Pro Tools | S6 Guide

Software Version 3.7

Legal Notices

Guide Part Number 9329-65887-00 REV A 10/17

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Part I: Introduction

Chapter 1: Introduction

Pro Tools® | S6 is a modular, ergonomically designed control surface for Pro Tools® | Software and EUCON™-compatible digital audio workstations (DAWs). S6 uses the EUCON Ethernet protocol to provide fast, reliable data transmission. S6 is flexible and scalable. Modules can be arranged in many ways, and can be added to address new workflows or increase the number of strips.

S6 is tightly integrated with all EUCON-compatible DAWs, providing access to many key commands, menu items, and controls. The Master Module and Automation Module each have editable Soft Keys that offer single-switch access to automation, editing, session management, and other commands.

S6 provides substantial visual feedback to let you quickly identify tracks and their functions. Each strip inherits its color from the audio application (if assigned), and module controls light in different colors for each function. Display Modules can display high-resolution, multichannel colored meters, waveforms, automation data, and functions.

Modules

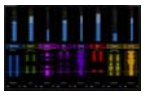
S6 systems can include the following modules:

Master Module

This is the central hub for S6 operations. It uses a touchscreen and other controls to let you select, mute, solo, enable record and input, and edit track functions. All S6 configurations must have one Master Module. The Master Module displays the Home, Tracks, Monitoring, and Settings Screens, and provides knobs, switches, and a touchscreen that let you configure and manage your system, navigate through your session's tracks, and perform many recording, monitoring, routing, and mixing tasks.

Automation Module

This module includes Transport Controls, Jog/Shuttle Wheel, Attention Track Fader, and other controls.



Display Module

Each of its eight strips can display metering, editable waveforms, and other functions. Display Modules can also be configured as Master Meter Modules.

Knob Module

Each of its eight strips has four knob sections with displays.

Process Module

Each of its eight strips has one knob section with a display, and multiple function switches.

Fader Module

Each of its eight strips has a motorized fader, meter, mute, solo, automation and other switches, an Attention key, and a display.

Master Joystick Module

The Master Joystick Module provides two touch-sensitive joysticks, a central pan display, dedicated panning mode switches, and other displays and controls.

Master Post Module

The Master Post Module provides monitor and punch paddles like a traditional PEC/DIR panel, along with other track controls, a monitoring section, and a bank of Soft Keys.

System Configurations

S6 offers two tiers of systems scaled for different installation sizes and requirements:

S6 M10 Built around the M10 Master Module, are suitable for smaller configurations, accommodating 8 to 24 fader strips per frame, and supporting up to two connected workstations. M10-based systems do not support Display Modules.

S6 M40 Built around the M40 Master Module, are suitable for larger configurations (up to 64 or more fader strips), are expandable, support up to eight connected workstations, and support Display Modules.

System configurations are described by their processor (M10 or M40), the number of fader strips in the system, and the number of knobs per fader strip. For example, an M10 16-5 system includes an M10, 16 fader strips, and 5 knobs per strip.

Surface Configurations

Modules can be arranged in many different ways. Figure 1 shows two arrangements for an S6 M10 8-5 configuration: One Fader Module (8 strips), one Process Module (1 knob per strip), and one Knob Module (4 knobs per strip), for a total 5 knobs per strip.

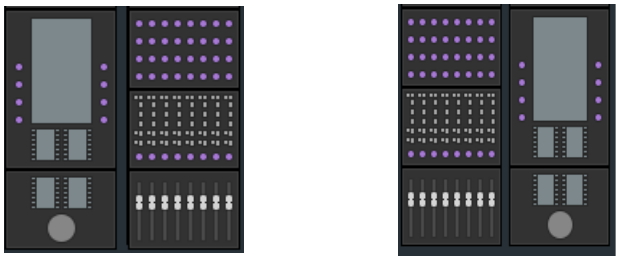


Figure 1. Two 8-strip S6 M10 arrangements

Figure 2 show three arrangements for an S6 M10 16-5 configuration: Two Fader Modules (16 strips), two Process Modules (each providing 1 knob per strip), and two Knob Modules (each providing 4 knobs per strip), for a total 5 knobs per strip.

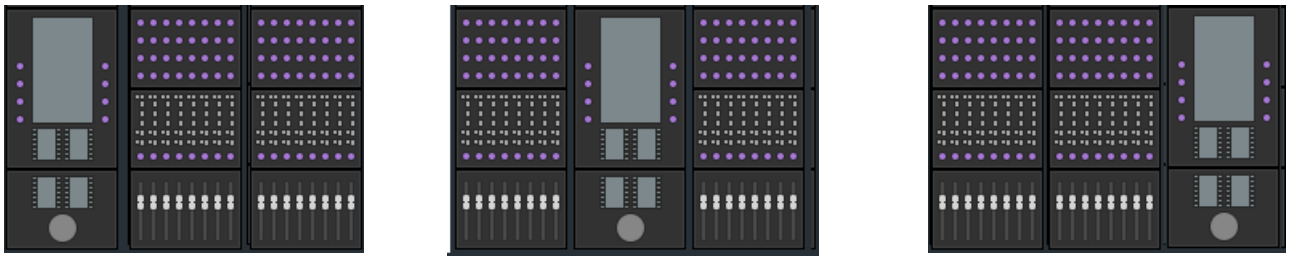


Figure 2. Three 16-strip S6 M10 arrangements with Master Modules to the left, in the center, and to the right of the Channel Modules

Figure 3 shows one arrangement for an S6 M40 32-9-D configuration: Four Fader Modules (32 strips), four Process Modules (1 knob per strip), eight Knob Modules (8 knobs per strip), and four Display Modules (D), for a total 9 knobs per strip.

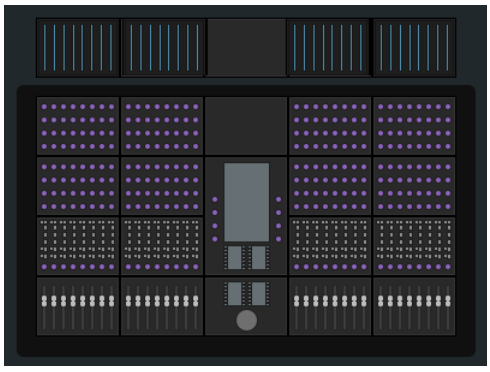
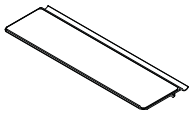


Figure 3. 32-strip S6 M40 arrangement with Display Modules

Frames and Hardware Options

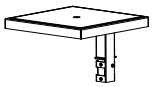
S6 systems can be assembled as desktop systems or mounted onto a Leg Frame.

You can add any of the following hardware options to all S6 systems.



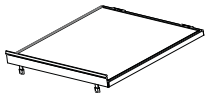
Keyboard Tray

A tray that fits into the Bolster to provide a movable platform for a computer keyboard.



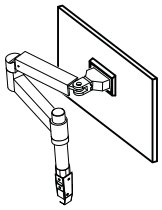
SpeakerDeck

A platform that can be assembled in short (shown) or tall configuration to place speakers.



Script Tray

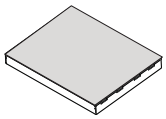
A tray for scripts, notes, and cue sheets that rolls above Knob Modules.



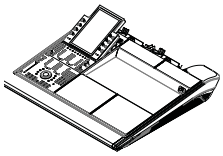
VESA Mount

Consisting of a mounting post and adjustable VESA arm, the VESA Mount lets you mount a computer display and position it as close to the operator as desired.

Fill Panels

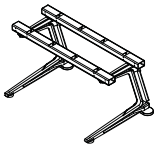


Standard Fill Panels (Large or Small) fill empty slots in a chassis. Additional Fill Panels are available for custom configurations, including the Frame Panel Large Center (for configurations in which the Master Module is in slot 1 above the Bolster), and the Mini Fill Panel (to put a Process, Knob, Master Joystick or similarly sized module in slot 1).



Producers Desk

The Producers Desk option consists of two chassis that include a special Inlay panel that spans both chassis. The inlay provides space for you to position computer displays and a keyboard. You can also add modules to either or both chassis of the Producers Desk.



Leg Frames, Leg Frame Extension, and Leg Frame Join Modules

Leg Frames provide a sturdy, ergonomic stand for S6 systems that are five or more chassis in width. Leg Frame systems include “L” in their name (such as S6 M40 32-9-D-L). The Leg Frame Extension is a single-chassis wide shelf that lets you expand a Leg Frame by one or two chassis. Leg Frame Join Modules let you attach two or more Leg Frames together to form a larger frame.

Instructions for installing a Keyboard Tray, SpeakerDeck, Script Tray, VESA Mount, Frame Panel Large Center, Mini Fill Panel, Leg Frame Extension and Leg Frame Join Module are included with the hardware option. Leg Frames options and Producers Desks are explained in the *S6 Installation Guide.*

System Requirements and Compatibility

S6 Software requires a compatible version of Pro Tools., and is also compatible with other EUCON™-aware applications. For a list of supported applications, system requirements, and other compatibility information, visit:

http://www.avid.com/products/pro-tools-s6/specifications

Activation and Registration

Activate your S6 system software on-line as instructed later in this guide. You must use the System ID on the included *S6 System Software Activation Card* to activate and download all S6 system software and documentation. You will also need to activate your S6 software license after installing the software.

If you are upgrading a system, check your Avid account for the latest S6 system software.

About This Guide

This guide provides a basic overview of S6 features and functionality.For complete instructions on connecting and configuring your system, see the *S6 Installation Guide*.

Conventions Used in This Guide

All of our guides use the following conventions to indicate menu choices and key commands:

Convention	Action
Settings > Surface	From the touchscreen Settings screen, navigate to the Surface page
Control+N	Hold down the Control key and press the N key
Control-click	Hold down the Control key and click the mouse button

- The names of Commands, Options, and Settings that appear on-screen are in a different font.
- The names of **physical controls** on the surface are shown in bold.

The following symbols are used to highlight important information:

User Tips are helpful hints for getting the most from your system.

Important Notices include information that could affect your data or the performance of your system.

Shortcuts show you useful keyboard or mouse shortcuts.

Cross References point to related sections in this guide and other Avid guides.

How to Use this PDF Guide

These are some useful features of this PDF:

- The Bookmarks on the left serve as a continuously visible table of contents. Click on a subject heading to jump to that page.
  - Click a + symbol to expand that heading to show subheadings. Click the – symbol to collapse a subheading.
- The Table of Contents provides active links to their pages. Select the hand cursor, allow it to hover over the heading until it turns into a finger. Then click to locate to that subject and page.
- All cross references in **blue** are active links. Click to follow the reference.
- Use Acrobat shortcuts to navigate back to the previous view (Option+Left Arrow (Mac)/Alt+Left Arrow (Windows))
- Select Find from the Edit menu to search for a subject.

Resources

The Avid website (www.avid.com) is your best online source for information to help you get the most out of your S6 system. The following are just a few of the services and features available.

Account Activation, Product Registration, and License Activation

Activate your product to access downloads in your Avid account (or quickly create an account if you don't have one). Register your purchase online, download software, updates, documentation, and other resources. Activate your software license.

https://www.avid.com/account

Support and Downloads

Contact Avid Customer Success (technical support); download software updates and the latest online manuals; browse the Compatibility documents for system requirements; search the online Knowledge Base or join the worldwide Avid user community on the User Conference.

For S6 support, contact us using the Audio Annual Contract Support line for your geography listed here:

http://www.avid.com/Support/Contact/audio-support

For S6 support, trouble-shooting, and downloads, visit:

http://avid.force.com/pkb/articles/faq/Avid-S6-Support

Training and Education

Study on your own using courses available online or find out how you can learn in a classroom setting at an Avid-certified training center.

For example, check out the series of **Get Started Fast with S6** video tutorials, available on YouTube.

Products and Developers

Learn about Avid products; download demo software or learn about our Development Partners and their plug-ins, applications, and hardware.

https://www.avid.com/Products/index.html

News and Events

Get the latest news from Avid or sign up for an S6 demo.

Part II: Getting Started

Chapter 2: First Time Setup

S6 modules communicate with digital audio workstations over an IP Ethernet network. All S6 modules and one or more workstations must connect to the supplied Ethernet switch.

Before connecting any workstations to S6, you must do the following:

- Start up the system for the first time to confirm basic installation.
- Activate your account for S6 by logging into your Avid account (or creating a new one, if necessary).
- Download and install the most recent S6 Master Module software. Download (but do not yet install) the most recent Workstation software.
- Activate your S6 software.
- Install Workstation software (Mac and/or Windows) on all workstations you plan to connect to S6.
- Make Ethernet connections between your S6 and workstations.
- Configure S6.

Important!

The EUCON performance improvements introduced in v3.5 make it and all later versions (including v3.7) incompatible with v3.4.x and previous versions of EUCON and EuControl. As a result, version 3.7 and future versions must not be run on the same network (subnet) as any 3.4.x or previous EUCON Surface software.

- To get the latest version of EuControl software for S3, Dock, and Artist Series, download them from your **Avid Account** or visit **http://www.avid.com/products/artist-control/learn-and-support.**
- For System 5-MC and MCPro, visit **System 5-MC and MC Pro Documentation and Software**.
- For System 5, use version 6.1 or later. For more information, visit:
  http://avid.force.com/pkb/articles/user_guide/System-5-and-S5-Fusion
  For System 5 software downloads, log in to your **Avid Account** or contact **Avid support** for details.

Starting Up the System for the First Time

To start up the system for the first time:

1. Make sure you have connected the S6 Power Strip to a UPS, power conditioner, or other switchable power source.
2. Turn on power to S6 from the power device.
3. When the system is fully started, if the touchscreen displays an End User License Agreement and the following message, you must install updated software before you can continue:
   Welcome to Avid S6
   Before continuing, please choose Shut Down and then follow the instructions on the Registration and Activation cards included in the front of the S6 Installation Guide to register and activate your purchase on-line so that you can download and install important software updates.
4. Press (or tap) Logout.
5. Proceed to **S6 Software Activation**.

Be sure to Activate your purchase using the included Activation card so you can receive your software license and software updates directly in your Avid account.

S6 Software Activation

1 (Required) Use the System ID on the included *S6 System Software Activation Card* to activate your Avid account for S6:

- Go to **https://my.avid.com/products/Hardware/Console** and log into your Avid Account (or create a new one, if necessary).
- Enter the System ID from the S6 System Software Activation Card (shown at right) included in the Master Module package.

Your System ID can be found on the *S6 System Software Activation Card* included in the front pouch of the *S6 Installation Guide*. Activating deposits your S6 software *Activation ID* number into your account, which you will use later to acquire your S6 software license, as well as software downloads and documentation.

2 (Required) Acquire your S6 Software License.

- Make sure you are still logged into your Avid Master Account at **www.account.avid.com**.
- Retrieve your Activation ID number (My Products and Subscriptions > Pro Tools | S6 M40/M10 Software and Support).
- You will use this number later to activate your new software license.
- After a few moments you will be taken to the S6 section of your My Products and Subscriptions page where software updates, Workstation software, documentation, and other resources are available.
- Download the latest versions of the S6 Master Module Software, Workstation (Mac or Windows), and S6 documentation from your Avid account to your computer.
- Insert a USB flash drive into an available USB port on your computer.

⚠ *Do not use the System Restore USB drive! Use a separate USB flash drive.*

- If necessary, extract (decompress) the .ZIP file containing the Master Module software to unzip it.
- Copy the resulting file (.exe) to the top (root) level of your USB drive, then remove (eject) the USB drive.

3 (Optional) Register your hardware.

Follow the instructions on the Registration Information Card.

Logging in as Administrator and Updating Master Module Software

To install and update S6 Master Module software:

1 If you have not already done so, navigate the touchscreen to the Settings > About page and press Logout.

2 Select Administrator. When prompted enter the following default password: password

3 Click the File Explorer tile.

4 Plug the USB flash drive with the downloaded S6 Master Module installer into one of the available USB ports on the back of the Master Module. The USB drive appears in the left hand column under Computer.

5 Tap on the USB flash drive to see the contents.

6 Launch (run) the S6MasterModuleInstall software from the flash drive by double-tapping on the icon.

Follow the instructions on-screen. After the installer has completed you will be prompted to restart the system.

7 Tap Yes to restart the system immediately.

- If after restarting the Software License Activation screen appears, proceed to **Activating Your Software License**.
- If not, proceed to **Installing S6 Supporting Software**.

8 Proceed to **Activating Your Software License**.

Activating Your Software License

S6 Master Module software is licensed and must be activated (offline or online) before it can be used. If the Software License Activation screen appears, do the following to perform an **Offline Activation**.

Offline activation requires a separate computer and USB flash drive. You can use the same USB flash drive on which you copied the S6MasterModuleInstall software.

⚠ *Do not use the System Restore USB drive! Use a separate USB flash drive.*

About Online Activation Online Activation should only be performed while in direct contact with Avid Customer Support.

Offline Activation

Make sure you have the System ID number and software Activation ID, and also make sure you have installed the new software and restarted your system.

To activate S6 software using offline activation:

1 After the system has restarted, the Software License Activation screen appears. Help text appears in the lower half of the screen.

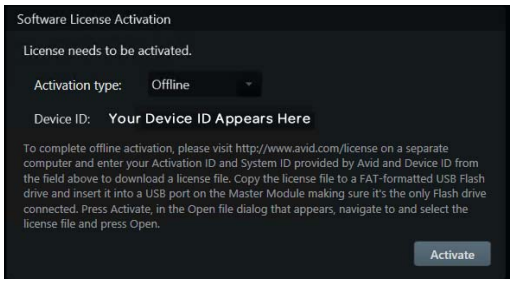


Figure 4. S6 Software License Activation screen for offline activation

2 Make sure Offline is selected for the Activation Type. If not, tap the selector and choose Offline.

3 On a separate computer go to **http://www.avid.com/license** to access the Software License Activation page.

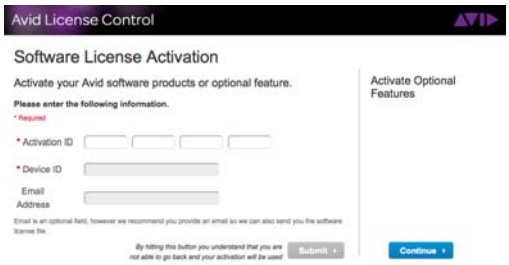


Figure 5. Software License Activation page

4 Enter the following information, making sure to enter all characters and numbers correctly (fields are not case-sensitive):

- Enter your Activation ID into the Activation ID field. Once entered, a System ID field appears. Press Tab to go to the next field.
- Enter your System ID into the System ID field. Press Tab to go to the next field.
- Enter your Device ID (shown on the S6 Software License Activation screen) into the Device ID field.

  When a valid ID number is entered into each field, a green check mark appears. If any characters are incorrect, and until the correct number of characters has been entered, an error message appears.
- (Optional) Enter the email address associated with your Avid account to receive an email with a copy of your license file.

5 Click Submit, then follow the instructions on-screen to do the following:

- Download the license file to your computer, then transfer the license file to a USB flash drive.

Do not use the System Restore drive. Use a separate USB flash drive (not included), formatted as FAT or FAT32.

- Remove the USB drive from your computer, then insert it into one of the USB ports on the back of the Master Module.

6 On the S6 touchscreen, tap Activate. A standard Windows Open dialog appears.

7 Navigate the dialog to the USB drive, select the downloaded license file (S6xxx...bin) and tap Open.
After a few moments your software will be activated.

8 After activating your software, if you are prompted to update module firmware after the system restarts do the following:

- In the Settings > Surface page, press Update, then press Start.

If no Update option is displayed either the system hasn't completely booted yet, or a module is selected on that screen. Wait for the system to finish starting up, and be sure no module is selected on-screen (indicated by a lit rectangle surrounding that module).

- When prompted, confirm the update and then wait until all modules have updated (which can take several minutes). Do not turn off any modules during this process. The screen displays a message confirming that the update has completed.

9 Proceed to **Installing S6 Supporting Software**.

Installing S6 Supporting Software

Your Avid Master Account also provides workstation software for Windows and Mac, and S6 documentation. XMON EUCON and Studio Monitor Pro2 software options are included in these installers.

Whenever you update S6 system software you must also update workstation software on all connected workstations.

EUCON software installs into a default directory for all EUCON devices (including Pro Tools | Dock, Pro Tools | S3, Artist Series,, System 5 and S6) allowing co-install of all software for these devices. In practice, this means you do not need to uninstall and re-install EUCON software if switching between different EUCON control surfaces.

After updating S6 system software, do the following:

1 If you have not already done so, on a separate computer navigate to account.avid.com, log in to your Avid Account and download WSControl (workstation) software, documentation, and other resources from the My Products section under Pro Tools | S6 M40/M10 Software and Support.

You can download these components directly to the workstation(s) you plan to use with S6, or to a USB flash drive as described in the following steps.

2 If necessary, transfer the installers to a USB flash drive.

Do not use the included System Restore USB drive! Use a separate USB flash drive.

To install WSControl (workstation) software:

1 Insert the USB drive containing the downloaded WSControl installer into an available USB port on your workstation.

2 Navigate to the USB drive, double-click the Workstation Software installer and follow the instructions on-screen. To install XMON EUCON or Studio Monitor Pro2 (Windows only) make sure their options are checked.

3 Proceed to **Connecting S6 to a Network**.

Connecting S6 to a Network

Each S6 module and workstation requires a valid and unique IP address in the same range. This IP address can be created from either of the following:

- The DHCP (Dynamic Host Configuration Protocol) server in the Master Module
- An external, third-party DHCP device, such as a standalone router

⚠ *A Windows workstation name with any of the following characters will not be able to connect to S6: / \ [ ] " : ; |< > + = ,? * _ See* **http://support.microsoft.com/kb/228275** *for more information.*

⚠ *Make sure you have followed all instructions in* **S6 Software Activation** *and installed the latest versions of S6 Workstation software (Mac and/or Windows) before connecting S6 to your workstations.*

Recommended Setup

Since S6 requires substantial bandwidth, and the network timing between modules is critical, we recommend installing S6 and your workstation(s) on an isolated network/subnet using the Master Module's internal DHCP server.

To connect S6 with your workstation(s) using the Master Module's internal DHCP server:

1 Connect the Master Module from Ethernet port 2 on its back panel to the supplied Ethernet switch.

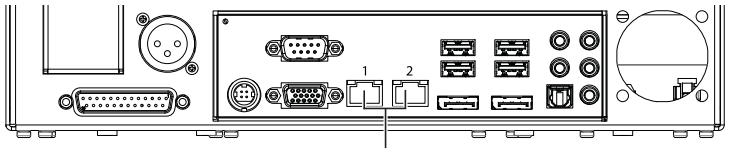


Figure 6. Master Module back panel Ethernet ports 1 (left) and 2 (right)

2 Connect all other S6 modules and workstations to the same Ethernet switch. *Do not connect any other equipment to this network.*

3 Set your workstation network adapters to: Obtain IP addresses automatically by DHCP (default).

If you must connect your workstation to a Wide Area Network (WAN) to access the Internet or a corporate network, we recommend using a workstation with two Ethernet ports.

To connect your workstation to a WAN:

1 Connect one port to the WAN.

2 Connect the other port to the S6 Ethernet switch.

3 On the workstation that will connect to this S6 system, do either of the following:

•Mac: Click the WSControl icon in the Mac menu bar at the top-right of the screen.

•Windows: Right-click the WSControl icon in the system tray at the bottom-right of the screen.

4 Select Network Setup.

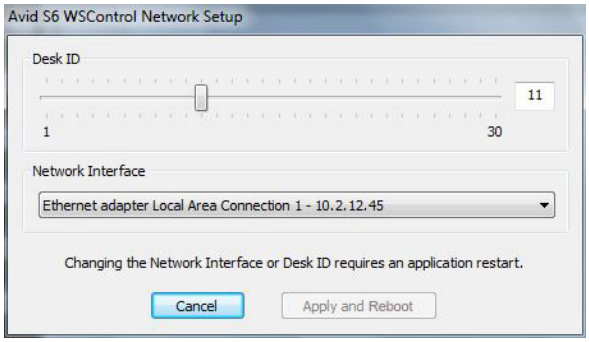


Figure 7. Setting the Desk ID in the Avid S6 WSControl Network Setup dialog

5 If your workstation has multiple networks attached, make sure the Network Interface selected is the one connected to your S6.

6 If you selected a new Network Interface, click Apply and Relaunch (Mac) or Apply and Restart (Windows) to reboot the workstation and restart WSControl.

See **"Configuring Multiple S6 Systems on One Network" on page 21** *to learn how to set the Desk ID for S6 and your workstations.*

The Master Module internal DHCP Server uses the following default settings:

	IP Address
Master Module	192.168.2.1
Host(s)	192.168.2.2 to 192.168.2.199
Reserved for Static use	192.168.2.200 to 192.168.2.254

Advanced Setup

To use a custom setup, you must have networking experience that may require accessing a WAN using a router, or installing the entire S6 network as part of a corporate network infrastructure.

If you will use a third-party DHCP device, Avid recommends the **Cisco RV325 Dual Gigabit WAN VPN Router**.

Other routers have not reliably met the timing requirements of the S6 modules.

To connect S6 to a DHCP router or server:

1 Connect the Master Module from Ethernet port 1 on its back panel to the supplied S6 network switch.

2 Connect all other S6 modules to the same switch.

3 Connect the S6 network switch to a LAN port on the third-party DHCP router.

4 Connect your workstation(s) to either the S6 network switch or the LAN ports on the router.
If your workstation has multiple networks attached, make sure the Network Interface selected is the one connected to your S6.

See **Configuring Multiple S6 Systems on One Network** *to learn how to set the Desk ID for S6 and your workstations.*

To connect S6 to a corporate network, consult your IT department for guidance.

Managing Network Connections

(Including Multiple, Selectable Network Connections)

The S6 Master Module can be connected to one or two networks simultaneously and choose between them in order to utilize Ethernet KVM switches, and/or to save Titles, User Preferences, custom Soft Key Appsets, and other S6 data to a WAN.

The following instructions are recommended primarily for single operator systems and basic S6/network configurations. There are many other options to configure systems without using the internal DHCP server. For more information and advanced configuration instructions, see the document S6 Networking Guidelines*, available from the S6 Support article on our Knowledge Base. This information is updated frequently as more supported workflows are added so check back regularly.*
http://avid.force.com/pkb/articles/faq/Avid-S6-Support.

Network ports can be configured from the S6 Surface > Local Options (Network Interface) screen of the Master Module. These settings make it easier to maintain network connections by letting you do the following:

- Set the Master Module NIC to either static IP or DHCP.
- Specify which static NIC will use the DHCP server.
- Define the IP range the DHCP server will serve.
- Select which NIC is the S6 network if both ports on the Master Module are connected.

Who Should Use These Settings

Do not use these settings if your system is working as expected, or if you do not have advanced network experience.

These settings are for advanced users with prior networking experience only. Incorrect settings could render your system inoperable. Consult your IT department for guidance if you are not sure of any of the required settings.

- If you have changed your network settings in any way it is likely that will not need to edit any of these settings.
- If you get a network error, however, use these settings to select the desired configuration.

To connect the Master Module to a different network in addition to the S6 EUCON network:

1. Make sure you are using the internal DHCP server for the S6 Network (Ethernet port 2 on the back of the Master Module).
2. Connect the other port (Ethernet port 1 on the back of the Master Module) to your other network.
3. Navigate to Settings > About, and choose Shut Down. Wait until the Master Module has completely shut down.
4. Start the Master Module by pressing the switch on the top panel, behind the touchscreen (near the Talkback Thru port). The following message should appear on the Master Module when it restarts.

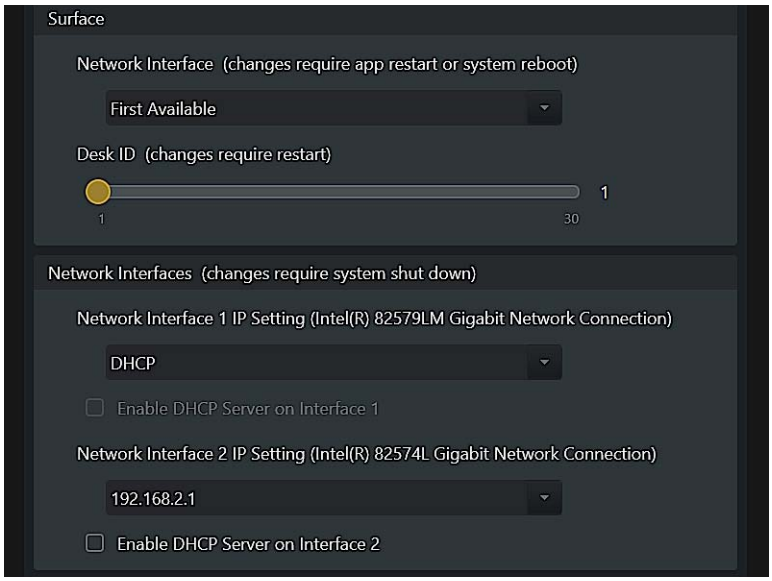
Multiple Networks message

If it does not, make sure port 1 has a valid network connection and IP address, and restart the Master Module again.

5. Tap to dismiss the message, then go to Settings > Surface and tap the Local Options (gear) icon at the lower right of the screen.

Local Options (gear) icon in Settings > Surface

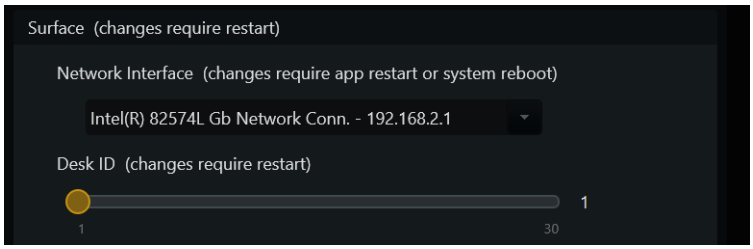
The Network Interface panel is displayed. The upper (Network Interface) section provides settings for a single S6 network connection. The lower (Network Interfaces) section provides settings for multiple S6 network connections.



Network Interface settings

6 Choose the correct adapter for the S6 using the Network Interface selector (the topmost settings).

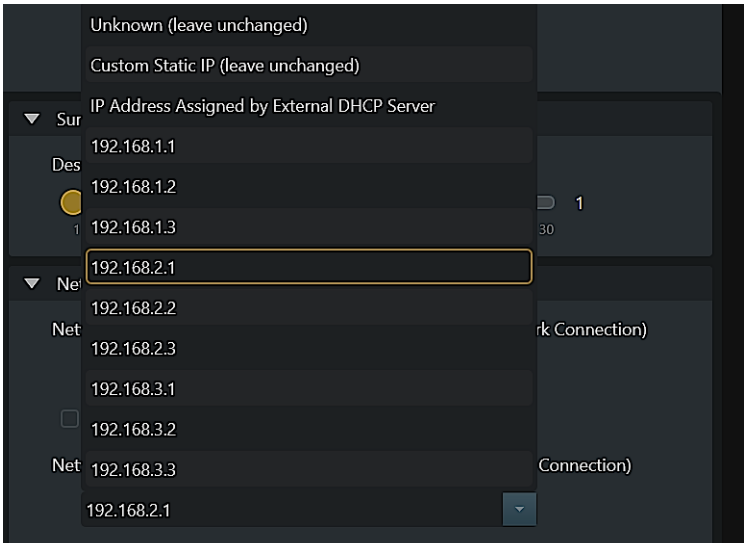
- If the Internal DHCP settings haven't been changed then this will be the network with 192.168.2.1 address as shown below.
- If the settings have been changed, or if you want to specify settings for the different adapters, continue reading.



Network interface configured for S6

To configure the Network Interface 1 **and** Network Interface 2 **settings for multiple network connections:**

1 Tap the Network Interface 1 IP Setting or Network Interface 2 IP Setting selector and choose an available setting.



Network interface selector

Choices include the following:

- Unknown (leave unchanged) Indicates a port that could not be determined at startup, such as if that port was not connected.
- Custom Static IP (leave unchanged) Indicates a port that was set to an IP outside the S6 expected range through the OS. This method is no longer recommended, and should only be used if for whatever reasons you need to continue using the previously available (pre-v3.5) method of editing the dhcpsvr.ini file manually.
- IP Address Assigned by External DHCP Server
- Range of supported IP addresses (192.168.2.0 – 192.168.10.3), with a fixed subnet mask of 255.255.255.0.

2 If desired, click to Enable DHCP Server on Interface 1 (or 2).

This setting is only available when you have set a static IP from the fixed range. It is unavailable if the NIC is set to DHCP or the Custom/Unknown setting.

3 Once the settings are changed, the NICs are updated and then the DHCP server scripts updated. The Database file will be deleted and the system will shut down automatically.

4 Wait for the Master Module to completely shut down, and then power cycle the entire S6 system (all modules.

⚠ *All modules and workstations must be power cycled after making changes to the NIC or DHCP settings. Failure to power cycle all modules and workstations can result in some or all modules on the wrong network.*

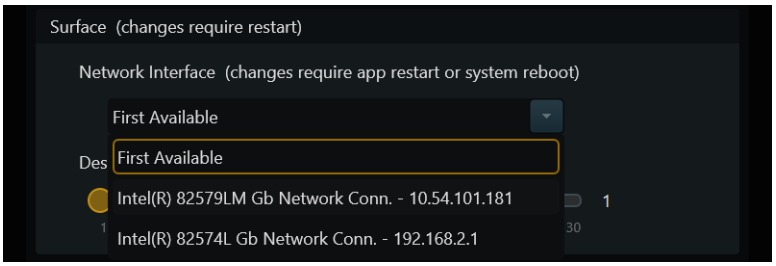
Desk ID

It is allowed, though not recommended, to change the Desk ID at the same time as changing other Network Interface settings. If the Desk ID or selected interface is changed, the system will automatically shut down (the DHCP server/NIC IP change takes precedence). It is likely that you will have to reselect the interface once the system starts up again and after you power cycle all modules.

To revert to a single (EUCON) network:

1 Go to Settings > Surface, click the Network Interface selector, and choose First Available.

This selects which NIC is the S6 network if both ports on the Master Module are connected.



Network Interface configured for just S6 (EUCON) network

2 Remove the network cable from Master Module port 1, then restart S6.

💡 *If you remove the cable without restarting, the next time the system is restarted a warning message is displayed. Follow the on-screen instructions to reset the Network Interface to First Available and restart.*

Starting Up and Shutting Down the System

This section describes how to start up and shut down the system. If it is the first time you are starting up the system, be sure to follow the instruction in **Starting Up the System for the First Time**.

Starting Up the System

To start up the system:

1. Make sure you have connected the S6 Power Strip to a UPS, power conditioner, or other switchable power source.
2. Turn on power to S6 from the power device.
3. When the system is fully started, follow any instructions that appear on-screen to update firmware, or to activate your software license. (For more information, see **S6 Software Activation**).
4. Proceed to **Configuring S6 the First Time**.

Shutting Down

Never power down the system while the Master Module is running. Always shut down the Master Module first.

To shut down the system:

1. Navigate the touchscreen to the Settings > About page and press Shut Down. Wait until the Master Module stops running.

⚠ *Always shut down the Master Module before powering down the system!*

2. Turn off power at the source device supplying power to the S6 Power Strip (UPS, power conditioner or other).

LED Indication of Module Power and Connection Status on System Startup

After you have updated and activated system software and configured the surface (as described in **Configuring S6 the First Time**), specific switch LEDs indicate the power and connection status for each module while the Master Module starts up. Use this status indication to determine whether a module belongs to a system or needs to be unclaimed before it can be attached to another system.

Power and Connection Status LEDs

Module	Switch LED
Fader Modules	Track Color, strip 1
Process Modules	Back switch, strip 1
Knob Module	Back switch, strip 1
Automation Module	Track Color switch (Attention fader)
Master Module	Back switch (lower left)
Master Joystick Module	Back switch (lower left)
Master Post Module	Track Color switch, strip 1

- When lit purple during system start up, the module is ready to use. This will only be the case after you have configured the surface as described in **Configuring S6 the First Time**.
- If lit yellow/orange, the module is powered but not claimed in the current Surface Configuration.
- Once the Master Module completes its startup, LEDs for all claimed modules clear. On unclaimed modules, the LED lights in addition to the standard LED indicators for an unclaimed module.

Configuring S6 the First Time

You must first assemble and connect your S6 system according to the procedures in the S6 Installation Guide. You must also install and activate S6 System Software before configuring the surface. See **Starting Up the System for the First Time**.

This section shows you how to do the following:

- Configure your S6 surface modules using the Surface page on the S6 touchscreen
- Connect S6 to your workstation(s) using the Workstation page on the S6 touchscreen
- Enable EUCON connectivity in your audio application

Configuring the S6 Surface

After installing or rearranging modules you must configure your surface using the Master Module Settings > Surface page.

To configure your S6 surface:

1 Access the Settings pages by doing either of the following:
   - Press the **Settings** switch on the Master Module.

Figure 8. Settings switch on the Master Module

2 Touch Surface along the top of the Settings screen to open the Surface page.

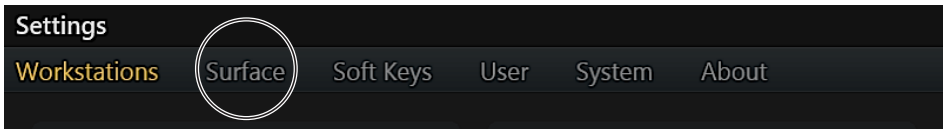


Figure 9. Top of Settings screen

3 Touch Config at the bottom-left of the Surface screen.

4 Touch Surface at the bottom-left of the screen.

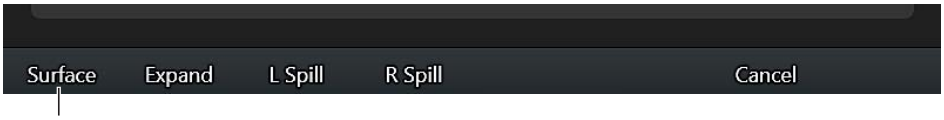


Figure 10. Surface button in Config screen

Config, Next, Undo, Cancel, and Done appear at the bottom of the touchscreen during this process. The instructions refer to touching these controls but you can also press their Master Module Main Menu switches below them.

After completing the instructions in this section, you can use the **Expand** *command to designate Attention Expand modules.*

5 Select your Frame Width and Frame Depth using their drop-down selectors.

- Select your Frame Width (the number of chassis assembled to form the system Frame).
- Select your Frame Depth. Select 4 if your frame uses Frame Chassis Small (supports one Knob Module per chassis) and 5 if Frame Chassis Large (supports two Knob Modules per chassis).

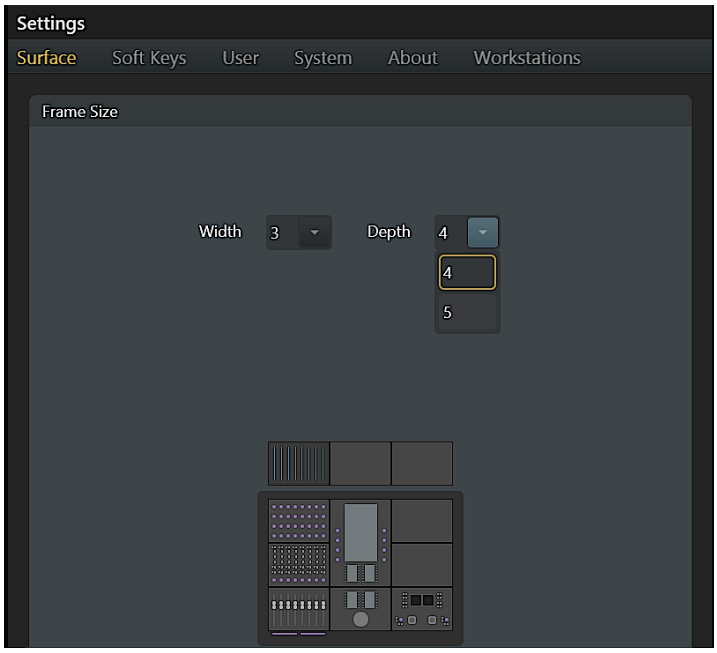


Figure 11. Setting Frame Size in the Settings > Surface page

Helpful instructions appear in the Info area at the bottom of the screen.

6 Touch Next at the bottom-left to continue to the Modules page.

Figure 12. Modules

At the top of the screen, allowable module arrangements appear in columns. There are multiple pages of these columns, available by swiping them to the left or right.

- Swipe the displayed module stacks to the left to show the available arrangements for Expand Modules, Master Joystick Modules, and Master Post Modules.

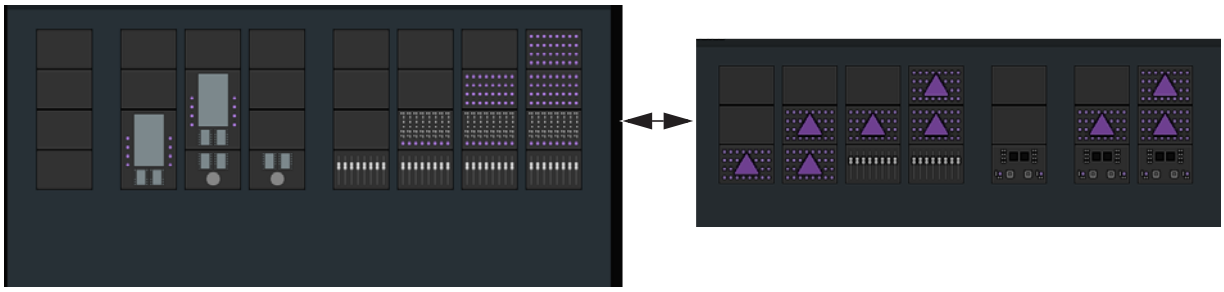


Figure 13. Columns of standard modules (left) and one example of other columns showing Expand Zones/Master Joystick Modules (right)

7 Drag module stacks to the frame diagram until it matches your physical arrangement of modules. All allowable module combinations are displayed on two pages. To see additional stacks, swipe the displayed stacks to the left (swipe to the right to return).

- To replace an existing module, drag a new module stack into that slot.
- To remove a module from your frame, drag the empty stack into that slot.

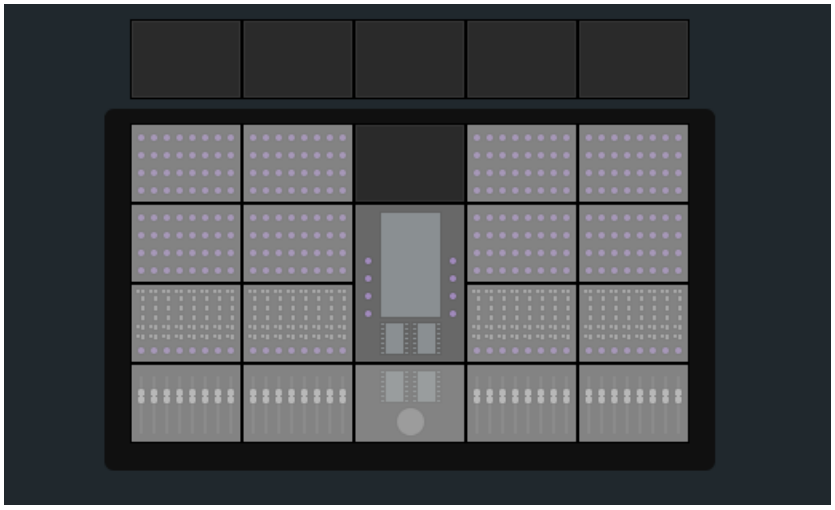


Figure 14. Surface modules in frame

8 Touch Next to continue.

All controls on the surface illuminate. If the controls do not light, check your connections made during installation.

9 To confirm that the module flashing in the Surface page is connected and correctly positioned, touch or press any physical control on that module. Its lights turn off, and the next module flashes. If a module's lights do not turn off, check your assignments in the Settings > Surface page. Touch Undo if you touch the wrong module.

10 When all modules are confirmed, touch Next.

Figure 15 shows all modules confirmed except the Knob Modules on the far right, which are light gray.

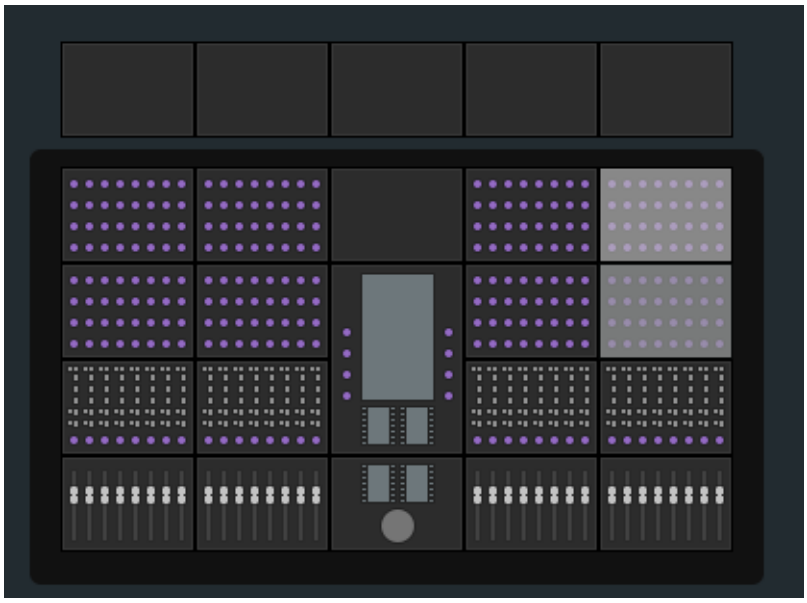


Figure 15. Confirming modules

11 Do either of the following:

- If you do not have Display Modules to assign, touch Done to accept the new arrangement and complete the process.
- If your system does include Display Modules, drag each numbered Display Module icon to the frame diagram so it matches the number shown on the physical Display Module.

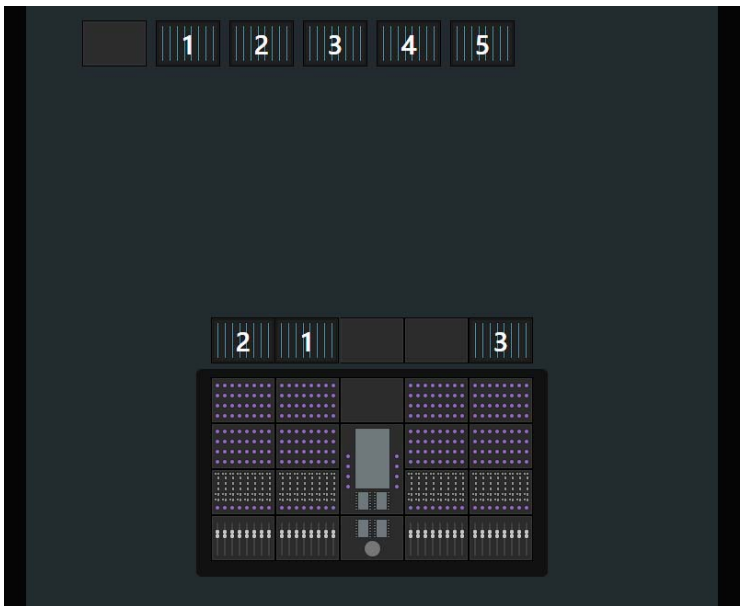


Figure 16. Assigning Display Modules

- To designate a Display Module as a Master Meter Module, drag a numbered Display Module onto an empty chassis.

You can have up to two Master Meter Modules. You can designate existing Display Modules to be Master Meter Modules at any time after initial configuration by returning to Settings > Surface, Config, then pressing Display and following the on-screen instructions.

12 When you are done, touch Next.

13 Touch Done to accept the new arrangement and complete the process.

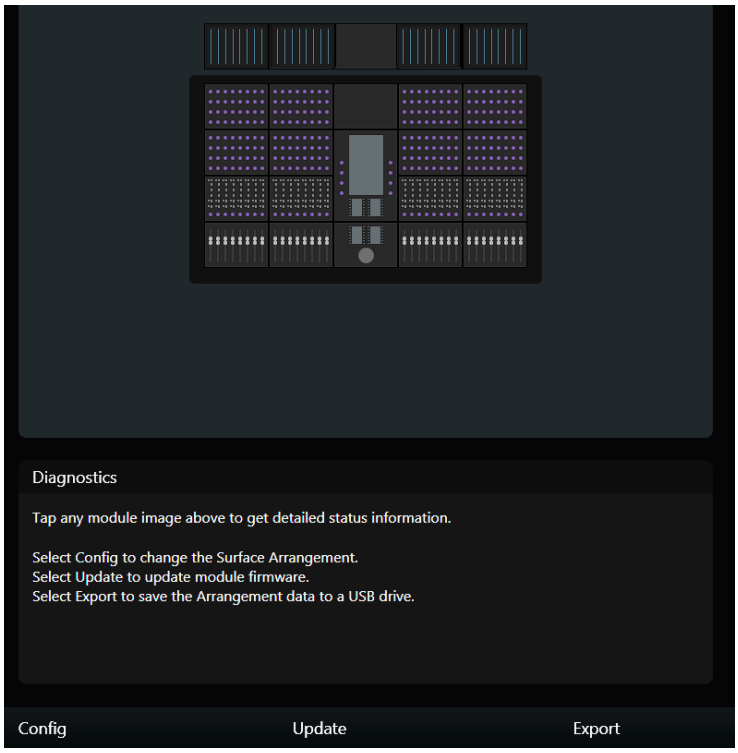


Figure 17. Finished Surface Arrangement

Configuring Multiple S6 Systems on One Network

Multiple S6 systems can operate on one network, but each S6 system and the workstation that controls it must be able to identify each other. The Desk ID Surface option lets you assign a unique number for this S6 surface. You then assign that same number to the workstation that will control this S6.

If your installation has just one S6 system on a network, leave the Desk ID set to its default value of 1.

To set a unique Desk ID for this S6:

1 Touch the Local Options icon at the bottom-right of the Surface page. The Surface options open; Desk ID is the only entry.

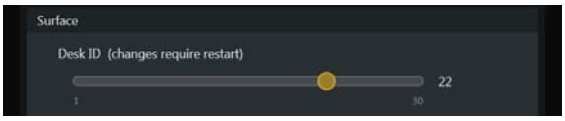


Figure 18. Local Options icon (left) and Desk ID slider (right)

2 Drag the slider to set the desired number, which displays to the right of it.

A message box (outlined in yellow) appears at the top of the touchscreen to inform you that the Master Module must restart to enact this change. Touching Cancel avoids restarting and leaves Desk ID with its previous setting.

When the Master Module reboots, the previous arrangement is cleared and you must create a new one.

3 On the workstation(s) that will connect to this S6 system, make sure you have installed S6 Workstation software, then do the following:

•Mac: Click the WSControl icon in the Mac menu bar at the top-right of the screen.

– or –

•Windows: Right-click the WSControl icon in the system tray at the bottom-right of the screen.

- Select Network Setup.

4 In the Avid S6 WSControl Network Setup dialog, set the Desk ID to the same number as in step 1.

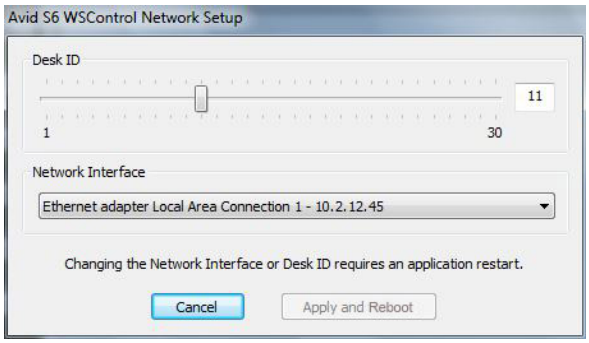


Figure 19. Setting the Desk ID in the Avid S6 WSControl Network Setup dialog

5 If your workstation has multiple networks attached, make sure the Network Interface selected is the one connected to your S6.

6 If you only changed the Desk ID, click Apply to restart WSControl.

7 If you changed the Network Interface, click Apply and Relaunch (Mac) or Apply and Restart (Windows) to reboot the workstation and restart WSControl.

Connecting S6 to Workstations

In order to control an audio application with S6, you must first install Mac or Windows S6 Workstation software on the desired computer. Then you connect that workstation to S6 using the Settings > Workstations page.

For instructions to install S6 Workstation software, see the What's New in S6 Software.pdf that accompanies all S6 software downloads.

Multiple workstations can be connected to S6 at once, but only one is *attentioned* at a time. The attentioned workstation has exclusive focus of the S6 surface. A workstation can be selected but not attentioned so you can derive information about the workstation, its applications, and EUCON version. Custom names can be assigned to connected workstations. When multiple workstations are connected, you can choose to **Show Workstation Number** on S6 displays (the number corresponds to the order in which Workstations appear in the Connected list of Settings > Workstation).

To connect a workstation to S6:

1 Navigate to the Workstations page by doing either of the following:

- On the Master Module, press **Settings** and then touch Workstations at the top of the Settings screen.
- Or press **Shift** + **WS** (hold down **Shift** and press **WS**).

The Workstations screen appears, with the Network column on the left and the Connected column on the right.

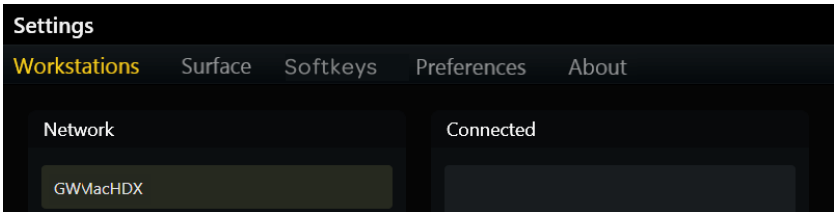


Figure 20. Top of Settings > Workstations page

2 Drag a workstation from the Network list over to a slot in the Connected list.

- The workstation name appears in the Connected slot, flashes as it connects, and then appears solid when it connects.
- The *focused* application (top-most application on that workstation) is listed on the lower right.
- If a previous workstation was connected to that slot, it is disconnected.
- The workstation is selected and attentioned, which is indicated by an orange (upper half) and blue (lower half) rectangular outline.

In Figure 21, the workstation in the Connected list is selected and attentioned, and Pro Tools is the focused application. (Note that EUCON must be enabled within Pro Tools before it can connect, as explained in **Enabling EUCON Connectivity**).

Figure 21. Connected workstation

To connect additional workstations:

- Drag additional workstations from the Network list to the Connected list.

To change the attentioned workstation:

- Touch a workstation in the Connected list without a blue outline. In Figure 22, GW-TEST1-HP is attentioned (blue outline).

To select a workstation to display its information at the bottom of the page:

- Touch its entry in the Network list. In Figure 22, GWMAC-2-Mac-Pro is selected (orange outline).

To enter a custom name for a workstation:

1. Tap the Local Options (gear) icon at the bottom right of the Workstation page and make sure the setting Show Custom Name in Available List is enabled.
2. Double-tap the blank area at the top of the Connected box for that workstation, then enter a name using the on-screen keyboard.

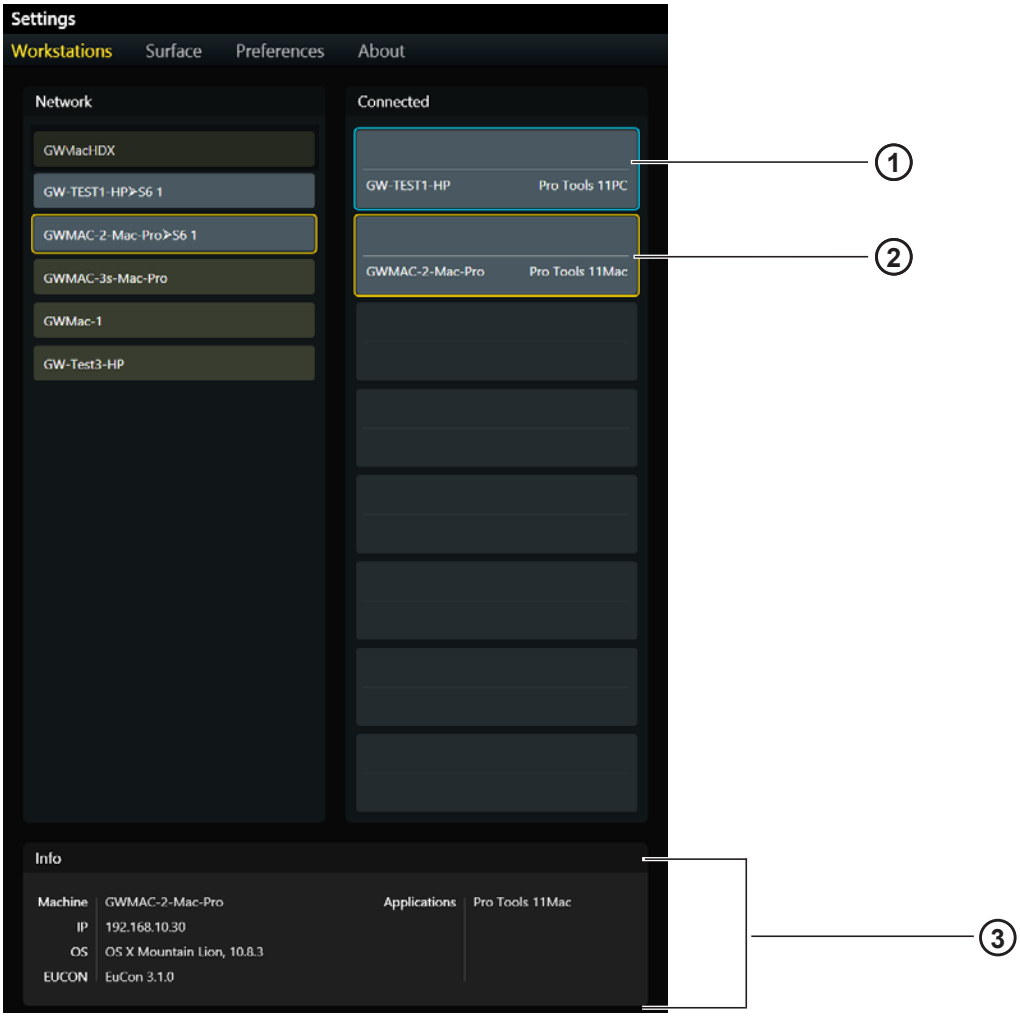


Figure 22. Attentioned (1) and selected (2) workstations with Info area (3)

Workstation Status

Connected A connected workstation is indicated by a gray rectangle (see Figure 23).

Offline A connected workstation can become *offline* if WSControl was shut down properly on that workstation (indicated by a red rectangle as shown in Figure 24).

Unreachable A connected workstation can become *unreachable* if the workstation or WSControl crashed, or the workstation's Ethernet cable was disconnected (indicated with the "unreachable" icon shown in Figure 25).

Network Connection Interrupt A connection to a workstation is experiencing an interrupt (indicated with the "interrupt" icon shown in Figure 26).

Figure 23. Workstation connected

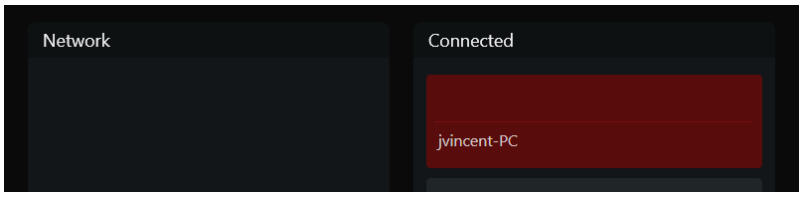


Figure 24. Workstation offline

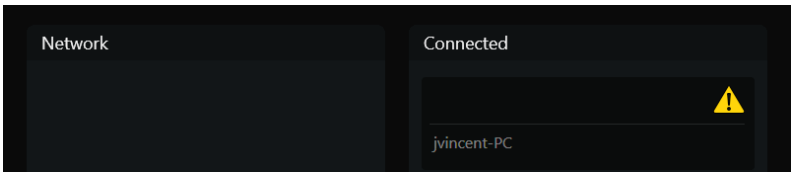


Figure 25. Workstation unreachable

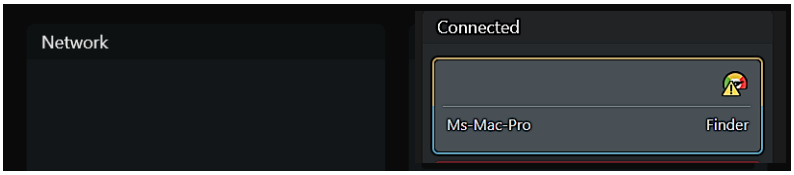


Figure 26. Workstation network connection interrupted

Progress Indicators for Session Load and Workstation Connect

Progress indicators appear on the touchscreen when loading sessions and connecting to workstations. The Workstation page also provides status graphs to monitor system activity.

System Status Graphs

The Settings > Workstations page provides a Graphs button, which lets you see status and data for CPU, Memory, and Network activity. Network errors are also logged. Whenever the system detects a network interrupt, the status graphs are outlined in orange.

To see Status graphs for Workstations:

1. Navigate to Settings > Workstations, then tap Graphs (or press its Soft Key).
2. Tap to select a different Workstation (if available) to see graphs for that workstation.

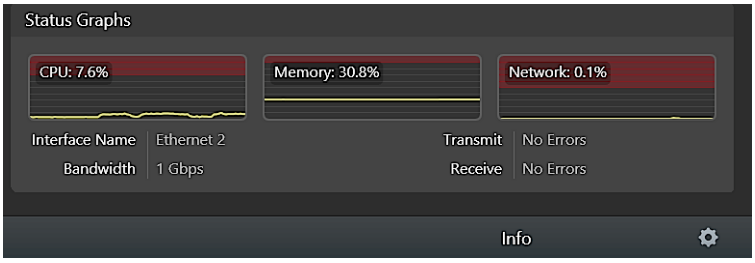


Figure 27. Workstations > Graphs display

3. To exit, tap Info or navigate to any other page.

Enabling EUCON Connectivity

You must enable EUCON connectivity in your audio application to work with S6. The following instructions show how to enable EUCON in Pro Tools. (For other applications, refer to its documentation.)

To enable EUCON connectivity in Pro Tools:

1. Make sure you have connected S6 to your Pro Tools computer via Ethernet as explained in **Connecting S6 to a Network**.
2. Launch Pro Tools, choose Setup > Peripherals, and click the Ethernet Controllers page.
3. Select Enable EUCON.

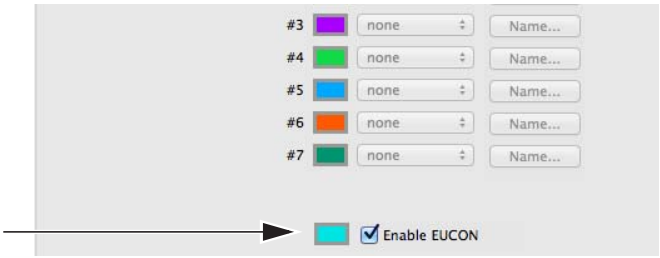


Figure 28. Pro Tools Setup > Peripherals > Ethernet Controllers

4. Click OK. After a quick scan, S6 is ready to use with Pro Tools. You do not need to configure any other settings.
5. Connect the workstation running Pro Tools to S6. If you did not yet connect it, see **Connecting S6 to Workstations**.
6. Open a Pro Tools session if one is not already open.
7. Click in any Pro Tools window to bring it into focus.
8. Verify that the Mix window displays a blue border around Pro Tools track names, and that S6 shows track names and other session data.

⚠ *Do not disable EUCON in Pro Tools while a surface is connected.*

Part III: Touchscreen

Chapter 3: Master Module Screens

There are four primary Master Module screens: Home, Tracks, Monitoring, and Settings.

The Master Module screens are navigated and controlled using standard touch gestures. To learn more, see **Appendix C, "Touchscreen Basics."**

Home Screen Lets you select and edit Attention Track functions. Includes the Track and Meter Scrollers.

Parts of the Home screen may appear blank without an Attention Track assigned.

Tracks Screen Lets you quickly select tracks, attention a track to the Home screen, create and recall Layouts, and enable track record, input, mute, and solo functions. Displays categorized and color-coded tracks in the Track Matrix (if supported by the audio application).

Monitoring Screen Lets you assign monitor controls, name speakers and name monitor labels.

Settings Screen Let you set up the control surface, manage workstations, create and edit Soft Keys, and set S6 System and User Preferences. The About page displays software version information and lets you activate your software license, Logout and Shutdown.

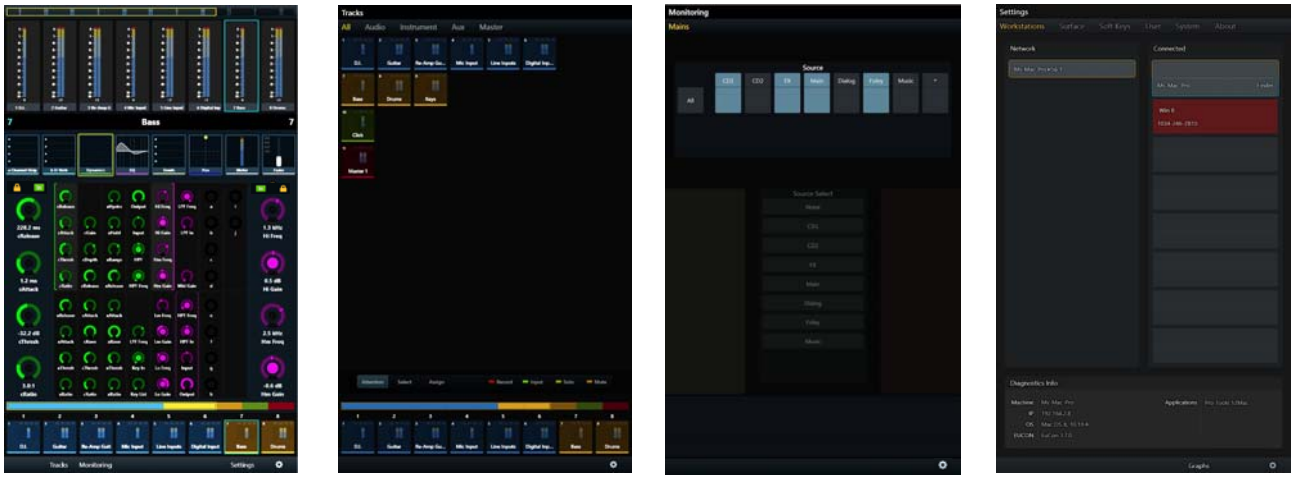


Figure 29. The four Master Module Screens: Home, Tracks, Monitoring, and Settings

To display the Home screen from any other screen:

- Press **Home** (5 on left of Figure 30) on the Master Module.

