YAMAHA

DIGITAL MIXING CONSOLE

CL5
CL3
CL1

V1.7 Supplementary Manual

This supplementary manual explains mainly the functions that have been added or changed in CL5/CL3/CL1 firmware V1.6 and V1.7.

Use it in conjunction with the CL5/CL3/CL1 Owner's Manual and Reference Manual.

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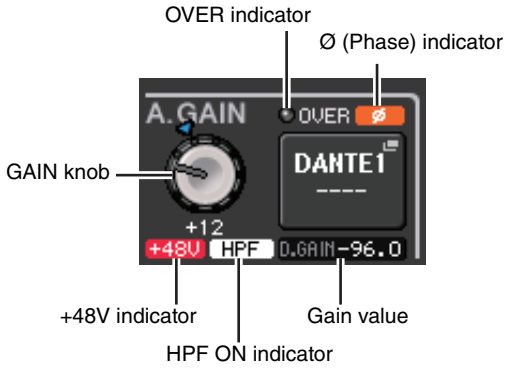
SELECTED CHANNEL section

Improved gain indication

In the GAIN/PATCH field of the SELECTED CHANNEL VIEW screen, the analog gain and digital gain of the head amp are both shown at all times.

■ A.GAIN indication



- **Gain value**
  If analog gain is assigned to the GAIN knob, the digital gain value is shown here.

The GAIN knob, +48V indicator, and HPF ON indicator are not shown if an input without a head amp is patched to the input channel.

■ D.GAIN indication

- **Gain value**
  If digital gain is assigned to the GAIN knob, the analog gain value is shown here.

The analog gain value is not shown if an input without a head amp is patched to the input channel.

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Improved HPF indication

The HPF status of an external head amp such as the R-series is now shown in the GAIN/PATCH field of the SELECTED CHANNEL VIEW screen.

- **HPF ON indicator**
  Indicates the HPF on/off status of the external head amp.

The HPF/EQ popup screen now shows an HPF ON indicator and the cutoff frequency.

① **HA HPF ON indicator**
Indicates the HPF on/off status of the external head amp.

② **FREQUENCY**
Indicates the HPF cutoff frequency of the external head amp.

Centralogic section

Improved DCA group indication

If 15 or more channels are registered in the DCA member indication of the OVERVIEW screen, you can now use the multifunction knobs of the Centralogic section to scroll the channels.

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Input channels

Additional head amp setting functions when changing the input patching

When you change the input patching, you can now choose whether the HA (Head Amp) settings of the port you patched will be used, or whether the HA settings of the channel will be copied to the port you patched.

Make this selection in the PORT SELECT popup window and the PATCH/NAME popup window.

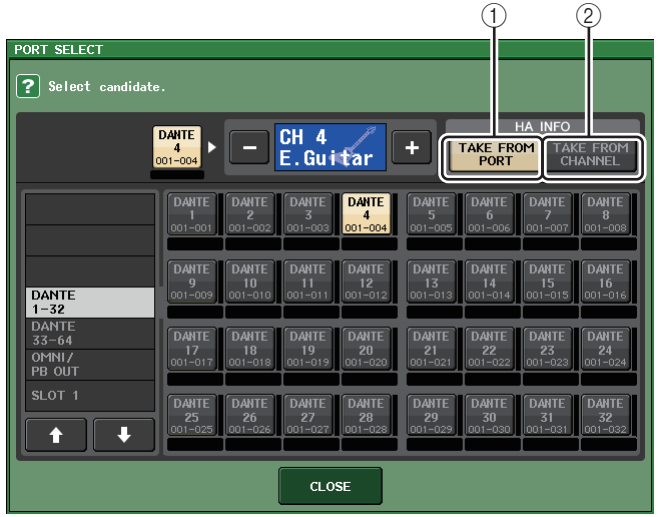
NOTE

You can also choose whether the HA settings from CL Editor will be used without change or copied from the channel. For details, refer to the CL Editor Owner's Manual.

