



# SIGNAL PROCESSOR

# MMP1

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## Operation Manual

### Using the PDF manual

- From the Contents on page 2, click on the desired topic to automatically jump to the corresponding page.
- Click on a [link](#) in this manual to jump to the corresponding page.
- If you want to find information on a specific topic, function or feature, select “Find” or “Search” from the Acrobat Reader “Edit” menu and enter a key word to locate the related information anywhere in the document.
- You can also click on desired items and topics you want to refer to in the “Bookmarks” index to the left of the main display window, and jump to the corresponding page. (Click the “Bookmarks” tab to open the index if it is not displayed).

### NOTE

The names and positions of menu items may vary according to the version of Acrobat Reader being used.

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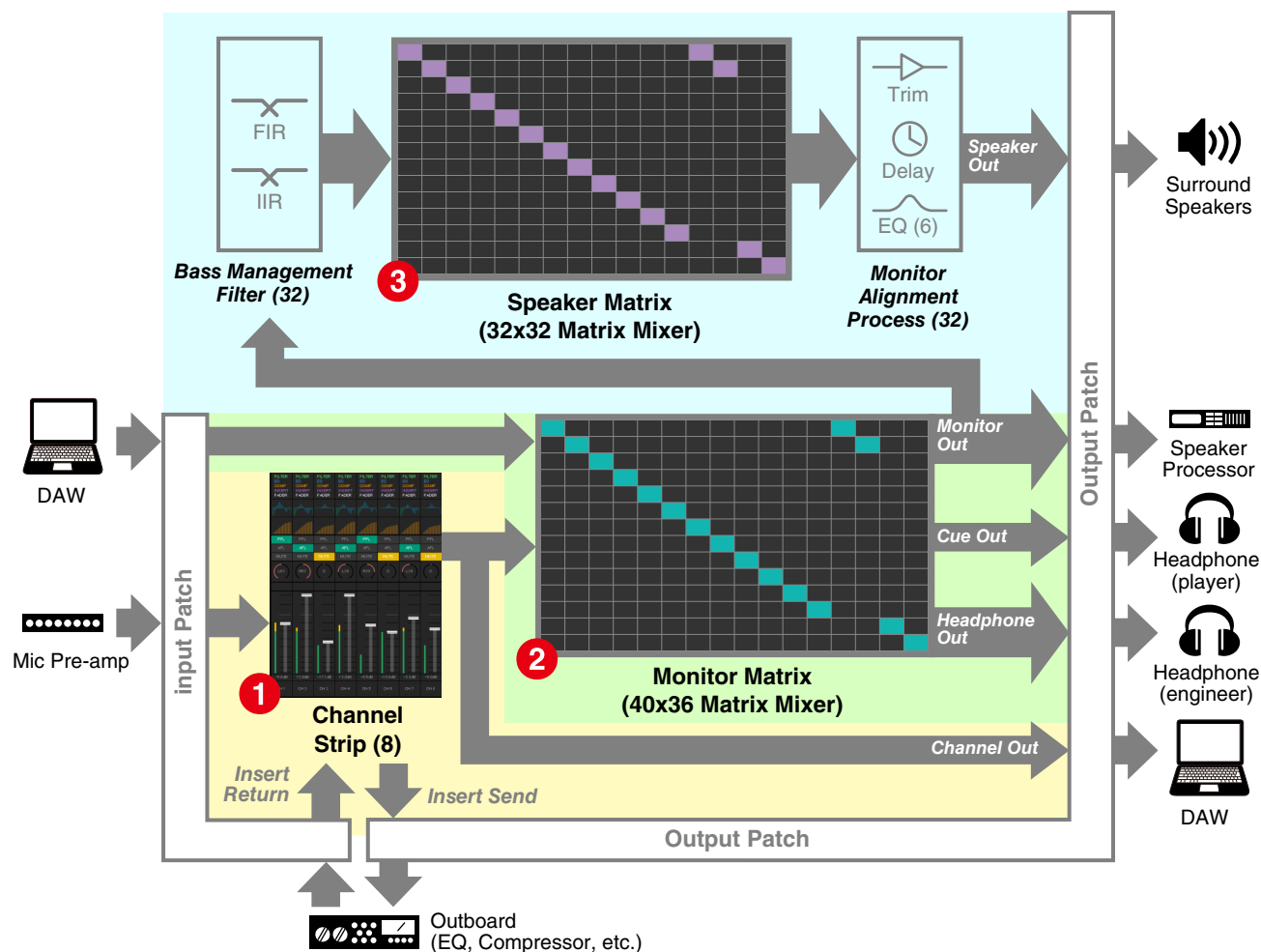
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## Information

- The illustrations and screens as shown in this manual are for instructional purposes only.
- Yamaha Corporation makes no representations or warranties with regard to the use of the software and documentation and cannot be held responsible for the results of the use of this manual and the software.
- Windows is a registered trademark of Microsoft® Corporation in the United States and other countries.
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- Software may be revised and updated without prior notice.

## 2. Overview

The MMP1 has three main functions.



### 1 Channel strip function

Allows for the use of up to eight channel strips, each equipped with HPF, LPF, EQ, compressor, insert send/return and other functions. This can be used to input the signal from the microphone preamp to which the recording microphone is connected and adjust sound quality when recording to produce a low-latency cue mix. The microphone on each channel strip can also be turned on or off using a GPI, an iPad, or other similar device (see “5-4. Commentary functions”).

### 2 Monitor processing function (max. 40x36 matrix)

This is used to select a Monitor Source, mix Monitor Sources, adjust levels, and control lip sync delay and cue mix Talkback. You can also mix the output from channel strip (1) and the cue audio sent from the DAW to produce a low-latency cue mix.

### 3 Speaker Management function (max. 32x32 matrix)

This adjusts monitor signals. The matrix input stage comes with a bass management crossover filter to allow for unrestricted bass management not constrained by conventional 5.1 channel and 7.1 channel setups. This ensures compatibility should new surround sound formats be introduced in the future.

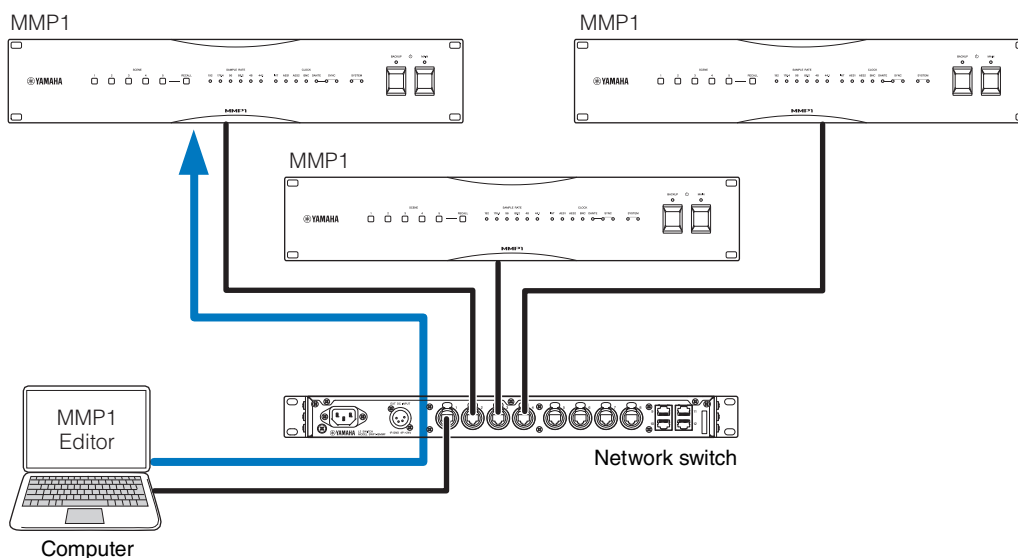
The output stage comes equipped with 6-band EQ, delay and level adjustment trim controls, and can be used while switching the output Speaker Set.

The following two applications can be used to operate the MMP1.

- MMP1 Editor (for Windows/for Mac)
- MMP1 Controller (for iPad)

## 2-1. MMP1 Editor (for Windows/for Mac)

Connect the MMP1 Editor to the MMP1 on your network (one unit) to control all MMP1 functions.

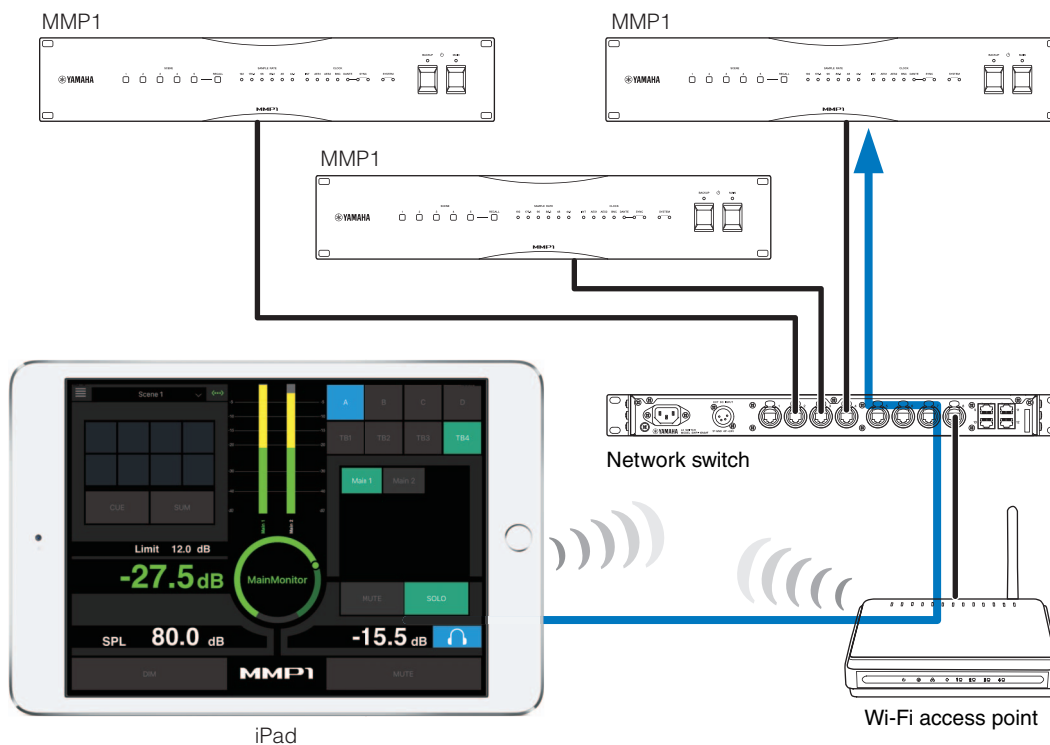


## 2-2. MMP1 Controller (for iPad)

Connect the MMP1 Controller to the MMP1 on your network (one unit) for convenience and ease in controlling certain MMP1 functions.

### NOTE

Before using the MMP1 Controller, you will need to make initial settings to your MMP1 using the MMP1 Editor.



## 3. Setting Up

### 3-1. Open the application

#### 3-1-1. MMP1 Editor



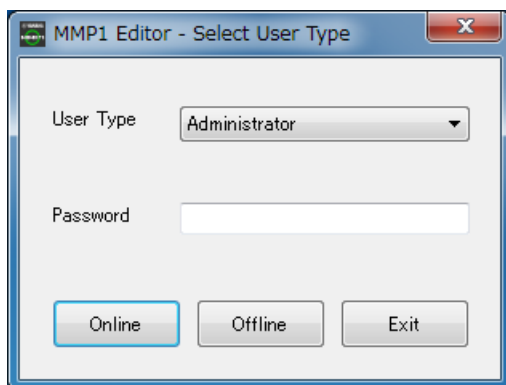
Click or double click the MMP1 icon.

#### 3-1-2. MMP1 Controller



Tap the MMP1 Controller icon.

### 3-2. Log in (MMP1 Editor only)



#### User Type

You can restrict the MMP1 Editor operations according to their User Type. The following three User Types are available.

##### Administrator

Allows unrestricted access to all screens and functions.

##### Advanced User

Allows access to almost all functions besides settings (Settings screen).

##### Basic User

Allows access only to the Main screen and the Information screen.

#### Password

Enter your password to log in as an "Administrator" or "Advanced User."

#### NOTE

- "Administrator" and "Advanced User" passwords can be set on the "Editor" tab of the Settings screen.
- Passwords are left blank by default when unset.

#### Online

Opens the "Select MMP1" dialog box for selecting desired MMP1.

#### Offline

Edits the MMP1 Editor offline without connection to or control of the MMP1.

#### Exit

Closes the MMP1 Editor.

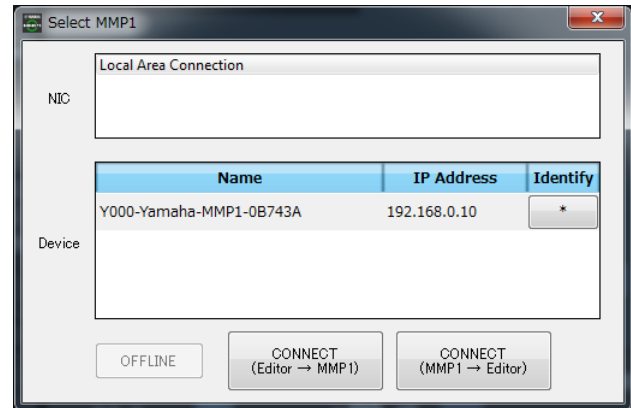
### 3-3. Select an MMP1

#### 3-3-1. MMP1 Editor

Select an MMP1 on the "Select MMP1" dialog box.

#### NOTE

You can also display the "Select MMP1" dialog box from the menu bar to change the desired MMP1 for operation at any time.



#### NIC

Select the network interface card connected to the MMP1 to operate.

#### Device

Select the MMP1 to operate. Click the asterisk (\*) in the Identify column so that the indicator on the front panel of the corresponding MMP1 flashes on and off.

#### OFFLINE

Disconnects from the MMP1 and closes the "Select MMP1" dialog box.

#### CONNECT (Editor → MMP1)

Connects to the MMP1 selected in the Device field and sends MMP1 Editor settings to the MMP1. The "Select MMP1" dialog box will close after settings are sent.

#### NOTE

You must enter the Passcode for the MMP1 when connecting to an MMP1 with a Passcode set. You can set Passcodes on the Information screen when logged in as an Administrator. Entering a passcode is not necessary when connecting to the same MMP1 as that used previously.

#### CONNECT (MMP1 → Editor)

Connects to the MMP1 selected in the Device field and loads MMP1 settings into the MMP1 Editor. The "Select MMP1" dialog box will close after settings are retrieved.

#### NOTE

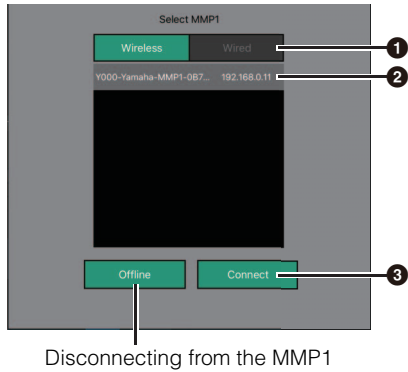
You must enter the Passcode for the MMP1 when connecting to an MMP1 with a Passcode set. You can set Passcodes on the Information screen when logged in as an Administrator. Entering a passcode is not necessary when connecting to the same MMP1 as that used previously.

### 3-3-2. MMP1 Controller

Select an MMP1 on the “Select MMP1” dialog box. The “Select MMP1” dialog box is displayed when launching the MMP1 Controller.

#### NOTE

You can also display the “Select MMP1” dialog box from the menu bar to change the desired MMP1 for operation at any time.



❶ Select the MMP1 connection.

❷ Tap to select the MMP1 to operate.

❸ Tap to connect.

#### NOTE

- You can switch between Wireless/Wired on iOS 9.3 or later devices.
- You must enter the Passcode for the MMP1 when connecting to an MMP1 with a Passcode set. Entering a passcode is not necessary when connecting to the same MMP1 as that used previously.

### 3-4. Configure basic settings

#### NOTE

Only the MMP1 Editor can be used to configure basic settings. Basic settings must be configured on the MMP1 Editor before the MMP1 Controller can be used.

1. Select “ (file icon)” on the menu bar, then select “New.”

2. Select whether or not you want to use the Setup Wizard.

Next, follow the on-screen instructions.

When using the Setup Wizard, configure basic settings by answering the questions as they appear on the screen. Canceling the Setup Wizard before it is complete will revert settings to what they were prior to launching the Setup Wizard.

When the Setup Wizard is not used, the following values will be applied automatically.

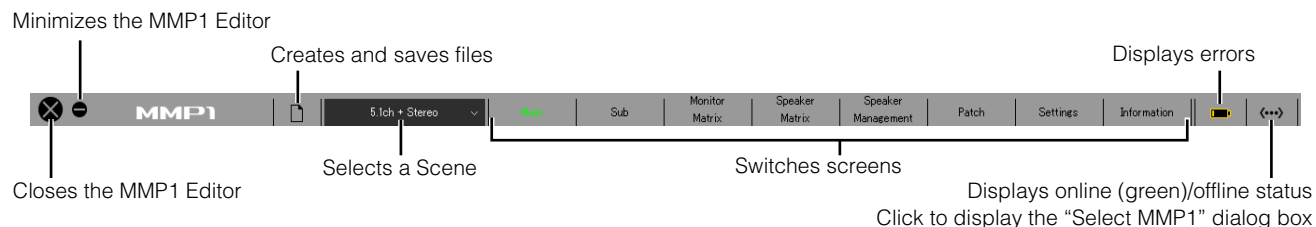
Sample Rate	48 kHz
Speaker Format	Stereo
LFE Filter	None
LFE Trim	None
Bass Management	None
Monitor Source	None
Speaker Set	None
Cue Mix Input Channel	None
Cue Mix Output Channel	None
Talkback Mic Input Channel	None

## 4. Screens

### 4-1. MMP1 Editor

#### 4-1-1. Menu bar

This is a shared menu that appears on all screens.




 (File icon)

"Administrator" privileges are required to use files.  
When you open a file online, the settings in the opened file are sent to the connected MMP1.



Store different system configurations as Scenes to be loaded later depending on the studio in use or the event. Scenes are stored from "Scene Management" in the "MISC" tab of the "Scene" tab on the Settings screen. Use the "Confirmation Recall" option of the "Editor" tab on the Settings screen to choose whether a confirmation dialog box appears when changing Scenes.

 (Error icon)



Cooling fan has stopped  
Please contact your Yamaha dealer and have qualified Yamaha service personnel inspect the cooling fan.



The backup battery voltage is reduced  
Please contact your Yamaha dealer and have qualified Yamaha service personnel replace the backup battery.



Memory defects  
If the issue is still not solved even after restoring factory settings, please contact qualified Yamaha service personnel.



Dante module defects

#### NOTE

Please refer to the MMP1 Getting Started for more information about restoring factory settings and contact qualified Yamaha service personnel.

### 4-1-2. Main screen

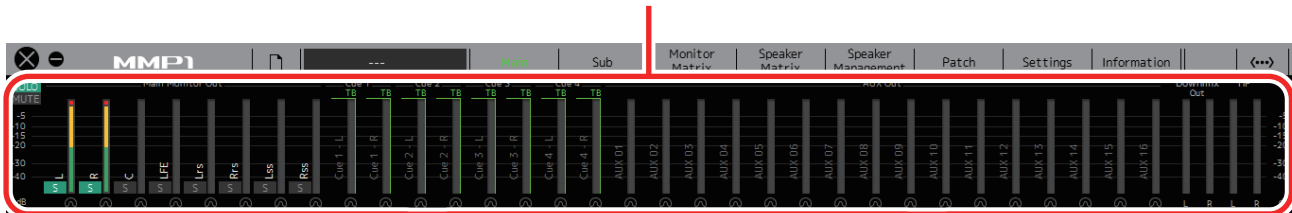
This is the Main screen used for monitor control.

**NOTE**

This screen can be used by all User Types.

**Meters**

Displays Monitor Matrix Out meters



**Channel strips**

For setting EQ, compressor, insert, pan, output level and other values for each channel strip

Click the tabs to change

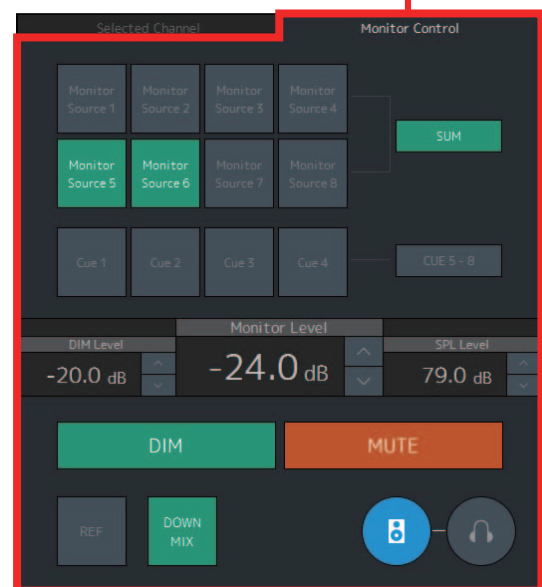
**User Assignable functions**

For displaying and enabling operation of User Assignable functions



**Selected Channel tab**

For fine-tuning of the parameters for the selected channel strip



**Monitor Control tab**

For selecting the audio being monitored and setting Monitor output levels

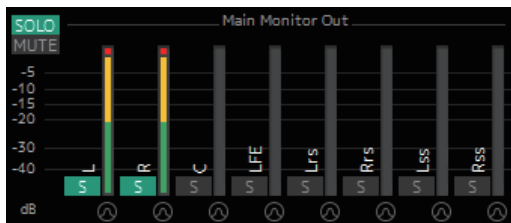


### 4-1-2a. Meters

Here you can display Monitor Matrix Out meters. These channels include Monitor outputs (up to 32 ch), Downmix L/R, and Headphone L/R.

**NOTE**










- The meters shown here are the same as those on the Sub screen.
- Drag a Main Monitor Out meter to change the order.



Values less than -20 dB are displayed in green ■, values less than 0 dB in yellow ■, and values equal to or above 0 dB in red ■. Peak hold circuits are not displayed.
















**NOTE**

- The breakdown of Monitor outputs is based on the format selected under “Monitor Matrix Out” in the “Monitor Matrix” tab of the “Scene” tab on the Settings screen.
- The signal position displayed on the meters can be selected in the “System” tab of the “Scene” tab on the Settings screen.

 	Click these buttons to set all Main Monitor outputs to SOLO or MUTE.
 	Click these buttons to turn each Main Monitor SOLO or MUTE setting on (lights up) or off.
 	Click these buttons to turn the oscillator on (lit) or off. You can select the oscillator type used in the “Oscillator” section on the Sub screen.  represents sine waves and  represents pink noise.
	This is displayed when using Talkback.

### 4-1-2b. Channel strips

For setting EQ, compressor, insert, pan, output level and other values for each channel strip.

    	Displays the signal processors applied to audio signals in the order in which they are applied (descending order).
	Displays the EQ graph.
	Displays the COMP graph.
	Turns output to the PFL (Pre Fader Listen) bus on (green) or off.
	Turns output to the AFL (After Fader Listen) bus on (green) or off.
	Turns mute on (yellow) or off.
	Drag, double click or use the mouse wheel to set the pan value. To return the setting to the center, simultaneously hold down the <Ctrl> key (Windows) or the <command> key (Mac) and click on the control.
	Shows the status of mics controlled with the Commentary functions.
	Drag or use the mouse wheel to set output level. To return the setting to 0 dB, simultaneously hold down the <Ctrl> key (Windows) or the <command> key (Mac) and click on the control.
	Displays the output level. Double click to enter a value.
	Displays the channel name. Double click to change the name.

**NOTE**

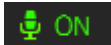
- Eight channel strips are available when the MMP1’s sample rate is 96 kHz or less, and four channel strips are available when the MMP1’s sample rate being used is higher than 96 kHz. You can change the sample rate in the “MISC” tab of the “Scene” tab on the Settings screen.
- Set channel strip input sources in “Channel Strip In” on the Patch screen, and switch between these using “SOURCE A” and “SOURCE B” on the “Selected Channel” tab on the Main screen.
- Click to select a channel strip, and then set the parameters in the “Selected Channel” tab on the Main screen.
- To bring up the context menu, (for Windows) right click anywhere within the section, or (for Mac) hold down the <control> key and then click in the section.

**PFL** Turn this on (green) to send outputs to Main Monitors 1 and 2 while muting outputs from Main Monitor 3 onwards.

**AFL** Turn this on (green) to send outputs to Main Monitors 1 and 2 while muting outputs from Main Monitor 3 onwards. When “PFL” is on, signals will not be sent to the Main Monitors even when this button is turned on.



Out-of-range values entered will be corrected to the maximum or minimum value allowed.



Shows the status of mics controlled with the Commentary functions.



Shows the mic audio is being input.



Shows that the mic user has muted mic audio.

