Yammie Sends On Fader Application for Yamaha Digital Consoles

This is the initial documentation for this free application. If you have questions or comments, please contact me at andy@checkcheckonetwo.com

<u>Overview:</u>

This program was designed to help overcome the difficulty in using Studio Manager as a controller, particularly in Monitor applications. Studio Manager, while an invaluable tool for working with the Yamaha Digital Consoles, has one limitation which makes it difficult to use as a monitor mix controller. That being "Sends On Fader". The mix controls on Studio Manager are difficult to precisely operate and for years people have been asking for an update to allow Sends on Fader for SM to allow a similar functionality as the console.

This program is an attempt to offer this functionality. In building this program, I realized that I could also add a couple of extra features which would make using SM in conjunction with the console even better.

1. ALL MIX mode. This is a feature whereby you select a particular channel to work with, and then each fader on SM becomes the mix level for that channel. For example, selecting channel 1 which might be the Kick Drum, and then ALL MIX, makes Fader 1 the Send level of the Kick to Mix 1, Fader 2 the Send level of the Kick to Mix 2, and so on. On the M7CL, Fader 17 is the Send level for Matrix 1, Fader 18 for Matrix 2 and so on. This is a useful mode if your method of setting up monitor mixes happens to be the "hands up" method, whereby a particular instrument is played, for example, the Kick Drum and the "who wants Kick Drum?" question is asked. Then you can send that input to whichever mixes want it.
2. Sends on Fader to Matrix. On the M7CL, an individual channel can be sent to a Matrix, thus giving the actual capability of 24 mixes on that console. The trouble is, these "mixes" cannot be controlled by Sends on Fader mode on the console. They can, though, using SM and this program.
3. Mix cueing. On the LS9, cueing a mix while in Sends On Fader mode can be a little tricky. Using my program, clicking the mix select button twice will cue that mix. This may make it easier to cue a mix when using SM and/or the console with a PC connected. This works with any consoles supported by my application.
4. ~~Select Linking. On the PM5D and DM2000, there is an option in SM to have the channel select buttons on the console select the channels in SM. With the M7CL and LS9, there is no similar option. I have attempted to break this link as it's quite common to not wish to have the selected channel follow between SM and the console.~~ Temporarily disabled due to syncing issues.

I wrote this program because I wanted to expand the SM capabilities, and also teach myself VB 2008. I hope you find it useful.

Requirements:

Windows PC with XP or Vista and .Net 3.5 or greater. Probably won't work on Windows 98 or lower.

The Yamaha USB to Midi Driver for Yamaha consoles that use USB for SM, or the Yamaha DME driver for consoles that use LAN connections for SM.

The MIDI Yoke Application. It's currently available at:
http://www.midiox.com/index.htm?http://www.midiox.com/myoke.htm

Latest SM and Editors for each console.

A Yamaha Digital Console with the latest Firmware. Application currently supports PM5Dv2, DM2000v2, DM1000v2, 01V96, LS9 and M7CL. Other consoles may be added if there's sufficient interest and the bugs are worked out for the current console range.

Setup:

Unzip files, and put them in an appropriate folder on your PC. Create a shortcut to the application if you like.

The pictures are screenshots of how to set up the Midi Ports in SM.

You should make sure that you have SM working properly and connecting properly to your console. After you have confirmed that the 2 are connecting properly, close down SM.

Download and install MIDI Yoke. Reboot if it asks you to. My program will not work without this software.

Once the MIDI Yoke program is installed, any time you look at midi port settings on your PC, you'll see additional ports called "In From MIDI Yoke: x" (or something similar) where x is some number (typically from 1-8). This allows the Midi output from one program to be patched into the input of another, and is one of the reasons my application is possible.

Open SM again and have a look at the Screenshots I included. You'll need to set up SM a little differently than normal. You need to UNCHECK the ports in SM that connect to the console. SM will be connecting to the console via MIDI Yoke, NOT the USB or DME midi ports. Additionally, you need to load the editor for the console you're controlling and change the midi ports to "**In From MIDI Yoke: 1**" for the input and "**Out To MIDI Yoke: 2**" for the output.

Get Studio Manager and the appropriate editor up and configured first, **then** launch my program. You'll need to click the "Midi" Label in the status bar on my program to set the console Midi Ports.

After pressing the Midi Label, a dialog will open which allows you to select the midi ports. This program uses 4 ports to operate. The Left (Console) box is for the ports that connect to the actual Yamaha Mixer. They will be either the USB or DME ports. The Right (Studio Manager) box is normally greyed out as once you've set this it should never need to be changed. It attempts to auto-connect to the Midi Yoke ports, but if it fails (because the names are not EXACTLY "In From MIDI Yoke: x" or "Out To MIDI Yoke: x" then the program won't work. **RIGHT-CLICK THE DIALOG** and select "Enable All Settings" to enable the Right box and allow you to set the Studio Manager Ports. They MUST be set to "**In From MIDI Yoke: 2**" for the Midi Input and "**Out To MIDI Yoke: 1**" for the Midi Output. Sometimes the MIDI Yoke names look different, but it will always be Port 2 for the input and Port 1 for the Output.

If when you press "OK" the Midi Label goes green, you should be ok.

Messages should come in straight away from the console and the console name should appear in the right-hand box of the status bar on my application's screen.

Unless your console has had scene 000 just recalled and has no settings, you should synchronize from Console->PC. **ONLY DO THIS WITH THE APPLICATION IN STEREO MODE!** The sync may go a little slower than usual but it should complete without errors.

Close my application before you close SM.

Operation:

Please try the functions. When the "Stereo" button is pressed, SM should control the console as normal. Any other buttons should set SM to "Sends on Fader". The console never changes function. In "All Mix" mode, each channel is a send for the selected channel. **All Mix Mode will not work until you have manually selected a channel in SM.** The fact that a channel may show as selected is not sufficient. If you wish to select this channel, you must select another channel first then go back to the original channel. This only has to be done once. The status bar on the application will indicate which channel is currently selected for the All Mix Mode. In this mode, Ch1 will be Send 1, Ch2 will be Send 2 and so on. If you're using an M7CL, you can also have Matrices on Fader. They will start at Ch17 when in "All Mix" mode. Try double-clicking a Mix, to see if the mix cues up. ~~The mix buttons should change to the actual names of the mixes when using the LS9 or M7CL. Mix names are not supported on the other consoles currently.~~ (Mix name copy temporarily disabled)

As you change modes, the faders in SM should snap to show the current mix settings.

Clicking on the Yammie Logo takes you to the application web page.

Limitations:

This program is by no means bug-free. There are several limitations that I know of, and probably more that I haven't discovered. Bugs and Limitations I would like to fix, depending on the severity and difficulty in fixing them. There may be some things that just have to be lived with.

- Select on the console still selects a channel on SM and vice-versa, since there's a problem with sync-ing if the select is not linked. If Select link SM->Console is NOT selected in SM, you will not be able to choose a channel via select for ALLMIX mode.
- Sync and Scene recall must be done with the application in "Stereo" Mode or the console and SM will be quite out-of-sync, possibly with disastrous results.
- Cueing can get out of sync if channels are manually cued while the program is forcing a mix cue.
- Mix names not copied to the buttons currently due to a bug in that feature.
- Sends on Fader for stereo channels may be funky where the left and right channels are not linked.

Final Notes:

If anything doesn't seem to work properly, or you get crashes or have any questions, please document what happened and send me an e-mail. It's quite probable that the program will crash so please don't use it in a Live application just yet. I need you to test it thoroughly and document well any problems or errors. The more information the better.

Thanks for giving this a try!

-Andy.