

PM5D Editor

Owner's Manual

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Description of menus and buttons

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

Getting Started

Overview of PM5D Editor

PM5D Editor enables you to remotely control the Yamaha PM5D mixing console and to save the parameter settings on your computer. To use PM5D Editor, you must first perform the following operations:

- 1 Start and configure Studio Manager.
- 2 Start and configure PM5D Editor.
- 3 Synchronize PM5D Editor with your PM5D console (➔ p.3).

NOTE For more information on using Studio Manager, refer to the Studio Manager Owner's Manual.

Configuring PM5D Editor

You must configure the following settings for each open Editor.

- NOTE**
- Specify MIDI ports in the Setup window of Studio Manager before making the following settings.
 - To open each Editor, double-click the icon of the console or device you want to edit.

System Setup

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

Be sure to specify the Input port and Output port.

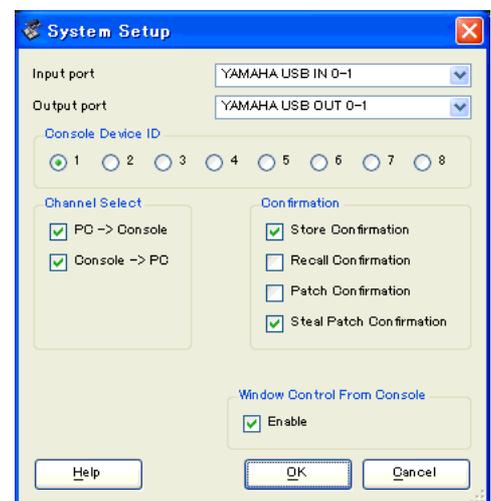
Input port/Output port: From the ports you specified in Studio Manager, select the ports that the editor will use to communicate with the PM5D console.

Console Device ID: PM5D Editor can control any one of up to eight PM5D consoles, each with its own exclusive ID. Select the ID of the console you want to control.

Channel Select: These options determine whether or not channel selection is linked. When the PC->Console option is on, selecting a channel in PM5D Editor selects the same channel on the console. When the Console->PC option is on, selecting a channel on the console selects the same channel in PM5D Editor.

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).

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 PM5D Editor windows.



Console Setup

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

Pair Mode: Select whether faders will be paired Horizontally or Vertically.

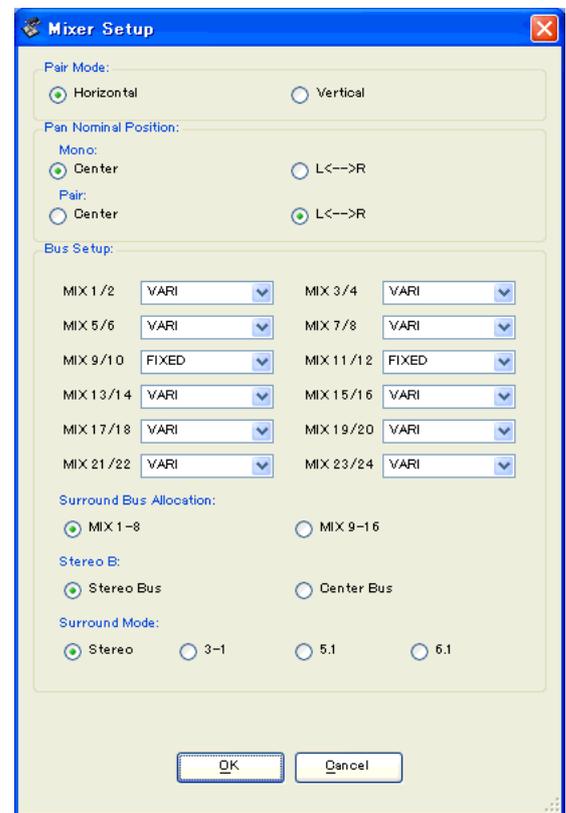
Pan Nominal Position: Select whether the signal will be at nominal level when panned to the center (Center) or when panned all the way to left or right (L<->R). You can make separate settings for mono channels and paired channels.

Bus Setup: Select the MIX bus mode (VARI/FIXED) for every two adjacent odd-numbered/even-numbered MIX buses. MIX buses assigned as surround buses are indicated as “SURROUND” and cannot be changed.

Surround Bus Allocation: Select the MIX buses (MIX 1–8 or MIX 9–16) that will be used as surround buses.

Stereo B: Specify whether the same signal as the STEREO A bus will be sent to the STEREO B bus (Stereo Bus), or whether the STEREO B bus will function as the CENTER bus for LCR mode (Center Bus).

Surround Mode: Select the surround mode (STEREO, 3-1, 5.1, 6.1).



Synchronizing PM5D Editor

When PM5D Editor starts up, the parameter settings on the console and the parameter settings in PM5D Editor may be different. Therefore, you must first match the parameter settings on the console with those in PM5D Editor. This operation is called “synchronization.” Follow the steps below to synchronize PM5D Editor.

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

The following window opens.

2 Select whether you want to transfer your settings to PM5D Editor, or vice versa.

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

PC -> Console: Transfers the current parameter settings in PM5D Editor to your console.

Console -> PC: Transfers the current parameter settings of your console to the PM5D Editor.

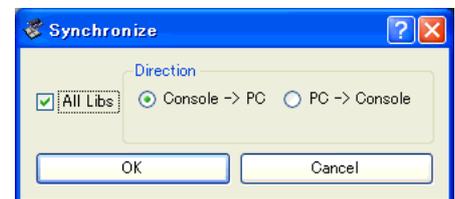
3 Click [OK].



Do not operate the console while synchronization is in progress.

NOTE

If you use the “Total Recall” function in Studio Manager, all selected Editors in Studio Manager are synchronized with the corresponding devices.



Offline Edit Function

If you do not want to synchronize your console with PM5D 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 PM5D Editor.

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

NOTE

Some effect parameters in the console change their displayed values depending on the sampling frequency. If you switch PM5D Editor from OFFLINE to ONLINE, displayed parameter values may change because PM5D Editor loads the sampling frequency from the console and updates the display.

Working with Sessions

All of your console's mix settings in PM5D Editor, including Scene and library data, are called Sessions. The following table describes how to handle Sessions.

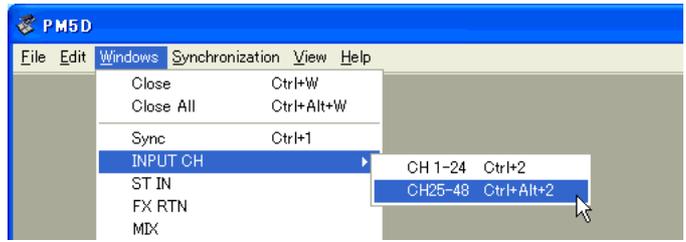
Creating a new Session	Choose [New Session] from the [File] menu.
Opening a previously saved Session	Choose [Open Session] from the [File] menu.
Saving the current Session	Choose [Save Session] from the [File] menu.
Saving the current Session with a new name	Choose [Save Session As...] from the [File] menu.

When you save a session in the window of an editor, the settings of only that editor will be saved in a file. Session files saved by PM5D Editor have a filename extension of “.YSE”. Files in which only the PM5D console data is saved (filename extension “.PM5”) can also be handled, allowing you to use a memory card to exchange data with the PM5D console.

If you save a Session in the Studio Manager window, all selected Editor settings are saved in a file with a file extension of “.YSM.”

Window operations

You can select and open each window from the [Windows] menu. For the INPUT CH window and Effect Editor window, use the sub-menu to select the channels or library you want to see.



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



Undo/Redo Function

In PM5D 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 PM5D console
- Quitting Studio Manager
- Changing the surround mode or pair mode
- Synchronizing with the PM5D console
- Session operations
- The GEQ [EQ FLAT] button
- Moving the fader positions by changing the GEQ variable width

NOTE You cannot Undo or Redo the following operations:

- Edits in the Setup window
- Synchronization
- Opening and closing the windows
- Resizing the windows

NOTE In the Library window, you can Undo or Redo only the most recent operation. You cannot cancel the preceding operations.

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 an Input Channel fader to $-\infty$, or reset a pan setting to Center).

☐ Ctrl (⌘) + Shift + Click

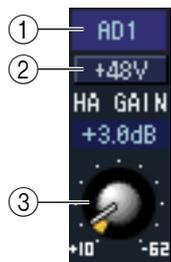
Move the cursor to a fader or AUX Send control, then hold down the <Ctrl> key (⌘) and <Shift> key and click the mouse button to reset the value to the nominal level.

INPUT CH window



This window displays the mix parameters of input channels 1–24 or 25–48. The window shows either the channel 1–24 layer or the channel 25–48 layer. To open the other layer’s window, choose the [Windows] menu command [INPUT CH] and choose “CH1-24” or “CH25-48.”

You can use the [View] menu to choose the parameters that will be displayed in the window.



① Input patch

Here you can select an input source to assign to the input channel, from the following choices.

NONE	No assignment
AD1–AD48	INPUT jacks 1–48
AD1L–AD4R	L/R channels of ST IN jacks 1–4
SLOT1-1, SLOT1-2...SLOT4-15, SLOT4-16	Input channels of an I/O card installed in slots 1–4
FXOUT1L, FXOUT1R...FXOUT8R, FXOUT8L	L/R outputs of internal effects 1–8
2TR D1L, 2TR D1R...2TR D3L, 2TR D3R	L/R channels of 2TR IN DIGITAL jacks 1–3
2TR A1L, 2TR A1R...2TR A3L, 2TR A3R	L/R channels of 2TR IN ANALOG jacks 1/2

② +48V

Switches on/off the phantom power (+48V) of the internal head amp (PM5D-RH model only) or of the external head amp (AD8HR, AD824) patched to the input channel.

③ HA GAIN

Drag the knob in the screen to adjust the gain of the internal head amp (PM5D-RH model only) or of the external head amp (AD8HR, AD824) patched to the input channel.



④ **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.

⑤ **∅ (Phase)**

Inverts the phase of the signal after AD conversion.

⑥ **INSERT**

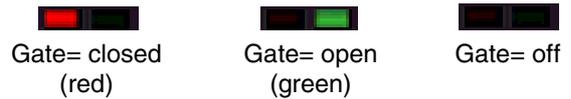
Enables/disables the insert-out that is patched in the PM5D's INSERT PATCH screen (INPUT PATCH function).

⑦ **DIRECT**

Enables/disables the direct output that is patched in the PM5D's DIRECT OUT PATCH screen (INPUT PATCH function).

⑧ **GATE**

Turns the gate on/off. The indicator immediately below the button shows the gate's on/off setting and the open/closed status.



⑨ **COMP (Compressor)**

Switches the compressor on/off. When the compressor is on, the GR meter immediately below the button shows the amount of gain reduction.

⑩ **EQ (Equalizer)**

Switches the EQ on/off. The graph immediately below the button shows the approximate response of the EQ. You can drag within the graph to edit the response of the EQ. To reset the EQ to flat response, hold down the <Ctrl> key (⌘ key) of your computer keyboard and click the graph.

⑪ **DELAY**

Switches the delay on/off. You can also edit the delay time by dragging the numeric value located immediately below the button up or down

⑫ **Channel number**

Indicates the input channel number corresponding to this module. You can double-click this number to open the Selected Channel window for this channel.

⑬ **MIX SEND**

The bar graphs in this area indicate the send levels of the signals sent from the input channel to VARI-type MIX buses. You can also adjust the send levels by dragging a bar graph to left or right.



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

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

⑭ **PAN**

Sets the panning of the signal sent from the input channel to the STEREO bus.

⑮ **SELECT**

Selects input channel for which you want to perform operations. This is linked with the INPUT channel strip [SEL] keys on the PM5D panel. However it will no longer be linked if you turn Channel Select off (➡ p.2) in the System Setup window.

⑯ **CH ON (Channel on) button**

Switches the input channel on/off. This is linked with the INPUT channel strip CH [ON] keys on the PM5D panel.



17 Channel name

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

Note that while the channel number (12) will not change even if you switch the pair mode, the channel name display will change according to the pair mode.

For example if the CH1-24 layer is displayed, switching from Horizontal Pair mode to Vertical Pair mode will change the channel name display from channels 1, 2, 3 ... 24, 25 to channels 1, 3, 5...45, 47.

18 Fader

Adjusts the input level of the input channel. This is linked with the INPUT channel strip faders on the PM5D panel.

The current fader value is shown in the numeric box immediately below the fader. The level meter at the right of the fader shows the level of the input signal.

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.



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

The numbers of mute groups to which this channel belongs are shown in red.

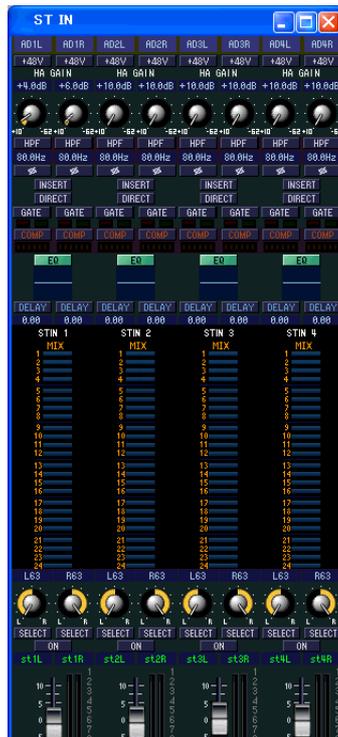
If this channel is set to Recall Safe, the R character is shown in orange.

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

19 CUE

This button cue-monitors the signal of the input channel. This is linked with the INPUT channel strip [CUE] keys on the PM5D panel.

ST IN window



In this window you can view and edit the mix parameters of ST IN channels 1–4. You can use the [View] menu to choose the parameters that will be displayed in the window.



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 channel (► p.6).

② +48V

Switches on/off the phantom power (+48V) of the internal head amp (PM5D-RH model only) or of the external head amp (AD824, AD8HR) patched to the ST IN channel.

③ HA GAIN

Drag the knob in the screen to adjust the gain of the internal head amp (PM5D-RH model only) or of the external head amp (AD824, AD8HR) patched to the ST IN channel.

④ 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.

⑤ Ø (Phase)

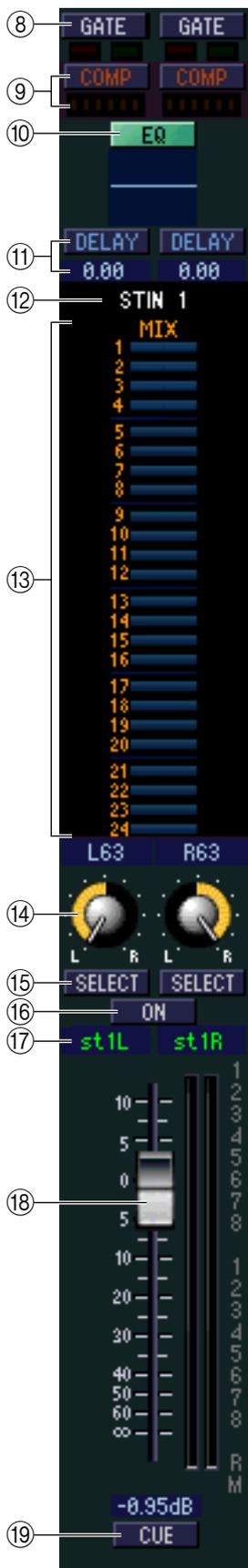
Inverts the phase of the signal after AD conversion.

