

M7CL V1.10 Supplementary Manual

M7CL firmware V1.10 contains the following changes and additions relative to V1.05. (Changes in V1.06 are also included here.)

* The Help function in V1.10 and later of this product uses bitmap fonts from the Ricoh Corporation.

Changes in V1.06

- Speed of synchronization with M7CL Editor has been improved.
- In the ATT/HPF/EQ popup window (1ch) and the DYNAMICS popup window (1ch), the location of the ON button has been distanced from the “×” (close) button in order to prevent accidental operation.
- By pressing a GEQ fader in the GEQ popup window, you can now switch the faders assigned to the Central-ogic section. The numbers of the assigned faders are shown on the GEQ faders.
- The position of the window has been improved so that the channel number and channel name field at the bottom of the display can be seen even when a popup window or the SCENE LIST window is displayed.

Changes in V1.10

- When you use the SAVE/LOAD screen to save all of the M7CL’s internal data (except for user authentication key data) in a single operation, the user level, user-defined keys, and preference settings of the administrator and guest will also be saved. On the M7CL console, this data can be loaded only when the administrator logs in. In M7CL Editor (V2.1.1 or later), this data can be read at any time. However on earlier versions of the M7CL console or M7CL Editor, this data that was saved in V1.10 or later cannot be read.
- You can now view the M7CL’s Help by pressing the  (Help) button in the function access area. For details, refer to “Using the Help function.”
- The assigned user-defined key will now blink while you’re viewing a screen or popup window that’s bookmarked by a user-defined key.

- You can now reset the GAIN to the default value (0.0 dB) for each band by simultaneously pressing the SELECTED CHANNEL section EQ [Q] encoder and EQ [GAIN] encoder.
- The following have been added as parameters that can be assigned to the user-defined keys.

FUNCTION	PARAMETER 1	PARAMETER 2	Description
SET BY SEL	SET [INSERT ON]	—	By holding down this key and pressing the [SEL] key of a channel, that channel’s INSERT ON can be switched on/off.
SET BY SEL	SET [DIRECT OUT ON]	—	By holding down this key and pressing the [SEL] key of a channel, that channel’s DIRECT OUT ON can be switched on/off.
HELP	—	—	Opens or closes the HELP popup window. If you hold down this key and operate a panel controller (except for the faders) or an on-screen controller, the corresponding explanation will appear.

- PRE FADER (immediately before the fader) has been added as a position for direct output from an INPUT channel.
- If you’re using the M7CL V1.10, you must use V2.1.1 or later of M7CL Editor. You can download the most recent version of M7CL Editor from the following website.

<http://www.yamahaproaudio.com/>

Using the Help function

You can view the Help file provided by Yamaha, or you can view any desired text file created by a user.

* We accept no responsibility for any damages that may occur as a result of using help files created by a third party other than Yamaha.

Loading a Help file from a USB storage device

NOTE

The help file is not backed up in internal user memory. Each time you turn on the power, you must reload it from your USB storage device. It is convenient to save your help file on the USB storage device that contains your user authentication key.

1 Before you proceed, save the Help file (extension .xml) provided by Yamaha on your USB storage device. You can download the most recent version of the Help file from the Yamaha website.

<http://www.yamahaproaudio.com/>

2 In the function access area, press the **SETUP** button to access the **SETUP** screen.

SAVE/LOAD button



3 Press the **SAVE/LOAD** button to access the **SAVE/LOAD** popup window.



4 To select the Help file you want to load, press one of the Help files shown in the file list, or turn multi-function encoder 1 on the panel.

5 Press the **LOAD** button; a confirmation dialog box will appear.

6 Press the **OK** button to load the file.

Loading a text file from a USB storage device

1 Using a commercially available text editor or the “Notepad” included with the Microsoft Windows series, create a text file (extension .txt) and save it on your USB storage device.

By default, the character code set of the text file will be detected as UTF-8. However by adding a line consisting of [ISO-8859-1] or [Shift_JIS] at the beginning of the file, you can force recognition of the file using that character code set. You can specify the desired character code set when using your text editor to save the text file.

The Help function is able to display the following text files (character code sets / languages).

- Text files written in the ISO-8859-1 character code set (English, German, French, Spanish, etc.)
- Text files written in the Shift_JIS character code set (Japanese)
- Text files of the above languages written in the UTF-8 character code set.

