



MMP1 Setup Guide

Version 1.0



MMP1
Studio Monitor Management System

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History

April 2018, version 1.0 released

1. Introduction

This guide explains how to build an audio monitoring system using Yamaha MMP1, a studio monitor management system, and how to install and configure each required/related equipment and software.

The system can contain many elements including peripheral equipment such as powered speakers, microphones for talkback, mic preamps, headphone amps, cough boxes, VU meters, GPI devices, as well as computer system such as PC/Mac, iPad, network switches and software such as DAW, configuration software, controller app and so on, which requires experience and accumulated knowledge.

This guide will walk you step-by-step through installing each piece of primary equipment, connecting them via various types of cabled needed, installing software, apps and all the aspects of setup that need to be handled before the system can be used.

This guide will not explain how to operate each equipment and, for how to operate them, please refer to the operation manuals.

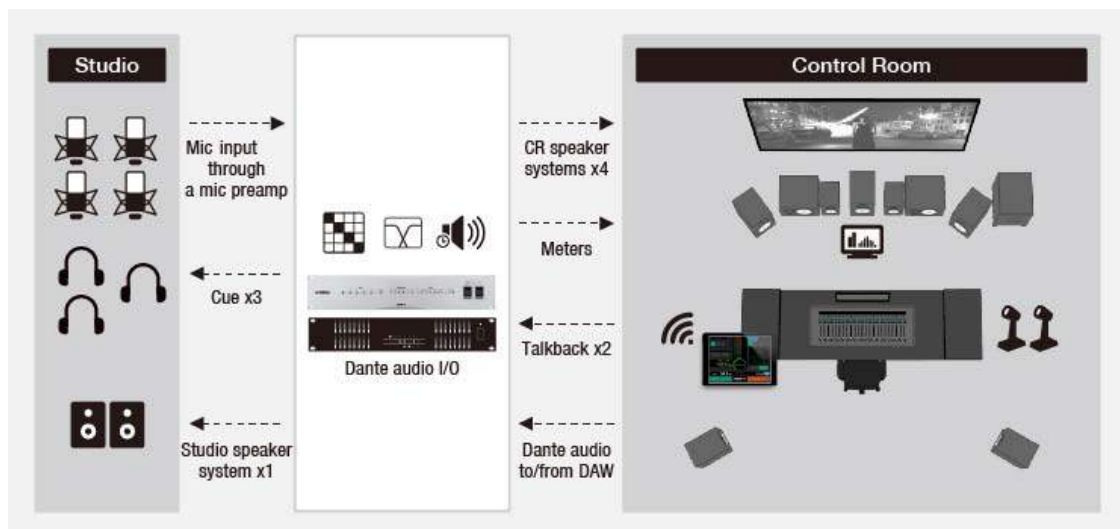
2. System Configuration and Channel Planning

This guide will use the following system example of a studio for recording and editing 5.1 surround sound.

Surround Studio (5.1ch)

A full 5.1 channel speaker system is provided in the control room in addition to two pairs of stereo monitors (near-field and small). Separate talkback microphones are provided for the engineer and director. Three cue feeds are provided for the recording. MMP1 analog output is expanded via the Dante interface, and built-in MMP1 bass management is applied to the 5.1 channel speaker system.

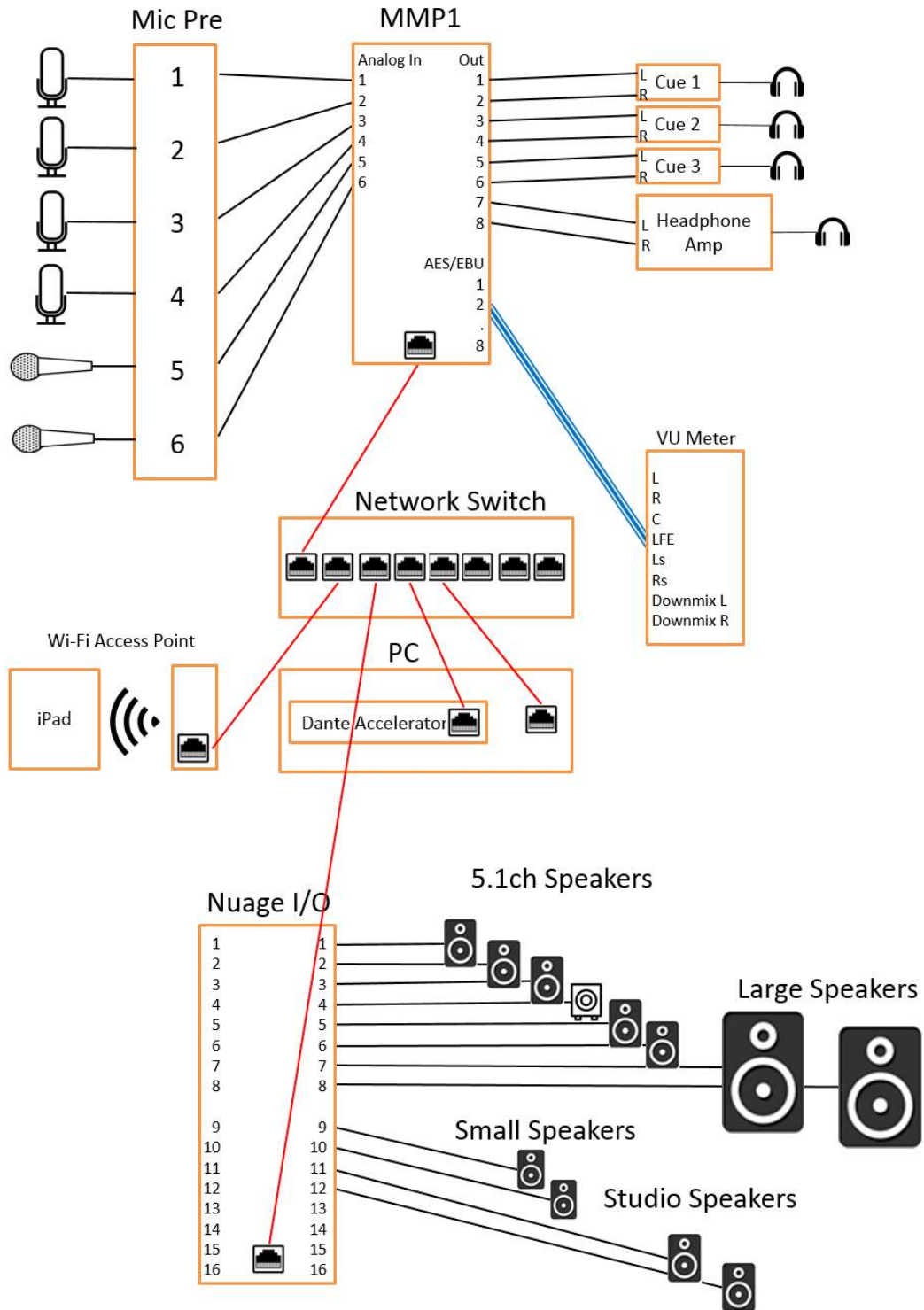
- 5.1 channels of "Dialog", "Music" and "Sound Effects" stems are input to MMP1 as monitor sources
- Bass management is applied to the Main Monitor (5.1ch, with LPF off and the trim level at 0dB)
- 3 different sets of speakers (5.1ch/Stereo[Large]/Stereo[Small]) are connected to Nuage I/O
- 5.1ch and stereo down-mix signals are sent to VU meter device
- 3 different stereo Cue mixes are mixed in DAW are sent to MMP1 as Cue sources and output to each Cue headphones
- A pair of studio speakers are connected to Nuage I/O (via MMP1 Monitor Matrix to Studio Speaker Out bus, which are muted when Cough Mute is turned on)
- 2 talkback microphones are connected to MMP1 (via mic preamps). Multiple Talkback Destinations will be created to send the talkback signals to each Cue and Studio Speakers
- 4 more microphones are also connected to MMP1 (via mic preamps). Each signal will be processed by Channels Strip and sent out to DAW



[System Diagram]

2-1. Connecting Diagram

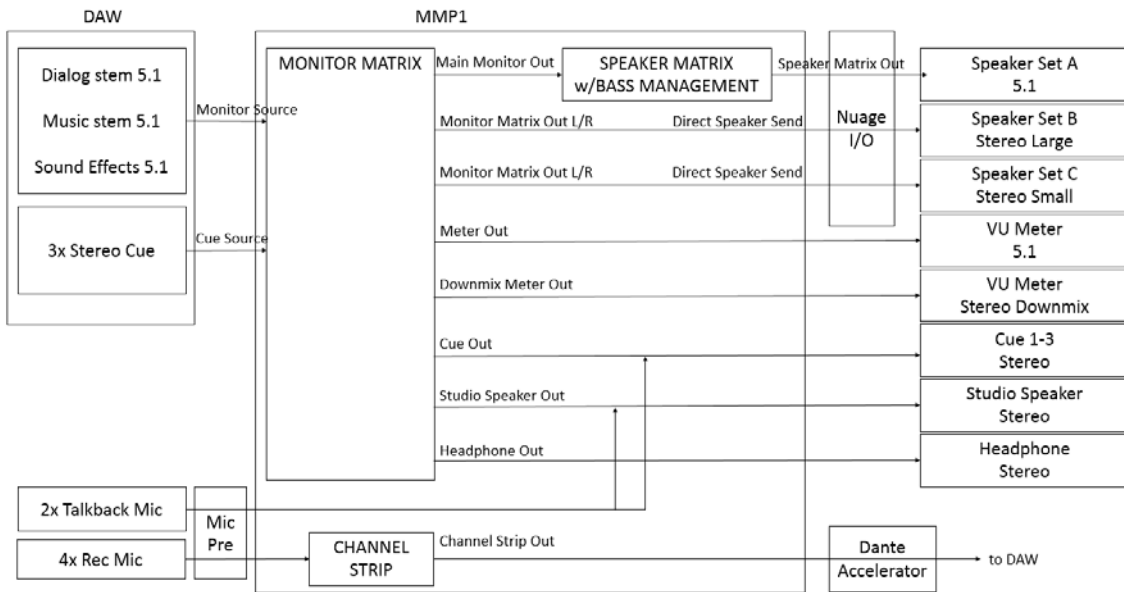
Below is the connecting diagram for this example (black=analog, red=LAN, blue=AES/EBU)



[Connecting Diagram]

2-2. Signal Flow Chart

Below is a diagram which illustrates the signal flow of this example, in other words, how the input signals go through each device to the DAW for recording, and how the DAW playback signals go out to the speakers and headphones. In order to easily make the channel planning, refer to the following flow chart.



[Signal Flow Chart]

2-3. Channel Planning

Here is the assignment chart for analog, digital and Dante channels of MMP1, Nuage I/O and Dante Accelerator card:

MMP1

Analog	Input		Output
1	Mic In 1	1	Cue 1 L
2	Mic In 2	2	Cue 1 R
3	Mic In 3	3	Cue 2 L
4	Mic In 4	4	Cue 2 R
5	Talkback Mic 1	5	Cue 3 L
6	Talkback Mic 2	6	Cue 3 R
		7	Headphone L
		8	Headphone R
AES/EBU	Input		Output
		1	VU Meter L
		2	VU Meter R
		3	VU Meter C
		4	VU Meter LFE
		5	VU Meter Ls
		6	VU Meter Rs
		7	VU Meter Downmix L
		8	VU Meter Downmix R
Dante	Input (from Dante Accelerator)		Output (to Nuage I/O/Dante Accelerator)
1	Dialog L	1	Left [Nuage I/O]
2	Dialog R	2	Right
3	Dialog C	3	Center
4	Dialog LFE	4	LFE
5	Dialog Ls	5	Ls
6	Dialog Rs	6	Rs
7	Music L	7	Large L
8	Music R	8	Large R
9	Music C	9	Small L
10	Music LFE	10	Small R
11	Music Ls	11	Studio Speaker L
12	Music Rs	12	Studio Speaker R
13	Sound Effects L	13	Microphone 1 [Dante Accelerator]
14	Sound Effects R	14	Microphone 2
15	Sound Effects C	15	Microphone 3
16	Sound Effects LFE	16	Microphone 4
17	Sound Effects Ls		
18	Sound Effects Rs		
19	Cue 1 L		
20	Cue 1 R		
21	Cue 2 L		
22	Cue 2 R		
23	Cue 3 L		
24	Cue 3 R		

Nuage I/O

Analog	Input		Output
		1	Left
		2	Right
		3	Center
		4	LFE
		5	Ls
		6	Rs
		7	Large L
		8	Large R
		9	Small L
		10	Small R
		11	Studio Speaker L
		12	Studio Speaker R
Dante	Input (from MMP1)		
	1		Left
	2		Right
	3		Center
	4		LFE
	5		Ls
	6		Rs
	7		Large L
	8		Large R
	9		Small L
	10		Small R
	11		Studio Speaker L
	12		Studio Speaker R

Dante Accelerator

Dante	Input (from MMP1)		Output (to MMP1)
	1	1	Dialog L
	2	2	Dialog R
	3	3	Dialog C
	4	4	Dialog LFE
		5	Dialog Ls
		6	Dialog Rs
		7	Music L
		8	Music R
		9	Music C
		10	Music LFE
		11	Music Ls
		12	Music Rs
		13	Sound Effects L
		14	Sound Effects R
		15	Sound Effects C
		16	Sound Effects LFE
		17	Sound Effects Ls
		18	Sound Effects Rs
		19	Cue 1 L
		20	Cue 1 R
		21	Cue 2 L
		22	Cue 2 R
		23	Cue 3 L
		24	Cue 3 R

3. Used Equipment List

The main devices used in this guide are as follows:

1. Yamaha MMP1
2. Dante audio interface (Yamaha Nuage I/O)
3. Dante PCIe card (Yamaha Dante Accelerator)
4. Monitor speakers (3 sets x Yamaha HS series) and a subwoofer (HS8S)
5. Mic preamp (Yamaha MLA8)
6. Network switch (Yamaha SWP1)
7. Cough box
8. 4x headphone amp (3 for Cue, 1 for Control Room)
9. VU meter
10. Main computer (computer for DAW)
11. Sub computer (computer for configuration software)
12. Apple iPad (for configuration app) and adapter (for wired connection)
13. Wifi access-point (Apple AirMac Extreme, for wireless connection)
14. 6x microphone (4 for audio recording + 2 for talkback)
15. External DC power supply for MMP1

1. Yamaha MMP1

<http://www.yamahaproaudio.com/global/en/products/processors/mmp1/>

In this example, MMP1 works as a signal processor, with which mic input signals are processed by using Channel Strip function and sent to the DAW via Dante, and also as a matrix mixer, the playback signals from DAW is routed to each speaker and headphone, either from local analog/AES/EBU outputs or from Nuage I/O (explained later) via Dante. Also, as a monitor controller, MMP1 switches between monitor sources, adjust the volumes and manages cue and talkback.



[Yamaha MMP1]

2. Dante Audio Interface(Yamaha NUAGE I/O)

http://www.yamahaproaudio.com/global/en/products/daw_systems/nuage/lineup.jsp

Nuage I/O expands the number of analog/ digital input and output channels. There are three product lineup for Nuage I/O, and they are A16 (analog 16 in/ 16 out), D16 (digital 16 in/ 16 out) and A8D8 (analog 8 in/ 8 out + digital 8 in/ 8 out) that you can choose from depending on the channel count requirement. This example will use an A16 as required.

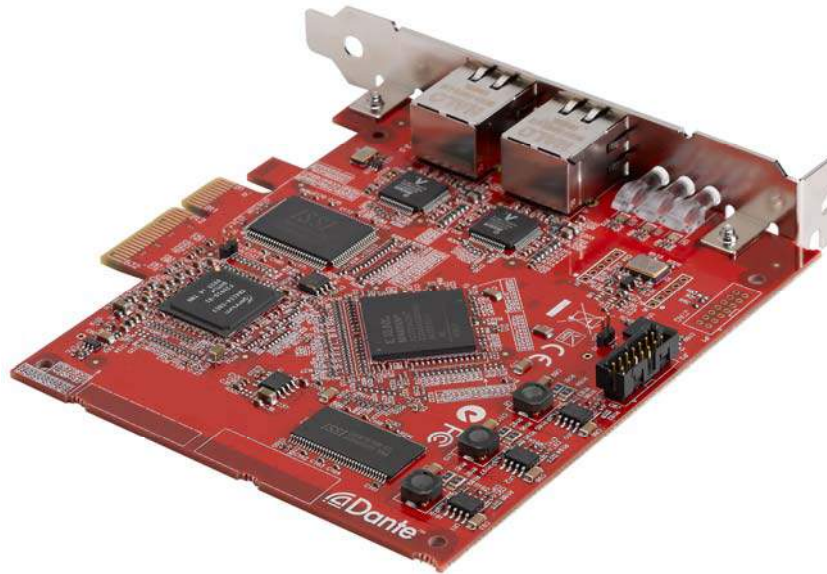


[Yamaha NUAGE I/O]

3. Dante PCIe card (Yamaha Dante Accelerator)

http://www.yamahaproaudio.com/gobal/en/products/daw_systems/nuage/lineup.jsp

Dante Accelerator (product name is AIC128-D) is a PCIe card which handles the Dante audio data on a hardware basis, with up to 128 in/ 128 out channel capacity (@96kHz).



[Yamaha Dante Accelerator]

4. Monitor speakers (Yamaha HS powered speakers, 5.1ch surround + 2x stereo pair)

<http://www.yamahaproaudio.com/japan/ja/products/speakers/hsseries/>

This example uses a 5.1 channel speaker set as well as large/small stereo speaker pair in the control room, while we use another 5.1 speaker set in the preview room.



[Yamaha HS Series Powered Speakers]

5. 8-channel mic preamp (Yamaha MLA8)

<http://www.yamahaproaudio.com/global/en/products/interfaces/mla8/>

Since MMP1 does not have built-in mic preamp, you will need to have a mic preamp when handling microphone signals (including talkback mic). This example uses Yamaha MLA8, an 8-channel mic preamp).



[Yamaha MLA8]

6. Yamaha SWP1 (network switch)

<http://www.yamahaproaudio.com/global/en/products/interfaces/swp1/index.jsp>

This example requires at least one level-two (L2) switch for Dante audio network, and we will use Yamaha SWP1 optimized for Dante.



[Yamaha SWP1]

7. Cough box

One cough box mutes only during pressing the COUGH button, another has volume fader or slider, the others have built-in microphone for Return Talkback (RTB). Connect the cough box to MMP1 via GPI connectors and configure MMP1 so the following control can be done remotely.

- Turn Cough Mute on/off
- Turn RTB (Return Talk Back) on/off
- Display Cough mute on/off status



[Cough box (image courtesy of ICONIC Co., LTD.)]

8. Headphone amp

With MMP1, you can flexibly assign any analog, digital or Dante channel for headphone output. We will substitute headphone amps for Cue boxes, because each Cue mix is created on the DAW and each performer simply hears their stereo Cue mix while they are performing.



[Headphone amp (image courtesy of Rupert Neve Designs)]

9. VU Meter

6 or more metering channels will be needed for monitoring 5.1 channels.



[VU Meter (image courtesy of Current, Inc.)]

10. Main Computer (Computer for DAW)



[Workstation for DAW (image courtesy of HP)]

For running a DAW software, prepare a Windows PC or a Mac. If you are using a Mac or a Windows PC without PCIe slots, and would like to use Dante Accelerator card, you may need to have a PCI-Thunderbolt chassis

11. Sub Computer (computer for system configurations)

Prepare another computer for configuring the system by using MMP1 Editor, Dante Controller (explained later) and so on. One computer (as described in 10.) can handle these configurations, however, if you are concerned about the performance of DAW, use a separate computer.



[Laptop PC (image courtesy of Apple Inc.)]

12. Apple iPad

Use an iPad for MMP1 Controller. For connecting to MMP1, you can choose either wireless connection by using a Wi-Fi access point or wired connection by using LAN cable. A Wi-Fi router can be used, but if that is the case, use the router in the Bridge mode (instead of Router mode) which disables the routing functions. For wired connection, some adaptors will be required to connect iPad and the network switch.



[Apple iPad and adaptors (images courtesy of Apple Inc.)]

13. Wifi Access Point (for wireless connection)

A Wifi access point will be required for connecting iPad and MMP1 wirelessly. In this example, we will use Apple AirMac Extreme (for compatibility reasons) in Bridge mode. Connect the access point to the network switch.



[Wifi Access Point (image courtesy of Apple Inc.)]

14. Microphones

In this example, we will use 4 condenser microphones for recording narrations, and 2 more microphones for talkback. Since MMP1 does not have mic preamp, use mic preamps for microphones and other mic-level devices.



[Microphones (Images courtesy of Neumann Company and Current, Inc.)]

15. External DC Power Supply for MMP1

In case of a power problem for built-in AC power supply, an external AC adapter to DC12V as the backup power supply. In this example, we will use IDX's IA-60A which we have tested for this purpose. MMP1 has [MAIN] and [BACKUP] power buttons on the front panel, and they can be independently switched on/off.



【IDX IA-60a】

4. System Installations

4-1. Installing MMP1 & Nuage I/O units

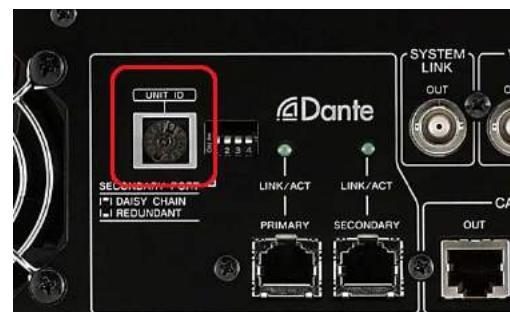
First, connect MMP1, Nuage I/O and Dante Accelerator to the network switch.

UNIT ID Configuration

In case of using more than one MMP1 or Nuage I/O unit, assign a unique ID number to each unit from 1 - 8. For assigning UNIT ID, simply rotate the rotary switch on the rear panel.



[UNIT ID on MMP1]



[UNIT ID on Nuage I/O]

Connecting LAN cables

For most LAN connections, use CAT5e or CAT6 cables. For connecting Dante Accelerator to the LAN switch, it is recommended to use CAT7 STP (Shielded Twisted-Pair) cables.

For connecting multiple MMP1/Nuage I/O units and the switch, there are 3 ways to do so (Refer to the manual for how to choose each mode). Depending on the requirement, choose from the following:

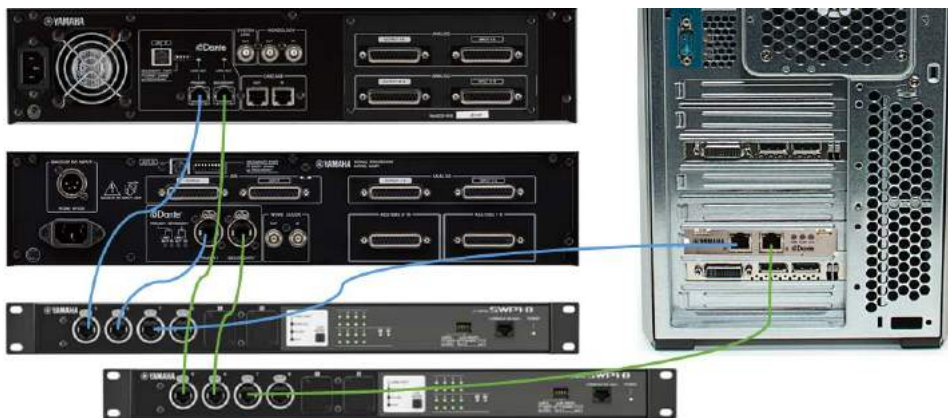
1. Redundant mode (Primary port only)
2. Redundant mode (Primary/Secondary ports)
3. Daisy chain mode

1. Redundant mode (Primary port only)



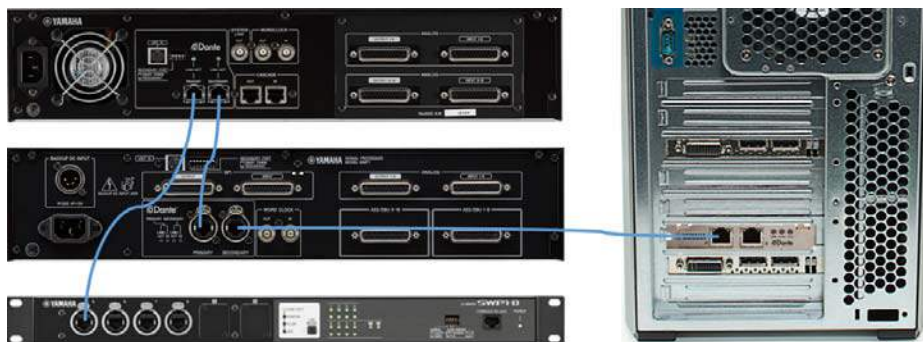
[Connect I/O devices and switch (Primary port only)]

2. Redundant mode (Primary/Secondary connections)



[Connect I/O devices and switch (Primary/Secondary ports)]

3. Daisy Chain mode



[Connect I/O devices and switch (daisy-chain mode)]

Applying external DC power unit

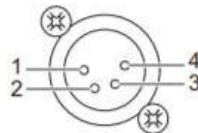
When connecting a backup power supply to MMP1, connect it to “BACK DC INPUT” on the back side of the unit.



[Redundant DC Power Unit]

External power supply for MMP1 specifications

- DC output voltage: 12V
- DC output wattage: 45W
- DC output connector: 4P XLR connector (XLR-4-32)



Signal	N.O.	GND	+12V
Pin	2, 3	1	4

【Pin assignment of external power supply for MMP1】

4-2. Connecting iPad

Next, connect iPad to the network. There are 2 ways to connect them. One is done by using a Wi-Fi access point, and the other is by using LAN cables.

This time, we will use the Wifi connection. For doing so, first connect a LAN port (not the WAN port at the bottom) of the access point to the switch.



[Wifi Access Point LAN port]

For connecting iPad to the switch wired, there will be 2 adaptors needed. One is Apple Lightning USB 3 Camera Adaptor, and the other is Apple USB Ethernet Adaptor. Connect as shown in the picture below (connect lightning cable to the right connector of the adaptor for supplying power to the adaptor)



[Lightning-Ethernet Connection]

4-3. Connecting audio cables

This example requires the following audio cables:

1. A D-sub cable (D-sub 25pin Male – D-sub 25pin Male)
2. 3x Breakout cables (D-sub 25pin Male – 8x XLR Male)
3. An AES/EBU cable (D-sub 25pin Male – D-sub 25pin Male)
4. 26x XLR cables (6 for microphones, 10 for speakers, 6 for Cues, 2 for Studio Speakers and 2 for headphone amp)

1. For connecting MLA8 outputs and MMP1 analog inputs, use a 25-pin D-sub cable.



[D-sub 25pin cable (Male-Male)]

2. For MMP1 analog outputs and Nuage I/O inputs/outputs, use a breakout cable with a D-sub 25pin Male connector and 8 XLR connectors.



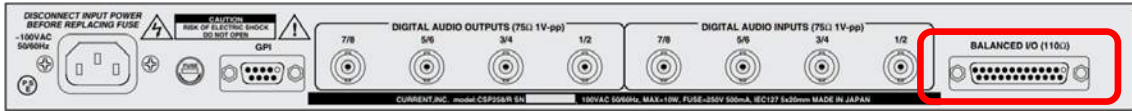
[D-sub-XLR Breakout Cable]

Connect each analog input and output device by using breakout cables. For connecting microphones and other mic-level devices, use MLA8 or mic preamp.

