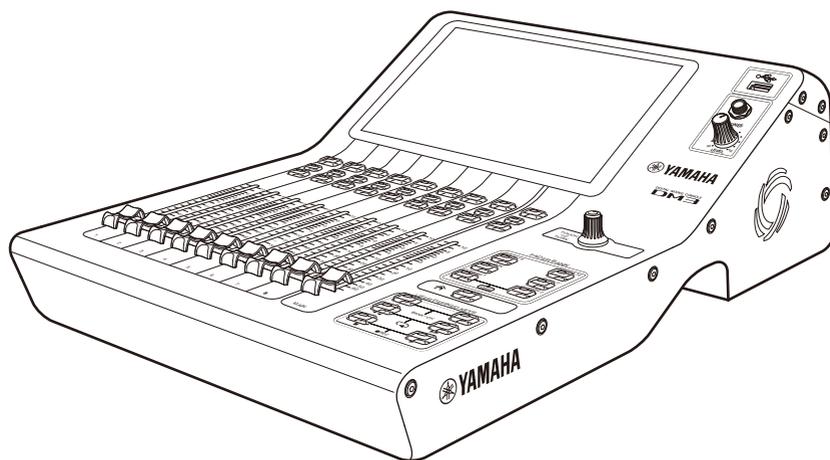




DIGITAL MIXING CONSOLE

# DM3 DM3 STANDARD (DM3S)



## Reference Manual

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# Introduction

## About the Product

### Differences with DM3

DM3 is compatible with the Dante audio network. DM3 STANDARD can only be used as a standalone product.

### NOTE

Unless illustrated otherwise, use those of the DM3.

### Target User

This product is geared toward people accustomed to mixing the audio of PA systems, such as in hall or for events.

### Purpose

This product is used for mixing multiple sources of sound, such as live performances of bands, corporate events or producing music.

## Structure of this manual

DM3 Series manuals can be downloaded as a PDF from the Yamaha Pro Audio website. Manuals can also be viewed in the HTML format.

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

### ■ Owner's Manual

The owner's manual primarily explains the name of parts of the panel and their basic operation.

### ■ DM3 Series Reference Manual (This Manual)

This manual primarily explains functions in detail and how to apply them in operating the product. It also explains how to operate the software (DM3 Editor) on a computer to make settings and operate the console.

<https://manual.yamaha.com/pa/mixers/dm3/rm/>

### ■ DM3 Editor Installation Guide

This explains the steps for installing DM3 Editor.

<https://manual.yamaha.com/pa/mixers/dm3/ig/>

### ■ DM3 StageMix User Guide

This explains how to use the iPad application to wirelessly control the DM3 Series.

<https://manual.yamaha.com/pa/mixers/dm3/ug/>

## Notation

- In this DM3 Series reference manual, the switches on the panel are called “keys.” The control knobs on the panel are all called “knobs.” Knobs may turn from a minimum to a maximum value, or turn endlessly.
- The virtual buttons displayed on the display are called “buttons” and the knobs are called “knobs.” Controls on the panel are written inside brackets [ ] to distinguish them from virtual buttons and knobs displayed onscreen. (Example: [CUE] key) The section name may be written in front of the brackets for some controls. (Example: USER DEFINED KEYS [A] key)

## Structure of the utility software

Various utility software is available for the DM3 Series. Detailed information on the software is available on the Yamaha Pro Audio website.

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

For information on how to download files, install software or make advanced settings, please refer to the websites mentioned above and/or the installation guide of the program after downloading it.

### ■ **DM3 Editor**

This software allows you to make settings for and operate the console from your computer. Operations like backing up unit settings and setting up a console without it present may also be done.

### ■ **DM3 StageMix**

This iPad application is for wirelessly controlling the DM3 Series system. A mixing engineer can operate parameters directly from a location separated from the system, such as the position of a performer on-stage.

### ■ **DM3 MonitorMix**

This software is for smart devices to wirelessly control MIX sends of the DM3 series.

### ■ **Yamaha Steinberg USB Driver**

This is driver software for connecting a computer to the DM3 Series. It controls a maximum of 18IN/18OUT audio signals with the DAW software or remotely controls the DAW software.

### ■ **ProVisionaire Control**

This Windows software allows the user to create a control panel that matches the installation environment and operating methods and to control the device remotely.

### ■ **ProVisionaire Touch**

This iPad application allows the user to create a control panel that matches the installation environment and operating methods and to control the device remotely.

## Firmware updates

The specifications of the DM3 Series allow for firmware updates to the console to improve operability, add functions and/or resolve problems.

Information on updating firmware is available on the following website.

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

For information on the updating procedure and settings for the console, please refer to the Firmware Updating Guide on the website.

## Trademarks

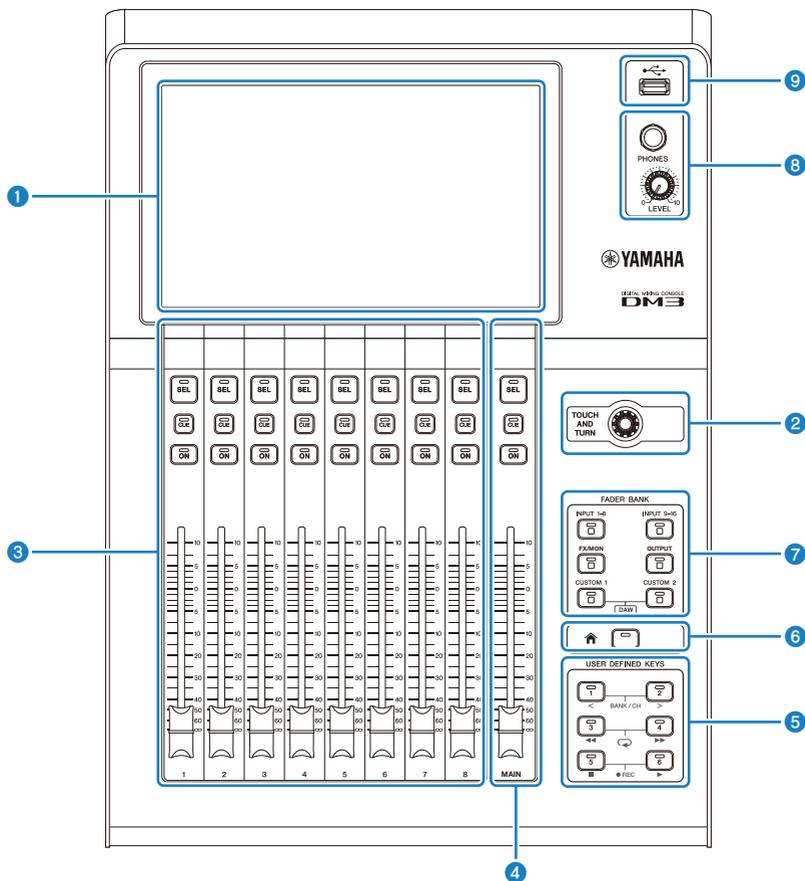
- The illustrations and screenshots in this manual are entirely for the purpose of explanation.
- We bear no responsibility whatsoever for the effects or impacts of using the software or this manual.
- Windows is a registered trademark in the United States and other countries of Microsoft Corporation of the United States.
- Mac and iPad are trademarks of Apple Inc. registered in the United States and other countries.
- Mackie Control and HUI are registered trademark or trademarks of LOUD Technologies Inc.
- The names and trade names in this manual are the registered trademarks or trademarks of the companies involved.
- The typefaces included herein are solely developed by DynaComware Taiwan Inc.

# Controls and functions

## Top panel

### Overview of the top panel

Following is an explanation of the functions and names of parts of the top panel of the DM3 Series.



**1 Display**

The display can be operated by touching it. (p.18)

**2 [TOUCH AND TURN] Knob**

Use when adjusting the selected parameter. (p.18)

**3 CHANNEL STRIP section**

This part corresponds to the channel module of a conventional analog mixer. It is for operating the main parameters of the currently selected channel. (p.19)

**4 [MAIN] section**

This section is primarily for operating the STEREO channel. (p.20)

**5 [USER DEFINED KEYS] section**

Keys that operate functions assigned at the discretion of the user. A number of frequently used functions, such as tap tempo, bookmarks, etc., are assigned by default. (p.22)

**6 [HOME] key**

Returns to the HOME screen. (p.23)

**7 [FADER BANK] section**

Switches the faders assigned to the panel. (p.21)

**8 [PHONES] section**

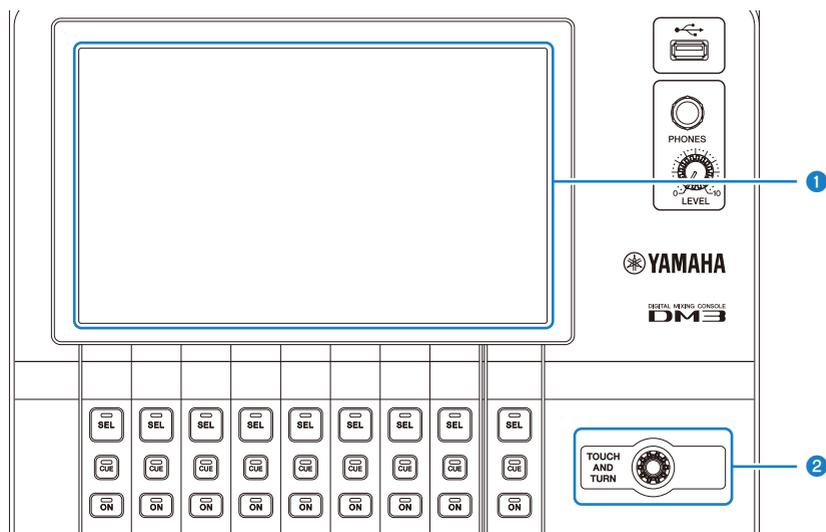
For monitoring the signal selected with MONITOR select, or the CUE signal via headphones. (p.24)

**9 USB connector**

This connector is for connecting a USB storage device. (p.25)

## Display and [TOUCH AND TURN] knob

The display can be operated by touching it. Using the [TOUCH AND TURN] knob allows intuitive operation of parameters.



### 1 Display

In addition to touch/double-touching it, the display can be operated by sliding, swiping and pinching in/out on it.

### 2 [TOUCH AND TURN] Knob

Operates the parameter selected on the display.

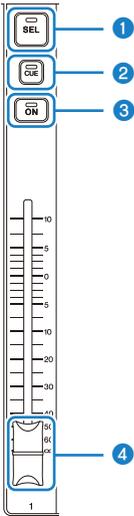
### Related links

“Basic operation of screens” (p.43)

## CHANNEL STRIP section

---

The CHANNEL STRIP section corresponds to the channel module of a conventional analog mixer and it operates the main parameters of the selected channel. The channels assigned on the CUSTOM FADER BANK screen can be customized.



### 1 [SEL] key

This key selects the channel to be operated. Pressing this key makes it light and that channel is selected on the display as being subject to operation. With stereo channels, each press of the [SEL] key toggles between the L/R channels.

### 2 [CUE] key

The [CUE] key selects the channel to monitor. It lights when the CUE is ON.

### 3 [ON] key

Toggles the channel ON/OFF. This key lights for channels that are ON. In the SENDS ON FADER mode, the signal sent from that channel to the currently selected MIX BUS, FX BUS, or MATRIX BUS is toggled ON/OFF.

### 4 Fader

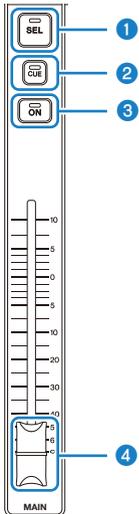
Faders adjust the signal level of the channel. In the SENDS ON FADER mode, it adjusts the send level from that channel to the currently selected MIX BUS, FX BUS, or MATRIX BUS .

## [MAIN] section

---

The [MAIN] section is primarily for operating the parameters of the STEREO channel. The channels assigned on the CUSTOM FADER BANK screen can be customized.

When using the normal FADER BANK, or a CUSTOM FADER BANK with MAIN assigned to it, it operates SEND MAIN in the SENDS ON FADER mode.



### 1 [SEL] key

This key selects the STEREO channel to be operated. Each press of the [SEL] key toggles which of the L/R channels are to be operated.

### 2 [CUE] key

The [CUE] key is for selecting the STEREO channel to monitor. The LED lights when CUE is ON.

### 3 [ON] key

Toggles the STEREO channel ON/OFF. This key lights when ON. To operate as SEND MAIN, toggle the send destination bus ON/OFF in the SENDS ON FADER mode.

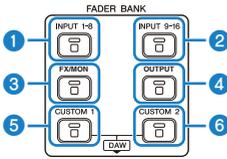
### 4 Fader

This adjusts the output level of the STEREO channel. To operate as SEND MAIN, adjust the send level to the send to bus in the SENDS ON FADER mode.

## [FADER BANK] section

---

The [FADER BANK] section switches the faders assigned to the panel. Selected keys light.



**1 [INPUT 1-8] keys**

Channel INPUT keys 1-8 are displayed in the CHANNEL STRIP section.

**2 [INPUT 9-16] keys**

Channel INPUT keys 9-16 are displayed in the CHANNEL STRIP section.

**3 [FX/MON] key**

ST IN, FX RTN 1-2, FX 1-2, MONITOR and STEREO are displayed in the CHANNEL STRIP section.

**4 [OUTPUT] key**

MIX 1-6 and MATRIX 1-2 are displayed in the CHANNEL STRIP section.

**5 [CUSTOM 1] key**

**6 [CUSTOM 2] key**

CUSTOM FADER BANK is displayed in the CHANNEL STRIP section and the [MAIN] section.

If [CUSTOM 1] key and [CUSTOM 2] key are pressed at the same time, the fader assigned on the panel switches to DAW REMOTE BANK and the DAW REMOTE screen displayed. The DAW software can be controlled remotely using the CHANNEL STRIP section or [USER DEFINED KEYS].

### Related links

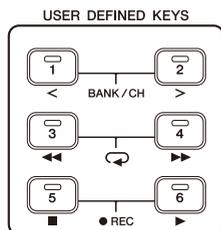
- “CUSTOM FADER BANK screen” (p.91)
- “Configuring a CUSTOM FADER BANK” (p.256)
- “Recalling a CUSTOM FADER BANK” (p.257)
- “DAW REMOTE screen” (p.165)
- “For configuring a USB MIDI port” (p.269)

## [USER DEFINED KEYS] section

---

Keys that operate functions assigned at the discretion of the user.

Frequently used functions, such as tap tempo, bookmarks, etc., are assigned by default.



### NOTE

- When DAW REMOTE BANK is selected in the [FADER BANK] section, the function of DAW REMOTE BANK is a fixed assigned.
- To select DAW REMOTE BANK, press keys [CUSTOM 1] and [CUSTOM 2] in the [FADER BANK] section.

### Related links

- “USER DEFINED KEYS screen” (p.78)
- “Assigning functions to [USER DEFINED KEYS]” (p.254)

## [HOME] key

---

Press [HOME] key to return the display to the top HOME screen.



Pressing the [HOME] key while on the HOME screen switches the display to whatever has been configured with Key Function on the PREFERENCE screen.

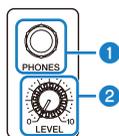
### Related links

- “HOME screen” (p.145)
- “PREFERENCES screen” (p.85)

## [PHONES] section

---

Either the signal selected with MONITOR select or the CUE signal can be monitored with headphones.



**1 [PHONES] jacks**

Jack for inserting the headphone plug.

**2 [LEVEL] knob**

This knob adjusts the signal level output from the [PHONES] jack.

## USB connector

---

The USB connector is for connecting a USB storage device.



In addition to saving or importing data in a DM3 file, it can be used to play audio files saved on a USB storage device or record the mixer output to an audio file.

### NOTE

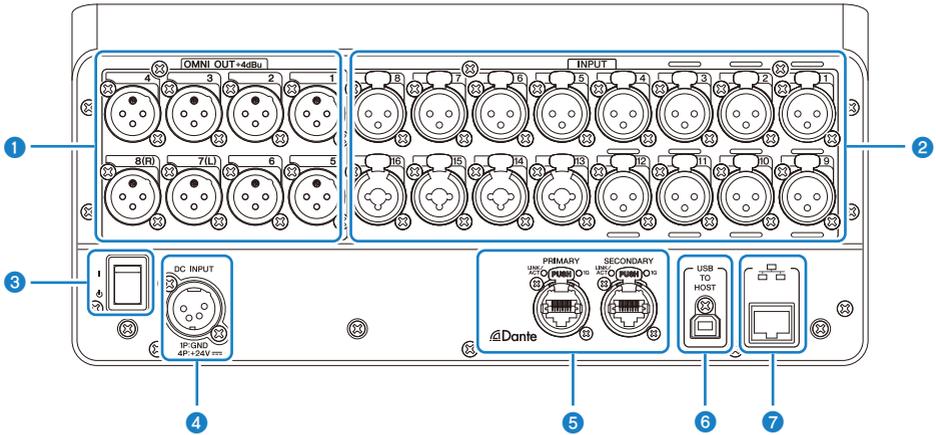
- The supported format is FAT32.
- The ACCESS indicator is displayed on the screen while accessing the device for saving, loading, deleting, etc. While displayed, refrain from removing the USB storage device or turning off the power of the console. Doing so may damage the USB storage device and/or damage the data on the console or on the USB storage device.
- Some USB storage devices can be write-protected to prevent accidentally erasing data. If important data is on the device, use its write-protect function to prevent overwriting data. Conversely, to save data, first make sure the write-protect function of the USB storage device is unlocked.
- Prior to removing the USB storage device, touch the remove USB storage device button on the tool bar. Remove the USB storage device after the message indicating it is safe to do so is displayed.

### Related links

- “Toolbar” (p.52)
- “RECORDER Screen” (p.63)
- “SAVE/LOAD screen” (p.81)

# Rear panel

Following is an explanation of the functions and names of parts of the rear panel of the DM3 Series.



## 1 [OMNI OUT] jacks

XLR-3-32 type output jacks for outputting analog audio signals. These jacks are primarily for outputting MIX channels and STEREO channels.

## 2 [INPUT] jacks

Connects to devices like mikes and musical instruments.

- **1 - 12:**  
XLR-3-31 input jacks
- **13 - 16:**  
Combo jacks compatible with both XLR and TRS phone plugs.

## 3 Power switch

When the switch is on ( | ), the power turns ON.

When the switch is on ( ⏻ ), the power goes to standby.

### NOTICE

- If 10 seconds elapse since the last operation, the power switch goes to standby. The state just before the power switch went to standby is saved, and the system recovers to it when power comes back on.
- To turn the power back on from standby, wait about 6 seconds or so. Turning the power ON and OFF repeatedly may cause a malfunction.

#### 4 [DC INPUT] connector

For connecting to the included power adapter. First connect this device to the power adapter and then plug it into the electrical outlet.



#### WARNING

- Only ever use the included power cord. Also, never use any other product with the included power cord. Damage, overheating, and/or fire may result. The included power cord is designed specifically for Japan (up to 125 V).



#### CAUTION

- Always put the console in standby prior to connecting or disconnecting the cord.
- A small amount of electricity flows even when the power is OFF (on standby). When the product will not be used for a long time, unplug the cord from the outlet.

#### 5 Dante PRIMARY/SECONDARY connectors (DM3 only)

These connectors are for Dante audio network connections, such as I/O devices like the Tio1608-D. The connectors to use are RJ-45 connectors that conform to etherCON CAT5e, made by Neutrik.

#### NOTICE

- To prevent electromagnetic interference, use STP (Shielded Twisted Pair) cables. When using STP cables, make sure the metal parts of connectors and shielded parts of cables are in contact with conductive tape or the like.

#### NOTE

Do not use the EEE function (\*) of a network switch inside a Dante network. Power consumption settings are adjusted automatically between switches that support the EEE function, but some switches do not correctly adjust these mutual settings correctly. This means that in certain unfavorable cases with the Dante network, the EEE function of a switch might be enabled, impairing the clock synchronization capability and causing audio to be interrupted. As such, please note the following.

- If using a managed switch, turn off the EEE function of all ports that use Dante. Do not use a switch that does not allow you to turn off the EEE function.
- If using an unmanaged switch, do not use a switch that supports the EEE function. Such switches cannot turn off the EEE function.

\*EEE (Energy Efficient Ethernet) function: A technology that reduces power consumption of an Ethernet device when network traffic is sparse. It is also called "green Ethernet" or IEEE802.3az.

#### 6 [USB TO HOST] connector

USB Type B Connector

The product functions as an up to 18 IN/18 OUT, 96 kHz/32-bit audio interface by connecting to a computer via USB cables. It also allows control of DM3 series and remote control of DAW software by USB-MIDI.

It is necessary to install Yamaha Steinberg USB Driver in order to communicate with a computer.

#### NOTICE

- Use USB cables under 3 m long.
- Wait at least 6 seconds between unplugging and replugging USB cables.

**7 Network Connector**

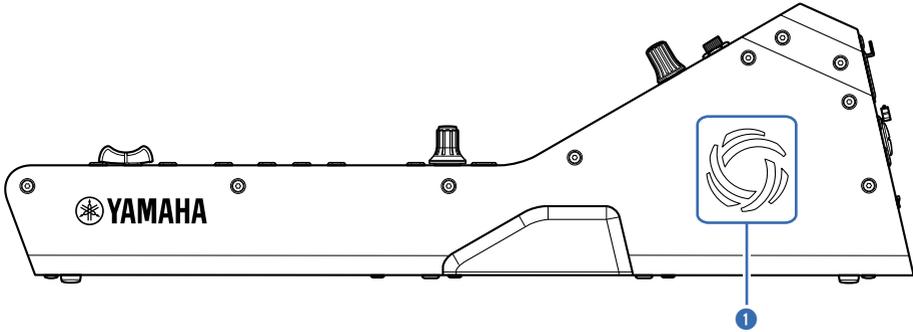
This is an RJ-45 connector for connecting to a computer. Use an ethernet cable (CAT5e or better recommended).

**NOTICE**

- To prevent electromagnetic interference, use STP (Shielded Twisted Pair) cables.

## Side panel

The functions and names of parts of the side panel of a DM3 series are explained here.



### 1 Vent holes

The product is equipped with a cooling fan to prevent the inside from getting too hot. When it gets too hot inside, the fan starts automatically. Both sides have vent holes.



### CAUTION

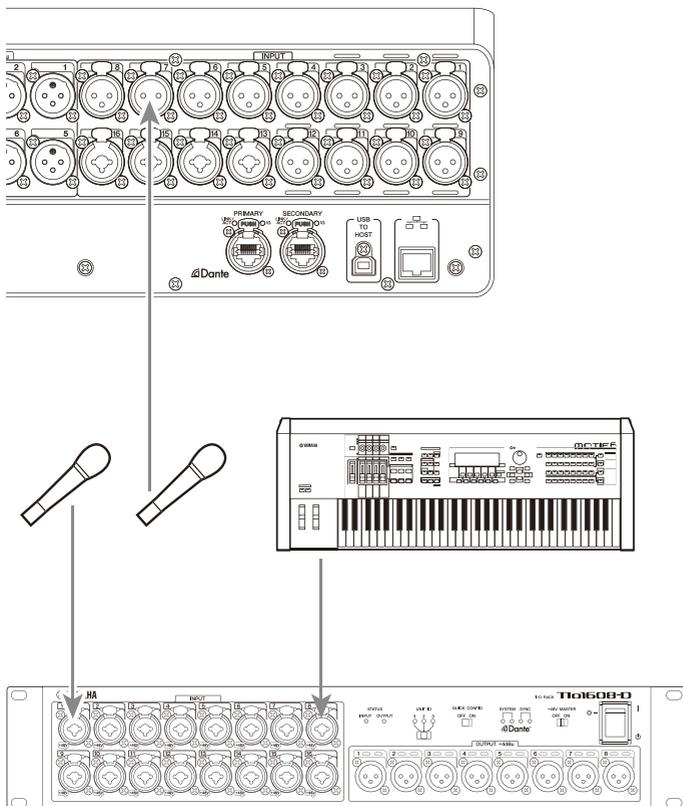
Avoid blocking the vent holes of the product (heat dissipation slits). If vent holes are covered, it may get too hot inside, resulting in damage and/or fire.

# Connections

## Analog connections

### Analog input connections

The INPUT jacks of I/O devices like the DM3 series are mainly for connecting mikes and line level equipment.



Tio1608-D

Switching of patches is configured on the SETUP screen → PATCH screen. Patch switching can also be made from INPUT screen → INPUT CH PATCH screen.

#### Related links

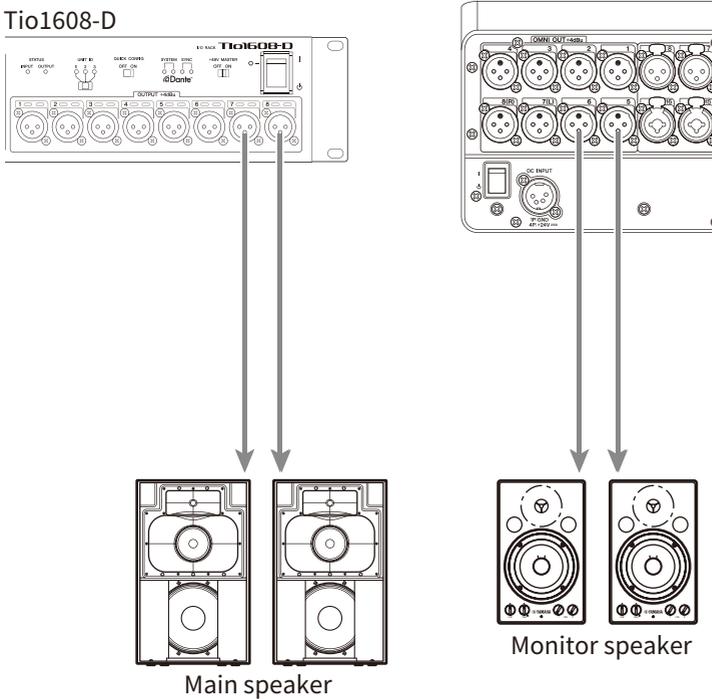
- "PATCH screen" (p.107)
- "INPUT CH PATCH screen" (p.174)
- "Default values of IN/OUT patches" (p.341)

## Analog output connections

Signals such as the output signals of output-related channels (MIX, MATRIX, STEREO (L/R), monitor signals (MONITOR OUT L/R channel) and direct output signals of INPUT channels) can be patched to the OMNI OUT connectors of the DM3 series and OUTPUT jacks of I/O devices.

The top panel of the DM3 series is equipped with a PHONES OUT jack for monitoring, so the signal selected as the monitor source can always be monitored. In addition, that same signal can be monitored over an external speaker by assigning the MONITOR OUT L/R channel to the desired output jack.

### Tio1608-D



Switching of patches is configured on the SETUP screen → PATCH screen. Patch switching can also be made from OUTPUT screen → OUTPUT CH PATCH screen.

### Related links

- “PATCH screen” (p.107)
- “OUTPUT CH PATCH screen” (p.217)
- “Default values of IN/OUT patches” (p.341)

## Dante Network Connections

### I/O device connections

---

A DM3 can be connected to a I/O device (such as Tio1608-D) in 2 ways--via a daisy chain or star connection.

In addition, devices with 2 ports, a main line (PRIMARY) and sub-line (SECONDARY) can be connected to each other with a redundant connection, which is resistant to failures.

The DM3 can be easily configured with its Auto Setup function using a Dante patch to supported I/O devices.

#### Related links

- [“Dante”](#) (p.342)
- [“Dante Auto Setup Function”](#) (p.33)
- [“Daisy chain connections”](#) (p.34)
- [“Star connections”](#) (p.36)
- [“Redundant connections”](#) (p.38)

## Dante Auto Setup Function

---

The Auto Setup function of DM3 automatically configures Dante patches for the DM3 to compatible devices in the Dante network.

Instead of using external software like a Dante Controller, it makes it easy to set up patches between the DM3 console and compatible devices.

Refer to the related links for the Dante devices compatible with the Auto Setup function.

### Related links

- “Dante Auto Setup compatible model” (p.339)
- “Dante Auto Setup patches” (p.340)

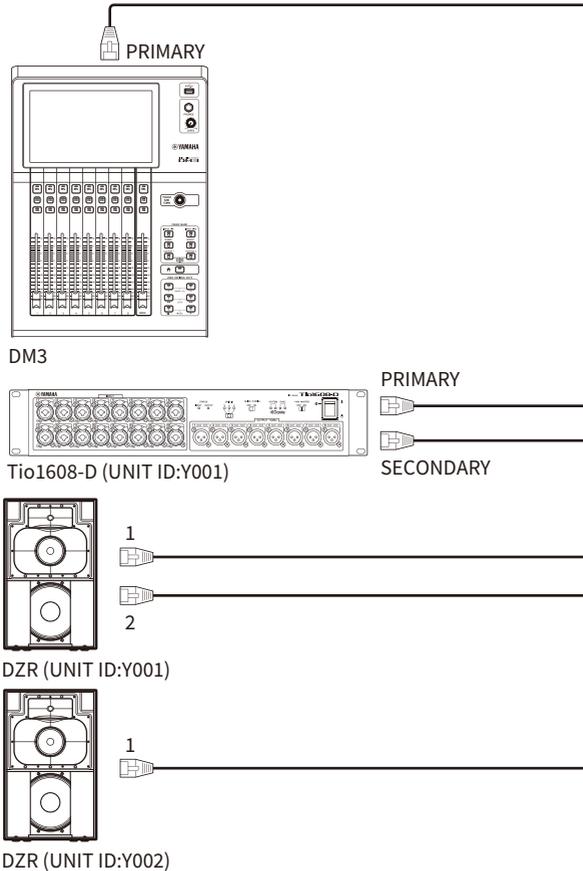
## Daisy chain connections

A daisy chain is one way of connecting devices like a string of beads. It is a simple network structure with no need for network switches. It is used for simple systems with only a few connected devices.

The more devices are connected, the more latency is required. In addition, if a system failure occurs, such as a disconnected cable, it cuts off the network at that point, and communication with further devices in the chain is lost.

### ■ Example of connection of AUTO SETUP DM3 and I/O device

Make connections as follows using the Dante connector of an I/O device with the DM3.

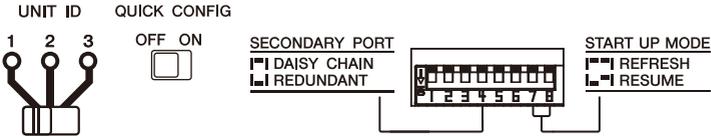


### ■ Configuration of I/O devices

Configure as follows when connecting to Tio1608-D or DZR-D/DXS-XLF-D using the DM3 AUTO SETUP function.

### [Configuration of Tio1608-D]

- UNIT ID = 1
- SECONDARY PORT = DAISY CHAIN
- START UP MODE = REFRESH
- QUICK CONFIG = OFF



### [Configuration of DZR-D/DXS-XLF-D]

- UNIT ID = any ID from 1-8
- MODE (DANTE MODE) = STANDARD

When using Dante Controller instead of AUTO SETUP, configure each of the I/O devices according to their instructions.

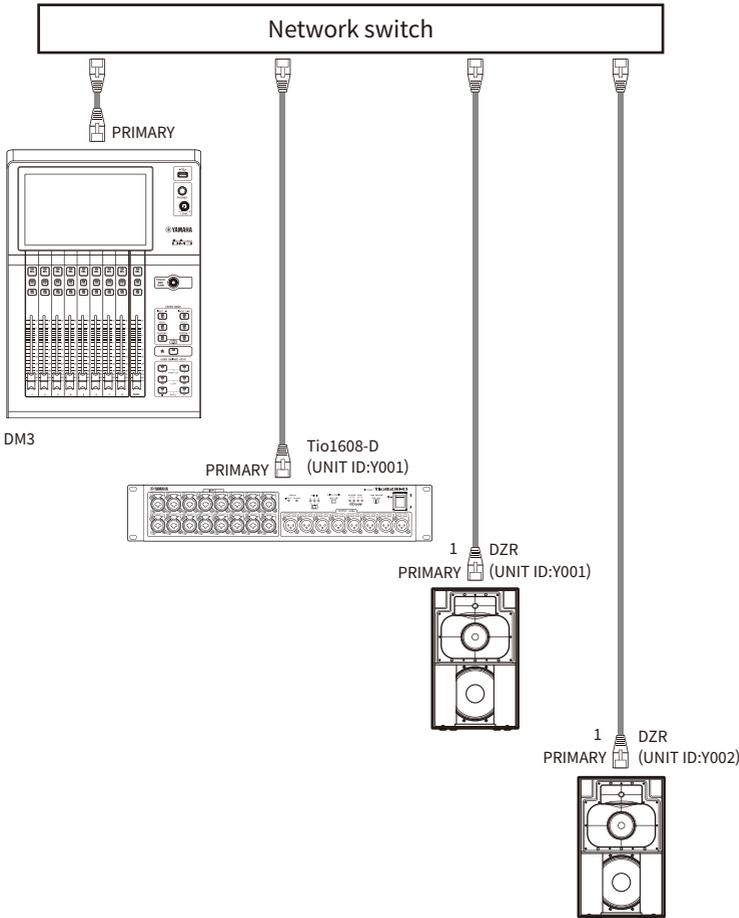
Configure the UNIT ID of DZR-D/DXS-XLF-D on the DANTE SETUP screen of the DZR-D/DXS-XLF-D speaker.

## Star connections

Star connection refers to a method of connecting devices with a network switch in the middle. It can be used for a large network that requires a wide bandwidth by using a network switch that supports a Gigabyte Ethernet network switch. We recommend having various network switch functions (such as clock synchronization of any data line, or QoS that prioritizes voice transmission) for the purpose of controlling and monitoring the network.

### ■ Example of connection of AUTO SETUP DM3 and I/O device

Make connections as follows using the Dante connector of an I/O device with the DM3.

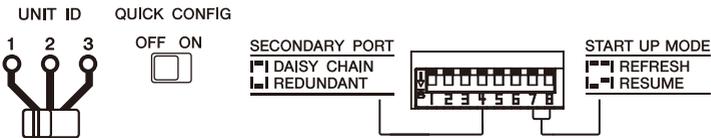


## ■ Configuration of I/O devices

Configure as follows when connecting to Tio1608-D or DZR-D/DXS-XLF-D using the DM3 AUTO SETUP function.

### [Configuration of Tio1608-D]

- UNIT ID = 1
- SECONDARY PORT = DAISY CHAIN
- START UP MODE = REFRESH
- QUICK CONFIG = OFF



### [Configuration of DZR-D/DXS-XLF-D]

- UNIT ID = any ID from 1-8
- MODE (DANTE MODE) = STANDARD

When using Dante Controller instead of AUTO SETUP, configure each of the I/O devices according to their instructions.

Configure the UNIT ID of DZR-D/DXS-XLF-D on the DANTE SETUP screen of the DZR-D/DXS-XLF-D speaker.

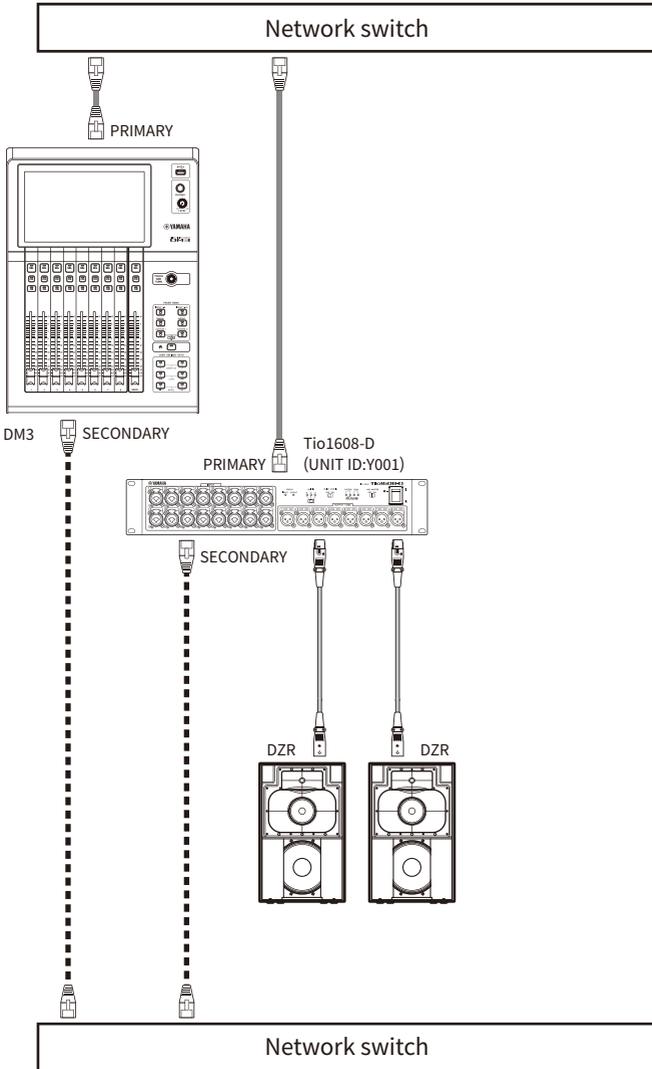
## Redundant connections

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Redundant connections entail a network consisting of 2 lines, a main line (PRIMARY) and a sub-line (SECONDARY). Normally the PRIMARY line carries communications, but if a problem occurs, such as an interruption to the PRIMARY line, then communications switch automatically to the SECONDARY line. A network environment more resistant to failures can be built by connecting in this way in a star configuration than by a network constructed in a daisy chain.

### ■ Example of connection of AUTO SETUP DM3 and I/O device

Make connections as follows using the Dante connector of an I/O device with the DM3.



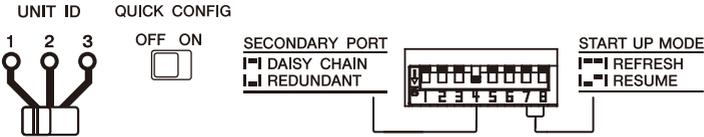
### ■ Configuration of I/O devices

Configure as follows when connecting to Tio1608-D or DZR-D/DXS-XLF-D using the DM3 AUTO SETUP function.

#### [Configuration of Tio1608-D]

- UNIT ID = 1
- SECONDARY PORT = REDUNDANT

- START UP MODE = REFRESH
- QUICK CONFIG = OFF



### [Configuration of DZR-D/DXS-XLF-D]

- UNIT ID = any ID from 1-8
- MODE (DANTE MODE) = STANDARD

When using Dante Controller instead of AUTO SETUP, configure each of the I/O devices according to their instructions.

Configure the UNIT ID of DZR-D/DXS-XLF-D on the DANTE SETUP screen of the DZR-D/DXS-XLF-D speaker.

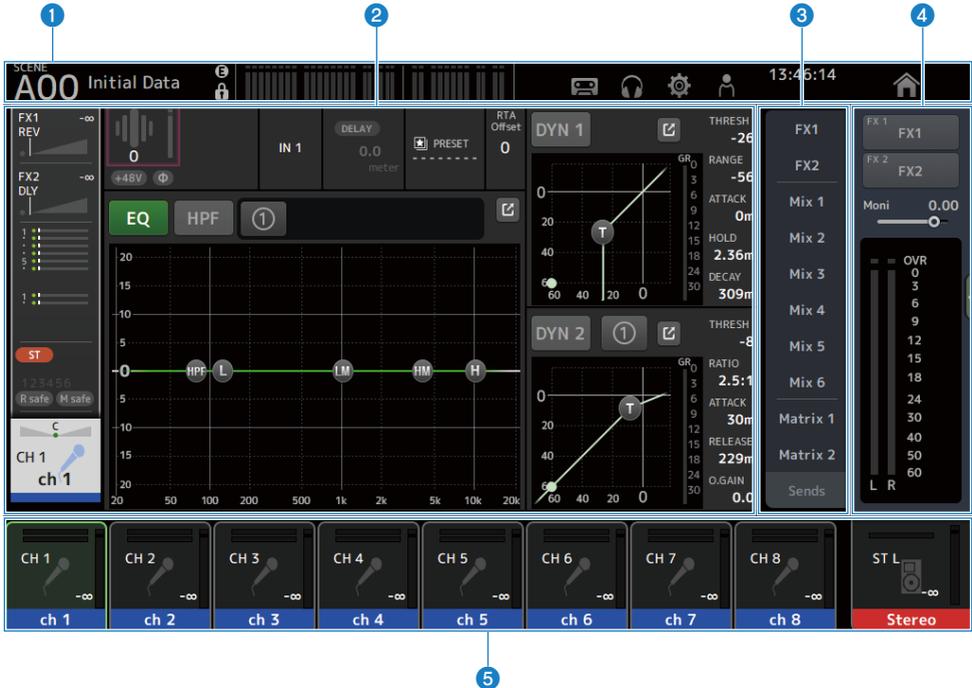
### NOTE

- HA remote cannot be operated from the SECONDARY side.
- No SECONDARY function is available under DZR-D/DXS-XLF-D Dante.

# Overview of screens

## Breakdown of screens

The display of the console can be broadly divided into 5 areas.



- 1 **Tool bar** (p.52)
- 2 **Main area**
- 3 **SENDS ON FADER area** (p.225)
- 4 **ADMIN area** (p.226)
- 5 **Channel Name area** (p.227)

### ■ Content displayed in main area

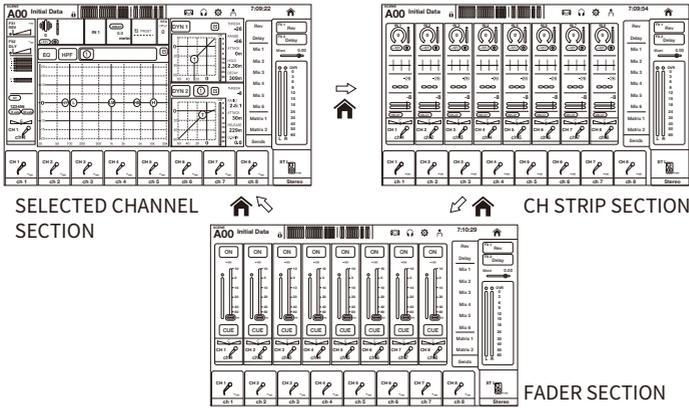
What is displayed in the main area changes according to what icons and/or channels are selected.

The channel setting status is displayed all together on the HOME screen. (p.145)

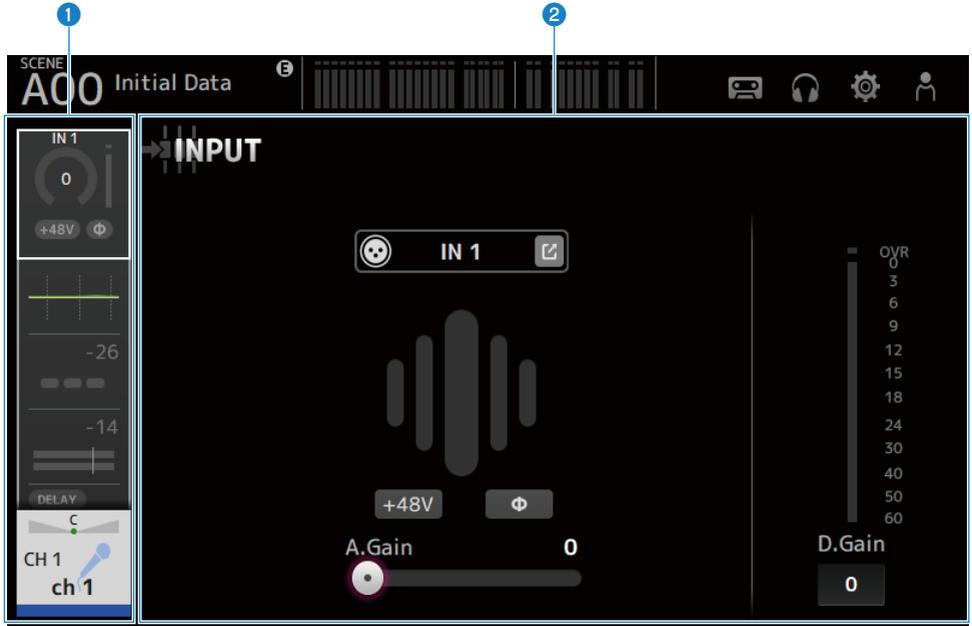
The HOME screen has 3 types of screen, which are displayed in units of 8 channels, or of 1 channel.

The display changes each time [HOME] key/HOME button is pressed.

Overview of screens > Breakdown of screens



The configuration screen is for making advanced settings to the selected channel(s).



- 1 Navigation area
- 2 Details area

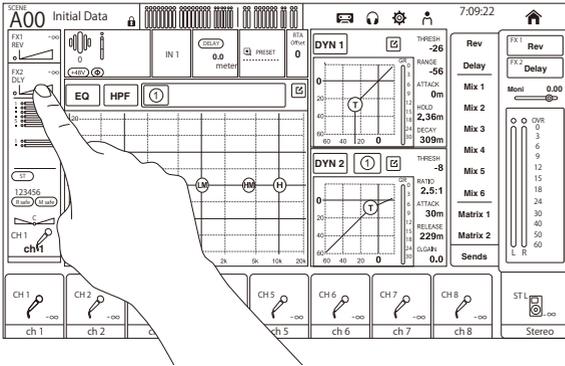
# Basic operation of screens

The display can be operated by touching it. You can also use the [TOUCH AND TURN] knob to fine tune parameters. In addition to touch and double-touch, you can also slide, swipe, pinch-in and pinch-out the screen.

## Switching screens

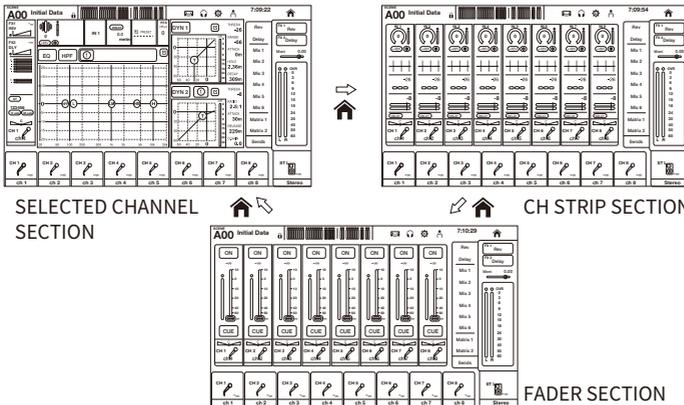
Touching the box at the top of the screen switches to the configuration screen.

Press the HOME button/[HOME] key to return to the HOME screen.



## NOTE

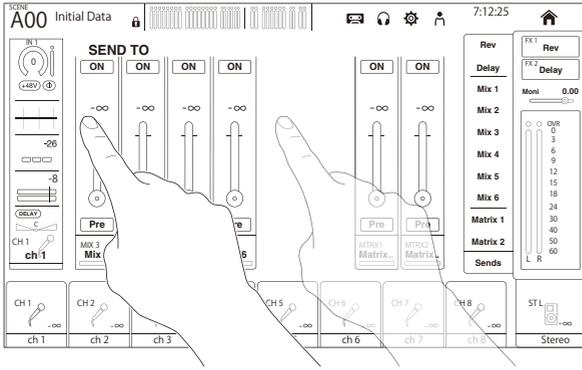
You can choose what is displayed on the HOME screen by selecting Key Function → [HOME] Key from SETUP screen → PREFERENCE screen. When multiple items are selected, the display will change with each press of the HOME button/[HOME] key.



## Scrolling

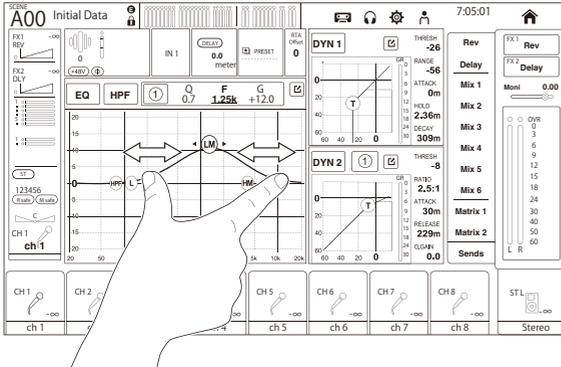
On screens that have a scroll bar, sliding the screen up/down or left/right displays the next screen.

Swiping allows high-speed scrolling.



## ■ Operating the Q of EQ

When in the manual mode while on the EQ screen, selecting a handle and pinching in/out on it performs Q operation on the selected handle.

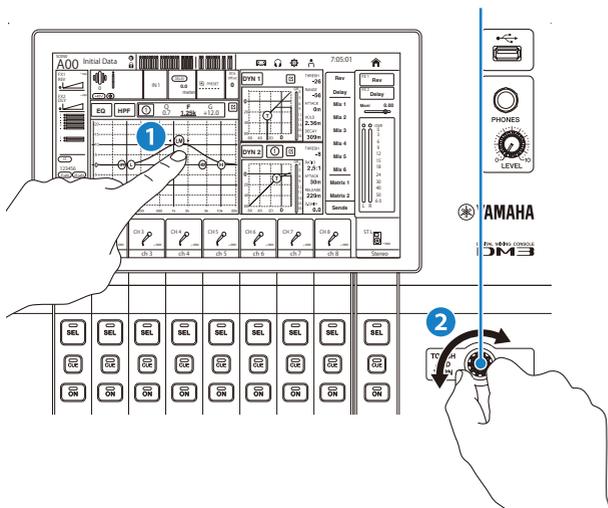


### NOTE

This operation is not available in the 1-knob mode, which is for controlling multiple parameters with 1 knob. Select the manual mode with the mode switching button at the top of the screen.

## ■ Operating parameters with the [TOUCH AND TURN] knob

As illustrated below, after touching (1) the desired parameter to select it, operate it with the [TOUCH AND TURN] knob (2). The selected parameter is displayed with a pink frame.



## NOTE

The 1-knob mode

- The 1-knob mode was designed to make it easy to operate multiple parameters for the EQ and the Compressor via the [TOUCH AND TURN] knob. When the 1-knob mode is active, the parameters cannot be operated individually. The 1-knob mode can be turned ON/OFF from the EQ and Compressor screens.

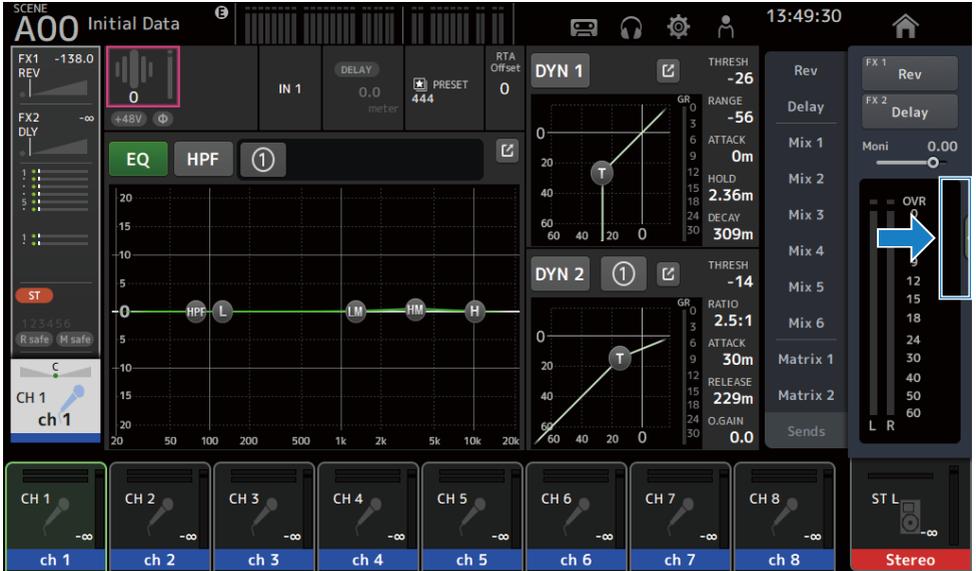
# Universal screen operations

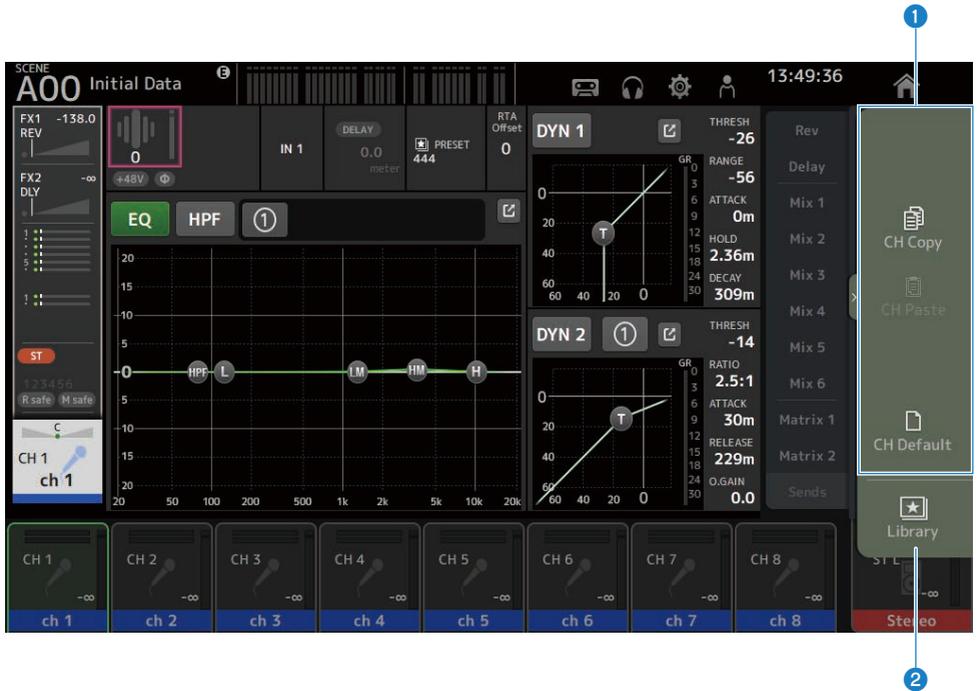
## Menus

Swipe left on the menu swipe indicator on the right of the screen to open the menu.

This opens a menu of options for operating the current screen.

The items in the menu vary with the displayed screen. For information about each menu, refer to the description for that screen.





**1 Menus**

The items in the menu vary with the displayed screen. For information about each menu, refer to the description for that screen.

**2 Library button**

Touch the Library button to open the channel presets LIBRARY screen.

## SOFT KEYBOARD screen

Titles and comments can be edited from the SOFT KEYBOARD screen. The content displayed varies with the screen. The SOFT KEYBOARD screen displayed when saving a scene is described here as an example.



**1 Cancel button**

Cancels editing and goes back to the previous screen.

**2 Title field**

Enter a name for the scene.

**3 Comment field**

Enter any additional information.

**4 OK button**

Saves the results of editing.

**5 Fade Time settings**

Specifies fade time settings and switches fade times used in scenes ON/OFF. To display the FADE TIME screen, touch the button on the right edge.

**6 Keyboard**

Enters letters that are touched.

## Operating buttons and sliders

---

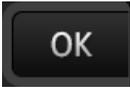
### ■ Close button

Touch to close the current screen.



### ■ OK button

Applies current conditions.



### ■ Cancel button

Cancels operation(s) and returns to the previous screen.



### ■ Clear button

Clears entered information.



### ■ Jump button

Displays the relevant screen.



### ■ Slider

Touch to enable, indicated by flashing in pink.

Drag sliders on the display or turn the [TOUCH AND TURN] knob to make settings.



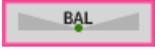
### ■ Pan slider

Touch to enable operation via the [TOUCH AND TURN] knob, indicated by flashing in pink.



### ■ Balance slider

Touch to enable operation via the [TOUCH AND TURN] knob, indicated by flashing in pink.



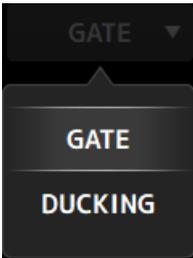
### ■ Edit icon

Opens a screen for editing information, such as the keyboard screen.



### ■ Menu

Touch a button with [▼] displayed on it to display the menu.



### ■ Text box

For text boxes that allow numeric entries, touch to enable changes, which is indicated by flashing in pink.

While flashing in pink, touch to open a screen for entering a numeric value.

The value can also be set by turning the [TOUCH AND TURN] knob.

For text boxes that allow text entries, touch to open the SOFT KEYBOARD screen.



### ■ ON and OFF

Touch to toggle a function between ON and OFF.

When ON (Example):





When OFF (Example):



# Screen functions and names

## Toolbar

The toolbar is configured with frequently used functions and icons to screens for system settings. The toolbar is always displayed, regardless of what is displayed in the main area.



- 1 **Displays the SCENE screen.** (p.53)
- 2 **Displays the METER screen.** (p.59)
- 3 **Status indicator**  
Displays the status in the following 3 cases.
  - **ACCESS :**  
While accessing the USB storage device plugged into the USB connector.
  - **OSC :**  
When the oscillator is ON.
  - **DAW :**  
When DAW and USB-MIDI are connected.
- 4 **Displays the RECORDER screen.** (p.63)
- 5 **Displays the MONITOR screen.** (p.72)
- 6 **Displays the SETUP screen.** (p.76)
- 7 **Displays the LOGIN screen.** (p.139)
- 8 **Displays the current time.**
- 9 **Remove USB storage button**  
Displayed when a USB storage device is connected.  
Touch before removing the USB storage device.
- 10 **The HOME button displays the HOME screen.** (p.145)  
**It functions the same as the [HOME] key on the top panel.**

### NOTE

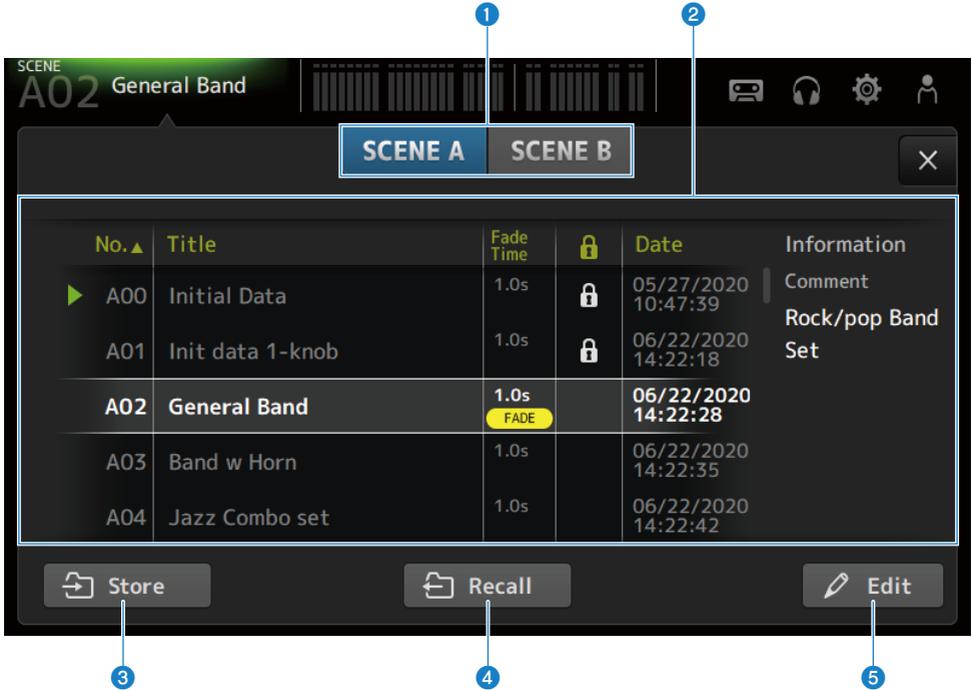
- Touching any icon changes the display of the MAIN area.
- To return to the previous screen, touch the icon again, or touch the close button [X] at top, right of the screen.

# SCENE screen

## SCENE screen

The SCENE screen is for managing previously saved mixer configurations, or “Scenes”.

When recalling a scene, you can exempt certain settings from being recalled (called “recall safe”).



**1 Scene list selection button**

Allows you to switch between the available scene lists.

**2 Scene list**

Displays a list of saved scenes.

You can touch a header in the list to sort the items by that header (except for Information).

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

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

The Fade Time field indicates whether the Fade Time function is enabled or not and its set time.

A lock icon is displayed or cleared each time you touch the column. When the icon is displayed, the scene is write-protected.

The last save date for a scene is displayed in the Date column.

**3 Store button**

Saves the current mixer settings to the scene number selected in the scene list.  
Touch to open the screen for editing the title and comments.

**4 Recall button**

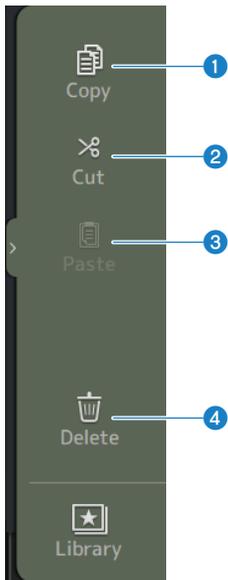
Recalls the scene selected in the scene list.

**5 Edit button**

Touch to open the screen for editing the title and comments.

**SCENE screen menu**

Swipe left on the menu swipe indicator on the right of the SCENE screen to open the following menu.



**1 Copy**

Copies settings of the selected scene.

**2 Cut**

Cuts settings of the selected scene.

**3 Paste**

Pastes the copied or cut scene to the selected line.

**4 Delete**

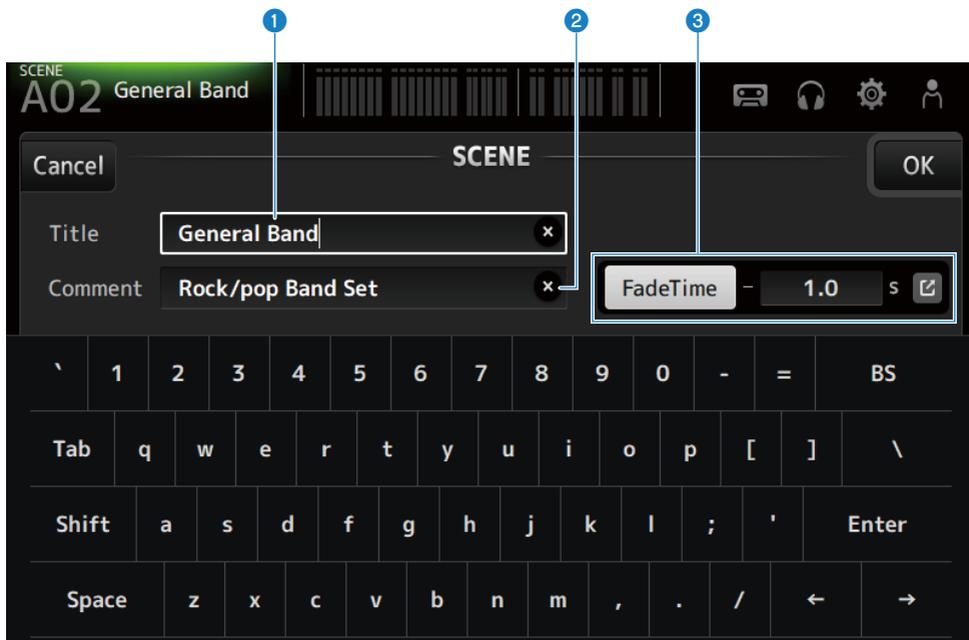
Deletes the selected scene.

**Related links**

- “SCENE EDIT screen” (p.56)
- “FADE TIME screen” (p.57)
- “Saving a Scene” (p.236)
- “Recalling a Scene” (p.238)
- “Editing a Scene” (p.240)
- “Setting the fade time for a scene” (p.241)

## SCENE EDIT screen

The SCENE EDIT screen is for configuring the title, comments and fade time for a scene.



**1 Title text box**

Enter a name for the scene.

**2 Comment text box**

Enter any additional information about the scene.

**3 Fade Time settings**

Specifies fade time settings and switches fade times used in scenes ON/OFF. Touch the jump button to open the FADE TIME screen.

Touch a text box, and then with it highlighted, the [TOUCH AND TURN] knob can be used.

### Related links

[“Editing a Scene” \(p.240\)](#)

## FADE TIME screen

When on the FADE TIME screen, the channels to apply the fade time of a scene can be turned ON/OFF individually.

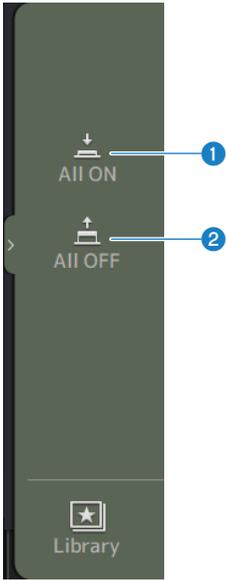


### 1 Channel buttons

Turn the individual channels to reflect the fade time ON/OFF. When turned ON, a channel turns white.

### ■ FADE TIME screen menu

Swipe left on the menu swipe indicator on the right of the FADE TIME screen to open the following menu.



**1 All ON**

Turns ON fade time for all channels.

