



## DIGITAL MIXING CONSOLE

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**CL5**

**CL3**

**CL1**

# V3.1 Supplementary Manual

This supplementary manual explains mainly the functions that have been added or changed in CL5/CL3/CL1 firmware V3.1.

Use it in conjunction with the CL5/CL3/CL1 V3 Owner's Manual and Reference Manual.

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# Input channels

## Added pan function (Monaural input channels only)

The pan setting for signals sent to the STEREO bus enables you to select PAN LAW settings. You can select one of the following:

CENTER NOMINAL	The pan level is nominal at center and +3dB when panned 100% either left or right.
LR NOMINAL	The pan level is -3dB at center and nominal when panned 100% either left or right.

### NOTE

The settings are also applied to the signals sent to the stereo MIX buses.

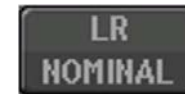
### STEP

1. Select a monaural input channel.
2. In the STEREO/MONO field, press a knob to select the channel you want to adjust in the OVERVIEW window, and then press the knob once again. Or, in the PAN/BALANCE field, press a knob to select the channel you want to adjust in the SELECTED CHANNEL window, and then press the knob once again.
3. Use the PAN LAW select button in the TO STEREO/MONO window to set the PAN LAW for each channel.



### ① PAN LAW select button

This toggle button is used to set the PAN LAW for the Input Channel.



For CENTER NOMINAL



For LR NOMINAL

### NOTE

PAN LAW settings are also enabled in LCR mode. They are also enabled in Surround mode.

You can also check the status of PAN LAW settings in the window shown below. For channels where the **LRN** mark is on, PAN LAW is set to LR NOMINAL.

- TO STEREO/MONO window (CH1-48, CH49-72/ST IN(CL5), CH49-64/ST IN(CL3), ST IN(CL1))



- OVERVIEW window (STEREO/MONO field)

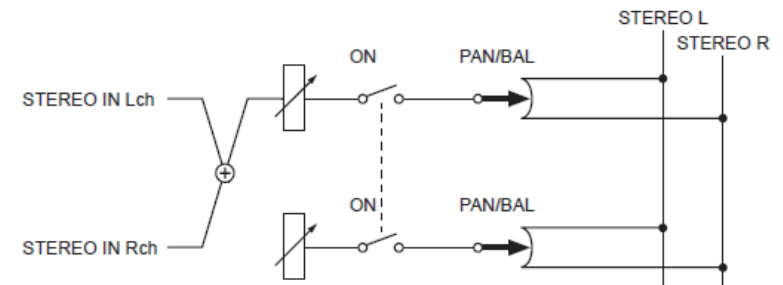


- SELECTED CHANNEL VIEW window (PAN/BALANCE field)



## Changing input signal processing when setting LR-MONO (Stereo input channels only)

In order to ensure the appropriate level, the signal processing regarding the LR-MONO setting has been changed as follows. Although the result is a monaural signal that is the summation of signals from both channels, the R channel of the stereo input channel is muted.



### NOTE

- When you set LR-MONO, the PAN mode is selected at the same time. In addition, the PAN knob is set to the center position.
- When you set LR, L-MONO, or R-MONO, the BALANCE mode is selected at the same time. In addition, the BALANCE knob is set to the center position.

