



DIGITAL MIXING CONSOLE

TF5

TF3

TF1

TF-RACK

TF Editor V4.0 User's Guide

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What is TF Editor?

TF Editor is a computer program that allows you to use your computer to edit TF series console settings while away from the console (offline mode), and operate the console using the computer while it is connected to the console (online mode).

Connecting TF Editor to the console

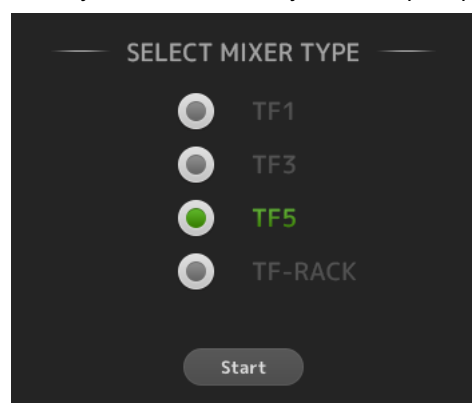
TF Editor connects to the TF series console using a network connection. The computer and console can connect to each other if they are connected to the same network. For information about network settings, refer to the Installation Guide for TF Editor.

NOTE

- Only one TF Editor session can run on a computer at a time.
- When computer (running TF Editor) and iPads (running TF StageMix) are connected to the console, the console supports up to three simultaneous connections. Only one computer running TF Editor can connect to the console at a time.

Startup

When you start TF Editor, you will be prompted to select the model number of your TF series console.



Select the model number and then click the [Start] button.

This setting is saved; you do not need to select the model number the next time you start TF Editor.

Basic operations

Mouse wheel

You can use your computer's mouse wheel just as you would use the console's [TOUCH AND TURN] knob.

Computer keyboard

You can use your computer's keyboard just as you would use the console's SOFT KEYBOARD screen.

Touch screen

You can use your computer's touchscreen just as you would use the console's touchscreen display.

Syncing TF Editor and your console

When you first start TF Editor, its settings will be different from your console's settings. Therefore, you will need to sync TF Editor with your console. This is performed using the CONNECT area of TF Editor.



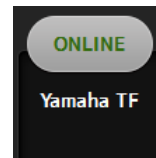
Preparation

Before you can sync, you need to configure the network interface.

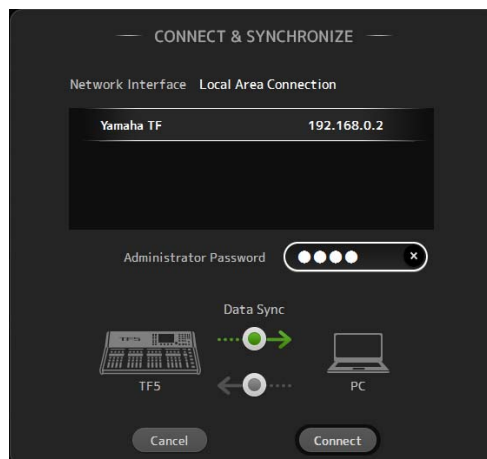
1. Select **SETUP** → **Network Interface**.
2. Select the desired network interface from the list of available items.
3. Click **[OK]**.

Operation

1. Click the status button in the **CONNECT** area.



2. In the **CONNECT** screen, select the console and the direction of the data sync.



Only consoles that correspond to the model number you selected when you first launched TF Editor are displayed.

When the maximum number of TF Editor and TF StageMix sessions (total: 3) are already connected to the TF series console, a "restricted" mark is displayed to the left of the IP address. Even if you select a TF series console that does not have a "restricted" mark displayed next to it and click the **CONNECT** button, depending on the connection status of other TF Editor and TF StageMix sessions, a message may be displayed that indicates you cannot connect to the console.

The following sync directions are available.

| | |
|-------------------|---|
| TF*** → PC | Console settings are copied to TF Editor. |
| TF*** ← PC | TF Editor settings are copied to the console. |

"TF***" indicates the model name of the TF Series you are using.

3. Enter the **Administrator's password** if you have set it to the **Administrator** of TF series.
4. Click **[Connect]**.

Do not operate the console while data is being synced.

Offline editing

You can switch between online and offline mode by clicking the status button in the CONNECT area. When OFFLINE is displayed, you can use TF Editor without connecting your computer to the console. When you're ready to copy the new settings from TF Editor to the console, click the status button and select [TF*** ← PC] as the sync direction.

Menu bar



File menu

Allows you to work with files.

TF Editor supports the following file types.

| File extension | Description |
|----------------|---|
| .TFP | Used to store data for one Preset in a single file. |
| .TFS | Used to store data for one Scene in a single file. |
| .TFF | Used to store all mixer settings. |

NOTE

- You can save TFF files created using TF Editor to a USB storage device that is connected to your computer. Later, if you connect the USB storage device to the console's USB connector, you can load the data directly into the console. Similarly, you can use the console to save TFF files to its USB storage device, and then connect the device to your computer and load the data into TF Editor.
- You can drag and drop TFP files within the TF Editor screen to save and load them. For more information, refer to "LIBRARY screen" ([→page 31](#)) in "Importing and exporting Presets".

Each item in the menu is displayed below.

Load

Allows you to select a TFF file and load it into TF Editor.

Save

Saves the current settings by overwriting the existing TFF file.

Save As

Allows you to save the current settings as a new TFF file.

Manage Library/Scene

Opens the Manage Library/Scene screen ([→page 85](#)), where you can manage Library and Scene data.

This item is not available when the program is connected to the console (online mode).

Input List

Opens the Input List screen ([→page 87](#)), where you can view and set channel names, channel colors, channel icons, and patching for input channels, output channels, and DCA groups.

Get New QuickPro Presets

Opens your web browser and takes you to the web page where you can download QuickPro Presets.

NOTE

An Internet connection is required in order to download QuickPro Presets.

Initialize Memory

This item is not available when the program is connected to the console (online mode).

Current memory: Allows you to initialize the current memory of TF Editor.

The following data is initialized: mixing data and setup data.

All Memory: Allows you to initialize all of TF Editor's memory.

The following data is initialized: all Scene data, all Preset data, mixing data, and setup data.

Exit

Exits TF Editor.

Setup menu

Allows you to enable and disable the features explained below. When a feature is enabled, a checkmark is displayed in the menu. Select the item again to remove the checkmark and disable the feature.

Channel Select Link

Determines whether the channel selection is also synced when syncing data between your computer and the console.

Network Interface

Allows you to select the network port used for communication between your computer and the console. Selections displayed here vary depending on your computer and network environment.

Confirmation

Determines whether a confirmation dialog is displayed when you use Store, Recall, Input Select, or Output Patch features. A confirmation dialog is displayed when this item is enabled.

Display Delay Scale

You can select the desired units (frames, meters, feet, milliseconds) used for the delay time displayed in the DELAY box.

Frame Rate

Select the frame rate if you wish to configure the delay in units of frames.

Home Button Function

Selects the section to display when clicking on the HOME button. When "CH Strip & SEL CH" is selected, click the HOME button to switch between the CH Strip section and Selected Channel section.

Window menu

Allows you to change how screen content is displayed.

Zoom

Allows you change the display size to 100%, 150%, or 200%.

Maximize

Maximizes TF Editor screen content.

When TF Editor is maximized, the FADER area ([→page 10](#)) is expanded so that more channels can be displayed.

Help menu

Help

Opens the Manual Library in your computer's web browser.

About

Displays version information about TF Editor.

Legal

Displays license information about TF Editor.

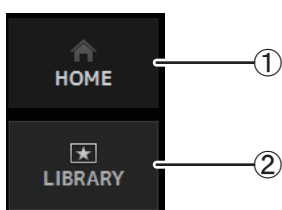
NOTE

An Internet connection is required to access the Manual Library.



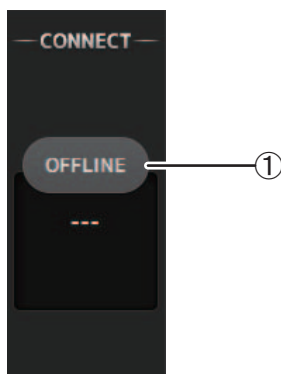
- ① HOME/LIBRARY area (→page 8)
- ② CONNECT area (→page 9)
- ③ FADER BANK area (→page 9)
- ④ MUTE area (→page 9)
- ⑤ Menu area (→page 10)
- ⑥ SENDS ON FADER area (→page 10)
- ⑦ Channel strip area (→page 11)
- ⑧ Master/FX/ST IN strip area (→page 11)
- ⑨ Toolbar area (→page 12)
- ⑩ Main display area (→page 30)

HOME/LIBRARY area



- ① **HOME button**
Displays the OVERVIEW screen (→page 33) in the main display area.
- ② **LIBRARY button**
Displays the LIBRARY screen (→page 30) in the main display area.

CONNECT area

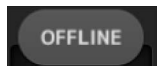


① Status button

Click this button to switch between online and offline modes.



If TF Editor is properly connected to your console, TF Editor is operating in online mode and ONLINE is displayed here. In online mode, parameters are linked between TF Editor and the console.



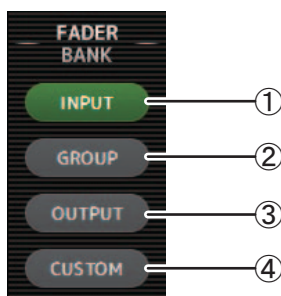
If TF Editor is not connected to your console or if there is a problem with the connection, TF Editor is operating in offline mode and OFFLINE is displayed here.

In offline mode, parameters are not linked between TF Editor and the console.

NOTE

You can choose whether the selected channel is linked between TF Editor and the console. This is determined by the Channel Select Link setting in the Setup menu (→page 7).

FADER BANK area



Allows you to select which fader bank is displayed in the channel strip area (→page 11).

① INPUT bank

Displays the console's INPUT1/INPUT2 bank.

For TF5 and TF3 consoles, CH 1–40 are displayed in the channel area; for TF1 console and TF-RACK, CH 1–32 are displayed.

② GROUP bank

Displays the console's GROUP bank. Eight channel strips for DCA 1–8 are displayed in addition to the channel strips assigned to each DCA channel (24 channels strips for TF5; 16 for TF3; 8 for TF1 and TF-RACK).

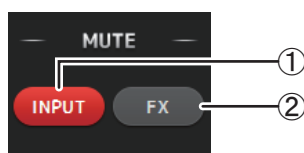
③ OUTPUT bank

Displays AUX 1–19/20, MONITOR, SUB, and MATRIX1–MATRIX4.

④ CUSTOM bank

Displays the custom fader bank.

MUTE area



Turns the console's mute feature on and off.

① INPUT button

Mutes all of the console's input channels. This button lights when the mute is turned on.

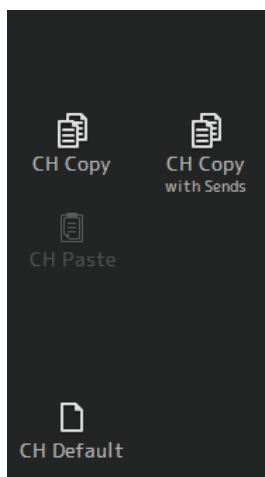
② FX button

Mutes the console's FX module. Insert effects assigned to AUX 9/10–19/20 will be bypassed. This button lights when the mute is turned on.

NOTE

If you turn on MUTE SAFE for input channels and FX channels, they will be exempted from the mute group.

Menu area



Displays the options that are available for the screen displayed in the main display area. For information about the items displayed in the Menu area, refer to the explanation for the corresponding screen.

SENDS ON FADER area



Allows you to use the channel strip area temporarily to adjust SEND LEVEL and SEND ON for the desired buses.

Click a bus to select it as the active SENDS ON FADER bus. Click a bus again to turn off SENDS ON FADER for that bus.

You can scroll within this area to display all of the available buses.

Channel strip area



① ON button

Turns the channel on and off. This button lights when the channel is turned on. In SENDS ON FADER MODE, this button controls whether the channel's signal is sent to the selected AUX bus or FX bus.

② Fader value

Displays the value of the current fader level.

Click to select the fader (it turns pink when selected) and then use the mouse wheel to adjust the level. Click again to specify a value using your computer's keyboard. Press the [Enter] key to set the value. If you do not press the [Enter] key, the fader will return to its previous level when you click another part of the channel strip area or adjust the console's fader.

③ Fader

Adjusts the signal level of the channel. In SENDS ON FADER MODE, it adjusts the amount of signal that is sent to the selected AUX bus or FX bus.

Click to select the fader (it turns pink when selected) and then use the mouse wheel to adjust the level.

In SENDS ON FADER MODE, the fader knob changes color to match the channel color of the destination bus. For channels that cannot be sent to a bus, such as DCA channels, the fader knob remains white.

④ CUE button

Selects the channel for cue monitoring. This button lights when the cue is turned on.

⑤ Channel information

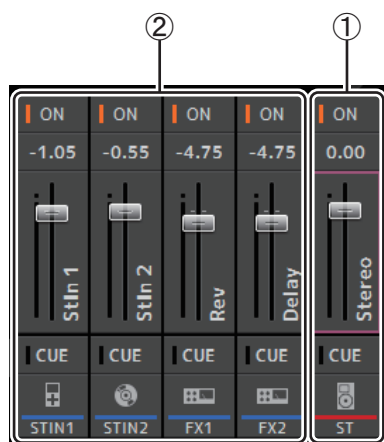
Displays the channel's ID, color, and icon. Click this area to select the channel.

⑥ CLEAR CUE button

Turns off all channel cues.

Master/FX/ST IN strip area

This area is always displayed.



① Master strip

Controls the stereo bus.

In SENDS ON FADER mode, the send destination is displayed as the master strip. Additionally, the fader knob changes color to match the channel color of the corresponding bus.

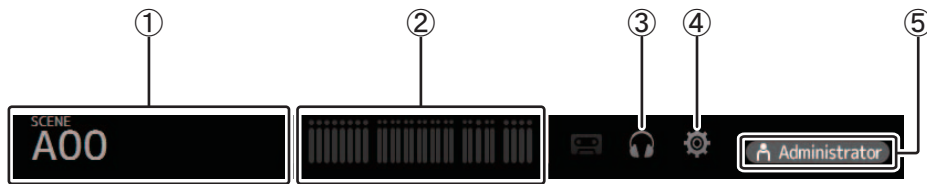
This strip is unavailable when an FX return channel is selected for SENDS ON FADER mode.

② FX RTN/ST IN strip

Control the FX return buses and ST IN channels.

In SENDS ON FADER mode, the fader knob changes color to match the channel color of the corresponding bus.

Allows you to access frequently used features. The toolbar is always displayed, regardless of the current operation. You can click an icon in the toolbar to display the corresponding screen. You can close the screen and return to the previous screen by clicking on the icon again or by clicking [X].

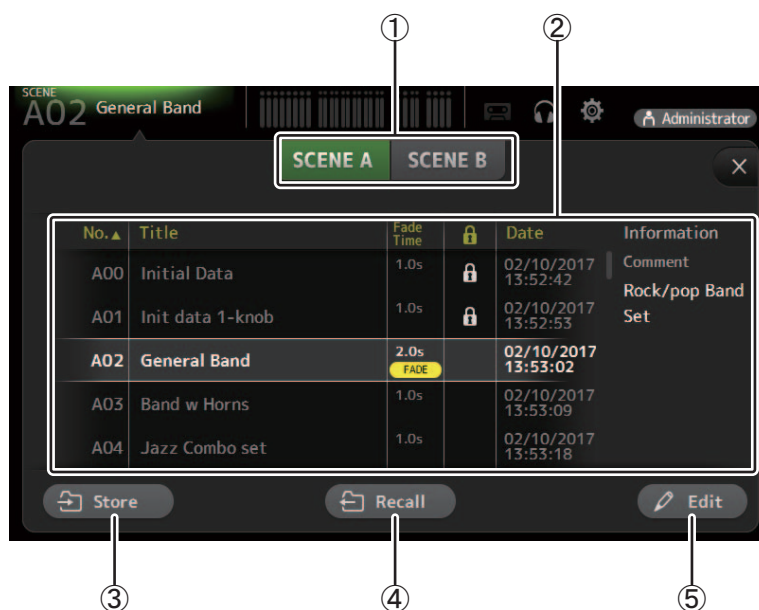


- ① **SCENE screen** (→page 13)
- ② **METER screen** (→page 16)
- ③ **MONITOR screen** (→page 17)
- ④ **SETUP screen** (→page 19)
- ⑤ **Status**
 The name of the user that is currently logged in (always "Administrator") is displayed with the icon. Additionally, the following items may be displayed to indicate the corresponding status.
 Additionally, the following items may be displayed to indicate the corresponding status.
CUE: The cue is turned on.
OSCILLATOR: The oscillator is turned on.

SCENE screen

Allows you to manage previously saved mixer setups, or "Scenes".

When you recall a Scene, you can exempt certain settings from being replaced by the settings contained in the Scene. This is called "recall safe".



① **Scene list selection button**

Allows you to switch between the available Scene lists.

SCENE A: Displays the Scenes stored in Scene list A.

SCENE B: Displays the Scenes stored in Scene list B.

② **Scene list**

Displays the Scenes saved in the selected Scene list.

You can click a header in the list to sort the items by that header. (List items cannot be sorted by "Information".)

To select a Scene, simply click it. The selected Scene is highlighted, and can then be saved, recalled, or edited.

A green triangle is displayed in front of the Scene that is currently recalled.

The fade time set for the Scene is shown in the Fade Time column. **FADE** will be displayed if fade time is enabled.

You can click the area in the **🔒** column to turn the lock icon on and off. When the icon is displayed, the Scene is write-protected.

The date on which the Scene was last saved is displayed in the Date column.

③ **Store button**

Saves the current mixer setup and assigns it to the Scene number selected in the Scene list.

Click this button to edit the title and comment.

④ **Recall button**

Recalls the Scene that is selected in the Scene list.

⑤ **Edit button**

Click this button to edit the title and comment.

Setting the fade time for a Scene

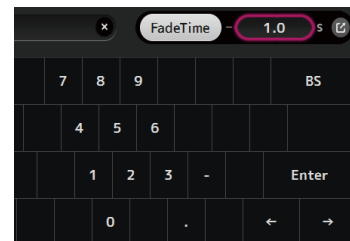
1. Select the Scene for which the fade time will be set.
2. Click the Edit button.

The screen will display where you can edit the title, comment and fade time (SOFT KEYBOARD screen→page 32).

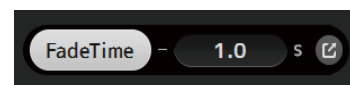
3. To turn the fade time on, click the FadeTime button. Click the button once more to turn it off.



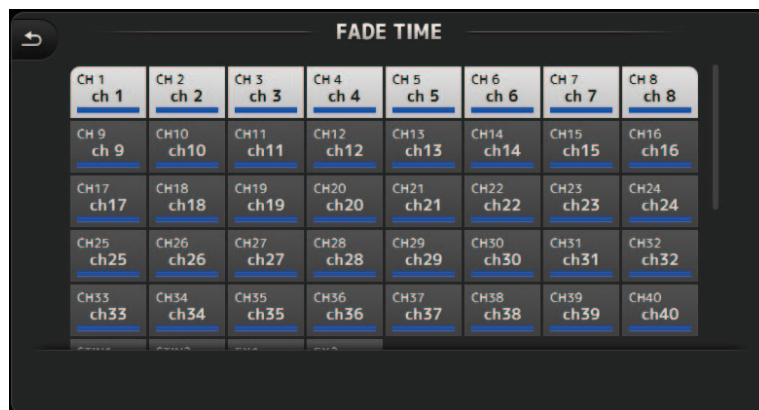
4. To set the fade time, click the Fade Time display, and input the setting using the keyboard.



5. To turn the fade time on and off for each channel, click the button on the right edge of the screen.



6. Set each channel on or off using the FADE TIME screen.



7. Click the OK button.

The fade times will be set for the Scene.

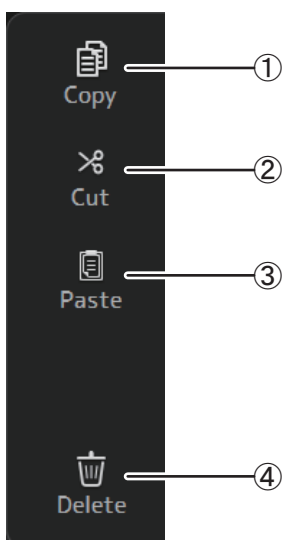
| No.▲ | Title | Fade Time | 🔒 | Date |
|------|----------------|--------------|---|------------------------|
| A02 | General Band | 1.0s FADE | | 02/10/2017 13:53:02 |
| A03 | Band w Horns | 1.0s | | 02/10/2017 13:53:09 |
| A04 | Jazz Combo set | 1.0s | | 02/10/2017 13:53:18 |
| A05 | Init data Slot | 2.0s FADE | | 02/10/2017 13:53:24 |
| A06 | | | | |

NOTE

- The fade time for the Scene is a function that operates for the console.
- If you operate a moving fader with TF Editor on the console, the fader effect will stop at that position.

SCENE screen menu

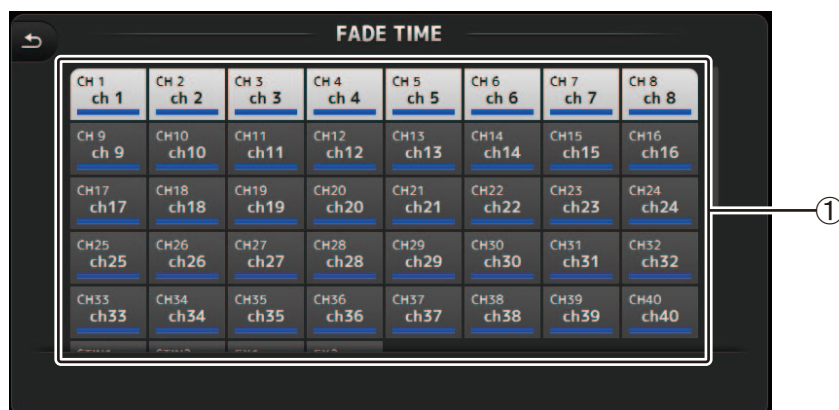
The following items are displayed in the menu area when the SCENE screen is displayed.



- ① **Copy**
Copies the settings of the current Scene.
- ② **Cut**
Cuts the settings from the selected Scene.
- ③ **Paste**
Pastes the copied Scene into the current list.
- ④ **Delete**
Deletes the selected scene.

FADE TIME screen

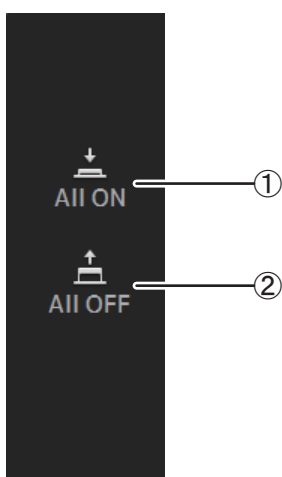
On this screen, you can individually turn the channels on and off for which you want to apply fade time for the Scene.



- ① **Channel buttons**
Use these buttons to individually turn the channels on and off for which you want to apply fade time. If the channel is colored white, fade time is on.

FADE TIME screen menu

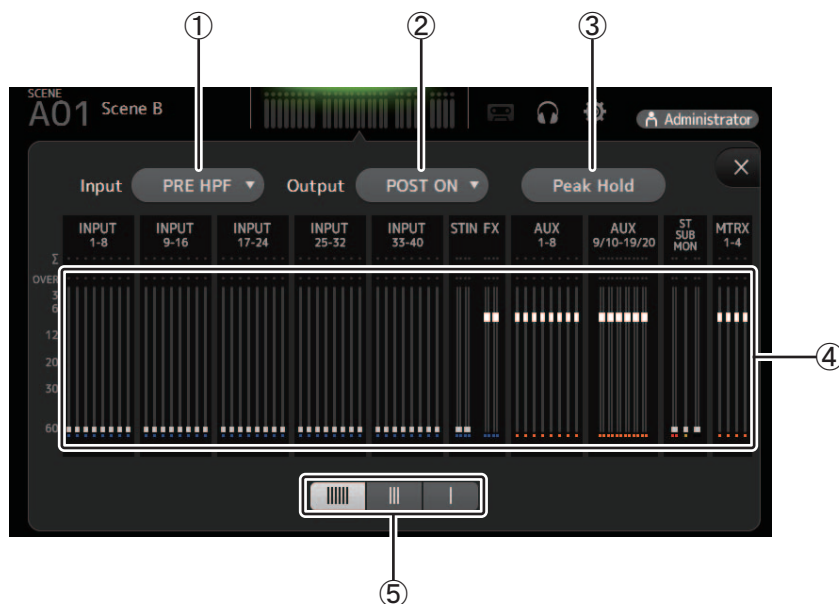
Press the menu key (☰) on the FADE TIME screen to display the menu icons shown below.



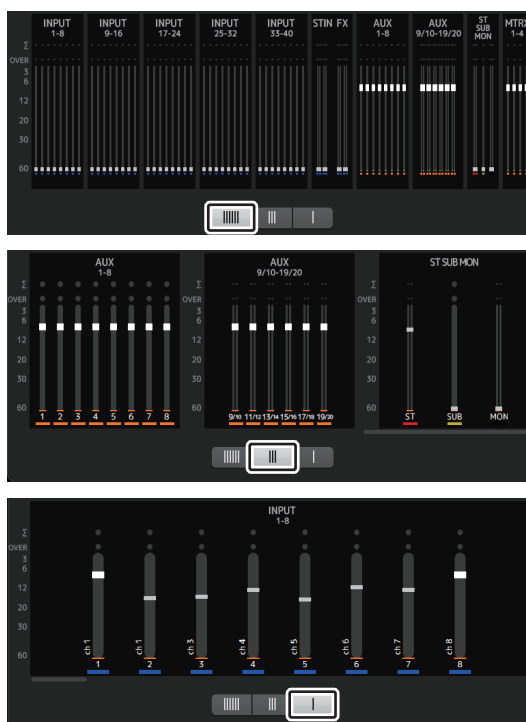
- ① **All ON**
Turns on fade time for all channels.
- ② **All OFF**
Turns off fade time for all channels.

METER screen

Displays the input and output level of all the channels, and allows you to select the metering point (i.e., the point at which the level is detected) of the level meter.



- ① **Input metering point selection menu**
Determines the input level metering point.
PRE HPF: After the head amp; before the HPF
PRE FADER: Before the fader
POST ON: After the [ON] key
- ② **Output metering point selection menu**
Determines the output level metering point.
PRE EQ: Before the EQ
PRE FADER: Before the fader
POST ON: After the [ON] key
- ③ **Peak Hold button**
Turn this button on to hold the peak level for each level meter. Turn this button off to remove the peak level that was being held. The Peak Hold on/off setting affects both input and output channels.
- ④ **Meters**
Display the channel levels.
- ⑤ **Meter display selection button**
Allows you to select how many meters are displayed.
Three display modes are available.



MONITOR screen

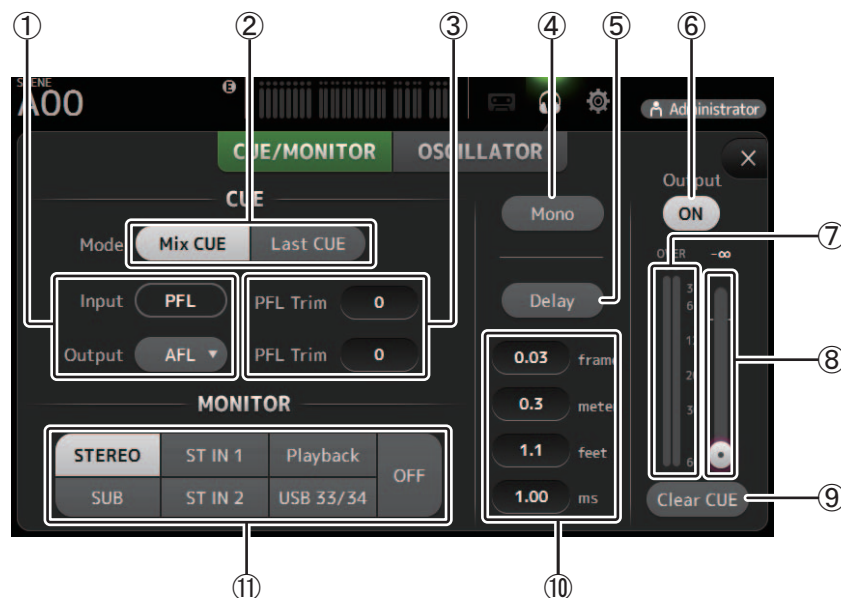
Allows you to manage cue and monitor signals and to control oscillators.

The CUE/MONITOR screen is used to control the signals that are monitored using headphones and near-field monitors. Here you can select the sources that will be continuously monitored, and select individual channels for monitoring using the cue feature.

The OSCILLATOR screen is used to configure the oscillator and turn it on and off. The console has a built-in oscillator that can output a sine wave or pink noise to the desired bus, allowing you to check external devices or test the characteristics of a venue.

