YAMAHA commercial audio

PM5D
DIGITAL MIXING CONSOLE

Cascade Setup Guide

for PM5D, DME64N/DME24N and DM2000

DIGITAL MIXING ENGINE
DME64N / DME24N

DIGITAL PRODUCTION CONSOLE
DM2000

Version 2.0

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NOTE:

Each model logotype (PM5D etc.) indicates the required setup or operation on respective component.

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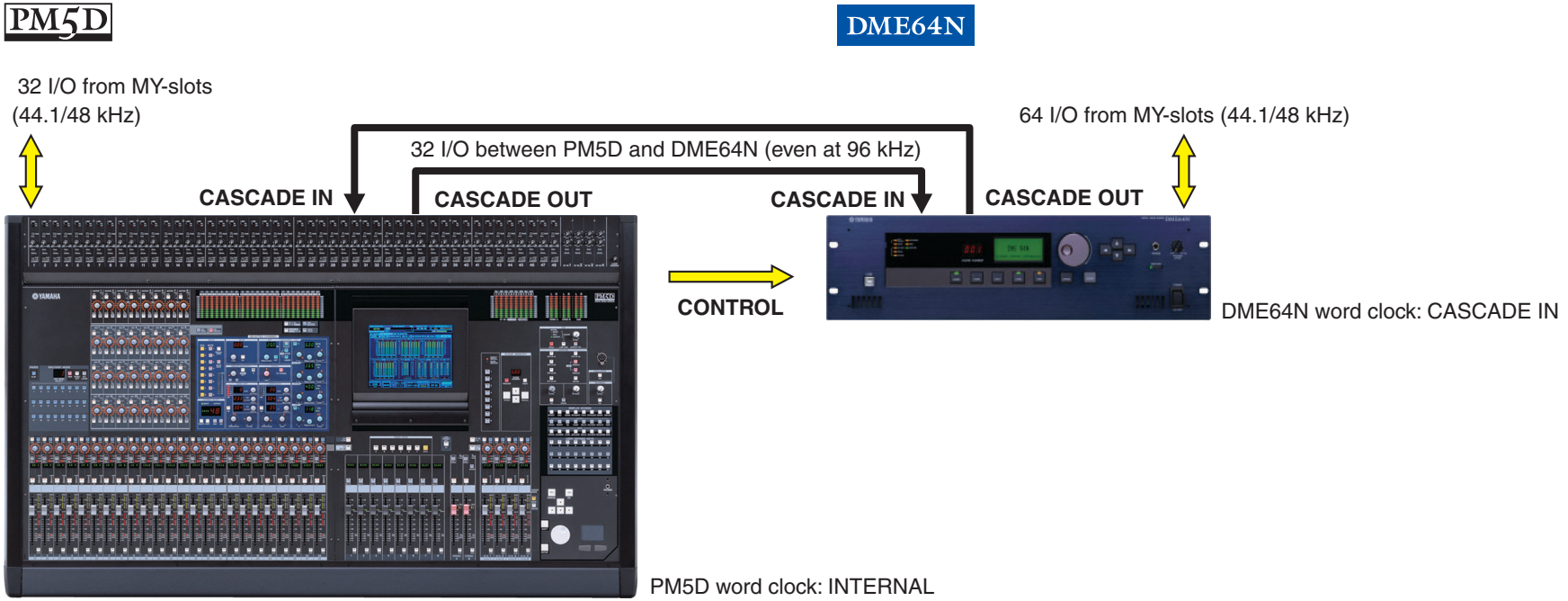
Mode 1: Remote Control & Bi-directional Audio

This uses the CASCADE IN/OUT ports, but is not a Cascade function. (MIX buses are not merged: you use the PATCH function to choose the required audio connections.)

Advantages:
Use DME for inserting extra GEQs, PEQs...
Use DME for extra effects units (send & return).
Control many of the DME functions from PM5D.
Patch any PM5D output to DME (including insert send and direct out).
Monitor DME audio channels from PM5D CUE bus.
Get 32 I/O between PM5D and DME at 96 kHz. (The CASCADE IN/OUT ports can work in 'DOUBLE SPEED' mode.)

Disadvantages:
Up to 2 slots are lost (32 I/O).

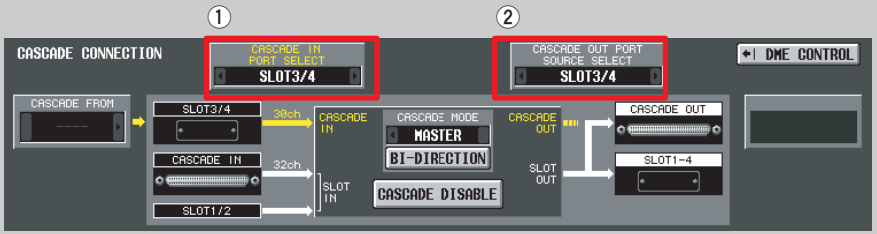


■ Cascade Setup

PM5D

On MIXER SETUP screen (SYS/W.CLOCK function), select:

CASCADE IN PORT (①)		CASCADE OUT PORT (②)
SLOT4	(will only allow 16 channels from DME)	
SLOT3/4		SLOT3/4
SLOT1-4 [CH1-8]	(this is not normally a practical option)	SLOT1-4 [CH1-8]
SLOT1-4 [CH9-16]	(useful if you only have MY8 or MY4 cards installed)	SLOT1-4 [CH9-16]



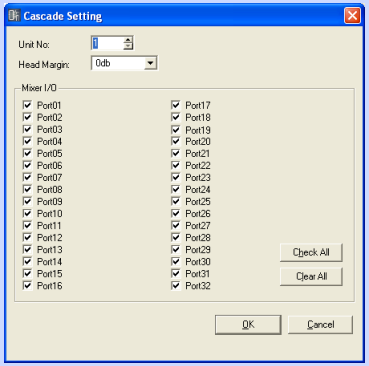
Whichever slots you choose here will be disabled from normal use.
So this connection method limits the amount of slot I/O you can practically use.
If the Cascade function is ENABLED, then the audio input to these slots will be merged with the PM5D MIX buses (as specified on the CASCADE screen, in the SYS/W.CLOCK function).

On DME CONTROL screen (MIDI/REMOTE function), select:

INPUT PORT (③)	OUTPUT PORT (④)
CASCADE IN	CASCADE OUT

DME64N

DME64N Properties, Cascade Setting:
Choose 0dB Head Margin when connecting with PM5D in this way.
Check all the ports you wish to use with PM5D.

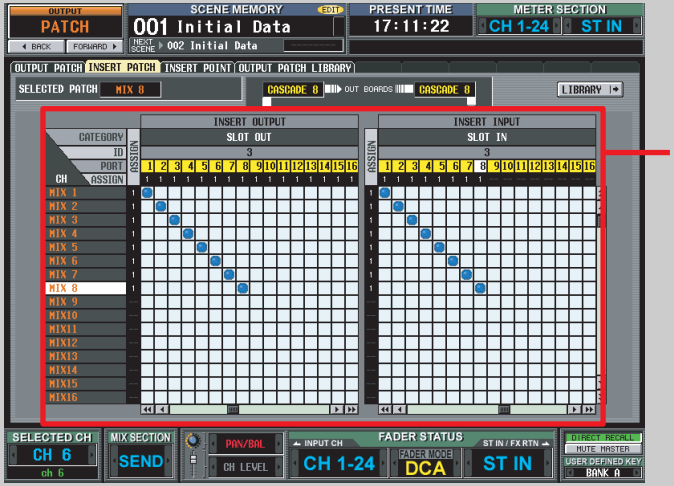


NOTE:
DME Designer can stay on-line during PM5D control, but control will be faster if DME Designer is off-line.

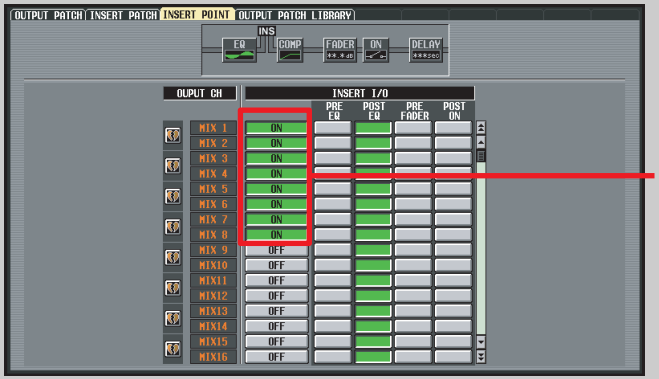
■ Patching

PM5D

In the PATCH screens, instead of seeing the slots selected in Cascade Setup procedure, the 32 cascade connections will be seen (yellow colour).
So any audio channel inside PM5D can be patched to any cascade channel for sending to and from DME64N.
Patch the DME like an external GEQ, effect unit or speaker processor.



Cascade patch instead of SLOT 3/4



Remember to switch INSERT ON in the INSERT POINT screen of PM5D if it is intended to insert the GEQs from DME64N.

■ Control and Monitoring

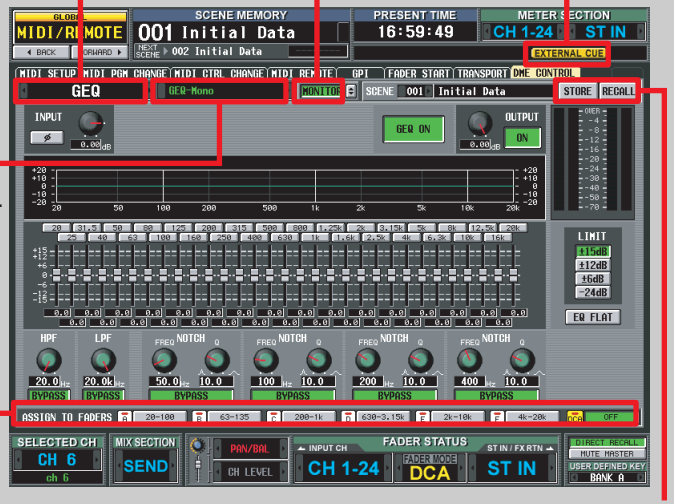
PM5D

In the DME CONTROL-SETUP screen, click 'CONNECT' and select the type of component to be edited here.

Press to activate the DME monitor in the PM5D CUE bus.

This indicator will appear.

Choose the name of the component to be edited here.

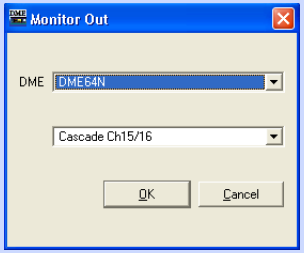


DME scenes can be recalled from here. And scenes can be stored (but they can only be overwritten if they already exist: new scenes cannot be created).
So one tip is to create several 'spare' scenes containing the initial data, which can be overwritten if needed.

Click here to control the GEQ or MATRIX mixer with the DCA faders (or press SHIFT+FADER MODE on PM5D).

DME64N

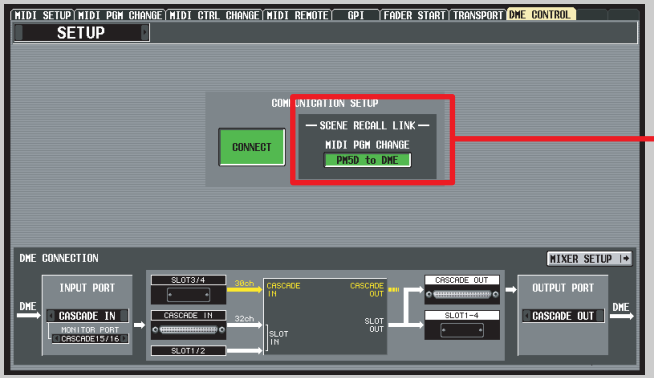
In the Monitor Out box of DME Designer (in the Tools menu of the main window), select a spare cascade port to use to link the DME monitor to the PM5D CUE bus.



