/6oct +1dB 1.4kHz 3/2oct -6dB 700Hz 1/6oct 0dB 2.0kHz 3/2oct -2dB 250Hz 1/6oct -1dB 900Hz 3/2oct -1dB 450Hz 1/4oct High 0dB 10kHz SHELF 0dB 10kHz SHELF +4dB 12kHz 3oct +2dB 10kHz 3oct +4dB 12kHz SHELF +2dB 12kHz SHELF +4dB 2.5kHz 3/2oct +1dB 12kHz 3oct +5dB 2.5kHz 1/3oct +3dB 5.6kHz 3oct +5dB 3.2kHz 3oct +4dB 12kHz SHELF +3dB 8.0kHz SHELF +3dB 4.0kHz 1oct +1dB 900Hz 1/4oct +1dB 2.0kHz 2oct +1dB 1.8kHz 3/4oct +1dB 2.0kHz 3oct +2dB 1.4kHz 3/2oct +2dB 4.5kHz 3oct +3dB 2.0kHz 1oct +12dB 1.1kHz 2oct 0dB 2.0kHz 3/2oct -10dB 160Hz 1/6oct -10dB 180Hz 1/6oct 0dB 2.0kHz 3/2oct High +2dB 2.0kHz SHELF +4dB 7.0kHz SHELF +4dB 5.6kHz 2oct +3dB 3.6kHz SHELF +1dB 5.0kHz 3oct +2dB 5.0kHz SHELF +2dB 7.0kHz 3oct +5dB 5.6kHz SHELF -4dB 7.0kHz SHELF -1dB 8.0kHz SHELF -10dB 9.0kHz 3/4oct -10dB 4.0kHz 1/6oct 0dB 10kHz SHELF 0dB 10kHz SHELF -13dB 16kHz SHELF ProMix 01 User's Guide Faders 25 Faders 6 0 5 10 20 40 60 00 ProMix 01 faders are motorized, which means that they can position themselves automatically. So all faders in a group or stereo pair move automatically when you move any fader in that group or stereo pair. Fader positions are stored in mix scenes, so when a mix scene is recalled the faders move automatically to their new positions. Fader positions are stored when ProMix 01 is powered OFF. So even if faders have been moved, they return automatically to their previous positions when ProMix 01 is powered ON again. The faders are multifunction controls, which means they are used to control more than one signal. The signal controlled by a fader at any given time depends on the selected LCD function. The following table shows how it works. Essentially, faders work as conventional mixer faders unless the SEND1, SEND2, SEND3, or SEND4 LCD function is selected.

In this case, they work as channel-to-send level controls. The current LCD function is shown in the FUNCTION area on the display. When a SEND LCD function is selected, a flashing fader icon appears. When there's no flashing fader icon, you know the faders are working as channel-to-mix level controls. All LCD functions except--> SEND1 Channel 1--SEND1 SEND2 Channel 1--SEND2 SEND3 Channel 1--SEND3 SEND4 Channel 1--SEND4 Channel 1 fader Channel 1--Fader Channel 16 fader ST IN fader RTN/SEND fader ST OUT fader ~ ON Channel 16--Fader ST IN--Fader Selected RTN/SEND channel ~ Channel 16--SEND1 Channel 16--SEND2 Channel 16--SEND3 Channel 16--SEND4 ST IN--SEND1 RTN1 (Internal Effect1 return) ST IN--SEND2 RTN2 (Internal Effect2 return) ST IN--SEND3 ST IN--SEND4 Note: Fader travel is divided into 128 steps.

If a fader is on the border between steps, it may, in rare circumstances, move one step on its own. Probably due to a temperature change. In this case, the EDIT indicator appears and the corresponding Control Change message is output. ON Buttons The [ON] buttons are used to turn channels ON and OFF. The input channel, stereo input channel, and stereo output [ON] buttons turn their respective channels ON and OFF.

