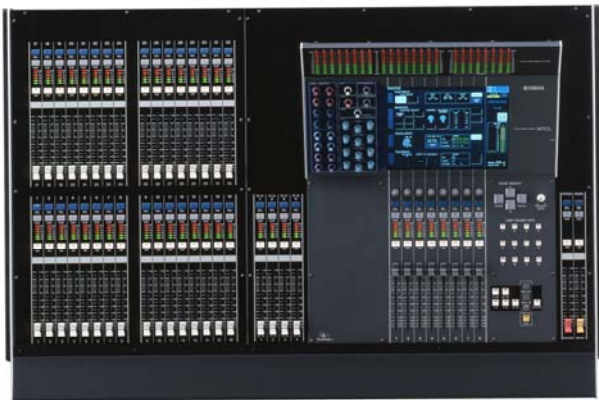# M7CL Short-Cuts and Tips List

Encoder operations

1. SELECTED CHANNEL VIEW
Push-click any selected channel encoder to see the selected channel view.

NOTE _____

A preference can be selected to bring the pop-up of the push-clicked encoder up at the same time. SETUP>USER SETUP>PREFERENCE

2. MIX SEND AND MULTI-FUNCTION ENCODERS.
The mix send encoders increase the mix in coarse steps but by pushing the mix send encoders when turning gives finer steps of change.

NOTE _____

Fine control of mix sends is also available using Sends on Fader.
Push-turn fine control is also available for OUTPORT delay times.

3. SELECTED CHANNEL ENCODERS.
The selected channel encoders always work; even when the screen shows something else. A small pop-up will appear to show you the encoder value.

Navigation Keys

1. FIX CENTRALOGIC™ FADERS to centre
Hold down any Navigation key for two seconds or more, the light flashes and the chosen Centralogic faders will be fixed to the central section. Now, pressing the other navigation keys changes the screen image and multifunction encoders but the faders remain as shown by the flashing navigation key. If you don't require this feature press and hold the flashing key until it stops.

> NOTE _____
> *This is often used to keep the DCA faders accessible at all times.*

The Help File

1. ACCESS THE HELP FILE
The question mark [?] icon in the top of the function access panel will bring the help file to the screen. The help file is an abridged manual.

> NOTE _____
> *1.   This function only works when the help file has been loaded into the console via the USB port. Get the help file from www.yamahaproaudio.com downloads and keep it on your USB memory device. There are English, French, German, Japanese, and Spanish versions.*
> *2.   The help file must be reloaded each time the console is powered up.*

2. HELP WITH A PARTICULAR CONTROL
A User Defined Key can be programmed to access the help file. When the "Help" User Defined Key is held down and any other controller on the desk or screen is touched the help file will go directly to that section.

Screen Navigation Tips

1. CLOSING POP UPS.
Close pop-ups by pressing the [x] but sometimes it's easier to press the greyed
areas anywhere outside the popup when the pop-up is small.

2. ASSIGN THE MULTIFUNCTION ENCODERS.
The multifunction encoders below the screen control the highlighted row of screen
knobs. Touch any other row to highlight a new row.

> NOTE _____
> *You need these encoders to control effects parameters, and many other*
> *features.*

3. MULTIPLE SELECTIONS.
By pressing and dragging your finger across the screen you can select multiple
points.
> TIP _____
> *Try this to highlight character strings in library names or when pasting*
> *parameters to multiple locations.*

4. LIST SCROLLING.
Use the encoders below the screen to scroll up and down lists
> Example_____
> *Use encoders to scroll through scenes or lists of User Defined Key*
> *choices; "push-click" to move to the next column.*

Monitor Tips

1. TO PATCH MONITOR OUT
The default patch does not include an XLR output for cue/monitor signals. To patch the monitor bus to an omni out;

1. Press the Headphone Icon in the function access panel.
2. Open the MONITOR pop-up by pressing the grey tab to the left of the screen.
3. Press the grey square under the L meter to see the OUTPUT PORT SELECT for Monitor L pop-up and chose your output (OMNI 1 for example).
4. If you want to monitor in mono press MONO MONITOR to combine signals from ST IN channels and hear signals panned to the right.
5. If you want to monitor in stereo repeat steps 1-3 for the R side.