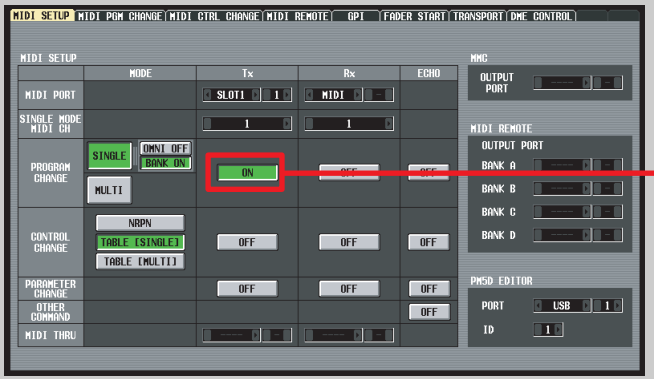
For PM5D, in the DME CONTROL-SETUP screen, select the same cascade port as the MONITOR PORT, so you can hear the DME monitor in the PM5D CUE bus.

■ Scene Recall MIDI Link

PM5D

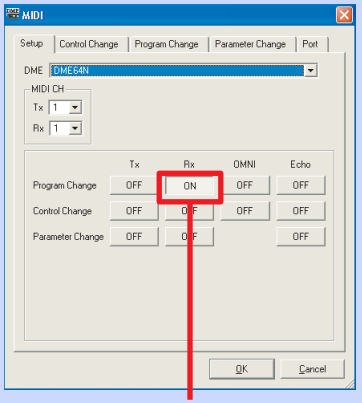


The SCENE RECALL LINK switch in the DME CONTROL-SETUP screen will enable PM5D to send a MIDI message through the cascade connection to recall a scene in the DME, following the Program Change table assignments.

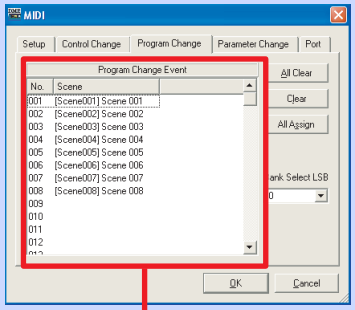


You need to switch on PROGRAM CHANGE Tx. (It doesn't matter about the MIDI PORT selection, as it will use the CASCADE IN/OUT ports automatically.)

DME64N



You need to switch on Program Change Rx. (It doesn't matter about the MIDI PORT selection, as it will use the CASCADE IN/OUT ports automatically.)



PM5D has a default Program Change assignment of 1-to-1, but DME's Program Change table will need to be set up by the user: assign any scene to any number. (Click 'All Assign' for a convenient quick set-up.)

Mode 2: Remote Control & One-way Audio: PM5D to DME64N

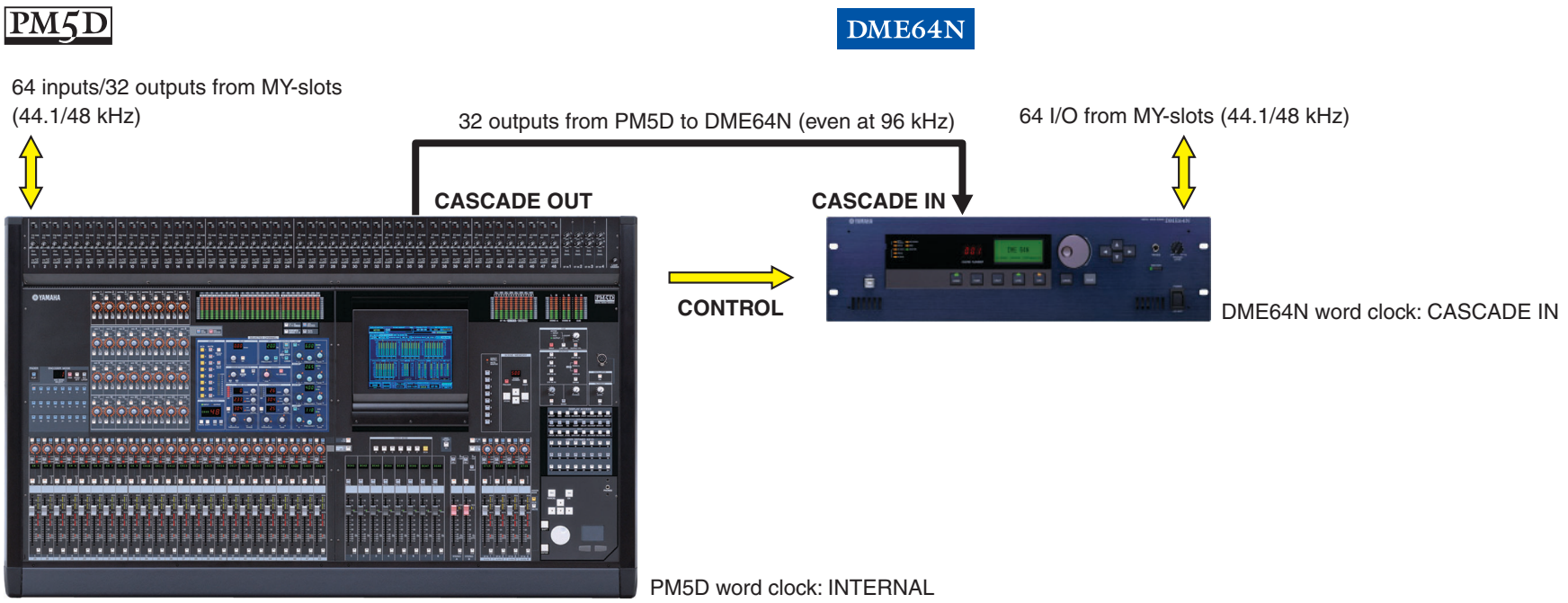
This uses only the CASCADE OUT port of PM5D and the CASCADE IN port of DME64N, but is not a Cascade function. (MIX buses are not merged: you use the PATCH function to choose the required audio connections.)

Advantages:

Use DME for extra output processing GEQs, crossovers, delays.
Control many of the DME functions from PM5D.
Patch any PM5D output to DME (including insert send and direct out).
Get 32 outputs from PM5D to DME even at 96 kHz (The CASCADE IN/OUT ports can work in 'DOUBLE SPEED' mode.)

Disadvantages:

Up to 2 slots are lost for outputs (all inputs can still be used).
Can only return audio from DME via slot inputs.
Cannot monitor DME audio on PM5D CUE bus.

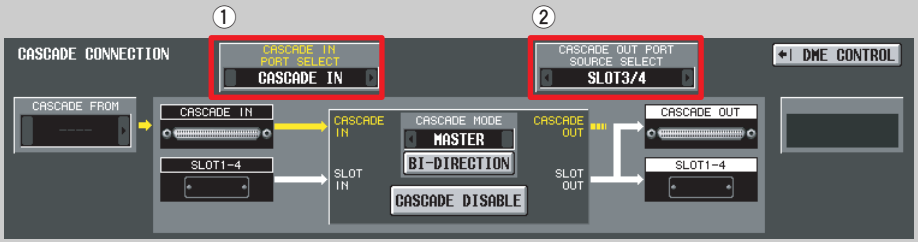


■ Cascade Setup

PM5D

On MIXER SETUP screen (SYS/W.CLOCK function), select:

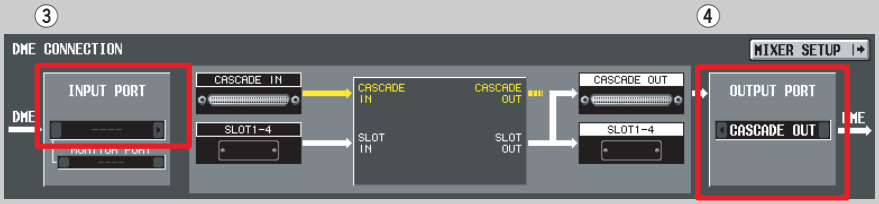
CASCADE IN PORT (①)		CASCADE OUT PORT (②)
CASCADE IN		SLOT3/4
	(this is not normally a practical option)	SLOT1-4[CH1-8]
	(useful if you only have MY8 or MY4 cards installed)	SLOT1-4[CH9-16]



Whichever slots you choose here will be disabled from normal use.
So this connection method limits the amount of slot I/O you can practically use.
If the Cascade function is ENABLED, then the audio input to these slots will be merged with the PM5D MIX buses (as specified on the CASCADE screen, in the SYS/W.CLOCK function).

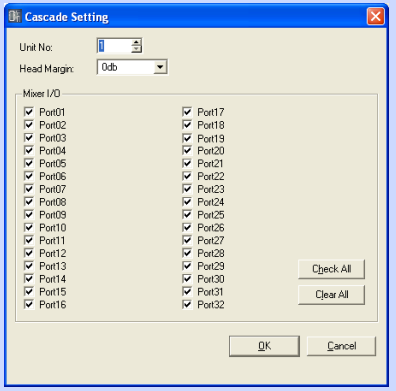
On DME CONTROL screen (MIDI/REMOTE function), select:

INPUT PORT (③)	OUTPUT PORT (④)
---	CASCADE OUT



DME64N

DME64N Properties, Cascade Setting:
Choose 0dB Head Margin when connecting with PM5D in this way.
Check all the ports you wish to use with PM5D.



NOTE:
DME Designer can stay on-line during PM5D control, but control will be faster if DME Designer is off-line.

■ Patching

PM5D

In the OUTPUT PATCH screens, instead of seeing the slots selected in Cascade Setup procedure, the 32 cascade output connections will be seen (yellow colour).
So any output channel from PM5D can be patched to any cascade output for sending to DME64N.

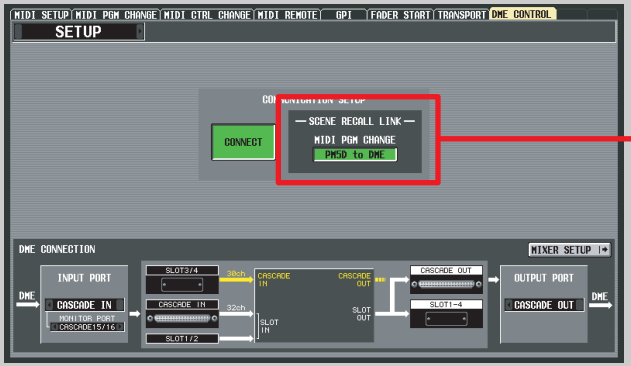
■ Control and Monitoring

PM5D

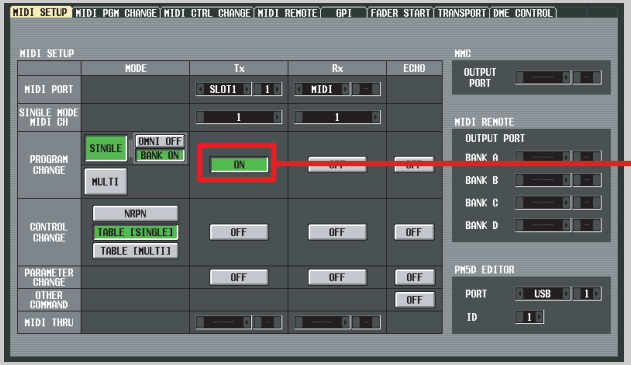
In this case, the DME monitor function cannot be heard on PM5D, though it can be controlled.
DME scenes can be recalled and stored (overwritten). See page 6 for details.