To display other Screens from the Home screen:

- Touch Tracks, Meters, Monitoring, or Settings or press their corresponding Main Menu switches.

Chapter 4: Home Screen

The Home screen provides the following main sections:

Meter Scroller Displays track metering and other information, assists track navigation, and can attention tracks.

Track Scroller Displays status indicators for each track, assists track navigation, and can select and attention tracks.

Attention Track Editor Central area for selecting and editing Attention Track functions.

Figure 30. Home screen

1 - Meter Scroller

2 - Attention Track Editor

3 - Attention Track Knobs

4 - Track Scroller

5 - Home Switch

6 - Back Switch

To display the Home screen from any other screen:

- Press **Home** (5 in Figure 30) on the Master Module.

To display other Screens from the Home screen:

- Touch Tracks, Meters, Monitoring, or Settings or press their corresponding Main Menu switches. Meters is only available when one or more Master Meter Modules are present.

The Attention Track Editor

In the Attention Track Editor, you select a function from the Function Scroller to display and edit in the Function Editor using the Attention Track Knobs. Each function has its own color so their parameters are easy to distinguish.

Figure 31. Attention Track Editor

Function Colors

S6 displays different functions in unique colors, shown in the table, below. These colors are displayed in the Attention Track Editor, Function Scroller, and on knobs in channel strips.

Color indication of functions

Color	Function
Red	Input
Light Blue	Ins (Inserts)
Green	Dyn (Dynamics)
Magenta	EQ
Blue	User
Yellow	Sends
Blue	Pan
Fuchsia	Edit
Dark Green	Grp (Group)
Orange	Bus (Outputs)

When more than one plug-in of the same type or category is inserted on a single track, the Master Module knobs light in slightly different colors to differentiate plug-in controls. For example, multiple EQ plug-ins are shown in different shades of magenta.

Function Scroller

The Function Scroller shows the Attention Track functions.

While the selected function's parameters take precedence, the Function Editor can display parameters from additional functions, depending on the number of parameters and a preference setting. You can also set default function views and knob focus for the Home screen (see **Home Screen Options**).

You can select one function at a time to edit in the Function Editor.

Figure 32. Function Scroller with Pan selected

To select a function from the Function Scroller to edit in the Function Editor:

- Touch a function in the Function Scroller.
  The selected function has an orange outline.

Function Editor

The Function Editor can display up to eight columns of eight parameters each. The four parameters in the top or bottom half of each column can be assigned to the left or right Attention Track Knobs.

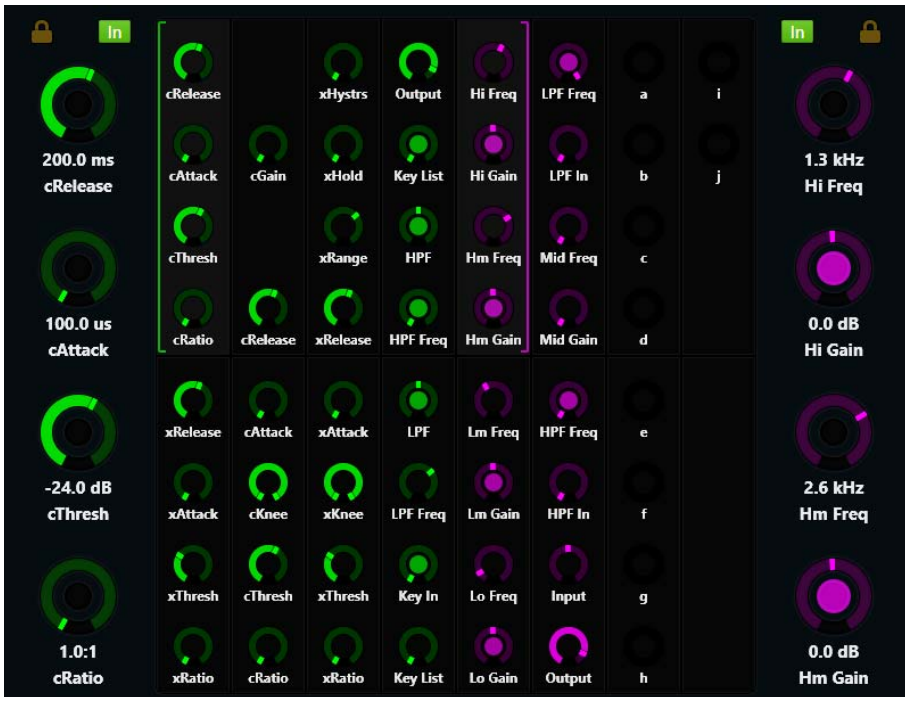


Figure 33. Function Editor

Assigning New Parameters to the Attention Track Knobs

The left and right Attention Track Knobs can each control four parameters from any single function.

You can assign different function parameters to the left and right Attention Track Knobs (see **Locking the Knobs***).*

To assign a new bank of four parameters to the Attention Track Knobs:

1. Touch a function in the Function Scroller.
2. Touch a group of four parameters in the Function Editor. Two brackets flash slowly around the selected parameters.
3. Before the brackets stop flashing, touch or turn any Attention Track Knob. The four selected parameters are assigned to that side's Attention Track Knobs, and the Function Editor provides the following visual feedback:
   - The parameter name, knob state, and value appear beside each Attention Track Knob.
   - A left bracket (green in Figure 33) indicates the parameters to its right are assigned to the left Attention Track Knobs.
   - A right bracket (purple in Figure 33) indicates the parameters to its left are assigned to the right Attention Track Knobs.

Using Page Switches to Navigate Attention Track Knobs

When the Master Module **Shift** switch is held down, you can use the four switches at the bottom left and right of the touchscreen to page functions and focus the touchscreen knobs on different parameters. A focused knob group can page even if the knobs are locked. When in Page mode, the switch LEDs light purple.

Figure 34. Shift and Page switches on the Master Module

When in Page mode:

- The **Home** and **Swap** switches assign the Left knobs to their previous or next pages, respectively.
- The **Back** ( )and **Config** switches assign Right knobs to their previous or next pages, respectively.
- If the Left and Right knobs are from the same function, each set of Page switches operates on both knob groups.

Using the Attention Track Knobs

Each Attention Track Knob section provides a dual-function knob with **In** and **Sel** switches, and automation indicator LEDs. The knob lights when active, and in certain contexts it can also be pushed.

Attention Track Knob (2) with Sel and In switches (1)

In Toggles a parameter in and out, or between two values (as available in the current application); it lights when active.

Sel Toggles the knob function or a secondary parameter value (such as Q and Frequency for an EQ plug-in).

Function Editor Knob Types

Four virtual knob types are used to represent different kinds of parameters in the Function Editor. Figure 35 shows an EQ plug-in that demonstrates each type.

1 – Typically represents Q but can be used for other parameters that pertain to *width*. This knob type has two white marks at each end that move symmetrically as Q changes.

2 – Typically represents parametric filter gain but can be used for other parameters that *boost* and *cut* level from a center position. This knob type has an outer ring that moves right or left from the top-center as the parameter boosts or cuts; its white mark shows the level of boost or cut.

3 – This knob type does not have an outer ring. The white mark denotes *position* within a range of values not level.

4 – This knob type has an outer ring, which emphasizes that the white mark denotes *level* not position.

Figure 35. Knob types used in the Function Editor

Locking the Knobs

When a new function is selected in the Function Scroller, its first parameter bank is assigned to the Attention Track Knobs. You can prevent this by locking the Attention Track Knobs (left, right, or both) to their current parameters (see Figure 36).

Locked knobs are maintained per track. Attentioning different tracks and returning to a track with locked knobs restores the locked assignments.

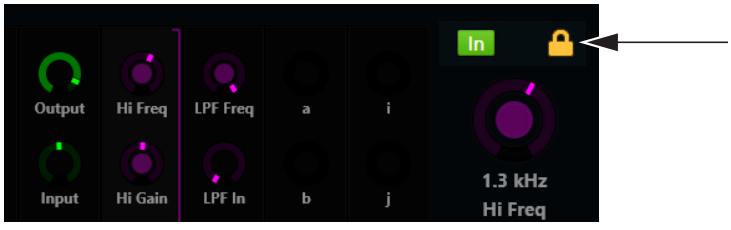


Figure 36. The right Attention Track Knobs are locked

To lock the Attention Track Knobs:

- Touch an unlit Lock icon (above the Attention Track knob indicators in the Function Editor). The Lock icon lights, and selecting new functions will not change these knob assignments.

To unlock the Attention Track Knobs:

- Touch a lit Lock icon. The Lock icon dims, and selecting new functions will change these knob assignments.

If both the left and right Attention Track Knobs are locked, touching blocks of parameters in the Function Editor will not activate the brackets used for knob reassignment.

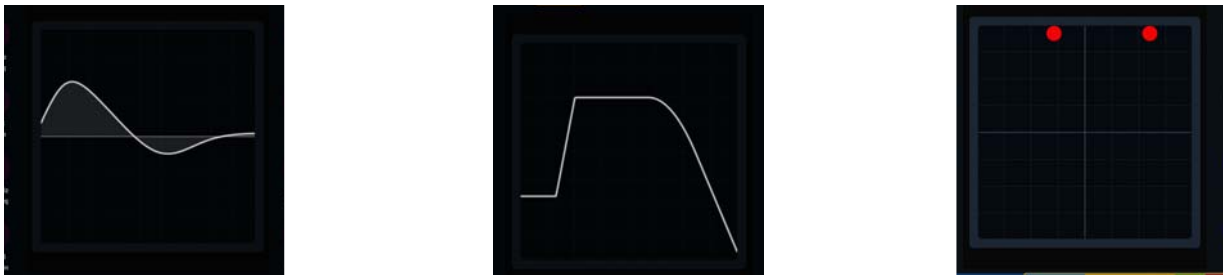
Functions with Additional Editing Features

The EQ, Dyn, Pan, Inserts, and Fader functions have additional features.

EQ, Dyn, and Pan

- Drag EQ, Dyn, or Pan down into the Function Editor to display them graphically.
  - You can touch Pan and drag its indicator(s) with one or two fingers, depending on the pan format.
  - You cannot touch to edit the EQ or Dyn curves, but you can get graphical feedback as you adjust the Attention Track Knobs.

Graphs can be displayed for a variable length of time. For more information, see **Expand Knob and Expand Fader Function Settings**.



EQ (left), Dyn (center), and Pan (right) graphs in the Function Editor

Inserts

Plug-in inserts can collapse into one Inserts function or expand to individual plug-ins in the Function Scroller.

For an overview of touchscreen gestures used in the following instructions, see **Appendix C, "Touchscreen Basics"**

To expand collapsed plug-in inserts, do either of the following:

- Use the two-finger stretch gesture anywhere in the Function Scroller.
- Select Inserts from the Function Scroller, and press the Attention Track Knob beside the plug-in you want to edit.

To collapse expanded plug-in inserts:

- Use the two-finger pinch gesture anywhere in the Function Scroller.

Function Scroller with Inserts collapsed (left) and expanded (right)

Fader

The Fader function shows the fader position of the Attention Track, and provides the following indicators (top to bottom):

Record Lights or flashes red to indicate record enable or record status (depends on audio application)

Input Lights green

Solo Lights yellow

Mute Lights orange

Meter Scroller and Track Scroller

The Meter Scroller displays detailed metering, and the Track Scroller provides status information for each track. You can attention a track from the Meter or Track Scroller.

To scroll the Track and Meter Scrollers by swiping:

- Swipe the meters or tracks horizontally.
  - Swiping scrolls at a speed proportional to the speed swiped, then gradually slows down.
  - Touching while scrolling stops scrolling at that point, but does not attention the track.

Both the Meter and Track Scrollers use the Universe View. The Universe bar is the rectangular scroll indicator (see Figure 38).

To scroll using the Universe View:

- Touch in the Universe View to scroll to that location.
  - In the Track Scroller, you can touch a colored indicator in the Universe View to scroll to that track group (if supported by the audio application).
  - The size of the Universe bar is inversely proportional to the number of tracks in the focused audio application.

Universe View Indication of Currently Attentioned Track

Whenever a currently attentioned track is scrolled out of view on the Master Module (Universe, Meter, or Track scrollers), a blue box appears in the Universe strip.

Indication of currently attentioned track in Universe view

When the currently attentioned track is within the currently scrolled view, the blue box is not shown (attention is indicated in the Track and Strip scrollers).

Linking the Meter Scroller to the Track Scroller

You can link the scrollers so they respond in unison to scrolling. Note that linking also affects optional display of Track and/or Workstation numbers in the Meter Scroller. See **Link Meter Scroller to Track Scroller.**

Meter Scroller

The Meter Scroller uses the following indicators:

- The Attention Track has a blue outline.
- Selected tracks can have an orange outline (see **Home Screen Options**).
- A selected Attention Track has an orange (top half) and blue (lower half) outline.
- Tracks that are record enabled or are actively recording flash or light solid red in Pro Tools (depends on audio application).

Figure 37. Meter Scroller with Universe bar; Audio 6 is the Attention Track

Track Scroller

The Track Scroller uses the following indicators:

- The Attention Track has a blue outline.
- Selected tracks have an orange outline.
- A selected Attention Track has an orange (top half) and blue (lower half) outline.
- Tracks that are record enabled or are actively recording flash or light solid red in Pro Tools (depends on audio application).
- Each track has a small level meter.
- Tracks dim when muted.

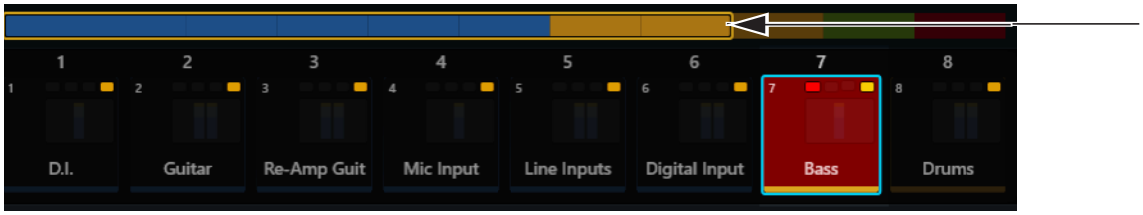


Figure 38. Track Scroller with Universe bar; Bass is record enabled, muted, and attentioned

The top of each track provides the following indicators (left to right):

Record Tracks that are record enabled or are actively recording flash or light solid red in Pro Tools (depends on audio application).

Input Lights green

Solo Lights yellow

Mute Lights orange

Attentioning a Track From the Meter and Track Scrollers

To attention a track from the Meter and Track Scrollers:

- Tap a track or meter.
  The track is assigned to the Attention Track Editor and the Attention Track Fader on the Automation Module.

See **Home Screen Options** *to enable parameters that interact with the Meter Scroller.*

Home Screen Options

To open the Home Screen Options:

- Touch the Local Options icon on the bottom-right of the Home screen (see Figure 39).
  To close it, touch the Local Options icon again or touch outside the Home Screen Options page.

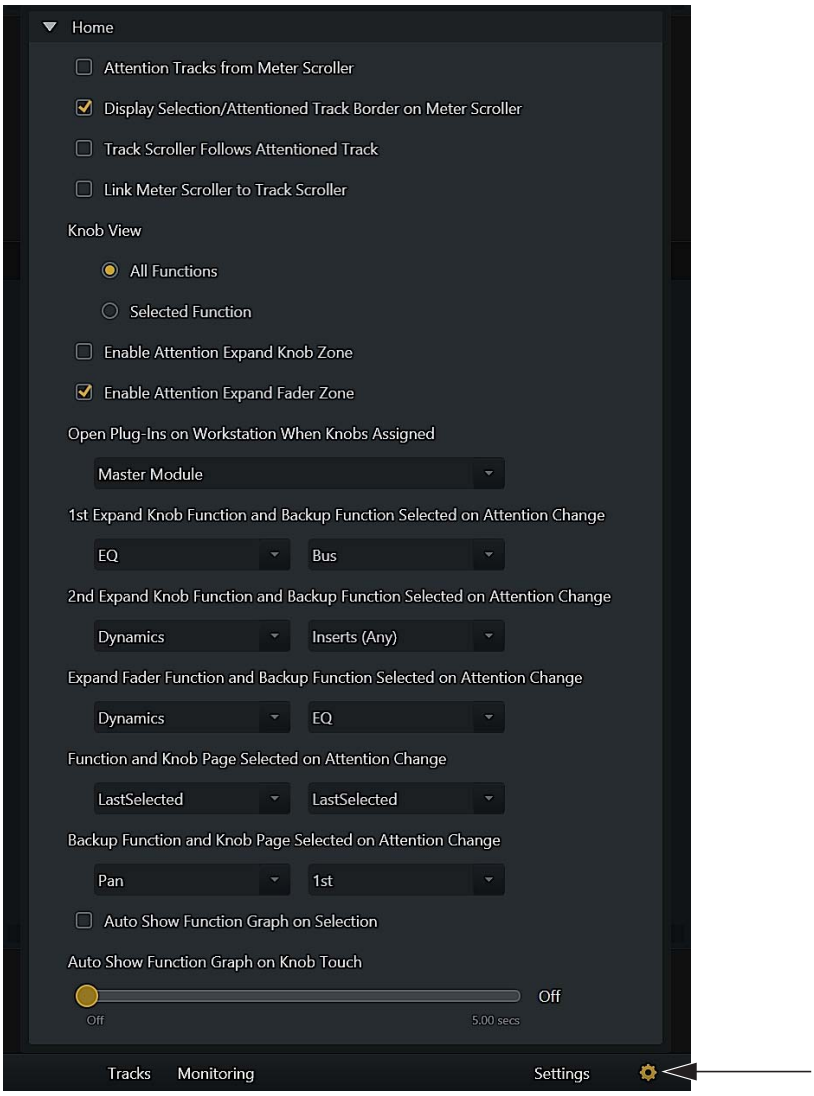


Figure 39. Home Screen Options with Local Options icon on the right

Attention Tracks from Meter Scroller

This option toggles whether or not a track can be attentioned from the Meter Scroller.

Display Selection/Attentioned Track Border on Meter Scroller

This option lets you toggle whether or not selected and attentioned tracks are outlined in the Meter Scroller.

Track Scroller Follows Attentioned Track

The Track Scroller shows the Attention Track at its left border.

Link Meter Scroller to Track Scroller

Scrolling the Track Scroller scrolls the Meter Scroller so they show the same track, and vice versa.

In addition, this setting controls whether Track and/or Workstation numbers are shown in track blocks in the Meter Scroller.

- When enabled/linked, track blocks in the Meter Scroller do not show Track and/or Workstation number (even if **Show Track Number** and/or **Show Workstation Number** are enabled in Settings > User).
- When disabled/unlinked, track blocks in the Meter Scroller show Track or Workstation number (when those settings are enabled).

Knob View

All Functions The Function Editor displays all functions. Swiping the Function Editor horizontally scrolls to other functions.

Selected Function The Function Editor displays just the selected function.

Enable Expand Knob Zone

Toggles the Attention Expand Knob Zone (if any) on or off. Being able to toggle Expand Knob Zones on or off lets you quickly place Knob Modules into whichever mode (Attention Expand or standard mode) best suits the current task, without having to reconfigure the Surface page. For more information, see **Attention Expand Zones**.

Enable Expand Fader Zone

Toggles the Attention Expand Fader Zone (if any) on or off. When the Expand Fader Zone is toggled off, the Fader Module continues to show volume, pan, or other track parameters when their corresponding Knob Module is in use as an Expand Knob Zone. When the Expand Fader Zone is toggled on you can map custom parameters to strips on the Expand Fader Zone, and store the mappings for later recall. For more information, see **Attention Expand Zones**.

Open Plug-Ins on Workstation When Knobs Assigned

The new Home screen Local Options setting Open Plug-Ins on Workstation When Knobs Assigned option lets you restrict the opening of plug-in windows to actions taken on a specific module.

- Attentioning a track opens the plug-in window that corresponds to the Primary or Backup Function for that module.
- Manually or automatically assigning a plug-in or its parameters to controls on the selected module (only) opens the corresponding plug-in window.

To optimize plug-in window display for S6:

1. Go to Settings > User, and make sure **Open Plug-ins on Workstation When Editing** is enabled.
   - When enabled, plug-in windows open when selecting a plug-in function from a strip (Process Module), or from the module specified in the Open Plug-Ins on Workstation When Knobs Assigned selector.
   - When disabled, plug-in windows do not open in response to any S6 actions.
2. Navigate to the Home screen, then open the Local Options page (tap the gear icon).
3. Tap the Open Plug-Ins on Workstation When Knobs Assigned selector and choose one of the following:
   - Off
   - Master Module
   - Expand Fader Module
   - 1st Expand Knob Module
   - 2nd Expand Knob Module

Expand Knob and Expand Fader Function Settings

The Home screen Local Options settings for Expand Knob Function and Backup Function Selected on Attention Change let you configure functions to display on Attention Expand Knob Zones when a track is attentioned. Two pairs of selectors set primary and backup functions for each of up to two Knob Modules. A similar pair of selectors is available for Expand Fader Function and Backup Function Selected on Attention Change.

M10 systems support a single Expand Knob zone; M40 systems support up to two Expand Knob zones. All systems support a single Expand Fader zone.

To configure Expand Knob and Expand Fader function preferences:

1. Navigate to the Home Screen, then tap its Local Options (gear) icon.

   Two sets of selectors (1st and 2nd Expand Knob Function....) are provided for Expand Knob functions, which correspond to Knob Modules configured as Expand Knobs in Settings > Surface. One set of selectors is provided for Expand Fader Function and Backup Function Selected on Attention Change.

   The left selector sets the primary function, and the selector to the right sets the backup function for the corresponding module.

2. Tap to display the first (left-most) drop down menu for the desired zone (Knob or Fader).
   - To keep the Expand zone focused on the most recently edited function, choose Last Selected.
   - To specify a function, select a function such as EQ, or an Insert slot (1–10). Not all functions are available in all applications.
3. Repeat for the second (right-most) "backup" drop down menu. This lets you define a function to display whenever you attention a track that does not contain the same function as the previously attentioned track.
4. Repeat for the second Expand Knob module, if any, or for Expand Fader Zones.

Function and Knob Page on Attention Change Settings

The Home screen Local Options settings for Function and Knob Page Selected on Attention Change let you configure which function and page of controls the Home screen displays when a track is attentioned.

To configure default Home screen function and knob page settings:

1. Tap to display the first (left-most) drop down menu for Function and Knob Page Selected on Attention Change.
   - To keep the Home screen focused on the most recently edited function, choose Last Selected.
   - To specify a function, select a function such as EQ, or an Insert slot (1–10). Not all functions are available in all applications.
2. Tap to display the second (right-most) drop down menu.
   - To have the Attention Track knobs maintain their current or previous focus, choose Last Selected.
   - To specify a page of knobs to be focused, choose a page (such as 1st, 2nd, and so on).

   In Figure 40, below, the settings for Function and Knob Page are EQ and 2nd, respectively. When a track is attentioned, the Home screen displays the EQ function with the Assignable Track knobs focused on page 2 of EQ controls.

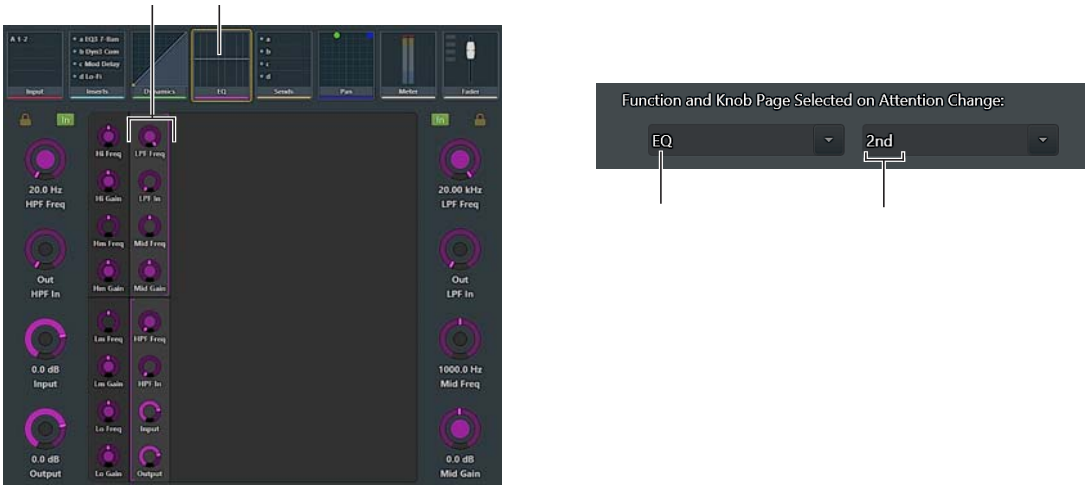


Figure 40. Home screen showing default function (EQ) and Knob Page (2nd) as defined in Home screen Local Options (shown at right)

Backup Function and Knob Page Settings

These settings let you define a default function view and knob focus to display whenever you attention a track that does not contain the same function as the previously attentioned track.

To configure backup function and knob page view settings:

1. Navigate to the Home screen and tap the Local Options (gear) icon.
2. Tap to display the first (left-most) drop down menu for Backup Function and Knob Page Selected on Attention Change.
   - To have the Home screen stay focused on whichever function was most recently edited, choose Last Selected.
   - To specify a function, select a function such as Pan, Bus, EQ, or Dynamics from the drop down menu.
3. To specify a knob page to be automatically focused when that function is displayed, tap to select a page from the second (right-most) drop down menu.
   - To have the Attention Track knobs maintain their previous focus, choose Last Selected.
   - To specify a page of knobs to be focused, choose a page (such as 1st, 2nd, and so on).

Auto Show Function Graph on Selection

When enabled, attentioning a track automatically shows the EQ, Dyn, or Pan graph for that track on the touchscreen.

Auto Show Function Graph on Knob Touch

When set to any value other than 0 secs (Off), adjusting a function that has a graph display automatically displays the graph in the Home screen, temporarily replacing the current view. The graph stays on-screen after you let go of the knob for the length of time specified in the Auto Show Function Graph on Knob Touch slider (between 0.0 and 5.0 seconds).

Chapter 5: Tracks Screen

The Tracks screen lets you:

- Display different track types (if supported by your audio application).
- Select tracks, and Attention tracks to the Home screen and Attention Track Fader.
- Enable record, input, solo, and mute, and assign tracks to Layouts.

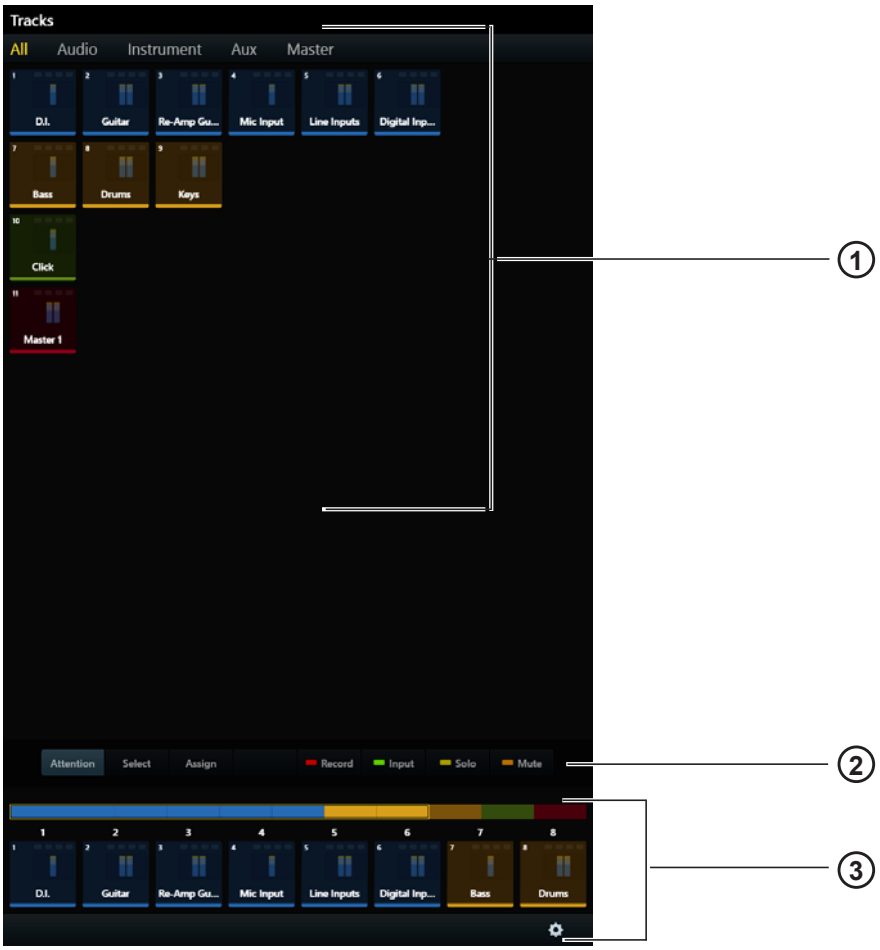


Figure 41. Tracks screen

1 - Track Matrix

2 - Attention, Select, Assign, Record, Input, Solo, and Mute controls

3 - Universe view, Track Scroller and Local Options icon

Displaying Tracks

If your audio application supports track types, you can choose which types to display in the Track Matrix.

To change the track type displayed:

- Touch a track type from the tabs at the top of the Tracks screen. Only tracks of the chosen type are displayed. You can also swipe the Track Matrix horizontally to scroll between track types.

If your audio application also supports track colors, you can configure the Track Matrix to display track rows by color as shown in Figure 41 (for more information, see **Display Breaks On Track Color***).*

Displaying Hidden Tracks

If your audio application supports hidden tracks, you can choose whether or not they are shown on the S6 surface and touchscreen. Display of hidden tracks can be configured separately for the S6 modes Banking, Layouts, and VCAs in the Settings > Preferences screen. For more information, see **Bank Around Locked Strips**.

Track Matrix Controls

The Attention, Select, Assign, Record, Input, Solo, and Mute controls (2 in Figure 41) are exclusive: One is always active, and only one can be active at a time.

Attention

To attention a track:

- Touch Attention, then touch a track.
  - The Home screen is shown, unless Auto-Bank to Attentioned Track is selected (see **Auto-Bank to Attentioned Track**).
  - This track is assigned to the Attention Track Editor and the Automation Module's Attention Track Fader.
  - The Attention Track has a blue outline in the Track Matrix, Track Scroller, and Meter Scroller.

A selected Attention Track has an orange (top half) and blue (lower half) outline.

Select, Assign, Record, Solo, Input, and Mute

To select tracks or enable them for recording, input, mute, or solo:

1. Touch Select, Record, Solo, Input, or Mute to enable that control.
2. Touch one or more tracks.
3. Touch a selected or enabled track to deselect or disable it.

To quickly select or enable multiple tracks:

1. Touch Select, Record, Solo, Input, or Mute to enable that control.
2. Do one of the following:

   Touch and hold a track, then touch others to add to the group.

   – or –

   Touch a track and drag over a row or column.

For more information about Sum and Intercancel, see **Position.**

Selected tracks have an orange outline in the Track Matrix, Track Scroller, and Meter Scroller (see **Home Screen Options**).

When tracks are record enabled:

- They are armed for recording.
- **Rec** flashes red on their Fader Module strips.
- Tracks that are record enabled flash red in Pro Tools (depends on audio application).
- Fader in the Function Scroller and entire track in the Meter Scroller flash red in Pro Tools.

Pro Tools indicators that flash red when record enabled, light solid red during recording.

Record indications are controlled by each audio application and may vary between applications.

When tracks are enabled for input monitoring:

- Their track audio is routed directly from input to output, bypassing track plug-ins and functions.
- **Input** lights on their Fader Module strips.
- Their track Input indicators light green in the Track Matrix, Track Scroller, and Fader in the Function Scroller.

When tracks are soloed:

- Those tracks are audible, all others are muted.
- **Solo** lights yellow on Fader Module strips with soloed tracks, and **Mute** lights orange on other strips.
- The track Solo indicator lights yellow in the Track Matrix, Track Scroller, and Fader in the Function Scroller.

When tracks are muted:

- **Mute** lights orange on their Fader Module strips.
- The Mute indicator lights orange and the track dims in the Track Matrix, Track Scroller, and Fader in the Function Scroller.

To assign tracks to a standard Track layout:

1 Touch Assign. The Tracks screen switches to Layout mode.

2 Touch one or more tracks.

You can also double tap Assign to create or edit a layout based on currently banked tracks. For more information, see **Chapter 17, "Layouts"**

When Master Post or Master Meter Modules are present, tracks can also be assigned to **Post Layouts** and **Meter Layouts**.

Clear

Touch Clear to clear any tracks that have been enabled for record or input, muted, or soloed. This control appears only when Record, Input, Solo, or Mute is selected.

Track Scroller

See **Meter Scroller and Track Scroller** *to learn about Track Scroller displays and behavior. Note that attentioning a track from the Track Scroller in the Tracks screen keeps the display on the Tracks screen, unless the Track local option for* Show Home Screen on Track Attention *is enabled. (see* **Track Selector Options***).*

Track Selector Options

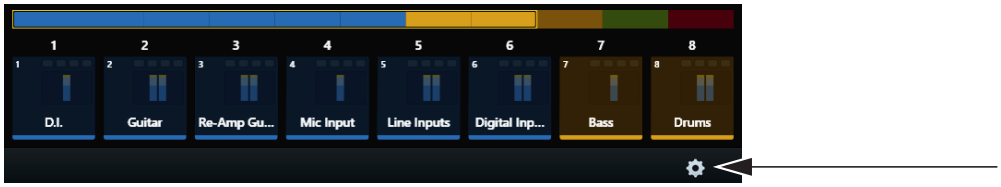
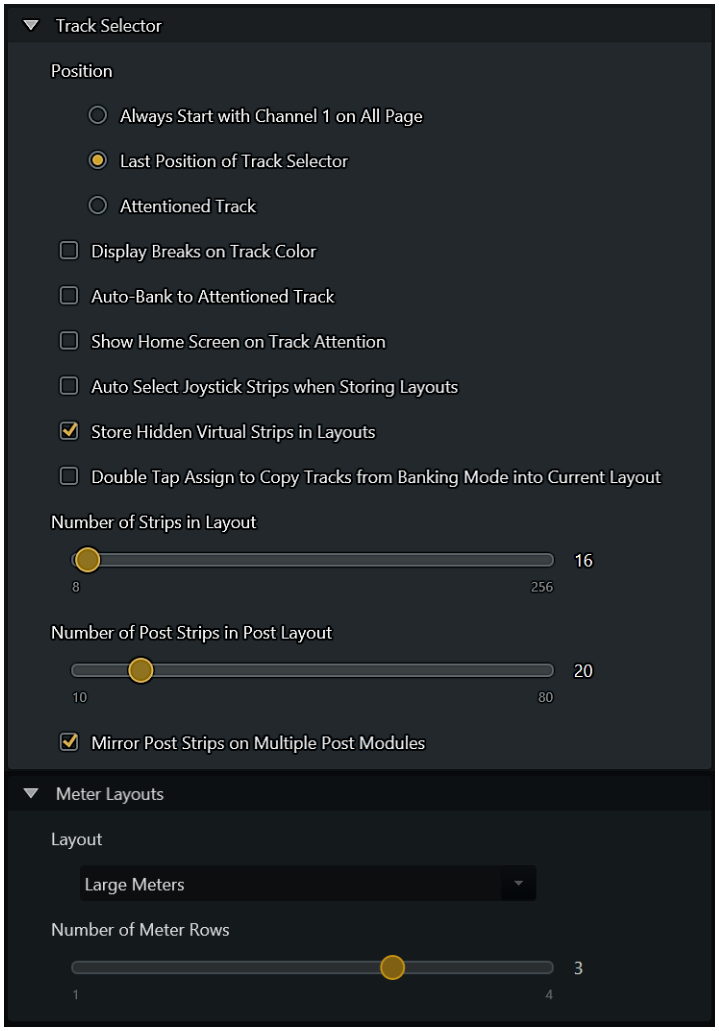


Figure 42. Track Scroller with Local Options icon at far right

To display the Track Selector Options:

- Touch the Local Options icon at the lower right of the Tracks screen.
  To close it, touch the Local Options icon again or touch outside the Track Selector Options screen.



Track Selector Options

Position

These settings determine which track to display at the top-left of the Tracks screen.

Always Start With Channel 1 on All Page Displays track 1 at top left in the Track Matrix.

Last Position of Track Selector Displays the Track Matrix as it appeared most recently.

Attentioned Track Displays the attentioned track at the top-left of the Track Matrix.

Display Breaks On Track Color

When selected, tracks with assigned colors appear in separate rows.

Auto-Bank to Attentioned Track

When selected, each track attentioned automatically banks the surface according to the current Banking Justification Mode setting (see **Bank and Spill Zone Justification Settings**). The display remains on the Tracks screen.

Show Home Screen on Track Attention

When selected, attentioning a track in the Tracks screen automatically displays that track in the Home screen. When unselected, the Home screen is not automatically displayed when a track is attentioned in the Tracks screen.

Auto Select Joystick Strips when Storing Layouts

The new Tracks Local Option setting Auto Select Joystick Strips when Storing Layouts determines the initial state of the joystick blocks when storing Layouts. The default setting is off.

This setting only affects the initial state of the Joystick strip blocks.

When not enabled Joy 1 and Joy 2 blocks are unlit (no green highlight) when storing a Layout, meaning their assignments will not be stored and recalled with the current Layout. You can override this default state by tapping Joy 1 or Joy 2 so that they light green.

When enabled Joy 1 and Joy 2 blocks are automatically lit (green highlight) when storing a Layout, meaning their assignments will be stored and recalled with the current Layout. You can override this state by tapping so they become unlit.

Store Hidden Virtual Strips in Layouts

This setting lets you show or hide "virtual" strips in Layouts that exceed the current setting for **Number of Strips in Layout**, and for **Number of Post Strips in Post Layout**.

For example, if the current Number of Strips Per Layout setting is 24, and you load a Title (Layouts) file that was saved with 64 strips per Layout, the first 24 strips will be available but the remaining 48 will not. By enabling Store Hidden Virtual Strips in Layouts, the additional 48 virtual strips will be retained in the Title (though not visible). When this setting is not enabled, additional strips will not be saved.

Double Tap Assign to Copy Tracks from Banking Mode into Current Layout

When selected, double-tapping the Assign button (Tracks screen) places all currently banked tracks onto blocks in the lower strip scroller to quickly update or create a layout. For more information, see **Chapter 17, "Layouts"**

Number of Strips in Layout

You can specify the number of strips available for track assignment in Layouts from the Tracks Local Options screen. Using the Number of Strips in Layout setting, Layouts can include more tracks than available physical strips.

In previous versions of S6 software, physical fader strips determined the maximum number of available strips in Layouts.

When a Layout that includes virtual strips is recalled, all surface banking controls are available to bank and nudge.

To configure virtual strips:

1. Navigate the touchscreen to the Tracks screen, and tap the Local Options (gear) icon.
2. In the Tracks Local Options screen, adjust the Number of Strips in Layout slider to the desired value between 8 and 256 strips.

When disabled, each Master Post Module has their own set of tracks. In the Strip scroller (Layouts), unique Master Post Module strips are displayed for each module. Different tracks can be assigned, recalled, and controlled to or from each module.

Number of Post Strips in Post Layout

You can specify the number of Master Post Module strips available for assignment in Post Layouts from the Tracks Local Options screen. Using the Number of Post Strips in Layout setting, Post Layouts can include more tracks than available Master Post Module strips.

When a Post Layout that includes virtual strips is recalled to a Master Post Module, banking and nudging controls are available to bring different member tracks to the strips on the Master Post Module.

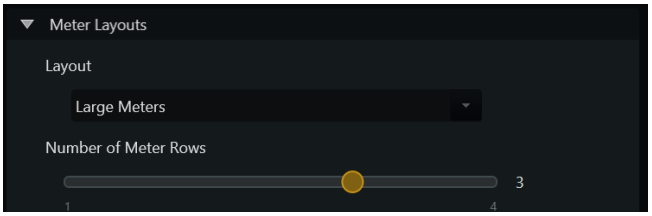
Mirror Post Strips on Multiple Post Modules

When enabled on systems with more than one Master Post Module, all Master Post Modules are linked to act as a single, mirrored unit. Track assignments are mirrored (identical) on all Master Post Modules. In the Strip scroller (Layouts), a single set of Master Post Module strips is displayed.

Meter Layouts

The controls in the Meter Layouts section of the Tracks > Local Options screen lets you configure the layout of MMM displays.

- The Layout selector sets whether MMMs show Large Meters, Large Waveforms, or Meters and Waveforms. When viewing a Meter Layout on an MMM you can cycle through the available views by pressing **Display 1** or **2** on the Master Module. While actively assigning tracks to Meter Layouts, pressing **Shift** + **Display 1** or **2** adjusts waveform zoom on the MMM (you can adjust MMM zoom at any time from the **Additional Master Meter Display Settings**).
- The Number of Meter Rows slider configures the MMMs to display tracks in 1, 2, 3 or 4 rows (each row can show 8 tracks).



Meter Layouts settings in Tracks > Local Options

Both of these settings are stored per Meter Layout.

Chapter 6: Monitoring Screen

The Monitoring screen lets you configure S6 monitoring features.

To display the Monitoring screen, do either of the following:

- From the Home screen, touch Monitoring or press its corresponding Main Menu switch on the Master Module.
- Press the lower-right **Setup** switch on the Master Module.

The Monitoring screen and S6 monitoring controls automatically lock to the first focused EUCON monitoring application (such as XMON or DADman). S6 can also be locked to any other current audio application using the **Setup** switch on the Master Module. Source Select and other choices are determined by the focused monitoring application (such as XMON EUCON). For information on how to use the monitoring controls, see **Monitor Select Controls and Display**.

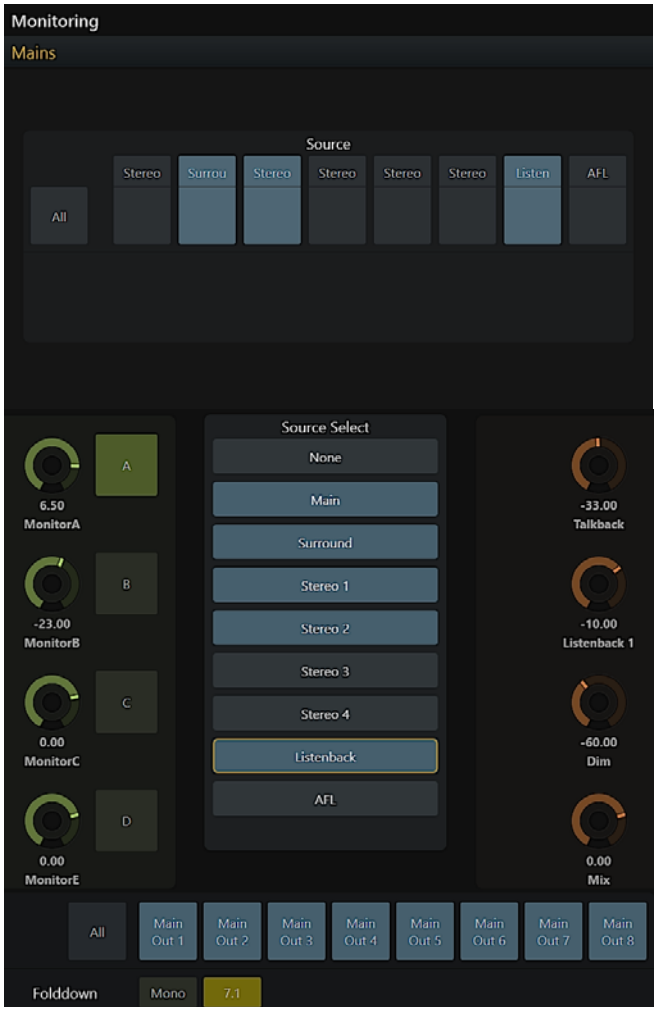


Figure 43. Monitoring screen with Sources on and off

To toggle a Source on and off:

- In the Source row, touch the rectangular area below the source name.
  Blue sources are on, dimmed sources are off. In Figure 43 Surround, Stereo 1, and Listenback are on.

Assigning Monitor Sources

You can assign up to 16 sources in the Monitoring screen.

To access additional sources:

1 Navigate to the Monitoring screen.

2 At the top of the screen, swipe the row of Sources to the left to display sources 9–16 (as available).

If you are using XMON the list of available sources is automatically generated. If you are using DADman with a Pro Tools | MTRX (or AX32), see next.

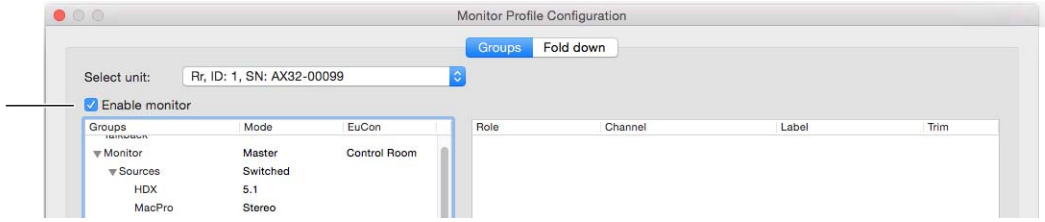
Configuring Sources for Pro Tools | MTRX or AX32

If you are using a Pro Tools | MTRX (or AX32) with S6, you need to first configure DADman software and then configure sources in the S6 Monitoring page.

To configure DADman:

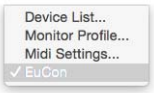
1 Launch DADman and make sure you to do each of the following before proceeding:

- Choose Settings > Monitor Profile, then enable and create a monitor profile.



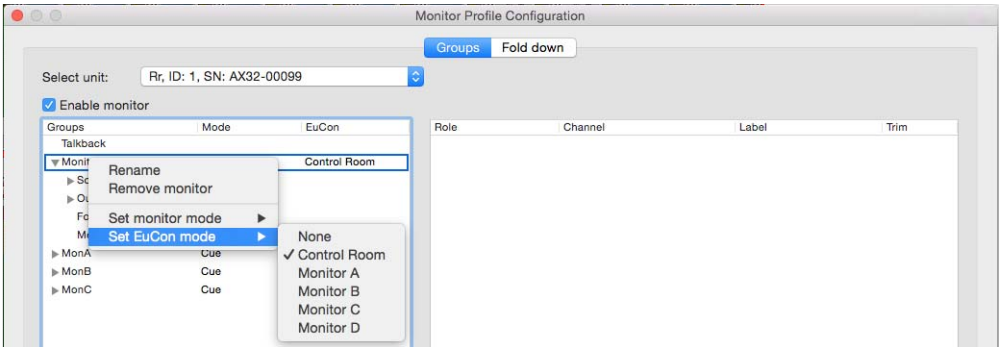
Monitor profile enabled in DADman

- Enable EUCON by selecting it from the Settings menu.



EUCON enabled in DADman

- Right-click on any monitor in the profile and assign the EUCON mode to what you want to define as Control Room, Monitor A, Monitor B, Monitor C, and Monitor D by selecting it from the sub-menu.

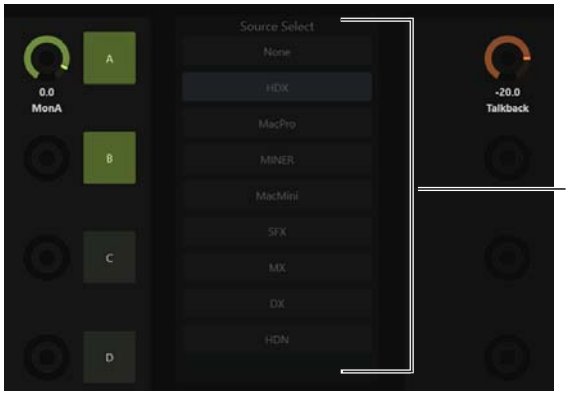


Assigning EUCON mode in DADman

To configure sources on S6:

1 Navigate the touchscreen to the Monitoring page (from the Home screen press Monitoring, or press the Setup 2 switch in the Monitor Controls section of the Master Module).

All available sources are listed in the Source Select section in the center of the Monitoring screen. Available sources are dark until they are assigned.



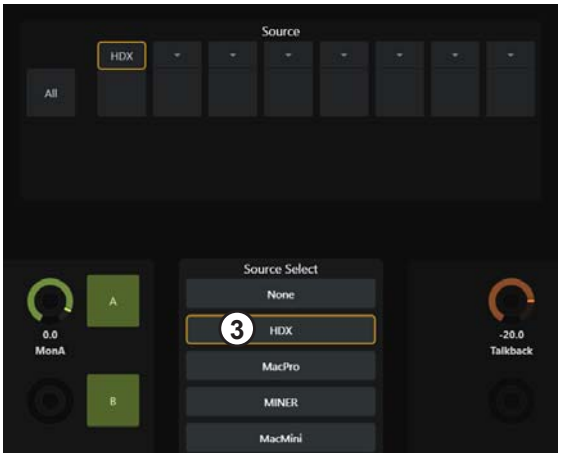
Available Sources in the Source Select list

2 In the upper Source row, touch the small arrow along the top of the first input source.

The selected input source is outline in yellow, and the items in the Source Select list become lit (available).

3 Tap an available source in the Source Select list to assign it to the selected input source.

When first assigned, input sources are inactive (as shown in the image to the right). After assigning all your input sources you can activate them as desired by tapping in the lower third of their block in the upper Source row.



4 Repeat the previous steps to assign additional input sources.

Sources can be duplicated and put in any order.

5 To see additional available sources, scroll the Source Select list up or down. To see additional input source slots (such as 9–16) in the Source row, scroll it left or right.

Additional Monitor Soft Keys

Monitoring Cue Speaker Sources and Cut (mute) are available as Soft Keys. In the default Pro Tools appset, Monitor cue Speaker Cut and Sources appear in the Master Post Module Soft Keys. These commands are also available in the Soft Keys Editor, letting you create custom Soft Key assignments for monitor control.

Monitoring Screen Local Options

The Monitoring screen provides its own Local Options, accessed by touching the Local Options (gear) icon.

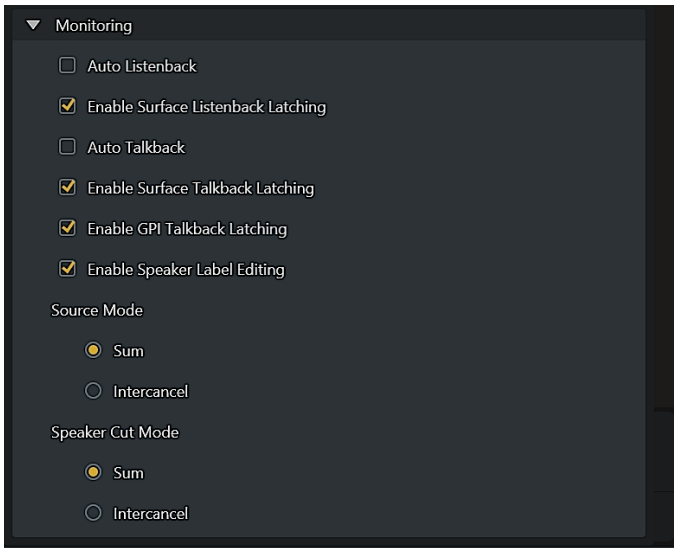


Figure 44. Monitoring Local Options

To set Monitoring Local Options:

1. Press **Setup** in the Monitoring section of the Automation Module to go to the Monitoring screen.
2. Tap the Local Options icon (or press its Soft Key, below the icon), and set the following preferences as desired.

Auto Listenback

When enabled, Listenback sources mute during playback and recording, and unmute when stopped. When disabled, Listenback must be muted and unmuted manually using the **Coms** switch.

Enable Surface Listenback Latching

When enabled, the Listenback switch operates in Latching mode if held down for less than 1/2 second (it stays in its current state until the switch is pressed again).

Soft Keys for Listenback

Listenback controls are available in the Soft Key Editor.

Listenback Soft Keys

Command	Command Type	Category 1	Category 2
Auto Listenback	Surface >	Monitoring Options >	Auto Listenback
Enable Surface Listenback Latching	Surface >	Monitoring Options >	Enable Srfc Lstnbck Ltchng

Auto Talkback

When enabled, the Talkback mic automatically shuts off when the Transport is playing or recording. When the Transport is stopped, in shuttle, rewind or any mode other than play or record, Talkback turns on. Pressing the Talkback switch overrides this setting.

Enable Surface Talkback Latching

When enabled, the Talkback switch operates in Latching mode if held down for less than 1/2 second (it stays in its current state until the switch is pressed again).

Enable GPI Talkback Latching

When enabled, GPI-triggered Talkback operates in Latching mode if engaged for less than half a second (it stays in its current state until the switch is triggered or pressed again).

For more information on S6 and GPI, see **Appendix A, "GPIO."**

Enable Speaker Label Editing

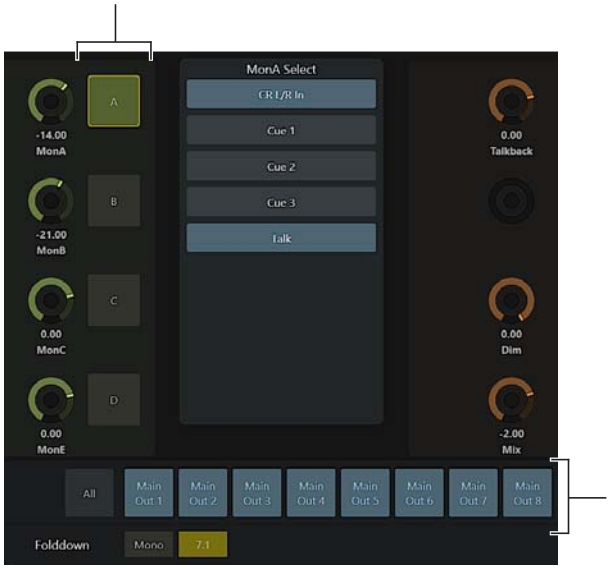
You can enter custom names for some or all speaker outputs and monitor labels directly from the Touchscreen. Names and labels are stored with User Preferences. (See **Saving and Loading User Preferences**). Custom naming is enabled (or disabled) from the Monitoring Local Options screen.

To enable speaker and monitor naming:

1. Make sure S6 is focused on (or locked to) XMON EUCON or SMP 2.
2. Navigate the Touchscreen to the Monitoring screen (from the Home screen, press Monitoring).
3. Tap the Local Options (gear) icon.
4. Click to enable the option Enable Speaker Label Editing.
5. Tap the Local Options (gear) icon again to hide the Monitoring Local Options settings.

To enter custom speaker names or monitor labels:

1. In the Monitoring screen, double-tap a monitor label (A–D) next to the knobs, or a speaker tile along the bottom of the screen. The tapped tile becomes highlighted, and the on-screen keyboard appears.



Monitor labels and Speaker names in the Monitoring screen.

2. Enter a name, then tap Enter to hide the keyboard.
3. Repeat to enter custom names for other speakers and monitors.
4. To prevent items from being renamed unintentionally (such as when selecting speakers to mute), open the Monitoring Local Options screen and disable the option to Enable Speaker Label Editing. Custom names persist.

To reset names to their default names:

1. In the Monitoring screen, double-tap a speaker tile along the bottom of the screen.
2. Delete the name for the speaker, then tap Enter to hide the keyboard.
   The speaker is renamed to its default name as provided by the monitoring application (such as XMON).
3. Repeat to clear custom names for other speakers.

Sum and Intercancel Modes for Source and Speaker Switches

Sources and Speaker selection can be configured to operate in Sum or Intercancel mode.

To configure Source and Speaker selection:

1. Navigate the touchscreen to the Monitoring screen (from the Home screen, press Monitoring).
2. Tap the Local Options (gear) icon to open the Monitoring settings.
3. Tap to enable the desired mode for Source Mode and Speaker Cut Mode.

Sum Selected Sources or Speaker cuts are added to those currently selected.

Intercancel Selecting a Source or Speaker cut deselects any currently selected sources or speakers.

These and other Monitoring settings are also available as Soft Keys in the Soft Key Editor (via Surface commands), and from the Master Post Module.

Chapter 7: Settings Screen

The Settings screen lets you connect workstations, configure your surface, create and edit Soft Keys, and set S6 preferences.

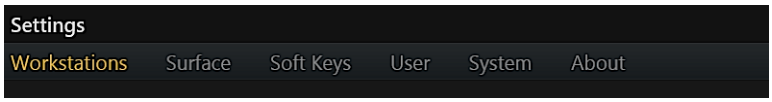


Figure 45. Settings screen with Workstations page selected

To go to the Settings pages:

1 Press the **Settings** switch on the Master Module (or from the Home screen, touch Settings at the lower-right).

2 To display different Settings pages, do either of the following:

- Touch **Workstations**, **Surface**, **Soft Keys**, **User and System Preferences**, or **Workstations** at the top of the Settings screen.
- Swipe the Settings screen horizontally.

3 To return to the previous view and exit Settings, press **Tracks** on the Master Module.

Workstations

To open the Workstations page:

- Press **Shift** + **WS** on the Master Module (or navigate to the Settings screen and touch Workstations at the top of the screen).

Multiple workstations can be connected to S6 at once, but only one is *attentioned* at a time. The attentioned workstation has exclusive access to the S6 surface.

For more information, see **Connecting S6 to Workstations**.

You can attention different workstations by tapping to select them in the Connected list of the Workstations screen, using the Master Module Soft Keys (see **Workstations, Layouts, and Tracks Soft Keys**), or by attentioning tracks (see **Focus Workstation of Most Recently Selected Track**).

Switching KVM Source Independent of Workstation Focus

By default, changing focus to a different workstation also switches the KVM (if any, see **KVM Enable**). You can instead switch only the KVM without changing workstation focus.

To switch the KVM without changing workstation focus:

1 Navigate to either the Settings > Workstation screen, or press the Master Module **WS** switch to list available workstations on the Master Module Soft Keys.

2 On the Master Module hold the **Shift** switch (in the Navigation switch section) then do either of the following:

- Tap to select a workstation on the Workstation screen.
- Press the Soft Key for a different workstation.

  The attached KVM switches to the selected workstation but does not focus that workstation. On-screen, a KVM icon appears next to the current KVM source.

Surface

The Surface page lets you configure the S6 surface arrangement, define Spill Zones, designate Knob Modules for Attention Track Expand mode, and calibrate modules after the arrangement is configured.

Configuring the Surface You need to configure the surface only when you first set up or modify S6. The Surface page also lets you define Spill Zones, designate up to two Knob Modules for Attention Track Expand mode.

To configure the surface arrangement for the first time, see **Configuring the S6 Surface.** *To configure spill and expand zones, see* **Chapter 18, "Spill Zones."**

Calibrating Modules After configuring your surface arrangement you can calibrate the joysticks on Master Joystick Modules (if any, see **Calibrating the Joysticks**), and calibrate LEDs on individual modules (see below).

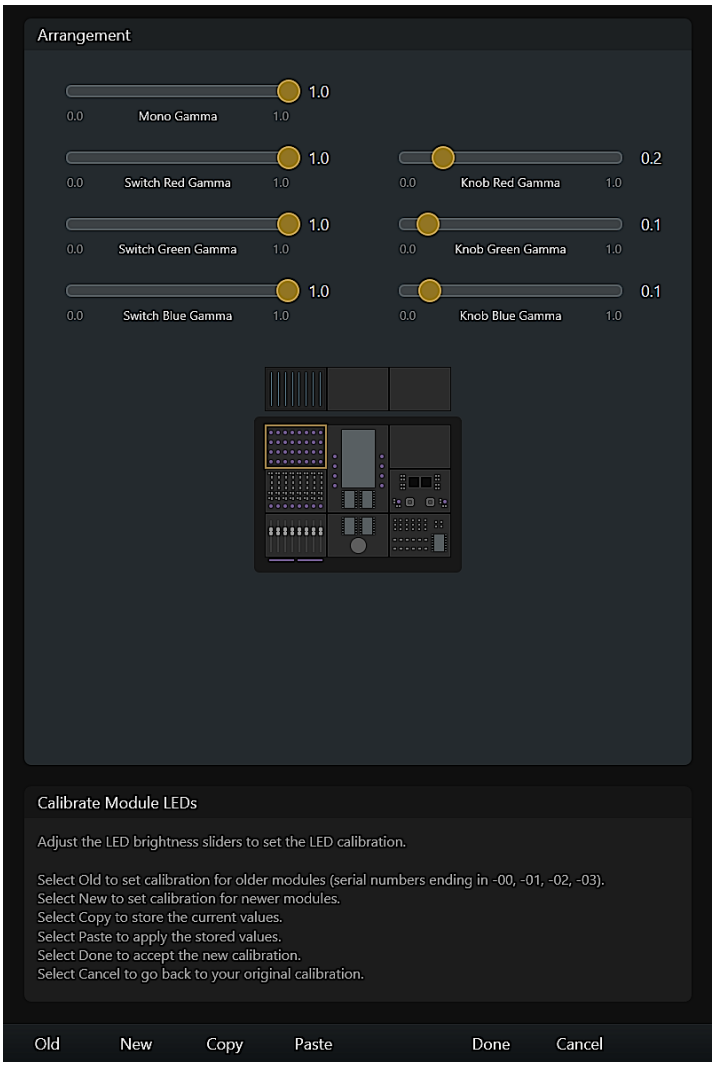
LED Calibration and Brightness Control

You can customize the brightness of LEDs on a per-module basis, to match the brightness of elements on modules of varying ages or revisions. Presets are provided for the most common settings, and you can copy and paste settings among modules.

To control the brightness of all OLEDs, LEDs, and Display Modules, use the Brightness controls in the Settings > System page.

To calibrate module LEDs:

1. Go to the Settings > Surface page.
2. In the image of your surface arrangement, tap to select a module.
   The selected module is outlined in orange, and across the bottom of the screen the command LED appears.
3. Press LED. The LED Calibration screen appears.
4. Do the following:
   - To adjust brightness for small switch LEDs (such as **Back**, **<** and **>**), adjust the Mono Gamma slider.
   - To adjust brightness for larger switches (such as Function switches on Process Modules), adjust the Switch Red/Green/Blue Gamma sliders.
   - To adjust brightness for knobs, adjust the Knob Red/Green/Blue Gamma sliders.
   - Load one of the **LED Presets**.
   - **Copy and Paste LED Settings**.
5. To save your settings for the currently selected module, press Done.
   LED Calibration settings are stored on the Master Module.
6. To close without changing any settings, do any of the following:
   - Press Cancel.
   - Tap to select a different module in the arrangement.
   - Navigating to any other view on the MTM.
7. Tap to select another module and repeat the previous steps.



Settings > Surface, LED Calibration

LED Presets

Presets are provided so that you can quickly match brightness on systems that include both old and new revisions of S6 modules.

To use LED Presets, first identify the revision of each module by viewing its Part Number in the Settings > Surface page, then load the appropriate Preset. The most common use of Presets is to configure new modules to match the brightness of older modules, as explained in the following instructions.

To determine module revision:

1. If you are already in the LED Calibration screen, press Done. Otherwise, go to the Setting > Surface page.
2. In the image of your surface arrangement, tap to select a module.
   The Part Number for the currently selected module is shown in the lower section of the screen. Note the last two numbers.
   - If the Part Number ends in -00, -01, -02, or -03, the module is an early (older) revision.
   - If the Part Number ends in -13 or -23, the module is a later (newer) revision.
3. Repeat the previous step to determine the revision of all other modules in your system.

To use an LED Calibration Preset:

1. In the image of your surface arrangement, tap to select a "new" module.
   The selected module is outlined in orange, and across the bottom of the screen the command LED appears.
2. Press LED. The LED Calibration screen appears.
3. Press New.
   Brightness settings are loaded that approximately match those of earlier modules.
4. Adjust individual brightness parameters as appropriate (module brightness changes as sliders are adjusted).
5. To save the current settings, press Done. (See also **Copy and Paste LED Settings**).
   LED Calibration settings are stored on the Master Module.
6. To close without changing any settings, do any of the following:
   - Press Cancel.
   - Tap to select a different module in the arrangement.
   - Navigating to any other view on the MTM.
7. Tap to select another module and repeat the previous steps.

Copy and Paste LED Settings

To Copy and Paste LED Calibration settings among modules.

1. Go to the Settings > Surface page.
2. In the image of your surface arrangement, tap to select a module.
3. Press LED.
4. Adjust individual brightness parameters as appropriate (module brightness changes as sliders are adjusted).
5. Press Copy.
6. If you adjusted any settings, press Done to save those settings for the currently selected module.
7. In the image of your surface arrangement, tap to select a different module.
8. Press LED.
9. To paste copied settings, press Paste.
10. Press Done to save those settings for the currently selected module.
11. LED Calibration settings are stored on the Master Module.

Update and Update All (Firmware)

In the Settings > Surface, Config page, you can choose to update firmware only on specific modules by first selecting them and then pressing Update. To update firmware on all modules, press Update All.

Soft Keys

S6 provides a Soft Key Editor for creating and managing Soft Keys on the Master Module, Automation Module, and Master Post Module.

See **Chapter 8, "Soft Keys."**

User and System Preferences

The User and System Preferences let you optimize many characteristics of the system.

- **User Preferences** include settings for banking, display, behavior of strips and knobs, and other settings. User preferences can be saved and loaded to/from disk for transfer to other systems and for archiving.
- **System Preferences** set system-specific settings such as brightness, GPIO, and KVM. System preferences stay with the system on which they are configured.

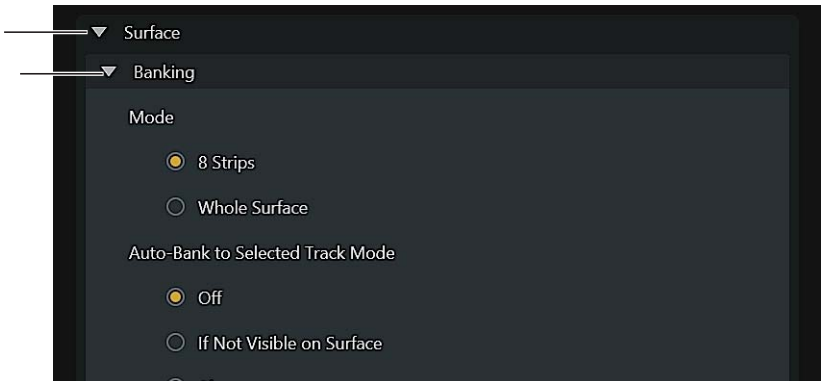
User and System Settings Views

The different sections of preference settings in both the User and System pages can be expanded and collapsed, letting you show or hide settings. View settings (expanded or collapsed states) are maintained and persist. By default, all views are expanded.