3. Connect AES/EBU output 1-8 of MMP1 to the VU meter by using D-sub 25pin cable



[AES/EBU Digital Cable (D-sub 25pin)]



[CSP258 Rear Panel (image)]

Please note that the pin assignment of MMP1 AES/EBU connector and the BALANCED I/O connector of CSP258 is different so refer to the following chart and prepare a custom cable.

Pin #	MMP1	CSP258
1	IN 1/2 +	IN 1/2 +
2	IN 3/4 +	IN 1/2 GND
3	IN 5/6 +	IN 3/4 -
4	IN 7/8 +	IN 5/6 +
5	OUT 1/2 +	IN 5/6 GND
6	OUT 3/4 +	IN 7/8 -
7	OUT 5/6 +	OUT 1/2 +
8	OUT 7/8 +	OUT 1/2 GND
9	N.O.	OUT 3/4 -
10	GND	OUT 5/6 +
11	N.O.	OUT 5/6 GND
12	GND	OUT 7/8 -
13	GND	N.O.
14	IN 1/2 -	IN 1/2 _
15	IN 3/4 -	IN 3/4 +
16	IN 5/6 -	A3/4 GND
17	IN 7/8 -	IN 5/6 -
18	OUT 9/10 -	IN 7/8+
19	OUT 11/12	IN 7/8 GND
20	OUT 13/14	OUT 1/2 -
21	OUT 15/16	OUT 3/4 +
22	GND	OUT 3/4 GND
23	GND	OUT 5/6 -
24	GND	OUT 7/8 +
25	GND	OUT 7/8 GND

[AES/EBU Connector Pin Assignments]

4. Connect each stereo cue output pair as well as the headphone outputs for Control Room to headphone amp analog inputs.



[Connecting Headphone Amp]

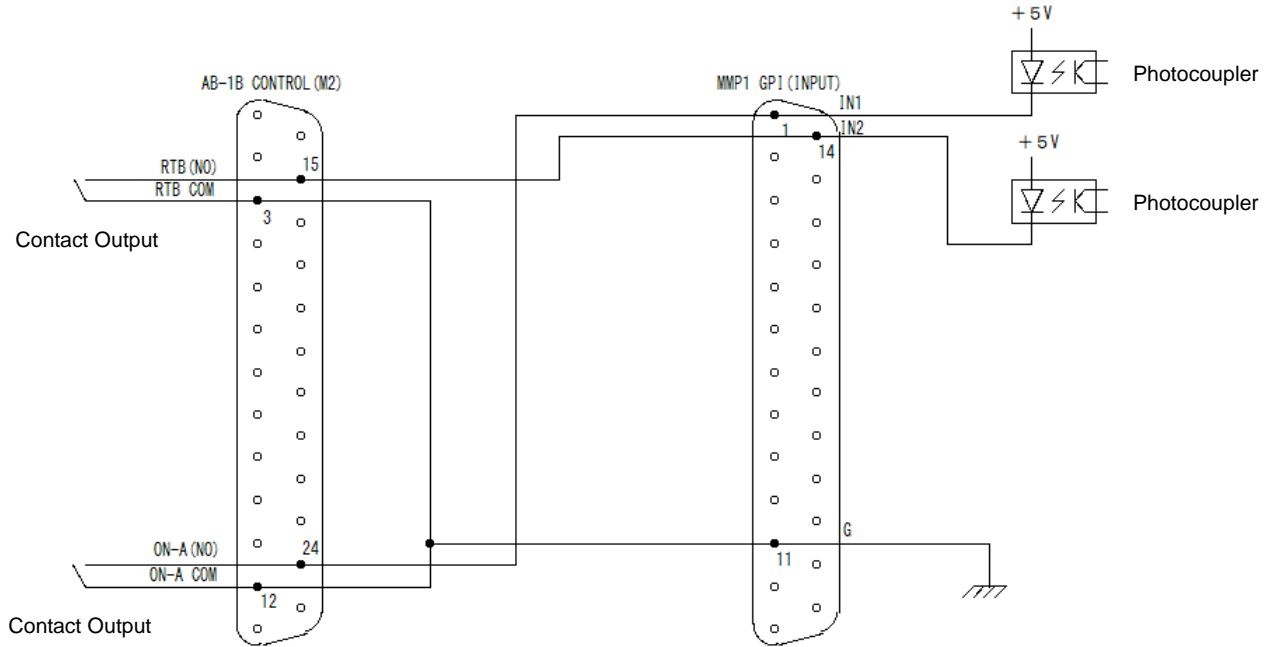
Connecting Cough box

Cough box and MMP1 are connected via GPI connectors.

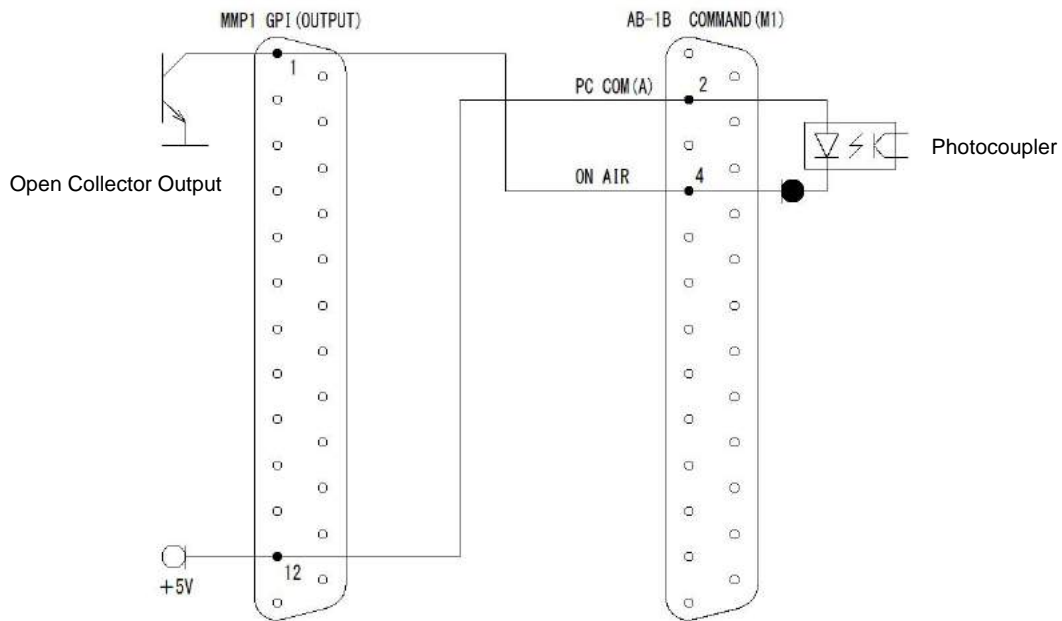


[Connect cough box and MMP1 via GPI]

REFERENCE: This connection example requires custom cables for connecting MMP1 and the cough main unit AB-1B. Below is a diagram of the pin assignment for each connector.

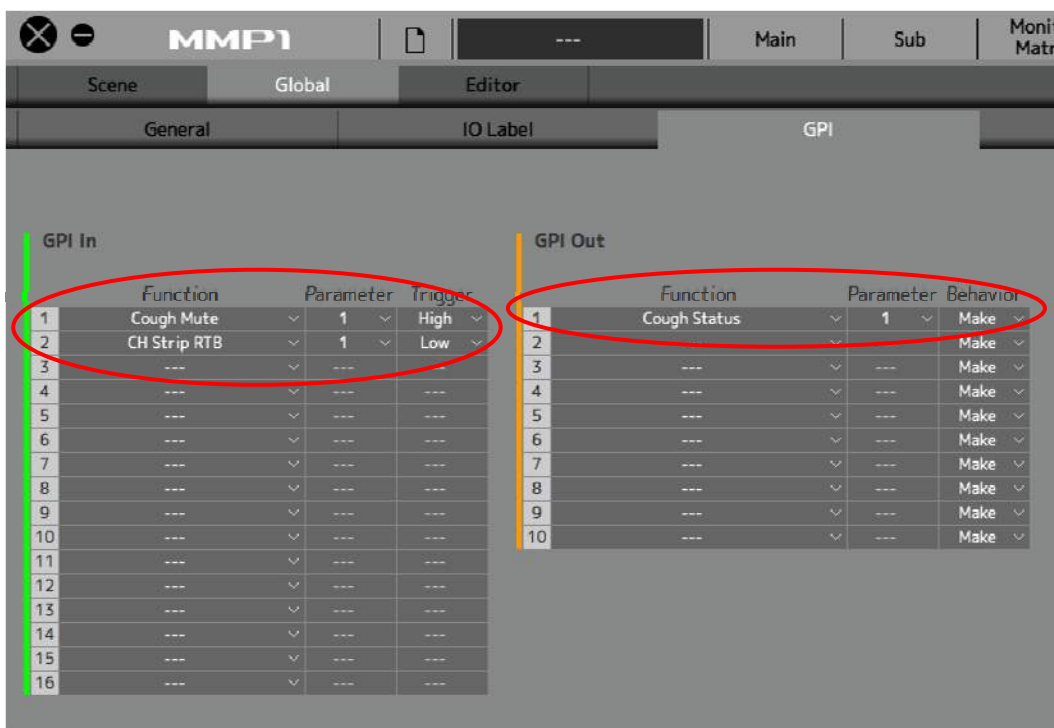


[MMP1 GPI IN connector and AB-1B CONTROL connector]



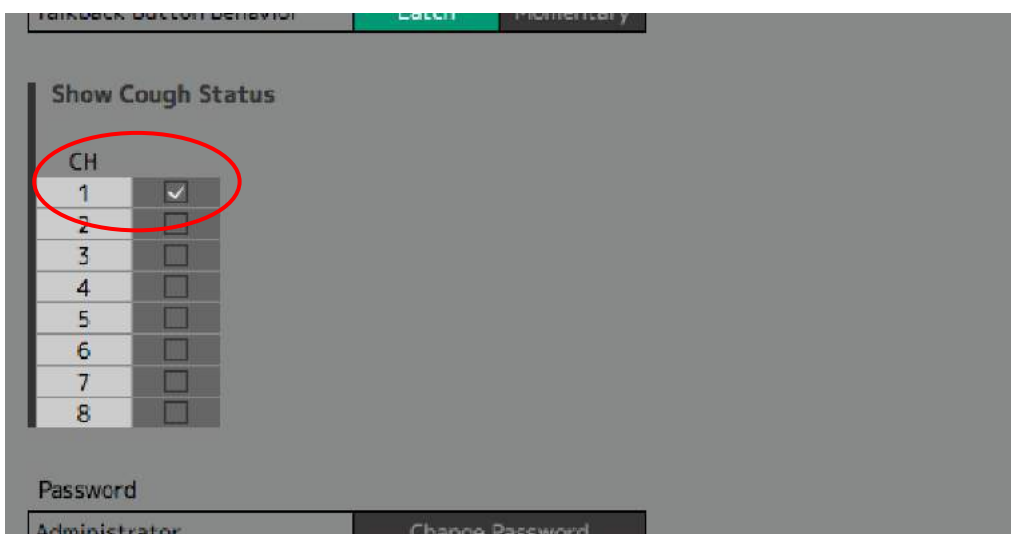
[MMP1 GPI OUT connector and AB-1B COMMAND connector]

Go to Settings – Global – GPI window of MMP1 Editor, and assign “Cough Mute–1-High” to GPI I In – 1, and “CH Strip RTB-1-Low” to 2 respectively. For GPI Out – 1, choose “Cough Status-1-Make”.



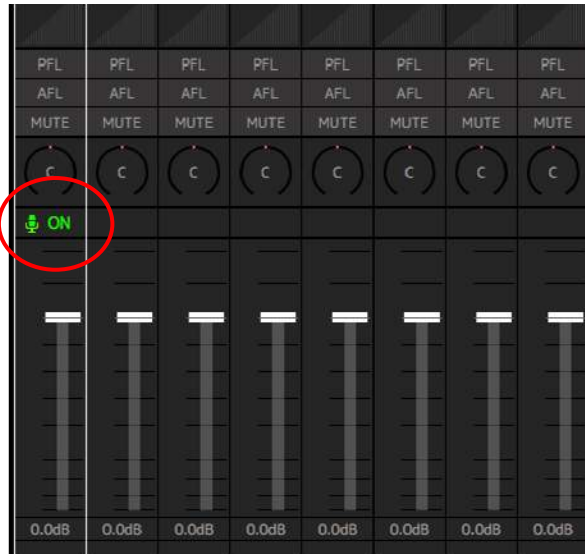
[Settings – Global – GPI]

Next, go to Settings – Editor and check channel 1 in “Show Cough Status”.

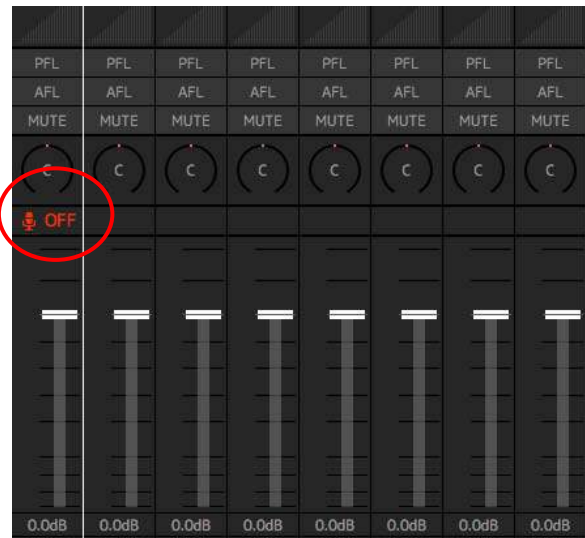


[Show Cough Status]

And the Editor and the cough box will interact depending on each operation.



[When Cough is turned on]



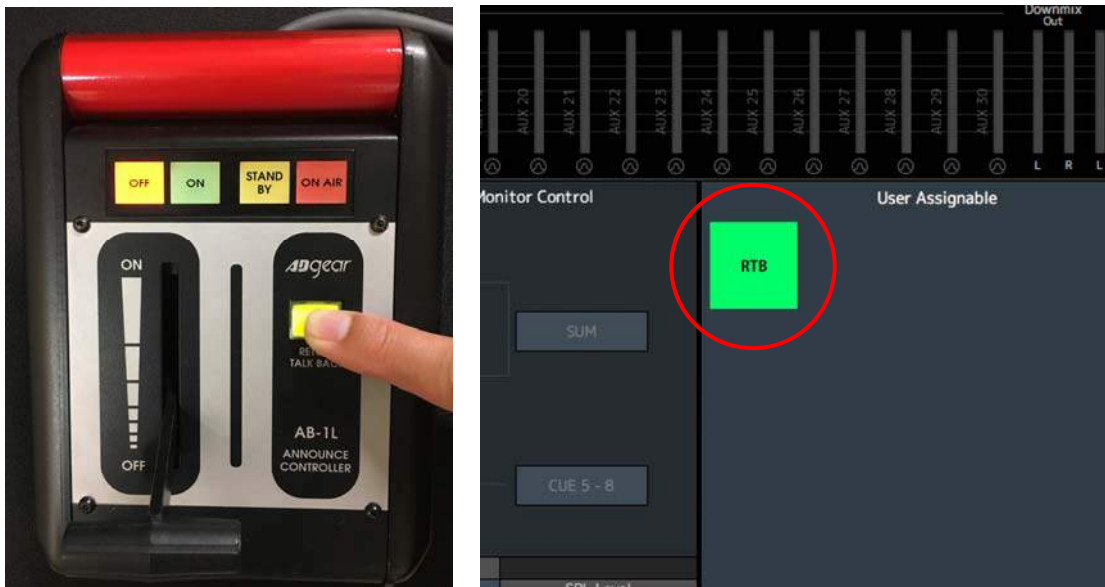
[When Cough is turned off]

Show the RTB status on MMP1 Editor or MMP1 Controller so that that status is also visible on the Control Room side. Go to Settings-User Assignable of MMP1 Editor, and create a button and assign RTB Status to it.

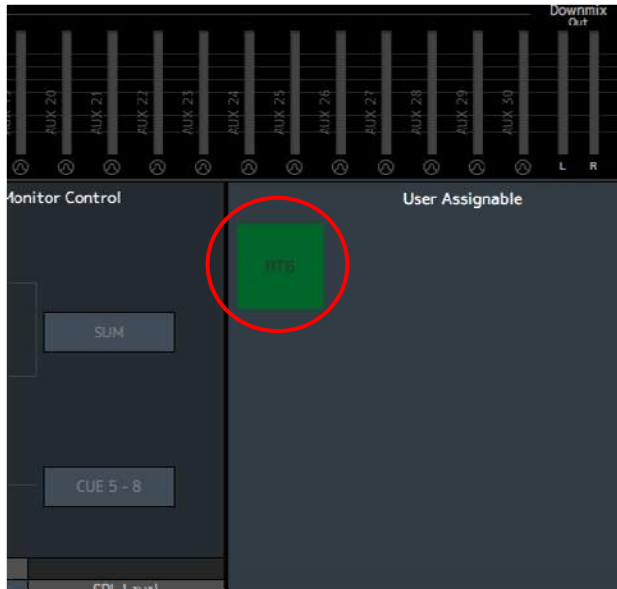


[Create a RTB status button]

Now the status of RTB on both the cough box and MMP1 Editor will interact.

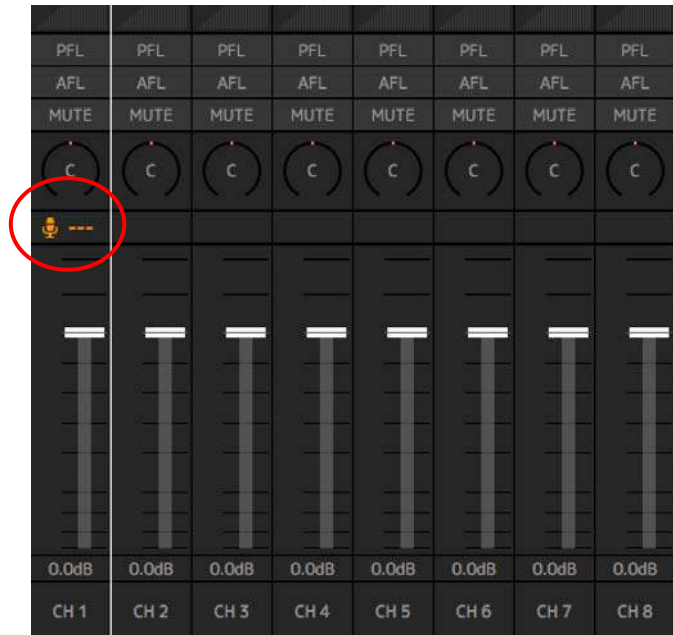


[RTB (Return Talk Back) is ON]



[RTB is OFF]

Note: When “Cough Mute Override” is turned on via GPI or User Assignable button, the operation from the cough box is defeated and the orange icon below will appear on the Editor Channel Strip.



[Cough mute is defeated (overwritten)]

5. Installing software, drivers, apps and updating firmware

For the latest software and driver, please refer to the following page:

<http://www.yamahaproaudio.com/global/en/products/processors/mmp1/downloads.jsp>

Listed below are the related program to be installed or updated:

1. Install MMP1 Editor
2. MMP1 firmware
3. Dante Controller
4. MMP1 Controller
5. Nuage Workgroup Manager (for Nuage I/O)
6. Dante Accelerator driver

5-1. Installing MMP1 Editor

MMP1 Editor is the offline editing and online monitoring software for MMP1 compatible with both Windows and Mac OS.



[MMP1 Editor]

Download and install the latest MMP1 Editor from Yamaha PA website:

http://www.yamahaproaudio.com/global/en/products/peripherals/applications/mmp1_editor/


Choose the Win/Mac version of MMP1 Editor.

Overview

INTUITIVE SETUP AND OPENING

MMP1 Editor provides all-function access for everything from... A setup wizard makes setup fast, easy, and precise.

Download

 [MMP1 Editor for Win](#)
[MMP1 Editor for Mac](#)

Click on "I agree to the license agreement and download the software now."

License agreement and software

MMP1 Editor V1.0.1 for Mac macOS 10.13-10.15

ATTENTION

You are only permitted to use this software program pursuant to the terms of the license agreement ("Agreement"). It is an agreement between you (as individual or a legal entity) and Yamaha. The software program(s) downloadable hereunder is/are licensed by Yamaha to you, and your use of the software program(s) is/are compliant with the Agreement. Please read this Agreement carefully. Your use of the software program(s) signifies your agreement to all the terms and conditions set forth in the Agreement. You may not download, install, copy, or otherwise use this software program(s).

I agree to the license agreement and download the software now.

I don't agree.

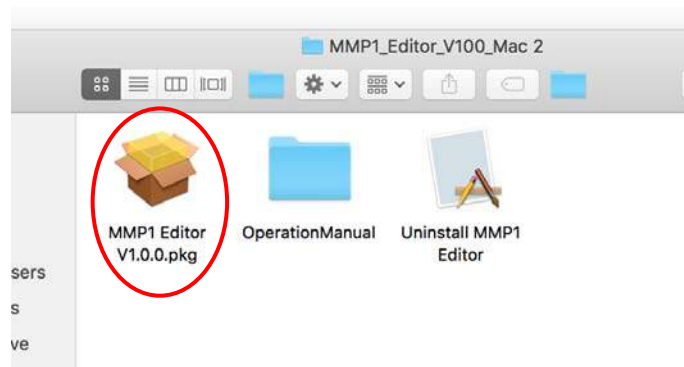
You also need to download these files.

Installation will begin. When finished downloading, double click on the downloaded file and the file will be extracted.



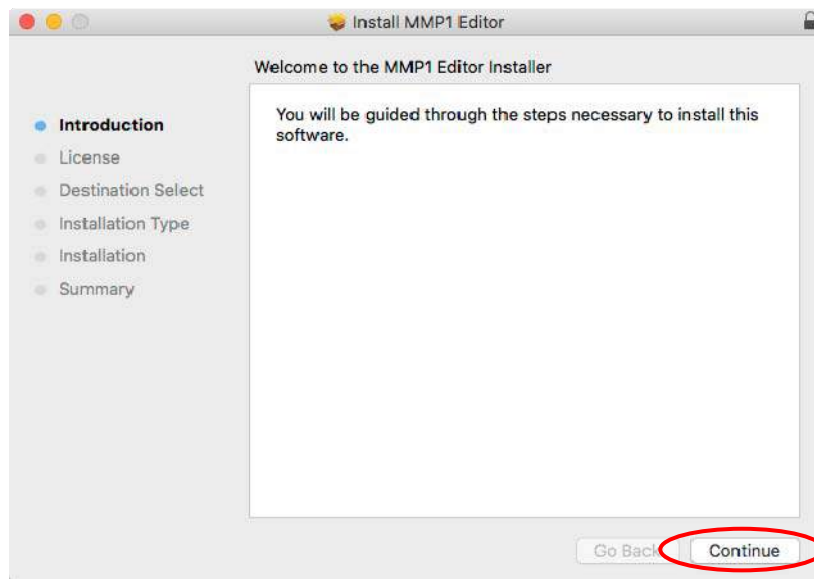
[MMP1 Editor Installer]

Double click on MMP1 Editor V1.0.0.pkg and the installation will begin.

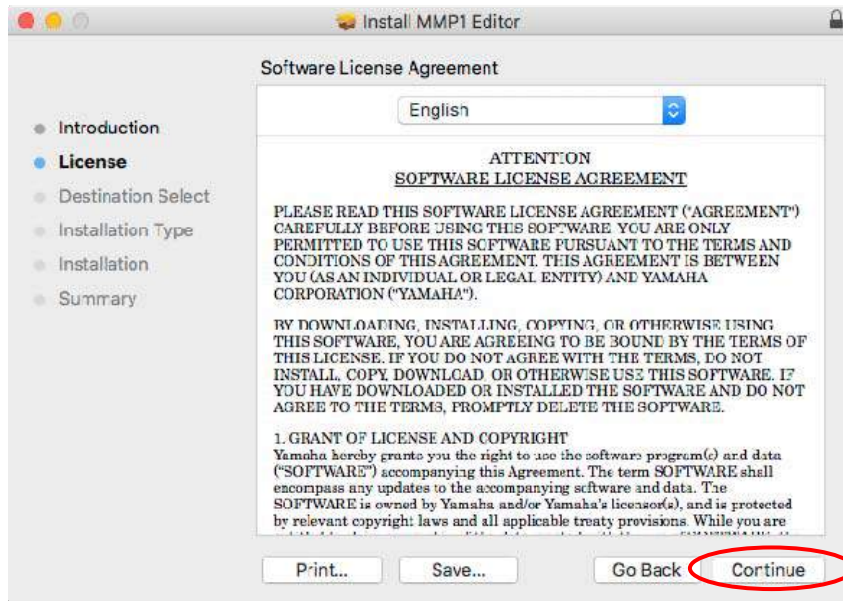


[MMP1 Editor Installer]

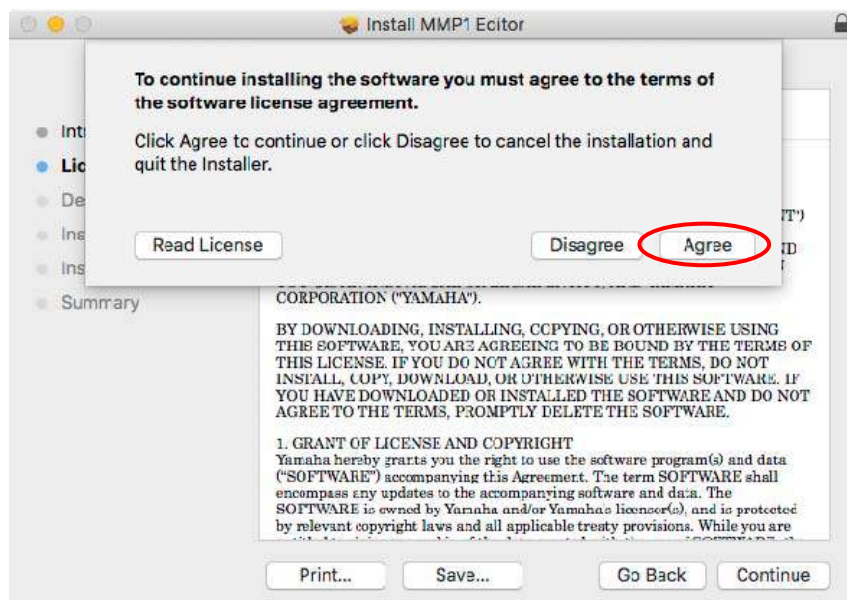
Click on "Continue".