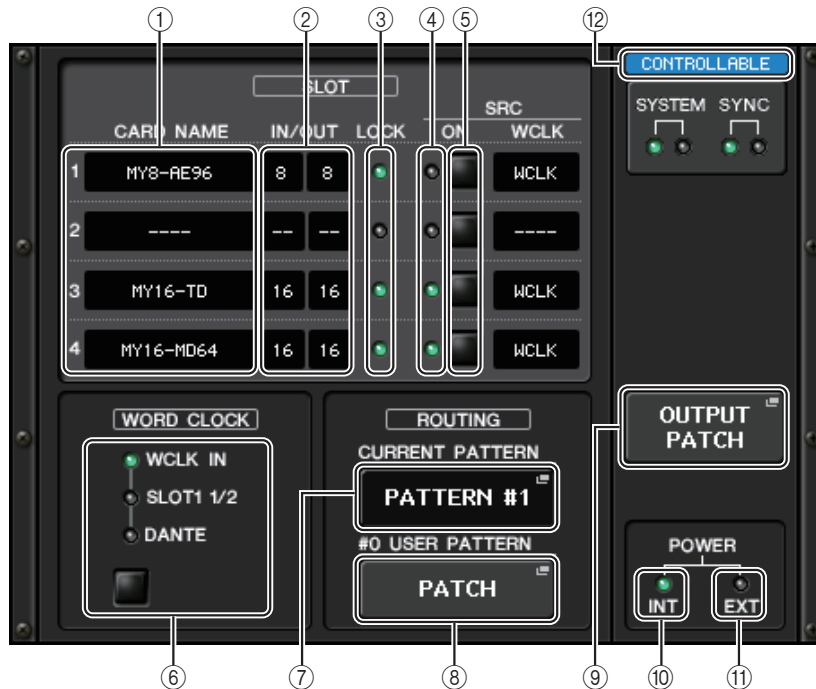
# I/O Devices window

## Added supported devices

The RSio64-D is now supported. You can operate the RSio64-D in the I/O Devices window.

## I/O Devices window (I/O page)

### ■ RSio64-D display



#### ① CARD NAME

This indicates the names of the cards installed in slots 1 to 4. If nothing is installed, "----" will appear.

#### ② IN/OUT PORT

This indicates the number of input and output ports for the cards installed in slots 1 to 4. If no card is installed, "--" will appear.

#### ③ SLOT 1 - 4 LOCK indicators

This indicates the word clock status for slots 1 to 4. If the word clock is operating normally, this indicator will be green.

Off	There is no card in the slot. Or, an unsupported card is in the slot.
Green (On) LOCK	Indicates that a clock synchronized with the clock source selected with the [WORD CLOCK] select key is being input from the card. If an external device is connected to the corresponding slot, input/output is occurring properly between that device and the RSio64-D. If the sampling frequency is close, this status may be displayed even if not synchronized.
Green (Flashing) SYNC ERROR	A valid clock is being input from the card, but is not synchronized with the clock source selected with the [WORD CLOCK] select key. If an external device is connected to the corresponding slot, input/output cannot occur correctly between that device and the RSio64-D. Turn SRC ON for correct input/output.
Red (On) UNLOCK	A valid clock is not being input from the card. If an external device is connected to the corresponding slot, input/output cannot occur correctly between that device and the RSio64-D.
Red (Flashing) WRONG WORD CLOCK	The frequency of the clock source selected with the [WORD CLOCK] select key is outside of the operating frequency range for the card inserted in the slot. Either set the frequency of the clock source within the operating range for the card, or turn [SRC] ON. For an analog card, if you turn [SRC] ON, the frequency is set to the 48kHz built into the RSio64-D.

#### ④ SLOT 1 - 4 SRC indicators

Indicate the Sampling Rate Converter (SRC) status for slots 1 to 4.

Off	SRC is off.
Green (On)	SRC is on, and the clock selected with the SRC WCLK DIP switches on the RSio64-D is being input correctly.
Red (On)	SRC is on, but an appropriate clock is not being input. The clock selected with the SRC WCLK DIP switches on the RSio64-D is either not being input or is not within the operating range. Either turn SRC off, or change the DIP switch settings.

#### NOTE

Use the SRC WCLK DIP switches on the RSio64-D to set the SRC clock sent to the Mini-YGDAI card inserted in the slot.

#### ⑤ SLOT 1 to 4 SRC buttons

Used to turn SRC on/off at both IN and OUT for each slot.

#### ⑥ WORD CLOCK select button

Used to select the word clock source for the RSio64-D.

- WORD CLOCK WCLK IN indicator
- WORD CLOCK SLOT1 1/2 indicator
- WORD CLOCK DANTE indicator

Indicates the word clock source status for the RSio64-D.