■ Settings in the PORT SELECT popup window

1. **In the OVERVIEW screen, press the GAIN/PATCH field to access the GAIN/PATCH popup window.**

2. **Press the PATCH button (or INPUT PORT button) to access the PORT SELECT popup window.**



3. **Press a button in the HA INFO field to specify whether the HA settings of the port or the HA settings of the channel will take priority.**

① **TAKE FROM PORT button**

The HA settings of the port will take priority. Even if you change the patching, the HA settings of the port will remain unchanged.

② **TAKE FROM CHANNEL button**

The HA settings of the channel will take priority. The HA settings of the port that had been previously patched will be copied to the newly-patched port.

A confirmation dialog box will appear when you switch buttons.

If an input without a HA is patched to the input channel, the dialog box is not shown.

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If the channel's HA settings are selected, the following HA settings will be copied from the channel to the port that is patched. If you patch the input channel from an input that does not have these settings (i.e., that does not have a HA), the default values will be specified.

HA setting	Default value
HA gain amount	–6 dB
HPF on/off	Off
Phantom power on/off	Off
Gain compensation on/off	Off

NOTE

If you're newly patching a previously-unpatched input channel, the default values will be specified if the HA INFO field's TAKE FROM CHANNEL button is pressed.

■ Settings in the PATCH/NAME popup window

1. **In the OVERVIEW screen, press a channel number / channel name field to access the GAIN/PATCH popup window.**

2. **Make settings in the same way as in the PORT SELECT popup window.**

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Grouping and linking

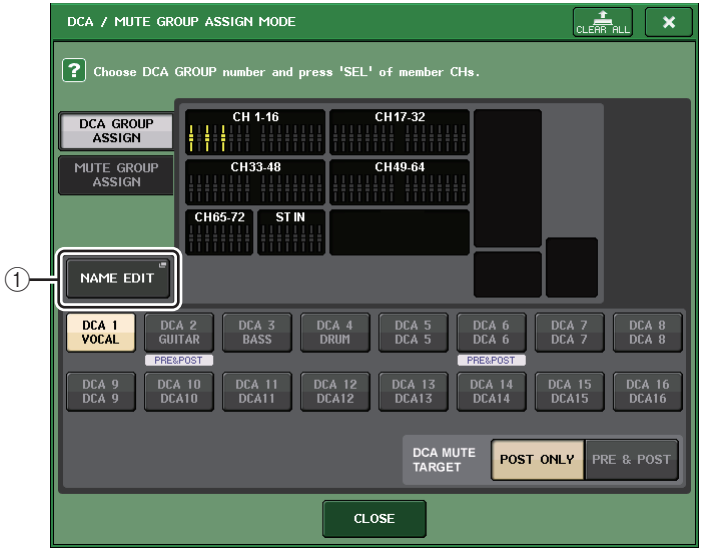
Improved display of DCA group / MUTE group names

In the DCA/MUTE GROUP ASSIGN MODE popup window, the DCA group names and mute group names can now be displayed.

■ Editing and displaying DCA group names

1. In the Function Access Area, press the CH JOB button.

2. Press the DCA GROUP button to access the DCA/MUTE GROUP ASSIGN MODE popup window.



① **NAME EDIT button**
Edits the group name of the currently selected DCA group.

3. Press the NAME EDIT button to access the NAME screen.
The keyboard window will appear, allowing you to enter or edit the text.

4. The DCA group name is shown on the DCA group select button.

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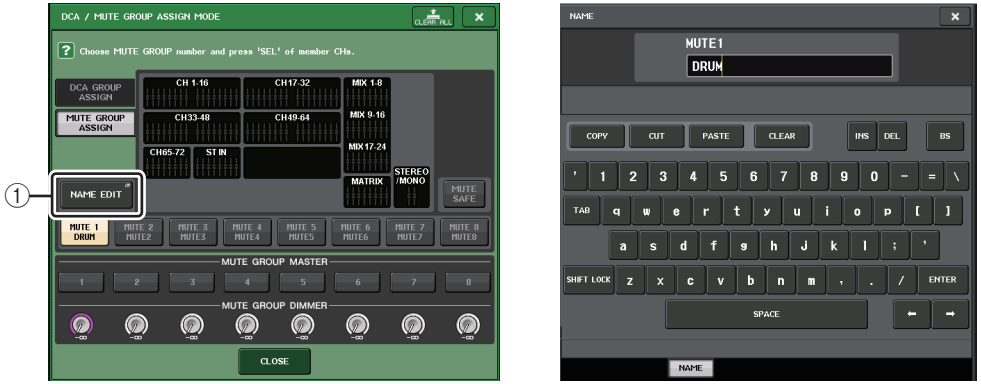
■ Editing and displaying mute group names

Mute group names can be specified in the same way as for DCA groups.