■ Scene Recall MIDI Link

PM5D

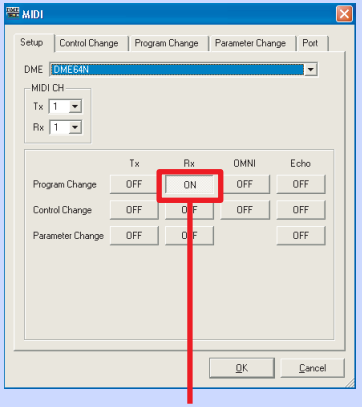


The SCENE RECALL LINK switch in the DME CONTROL-SETUP screen will enable PM5D to send a MIDI message through the cascade connection to recall a scene in the DME, following the Program Change table assignments.

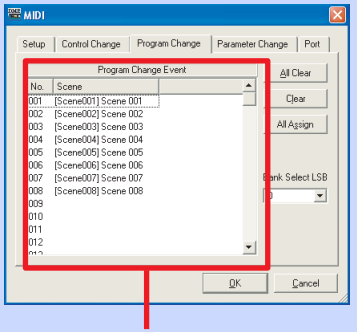


You need to switch on PROGRAM CHANGE Tx. (It doesn't matter about the MIDI PORT selection, as it will use the CASCADE IN/OUT ports automatically.)

DME64N



You need to switch on Program Change Rx. (It doesn't matter about the MIDI PORT selection, as it will use the CASCADE IN/OUT ports automatically.)



PM5D has a default Program Change assignment of 1-to-1, but DME's Program Change table will need to be set up by the user: assign any scene to any number. (Click 'All Assign' for a quick set-up.)

Mode 3: One-way Audio Cascade: PM5D to DME64N

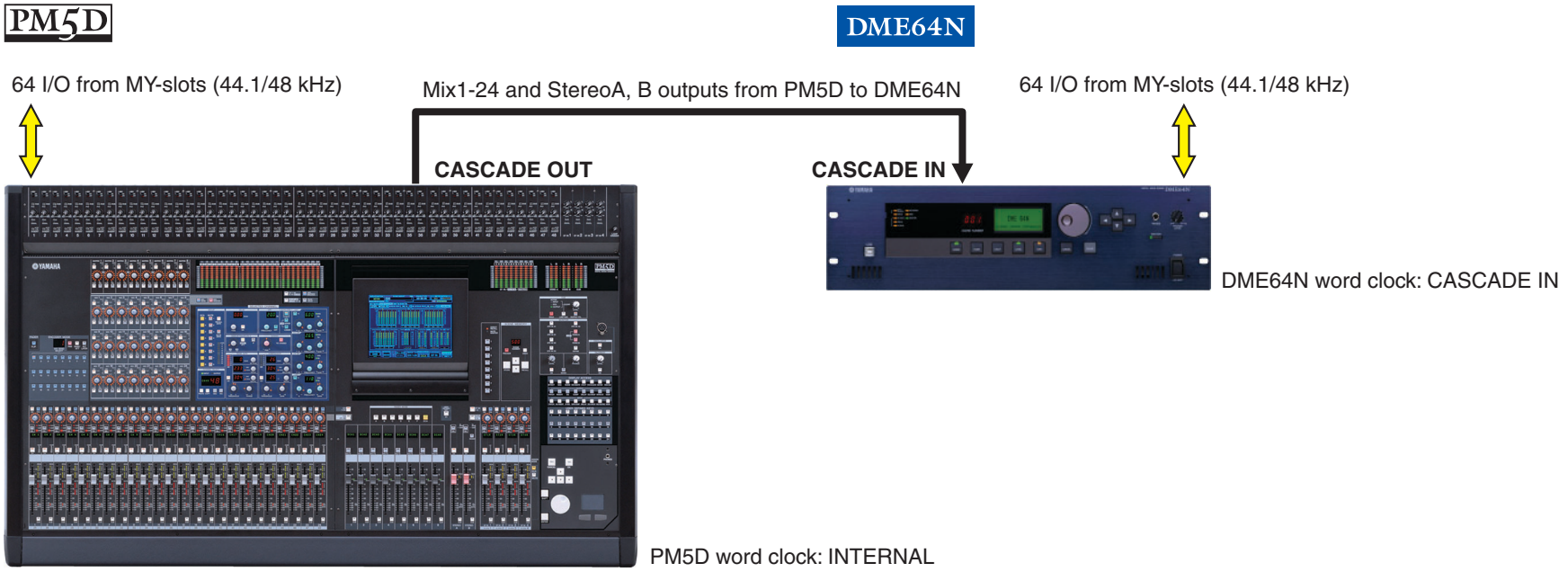
This uses the Cascade function, from the CASCADE OUT port of PM5D to the CASCADE IN port of DME64N. (PM5D MIX buses are sent to the DME cascade buses.)

Advantages:

Use DME for larger matrix.
Use DME for extra output processing GEQs, crossovers, delays.
All slot I/O are available for other devices.
This cascade method still works at 96 kHz with no loss of channels (The CASCADE IN/OUT ports can work in 'DOUBLE SPEED' mode.)

Disadvantages:

There is no patch for choosing which PM5D channels send to the DME64N.
Cascade from PM5D is pre-processing, so PM5D's output EQ/comp/delay are bypassed.
Can only return audio from DME via slot inputs.
Cannot control any DME functions from PM5D.
Cannot monitor DME audio on PM5D CUE bus.

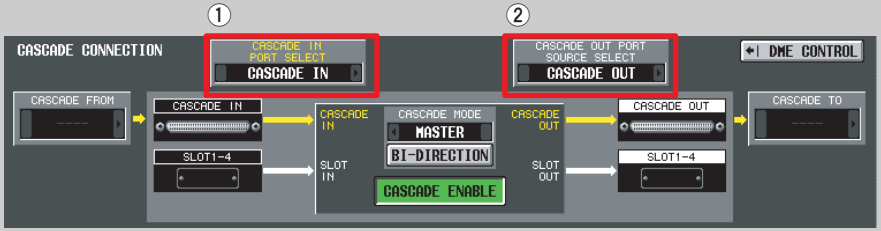


■ Cascade Setup

PM5D

On MIXER SETUP screen (SYS/W.CLOCK function), select:

CASCADE IN PORT (①)		CASCADE OUT PORT (②)
CASCADE IN	(This is the default setting)	CASCADE OUT



BI-DIRECTION should be off (grey colour), and CASCADE ENABLE should be on (green colour).

The DME CONTROL screen (MIDI/REMOTE function) can be ignored in this case.

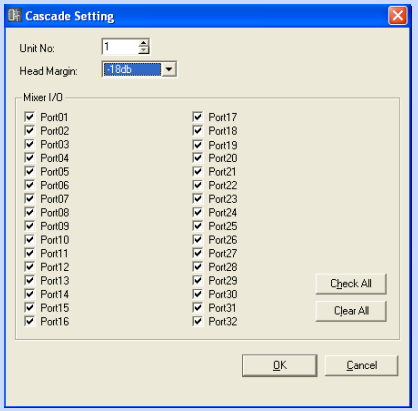
DME64N

DME64N Properties, Cascade Setting:

Choose -18dB Head Margin when connecting with PM5D in this way.

Check all the ports you wish to use with PM5D.

Un-checked ports can be used to cascade audio between other DME64N units.



■ Patching

PM5D

In the OUTPUT PATCH screens, all 4 slots can be patched as normal.

■ Control and Monitoring

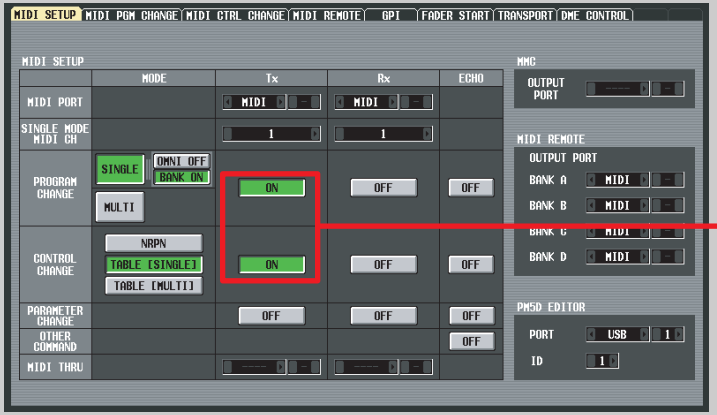
PM5D

In this case, the DME monitor function cannot be heard on PM5D, and it cannot be controlled.
DME scenes cannot be recalled or stored from PM5D.
Some control can be achieved by using standard MIDI Control Change messages and the MIDI REMOTE layers of PM5D. See next page for details.

■ MIDI Link

PM5D

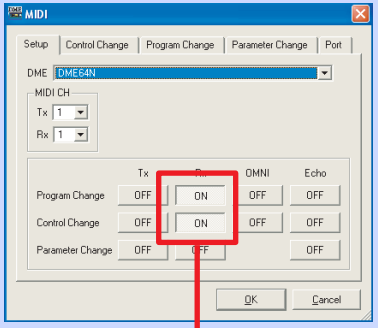
The SCENE RECALL LINK will not work in this connection mode.
Regular MIDI Control Change and Program Change messages can be exchanged through a separate MIDI cable, but it takes some time to set up.



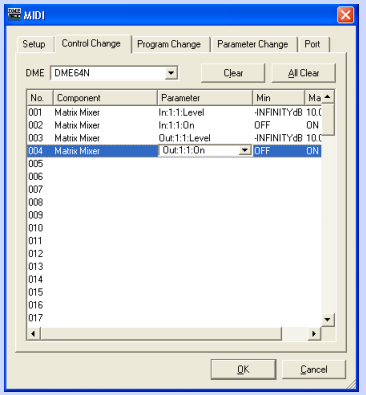
Tx from PM5D

This example shows a PM5D MIDI REMOTE layer set up to control some matrix parameters in DME64N, using MIDI Control Change.

DME64N



Rx on DME64N



Mode 4: Audio from DME64N to PM5D

This uses the CASCADE IN port of PM5D, but is not a Cascade function. (MIX buses are not merged: you use the PATCH function to choose the required audio connections.)