WCLK IN	On when using the word clock signal being input from the WORD CLOCK IN connector on the rear panel of the RSio64-D. Flashes* <sup>1</sup> if there is no valid word clock input.
SLOT1 1/2	On when using the word clock for channels 1/2 of slot 1 for the RSio64-D. Flashes* <sup>1</sup> if there is no valid word clock input. When using MY8-AEB* <sup>2</sup> , the word clock for channels 7/8 is used.
DANTE	On when using the word clock for the Dante network* <sup>3</sup> . (If there is no valid Dante signal input, the internal Dante module will generate a clock.)

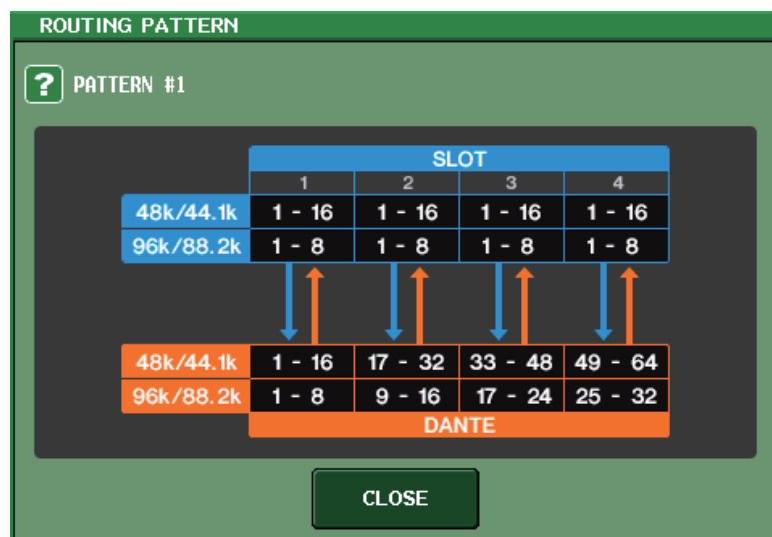
\*1 When flashing, Dante word clock\*<sup>3</sup> input/output is used.

\*2 If you are using MY8-AEB, set the AE⇔RSVD switch for the card to RSVD.

\*3 If you make changes to the frequency of the Dante word clock, use Dante Controller.

### ⑦ CURRENT PATTERN button

If you press this button, the currently selected routing pattern on the RSio64-D is displayed. If you switch the routing pattern on the RSio64-D, it will be applied in 3 seconds.

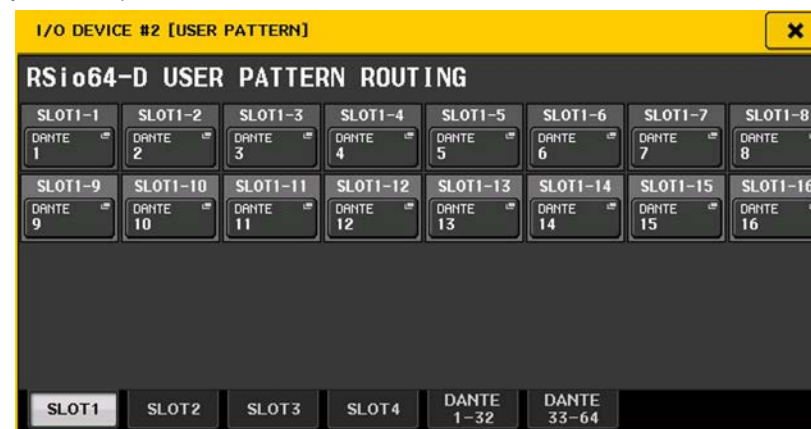


### ⑧ USER PATTERN button

Press this button to open the window for setting the audio routing user pattern in the RSio64-D. Patch to the desired output ports of the slots and Dante.

#### NOTE

Patching from one slot to another is also available (including patching to the same slot). However, you cannot patch from Dante to Dante.



### ⑨ OUTPUT PATCH button

Press this button to open the OUTPUT PATCH window, in which you can set the 64 Dante channels that will be output from the console to the RSio64-D.

### ⑩ POWER INT indicator

Indicates the status of the AC IN power supply for the RSio64-D. If the power switch is off, no power is supplied to AC IN and the indicator remains off.

### ⑪ POWER EXT indicator

Indicates the status of the EXT DC INPUT power supply for the RSio64-D. If the power supply is on, this indicator will be on. This indicator is not affected by the status of the power switch.