**2 All OFF**

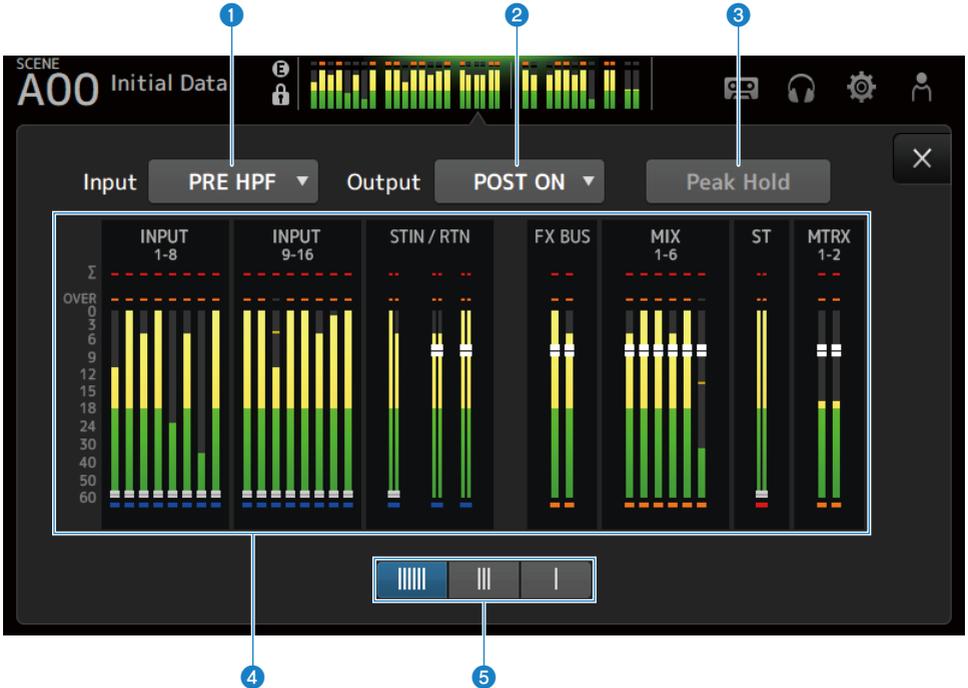
Turns OFF fade time for all channels.

**Related links**

[“Setting the fade time for a scene” \(p.241\)](#)

## METER screen

While on the METER screen, the IN/OUT levels of all channels can be displayed and the metering point (point to detect levels) of level meters can be switched.



### 1 Input metering point selection menu

Select the metering point of the input level from the menu.

- **PRE HPF :**  
Just before the head amp (just before HPF)
- **PRE FADER :**  
Just before the fader
- **POST ON :**  
Right after the [ON] key

### 2 Output metering point selection menu

Select the metering point of the output level from the menu.

- **PRE EQ :**  
Just before EQ
- **PRE FADER :**  
Just before the fader
- **POST ON :**  
Right after the [ON] key

**3 Peak Hold button**

When turned ON, it holds the peak of each meter. When turned OFF, the display of peak levels held to that point is cleared. Both the input and output channels are affected when the Peak Hold button is turned ON/OFF.

**NOTE**

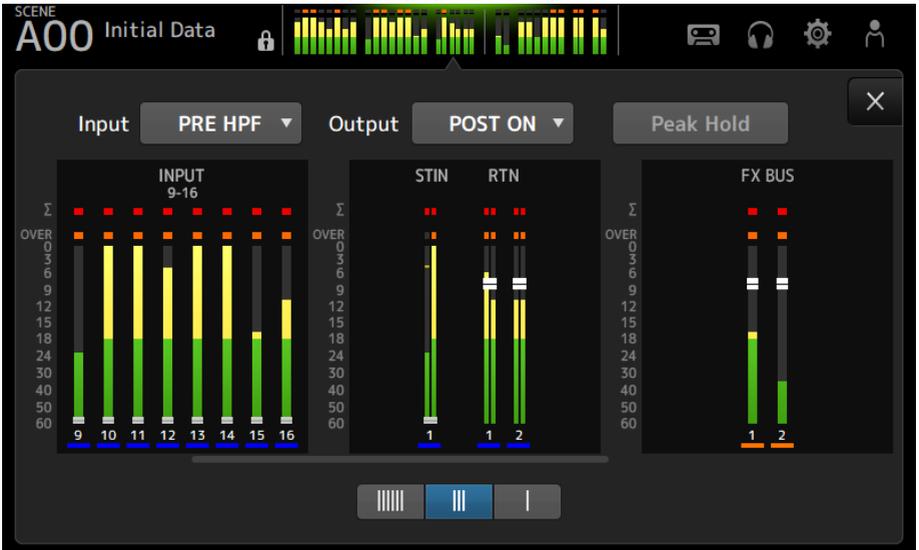
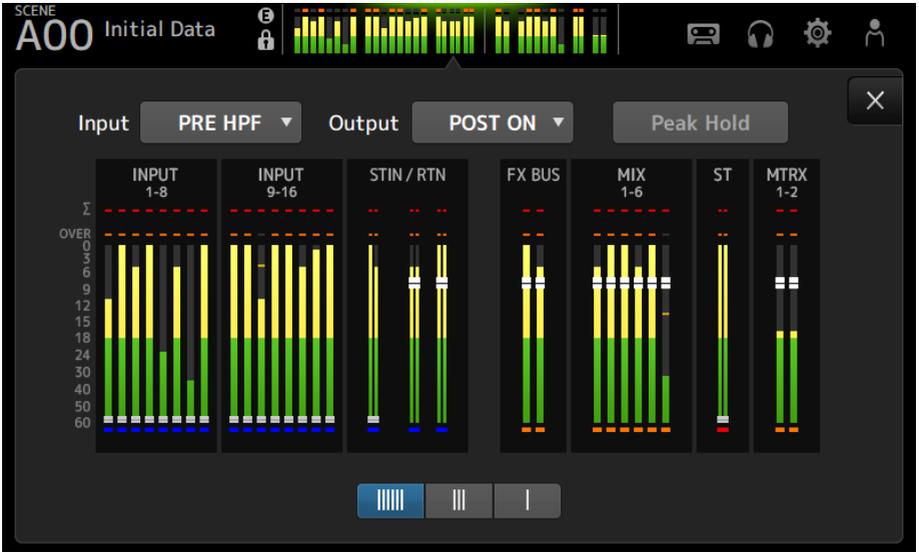
The function of switching the Peak Hold button ON/OFF can be assigned to [USER DEFINED KEYS].

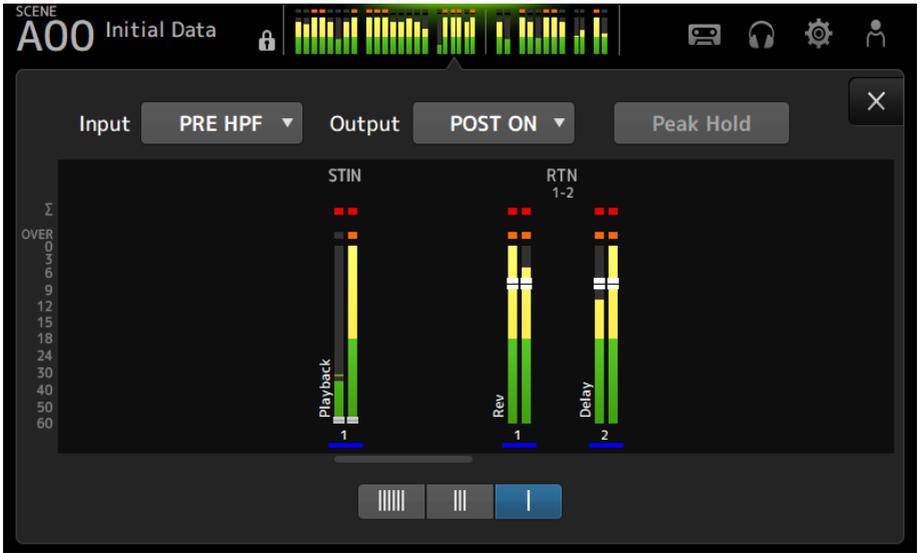
**4 Meters**

Display the input and output levels of the channels.

5 **Meter display selection buttons**

Allow you to select how many meters are displayed. 3 patterns are available.





**Related links**

“USER DEFINED KEYS screen” (p.78)

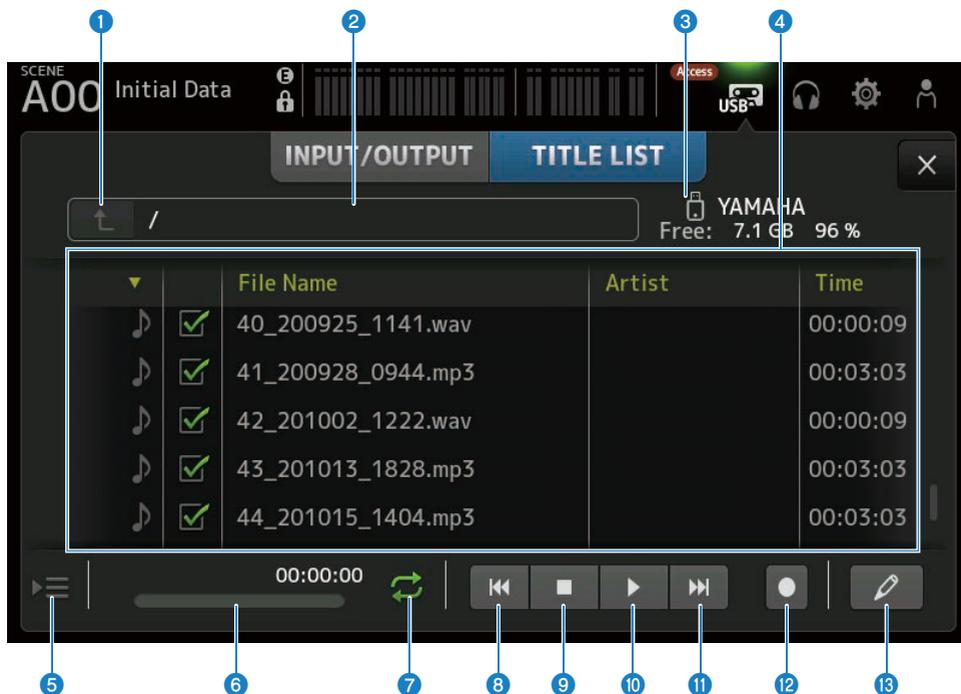
## RECORDER Screen

### RECORDER (TITLE LIST) screen

Available functions from the RECORDER (TITLE LIST) screen include playing song files (BGM and sound effects) on the USB storage device plugged in the USB connector, or record a 2 MIX source ( STEREO or MIX channel) to the USB storage device.

#### NOTE

- Recording and playing cannot be done at the same time.
- The signal being recorded cannot be input to the INPUT channel.
- Only FAT32 formatted USB storage devices can be used. If needed, connect one to the USB connector (right side of top panel) and format it from the menu on the SAVE/LOAD screen.
- To record, use a USB storage device that can write at the speed of a HDD or SSD. Also, try recording on your USB storage device ahead of time to make sure it can write fast enough.
- To play MP3 files, they must have sample rates of 44.1 or 48 kHz and a bit rate of between 128 - 320 kbps. VBR (variable bit rate) files can also be played, but song length and elapsed time are not displayed accurately.
- To record MP3 files, they must have sample rates of 48 kHz and a bit rate of 128, 256 or 320 kbps.
- To record WAV files, they must be recorded at 96 kHz and 24-bit or 48 kHz and 24-bit with the leader clock at 96 kHz, or 48 kHz and 24-bit with the leader clock at 48 kHz.
- If the number of items, including that of folders exceeds 150, they cannot be displayed in the song list. If there are more than 150 songs, divide them into separate folders.
- The maximum size for long recordings is 2 GB. To continue recording for a long time, split the data when it exceeds 2 GB.



**1 Parent directory button**

Displays the directory one level above the current directory.

**2 Current directory**

Displays the current directory path for the USB storage device directory.

**3 USB storage device information**

Displays the volume name of the USB storage device.

It also shows the amount and percentage of free space on the USB storage device.

**4 File list**

Displays the music files in the current directory.

You can click a header in the list to sort the items by that header.

Touch to select the name of a song file, and then play, pause or edit it.

If the check box is enabled, a file will be played when all songs are played.

The file name is displayed in the File Name column.

Artist information is displayed in the Artist field and length in the Time field.

If the number of items, including that of folders exceeds 150, they cannot be displayed in the song list and operations **5** to **13** are not available.

In such case, "Recorder supports a maximum of 150 items in a folder. Please remove some files from this folder to continue." is displayed.

**5 Follow playback button**

During continuous playback, the current song is highlighted in the song list and this button turns the follow function ON/OFF. When ON, selecting a different file turns the function OFF.

**6 Song file information display/indicator**

While playing a MP3 file, this shows its bit rate and playback position.

While playing a WAV file, this shows its sample rate and playback position.

While recording a MP3 file, this shows the elapsed recording time.

While recording a WAV file, this shows its sample rate and elapsed recording time.

**7 Playback mode selector button**

Specifies the loop play mode setting.  
Touch to toggle through the available modes.



plays one song one time (SINGLE).



plays one song repeatedly (SINGLE REPEAT).



Plays all the songs that are checked in the song list (ALL).



Plays all songs marked with a check mark repeatedly (ALL REPEAT).

**8 PREVIOUS button**

Touch to move playback position to the beginning of the current, or of the previous song.

**9 Stop button**

Stops recording or playing.

**10 Play/pause button**

Plays or pauses the song.

**11 NEXT button**

Starts playing at the beginning of the next song.

**12 Record button**

Activates the standby mode for recording. If the number of audio files inside a folder, including the number of folders, exceeds 150, the record button will not work.

**13 Edit file name button**

Opens the SOFT KEYBOARD screen for editing the file name.

**RECORDER screen menu**

Swipe left on the menu swipe indicator on the right of the RECORDER screen to open the following menu.



**1 Make Dir**

Creates a new directory in the current directory. If the number of audio files inside a folder, including the number of folders, exceeds 150, Make Dir will not work.

**2 Delete**

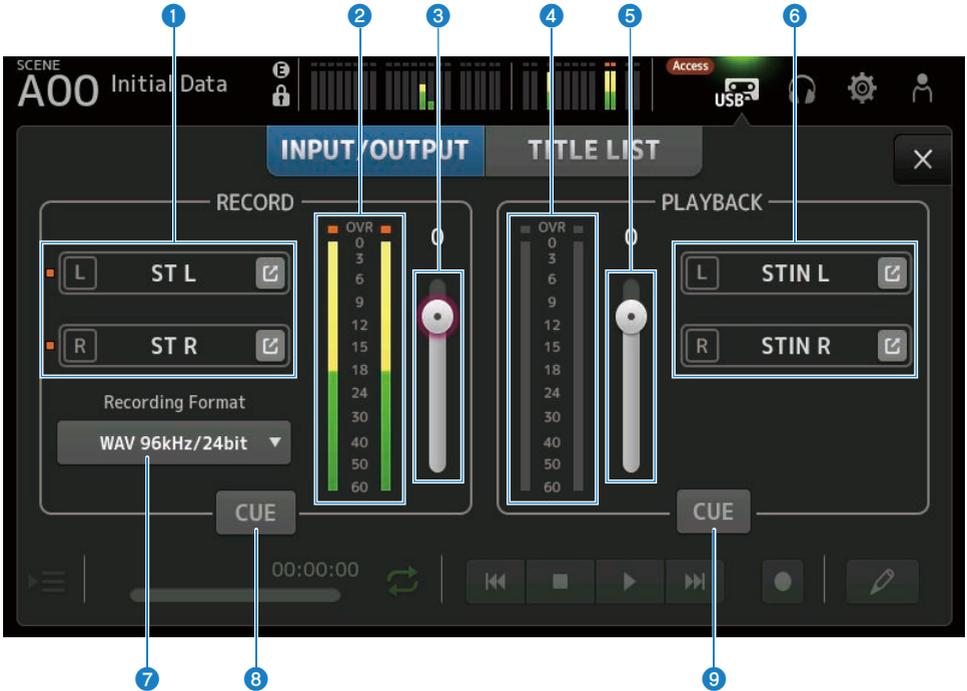
Deletes the selected file.

**Related links**

- “Recording” (p.246)
- “Playing from USB storage” (p.247)

## RECORDER (INPUT/OUTPUT) screen

The RECORDER (INPUT/OUTPUT) screen is for operating RECORDER inputs and outputs.



**1 Record source selection buttons**

The channel name(s) to be recorded are displayed. The indicator lights if the recording source level is too high. Touch the jump button to open the RECORDER PATCH screen.

**2 RECORD level meter**

Displays the recording volume level.

**3 RECORD level slider**

Sets the recording volume level.

**4 Playback level meter**

Displays the play volume level.

**5 Play volume level slider**

Sets the play volume level.

**6 Playback channel selection button**

Selects the channel to play the audio data of the USB storage device. Touch the jump button to open the PLAYBACK PATCH screen.

**7 Recording format selection menu**

Touch to open the menu and then select the recording format.

Choose from the following recording formats.

- MP3 48 kHz / 128 kbps
- MP3 48 kHz / 256 kbps
- MP3 48 kHz / 320 kbps
- WAV 48 kHz / 24 bit
- WAV 96 kHz / 24 bit

**NOTE**

WAV 96 kHz / 24 bit can only be selected if the leader clock is on 96 kHz.

**8 Record CUE button**

Turns the CUE of the recording source ON and OFF.

**9 Playback CUE button**

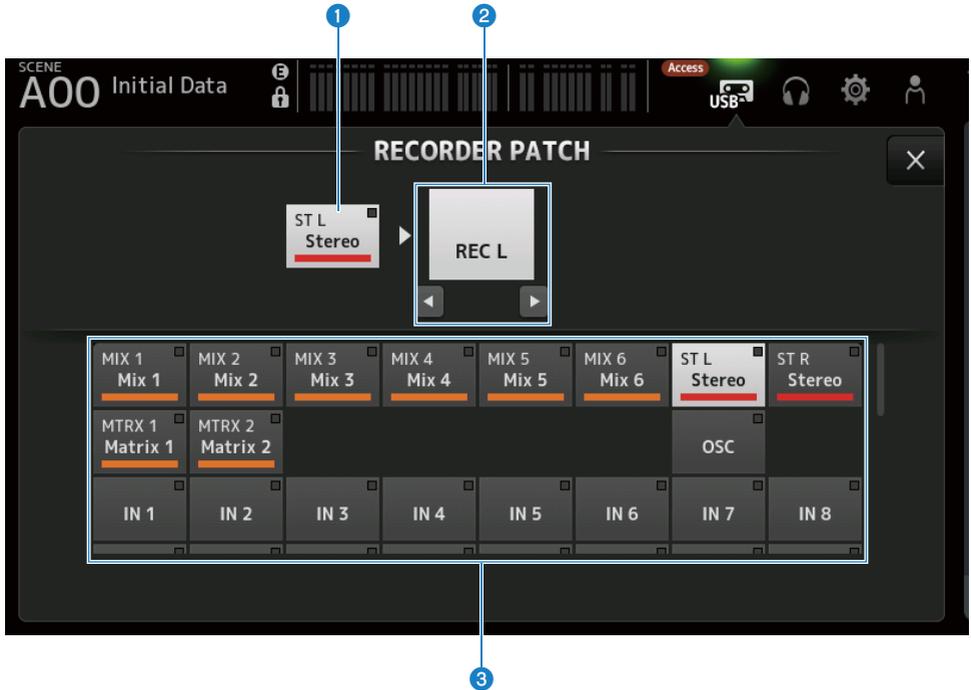
Turns the CUE of the playback source ON and OFF.

**Related links**

- “Playing from USB storage” (p.247)
- “Selecting input for recording” (p.244)
- “Configuring the output of playback” (p.248)

## RECORDER PATCH screen

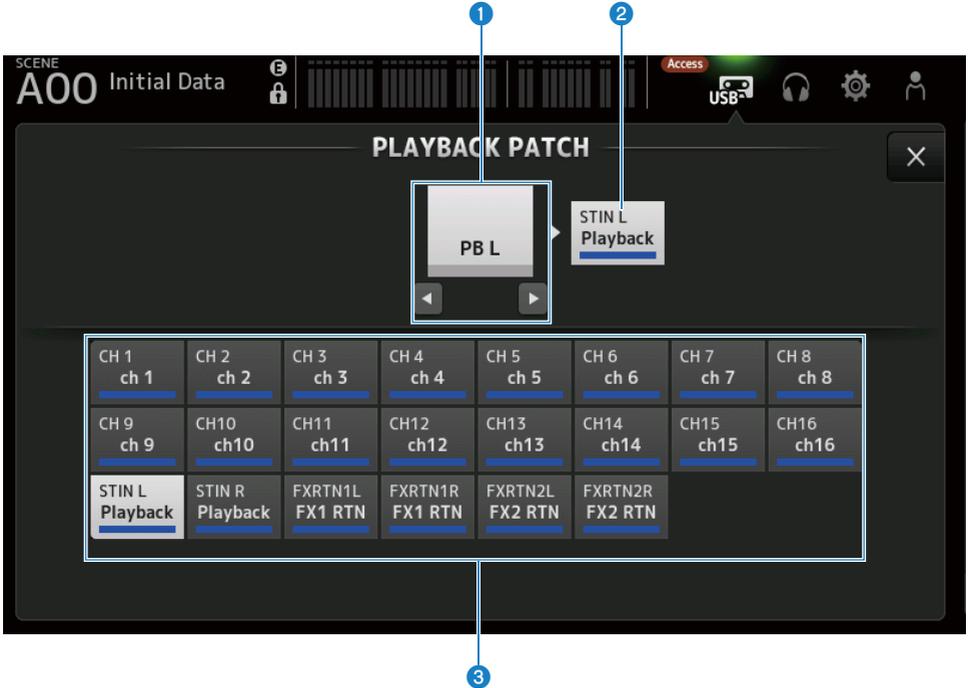
The RECORDER PATCH screen is for selecting the channels to record.



- 1 Recording source channel name**  
Shows the channel name(s) to be recorded.
- 2 Patch port name**  
Shows the RECORDER INPUT name of the patch destination.  
Pressing the L/R buttons toggles the selection L/R.
- 3 Recording source channel buttons**  
Use to select the channels to record.

## PLAYBACK PATCH screen

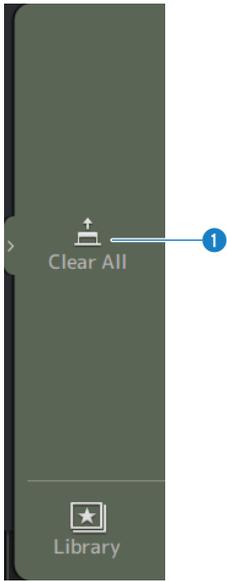
On the PLAYBACK PATCH screen, select the channel to play the audio data of the USB storage device.



- 1 PLAYBACK port name**  
Shows the PLAYBACK name of the patch source.  
Pressing the L/R buttons toggles the selection L/R.
- 2 Patch destination channel name**  
Shows the channel name of the patch destination.
- 3 Patch destination channel selection button**  
Use to select the channels of the patch destination.

### ■ PLAYBACK PATCH screen menu

Swipe left on the menu swipe indicator on the right of the PLAYBACK PATCH screen to open the following menu.



**1 Clear All**

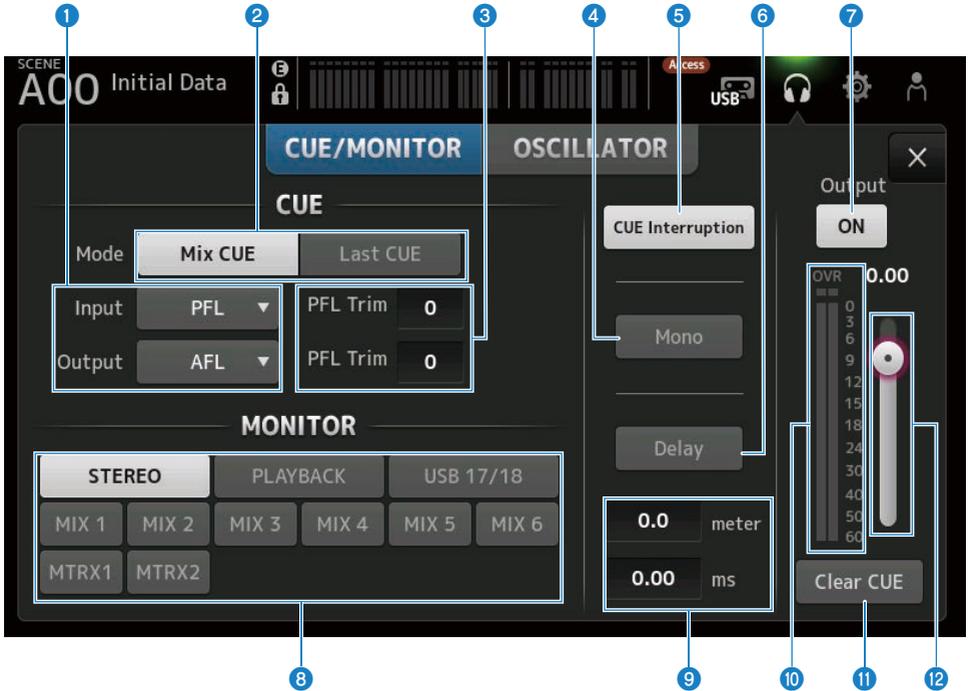
Clears patches (sets it to None).

## MONITOR screen

### MONITOR (CUE/MONITOR) screen

The MONITOR (CUE/MONITOR) screen is for controlling the signals that are monitored with headphones or near-field monitors.

It allows you to select the source to be continuously monitored and to change the monitor signal to mono or add a delay. The CUE function can also be used for monitoring individual channels.



#### 1 CUE point selection buttons

Selects the point in the signal path to be monitored.

- **PFL** :  
Just before the fader
- **AFL** :  
After the fader
- **POST PAN** :  
After the pan

**2 CUE Mode button**

Used to switch the CUE mode.

- **Mix CUE :**  
Enables CUE for multiple channels.
- **Last CUE :**  
Enables CUE for the last channel selected.

**3 PFL Trim setting text box**

For adjusting the CUE monitor volume when PFL is selected. It can be set in the range of -30 to +20 dB.  
Touch to display the input screen for each value.

**4 Mono button**

When turned ON, the monitor signal changes to mono.

**5 Cue Interruption button**

Toggles whether the CUE interrupts the monitor output.

**6 Delay button**

Delays the monitor signal.

Used when a time difference exists due to distance between the mixer and the FOH speaker.

**7 Monitor output button**

Turns the monitor output ON and OFF.

The signal is output to the [PHONES] connector regardless of this setting.

**8 Monitor selection buttons**

For selecting the monitor source.

**9 Delay setting text box**

Delay can be specified by frame, meter, sample, feet or ms.

The unit can be selected by PREFERENCE screen → Other → Display Delay Scale.

Touch to display the input screen for each value.

**10 Monitor level meter**

Displays the monitor level.

**11 Clear CUE button**

Clears all CUE as a batch.

**12 Monitor level slider**

Adjusts the monitor output level.

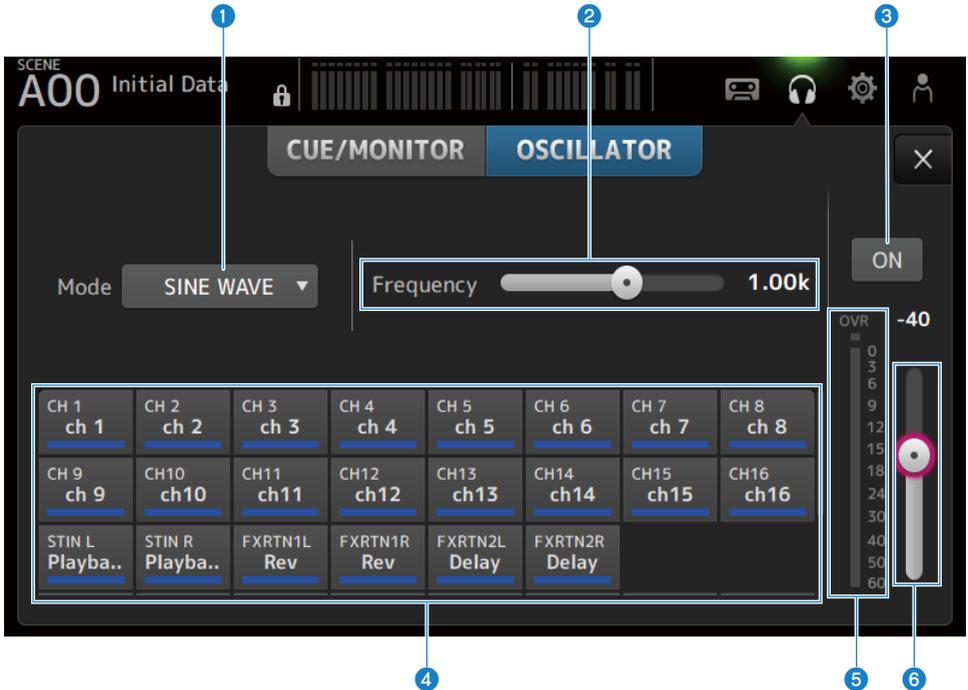
The signal is output to the [PHONES] connector regardless of this setting.

**Related links**

“Checking the CUE signal” (p.249)

## MONITOR (OSCILLATOR) screen

The MONITOR (OSCILLATOR) screen allows you to check the oscillator settings and turn it ON/OFF. The DM3 series has a built-in oscillator, which can be used to output signals like sine waves or pink noise to any channel for checking external devices and testing the characteristics of the venue.



### 1 Oscillator mode button

For selecting from the following 3 oscillators.

- **SINE WAVE** :  
Outputs a continuous sine wave.
- **PINK NOISE** :  
Outputs pink noise continuously.
- **BURST NOISE** :  
Outputs pink noise in bursts.

### 2 Parameter field

Available parameters are displayed according to the oscillator mode.

When the oscillator mode is set to SINE WAVE, this sets the oscillator frequency.

When the oscillator mode is BURST NOISE, this sets the Width (length of noise) and the Interval (time between noises).

When the oscillator mode is PINK NOISE, nothing is displayed.

**3 Oscillator output button**

Turns the oscillator output ON and OFF. When ON, the oscillator signal is sent to the bus or input channel selected with the assign buttons.

**4 Oscillator assign buttons**

Determine which channels the oscillator output signal is sent to. Touch buttons to specify the individual channel(s) (multiple may be selected).

**5 Oscillator output level meter**

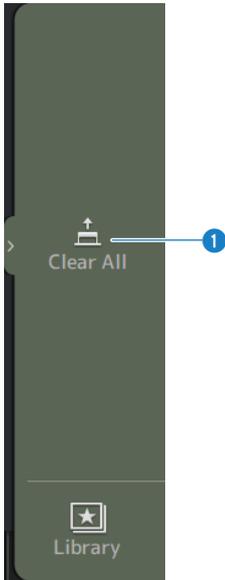
Displays the oscillator output level.

**6 Oscillator output level slider**

Adjusts the oscillator output level.

**MONITOR (OSCILLATOR) screen menu**

Swipe left on the menu swipe indicator on the right of the MONITOR (OSCILLATOR) screen to open the following menu.



**1 Clear All**

Clears all assignments.

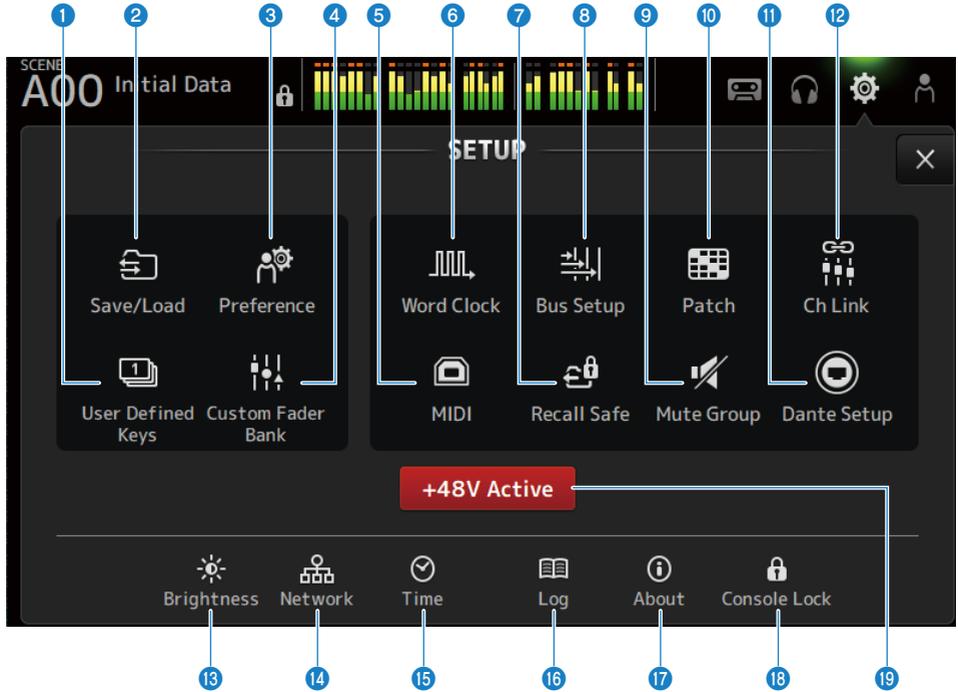
**Related links**

“Configuring the oscillator” (p.252)

# SETUP screen

## SETUP screen

The SETUP screen allows you to make general mixer settings, as well as those for patches, recall safe, user-defined key assignments, custom fader banks, and other preferences.



- 1 User Defined Keys icon**  
Displays the USER DEFINED KEYS screen. (p.78)
- 2 Save/Load icon**  
Displays the SAVE/LOAD screen. (p.81)
- 3 Preference icon**  
Displays the PREFERENCE screen. (p.85)
- 4 Custom Fader Bank icon**  
Displays the CUSTOM FADER BANK screen. (p.91)
- 5 MIDI icon**  
Displays the MIDI screen. (p.93)

**6 Word Clock icon**

Displays the WORD CLOCK screen. (p.101)

**7 Recall Safe icon**

Displays the RECALL SAFE screen. (p.102)

**8 Bus Setup icon**

Displays the BUS SETUP screen. (p.104)

**9 Mute Group icon**

Displays the MUTE GROUP ASSIGN screen. (p.105)

**10 Patch icon**

Displays the PATCH screen. (p.107)

**11 Dante Setup icon (DM3 only)**

Displays the DANTE SETUP screen. (p.109)

**12 Ch Link icon**

Displays the CH LINK screen. (p.123)

**13 Brightness icon**

Displays the BRIGHTNESS screen. (p.127)

**14 Network icon**

Displays the NETWORK screen. (p.129)

**15 Time icon**

Displays the TIME screen. (p.133)

**16 Log icon**

Displays the LOG screen. (p.135)

**17 About icon**

Displays the ABOUT screen. (p.136)

**18 Console Lock icon**

Displays the CONSOLE LOCK screen. (p.141)

**19 +48V Active button**

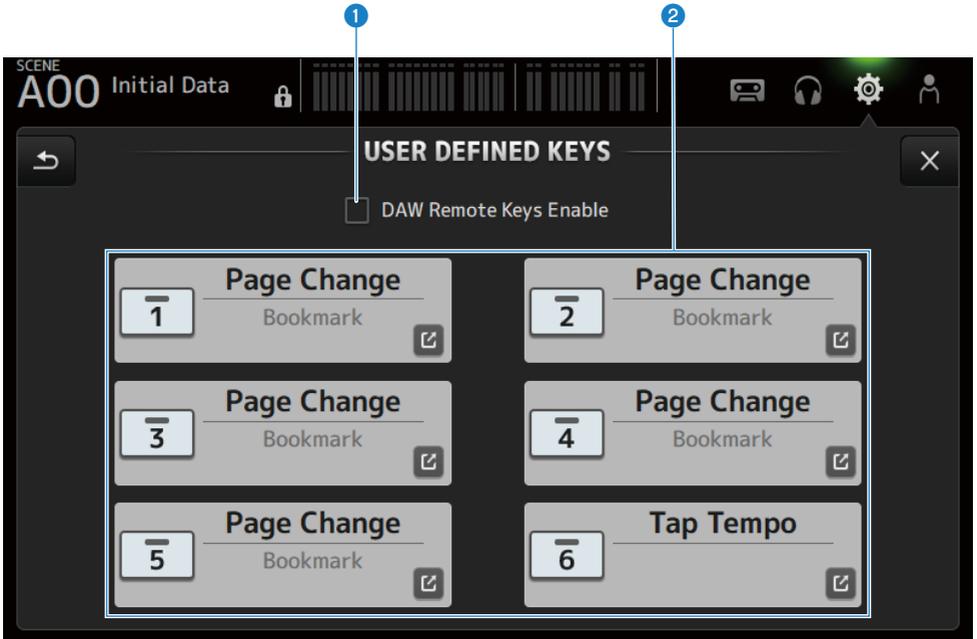
Turns the console's phantom power feature ON and OFF.

**NOTE**

When this button is OFF, phantom power is not supplied, even if the +48V button on the INPUT screen of each channel is ON.

## USER DEFINED KEYS screen

The USER DEFINED KEYS screen is for configuring functions assigned to [USER DEFINED KEYS].



### 1 **DAW Remote Keys Enable checkbox**

When ON, [USER DEFINED KEYS] is fixed to the DAW REMOTE BANK function. When on DAW REMOTE BANK, assignments cannot be made to [USER DEFINED KEYS].

#### **NOTE**

Functions of keys when on DAW REMOTE BANK

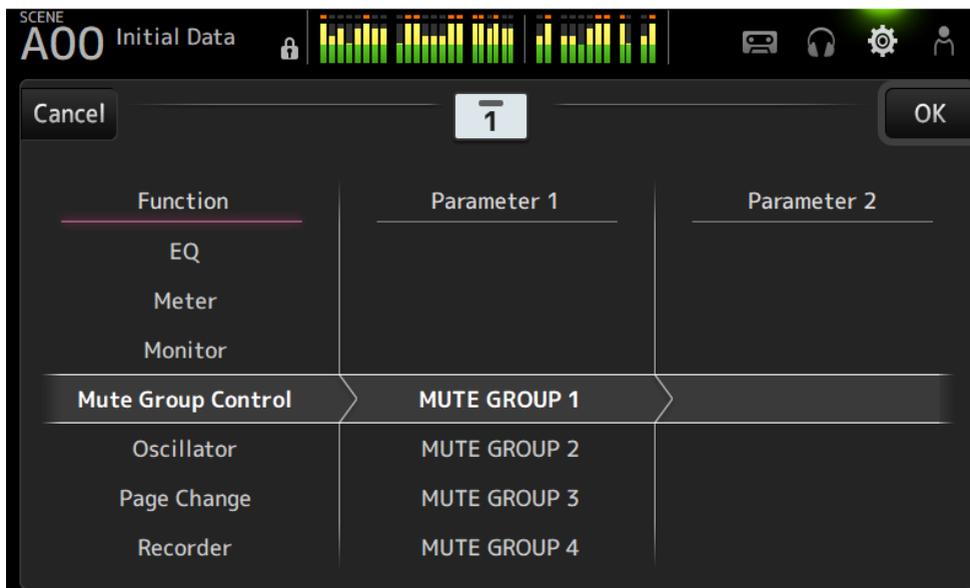
- **[1] key:**  
Go back one DAW bank or channel
- **[2] key:**  
Go forward one DAW bank or channel
- **[3] key:**  
Rewind DAW playback
- **[4] key:**  
Fast forward DAW playback
- **[5] key:**  
Stop DAW playing or recording
- **[6] key:**  
Start DAW playback
- **[1] + [2] key:**  
Switch between [1] and [2] key banks and channels
- **[3] + [4] key:**  
Turns DAW loop mode ON/OFF
- **[5] + [6] key:**  
Starts DAW recording

### 2 **KEYS settings buttons (1-6)**

Touch to open the screen (function selection screen) for selecting functions assigned to [USER DEFINED KEYS].

## ■ **Function selection screen**

When a function is selected on the Function selection screen, it displays candidates for Parameter 1, and when functions of Parameter 1 are selected, candidates for Parameter 2 are displayed. If no candidates are available for the next function after the selected function, candidates for Parameter 1 or Parameter 2 are not displayed.

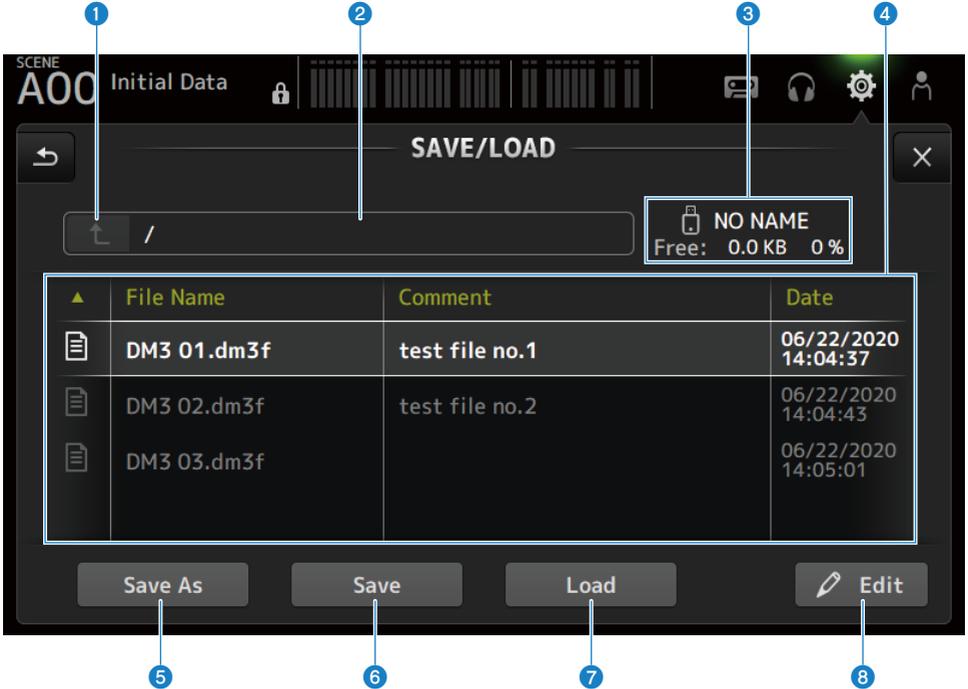


**Related links**

- “Assigning functions to [USER DEFINED KEYS]” (p.254)
- “Functions that can be assigned to USER DEFINED KEYS” (p.327)

## SAVE/LOAD screen

Saved files and subdirectories are displayed on the SAVE/LOAD screen.



**1 Parent directory button**

Moves up one directory in the current directory.  
The button greys out if the current directory is already at the top.

**2 Current directory display**

Displays the path of the current directory.

**3 Volume name display**

Displays the volume name and free space of the USB storage device.  
The message "Calculating Size" is displayed while calculating the free space, and operations that involve access to the USB storage device are not available.  
The time required to calculate free space depends on the capacity of the connected USB storage device. It may take 3 minutes or more to calculate the free space of a large USB storage device.

#### 4 **File list**

Displays files and subdirectories saved on the USB storage device. When an item is highlighted, it indicates it is selected and subject to subsequent operations.

Touch a header in the file list to sort by that header. The sort order toggles between ascending and descending each time it is touched.

- **File Name :**

Displays file and DM3 directory name, as well as an icon indicating the type.

- **Comment :**

Displays comments entered in series files.

- **Date :**

Displays the “date modified” of the file.

#### 5 **Save As button**

Saves the internal settings of DM3 series as a new file.

#### 6 **Save button**

Overwrites and saves the internal settings of the DM3 series.

#### 7 **Load button**

Loads the selected DM3 series settings file.

The settings files of TF series can be loaded. When loaded, the file is converted for use by DM3 series.

Image files (png, bmp, jpg, jpeg files) displayed on the CONSOLE LOCK screen can also be loaded.

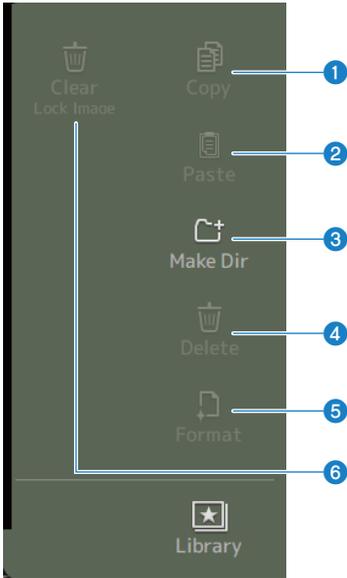
Press the Load button to open the LOAD SELECT screen.

#### 8 **Edit button**

Opens the SOFT KEYBOARD screen for editing the file name and comments.

### ■ **SAVE/LOAD screen menu**

Swipe left on the menu swipe indicator on the right of the SAVE/LOAD screen to open the following menu.



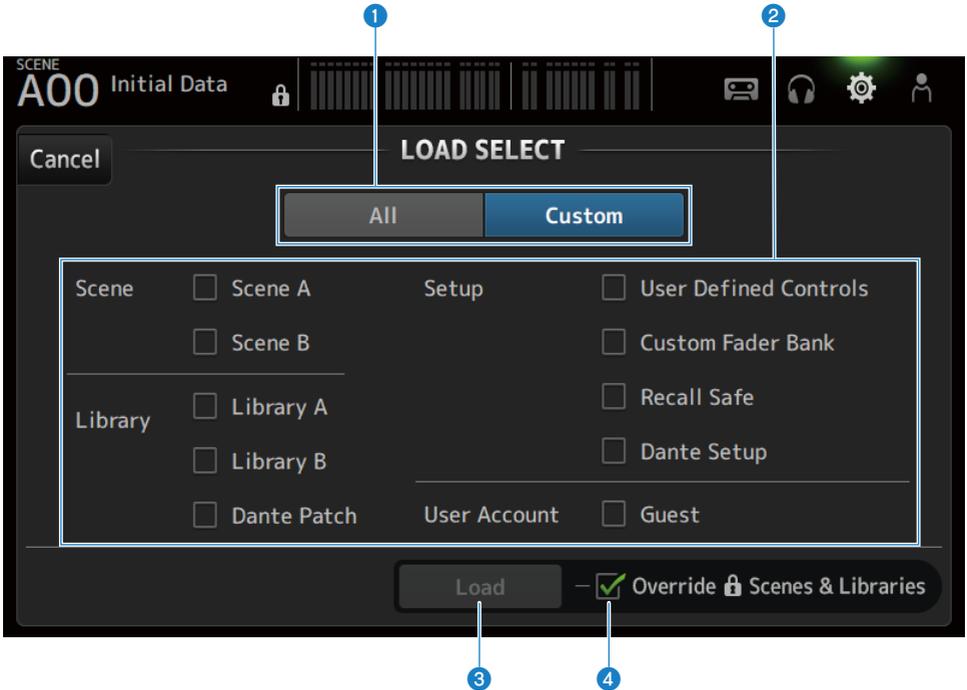
- 1 Copy**  
Copies the selected file.
- 2 Paste**  
Pastes the file to the current directory.
- 3 Make Dir**  
Creates a new directory.
- 4 Delete**  
Deletes the selected file.
- 5 Format**  
Formats the connected USB storage device.
- 6 Clear Lock Image**  
Clears images displayed on the CONSOLE LOCK screen.

**Related links**

“SAVE/LOAD Data” (p.326)

## LOAD SELECT screen

The LOAD SELECT screen allows you to configure what data is loaded when loading a DM3 series settings file.



**1 All/Custom selection button**

Switches the data to be loaded. When All is selected, all data is loaded.  
When Custom is selected, checkboxes are displayed for choosing what will be loaded.

**2 Data selection checkboxes**

Check the boxes of items to be loaded.  
The User Account checkbox is displayed for both All and Custom.

**3 Load button**

Touch to load the settings data.

**4 Override Protected Scenes & Libraries checkbox**

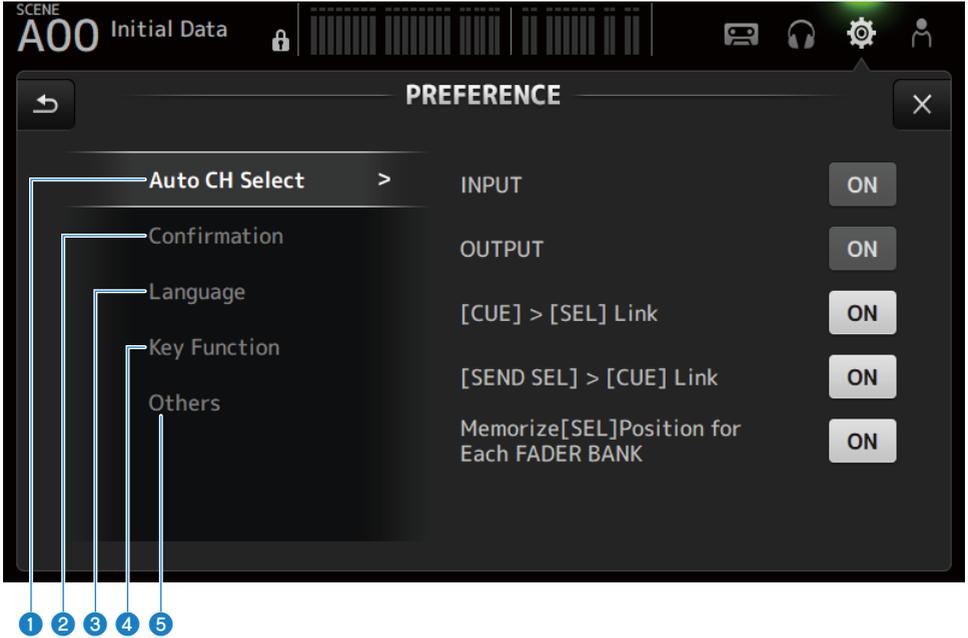
When ON, protected scenes & libraries are also erased when the settings data is loaded. To keep the protected scenes and libraries, uncheck this to turn it OFF.

### Related links

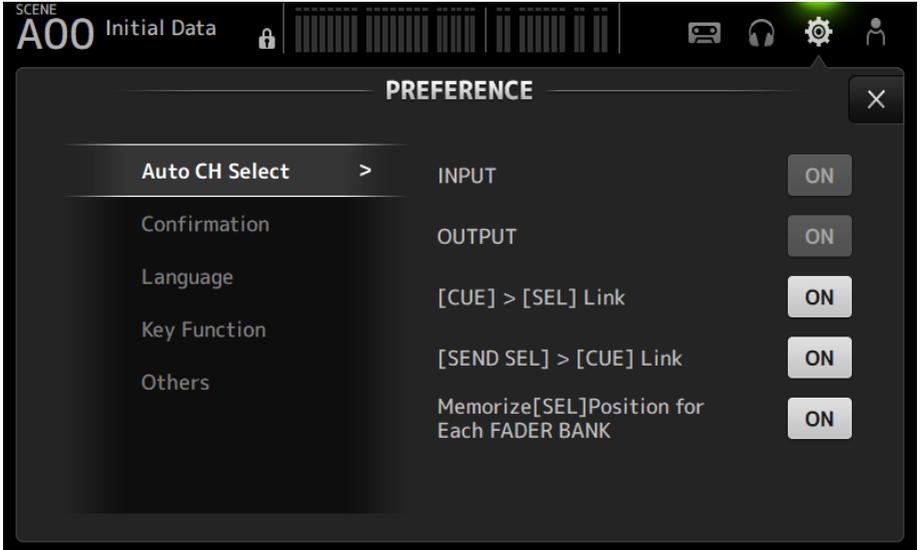
“SAVE/LOAD Data” (p.326)

## PREFERENCES screen

The PREFERENCE screen makes settings for the operating environment, such as screen display, [SEL] key behavior, etc.



1 **Auto CH Select section**



• **INPUT/OUTPUT :**

Sets whether to turn a channel on or not when its [ON] is turned on.  
You can turn this feature ON and OFF independently for input channels and output channels.

• **[CUE] > [SEL] Link :**

Sets whether to turn a channel on or not when its CUE is turned on.

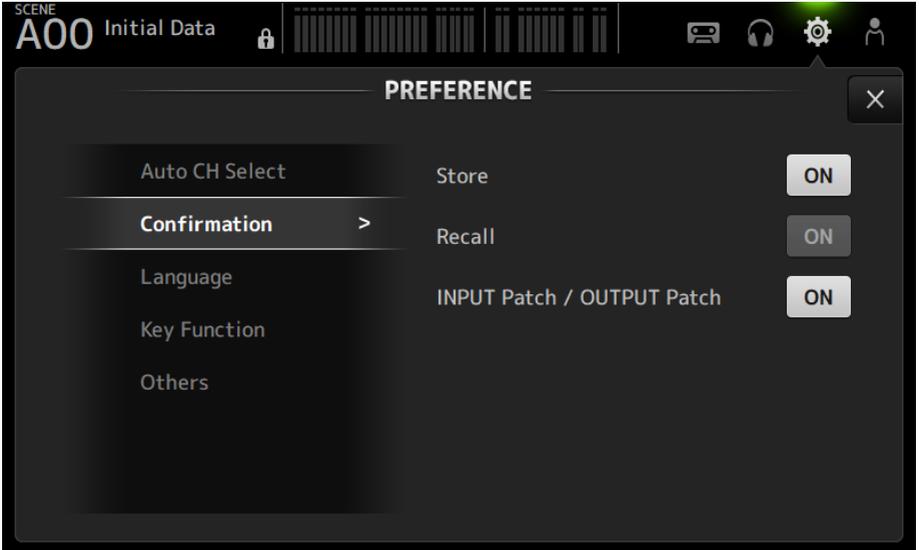
• **[SEND SEL] > [CUE] Link :**

Sets whether or not to link CUE with channel selection in the SENDS ON FADER mode.

• **Memorize[SEL] Position for Each FADER BANK :**

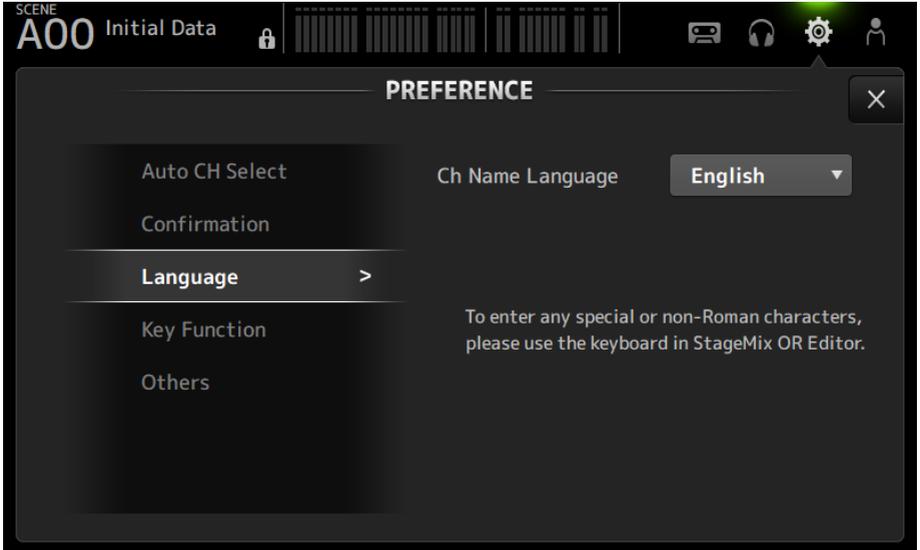
Sets whether channel positions are remembered for each fader bank.

2 **Confirmation section**



- **Store/Recall :**  
When ON, a confirmation message is displayed when store/recall operations are made, respectively.
- **INPUT Patch/OUTPUT Patch :**  
When ON, a confirmation message is displayed when patches are changed.

3 **Language section**

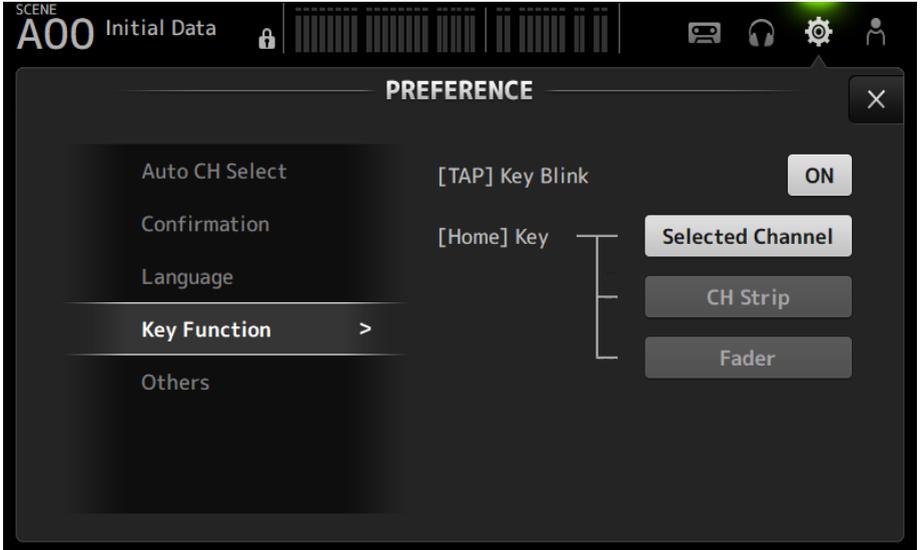


- **Ch Name Language :**  
Selects the language to use for channel names.

**NOTE**

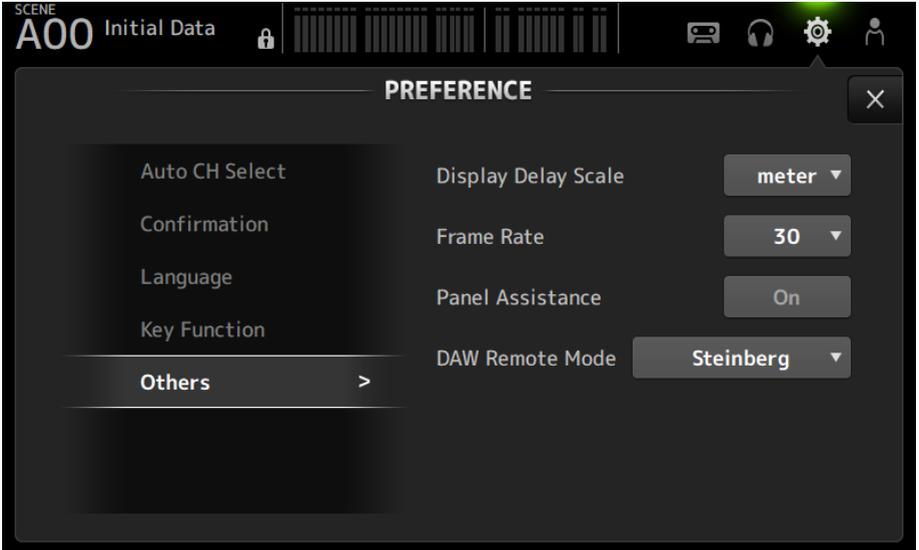
Use either DM3 Editor or DM3 StageMix for any language other than English.

4 **Key Function section**

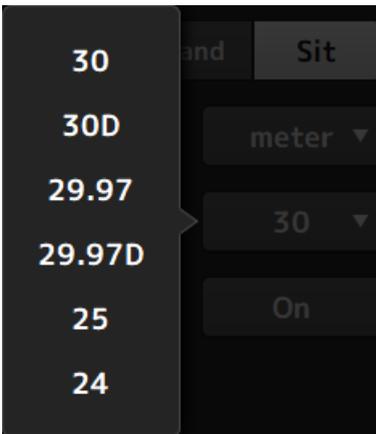


- **[TAP] Key Blink :**  
Turns ON/OFF the blinking of [USER DEFINED KEYS] keys to which Tap Tempo is assigned. Tapped tempos can be input even when the key is OFF.
- **[HOME] Key :**  
Selects the HOME screen section to display when the top panel [HOME] key or display HOME button is pressed. The sections that are turned on are displayed in order each time the [HOME] key/HOME button is pressed.

5 **Others section**



- **Display Delay Scale :**  
The unit of delay displayed in the DELAY box can be set to sample, frame, meter, feet or ms.
- **Frame Rate :**  
Selects the frame rate for the delay setting in the frame unit.



- **Panel Assistance :**  
When Brightness is set to low, the panel LEDs glow dimly.
- **DAW Remote Mode :**  
Selects from DAW REMOTE BANK automation mode, Steinberg mode and Other mode (primarily ProTools).

## CUSTOM FADER BANK screen

CUSTOM FADER BANK allows you to assign channels freely. Two CUSTOM FADER BANK can be used. It also sets the [MAIN] fader assignments for normal FADER BANK and DAW REMOTE BANK.



### 1 CUSTOM FADER BANK selection buttons

For selecting the CUSTOM FADER BANK or MAIN to configure.

CUSTOM 1 and CUSTOM 2 provide complete freedom in assigning channels to faders.

MIXER MAIN sets the [MAIN] fader assignments for the normal FADER BANK.

REMOTE MAIN sets the [MAIN] fader assignments for DAW REMOTE MAIN.

### 2 Channel buttons

For selecting the channels to assign to the fader selected in 3.

When MAIN is assigned to the [MAIN] fader, it becomes the send main when on SENDS ON FADER.

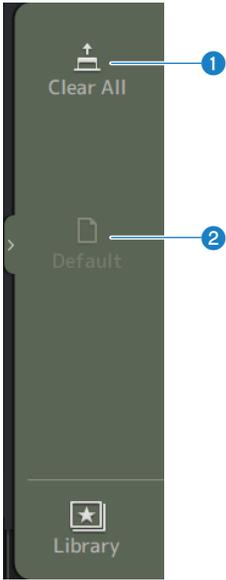
If you select None, nothing is assigned to the corresponding fader.

### 3 Fader buttons

For selecting the fader to assign channels to.

## CUSTOM FADER BANK screen menu

Swipe left on the menu swipe indicator on the right of the CUSTOM FADER BANK screen to open the following menu.



**1 Clear All**

Clears all fader assignments (sets all to None).

**2 Default**

Resets all fader assignments to their defaults.

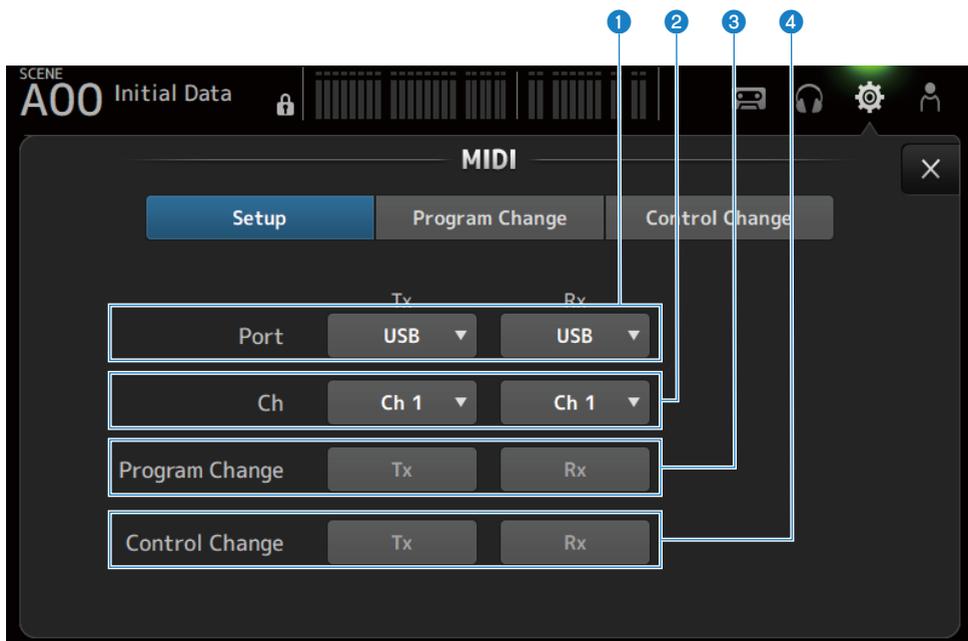
**Related links**

- “Configuring a CUSTOM FADER BANK” (p.256)
- “Recalling a CUSTOM FADER BANK” (p.257)

## MIDI (Setup) screen

Screen for setting MIDI IN/OUT.

Make settings for each send (Tx) and receive (Rx).



### 1 Port selection buttons

For selecting the send/receive ports for MIDI.

- **USB :**  
USB connector
- **OFF :**  
Not in use

### NOTE

The MIDI ports configured here are displayed as follows on your computer.

- **Scene, fader and channel ON/OFF control ports**  
Windows : Yamaha DM3-1  
Mac : Yamaha DM3 Port1
- **DAW REMOTE port**  
Windows : Yamaha DM3-2  
Mac : Yamaha DM3 Port2

### 2 Ch selection button

Selects the MIDI communication channel.

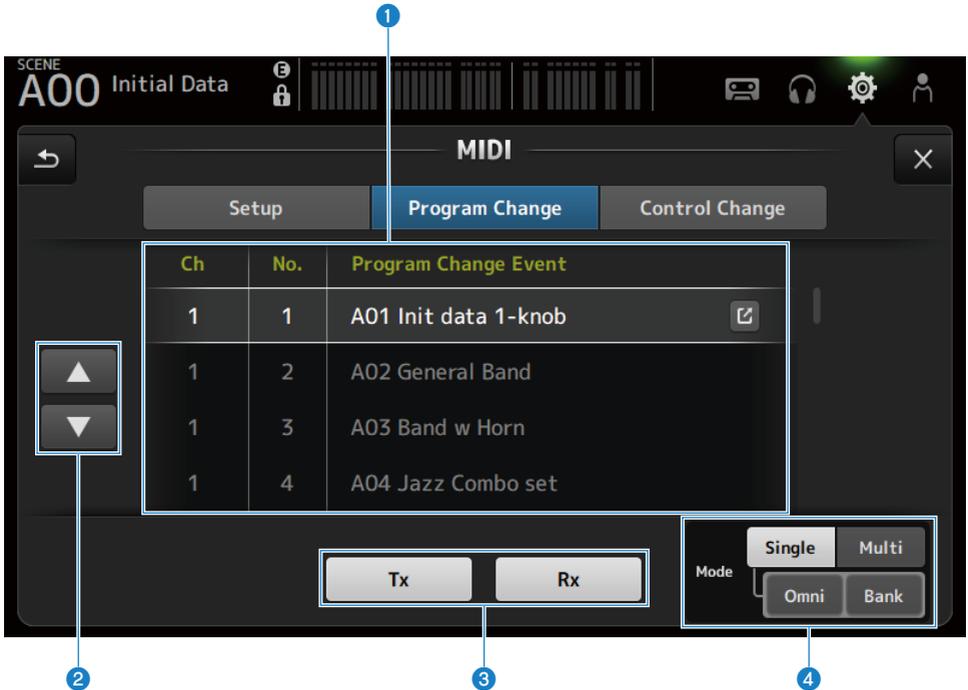
Select from Ch 1-16.

