Yamaha 03D Digital Audio Mixer

The VPE editing system interfaces to the 03D Serial Audio Mixer with a single RS-422 control cable and 03D serial protocol. The 03D must contain the "03D VEK" kit in order to be controlled serially. The 03D serial interface is a virtual machine based system, therefore no distinction is made between channels 1, 2, and multi-channel commands.

Mixer Setup

ESAM II protocol is an option to the 03D Mixer and needs to be installed at the Yamaha factory or customer installed using a serial terminal. Consult with your Yamaha representative.

1. Connect the control cable from the VPE to the 9 pin "**TO EDITOR**" serial port on the rear of the 03D console.

2. At the 03D control panel "**SETUP**" section (top, left of the mixer), repeatedly press the **[UTILITY]** button until the "**MIDI / HOST**" tab is selected.

3. In the "**HOST INTERFACE"** section of the "**MIDI / HOST"** tab, use the cursor buttons under the PARAMETER wheel to select, and press the **[ENTER]** button to accept the following:

    A. Select "**EDITOR**" and select **OK** or press **[ENTER]**.
    B. Set the "**TO EDITOR"** parameter to "**ENABLE"**.
    C. Set the "**FRAME TYPE**" (ND, DF, 25 OR 24).
    D. Set the "**PARITY FLAG**" to "**ODD**".
    E. Set the "**FADER MODE**" to:
        a. "**ABSOLUTE**": the input level can be adjusted manually.
        b. "**FROM-TO**": the faders indicate transitions but cannot be manually adjusted except when "**DISABLE**" is ON.

4. Press the **[AUTOMIX]** button until the "**MACHINE**" tab is selected. Assign input channels to the virtual machines using the cursor keys. Select A through H, and press the **[SEL]** buttons above the faders for the appropriate input channels to the virtual machine; set the REC machine by pressing **[ENTER]**. All sources need to be assigned, including AUX and BLK, or green key selection will default to the RECORD machines E-E signal.

    When assigning the audio cross-points from the Assignment Page in Super Edit to the 03D setup;

    AUDX 001 corresponds with (virtual) Machine A
    AUDX 002 corresponds with (virtual) Machine B
    AUDX 003 corresponds with (virtual) Machine C
    AUDX 004 corresponds with (virtual) Machine D
    AUDX 005 corresponds with (virtual) Machine E
    AUDX 006 corresponds with (virtual) Machine F
    AUDX 007 corresponds with (virtual) Machine G
    AUDX 008 corresponds with (virtual) Machine H

There is no AUDX 000 in the 03D panel setups and no silence for BLK. Assign BLK to an unused audio cross-point

5. Assign the input channels of the virtual Machines in the "**FROM ASSIGN**" and "**TO ASSIGN**" to the Bus Outputs by repeatedly pressing the **[AUTOMIX]** button until the "**From-To**" tab is selected.

   Use the cursor keys to select Bus 1 through 4 in "**FROM ASSIGN**". Press the **[SEL]** buttons above the faders for the appropriate output channels of the virtual machines.

   Use the cursor keys to select Bus 1 through 4 in "**TO ASSIGN**". Press the **[SEL]** buttons above the faders for the appropriate output channels of the virtual machines.

These settings enable editor control of source selection, transitions and preview monitoring respectively.

AMEM™ Triggers

The 03D has 50 Scene Memories that can be saved and recalled through PEGS. Scene Memory 00 (PEGS register 0) recalls all mix settings to their initial factory default values.

If a register number that has not been previously saved is sent to the 03D, the 03D acknowledges the command, but sends no Scene Memory response.

To learn an AMEM into the 03D from the VPE keyboard, press [SHIFT][O]^{K2} or [SHIFT][U2]^{K5}. The system will prompt **LEARN AMEM nnn ?**. Enter the desired memory register (1 through 50) and press [ENTER].

To recall an AMEM stored in the 03D, press **[PEGS]**

REGISTER? Enter a PEGS register # **1-16**. Press [**ENTER**]
FUNCTION? Press **[AUDIO].** Press **[ENTER].** Function shows "M".
COMMAND? Enter the number for the 03D Memory you wish to recall. Press **[ENTER**]
TIME? Enter the desired trigger time for the recall. Press **[ENTER].**

RECORD OPERATIONS

The 03D has a monitoring bus that can be remotely controlled as a preview bus; therefore, all audio previews can be done on either the preview switcher in the 03D or the E-E (audio) preview in the R-VTR.
For a dissolve edit, the "from" mixer channels correspond to the selected VTR that will be active. The "to" defines which VTR will be faded to during a crossfade. Both are indicated by the red LEDs on the 03D panel. At the edit point the transition is started between the two active VTRs; the 03D cannot set separate durations for each channel. If a transition is aborted with an **[ALL STOP]** command, the mixer's crossfade is reset to the previous values set before the last transition.