Shows that the mic on and off control by the mic user is disabled.

#### NOTE

- Select or deselect the “Show Cough Status” check box of the “Editor” tab on the Settings screen to show or hide this status display.
- Set GPI inputs/outputs in the “GPI” tab of the “Global” tab on the Settings screen and use the device connected to the MMP1 GPI [INPUT] connector to turn mics on or off. This can also be operated using buttons created in the “User Assignable” tab of the “Scene” tab.

**Level meter** Values less than -20 dB are displayed in green ■, values less than 0 dB in yellow ■, and values equal to or above 0 in red ■. Peak hold circuits are not displayed.

**Fader** Double click on a position to move the fader there.

**Output level** Out-of-range values entered will be corrected to the maximum or minimum value allowed. You can also use the mouse wheel to change the output level.

**Channel name** Enter a channel name of up to 17 alphanumeric characters and symbols. To insert a line break at any point, simultaneously hold the <Alt> key and press <Enter> (Windows), or hold the <option> key and press <return> (Mac).

## 4-1-2c. Selected Channel tab

Here you can fine-tune the parameters for the selected channel strip.



#### Channel name

Double click to change. Enter a channel name up to 17 alphanumeric characters and symbols. To insert a line break at any point, simultaneously hold the <Alt> key and press <Enter> (Windows), or hold the <option> key and press <return> (Mac).

#### SOURCE A/ SOURCE B

Switches between channel strip input sources.

#### NOTE

The input source (A/B) can be set using “Channel Strip In” of the “Input Patch” tab on the Patch screen.



Shows the status of mics controlled with the Commentary functions.



Shows the mic audio is being input.



Shows that the mic user has muted mic audio.

Shows that the mic on and off control by the mic user is disabled.

#### NOTE

- Select or deselect the “Show Cough Status” check box of the “Editor” tab on the Settings screen to show or hide this status display.
- Set GPI inputs/outputs in the “GPI” tab of the “Global” tab on the Settings screen and use the device connected to the MMP1 GPI [INPUT] connector to turn mics on or off. This can also be operated using buttons created in the “User Assignable” tab of the “Scene” tab.

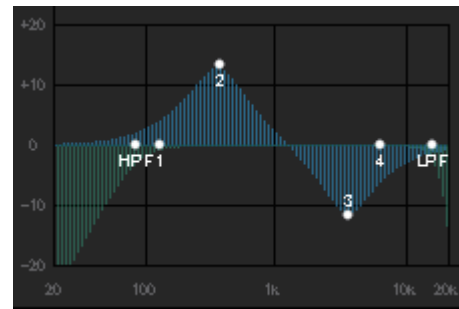


Click to switch between the signal phases (normal phase/reversed phase (green)).

#### HPF

Click to turn the HPF (High Pass Filter) on (green) or off.

<b>HPF cutoff frequency</b>	Drag or use the mouse wheel to change the HPF cutoff frequency. Double click to enter a value. Out-of-range values entered will be corrected to the maximum or minimum value allowed. To return the setting to 80 Hz, simultaneously hold down the <Ctrl> key (Windows) or the <command> key (Mac) and click on the control.
<b>LPF</b>	Click to turn the LPF (Low Pass Filter) on (green) or off.
<b>LPF cutoff frequency</b>	Drag or use the mouse wheel to change the LPF cutoff frequency. Double click to enter a value. Out-of-range values entered will be corrected to the maximum or minimum value allowed. To return the setting to 16 kHz, simultaneously hold down the <Ctrl> key (Windows) or the <command> key (Mac) and click on the control.
<b>INSERT</b>	Click to turn the Insert on (green) or off.
<b>Send Destination</b>	Select the signal to send to the Insert.
<b>Return Source</b>	Select the signal to be returned from the Insert.
<b>(Insert) Trim</b>	Drag or use the mouse wheel to adjust signal levels to be sent to the Insert. Double click to enter a value. Out-of-range values entered will be corrected to the maximum or minimum value allowed. To return the setting to 0 dB, simultaneously hold down the <Ctrl> key (Windows) or the <command> key (Mac) and click on the control.
<b>SIGNAL CHAIN</b>	Displays the signal processors applied to audio signals in the order in which they are applied (descending order).
<b>EQ</b>	Click to turn the EQ on (green) or off. You can choose from the following four EQ algorithms. The color of the bar at the bottom of the EQ graph will change based on the algorithm selected.
<b>PRECISE</b>	This EQ strives for ultimate precision and controllability. It enables you to adjust the target point precisely, and flexibly satisfies various requirements for sound making. Low/High Shelving filters feature a "Q" parameter, which enables you to adjust the knee characteristics.
<b>AGGRESSIVE</b>	This EQ is musical and effective. It enables you to add a powerful, creative edge and serves as a powerful tool for artistic expression.
<b>SMOOTH</b>	This EQ focuses on smooth sound qualities. It contributes to a natural sound without changing the atmosphere of the original.
<b>LEGACY</b>	This is the standard EQ that has been provided on Yamaha digital mixers since the PM1D and PM5D.

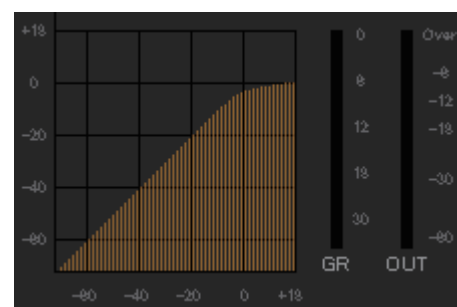


Displays the EQ graph and filters.



Drag or use the mouse wheel to change four band EQ parameters (Frequency, Gain, Q). Double click to enter a value. Out-of-range values entered will be corrected to the maximum or minimum value allowed. To return these parameters to their default values, simultaneously hold down the <Ctrl> key (Windows) or the <command> key (Mac) and click on the corresponding control. Default values are F: 125 Hz/355 Hz/3.55 kHz/6.3 kHz, G: 0 dB, and Q: 4.0 (Shelf)/1.4 (Peak)/1.0 (Notch). You can also select the EQ type from Peak and Shelf (Shelving), or Peak and Notch.

**COMP** Click to turn the compressor on (green) or off.



Displays the COMP graph together with the GR meter and the OUT meter.



Drag or use the mouse wheel to change compressor parameters. Double click to enter a value. Out-of-range values entered will be corrected to the maximum or minimum value allowed. To return these parameters to their default values, simultaneously hold down the <Ctrl> key (Windows) or the <command> key (Mac) and click on the corresponding control. (shown in the table below).

Threshold:	0.0 dB
Ratio:	1.00: 1
Attack:	3.148 ms
Release:	290.6 ms
Knee:	Soft 2
Input:	0.0 dB
Output:	0.0 dB

<b>Trim</b>	Drag or use the mouse wheel to adjust the output level for the selected channel. Double click to enter a value. Out-of-range values entered will be corrected to the maximum or minimum value allowed. To return the output level to 0 dB, simultaneously hold down the <Ctrl> key (Windows) or the <command> key (Mac) and click on the control.
<b>PFL</b>	Click to turn output to the PFL (Pre Fader Listen) bus on (green) or off. Turn this on to send pre fader audio signals to Main Monitors 1 and 2 while muting outputs from Main Monitor 3 onwards.
<b>AFL</b>	Click to turn output to the AFL (After Fader Listen) bus on (green) or off. Turn this on to send post fader audio signals to Main Monitors 1 and 2 while muting outputs from Main Monitor 3 onwards. When "PFL" is on, signals will not be sent to the Main Monitors even when this button is turned on.
<b>MUTE</b>	Click to turn mute on (yellow) or off.
<b>PAN</b>	Drag or use the mouse wheel to set the pan. To return pan to the center position, simultaneously hold down the <Ctrl> key (Windows) or the <command> key (Mac) and click on the control.
<b>PRE POST</b>	Click to change the position (pre fader/post fader) of the signal displayed on the meter.

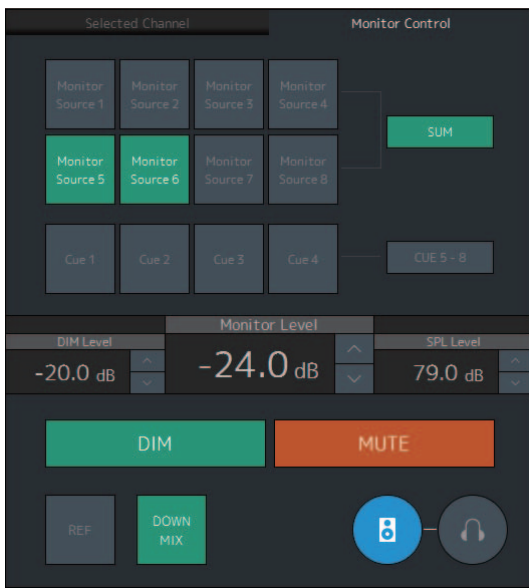
**Level meter** Values less than -20 dB are displayed in green ■, values less than 0 dB in yellow ■, and values equal to or above 0 in red ■. Peak hold circuits are not displayed. To change whether pre fader or post fader values are displayed, use the "PRE" and "POST" controls above.

**Fader** Drag or use the mouse wheel to set output levels. To return the setting to 0 dB, simultaneously hold down the <Ctrl> key (Windows) or the <command> key (Mac) and click on the control.

**Output level** Displays the output level. Double click to enter a value. Out-of-range values entered will be corrected to the maximum or minimum value allowed. You can also use the mouse wheel to change the output level.

### 4-1-2d. Monitor Control tab

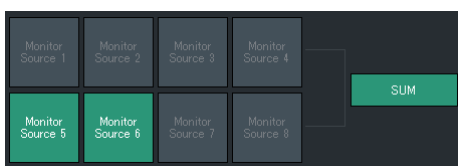
Here you can select the audio being monitored and set Monitor output levels.



This is used to enable operation of the Main Monitor outputs.



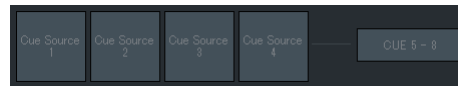
This is used to enable operation of the headphone outputs.



Select the audio to be monitored from the Monitor Sources available. Turn **“SUM”** on (green) to select multiple Monitor Sources at the same time.

#### NOTE

- Select the format for Monitor Sources 1-8 under “Monitor Matrix In” in the “Monitor Matrix” tab of the “Scene” tab on the Settings screen, and then assign input sources for each in the “Monitor Matrix In” section on the Patch screen or the Monitor Matrix screen.
- You can confirm the destination of Monitor Sources sent to on (displayed in green) on the Monitor Matrix screen.



Select the audio to be monitored from the available Cue outputs. To change the available Cue outputs for selection to Cue 5 - Cue 8, turn “Cue 5-8” on (green).

#### NOTE

- Select the format for Cue Sources 1-8 under the “Monitor Matrix Out” in the “Monitor Matrix” tab of the “Scene” tab on the Settings screen.
- You can confirm that the input source to the Cue outputs is turned on (displayed in green) on the Monitor Matrix screen.

#### Monitor Level or Headphone Monitor Level

Click “^” or “v,” or use the mouse wheel to set Monitor output level. Double click to enter a value directly. Out-of-range values entered will be corrected to the maximum or minimum value allowed.

#### NOTE

- You can use the mouse wheel while holding down <Shift> to make minor adjustments.
- Changing this value will also change the SPL value.

#### DIM

Click to turn the dimmer on (green) or off. Turn this on to lower Monitor output for the DIM Level without changing the Monitor Level.

#### NOTE

This button will be on (displayed in green) and cannot be changed while talkback is on when “Dim main monitor while talkback is on” is checked (in the General settings of the “Global” tab on the Settings screen).

#### DIM Level

Click “^” or “v,” or use the mouse wheel to set the attenuation amount of the Monitor output signal when the dimmer is on. Double click to enter a value directly. Out-of-range values entered will be corrected to the maximum or minimum value allowed.

#### SPL Level

Click “^” or “v,” or use the mouse wheel to set the SPL to enter a value directly. Out-of-range values entered will be “--. dB,” and the SPL setting will be off.

As Monitor Level values are tied to the SPL when the SPL is set, the SPL value will change when changing the Monitor Level value.

For example, changing a Monitor Level of -10 dB to -20 dB when an SPL value of 85 dB is set will result in the SPL value changing to 75 dB.

#### NOTE

The SPL level cannot be changed when “SPL Level Lock” is ON (in the “Editor” tab on the Settings screen).

#### MUTE

Click to turn the Monitor output mute on (orange) or off.

---

**REF** Click to change the Monitor Level value to the reference level value. Holding this down for at least two seconds (until the indicator flashes) stores the current Monitor Level value as the reference level.

**DOWNMIX** Click to turn the Downmix audio output on (green) or off. Turn this on to send Downmix L/R outputs to Main Monitors 1 and 2 while muting outputs from Main Monitor 3 onwards.

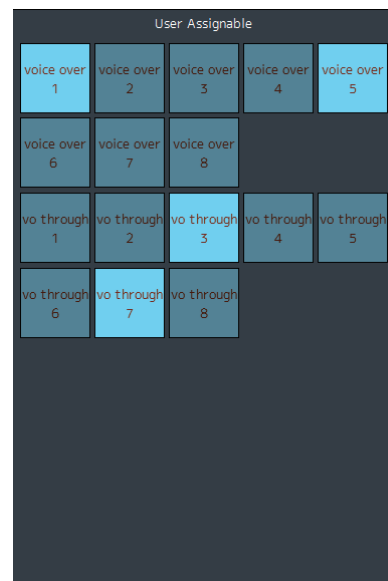
**NOTE**

This button is disabled when the Cue output format is selected as the audio being monitored.

---

**4-1-2e. User Assignable functions**

Here you can display and use User Assignable functions.



This displays functions registered in the “User Assignable” tab of the “Scene” tab on the Settings screen. Depending on the particular functions registered, these may appear and function as:

- An on/off button (an latch type button that switches on and off each time you click it)
- A push button (a momentary type button that works while the button is held down)
- A display indication only

### 4-1-3. Sub screen

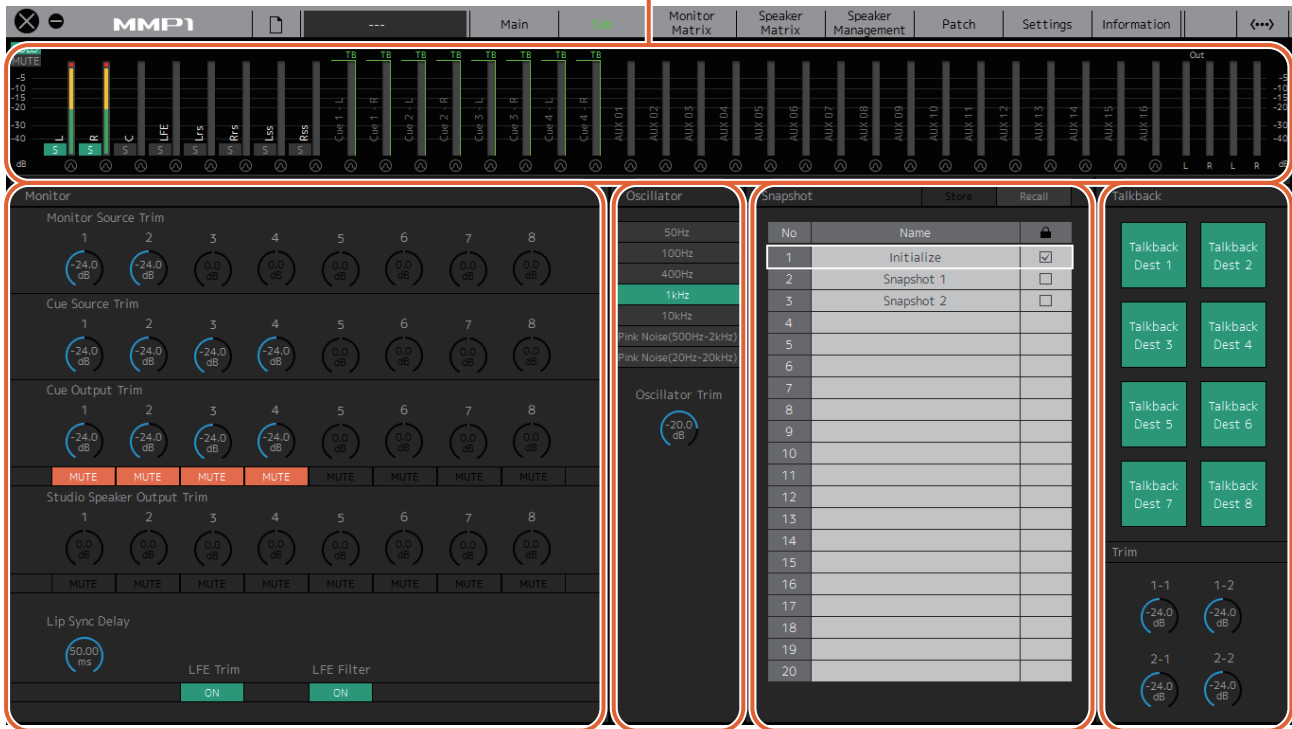
This is the Sub screen used for monitor control.

**NOTE**

You can use this screen when logged in as an “Administrator” or “Advanced User.”

**Meters**

Displays Monitor Matrix Out meters



**Monitor section**

For adjusting input source and Send levels

**Oscillator section**

For selecting signals to output from the oscillator, and adjusting their output levels

**Snapshot section**

For storing and recalling Snapshots

**Talkback section**

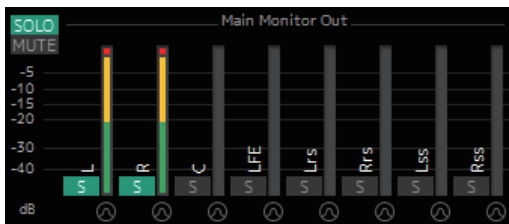
For selecting Talkback interrupt destinations and adjusting Talkback output levels

### 4-1-3a. Meters

Here you can display Monitor Matrix Out meters. These channels include Monitor outputs (up to 32 ch), Downmix L/R, and Headphone L/R.

**NOTE**

- The meters shown here are the same as those on the Main screen.
- Drag a Main Monitor Out meter to change the order.



Values less than -20 dB are displayed in green ■, values less than 0 dB in yellow ■, and values equal to or above 0 in red ■. Peak hold circuits are not displayed.

**NOTE**

- The breakdown of Monitor outputs is based on the format selected under “Monitor Matrix Out” in the “Monitor Matrix” tab of the “Scene” tab on the Settings screen.
- The signal position displayed on the meters can be selected in the “System” tab of the “Scene” tab on the Settings screen.



Click these buttons to set all Main Monitor outputs to SOLO or MUTE.



Click these buttons to turn each Main Monitor SOLO or MUTE setting on (lights up) or off.



Click these buttons to turn the oscillator on (lit) or off. You can select the oscillator type used in the “Oscillator” section on the Sub screen. 🎵 represents sine waves and 🎸 represents pink noise.



This is displayed when using Talkback.



### 4-1-3b. Monitor section

Here you can adjust the input source and Send levels.

#### NOTE

Control the sources and outputs of the format selected in the “Monitor Matrix” tab of the “Scene” tab on the Settings screen.



#### Monitor Source Trim

Drag or use the mouse wheel to adjust Monitor Source levels. Double click to enter a value. Out-of-range values entered will be corrected to the maximum or minimum value allowed. To return the setting to 0 dB, simultaneously hold down the <Ctrl> key (Windows) or the <command> key (Mac) and click on the control.

#### Cue Source Trim

Drag or use the mouse wheel to adjust Cue Source levels. Double click to enter a value. Out-of-range values entered will be corrected to the maximum or minimum value allowed. To return the setting to 0 dB, simultaneously hold down the <Ctrl> key (Windows) or the <command> key (Mac) and click on the control.

#### Cue Output Trim

Drag or use the mouse wheel to adjust Cue output levels. Double click to enter a value. Out-of-range values entered will be corrected to the maximum or minimum value allowed. To return the setting to 0 dB, simultaneously hold down the <Ctrl> key (Windows) or the <command> key (Mac) and click on the control. Click “MUTE” to mute.

#### Studio Speaker Output Trim

Drag or use the mouse wheel to adjust studio speaker output levels. Double click to enter a value. Out-of-range values entered will be corrected to the maximum or minimum value allowed. To return the setting to 0 dB, simultaneously hold down the <Ctrl> key (Windows) or the <command> key (Mac) and click on the control. Click “MUTE” to mute.

#### Lip Sync Delay

Drag or use the mouse wheel to set the lip sync delay. Double click to enter a value. Out-of-range values entered will be corrected to the maximum or minimum value allowed. To return the setting to 0 ms, simultaneously hold down the <Ctrl> key (Windows) or the <command> key (Mac) and click on the control.

#### LFE Trim

Click to turn the LFE Trim on (green) or off. Turn this on to add an LFE Trim Level to all channels where the CH Type has been set to “LFE” in the “Speaker Matrix” tab of the “Scene” tab on the Settings screen.

#### NOTE

- You can set the CH Type in the “Speaker Matrix” tab of the “Scene” tab on the Settings screen.
- You can set the LFE Trim Level in the “MISC” tab of the “Scene” tab on the Settings screen.

#### LFE Filter

Click to turn the LFE Filter on (green) or off. Turn this off to change the crossover filter for LFE channels in the following ways.

FIR → THRU

IIR → (Bypass)

THRU → THRU (Unchanged)

#### NOTE

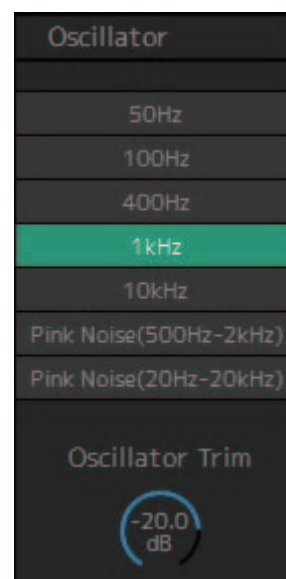
Note that while filters will not be applied when the crossover filter is set to “THRU,” the same delay as that applied to the main channel will be added.

### 4-1-3c. Oscillator section

Here you can select signals to output from the oscillator, and adjust their output levels.

#### NOTE

Click the  or  of the meter to turn the oscillator on or off.





## Oscillator Trim

Drag or use the mouse wheel to set Oscillator levels. Double click to enter a value. Out-of-range values entered will be corrected to the maximum or minimum value allowed. To return the setting to -20 dB, simultaneously hold down the <Ctrl> key (Windows) or the <command> key (Mac) and click on the control.


## 4-1-3d. Snapshot section

Here you can store parameters at a set point in time as Snapshots to be loaded later as desired or needed.

### NOTE

Up to 20 Snapshots can be stored per Scene.

No	Name	🔒
1	Initialize	<input checked="" type="checkbox"/>
2	Snapshot 1	<input type="checkbox"/>
3	Snapshot 2	<input type="checkbox"/>
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		

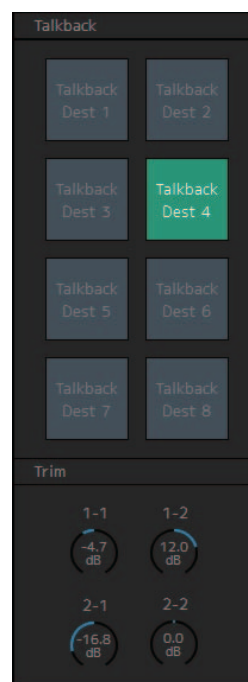
<b>Store</b>	Click to store a Snapshot at the selected location.
<b>Recall</b>	Click to recall (load) the selected Snapshot.
<b>Name</b>	Click to select a Snapshot (or an empty field). Double click to change the name entered. Enter a channel name up to 17 alphanumeric characters and symbols.
	Click to lock <input checked="" type="checkbox"/> or unlock <input type="checkbox"/> a Snapshot. Locked Snapshots cannot be overwritten by selecting Store.

### NOTE

To bring up the context menu, (for Windows) right click anywhere within the section, or (for Mac) hold down the <control> key and then click in the section.

## 4-1-3e. Talkback section

Here you can select Talkback interrupt destinations and adjust Talkback output levels.



### Talkback

Click to turn the Talkback on (green) or off.

### NOTE

Set Talkback inputs and interrupt destinations in the "Talkback Mic In" of the "Input Patch" tab on the "Patch" screen and "Talkback Destination" tab of the "Scene" tab on the Settings screen.

### Trim

Drag or use the mouse wheel to adjust Talkback levels. Double click to enter a value. Out-of-range values entered will be corrected to the maximum or minimum value allowed. To return the setting to 0 dB, simultaneously hold down the <Ctrl> key (Windows) or the <command> key (Mac) and click on the control.

### NOTE

You can set the amount that the audio output of interrupt destination is reduced (dimmed) when Talkback is turned on by using "Talkback Dim Level" in the "MISC" tab of the "Scene" tab on the Settings screen.

