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# PM1D Manager V2 for Windows

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## Owner's Manual

### **About the specifications of this software**

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The illustrations and LCD screens as shown in this owner's manual are for instructional purposes only, and may appear somewhat different from those on your instrument.

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## About the "PM1D Manager V2 for Windows Owner's Manual"

PM1D Manager V2 for Windows (subsequently referred to as "PM1D Manager") is an application program that runs on a computer running Microsoft Windows (subsequently referred to as the "PC"), providing the same operating environment as the software of the CS1D (subsequently referred to as the "console").

By using PM1D Manager, you can create various types of settings even when you are away from the console, and use a memory card (\*) or other means to load settings into the console at a later time. In addition, you can connect the console/engine (DSP1D-EX {DSP1D}) to your PC, and use it to control the entire system in the same way as from the console.

This manual explains only items that are specific to PM1D Manager; how to install the program, how to

connect your PC to the console/engine, and functional limitations of operations from the PC.

For details on basic operation in each screen, please refer to the "CS1D Reference Manual (Software)" contained in the CS1D Owner's Manual.

For details on terminology and basic operation for Windows, please refer to the manual or Help files included with Windows.

- \* For details on the memory cards that can be used, refer to "CS1D Operation Manual (Basic Operation)" p.144, and "CS1D Reference Manual (Hardware)" p.80 contained in the CS1D Owner's Manual.

## Conventions in the "PM1D Manager V2 for Windows Owner's Manual"

- **Distinguishing between the controls of the console and the knobs/buttons of the software**

The names of controls on the console (switches, encoders) are enclosed in square brackets [ ] in order to distinguish them from the knobs and buttons that are displayed by the software.

Example: This is the same function as the DIRECT RECALL [1]–[12] switches in the SCENE MEMORY block of the console.

- **Various icons**





The left icon is used to indicate tips and reference pages.



Particularly important items or operations you must use with care are marked by the left icon.

## System requirements

The following system is required in order to start up PM1D Manager.

- An IBM PC/AT compatible computer with at least a Pentium II 233 Mhz or equivalent CPU (Pentium II 350 Mhz or faster is recommended)
  - 64 MB or more memory (128 MB or more is recommended)
  - Supported operating systems:
    - Microsoft Windows 2000 / Microsoft Windows XP Home Edition / Microsoft Windows XP Professional
  - Internet Explorer 4.0 or later must be installed
  - A display system with resolution of at least 800 x 600 pixels and 16 bit color (SVGA, High Color)
  - Hard disk free area of 10 MB or more
  - Mouse or other pointing device
  - CD-ROM drive
  - Serial port or USB port
    - \* You will need an RS-232-C cable (cross-wired) not exceeding 5 meters, or a USB cable not exceeding 3 meters.
  - An ATA compatible PC CARD slot / CF (Compact Flash) slot, or a PC CARD / CF card reader
-  Depending on your system and OS, a higher level of performance may be required. A higher level of performance may also be required if you are using a notebook PC.
-  For the latest version of the software and driver, and for details on operating requirements, please refer to the following URL.  
<http://www.yamahaproaudio.com/>

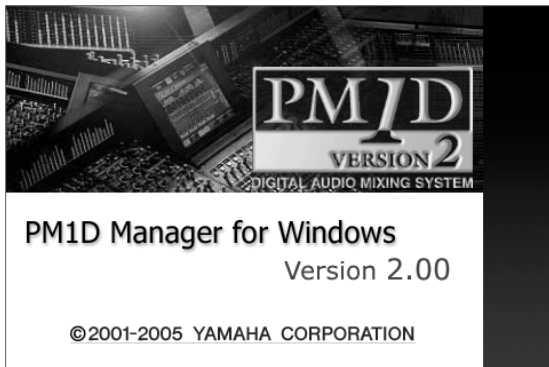
## Installing PM1D Manager

This section explains how to install the PM1D Manager program.

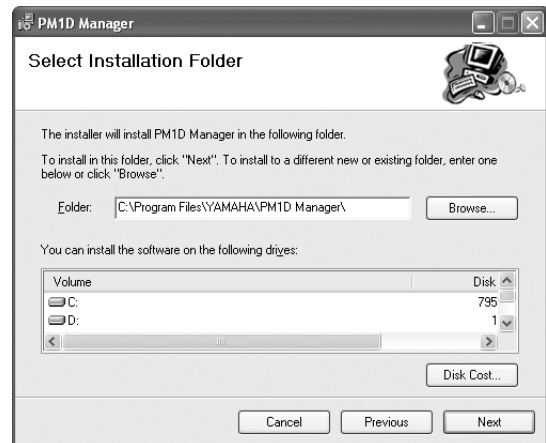
**Before you install the software, you must read the license agreement (licence\_e.txt) found on the "PM1D SYSTEM SOFTWARE" CD-ROM. You may use the software on the CD-ROM only if you accept the terms of this license agreement.**

- ⚠ *If an older version of PM1D Manager is already installed, you must first uninstall it. (For the uninstallation procedure, refer to p.5.)*
- ⚠ *Before you begin the installation, you must exit all applications and memory-resident programs.*

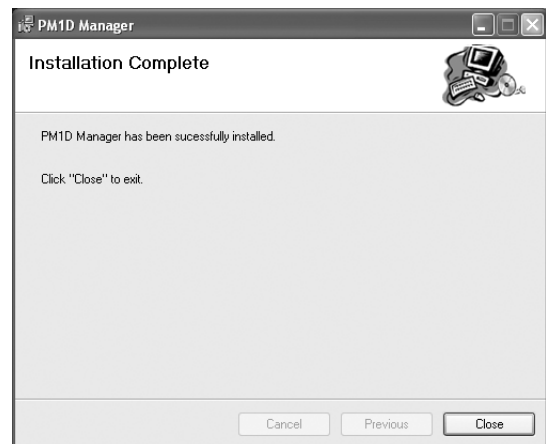
1. **Insert the "PM1D SYSTEM SOFTWARE" CD-ROM into your CD-ROM drive, and open the CD-ROM drive from "My Computer."**
2. **Inside the "WIN" folder, double-click the "Setup.exe" icon.**  
The opening screen of the installer will appear.



- ⚠ *Depending on your PC system, you may be asked to restart the system during the installation process. If so, installation will continue automatically after you restart.*
3. **As directed by the instructions on the screen, click the "Next" button as needed to proceed to the next step.**
  4. **When the "Select Installation Folder" screen appears, click the Browse button if necessary, specify the installation folder, and proceed to the next step.**



Continue following the on-screen instructions, and installation will be completed.



When installation is complete, a shortcut icon will be added to the Start menu and to the desktop.

## Uninstalling PM1D Manager

There are two ways to uninstall PM1D Manager.

### ■ Using “Add or Remove Programs”

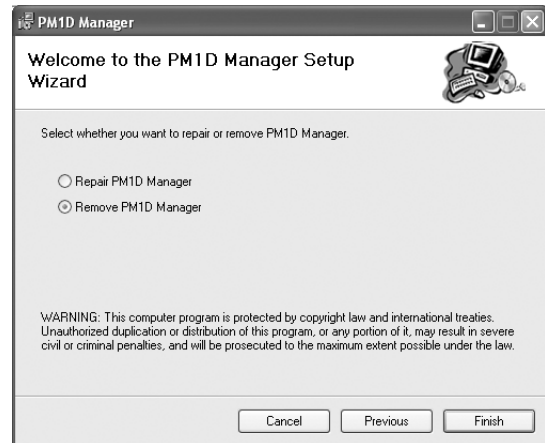
1. From the Windows “Start” menu, select “Start”- (“Settings”)-“Control Panel.”
2. When the Control Panel opens, double-click the “Add or Remove Programs” icon.



3. Select the “PM1D Manager” item, and click “Remove (Change/Remove).”  
PM1D Manager and related files will be deleted from the hard disk. (For details on the procedure, refer to your Windows manual.)

### ■ Using Setup.exe

1. Perform steps 1–3 of “Installing PM1D Manager.” A screen will appear asking you to select either “Repair PM1D Manager” or “Remove PM1D Manager.”



2. Check the “Remove PM1D Manager,” and click the “Finish” button.

The software will be uninstalled.

 *If you selected Repair PM1D Manager, the software will not be removed.*


## Using the application

This section explains how to start and exit PM1D Manager, and how to perform basic operations.

### Starting

You can use either of the following methods to start up PM1D Manager.