### ⑫ Control status indicator

Indicates the control status of the device.

DISCOVERING	Searching for device to be controlled
CONNECTING	Connecting to device
SYNCHRONIZING	Synchronizing with device
CONTROLLABLE	Device can be controlled

## Added third-party equipment's HA control function

It is now possible to control supported third-party equipment's head amps (HA) from the console. You can control HA by registering supported devices in the DANTE SETUP window.

### NOTE

While in PREVIEW mode, changes made to HA parameters from the console are not applied to the device.

You can turn "WITH RECALL" on and off in the REMOTE HA ASSIGN window.

You can store/recall scene libraries and save/load files.

The following third-party products are supported by CL series V3.1:

- Focusrite RedNet 4
- Focusrite RedNet MP8R

You can register up to 8 devices, including R series units. You can also register a device that has the same UNIT ID as a device that is already registered, including R series units. You can adjust HA parameters in advance, even when a connection is not established with the device to be controlled.

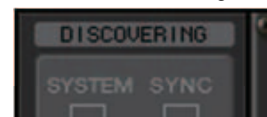
You can control the following parameters.



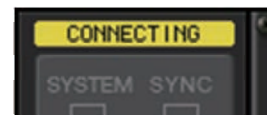
- ① HA phantom power (+48V) on/off
- ② HA gain
- ③ Head amp HPF on/off

### NOTE

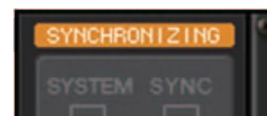
The indicator on the right side of the rack indicates the control status of the device.



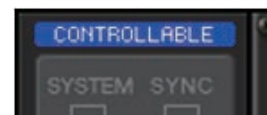
Searching for device to be controlled



Connecting to device



Synchronizing with device



Device can be controlled

You can perform the following operations from input channels patched to the target device:

- Store/recall input channel library
- Channel jobs (channel link, etc.)
- HA controls at user level (only when operating HA from an input channel)
- AG-DG LINK

### NOTE

You cannot perform this operation on devices that do not support Gain Compensation.

# Setup window

## Added functions for cascade connections

The number of operations that can be linked when making cascade connections between CL series consoles has been increased. You can now select multiple operations.

An attenuator is now built into the CASCADE input signal.

## CASCADE window (CASCADE IN PATCH page)



### ① CASCADE LINK buttons

Used to select the operations to be linked when making cascade connections between CL series consoles. Multiple selection is possible.

#### • DCA 1-8

The following parameters related to DCA 1 to 8 will be linked.

- DCA 1 - 8 level
- DCA 1 - 8 on/off

- DCA 1 - 8 cue
- DCA 1 - 8 DCA MUTE TARGET (DCA group mute targets)

#### NOTE

Even if the cue mode is LAST CUE, the cue for the target DCA will come on at the same time for consoles linked by cascade connections.

#### • DCA 9-16

The following parameters related to DCA 9 to 16 will be linked.

- DCA 9 - 16 level
- DCA 9 - 16 on/off
- DCA 9 - 16 cue
- DCA 9 - 16 DCA MUTE TARGET (DCA group mute targets)

#### NOTE

Even if the cue mode is LAST CUE, the cue for the target DCA will come on at the same time for consoles linked by cascade connections.

#### • MUTE MASTER

Links ON/OFF for mute masters.

#### NOTE

The settings of Dimmer function are not linked. Make these settings individually on each console.

#### • SENDS ON FADER

Links SENDS ON FADER behavior.

- SENDS ON FADER mode
- The send destination bus

#### • CUE

The following cue-related parameters and events will be linked.

- Cue enable/disable
- Cue mode (MIX CUE or LAST CUE, 5.1 SOLO)

#### NOTE

Regarding 5.1 SOLO, no links are made if the console at the cascade destination is set to Stereo mode.

- Cue point settings for input channels and output channels

#### • OTHERS

The following parameters will be linked.