### 4-1-4. Monitor Matrix screen

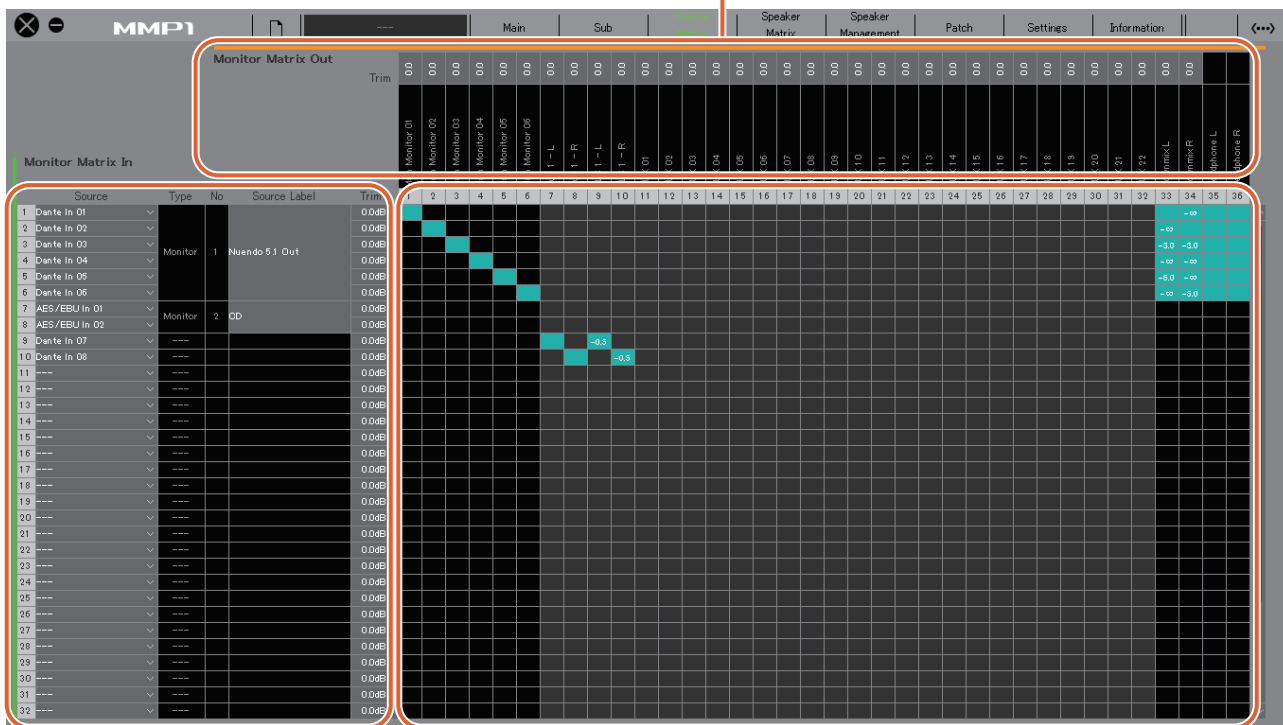
This screen is used for routing monitor signals.

**NOTE**

- You can use this screen when logged in as an “Administrator” or “Advanced User.”
- This matrix is set to 40x36 when the MMP1’s sample rate is 96 kHz or less, and 20x20 when the MMP1’s sample rate being used is higher than 96 kHz. You can change the sample rate in the “MISC” tab of the “Scene” tab on the Settings screen.

**Monitor Matrix Out**

Monitor Matrix Out names appear here. Adjust output levels here



**Monitor Matrix In**

For selecting input sources, and adjusting the levels of the selected input sources

**Monitor matrix**

For turning the Send output from Monitor Matrix In to Out on (green) or off, and setting Send levels

### Monitor Matrix In

Source	Type	No	Source Label	Trim
1 Dante In 01				0.0dB
2 Dante In 02				0.0dB
3 Dante In 03	Monitor	1	Nuendo 5.1 Out	0.0dB
4 Dante In 04				0.0dB

**Source**

For selecting monitor matrix input sources.

**NOTE**

The same items can be configured on the “Input Patch” tab on the Patch screen.

**Type & No**

The Monitor Matrix In input type. Monitor Sources 1-8 will appear as Monitor 1-8, Cue Sources 1-8 as Cue 1-8, and other inputs will be “---” and blank.

**NOTE**

You can select the format for Monitor 1-8 and Cue 1-8 in the “Monitor Matrix” tab of the “Scene” tab on the Settings screen.

**Source Label**

If the Type is “Monitor” or “Cue,” double click to add a name (label). Enter a channel name up to 17 alphanumeric characters and symbols. To insert a line break at any point, simultaneously hold the <Alt> key and press <Enter> (Windows), or hold the <option> key and press <return> (Mac).

**Trim**

Double click or use the mouse wheel to adjust input levels. Out-of-range values entered will be corrected to the maximum or minimum value allowed.

## Monitor Matrix Out

Monitor Matrix Out		Trim						
No	Source Label	Trim	1	2	3	4	5	6
			0.0	0.0	0.0	0.0	0.0	0.0
			Main Monitor 01	Main Monitor 02	Main Monitor 03	Main Monitor 04	Main Monitor 05	Main Monitor 06

**Name (Label)** Displays Monitor Matrix Out names.

Main Monitor 01

### NOTE

- The breakdown of Monitor Matrix Out is based on the format selected in the "Monitor Matrix" tab of the "Scene" tab on the Settings screen.
- You can add Monitor Matrix Out names (labels) in the "MISC" tab of the "Scene" tab on the Settings screen.

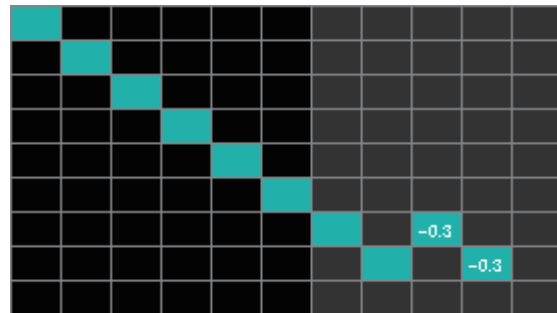
### Trim

Double click or use the mouse wheel to adjust output levels. Out-of-range values entered will be corrected to the maximum or minimum value allowed.

### NOTE

When the Cue and Studio Speaker format is set to stereo, the same settings will be applied to both L/R.

## Monitor matrix



- Click to turn Send on (green) or off. When a cell has been turned on, a signal will be sent from the cell row (the input source) to the cell column (output).
- To turn multiple cells on or off at the same time, simultaneously hold down the right mouse button (Windows) or the <control> key (Mac) and then drag and release the button (key).
  - Quick Assign:** Criss cross from dragging origin point
  - On:** Turns entire dragged area on (green)
  - Off:** Turns entire dragged area off
- Right click (Windows), or hold down the <control> key and then click (Mac) on a cell that has been turned on (appearing in green) to set Send levels. Out-of-range values entered will be corrected to the maximum or minimum value allowed.
- If the input source is the channel strip (Ch 1-8), right click (Windows), or hold down the <control> key and then click (Mac) to select either "Mono," "L," or "R."
- If the Monitor Source format has been selected in the "Monitor Matrix" tab of the "Scene" tab on the Settings screen, you cannot set Monitor Sources 1-8 to send to the Main Monitor, Downmix L/R, or Headphone L/R on this screen.
  - Use the "Monitor Control" tab on the Main screen to turn these Send signals on or off (described in detail below).
  - Send signals to the Main Monitor:** Use the "Monitor Source" selection button to turn Send on or off.
  - Send signals to Downmix L/R:** Use the "Monitor Source" selection button to turn Send on or off.
  - Send signals to Headphone L/R:** Set the target to headphone output, and then use the "Monitor Source" selection button to turn Send on or off.

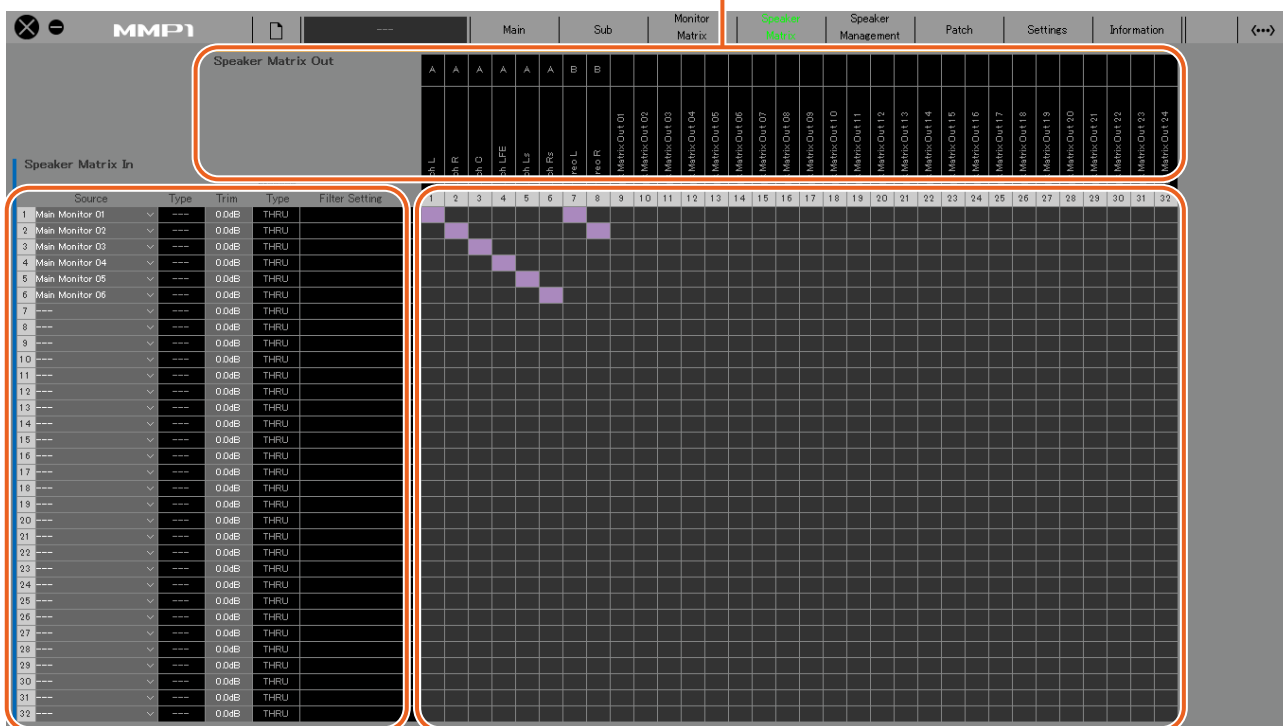
### 4-1-5. Speaker Matrix screen

This screen is used for routing input signals and speakers.

**NOTE**

- You can use this screen when logged in as an “Administrator” or “Advanced User.”
- Cells with black backgrounds can be used in the “Speaker Matrix” tab of the “Scene” tab on the Settings screen when logged in as an Administrator.
- This matrix is 32x32 when the MMP1’s sample rate is 96 kHz or less, and 16x16 when the MMP1’s sample rate being used is higher than 96 kHz. You can change the sample rate in the “MISC” tab of the “Scene” tab on the Settings screen.

**Speaker Matrix Out**  
Displays Speaker Matrix Out names



**Speaker Matrix In**

For selecting input sources, and adjusting the levels of the selected input sources

**Speaker matrix**

Click to turn Send on (purple) or off from Speaker Matrix In to Out

**NOTE**

Refer to page 60 when configuring bass management.

#### Speaker Matrix In

Speaker Matrix In					
	Source	Type	Trim	Process Type	Filter Setting
1	Main Monitor 01	▼	----	0.0dB	THRU
2	Main Monitor 02	▼	----	0.0dB	THRU
3	Main Monitor 03	▼	----	0.0dB	THRU
4	Main Monitor 04	▼	----	0.0dB	THRU

**Source**

For selecting speaker matrix input sources.

**NOTE**

The same items can be configured on the “Input Patch” tab on the Patch screen.

**Type**

The input type to the speaker matrix (“Monitor” or “LFE”) will appear here.

**NOTE**

You can set the Type (CH Type) in the “Speaker Matrix” tab of the “Scene” tab on the Settings screen.

**Trim**

Double click or use the mouse wheel to adjust input levels. Out-of-range values entered will be corrected to the maximum or minimum value allowed.

**NOTE**

When the Type (CH Type) is “LFE,” and the “LFE Trim” button in the “Monitor” section on the Sub screen is set to on, the LFE Trim Level will be added to the input value.

**Process Type** Displays the crossover filter type.

**NOTE**

- You can set the crossover filter type in the “Speaker Matrix” tab of the “Scene” tab on the Settings screen.
- The color of the text will be orange when the FIR filter is temporarily changed to the IIR filter with the talkback or User Assignable function.

**Filter Setting** Displays the high pass/low pass filter type and cutoff frequency.

**NOTE**

You can set the high pass/low pass filter type and cutoff frequency in the “Speaker Matrix” tab of the “Scene” tab on the Settings screen.

## Speaker Matrix Out



**Name (Label)** Display the Speaker Matrix Out names.

5.1 ch L

**NOTE**

You can change the names (labels) of Speaker Matrix Out in the “MISC” tab of the “Scene” tab on the Settings screen.

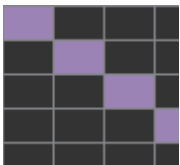
**Speaker Set** Displays the Speaker Set to which the Speaker Matrix Out belongs.



**NOTE**

You can set the Speaker Set in “Speaker Matrix” tab of the “Scene” tab on the Settings screen.

## Speaker matrix



- Click to turn Send on (purple) or off. When a cell has been turned on, a signal will be sent from the cell row (the input source) to the cell column (output).
- To turn multiple cells on or off at the same time, simultaneously hold down the right mouse button (Windows) or the <control> key (Mac) and then drag and release the button (key).

**Quick Assign:** Criss cross from dragging origin point

**On:** Turns entire dragged area on (purple)

**Off:** Turns entire dragged area off

## 4-1-6. Speaker Management screen

This is used to set the delay and EQ for signals sent to each speaker.

### NOTE

You can use this screen when logged in as an “Administrator” or “Advanced User.”

Speaker Matrix Out	Speaker	Set	Trim	Delay	EQ 1				EQ 2				EQ 3				EQ 4				EQ 5
					F	G	Q	Type	F	G	Q	Type	F	G	Q	Type	F	G	Q	Type	F
1	SPK Out A - L	A	0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
2	SPK Out A - R	A	0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
3	SPK Out A - C	A	0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
4	SPK Out A - LFE	A	0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
5	SPK Out A - Lrs	A	0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
6	SPK Out A - Rrs	A	0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
7	SPK Out A - Lss	A	0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
8	SPK Out A - Rss	A	0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
9	SPK Matrix Out 01		0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
10	SPK Matrix Out 02		0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
11	SPK Matrix Out 03		0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
12	SPK Matrix Out 04		0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
13	SPK Matrix Out 05		0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
14	SPK Matrix Out 06		0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
15	SPK Matrix Out 07		0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
16	SPK Matrix Out 08		0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
17	SPK Matrix Out 09		0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
18	SPK Matrix Out 10		0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
19	SPK Matrix Out 11		0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
20	SPK Matrix Out 12		0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
21	SPK Matrix Out 13		0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
22	SPK Matrix Out 14		0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
23	SPK Matrix Out 15		0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
24	SPK Matrix Out 16		0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
25	SPK Matrix Out 17		0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
26	SPK Matrix Out 18		0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
27	SPK Matrix Out 19		0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
28	SPK Matrix Out 20		0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
29	SPK Matrix Out 21		0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
30	SPK Matrix Out 22		0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
31	SPK Matrix Out 23		0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
32	SPK Matrix Out 24		0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB	1.40	Peak	630.0Hz	0.0dB	1.40	Peak	1.25kHz	0.0dB	1.40	Peak	2.50kHz
Direct Speaker Send																					
1	L	B	0.0dB																		
2	R	B	0.0dB																		
3	L	C	0.0dB																		
4	R	C	0.0dB																		
5	L	D	0.0dB																		
6	R	D	0.0dB																		

### Speaker Matrix Out

Speaker Matrix Out	Speaker	Set	Trim	Delay	EQ 1			
					F	G	Q	Type
1	Speaker Set A 1	A	0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak
2	Speaker Set A 2	A	0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak
3	Speaker Set A 3	A	0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak
4	Speaker Set A 4	A	0.0dB	0.00msec	80.0Hz	0.0dB	1.40	Peak

### Speaker Set

Displays the Speaker Set to which the Speaker Matrix Out belongs.

### NOTE

You can set the Speaker Set in “Speaker Matrix” tab of the “Scene” tab on the Settings screen.

### Trim

Double click or use the mouse wheel to adjust input levels. Out-of-range values entered will be corrected to the maximum or minimum value allowed.

### Delay

Double click or use the mouse wheel to set the delay. Out-of-range values entered will be corrected to the maximum or minimum value allowed.

### EQ Graph

Click to display the EQ graph.

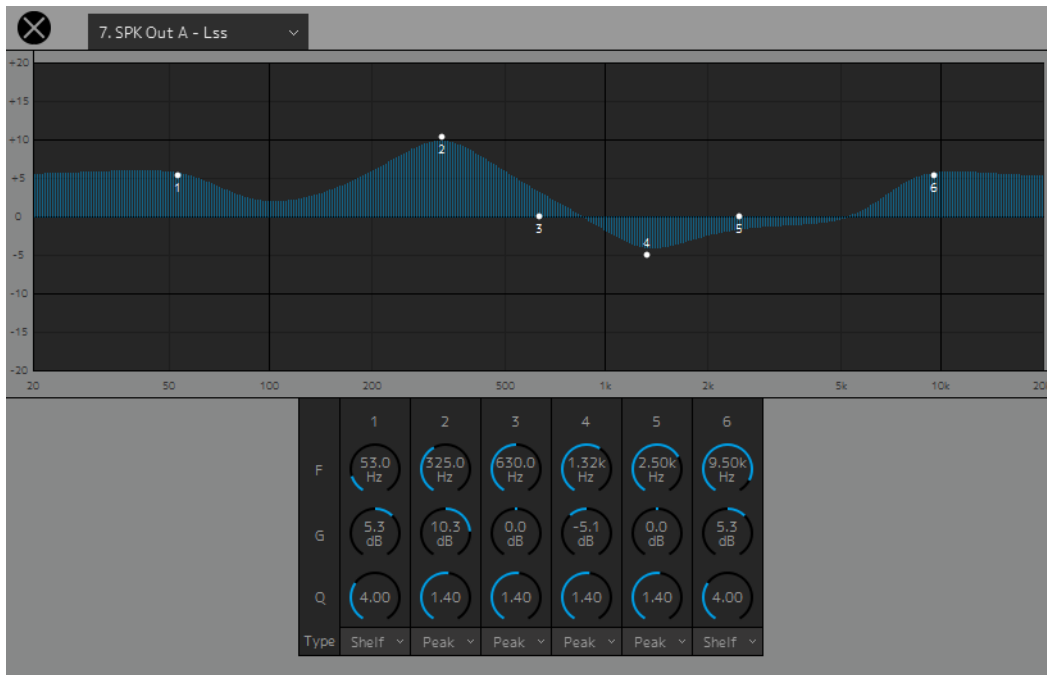
### EQ 1 – 6

Double click or use the mouse wheel to set the F (frequency), G (gain), Q, and Type for the EQ. Out-of-range values entered will be corrected to the maximum or minimum value allowed.

### NOTE

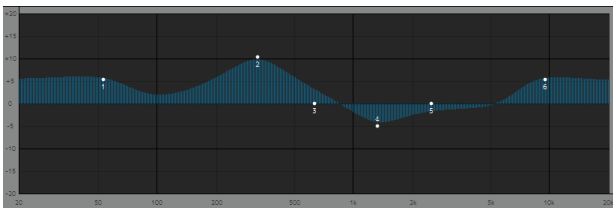
- To bring up the context menu, (for Windows) right click a value or a graph, or (for Mac) hold down the <control> key and then click a value or a graph.
- To select multiple cells for copying values to, simultaneously hold down the right mouse button (Windows) or the <control> key (Mac) and drag the mouse.

### EQ Graph



7. SPK Out A - Lss

Select a Speaker Matrix Out to change the EQ settings.



Drag the pointer of each band to change the frequency and the gain.



Drag or use the mouse wheel to change six EQ parameters (Frequency, Gain, Q). Double click to enter a value. Out-of-range values entered will be corrected to the maximum or minimum value allowed. To return these parameters to their default values, simultaneously hold down the <Ctrl> key (Windows) or the <command> key (Mac) and click on the corresponding control. Default values are F: 125 Hz/355 Hz/3.55 kHz/6.3 kHz, G: 0 dB, and Q: 4.0 (Shelf)/1.4 (Peak)/1.0 (Notch). You can also select the EQ type from Peak and Shelf (Shelving), or Peak and Notch.

### Direct Speaker Send

Direct Speaker Send		
1	L	B 0.0dB
2	R	B 0.0dB
3	L	C 0.0dB
4	R	C 0.0dB

For selecting input sources to send to each speaker without going through the speaker matrix. Delay, EQ and other processing cannot be performed.

This is used to switch between Speaker Sets when the speaker matrix is being used for another application.

Click to select an input source.

#### NOTE

The same items can be configured on the "Input Patch" tab on the Patch screen.

### 4-1-7. Patch screen

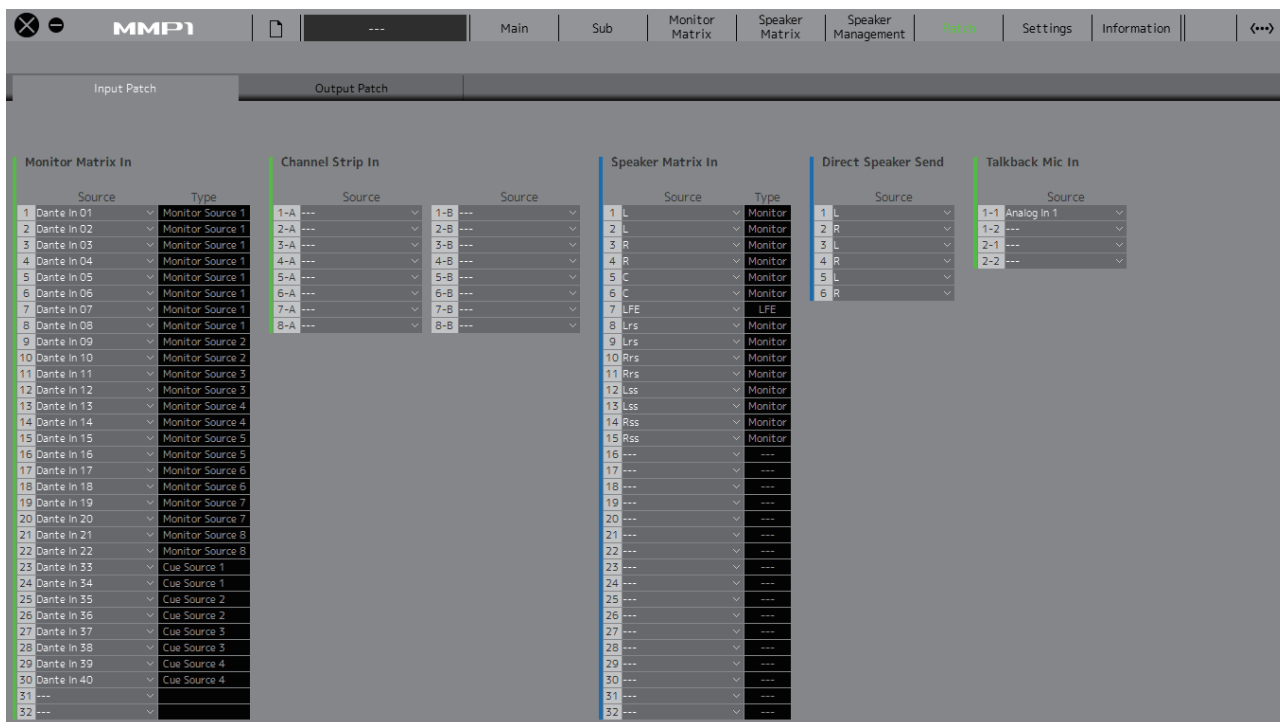
This screen is used to assign input sources and outputs to channels within the MMP1 Editor and I/O connectors.

The Patch screen is split into the “Input Patch” tab and the “Output Patch” tab. Click these tabs to switch between the two.

#### NOTE

You can use this screen when logged in as an “Administrator” or “Advanced User.”

#### 4-1-7a. Input Patch



#### Monitor Matrix In

- For selecting the input source to be routed on the Monitor Matrix screen.
- Up to 32 channels are available. However, only channels 1-16 will be enabled when the MMP1’s sample rate being used is higher than 96 kHz. You can change the sample rate in the “MISC” tab of the “Scene” tab on the Settings screen.
- You can select the format for Monitor Sources 1-8 and Cue Sources 1-8 from the “Monitor Matrix” tab of the “Scene” tab on the Settings screen.