- ① From the Windows “Start” menu, select “Start”- “Programs”-“YAMAHA PM1D System”-“PM1D Manager”
- ② Double-click the PM1D Manager icon that was created during the installation.

 *It is not possible for multiple instances of PM1D Manager to be running simultaneously.*





*You may find it convenient to set your screen display resolution to 800 x 600, since PM1D Manager can start up in full-screen display mode. However in this case, the menu bar will not be displayed.*

### Exiting

You can use any of the following methods to exit PM1D Manager.

- ① In the lower left of the Function menu screen, click the EXIT button.
- ② Open the “File” menu and select “Exit.”
- ③ Click the “Close” button of the window.
- ④ Select “Close” from the “PM1D Manager” button in the task bar.
- ⑤ Press Alt+F4 from the keyboard.

 *A popup window will ask you to confirm that you want to exit. To exit the application, click the OK button.*

 *If you are using PM1D Manager with an 800 × 600 pixel display, methods ②–④ cannot be used.*



*The next time PM1D Manager is started up, the state in which you exited will automatically be restored.*

## Basic operation

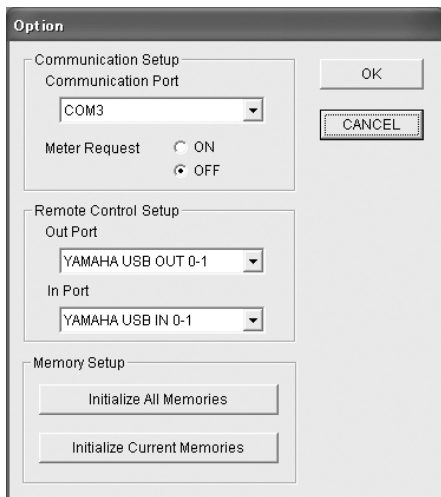
Operation in each screen is the same as on the console itself. Refer to “CS1D Reference Manual (Software)” contained in the CS1D Owner's Manual. Mention of the console's track pad should be read as referring to the mouse/pointing device of your PC.

## Initialization procedure

If you want to initialize all current settings of the PM1D Manager and its scene memories and libraries, you can use the following procedure to restore the factory-set condition.

1. **In the Function menu screen, click the OPTION button.**

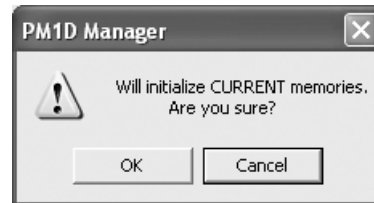
The Option settings popup window will appear.




2. **According to the content that you want to initialize, click either the “Initialize All Memories” button or the “Initialize Current Memories” button.**

- **If you click the “Initialize All Memories” button**  
The current settings of the PM1D Manager, as well as the scene memories and the various libraries will be initialized to the factory-set condition.
- **If you click the “Initialize Current Memories” button**  
The current settings of the PM1D Manager will be initialized. However, scene memories and the various libraries will not be affected.

When you press either of these buttons, a dialog box will appear, asking you to confirm the initialization.



3. **To execute the initialization, click the OK button.**

 *Memories that have been initialized cannot be recovered. Please use great care when performing this operation. Memory initialization can be performed only when offline.*

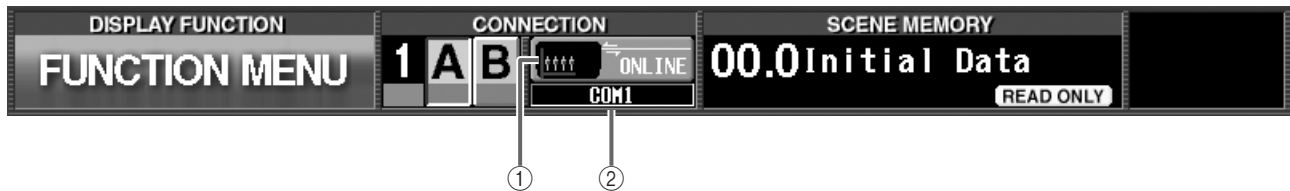


*For details on the Option popup window, refer to the explanation on p.8.*

## Screens unique to PM1D Manager

This section explains the screens that differ from the console and are unique to PM1D Manager.

### Upper part of the display (common to all screens)



#### ① Connection status

This area of the PM1D Manager screen will indicate the status of the connection between the PC and console or engine.

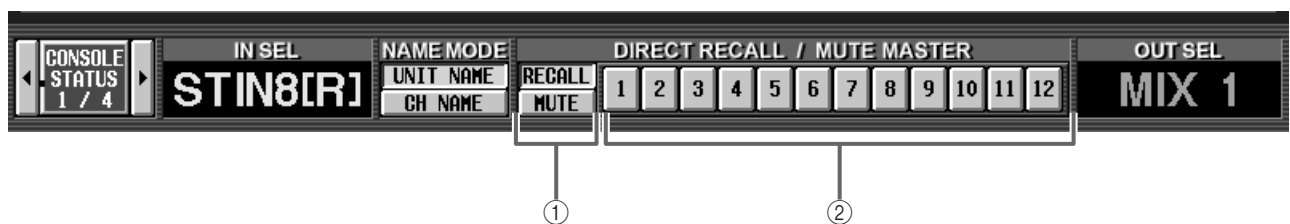
- ..... Indicates that a cable is connected between the console/engine and the PC, but communication has not been established.
- ..... Indicates that a cable is connected between the console/engine and the PC, but communication has not been established.

- ..... Indicates that a cable is connected between the console/engine and the PC, and that communication has been established. In this state, the PM1D system can be controlled from the PC.
- ..... Indicates that either the cable is not connected, or that the other device is not powered-on.

#### ② Connection destination / connection method

The connector (COM port name or USB port name) that is selected in the Communication Port (Option menu) of Communication Setup.

### Lower part of the display (common to all screens)



#### ① RECALL button / MUTE button

Select the function of the DIRECT RECALL/MUTE MASTER 1–12 buttons (②) from the following two choices.

- DIRECT RECALL**  
 You can use the DIRECT RECALL/MUTE MASTER 1–12 buttons to directly recall the scenes assigned to direct recall numbers 1–12. For details on how to assign a scene to a direct recall number, refer to “CS1D Reference Manual (Software)” contained in the CS1D Owner’s Manual.
- MUTE MASTER**  
 You can use the DIRECT RECALL/MUTE MASTER 1–12 buttons to turn muting on/off for mute groups 1–12.



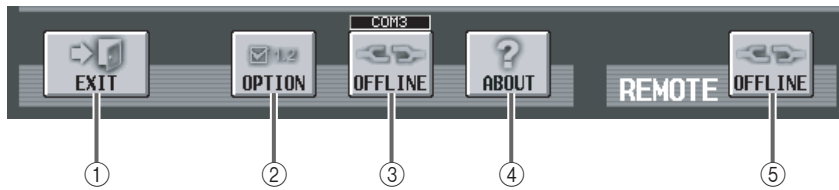
*These two buttons have the same function as the MODE button in the MUTE GROUP ASSIGN screen of the IN DCA/MUTE function and OUT DCA/MUTE function, and the MODE button in the DIRECT RECALL screen of the SCENE function.*

#### ② DIRECT RECALL/MUTE MASTER 1–12 buttons

Depending on the setting of the RECALL button / MUTE button (①), these buttons function either as direct recall or mute master buttons.

These have the same function as the DIRECT RECALL [1]–[12] switches in the SCENE MEMORY block of the console.

## Lower part of the function menu



### ① EXIT button

This button exits the PM1D Manager application.

This button has the same result as selecting “Exit” from the “File” menu in the menu bar, or clicking the “Close” button in the upper right of the PM1D Manager window.

### ② OPTION button

This button is used to make communication-related settings or to initialize the memory. When you click this button, the Option popup window will appear.

### ③ ONLINE/OFFLINE button

This button initiates or terminates communication. When the button is on, PM1D Manager is online. When the button is off, PM1D Manager is offline.

If the console/engine and the PC are not connected by a cable, or if communication is not possible

because the communication settings are inappropriate, the button will be grayed, and cannot be clicked.

### ④ ABOUT button

This button accesses a popup window that displays the PM1D Manager version number and other information about the software.

