

### Yamaha Digital Console Configuration Info

The Aviom Y1 console interface card makes using A-Net® with Yamaha® digital mixers simple, providing a direct digital interface between Yamaha digital products and Aviom's Pro16® Series, including the A-16II and A-16R Personal Mixer.

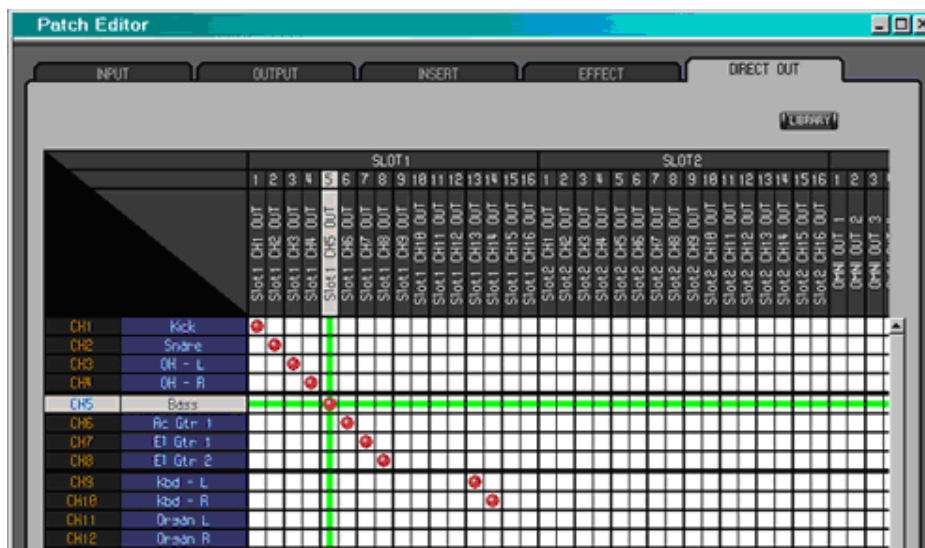
The Yamaha digital consoles can be easily configured from the console's front panel user interface or from the Yamaha Studio Manager software application. The example screen shots in this document show some of the configuration possibilities.

The Y1 card fits into any available expansion slot and is compatible with all Yamaha consoles and mix engines which support the Mini-YGDAL (MY) format, including:

- 01V96
- 02R96
- DM1000
- DM2000
- PM5D
- DSP5D
- PM1D (8-channel mode only)
- M7CL
- DME64N
- DME24N
- LS9-16
- LS9-32

### Expansion Slot Channel Assignments

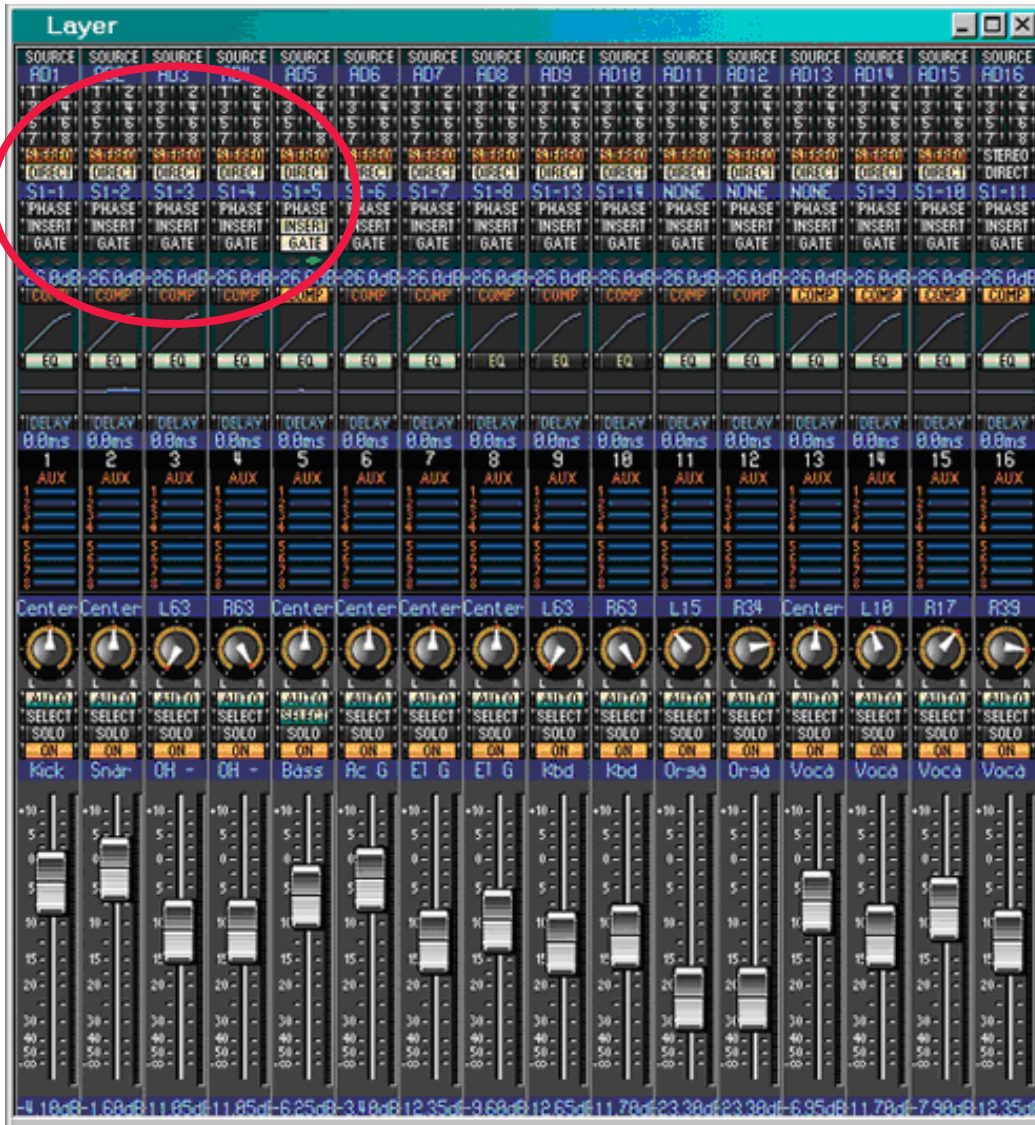
In this screen shot, the first 16 audio channels in a DM1000 are being routed to an Aviom Y1 card that is installed in the console's expansion slot #1. The Bass channel on the console is being assigned to Slot 1, Output 5 (indicated with the green highlight).



The highlighted channel (bass) is being assigned to expansion card slot 1, output #5.

## Mixer Settings

In this picture, the first sixteen console channels are shown. Note how the drums, in channels 1-4, are sending audio to the expansion card in Slot 1 (shown as "S1") via the Direct Out. The channel on the expansion slot that a channel is assigned to is displayed as "S1-1" for the kick drum and "S1-2" for the snare, for example.



The drum channels are routed to the Y1 card using the direct outs.

## Channels Settings

A single channel strip, the bass, is shown here. Details of the channel's routing to the external expansion card as well as settings for EQ and effects can be seen.



The bass channel's routing, EQ, and DSP display