## Screen functions and names > SETUP screen

- 3 Program Change selection button**  
Turns the program change communication signals ON/OFF.
- 4 Control Change selection button**  
Turns the control change communication signal ON/OFF.

## MIDI (Program Change) screen

Screen for assigning scene memories to MIDI program changes.



### 1 Program change list

Displays a list of scenes assigned to program changes.

- **Ch :**  
Displays the channel number.  
Displays the bank number when Single and Bank Modes are selected.
- **No :**  
Displays the program change number.
- **Program Change Event :**  
Displays the titles of scenes assigned to program changes.  
Touch to open the scene selection screen.

### 2 UP/DOWN buttons

Moves the channels or banks in the program change list up/down.

### 3 Program change selection buttons

Turns the program change communication signals ON/OFF.

Functions the same as the program change selection buttons on the Setup screen.

#### 4 Mode selection buttons

- **Single :**

Mode for communicating via the MIDI channel set up on the Setup screen.

When Omni is selected under Single, all MIDI channel program changes are communicated.

Communication is only via the MIDI channel set up on the Setup screen.

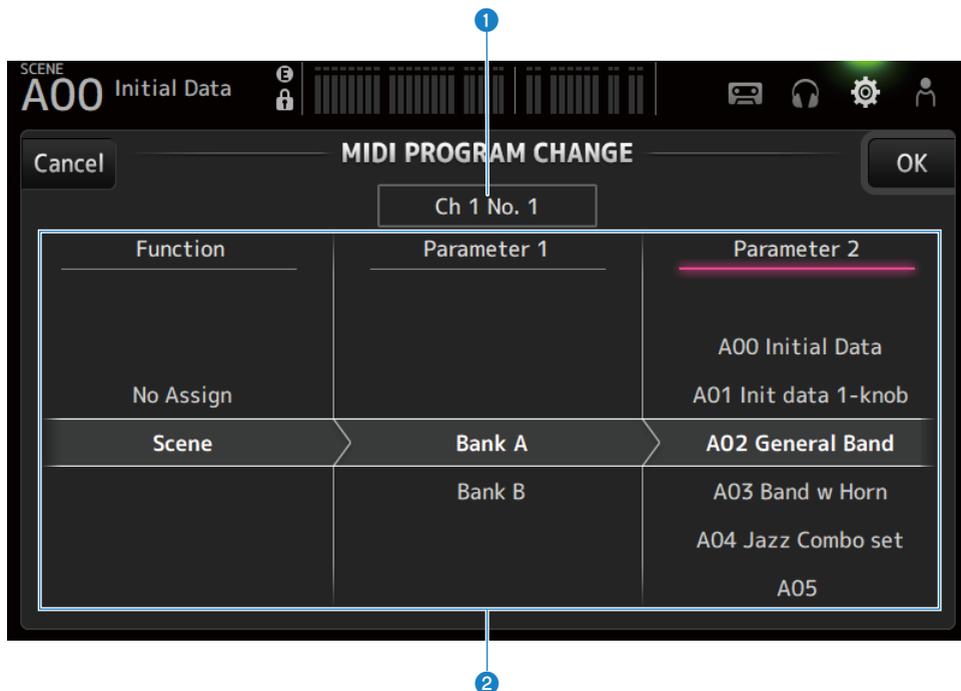
When Bank is selected under Single, Bank Select for control changes is communicated.

- **Multi :**

Mode for communicating via all MIDI channels.

### ■ Scene selection screen

The Scene selection screen is for assigning scene memories to program changes.



#### 1 Program change display

Displays the MIDI channel numbers and program change numbers assigned to scenes.

Displays the bank and program change numbers when Single and Bank are selected.

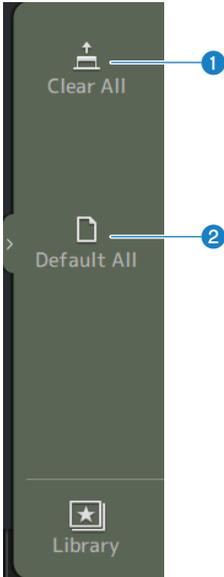
#### 2 Scene list

For selecting the scene assigned to program change.

If no scene is assigned, select No Assign via Function.

## ■ MIDI PROGRAM CHANGE screen menu

Swipe left on the menu swipe indicator on the right of the MIDI PROGRAM CHANGE screen to open the following menu.



**1 Clear All**

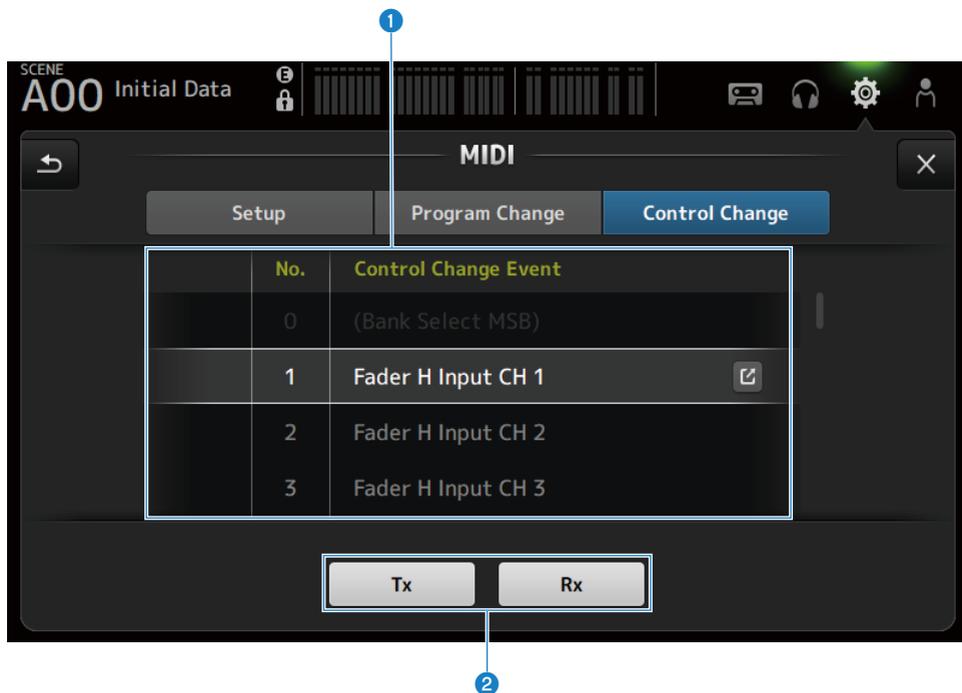
Clears all scenes assigned to program change.

**2 Default All**

Sets the program change assignment to the default.

## MIDI (Control Change) screen

The MIDI Control Change screen is the screen for assigning faders and/or [ON] keys to control changes.



### 1 Control change list

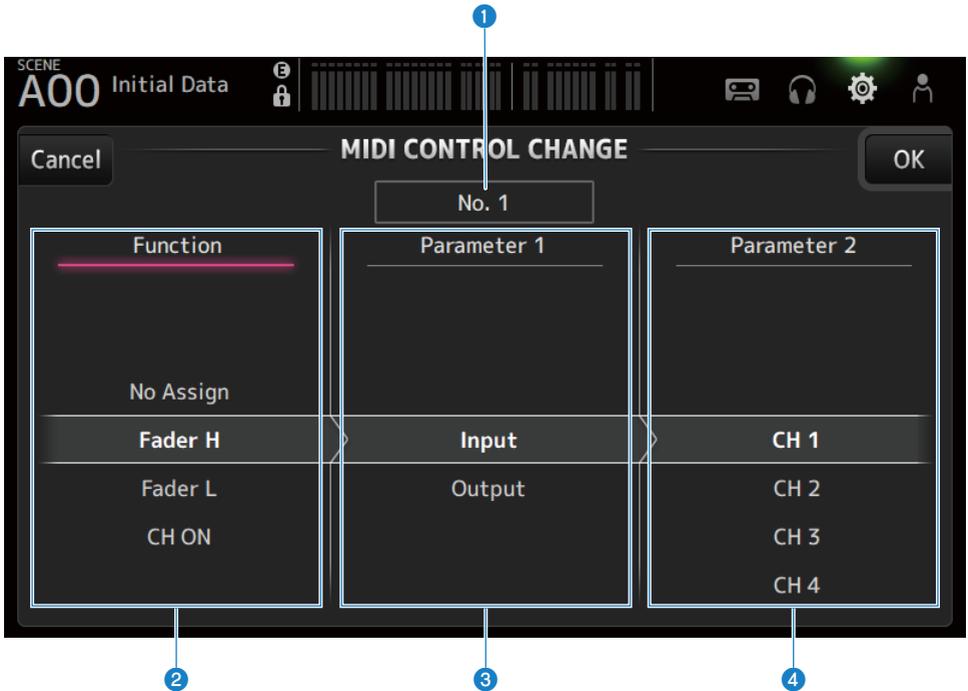
- **No. :**  
Displays the control change number.
- **Control Change Event :**  
Displays the parameter(s) assigned to control change numbers.  
Touch to display the MIDI CONTROL CHANGE selection screen.

### 2 Control change selection button

- Turns the control change communication signal ON/OFF.  
Functions the same as the Control Change selection buttons on the Setup screen.

## ■ MIDI CONTROL CHANGE selection screen

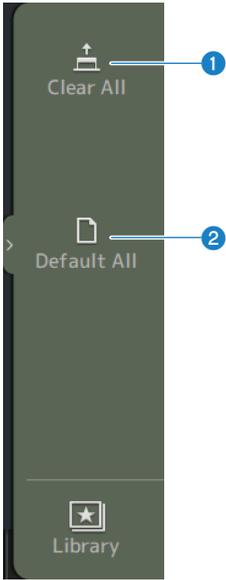
The MIDI CONTROL CHANGE screen is for assigning parameters to control changes.



- 1 Control change display**  
Displays the control number of the control change that assigns parameters.
- 2 Function**  
Selects the function to control.  
If not assigning any parameters to a control change, select No Assign.
- 3 Parameter 1**  
For selecting input or output channel.
- 4 Parameter 2**  
For selecting the channel number.

### ■ MIDI CONTROL CHANGE screen menu

Swipe left on the menu swipe indicator on the right of the MIDI CONTROL CHANGE screen to open the following menu.



**1 Clear All**

Clears all settings assigned to a control change.

**2 Default All**

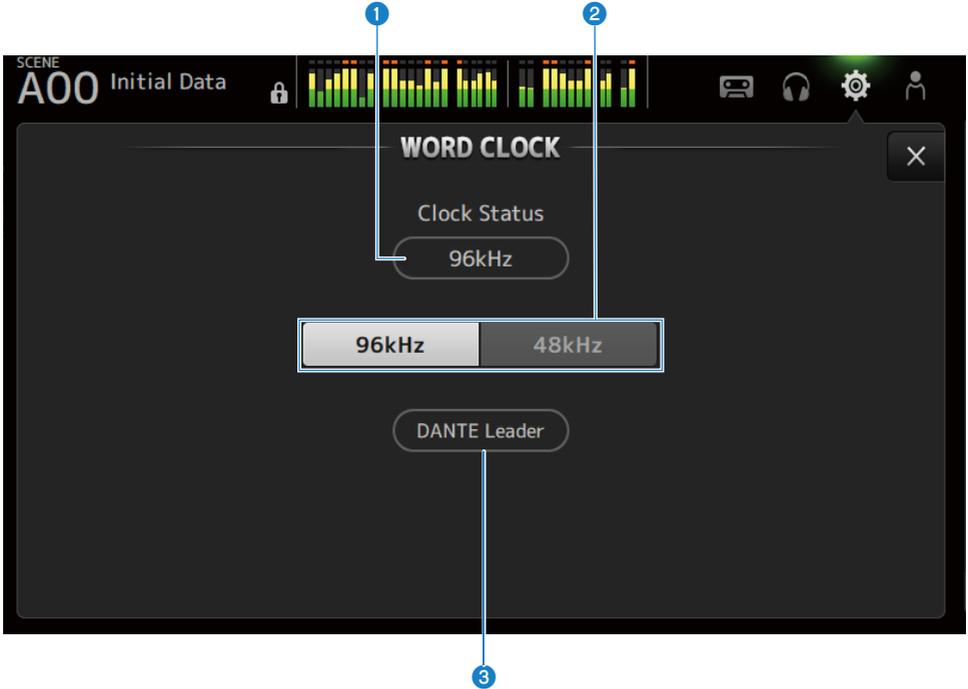
Sets all program change assignments to their defaults.

**Related links**

“List of Parameters that can be Assigned to Control Change” (p.331)

## WORD CLOCK screen

The WORD CLOCK screen is for configuring the word clock of the DM3 series.



### 1 Leader clock frequency

Displays the state of the current leader clock.

- **96 kHz :**  
Synched at 96 kHz
- **48 kHz :**  
Synched at 48 kHz
- **Unlock :**  
Not synched

### 2 Leader clock selection button

Selects the frequency to use for the leader clock.

### 3 Dante clock display (DM3 only)

Displayed when it becomes the clock leader or the clock follower in the Dante audio network.

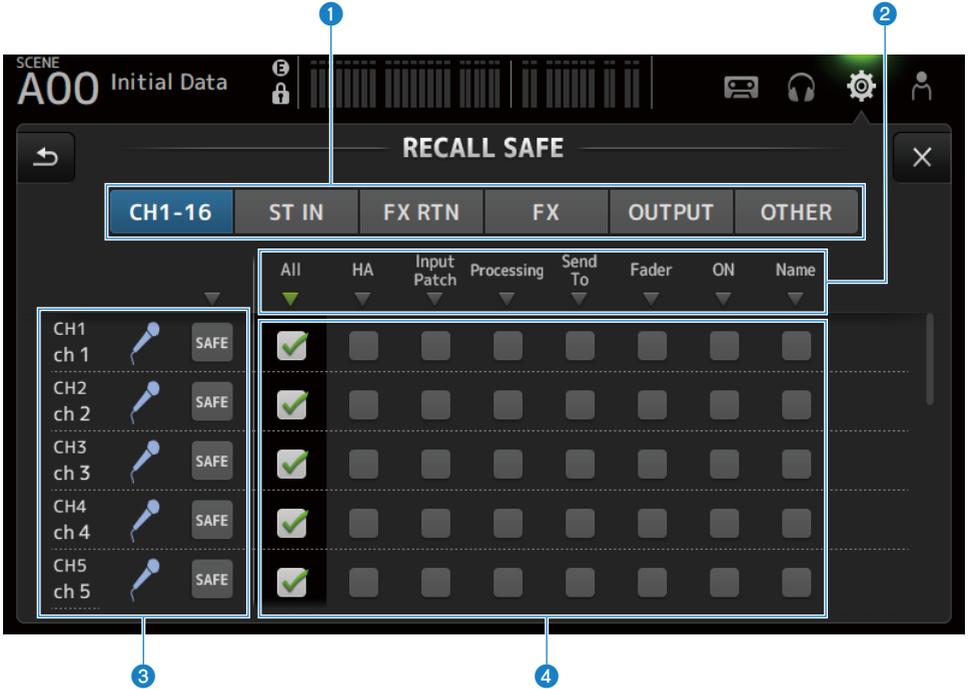
## NOTE

- The leader clock cannot be changed when a Device Lock is applied by the Dante Controller.
- The leader clock cannot be changed when enrolled in the domain of Dante Domain Manager (DDM).
- The leader clock cannot be changed from 48 kHz to 96 kHz when the AES67 Mode mode is Enabled.

## RECALL SAFE screen

The RECALL SAFE screen configures the recall safe function for when recalling items like scenes.

Recall safe is a function that allows certain parameters and channels to be excluded from recall operations.



### 1 Applicable channel setting buttons

For selecting the channel types to configure to recall safe.

The display of SAFE parameters varies with the type of channels selected.

### 2 SAFE parameters display

Touch the ▼ button to turn the SAFE parameter ON/OFF for all channels of the selected type.

The ▼ button turns green when all the SAFE parameters are ON. Also, it turns green if some SAFE parameters are ON and gray if all parameters are OFF.

### 3 Channel information display

Displays the channel ID, name, and icon.

Touch the SAFE button to turn safe recall ON and OFF for that channel.

When ON, the parameters selected with the SAFE parameter selection buttons become unavailable to scene recall.

### 4 SAFE parameter selection buttons

Turns SAFE parameters ON/OFF. When parameters are turned ON, they are subject to recall safe.

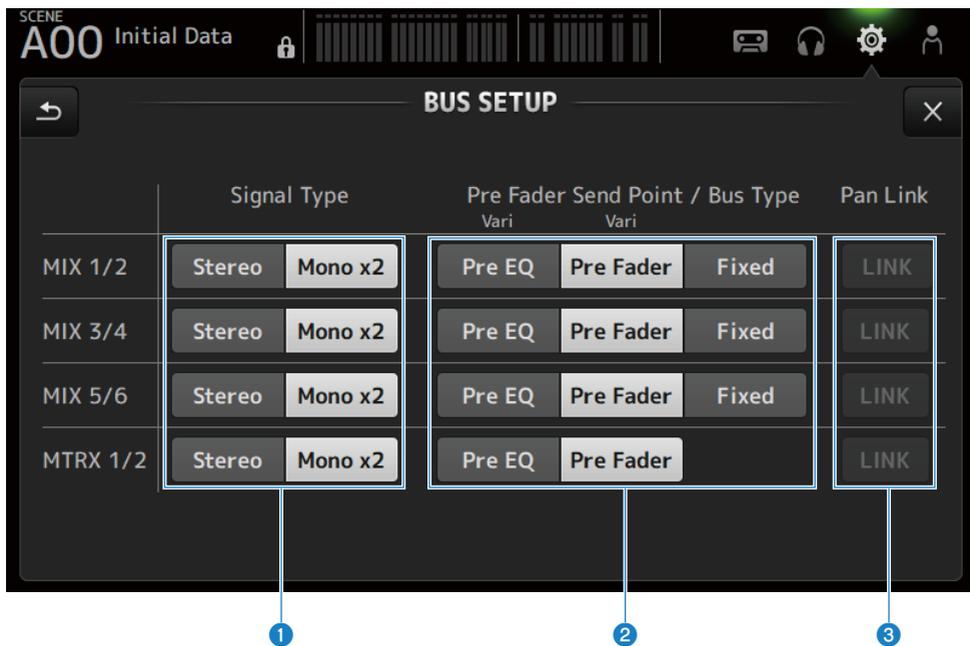
Screen functions and names > SETUP screen

**Related links**

[“Using the recall safe function” \(p.260\)](#)

## BUS SETUP screen

The BUS SETUP screen is for changing the basic bus settings (stereo/monorail switching, Pan Link, etc.). These settings are included when saving a scene.



### 1 Signal type selection buttons

Select the signal processing method for every 2 buses. Selects Stereo (links the main parameters for every 2 buses, arranged in odd/even numerical order) or Mono x2 (used as mono x 2 channels) for each bus.

### 2 Pre Fader Send Point/Bus Type buttons

For specifying variable send level to Vari or fixed send level to Fixed for sending to the MIX BUS/MATRIX BUS. Selects the send point when Send Pre under Vari is turned ON.

- **Pre EQ :**  
Just before EQ
- **Pre Fader :**  
Just before the fader

Fixed cannot be selected for the MATRIX BUS.

### 3 Pan Link button

Turns the Pan Link ON and OFF.

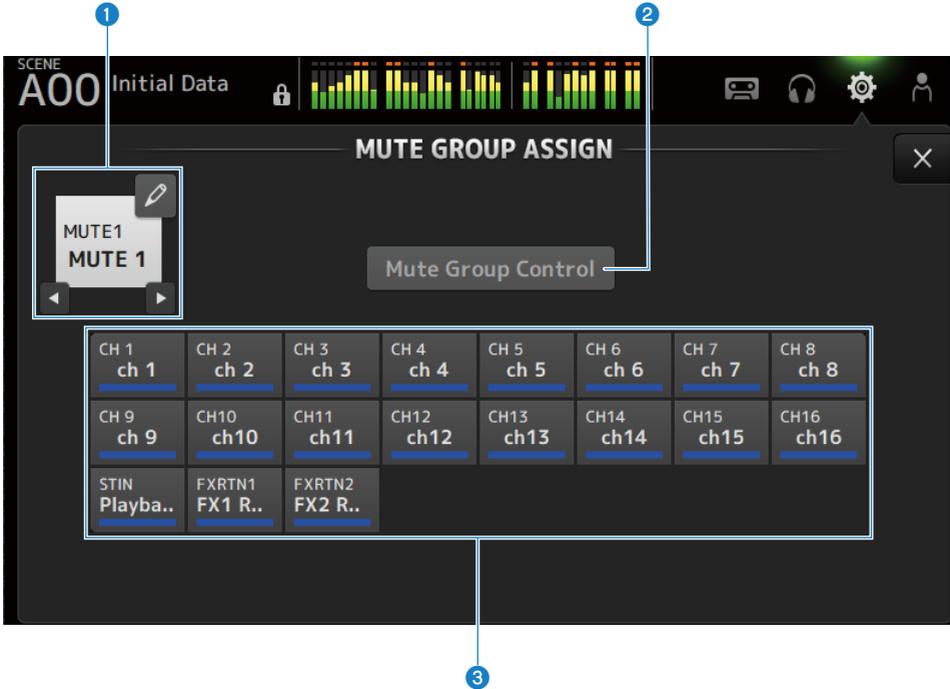
This button is displayed when the Signal Type is set to Stereo. When the button is ON, the pan of the signal sent from the channel to the 2 corresponding buses is linked to the pan sent to the STEREO BUS.

## MUTE GROUP ASSIGN screen

The MUTE GROUP ASSIGN screen allows you to configure a mute group for each input channel.

Six mute groups can be used with the DM3 series. A mute group is a function that switches mute ON/OFF for multiples channels as a group.

Such groups can be used when you wish to cut out more than 1 channel at the same time. You can also mix the same channel in different groups.



### 1 Mute group name

Displays the configured mute group name.

Touching the jump button at top-right allows the name of the mute group to be edited.

Touch ◀▶ buttons to switch the mute group.

### 2 Mute Group Control button

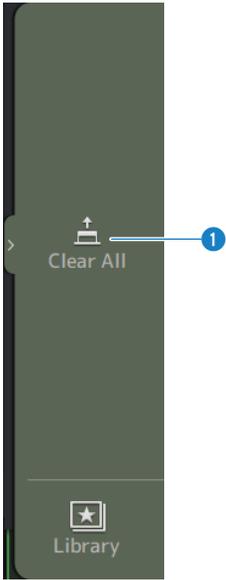
Switches the displayed mute group ON/OFF. When this button is OFF, the corresponding mute group is disabled.

### 3 Channel selection buttons

Select the input channels that will be assigned to the mute group.

## ■ MUTE GROUP ASSIGN screen menu

Swipe left on the menu swipe indicator on the right of the MUTE GROUP ASSIGN screen to open the following menu.



**1 Clear All**

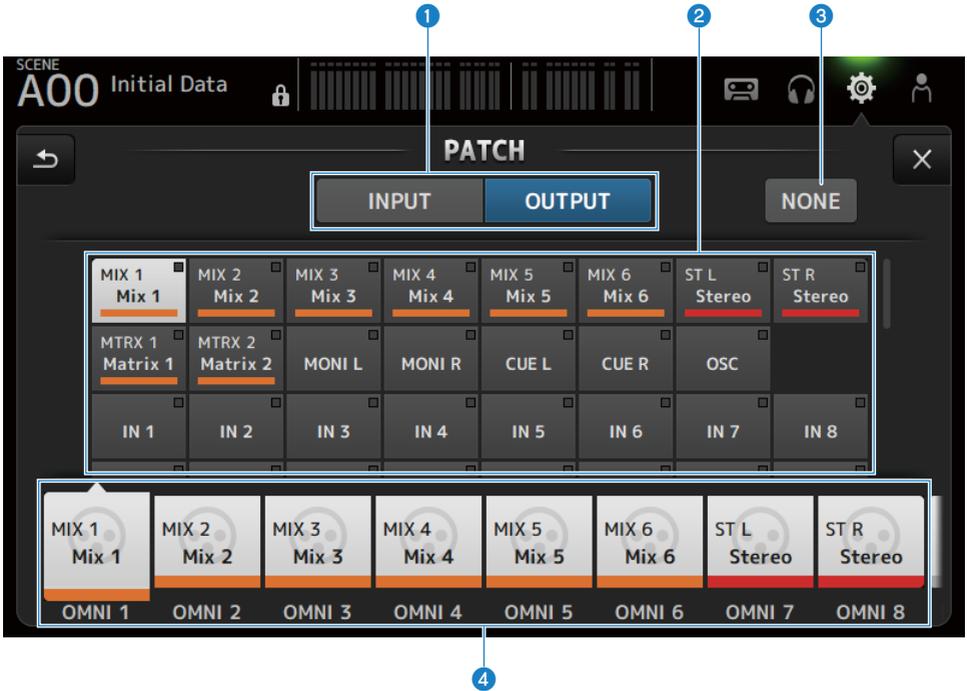
Unassigns all channels assigned to the mute group.

**Related links**

- “Assigning channels to mute groups” (p.262)
- “Configuring mute safe” (p.288)

## PATCH screen

The PATCH screen is for configuring patch ports to input channels and specifying patch channels to output ports.



**1 INPUT/OUTPUT buttons**

Switches the setting between input and output.

**2 Patch source button**

When on INPUT, these select the source port to patch to the input channel selected with **4**.

When on OUTPUT, these select the source channel to patch to the output port selected with **4**.

When None is selected, no patches are available.

**3 NONE button**

Cancels the patches for source port and source channels.

**4 Patch destination buttons**

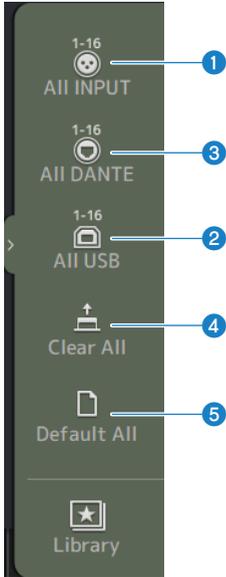
When on INPUT, use to select the input channels to patch to.

When on OUTPUT, use to select the output ports to patch to.

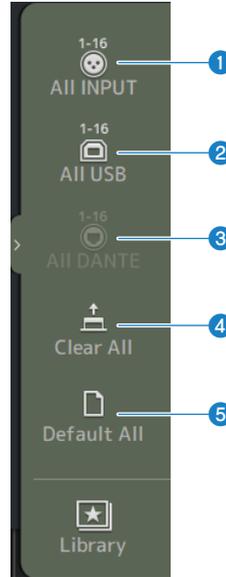
### ■ PATCH screen menu

Swipe left on the menu swipe indicator on the right of the PATCH screen to open the following menu.

### DM3



### DM3 STANDARD



**1 All INPUT**

When INPUT, allows you to switch all input sources to the [INPUT] jacks.

**2 All USB**

When INPUT, all input sources are switched from the computer connected to the [USB TO HOST] connector.

**3 All DANTE (DM3 only)**

When INPUT, it switches all input sources to the input from the Dante device.

**4 Clear All**

Clears all patches at one time (sets it to None).

**5 Default All**

Returns all patches to their defaults.

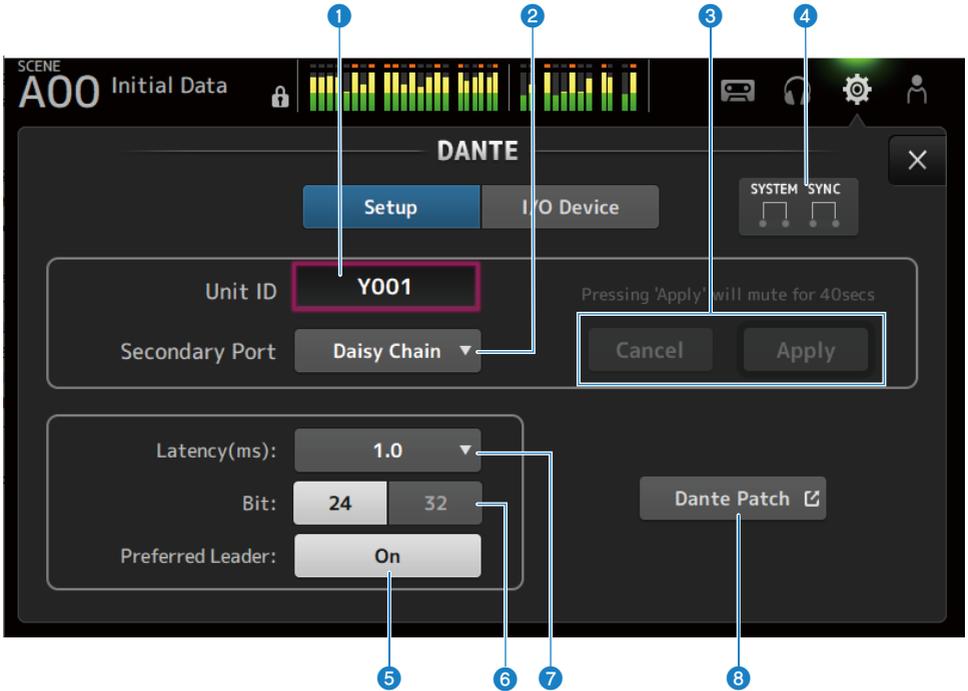
### Related links

- “Patching in/output” (p.258)
- “Default values of IN/OUT patches” (p.341)

## DANTE (Setup) screen (DM3 only)

The DANTE (Setup) screen is for configuring the Dante audio network environment.

Press the Setup button under the screen title to open the DANTE (Setup) screen.



### 1 Unit ID text box

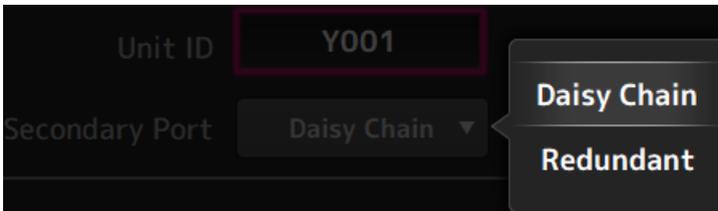
Use the [TOUCH AND TURN] knob to set the Unit ID. The range is from Y000 to Y01F.

Touch the Apply button to apply the settings.

### 2 Secondary Port selection button

For selecting the function of the Secondary Port.

Select from Daisy Chain or Redundant.



### 3 Cancel and Apply buttons

When the settings of Unit ID and Secondary Port are changed, these buttons become active. Use them to cancel or apply the change to settings.

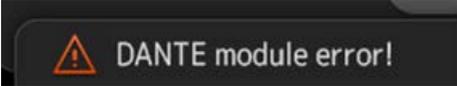
**4 SYSTEM and SYNC indicators**



Displays the status of DM3 and Dante

When there is an error, warning or information, its corresponding icon is displayed.

Touch to display the message at the bottom of the screen.



**5 Preferred Leader button**

Turns the Preferred Leader ON/OFF.

Turning On increases the priority on the leader in the Dante audio network. Turning Off decreases the priority on the leader in the Dante audio network.

**NOTE**

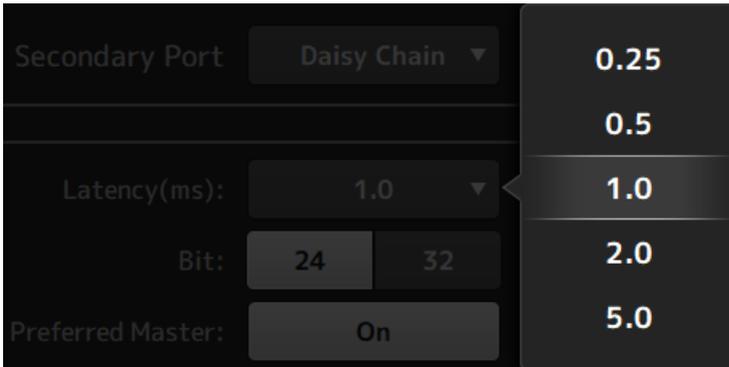
- If there is only 1 device in the Dante audio network set to On, that device becomes the leader.
- If more than 1 device in the Dante audio network is set to On, one of them will be the leader.
- If all devices are set to Off, then any 1 of the Dante devices, including I/O devices, will be the leader.

**6 Bit selection button**

Select either 24-bit or 32-bit.

**7 Latency selection button**

For selecting the Latency of Dante.



**8 Dante Patch button**

Touch to display the DANTE PATCH screen.

**NOTE**

- The default setting for Preferred Leader is On. When Preferred Leader only of a device that is always running is turned ON with the Dante Controller, (all others OFF), you can explicitly specify the leader.
- Settings like Latency, Bit, and Preferred Leader cannot be changed when Device Lock is set with the Dante Controller or if enrolled in the domain by Dante Domain Manager (DDM).
- When enrolled in the Dante Domain Manager domain, the DANTE PATCH screen cannot be opened. Similarly, the DANTE PATCH screen cannot be opened if the IP address of For Device Control of the NETWORK screen and the subnet of the IP address displayed by Preferred Leader do not match.

**Related links**

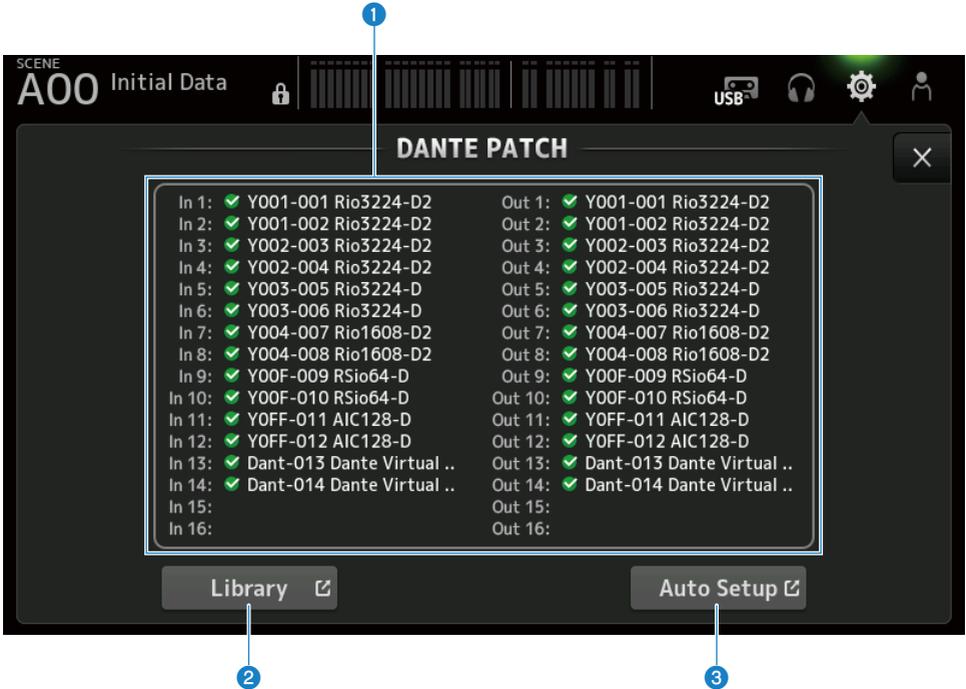
- “Dante” (p.342)
- “DANTE PATCH screen” (p.112)

## DANTE PATCH screen

The DANTE PATCH screen displays the current state of Dante patches and allows settings to be made.

You can also load Dante patch libraries, enable them and automatically configure specified I/O devices.

When enrolled in the Dante Domain Manager domain, the DANTE PATCH screen cannot be opened. Similarly, the DANTE PATCH screen cannot be opened if the IP address of For Device Control of the NETWORK screen and the subnet of the IP address displayed by Dante Controller do not match.



### 1 Dante patch display

Displays the current state of Dante patches.



Settings complete



Offline



Error

### 2 Library button

Loads Dante patch libraries.

Touch to display the DANTE PATCH LIBRARY screen.

**3 Auto Setup button**

Enables specified I/O devices and automatically configures them.

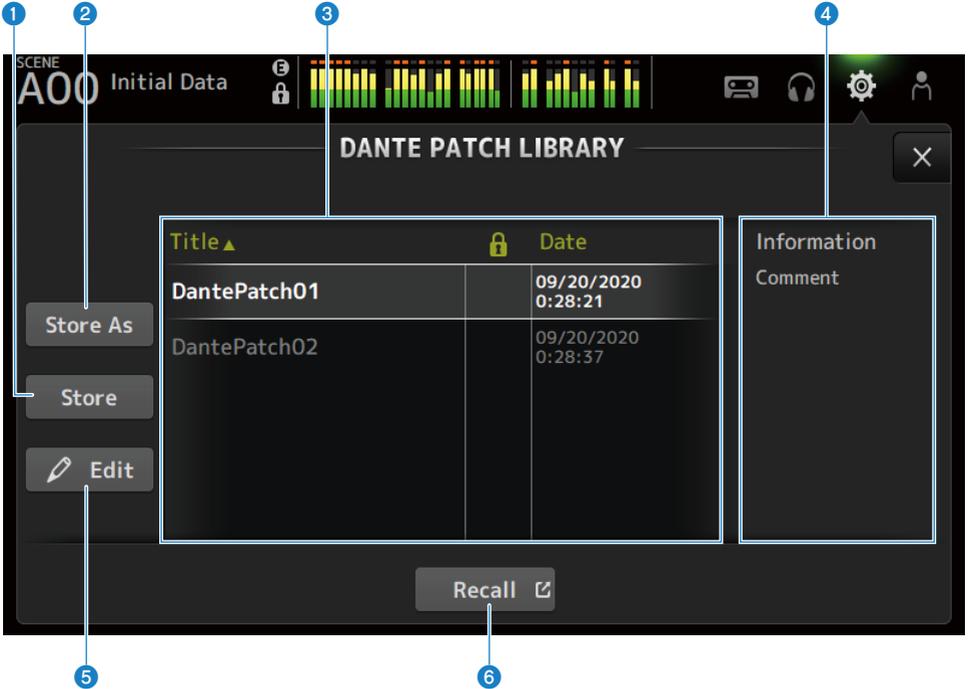
Touch to display the AUTO SETUP screen.

**Related links**

- “DANTE PATCH LIBRARY screen” (p.114)
- “DANTE AUTO SETUP screen” (p.118)

## DANTE PATCH LIBRARY screen

The DANTE PATCH LIBRARY screen is for loading and storing Dante patch libraries.



**1 Store button**

Overwrites and saves the library selected in 3 with the Dante patch.  
The library cannot be overwritten if the lock icon is displayed.

**2 Store As button**

Adds the current Dante patch and saves it as a patch library.  
Touch to display the SOFT KEYBOARD screen.

**3 Dante patch library list**

Displays a list of Dante patch libraries saved on the DM3 series console.

**4 Information display**

Displays the comments of the library(ies) selected in the 3 list.

**5 Edit button**

Allows editing of the title and the comments of the library(ies) selected in the 3 list.  
Touch to display the SOFT KEYBOARD screen.

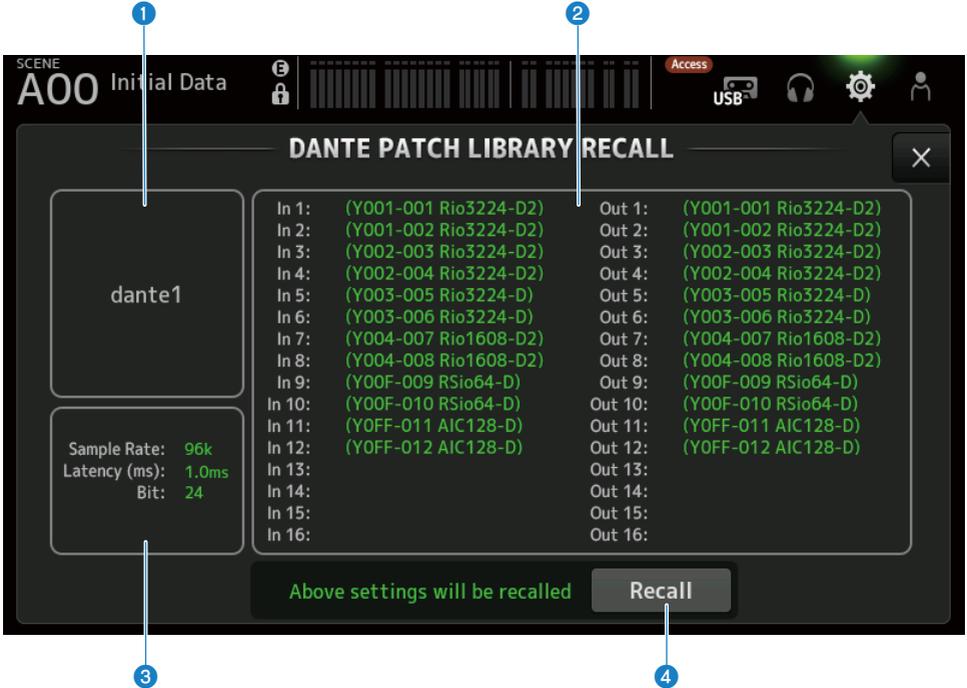
## 6 Recall button

Loads patch libraries selected in the 3 list.

Touch to display the DANTE PATCH LIBRARY RECALL screen.

## ■ DANTE PATCH LIBRARY RECALL screen

The DANTE PATCH LIBRARY RECALL screen is for loading Dante patch libraries.



### 1 Library title

Displays the title of the library.

### 2 Dante patch display

Displays Dante patched devices.

For items that actually exist at the patch destination, it displays the console ID, port number and device name in green.

Items are grayed out if their patch destination does not exist in the Dante audio network.

### 3 Dante setup display

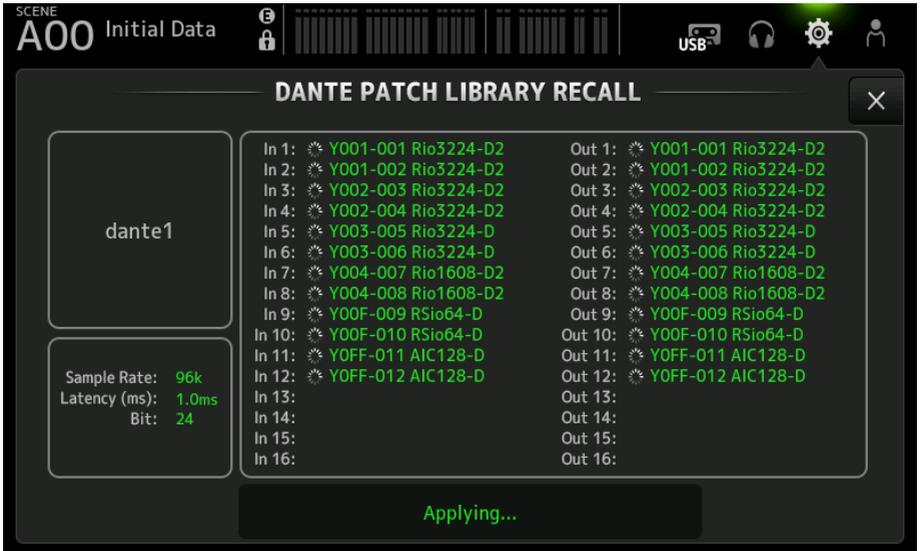
Displays the Dante settings applied to the patched device.

4 **Recall button**

Loads Dante patches of a library.

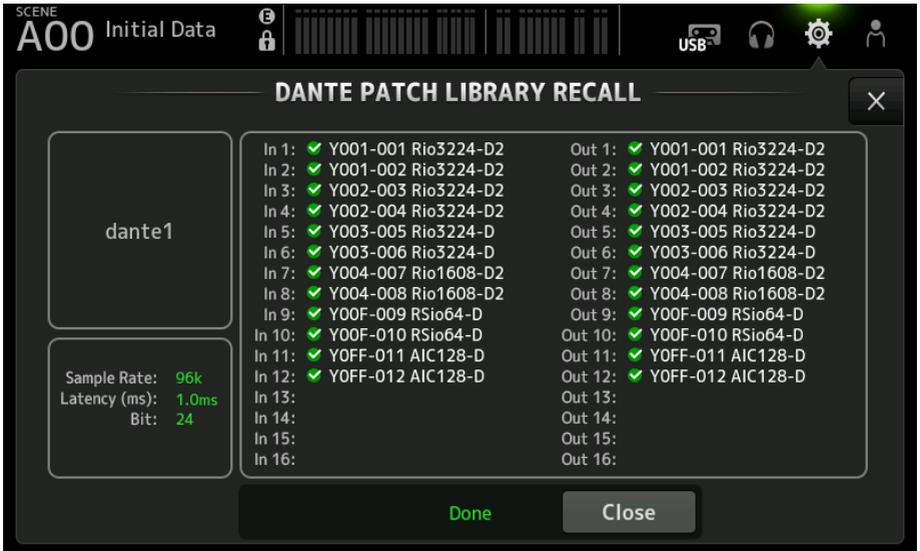
It displays the settings for each item.

The status is indicated as in the example below while loading.



The status is indicated as in the example below when loading is complete.

Touch the Close button to close the screen.



The types of icons are shown below.



Making settings



Settings complete



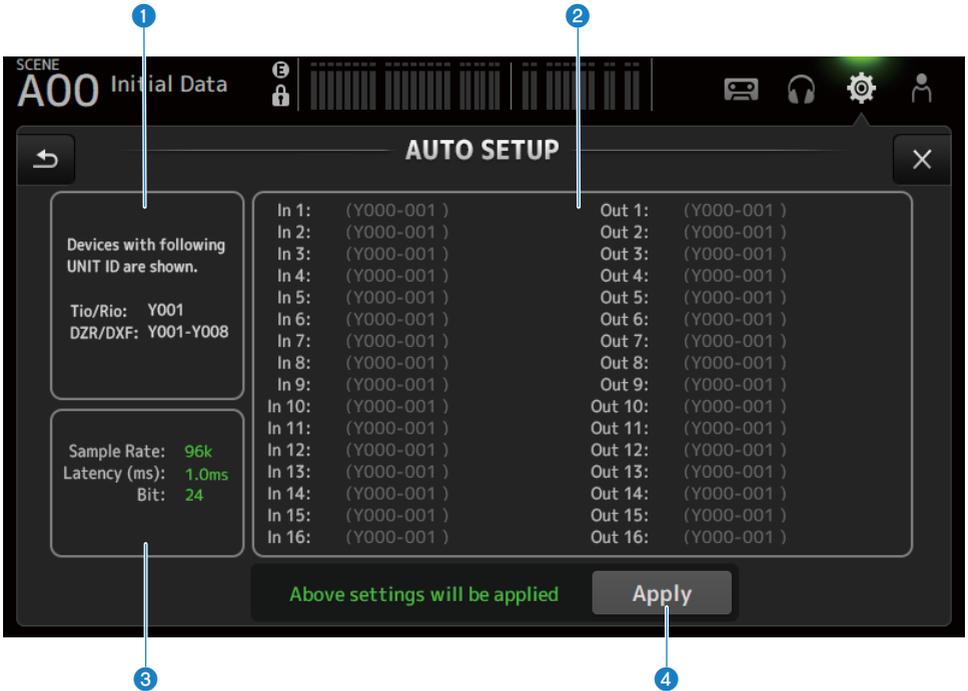
Timed out



Settings error

## DANTE AUTO SETUP screen

The DANTE AUTO SETUP screen is for automatically configuring the DM3 Sample Rate, Latency and Bit, and auto-patching specified devices.



**1 Auto setup devices**

Displays available AUTO SETUP devices.

**2 DANTE patch display**

Displays candidate devices for automatic patching.

The console ID, port number and device name of patchable ports are displayed in green.

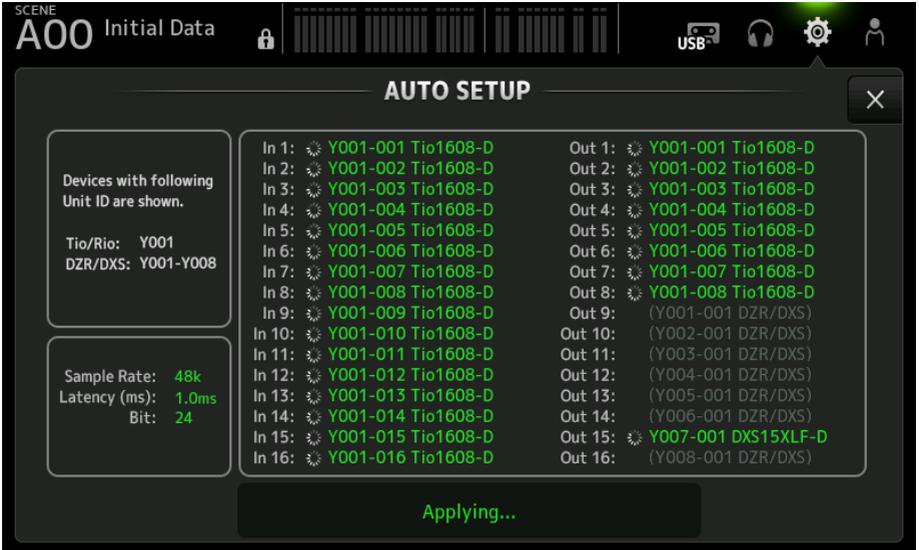
**3 DANTE setup display**

Displays values for the Sample Rate, Latency and Bit set to the patch destination I/O device.

**4 Apply button**

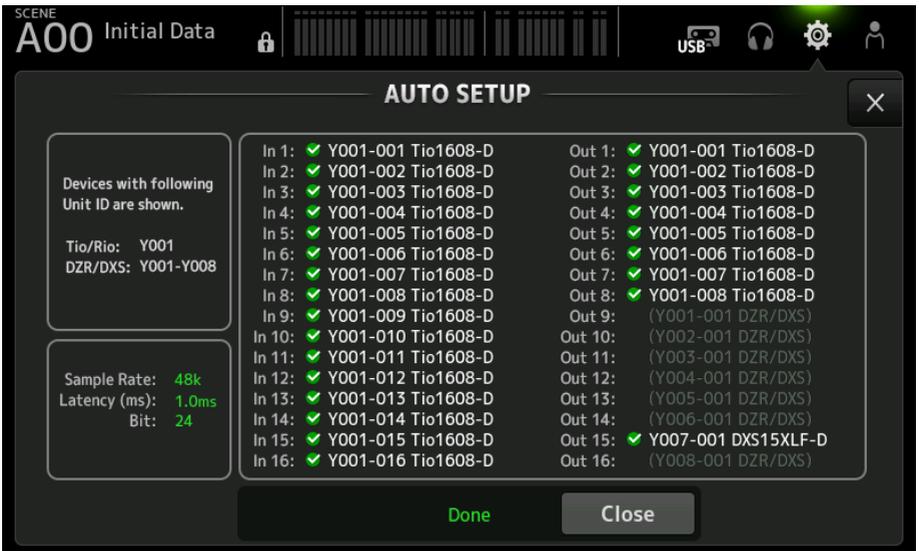
Starts auto-setup.

The status is indicated as in the example below while loading.



The status is indicated as in the example below when loading is complete.

Touch the Close button to close the screen.



## Screen functions and names > SETUP screen

The types of icons are shown below.



Making settings



Settings complete



Timed out



Settings error

### **NOTE**

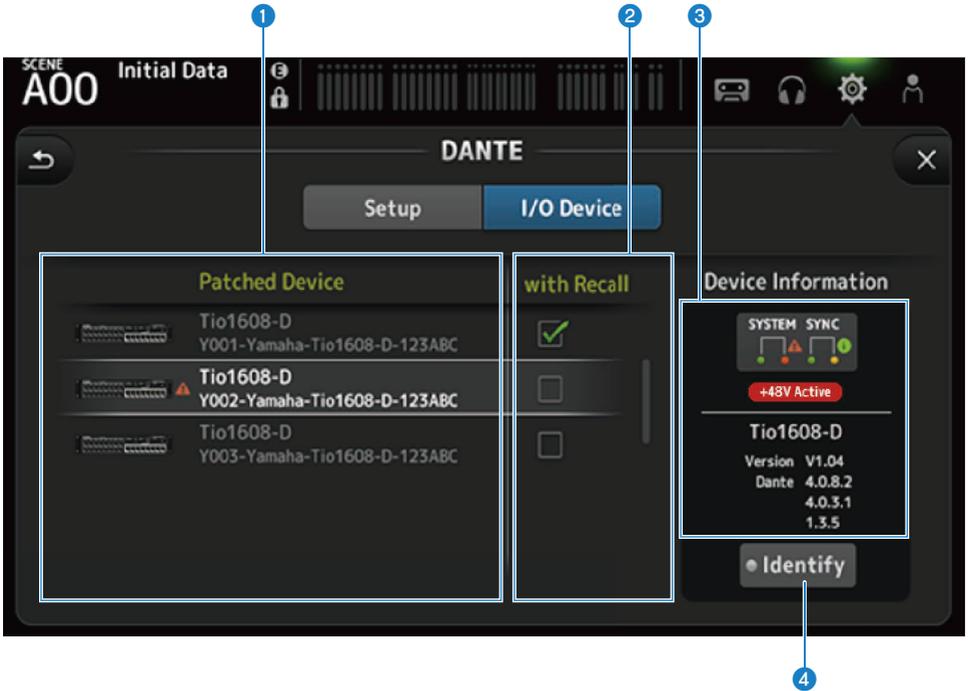
The Tio1608-D does not support connections at a reader clock frequency of 96 kHz. If the DM3 reader clock frequency is 96 kHz and the Tio1608-D is shown in the target devices, a dialog box will appear asking if the reader clock frequency should be changed to 48 kHz. Touch the OK button to set the DM3 reader clock to 48 kHz.

### **Related links**

- “Dante Auto Setup compatible model” (p.339)
- “Dante Auto Setup patches” (p.340)

## DANTE (I/O Device) screen

The DANTE (I/O Device) screen allows you to configure remote HA compatible devices Dante patched to the DM3.



**1 Patch Device list**

Displays remote HA compatible devices Dante patched to the DM3.

**2 With Recall checkbox**

Turns the With Recall function ON/OFF for remote HA compatible devices.

### 3 **Device Information display**

Displays information on the device selected in the Patch Device list.



**System/Sync** indicators:

Displays the Dante status of the device.

When there is an error, warning or information, its icon is displayed in the indicator.

Touch the indicator to display the message at the bottom of the screen.



**+48V Active** indicator:

Displays +48V Active information for the device.

It also displays the model name and version number.

### 4 **Identify button**

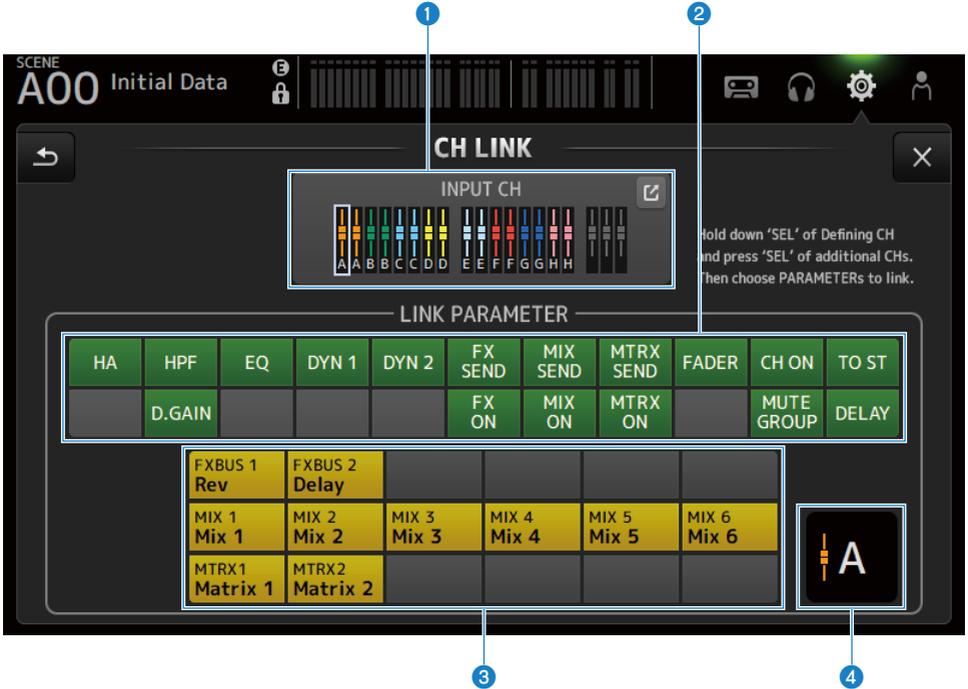
The LED of the connected device lights as long as this button is touched.

## **NOTE**

- When there is System/Sync error, warning or information with the connected device, a red ▲ icon is displayed on the right side of the device's icon.
- Remote HA compatible devices are listed below.
  - Tio1608-D
  - Rio1608-D
  - Rio3224-D
  - Rio1608-D2
  - Rio3224-D2
  - Ri8-D
  - DM3

## CH LINK screen

The CH LINK screen allows you to configure channel links for input channels.



### 1 Link group

Displays each link group of the input channel with colored labels.

Touch the jump button to open the CH LINK SET screen.

### 2 Link parameters button

Sets link parameters for each group. Frame 1 is the selected channel.

Touch the button to select the parameters to link.

The bus to be linked can be selected for send parameters.

## Screen functions and names > SETUP screen

Button	Link Parameters
HA	HA gain setting
HPF	High-pass filter setting
D.GAIN	Digital gain setting
EQ	EQ settings
DYN1	GATE/DUCKING setting
DYN2	COMP setting
FX SEND	FX send setting
FX ON	FX ON setting
MIX SEND	MIX send setting
MIX ON	MIX ON setting
MTRX SEND	MTRX send setting
MTRX ON	MTRX ON setting
FADER	FADER setting
CH ON	Channel ON setting
MUTE GROUP	MUTE GROUP setting
TO ST	TO ST setting
DELAY	DELAY setting

### NOTE

- The EQ is not linked between CH 1-16 and ST IN/FX RTN.
- The HA gain of Dante devices does not link.

### 3 Link bus button

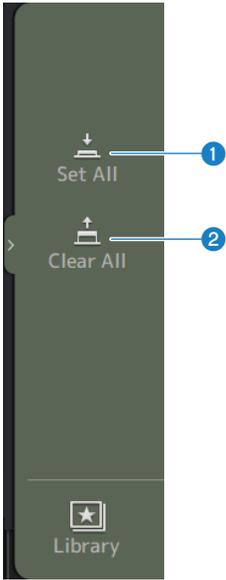
Selects the bus to link.

### 4 Link group

Displays the link group of the selected channels.

## ■ CH LINK screen menu

Swipe left on the menu swipe indicator on the right of the CH LINK screen to open the following menu.



**1 Set All**

Selects all link parameters at once.

**2 Clear All**

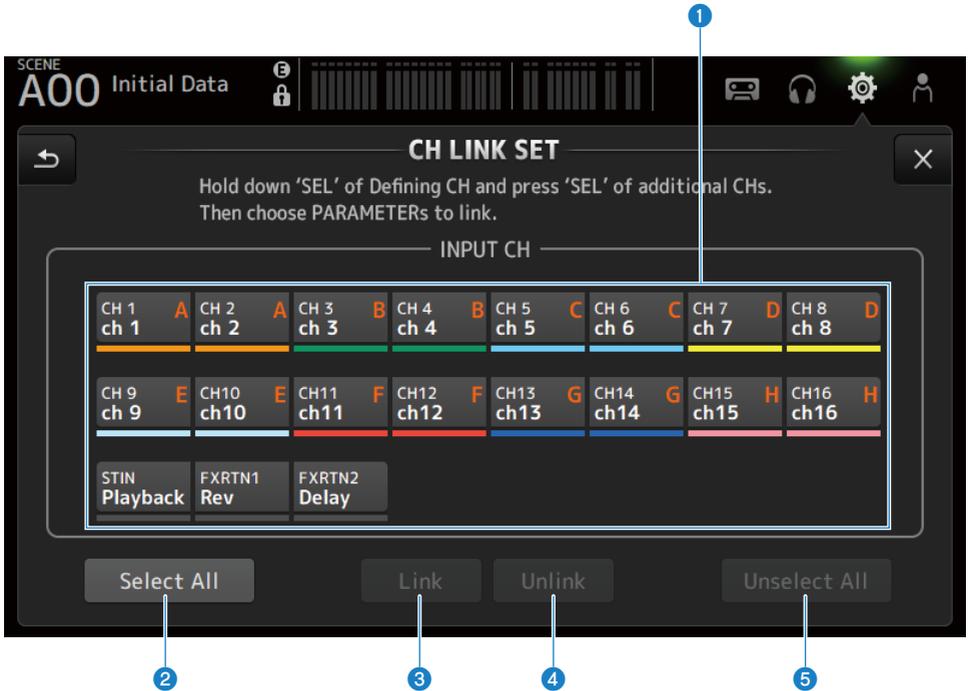
Clears all link parameters at once.

**Related links**

“Configuring channel links” (p.259)

## CH LINK SET screen

The CH LINK SET screen allows you to configure channel groups to link.



**1 Channel selection buttons**

Touch to switch between selected (blue) and unselected (gray).  
Displays the linked group of channels with labels and colored bars.

**2 Select All button**

Selects all channels at once.

**3 Link button**

Links the selected channels.

**4 Unlink button**

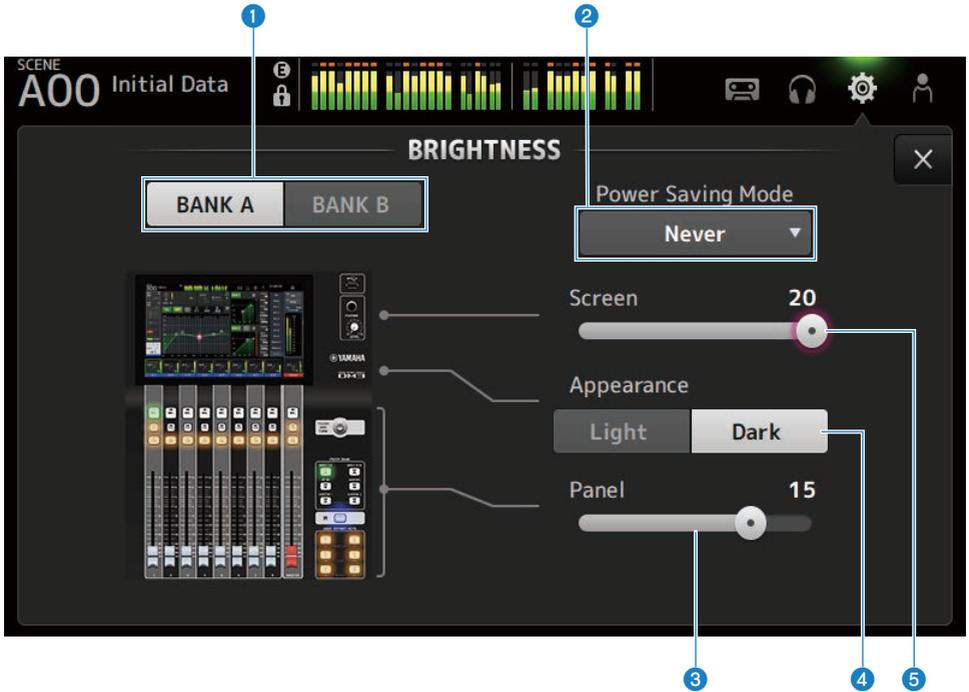
Clears the links of the selected group.

**5 Unselect All button**

Clears all channels at once.

## BRIGHTNESS screen

The BRIGHTNESS screen allows you to set the brightness of the LEDs on the touch screen and top panel, as well as that of the channel name area. Brightness settings can be saved in 2 types of banks, A/B, and you can switch between them as needed.



### 1 Bank switching buttons

Switches between the brightness settings saved for Bank A/B.

- BANK A :  
Displayed at the brightness of BANK A.
- BANK B :  
Displayed at the brightness of BANK B.

### 2 Power Saving Mode selection button

Sets the time to switch to the power saving mode.

You can choose from Never, 30 seconds, or 2, 5, 10, or 15 minutes.

**3 Panel brightness adjustment slider**

Adjusts the brightness of LEDs on the top panel.

• **1 - 10:**

Auxiliary lighting at a low level to help read printing on keys in dark locations.

Auxiliary lighting is available when PREFERENCE screen → Others, Panel Assistance is ON.

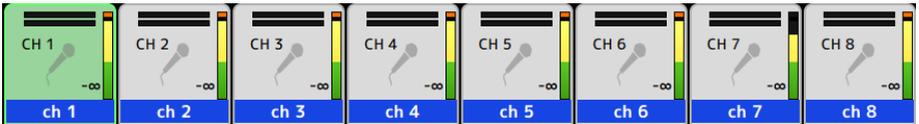
• **11 - 20:**

No auxiliary lighting to enhance contrast in bright locations.