To expand or collapse preference settings views:

1. Navigate to Settings > User or Settings > System.
2. Tap the expand/collapse icon next to the desired heading or section.

   For example, to expand or collapse all Surface sections in the User page, tap the icon next to the heading Surface. To expand or collapse only the Banking settings, tap the icon next to Banking.



Expand/collapse icons in Settings > User

About

The About page displays system and software version information, and provides the Log Out and Shut Down controls. Log Out lets you access the Master Module desktop to perform software updates or system maintenance. Shut Down lets you shut down the Master Module prior to powering down the system.

Always shut down the Master Module using the Shut Down command in the About screen before powering down the system. Wait for the Master Module to completely shut down before powering off.

Chapter 8: Soft Keys

The Master Module, Automation Module and Master Post Module Soft Keys are pre-configured to provide convenient access to many of the most used features and commands in your DAW. (Not all manufacturers supply Soft Keys for S6, but you can create your own.)

Overview of S6 Soft Keys

Soft Keys are organized into pages arranged on the different Soft Key banks. Two banks of Soft Keys, each with 15 Soft Keys surrounding its own display, are provided on both the Master and Automation Modules. The Master Post Module provides a single bank of 15 Soft Keys. Each page can provide keys to execute specific DAW commands, S6 surface commands, and to navigate to other pages of Soft Keys. The Automation Module Wheel switches, Locate switches, Numeric Keypad, and Transport switches are also editable Soft Keys, as are the switches in the Monitoring section on the Master Post Module.

Default Soft Key assignments (known as an *Appset,* or Application Set) are provided for Pro Tools, Nuendo 7, Cubase 8, and Pyramix (for other DAWs, contact the manufacturer). To get started utilizing the factory-assigned Soft Keys for Pro Tools, see **Using Soft Keys**.

The available Soft Keys on your system may differ from those shown in this document, depending on which version of S6 software is installed, whether an S6 appset is available for your DAW, and whether you have customized your Soft Keys.

Soft Keys can also be customized to add or rearrange commands, and custom assignments can be saved and loaded. S6 provides a Soft Key Editor in the Settings screen for creating and managing Soft Keys. You can add, delete, rename, color, save and load Soft Keys. EUCON commands, alpha-numeric keys and commands, page jumps, and S6 surface functions can be assigned to each Soft Key, with multiple layers of assignments available via modifier keys. Full-color icons can be assigned to both the active and inactive states, and background colors and names can be changed.

Soft Key assignments can include multiple EUCON commands in addition to combinations of Key, Page, and Surface commands.

Soft Key assignments are specific to each individual DAW or application. Multi-DAW assignments are not supported.

To learn how to create and edit Soft Keys, see **Soft Keys Editor**.

About Appsets and Software Updates

S6 software uses a default Appset installed at the factory. If you have customized any Soft Key assignments, S6 creates and maintains those in a custom Appset and uses that set instead of the factory default set. Installing new S6 Master Module software will not install the default Appsets if you have customized the Appset from a previous version in any way. To access the new factory Appset provided in the most recent Master Module software, first save your custom Appset (see **Saving and Loading Soft Key Appsets**). After updating the system press Factory at the bottom of the Soft Key Editor (any custom Soft Keys will be lost and will need to be reassigned).

Saving and Loading Soft Key Appsets

The Soft Keys screen (Settings > Soft Keys) provides Save and Load buttons to store and load appset files.

- Use Save to save custom Soft Key assignments for archiving and transfer.
- Use Load to recall saved Appsets for a specific project or when you move to a different system. You can also load Appsets from earlier versions of the current DAW.
- Use Factory to replace the currently loaded Soft Key assignments with the default assignments for your DAW. (If you have customized any Soft Keys, be sure to save your assignments before resetting to Factory.)

Factory, Load, and Save commands in Settings > Soft Keys

Location of Custom Appsets

The ability to save and load Appsets lets you backup and transfer Soft Key assignment. S6 Appset files are stored in the following default location: C:\ProgramData\Avid\S6\Appsets

If the ProgramData folder is hidden, do the following to show it:

1. Navigate the touchscreen to the Settings > About page and press Logout.
2. Select Administrator. When prompted enter the following default password: password
3. Click the File Explorer tile.
4. In Explorer, tap View, then tap Options.
5. In the Folder Options dialog, tap to select the View tab, then tap to enable Show Hidden folders, files, and drives.

Using Soft Keys

Take a few minutes to explore the default Soft Key assignments for Pro Tools to familiarize yourself with what is available, how the pages and keys are organized, and how to navigate among them. The following sections include examples that highlight some of the features provided in the default Pro Tools appset.

If you have customized your Soft Keys, use the Save and Load feature in the Soft Key editor to ensure your custom appset is saved. Then restore the Factory appset to see the new assignments for Pro Tools. To restore your custom appset, use the Load command.

Navigating Soft Keys

To begin, look at the default first page on the pair of Master Module Soft Key banks. These banks are labeled Automation 1 and Session Management 1. Most banks are color coded to make it easier to recognize their function. For example, session management pages have a blue banner, while automation pages are red, editing pages are green, and so on.

Navigation keys are provided along the bottom of each bank.

Navigation switches along the bottom of the left Soft Key bank on the Master Module (default Pro Tools appset)

- Pressing the Menu switch jumps to the Page Menu keys, which list numerous other available pages. Similarly, pressing Playlists or ChMeters1 jumps to those corresponding pages.
- Pressing Home (when available) jumps back to the first page in that bank.
- Pressing Left, Right, Prev, or Next (as available) navigates to the previous or next page in that bank.

Automation Example using the Master Module Soft Keys

Master Module Soft Keys, page 1 (Pro Tools default Soft Keys)

The first page of the left bank of Soft Keys on the Master Module is the Automation 1 page, providing many of the most frequently used automation commands. The following example shows you how you can use Soft Keys to set Pro Tools track automation modes.

To set track automation mode using the Soft Keys:

1 Make sure the Master Module Soft Key left bank is showing the Automation 1 page.

The left column of track Automation modes indicate currently assigned modes with lit switch LEDs. For example, if the Read switch LED is lit, it indicates that all tracks are in Read mode.

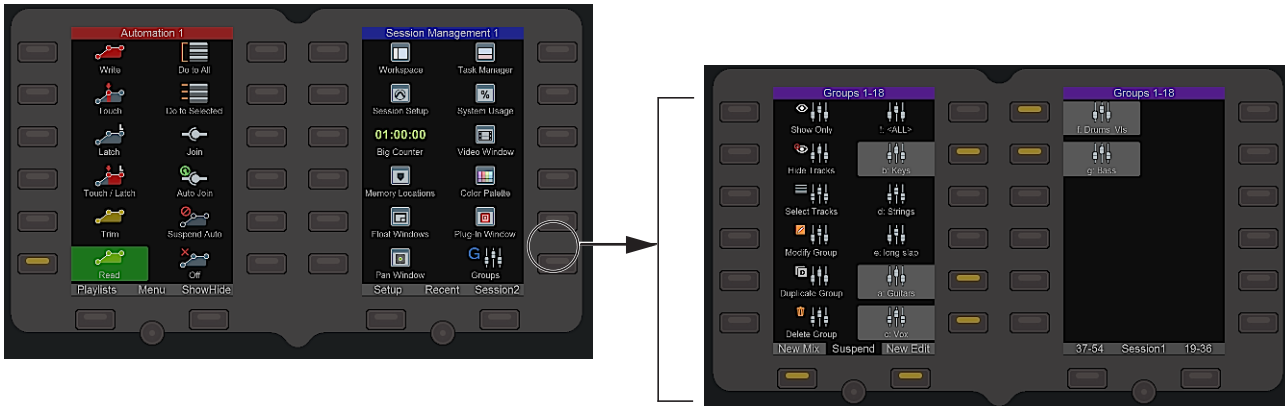
2 Press and hold the Soft Key for the desired track automation mode (such as Latch).

3 On the Fader Module strip for the desired track, press its **F** switch.

The **F** switch lights red, the strip display shows Latch, and the Soft Key for Latch mode lights.

Groups Example using the Master Module Soft Keys

The first page of Soft Keys on the right bank of the Master Module is Session Management 1, providing Soft Keys such as Workspace, Task Manager, and Big Counter which open their corresponding windows on-screen in Pro Tools. The Groups Soft Key is a jump key that, when pressed, lets you access group related commands (in the leftmost column) and the first three pages of available Groups in the other three columns.



Pressing the Groups Soft Key changes both Soft Key displays

For example, to modify a Pro Tools track group:

1 Press the Groups Soft Key to display Groups pages in both Soft Key banks.

2 Press the Soft Key for Modify Groups.

3 Press the Soft Key for a specific group (such as “a:guitars”).

On-screen in Pro Tools, the Modify Groups dialog opens, focused on the selected group.

4 Configure Group settings on-screen.

The same procedure lets you duplicate and delete groups by pressing their Soft Keys in step 2.

Also in the right bank are keys to navigate to pages of other Groups (19-36 and 37-54) that, when pressed, show the corresponding groups across both banks. Groups-related commands remain accessible in the left column of the left bank.

Extras Page

In the default Pro Tools assignments, the right-side bank of Soft Keys on the Automation Module shows the Extras page. This page provides access to other Soft Key pages including Snapshots, Satellites, and Control Room, and commands including Pre-Roll and Expand Zone toggles. Also included are keys to take you to pages for Recording, and for Workflows.

Workflow Pages

Be sure to explore the Workflow pages in the default Soft Key assignments for Pro Tools. These provide Soft Keys for many of the most useful Pro Tools commands including Rendered Workflow functions Freeze Track(s), Commit Track(s), and Bounce Track(s), as well as Clip functions (Loop Clip(s), Lock Clip(s), and Mute Clip(s).

Navigating Soft Key Banks from the Numeric Keypad

By holding **Shift** on a Fader Module, you can press the numeric keys on the Numeric Keypad to navigate Soft Key banks on the Master and/or Automation Module to different pages, as described in the following table.

Fader Module Shift + Numpad Assignments for the Numeric Keypad in the default Pro Tools appset

Numeric Keypad Switch (Hold Shift while Pressing)	Function	Description
. (decimal)	Control Room	Access all control room Sources and Speakers, toggle Sum/Intercancel modes, access Folddowns, Talkback and Listenback, and access Monitoring Preferences
0	Default	The default Soft Key pages are shown in all banks
1	Automation	All four banks of Soft Keys display Automation pages
2	Automation Alt 1	Automation pages 1 and 2 appear on the Automation Module Soft Key banks (useful when Layouts are shown in both the left and right Soft Key banks)
3	Automation Alt 2	Automation page 1 appears on the right Master Module Soft Key bank (useful when Layouts are shown on only the left bank)
4	Management	Session management pages appear on all banks
5	Satellites & Machines	All four banks display pages for Satellites, Machine Control, Solo (SIP/AFL/PFL, and switch behavior), and more
6	Configuration	Editor Interface, Tools and Setup, Session Management 1, and Counters & Scrolling pages appear on the four banks
7	Editing	Pages and commands to edit Clips, Clip Gain, Clip FX, Selections, and Tracks
8	MIDI	MIDI composition, creation, and editing commands
9	Recording	Commands for recording, tracking, and Playlists
Enter	Spill Zones	Bank, Nudge, Home, and End for each Spill Zone (Left and Right)

QuickView for Preferences (Shift + *)

The factory appset for S6 includes a Settings QuickView that brings many of the most frequently used S6 Preference settings together across the Master Module and Automation Module Soft Key banks.

To access Settings view:

1. Hold **Shift** on a Fader Module and press the ***** (asterisk) switch on the Automation Module (above the num pad).

   The four Soft Key banks on the Master and Automation Module jump to Settings view.

   - Home Screen and Track Local Options appear in the Master Module left Soft Keys bank.
   - System and General settings appear in the Master Module right Soft Keys bank.
   - Surface Strips & Displays appear in the Automation Module left Soft Keys bank.
   - Attention and Knobs & Keys appear in the Automation Module right Soft Keys bank.

2. To return to the home view on all Soft Key banks, press any Close key below each bank.

If you have customized any Soft Keys, use the Save *command in* Settings > Soft *Keys to store them for archiving or transfer. Press* Factory *to reset all Soft Keys to their factory default assignments. To restore your saved custom Soft Keys, use* Load.

QuickViews for Memory Locations (Shift + Mem Loc) and Layouts

The factory appset for S6 includes a Memory Locations QuickView that lets you quickly access up to 96 memory locations or Window Configurations across the Master Module and Automation Module Soft Key banks.

To access Memory Locations view:

1. Hold **Shift** on a Fader Module and then press the **Mem Loc** switch on the Automation Module, above the numeric keypad.

   The four Soft Key banks on the Master and Automation Module jump to Memory Locations view. Press Next for 49-96.

2. To return to the home view on all Soft Key banks, press the Soft Key for Close under any of the four Soft Key banks.

If you have customized any Soft Keys, use the Save *command in* Settings > Soft *Keys to store them for archiving or transfer. Press* Factory *to reset all Soft Keys to their factory default assignments. To restore your saved custom Soft Keys, use* Load.

Soft Keys Editor

The Soft Keys Editor screen lets you create and customize Soft Keys.

To access the Soft Key Editor:

- Navigate the touchscreen to Settings > Softkeys.

  The default Soft Keys Editor screen provides the following main sections.

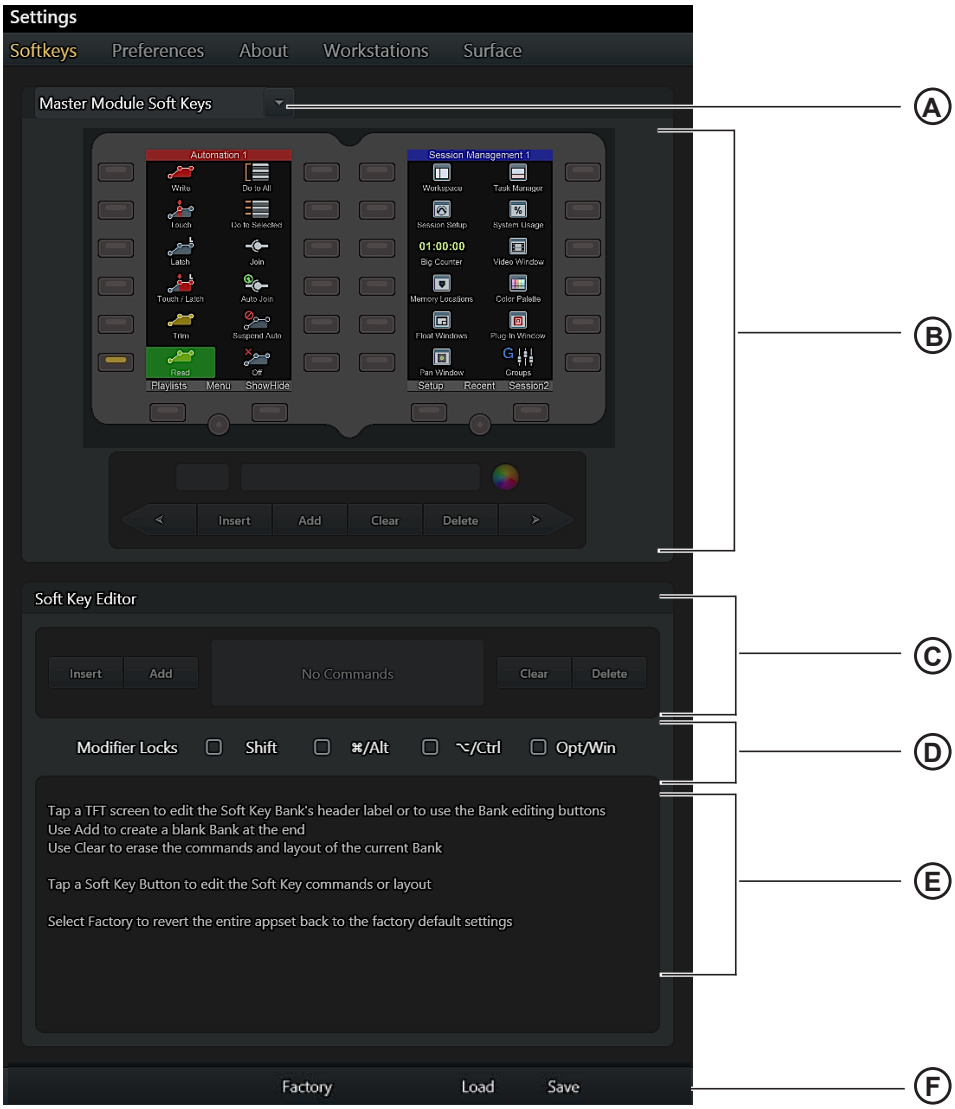


Figure 46. Soft Key Editor default screen

A – Module Selector Touch to choose to target Soft Keys on the Master, Automation Module, or Master Post Module

B – Soft Key Banks and Commands Displays Soft Key banks and assignments for the selected module, and provides commands to edit bank name and color, Insert, Add, Clear, or Delete banks.

C – Soft Key Editor Command to Insert, Add, Clear, and Delete Soft Key blocks that make up the Soft Key definition.

D – Modifier Locks Modifier keys to define and access additional commands from a Soft Key.

E – Help Text Instructions for how to use the Soft Key Editor.

F – Soft Key Commands Provides the Factory button to reset the Soft Key Editor to its default set of Soft Keys (any custom Soft Keys will be deleted), and Soft Key Load and Save commands. This area of the Soft Key Editor changes to different views depending on the current task.

To exit the Soft Keys page at any time:

- Press **Home** on the Master Module or select another Settings screen from the top of the touchscreen.
  Custom Soft Keys are automatically saved on the Master Module.

To reset the Soft Keys to their factory (default) assignments:

- In the Soft Keys Editor, press Factory.

Creating Soft Keys

This section gives examples of the following:

- **Customizing a Soft Key in a User Bank**
- **Creating a New Soft Key Bank**
- **Adding Navigation Keys to a Bank**

See also **Special Soft Key Functions** *to learn about special features available in the Soft Key Editor, including modifier key locks (Soft Key layers), drag-and-drop, key commands, and more.*

Customizing a Soft Key in a User Bank

The default factory Pro Tools appset includes the User Page, which are pre-built, consecutive pages of Soft Keys with pre-configured navigation keys. We will use one these pages to quickly create a custom Soft Key assignment to solo all tracks with a selection.

To customize a User Soft Key:

1. Make sure the Automation Module right bank of Soft Keys is displaying the Extras page (its default first page).
2. (Optional) Press the Soft Key for User Pages.

User Pages Soft Key on the Automation Module

The right bank of Automation Module Soft Keys jumps to the first User Page.

You do not have to navigate the soft keys to the desired page before opening the Soft Key Editor, you can instead use the on-screen bank selector and navigation controls available in the Soft Key Editor screen.

3. Navigate the touchscreen to Settings > Softkeys.

4 In the Soft Key Editor, select the module on which you want to create a new Soft Key by tapping the Module Selector at the top of the page and choosing Automation Module Soft Keys.

Figure 47. Module Selector (1) and page navigation/editing commands (2)

The Soft Key Editor shows the Automation Module Soft Keys, with the currently banked page (User Page 1) displayed in the right bank. (To select a different page, tap at the top of the displayed page to select that bank, then use the < and > buttons to navigate to the desired page.)

This page provides 12 undefined Soft Keys labeled User, along with pre-defined navigation keys (User 1, Extras, and User 3) across the bottom.

5 Tap to select a Soft Key to customize.

When a key is selected it becomes highlighted in yellow. The lower half of the Soft Key Editor displays commends for defining the Soft Key.

Figure 48. A selected Soft Key

You can also create new Soft Keys in secondary layers for existing Soft Keys. For more information, see **Modifier Locks**.

6 Tap Add in the Soft Key Editor section. A Soft Key block appears in the center of the Editor section, and the commands EUCON, Page, Key, Surface, Options, and Done appear across the bottom.

7 Tap the Soft Key block to select it. It becomes highlighted in yellow.

8 Tap EUCON, Page, Key or Surface at the bottom of the screen.

The block becomes highlighted and displays choices and commands for the selected command type. For example, if you tap EUCON, the hierarchical listing of EUCON commands appears below. If you tap Page, Soft Key navigation choices appear, and similarly for **Key Strokes** and **Surface Soft Keys**.

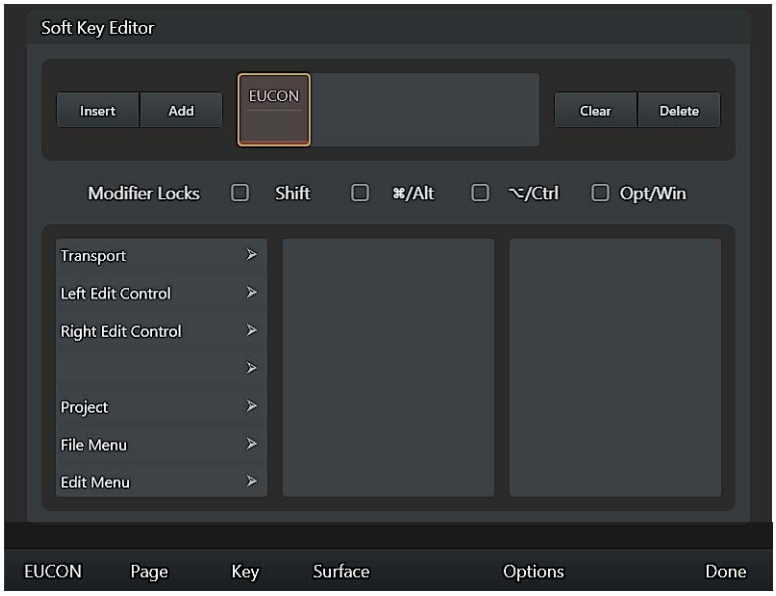


Figure 49. Soft Key Editor with one block added

9 Use the hierarchical EUCON command lists to navigate to and select the desired command. For example, scroll to and then tap Mixing, then scroll to and tap Solo Tracks w/ Sel as shown in Figure 50.

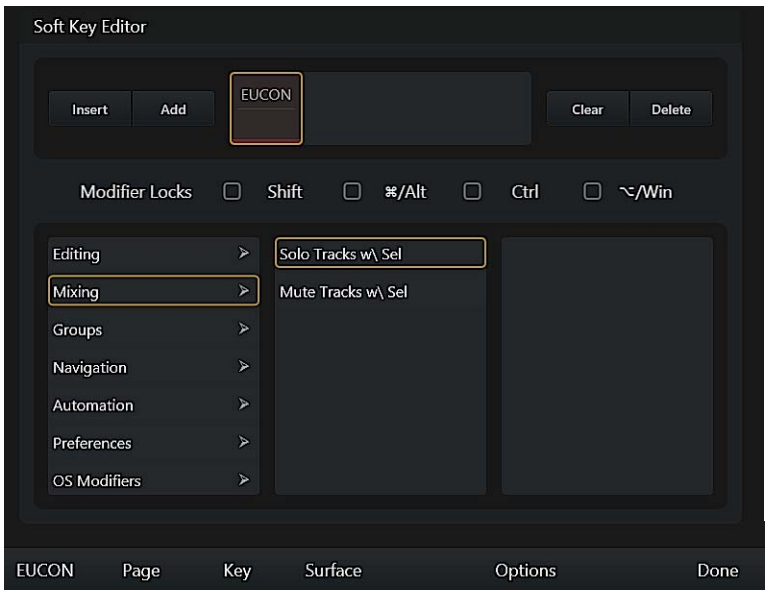


Figure 50. Selecting a EUCON command

10 Tap Done (or tap the Soft Key block) to close the EUCON command menus.

Soft Key assignments can include multiple EUCON commands in addition to combinations of Key, Page, and Surface commands. To optimize multi-command Soft Keys, see **Soft Key Options**.

11 Tap the Text/Icon Display Mode selector and select how you want text and/or icons displayed for the Soft Key. Choices include Not Used (no text or icon), Icon Only, and other options for Soft Key text and icon appearance.

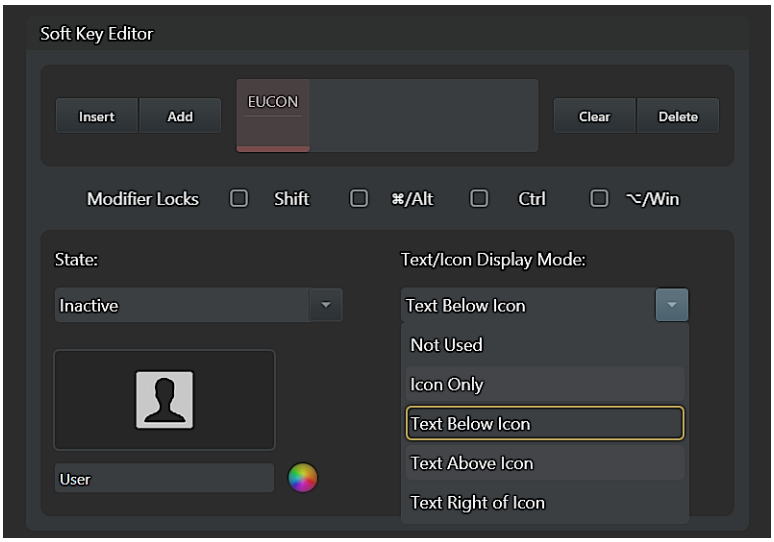


Figure 51. Text/Icon Display Modes

12 Under State, do the following:

- Tap the Inactive/Active selector to choose which state you want to define first. (Some commands only have an inactive state.)
- Tap the Icon display below the Inactive/Active selector (the Icon display will be blank for newly created Soft Keys), then use the displayed library to choose an icon for the current state. The Icon palette can be filtered to show All icons or Pro Tools icons, and can be scrolled up, down, left, and right. Tap Done (or tap outside the Icon palette) to return to the Soft Key Editor.
- Double-tap the text field (directly below the Icon display) and enter a text label for the Soft Key using the on-screen touch keyboard. Tap Enter to close the on-screen keyboard. When assigning a command to a new (blank) Soft Key, the text label is automatically filled in with the text of the assigned command. When editing an existing Soft Key (such as any of the pre-configured User keys), rename the text label manually.
- Tap the Color Picker and tap to select a color for the text and its background to appear in the currently selected state. Tap Done (or tap outside the Color Picker) to close it and return to the Soft Key Editor.

You can save custom colors by dragging the modified color box onto the palette.

- Repeat for the other state (if you defined display characteristics for the Inactive state, now choose Active and choose an icon, enter a name and choose a color).

In the example Soft Key we created, we defined text for both the Inactive and Active states as “Solo Tks w/Sel” and chose a custom icon as shown in Figure 52.

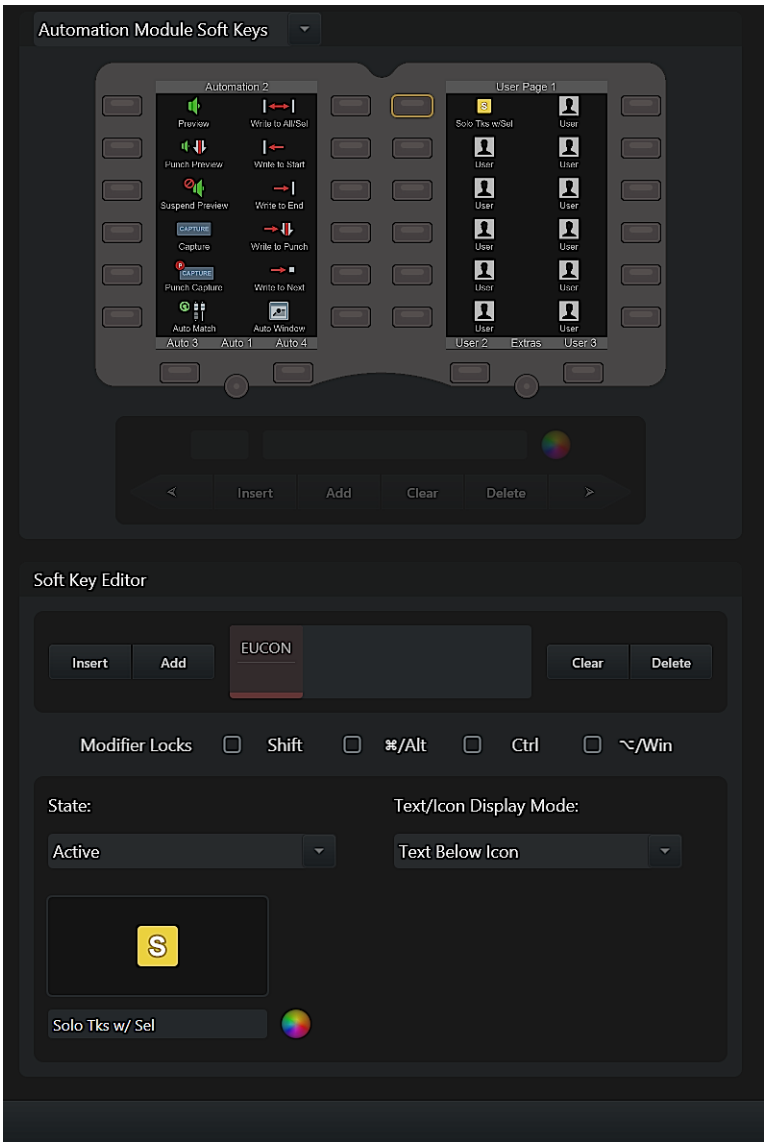


Figure 52. Custom Soft Key defined with text and icon

13 To exit the Soft Keys page, press **Tracks** on the Master Module, or select another Settings screen from the top of the touchscreen. Soft Keys are saved automatically.

Creating a New Soft Key Bank

This section describes how to create a new, empty Soft Key bank.

To create a new Soft Key:

1 In the Soft Key Editor, select the module on which you want to create a new Soft Key by tapping the Module Selector at the top of the page and choosing one of the available sets of Soft Keys.

Figure 53. Module Selector

2 Tap the image of the Soft Key bank you want to edit. The selected set is outlined in yellow and its name is displayed below in the Bank commands section.

Figure 54. Automation Module Soft Keys, Right set, selected (Add command, below)

3 Tap Add in the Bank commands section to create a new, empty bank after the last existing bank. New banks are automatically numbered.

- To create a new bank between existing banks, tap Insert; the new bank will be inserted before the currently selected bank.

4 Name the bank and choose a text color by doing the following:

- Double-tap the name field (to the left of the Color Picker) and enter a name for the bank using the on-screen touch keyboard. Tap Enter to close the on-screen keyboard.
- Tap the Color Picker and tap to select a color for the bank name text and for the background color displayed behind the text. Tap Done (or tap anywhere outside the Color Picker) to close it and return to the Soft Key Editor.

Adding Navigation Keys to a Bank

Navigation keys use the Page commands to navigate among banks of Soft Keys. In this example, we will define keys to navigate to the previous and next page of banks.

To add navigation keys to a bank:

1 In the three keys across the bottom of the bank, tap to select the left key as shown in Figure 55.

Figure 55. Selecting a key for page navigation

2 Tap Add in the Soft Key Editor section.

3 Tap the newly created Soft Key block to select it (the block is highlighted in yellow).

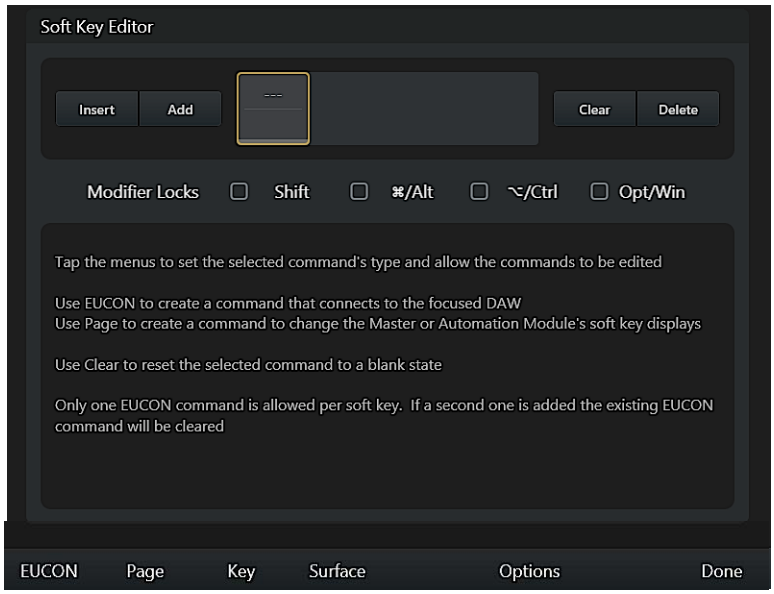


Figure 56. Soft Key Editor after a command block has been added

4 Tap Page at the Bottom of the screen. The command block you just added displays Page, and the Page commands appear.

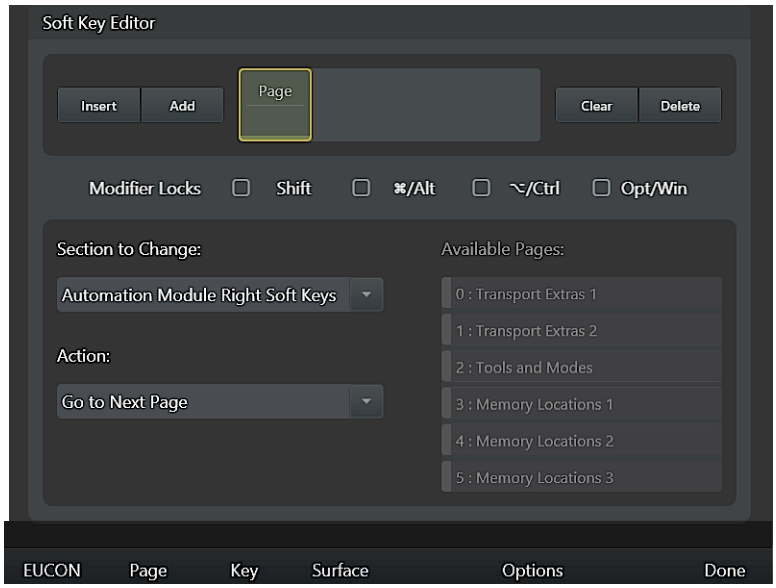


Figure 57. Page commands

Make sure the Section to Change selector shows the correct set of Soft Keys (such as Automation Module Right Soft Keys). If necessary, tap and choose a different set.

5 Tap the Action selector and choose the desired action (for the "left" key selected in Figure 55, you would typically choose Go to Previous Page). If you choose Jump to Specified Page, the Available Pages list to the right lets you select the desired page.

6 Tap Done to close the Page commands.

7 Double-tap the name field and enter a text label for the Soft Key (such as "Left") using the on-screen touch keyboard. Tap Enter to close the on-screen keyboard.

8 Repeat the previous steps for the "right" navigation key of the new bank, defining it to Go to Next Page as shown in Figure 58.

Figure 58. Left and Right navigation keys defined for a Soft Key bank

9 To assign Soft Keys to the new bank, follow the instructions in **Customizing a Soft Key in a User Bank**.

10 To exit the Soft Keys page, press **Tracks** on the Master Module, or select another Settings screen from the top of the touch-screen. Soft Keys are saved automatically.

Special Soft Key Functions

The Soft Key Editor also lets you add **Key Strokes** and **Surface Soft Keys**, configure **Soft Key Options**, utilize **Modifier Locks** for Soft Key layers, **Drag and Drop Transport Switches**, and customize **Wheel Shift Functions**.

Key Strokes

Alpha, numeric, Function, arrow, and other keys from the computer keyboard (including OS modifier keys and other unique functions such as Pause) can be included in a Soft Key definition. Selecting Key provides the following controls:

Key Command Double-tap to access the on-screen keyboard to assign letters or numbers from the computer keyboard to the Soft Key definition.

Insert Special Key Tap to display the Special Key menu, where you can choose special keys to include in the Soft Key definition such as numeric keys (Keypad 0–9), Function keys, arrow keys, Return, Enter, and other.

Key Command Modifier Tap to include one or more modifier keys in the Soft Key definition. This lets you create Soft Keys that execute keyboard shortcuts with a single press (such as Shift + Tab).

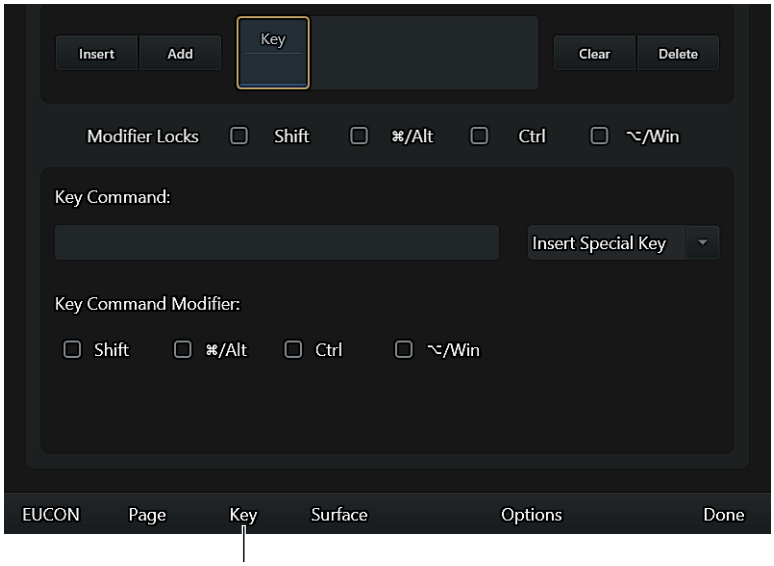


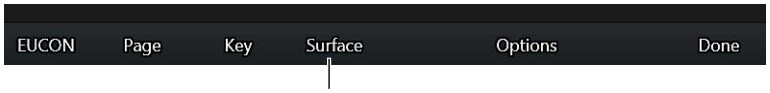
Figure 59. Key Command settings in the Soft Key Editor

Surface Soft Keys

The Soft Key Editor now lets you assign Surface commands to Soft Keys, letting you control more aspects of the S6 surface from customizable Soft Keys. Surface commands let you define Soft Keys for surface banking, talkback and other monitoring controls, Layouts, workstations, and many other common surface functions.

To access Surface Soft Key commands:

1. Navigate the touchscreen to Settings > Soft Keys.
2. Select a module and key to create or edit its Soft Key assignment as explained in the S6 Guide.
3. In the lower half of the Soft Key Editor, tap Add.
   Choices for EUCON, Page, Key, and Surface (as well as Done) appear across the bottom.
4. Tap Surface to add a Surface command.



Surface command in the Soft Key Editor

The Editor shows the top level of Surface commands, such as Monitoring, Navigation, Titles, Surface Options, and others.

5 Tap to select a category and reveal associated choices.

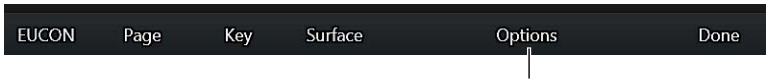
Take a few minutes to explore the available Surface commands. The following table lists the choices available in each category.

Surface Soft Key

Category	Commands	Notes
CR Monitoring	Dim, Cut, Main, Alt1, Alt2, Speaker Cuts (mode, and select 1–16), Folddowns (select), Monitor Insert, Talkback, Listenback, and Sources (mode, and select 1–16)	For monitor control from Soft Keys on the Master Post Module or other modules. (To add these to your DAW appset, focus and lock your monitoring application first.)
Mon A Monitoring	Dim, Cut, and Source select 1–16	
Mon B Monitoring	Dim, Cut, and Source select 1–16	
Mon C Monitoring	Dim, Cut, and Source select 1–16	
Mon D Monitoring	Dim, Cut, and Source select 1–16	
Navigation	Banking, Layouts, Spill Zone Left, and Spill Zone Right select	Surface and spill zone banking from Soft Keys
Titles	Layout Recall and Post Layout Recall select	Recall any currently loaded layouts
Surface Options	Attention, Strips, Knobs, Soft Keys, Brightness (including Activate/Deactivate Screening Mode), and GPIO	Control preferences in the Settings screen
Workstation Options	Show Custom Names, General (such as Follows Knob Set Changes, and Open/Close Plug-Ins), KVM switch (enable)	
Display Module Options	Show Automation, and Reverse Automation Lanes	
General Options	Preferences	**Autoload from Titles and Sessions** settings
Attention Track Options	Attention from Meter Scroller, Show Borders Meter Scroller, Track Scroller follows Attention, Link Scrollers, Enable Attention Knob/Fader Zones, and Auto Show Sel Function Graph	
Track Selector Options	Display Breaks on Color, Auto Bank to Attention, Show Home on Attention, Auto Select Joystick in Layouts, Store Virtual Hidden Strips in Layouts, Auto Store PEC/Dir in Layouts, Double Tap to Assign in Banking, and Mirror Post Strips	Assign any of these commands to Soft Keys to be able to control their settings without leaving the current Track Selector view
Monitoring Options	Auto Listenback, Enable Surface Listenback Latching, Auto Talkback, Enable Surface Talkback Latching, Enable GPI Talkback Latching, and Enable Speaker Label Editing	For monitor control from Soft Keys on the Master Post Module or other modules

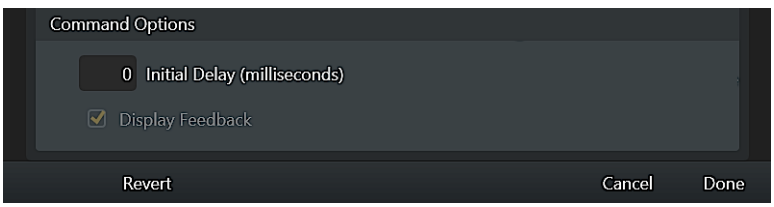
Soft Key Options

When any command is added to a Soft Key assignment, a new Options command appears along the bottom of the Soft Key Editor.



Options command in the Soft Key Editor

Pressing Options lets you define the following two aspects of Soft Key behavior.



Command Options in the Soft Key Editor

Initial Delay Enter a value (in milliseconds) for the system to pause before executing the command.

Display Feedback When enabled, S6 displays status indication of the corresponding EUCON command. When not enabled, status indication or other feedback from the corresponding DAW is not displayed. Availability and status of this option varies depending on the associated command. This setting is useful for optimizing system response to multi-EUCON Soft Key assignments.

After entering a value for Initial Delay and configuring Display Feedback if available, press Done to save the Command Option settings with the selected command. Or press Cancel to close the Command Options without changing the command definition.

Modifier Locks

Soft Keys can be created in modifier-driven layers for existing Soft Keys.

The Modifier Locks section lets you "lock" modifier keys on (pressed) to create Soft Keys that become available while a modifier key is pressed. This lets you create new Soft Keys in the same position as an existing Soft Key but which only becomes available when holding down the associated modifier switch on the Fader Module.

Once defined, you can toggle the Soft Key view between modifier "layers" by holding down the associated modifier key(s).

Drag and Drop Transport Switches

The Automation Module Transport Soft Keys can be rearranged via drag-drop. Drag a key onto another Transport switch and the two will swap locations.

On the Automation Module, the Transport switch caps can be removed and re-installed to match your custom Transport Soft Key arrangement.

Wheel Shift Functions

The Wheel section offers a dedicated **Shift** switch (lower right of the wheel) which can be included in a custom Soft Key to assign additional functions to the Wheel switches. This additional layer is in addition to other OS modifier key layers.

To include the Wheel section **Shift** switch in a Wheel Soft Key, tap the on-screen Shift switch (see Figure 60) before selecting a Wheel switch to edit.

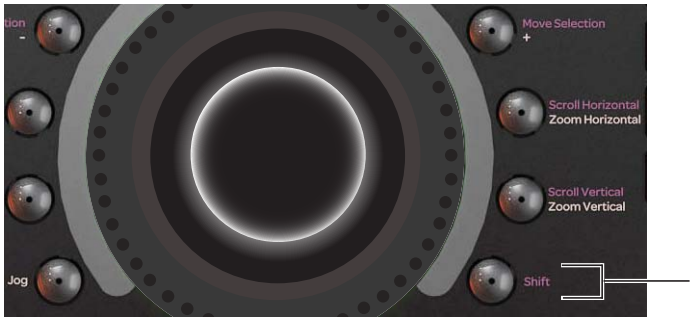


Figure 60. Wheel Shift

Preference Settings for Soft Keys

Soft Key Preference settings let you turn Soft Key switch LEDs on or off, choose how Workstation choices appear in the Soft Keys, and set the Workstation Soft Key pages to automatically close after selecting a workstation. For more information, see **Soft Keys**.

Workstations, Layouts, and Tracks Soft Keys

The Master Module Soft Key banks provide special functionality for workstations, Layouts, and track types.

Workstations, Layouts, and Track keys are not defined, and cannot be edited like standard Soft Keys.

Workstations

When multiple workstations are attached to S6, you can use the Soft Keys to focus them. If you use a supported KVM switch, monitor and keyboard focus follows workstation selection.

To attention Workstations from the Soft Keys:

1. Make sure all Workstations are connected (Settings > Workstations).
2. Press **WS** on the Master Module. The left bank Soft Keys on the Master Module displays the available workstations, and the right bank displays all EUCON-aware applications on the selected workstation.
3. Press the corresponding Soft Key switches to attention the corresponding Workstation and/or application.

You can configure S6 to include or exclude system icons from Workstation Soft Keys. See **System Soft Key Icons**.

4. To exit, press **Close** at the bottom of the Soft Key bank.

You can configure S6 to automatically close the workstation Soft Key displays. See **Auto Close Surface Recall Soft Keys**.

Layouts

You can also recall Layouts from the Soft Keys. For more information, see **Recalling Layouts from Soft Keys**.

Track Types

You can spill tracks by type from the Soft Keys. For more information, see **Chapter 18, "Spill Zones."**

Soft Keys on the Master Post Module

The Master Post Module (MPM) provides a single Soft Key bank similar to those on the Master and Automation Modules, and a set of Monitoring switches, all of which can be customized in the Soft Key Editor.

Part IV: Using S6

Chapter 9: Common S6 Tasks

This chapter shows you how to perform the following tasks using S6:

- **Nudging and Banking**
- **Changing Display Module Views From the Surface**
- **Selecting Tracks**
- **Attentioning Tracks**
- **Assigning Track Input and Output**
- **Adjusting Track Parameters**
- **Using the Transport and Jog/Shuttle Controls**
- **Working with Track Groups**
- **Pro Tools Commands Using the Track Color / Modifier Keys**

To learn how to work with inserts and sends, see **Chapter 14, "Plug-ins and Sends."**

Nudging and Banking

You can nudge and bank tracks assigned to the surface using switches on the Master Module, or from any Fader Module. The switches described in this section let you nudge and bank tracks in standard Banking mode, Layouts mode, and within spill zones.

You can also lock strips to make them unaffected by banking (see **Locking Strips**).

For additional ways to arrange tracks on the surface, see **Chapter 17, "Layouts."**

Nuding and Banking Using the Master Module

Switches in the Navigation section of the Master Module let you nudge and bank tracks in banking mode, spill zones and Layouts.

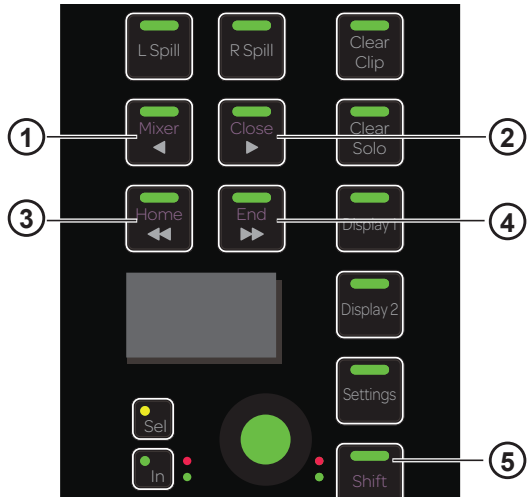


Figure 61. Nudge left (1), Nudge right (2), Bank left (3), Bank right (4), and Shift (5) switches

Nudging

To nudge left by one track:

- Press **◄/Mixer**.

To nudge right by one track:

- Press **►/Close**.

Banking

The number of tracks to bank, bank justification and other useful options are set in the Settings > Preferences page (see **Banking**).

To bank left:

- Press **◄◄/Home**.

To bank right:

- Press **►►/End**.

The following refer to the **Shift** Navigation Switch (5 in Figure 61), *not* **Shift** on the Fader Module or computer keyboard.

To bank so the first track appears on the first (left-most) strip in the current S6 arrangement:

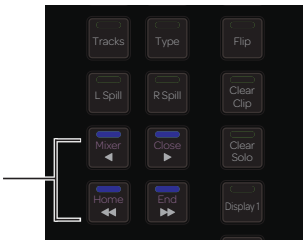
- Press **Shift + ◄◄/Home**.

To bank so the last track displays on the last (right-most) strip in the current S6 arrangement:

- Press **Shift + ►►/End**.

Bank and Nudge Switch LEDs

The Bank and Nudge switch LEDs light in different colors that correspond to the element focused for banking or nudging. For example, when the system is in standard Banking mode, one or more of the Bank and/or Nudge switches light blue to indicate that pressing them will bank or nudge tracks.



Bank and Nudge switches

Whenever an element is spilled into a Spill Zone, pressing the corresponding **L Spill** or **R Spill** switch so that it lights white enables that zone for banking and nudging. In this state, the Bank/Nudge switches light in the same color as the spilled element.

Color indication of Bank and Nudge switch LEDs

L Spill / R Spill LEDs	Bank/Nudge LEDs	Indicates
Off	Light Blue	Banking mode
White	Dark Green	VCA spilled to zone
	Dark Blue	Layout spilled to zone
	Light Blue	Workstation spilled to zone
	Pink	Track Type spilled to zone

You can also spill tracks by type (such as All, Audio, Aux, and Master) across as many strips as needed.

To spill tracks by type across the surface:

1 On the Master Module, make sure neither spill switch is enabled (**L Spill** or **R Spill**).

2 Press **Type**, then press a Master Module Soft Key to spill all tracks of the corresponding type across as many strips as required.

3 To exit, recall a Layout or Workstation, or repeat the previous steps and press the Soft Key for All.

Pressing any Type key while in Layout mode enables Banking Mode, exiting Layout mode.

Banking from the Fader Module

The **User 1** and **User 2** switches on Fader Modules bank the surface left and right, respectively. User 1 and 2 also bank Spill Zones if the zone is on that module. If the module contains both the left and right spill zones, the left zone is banked.

User 1 and User 2 switches on a Fader Module

Configuring Pro Tools to Follow Surface Banking

Banking the surface also banks tracks on-screen. In Pro Tools, this is enabled using the Preference settings for Edit or Mix Window Follows Bank Selection. For other applications, refer to its documentation.

To have on-screen banking follow surface banking:

4 In Pro Tools, go to Setup > Preferences, and click to open the Mixing tab.

5 In the Controllers section, click to enable either or both of the following:
- Edit Window Follows Bank Selection
- Mix Window Follows Bank Selection

6 Click OK to close the Preferences dialog.

7 With either of these settings enabled, the corresponding Pro Tools window follows surface banking.

With either of these settings enabled, the corresponding Pro Tools window follows surface banking (as determined by the S6 Banking settings).

S6 banking can also be configured to follow track or strip selection, attention, or both.

Spill Zones

Spill zones provide additional ways to arrange tracks on the surface. For more information, see **Chapter 18, "Spill Zones."**

Locking Strips

You can lock strips to anchor them in their current location, unaffected by banking, nudging, spilling and Layout recall. Any channel strip can be locked in position on a Fader Module or Master Joystick Module. You can also lock a strip on the Master Post Module. You cannot lock strips to the Automation Module Attention Track fader.

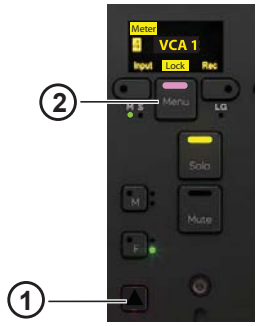
You can optimize how banking handles locked strips in Banking mode and separately in Layouts mode using the **Bank Around Locked Strips** *settings.*

To lock a strip on a Fader Module or Master Joystick Module:

1 Bank or nudge, and/or recall a Layout so that the strip you want to lock is where you want it.

2 On a Fader Module or Master Joystick Module, press and hold **Attention** on the desired strip.

The strip **Menu** switch lights purple and the OLED displays Lock.



Attention (1) and Menu (2) on a Fader Module

3 Press the lit **Menu** switch.

A lock icon appears on the Fader Module in the strip OLED to the right of the track name, and on the corresponding Display Module strip (if present). If the **Bank Around Locked Strips** setting is enabled, a duplicate appears immediately to its right, shuffling all subsequent strips to the right by the number of locked strips.

Locked strip

4 To unlock a strip, hold **Attention** and press **Menu** again.

If your system includes one or more Master Post Modules, see **Locking MPM Strip 1**.

Changing Display Module Views From the Surface

(M40 Systems with Display Modules Only)

You can change the view (layout) of Display Module strips from the surface.

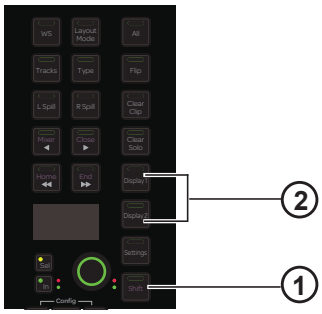
- Views can be changed globally across all Display Modules using switches in the Navigation section of the Master Module.
- Views can also be changed for individual strips using switches on the Fader Module for each strip. Strip views are stored in, and recalled by, Layouts.

Both methods select previous or next views as they are listed in the Display Module Layout selector in Settings > User:

- Large Meters, Large Waveforms, Meters and Waveforms, Meters and Function, Waveforms and Function, Waveforms and Dual Function, and Waveforms and Dual Function + Route.

To change Display Module views globally from the Master Module:

- In the Navigation switch section of the Master Module, hold **Shift** and do the following:
  - Press **Display 1** to select the previous Display Module view.
  - Press **Display 2** to select the next Display Module view.



Master Module Shift (1) and Display 1/Display 2 (2) switches

To change the Display Module view for an individual strip:

1 On a Fader Module press and hold **Attention** on the desired strip.
The strip **Select** switch lights and the OLED displays Meter below the **Select** switch.

Attention (1) and Select (2) on a Fader Module

2 Press the **Select** switch.

To reset the Display Module view for an individual strip to the current global view:

- On a Fader Module, hold **Attention** + **Select** on the desired strip for one second.

Changing Master Meter Module Views

When viewing a Meter Layout on an MMM you can cycle through available MMM views by pressing **Display 1** or **2** on the Master Module: Large Meters, Large Waveforms, and Meters and Waveforms.

While actively assigning tracks to Meter Layouts, pressing **Shift** + **Display 1** or **2** adjusts waveform zoom on the MMM

Selecting Tracks

You can select tracks from the Fader Module and the Master Module. Selected tracks have an orange outline in the Track Scroller and Track Matrix.

Sum and Intercancel modes affect track selection on the Fader Module and Track Matrix. See **Position** *for more information.*

You can also set track Attention to follow Select, and vice versa. See **Strips**.

Selecting Tracks Using the Fader Module

To select a single track from the Fader Module:

- Press **Select** on the desired strip.

Fader Module Select switch

The following steps refer to the **Shift** and **Ctrl** Track Color / Modifier keys at the bottom of Fader Module strips 1 and 2, respectively. These keys execute Pro Tools commands only, and they are equivalent to the corresponding keys on the computer keyboard.

Fader Module Shift and Ctrl keys

To select sequential tracks on the Fader Module:

1. Press **Select** on the desired track.
2. Press **Shift** + **Select** on the last track.

To select multiple discontiguous tracks:

1. Press **Select** on the desired track.
2. Do one of the following:
   - In Sum mode, press **Select** on additional tracks.
   - In Intercancel mode, press **Command** + **Select** (Mac) or **Ctrl** + **Select** (Windows) on additional tracks.

To select all Pro Tools tracks on the surface:

- Hold down **Option** (Mac) or **Alt** (Windows), and press **Select** on any track.

Selecting Tracks Using the Master Module

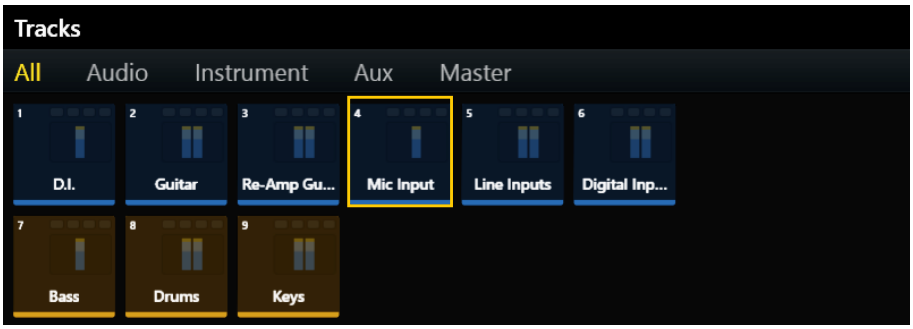
To select tracks using the Master Module:

1 Display the Tracks screen by pressing **Tracks** on the Master Module.

2 Touch Select.

Select tab on the Tracks screen

3 Touch a track in the Track Matrix to select it.



Track Matrix showing track 4 (“Mic Input”) selected

4 To select multiple tracks, do one of the following:

- In Sum mode, touch additional tracks to select them.
- In Intercancel mode, touch and hold a track and touch additional tracks to select them (also works in Sum mode).

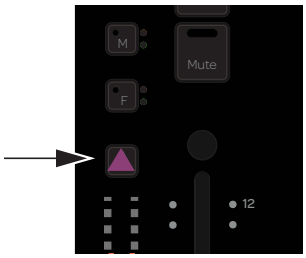
Attentioning Tracks

One track at a time can be *attentioned*, letting you display, edit, and control the Attention Track using the Attention Track Editor (Home screen) and Attention Track Fader (Automation Module). Tracks can be attentioned from Fader Modules, the Home Screen, and the Tracks screen.

You can also set track Attention to follow Select, and vice versa. See **Strips**.

To attention a track from the Fader Module:

- Press the desired track's **Attention** key on the Fader Module.
  The track appears on the Attention Track Fader.



Attention key on Fader Module strip

To attention a track from the Home screen on the Master Module:

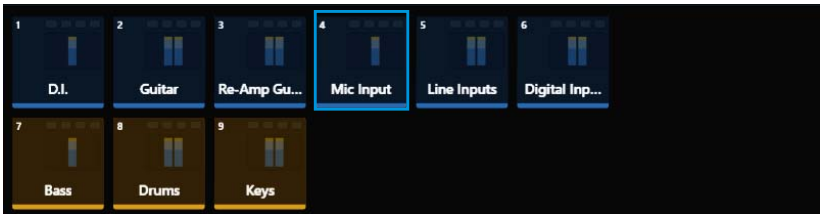
- Tap a track in the Track Scroller or in the Meter Scroller (see **Home Screen Options** to set this preference).

To attention a track from the Tracks screen on the Master Module:

1. Navigate to the Tracks screen by touching Tracks at the bottom of the Home screen.
2. Select Attention.

Attention tab in the Tracks screen

3. Tap a track in the Track Matrix or the Track Scroller. The attentioned track has a blue outline.



Track Matrix showing track 4 ("Mic Input") attentioned

If the track is also selected, it has a two-color outline: orange (upper half) and blue (lower half).

Disabling Attention on a Track

When a track is attentioned it automatically appears on the Attention Fader on the Automation Module. You can un-attention that track by pressing the lit Automation Module Attention key.

Assigning Track Input and Output

You can assign track input and output from the Master Module and from channel strips. The exact steps will differ depending on the version of Pro Tools (or other DAW) you are using:

- For Pro Tools 11.3 or earlier, available input sources or output destinations are displayed on as many Attention Track Knobs, or channel strips knobs as required. Use the Master Module or channel strip Page switches to navigate to other available choices, then press the knob top for the desired input or output.
- For Pro Tools 11.3.1 or later, see below.

Input Assignment

To assign track Input from the Master Module:

1 Attention a track to bring it to the Attention Track knobs.

2 Navigate to the Home screen and tap to select Input in the Function scroller. The upper left knob shows the currently assigned input source. (See Figure 62, left image.)

3 Do any of the following:

- To exit without changing the current assignment, tap to select any other function in the Function scroller.
- To select a different source, press the upper left knob; the two upper left knobs display interface and bus sources. (See Figure 62, right image.) Rotate the corresponding knob until the desired source is shown, then press that knob's **In** switch.
- To return to the previous page of choices, press the Master Module **Back** switch ( ).

Figure 62. Top level Input knob set ((at left) and interface/bus knob set (at right)

To assign track Input from a channel strip:

1 In the strip for the desired track, press **Input** on the Process module (see Figure 63, left image). The first knob in the Knob Module shows the current input assignment for the track (see Figure 63, right image). If no Knob Module is present for that strip, the current assignment appears in the Process Module encoder display.

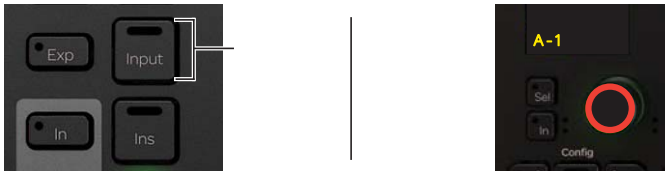


Figure 63. Input switch on Process Module (at left) and top level input knob set (at right

2 Do any of the following:

- To exit without changing the current assignment, press any other Function switch.
- To select a different input, press the knob top showing the current input assignment. The top two knobs now show interface and bus choices. Rotate the corresponding knob until the desired source is displayed, then press the **In** switch for that knob.
- To return to the previous page of choices, press **Back**.

Output Assignment

To assign track output using the Master Module:

1. Attention a track to bring it to the Attention Track knobs.
2. Navigate to the Home screen and tap to select Bus in the Function scroller. The upper left knob displays the current output assignment.
3. Do any of the following:
   - To exit without changing the current assignment, tap to select any other Function.
   - To select a different output, press the knob showing the current assignment. The top two knobs show available interface and bus outputs. Rotate the corresponding knob until the desired output is displayed, then press the **In** switch for that knob. This assigns the selected output as the only output (removes any other assignments).
   - To assign an additional output to the track, rotate the corresponding knob until the desired output is displayed and press the **Sel** switch for the corresponding knob. This results in multiple output assignments (as indicated by the yellow **Sel** LED lighting, and on-screen in Pro Tools with a "+" in the Output assignment selector).
   - To return to the previous page of choices, press the Master Module **Back** switch ( ).

To assign track output from a channel strip:

1. In the strip for the desired track, press **Bus** on the Process module. The top-most encoder in the Knob Module shows the current output assignment for the track (if no Knob Module is present for that strip, the current assignment appears in the Process Module encoder display).
2. Do any of the following:
   - To exit without changing the current assignment, press any other Function switch.
   - To select a different output, press the knob showing the current assignment. The top two knobs show available interface and bus outputs. Rotate the corresponding knob until the desired output is displayed, then press the **In** switch for that knob. This assigns the selected output as the only output (removes any other assignments).
   - To assign an additional output to the track, rotate the corresponding knob until the desired output is displayed and press the **Sel** switch on the corresponding knob. This results in multiple output assignments (as indicated by the yellow **Sel** LED lighting, and on-screen in Pro Tools with a "+" in the Output assignment selector).
   - To return to the previous page of choices, press **Back**.

Navigating Through Multiple Output Assignments

When there are multiple outputs assigned to a track, you can quickly navigate through assignments by pressing the corresponding knob top. For example, if multiple bus outputs are assigned to a track you can press the bus knob to cycle through each currently assigned output.

Adjusting Track Parameters

Many track parameters can be adjusted directly from the surface, such as track volume and pan. Other parameters are accessed by enabling their corresponding Function switch on the Process Module, then adjusting the parameters on the Knob Module. Parameters assigned to a Knob Module can also be flipped to the faders.

To adjust track volume:

1 Bank the track so it appears on a strip.

2 Adjust the fader.

To adjust track pan:

- Rotate the knob on the Process Module for the desired track. If Pan is not shown on the Process Module, hold down the **Back** switch directly below the Process Module knob and then press the **Pan** switch.

To adjust a plug-in parameter, send, or input/output level:

1 On the Process Module for the desired track, press the corresponding Function switch:

Switch	Parameter	Color	Additional
Input	Input	Red	
Ins	Inserts	Light Blue	Press and hold **Ins** to access HEAT (Pro Tools)
Dyn	Dynamics	Green	
EQ	EQ	Magenta	
User	Instrument	Blue	To access virtual instrument parameters
Sends	Sends	Yellow	
Pan	Pan	Blue	
Bus	Output	Fuchsia	On VCA Masters, spills level for VCA members

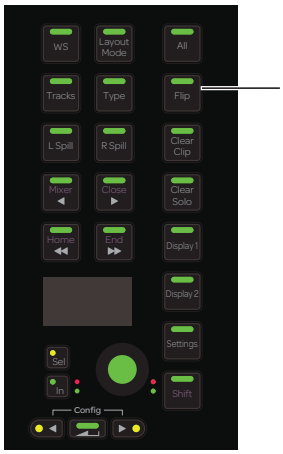
Pressing **Bus** *on the strip for a VCA master lets you adjust output level for tracks assigned to that VCA. Pressing and holding* **Ins** *lets you adjust HEAT controls (when HEAT is available).*

2 Adjust parameters using the knobs and switches of the Knob Module.

- To select from multiple choices (such as specifying a plug-in when **Ins** is enabled), press the knob for the desired function to have its parameters appear on the Knob Module. The next level of parameters appear on the knobs.
- To see additional parameters for the selected function, press the **>** switch in that strip on the Knob Module.
- To toggle parameters, use the **Sel** and **In** switches next to the corresponding knob. For example, when Sends are shown on a Knob Module strip press that knob's **In** switch to toggle the send on or off, or press **Sel** to toggle pre- and post-fader).
- To adjust parameters, rotate the corresponding knob.
- To have all available parameters appear across all controls of the Knob Module, press **Exp** on the Process Module to enable Expand mode. (For more information, see **Expand**.)