⑥ INSERT

Enables/disables the insert-out that is patched in the PM5D's INSERT PATCH screen (INPUT PATCH function). (The L/R settings are linked.)

⑦ DIRECT

Enables/disables the direct out that is patched in the PM5D's DIRECT OUT PATCH screen (INPUT PATCH function). (The L/R settings are linked.)



⑧ GATE

Turns the gate on/off. The indicator immediately below the button shows the gate's on/off setting and the open/closed status (➔ p.7).

⑨ COMP (Compressor)

Switches the compressor on/off. When the compressor is on, the GR meter immediately below the button shows the amount of gain reduction.

⑩ EQ (Equalizer)

Switches the EQ on/off (the L/R settings are linked). The graph immediately below the button shows the approximate response of the EQ. You can drag the graph to edit the response of the EQ, or hold down the <Ctrl> key (⌘ key) of your computer keyboard and click the graph to reset it to a flat response.

⑪ DELAY

Switches the delay on/off. You can also edit the delay time by dragging the numeric value located immediately below the button up or down

⑫ Channel number

This is the number of the ST IN channel for this module. You can double-click this number to open the Selected Channel window for this channel.

⑬ MIX SEND

The send levels of the signals sent from the ST IN channel to the VARI-type MIX buses are shown as bar graphs (the L/R settings are linked). You can also adjust the send levels by dragging a bar graph to left or right.

The bar graph display will change according to the send position (pre/post) and on/off status of the signal sent from the ST IN channel to the MIX buses (➔ p.7).

⑭ PAN

Specifies the panning of the signal sent from the ST IN channel to the STEREO bus. (You can set L and R separately.)

⑮ SELECT

Selects the ST IN channel for which you want to perform operations. (L and R can be selected separately.) This is linked with the ST IN channel strip [SEL] keys on the PM5D panel. However it will no longer be linked if you turn Channel Select off (➔ p.2) in the System Setup window.

⑯ CH ON (Channel on) button

Switches the ST IN channel on/off (the L/R settings are linked). This is linked with the ST IN channel strip CH [ON] keys on the PM5D panel.

⑰ Channel name

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

⑱ Fader

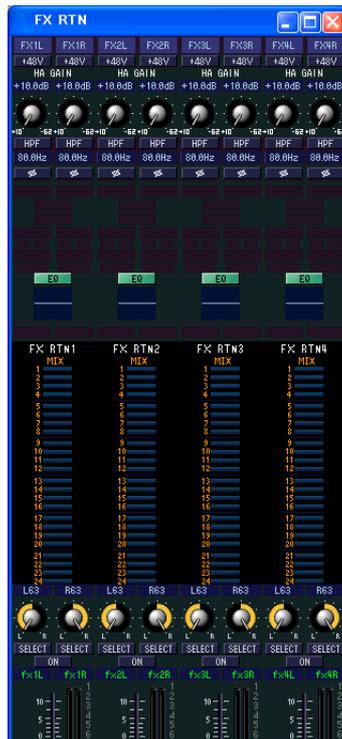
Adjusts the input level of the ST IN channel. This is linked with the faders of the ST IN channel strip on the PM5D panel.

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 (➔ p.8).

⑲ CUE

This button cue-monitors the signal of the ST IN channel (L/R are linked). This is linked with the ST IN channel strip [CUE] keys on the PM5D panel.

FX RTN window



In this window you can view and edit the mix parameters of FX RTN channels 1–4. You can use the [View] menu to choose the parameters that will be displayed in the window.



① Input patch

Selects the input source that will be assigned to the FX RTN channel. The input sources that can be assigned are the same as for an input channel (➔ p.6).

② +48V

Switches on/off the phantom power (+48V) of the internal head amp (PM5D-RH model only) or of the external head amp (AD8HR, AD824) patched to the FX RTN channel.

③ HA GAIN

Drag the knob in the screen to adjust the gain of the internal head amp (PM5D-RH model only) or of the external head amp (AD8HR, AD824) patched to the FX RTN channel.

④ 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.

⑤ Ø (Phase)

Inverts the phase of the signal after AD conversion.

⑥ EQ (Equalizer)

Switches the EQ on/off (the L/R settings are linked). The graph immediately below the button shows the approximate response of the EQ. You can drag the graph to edit the response of the EQ, or hold down the <Ctrl> key (⌘ key) of your computer keyboard and click the graph to reset it to a flat response.



⑦ **Channel number**

This is the number of the FX RTN channel for this module. You can double-click this number to open the Selected Channel window for this channel.

⑧ **MIX SEND**

The send levels of the signals sent from the FX RTN channel to the VARI-type MIX buses are shown as bar graphs (the L/R settings are linked). You can also adjust the send levels by dragging a bar graph to left or right.

The bar graph display will change according to the send position (pre/post) and on/off status of the signal sent from the FX RTN channel to the MIX buses (➡ p.7).

⑨ **PAN**

Specifies the panning of the signal sent from the FX RTN channel to the STEREO bus. (You can set L and R separately.)

⑩ **SELECT**

Selects the FX RTN channel for which you want to perform operations. (L and R can be selected separately.) This is linked with the FX RTN channel strip [SEL] keys on the PM5D panel. However it will no longer be linked if you turn Channel Select off (➡ p.2) in the System Setup window.

⑪ **CH ON (Channel on) button**

Switches the FX RTN channel on/off. (The L/R settings are linked.) This is linked with the FX RTN channel strip CH [ON] keys on the PM5D panel.

⑫ **Channel name**

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

⑬ **Fader**

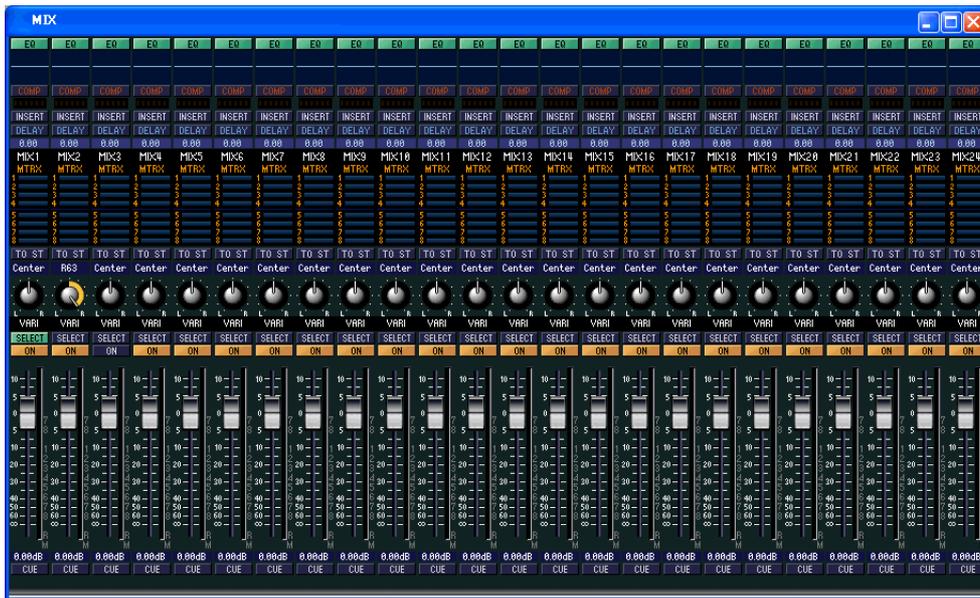
Adjusts the input level of the FX RTN channel. This is linked with the faders of the FX RTN channel strip on the PM5D panel.

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 (➡ p.8).

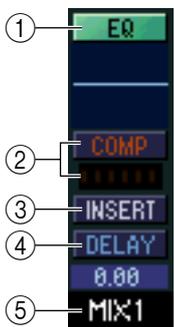
⑭ **CUE**

This button cue-monitors the signal of the FX RTN channel (L/R are linked). This is linked with the FX RTN channel strip [CUE] keys on the PM5D panel.

MIX window



In this window you can view and edit the parameters of MIX channels 1–24. You can use the [View] menu to choose the parameters that will be displayed in the window.



① EQ (Equalizer)

Switches the EQ on/off. The graph immediately below the button shows the approximate response of the EQ. You can drag the graph to edit the response of the EQ, or hold down the <Ctrl> key (⌘ key) of your computer keyboard and click the graph to reset it to a flat response.

② COMP (Compressor)

Switches the compressor on/off. When the compressor is on, the GR meter immediately below the button shows the amount of gain reduction.

③ INSERT

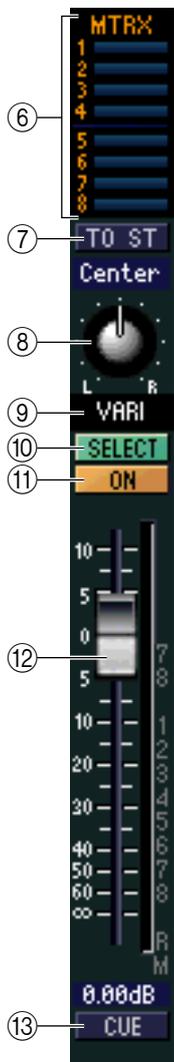
Enables/disables the insert-out that is patched in the PM5D's INSERT PATCH screen (OUTPUT PATCH function).

④ DELAY

Switches the delay on/off. You can also edit the delay time by dragging the numeric value located immediately below the button up or down

⑤ Channel number

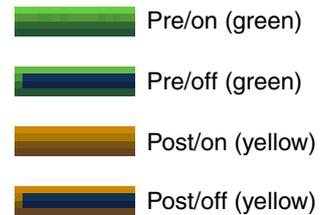
Indicates the number of the MIX channel corresponding to this module. You can double-click this number to open the Selected Channel window for this channel.



⑥ **MTRX (Send level to MATRIX buses)**

These bar graphs indicate the send levels of the signals sent from the MIX channel to each MATRIX bus. You can also adjust the send levels by dragging a bar graph to left or right.

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.



⑦ **TO ST (To STEREO)**

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

⑧ **PAN**

Sets the panning of the signal sent from the MIX channel to the STEREO bus.

⑨ **VARI/FIXED**

Indicates the type (VARI or FIXED) of the currently selected MIX bus. (This parameter is for display only. You cannot switch between VARI and FIXED from within PM5D Editor.)

If surround mode is enabled, MIX buses that are assigned as surround buses are displayed with the name of the surround channel (L, R, Ls, Rs ...), and the other MIX buses are displayed as “FIXED.”

⑩ **SELECT**

Selects the MIX channel for which you want to make settings. This is linked with the MIX [SEL] keys in the MIX section of the PM5D panel. However it will no longer be linked if you turn Channel Select off (➡ p.2) in the System Setup window.

⑪ **ON**

Switches the MIX channel on/off.

⑫ **Fader**

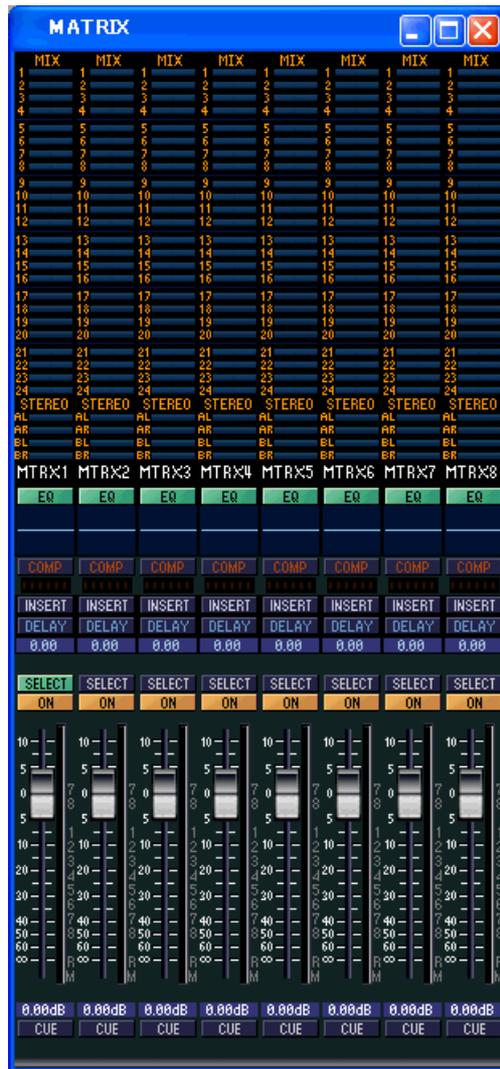
Adjusts the output level of the MIX channel. The current fader value is shown in the numeric box immediately below the fader. The level meter at the right of the fader shows the output level of the signal.

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.8).

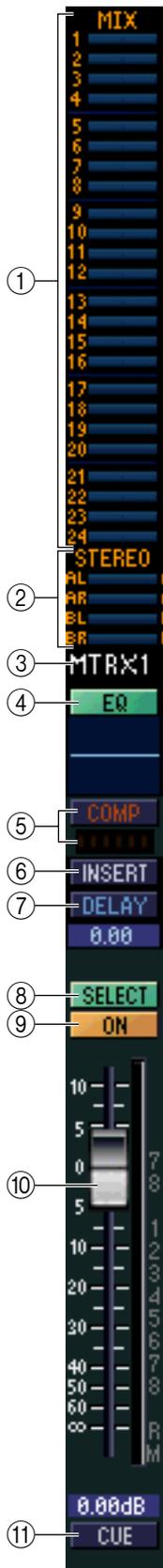
⑬ **CUE**

This button cue-monitors the signal of the MIX channel. This is linked with the MIX [CUE] keys in the MIX section of the PM5D panel.

MATRIX window



In this window you can view and edit the parameters of MATRIX channels 1–8. You can use the [View] menu to choose the parameters that will be displayed in the window.