2 In the function access area, press the **SETUP** button to access the **SETUP** screen.

3 Press the **SAVE/LOAD** button to access the **SAVE/LOAD** popup window.

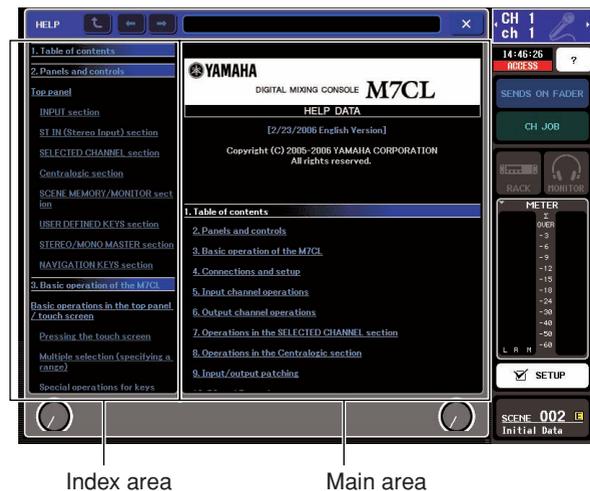
4 To select the text file you want to load, press one of the text files shown in the file list or turn multi-function encoder 1 on the panel.

5 Press the **LOAD** button; a confirmation dialog box will appear.

6 Press the **OK** button to load the file.

■ Viewing Help

- 1 Before you proceed, load the help file or text file from your USB storage device.
- 2 In the function access area, press the  (Help) button to access the HELP popup window.



Index area

Main area

- 3 By turning multi-function encoders 1 – 2 you can scroll the index area at the left. By turning multi-function encoders 3 – 8 you can scroll the main area at the right.
- 4 By pressing a link (underlined text) in the text, you can scroll to the linked destination.

By pressing a window link (a location with an → symbol and underlined text), you can close the HELP window and open the corresponding window.

- 5 As necessary, you can also scroll by using the buttons in the tool bar.

-  button.....Scrolls to the chapter that precedes the currently-displayed location.
-  button.....Returns to the preceding item in the history of links you pressed.
-  button.....Proceeds to the subsequent item in the history of links you pressed.

- 6 To close the window, press the  (Help) button of the function access area or the “ × ” button of the HELP popup window.

■ Using user-defined keys to recall Help directly

- 1 Before you proceed, load the Help file from your USB storage device.
- 2 In the function access area, press the SETUP button to access the SETUP screen.

USER SETUP button



- 3 In the upper left of the screen, press the USER SETUP button to access the USER SETUP popup window.
- 4 Press the USER DEFINED KEYS tab to select the USER DEFINED KEYS page.



USER DEFINED KEYS tab

- 5 Press the button corresponding to the user-defined key to which you want to assign the Help function.
- 6 In the FUNCTION column, choose "HELP" and press the OK button.
- 7 When you've finished assigning the function to the user-defined key, press the "×" symbol to close the USER DEFINED KEYS page.
- 8 In the function access area, press the SETUP button to close the SETUP screen.

Recalling the HELP popup window using only a user-defined key

- 9 Press the user-defined key to which the Help function is assigned; the HELP popup window will appear.
- 10 To close the window, once again press the user-defined key to which the Help function is assigned.

Directly recalling the Help for a specific panel controller

- 9 While holding down the user-defined key to which you've assigned the Help function, press (or turn) the panel controller whose function you want to read about.

Panel controllers (other than the faders) will not function as long as you continue holding down the user-defined key to which the Help function is assigned.
- 10 If the corresponding controller has an explanation associated with it, the HELP popup window will appear, and you will automatically scroll to the corresponding item.

If there are multiple explanations for the same controller, you can repeat step 9 to successively display these explanations.
- 11 To close the window, once again press the user-defined key to which the Help function is assigned.

Directly recalling the Help for a specific controller in the LCD screen

- 9 While holding down the user-defined key to which you've assigned the Help function, press the on-screen controller whose function you want to read about.

The on-screen buttons and tabs will not function as long as you continue holding down the user-defined key to which the Help function is assigned.
- 10 If there is a corresponding Help item, the HELP popup window will appear and you will automatically scroll to the corresponding item.

If there are multiple explanations for the same controller, close the HELP popup window and then repeat step 9 to successively view these explanations.
- 11 To close the window, once again press the user-defined key to which the Help function is assigned.