The RTN/SEND [ON] button, on the other hand, is used to turn RTN1, RTN2, SEND3, and SEND4 ON and OFF. Therefore, you must use the RTN/SEND [SEL] button to select the channel that you want to turn ON and OFF beforehand. When a channel is turned ON, its [ON] button LED lights up. When it's turned off, the LED goes off. Stereo-pair channels are turned ON and OFF together. ~ Stereo Output (main stereo outputs) ~ SEND3 (master send SEND4 (master send level) level) ~ ProMix 01 User's Guide ~ 26 Chapter 3: Mixer Functions Pan and Balance 1. Select a channel using the [SEL] buttons. 2. Press [PAN/]. The PAN LCD function appears.

If the PHASE display appears, press [PAN/] again. 3. Use the PARAMETER wheel to set the pan or balance. Other channels can be selected using the [SEL] buttons or cursor buttons. The PAN LCD function is used to pan and balance signals. Input channels, the stereo input channel, RTN1, and RTN2 can be panned, and the stereo output can be balanced.



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The PAN LCD function consists of two displays. One shows the 16 input channel pans. The other, the stereo input (ST IN), RTN1, and RTN2 pans, and stereo output balance (ST OUT). Pressing a channel [SEL] button selects the corresponding display and pan control automatically.

You can also use the cursor buttons to select pan controls and switch between the displays. Pressing the [PAN/] button repeatedly cycles through the displays (also the PHASE display). Both displays are shown below. The number of the selected channel is highlighted. Channel pan positions are indicated by marker lines, just like the ones on real knobs.

The horizontal bar, at the bottom the display, shows the pan position and value of the selected channel. Including center, there are 33 pan positions. Left Center Right L16L15...L2L1 C R1R2...R15R16 Stereo Output Balance The ST OUT control allows you to balance the left and right signals of the stereo output. As the control is moved away from center, the level of one signal is increased, while the other is decreased. This control does not affect the stereo width.

The balance control range is the same as for pan (33 positions). ProMix 01 User's Guide Stereo-Pair Pans 27 Stereo-Pair Pans When input channels are paired, their pan controls appear as one dual-concentric control (i.e. one control inside the other), as shown below. Horizontal bars, at the bottom of the display, show the pan positions and values of the selected channel pair. When channels are paired using ST RESET, the odd channel is automatically panned hard-left and the even channel, hard-right. See "Pairing Channels" on page 58. GANG and INDIVIDUAL modes provide simultaneous and individual pan adjustment, respectively. The current mode is shown at the bottom right of the display and can be set by pressing [ENTER]. It can also be set by selecting the GANG or INDIVIDUAL parameter with the cursor buttons and then using the PARAMETER wheel.

Stereo Width In INDIVIDUAL mode, the width of a stereo signal can be set. When the pan controls are set hard-left and hard-right, the stereo width is 100%.

With both pans set to center the stereo width is 0%. Setting the controls to a position in between allows you to set the stereo width from 0% to 100%. To maintain a central balance, however, you must set both controls to the same left and right values. For example, L5R5, or L10R10. Switching back to GANG mode allows you to reposition the stereo signal within the stereo field. Note that this is not stereo balance, which is the individual adjustment of the left and right signal levels. The following display shows paired input channels 1 and 2 with a reduced stereo width. Input channels 3 and 4 also have a reduced stereo width and have been repositioned in the stereo field using GANG mode.

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SEND3 and SEND4 Pre or Post

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... SEND3-4 Channel Pans & Balance

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..... SEND3-4 Block Diagram .

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30 30 30 31 31 32 32 33 34 35 36 37 45 45 46 47 47 48 ProMix 01 User's Guide 30 Chapter 4: Auxiliaries and Effects About Auxiliaries ProMix 01 has four auxiliary sends: SEND1, SEND2, SEND3, and SEND4. And two auxiliary returns: RTN1 and RTN2. Auxiliary sends can be configured pre-fader or post-fader. SEND1 and SEND2 are used to feed the internal effects processors: Effect1 and Effect2. RTN1 and RTN2 are used to return the processed signals. SEND3 and SEND4 can be used to feed external effects processors, foldback amplifiers, or multitrack recording equipment. When SEND3 or SEND4 is used to feed an external effects processor, the processed signal can be returned via the stereo input channel or an unused input channel. SEND3 and SEND4 can also be used as a stereo pair. See "SEND3-4 Stereo Pair" on page 46 for more details.