#### Channel Strip In

- For selecting the desired input source for operation using the channel strip on the Main screen.
- Channel strips are loaded in two sets, A and B. Use the “Selected Channel” tab on the Main screen to switch between the two.

#### Speaker Matrix In

- For selecting the input source to be routed on the Speaker Matrix screen.
- Up to 32 channels are available. However, only channels 1-16 will be enabled when the MMP1’s sample rate being used is higher than 96 kHz. You can change the sample rate in the “MISC” tab of the “Scene” tab on the Settings screen.
- You can set the input source Type in the “Speaker Matrix” tab of the “Scene” tab on the Settings screen.

**Direct Speaker Send** For selecting input sources to send to speakers without going through the speaker matrix.

**Talkback Mic In** For selecting a Talkback mic input source.

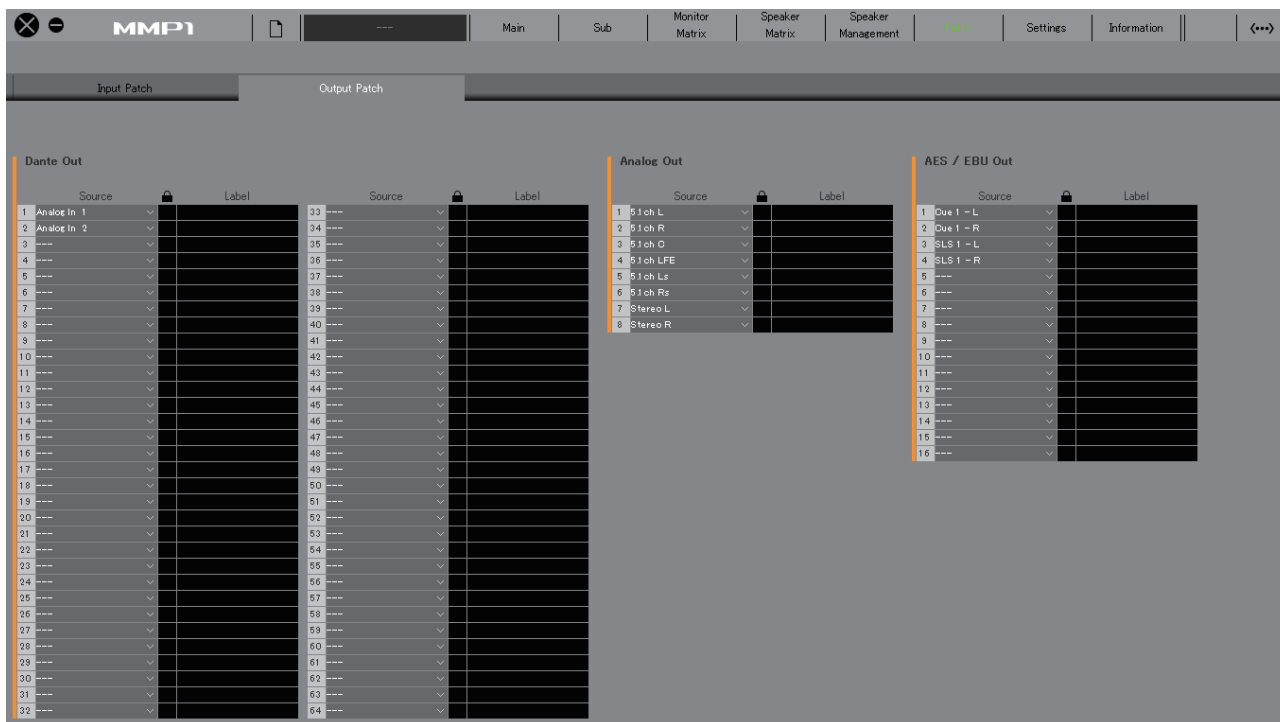
Refer to the table on page 26 for more information about input sources that can be assigned.

#### NOTE

While holding down the right mouse button (Windows) or the <control> key (Mac) on the Source fields, drag up or down on the fields to select several input sources at the same time.



## 4-1-7b. Output Patch




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**Dante Out** For selecting the audio signal output from the Dante [PRIMARY]/[SECONDARY] connectors on the MMP1.

**Analog Out** For selecting the audio signal output from the ANALOG [OUTPUT 1-8] connectors on the MMP1.

**AES/EBU Out** For selecting the audio signal output from the [AES/EBU 1-8]/[AES/EBU 9-16] connectors on the MMP1.

---

Refer to the table on page 26 for more information about audio signals that can be assigned.

**NOTE**

While holding down the right mouse button (Windows) or the <control> key (Mac) on the Source fields, drag up or down on the fields to select several input sources at the same time.

## 4-1-7c. Correspondence table of assignable audio signals

Source		Monitor Matrix In	Channel Strip In	Speaker Matrix In	Direct Speaker Send	Talkback Mic In	Dante Out Analog Out AES/EBU Out
<b>Dante In 1-64</b>	Input from the Dante [PRIMARY]/[SECONDARY] connectors on the MMP1.	✓	✓	✓	✓	✓	✓
<b>Analog In 1-8</b>	Input from the ANALOG [INPUT 1-8] connectors on the MMP1.	✓	✓	✓	✓	✓	✓
<b>AES/EBU In 1-16</b>	Input from the [AES/EBU 1-8]/[AES/EBU 9-16] connectors on the MMP1.	✓	✓	✓	✓	✓	✓
<b>CH Strip Out 1-8</b>	Channel strip output signals.	✓		✓	✓	✓	✓
<b>CH Strip 1-8 Ins Send</b>	Channel strip Insert Send signals.	✓		✓	✓		
<b>PFL Bus Out</b>	Pre Fader Listen for the channel strip.	✓		✓	✓		✓
<b>AFL Bus Out</b>	After Fader Listen for the channel strip.	✓		✓	✓		✓
<b>RTB Bus Out</b>	Return Talk Back. Input signals to the channel strip are output directly without passing through the channel strip.	✓		✓	✓		✓
<b>Monitor Matrix Meter Out 1-32</b>	Main Monitor, Cue, Studio Speaker, and AUX signals output to the meter.			✓	✓		✓
<b>Downmix Meter Out L/R</b>	Downmix L/R signals output to the meter.			✓	✓		✓
<b>Headphone Meter Out L/R</b>	Headphone L/R signals output to the meter.			✓	✓		✓
<b>Monitor Matrix Out 1-32</b>	Signals input to Monitor Matrix Out 1-32. The sources which can be selected depends on the settings under the "Monitor Matrix Out" in the "Monitor Matrix" of the "Scene" tab on the Settings screen.			✓	✓		✓
<b>Downmix Out L/R</b>	Signals input to Downmix Out L/R.			✓	✓		✓
<b>Headphone Out L/R</b>	Signals input to Headphone Out L/R.			✓	✓		✓
<b>SPK Matrix Out 1-32</b>	Signals input to Speaker Matrix Out 1-32. The sources which can be selected depends on the "Speaker Matrix" of the "Scene" tab on the Settings screen.	✓	✓				✓
<b>Direct SPK Out 1-6</b>	Signals input to Direct Speaker Send.	✓	✓				✓
<b>Oscillator</b>	Internal MMP1 oscillator.	✓	✓	✓	✓	✓	✓

## 4-1-8. Settings screen

This screen is used to configure various MMP1 settings.

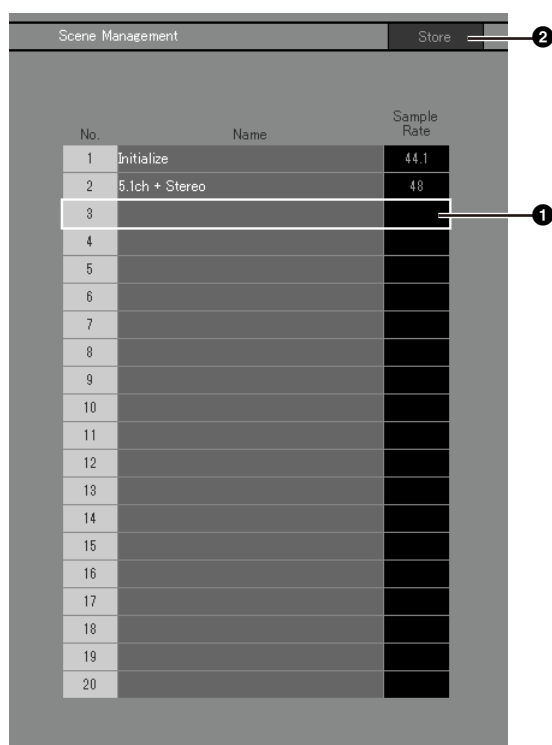
### NOTE

- You can use this screen when logged in as an “Administrator.”
- “Scene” tab settings can be stored (saved) or recalled (loaded) as Scenes.
- “Global” tab settings will be applied to all Scenes.
- “Editor” tab settings are stored by the MMP1 Editor for each computer in use. The same settings will be applied regardless of the file or Scene opened by the user.

### 4-1-8a. Scene Tab/MISC

#### Scene Management

Here you can store the current system configuration as a Scene. Stored Scenes can be recalled (loaded) using the SCENE RECALL [1] to [5] and the [RECALL] key on the MMP1 unit itself, or from the menu bar of the MMP1 Editor.



① Click to select the Scene storage destination.

② Click to store the Scene.

#### Name

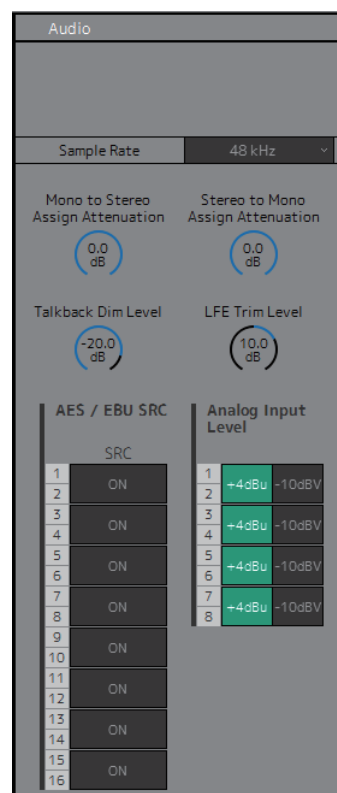
- The background of the most recently recalled Scene will be highlighted.
- Double click to change the Scene name. Enter a channel name up to 17 alphanumeric characters and symbols.
- To bring up the context menu, (for Windows) right click anywhere within the section, or (for Mac) hold down the <control> key and then click in the section.

### NOTE

Set “Confirmation Store” settings to on in the “Editor” tab on the Settings screen to display a confirmation dialog box when attempting to store a Scene.

#### Audio

Here you can configure the audio-related settings.



**Sample Rate** Determines the sample rate being used by the MMP1 unit.

**Mono to Stereo Assign Attenuation** Determines the attenuation applied when assigning monaural signals to stereo outputs.

**Stereo to Mono Assign Attenuation** Determines the attenuation applied when assigning stereo signals to monaural outputs.

**Talkback Dim Level** Determines the amount that the audio output is reduced (dimmed) at the interrupt destination when Talkback is turned on. This does not affect the Talkback voice level itself.

**LFE Trim Level** This trim is applied to audio when the CH Type has been set to “LFE” in the “Speaker Matrix” tab of the “Scene” tab. Turn this trim on and off to configure a system that switches between LFE channel playback levels.

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**AES / EBU SRC** For turning the SRC (Sampling Rate Converter) on and off for two-channel pair units for AES/EBU input/output.

**Analog Input Level** For selecting the input level (+4dBu/-10dBV) for two-channel pair units for analog input and output.

---

## Label

Here you can set a name (label) for Monitor Matrix Out and Speaker Matrix Out.

Monitor Matrix Out			Speaker Matrix Out		
	Type	Label		Speaker Set	Label
1	Main Monitor 01	Dante In 01	1	A	5.1 ch L
2	Main Monitor 02	Dante In 02	2	A	5.1 ch R
3	Main Monitor 03	Dante In 03	3	A	5.1 ch C
4	Main Monitor 04	Dante In 04	4	A	5.1 ch LFE
5	Main Monitor 05	Dante In 05	5	A	5.1 ch Ls
6	Main Monitor 06	Dante In 06	6	A	5.1 ch Rs
7	Quc 1 - L	AES/EBU In 01	7	B	Stereo L
8	Quc 1 - R	AES/EBU In 02	8	B	Stereo R
9	SLS 1 - L	AES/EBU In 03	9		
10	SLS 1 - R	AES/EBU In 04	10		
11	AUX 01		11		
12	AUX 02		12		

---

**Type** Displays the Monitor Matrix Out type. You can configure type settings in "Monitor Matrix" tab of the "Scene" tab on the Settings screen.

**Label** Double click to set a Monitor Matrix Out or Speaker Matrix Out name. Enter a channel name up to 17 alphanumeric characters and symbols.

### NOTE

Names set here will appear in the "Monitor Matrix" Out section on the Monitor Matrix screen, or in the "Speaker Matrix Out" section on the Speaker Matrix screen.

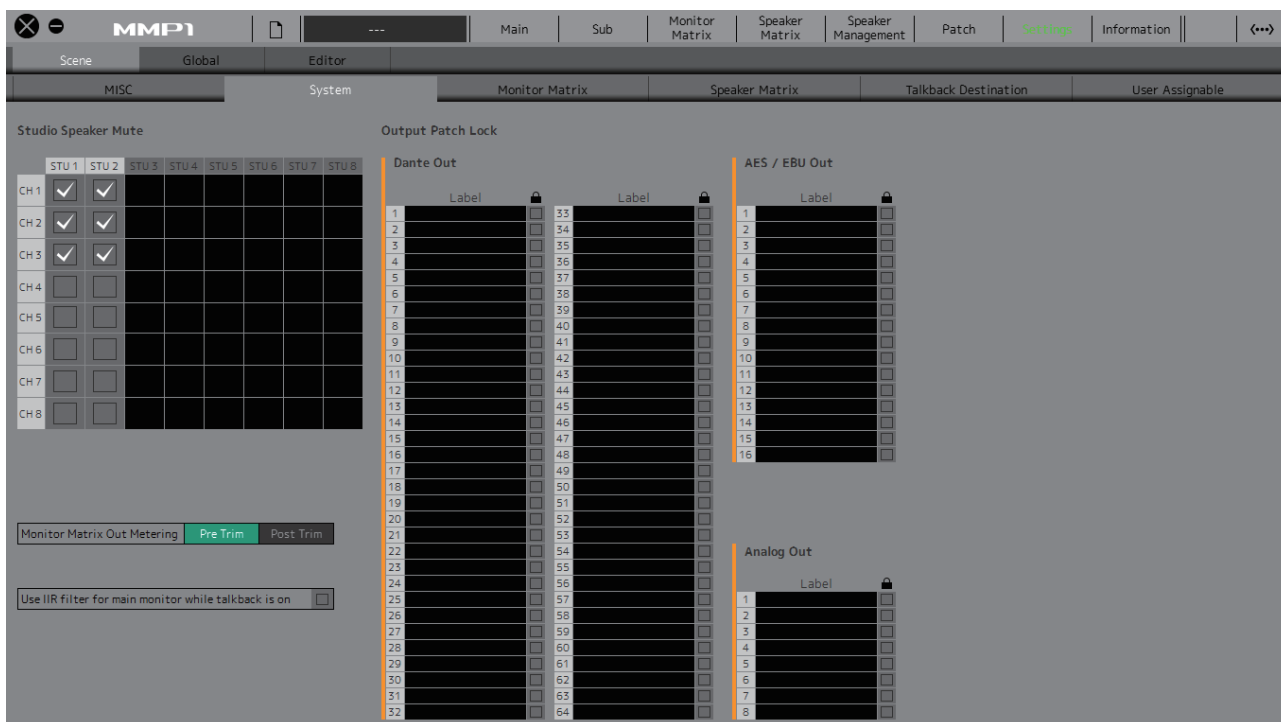
**Speaker Set** Displays the Speaker Set to which the Speaker Matrix Out belongs.

### NOTE

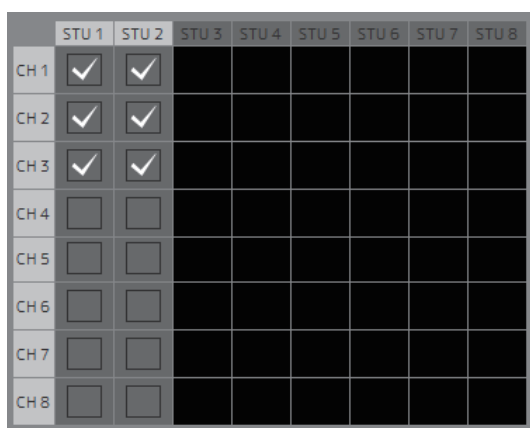
You can set the Speaker Set in the "Speaker Matrix" tab of the "Scene" tab on the Settings screen.

---

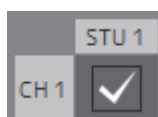
### 4-1-8b. Scene Tab/System



#### Studio Speaker Mute



This will mute studio speaker outputs (check box selected outputs) when mic audio input to the channel strip is set to on.



For example, if the "CH1" and "STU1" cross point is selected, the STU 1 output will be muted when the channel strip 1 mic is on.

#### Monitor Matrix Out Metering

Here you can select the signal position displayed on Monitor Matrix Out meters on the Main screen and the Sub screen.

#### Use IIR filter for main monitor while talkback is on

This setting is used when applying a FIR filter with bass management configured.

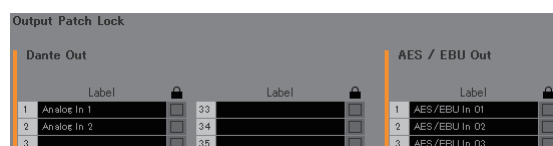
Select this (check) to automatically change the FIR filter to an IIR filter when Talkback is turned on.

Applying an FIR filter for bass management will increase the delay. Sending narrator audio on a delay to cues for the narrator through a Talkback mic will make it harder to narrate effectively. This can be avoided by automatically switching the FIR filter to an IIR filter with minimal delay when implementing Talkback.

#### NOTE

You can set the crossover filter outside of Talkback in the "Speaker Matrix" tab of the "Scene" tab on the Settings screen.

#### Output Patch Lock



This locks the function to disable Output Patch modifications by non-Administrator users.

### 4-1-8c. Scene Tab/Monitor Matrix

Monitor Matrix In		Monitor Matrix Out	
Monitor Source 1	0	Main Monitor	2
Monitor Source 2	0	Cue 1	0
Monitor Source 3	0	Cue 2	0
Monitor Source 4	0	Cue 3	0
Monitor Source 5	0	Cue 4	0
Monitor Source 6	0	Cue 5	0
Monitor Source 7	0	Cue 6	0
Monitor Source 8	0	Cue 7	0
Cue Source 1	0	Cue 8	0
Cue Source 2	0	Studio Speaker 1	0
Cue Source 3	0	Studio Speaker 2	0
Cue Source 4	0	Studio Speaker 3	0
Cue Source 5	0	Studio Speaker 4	0
Cue Source 6	0	Studio Speaker 5	0
Cue Source 7	0	Studio Speaker 6	0
Cue Source 8	0	Studio Speaker 7	0
		Studio Speaker 8	0

0

Here you can set the monitor matrix input and output configuration.

#### NOTE

Set the connection with the MMP1 to "Offline" before changing settings.

#### Monitor Matrix In

**Monitor Source** Determines the audio format to output when a Monitor Source is selected on the Main screen, or on the MMP1 Controller.

**Cue Source** Set this when controlling the cue mix with the Nuage system. Specify monaural or stereo for each source, from Cue Sources 1-8.

#### Monitor Matrix Out

**Main Monitor** For selecting the audio format to be monitored. Specify the total number of channels used in the system; for example, set this to "2" when configuring a stereo monitor system, "6" for a 5.1 system, and "12" for a 7.1.4 system.

**Cue 1-8** Specify monaural or stereo for each source, from Cue 1-8. If you do not want to create cue outputs, set this to "0."

**Studio Speaker 1-8** These are channels sent to Studio Speakers. Specify monaural or stereo for each channel, from 1-8. If you do not want to create studio speaker outputs, set this to "0."

#### NOTE

A total of 32 channels can be set to Monitor Matrix In and Monitor Matrix Out when the MMP1's sample rate being used is 96 kHz or less, and a total of 16 channels can be set when the MMP1's sample rate is higher than 96 kHz.

### 4-1-8d. Scene Tab/Speaker Matrix

Here you can set the Speaker Set configuration and speaker matrix input stage filters.

Speaker Matrix							Speaker Allocation	
Source	CH Type	Process Type	Change to IIR	Filter	Cutoff	IIR Slope	Speaker Matrix	Format
1 L	Monitor	IIR	<input type="checkbox"/>	THRU	---	---	A	8
2 R	Monitor	IIR	<input type="checkbox"/>	THRU	---	---	B	2
3 C	Monitor	IIR	<input type="checkbox"/>	THRU	---	---	C	2
4 LFE	LFE	FIR	<input checked="" type="checkbox"/>	LPF	120Hz	48dB/Butt	D	2
5 Lrs	Monitor	IIR	<input type="checkbox"/>	THRU	---	---		
6 Rrs	Monitor	IIR	<input type="checkbox"/>	THRU	---	---		
7 LSS	Monitor	IIR	<input type="checkbox"/>	THRU	---	---		
8 RSS	Monitor	IIR	<input type="checkbox"/>	THRU	---	---		

#### Speaker Matrix

**Source** Displays the speaker matrix input sources.

**CH Type** For audio that is output to the monitor speakers, the audio sent to the main speakers should be set to "Monitor," audio sent to LFE channels to "LFE," and audio used for other applications to "----."

#### NOTE

Turn Trim and LPF on or off for LFE channels from the "Monitor" section on the Sub screen.

**Process Type** Determines the filter processing type.

#### NOTE

Process Type can be selected when the CH Type is set to "Monitor" or "LFE."

**IIR:** A general-use processing type. While filter processing rarely results in a delay, varying delays may result for frequencies close to the cutoff frequency bands. As such, you may experience some phase interference when outputting the same sound from different speakers.

**FIR:** A processing type generally referred to as a "linear phase filter." A set delay amount will be applied to all frequency bands when applying filter processing. As such, outputting the same sound from different speakers will help prevent phase interference from occurring. However, such a process takes time, resulting in a greater delay. A delay of around 10 msec is expected with the MMP1.

**THRU:** Bypass filter processing. Although filtering is not applied when "THRU" is selected, the signal is output with the same delay as that generated by the filter type specified in Process Type when outputting to account for the delay from the main channel.

**Change to IIR** Selects the channels for which the filter is changed from FIR to IIR when talkback is on or "Filter Type Change to IIR" of the User Assignable function is on.

**Filter** Determines the high pass/low pass filter to be applied to the input source.

#### NOTE

Filter can be selected when the CH Type is "Monitor" or "LFE."

**Cutoff** Displays the high pass/low pass filter cutoff frequency.

**NOTE**

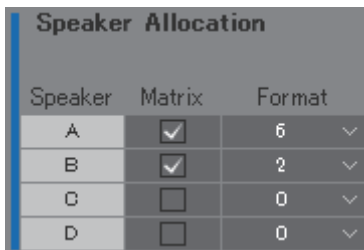
- When the CH Type is set to "LFE," you can select a cutoff frequency either at "80Hz" or "120Hz."
- This settings item will be disabled when the high pass/low pass filter is set to "THRU."
- Cutoff can be selected when the Filter is "HPF" or "LPF."

**IIR Slope** Determines filter shoulder characteristics when an IIR filter is applied.

**NOTE**

Cutoff can be selected when the Filter is "HPF" or "LPF."

## Speaker Allocation



Speaker	Matrix	Format
A	<input checked="" type="checkbox"/>	6
B	<input checked="" type="checkbox"/>	2
C	<input type="checkbox"/>	0
D	<input type="checkbox"/>	0

**NOTE**

Set the connection with the MMP1 to "Offline" before changing Speaker Allocation.

**Matrix** Selected  Speaker Sets are output via the speaker matrix, while unselected Speaker Sets are output via Direct Speaker Send.