Flip to Faders

The **Flip** switch on the Master Module lets you flip parameter control of certain functions from knobs onto faders across the entire surface.



Master Module Flip switch

To flip rows of parameters sequentially to faders:

1. Press **Flip** on the Master Module.

   The LED lights white and the first row of knobs flip to the faders. Volume control flips to the corresponding row of knobs, which also light white. On the Fader Module display, the currently flipped parameter name appears below the track name. Automation Mode indicator LEDs follow parameters when in Flip mode.

2. Press **Flip** again.

   The second row of parameters flips to the faders, and volume control moves to the newly flipped knobs.

3. To flip the next row of parameters, press **Flip** again.

4. To exit Flip mode, continue pressing **Flip** until no more rows of parameters are available (it automatically disables), or press **Shift** + **Flip**.

Certain functions automatically cancel Flip mode, such as spilling tracks and enabling Expand on a flipped strip.

You can also adjust parameters from the faders using **Expand.**

Using the Transport and Jog/Shuttle Controls

The Automation Module provides a Transport section and Jog/Shuttle Wheel.

Using the Transport Controls

Figure 64. Transport controls

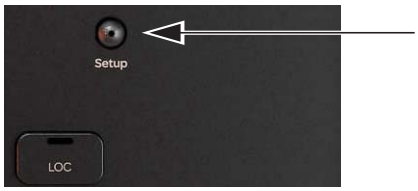
This section describes the function of switches in the default Pro Tools appset. Transport switches can be customized in the Soft Key Editor. For more information, see **Chapter 8, "Soft Keys."**

The following table lists the primary and **Shift** functions of the Transport switches. Other functions require use of the modifier keys on the Fader Module or computer keyboard.

Legend	Switch Label	Primary Function	Shift Function	Other Functions
1	||<	RTZ (Return to Zero)	End of Session	
2	|<	Select Previous Clip	Shift (Add to Selection)	Previous Clip (Opt/Win)
3	>|	Select Next Clip	Shift (Add to Selection)	Next Clip (Opt/Win)
4	**Back + >**	Back and Play	Forward and Play	
5	**R Mode**	Record Mode	Abort Record	
6	**Loc**	Zoom Toggle	Zoom to Selection	Zoom to Session (Opt/Win) Previous Zoom (Cmd/Alt)
7	**Back**	Back	Forward	
8	**<<**	Rewind		
9	**>>**	Fast Forward		
10	□	Stop		
11	**>**	Play		
12	●	Record		
13	**Loop**	Loop Playback		

Setup (Transport Lock)

When the Transport **Setup** switch is enabled, the Transport switches locks to the currently focused application on the attentioned workstation. Only the Transport switches lock; the Locate and Numeric Keypad sections always follow workstation switching.



Setup switch

Using the Jog/Shuttle Wheel

The Jog/Shuttle Wheel can be assigned to several functions by enabling one of its mode switches.

This section describes the function of switches in the default Pro Tools appset. Wheel switches can be customized using the Soft Key Editor. For more information, see **Chapter 8, "Soft Keys."**

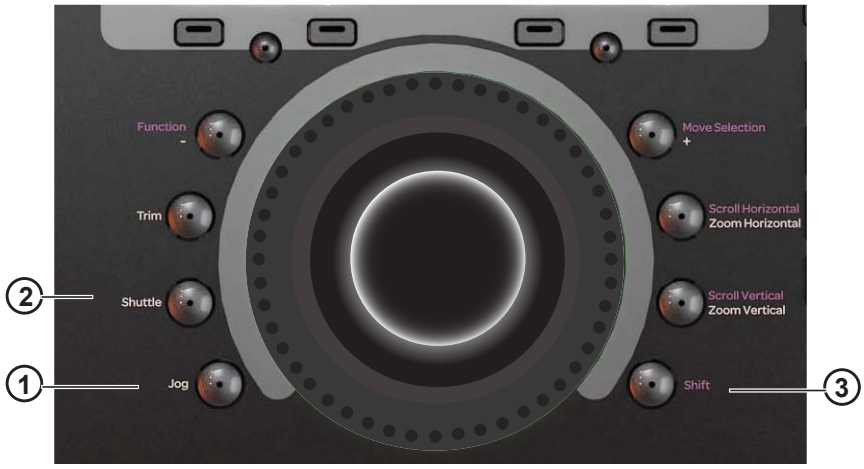


Figure 65. Jog/Shuttle Wheel with Jog (1), Shuttle (2), and Shift (3) switches

The ring of LEDs surrounding the wheel are not implemented.

Jog

To Jog with the wheel:

1. Press **Jog** so it lights.
2. Spin the wheel clockwise to jog forward or counterclockwise to jog backward. The speed is proportional to the wheel movement, and stops when you remove your finger from the wheel.
3. To exit Jog mode, press **Jog** again so it is unlit, or enable a different Wheel mode, or press any Transport switch.

Shuttle

To Shuttle with the wheel:

1. Press **Shuttle** so it lights.
2. Spin the wheel clockwise to shuttle forward or counterclockwise to shuttle backward. The speed is proportional to the wheel movement. Shuttle continues after you remove your finger (and after the wheel stops) at the initiated speed.
3. To exit Shuttle mode, press **Shuttle** again so it is unlit, or enable a different Wheel mode, or press any Transport switch.

Shift

Hold down the Wheel **Shift** switch (3 in Figure 65) to access the secondary (purple) Wheel functions. This **Shift** switch only affects switches surrounding the Wheel. The **Shift** switch on the Master Module and Fader Modules does not affect the Wheel switches.

Switch Label	Primary Function	Shift Function
Jog	Jog (wheel)	
Shuttle	Shuttle (wheel)	
Trim	Move Selection (wheel)	
– / Function	Nudge Clip Gain Down	Zoom Amplitude
+ / Move Selection	Nudge Clip Gain Up	Move Selection
Zoom Horizontal / Scroll Horizontal	Zoom Horizontal	Scroll Horizontal
Zoom Vertical / Scroll Vertical	Zoom Track Height	Scroll Vertical
Shift		

Working with Track Groups

You can add or remove tracks from existing Groups, and suspend individual Groups, from the Master Module and Knob Module.

To add or remove tracks from a Group:

1 Do either of the following:

- Press **Grp** on a Process Module. All existing Groups are assigned to the Knob Module(s) in that strip and shown on the Display Module (if any, in a Function view).
- Navigate to the Home screen, then tap to select Group in the Function Scroller. All existing Groups are assigned to the Attention Track knobs, lit to indicate group membership of the currently attentioned track.

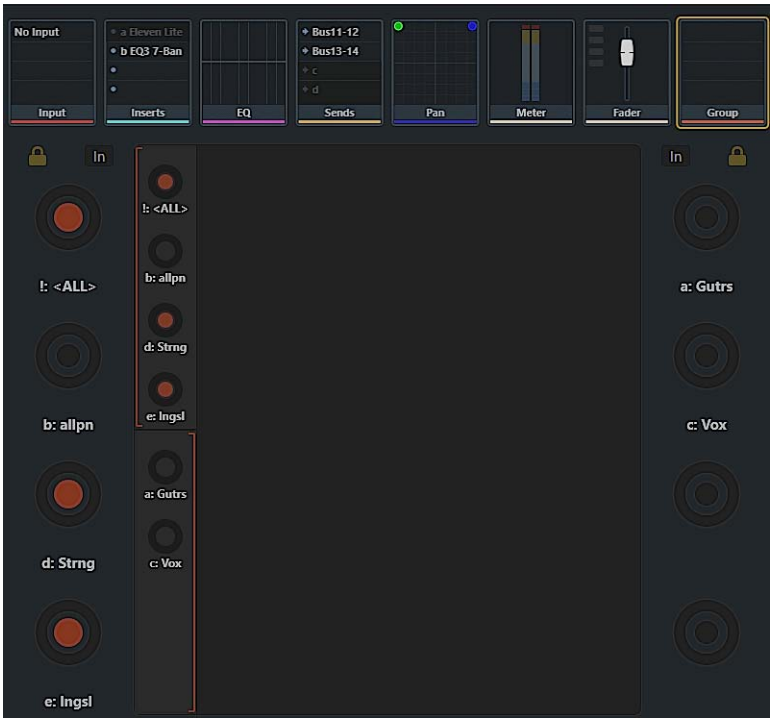


Figure 66. Groups selected in the Home screen

2 If there are more Groups than available knobs, press either of the lit **Page** (**< >**) keys on the Knob Module, or use the Master Module Page switches to see more (see **Using Page Switches to Navigate Attention Track Knobs**).

Group membership for the track is indicated by a lit **In** switch for all Groups in which the track is a member. All currently enabled Groups are indicated by a lit **Sel** switch.

3 To add or remove a track from the current Group, press its **In** switch (or its knob) on either the Knob Module or Master Module.

4 To suspend (or activate) a Group, press its **Sel** switch. When lit, the Groups is active; when unlit, it is suspended/inactive.

See also **Momentary Group Suspend**, *and* **Groups Example using the Master Module Soft Keys**.

Pro Tools Commands Using the Track Color / Modifier Keys

This section lists a variety of Pro Tools commands that use the Track Color / Modifier keys at the bottom of the Fader Module. Note that multiple keys can be held down together. The table lists each key's function for Mac and Windows. The commands refer to knobs, faders, and switches on the Fader Module.

Track Color / Modifier keys

Track Color / Modifier Key functions for Mac and Windows

	Shift	Ctrl	Opt/Alt	Command/ Win	User 1	User 2	Cancel	OK
Mac	Shift	Control	Option	Command	not implemented	not implemented	Cancel	OK
Windows	Shift	Ctrl	Alt	Win	not implemented	not implemented	Cancel	OK

Do to All and Do to All Selected

To enable Do to All:

- Hold down **Option** (Mac) or **Alt** (Windows).

To enable Do to Selected:

- Hold down **Option + Shift** (Mac) or **Alt + Shift** (Windows).

The following commands apply to all or all selected tracks on the surface:

- Select, mute, solo, record, input, and automation modes
- Plug-in bypass, send mute
- Assigning I/O, plug-ins, and sends.

OK and Cancel

If there is a dialog window open in Pro Tools or other connected DAW, the **OK** and **Cancel** switches on the Fader Modules flash. When the dialog is on the currently focused workstation they flash green; when on a workstation that is not focused, the switches flash orange. Press **OK** to confirm or **Cancel** to cancel the dialog.

Selecting Tracks

To select contiguous tracks:

1. Press **Select** on a track.
2. Hold down **Shift**.
3. Press **Select** on another track. All tracks in between are selected.

To select non-contiguous tracks:

1. Press **Select** on a track.
2. Hold down **Command** (Mac) or **Ctrl** (Windows).
3. Press **Select** on another track to add to the selection(s).

Resetting Parameters

To set a parameter to its default value:

- Hold down **Option** (Mac) or **Alt** (Windows) and touch a fader or knob.

With Pro Tools, you can also press the knob on most functions to reset to default value (without holding down the modifier key).

Toggling Sends In/Out

To toggle sends in or out:

1. Hold down **Control + Command** (Mac) or **Ctrl + Alt** (Windows).
2. Press **Select** on a track displaying a top-level send to toggle it in and out.

Momentary Group Suspend

"Clutching" Control

- Hold down **Control** (Mac) or **Win** (Windows).
  This temporarily disables Pro Tools track groups so any operation on a track in a group works only on the individual track.

Automation

To enable or disable plug-in controls for automation:

1. Hold down **Control + Option + Command** (Mac) or **Ctrl + Win + Alt** (Windows).
2. Click the mouse on the Plug-In automation enable button in the plug-in header.
   This toggles the automation status for all controls in that plug-in.

To display track automation data on Display Modules:

1. Hold down **Control + Command** (Mac) or **Ctrl + Win** (Windows).
2. Touch a fader or knob.
   On-screen in Pro Tools, the Track View for that track show the corresponding automation. On Display Modules (if any) when set to any Waveform view, automation data is shown along with the waveform.

For more information, see **Automation Breakpoint Data on Display Modules**.

Chapter 10: Recording

This chapter shows you how to perform many recording tasks with S6:

- **Record Enabling Tracks**
- **Configuring Record Mode**
- **Soft Keys for Recording**

If your system includes a Master Post Module, you can use it for PEC/DIR-style monitor switching and punch recording. For more information, see **Using the Master Post Module**.

Record Enabling Tracks

To record in an audio application, the track must be record enabled and the Transport must be armed for recording.

The following flash red when a track is record enabled:

- **Rec** switch on that Fader Module strip.
- Recording indicator in the Track Matrix, Track Scroller, and Fader in Function Scroller.
- The entire track in the Track and Meter Scrollers.

The indicators that flash red when record enabled light solid red during recording.

See also **Use Pro Tools Track Record Mode Colors**.

To arm the Transport for recording:

- On the Automation Module, press **Record** on the Transport.

You can record enable tracks using the Fader Module and the Master Module.

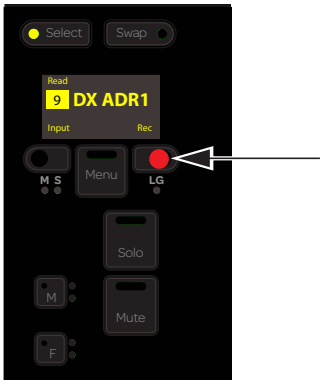
Record Enabling Tracks Using the Fader Module

To record enable tracks from the Fader Module:

- Press **Rec** on the desired tracks.

To disable a record-enabled track from the Fader Module:

- Press a red flashing **Rec** switch.



Fader Module record switch

The following steps refer to the **Shift** and **Ctrl** Track Color / Modifier keys at the bottom of Fader Module strips 1 and 2, respectively. These keys execute Pro Tools commands only, and are equivalent to the corresponding keys on the computer keyboard.

To record enable contiguous tracks from the Fader Module:

1. Press **Rec** on the first track.
2. Hold down **Shift** and press **Rec** on another strip.

To record enable all Pro Tools tracks on the surface:

- Hold down **Option** (Mac) or **Alt** (Windows), and press **Rec** on any track.

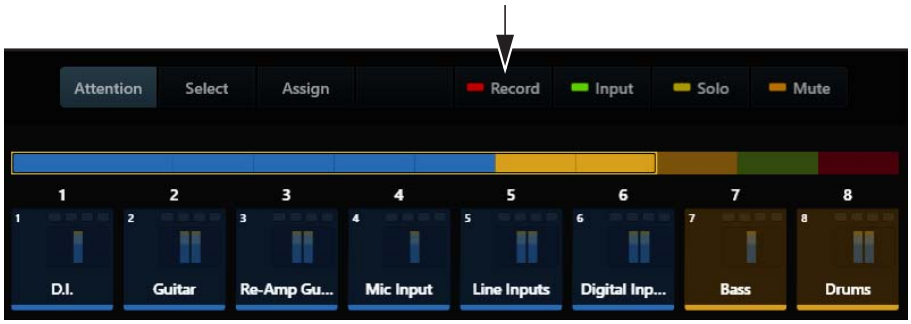
To record enable all selected Pro Tools tracks on the surface:

- Hold down **Option + Shift** (Mac) or **Alt + Shift** (Windows), and press **Rec** on any track.
  If the track you pressed **Rec** on was not selected, it is still record enabled.

Record Enabling Tracks Using the Master Module

To record enable tracks using the Master Module:

1. To display the Tracks screen, touch Tracks at the bottom of the Home screen.
2. Touch Record (above the Track Scroller).



Record tab in the Tracks screen

3. Touch the desired tracks in the Track Matrix.

Track Matrix with tracks enabled for recording (track tiles flash red)

To disable a record-enabled track using the Master Module:

1. Touch Record.
2. Touch a record-enabled track.

To disable all record-enabled tracks using the Master Module:

1. Touch Record.
2. Touch Clear.

Configuring Record Mode

The Transport switch **R Mode** lets you cycle through all available recording modes on the current DAW.

You can specify the Record Mode and other recording-related functions from the Soft Keys. See **Soft Keys for Recording**.

To configure the current Record Mode:

1 On the Automation Module, press the **R Mode** switch. The next available record mode is enabled.

Figure 67. R Mode

2 Press **R Mode** again to cycle to the next available record mode.

Soft Keys for Recording

The Automation Module Soft Keys provide many frequently used commands related to recording. The following examples refer to the default appset for Pro Tools.

To toggle Pre/Post roll, or Count Off on or off:

1 Make sure the right bank of Automation Module Soft Keys are on their default page 1 (Extras).

Figure 68. Automation Module Soft Keys default page 1 ("Extras" page at right)

2 Press the Soft Keys for Pre Roll or Post Roll to toggle them on/off.

3 Press the Soft Key for Count off to toggle it on/off.

To access more recording commands in the Soft Keys:

- Press the Recording Soft Key in the Automation Module right bank.

Chapter 11: Using the Master Post Module

The Pro Tools® | S6 Master Post Module is a traditional film monitoring panel that lets you switch track monitoring between input sources and punch tracks into and out of record. A comprehensive Speaker/Monitor Control section is provided, along with a bank of customizable Soft Keys and strip Link and Lock controls. (For hardware installation instructions and specifications, see the *S6 Master Post Module.pdf*.)

Master Post Module (MPM) strips can have any type of DAW track assigned to them. Tracks are assigned to MPM strips from the Tracks/Layouts page. These and all MPM operations are provided in the following sections.

- **Master Post Module Top Panel**
- **Assigning Tracks to MPM Strips**
- **Track Monitoring and Recording**
- **Linking and Locking Strips**
- **Using the Speaker Controls**
- **Using the Soft Keys**

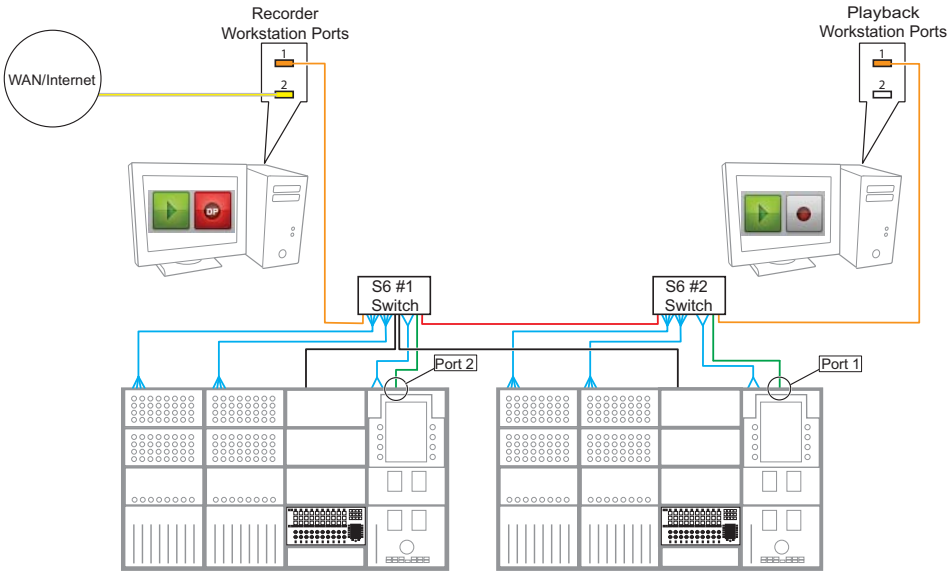
Using Multiple Master Post Modules

When more than one MPM is installed in a system they can be configured to mirror each others tracks or to work independently.

- When the Tracks > Local Option setting **Mirror Post Strips on Multiple Post Modules** is enabled, all Master Post Modules' tracks act as a single, mirrored unit. Track assignments are mirrored (identical) on all Master Post Modules.
- When disabled, each Master Post Module acts independently of other Master Post Modules. In the Strip scroller (Post Layouts), unique Master Post Module strips are displayed for each module and numbered according to the current setting for **Number of Post Strips in Post Layout**. Different tracks can be assigned, recalled, and controlled to or from each module.

Using MPMs in Multi-Operator Configurations

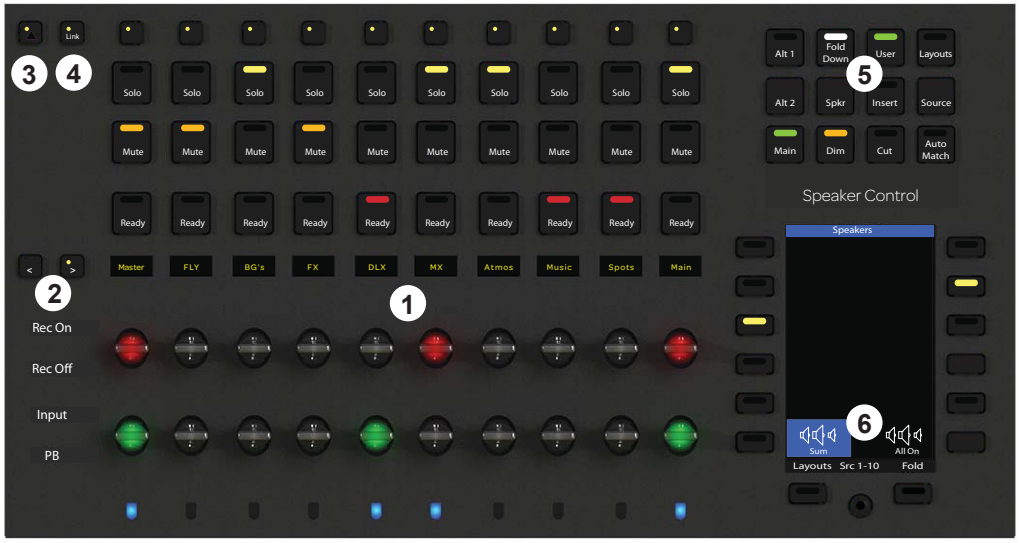
In systems with more than one MPM and only one recorder, make sure all MPMs are connected to the S6 that is connected to the recorder. This includes multi-operator configurations. For more information, see the *S6 Networking Guidelines.pdf*, available for download from your Avid account and from our Knowledge Base.



Ethernet connections for multiple Master Post Modules (dual-operator configuration shown)

Master Post Module Top Panel

The Master Post Module provides five primary sections of controls and displays.



Master Post Module top panel

Master Post Module Main Sections

Section	Description
1 – Strips	10 identical channel strips, each with the following controls and displays (listed from the top down): Link, Solo, Mute, Ready, OLED, Record paddle, Input Monitor paddle, Track Color indicator
2 – < >	Bank left (<) and right (>) switches, to bank the MPM strips only.
3 – Attention	Enables Link Master Assign mode, and Lock Strip 1 mode.
4 – Link	Enables Link mode to select tracks for linked (ganged) control, and locks/unlocks strip 1 (only).
5 – Monitoring	Switches for selecting monitor outputs (Alt 1, Alt 2, Main), modes (such as Dim and Cut), and other essential monitoring functions. These switches can be customized and re-assigned to other functions in the Soft Key Editor.
6 – Soft Keys	One bank of Soft Keys with 15 customizable assignments. Default assignments are provided in the Factory appset. MPM Soft Key assignments are saved and loaded with other S6 Soft Key sets.

Assigning Tracks to MPM Strips

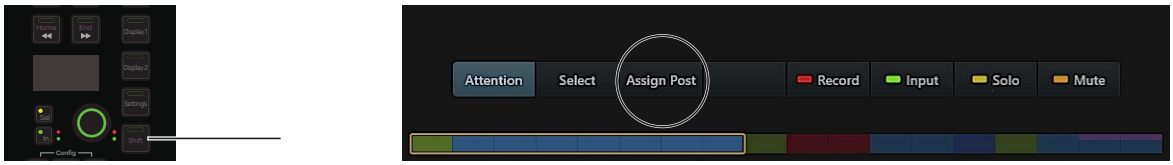
Tracks are assigned to MPM strips from the Tracks screen in Assign Post mode. MPM track assignments are managed in Post Layouts, and are unaffected by standard surface banking or nudging.

To assign tracks to MPM strips:

- Recall a Post Layout containing MPM assignments. You can recall Post Layouts from the MPM Soft Keys or from the Master Module Tracks screen in Assign Post mode (see next).

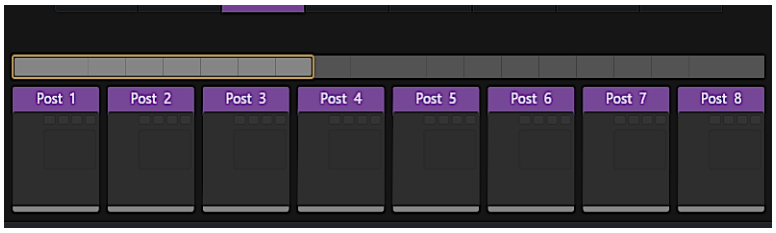
To assign tracks to a Post Layout:

1. Navigate the touchscreen to the Tracks screen.
2. In the Navigation Switch section of the Master Module, press and hold **Shift**.
   On the Tracks screen, the Assign button becomes Assign Post.



Master Module Shift (left) and Assign Post mode (right)

3. While still holding **Shift** tap Assign Post.
   The Assign Post button lights purple and the lower strip scroller shows Post strips (Post 1, Post 2 and so on).



Assign Post in the Tracks/Layouts screen

4. Assign tracks to MPM strips as you would in a standard Track layout.
   - Tap Track blocks in the upper track matrix to select the tracks you want in the Layout, then tap a strip block at the bottom of the screen to place the currently selected track(s) starting on that strip.
   - Repeat to add and arrange other tracks in the Layout. To include tracks from a different application or workstation, focus that application and then repeat the previous steps to add its tracks to the Layout.
   - Swipe the lower strip scroller to the left to access additional MPM strips (if any, as determined by the **Number of Post Strips in Post Layout** setting and/or the number of MPMs in your system).
   - When you have selected and placed tracks onto strips, tap Store. The Store Post Layouts grid appears.

   In the lower Strip scroller, all strips (scroller at the bottom of the screen) are outlined in bright green, indicating they will be stored and recalled with the Layout. Tap to deselect the strip blocks for any strips you do *not* want stored in and recalled with the Post Layout.
   - Tap a block in the Store Post Layouts grid. The block highlights and is automatically numbered, and Store appears at the far right of the Layouts Commands across the bottom of the screen. The Layout Name field also appears with a flashing cursor.
   - To store the Layout with only its assigned number for its name, tap Store. To enter a custom name for the Post Layout tap the Layout Name field, enter a name using the on-screen keyboard, then tap Enter.

For complete instructions on creating Layouts, see **Layouts**.

To exit Assign Post mode:

- Press Assign Post again, or press the Attention or Select buttons on the Tracks screen.
  The lower Strip Scroller reverts to showing standard surface strips. On the MPM, the tracks you assigned in the Post Layout remain on their corresponding MPM strips.

Post Layouts

MPM track assignments are not stored in standard track Layouts but are instead managed in separate *Post Layouts*. Just like standard Layouts, Post Layouts are maintained in Titles and sessions, can be saved, loaded, renamed, and edited.

Post Layouts and Virtual Strips

The **Number of Post Strips in Post Layout** setting in the Tracks > Local Options screen lets you define how many virtual strips to include in Post Layouts, so that Post Layouts are not limited in size to the number of physical MPM strips in a system. When saved, Layouts save the maximum number of possible virtual strips. For example, with Post Layouts you can define up to 80 virtual strips, so saved Post Layouts maintain 80 strips. This prevents Post Layouts from losing any assignments if transferred to and loaded on a system with fewer MPMs or virtual strips than the original system.

Once you add virtual strips they are not removed or deleted; reducing the number of Post Strips merely hides the previously available strips and they are no longer visible. They are not editable but by default are saved to Titles and sessions. You can control whether hidden virtual strips are retained using the **Store Hidden Virtual Strips in Layouts** setting.

Banking and Spilling Strips

The MPM provides bank left and right switches to bank tracks across MPM strips. These switches (**<** and **>**) become available when the currently recalled Post Layout includes more than 10 strips, or when a VCA with more than nine member tracks is spilled. MPMs bank independently of the rest of the surface.

To bank the MPM:

1. Recall a Post Layout with more than 10 tracks, or spill a VCA (assigned to an MPM strip) that has more than 10 member tracks.
2. On the MPM, press **<** to bank left or **>** to bank right.

To spill a VCA on the MPM:

1. Recall a Post Layout or bank the MPM so that a VCA appears on an MPM strip.
2. Make sure the MPM master **Link** switch (upper left corner) is off/disabled.
3. In the MPM strip for the VCA, press the **Link** switch (at the top of the strip controls).
   The member tracks of the VCA spill across as many MPM strips as necessary. If there are more than ten, press **<** or **>** to bank the MPM.
4. To unspill, press any strip **Link** switch.

VCA Spill on an MPM does not support nested VCAs. VCAs can only be spilled one layer deep.

Track Monitoring and Recording

Use the Monitoring and Record paddles to toggle track monitoring and to punch tracks in and out. Paddles can control individual tracks, or multiple, linked tracks.

At the time of this writing, the MPM requires Pro Tools 12.5.2 or higher for basic functionality. Some features require Pro Tools 12.6 or higher. For other DAWs, contact their manufacturer.

Configure Pro Tools

To configure Pro Tools for MPM monitor switching and punch recording:

1. In Pro Tools, choose Setup > Preferences, and click to navigate to the Operation tab.
2. In the Record section, do the following:
   - Enable the Transport RecordLock setting.
   - Enable the PEC/Direct Style Input Monitoring setting.
   - Click OK.

   Onscreen, TrackInput Monitor controls light green. On MPM strips the Monitoring paddles light green.

Monitoring

The MPM Monitor paddles toggle track monitoring between input and playback.

To toggle track monitoring:

1. For input monitoring, push the Input paddle up.
2. For playback (disc) monitoring, push the Input paddle down.

Solo and Mute

MPM strips also provide standard **Solo** and **Mute** switches.

Recording

The MPM Record paddles punch tracks in and out. The Record Ready switches on each strip arm the paddles for punch recording.

To punch in and out with the MPM:

1. Configure Pro Tools for the desired punch record mode (DestructivePunch, TrackPunch, or QuickPunch).
2. Configure other DAW settings as appropriate for the chosen punch record mode.
3. On the MPM, press the (record) **Ready** switch on each strip you want to punch so that its LED lights red.

Pro Tools indicates DestructivePunch- and TrackPunch-enabled status by flashing Record Enable LEDs in alternating red and blue. You can configure the MPM to always indicate record status with Pro Tools colors or to use only red by enabling or disabling the **Use Pro Tools Track Record Mode Colors** *preference in the S6 Settings > User page.*

4. Begin playback.
5. To punch in, push the MPM Record paddle up (On).
6. To punch out, push the MPM Record paddle down (Off).

VCA Punch Recording

MPM Record Ready switches arm and disarm Pro Tools tracks including slaves of VCAs, and indicate Ready status of tracks, VCAs, and slaves of VCAs, without requiring any modifier keys be engaged while toggling Record Ready status.

While the Transport is stopped:

- Pressing a Record Ready switch record enables the corresponding Pro Tools track; pressing again record disables the track.
- Pressing a Record Ready switch on a VCA places all its member tracks into Record Ready. When the VCA is in Record Ready you can spill the VCA and disarm individual slaves. The Record Ready switch on any VCA arms and disarms all slaves.

The MPM Record Ready switch LEDs light red when the corresponding Pro Tools track Record Enable button is in any of the following states:

Pro Tools Record Enable State	Mode and Status
Flashing Blue and Red	TrackPunch/DestructivePunch Enabled and Record Enabled
Solid Blue	TrackPunch/DestructivePunch Enabled but not Record Enabled
Flashing Red	Record Enabled, but not TrackPunch/DestructivePunch Enabled
Solid Red	Recording

Linking and Locking Strips

The MPM provides several types of strip Linking, to be able to control functions on multiple strips in unison. Linking is maintained for as long as the current session is open. You can also lock strip 1 to its currently assigned track.

Basic Link

In this mode, all linked strips respond in unison when the following functions are engaged on any of the linked strips: Ready, Record paddles (punch in/out), Solo, and Mute.

To link strips:

1. Press the master **Link** switch (in the upper left corner so that it flashes yellow.
2. Select strips to link by pressing their individual **Link** switches so that they flash yellow.
3. Bank to other strips using the MPM **<** and **>** switches to select those tracks to include in the Link.
4. To exit Link setup mode, press the master **Link** switch again.
   The master **Link** switch and all selected strip **Link** switches stop flashing and light yellow.
5. If you need to remove a strip from the Link, repeat the previous steps and deselect the strip to remove (press its **Link** switch so it is unlit/not flashing.

Link Master

When a strip is designated as a Link Master, its controls affect all linked tracks but each individual (linked) track can still be punched, soloed, and muted independently.

To designate a Link Master:

1. Press the MPM **Attention** and (master) **Link** switches simultaneously so that both switch LEDs flash.
2. Press the **Link** switch on the strip you want to designate as the Link Master.
   The **Attention** and (master) **Link** switches stop flashing, the (master) **Link** switch lights yellow, and the selected Link Master strip **Link** switch also lights yellow. In the OLED for the Link Master, horizontal lines appear above and below the track name.

Master Record

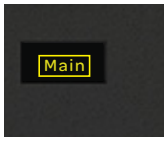
When strips are designated as Master Record tracks, they can be punched in unison while maintaining independent (unlinked) control of punch out, Record Ready, Solo and Mute. When punching in tracks on independent (non-mirrored) MPMs, Master Record strips indicate record status of any track on any MPM.

To designate Master Record tracks:

1. Press and hold the (master) **Link** switch for at least two seconds, so that all strip **Link** LEDs flash quickly.
2. Press a flashing **Link** switch on one or more strips to select them as Master Record tracks.
   When selected, strip **Link** switches light yellow and stop flashing. In the OLED for each Master Record track, vertical lines appear on either side of the track name.
3. To deselect a Master Record track, press its lit **Link** switch so it flashes.
4. To exit Master Record assign mode, press the (master) **Link** switch so it becomes unlit.

Link Master and Master Record

Strips can be designated as both a Link Master and a Master Record track. This state is indicated by the track name surrounded by a yellow box.



Indication of a track that is both a Link Master and Master Record

Locking MPM Strip 1

You can lock strip 1 on an MPM so that it remains available and is unaffected by MPM banking and spilling, or by recall of Post Layouts. This is useful for configuring a strip as a traditional PEC/Dir master strip.

To lock an MPM strip:

1. Configure a Post Layout, or bank an MPM, so that the desired track is assigned to strip 1 on an MPM.
2. On that MPM, press and hold the **Attention** switch in the upper left corner.
3. While still holding **Attention**, press the strip 1 **Link** switch.
   The track name display for strip 1 becomes highlighted in yellow. Strip lock remains in effect for as long as the current session is open, or until you unlock it.
4. To unlock strip 1, hold **Attention** and press the strip 1 **Link** switch again.

Using the Speaker Controls

The MPM provides a set of Speaker and monitor control switches. The default assignments for these switches are labeled on the switches, and include speaker select (such as **Alt 1**, **Alt 2**, and **Main**), modes (such as **Cut**, **Dim**, **Fold Down** and **Insert**), and special purpose switches such as **Auto Match**. Auto Match lets you punch out of an automation write pass.

Speaker Control

All switches in the Speaker Control section are Soft Keys that can be re-assigned and customized in the Soft Key Editor by selecting Post Module Soft Keys from the module selector. For complete instructions on using the Soft Key Editor, see the S6 Guide.

Using the Soft Keys

Each MPM provides a bank of 15 Soft Keys below the Speaker Control switches. A default (factory) set of MPM Soft Key assignments is provided to let you recall Post Layouts, control monitoring options, and perform other frequently used functions. Like all Soft Keys, you can customize the MPM Soft Keys using the S6 Soft Key Editor.

Soft Keys

For complete instructions on using the Soft Key Editor, see **Soft Keys**.

Chapter 12: Using Master Display Meter Modules

Up to two Display Modules can be designated as Master Display Meter Modules (referred to in this document as MMMs) to provide dedicated meter displays for important session elements. When two MMMs are designated, both mirror each other.

You can configure MMMs to show meters, waveforms, or meters and waveforms for 8 to 32 tracks (up to four rows of 8 tracks each). You can select MMM views separately from Display Module views, store MMM views in *Meter Layouts*, and link Meters Layouts to Track Layouts.

Views can be changed from the Tracks screen Local Options, using Soft Keys, or by pressing **SHIFT** + **Display 1/Display 2** on the Master Module while in Meters view.

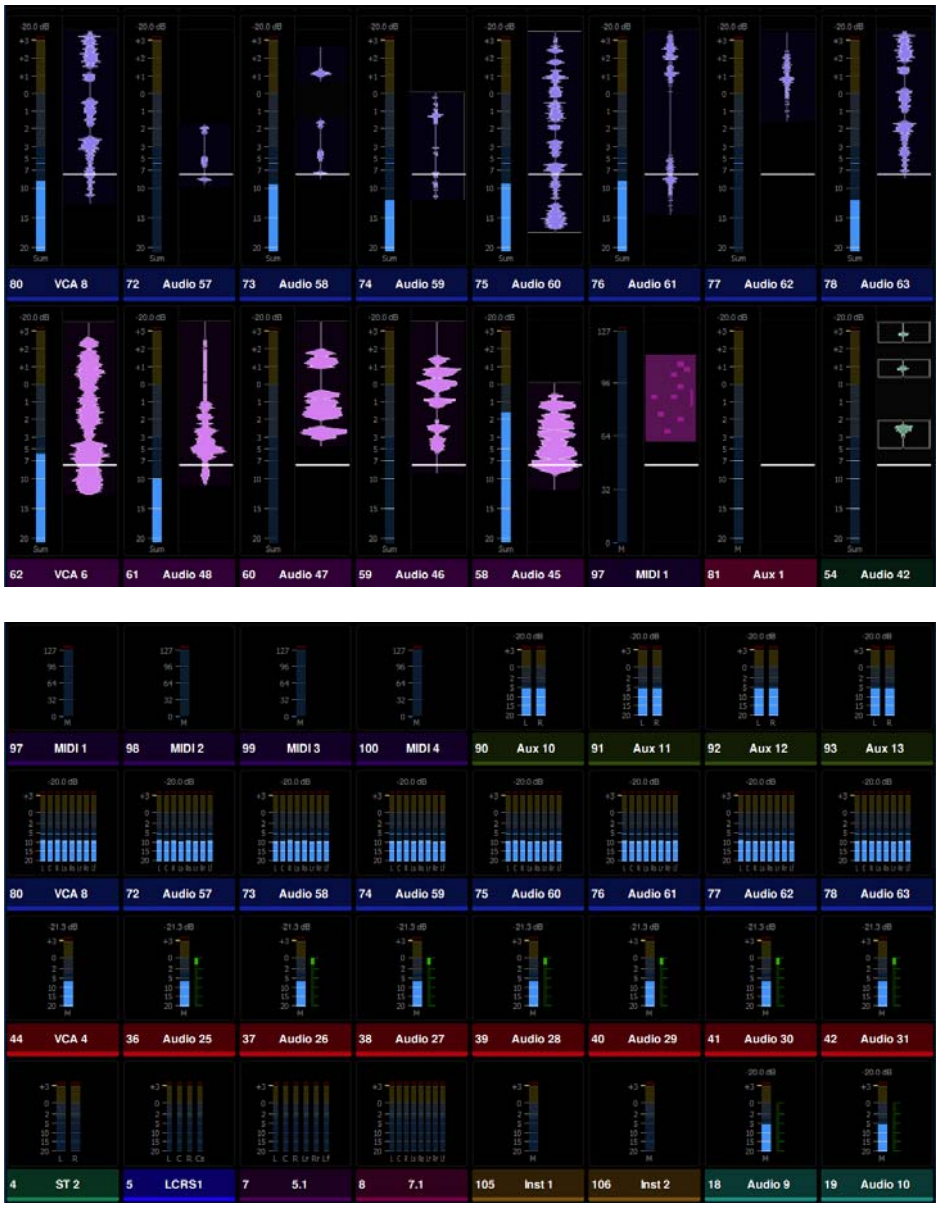


Figure 69. Master Meter Module showing 2 rows in Meters and Waveforms view (upper) and 4 rows in Large Meters view (lower)

Designating Master Meter Modules

MMMs can be added to your surface configuration by designating already assigned Display Modules to become Master Meter Modules, or by adding Display Modules to the surface configuration as Master Meter Modules.

To designate existing Display Modules to use as Master Meter Modules:

1 Go to Settings > Surface, then press Config.

2 Press Display.

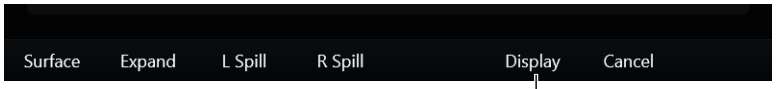


Figure 70. Display command in Settings > Surface, Config

3 Follow the on-screen instructions to designate up to two Display Modules as Master Meter Modules.
Figure 71.

Assign Master Display Meter Hardware screen in Settings > Surface, Config

To add new Display Modules as Master Meter Modules:

1 Edit your surface configuration by adding an empty chassis with no modules (see the *S6 Guide.pdf* for detailed instructions):

- Go to Settings > Surface, press Config, then press Surface.
- Enter your frame width (number of chassis with modules plus one or two empty chassis) and frame depth, then press Next.
- Drag module stacks to the frame diagram until it matches your physical arrangement of modules (leave MMM stacks empty).
- Press Next, touch to confirm the flashing modules, then press Next when all modules are confirmed.

2 Drag available (unused) numbered Display Module icons to the frame diagram above empty chassis, or chassis that only have Master Post or Master Joystick modules.

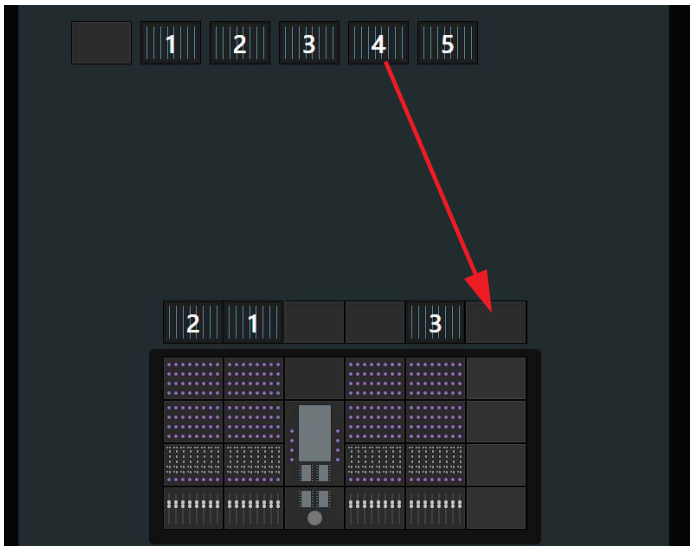


Figure 72. Settings > Surface, Config showing how to add a Master Meter Module

3 Press Next, then press Done.

Meter Layouts

Assigning Tracks to MMM Meters

The Meters menu key on the Home page displays the Meters screen, where you assign tracks to meters, store and recall Meter Layouts, and link Meter Layouts to standard Layouts.

To create and assign tracks to Meter Layouts:

1 Navigate to the Home screen and press Meters. Or press **Shift** + **Tracks** on the Master Module.

When showing the Meters screen, the **Tracks** switch lights orange.

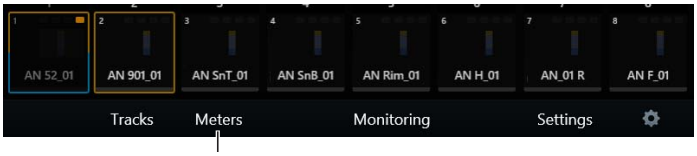


Figure 73. Meters command in the Home screen

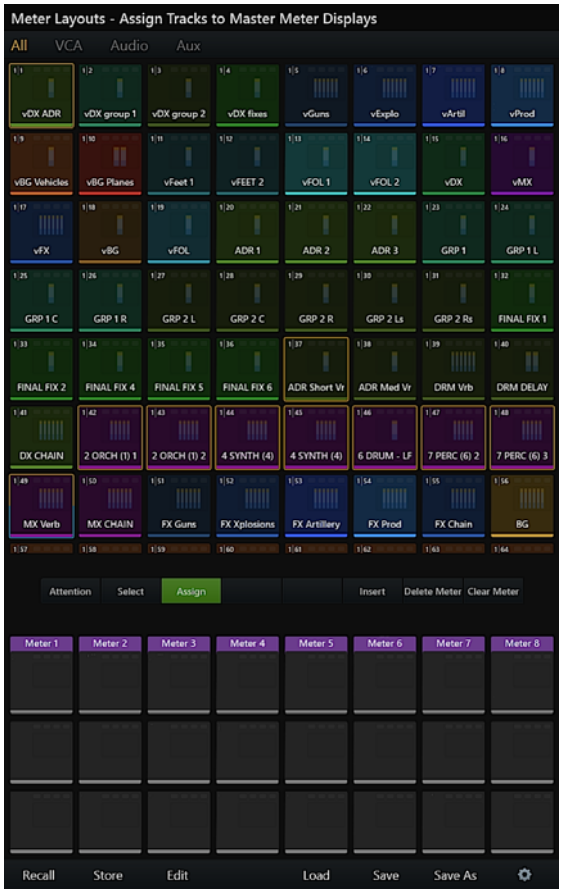
2 In the Meters screen, press to enable Assign and assign tracks to Meters Layouts.

Assigning tracks to Meter Layouts in the Meters screen is very similar to assigning tracks to other types of Layouts.

- Tap Track blocks in the upper track matrix to select tracks, then tap a strip block at the bottom of the screen to place the currently selected track(s) starting on that meter.

  The number of available Meter rows can be configured between 1 and 4 rows (see **Configuring MMM Display Settings**).
- Repeat to add and arrange other tracks in the Meter Layout. To include tracks from a different application or workstation, focus that application and then repeat the previous steps to add its tracks to the Meter Layout.
- When you have selected and placed tracks onto meters, tap Store. The Store Meter Layouts grid appears.

  In the lower Meter blocks (at the bottom of the screen) all meters are outlined in bright green indicating they will be stored and recalled with the Meter Layout. Tap to deselect the blocks for any strips you do *not* want stored in/recalled with the Meter Layout.
- Tap a block in the Store Meter Layouts grid. The block highlights and is automatically numbered, and Store appears at the far right of the commands across the bottom of the screen. The Meter Layout Name field also appears with a flashing cursor.
- To link the current Meter Layout to an existing Layout, tap the desired Layout in the upper area of the Store grid. The Meter Layout number appears in the block for that Layout.
- To store the Meter Layout with only its assigned number for its name, tap Store. To enter a custom name for the Meter Layout tap the Meter Layout Name field, enter a name using the on-screen keyboard, then tap Enter.



For complete instructions on creating track, Post, and Meter Layouts, see the S6 Guide.

Soft Keys for Meter Layouts

Like other types of Layouts, Meter Layouts are available in the Soft Key Editor for assigning to custom Soft Keys.

Soft Keys for Meter Layouts

Command	Command Type	Category 1	Category 2	Category 3
Meter Layout 1–n	Surface >	Titles >	Meter Layout Recall >	<Meter Layout 1–n>

Recalling Meter Layouts

You can recall stored Meter Layouts from the Master Module Soft Keys when in Meters view.

To recall Meter Layouts:

1 Do either of the following:

- Navigate to the Home screen and press Meters.
- Or press **Shift** + **Tracks** on the Master Module.

  When showing the Meters screen, the **Tracks** switch lights orange.

2 Press the **Layout Mode** switch on the Master Module.

  The Master Module Soft Keys show available Meter Layouts. (Meter Layouts are only available when in Meters view.)

As previously described, you can also link Meter Layouts to standard Track Layouts so they recall together.

When recalling standard Layouts from the Soft Keys (**Layout Mode**), any Layouts that have linked Meter Layouts are indicated with a unique icon:

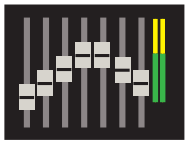


Figure 74. Soft Key icon for a linked Meter Layout

Configuring MMM Display Settings

The controls in the Meter Layouts section of the Tracks > Local Options screen lets you configure the layout of MMM displays.

- The Layout selector sets whether MMMs show Large Meters, Large Waveforms, or Meters and Waveforms. When viewing a Meter Layout on an MMM you can cycle through the available views by pressing **Display 1** or **2** on the Master Module. While actively assigning tracks to Meter Layouts, pressing **Shift** + **Display 1** or **2** adjusts waveform zoom on the MMM (you can adjust MMM zoom at any time from the **Additional Master Meter Display Settings**).
- The Number of Meter Rows slider configures the MMMs to display tracks in 1, 2, 3 or 4 rows (each row can show 8 tracks).

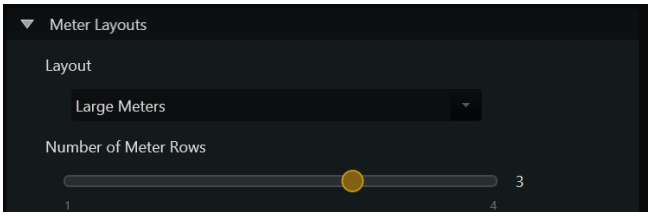


Figure 75. Meter Layouts settings in Tracks > Local Options

Both of these settings are stored per Meter Layout.

Additional Master Meter Display Settings

The Master Meter Display settings in Settings > User let you control the following aspects of Meter displays (these settings are similar to those available for standard Display Module views):

Waveform Zoom Sets the size of displayed waveforms. When viewing a Meter preset on an MMM you can adjust the Waveform Zoom by pressing **Display 1** on the Master Module.

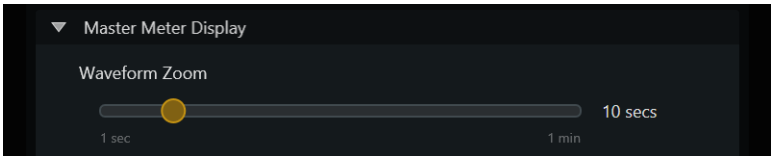


Figure 76. Master Meter Display section in Settings > User

The following settings affect both Master Meter Display Modules and standard Display Modules, and are located in the Common section of Settings > User, Display Module.

Show Automation Enables display of automation on waveforms.

Reverse Automation Lanes Toggles the orientation of displayed automation left-to-right.

Automation Opacity Sets the opacity of displayed automation between 0 (fully transparent) and 100 (fully opaque).

Auto-Load Layouts and Meters

In Settings > System, the previously available choice for Layouts has been changed and is now Layouts and Meters. When enabled, S6 loads all standard and Meter Layouts stored in a Title, session or project.

Chapter 13: Editing

This chapter shows you how you can edit Pro Tools audio tracks using S6.

- On systems that include Display Modules, you can edit audio using Knob Modules (see **Editing from the Surface**).
- All systems can use the Wheel and its surrounding switches, the Locate switches and Soft Keys to select and edit clips (see **Editing with the Wheel, Locate Switches, and Soft Keys**).

To learn how to work with inserts and sends, see **Chapter 14, "Plug-ins and Sends."** *To learn how to use track Layouts, see* **Chapter 17, "Layouts."**

Editing from the Surface

(M40-D (Display Module) Systems with Pro Tools Only)

S6 lets you edit clips using knobs and their **Sel** and **In** switches on Knob Modules (or faders when Flip is enabled). You can move a clip, trim the head or tail, adjust Fade In and Fade Out, and adjust Clip Gain.

Clips are targeted for editing when they reach the playhead on the Display Modules when in any Waveform view as shown in Figure 77. Resolution of edits and moves using the **Sel** and **In** switches is determined by the Pro Tools Nudge value, which can also be adjusted directly from S6. Edits made by rotating S6 knobs use the current Knob Preference settings (see **Knob Speed and Sensitivity**).

Visual feedback is provided both in the Pro Tools Edit window and on the channel Display Modules by a variety of yellow outlines that vary depending on the mode.

To move or edit a clip:

1 Make sure Display Modules are configured in one of the available Waveform views. If necessary, go to Settings > Preferences and select one of these views in the Display Module section.

You can adjust the zoom resolution of the Waveform displays in Settings > Preferences, and quickly zoom out or in using the Display 1 and Display 2 switches on the Master Module. See **Waveform Zoom**.

2 On a Process Module, press **Edit** on the strip you want to edit. The Knob Module for that strip light in fuchsia and display edit parameters, the number and type of which vary depending on track type as follows:

Audio Tracks Clip Gain, Move, Trim Back, and Trim Front, Fade Out, Fade In, Nudge Amount, Undo and Redo.

Instrument and MID Tracks Move, Trim Back, Trim Front, Nudge Amount, Undo and Redo.

Systems with two Knob Modules available for the strip can access all parameters simultaneously. On other systems, press the lit **>** or **<** switch on the Knob Module to navigate between pages of Edit controls.

You can also enable Expand mode on that strip to see all Edit parameters simultaneously. See **Expand**.

3 Cue the session so that a clip is in contact with the Display Module playhead. On the Display Module, a yellow border or bracket appears around any clip that is in contact with the playhead on a strip in Edit mode (see Figure 77).

Once a clip is targeted for editing it will remain the S6 Edit target until another clip on the same track crosses the playhead, or until you enable Edit mode on a different track.

Figure 77. Indication of a clip targeted for editing

4 To adjust a value, do either of the following:

- Press the **Sel** switch next to the knob to increment (increase); press **In** to decrement (decrease).
- Turn the knob for that parameter clockwise to increment (extend or move later in the timeline), or counterclockwise to decrement (shorten or move earlier in the timeline). Turn slowly for fine adjustment and fast for coarse.

On-screen in the Pro Tools Edit Window, the targeted clip is outlined in yellow as soon as you touch or adjust a knob, or press an edit switch (see Figure 78). Brackets appear when trimming or adjusting fades.

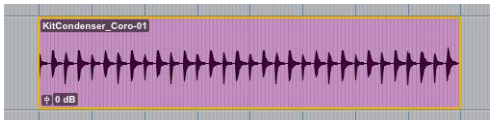


Figure 78. Pro Tools indication of a clip targeted for editing from S6

Display Module Waveform views only show and edit audio clips, regardless of the current Pro Tools Track view (for example, you cannot edit MIDI notes from the surface).

On Display Modules, the waveform or icon shown varies with the edit function being adjusted, as follows:

Clip Gain The waveform gets wider as Clip Gain is increased, and narrower as it is decreased. See "1" in Figure 79.

Move The entire clip remains highlighted and moves later in time (rotate encoder clockwise, or press **Sel**), or earlier (counter-clockwise, or press **In**). See "2" in Figure 79.

Trim Back and Trim Front A bracket appears at the tail of the clip (Trim Back) or head of the clip (Trim Front). See "3" in Figure 79.

Fade In A bracket appears at the head of the clip, and the Fade In length is indicated by a horizontal line that moves as you adjust the Fade In value. See "4" in Figure 79.

Fade Out A bracket appears at the tail of the clip, while the Fade out length is indicated by a horizontal line that moves as you adjust the Fade Out value. See "5" in Figure 79.

Nudge Amount The Nudge value increases or decreases as you adjust the value. This Nudge Value is independent from the Pro Tools Nudge Amount, and is stored with the session. The S6 Nudge value only affects edits made using the S6 **Sel** and **In** switches. Edits made by rotating S6 knobs use a fixed value and knob acceleration.

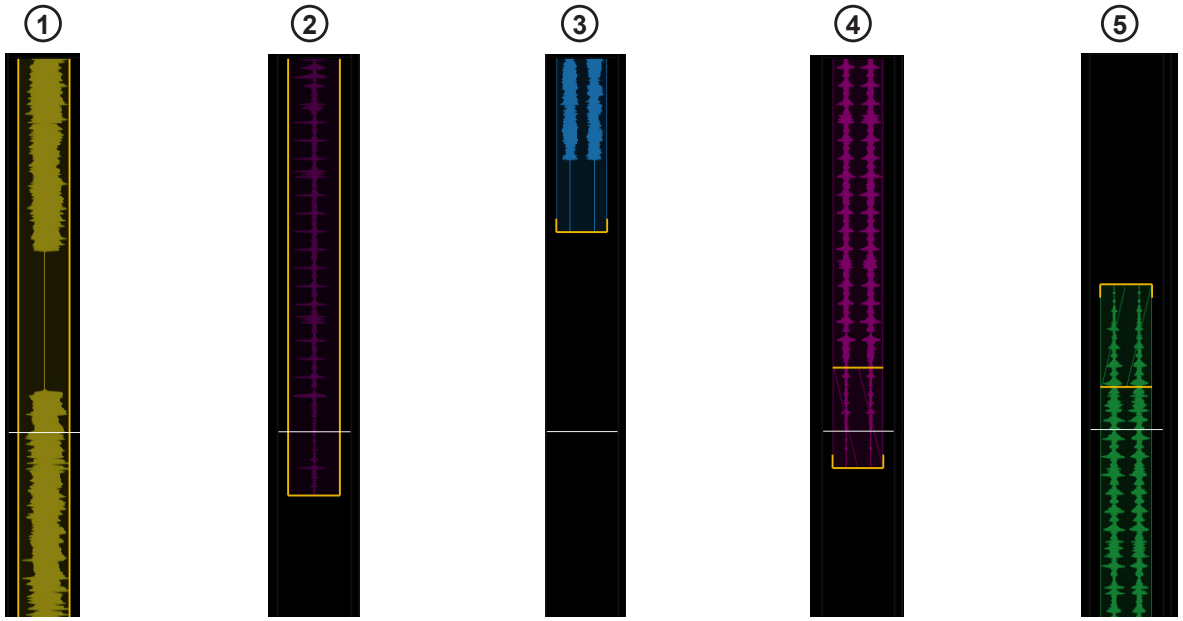


Figure 79. Clip editing indicators

5 To Undo or Redo an edit, press the corresponding **Sel** or **In** switch.

6 To take a track out of Edit mode, press any other function switch on that strip (such as **EQ**).

Editing with the Wheel, Locate Switches, and Soft Keys

The Jog/Shuttle wheel and its surrounding switches let you perform many editing functions from the Automation Module. The Locate switches provide additional functions, and the Soft Keys provide multiple pages of edit commands and functions.

This section describes the function of switches in the default Pro Tools appset. Wheel switches and all Soft Keys can be customized in the Soft Key Editor. For more information, see **Chapter 8, "Soft Keys."**

Editing with the Wheel and Wheel Switches

The Wheel and its surrounding switches are pre-configured to provide numerous editing functions. For a complete list of commands assigned to the wheel and its switches in the default Pro Tools appset, see **Using the Transport and Jog/Shuttle Controls**.

Edit Commands on the Locate Switches

The Locate switches are assigned to several edit commands, including Undo and Redo.

Some of the switches in the Locate section have default assignments that no longer match their labels on the Automation Module.

Automation Module Locate switches

The following table lists the primary and **Shift** functions of the Locate switches. Shift Functions and Other Functions require use of the modifier keys on the Fader Module.

Switch Label	Primary Function	Shift Function	Other Functions
Mark In	Mark In (wheel)		
Mem Loc	Show Memory Locations on Automation Module Soft Keys		
↓	Clear Selection / In	Restore Last Selection	
Mark Out	Mark Out (wheel)		
Trim +	Mix/Edit Window		
Trim -	Faders Off		
Store Current	Trim Clip to Selection		
Store Locate	Consolidate Clip		
Edit	Edit Memory Location		
Recall	Undo	Revert	
Delete	Redo		
Clear	Save	Save As	Save Copy In (**Opt/Win**) Save as Template (**Cmd/Alt**)

Edit Commands in the Soft Keys

The default Master Module Soft Keys include the Edit 1 and Edit 2 pages. Edit 1 provides some of the most frequently edit commands such as Cut, Copy, Paste, Duplicate, and Loop Clip.

To show the Edit Soft Keys:

1. Make sure the Master Module left bank is at its default page 1 Automation 1.
2. Press the Menu switch (at the bottom, center of the left bank of Master Module Soft Keys).
   The Page Menu bank opens, with jump switches for Edit 1 and Edit 2 at the bottom.
3. Press either Edit 1 or Edit 2.
4. Press the Soft Key for any available edit command.

The Automation Module Soft Keys Workflow page provides additional edit-related commands, including Freeze, Commit, and Bounce.

Chapter 14: Plug-ins and Sends

This section explains how to edit plug-ins and adjust Sends.

Plug-ins

Plug-ins can be accessed and adjusted from the Master Module, Knob Module, or Process Module, or from a Fader Module. Plug-in parameter mapping depends on the selected knob set or Expand mode, as follows:

Inserts Knob Set In the Inserts knob set, parameters are mapped according to the manufacturer's specifications. Parameter mapping can vary between plug-ins, even of the same type.

EQ and Dyn Knob Sets In the EQ and Dyn knob sets (as well as EQ or Dyn *Expand* mode), parameter mappings are standardized across types of plug-ins. For example, the threshold controls for two compressor plug-ins from different manufacturers appear on the same encoder. For parameter mapping in Expand mode, see **Appendix B, "EQ and DYN Parameters in Expand Mode."**

You can also adjust plug-ins using Expand mode, in which multiple parameters are "spilled" across one or more Knob Modules, or mapped to faders on a Fader Module. For information on Expand mode (which supports many functions, not just plug-ins and sends) see **Expand.**

You can configure S6 to automatically open and close plug-in windows in the focused application. When the **Open Plug-ins on Workstation When Editing** setting is enabled in Settings > User, you can also designate one module to **Open Plug-Ins on Workstation When Knobs Assigned**.

Editing a Plug-in Using the Master Module

To edit a plug-in using the Master Module, you must first attention a track with a plug-in.

To attention a track, do one of the following:

- From the Fader Module, press **Attention** on the desired track.
- From the Home screen, touch a track in the Track Scroller or Meter Scroller (see **Home Screen Options**).
- From the Tracks screen, touch Attention, and touch a track in the Track Matrix. (Requires that the Track Selector option Auto-Bank to Attentioned Track is enabled; see **Track Selector Options**.)

To edit the plug-in the Function Editor:

1 Touch Inserts in the Function Scroller.
The names of plug-ins inserted on the Attention Track appear on the Attention Track Knobs.

Inserts collapsed (left) and expanded (right)

2 Press a knob to enter that plug-in.
For tracks with two or more plug-ins, the following actions occur on the Master Module:
- The **Back** switch lights.
- The plug-in inserts expand in the Function Scroller.

3 Tap a different bank of four plug-in parameters to select them. Brackets flash slowly around them.

4 Before the brackets stop flashing, touch a left or right Attention Track Knob to assign the parameters to that side.

5 Use the Attention Track Knobs to adjust plug-in parameters.

Knob **In** *and* **Sel** *switches control additional parameters. For example, in the EQ3 plug-in the In switch for gain controls toggle that band in or out. Similarly, the Sel switch for frequency controls let you adjust Q (or slope, as available) using that knob.*

6 For tracks with two or more plug-ins, press **Back** on the Master Module to exit the plug-in.
The plug-in inserts collapse back into the Inserts, and plug-in names appear on the Attention Track Knobs.

7 To navigate to parameters that are off-screen, hold **Shift** on the Master Module and then use the touchscreen Page controls (lit in purple to the lower left and lower right of the touchscreen) to scroll the Function Editor to the left or right (see **Using Page Switches to Navigate Attention Track Knobs**).

Bypassing Plug-ins on the Master Module

The In buttons next to the Lock icons in the Home page let you bypass plug-in inserts.

Plug-in bypass (In)

- When lit green, inserts are active (not bypassed). Tap either In control to bypasses its currently attentioned plug-in.
- When bypassed, In becomes gray, and so does the name of the bypassed plug-in(s) in the Function Scroller (whether expanded or collapsed).
- When more than one plug-in is bypassed, In is highlighted in orange and the names of bypassed plug-ins are dimmed in the Function Scroller. Tap IN again to bypass all plug-ins on the track (their names dim), and tap again to un-bypasses all.

Editing a Plug-in Using the Knob Module

Plug-ins can be edited using the Knob Module in Inserts, EQ/DYN, or Expand mode.

Inserts Mode Parameters are displayed four at a time (on strips with one Knob Module) or eight at a time (two Knob Modules).

EQ/DYN Parameter mappings are standardized across types of plug-ins. For example, the threshold controls for two compressor plug-ins from different manufacturers appear on the same encoder.

Expand Mode Multiple parameters are "spilled" across one or more Knob Modules, or mapped to faders on a Fader Module. For information on Expand mode (which supports many functions, not just plug-ins and sends) see **Expand**.

Insert Mode

To edit a plug-in using Insert Mode on the Knob Module:

1 Press **Ins** on the Process Module on a track with at least one plug-in. The plug-in names inserted on this track appear on the knobs. The rest of these instructions pertain to the Knob Module's controls.

Inserts switch on Process Module

2 Press ► (if lit) to display additional plug-in names.

3 Press a knob to enter that plug-in. The plug-in's first four parameters are assigned to the knobs, and **Back** lights.

4 Press ◄ or ► to navigate to additional plug-in parameters.

◄, Back, and ► on Knob Module

5 Use the knobs to adjust plug-in parameters.

6 On the Process Module, press **In** next to **Ins** to toggle all plug-in inserts in and out. **In** lights when the inserts are in.
Some parameters use their **In** switch to toggle in and out, others use it to toggle between different parameters. Each audio application controls their own plug-ins, and some parameters do not include any **In** switch functionality.

7 To exit the plug-in, press **Back** or select another Function from the Process Module.

Plug-ins with parametric EQ filters sometimes use the Sel switch to toggle between Frequency and Q.

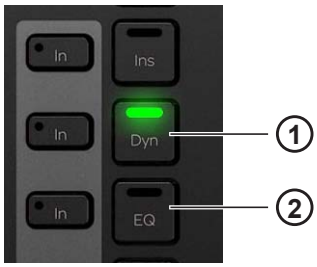
Function and Parameter View Options

You can optimize how inserts and sends are displayed, and how plug-in parameters are displayed, in Settings > Preferences. For more information, see **Knobs**.

EQ and Dyn Mode

To edit a plug-in using EQ or Dyn Mode:

1 Press **EQ** or **Dyn** on the Process Module on a track with at least one plug-in.
The first EQ or Dyn (dynamics) plug-in inserted on this track appear on the knobs.



Dyn (1, shown lit) and EQ (2) switches on Process Module

You can configure Pro Tools to automatically insert a specified default EQ or Dyn plug-in when either of these switches is first pressed on a strip controlling a track with no plug-ins of either type.