CUE/MONITOR screen

Allows you to monitor certain inputs using headphones or speakers. You can select which sources will be monitored, change the monitor signal to mono, or add a delay.



① **CUE point selection buttons**

Selects the point in the signal path that will be monitored. (Only PFL is available for inputs.)

PFL: Before the fader

AFL: After the fader

② **CUE mode button**

Used to select the CUE mode.

Mix CUE: Enables cue for multiple channels.

Last CUE: Enables cue for the last channel selected.

③ **PFL Trim setting text box**

Adjusts the CUE monitor volume when PFL is selected. This can be set within a range of -30 dB to +20 dB.

Click to display the input screen for each value.

④ **Mono button**

Allows you to change the monitor signal to mono.

⑤ **Delay button**

Delays the monitor signal.

When the cue is turned on, the delay is disabled.

⑥ **Monitor Output button**

Turns the monitor output on and off.

The signal is output from the console's [PHONES] jack regardless of this setting.

⑦ **Monitor level meter**

Displays the monitor level.

⑧ **Monitor level slider**

Adjusts the monitor output level.

The signal is output from the console's [PHONES] jack regardless of this setting.

⑨ **Clear CUE button**

Cancels all cue selections.

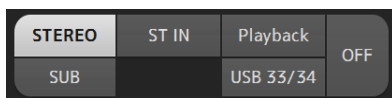
- ⑩ **Delay setting**
Allows you to set the unit of measure for the delay: frames, meters, feet or ms (milliseconds).
Click a text box to enter a value.

- ⑪ **Monitor source selection buttons**
Allow you to select the sources that will be monitored.

TF5/TF3/TF1

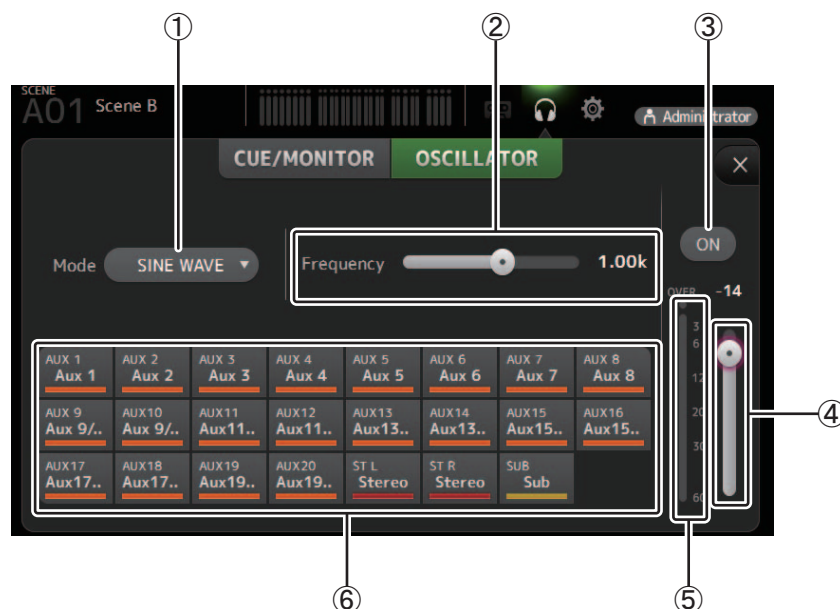


TF-RACK



OSCILLATOR screen

Allows you to configure the oscillator.



- ① **Oscillator mode button**
Allows you to select the oscillator mode.
SINE WAVE: A sine wave will be output continuously.
PINK NOISE: Pink noise will be output continuously.
BURST NOISE: Pink noise will be output intermittently.

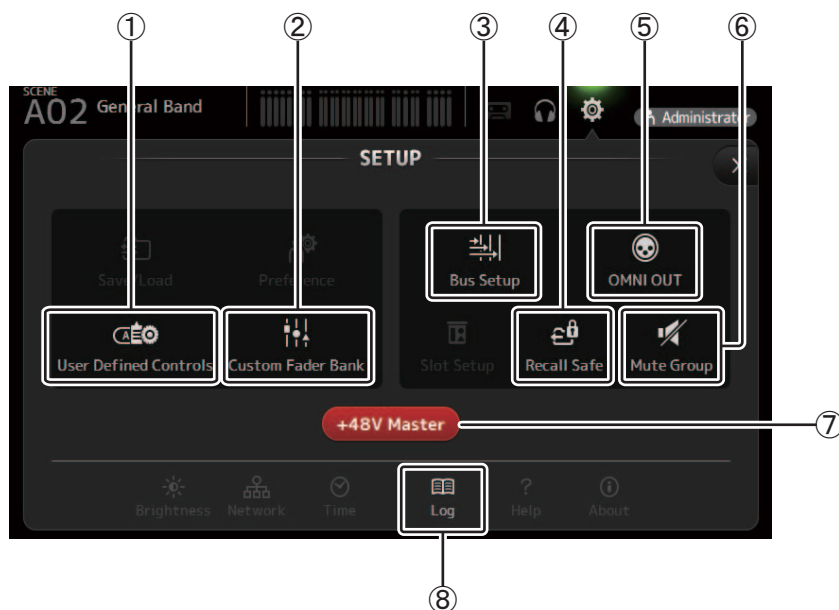
- ② **Parameter sliders**
Allows you to adjust parameters for the oscillator.

| Oscillator mode | Available parameters |
|-----------------|--|
| SINE WAVE | Frequency |
| BURST NOISE | Width (duration of each noise burst) and Interval (length of silence between noise bursts) |
| PINK NOISE | None |

- ③ **Oscillator output button**
Turns the oscillator output on and off. When the oscillator is turned on, the oscillator signal is sent to the input channels that are selected by the oscillator assignment buttons.
- ④ **Oscillator output level slider**
Adjusts the oscillator output level.
- ⑤ **Oscillator output meter**
Displays the oscillator output level.
- ⑥ **Oscillator assignment buttons**
Determine which channels the oscillator is sent to. You can click this button to select multiple channels.

SETUP screen

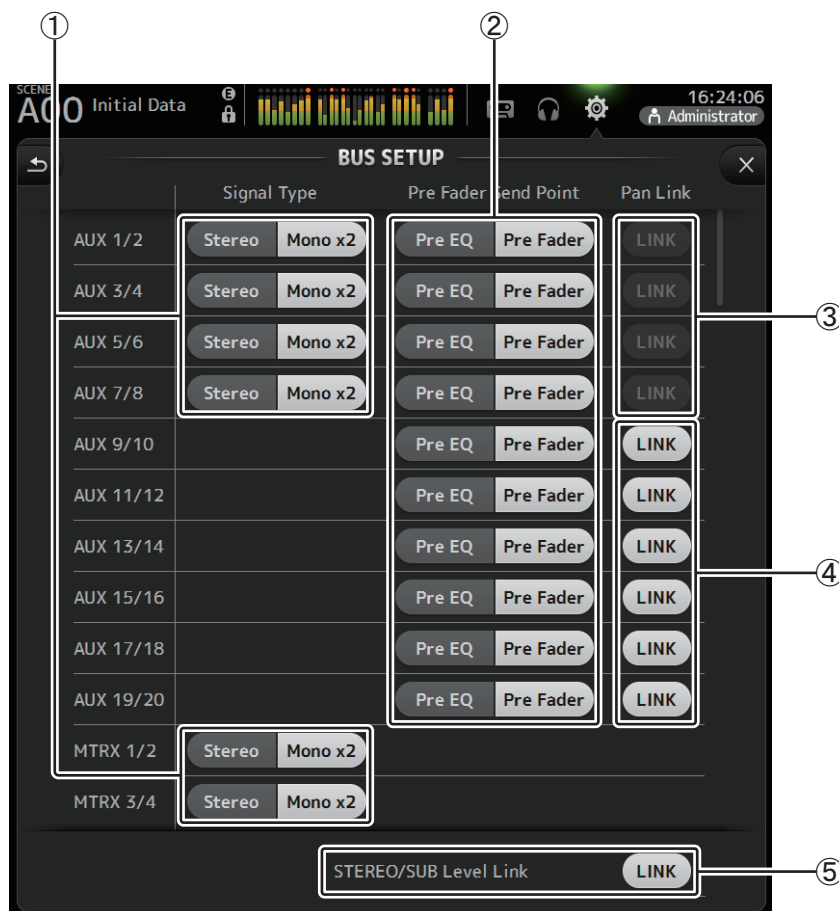
Allows you to configure general mixer settings, as well as settings for OMNI OUT and Recall Safe.



- ① **User Defined Controls** (→page 24)
Displays the USER DEFINED CONTROLS screen.
- ② **Custom Fader Bank** (→page 28)
Displays the CUSTOM FADER BANK screen.
- ③ **Bus Setup** (→page 20)
Displays the BUS SETUP screen.
- ④ **Recall Safe** (→page 22)
Displays the RECALL SAFE screen.
- ⑤ **OMNI OUT** (→page 21)
Displays the OMNI OUT screen.
- ⑥ **Mute Group** (→page 23)
Displays the MUTE GROUP ASSIGN screen.
- ⑦ **+48V Master button** (→page 46)
Master button that turns the console's phantom power feature on and off.
When this button is turned off, phantom power will not be supplied to any channels, even if their +48V buttons are turned on in the INPUT screen.
- ⑧ **Log** (→page 29)
Displays the TF Editor LOG screen.

BUS SETUP screen

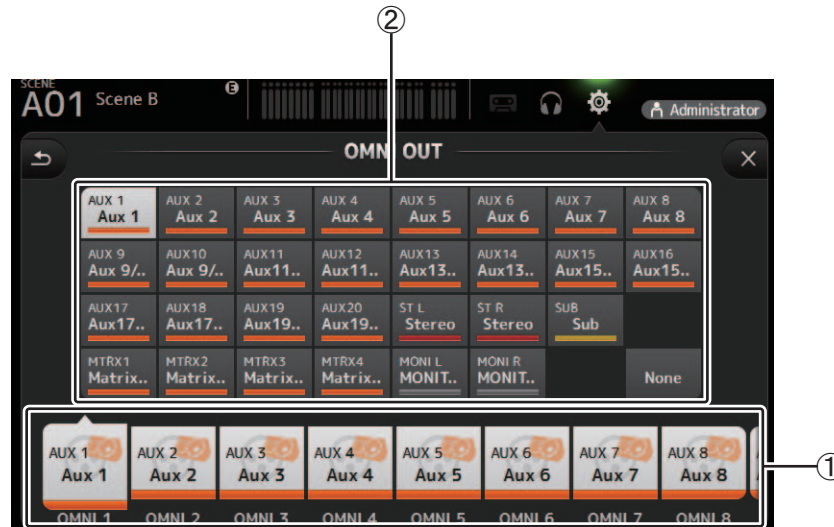
Allows you to configure bus settings. You can change basic settings such as stereo/mono, Pan Link, etc. These settings are included when saving a Scene.



- ① **AUX1/2–AUX7/8 signal type selection button**
MATRIX1/2–MATRIX3/4 signal type selection button
 Determines how each pair of buses is processed. You can set each pair to be either Stereo (an odd and even numbered bus are paired and main parameters are shared between the two) or Mono x2 (two independent mono channels).
- ② **Pre Fader Send Point selection button**
 Selects the send point when Pre is on, for the send from the input channel to the AUX bus.
Pre EQ: directly before EQ
Pre Fader: directly before fader
- ③ **AUX 1/2–AUX 7/8 Pan Link buttons**
 Turns pan link on and off for AUX 1/2–AUX 7/8.
 These buttons are only displayed if the Signal Type of the corresponding bus is set to Stereo.
 When these buttons are turned on, the pan setting of signals sent from input channels to the corresponding two buses will link with the Stereo bus pan setting.
- ④ **AUX 9/10–AUX 19/20 Pan Link buttons**
 Turns pan link on and off for AUX 9/10–AUX 19/20.
- ⑤ **STEREO/SUB Level Link**
 Determines whether the faders for the STEREO bus and the SUB bus are linked.

OMNI OUT screen

Allows you to configure the output channels that are sent to the OMNI OUT jacks.



① **OMNI OUT1–16 buttons**

Allows you to select which OMNI OUT jack will be configured.

The name of the channel currently assigned to each OMNI OUT jack is also displayed in the buttons.

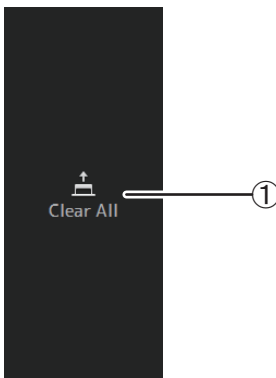
② **Output channel buttons**

Determines which output channel or monitor output will be assigned to the OMNI OUT jack you selected for ①.

If you select None, nothing will be output to the corresponding OMNI OUT jack.

OMNI OUT screen menu

The following items are displayed in the menu area when the OMNI OUT screen is displayed.

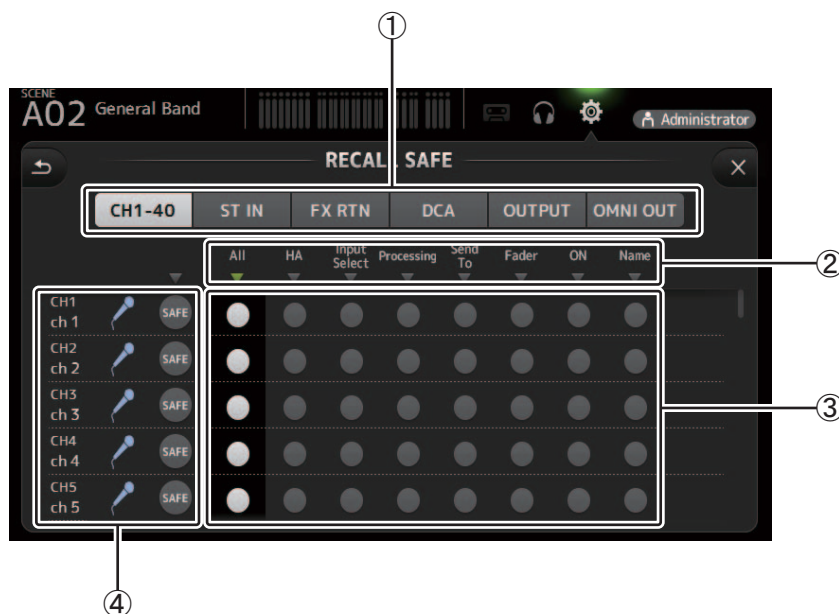


① **Clear All**

Clears all assignments for each OMNI OUT jack (all will be set to None).

RECALL SAFE screen

Allows you to configure which items are recalled and which items are not (i.e., recall safe) when recalling Scenes and Presets. "Recall safe" allows you to select certain parameters, channels, DCA groups, etc. whose settings will not be replaced when recalling a Preset or Scene.



① Channel selection buttons

Allows you to select which types of channels will be configured. When you select a channel type, the different parameters that can be configured as recall safe are displayed.

② Parameter names

Click ▼ to turn recall safe on and off for the corresponding parameters for all channels. When recall safe is turned on for a parameter on all channels, the ▼ mark under the parameter name is displayed in green. If turned off for a parameter on all channels, it is displayed in gray. Finally, if recall safe is turned on for a parameter but not for all channels, the ▼ mark under the parameter name is displayed in blue.

③ Recall safe on/off buttons

Turns recall safe on and off for the corresponding parameter. When turned on, the corresponding parameter is recall safe, i.e., its setting will not be changed when a Preset or Scene is recalled. For OMNI OUT assignments, recall safe can be turned on and off for all OMNI OUT jacks, but not for individual jacks.

④ Channel information

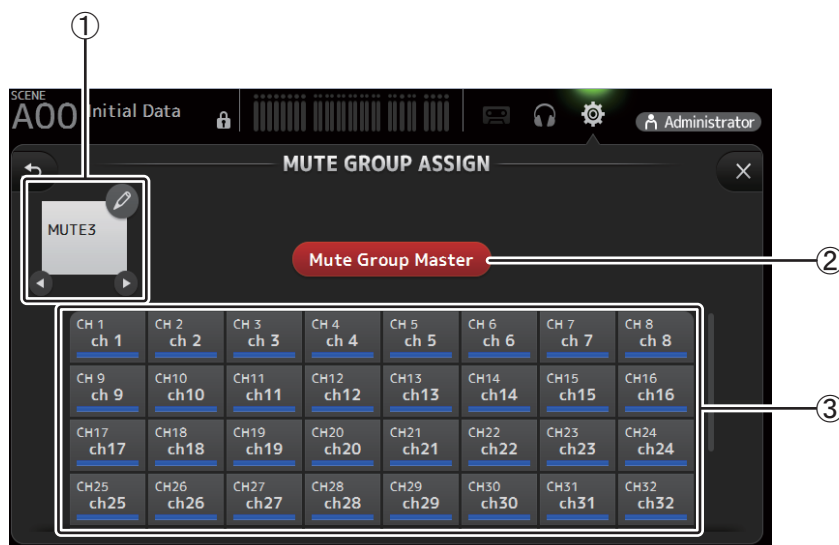
Displays the channel ID, name, and icon. Click the SAFE button to turn recall safe on and off for the corresponding channel. When turned on, parameters whose recall safe on/off buttons are in the "on" position will not be recalled.

MUTE GROUP ASSIGN screen

Allows you to configure the mute group and mute safe for each input channel.

INPUT (MUTE GROUP1) and FX (MUTE GROUP2) are preassigned for the mute groups. Input channels can be assigned for the other mute groups (MUTE GROUP3 through MUTE GROUP6).

Use the mute safes to exclude a channel from the mute group operations. ST IN1 and ST IN2 are assigned as default settings.



① **Mute group name**

Click the pencil icon at the top right to display the edit screen.

Click ◀/▶ to switch between information for different mute groups.

② **Mute Group Master button**

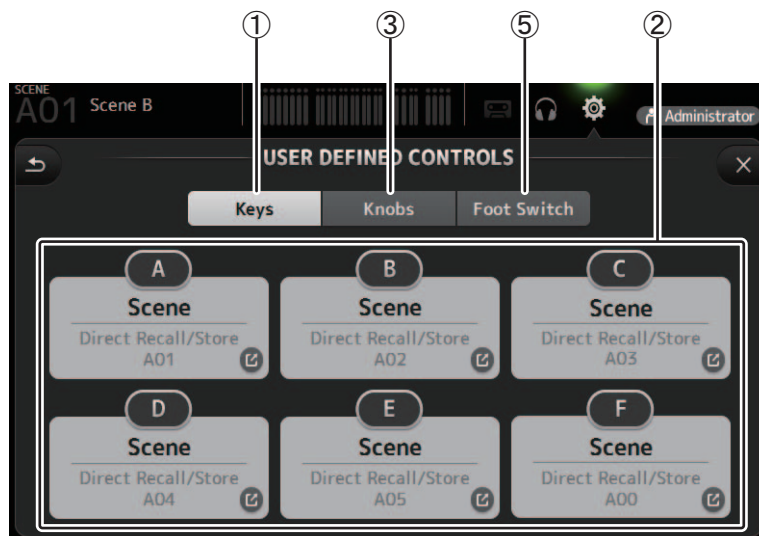
Switches the currently displayed mute group on and off. When this is off, the relevant mute group will be disabled.

③ **MUTE GROUP ASSIGN buttons**

Use these buttons to select the input channels that will be assigned to the currently displayed mute group.

USER DEFINED CONTROLS screen

This screen allows you to assign features to the [USER DEFINED KEYS], [USER DEFINED KNOBS], and to the footswitch.



① **Keys button**

Allows you to assign features to the [USER DEFINED KEYS] on the console's top panel.

② **Key setup buttons (A–F)**

Click the desired button to display the screen that allows you to assign features to the corresponding USER DEFINED KEY.

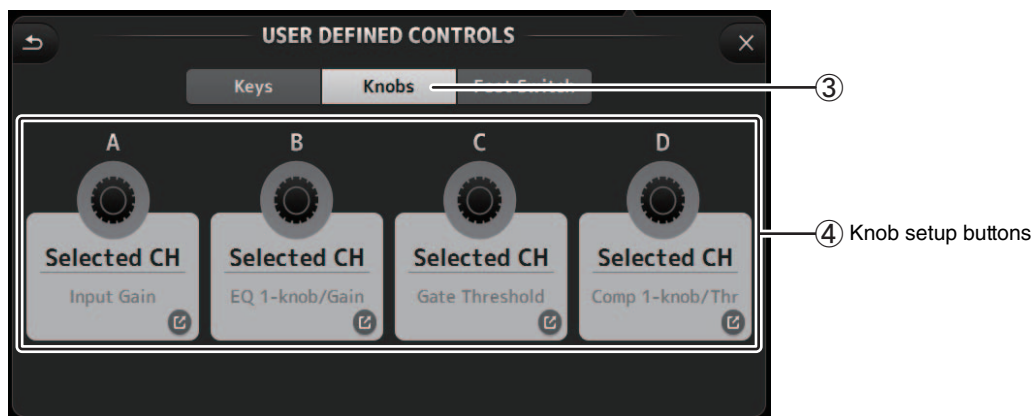
Features that can be assigned to USER DEFINED KEYS

| FUNCTION | PARAMETER 1 | PARAMETER 2 | Description |
|------------|--------------|--|---|
| No Assign | | | No feature is assigned. |
| Automixer | Bypass | Group a, Group b | Bypasses the group assigned to PARAMETER 2. |
| | Specific CH | CH 1–8 | Turns the Automixer on and off for the channel assigned to PARAMETER 2. |
| Brightness | Bank Change | | Switches between the brightness banks. |
| CH ON | Specific CH | CH 1–40, ST IN 1, ST IN 2, FX 1, FX 2, DCA 1–8, AUX 1–8, AUX 9/10–19/20, STEREO, SUB, MATRIX1–4 | Turns the channel assigned to PARAMETER 2 on and off. |
| CH Select | Inc | | Select channels in order of the direction selected for PARAMETER 1. |
| | Dec | | |
| | Specific CH | CH 1–40, ST IN 1L–ST IN 2R, FX 1L–FX 2R, AUX 1–8, AUX 9–20, STEREO L, STEREO R, SUB, MATRIX1–4 | Selects the channel assigned to PARAMETER 2. |
| CUE | Specific CH | CH 1–40, ST IN 1, ST IN 2, FX 1, FX 2, DCA 1–8, AUX 1–8, AUX 9/10–19/20, STEREO, SUB, MATRIX1–4 | Turns the cue on and off for the channel assigned to PARAMETER 2. |
| Effect | Bypass | FX 1, FX 2, INS FX 1–6 | Bypasses the effect assigned to PARAMETER 2. |
| EQ | Band Select | HPF, LPF, Low, Low-Mid, High-Mid, High | Selects the band assigned to PARAMETER 2. |
| Help | | | Displays help information. |
| Meter | Peak Hold ON | | Turns the peak hold on and off. |

| FUNCTION | PARAMETER 1 | PARAMETER 2 | Description |
|-------------|---------------------------|--|---|
| Monitor | Output | | Turns the monitor out on and off. |
| | Source Select | STEREO, SUB, ST IN 1, ST IN 2, STIN (TF-RACK), USB 33/34, Playback | Selects the monitor source assigned to PARAMETER 2. |
| Mute Master | MUTE GROUP 3–MUTE GROUP 6 | | Turns the mute on and off for the MUTE GROUP assigned to PARAMETER 1. |
| Oscillator | Oscillator On | | Turns the oscillator on and off. |
| | Specific CH | AUX 1–20, STEREO L, R, SUB | Turns the oscillator sent to the channel assigned to PARAMETER 2 on and off. |
| Page Change | Bookmark | | Click and hold for more than 2 seconds to bookmark the current screen. Click and hold for less than two seconds to display the bookmarked screen. |
| | Bookmark with "SEL" | | The selected channel is saved with the bookmark. Same as above. |
| | Close Popup | | Closes the popup screen. |
| Recorder | Transport | Play/Pause | Same as the Play/Pause button on the RECORDER screen. |
| | | Stop | Same as the Stop button on the RECORDER screen. |
| | | Next | Same as the Next button on the RECORDER screen. |
| | | Previous | Same as the Previous button on the RECORDER screen. |
| | | Rec | Same as the Rec button on the RECORDER screen. |
| | | Auto Rec | Recording stops and the file is saved, and then recording resumes immediately as a new file. |
| | | Rec & Start | Recording starts immediately without entering record-ready mode. |
| SCENE | Inc | | Selects the next numbered Scene. |
| | Dec | | Selects the previous numbered Scene. |
| | Store | | Stores the current settings to selected Scene number. |
| | Recall | | Recalls the selected numbered Scene. |
| | Inc Recall | | Recalls the next numbered Scene. |
| | Dec Recall | | Recalls the previous numbered Scene. |
| | Direct Recall/Store | No. A00–99, No. B00–99 | Recalls the Scene number assigned to PARAMETER 2. Click and hold for more than two seconds to store the current settings to that Scene number. |

③ **Knobs button**

Allows you to assign features to the [USER DEFINED KNOBS] on the console's top panel.



④ **Knob setup buttons**

Click the desired button to display the screen that allows you to assign features to the corresponding USER DEFINED KNOB.

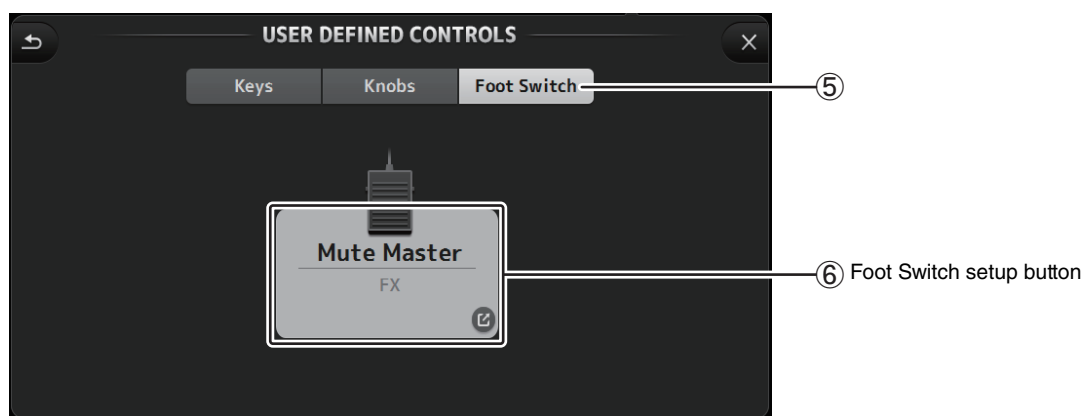
Features that can be assigned to USER DEFINED KNOBS

| Features | Description | |
|---------------|-------------------------|---|
| No Assign | No feature is assigned. | |
| Brightness | CH Name | Adjusts the brightness of channel name. (TF5/TF3/TF1 only) |
| | CH Color | Adjusts the brightness of the channel color indicator. (TF5/TF3/TF1 only) |
| | Screen | Adjusts the brightness of the touch screen. |
| | Panel | Adjusts the brightness of the panel LEDs. |
| CH Level | Specific CH | Adjusts the level of the channel assigned to PARAMETER 2. |
| CH Select | Inc/Dec | Selects the channel. |
| Monitor Level | | Adjusts monitor level. |

| Features | Description | |
|-------------|--|---|
| Selected CH | Automixer Weight | AUTOMIXER Weight operations for the selected channel |
| | CH Level | Adjusts the level of the selected channel. |
| | Comp 1-knob/Thr | Adjusts 1-knob or threshold for the selected channel's COMP. When 1-knob COMP is turned on, adjusts 1-knob; when 1-knob COMP is turned off, adjusts threshold. |
| | Digital Gain | Adjusts the DIGITAL GAIN of the selected channel. |
| | EQ 1-knob/Gain | Adjusts 1-knob or gain for the selected channel's EQ. When 1-knob EQ is turned on, adjusts 1-knob; when 1-knob EQ is turned off, adjusts gain. |
| | EQ Band Select | Selects the band for the selected channel. |
| | EQ Frequency | Adjusts EQ frequency for the selected channel. |
| | EQ Q | Adjusts EQ Q for the selected channel. |
| | Gate Threshold | Adjusts gate threshold for the selected channel. |
| | HPF | Adjusts HPF for the selected channel. Turn the knob to adjust the frequency. |
| | Input Gain | Adjusts analog gain or digital gain for the selected channel. When the channel's input is an analog source, adjusts analog gain. When the channel's input is a digital source (i.e., USB, iPad, or STIN), adjusts digital gain. |
| | Send Level | Adjusts the send level to the bus selected for PARAMETER2 (FX, AUX, SUB) for the selected channel. |
| Pan | Adjusts pan or balance for the selected channel. | |
| RTA Offset | Adjusts RTA Offset. | |

⑤ **Foot Switch button**

Allows you to assign features to the console's footswitch.



⑥ **Foot Switch setup button**

Displays the features that can be assigned to the footswitch.