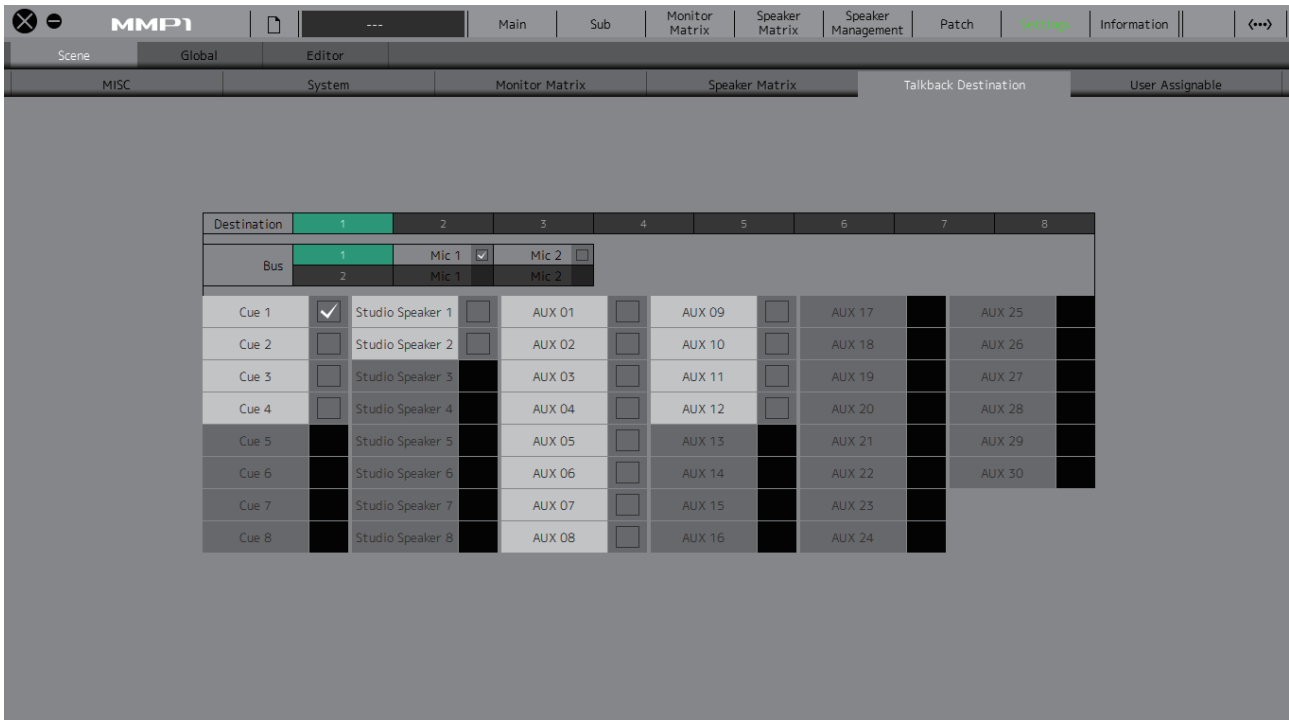
**Format** Select the format for each Speaker Set. Total Speaker Sets passing through the Matrix are up to 32 channels when the MMP1's sample rate being used is 96 kHz or less, and up to 16 channels when the MMP1's sample rate is higher than 96 kHz. Total Speaker Sets passing through the Direct Speaker Send are up to six channels.

**NOTE**

You can change the sample rate in the "MISC" tab of the "Scene" tab on the Settings screen.

### 4-1-8e. Scene Tab/Talkback Destination

Here you can set up to eight Talkback interrupt destination entries. Settings configured here can be used in the “Talkback” section on the Sub screen.



**Destination**

Determines the Talkback interrupt destination from 1-8.

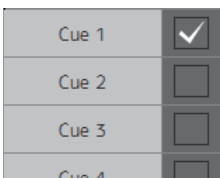
**Bus**

Select the mic input used for Talkback. Mic 1 and Mic 2 for Bus 1 refer to Talkback Mic In 1-1 and 1-2 on the Patch screen, and Mic 1 and Mic 2 for Bus 2 refer to Talkback Mic In 2-1 and 2-2 on the Patch screen.

**NOTE**

You can set which signals to assign to Mic 1 and Mic 2 in the “Input Patch/Talkback Mic In” section on the Patch screen.

Select the check box  corresponding to Talkback interrupt destinations you want to select.





### 4-1-8f. Scene Tab/User Assignable

You can register up to 35 frequently used functions (User Assignable functions). Functions registered here can be used on the Main screen and the Main Monitor screen of the MMP1 Controller.

Label	Color	Function	Parameter
1	01	---	---
2	02	---	---
3	03	---	---
4	04	---	---
5	05	---	---
6	06	---	---
7	07	---	---
8	08	---	---
9	09	---	---
10	10	---	---
11	11	---	---
12	12	---	---
13	13	---	---
14	14	---	---
15	15	---	---
16	16	---	---
17	17	---	---
18	18	---	---
19	Mixer Talkback	Talkback Destination	1
20	Director Talkback	Talkback Destination	2
21	21	---	---
22	22	---	---
23	23	---	---
24	24	---	---
25	25	---	---
26	26	---	---
27	27	---	---
28	28	---	---
29	29	---	---
30	30	---	---
31	Main Monitor	Speaker Select	A
32	Near Field	Speaker Select	B
33	33	---	---
34	34	---	---
35	35	---	---

Label	Color	Function	Parameter
19 Mixer Talkback	Green	Talkback Destination	1
20 Director Talkback	Green	Talkback Destination	2
21 21	Blue	---	---

**Label** Double click to add a name to a function set. Enter a channel name up to 17 alphanumeric characters and symbols. To insert a line break at any point, simultaneously hold the <Alt> key and press <Enter> (Windows), or hold the <option> key and press <return> (Mac).

**Color** Click to set the color.

#### NOTE

Colors set here will be reflected as the button color of User Assignable functions on the Main screen.

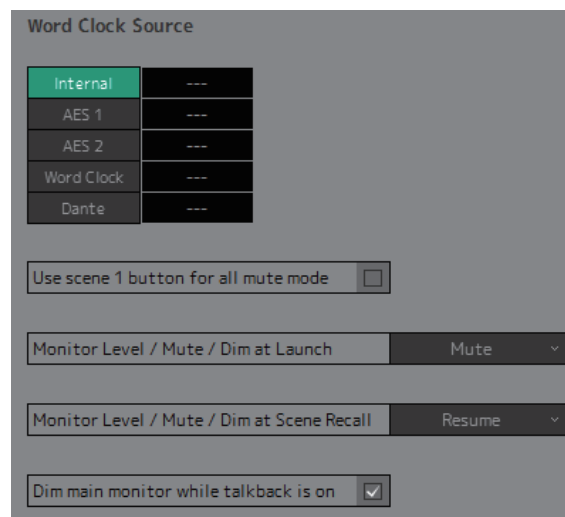
**Function, Parameter** Click to select each of the registered Functions. The Parameters available for selection will vary depending on the selected Function.

## User Assignable functions

Function	Parameter	Description
<b>Headphone Source</b>	Select the Monitor Source number	Select the Monitor Source to output to Headphone L/R as audio.
<b>Headphone Source Sum</b>	---	Turn this on to select multiple "Headphone Sources" at the same time.
<b>Main Monitor CH Solo/Mute</b>	Select the Main Monitor number	Turns the Main Monitor SOLO or MUTE on or off.
<b>Main Monitor CH Solo/Mute Mode</b>	---	Determines Main Monitor output to Solo or Mute.
<b>Speaker Select</b>	Select a Speaker Set	Turns Send to the Speaker Set on or off.
<b>Talkback Destination</b>	Select a Talkback interrupt destination	Turns Talkback on or off.
<b>Cough Mute</b>	Select a channel strip	Turns the channel strip mic on or off.
<b>Cough Status</b>	Select a channel strip	Displays the status of the channel strip mic.
<b>Cough Mute Override</b>	Select a channel strip	Disables or enables the mic on/off operation by the mic user for the channel strip selected.
<b>RTB Status</b>	Select a channel strip	Displays the RTB (Return TalkBack) status for the channel strip.
<b>Oscillator Source</b>	Select a frequency or pink noise	Select a signal to output from the oscillator. This is intended to give users a means of switching between oscillator frequencies and pink noise by creating multiple buttons as needed.
<b>Headphone Mute</b>	---	Turns mute on or off for headphone output.
<b>Cue Mute</b>	Select the Cue output number	Turns mute on or off for the Cue output.
<b>Studio Speaker Mute</b>	Select the studio speaker output number	Turns mute on or off for the studio speaker output.
<b>LFE Filter</b>	---	Turns the LFE Filter on or off.
<b>LFE Trim</b>	---	Turns the LFE Trim on or off.
<b>Snapshot Recall</b>	Select a Snapshot number	Recall the selected Snapshot.
<b>Filter Type Change to IIR</b>	---	Turns the option to change filter type from an FIR filter to an IIR filter on and off. When on, an FIR filter will change to an IIR filter at the speaker matrix input stage.
<b>Generic Function</b>	Select the GPI Out Function number	Turns the GPI Out Function set with Parameter on or off. The Generic Function is not itself a specific function. Rather, it is intended to be used to change GPI Out output based on whether this function is turned on or off.

## 4-1-8g. Global tab/General

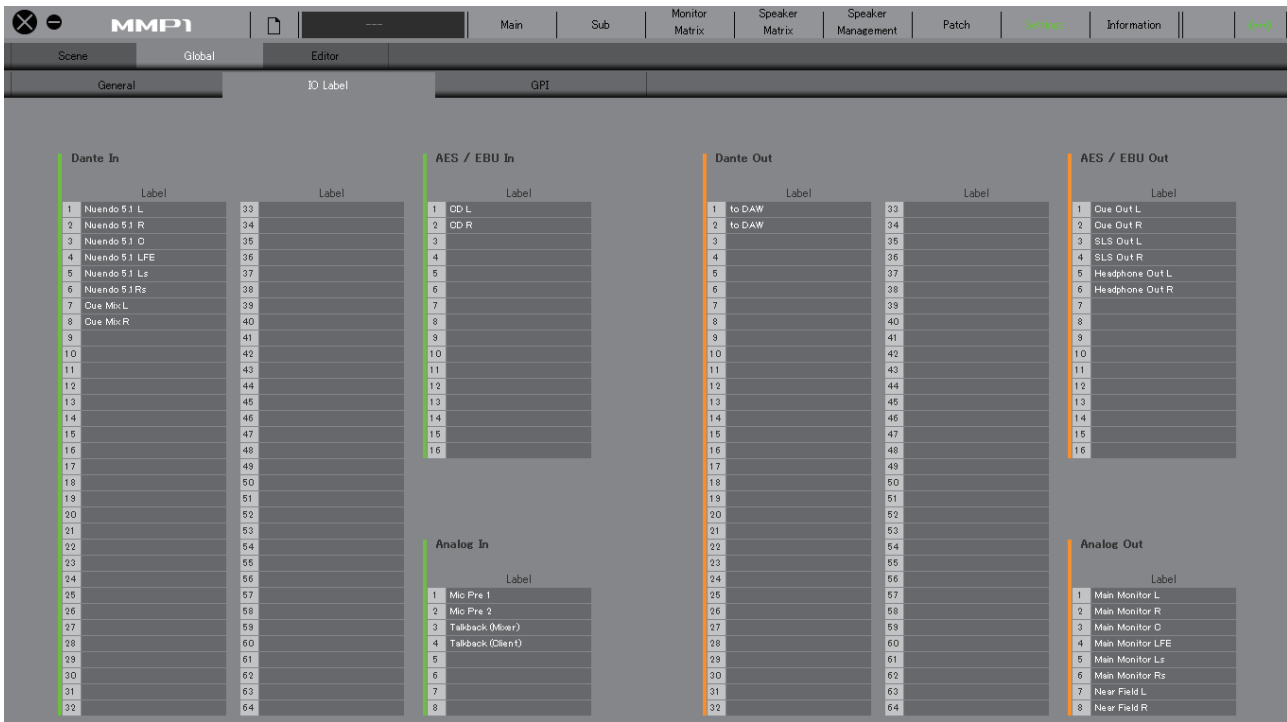
Configure general settings to be used across all Scenes here.



<b>Word Clock Source</b>	Click to select a word clock source for the MMP1 unit. The sync status with each word clock source will also appear here.
<b>Use scene 1 button for all mute mode</b>	Set this to use the SCENE [1] key on the front panel of the MMP1 unit as an all mute key. Press the all mute key to mute all output signals. <b>NOTE</b> Scene 1 will not change even if the all mute key is set. This Scene can be recalled from the MMP1 Editor menu bar.
<b>Monitor Level/Mute/Dim at launch</b>	Select the monitor level, dimmer and mute status for the time of MMP1 power activation.
<b>Mute</b>	Activates when Mute is on at the time of MMP1 power activation. The monitor level and dimmer settings are restored to what they were when turning off the MMP1.
<b>-∞</b>	Activates when the monitor level is set to -∞ at the time of MMP1 power activation. The mute and dimmer settings are restored to what they were when turning off the MMP1.
<b>Current</b>	At the time of MMP1 power activation, the monitor level, mute and dimmer settings are restored to what they were when turning off the MMP1.
<b>Monitor Level/Mute/Dim at Scene Recall</b>	Select the monitor level, dimmer and mute status for the time of Scene recall.
<b>Mute</b>	Recalls when Mute is on at the time of Scene recall. The monitor level and dimmer settings are restored to what they were when the Scene was stored.
<b>-∞</b>	Recalls when the monitor level is set to -∞ at the time of Scene recall. The mute and dimmer settings are restored to what they were when the Scene was stored.
<b>Current</b>	At the time of Scene recall, the monitor level, dimmer and mute settings are restored to what they were when the Scene was stored.
<b>Resume</b>	When recalling the Scene, the monitor level, dimmer and mute settings are kept as the same setting at the time of Scene recall, regardless of the monitor level, dimmer and mute settings stored to the Scene.
<b>Dim main monitor while talkback is on</b>	The Main Monitor dimmer is turned on when Talkback is on.

### 4-1-8h. Global tab/IO Label

This window is used to add names (labels) to MMP1 I/O connector I/O signals.



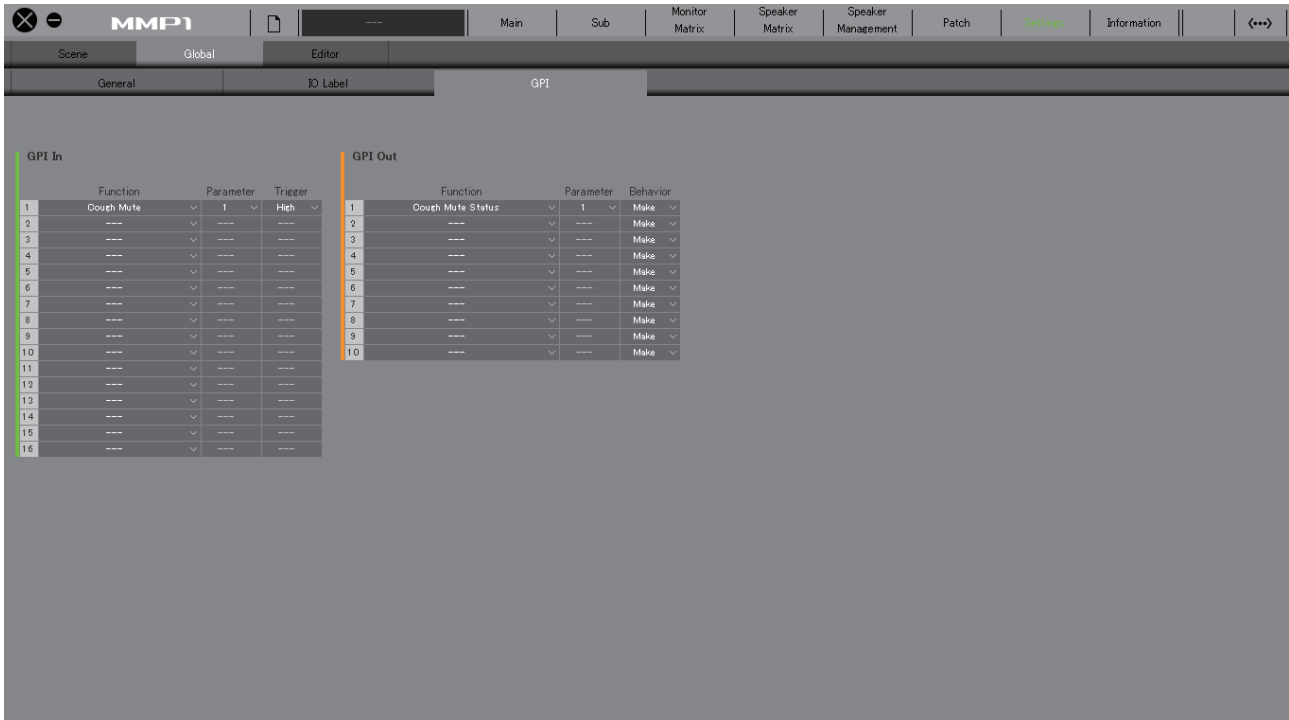
#### Label

Double click to set each input/output signal name. Enter a channel name up to 17 alphanumeric characters and symbols.

#### NOTE

Names set here will be used as the signal names assigned to inputs and outputs on the Monitor Matrix screen, the Patch screen, and other screens.

### 4-1-8i. Global tab/GPI



#### GPI In

GPI In			
	Function	Parameter	Trigger
1	Cough Mute	1	High
2	---	---	---
3	---	---	---

Set the Function and the Trigger for GPI [INPUT] connector pins 1-16 on the MMP1 unit. The following four Trigger types are available.

<b>High</b>	Executes the Function when the input voltage is High.
<b>Low</b>	Executes the Function when the input voltage is Low.
<b>On Edge</b>	Executes the Function when the input voltage changes from Low to High.
<b>Off Edge</b>	Executes the Function when the input voltage changes from High to Low.

#### GPI Out

GPI Out			
	Function	Parameter	Behavior
1	Cough Mute Status	1	Make
2	---	---	Make
3	---	---	Make

Set the Function and the Behavior for GPI [OUTPUT] connector pins 1-10 on the MMP1 unit. The following three Behavior types are available.

<b>Make</b>	Connects contacts within the MMP1. The voltage of the GPI device at the connection destination becomes Low.
<b>Break</b>	Opens contacts within the MMP1. The voltage of the GPI device at the connection destination becomes High.
<b>Pulse</b>	Changes the voltage from Low to High, and then reverts back to the Low state after maintaining a High voltage for around 250 ms.

## GPI IN functions

Function	Parameter	Description
<b>Cough Mute</b>	Select a channel strip	Mutes audio from the channel strip mic.
<b>Cough Mute Override</b>	Select a channel strip	Disables the mic on/off operation by the mic user for the channel strip selected.
<b>CH Strip RTB</b>	Select a channel strip	Mutes the input signal to the selected channel strip, and sends it only to the RTB bus.
<b>Scene Recall</b>	Select the Scene number	Recalls the selected Scene.
<b>Snapshot Recall</b>	Select a Snapshot number	Recalls the selected Snapshot.
<b>Talkback Destination</b>	Select a Talkback interrupt destination	Turns the selected Talkback on.
<b>Main Monitor Mute</b>	---	Mutes Main Monitor output.
<b>Main Monitor Dim</b>	---	Turns the Main Monitor output dimmer on.
<b>Cue Mute</b>	Select the Cue output number	Mutes the selected Cue output.
<b>Studio Speaker Mute</b>	Select the studio speaker output number	Mutes the selected studio speaker output.
<b>Generic Function</b>	Select the GPI Out Function number	Turns the GPI Out Function specified by Parameter on. The Generic Function is not itself a specific function. Rather, it is intended to be used to change GPI Out output based on whether this function is turned on or off.
<b>Monitor Source Select</b>	Select the Monitor Source number	Select the Monitor Source.
<b>All Mute Mode</b>	---	Turns the All Mute function on.
<b>Monitor Source Summing</b>	---	Turns "SUM" on/off both in the "Monitor Control" tab on the Main screen (MMP1 Editor) and on the MMP1 Controller.
<b>Speaker Select</b>	Select a Speaker Set	Turns Send to the Speaker Set on or off.

### NOTE

Since priority is given to the input from the GPI [INPUT] connector over operation by MMP1 Editor and MMP1 Controller, the function which set trigger as "High" or "Low" cannot be turned on and off by the MMP1 Editor and the MMP1 Controller. To operate the function by the MMP1 Editor and MMP1 Controller, set the trigger to "On Edge" or "Off Edge."

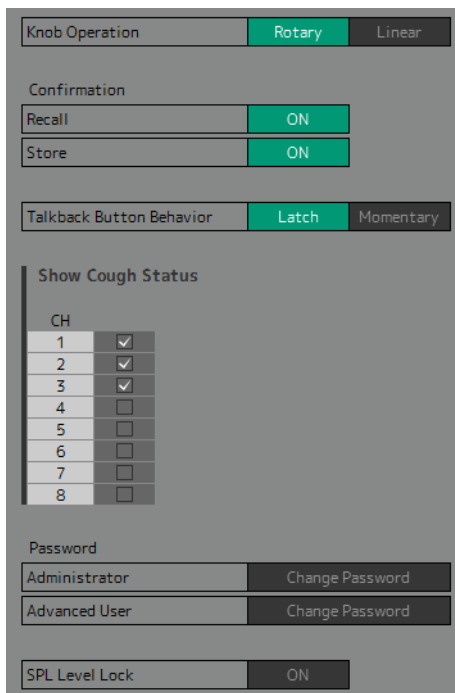
## GPI OUT functions

Function	Parameter	Description
<b>Talkback Destination Status</b>	Select a Talkback interrupt destination	Enables output when the selected Talkback is turned on.
<b>Talkback Status</b>	---	Enables output when one of the Talkback destinations is turned on.
<b>CH Strip RTB Status</b>	Select a channel strip	Enables output when RTB is turned on and the selected channel strip is muted.
<b>RTB Status</b>	---	Enables output when RTB is turned on and one of the channel strips is muted.
<b>Cough Status</b>	Select a channel strip	Enables output when mic audio for the selected channel strip is muted.
<b>Cough Mute Override Status</b>	Select a channel strip	Enables output when the function of the mic on/off operation by the mic user for the channel strip selected is disabled.
<b>CH Strip Out Status</b>	Select a channel strip	Enables output when output from the selected channel strip is turned on.
<b>Generic Function</b>	Select the GPI Out Function number	Enables output when the selected GPI Out Function is turned on.
<b>System Alarm</b>	---	Enables output when an error occurs with the MMP1 unit.
<b>Monitor Source Select Status</b>	Select the Monitor Source number	Enables output when the selected Monitor Source is selected.
<b>All Mute Mode Status</b>	---	Enables output when the All Mute function is turned on.
<b>Fan Status</b>	---	Enables output while the fan on the MMP1 unit is stopped.
<b>Scene Recall Status</b>	Select the Scene number	Enables output when the selected Scene is recalled.
<b>Snapshot Recall Status</b>	Select a Snapshot number	Enables output when the selected Snapshot is recalled.
<b>Main Monitor Mute Status</b>	---	Enables output when Main Monitor output is muted.
<b>Main Monitor Dim Status</b>	---	Enables output when the Main Monitor output dimmer is turned on.
<b>Cue Mute Status</b>	Select the Cue output number	Enables output when the selected Cue output is muted.
<b>Studio Speaker Mute Status</b>	Select the studio speaker output number	Enables output when the selected studio speaker output is muted.
<b>Monitor Source Summing Status</b>	---	Enables output when "SUM" is turned on in the "Monitor Control" tab on the Main screen (MMP1 Editor) and on the MMP1 Controller.
<b>Speaker Select Status</b>	Select a Speaker Set	Enables output when the selected Speaker Set output is turned on.

## 4-1-8j. Editor tab

### NOTE

Items of "Editor" tab settings are stored by the MMP1 Editor for each computer in use. The same settings will be applied regardless of the file or Scene opened by the user.



### Knob Operation

Select how knobs located on each screen are controlled.

#### Rotary

Drag to change the value as you would rotate a knob.

#### Linear

Drag up and down or left and right to change a value.

### Confirmation

When turned on (green), a confirmation dialog box will appear when storing/recalling a Scene or Snapshot; when turned off the Scene or Snapshot will be stored/recalled without a confirmation message.

### Talkback Button Behavior

Click to choose the "Talkback Button Behavior" (see below).

#### Latch

Toggles between on and off when clicked.

#### Momentary

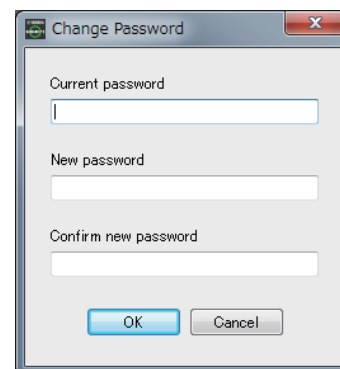
Turns on while the mouse button is held down, and turns off when the mouse button is released.

### Show Cough Status

Shows or hides (by selecting  or deselecting  the check box) the status of mics controlled with the Commentary functions in the channel strip section on the Main screen or in the "Selected Channel" tab.

### Password

Set a password to use the MMP1 Editor as an "Administrator" or "Advanced User."



### NOTE

The "Current password" field is left blank by default when unset.