NOTE:

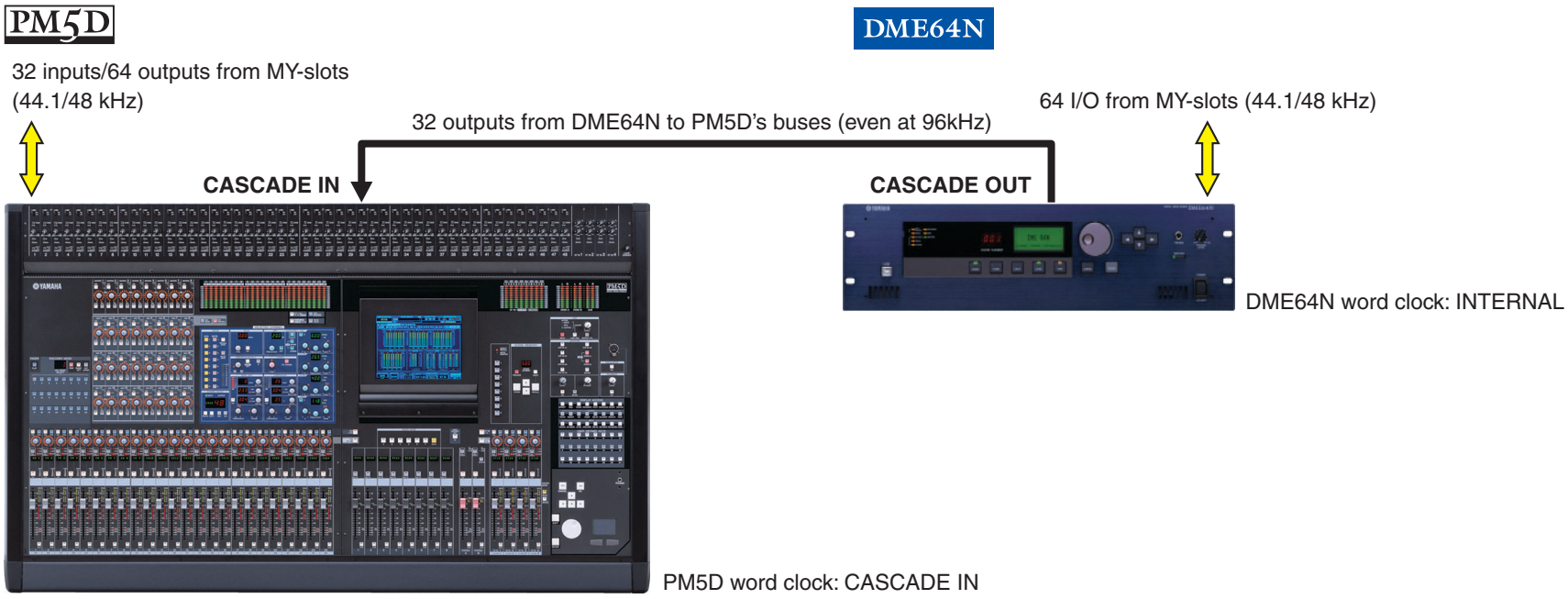
It is not possible to use the Cascade function for combining DME cascade output with the MIX buses of PM5D.

Advantages:

Use DME for extra input channels, like a sub-mixer.
Patch DME cascade outputs to any input of PM5D.
Still all 4 slots can be used for outputs, such as multi-track recording.
Get 32 channels from DME to PM5D even at 96 kHz (The CASCADE IN/OUT ports can work in 'DOUBLE SPEED' mode.)

Disadvantages:

Inputs from up to 2 slots are lost (32 inputs).
DME Control function is not possible.
DME audio cannot be monitored from PM5D.

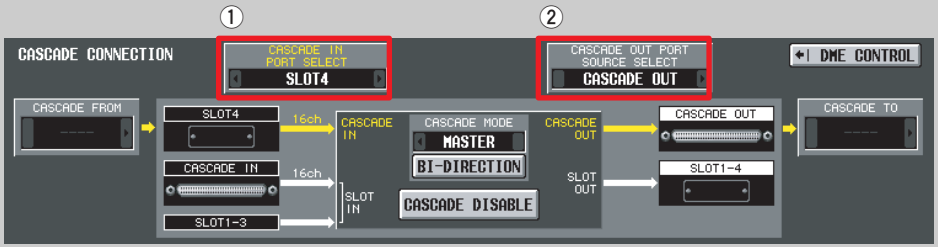


■ Cascade Setup

PM5D

On MIXER SETUP screen (SYS/W.CLOCK function), select:

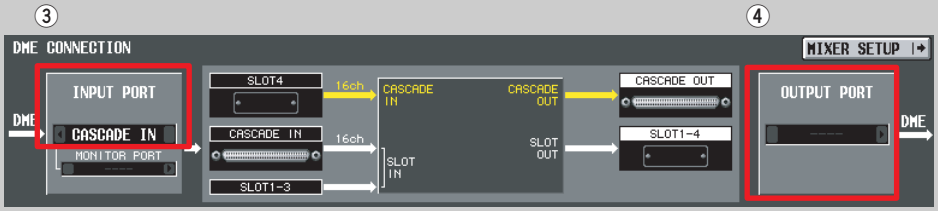
CASCADE IN PORT (①)		CASCADE OUT PORT (②)
SLOT4	(will only allow 16 channels from DME)	CASCADE OUT
SLOT3/4		
SLOT1-4 [CH1-8]	(this is not normally a practical option)	
SLOT1-4 [CH9-16]	(useful if you only have MY8 or MY4 cards installed)	



Whichever slots you choose here will be disabled from normal use.
So this connection method limits the amount of slot Inputs you can practically use.
The Cascade function should be DISABLED.

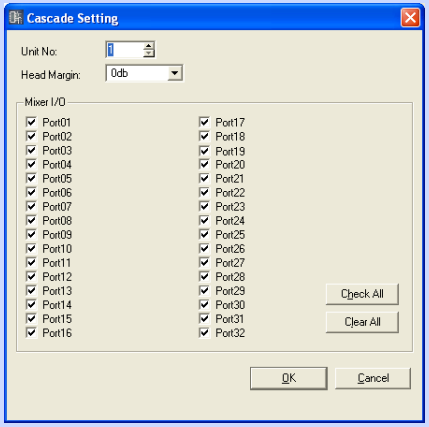
On DME CONTROL screen (MIDI/REMOTE function), select

INPUT PORT (③)	OUTPUT PORT (④)
CASCADE IN	[blank]



DME64N

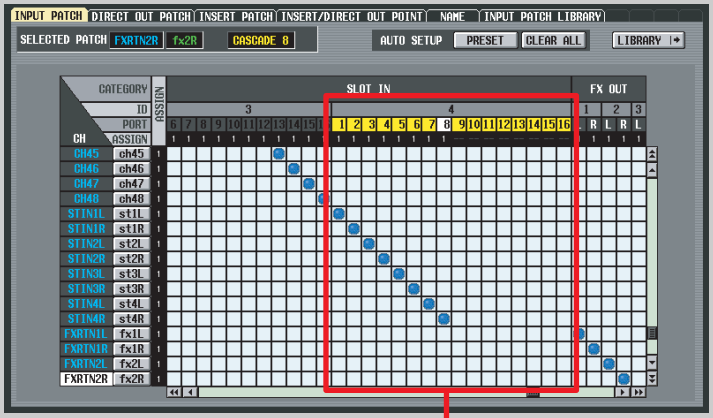
DME64N Properties, Cascade Setting:
Choose 0dB Head Margin when connecting with PM5D in this way.
Check all the ports you wish to use with PM5D.



■ Patching

PM5D

In the PATCH screens, instead of seeing the slots selected in Cascade Setup procedure, the cascade connections will be seen (yellow colour).
So the inputs from DME64N can be patched to any input channel (or insert return) of PM5D.



Cascade in patch instead of SLOT4

■ Control and Monitoring

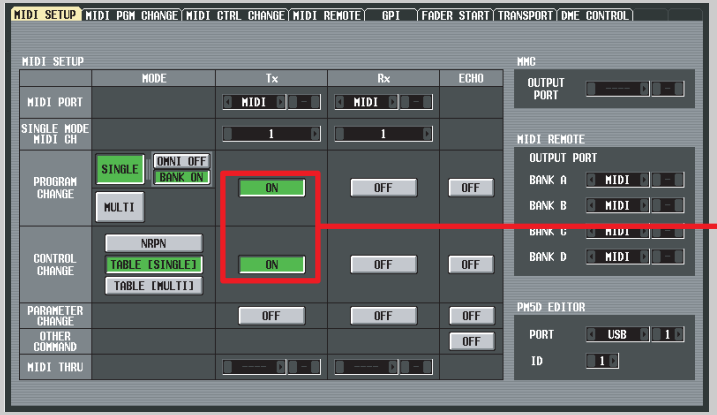
PM5D

In this case, the DME monitor function cannot be heard on PM5D, and it cannot be controlled.
DME scenes cannot be recalled or stored from PM5D.
Some control can be achieved by using standard MIDI Program/Control Change messages and the MIDI REMOTE layers of PM5D. See next page for details.

■ MIDI Link

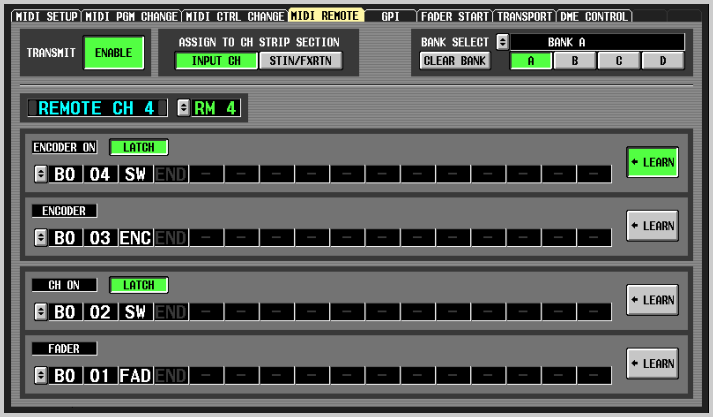
PM5D

The SCENE RECALL LINK will not work in this connection mode.
Regular MIDI Control Change and Program Change messages can be exchanged through a separate MIDI cable, but it takes some time to set up.

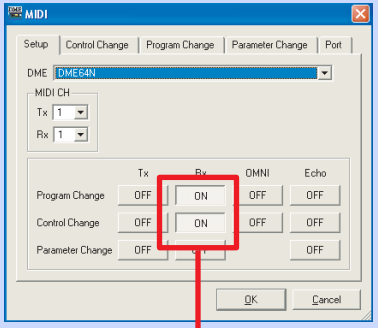


Tx from PM5D

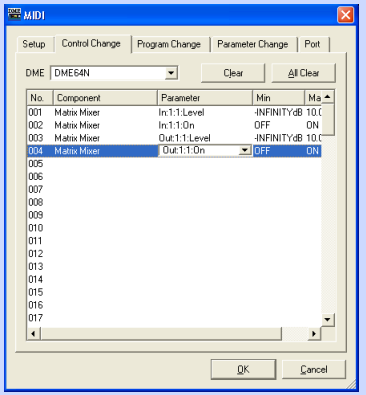
This example shows a PM5D MIDI REMOTE layer set up to control some matrix parameters in DME64N, using MIDI Control Change.