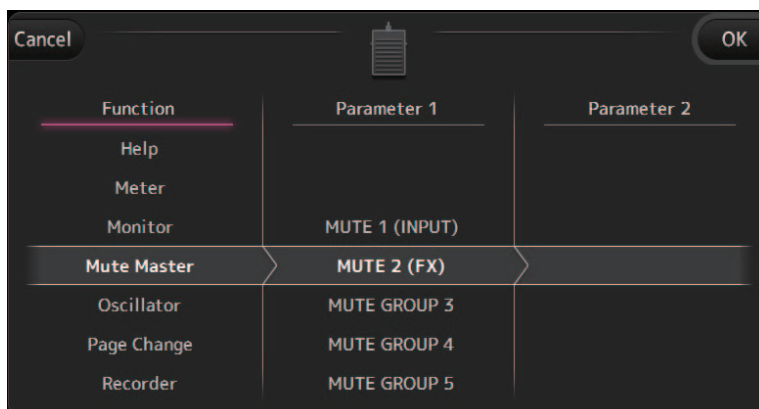
Features that can be assigned to the footswitch

| FUNCTION | PARAMETER 1 | PARAMETER 2 | Description |
|------------|-------------|--|---|
| No Assign | | | No feature is assigned. |
| Automixer | Bypass | Group a, Group b | Bypasses the group assigned to PARAMETER 2. |
| | Specific CH | CH 1-4 | Turns the Automixer on and off for the channel assigned to PARAMETER 2. |
| Brightness | Bank Change | | Switches between the brightness banks. |
| CH ON | Specific CH | CH 1-40, ST IN 1, ST IN 2, FX 1, FX 2, DCA 1-8, AUX 1-8, AUX 9/10-19/20, STEREO, SUB, MATRIX1-4 | Turns the channel assigned to PARAMETER 2 on and off. |
| CH Select | Inc | | Select channels in order of the direction selected for PARAMETER 1. |
| | Dec | | |
| CH Select | Specific CH | CH 1-40, ST IN 1L-ST IN 2R, FX 1L-FX 2R, AUX 1-8, AUX 9-20, STEREO L, STEREO R, SUB, MATRIX1-4 | Selects the channel assigned to PARAMETER 2. |
| Clear Cue | Clear Cue | | Clears all cue selections. Same as the CLEAR CUE key on the top panel. |

| FUNCTION | PARAMETER 1 | PARAMETER 2 | Description |
|-------------|--|--|---|
| CUE | Specific CH | CH 1–40, ST IN 1, ST IN 2, FX 1, FX 2, DCA 1–8, AUX 1–8, AUX 9/10–19/20, STEREO, SUB, MATRIX1–4 | Turns the cue on and off for the channel assigned to PARAMETER 2. |
| Effect | Bypass | FX 1, FX 2, INS FX 1–6 | Bypasses the effect assigned to PARAMETER 2. |
| EQ | Band Select | HPF, LPF, Low, Low-Mid, High-Mid, High | Selects the band assigned to PARAMETER 2. |
| Help | | | Displays help information. |
| Meter | Peak Hold ON | | Turns the peak hold on and off. |
| Monitor | Output | | Turns the monitor out on and off. |
| | Source Select | STEREO, SUB, ST IN 1, ST IN 2, STIN (TF-RACK), USB 33/34, Playback | Selects the monitor source assigned to PARAMETER 2. |
| Mute Master | MUTE 1 (INPUT), MUTE 2 (FX), MUTE GROUP 3– MUTE GROUP 6 | | Turns the mute on and off for the channel or the MUTE GROUP assigned to PARAMETER 1. |
| Oscillator | Oscillator On | | Turns the oscillator on and off. |
| | Specific CH | AUX 1–20, STEREO L, R, SUB | Turns the oscillator sent to the channel assigned to PARAMETER 2 on and off. |
| Page Change | Bookmark | | Click and hold for more than 2 seconds to bookmark the current screen. Click and hold for less than two seconds to display the bookmarked screen. |
| | Bookmark with “SEL” | | The selected channel is saved with the bookmark. Same as above. |
| | Close Popup | | Closes the popup screen. |
| Recorder | Transport | Play/Pause | Same as the Play/Pause button on the RECORDER screen. |
| | | Stop | Same as the Stop button on the RECORDER screen. |
| | | Next | Same as the Next button on the RECORDER screen. |
| | | Previous | Same as the Previous button on the RECORDER screen. |
| | | Rec | Same as the Rec button on the RECORDER screen. |
| | | Auto Rec | Recording stops and the file is saved, and then recording resumes immediately as a new file. |
| | | Rec & Start | Recording starts immediately without entering record-ready mode. |
| SCENE | Inc | | Selects the next numbered Scene. |
| | Dec | | Selects the previous numbered Scene. |
| | Store | | Stores the current settings to selected Scene number. |
| | Recall | | Recalls the selected numbered Scene. |
| | Inc Recall | | Recalls the next numbered Scene. |
| | Dec Recall | | Recalls the previous numbered Scene. |
| | Direct Recall/Store | No. A00–99, No. B00–99 | Recalls the Scene number assigned to PARAMETER 2. Click and hold for more than two seconds to store the current settings to that Scene number. |
| TAP TEMPO | | | Same as the TAP key on the top panel. |

Feature assignment screen

When you select a Function, the items available for Parameter 1 are displayed. Likewise, when you select an item for Parameter 1, the items available for Parameter 2 are displayed. Some Functions may not have items available for Parameter 1; some Parameter 1 items may not have items available for Parameter 2.



CUSTOM FADER BANK screen

The custom fader bank allows you to choose different channels, regardless of type (input channels, AUX, MATRIX, DCA groups, etc.), and group them into a bank of faders.



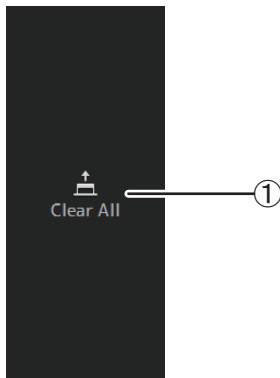
① **Fader buttons**

Allow you to select which fader will be configured.

② **Channel buttons**

Determines which channel will be assigned to the fader you selected for ①. If you select None, nothing will be assigning to the corresponding fader.

CUSTOM FADER BANK screen menu



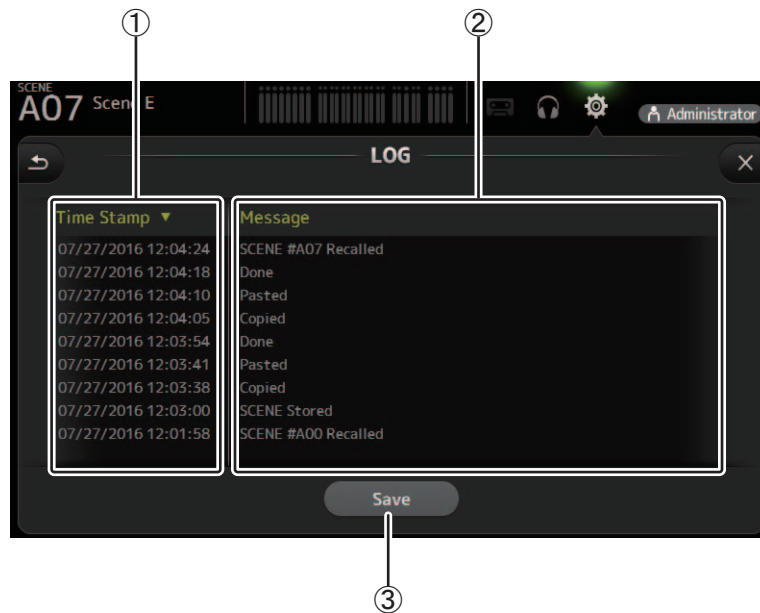
The following items are displayed in the menu area when the CUSTOM FADER BANK screen is displayed.

① **Clear All**

Clears all assignments for each fader (all will be set to None).

LOG screen

When messages are displayed while using TF Editor, they are logged by date and time and can be viewed later on this screen.



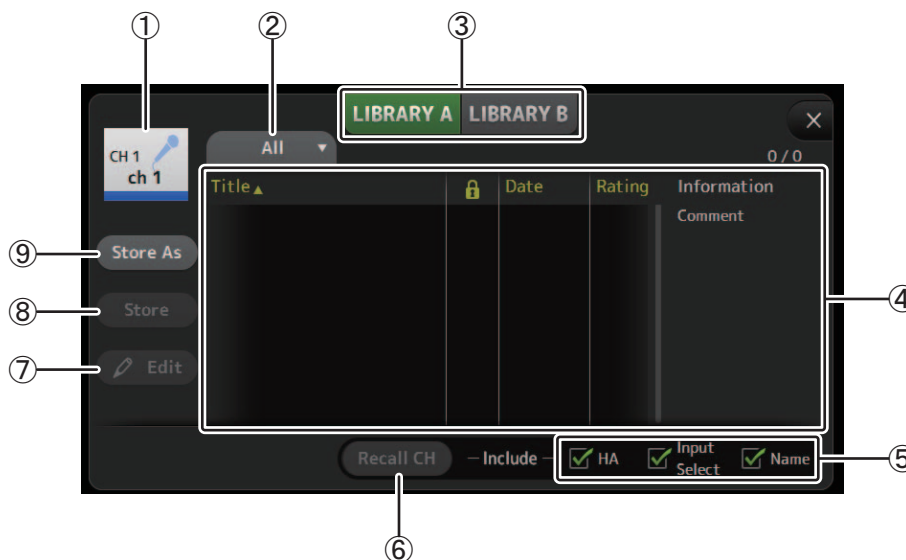
- ① **Time Stamp field**
Displays the date and time of each message.
You can click the header to sort messages by date and time.
- ② **Message field**
Displays messages.
You can click the header to sort messages alphabetically by message.
- ③ **Save button**
Saves the log.

LIBRARY screen

Displayed when you click the LIBRARY button in the HOME/LIBRARY area.

Allows you to recall saved Presets.

A preset is a collection of settings that are customized for a certain type of input, instrument, etc. By recalling a Preset, you can set up a channel quickly and easily according to the type of input, and then fine-tune the settings to your specific needs. You can even save your own Presets.



① Channel name

Displays the name of the channel.

② Category selection button

Allows you to select a category. Presets that match the selected category are displayed in the Library list.

③ Library selection button

Allows you to switch between the Libraries.

LIBRARY A: Displays the Presets stored in LIBRARY A.


LIBRARY B: Displays the Presets stored in LIBRARY B.

④ List

Displays the Presets.

You can click a header in the list to sort the items by that header. (List items cannot be sorted by "Information".)

To select a Preset, simply click it. The selected Preset is highlighted, and can then be saved, recalled, or edited.

You can click the area in the  column to turn the lock icon on and off. When the icon is displayed, the Scene is write-protected.

The date on which the Scene was last saved is displayed in the Date column.

⑤ Recall on/off checkboxes

Allow you to determine which parameters will be recalled (checkbox on) and not be recalled (checkbox off).

The parameters that will be recalled vary depending on the type of Preset.

Input channels

HA: Analog/digital gain setting, phantom power on/off, fader setting

Input Select: Input source settings

Name: Channel name, icon, and color

AUX 1–8, STEREO channels

GEQ: GEQ settings

Name: Channel name, icon, and color

FX RTN, AUX9/10–AUX19/20 channels

FX: Effect settings

Name: Channel name, icon, and color

SUB, MATRIX1–MATRIX4 channels

Name: Channel name, icon, and color

⑥ Recall CH button

Recalls a Preset to the selected channel.

- ⑦ **Edit button**
Click this button to edit the title and comment.
- ⑧ **Store button**
Saves the settings for the current channel as a Preset. The settings will overwrite the Preset selected in the Library list.
- ⑨ **Store As button**
Saves the settings for the current channel as a new Preset.
Click this button to enter a name for the Preset.

Displaying the Library screen from a configuration screen

When you display the Library screen from a configuration screen, one of the following buttons is added to the Library screen, depending on the configuration screen you were using.

Recall EQ button

Displayed when you enter the Library from the EQ screen, and recalls EQ/HPF settings only.

Recall Gate button

Displayed when you enter the Library from the GATE screen, and recalls GATE settings only.

Recall COMP button

Displayed when you enter the Library from the COMP screen, and recalls COMP settings only.

Recall FX button

Displayed when you enter the Library from the FX screen, and recalls FX settings only.

Recall GEQ button

Displayed when you enter the Library from the GEQ screen, and recalls GEQ settings only.

Importing and exporting Presets

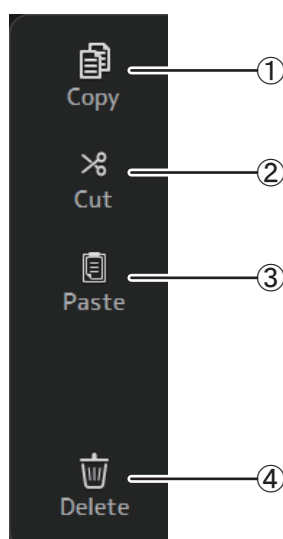
You can back up individual Presets to your computer by dragging them from the Preset list in the LIBRARY screen and dropping them in a folder on your computer. Click and hold the preset you want to export, and then drag and drop.

The Preset will be saved on your computer as a TFP file.

You can add the TPF file to the Library by dragging the file from a folder on your computer and dropping it into TF Editor.

LIBRARY screen menu

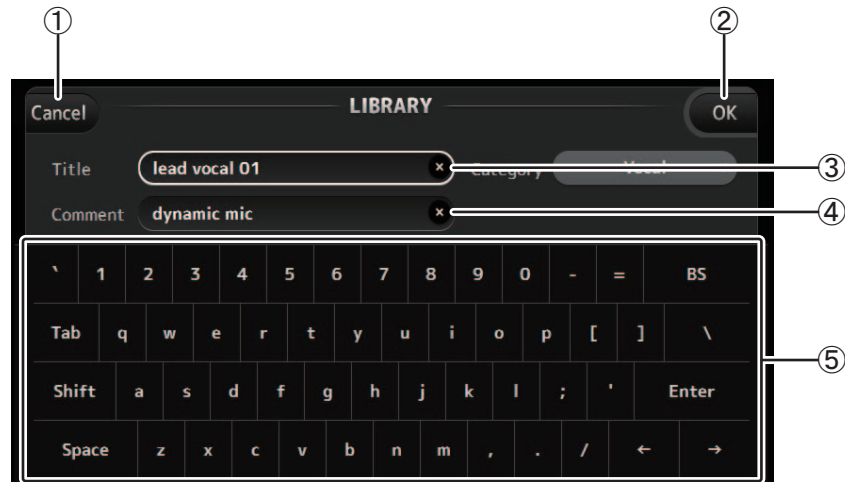
The following items are displayed in the menu area when the LIBRARY screen is displayed.



- ① **Copy**
Copies the selected Preset.
- ② **Cut**
Cuts the selected Preset.
- ③ **Paste**
Pastes settings from the copied Preset and applies them to the selected Preset.
- ④ **Delete**
Deletes the selected Preset.

SOFT KEYBOARD screen

Allows you to edit titles and comments. This screen varies depending on the operation you are performing.



- ① **Cancel button**
Discards any changes you made and returns to the previous screen.
- ② **OK button**
Saves the changes you made.
- ③ **Title field**
- ④ **Comment field**
Enter text here.
- ⑤ **Keyboard**
Click to enter the desired text.
You can use the on-screen keyboard or your computer's keyboard to enter text.

OVERVIEW screen

Displays information about the channel strips. This is the screen displayed after startup.

From here you can move to other screens depending on the operations that you want to perform.

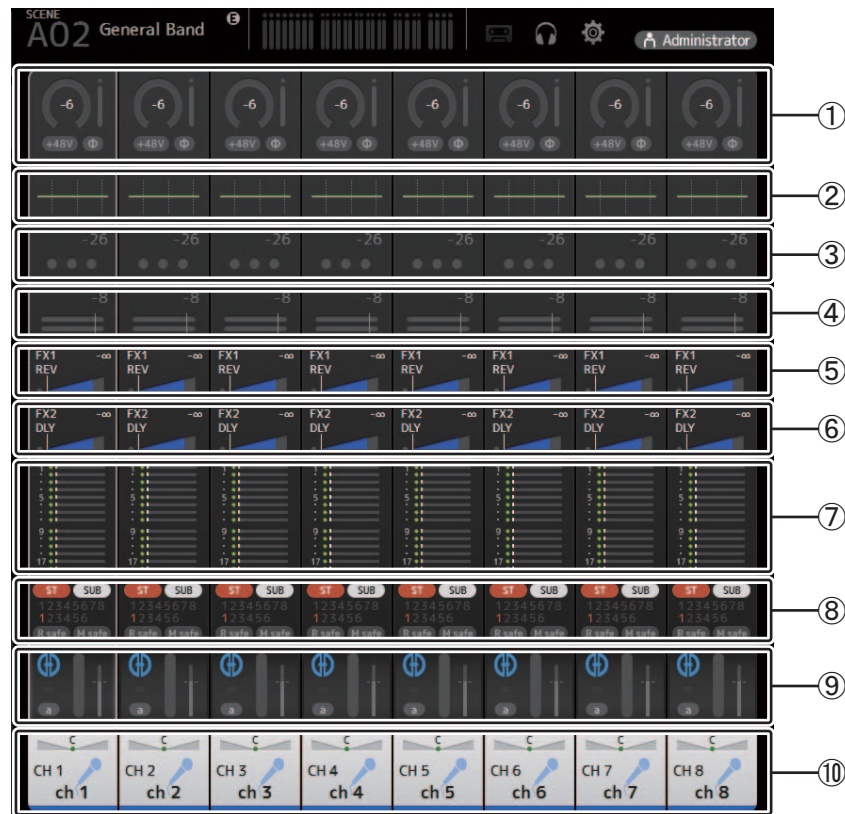
You can return to the OVERVIEW screen at any time by pressing the HOME button in the HOME/LIBRARY area.

You can drag up and down to see other areas of the OVERVIEW screen.

You can also drag left and right to see other channels.

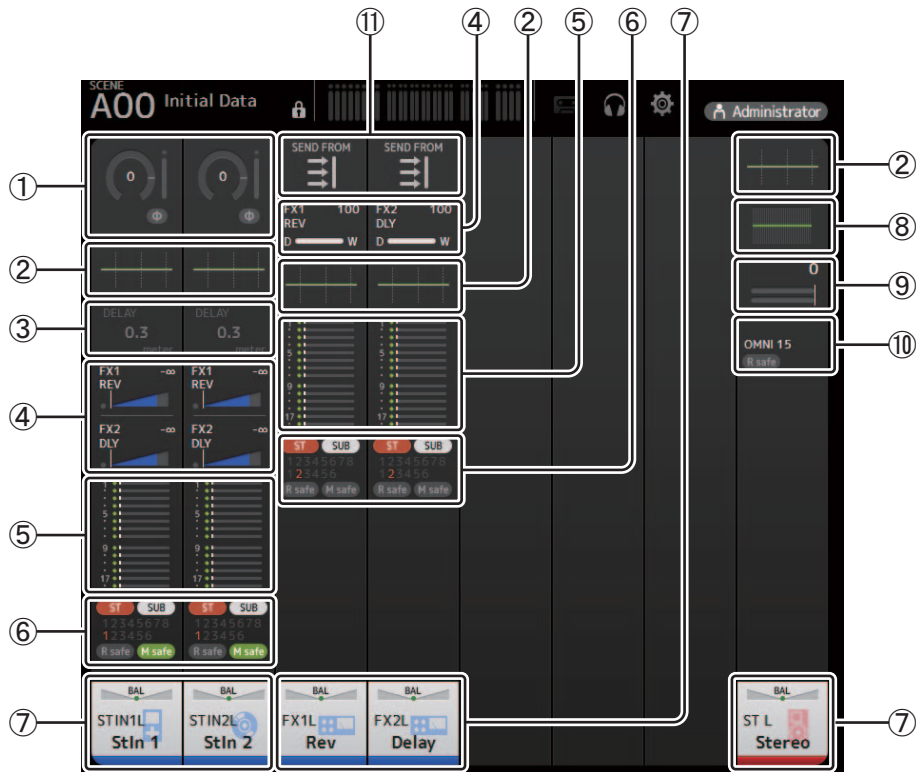
The content of the OVERVIEW screen varies depending on the type of channels you are displaying.

Input channels



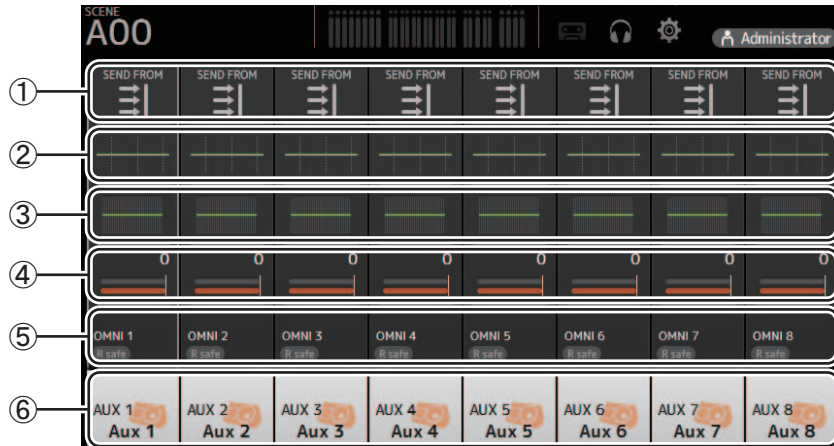
- ① Displays the INPUT screen (→page 45).
- ② Displays the EQ screen (→page 48).
- ③ Displays the GATE screen (→page 51).
- ④ Displays the COMP screen (→page 53).
- ⑤ Displays the FX1 screen (→page 55).
- ⑥ Displays the FX2 screen (→page 55).
- ⑦ Displays the SEND TO AUX screen (→page 62).
- ⑧ Displays the ASSIGN screen (→page 63).
- ⑨ Displays the AUTOMIXER screen (→page 64).
- ⑩ Displays the CH VIEW screen (→page 66).

Stereo channels



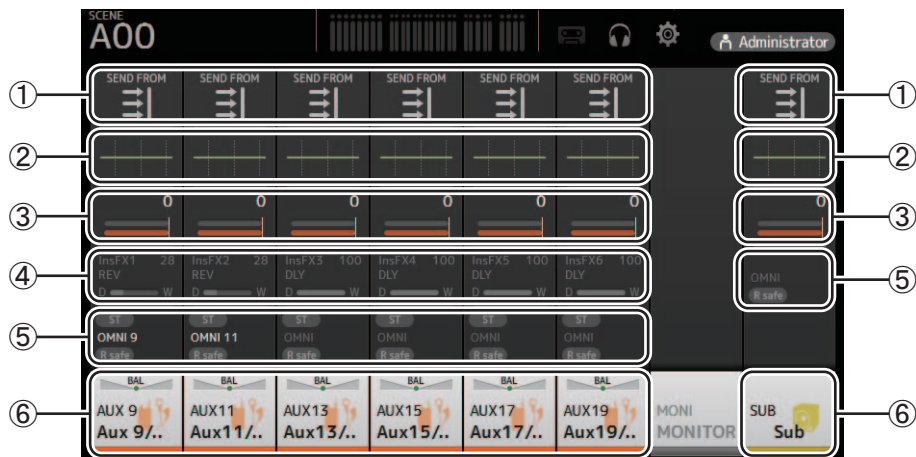
- ① Displays the INPUT screen (→page 45).
- ② Displays the EQ screen (→page 48).
- ③ Displays the DELAY screen (→page 84).
- ④ Displays the FX1/FX2 screen (→page 55).
- ⑤ Displays the SEND TO AUX screen (→page 62).
- ⑥ Displays the ASSIGN screen (→page 63).
- ⑦ Displays the CH VIEW screen (→page 66).
- ⑧ Displays the GEQ screen (→page 79).
- ⑨ Displays the COMP screen (→page 53).
- ⑩ Displays the OUTPUT screen (→page 81).
- ⑪ Displays the SEND FROM screen (→page 82).

AUX1–AUX8 channels



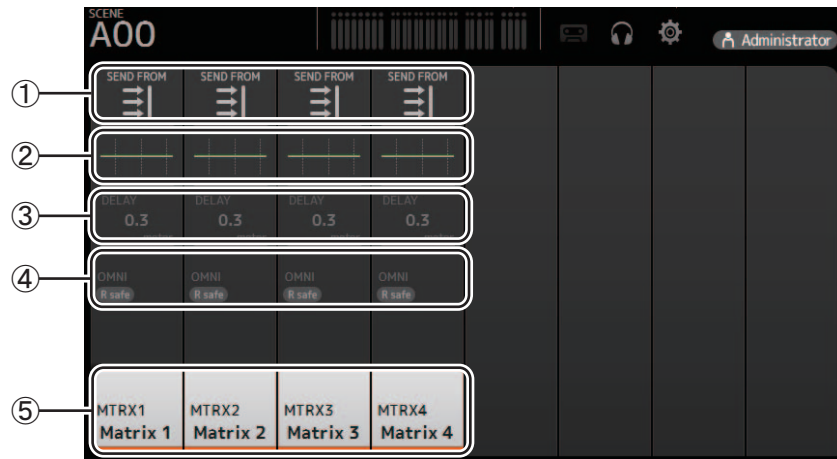
- ① Displays the SEND FROM screen (→page 82).
- ② Displays the EQ screen (→page 48).
- ③ Displays the GEQ screen (→page 79).
- ④ Displays the COMP screen (→page 53).
- ⑤ Displays the OUTPUT screen (→page 81).
- ⑥ Displays the CH VIEW screen (→page 66).

AUX 9/10–19/20 channels, SUB channel



- ① Displays the SEND FROM screen (→page 82).
- ② Displays the EQ screen (→page 48).
- ③ Displays the GEQ screen (→page 79).
- ④ Displays the COMP screen (→page 53).
- ⑤ Displays the OUTPUT screen (→page 81).
- ⑥ Displays the CH VIEW screen (→page 66).

MATRIX1–MATRIX4 channels

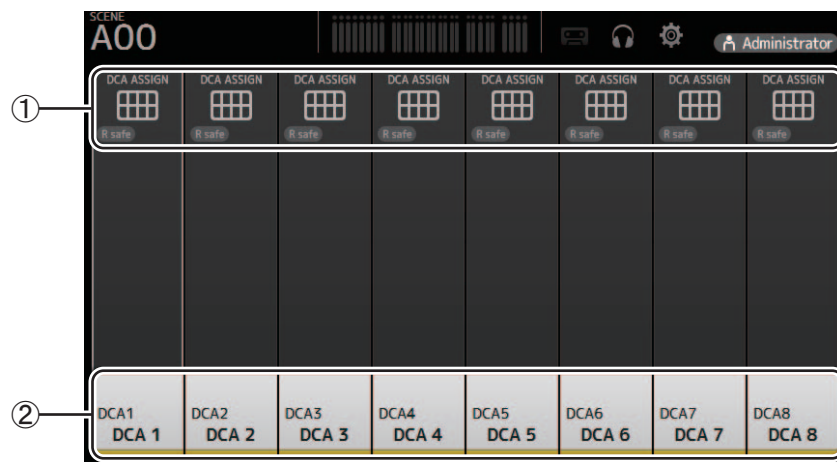


- ① Displays the SEND FROM screen (→page 82).
- ② Displays the EQ screen (→page 48).
- ③ Displays the DELAY screen (→page 84).
- ④ Displays the OUTPUT screen (→page 81).
- ⑤ Displays the CH VIEW screen (→page 66).

NOTE

MATRIX channels 1–4 are displayed in the OUTPUT FADER BANK.

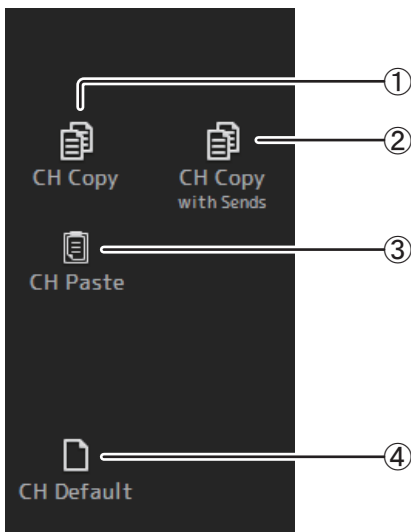
Group channels



- ① Displays the DCA ASSIGN screen (→page 83).
- ② Displays the CH VIEW screen (→page 66).

OVERVIEW screen menu

The following items are displayed in the menu area when the OVERVIEW screen is displayed.