To be able to auto-insert a default EQ or Dynamics plug-in:

1 In Pro Tools choose Setup > Preferences, then go to the Mixing tab.

2 In the Setup section, select your desired plug-ins from the Default EQ and Default Dynamics selectors.

3 Enable Auto Insert Default Plug-Ins from EUCON Surfaces.

4 Click OK to close Preferences.

EQ and Dyn Cycling

(Requires Pro Tools 12.8.2 or Higher)

When **EQ** or **Dyn** is enabled on a Process Module, double-pressing the **EQ** or **Dyn** switch cycles to the next EQ or Dynamics plug-in on that track.

EQ and Dyn cycling is accessed on Process Modules only, it is not available from the Master Module touchscreen.

Editing a Plug-in Using the Process Module

Each strip on the Process Module has one knob section that can be used to edit plug-in parameters when in Insert mode.

When there are no Knob Modules in the same chassis as a Process Module, you can enable Expand mode to have all eight Process Module knobs access insert parameters. For more information, see **Expand***.*

To edit a plug-in using the Process Module:

1. Assign a track with at least one plug-in to the surface.
2. On this track's Process Module strip, hold down **Back** and press **Ins**. The name of the first plug-in inserted on this track appears on the knob.
3. To display additional plug-ins, press ►.
4. Press the knob to enter the desired plug-in. **Back** and ► light.
5. Navigate to and adjust different parameters.
6. To toggle all plug-in inserts in and out, press **In** next to **Ins** on the Process Module.
   Some parameters use their **In** switch to toggle in and out, others use it to toggle between different parameters. Each audio application controls their own plug-ins, and some parameters do not include any **In** switch functionality.
7. To exit the plug-in, press **Back**. To return the Process Module knob to its default function (pan) hold **Back** and press **Pan**.

Dynamics Graphs

Dynamics plug-in graphs and "bouncing ball" indicators are displayed on the Attention Track screen and on Display Modules. See **Gain Reduction Meters and Bouncing Ball Dynamics Graph**.

Sends

Sends can be adjusted on the Master Module, Knob Module, and Process Module.

Adjusting Sends on the Master Module

To edit sends using the Master Module:

1. Attention a track with sends to the Attention Track Editor.
2. Press **Sends** in the Function Scroller. The first eight sends are assigned to the Attention Track Knobs.
3. Turn the knob to adjust the send level. In addition
   - Press the knob **In** switch to mute (or unmute) the send. In the Function Scroller, the name of muted Sends dims.
   - Press the knob **Sel** switch to toggle the send between pre- and post-fader.
   - To adjust send pan, press the Level knob top. L (and R, if the send is stereo) appear in the lower-right of the touchscreen.
4. To access additional sends, touch a bank of four sends in the Function Editor. Left and right brackets flash slowly around them.
5. To assign the four new sends to that side, touch or adjust an Attention Track Knob.
6. To navigate to sends that are off-screen, hold **Shift** on the Master Module and then use the touchscreen Page controls (lit in purple) to scroll the Function Editor to the left or right (see **Using Page Switches to Navigate Attention Track Knobs**).

Adjusting Sends on the Knob Module

Sends can be edited using the Knob Module in default (per strip) or Expand mode.

Default Parameters are displayed four at a time (on strips with one Knob Module) or eight at a time (two Knob Modules).

Expand Mode Multiple parameters are "spilled" across one or more Knob Modules.

The following instructions explain default mode. For information on Expand mode (which supports all functions, not just plug-ins and sends), see **Expand**.

To edit sends using the Knob Module:

1. Assign a track with sends to the surface.
2. Press **Sends** on that Process Module strip. The sends appear on the Knob Module knobs.

Sends switch on the Process Module

3. Turn a knob to adjust the level of the corresponding send. In addition
   - Press the knob **In** switch to mute (or unmute) the send.
   - Press the knob **Sel** switch to toggle the send between pre- and post-fader.
   - To adjust send pan, press the knob top, then press lit ► (**Page >**) or ◄ **(< Page)** until R Pan and L Pan appear on the bottom encoders of the Knob Module.

To navigate to other sends:

1. Make sure you are viewing the top level of Sends view (slots a–d). If not, press Back until slots are shown.
2. Press the lit ► (**Page >**) or ◄ (**< Page**) switch to navigate to additional sends.

Function and Parameter View Options

You can optimize how inserts, sends and plug-in parameters are displayed, in Settings > Preferences (see **Knobs**).

Adjusting Sends on the Process Module

To edit Sends using the Process Module:

1. Assign a track with Sends to the surface.
2. Hold down **Back** and press **Sends** on that Process Module strip. The first Send appears on the Process Module knob.
3. Turn the knob to adjust this send level. In addition:
   - Press the knob **In** switch to mute (or unmute) the send.
   - Press the knob **Sel** switch to toggle the send between pre- and post-fader.
4. Press the lit ► (**Page >**) or ◄ (**< Page**) switch to navigate to additional sends.
5. Press **Back** to exit this send.

Adjusting Sends on the Fader Module

To control sends from a fader module:

1. Press the **Sends** switch on a Process module so that Sends are displayed on the Knob Module.
2. Press **Flip** on the Master Module.

For more information, see **Flip to Faders**.

Resetting Send Level

You can reset Send level to 0/unity by holding Opt/Win on a Fader Module and then touching the Send knob on the desired track.

In Pro Tools, this will reset the Send to 0/unity regardless of the state of the Sends Default to -inf setting (in Setup > Preferences, Mixing).

Chapter 15: Automation and Mixing

This chapter shows you how to perform the following tasks using S6:

- **Using Automation**
- **Mixing with VCAs**
- **Surround Panning**
- **Dolby Atmos**

Using Automation

You can set the track Automation mode from Fader Modules, from the Attention Track fader, or using a combination of Soft Keys and track **Select** switches. Track meters indicate Trim automation and automation writing. On systems that include Display Modules, automation data can be shown along with waveforms.

The default Pro Tools appset provides track automation modes on the Master Module and Automation module Soft Keys.

Setting the Track Automation Mode

To set the track automation mode:

- On a Fader Module, press **F** on the desired strip repeatedly to cycle through the automation modes. While writing in Latch mode, press **F** to Auto Match out.

  – or –

- On the Master or Automation Module Soft Keys, hold the Soft Key for the desired mode then press a Fader Module **F** switch (or **Select** switch) to set that track to that automation mode.

To toggle Trim Automation on and off for a track:

- On a Fader Module, press **M**.

  – or –

- On the Master or Automation Module Soft Keys, hold the Soft Key for Trim and press a Fader Module **Select** switch.

This table lists automation mode LED indication for any S6 knob or switch with automation LEDs.

0 = unlit

1 = lit

*** =** flashes

Automation Mode	Red LED	Green LED
Off	0	0
Read	0	1
Touch	1	0
Latch	1	0
Touch/Latch	1	0
Write	1	0
Preview	0	*
Off + Trim	0	1
Read + Trim	0	1
Touch + Trim	1	1
Latch + Trim	1	1
Touch/Latch + Trim	1	1
Write + Trim	1	1

The red LED flashes while writing automation. The green LED flashes in Preview mode.

Automation Trim Metering and Write Indication on Fader Modules

(Requires Pro Tools 11.3.1)

Strip meters on Fader Modules (and the Attention Track meters on the Automation Module) show Trim automation, and indicate when automation is being written in any Write mode other than Trim.

Automation Trim Metering

- While writing an initial Trim pass, the Right meter lights the LED at 0 to indicate you are writing Trim automation.
- While editing an existing Trim pass, the Right meter lights LEDs above or below 0 to indicate the underlying Trim value. On-screen in Pro Tools, this corresponds to the yellow (Trim) or blue (Composite) automation line.

In order for the meters to show Trim, the Pro Tools preference for Coalesce Trim Automation must be set to Manually.

Write Indication

Whenever a track is writing automation in any mode other than Trim, the Right meter lights the LED that corresponds to the underlying automation level. For example, if in a Touch write mode the LED indicates where the fader will return when you release it. If a track is the slave of a VCA, the lit LED corresponds to the blue automation line on-screen in Pro Tools.

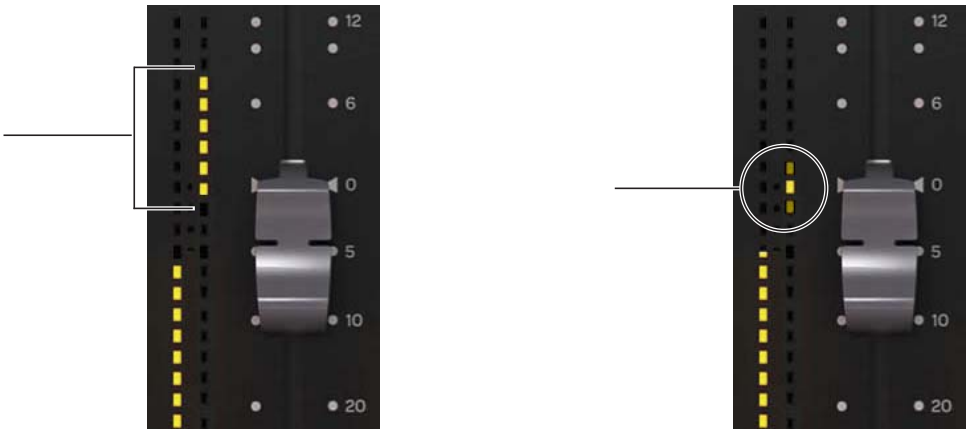
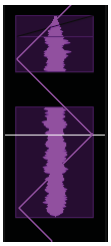


Figure 80. Automation Trim meter when editing Trim data (left) and Write indication (right) in strip meters

Automation Breakpoint Data on Display Modules

(M40 Systems with Display Modules Only)



Display Modules can show automation data along with waveforms. When enabled, automation can be shown for individual parameters on one or more strips. You can set a variable amount of opacity and control the left-to-right orientation of displayed automation data.

At left, pan automation is shown on a Display Module strip.

To enable and configure automation data on a Display Module:

1 Go to Settings > Preferences, and scroll to the Display section.

2 Touch the Layout selector and choose any Waveform view.

3 Configure the following settings as desired:

Show Automation When enabled, automation breakpoint data can be shown on Display Modules and customized using the settings for Reverse Automation Lanes, and Automation Opacity.

Reverse Automation Lanes Inverts the orientation of displayed automation data. (Pan is unaffected by this setting.)

Automation Opacity Adjusts the visibility of waveforms behind automation data. When off (0 percent), automation is shown as a single thin line. Raising the percentage adds an increasingly opaque fill.

To show automation data on a Display Module strip:

1 Hold down **Ctrl + Command/Win** on a Fader Module.

2 Touch a fader or knob.

In the corresponding Display Module strip, automation data for the touched parameter appears.

To show automation data display on all strips:

1 Press and hold down **Ctrl** + **Opt/Alt** + **Command/Win** on a Fader Module.

2 Touch a fader or knob.

On-screen in Pro Tools, the Track View for that track (or all tracks) shows the corresponding automation data. For example, if you touch a Process Module knob while it is assigned to Pan, on-screen in Pro Tools the corresponding track jumps to Pan view.

To exit automation display mode on individual strips:

1 Hold down **Ctrl + Command/Win** on a Fader Module.

2 Press the strip **Select** switch on the Fader Module.

To exit automation display mode on all strips:

1 Hold down **Ctrl** + **Opt/Alt** + **Command/Win** on a Fader Module.

2 Press a strip **Select** switch on the Fader Module.

You can also show (or hide) automation data on Display Modules from the computer keyboard by holding Control + Command (Mac) or Ctrl + Win (Windows) and then tapping a control on S6.

Switching On-Screen Pro Tools Track Views to Automation Data from the Surface

You can use S6 to change on-screen Pro Tools track views to show automation.

To display automation data for a track in Pro Tools:

1 Hold down **Control + Command** (Mac) or **Ctrl + Win** (Windows) on a Fader Module.

2 Touch a fader or knob.

The Track View for that track shows the corresponding automation data. For example, if you touch a a Process Module knob while it is assigned to Pan, on-screen in Pro Tools the corresponding track jumps to Pan view.

If the S6 Display Module setting to Show Automation is enabled, automation also appears on the corresponding Display Module strips. For more information, see **Automation Breakpoint Data on Display Modules**.

Mixing with VCAs

S6 provides the following VCA features.

Adjusting VCA Slave Levels

When a VCA is banked to the surface, you can adjust level of its slaves from the Knob Module or from the Attention Track Knobs.

- From a strip, enable the **Bus** function on that VCA (press **Bus** on the Process Module for that strip). Use the strip **<** Page **>** switches to navigate to other slave tracks, or press **Exp** on that strip to have slaves take over the Knob Module.
- From the Master Module, first Attention the VCA and make sure the Home screen is displayed. Tap Bus in the Function Scroller to have all slaves appear on the Attention Track Knobs.

VCA Spill

(Pro Tools Only)

VCA Spill lets you quickly expand (or "spill") VCA slave tracks to adjacent faders, or to spill zones.

Spill Zones must first be configured in Settings > Surface. For more information, see **Configuring Spill Zones.**

The **M**, **S**, and **LG** LED indicators on the Fader Module show whether the track is a Master (M) or Slave (S), and if it is in a Group (LG). The **Menu, Select,** and **Swap** switches, along with the switches above the M/S and LG indicators, let you spill and unspill.

You can also spill VCAs automatically when they are attentioned. See **Spill Zone Menu Key Mode for Layouts, Workstations or Types.**

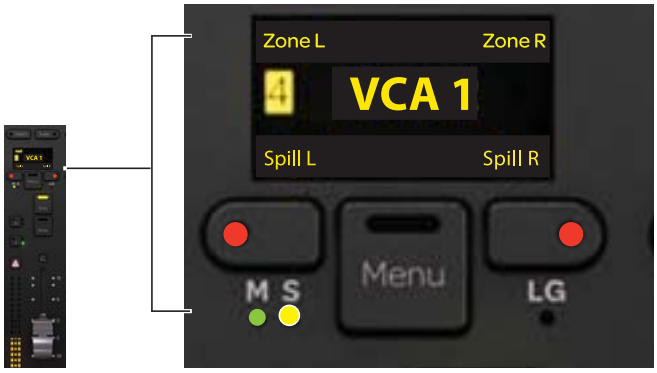


Figure 81. Spill controls and indicators when Menu switch is pressed, showing a VCA slave (S indicator LED lit yellow)

To spill a VCA:

1 On the Fader Module for a VCA strip, press and hold **Menu.**

The strip display shows Zone L and Zone R below the **Select** and **Swap** switches (which light yellow), and Spill L and Spill R above the two switches on either side of **Menu**.

2 While still holding **Menu**, do any of the following:

- To spill the VCA to the left spill zone, press **Select**.
- To spill the VCA to the right spill zone, press **Swap**.
- To spill the VCA to the strips to the left or right of the master VCA (standard VCA spill), press either of the switches adjacent to **Menu** (above the **M S** indicators to spill to the left, or above **LG** to spill to the right).

When spilled, the **Menu** switch on the strip of the VCA master lights dark green, and the corresponding Spill switch (L or R) on the Master Module also lights dark green.

On spilled slaves, **Menu** is light green if the option to light them is enabled (see **Spill Zone Menu Key Mode for Layouts, Workstations or Types**).

3 To bank or nudge tracks within a spill zone, make sure the corresponding Spill (L or R) switch is lit white (press if necessary), then use the Bank and Nudge switches on the Master Module.

4 To unspill a VCA, press **Shift** + **L Spill** or **R Spill** (whichever is lit dark green) on the Master Module, or press **Menu** on the master VCA or any spilled member strip.

You can configure VCAs to spill automatically to zones or adjacent strips when the VCA is attentioned (see **Spill Zone Menu Key Mode for Layouts, Workstations or Types***).*

VCA Unspill

When working with VCAs that include other VCAs as members, you can use the **Menu** switch to unspill one level at a time, or to completely unspill and exit VCA spill.

To unspill an individual VCA:

- Press a **Menu** switch once.

To unspill all VCA layers:

- Press and hold a **Menu** switch for longer than one second.

Surround Panning

You can pan in multichannel formats for surround using the Master Module touchscreen and Attention Track knobs. If your system includes a Master Joystick Module, see **Using the Master Joystick Module**.

To pan in surround:

1 Attention a track that is assigned to a multichannel output path.

2 Make sure the Home screen is displayed.

3 Select Pan from the Function scroller.

- If the Auto Show Function Graph on Selection setting is enabled in the Home screen Local Options, the pan Function view appears on the Home screen.
- If Auto Show Function Graph on Selection is not enabled, drag the Pan function block down to the Home screen to display the pan Function view.

The pan Function view on the Home screen looks similar to the following.

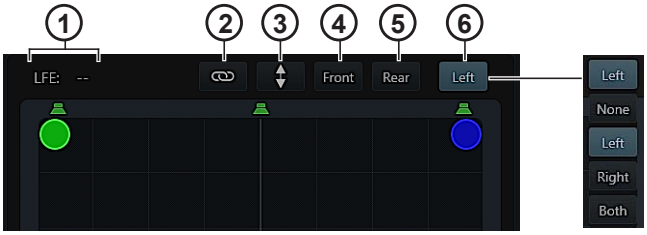
Figure 82. Surround panner on the touchscreen when a stereo track is assigned to a multichannel output path.

4 To pan, do any of the following:

- Tap and drag any displayed dot to pan it within the sound field.
- Rotate the corresponding knobs.
- Tap a speaker icon to **Snap to Speaker**.

If your system includes one or more Display Modules, see also **Panner Divergence and Position Display Mode**.

Across the top of the panner view are the LFE display, controls to toggle stereo and inverse linking on/off, and a selector for stereo control and visibility.



Pan displays and controls in the Master Module Pan function (stereo to 5.1 shown)

The numbers in the figure above identify each of the following elements.

Legend	Element	Description
1	LFE	Shows the current LFE contribution, if any
2	Link	When enabled (lit), links left and right channels of a stereo pair
3	Front/Rear Inverse	When enabled (lit), applies inverse front/rear pan linking
4	Front Inverse	When enabled (lit), applies inverse front pan linking
5	Rear Inverse	When enabled (lit), applies inverse rear pan linking
6	Stereo Visibility	Drop-down selector that determines what is shown in the surround panner and in the pan Function block. Choices include None, Left, Right, and Both

Stereo Link and Inverse Controls

Tap any of the Link or Inverse buttons to toggle them on/off. Link settings are only available when the attentioned track is stereo assigned to a multi-channel output. (Note that Divergence settings can be linked, but do not follow any Inverse Link setting.)

Link Enable and Inverse Link controls can also be configured using knobs on the Master Module.

To access stereo link controls from the Master Module:

1 Attention a stereo or other multi-channel track, then tap to select the Pan function block.

2 Assign the Inv P, Inv R, Inv FR, and Link controls to the knobs (tap their column on-screen, then touch either set of knobs).

3 Press the **In** switch for the knob that corresponds to the desired linking control to toggle it on/off.

You can also access Link settings from fader strips (see **Adjusting Link and Inverse Pan Control from Channel Strips**).

Stereo Control and Visibility

The Stereo Control and Visibility selector lets you control what is shown in the surround panner and in the pan Function block. Tap the selector and choose one of the following from the drop-down selector.

None When enabled, neither Divergence or pan lines (trajectory) are shown.

Left When enabled, left channel Divergence and pan lines are shown.

Right When enabled, right channel Divergence and pan lines are shown.

Both When enabled, both left and right channel Divergence and pan lines are shown.

Snap to Speaker

On the Master Module surround panner, tap a speaker to snap the panner to that speaker position. When panning stereo tracks, the Stereo Control and Visibility controls determine which channel(s) will respond to tapping a speaker; the response of other channels is determined by whether Link is enabled, and if so which Inverse Link settings are enabled, if any.

Adjusting Link and Inverse Pan Control from Channel Strips

You can control Pro Tools stereo pan Link and Inverse Link from S6 channel strips, and from the Master Module.

These controls are also available on the Master Joystick Module.

To access stereo link controls from a channel strip:

1. On S6, bank or nudge the surface to access a stereo or LCR track that is routed to a greater-than-stereo output.
2. Do any of the following to navigate to the desired parameter (Link, Inv P, Inv R, or Inv F/R). Not all parameters are available in all track formats.
   - On the Process Module, make sure Pan is shown in the strip display and then press the encoder **<** or **>** switches to navigate the encoder to the desired parameter.
   - Press the **Pan** switch in that track's strip, then press the Knob Module **<** or **>** switches to navigate to the desired parameter.
   - Press the **Pan** function switch, then press **Exp** in that strip to enable Pan Expand mode.
3. Press the encoder **In** switch for the desired parameter to toggle it on/off.

Accessing Left/Right Rear via L/R Front + Sel

When the L or R Front parameter is mapped to a knob, press that knob's **Sel** switch to reassign the knob to the corresponding channel's Rear parameter. For example, when L Front is displayed on a Knob Module, pressing that encoder's **Sel** switch maps L Rear to that encoder. Press the lit **Sel** switch again (it becomes unlit) to return the encoder to L Front.

Linking F/R

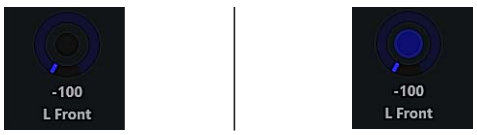
You can link the Front and Rear pan positions.

- When linked, Rear position follows Front position; if you pan that channel front-to-back while linked, it pans vertically. Automation is written to both front and rear L and R knobs.
- When unlinked, panning the same channel front-to-back will follow the trajectory between the current front position (left-to-right) and the current rear position (left-to-right).

To link Front and Rear:

1. Attention a mono or stereo track assigned to a multichannel output.
2. Navigate the Home screen, Knob Module or Process Module to their Pan function for the attentioned track.
3. Press the **In** switch next to the encoder assigned to Front or Rear (if the track is mono) or L (or R) Front or Rear if stereo.
   When linked (**In** switch lit), adjusting the L (or R) Front or Rear parameter pans the channel front-to-back vertically. Any offset between front and rear is ignored.

   On the touchscreen, the L (or R) Front or Rear knob also indicates F/R link status.
   - When linked, the on-screen L (or R) Front or Rear knob lights solid blue.
   - When not linked, the on-screen L (or R) Front or Rear knob lights with a blue outline.



L Front knob when Front/Rear are unlinked (shown at left) and linked (shown at right)

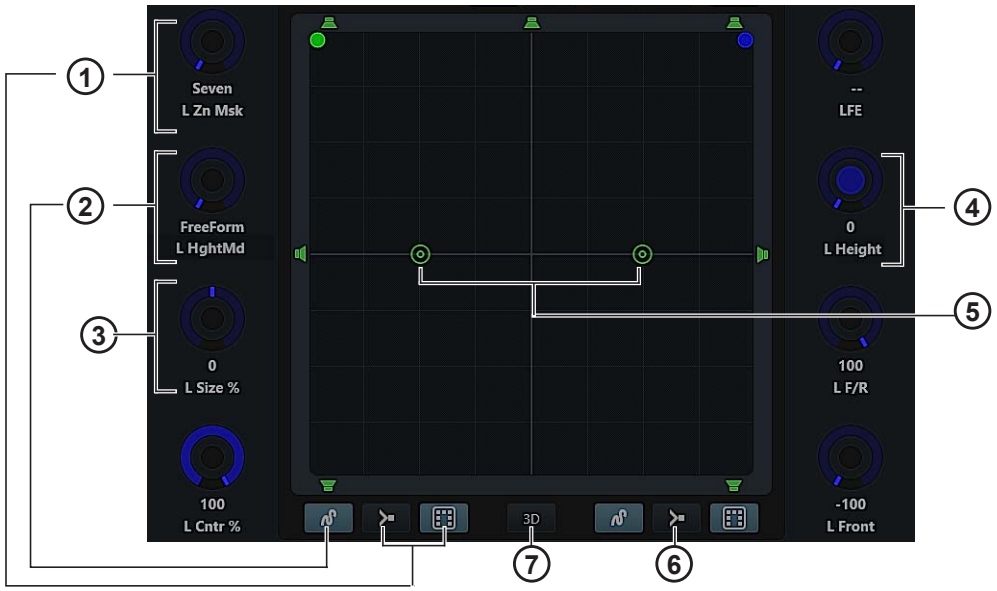
Dolby Atmos

(Requires Pro Tools | HD 12.8 or Higher)

S6 supports Dolby Atmos® busing, panning, and metering in Pro Tools, providing intuitive feedback and ergonomic control for Dolby Atmos parameters directly from the S6 Master Module, Master Joystick Module (MJM), and other S6 modules.

Dolby Atmos Controls and Displays

The following figure and table highlight the unique Dolby Atmos-specific additions in the Pan function view on the Master Module touchscreen. These and other parameters can be assigned to knobs on the Master Module, and to knobs on the MJM, Knob, and Process Modules. The MJM provides additional ways to control parameters (see **MJM Features for Dolby Atmos**). Object/Bus toggling is also available in S6 **Soft Keys**.



Default Dolby Atmos controls on the Master Module touchscreen, standard 2D view, showing a stereo-to-7.1.2 panner

The Dolby® format formerly known as 9.1 is now referred to as 7.1.2. To learn more about Dolby Atmos and its parameters, refer to the information available from **Dolby**.

	Item	Description
1	Zones Selector and Indicator	Sets the speaker Zone. Choices include All, F/S (front and side), F/R (front and rear), FC/R (front, center and rear), Front, and Rear. The **In** switch next to the Zone knob toggles Speaker Snap on/off.
2	Height Mode Selectors and Indicator	Sets the Height Mode. Choices include FreeForm (manual Height adjustment), Wedge, Sphere, and Ceiling (automatic Height panning). The Height Mode pop-up menu also provides X (Height Mode off). For Theater mode, see **7**, below.
3	Size	Increases or decreases the element size
4	Height	When Freeform Height mode is active, rotating the Height knob determines position in the Z (height) axis.
5	Height Indicators (Ceiling Speakers)	When lit, indicate whether any Height mode is active. When the Ceiling Speakers are unlit (gray), indicates that no Height Mode is active.
6	Speaker Snap	For tracks assigned to an Object on the Dolby Atmos Renderer (only), toggles Atmos Speaker Snap on or off. This control is not available for tracks assigned only to a Pro Tools 7.1.2 bus or output. This setting is also available via the Zone Mask **In** switch.
7	3D (Theater Mode)	Enabling the 3D button places the panner in Theater mode, in which a three dimensional room is displayed in the pan grid. The room view can be rotated manually from the touchscreen, or using controls in Settings > User. 3D on/off and room rotation are stored in User Preferences.

Accessing Dolby Atmos Parameters

You can control and automate Dolby Atmos parameters from the Master Module, channel strips, and the Master Joystick Module. The following sections show how to pan in Dolby Atmos from the Master Module in 2D or **3D / Theater Mode**. Pan knobs, controls and indicators are similar when adjusting Pan from channel strips. See the *S6 Guide.pdf* for information on Pan, strip Expand, and Attention Expand Zones. If your system includes an MJM, see also **MJM Features for Dolby Atmos**.

To access Dolby Atmos parameters:

1. Attention a track that is routed to a Dolby Atmos bus in Pro Tools. If your system includes an MJM, the surround panner appears on one joystick if the track is mono, or both if the track is stereo.
2. For modules other than an MJM, enable the Pan function on the desired module by doing the following:
   - On the Master Module, navigate to the Home screen and drag the Pan function block down to display Pan in the touchscreen.
   - To use knobs and switches in a channel strip, press the Process Module **Pan** switch in the strip for the desired track and navigate the knobs to specific Pan parameters by pressing the lit **<** or **>** switches on the Knob or Process Module.

Dolby Atmos Panning on the Master Module

Dolby Atmos on the Master Module is similar to standard panning, with the addition a few Dolby Atmos-specific parameters.

Panning in Dolby Atmos involves the following steps:

1. Configuring Dolby Atmos Renderer communication and Pro Tools bus/object assignment (see Pro Tools documentation).
2. **Configuring Dolby Atmos Parameters** (Room View, Zone Mask, Height Mode, Size and other settings) for each track.

To pan automatically in three dimensions:

- Enable Wedge, Sphere, or Ceiling Height Mode (see **Selecting a Height Mode**) then do the following:
  - Drag the pan dot left or right to pan the element left-to-right, or use the Front knob.
  - Drag the dot up (towards the top of the touchscreen) or down to pan to the front and rear, respectively, or use the F/R knob.

  Height is automatically calculated based on the current Height Mode and pan location.

To control Height manually:

- Enable Freeform Height Mode and do the following:
  - Press and hold **Shift** on the Master Module, then drag the dot up or down to increase or decrease Height, respectively. Or use the Height knob to increase and decrease height. You can press/hold and **Shift** at any time to engage or disengage Height. To resume touch panning to front, left, right, or rear, release **Shift**.

Manually Controlling Height From Knobs or the Touchscreen

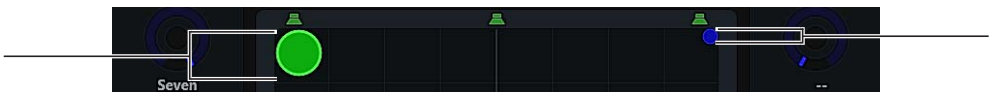
On the touchscreen you can control Height via dragging by engaging **Shift**.

To adjust Height from the touchscreen:

1. Set the Height Mode to Freeform (see **Selecting a Height Mode**).
2. Press and hold **Shift** on the Master Module, then drag the pan dot up or down to increase or decrease Height, respectively. You do not need to press **Shift** prior to panning; press/hold and **Shift** at any time to engage or disengage Height.
3. To resume touch panning to front, left, right, or rear, release **Shift**.

Indication of Pan Height

When any Height Mode is enabled in standard (2D) view, the current Height position is indicated by the size of the pan dot. The larger the pan dot, the higher the position. (Note that Height is indicated differently in **3D / Theater Mode**.)



A signal at maximum Height (large green pan dot, Left) and minimum Height (small blue pan dot, Right) in standard 2D Pan view

Bus and Object Indicators and Controls

The color of the pan dot indicates bus/object assignment and automation status.

Pan Dot Color Indication

Pan Dot Color	Object/Bus Indication	Automation Mode
Green	Bus	Read
Orange	Object	Read
Red	Any	Any Write mode
Yellow	Any	Off
Gray	Object, but off/bypassed	

Object/Bus Automation

The Pro Tools Object/Bus Automation control is available as a Soft Key.

- In the factory Soft Keys for S6 v3.6.1, Enable Object/Bus Automation is provided in the Automation 4 page (left bank of Automation Module Soft Keys).
- Enable Object/Bus Automation is also available in the Soft Key Editor for assigning to custom Soft Keys.

Enable Object/Bus Automation Soft Key in S6 v3.6.1

Command	Command Type	Category 1	Category 2	Category 3
Enable Object/Bus Automation	EUCON >	Automation >	Write Enable >	Enable Object/Bus Auto

Configuring Dolby Atmos Parameters

(View Mode, Zones, Height Mode, Size, Height, and Speaker Snap)

Configure these Dolby Atmos settings as needed on each track.

Selecting the Room View Mode

The panner can be viewed in standard two dimensional mode, or in 3D/Theater mode. 3D/Theater mode on/off and rotation are global settings that affect all tracks/panners, and are stored in (and recalled with) User Preferences.

To toggle View Mode on the Master Module:

- On the Master Module tap to enable the 3D button located below the panner grid. When lit, Theater mode is displayed.
- On the MJM press **Setup** below the two panner grids. When the **Setup** switch LED is lit, Theater mode is displayed.

Panning grid in standard 2D view (3D button not enabled, shown at left) and 3D/Theater mode enabled (shown at right)

The following sections explain Dolby Atmos controls common to both views. For unique 3D controls, see **3D / Theater Mode**.

Selecting a Zone

You can select a Zone for each track, and for each side of unlinked stereo tracks.

To select a Zone from the Master Module for the currently attentioned track:

- Rotate the knob for Zone until the desired Zone is selected. Or tap and hold the Zone icon and select an available zone.

Zone icon and pop-up menu (right side of a stereo track shown)

Indication of Zone Status

The following table shows how Speaker icons indicate status in the Master Module and MJM panner grids.

Speaker Status Indication

Icon	Description
	Speaker icons light solid green when fully enabled.
	Speaker icons are unlit (gray) when not enabled.
	When a different Zone is enabled in Left versus Right sides of a stereo track, half of each speaker is green or gray to indicate status for L versus R.
	Center and Side speakers are dimmed relative to Center% and Side% settings, respectively.
	When 3D/Theater mode is enabled, no speaker icons are shown.

Selecting a Height Mode

You can select the Height Mode for each track, and for each side of an unlinked stereo signal.

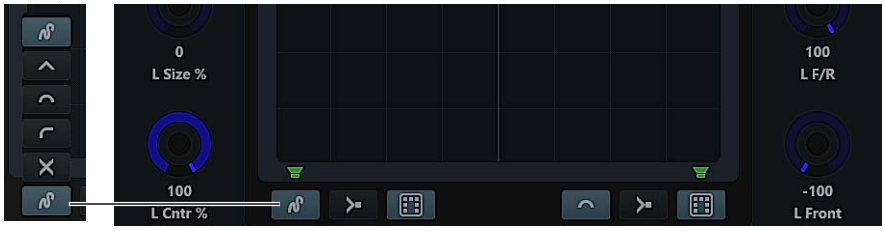
Dolby Atmos Height modes include “automatic” height panning modes (Wedge, Sphere, and Ceiling) and “manual” (FreeForm).

- In automatic modes pan height is derived automatically based on element position and size.
- In FreeForm mode you can manually control pan height. You can also toggle Height mode on/off.

To select a Height Mode from the Master Module:

1 Do either of the following:

- Rotate the knob for Height Mode until the desired mode is selected (such as Free Form, Wedge, Sphere, or Ceiling).
- Tap and hold the Height Mode icon below the panner grid, then select an available mode from the pop-up menu.



Height Mode icon and pop-up menu

2 If you want to turn Height mode off, do either of the following:

- Tap and hold the Height Mode icon below the desired panner grid and select X.
- Press the lit **In** switch next to the Height knob (not the Height Mode knob). When unlit, Height is off.

Indication of Height Mode

On the Master Module and MJM panner grids, the Height Mode icon indicates the current Height Mode.

Height Mode Indication

Icon	Mode
	FreeForm
	Wedge
	Sphere
	Ceiling
	Off

The Height (Ceiling Speakers) indicate Height Mode status as follows:

Speaker Status Indication

Icon	Description
	Ceiling Speaker icons light solid green when enabled and active.
	Ceiling Speaker icons are unlit (gray) when not enabled/inactive.
	When Height Mode is enabled on only one side (Left or Right) of an unlinked stereo track, half of each Ceiling Speaker is green or gray to indicate active/inactive status for side.

Adjusting Size

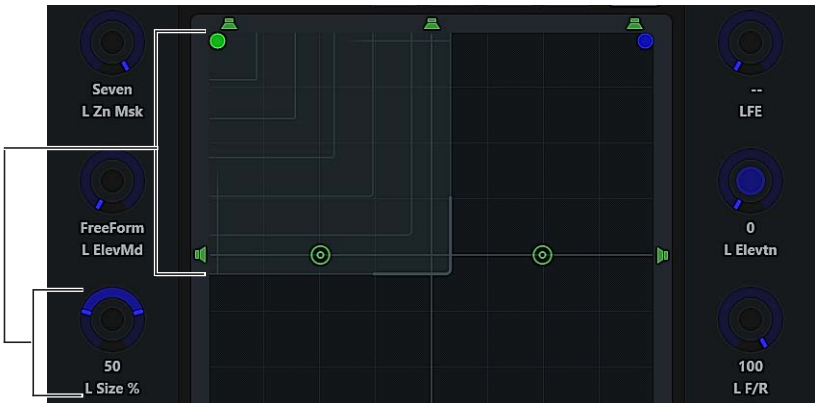
You can adjust Size for each track, and for each side of unlinked stereo tracks, using knobs on any module in Pan view.

To adjust Size:

- Rotate the knob for Size.

Indication of Size

When Size is set to any value above 0/off, a transparent grid (or cube if in 3D/Theater mode) surrounds the pan dot. The grid/cube gets larger as Size is increased, and smaller as it is decreased.



Size indicated on the touchscreen (Size = 50% for a channel panned full left/front, in standard 2D view)

Speaker Snap

You can toggle Dolby Atmos Speaker Snap on or off for tracks assigned to an Object.

To toggle Speaker Snap on or off:

- Do either of the following:
  - Press the **In** switch next to the Zone Mask knob. When **In** is lit, Speaker Snap is on. When unlit, it is off.
  - Tap and the Speaker Snap icon below the desired panner grid. When lit, Speaker Snap is on. When unlit, it is off.

Speaker Snap icon

Do not confuse Atmos Speaker Snap with the Pro Tools panner ability to click a speaker icon to "jump" the pan dot to a location.

3D / Theater Mode

3D/Theater mode provides a 3D room view that can be rotated. 3D/Theater mode can be enabled separately for the Master Module and for the Master Joystick Module (if any). On/off and rotation are stored in (and recalled with) User Preferences.

To toggle View Mode:

- Tap the 3D button below the panner grid. When lit, the 3D room view is shown in the pan grid and Function scroller Pan block.
  The on-screen 3D button does not change view mode on the MJM (even if Use 3D Panner on Joystick Module is enabled). However, rotating any room view rotates all S6 3D room views (Master Module and all MJMs).

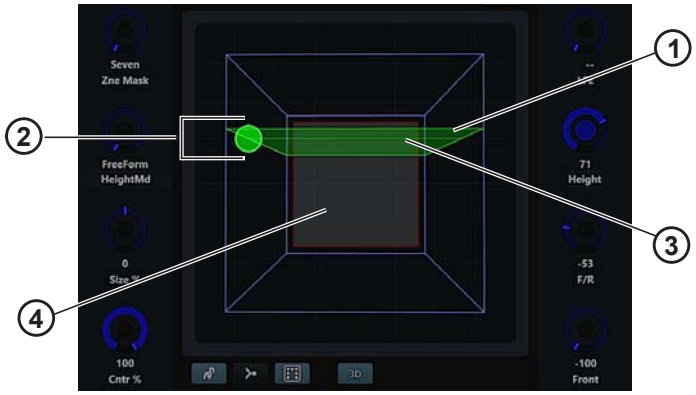
Indication of Height, Proximity, and Location in 3D/Theater Mode

Height Adjusting the Height value raises or lowers the Height plane. See **1** in the figure, below.

Proximity The size of the pan dot indicates proximity (whether the element is closer or further away relative to the current view). The pan dot appears smallest when panned furthest away and largest when panned nearest (see **2** in the figure, below).

Location Pan lines appear on the Height plane to indicate Left/Right and Front/Rear location. See **3** in the figure, below.

Screen The Screen image provides a visual reference for the front room in all views. See **4** in the figure, below.



3D/Theater mode indication of Height (1), proximity (2), location (3), and screen/front reference (4)

Rotating the Room View

You can rotate the 3D room view by swiping, or using **3D Panner Preferences**. Rotation is global for all 3D panners on all tracks (not just the currently attentioned track), on the Master Module and all MJMs (if any). Pro Tools panner views are unaffected.

To rotate the room view manually from the pan grid:

1. Press and hold **Shift** on the Master Module (in the Navigation switch section).
   The 3D button changes to the Rotate icon while **Shift** is held.
2. Continue holding down **Shift** and tap the Rotate icon so it becomes lit, then swipe the room view with one finger to rotate the view.


Rotate icon (unlit)


Rotate icon (lit)

Once you release **Shift** *you exit Rotation mode. To continue rotating, repeat the entire sequence (***Shift** *+ Rotate icon + swipe).*

3D Panner Preferences

To configure 3D Panner Preferences:

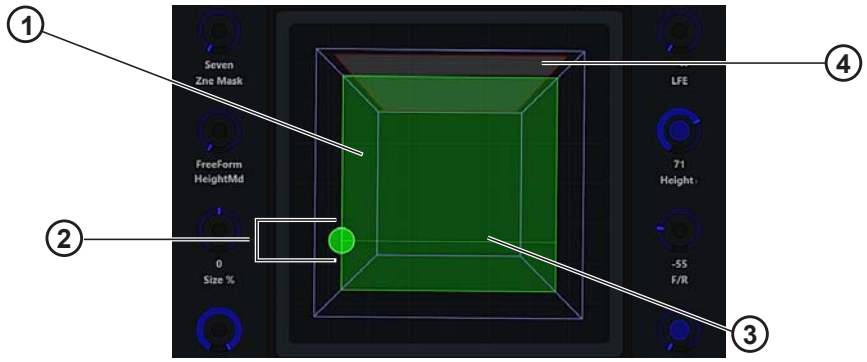
1. Go to Settings > User and navigate the User screen to the 3D Panner section.
2. Configure the following as desired:

Use 3D Panner on Joystick Module Toggles MJM 3D room view on/off globally (all screens on all MJMs).

3D Panner Ceiling/Floor Rotation Rotates the 3D room view up and down on the Master Module and MJM (if enabled).

3D Panner Left/Right Rotation Rotates the MJM 3D room view left and right on the Master Module and MJM (if enabled).

The following figure shows the 3D Panner when Ceiling/Floor Rotation is set to 90.



3D/Theater mode rotated to "top down" room view and indication of Height (1), proximity (2), location (3), and screen/front reference (4)

To reset 3D view to its default view, set both Rotation sliders to 0.

Touch Panning in 3D/Theater Mode

Touch panning in 3D mode is similar to standard 2D, the only difference being the room view and **Indication of Height, Proximity, and Location in 3D/Theater Mode**.

To pan automatically in three dimensions:

- Enable Wedge, Sphere, or Ceiling Height Mode (see **Selecting a Height Mode**) then do the following:
  - Drag the pan dot left or right to pan the element left-to-right, or use the Front knob.
  - Drag the dot up (towards the top of the touchscreen) or down to pan to the front and rear, respectively, or use the F/R knob.

  Height is automatically calculated based on the current Height Mode and pan location.

To control Height manually:

1. Enable FreeForm Height Mode.
2. Press and hold **Shift** on the Master Module, then drag the dot up or down to increase or decrease Height, respectively. Or use the Height knob to increase and decrease height.

   You can press/hold and **Shift** at any time to engage or disengage Height. To resume touch panning to front, left, right, or rear, release **Shift**.

Chapter 16: Using the Master Joystick Module

This section explains the following Master Joystick Module (MJM) operations:

- **Calibrating the Joysticks**
- **Assigning Tracks to the Joysticks**
- **Writing Automation with the Joysticks**
- **Constraining the Joysticks to X or Y**
- **Advanced Pan Parameters**
- **Assigning Other Parameters to the Joysticks**
- **Joysticks and Layouts**
- **MJM Features for Dolby Atmos**

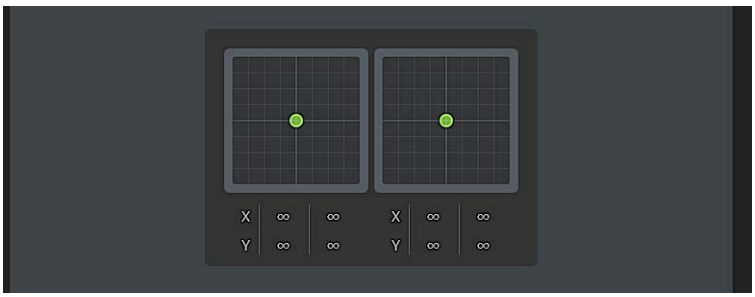
For installation instructions and module specifications, see the S6 Master Joystick Module.pdf.

Calibrating the Joysticks

After installing the MJM and configuring your surface arrangement, calibrate the joysticks to optimize their response. You can calibrate the joysticks at any time.

To calibrate the joysticks:

1. Navigate the Touchscreen to Settings > Surface.
2. In the image of your surface arrangement, tap to select a Master Joystick Module.
   The commands LED, Joystick, Reboot, and Graphs appear along the bottom of the screen.
3. Tap Joystick (or press the switch directly below it) along the bottom of the screen.
4. Follow the instructions on-screen to calibrate the joysticks:
   - Move each joystick through their entire range until the displayed values stop changing.



Joystick Calibration screen in Settings > Surface, Config

5. Press Done to accept the new calibration, or press Cancel to exit without changing the calibration settings.

To calibrate the MJM LEDs, see **LED Calibration and Brightness Control**.

Assigning Tracks to the Joysticks

To assign a track to the joysticks:

1 Do either of the following:

- On a Fader Module, press the **Attention** key for the desired track.
- On the Master Module, navigate the touchscreen to the Tracks page and make sure Attention is enabled, then touch a track block in the track matrix or track scroller.

Figure 83. Attention tab in the Tracks screen

The attentioned track is assigned to the first (left) joystick. If the track has dual panners (such as with a Pro Tools stereo track) the left and right channels of the track are assigned to the left and right joysticks, respectively.

2 To assign a different track to the first joystick, wait two or more seconds and then Attention the new track.

3 To assign a track to the second joystick, Attention that track within two seconds of assigning the first track.

The center screen shows the current pan position as a green dot. If the track is automation write-enabled, the dot is red.

Joystick assignments can be stored and recalled with Layouts (see **Joysticks and Layouts***).*

4 To pan, move the corresponding joystick.

You can also use the encoders to control a single pan parameter at a time. Use the encoder Page switches (**<** and **>**) to navigate the encoder to the desired parameter.

Channel Switch and Encoder Sections

Each joystick provides channel switch and encoder sections.

Channel switches include **Attention**, **Solo**, **Mute**, **Record Enable**, and automation switches (**M** and **F**), as well as a display, all of which function just like those on Fader Modules. Unlike channel displays on Fader Modules, however, those on the MJM show track Name but not values.

Each encoder section provides a dual-function (press/rotate) knob, with **In**, **Sel**, **Back**, and Page (**< >**) switches as found on Process Modules. On the MJM, the encoder section controls let you adjust pan parameters only. The knobs and **In** switches have automation indicator LEDs. You can navigate the encoders and displays to pan parameters using the Page switches.

Channel and encoder sections

While the MJM encoder controls access pan parameters only, you can assign the joysticks to adjust other types of parameters. See **Assigning Other Parameters to the Joysticks**.

Remember Joystick Knobs by Track

A new setting, Remember Joystick Knobs by Track, is provided in the Knobs section of the Settings > User tab.

- When enabled, the assignment of pan parameters to MJM knobs is remembered and restored for each attentioned track.
- When not enabled, attentioning a new track to either joystick inherits the knob assignments of the previously attentioned track.

Locking Tracks to the Joysticks

You can lock joysticks to anchor them to their current track assignment, unaffected by banking, nudging, spilling and Layout recall.

To lock a strip on a Master Joystick Module:

- Press **Attention** + **Menu** in the track controls for that strip on the Master Joystick Module.

Writing Automation with the Joysticks

To automate pan or other parameters assigned to the joysticks:

1. Make sure the desired type of automation is enabled.
   For example, in Pro Tools choose Window > Automation and make sure Pan or other function types are enabled for automation.
2. Put the track into an automation Write mode (such as Touch or Touch/Latch).
   On the joystick display, the pan dot turns red.

Joystick screen while writing automation

3. Begin playback and move the joysticks.
   The Automation indicator LEDs flash red while automation is written.
4. To punch out, press the track **F** switch on the Master Joystick or Fader Module.

Punching Automation In/Out with the In Switch

The **In** switch punches the joystick in, writing automation at its current location. Note that when a track is in a Touch write mode, the green LED on the **In** switch lights indicating that it is simulating a touch. The system reacts as if you are holding a joystick, preventing a normal punch out from the **F** key. To punch out, either touch the joystick, stop the transport, or press the **In** switch again.

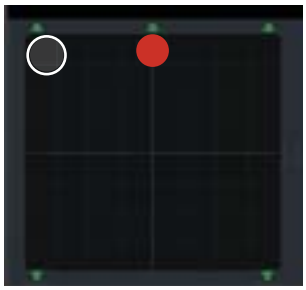
In Touch automation mode the **In** switch punches the joystick out (if writing). To punch out of Latch mode, press the **F** switch.

Instant and Pickup Modes for Automation Takeover

By default, joysticks begin writing new automation instantly while in Write mode, as soon as they are touched while in Touch, Latch, or Touch/Latch mode, or when they are punched in via their **In** switch. You can instead enable joystick Pickup Mode to enable "pass-through" writing, in which the joysticks only begin writing automation when they are moved onto (take over) the same position as existing automation.

To enable Pickup mode:

1. On the MJM, press the **Pickup Mode** switch so that it lights white.
2. Make sure the desired automation type is enabled, and that the assigned track is in any automation write mode.
   On the Joystick Module display, the pan dot turns red.
3. Begin playback, then touch the corresponding joystick.
   As soon as you touch a joystick, the screen shows a semi-transparent white dot representing the current joystick position.



Pickup mode joystick indicator (white, at left) and existing pan position (red)

4 To begin writing automation, use the joystick to move the white dot so it is on top of the red dot.
Automation writing begins. The Automation indicator LEDs flash red while automation is written.

5 To punch out, press the **F** switch on the Joystick or Fader Module.

Constraining the Joysticks to X or Y

Both joysticks provide X and Y switches that toggle the corresponding axis on or off. These switches do not restrict physical movement of the joysticks; they only determine how pan or other assigned parameters respond to the joystick movement.

X When lit, the assigned parameter responds to joystick movement along the X (horizontal) axis.

Y When lit, the assigned parameter responds to joystick movement along the Y (vertical) axis.

X and Y enabled

By enabling only one of these switches (X or Y), you can constrain pan moves to a single axis. For example, to pan an element from side Left to side Right without affecting its front/rear location, disable **Y**. Moving the joystick left-to-right pans the track from side to side only, while its front/rear position is unaffected by any vertical movement of the joystick, similar to panning left-to-right using a single knob.

When both switches are unlit, the joysticks have no affect on the assigned parameter.

Advanced Pan Parameters

The MJM lets you adjust Divergence, Center Percentage, and LFE, and configure stereo track pan Link settings.

Available pan parameters can vary depending on the audio application. Refer to the documentation from the manufacturer.

Adjusting Divergence, Center Percentage, and LFE

The MJM lets you adjust and automate advanced pan parameters including Divergence, Center Percentage, and LFE using the encoder sections next to either joystick.

To adjust Divergence, Center Percentage, or LFE from the MJM:

1. Attention a track to assign it to a joystick.
2. In the encoder section for that joystick, press a lit **<** or **>** (Page) switch to navigate to the desired parameter.

Figure 84. Encoder sections, < and > (Page) switches

3. Rotate the encoder to adjust the selected parameter.

   When the attentioned track is stereo, the encoder display shows L or R along with the parameter name.

Parameter names are abbreviated as shown in the following table.

Parameter abbreviations in the Encoder display

Parameter	Function	Displayed on Joystick Module
LFE	Adjusts track contribution to the LFE channel	Above the joystick display
Cntr %	Adjusts the Center Percentage value	Dims or brightens the displayed Center speaker
F Div	Adjusts the Front Divergence value	Dark blue on the joystick display
R Div	Adjusts the Rear Divergence value	
F/R Div	Adjusts the Front/Rear Divergence value	

Parameters are displayed on the joystick display as shown in the following example image.

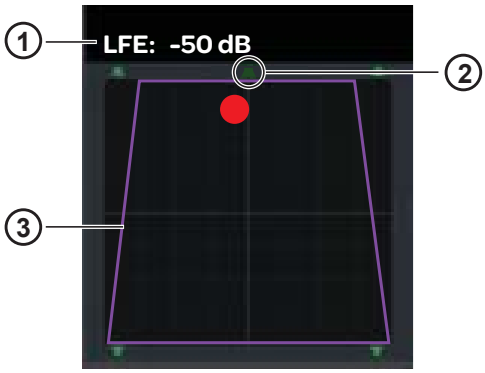


Figure 85. Advanced pan parameters on the joystick display: 1) LFE, 2) Center Percentage at 25%, and 3) Divergence with F Div at 75%

LFE, Center Percentage, and Divergence can also be adjusted from channel strips, and from the Master Module by selecting the Pan function.

Linked and Inverse Panning

You can control Pro Tools stereo Link and Inverse pan settings using the MJM Link switches and encoders, from channel strip Pan controls, and from the Master Module.

To configure panner link and inverse pan settings from the MJM:

1 Attention a stereo or LCR track to assign its left and right signals to the two joysticks.

2 Do either of the following:

- To use the dedicated Link switches, press any of the following so they become lit to enable their function.

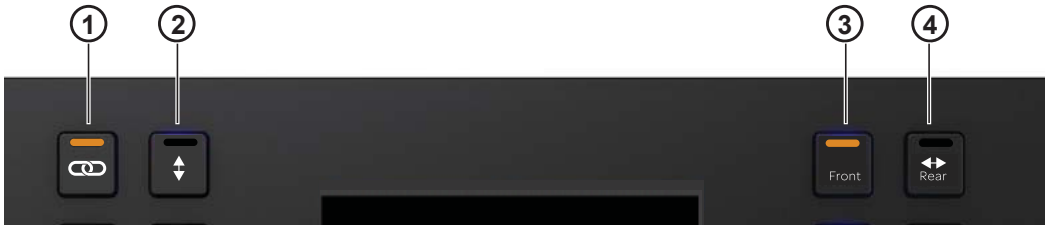


Figure 86. Link and Inverse Pan switches

- To use the MJM encoders, navigate to the desired Link parameter by pressing either lit **<** or **>** (Page) switch until the desired Link parameter is shown in the Encoder display. Then press the encoder **In** switch so it is lit (to enable) or unlit (not enabled).

1 – Pro Tools Stereo Link

The Link switch (**1** in Figure 86) links or unlinks left and right channels of a stereo pair.

- When lit, channels are linked. When Link is enabled but no Inverse modes are enabled, both channels respond identically when either joystick is moved. If any Inverse mode switches are enabled, linking behaves as described below.
- When unlit, channels are unlinked and can be independently positioned using their corresponding joystick. In addition, any currently enabled Inverse pan modes are ignored.

2 – Front/Rear Inverse

When enabled and lit, the Inverse Front/Rear switch (**2** in Figure 86) inverts front and rear pan control linking.

3 – Inverse Pan

When enabled and lit, Front (**3** in Figure 86) inverts left and right pan control linkage across the front.

4 – Rear Inverse

When enabled and lit, Rear (**4** in Figure 86) inverts left and right pan control linkage across the rear.

To adjust these parameters from channel strips or the Master Module, see **Surround Panning**.

Assigning Other Parameters to the Joysticks

(Func X Y)

The **Func X-Y** switches enable joystick Assign mode, which lets you assign parameters from the track currently attentioned on each joystick to the X and Y planes.

- X is the horizontal axis, where moving left to right adjusts parameters from low to high, respectively.
- Y is the vertical axis, where moving from the bottom to the top adjusts parameters from low to high, respectively.

For example, you can use this capability to control plug-ins that have their own panners.

Parameter assignments to the joysticks are maintained for as long as the current session is open.

To assign parameters:

1. Press either **Func X-Y** switch.

   If parameters have already been assigned to the corresponding joystick (left or right), the switch LED lights solid green and the names of assigned parameters are shown above the joystick display.

   If no parameters are assigned, it flashes green. Proceed to step 3.

2. On the MJM, press **Shift + Func X-Y/Setup.**

   The **Func X-Y** switch LED flashes to indicate joystick Assign mode.

3. Touch any encoder on the attentioned track on a Process, Knob, or Master Module to assign it to X.

   The parameter name and value appears at the top of the display.

   If only one function needs to be assigned to X, press **Func X-Y** again. The pan dot lights purple and **Func X-Y** lights solid green and stops flashing.

4. To assign a second parameter to Y, touch another encoder on the attentioned track while **Func X-Y** is still flashing.

   Parameter names and values are shown on the display temporarily replacing the speaker icons, the pan dot lights purple, and **Func X-Y** lights solid green and stops.

5. Move the joystick to adjust the assigned parameters.

6. To return the joysticks to controlling track pan, press **Func X-Y** again (the LED becomes unlit).

7. Press **Func X-Y** again to return to controlling the assigned parameters.

You can also utilize the X and Y Enable switches while in joystick Assign mode. See **Constraining the Joysticks to X or Y**.

Joysticks and Layouts

In Layout Assign mode, the strip scroller shows the two joystick strips in their position relative to the rest of the surface, labeled Joy 1 and Joy 2.

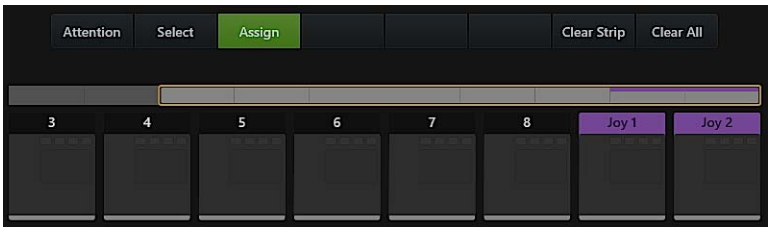


Figure 87. Joysticks in the Strip scroller of the Layouts screen

You can assign tracks to joystick strips just as you would normal strips, and track assignments are stored and recalled with Layouts. When a Layout is first recalled, its assigned tracks appear on the Joysticks.

Figure 88. Joystick 1 (left) assigned but not stored in a Layout, and Joystick 2 (right) assigned and enabled to be stored (green highlight)

Attentioning different tracks after the recall puts those tracks on the joystick(s) as in banking mode.

Auto Select Joystick Strips when Storing Layouts

The new Tracks Local Option setting Auto Select Joystick Strips when Storing Layouts determines the initial state of the joystick blocks when storing Layouts. The default setting is off.

This setting only affects the initial state of the Joystick strip blocks (whether enabled or not). You can tap to include or exclude them while storying the Layout.

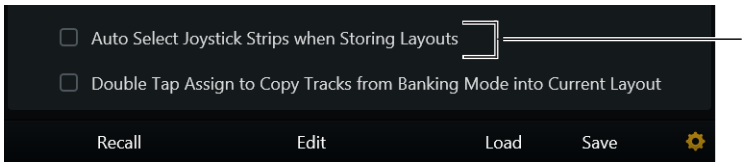


Figure 89. Joystick and Layout setting in Tracks Local Options

When not enabled Joy 1 and Joy 2 blocks are unlit (no green highlight) when storing a Layout, meaning their assignments will not be stored and recalled with the current Layout. You can override this default state by tapping Joy 1 or Joy 2 so that they light green.

When enabled Joy 1 and Joy 2 blocks are automatically lit (green highlight) when storing a Layout, meaning their assignments will be stored and recalled with the current Layout. You can override this state by tapping so they become unlit.

MJM Features for Dolby Atmos

(Requires Pro Tools 12.8)

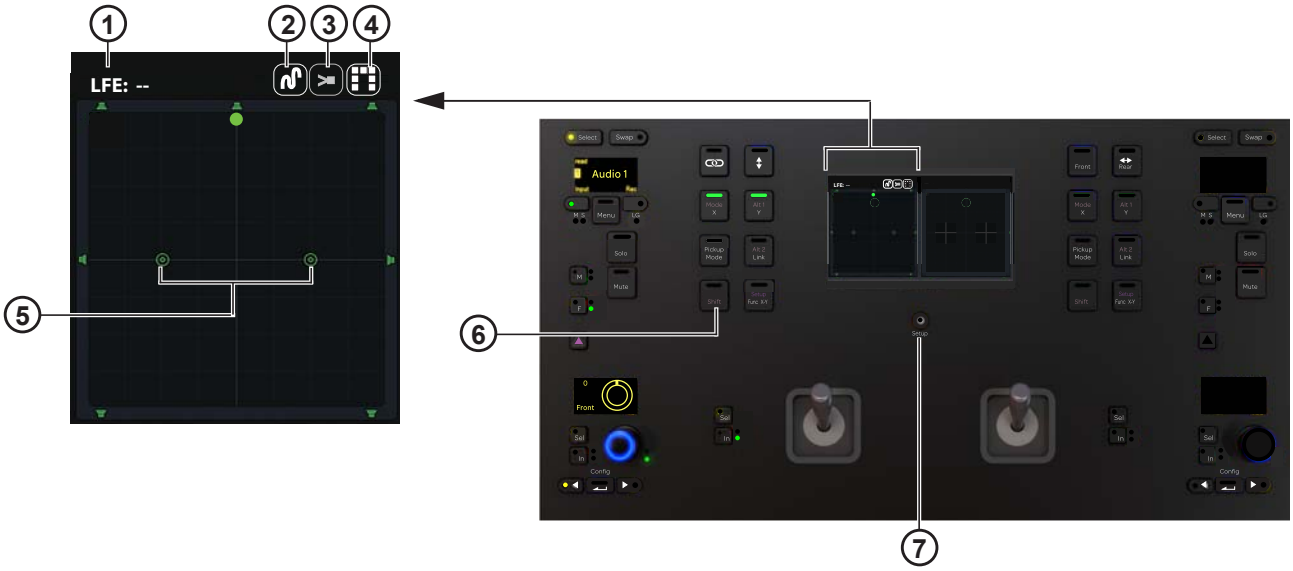
Pan and other Dolby Atmos parameters can be adjusted from the MJM using the joysticks, knobs, and switches. Height Adjust mode lets you use one joystick to pan and the other to adjust Height.The panner grid on the MJM includes indicators for Height , Height Mode, Speaker Snap, and Zones. Both standard 2D and 3D/Theater mode views are available, with settings to control 3D view and optimize track-to-joystick assignment in Settings > User.

For more information about assigning tracks. using knobs, and mapping custom parameters to joysticks see the S6 Guide.pdf.

To access Dolby Atmos parameters on the MJM:

- Attention a track that is routed to a Dolby Atmos bus in Pro Tools. The surround panner appears on one joystick if the track is mono, or both if the track is stereo.

The following figure and table identify the primary Dolby Atmos indicators and controls on the MJM for a mono track.



MJM with a mono Dolby Atmos track on the left joystick, 2D view

	Item	Description
1	LFE	Indicates the current LFE value.
2	Height Mode	Indicates the current Height mode (FreeForm, Wedge, Sphere, or Ceiling, or X (off)).
3	Speaker Snap	Indicates on/off status of Speaker Snap.
4	Zone	Indicates the current Zone. Speakers around the grid enable or disable as appropriate for each mask.
5	Height Indicators (Ceiling Speakers)	When lit, indicate that any Height mode is active. When unlit (gray), indicate that no Height Mode is active.
6	**Shift**	• Pressing **Shift** + **Alt 1/Y** leaves X/Y on the current joystick, enables Freeform Height mode (and enables Height mode if it was off) and maps the opposite joystick to Height. • Pressing **Shift** + **Mode/X** cycles through Height modes.
7	**Setup**	• Toggles 3D/Theater mode on or off. • When 3D/Theater mode is enabled, pressing and holding **Setup** lets you rotate the room view using its joystick.

The pan dot indicates bus/object assignment identically to the Master Module (see **Bus and Object Indicators and Controls**).

Dolby Atmos Panning on the Master Joystick Module

The MJM joysticks and knobs pan in Dolby Atmos similar to standard surround or stereo, with additional options for manually controlling Height, engaging 3D/Theater mode, and rotating the room view as described in the following sections.

Panning in Dolby Atmos involves the following steps:

1 Configuring Pro Tools bus/object assignment and Dolby Atmos Renderer communication as described in your Pro Tools documentation.

1 Attentioning a track that is routed to a Dolby Atmos bus in Pro Tools, to assign that track to the MJM. (See also **Assign Right Joystick Timeout**).

2 Configuring stereo Link settings if desired (Atmos parameters follow Link state but not Inverse settings).

3 **Configuring Dolby Atmos Parameters from the Master Joystick Module** for each track.

To pan automatically in three dimensions:

1 Enable Wedge, Sphere, or Ceiling mode (see **Selecting a Height Mode from the MJM**) then do the following:

- Move the joystick left or right (X axis) to pan left/right, or use the Front knob.
- Move the joystick up or down (Y axis) to pan front/rear, or use the F/R knob.

Height is automatically calculated based on the current Height Mode and pan location.

To adjust Height manually, see **Manually Controlling Height from the MJM**.

Manually Controlling Height from the MJM

You can control Height from MJM knobs, or using a joystick by enabling Height Adjust mode.

To control Height from an MJM knob:

1 Attention a Dolby Atmos track to assign it to a joystick.

2 Enable FreeForm Height mode by pressing that joystick's **Shift** + **Mode/X** switches repeatedly until the FreeForm icon is displayed above the MJM panner grid.

FreeForm icon

3 Press a lit **<** or **>** switch next to the that joystick's knob to navigate the knob to Height.

Knob section for left joystick, assigned to Height

4 Rotate the knob to adjust Height.

5 Press the knob's **In** switch to toggle Height on/off. When lit green, Height is on; when unlit Height is off.

To control Height from an MJM joystick:

1 Attention a Dolby Atmos track to assign it to a joystick.

2 On the MJM, press **Shift** + **Alt 1/Y** in the switches above the joystick assigned to the desired track (see **2** in the figure below).

The opposite joystick becomes a Height control (Z axis), with the current Height value displayed above. The attentioned joystick continues to control X/Y pan. In addition:

- Freeform Height mode is automatically enabled for the track, and Height is also enabled if it was off.
- The knob below that joystick maps to Size.

MJM panner grid in Height Adjust mode; a mono track at front/center, Height at minimum (0) / joystick 2 all the way down

With stereo tracks you can engage Height mode from either set of joystick switches to put Height on either your right or left.

3 Enable or disable Pickup mode for the joystick now assigned to Height by pressing its **Pickup Mode** switch:

- When enabled, the **Pickup Mode** switch is lit white indicating the joystick is in Pickup (pass-through) mode. In this mode a white circle appears in the Height panner grid representing the current physical position of the joystick. Height will not be changed until you move the joystick so the white circle joins the green dot (the green dot represents the current Height value).
- When disabled, the **Pickup Mode** switch is unlit indicating Takeover mode. In this mode, Height is changed as soon as the joystick is touched.

4 To increase Height move the Height joystick up. To decrease Height move it down.

In the MJM panner grid the pan dots become larger as Height is increased, and smaller as Height is decreased. The current Height value 0–100 is shown above the MJM pan grid assigned to Height.