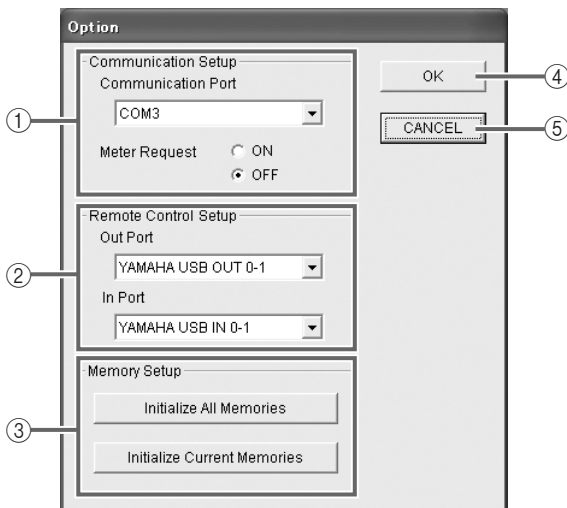
### ⑤ REMOTE ONLINE/OFFLINE button

This button switches the Remote Control function on/off. The button indicates ONLINE when PM1D Manager is synchronized with the remote controller, and OFFLINE when it is off.

If the remote controller is not connected to the PC via USB cable, or if communication is not possible because the communication settings are inappropriate, this button is grayed-out and cannot be clicked.

## Option popup window

To open the Option popup window, click the OPTION button located at the lower left of the function menu screen, or choose [Manager] from the [Option] menu of the menu bar.



### ① Communication Setup

#### • Communication Port

From the pulldown menu, select the port that will be used for communication. Only COM ports 1–9 are supported.

#### • Meter Request

Select whether the meter movements displayed in various screens of the console will also be displayed in PM1D Manager. If this is turned ON, the console's meter movements can also be viewed in PM1D Manager.



- Please be aware that if Meter Request is turned ON, the communication load will be higher.
- Depending on the PC system you are using and on the frequency of operations on the console, the load may exceed the allowable limit, causing communication with the PC to be terminated for safety's sake, and placing PM1D Manager offline. If this occurs, turning Meter Request OFF may solve the problem.
- If you do not require meter display, we recommend that you turn Meter Request OFF.

### ② Remote Control Setup

#### • Out Port

#### • In Port

Here you can select the USB input port (IN PORT) and output port (OUT PORT) used for communication with the remote controller.

### ③ Memory Setup

Here you can reset the current PM1D Manager settings and memories/libraries to the condition in which they were immediately following installation. Each button has the following function.

#### • Initialize All Memories button

When you click this button, the current settings of the PM1D Manager as well as the scene memories and the various libraries will all be initialized to the factory-set condition.

#### • Initialize Current Memories button

When you click this button, the current settings of the PM1D Manager will be initialized. (However, the scene memories and the various libraries will



not be affected.) The following data will be initialized.

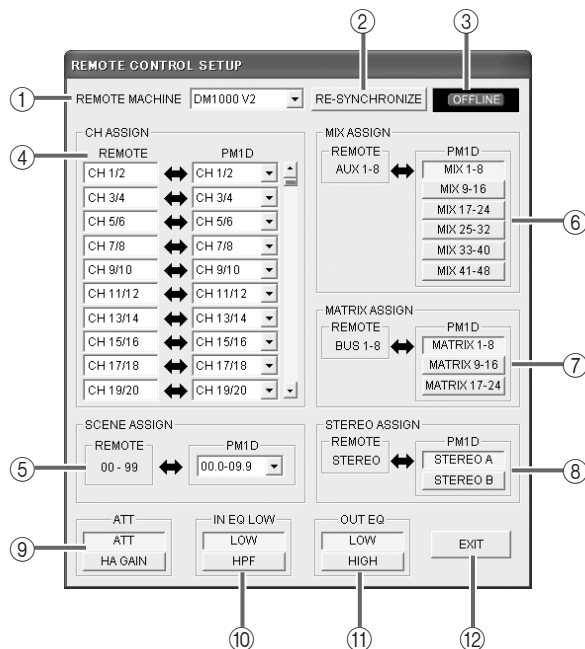
- Current scene settings
- Current unit settings
- Current patch settings
- Name assigned in the NAME function of each function
- Setup data (internal parameters not stored in the scene)

⚠ Memory initialization can be performed only when offline.

- ④ **OK button**  
When you click this button, the settings that you modified in Communication Setup will be finalized, and the popup window will close.
- ⑤ **CANCEL button**  
When you click this button, the settings that you modified in Communication Setup will be discarded, and the popup window will close.

## REMOTE CONTROL SETUP popup window

To open the REMOTE CONTROL SETUP popup window, choose [Remote Control Setup] from the [Option] menu of the menu bar. In this window you can make settings related to remote control (→p.14).



- ① **REMOTE MACHINE**  
When the system goes online, or when you click the RE-SYNCHRONIZE button to establish synchronization, this field will indicate the model name (DM2000 V2, 02R96 V2, DM1000 V2) of the remote controller from the MIDI port. You can also select the model name manually, even if no remote controller is connected.
- ② **RE-SYNCHRONIZE**  
This button obtains remote controller model information from the specified MIDI port. It also transmits PM1D Manager parameter data to the remote controller.
- ③ **ONLINE/OFFLINE indication**  
This will indicate ONLINE when communication with the remote controller has been established.
- ④ **CH ASSIGN**  
Here you can assign the correspondence between input channels of the remote controller and input channels of the PM1D, in units of two channels. If you don't want to make an assignment, choose "NO ASSIGN."
- ⑤ **SCENE ASSIGN**  
Here you can select the PM1D scene memory numbers that correspond to scene memory numbers 00–99 of the remote controller.
- ⑥ **MIX ASSIGN**  
Here you can select the PM1D's MIX channels that will correspond to the remote controller's AUX channels 1–8 (or 1–12 on the DM2000 V2). By operating the AUX channels of the remote controller you can control the corresponding MIX channels of the PM1D.
- ⑦ **MATRIX ASSIGN**  
Here you can select the PM1D's MATRIX channels that will correspond to the remote controller's BUS channels 1–8. By controlling the BUS channels of the remote controller you can control the corresponding MATRIX channels of the PM1D.
- ⑧ **STEREO ASSIGN**  
Here you can select the PM1D's STEREO channel (STEREO A or B) that will correspond to the remote controller's STEREO channel.
- ⑨ **ATT**  
This selects whether ATT operations on the remote controller will control the PM1D's ATT or its HA GAIN (or digital gain).
- ⑩ **IN EQ LOW**  
This selects whether LOW band EQ operations on an input channel of the remote controller will control the PM1D's LOW band EQ or its HPF.
- ⑪ **OUT EQ**  
This selects the set of four bands on the PM1D's input channel EQ that will be controlled by operating the four-band EQ of an output channel on the remote controller.  
**LOW:** SUB LOW, LOW, LOW MID, MID bands  
**HIGH:** LOW MID, MID, HIGH MID, HIGH bands
- ⑫ **EXIT**  
Closes the REMOTE CONTROL SETUP popup window.

## Communication between PM1D Manager and the console/engine

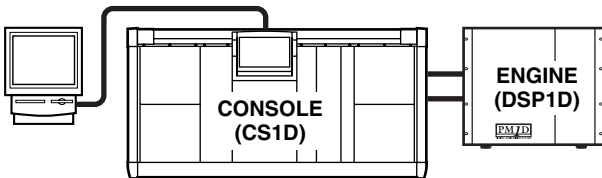
If you connect the console/engine and the PC, you can use PM1D Manager as a supplementary controller for the system.

- “**Online**” refers to a state in which the console/engine and the PC are connected by a cable, and data can be transferred to control the device immediately.
- “**Offline**” refers to a state in which the console/engine and the PC are not connected by a cable and therefore are unable to communicate, or a state in which the cable is connected but communication has not begun.

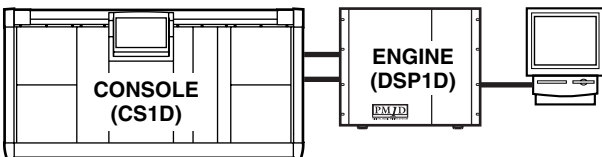
In the online state, parameters (with some exceptions) will be linked between the console/engine and the PC, allowing PM1D Manager to monitor the state of the system, operate it remotely, and act as a substitute in the event of device failure. The material that follows will explain various ways of setting up the system, and how data communications can be established and terminated.