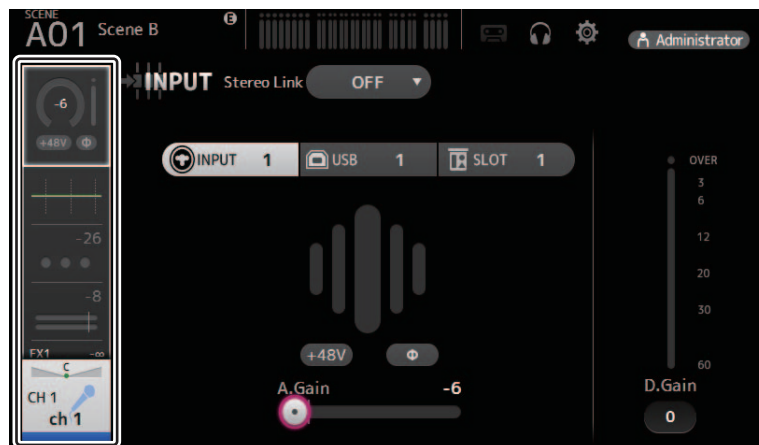


- ① **CH Copy**
Copies the settings of the current channel.
- ② **CH Copy with Sends**
Copies settings from the selected AUX/MATRIX channel, as well as the settings sent from the sends of each channel.
- ③ **CH Paste/CH Paste with Sends**
Pastes the channel settings copied using CH Copy or the settings that were copied using CH Copy with Send, and applies them to the selected channel.
- ④ **CH Default**
Resets the settings of the current channel to their default values.

Navigation area

The navigation area is displayed on the left side of each configuration screen.

When a configuration screen is displayed, the content of the navigation area is the same as the content displayed for that channel in the OVERVIEW screen.

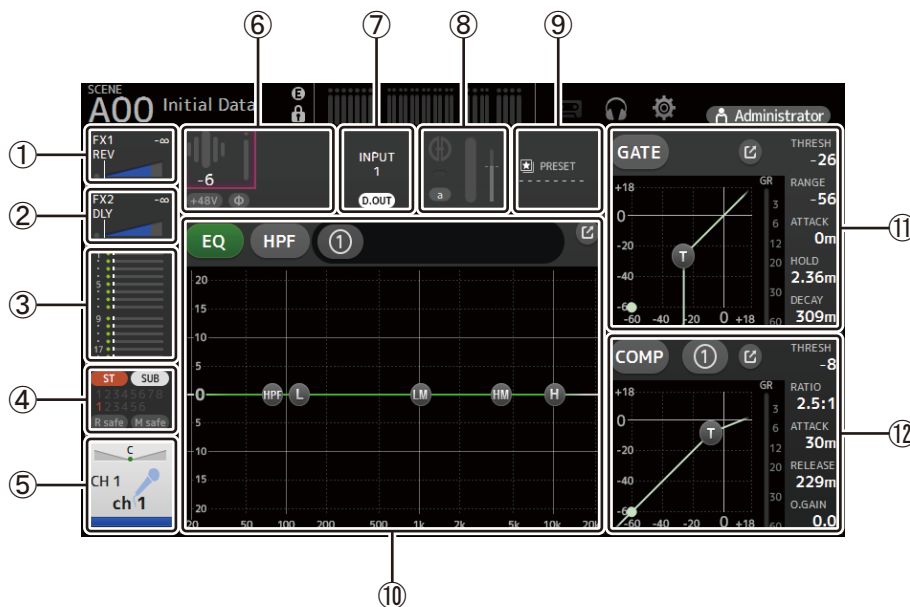


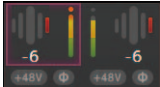



SELECTED CHANNEL screen

NOTE

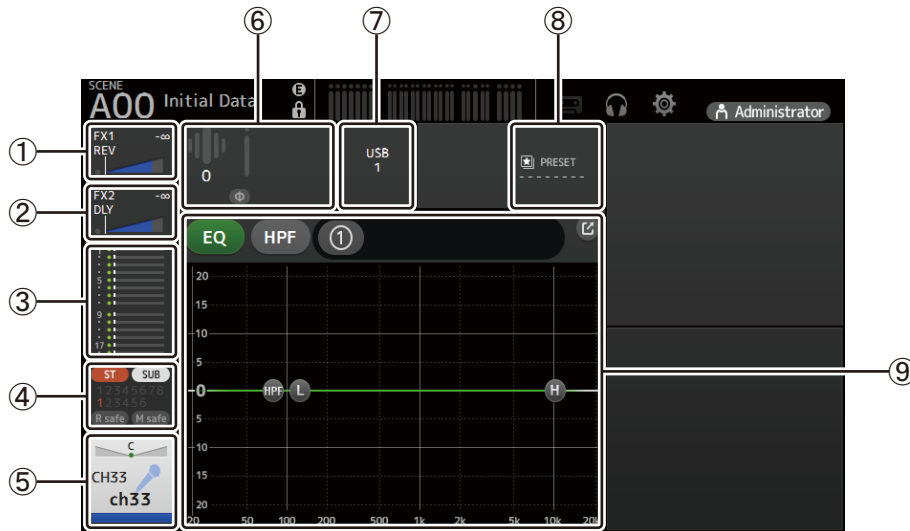
In the EQ, GEQ, GATE and COMP sections of the SELECTED CHANNEL screen, you can use drag and drop, as well as clicking on each parameter and then adjusting the settings using the mouse wheel, with the parameter highlighted.


CH1-CH32



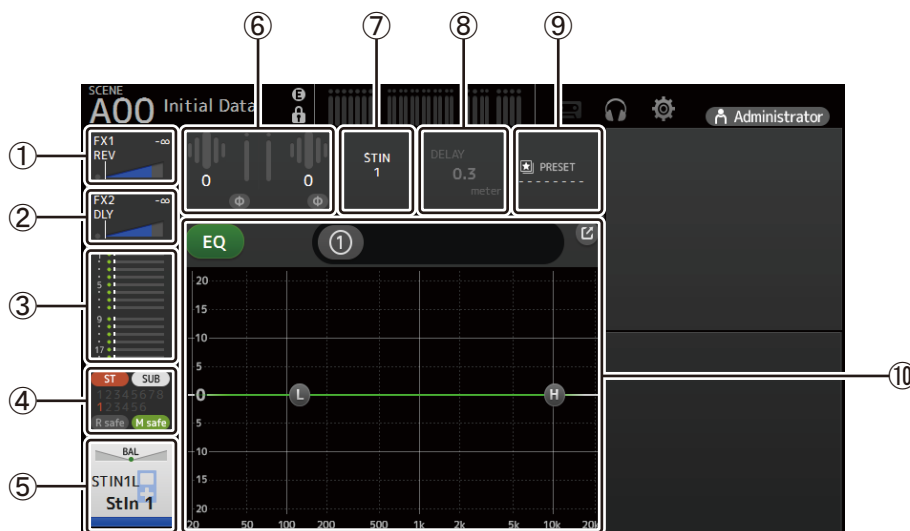
- ① Displays the FX1 screen (→page 55).
 - ② Displays the FX2 screen (→page 55).
 - ③ Displays the SEND TO AUX screen (→page 62).
 - ④ Displays the ASSIGN screen (→page 63).
 - ⑤ Displays the CH VIEW screen (→page 66).
 - ⑥ Displays the HA status.
You can adjust the gain by clicking the text box to highlight it, and then use your mouse wheel to adjust the setting.
Click when highlighted to display the INPUT screen (→page 45).
Two HAs are displayed on channels for which the stereo link is configured.
- 
- ⑦ Displays the ON/OFF status for the input port and DIRECT OUT.
Click to display the CH VIEW screen (→page 66).
 - ⑧ Displays the AUTOMIXER screen (→page 64).
 - ⑨ Displays the LIBRARY screen (→page 30).
 - ⑩ Controls the channel EQ.
The  button switches between 1-knob mode and manual mode.
Select the 1-knob EQ mode type and switch between filter types on the EQ screen.
Click the  icon to display the EQ screen (→page 48).
 - ⑪ Configures the GATE for the channel.
Click the  icon to display the GATE screen (→page 51).
 - ⑫ Configures the COMP for the channel.
The  button switches between 1-knob mode and manual mode.
Click the  icon to display the COMP screen (→page 53).

CH33–CH40




- ① Displays the FX1 screen ([→page 55](#)).
- ② Displays the FX2 screen ([→page 55](#)).
- ③ Displays the SEND TO AUX screen ([→page 62](#)).
- ④ Displays the ASSIGN screen ([→page 63](#)).
- ⑤ Displays the CH VIEW screen ([→page 66](#)).
- ⑥ Displays the HA status.
You can adjust the gain by clicking the text box to highlight it, and then use your mouse wheel to adjust the setting. Click when highlighted to display the INPUT screen ([→page 45](#)).
- ⑦ Displays the input port.
- ⑧ Displays the LIBRARY screen ([→page 30](#)).
- ⑨ Controls the channel EQ.
The **1** button switches between 1-knob mode and manual mode.
Select the 1-knob EQ mode type and switch between filter types on the EQ screen.
Click the  icon to display the EQ screen ([→page 48](#)).

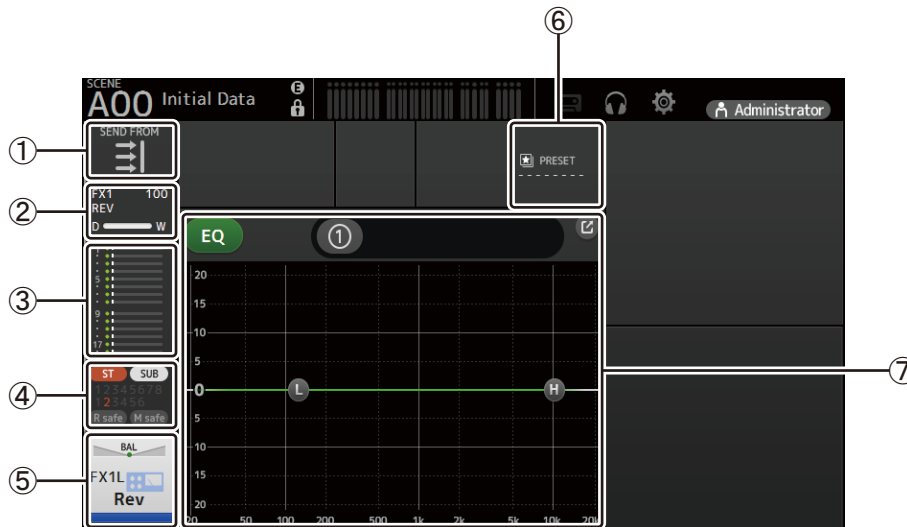
ST IN1L–2R




- ① Displays the FX1 screen ([→page 55](#)).
- ② Displays the FX2 screen ([→page 55](#)).
- ③ Displays the SEND TO AUX screen ([→page 62](#)).
- ④ Displays the ASSIGN screen ([→page 63](#)).
- ⑤ Displays the CH VIEW screen ([→page 66](#)).

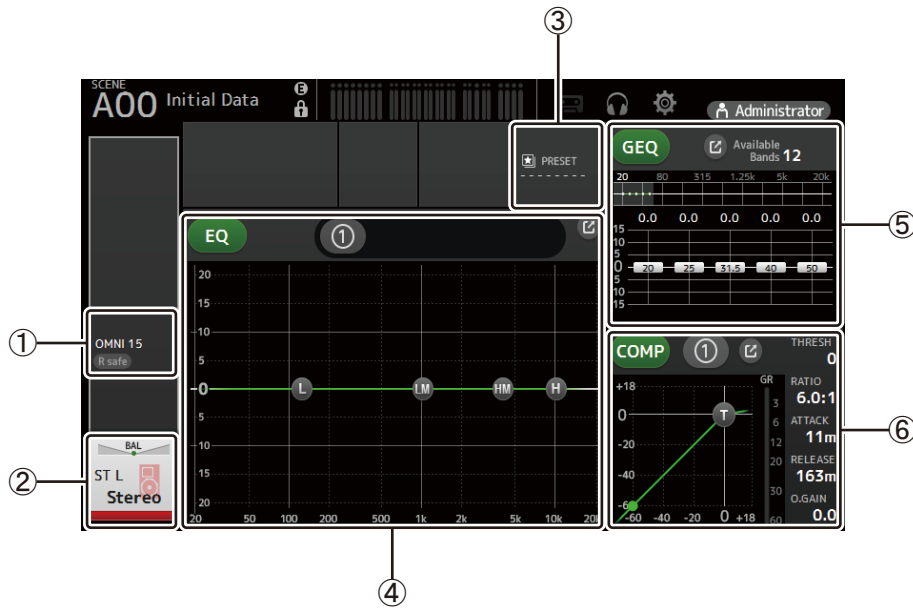
- ⑥ Displays the HA status.
You can adjust the gain by clicking the text box to highlight it, and then use your mouse wheel to adjust the setting.
Click when highlighted to display the INPUT screen (→page 45).
- ⑦ Displays the input port.
- ⑧ Displays the DELAY screen (→page 84).
- ⑨ Displays the LIBRARY screen (→page 30).
- ⑩ Controls the channel EQ.
The ① button switches between 1-knob mode and manual mode.
Select the 1-knob EQ mode type and switch between filter types on the EQ screen.
Click the  icon to display the EQ screen (→page 48).




FX1L-2R



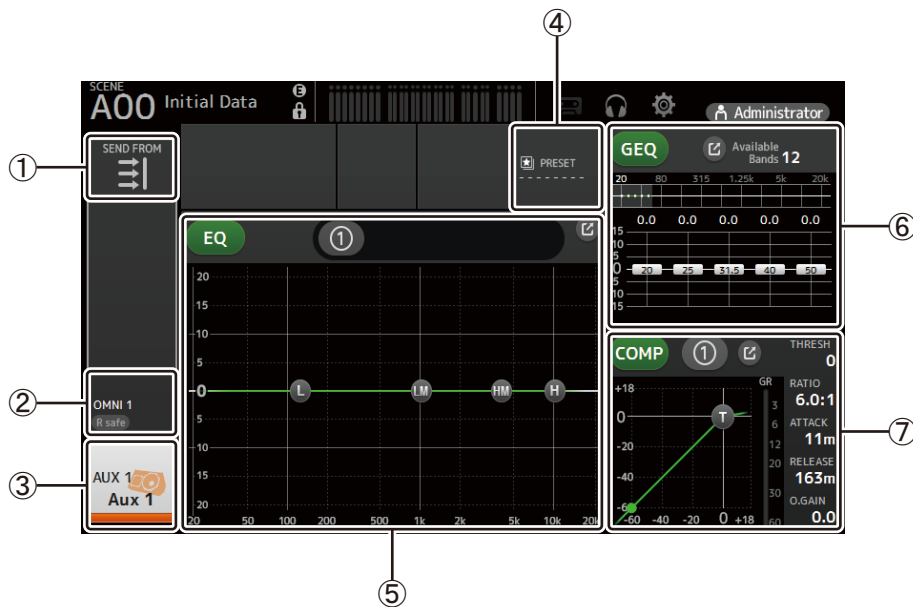
- ① Displays the SEND FROM screen (→page 82).
- ② Displays the FX screen (→page 55).
- ③ Displays the SEND TO AUX screen (→page 62).
- ④ Displays the ASSIGN screen (→page 63).
- ⑤ Displays the CH VIEW screen (→page 66).
- ⑥ Displays the LIBRARY screen (→page 30).
- ⑦ Controls the channel EQ.
The ① button switches between 1-knob mode and manual mode.
Select the 1-knob EQ mode type and switch between filter types on the EQ screen.
Click the  icon to display the EQ screen (→page 48).

ST L/R






- ① Displays the OUTPUT screen (→page 81).
- ② Displays the CH VIEW screen (→page 66).
- ③ Displays the LIBRARY screen (→page 30).
- ④ Controls the channel EQ.
 - The **①** button switches between 1-knob mode and manual mode.
 - Select the 1-knob EQ mode type and switch between filter types on the EQ screen.
 - Click the  icon to display the EQ screen (→page 48).
- ⑤ Controls the channel GEQ.
 - Click the  icon to display the GEQ screen (→page 79).
- ⑥ Controls the channel COMP.
 - The **①** button switches between 1-knob mode and manual mode.
 - Click the  icon to display the COMP screen (→page 53).

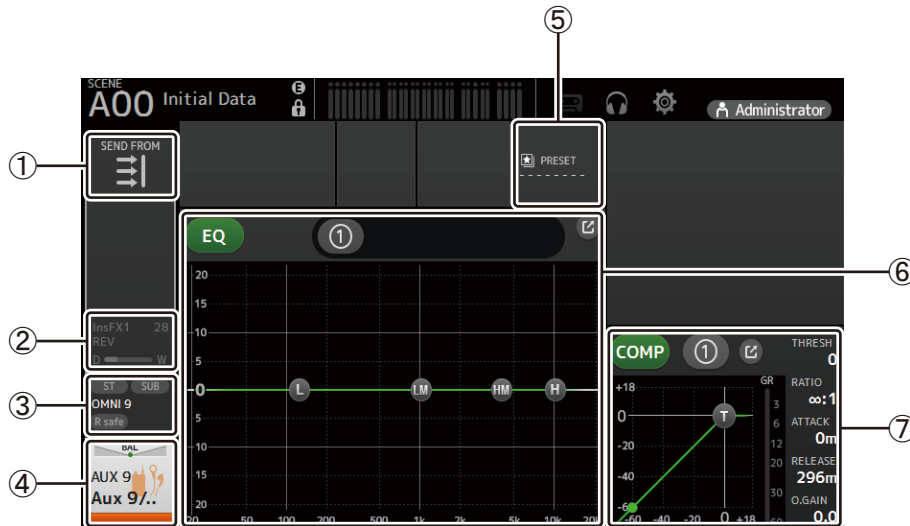
AUX1–AUX8





- ① Displays the SEND FROM screen (→page 82).
- ② Displays the OUTPUT screen (→page 81).
- ③ Displays the CH VIEW screen (→page 66).
- ④ Displays the LIBRARY screen (→page 30).

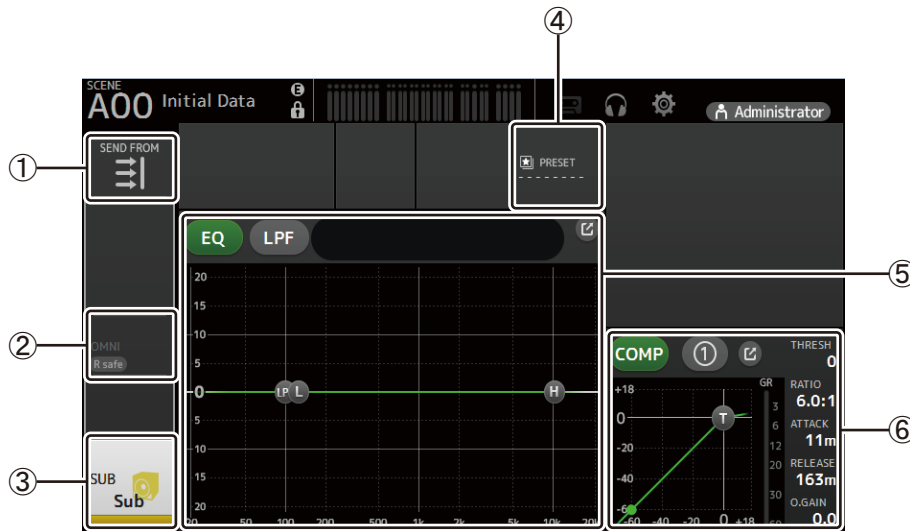
- ⑤ Controls the channel EQ.
The ① button switches between 1-knob mode and manual mode.
Select the 1-knob EQ mode type and switch between filter types on the EQ screen.
Click the  icon to display the EQ screen (→page 48).
- ⑥ Controls the channel GEQ.
Click the  icon to display the GEQ screen (→page 79).
- ⑦ Controls the channel COMP.
The ① button switches between 1-knob mode and manual mode.
Click the  icon to display the COMP screen (→page 53).



AUX9–AUX20



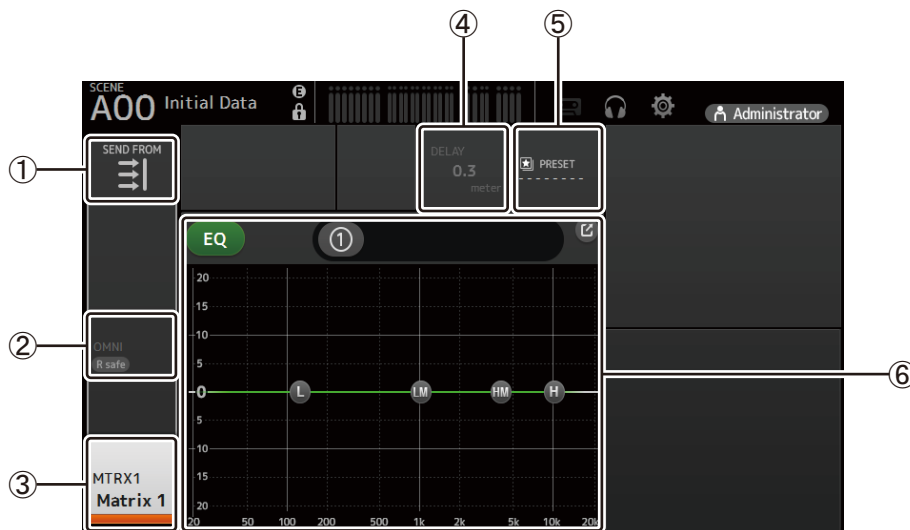
- ① Displays the SEND FROM screen (→page 82).
- ② Displays the FX screen (→page 55).
- ③ Displays the OUTPUT screen (→page 81).
- ④ Displays the CH VIEW screen (→page 66).
- ⑤ Displays the LIBRARY screen (→page 30).
- ⑥ Controls the channel EQ.
The ① button switches between 1-knob mode and manual mode.
Select the 1-knob EQ mode type and switch between filter types on the EQ screen.
Click the  icon to display the EQ screen (→page 48).
- ⑦ Controls the channel COMP.
The ① button switches between 1-knob mode and manual mode.
Click the  icon to display the COMP screen (→page 53).

SUB



- ① Displays the SEND FROM screen (→page 82).
- ② Displays the OUTPUT screen (→page 81).
- ③ Displays the CH VIEW screen (→page 66).
- ④ Displays the LIBRARY screen (→page 30).
- ⑤ Controls the channel EQ.
 - The ① button switches between 1-knob mode and manual mode.
 - Select the 1-knob EQ mode type and switch between filter types on the EQ screen.
 - Click the  icon to display the EQ screen (→page 48).
- ⑥ Controls the channel COMP.
 - The ① button switches between 1-knob mode and manual mode.
 - Click the  icon to display the COMP screen (→page 53).

MATRIX1–MATRIX4



- ① Displays the SEND FROM screen (→page 82).
- ② Displays the OUTPUT screen (→page 81).
- ③ Displays the CH VIEW screen (→page 66).
- ④ Displays the DELAY screen (→page 84).
- ⑤ Displays the LIBRARY screen (→page 30).

- ⑥ Controls the channel EQ.

The ① button switches between 1-knob mode and manual mode.

Select the 1-knob EQ mode type and switch between filter types on the EQ screen.

Click the ② icon to display the EQ screen (→page 48).

DCA1–DCA8

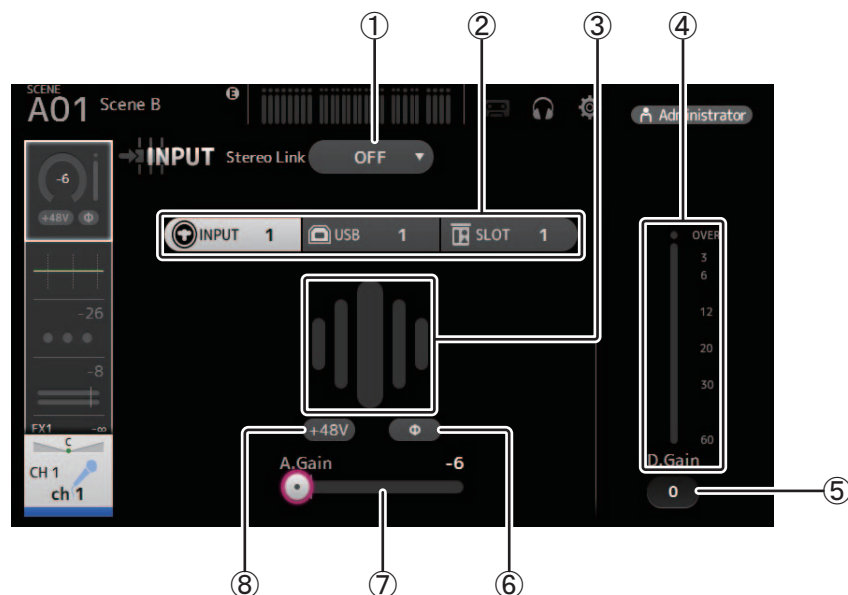


- ① Displays the DCA ASSIGN screen (→page 83).

- ② Displays the CH VIEW screen (→page 66).

INPUT screen

Allows you to change the stereo link setting, select an input source, turn phantom power on and off, turn phasing on and off, and adjust input gain.



① Stereo link selection button

Allows you to select whether two adjacent mono input channels are linked as a stereo pair, or behave as two separate mono channels.

Click to display the popup menu.

OFF: Stereo link is disabled.

CH1&2: Stereo link is enabled. When stereo link is enabled, the odd numbered channel is the left side of the stereo pair, and the even numbered one is the right. The channel numbers displayed in the popup menu depend on the channel whose settings you are editing.

CH2&3: Stereo link is enabled. When stereo link is enabled, the even numbered channel is the left side of the stereo pair, and the odd numbered one is the right. The channel numbers displayed in the popup menu depend on the channel whose settings you are editing.

② Input selection buttons

Allows you to select the channel's input source (input port). The available sources depend on the channel whose settings you are editing.

INPUT: The device connected to the INPUT jack will be used as the input source.

USB: The computer connected to the USB TO HOST connector will be used as the input source.

SLOT: Allows you to select an input from the NY64-D installed in the expansion slot. Use this button when selecting an input from a Tio1608-D or stage box connected to the NY64-D and the Dante network.

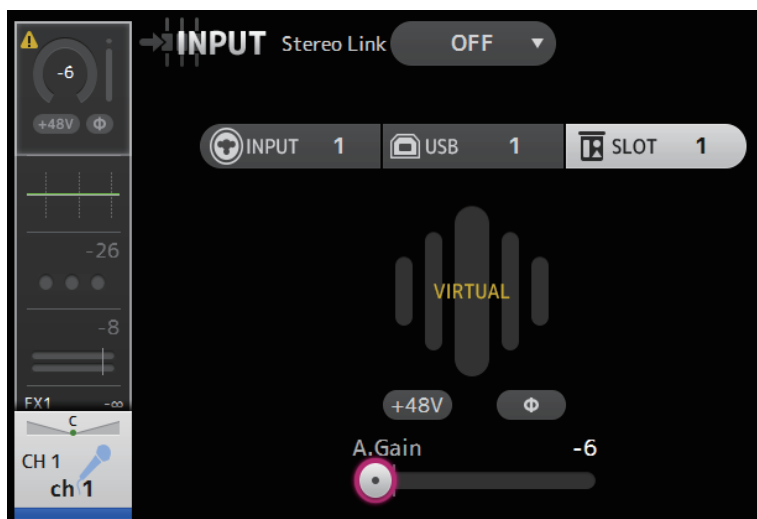
Playback: Displayed for ST IN1. Allows you to select a USB storage device that is connected to the USB connector on the front panel as an input.

NOTE

When USB is selected, the gain slider (⑦) adjusts digital gain, and the +48V button (⑧) is not displayed.

When SLOT is selected, analog gain adjustment and the +48V button cannot be used if the HA Control button on the SLOT SETUP screen is not turned on. Additionally, for inputs from a device whose head amp cannot be controlled, the gain slider (⑦) becomes a digital gain adjustment, and the +48V button (⑧) is not displayed.

Even if you select SLOT as the input source, if a source is not actually available (such as when there is no NY64-D installed, no Tio1608-D or stage box connected, no Dante patching, etc.), this "virtual HA" state is displayed in the HA box area of this screen, the OVERVIEW screen, and the CH VIEW screen.



- ③ **GainFinder**
Displays the input level. When adjusting the input gain, adjust it so that the center of the GainFinder lights up.
- ④ **Level meter**
Displays the post gain adjustment level.
- ⑤ **Digital gain text box**
Allows you to adjust digital gain. The default setting is 0 db.
You can click the text box to highlight it, then use your mouse wheel to adjust the setting. You can also click the text box again to adjust the setting using your computer keyboard.
- ⑥ **Φ (phase) button**
Allows you to reverse the phase.
When turned on, the input signal's phase is reversed.
- ⑦ **Gain sliders**
When the INPUT button is selected, the slider adjusts the analog gain of the head amp.
The PAD (-24 dB) will be switched on or off when the analog gain is adjusted between +17 dB and +18 dB.
When the USB button is selected, the slider adjusts digital gain.
- ⑧ **+48V button**
Turns phantom power (+48V) to the head amp on and off.
On: Phantom power is turned on.
Off: Phantom power is turned off.
When the USB button is selected, the +48V button is not displayed.
When the +48V Master button on the SYSTEM SETUP screen is turned off, phantom power will not be supplied even if the +48V button on this screen turned on (→page 19).

NOTICE

Information about phantom power

When phantom power is not needed, set the +48V button to the off position.

Observe the following when using phantom power to prevent damage to the console or connected devices, and signal noise.

- Do not set the +48V button to the on position when the device connected to the input jack does not require phantom power.
- Do not connect or disconnect cables when the +48V button is set to the on position.
- Before turning phantom power on or off for a channel, first set the channel's volume to the minimum level.