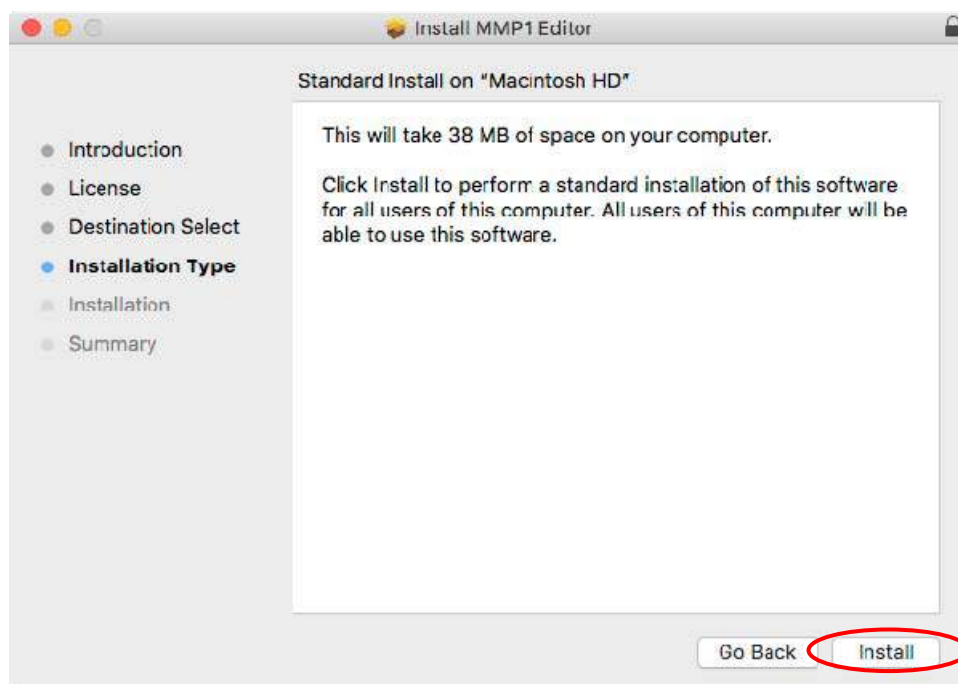
Click on “Continue”.



Click on “Agree” to accept the software license agreement.



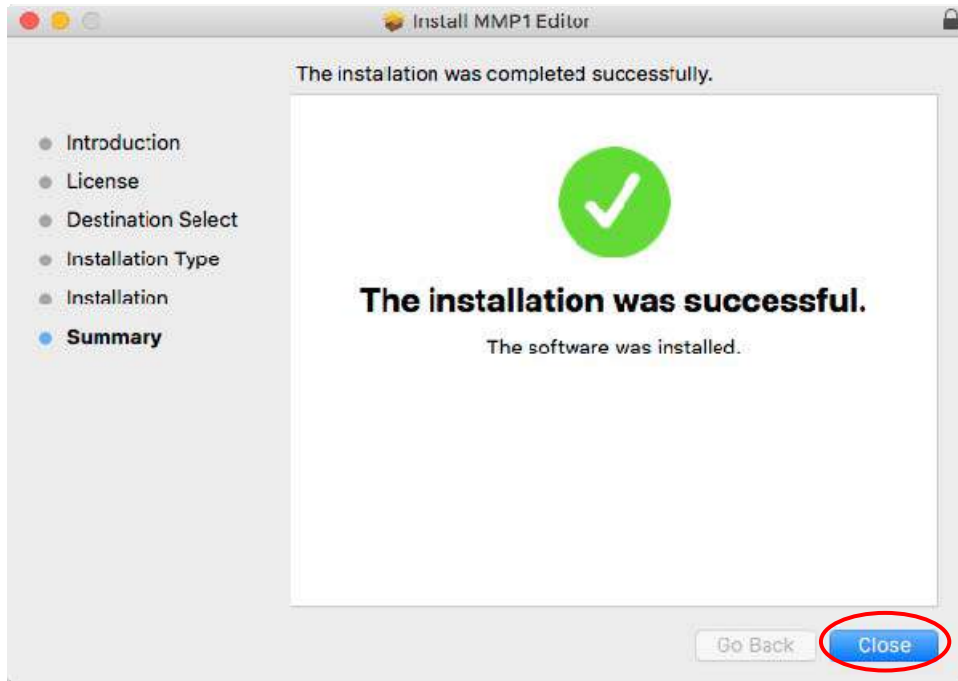
Click on "Install".



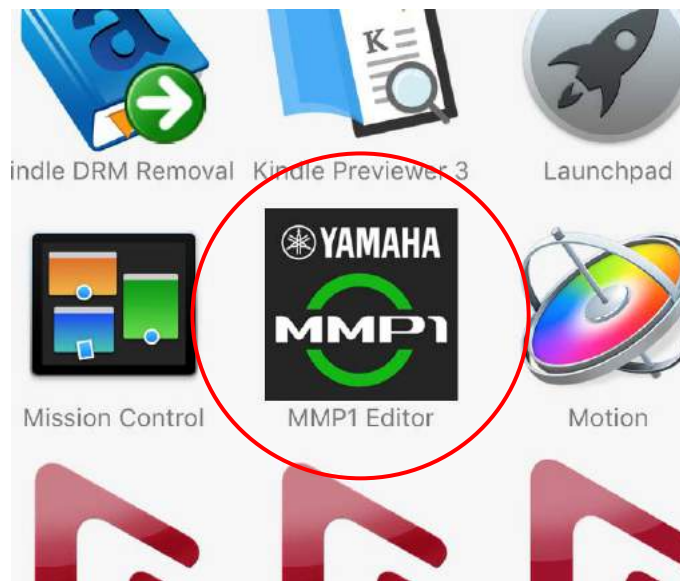
Type the user name and password, and then click on "Install Software".



Installation will finish automatically. Click on “Close” to close the installer.

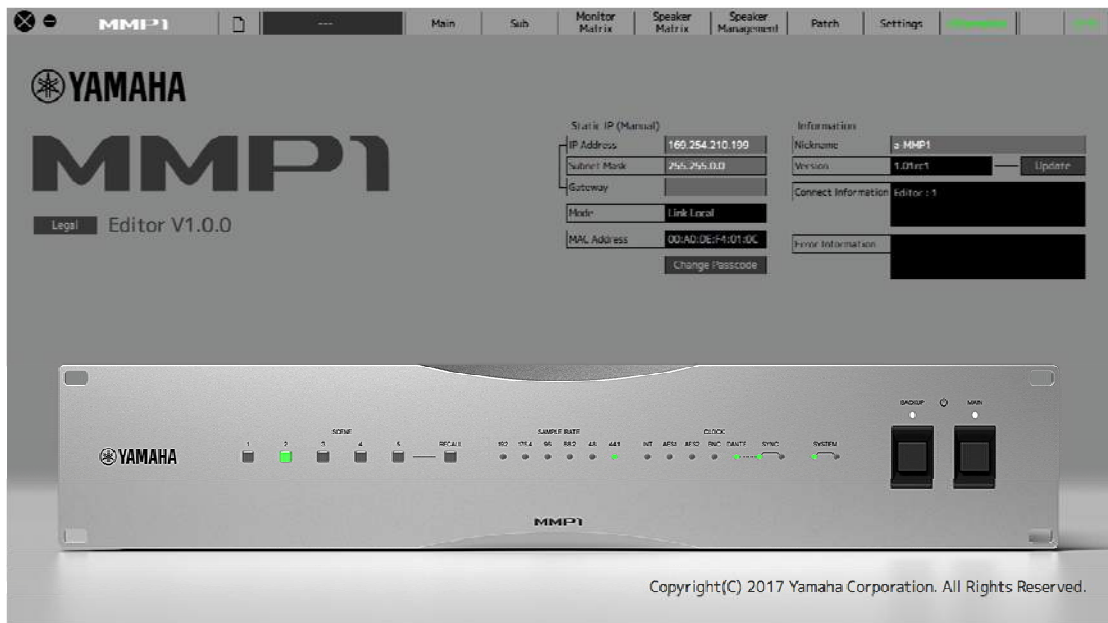


MMP1 Editor is now installed in the Application folder.



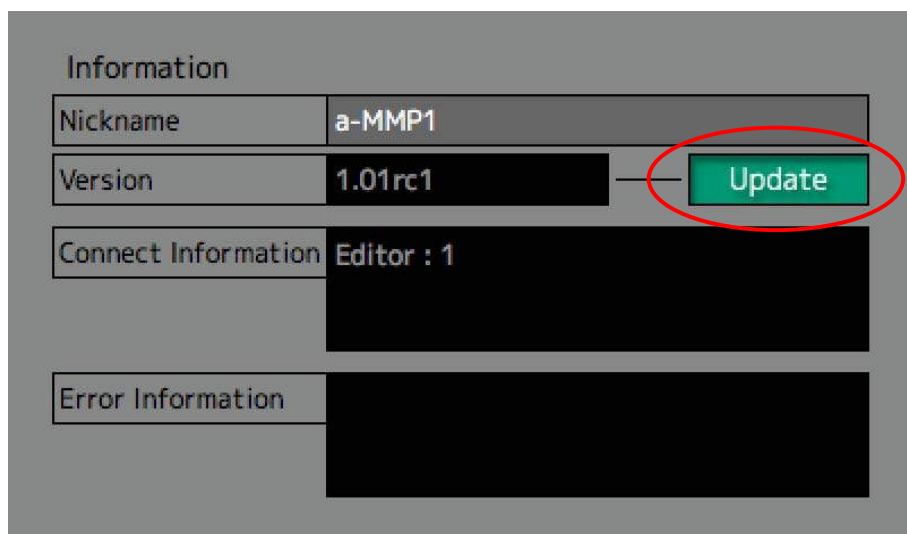
5-2. Updating MMP1 Firmware

Latest firmware for MMP1 will be downloadable from the link above (Note, as of April 2018, there is no downloadable firmware available on the website). The firmware update can be performed from MMP1 Editor. First, make MMP1 and MMP1 Editor online, and go to Information page of MMP1 Editor.

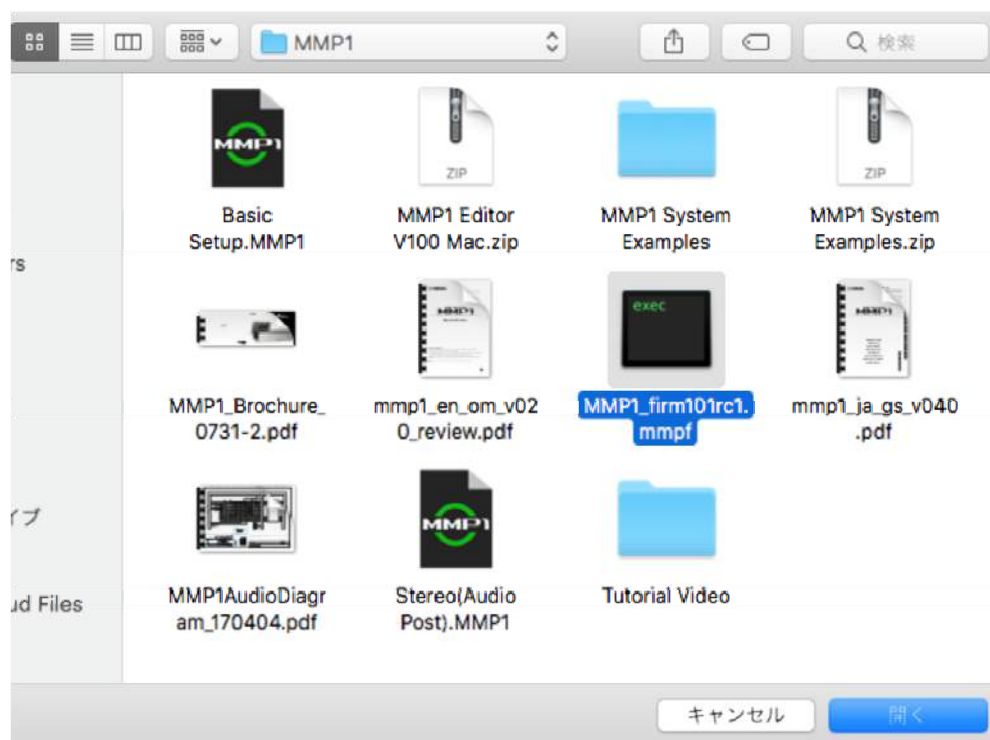


[MMP1 Editor – Information]

Check the version number in Version field, and if needed, click on “Update”.



File dialog will open to choose the firmware, so click on the downloaded firmware, and click on “Open”.



Then the firmware update will begin automatically. Please do not turn of the power of the equipment until the update is finished, to avoid any accidental failure of the update process or possible damage to the equipment.

5-3. Installing Dante Controller

Dante Controller can be downloaded from Audinate website:

<https://www.audinate.com/products/software/dante-controller?lang=en> (Registration required).

Choose your OS in “Choose your operating system:”



Dante Controller is a free software application that enables you to route audio and configure devices on a Dante network. With automatic device discovery, one-click signal routing and user-editable device and channel labels, setting up a Dante network couldn't be easier. See the overview for more detail on [Dante audio networking](#).

Technical note: Dante Controller is supported on macOS Sierra v10.12 - [click for other important details](#)

Dante Controller is much more than just a configuration and routing matrix. Dante Controller provides essential device status information and powerful real-time network monitoring, including device-level latency and clock stability stats, multicast bandwidth usage, and customized event logging, enabling you to quickly identify and resolve any potential network issues. You can also quickly and easily backup, restore, move, and reuse Dante network configurations using Presets, and edit Dante routing configurations offline.

Dante Controller is available for Windows and Mac OS X.

Features

- View all Dante-enabled audio devices and their channels on the network
- View and edit device clock and network settings
- Route audio between devices, and view the state of existing audio routes
- Rename devices and channels using your own friendly names
- Customize the receive latency (latency before playout)
- Save and reapply audio routing presets
- Edit presets offline, and apply as configurations for new network deployments
- Change sample rates and clock settings
- View multicast bandwidth across the network
- View transmit and receive bandwidth for each device
- View device performance information, including latency stats, clock stability stats and packet errors
- Lock and unlock devices

Dante is easy to integrate, easy to install, and easy to use. Dante integrates media and control for your entire AV system over a single IP network. Dante performs best, and sounds even better.

Download

Choose your operating system:

Windows 10

Dante Controller v4.0.6.5 (Windows)



[Audinate website]

When any OS is selected, appropriate version of Dante Controller will be shown. Click on the button and download the installer (this time, Mac OSX10.13 will be installed)

Choose your operating system:

macOS 10.13

Dante Controller v4.1.0.5 (macOS)



You will be asked if you have an account and. If so, click on “I have an account” and if not, click on “I need to create an account” and have one with Audinate.

in as a DDM user, and
open the Server
menu to select domains for

as tabs are now
the Domain Status for
are displayed in green
rolled legacy devices
view menu > Show

er in a DDM network.
n’ and ‘Firmware
Version’ respectively.
The Status tab now
the device, as

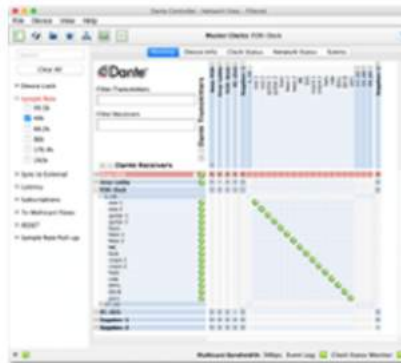
of radio buttons

Tuesday, November 21, 2017

Download Software

Please log in to download the file.

- I have an account
- I need to create an account



Type your email address or username and password, and click on “Log in”.

Log in

[Create new account](#) [Request new password](#)

E-mail or username *

john.yamaha@yamaha.com

Enter your e-mail address or username.

Password *

.....

Enter the password that accompanies your e-mail.

If you are successfully logged in, the installer can be downloaded. Click on the file name and download the installer.



Dante Domain Manager.

Version:

4.0.6.5

Release Date:

Tuesday, November 21, 2017

Download File:

DanteController-4.0.6.5_osx.dmg

After logging in as a DDM user, and clicking on the Server menu to select domains for

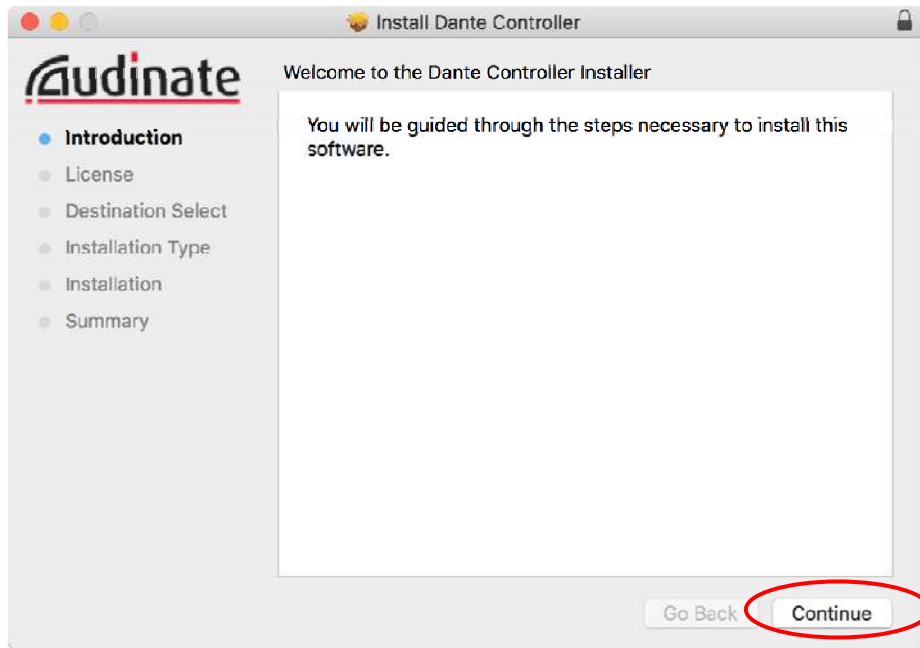
the Domain Status tabs are now displayed. The Domain Status for domains are displayed in green



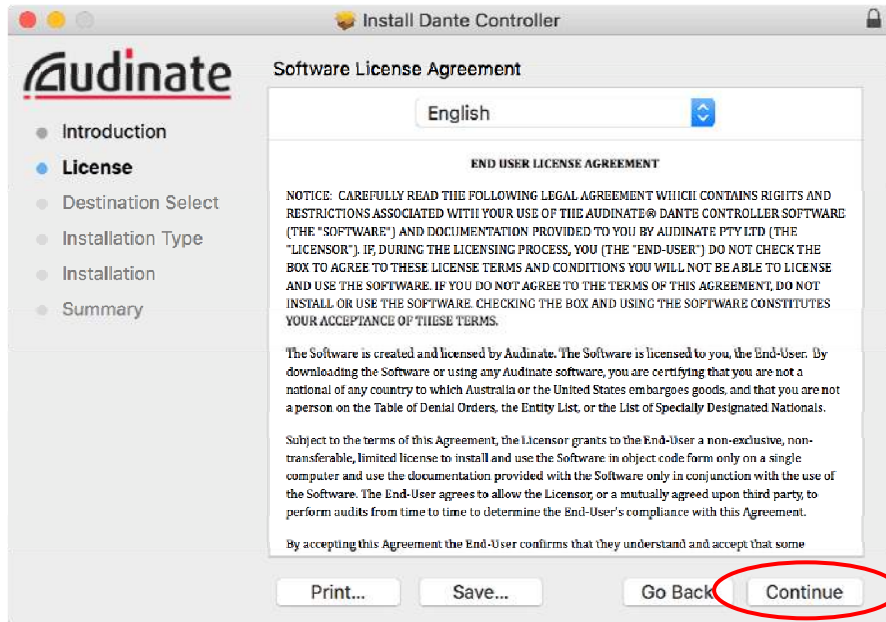
When the download is finished, double click on the file and then double click on "DanteController.pkg"



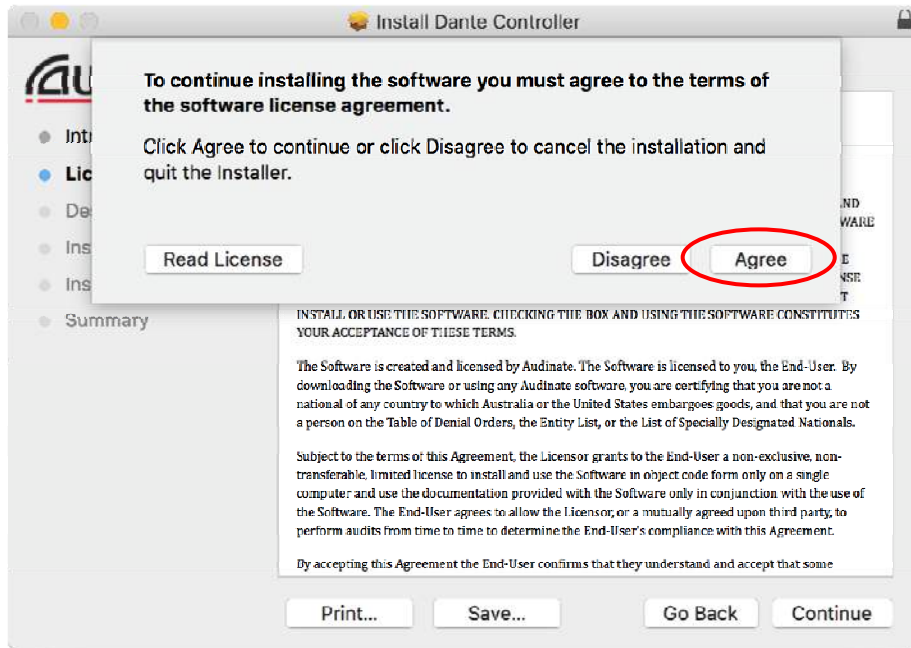
Click on "Continue".



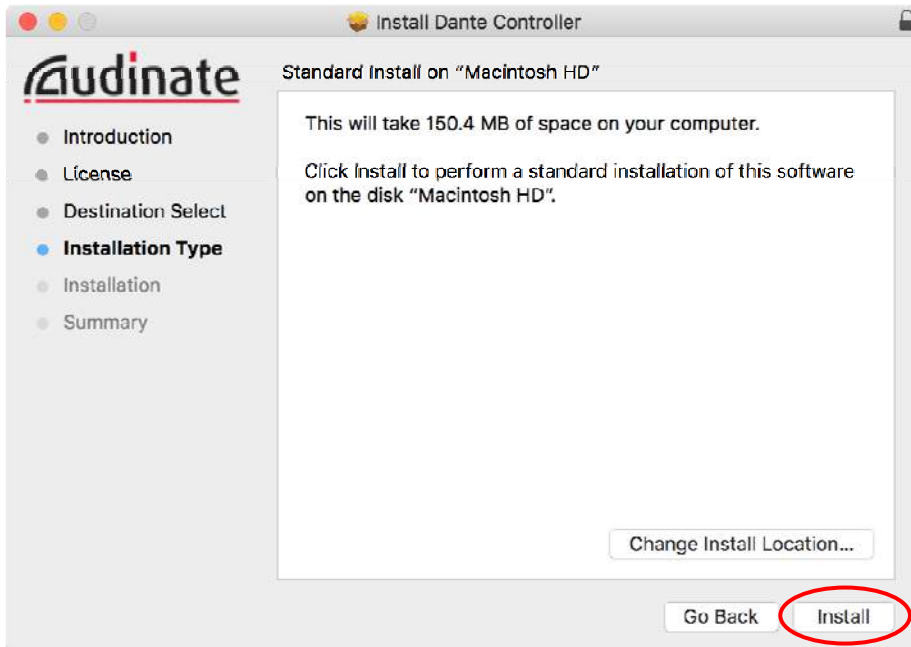
Similarly, click on "Continue".



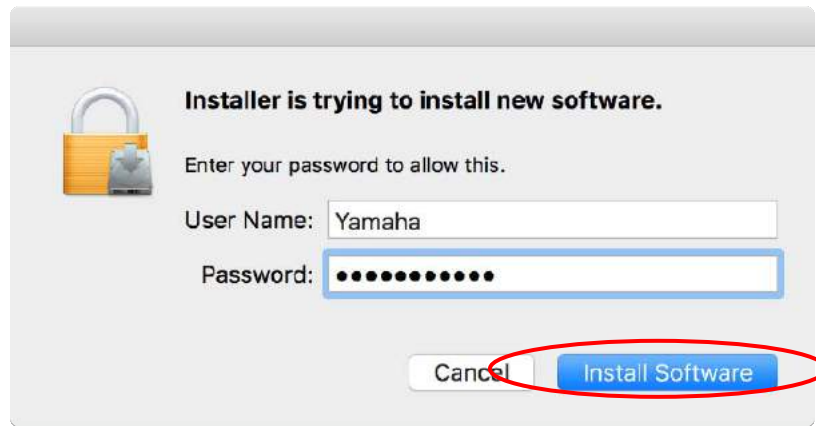
Click on “Agree”.



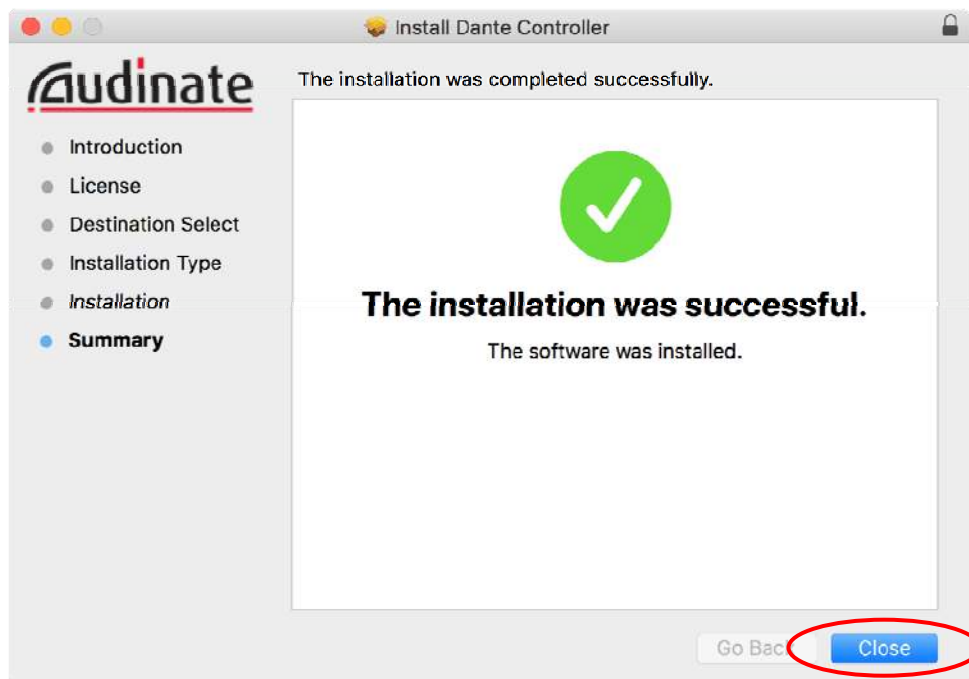
Click on “Install” and the installation will begin automatically.