MJM panner grid in Height Adjust mode; the same mono track at front/center, but Height at maximum (100) / joystick 2 all the way up

5 To exit Height mode, press **Shift** + **Alt 1** again or attention a new track.

Configuring Dolby Atmos Parameters from the Master Joystick Module
(View Mode, Zone, Height Mode, Size, Height, and Speaker Snap)

You can control and automate Dolby Atmos parameters using the joysticks, knobs, and switches on the MJM. The following instructions assume you have already attentioned a track that is assigned to a Dolby Atmos bus in Pro Tools.

Selecting the View Mode

The MJM panners can be viewed in standard 2D mode, or in 3D/Theater mode, separately from the Home screen Pan view on the Master Module. MJM View mode, room rotation (if any) and other 3D settings are stored in and recalled with User Preferences.

To toggle View Mode on the MJM:

- Do either of the following:
  - Press **Setup** below the two panner grids. When the **Setup** switch LED is lit, Theater mode is displayed on the MJM.

    The MJM **Setup** switch does not change view mode on the Master Module.

MJM Setup switch, 3D/Theater mode enabled

- Go to Settings > User, and in the 3D Panner section enable or disable the Use 3D Panner on Joystick Module setting.

MJM 3D on/off is available as a Soft Key.

MJM 3D Soft Key in S6 v3.6.1

Command	Command Type	Category 1	Category 2	Category 3
Use 3D Panner on Joystick Module	Surface >	Surface Options >	3D Panner >	Use 3D Panner Joystick Mdl

Rotating the Room View from the MJM

You can rotate the 3D room view for "top down" or other alternate views using a joystick, or using **3D Panner Preferences**. Rotation is global, affecting 3D panner view on all tracks (not just the currently attentioned track) on the MJM and Master Module. The 3D Panner Preferences section also provides a setting to optimize how tracks are assigned to pairs of joysticks.

To rotate the MJM 3D view using a joystick:

- Press and hold **Setup**, then move the corresponding joystick to rotate its room view.

To configure room view and other 3D Preferences:

- See **3D Panner Preferences**.

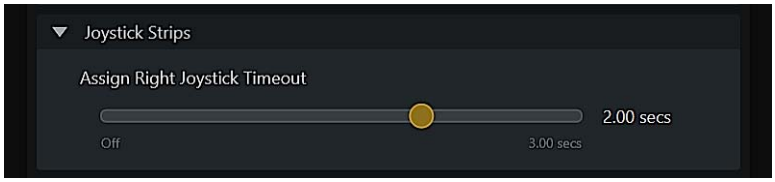
Assign Right Joystick Timeout

The Assign Right Joystick Timeout setting determines the time window within which attentioning an additional track assigns that track to the right joystick, letting you optimize how tracks can be assigned to the different joysticks on Master Joystick Modules.

In previous versions of S6 software the joystick timeout was fixed at two seconds. Attentioning two tracks within two seconds of each other assigned the first attentioned track to the left joystick and the second track to the right joystick. Attentioning the second track two or more seconds *after* attentioning the first track assigned that second attentioned track to the left joystick (replacing the previously assigned track).

You can now specify the time range for joystick assignment to between 0 and 3 seconds in Settings > User.

- A setting of 0/Off means the right joystick will not be assigned to a different track than the left joystick.
- Any setting of 0.25 seconds or higher specifies the time window in which attentioning an additional track assigns that track to the right joystick.



Settings > User, Joystick Strips section

Selecting a Zone from the MJM

To select a Zone from the MJM:

1. Press a lit **<** or **>** switch next to the channel encoders of the appropriate joystick until Zone Mask appears on a knob.
2. Rotate the knob to selected the desired Zone.
3. To toggle Speaker Snap on/off, press the In switch next to the Zone Mask knob.

Selecting a Height Mode from the MJM

To select a Height Mode from the MJM:

1. On the MJM switches above the joystick currently assigned to the attentioned track, press **Shift** + **X/Mode** to cycle through available Height Modes (see **1** in the figure below). The current Height Mode is indicated above the MJM panner grid.

MJM with a mono Dolby Atmos track on the left joystick

2. If you want to turn Height off from the MJM, press a lit **<** or **>** switch to navigate the channel encoder to Height (not Height Mode), then press the lit **In** switch next to the Height knob. When unlit, Height is off.

Adjusting Size from the MJM

You can adjust Size from the MJM using the channel knobs next to either joystick.

To adjust Size from the MJM:

- Press a lit **<** or **>** switch next to the channel encoders of the appropriate joystick until Size is displayed.

  Or enable MJM Height mode. Size is automatically mapped to the channel knob when the MJM is in Height mode (see **Manually Controlling Height from the MJM**).

When Size is set to any value above 0/off, a transparent grid surrounds the corresponding pan dot standard 2D view, or a transparent cube in 3D/Theater mode. The greater the Size setting, the larger the grid/cube. For an example, see **Indication of Size**.

Toggling Speaker Snap On or Off

You can toggle Speaker Snap on or off for tracks assigned to an Object.

To toggle Speaker Snap on or off from the MJM:

1. Press the lit **<** or **>** switches next to the channel encoders of the appropriate joystick until Zone Mask appears on a knob.
2. Press the lit **In** switch next to the Zone Mask knob. When **In** is lit, Speaker Snap is on. When unlit, it is off.

Do not confuse Dolby Atmos Speaker Snap with the Pro Tools panner ability to click a speaker icon to "jump" the pan dot to a location.

Chapter 17: Layouts

S6 supports multi-workstation and multi-DAW track Layouts. Any tracks, from multiple DAWs on any of up to eight connected workstations, can be arranged on the S6 surface simultaneously. Up to 96 unique Layouts can be stored and recalled from the touchscreen or Soft Keys. Layout sets can be automatically saved and loaded to/from a designated application on a connected workstation, and manually saved and loaded to/from disk for transfer and archiving.

Layouts Mode versus Banking Mode Banking mode is the default on S6, and lets you access all tracks from one DAW across the surface. In contrast, Layout mode lets you arrange any tracks from any connected DAW on as many (or as few) strips as you want.

When Layouts mode is enabled and its Assign switch is active (referred to as Assign mode), only tracks from the current or most recently recalled layout appear on the surface.

You can use spill zones to spill Layouts to the surface without affecting banked tracks outside the zone. For more information, see **Chapter 18, "Spill Zones."**

Accessing Layout Mode

To enable Layout mode to immediately begin assigning tracks:

1 In the Tracks screen, tap Assign.

On the Master Module, the **Layout Mode** switch LED lights blue. On the touchscreen, the Assign button becomes enabled and Layout commands Insert, Delete Strip, and Clear Strip replace Record, Input, Solo, and Mute.

2 Select and assign tracks to Layouts (see **Creating Layouts**). After learning how to create standard Layouts, see the following:

- If your system includes Master Post Modules see **Assigning Tracks to MPM Strips**.
- If your system includes Master Meter Modules, see **Using Master Display Meter Modules**

Keep in mind that whenever the surface enters Layout mode, only tracks from the current or previously recalled layout appear across the strips. If you want to work with tracks from a layout while maintaining access to other strips you can spill the layout to a spill zone. For more information, see **Spilling Layouts, Tracks, and Workstations.**

To enable Layout mode without automatically enabling Assign mode:

1 Do any of the following:

- Press **Shift** + **Layout Mode** on the Master Module.
- Press **Layout Mode** on the Master Module, then press a Soft Key to recall the corresponding layout.
- Tap Recall on the screen and recall a layout from the touchscreen.
- Tap Load on the screen and load a saved set of Layouts.

The **Layout Mode** switch LED lights blue. On the touchscreen, Record, Input, Solo, and Mute commands remain available.

2 If you want to enable Layout Assign mode, tap Assign in the Tracks screen.

To exit Layout mode:

- Press **Shift** + **Layout Mode**.

The surface returns to showing all tracks from the currently focused workstation.

To exit Layout Mode after recalling a Layout from the Soft Keys:

- Press the Soft Key for the currently recalled Layout.

The User Preference setting Auto Close Surface Recall Soft Keys determines whether or not the Soft Keys return to their previous view after recalling a Layout. For more information, see **Auto Close Surface Recall Soft Keys.**

To exit Layout Mode by spilling a Track Type:

- On the Master Module, press **Type** and then select a Track Type (such as All, Audio, or MIDI) by pressing the corresponding Soft Key.

  The surface switches to Banking mode with the selected Track Type on the strips.

Layout Screen Commands

Figure 90 shows the Tracks screen with Layout Assign enabled, and identifies its main sections and commands.

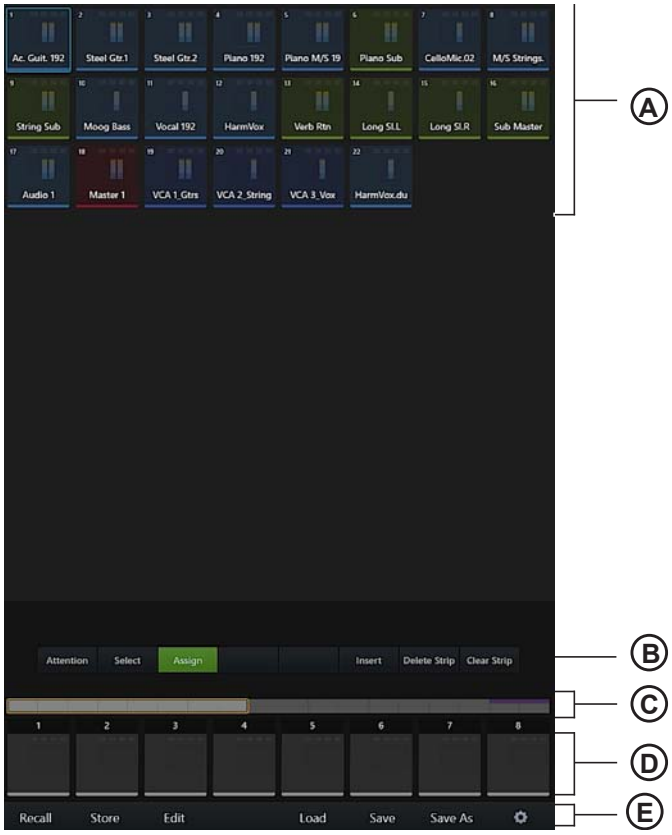


Figure 90. Tracks screen, Layouts Mode

A – Tracks Matrix of track blocks representing tracks in the current Track view (All, Audio, Aux, Master, Instrument, or VCA)

B – Track Commands When Assign is enabled in the Tracks screen, Layouts commands Insert Strip, Delete Strip, and Clear Strip replace the Record, Input, Solo, and Mute buttons.

- When Assign is enabled and tracks are selected in the matrix, Select None appears.
- When Assign is enabled and either **L Spill** or **R Spill** is enabled on the Master Module, Spill Selected appears.
- When the Master Module **Shift** switch is held down, Assign changes to Assign Post, and Clear Strip changes to Clear All.

C – Strip Universe scroller Universe view of all strips.

D – Strip blocks Each block represents an individual strip on the surface.

E – Layouts Commands The following choices appear across the bottom of the Tracks screen at all times: Recall, Edit, Load, Save, and Save As. When Layout Assign mode is enabled, the Store command becomes available. Layouts commands can be activated by tapping them on the screen, or by pressing the corresponding switches directly below them.

Virtual Strips

You can specify the number of strips available for track assignment in Layouts from the Tracks Local Options screen.

- Adjusting the Number of Strips in Layout setting lets you include more tracks in Layouts than available physical strips.
- Adjusting the Number of Post Strips in Post Layout setting lets you include more tracks in Post Layouts than available physical strips on Master Post Modules.

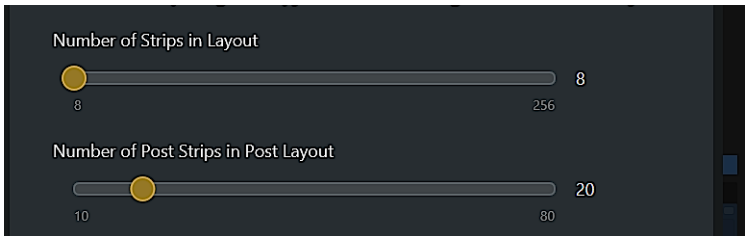
In previous versions of S6 software, physical fader strips determined the maximum number of available strips in Layouts.

Once you add virtual strips they are not removed or deleted; reducing the number of strips (or Post Strips) merely hides the previously available strips and they are no longer visible. They are not editable but by default are saved to Titles and sessions. You can control whether hidden virtual strips are retained using the **Store Hidden Virtual Strips in Layouts** setting.

When a Layout that includes virtual strips is recalled, all surface banking controls are available to bank and nudge across the surface or spill zone.

To configure virtual strips:

1. Navigate the touchscreen to the Tracks screen, and tap the Local Options (gear) icon.
2. In the Tracks Local Options screen, adjust the Number of Strips in Layout slider to the desired value between 8 and 256 strips.



Number of Strips in Layout and Number of Post Strips in Post Layouts settings in Tracks Local Options

The next time you enter Assign mode from the Tracks screen, the lower Strip scroller will show the number of strips you selected. Drag the scroller left and right to navigate to strips outside of the current view.

Post Layouts

For systems that include one or more Master Post Modules, Post Layouts let you assign and recall tracks to MPM strips. Post Layouts are managed separately from standard Layouts and Title files. This means that you can create, edit, save, and load Post Layouts for the Master Post Module separately from standard track Layouts.

For more information, see **Using the Master Post Module.**

Meter Layouts

Up to two Display Modules can be designated as Master Meter Modules (MMM) to provide dedicated meter displays for important session elements. When two MMMs are designated, both mirror each other.

You can configure MMMs to show meters, waveforms, or meters and waveforms for 8 to 32 tracks (up to four rows of 8 tracks each). You can select MMM views separately from Display Module views, store MMM views in *Meters Layouts*, and link Meters Layouts to Track Layouts.

For more information, see **Using Master Display Meter Modules**.

Creating Layouts

Layouts are created by enabling Assign mode, selecting tracks in the matrix, and assigning them to strips in the lower strip scroller.

You can also create a layout consisting of all tracks currently banked onto the surface. For more information, see **Creating New Layouts Based on Currently Banked Tracks**.

To create a Layout:

1 Tap Assign in the Tracks screen to enable Layout Assign mode.
Insert, Delete Strip, and Clear Strip appear to the right.

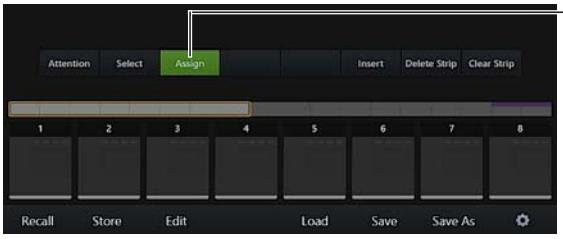


Figure 91. Assign mode enabled in the Layouts screen

If you are creating the first Layout, the strip scroller across the bottom of the screen will be blank, as will strips on the surface. Otherwise, tracks from the last recalled Layout (if any) are displayed.

- If you want to remove only specific tracks from the new layout tap Clear Strip to enable it, then tap the tracks you want to remove in the lower scroller. Tap Clear Strip again to disable it.
- If you want the new Layout to include completely different tracks press and hold the **Shift** switch in the Navigation section of the Master Module; Clear Strip becomes Clear All. While still holding **Shift**, tap Clear All to remove all tracks from the scroller.

2 Tap Track blocks in the upper track matrix to select the tracks you want in the Layout.
When tracks are selected in the Layouts screen their outlines are green as shown in Figure 92. Once any tracks are selected, a button Select None appears; tap it if you want to clear the current selection of tracks.

Figure 92. Three tracks selected to add to the Layout (green outline)

You can spill selected tracks to spill zones. For more information, see **Spilling Selected Tracks to a Zone**.

3 Tap a strip block at the bottom of the screen to place the currently selected track(s) starting on that strip.
On systems with **Virtual Strips** enabled, or with 16 or more fader strips, swipe the lower strip scroller, or the Strip Universe scroller, to navigate to other strips beyond those shown.

Figure 93. Selected tracks mapped to strips 1–3

When you tap on a strip block, the currently selected tracks are placed on the surface starting on that strip, in the order in which you selected them (not in their absolute track order). For example:

- If four tracks (1–4) are selected and you tap the first (left-most) strip block, the selected tracks are placed on strips 1–4.
- If four tracks (1–4) are selected and you tap the fifth strip block, the selected tracks are placed on strips 5–8.
- If you first select track 4, then select tracks 1, 2 and 3, when you tap a strip in the strip block track 4 will be placed on that strip, followed by tracks 1, 2, and 3.

4 Repeat the previous steps to add and arrange other tracks in the Layout.

5 To include tracks from a different application or workstation, focus that application and then repeat the previous steps to add its tracks to the Layout.

You can focus other workstations using the Soft Keys (letting you leave the touchscreen in Layouts view). For more information, see **Workstations, Layouts, and Tracks Soft Keys**

6 When you have selected and placed tracks onto strips, tap Store.

If you create or modify a Layout but press Recall *before storing it, a new backup Layout can be created in the next available block in the grid, or the current layout can be updated. For more information, see* **Saving Changed Layouts to New or Current**.

The Layouts grid appears. In the Strip scroller, all strips (scroller at the bottom of the screen) are outlined in bright green as shown in Figure 94, indicating they will be stored and recalled with the Layout. If your system includes a Master Joystick Module, you can set a default state for their assignments in the Tracks Local Options screen (see **Auto Select Joystick Strips when Storing Layouts**).

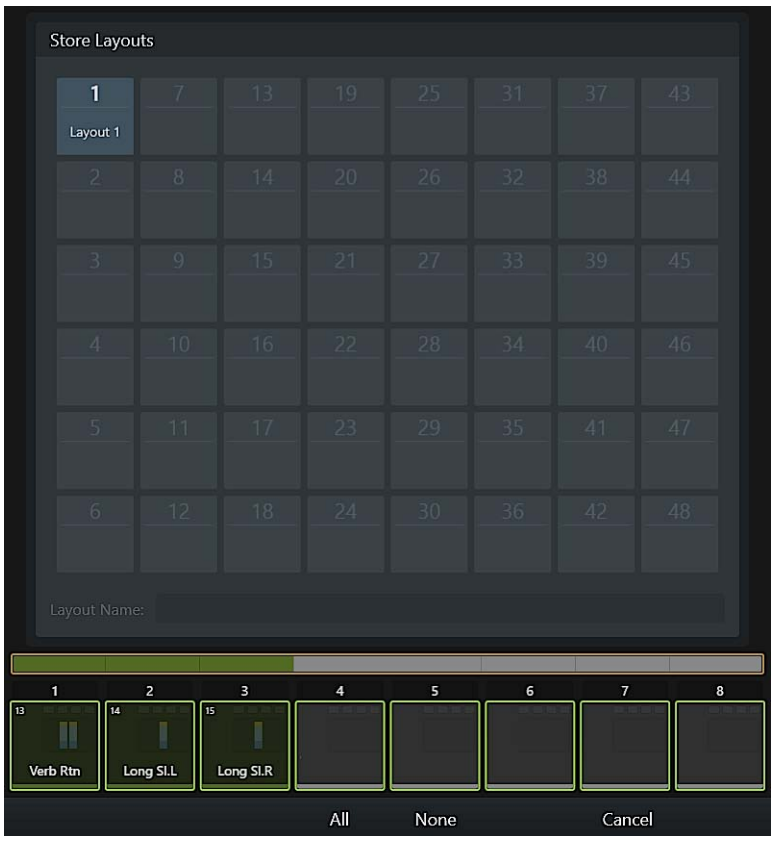


Figure 94. Layouts Store grid

7 In the lower Strips Scroller, tap to deselect the strip blocks for any strips you do not want stored in and recalled with the Layout.

- Tap All to highlight and select all strips.
- Tap None to clear all strip selections, then tap individual strip blocks as desired.

Strip blocks that are not selected will not be stored and, when the Layout is recalled, the corresponding strips remain on their previously displayed tracks. For example, in Figure 95 strips 1–4 are selected while strips 5–8 are not. Tracks have been placed on strips 1, 2, and 3, but not on strip 4. When this Layout is recalled, strips 1–3 will show their assigned tracks, strip 4 will be blank, and strips 5–8 will continue to display tracks from the previously recalled Layout (if any).

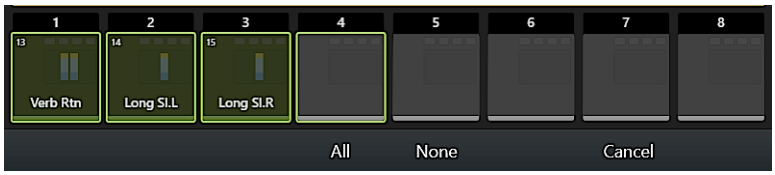


Figure 95. Four strips selected to be stored; three with tracks and one blank.

You can use Spill Zones to keep strips outside the zone in Banking mode (all tracks in the session) available while accessing tracks stored in the Layout. For more information, see **Chapter 18, "Spill Zones."**

8 Tap a block in the Store grid. The block highlights and is automatically numbered, and Store appears at the far right of the Layouts Commands across the bottom of the screen. The Layout Name field also appears with a flashing cursor.

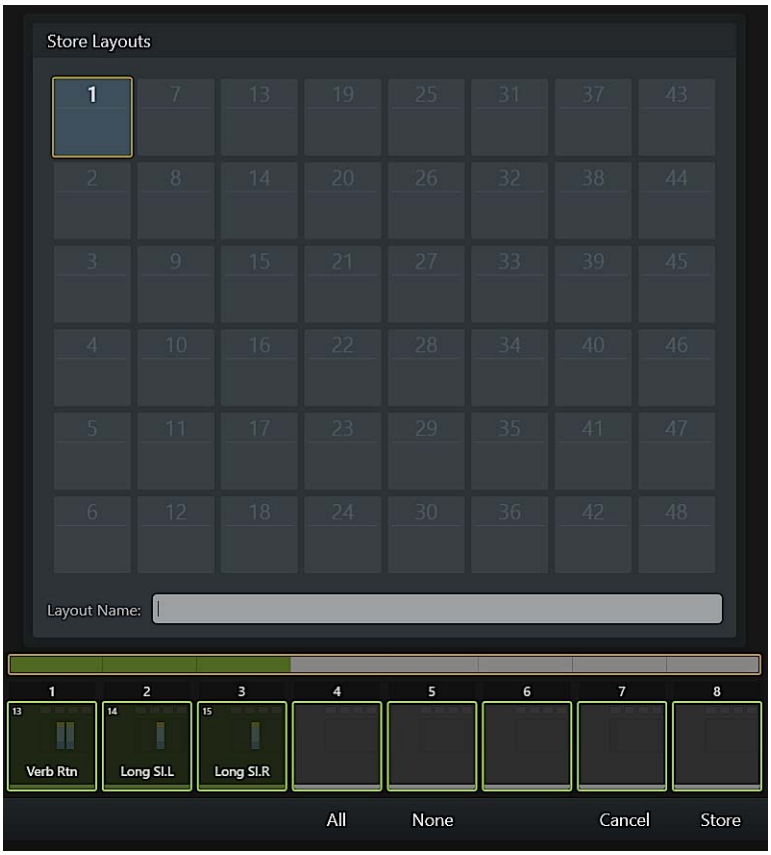


Figure 96. Layouts Store grid

9 Do either of the following:

- To store the Layout with only its assigned number for its name, tap Store.
- To enter a custom name for the Layout tap the Layout Name field, enter a name using the on-screen keyboard, then tap Enter.

10 Repeat to create additional Layouts.

To exit Layout Mode:

- Press **Shift + Layout Mode**. The system returns to Banking mode and displays tracks from the currently focused DAW.

Once Layouts are stored, they can be recalled from the touchscreen or the Soft Keys (see **Recalling Layouts**).

Inserting, Deleting, and Clearing Tracks from Layouts

You can insert and delete track assignments, as well as clear individual strips or all strips.

Inserting Tracks into a Layout

You can enable the Insert button in the Tracks Assign screen to select and insert a track onto a strip in the Strip Scroller. When the Insert button is not enabled, assigning a track to an already occupied strip replaces the previous track (other strips are unaffected).

To insert tracks into a Layout:

1. Enable track Assign mode or Assign Post mode and recall the desired Layout.
2. Tap the Insert button to enable Insert Strip mode.

Insert track button

   Onscreen, the Insert button lights to indicate it is enabled.

3. Tap to select one or more strips in the upper Track matrix.
4. In the lower strip scroller, tap the strip block where you want to insert the selected track(s).
5. The selected track(s) is assigned to the selected strip.

   Any track previously assigned to that strip block, as well as all tracks to the right of the targeted strip block, are shuffled to the right by the number of inserted tracks.

Deleting Tracks from a Layout

You can enable the Delete Strip button to be able to delete track assignments from the current Layout.

To delete tracks from Layouts:

1. Enable track Assign mode or Assign Post mode and recall the desired Layout.
2. Tap the Delete Strip button to enable Delete mode.

Delete Strip button

   Onscreen, the Delete Strip button lights to indicate it is enabled.

3. In the lower strip scroller, tap to delete the strip(s) you want to delete from the Layout.

   All strips to the right of the deleted strips shuffle to the left.
4. To exit Delete Strip mode, tap Delete again so it becomes unlit.

Clear Strip and Clear All

Use the Clear Strip command to remove individual track assignments from strips, without affecting any other assignments in the current Layout. Use Clear All to remove all track assignments in the current Layout.

To clear individual track assignments:

1. Enable track Assign mode or Assign Post mode and recall the desired Layout.
2. Tap the Clear Strip button to enable Clear Strip mode.

   Onscreen, the Clear Strip button lights to indicate it is enabled.

3 In the lower strip scroller, tap the strip(s) you want to clear.
The previously assigned track is cleared from the strip.

4 To exit Clear Strip mode, tap Clear Strip again so it becomes unlit.

To clear all track assignments:

1 Enable track Assign mode or Assign Post mode and recall the desired Layout.

2 In the Master Module Navigation switch section, press and hold the **Shift** switch.
On-screen, the Clear Strip button becomes Clear All.

Clear All button

When the Master Module Shift switch is held down, it is normal for the Assign button to also change and become Assign Post.

3 Tap Clear All.
All track assignments are cleared.

4 Release the **Shift** switch.

Creating New Layouts Based on Currently Banked Tracks

You can create Layouts consisting of all tracks currently banked to the surface. This feature is useful for quickly saving the current state of the surface to a layout. For example, if you use Pro Tools Memory Locations and Windows Configurations to store and recall shown or hidden tracks, you can recall those Memory Locations and quickly store each arrangement of tracks as a layout.

To include or exclude hidden tracks, first configure S6 Hidden Track preferences to show hidden tracks in Banking and in Layout mode (see **Indication of Hidden Tracks***).*

To create a new layout based on all currently banked tracks:

1 In the Tracks screen Local Options, enable Double Tap Assign to Copy Tracks from Banking Mode into Current Layout.

2 Make sure the surface is in Banking mode (the **Layout Mode** switch LED should be off).

3 Arrange all desired tracks onto fader strips by recalling a memory location, by banking or nudging (do not spill to either spill zone: spilled tracks will be ignored).

Keep in mind that you can remove any unwanted tracks before storing the layout, as explained below.

4 In the Tracks screen, double-tap the Assign button quickly.
All tracks currently banked onto strips are mapped to strips in the strip scroller, and the system enters Layout Assign mode.

5 If desired, add or remove tracks, or enable/disable strips using the Track matrix and lower strip scroller.

6 Press Store.

7 Do either of the following:
- To create a new layout, tap to select an empty layout block. Enter a custom name for the layout if desired.
- To overwrite an existing layout, tap its layout block in the store grid.

8 Press Store to save the new layout.

Recalling Layouts

Layouts can be recalled from the touchscreen or from the Soft Keys. Track Layouts can be spilled into spill zones (see **Spilling Selected Tracks to a Zone**). Track Layouts store and recall the knob function (such as EQ, Dyn, or Sends) assigned when the Layout was stored. Post Layouts can only be spilled to Master Post Modules. Meter Layouts only affect Master Meter Modules, but can be linked to Track Layouts.

Tracks are stored in a Layout using a unique track ID to ensure tracks appear on the correct strips. If a Layout is recalled but S6 can't match the track ID it will use track name, or (absolute) track number. By storing and matching track ID, name, and/or number you can create Layouts in session templates that will persist in new sessions.

Recalling Layouts from the Touchscreen

To recall a Layout from the touchscreen:

1 Navigate to the Tracks screen.

2 Do either of the following:

- To recall a Track Layout, tap Recall.
- To recall a Post Layout, hold the Master Module **Shift** switch (the on-screen Assign switch becomes Assign Post) and tap Assign Post, then tap Recall.

Figure 97. Layouts Recall grid (Track Layouts shown)

3 In the Layout Recall grid, tap to recall the desired Layout. The surface updates to match the Layout.

4 Tap Done to close the Layout Recall grid.

Recalling Layouts from Soft Keys

Track Layouts and Post Layouts can be recalled from the Master Module Soft Key banks. This lets you recall Layouts without having to leave the current view on the Touchscreen. Post Layouts can also be recalled from the MPM Soft Keys bank.

To recall Track Layouts from the Master Module Soft Keys:

1 Create and store, or load Layouts into S6 (see **Saving and Loading Layout Sets (Titles)**).

2 Press **Layout Mode** on the Master Module. The Soft Keys on the Master Module display the currently available Track Layouts.

You can configure S6 to include or exclude the fader icons from Layouts Soft Keys. See **System Soft Key Icons**.

3 Press the corresponding Soft Key switch to recall that Layout.
The surface displays only tracks stored in the selected Layout.

4 To return the Soft Keys to their previous view, press the Soft Key Close at the bottom of the bank showing Layouts.

You can set the Layout Recall Soft Keys to automatically close after selecting a Layout. See **Auto Close Surface Recall Soft Keys**.

To recall Post Layouts from the Master Module Soft Keys:

1. Create and store, or load Post Layouts into S6 (see **Saving and Loading Layout Sets (Titles)**).
2. Navigate to the Tracks screen.
3. Press **Layout Mode** on the Master Module.
   The Soft Keys on the Master Module display the currently available Track Layouts.
4. Hold the Master Module **Shift** switch (the on-screen Assign switch becomes Assign Post) and tap Assign Post so it remains lit purple.
   The Soft Keys on the Master Module display the currently available Post Layouts.
5. Press the corresponding Soft Key switch to recall that Post Layout.
   The MPM(s) display the tracks stored in the selected Post Layout.
6. To return the Soft Keys to their previous view, press the Soft Key Close at the bottom of the bank showing Layouts.

To recall Meter Layouts from the Soft Keys:

1. Do either of the following:
   - Navigate to the Home screen and press Meters.
   - Or press **Shift** + **Tracks** on the Master Module.

   When showing the Meters screen, the **Tracks** switch lights orange.
2. Press the **Layout Mode** switch on the Master Module.
   The Master Module Soft Keys show available Meter Layouts.

As previously described, you can also link Meter Layouts to standard Track Layouts so they recall together.

When recalling standard Layouts from the Soft Keys (**Layout Mode**), any Layouts that have linked Meter Layouts are indicated with a unique icon:

Figure 98. Soft Key icon for a linked Meter Layout

To exit Layout Mode:

- Press **Shift + Layout Mode**. The system returns to Banking mode and displays tracks from the currently focused DAW.

Unlike standard Soft Keys, Layouts are not managed in the Soft Key Editor. Instead, they are automatically associated with special banks of Soft Keys on the Master Module as soon as they are stored or loaded.

Spilling Selected Tracks to a Zone

You can spill tracks selected in the Track matrix to spill zones without having to create or recall a layout.

To spill tracks to a zone while in Layout mode:

1. Press either **L Spill** or **R Spill** on the Master Module (only one can be active at a time).
2. Tap Assign so it becomes enabled.
   Whenever L or R Spill are active, pressing Assign enables the Assign switch but does not put the surface into Layout mode.
3. Tap to select tracks in the Track matrix. Selected tracks have a green outline.
   On-screen, the Spill button appears next to other Track commands.
4. Tap the Spill button. Tracks are spilled to the enabled zone in the order they were selected (not their absolute track order).
5. To bank or nudge tracks within a spill zone, make sure the corresponding **L Spill** or **R Spill** switch on the Master Module is lit white (press if necessary), then use the Bank and Nudge switches on the Master Module.
6. To unspill, do any of the following:
   - Press **Shift** + **L Spill** or **R Spill** on the Master Module. (If L Spill or R Spill are lit white, for bank/nudge, press again so it is lit blue to enable unspilling).
   - Press **Menu** on any strip in the spill zone when the Menu keys are configured to unspill (see **Spill Zone Menu Key Mode for Layouts, Workstations or Types**).
   - Recall a Layout when they are configured to collapse spill zones (see **Auto-Collapse Spill Zones with Layout Recall**).

Renaming, Rearranging, and Deleting Layouts in a Set

Once Layouts have been stored, they can be renamed, rearranged within the Layout grid, or deleted from the current Layout set.

For ways to add or remove tracks in Layouts, see **Inserting, Deleting, and Clearing Tracks from Layouts**.

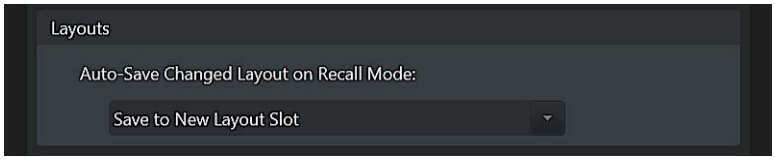
To edit a Layout:

1. Press the **Tracks** switch, and make sure you are in Layout Mode.
2. Tap Edit (or press its corresponding switch).
3. Do any of the following:
   - To rename a Layout, tap to select it in the grid, then double tap the Layout Name shown at the bottom of the screen. Enter a new name, and then tap Done.
   - To rearrange Layouts, drag any block to a new position. The block you tap or move is shown with an orange outline, while the currently recalled Layout is outline in blue.
   - To delete an individual Layout, tap its box in the grid momentarily until the box flashes, then drag it out of the grid.
   - To delete all Layouts, tap Delete All then tap Delete to confirm (all Layouts will be deleted) or Cancel.
4. Tap Done to close the Layouts grid and return to the Layouts screen.

Saving Changed Layouts to New or Current

If you create or modify a Layout but press Recall before storing it as a new Layout, a backup Layout can be created in the next available block in the grid, or the current layout can be updated.

You can specify whether to save the new track arrangement to a new layout or to the currently loaded layout using the selector in the Layouts section of Settings > Preferences.



Layouts settings in Settings > Preferences

To configure Layouts Auto-Save settings:

1. In Settings > Preferences, scroll to the Layouts section.
2. Tap the selector for Auto-Save Changed Layout on Recall Mode: and choose one of the following:

Off When enabled, no backup Layouts are created.

Save to New Layout Slot When enabled, backup Layouts are created in the next available block in the grid. Backup Layouts will be automatically named and numbered, such as "Backup_01." If there are no tracks assigned, no backup will be created.

Save to Current Layout Slot When enabled, the current (last recalled) layout is updated (no backup is created).

Saving and Loading Layout Sets (Titles)

Layouts can be saved and loaded to/from disk automatically, or manually. Use these features to load Layouts for specific sessions, to transfer Layouts to other S6 systems, and for archiving. When saving or loading Layouts, all Layouts – including Post and Meter Layouts, if any – are saved as a set into an S6 "Title" file (you cannot save individual Layouts). You can enable automatic loading of each type of Layout in the Settings > System page (see **Autoload from Titles and Sessions**).

Titles can also store and load User Preferences. For more information, see **Saving and Loading User Preferences**.

Automatic Saving and Loading of Layout Sets by DAW

Layouts can be automatically saved and loaded to/from a designated application on a connected workstation. You can designate the target application from the Workstation screen or from the Soft Keys. You can also disable automatic save/load by not designating any application.

After designating a workstation, be sure to enable Layouts to **Autoload from Titles and Sessions**.

To designate an application for layout save and load from the Workstation screen:

1 Navigate to the Workstation screen by doing either of the following:

- Press **Settings**, then scroll the Settings screen to the Workstation page.
- Press **Shift** + **WS**.

In previous versions of S6 software, pressing **WS** *jumped to the Settings > Workstation screen. Beginning with version 2.0, press* **Shift + WS** *to jump to the Workstations screen.*

2 In the Applications list at the lower right of the screen, tap to select an application.
A small blue star appears next to the selected application.

Indication of designated DAW in Settings > Workstation

3 If designating the selected application will potentially overwrite current Layouts, a warning dialog appears.

- Press OK to load Layouts from the selected application (if any), replacing any Layouts currently loaded in S6.
- Press Cancel to cancel the operation (no Layouts are loaded).

To designate an application for layout save and load from the Soft Keys:

1 Press **WS**.

The Master Module Soft Keys list connected workstations in the left bank. Applications on the currently attentioned workstation are listed in the right bank. If the Soft Keys are configured to only use one bank, press the Soft Key Next to access the Applications list. (For more information, see **System Soft Key Display Mode**.)

2 Select a workstation in the left bank of Soft Keys, then select an application in the right bank.

A small blue star appears next to the selected application.

Indication of designated DAW in Soft Keys

3 If designating the selected application will potentially overwrite current Layouts, a warning dialog appears.

- Press OK to load Layouts from the selected application (if any), replacing any Layouts currently loaded.
- Press Cancel to cancel the operation (no Layouts are loaded).

To disable automatic saving and loading of Layouts, do either of the following:

- In the Settings > Workstation screen, tap the currently designated Application name so that the blue star disappears.
- In the Soft Keys, press the Soft Key for the currently designated Application name so that the blue star disappears.

Manually Loading and Saving Layout Sets

To save Layouts manually:

1 In the Layouts screen, tap Save. Or, tap Save As to store a new Title containing the current Layouts.

2 In the dialog that appears, tap in the File Name field to bring up the touch keyboard and enter a name for the Layout set. Close the touch keyboard by touching Enter.

3 Tap Save. (Or tap Cancel to cancel the operation.)

To load Layouts manually:

1 In the Layouts screen, tap Load.

2 In the dialog that appears, tap to select the desired set of Layouts, then tap Open.

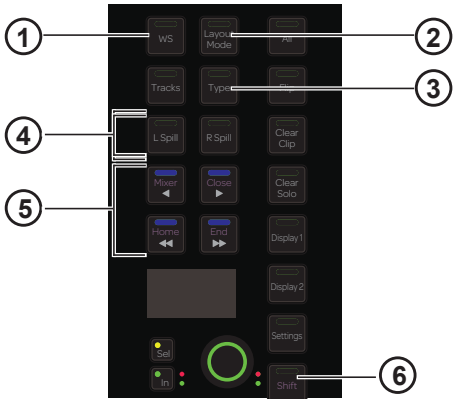
Chapter 18: Spill Zones

Spill Zones let you designate areas of the surface to spill VCAs, Layouts, tracks by type, and tracks by workstation. Up to two non-overlapping spill zones can be defined. Spill zones provide access to session elements in consistent locations, and leave strips outside the zone unaffected and available. Expand Knob Zones and Expand Fader Zones provide similar capabilities for attention track functions, with the additional capability to map parameters to faders (see .

QuickStart for Using Spill Zones

You can spill VCAs, Layouts, tracks, and workstations to spill zones by doing the following:

- Define up to two spill zones in Settings > Surface (see **Configuring Spill Zones**).
- VCAs can be spilled to a spill zone, or to as many adjacent strips as needed (standard VCA spill), directly from the Fader Module strip for the VCA master using its **Menu** switch (see **VCA Spill**). You can also configure VCAs to spill automatically to zones or to adjacent strips when the VCA is attentioned (see **Auto Select Joystick Strips when Storing Layouts**).
- Layouts, tracks, and workstations can be spilled to zones by first enabling the **L Spill** or **R Spill** switches on the Master Module, enabling the **Layout Mode**, **Type**, or **WS** switches, then selecting the desired element to spill from the Soft Keys.



Master Module switches for Spill Zones: 1) WS, 2) Layout Mode, 3) Type, 4) L and R Spill, 5) Nudge and Bank, and 6) Shift

- Once an element is spilled to a zone, the **L Spill** and **R Spill** switch LEDs light in colors matching the element that is spilled. Spill can be indicated on strips by lit **Menu** switches in corresponding colors, and you can also set the strip **Menu** switches to unspill (see **Options for Spill**).

Color indication of spilled elements

Color	L Spill / R Spill LEDs	Strip Menu LEDs (when enabled to light)
Dark Green	VCA	VCA Master
Light Green		VCA slaves
Dark Blue	Layouts	Layouts
Pink	Track Type	Track Type
Light Blue	Workstation	Workstation

- Pressing an enabled Spill switch so it is lit white lets you use the Bank (**<<** and **>>**) and Nudge (**<** and **>**) switches to bank and nudge tracks within the selected spill zone, without affecting tracks outside the zone.

Options for Spill

Several Preference settings let you customize the following aspects of spill zone operation.

- Choose how you want spilled elements to be justified within zones (see **Bank and Spill Zone Justification Settings**).
- Choose whether or not to have spill zone **Menu** switch LEDs light, and whether they let you unspill (see **Spill Zone Menu Key Mode for Layouts, Workstations or Types**).
- Customize how many Master Module Soft Key banks are used for spill selection (see **System Soft Key Display Mode**).
- Choose whether or not Soft Keys automatically return to their previous view after selecting an element to spill (see **Auto Close Surface Recall Soft Keys**).
- Choose whether recalling a Layout automatically collapses the currently enabled Spill Zone(s) (see **Auto-Collapse Spill Zones with Layout Recall**).

Configuring Spill Zones

This section explains how to define spill zones on the surface. Zone assignments are automatically saved on the Master Module.

To configure Spill Zone parameters:

1 Go to Settings > Surface, then touch Config (or press its Main Menu switch).
Buttons for Surface, Expand, L Spill, and R Spill appear below the Diagnostics Info display.

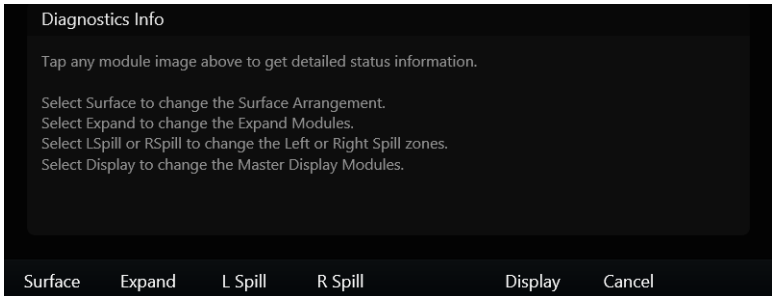


Figure 99. Settings > Surface, Config screen

2 Do either of the following:
- To define the left spill zone, touch L Spill.
- To define the right spill zone, touch R Spill.

The console dims, and the touchscreen displays the current surface configuration. Commands for Undo, Done, Clear, and Cancel appear along the bottom of the screen. Help text is shown in the Info area. If a previous zone was defined, the Attention keys are lit on all strips in the existing zone.

3 Press any track **Attention** key to assign the beginning strip of the spill zone.

4 Press another **Attention** key to assign the end of the zone.
A purple bar appears below all strips between, and including, the selected beginning and end strips.

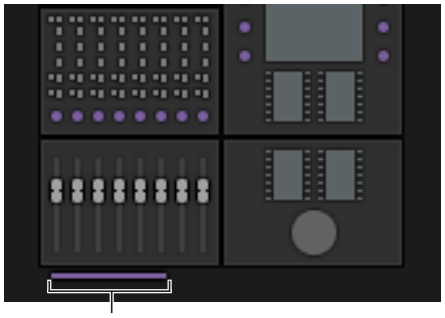


Figure 100. Strips 1 thru 6 defined as a spill zone

5 Do any of the following:

- Touch Undo if you press the wrong Attention key.
- Touch Clear to remove the spill zone.
- Touch Cancel to exit the spill zone configuration screen without changing the current spill zone definition (if any).

6 Touch Done to accept the spill zone.

7 Repeat for the other zone, if desired.

Spilling Layouts, Tracks, and Workstations

The following sections provide step-by-step instructions for spilling Layouts, tracks, and workstations to spill zones.

For information on spilling VCAs to spill zones (or to adjacent strips), see **VCA Spill.**

Spilling Layouts to a spill zone differs from simply recalling a Layout as follows:

- When a Layout is *spilled* to a zone, strips outside the zone are unaffected and remain on their currently banked tracks.
- When a Layout is *recalled*, the surface enters Layout mode in which only tracks that are in a Layout can appear on the surface. Strips that are not included in the Layout will be blank, or continue to show tracks from the previously recalled Layout (depending on whether their strips were scoped for recall when the Layout was created).

You can also spill selected tracks to either zone while in Layout mode (see **Spilling Selected Tracks to a Zone***).*

Tracks can be spilled by type (such as Audio, Aux, Instrument, or Masters) into spill zones, or across as many strips as needed.

Tracks from other workstations can be spilled to zones, without having to focus the parent workstation/application.

To spill a layout, track type or workstation to a spill zone:

1 On the Master Module, press to enable **L Spill** or **R Spill**.

2 Press one of the following switches on the Master Module:

- For Layouts, press **Layout Mode**.
- For Track types, press **Type**. (To spill a Track Type across as many strips as needed, disable **L** or **R Spill** and press **Type**.)
- For workstations, press **WS**.

The Master Module soft keys display available choices for the enabled element (Layouts, track types, or workstations).

3 Press a soft key to select and spill the corresponding Layout, Track type, or workstation to the enabled spill zone (left or right).

- When a layout is spilled the **Layout Mode** switch LED lights dark blue. The enabled **L Spill** or **R Spill** switch on the Master Module also lights dark blue.
- When any track type (other than All) is spilled, the enabled **L Spill** or **R Spill** switch on the Master Module is pink.
- When a workstation is spilled, the enabled **L Spill** or **R Spill** switch on the Master Module is light blue (the same color as when tracks are spilled).

On channel strips, **Menu** switches within the enabled zone light in the same color as the enabled **L Spill** or **R Spill** switch if the option to light them is enabled (see **Spill Zone Menu Key Mode for Layouts, Workstations or Types**).

4 To bank or nudge tracks within a spill zone, make sure the corresponding **L Spill** or **R Spill** switch is lit white (press if necessary), then use the Bank and Nudge switches on the Master Module.

Spill Zone banking commands are also available as Soft Keys in the default Pro Tools assignments (along with other Surface commands). You can navigate spill zones by **Banking from the Fader Module***.*

5 To unspill, press **Shift** + **L Spill** or **R Spill** on the Master Module, or press **Menu** on any strip in the spill zone when the **Menu** keys are configured to unspill (see **Spill Zone Menu Key Mode for Layouts, Workstations or Types**).

Chapter 19: Expand

S6 provides two ways to expand (or "spill") plug-in and function parameters to controls on the surface, *Strip Expand* and *Attention Expand Zones*.

Strip Expand Spills parameters beyond the current strip, expanding (or "spilling") EQ, dynamics, or other functions across multiple controls on Knob, Process, and/or Fader modules in the same chassis as the track.

Attention Expand Zones Spill parameters for the Attention Track to designated Attention Expand modules. Up to two Knob Modules and one Fader Module can be designated as *Attention Expand Zones* to provide expanded control for Attention Track parameters in a consistent location. Attention Expand Zones follow Home screen focus, and can be configured for primary and fallback function views.

- When a plug-in or function is expanded to an Attention Expand Knob Zone, the arrangement of parameters to knobs is pre-determined, and consistent. You can substitute other parameters temporarily, but substitutions do not persist.
- When a plug-in or function is expanded to an Attention Expand Fader Zone, the arrangement of parameters to faders is determined by your own custom mapping (you must first create custom maps of parameters to faders, as explained in the following sections).
- Attention Expand Knob Zones and Attention Expand Fader Zones can be toggled on and off independently to maximize parameter access and visibility.

To see how EQ and Dynamics parameters map to knobs in either Strip Expand or Attention Expand mode, see **Appendix B, "EQ and DYN Parameters in Expand Mode."**

Strip Expand

Strip Expand mode spills parameters beyond the current strip, expanding (or "spilling") EQ, dynamics, or other functions across multiple controls on Knob, Process, and/or Fader modules in the same chassis as the track.

- When a plug-in or function is expanded to **Expand Knobs**, the arrangement of parameters to knobs is consistent and cannot be changed. To see examples of where EQ and Dyn parameters are mapped, see **EQ and DYN Parameters in Expand Mode**.
- When a plug-in or function is expanded to **Expand Faders**, the arrangement of parameters to faders is determined by your own custom mapping. You must first create or load custom maps as explained in the following sections.

Indication of Expand Mode on Display Modules Whenever any track is in a strip Expand mode, an orange outline appears around the track name of the expanded track on its Display Module strip. When Expand mode is enabled on more than one strip, the outline appears around the most recently expanded strip name.

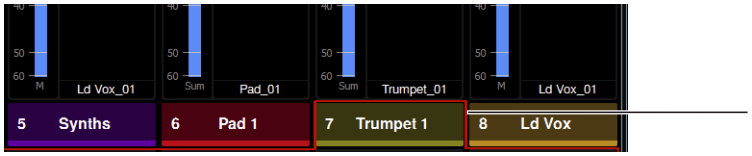


Figure 101. Indication of Expand mode on a Display Module (track 7)

If the Display Module is in any Function view, the knobs are also outlined in orange. When Display Modules are set to display two functions, both sets of knob functions are outlined. In addition, Display Modules in any Function view show EQ or Dynamics graphs, or Pan, as follows:

- When EQ is expanded, the EQ graph appears on strip 3 (replacing the input and output Function display).
- When Dyn is expanded, the dynamics graph appears on strip 8.
- When Pan is expanded, pan appears on strip 8.

Expand Knobs

You can configure Expand Knobs to automatically follow selection of one or more functions (see **Auto Expand Functions**), or you can enable Expand Knobs manually as described in the following instructions.

To enable Knob Expand mode on a strip:

1 Press **Exp** on the Process Module.

Multiple strips can be in Expand mode simultaneously.

To put all strips into strip Expand mode simultaneously, press the **All** *switch (on the Master Module) before pressing Expand. The All switch is latching, so press it again to disable All mode (the switch becomes unlit).*

The most recently selected strip/function is expanded. Selecting a different function on an Expanded strip replaces the currently expanded function view.

Figure 102. EQ expanded to a Knob Module

When enabled, the **Exp** switch LED lights orange. Only the currently expanded function LED is lit in the Process Module, letting you quickly identify what is being viewed. If multiple strips are in Expand mode the inactive Expand keys light yellow.

When enabled in a chassis with one or more Knob Modules, Expand mode takes over either or both Knob Modules depending on the number and mapping of parameters in the current function. When enabled on a strip in a chassis with only one Fader Module and one Process module (no Knob Modules), Expand mode takes over the eight knobs of the Process Module.

2 If more parameters are available than there are controls, the **<** and **>** (Page) switches light on strip 8; press either to navigate to other parameters.

3 To take a strip out of Expand mode, press its lit **Exp** switch.

Expand Faders

Expand Faders let you map parameters from plug-ins and other functions to faders on Fader Modules.

- Up to 16 parameters from each plug-in or function can be mapped to faders in any order. When secondary parameters exist they appear on the strip **Mute** and/or **Select** switches. Multiple maps can be created to store and recall assignments for each plug-in (such as one map for EQ3, another map for Dyn3, and so on) and function (one for pan, another for sends, and so on).
- Once maps have been created they can be recalled onto any Fader Module by enabling Fader Expand mode in any resident strip, similar to standard Knob Module Expand. You can also configure Fader Zones to automatically expand when there is a valid map for the selected plug-in or function.

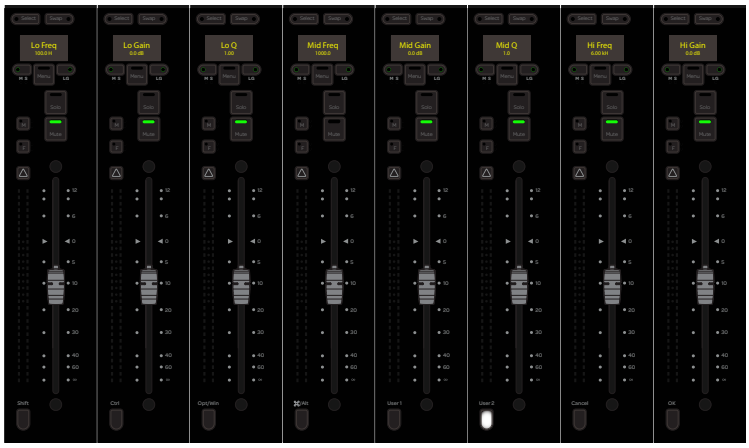


Figure 103. EQ parameters mapped to faders in Expand Fader mode

Expand Faders Quickstart

To start using Expand Faders:

1 Select a plug-in or function on a strip, such as EQ.

2 On that same strip, press **Attention** + **Expand** (hold down the strip **Attention** switch (Fader Module) and press that strip's **Exp** switch (Process Module). **Exp** flashes blue.

3 On the corresponding Knob Module(s), tap a knob to select its parameter. The knob flashes.

4 On the Fader Module, tap a fader. The selected parameter maps to that fader. Repeat for up to 15 other parameters and faders. To access faders 9–16 press the lit **User 2** switch on that Fader Module. Press the lit **User 1** switch to return to faders 1–8.

5 When finished, press the flashing (blue) **Exp** switch to store the map.

6 Repeat for other plug-ins or functions.

7 Once maps are created, you can recall them to any Fader Module by selecting a function on a Process Module, or by holding the **Exp** switch on the desire strip for half a second.

8 Adjust mapped parameters by moving the corresponding fader. Use the strip **Mute** and/or **Select** switches to toggle secondary parameters, if any. Parameter value is displayed when adjusting the fader (and ignores any Momentary Value Delay setting).

9 To exit Expand Fader mode, press the lit **Exp** switch so it becomes unlit.

Creating Expand Fader Maps

You can assign parameters from knobs to faders to create custom parameter maps. You can define one custom map per plug-in/function per session. For example, a single session can include a custom map for the Dyn3 Compressor/Limiter plug-in, and a map for BF-76. Each map can include up to eight parameters from a single plug-in or function. You must create at least one parameter map in order to utilize Attention Expand Fader Zones.

Variants of the same plug-in or function (such as 1-band and 7-band EQ3) share a single map. Different formats/channel widths (such as mono versus stereo) vary depending on the type of processing and manufacturer.

- EQ or Dynamics plug-ins can sometimes share a single map between mono, stereo, and other formats.
- Plug-ins from other categories (such as Delay) often require unique maps for each variant or width, but this varies with different plug-ins from different manufacturers.

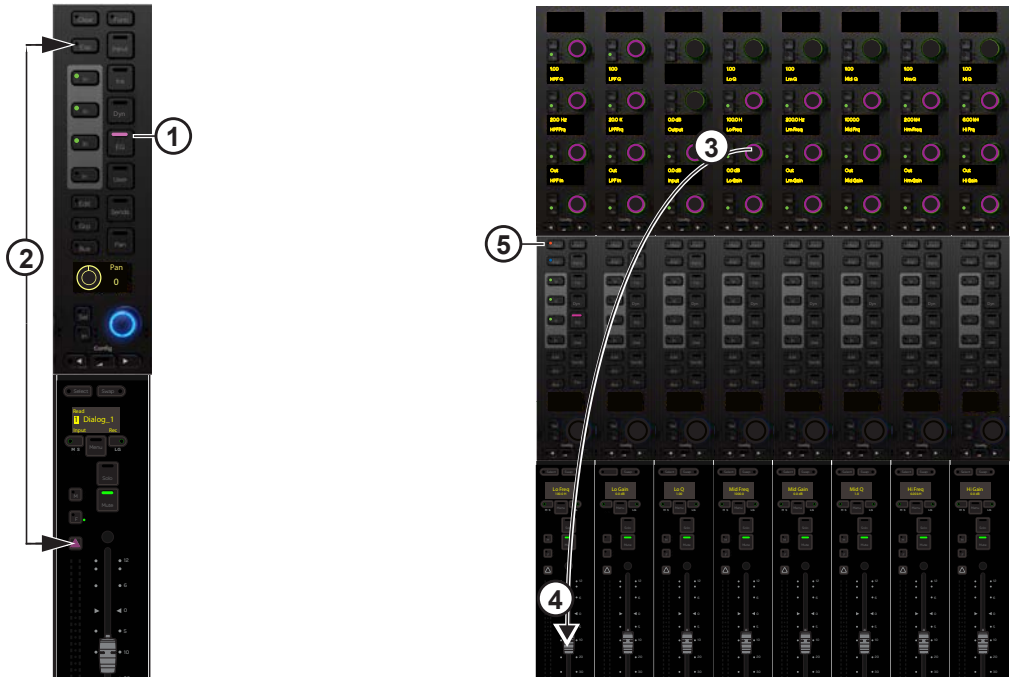
Custom fader maps are stored in User Preferences (use **Autoload from Titles and Sessions** to manage fader maps).

To map parameters to Expand Fader Zones:

1. Select the desired plug-in or function (press the corresponding switch on the Process Module).
2. On the desired strip hold the **Attention** switch and then press **Exp** on the same strip.

   The **Exp** switch flashes blue and the **Clear** switch lights red. The Knob Module(s) above the strip enters Expand mode. Any previously mapped parameters for the selected plug-in or function appear on the strips.
3. On the expanded Knob Module, tap a knob to select its current parameter. The knob flashes.
4. On the corresponding Fader Module, touch the fader where you want to map the selected parameter.

   The selected parameter is mapped to the fader on the selected strip. Secondary parameters, if any, map to the corresponding **Mute** and/or **Select** switches. For example, when EQ3 Lo Frequency is mapped to a fader, **Mute** toggles the Lo band in/out.



Creating an Expand Fader map)

5. To clear the entire current mapping, press the lit (red) **Clear** switch on the attentioned strip. To reassign a parameter, repeat steps 3 and 4. To clear an individual fader assignment, top an unlit knob (if any) then touch the fader you want to clear.
6. To access faders 9–16 press the lit **User 2** switch. To return to faders 1–8 press the lit **User 1** switch.
7. Repeat steps 3 and 4 to map parameters to other faders on that Fader Module.
8. To store the current mapping, press the flashing **Exp** switch. The **Exp** switch lights blue (stops flashing).
9. To exit Expand Fader mode, press the lit **Exp** switch so it becomes unlit.

Recalling an Expand Fader Map

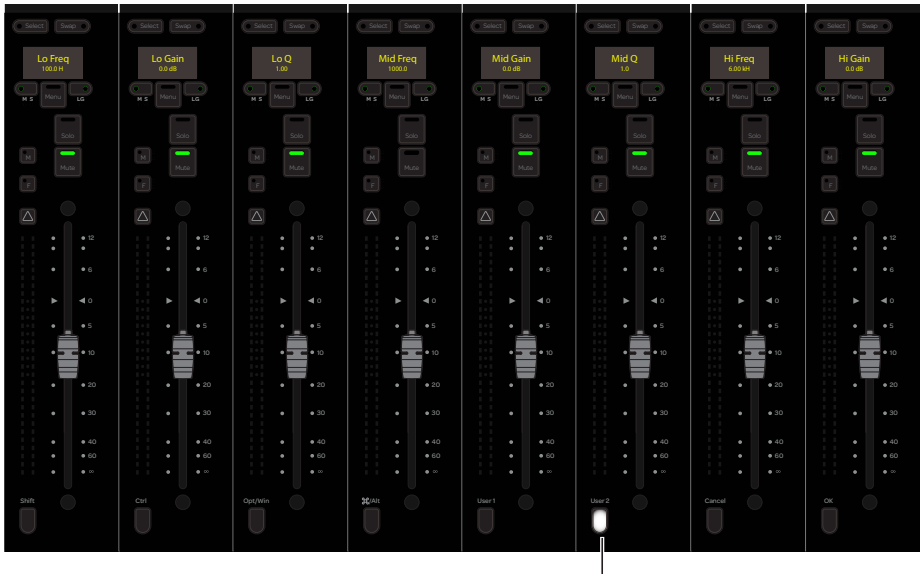
Once maps have been created they can be recalled onto any Fader Module by enabling Fader Expand mode from any resident strip. You can also configure Fader Zones to automatically expand when there is a valid map for the selected plug-in or function (see **Auto Expand Faders**).

To access a stored map:

1. If the **Exp** switch on the desired strip is lit blue (solid, not flashing), select a Function that has previously been mapped.
2. If the **Exp** switch on the desired strip is not lit, do either of the following:
   - Hold down the **Exp** switch on the desired strip for at least half a second. Any previously stored map is recalled.
   - Press **Attention** + **Exp** on the desired strip. Any stored map is recalled, and the **Exp** switch flashes, indicating map edit mode.
3. To exit, press the lit **Exp** switch so it becomes unlit.

Expand Fader Maps 9–16 Banking

The **User 1** and **User 2** switches bank between the two sets of 8 strips while assigning parameters to faders or when a fader map is recalled on a Fader Module. These switches light to indicate the available bank (press a lit User switch to bring the corresponding bank to the faders).



User 2 switch lit in Expand Faders mode (press to access Expand Faders 9–16)

The modifier switches **Shift, Ctrl, Opt/Win,** and **Cmd/Alt** remain available on the Fader Module when in Expand mode.

Auto Expand Faders

Enabling the Auto Expand Faders setting lets you expand mapped parameters to faders with a single press of the strip **Exp** switch. When not enabled, expanding parameters to faders requires you to hold down the **Exp** switch, or press **Attention** + **Exp**.

To configure Expand Fader to auto expand:

1. Go to Settings > User, and display the Strips section.
2. Enable the Auto Expand Faders setting.

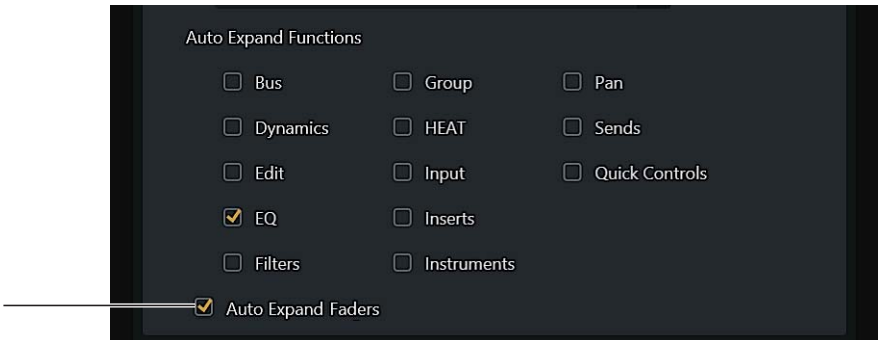
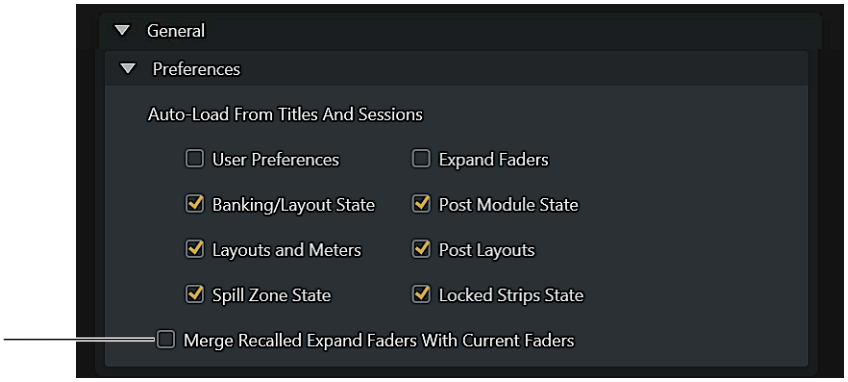


Figure 104. Auto Expand Faders enabled in the Strips section of Settings > User

Merge Recalled Expand Faders with Current Faders

The Auto-Load preference Merge Recalled Expand Faders with Current Faders is available in Settings > System.

- When enabled, opening a session or loading a Title loads and merges only stored fader maps that are not already present on the S6
- When disabled, opening a session or loading a Title *replaces* all currently present fader maps with those stored in the session or Title.



Auto-Load preference to Merge Recalled Expand Faders With Current Faders, in Settings > System

This setting is available as a Soft Key.

Merge Recalled Expand Faders command in Soft Keys in S6 v3.6.1

Command	Command Type	Category 1	Category 2	Category 3
Merge Recalled Expand Faders with Current Faders	Surface >	General Option >	Preferences >	

Saving and Transferring Expand Fader Maps

(Save, Load, Auto Load, and Transfer)

Expand Fader maps are stored in User Preferences along with most S6 settings and attributes, including User Settings, Layouts, and Spill Zone states.

You can manually save User Preference files from the Settings > User page using the Save and Save As commands. These commands let you name the file and choose a location on the Master Module. To archive or transfer your settings and fader maps, go to Settings > About, press Logout, then in the File Explorer navigate to your saved file and transfer it via USB or to an available network destination.

You can also have User Preferences, custom fader maps and other settings stored in sessions, and configure S6 to automatically load some or all attributes from that session or project. To utilize session storage and automatic loading, first designate a workstation and application, then configure Auto Load settings in Settings > System.

- Designating a workstation and application tells S6 to store settings and attributes into sessions or projects on that workstation and application.
- Auto Load settings tell S6 which attributes to load from those sessions or projects.

Store attributes in session/project templates (if your application supports them) to be able to access custom fader maps, Layouts, and other attributes in future work.

Attention Expand Zones

Up to two Knob Modules and one Fader Module can be designated as *Attention Expand Zones* to provide expanded control for Attention Track parameters in a designated, consistent location. Attention Expand Zones follow Home screen focus, and can be configured for primary and fallback function views.

- When a plug-in or function is expanded to an *Attention Expand Knob Zone*, the arrangement of parameters to knobs is pre-determined, and consistent. You can substitute other parameters temporarily, but substitutions do not persist. M40 systems support up to two Knob Modules as Expand Zones (M10 systems support one Expand zone).
- When a plug-in or function is expanded to an *Attention Expand Fader Zone*, the arrangement of parameters to faders is determined by your own custom mapping (you must first create custom maps of parameters to faders, as explained in **Creating Expand Fader Maps**
- Attention Expand Knob Zones and Attention Expand Fader Zones can be toggled on (enabled) and off (disabled) independently to maximize parameter access and visibility.

Configuring Modules as Attention Expand Zones

Up to two Knob Modules and one Fader Module can be designated as *Attention Expand Zones*.