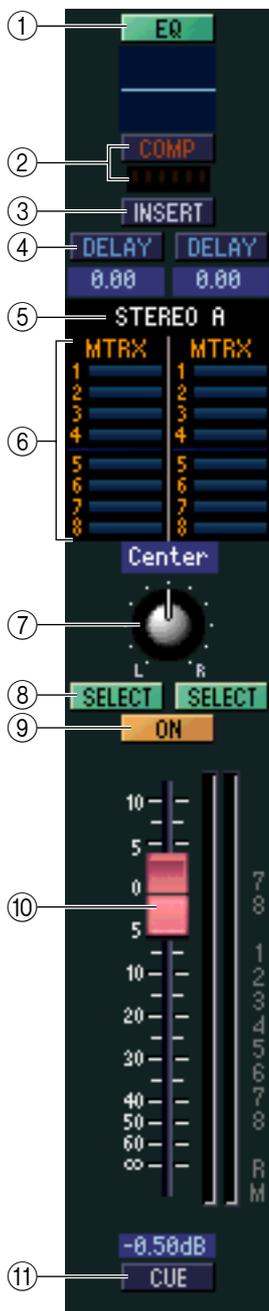


- ① **MIX (Send levels from the MIX channels to the MATRIX bus)**
Here you can view and edit the send levels of the signals sent from each MIX channel to the MATRIX bus. The method of operation and the meaning of the display are the same as for (⑥) MTRX in the MIX window (➔ p.14).
- ② **STEREO (Send 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 A/B channels to the MATRIX bus. The method of operation and the meaning of the display are the same as for (⑥) MTRX in the MIX window (➔ p.14).
- ③ **Channel number**
Indicates the number of the MATRIX channel corresponding to this module. You can double-click this number to open the Selected Channel window for this channel.
- ④ **EQ (Equalizer)**
Switches the EQ on/off. The graph immediately below the button shows the approximate response of the EQ. You can drag the graph to edit the response of the EQ, or hold down the <Ctrl> key (⌘ key) of your computer keyboard and click the graph to reset it to a flat response.
- ⑤ **COMP (Compressor)**
Switches the compressor on/off. When the compressor is on, the GR meter immediately below the button shows the amount of gain reduction.
- ⑥ **INSERT**
Enables/disables the insert-out that is patched in the PM5D's INSERT PATCH screen (OUTPUT PATCH function).
- ⑦ **DELAY**
Switches the delay on/off. You can also edit the delay time by dragging the numeric value located immediately below the button up or down.
- ⑧ **SELECT**
Selects the MATRIX channel for which you want to make settings. This is linked with the MATRIX [SEL] keys in the MATRIX section of the PM5D panel. However it will no longer be linked if you turn Channel Select off (➔ p.2) in the System Setup window.
- ⑨ **ON**
This switches the MATRIX channel on/off. This is linked with the MATRIX [ON] keys in the MATRIX section of the PM5D panel.
- ⑩ **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 level meter at the right of the fader shows the output level of the signal.
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.8).
- ⑪ **CUE**
This button cue-monitors the signal of the MATRIX channel. This is linked with the MATRIX [CUE] keys in the MATRIX section of the PM5D panel.

STEREO window



In this window you can view and edit the parameters of the STEREO A/B channels. You can use the [View] menu to choose the parameters that will be displayed in the window.

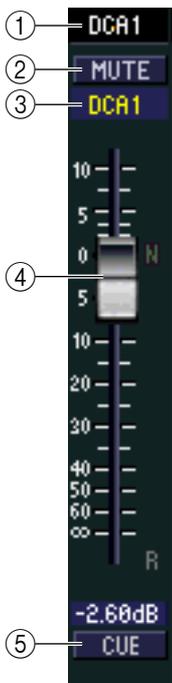


- ① **EQ (Equalizer)**
Switches the EQ on/off (the L/R settings are linked). The graph immediately below the button shows the approximate response of the EQ. You can drag the graph to edit the response of the EQ, or hold down the <Ctrl> key (⌘ key) of your computer keyboard and click the graph to reset it to a flat response.
- ② **COMP (Compressor)**
Switches the compressor on/off (the L/R settings are linked). When the compressor is on, the GR meter immediately below the button shows the amount of gain reduction.
- ③ **INSERT**
Enables/disables the insert-out that is patched in the PM5D's INSERT PATCH screen (OUTPUT PATCH function). (The L/R settings are linked.)
- ④ **DELAY**
Switches the delay on/off. (L/R settings can be made independently.) You can also edit the delay time by dragging the numeric value located immediately below the button up or down
- ⑤ **Channel number**
This is the channel number (STEREO A or B) of this module. You can double-click this number to open the Selected Channel window for this channel.
- ⑥ **MTRX (Send level to MATRIX buses)**
Here you can view and edit the send levels of the signals sent from the STEREO A/B channel to each MATRIX bus. The method of operation and the meaning of the display are the same as for (⑥) MTRX in the MIX window (➔ p.14).
- ⑦ **BALANCE**
Adjusts the left/right balance of the STEREO A/B channel.
- ⑧ **SELECT**
Selects the STEREO A/B channel for which you want to make settings. (You can specify L and R independently.) This is linked with the STEREO [SEL] key in the STEREO A/B channel strip of the PM5D panel. However it will no longer be linked if you turn Channel Select off (➔ p.2) in the System Setup window.
- ⑨ **ON**
This switches the STEREO A/B channel on/off. This is linked with the STEREO [ON] key in the STEREO A/B channel strip of the PM5D panel.
- ⑩ **Fader**
Adjusts the output level of the STEREO A/B channel. This is linked with the STEREO fader in the STEREO A/B channel strip of the PM5D panel.
The current fader value is shown in the numeric box immediately below the fader. The level meter at the right of the fader shows the output level of the signal.
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.8).
- ⑪ **CUE**
This button cue-monitors the signal of the STEREO A/B channel. This is linked with the STEREO [CUE] key in the STEREO A/B channel strip of the PM5D panel.

DCA window



In this window you can view and edit the parameters of DCA groups 1–8.



① **DCA number**

This is the number of the DCA group.

② **MUTE**

This switches DCA group muting on/off. This is linked with the DCA [MUTE] keys in the DCA strip section of the PM5D panel.

③ **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.

④ **DCA fader**

This fader adjusts the level of the DCA group. This is linked with the DCA faders in the DCA strip section of the PM5D panel.

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

When you hold down the <Ctrl> key (⌘ key) and <Shift> key of your computer keyboard and click a fader, the corresponding fader will be set to nominal level (0 dB).

When the fader is at nominal level, the N character at the right of the fader is displayed in green.

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

⑤ **CUE**

This button cue-monitors the DCA group. This is linked with the DCA [CUE] keys in the DCA channel strip of the PM5D panel.

Selected Channel window

Here you can set the parameters of the currently selected input channel (input channels 1–48, ST IN channels 1–4, FX RTN channels 1–4) or output channel (MIX channels 1–24, MATRIX channels 1–8, STEREO A/B channels). The type of parameters that can be edited in this window will depend 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 1–48, ST IN channels 1–4, FX RTN channels 1–4), MIX channels, MATRIX channels, and STEREO A/B channels.

If an input channel is selected



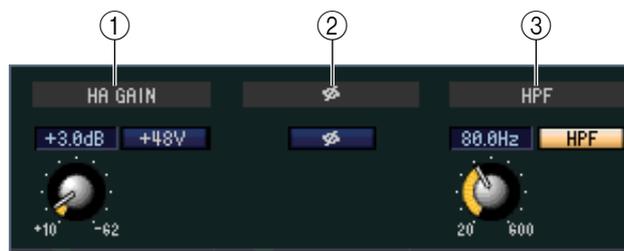
NOTE Unless otherwise specified, the parameters explained below are common to input channels 1–48, ST IN channels 1–4, and FX RTN channels 1–4.

CHANNEL SELECT (Channel selection)



- 1 SELECT (Channel selection)**
Indicates the number and name of the channel you are editing. To switch channels, use the SELECT button or the buttons at left and right. You can also edit the channel name in the text box.
- 2 PAIR**
Indicates the pair status of the selected channel. You can click the heart symbol to enable/disable pairing.
- 3 INPUT PATCH**
Selects the input source assigned to the input channel (for the selectable input sources, [p.6](#)).
- 4 LIBRARY**
Accesses the INPUT CH page of the LIBRARY window.

HA GAIN/Ø/HPF (HA gain/phase/high-pass filter)



① HA GAIN

Adjusts the gain of the internal head amp (PM5D-RH model only) or of the external head amp (AD8HR, AD824) patched to the input channel. The current setting is shown in the numerical box above the knob. You can also use the +48V button to switch phantom power on/off.

② Ø (Phase)

Inverts the phase of the signal after AD conversion.

③ HPF (High Pass Filter)

Use the HPF button at the right to switch the high-pass filter on/off. You can use the knob at left to adjust the cut-off frequency. The current setting is shown in the numerical box above the knob.

GATE (except for FX RTN channels)



① Gate graph

Indicates the approximate response for the gate of the currently selected channel.

② GR meter

This meter indicates the amount of gain reduction.

③ TYPE

Indicates the type of the currently selected gate.

④ THRESHOLD (Threshold level)

Specifies the level at which the gate will open and close. The gate will open when the key-in signal exceeds this level, and will close when the signal falls below this level.

⑤ RANGE

Specifies the amount by which the signal is attenuated while the gate is closed.

⑥ **DECAY (Decay time)**

Specifies the time over which the gate will close after the hold time has elapsed.

⑦ **ATTACK (Attack time)**

Specifies the time from when the key-in signal exceeds the threshold level until the gate opens.

⑧ **HOLD (Hold time)**

Specifies the time that the gate will remain open after the key-in signal falls below the threshold.

⑨ **ON (On/off)**

This button switches the gate on/off.

⑩ **LIBRARY**

This button accesses the gate library. Clicking this button will open the GATE page of the LIBRARY window.

⑪ **LINK (Stereo link)**

This button links the parameter settings and key-in signals of adjacent odd-numbered/even-numbered input channels or the L/R sides of a ST IN channel, so that gating will operate in tandem for the two channels.

⑫ **KEY IN SOURCE**

Select the desired key-in signal from the following choices.

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
CH 1–48 POST EQ	The post-EQ signal of the corresponding input channel (however, you can only choose channels belonging to the same group, within the seven groups CH1–8, CH9–16, CH17–24, CH25–32, CH33–40, CH41–48, and ST IN 1L/1R–4L/4R).
ST IN 1L/1R – 4L/4R POST EQ	
MIX 21–24 OUT	The output signal of the corresponding MIX channel immediately before the output attenuation

⑬ **CUE**

This button cue-monitors the currently selected key-in signal.

⑭ **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 located immediately below switches the filter on/off.

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

COMPRESSOR



1 Compressor graph

Indicates the approximate response for the compressor of the currently selected channel.

2 GR meter

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

3 TYPE

Indicates the type of the currently selected compressor.

4 THRESHOLD (Threshold level)

Specifies the threshold level at which the compressor 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.

5 RATIO

Specifies the ratio at which the input signal will be compressed when the key-in signal exceeds the threshold.

6 KNEE

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

7 ATTACK (Attack time)

Specifies the time from when the key-in signal exceeds the threshold level until the signal starts being compressed.

8 RELEASE (Release time)

Specifies the time from when the key-in signal falls below the threshold level until compression is removed.

9 GAIN

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

10 ON (On/off)

This button switches the compressor on/off.

11 LIBRARY

This button accesses the compressor library. Clicking this button will open the COMP page of the LIBRARY window.

12 LINK (Stereo link)

This button links the parameter settings and key-in signals of adjacent odd-numbered/even-numbered input channels or the L/R sides of a ST IN channel, so that compression will operate in tandem for the two channels.

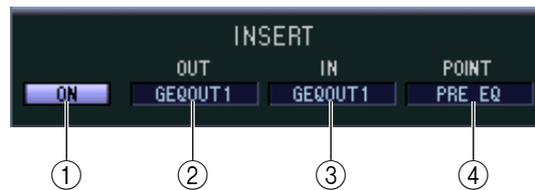
13 COMP LINK GROUP (Compressor link group)

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

14 KEY IN

Selects the signal that will be used as the key-in signal. The types of signal that can be selected are the same as for the gate key-in signal (➔ p.22).

❑ INSERT (except for FX RTN channels)



① ON (On/off)

Enables/disables insert-in/out.

② OUT (Insert out)

Here you can select the output port that will be assigned to insert-out, from the following choices.

NONE	No assignment
SLOT1-1, SLOT1-2...SLOT4-15, SLOT4-16	Output channels of an I/O card installed in slots 1–4
FXIN1L, FXIN1R...FXIN8R, FXIN8L	L/R inputs of internal effects 1–8
GEQIN 1–12	Inputs of GEQ modules 1–12
2TR D1L, 2TR D1R...2TR D3L, 2TR D3R	L/R channels of 2TR OUT DIGITAL jacks 1–3

③ IN (Insert in)

Here you can select the input port that will be assigned to insert-in, from the following choices.

NONE	No assignment
AD1–AD48	INPUT jacks 1–48
SLOT1-1, SLOT1-2...SLOT4-15, SLOT4-16	Input channels of an I/O card installed in slots 1–4
FXOUT1L, FXOUT1R...FXOUT8R, FXOUT8L	L/R outputs of internal effects 1–8
GEQOUT 1–12	Outputs of GEQ modules 1–12
2TR D1L, 2TR D1R...2TR D3L, 2TR D3R	L/R channels of 2TR IN DIGITAL jacks 1–3
2TR A1L, 2TR A1R, 2TR A2L, 2TR A2R	L/R channels of 2TR IN ANALOG jacks 1/2

④ POINT (Insert point)

Selects the position at which insert-in/out will be patched. Choose from Pre EQ, Post EQ, Pre Delay, or Post Fader.

□ EQUALIZER



① EQ graph

Indicates the approximate response for the EQ of the currently selected channel.

② FLAT

If you click this button, the gain of all bands will be reset to 0.0 dB.

③ Q

④ F (Frequency)

⑤ GAIN

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

⑥ (LOW shelving)

If this button is on, the LOW EQ will be switched to a shelving type (the Q knob of the LOW EQ will disappear).

⑦ (HIGH shelving)

If this button is on, the HIGH EQ will be switched to a shelving type (the Q knob of the HIGH EQ will disappear).

⑧ 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 will disappear, and the GAIN knob will act as the low pass filter on/off switch.

⑨ ON (On/off)

Switches the EQ on/off.

⑩ LIBRARY

Accesses the INPUT EQ page of the LIBRARY window.

⑪ TYPE I/TYPE II (EQ type)

Selects either TYPE I (an algorithm equivalent to the EQ in the earlier 02R series) or TYPE II (a newly developed algorithm) as the EQ type.

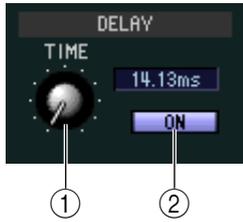
⑫ EQ LINK GROUP

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

⑬ ATT (Attenuation)

Adjusts the amount of attenuation/gain following AD conversion.

□ DELAY



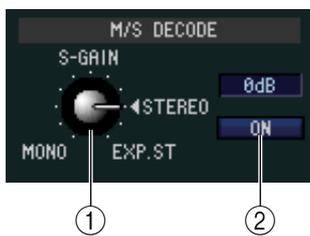
① TIME (Delay time)

Adjusts the delay time for each channel.

② ON (On/off)

Switches the delay on/off. The current value (ms units) is shown in the box at the right.

□ M/S DECODE (except for FX RTN channels)



① S-GAIN

This knob sets the proportionate level of the S mic relative to the level of the M mic. The current value (dB units) is shown in the box at the right.

② ON (On/off)

This button switches M/S decoding on/off for two adjacent odd-numbered/even-numbered input channels (or ST IN channel L/R).

□ DCA GROUP / MUTE GROUP / SAFE



① DCA GROUP

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

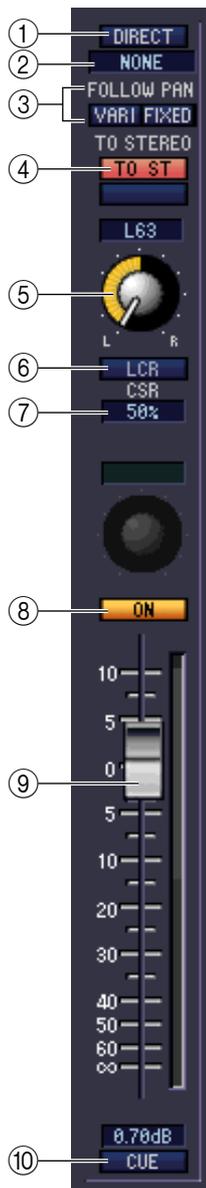
② MUTE GROUP

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

③ RECALL SAFE / MUTE SAFE

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

□ Pan / Fader



① **DIRECT (except for FX RTN channels)**

Turns the direct output on/off.