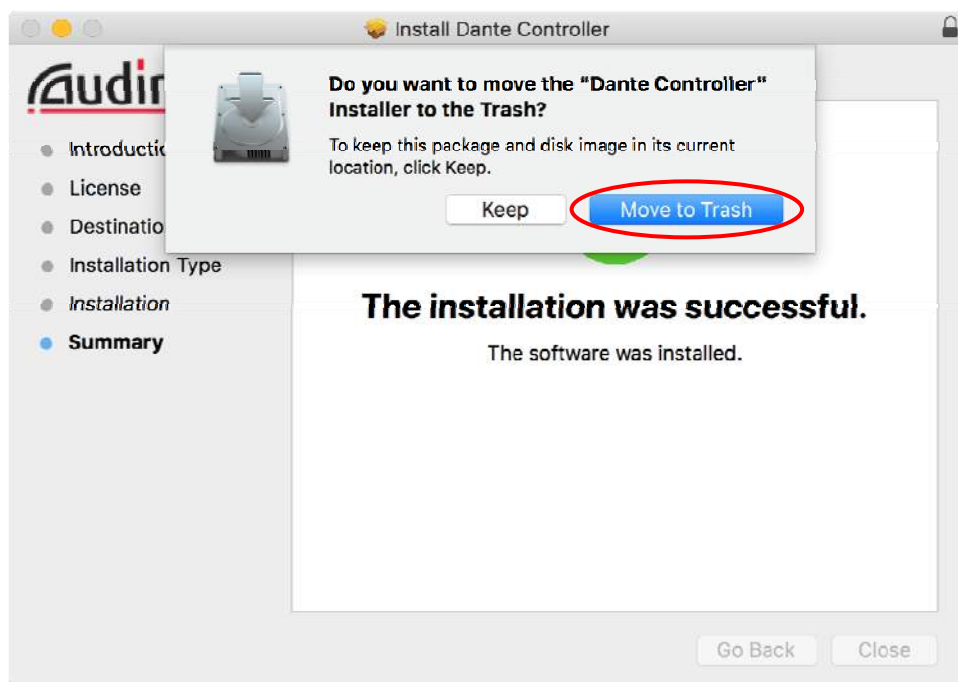
Type user name, password and click on “Install Software”.



When completed, click on “Close” to finish the installer.

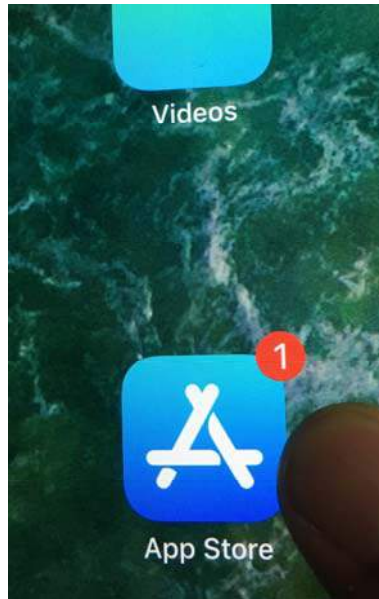


Click on “Move to Trash”



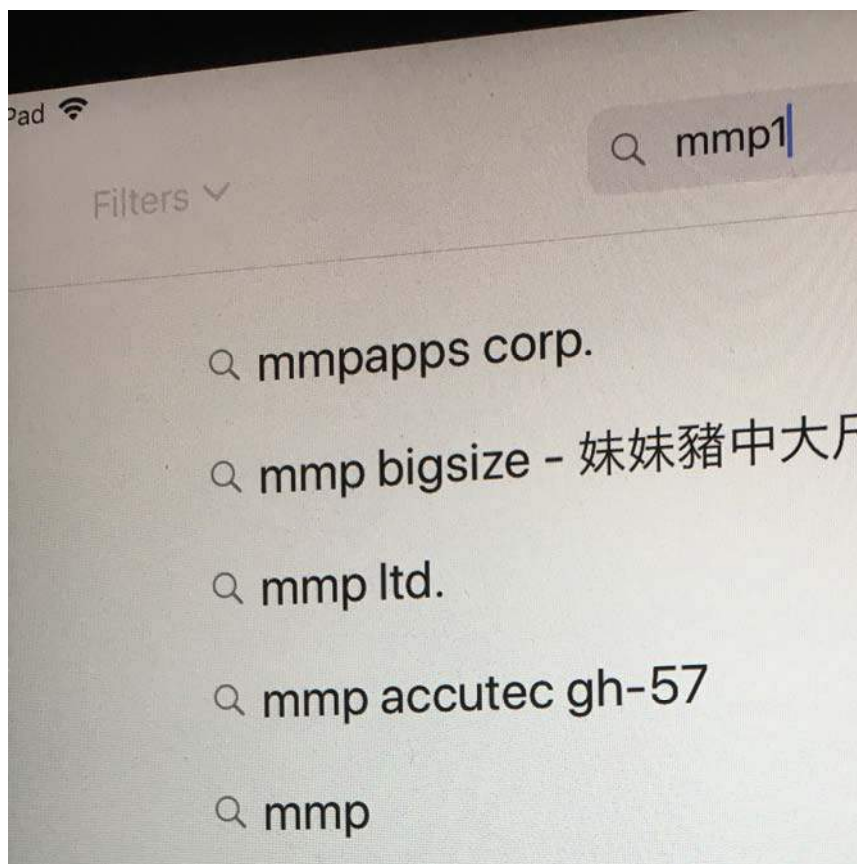
5-4. Installing MMP1 Controller

Since MM1 Controller is an iPad app, please download it from Apple's App Store



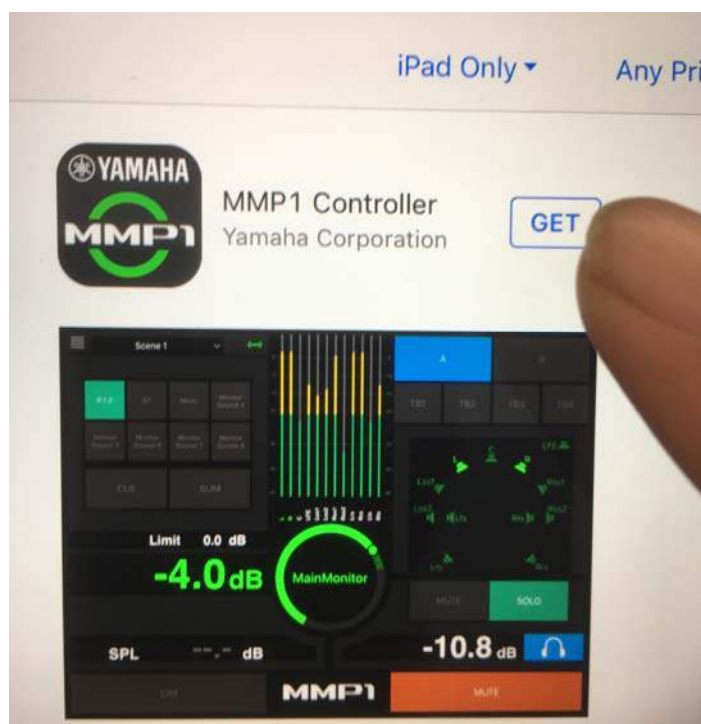
[Apple App Store]

Type “mmp1” in the search box and it will auto-complete as “mmp1 controller”, so tap on it.

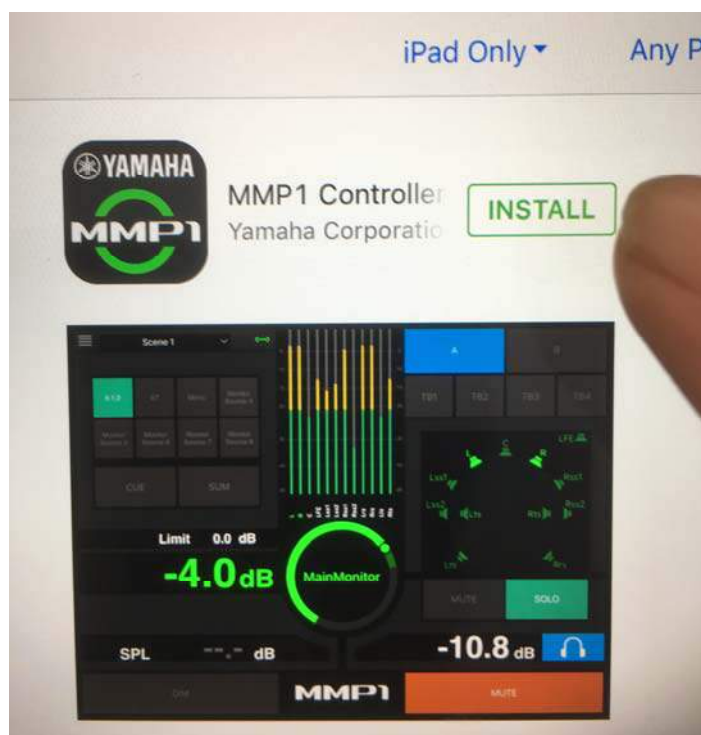


[Search box]

Tap on “GET” button, and then “INSTALL” button to complete the installation.



[GET button]



[INSTALL button]

5-5. Installing Nuage Workgroup Manager

Nuage Workgroup Manager is a tool contained in a software for Nuage called “TOOLS for NUAGE”. TOOLS for NUAGE can be downloaded from the following website:

http://www.yamahaproaudio.com/global/en/downloads/firmware_software/nuage_utilities/

Click on “TOOLS for NUAGE V2.0.0 for Mac macOS 10.13-OSX10.10

NUAGE

Name	Description	OS	Last Update
TOOLS for NUAGE V2.0.0 for Win 10/8.1/7 (64-bit)		Win	Apr. 9, 2018
TOOLS for NUAGE V2.0.0 for Mac macOS 10.13-OS X 10.10		Mac	Apr. 9, 2018
Nuage Master Firmware V2.00		-	Apr. 9, 2018
Nuage Fader Firmware V2.00		-	Apr. 9, 2018

Click on “I agree to the license agreement and download the software now.”

License agreement and software

TOOLS for NUAGE V2.0.0 for Mac macOS 10.13-OS X 10.10

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I agree to the license agreement and download the software now.

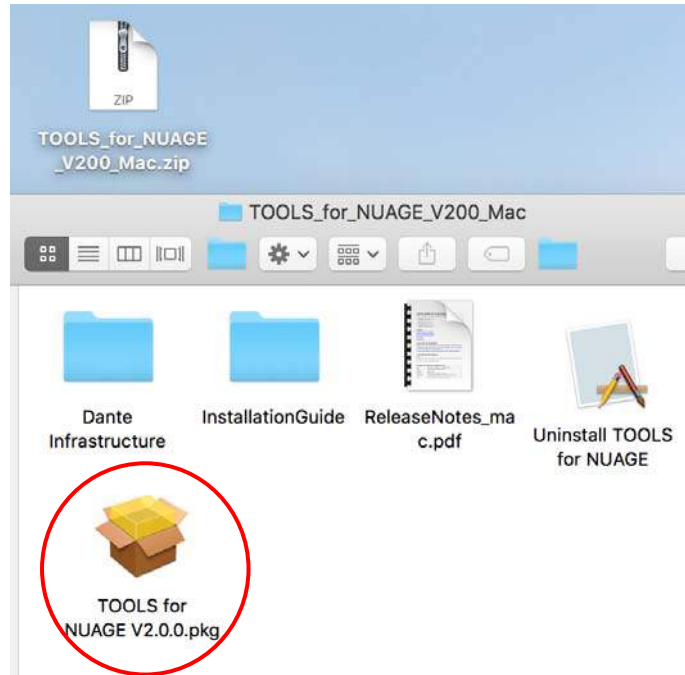
I don't agree.

You also need to

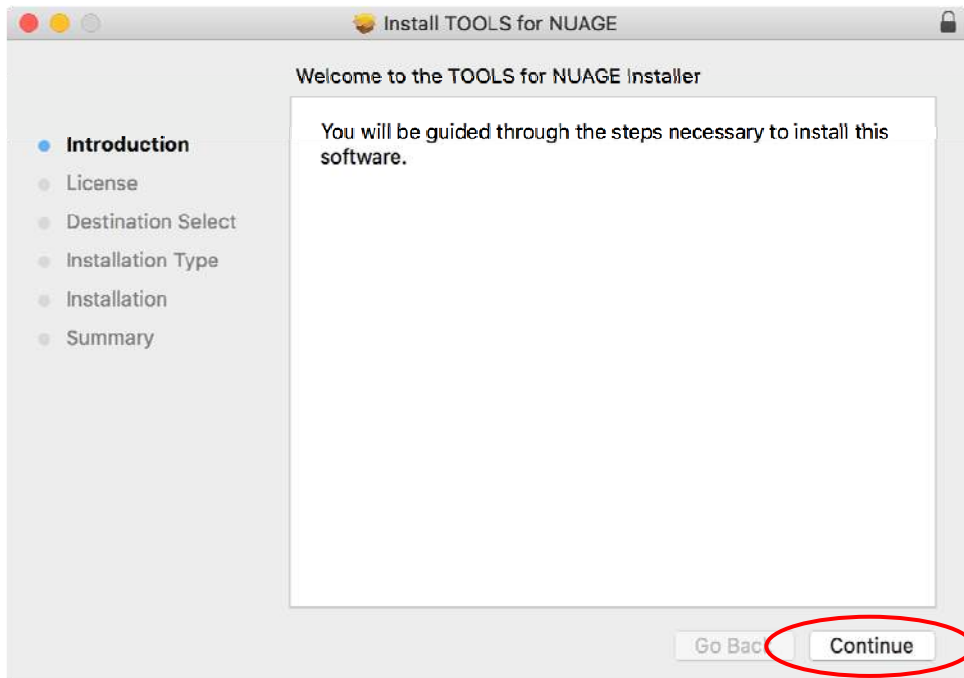
Upgrade Instruction

You are recommended

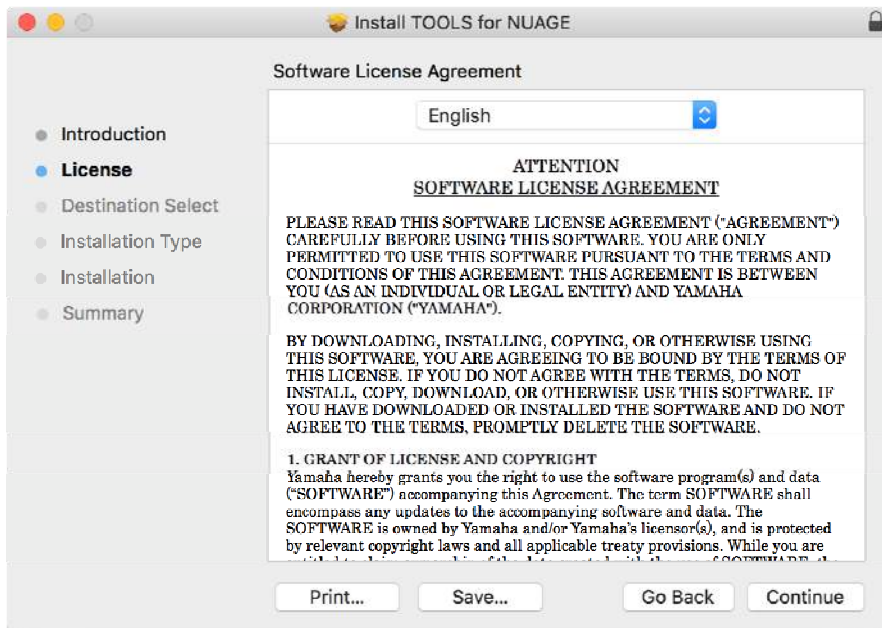
Double click in the downloaded file, and then double click “TOOLS for NUAGE V2.0.0.pkg”



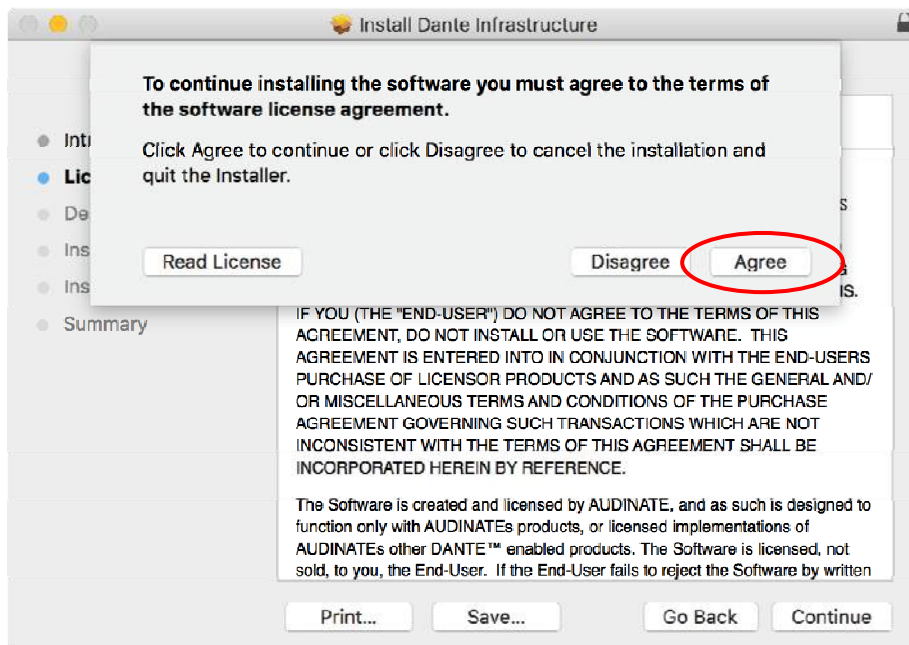
Click on “Continue”.



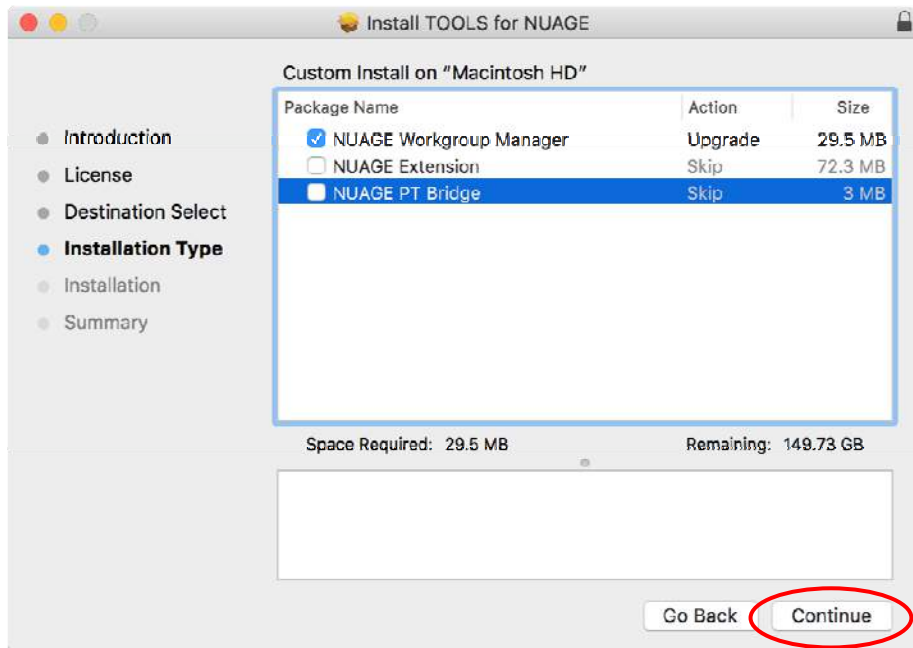
Click on “Continue”



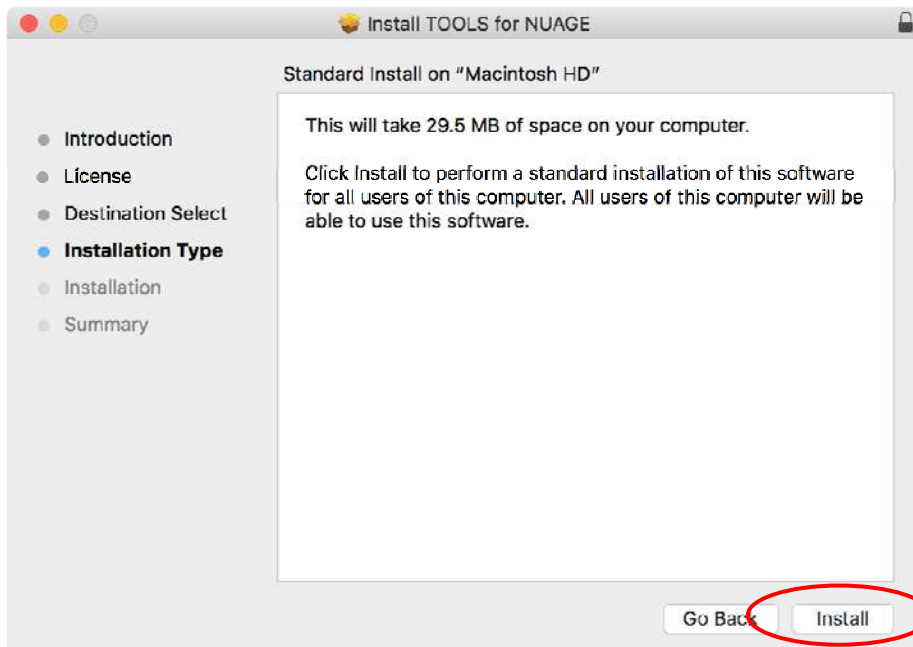
Click on “Agree”



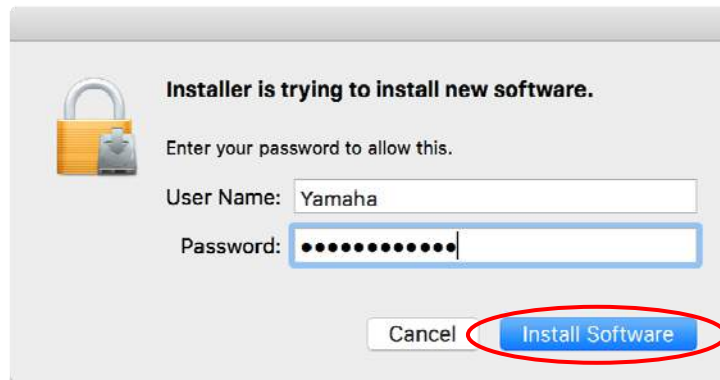
Check only “NUAGE Workgroup Manager” and click on “Continue”.



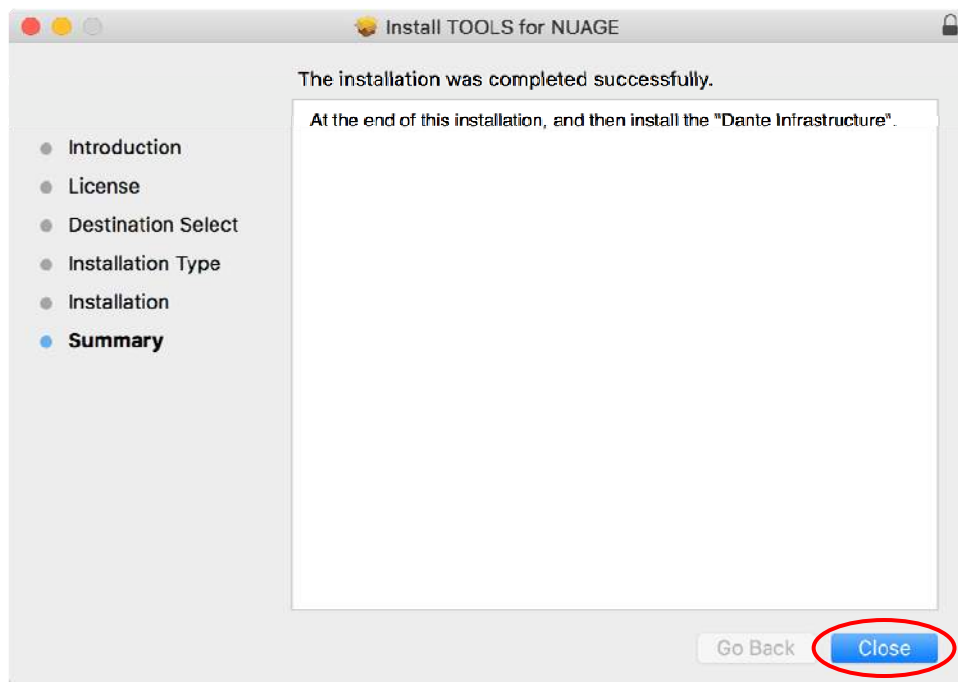
Click on “Install”.



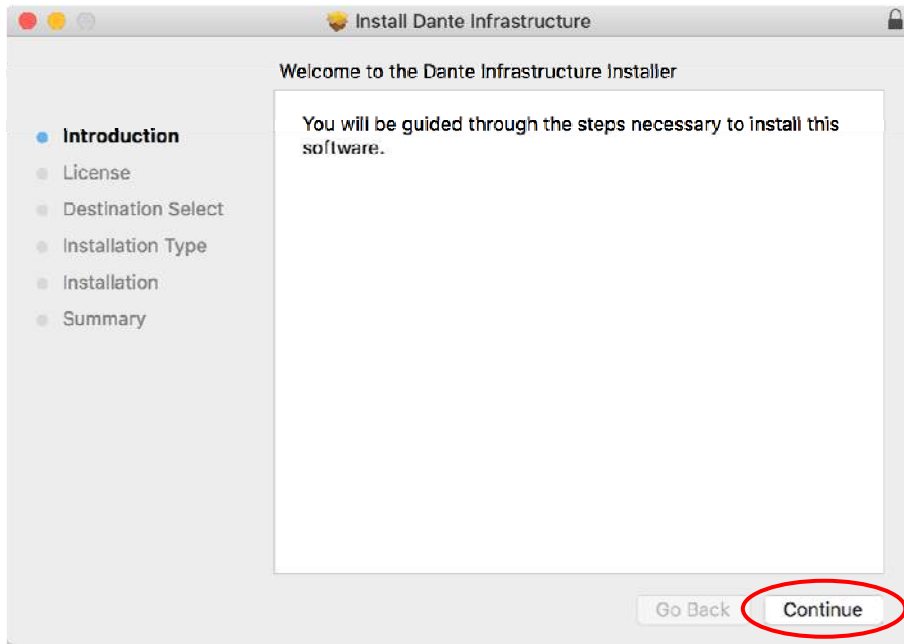
Type user name and password, and then click on “Install Software”.



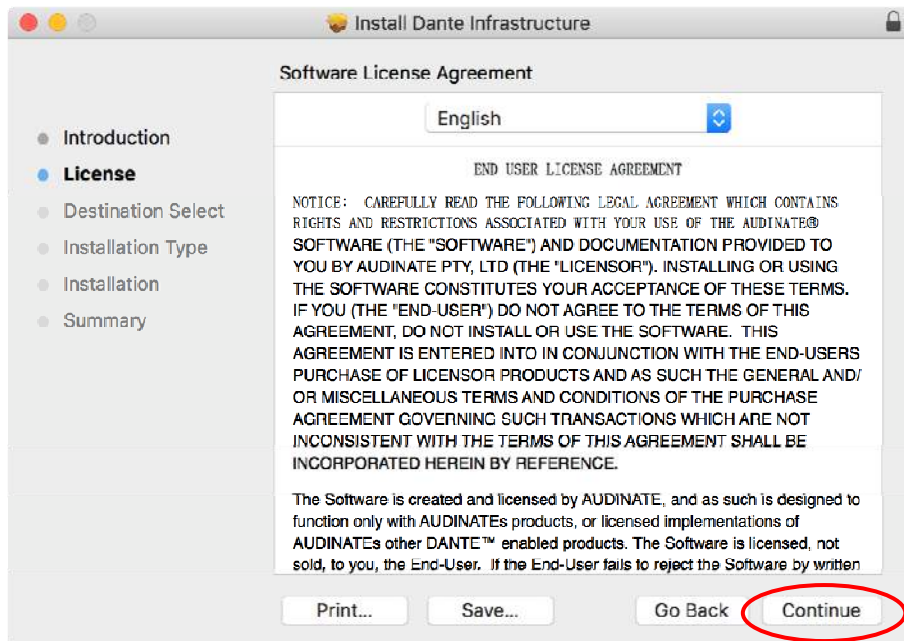
TOOLS for NUAGE is now installed. Click “Close” and go to the next installation, which is for Dante Infrastructure.



