Cubase SX3 / 02R96 V2 Setup and Operation

This document describes setup and operation for remote control of Cubase SX from the 02R96 digital mixing console. These instructions apply to 02R96 V2.0 or higher and Cubase SX V3.0.1 or higher.

Driver Installation

1) Connect your PC or Macintosh computer
The 02R96 should be connected to your computer by connecting the TO HOST USB port on the 02R96 to a USB port on your computer.

2) Install Driver
Once your computer is connected, you will need to install the USB-MIDI driver included on the 02R96 CD-ROM. It is recommended that you install the latest driver which can be downloaded from www.yamahaproaudio.com

Configuring 02R96 V2

1) Press the [SETUP] display access key and select the MIDI/TO HOST screen.

2) Set the DAW port assignment to USB 2-5 (this allows USB port 1 to be used for the 02R96 Studio Manager Editor software). Note: you must use USB ports 2-5 for DAW Control and USB port 1 for Studio Manager if you intend to use these two applications simultaneously.

3) Press the [REMOTE] display access key and assign CUBASE SX as the Target for the Remote layer.
(See "About the Remote Layer" in the 02R96 manual for more information.)

4) Press the [MACHINE CONTROL] display access key and select DAW Control as the function for the transport and locate keys. This allows the Cubase SX transport to be controlled regardless of whether a Remote or Internal mixing layer is active.

5) Press the [REMOTE] LAYER button to select the Cubase SX Remote Control Layer. When the Cubase SX Remote Control Layer is selected, the 02R96's control surface controls Cubase SX rather than the internal mixing of the 02R96. In order to control the 02R96, you need to select an Input Channel Layer or the Master Layer. Audio mixing on the Input and Master Layers, and Automix continues while the Cubase SX Layer is selected.

Configuring Cubase SX V3.0.1 or higher

1) Click on the 'Devices' menu and select 'Device Setup'.

2) Click on the '+' icon, then click on 'Yamaha 02R96 V2'. This will cause Yamaha 02R96 V2 to appear in the Devices column on the left side of this window.

3) In the right side of the 'Device Setup' window, assign 02R96 V2 to the correct MIDI Input and Output ports. For example, if you have chosen USB 2-5 on 02R96, choose 'YAMAHA USB 0-2' in Windows XP/2000 systems (choose 'YAMAHA 02R96 Port2' in Mac OS X). Then select the same port number for MIDI Output. This will cause USB ports 2 through 5 to be assigned for remote control of Cubase SX from 02R96.

4) In the grid below the MIDI port assignments, the functions of various USER DEFINED keys on the 02R96 can be assigned. Some USER DEFINED keys have permanent assignments so they are not available in this list. These functions are described later in this document.

5) After completing these assignments, click 'Apply' towards the bottom of the Device Setup window. Then click 'OK' to exit this window.

Controlling Cubase SX3

Input Channel Controls

Faders 1-24 control the levels of Cubase SX channels 1-24.
(Refer to the User Defined Keys description below for information about accessing Cubase SX channels beyond 1-24.)

The first four characters of the names of the Cubase SX channels appear in the LCD of 02R96 when the CHANNEL display is selected by the F3 display key. Also PAN position is displayed here and can be adjusted with the channels' rotary encoders. For surround panning, pressing the PAN ENCODER MODE switch alternates the function of the encoder between Left-Right and Front-Back panning. When the encoder is functioning in PAN mode, pushing the encoder will activate the MONITOR switch in Cubase SX.

The 02R96 ON switches control each Cubase SX channel's MUTE, and the SOLO and SEL switches also control Cubase SX's corresponding functions. The AUTO switches on 02R96 control Cubase SX's Automation Read function.

By changing the 02R96's ENCODER MODE to AUX, Cubase SX's SENDS can be controlled. Sends 1-8 can be selected with the 02R96's AUX SELECT switches. Then turning the channel rotary encoders will adjust the send level, with the level shown in the LCD screen. In this mode, each send can be switched On/Off by pressing the encoder.

Selected Channel Functions

Pressing any of the DISPLAY switches in the SELECTED CHANNEL section of 02R96 will cause the VST Audio Channel Settings window to open in Cubase SX.

<u>EQ</u>
The four bands of EQ GAIN, FREQUENCY and Q on 02R96 control the same functions on the selected Cubase SX channel, and the parameter value is displayed on the console. To switch an EQ band On or Off, hold down the FREQUENCY/Q encoder for one second.

The entire EQ section can be bypassed by pressing the [EQ ON] key in the SELECTED CHANNEL section of 02R96. (Note: when the EQ ON LED is lit in 02R96, this indicates EQ Bypass in Cubase SX.)