To designate modules as Attention Expand Zones:

1 Go to the Settings > Surface page.

2 Press Config, then press Expand.

The choices Knob and Fader appear below the graphic of the current surface configuration. Any currently designated Expand Zones are indicated by a purple triangle (if enabled) or gray triangle (if disabled) with a number 1 or 2.

Figure 105. Knob and Fader commands in Settings > Surface, Config Expand

3 Do one of the following:

- To designate an Attention Expand Knob Zone, press Knob. The knobs on all available Knob Modules light, and the Assign Expand Knob Module screen appears on the touchscreen.
- To designate an Attention Expand Fader Zone, press Fader. The LEDs on all available Fader Modules light, and the Assign Expand Fader Module screen appears on the touchscreen.

Commands for Undo, Done, Clear, and Cancel appear along the bottom of the screen.

4 Follow the on-screen instructions to designate the corresponding type of module as an Expand Zone.

- Touch any knob on any lit Knob Module to assign that Knob Module as an Attention Expand Knob Zone. The touched Knob Module becomes unlit. On-screen, its block in the Surface configuration displays an Attention icon with a number (1 or 2), to indicate its current Expand Zone assignment.
- Touch any fader on any lit Fader Module to assign that Fader Module as an Attention Expand Fader Zone. The touched Fader Module becomes unlit. On-screen, its block in the Surface configuration displays an Attention icon.

Each currently designated Zone is indicated by a purple triangle when the zone is enabled, or gray triangle if disabled.

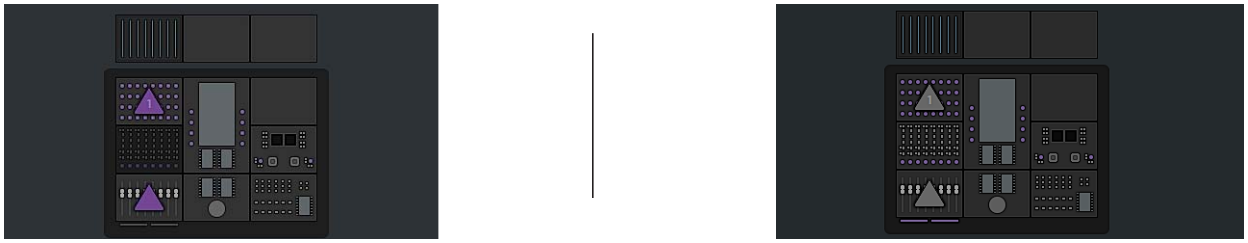


Figure 106. Settings > Surface, Config Expand showing Expand Zones designated and enabled (shown at left) and disabled (shown at right)

For more information on enabling Expand Zones, see **Toggling Attention Expand Zones On or Off.**

5 Do any of the following:

- Press Undo if you pressed the wrong module hardware.
- Press Clear to remove all Expand Knob Modules that are not fixed.
- Press Cancel to go exit the Expand configuration screen without changing the current surface arrangement.

6 Press Done to accept the new arrangement.

Before utilizing an Attention Expand Fader Zone, create Fader maps as described in **Creating Expand Fader Maps.**

Configuring Expand Zone Function Settings

The Home screen Local Options screen lets you select primary and backup functions for Attention Expand Knob Zones and, separately, for Attention Expand Fader Zones.

Expand Knob Function and Backup Function

These selectors let you configure functions to display on Attention Expand Knob Zones when a track is attentioned. Two pairs of selectors are available to set primary and backup functions on each of up to two Knob Modules.

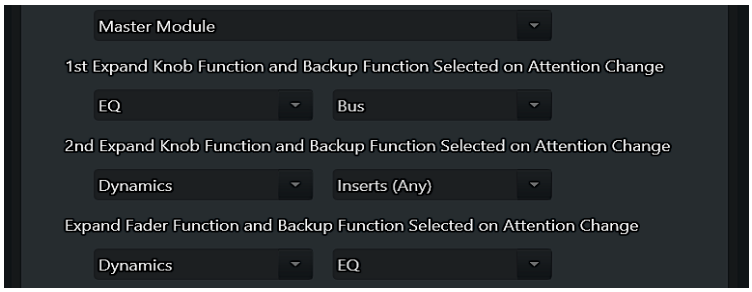


Figure 107. Settings for Expand Knob and Expand Fader Function settings in Home screen Local Options

To configure primary and backup functions for Attention Expand Knob Zones:

1 Navigate to the Home Screen, then tap its Local Options (gear) icon.

Two sets of selectors are provided, 1st and 2nd Expand Knob Function and Backup Function Selected on Attention Change, which correspond to Knob Modules configured as Attention Expand Knob Zone 1 and 2 (if present) in Settings > Surface. The left selector sets the primary function, and the selector to the right sets the backup function for the corresponding module.

M10 systems support a single Knob Module designated as an Expand zone; M40 systems support up to two Expand zones.

2 Tap to display the first (left-most) drop down menu.
   - To have the Expand Knobs stay focused on whichever function was most recently edited, choose Last Selected.
   - To specify a function, select a function such as Pan, Bus, EQ, or Dynamics. Not all functions are available in all applications.
3 Repeat for the second (right-most) "backup" drop down menu. This lets you define a knob function to display whenever you attention a track that does not contain the same function as the previously attentioned track.

Expand Fader Function and Backup Function

When a function is assigned as a Primary Expand Zone function, toggling the Attention Expand Fader Zone on assigns parameters from that function to the faders using your custom map. If no map exists for that plug-in or function, the faders will be blank (see **Creating Expand Fader Maps**).

To configure primary and backup functions for Attention Expand Fader Zones:

1 Navigate to the Home screen and press the Local Options (gear) icon.
2 Choose a function from the Expand Fader Function and Backup Function Selected on Attention Change selectors.

Using Attention Expand Zones

When modules are configured as Attention Expand Zones, their function assignment follows Home screen focus. Attentioning a strip expands the (last) selected or backup function to the enabled Knob Module(s) and Fader Module.

Attention Expand Zones do not require use of the strip Exp (Expand) switch.

While expanded, you can assign a different function to the Knob or Fader Zones from the same track or a different track at any time.

Using Attention Expand Knobs

To use Attention Expand Knob Zones:

1 Make sure you have followed the instructions in **Configuring Modules as Attention Expand Zones** to designate at least one Knob Module as an Attention Expand Knob Zone.
2 Configure **Expand Knob Function and Backup Function**.
3 Attention the desired track.
4 If necessary, enable the Attention Expand Knob Zone (see **Toggling Attention Expand Zones On or Off**).
5 Adjust parameters as needed.
   - Rotate a knob to adjust its parameter. Secondary parameters (if any) can be toggled using the knob **In** and/or **Sel** switches.
   - To bypass a currently expanded plug-in, press the **Back** switch in strip 8. When the **Back** switch LED is green, the insert is active (not bypassed). When unlit, the insert is bypassed.

Figure 108. Attention Expand Knob Zome with expanded EQ3 7-band (plug-in bypass via column 8 Back switch)

6 To navigate the zone to a different plug-in, function, or track, see **Changing Function Assignment or Attention Track**.
7 To take the designated Attention Expand Knob Module out of Attention Expand mode, toggle the zone off.

Using Attention Expand Faders

When a Fader Module is configured as an Attention Expand Fader Zone, function assignment follows Home screen focus. You can specify primary and back-up functions, and change function assignment at any time.

To use Attention Expand Faders:

1. Make sure you have created a map for the desired plug-ins or functions (see **Creating Expand Fader Maps**)
2. Make sure you have followed the instructions in **Configuring Modules as Attention Expand Zones**.
3. Configure **Expand Fader Function and Backup Function**.
4. Attention a track. If necessary, enable the Attention Expand Fader Zone (see **Toggling Attention Expand Zones On or Off**).

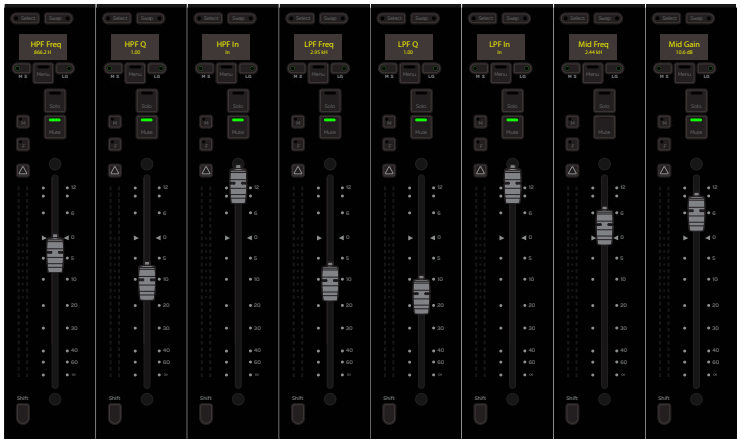


Figure 109. Attention Expand Fader Zone with EQ3 7-band parameters mapped to the faders

5. To access faders 9–16 press the lit **User 2** switch. To return to faders 1–8 press the lit **User 1** switch.
6. To navigate the zone to a different plug-in, function, or track, see **Changing Function Assignment or Attention Track**.
7. To exit, toggle the Attention Expand Fader zone off.

Layouts Mode, Banking Mode, and Enabling Expand Faders

- When you enable Expand Faders while in Layout Mode, tracks from the Layout that were on the affected Fader Module are hidden by the Expand Fader Zone (other tracks in the Layout beyond the zone, if any, remain in place and visible).
- When you enable Expand Faders while in standard Banking mode, tracks previously on the affected Fader Module and all subsequent tracks are moved to the right, remaining visible.

Changing Function Assignment or Attention Track

While an Attention Expand Zone is enabled you can use the touchscreen to assign a different function from the currently attentioned track to the Zone, or assign a function from a different track.

To assign a different function to an Attention Expand module:

1. If you want to assign a different function from the same track, skip to step 2.

   If you want to access a function on a different track, navigate the touchscreen to the Tracks screen, attention the desired track, and make sure the Home screen is displayed.
2. In the Home screen, tap to select a function in the Function scroller, then tap the desired knobs in the Attention Track screen.
   - The bracket next to the tapped knobs flashes.
   - On enabled Attention Expand Knob module(s), the **Back** switches lights purple.
   - On the Attention Expand Fader module (if enabled), the **Attention** switches light purple.
3. Do the following:
   - To assign the selected function to an Attention Expand Knob Zone, press any lit **Back** switch on that module.
   - To assign the selected function to an Attention Expand Fader Zone, press any lit **Attention** switch on that module.

Toggling Attention Expand Zones On or Off

You can toggle Attention Expand Knob and Fader Zones on or off from the Home screen Local Options, and from Soft Keys.

- Being able to toggle Attention Expand Knob Zones on or off lets you quickly place Knob Modules into whichever mode (Attention Expand or standard mode) best suits the current task, without having to reconfigure the Surface page.
- When the Attention Expand Fader Zone is toggled off, the Fader Module continues to show volume, pan, or other track parameters when their corresponding Knob Module is in use as an Expand Knob Zone. When the Attention Expand Fader Zone is toggled on you can adjust parameters from strips on the Attention Expand Fader Zone using you custom parameter maps.

In previous versions of S6 software, Attention Expand Knob Zones could only be disabled via Settings > Surface. You can now toggle Knob and/or Fader Zones on/off directly from the Soft Keys or from the Home screen Local Options.

To toggle Expand Zones on or off from the Home screen Local Options:

1. Navigate to the Home screen and press the Local Options (gear) icon.
2. Tap to enable or disable Enable Attention Expand Knob Zone, or Enable Attention Expand Fader Zone.

To toggle Expand Zones on or off from the Soft Keys:

1. Make sure you have loaded the default (Factory) Pro Tools appset for S6 v3.6 (for instructions, see **Soft Keys**).
2. On the Automation Module, make sure the right side Soft Key bank is showing the Extras page.

Figure 110. Automation Module Soft Keys showing Attention Expand Faders enabled and Attention Expand Knobs disabled

3. Press the corresponding Soft Key to toggle Enable Exp Fader or Enable Exp Knob.

   When the Soft Key switch LEDs are lit, the zones are enabled. When unlit, the zones are disabled. Status is also shown in the Config Expand screen of the Settings > Surface page.

Soft Keys to Toggle Expand Zones On and Off

Soft Keys to toggle Expand Zones on and off are included in the default Pro Tools appset, and are also are available in the Soft Keys Editor as Surface commands if you want to assign them to custom switches or actions.

Expand Zone Soft Keys in S6 v3.6

Command	Command Type	Category 1	Category 2
Enable Attention Expand Knob Zones	Surface >	Attention Track Options >	Enable Attention Expand Knob Zones
Enable Attention Expand Fader Zone	Surface >	Attention Track Options >	Enable Attention Expand Fader Zone

Managing Expand Fader Zone Maps

Expand Fader maps are stored in User Preferences. You can configure the system to automatically load User Preferences, including Expand Fader Maps, by enabling the User Preferences option in the Auto Load settings in Settings > System. To automatically load only Expand Fader maps (without loading all User Preferences), enable the Expand Faders option in the Auto Load settings and disable the User Prefs option.

For more information, see **Autoload from Titles and Sessions**.

Part V: Preferences

Chapter 20: User Preferences

User Preferences let you configure global S6 settings for Banking, Strips, Layouts, Knobs, Soft Keys, Workstation (General), Solo, and Display Modules, and custom speaker output and monitor names. Scroll the User Preferences screen down or up to access different sections such as Surface, Workstations, and Display Modules.

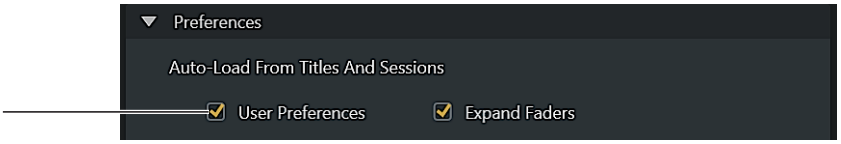
User Preferences can be saved and loaded manually, and configured for automatic loading from Titles and sessions.

Saving and Loading User Preferences

User Preferences are automatically stored along with Layouts to Title files on the Master Module, and to session files on any designated workstation. You can enable automatic loading of User Preferences and other attributes from the Settings > System page (see **Autoload from Titles and Sessions**). User Preferences can also be saved and loaded separately using the Save and Load commands in the User Preferences screen. System settings persist and are not stored with, or affected by recall of, User settings.

To enable loading of User Preferences:

1. Navigate the touchscreen to the Settings screen, tap User, and configure the available settings as desired.
2. Tap the System tab at the top of the screen.
3. In the AutoLoad from Titles and Sessions section at the top of the screen, tap to enable User Preferences.



Settings > System, Autoload User Preferences enabled

To load User Preferences from a Title file:

1. Enable the System Auto-Load setting User Preferences.
2. On the Master Module, press **Tracks.**
3. Touch Load, select the desired Title and touch Open.

To configure automatic loading of User Preferences:

1. Enable the System Preference setting Autoload User Preferences from Titles and Sessions.
2. Designate a workstation application for automatic store/recall of Layouts by doing the following:
   - On the Master Module press **WS**, then make sure the desired Workstation is selected in the Master Module Soft Keys. If necessary, press its Soft Key to focus it.
   - Press the Soft Key corresponding to the desired application (a blue star appears next to the designated application).

For complete instructions on designating workstations from the Soft Keys or from the Workstation screen, see **Automatic Saving and Loading of Layout Sets by DAW**.

To save or load User Preferences manually:

1. Navigate to Settings > User.
2. Do either of the following:
   - To save the current User Preference settings, touch Save and then name and save the file.
   - To load a saved User Preferences file, touch Load, select the desired file, and touch Open.

Location of Titles

By default, S6 Titles files are stored in C:\ProgramData\Avid\S6\Titles

If the ProgramData folder is hidden, do the following to show it:

1. Navigate the touchscreen to the Settings > About page and press Logout.
2. Select Administrator. When prompted enter the default password (password) or your custom password, if any.
3. Click the File Explorer tile and in Explorer, tap View, then tap Options.
4. In the Folder Options dialog, tap to select the View tab, then tap to enable Show Hidden folders, files, and drives.

Resetting User Preferences to Factory

The Settings > User page provides a Factory command to reset all User Settings to their factory defaults. To save a copy of any custom User Settings use the Save command in Settings > User.

Surface

The Surface section contains Banking, Attention, Strips, Joystick Strips, Layouts, Knobs, Soft Keys, and 3D Panner settings.

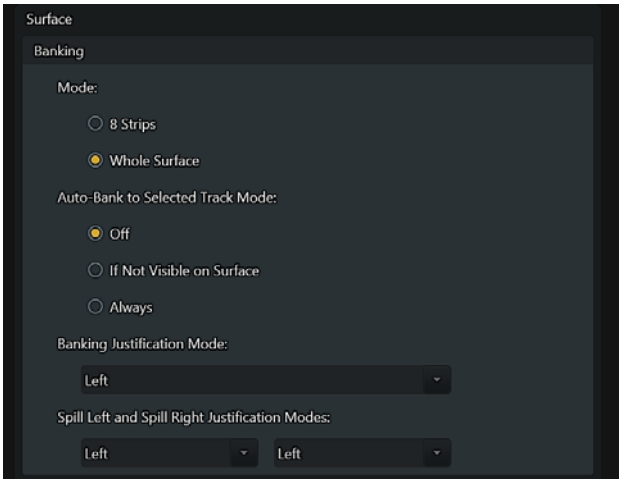


Figure 111. Surface Banking section in Settings > User

Banking

The settings in the Banking section determine how the surface responds to banking commands.

Mode:

8 Strips The system banks by eight strips.

Whole Surface The system banks by the number of fader strips in the current S6 arrangement.

Auto-Bank to Selected Track Mode

These settings let you define how banking follows channel selection. These settings apply to all Select methods (tapping to select tracks in the Tracks matrix, pressing a channel **Select** switch, or selecting a DAW track on-screen).

Off Banking ignores channel selection.

If Not Visible on Surface Banking ignores track selection if that track is already on the surface. For example, on a 16 fader system displaying tracks 1–16, selecting track 15 will not bank the surface but selecting track 17 (or any other off-bank track) will bank.

Always When enabled, the surface will always bank to the currently selected track.

Bank and Spill Zone Justification Settings

Bank Justification settings let you specify how selected tracks are justified on the surface. Separately, you can also set justification for each Spill Zone.

To set bank justification:

1 Go to Settings > Preferences, and scroll to the Banking section at the top of the screen.

2 Tap the Bank Justification Mode selector and choose one of the following:

Left Tracks appear on strips starting with strip 1 (left-most strip), providing “end stop” banking.

Left of Master Module Tracks appear on strips starting with the strip closest to the left side of the Master Module.

Right of Master Module Tracks appear on strips starting with the strip closest to the right side of the Master Module.

Right Tracks appear on strips starting with the last (right-most) strip.

To set Spill Zone justification:

1 Go to Settings > Preferences, and scroll to the Banking section at the top of the screen.

2 To set justification for the left Spill Zone, tap the left-most selector under Spill Left and Spill Right Justification Mode and choose Left or Right. (These provide identical functionality as the Bank Justification modes, except they apply only to zones.)

3 Repeat for the right Spill Zone.

For more information on configuring and using spill zones, see **Chapter 18, “Spill Zones.”**.

Attention

The Attention section provides Attention-related User Preferences in one location.

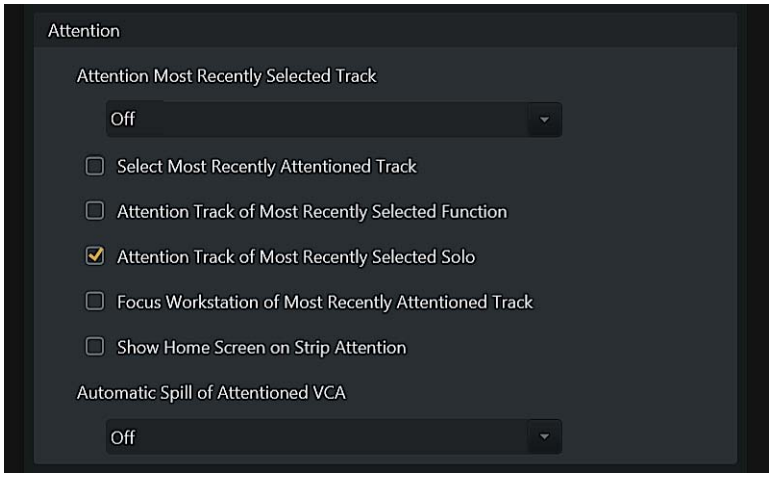


Figure 112. Attention section in Settings > User

Attention Most Recently Selected Track

This setting lets you configure whether or not selecting a track by pressing its **Select** switch also attentions that track, and optimize behavior for the focused workstation.

Off Selecting a track does not automatically attention that track.

On Selecting a track on any connected DAW automatically attentions that track. If Focus Workstation of Most Recently Attentioned Track is also enabled, the host DAW becomes the focused DAW.

From Focused DAW Only Selecting a track on the focused DAW automatically attentions that track. Selecting a track on any other connected DAW does not attention that track, which also does not change DAW focus if Focus Workstation of Most Recently Attentioned Track is enabled.

Select Most Recently Attentioned Track

Attentioning a track by pressing its **Attention** key also selects that track.

Attention Track of Most Recently Selected Function

When enabled, this setting links track attention with strip Function selection. Pressing the Function key on a Process Module for any strip automatically attentions the corresponding track.

If the Tracks screen local option setting Show Home Screen on Attention is also enabled, pressing a Function key on a Process Module also switches the touchscreen to the Home screen for the attentioned track.

Attention Track of Most Recently Selected Solo

When enabled, this setting links track attention with strip Solo selection. Soloing a track automatically attentions the corresponding track.

Pressing **Clear Solo** (to clear all currently soloed tracks) leaves the last soloed track attentioned.

Focus Workstation of Most Recently Selected Track

When enabled, this setting links workstation focus with track selection. Selecting a track focuses its workstation, switching the Soft Keys and KVM (if any) accordingly. When not enabled, workstations must be focused from Settings > Workstation.

Show Home Screen on Strip Attention

When enabled, the Touchscreen displays the Home screen when any strip is Attentioned by pressing its **Attention** Key on a Fader or Automation Module.

You can also specify a default function view and knob focus for the Home screen when a track is attentioned. See **Expand Knob and Expand Fader Function Settings** *for more information.*

Automatic Spill of Attentioned VCA

These settings let you toggle Automatic VCA Spill on/off, and set VCAs to automatically spill to either spill zone, or to the left or right of the Attention Track Fader when a VCA is attentioned.

Figure 113. VCA Auto Spill settings in Tracks Local Options

Off When Off is enabled, no auto-spill occurs (VCAs must be spilled manually; see **VCA Spill**).

Spill Left of Attention Track Fader Attentioning a VCA automatically spills members to the left of the Attention Track Fader.

Spill Right of Attention Track Fader Attentioning a VCA automatically spills members to the right of the Attention Track Fader.

Spill Zone Left Attentioning a VCA automatically spills it to the left spill zone.

Spill Zone Right Attentioning a VCA automatically spills it to the right spill zone.

For more information, see **Chapter 18, "Spill Zones."**

Strips

The Strips preference settings control the behavior of hardware strips on Fader Modules, optimize banking for locked strips, manage how Hidden Tracks are displayed, configure Auto Expand functions, and more.

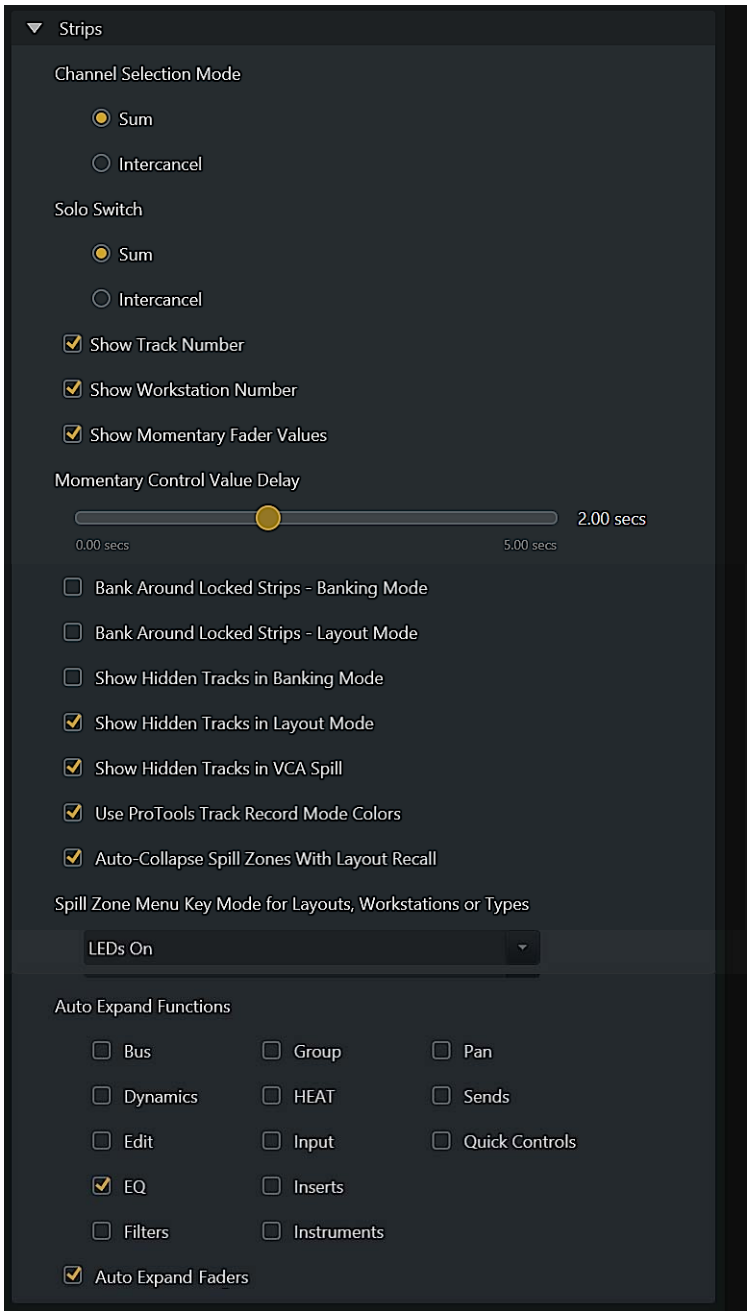


Figure 114. Strips section in Settings > User

Channel Selection Mode

Channel Selection Mode provides choices for Sum and Intercancel functionality:

Sum Each selected track is added to the existing selection(s). Selecting a selected track deselects it.

Intercancel Each selected track replaces the previous selection. Selecting a selected track *does not* deselect it. In Intercancel mode, you can select multiple tracks by touching and holding a track while touching others.

Solo Switch

Solo Switch provides choices for Sum and Intercancel functionality: (Solo functions are implemented by the audio application.)

Sum Each soloed track is added to the existing selection.

Intercancel Each soloed track replaces currently soloed track(s).

Show Track Number

When enabled, the track number assigned by the parent DAW is shown to the left of the Track name on strip OLEDs on Fader Modules, Track Name blocks Display Modules, and on the Master Module in the Meter and Track Scrollers.

Track and Workstation numbers are only shown in the Meter Scroller when the Home screen Local Option **Link Meter Scroller to Track Scroller** *is disabled.*

Show Workstation Number

Similar to Track Numbers, you can choose to have the Workstation number displayed to the left of the Track name on strip OLEDs on Fader Modules, Track Name blocks Display Modules, and on the Master Module in the Meter and Track Scrollers.

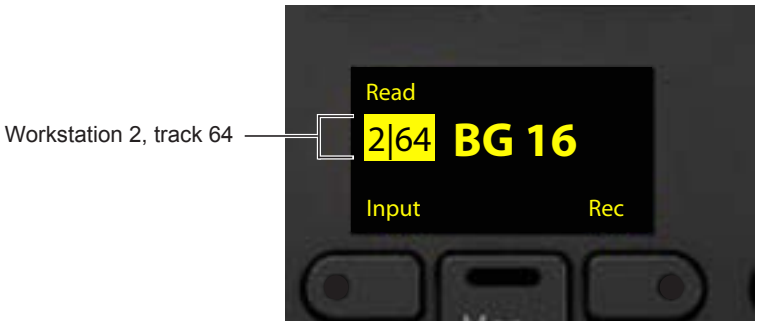
Track and Workstation numbers are only shown in the Meter Scroller when the Home screen Local Option **Link Meter Scroller to Track Scroller** *is disabled.*

The Workstation number is derived from the order in which workstations are listed in the Connected column in the Settings > Workstation page.

To show or hide Workstation number:

1 To to Settings > User, and navigate to the Strips section.

2 Tap to toggle the Workstation Number setting on or off.
When enabled, displays on Fader and Display Modules show Workstation number to the left of track number separated by a vertical line (such as 1|1 for workstation 1/track 1, and 2|4 for workstation 2/track 4).



Fader Module display for a track when Show Workstation Number is enabled

Show Momentary Fader Values

When enabled, values temporarily replace track name on Fader Modules when the fader is touched or adjusted. The length of time values are displayed is determined by the Momentary Control Value Delay setting.

Momentary Control Value Delay

Values temporarily replace track name (on Fader Modules) and parameter names (on Display Modules in any Function view) when controls are touched or adjusted. The Momentary Control Value Delay settings lets you customize the length of time values are displayed (between 0 and 5 seconds).

For Fader Module displays to follow the Momentary Control Value Display, make sure to enable Show Momentary Fader Values. To set the display time for function graphs on the Home screen, see **Auto Show Function Graph on Knob Touch**.

Bank Around Locked Strips

You can configure Bank Around Locked Strips separately for Banking mode and for Layouts mode.

- When enabled, locked strips maintain their presence in the corresponding mode (Banking or Layouts) while still being unaffected by banking. When a strip is locked, a duplicate appears immediately to its right shuffling all subsequent strips to the right by the number of locked strips. By default, Bank Around Locked Strips in Banking Mode is enabled.

When this setting is enabled, locking already locked strips creates multiple duplicate strips, providing multi-strip access to the same track. This can be useful to simultaneously access parameters from different functions (such as EQ, send level, and reverb).

- When either of these settings is not enabled, locking does not shuffle other strips in the corresponding mode (Banking or Layouts). By default, Bank Around Locked Strips in Layout Mode is disabled to help maintain consistent track-to-strip assignments and locations in Layouts.

Indication of Hidden Tracks

These Preferences let you choose whether or not hidden tracks are shown in Banking, Layout, or VCA modes. When configured to be shown, hidden track names are dimmed on the touchscreen, on Fader Modules, and on Display Modules.

To configure hidden track display:

1 Go to Settings > Preferences.

2 In the Strips section, enable the following settings as desired:

Show Hidden Tracks in Banking Mode When enabled, hidden tracks are visible in Banking mode and can be assigned to Layouts (default is disabled).

Show Hidden Tracks in Layout Mode When enabled, hidden tracks stored in Layouts are visible when the layout is recalled (default is enabled).

In Layouts mode, hidden tracks are not shown in the track screen even when the preference to show hidden tracks is enabled.

Show Hidden Tracks in VCA Spill When enabled, hidden tracks are visible when their master VCA is spilled (default is enabled).

When enabled to be shown in Banking mode, hidden tracks on the Tracks and Home screens have dimmed track names in the Track matrix, Meter scroller and Function scroller. Track Numbers (if enabled) are hidden. On Fader Modules, strip displays are dimmed.

When hidden tracks are shown, they are indicated on Display Modules and distinguishable from muted tracks as follows:

- If a track is active, shown, and unmuted, it appears fully lit (“1” in Figure 115).
- If the track is hidden but unmuted, track name (only) is dimmed, and no track number is shown (“2” in Figure 115).
- If the track is hidden and muted, the entire strip is dimmed, and no track number is shown (“3” in Figure 115).
- If a track is muted, the entire strip is dimmed, track name is dimmed slightly, and track number is shown (“4” in Figure 115).
- If a track is inactive, the “@” symbol appears before its group or input/output assignments.

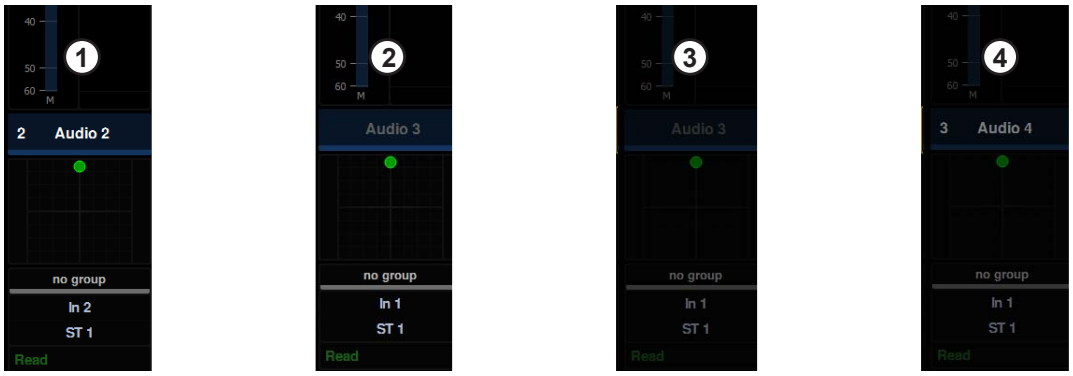


Figure 115. Hidden tracks on Display Modules

Use Pro Tools Track Record Mode Colors

- When enabled, this setting sets all S6 indicators to follow Pro Tools track Record mode indication. For example, when Pro Tools is in TrackPunch or DestructivePunch mode and tracks are enabled for punch recording, indicators flash blue and red.
- When not enabled, record indicators light (or flash) red only.

Auto-Collapse Spill Zones with Layout Recall

When enabled, recalling a Layout automatically collapses the currently enabled Spill Zone(s).

Make sure neither Spill Zone is selected (make sure neither **L Spill** or **R Spill** are lit white). If necessary, press **L Spill** and/or **R Spill** so that their switch LEDs light in the color corresponding to what is spilled (dark green for VCAs, light blue for Track Types, or dark blue for Layouts).

Spill Zone Menu Key Mode for Layouts, Workstations or Types

This settings lets you optimize how **Menu** switch LEDs behave when spilling Layouts, workstations, and track types.

LEDs Off When enabled, strip **Menu** switch LEDs do not light when elements are spilled.

LEDs On When enabled, strip **Menu** switch LEDs light in the same color as the element being spilled.

LEDs On and Collapse Spill When enabled, pressing a lit **Menu** switch while elements are spilled unspills.

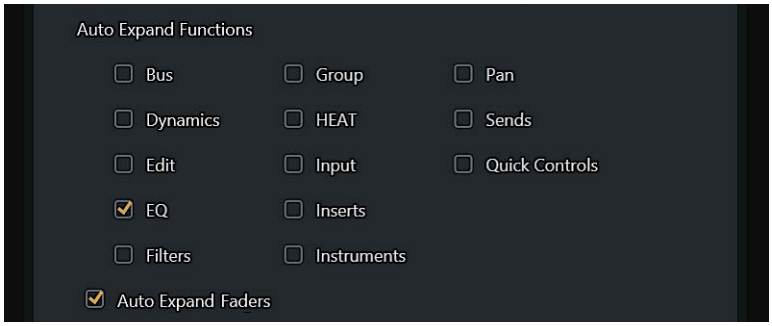
For more information, see **Spill Zones**.

Auto Expand Functions

This setting lets you designate functions to automatically expand when they are selected. In use, enabling this setting saves you a step of first enabling **Exp** (Expand) on a strip before selecting a function.

To use Auto Expand Functions:

1. Go to the Settings > User page, and scroll down to the Strips section.
2. In the Auto Expand Functions section, tap to select each function you want to configure for auto expand.



Auto Expand Function section in Settings > User

   Not all functions apply to all DAWs. For example, HEAT only applies to Pro Tools, and Quick Controls to Cubase and Nuendo.

3. Bank the desired track to a strip on the surface.
   Make sure the strip is not below either Knob Module designated as an Expand Zone.
4. On a Process Module, press a Function switch for a function you enabled to Auto Expand in the previous step.
   In that strip on the Process Module, the **Exp** switch lights. On the corresponding Knob Module(s), parameters for the selected function occupy as many encoders as required.
5. To expand a different function on that strip, press the switch for the desired function.
6. To exit, press the lit **Exp** switch on a strip or do the following:
   - To collapse all currently expanded functions, press the Master Module **All** switch and then press any lit **Exp** switch.
   - Press a Function switch for any function that is not enabled for Auto Expand.

Auto Expand Faders

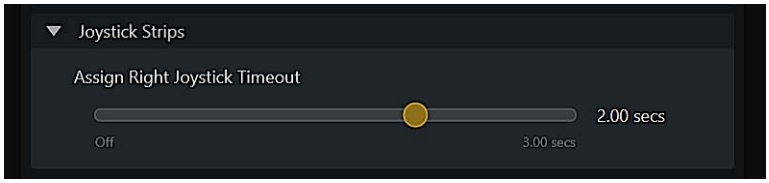
Enabling the Auto Expand Faders setting lets you **Expand** mapped parameters to faders with a single press of the strip **Exp** switch. When not enabled, expanding parameters to faders requires you to hold down the **Exp** switch, or press **Attention** + **Exp**.

Assign Right Joystick Timeout

The Assign Right Joystick Timeout setting determines the time window within which attentioning an additional track assigns that track to the right joystick, letting you optimize how tracks can be assigned to the different joysticks on Master Joystick Modules.

You can specify the time range for joystick assignment to between 0 and 3 seconds in Settings > User.

- A setting of 0/Off means the right joystick will not be assigned to a different track than the left joystick.
- Any setting of 0.25 seconds or higher specifies the time window in which attentioning an additional track assigns that track to the right joystick.



Settings > User, Joystick Strips section

Layouts

This setting lets you optimize how **Layouts** are managed.

If you create or modify a Layout but press Recall before storing it as a new Layout, a backup Layout can be created in the next available block in the grid, or the current layout can be updated.

You can specify whether to save the new track arrangement to a new layout or to the currently loaded layout using the selector in the Layouts section of Settings > User.

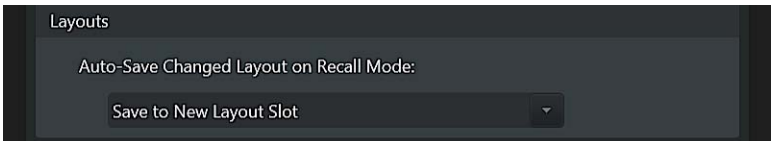


Figure 116. Layouts in Settings > User

To configure Layouts Auto-Save settings:

1 In Settings > Preferences, scroll to the Layouts section.

2 Tap the selector for Auto-Save Changed Layout on Recall Mode: and choose one of the following:

Off When enabled, no backup Layouts are created.

Save to New Layout Slot When enabled, backup Layouts are created in the next available block in the grid. Backup Layouts will be automatically named and numbered, such as “Backup_01.” If there are no tracks assigned, no backup will be created.

Save to Current Layout Slot When enabled, the current (last recalled) layout is updated (no backup is created).

Knobs

Settings in the Knobs section let you control how functions and parameters are displayed across Knob Modules, and set how parameter values respond to knob rotation.

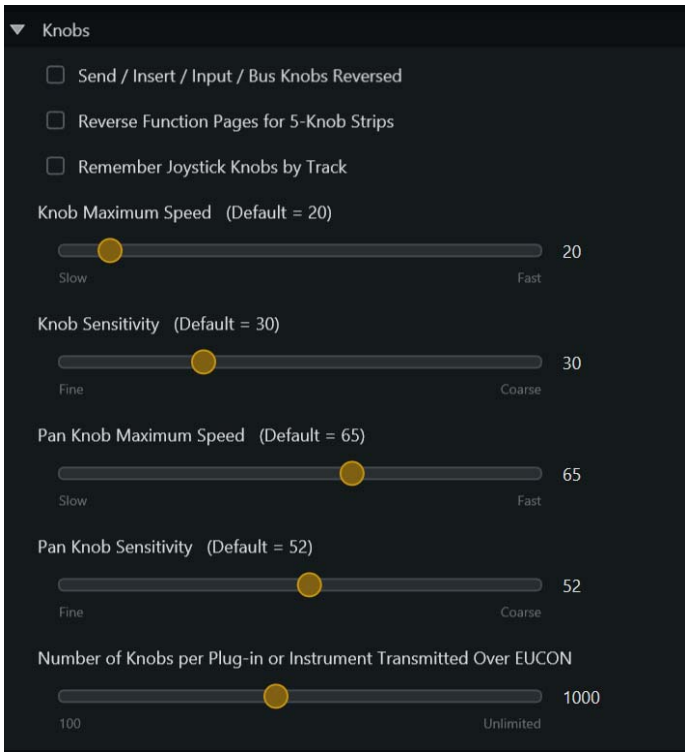


Figure 117. Knobs section in Settings > User

Send/Insert/Input/Bus Knobs Reversed

The Sends/Inserts Knobs Reversed preference lets you configure Knob Modules to display sends and inserts, input source, and bus (output) destinations in either of two ways, “a–j” or “j–a.”

- When enabled, function choices are displayed from the bottom knob, up (slot “a” appears on the knob closest to the operator, “b” above it, and so on). This is the default setting.
- When disabled, function choices are displayed from the top knob, down (slot “a” appears on the knob furthest from the operator, with “b” below it, and so on).

Reverse Function Pages for 5-Knob Strips

This setting lets you configure Knob Module function views to display parameters in either their default order, or “reversed” from their factory mapping. When enabled, EQ plug-in parameters start with low frequency parameters instead of high (or the opposite, depending on the default mapping of that plug-in).

Remember Joystick Knobs by Track

This setting determines whether or not pan parameter assignments persist on Master Joystick Module encoders.

- When enabled, the assignment of pan parameters to Master Joystick Module knobs is maintained for each track when attentioned.
- When not enabled, attentioning a new track to either joystick inherits the knob assignments of the previously attentioned track.

Knob Speed and Sensitivity

These settings let you optimize knob response. Two pairs of controls are available (Maximum Speed, and Sensitivity) to configure response settings for function knobs and, separately, for pan knobs.

- Knob Maximum Speed and Knob Sensitivity configure the response for all function knobs other than pan.
- Pan Knob Maximum Speed and Pan Knob Sensitivity configure the response for knobs controlling pan, only.

Rotating any knob slowly adjusts parameters at the finest resolution available from the function/parameter. The following settings determine response when knobs are twisted quickly. Recommended (default) settings are shown above each slider.

Maximum Speed Determines the range of a knob relative to the minimum to maximum values of the current parameter. At its lowest setting (10), rotating a knob quickly requires approximately two complete rotations to go from minimum to maximum. At its highest setting (100), parameters go from minimum to maximum value with a single rotation of the knob.

Sensitivity Determines how a knob reaches the current Max Speed setting. When set to its maximum setting (100), rotating a knob slowly adjust parameters at the finest resolution available, and rotating quickly adjusts parameters as determined by the current Max Speed setting. At its lowest setting (0), response speed is roughly relative to rotation speed, achieving Max Speed only when turned very quickly.

Examples

- For "fine" control (a 1:1 relationship between knob rotation and parameter increments), rotate the knob slowly.
- To be able to cover an entire parameter range with one rotation of a knob, set Max Speed to its maximum setting (100). For example, set Max Speed to its highest setting to be able to sweep an EQ filter from lowest to highest frequencies with one twist.
- To further optimize knob response, adjust Sensitivity to set the knob speed required to achieve the current maximum speed.

Because Knob and Pan Knob Speed and Sensitivity settings are stored in User Preferences your current settings will be overwritten when you open a previously saved session or Title and the **Autoload from Titles and Sessions** *setting for* User Preferences *is enabled in* Settings > System. *If this occurs, reset the Speed and Sensitivity sliders to your preferred settings and then resave the session and/or Title.*

Number of Knobs per Plug-in or Instrument Transmitted over EUCON

This setting helps optimize S6 performance for plug-ins with extremely large numbers of parameters. Available settings range from 100/minimum to 2000, or Unlimited/maximum, with a default setting of 1000. Settings lower than Unlimited do not affect DAW performance or automation in any way, they only limit the amount of data being sent or received across EUCON. Limiting the amount of data can improve performance.

Soft Keys

These settings turn Soft Key switch LEDs on or off, choose how Workstation choices are displayed in the Soft Keys, and let you set the workstation Soft Key pages to automatically close after selecting a workstation.

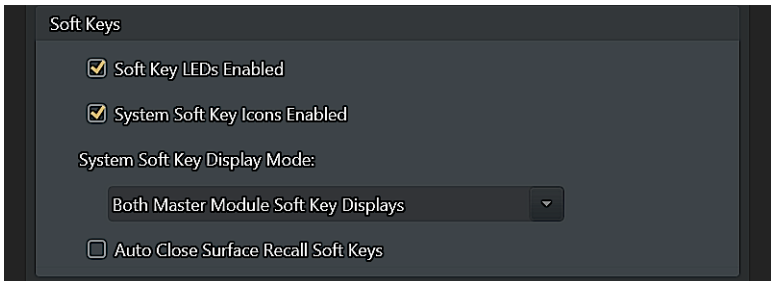


Figure 118. Soft Keys section in Settings > User

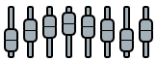
Soft Key LEDs Enabled

When selected, LEDs in Soft Key switches on the Master and Automation Module light when enabled/active. When unselected, Soft Key LEDs remain unlit regardless of their active or inactive state.

System Soft Key Icons

This setting enables (or disables) the display of icons for Layouts and Workstation Soft Keys. This setting is enabled by default, but you can disable it if you prefer to have only text (names) shown for Layout and Workstation Soft Keys. When enabled, Layout and Workstation Soft Keys show the following icons: (For more information, see **Chapter 8, "Soft Keys."**)

Soft Key icons for Workstations

Icon	Indicates
	Layouts
	Workstation Mac
	Workstation Windows
	Workstation (generic)
	Workstation error

System Soft Key Display Mode

These settings let you specify which Soft Key bank(s) to devote to system Soft Key functions including spilling and recalling Layouts, tracks, and workstations, and whether to have spill/recall Soft Keys automatically close.

Both Master Module Soft Key Displays When enabled, both banks show choices for the currently enabled element, even when the number of Layouts, tracks or workstations only requires one bank. Note that when spilling workstations, the left bank will show connected workstations and the right bank will show available applications on the currently attentioned workstation.

Left Master Module Soft Key Display Only When enabled, only the left bank shows choices for the currently enabled element. When spilling workstations, use the Previous and Next Soft Key bank switches to access applications.

Right Master Module Soft Key Display Only When enabled, only the right bank shows choices for the currently enabled element. When spilling workstations, use the Previous and Next Soft Key bank switches to access applications.

Auto Close Surface Recall Soft Keys

When enabled, Soft Keys automatically close (return to their previous view) after a Layout, track type, or workstation is spilled.

Workstation

The Workstation settings include General and Solo settings.

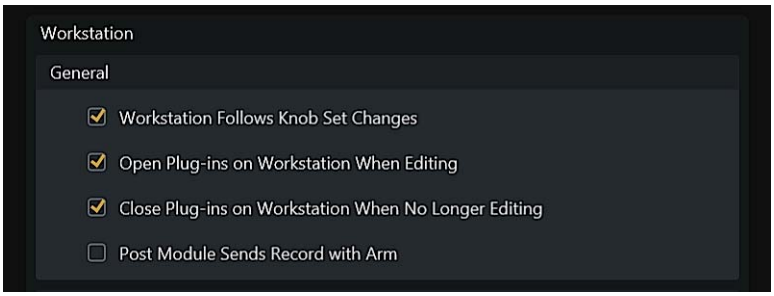


Figure 119. Workstation, General section in Settings > User

General

These features may not be implemented by all audio applications, so consult your documentation.

Workstation Follows Knob Set Changes The workstation displays the controls selected on the Knob or Process Module.

Open Plug-ins on Workstation When Editing Opens plug-in windows on the workstation when editing a plug-in on the surface.This setting must be enabled to utilize the **Open Plug-Ins on Workstation When Knobs Assigned** settings.

Close Plug-ins on Workstation When No Longer Editing Closes plug-in windows when another function is selected on S6.

Post Module Sends Record with Arm When this option is enabled, the Master Post Module sends a Transport Record Arm command each time you punch in on a track.

Solo

Solo modes are implemented differently by different audio applications. In Pro Tools, Solo Mode has the following three settings which are selected by the Solo settings in the Workstations tab:

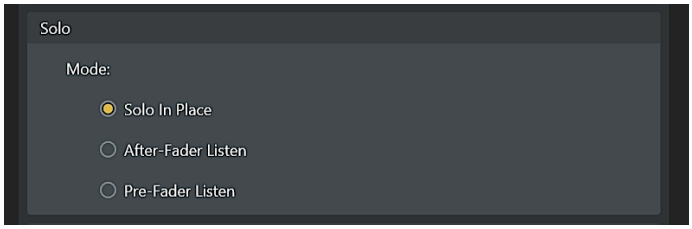


Figure 120. Workstation, Solo section in Settings > User

Solo In Place Soloing a track mutes all tracks except the soloed track(s).

After-Fader Listen Solo signal is derived *after* the fader (AFL).

Pre-Fader Listen Solo signal is derived *before* the fader (PFL).

Display Module

The Display Module section includes the Common, Display, and Master Meter Display sections.

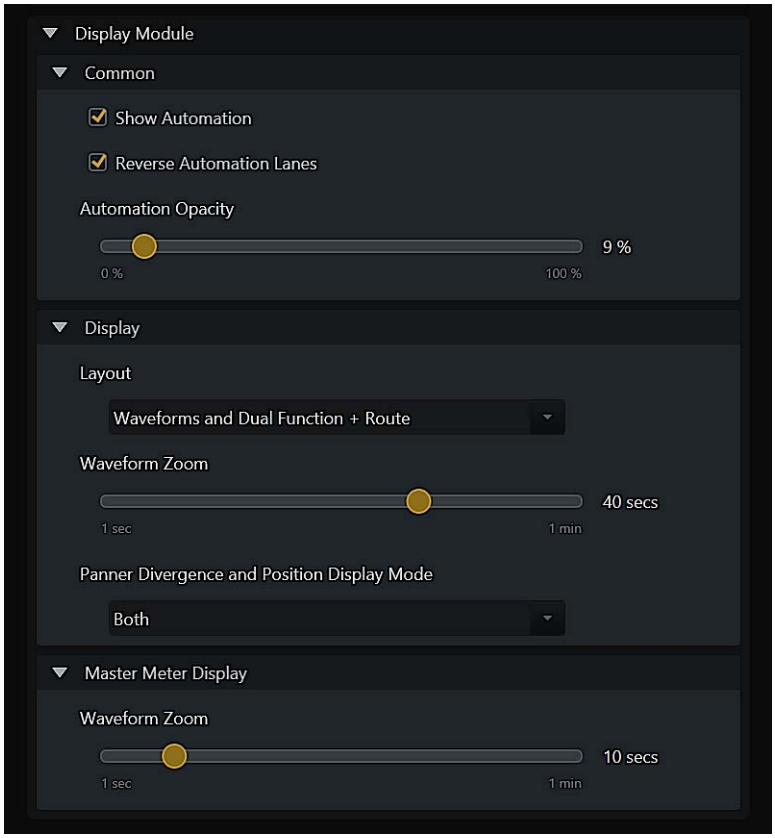


Figure 121. Display Module section in Settings > User

Common

The following settings apply to all Display Modules (standard and Master Meters).

Automation on Display Modules

Display Modules and Master Meter Modules can show automation data along with waveforms. When enabled, automation can be shown for individual parameters on one or more strips. You can set a variable amount of opacity and control the left-to-right orientation of displayed automation data.

Show Automation When enabled, automation breakpoint data can be shown on Display Modules and customized using the settings for Reverse Automation Lanes and Automation Opacity.

Reverse Automation Lanes Inverts the orientation of displayed automation data. (Pan is unaffected by this setting.)

Automation Opacity Adjusts the visibility of waveforms behind automation data. When off (0 percent), automation is shown as a single thin line. Raising the percentage adds an increasingly opaque fill.

For more information, see **Automation Breakpoint Data on Display Modules.**

Display

The following settings apply to standard Display Modules only.

Layout

Tap the Layout field to select a view for all standard Display Modules.

Figure 122. Display Module section in Settings > User

Display Modules have the following display layout options:

- Large Meters, Large Waveforms, Meters and Waveforms, Meters and Function, Waveforms and Function, Waveforms and Dual Function, and Waveforms and Dual Function + Route.

See **Display Module** *for examples of display Layouts.*

When any Function display mode is enabled, Display Modules show different functions, graphs, and knobs/values depending on the strip and its associated display state.

- When a function is selected that doesn't have a graph associated with it, up to eight encoder knobs are shown.
- When a selected function has a graph (such as EQ), it is displayed simultaneously.
- Group name, Group ID and color are shown. (To see all Group assignments for a track, press **Grp** on the Process Module.)
- When any of the Dual Function display modes is enabled, the Function view splits into an upper and lower view. The currently selected function is shown above, and Pan below.
- When Waveforms and Dual Function + Route is enabled, each track's I/O assignments are shown below the functions.

Touching or adjusting a knob temporarily displays the value for that knob, and reverts back as determined by the current setting of the **Momentary Control Value Delay**.

You can change the Display Module view from the surface for all tracks, or for individual tracks. See **Changing Display Module Views From the Surface**.

Waveform Zoom

You can adjust the zoom of waveforms shown on Display Modules from 1 second up to 60 seconds. Waveform Zoom can be adjusted during playback. On the Master Module, the **Display 1** switch zooms out by 10 seconds; **Display 2** zooms in 10 seconds.

Panner Divergence and Position Display Mode

This setting lets you configure the display of divergence and pan position (trajectory lines) on Display Modules. The available settings are the same as those available on the Master Module surround panner, but only affect Display Modules.

None When enabled, neither Divergence or pan lines are shown on Display Modules.

Left When enabled, left channel Divergence and pan lines are shown on Display Modules.

Right When enabled, right channel Divergence and pan lines are shown on Display Modules.

Both When enabled, both left and right channel Divergence and pan lines are shown on Display Modules.

Master Meter Display

The Master Meter Display setting in the Display Module section of Settings > User lets you control the following aspects of MMMS (only):

Waveform Zoom Sets the size of displayed waveforms on Master Meter Display Modules.

For more information, see **Using Master Display Meter Modules**.

Chapter 21: System Preferences

S6 System Preferences include General settings for (use) preferences, Surface brightness, GPIO, and language, as well as Workstation (KVM) enable. System Preferences are local to the system and are not saved or loaded with User Preferences.

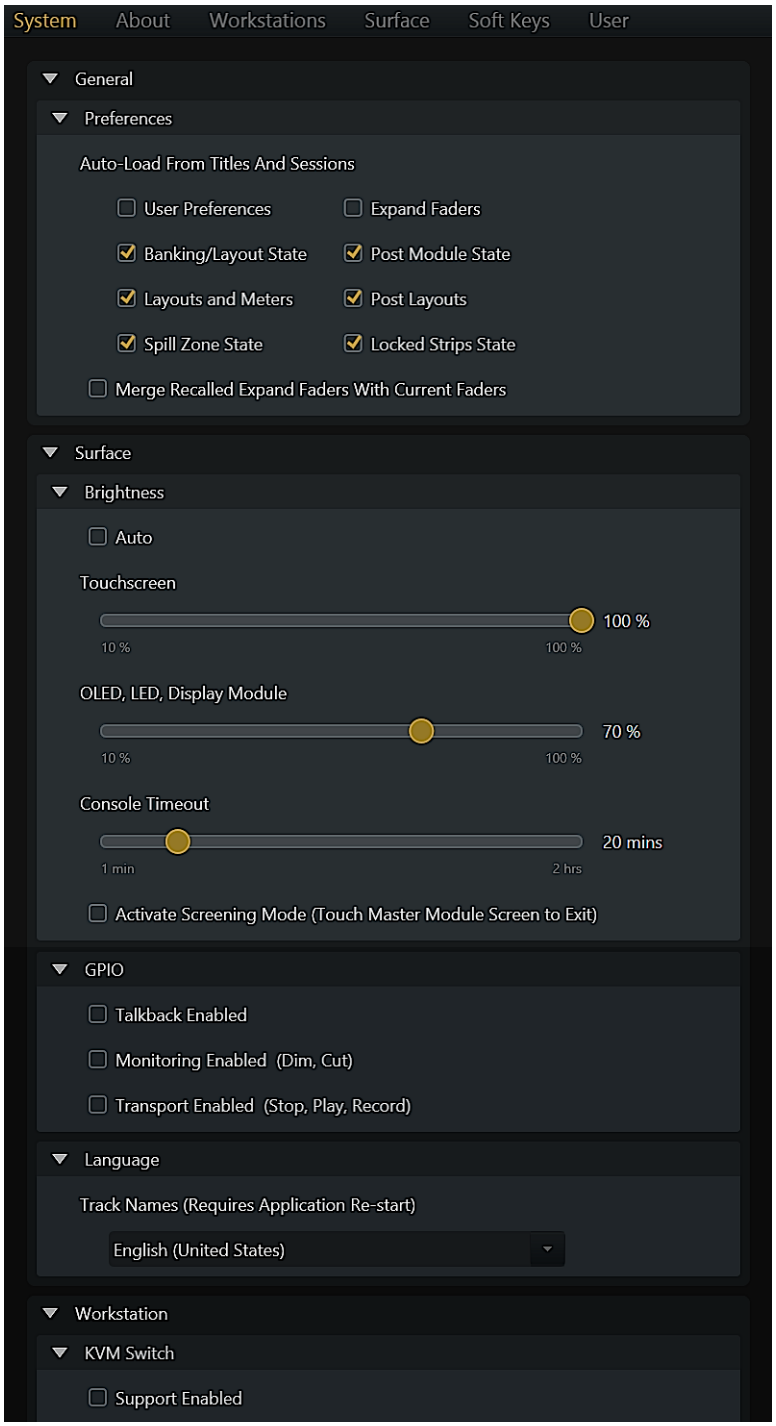


Figure 123. Settings > System

General

Autoload from Titles and Sessions

The Auto-Load From Titles and Sessions controls specify which elements of a project you want to be automatically loaded when opening Titles and Sessions. These System preferences are saved on the S6 system and are not affected by loading of User preferences. For more information, see **Saving and Loading User Preferences**.

The following table describes each available setting.

Setting	Description
User Preferences	Loads the stored configuration of Settings > User settings, which included Local Options for the Tracks, Home, and Monitoring screens, as well as Expand Fader maps (if any)
Banking/Layout State	Restores standard banking or Layouts mode, as stored in a Title, session, or project
Layouts and Meters	Loads all standard and Meter Layouts stored in a Title, session or project
Spill Zone State	Restores Left and Right spill zones states, including track and function assignments as well as VCA spill (if any), as stored in a Title, session, or project
Expand Faders	Loads the custom parameter maps for Expand Fader Zones
Post Module State	Restores any Link or Locked states on Master Post Modules.
Post Layouts	Loads all Post Layouts stored in a Title, session or project
Locked Strips State	Restores all locked strip states (requires the matching workstation be connected)

Merge Recalled Expand Faders with Current Faders

When enabled, opening a session or loading a Title loads and merges only stored fader maps that are not already present on the S6

When disabled, opening a session or loading a Title replaces all currently present fader maps with those stored in the session/Title.

Surface

System Surface settings include Brightness, GPIO, and Language.

Brightness

These settings globally manage the brightness of various S6 components, and can help save energy.

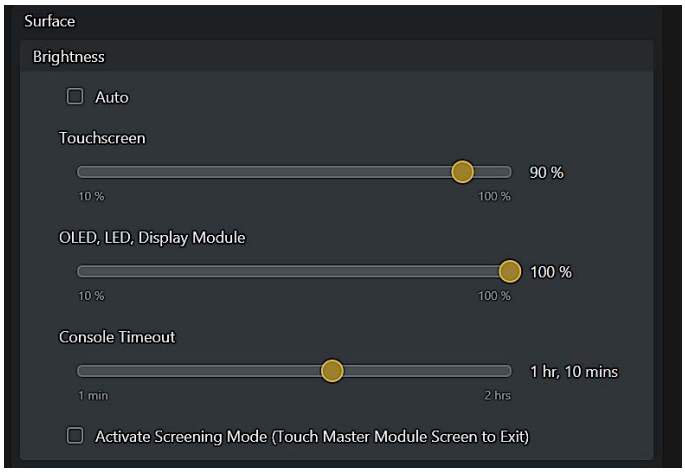


Figure 124. Surface Brightness section in Settings > Preferences,

Auto

When selected, light sensors at the top of the Master Module measure ambient illumination to set appropriate brightness levels for the OLED, LED, Display Module, and touchscreen.

Touchscreen

Touch and drag the slider to set the desired brightness.

OLED, LED, Display Module

Touch and drag the slider to set their desired brightness.

Console Timeout

Touch and drag the slider to set the desired time for displays to sleep when the system is inactive.

Activate Screening Mode

You can enable Screening mode to temporarily darken the S6 surface. When enabled, all knobs, OLEDs and screens (including Display Modules, if any) darken. On the Master Module touchscreen, the S6 logo appears to indicate Screening mode. To exit Screening mode, tap anywhere on the Master Module touchscreen.

Screening mode can also be activated and deactivated using **Surface Soft Keys**.

GPIO

The settings in this section let you configure General Purpose inputs and outputs. For more information, see **Appendix A, "GPIO."**

Language

You can specify the language in which track names, memory locations and dynamic Soft Key names (such as Soft Keys for memory locations or groups) are displayed using the new Language setting in Settings > Preferences.

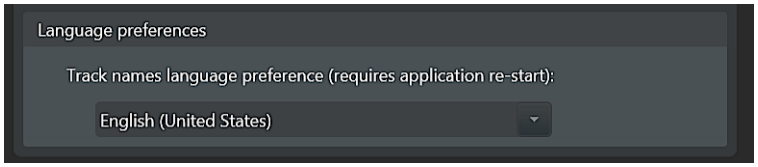


Figure 125. Language section in Settings > Preferences.

Tap to display the choices for language, then tap again to make a selection. After changing the Language setting, you must restart the Master Module.

Workstation

The Workstation settings let you enable KVM switch support.

KVM Enable

When enabled, a dedicated KVM tab appears across the top of the Settings screen, providing controls for serial and Ethernet KVM switches.

When a supported KVM switch is connected to the Master Module COM port (9-pin male), a single display can follow S6 workstation focus, or be selected independently (see **Switching KVM Source Independent of Workstation Focus**).

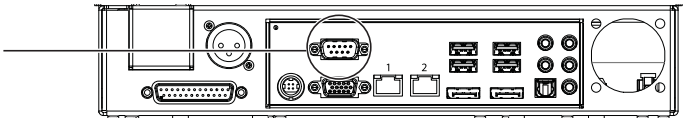
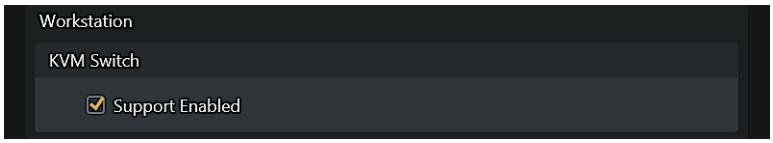


Figure 126. COM port for serial KVM connection

If your KVM does not respond, contact Avid Customer Service for help with specific settings that may be required.

To configure KVM:

1. Navigate the touchscreen to Settings > System.
2. Scroll to the Workstation section and under KVM Switch tap Support Enabled to enable it (a check mark appears).



KVM Switch enabled

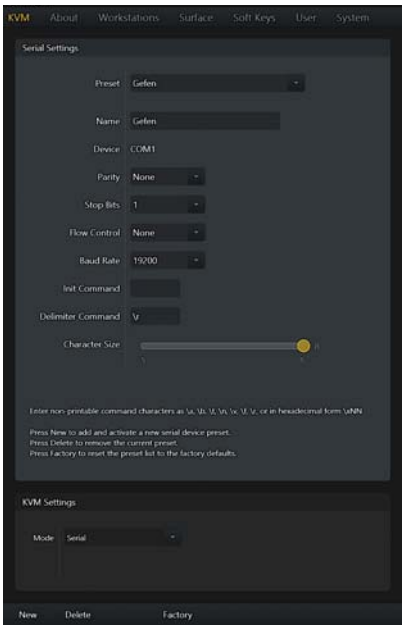
When KVM support is enabled, an additional tab (KVM) appears across the top of the touchscreen.

3. Tap the KVM tab at the top of the Settings screen to display the KVM Settings page.
4. Select your KVM switch type (Serial, or IHSE (Ethernet)) from the KVM Settings > Mode selector at the bottom of the page.

S6 supports serial KVM switches from Geffen, and Guntermann and Drunck, and Ethernet controlled switches from IHSE.

KVM mode selector

5 The upper part of the page displays settings for the chosen type of switch.



KVM settings for Serial (left) and IHSE (right)

To configure a serial KVM switch:

- Enter the serial settings specific to your device. Refer to the documentation from the manufacturer (the default settings will work for most models).

To configure an Ethernet KVM switch:

1 Tap the IP field and type the IP address using the on-screen keyboard.

To determine the switch IP address, refer to the documentation from the manufacturer.

Once a valid IP address has been entered and S6 is able to connect to the Ethernet controlled KVM switch, the Inputs and Outputs lists populate with available devices.

2 Drag a source from the Workstation Inputs list and drop it on the desired slot (workstation) in the KVM Assignments list.

3 Drag one or more destinations from the Terminal Outputs list to the same KVM Assignment slot.

To update the lists of available sources and destinations:

- Tap the Sync button.

Part VI: S6 Modules

Chapter 22: S6 Master Modules

Each S6 system has *master* and *channel* modules. This section describes the following master modules:

- **Master Module**
- **Automation Module**
- **Master Joystick Module**
- **Master Post Module**

Master Module

The upper part the Master Module features a 12.1-inch touchscreen with eight adjacent knobs that control virtual knobs on the screen. The upper part of the Master Module can be tilted to achieve the best viewing angle. The lower part of the Master Module has two Soft Keys sections, dedicated monitoring controls, and a section to control global system parameters and settings.