2. CUE LEVEL ON A FADER
Some stage monitor engineers like to have fader control of their Cue listening level. There is no software short-cut for doing this and to achieve this you need a MY card (eg MY8-AE) and break-out cable. Here is a way to configure this on M7CL:

1. In the MONITOR screen MONITOR pop-up, patch the Monitor out L and R to a Slot outputs, eg Slot 1-1 and Slot 1-2.
2. Physically connect Slot 1-1 output to Slot 1-1 input and Slot 1-2 output to Slot 1-2 input using your breakout cable.
3. Patch the Insert return of the STEREO Master to Slot 1-1 and Slot 1-2. (Select STEREO> "push-click" any encoder> touch INSERT grey square.)
4. Switch on the INSERT for the STEREO masters, and check the INSERT POINT is PRE ATT if you want to use channel EQ.
5. Connect the wedge amp or in-ear pack to OMNI 15(L) and OMNI 16(R) in the default routing or patch the STEREO outputs to your chosen output.

NOTE _____
Do not cue the STEREO channel, or a feedback loop will be created.
Remember to set the MONITOR LEVEL rotary knob to 10 as the audio still
passes through this.

CUE LEVEL ON FADER; AN ALTERNATIVE

If you don't have access to a suitable MY card you can patch the monitor output to
an OMNI out and then bring that back into a spare input channel routed to the
MONO master. However remember that this "economy method" introduces an extra
DA and AD conversion and routes the signal through an unnecessary HA stage so
there will be quality and latency issues that could effect precise monitoring.

NOTE _____
If you want to use this method for stereo monitoring using the STEREO
master fader remember you must unassign all the input channels routed to
the STEREO by default.

Other Tips

1. MIX CUE WHEN IN SENDS ON FADER MODE
To cue a MIX bus when in Sends on Fader, press the relevant SENDS ON FADER screen key a second time. The key will go yellow and the mix is fed to the monitor bus.

2. TO ACCESS THE RIGHT SIDE of ST IN and STEREO CHANNELS
Press the SEL button to access the Left side of a Stereo channel. Press the SEL button again to access the Right side.

3. EQ GAIN to 0dB
To reset the gain of a single EQ band to 0dB, press-click the Q and Gain encoders together. To reset a single band of GEQ press the ON key above the band's fader.

TIP _____

This lets you flatten an EQ curve of a channel without flattening the HPF.

4. EFFECT TAP TEMPO
Effect Tap Tempo can be assigned to USER DEFINED keys. Tap Tempo will work for any effect with a NOTE parameter. The NOTE parameters should be set to 'Quarter Note' or 'Crotchet' for Tap Tempo to work as expected. Turn Sync on.

5. REV-X REVERBS
Yamaha's highest quality REV-X reverbs are available in M7CL as standard, but are not chosen as the default. You can find them in effects library positions 46,47,48.

6. COPY AND PASTING GEQ and FLEX 15 GEQ
You can copy and paste a 31band EQ to a Flex 15 if there are less than 15 bands moved, but you can't use a library stored 31 band GEQ in a Flex 15 even if there are less bands moved.

7. DELAYS; USING OUTPORT DELAYS ON INPUT CHANNELS

There are no channel delays on M7CL. However there are OUTPORT delays on each OMNI and each Slot output so outputs can easily be delayed with these.

To achieve an input channel delay (for time aligning sound to video for example) a MY card with in and out, such as MY8-AE can be used.