About Effects ProMix 01 features two stereo internal multi-effects processors: Effect1 and Effect2. These are fed by SEND1 and SEND2, and the processed signals are returned via RTN1 and RTN2, respectively. Effects can be applied to input channels and the stereo input channel. Effects are organized into programs. There are 30 preset effects programs (130) and 10 user effects programs (3140) for you to store your own settings. Preset Effects Programs These are the preset effects programs. 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 Reverb Hall 1 Reverb Hall 2 Reverb Room 1 Reverb Room 2 Reverb Stage Reverb Plate Rev Ambience 1 Rev Ambience 2 Rev Live Room 1 Rev Live Room 2 Reverb Vocal Chorus>Reverb Flange>Reverb Delay LCR Mono Delay->Chorus 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 Chorus>Delay L-C-R Delay>Chorus Karaoke Echo 1 Karaoke Echo 2 Stereo Pitch Change Vocal Doubler Funny Pitch Chorus Broad Chorus Symphonic Flange Super Flange Phasing Tremolo Auto Pan See "Preset Effects Program Parameters" on page 37 for a detailed listing of the preset effects program parameters. ProMix 01 User's Guide Stereo Input Channel and Sends 31 Stereo Input Channel and Sends Input channels 1 through 16 handle only a single signal. The stereo input channel, however, handles two signals: left and right. So before feeding the stereo input signal to the SEND1, SEND2, SEND3, and SEND4 send level controls, the left and right signals are summed to form a mono L+R mix.

When SEND3 and SEND4 are used as a stereo pair, however, only the stereo input signals feeding SEND1 and SEND2 are summed. For SEND3-4, the left signal is fed to SEND3 and the right signal is fed to SEND4. The stereo input-to-SEND3-4 left and right signals can be balanced using the ST IN balance control on the SEND3-4 pan display. See "SEND3-4 Stereo Pair" on page 46 for more details about the SEND3-4 stereo pair. Applying Effects There are three steps to applying effects: 1.

Send a channel signal via SEND1 or SEND2 (set the level). 2. Return the processed signal via RTN1 or RTN2 (EQ, level, pan). 3. Set up Effect1 or Effect2 (recall, edit, and store).

These steps are explained fully in the following sections.



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ProMix 01 User's Guide 32 Chapter 4: Auxiliaries and Effects Sending a Channel Signal 1. Press [SEND1] or [SEND2]. The SEND1 or SEND2 LCD function appears. If you didn't exit after your last effect edit, the EFFECT EDIT LCD function appears instead. The channel faders are now controlling channel-to-send levels and the RTN/SEND fader, the corresponding return (RTN1 or RTN2). 2. Raise the channel fader. 0dB is a good fader position to start with. You can always readjust later.

For post-fader sends you must set the normal fader too. The LCD meters display the stereo effects return levels. 3. Raise the RTN/SEND fader. The processed signal is fed back into the stereo mix. Effects returns can be EQ'd and panned. See "Returning the Processed Signal" on page 33. Sending a channel signal via SEND1 or SEND2 is the first step to using effects. There are no master send level controls, so you only need to set the channel send levels. Shown below is the SEND1 LCD function.

The SEND2 LCD function is essentially the same. Level meters for the stereo effects return signals are on the right. Meter signals are sourced after the effects. Ideally the level should be set relatively high and it's OK to reach CLIP occasionally. If CLIP is reached often, however, reduce the send level a little, otherwise signal distortion may occur.

SEND1 and SEND2 Pre or Post SEND1 and SEND2 can be configured as pre-fader or post-fader, and the current setting is shown at the bottom right of the display. This setting affects all channels, so if SEND1 is set to PRE, all channel SEND1s are pre-fader. Initially, SEND1 and SEND2 are configured as post-fader, the usual setting for effects sends. This setting can be changed by selecting the SEND: parameter and pressing [ENTER] to toggle between POST and PRE. POST -- the send signal is sourced after the channel fader.