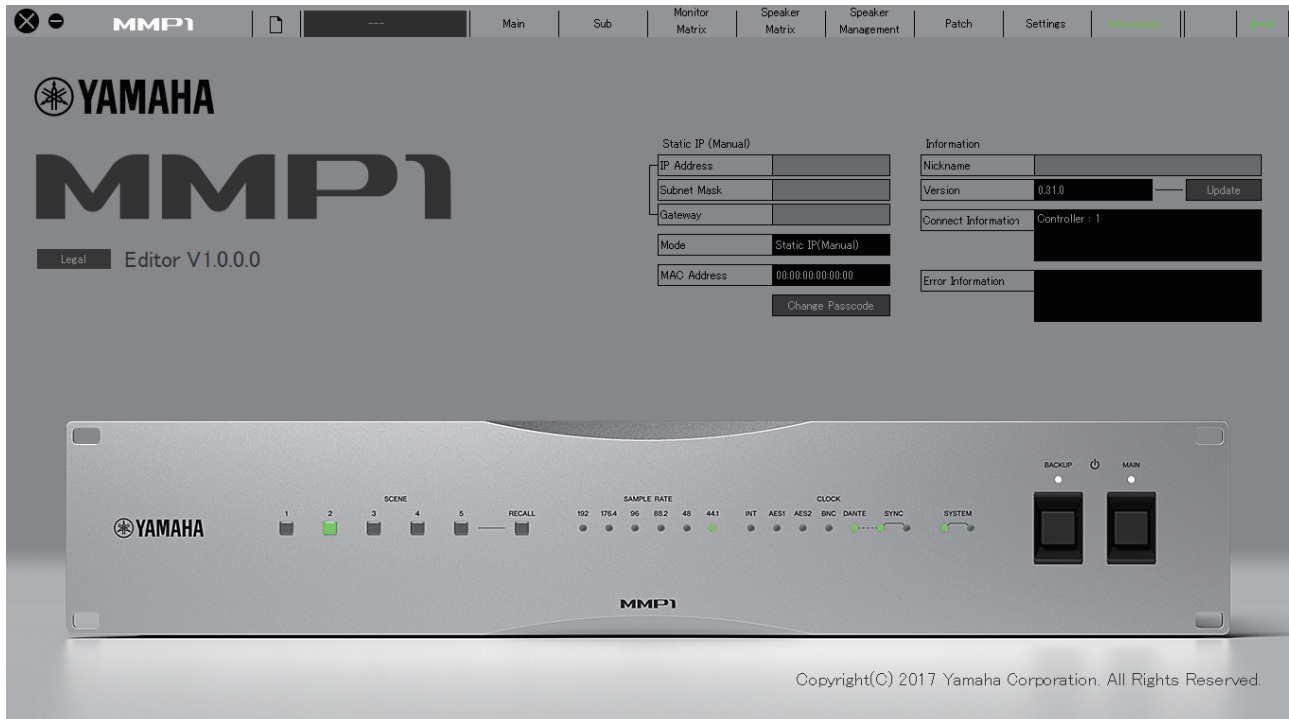
### SPL Level Lock

When turned on (green), the SPL Level in "Monitor Control" tab on the Main screen cannot be changed.



## 4-1-9. Information screen

Displays information pertaining to the MMP1 unit.



**Static IP (Manual)** Determines the IP address for the MMP1 unit. The address set here will be effective when the IP address of the MMP1 unit DIP switch is set to "Static IP (Manual)." The IP address set here will not be used when the DIP switch IP address is set to "Auto IP," "DHCP," or "Static IP (Auto)."

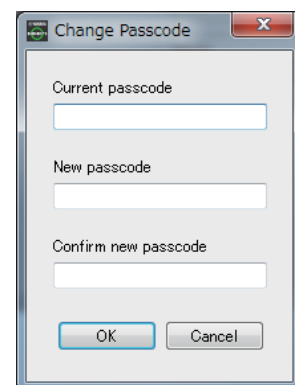
### NOTE

- Static IP can be set when logged in as an "Administrator" or "Advanced User."
- Please refer to the MMP1 Getting Started for more information about setting the MMP1 unit DIP switch IP address.

**Mode** Displays the connection type with the MMP1 unit.

**MAC Address** Displays the MAC address for the MMP1 unit.

**Change Passcode** For setting a passcode (four digit number) for connection to the MMP1 unit.



### NOTE

- The "Current passcode" field is left blank when unset.
- "Administrator" privileges are required to change the passcode.

**Nickname** Double click to add a nickname for the MMP1 unit. Enter a channel name up to 17 alphanumeric characters and symbols.

### NOTE

- Nickname can be set when logged in as an "Administrator" or "Advanced User."
- This nickname will appear on the "Select MMP1" dialog box when selecting the MMP1 in operation.

---

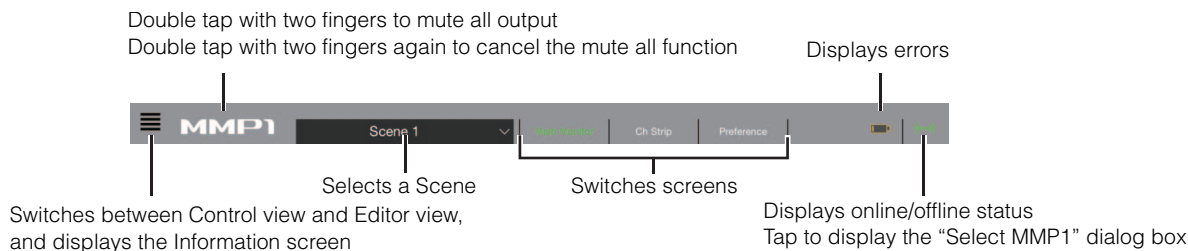
<b>Version</b>	<p>Displays the firmware version of the MMP1 unit. Click "<b>Update</b>" to open a screen to select the firmware file for the MMP1 unit to be updated.</p> <p><b>NOTE</b></p> <ul style="list-style-type: none"><li>• You must log in as an "Administrator" to update the firmware of the MMP1 unit.</li><li>• You can also revert the MMP1 unit's firmware to an earlier version, if desired.</li></ul>
<b>Connect Information</b>	<p>Displays the number of MMP1 Editors and MMP1 Controllers connected to the MMP1 unit.</p>
<b>Error Information</b>	<p>Displays the error messages that have occurred in the MMP1 unit.</p>

---

## 4-2. MMP1 Controller

### 4-2-1. Menu bar

A shared menu that appears on all screens except in Control view.

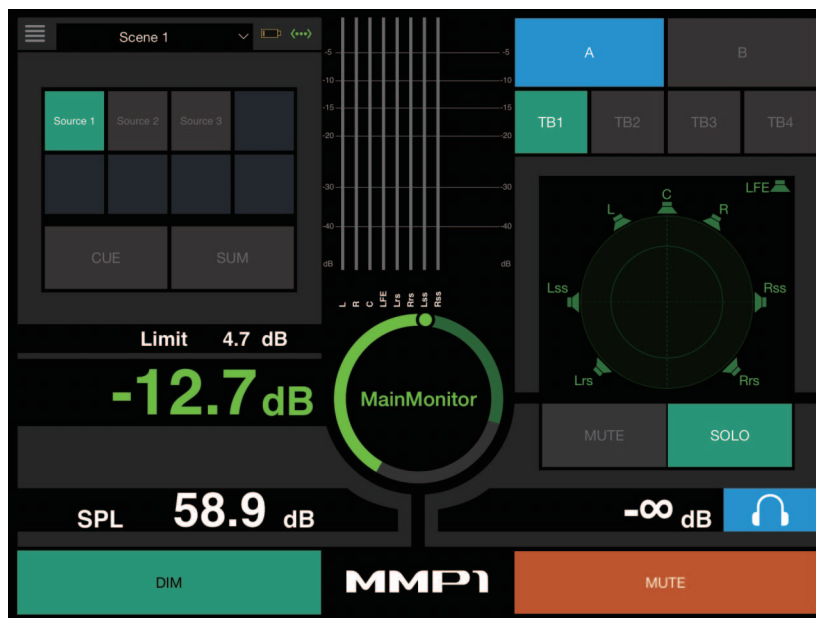


### 4-2-2. Control view

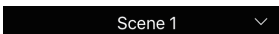
This screen is used for monitor control. Compared to the Main Monitor screen, this screen emphasizes readability, limiting the functions that appear to those that are used most frequently.

**NOTE**

- This screen is limited to support of these formats: stereo, 5.1, 7.1, 7.1.2, 7.1.4 and 9.1.2.
- This screen has been optimized to the settings used in the Setup Wizard for the MMP1 Editor.



Switches between the Control view and other screens.



For selecting a Scene.



Displays errors.



Cooling fan has stopped  
Please contact your Yamaha dealer and have qualified Yamaha service personnel inspect the cooling fan.



The backup battery voltage is reduced  
Please contact your Yamaha dealer and have qualified Yamaha service personnel replace the backup battery.



Memory defects  
If the issue is still not solved even after restoring factory settings, please contact qualified Yamaha service personnel.



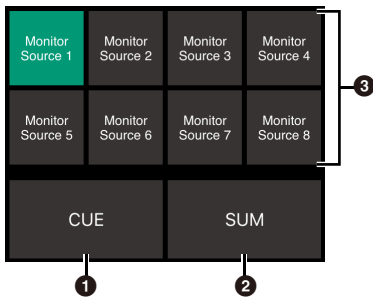
Dante module defects

**NOTE**

Please refer to the MMP1 Getting Started for more information about restoring factory settings and contact qualified Yamaha service personnel.



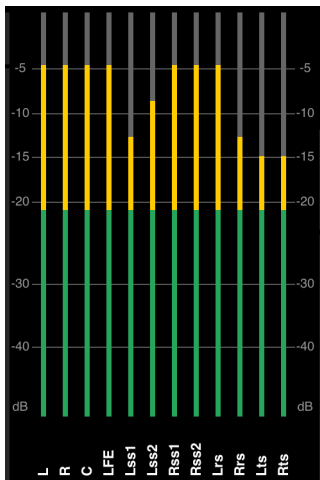
Displays the online (green)/offline status. Also, tap to display the “Select MMP1” dialog box.



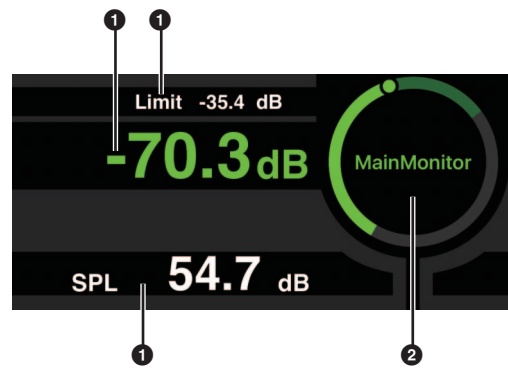
- 1 Off: Monitor Source selection buttons will appear in the area 3 on the image.  
On (green): Cue output selection buttons will appear in the area 3 on the image.
- 2 Turn on (green) when mixing multiple Monitor Sources. This cannot be turned on when Cue output selection buttons are displayed.
- 3 Select the audio to be monitored.

**NOTE**

You can set which input source audio can be monitored while the corresponding “Monitor Source” button is pressed in the MMP1 Editor.



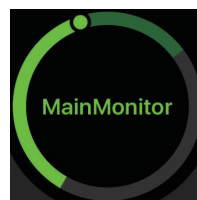
Display meters in the order set by the MMP1 Editor.



- 1 Tap the value you want to change.
- 2 Drag the pointer to adjust the selected value.

**Limit -35.4 dB** The maximum value for the Monitor Source level. Slide this up and down to make minor adjustments in ±0.1 dB increments.

**-70.3 dB** The Monitor Source level. Slide this up and down to make minor adjustments in ±0.1 dB increments.

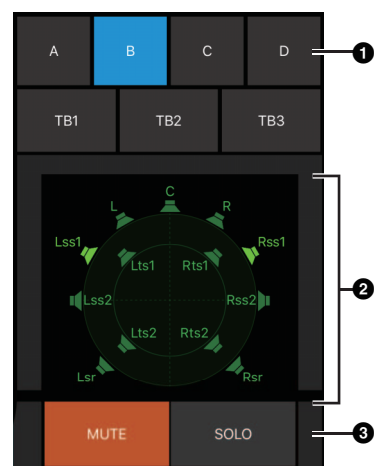


While the Monitor Source level is selected, double tap to load the reference level, and hold this down to set it. You can turn the SPL level display off by selecting SPL, and then double tap the inside of the circle. This will remove the set value and turn the SPL display off.

**SPL 54.7 dB** Slide this up and down to make minor adjustments in ±0.1 dB increments.

**NOTE**

The SPL level cannot be changed when “SPL Level Lock” on the Preference screen is ON.

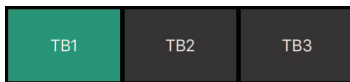
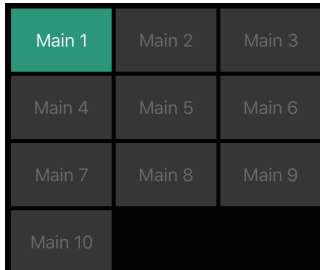


- 1 Select a Speaker Set.
- 2 Select a speaker.
- 3 Tap MUTE to mute the speaker selected in 2. Tap SOLO to output audio from the speaker selected in 2.

**NOTE**

- Speaker Sets can be set in the MMP1 Editor.
- Up to 12 channels can be displayed as the send destinations. If there are 13 or more channels on the Main Monitor, only the first 12 channels will appear here.
- Area ② of the image will appear differently depending on whether you used the Setup Wizard or not when configuring basic settings.

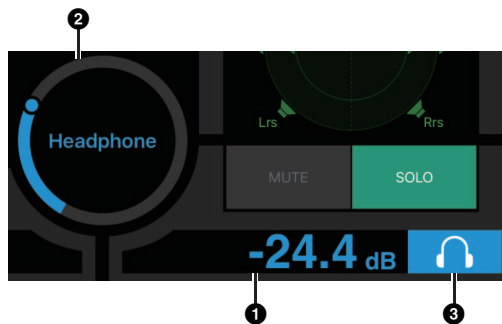
When Setup Wizard is not used, buttons to select the Main Monitor for output destinations will appear as below.



Turn Talkback on (green)/off.

**NOTE**

You can set Talkback interrupt destinations in the MMP1 Editor.



- ① Tap this.
- ② Drag the pointer to adjust.
- ③ Tap to turn headphone output on (light blue).



This is the headphone output level. Slide this up and down to make minor adjustments in  $\pm 0.1$  dB increments.

**Meters**

Displays Main Monitor meters. Values less than -20 dB are displayed in green ■, values less than 0 dB in yellow ■, and values equal to or above that in red ■. Peak hold circuits are not displayed.

**NOTE**

Up to 12 Main Monitor channels are displayed. If there are 13 or more channels on the Main Monitor, only the first 12 channels will appear here.



Double tap with two fingers to mute all output. Double tap with two fingers again to cancel the mute all function.

DIM

Tap here to turn the dimmer on (green) or off. Turn this on to lower Monitor output for the DIM Level without changing the Monitor Source Level.

**NOTE**

The DIM Level can be set on the Main Monitor screen in Editor view.

MUTE

Tap to turn mute on (orange) or off for Monitor output.

### 4-2-3. Editor view - Main Monitor screen

This screen is used for monitor control. Compared to the Control view, this view has no limitations on the formats supported and the number of channels that can be controlled.



Here you can display and load User Assignable functions. You can also swipe this to change to a meter display.

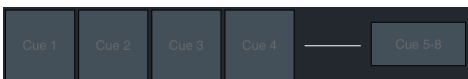
- 1 Select the audio to be monitored.
- 2 Adjust Monitor output levels and other settings.



Select the audio to be monitored from the Monitor Sources available. Turn "SUM" on (green) to select multiple Monitor Sources at the same time.

**NOTE**

You can set which input source audio can be monitored while the corresponding "Monitor Source" button is pressed in the MMP1 Editor.



Select the audio to be monitored from the available Cue outputs. To change the available Cue outputs for selection to Cue 5 - Cue 8, turn "Cue 5-8" on (green).

**NOTE**

Cue output formats and input sources can be set in the MMP1 Editor.



This is used to set the left half of the screen to be operated to Main Monitor output.



This is used to set the left half of the screen to be operated to headphone output.

**Monitor Level or Headphone Monitor Level**

Tap "Λ" "∇" or slide the value up and down to set Monitor output levels.

**NOTE**

Changing the Monitor Level value will also change the SPL value.

**DIM Level**

Tap "Λ" "∇" or slide the value up and down to set Monitor output signal attenuation when the dimmer is on.

**SPL Level**

Tap "Λ" "∇" or slide the value up and down to set SPL (sound pressure levels). As Monitor Level values are linked to the SPL when the SPL is set, the SPL value will change when changing the Monitor Level value.

For example, changing a Monitor Level of -10 dB to -20 dB when an SPL value of 85 dB is set will result in the SPL value changing to 75 dB.

**NOTE**

The SPL level cannot be changed when "SPL Level Lock" on the Preference screen is ON.

**DIM**

Tap here to turn the dimmer on (green) or off. Turn this on to lower Monitor output for the DIM Level without changing the Monitor Level.

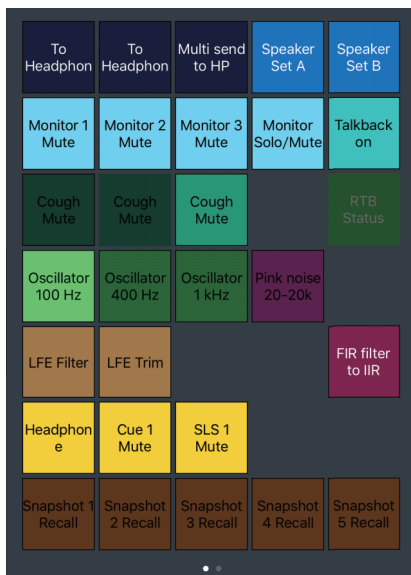
**MUTE**

Tap to turn mute on (orange) or off for Monitor output.

**REF** Tap to call up the reference level, and then hold this down for at least two seconds (until the indicator flashes) to store the current Monitor Level value as the reference level.

**DOWNMIX** Tap to turn the Downmix audio output on (green) or off. Turn this on to send Downmix L/R outputs to the Main Monitors 1 and 2 while muting outputs from Main Monitor 3 onwards.

**NOTE**  
This button is disabled when the Cue output format is selected as the audio being monitored.



Here you can display and load User Assignable functions. Use the MMP1 Editor to configure settings.



Here you can display Monitor Matrix Out meters. Values less than -20 dB are displayed in green ■, values less than 0 dB in yellow ■, and values equal to or above 0 in red ■. Peak hold circuits are not displayed.

## 4-2-4. Editor view - Ch Strip screen

Here you can set EQ, compressor, insert, pan, levels and other values for each channel strip.

### NOTE

Eight channel strips are available when the MMP1's sample rate is 96 kHz or less, and four channel strips are available when the MMP1's sample rate being used is higher than 96 kHz. You can change the sample rate in the MMP1 Editor.



- 1 Tap to select a channel strip. Some parameters can be edited directly on the channel strip.
- 2 Edit parameters for the selected channel strip.

### Channel strips

**SIGNAL CHAIN** Displays the signal processors applied to audio signals in the order in which they are applied (descending order).



Displays the EQ graph and filters. Drag and drop graphs on other channel strips to copy EQ parameters from the dragged channel strip.



Displays the COMP graph. Drag and drop graphs on other channel strips to copy compressor parameters from the dragged channel strip.

**PFL** Turns output to the PFL (Pre Fader Listen) bus on (green) or off. Turn this on to send pre fader audio signals to Main Monitors 1 and 2 while muting outputs from Main Monitor 3 onwards.

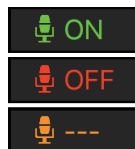
**AFL** Turns output to the AFL (After Fader Listen) bus on (green) or off. Turn this on to send post fader audio signals to Main Monitors 1 and 2 while muting outputs from Main Monitor 3 onwards. When "PFL" is on, signals will not be sent to the Main Monitors even when this button is turned on.

### MUTE

Turns mute on (yellow) or off.



Drag to change the pan.



Shows the status of mics controlled with the Commentary functions.

Shows the mic audio is being input.

Shows that the mic user has muted mic audio.

Shows that the mic on and off control by the mic user is disabled.

### NOTE

When the Commentary functions are not being used, you can hide the functions using "Show Cough Status" on the Preference screen.

### Level meter

Values less than -20 dB are displayed in green ■, values less than 0 dB in yellow ■, and values equal to or above that in red ■. Peak hold circuits are not displayed. Whether pre fader or post fader values are displayed is changed using "PRE" and "POST."

### Fader




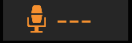


Drag to set the level.

### Output level




Displays the output level.



## Common items for all tabs

<b>Channel name</b>	Displays the channel name.
	<b>NOTE</b> The channel name can be set in the MMP1 Editor.
	Shows the status of mics controlled with the Commentary functions.
	 Shows the mic audio is being input.
	 Shows that the mic user has muted mic audio.
	 Shows that the mic on and off control by the mic user is disabled.
	<b>NOTE</b> When the Commentary functions are not being used, you can hide the functions using "Show Cough Status" on the Preference screen.
<b>SOURCE A/ SOURCE B</b>	Switches between channel strip input sources.

## COMMON tab

	Switches between the signal phases (normal phase/reversed phase (green)).
<b>INSERT</b>	Turns Insert on (green) or off.
<b>Send Destination</b>	Select the signal to send to the Insert.
<b>Return Source</b>	Select the signal to be returned from the Insert.
<b>(Insert) Trim</b>	Drag to adjust signal levels to be sent to the Insert. Double tap to return this value to 0.
<b>SIGNAL CHAIN</b>	Displays the signal processors applied to audio signals in the order in which they are applied (descending order).
	
<b>Trim</b>	Drag to adjust the output level for the selected channel. Double tap to return this value to 0.
<b>PFL</b>	Turns output to the PFL (Pre Fader Listen) bus on (green) or off. Turn this on to send pre fader audio signals to Main Monitors 1 and 2 while muting outputs from Main Monitor 3 onwards.
<b>AFL</b>	Turns output to the AFL (After Fader Listen) bus on (green) or off. Turn this on to send post fader audio signals to Main Monitors 1 and 2 while muting outputs from Main Monitor 3 onwards. When "PFL" is on, signals will not be sent to the Main Monitors even when this button is turned on.
<b>MUTE</b>	Turns mute on (yellow) or off.
	Drag to change the pan. Double tap to return this value to C.
<b>PRE POST</b>	Tap to change the position (pre fader/post fader) of the signal displayed on the meter.
<b>Level meter</b>	Values less than -20 dB are displayed in green ■, values less than 0 dB in yellow ■, and values equal to or above that in red ■. Peak hold circuits are not displayed. Whether pre fader or post fader values are displayed is changed using "PRE" and "POST."
<b>Fader</b>	Drag to set the level.
<b>Output level</b>	Displays the output level.

### HPF/LPF/EQ tabs

**HPF** Turns the HPF (High Pass Filter) on (green) or off.

**LPF** Turns the LPF (Low Pass Filter) on (green) or off.

**HPF cutoff frequency** Drag to change the HPF cutoff frequency. Double tap to return this value to 80 Hz.

**LPF cutoff frequency** Drag to change the LPF cutoff frequency. Double tap to return this value to 16 kHz

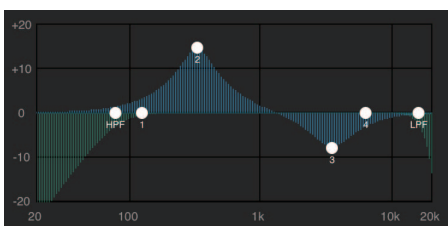
**EQ** Turns the EQ on (green) or off. You can choose from the following four EQ algorithms. The color of the bar at the bottom of the EQ graph will change based on the algorithm selected.

**PRECISE** This EQ strives for ultimate precision and controllability. It enables you to adjust the target point precisely, and flexibly satisfies various requirements for sound making. Low/High Shelving filters feature a “Q” parameter, which enables you to adjust the shoulder characteristics.

**AGGRESSIVE** This EQ is musical and effective. It enables you to add a positive, creative edge and serves as a powerful tool for artistic expression.

**SMOOTH** This EQ focuses on smooth sound qualities. It contributes to create a natural sound without changing the atmosphere of the original.

**LEGACY** This is the standard EQ that has been provided on the successive Yamaha digital mixers such as the PM1D and PM5D.



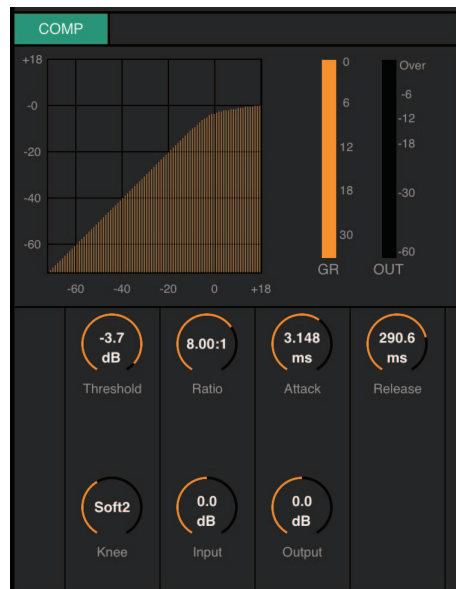
Drag the pointer to adjust the parameters.