NOTE

When using phantom power, noise may be generated if there is a difference in the impedance between the hot and cold of the device connected to an input jack.

⑨ Gain Unlink button

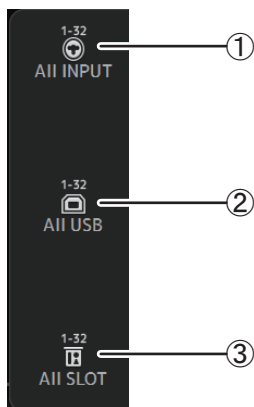
Displayed for stereo channels and for channels that have stereo link turned on.

While you are holding the button down, gain for the left and right channels can temporarily be adjusted individually. When you release the button, the gain for both channels can be adjusted together but the difference in gain between the two channels is maintained. To adjust a channel's gain, click the gain slider of the corresponding channel and then rotate the mouse wheel while holding down the Gain Unlink button.



Input screen menu

The following items are displayed in the menu area when the INPUT screen is displayed.



① All INPUT

Allows you to assign the INPUT jacks as the input source for all input channels.

② All USB

Allows you to assign the USB TO HOST connector as the input source for all input channels.

③ All SLOT

Switches all inputs to input sources of Dante network devices that are connected to the NY64-D installed in the expansion slot.

The input source for the following channels will be changed.

TF5:

CH 1–32 (when CH 1–32 are selected)
CH 33–40 (when CH 33–40 are selected)

TF3:

CH 1–24 (when CH 1–24 are selected)
CH 25–32 (when CH 25–32 are selected)
CH 33–40 (when CH 33–40 are selected)

TF1/TF-RACK:

CH 1–16 (when CH 1–16 are selected)
CH 17–32 (when CH 17–32 are selected)

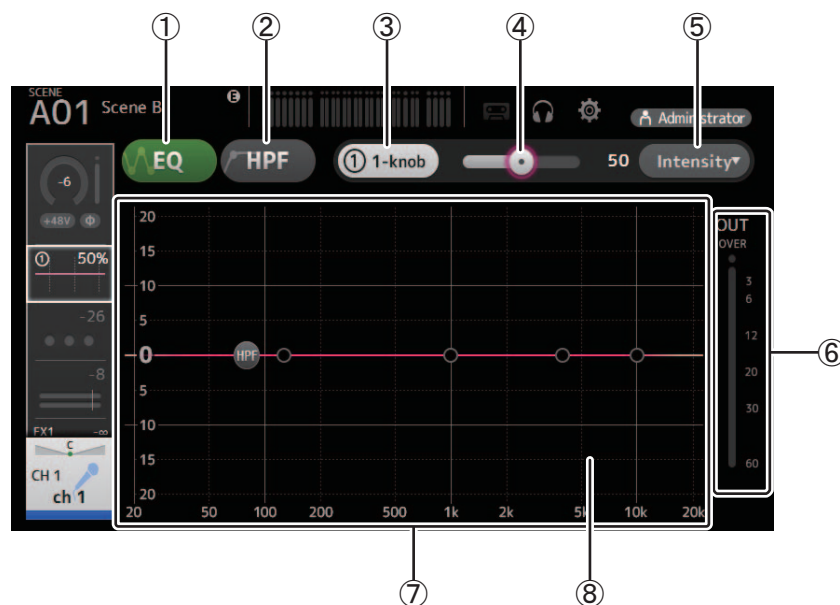
EQ screen

Controls the EQ for each channel.

4-band parametric EQ is available for CH 1–32, AUX 1–19/20, STEREO, and MATRIX 1–4. 2-band parametric EQ is available for CH 33–40, ST IN 1, ST IN 2, FX1, FX2, and SUB.

You can adjust settings using 1-knob mode, which allows you to use the mouse wheel to easily adjust settings, or manual mode, which allows you to adjust each parameter individually.

4-band parametric EQ



- ① **EQ button**
Turns the EQ on and off.
- ② **HPF button**
Turns the HPF (high-pass filter) on and off.
Displayed for CH 1–40.
- ③ **1-knob button**
Switches between 1-knob mode and manual mode.
When using 1-knob mode, the 1-knob level slider is displayed.
- ④ **1-knob level slider**
Adjusts the amount of 1-knob EQ applied.
When using manual mode, information about the selected band's Q, F, and G is displayed here.
- ⑤ **EQ mode type selection button**
When using 1-knob mode, allows you to select the 1-knob EQ mode type.
Select [Vocal] for vocal channels, otherwise select [Intensity].
When set to [Intensity], you can adjust the EQ to a setting between flat and increased intensity of the EQ settings you made using manual mode.
For output channels, [Loudness] is available. This setting allows you to boost low and high tones.
The available modes depend on the channel whose settings you are editing.

| Type | Channel | | | | | | | | |
|-----------|----------------------------|-----------------------------|-----------------|--------------|------------------|-------------------|--------------------------------|---------------------|------------------------|
| | CH 1–32 HPF + 4-band | CH 33–40 HPF + 2-band | ST IN 2-band | FX 2-band | STEREO 4-band | AUX 1–8 4-band | AUX9/10– AUX19/20 4-band | MATRIX1–4 4-band | SUB 2-band + LPF |
| Intensity | ○ | ○ | ○ | ○ | ○ | ○ | ○ | ○ | × |
| Vocal | ○ | × | × | × | × | × | × | × | × |
| Loudness | × | × | × | × | ○ | ○ | ○ | ○ | × |

In manual mode, you can select the filter type. You can select low-band and high-band filter.

For CH 1–40, the available low-band filters are low-shelving type and bell type.

For other channels (i.e., for channels that do not have an HPF), the available low-band filters are HPF, low-shelving type, and bell type.

The available high-band filters are LPF, high-shelving type, and bell type.

⑥ EQ output level meter

Displays the EQ output level.

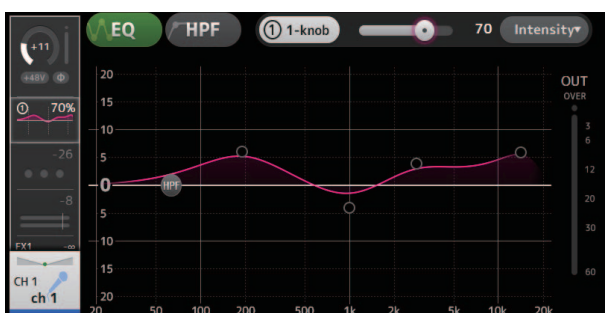
⑦ EQ graph

Displays the parameter settings of the EQ and filter. As you adjust the settings of each band, the results are reflected in the graph.

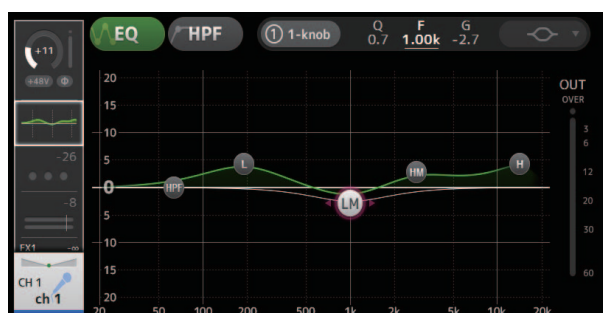
When using 1-knob EQ mode, you can adjust the 1-knob level slider.

When using manual mode, you can drag the handles displayed in the graph to adjust the corresponding settings. When HPF is turned on, you can drag the HPF handle to adjust the cutoff frequency. You can also adjust HPF independently when using the Intensity type for 1-knob EQ mode.

<1-knob EQ mode>



<Manual mode>



How does 1-knob EQ mode work?

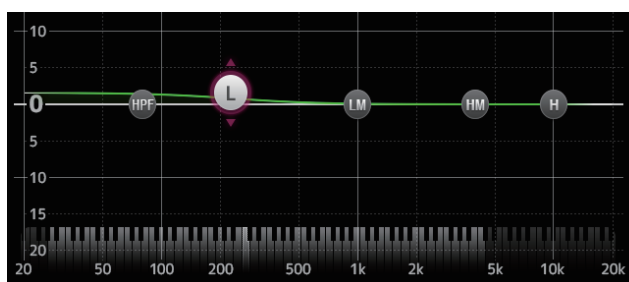
1-knob EQ mode allows you to adjust several parameters at once with just one operation. It makes EQ adjustment quick and easy. The console contains Presets that are configured for a variety of instruments. You can use 1-knob EQ mode to adjust the EQ settings that are saved in Presets without disturbing the overall balance of your mix.

You can even configure EQ settings using manual mode, then switch to 1-knob EQ mode and use the Intensity type to adjust the amount of EQ applied to the channel. In this case you can adjust from 0% (no EQ applied) to 50% (the EQ settings you made using manual mode) and 100% (increased intensity of the EQ settings you made using manual mode). This makes it very easy to fine-tune your EQ settings with just one operation.

If 1-knob EQ mode type is set to Vocal or Loudness, you can adjust the EQ between 0% (no EQ applied) and 100% (maximum EQ applied).

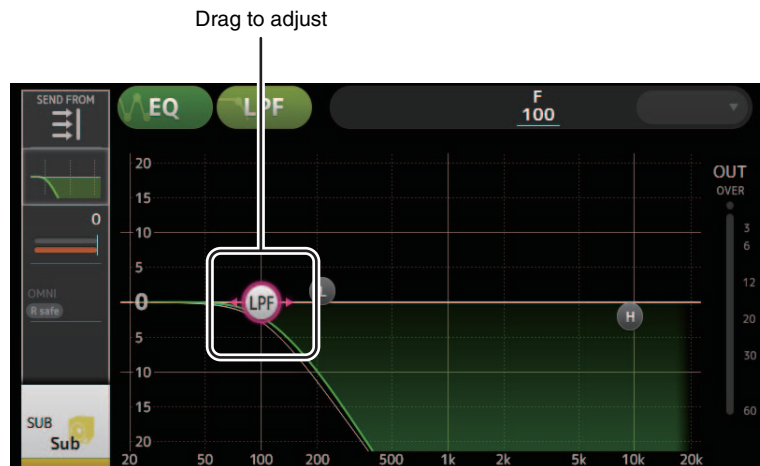
⑧ Keyboard display

You can click the bottom of the graph where no parameters are displayed to display a keyboard. This helps you visualize how the frequencies correlate to musical pitches.



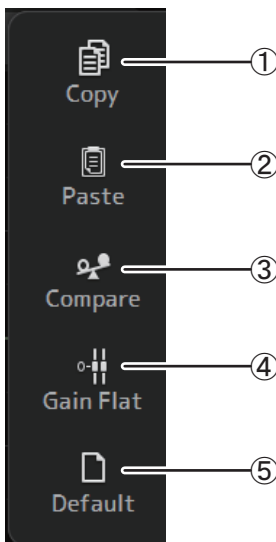
Setting LPF

The SUB channel can use the LPF to cut high frequencies independent of the EQ, ideal for adjusting the signal sent to a sub-woofer.



EQ screen menu

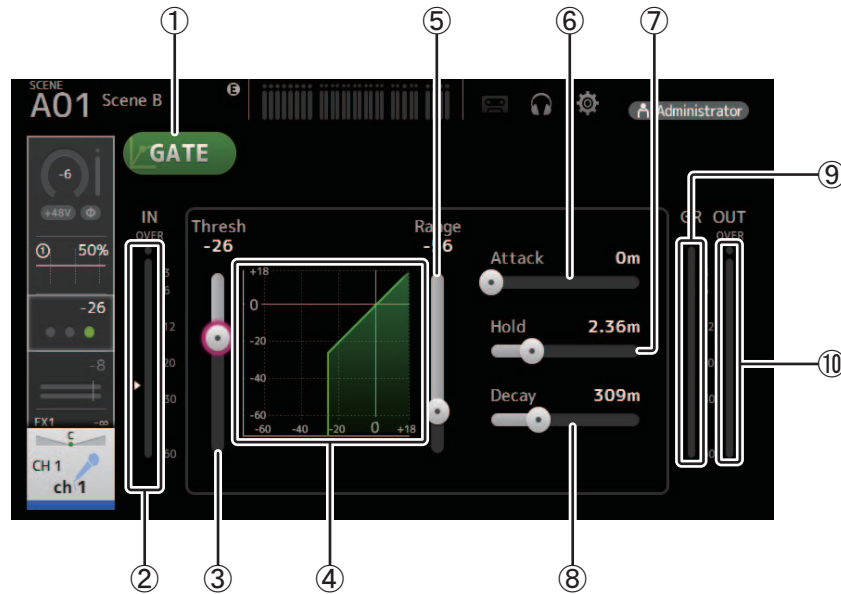
The following items are displayed in the menu area when the EQ screen is displayed.



- ① **Copy**
Copies the EQ parameters of the selected channel to the clipboard.
- ② **Paste**
Pastes the EQ parameters in the clipboard to the selected channel.
- ③ **Compare**
Allows you to compare the EQ parameters of the selected channel with the EQ parameters in the clipboard by switching between the two.
- ④ **Gain Flat**
Sets the gain of the selected band to the flat position.
- ⑤ **Default**
Resets all EQ settings to their default values.

GATE screen

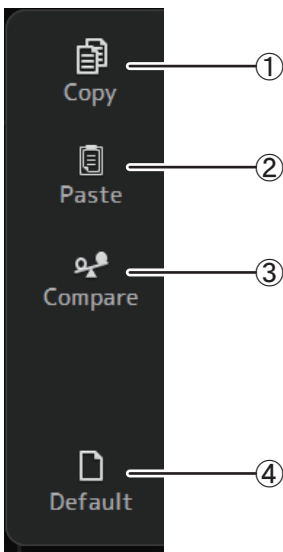
Allows you to configure the noise gate for each channel. When the input signal level is lower than a specified amount (threshold), the output signal is reduced by a specified amount (range). GATE is available for CH 1–32.



- ① **GATE button**
Turns the gate on and off.
- ② **Gate input level meter**
Displays the pre-gate level.
- ③ **Threshold slider**
Determines the level at which the gate is applied.
- ④ **Gate graph**
Displays a visual representation of the gate level.
- ⑤ **Range slider**
Determines the amount by which the signal will be lowered when the gate is applied.
- ⑥ **Attack slider**
When the input signal exceeds the threshold, this setting determines how quickly the gate opens.
- ⑦ **Hold slider**
When the input signal drops below the threshold, this setting determines how much time passes before the gate closes.
- ⑧ **Decay slider**
After the hold time passes, this setting determines how quickly the gate closes. The value here is expressed as the time required for the level to change by 6 dB.
- ⑨ **GR (gain reduction) meter**
Displays the amount by which the signal's gain is reduced.
- ⑩ **OUT (gate output) meter**
Displays the post-gate level.

GATE screen menu

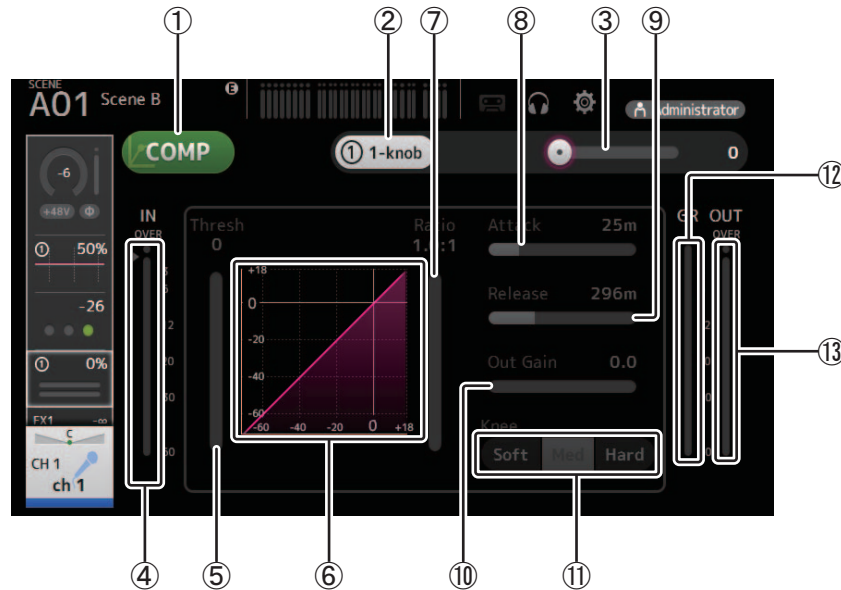
The following items are displayed in the menu area when the GATE screen is displayed.



- ① **Copy**
Copies the GATE parameters of the selected channel to the clipboard.
- ② **Paste**
Pastes the GATE parameters in the clipboard to the selected channel.
- ③ **Compare**
Allows you to compare the GATE parameters of the selected channel with the GATE parameters in the clipboard by switching between the two.
- ④ **Default**
Resets GATE settings to their default values.

COMP screen

Allows you to configure the compressor for each channel. You can adjust settings using 1-knob mode, which allows you to use the mouse wheel to easily adjust settings, or manual mode, which allows you to adjust each parameter individually.



- ① **COMP button**
Turns the compressor on and off.
- ② **1-knob button**
Switches between 1-knob mode and manual mode.
- ③ **1-knob level slider (1-knob mode only)**
Adjusts the amount of 1-knob COMP applied.
Not displayed during manual mode.
- ④ **Compressor input level slider**
Displays the pre-compressor level.
- ⑤ **Threshold slider**
Determines the level at which the compressor is applied.
- ⑥ **Compressor graph**
Displays a visual representation of the current settings.
- ⑦ **Ratio slider**
Determines the amount of compression that is applied.
- ⑧ **Attack slider**
When the input signal exceeds the threshold, this setting determines how quickly the maximum amount of compressor is applied.
- ⑨ **Release slider**
When the input signal drops below the threshold, this setting determines how much time passes before the compressor is no longer applied. The value here is expressed as the time required for the level to change by 6 dB.
- ⑩ **Out Gain slider**
Adjusts the output level of the compressor.
- ⑪ **Knee button**
Determines the how gradual or sudden the curve is at the threshold. A soft knee means that compression is applied gradually as the signal exceeds the threshold; a hard knee means a more sudden transition.
- ⑫ **GR (gain reduction) meter**
Displays the amount by which the signal's gain is reduced.
- ⑬ **OUT (compressor output) meter**
Displays the post-compressor level.

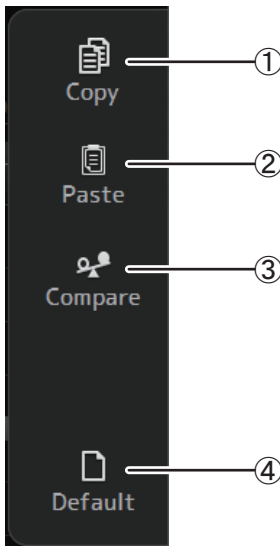
How does 1-knob COMP mode work?

1-knob COMP mode allows you to adjust the amount of compression applied to the signal with one operation. By sliding the 1-knob level slider to the right, more compression is applied. In situations where raising the fader or gain could cause clipping at louder points in the signal, compression can deliver a more consistent sound.

1-knob COMP takes some of the worry out of compression by allowing you to adjust the balance between threshold, ratio and out gain easily.

COMP screen menu

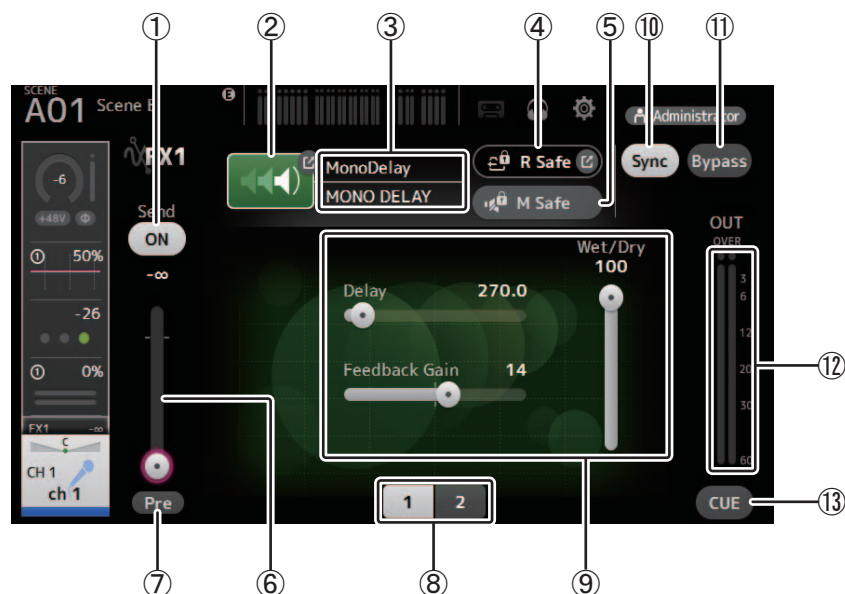
The following items are displayed in the menu area when the COMP screen is displayed.



- ① **Copy**
Copies the COMP parameters of the selected channel to the clipboard.
- ② **Paste**
Pastes the COMP parameters in the clipboard to the selected channel.
- ③ **Compare**
Allows you to compare the COMP parameters of the selected channel with the COMP parameters in the clipboard by switching between the two.
- ④ **Default**
Resets compressor settings to their default values.

FX screen (FX1/2, InsFX1–6)

Allows you select an effect and edit its parameters.



- ① **Send button**
Determines whether a signal is sent (on) or not sent (off) to the FX return channel.
Displayed for CH 1–40, ST IN 1 and ST IN 2.
- ② **EFFECT TYPE button**
Displays the EFFECT TYPE screen, where you can select an effect type.
- ③ **Effect type and name**
Displays the type and name of the current effect.
- ④ **R Safe (recall safe) indicator**
Displays the recall safe status of the effects module.
Displays the RECALL SAFE screen (→page 22).
- ⑤ **M safe (mute safe) button**
Turns mute safe on and off for the effects module.
- ⑥ **FX send level slider**
Allows you to adjust the amount of channel's signal sent to the effects module.
Displayed for CH 1–40, ST IN 1 and ST IN 2.
- ⑦ **Pre button**
Allows you to select whether the pre-fader or post-fader signal is processed by the effect module.
On: Before the fader
Off: After the fader
Displayed for CH 1–40, ST IN 1 and ST IN 2.
- ⑧ **Parameter selection buttons**
Click to display other parameters available for the current effect.
- ⑨ **Parameter sliders**
Allow you to adjust the parameters available for the current effect.
- ⑩ **Sync button**
Displayed for effects that have a tempo setting, such as delays.
- ⑪ **Bypass button**
Allows you to bypass the effects module.
- ⑫ **Effects output level meter**
Displays the output level of the effects module.
- ⑬ **CUE button**
Turns cue on and off for the effects module.

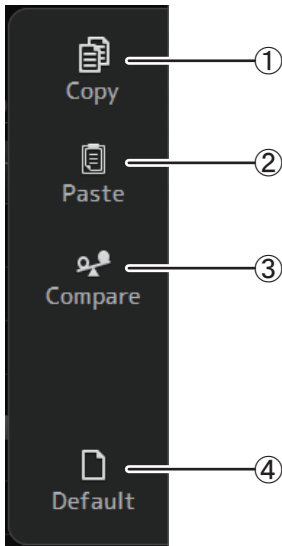
Setting an insert effect

You can configure insert effects for AUX9/10–AUX19/20.

By default, insert effects are bypassed; turn the bypass off in order to use effect.

FX screen menu

The following items are displayed in the menu area when the FX screen is displayed.



- ① **Copy**
Copies the effect parameters of the selected effect to the clipboard.
- ② **Paste**
Pastes the effect parameters in the clipboard to the selected effect.
- ③ **Compare**
Allows you to compare the effect parameters of the selected effect with the effect parameters in the clipboard by switching between the two.
- ④ **Default**
Resets the selected effect's settings to their default values.

EFFECT TYPE screen

Allows you to select the effect type. Click the desired button to make a selection.



Effect parameters


REVERB HALL, REVERB ROOM, REVERB STAGE, REVERB PLATE

One-input, two-output hall, room, stage, and plate reverbs.

| Parameter | Range | Description |
|---------------|------------------------|--|
| Reverb Time | 0.3s – 20.0s | Determines the length of the reverberation. |
| Initial Delay | 1.0ms – 500.0ms | Determines the amount of time that passes before the initial reverberation is heard. |
| High Ratio | 0.1 – 1.0 | Ratio of high frequency reverberations to the Reverb Time. |
| Diffusion | 0 – 10 | Left and right spread of the reverberation. |
| Density | 0% – 100% | Density of the reverberation. |
| HPF | Thru, 21.2Hz – 8.00kHz | High-pass filter cutoff frequency. |
| LPF | 50.0Hz – 16.0kHz, Thru | Low-pass filter cutoff frequency. |



MONO DELAY

One-input, two-output basic repeating-type delay.

| Parameter | Range | Description |
|---------------|---|--|
| Delay | 1.0ms – 2700.0ms | Delay time. |
| Feedback Gain | -99 – +99 | Amount of feedback. |
| High Ratio | 0.1 – 1.0 | Amount of high-frequency feedback. |
| HPF | Thru, 21.2Hz – 8.00kHz | High-pass filter cutoff frequency. |
| LPF | 50.0Hz – 16.0kHz, Thru | Low-pass filter cutoff frequency. |
| Sync | Off, On | Delay time tempo sync. |
| Note | ---,  3 - 60 | Value used to calculate the delay time based on the tempo. |





STEREO DELAY

Two-input, two-output basic stereo delay.

| Parameter | Range | Description |
|-----------------|---|--|
| Delay L | 1.0ms – 1350.0ms | Left channel delay time. |
| Delay R | 1.0ms – 1350.0ms | Right channel delay time. |
| Feedback Gain L | -99 – +99 | Left channel feedback gain. |
| Feedback Gain R | -99 – +99 | Right channel feedback gain. |
| High Ratio | 0.1 – 1.0 | Amount of high-frequency feedback. |
| HPF | Thru, 21.2Hz – 8.00kHz | High-pass filter cutoff frequency. |
| LPF | 50.0Hz – 16.0kHz, Thru | Low-pass filter cutoff frequency. |
| Sync | Off, On | Delay time tempo sync. |
| Note L | ---,  3 - 60 | Value used to calculate the left channel delay time based on the tempo. |
| Note R | ---,  3 - 60 | Value used to calculate the right channel delay time based on the tempo. |





DELAY LCR

One-input, two-output 3-tap delay.

| Parameter | Range | Description |
|---------------|---|---|
| Delay L | 1.0ms – 2700.0ms | Left channel delay time. |
| Delay C | 1.0ms – 2700.0ms | Center channel delay time. |
| Delay R | 1.0ms – 2700.0ms | Right channel delay time. |
| Delay FB | 1.0ms – 2700.0ms | Feedback delay time. |
| Feedback Gain | -99 – +99 | Amount of feedback. |
| High Ratio | 0.1 – 1.0 | Amount of high-frequency feedback. |
| HPF | Thru, 21.2Hz – 8.00kHz | High-pass filter cutoff frequency. |
| LPF | 50.0Hz – 16.0kHz, Thru | Low-pass filter cutoff frequency. |
| Level L | -100 – +100 | Left channel level. |
| Level C | -100 – +100 | Center channel level. |
| Level R | -100 – +100 | Right channel level. |
| Sync | Off, On | Delay time tempo sync. |
| Note L | ---,  3 - 60 | Value used to calculate the left channel delay time based on the tempo. |
| Note C | ---,  3 - 60 | Value used to calculate the center channel delay time based on the tempo. |
| Note R | ---,  3 - 60 | Value used to calculate the right channel delay time based on the tempo. |
| Note FB | ---,  3 - 60 | Value used to calculate the delay feedback time based on the tempo. |


ECHO

Two-input, two-output stereo delay with a crossed feedback loop.

| Parameter | Range | Description |
|-----------------|---|---|
| Delay L | 1.0ms – 1350.0ms | Left channel delay time. |
| Delay R | 1.0ms – 1350.0ms | Right channel delay time. |
| Delay FB L | 1.0ms – 1350.0ms | Left channel feedback delay time. |
| Delay FB R | 1.0ms – 1350.0ms | Right channel feedback delay time. |
| Feedback Gain L | -99 – +99 | Left channel feedback gain. |
| Feedback Gain R | -99 – +99 | Right channel feedback gain. |
| XFeedback Gain | -99 – +99 | Left-to-right, right-to-left feedback gain. |
| High Ratio | 0.1 – 1.0 | Amount of high-frequency feedback. |
| HPF | Thru, 21.2Hz – 8.00kHz | High-pass filter cutoff frequency. |
| LPF | 50.0Hz – 16.0kHz, Thru | Low-pass filter cutoff frequency. |
| Sync | Off, On | Delay time tempo sync. |
| Note L | ---,  3 – 60 | Value used to calculate the left channel delay time based on the tempo. |
| Note R | ---,  3 – 60 | Value used to calculate the right channel delay time based on the tempo. |
| Note FBL | ---,  3 – 60 | Value used to calculate the left delay feedback time based on the tempo. |
| Note FBR | ---,  3 – 60 | Value used to calculate the right delay feedback time based on the tempo. |