This means that the send signal is also affected by the normal channel fader. So you must have that fader raised as well. The idea being that the channel-to-mix and channel-to-effects signal levels can be controlled together. With the former supplying the dry, unaffected signal and the latter supplying the wet, affected signal. This is useful when, for example, you fade-out a channel, since the channel-to-mix and channel-to-effects signals are reduced together. PRE -- the send signal is sourced before the channel fader. This means that the send signal is unaffected by the normal channel fader and its level can be set independently. ProMix 01 User's Guide Returning the Processed Signal 33 Returning the Processed Signal Returning the processed signal via RTN1 or RTN2 is the second step to using effects. As explained in the "Sending a Channel Signal" procedure on page 32, the processed signal can be returned into the mix just by raising the RTN/SEND fader. However, RTN1 and RTN2 also feature the following functions.

Meters -- See "Sending a Channel Signal" on page 32. Faders -- these are used to set the level of processed signal that is fed into the mix. When the SEND1 LCD function is selected, the RTN/SEND fader is automatically set to RTN1. Likewise, when the SEND2 LCD function is selected, it is automatically set to RTN2. The RTN/SEND [SEL] button can also be used to select RTN1 and RTN2. EQ -- RTN1 and RTN2 feature the same three-band parametric EQ as that of the input channels. The EQ Library can also be used. See "EQ" on page 21 and "EQ Library" on page 22. CUE -- RTN1 and RTN2 signals can be monitored in stereo (pre-ON/OFF switch) using CUE. See "CUE" on page 49 for more details.

ON/OFF -- RTN1 and RTN2 signals can be turned ON and OFF using the RTN/SEND [ON] button. When the SEND1 LCD function is selected, the RTN/SEND [ON] button is automatically set to RTN1. Likewise, when the SEND2 LCD function is selected, it is automatically set to RTN2. The RTN/SEND [SEL] button can also be used to select RTN1 and RTN2. See "ON Buttons" on page 25 for more details.

Pan -- RTN1 and RTN2 pan controls appear on the PAN LCD function. See "Pan and Balance" on page 26 for more details. ProMix 01 User's Guide 34 Chapter 4: Auxiliaries and Effects Recalling Effects Programs 1. Press [SEND1] or [SEND2]. The SEND1 or SEND2 LCD function appears. If you didn't exit after your last effect edit, the EFFECT EDIT LCD function appears instead. 2. Select RECALL. 3. Use the PARAMETER wheel to select a program. 4. Press [ENTER] to recall. The effects program is recalled. There are 30 preset effects programs (130) and 10 user effects programs (3140). Shown below is the SEND1 LCD function.

The SEND2 LCD function is essentially the same. The flashing fader icon in the FUNCTION area of the display indicates that the faders are now controlling channel-to-send levels. Effects programs are listed in the center and the name of the current effects program is highlighted. Also there is an equal symbol (=) between the program's name and number, not a period like the other programs. The PARAMETER wheel is used to scroll through the program list. When another program is selected, its name flashes. If it is recalled, it stops flashing, appears highlighted, and the period between its name and number changes to an equal symbol (=). Remember that when a SEND button is pressed the faders control channel-to-send levels. To return the faders to normal operation, select an LCD function other than a SEND. ! Effects and Mix Scenes Effects settings are stored in mix scenes, so you can instantly change effects just by recalling a mix scene.

If you are using a controlling computer or MIDI sequencer, you can also record effects setting adjustments as MIDI Control Change messages. Your effects adjustments can then be replayed automatically. See "Control Change" on page 83 for more details. Note that mix scenes store only the current program names, numbers, and parameter settings for Effect1 and Effect2. They do not store the entire effects library of 40 programs.

ProMix 01 User's Guide Editing Effects Programs 35 Editing Effects Programs 1. Press [SEND1] or [SEND2]. The SEND1 or SEND2 LCD function appears. If you didn't exit after your last effect edit, the EFFECT EDIT LCD function appears instead. 2.