② **Direct Output Port (except for FX RTN channels)**

Choose the port from which this input channel 1–48 or this ST IN channel 1–4 will be directly output.

NONE	No assignment
SLOT1-1, SLOT1-2...SLOT4-16	Output channels of an I/O card installed in slots 1–4
2TR D1L, 2TR D1R...2TR D3R	L/R channels of 2TR OUT DIGITAL jacks 1–3

③ **FOLLOW PAN**

Use the following two buttons to specify how the signal sent from the input channel to the MIX bus will be affected by the TO ST PAN knob (⑤).

- **VARI button**

If this button is on, the PAN knob displayed in the CH to MIX area will be linked with the TO ST PAN knob if VARI-type MIX buses are paired.

- **FIXED button**

If this button is on, the signal from after the TO ST PAN (⑤) knob will be sent to FIXED-type MIX buses.

④ **TO ST (To stereo)**

This is an on/off switch for the signal sent from the input channel to the STEREO bus. This is linked with the [TO STEREO] key in the SELECTED CHANNEL section of the panel.

⑤ **TO ST PAN (To stereo pan)**

Adjusts the panning of the signal sent from the input channel to the STEREO bus. This is linked with the encoder of each channel if PAN is selected as the encoder mode, and with the [PAN] encoder of the SELECTED CHANNEL section.

⑥ **LCR**

Turns LCR mode on/off for each channel. If this is turned on for a channel, you can use the TO ST PAN (⑤) knob to simultaneously control the level of the signal sent to the STEREO bus L/R channels and CENTER channel.

⑦ **CSR (Center Side Ratio)**

This adjusts the level ratio (0–100%) of the CENTER channel relative to the STEREO bus L/R channels. To change the value, drag upward or downward inside the numerical box.

⑧ **ON**

Switches the input channel on/off. This is linked with the INPUT channel strip CH [ON] keys on the PM5D panel.

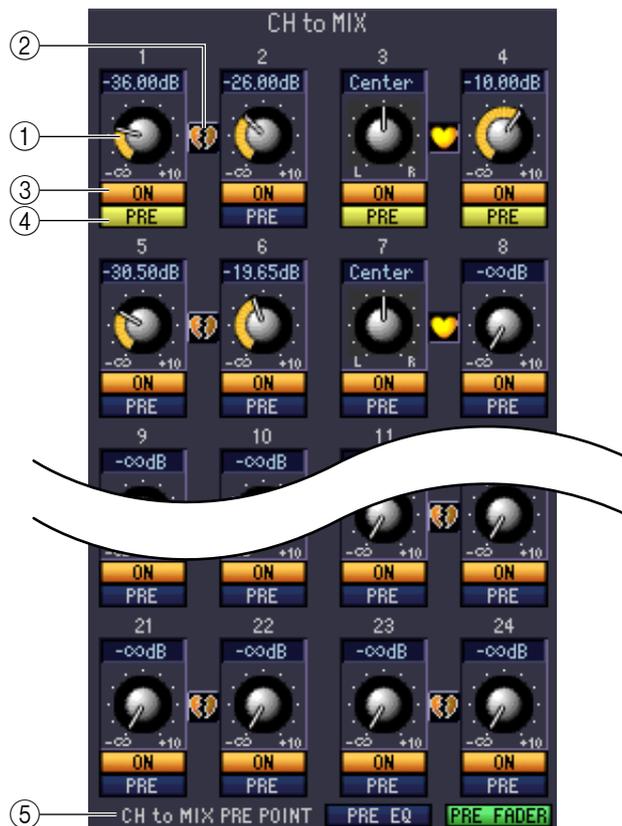
⑨ **Fader**

Adjusts the input level of the input channel. This is linked with the INPUT channel strip faders on the PM5D panel. The current value is shown in the numerical box immediately below.

⑩ **CUE**

This button cue-monitors the signal of the input channel. This is linked with the INPUT channel strip [CUE] keys on the PM5D panel.

□ CH to MIX (Channel to mix)



① MIX send level

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

② Pair

This indicates the pairing status of adjacent odd-numbered/even-numbered MIX channels. You can click the heart symbol to enable/disable pairing.

③ ON (MIX send on/off)

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

④ PRE (Pre/Post)

This selects PRE or POST as the point from which the signal is sent from the input channel to the MIX bus.

⑤ CH to MIX PRE POINT

This selects PRE EQ or PRE FADER as the point from which the signal is sent when the PRE button ((4)) is set to PRE.

NOTE If the PRE button is set to POST, you can select either POST ON or POST TO ST as the signal send location individually for each MIX bus (→ p.33).

If a MIX channel is selected



❑ CHANNEL SELECT (Channel selection)

Except for the fact that your editing applies to a MIX channel, this is the same as for an input channel (➔ p.20).

❑ COMPRESSOR

Except for the fact that the COMP LINK GROUP is A–F, and that the types of signal that can be selected for key-in are different, this is the same as for the compressor of an input channel (➔ p.23).

❑ INSERT

Except for the fact that the insert points that can be selected are different, this is the same as for the insert settings of an input channel (➔ p.24).

□ EQUALIZER



① EQ graph

Indicates the approximate response for the EQ of the currently selected channel.

② FLAT

If you click this button, the gain of all bands will be reset to 0.00 dB.

③ Q

④ F (Frequency)

⑤ GAIN

These knobs adjust the Q, center frequency, and boost/cut amount for each band.

⑥ (LOW shelving)

If this button is on, the LOW EQ will be switched to a shelving type (the Q knob of the LOW EQ will disappear).

⑦ 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 will disappear, and the GAIN knob will act as the high pass filter on/off switch.

⑧ (HIGH shelving)

If this button is on, the HIGH EQ will be switched to a shelving type (the Q knob of the HIGH EQ will disappear).

⑨ 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 will disappear, and the GAIN knob will act as the low pass filter on/off switch.

⑩ ON (On/off)

Switches the EQ on/off.

⑪ LIBRARY

Accesses the OUTPUT EQ page of the LIBRARY window.

⑫ **TYPE I/TYPE II (EQ type)**

Selects either TYPE I (an algorithm equivalent to the EQ in the earlier 02R series) or TYPE II (a newly developed algorithm) as the EQ type.

⑬ **EQ LINK GROUP**

Selects the EQ link group (A–F) to which that channel belongs.

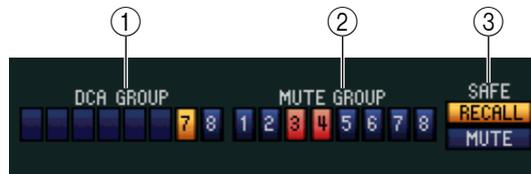
⑭ **UPPER/LOWER**

Switches the four bands affected by controls ③–⑨ between LOWER (1 LOW–4 HIGH) and UPPER (5 LOW–8 HIGH).

□ DELAY

This is the same as for the delay settings of an input channel (➔ p.26).

□ DCA GROUP / MUTE GROUP / SAFE



① **DCA GROUP**

Selects the DCA group (7/8) to which the MIX channel belongs.

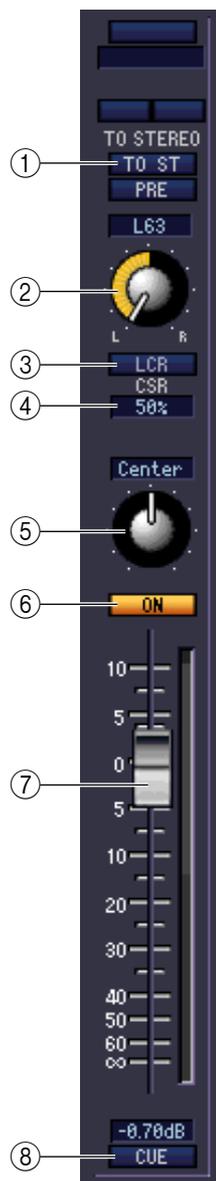
② **MUTE GROUP**

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

③ **RECALL SAFE / MUTE SAFE**

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

□ Pan / Fader



① **TO ST (To stereo)**

This is an on/off switch for the signal sent from the MIX channel to the STEREO bus. The PRE button located below selects PRE (immediately before the MIX [ON] key) or POST (immediately after the MIX [ON] key) as the point from which the signal is sent from the MIX channel to the STEREO bus.

② **TO ST PAN (To stereo pan)**

Sets the panning of the signal sent from the MIX channel to the STEREO bus.

③ **LCR**

Turns LCR mode on/off for each channel. If this is turned on for a channel, you can use the TO ST PAN ((2)) knob to simultaneously control the level of the signal sent to the STEREO bus L/R channels and CENTER channel.

④ **CSR (Center Side Ratio)**

This adjusts the level ratio (0–100%) of the CENTER channel relative to the STEREO bus L/R channels. To change the value, drag upward or downward inside the numerical box.

⑤ **BALANCE**

This adjusts the left/right output balance of paired channels. This is not shown if pairing is not specified.

⑥ **ON**

Switches the MIX channel on/off. This is linked with the MIX [ON] keys in the MIX section of the PM5D panel.

⑦ **Fader**

Adjusts the output level of the MIX channel. This is linked with the MIX encoders on the PM5D panel (if the [MIX MASTER] key is on). The current value is shown in the numerical box immediately below.

⑧ **CUE**

This button cue-monitors the signal of the MIX channel. This is linked with the MIX [CUE] keys in the MIX section of the PM5D panel.

□ MIX to MATRIX



① **MATRIX send level**

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

② **Pair**

This indicates the pairing status of adjacent odd-numbered/even-numbered MATRIX channels. You can click the heart symbol to enable/disable pairing.

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 **POINT (Send point)**

Selects the point from which the signal is sent from the MIX channel to the MATRIX bus. You can choose PRE FADER (immediately before the fader), POST FADER (immediately after the fader), or POST ON (immediately after the MIX [ON] key).

⑤ **CH to MIX POST POINT**

Selects either POST ON or POST TO ST as the position from which the signal is sent from all input channels to the currently selected MIX bus.

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 for an input channel (➔ p.20).

❑ COMPRESSOR

Except for the fact that the COMP LINK GROUP is A–F, and that the types of signal that can be selected for key-in are different, this is the same as for the compressor of an input channel (➔ p.23).

❑ INSERT

Except for the fact that the insert points that can be selected are different, this is the same as for the insert settings of an input channel (➔ p.24).

❑ EQUALIZER

Except for the fact that there is no LOWER/UPPER button, and that the EQ LINK groups are G/H, this is the same as for the equalizer of a MIX channel (➔ p.30).

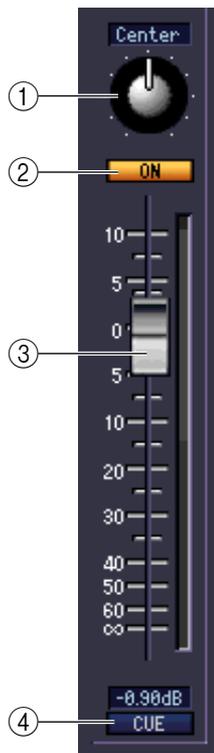
❑ DELAY

This is the same as for the delay settings of an input channel (➔ p.26).

❑ DCA GROUP / MUTE GROUP / SAFE

These are the same as the DCA Group / Mute Group / Safe settings of a MIX channel (➔ p.31).

❑ Pan / Fader



① BALANCE

This adjusts the left/right output balance of paired channels. This is not shown if pairing is not specified.

② ON

This switches the MATRIX channel on/off. This is linked with the MATRIX [ON] keys in the MATRIX section of the PM5D panel.

③ Fader

This adjusts the output level of the MATRIX channel. This is linked with the MATRIX encoders in the MATRIX section of the PM5D panel. The current value is shown in the numerical box immediately below.

④ CUE

This button cue-monitors the signal of the MATRIX channel. This is linked with the MATRIX [CUE] keys in the MATRIX section of the PM5D panel.

If a STEREO A/B channel is selected



❑ CHANNEL SELECT (Channel selection)

Except for the fact that your editing applies to a STEREO A/B channel, this is the same as the channel selection for an input channel (➔ p.20).

❑ COMPRESSOR

Except for the fact that the COMP LINK GROUP is A–F, and that the types of signal that can be selected for key-in are different, this is the same as for the compressor of an input channel (➔ p.23).

❑ INSERT

Except for the fact that the insert points that can be selected are different, this is the same as for the insert settings of an input channel (➔ p.24).

❑ EQUALIZER

This is the same as the equalizer settings of a MIX channel (➔ p.30).

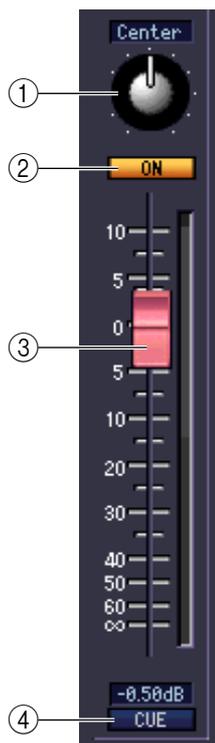
❑ DELAY

This is the same as for the delay settings of an input channel (➔ p.26).

❑ DCA GROUP / MUTE GROUP / SAFE

These are the same as the DCA Group / Mute Group / Safe settings of a MIX channel (➔ p.31).

❑ Pan / Fader



① **BALANCE**

Adjusts the left/right output balance of the STEREO A/B channel.

② **ON**

This switches the STEREO A/B channel on/off. This is linked with the STEREO [ON] key in the STEREO A/B channel strip of the PM5D panel.

③ **Fader**

Adjusts the output level of the STEREO A/B channel. This is linked with the STEREO fader in the STEREO A/B channel strip of the PM5D panel. The current value is shown in the numerical box immediately below.

④ **CUE**

This button cue-monitors the signal of the STEREO A/B channel. This is linked with the STEREO [CUE] key in the STEREO A/B channel strip of the PM5D panel.

STEREO to MATRIX



① **MATRIX send level**

Here you can adjust the send levels of the signals sent from the STEREO A/B channels to the MATRIX bus.

② **Pair**

This indicates the pairing status of adjacent odd-numbered/even-numbered MATRIX channels. You can click the heart symbol to enable/disable pairing.