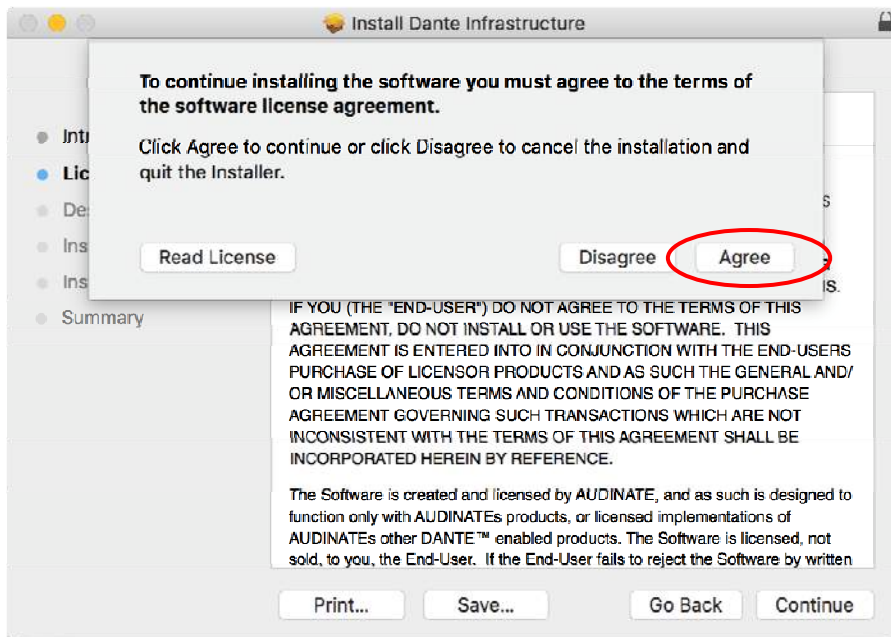
Click on "Continue".



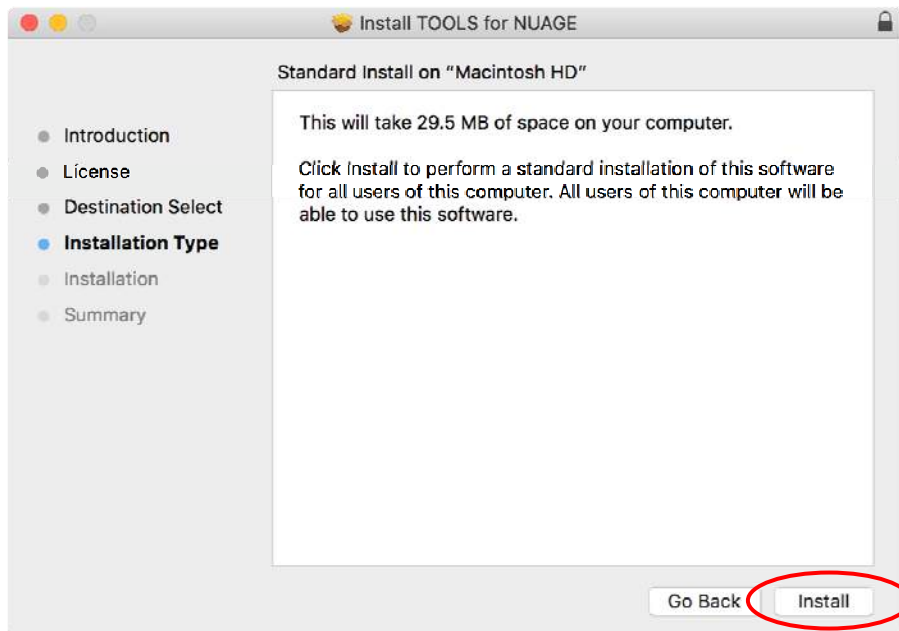
Click on "Continue".



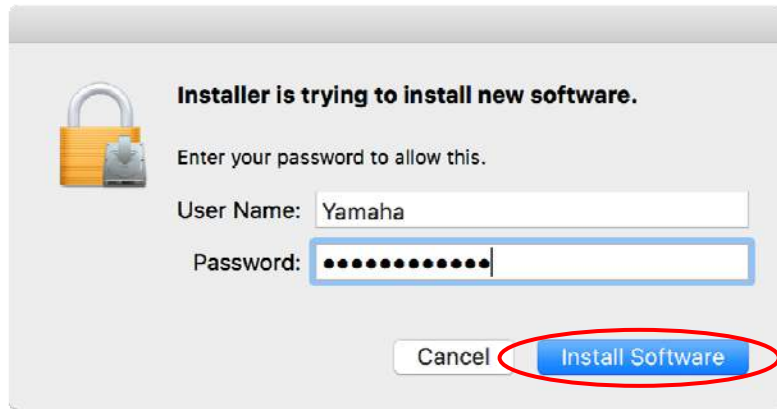
Click on “Agree” to accept the software license agreement.



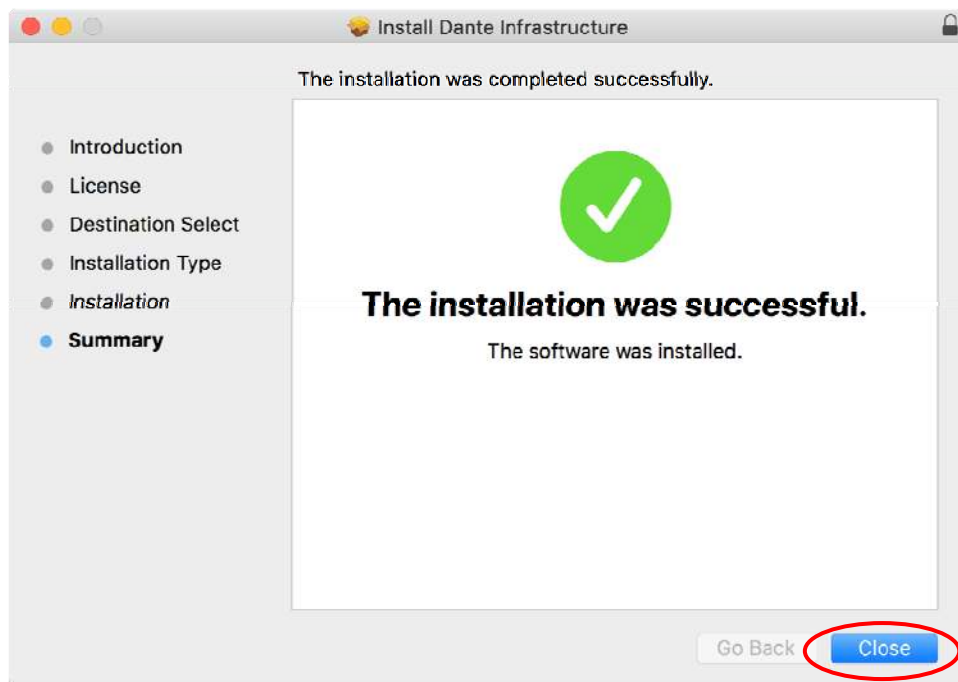
Click on “Install”.



Type user name, password, and click on “Install Software”.



Installation of Dante Infrastructure is now finished. Click on “Close” and finish the installer.



5-6. Installing Dante Accelerator driver

Dante accelerator driver can be downloaded from the following website:

http://www.yamahaproaudio.com/global/en/products/interfaces/dante_accelerator/download_s.jsp

Click on “Dante Accelerator Driver V2.5.2 for Mac OS 10.13-10.9”.



Overview Photos Downloads

Name	Description	OS	Last Update
Dante Accelerator Driver V2.0.4 for Win 10/8.1/7 (64-bit)		Win	Sep. 21, 2017
Dante Accelerator Driver V2.5.2 for Mac OS 10.13-10.9		Mac	Dec. 15, 2016
Dante Accelerator Firmware V3.0.0		-	Sep. 21, 2017

Click on “I agree to the license agreement and download the software now.”

License agreement and software

Dante Accelerator Driver V2.5.2 for Mac OS 10.13-10.9

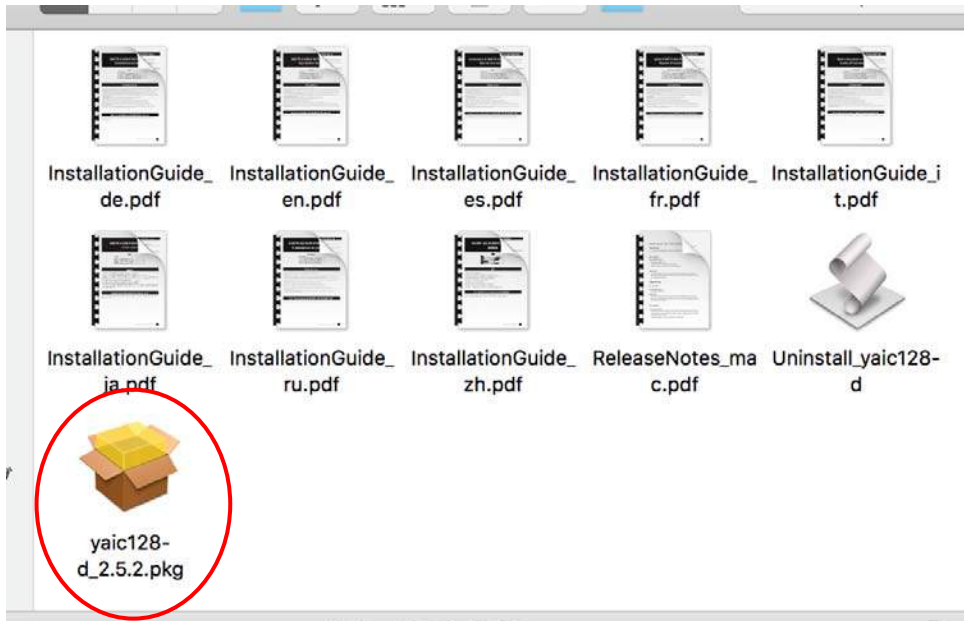
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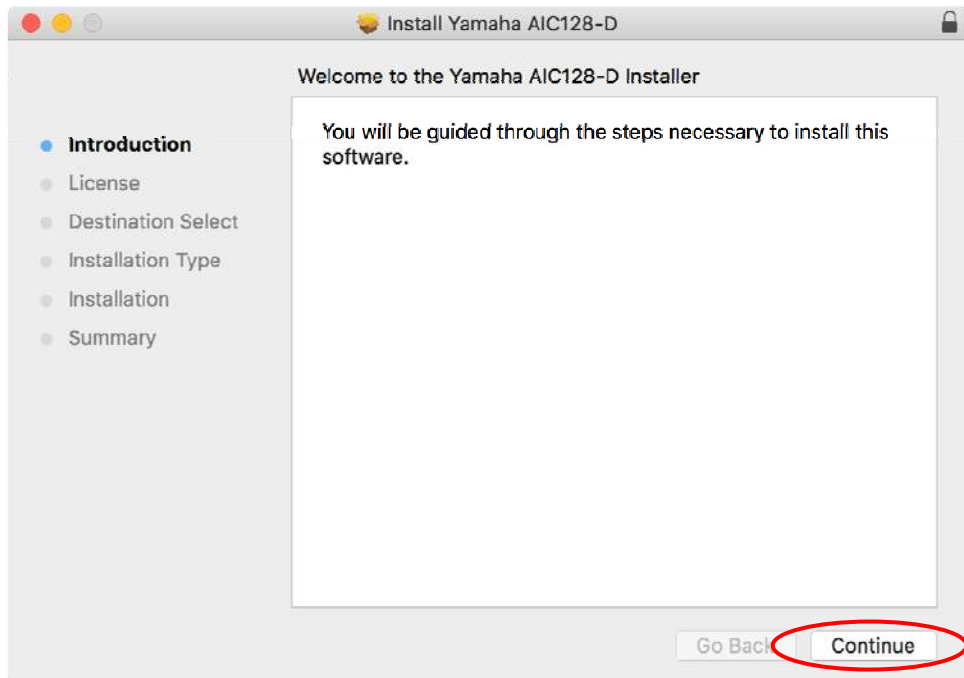
[I agree to the license agreement and download the software now.](#)

[→ I don't agree.](#)

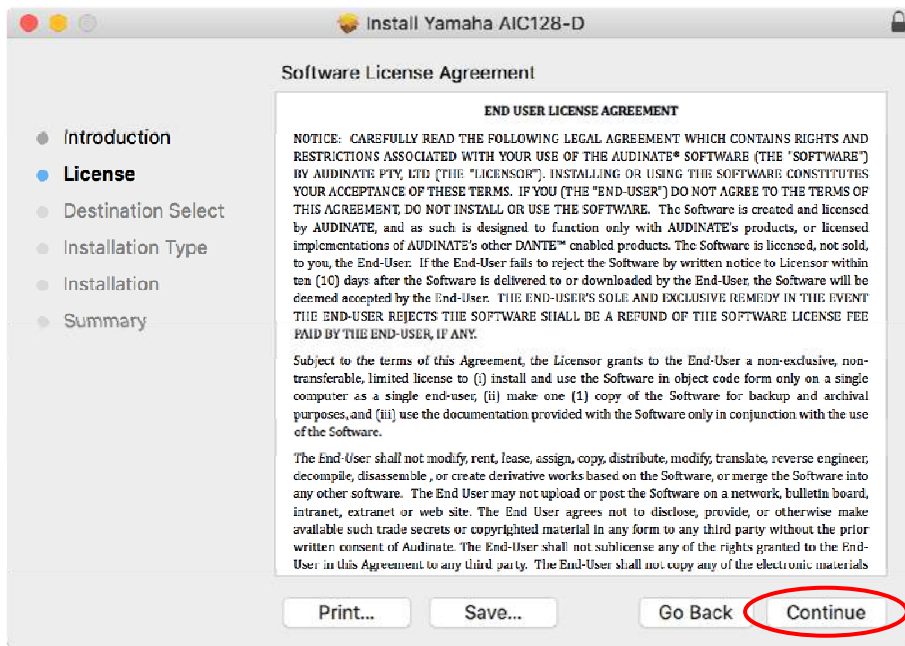
Double click the downloaded file, and then double click “yaic128-d_2.5.2.pkg”.



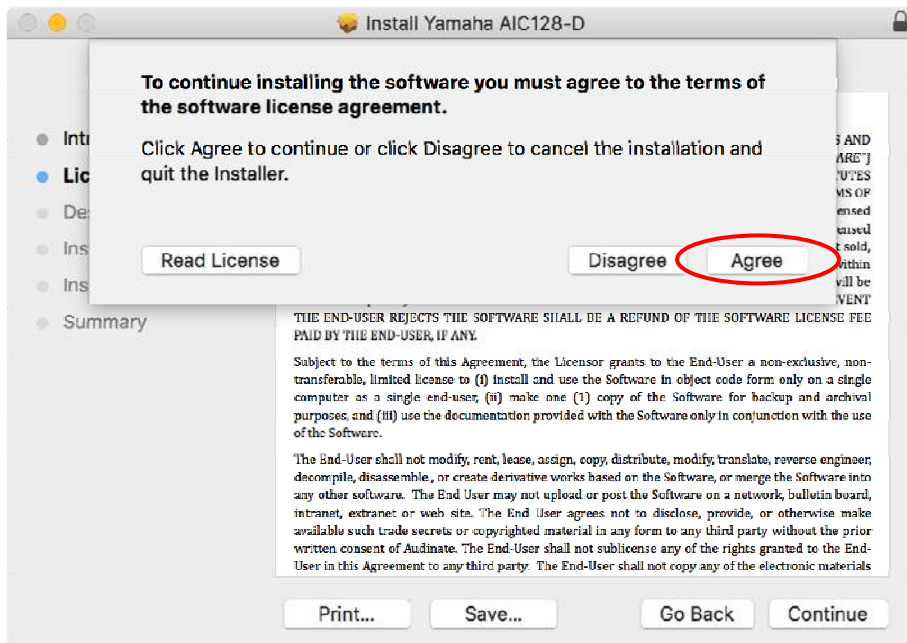
Click on “Continue”.



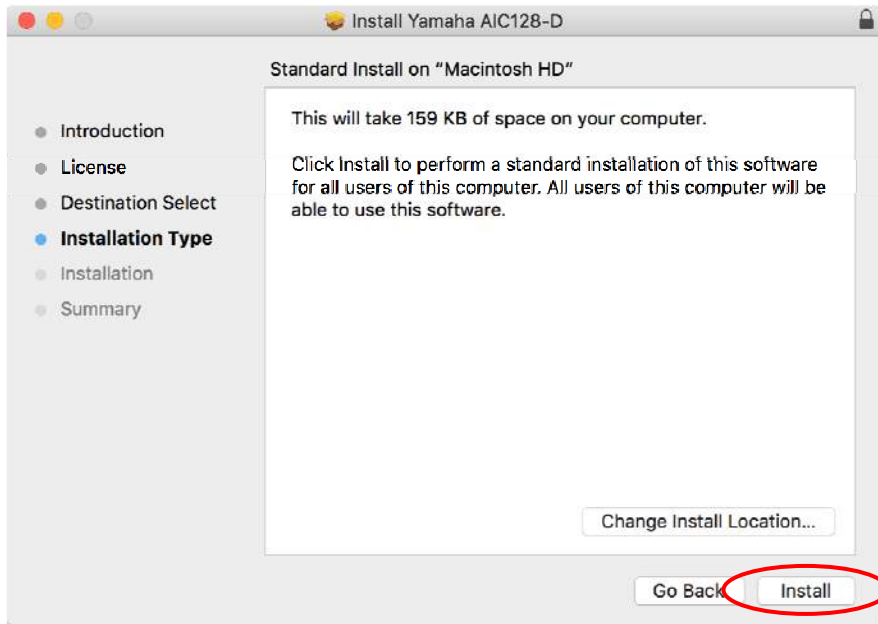
Click on “Continue”.



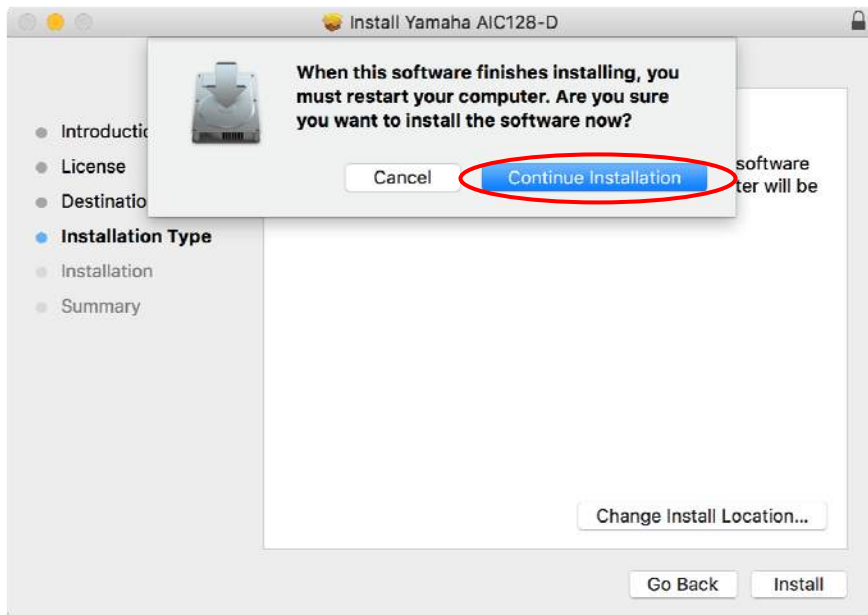
Click on “Agree”.



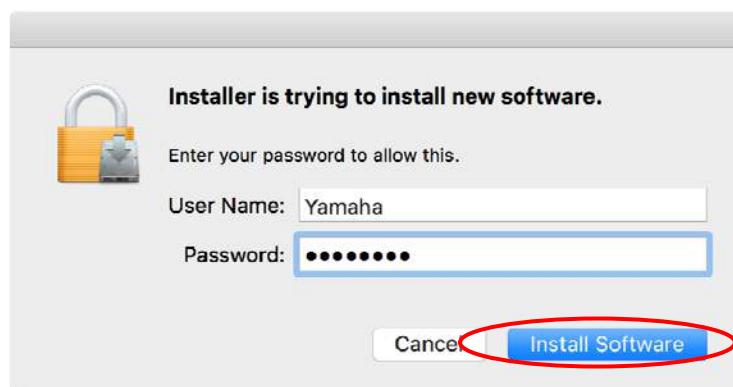
Click on “Install”.



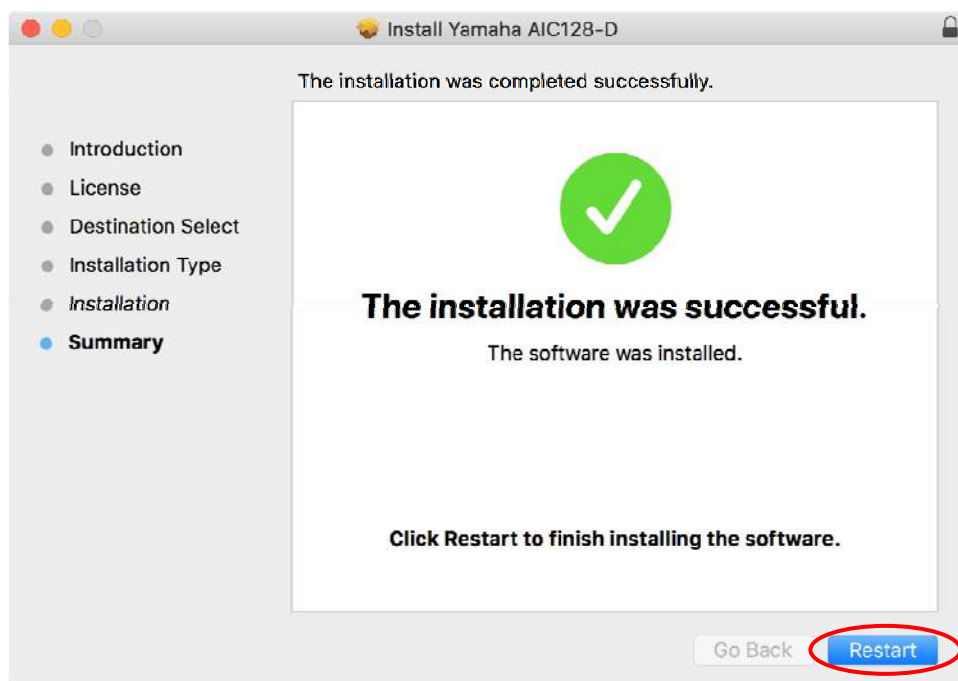
Click on “Continue Installation” (as installing this driver requires rebooting the computer after the installation).



Type user name, password and click on “Install software”.



Click “Restart” and the installation will be completed. After rebooting the computer, Dante Accelerator will become available.



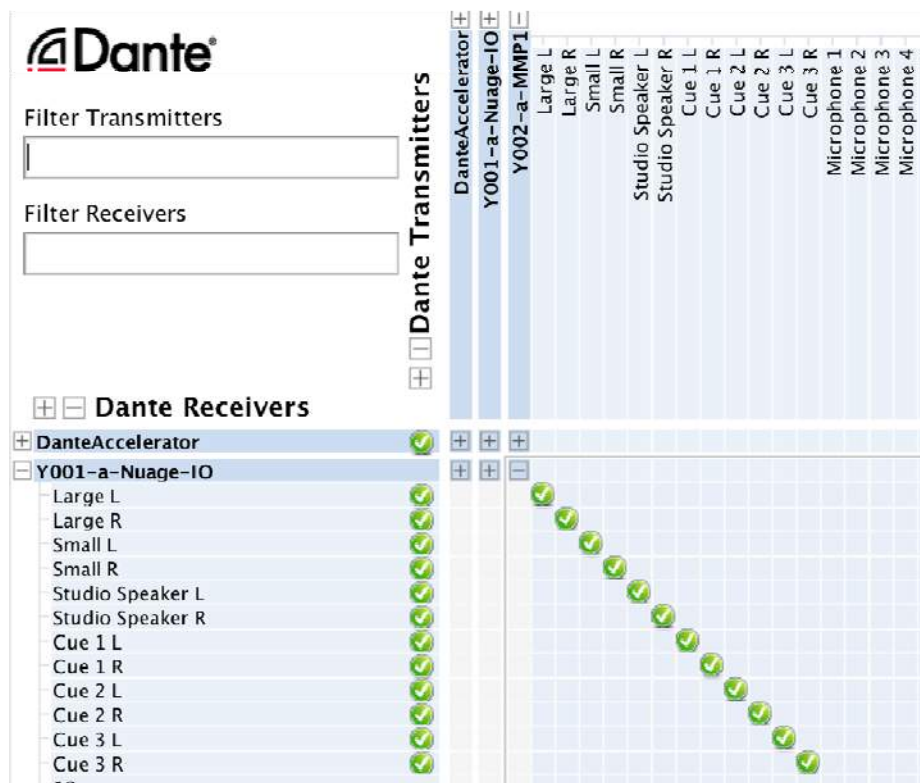
6. Configuring and running each program

6-1. Configuring Dante Patching

Audio signals between MMP1, Nuage I/O and PC are routed through Dante audio network. Configuration of Dante audio network can be done by using the Dante Controller.

Below is the Dante patching required for this example:

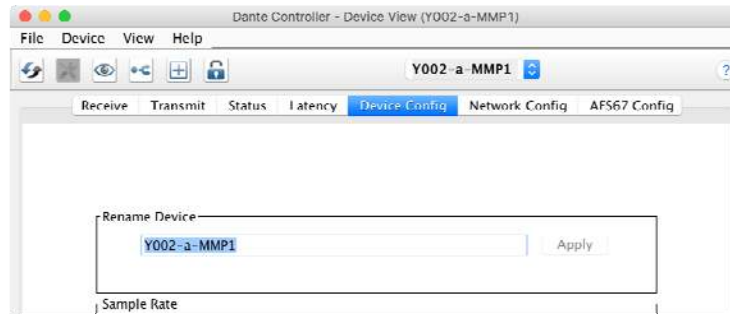
1. Patch Dante output 1-12 of MMP1 to Dante input channel 1-12 of Nuage I/O (Large + Small + Studio Speakers + 3x Cue).



[Patch MMP1 to Nuage I/O]

Note: If the Dante devices are either not correctly displayed on the Dante Controller or no audio is heard even if patches are correctly made, check if the IP address of each device is correctly configured (private/link local address, subnet mask etc.) and also the sampling frequency setting is the same on each device.

The initial device name of each Dante device can be renamed. Double click on the device name on the grid or choose “Device View” in the Device menu, and Device View window will open. Go to “Device Config” page and you can change the device name.