Select EDIT. 3. Press [ENTER]. The EFFECT EDIT LCD function appears. 4. Use the [] [] cursor buttons to select parameters and the PARAMETER wheel to set them. You can go to another LCD function and return to the EFFECT EDIT LCD function at any time. 5. When you've finished editing, select EXIT and press [ENTER], or simply press [ENTER] twice. To name and store the program, see "Storing Effects Programs" on page 36.

You can edit all effects programs, however, you can store only to user effects locations. So if you edit a preset program, you must store it as a user program. A typical Edit display is shown below. The name and number of the effects program are shown at the top, and the effects parameters are shown in the center.



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The cursor buttons are used to scroll through the parameters and the PARAMETER wheel is used to set them. See "Preset Effects Program Parameters" on page 37 for a detailed listing of effects parameters, their ranges, and preset settings. ProMix 01 User's Guide 36 Chapter 4: Auxiliaries and Effects Storing Effects Programs 1. Press [SEND1] or [SEND2]. The SEND1 or SEND2 LCD function appears. If you didn't exit after your last effect edit, the EFFECT EDIT LCD function appears instead.

2. Select STORE and press [ENTER]. The PROGRAM NAME display appears. 3. Use the [] [®] cursor buttons and PARAMETER wheel to name the effects program.

If you want to cancel the store operation, select CANCEL and press [ENTER]. 4. Press [STORE] to store. The effects program is stored. There are 10 user effects programs (3140) for you to store your own effects settings.

When STORE is selected on the SEND LCD function, user program 31, the first user location, is selected automatically. You cannot select preset programs 1 through 30 while the STORE option is selected. User programs can be named for easy identification. Shown below is the SEND1 LCD function. The SEND2 LCD function is essentially the same. Effects programs are listed in the center and the name of the effects program last recalled or stored is highlighted. Also there is an equal symbol (=) between the program's name and number, not a period like the other programs. The PARAMETER wheel is used to scroll through the program list. When another program is selected, its name flashes. If it is stored, it stops flashing, appears highlighted, and the period between its name and number changes to an equal symbol (=).

By recalling a program and storing it to another user location, you can copy and reorganize your effects programs. ! Shown below is the PROGRAM NAME LCD function that appears when [ENTER] is pressed in step 2. The type of effects used in the program is shown in parenthesis. The program name and number are shown above that. The selected character in the name is highlighted. Available characters scroll through the box in the center. Use the cursor buttons to position the cursor in the name, and the PARAMETER wheel to scroll through the characters. Effects program names can be up to 15 characters long and the following characters are available. ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz ()[]{}<>#%&@!/?+*/÷= ,.:;"'`ÜÛ 0123456789 Spaces are available between the above character rows.

- ProMix 01 User's Guide Preset Effects Program Parameters 37 Preset Effects Program Parameters Program 1--REVERB HALL 1 Simulates the reverb of a large concert hall. Parameter Rev.time High Ratio Diffusion Ini.Dly LPF HPF Setting 2.8s 0.

8 6 40.0ms 7.0kHz THRU Range 0.330.0s 0.

11.0 010 0.1200.0ms 1.0kHz16.0kHz, THRU THRU, 32Hz8kHz Description Reverb time. High frequency decay ratio. Reverb diffusion. Initial delay between the direct sound and early reverb reflections. Low pass filter cutoff frequency.

High pass filter cutoff frequency. Program 2--REVERB HALL 2 This is a variation of program 1. Parameter Rev.time High Ratio Diffusion Ini.Dly LPF HPF Setting 3.2s 0.7 8 38.0ms 6.3kHz THRU Same as program 1 Same as program 1 Range Description Program 3--REVERB ROOM 1 Simulates the reverb of a concrete-walled room that produces a lot of echo. Use it to add a live atmosphere to drum sounds.

Parameter Rev.time High Ratio Diffusion Ini.Dly LPF HPF Setting 1.4s 0.8 7 5.

0ms THRU 280Hz Same as program 1 Same as program 1 Range Description Program 4--REVERB ROOM 2 This is a variation of program 3. Parameter Rev.time High Ratio Diffusion Ini.Dly LPF HPF Setting 1.8s 0.