③ **ON (MATRIX send on/off)**

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

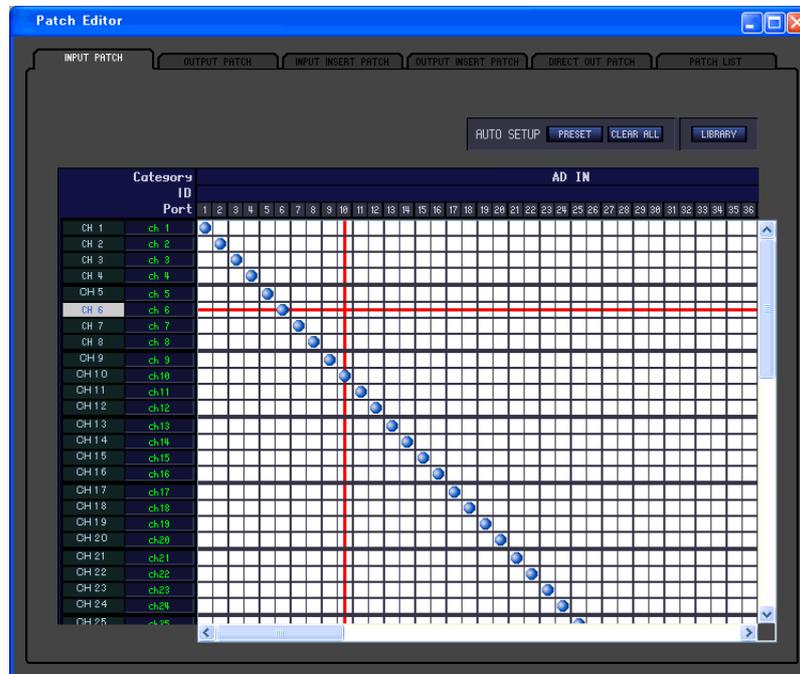
④ **POINT (Send point)**

Selects the point from which the signal is sent from the STEREO A/B channel to the MATRIX bus. You can choose PRE FADER (immediately before the fader), POST FADER (immediately after the fader), or POST ON (immediately after the STEREO [ON] key).

Patch Editor window

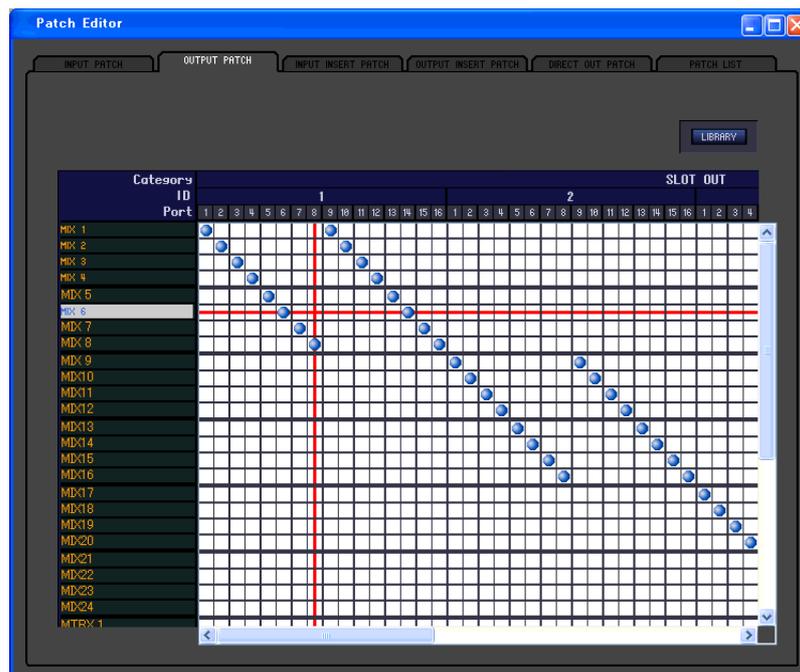
Here you can assign the input/output port for each channel, its direct output, and its insert-in/out. This window is divided into INPUT PATCH, OUTPUT PATCH, INPUT INSERT PATCH, OUTPUT INSERT PATCH, DIRECT OUT PATCH, and PATCH LIST pages. To switch pages, click the tabs shown in the upper part of the window.

INPUT PATCH page



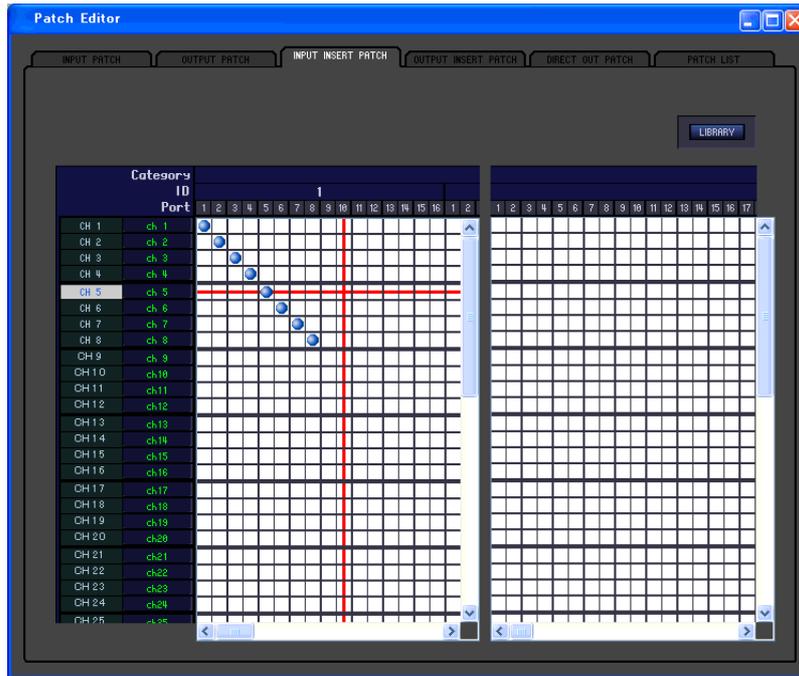
Here you can select the input port that is assigned to the input of each input channel. Except for the fact that you can resize the window, the basic operation is the same as in the PM5D's INPUT PATCH screen.

OUTPUT PATCH page



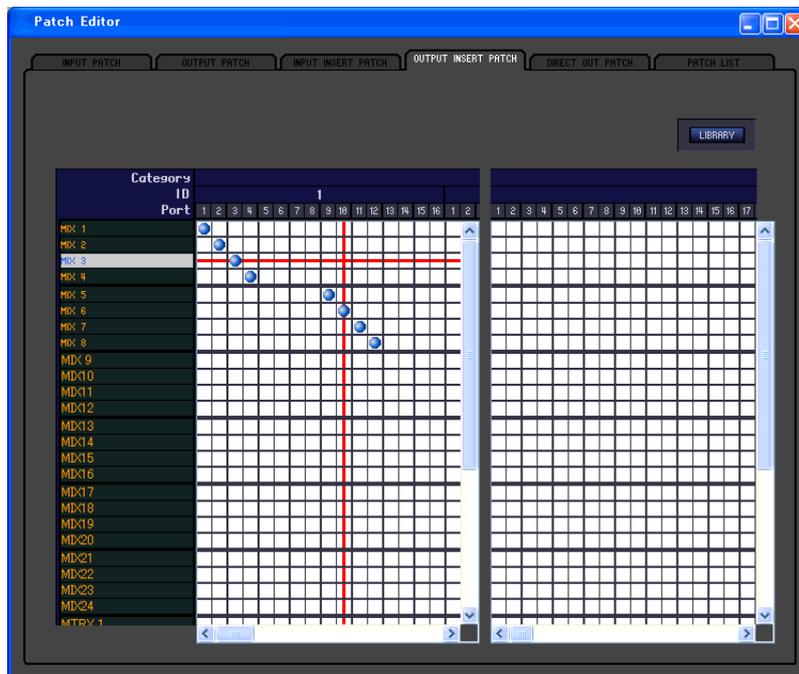
Here you can select the output port that is assigned to the input of each output channel. Except for the fact that you can resize the window, the basic operation is the same as in the PM5D's OUTPUT PATCH screen.

INPUT INSERT PATCH page



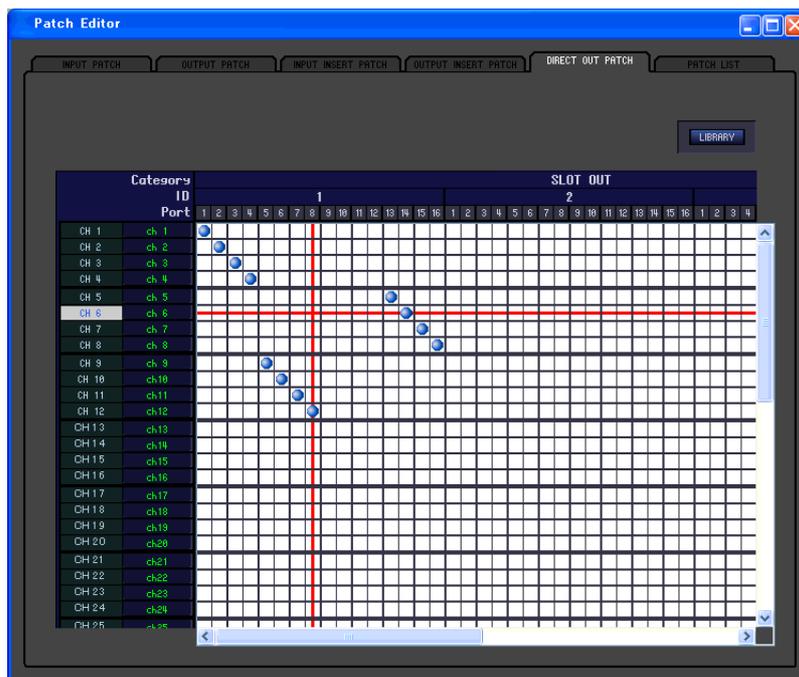
Here you can assign input/output ports to the insert-in/out of each input channel. Select the output port in the left side of the screen, and the input port in the right side of the screen. Except for the fact that you can resize the window, the basic operation is the same as in the PM5D's INPUT INSERT PATCH screen.

OUTPUT INSERT PATCH page



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. Except for the fact that you can resize the window, the basic operation is the same as in the PM5D's OUTPUT INSERT PATCH screen.

DIRECT OUTPUT PATCH page

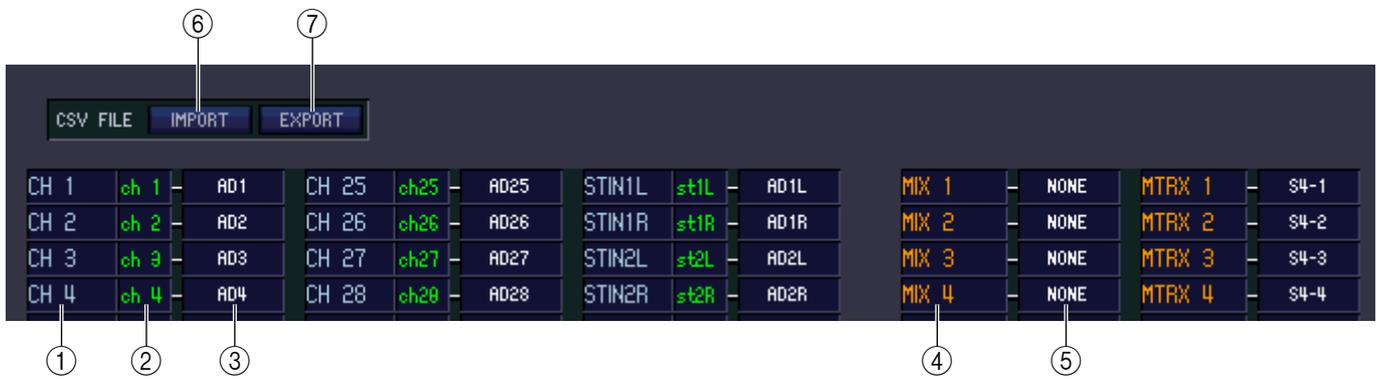


Here you can select the output port that will directly output each input channel. Except for the fact that you can resize the window, the basic operation is the same as in the PM5D's DIRECT OUTPUT PATCH screen.

PATCH LIST page



Here you can view and edit the input patch and output patch settings. Input patch, output patch, and channel name data that was written to a CSV file by the PM5D itself can also be loaded into this page. Conversely, the settings in this page can be written to a CSV file that can be loaded into the PM5D.



① Input channel number

② Input channel name

This is the number and 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 port

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

⑥ IMPORT (Import a CSV file)

Input patch, output patch, and channel name data from CSV files written by the PM5D can be loaded into the PATCH LIST page by clicking this button.

When you click this button, a dialog box will appear as shown at right, allowing you to specify the folder containing the CSV files you want to load.

Specify the folder that contains CSV files written by the PM5D, and click the OK button. If the specified folder contains CSV files to which input patch, output patch, and channel name data was written, that data will be loaded into the PATCH LIST page.

NOTE *If the specified folder does not contain the necessary CSV file, the settings in the PATCH LIST page will not change. For example if the folder contains only an input patch CSV file, only the input patch settings of the PATCH LIST page will be loaded, and the remaining settings will not change.*



⑦ EXPORT (Export a CSV file)

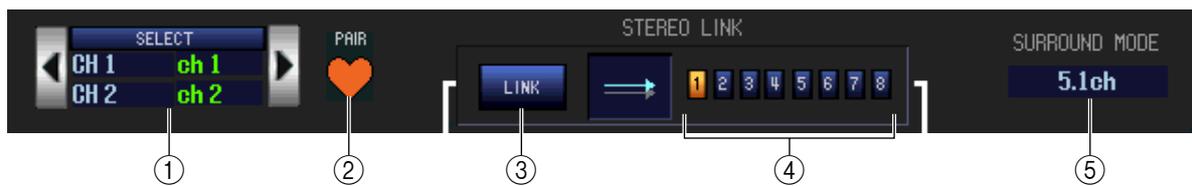
By clicking this button, input patch, output patch, and channel name data can be written to a CSV file that can be loaded by the PM5D.

When you click this button a dialog box will appear, allowing you to specify a folder for the exported CSV files. Specify the folder in which the CSV files will be saved, and click the OK button. Separate CSV files containing the input patch, output patch, and channel name data will be saved in the folder you specified. You can use a memory card to load these CSV files into the PM5D.

Surround Editor window



Here you can make surround panning settings for the two currently selected input channels.



① **SELECT (Channel selection)**

This area displays the name and number of the two channels selected for operations (two adjacent odd-numbered/even-numbered input channels, a ST IN channel, or an FX RTN channel). To switch channels, use the SELECT button or the buttons at left and right. You can also edit the channel name in the text box.

② **PAIR**

Indicates the pair status of the two selected channels. If an input channel is selected, you can click the heart symbol to enable/disable pairing.

③ **LINK**

Specifies whether movement of the sound image will be linked for the two selected channels. If this button is on, the sound image of the two channels will be linked according to the link pattern you select using LINK PATTERN SELECT buttons 1–8.

④ **LINK PATTERN SELECT**

These buttons select link patterns 1–8. The currently selected pattern is shown graphically at the left.

⑤ **SURROUND MODE**

This indicates the currently selected surround mode. You can click this area to switch the mode.



⑥ DIVERGENCE

These controls specify the proportion at which the signals are sent to each surround bus when the input channel is positioned in the center. The operable parameters will change as follows, according to the surround mode that is currently selected.

- **Surround mode= 3-1ch/5.1ch**

The F knob will be operable, allowing you to adjust the front divergence. Use this knob to specify the proportion (0–100) at which a signal positioned in the center will be sent to the center bus (C) and the left/right buses (L, R).