### System connection examples

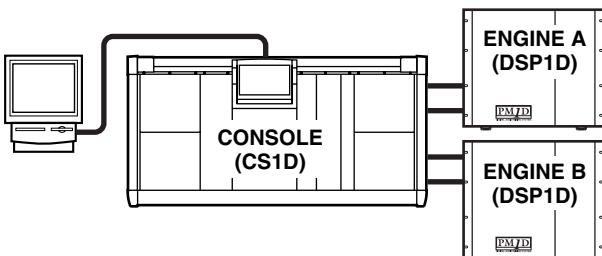
- **Example 1: Standard mode (connect the PC to the console)**  
Console×1, Engine×1



- **Example 2: Standard mode (connect the PC to the engine)**

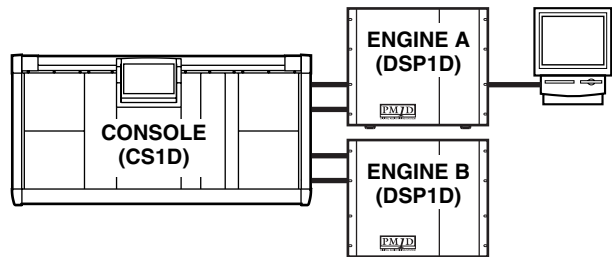


- **Example 3: Mirror mode (connect the PC to the console)**  
Console×1, Engine×2 (mirror mode)

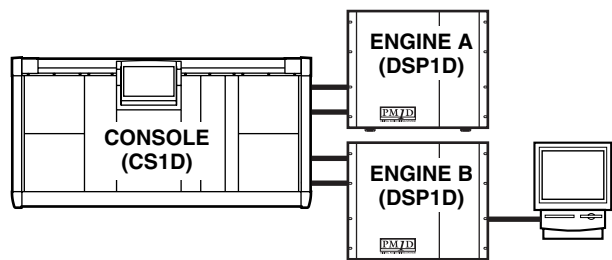


- **Example 4: Mirror mode (connect the PC to the engine)**  
Console×1, Engine×2 (mirror mode)

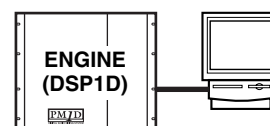
- The PC can only be connected to the engine that is selected in Mirror mode. In this example, ENGINE A is used.



- The PC can only be connected to the engine that is selected in Mirror mode. In this example, ENGINE B is used.

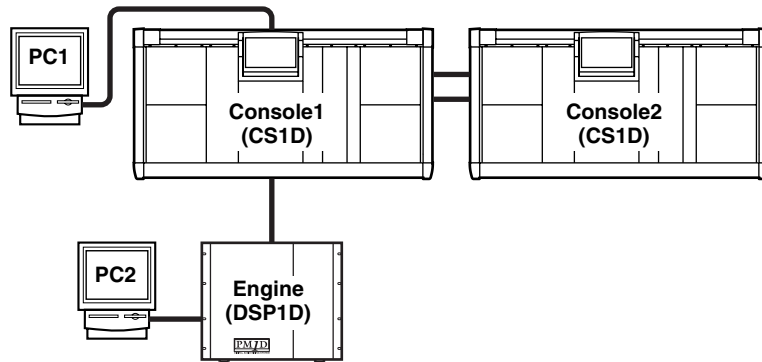


- **Example 5: Normal mode (connect the PC to the engine)**  
Engine×1



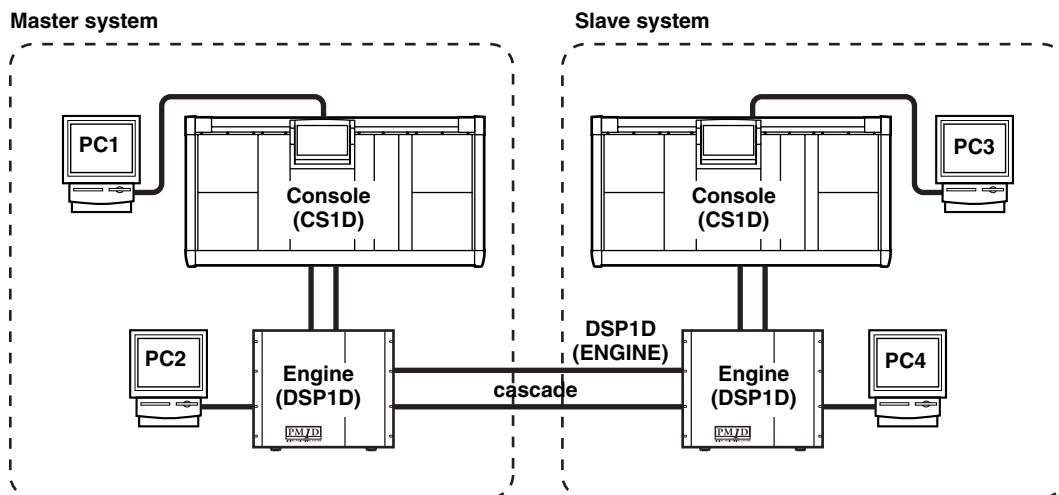
- ⚠ • Only one PC can be connected to a system. It is not possible to connect multiple PC's to a system.
- Depending on the device to which the PC is connected, or depending on the structure of the system, the functionality of PM1D Manager may be partially limited. For details, refer to “PC connections in a system that includes a console” (→p.21).

■ System example 6: Dual Console mode



- You can connect and use either PC1 or PC2 (not both).
- Even if a PC is connected to console 2, it cannot be used.

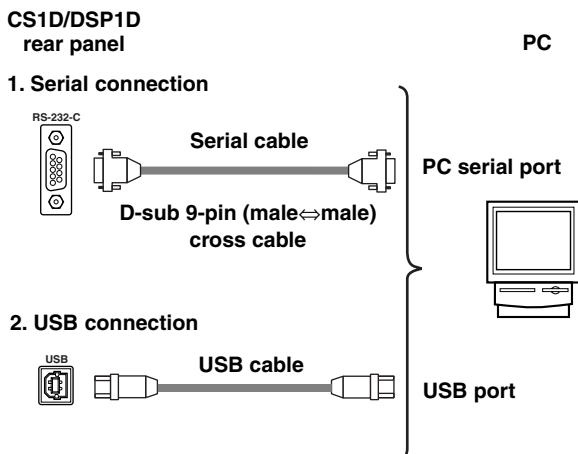
■ System example 7: Cascade connection



- You can connect and use either PC1 or PC2 (not both), and PC3 or PC4 (not both).
- Even if there is no console, just an engine and PC can be used as a system.

Connections

Connect the console/engine to your PC as shown in the following diagram. You can make connections in one of two ways: serial connection or USB connection.



- ⚠ • When using USB connections, you must exit PM1D Manager before you power-on/off the console/engine or connect/disconnect cables. If you perform these actions before exiting, communication may become impossible until you restart your PC.
- USB connection is not guaranteed to be faster than serial connection. Depending on your system, serial connection may provide faster and more stable communication. If you were able to use serial connection with previous versions, we recommend that you continue using serial connection.
- When using a serial connection, only COM ports 1–9 are supported.

## Data communication method

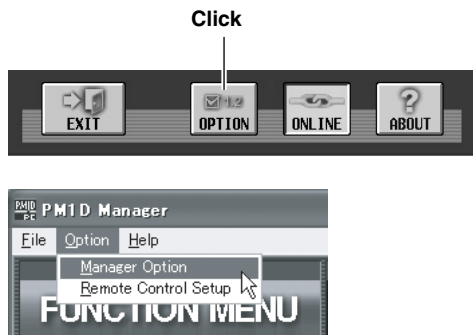
Use the following procedure to initiate communication.

1. Connect your PC to the console or engine, using either a serial connection or a USB connection.



When using USB connection, you must first install the USB driver. If you have not yet installed the USB driver, do so as described in "USB driver installation" (→p.22).

2. Power-on the connected console/engine.
3. Start up PM1D Manager, and click the **OPTION** button located in the lower left of the Function menu screen or select [Manager Option] from the [OPTION] menu in the menu bar.



4. In the **Communication Port** field, select the port that you will be using, and click the **OK** button. When using a serial connection, only COM ports 1–9 are supported.
5. If the system includes a console, click the **PERMIT** button in the **PC CONNECTION** area of the console's **SYSTEM CONNECTION** screen. This will allow a PC connection with the connected console/engine.



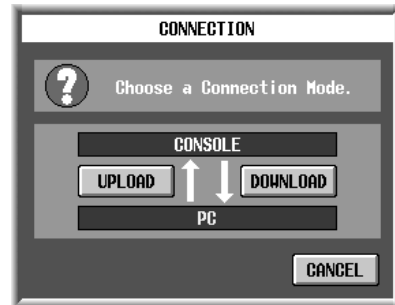
For details, refer to "CS1D Reference Manual (Software)" contained in the CS1D Owner's Manual SYS/W.CLOCK function.