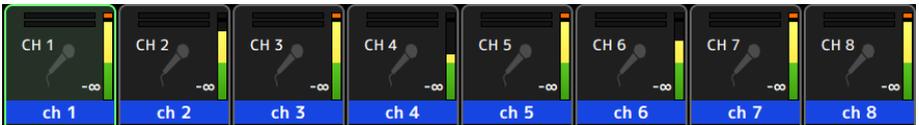
**4 Appearance selection button**

The colors in the channel name area can be set to Light or Dark.

Light



Dark



**5 Screen brightness adjustment slider**

Adjusts the brightness of the touch screen.

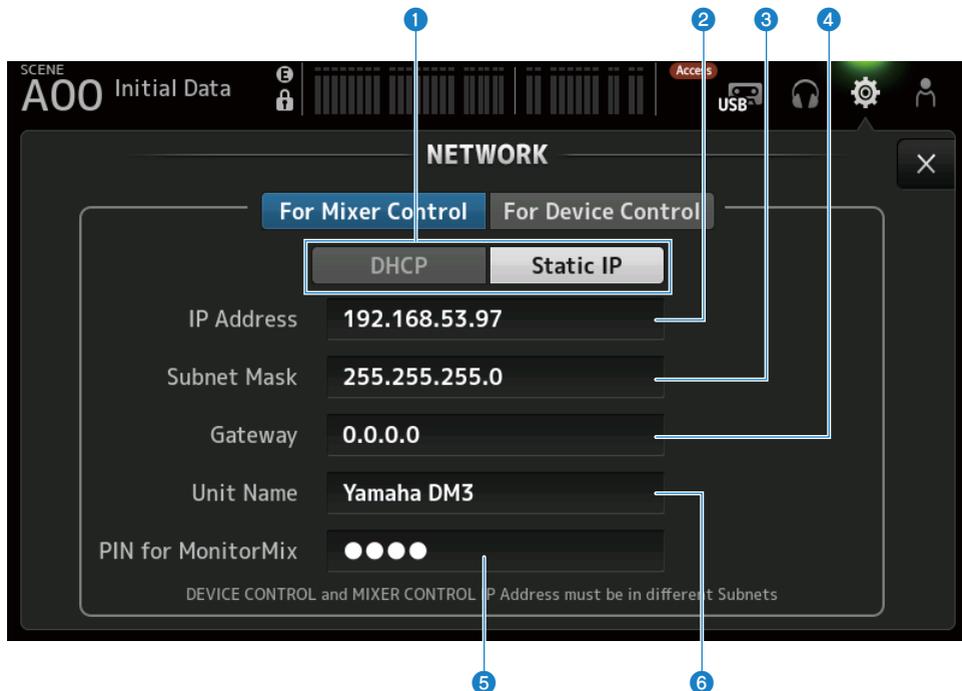
## NETWORK (For Mixer Control) screen

The NETWORK (For Mixer Control) screen is for setting the network address needed for connecting a computer or iOS device via the NETWORK terminal of the DM3 series.

Set according to the computer and network to be connected.

### NOTE

For how to connect to a LAN, refer to the DM3 Editor Installation Guide.



### 1 IP address acquisition method buttons

Select the method of acquiring an IP address.

- **DHCP :**

Automatically acquires an IP address DHCP (Dynamic Host Configuration Protocol).

- **Static IP :**

For setting the IP address yourself.

### 2 IP Address

Sets the address that identifies an individual device on the Internet or a LAN.

### 3 Subnet Mask

Defines how many bits of the IP address used in a network are used in the network address, which identifies the network.

**4 Gateway**

Within a network, this sets the address that identifies the device (gateway) that converts data of different media or protocols to each other.

**5 PIN for MonitorMix**

Sets the PIN (4-digit numeric password) to enter when connecting to the DM3 series console with the MonitorMix application.

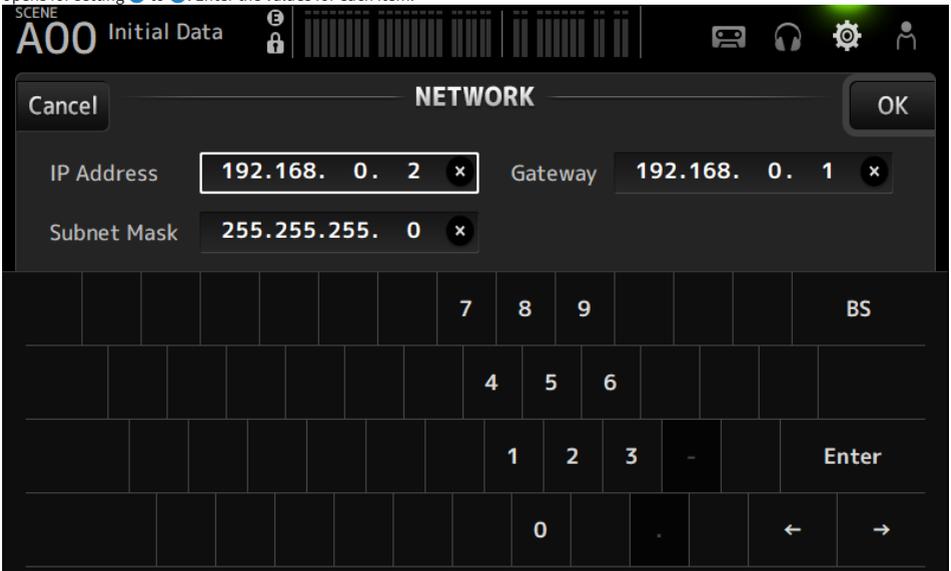
MonitorMix is an application performers can use to adjust monitor balance from the stage.

**6 Unit Name**

Sets the name displayed in the network.

**NOTE**

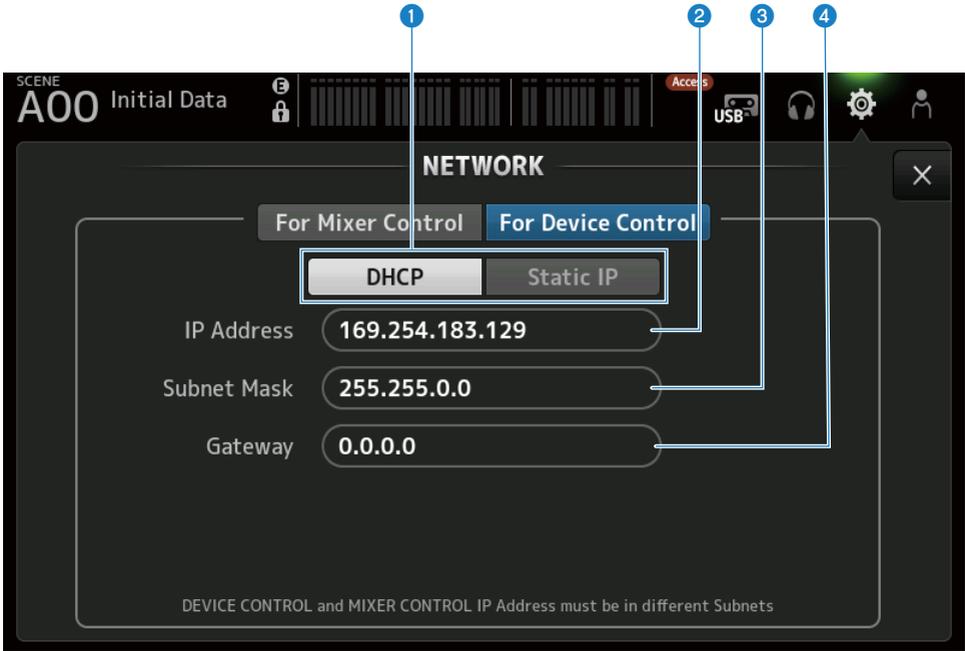
- When DHCP is selected as the IP address acquisition method, settings 2 to 4 are not necessary. If Static IP is selected, a screen opens for setting 2 to 4. Enter the values for each item.



- Set different subnets for For Mixer Control and For Device Control.

## NETWORK (For Device Control) screen (DM3 only)

The NETWORK (For Device Control) screen is for setting the network address required when controlling devices in a Dante audio network.



### 1 IP address acquisition method buttons

For selecting the method of acquiring an IP address.

- **DHCP** :  
Automatically acquires an IP address DHCP (Dynamic Host Configuration Protocol).
- **Static IP** :  
For setting the IP address yourself.

### 2 IP Address

Sets the address that identifies an individual device within the Dante audio network.

### 3 Subnet Mask

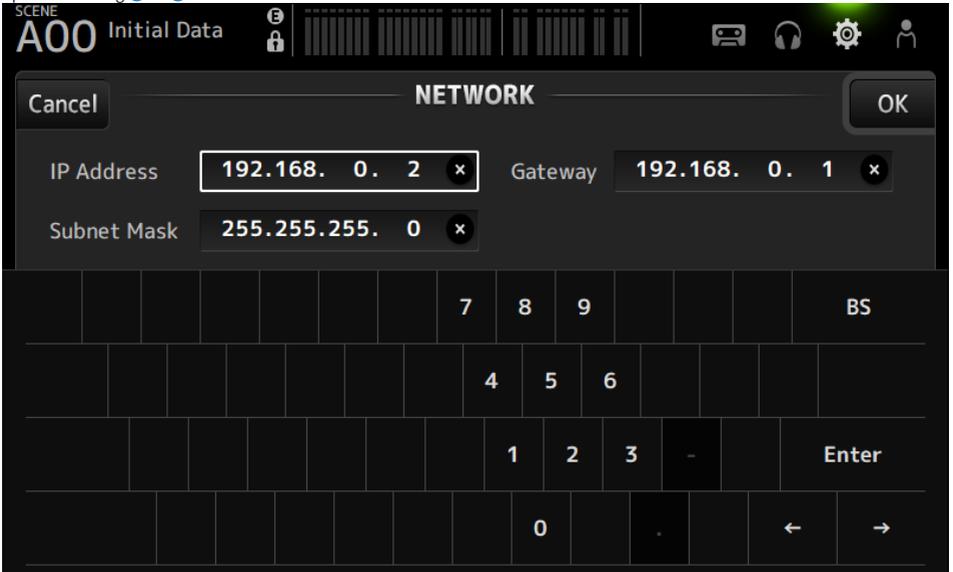
Defines how many bits of the IP address used in the Dante audio network are used in the network address, which identifies the network.

### 4 Gateway

Within a Dante audio network, this sets the address that identifies the device (gateway) that converts data of different media or protocols to each other.

**NOTE**

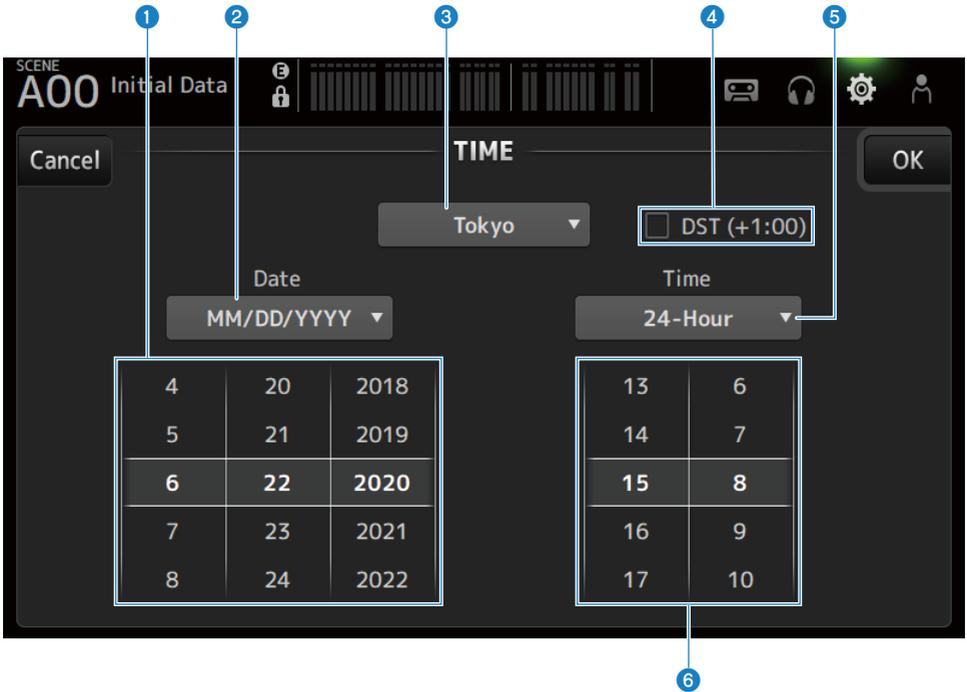
- When DHCP is selected as the IP address acquisition method, settings 2 to 4 are not necessary. If Static IP is selected, a screen opens for setting 2 to 4. Enter the values for each item.



- Set different subnets for For Mixer Control and For Device Control.
- If the subnets of the IP address set with For Device Control and the IP address of the PRIMARY port of the DM3 recognized with Dante Controller are not the same, DM3 will not be able to find devices in the Dante audio network. As such, the current Dante patch status display, Dante Auto Setup, Dante patch library auto setup, and remote HA functions cannot be used. To set Dante patches in this state, use Dante Controller. At such time, if you touch the Dante Patch button on the DANTE (Setup) screen, a message is displayed at the bottom of the screen indicating the subnet settings are different.

## TIME screen

The TIME screen allows you to set the internal clock of the console and choose the date and time formats. The date and time set here are used for timestamps, such as when saving scenes.



### 1 Date setting

Sets the date of the internal clock.

### 2 Date format setting

Allows you to select the date format of the internal clock.

Choose from the following formats.

- **MM/DD/YYYY** :  
Month/Date/Year
- **DD/MM/YYYY** :  
Date/Month/Year
- **YYYY/MM/DD** :  
Year/Month/Date

### 3 Region

Sets the region for the date display.

**4 DST (+1:00)**

For setting daylight savings time.

When ON, the time jumps forward 1 hour.

**5 Time format setting**

Allows you to select the time format of the internal clock.

- **24-Hour :**

Displays hours in 24-hour format

- **12-Hour :**

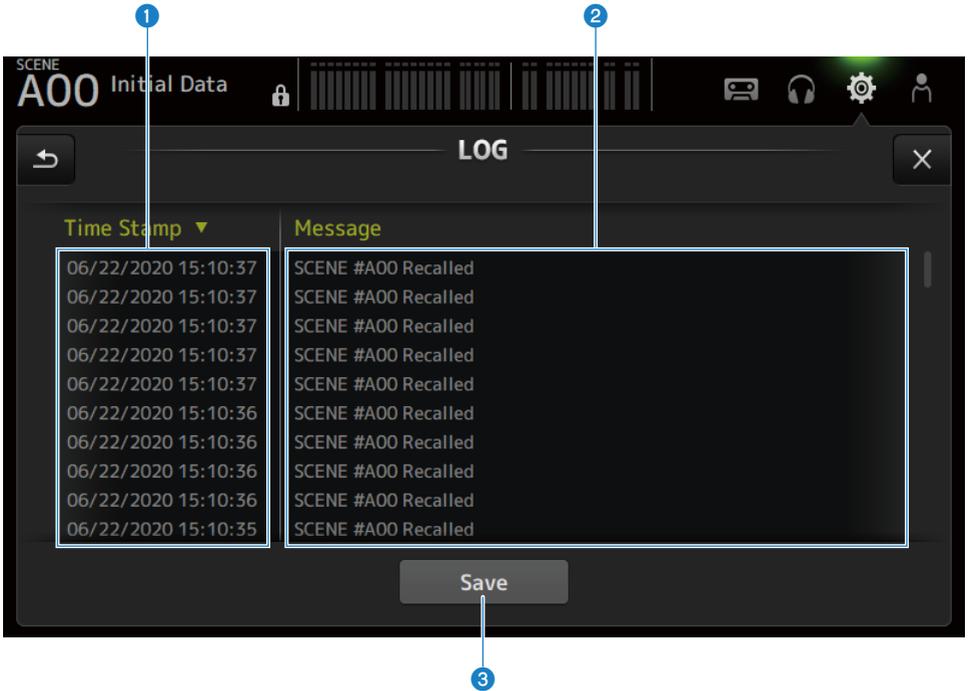
Uses AM/PM 12-hour format

**6 Time setting**

For setting the time of the internal clock.

## LOG screen

Messages displayed while using the device can be displayed on the LOG, along with the date and time logged.



### 1 Time Stamp

Displays a list with the date and time of messages.  
You can touch the header to sort by date and time.

### 2 Message

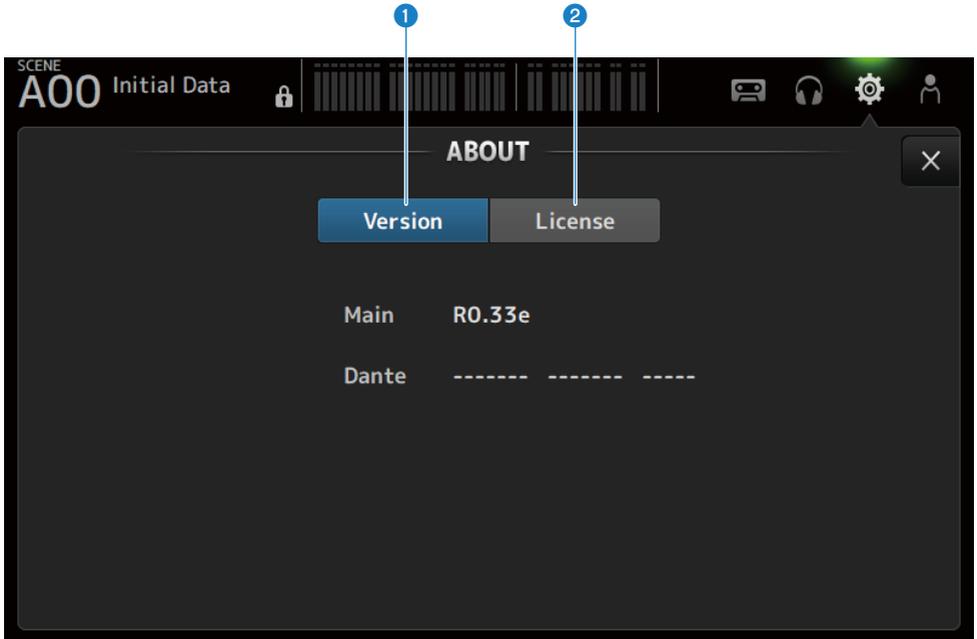
Displays a list of messages.  
You can touch the header to sort them alphabetically.

### 3 Save button

Saves the log to a USB storage device.  
This button is disabled when no USB is connected.

## ABOUT screen

The ABOUT screen displays the version and license of system software.



**1 Version button**

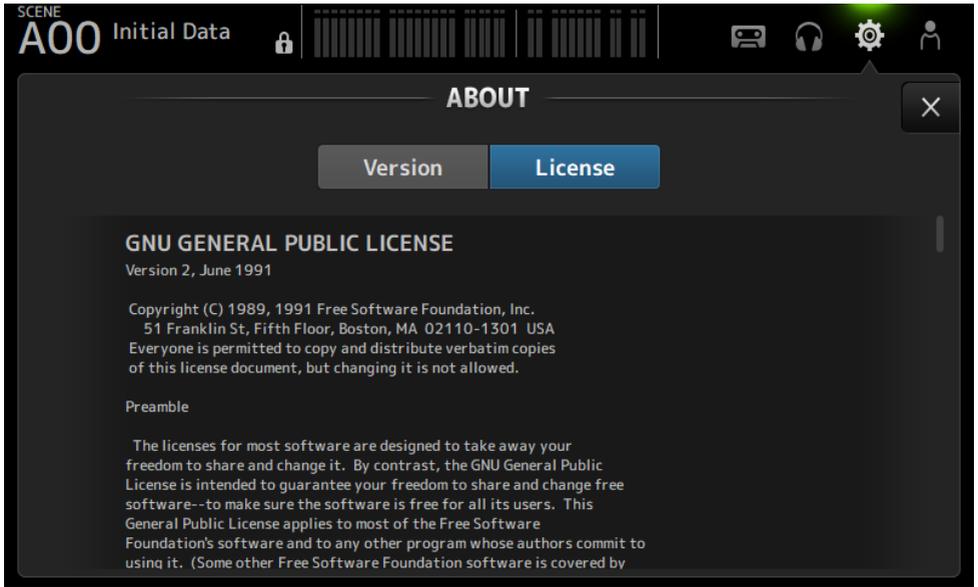
Displays the version of system software.

**NOTE**

DM3 STANDARD does not display the version of Dante.

**2 License button**

Displays the license for system software.



## **CONSOLE LOCK screen**

---

The CONSOLE LOCK screen can lock the console temporarily to prevent accidental operation.

Touch the CONSOLE LOCK icon to lock the console.

Functions the same as LOGIN → CONSOLE LOCK.

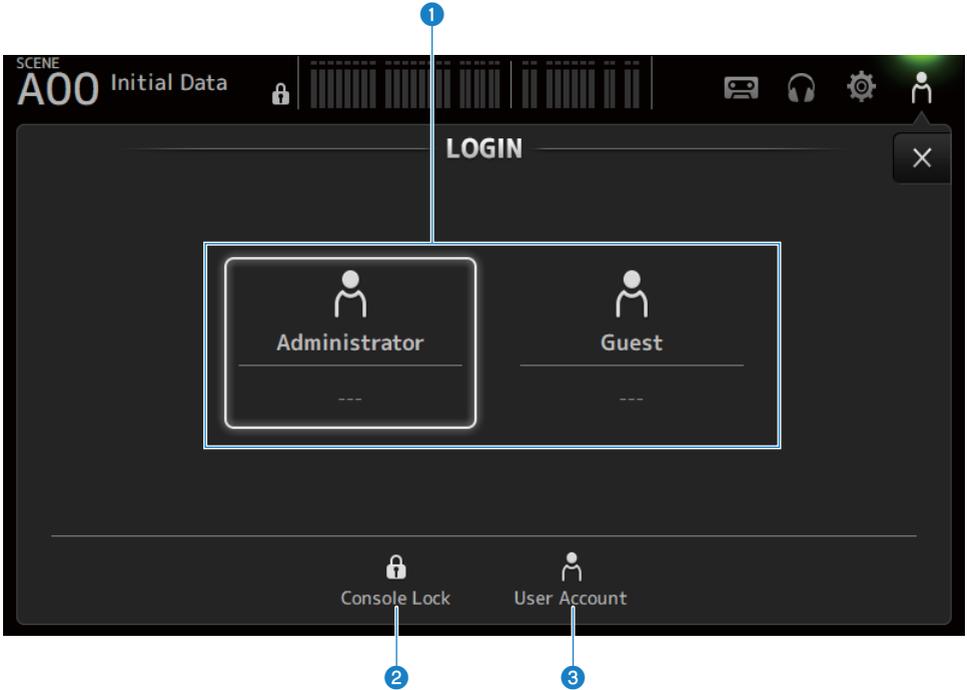
### **Related links**

“CONSOLE LOCK screen” (p.141)

## LOGIN screen

### LOGIN screen

The LOGIN screen allows you to assign permissions for accessing the DM3 series console. You can prevent inadvertent misuse by limiting the parameters that can be used by Guests.



#### 1 Login user selection icons

Touch an icon to switch the login user.  
It also displays the username, comments and the icon.

#### ■ Administrator

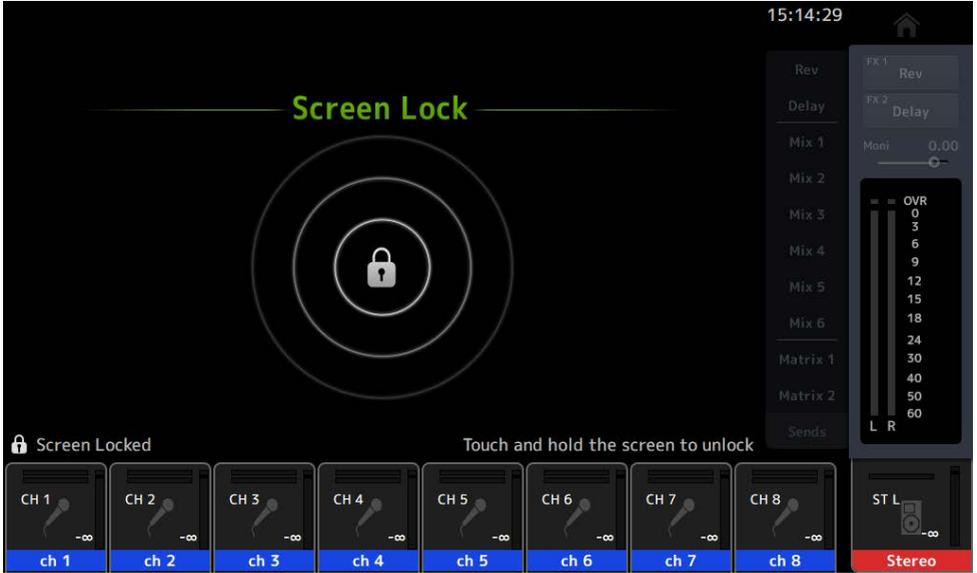
Can use all features.  
Only the administrator can limit Guest access.  
Only a password can be set for the Administrator.

#### ■ Guest

The Screen Lock screen opens when a Guest logs in; the guest cannot use the touch screen. The guest can operate the top panel to the extent allowed by the administrator.  
Limits to top panel operation are made on the ACCESS PERMISSION screen.

Access permissions and comments can be configured for Guests.

To change from Guest to Administrator login, long-press the Screen Lock screen.



## NOTE

- No administrator password is set up when shipped from the factory.
- If you wish to restrict operations of other users, be sure to set an administrator password.
- If the power goes off while logged in as the Administrator, the system will ask for the same password the next time the power is turned on. If you wish to login as a Guest, press the cancel button on the password input screen and select Guest from the LOGIN screen that opens.

### 2 Console Lock icon

Touch to open the screen for entering the Administrator password.  
The CONSOLE LOCK screen opens if the correct password is entered.

### 3 User Account icon

Touch to display the USER ACCOUNT screen.

## Related links

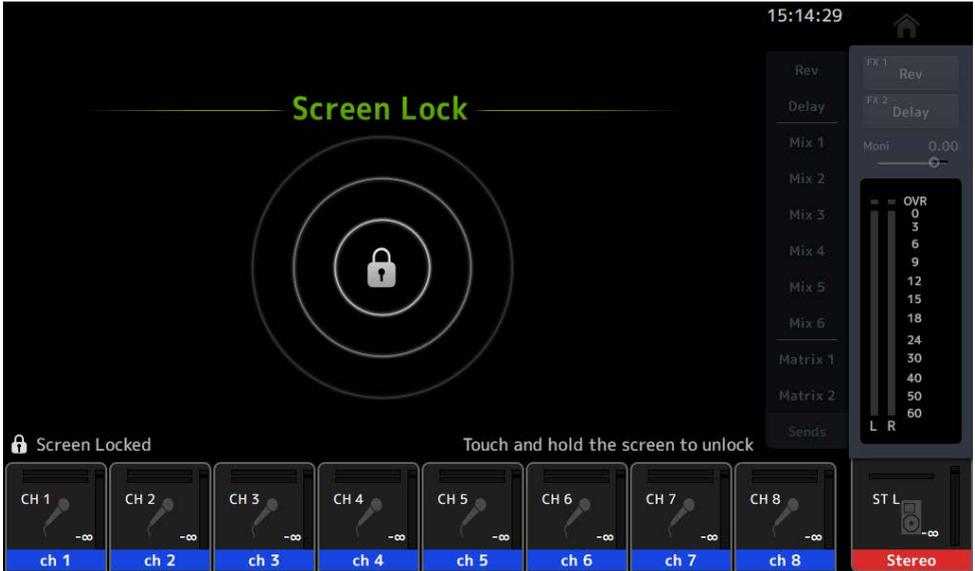
- “ACCESS PERMISSION screen” (p.144)
- “Applying access permissions for guest users” (p.264)

## CONSOLE LOCK screen

The CONSOLE LOCK screen can lock the console temporarily to prevent accidental operation.

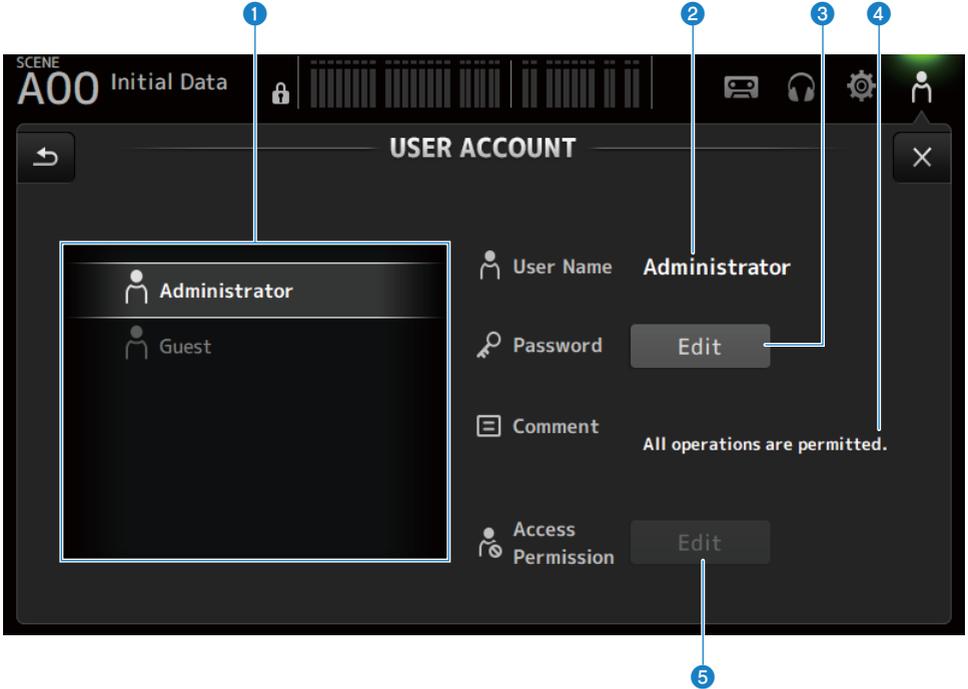
All controls are disabled as long as the CONSOLE LOCK is displayed.

To unlock the CONSOLE LOCK, long-press on the CONSOLE LOCK screen. When the password input screen opens, enter the password of the logged in user or administrator.



## USER ACCOUNT screen

The USER ACCOUNT screen is for setting the administrator password and access restrictions for Guest users.



**1 User selection area**

For selecting a user and editing their access restriction settings. Information on the selected users is displayed on the right side.

**2 User Name**

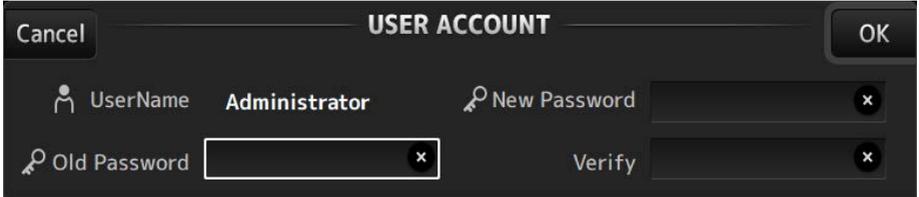
The name of the user whose access restriction settings are to be edited are displayed.

**3 Password Edit button**

Sets the password for the Administrator. There is no password for Guest.

Select Administrator in the user selection area and touch the Edit button to open the SOFT KEYBOARD screen for setting the password.

The first time a password is configured, enter it in the Verify text box and then enter it again in the New Password box to confirm it. To change the existing password, enter the current password in the Old Password box and then set the new password.



**4 Comment text box**

This is for comments displayed on the LOGIN screen.

Selecting Guest in the user selection area allows you to edit the Guest comments. Touch the text box to open the SOFT KEYBOARD for entering comments.

**5 Access Permission Edit button**

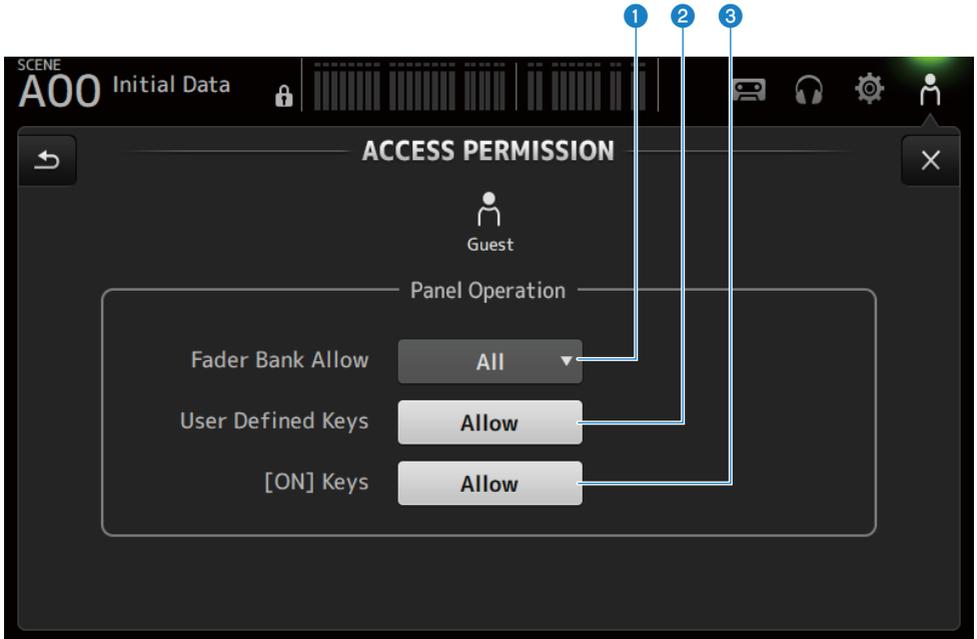
Sets access permission for Guest users.

Select Guest in the user selection area and touch the Edit button to open the ACCESS PERMISSION screen.

## ACCESS PERMISSION screen

The ACCESS PERMISSION screen allows you to select parameters for permitting access and sets access restrictions for Guest users.

It only opens when logged in as the administrator.



### 1 Fader Bank Allow selection button

Sets what fader banks to allow Guest to operate.

- **All :**  
Allows all fader banks except DAW REMOTE to be operated.
- **Custom 1 :**  
Allows Custom 1 only to be operated.
- **Custom 2 :**  
Allows Custom 2 only to be operated.
- **Custom 1/2 :**  
Allows Custom 1 and 2 to be operated.

### 2 USER DEFINED KEYS button

For allowing or blocking use of [USER DEFINED KEYS] keys.

### 3 [ON] Keys

For allowing or blocking use of [ON] keys on the channel strip.

# HOME screen

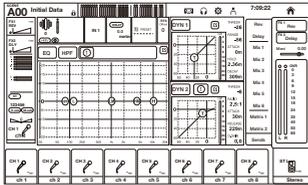
## HOME screen

The status of channel settings are displayed all together on the HOME screen. To open it, touch the [HOME] key on the top panel or push the HOME button onscreen.

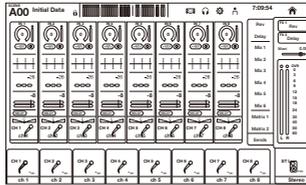
The HOME screen has the following 3 kinds of sections.

- SELECTED CHANNEL section
- CH STRIP section
- FADER section

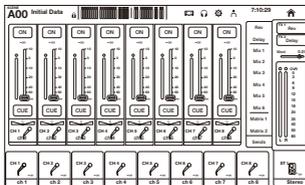
The sections to display on the HOME screen can be selected via Key Function → [HOME] Key from SETUP screen → PREFERENCE screen. When more than 1 section is selected, the section displayed changes with each press of the [HOME] key /HOME button.



SELECTED CHANNEL SECTION



CH STRIP SECTION



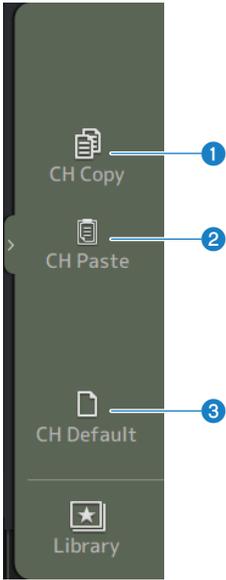
FADER SECTION

### NOTE

The DAW REMOTE screen is displayed as long as you are using DAW REMOTE.

### HOME screen menus

Swipe left on the menu swipe indicator on the right of the HOME screen to open the following menu.



**1 CH Copy**

Copies the settings of the current channel.

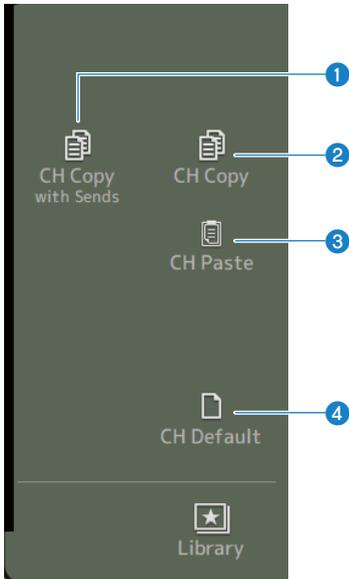
**2 CH Paste**

Pastes the copied channel settings to the selected channel.

**3 CH Default**

Resets the settings of the current channel to their default values.

## ■ If MIX/MATRIX channel or FX BUS



- 1 CH Copy with Sends**  
Copies channel settings, including sends.
- 2 CH Copy**  
Copies the settings of the current channel.
- 3 CH Paste**  
Pastes the copied channel settings to the selected channel.
- 4 CH Default**  
Resets the settings of the current channel to their default values.

### Related links

“Copying settings from one channel and pasting them to another” (p.265)

## SELECTED CHANNEL section

### SELECTED CHANNEL section

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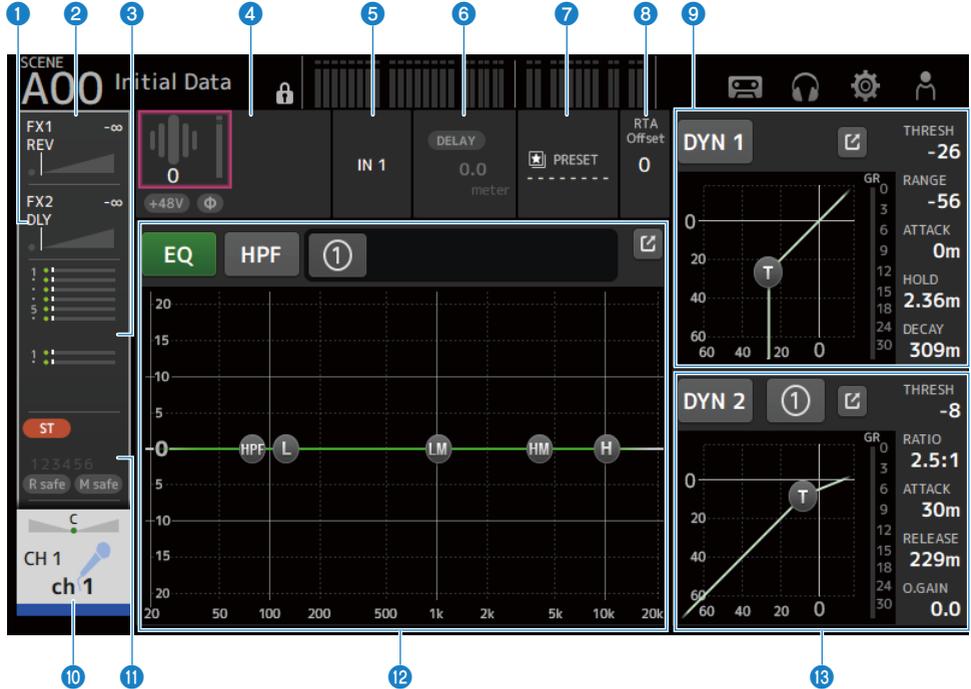
The SELECTED CHANNEL section allows you to display and configure all the parameters of the selected channel. To open it, touch the [HOME] key on the top panel or push the HOME button onscreen.

#### **NOTE**

You can choose what is displayed on the HOME screen by selecting Key Function → [HOME] Key from SETUP screen → PREFERENCE screen.

## CH 1-16, ST IN, FX RTN 1-2

Following is a description of the SELECTED CHANNEL section of the CH 1-16, ST IN, FX RTN 1-2 channels.



1 Displays the FX 2 screen. (p.189)

2 Displays the FX 1 screen. (p.189)

3 Displays the SEND TO screen. (p.193)

4 Displays the status of HA.

Touch to highlight and then turn the [TOUCH AND TURN] knob to adjust the gain.

Touch when highlighted to open the INPUT screen. (p.169)

Two HA are displayed on the stereo channels.

5 Displays the input port.

Touch when highlighted to open the INPUT screen. (p.169)

6 Displays the DELAY screen. (p.187)

7 Displays the LIBRARY screen. (p.221)

8 Sets the RTA Offset.

Adjusts the RTA sensitivity. Touch to highlight and then adjust with the [TOUCH AND TURN] knob.

**9 Sets the DYN1 of channels.**

Touch the jump button to open the DYN1 screen. (p.181)

**10 Displays the CH VIEW screen. (p.197)**

**11 Displays the ASSIGN screen. (p.195)**

**12 Sets the EQ of channels.**

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

Settings like selecting the type of 1-knob EQ mode and switching the filter type are made on the EQ screen.

Touch the jump button to open the EQ screen. (p.176)

**13 Sets the DYN2 of channels.**

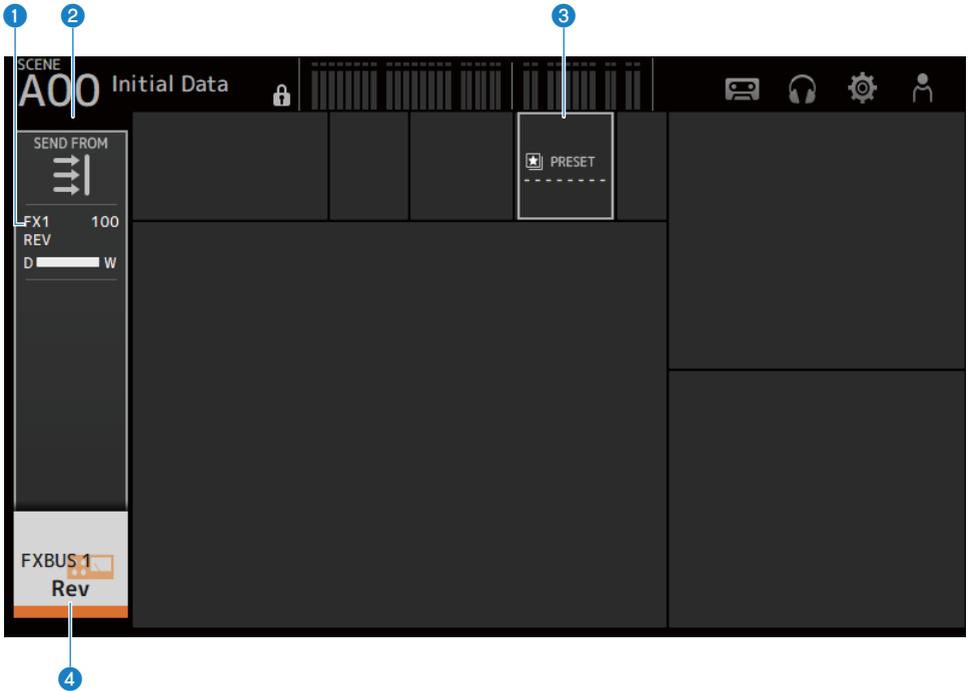
The 1-knob button switches between the 1-knob mode and the manual mode.

Touch to highlight and then turn the [TOUCH AND TURN] knob to adjust the parameter.

Touch the jump button to open the DYN2 screen. (p.184)

## FX BUS 1-2

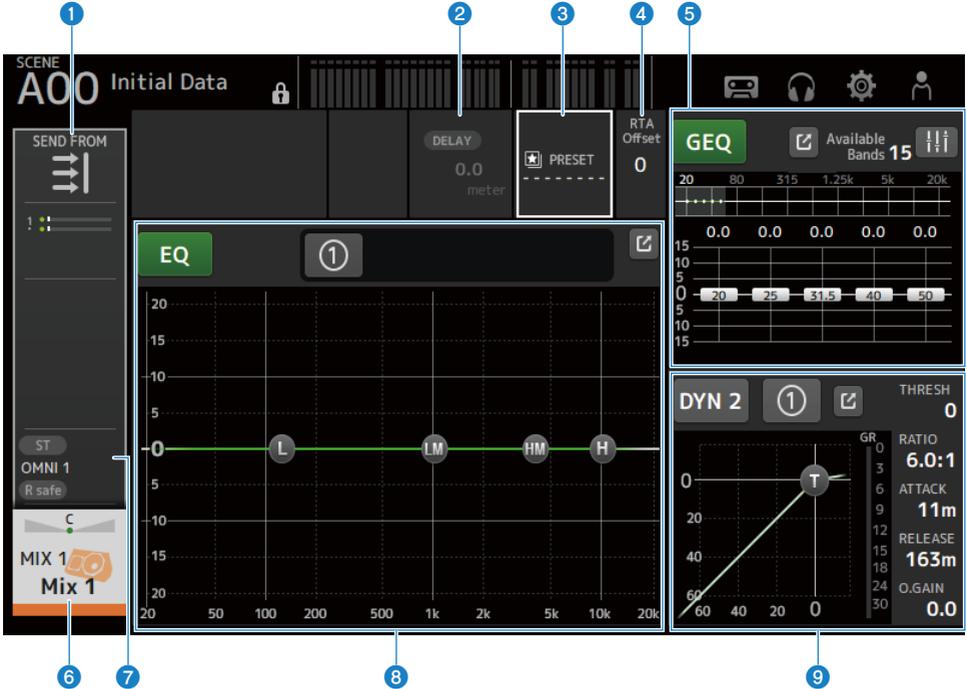
Following is a description of the SELECTED CHANNEL section of the FX 1-2 channels.



- 1 Displays the FX screen. (p.189)
- 2 Displays the SEND FROM screen. (p.219)
- 3 Displays the LIBRARY screen. (p.221)
- 4 Displays the CH VIEW screen. (p.197)

## MIX 1-6

Following is a description of the SELECTED CHANNEL section of the MIX 1-6 channels.



1 Displays the SEND FROM screen. (p.219)

2 Displays the DELAY screen. (p.187)

3 Displays the LIBRARY screen. (p.221)

4 Sets the RTA Offset.

Adjusts the sensitivity of RTA. Touch to highlight and then adjust with the [TOUCH AND TURN] knob.

5 Sets the GEQ of channels.

Touch to highlight and then turn the [TOUCH AND TURN] knob to adjust the parameter.

Touching the GEQ ON FADER mark to turn it on, enables the faders on the top panel.

Touch the jump button to open the GEQ screen. (p.211)

6 Displays the CH VIEW screen. (p.197)

7 Displays the OUTPUT screen. (p.214)

**8 Sets the EQ of channels.**

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

Settings like selecting the type of 1-knob EQ mode and switching the filter type are made on the EQ screen.

Touch the jump button to open the EQ screen. (p.176)

**9 Sets the DYN2 of channels.**

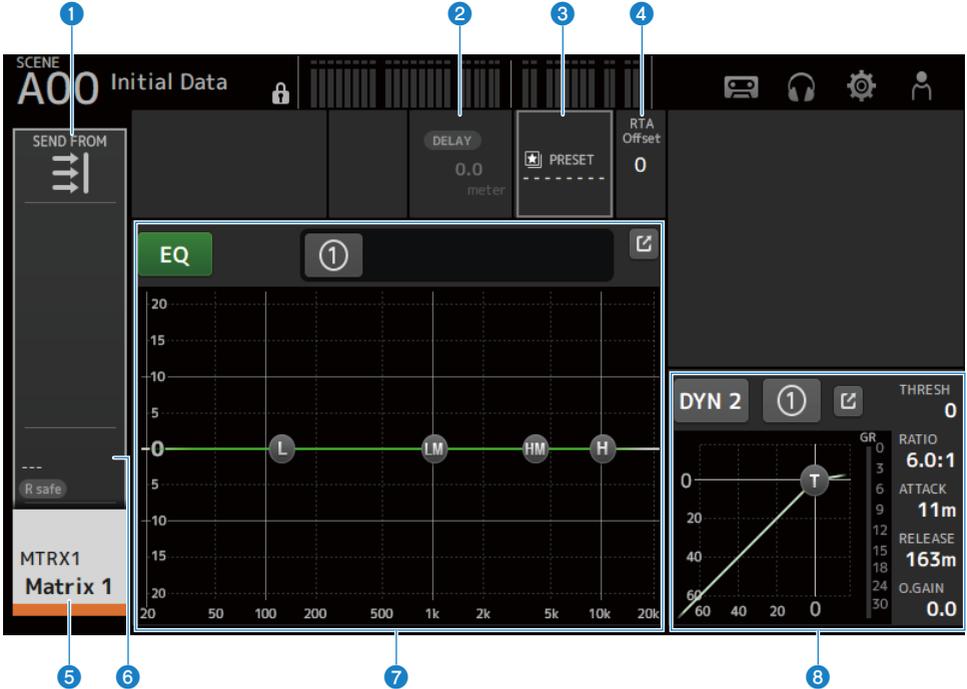
The 1-knob button switches between the 1-knob mode and the manual mode.

Touch to highlight and then turn the [TOUCH AND TURN] knob to adjust the parameter.

Touch the jump button to open the DYN2 screen. (p.184)

## MATRIX 1-2

Following is a description of the SELECTED CHANNEL section of the MATRIX 1-2 channels.



1 Displays the SEND FROM screen. (p.219)

2 Displays the DELAY screen. (p.187)

3 Displays the LIBRARY screen. (p.221)

4 Sets the RTA Offset.

Adjusts the sensitivity of RTA. Touch to highlight and then adjust with the [TOUCH AND TURN] knob.

5 Displays the CH VIEW screen. (p.197)

6 Displays the OUTPUT screen. (p.214)

7 Sets the EQ of channels.

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

Settings like selecting the type of 1-knob EQ mode and switching the filter type are made on the EQ screen.

Touch the jump button to open the EQ screen. (p.176)

HOME screen > SELECTED CHANNEL section

**8 Sets the DYN2 of channels.**

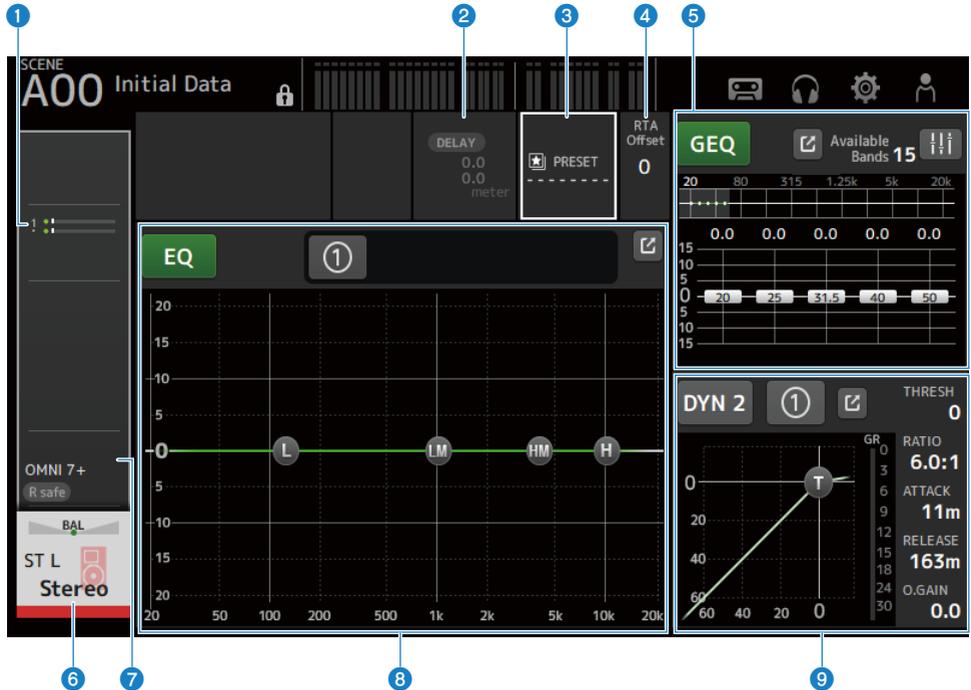
The 1-knob button switches between the 1-knob mode and the manual mode.

Touch to highlight and then turn the [TOUCH AND TURN] knob to adjust the parameter.

Touch the jump button to open the DYN2 screen. (p.184)

## ST L/R

Following is a description of the SELECTED CHANNEL section of the STEREO L/R channels.



1 Displays the SEND TO screen. (p.193)

2 Displays the DELAY screen. (p.187)

3 Displays the LIBRARY screen. (p.221)

4 Sets the RTA Offset.

Adjusts the sensitivity of RTA. Touch to highlight and then adjust with the [TOUCH AND TURN] knob.

5 Sets the GEQ of channels.

Touching the GEQ ON FADER mark to turn it on, enables the faders on the top panel.

Touch the jump button to open the GEQ screen. (p.211)

6 Displays the CH VIEW screen. (p.197)

7 Displays the OUTPUT screen. (p.214)

8 Sets the EQ of channels.

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

Settings like selecting the type of 1-knob EQ mode and switching the filter type are made on the EQ screen.

Touch the jump button to open the EQ screen. (p.176)

HOME screen > SELECTED CHANNEL section

**9 Sets the DYN2 of channels.**

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

Touch to highlight and then turn the [TOUCH AND TURN] knob to adjust the parameter.

Touch the jump button to open the DYN2 screen. (p.184)

## CH STRIP section

### CH STRIP section

---

The CH STRIP section allows you to display and configure the parameters of 8 channels at one time. To open it, touch the [HOME] key on the top panel or push the HOME button onscreen.

#### **NOTE**

You can choose what is displayed on the HOME screen by selecting Key Function → [HOME] Key from SETUP screen → PREFERENCE screen.

#### **Related links**

“PREFERENCES screen” (p.85)

## CH 1-16, ST IN, FX RTN 1-2

Following is a description of the CH STRIP section of the CH 1-16, ST IN, FX RTN 1-2 channels.



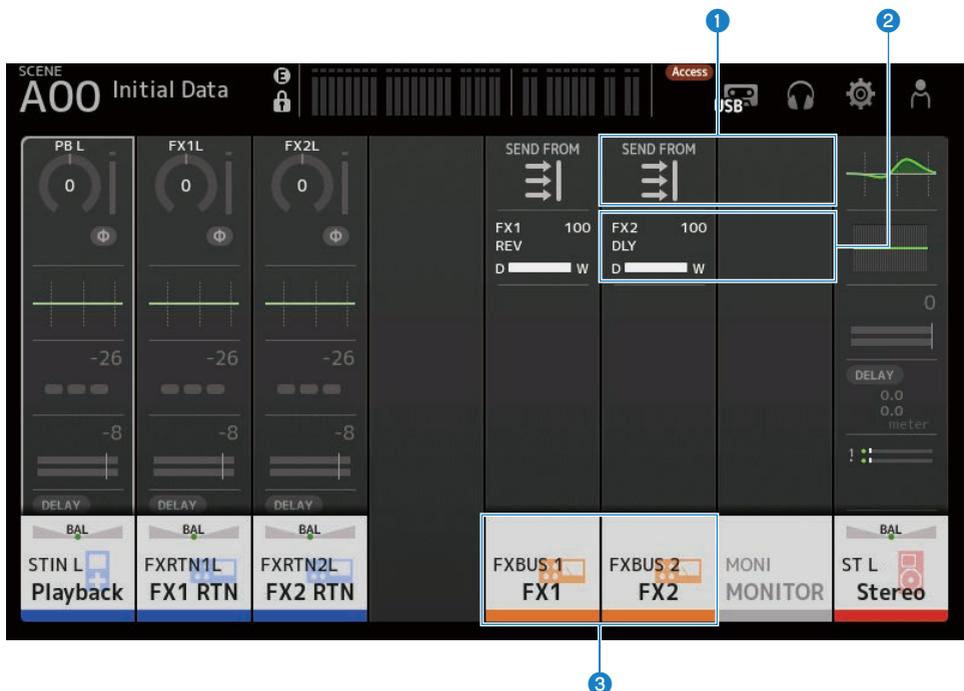
- 1 Displays the INPUT screen. (p.169)
- 2 Displays the EQ screen. (p.176)
- 3 Displays the DYN1 screen. (p.181)
- 4 Displays the DYN2 screen. (p.184)
- 5 Displays the DELAY screen. (p.187)
- 6 Displays the FX 1 screen. (p.189)

HOME screen > CH STRIP section

- 7 **Displays the FX 2 screen.** (p.189)
- 8 **Displays the SEND TO screen.** (p.193)
- 9 **Displays the ASSIGN screen.** (p.195)
- 10 **Displays the CH VIEW screen.** (p.197)

## FX BUS 1-2

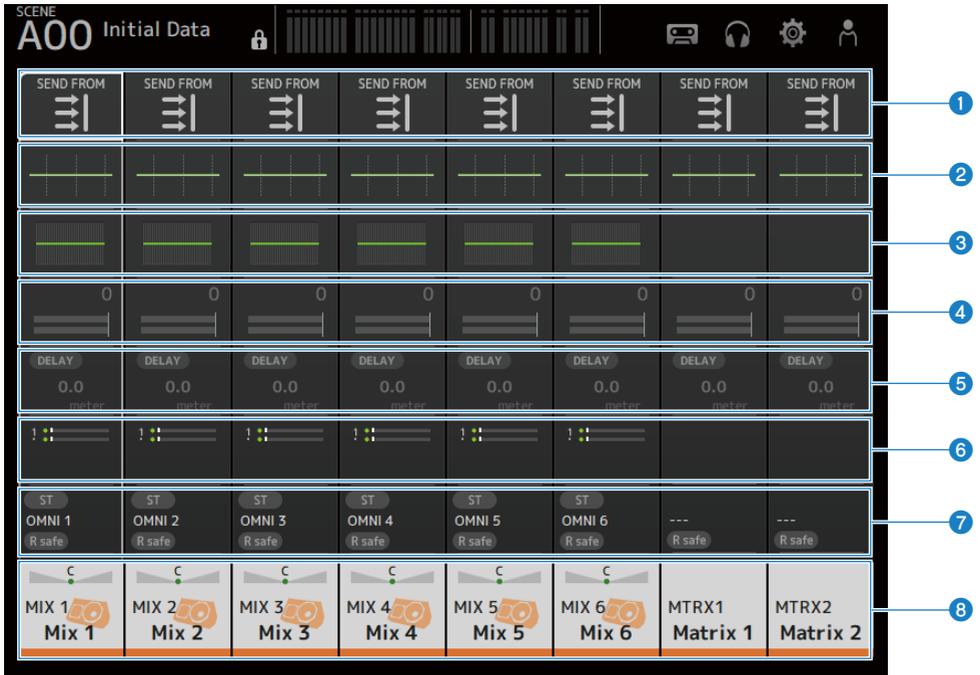
Following is a description of the CH STRIP section of the FX BUS 1-2 channels.



- 1 Displays the SEND FROM screen. (p.219)
- 2 Displays the FX screen. (p.189)
- 3 Displays the CH VIEW screen. (p.197)

## MIX 1-6 and MATRIX 1-2

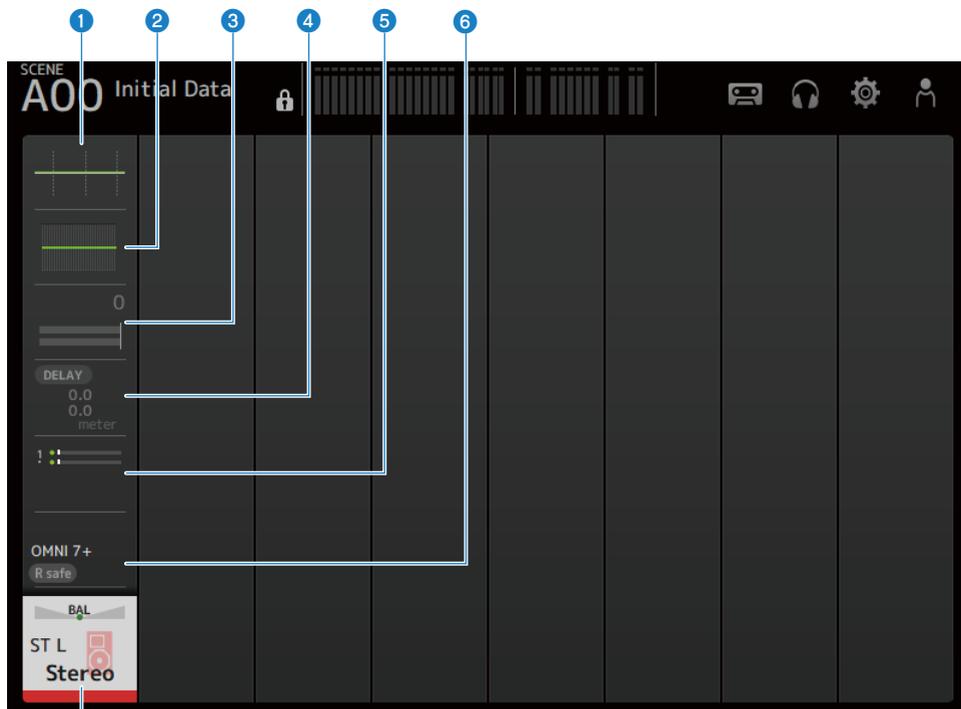
Following is a description of the CH STRIP section of the MIX 1-6 and MATRIX 1-2 channels.



- 1 Displays the SEND FROM screen. (p.219)
- 2 Displays the EQ screen. (p.176)
- 3 Displays the GEQ screen. (p.211)
- 4 Displays the DYN2 screen. (p.184)
- 5 Displays the DELAY screen. (p.187)
- 6 Displays the SEND TO screen. (p.193)
- 7 Displays the OUTPUT screen. (p.214)
- 8 Displays the CH VIEW screen. (p.197)

## ST L/R

Following is a description of the CH STRIP section of the STEREO L/R channels.



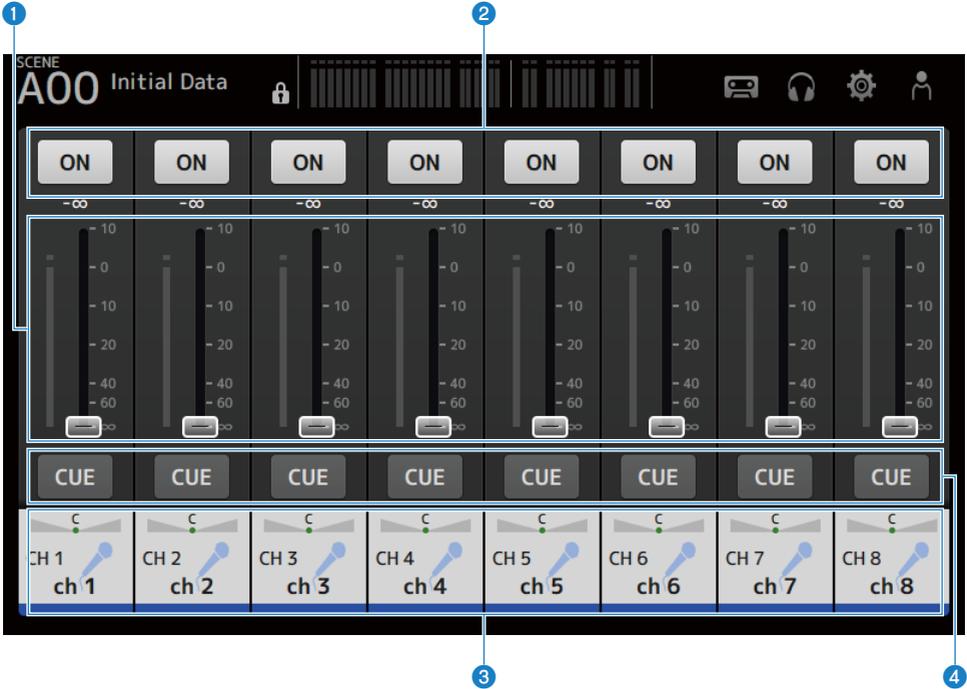
- 1 Displays the EQ screen. (p.176)
- 2 Displays the GEQ screen. (p.211)
- 3 Displays the DYN2 screen. (p.184)
- 4 Displays the DELAY screen. (p.187)
- 5 Displays the SEND TO screen. (p.193)
- 6 Displays the OUTPUT screen. (p.214)
- 7 Displays the CH VIEW screen. (p.197)

## FADER section

The FADER section allows you to display and configure a fader strip with 8 channels. To open it, touch the [HOME] key on the top panel or push the HOME button onscreen.

### NOTE

You can choose what is displayed on the HOME screen by selecting Key Function → [HOME] Key from SETUP screen → PREFERENCE screen.



- 1 Faders**  
Operate the fader levels of the channels.
- 2 ON button**  
Toggles the channel ON/OFF.
- 3 Displays the CH VIEW screen. (p.197)**
- 4 CUE button**  
Turns the channel CUE ON and OFF.