- **Surround mode= 6.1ch**

The F knob and R knob will be operable, allowing you to adjust the front and rear divergence separately. Use these two knobs to specify the proportion (0–100) at which a signal positioned in the center will be sent to the center buses (C, S, Bs) and the left/right buses (L, R, Ls, Rs). In addition, a LINK button that links front and rear divergence is displayed between the F knob and R knob. If you turn the LINK button on, the value of the F knob will be copied to the R knob, and the two knobs will be linked.



⑦ LFE (Low Frequency Effect)

Use the LFE knob to adjust the level of the signal sent from the input channel to the subwoofer LFE bus, over a range of $-\infty$ to 0 dB. The ON/OFF button is an on/off switch for sending to the MIX bus assigned to the LFE channel.

⑧ Grid

Here you can specify the surround panning of the currently selected input channel, centered on the listening point. The current setting is indicated by a O symbol. You can drag this symbol up, down, left, or right to move the panning.

⑨ PANNING buttons

These buttons correspond to each surround bus. Speaker icons are displayed to indicate the surround buses that are available for the current surround mode.

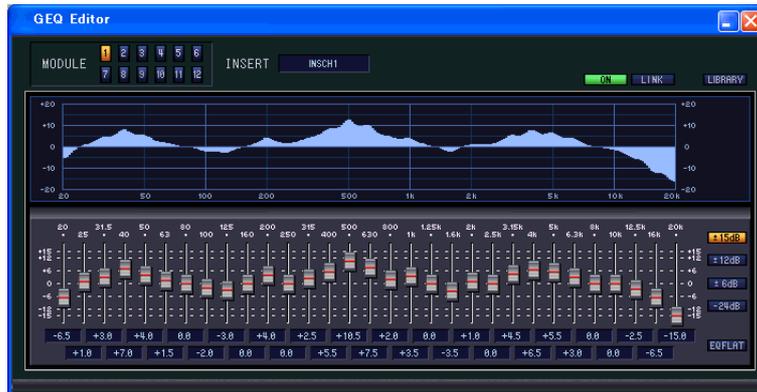
⑩ SURROUND BUS ON (Surround bus on/off)

These buttons are on/off switches for the signal sent from the currently selected input channel to the corresponding surround bus. You can click the surround bus name buttons at left to move the panning to the position of the corresponding surround bus.

⑪ PAN POSITION

The surround panning of the currently selected input channel is shown here as front/rear left/right coordinate values.

GEQ window



In this window you can select the insertion destination of GEQ modules 1–12, and edit the parameters.



① **MODULE (Module selection)**

Selects the GEQ module that you want to edit or view.

② **INSERT (Insert destination)**

Select one of the following as the insert destination for the currently selected GEQ module.

NONE	Not inserted
INS CH1...INS CH48	Input channel 1–48 insert in/out
INS STIN1L, INS STIN1R...INS STIN4R	ST IN channel 1–4 (L/R) insert in/out
INS MIX1...INS MIX24	MIX channel 1–24 insert in/out
INS MTX1...INS MTX8	MATRIX channel 1–8 insert in/out
INS STAL, INS STAR	STEREO A channel (L/R) insert in/out
INS STBL, INS STBR	STEREO B channel (L/R) insert in/out
INS MONL, INS MONR, INS MONC	MONITOR channel (L/R/C) insert in/out

③ **ON (GEQ on/off)**

Switches the currently selected GEQ module on/off.

④ **LINK**

This button links the settings of the adjacent odd-numbered/even-numbered GEQ modules. When you click this button, a window will appear, asking you to confirm the operation. Click the appropriate button to choose the source/destination module for the parameters that will be copied. If you click the RESET BOTH button, the parameters of both modules will be reset to their default value.

⑤ **LIBRARY**

This button displays the GEQ LIBRARY window.



⑥ **GEQ graph**

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

⑦ **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.

⑧ **LIMIT**

The range and direction of adjustment controlled by the faders can be selected from the following: ± 15 dB, ± 12 dB, ± 6 dB (these are valid in both the boost and cut directions), or -24 dB (valid only in the cut direction).

⑨ **EQ FLAT**

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

Effect Editor window



Here you can select the effect type for internal effects 1–8, edit the parameters, and specify the input/output patching.

NOTE You can also open multiple Effect Editor windows to simultaneously view the settings of different-numbered internal effects. However, the PM5D itself will be linked only with parameter edits performed in the window you opened first. (Parameter edits performed in the PM5D's own screen will be valid.)



① EFFECT No. (Effect number)

Selects the number (1–8) of the internal effect you want to edit.

HINT Alternatively, you can use the Menu bar to choose [Windows] menu → [Effect Editor], and select an internal effect 1–8 from the sub-menu.

② EFFECT NAME

Indicates the title of the effect selected for internal effect 1–8.

③ 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.

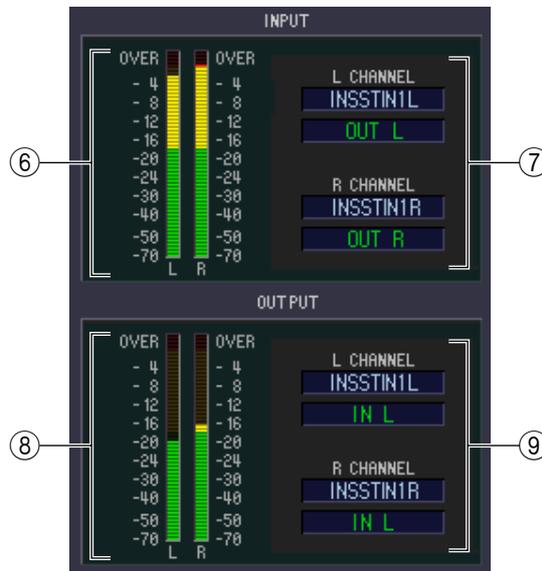
④ LIBRARY

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



⑤ Effect parameters

This area shows the effect parameters and knobs for the currently selected effect type.



⑥ Input meter

Indicates the level of the signal being input to the internal effect.

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.

—	Not inserted
MIX 1...MIX24	Output of MIX channels 1–24
INSCH1...INSCH48	Insert Out of input channels 1–48
INSSTIN1L, INSSTIN1R...INSSTIN4R	Insert Out of ST IN channels 1–4 (L/R)
INSMIX1...INSMIX24	Insert Out of MIX channels 1–24
INSMTX1...INSMTX8	Insert Out of MATRIX channels 1–8
INSSTAL, INSSTAR	STEREO A channel (L/R) insert out
INSSTAL, INSSTAR	STEREO B channel (L/R) insert out
INSMONL, INSMONR, INSMONC	MONITOR channel (L/R/C) insert out

If you select INSCH or INSSTIN as the insert-destination, the name of the channel is shown in the box immediately below.

⑧ Output meter

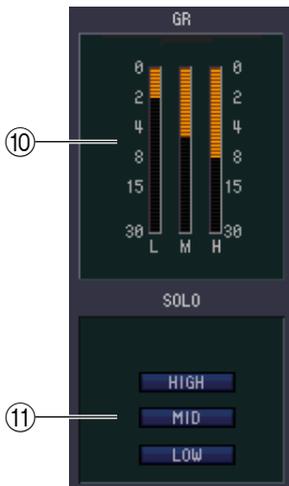
Indicates the level of the signal being output from the internal effect.

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.

—	Not inserted
CH 1...CH48	Input channel 1–48 input
STIN1L, STIN1R...STIN4R	ST IN channel 1–4 (L/R) input
FXRTN1L, FXRTN1R...FXRTN4R	FX RTN channel 1–4 (L/R) input
INSCH1...INSCH48	Input channel 1–48 insert in
INSSTIN1L, INSSTIN1R...INSSTIN4R	ST IN channel 1–4 (L/R) insert in
INSMIX1...INSMIX24	MIX channel 1–24 insert in
INSMTX1...INSMTX8	MATRIX channel 1–8 insert in
INSSTAL, INSSTAR	STEREO A channel (L/R) insert in
INSSTAL, INSSTAR	STEREO B channel (L/R) insert in
INSMONL, INSMONR, INSMONC	MONITOR channel (L/R/C) insert in

If you select CH, STIN, FXRTN, or INSSTIN as the insert-destination, the name of the channel is shown in the box immediately below.



⑩ GR meter

If “044 M.BAND DYNA” or “045 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.

⑪ SOLO

If “044 M.BAND DYNA” or “045 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.



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 BYPASS

This button temporarily bypasses the effect.

⑭ CUE

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

⑮ 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.

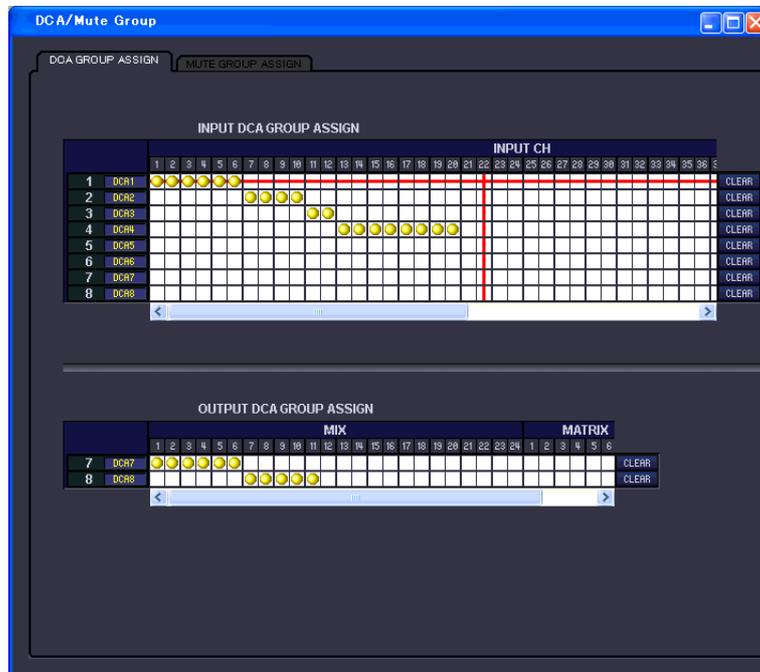
⑯ PLAY/REC (Play/Record) buttons

If “042 FREEZE” is selected as the effect type, you can use these buttons to record and play back the signal being input to the effect.

DCA/Mute Group window

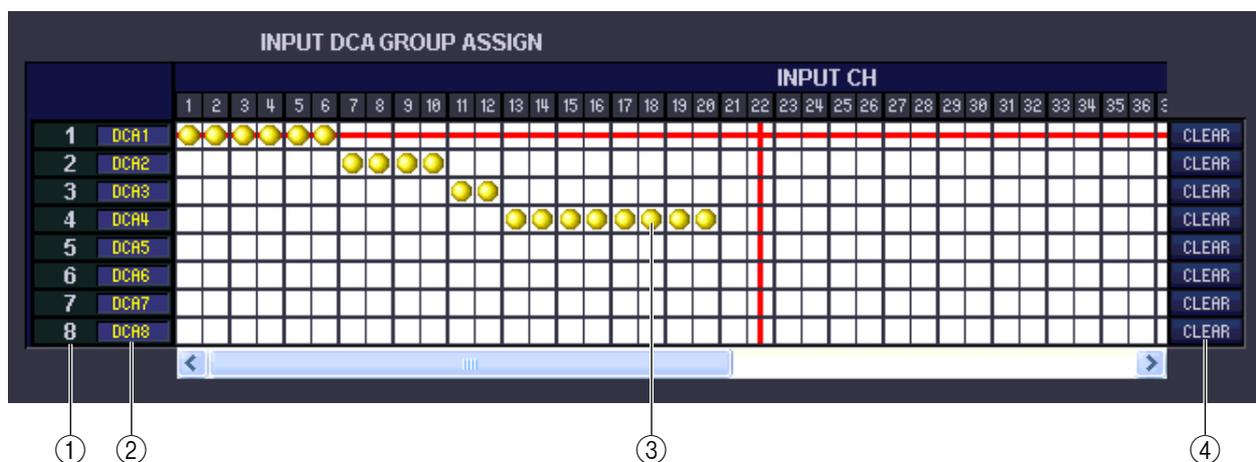
In this window you can select the channels that will be assigned to each DCA group and mute group. This window is divided into two pages; the DCA GROUP ASSIGN page and the MUTE GROUP ASSIGN page.

DCA GROUP ASSIGN page



Here you can specify the channels that will be assigned to DCA groups 1–8. The upper part of the screen lets you assign input channels to DCA groups, and the lower part of the screen lets you assign output channels to DCA groups.

Except for the fact that assignments for both input channels and output channels can be made in a single screen, and the fact that the screen can be resized vertically and horizontally, basic operation here is the same as in the PM5D's DCA GROUP ASSIGN screen.

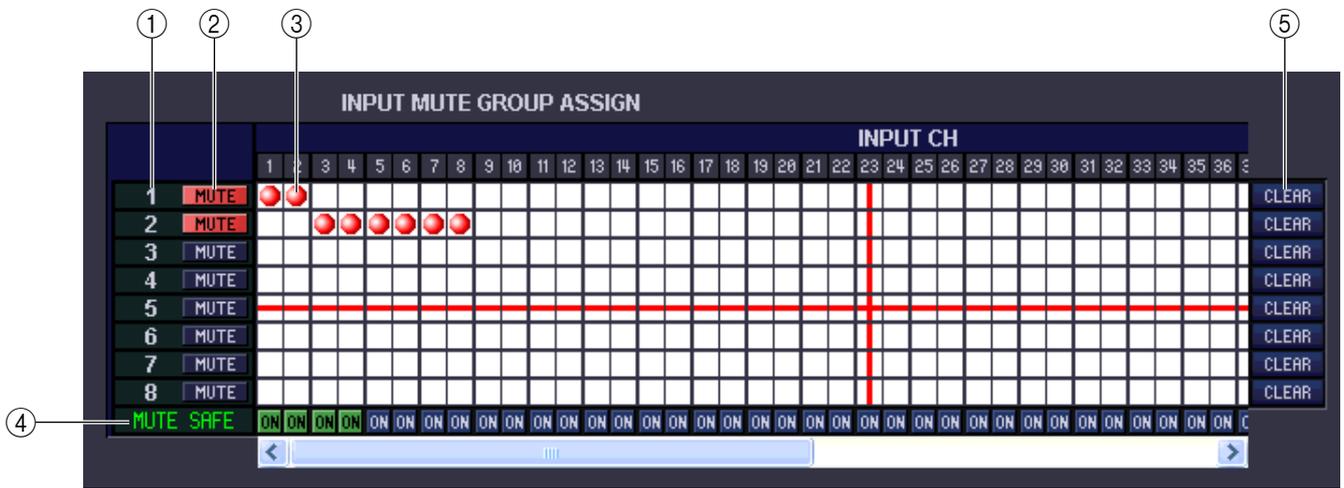


① **DCA group**

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.



① **Mute group**

This area shows the mute group number.

② **MUTE MASTER (Mute master)**

These buttons enable/disable each input channel or output channel mute group.

③ **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.