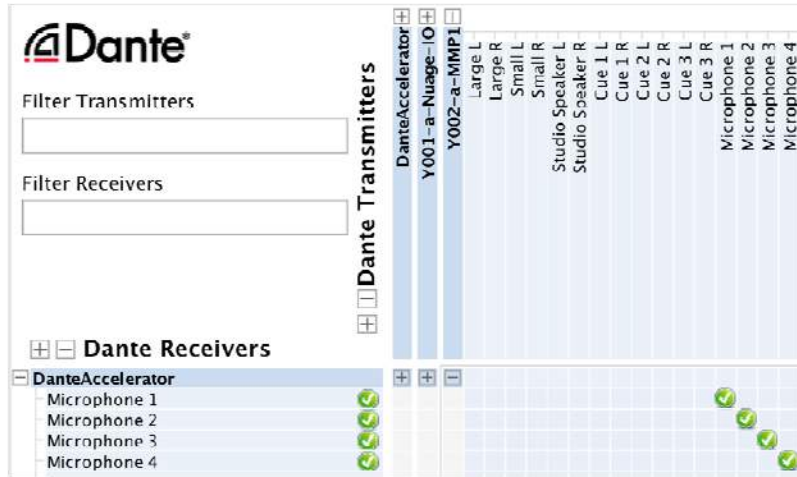
[Dante Controller – Rename Device]

2. Patch Dante output 1-24 of Dante Accelerator to Dante input 1-24 of MMP1 (3x 5.1ch stem playback from DAW + 3x stereo Cue)



[Patch Dante Accelerator to MMP1]

- Patch Dante output 13-16 of MMP1 to Dante Input 1-4 of Dante Accelerator (microphone inputs to record onto DAW)

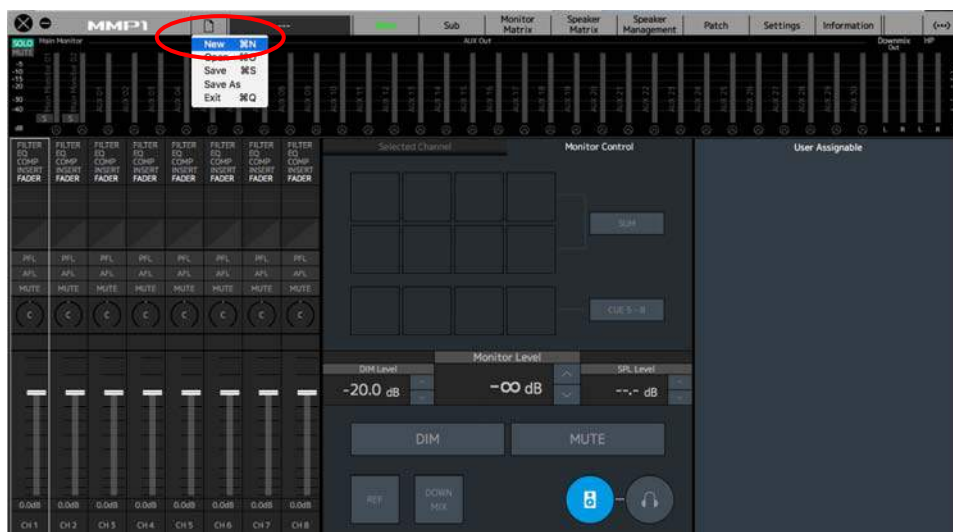


[Patch MMP1 to Dante Accelerator]

6-2. Configuring MMP1 Editor

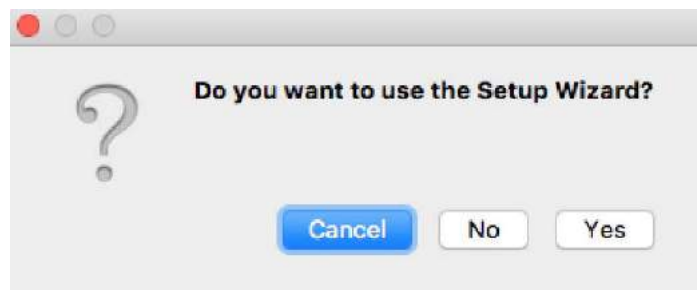
Next, run and configure MMP1 Editor offline by using Setup Wizard. Since Setup Wizard guides you through a basic setup procedure with mouse clicking and keyboard typing, you may need to make additional settings manually after Setup Wizard is completed. Below is how to do so:

First, run MMP1 Editor offline, click on the file icon and select “New”



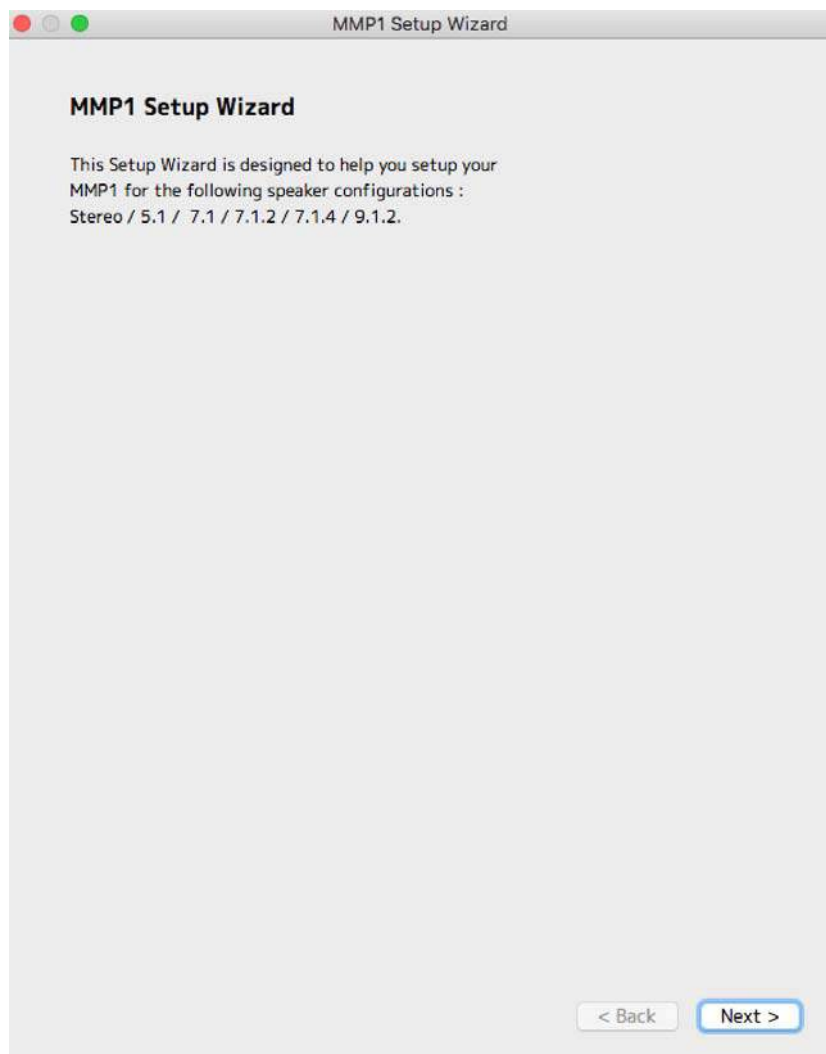
[MMP Editor – New]

The following confirmation dialog will show up so click on “YES”(If any change has been made before selecting “New”, “Do you want to save?” will be asked).



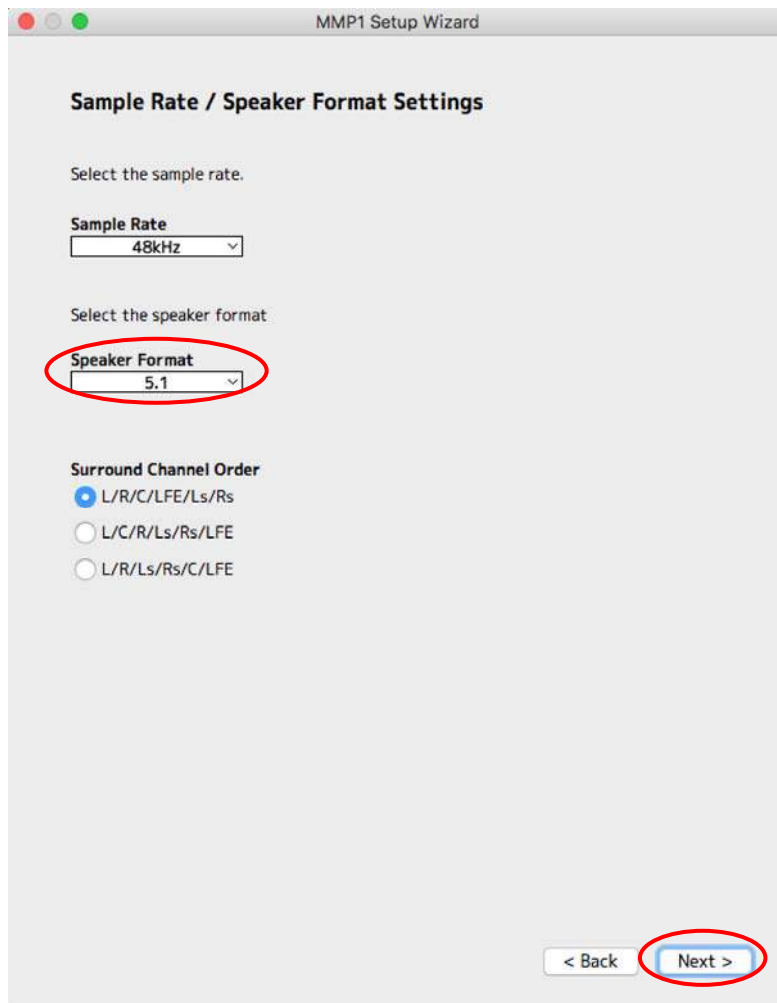
[Setup Wizard - confirmation]

Click on “Next >”



[MMP1 Setup Wizard]

Choose “5.1” as Speaker Format, and click on “Next >”

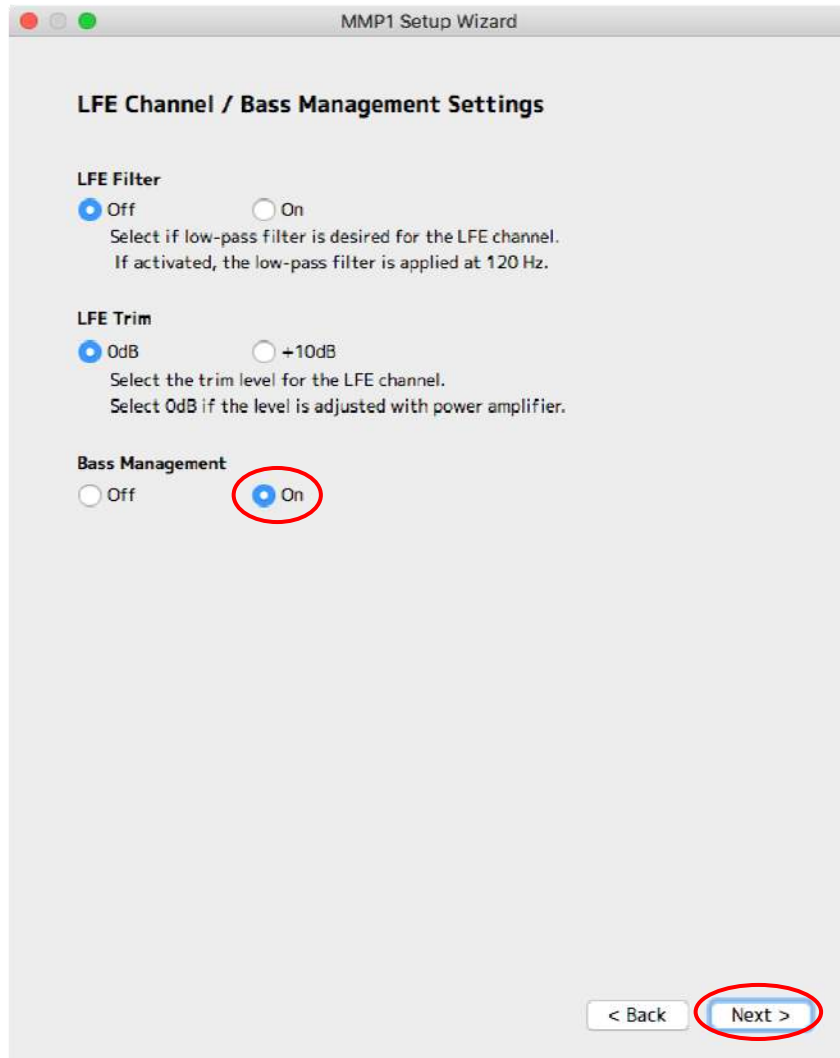


[Setup Wizard – Sample Rate/Speaker Format Settings]

“5.1” or other multi-channel formats can be selected only when using Setup Wizard. If chosen in Setup Wizard, speaker-shaped mute buttons are available in the Controller View of MMP1 Controller.

Even if “L/C/R/Ls/Rs/LFE” or “L/R/Ls/Rs/C/LFE” as the surround channel order is selected, internal order or the order shown in the Speaker Matrix is always in the order of “L/R/C/LFE/Ls/Rs” and only the order of input/output patching will be changed.

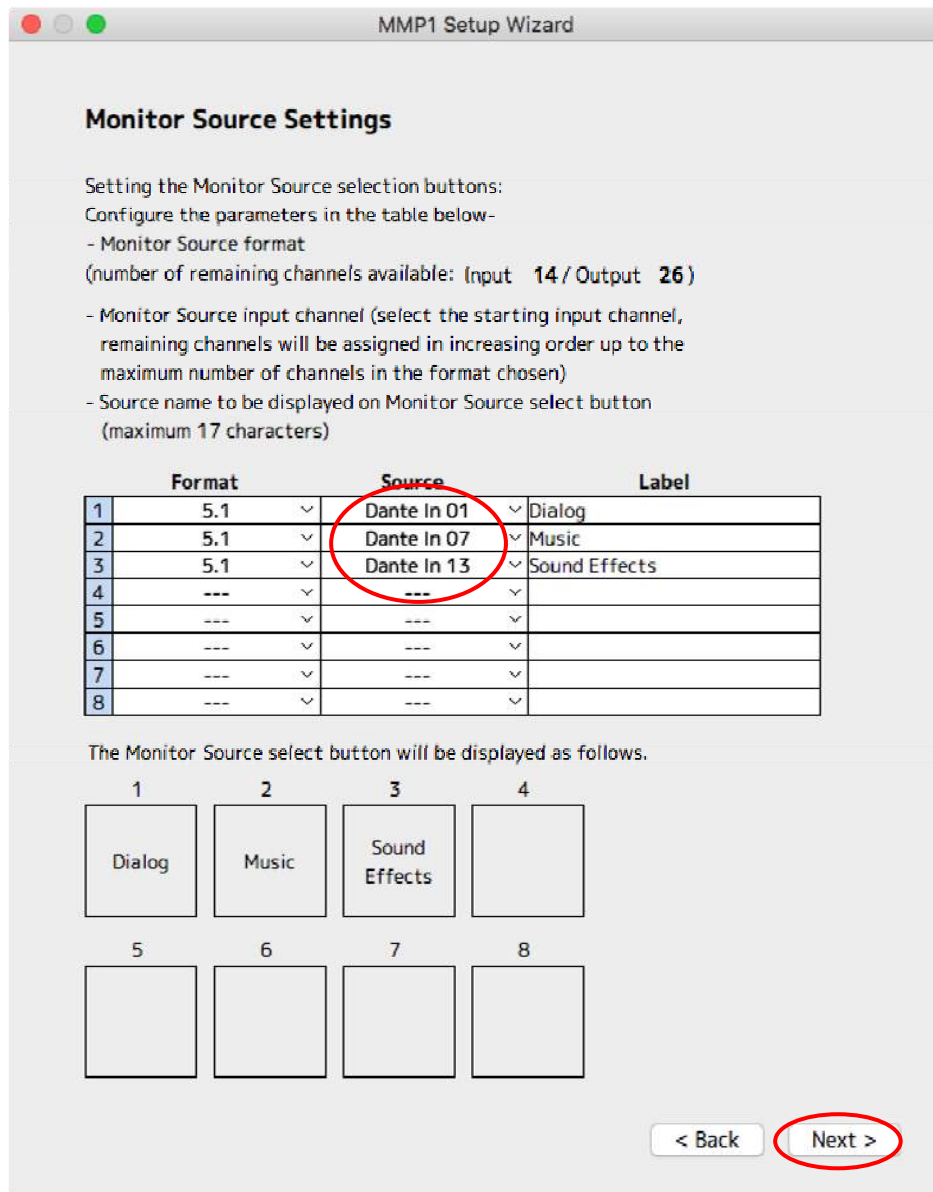
Turn “Bass Management” on and click on “Next >”.



[Setup Wizard – LFE Channel / Bass Management Settings]

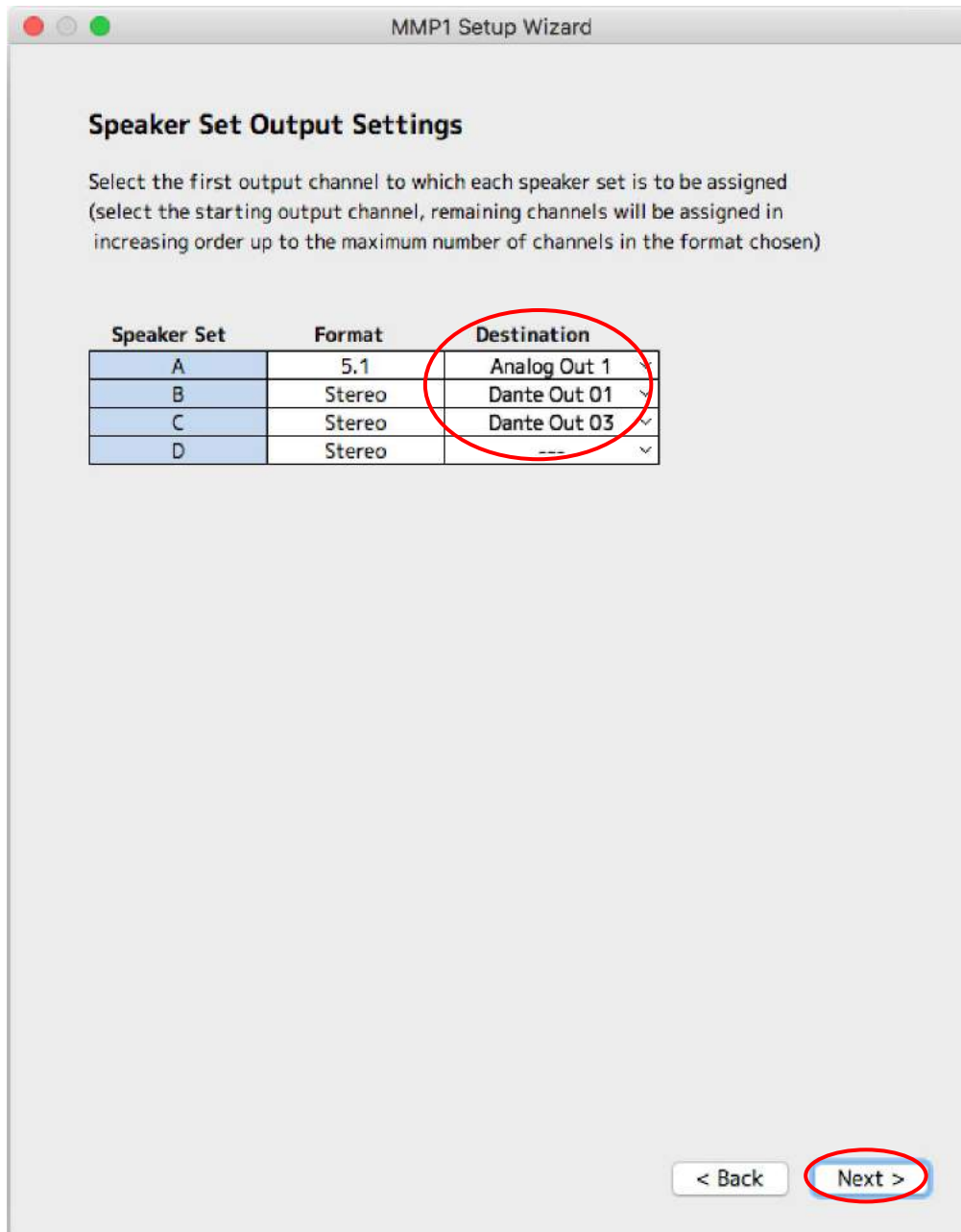
Next, configure the monitor sources to monitor on MMP1 (these are the ones to be shown as the monitor source on MMP1 Editor or MMP1 Controller. Labels can be multi-line) In this example, there are three 5.1 “stems” as the monitor source and those are Dialog, Music and Sound Effects.

Choose the first Dante channel of each source and type the label. Click “Next >”.



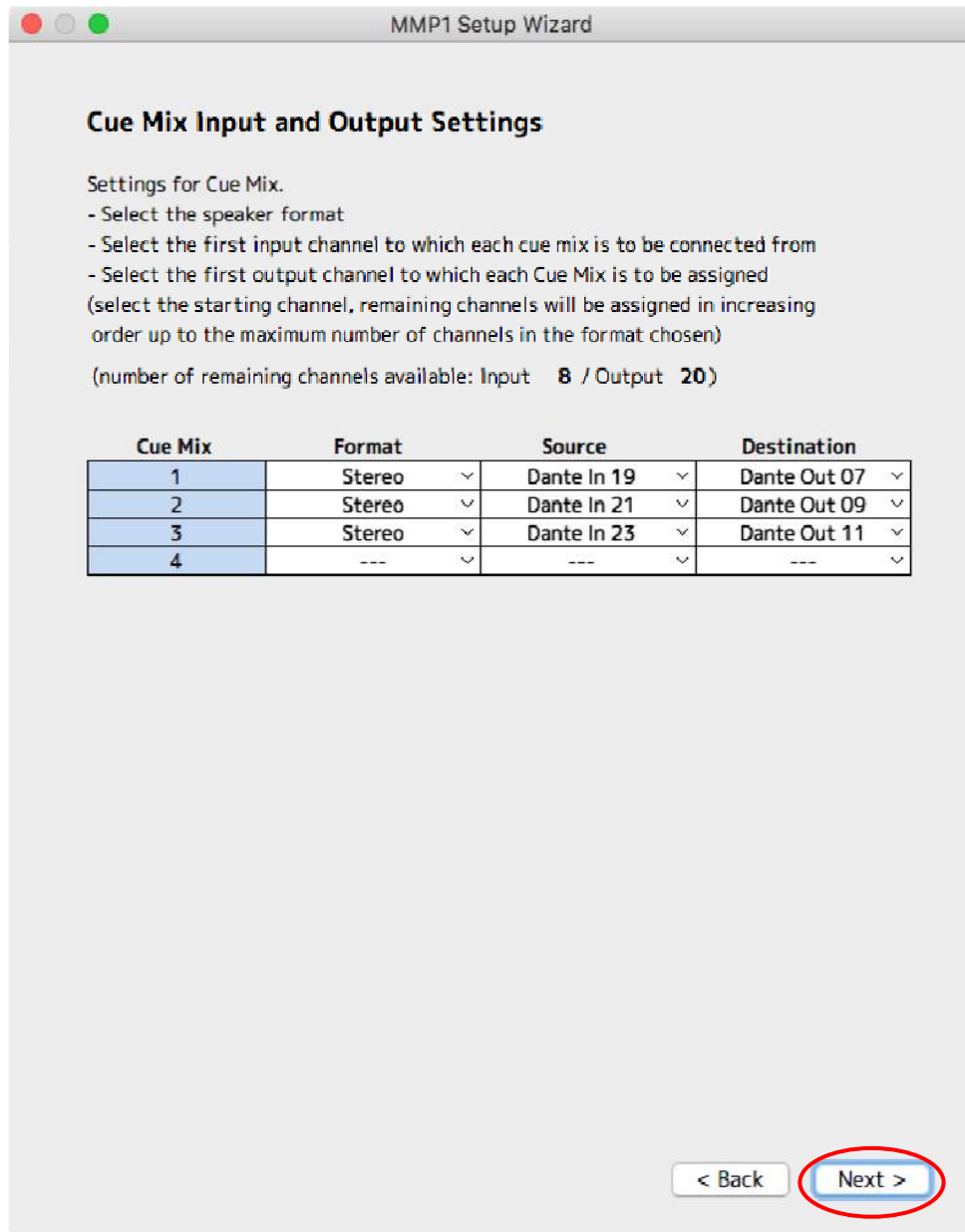
[Setup Wizard – Monitor Source Settings]

Next, configure the speaker sets and, in this example, assign the 5.1 channel speakers as A, Large stereo as B, and Small stereo as C. Choose the first channel of each speaker set as Destination (Only “A” is in multi-channel format when using Setup Wizard. If multi-channel format is preferred for B,C or D, make additional changes manually after Setup Wizard is completed).