- If you are using Mirror mode, you can communicate only with the selected engine A or B. The PERMIT button for the unused engine cannot be turned on from the PC CONNECTION screen.
- If you are using Dual Console mode, you can communicate only with console 1. The console 2 PERMIT button will not appear in the PC CONNECTION screen. Also, you cannot operate the various PERMIT buttons from console 2.
- Only one PC can be connected to a system. It is not possible to connect multiple PC's to a system. The PERMIT button in the PC CONNECTION screen can be turned on either (not both) for the console or the engine that is being used (ENGINE A or B).  
If you are using cascade connection, master and slave are handled separately, so this is considered as two systems.

6. In the **Function** menu screen, click the **ONLINE/OFFLINE** button.

The following popup window will appear.



In this popup window you can select one of the following two connection modes.

- **UPLOAD**  
The current settings of PM1D Manager will be transmitted to the console/engine, and then synchronized operation will begin.
- **DOWNLOAD**  
The current settings of the console/engine will be transmitted to PM1D Manager, and then synchronized operation will begin.

Whether PM1D Manager is online or offline can be verified by the state of the **ONLINE/OFFLINE** button in the **Function** menu screen.



Offline (connection not possible)



Offline (connection possible)



Online

⚠ In a state in which it is not possible to initiate communications, the **OFFLINE/ONLINE** button will be grayed, and cannot be clicked. In this case, please check the cable connections and settings.

⚠ When you click either **UPLOAD** or **DOWNLOAD** in the "CONNECTION" popup window to select the connection mode, please check the following points.

- In the console's **SYS/W.CLOCK** screen **PC CONNECTION** area, make sure that the **PERMIT** button of the device connected to the PC is turned on.
- Make sure that no popup window is displayed in the screen of the console.
- Make sure that no file is being loaded on the console.
- Make sure that time code is not running in the system.
- Auto fading or manual fading are not in progress.

If any of the above conditions are not satisfied, a popup window will appear, informing you that the PC cannot be connected to the other device, and the connection procedure will be aborted at step 4 above.

⚠ Communication may become unstable if the cable is too long. Use a cable no longer than 5 meters for serial connection, or a cable no longer than 3 meters for USB connection.

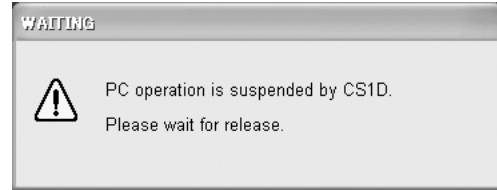
⚠ If time code is running when you attempt to initiate communication, communication will be aborted. Transmit time code after switching to online mode.

## Online operating procedure

If the console/engine and PC are connected correctly, and communication is possible, the OFFLINE symbol (see p.8) shown at the top of the PM1D Manager screen will change to the ONLINE symbol, indicating that PM1D Manager is online.

Now the PC and the entire system will be operate in tandem, and you can use PM1D Manager for supplementary control of the system. However, some operations and parameters will not be linked, so please read p.20 and 21 for details.

While an important operation is being performed on the console, a popup window like the following will appear, and PM1D Manager will be temporarily inoperable. Please wait until the operation on the console has been completed.



## Offline operating procedure

To break communication between the online the console/engine and the PC, click the OFFLINE/ONLINE button in the lower part of Function menu screen. The following popup window will appear, so click the OK button and you will switch to offline mode.



**!** Immediately before PM1D Manager transitions from offline to online, all data is automatically backed up. (This is referred to as the recovery point.)  
When returning to the offline state, the scene memories and all library data will return to the recovery point, regardless of the reason that the system went offline. In other words, the current scene will be maintained from its online state, but the scene memories and all library data will not be maintained.  
Also, the DIRECT RECALL / MIDI CTRL CHANGE / TC EVENT functions will normally not be recovered. Be aware that this may produce settings that you do not expect.

- !** Even if the user does not manually switch to the offline state, communication will forcibly be switched offline when one of the following occurs.
- When you exit PM1D Manager while online
  - When permission for PC connection is canceled on the console
  - When the console switches between engine A/B while the PC is connected to the engine (system example 4 on p.10)
  - When a console is connected to a system that consisted of only an engine and a PC (system example 5 on p.10)
  - When the cable connection is accidentally broken, or if a communication time-out occurs for any reason (\*)
  - When processing cannot be performed in time because of an excessive amount of data being transferred (\*)
  - When the user cancels during an upload or download (\*)
  - When the SYSTEM CONFIGURATION of the console is switched to console 2 while the console and PC are still online (\*)
- \* In these cases, PM1D Manager will attempt to return all data on the PC to the recovery point, but it is possible that the data has already been destroyed. You can either reload the data, or re-connect to the device with which you were communicating.

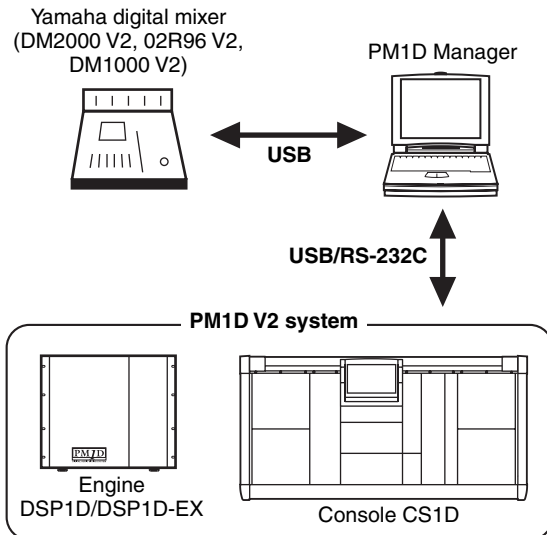
If the PC is connected to the engine in a system that includes a console (system example 4 on p.10), and if communication between the console and engine is broken for some reason, the scene memory and all library data will return to the recovery point. If you are using the PC as a backup for the console, we recommend that you load the PC with same data as the console while the PC is still offline, so that the recovery point will be the same state as the console. Then make the connection.

## Cautions regarding data communication

- You should exit all Windows application software and resident software. Communication may be unstable if you fail to do so.
- Do not perform the following operations while communication is occurring. Doing so may cause communication to be broken.
  - Suspend/resume operations
  - Starting up a screen saver (including automatic startup by timer)
  - Connecting or disconnecting a memory card or USB device, etc.
- If you are using a notebook PC, you may require a higher level of performance than described for the minimum level of system configuration (→p.3).
- If you are using a notebook PC, communication may become unstable because of power-management settings in the Windows control panel or power-management settings specific to your CPU (SpeedStep [Intel CPUs], PowerNow! [AMD CPUs], LongRun [Transmeta CPUs]). Please turn such functionality off, and use the notebook PC with its AC power adaptor connected.

## Remote Control functionality

If you connect PM1D Manager to a Yamaha digital mixer (DM2000 V2, 02R96 V2, and DM1000 V2) via USB, you will be able to use the digital mixer (subsequently referred to as the “remote controller”) to remotely control the PM1D system.



- ⚠ • The digital mixers that can be used for remote control are only the DM2000 V2, 02R96 V2, and DM1000 V2, and each must be running system software V2. Remote control from other mixers is not possible.
- If you use a remote control device, the scene data and setup data stored in the digital mixer (DM2000 V2, 02R96 V2, DM1000 V2) will be rewritten. Please back up all of your digital mixer's data to a computer or other external media before you use the remote control functions. For details on how to back up, refer to the manual of your digital mixer.
- The PM1D system's parameters that can be remotely controlled are the HA GAIN or digital gain, ATT, EQ, GATE, COMP, MIX SEND, FADER, ON, SURROUND, CUE/ SOLO ON, DCA, and scene parameters. For details, refer to the remote control parameter list (→p.15).
- Parameters that do not match between the remote controller and the PM1D will be controlled to the value that is closest to the parameter value that was operated. This means that the actual value may differ from the displayed value.