DME64N



Rx on DME64N



Remote Control & Bi-directional Audio (Using MY16-C/MY16-CII)

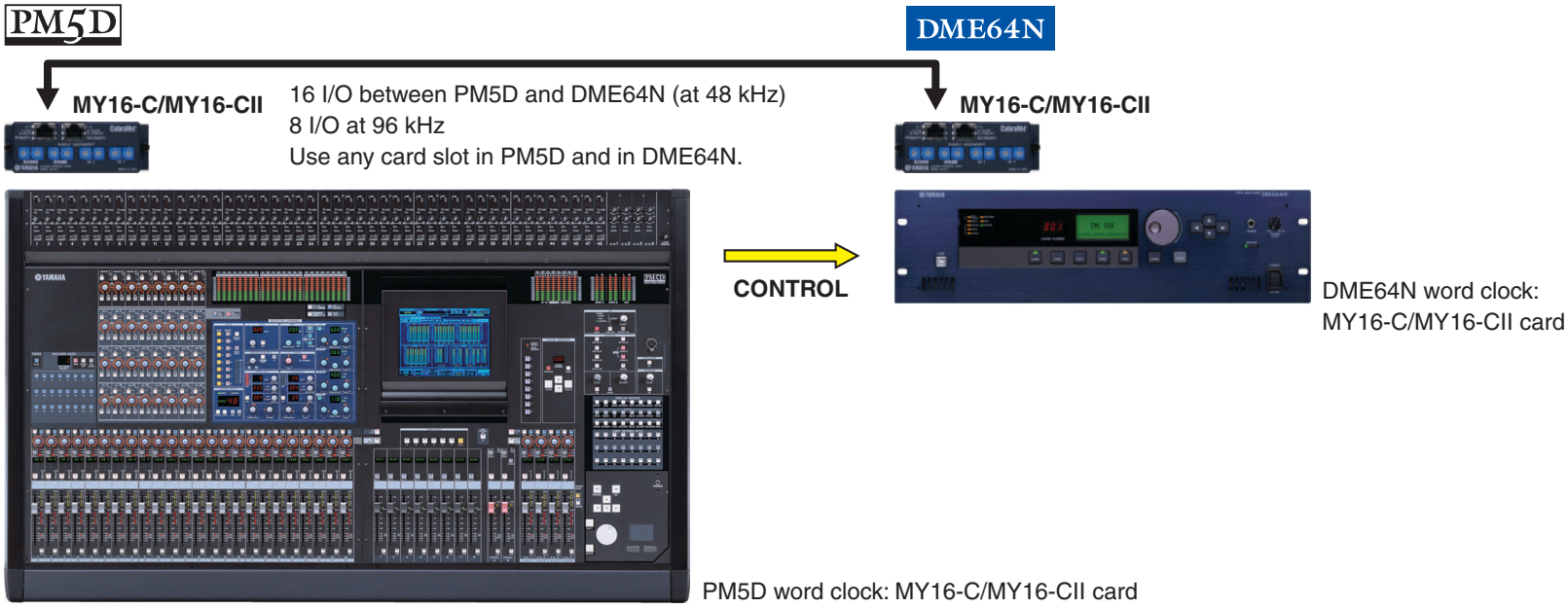
This uses MY16-C/MY16-CII in the card slots, with patching as normal. It has the added benefit of allowing DME control from PM5D.

Advantages:

Use DME for inserting extra GEQs and PEQs.
Use DME for extra effects units (send & return).
Control many of the DME functions from PM5D.
Patch any PM5D output to DME (including insert send and direct out).
Monitor DME audio channels from PM5D CUE bus.
The CASCADE IN/OUT ports can still be used to connect other consoles.
Simple CAT5 connection, compatible with CobraNet audio network.

Disadvantages:

Only 16 I/O between PM5D and DME (at 48 kHz).
Only 8 I/O at 96 kHz.
44.1 kHz and 88.2 kHz sample rates are not supported by CobraNet.
There is sometimes a small latency with the control data.



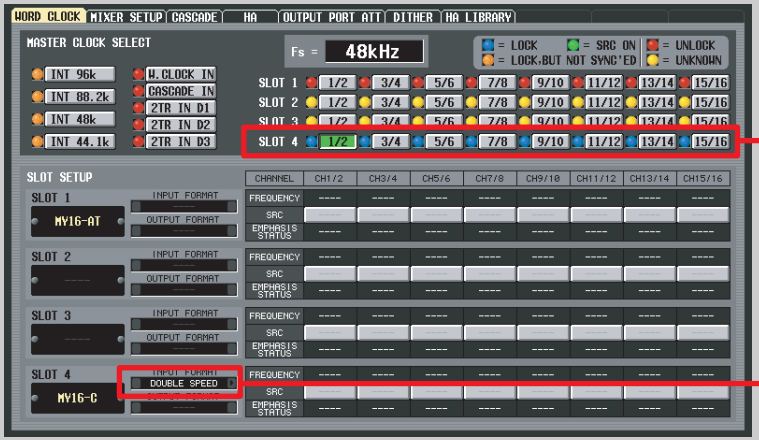
■ Cascade Setup

PM5D

On MIXER SETUP screen (SYS/W.CLOCK function), select:

CASCADE IN PORT		CASCADE OUT PORT
CASCADE IN	(this is the default setting)	CASCADE OUT

On WORD CLOCK screen (SYS/W.CLOCK function), select:

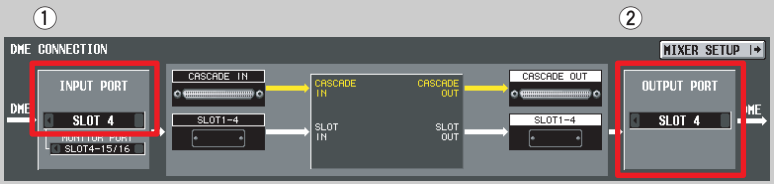


Choose MY16-C/MY16-CII slot as MASTER CLOCK.

Select DOUBLE SPEED as the MY16-C/MY16-CII INPUT FORMAT to work at 48 kHz.
(Select DOUBLE CHANNEL to work at 96 kHz.)

On DME CONTROL screen (MIDI/REMOTE function), select:

INPUT PORT (①)		OUTPUT PORT (②)
SLOT 4	(choose whichever slot contains the MY16-C/MY16-CII: SLOT 4 in this example)	SLOT 4



DME64N

NOTE:
DME Designer can stay on-line during PM5D control, but control will be faster if DME Designer is off-line.

■ MY16-C Setup

Example of how to configure MY16-C (for peer-to-peer connection):

BUNDLE ASSIGNMENT (using the switches on the card's panel):

	OUT 2	OUT 1	IN 2	IN 1
PM5D slot:	2-2	2-1	1-2	1-1
DME slot:	1-2	1-1	2-2	2-1

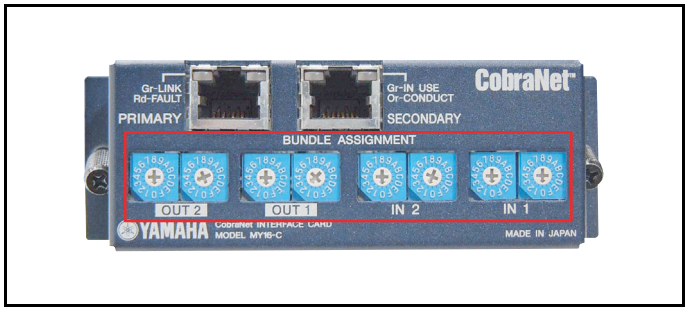
SERIAL ASSIGNMENT (using the switches on the card's circuit board):

	RX	TX
PM5D slot:	1	2
DME slot:	2	1

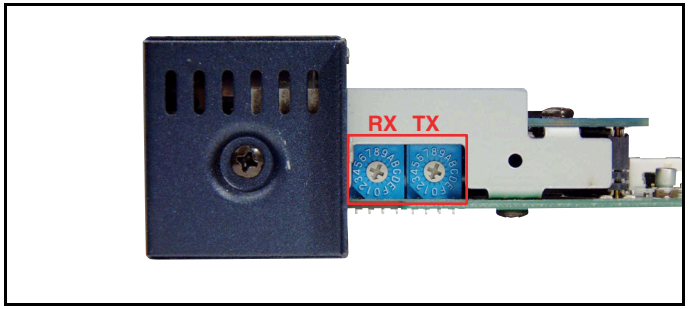
Internal DIP switches of MY16-C:

1	ON	24-Bit word length
2	OFF	48 kHz
3	ON	1.33ms latency
4	OFF	
5	OFF	Network Sync: MY16-C cards are word clock master
6	OFF	
7	OFF	Reserved: no function
8	OFF	

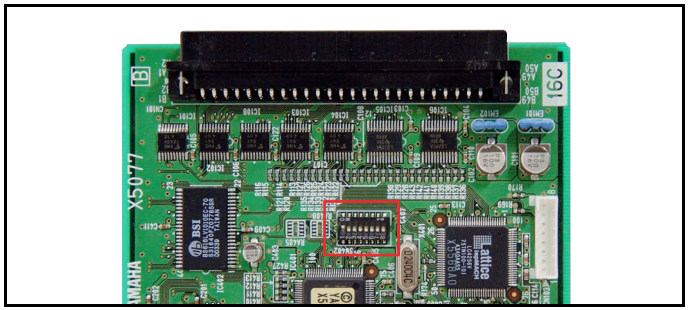
NOTE:
Use a cross-connected CAT5 cable.



BUNDLE ASSIGNMENT



SERIAL ASSIGNMENT


DIP Switch

■ MY16-CII Setup

Example of how to configure MY16-CII (for peer-to-peer connection):
Configure all settings using the “CobraNet Manager Lite for Yamaha” software. See the “CobraNet Manager Lite for Yamaha” owner’s manual for details.

Bundle Assignment:

	Rx1	Rx2	Tx1	Tx2
PM5D slot:	273	274	289	290
DME slot:	289	290	273	274

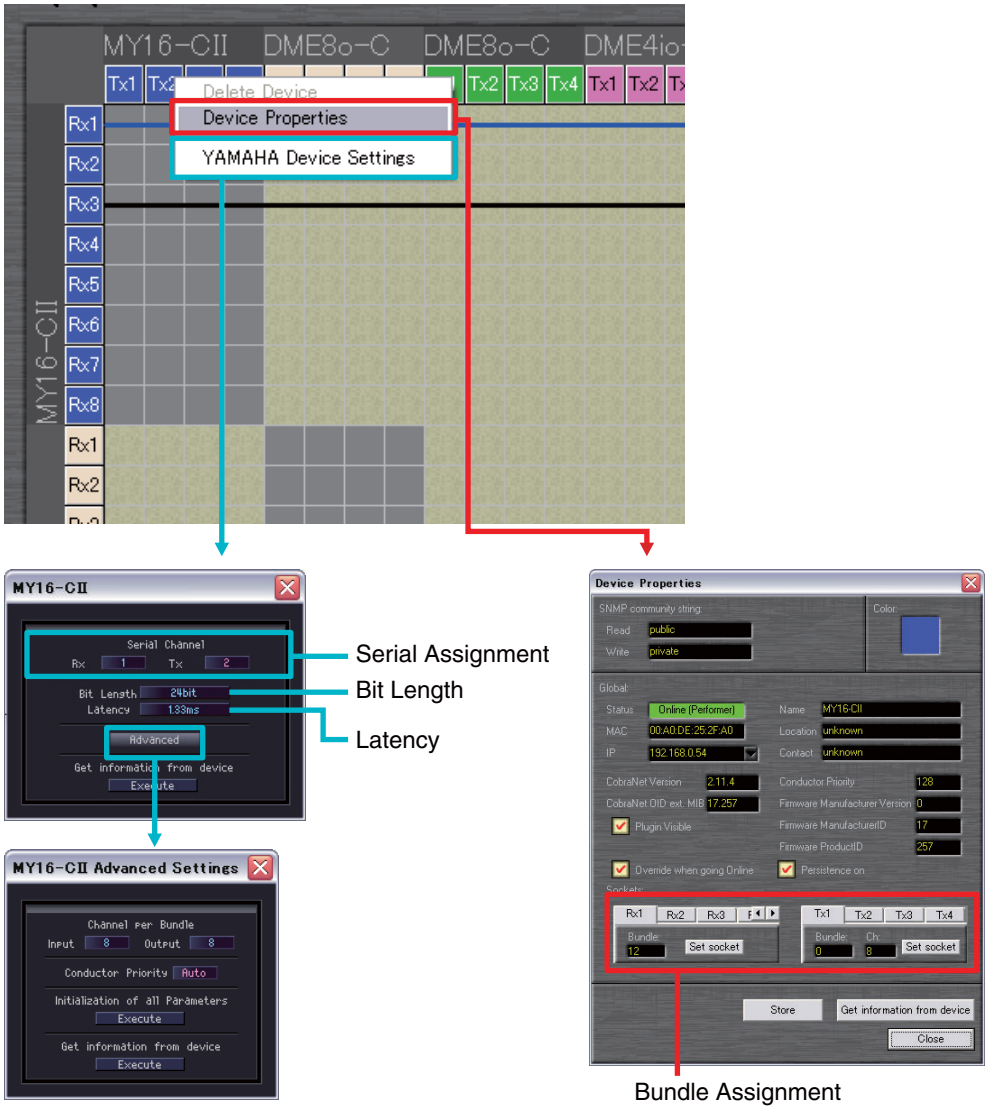
NOTE:
These bundle numbers are selected to be compatible with the MY16-C settings on the previous page. So one MY-16C can be used with one MY16-CII.