- Scene recall operations
- Scene store operations
- Edit scene titles
- DIMMER (MONITOR window) operations
- Panel LED and display brightness (SETUP window) operations

### ② Tabs

Switches between pages (CASCADE IN PATCH, CASCADE IN ATT, and CASCADE OUT PATCH).



## CASCADE window (CASCADE IN ATT page)



### ① ATT knobs

Display the attenuator values (-96.0dB to 0.0dB) for cascade input signals. You can adjust these values using multifunction knobs 1 - 8 in the Centralogic section or the [TOUCH AND TURN] knob.

### NOTE

You can use these knobs as SUB IN with adjustable input level. Doing so allows you to sum the signals from other consoles to a bus, without using up inputs and buses.

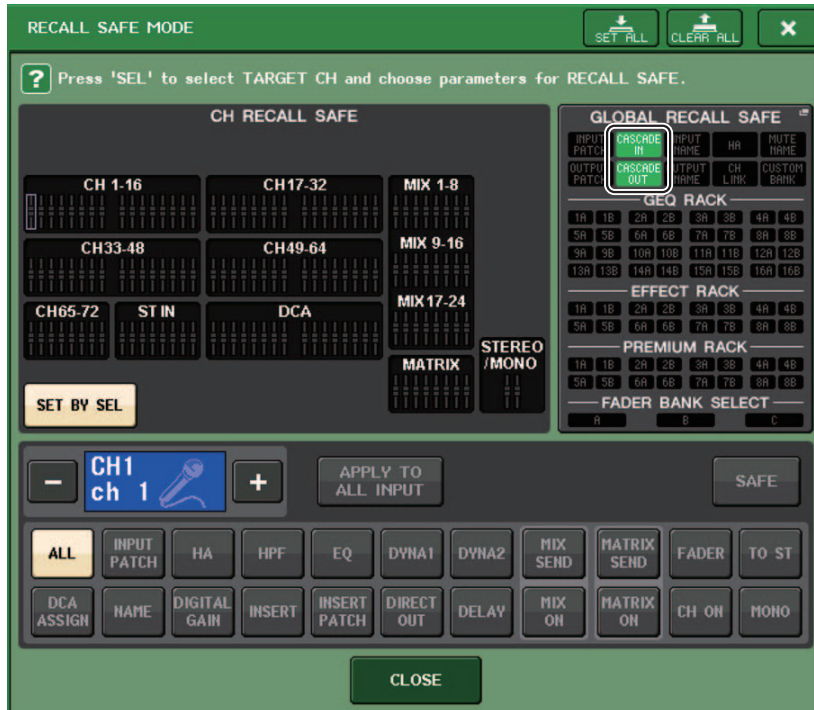
# Channel job

## Added parameters to Recall Safe function

Parameters that can be excluded from recall operations have been added.

## RECALL SAFE MODE window

CASCADE IN and CASCADE OUT have been added to the GLOBAL RECALL SAFE field.



## GLOBAL RECALL SAFE window

The following parameters have been added.

CASCADE IN	CASCADE IN PATCH and CASCADE IN ATT settings
CASCADE OUT	CASCADE OUT PATCH settings



# Scene memory

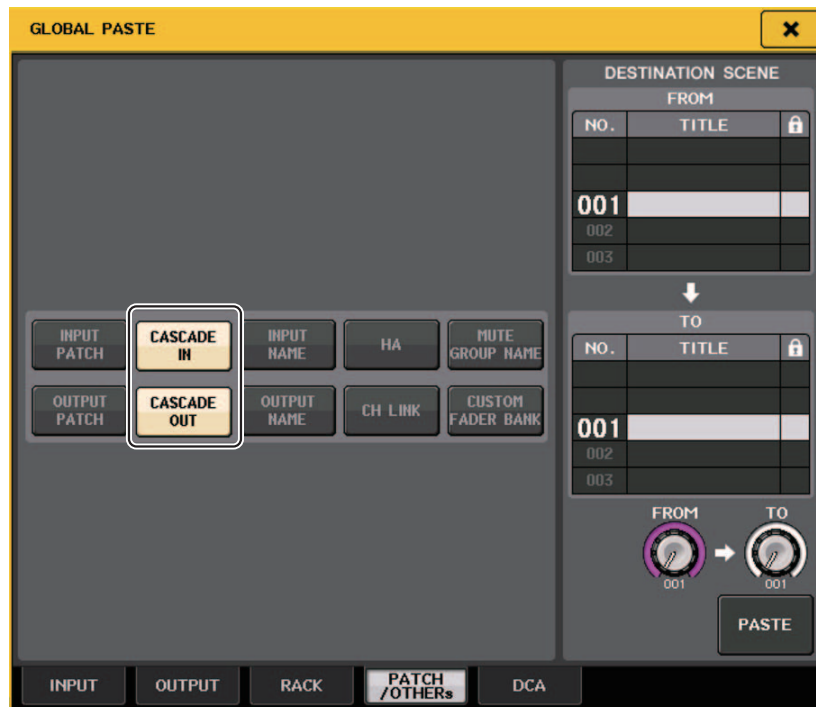
## Added parameters to Global Paste function