④ **MUTE SAFE ON (Mute Safe on/off)**

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

⑤ **CLEAR**

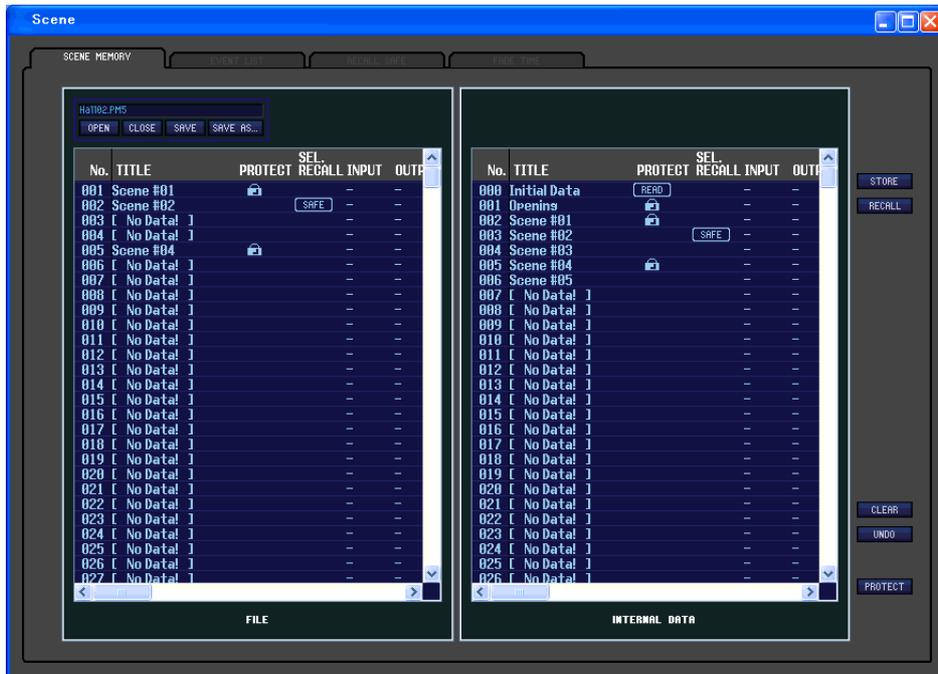
These buttons clear all input channels and output channels assigned to the corresponding mute group. When you click one of these buttons a window will appear, asking you to confirm the operation. To execute the Clear operation, click the OK button.

Scene window

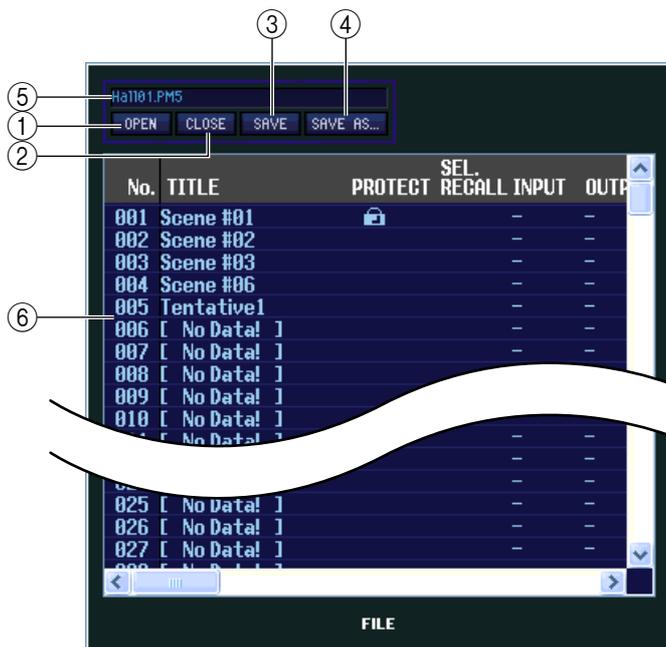
Here you can manage scene memories, and make various settings related to scene recall operations.

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

SCENE MEMORY page



Here you can edit the PM5D's scene memories. You can also load scene library files from a memory card 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 PM5D itself.



- ① **OPEN (Open a file)**
Opens a scene library file located on a drive of your computer.
- ② **CLOSE (Close a file)**
Closes the currently-open scene library file.
- ③ **SAVE**
Saves the currently-open scene library file on a drive of your computer.
- ④ **SAVE AS (Save as a different name)**
Saves the currently-open scene library file under a different name on a drive of your computer.
- ⑤ **File name**
Indicates the file name of the currently-open scene library.

⑥ FILE

This area lists the scenes in the file you opened using the OPEN button (①). The list includes the following items.

HINT To view items that are not currently shown, scroll the list to the right. The boundary lines in the center of the window can be dragged toward the right to expand the file list display area as shown below.

No.	TITLE	PROT	SEL. RECALL	INPUT PATCH LIBRARY	OUTPUT PATCH LIBRARY	HA LIBRARY
001	SONG#01		SAFE	1 - INPUT PATCH#01	1 - OUTPUT PATCH#01	10 - HA #10
002	SONG#02	🔒	SAFE	17 - INPUT PATCH#17	10 - OUTPUT PATCH#10	194 - HA #194
003	SONG#03	🔒		11 - INPUT PATCH#11	21 - OUTPUT PATCH#21	42 - HA #42
004	[No Data!]			0 - Initial Data	0 - Initial Data	0 - Initial Data
005	[No Data!]			0 - Initial Data	0 - Initial Data	0 - Initial Data

⑦ No. (Scene number)

This is the scene number 000–500.

⑧ TITLE

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

⑨ PROTECT

Turns the protection setting on/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 “READ” displayed in this column.

⑩ SEL. RECALL (Selective recall)

Switches the selective recall setting on/off for each scene. Selective recall using Safe parameters is enabled for scenes for which this column indicates “SAFE,” and selective recall using Recall parameters is enabled for scenes for which this column indicates “RECALL.”

⑪ Library link

These columns indicate the number and title of the INPUT PATCH library, OUTPUT PATCH library, and HA library that are linked to each scene. (With the default column width of the list, only the library number is shown.) You can click the numerical area and specify the linked library from the popup menu that appears.

COMMENT	TIME STAMP	MIDI EVENT
introduction_01	09/20/2004 17:02:32	D4 NOP 1E C7 NOP 1E 28 4B 90 D2
introduction_02	09/20/2004 16:53:48	D5 A1
Initial Settings Data	09/20/2004 16:50:36	1F NOP NOP 0A 1E NOP NOP 5C NOP 14 0A

⑫ COMMENT

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

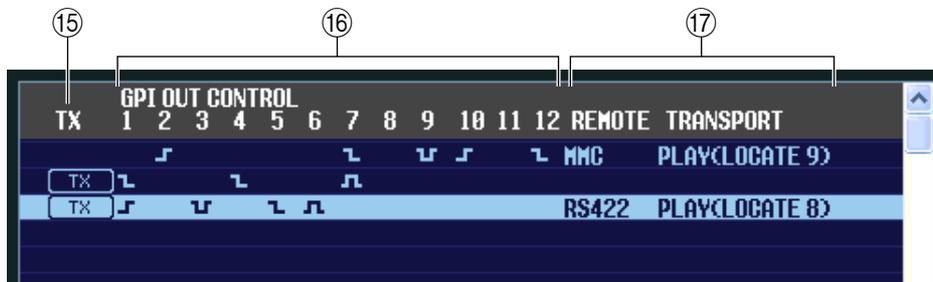
⑬ TIME STAMP

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.

⑭ MIDI EVENT

In this column, the MIDI event that is transmitted from the MIDI OUT connector when the scene is recalled can be viewed and edited in hexadecimal form. To edit a MIDI event, click the two-digit hexadecimal value you want to edit, and choose the desired value from the popup menu that appears.

- HINT**
- If you choose “NOP” from the popup menu, that two-digit hexadecimal value will be ignored.
 - If you choose “END” from the popup menu, all subsequent hexadecimal values will be ignored.



15 TX (MIDI event transmission)

If you click this column to make the “TX” indication appear, transmission will be enabled for the MIDI event specified for this scene.

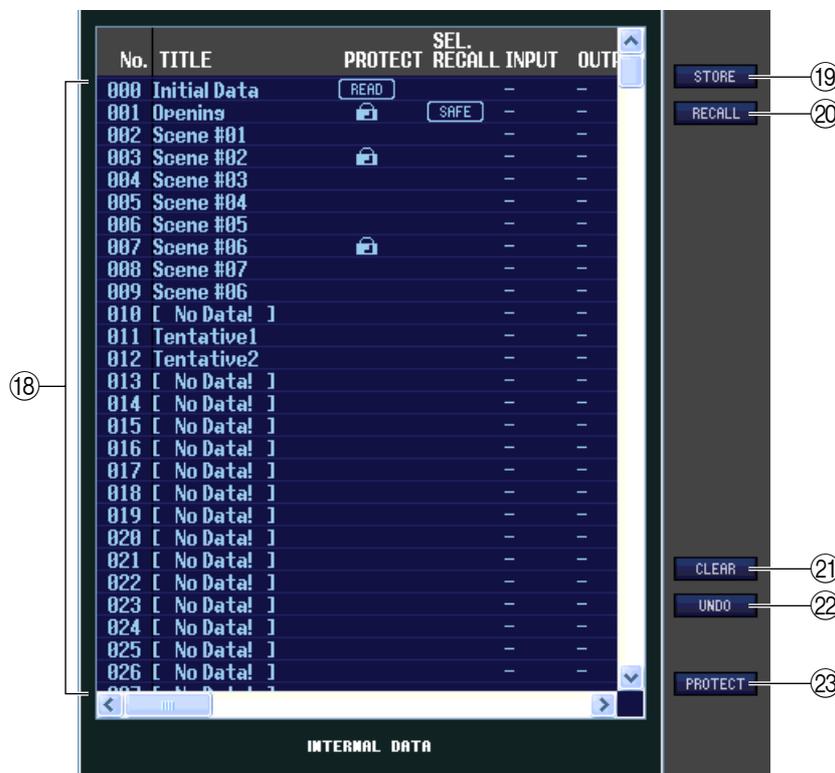
16 GPI OUT CONTROL

Specifies the polarity (high-active/low-active) and transmission method (tally/trigger) of the signal that is sent from GPI OUT ports 1–12 when the scene is recalled. You can also click these columns to edit the setting. You can choose from the following settings.

Display	Polarity	Transmission method
None	Disabled	
	High active	Tally
	Low active	Tally
	High active	Trigger
	Low active	Trigger

17 REMOTE TRANSPORT

These columns indicate the MMC/RS422 transport command that will be executed when you recall the scene. The left column indicates the protocol (MMC or RS422), and the right column indicates the type of command. You can click an item and choose the desired protocol or command from the popup menu that appears.



18 INTERNAL DATA

This area shows the PM5D’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. To do this, use the following methods to select the scene(s) that you want to copy or move.

- **To select a single scene**

Click the line containing the desired scene.

No.	TITLE	PROTECT	SEL. RECALL
000	Initial Data	READ	
001	Opens		
002	Scene #01		
003	Scene #02		
004	Scene #03		
005	Scene #04		
006	Scene #05		
007	Scene #06		
008	Scene #07		
009	Scene #06		

- **To select multiple consecutive scenes**

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

No.	TITLE	PROTECT	SEL. RECALL
000	Initial Data	READ	
001	Opens		
002	Scene #01		
003	Scene #02		
004	Scene #03		
005	Scene #04		
006	Scene #05		
007	Scene #06		
008	Scene #07		
009	Scene #06		

- **To select multiple non-consecutive scenes**

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

When you have selected the scene(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).

No.	TITLE	PROTECT	SEL. RECALL
000	Initial Data	READ	
001	Opens		
002	Scene #01		
003	Scene #02		
004	Scene #03		
005	Scene #04		
006	Scene #05		
007	Scene #06		
008	Scene #07		
009	Scene #06		

- **To copy scenes (overwriting the destination)**

Drag the copy-source scene(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 scene number.

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

No.	TITLE	PROTECT	SEL. RECALL
000	Initial Data	READ	
001	Opens		
002	Scene #01		
003	Scene #02		
004	Scene #03		
005	Scene #04		
006	Scene #05		
007	Scene #06		
008	Scene #07		
009	Scene #06		

- **To move scenes**

Within the same list, you can move the selected scene(s) to another location to rearrange the order of the scenes in the list. To do this, drag the selected scene(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 scene(s) will move to that location, and the scene numbers will also change accordingly. (If the move-source selection contains multiple scenes, those scenes will be inserted consecutively at the location you specify.)

No.	TITLE	PROTECT	SEL. RECALL
000	Initial Data	READ	
001	Opens		
002	Scene #01		
003	Scene #02		
004	Scene #03		
005	Scene #04		
006	Scene #05		
007	Scene #06		
008	Scene #07		
009	Scene #06		

⑲ **STORE**

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

⑳ **RECALL**

Recalls the settings of the scene selected in the list.

㉑ **CLEAR**

Clears the scene(s) selected in the list. (The title of the cleared scene(s) will be reset to [No Data!].)

㉒ **UNDO**

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

㉓ **PROTECT**

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

EVENT LIST page

No.	EVENT TRIGG	SCENE TITLE
000	00:00:06.12	001 Monitor Mix
001	00:00:09.05	002 Standard PA
002	00:00:11.24	003 House PA
003	00:00:14.10	004 Monitor Mix 2
004	00:00:18.03	005 Standard PA 2
005	↳ 1.0SEC	006 House PA 2
006	↳ 1.7SEC	007 Monitor Mix
007	00:00:25.22	008 Standard PA
008	00:00:28.03	009 House PA
009	00:00:30.08	010 Monitor Mix 2
010	[MANUAL]	011 Standard PA 2
011	[MANUAL]	012 House PA 2
012	00:00:36.23	013 Monitor Mix
013	00:00:39.00	014 Standard PA
014	00:00:41.15	015 House PA
015	00:00:43.28	016 Monitor Mix 2
016	00:00:46.18	017 Standard PA 2
017	[MANUAL]	018 House PA 2
018	↳ 1.5SEC	019 Monitor Mix
019	00:00:53.23	020 Standard PA
020	00:00:56.09	021 House PA
021	00:00:58.19	022 Monitor Mix 2
022	00:01:01.01	023 Standard PA 2
023	00:01:03.03	024 House PA 2
024	00:01:04.29	025 25
025	00:01:07.00	026 26
026	00:01:08.24	027 27
027	↳ 2.1SEC	028 28
028	00:01:20.07	033 33

In this page you can see how the scenes registered in the PM5D's EVENT LIST screen will be switched according to the progression of time code or according to the elapsed time since the most recent Recall operation.

- NOTE**
- This page functions as a viewer of the PM5D's EVENT LIST screen. You cannot register or recall events from within this page.
 - In order for the EVENT LIST page to be synchronized with the EVENT LIST screen of the PM5D itself, PM5D Editor must be synchronized with the PM5D.