Serial Assignment:

	RX	TX
PM5D slot:	1	2
DME slot:	2	1

Other Settings:

Bit Length	24bit
Latency	1.33ms



■ Control and Monitoring

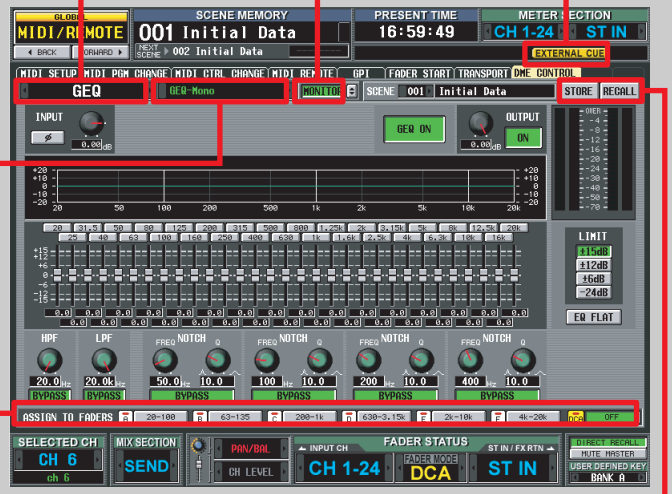
PM5D

In the DME CONTROL-SETUP screen, click 'CONNECT' and select the type of component to be edited here.

Press to activate the DME monitor in the PM5D CUE bus.

This indicator will appear.

Choose the name of the component to be edited here.

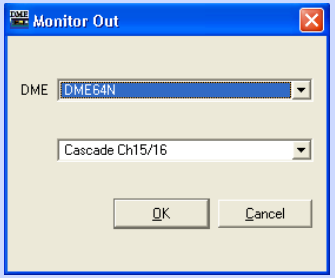


DME scenes can be recalled from here. And scenes can be stored (but they can only be overwritten if they already exist: new scenes cannot be created).
So one tip is to create several 'spare' scenes containing the initial data, which can be overwritten if needed.

Click here to control the GEQ or MATRIX mixer with the DCA faders (or press SHIFT+FADER MODE on PM5D).

DME64N

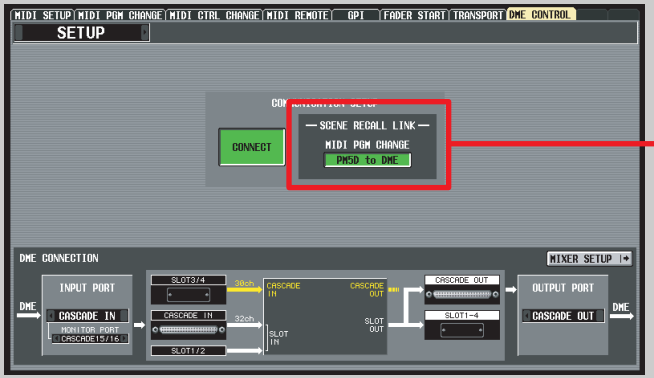
In the Monitor Out box of DME Designer (in the Tools menu of the main window), select a spare MY16-C/MY16-CII output to link the DME monitor to the PM5D CUE bus.



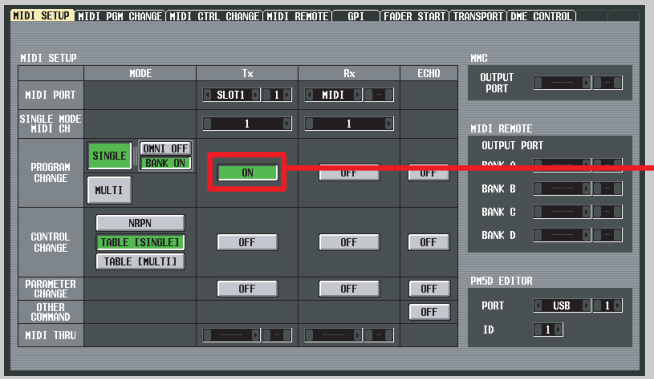
For PM5D, in the DME CONTROL-SETUP screen, select the same cascade port as the MONITOR PORT, so you can hear the DME monitor in the PM5D CUE bus.

■ Scene Recall MIDI Link

PM5D

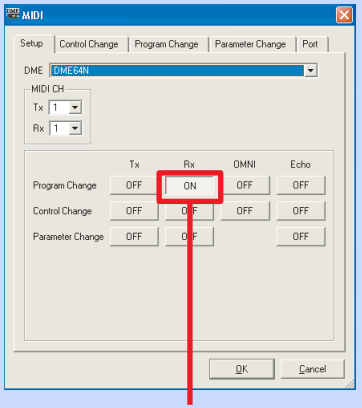


The SCENE RECALL LINK switch in the DME CONTROL-SETUP screen will enable PM5D to send a MIDI message through the CobraNet connection to recall a scene in the DME, following the Program Change table assignments.

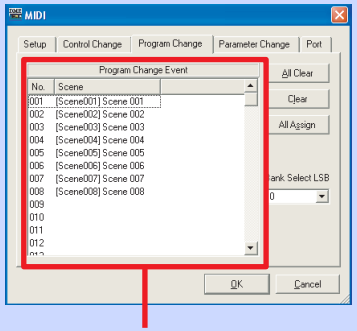


You need to switch on PROGRAM CHANGE Tx. (It doesn't matter about the MIDI PORT selection, as it will use the MY16-C/MY16-CII port automatically.)

DME64N



You need to switch on Program Change Rx. (It doesn't matter about the MIDI PORT selection, as it will use the MY16-C/MY16-CII port automatically.)



PM5D has a default Program Change assignment of 1-to-1, but DME's Program Change table will need to be set up by the user: assign any scene to any number. (Click 'All Assign' for a quick set-up.)

Remote Control & Bi-directional Audio (Using MY16-C/MY16-CII)

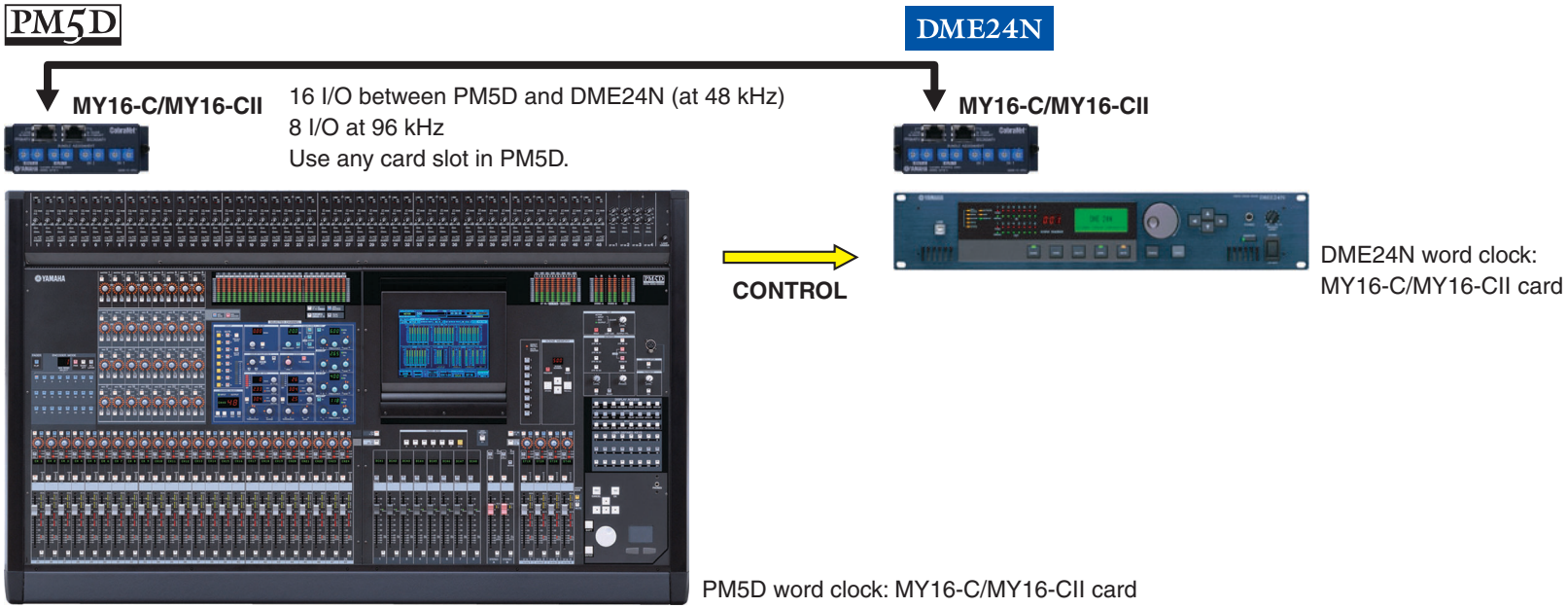
This uses MY16-C/MY16-CII in the card slots, with patching as normal. It has the added benefit of allowing DME control from PM5D.

Advantages:

Use DME for inserting extra GEQs and PEQs.
Use DME for extra effects units (send & return).
Control many of the DME functions from PM5D.
Patch any PM5D output to DME (including insert send and direct out).
Monitor DME audio channels from PM5D CUE bus.
The CASCADE IN/OUT ports can still be used to connect other consoles.
Simple CAT5 connection, compatible with CobraNet audio network.

Disadvantages:

Only 16 I/O between PM5D and DME (at 48 kHz).
Only 8 I/O at 96 kHz.
44.1 kHz and 88.2 kHz sample rates are not supported by CobraNet.
There is sometimes a small latency with the control data.



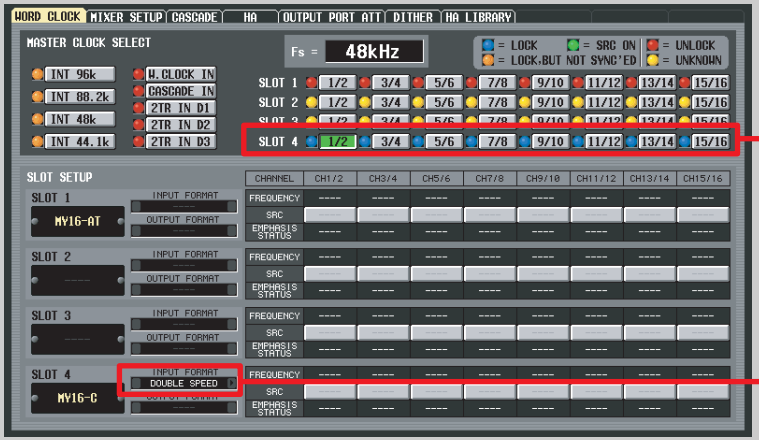
■ Cascade Setup

PM5D

On MIXER SETUP screen (SYS/W.CLOCK function), select:

CASCADE IN PORT		CASCADE OUT PORT
CASCADE IN	(this is the default setting)	CASCADE OUT

On WORD CLOCK screen (SYS/W.CLOCK function), select:

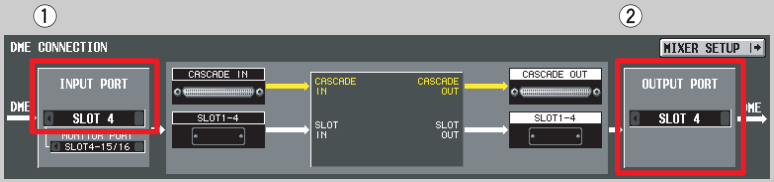


Choose MY16-C/MY16-CII slot as MASTER CLOCK.