<u>PANNING</u>
The PAN encoder and the JOYSTICK on 02R96 control the pan functions of Cubase SX. Even if there is no surround panning enabled, the joystick can be used for Left-Right panning.

FX Sends, Routing and Insert Editing

Press the F2 key under the LCD to display FX Send, Insert and Plug-in information on the LCD of 02R96.

FX SENDS

In the EFFECTS / PLUG-INS section of the 02R96, press the INTERNAL EFFECTS key to access FX Send information on the LCD screen. The encoders below the screen can edit various functions:

- Encoder 1 edits the send level.
- Encoder 2 edits the send On/Off status (by turning the encoder).
- Encoder 3 edits between Pre and Post Fader (by turning the encoder).
- Pressing any of the encoders will switch all sends On/Off.

There are 8 sends spread over 8 pages. To access different sends, use the UP and DOWN cursor buttons to the left of the LCD encoders.

ROUTING

Press the PLUG-INS switch to access Routing information in the LCD. There are two pages, accessed by pressing the UP and DOWN cursor buttons to the left of the LCD encoders. The following functions can be edited:

Page 1

- Encoder 1 chooses the Output Bus for the selected channel
- Encoder 2 switches the Monitor On/Off (by pressing or turning the encoder)
- Encoder 3 selects the Input bus
- Encoder 4 edits the Input Gain (the encoder must be pressed down while turning)

Page 2

Only Encoder 1 has a function. It is used to switch the Input Phase On/Off (by pressing or turning the encoder).

INSERTS

When the CHANNEL INSERTS switch is pressed on 02R96, the LCD shows Insert information for the selected channel.

- Encoder 1 selects which insert is to be edited
- Encoder 2 switches the insert On/Off (by turning, not pressing)
- Encoder 3 selects the type of effect to insert

Once an Effect has been selected, all the parameters can be edited by changing the page viewed on the LCD (by pressing the UP and DOWN cursor buttons to the left of the LCD encoders). The number of pages available depends on the number of parameters used by the Effect.

Note: in any of the above modes, the EFFECT DISPLAY switch toggles between showing the parameter names and the parameter values on the LCD.

Transport & Automation
Ensure that DAW CONTROL is selected in the LOCATE MEMORY screen of the MACHINE CONTROL display menu on 02R96.

TRANSPORT CONTROLS
The following Transport functions can be controlled from 02R96:

- REC
- PLAY
- STOP
- FF
- REW
- SCRUB
- SHUTTLE

LOCATE FUNCTIONS
The LOCATE 1-8 and SET functions also control the corresponding functions in Cubase SX. To set a locate point (Marker in Cubase SX), hold the SET switch on 02R96, and press the required LOCATE MEMORY switch at the required time. Note: 02R96 must be in the Cubase SX Remote Layer in order to set Markers.

AUTOMATION
The AUTO switch above each 02R96 channel fader switches READ On/Off for each channel in Cubase SX. For additional Automation control, refer to the User Defined functions below.

User Defined Keys
When 02R96 is used to remotely control Cubase SX, the following User Defined Keys have permanently assigned functions:

UDEF 1: Open or closes the VST Mixer window
UDEF 2: Switches On/Off Automation READ for all Cubase SX channels
UDEF 3: Switches On/Off Automation WRITE for all Cubase SX channels
UDEF 9: Scrolls channels down in banks of 8
UDEF 10: Scrolls channels up in banks of 8

Other User Defined Keys (UDEF 4-8 and 12-16) can be programmed by the user to control various Cubase SX functions. These functions can be selected in the DEVICE SETUP of Cubase SX, by selecting “YAMAHA 02R96 V2” and choosing the desired ‘Category’ and ‘Command’ from the drop-down list for each button.

Other Functions

ZOOM & NAVIGATION

The 02R96 CURSOR keys (next to the Scrub Wheel) have two different functions. Their mode can be changed by pressing the INC key above the cursor keys. The mode is shown on the LCD display.

- ZOOM mode: the cursor keys control the vertical and horizontal zoom of the Project Window.
- NAVIGATION mode: the cursor keys control the selection of channels and objects in the Project Window.

TIME COUNTER

The TIME COUNTER is displayed on the 02R96 LCD screen, with the counter mode (TIME CODE / FEET / BEATS). If "Samples" is selected in Cubase SX, then no selection is displayed in the 02R96 LCD.

METERS

The 02R96 meter bridge displays Cubase SX's input channel levels when the REMOTE layer is selected. These can also be seen on the LCD, by pressing the F4 display key (labelled METER).