DELAY-REVERB

One-input, two-output effect that has a delay and reverb connected in series.

| Parameter | Range | Description |
|---------------|---|--|
| Delay | 1.0ms – 2700.0ms | Delay time. |
| Feedback Gain | -99% – 99% | Amount of feedback. |
| DLY BAL | 0% – 100% | Delay mix balance. |
| Reverb Time | 0.3s – 20.0s | Determines the length of the reverberation. |
| High Ratio | 0.1 – 1.0 | Ratio of high frequency reverberations to the Reverb Time. |
| Diffusion | 0 – 10 | Left and right spread of the reverberation. |
| Density | 0% – 100% | Density of the reverberation. |
| HPF | Thru, 21.2Hz – 8.00kHz | High-pass filter cutoff frequency. |
| LPF | 50.0Hz – 16.0kHz, Thru | Low-pass filter cutoff frequency. |
| REV BAL | 0% – 100% | Reverb mix balance. |
| Sync | Off, On | Parameter tempo sync. |
| Note | ---,  3 – 60 | Value used to calculate the delay time based on the tempo. |

EARLY REF

One-input, two-output early reflection effect.

| Parameter | Range | Description |
|---------------|--|---|
| Type | S-Hall, L-Hall, Random, Reverse, Plate, Spring | Early reflection type. |
| Room Size | 0.1 – 20.0 | Room size; determines interval between early reflections. |
| Liveness | 0 – 10 | Decay of the early reflections (0: least lively; 10: most lively) |
| Initial Delay | 1.0ms – 500.0ms | Delay before the early reflection. |
| Diffusion | 0 – 10 | Width of the reflections in the stereo field. |
| Density | 0% – 100% | Density of the reflections. |
| ER Number | 1 – 19 | Number of reflections. |
| Feedback Gain | -99% – 99% | Amount of feedback. |
| High Ratio | 0.1 – 1.0 | Amount of high-frequency feedback. |
| HPF | Thru, 21.2Hz – 8.00kHz | High-pass filter cutoff frequency. |
| LPF | 50.0Hz – 16.0kHz, Thru | Low-pass filter cutoff frequency. |


GATE REVERB, REVERSE GATE

One-input, two-output early reflection with gate, and an early reflection with reverse gate.

| Parameter | Range | Description |
|---------------|------------------------|---|
| Type | Type-A, Type-B | Early reflection type. |
| Room Size | 0.1 – 20.0 | Room size; determines interval between early reflections. |
| Liveness | 0 – 10 | Decay of the early reflections |
| Initial Delay | 1.0ms – 500.0ms | Delay before the early reflection. |
| Diffusion | 0 – 10 | Width of the reflections in the stereo field. |
| Density | 0% – 100% | Density of the reflections. |
| ER Number | 1 – 19 | Number of reflections. |
| Feedback Gain | -99% – 99% | Amount of feedback. |
| High Ratio | 0.1 – 1.0 | Amount of high-frequency feedback. |
| HPF | Thru, 21.2Hz – 8.00kHz | High-pass filter cutoff frequency. |
| LPF | 50.0Hz – 16.0kHz, Thru | Low-pass filter cutoff frequency. |


CHORUS

Two-input, two-output chorus effect.

| Parameter | Range | Description |
|------------|--|---|
| Frequency | 0.05Hz – 10.00Hz | Modulation speed |
| AM Depth | 0% – 100% | Depth of amplitude modulation. |
| PM Depth | 0% – 100% | Depth of pitch modulation. |
| MOD. Delay | 1.0ms – 500.0ms | Delay time of modulation. |
| Sync | Off, On | Parameter tempo sync. |
| Note |  3 - 60 | Value used to calculate the frequency based on the tempo. |


FLANGE

Two-input, two-output flanger effect.

| Parameter | Range | Description |
|---------------|--|---|
| Frequency | 0.05Hz – 10.00Hz | Modulation speed |
| Depth | 0% – 100% | Depth of modulation. |
| MOD. Delay | 1.0ms – 500.0ms | Delay time of modulation. |
| Feedback Gain | -99% – 99% | Amount of feedback. |
| Sync | Off, On | Parameter tempo sync. |
| Note |  3 - 60 | Value used to calculate the frequency based on the tempo. |


SYMPHONIC

Two-input, two-output symphonic effect.

| Parameter | Range | Description |
|------------|--|---|
| Frequency | 0.05Hz – 10.00Hz | Modulation speed |
| Depth | 0% – 100% | Depth of modulation. |
| MOD. Delay | 1.0ms – 500.0ms | Delay time of modulation. |
| Sync | Off, On | Parameter tempo sync. |
| Note |  3 - 60 | Value used to calculate the frequency based on the tempo. |

PHASER

Two-input, two-output 16-stage phase-shift effect.

| Parameter | Range | Description |
|---------------|--|---|
| Frequency | 0.05Hz – 10.00Hz | Modulation speed |
| Depth | 0% – 100% | Depth of modulation. |
| Feedback Gain | -99% – 99% | Amount of feedback. |
| Offset | 0 – 100 | Offset of the phase shifted frequency. |
| Phase | 0° – 355° | Left/right balance of modulation. |
| Stage | 2 – 16 | Number of phase shift stages. |
| HPF | Thru, 21.2Hz – 8.00kHz | High-pass filter cutoff frequency. |
| LPF | 50.0Hz – 16.0kHz, Thru | Low-pass filter cutoff frequency. |
| Sync | Off, On | Parameter tempo sync. |
| Note |  3 - 60 | Value used to calculate the frequency based on the tempo. |

M BAND COMP

Two-input, two-output three-band compressor. Each band has solo and gain reduction metering.

| Parameter | Range | Description |
|-------------------|-------------------|---|
| Low Gain | -12.0dB – +12.0dB | Low-band gain. |
| Mid Gain | -12.0dB – +12.0dB | Mid-band gain. |
| High Gain | -12.0dB – +12.0dB | High-band gain. |
| Total Gain | -72dB – +12dB | Overall gain. |
| L-M XOver | 21.2Hz – 8.00kHz | Low-to-mid crossover frequency. |
| M-H XOver | 21.2Hz – 8.00kHz | Mid-to-high crossover frequency. |
| Knee | 0 – 5 | Crossover knee (all bands). |
| Low/Mid/High Link | Off, On | When turned on, the difference in the threshold for low, mid, and high is maintained. |
| Low Thr | -54dB – 0dB | Low threshold. |
| Low Ratio | 1:1 – ∞:1 | Low ratio. |
| Low Attack | 0ms – 120ms | Low attack time. |
| Low Release | 3.34ms – 42.7s | Low release time. |
| Low Bypass | Off, On | Compression bypass feature for low. |
| Low Solo | Off, On | Solo feature for low. |
| Mid Thr | -54dB – 0dB | Mid threshold. |
| Mid Ratio | 1:1 – ∞:1 | Mid ratio. |
| Mid Attack | 0ms – 120ms | Mid attack time. |
| Mid Release | 3.34ms – 42.7s | Mid release time. |
| Mid Bypass | Off, On | Compression bypass feature for mid. |
| Mid Solo | Off, On | Solo feature for mid. |
| High Thr | -54dB – 0dB | High threshold. |
| High Ratio | 1:1 – ∞:1 | High Ratio |
| High Attack | 0ms – 120ms | High attack time. |
| High Release | 3.34ms – 42.7s | High release time. |
| High Bypass | Off, On | Compression bypass feature for high. |
| High Solo | Off, On | Solo feature for high. |

PING PONG DELAY

One-input, two-output ping pong delay. The delayed sound alternates between left and right at equal intervals.

| Parameter | Range | Description |
|---------------|------------------------|--|
| Delay | 1.0ms – 1350.0ms | Delay time. |
| Feedback Gain | -99% – 99% | Amount of feedback. |
| High Ratio | 0.1 – 1.0 | Amount of high-frequency feedback. |
| HPF | Thru, 21.2Hz – 8.00kHz | High-pass filter cutoff frequency. |
| LPF | 50.0Hz – 16.0kHz, Thru | Low-pass filter cutoff frequency. |
| Sync | Off, On | Parameter tempo sync. |
| Note | ----, ♩ - ♪ | Value used to calculate the delay time based on the tempo. |

DUAL PITCH

Two-input, two-output pitch-shift effect.

| Parameter | Range | Description |
|-----------------|------------------|---|
| Pitch 1 | -24 – 24 | Pitch of Ch1 (semitone increments). |
| Fine 1 | -50 – 50 | Pitch of Ch1 (1 cent increments). |
| Level 1 | -100 – 100 | Volume of Ch1. |
| Pan 1 | L63 – R63 | Pan of Ch1. |
| Delay 1 | 1.0ms – 1000.0ms | Delay time of Ch1. |
| Feedback Gain 1 | -99 – 99 | Feedback level of Ch1. |
| Pitch 2 | -24 – 24 | Pitch of Ch2 (semitone increments). |
| Fine 2 | -50 – 50 | Pitch of Ch2 (1 cent increments). |
| Level 2 | -100 – 100 | Volume of Ch2. |
| Pan 2 | L63 – R63 | Pan of Ch2. |
| Delay 2 | 1.0ms – 1000.0ms | Delay time of Ch2. |
| Feedback Gain 2 | -99 – 99 | Feedback level of Ch2. |
| Mode | 1 – 10 | Width of pitch shift. |
| Sync | Off, On | Parameter tempo sync. |
| Note 1 | ----, ♩ - ♪ | Value used to calculate Delay 1 based on the tempo. |
| Note 2 | ----, ♩ - ♪ | Value used to calculate Delay 2 based on the tempo. |

OUTPUT DELAY

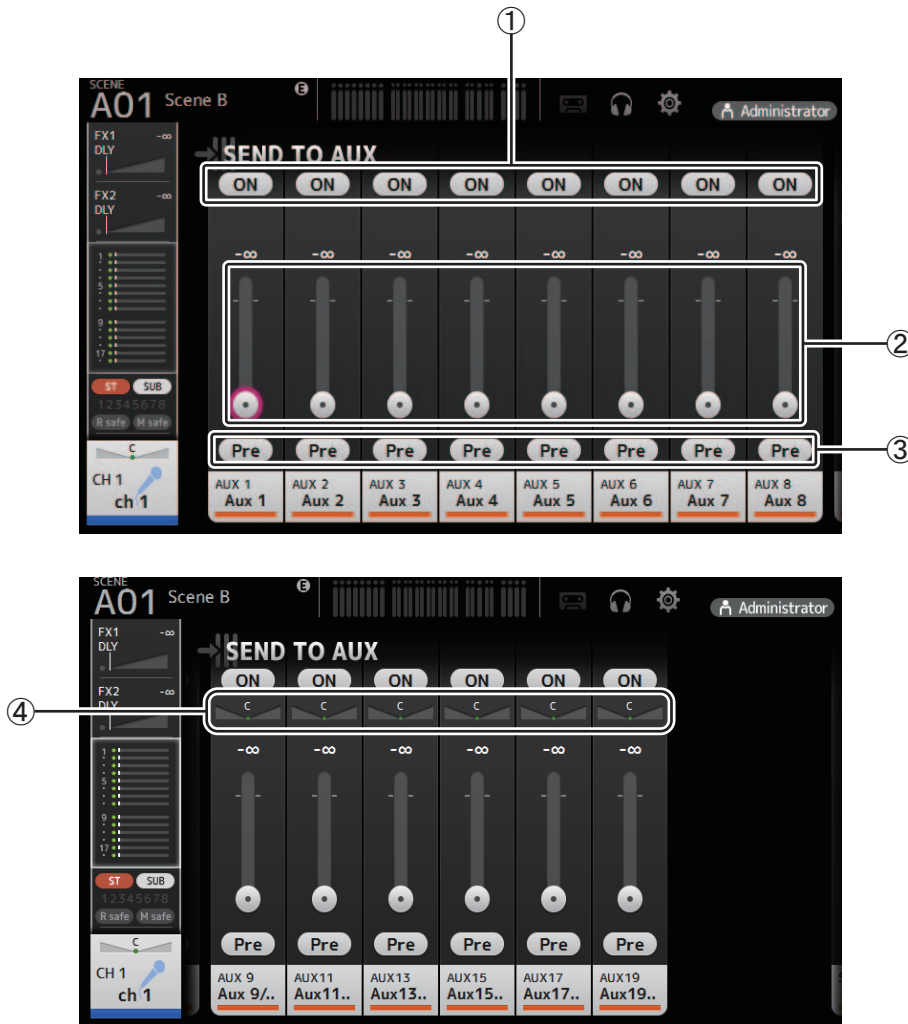
Two-input, two-output single delay. When used for INS FX 1–6, this delay is good for delay compensation.

| Parameter | Range | Description |
|-----------|--|--|
| LR LINK | On, Off | Links the left and right delays. |
| Delay | 0.3 – 343.6 meter 1.1 – 1127.3 feet 1.00 – 1000.00ms *1 0.03 – 30.00 frame *1 | Sets the delay time in frames, meters, feet, or ms (milliseconds). |

*1 frame rate=24: 0.03 - 24.00,
 frame rate=25: 0.03 - 25.00,
 frame rate=29.97D/29.97: 0.03 - 29.97
 frame rate=30D/30: 0.03 - 30.00
 Set the frame rate from the Menu bar → Setup menu → Frame Rate.

SEND TO AUX screen

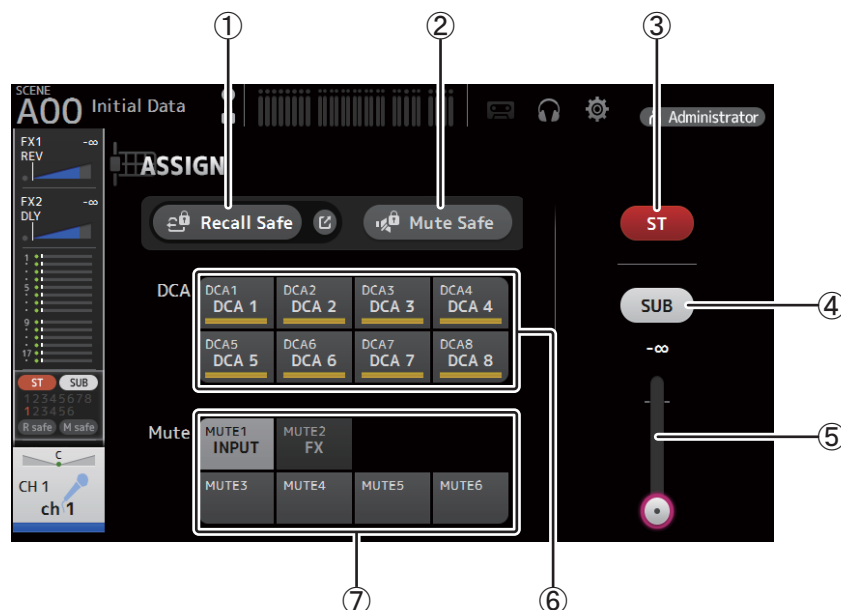
Allows you to configure the amount of signal from each channel is sent to the AUX buses. You can drag left and right to view other buses.



- ① **Send button**
Determines whether a signal is sent (on) or not sent (off) to the corresponding AUX bus.
- ② **Send level slider**
Determines the amount of signal sent to the corresponding AUX bus.
- ③ **Pre button**
Selects whether to send the signal to the AUX channel from before the fader, or from after the fader.
On: Before the fader
Off: After the fader
- ④ **Send pan slider**
Displayed for stereo AUX buses. Allows you to adjust the pan of the signal sent to the AUX bus.

ASSIGN screen

Allows you configure recall safe and mute safe settings, DCA group assignments, signals sent to the SUB bus, etc. for each channel.



- ① **Recall Safe button**
Turns Recall Safe on and off for the corresponding channel.
You can display the RECALL SAFE screen by clicking the jump button in the right corner of the Recall Safe button (→page 22).
- ② **Mute Safe button**
You can temporarily exclude certain channels from a mute group.
If you mute a mute group, any channels in that group that have mute safe enabled will not be muted.
- ③ **ST button**
Turns the channel's assignment to the stereo channel on and off.
- ④ **SUB button**
Determines whether the channel's signal is sent (on) or not sent (off) to the SUB bus.
- ⑤ **SUB level slider**
Determines the amount of signal sent from the selected channel to the SUB bus.
- ⑥ **DCA buttons**
Turns the channel's assignment to each DCA group (1–8) on and off.
You can assign a channel to multiple DCA groups if desired.
- ⑦ **Mute buttons**
Turns the channel's assignment to mute groups 3–6 on and off.
You can assign a channel to multiple mute groups if desired.
You cannot change the assignments for MUTE1 INPUT and MUTE2 FX.

AUTOMIXER screen

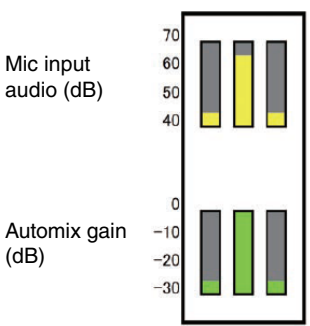
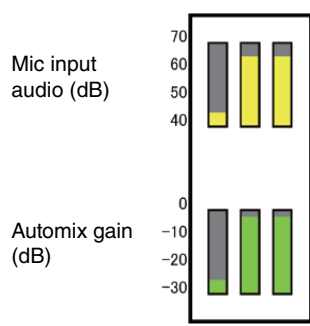
Sets the AUTOMIXER that can be used for CH1–CH8.

About the AUTOMIXER

The AUTOMIXER is a function for automating the sound mixing of conversation heard in conferences, talk shows and so on. This function detects mics that are enabled and automatically optimizes the gain distribution to maintain a consistent system gain with multiple mics, eliminating the need for the engineer to keep watching the fader levels.

How the AUTOMIXER works

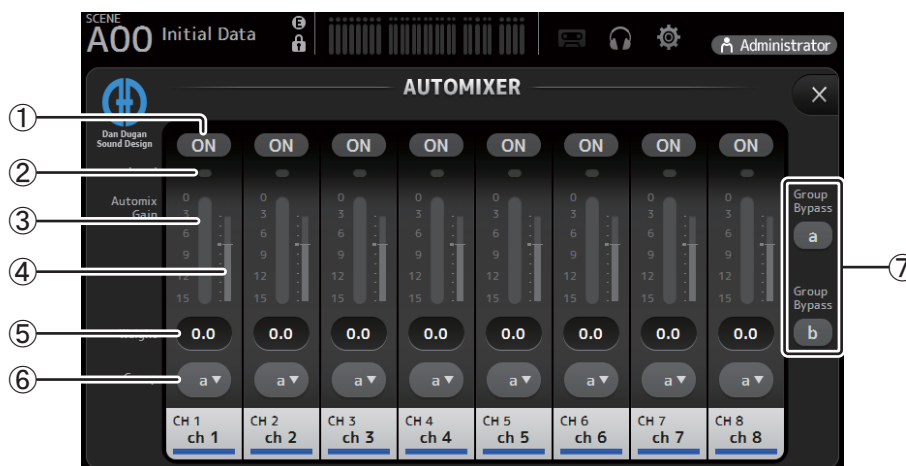
The TF series AUTOMIXER uses the Dugan speech system, which automatically adjusts the gain of up to 8 mics.

| When one person speaks, while using multiple mics | When two people speak, while using multiple mics |
|--|---|
|  <p>Mic input audio (dB)</p> <p>Automix gain (dB)</p> |  <p>Mic input audio (dB)</p> <p>Automix gain (dB)</p> |
| <p>When one person talks, the gain on that mic instantly rises, and the gain on other mics is lowered. This works the same when another person speaks.</p> | <p>When two people talk at the same time, the gain between the two mics is automatically distributed to provide a uniform total gain, and the gain on the remaining mic is lowered.</p> |

Unlike limiters or auto-level controllers, the Dugan speech system lets the engineer control individual levels as usual, even when more than one person is talking at the same time. Also, the audio on the mics is detected and the gain is automatically distributed when no one is talking, so the faders can be left up.

NOTE

- The AUTOMIXER is placed directly after the channel ON for CH1–CH8.
- When the Pre button for SEND TO AUX on CH1–CH8 is off, signal is sent from directly after the AUTOMIXER to the AUX bus.
- When CH1–CH8 are stereo linked together, the AUTOMIXER parameters will not be linked.



① AUTOMIXER ON button

Turns the AUTOMIXER on/off for the respective channel.

NOTE

We recommend that you leave the AUTOMIXER off for audio that does not contain speech components, such as live concerts.

② Level indicator

Use this indicator to check whether the input gain going into the AUTOMIXER is appropriate.

Off: No input signal, or not enough input level

Lighted green: Input gain is appropriate

Lighted red: Overload input

NOTE

Adjust the input gain using the analog gain, digital gain and faders for each input channel.

③ Automix gain meter

Displays the gain that was adjusted using the AUTOMIXER.

④ Weight indicator

Displays the value that was set in the ⑤ Weight text box as a bar graph.

⑤ Weight text box

Adjusts the signal level inputted into the AUTOMIXER side chain. When this is set to the same value as other channels, the gain of audio signals that are inputted at the same time will be equally distributed. When this value is increased, the gain of audio signals that are inputted at the same time will be distributed to create a louder sound compared with other channels.

Setting range: -100.0 dB, -29.5 dB–0.0 dB (default setting)–15.0 dB

⑥ Group selection button

Selects whether to assign either AUTOMIXER group a or b. You can use groups to independently create two types of mixes. The background color changes according to the group selected.

⑦ Group Bypass a/b buttons

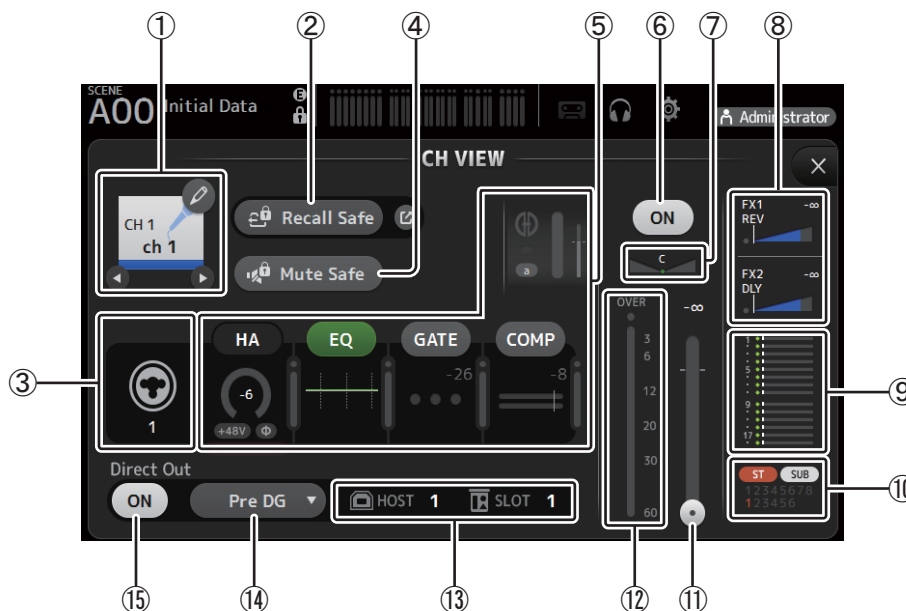
Turns the Automixer function bypass on/off for each group.

CH VIEW screen

Provides an overview of all the settings for a channel.

You can change settings using this screen, in addition to the corresponding feature's configuration screen. Items displayed on this screen vary depending on the type of channel selected.

CH1–CH32



① Channel name

Click to display the CH NAME screen (→page 78).

▶ / ◀ Click to display information for a different channel.

② Recall Safe button

Turns Recall Safe on and off for the corresponding channel.

You can display the RECALL SAFE screen by clicking the jump button in the right corner of the Recall Safe button.

③ Input source indicator

Displays the input channel's input source. You can select the input source on the INPUT screen.

④ Mute Safe button

Click to temporarily exclude the selected channel from the input mute group.

If you mute the input mute group, any channels in that group that have mute safe enabled will not be muted.

⑤ HA/EQ/GATE/COMP boxes

Click to display the configuration screen for the corresponding feature.

You can click the EQ, GATE, and COMP buttons displayed here to turn the corresponding feature on and off.

HA box: Displays the INPUT screen (→page 45).

EQ box: Displays the EQ screen (→page 48).

GATE box: Displays the GATE screen (→page 51).

COMP box: Displays the COMP screen (→page 53).

AUTOMIXER box (CH1–CH8 only): Displays the AUTOMIXER screen (→page 64).

⑥ Channel on/off button

Turns the selected channel on and off.

⑦ Channel pan slider

Adjusts the pan for the selected channel.

⑧ FX1/FX2 boxes

Displays the effect type.

When selected, you can use the mouse wheel to adjust the effects send level. You can also display the corresponding effect's configuration screen by clicking again.

Each box displays the amount of signal from the selected channel that is sent to the corresponding effects module.

Send level, the selected channel's fader level, and the actual send level grouped with the DCA is displayed in the triangular bar.

Displays whether the signal sent to the FX1/2 return channel is from directly before the fader, or directly after the fader. If the indicator lights green, the signal is directly before (pre-fader); and if the indicator is off, the signal is directly after (post-fader).

⑨ **SEND TO AUX box**

Click when selected to display the SEND TO AUX screen.

Displays the amount of signal from the selected channel that is sent to each AUX bus.

Send level, the selected channel's fader level, and the actual send level grouped with the DCA is displayed in the horizontal bar.

The information displayed here indicates whether the signal sent to the AUX bus is the pre-fader or post-fader signal. Pre-fader signal is displayed in green; post-fader signal is displayed in gray.

⑩ **ASSIGN box**

Displays the ASSIGN screen (→page 63).

⑪ **Channel output level slider**

Adjusts the fader level for the selected channel.

⑫ **Channel output level meter**

Displays the output level for the selected channel.

⑬ **Direct out port indicator**

Indicates the channel's direct out port (i.e., output jack).

⑭ **Direct out point button**

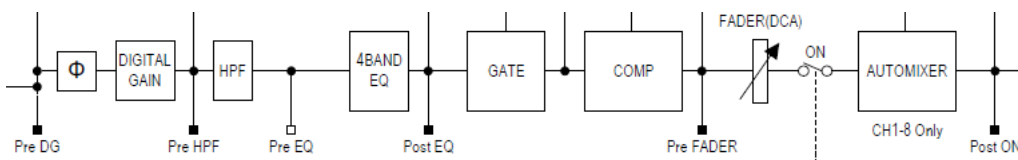
Allows you to set the point of the direct out signal.

Pre DG: Before the digital gain

Pre HPF: Before the high-pass filter

Pre Fader: Before the fader

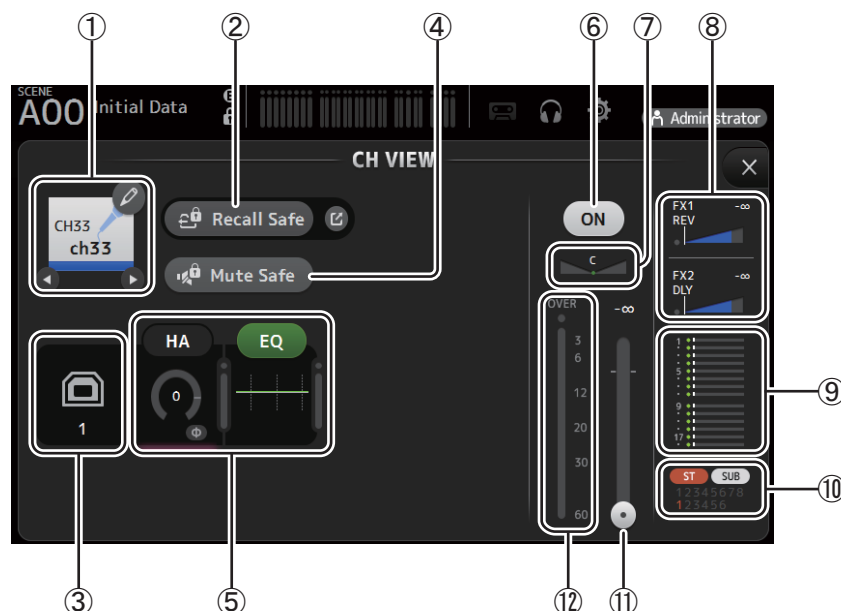
Post ON: directly after the [ON] key; CH1–CH8 are directly after the AUTOMIXER



⑮ **Direct out on/off button**

Turns the direct out on and off.

CH33–CH40



① **Channel name**

Click to display the CH NAME screen (→page 78).

⏪ / ⏩ Click to display information for a different channel.