Select DOUBLE SPEED as the MY16-C/MY16-CII INPUT FORMAT to work at 48 kHz.
(Select DOUBLE CHANNEL to work at 96 kHz.)

On DME CONTROL screen (MIDI/REMOTE function), select:

INPUT PORT (①)		OUTPUT PORT (②)
SLOT 4	(choose whichever slot contains the MY16-C/MY16-CII: SLOT 4 in this example)	SLOT 4



DME24N

NOTE:
DME Designer can stay on-line during PM5D control, but control will be faster if DME Designer is off-line.

■ MY16-C Setup

Example of how to configure MY16-C (for peer-to-peer connection):

BUNDLE ASSIGNMENT (using the switches on the card's panel):

	OUT 2	OUT 1	IN 2	IN 1
PM5D slot:	2-2	2-1	1-2	1-1
DME slot:	1-2	1-1	2-2	2-1

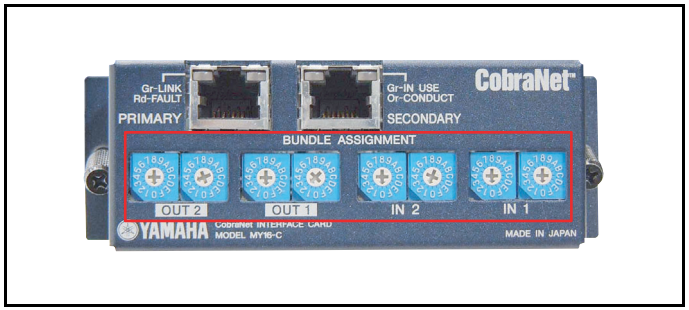
SERIAL ASSIGNMENT (using the switches on the card's circuit board):

	RX	TX
PM5D slot:	1	2
DME slot:	2	1

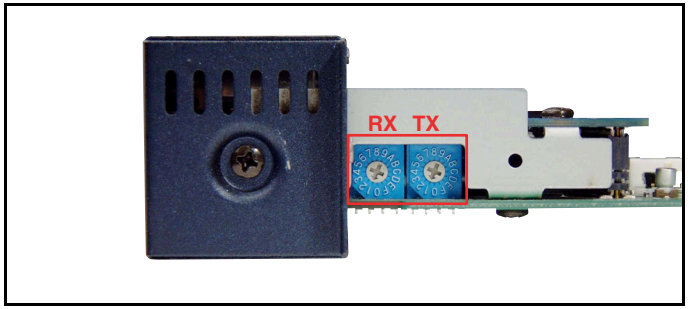
Internal DIP switches of MY16-C:

1	ON	24-Bit word length
2	OFF	48 kHz
3	ON	1.33ms latency
4	OFF	
5	OFF	Network Sync: MY16-C cards are word clock master
6	OFF	
7	OFF	Reserved: no function
8	OFF	

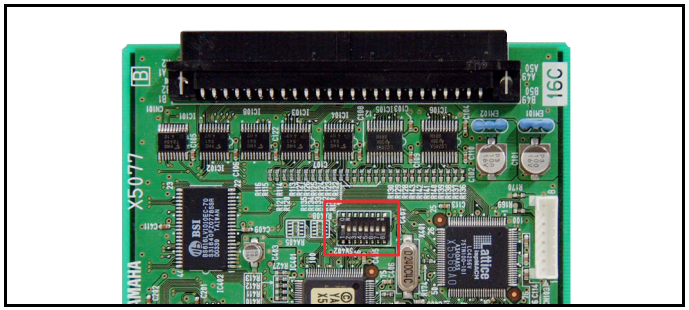
NOTE:
Use a cross-connected CAT5 cable.



BUNDLE ASSIGNMENT



SERIAL ASSIGNMENT


DIP Switch

■ MY16-CII Setup

Example of how to configure MY16-CII (for peer-to-peer connection):
Configure all settings using the “CobraNet Manager Lite for Yamaha” software. See the “CobraNet Manager Lite for Yamaha” owner’s manual for details.

Bundle Assignment:

	Rx1	Rx2	Tx1	Tx2
PM5D slot:	273	274	289	290
DME slot:	289	290	273	274

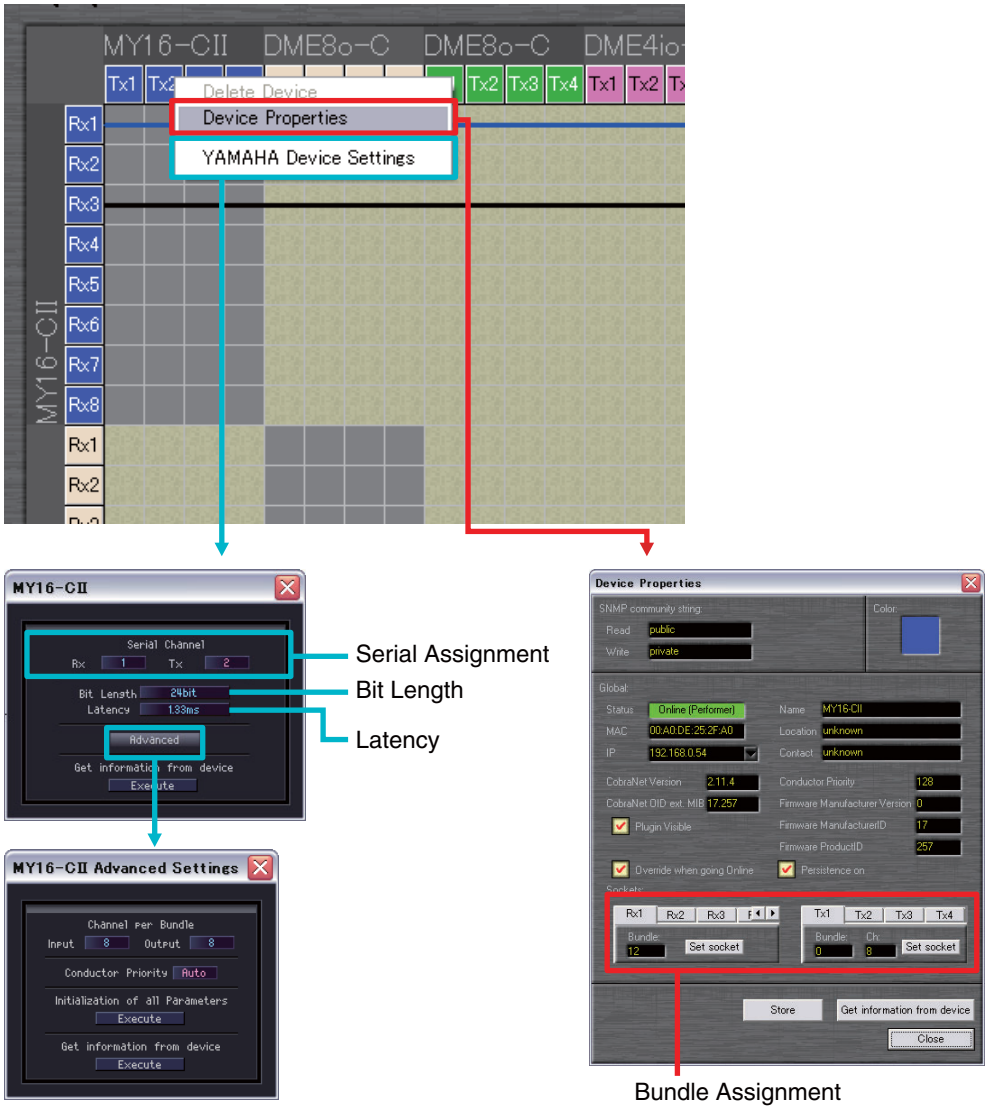
NOTE:
These bundle numbers are selected to be compatible with the MY16-C settings on the previous page. So one MY-16C can be used with one MY16-CII.

Serial Assignment:

	RX	TX
PM5D slot:	1	2
DME slot:	2	1

Other Settings:

Bit Length	24bit
Latency	1.33ms



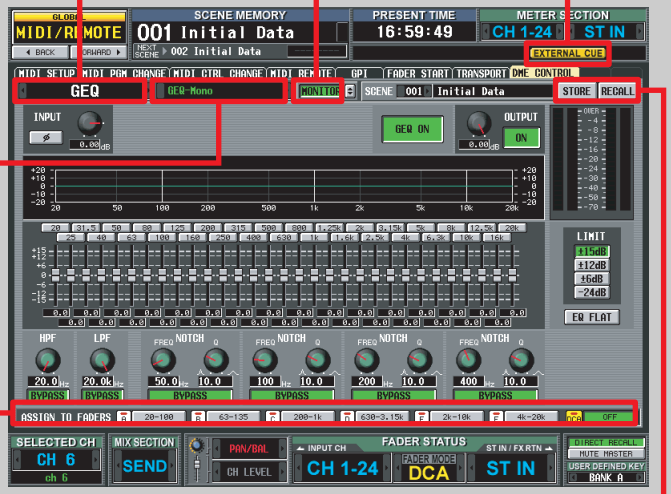
■ Control and Monitoring

PM5D

In the DME CONTROL SETUP screen, click 'CONNECT' and select the type of component to be edited here.

Press to activate the DME monitor in the PM5D CUE bus.

This indicator will appear.



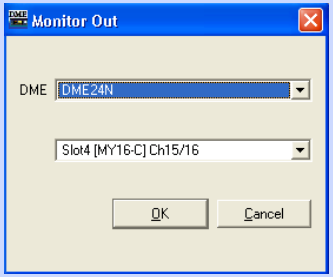
Choose the name of the component to be edited here.

DME scenes can be recalled from here. And scenes can be stored (but they can only be overwritten if they already exist: new scenes cannot be created).
So one tip is to create several 'spare' scenes containing the initial data, which can be overwritten if needed.

Click here to control the GEQ or MATRIX mixer with the DCA faders (or press SHIFT+FADER MODE on PM5D).

DME24N

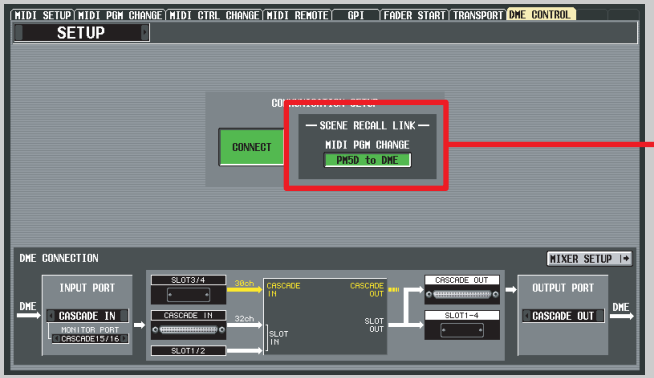
In the Monitor Out box of DME Designer (in the Tools menu of the main window), select a spare MY16-C/MY16-CII output to link the DME monitor to the PM5D CUE bus.