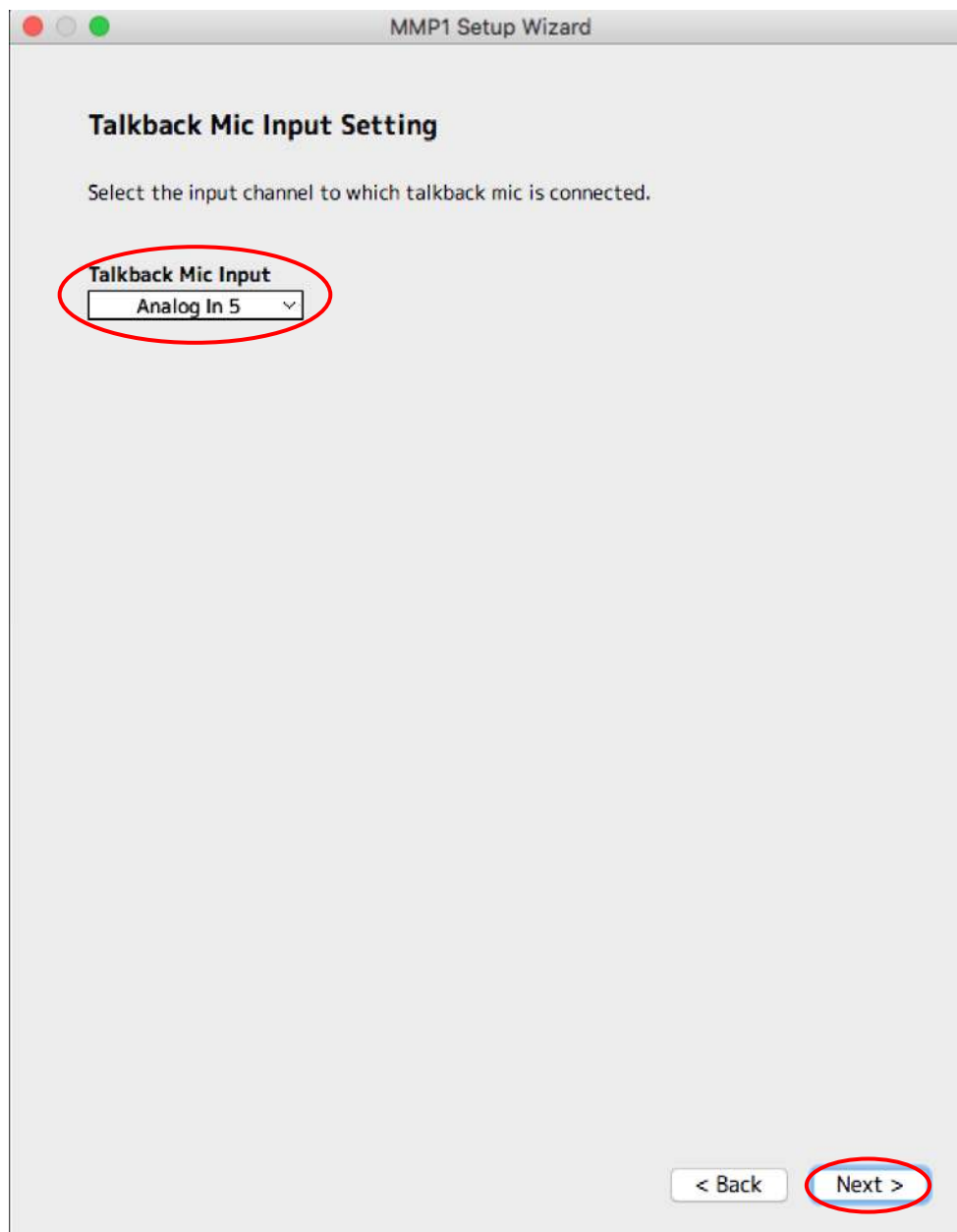
[Setup Wizard – Speaker Set Output Settings]

In the next page, we will configure the 3 stereo Cue inputs and outputs (those Cue mixes come from DAW, and they are routed through MMP1 to each Cue). Choose “Stereo” as Format, and choose the first Dante channel of each Cue, and then choose the first Dante channels of MMP1 for each Cue as Destination. Click “Next >”



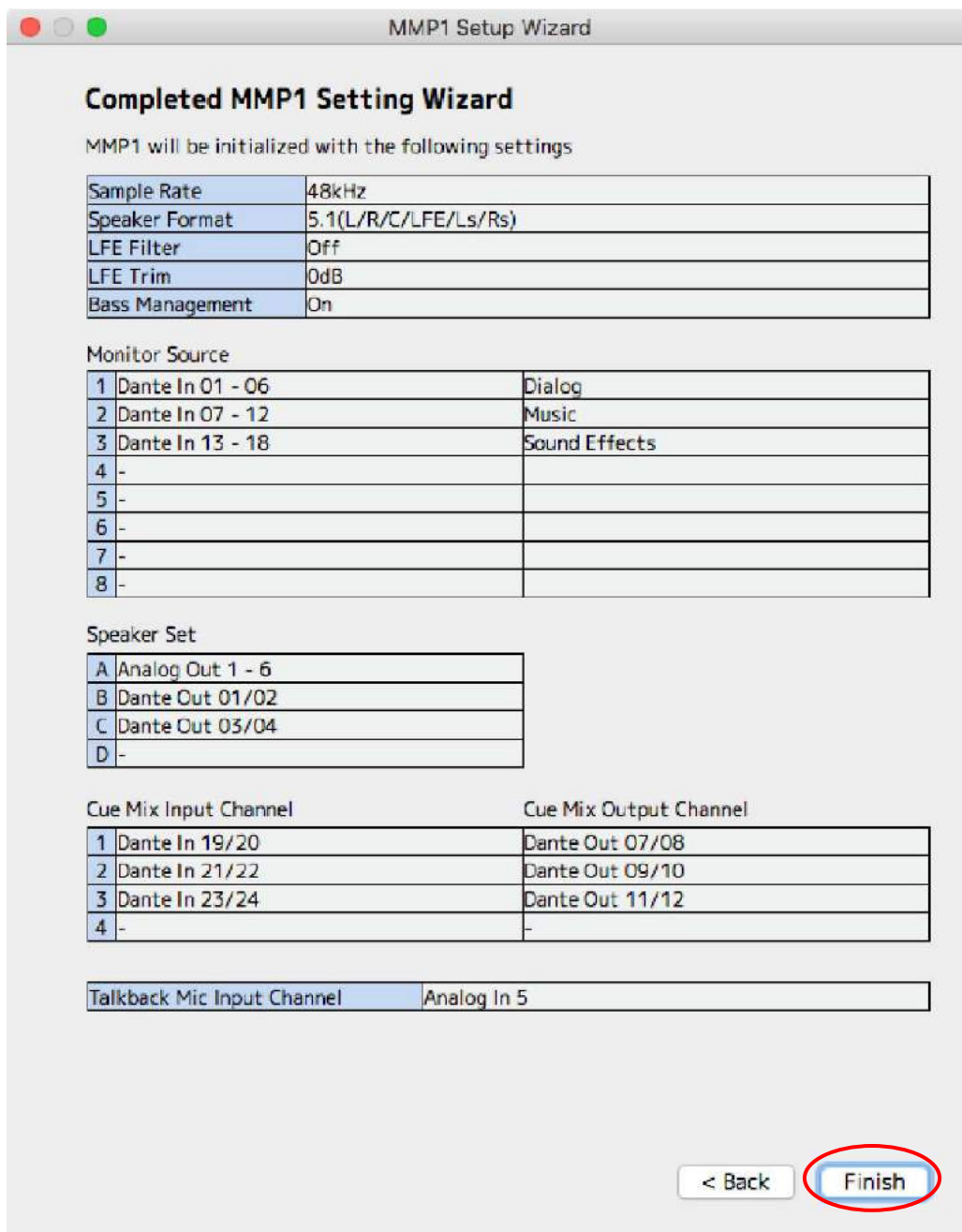
[Setup Wizard – Cue Mix Input and Output Settings]

Next, we will configure the talkback microphones. Even though we are using 2 talkback microphones in this example, Setup Wizard allows us to assign only one microphone, so choose the channel for the first talkback and go to next.



【Setup Wizard – Talkback Mic Input Setting】

Now Setup Wizard is being completed. Make sure all the settings are correct and, if so, click on Finish button and close the Setup Wizard. If you look at the Main window of MMP1 Editor, you will see some buttons such as those for speaker select and talkback created on the screen.

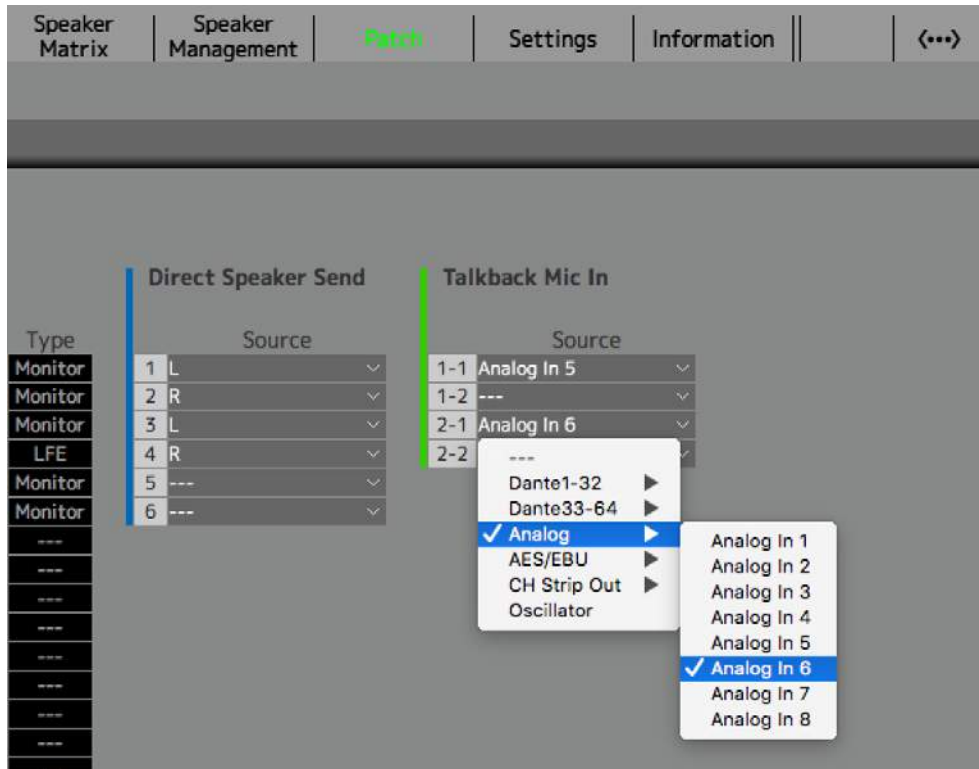


[Setup Wizard - completed]

From here, we are going to manually make additional settings.

Assign the second talkback microphone

First, we will set up the second talkback microphone. Go to Patch – Input Patch, and choose the channel for the second talkback microphone (in this example, choose “Analog In 6”).

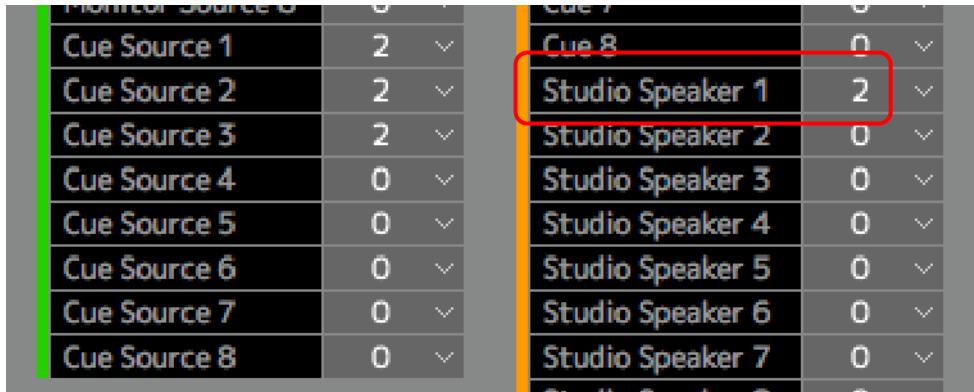


[Patch – Input Patch]

In MMP1, there are 2 busses for talkback and those busses can be turned on/off independently. Also, there are 4 areas in Talkback Mic In section that are 「1-1」, 「1-2」, 「2-1」 and 「2-2」. This means that 2 talkback microphones can be assigned to each bus (“1-x” and “2-x”). “1-1” and “1-2”, and “2-1” and “2-2” are turned on/off simultaneously so if you want to control 2 talkback microphones independently, they should be patched to “1-1” and “2-1”.

Configure the Studio Speakers

Next, manually configure the studio speakers. Since any Studio Speaker is not configured, go to Settings – Monitor Matrix and choose “2” for “Studio Speaker 1” so a stereo Studio Speaker output is created.



Cue Source 1	2	▼	Cue 8	0	▼
Cue Source 2	2	▼	Studio Speaker 1	2	▼
Cue Source 3	2	▼	Studio Speaker 2	0	▼
Cue Source 4	0	▼	Studio Speaker 3	0	▼
Cue Source 5	0	▼	Studio Speaker 4	0	▼
Cue Source 6	0	▼	Studio Speaker 5	0	▼
Cue Source 7	0	▼	Studio Speaker 6	0	▼
Cue Source 8	0	▼	Studio Speaker 7	0	▼

【Settings – Monitor Matrix】

Studio Speaker outputs are used to automatically mute themselves when Cough Mute is turned on. If you do not use this function, you don't need to create Studio Speaker outputs.

Next, go to Patch – Output Patch. Click on Source 5 of Dante Out, mouse over Monitor Matrix Out and choose “STU 1 – L”. Similarly, choose “STU 1 – R” for Source 6 (we have patched those channels to Nuage I/O Dante Input channels earlier on the Dante Controller).

Dante Out				
	Source		Lock	Label
1	Speaker Set B 1	▼		
2	Speaker Set B 2	▼		
3	Speaker Set C 1	▼		
4	Speaker Set C 2	▼		
5	STU 1 - L	▼		
6	STU 1 - R	▼		
7	Cue 1 - L	▼		
8	Cue 1 - R	▼		
9	Cue 2 - L	▼		

[Patch – Output Patch]

Assign the headphone outputs

Since Setup Wizard has not configured the headphone monitoring for Control Room, we will assign it manually. Go to Patch – Output Patch and assign “Headphone Out L” and “Headphone Out R” to Analog Source 7 and 8 respectively.

Analog Out				
	Source		Lock	Label
1	SPK Out A - L	▼		
2	SPK Out A - R	▼		
3	SPK Out A - C	▼		
4	SPK Out A - LFE	▼		
5	SPK Out A - Ls	▼		
6	SPK Out A - Rs	▼		
7	Headphone Out L	▼		
8	Headphone Out R	▼		

[Patch- Output Patch]

Configure Talkback Destination

Next, we will configure the Talkback Destinations. Talkback Destination is a kind of router for talkback, and you can choose whether or not you route each talkback microphone to each Cue, Studio Speaker and Aux bus. You can program up to 8 destination settings and assign them to User Assignable buttons. This time we will make the following 8 destinations:

Talkback Destinations

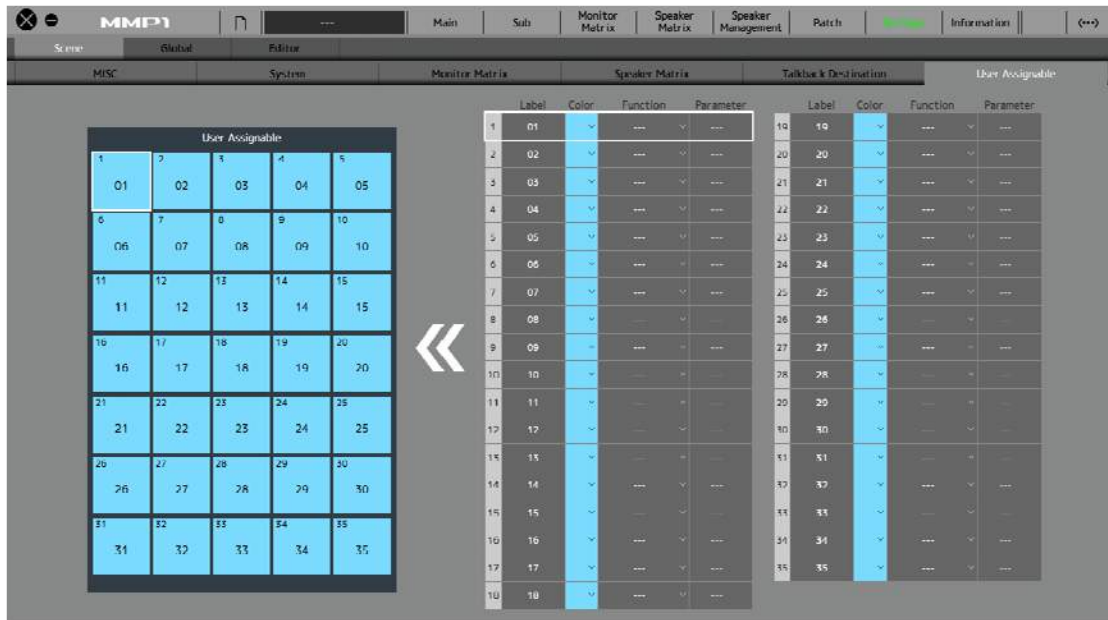
1. Talkback 1 (Mic 1) to Cue 1
2. Talkback 1 (Mic 1) to Cue 2
3. Talkback 1 (Mic 1) to Cue 3
4. Talkback 1 (Mic 1) to Cue 1/2/3 and Studio Speakers
5. Talkback 2 (Mic 2) to Cue 1
6. Talkback 2 (Mic 2) to Cue 2
7. Talkback 2 (Mic 2) to Cue 3
8. Talkback 2 (Mic 2) to Cue 1/2/3 and Studio Speakers

Destination	1	2	3	4	5	6	7	8
Mic 1	<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"/>
Mic 2	<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"/>
Cue 1	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cue 2	<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"/>
Cue 3	<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"/>
Cue 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cue 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cue 6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cue 7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cue 8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Studio Speaker 1	<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"/>
Studio Speaker 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Studio Speaker 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Studio Speaker 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Studio Speaker 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Studio Speaker 6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Studio Speaker 7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Studio Speaker 8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 01	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 02	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 03	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 04	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 05	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 06	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 07	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 08	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 09	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 10	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 11	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 12	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 13	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 14	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 15	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 16	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 17	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 18	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 19	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 20	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 21	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 22	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 23	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 24	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 25	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 26	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 27	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 28	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 29	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX 30	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

[Settings – Talkback Destination]

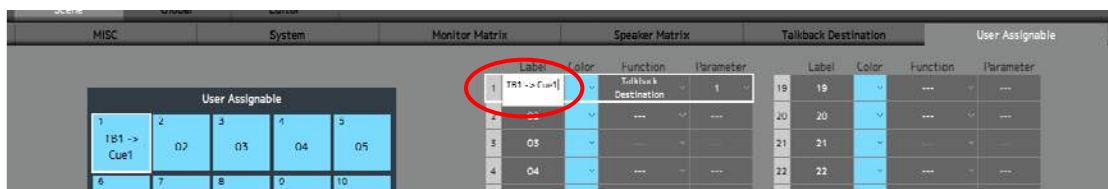
Once you have set up Talkback Destination, go back to User Assignable and create buttons for those destinations.

Go to Settings – User Assignable of MMP1 Editor.



[Settings – User Assignable]

Click on “01” of Label row, the label of the User Assignable button 01 can be changed. Type “TB1->Cue1”, hit Return (Enter) key and that label will appear on the button.



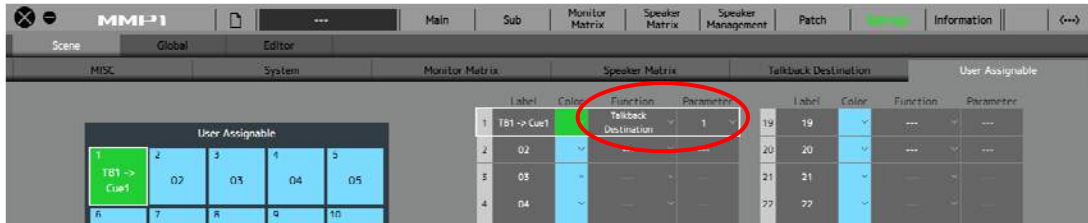
[User Assignable – Label]

Click on the color area and you will see the 16-color palette to choose button color from.



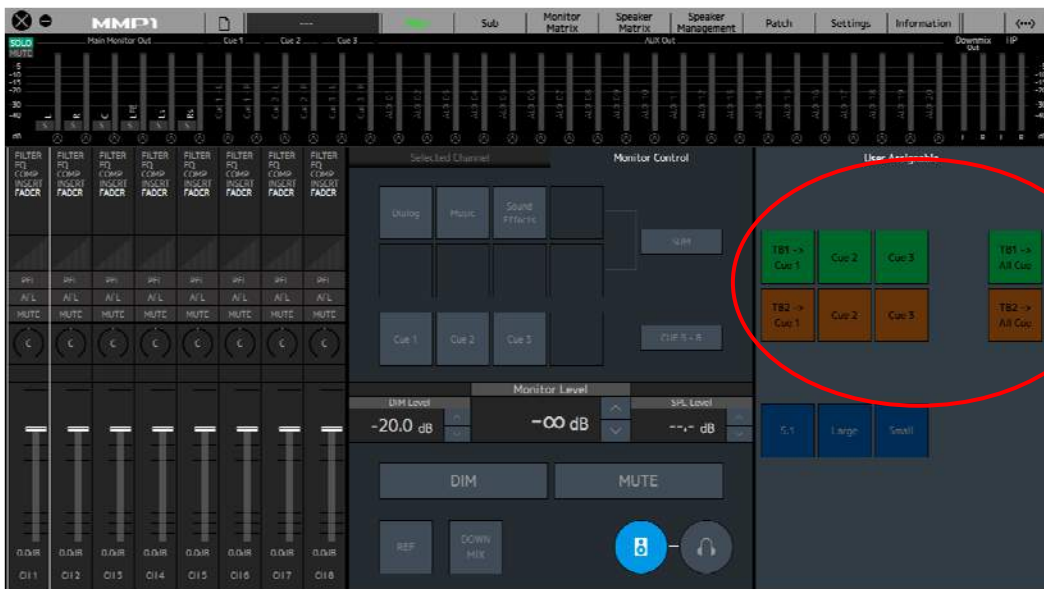
[User Assignable – Button color]

Choose “Talkback Destination” as Function, and “1” (#1 out of 8 Talkback Destinations) as Parameter respectively.



[User Assignable – Function/Parameter]

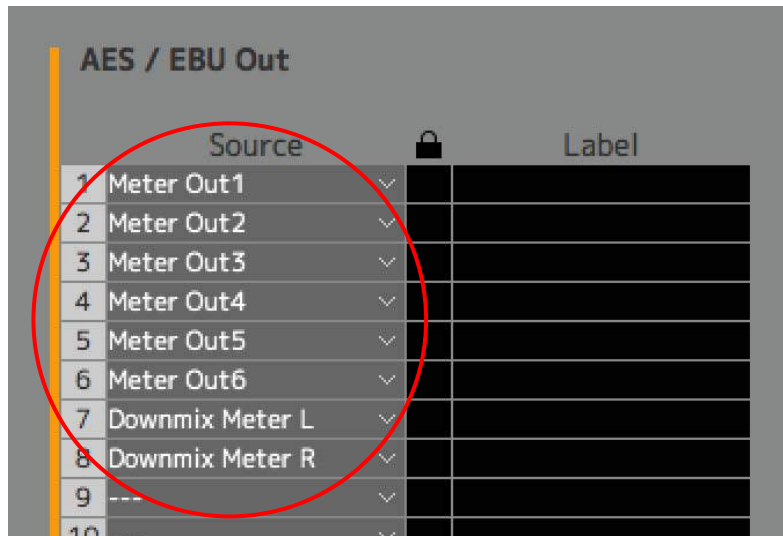
Considering the color and position of each button, configure other User Assignable buttons. When configured, check those buttons in the Main window.



[Settings – User Assignable]

Assign VU Meter channels

Next, we will configure the AES/EBU channels for the VU meter. Choose each Monitor Matrix Output channel for the Source 1-6, and then Downmix Meter L and R for Source 7 and 8 respectively.



[Patch – Output Patch]

Assign the input microphones

Next, we will patch the microphones to the MMP1's Channel Strips, process those signals using EQ, Compressor etc., and send them to DAW inputs via Dante (earlier in 7-1.3, we have patched those Dante outputs to Dante Accelerator so they can be input to the DAW).



[Patch – Input Patch]

Dante Out				
	Source		🔒	
1	Speaker Set B 1	⌵		
2	Speaker Set B 2	⌵		
3	Speaker Set C 1	⌵		
4	Speaker Set C 2	⌵		
5	STU 1 - L	⌵		
6	STU 1 - R	⌵		
7	Cue 1 - L	⌵		
8	Cue 1 - R	⌵		
9	Cue 2 - L	⌵		
10	Cue 2 - R	⌵		
11	Cue 3 - L	⌵		
12	Cue 3 - R	⌵		
13	CH Strip Out1	⌵		
14	CH Strip Out2	⌵		
15	CH Strip Out3	⌵		
16	CH Strip Out4	⌵		

[Patch - Output Patch]

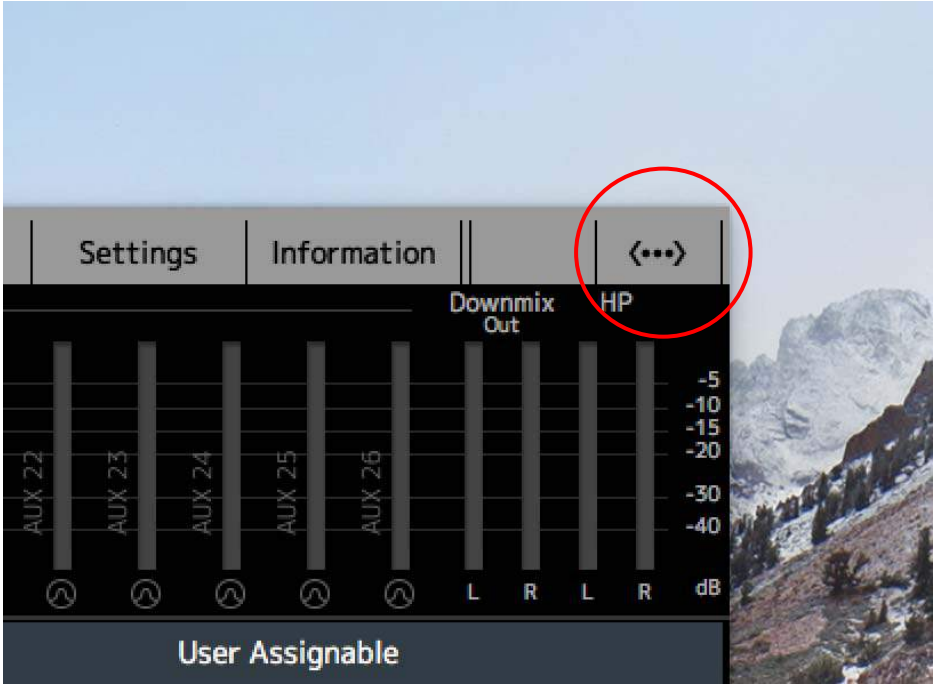
Configure Bass Management

Regarding the bass management (that we have turned on in the Setup Wizard), go to Speaker Matrix and you will see each channel with Low Pass Filter applied is sent to the LFE channel so you can adjust each trim, and also select the process type (IIR/FIR) and the filter slope of each channel in Settings – Speaker Matrix page.

Speaker Matrix In					Speaker Matrix Out											
Source	Type	Trim	Process Type	Filter Setting	A	A	A	A	A	A						
					1	2	3	4	5	6	7	8	9	10		
1	I	Monitor	0.0dB	IIR	HPF 80Hz(12dB/Butt)	█										
2	L	Monitor	0.0dB	IIR	LPF 80Hz(24dB/Butt)		█									
3	R	Monitor	0.0dB	IIR	HPF 80Hz(12dB/Butt)			█								
4	R	Monitor	0.0dB	IIR	LPF 80Hz(24dB/Butt)				█							
5	C	Monitor	0.0dB	IIR	HPF 80Hz(12dB/Butt)					█						
6	C	Monitor	0.0dB	IIR	LPF 80Hz(24dB/Butt)						█					
7	LFC	LFC	0.0dB	IIR								█				
8	Ls	Monitor	0.0dB	IIR	HPF 80Hz(12dB/Butt)								█			
9	Ls	Monitor	0.0dB	IIR	LPF 80Hz(24dB/Butt)									█		
10	Rs	Monitor	0.0dB	IIR	HPF 80Hz(12dB/Butt)										█	
11	Rs	Monitor	0.0dB	IIR	LPF 80Hz(24dB/Butt)											█
12	---	---	0.0dB													
13	---	---	0.0dB													
14	---	---	0.0dB													

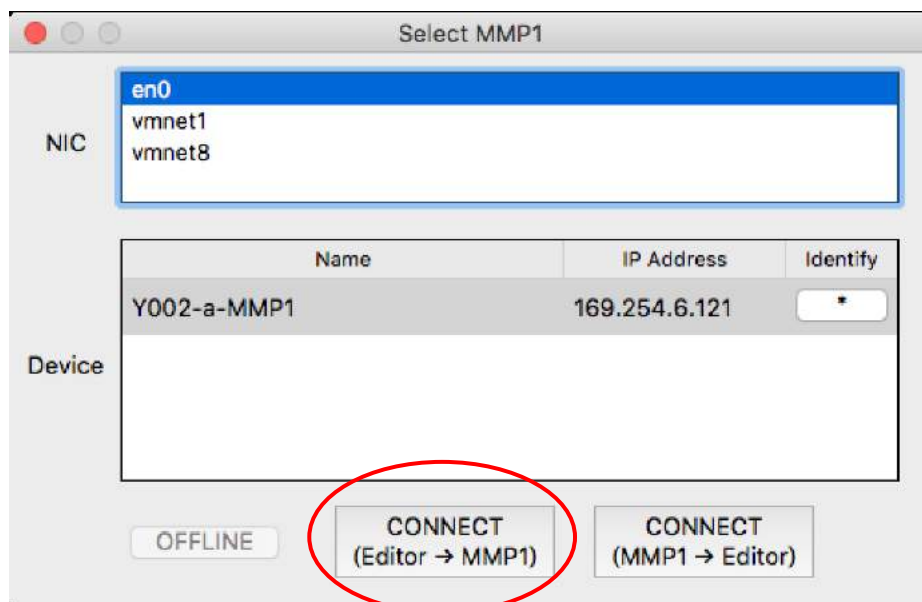
[MMP1 Editor – Speaker Matrix]

Now we have completed offline settings. Connect MMP1 and the PC via switch and run MMP1 Editor to synchronize it with MMP1. Click on the sync icon at the top right.