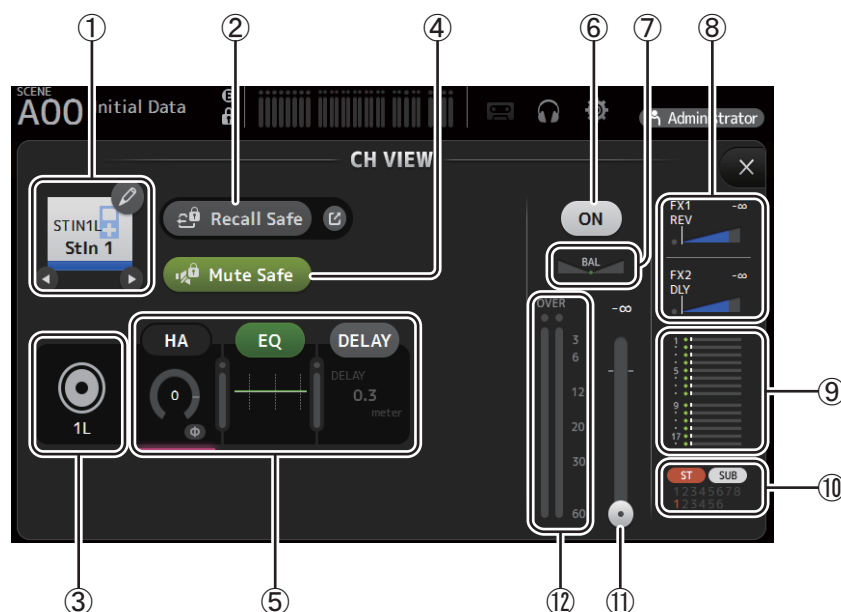
② **Recall Safe button**

Turns Recall Safe on and off for the corresponding channel.

You can display the RECALL SAFE screen by clicking the jump button in the right corner of the Recall Safe button.

- ③ **Input source indicator**
Displays the input channel's input source. You can select the input source on the INPUT screen.
- ④ **Mute Safe button**
Click to temporarily exclude the selected channel from the input mute group.
If you mute the input mute group, any channels in that group that have mute safe enabled will not be muted.
- ⑤ **HA/EQ boxes**
Click to display the configuration screen for the corresponding feature.
You can click the EQ button displayed here to turn EQ on and off.
HA box: Displays the INPUT screen (→page 45).
EQ box: Displays the EQ screen (→page 48).
- ⑥ **Channel on/off button**
Turns the selected channel on and off.
- ⑦ **Channel pan slider**
Adjusts the pan for the selected channel.
- ⑧ **FX1/FX2 boxes**
Displays the effect type.
When selected, you can use the mouse wheel to adjust the effects send level. You can also display the corresponding effect's configuration screen by clicking again.
Each box displays the amount of signal from the selected channel that is sent to the corresponding effects module.
Send level, the selected channel's fader level, and the actual send level grouped with the DCA is displayed in the triangular bar.
Displays whether the signal sent to the FX1/2 return channel is from directly before the fader, or directly after the fader. If the indicator lights green, the signal is directly before (pre-fader); and if the indicator is off, the signal is directly after (post-fader).
- ⑨ **SEND TO AUX box**
Click when selected to display the SEND TO AUX screen.
Displays the amount of signal from the selected channel that is sent to each AUX bus.
Send level, the selected channel's fader level, and the actual send level grouped with the DCA is displayed in the horizontal bar.
The information displayed here indicates whether the signal sent to the AUX bus is the pre-fader or post-fader signal. Pre-fader signal is displayed in green; post-fader signal is displayed in gray.
- ⑩ **ASSIGN box**
Displays the ASSIGN screen (→page 63).
- ⑪ **Channel output level slider**
Adjusts the fader level for the selected channel.
- ⑫ **Channel output level meter**
Displays the output level for the selected channel.

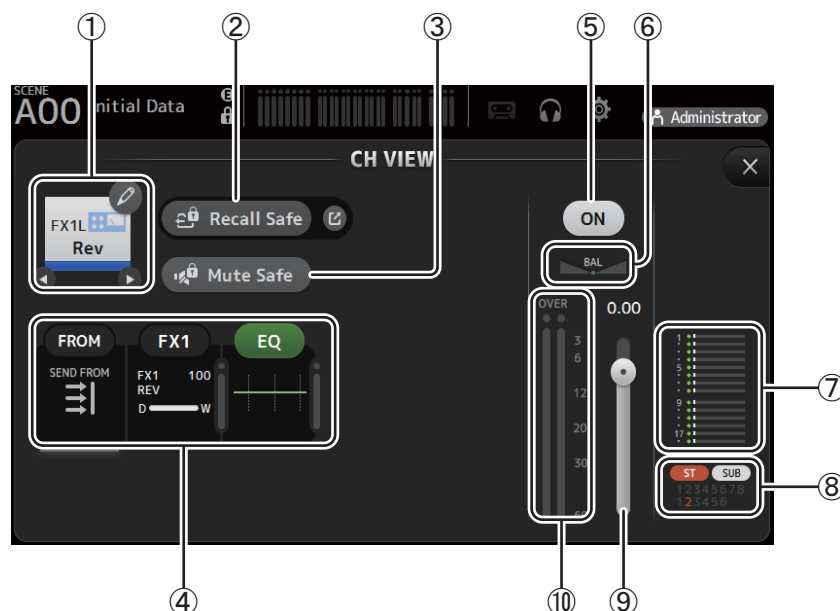
ST IN 1L-ST IN 2R



- ① **Channel name**
Click to display the CH NAME screen (→page 78).
◀ / ▶ Click to display information for a different channel.
- ② **Recall Safe button**
Turns Recall Safe on and off for the corresponding channel.
You can display the RECALL SAFE screen by clicking the jump button in the right corner of the Recall Safe button.
- ③ **Input source indicator**
Displays the input channel's input source. You can select the input source on the INPUT screen.
- ④ **Mute Safe button**
Click to temporarily exclude the selected channel from the input mute group.
If you mute the input mute group, any channels in that group that have mute safe enabled will not be muted.
- ⑤ **HA/EQ boxes**
Click to display the configuration screen for the corresponding feature.
You can click the EQ button displayed here to turn EQ on and off.
HA box: Displays the INPUT screen (→page 45).
EQ box: Displays the EQ screen (→page 48).
DELAY box: Displays the DELAY screen (→page 84).
- ⑥ **Channel on/off button**
Turns the selected channel on and off.
- ⑦ **BAL (balance) slider**
Adjusts the left/right volume balance for the channel.
- ⑧ **FX1/FX2 boxes**
Displays the effect type.
When selected, you can use the mouse wheel to adjust the effects send level. You can also display the corresponding effect's configuration screen by clicking again.
Each box displays the amount of signal from the selected channel that is sent to the corresponding effects module.
Send level, the selected channel's fader level, and the actual send level grouped with the DCA is displayed in the triangular bar.
Displays whether the signal sent to the FX1/2 return channel is from directly before the fader, or directly after the fader. If the indicator lights green, the signal is directly before (pre-fader); and if the indicator is off, the signal is directly after (post-fader).
- ⑨ **SEND TO AUX box**
Click when selected to display the SEND TO AUX screen.
Displays the amount of signal from the selected channel that is sent to each AUX bus.
Send level, the selected channel's fader level, and the actual send level grouped with the DCA is displayed in the horizontal bar.
The information displayed here indicates whether the signal sent to the AUX bus is the pre-fader or post-fader signal. Pre-fader signal is displayed in green; post-fader signal is displayed in gray.

- ⑩ **ASSIGN box**
Displays the ASSIGN screen (→page 63).
- ⑪ **Channel output level slider**
Adjusts the fader level for the selected channel.
- ⑫ **Channel output level meter**
Displays the output level for the selected channel.

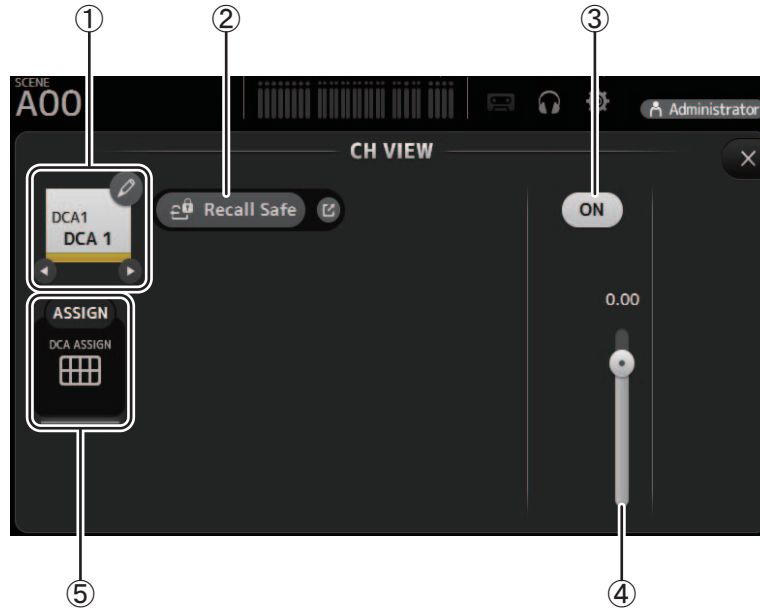
FX1L–FX2R



- ① **Channel name**
Click to display the CH NAME screen (→page 78).
◀ / ▶ Click to display information for a different channel.
- ② **Recall Safe button**
Turns Recall Safe on and off for the corresponding channel.
You can display the RECALL SAFE screen by clicking the jump button in the right corner of the Recall Safe button.
- ③ **Mute Safe button**
Click to temporarily exclude the selected channel from the effects mute group. If you mute the effects mute group, any channels in that group that have mute safe enabled will not be muted.
- ④ **FROM/FX/EQ boxes**
Click to display the configuration screen for the corresponding feature.
You can click the EQ button displayed here to turn EQ on and off.
FROM box: Displays the SEND FROM screen (→page 82).
FX box: Displays the FX screen (→page 55).
EQ box: Displays the EQ screen (→page 48).
- ⑤ **Channel on/off button**
Turns the selected channel on and off.
- ⑥ **BAL (balance) slider**
Adjusts the left/right volume balance for the channel.
- ⑦ **SEND TO AUX box**
Click when selected to display the SEND TO AUX screen.
Displays the amount of signal from the selected channel that is sent to each AUX bus.
Send level, the selected channel's fader level, and the actual send level grouped with the DCA is displayed in the horizontal bar.
The information displayed here indicates whether the signal sent to the AUX bus is the pre-fader or post-fader signal. Pre-fader signal is displayed in green; post-fader signal is displayed in gray.
- ⑧ **ASSIGN box**
Displays the ASSIGN screen (→page 63).

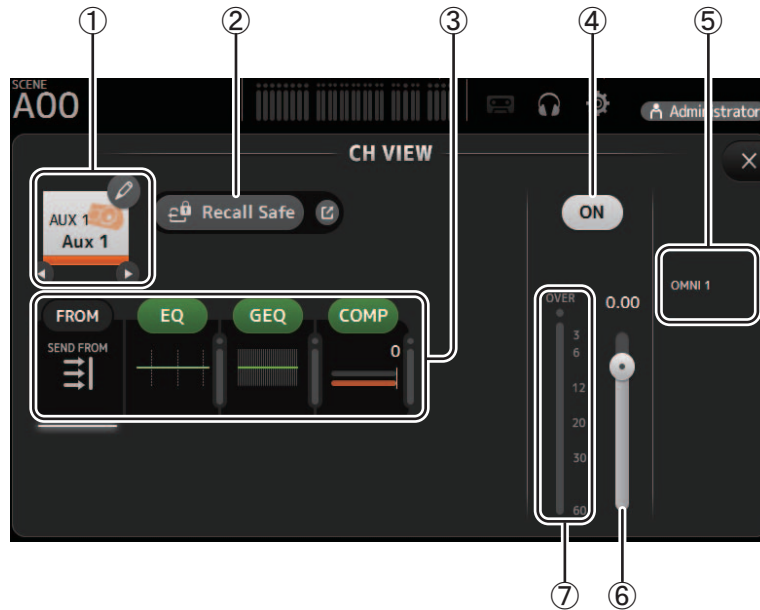
- ⑨ **Channel output level slider**
Adjusts the fader level for the selected channel.
- ⑩ **Channel output level meter**
Displays the output level for the selected channel.

DCA1–DCA8



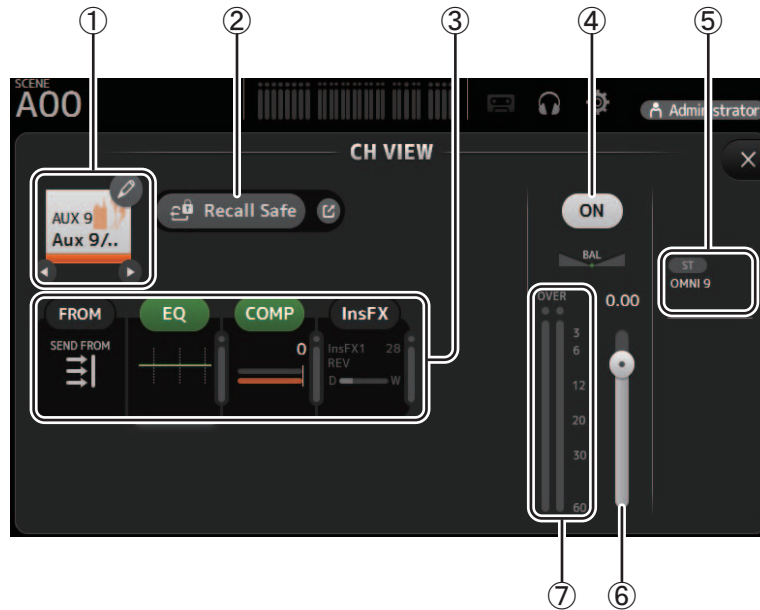
- ① **Channel name**
Click to display the CH NAME screen ([→page 78](#)).
◀ / ▶ Click to display information for a different channel.
- ② **Recall Safe button**
Turns Recall Safe on and off for the corresponding channel.
You can display the RECALL SAFE screen by clicking the jump button in the right corner of the Recall Safe button.
- ③ **Channel on/off button**
Turns the selected channel on and off.
- ④ **Channel output level slider**
Adjusts the fader level for the selected channel.
- ⑤ **ASSIGN box**
Click when selected to display the DCA ASSIGN screen ([→page 83](#)).

AUX 1–AUX 8



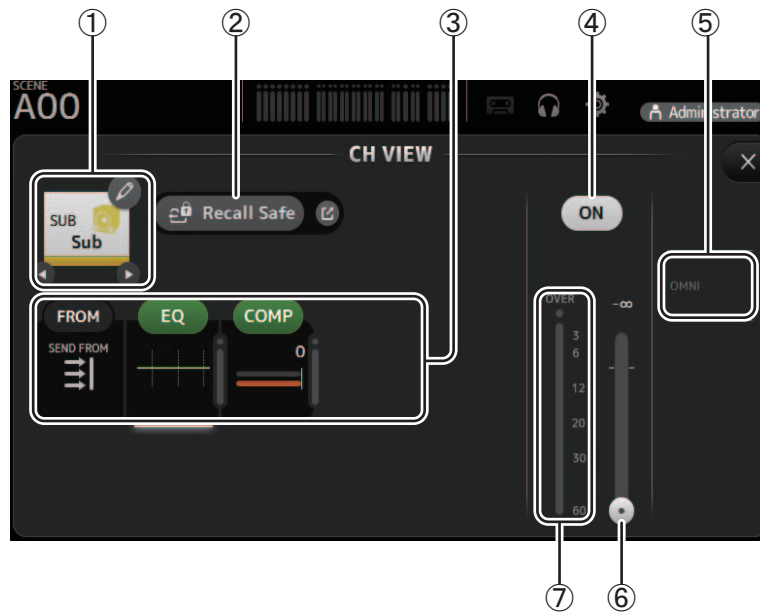
- ① **Channel name**
Click to display the CH NAME screen (→page 78).
◀ / ▶ Click to display information for a different channel.
- ② **Recall Safe button**
Turns Recall Safe on and off for the corresponding channel.
You can display the RECALL SAFE screen by clicking the jump button in the right corner of the Recall Safe button.
- ③ **FROM/EQ/GEQ/COMP boxes**
Click to display the configuration screen for the corresponding feature.
You can click the EQ, GEQ, and COMP buttons displayed here to turn the corresponding feature on and off.
FROM box: Displays the SEND FROM screen (→page 82).
EQ box: Displays the EQ screen (→page 48).
GEQ box: Displays the GEQ screen (→page 79).
COMP box: Displays the COMP screen (→page 53).
- ④ **Channel on/off button**
Turns the selected channel on and off.
- ⑤ **OUTPUT box**
Displays the OUTPUT screen (→page 81).
- ⑥ **Channel output level slider**
Adjusts the fader level for the selected channel.
- ⑦ **Channel output level meter**
Displays the output level for the selected channel.

AUX 9–AUX 20



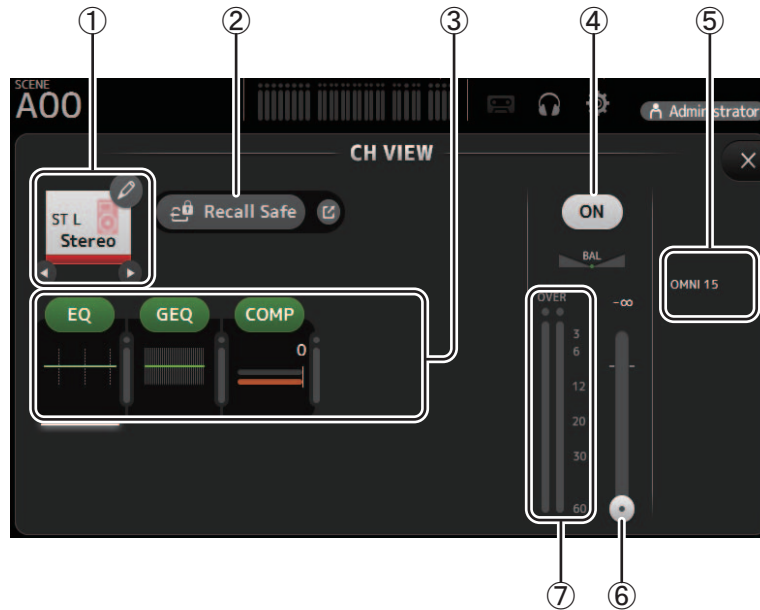
- ① **Channel name**
Click to display the CH NAME screen (→page 78).
◀ / ▶ Click to display information for a different channel.
- ② **Recall Safe button**
Turns Recall Safe on and off for the corresponding channel.
You can display the RECALL SAFE screen by clicking the jump button in the right corner of the Recall Safe button.
- ③ **FROM/EQ/COMP/InsFX boxes**
Click to display the configuration screen for the corresponding feature.
You can click the EQ and COMP buttons displayed here to turn the corresponding feature on and off.
FROM box: Displays the SEND FROM screen (→page 82).
EQ box: Displays the EQ screen (→page 48).
COMP box: Displays the COMP screen (→page 53).
InsFX box: Displays the FX screen (→page 55).
- ④ **Channel on/off button**
Turns the selected channel on and off.
- ⑤ **OUTPUT box**
Displays the OUTPUT screen (→page 81).
- ⑥ **Channel output level slider**
Adjusts the fader level for the selected channel.
- ⑦ **Channel output level meter**
Displays the output level for the selected channel.

SUB



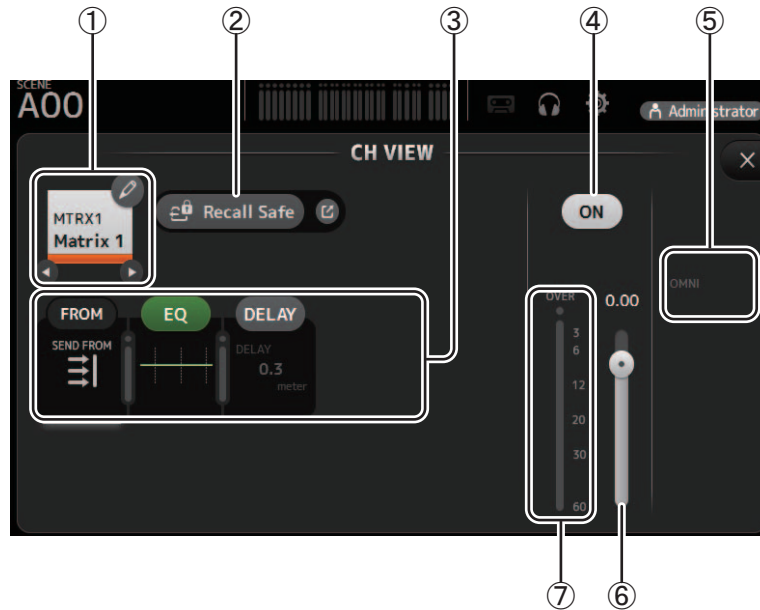
- ① **Channel name**
Click to display the CH NAME screen (→page 78).
◀ / ▶ Click to display information for a different channel.
- ② **Recall Safe button**
Turns Recall Safe on and off for the corresponding channel.
You can display the RECALL SAFE screen by clicking the jump button in the right corner of the Recall Safe button.
- ③ **FROM/EQ/COMP boxes**
Click to display the configuration screen for the corresponding feature.
You can click the EQ and COMP buttons displayed here to turn the corresponding feature on and off.
FROM box: Displays the SEND FROM screen (→page 82).
EQ box: Displays the EQ screen (→page 48).
COMP box: Displays the COMP screen (→page 53).
- ④ **Channel on/off button**
Turns the selected channel on and off.
- ⑤ **OUTPUT box**
Displays the OUTPUT screen (→page 81).
- ⑥ **Channel output level slider**
Adjusts the fader level for the selected channel.
- ⑦ **Channel output level meter**
Displays the output level for the selected channel.

ST L, ST R



- ① **Channel name**
Click to display the CH NAME screen ([→page 78](#)).
◀ / ▶ Click to display information for a different channel.
- ② **Recall Safe button**
Turns Recall Safe on and off for the corresponding channel.
You can display the RECALL SAFE screen by clicking the jump button in the right corner of the Recall Safe button.
- ③ **FROM/EQ/GEQ/COMP boxes**
Click to display the configuration screen for the corresponding feature.
You can click the EQ, GEQ, and COMP buttons displayed here to turn the corresponding feature on and off.
FROM box: Displays the SEND FROM screen ([→page 82](#)).
EQ box: Displays the EQ screen ([→page 48](#)).
GEQ box: Displays the GEQ screen ([→page 79](#)).
COMP box: Displays the COMP screen ([→page 53](#)).
- ④ **Channel on/off button**
Turns the selected channel on and off.
- ⑤ **OUTPUT box**
Displays the OUTPUT screen ([→page 81](#)).
- ⑥ **Channel output level slider**
Adjusts the fader level for the selected channel.
- ⑦ **Channel output level meter**
Displays the output level for the selected channel.

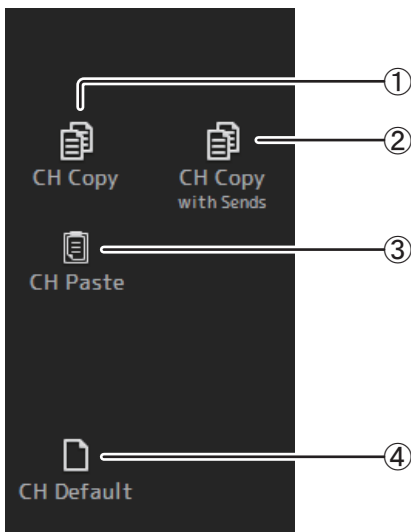
MATRIX1– MATRIX4



- ① **Channel name**
Click to display the CH NAME screen.
◀ / ▶ Click to display information for a different channel.
- ② **Recall Safe button**
Turns recall safe on and off for the corresponding channel.
You can display the RECALL SAFE screen (→page 22) by clicking the jump button in the right corner of the Recall Safe button.
- ③ **FROM/EQ/DELAY boxes**
Click to display the configuration screen for the corresponding feature.
You can click the EQ and DELAY buttons displayed here to turn the corresponding feature on and off.
FROM box: Displays the SEND FROM screen (→page 82).
EQ box: Displays the EQ screen (→page 48).
DELAY box: Displays the DELAY screen (→page 84).
- ④ **Channel on/off button**
Turns the selected channel on and off.
- ⑤ **OUTPUT box**
Displays the OUTPUT screen (→page 81).
- ⑥ **Channel output level slider**
Adjusts the fader level for the selected channel.
- ⑦ **Channel output level meter**
Displays the channel's output signal level.

CH VIEW screen menu

The following items are displayed in the menu area when the CH VIEW screen is displayed.



- ① **CH Copy**
Copies the settings of the current channel.
- ② **CH Copy with Sends**
Copies settings from the selected AUX/MATRIX channel, as well as the settings sent from the sends of each channel.
- ③ **CH Paste / CH Paste with Sends**
Pastes the channel settings copied using CH Copy or the settings that were copied using CH Copy with Send, and applies them to the selected channel.
- ④ **CH Default**
Resets the settings of the current channel to their default values.

CH NAME screen

Allows you to set the channel name, icon, and channel color.



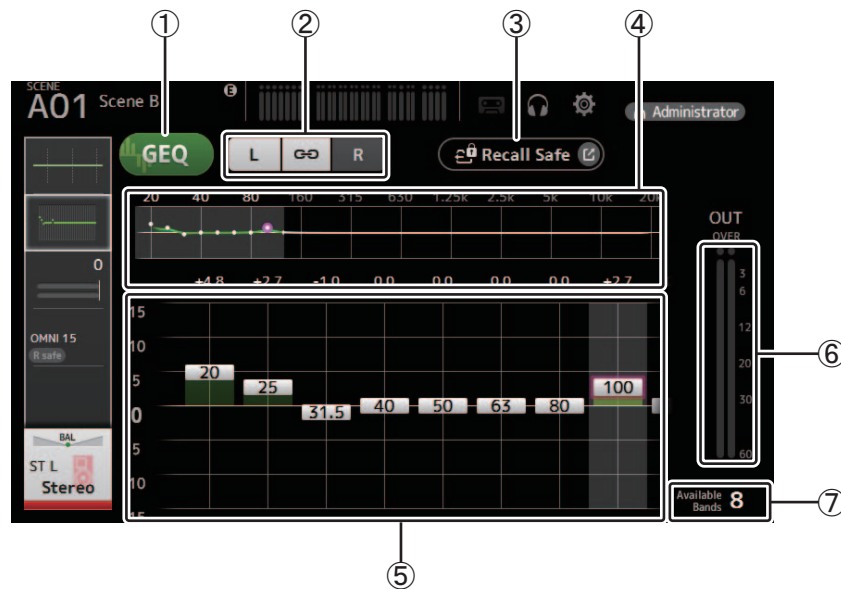
- ① **Name text box**
Enter the channel name here.
Click the text box to enter the name using your computer keyboard.
- ② **Icon button**
Click to display a list of available channel icons.
- ③ **Category button**
Allows you to select a different category of channel icons.
The available categories vary depending on the type of channel.
- ④ **Channel icon list**
Click to apply the channel icon.
You can drag this area up and down to display all of the available icons.
- ⑤ **Sample Name button**
Displays a list of commonly used channel names based on the selected channel icon.
Click on a sample name to use it as the channel name.
- ⑥ **Color button**
Click to display a list of available channel colors.



Click the desired color to use that color as the channel color.

GEQ screen

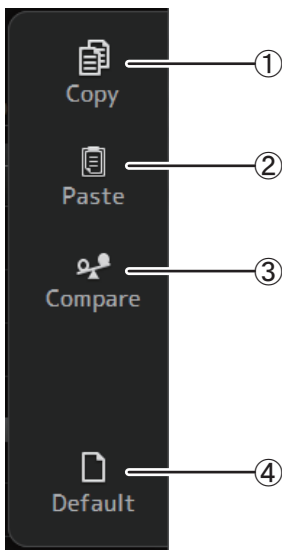
You can use the internal graphic equalizer (GEQ) to process AUX 1–8 and STEREO channel signals. The GEQ is a mono, 12-band EQ. Each band is 1/3 octave wide, with an adjustable gain range of ± 15 db. 31 bands are available; you can adjust gain for up to 12 bands.



- ① **GEQ button**
Turns the GEQ on and off.
- ② **GEQ channel selection buttons**
These buttons are displayed only when configuring the GEQ for stereo AUX buses or the STEREO channels. They are not displayed for mono AUX buses.
 GEQ : Turns the GEQ left/right channel link on and off.
L/R: Allows you select the left and right GEQ channels.
- ③ **Recall Safe button**
Displays the RECALL SAFE screen ([→page 22](#)).
- ④ **EQ graph, band selection**
Displays the EQ settings.
Drag left or right or click an area to display the gain sliders for other bands.
- ⑤ **Gain sliders**
Adjusts the gain for the corresponding band.
Drag left or right to display the gain sliders for other bands.
- ⑥ **Output level meter**
Displays the GEQ output level.
- ⑦ **Available bands display**
Displays the number of additional bands that you can adjust.

GEQ screen menu

The following items are displayed in the menu area when the GEQ screen is displayed.