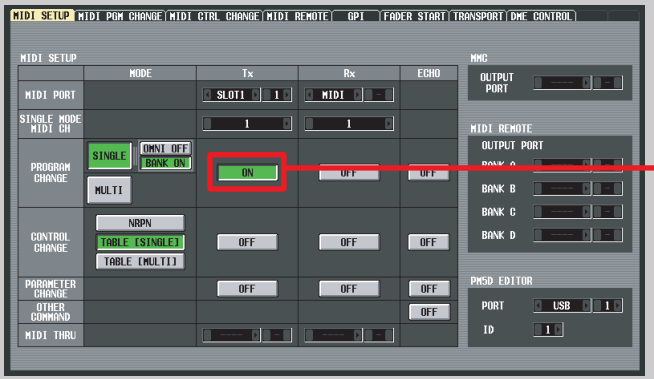
For PM5D, in the DME CONTROL-SETUP screen, select the same cascade port as the MONITOR PORT, so you can hear the DME monitor in the PM5D CUE bus.

■ Scene Recall MIDI Link

PM5D

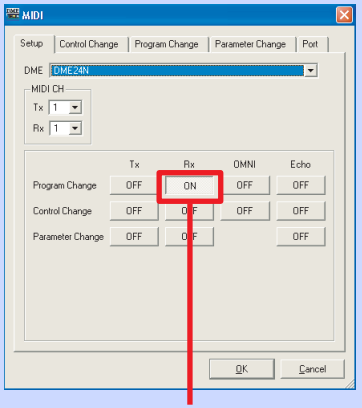


The SCENE RECALL LINK switch in the DME CONTROL-SETUP screen will enable PM5D to send a MIDI message through the CobraNet connection to recall a scene in the DME, following the Program Change table assignments.

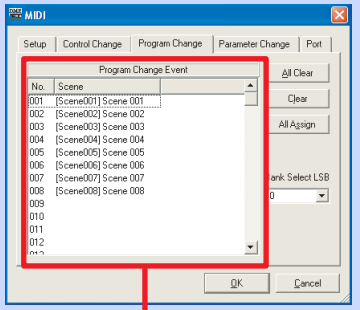


You need to switch on PROGRAM CHANGE Tx. (It doesn't matter about the MIDI PORT selection, as it will use the MY16-C/MY16-CII port automatically.)

DME24N



You need to switch on Program Change Rx. (It doesn't matter about the MIDI PORT selection, as it will use the MY16-C/MY16-CII port automatically.)



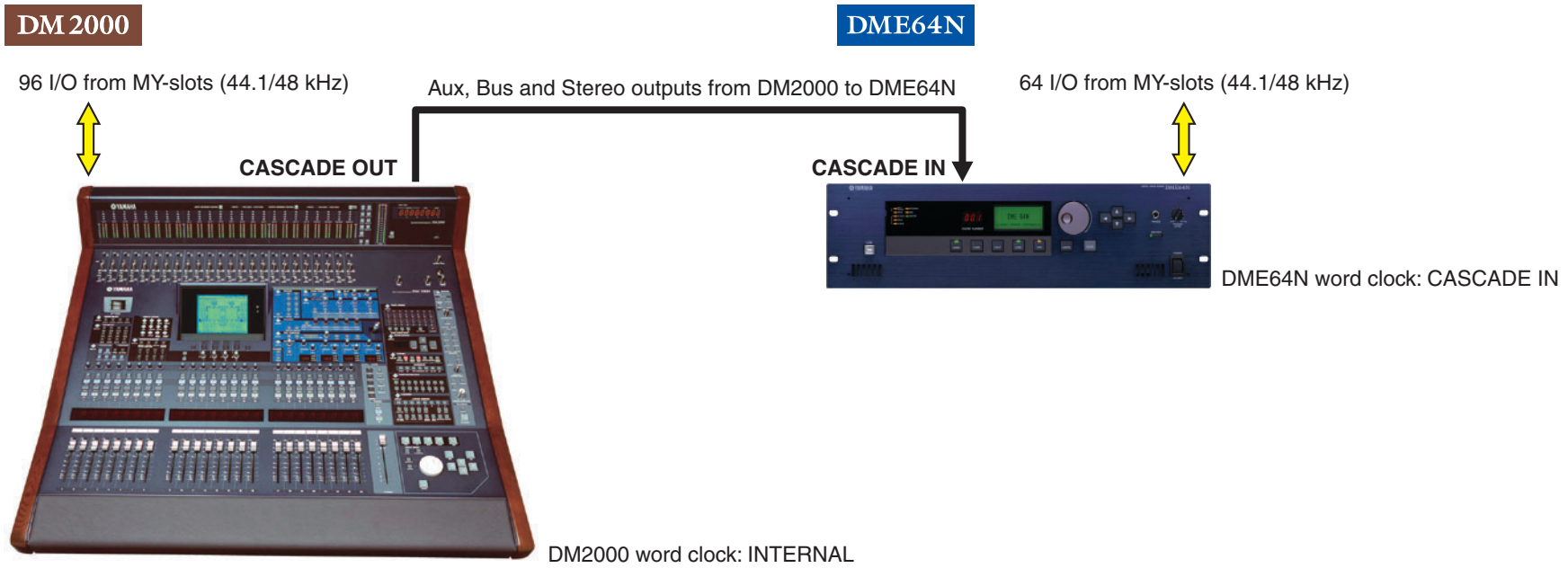
PM5D has a default Program Change assignment of 1-to-1, but DME's Program Change table will need to be set up by the user: assign any scene to any number. (Click 'All Assign' for a quick set-up.)

Uni-directional Audio Cascade: DM2000 to DME64N

The DM2000 CASCADE OUT port can be used to send audio from the output buses to DME64N. DME64N cannot be controlled from DM2000.
This can be a convenient connection for audio only, and it does not use up any of the MY-card slots. It will also work with 02R96.

Advantages:
Use DME for larger matrix.
Use DME for extra output processing GEQs, crossovers, delays.
All slot I/O are available for other devices.
This cascade method still works at 96 kHz with no loss of channels. (The CASCADE IN/OUT ports can work in 'DOUBLE SPEED' mode.)

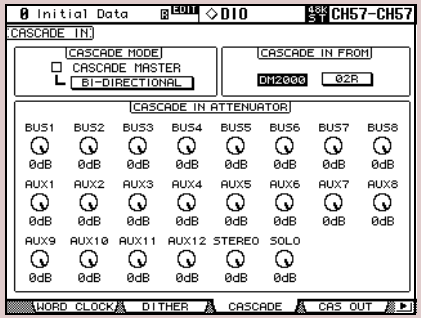
Disadvantages:
There is no patch for choosing which DM2000 channels send to the DME64N.
Cascade from DM2000 is pre-processing, so DM2000's output EQ/comp/delay are bypassed.
Can only return audio from DME via slot inputs.
Cannot control any DME functions from DM2000.
Cannot monitor DME audio on DM2000 CUE bus.



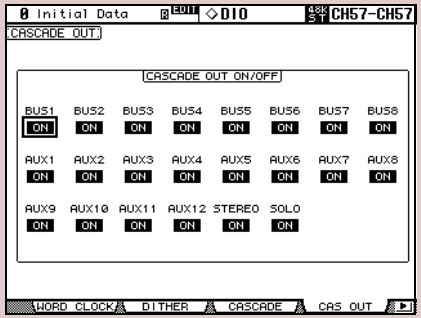
■ Cascade Setup

DM2000

On CASCADE IN and CASCADE OUT pages (DIO group), select:



BI-DIRECTIONAL should be off, but CASCADE MASTER setting doesn't matter.

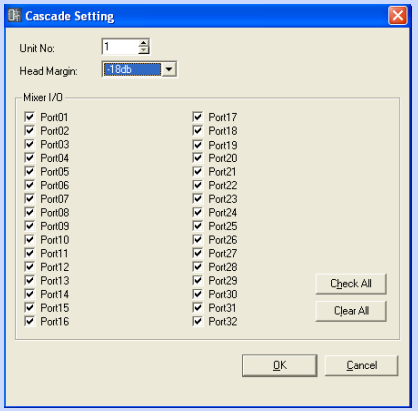


Switch ON all the CASCADE OUT channels which are required.

DM2000 Output	DME64N Cascade In
Bus1	1
Bus2	2
Bus3	3
Bus4	4
Bus5	5
Bus6	6
Bus7	7
Bus8	8
StereoL	9
StereoR	10
SoloL	11
SoloR	12
Aux1	13
Aux2	14
Aux3	15
Aux4	16
Aux5	17
Aux6	18
Aux7	19
Aux8	20
Aux9	21
Aux10	22
Aux11	23
Aux12	24
not used	25-32

DME64N

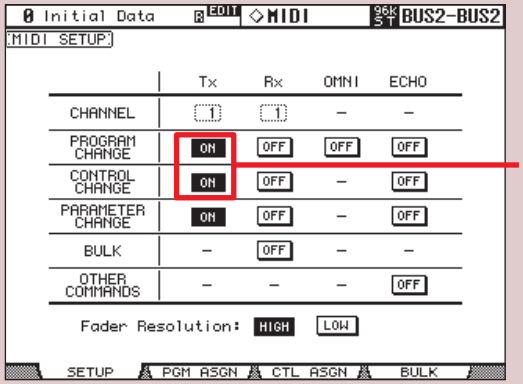
DME64N Properties, Cascade Setting:
Choose -18dB Head Margin when connecting with DM2000 in this way.
Check all the ports you wish to use with DM2000. Un-checked ports can be used to cascade audio between other DME64N units.



■ MIDI Link

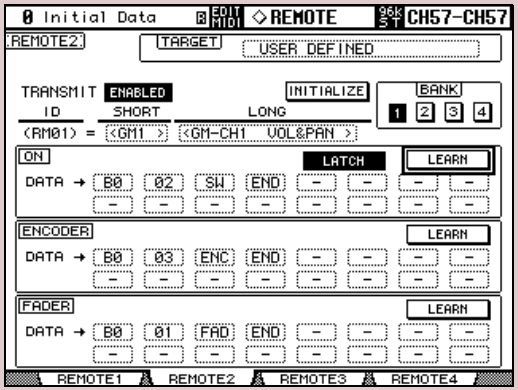
DM2000

Regular MIDI Control Change and Program Change messages can be exchanged through a separate MIDI cable, providing some remote control possibilities.

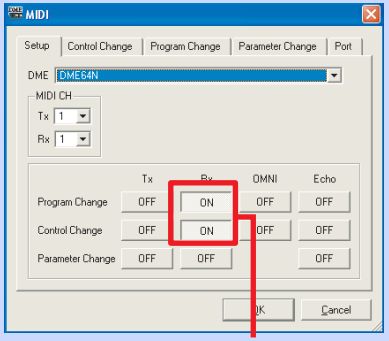


Tx from DM2000

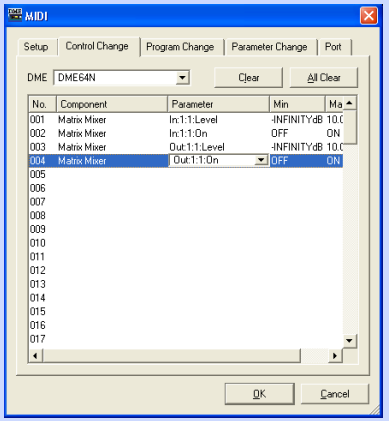
This example shows a DM2000 Remote layer set up to control some matrix parameters in DME64N, using MIDI Control Change.



DME64N



Rx on DME64N



Revision History

Month / Year	Version	Contents
March 2006	1.0	First edition released.
July 2007	2.0	"MY16-CII Setup" on pages 23 and 29 added.