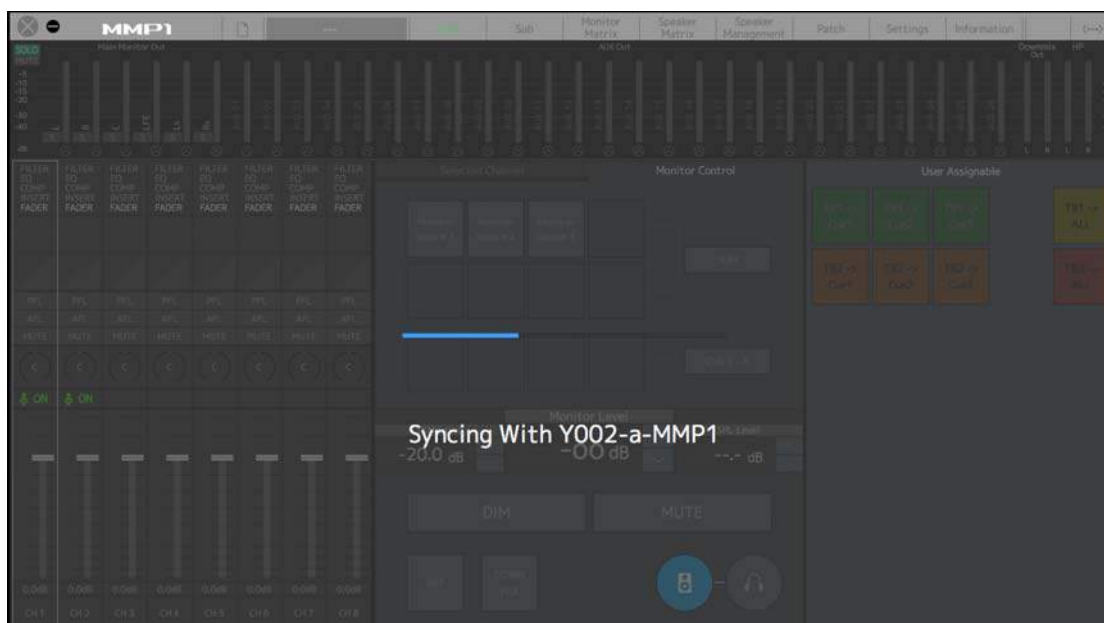
[MMP1 Editor – Synchronization icon]

Choose the NIC (network interface) to connect to MMP1with, and the MMP1 units that can be connected are shown in the Device area. As we are sending the data we have just created to the MMP1 unit this time, Click on “CONNECT (Editor -> MMP2)” button.



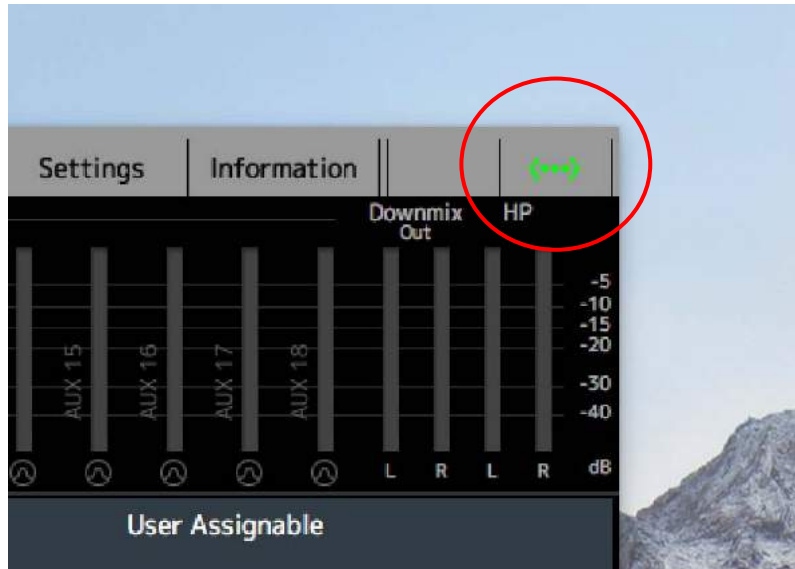
[MMP1 Editor – Select MMP1]

Then the synchronization will begin.



[MMP1 Editor Synchronization]

When the synchronization is finished, the green icon on the MMP1 Editor will light so it indicates that MMP1 and MMP1 Editor are online.



[MMP1 Editor – Online status]

6-3. Configuring MMP1 Controller

Here we are going to learn how to connect iPad to MMP1, and how to configure them so you can remotely control MMP1 from MMP1 Controller.

Wireless connection with iPad

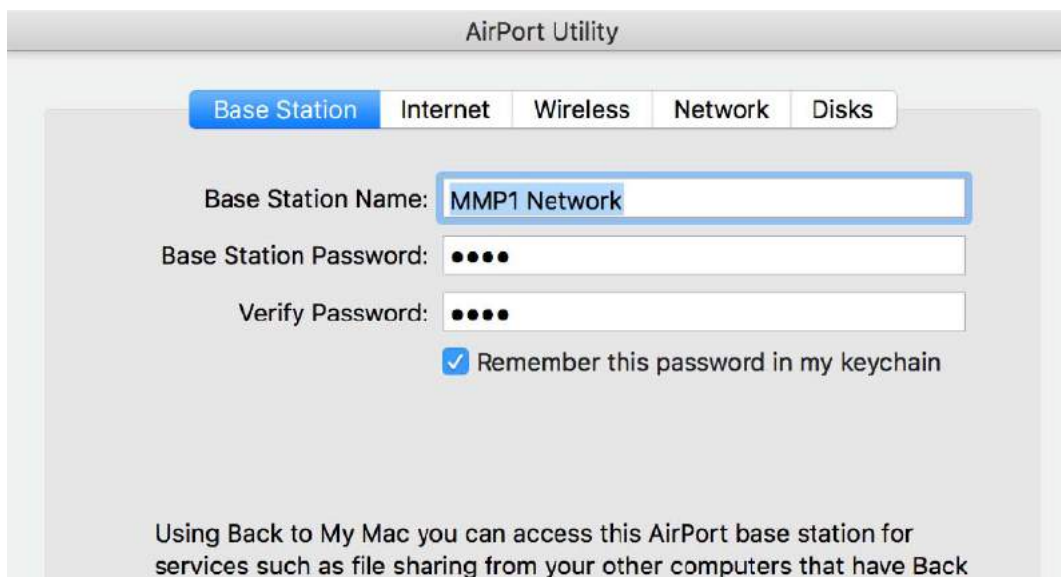
In case you want to connect iPad to MMP1 wireless, use a Wifi access point. In this example, we will use Apple AirMac Extreme as the Wifi access point. Once you have connected the LAN port of AirMac to the switch, configure the AirMac by using AirPort Utility.



[Apple AirPort Utility]

You will see warning messages when you connect the PC to the AirMac such as no Internet Connection and No DNS Servers, simply ignore those messages.

Click on the AirMac icon and you will see an popup window. And click on Edit button. Type a name for the Base Station and the password for it.



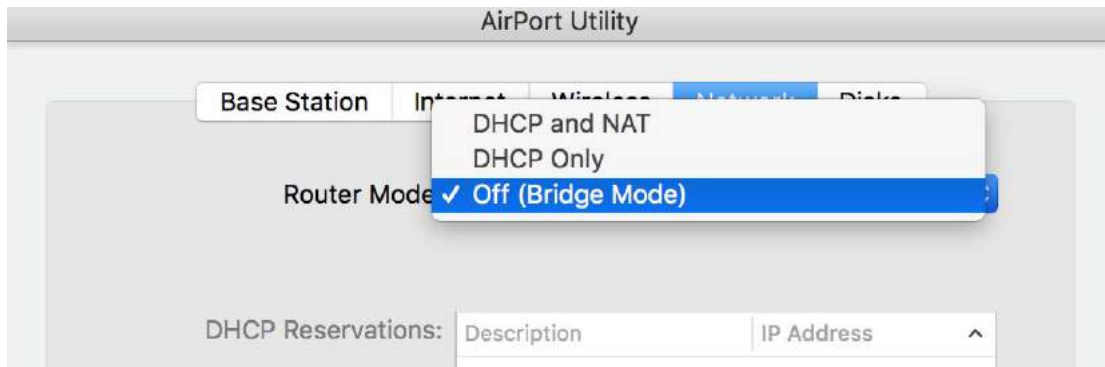
[AirPort Utility - Base Station]

Next, set the password for WiFi connection in the Wireless page. For Wireless Security, choose “WPA/WPA2 Personal”.



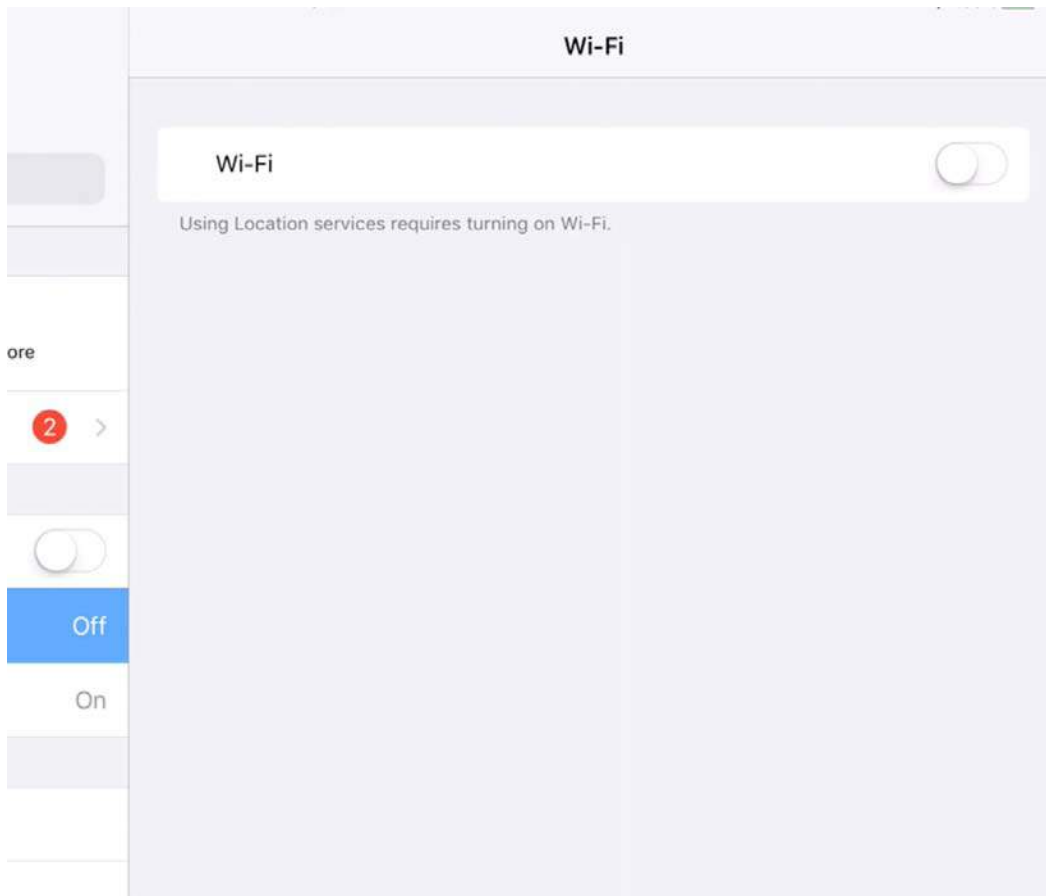
[AirPort Utility - Wireless]

In the Network tab, make sure you choose “Off (Bridge Mode)” as Router Mode.



[AirPort Utility - Network]

Now the AirMac is configured and next we are going to connect the iPad to this AirMac wireless. Open Setting and turn the WiFi on.



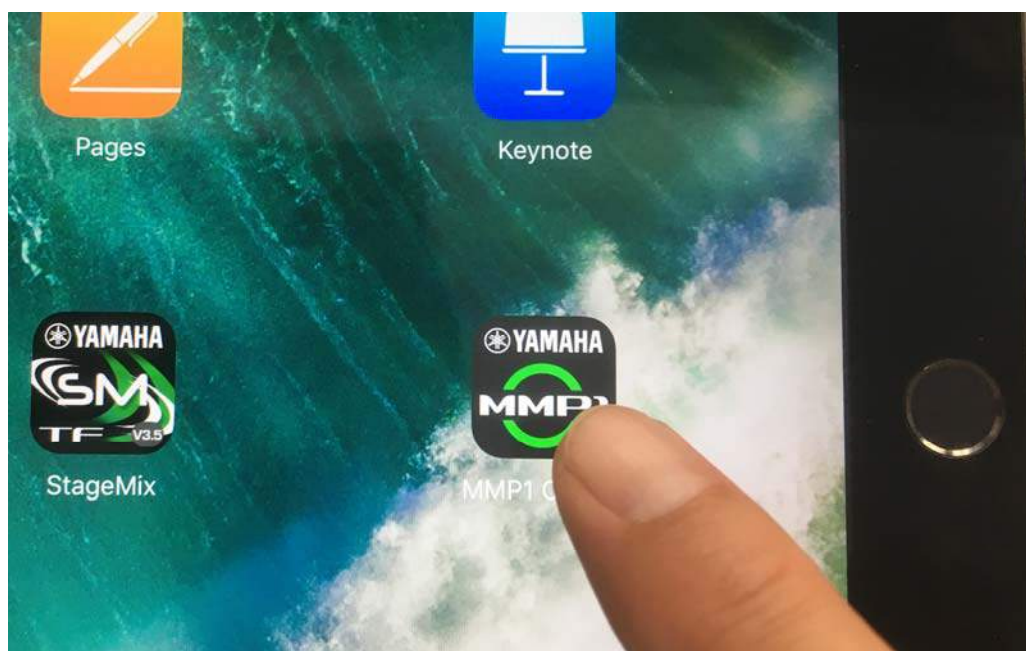
[Settings - Wi-Fi]

When you choose the AirMac, you will see the “No Internet Connection” message, there will be no problem.



[Settings – Wi-Fi]

Tap on MMP1 Controller icon and MMP1 Controller will run.



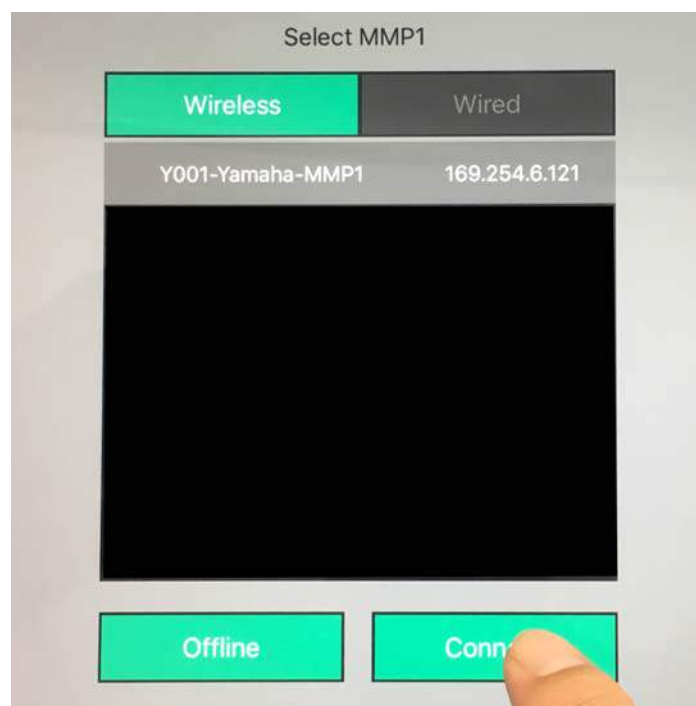
[Yamaha MMP1 Controller]

Tap on the icon at the upper right-hand corner for synchronizing MMP1 Controller and MMP1.



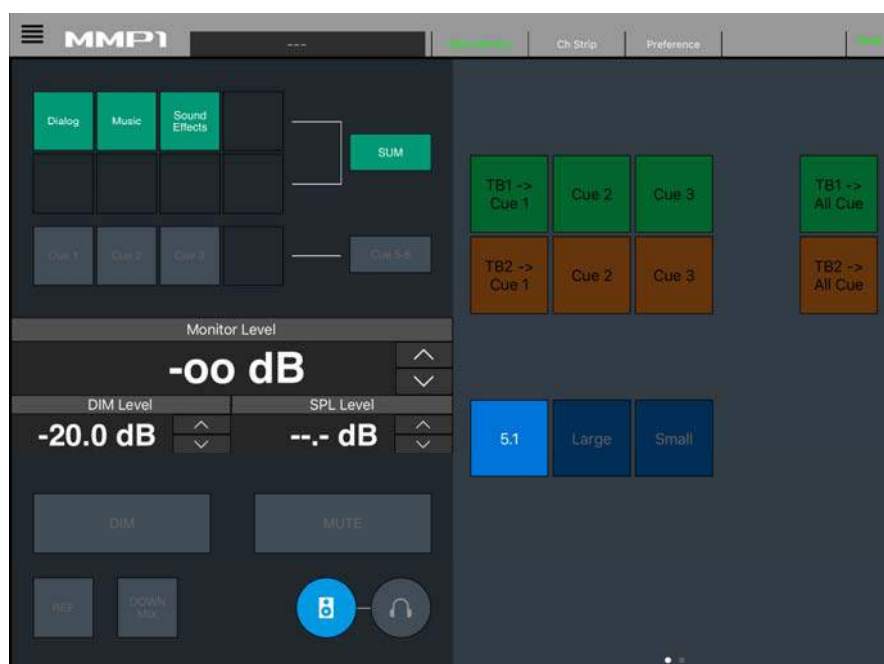
[Sync icon at the upper right]

When you see the following screen, tap on “Connect” and the synchronization will occur.



[Select MMP1 - Wireless]

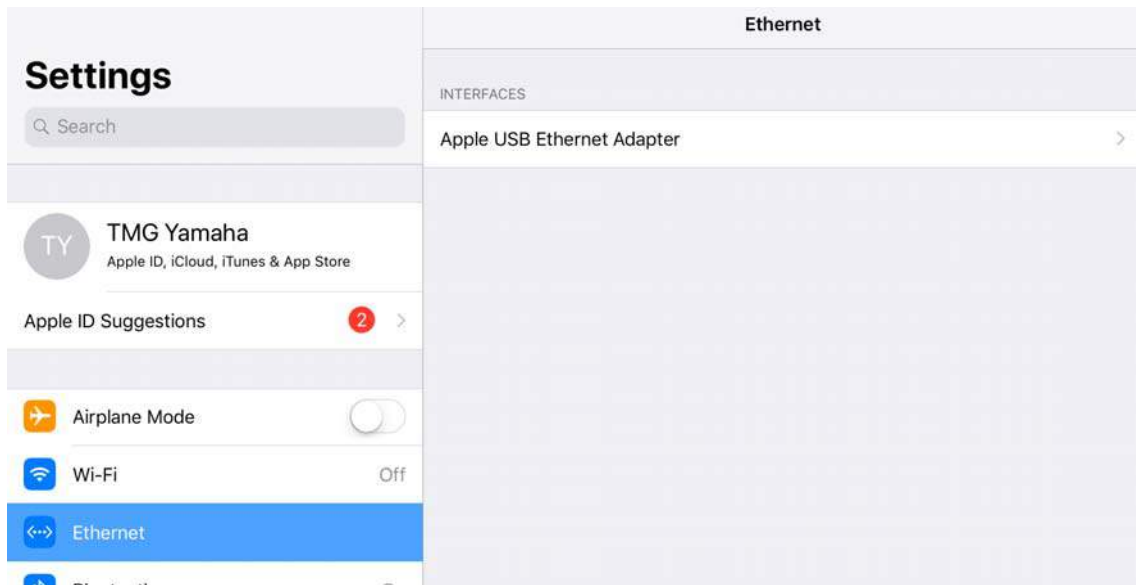
Now the MMP1 Controller is online and you can remotely control MMP1 from it.



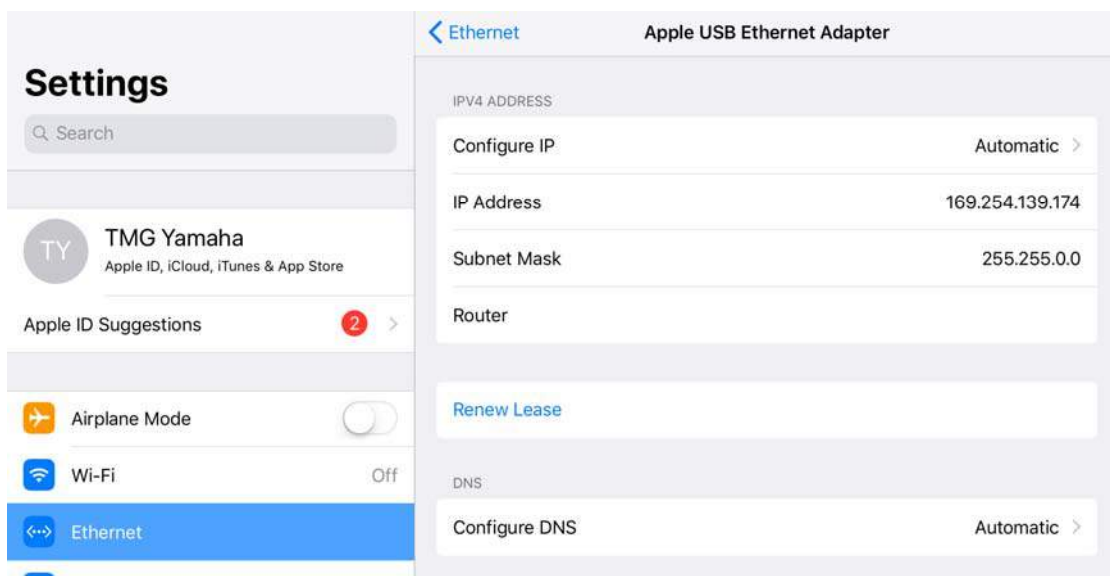
[MMP1 Controller - online]

Wired connection with iPad

In order to connect iPad via LAN cable, you will need to use the two adapters described earlier and configure iPad connected to the switch. Make sure “Apple USB Ethernet Adapter” is shown, tap on that and you will see the IP address and other setting in the next page (in this example, we are using Auto IP addressing so make sure each IP address is set at 169.254.xxx.yyy with the subnet mask of 255.255.0.0).

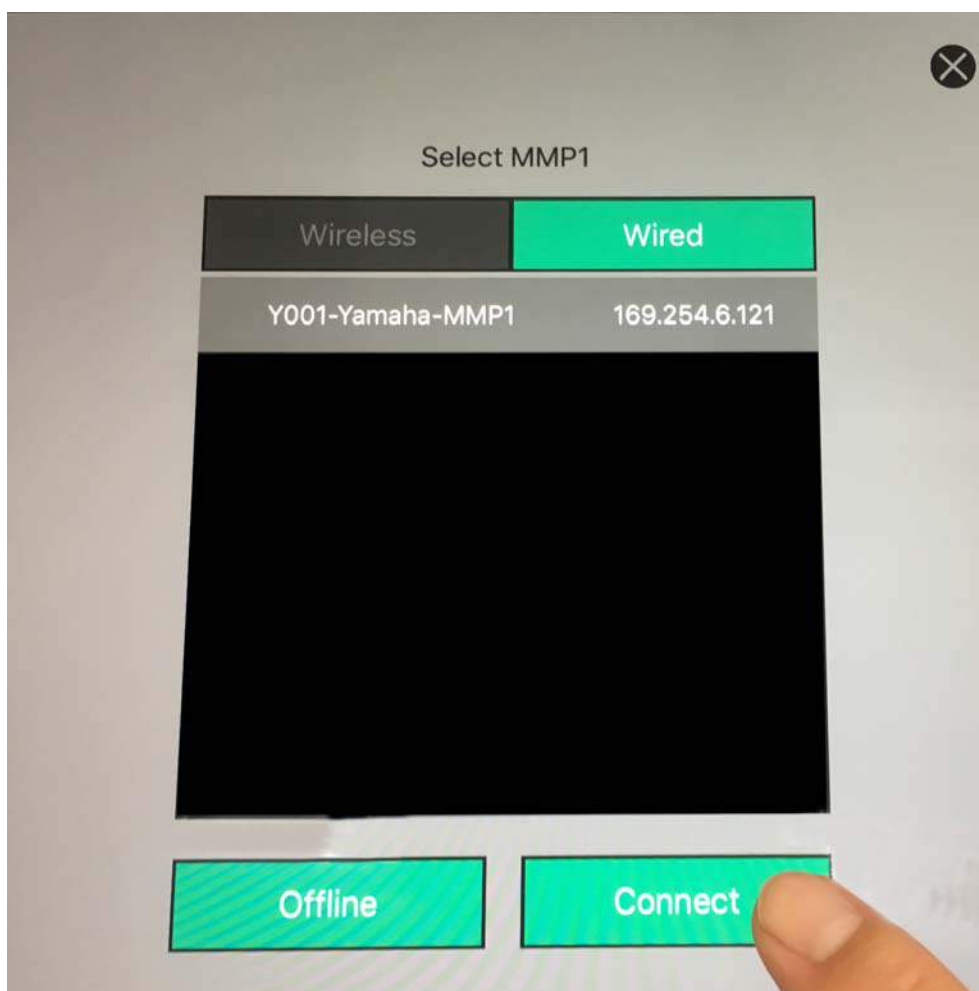


[Settings - Ethernet]



[Settings – Ethernet – Apple USB Ethernet Adapter]

Run MMP1 Controller and tap on the icon at the top right-hand corner and the following window will open. Tap on “Wired” and make sure the device name and the IP address of the MMP1 are shown. Tap on “Connect” button and the synchronization will occur.



[Select MMP1 - Wired]

Now the MMP1, MMP1 Editor and MMP1 Controller are online and you are ready to get started.