No.	EVENT TRIGG	SCENE TITLE
000	00:00:06.12	001 Monitor Mix
001	00:00:09.05	002 Standard PA
002	00:00:11.24	003 House PA
003	00:00:14.10	004 Monitor Mix 2
004	00:00:18.03	005 Standard PA 2
005	↳ 1.0SEC	006 House PA 2
006	↳ 1.7SEC	007 Monitor Mix
007	00:00:25.22	008 Standard PA
008	00:00:28.03	009 House PA
009	00:00:30.08	010 Monitor Mix 2
010	[MANUAL]	011 Standard PA 2
011	[MANUAL]	012 House PA 2
012	00:00:36.23	013 Monitor Mix
013	00:00:39.00	014 Standard PA
014	00:00:41.15	015 House PA
015	00:00:43.28	016 Monitor Mix 2
016	00:00:46.18	017 Standard PA 2
017	[MANUAL]	018 House PA 2
018	↳ 1.5SEC	019 Monitor Mix
019	00:00:53.23	020 Standard PA
020	00:00:56.09	021 House PA
021	00:00:58.19	022 Monitor Mix 2
022	00:01:01.01	023 Standard PA 2
023	00:01:03.03	024 House PA 2
024	00:01:04.29	025 25
025	00:01:07.00	026 26
026	00:01:08.24	027 27
027	↳ 2.1SEC	028 28
028	00:01:20.07	033 33

① No. (Number)

This column indicates the number of each event registered in the event list.

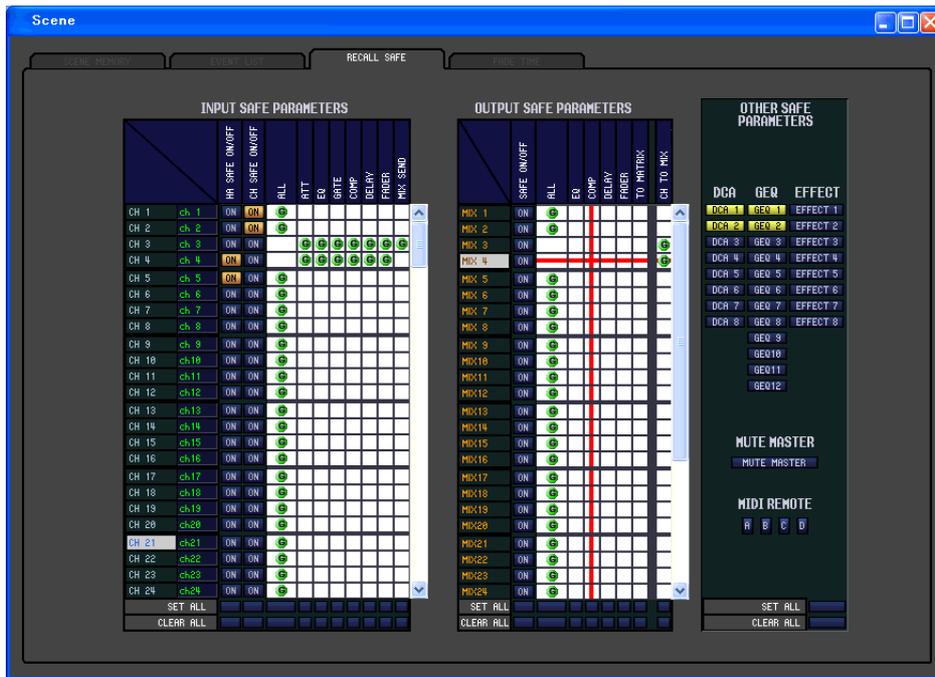
② EVENT TRIGGER

This column indicates the recall condition specified for each event. This shows an hour:minute:second:frame value for scenes that will be recalled at a specific time code, a value in seconds for scenes that are recalled after a specified time has elapsed after the preceding event was executed, or [MANUAL] for scenes that are recalled manually.

③ SCENE TITLE

This column indicates the number and title of the scene that will be recalled.

RECALL SAFE page



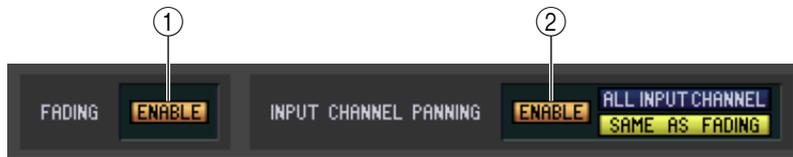
Here you can make settings for the Recall Safe function that excludes only specific channels from recall operations of all scenes.

Except for the fact that there is no PASTE button for copying and pasting parameter settings from the SELECTIVE RECALL screen, the display and operations within this page are the same as in the PM5D's RECALL SAFE screen.

FADE TIME page



Here you can make settings for the Fade function that adjusts the time over which fader and pan will reach their new values when a scene is recalled. The settings of the Fade function are independent for each scene.



① **FADING ENABLE (Fade function enable/disable)**

Switches the Fade function for fader levels between enabled and disabled.

② **INPUT CHANNEL PANNING ENABLE (Input channel panning enable/disable)**

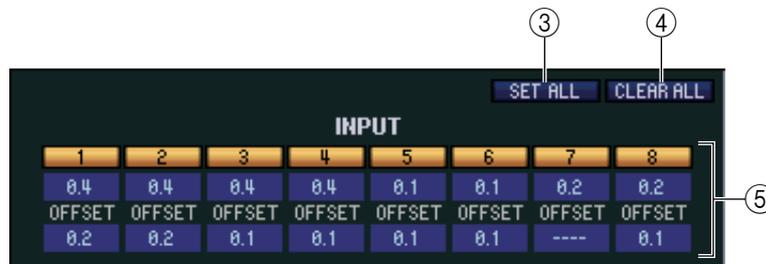
Switches the Fade function for input channel pan (balance) parameters between enabled and disabled. If this button is on, you can use the two buttons located at the right to select the input channels to which this setting will apply.

- **When the ALL INPUT CHANNEL button is on**

The Fade function will apply to the pan (balance) parameter of all input channels.

- **When the SAME AS FADING button is on**

The Fade function will apply to the pan (balance) parameter of input channels for which the Fade function is turned on in ⑤.



③ **SET ALL**

This button lets you enable all Fade function settings with one click. This can be operated independently for all input channels and DCA groups, or for all output channels.

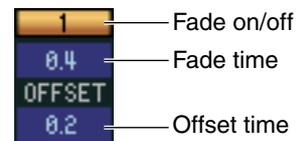
④ **CLEAR ALL**

This button lets you disable all Fade function settings with one click. This can be operated independently for all input channels and DCA groups, or for all output channels.

⑤ **Channel settings**

Here you can specify the Fade function on/off status, the fade time, and the offset time for each input channel, output channel, and DCA group.

To edit the fade time or offset time value, click the numerical box and drag upward or downward.

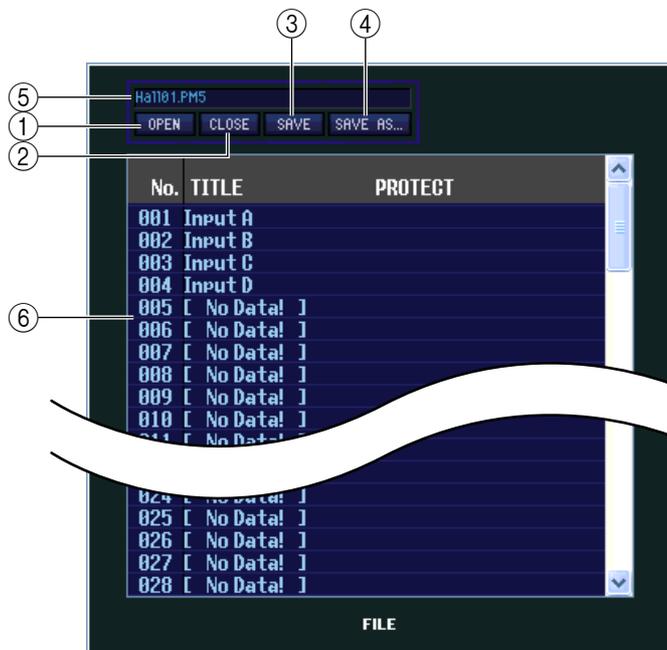


Library window



Here you can edit the PM5D'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 PM5D.

This window is divided into INPUT CH, OUTPUT CH, GATE, COMP, INPUT EQ, OUTPUT EQ, INPUT PATCH, OUTPUT PATCH, EFFECT, GEQ, and HA pages; to switch pages, click the tabs located at the top of the window. The editing procedure is the same in all pages. The explanation here uses the example of the INPUT CH page.



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 memory card.

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 memory card, or to create a backup on the hard disk of your computer.

④ SAVE AS (Save under a different name)

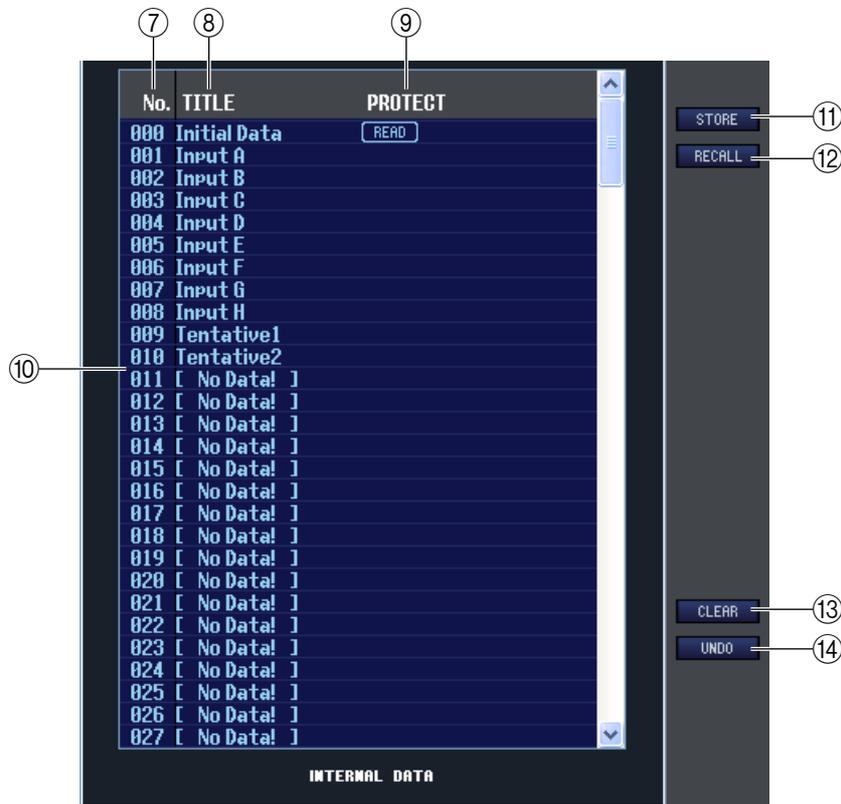
Saves the currently-open library file under a different name on a drive of your computer.

⑤ File name

Indicates the file name of the currently-open library.

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 PROTECT

This indicates the Protect setting on/off. This area displays a lock icon for protected data; this data cannot be overwritten, nor its title edited. Read-only data is indicated by “READ” displayed in this column.

⑩ INTERNAL DATA

This area shows the PM5D’s library contents. The items displayed are the same as in the FILE list (⑥).

As desired, you can copy single or multiple items between the FILE list and the INTERNAL DATA list, and copy or move them to a different location within a list. The procedure is the same as in the SCENE MEMORY page of the Scene window (➔ p.55).

⑪ STORE

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

⑫ RECALL

Recalls the data item that is selected in the list.

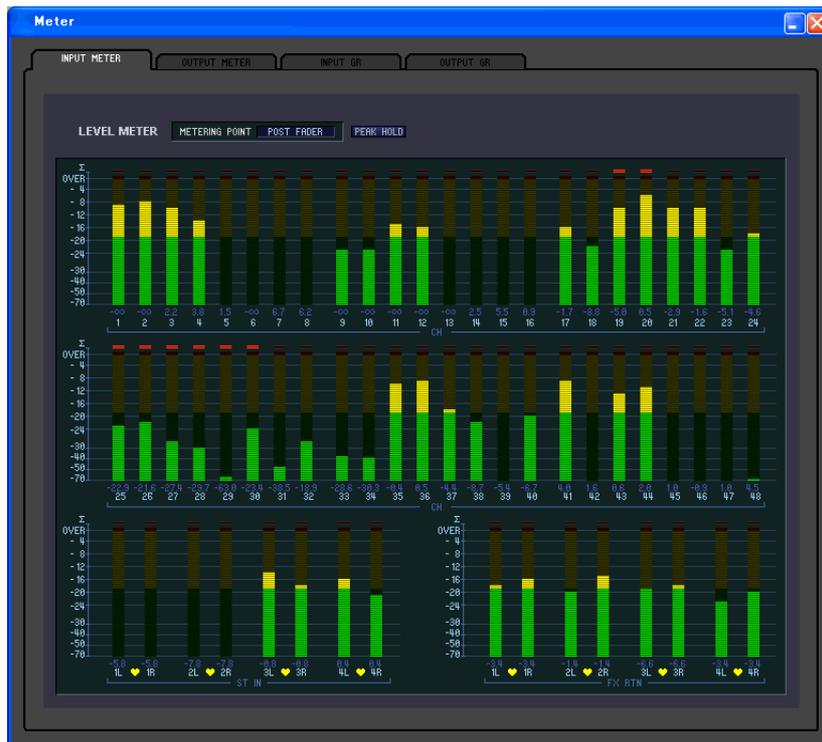
⑬ CLEAR

Clears the data item(s) selected in the list. (The title of the cleared item(s) will be reset to [No Data!].)

⑭ UNDO

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

Meter window



Here you can view the signal levels within the PM5D, or the amount of gain reduction produced by the internal compressors and gates. This lets you check signal presence, overload status, and compressor/gate operation from your computer. This window is divided into INPUT METER, OUTPUT METER, INPUT GR, and OUTPUT GR pages. To switch pages, click the tabs shown in the upper part of the window.

The displayed content and operation in each page is the same as the various screens of the PM5D's METER function.

NOTE In order to view the PM5D's signal levels in the Meter window, make sure that PM5D Editor and the PM5D itself are synchronized.

Timecode Counter window



This window displays the time code (LTC, MTC) that the PM5D itself is receiving or generating, in units of hours/minutes/seconds/frames. This is the same time code as displayed in the PM5D's fixed display screen and in the EVENT LIST screen.

NOTE In order for the Timecode Counter window to display the time code that the PM5D itself is receiving/generating, PM5D Editor and the PM5D must be synchronized.

Sync window



Synchronization between the PM5D itself and PM5D Editor can be switched on/off in this window. This has the same function as the [Synchronization] menu. Click the ONLINE button to switch to off-line, or click the OFFLINE button to switch to on-line. If you click the RE-SYNC button, the Synchronization dialog box will appear (→ p.3). The current scene number is also displayed in this window.

Keyboard Shortcuts

Menu	Action	Windows	Macintosh
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
	Opens the Sync window	Ctrl+1	⌘ +1
	Opens the INPUT CH (CH1-24) window	Ctrl+2	⌘ +2
	Opens the INPUT CH (CH25-48) window	Ctrl+Alt+2	⌘ +Option+2
	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 Surround Editor window	Ctrl+6	⌘ +6
	Opens the Timecode Counter window	Ctrl+7	⌘ +7
	Opens the Effect Editor window	Ctrl+8	⌘ +8
	Opens the Meter window	Ctrl+9	⌘ +9
	Opens the GEQ Editor window	Ctrl+0	⌘ +0
	Opens the DCA/Mute Group window	Ctrl+Alt+1	⌘ +Option+1
Opens the Scene window	Ctrl+Alt+3	⌘ +Option+3	
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

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