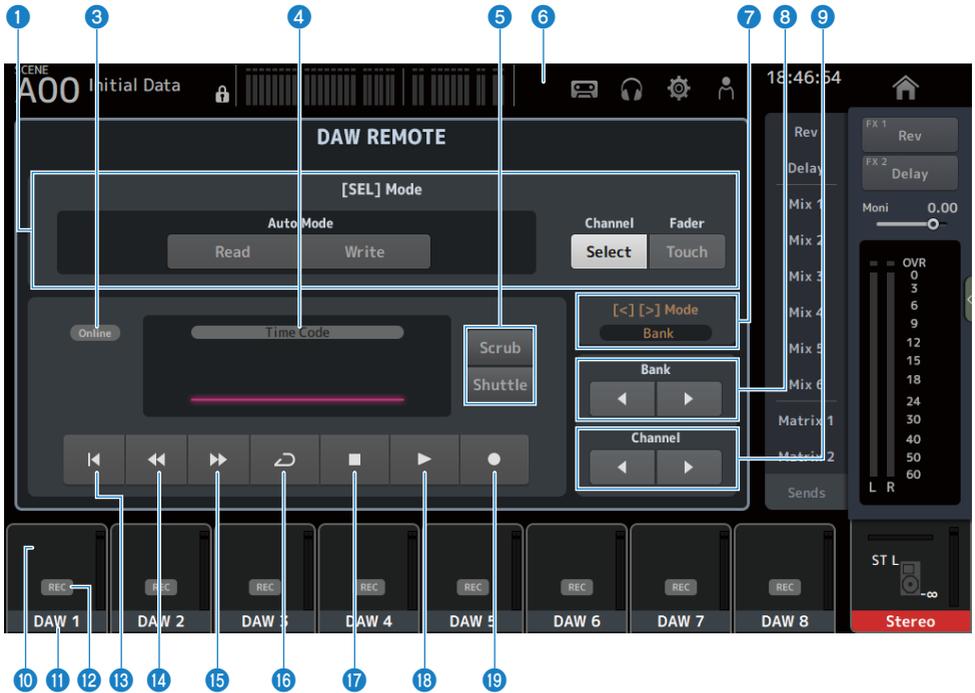
# DAW REMOTE screen

## DAW REMOTE screen

The DAW REMOTE screen is for remotely controlling DAW.

Press the CUSTOM 1 key and the CUSTOM 2 key simultaneously to open the DAW REMOTE screen. What is displayed can be changed by selecting Preference → Others → DAW Remote Mode.

### If DAW Remote Mode is on Steinberg :



## If DAW Remote Mode is on Others :



### 1 [SEL] mode switching buttons

Used to switch the functions of the [SEL] key.

- **Auto Mode :**
  - Selects the automation mode.
  - Read: Turns the Read mode ON.
  - Touch: Turns the Touch mode ON.
  - Latch: Turns the Latch mode ON.
  - Write: Turns the Write mode ON.
  - Trim: Turns the Trim mode ON.
  - Off: Turns the automation mode OFF.
- **Channel Select :**
  - For selecting the channel (track).
- **Fader Touch :**
  - Sends the touch event.

### 2 Rec/Rdy All button

Turns arm recording for all tracks ON.

**3 ONLINE indicator**

The ONLINE icon is displayed if DAW and USB MIDI are connected.



**4 TIME CODE indicator**

Displays the time code.

The description at the top varies with the format of the time code (Time Code, Frames, Beats).

**5 Scrub/Shuttle switching buttons**

Chooses between Scrub and Shuttle for the operation of the [TOUCH AND TURN] knob when the time code is highlighted.

**6 DAW indicator**

The DAW icon is displayed in the status indicator if DAW is connected.

**7 [<][>] Mode display**

Displays the function of [<] [>] of the DAW REMOTE keys.

- **Channel :**  
Increase/decreases the channel
- **Bank :**  
Increase/decreases the bank

**8 Move bank buttons**

Moves the channels under remote control 8 channels at a time.

**9 Move Channel buttons**

Moves the channels under remote control 1 channel at a time.

**10 Level indicator**

Displays the channel levels.

**11 Channel name**

Displays the channel (track) name.

**12 Rec arm button**

Turns arm recording for tracks ON.

**13 Start point button**

Returns to the start point.

**14 Rewind button**

Rewinds playback.

**15 Fast forward button**

Fast forwards playback.

**16 LOOP button**

Turns the loop mode ON/OFF.

DAW REMOTE screen > DAW REMOTE screen

**17 Stop button**

Stops recording or playing.

**18 Play button**

Starts playback.

**19 Record button**

Starts recording.

**Related links**

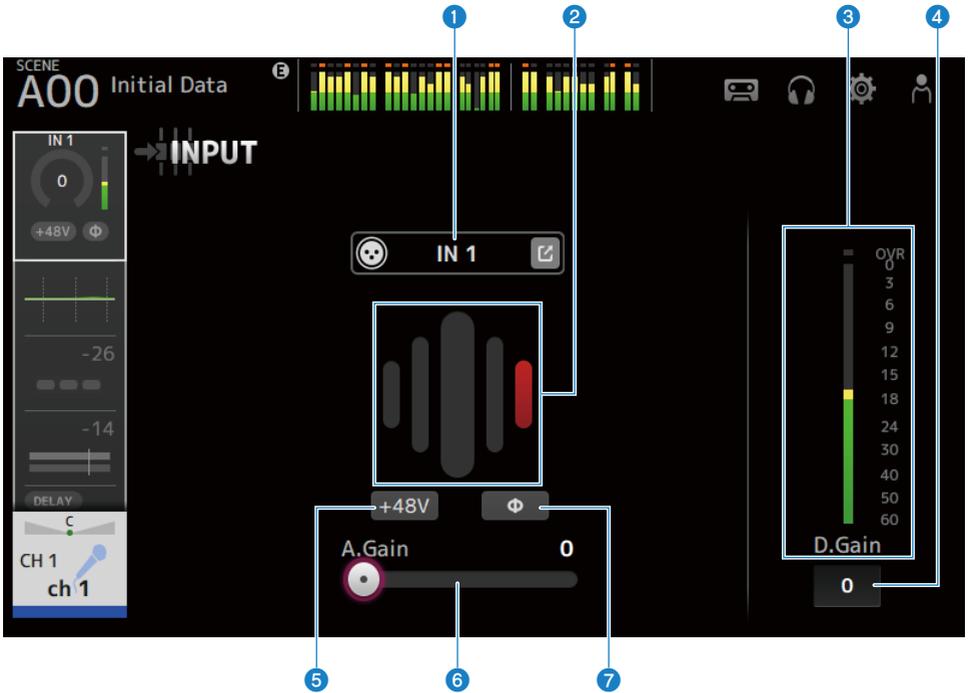
[“For configuring a USB MIDI port” \(p.269\)](#)

# Channel-specific screens

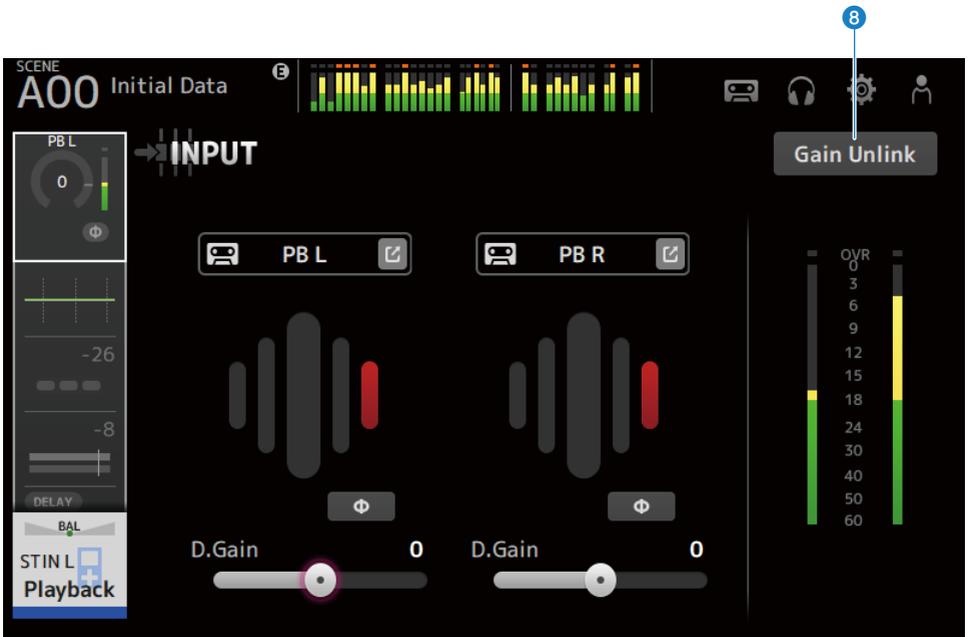
## INPUT screen

The INPUT screen allows you to configure INPUT PATCH, turn phantom power ON/OFF, toggle the signal phase, and adjust input gain.

■ For CH 1-16



■ For ST IN, FX RTN channels



## 1 INPUT PATCH buttons

Allows you to select the input channel's input source (input port).

- **IN :**  
Input from a device connected to the [INPUT] jack.
- **DANTE :**  
Input from the Dante port. Use this when selecting an input from a Tio1608-D or stage box connected to DM3 and Dante.
- **USB :**  
Input from a computer connected to the [USB TO HOST] connector.
- **FX :**  
Input from FX BUS.
- **PB :**  
Input from Playback. For selecting input from a storage device plugged into the USB connector on the top panel.

Touch the jump button to open the INPUT CH PATCH screen.

### NOTE

- When USB is selected, the gain slider becomes digital gain and the +48V button is hidden.
- DM3 STANDARD cannot be used with Dante.
- When DANTE is selected and input is from a device that cannot operate the head amp, the gain slider becomes digital gain and the +48V button is hidden.

Even if the input source is set to DANTE, OFFLINE is displayed if the DANTE device is on an offline channel, or if DANTE is working on a secondary port.



If the input source is set to DANTE, ERROR is displayed if an error occurs.



**2 GainFinder**

Displays the input gain level. When adjusting the input gain, adjust it so it is in the center of the level display. When the input source is set to USB, it displays a digital input gain level.

**3 Level meter**

Displays the gain adjusted level.

**4 Digital gain text box**

Allows you to adjust digital gain. The default setting is 0 dB. You can touch the text box to highlight it, then use the [TOUCH AND TURN] knob to adjust the setting. You can also touch the text box again to adjust the setting with the keyboard screen.

### 5 **+48V buttons**

Turns phantom power (+48V) to the head amp ON/OFF.

- **ON:**

Turns phantom power ON.

- **OFF:**

Turns phantom power OFF.

When USB is the selected input, the +48V button is not displayed.

#### **NOTICE**

- Phantom power
  - When phantom power is not needed, set the +48V button to the OFF position.
  - Observe the following when using phantom power to prevent damage to the console or connected devices, and signal noise.
- Turn the +48V button OFF when the device connected to the [INPUT] jack is not compatible with phantom power.
- Do not connect or disconnect cables when the +48V button is ON.
- Before turning the +48V button ON/OFF, set the channel's volume to the minimum level.

#### **NOTE**

When using phantom power, noise may be generated if there is a difference in impedance between the Hot and Cold of the device connected to [INPUT] jack.

### 6 **Gain sliders**

When INPUT is selected for the input, the slider adjusts the analog gain of the head amp.

The PAD (-24 dB) is switched ON/OFF when the analog gain is adjusted between +17 dB and +18 dB.

When USB is selected for the input, the slider adjusts digital gain.

### 7 **Φ (phase) button**

Allows you to change the phase of the signal.

When turned ON, the input signal's phase is inverted.

### 8 **Gain Unlink buttons**

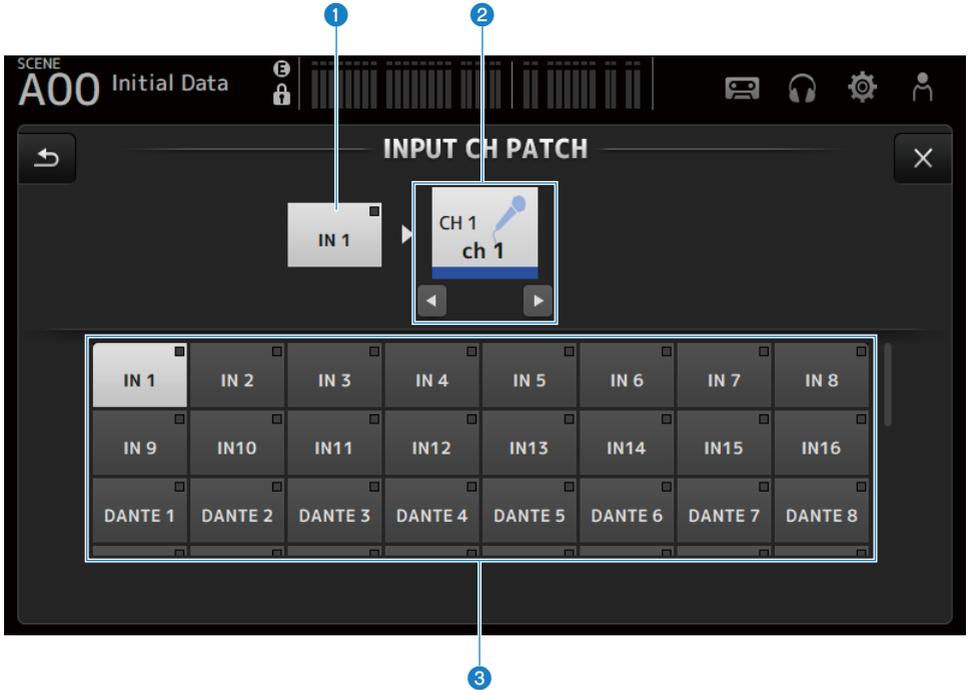
Displayed for stereo channels. While you are touching the button, gain for the left and right channels can temporarily be adjusted individually. When you release the button, the gain for both channels can be adjusted together but the difference in gain between the two channels is maintained.

#### **Related links**

“INPUT CH PATCH screen” (p.174)

## INPUT CH PATCH screen

The INPUT CH PATCH screen is for configuring patch ports to input channels.



**1 Port name**

Shows the name of the port patched to channel.

**2 Channel name**

Shows the channel name of the patch destination. The selected channel can be moved up/down with the left/right buttons.

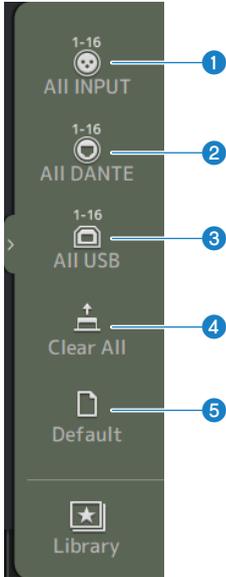
**3 Port buttons**

For selecting the patch port to a channel.

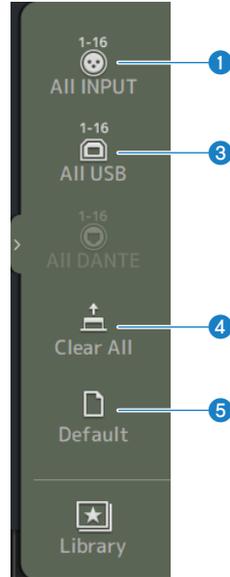
### ■ INPUT CH PATCH screen menu

Swipe left on the menu swipe indicator on the right of the INPUT CH PATCH screen to open the following menu.

### DM3



### DM3 STANDARD



- 1 All INPUT**  
Allows you to assign all input sources of CH 1-16 to [INPUT] jacks.
- 2 All DANTE (DM3 only)**  
Allows you to assign the Dante device as the input source for CH 1-16.
- 3 All USB**  
Allows you to assign the [USB TO HOST] connector connected to a computer as the input source for CH 1-16.
- 4 Clear All**  
Clears all assignments for input sources (sets it to None).
- 5 Default**  
Resets input sources of selected channels to their defaults.

### Related links

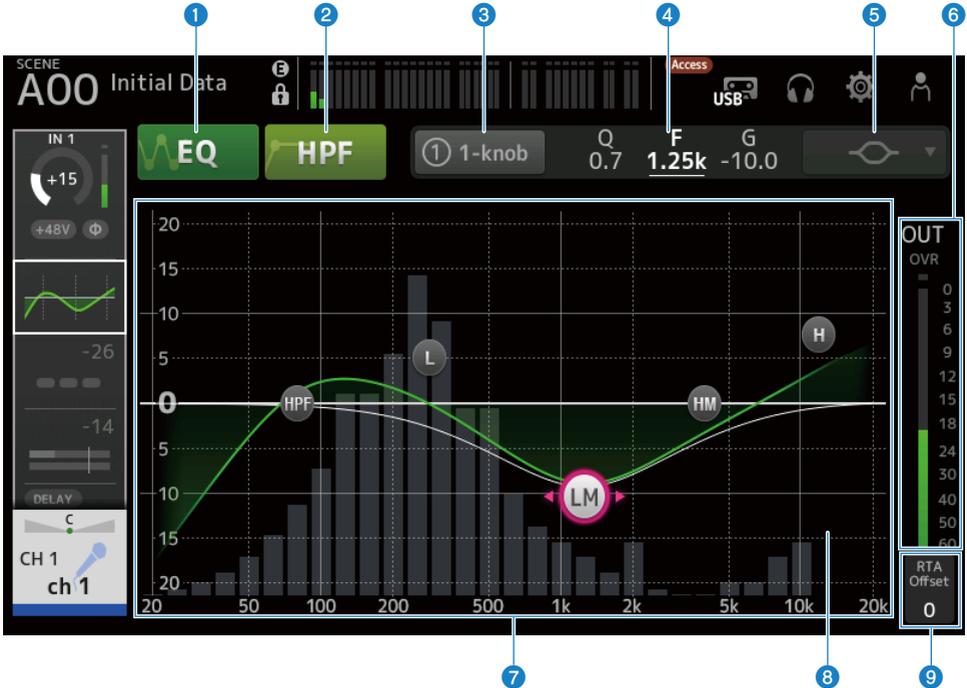
“Default values of IN/OUT patches” (p.341)

## EQ screen

The EQ screen can be used to correct the frequency characteristics of the audio.

A 4-band parametric EQ is available for CH 1-16, ST IN, FX RTN 1-2, MIX 1-6, STEREO, MATRIX 1-2. A high-pass filter HPF can be used on CH 1-16. This screen also allows you to switch between the easy to operate 1-knob mode just with the [TOUCH AND TURN] knob and the manual mode, where individual parameters can be manipulated.

### ■ 4-band parametric EQ



**1 EQ buttons**

Turns the EQ ON/OFF.

**2 HPF buttons**

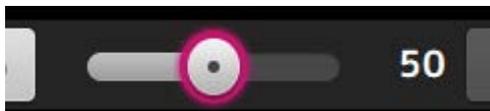
Turns the HPF (high-pass filter) ON/OFF.  
Displayed for CH 1-16.

**3 1-knob buttons**

Switches between 1-knob EQ mode and manual mode.  
When using 1-knob EQ mode, the 1-knob level slider is displayed.

**4 1-knob level slider**

Adjusts the amount of 1-knob EQ applied.



When using manual mode, information about the selected band's Q, F, and G is displayed here.

**5 EQ mode type selection button**

In manual mode, this button selects the filter type. You can switch the filter type between LOW band and HIGH band.

For CH 1-16, the available LOW band filters are low-shelving type and bell type.

For other channel EQs, (i.e., for channel EQs that do not have an HPF), you can choose from HPF, low-shelving, and bell types.

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

In 1-knob EQ mode, you can select the 1-knob EQ type. Select “Vocal” for vocal channels, and “Intensity” for anything else.

When set to “Intensity”, you can adjust the EQ to a setting between flat and a more intense value of EQ settings made using manual mode.

“Loudness” is available for the EQ of output channels. This setting allows you to boost low and high tones.

The available types depend on the channel whose settings you are editing.

	<b>CH 1-16</b> <b>HPF+4Band</b>	<b>ST IN</b> <b>4Band</b>	<b>FX RTN</b> <b>4Band</b>	<b>MIX</b> <b>4Band</b>	<b>STEREO</b> <b>4Band</b>	<b>MATRIX</b> <b>4Band</b>
Intensity	✓	✓	✓	✓	✓	✓
Vocal	✓	—	—	—	—	—
Loudness	—	—	—	✓	✓	✓

**6 EQ output level meter**

Displays the EQ's output level.

7 **EQ graph**

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

When using 1-knob EQ mode, you can touch the 1-knob level slider and then adjust the slider using the 1-knob level slider itself or the [TOUCH AND TURN] knob.

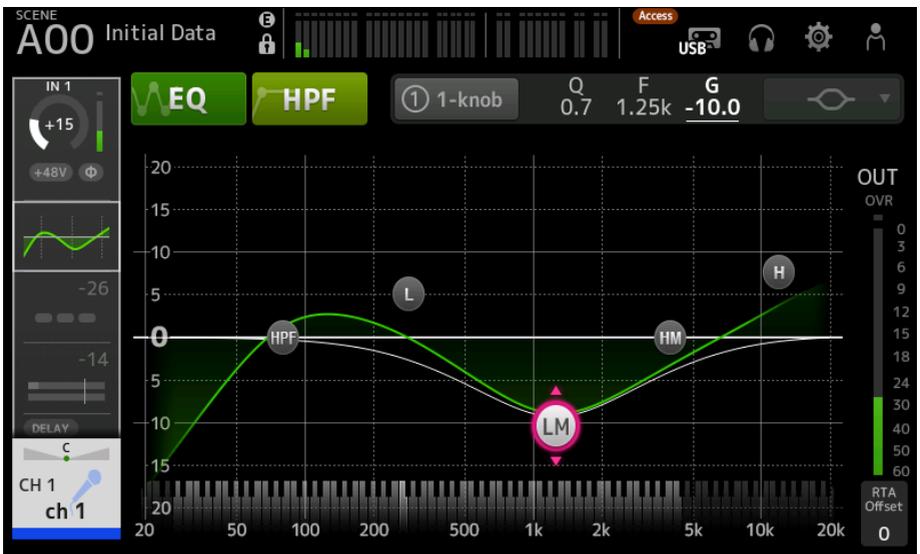
When using manual mode, you can drag the handles in the graph to adjust the settings.

When HPF is turned ON, you can drag the HPF handle to adjust the cutoff frequency. You can also adjust HPF independently when using the Intensity type in the 1-knob EQ mode.



**8 RTA/Keyboard display**

You can touch the bottom of the graph where no parameters are displayed to toggle through RTA, keyboard and no display in order. RTA is a graph that displays the frequencies of the input signal after the EQ is applied. The keyboard display is helpful for understanding the relationship between frequencies and musical pitches.

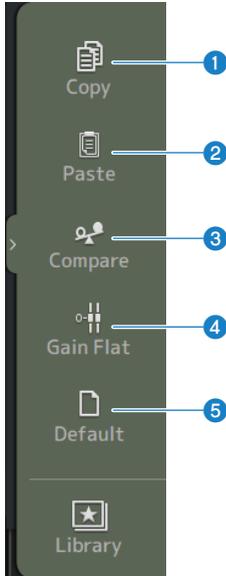


**9 RTA Offset**

Adjusts the RTA sensitivity. Touch to highlight and then adjust with the [TOUCH AND TURN] knob.

## ■ EQ screen menu

Swipe left on the menu swipe indicator on the right of the EQ screen to open the following menu.



**1 Copy**

Copies the EQ parameters of the selected channel.

**2 Paste**

Pastes the copied EQ parameters to the selected channel.

**3 Compare**

Allows you to compare the EQ parameters of the selected channel with the copied EQ parameters by switching between the two.

**4 Gain Flat**

Sets the EQ gain on the selected channels to flat.

**5 Default**

Resets EQ settings to their default values.

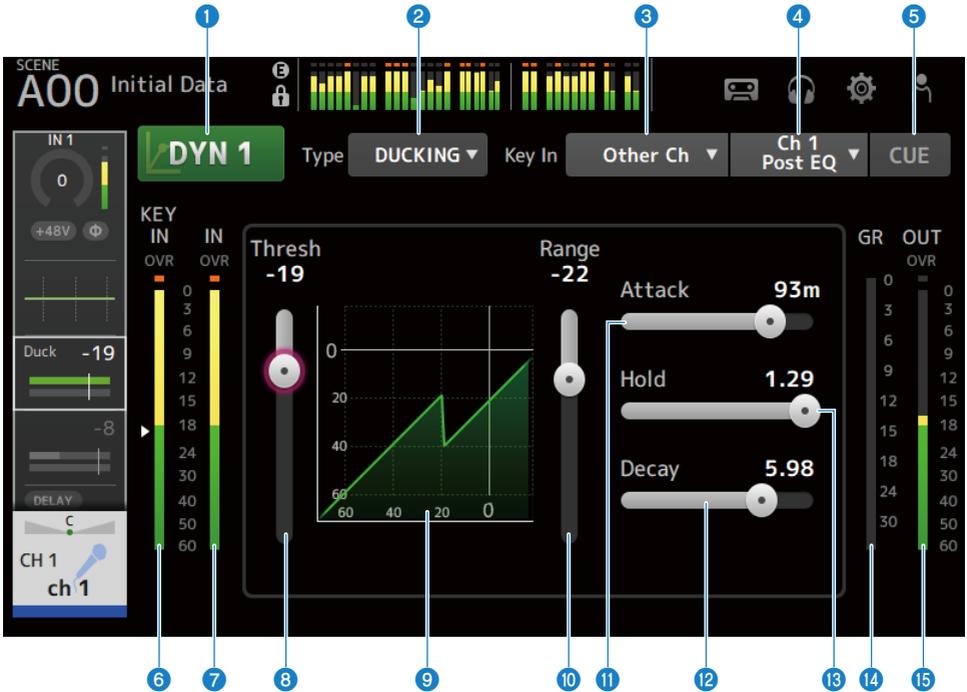
### Related links

- “Adjusting EQ in 1-knob mode” (p.272)
- “The 1-knob EQ mode mechanism” (p.344)
- “Configuring the HPF” (p.275)

## DYN1 (GATE/DUCKING) screen

The DYN1 screen can be used to correct the dynamic range of each channel.

When GATE is selected, if the input signal level is lower than the threshold, the output signal is reduced by a specified amount (Range). When DUCKING is selected, if the input signal level is lower than the threshold, the output signal is reduced by a specified amount (Range). DYN1 is available for CH 1–16.



**1 DYN1 button**

Turns the DYN1 function ON/OFF.

**2 Type selection button**

Selects either GATE or DUCKING.

**3 Key In selection button**

Select the Key In signal from the following.

- Self Pre EQ
- Self Post EQ
- Other Ch
- MIX

**4 Key In channel selection button**

It is enabled when Other Ch or MIX are selected by the Key In selection button.

When Other Ch is selected, select from CH 1-16 Post EQ.

When MIX is selected, select from MIX OUT 1-6.

**5 CUE button**

Turns the Key In signal CUE ON/OFF.

**6 DYN1 Key In level meter**

Displays the Key In input level.

**7 DYN1 input level meter**

Displays the DYN1 input level.

**8 Threshold slider**

Determines the level at which the GATE/DUCKING effect is applied.

**9 GATE/DUCKING graph**

Displays a visual representation of the GATE/DUCKING level.

**10 Range slider**

Determines the amount by which the signal will be lowered when GATE/DUCKING is applied.

**11 Attack slider**

When GATE is selected, this sets the time from when the input signal exceeds the threshold level until the gate opens.

When DUCKING is selected, this sets the time from when the input signal exceeds the threshold level until the gate closes.

**12 Decay slider**

When GATE is selected, this sets the time until the gate closes after the input signal has passed the HOLD waiting time. When DUCKING is selected, this sets the time until the gate opens after the input signal has passed the HOLD waiting time. The setting value expresses the time required for the level to change by 6 dB.

**13 Hold slider**

When GATE is selected, this sets the waiting time until the gate starts to close after the input signal falls below the threshold level. When DUCKING is selected, this sets the waiting time until the gate starts to open after the input signal falls below the threshold level.

**14 GR (gain reduction) meter**

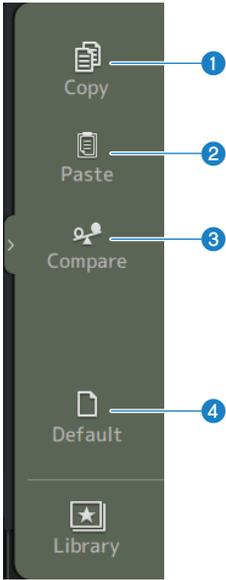
Displays the amount by which the signal's gain is reduced.

**15 OUT (output) meter**

Displays the GATE/DUCKING output level.

**■ DYN1 screen menu**

Swipe left on the menu swipe indicator on the right of the DYN1 screen to open the following menu.



**1 Copy**

Copies the DYN1 parameters of the selected channel.

**2 Paste**

Pastes the copied DYN1 parameters to the selected channel.

**3 Compare**

Allows you to compare the DYN1 parameters of the selected channel with the copied DYN1 parameters by switching between the two.

**4 Default**

Resets DYN1 settings to their default values.

**Related links**

“Configuring GATE/DUCKING” (p.276)

## DYN2 (COMP) screen

The DYN2 screen allows you to configure the compressor for each channel.

This screen also allows you to switch between the easy to operate 1-knob mode with the [TOUCH AND TURN] knob and the manual mode, where individual parameters can be manipulated.



**1 DYN2 button**

Turns the DYN2 function ON/OFF.

**2 1-knob button**

Switches between 1-knob mode and manual mode.

**3 1-knob level slider (only displayed in 1-knob mode)**

Adjusts the amount of 1-knob COMP applied.

Not displayed during manual mode.

**4 Attack slider**

This sets the time from when the input signal exceeds the value set by the Threshold slider until the full compressor effects is reached.

**5 Key In selection button**

Select the Key In signal from the following.

- Self Pre EQ
- Self Post EQ

**6 Key In level meter**

Displays the Key In input level.

**7 DYN2 input level meter**

Displays input level to DYN2.

**8 Threshold slider**

Sets the level at which the compressor is applied.

**9 Compressor graph**

Displays a visual representation of the current settings.

**10 Ratio slider**

Determines the amount of compression that is applied.

**11 Release slider**

This sets the time from when the input signal drops below the value set by the Threshold slider until the compressor effect disappears. The setting value indicates the time required for the level to change by 6 dB.

**12 Knee buttons**

Determines how gradual or sharp the curve is at the threshold. With Soft the compressor is applied smoothly, with Hard, rapidly.

**13 Out Gain slider**

Adjusts the output level of the compressor.

**14 GR (gain reduction) meter**

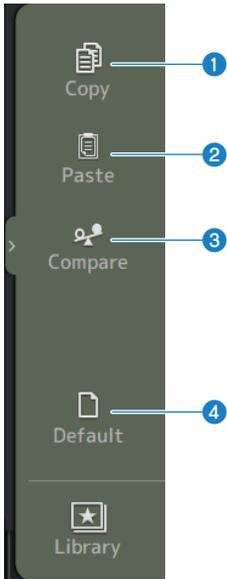
Displays the amount by which the signal's gain is reduced.

**15 OUT (output) meter**

Displays the compressor output level.

**■ DYN2 screen menu**

Swipe left on the menu swipe indicator on the right of the DYN2 screen to open the following menu.



**1 Copy**

Copies the DYN2 parameters of the selected channel.

**2 Paste**

Pastes the copied DYN2 parameters to the selected channel.

**3 Compare**

Allows you to compare the DYN2 parameters of the selected channel with the copied DYN2 parameters by switching between the two.

**4 Default**

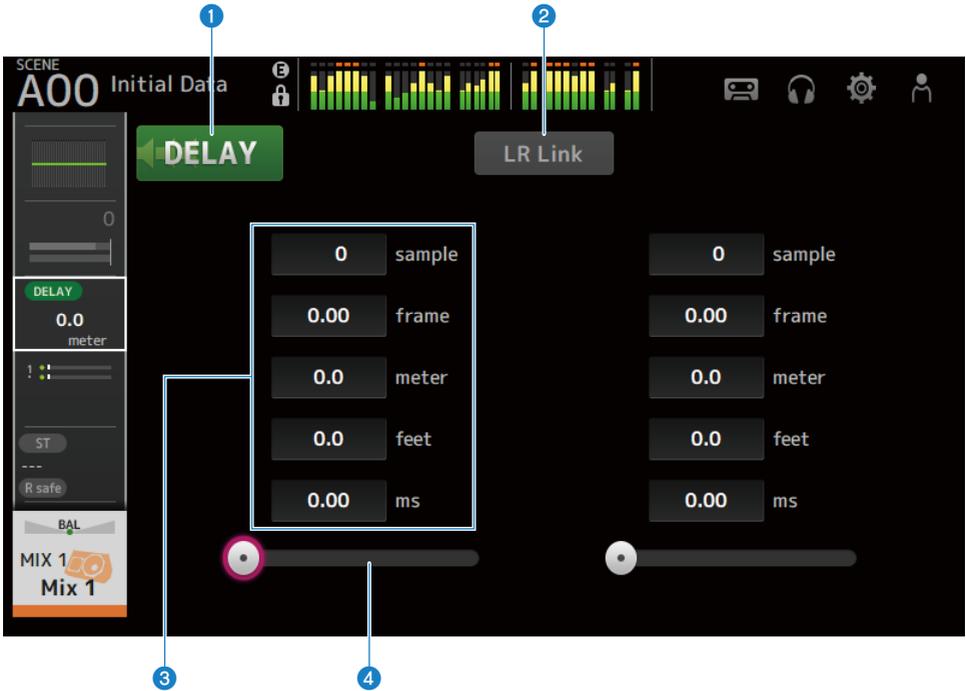
Resets DYN2 settings to their default values.

**Related links**

- “Adjusting the compressor in manual mode” (p.277)
- “The 1-knob COMP mode mechanism” (p.345)

## DELAY screen

The DELAY screen sets the delay for signals outputted from the MIX, MATRIX and STEREO channels, and the delay for signals inputted to the INPUT and ST IN IN channel.



**1 DELAY button**

Turns the DELAY ON/OFF.

**2 LR Link button**

It links the operation of DELAY ON/OFF and the delay time. If the delay time is set to a different value, the delay time is linked while maintaining the difference.

Selected channels are displayed for stereo channels.

**3 DELAY setting text box**

Delay can be specified by sample, frame, meter, feet or ms. Touch when selected to open the screen for entering numeric values.

**4 DELAY slider**

Allows you to set the delay time.

Delay time can be displayed in units of sample, frame, meter, feet or ms.

### ■ DELAY screen menu

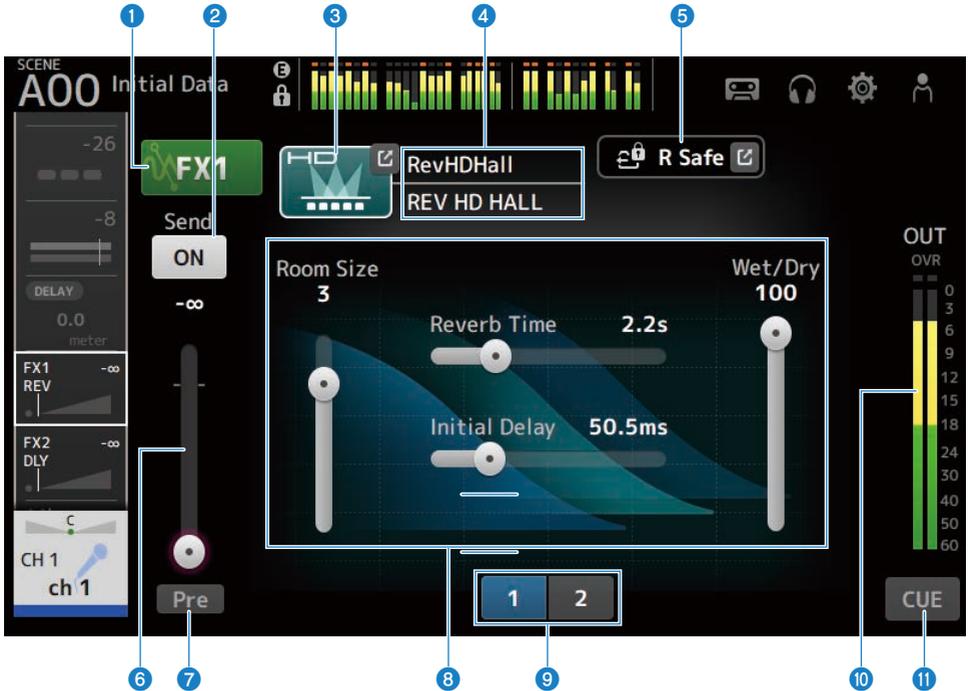
Swipe left on the menu swipe indicator on the right of the DELAY screen to open the following menu.



- 1 Copy**  
Copies the DELAY parameters of the selected channel.
- 2 Paste**  
Pastes the copied DELAY parameters to the selected channel.
- 3 Default**  
Resets DELAY settings to their default values.

## FX screen

The FX screen allows you to set the type of effect and parameters.



**1 FX button**

Turns the FX ON/OFF.

**2 Send button**

Displayed for CH 1-16, ST IN, FX RTN 1-2.

Determines whether a signal is sent (ON) or not sent (OFF) to the FX BUS.

**3 EFFECT TYPE button**

Touch to open the EFFECT TYPE screen for selecting effects.

**4 Type/library name display**

Displays the type and name of the selected library.

**5 R Safe indicator**

Displays the recall safe status of the FX module.

Touch to display the RECALL SAFE screen.

**6 FX send level slider**

Displayed for CH 1-16, ST IN, FX RTN 1-2.  
For adjusting the send level to the FX BUS.

**7 Pre button**

Displayed for CH 1-16, ST IN, FX RTN 1-2.  
Allows you to select whether the pre-fader or post-fader signal is sent to the FX RTN channel.

- **ON:**  
Just before the fader
- **OFF:**  
After the fader

**8 Parameter sliders**

Allow you to adjust the parameters available for the current effect.

**9 Parameter slider selection buttons**

Touch to display other parameter sliders available for the current effect.

**10 FX output level meter**

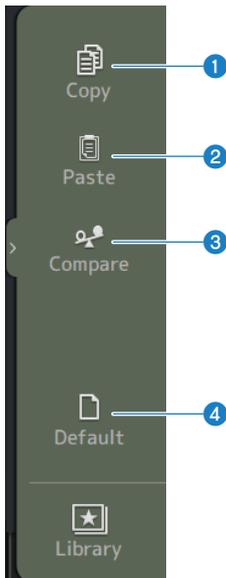
Displays the output level of the FX module.

**11 CUE button**

Turns the FX module CUE ON/OFF.

**FX screen menu**

Swipe left on the menu swipe indicator on the right of the FX screen to open the following menu.



**1 Copy**

Copies parameters of the selected effect.

**2 Paste**

Pastes the copied effect parameters to the selected effect.

**3 Compare**

Allows you to compare the selected effect parameters of the selected effect with the copied effect parameters by switching between the two.

**4 Default**

Resets the parameters of the selected effect to their default values.

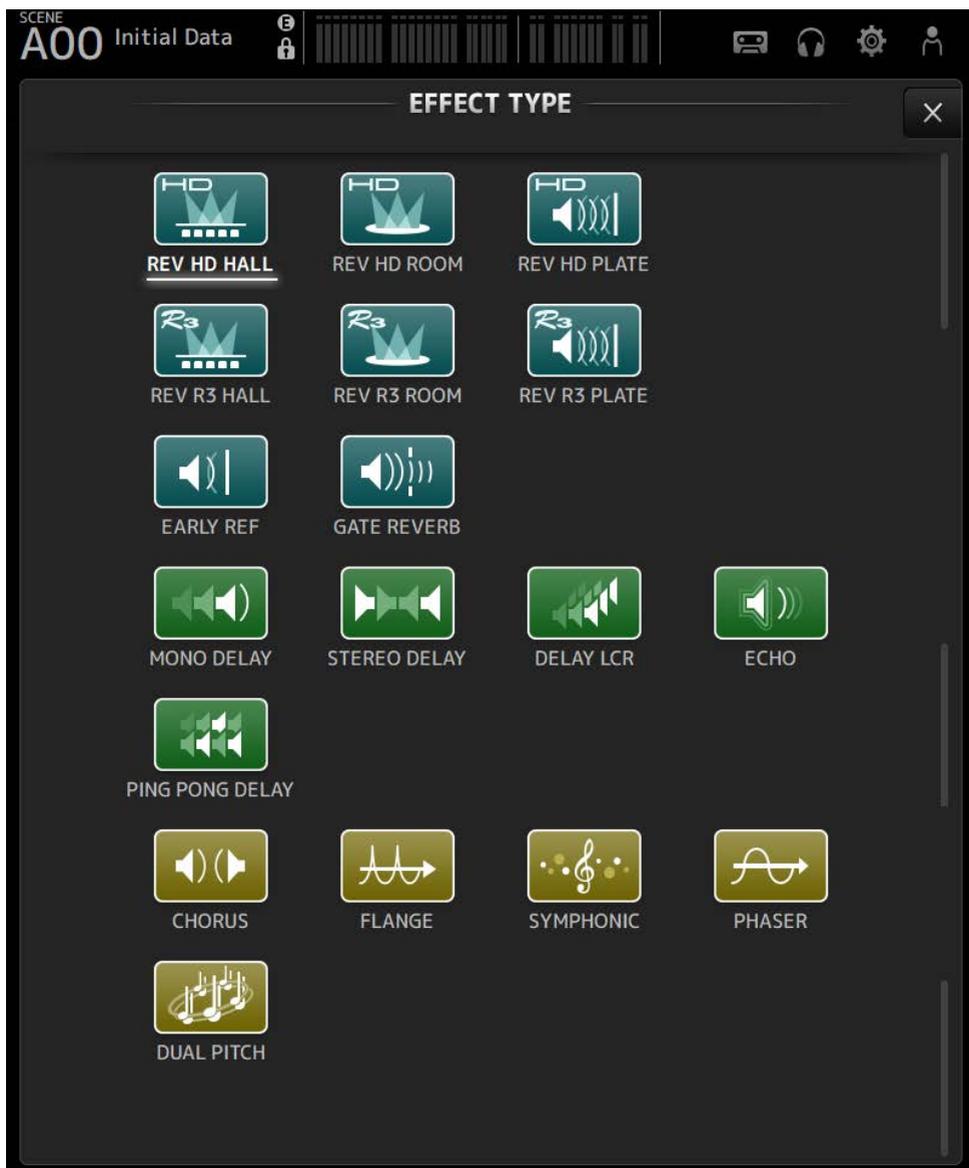
**Related links**

- “EFFECT TYPE screen” (p.192)
- “RECALL SAFE screen” (p.102)
- “Setting effects” (p.279)
- “Setting the send to FX BUS level” (p.283)
- “Data List” (p.362)

## EFFECT TYPE screen

The EFFECT TYPE screen allows you to select the effect type.

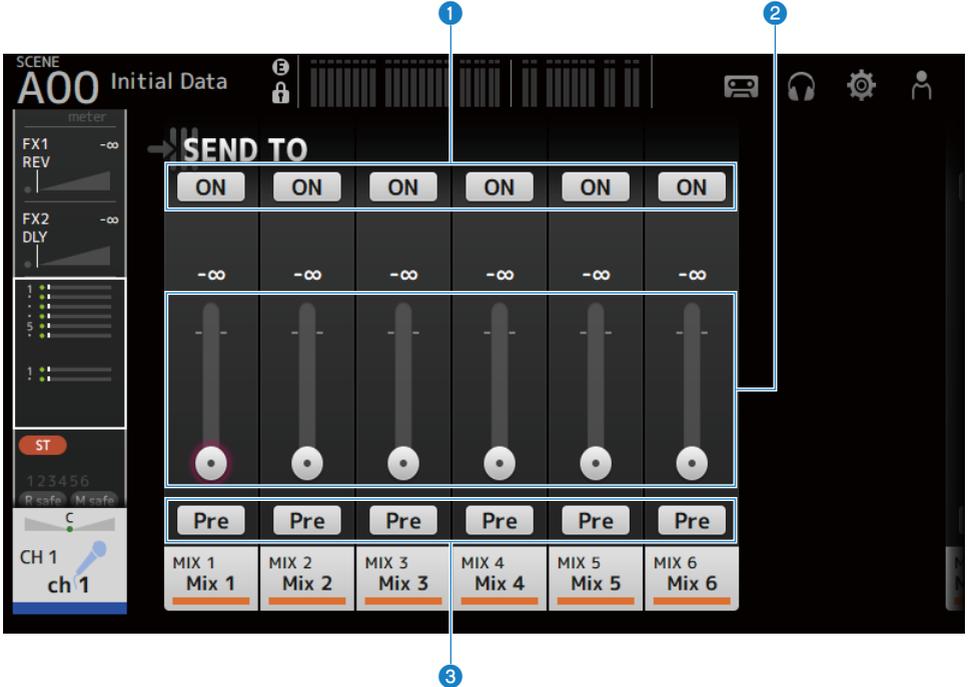
Touch the desired button to make a selection.

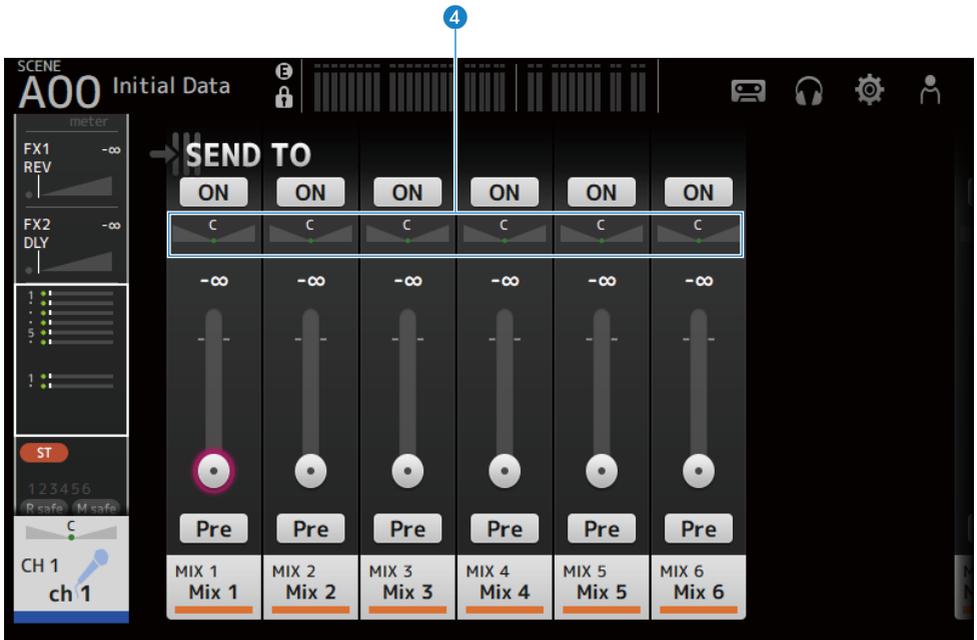


## SEND TO Screen

The SEND TO screen allows you to configure the amount of signal that is sent from each channel to the MIX/MATRIX BUS.

You can swipe left and right to view other buses.





**1 SEND ON buttons**

Determines whether a signal is sent (ON) or not sent (OFF) to the MIX/MATRIX BUS.

**2 SEND LEVEL slider**

Adjusts the amount of signal sent to the MIX/MATRIX BUS.

**3 Pre buttons**

Selects whether the signal sent to the MIX/MATRIX BUS is sent before or after the fader.

- **ON:**  
Before the fader
- **OFF:**  
After the fader

When set to ON, you can select before EQ or before fader with the Pre Fader Send Point on the BUS SETUP screen.

**4 SEND PAN slider**

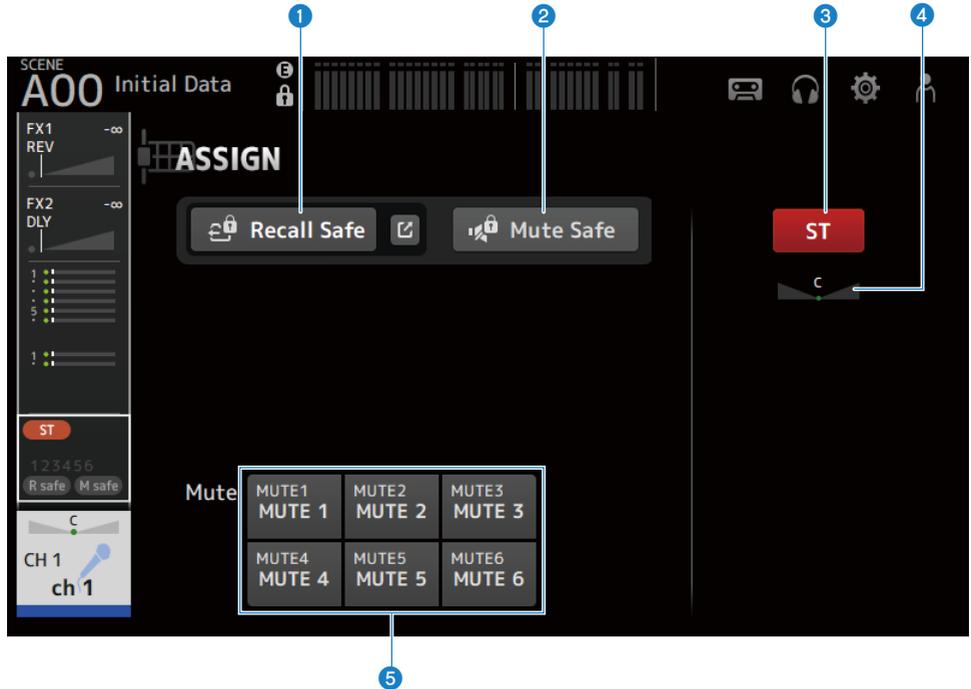
Displayed when the MIX/MATRIX BUS sending destination is stereo. It adjusts the sending pan.

**Related links**

- “BUS SETUP screen” (p.104)
- “Adjusting the send to MIX/MATRIX BUS level” (p.281)
- “Adjusting the send to FX/MIX/MATRIX BUS level with faders” (p.285)

## ASSIGN screen

The ASSIGN screen is for settings like recall safe or mute safe ON/OFF and assigning STEREO channels and mute groups.



**1 Recall Safe button**

Turns the channel Recall Safe ON/OFF.

Touch the jump button on the right of the Recall Safe button to open the RECALL SAFE screen.

**2 Mute Safe button**

You can temporarily exclude certain channels from a mute group.

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

**3 ST button**

Turns the assignment to the STEREO channel ON/OFF.

**4 PAN slider**

Adjusts the channel PAN.

**5 Mute buttons**

Turns the channel's assignment to MUTE groups 1–6 ON/OFF.

You can assign a channel to multiple MUTE groups.

Channel-specific screens > ASSIGN screen

**Related links**

“RECALL SAFE screen” (p.102)

## CH VIEW screen

### CH VIEW screen

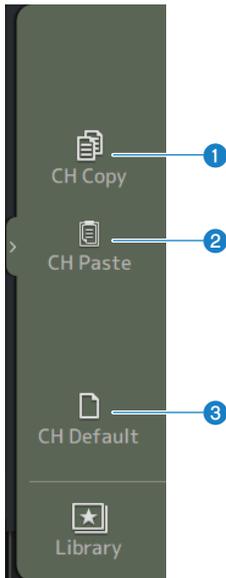
The CH VIEW screen provides an overview of all the settings for a channel.

You can change settings using this screen, in addition to the corresponding feature's configuration screen.

Items displayed on this screen vary depending on the type of channel selected.

#### ■ CH VIEW screen menu

Swipe left on the menu swipe indicator on the right of the CH VIEW screen to open the following menu.



**1 CH Copy**

Copies the settings of the selected channel.

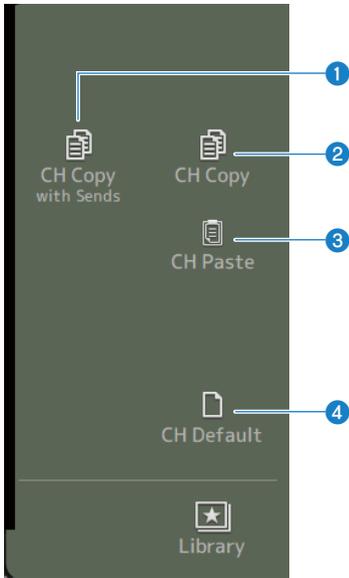
**2 CH Paste**

Pastes the copied channel settings to the selected channel.

**3 CH Default**

Resets the settings of the current channel to their default values.

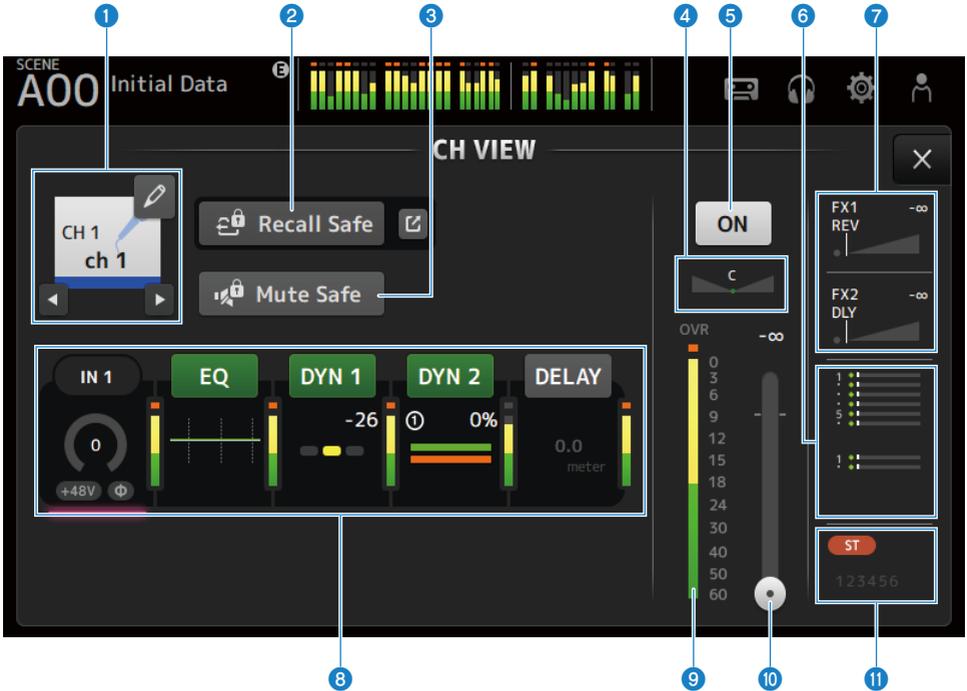
■ **If MIX/MATRIX channel or FX BUS**



- 1 CH Copy with Sends**  
Copies selected channel settings, including sends.
- 2 CH Copy**  
Copies the settings of the selected channel.
- 3 CH Paste**  
Pastes the copied channel settings to the selected channel.
- 4 CH Default**  
Resets the settings of the current channel to their default values.

## CH 1-16, ST IN, FX RTN 1-2

Following is a description of the CH VIEW screen of the CH 1-16, ST IN, FX RTN 1-2 channels.



**6 SEND TO box**

Touch while selected to open the SEND TO screen.

Uses a white line to indicate the amount of signal from the selected channel that is sent to the MIX/MATRIX channels. Send levels, the selected channel's fader levels, and the actual send levels are indicated by horizontal bars.

The information displayed here indicates whether the signal sent to the MIX channel is a pre- or post-fader signal. If the indicator is green, it is a pre-fader signal; if gray, post-fader.

**7 FX 1/2 box**

Displays the FX 1/2 type.

When selected, you can use the [TOUCH AND TURN] knob to adjust the FX send level. Touch while selected to open the FX screen.

Uses a white line to indicate the amount of signal from the selected channel that is sent to the FX BUS.

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

The information displayed here indicates whether the signal sent to the FX BUS is a pre- or post-fader signal. If the indicator is green, it is a pre-fader signal; if gray, post-fader.

**8 Boxes**

Touch while selected to open the configuration screen for the corresponding feature.

Touching the buttons of the EQ, DYN1, DYN2 or DELAY boxes turns the corresponding function ON/OFF.

- **HA box:**

Displays the INPUT screen.

- **EQ box:**

Displays the EQ screen.

- **DYN1 box:**

Displays the DYN1 screen.

- **DYN2 box:**

Displays the DYN2 screen.

- **DELAY box:**

Displays the DELAY screen.

**9 Channel output level meter**

Displays the channel's output level.

**10 Channel fader level slider**

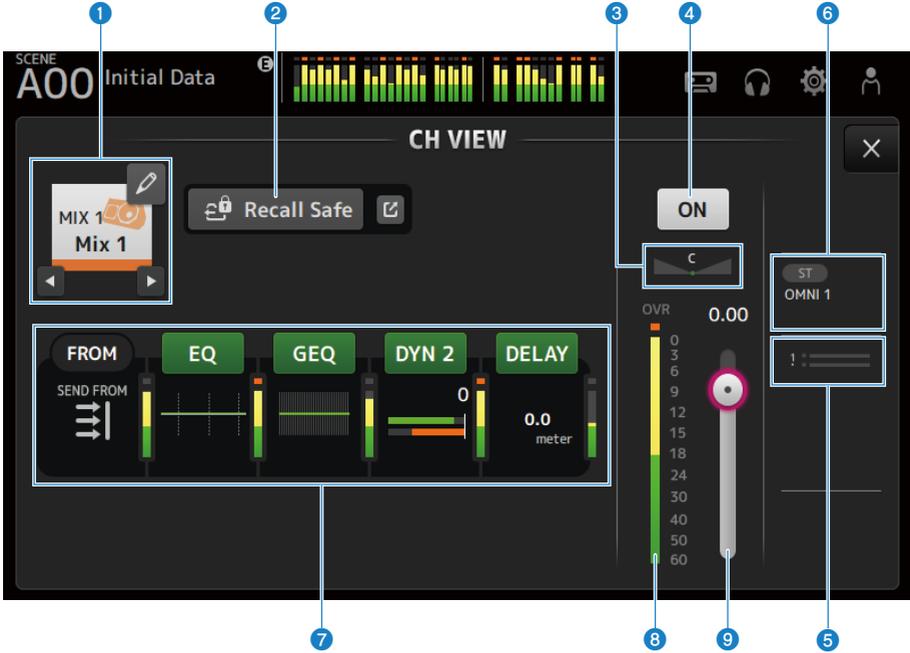
Adjusts the fader level for the selected channel.

**11 ASSIGN box**

Touch while selected to open the ASSIGN screen.

## MIX 1-6

Following is a description of the CH VIEW screen for MIX 1-6 channels.



**1 Channel name**

Touch to display the CH NAME screen.

Touch the left/right buttons to display information for a different channel.

**2 Recall Safe button**

Touch to turn recall safe ON/OFF for that channel.

Touch the jump button on the right of the Recall Safe button to open the RECALL SAFE screen.

**3 PAN/BAL slider**

Adjusts the channel PAN/BAL.

**4 Channel ON/OFF button**

Turns the displayed channel ON/OFF.

**5 SEND TO box**

Touch while selected to open the SEND TO screen.

Uses a white line to indicate the amount of signal from the selected channel that is sent to the MATRIX channels.

Send levels, the selected channel's fader levels, and the actual send levels are indicated by horizontal bars.

The information displayed here indicates whether the signal sent to the MATRIX channel is a pre- or post-fader signal. If the indicator is green, it is a pre-fader signal; if gray, post-fader.

**6 OUTPUT box**

Touch while selected to open the OUTPUT screen.

**7 Boxes**

Touch to display the configuration screen for the corresponding feature.

Touching the buttons of the EQ, GEQ, DYN2 or DELAY boxes turns the corresponding function ON/OFF.

- **FROM box:**

Displays the SEND FROM screen.

- **EQ box:**

Displays the EQ screen.

- **GEQ box:**

Displays the GEQ screen.

- **DYN2 box:**

Displays the DYN2 screen.

- **DELAY box:**

Displays the DELAY screen.

**8 Channel output level meter**

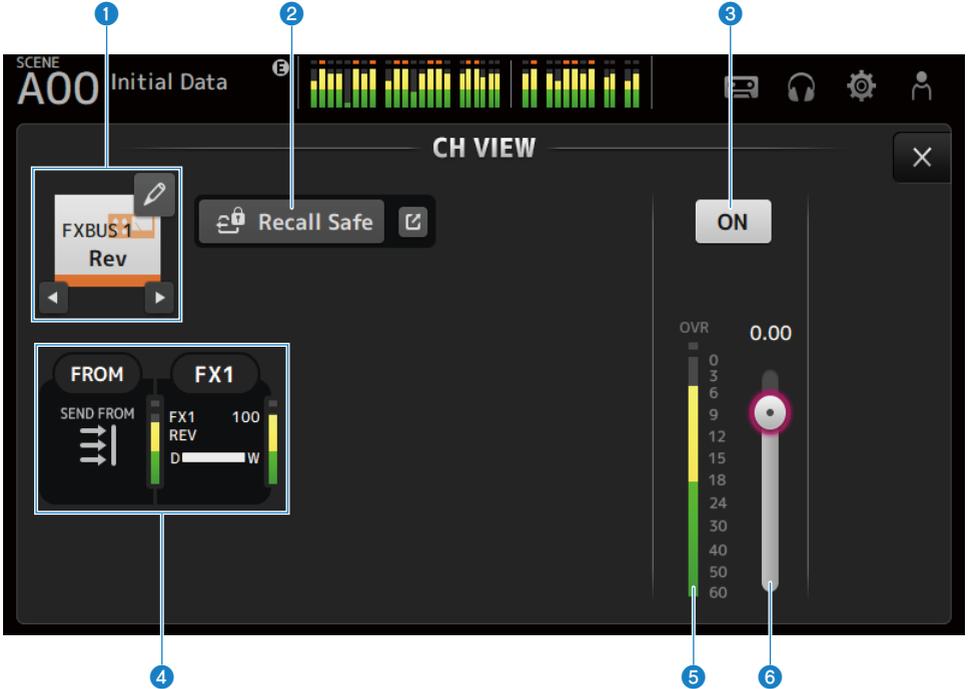
Displays the channel's output level.

**9 Channel fader level slider**

Adjusts the fader level for the selected channel.

## FX BUS 1-2

Following is a description of the CH VIEW screen for FX BUS 1-2 channels.



**1 Channel name**

Touch to display the CH NAME screen.

Touch the left/right buttons to display information for a different channel.

**2 Recall Safe button**

Touch to turn recall safe ON/OFF for that channel.

Touch the jump button on the right of the Recall Safe button to open the RECALL SAFE screen.

**3 Channel ON/OFF button**

Turns the displayed channel ON/OFF.

**4 Boxes**

Touch while selected to open the configuration screen for the corresponding feature.

- **FROM box:**

Displays the SEND FROM screen.

- **FX box:**

Displays the FX screen.

**5 Channel output level meter**

Displays the channel's output level.

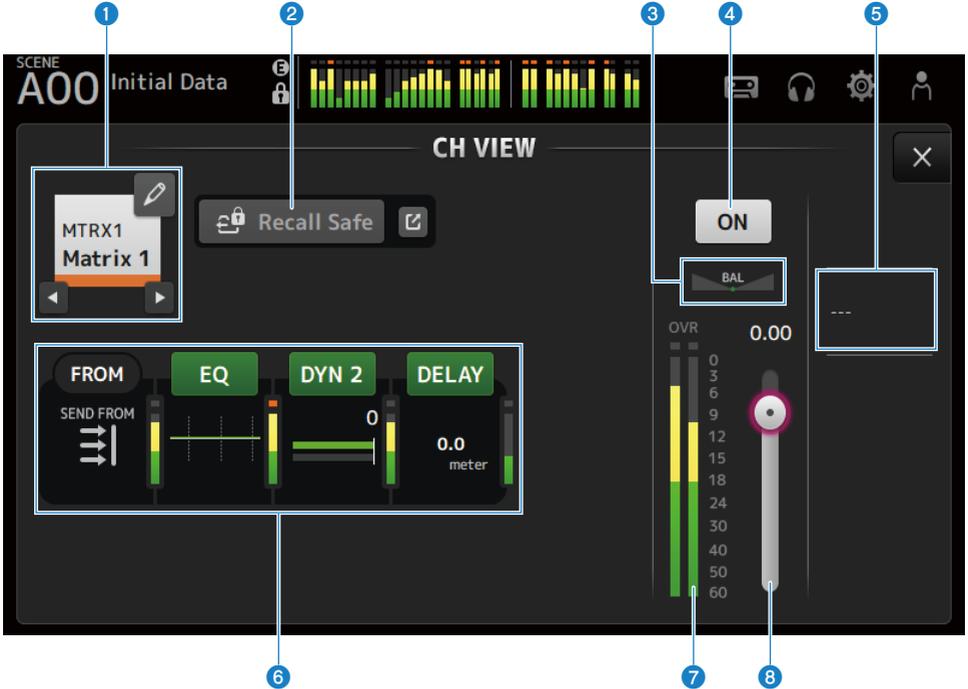
Channel-specific screens > CH VIEW screen

**6 Channel fader level slider**

Adjusts the fader level for the selected channel.

## MATRIX 1-2

Following is a description of the CH VIEW screen for MATRIX 1-2 channels.



**1 Channel name**

Touch to display the CH NAME screen.

Touch the left/right buttons to display information for a different channel.

**2 Recall Safe button**

Touch to turn recall safe ON/OFF for that channel.

Touch the jump button on the right of the Recall Safe button to open the RECALL SAFE screen.

**3 BAL slider**

Adjusts the left/right volume balance of the channel.

**4 Channel ON/OFF button**

Turns the displayed channel ON/OFF.

**5 OUTPUT box**

Touch while selected to open the OUTPUT screen.

**6 Boxes**

Touch to display the configuration screen for the corresponding feature.