	1	2	3	4
F	125.0	335.0	3.55k	6.30k
G	0.0	14.5	-7.9	0.0
Q	4.00	2.20	1.40	4.00
	Shelv	Peak	Peak	Shelv

Drag to change four band EQ parameters (Frequency, Gain, Q). Double tap to return these parameters to their default values (F: 125 Hz/355 Hz/3.55 kHz/6.3 kHz, G: 0 dB, Q: 4.0 (Shelf)/1.4 (Peak)/1.0 (Notch). You can also select the EQ type from Peak and Shelf (Shelving), or Peak and Notch.

### COMP tab

**COMP** Turns the compressor on (orange) or off.



Drag to change compressor parameters. Double tap to return these parameters to their default values (see table below).

Threshold:	0.0 dB
Ratio:	1.00:1
Attack:	3.148 ms
Release:	290.6 ms
Knee:	Soft 2
Input:	0.0 dB
Output:	0.0 dB

## 4-2-5. Editor view - Preference screen

This screen is used to configure various MMP1 Controller settings.

Add names (labels) to buttons used to select Talkback interrupt destinations

Add names (labels) to buttons used to select Speaker Sets

Select the control method for the Control view Monitor Level Knob

Select how knobs located on each screen are controlled (excluding the Monitor Level Knob)

Select the "Talkback Button Behavior"

Select whether to show a confirmation message or not when recalling a Scene

Select whether to allow (lock "OFF") or not (lock "ON") changing of the SPL Level

Displays connected BLE MIDI device

Shows/hides the status of mics controlled with the Commentary functions on the CH Strip screen

Talkback Label		Speaker Label		Show Cough Status	
CH	Label	CH	Label	CH	Status
1	TB1	1	A	1	<input type="checkbox"/>
2	TB2	2	B	2	<input type="checkbox"/>
3	TB3	3	C	3	<input type="checkbox"/>
4	TB4	4	D	4	<input type="checkbox"/>
				5	<input type="checkbox"/>
				6	<input type="checkbox"/>
				7	<input type="checkbox"/>
				8	<input type="checkbox"/>

**Talkback Label** Enter a channel name up to 17 alphanumeric characters and symbols.

**Speaker Label** Enter a channel name up to 17 alphanumeric characters and symbols.

### Monitor Level Knob Operation

**Rotary** Drag to change the value as you would rotate a knob.

**Linear** Drag up and down or left and right to change a value.

### Knob Operation

**Rotary** Drag to change the value as you would rotate a knob.

**Linear** Drag up and down or left and right to change a value.

**Recall Confirmation** When turned on (green), a confirmation dialog box will appear when recalling a Scene, and when turned off the Scene will be recalled without a confirmation message.

### Talkback Button Behavior

**Latch** Toggles between on and off when tapped.

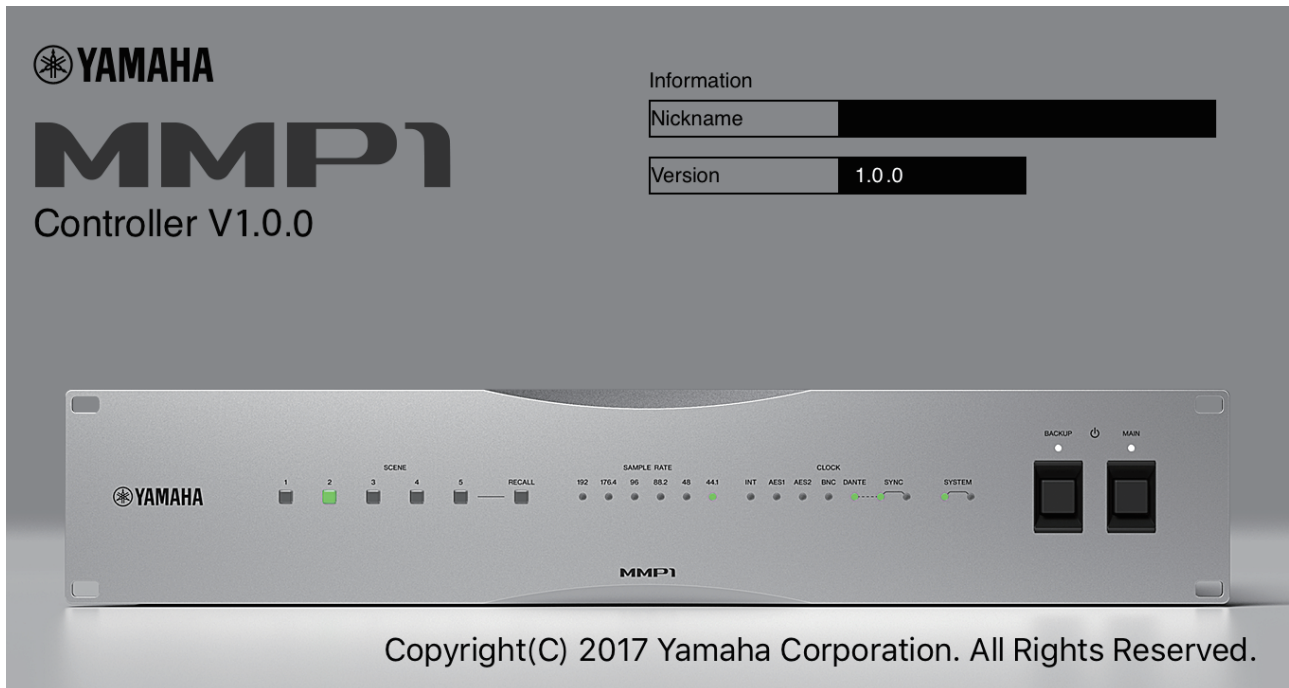
**Momentary** Turns on while being held, and turns off when released.

**BLE MIDI Device** Tap to display the "Select BLE MIDI Device" dialog box for selecting the BLE MIDI device for connection.

**SPL Level Lock** When turned on (green), the SPL Level in "Monitor Control" tab on the Main screen (MMP1 Editor) and in Control view cannot be changed.

### 4-2-6. Information screen

Displays information pertaining to the MMP1 unit.




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<b>Nickname</b>	Displays the nickname for the MMP1 unit.
	<b>NOTE</b> This nickname can be set on the Information screen in the MMP1 Editor.
<b>Version</b>	Displays the firmware version of the MMP1 unit.

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## 5. Configuring System Settings

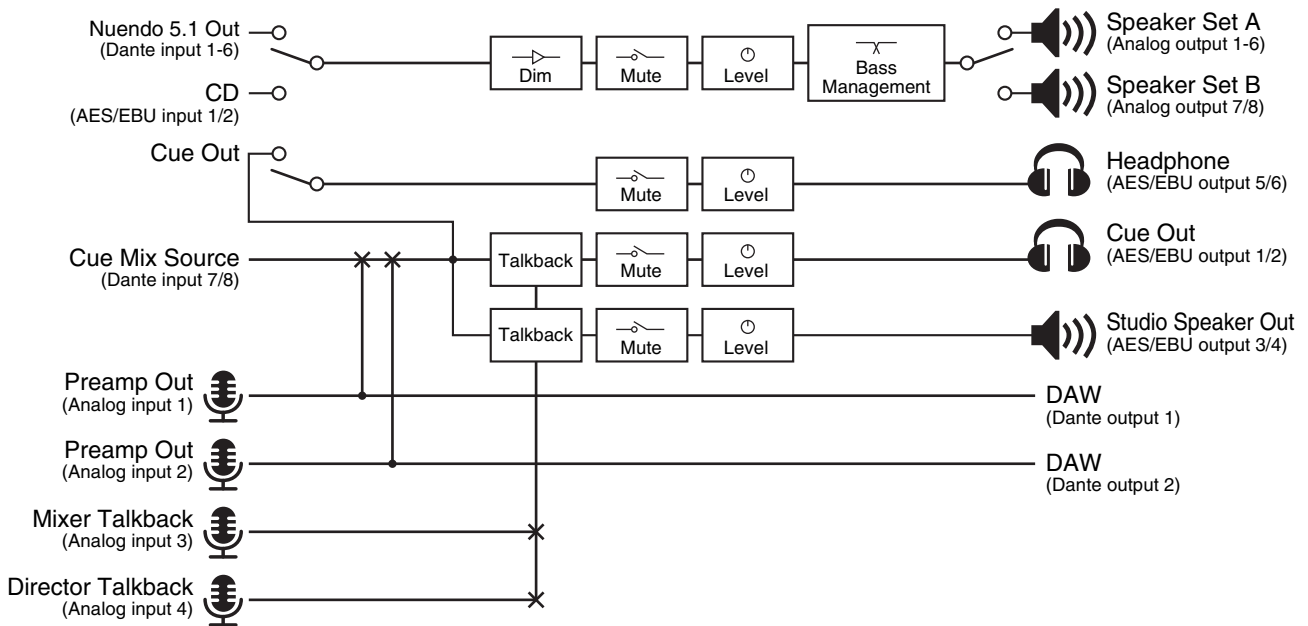
The explanations provided here assume that input from the DAW is sent to the Main Monitor (5.1 ch) and the near field monitor (L/R), and the system supports both Cue output (L/R) and Studio Speaker output (L/R). Once you get used to configuring system settings in the following manner, make the necessary adjustments to settings to match your operating environment.

### NOTE

The MMP1 system treats Main Monitor 1/2 as L and R respectively for some functions. While it is possible to establish a flexible system configuration that is not specialized to any specific format, a system design where Main Monitor 1/2 is interpreted as L/R is recommended.

### 5-1. Basic settings example

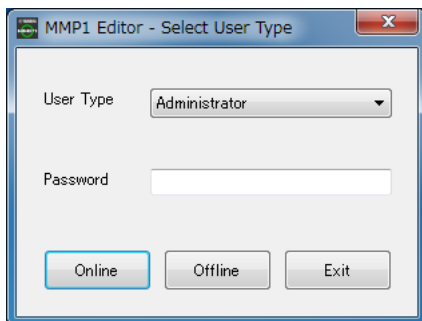
This example is based on the system outlined in the following block diagram.



#### 5-1-1. Preparation

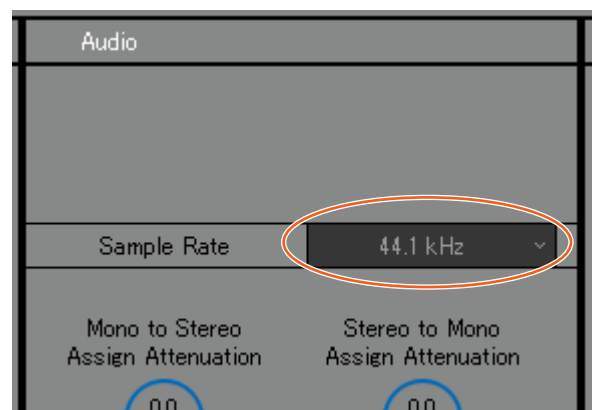
1. Launch the MMP1 Editor, and then log in “Offline” mode as an “Administrator.”

“Administrator” privileges are required to configure settings.



2. Select the sample rate.

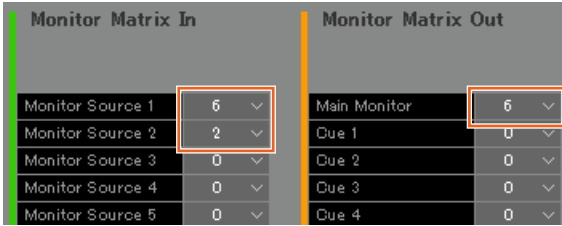
Settings screen - Scene - MISC



### 5-1-2. Main Monitor settings

#### 3. Select the Monitor Source and Monitor output format.

Settings screen - Scene - Monitor Matrix

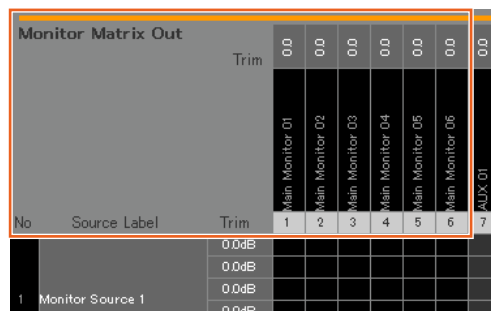
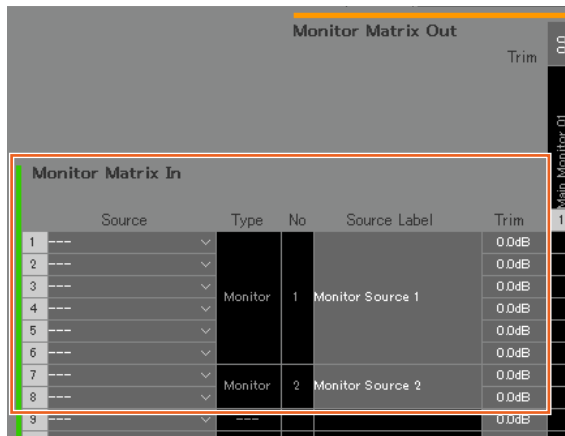


Assumes that the user switches between two system Monitor Source formats (5.1 channel and stereo) and sends to the monitor speaker.

For monitor input, select “6” for Monitor Source 1 (5.1 ch) and “2” for Monitor Source 2 (stereo).

For Monitor output, select “6” for the Main Monitor, assuming 5.1 ch Monitor output.

Formats you have selected will be reflected on the Monitor Matrix screen.

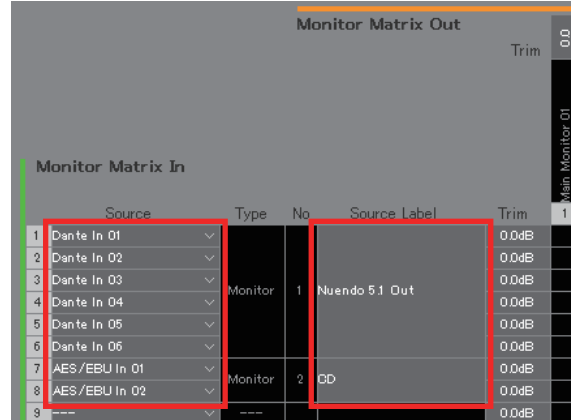


#### 4. Assign an input source to Monitor Source.

##### NOTE

- While holding down the right mouse button (Windows) or the <control> key (Mac) on the Source fields, drag up or down on the fields to select several input sources at the same time.
- Double click the Source Label field to enter a name.

##### Monitor Matrix screen



Assign Dante In 1-6 used for connecting DAW output to Monitor Source 1, and AES/EBU In 1/2 used for connecting CD player output to Monitor Source 2.

Furthermore, put names (labels) “Nuendo 5.1 Out” and “CD” to identify these as DAW and CD player inputs, respectively.

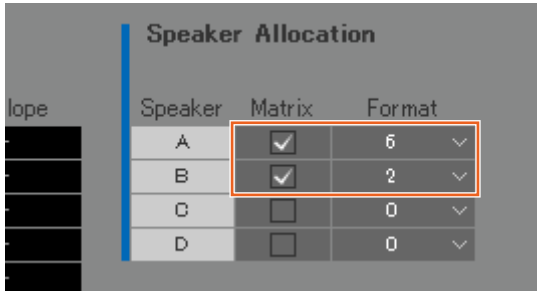
#### 5. Confirm that the buttons for switching between Monitor Sources appear on the Main screen.

Main screen - Monitor Control



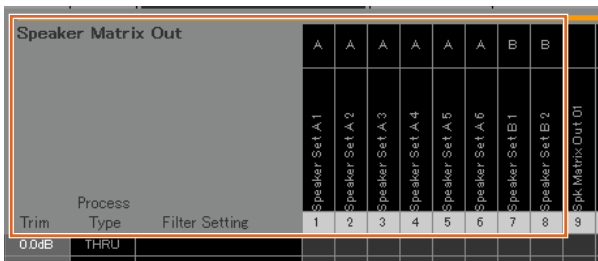
**6. Set the Speaker Set configuration used.**

Settings screen - Scene - Speaker Matrix



Speaker Set A is set to “6” and Speaker Set B is set to “2” in order to use the 5.1 monitor speakers and the stereo near field monitor setup introduced in this example.

The configured Speaker Set will appear on the Speaker Matrix screen.

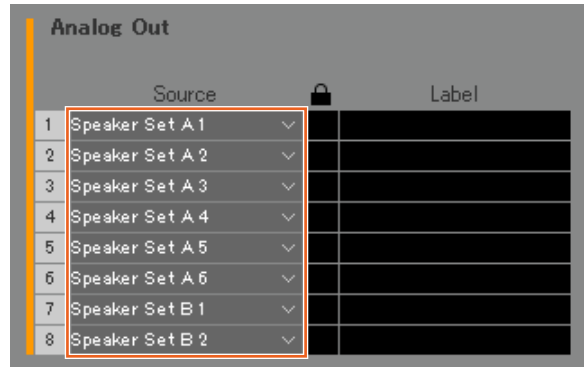


**7. Assign Speaker Set output destinations.**

**NOTE**

- While holding down the right mouse button (Windows) or the <control> key (Mac) on the Source fields, drag up or down on the fields to select several input sources at the same time.
- The “Speaker Set” is found in “SPK Matrix Out.”

Patch screen - Output Patch



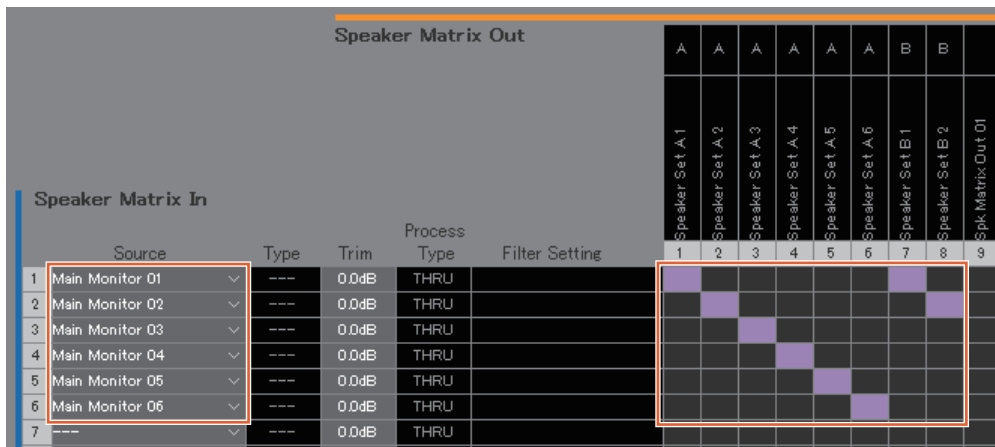
Assign Speaker Set A 1-6 to Analog Out 1-6 connected to the 5.1 speakers, and assign Speaker Set B1/2 to Analog Out 7/8 connected to the stereo speakers.

**8. Route the Main Monitor output to the Speaker Set.**

**NOTE**

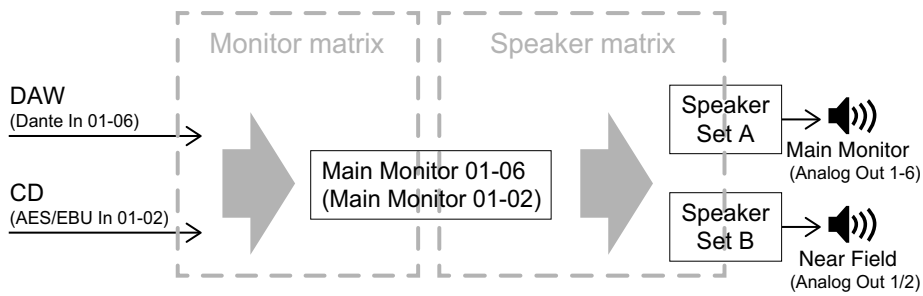
- Assign Main Monitor 1-6 to inputs (Speaker Matrix In), and then click crossover points with Speaker Sets A and B to turn them on to send (displayed in purple).
- While holding down the right mouse button (Windows) or the <control> key (Mac) on the Source fields, drag up or down on the fields to select several input sources at the same time.
- “Main Monitor 01-06” is found in “Monitor Matrix Out.”

Speaker Matrix screen



Route the Main Monitor 1-6 outputs to Speaker Set A 1-6 and the Main Monitor 1/2 outputs to Speaker Set B 1/2. This will send 5.1 surround sound to Speaker Set A as it appears here, and only the topmost two channels (L/R) to Speaker Set B.

The resulting signal flow is described in detail below.



**9. Adjust Speaker Sets as necessary.**

Speaker Management screen

Speaker Matrix Out				EQ 1				EQ 2	
	Speaker Set	Trim	Delay	F	G	Q	Type	F	G
1	Speaker Set A 1	A	0.0dB 0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB
2	Speaker Set A 2	A	0.0dB 0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB
3	Speaker Set A 3	A	0.0dB 0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB
4	Speaker Set A 4	A	0.0dB 0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB
5	Speaker Set A 5	A	0.0dB 0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB
6	Speaker Set A 6	A	0.0dB 0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB
7	Speaker Set B 1	B	0.0dB 0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB
8	Speaker Set B 2	B	0.0dB 0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB
9	Spk Matrix Out 01		0.0dB 0.00msec	80.0Hz	0.0dB	1.40	Peak	315.0Hz	0.0dB

**10. Create buttons to switch between Speaker Sets.**

**NOTE**

- Create two buttons with the following settings: Function "Speaker Select," Parameter "A," and Function "Speaker Select," Parameter "B." Buttons do not need to be created in the same place as that shown in the image below.
- Double click the Label field to enter a name.
- Click the Color field to change button color.

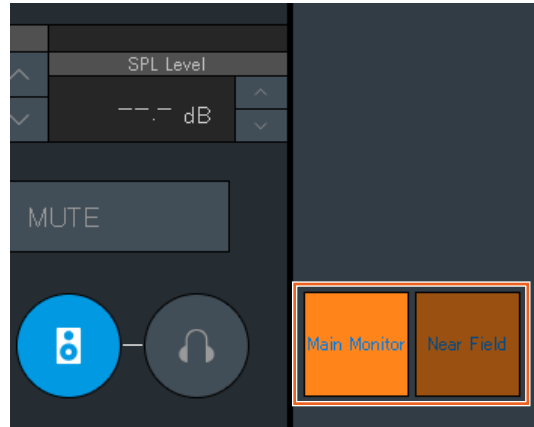
Settings screen - Scene - User Assignable

31	Main Monitor	Speaker Select	A
32	Near Field	Speaker Select	B

Create User Assignable buttons for Speaker Set A and Speaker Set B to be able to switch between Speaker Sets on the Main screen.

**11. Confirm that the buttons for switching between Speaker Sets appear on the Main screen.**

Main screen



Main Monitor settings are now complete.



### 5-1-3. Creating cue mixes

#### 12. Select formats for Cue output and Studio Speaker output.

**NOTE**

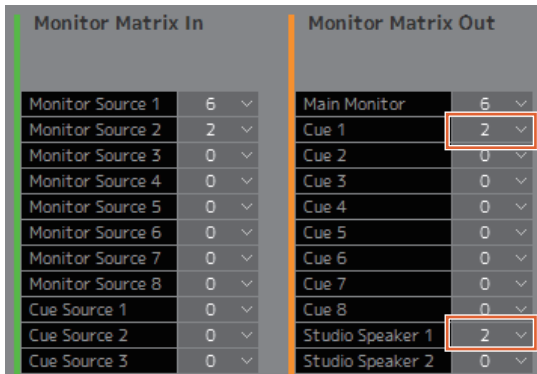
Create a Cue output to perform the following.

- Set levels and mute audio on the Sub screen.

Create an Studio Speaker output to perform the following.

- Set levels and mute audio on the Sub screen.
- The Studio Speaker output will be muted while the mic is turned on.

Settings screen - Scene - Monitor Matrix



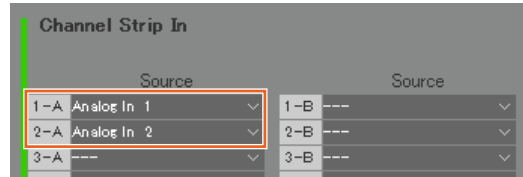
Select "2" as the Cue 1 and Studio Speaker 1 format under Monitor Matrix Out as both Cue output and Studio Speaker output needs to be in stereo.

#### 13. Assign mic preamp output to a channel strip.

**NOTE**

While holding down the right mouse button (Windows) or the <control> key (Mac) on the Source fields, drag up or down on the fields to select several input sources at the same time.