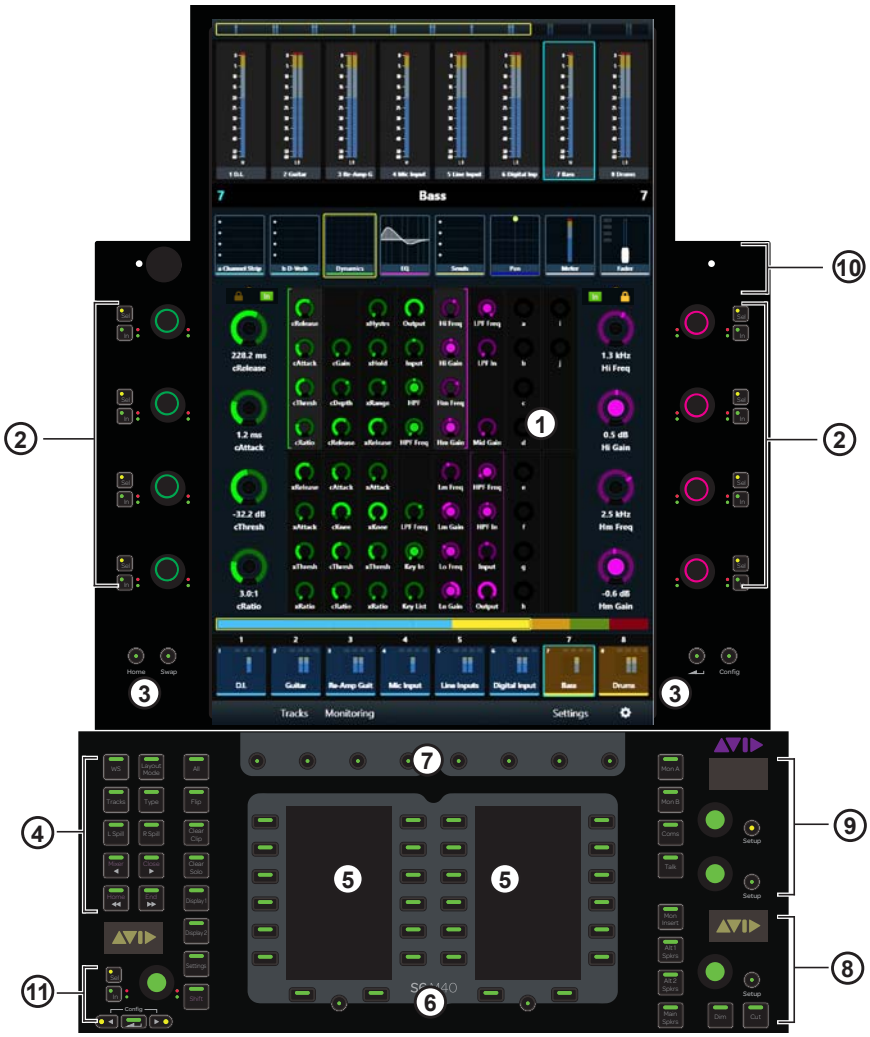


Figure 127. Master Module controls and displays

1 - Home Screen

2 - Attention Track Knobs

3 - Home (left) and Back (right) switches

4 - Navigation switches

5 - Soft Keys

6 - Soft Keys Navigation switches

7 - Main Menu switches

8 - Studio/Talk controls

9 - Monitoring controls

10 - Talkback mic input

11 - Assignable Knob

Home Screen

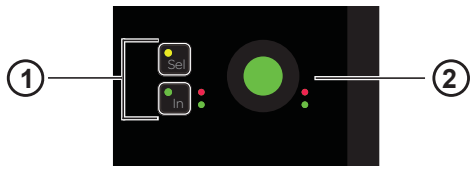
This section identifies the different elements of the Home screen.

For operational information, see **Chapter 3, "Master Module Screens."**

Figure 128. Home screen with Meter Scroller (1), Attention Track Editor (2), Track Scroller (3), and Home Screen Local Options icon (4)

Attention Track Knobs

Eight touch-sensitive, dual-function Attention Track Knobs surround the touchscreen. They control Attention Track function parameters in the Home screen and monitor levels in the Monitoring screen. In addition to rotating, the knob can also be pressed in certain contexts to enter a plug-in or send.



Attention Track Knob (2) with Sel and In switches (1)

The knob and **In** switch each have two automation LEDs (red and green).

For more information, see **Using the Attention Track Knobs.** *For more information about automation status indication, see* **Using the Transport and Jog/Shuttle Controls**

Home and Back Switches

The Master Module switch labeled "2" in Figure 129 is called the Back switch.

Home Displays the Home screen. Becomes active whenever another screen is displayed.

Back Changes the Attention Track Knobs from plug-in editing to plug-in selection. Becomes active when editing a plug-in on a track with two or more plug-ins.

For example, if you are editing EQ in the Function Editor on a track that also has a reverb plug-in inserted, pressing the Back switch assigns the top two left Attention Track Knobs to EQ and Reverb plug-in selection; the Back switch is unlit. Pressing a plug-in knob assigns the first eight parameters to the Attention Track Knobs and the Back switch lights.

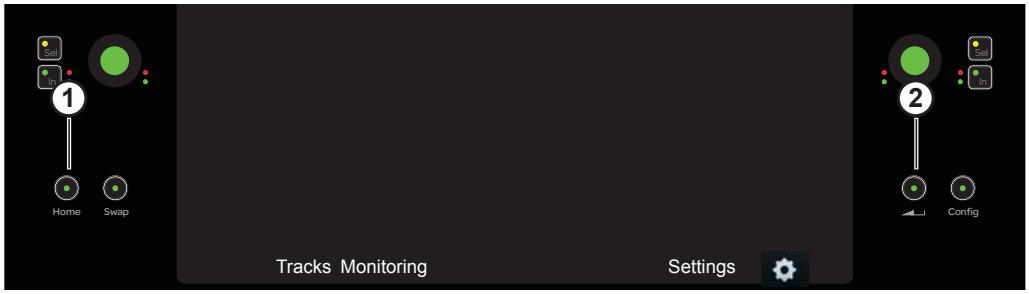


Figure 129. Home (1) and Back (2) switches

Swap and **Config** become page switches (along with **Home** and **Back**) for the Attention Track Knobs when the Automation Module **Shift** switch is held down. (For more information, see **Using Page Switches to Navigate Attention Track Knobs**.)

Navigation Switches

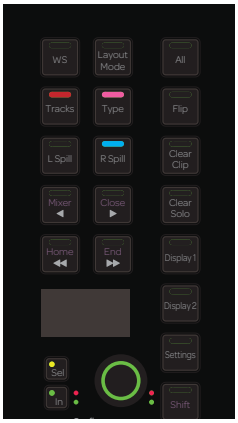


Figure 130. Navigation switches

WS Lets you select workstations to spill from the Soft Keys, and designate the Layouts Auto-Save application on the current workstation. **Shift + WS** displays the Workstation screen (see **Connecting S6 to Workstations**).

Layout Mode .lets you recall and select Layouts to spill from the Soft Keys. **Shift** + **Layout Mode e**nables Layout Mode (see **Chapter 17, "Layouts."**)

All Enables All mode, in which pressing any strip Function switch on any Process Module enables that function on all strips. For example, with All mode enabled pressing **Exp** (Expand) on any strip places all strips into Expand mode.

Tracks Jumps to Tracks screen.

Type Lets you select track types (such as Audio, Aux, VCA, and Master) to spill from the Soft Keys.

Flip Flips knob parameters to the faders (see **Flip to Faders**).

Clear Clip Clears Clip (over) indicators from the meters.

◄/Mixer Nudges the surface (or currently enabled spill zone) left. **Shift** + **◄/Mixer** opens and closes the audio application's Mixer window unless the Edit window is closed, in which case the Edit window opens first.

►/Close Nudges the surface (or currently enabled spill zone) right. **Shift** + **►/Close** closes the audio application's front window.

Clear Solo Clears all soloed channels.

◄◄/Home Banks the surface (or currently enabled spill zone) left. **Shift** + **◄◄/Home** banks the surface so track 1 appears on fader strip 1 (left-justified).

►►/ End Banks the surface (or currently enabled spill zone) right. **Shift** + **►►/ End** banks the surface so the last track appears on the last strip (right-justified).

See also **Nudging and Banking**

Display 1 Zooms all Display Module Waveform views out by 10 seconds.**Shift** + **Display 1** selects the previous Display Module view across all Display Modules.

Display 2 Zooms all Display Module Waveform views in by 10 seconds. **Shift** + **Display 2** selects the next Display Module view across all Display Modules.

Settings Jumps to Preferences screens.

Shift Holding this Shift key accesses secondary functions on Master Module switches as described throughout this guide, and enables the touchscreen Page switches (see **Using Page Switches to Navigate Attention Track Knobs**).

The **Tracks, Display 1, Display 2,** *and* **Settings** *switches replaced the* **App, Clear Mute, Do to All,** *and* **Do to Selected** *switches found on original series Master Modules.*

Soft Keys

The Master Module provides two Soft Keys sections, each with twelve Soft Keys surrounding its own high resolution TFT display. Soft Keys navigation switches at the bottom let you move to additional Soft Keys pages.

Soft Keys section

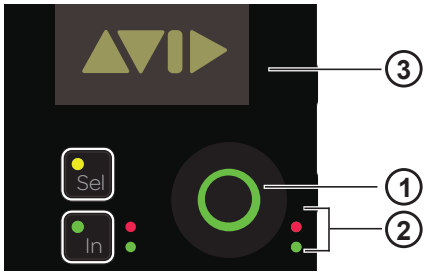
Each Soft Keys section has its own Soft Keys pages that can be customized in the Soft Key Editor (see **Chapter 8, "Soft Keys"**).

Main Menu Switches

Figure 131. Main Menu switches

These context-sensitive switches light when active. The function of any active switch is displayed on the touchscreen directly above that switch.

Assignable Knob Section



Assignable knob section with knob (1), knob automation LEDs (2), and OLED display (3)

Using the Assignable Knob

(Requires Apple Logic Pro X 10.1.1, Steinberg Nuendo 7 or Cubase 8.1)

The Assignable Knob on the Master Module (to the left of the Soft Keys) can control knob or switch parameters in Logic Pro X, Nuendo, or Cubase. A single Assignable Knob assignment is available for each connected application. When a different application is attentioned, the Assignable Knob becomes available to be assigned in that application if no previous assignment exists. Returning to the original application restores the knob assignment.

Locking the Assignable Knob to a parameter in one application does not maintain focus on that application's parameter if you focus S6 on a different application. Knob assignment is unique to each application.

Once assigned, you can lock the knob to that control, letting you move to and adjust other parameters on-screen in the same application while retaining control of the chosen parameter from the knob. The Assignable Knob can be unlocked with a single press of the knob, making it available to be re-assigned to a different parameter.

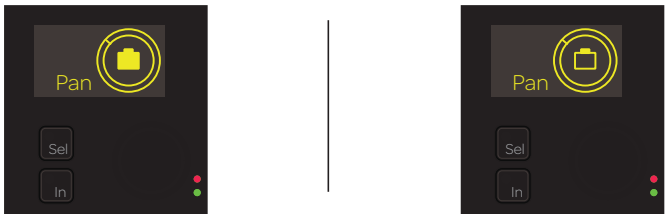


Figure 132. Assignable Knob assigned to pan, locked (shown at left) and unlocked (shown at right)

To assign the Assignable Knob:

1. Do the following, as appropriate:
   - In Logic Pro X, click once on the desired control on-screen.
   - In Steinberg Nuendo or Cubase, hover the cursor over the desired control on-screen.
2. Press the Assignable Knob to assign and lock it to the control you targeted in step 1. While locked, the knob remains assigned to the parameter regardless of where you move the cursor on-screen.
3. To assign the knob to a different parameter, press the knob top again so it is unlocked, then repeat the previous steps to re-assign.

Monitoring

Studio/Talk Controls and Display

The Studio/Talk section provides controls for control room monitoring, speaker selection, and talkback. It includes one touch-sensitive knob, an OLED, and the following switches.

The Monitor section can be locked so the current application retains monitor control when focusing on another application.

Studio/Talk controls and display

Setup Accesses the Studio/Talk Setup to select the source for the Studio/Talk feed, select a folddown matrix, solo speakers, and set the dim and talkback mic levels.

The following switches let you select Studio/Talk speakers:

Alt 1 Spkrs Selects Alt 1 Speakers.

Alt 2 Spkrs Selects Alt 2 Speakers.

Main Spkrs Selects Main Speakers.

Dim Dims the Studio/Talk level by the current Dim amount. While **Dim** is engaged, the Studio/Talk knob sets the dim amount.

Cut Cuts (mutes) the Studio/Talk level entirely.

Mon Insert This control is not implemented.

Monitor Select Controls and Display

The Monitor Select section includes two touch-sensitive knobs, an OLED, source select switches, and two **Setup** switches. The upper knob controls the monitor level; the lower knob is not implemented.

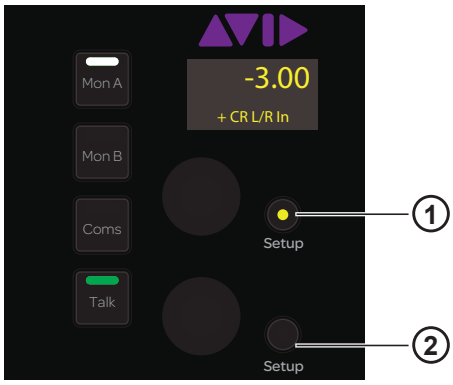


Figure 133. Monitor Select Controls

Setup (1) The Master Module automatically locks to the first focused EUCON monitoring application (such as XMON or DADman). When locked to a monitoring application, the **Setup** switch in the Master Module Monitor Select section lights yellow. When lit (yellow) the current application retains monitor control when focusing on another application or workstation.

To lock to a different monitoring application:

1 Unlock the current monitoring application by pressing the lit **Setup** (1) switch in the Monitor Select section so it becomes unlit.

2 Focus the desired monitoring application. The Master Module locks to the application.

Setup (2) Displays the Monitoring screen (see **Monitoring Screen**).

Mon A Selects Monitor A.

Mon B Selects Monitor B.

Coms Dims the Studio/Talk output (according to the Dim level) and activates the Listenback sources. When **Coms** is lit, Listenback is on. When unlit, Listenback is off. When a Listenback source is connected via XMON, you can manually enable and disable Listenback, adjust levels, and configure Auto Listenback if desired.

To control Listenback:

1 Make sure your Listenback mics or sources are patched to the Listenback inputs on XMON.

XMON Talkback/Listenback (TB/LB/Util) DB-25 pinouts

Signal Name	Hot (+)	Cold (–)	Ground (shield)
Talkback 2 Mic Input	24	12	25
Listen Mic 1 Input	10	23	11
Listen Mic 2 Input	21	9	22
AFL Input 1	20	7	8
AFL Input 2	6	18	19
Mini Speaker Out (L)	4	17	5
Mini Speaker Out (R)	15	3	16
Talkback/Slate Out	1	14	2
GND			13
SHIELD GND			connector housing

2 Make sure XMON is the focused S6 monitoring application.

To toggle Listenback on or off from the Monitor Select section:

- Press the **Coms** switch in the Master Module Monitor Select section.

  When **Coms** is lit, Listenback is on. When unlit, Listenback is off.

To adjust Listenback level:

1. Navigate to the Monitoring screen by pressing the **Setup** (2) switch in the Monitor Control section (or navigate to the Home screen and then press the Monitoring menu switch).

   Listenback 1 and 2 are mapped to a single encoder on the Master Module.

2. Focus the desired Listenback input (1 or 2) by pressing the Listenback encoder **In** switch.

   When **In** is unlit, Listenback 1 is focused; when lit, Listenback 2 is focused.

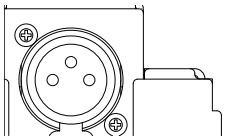
3. To adjust the focused Listenback level, rotate the Listenback knob.

Listenback can be configured for auto on/off (based on the state of the transport), and for momentary or latched switch behavior. For more information, see **Monitoring Screen Local Options**.

Talk Dims the Studio/Talk output (according to the Dim Level) and activates the Talkback Mic channels. Some audio applications provide momentary and latch functionality for this switch.

Talkback can be configured for auto on/off (based on the state of the transport), and to drive or follow GPI. For more information, see **Monitoring Screen Local Options**.

Talkback In



Talkback In XLR connector on top panel of Master Module

One XLR F (female) input is provided on the top panel, above and to the right of the touchscreen, to connect a Talkback microphone. The placement of this input is optimized for a gooseneck mic.

This signal from **Talkback In** passes directly through to the **Talkback Out** connector on the back of the Master Module.

Automation Module

This section identifies the hardware features on the Automation Module.

Automation Module

1 - Attention Track Fader

2 - Soft Keys Sections

3 - Soft Key Navigation Switches

4 - Jog/Shuttle Wheel

5 - Synchronizer Soft Keys

6 - Time Code and Locate Display

7 - Transport Controls

8 - Numeric Keypad

9 - Setup Switch

Attention Track Fader

The Attention Track Fader provides a fader strip with the same controls and displays as those on the Fader Module, but it is dedicated to the Attention Track. The colored key at the bottom of the fader denotes track color *but does not inherit the Modifier attribute* if that track was attentioned from the Fader Module.

See **Fader Strip** *for a complete description of the fader strip's controls and displays.*

Soft Keys Sections

The Automation Module provides two Soft Keys sections, each with twelve Soft Keys surrounding its own high resolution TFT display. Soft Keys navigation switches (below the displays) let you display different Soft Keys pages.

Figure 134. Soft Keys section

Each Soft Keys section has its own pages that can be customized in the Soft Key Editor (see **Chapter 8, "Soft Keys"**).

Jog/Shuttle Wheel

The Jog/Shuttle Wheel can be assigned to several functions by enabling one of the mode switches. The wheel and its surrounding switches provide jog/shuttle, zoom, and edit functions as implemented by the manufacturer of your DAW. For Pro Tools, see **Using the Transport and Jog/Shuttle Controls**. For other DAWs, consult the documentation provided by the manufacturer.

Wheel switches can be customized using the Soft Key Editor. For more information, see **Chapter 8, "Soft Keys."**

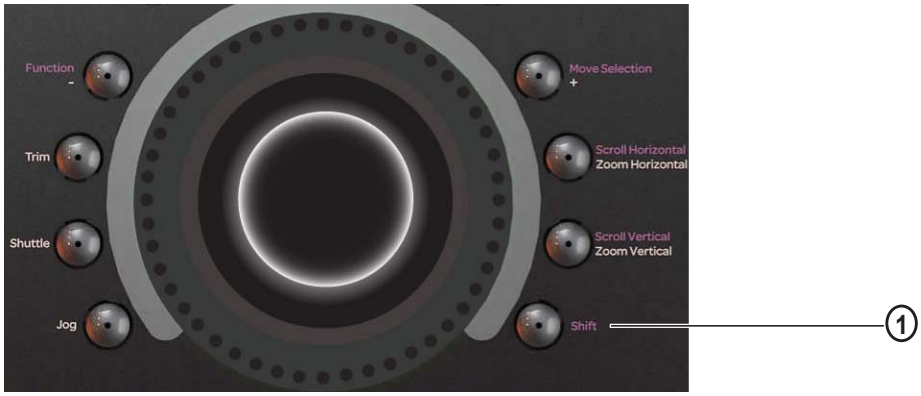


Figure 135. Jog Wheel, mode switches, and Shift key (1)

Shift

Hold down **Shift** ("1" in Figure 135) to access the secondary (upper) Jog/Shuttle Wheel functions.

Locate Displays and Controls

The Automation Module Locate controls include the Time Code and Locate Display, and Locate Soft Keys.

Time Code Display

This display shows the absolute time code at the current transport location.

Figure 136. Time Code and Locate display

Locate Switches

Figure 137. Locate Soft Keys

The switches in the Locate section provide locate and editing functions, as implemented by the manufacturer of your DAW. For Pro Tools, see **Edit Commands on the Locate Switches**. For other DAWs, consult the documentation provided by the manufacturer.

You can define your own functions for these switches using the Soft Key Editor. For more information, see **Chapter 8, "Soft Keys."** *For other DAWs, consult the documentation from the manufacturer.*

Numeric Keypad

These switches mimic the functionality of the numeric keypad on the computer keyboard to store (Enter) and recall memory locations, enter numeric values, and control the transport (when the Pro Tools preference for Numeric Transport mode is enabled). See also **Navigating Soft Key Banks from the Numeric Keypad**.

Numeric Keypad switches can be customized using the Soft Key Editor. For more information, see **Chapter 8, "Soft Keys."** *For other DAWs, consult the documentation from the manufacturer.*

Figure 138. Numeric Keypad

Transport Controls

Figure 139. Transport controls

These switches provide transport functions as implemented by the manufacturer of your DAW.

For Pro Tools, see **Using the Transport and Jog/Shuttle Controls**. For other DAWs, consult the documentation provided by the manufacturer.

Transport switches can be customized in the Soft Key Editor. For more information, see **Chapter 8, "Soft Keys."**

Setup

When the **Setup** switch above and to the right of the Transport section is enabled, the Transport locks to the focused application on the attentioned workstation.

Master Joystick Module

This section identifies the controls and displays on the Master Joystick Module. For information on using the Master Joystick Module to adjust pan and other parameters, see **Using the Master Joystick Module**).

Joystick Module top panel

1 – Joysticks

Two touch-sensitive joysticks, each with **In** and **Sel** switches. The **In** switches have automation indicator LEDs.

2 – Panner Display

One 3.2-inch (8.1 cm) wide TFT display, to show pan location, divergence, and other parameters. The **Setup** switch below the display is not yet implemented.

3 – Panning Mode Switches

Two banks of eight switches each. Each switch is labeled with its primary function in white, and its **Shift** function above in purple. **Mode**, **Alt 1**, **Alt 2**, and **Link** are not implemented.

4 – Channel Switch Sections

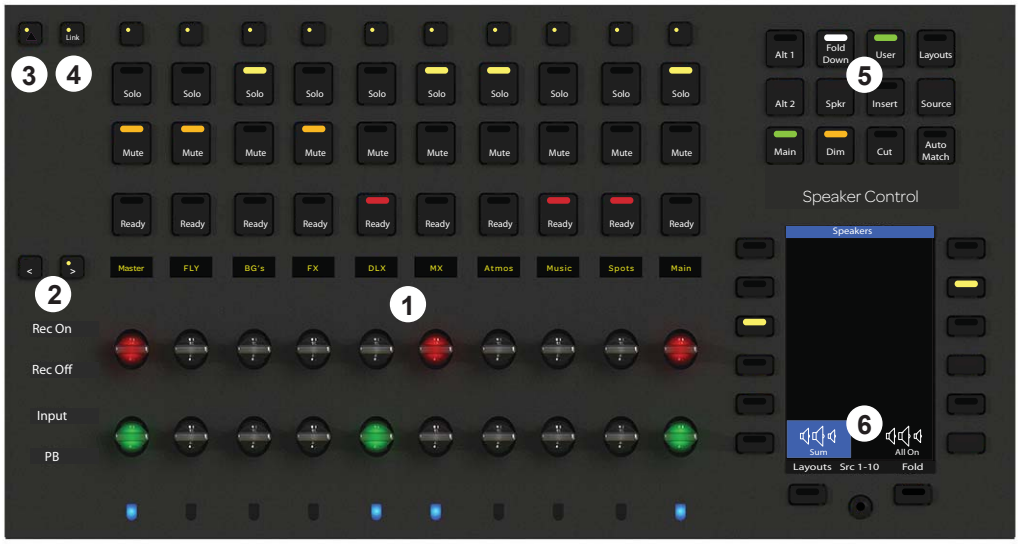
Each section provides channel **Attention**, **Solo**, **Mute**, and **Record Enable**, automation switches (**M** and **F**), and a display. The Joystick and Fader Module displays are similar, but the Joystick display shows track Name (not values).

5 – Encoder Sections

Each encoder section shows Pan functions only, and provides a dual-function knob that can be rotated and pressed. Each encoder also has **In**, **Sel**, **Config** (Back), and Page (**< >**) switches. The knobs and **In** switches have automation indicator LEDs.

Master Post Module

This section identifies the controls and displays on the Master Joystick Module. For information on using the Master Joystick Module to adjust pan and other parameters, see **Using the Master Post Module**.



Master Post Module top panel

Master Post Module Main Sections

The Master Post Module provides five primary sections of controls and displays.

1 – Strips

10 identical channel strips, each with the following controls and displays (listed from the top down): Link, Solo, Mute, Ready, OLED, Record paddle, Input Monitor toggle, Track Color indicator

2 – Bank (< and >)

Bank left (<) and right (>) switches, to bank the MPM strips only.

3 – Attention

Accesses secondary functions for MPM Link switches.

4 – Link

Enables Link mode to select tracks for linked (ganged) control, and lets you lock strip 1.

5 – Monitoring

Switches for selecting monitor outputs (Alt 1, Alt 2, Main), modes (such as Dim and Cut), and other essential monitoring functions. These switches can be customized and re-assigned to other functions in the Soft Key Editor.

6 – Soft Keys

One bank of Soft Keys with 15 customizable assignments. Default assignments are provided in the Factory appset. MPM Soft Key assignments are saved and loaded with other S6 Soft Key sets.

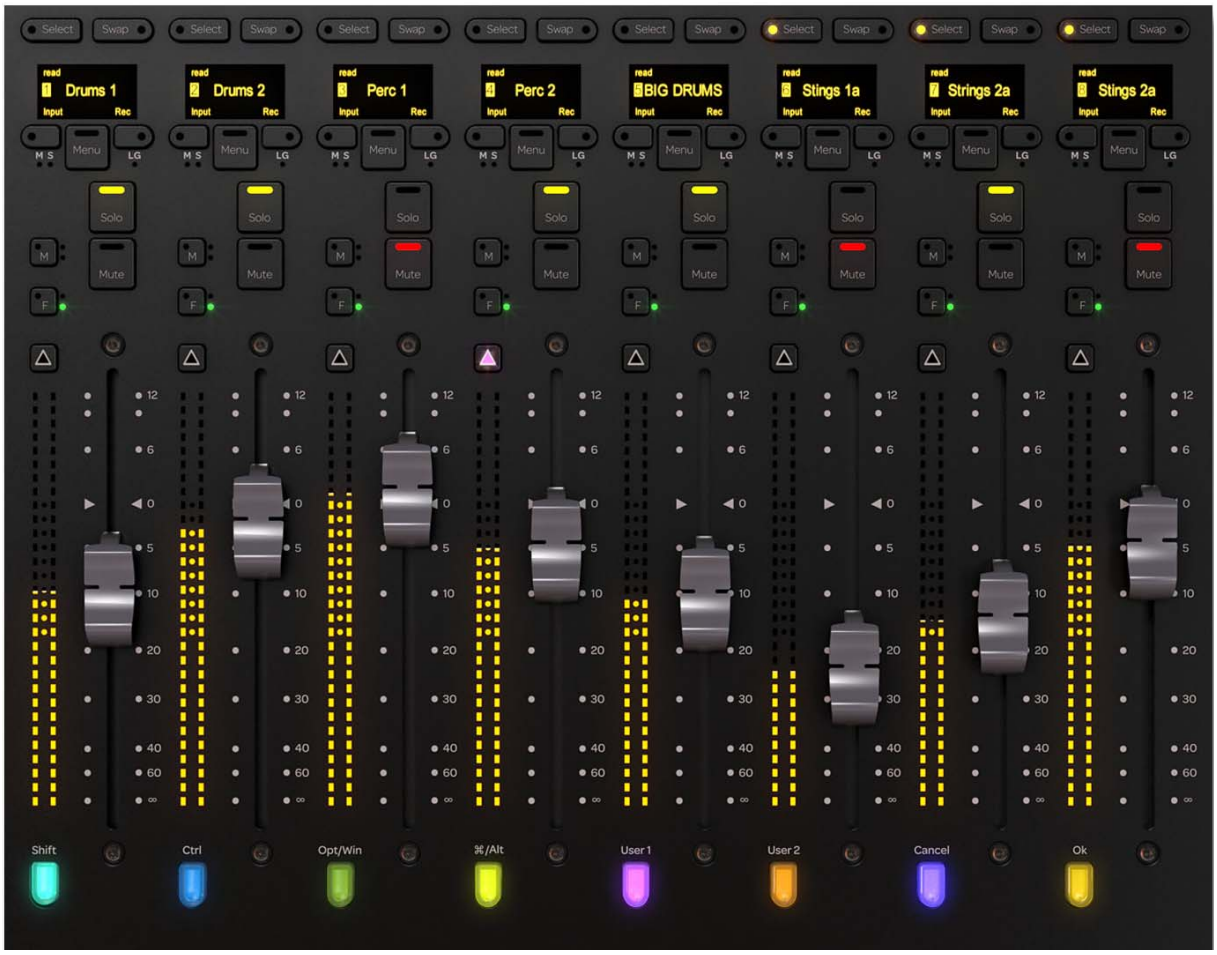
Chapter 23: S6 Channel Modules

Each S6 system has *master* and *channel* modules. This chapter covers the channel modules that comprise the console fader strips: Fader Module, Process Module, Knob Module, and Display Module (S6 M40 systems only).

See Chapter 22, "S6 Master Modules" to learn about the master section of the console.

Fader Module

The Fader Module has eight fader strips. Each strip has a fader and meters, **Attention** key, **Select**, **Record**, **Input**, **Solo**, **Mute**, and automation punch switches, an OLED display, and a Track Color / Modifier key.



Fader Module

Fader Strip

The main entities of the fader strip are identified in Figure 140 and explained in the following sections.

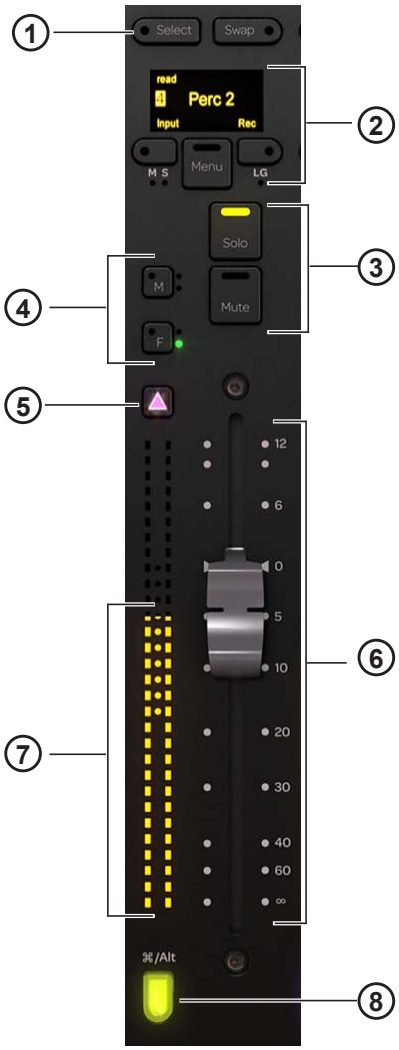


Figure 140. Fader strip

1 - Select switch

2 - OLED, Record and input switches

3 - Solo and mute switches

4 - Automation mode and punch switches

5 - Attention key

6 - Fader

7 - Meters

8 - Track Color / Modifier key

Select and Swap Switches

Select Toggles the selection status of the track and lights when active. Also lets you spill a VCA to the left spill zone when the **Menu** switch is held down.

See **Selecting Tracks**, *and* **Position** *to learn about track selection and modes.*

Swap Lets you spill a VCA to the right spill zone when the **Menu** switch is held down.

OLED

Displays the track name, workstation number (optional), track number (optional), automation mode, and record and input indicators. When Flip mode is enabled, the OLED shows the name of the parameter currently assigned (flipped) to the fader.

Input (1) and Record (2) switches, OLED (3)

Track numbers can be shown or hidden using the Show Track Numbers preference setting. See **Strips**.

Input and Record Switches

Input Toggles the Input Monitor status of the track.

Rec Toggles the record enable status of the track.

For more information on status indication of track input and record, see **Select, Assign, Record, Solo, Input, and Mute**

Menu

Puts the Input and record switches into VCA Spill mode. When Menu is held down:

- The Input switch becomes Spill Left (as shown in the OLED).
- The Record switch becomes Spill Right (as shown in the OLED).
- The Select switch becomes Spill to Left Zone.
- The Swap switch becomes Spill to Right Zone.

For more information, see **Mixing with VCAs**.

Mute and Solo Switches

Mute Mutes the track and lights when active.

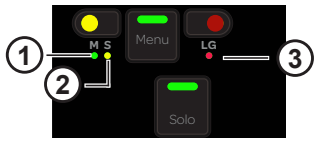
Solo Solos the track and lights when active.

Solo (1) and Mute (2) switches

Solo selection can inter cancel or sum. **Solo Switch**

Master, Slave, and Link Indicators

These indicators identify VCA masters and slaves (when spilled). For more information, see **Mixing with VCAs**.



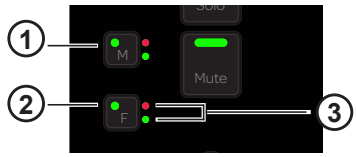
Master (1) Slave (2) and Link Group (3) indicators

Master Indicates the track is a VCA Master.

Slave Indicates the track is assigned to and controlled by a VCA Master.

Link Group Indicates the track is a member of a link group.

Automation Mode and Punch Switches



M (1) and F (2) Automation Punch (2) switches with Automation Status indicators (3)

F Punches the track out of automation writing when in Latch mode. Pressing **F** repeatedly cycles through automation modes. The switch lights red when writing automation.

M Pressing **M** toggles Trim automation on or off for the currently selected Automation mode. The switch lights red when writing trim automation.

Automation Indicator LEDs The LEDs to the right of **F** indicate its automation status. The automation LEDs to the right of **M** are not implemented.

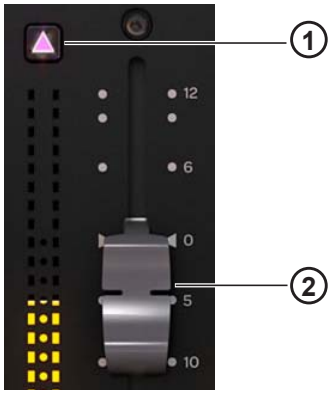
To learn how these LEDs indicate automation status, see "Using the Transport and Jog/Shuttle Controls" on page 88

Attention Key

The **Attention** key is directly above the meters, and lights when active.

To assign a track to the Attention Track Fader on the Automation Module:

1 Press the **Attention** key on the desired track's Fader Module strip.



Attention key (1) and Fader (2) with meter

You can configure the Attention keys to automatically display the Home screen using the Show Home Screen on Strip Attention preference setting. Other settings let you link track Select and Attention keys. For more information, see **Strips**.

Fader and Meter

Each strip features a motorized, touch-sensitive 100-mm fader with a dual, 30-segment meter to its left.

Track Color / Modifier Key

The Track Color / Modifier key at the bottom of the fader strip lights in the color of its assigned track. The key's Modifier function remains fixed on the Fader Module, even when tracks (and their colors) change. In fact, they remain active when the strip is empty.

The Attention Track Fader does not inherit the Modifier attribute from its Fader Module track.

These keys modify and execute Pro Tools commands with defined keyboard shortcuts (see **Pro Tools Commands Using the Track Color / Modifier Keys** for a list of commands).

If there is a dialog window open on the Pro Tools DAW, the **OK** and **Cancel** switches on the Fader Modules flash. When the dialog is on the currently focused workstation they flash green; when on a workstation that is not focused, the switches flash orange. Press **OK** to confirm or **Cancel** to cancel the dialog.

When using **Expand Faders**, the **User 1** and **User 2** switches bank between Expand Faders 1–8 and 9–16.

Process Module

The Process Module lets you assign functions to the Knob Module, toggle them in and out, and control parameters from its knob section. The Process Module provides eight strips, each with a knob section, function switches, and other controls.

The default knob parameter is Pan but you can reassign it to any other parameter. This is especially useful if your configuration does not include a Knob Module.

See "Editing a Plug-in Using the Process Module" on page 117.

Process Module

Process Module Strip

Each strip provides the following controls and displays.

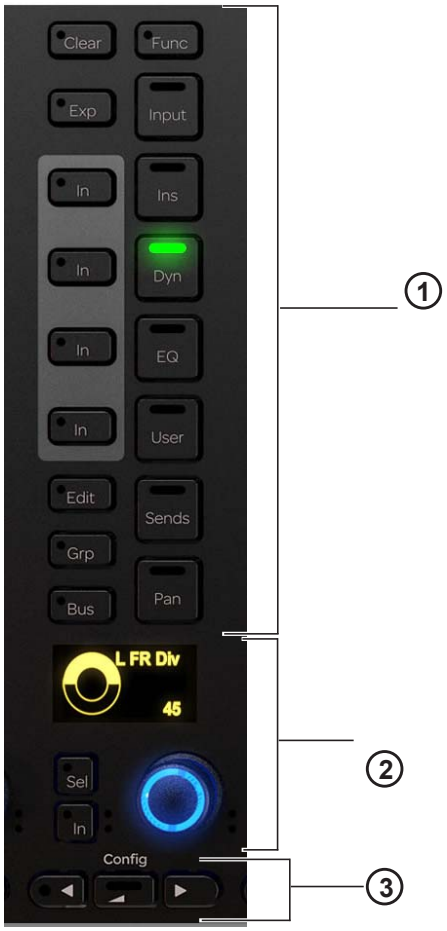


Figure 141. Process Module strip

1 - Function select switches

2 - Knob section

3 - Navigation switches

Clear (Reset to Default)

You can quickly reset faders, individual parameters, functions, Expand Fader maps, or entire tracks to their default values using the **Clear** switch, located at the top of each strip on the Process Module.

To clear:

1. Press **Clear** on the desired strip. Its LED flashes red, and switches for all functions available to be reset are lit.
2. While **Clear** is engaged (flashing) do any of the following:
   - To reset a fader unity (0 dB on the strip), press **F** on the Fader Module or touch the fader.
   - To reset an individual parameter, press its knob top.
   - To reset a function, press the desired function switch in that strip (such as **EQ**, **Dyn**, or **Pan**). Not all functions support Clear.
   - To reset an entire strip, press the strip **Select** switch on the Fader Module.

The parameter or function resets and the **Clear** switch stops flashing and remains unlit.

Expand

Expand mode maps parameters beyond the current strip, expanding (or "spilling") EQ, dynamics, or other functions across multiple controls on Knob Module(s) or Process Modules (when no Knob Module is present in that chassis), or to Fader Modules. Strip Expand mode uses Knob, Process, or Fader Modules in the same chassis as the track. Attention Expand mode uses up to two Knob Modules and/or a Fader Module designated as Attention Expand zones.

For complete instructions for using strip Expand and Attention Expand Zones, see **Expand**.

Function Select Switches

The function select switches let you assign different functions to the Knob Module. One function can be selected at a time, and its function select switch lights. The **Ins**, **Dyn**, **EQ**, and **User** functions each have an **In** switch. (**Func** is not implemented.)

Input

To assign the Input function to the Knob Module:

- Press **Input**.

For more information, see "Assigning Track Input and Output" on page 84.

Inserts, Dynamics, EQ, and User (Instrument)

To toggle Ins, Dyn, EQ, and User in and out:

- Press **In** next to the desired function select switch. The **In** switch next to **Ins**, **Dyn**, **EQ**, and **User** lights when active.

To access Inserts on the Knob Module:

- Press **Ins**.

To access Dynamics on the Knob Module:

- Press **Dyn**. When more than one Dynamics plug-in is on a track, double-press its **Dyn** switch to cycle through each plug-in.

To access EQ on the Knob Module:

- Press **EQ**. When more than one EQ plug-in is on a track, double-press its **EQ** switch to cycle through each plug-in.

To access Instrument plug-ins on the Knob Module:

- Press **User**.

If you press an EQ or Dynamics Function select switch for a track without these plug-ins already inserted, some audio applications can insert a default plug-in automatically. In Pro Tools, you can select EQ and Dynamics defaults in Setup > Preferences > Mixing.

HEAT

To access HEAT controls:

- Press and hold **Ins**.

Sends, Pan, Edit, Grp, Bus

To access Sends on the Knob Module:

- Press **Sends**.

To access Pan on the Knob Module:

- Press **Pan**.

To access Edit functions:

- Press **Edit** on any strip assigned to an audio track. (See **Chapter 13, "Editing"**.)

To access Groups on the Knob Module:

- Press **Grp**.

To access Buses (outputs) on the Knob Module:

- Press **Bus**.

For more information, see **Assigning Track Input and Output**.

Knob Section

Each strip has one knob section with a dual-function, continuous knob, **In** and **Sel** switches, and an OLED. The knob lights when active and, in certain contexts, it can be pushed. The OLED shows the track name and number and the parameter value.

OLED (1), knob (2), and In and Sel switches (3) for the knob

In Toggles a parameter in and out, or between two values; it lights when active. The behavior depends on the audio application, and not every parameter includes **In** switch functionality.

Sel Toggles the knob function or a secondary parameter value. For example, **Sel** can toggle between Q and Frequency for an EQ plug-in, or pre- and post-fader for a send.

Automation Indicators

The knob and **In** switch each have red and green LEDs that indicate automation status.

For more information, see **Using Automation**.

Knob Navigation Switches

At the bottom of the Process Module are knob navigation switches.

Figure 142. ◄ (1), Back (2), and ► (3) navigation switches

◄ ► These switches navigate between function parameters. They light when available.

Back Navigates up one level and helps assign a new function for the knob. It lights when available.

The **Config** function (◄ and ► held down together) is not implemented.

For more information, see **Editing a Plug-in Using the Process Module**.

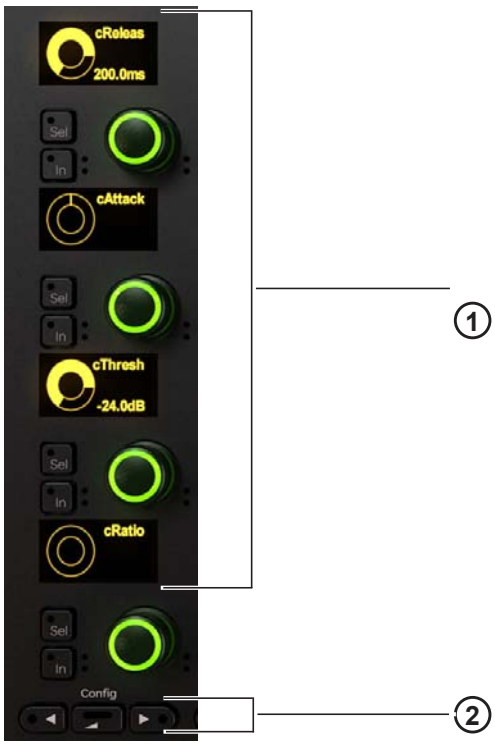
Knob Module

The Knob Module provides eight strips, each with four identical knob sections and one set of navigation switches. The side panel provides power and Ethernet connectors.The Knob Module lets you adjust function parameters and select them for editing.

Knob Module

Knob Module Strip

Each strip has four knob sections, each with a dual-function continuous knob, **In** and **Sel** switches, and an OLED display.



Knob Module sections (1) and navigation switches (2)

Knob Section

Each Knob Module strip has four knob sections, each with a dual-function, continuous knob, **In** and **Sel** switches, and an OLED. The knob lights when active and, in certain contexts, it can also be pushed. The OLED shows track name and number, and parameter value.

OLED (1), knob (2), and In and Sel switches (3) for the knob

In Toggles a parameter in and out, or between two values; it lights when active. The behavior depends on the audio application, and not every parameter includes **In** switch functionality.

Sel Toggles the knob function or a secondary parameter value. For example, **Sel** can toggle between Q and Frequency for an EQ plug-in, or pre- and post-fader for a send.

Automation Indicators

The knob and **In** switch each have red and green LEDs that indicate automation status (see **Using Automation**).

Knob Navigation Switches

At the bottom of the Knob Module are the navigation switches.

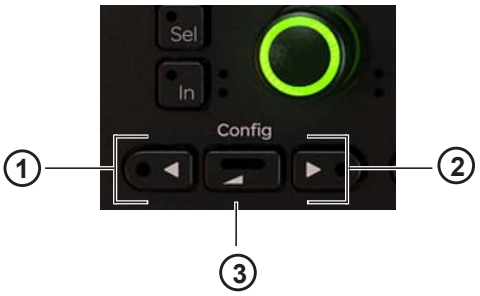


Figure 143. ◄ (1), Back (2), and ► (3) navigation switches

◄ ► These switches navigate between groups of four function parameters. They light when available.

Back Navigates up one level. It lights when available.

The **Config** function (◄ and ► held down together) is not implemented.

See "Editing a Plug-in Using the Knob Module" on page 115.

Display Module

The Display Module has a TFT display and mounting bracket. The underside of the Display Module has power and Ethernet connectors.

When configured as standard Display Modules, each displays eight tracks. Display Modules can also be configured as Master Meter Modules (MMMs). For more information on MMMs, see **Using Master Display Meter Modules**. The following sections describe standard Display Modules.

Different display Layouts are available, including Large Meters, Large Waveforms, Meters and Waveforms, Meters and Function, Waveforms and Function, Waveforms and Dual Function, and Waveforms and Dual Function + Route.

See **Display Module** *to set the global display layout. You can also configure views for strips individually (see* **Changing Display Module Views From the Surface***).*

Each display layout shows the track name, input, and automation status at the bottom. For Large Waveforms and Waveforms and Function, a single meter displays the track's maximum channel level. When in any Waveform view, automation breakpoint data can be shown. Group name and ID are shown while in any function view. All other display Layouts can show 7.1-channel meters. Pan display for multichannel tracks can be optimized in User settings (see **Panner Divergence and Position Display Mode**).

The USB connectors are used to service and unclaim a Display Module from an S6 system. Do not insert a USB drive for any other reason unless instructed to do so by an Avid technician.

Examples of available display Layouts are shown in Figure 144 and Figure 145, Figure 146 and Figure 147, and Figure 148. These figures may not show certain display elements that are available in the most recent version of S6 software.

Figure 144. Large Meters

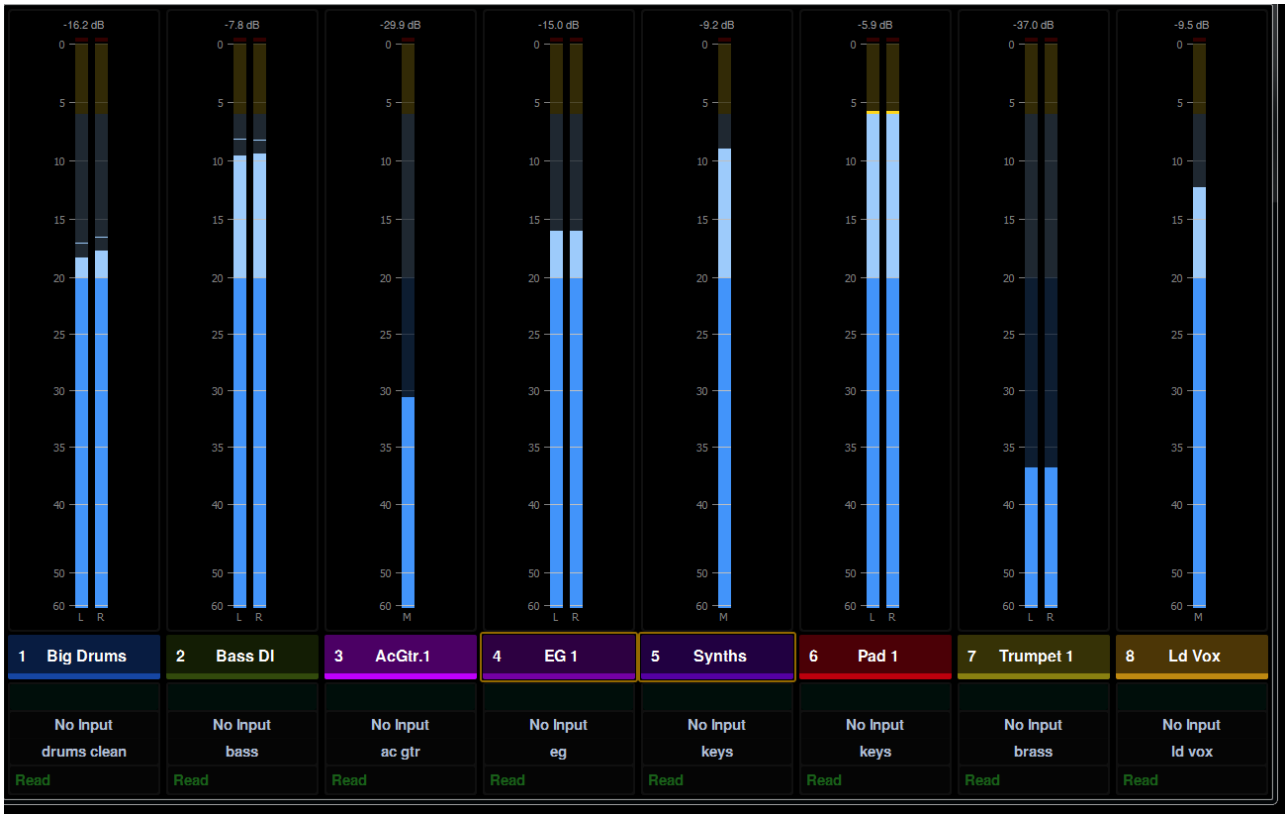


Figure 145. Large Waveforms

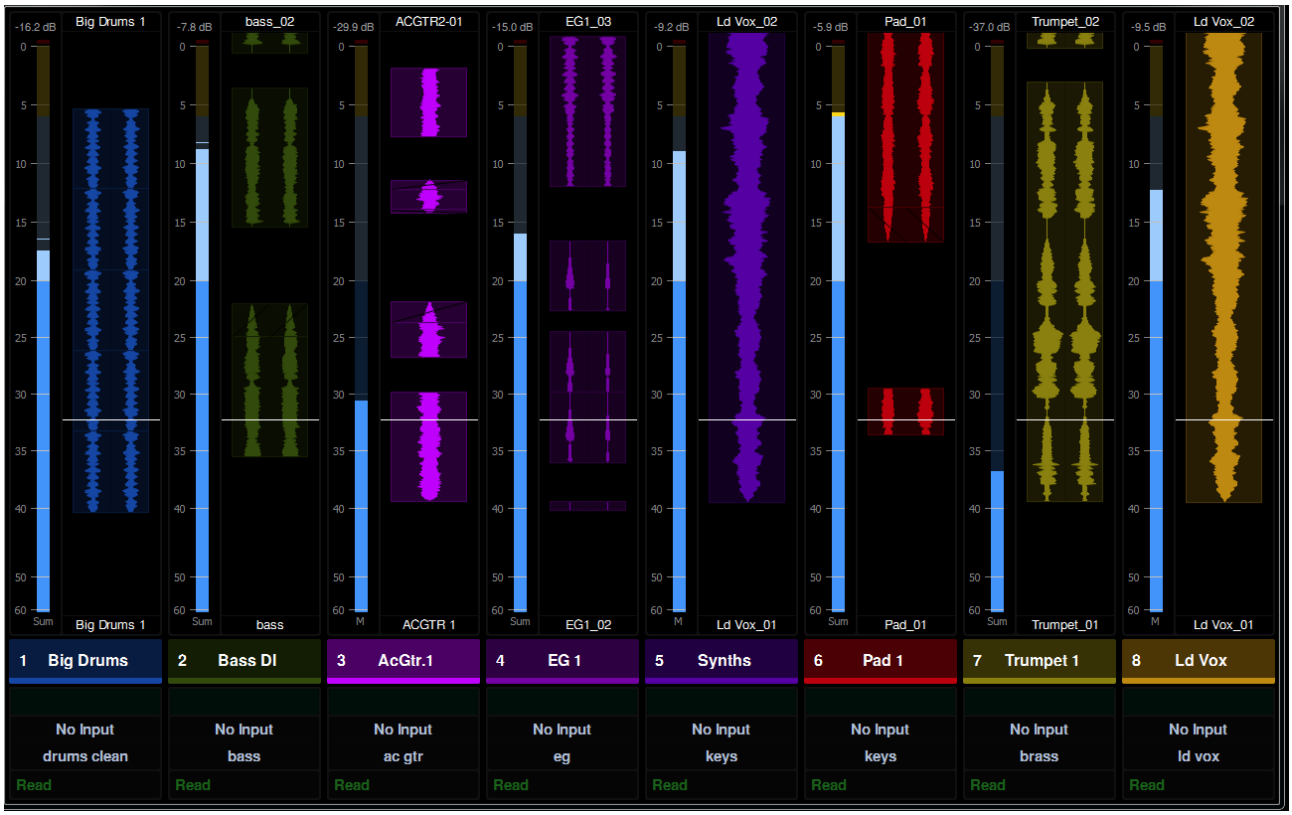


Figure 146. Meters and Waveforms

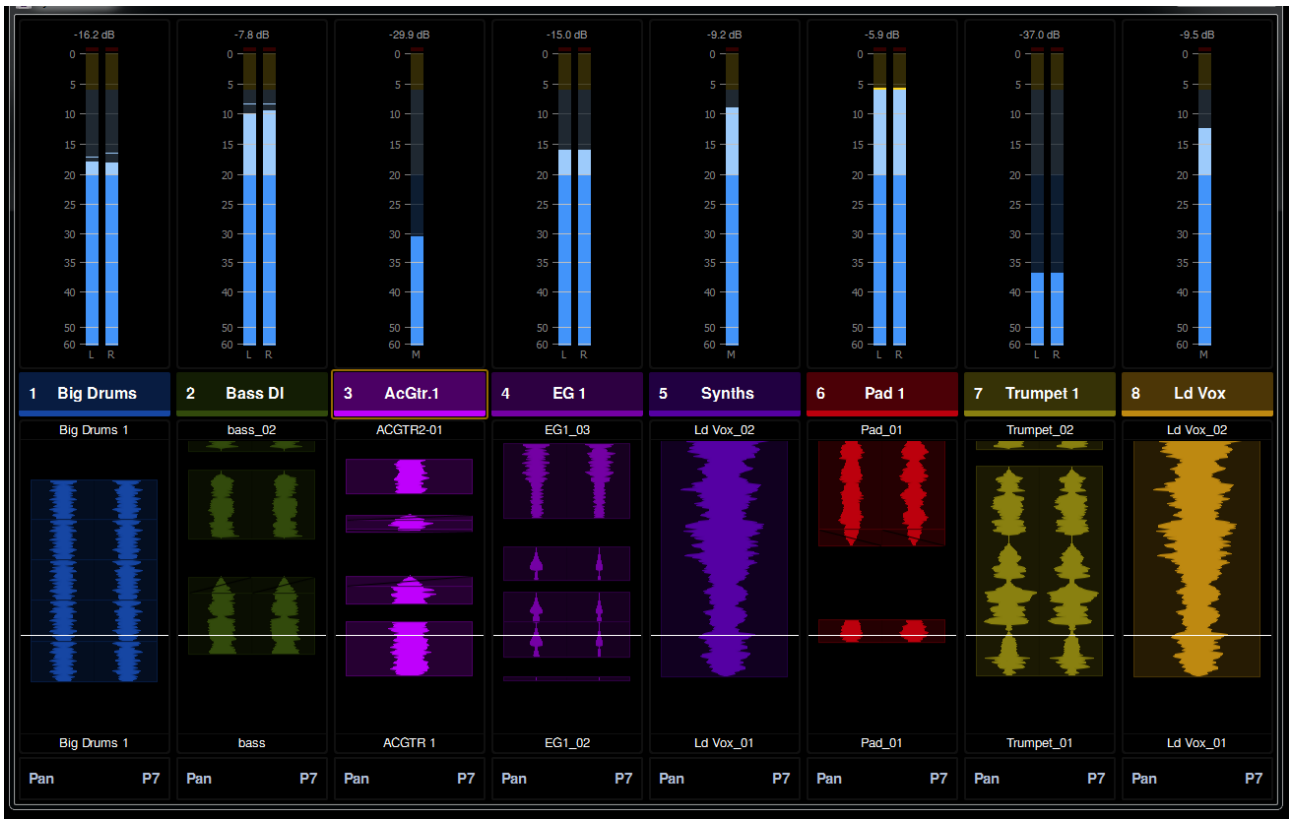


Figure 147. Meters and Function

Figure 148. Waveforms and Function

Variable Waveform Zoom

When set to any Waveform view, the zoom resolution of all standard Display Modules can be set between 1 second and 60 seconds in the Settings > Preferences screen. For more information, see **Waveform Zoom**.

Zoom resolution of waveforms can be set separately for Master Meter Modules (see **Configuring MMM Display Settings**).

Gain Reduction Meters and Bouncing Ball Dynamics Graph

(Pro Tools Only)

High resolution Gain Reduction Meters are displayed on Display Modules and the Master Module Home page. Lower resolution Gain Reduction Meters (green) are displayed on the Fader Module between the two Level Meters. S6 gain reduction meters follow the metering preference setting in the DAW, letting you choose to see compression, expansion, or a sum of both.

In Pro Tools, choose Setup > Preferences, and click to go the Metering tab. Gain Reduction settings are in the Display section.

Dynamics Graphs with bouncing level ball can be displayed on Display and Master Modules by enabling any of the Function views. (Not all dynamics plug-ins support graphs or bouncing level ball.)

Part VII: Appendix

Appendix A: GPIO

GPI (General Purpose Interface) is an interface protocol to interconnect machines to perform various functions. The 25-pin D-Sub connector on the back panel of the Master Module (see Figure 151) provides 8 channels of GPI input and 8 channels of GPI output. The inputs are opto-isolated, and the outputs are relays. Switches used for GPI input must be momentary (not latching).

S6 lets you define GPI inputs and outputs to control Talkback, Monitoring, and basic Transport commands on external devices.

See also **"Auto Talkback" on page 49**.

To enable GPI:

1 Navigate to Settings > Preferences.

2 In the GPIO section, enable any of the following:
- Talkback Enabled
- Monitoring Enabled (Dim, Cut)
- Transport Enabled (Stop, Play, Record)

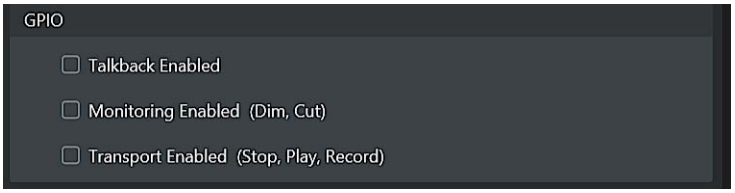


Figure 149. GPIO settings in Settings > Preferences

Example GPI Circuits

Switches and LEDs from the S6 surface can control and be remote controlled via the 25 pin D-Sub connector on the back of the Master Module. For connector pinouts, see **Table 1 on page 234**.

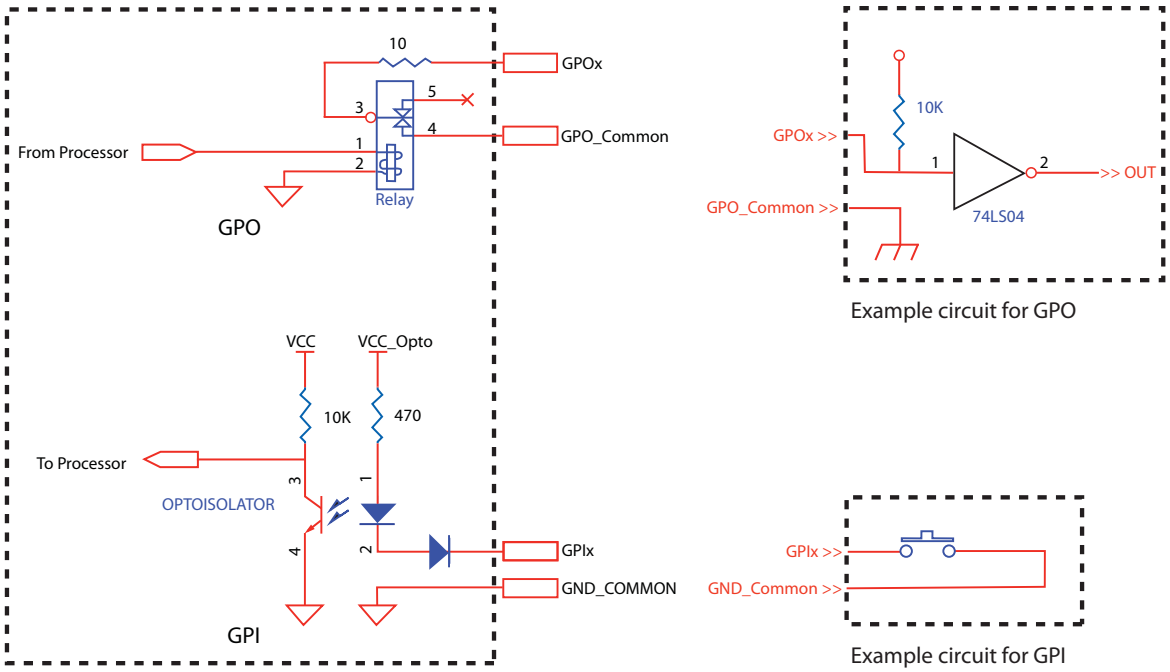


Figure 150. Example GPI output and input diagrams

Connector Pinout

Table 1. 25-pin D-Sub, Female

Pin	Description	Function
1	Ground	
14	GPI 1	Talkback
2	GPI 2	Dim
15	GPI 3	Cut
3	GPI 4	Stop
16	GPI 5	Play
4	GPI 6	Record
17	GPI 7	
5	GPI 8	
18	GPO 1 - A	Talkback
6	GPO 1 - B	
19	GPO 2 - A	Dim
7	GPO 2 - B	
20	GPO 3 - A	Cut
8	GPO 3 - B	
21	GPO 4 - A	Stop
9	GPO 4 - B	
22	GPO 5 - A	Play
10	GPO 5 - B	
23	GPO 6 - A	Record
11	GPO 6 - B	
24	GPO 7 - A	
12	GPO 7 - B	
25	GPO 8 - A	
13	GPO 8 - B	
shell	Ground	

Relay model: NEC UB2-12NU

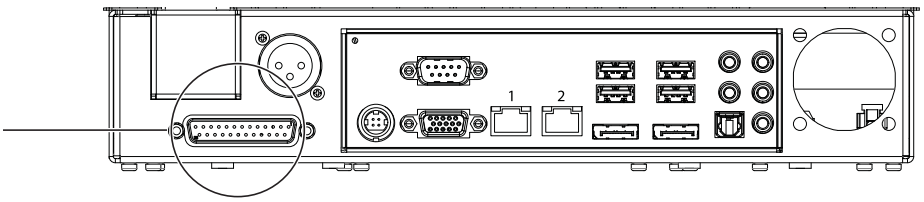


Figure 151. GPIO port on the back of the Master Module

Appendix B: EQ and DYN Parameters in Expand Mode

(Requires Pro Tools 11.3.1 or later)

The tables, below, show how EQ and DYN parameters map to S6 Knob or Process Modules in Expand mode. All EQ and DYN plug-ins map to the same knobs when **EQ** or **DYN** functions are expanded.

Manufacturer-specific parameter mappings are still accessed from the **Inserts** *knob set. These will typically have more controls than the unified layouts used in Expand mode. Not all parameters are available in all plug-ins.*

The following tables show the location of EQ and Dynamics parameters on Knob Modules when in Expand Mode.

EQ Parameter Layout in Expand Mode, Knob Module

Sel In	Knob	Sel In	Knob	Sel In	Knob	Sel In	Knob	Sel In	Knob	Sel In	Knob	Sel In	Knob	Sel In	Knob
	HPF Slope		LPF Slope												
HPF Type	HPF Q	LPF Type	LPF Q			LF Type	LF Q	LMF Type	LMF Q	MF Type	MF Q	HMF Type	HMF Q	HF Type	HF Q
HPF Type	HPF Freq	LPF Type	LPF Freq		Input Freq	LF Type	LF Freq	LMF Type	LMF Freq	MF Type	MF Freq	HMF Type	HMF Freq	HF Type	HF Freq
HPF In/Out	HPF In/Out	LPF In/Out	LPF In/Out		Out-put Gain	LF In/Out	LF Gain	LMF In/Out	LMF Gain	MF In/Out	MF Gain	HMF In/Out	HMF Gain	HF In/Out	HF Gain

DYN Parameter Layout in Expand Mode, Knob Module

Sel In	Knob	Sel In	Knob	Sel In	Knob	Sel In	Knob	Sel In	Knob	Sel In	Knob	Sel In	Knob	Sel In	Knob
	C/L Rel		C/L Depth				E/G Rel		E/G Range				Ext Key		
	C/L Attack						E/G Attack		E/G Hold			Key Listen	HPF Type *		LPF** Type
	C/L Ratio		C/L Knee		Input Gain		E/G Ratio		E/G Knee				HPF Freq *		LPF** Freq
	C/L Thresh		C/L Makeup Gain		E/G Output Gain		E/G Thresh		E/G Hyster-esis			HPF In/Out	HPF* Q or Slope	LPF In/Out	LPF**Q or Slope

**HPF filter may be labeled "LF" (Low Filter) in the plug-in.*

*** LPF filter may be labeled "HF" (High Filter) in the plug-in.*

Appendix C: Touchscreen Basics

This chapter explains the gestures interpreted by the touchscreen.

Tap and Release

- Tap the screen briefly and release without moving to select an object, activate its primary function, or toggle a parameter value between its two states. This is equivalent to a single mouse click.

Double Tap

- To enter a name for an on-screen item (such as a Layout or a Soft Key), double tap quickly in the Name field.

Touch, Hold, and Drag

•Touch an object, hold briefly, then drag it to another location.

Swipe

Touch and drag quickly left/right/up/down to do the following:

•Scroll the current page

•Move between different Settings pages

•Scroll between parameters in the Function Editor

•Scroll in the Track Matrix, Track Scroller, Meter Scroller, and Function Scroller

Stop Scrolling

•Tap the touchscreen once and release to stop scrolling.

Touch and Hold, then Touch

- Touch and hold an object, then touch others to add to a selection.

This makes it easy to select, record enable, mute, and solo multiple tracks in the Track Matrix View, even when Intercancel *is selected in* Track Selector Options *(see* **"Track Selector Options" on page 43***).*

Two-Finger Stretch

•Touch the screen with two fingers, then move them farther apart. This expands a collapsed Inserts function in the Function Scroller (if it has two or more plug-ins).

Two-Finger Pinch

•Touch the screen with two fingers, then move them closer together. This collapses expanded plug-in inserts into the Inserts function in the Function Scroller (if it had two or more plug-ins).

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