## Setup procedure

1. Make a USB or serial connection between the console/engine and the PC, and a USB connection between the remote controller and the PC.
2. In the SETUP screen of the remote controller, go to the MIDI/HOST page and set the Studio Manager PORT to “USB” and the ID to “1.”
3. Start up PM1D Manager, and open the Option popup window either by clicking the OPTION button in the lower left of the function menu screen or by choosing [Manager Option] from the [Option] menu in the menu bar.
4. In the Option window, make the port settings shown below, and click [OK].  
**Communication Port:** Select the port that you will use to communicate with the console/engine.  
**Remote Control Setup:** Select the USB input port (IN PORT) and output port (OUT PORT) used to communicate with the remote controller. If the connection with the console/engine is also a USB connection, be careful that you don't select the console/engine port by mistake.
5. From the menu bar, choose [Option] menu → [Remote Control Setup] to open the REMOTE CONTROL SETUP popup window.
6. In the REMOTE CONTROL SETUP window, select the model name of the remote controller you're using in the REMOTE MACHINE field.



7. In the REMOTE CONTROL SETUP window, make channel assignments for the remote controller and for the PM1D (→p.9).
8. In the function menu screen, click the REMOTE ONLINE/OFFLINE button (or the RE-SYNCHRONIZE button in the REMOTE CONTROL SETUP windows) to enable Online status for communication with the remote controller.

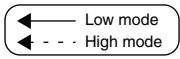


9. In the function menu screen, click the ONLINE/OFFLINE button to enable Online status for communication with the console/engine. This completes preparations for remote control.
10. In this state, operating the parameters on the remote controller will also control the corresponding parameters on the PM1D. For details on the parameters supported for remote control, refer to the remote control parameter list (→p.15).

## Remote control parameter list

PM1D		Direction <sup>1</sup>	Remote Controller		
Parameter	Parameter		Notes		
Input Fader		↔	Input Fader		
Input On		↔	Input On		
Input Att		↔	Input Att	When ATT mode = ATT	
Input HA Gain		↔		When ATT mode = HA GAIN	
Input EQ	----	Ignored ←	Input EQ	EQ TYPE	
	----	Ignored ←		Low Q	When HPF
	Low L.SHELF	↔			When L.SHELF
	Low Q	↔			When other than L.SHELF or HPF
	HPF F	↔		Low F	When IN EQ LOW = HPF
	Low F	↔			When IN EQ LOW = LOW
	Low G	↔		Low G	When IN EQ LOW = LOW
	HPF on	↔		Low G (HPF On)	When IN EQ LOW = HPF
	Low Mid Q	↔		Low Mid Q	
	Low Mid F	↔		Low Mid F	
	Low Mid G	↔		Low Mid G	
	Hi Mid Q	↔		Hi Mid Q	
	Hi Mid F	↔		Hi Mid F	
	Hi Mid G	↔		Hi Mid G	
	Hi LPF	↔		Hi Q	When LPF
	Hi H.SHELF	↔			When H.SHELF
	Hi Q	↔			When other than H.SHELF or LPF
	Hi F	↔		Hi Mid F	
	Hi G	↔		Hi Mid G	
	Hi LPF	Ignored ←		LPF On	
On	↔	On			
Input Gate	On	↔	Input Gate	On	
	----	Ignored ←		Link	
	----	Ignored ←		KeyIn	
	----	Ignored ←		KeyAUX	
	----	Ignored ←		KeyCh	
	Type	↔		Type	
	Attack	↔		Attack	
	Range	↔		Range	
Hold	↔	Hold			
Decay	↔	Decay			
Threshold	↔	Threshold			
Input Comp	----	Ignored ←	Input Comp	LocComp	
	On	↔		On	
	----	Ignored ←		Link	
	Type	↔		Type	
	Attack	↔		Attack	
	Release	↔		Release	
	Ratio	↔		Ratio	
	Gain	↔		Gain	
Knee	↔	Knee			
Threshold	↔	Threshold			
Input Surround	----	Ignored ←	Input Surround	Direction	
	Link	↔		Link	
	Pattern Link	↔		PattLink	
	Surround LFE	↔		LFE	
	Divergence F	↔		Div	
	LR Pan	↔		X	
	FR Pan	↔		Y	
	----	Ignored ←		Width	
	----	Ignored ←		Depth	
	----	Ignored ←		OffsetX	
	----	Ignored ←		OffsetY	
	Divergence Link	↔		DivLink	
Divergence R	↔	DivRear			

PM1D		Direction*1	Remote Controller			
Parameter			Parameter	Notes		
Input to Stereo Pan		↔	Input Channel Pan			
Input to Stereo On		↔	Routing Stereo			
Mix Send	On	↔	Aux Send	On	to aux1-12 *2	
	Pre/Post	↔		Pre/Post	to aux1-12 *2	
	Level	↔		Level	to aux1-12 *2	
	Pan (only if mix pair)	↔	Aux Pan (only if aux pair)		to aux1/2-11/12 *2	
Mix Fader		↔	Aux Fader			
Mix On		↔	Aux On			
Mix EQ	----	Ignored ←	Aux EQ	EQ TYPE		
	SubLow HPF	↔		Low Q	When HPF	
	SubLow L.SHELF	↔			When L.SHELF	
	SubLow Q	↔			When other than L.SHELF or HPF	
	SubLow F	↔		Low F		
	SubLow G	↔		Low G		
	----	Ignored ←		HPF On		
	SubLow On	→ Ignored		----		
	Low Q	↔		Low Mid Q		
	Low F	↔		Low Mid F		
	Low G	↔		Low Mid G		
	Low On	→ Ignored		----		
	Low Mid Q	↔		Hi Mid Q		
	Low Mid F	↔		Hi Mid F		
	Low Mid G	↔		Hi Mid G		
	Low Mid On	→ Ignored		----		
	Mid Q	↔		----		
	Mid F	↔		----		
	Mid G	↔		----		
	Mid On	→ Ignored		----		
	Hi Mid Q	↔		----		
	Hi Mid F	↔		----		
	Hi Mid G	↔		----		
	Hi Mid On	→ Ignored		----		
	Hi LPF	↔		Hi Q	When LPF	
	Hi H.SHELF	↔			When H.SHELF	
	Hi Q	↔			When other than H.SHELF or LPF	
	Hi F	↔		Hi Mid F		
Hi G	↔	Hi Mid G				
----	Ignored ←	LPF On				
Hi On	→ Ignored	----				
On	↔	On				
Mix Comp	----	Ignored ←	Aux Comp	LocComp		
	On	↔		On		
	----	Ignored ←		Link		
	Type	↔		Type		
	Attack	↔		Attack		
	Release	↔		Release		
	Ratio	↔		Ratio		
	Gain	↔		Gain		
	Knee	↔		Knee		
Threshold	↔	Threshold				
Matrix Fader	↔	Bus Fader				
Matrix On	↔	Bus On				





PM1D		Direction*1	Remote Controller		
Parameter			Parameter		Notes
Matrix EQ	----	Ignored ←	Bus EQ	EQ TYPE	
	SubLow HPF	↔	<div style="display: flex; align-items: center;"> <div style="border-left: 1px solid black; border-right: 1px solid black; border-bottom: 1px solid black; width: 100%; height: 100%;"></div> <div style="margin-left: 5px;"> <p>← Low mode</p> <p>← High mode</p> </div> </div>	Low Q	When HPF When L.SHELF When other than L.SHELF or HPF
	SubLow L.SHELF	↔		Low F	
	SubLow Q	↔		Low G	
	SubLow F	↔		HPF On	
	SubLow G	↔		----	
	SubLow HPF	Ignored ←		Low Mid Q	
	SubLow On	→ Ignored		Low Mid F	
	Low Q	→ Ignored		Low Mid G	
	Low F	→ Ignored		----	
	Low G	→ Ignored		Hi Mid Q	
	Low On	→ Ignored	Hi Mid F		
	Low Mid Q	↔	Hi Mid G		
	Low Mid F	↔	----		
	Low Mid G	↔	----		
	Low Mid On	→ Ignored	----		
	Mid Q	→ Ignored	----		
	Mid F	→ Ignored	----		
	Mid G	→ Ignored	----		
	Mid On	→ Ignored	----		
	Hi Mid Q	↔	----		
	Hi Mid F	↔	----		
	Hi Mid G	↔	----		
	Hi Mid On	→ Ignored	Hi Q	When LPF When H.SHELF When other than H.SHELF or LPF	
	Hi LPF	↔	Hi Mid F		
	Hi H.SHELF	↔	Hi Mid G		
	Hi Q	↔	LPF On		
	Hi F	↔	----		
Hi G	↔	On			
Hi LPF	Ignored ←				
Hi On	→ Ignored				
On	↔				
Matrix Comp	----	Ignored ←	Bus Comp	LocComp	
	On	↔		On	
	----	Ignored ←		Link	
	Type	↔		Type	
	Attack	↔		Attack	
	Release	↔		Release	
	Ratio	↔		Ratio	
	Gain	↔		Gain	
	Knee	↔		Knee	
Threshold	↔	Threshold			
Stereo Fader	↔	Stereo Fader			
Stereo Bal	↔	Stereo Bal			
Stereo On	↔	Stereo On			