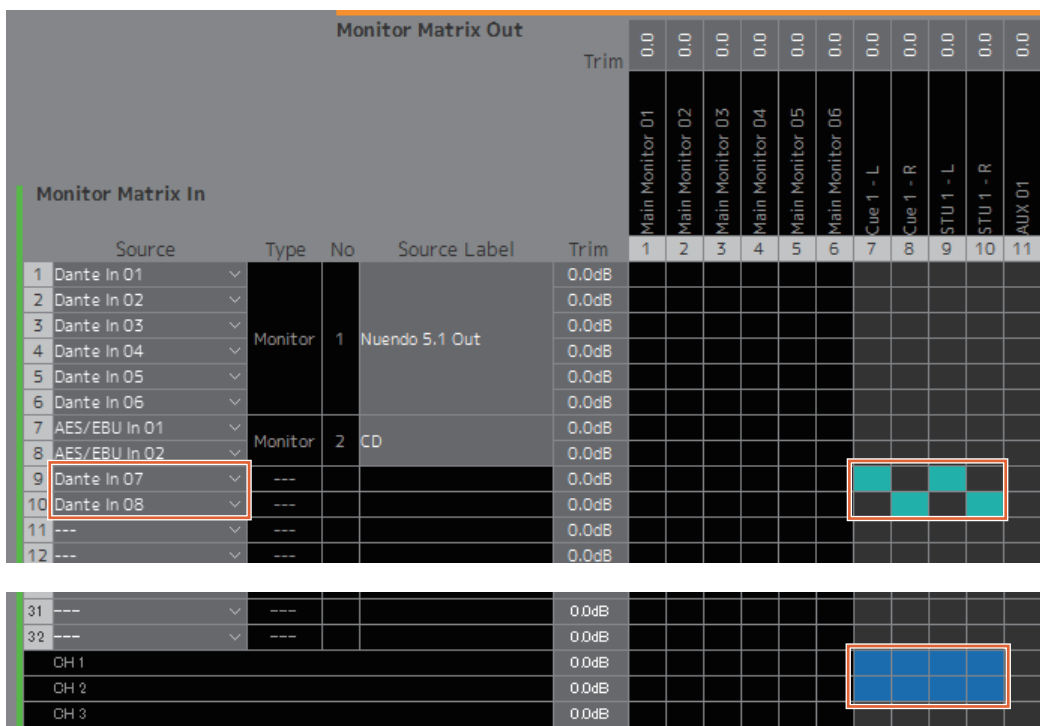
Patch screen - Input Patch



Assign Analog In 1 and 2 connected to the mic preamp output to Channel Strip In 1-A and 2-A respectively.

#### 14. Route the input source for the cue mix and the channel strip output to Cue and STU (STudio speaker).

Monitor Matrix screen



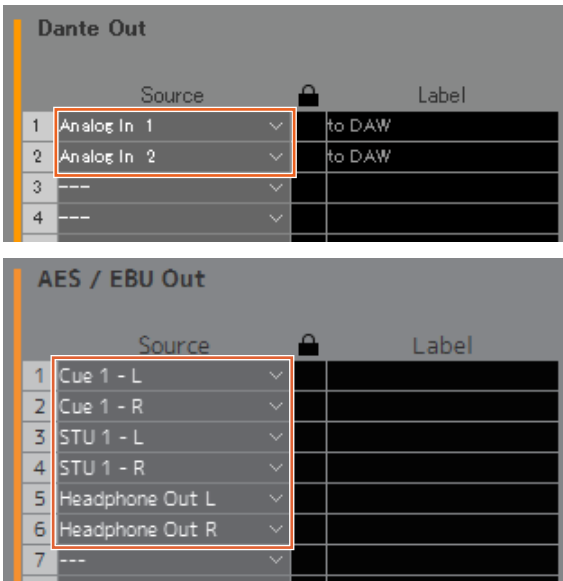
Assuming that the cue mix audio is sent to Dante 7/8, route Dante In 7 to Cue 1-L and STU 1-L, Dante In 8 to Cue 1-R and STU 1-R, and the output from channel strip 1/2 to Cue 1-L/R and STU 1-L/R.

**15. Assign the mic preamp output, Cue output, Studio Speaker output, and the Headphone Out output.**

**NOTE**

- While holding down the right mouse button (Windows) or the <control> key (Mac) on the Source fields, drag up or down on the fields to select several input sources at the same time.
- The Dante Out name, “to DAW” is set in Settings - Global - IO Label.
- “Cue” and “Studio Speaker” are found in “Monitor Matrix Out.”

Patch screen - Output Patch



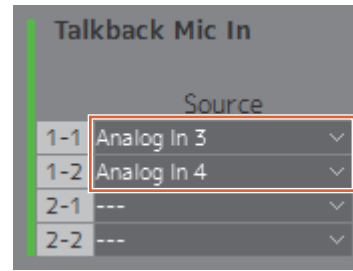
Assign the mic preamp outputs (Analog In 1/2) to Dante Out 1/2 connected to the recording DAW, and Cue, STU and Headphone Out to AES/EBU Out 1-6 connected to the headphones and the speakers.

The cue mixes are created now.

**5-1-4. Talkback settings**

**16. Assign Talkback mic output to Talkback Mic In.**

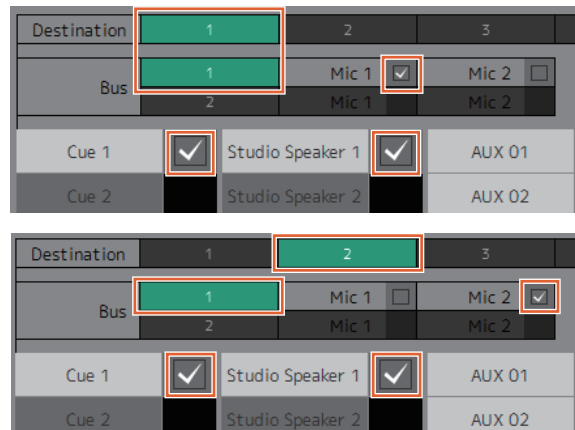
Patch screen - Input Patch



Assign Analog In 3/4 connected to the Talkback mic output to Talkback Mic In 1-1/1-2.

**17. Set the Talkback interrupt destination.**

Settings screen - Scene - Talkback Destination



Configure settings to send Talkback signals from mics assigned to Talkback Mic In 1-1/1-2 to Cue 1 and Studio Speaker 1.

Set interrupt destination 1 (Destination 1) to Cue 1 and Studio Speaker 1 from Talkback 1-1 (Bus 1, Mic 1), and interrupt destination 2 (Destination 2) to Cue 1 and Studio Speaker 1 from Talkback 1-2 (Bus 1, Mic 2).

## 18. Create Talkback on/off buttons.

### NOTE

- Create two buttons with the following settings:  
Function "Talkback Destination," Parameter "1," and Function "Talkback Destination," Parameter "2."  
Buttons do not need to be created in the same place as that shown in the image below.
- Double click the Label field to enter a name.
- Click the Color field to change button color.

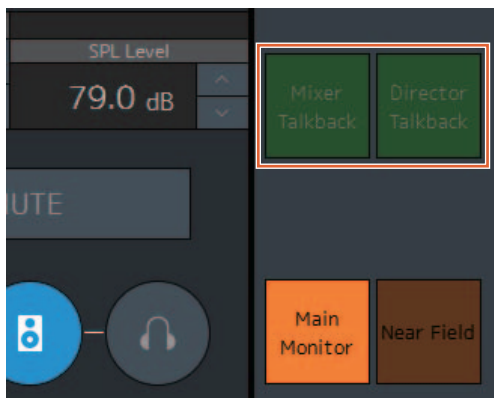
### Settings screen - Scene - User Assignable

21	Mixer Talkback	▼	Talkback Destination	▼	1	▼
22	Director Talkback	▼	Talkback Destination	▼	2	▼

Create User Assignable buttons for Talkback Destination 1 and Talkback Destination 2 to easily turn Talkback on and off from the Main screen.

## 19. Confirm that the buttons for turning Talkback on and off appear on the Main screen.

### Main screen

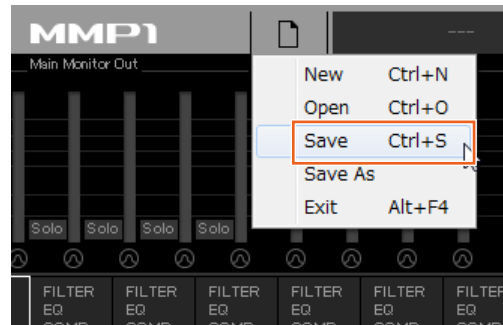


Talkback settings are now complete.

## 5-1-5. Saving and applying settings

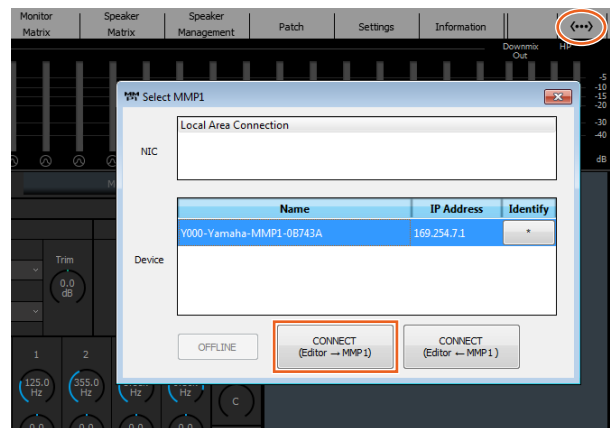
### 20. Now save the settings you have configured.

Save the configured settings to reuse them later.



### 21. Connect to the MMP1 and send the configured settings.

"Select MMP" 1 dialog box



This concludes the explanation on the system settings process. You can now control the monitor from the MMP1 Controller as well.

## 5-2. Bass Management

When applying bass management to the system, configure the speaker matrix in the following manner.

**NOTE**

Set the connection with the MMP1 to “Offline” before changing settings.

1. **Of the Main Monitor outputs, split each channel (other than the LFE channel) into two separate inputs—one for applying an HPF and another for applying an LPF—and direct these to Speaker Matrix In.**

**NOTE**

When using stereo monitor speakers separately, create a separate set of inputs for stereo speakers in addition to the inputs for bass management. Since these filters are applied to bass management inputs they are not compatible with stereo monitors.

Speaker Matrix screen

	Source	Type	Trim	Process Type
1	Main Monitor 01	---	0.0dB	THRU
2	Main Monitor 02	---	0.0dB	THRU
3	Main Monitor 03	---	0.0dB	THRU
4	Main Monitor 04	---	0.0dB	THRU
5	Main Monitor 05	---	0.0dB	THRU
6	Main Monitor 06	---	0.0dB	THRU
7	---	---	0.0dB	THRU
8	Main Monitor 01	---	0.0dB	THRU
9	Main Monitor 02	---	0.0dB	THRU
10	Main Monitor 03	---	0.0dB	THRU
11	Main Monitor 05	---	0.0dB	THRU
12	Main Monitor 06	---	0.0dB	THRU
13	---	---	0.0dB	THRU

This example assumes that Main Monitor 1-6 is set to L/R/C/LFE/Ls/Rs, respectively.

2. **Configure channels applying an HPF and channels applying an LPF in the following manner.**

Settings screen - Scene - Speaker Matrix

	Source	CH Type	Process Type	Change to IIR	Filter	Cutoff	IIR Slope
1	Main Monitor 01	Monitor	IIR	<input type="checkbox"/>	HPF	80Hz	12dB/Butt
2	Main Monitor 02	Monitor	IIR	<input type="checkbox"/>	HPF	80Hz	12dB/Butt
3	Main Monitor 03	Monitor	IIR	<input type="checkbox"/>	HPF	80Hz	12dB/Butt
4	Main Monitor 04	LFE	IIR	<input type="checkbox"/>	LPF	120Hz	48dB/Butt
5	Main Monitor 05	Monitor	IIR	<input type="checkbox"/>	HPF	80Hz	12dB/Butt
6	Main Monitor 06	Monitor	IIR	<input type="checkbox"/>	HPF	80Hz	12dB/Butt
7	---	---	---	<input type="checkbox"/>	---	---	---
8	Main Monitor 01	Monitor	IIR	<input type="checkbox"/>	LPF	80Hz	24dB/Butt
9	Main Monitor 02	Monitor	IIR	<input type="checkbox"/>	LPF	80Hz	24dB/Butt
10	Main Monitor 03	Monitor	IIR	<input type="checkbox"/>	LPF	80Hz	24dB/Butt
11	Main Monitor 05	Monitor	IIR	<input type="checkbox"/>	LPF	80Hz	24dB/Butt
12	Main Monitor 06	Monitor	IIR	<input type="checkbox"/>	LPF	80Hz	24dB/Butt

3. **Route channels applying an HPF to the Speaker Matrix Out connected to each speaker, and channels applying an LPF to the Speaker Matrix Out connected to the subwoofer.**

Speaker Matrix screen

Speaker Matrix In						Speaker Matrix Out						
	Source	Type	Trim	Process Type	Filter Setting	Speaker Set A.1	Speaker Set A.2	Speaker Set A.3	Speaker Set A.4	Speaker Set A.5	Speaker Set A.6	Speaker Set B.1
1	Main Monitor 01	Monitor	0.0dB	IIR	HPF 80Hz(12dB/Butt)							
2	Main Monitor 02	Monitor	0.0dB	IIR	HPF 80Hz(12dB/Butt)							
3	Main Monitor 03	Monitor	0.0dB	IIR	HPF 80Hz(12dB/Butt)							
4	Main Monitor 04	LFE	0.0dB	IIR	LPF 120Hz(48dB/Butt)							
5	Main Monitor 05	Monitor	0.0dB	IIR	HPF 80Hz(12dB/Butt)							
6	Main Monitor 06	Monitor	0.0dB	IIR	HPF 80Hz(12dB/Butt)							
7	---	---	0.0dB	THRU								
8	Main Monitor 01	Monitor	0.0dB	IIR	LPF 80Hz(24dB/Butt)							
9	Main Monitor 02	Monitor	0.0dB	IIR	LPF 80Hz(24dB/Butt)							
10	Main Monitor 03	Monitor	0.0dB	IIR	LPF 80Hz(24dB/Butt)							
11	Main Monitor 05	Monitor	0.0dB	IIR	LPF 80Hz(24dB/Butt)							
12	Main Monitor 06	Monitor	0.0dB	IIR	LPF 80Hz(24dB/Butt)							
13	---	---	0.0dB	THRU								

Bass management settings are now complete.

### 5-3. Lip Sync Delay

If the audio is out of sync with the images on the video monitor, use the lip sync delay function to delay audio output from the Main Monitor to match audio and video content. This delay will only apply to the Main Monitor (does not apply to Cue, Studio Speaker, and AUX outputs).

#### Sub screen



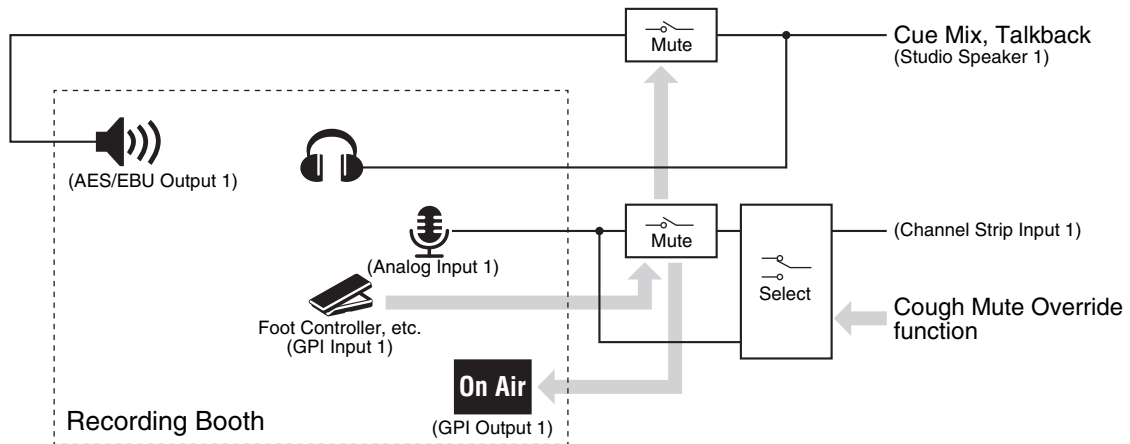
Drag or use the mouse wheel to set values (for minor adjustments).

## 5-4. Commentary functions

These functions are for equipment used for recording with commentary functionality. The MMP1's internal voice processing functionality can be used to perform the following.

- Allowing mic users to turn their mics on and off by hand
- Automatically muting output sent to speakers in a recording booth when the mic is on
- Lighting up the “On Air” sign when the mic is on by using the GPI output
- Disabling the option for mic users to turn their mics on and off
- Showing the status of mics controlled with the Commentary functions on the channel strip

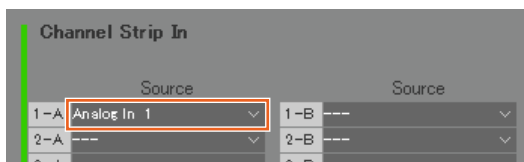
This example is based on the system outlined in the following block diagram.



### 5-4-1. Allowing mic users to turn their mics on and off by hand

1. Assign audio output from mics that can be turned on and off to the channel strip.

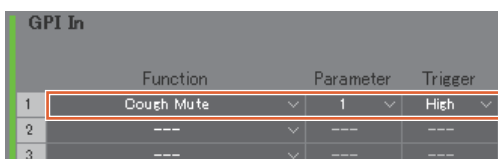
Patch screen - Input Patch



In the example shown in the image above, “Analog 1” is assigned to Channel Strip In 1-A because the mic preamp output is connected to the ANALOG [INPUT 1] connector on the MMP1.

2. Configure settings to turn mics on and off using a foot controller or other such device.

Settings screen - Global - GPI



In the example shown in the image above, mic input into channel strip 1 will be muted when pin 1 on the GPI [INPUT] connector connected to the foot controller is set to “High.” The parameter “1” signifies channel strip 1.

### 5-4-2. Automatically muting output to speakers in a recording booth when the mic is on

1. Select the Studio Speaker output format connected to the speakers in the recording booth.

#### NOTE

Set the connection with the MMP1 to “Offline” before changing settings.

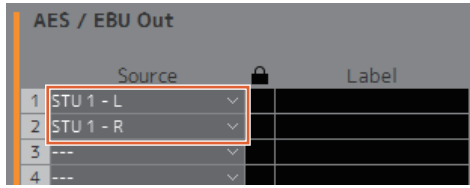
Settings screen - Scene - Monitor Matrix

Monitor Matrix In		Monitor Matrix Out	
Monitor Source 1	0	Main Monitor	2
Monitor Source 2	0	Cue 1	0
Monitor Source 3	0	Cue 2	0
Monitor Source 4	0	Cue 3	0
Monitor Source 5	0	Cue 4	0
Monitor Source 6	0	Cue 5	0
Monitor Source 7	0	Cue 6	0
Monitor Source 8	0	Cue 7	0
Cue Source 1	0	Cue 8	0
Cue Source 2	0	Studio Speaker 1	2
Cue Source 3	0	Studio Speaker 2	0

In the example shown in the image above, “2” is selected as the Studio Speaker 1 format as the recording booth speakers used are stereo speakers. Here, “2” signifies two-channel audio (stereo).

**2. Assign Studio Speaker output destinations.**

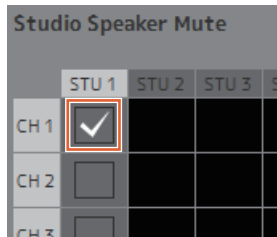
Patch screen - Output Patch



In the example shown in the image above, the L/R sources for the selected STU 1 format are assigned to AES/EBU Out 1/2 to which the recording booth speakers are connected.

**3. Mute Studio Speaker output automatically when the mic is on.**

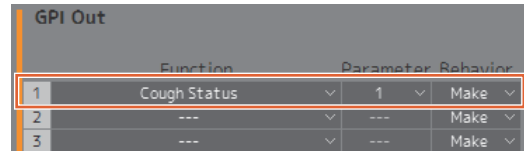
Settings screen - Scene - System



In the example shown in the image above, STU1 output is set to be muted when the channel strip 1 mic is on.

**5-4-3. Lighting up the “On Air” sign when the mic is on by using the GPI output**

Settings screen - Global - GPI



In the example shown in the image above, pin 1 on the GPI [OUTPUT] connector is set to connect with the GPI input pin for the “On Air” sign. Muting the channel strip 1 mic will form a pin 1 connection for the GPI [OUTPUT] connector. The parameter “1” signifies channel strip 1.

### 5-4-4. Disabling the option for mic users to turn their mics on and off

1. Create a button disabling the mic on and off control by the mic user.

**NOTE**

- Double click the Label field to enter a name.
- Click the Color field to change button color.

Settings screen - Scene - User Assignable



In the example shown in the image above, a button is created to force mic audio to be sent to channel strip 1 by bypassing the mic audio mute function. The parameter “1” signifies channel strip 1.

2. Confirm that the “Cough Mute Override” button (disabling the mic on/off function for mic users) appears on the Main screen.

Main screen

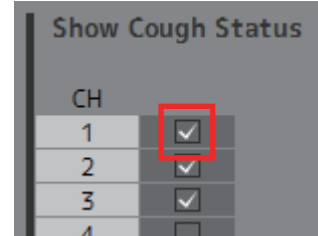


Turn this button on (button lights up) to disable the mic on/off function for mic users.

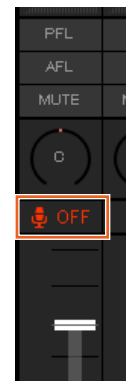
### 5-4-5. Showing the status of mics controlled with the Commentary functions on the channel strip

1. Select the channel strip for the mic status you want to display.

Settings screen - Editor



In the example shown in the image above, the mic status for channel strip 1 is set to display.



Commentary function settings are now complete.



## 6. Appendix

### 6-1. Error messages

#### When syncing with the MMP1

Message	Description
<b>Incorrect passcode</b>	The passcode you entered is incorrect.
<b>Transfer error</b>	Failed to transfer data.
<b>Data error</b>	Data errors were found.
<b>Timed out</b>	Timed out after failing to sync with the MMP1 within a set period of time.
<b>Disconnected</b>	Disconnected from the MMP1.
<b>Version mismatch. MMP1 Editor or MMP1 may need to be updated.</b>	The MMP1 Editor version is not compatible with the MMP1. Update the MMP1 Editor or the MMP1 firmware.
<b>The selected MMP1 has already reached the maximum number of connected devices.</b>	The maximum number of devices that can be connected with the MMP1 Editor has been reached.
<b>Error</b>	Another error occurred.

#### When operating the MMP1 Editor

Message	Description
<b>Incorrect password</b>	The password you entered is incorrect.
<b>Maximum number of channels exceeded.</b>	You have exceeded the maximum number of channels that can be set.
<b>File cannot be opened</b>	The file could not be opened.
<b>File cannot be read</b>	The file could not be read.
<b>Invalid File</b>	Invalid file detected.
<b>Failed to save file</b>	Failed to save file.
<b>This process could not be executed because the devices are in sync.</b>	Cannot execute process while syncing with the MMP1.

#### When performing firmware updates

Message	Description
<b>Update failed. Transfer error.</b>	Update failed. Failed to transfer data.
<b>Update failed. Data error.</b>	Update failed. Data errors were found.
<b>Update failed. Timed out.</b>	Update failed. Update timed out.
<b>Update failed. Disconnected.</b>	Update failed. Lost connection with the MMP1.
<b>Update failed.</b>	Update failed.
<b>Invalid File</b>	Invalid file detected.

## 6-2. MMP1 Editor keyboard shortcuts

Windows	Mac	Function
<b>Ctrl + N</b>	<b>command-N</b>	Creates a new file.
<b>Ctrl + O</b>	<b>command-O</b>	Opens file.
<b>Ctrl + S</b>	<b>command-S</b>	Saves file.
<b>Alt + F4</b>	<b>command-Q</b>	Closes the MMP1 Editor.
<b>Ctrl + 1</b>	<b>command-1</b>	Displays the Main screen.
<b>Ctrl + 2</b>	<b>command-2</b>	Displays the Sub screen.
<b>Ctrl + 3</b>	<b>command-3</b>	Displays the Monitor Matrix screen.
<b>Ctrl + 4</b>	<b>command-4</b>	Displays the Speaker Matrix screen.
<b>Ctrl + 5</b>	<b>command-5</b>	Displays the Speaker Management screen.
<b>Ctrl + 6</b>	<b>command-6</b>	Displays the Patch screen.
<b>Ctrl + 7</b>	<b>command-7</b>	Displays the Settings screen.
<b>Ctrl + 8</b>	<b>command-8</b>	Displays the Information screen.
<b>Ctrl + M</b>	<b>command-M</b>	Displays the "Select MMP1" dialog box.
<b>Ctrl + C</b>	<b>command-C</b>	Copy selected channel strip.
<b>Ctrl + V</b>	<b>command-V</b>	Paste to selected channel strip.
<b>Ctrl + Shift + M</b>	<b>command-shift-M</b>	Turns the All Mute mode on and off.

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