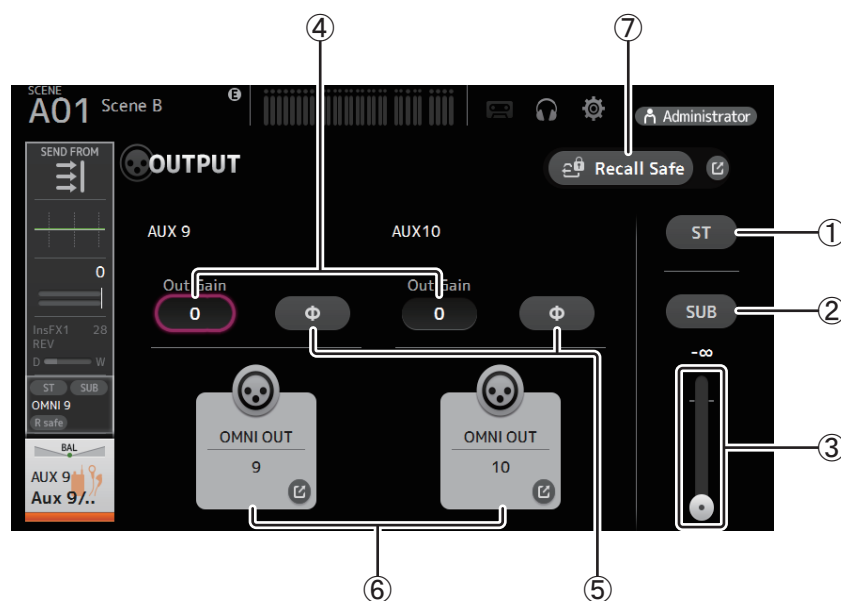
- ① **Copy**
Copies the GEQ parameters of the selected channel to the clipboard.
- ② **Paste**
Pastes the GEQ parameters in the clipboard to the selected channel.
- ③ **Compare**
Allows you to compare the GEQ parameters of the selected channel with the GEQ parameters in the clipboard by switching between the two.
- ④ **Default**
Resets all GEQ settings to their default values.

OUTPUT screen

Allows you to select the signals sent to the output channels (OMNI OUT 1–16).
The buttons displayed vary depending on the type of output channel selected.

| Output channel type | Buttons | | | | | |
|---------------------|-----------|--------------------------|------------------|----------|--------------------|------------------|
| | ST button | SUB button SUB slider | Out Gain buttons | Φ button | OMNI OUT indicator | OMNI OUT buttons |
| AUX 1–8 | – | – | ○ | ○ | ○ | ○ |
| AUX9/10–AUX19/20 | ○ | ○ | ○ | ○ | ○ | ○ |
| SUB | – | – | ○ | ○ | ○ | ○ |
| STEREO | – | – | ○ | ○ | ○ | ○ |
| MATRIX1–4 | – | – | ○ | ○ | ○ | ○ |

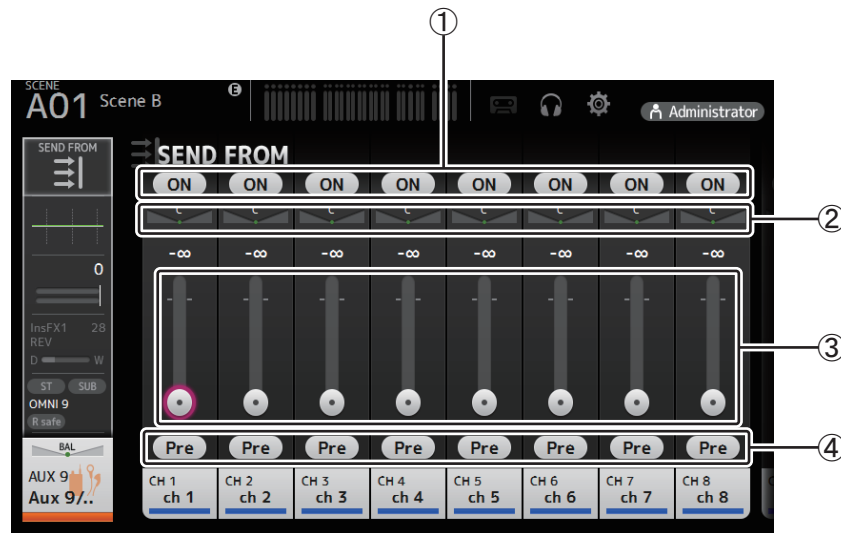
○ : Displayed
– : Not displayed



- ① **ST button**
Determines whether the stereo channel is output or not.
- ② **SUB button**
Determines whether the channel's signal is sent (on) or not sent (off) to the SUB bus.
- ③ **SUB slider**
Determines the amount of signal sent from the selected channel to the SUB bus.
- ④ **Out Gain text box**
Allows you to adjust the output gain.
When selected, you can use the mouse wheel to adjust the setting. Click again to use your computer keyboard to enter a value.
- ⑤ **Φ (phase) button**
Allows you to reverse the phase.
When turned on, the output signal's phase is reversed.
- ⑥ **OMNI OUT button**
Displays the number of the OMNI OUT to which the channel is directed.
Up to two numbers can be displayed. For three or more numbers, "+" is displayed.
Displays the OMNI OUT screen (→page 21).
- ⑦ **Recall Safe button**
Turns Recall Safe on and off for the corresponding channel.
You can display the RECALL SAFE screen (→page 22) by clicking the jump button in the right corner of the Recall Safe button.

SEND FROM screen

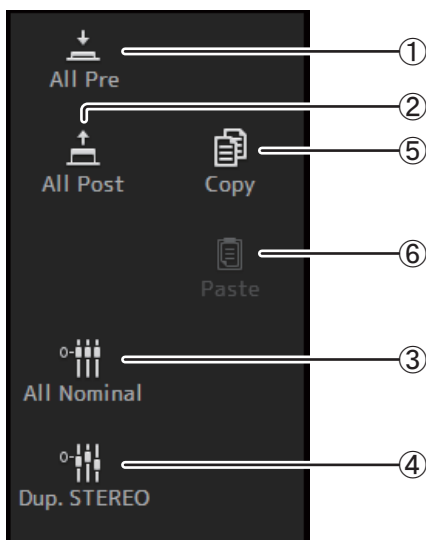
Allows you to send signals from the each channels.



- ① **ON button**
Determines whether a signal is sent (on) or not sent (off) from the corresponding each channel.
- ② **Send pan slider**
Adjusts the pan of the input channel signal that is sent.
For AUX 1–8, MATRIX1–4, this slider is only displayed if the signal type is set to stereo.
Not displayed for FX1L–FX2R.
- ③ **Send level slider**
Determines the amount of signal sent from the corresponding each channel.
- ④ **Pre button**
Allows you to select whether the signal sent from the input channel is from before or after the fader.
On: Before the fader
Off: After the fader
Not displayed for MATRIX 1–4. You can send the post-on signal of an AUX channel, STEREO channel, or SUB channel to a MATRIX channel.

SEND FROM screen menu

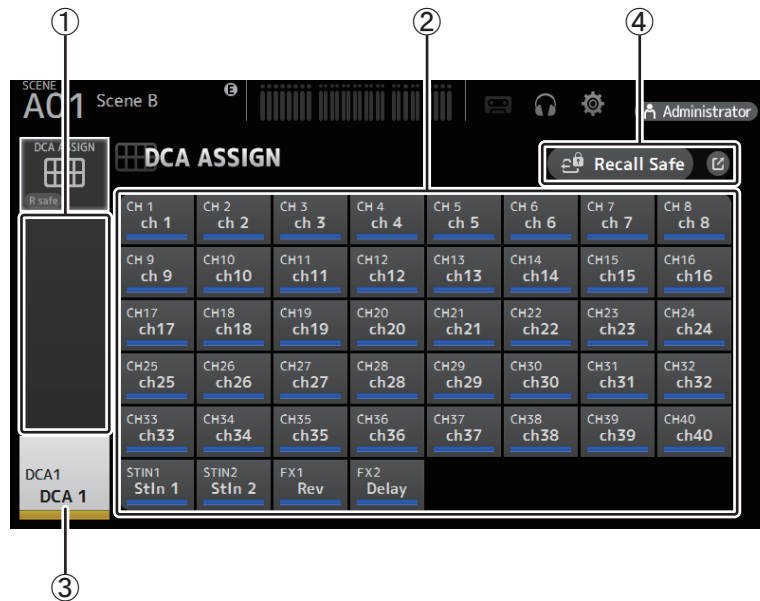
The following items are displayed in the menu area when the SEND FROM screen is displayed.



- ① **All Pre**
Turns on all Pre buttons.
- ② **All Post**
Turns off all Pre buttons.
- ③ **All Nominal**
Sets all SEND levels to nominal (0 dB).
- ④ **Dup. STEREO**
Duplicate STEREO. Copies each channel's fader level and applies it to the SEND level.
- ⑤ **Copy**
Copies the SEND level for the selected AUX/MATRIX channel.
- ⑥ **Paste**
Pastes the SEND level you copied to the selected AUX/MATRIX channel.

DCA ASSIGN screen

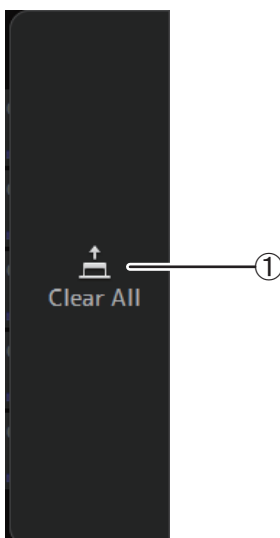
Allows you to group channels together by assigning them to DCA groups.



- ① **Channel display area**
Member channels of selected DCA group assigned to these channel strips
- ② **DCA ASSIGN buttons**
Allow you to select which channels are assigned to the current DCA group. Selected channels are highlighted.
- ③ **CH VIEW button**
Displays the CH VIEW screen ([→page 66](#)).
- ④ **Recall Safe button**
Turns Recall Safe on and off for the corresponding channel.
You can display the RECALL SAFE screen ([→page 22](#)) by clicking the jump button in the right corner of the Recall Safe button.

DCA ASSIGN screen menu

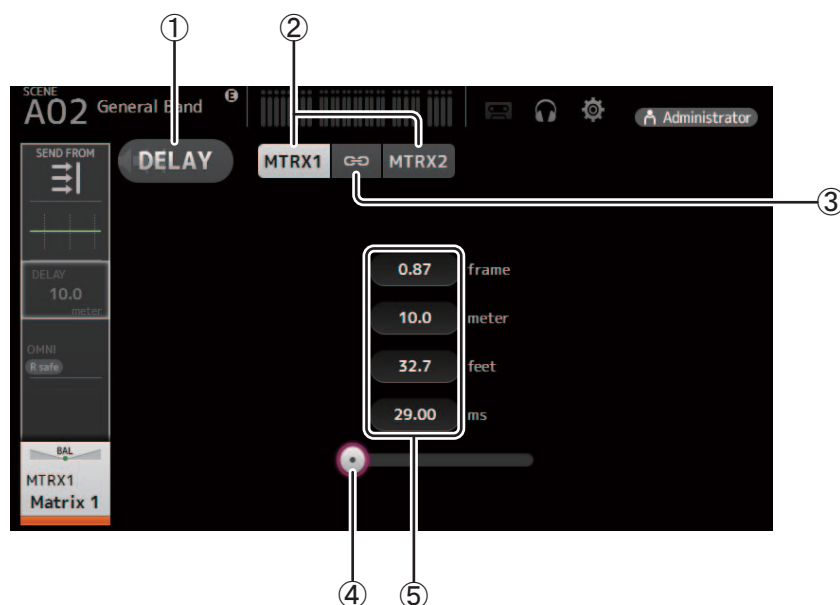
The following items are displayed in the menu area when the DCA ASSIGN screen is displayed.



- ① **Clear All**
Removes all channels from the DCA group.

DELAY screen

Sets the delay for signals outputted from the MATRIX channels, and the delay for signals inputted to the ST IN channel.



- ① **DELAY button**
Turns the DELAY on and off.
- ② **Display selection button**
When a MATRIX channel is set to "Stereo", select the MATRIX channel that will display the parameters. Two buttons are always displayed on the ST IN channel.
- ③ **LR Link button**
If the MATRIX channel is set to stereo, the DELAY on/off and delay time operations for the left/right channels will be linked together when this is turned on. When the delay times are set to a different value, the delay times will operate in linked mode, maintaining the time difference.
The LR Link button is always displayed on the ST IN channel.

NOTE

For MATRIX channels, this is displayed only when the channel is set to stereo. Switch between Stereo and MONOx2 using the BUS SETUP screen, found on the SETUP screen for this unit. ([→page 20](#))

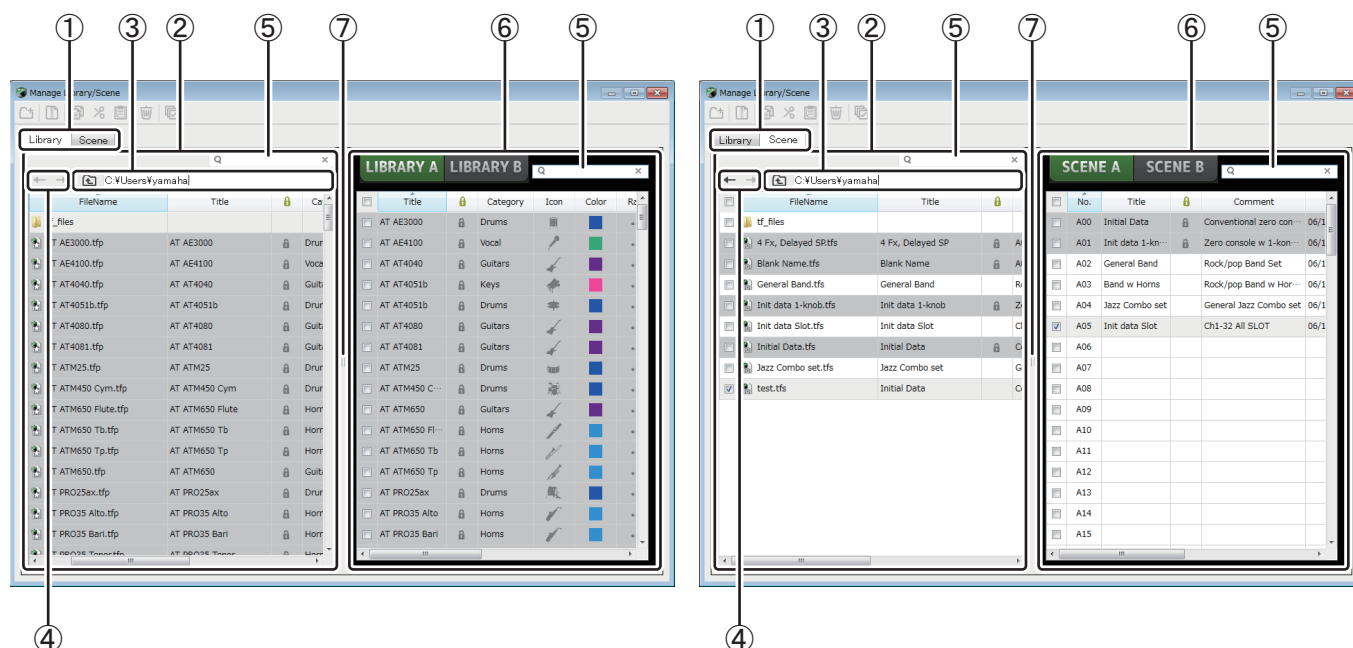
- ④ **DELAY slider**
Allows you to adjust the delay time.
You can specify the delay time in frames, meters, feet, or milliseconds.
- ⑤ **DELAY setting**
Determines the delay time by specifying frames, distance (meters or feet) or time (milliseconds). Click a text box to display the keyboard and enter a value.

Manage Library/Scene screen

This screen allows you to manage Scene data and Library data that is stored in TF Editor.

You can edit Library data and Scene data, and use Library data and Scene data that was saved as a TFF file and handle it as individual files.

During offline mode, open the screen by selecting Manage Library/Scene from the File menu.



① Library tab/Scene tab

Allows you to switch between the available screens.

② Left pane

Displays the folders, .TFP files (Library data), .TFS files (Scene data), and .TFF files stored on the computer. You can use the checkboxes to select multiple items. When an item is selected, you can click to enter text or edit using the pull-down menu. You can drag files displayed here and move or copy them to the right pane (TF Editor content) or to a sub-directory.

③ Path display

Displays the path of the list displayed in the left pane. You can also enter a path directly.

Click the sideways left button to move up one level in the directory.

④ ← / → Buttons

Allow you to move to the previous/next directory.

⑤ Text search box

Allows you to search for items by FileName, Title, and Comment.

⑥ Right pane

Displays data stored in TF Editor, grouped by bank.

You can use this pane in the same way as the left pane.

You can click the Protect column to turn protection on and off, without selecting the item. When protection is turned on, the item cannot be edited.

Protected Presets will display with a gray background.

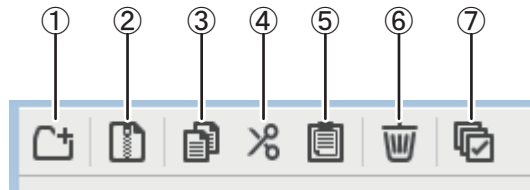
⑦ Separator

Drag the separator handle to left or right to change the display size of the panes.

NOTE

- When using a touchpanel display, the program may not respond to touchpanel operations as expected if you perform several touchpanel operations in a short time. In this case, use a mouse or trackpad temporarily, or temporarily move the program to the background.
- If there are too many files displayed in the left pane, it may take more time than expected to sort or select items. This is not a malfunction; wait for the program to respond. We recommend keeping the number of files displayed in the left pane to less than 1000.
- When displaying a folder in the left pane of the Manage Library/Scene screen, do not perform any operations on that folder directly using your computer's File Explorer or Finder. If you do, it may take more time than expected to refresh the Manage Library/Scene screen.

Toolbar



Displays the same items that are available when you right-click and display the contextual menu.

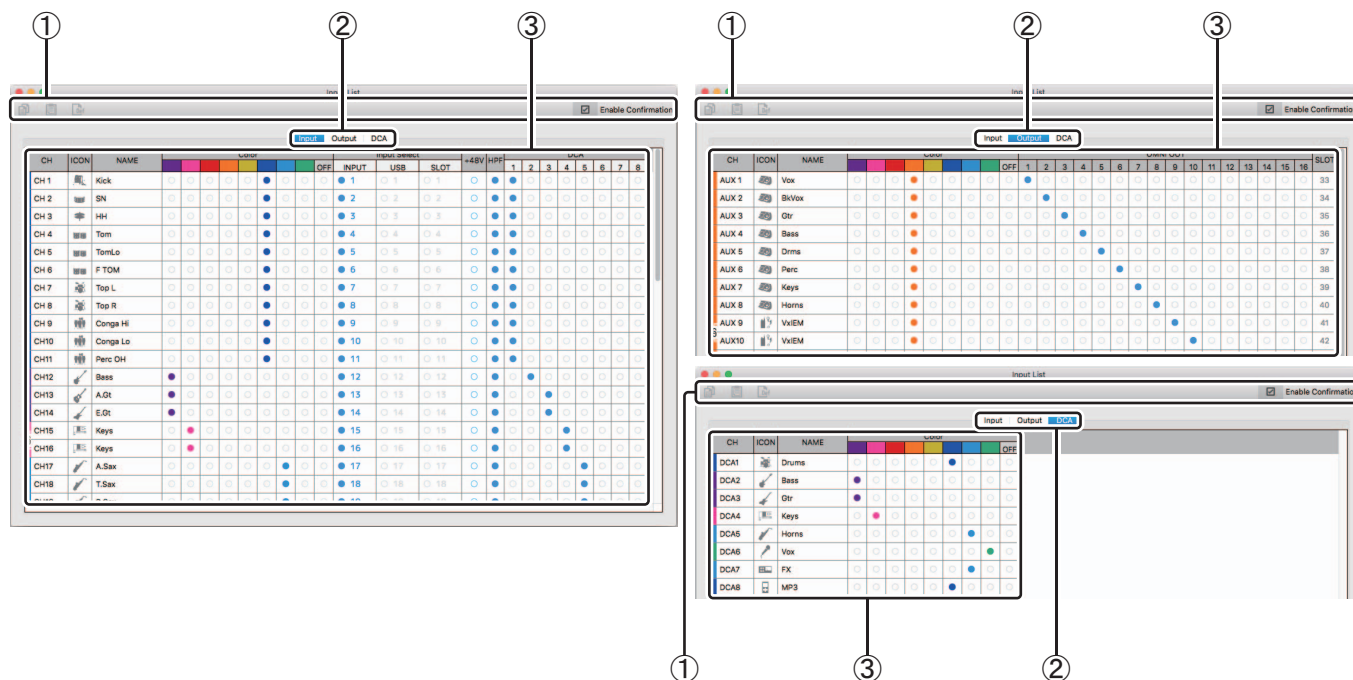
- ① **New Folder**
Creates a new folder on your computer in the directory specified in the left pane.
- ② **Extract .tff**
Extracts data from a .TFF file and allows you to handle it as an individual file. When you click this item, a dialog is displayed that allows you to specify where the data will be extracted to. When you extract data, a Library folder and Scene folder are created in the specified directory and individual files for each bank are extracted.
- ③ **Copy**
Copies the selected data.
- ④ **Cut**
Cuts the selected data.
- ⑤ **Paste**
Pastes the copied or cut data.
- ⑥ **Delete**
Deletes the selected data.
- ⑦ **Select All**
Selects all data that is displayed.

NOTE

- When using the Manage Library/Scene screen, you cannot drag and drop individual files to your computer's desktop or to a folder on your computer.
- When copying or moving multiple scene files from the computer, files are moved or copied in order of the location of the destination. If data that will be overwritten is write-protected, data will not be copied to that location.
- Additionally, if the number of scenes in the bank reaches the limit (100) while copying or moving the scene files, copying or moving stops when the limit is reached.
- When copying or moving Library data, copying/moving stops if the destination bank contains 1000 items.

Input List screen

Allows you to view and set input channels and output channels, as well as DCA group channel names, channel colors, channel icons, and patching.



① Toolbar

Copy button

Copies the selected channel (row), parameter (column), or cell content.

Paste button

Pastes the copied content and applies it to the selected location.

Default button

Resets the selection to its default values.

If this operation is applied to a channel (row), a confirmation message is displayed.

Click OK to reset the channel to its default values. Click Cancel to cancel the reset operation.

When you click a parameter's title, the entire parameter column is selected. If you click the Default button in this state, the corresponding parameter of the selected channels will be reset to its default values.

NOTE

OMNI OUT settings are not subject to Copy/Paste/Default operations.

Enable Confirmation checkbox

When this checkbox is selected, a confirmation message is displayed when you reset settings to their default values or change Input Select or OMNI OUT settings.

② Display view tabs

Allows you to display Input, Output, or DCA information.

③ Edit area

Allows you to set the channel name, channel icon, channel color, and patching for the channel that is displayed. The available parameters vary depending on the type of channel.

Information changed here will be reflected in the TF Editor main window. Additionally, when the TF series console is connected, changes are synchronized between the TF Editor and the console.

You can display the context menu by right-clicking (Windows) or control-clicking (Mac) in the Edit area.

Parameters that can be edited in the Edit area

Stereo Link

Setting and releasing Stereo Link can be performed using the context menu. You can display the context menu by right-clicking (Windows) or control-clicking (Mac) while a channel is selected.

Linked channels are indicated by an icon of a chain.

Stereo Link is not displayed on the DCA tab.

Channel Icon

Click to display a menu of available channel icons.

Channel Name

Click to enter a name for the channel.

Channel Color

Click a color to assign a color to the channel.

Input Select

Displayed only on the Input tab.

Allows you to set the channel's input source (input port) to INPUT, USB, or SLOT.

When you change this setting, a confirmation message is displayed.

+48V

Displayed only on the Input tab.

Turns phantom power on and off for the input port specified by the Input Select setting.

HPF

Displayed only on the Input tab.

Turns the HPF (high-pass filter) on and off.

DCA

Displayed only on the Input tab.

Allows you to make DCA assignments.

OMNI OUT

Displayed only on the Output tab.

Allows you to patch output channels to OMNI OUT.

When you change the OMNI OUT setting, a confirmation message is displayed.

SLOT

Displayed only on the Output tab.

Displays the port number of the SLOT output for each output channel. (Displayed for reference only.)

Error messages

| Message | Description |
|---|--|
| Item Already Exists. Replace it? | You tried to overwrite an item in the Library. |
| File Already Exists, Replace it? | When using Save As, the name of the file you tried to save was the same name as an existing file. When using Save, you tried to overwrite an existing file. |
| Operation Failed! | An error occurred during the operation. (This is a general error.) |
| Invalid Name! | Name violates naming convention. |
| Operation Ignored. | The feature assigned to the USER DEFINED KNOB could not be operated when the message was displayed. |
| SCENE #XX is Empty! | No data is stored in the Scene you tried to recall, or the data is damaged. |
| SCENE #XX is Read Only! | You tried to overwrite a Scene that is write-protected. |
| Cannot Store! | Could not save the data in the Scene memory or in the library. |
| Cannot Recall! | Could not recall the data from the Scene memory or from the library. |
| LIBRARY is Read Only! | You tried to overwrite data in the library that is write-protected. |
| Operation Failed. Library Memory Full. | You tried to add data when the memory was full. |
| Turn Off 1-knob Mode to Adjust. | 1-knob mode is enabled; turn 1-knob mode off. |
| Nothing to Paste! | You tried to paste data when the copy buffer was empty. |
| Page does not exist. | The page does not exist. |
| Cannot Close This Popup. | The popup could not be closed. |
| Unsupported File Format! | You tried to read an unsupported file format. |
| Couldn't Write File. | The file could not be saved. |
| File Protected! | Could not overwrite the file because the file is write-protected. |
| Already Exists! | The name of the directory you tried to create or edit matches the name of an existing directory. |
| Couldn't Access File. | Could not access the file for some reason. |
| File Error! | An internal file access error occurred. |
| Illegal IP Address! | The IP address setting or gateway setting is incorrect. |
| Wrong Word Clock! (Slot) | Could not sync to the console because the NY64-D sample rate setting is incorrect. |
| Wrong Word Clock! (Dante Device) | Could not sync to the NY64-D because the sample rate of the device connected to the Dante network that is connected to the console via the NY64-D is incorrect. |
| USB Sample Rate Mismatch on USB. Console:44100Hz | The sample rates of the console and the computer that is connected via the USB TO HOST connector do not match. (Console: 44.1 kHz, Computer: 48 kHz) Set the computer's sample rate to 44.1 kHz. |
| USB Sample Rate Mismatch on USB. Console:48000Hz | The sample rates of the console and the computer that is connected via the USB TO HOST connector do not match. (Console: 48 kHz, Computer: 44.1 kHz) Set the computer's sample rate to 48 kHz. |

TF Editor shortcuts

| Menu | | Shortcuts | |
|-----------------------------|----------------------------------|------------------------------------|------------------------------------|
| | | Windows | Mac |
| File | Load | Ctrl+O | Cmd+O |
| | Save | Ctrl+S | Cmd+S |
| | Exit | Alt+F4 | Cmd+Q |
| Home | screen | ESC | ESC |
| SEL CH | Left | Ctrl+← | Cmd+← |
| | Right | Ctrl+→ | Cmd+→ |
| FADER BANK | INPUT | Ctrl+1 | Cmd+1 |
| | GROUP | Ctrl+2 | Cmd+2 |
| | OUTPUT | Ctrl+3 | Cmd+3 |
| | CUSTOM | Ctrl+4 | Cmd+4 |
| SCENE | screen | Ctrl+5 | Cmd+5 |
| Meter | screen | Ctrl+6 | Cmd+6 |
| Library | screen | Ctrl+L | Cmd+L |
| Menu | Copy | Ctrl+Shift+C | Cmd+Shift+C |
| | Paste | Ctrl+Shift+V | Cmd+Shift+V |
| | Cut | Ctrl+Shift+X | Cmd+Shift+X |
| CH NAME | screen | F2 | F2 |
| TOUCH AND TURN | Inc/Dec | Mouse wheel ↑/↓ | Mouse wheel ↑/↓ |
| | Inc/Dec (Fine) | Shift+Mouse wheel ↑/↓ Shift+↑/↓ | Shift+Mouse wheel ↑/↓ Shift+↑/↓ |
| Window → Zoom | 100% | Ctrl+Alt+1 | Cmd+Option+1 |
| | 150% | Ctrl+Alt+2 | Cmd+Option+2 |
| | 200% | Ctrl+Alt+3 | Cmd+Option+3 |
| Manage Library/Scene Screen | Search | Ctrl+F | Cmd+F |
| | Copy | Ctrl+C | Cmd+C |
| | Cut | Ctrl+X | Cmd+X |
| | Paste | Ctrl+V | Cmd+V |
| | Select All | Ctrl+A | Cmd+A |
| | Drag to move | Shift+drag | Cmd+drag |
| | Drag to copy | Ctrl+drag | Option+drag |
| | Move up one level in hierarchy | Backspace | Cmd+↑ |
| | Move down one level in hierarchy | Enter | Cmd+↓ |
| | Extract from TFF file | Double-click | Cmd+O, double-click |
| | Delete | Delete | Cmd+Delete |
| Display contextual menu | Shift+F10, right-click | Ctrl+click | |

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