PM1D		Direction*1	Remote Controller		
Parameter			Parameter		Notes
Stereo EQ	----	Ignored ←	Stereo EQ	EQ TYPE	
	SubLow HPF	↔	←	Low Q	When HPF
	SubLow L.SHELF	↔			When L.SHELF
	SubLow Q	↔			When other than L.SHELF or HPF
	SubLow F	↔		Low F	
	SubLow G	↔		Low G	
	SubLow HPF	Ignored ←		HPF On	
	SubLow On	→ Ignored		----	
	Low Q	→ Ignored	←	Low Mid Q	
	Low F	→ Ignored		Low Mid F	
	Low G	→ Ignored		Low Mid G	
	Low On	→ Ignored		----	
	Low Mid Q	↔	←	Hi Mid Q	
	Low Mid F	↔		Hi Mid F	
	Low Mid G	↔		Hi Mid G	
	Low Mid On	→ Ignored		----	
	Mid Q	→ Ignored	←	----	
	Mid F	→ Ignored		----	
	Mid G	→ Ignored		----	
	Mid On	→ Ignored		----	
	Hi Mid Q	↔	←	----	
	Hi Mid F	↔		----	
	Hi Mid G	↔		----	
	Hi Mid On	→ Ignored		----	
	Hi LPF	↔	←	Hi Q	When LPF
	Hi H.SHELF	↔			When H.SHELF
	Hi Q	↔			When other than H.SHELF or LPF
Hi F	↔	Hi Mid F			
Hi G	↔	Hi Mid G			
Hi LPF	Ignored ←		LPF On		
Hi On	→ Ignored		----		
On	↔		On		
			← Low mode		
			← High mode		
Stereo Comp	----	Ignored ←	Stereo Comp	LocComp	
	On	↔		On	
	----	Ignored ←		Link	
	Type	↔		Type	
	Attack	↔		Attack	
	Release	↔		Release	
	Ratio	↔		Ratio	
	Gain	↔		Gain	
	Knee	↔		Knee	
Threshold	↔	Threshold			
Input Pair	↔	Input Pair			
Mix Pair	↔	Aux Pair			
Matrix Pair	↔	Bus Pair			
Word Clock status	Ignored ←	Word Clock select		Specify 48k if PM1D is unlocked	
Input CH Select	↔	Input CH Select			
Output CH select	↔	Aux CH select			
		Bus CH select			
		Stereo select			
Input Cue	↔	Input Solo			
Mix Cue	↔	Aux Solo			
Matrix Cue	↔	Bus Solo			
Stereo Cue	↔	Stereo Solo			
Cue mode	↔	Solo Sel mode			
Cue Interruption	↔	Solo Interruption			
DCA Fader 1-8	↔	Input Fader Group Fader			
DCA Fader 9-12	↔	Output Fader Group Fader			
DCA Mute 1-8	↔	Input Fader Group On			
DCA Mute 9-12	↔	Output Fader Group On			
Mute Master 1-8	↔	Input Mute Master			

PM1D	Direction*1	Remote Controller	
Parameter		Parameter	Notes
Mute Master 9-12	↔	Output Mute Master	
Surround Mode	↔	Surround Mode	
Input CH Name (Short)	↔	Input CH Name (Short)	column1-4
Input CH Name (Long)	↔	Input CH Name (Long)	column1-8
			column9-16 <sup>*3</sup>
Mix CH Name (Short)	↔	Aux CH Name (Short)	column1-4
Mix CH Name (Long)	↔	Aux CH Name (Long)	column1-8
			column9-16 <sup>*3</sup>
Matrix CH Name (Short)	↔	Bus CH Name (Short)	column1-4
Matrix CH Name (Long)	↔	Bus CH Name (Long)	column1-8
			column9-16 <sup>*3</sup>
Stereo CH Name (Short) L-side only	↔	Stereo CH Name (Short)	column1-4
Stereo CH Name (Long) L-side only	↔	Stereo CH Name (Long)	column1-8
			column9-16 <sup>*3</sup>
Scene Now #	↔	Scene Now	
Scene Last #	↔	Scene Last	
Scene Recall Function	←	Scene Recall Function	
Scene Clear Function	↔	Scene Clear Function	
Scene Store Function	↔	Scene Store Function	
Scene Title	↔	Scene Title	
Scene Protect	↔	Scene Protect	

\*1. Indicates the direction(s) in which remote control is supported.

↔ ..... Commands can be transmitted and received in either direction between the PM1D and the remote controller.

Ignored ← ..... This is a parameter not found on the PM1D, so the command will be ignored if it is received from the remote controller.

→ Ignored ..... This is a parameter not found on the remote controller, so the command will be ignored if it is received from the PM1D.

\*2. AUX channels on units other than the DM2000 V2 are 1-8. The corresponding MIX channels will depend on the MIX ASSIGN settings in the REMOTE CONTROL SETUP popup window.

\*3. Since the PM1D does not have column 9-column 16, the data is fixed as " " (space) on the remote controller.

## Special considerations

This section notes various things you should be aware of concerning the parameters and operations in each screen.

### ■ PREFERENCE switch

<b>CONFIRMATION ON/OFF</b>	These settings are not linked with the console in the system, and therefore must be set individually.
<b>WARNING MESSAGES ON/OFF</b>	
<b>GATE/COMP GR METER ON/OFF LINK</b>	
<b>INTERNAL CALENDAR/CLOCK</b>	Since this indicates the date of the PC, it is not linked with the console. Make this setting in the Windows [Control Panel]-[Date and time].
<b>Others</b>	These functions are specific to the console, and do not exist in PM1D Manager. The SELECTED CH field in the AUTO DISPLAY area is not shown in PM1D Manager, but is always enabled.

### ■ SELECTED INPUT CHANNEL / SELECTED OUTPUT CHANNEL

These settings are not linked with the console in the system, and can be set independently.



You can switch the channel directly by left-clicking or right-clicking SELECTED INPUT CHANNEL / SELECTED OUTPUT CHANNEL field located in the lower part of the screen.

### ■ MODULE FLIP / FADER FLIP

These functions are specific to the console, and do not exist in PM1D Manager.

### ■ PREVIEW mode on/off (MEMORY screen)

This is not linked with the console in the system, and can be set independently.

<b>Offline</b>	Fixed at Preview mode = off
<b>Online</b>	Preview mode can be turned on/off

If you exit PM1D Manager with Preview mode turned on, the content (Preview mode content) that was displayed when you last exited) will be recovered. However at this time, the PREVIEW button will be turned off. In the same way if you go offline with Preview mode turned on, the contents that had been Preview-displayed when online will be handled as Preview mode = off.

### ■ Fade time operation

Due to functional limitations, realtime control and monitoring of the fade time is not possible on PM1D Manager. Thus, the manual fade function cannot be used.

If you recall a scene for which a fade time setting has been specified, the faders/pan in PM1D Manager will immediately indicate the value that is to be reached after fading, and will stop there. However, if you operate a fader while the fade time is being executed, the fade for that channel will be cancelled, and the fader will remain at the position to which you moved it.

If the PC and engine alone are online, Fader Start control is performed from PM1D Manager. Thus, even if the scene has a fader time setting, Fader Start will function immediately after scene recall occurs.

### ■ MIDI program changes / control changes

The MIDI ports of the PC cannot be used as MIDI inputs/outputs for the PM1D Manager software.

### ■ TC events

The setting can always be made, but since operation in response to incoming time code is performed by the console itself, the following restrictions apply.

<b>Offline</b>		Function is valid (*)
<b>Online</b>	Console exists in the system	Function is valid
	Console does not exist in the system	Function is invalid (*)

(\*) It will not be possible to operate the EVENT RECALLING button or TIME CODE IN button in the TC EVENT screen (MIDI/GPI/TC function).

It is not possible to output time code directly from the PC. Nor can the CAPTURE button operated from the PC.

### ■ Meters

The function of the meters will change as follows, depending on the online/offline status of PM1D Manager, and on the presence or absence of a console.