CASCADE IN and CASCADE OUT have been added as parameters that can be selected for the Global Paste function.

### GLOBAL PASTE window (PATCH/OTHERs page)

The following parameters have been added.

CASCADE IN	CASCADE IN PATCH and CASCADE IN ATT settings
CASCADE OUT	CASCADE OUT PATCH settings



## Added parameters to Focus Recall function

Parameters that can be set in the Focus Recall operations have been added. Additional parameters are the same as those in the Recall Safe function.

## SAVE/LOAD window

### Added remount function to USB flash drives

If USB flash drive is not mounted, the FORMAT button will become a USB REMOUNT button. Press this button to mount a USB flash drive. Use this button if a USB flash drive is not recognized after it has been removed and reinserted.

## Other functions

### Changed update procedure for NAME SUB CPU firmware

The procedure for updating the NAME SUB CPU firmware for the CL console from a USB flash drive has been changed. If the following window is displayed, the console has entered the mode for updating the NAME SUB CPU firmware. For details about this operation, refer to the “CL5/CL3/CL1 Firmware Update Guide”.

Do not power-off the console while the update is proceeding.

To exit this mode, press the CANCEL button.



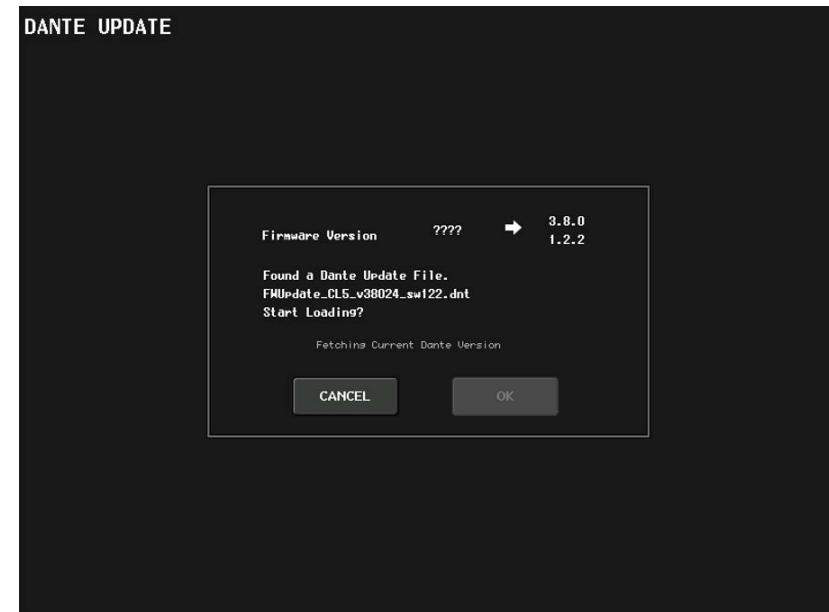
### Added update function to Dante firmware

You can now update the firmware for the Dante module in the CL console from a USB flash drive, without using Dante Firmware Update Manager.

If the following window is displayed, the console has entered the mode for updating the Dante module firmware. For details about this operation, refer to the “CL5/CL3/CL1 Firmware Update Guide”.

Do not power-off the console while the update is proceeding.

To exit this mode, press the CANCEL button.





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