6 6 17.0ms 9.0kHz 80Hz Same as program 1 Same as program 1 Range Description ProMix 01 User's Guide 38 Chapter 4: Auxiliaries and Effects Program 5--REVERB STAGE Similar to REVERB HALL, but brighter. You can create a live atmosphere by applying a little of this effect to the mix. Parameter Rev.time High Ratio Diffusion Ini.Dly LPF HPF Setting 3.4s 0.9 8 45.0ms THRU 70Hz Same as program 1 Same as program 1 Range Description Program 6--REVERB PLATE Simulates the reverb effect of a steel plate reverb system.

Good with most sounds, especially vocals, drums, and percussion. Parameter Rev.time High Ratio Diffusion Ini.Dly LPF HPF Setting 2.4s 0.7 8 16.0ms 8.0kHz THRU Same as program 1 Same as program 1 Range Description Program 7--REV AMBIENCE 1 Simulates the close ambient reverb of an instrument. Good with vocals, chorus, and percussion. Parameter Rev.time High Ratio Diffusion Ini.Dly LPF HPF Setting 1.2s 1.0 8 19.0ms 9.

0kHz 45Hz Same as program 1 Same as program 1 Range Description Program 8--REV AMBIENCE 2 A variation of program 7. Parameter Rev.time High Ratio Diffusion Ini.Dly LPF HPF Setting 0.8s 0.

6 8 0.1ms THRU 56Hz Same as program 1 Same as program 1 Range Description ProMix 01 User's Guide Preset Effects Program Parameters 39 Program 9--REV LIVE ROOM 1 Simulates the reverb of a live room. Reverb reflections are stronger than those of REVERB ROOM. Parameter Rev.time High Ratio Diffusion Ini.Dly LPF HPF Setting 2.4s 0.8 7 0.1ms 7.0kHz THRU Same as program 1 Same as program 1 Range Description Program 10--REV LIVE ROOM 2 A variation of program 9.

Parameter Rev.time High Ratio Diffusion Ini.Dly LPF HPF Setting 2.2s 0.5 6 12.0ms 4.0kHz THRU Same as program 1 Same as program 1 Range Description Program 11--REVERB VOCAL A reverb simulation ideal for vocals and chorus. Parameter Rev.time High Ratio Diffusion Ini.Dly LPF HPF Setting 1.

9s 0.5 6 16.0ms 12.0kHz 100Hz Same as program 1 Same as program 1 Range Description Program 12--CHORUS->REVERB Stereo chorus followed by reverb. Parameter Mod.

Freq Mod.Depth Mod.Dly Rev.time High Ratio Diffusion Ini.Dly LPF HPF Rev.

Depth Setting 0.8Hz 40% 1.3ms 2.4s 0.7 7 30.0ms 6.3kHz THRU 24% Range 0.120.0Hz 0100% 0.024.

0ms 0.330.0s 0.11.0 010 0.1139.0ms 1.0kHz16.0kHz, THRU THRU, 32Hz8kHz 0100% Description Modulation speed. Modulation depth.

The amount of modulation. Modulation delay. The delay time before modulation starts. Reverb time. High-frequency decay ratio.

Reverb diffusion. Initial delay between the direct sound and early reverb reflections. Low pass filter cutoff frequency. High pass filter cutoff frequency. Reverb depth.

The amount of reverb. ProMix 01 User's Guide This document was created with FrameMaker 4.0.4 40 Chapter 4: Auxiliaries and Effects Program 13--FLANGE->REVERB Stereo flange followed by reverb. Parameter Mod.Freq Mod.Depth FB.Gain Mod.Dly Rev.time Diffusion Ini.

Dly LPF HPF Rev.Depth Setting 1.4Hz 22% +45% 13.0ms 2.4s 8 26.0ms 4.5kHz 45Hz 30% Range 0.120.0Hz 0100% 99.. +99% 0.015.5ms 0.330.

0s 010 0.1160.0ms 1.0kHz16.0kHz, THRU THRU, 32Hz8kHz 0100% Description Flange modulation speed.

Flange modulation depth. The amount of modulation. Feedback gain. The amount of processed signal fed back into the flanger.



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