Turn on the channel insert and patch the insert through the card. (Slot 1-1 send and Slot 1-1 return). Physically connect Slot 1-1 in to Slot 1-1 out with your breakout cables. It is not necessary to insert an external delay device, simply use the insert send OUTPORT delay available at SETUP> OUTPORT SETUP.

> TIP _____
> *Bookmark the OUTPORT setup page for quick access to delay controls.*

8. SCENE STORE

To speed up the Scene Store process,
1.   Disable the STORE CONFIRMATION in the USER SETUP, PREFERENCES pop-up.
2.   Now you can Scene Store by simply double pressing the Store key. Go back and rename the scenes later if required.

9. CUE CLEAR

By default User Defined key 11 functions as Cue clear, but you can always clear cue selections by pressing the blue area around the on screen Cue Meter.

10. BOOKMARK (USER DEFINE)

This can be useful to quickly access a frequently used menu page.

First assign the BOOKMARK function to one or more USER DEFINED keys. Then view the desired menu page. Then hold the USER DEFINED button for 2 seconds until it lights up. Now, every time that button is pressed, it will quickly access the assigned page.

> TIP _____
> *This is useful to quickly access different GEQs or EFFECTS.*

11. SCENE HOLDOVER SAFE

When recalling a scene you can apply a temporary "safe" to a channel by press and holding its SEL button.

TIP _____

Use this when an artist is giving thank you messages from the last song and the next song must start.

12. SCENE RECALL AND STORE UNDO

There is one step of UNDO if you store or recall a scene in error. The screen button for UNDO is on the Scene page, but you can program a User Defined Key for this purpose.

13. IMPORT SCENES from USB MEMORY DEVICE

This is a useful tip for engineers at a festival, to take just some scenes from an existing file and load it into the console without overwriting the existing console data:

1. If the scenes were originally stored to the memory device using the FILE Column in M7CL editor (Studio Manager Software), then they can be loaded into the console as a block of 300 scenes without changing the consoles SETUP and current scene. But note; all stored scenes in the console are lost.
2. However, fewer numbers of scenes can be loaded into the console if M7CL Editor is on line with the console, and not all the console scenes are lost.

Use the following steps to effectively merge two sessions:

3. Load the .M7C file with the scenes to be added into M7CL Editor (select CONSOLE FILE as the file type when browsing in the OPEN SESSION window).
4. Open the Scene Memory window (press Ctrl+9).
5. Drag the required scene from the INTERNAL DATA right column to the desired number in the left FILE column, and click SAVE AS…
6. Save this scene as a Console Scenes File (.M7C) into the computer.

7. Go online with the console (remembering to select CONSOLE to PC when synchronizing.)
8. Open the saved Console Scenes File in the FILE column.
9. Drag scenes from the left to vacant positions on the right and they will appear in the console scene window too.
10. Carefully consider the use of FOCUS before recalling these scenes if the Input or Output patches are different.

14. RETURN TO CURRENT SCENE
When scrolling through the SCENE MEMORY list, it is easy to forget which is the current scene. To return to displaying the current Scene, press both SCENE UP and DOWN keys simultaneously.

15. INITIALIZE ALL MEMORIES
To erase all the memories in the console and return it to its initial settings, first switch off the console. Then switch it on again while holding the SCENE STORE switch. An Initialize all Memories dialogue box will then appear. Choose INITIALIZE to erase all the libraries and return to the default settings. INITIALIZE CURRENT MEMORIES will return the console to the default settings without erasing the libraries. Remember the IP address also returns to default!

NOTE _____

This screen also gives access to "hidden" Input and Output trim settings and screen and fader calibration options.

16. If you forget your PASSWORDS!
If you set user access privileges for keyholders and guest and then forget your administrator password you can be locked out of vital console features! The only course of action is to save data to a USB memory device, initialize the console (see above). All passwords will be removed, but all scenes and data are lost too. You will have to reload your saved data from the USB device and reset any user privileges again too.

**Check for the latest downloads at
www.yamahaproaudio.com**