Touching the buttons of the EQ, DYN2 or DELAY boxes turns the corresponding function ON/OFF.

- **FROM box:**  
Displays the SEND FROM screen.
- **EQ box:**  
Displays the **EQ** screen.
- **DYN2 box:**  
Displays the DYN2 screen.
- **DELAY box:**  
Displays the DELAY screen.

**7 Channel output level meter**

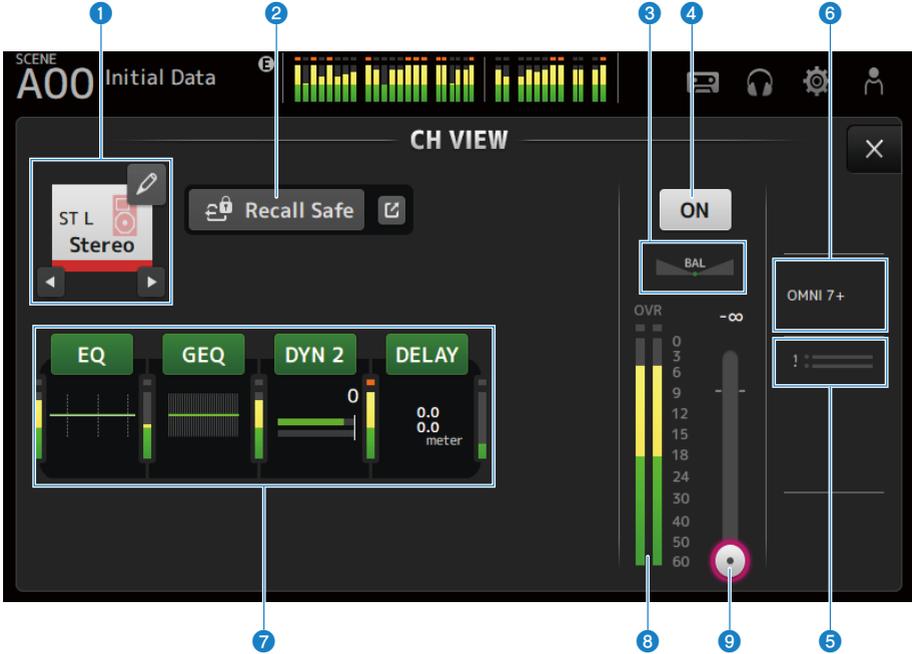
Displays the channel's output level.

**8 Channel fader level slider**

Adjusts the fader level for the selected channel.

# STEREO

Following is a description of the CH VIEW screen for STEREO channels.



**1 Channel name**

Touch to display the CH NAME screen.

Touch the left/right buttons to display information for a different channel.

**2 Recall Safe button**

Touch to turn recall safe ON/OFF for that channel.

Touch the jump button on the right of the Recall Safe button to open the RECALL SAFE screen.

**3 BAL slider**

Adjusts the left/right volume balance of the channel.

**4 Channel ON/OFF button**

Turns the displayed channel ON/OFF.

**5 SEND TO box**

Touch while selected to open the SEND TO screen.

Uses a white line to indicate the amount of signal from the selected channel that is sent to the MATRIX channels.

Send levels, the selected channel's fader levels, and the actual send levels are indicated by horizontal bars.

The information displayed here indicates whether the signal sent to the MATRIX channel is a pre- or post-fader signal. If the indicator is green, it is a pre-fader signal; if gray, post-fader.

**6 OUTPUT box**

Touch while selected to open the OUTPUT screen.

**7 Boxes**

Touch to display the configuration screen for the corresponding feature.

Touching the buttons of the EQ, GEQ, DYN2 or DELAY boxes turns the corresponding function ON/OFF.

- **EQ box:**

Displays the EQ screen.

- **GEQ box:**

Displays the GEQ screen.

- **DYN2 box:**

Displays the DYN2 screen.

- **DELAY box:**

Displays the DELAY screen.

**8 Channel output level meter**

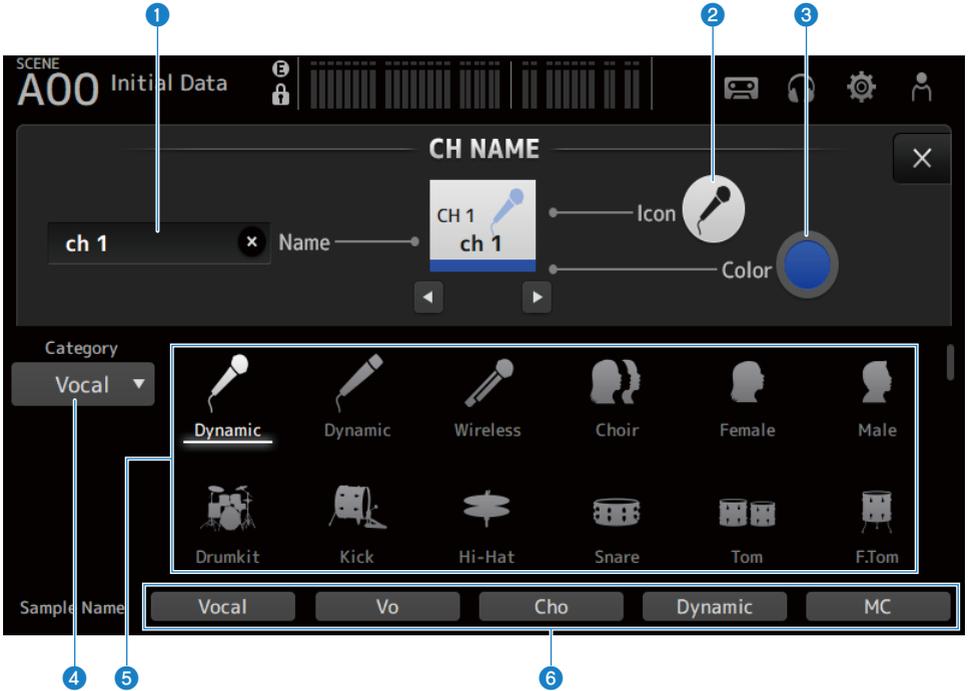
Displays the channel's output level.

**9 Channel fader level slider**

Adjusts the fader level for the selected channel.

## CH NAME screen

The CH NAME screen allows you to set the channel name, icon and channel color displayed in channel name.



**1 Name text box**

Enter the channel name here.

Touch the text box to enter the name using the SOFT KEYBOARD.

**2 Icon button**

Touch to display a list of available channel icons.

**3 Color button**

Touch to display a list of available channel colors at the bottom of the screen.



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

**4 Category button**

Allows you to select the category of channel icons to display.

The available categories vary depending on the type of channel.

**5 Channel icon list**

Touch to apply the channel icon.

You can drag this area up and down to display all of the available icons.

**6 Sample Name buttons**

Display a list of commonly used channel names based on the selected channel icon.

Touch a sample name to use it as the channel name.

**Related links**

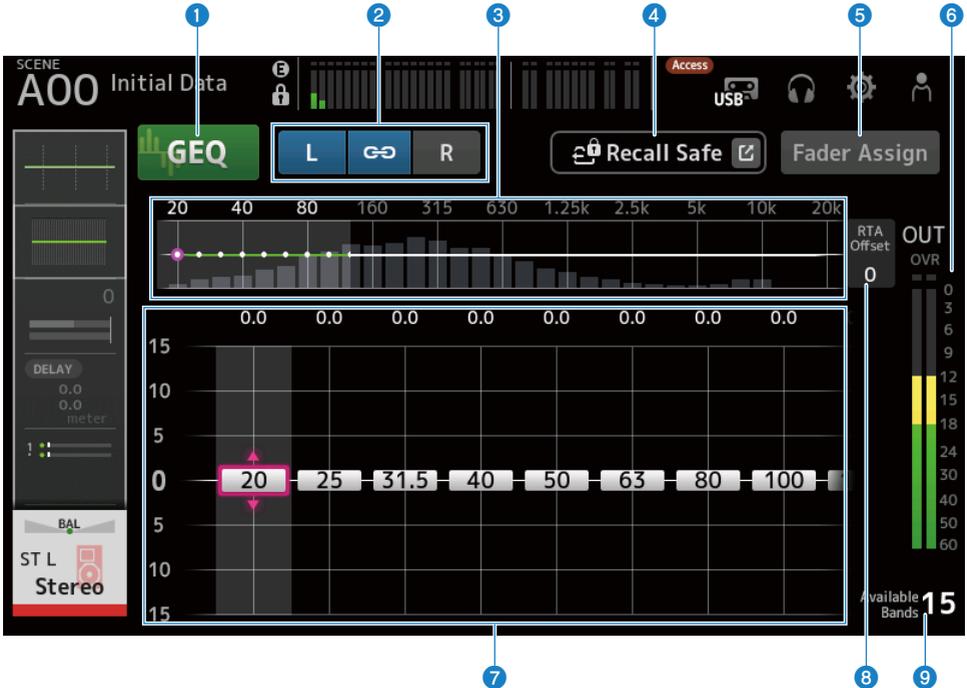
“SOFT KEYBOARD screen” (p.48)

## GEQ screen

The graphic EQ (hereafter GEQ) can be used on MIX 1-6 and STEREO channels.

The GEQ is a mono, 31-band EQ. Each band is 1/3 octave wide, with an adjustable gain range of  $\pm 15$  dB.

The 31Band GEQ has 31 bands, of which you can adjust gain for up to 15 bands.



**1 GEQ buttons**

Turns the GEQ ON/OFF.

**2 GEQ channel/LR Link selection buttons**

Displayed when the signal type selected is MIX channel or STEREO channel.

They are not displayed when monorail or MIX channel are selected.

- **Chain icon:**

Turns the LR Link ON/OFF.

- **L/R :**

Switches the selected channel L or R.

**3 Frequency characteristics, RTA display, gain controllable band selection**

Displays the parameter characteristics/RTA.

Swipe left or right or touch an area to display the gain sliders for other bands.

When Fader Assign is turned ON, you can change which bands can be adjusted by the faders.

**4 Recall Safe button**

Touch to display the RECALL SAFE screen.

**5 Fader Assign button**

When ON, you can use the faders to adjust each band of the GEQ.

**6 Output level meter**

Displays the GEQ's output level.

**7 Gain sliders**

Adjusts the gain by dragging sliders up/down.

Swipe left or right to display the gain sliders for other bands.

Double-touch a slider to return the gain setting to the middle (0.0 dB).

When Fader Assign is turned ON, you can change which bands can be adjusted by the faders.

**NOTE**

When a slider is highlighted, if you press the [TOUCH AND TURN] knob, the parameters that can be adjusted with it toggle between slider selection and gain setting.

**8 RTA Offset**

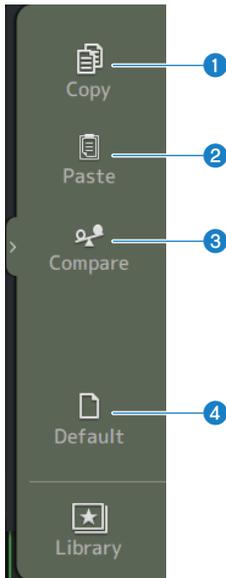
Adjusts the RTA sensitivity. Touch to highlight and then adjust with the [TOUCH AND TURN] knob.

**9 Available bands display**

Displays the number of unused bands whose gain can be adjusted.

**GEQ screen menu**

Swipe left on the menu swipe indicator on the right of the GEQ screen to open the following menu.



## Channel-specific screens > GEQ screen

### 1 **Copy**

Copies the GEQ parameters of the selected channel.

### 2 **Paste**

Pastes the copied GEQ parameters to the selected channel.

### 3 **Compare**

Allows you to compare the GEQ parameters of the selected channel with the copied GEQ parameters by switching between the two.

### 4 **Default**

Resets all GEQ settings to their default values.

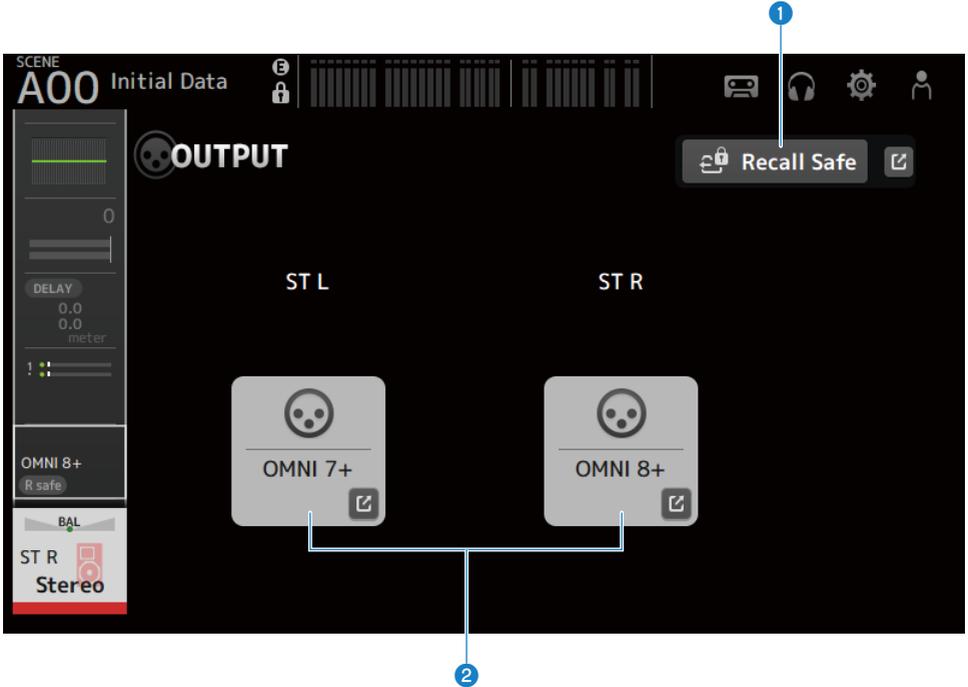
## **Related links**

- “Using GEQ” (p.286)
- “Using faders to adjust GEQ” (p.287)

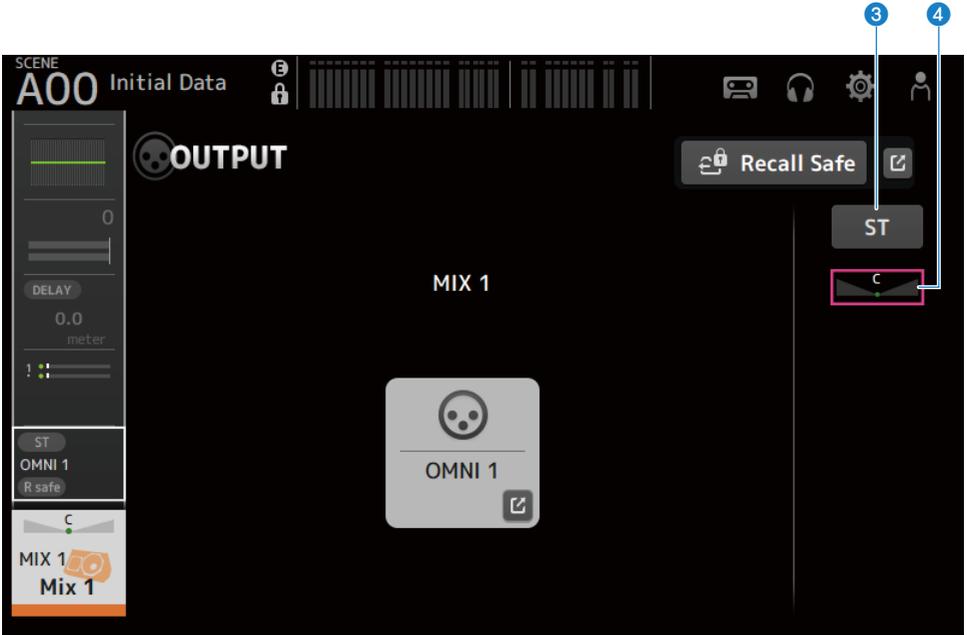
## OUTPUT screen

The OUTPUT screen allows you to configure how output channels will be output. The buttons displayed vary depending on the type of output channel selected.

For STEREO channels



For MIX channels



For MATRIX channels



**1 Recall Safe button**

Touch to turn recall safe ON/OFF for that channel.

Touch the jump button on the right of the Recall Safe button to open the RECALL SAFE screen.

**2 OUTPUT CH PATCH button**

Displays the patch destination port.

From the 2nd port on, they are indicated by “+”.

Touch to display the OUTPUT CH PATCH screen.

**3 STEREO ON button**

Toggles the send to STEREO channel ON/OFF.

**4 PAN/BAL slider**

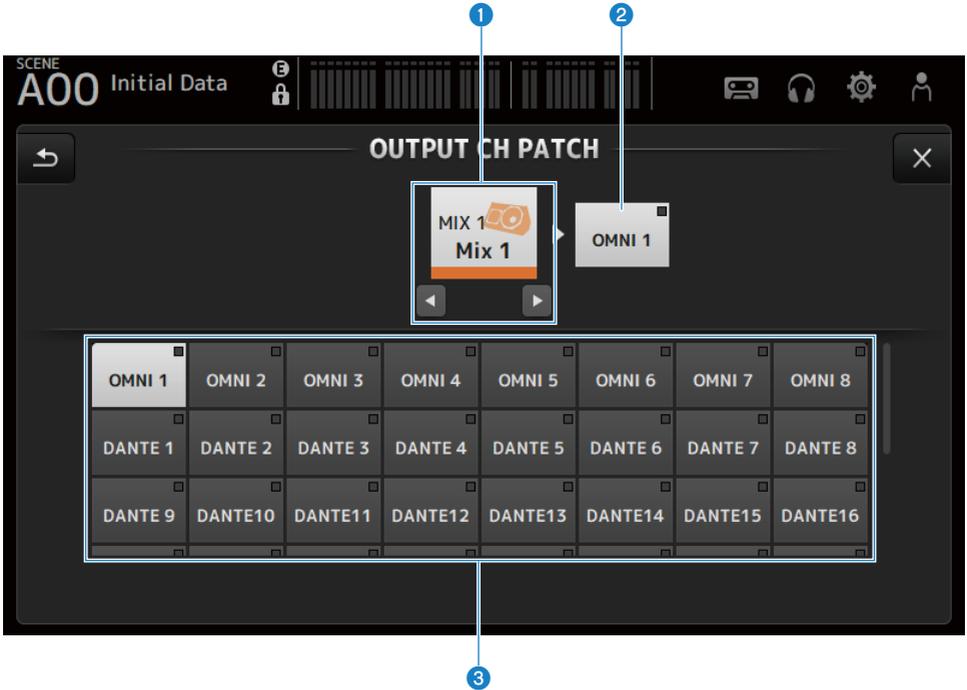
Adjusts the left/right volume balance of the send destination STEREO channel.

**Related links**

- “RECALL SAFE screen” (p.102)
- “OUTPUT CH PATCH screen” (p.217)

## OUTPUT CH PATCH screen

The OUTPUT CH PATCH screen is for configuring patch ports to output channels.



**1 Channel name**

Shows the selected channel name. The selected channel can be moved up/down with the left/right buttons.

**2 Patch port name**

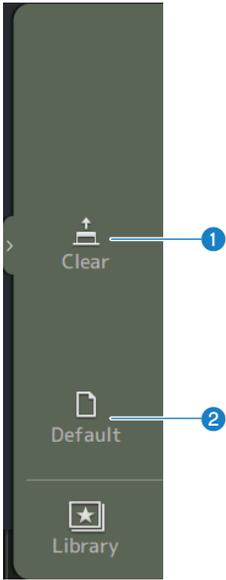
Shows the name of the port patched from the channel.

**3 Port selection buttons**

For selecting the patch port from a channel.

### ■ OUTPUT CH PATCH screen menu

Swipe left on the menu swipe indicator on the right of the OUTPUT CH PATCH screen to open the following menu.



**1 Clear**

Clears all patches at one time (sets it to None).

**2 Default**

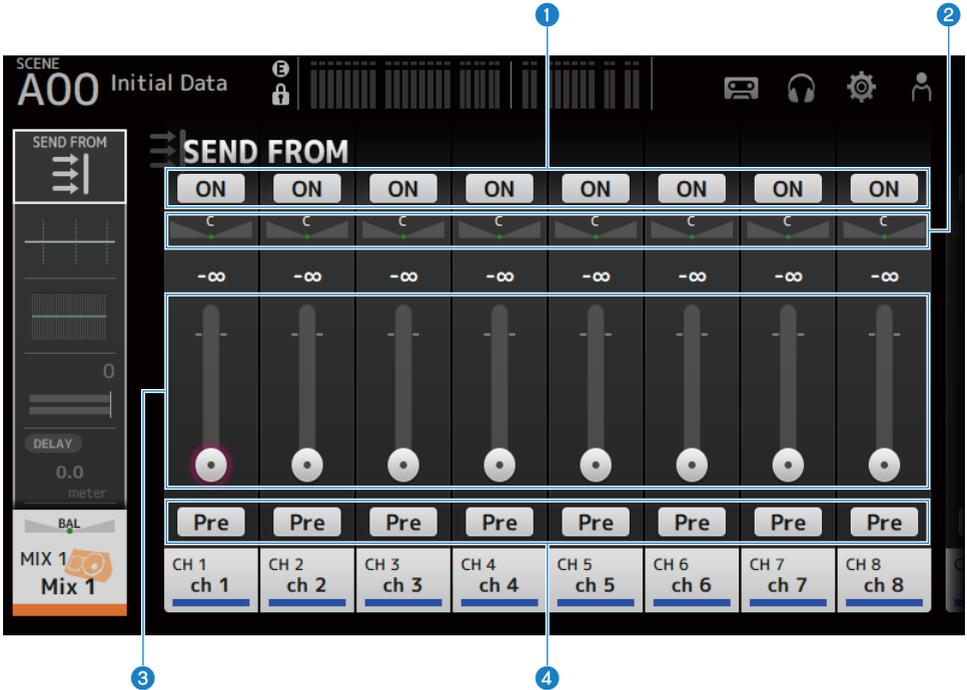
Resets selected channel patches to their defaults.

**Related links**

“Default values of IN/OUT patches” (p.341)

## SEND FROM screen

The SEND FROM screen allows you to configure sends from each channel.



**1 ON buttons**

Toggles sends from each channel ON/OFF.

**2 SEND PAN sliders**

Adjust the send pan from each channel.

Only shown for MIX 1-6 and MATRIX 1-2 when the Signal Type is STEREO.

Not displayed for FX 1-2.

**3 SEND LEVEL sliders**

Adjust the send level from each channel.

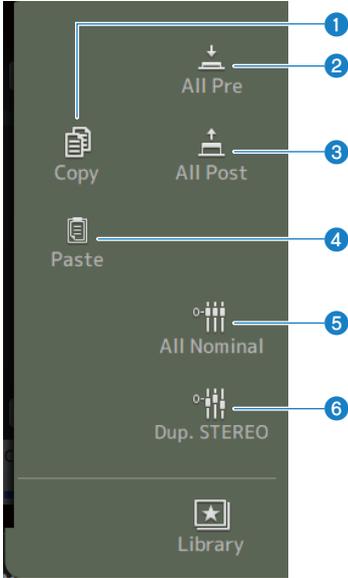
**4 Pre buttons**

Allows you to select whether the pre-fader or post-fader signal is sent from each channel.

- **ON:**  
Before the fader
- **OFF:**  
After the fader

## ■ SEND FROM screen menu

Swipe left on the menu swipe indicator on the right of the SEND FROM screen to open the following menu.



- 1 Copy**  
Copies the send levels to the select MIX/MATRIX/FX BUS.
- 2 All Pre**  
Turns ON all Pre buttons.
- 3 All Post**  
Turns OFF all Pre buttons.
- 4 Paste**  
Pastes the send levels you copied to the selected MIX/MATRIX channels.
- 5 All Nominal**  
Sets all send levels to nominal (0.00 dB).
- 6 Dup.STEREO**  
Copies each channel's fader level and applies it to the send level.

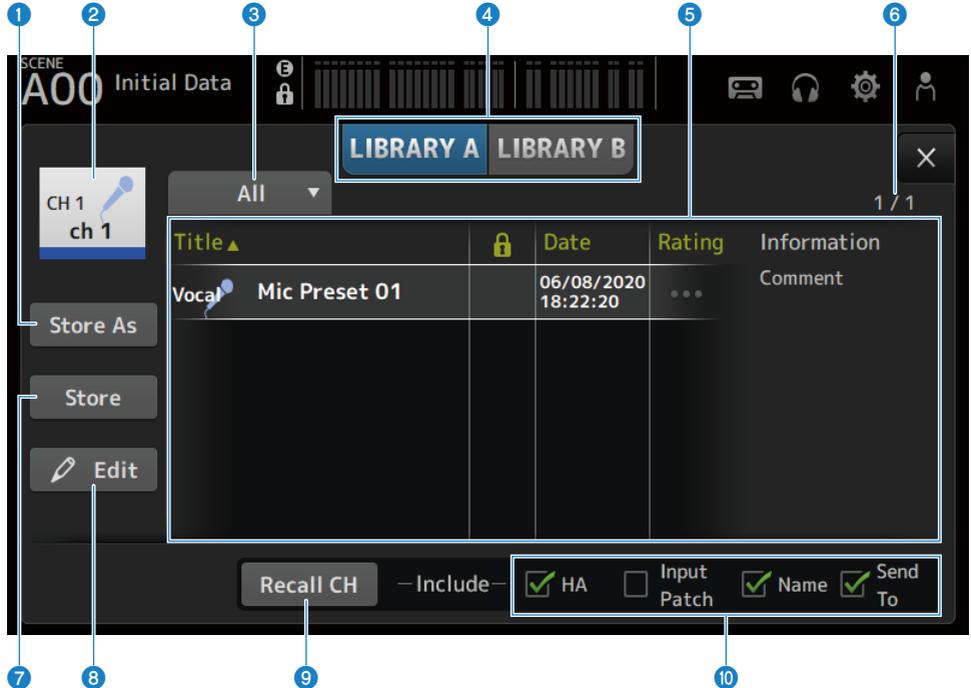
## LIBRARY screen

The LIBRARY screen calls up the presets that are saved.

Presets are saved settings that are customized for certain mikes, speakers, etc.

By recalling a preset, you can set up a channel quickly and easily according to the type of input, and then fine-tune the settings to your specific needs. You can also save your own presets.

The LIBRARY screen opens when the library button on the menu is touched.



**1 Store As button**

Saves the settings for the current channel as a new Preset.

Touch to display the SOFT KEYBOARD so you can enter the preset name.

**2 Channel name display**

Displays the name of the channel.

**3 Category selection button**

Touch to display the category selection options.

Presets that match the selected category are displayed in the library list.

#### 4 **Library selection buttons**

Allow you to switch between the available libraries. The presets that are stored in the selected Library are displayed in the list.

- **LIBRARY A :**  
Displays the presets stored in LIBRARY A.
- **LIBRARY B :**  
Displays the presets stored in LIBRARY B.

#### 5 **List**

You can touch a header in the list to sort the items by that header (except for Information).

Touch a preset to select it. The selected preset is highlighted, and can then be saved, recalled, or edited.

A lock icon is displayed or cleared each time you touch the column. When the icon is displayed, the scene is write-protected.

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

Touch the Rating column to change the number of star icons. Giving more stars the more you like a preset allows you to then sort them by the number of stars.

#### 6 **Preset number display**

Displays the preset number. The first number indicates the number of presets in the selected category, and the second number indicates the total number of presets.

#### 7 **Store button**

Overwrites the current channel settings to the selected preset in the list.

#### 8 **Edit button**

Touch to open the SOFT KEYBOARD for editing the title and comments.

#### 9 **Recall CH button**

Recalls the preset to the selected channel.

### **NOTE**

When you open a LIBRARY screen from the menu of a channel configuration screen, the following buttons are added and displayed on the LIBRARY screen.

- **Recall EQ button:**  
Displayed when called out from the EQ screen, and it only recalls EQ settings.
- **Recall DYN1 button:**  
Displayed when called out from the DYN1 screen, and it only recalls DYN1 settings.
- **Recall DYN2 button:**  
Displayed when called out from the DYN2 screen, and it only recalls DYN2 settings.
- **Recall FX button:**  
Displayed when called out from the FX screen, and it only recalls effect settings.
- **Recall GEQ button:**  
Displayed when called out from the GEQ screen, and it only recalls GEQ settings.

**10 Recall on/off checkboxes**

Parameters of checkboxes that are checked are enabled for recall.

**CH 1-16, ST IN, FX RTN**

- **HA :**  
Analog/digital gain setting, phantom power ON/OFF, fader setting
- **INPUT Patch :**  
Input source settings
- **Name :**  
Channel name, icon and color
- **Send To :**  
Send level, send ON, send pan

**MIX 1-6, STEREO channel**

- **GEQ :**  
GEQ settings
- **Name :**  
Channel name, icon and color

**FX BUS 1-2**

- **FX :**  
Effect settings
- **Name :**  
Channel name, icon and color

**MATRIX channel**

- **Name :**  
Channel name, icon and color

**LIBRARY screen menu**

Swipe left on the menu swipe indicator on the right of the LIBRARY screen to open the following menu.



**1 Copy**

Copies the selected preset.

**2 Cut**

Cuts the selected preset.

**3 Paste**

Pastes the copied or cut preset to the displayed list.

**4 Delete**

Deletes the selected preset.

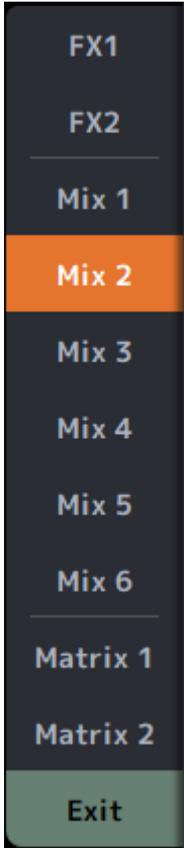
**Related links**

- “Recall presets” (p.290)
- “Editing presets” (p.291)

# Other fixed display areas

## SENDS ON FADER area

Using the SENDS ON FADER area allows you manage each channel strip on the panel and adjust send levels and turn sends to specific buses ON/OFF temporarily.



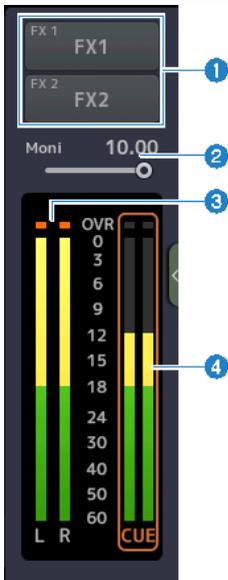
### SENDS ON FADER buttons

Switch the SENDS ON FADER mode to the selected bus. The selected button is highlighted. Pressing it again turns the CUE of the selected bus ON. Press Exit to return to the normal mode.

### Related links

[“Adjusting the send to MIX/MATRIX BUS level” \(p.281\)](#)

## ADMIN area



**1 FX buttons**

Touch to open the FX screen corresponding to the main area.  
Touch again to close the FX screen.

**2 MONITOR level slider**

Touch to highlight in pink. Adjust the level with the [TOUCH AND TURN] knob.

**3 STEREO meters**

Displays the levels of the STEREO channels.

**4 CUE meters**

Displays the CUE levels when CUE is active. Touch the CUE meter to clear the CUE.

## CHANNEL NAME area



- 1 Channel ID**  
Displays the channel ID.
- 2 GATE gain reduction indicator**  
Displays the amount of gain reduction when the channel GATE/DUCKING is ON.
- 3 COMP gain reduction indicator**  
Displays the amount of gain reduction when the channel COMP is ON.
- 4 +48V indicator**  
Displayed when the +48V of the HA entered for the channel is ON.
- 5 Channel icon**  
Displays the channel icon in the background.
- 6 Fader value**  
Displays the value of the fader level.

**7 Level meter**

Displays the level meter of the channels. L/R are displayed respectively for stereo channels (ST IN, FX RTN, STEREO).

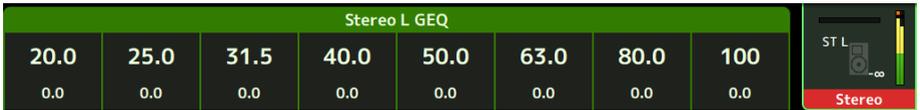
**In SENDS ON FADER mode**

Displays the channel name of the send to bus at the top.

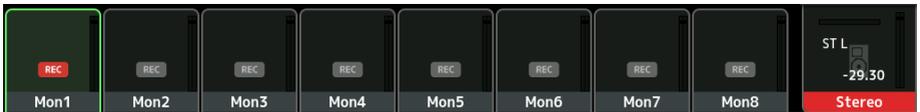


**In GEQ ON FADER mode**

Displays the frequencies and settings in units of 8 frequencies.



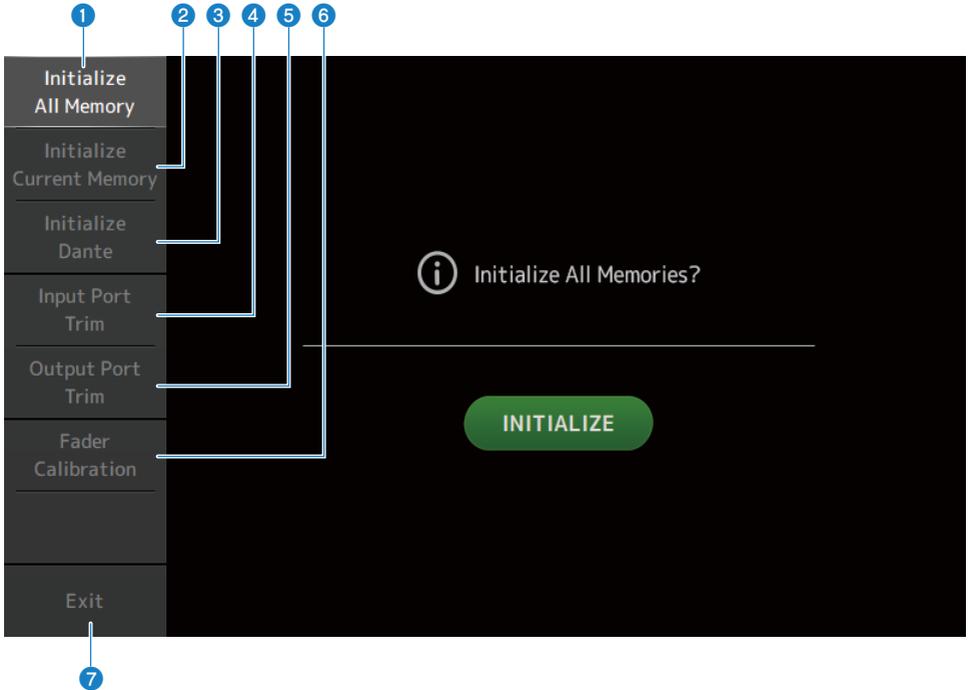
**DAW REMOTE**



# MAINTENANCE screen

## MAINTENANCE screen

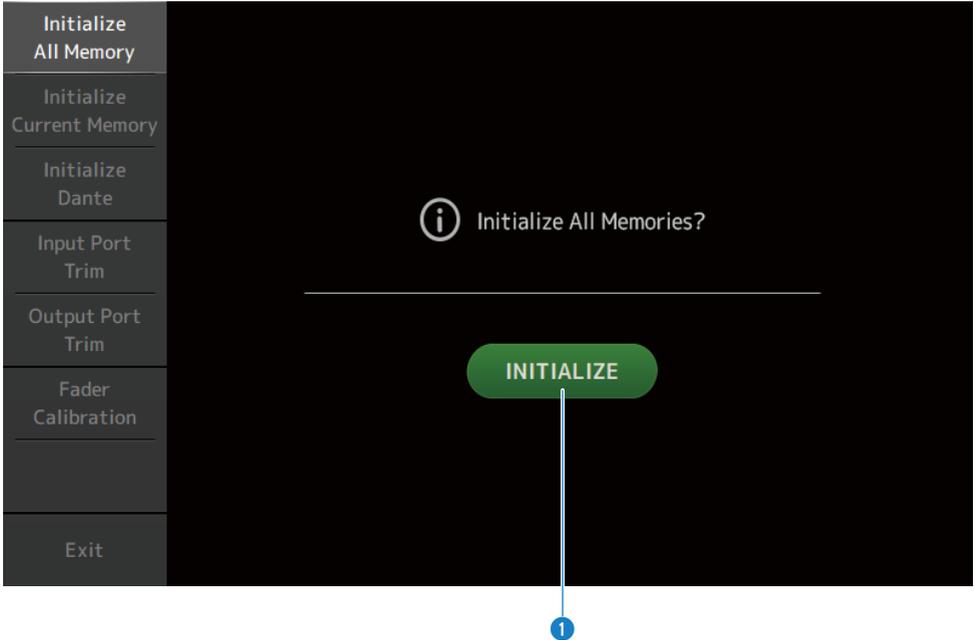
This screen is for performing maintenance on the DM3 series. To open the MAINTENANCE screen, turn the power ON while pressing the [HOME] key.



- 1 Displays the Initialize All Memory screen. (p.230)
- 2 Displays the Initialize Current Memory screen. (p.231)
- 3 Displays the Initialize Dante screen. (p.232)
- 4 Displays the Input Port Trim screen. (p.233)
- 5 Displays the Output Port Trim screen. (p.234)
- 6 Displays the Fader Calibration screen. (p.235)
- 7 Closes the MAINTENANCE screen.

## Initialize All Memory screen

The Initialize All Memory screen is for resetting the console's memory, including scene memory and libraries, to the factory default settings.



### 1 INITIALIZE button

Initializes the internal memory.

The following data is initialized: all scene data, all preset data, mixing data, and setup data.

Touch to display the confirmation message. Touch the OK button to execute initialization.

Do not touch any buttons until the initialization is complete.

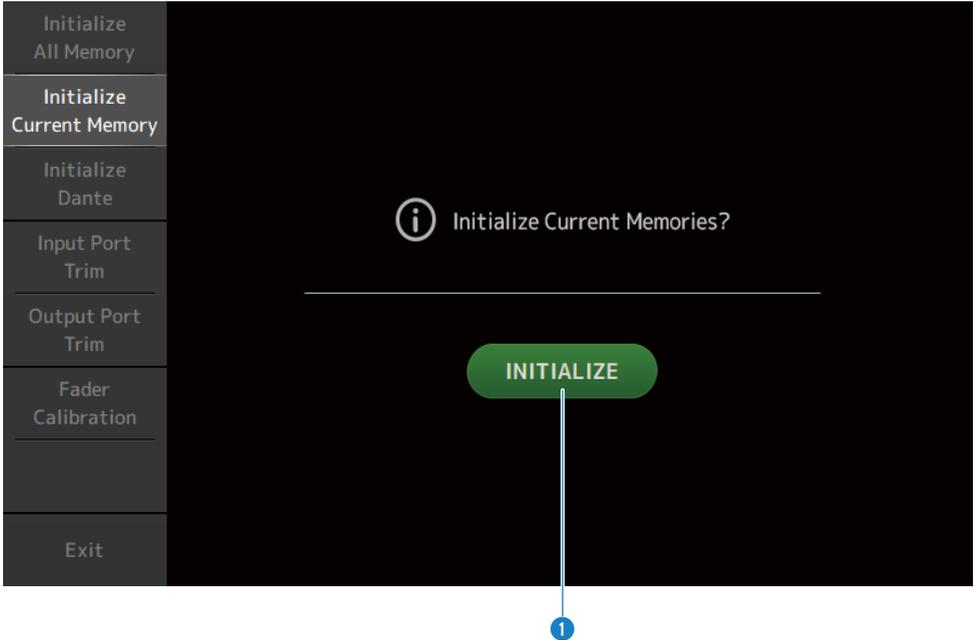
When initialization is complete, you can continue maintenance by selecting another menu if you do not press the Exit button.

### NOTE

- When initializing the internal memory, all data stored in the memory is lost. Use caution when performing this operation.
- The Network settings are also initialized.
- The Dante module is also initialized (DM3 only).
- The internal clock is not initialized by this operation.
- If a Dante device is connected, we recommend turning the power off and on again to reconfigure the connected Dante device.

## Initialize Current Memory screen

The Initialize Current Memory screen allows to you reset the console's current memory to the factory default settings. Scene memory and libraries are not reset.



### 1 INITIALIZE button

Initializes the current memory.

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

Touch to display the confirmation message. Touch the OK button to execute initialization.

Do not touch any buttons until the initialization is complete.

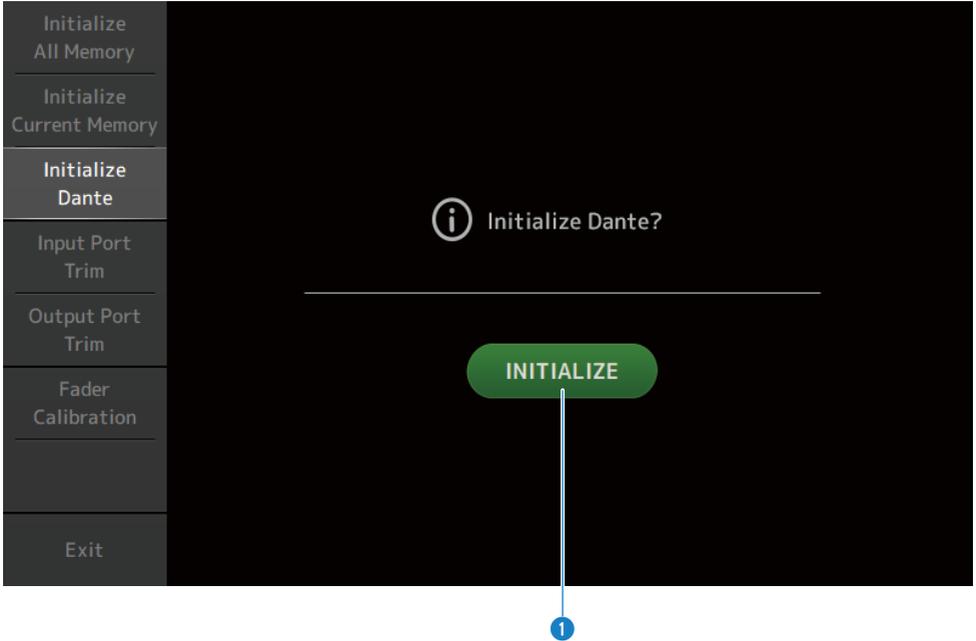
When initialization is complete, you can continue maintenance by selecting another menu if you do not press the Exit button.

### NOTE

When initializing the current memory, all data in the current memory is lost. Use caution when performing this operation.

## Initialize Dante screen (DM3 only)

The Initialize Dante screen allows you to initialize the settings of the Dante module of the DM3 console.



### 1 INITIALIZE button

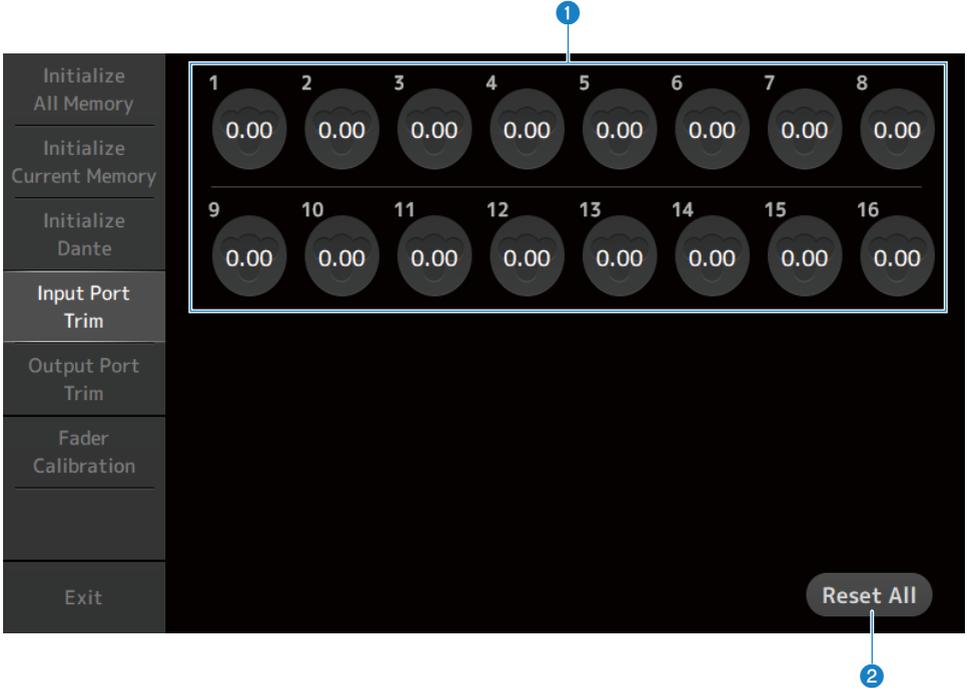
Initializes the settings of the Dante module of the DM3 console. After initializing, in order to reconfigure the connected Dante device, we recommend first turning the DM3 console off and then on again.

#### NOTE

- The module is initialized even if the Dante Device Lock is engaged. In such case the Dante Device Lock is unlocked after initialization.
- Domain registration of the Dante Domain Manager is released.
- Labels corresponding to the DM3 IN/OUT channels are written to the Receive/Transmit Dante Channel Labels.

## Input Port Trim screen

The Input Port Trim screen allows you to adjust the gain of specified INPUT jacks in 0.01 dB increments.



### 1 Analog input gain buttons

Select the INPUT jack that you want to configure here.

Select an INPUT jack and then use the [TOUCH AND TURN] knob to adjust the value.

After making adjustments, start up the console as usual.

### 2 Reset All button

Resets all values to 0 dB. The factory default is 0 dB.

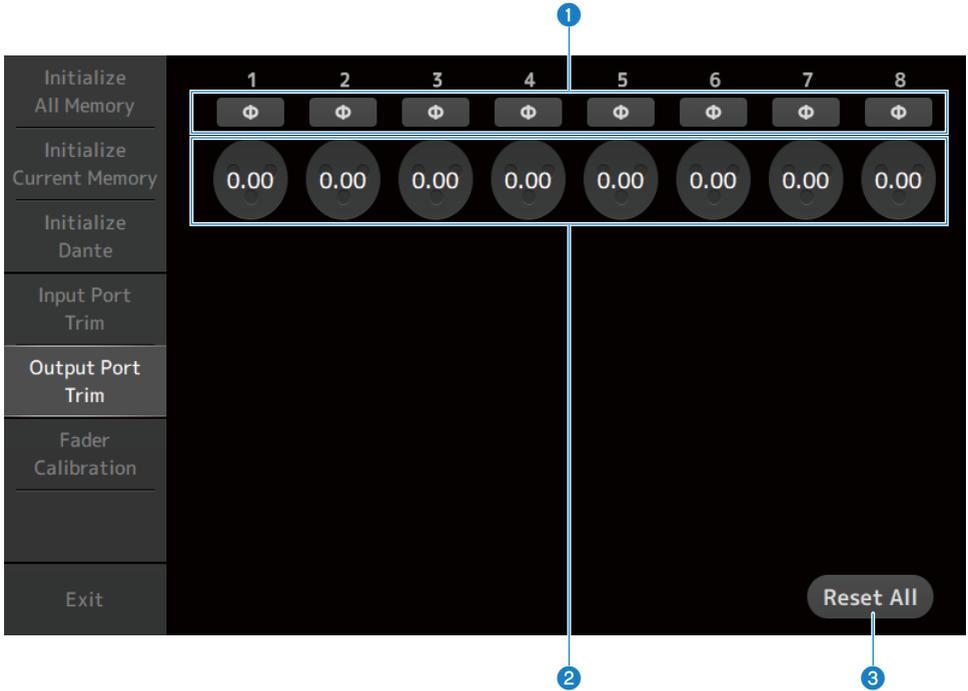
Touch to display the confirmation message. Touch the OK button to reset.

### NOTE

When the reset is complete, you can continue to use other maintenance features if you do not touch the Exit button.

## Output Port Trim screen

The Output Port Trim screen allows you to adjust the gain of specified OMNI OUT jacks in 0.01 dB increments.



**1 OMNI OUT phase buttons**

Allow you to change the phase of OMNI OUT jacks.

**2 OMNI OUT gain buttons**

Select the OMNI OUT jack that you want to configure.

Select an OMNI OUT jack and then use the [TOUCH AND TURN] knob to adjust the value.

After making adjustments, start up the console as usual.

**3 Reset All button**

Resets all values to 0 dB. The factory default is 0 dB.

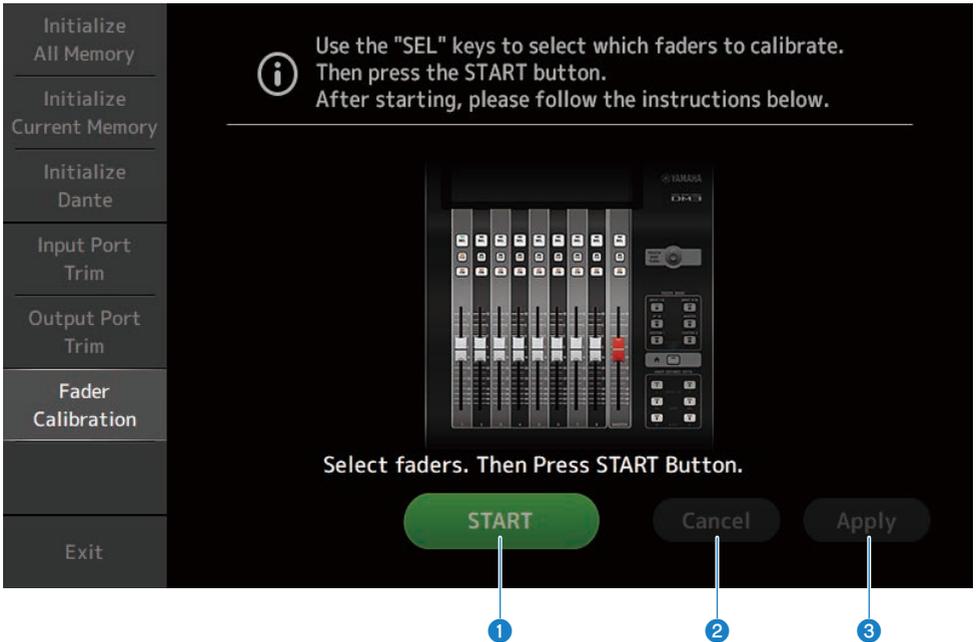
Touch to display the confirmation message. Touch the OK button to reset.

**NOTE**

When the reset is complete, you can continue to use other maintenance features if you do not touch the Exit button.

## Fader Calibration screen

In some usage environments, discrepancies may occur in the movement of motorized faders. The Fader Calibration screen allows you to adjust this discrepancy.



**1 START button**

Starts the calibration.

Touch to display the confirmation message. Touch the OK button to perform calibration.

**2 Cancel button**

Stops the calibration.

**3 Apply button**

Applies the calibration and exits.

### Related links

- “Calibrating faders” (p.294)
- “If a fader must be calibrated again” (p.296)

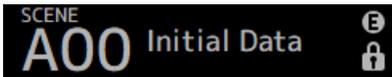
# Operating Screens

## SCENE screen

### Saving a Scene

Current settings are saved as a scene.

- 1 Touch the scene area of the toolbar.

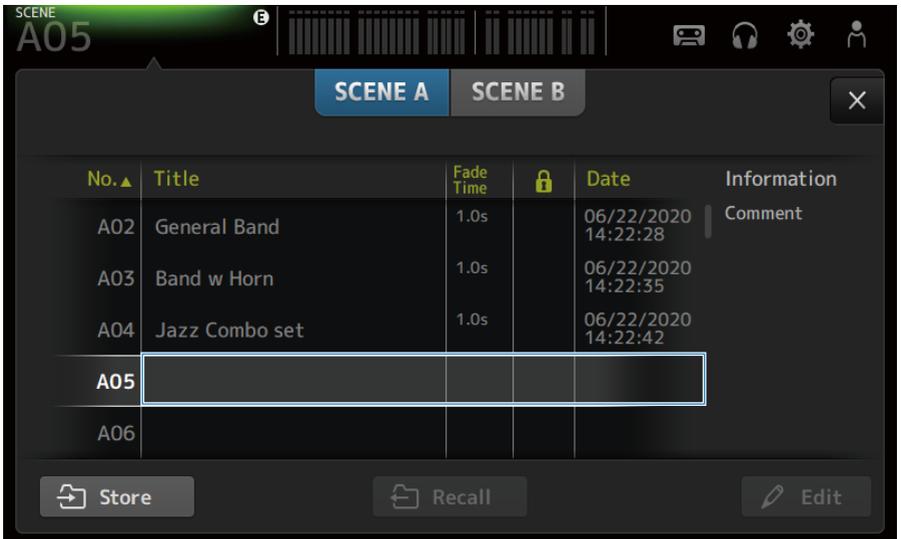


- 2 Touch a scene list selection button to select the scene list to save the scene to.

The scene list is displayed.



- 3 Touch a blank Scene.



- 4 Touch the Store button.

A screen opens for editing the title, comments and fade time.

Enter the desired items.

## **5 Touch the OK button.**

Current settings are saved as a new scene.

### **Related links**

[“SCENE screen” \(p.53\)](#)

## Recalling a Scene

The mixer settings saved in the scene are recalled.

### 1 Touch the scene area of the toolbar.



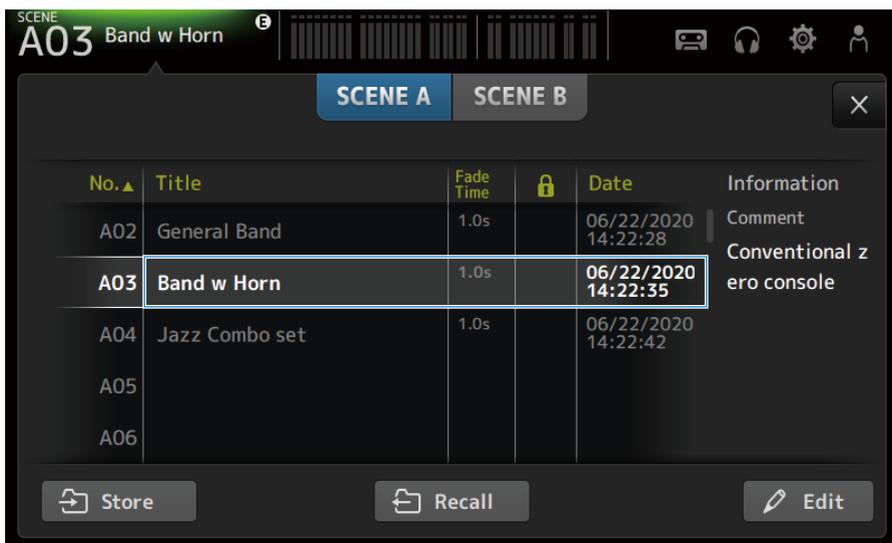
### 2 Touch a scene list selection button to select the scene list that contains the desired scene.



### 3 Touch the desired scene to select it.

The selected scene is highlighted.

You can touch a header in the list to sort the items by that header (except for Information).



### 4 Touch the Recall button.



The mixer settings saved in the scene are recalled.

The name of the recalled scene is displayed in the upper left of the screen.

Operating Screens > SCENE screen

**Related links**

[“SCENE screen” \(p.53\)](#)

## Editing a Scene

You can edit the name, comments and fader time of saved scenes.

### 1 Select the scene to edit.



### 2 Touch the Edit button.

A screen opens for editing the title, comments and fade time.

Enter the desired items.

### 3 Touch the OK button.

It overwrites the settings of the scene selected in the scene list.

#### Related links

“SCENE EDIT screen” (p.56)

## Setting the fade time for a scene

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You can edit the fader time of saved scenes.

This is for setting the time it takes to change the volume setting when changing a scene.

**1 Select the scene to reconfigure its fade time.**

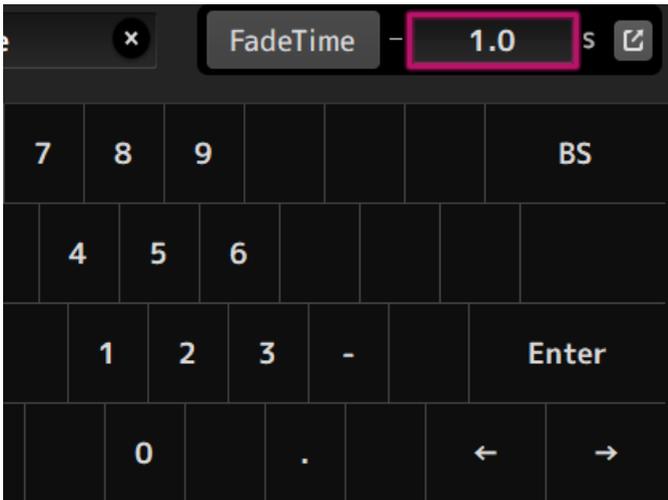
**2 Touch the Edit button.**

A screen opens for editing the title, comments and fade time.

**3 To turn the fade time on, touch the Fade Time button. Touch it again to turn it off.**



**4 To set the fade time, touch the Fade Time display and input the setting with the keyboard.**

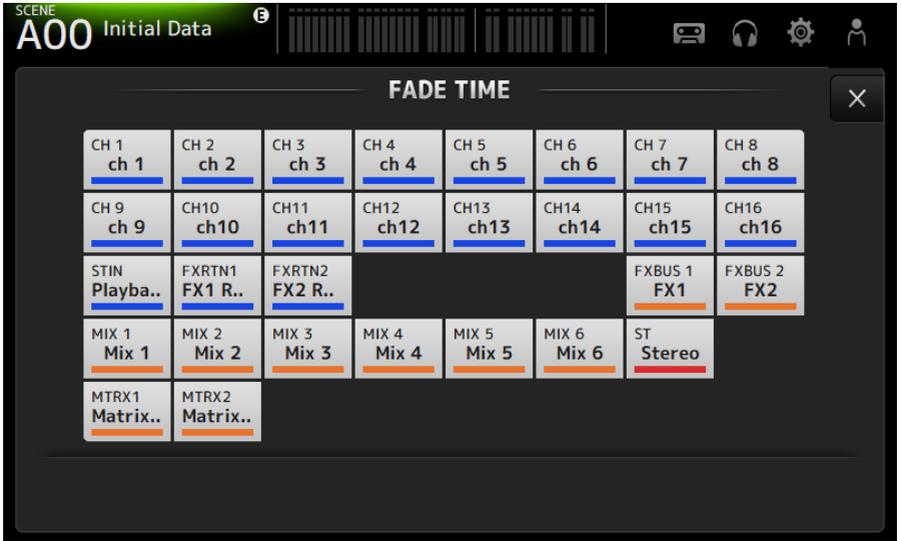


It can also be set with the [TOUCH AND TURN] knob.

**5 To turn the fade time ON/OFF for each channel, touch the button on the right side.**



**6 Set each channel ON/OFF with the FADE TIME screen.**



**7 Touch the OK button.**

The fade time is set for the Scene.



**NOTE**

- To cancel the fade effect mid-stream, stop the moving fader while pressing the corresponding [SEL] key.
- To finish without waiting for the fader effect, recall the same scene while the fader is moving.

**Related links**

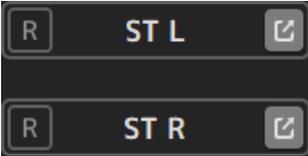
“FADE TIME screen” (p.57)

## RECORDER screen

### Selecting input for recording

You can set the recording source to a USB storage device.

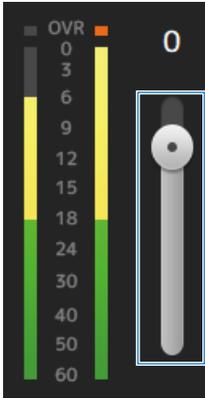
- 1 Touch the record source selection button to open the RECORDER PATCH screen.



- 2 Select the recording source



**3 Drag the record level slider and adjust the recording level.**



**4 If you want to monitor the record source, touch the record CUE button to turn it ON.**



**Related links**

- “RECORDER (INPUT/OUTPUT) screen” (p.67)
- “RECORDER PATCH screen” (p.69)

## Recording

---

Record the 2MIX source to the USB storage device plugged into the USB connector.

**1 Plug a USB storage device into the USB connector.**

**2 Touch the record button.**

The record button begins flashing to indicate that the console is in record-ready mode.

**3 When you're ready to start recording, touch the play/pause button.**

The record button stays lit during recording.

You can touch the play/pause button to pause and resume recording.

**4 When you are ready to stop recording, touch the stop button.**

The recorded file is named automatically based on the console's date and time setting.

**5 If necessary, touch the file name edit button and change the file name.**

### Related links

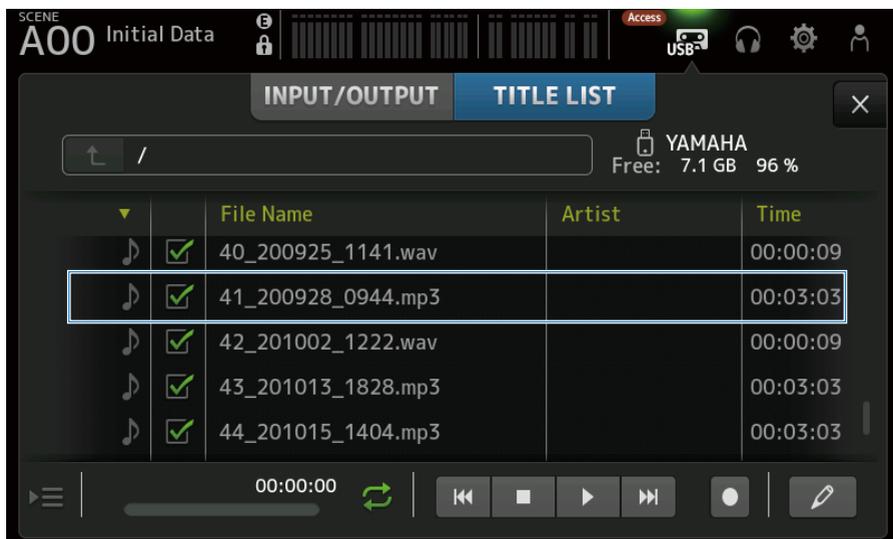
- "RECORDER (TITLE LIST) screen" (p.63)
- "RECORDER (INPUT/OUTPUT) screen" (p.67)
- "PLAYBACK PATCH screen" (p.70)

## Playing from USB storage

This explains how to play music files on the USB storage device plugged into the USB connector.

### 1 Touch the file you want to play from the file list.

To play a file stored in a different directory, touch the parent directory button and navigate to the desired directory.



### 2 Touch the playback mode selector button and select the play mode.

### 3 Touch the play button.

Playback starts.

#### Related links

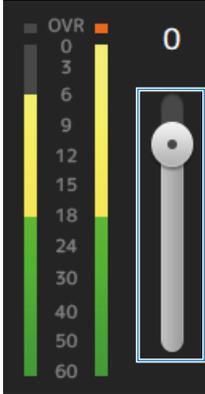
- “RECORDER (TITLE LIST) screen” (p.63)
- “RECORDER (INPUT/OUTPUT) screen” (p.67)
- “PLAYBACK PATCH screen” (p.70)

## Configuring the output of playback

---

This allows you to check the playback output of the USB storage device.

- 1 Drag the playback level slider and adjust the playback level.**



- 2 If you want to monitor playback, touch the record CUE button to turn it ON.**



### Related links

“RECORDER (INPUT/OUTPUT) screen” (p.67)

## MONITOR screen

### Checking the CUE signal

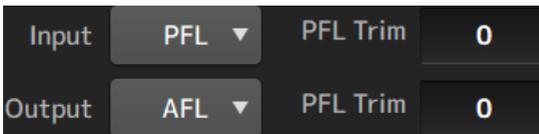
---

This allows you to set the CUE audio input.

- 1 Touch the CUE Mode selection button and select the CUE Mode.**



- 2 Touch the CUE point selection button to select the point to check.**



- 3 Touch the PFL Trim setting text box to set the volume for the CUE monitor.**

#### Related links

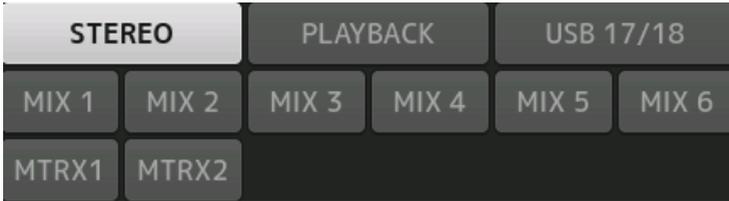
"MONITOR (CUE/MONITOR) screen" (p.72)

## Checking the MONITOR signal

---

This allows you to set the MONITOR audio input.

- 1 Touch the monitor selection button to select the monitor source.**



- 2 Select Cue Interruption.**

Turn the Cue Interruption button ON to interrupt the CUE to monitor output.

- 3 Touch the monitor output button to turn the monitor output ON/OFF.**



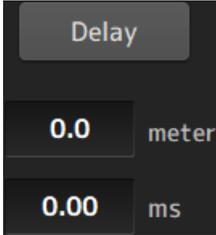
- 4 Drag the monitor level slider to adjust the monitor level.**



## 5 Set the delay time

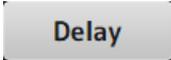
Touch a delay setting text box to open the screen for entering values.

The delay can be specified by sample, frame, meter, feet or ms. The frame rate can be configured in the Others section of the PREFERENCE screen.



## 6 Touch the Delay button.

The delay is turned ON.