<b>Offline</b>		No meters will be displayed.
<b>Online</b>	Console exists in the system	Some meters will not be displayed. (*)
	Console does not exist in the system	All meters will be displayed.

(\*) Due to functional limitations, some meter data can be displayed only for a single selected channel within the system. In such cases, the channel selected on the console will be given priority.

In order to avoid inconsistencies due to the fact that the selected channel is not linked between the PC and console, this type of meter will not be displayed on the PC.

Also, the  $\Sigma$  meter will not be displayed on the PC.

■ **KEY IN CUE button (GATE PRM screen)**

Operation will change as follows, depending on the online/offline state of PM1D Manager and on the presence or absence of a console.


<b>Offline</b>		Operable
<b>Online</b>	Console exists in the system	Not displayed. (*)
	Console does not exist in the system	Operable

(\*) In order to avoid inconsistencies due to the fact that the selected channel is not linked between the PC and console, this will never be displayed on the PC.

■ **SYSTEM CONFIGURATION in screens such as the SYS/W.CLOCK function SYSTEM CONNECTION screen and ENGINE SELECT**

Operation will change as follows, depending on the online/offline state of PM1D Manager and on the presence or absence of a console.

<b>Offline</b>	Operable
<b>Online</b>	Not operable

 For reasons of safety, the above settings will not be reflected in the connected device even if you select *UPLOAD* when initiating the connection. (Conversely, the setting of the connected device will be reflected on the PC.)

■ **UNIQUE No. in the SYS/W.CLOCK function SYSTEM CONNECTION screen**

Operation will change as follows, depending on the online/offline state of PM1D Manager and on the presence or absence of a console.

<b>Offline</b>		Not displayed
<b>Online</b>	Console exists in the system	Displayed / not settable
	Console does not exist in the system	Displayed / settable

■ **DIGITAL I/O connector select button and PC CONNECTION area in the SYS/W.CLOCK function SYSTEM CONNECTION screen**

These functions are specific to the console, and do not exist in PM1D Manager.

■ **MUTE MODE buttons in the lower part of the display / DIRECT RECALL screen / MUTE GROUP ASSIGN screen**

These are not linked with the console in the system, and can therefore be operated independently.

■ **LOAD/SAVE screen**

The number of characters that can be used in a filename is eight characters plus the filename extension (.PM1). If this number of characters is exceeded, the file cannot be recognized by PM1D Manager, and the file may not be displayed in the file list. Please be aware of this if you modify the filename in Windows.

■ **Simultaneous use with other serial communication software such as PM1D LOAD**

PM1D Manager cannot be used simultaneously on the same port as other serial communication software such as PM1D LOAD.

Please exit all such software before starting PM1D Manager.

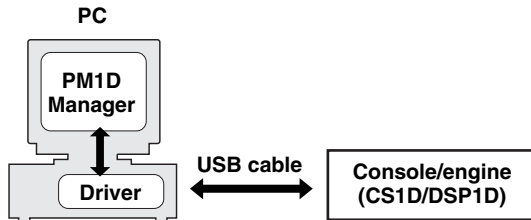
■ **PC connections in a system that includes a console**

If the system includes a console, connections with the PC are limited in the following ways.

- When online, the following items cannot be operated from PM1D Manager. (However, they can be operated from the console.)
  - Load/save operations in the LOAD/SAVE screen (UTILITY function)
  - STORE, TITLE EDIT, and APPLY EDIT button operations, changes to Scene Link, and Scene Sort in the MEMORY screen (SCENE function)
  - STORE, TITLE EDIT, and APPLY EDIT button operations in the various libraries
  - Startup/viewing/operations in the UNIT, PATCH, and NAME library popup windows

## USB MIDI Driver

If you are connecting the console/engine to a USB port on your PC, you'll need to install the Yamaha USB driver. If this driver is already installed, or if you will be using a serial connection (RS-232-C connector), you do not need to install the USB driver.




The procedure for installing the Yamaha USB driver depends on the version of Windows that you are using.

### Windows 2000

1. Start your PC and Windows, log on as the Administrator, and then insert the included CD-ROM into your PC's CD-ROM drive.
2. Go to My Computer→Control Panel→System→Hardware→Driver Signing→File Signature Verification, select "Ignore-Install all files, regardless of file signature," and then click OK.
3. Power-off the console/engine, and use a USB cable to connect the console/engine to the PC.  
The USB connector of the console/engine is located in the PC CONTROL section of the rear panel.
4. Turn on the console/engine.  
The Found New Hardware Wizard appears.

5. Click Next.
6. Select "Search for a suitable driver for my device (Recommended)," and then click Next.
7. In the subsequent window, select "CD-ROM drives" only, and then click Next.

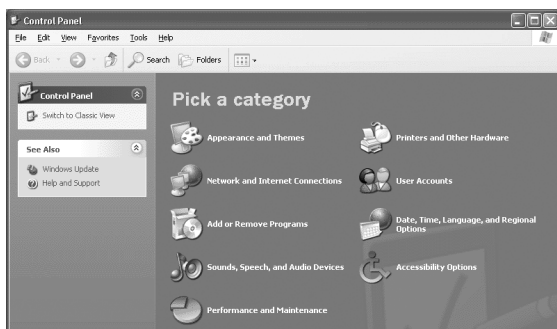
 You may be prompted to insert your Windows CD-ROM. Do not insert it! Click OK, and in the "Copy files from" section of the subsequent dialog box, enter "D:\USBdrv2k\_" (replacing "D" with the drive letter of your CD-ROM drive), and then click OK.

The driver is installed, and the message "Completing the Found New Hardware Wizard" appears.

8. Click Finish, and then restart your PC.

### Windows XP

1. Power-on the PC, and when Windows starts up, log in using an account with Administrator privileges.
2. Insert the included CD-ROM into your PC's CD-ROM drive.
3. Click the Start button, and then click Control Panel.  
If the Control Panel window appears as shown below, click "Switch to Classic View" on the left side of the window in order to see all the control panels.



4. Go to System Hardware→Driver signatures→Driver signature options, select "Ignore-Install software without asking for confirmation," and then click OK.
5. Click OK to close the System Properties window, and then click the Close button to close the Control Panel window.
6. Power-off the console/engine, and use a USB cable to connect the console/engine to the PC.  
The USB connector of the console/engine is located in the PC CONTROL section of the rear panel.
7. Turn on the console/engine.  
The Found New Hardware Wizard appears.
8. Select "Install software automatically (recommended) (I)," and then click Next.  
The driver is installed, and the message "Completing the Found New Hardware Wizard" appears.
9. Click Finish, and then restart your PC.

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## Troubleshooting

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### Cannot control the console/engine via USB

- Have you installed the Yamaha USB MIDI driver (see page 22)?
- Is the USB cable connected correctly (see page 11)?
- Have you correctly set the Communication Port in the Option menu of PM1D Manager?

### Cannot install the Yamaha USB MIDI Driver

- Is the USB cable connected correctly (see page 11)?  
Try disconnecting the USB cable, and then reconnecting it.
- Is USB enabled?  
When the console/engine is connected to your PC for the first time, if the Add New Hardware Wizard doesn't appear, it may be because your PC's USB controller is disabled. To check this, open the System control panel, click the Device Manager tab, and check for any crosses (x) or exclamation marks (!) next to the "Universal Serial Bus controllers" and "USB Root Hub" items. If these items do have these marks next to them, your USB controller is disabled. For information on enabling your USB controller, refer to your PC's documentation.
- If for some reason installation of the Yamaha USB Driver fails, the CS1D/DSP1D may be registered as an unknown device and you may not be able to reinstall the driver until the unknown device is deleted. In this case, open the System control panel, click the Device Manager tab, and select the "View devices by connection" option. If an item called "Other devices" appears in the list, click it. If there's an item called "Unknown device," select it and then click the Remove button. Disconnect the USB cable, then reconnect it, and now try installing the driver again.

### Improving performance

- If your PC seems unresponsive, make sure it satisfies the system requirements (see page 3).
- Quit any other applications that you are not using.

### Cannot suspend or resume your PC

- Suspend will not work if there are any MIDI applications open.
- **Windows 2000:** Depending on the USB controller, etc., on some systems, suspend and resume may not work properly. If the console/engine stops responding, try disconnecting and reconnecting the USB cable.

### Cannot communicate with the PM1D system

- Turn off power conservation settings on your computer (e.g., suspend, sleep, standby, hibernate). If power conservation is enabled, communication may be impossible or the connection may fail during operation.