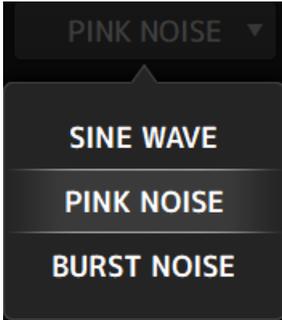
### Related links

“MONITOR (CUE/MONITOR) screen” (p.72)

## Configuring the oscillator

This allows you to select the oscillator output.

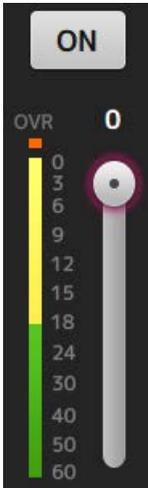
- 1 Touch the oscillator mode button and select the desired mode.



- 2 Use the oscillator assignment buttons to select the channels to send the oscillator signals to.

STIN L Playba..	STIN R Playba..	FXRTN1L Rev	FXRTN1R Rev	FXRTN2L Delay	FXRTN2R Delay		
MIX 1 Mix 1	MIX 2 Mix 2	MIX 3 Mix 3	MIX 4 Mix 4	MIX 5 Mix 5	MIX 6 Mix 6	ST L Stereo	ST R Stereo
MTRX1 Matrix..	MTRX2 Matrix..	FXBUS 1 Rev	FXBUS 2 Delay				

**3 Touch the oscillator output button to turn ON the oscillator output.**



**4 While referring to the oscillator output level meter, drag the oscillator level slider to adjust the oscillator output level.**

**NOTE**

- When the oscillator mode is set to SINE WAVE, you can also adjust the frequency of the oscillator.
- When the oscillator mode is set to BURST NOISE, you can also adjust length ON (Width) and length OFF (Interval).

**Related links**

“MONITOR (OSCILLATOR) screen” (p.74)

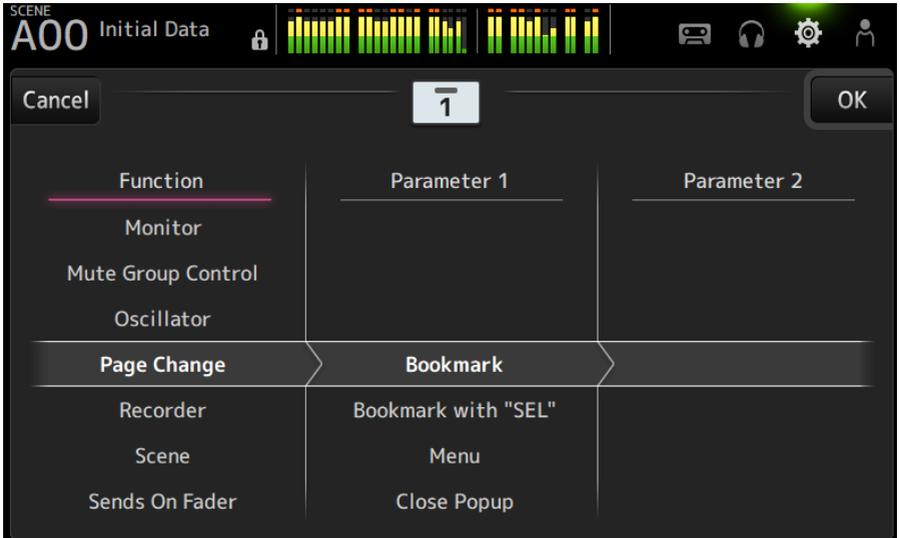
## SETUP screen

### Assigning functions to [USER DEFINED KEYS]

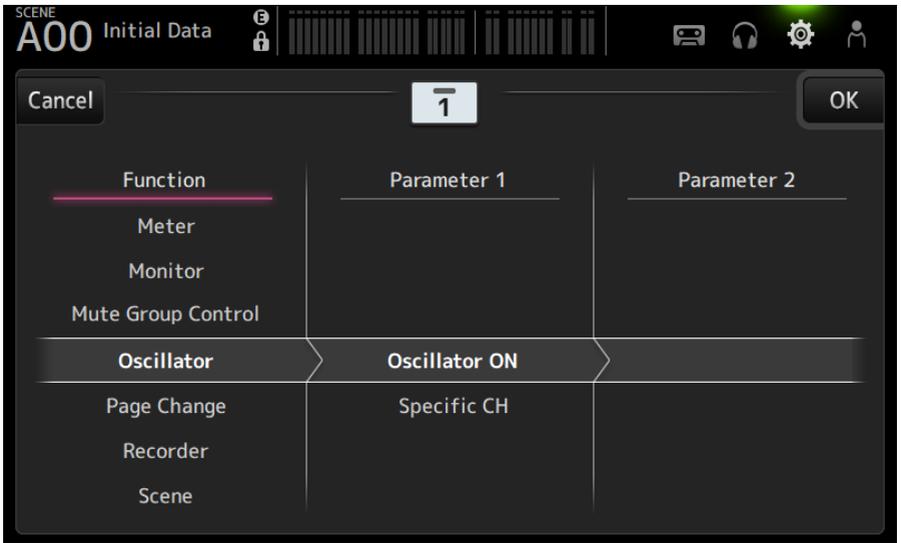
Functions can be assigned to [USER DEFINED KEYS] as shown below.

- 1 Touch the KEYS selection button of the key of the function you wish to assign.**

The function selection screen opens.



**2 Scroll through the Function list and select a function.**



**3 Scroll through the Parameter 1 list and select a parameter.**

If a parameter is available in the Parameter 2 list, you can select a 2nd parameter.

**4 Touch the OK button.**

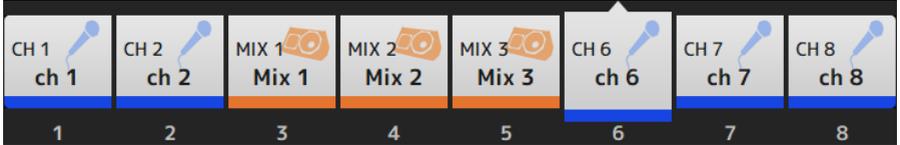
**Related links**

“USER DEFINED KEYS screen” (p.78)

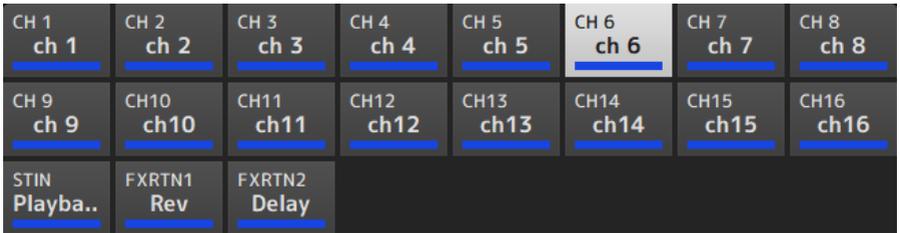
## Configuring a CUSTOM FADER BANK

Any channel can be assigned to CUSTOM FADER BANK as shown below.

### 1 Touch a fader button to select the fader you want to configure.



### 2 Touch a channel button to set the channel to the fader number selected in step 1.



### 3 Repeats steps 1-2 and configure other faders as desired.

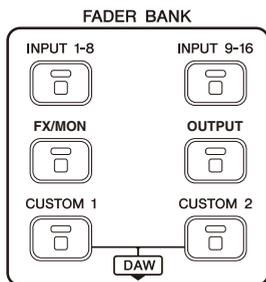
#### Related links

“CUSTOM FADER BANK screen” (p.91)

## Recalling a CUSTOM FADER BANK

---

Press either [CUSTOM 1] or [CUSTOM 2] of [FADER BANK] on the top panel to open CUSTOM FADER BANK in the channel strip.



### Related links

"CUSTOM FADER BANK screen" (p.91)

## Patching in/output

---

This explains how to configure IN/OUT patches

### ■ Input/output patches

Configure patches from the SETUP → PATCH screen.

Input patches can also be configured via the INPUT → INPUT CH PATCH screen. Output patches can also be configured via the OUTPUT → OUTPUT CH PATCH screen.

### ■ Patching the DM3 and I/O devices

There are 2 kinds of patches between the DM3 and I/O devices--patches to the Dante audio network or to the DM3 internal mixer.

Use the DANTE PATCH screen for making patches the DM3 to I/O devices in the Dante audio network.

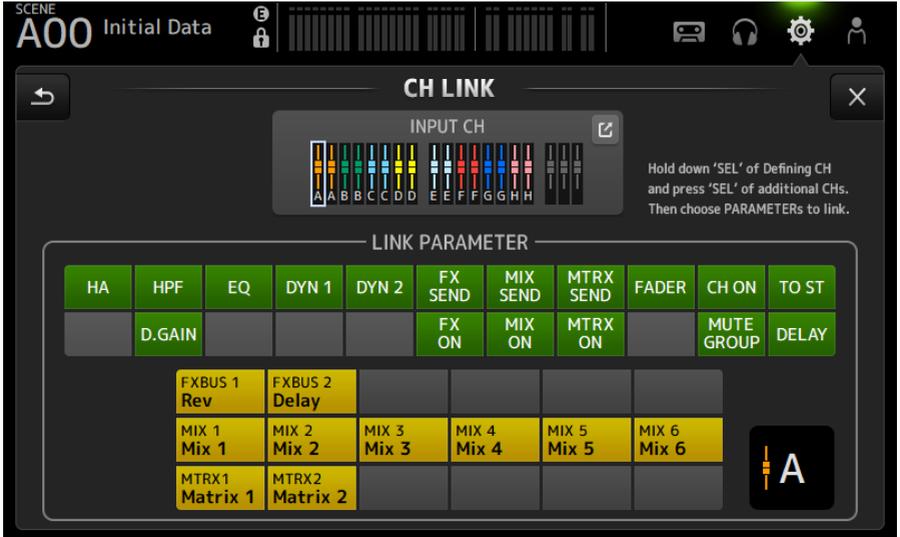
### Related links

- “PATCH screen” (p.107)
- “INPUT CH PATCH screen” (p.174)
- “OUTPUT CH PATCH screen” (p.217)
- “DANTE PATCH screen” (p.112)
- “Dante Auto Setup patches” (p.340)
- “Default values of IN/OUT patches” (p.341)

## Configuring channel links

This explains how to link particular parameters of the input channels.

### 1 Touch the Ch Link button on the SETUP screen to open the CH LINK screen.



### 2 While pressing the [SEL] key of the link source of the input channel, press the [SEL] key of the link destination to link the channel.

The channel to link can also be selected from the INPUT CH jump button.

### 3 Use the buttons in the LINK PARAMETER field on the CH LINK screen to select the parameter(s) (more than one can be selected) to link.

### 4 If the FX ON, MIX ON or MTRX ON buttons were turned ON in step 3, use the buttons in the SEND PARAMETER field to specify the desired bus (more than one can be selected).

#### NOTE

- You can also open the CH LINK screen by pressing and releasing 2 or more [SEL] keys of channels to be linked at the same time.
- When a [SEL] key of a channel that belongs to a link group is pressed and lit, all the channel [SEL] keys included in the same link group then flash.
- If INPUT channels are linked to ST IN/FX RTN channels, parameters that do not exist on the ST IN/FX RTN channels are ignored.

#### Related links

- “CH LINK screen” (p.123)
- “CH LINK SET screen” (p.126)

## Using the recall safe function

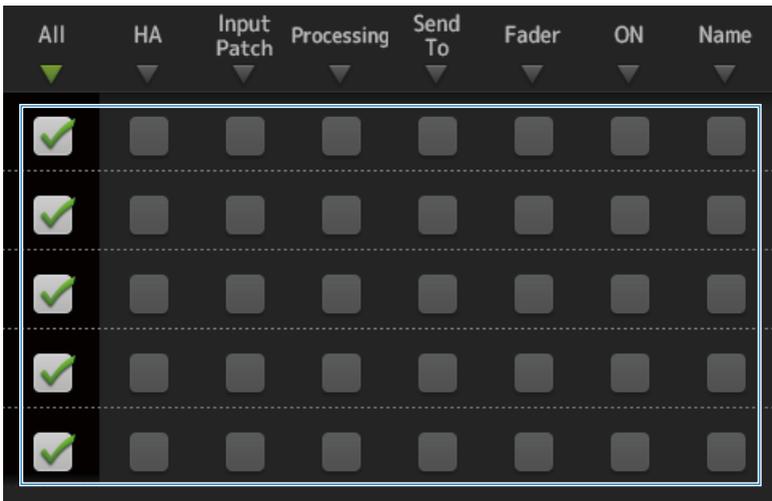
This explains how to configure the recall safe function used when recalling scenes.

Recall safe is a function that allows certain parameters and channels to be excluded from recall operations.

- 1 Touch a channel selection button to select the channels that you want to configure for recall safe.**



- 2 Touch the SAFE parameter selection buttons to select the items you want to make recall safe.**



- 3 To turn the recall safe ON for the selected channel, turn its SAFE button ON.**



**4 Touch the [X] button to close the screen, and execute recall.**

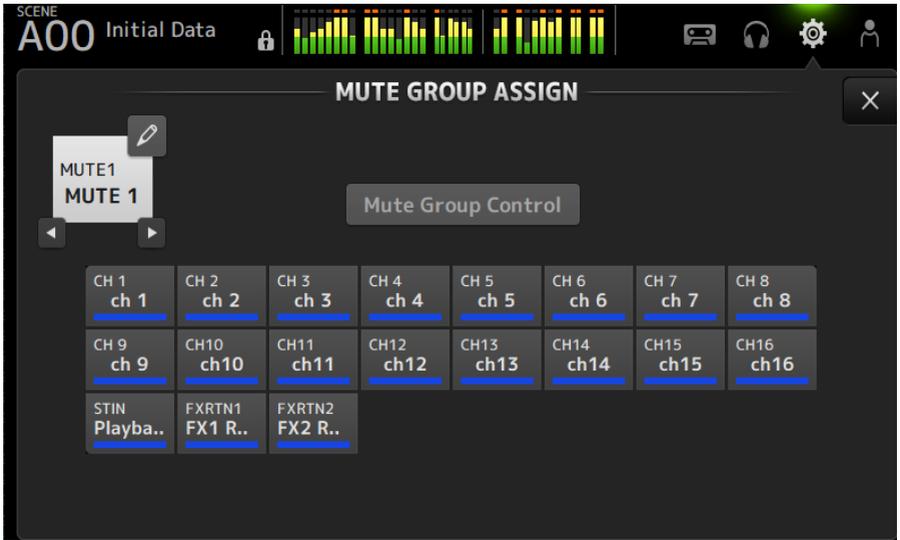
**Related links**

“RECALL SAFE screen” (p.102)

## Assigning channels to mute groups

This explains how to configure a mute group, which switches mute ON/OFF for multiples channels as a group.

- 1 Touch the Mute Group button on the SETUP screen to open the MUTE GROUP ASSIGN screen.**



- 2 Touch the left/right buttons for the mute group name to display the mute group to be created.**



- 3 Touch the Mute Group Control button to turn it ON.**



**4 Touch to select the channels to assign to the mute group.**

CH 1 ch 1	CH 2 ch 2	CH 3 ch 3	CH 4 ch 4	CH 5 ch 5	CH 6 ch 6	CH 7 ch 7	CH 8 ch 8
CH 9 ch 9	CH10 ch10	CH11 ch11	CH12 ch12	CH13 ch13	CH14 ch14	CH15 ch15	CH16 ch16
STIN Playba..	FXRTN1 Rev	FXRTN2 Delay					

**5 If necessary, name the mute group by touching the jump icon of the mute group name.**

**6 Touch the Close button at the top right of the screen to exit.**

**Related links**

- “MUTE GROUP ASSIGN screen” (p.105)
- “Configuring mute safe” (p.288)

## LOGIN screen

### Applying access permissions for guest users

---

This explains how to set access permission for GUEST users.

- 1 Log in on the LOGIN screen as the Administrator.**
- 2 Touch the User Account icon on the LOGIN screen to open the USER ACCOUNT screen.**
- 3 Select Guest user on the USER ACCOUNT screen.**
- 4 Touch the Access Permission Edit button to open the ACCESS PERMISSION screen.**
- 5 Select the controls that guest users have access to.**
- 6 To confirm whether the access restrictions were set as desired, open the LOGIN screen again and log in as a guest user.**
- 7 Make sure that access-restricted controls are not available.**

#### NOTE

When the console is initialized, passwords are canceled. The access restrictions for guest users return to their defaults as well.

#### Related links

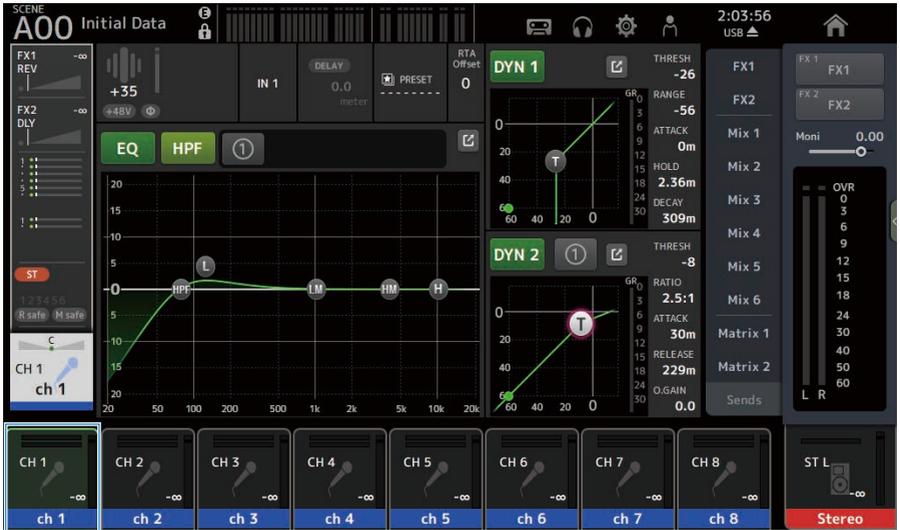
- “USER ACCOUNT screen” (p.142)
- “ACCESS PERMISSION screen” (p.144)

## HOME screen

### Copying settings from one channel and pasting them to another

This explains how to copy the settings of a specific channel and paste them as a group to another channel.

#### 1 Touch the copy source channel to select it.



**2** **Swipe left on the menu swipe indicator on the right of the screen.**

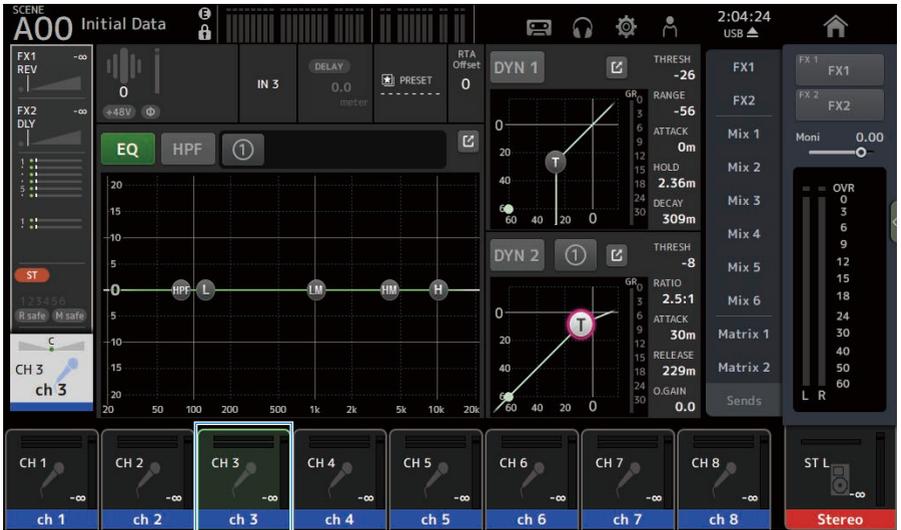
The menu opens.



**3** **Touch the CH Copy icon.**

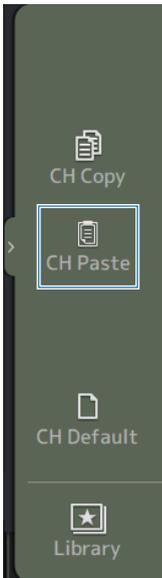
The settings are copied. Close the menu.

#### 4 Select the channel to paste the settings to.



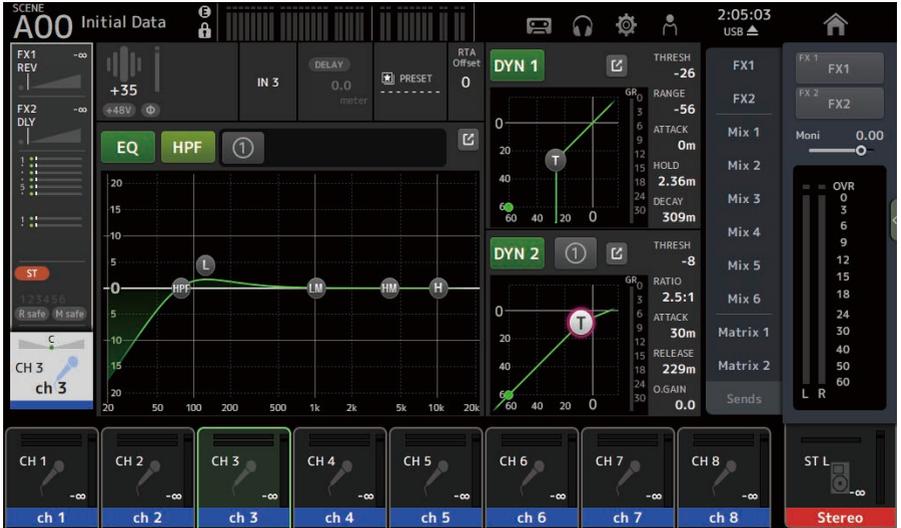
#### 5 Swipe left on the menu swipe indicator on the right of the screen.

The menu opens.



## 6 Touch the CH Paste icon.

The settings of the copy source are pasted to the paste-to channel. Close the menu.



### Related links

“HOME screen” (p.145)

## DAW REMOTE screen

### For configuring a USB MIDI port

---

A USB MIDI port must be configured in order to use DAW REMOTE.

Follow the steps below to do so.

**1 Connect the [USB TO HOST] connector of your DM3 series to a PC with a USB cable.**

**2 Configure the ports of the control surface of the DAW.**

Select either HUI or Mackie HUI for the type of control surface or for the remote device.

For the MIDI IN/OUT port, select Port2 for DAW REMOTE, as below.

Windows : Yamaha DM3-2

Mac : Yamaha DM3 Port2

#### NOTE

Port1 of the MIDI IN/OUT ports is for controlling scenes, faders, and turning channels ON/OFF.

#### Related links

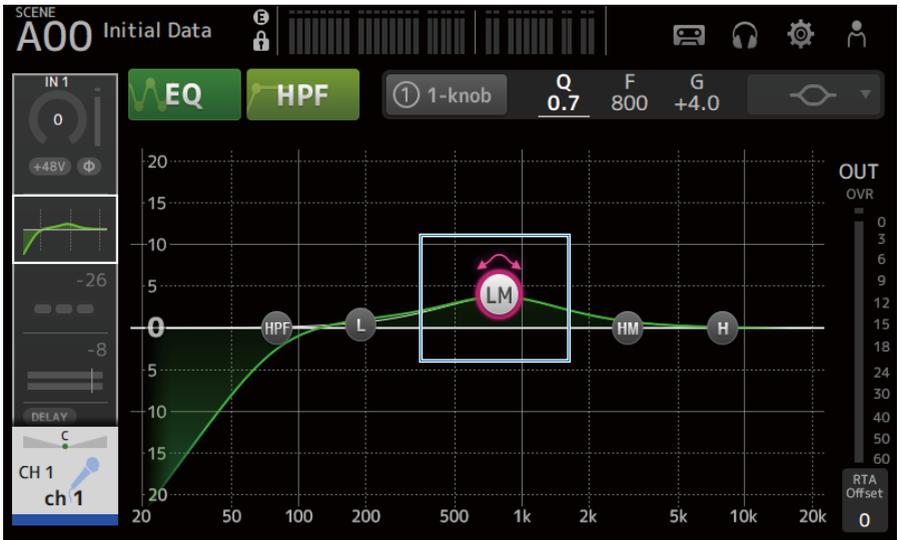
- “DAW REMOTE screen” (p.165)
- “MIDI (Setup) screen” (p.93)

## Channel-specific screens

### Adjusting EQ in manual mode

This explains how to operate the EQ in manual mode.

- 1 Open the EQ screen.**
- 2 Touch the EQ button to turn it ON.**
- 3 Touch the 1-knob mode button to turn it OFF.**
- 4 Scroll the EQ parameters on the touch screen to adjust the EQ.**



#### NOTE

- When an EQ parameter is highlighted, it can be adjusted with the [TOUCH AND TURN] knob. When doing so, each time you touch the EQ parameter, it toggles between its gain (G) and frequency (F). You can also switch between them by touching the value of G and F to right of the 1-knob button.
- To adjust Q, pinch in or out on the touchscreen, or touch the value of Q to the right of the 1-knob button and then use the [TOUCH AND TURN] knob to adjust the setting.
- You can select the type of filter for an EQ parameter, depending on the band. The type of filter that can be selected varies with the channel.
  - **L:** Bell, low-shelving, HPF (high-pass filter)
  - **LM, HM:** Bell
  - **H:** Bell, high-shelving, LPF (low-pass filter)

### 5 Turn HPF ON as needed.

When using a vocals mike, you can reduce low-frequency noise by turning the HPF ON.

**Related links**

[“EQ screen” \(p.176\)](#)

## Adjusting EQ in 1-knob mode

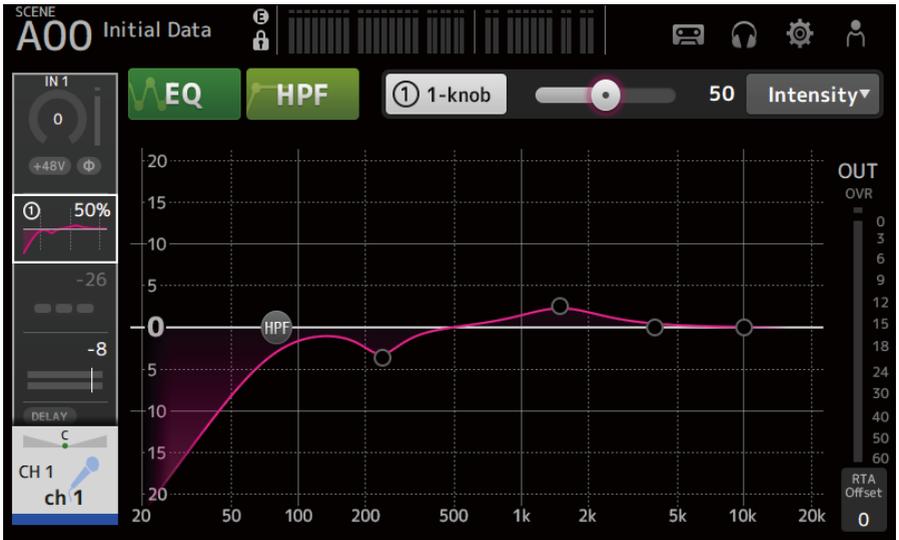
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This explains how to operate the EQ in 1-knob mode.

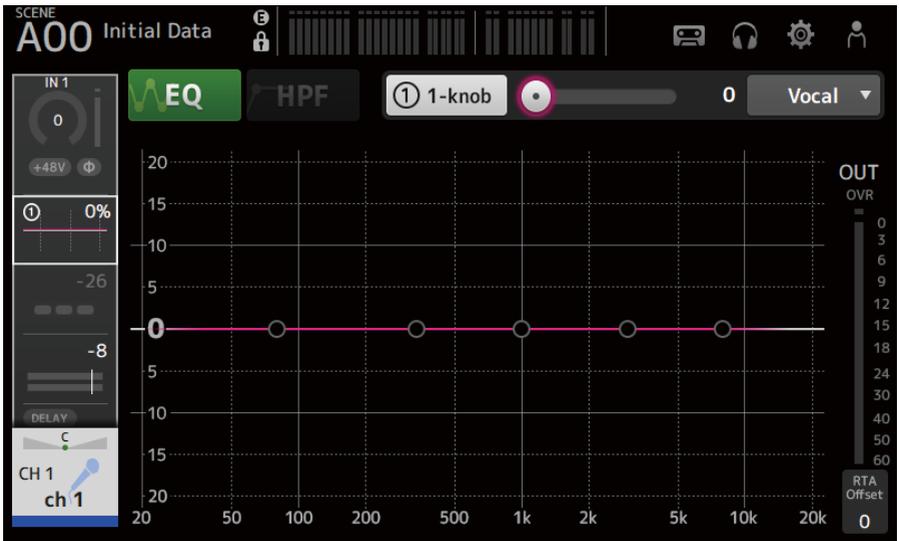
- 1 Open the EQ screen.**
- 2 Touch the EQ button to turn it ON.**
- 3 Touch the 1-knob mode button to turn it ON.**

## 4 Selecting the type of 1-knob mode

To use 1-knob EQ (Intensity), first configure the EQ in manual mode and then turn the 1-knob mode ON.



For the 1-knob EQ (Vocal or Loudness), use the preconfigured EQ curve settings.



## 5 Adjust the EQ with the [TOUCH AND TURN] knob.

**Related links**

- “EQ screen” (p.176)
- “The 1-knob EQ mode mechanism” (p.344)

## Configuring the HPF

This explains how to configure the HPF (high-pass filter).

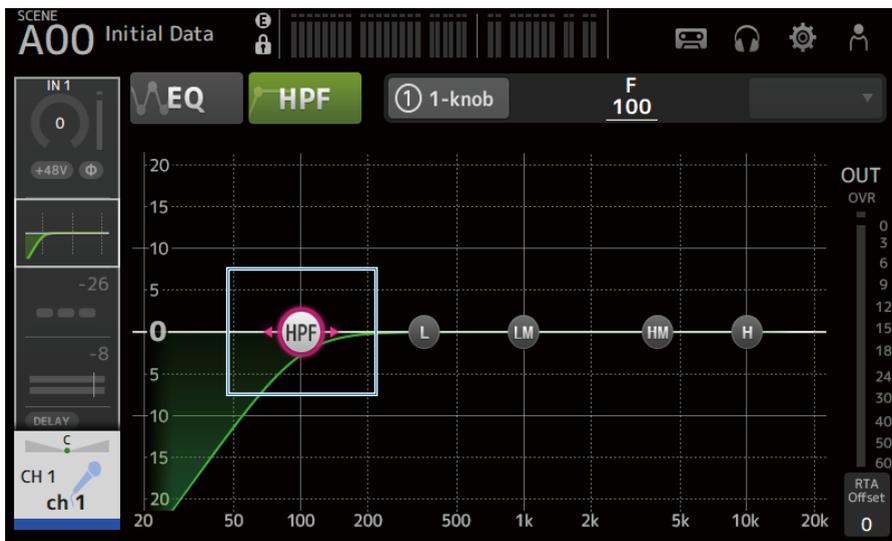
When using a vocals mike, you can reduce low-frequency noise by turning the HPF ON.

- 1 Open the EQ screen.**
- 2 Touch the HPF button to turn it ON.**

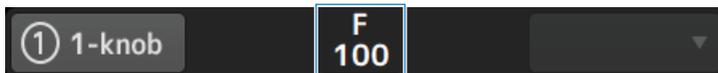


- 3 Touch the HPF handle.**
- 4 Turn the [TOUCH AND TURN] knob to adjust the HPF.**

You can also adjust it by dragging the HPF parameter field in the touch screen.



You can check the setting value in the display at top-right of the screen.



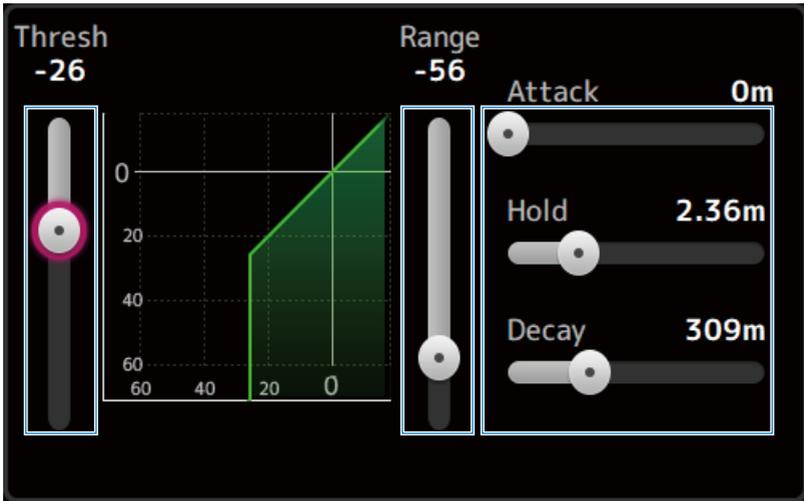
### Related links

“EQ screen” (p.176)

## Configuring GATE/DUCKING

This explains how to configure GATE/DUCKING.

- 1 Open the DYN1 screen.**
- 2 Touch the DYN1 button to turn it ON.**
- 3 Select Type, Key In.**
- 4 Touch the on-screen slider that you want to adjust.**



- 5 Turn the [TOUCH AND TURN] knob to adjust the value.**

Refer to the gate graph and each meter while making adjustments.

You can also drag the slider on the touchscreen to adjust the setting.

### Related links

"DYN1 (GATE/DUCKING) screen" (p.181)

## Adjusting the compressor in manual mode

This explains how to operate the compressor in manual mode.

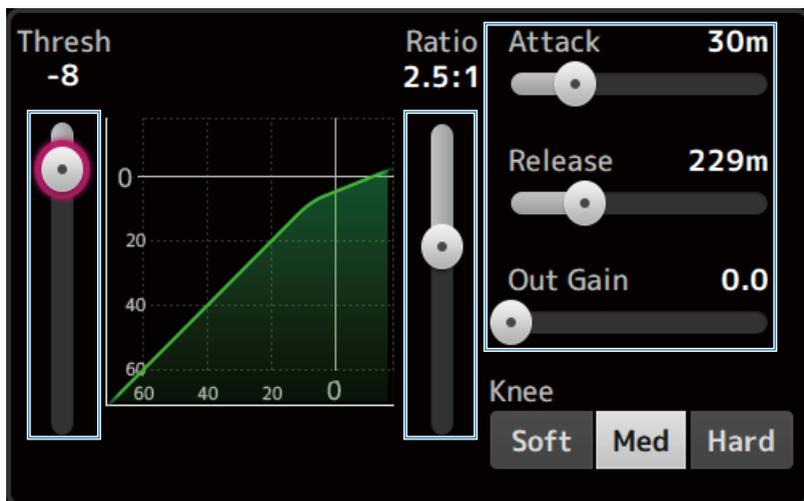
- 1 Open the DYN2 screen.**
- 2 Touch the DYN2 button to turn it ON.**
- 3 Touch the 1-knob mode button to turn the 1-knob COMP OFF.**



- 4 Adjust the slider for the desired parameter.**

Drag the sliders to adjust balance of each parameter.

When touched and highlighted, adjustments can be made with the [TOUCH AND TURN] knob.



### Related links

“DYN2 (COMP) screen” (p.184)

## Adjusting the compressor in 1-knob mode

This explains how to operate the compressor in the 1-knob mode.

- 1 Open the DYN2 screen.**
- 2 Touch the DYN2 button to turn it ON.**
- 3 Touch the 1-knob button to turn 1-knob COMP ON.**



All DYN2 settings are overwritten.

- 4 Make adjustments with the [TOUCH AND TURN] knob.**

Attack is fixed at 25 m, Release at 296 m and Knee Med; Threshold, Ratio and Out Gain are linked to the operation of the [TOUCH AND TURN] knob.



### Related links

“DYN2 (COMP) screen” (p.184)

## Setting effects

This explains how to configure effects.

### 1 Open the FX screen.



### 2 Touch the effects type button.

When the effects selection screen is displayed, touch the button of the desired type.

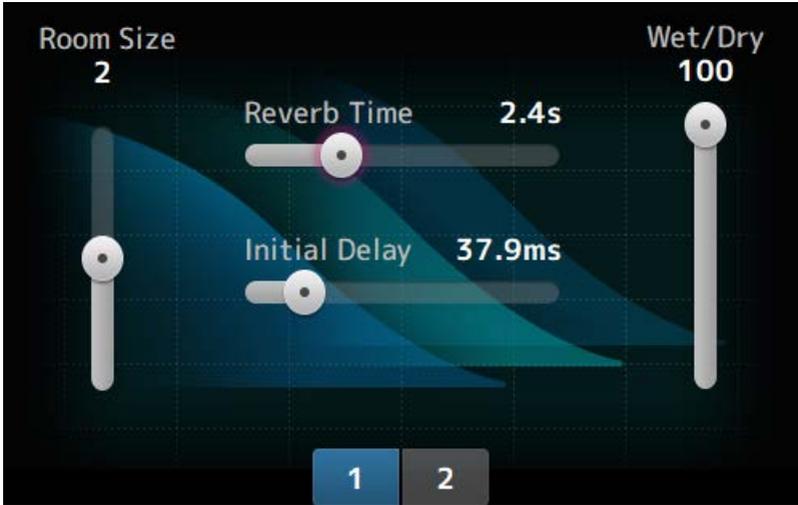


### 3 Touch the Send button.



#### 4 Adjust the parameter sliders as desired.

You can adjust the characteristics of the effect, the wet/dry balance, etc.



#### 5 Adjust the FX send level slider.

Adjust the send level of the effect.



#### 6 Adjust the level of FX RTN.

The FX RTN channels are in the ST IN fader bank.

#### Related links

"FX screen" (p.189)

## Adjusting the send to MIX/MATRIX BUS level

This explains how to configure send levels to MIX/MATRIX BUS.

### 1 Open the SEND TO screen.



### 2 Drag the level sliders for desired channels.

Adjust the send level to MIX channels.



### 3 Use the Pre button to switch whether to send before or after the fader.



Send the pre-fader signal when using on-stage floor monitors—this allows you to create a mix that is separate from the main mix.

Send the post-fader signal when using external effects processors or when you want to maintain the same mix balance as the main mix.

**4 Touch the ON or OFF button.**



When turned ON, the signal is sent to the MIX channels.

**5 Touch the SEND PAN slider and adjust it with the [TOUCH AND TURN] knob.**

When sending the signal to a stereo bus, adjust the send pan.

**Related links**

[“SEND TO Screen” \(p.193\)](#)



**4 Touch the ON or OFF button.**



When turned ON, the signal is sent to the FX BUS.

**Related links**

[“FX screen” \(p.189\)](#)

## Adjusting the send to FX/MIX/MATRIX BUS level with faders

This explains how to configure send levels (SENDS ON FADER) to FX/MIX/MATRIX BUS with faders.

Using SENDS ON FADER allows you to manage each channel strip on the panel and adjust send levels and turn sends to specific buses ON/OFF temporarily.

### 1 Touch the send to bus in the SENDS ON FADER area.



It displays channel names of the send to bus at the top of the channel name area.

The send levels of the send to bus are applied to the faders in the channel strip section on the top panel.

### 2 Use the faders on the top panel to adjust the send level.

Press the [ON] key in the channel strip to turn send ON/OFF.

### 3 Touch Exit in the SENDS ON FADER area to exit the SENDS ON FADER mode.

You can also touch the [HOME] key /HOME button to exist the SENDS ON FADER mode.

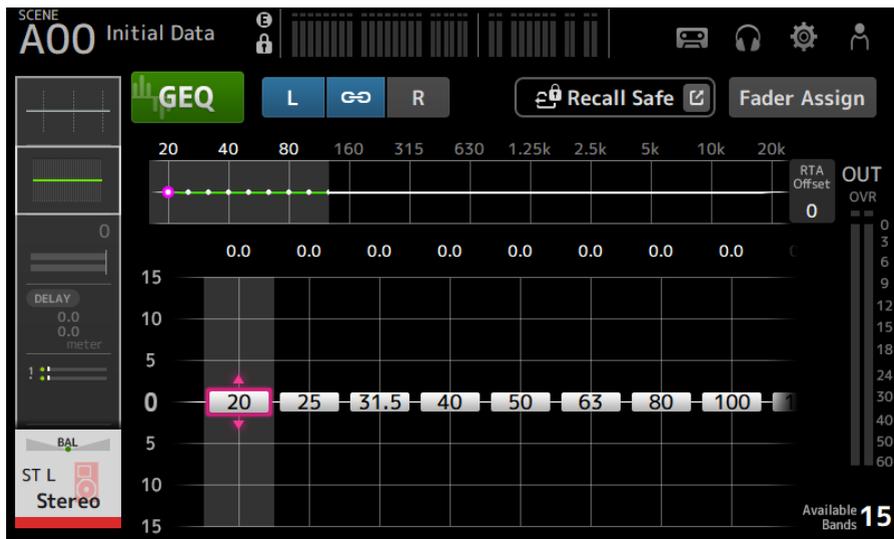
#### Related links

“SEND TO Screen” (p.193)

## Using GEQ

This explains how to operate the GEQ.

### 1 Open the GEQ screen.



### 2 Touch the GEQ button to turn it ON.



### 3 Swipe left or right on the gain sliders to display the desired frequency.

### 4 Drag sliders up/down to adjust their gain.

You can confirm gain levels via the gain output level meter.

Once you have adjusted gain for 15 bands, the gain sliders for the remaining bands are displayed in gray. If you want adjust gain for other bands, you must first set the gain to 0 for one of the bands you have already adjusted.

Touch the gain slider quickly two times to reset it to 0 dB (default value).

The selected gain slider can also be adjusted with the [TOUCH AND TURN] knob.

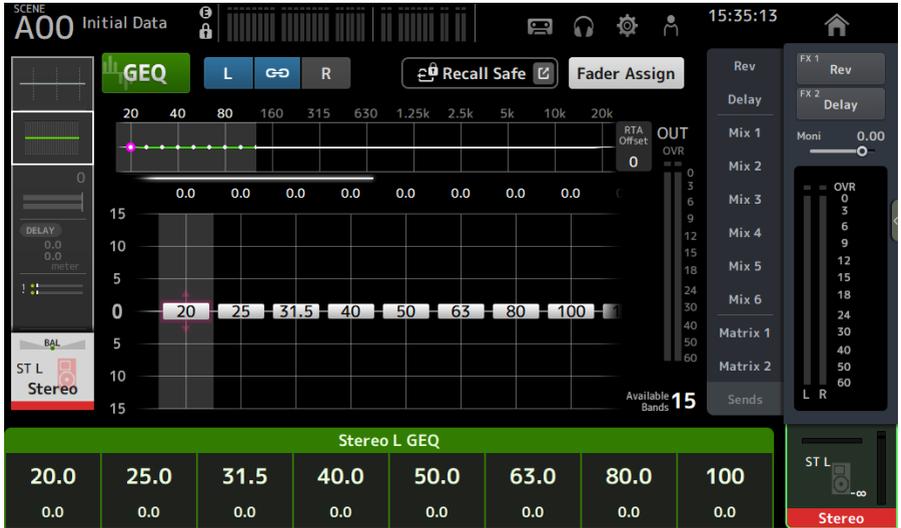
#### Related links

“GEQ screen” (p.211)

## Using faders to adjust GEQ

This explains how to adjust GEQ with faders.

- 1** Open the GEQ screen.
- 2** Touch the Fader Assign button to turn it ON.



The current gain setting for each band is applied to the faders in the channel strip section on the top panel. You can confirm the frequency and gain applied to each fader in the channel name area of the display.

- 3** Swipe left or right on the gain sliders in the GEQ screen to select other bands.

You can swipe the EQ graph, RTA display, or band selection area left or right to select other bands.

- 4** Use the faders on the top panel to adjust the gain.

If you press the [ON] key of a channel, you can reset the gain of frequencies assigned to that channel to 0 dB.

- 5** After making adjustments, touch the Fader Assign button to turn it OFF.

It also turns OFF when you switch to another screen or enter the SENDS ON FADER mode.

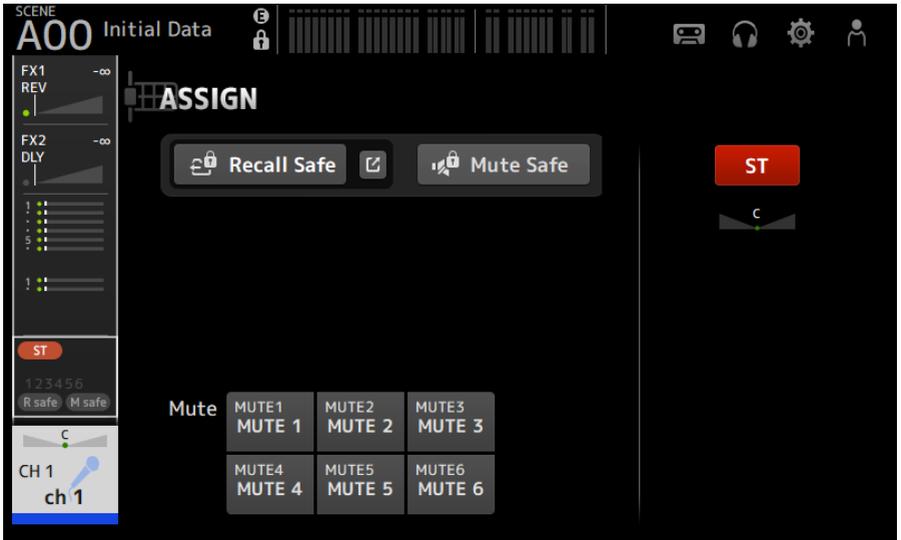
### Related links

“GEQ screen” (p.211)

## Configuring mute safe

Use mute safe to temporarily exempt certain channels, regardless of their mute group assignments. If you mute a mute group, any channels in that group that have mute safe enabled will not be muted.

### 1 Open the ASSIGN screen.



### 2 Touch the Mute Safe button to turn it ON.

To cancel mute safe, press the Mute Safe button again.

#### Related links

“MUTE GROUP ASSIGN screen” (p.105)

# Setting the send levels from output channels (MIX, STEREO) to MATRIX

This explains how to set send levels from MIX/STEREO channels to the MATRIX BUS.

## 1 Open the SEND FROM screen for MATRIX channels.



## 2 Touch the ON button for the MIX and/or STEREO channels to turn them ON (default setting is ON).

## 3 Use the Pre button to switch whether to send before or after the fader.

## 4 Drag the SEND LEVEL sliders to adjust send levels from the MIX and/or STEREO channels.

## 5 If the MATRIX BUS is set to stereo, adjust the pan with SEND PAN sliders.

### NOTE

- Left and right channel send levels can be adjusted independently for channels set to stereo, such as MIX and STEREO channels.
- If the MATRIX BUS is set to stereo, the SEND PAN sliders on channels set to stereo, such as MIX and STEREO channels, become BAL (balance) sliders.
- The MATRIX BUS can be switched between stereo and mono via the BUS SETUP screen on the SETUP screen.

### Related links

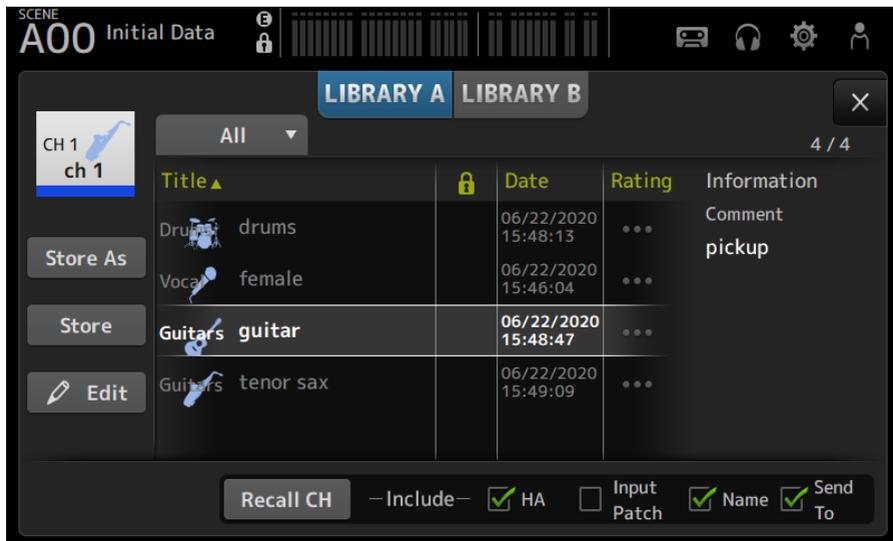
“SEND FROM screen” (p.219)

## Recall presets

This explains how to recall presets stored in the console.

### 1 Display the menu and touch the Library button.

The LIBRARY screen opens.



### 2 Touch a library selection button to select the tab that contains the desired preset.

A list of presets is displayed.

You can touch a header in the list to sort the items by that header (except for Information).

### 3 Touch the desired preset to select it.

The selected preset is highlighted.

### 4 Select the items that will be recalled.

Turn the checkboxes on for items that you want to recall.

### 5 Touch the Recall CH button.

Recalls the preset to the selected channel.

#### Related links

“LIBRARY screen” (p.221)

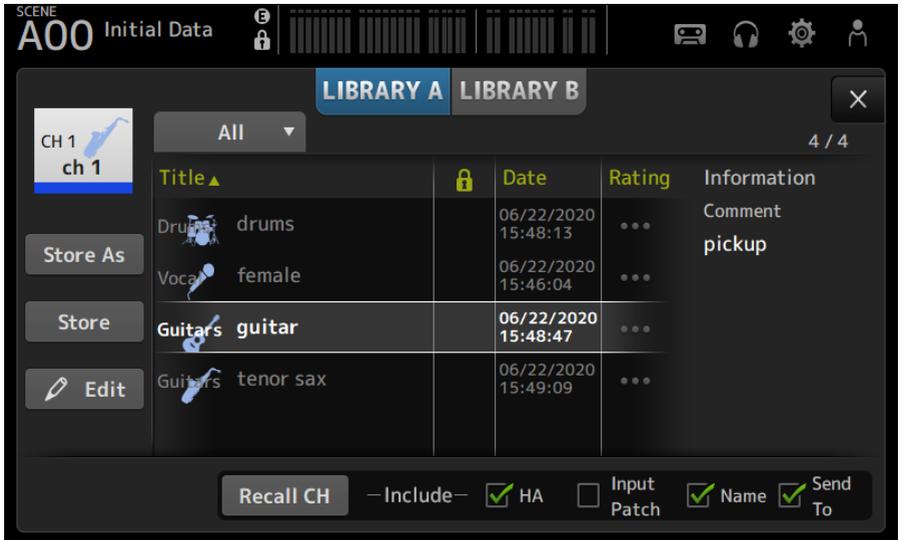
## Editing presets

You can save the settings of the current channel as a preset.

This explains how to save presets.

### 1 Display the menu and touch the Library button.

The LIBRARY screen opens.



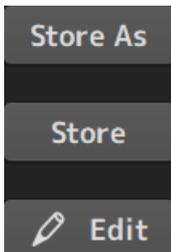
### 2 Touch the Store or Store As button.

**Store** button:

Overwrites the current channel settings to the preset selected in the list.

**Store As** button:

Saves the settings for the current channel as a new preset.



Touch the Edit button to edit the title and/or comments.

**Related links**

[“LIBRARY screen” \(p.221\)](#)

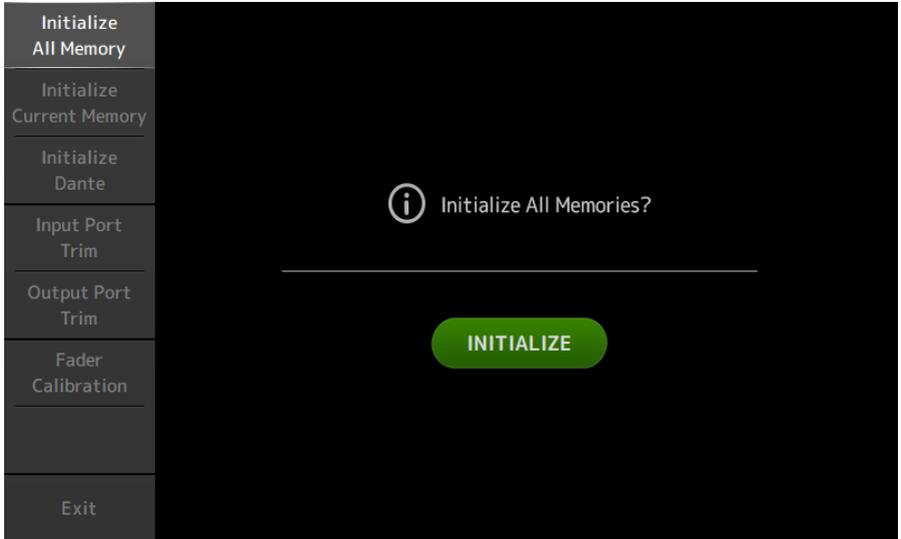
## MAINTENANCE screen

### How to display and use the MAINTENANCE screen

---

#### 1 Turn on the console while holding down the [HOME] key on the top panel.

The MAINTENANCE screen opens.



Touch the button that corresponds to the desired maintenance feature.

Touch the Exit button to exit the maintenance mode.

#### Related links

“MAINTENANCE screen” (p.229)

## Calibrating faders

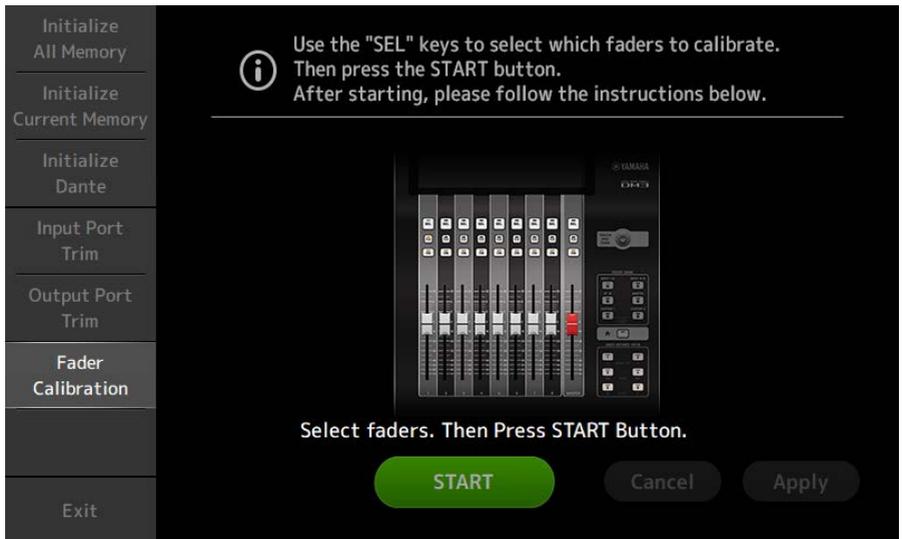
In some usage environments, discrepancies may occur in the movement of motorized faders. The Fader Calibration screen allows you to adjust this discrepancy.

This feature automatically calibrates the specified fader (channel strip or main section fader).

**1 Turn on the console while holding down the [HOME] key on the top panel.**

The MAINTENANCE screen opens.

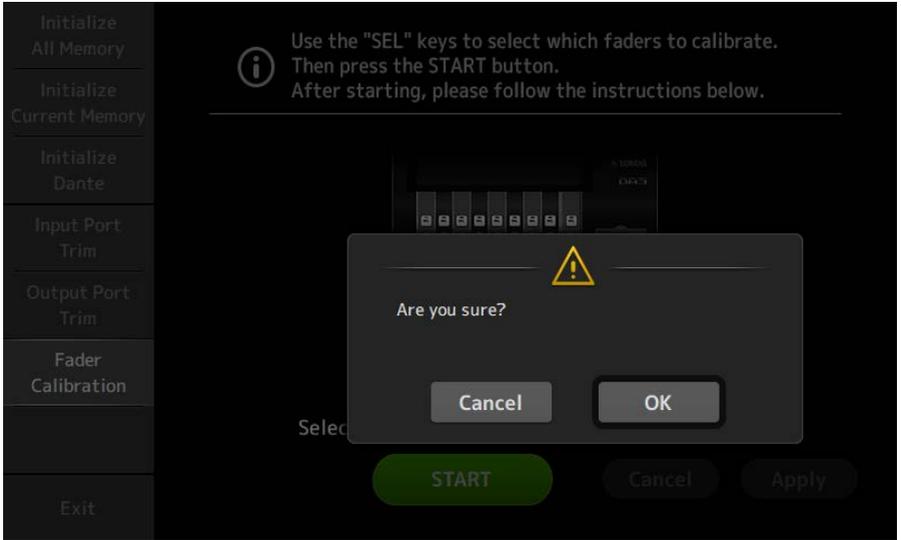
**2 Touch the Fader Calibration button to open the Fader Calibration screen.**



**3 Press the [SEL] key on the top panel to select the fader you want to calibrate.**

**4 Touch the START button on the FADER CALIBRATION MODE screen.**

**5 Touch the OK button when the confirmation message is displayed.**



**6 When calibration has finished, touch the Apply button.**

**7 Touch the Exit button in the maintenance menu and start up the console as usual.**

**NOTE**

When calibration is complete, you can continue to use other maintenance features if you do not touch the Exit button.

**Related links**

"Fader Calibration screen" (p.235)

## If a fader must be calibrated again

---

If a fader must be calibrated again, the [ON] or [CUE] key of the corresponding fader will flash.

Follow the steps below to do so.

- 1 Use the Close button to close the popup screen “Found faders requiring adjustment. Please calibrate the faders again.” that opens on the screen.**
- 2 Press the Apply button on the screen.**

The [SEL] keys of faders requiring recalibration light.
- 3 Slide the corresponding fader to the highest and lowest positions several times.**

Make sure the fader's slide action is smooth and not getting stuck.
- 4 Perform the procedure described in “Calibrating faders” beginning at step 2.**

If you perform this procedure multiple times and the popup message is still displayed, contact your Yamaha dealer listed at the end of the instruction manual.

### Related links

“Fader Calibration screen” (p.235)

# DM3 Editor

## DM3 Editor

DM3 Editor is a computer program that allows you to use your computer to edit DM3 series console settings while away from the console (offline mode), and operate the console using the computer while it is connected to the console (online mode).

DM3 Editor and DM3 series console connect via a network connection. A DM3 series console and DM3 Editor can connect to each other if they are connected to the same network. For information about network settings, refer to the Installation Guide for DM3 Editor.

Many of the DM3 Editor screens are constructed of the same screens as the console, and there is a great deal of affinity in the operation of DM3 Editor and the console.

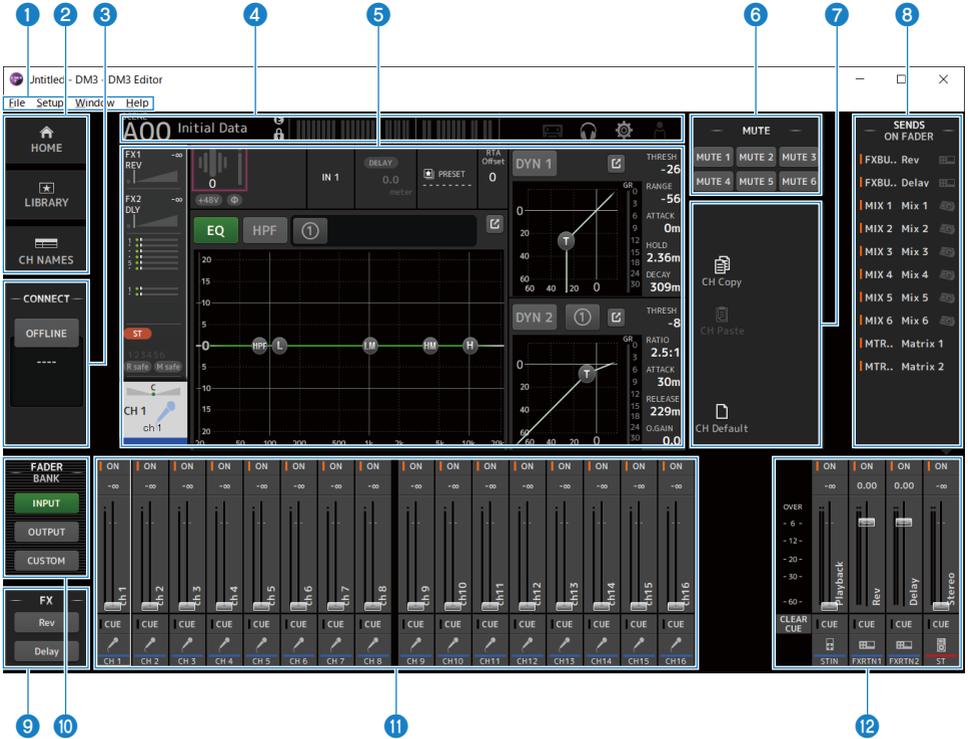
### NOTE

- Only one DM3 Editor can run on a computer at a time.
- Up to 3 DM3 Editor and DM3 StageMix can be used at the one time. However, only one of these can be DM3 Editor.
- Parts of this software use open source software. Please refer to the Legal screen for information on licensing of such software.

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# Names of parts of the Editor



**1 Menu bar**

**2 HOME/LIBRARY/CH NAMES area (p.311)**

**3 CONNECT area (p.312)**

**4 Toolbar**

Operates the same as the display of the DM3 series console.

**5 Main area**

Operates the same as the display of the DM3 series console.

**NOTE**

- The toolbar and main area have functions that cannot be used by the DM3 Editor.
- Functions unavailable in the DM3 Editor have their buttons grayed out and cannot be touched.

**6 MUTE area (p.315)**

**7 MENU area (p.316)**

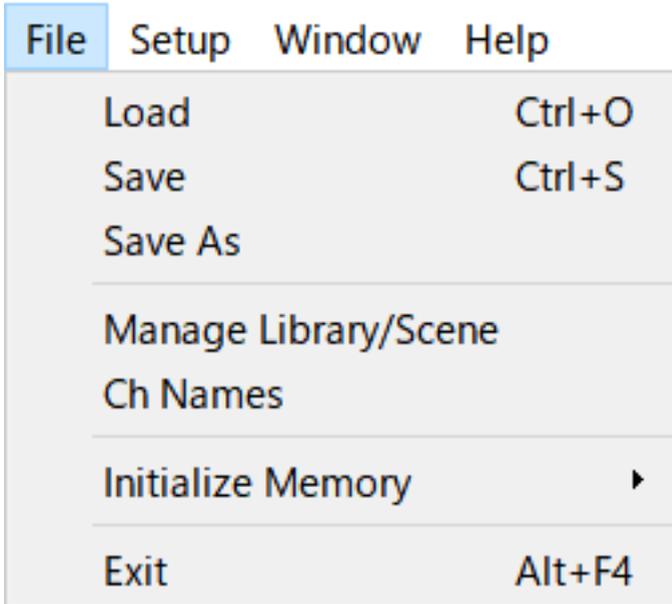
**8 SENDS ON FADER area (p.317)**

- 9 **FX area**
- 10 **FADER BANK area** (p.313)
- 11 **CH STRIP area** (p.318)
- 12 **MAIN/FX RTN/ST IN STRIP area** (p.319)

## Menu bar

### File menu

The File menu allows you to work with files.



DM3 Editor supports the following file types.

File extension	Description
.DM3P	Used to store data for one Preset in a single file.
.DM3S	Used to store data for one Scene in a single file.
.DM3F	Used to store all mixer settings.

#### NOTE

- You can save .DM3F files created using DM3 Editor to a USB storage device that is connected to your computer. Later, if you connect the USB storage device to the DM3 Series console's USB connector, you can load the data directly into the console. Similarly, you can use the DM3 Series console to save .DM3F files to a USB storage device, and then connect the device to your computer and load the data into DM3 Editor.
- You can drag and drop .DM3P files within the DM3 Editor screen to save and load them.

Each item in the menu is displayed below.

- **Load :**

Allows you to select a saved .DM3F file and load it.

- **Save :**

Saves the current settings by overwriting the existing .DM3F file.

- **Save As :**

Allows you to save the current settings as a newly named .DM3F file.

- **Manage Library/Scene :**

Displays the Manage Library/Scene screen which allows the batch management of library and Scene data within the DM3 Editor.

This feature cannot be used during ONLINE connection with the DM3 Series console.

- **Ch Names :**

Displays the Ch Names screen used for setting up the icon, name and color of the input channel and output channel.

- **Initialize Memory :**

This feature cannot be used during ONLINE connection with the DM3 Series console.

- **Current Memory :**

Initializes the current memory of the DM3 Editor.

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

- **All Memory :**

Initializes the internal memory of the DM3 Editor.

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

- **Exit**

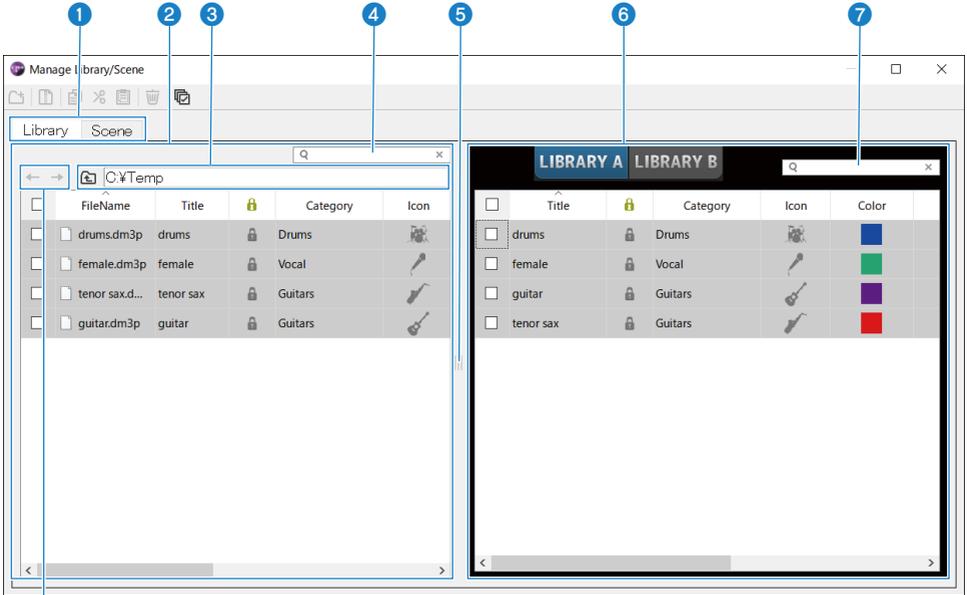
Closes the DM3 Editor.

## Manage Library/Scene screen

The Manage Library/Scene screen is for batch managing the scene and library data in the DM3 Editor.

In addition to editing library and scene data, it can also handle library and scene data saved in .DM3F files as individual files.

When the connection of the DM3 series console is offline, select Manage Library/Scene from the file menu to open it.



**1 Library tab/Scene tab**

Toggles the screen displayed.

**2 Left pane**

Displays the folders and files on the computer, including .DM3P (library data), .DM3S (scene data) and .DM3F files.

More than one line can be selected via their checkboxes and operated at one time. Clicking a file while selected allows editing, either by entering text directly or via pulldown menus.

Displayed files can be moved, such as by dragging or copying them to the right pane (inside the DM3 Editor) or one directory level down.

**3 Bus display**

Displays the directory path of the list displayed in the left pane. A path can also be entered directly.

Click the button on the left side to move up one level.

**4 Text search box**

Allows filtering of the display by searching for text in File Name, Title or Comment.

**5 Separator**

The separator handle can be moved left/right to resize the left/right panes.

**NOTE**

- If you make many, quick operations on the touch panel, you may not be able to use it thereafter. If this happens, operate it once with your mouse or touch pad, or remove the highlighting from the application.
- When many files are displayed in the left pane, it may slow down sorting or selecting them, but this is not a malfunction. Please wait for the program to respond. We recommend keeping the number of files displayed in the left pane to 1,000 or less.
- When the Manage Library/Scene screen is open, do not manipulate files in the folder displayed in the left pane, such as with the Finder or the Explorer on your computer. It may take a long time to refresh the display of the Manage Library/Scene screen.

**6 Right pane**

Displays data in DM3 Editor for each bank.

It works the same way as the left pane.

The Protect item can be switched ON/OFF by clicking it, regardless of what is selected. When ON, editing becomes unavailable.

Presets with Protect ON are displayed grayed out.

**7 Text search box**

Allows filtering of the display by searching for text in Title or Comment.

**8 ←/→ buttons**

Click to move up/down one level.

**■ Toolbar**



Right-clicking opens the same kind of menu.

**1 New Folder**

Creates a new file in the computer directory displayed in the left pane.

**2 Extract ProjectFile**

Extracts a .DM3F file and handles the data inside as individual files. Click to open a dialog for specifying the extract to location. When extraction is executed, it creates a Library folder and a Scene, and extracts to individual files for each bank.

**3 Copy**

Copies the selected data.

**4 Cut**

Cuts the selected data.

**5 Paste**

Pastes the Copy or Cut data.

**6 Delete**

Deletes the selected data.

**7 Select All**

Selects all displayed data.

**NOTE**

- Drag & dropping individual files directly to places like the computer desktop is not available from the Manage Library/Scene screen.
- If you copy/move multiple scene files from your computer, they will be copied in order from the line selected as the copy/move destination. When doing so, if data to be overwritten is protected, the system cannot copy or move lines that are protected.
- If the number of scenes in the copy/move to bank will exceed the maximum (100) as a result of copy/moving them, it will copy/move up to the maximum (100) scenes.
- It will not copy or move if doing so would make the copy/move to banks in a library exceed the maximum (1,000).

## Ch Names screen

The Ch Names screen is for configuring the icons, names and colors of input and output channels.

1 2 3

CH	ICON	NAME	Color								
			Purple	Pink	Red	Orange	Yellow	Dark Blue	Light Blue	Green	OFF
CH 1		ch 1	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
CH 2		ch 2	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
CH 3		ch 3	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
CH 4		ch 4	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
CH 5		ch 5	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
CH 6		ch 6	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
CH 7		ch 7	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
CH 8		ch 8	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
CH 9		ch 9	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
CH10		ch10	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
CH11		ch11	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
CH12		ch12	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
CH13		ch13	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
CH14		ch14	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
CH15		ch15	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
CH16		ch16	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
STIN L		Playback	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
STIN R		Playback	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
FXRTN1 L		Rev	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
FXRTN1 R		Rev	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
FXRTN2 L		Delay	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
FXRTN2 R		Delay	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				

CH	ICON	NAME	Color									
											OFF	
MIX 1		Mix 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>					
MIX 2		Mix 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>					
MIX 3		Mix 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>					
MIX 4		Mix 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>					
MIX 5		Mix 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>					
MIX 6		Mix 6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>					
MTRX1		Matrix 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>					
MTRX2		Matrix 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>					
ST L		Stereo	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ST R		Stereo	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FXBUS 1		Rev	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>					
FXBUS 2		Delay	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>					
MONI L	-	-	-	-	-	-	-	-	-	-	-	-
MONI R	-	-	-	-	-	-	-	-	-	-	-	-

## 1 Toolbar

- **Copy button:**

Copies the selected channel line(s), parameter columns and content of cells.

- **Paste button:**

Pastes the copied content to the selected location.

- **Default button:**

Reverts the selected content to its default values.

Click the title of a parameter to select all the columns of that parameter. If the Default button is clicked at such time, all the corresponding parameters of the selected channel(s) are returned to their default values.

## 2 Switch display tabs

Switches the content displayed in the Edit area between Input and Output.

### 3 **Edit area**

Allows you to set the channel name, icon and color for displayed channels. The parameters displayed vary with the type of channel.

Content that can be edited here is the same as the main window of DM3 Editor. In addition, any content edited while connected to the DM3 series console is synchronized with the console in both directions.

Right click (Windows) or [Ctrl] + click (Mac) inside the Edit area to open the menu.

Parameters that can be edited in the Edit area:

- **Stereo Link :**

Setting and canceling Stereo Link is available from the menu. Right click (Windows) or [Ctrl] + click (Mac) with channel(s) selected to open the menu.

The chain icon is displayed between linked channels.

- **Channel Icon :**

Click to open a menu for selecting the channel icon.

- **Channel Name :**

Click to enable entering text.

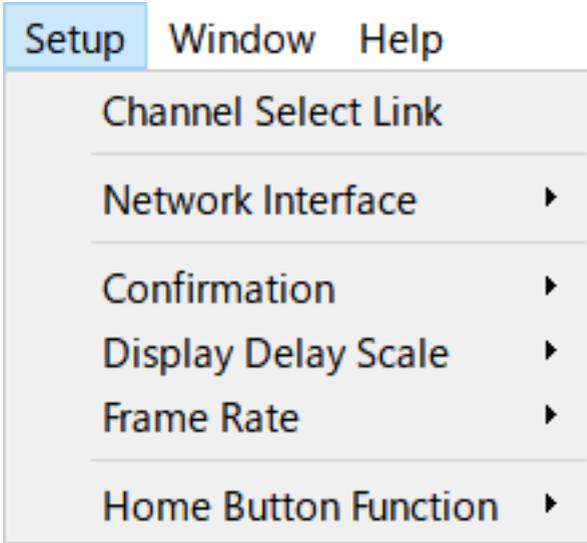
- **Channel Color :**

Click the cell of the desired color to set the channel color.

## Setup menu

---

The Setup menu is for configuring the environment for using DM3 Editor.



When you select an item, it is checked and the function is enabled. Select the item again to remove the checkmark and disable the feature.

- **Channel Select Link :**

When synced with the DM3 series console, this determines whether to sync the channel selection with the console.

- **Network Interface :**

Allows you to select the network port used for communication between your computer and the DM3 series console.

What is displayed here varies the usage environment.

- **Confirmation :**

Determines whether a confirmation dialog is displayed when you use Store, Recall, INPUT Patch or OUTPUT Patch functions.

When checked, the confirmation dialog is enabled.

- **Display Delay Scale :**

The unit of delay displayed in the DELAY box can be set to sample, frame, meter, feet or ms.

- **Frame Rate :**

Selects the frame rate for the delay setting in the frame unit.

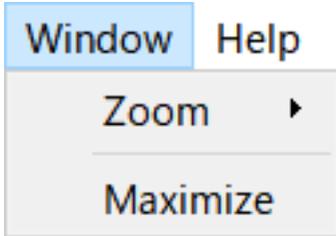
- **Home Button Function :**

Selects the section to display when the HOME button is clicked. When “CH STRIP & Selected Channel” is selected, each time the HOME button is clicked, the display switches between the CH STRIP section and the Selected Channel section.

## Window menu

---

The Windows menu is for configuring how windows are displayed.

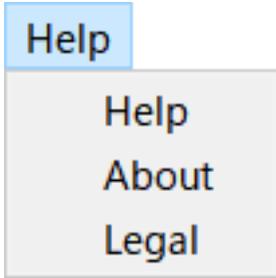


- **Zoom :**  
Changes the size applications are displayed at 100%, 150% or 200%.
- **Maximize :**  
Displays the DM3 Editor at its maximum size.

## Help menu

---

The Help menu displays manual, version and licensing information on the DM3 Editor.



- **Help :**  
Starts your Web browser and displays the manual library.
- **About :**  
Displays the About screen, which shows the version of DM3 Editor.
- **Legal :**  
Displays the DM3 Editor License screen.

### NOTE

An Internet connection is required to display the manual library.

## Editor area

### HOME/LIBRARY/CH NAMES area

---

The HOME/LIBRARY/CH NAMES area provides shortcut buttons for switching the display of DM3 Editor.



**1 HOME buttons**

Displays the HOME screen in the main display area.

**2 LIBRARY buttons**

Displays the LIBRARY screen in the main display area.

**3 CH NAMES buttons**

Displays the Ch Names screen.

## CONNECT area

---

The CONNECT area is for controlling the connection between DM3 Editor and the DM3 series console.



### Status button

Click this button to switch between ONLINE/OFFLINE.



If DM3 Editor is connected properly with the DM3 series console, this button is displayed. When in this state, the parameters of the DM3 Editor and the DM3 series console are linked.



If DM3 Editor is not connected to the DM3 series console, or if there is a problem with the connection, or if offline editing is selected, this button is displayed.

When in this state, the parameters of the DM3 Editor and the DM3 series console are not linked.

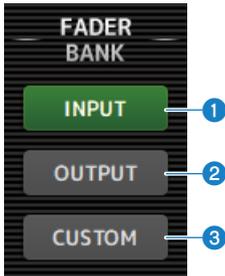
### NOTE

You can choose whether the channel selections are linked or not between DM3 Editor and the DM3 series console. Configure it via Setup Menu → Channel Select Link.

## FADER BANK area

---

The FADER BANK area of the DM3 Editor is for switching the fader banks displayed in the CH STRIP of the DM3 Editor.



**1 INPUT bank**

CH 1-16 are assigned here in the CH STRIP area.

**2 OUTPUT bank**

MIX 1-6, MATRIX 1-2, FX BUS and MONITOR are assigned here in the CH STRIP area.

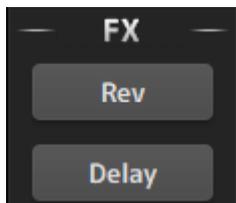
**3 CUSTOM bank**

Custom fader banks are assigned here.

## FX area

---

Touch an FX button in the FX area of DM3 Editor to open the FX screen in the main area.



## MUTE area

---

Use the MUTE area to turn the mute of groups on the DM3 series console ON/OFF.



### Mute group buttons

Mute groups of input channels of the DM3 series console. The buttons light when their mute group is turned ON.

### NOTE

When mute safe is ON for input channels, they are excluded from mute groups.

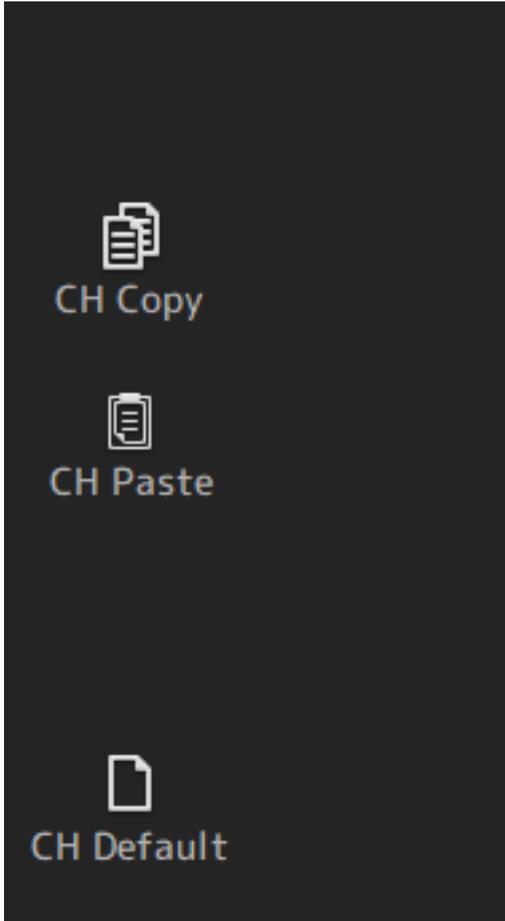
## MENU area

---

The MENU area displays available menus.

It displays a menu of operations that are available for the screen displayed in the main display area.

For information about each menu, refer to the description for that screen.



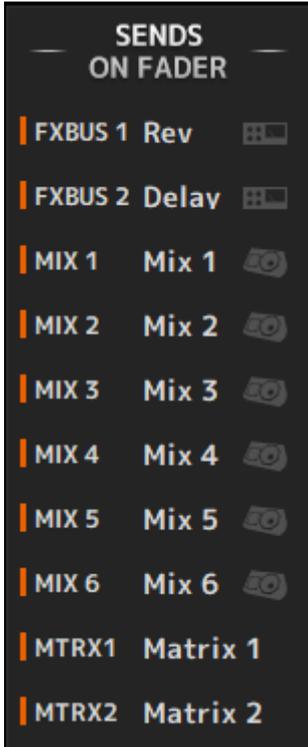
## SENDS ON FADER area

---

The SENDS ON FADER area is for controlling the CH STRIP area by adjusting send levels and turning sends ON/OFF for specific buses temporarily.

Click a bus to select and highlight it; this puts it in the SENDS ON FADER mode.

Click the selected bus again to cancel the SENDS ON FADER mode.



## CH STRIP area

The CH STRIP area displays a channel strip according to the selections of the FADER BANK of the DM3 Editor.



### 1 ON buttons

Turns the channel ON/OFF. This button lights when the channel is turned ON. In SENDS ON FADER mode, this button controls whether the signal from the channel is sent to the currently selected MIX BUS, MATRIX BUS or FX BUS.

### 2 Fader value

Displays the current fader level value.

Click to select the fader (it turns pink) and then use the mouse wheel to adjust the level. Click again to specify a value using your computer's keyboard. Press the [Enter] key on your keyboard to set the value. If you do not press the [Enter] key, the fader reverts to its previous level when you click another part of the channel strip area or adjust a DM3 series console fader.

### 3 Faders

Faders adjust the signal level of the channel. In SENDS ON FADER mode, faders control the send level from the channel to the currently selected MIX BUS, MATRIX BUS or FX BUS.

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

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

### 4 CH Display

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

### 5 CUE buttons

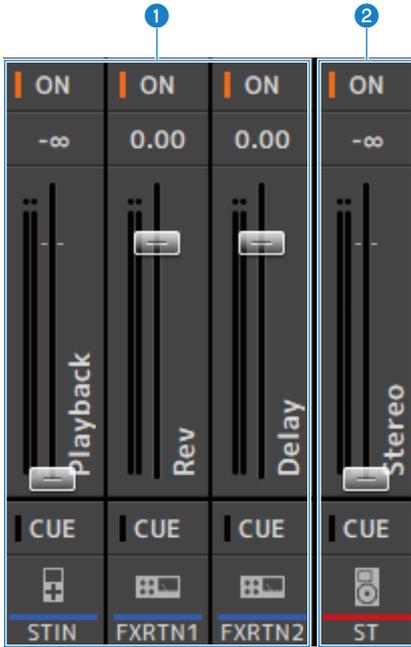
This button selects the channel(s) for CUE monitoring. They light when ON.

### 6 CLEAR CUE buttons

Turns OFF the CUE for all channels.

## MAIN/FX RTN/ST IN STRIP area

The MAIN/FX RTN/ST IN STRIP of DM3 Editor is the area where MAIN/FX RTN/ST IN channel strips are always displayed.



### 1 FX RTN/ST IN STRIP

Controls FX RTN and ST IN channels.

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

### 2 MAIN STRIP

Controls the STEREO BUS.

In SENDS ON FADER mode, send destination channels are displayed as the MAIN strip. In addition, the fader knob changes color to match the channel color of the corresponding bus.

# Using the Editor

## Overview of using the Editor

This explains how to operate DM3 Editor using a mouse and keyboard.

### **Using a mouse wheel**

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

### **Using the keyboard of your PC**

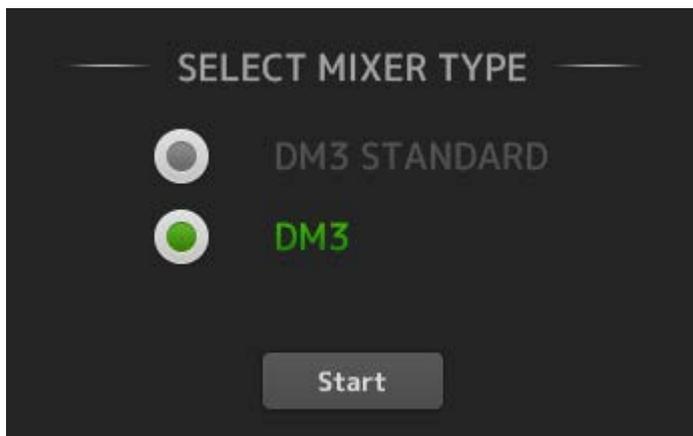
You can use your PC's keyboard just as you would use the console's SOFT KEYBOARD screen.

### **Using a touch screen**

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

## Operations at startup of the Editor

When you start DM3 Editor, you will be prompted to select the model of your DM3 series console.



Select the model and click the [Start] button to open the HOME screen.

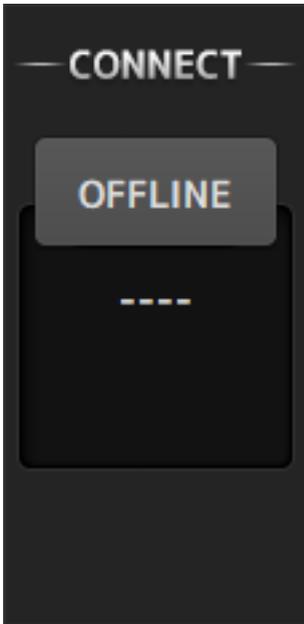
The setting of the selected model is used when the Editor is started subsequently.

## Syncing the Editor and the console

When you start DM3 Editor, its settings will be different from your DM3 console's settings. For that reason, the settings of your DM3 series console and those of DM3 Editor must first be synced.

Before syncing them, you need to configure the network interface.

- 1 Select SETUP → Network Interface.**
- 2 Select the desired network interface from the list of available items.**
- 3 Click OK.**
- 4 Click the status button in the CONNECT area.**



**5** In the **CONNECT** screen, select the **DM3** console and the direction of data syncing.



Only DM3 series consoles of the model you selected when you launched DM3 Editor are displayed.

You can use the DIRECT IP button to directly specify the IP address, instead of using an automatic search. The Unicast Level Meter button allows level meter information to be displayed even if the DM3 is on a different subnet.

If the maximum number (total of 3) of DM3 Editor or DM3 StageMix are already connected to a DM3 Series console, a restricted mark is displayed to the left of its IP Address. Also, even though the DM3 series console selected does not have a restricted mark displayed, when the CONNECT button is pressed, a message indicating connection was not possible may be displayed, due to the connection status of other DM3 Editor and/or DM3 StageMix.

The following sync directions are available.

DM3 → PC    DM3 series console parameter settings are copied to DM3 Editor.

DM3 ← PC    DM3 Editor parameter settings are copied to the DM3 series console.

Using the Editor > Syncing the Editor and the console

**6 If an Administrator password has been set up for the DM3 series console, enter it.**

**7 Click the CONNECT button.**

Do not operate the DM3 series console while data is being synced.

## The offline editing function of the Editor

To disconnect the link between the DM3 series console and DM3 Editor and switch to OFFLINE, click the status button in the CONNECT area. When you wish to reflect the editing you made offline to the DM3 series console, click the status button again and select the sync direction DM3 ← PC.

# Appendix

## Parameters

### SAVE/LOAD Data

The target data for SAVE/LOAD is as follows.

Data that is saved/loaded	Description
Scene Memory	All Scene and Current Scene
Channel Library	All Channel Preset
Dante Patch Library	
+48V Active	
Mute Safe	
Mute Group Control	
Cue	Except channel Cue settings
Oscillator	Other than Oscillator ON
Monitor	
Meter	
Recall Safe	
User Defined Keys	
Custom Fader Bank	
Preference	Other than [HOME] Key
Dante Setup	
User Account	

Data that is not saved/loaded	Description
Cue	Channel Cue settings
Oscillator	Oscillator ON
Brightness	
Preference	[HOME] Key
Date Time	
Network	
Console Lock	
Input Port Trim	
Output Port Trim	
Fader Calibration	
FAN Setting	
Image files	Image files to display during Console Lock or Screen Lock

## **Functions that can be assigned to USER DEFINED KEYS**

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<b>FUNCTION</b>	<b>PARAMETER 1</b>	<b>PARAMETER 2</b>	<b>Description of Function</b>
No Assign			No feature is assigned
Brightness	Bank Change		Switches the Brightness setting bank.
CH ON	Specific CH	CH 1-16 ST IN FX RTN 1-2 MIX 1-6 FX 1-2 STEREO MATRIX 1-2	Turns the channels selected under PARAMETER 2 ON/OFF.
CH Select	Inc		Selects channels in order of the direction selected for PARAMETER 1.
	Dec		Selects channels in order of the direction selected for PARAMETER 1.
	Specific CH	CH 1-16 ST IN FX RTN 1-2 MIX 1-6 FX 1-2 STEREO MATRIX 1-2	Switches channels selected for PARAMETER 2.
CUE	Specific CH	CH 1-16 ST IN FX RTN 1-2 MIX 1-6 FX 1-2 STEREO MATRIX 1-2	Turns the CUE of channels selected under PARAMETER 2 ON/OFF.
Effect	Bypass	FX 1-2	Bypasses effects selected under PARAMETER 2.
EQ	Band Select	HPF LPF Low Low-Mid High-Mid High	Selects the band assigned to PARAMETER 2.
Meter	Peak Hold ON		Turns the peak hold function of the METER ON/OFF.
Monitor	Output		Turns monitor out ON/OFF.
	Source Select	STEREO PLAYBACK USB 17/18 MIX 1-6 MATRIX 1-2	Switches monitor sources selected for PARAMETER 2.

Appendix > Parameters

<b>FUNCTION</b>	<b>PARAMETER 1</b>	<b>PARAMETER 2</b>	<b>Description of Function</b>
Mute Group Control	MUTE GROUP 1-6		Turns the mute groups selected under PARAMETER 1 ON/OFF.
Oscillator	Oscillator On		Turns oscillator ON/OFF.
	Specific CH	MIX 1-6 STEREO L,R MATRIX 1-2 FX 1-2 CH 1-16 ST IN L,R FX RTN 1-2 L,R	Turns the oscillator sine to channels selected under PARAMETER 2 ON/OFF.
Page Change	Bookmark		Press and hold for more than 2 seconds to bookmark the current screen. If held less than 2 seconds, it recalls the saved screen.
	Bookmark with "SEL "		The selected channel is saved with the bookmark. Otherwise, the same as Bookmark
	Menu		Display the menu screen.
	Close Popup		Closes the popup screen.
Recorder	Transport	Play/Pause	Works the same as the RECORDER screen play/pause button.
		Stop	Works the same as the RECORDER screen stop button.
		Next	Works the same as the RECORDER screen Next button.
		Previous	Works the same as the RECORDER screen Previous button.
		Rec	Works the same as the RECORDER screen record button.
		Auto Rec	Stops recording and starts next recording as a new file.
		Rec & Start	Starts recording with one touch.
SCENE	Inc		Selects the SCENE one number higher.
	Dec		Selects the SCENE one number lower.
	Store		Overwrites the selected number with current settings.
	Recall		Recalls the SCENE of the selected number.
	Inc Recall		Recalls the SCENE one number higher.
	Dec Recall		Recalls the SCENE one number lower.
	Direct Recall/Store	No.A00-A99 No.B00-B99	Recalls the SCENE of the number selected for PARAMETER 2. Click and hold for more than 2 seconds to store the current settings to that scene number.
Sends On Fader	MIX 1-6 MATRIX 1-2 FX 1-2	Normal With Cue	Turns the SENDS ON FADER mode of buses selected under PARAMETER 1 ON/OFF.
TAP TEMPO			Sets the tap tempo of effects.
DAW Remote	Transport	Play	Works the same as the DAW REMOTE play button.
		Stop	Works the same as the DAW REMOTE screen stop button.

<b>FUNCTION</b>	<b>PARAMETER 1</b>	<b>PARAMETER 2</b>	<b>Description of Function</b>
DAW Remote	Transport	Rewind	Works the same as the DAW REMOTE screen rewind button.
		Fast Forward	Works the same as the DAW REMOTE screen fast forward button.
		Rec	Works the same as the DAW REMOTE screen record button.
		Return to Zero	Works the same as the DAW REMOTE screen start point button.
		Loop	Works the same as the DAW REMOTE screen LOOP button.
	DAW Remote		Turns the DAW Remote mode ON/OFF

## List of Parameters that can be Assigned to Control Change

Mode	Parameter 1	Parameter 2
No Assign		
Fader H	Input	CH 1-16 ST IN FX RTN 1-2
	Output	FX BUS 1-2 MIX 1-6 STEREO MATRIX 1-2
Fader L	Input	CH 1-16 ST IN FX RTN 1-2
	Output	FX BUS 1-2 MIX 1-6 STEREO MATRIX 1-2
CH ON	Input	CH 1-16 ST IN FX RTN 1-2
	Output	FX BUS 1-2 MIX 1-6 STEREO MATRIX 1-2

## Effect Parameters

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### REVERB HD HALL, REVERB HD ROOM, REVERB HD PLATE

These are high dense reverb simulations directly related to Yamaha.

- HD HALL is a simulation of reverb in a concert hall.
- HD ROOM is a simulation of reverb in room acoustics.
- HD PLATE is a simulation of plate echo.

Parameter	Range	Description
Reverb Time	0.3 s - 30.0 s	Length of reverberation
Room Size	0 - 4	(HALL, ROOM only) Size of space where sound made
Plate Type	0 - 2	(PLATE only) Reverb state
Initial Delay	0.1 ms - 200.0 ms	Amount of time before the initial reverberation is heard
High Damp Freq	1.0 kHz - 20.0 kHz	Adjusts high band attenuation
High Ratio	0.1 - 1.0	Ratio of high frequency reverberations to Reverb Time.
HPF	Thru, 21.2 Hz - 8.00 kHz	High-pass filter cutoff frequency.
LPF	50.0 Hz - 16.0 kHz, Thru	Low-pass filter cutoff frequency.

### REV R3 HALL, REV R3 ROOM, REV R3 PLATE

Reverbs that use an algorithm directly related to the professional reverberator ProR3

- R3 HALL is a simulation of reverb in a concert hall.
- R3 ROOM is a simulation of reverb in room acoustics.
- R3 PLATE is a simulation of plate echo.

Parameter	Range	Description
Reverb Time	0.3 s - 30.0 s	Length of reverberation
Initial Delay	0.1 ms - 200 ms	Amount of time before the initial reverberation is heard
High Ratio	0.1 - 1.0	Ratio of high frequency reverberations to REV TIME.
Diffusion	0 - 10	Left and right spread of reverberation.
Density	0 - 4	Density of the reverberation.
HPF	Thru, 21.2 Hz - 8.00 kHz	High-pass filter cutoff frequency.
LPF	50.0 Hz - 16.0 kHz, Thru	Low-pass filter cutoff frequency.
Reverb Delay	0.1 ms - 200.0 ms	Delay time from initial reverb to reverb sound
ER/Rev Balance	E63>R - E<R63	Reverb balance between initial reverb and reverb sound
Feedback Gain	-99% - +99%	Amount of initial delay feedback

### EARLY REF

1 IN/2 OUT early reflection effect. This effect extracts just the early reflected sound.

Parameter	Range	Description
Type	S-Hall, L-Hall, Random, Reverse, Plate, Spring	Early reflection sound pattern.
Room Size	0.1 - 20.0	Room size (interval between reflections)
Liveness	0 - 10	Decay of the early reflections (0: dead, 10: Live)
Initial Delay	0.1 ms - 200.0 ms	Delay until early reflection is heard.
Diffusion	0 - 10	Width of the reflections in the stereo field.
Density	0 - 3	Density of the reflections.
Feedback Gain	-99% - +99%	Amount of feedback.
High Ratio	0.1 - 1.0	Amount of high-frequency feedback.
HPF	Thru, 21.2 Hz - 8.00 kHz	High-pass filter cutoff frequency.
LPF	50.0 Hz - 16.0 kHz, Thru	Low-pass filter cutoff frequency.

## GATE REVERB

1 IN/2 OUT gate reverb.

Parameter	Range	Description
Type	Type-A, Type-B	Early reflection sound pattern.
Room Size	0.1 - 20.0	Room size (interval between reflections)
Liveness	0 - 10	Decay of the early reflections (0: dead, 10: Live)
Initial Delay	0.1 ms - 200.0 ms	Delay until early reflection is heard.
Diffusion	0 - 10	Width of the reflections in the stereo field.
Density	0 - 3	Density of the reflections.
Feedback Gain	-99% - +99%	Amount of feedback.
High Ratio	0.1 - 1.0	Amount of high-frequency feedback.
HPF	Thru, 21.2 Hz - 8.00 kHz	High-pass filter cutoff frequency.
LPF	50.0 Hz - 16.0 kHz, Thru	Low-pass filter cutoff frequency.

## MONO DELAY

1 IN/2 OUT basic repeating-type delay.

Parameter	Range	Description
Delay	1.0 - 2700.0 ms	Delay time.
Feedback Gain	-99 - +99	Amount of feedback.
High Ratio	0.1 - 1.0	Amount of high-frequency feedback.
HPF	Thru, 21.2 Hz - 8.00 kHz	High-pass filter cutoff frequency.
LPF	50.0 Hz - 16.0 kHz, Thru	Low-pass filter cutoff frequency.
Sync	OFF, ON	Tempo parameter sync ON/OFF.
Note	----, *1 - *14	Value used to calculate DELAY based on the tempo.

## STEREO DELAY

2 IN/2 OUT basic stereo delay.

Parameter	Range	Description
Delay L	1.0 - 1350.0 ms	Left channel delay time.
Delay R	1.0 - 1350.0 ms	Right channel delay time.
Feedback Gain L	-99 - +99	Left channel feedback amount.
Feedback Gain R	-99 - +99	Right channel feedback amount.
High Ratio	0.1 - 1.0	Amount of high-frequency feedback.
HPF	Thru, 21.2 Hz - 8.00 kHz	High-pass filter cutoff frequency.
LPF	50.0 Hz - 16.0 kHz, Thru	Low-pass filter cutoff frequency.
Sync	OFF, ON	Tempo parameter sync ON/OFF.
Note L	----, *1 - *14	Value used to calculate DELAY L based on the tempo.
Note R	----, *1 - *14	Value used to calculate DELAY R based on the tempo.

## DELAY LCR

1 IN/2 OUT 3-tap delay.

Parameter	Range	Description
Delay L	1.0 - 2700.0 ms	Left channel delay time.
Delay C	1.0 - 2700.0 ms	Center channel delay time.
Delay R	1.0 - 2700.0 ms	Right channel delay time.
Delay FB	1.0 - 2700.0 ms	Feedback delay time.
Feedback Gain	-99 - +99	Amount of feedback.
High Ratio	0.1 - 1.0	Amount of high-frequency feedback.
HPF	Thru, 21.2 Hz - 8.00 kHz	High-pass filter cutoff frequency.
LPF	50.0 Hz - 16.0 kHz, Thru	Low-pass filter cutoff frequency.
Level L	-100 - +100	Left channel level.
Level C	-100 - +100	Center channel level.
Level R	-100 - +100	Right channel level.
Sync	OFF, ON	Tempo parameter sync ON/OFF.
Note L	----, *1 - *14	Value used to calculate DELAY L based on the tempo.
Note C	----, *1 - *14	Value used to calculate DELAY C based on the tempo.
Note R	----, *1 - *14	Value used to calculate DELAY R based on the tempo.
Note FB	----, *1 - *14	Value used to calculate DELAY FB based on the tempo.

## ECHO

2 IN/2 OUT stereo delay with a crossed feedback loop.

## Appendix > Parameters

Parameter	Range	Description
Delay L	1.0 - 1350.0 ms	Left channel delay time.
Delay R	1.0 - 1350.0 ms	Right channel delay time.
Delay FB L	1.0 - 1350.0 ms	Left channel feedback delay time.
Delay FB R	1.0 - 1350.0 ms	Right channel feedback delay time.
Feedback Gain L	-99 - +99	Left channel feedback amount.
Feedback Gain R	-99 - +99	Right channel feedback amount.
XFeedback Gain	-99 - +99	Left-to-right, right-to-left feedback gain.
High Ratio	0.1 - 1.0	Amount of high-frequency feedback.
HPF	Thru, 21.2 Hz - 8.00 kHz	High-pass filter cutoff frequency.
LPF	50.0 Hz - 16.0 kHz, Thru	Low-pass filter cutoff frequency.
Sync	OFF, ON	Tempo parameter sync ON/OFF.
Note L	----, *1 - *14	Value used to calculate DELAY L based on the tempo.
Note R	----, *1 - *14	Value used to calculate DELAY R based on the tempo.
Note FBL	----, *1 - *14	Value used to calculate DELAY FB L based on the tempo.
Note FBR	----, *1 - *14	Value used to calculate DELAY FB R based on the tempo.

## CHORUS

2 IN/2 OUT chorus effect.

Parameter	Range	Description
Frequency	0.05 Hz - 10.00 Hz	Modulation speed
AM Depth	0% - 100%	Depth of amplitude modulation.
PM Depth	0% - 100%	Depth of pitch modulation.
MOD. Delay	1.0 ms - 500.0 ms	Delay time of modulation.
Sync	Off, On	Tempo parameter sync ON/OFF.
Note	*1 - *14	Value used to calculate Frequency based on the tempo.

## FLANGE

2 IN/2 OUT flanger effect.

Parameter	Range	Description
Frequency	0.05 Hz - 10.00 Hz	Modulation speed
Depth	0% - 100%	Depth of modulation.
MOD. Delay	1.0 ms - 500.0 ms	Delay time of modulation.
Feedback Gain	-99% - +99%	Amount of feedback.
Sync	Off, On	Tempo parameter sync ON/OFF.
Note	*1 - *14	Value used to calculate Frequency based on the tempo.

## SYMPHONIC

2 IN/2 OUT symphonic effect.

Parameter	Range	Description
Frequency	0.05 Hz - 10.00 Hz	Modulation speed
Depth	0% - 100%	Depth of modulation.
MOD. Delay	1.0 ms - 500.0 ms	Delay time of modulation.
Sync	Off, On	Tempo parameter sync ON/OFF.
Note	*1 - *14	Value used to calculate Frequency based on the tempo.

## PHASER

2 IN/2 OUT 16-stage phase-shift effect.

Parameter	Range	Description
Frequency	0.05 Hz - 10.00 Hz	Modulation speed
Depth	0% - 100%	Depth of modulation.
Feedback Gain	-99% - +99%	Amount of feedback.
Stage	2 - 16	Number of phase shift stages.
HPF	Thru, 21.2 Hz - 8.00 kHz	High-pass filter cutoff frequency.
LPF	50.0 Hz - 16.0 kHz, Thru	Low-pass filter cutoff frequency.
Sync	Off, On	Tempo parameter sync ON/OFF.
Note	*1 - *14	Value used to calculate FREQ. based on the tempo.

## PING PONG DELAY

1 IN/2 OUT ping pong delay. The delayed sound alternates between left and right at equal intervals.

Parameter	Range	Description
Delay	1.0 ms - 1350.0 ms	Delay time.
Feedback Gain	-99% - +99%	Amount of feedback.
High Ratio	0.1 - 1.0	Amount of high-frequency feedback.
HPF	Thru, 21.2 Hz - 8.00 kHz	High-pass filter cutoff frequency.
LPF	50.0 Hz - 16.0 kHz, Thru	Low-pass filter cutoff frequency.
Sync	Off, On	Tempo parameter sync ON/OFF.
Note	---, *1 - *14	Value used to calculate DELAY based on the tempo.

## DUAL PITCH

2 IN/2 OUT pitch-shift effect.

Parameter	Range	Description
Pitch 1	-24 - +24	Pitch of Ch 1 (semitone increments).
Fine 1	-50 - +50	Pitch of Ch 1 (1 cent increments).
Level 1	-100 - +100	Volume of Ch 1.
Pan 1	L63 - R63	Pan of Ch 1.
Delay 1	1.0 ms - 1000.0 ms	Ch 1 delay time.
Feedback Gain 1	-99 - +99	Feedback level of Ch 1.
Pitch 2	-24 - +24	Pitch of Ch 2 (semitone increments).
Fine 2	-50 - +50	Pitch of Ch 2 (1 cent increments).
Level 2	-100 - +100	Volume of Ch 2.
Pan 2	L63 - R63	Pan of Ch 2.
Delay 2	1.0 ms - 1000.0 ms	Ch 2 delay time.
Feedback Gain 2	-99 - +99	Feedback level of Ch 2.
Sync	Off, On	Tempo parameter sync ON/OFF.
Note 1	----, *1 - *14	Value used to calculate DELAY 1 based on the tempo.
Note 2	----, *1 - *14	Value used to calculate DELAY 2 based on the tempo.

### DELAY notes

- \*1:



- \*2:



- \*3:



- \*4:



- \*5:



- \*6:



- \*7:



- \*8:



- \*9:



- \*10:



## Appendix > Parameters

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- \*12:  
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- \*13:  
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- \*14:  
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## **Dante Auto Setup compatible model**

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Dante devices compatible with the Dante Auto Setup are as follows.

- Tio1608-D
- Rio1608-D
- Rio3224-D
- Rio1608-D2
- Rio3224-D2
- DZR10-D
- DZR12-D
- DZR15-D
- DZR315-D
- DXS15XLF-D
- DXS18XLF-D

## Dante Auto Setup patches

The following Auto Setup patches are available for Auto Setup compatible devices in a Dante network.

DM3 Dante Port	UNIT ID	Compatible Model	Signal
In 01	Y001	Tio1608-D Rio1608-D Rio3224-D Rio1608-D2 Rio3224-D2	Tx 01
In 02			Tx 02
In 03			Tx 03
In 04			Tx 04
In 05			Tx 05
In 06			Tx 06
In 07			Tx 07
In 08			Tx 08
In 09			Tx 09
In 10			Tx 10
In 11			Tx 11
In 12			Tx 12
In 13			Tx 13
In 14			Tx 14
In 15			Tx 15
In 16			Tx 16
Out 01	Y001	Tio1608-D Rio1608-D Rio3224-D Rio1608-D2 Rio3224-D2	Rx 01
Out 02			Rx 02
Out 03			Rx 03
Out 04			Rx 04
Out 05			Rx 05
Out 06			Rx 06
Out 07			Rx 07
Out 08			Rx 08
Out 09	Y001	DZR10-D DZR12-D DZR15-D DZR315-D DXS15XLF-D DXS18XLF-D	Rx 01
Out 10	Y002		Rx 01
Out 11	Y003		Rx 01
Out 12	Y004		Rx 01
Out 13	Y005		Rx 01
Out 14	Y006		Rx 01
Out 15	Y007		Rx 01
Out 16	Y008		Rx 01

### NOTE

- Any 1 unit of Tio/Rio/Rio-D2 can be connected with multiple DZR/DXS.
- If multiple units of the same model and UNIT ID exist, the patch is applied to the first device detected.

## Default values of IN/OUT patches

In the default state of the DM3 series, the following input ports (connectors, ports, buses) are patched to the respective input system channels.

Input System Channels	Input Ports (Connectors, Ports, Buses)
CH 1-16	INPUT 1-16
ST IN L/R	PLAYBACK L/R
FX RTN 1-2 L/R	FX 1-2 L/R

In the default state of the DM3 series, the output ports (connectors, ports) are patched to the following output channels. DANTE can only be used with DM3.

Output Ports (Connectors, Ports)	Channel
OMNI OUT 1-6	MIX 1-6
OMNI OUT 7-8	STEREO L/R
DANTE 1-6	MIX 1-6
DANTE 7-8	STEREO L/R
DANTE 9-10	MATRIX 1-2
DANTE 11-12	MONITOR L/R
DANTE 13-16	NONE
USB 1-16	INPUT 1-16
USB 17-18	STEREO L/R
RECORDER INPUT L/R	STEREO L/R

## Comments

### Dante

The DM3 utilizes Dante as the communication protocol for audio signals. Dante is a protocol developed by the company Audinate and it features the ability to handle multiple audio signals with different sampling frequencies, bit rates and device control signals simultaneously in a networking environment that supports Gigabyte Ethernet. It offers the following advantages, among others.

- In theory, it can transmit a total of 1024 channel in a Gigabyte Ethernet environment, with a maximum of 512 inputs and 512 outputs.
- Devices in the network can be detected and configured automatically, while allowing freedom to name devices.
- Low latency, jitter and high sample accuracy are achieved via highly precise, network synchronization technology.
- It supports redundant connections, in the form of primary and secondary lines, making it resistant to failures.
- It allows connections to computers over the Internet and direct IN/OUT of audio without any audio interface device.
- It offers long-distance communications of a maximum of 100 meters between devices over CAT5e network cables. Please note that usable cable length depends on cable type.

For more information about Dante, please visit the Audinate website.

<https://www.audinate.com/>

, Alternatively, the Yamaha Pro Audio website also provides a variety of information about Dante.

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

### Dante Controller

Dante Controller is an application for making Dante network settings and routing the audio. Use the Dante Controller for configuring the complex signal routing in a Dante network. Relevant information is available on the following website.

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

### NOTE

- Only the DM3 is capable of using Dante. DM3 STANDARD cannot be used.
- DM3 offers 16 IN, 16 OUT and 24-bit, 32-bit options for transmitting audio signals.
- DM3 also offers 5 options for latency--0.25 msec, 0.5 msec/1.0 msec/2.0 msec and 5.0 msec.

Do not use the EEE function (\*) of a network switch inside a Dante network.

Please do not use the EEE function (\*) of network switches in a Dante network. Although power management should be negotiated automatically in switches that support EEE, some switches do not perform the negotiation properly. This may cause EEE to be enabled in Dante networks when it is not appropriate, resulting in poor synchronization performance and occasional dropouts. Therefore we strongly recommend that:

- If you use managed switches, ensure that they allow EEE to be disabled. Make sure that EEE is disabled on all ports used for real-time Dante traffic.
- If you use unmanaged switches, make sure to not use network switches that support the EEE function, since EEE operation cannot be disabled in these switches.

\*EEE (Energy Efficient Ethernet) is a technology that reduces switch power consumption during periods of low network traffic. It is also known as Green Ethernet and IEEE802.3az.

## The 1-knob EQ mode mechanism

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

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

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

## **The 1-knob COMP mode mechanism**

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The 1-knob COMP mode allows you to adjust the amount applied to the compressor with just the turn of a knob.

By turning the [TOUCH AND TURN] knob or the 1-knob level slider to the right, more compression is applied. This function can deliver a more consistent sound by evening out differences in volume of components of the sound. For example, it is effective when adjusting the volume just with faders or gain results in clipping.

1-knob COMP takes the worry out of making difficult compressor settings by automatically adjusting the balance of Threshold, Ratio and Out Gain.



# Materials

## Product Specifications

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## General Specifications

Mixing Capacity	Input channels	16 Mono, 1 Stereo, 2 FX Return
	Buses	1 Stereo, 6 Mix, 2 FX, 2 Matrix (Supports Input to Matrix)
Local Connectors	Analog IN	16 Mic/Line (12 XLR + 4 XLR/TRS Phones Combo)
	Analog OUT	8 (XLR)
	Dante I/O (DM3 only)	2 (etherCON : Primary/Secondary), 16 In/Out
	Ethernet	1 (RJ-45)
	USB to Host	1 (USB Type-B)
	USB to Device	1 (USB Type-A)
	Phones	1 (TRS Phones)
	DC power IN	1 (XLR 4pin)
User Interface		9-inch multi-touch screen
		9 x 100 mm motorized fader (Resolution=1024 steps) (8 channels + 1 main) 1 x Rotary Encoder (Touch and Turn)
Recording & Playback	PC (via USB to Host) (USB 2.0)	Recording 18 track Playback 18 track
	USB storage device	Recording 2 track (USB hard disk/SSD/flash memory) Playback 2 track (USB hard disk/SSD/flash memory)
Sampling rate		96 kHz/48 kHz
Signal delay		Less than 1.3 ms (CH INPUT to OMNI OUT @Fs=96 kHz)
Frequency Response		+0.5, -1.0 dB 20 Hz-20 kHz, reference to the nominal output level@1 kHz, INPUT to OMNI OUT
THD *1		Less than 0.01% 20 Hz - 20 kHz@+4 dBu into 10 kΩ, INPUT to OMNI OUT, Input Gain= Min
Hum & Noise *2		-126 dBu typ., Equivalent Input Noise, Input Gain= Max.
		-84 dBu, Residual output noise, ST main off
Dynamic Range		110 dB typ., DA Converter,
		106 dB typ., INPUT to OMNI OUT, Input Gain=Min.
Crosstalk @1 kHz *3		-100 dB, adjacent INPUT/OMNI OUT channels, Input Gain= Min.
Power Requirements		DC24 V/2.5 A, PA-L500 (100 V-240 V, 50 Hz/60 Hz)
Power Consumption		43 W
Dimensions (W x H x D)		320 mm × 140 mm × 455 mm
Weight		6.5 kg
Temperature Range		Operating Temperature Range: 0 to 40°C
		Storage Temperature Range: -20 to 60°C
Accessories		Owner's Manual, Power Adapter (PA-L500, including power cord), DOWNLOAD INFORMATION
Options		Rack mount kit RK-DM3

\*1 Total Harmonic Distortion is measured with a -18 dB/octave filter@80 kHz.

\*2 Hum & Noise are measured with an A-Weight filter.

\*3 Crosstalk is measured with a -30 dB/octave filter@22 kHz.

## Analog IN Standards

### INPUT 1-16

Input impedance		10 k $\Omega$
Source impedance		50-600 $\Omega$ Mics & 600 $\Omega$ Lines
Input level (GAIN : +64 dB)	Sensitivity*1	-80 dBu (78 $\mu$ V)
	Specified level	-60 dBu (0.775 mV)
	Max non-clip level	-40 dBu (7.75 mV)
Input level (GAIN : 0 dB)	Sensitivity*1	-16 dBu (123 mV)
	Specified level	+4 dBu (1.23 V)
	Max non-clip level	+24 dBu (1.23 V)
Connectors		CH 1-12: XLR-3-31 *3 (Balanced)
		CH 13-16: Combo Jack *3, *4 (Balanced)

\*1 Sensitivity is the input level required to output +4 dBu (1.23 V) or the specified level, when all faders and level controls are set to maximum.

\*2. The XLR-3-31 connector is a balanced type (1=GND, 2=HOT, 3=COLD).

\*3. The TRS phone connector is a balanced type (Tip=HOT, Ring=COLD, Sleeve=GND).

## Analog OUT Standards

### OMNI OUT 1-8

Output impedance		75 $\Omega$
Load impedance		10 k $\Omega$ Lines
Output level	Specified level	+4 dBu (1.23 V)
	Max non-clip level	+24 dBu (12.3 V)
Connectors		XLR-3-32 *1 (Balanced)

\*1. The XLR-3-32 connector is a balanced type (1=GND, 2=HOT, 3=COLD).

### PHONES

Output impedance		10 $\Omega$
Load impedance		40 $\Omega$ Phones
Output level	Specified level	2.5 mW
	Max non-clip level	100 mW
Connectors		Stereo Phone Jack (TRS) *1 (Unbalanced)

\*1. Stereo Phone Jack (TRS) connector is an unbalanced type (Tip=LEFT, Ring=RIGHT, Sleeve=GND).

## Digital IN/OUT Standards

### Dante Primary/Secondary (only DM3)

Format	Dante
Data Length	24-bit/32-bit
Level	1000BASE-T
Audio	16 ch input/16 ch output
Connectors	etherCON (CAT5e) x 2

### USB TO HOST (for DAW)

Format	USB 2.0
Data Length	32-bit
Level	USB 2.0
Audio	18 ch input/18 ch output
Connectors	USB Type-B

### USB TO DEVICE (for 2Tr REC/PLAY)

Format	USB 2.0
Data Length	24-bit
Level	USB 2.0
Audio	Playback: MP3 or WAV file data Record: MP3 or WAV file data
Connectors	USB Type-A

## Control IN/OUT Standards

### NETWORK connectors

Format	IEEE802.3
Level	10BASE-T/100BASE-TX
Connectors	RJ-45

## List of Messages

Message	Description
Operation Failed!	Failed to execute (general error).
Invalid Name!	Name violates naming convention.
Invalid Value!	Input range exceeded.
Operation Ignored	Function assigned to a User Defined Key cannot be used at present.
SCENE #XX is Empty!	No data is stored in the scene you tried to recall, or the data is damaged.
SCENE #XX is Read Only!	You tried to overwrite a scene that is write-protected.
Cannot Store!	Failed to save the data in the scene memory or in the library.
Cannot Recall!	Failed to recall the data from the scene memory or from the library.
LIBRARY is Read Only!	You tried to edit a locked library.
Operation Failed. Library X Memory Full.	You tried to add data when the memory was full. A or B will be entered into X.
Wrong Word Clock sample rate! (Dante)	Failed to sync with DM3 due to faulty Sample Rate setting.
Turn Off 1-knob Mode to Adjust.	1-knob mode is enabled; turn 1-knob mode off.
Nothing to Paste!	You tried to paste data when the copy buffer was empty.
Cannot Bookmark This Screen	You tried to bookmark a screen that cannot be bookmarked.
Page Does not Exist	The page does not exist.
Not Bookmarked	No Bookmark exists yet.
Cannot Close This Popup.	The popup could not be closed.
File Busy! Operation Denied	Operation failed as USB storage device was being accessed.
Unsupported File Format!	You tried to read an unsupported file format from the USB storage device.
Saving Aborted	Failed to save file.
Loading Aborted	Failed to load file.
Storage Not Found!	Failed to recognized USB storage device.
Couldn't Write File	Failed to save file to USB storage device.
File Protected!	Could not overwrite the file on USB storage device because the file is write-protected.
Already Exists!	The name of the directory you tried to create or edit matches the name of an existing directory.
Couldn't Access File	Failed to access the file on USB storage device for some reason.
File Error!	An internal file access error occurred.
Format Error!	An error occurred during formatting.
Word Clock Error! Recorder Stopped!	Recorder process stopped due to Word Clock error.
USB Storage Unmounted! Recorder Stopped	Recorder process stopped due to removal of USB storage device during USB Recorder process.
USB Storage Full! Recorder Stopped	Recorder process stopped due to insufficient USB storage device capacity during USB Recorder process.
USB Storage Busy: Recorder Stopped!	Recording or playback stopped because USB storage device process timed out.
Illegal Storage Format!	Illegal USB storage device loaded in USB connector.
Auto Rec Failed. Overed Maximum Songs 150.	You tried to Auto Rec more than 150 songs.

Message	Description
Low Battery!	The backup battery's voltage is low.
Illegal IP Address!	The IP address setting or gateway setting is incorrect.
USB Sample Rate Mismatch on USB. Console is set to 48000Hz.	The Sample Rates of the DM3 and the computer connected to the USB TO HOST connector are different. (Console : 48 kHz PC : 96.0 kHz) Set the Sample Rate of the PC to 48 kHz.
USB Sample Rate Mismatch on USB. Console is set to 96000Hz.	The Sample Rates of the DM3 and the PC connected to the USB TO HOST connector are different. (Console : 96 kHz PC : 48.0 kHz) Set the Sample Rate of the PC to 96 kHz.
This device is not found	No Dante compatible device found.
Dante Module Error!	Dante module error, such as with DM3 or Tio1608-D.
Illegal MAC Address!	Unable to communicate due to illegal DM3 MAC Address.
Device Fan has Malfunctioned!	Fan error for device connected to the Dante network.
Memory Error!	Memory error with Dante module, such as Tio1608-D.
Unit ID Duplicated!	Identical Unit ID for devices connected to the Dante network.
Illegal DIP Switch Setting	Illegal DIP Switch setting for device connected to the Dante network.
Version Mismatch	Mismatch in version of Dante for device connected to the Dante network.
Dante audio resource overflow. Please reduce Dante flows.	An excessive amount of audio data was sent over the Dante network.
Dante setting mismatch	The setting on the panel, such as of Tio1608-D, is different from its actual operation. This message is displayed when the Dante Device Lock is enabled for a module such as Tio1608-D and there is a mismatch between the UNIT ID switch on the panel and the actual UNIT ID, or when the UNIT ID is operated after turning the power ON.
Under Synchronization	Settings are being made for a module, such as a Tio1608-D connected to the Dante network.
Wrong Word Clock!	Failed to sync with DM3 due to faulty Sample Rate setting.
Wrong Word Clock! (Dante Device)	The Sample Rate setting of a device connected to the Dante network is faulty, so it cannot sync with the DM3.
Dante port does not have connection	The Dante port is not connected.
Dante Connection Error!	No device is connected to the Dante network.
Dante is working at 100Megabit, not 1Gigabit!	Not linked up at 1 Gbps. Network switch does not support 1000BASE-T.
Dante has changed to Secondary Port!	The system has switched the port connected to the Dante network from the PRIMARY port to the SECONDARY.
Error occurred at Secondary Port	SECONDARY port was OFF when switched to the redundant network.
Operating as the word clock leader	The DM3 is acting as the world leader clock.
Dante Module Restarted!	The Dante module of the DM3 has restarted.
Dante Module Error! Please Restart the Console.	An error occurred with the Dante module of the DM3 that requires you to restart the console. If this message is displayed, restart the console.
Dante Connection Error! Please Restart the Console.	Error in communication with the Dante module of the DM3. If this message is displayed, restart the console.
This console is enrolled in a Dante Domain.	Operations are ignored as the DM3 is registered in the domain by the Dante Domain Manager.

Message	Description
Dante Patch Timed out	The processing of a Dante patch timed out.
Cannot Select 96k - AES67 Mode Enabled. To select 96k, disable AES67 Mode using Dante Controller.	As the DM3 is operating in the AES67 mode, configuring the Word Clock to 96 kHz failed.
Invalid Address Configuration : Subnet mismatched.	The Dante IP of the DM3 does not match.
Permission Denied!	The user does not have permission to perform the operation, so it was ignored.
Operation ignored, you are not logged-in.	The user is not logged in, so the operation cannot be performed.
Incorrect password entered	The password that was entered is incorrect.
Failed to finish the process! Please restart the Console and try again.	The following initialization processes failed to complete within 120 seconds. <ul style="list-style-type: none"> <li>• Initialize All Memory</li> <li>• Initialize Current Memory</li> <li>• Initialize Dante</li> </ul>
Store Failed. Overed Maximum Size 1000.	You tried to save to a library over the maximum of 1,000.
Paste Failed. Overed Maximum Size 1000.	You tried to paste to a library over the maximum of 1,000.
File System is Not Ready. This Operation can Overwrite Existing Files or Directories.	The file system is not ready. Continuing this operation might overwrite files and/or directories.
Save Failed.This File is Set to Read-only.	Failed to save as the file is read only.
Paste Failed.This File is Set to Read-only.	Failed to paste as the file is read only.
Delete Failed.This Directory is Set to Read-only.	Failed to delete as the directory is read only.
Delete Failed.This File is Set to Read-only.	Failed to delete as the file is read only.
This File is Set to Read-only	Failed to edit as the file is read only.
This Directory is Set to Read-only	Failed to edit as the directory is read only.
Exceed Maximum Number Library A :X items, Library B :X items	Exceeded the maximum number for library A.
Exceed Maximum Number Library B :X items	Exceeded the maximum number for library B.
Exceed Maximum Number Library A :X items, Library B :X items	Exceeded the maximum number for library A and B.
Error Occurred During Firmware Update. Please Restart the Mixer and Execute the UpdateOnce Again.	Failed to update firmware. Execute the firmware update again.
Error Occurred During Dante Firmware Update. Please Restart the Mixer and Rewrite Firmware Using Failsafe Recovery in Dante Updater.	Failed to update firmware. Execute the firmware update again. Use the Dante Updater and execute failsafe recovery.
Dante is locked.Unlock the Dante using the Dante Controller.	The Dante of DM3 is locked. Use the Dante Controller to unlock it.
This Mixer is enrolled in a Dante Domain. Un-enroll the Dante using the Dante Domain Manager.	DM3 is enrolled in a Dante Domain Use the Dante Domain Manager to un-enroll it.

<b>Message</b>	<b>Description</b>
Recorder supports a maximum of 150 items in a folder. Please remove some files from this folder to continue.	Exceeded 150 songs, which is supported by the Recorder.
USB Storage Not Ejected Properly! Recorder Stopped.	You removed the USB storage device without first pressing its eject button.
Recorder Ready	After the recorder abnormally stopped, it was ready to be used again.
Invalid IP address	Validity check of the host address failed.
Invalid Subnet Mask	Validity check of the subnet mask failed.
Link-Local IP addressing is not permitted	Failed attempt to configure link-local address.

## Troubleshooting

<b>Problem &amp; Cause</b>	<b>Solution</b>
<b>No sound</b>	
Incorrect input source (input port) settings for input channels.	Check the input source (input port) selection on the INPUT screen.
The [ON] key on the relevant channel(s) is turned OFF.	Turn it ON.
The fader or volume of the relevant channel(s) is off.	Raise the fader or volume.
Phantom power is not being supplied to the condenser mike.	Turn On +48V Active from the SETUP screen and then turn ON phantom power from the INPUT screen(s).
Mute is ON.	Check mute group assignments and the settings for mute group control.
A gate is exceeded.	Check the settings on the DYN1 screen.
<b>The volume is low.</b>	
Incorrect gain setting.	Adjust the gain on the INPUT screen.
Noise gate and/or compressor exceeded.	Check the settings on the DYN1 and/or DYN2 screen.
<b>Sound is distorted</b>	
Incorrect gain setting.	Adjust the gain on the INPUT screen.
Input level is too high.	Lower the volume of the input source.
<b>Cannot communicate with PC connected directly to DM3 series</b>	
Subnet mask of DM3 series does not match that of the computer.	Make the IP addresses the same via the Static IP mode. If using the DHCP mode, use a router with a DHCP server function and enable the DHCP function on the computer.
<b>The fader does not work.</b>	
There is a discrepancy in the movement of motorized faders.	Turn on the console while holding down the Home key on the top panel. Then run calibration of the faders from the MAINTENANCE screen.

## MIDI Data Format

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This explains the formats that the DM3 series can interpret, send and receive.

### Control change (Bn)

It can transmit arbitrarily assigned parameter.

<<Receive>>

Received when Control Change Rx is ON and Rx Ch matches, and controls parameters according to the settings of the Control Change Event.

<<Send>>

Sent on the channel of Tx Ch when parameters configured with the Control Change Event are operated and Control Change Tx is ON.

Control Change No. 0 and 32 are used for Bank Select in Program Change, so parameters cannot be assigned to them.

STATUS	1011nnnn	Bn	Control change
DATA		00	Control number (00)
	0vvvvvv	vv	Bank Select MSB
STATUS	1011nnnn	Bn	Control change
DATA		20	Control number (32)
	0vvvvvv	vv	Bank Select LSB
STATUS	1011nnnn	Bn	Control change
DATA	0nnnnnnn	nn	Control number (1-31, 33-95, 102-119) *
	0vvvvvv	vv	Control value (0-127)

\*96 to 101 cannot be used.

### Conversion from Control value to parameter data:

- If assigned parameters are CH ON:
  - <<Receive>>
  - 0-63: Off, 64-127: On
  - <<Send>>
  - Off: 0, On: 127
- If an assigned parameter is Fader H or Fader L:

Control value H	Control value L	Parameter value
0	0	0
0	16	1
0	32	2
0	48	3
0	64	4
0	80	5
0	96	6
0	112	7
1	0	8
1	16	9
	:	
64	0	512
	:	
127	96	1022
127	127	1023

## Program change (Cn)

<<Receive>>

When Single is selected and Program change Rx is ON, it is received when Rx Ch matches. However, when Omni is ON, it is received regardless of the channel. When it is received, the scene memory is recalled according to the settings of the Program Change Event.

<<Send>>

When Program change Tx is ON and scene memory is recalled, it is sent according to the settings of the Program Change Event. If Single is selected, it is sent on the Tx Ch channel. If Multi is selected, when the recalled scene memory is allocated to more than one Program Change No., the smallest Program Change No. is sent for each MIDI Ch.

Either Single or Multi can be selected when setting Mode.

### If **Single**

Rx Ch and Omni Ch or Tx Ch can be selected. When Bank is turned ON, you can specify the Bank in Bank Select. Up to 16 Banks can be set.

### If **Multi**

Rx Ch and Tx Ch become the same. An assignment table is configured for each MIDI Ch. Bank Select cannot be used. Up to 16 MIDI Chs can be set.

STATUS	1100nnnn	Cn	Program change
DATA	0nnnnnnn	nn	Program number (0-127)

## **Languages available for channel names**

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The following can be used as the display language.

- Arabic
- Bulgarian
- Chinese
- Chinese TW
- Croatian
- Czech
- Danish
- Dutch
- English
- French
- German
- Hindi
- Hungarian
- Indonesian
- Italian
- Japanese
- Korean
- Persian
- Polish
- Portuguese
- Romanian
- Russian
- Serbian
- Slovenian
- Spanish
- Swedish
- Tagalog
- Thai
- Turkish
- Vietnamese

## DM3 Editor shortcuts

Menu		Shortcuts	
		Windows	Mac
File	Load	Ctrl + O	Cmd + O
	Save	Ctrl + S	Cmd + S
	Quit	Alt + F4	Cmd + Q
Home	screen	ESC	ESC
SEL CH	Left	Ctrl + ←	Cmd + ←
	Right	Ctrl + →	Cmd + →
FADER BANK	INPUT	Ctrl + 1	Cmd + 1
	OUTPUT	Ctrl + 2	Cmd + 2
	CUSTOM	Ctrl + 3	Cmd + 3
SCENE	screen	Ctrl + 5	Cmd + 5
Meter	screen	Ctrl + 6	Cmd + 6
LIBRARY	screen	Ctrl + L	Cmd + L
Menu	Copy	Ctrl + Shift + C	Cmd + Shift + C
	Paste	Ctrl + Shift + V	Cmd + Shift + V
	Cut	Ctrl + Shift + X	Cmd + Shift + X
CH NAME	screen	F2	F2
TOUCH AND TURN	Inc/Dec	Mouse wheel ↑/↓	Mouse wheel ↑/↓
	Inc/Dec(Fine)	Shift + Mouse wheel ↑/↓	Shift + Mouse wheel ↑/↓
		Shift + ↑/↓	Shift + ↑/↓
Window → Zoom	100%	Ctrl + Alt + 1	Cmd + Option + 1
	150%	Ctrl + Alt + 2	Cmd + Option + 2
	200%	Ctrl + Alt + 3	Cmd + Option + 3
Manage Library/Scene	Search	Ctrl + F	Cmd + F
	Copy	Ctrl + C	Cmd + C
	Cut	Ctrl + X	Cmd + X
	Paste	Ctrl + V	Cmd + V
	Select All	Ctrl + A	Cmd + A
	Move by dragging	Shift + drag	Cmd + drag
	Copy by dragging	Ctrl + drag	Option + drag
	Up 1 level	Backspace	Cmd + ↑
	Down 1 level	Enter	Cmd + ↓
	Extract dm3f file	Double-click	Cmd + O, Double-click
	Delete	Delete	Cmd + Delete
	Context menu	Shift + F10, right-click	Ctrl + right-click

## Data List

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For lists of other data for the DM3 series, see the following Yamaha website.

<https://manual.yamaha.com/pa/mixers/dm3/dl/>

Data lists contain the following information and more.

- Scene/Preset symmetric parameters list
- MIDI Implementation Chart

## **Block Diagram**

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For a block diagram of the DM3 series, see the following Yamaha website.  
<https://manual.yamaha.com/pa/mixers/dm3/bd/>

Yamaha Pro Audio global website  
**<https://www.yamahaproaudio.com/>**

Yamaha Downloads  
**<https://download.yamaha.com/>**

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