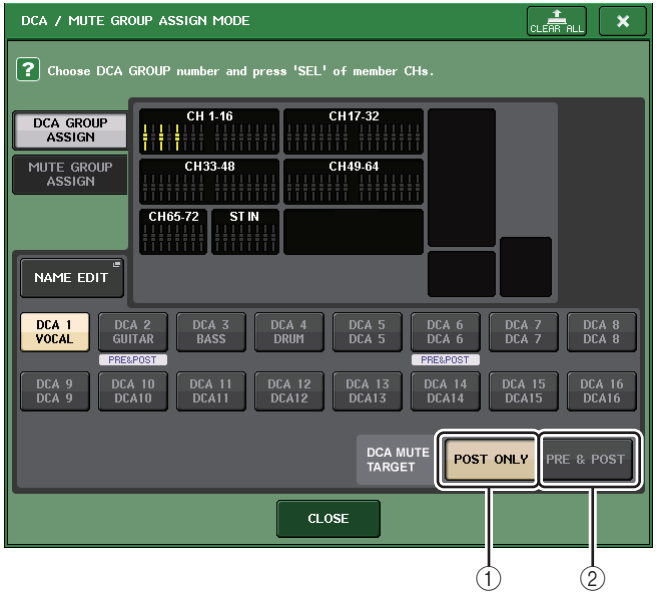
① **NAME EDIT button**

Edits the group name of the currently selected MUTE group.

The registered group name is shown in the RECALL SAFE MODE popup window, the GLOBAL RECALL SAFE popup window, and the GLOBAL PASTE window's PATCH/NAME tab.

Added functions for DCA groups

Sends from an input channel to a bus whose send point is set to PRE can now be assigned to be muted by a DCA group.



① **POST ONLY button**

Specifies the object of muting as POST only.

② **PRE & POST button**

Specifies the object of muting as PRE and POST.

The PRE&POST indicator is shown below a DCA group that has this setting.

The object of muting for a DCA group can be specified individually for each DCP group.

For channels that are assigned to more than one DCA group, muting any of the DCA groups will mute that channel's signal path (including sends to the corresponding buses).

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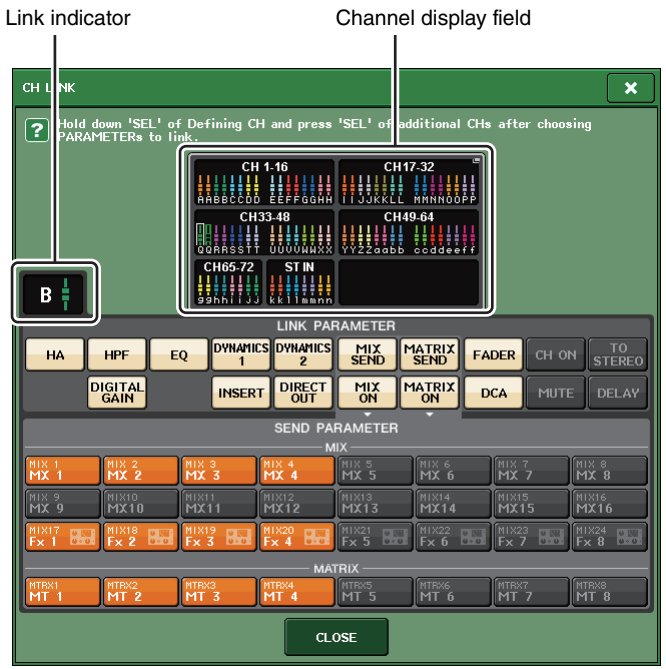
Improvements in channel link display

A link indicator has been added to the CH LINK MODE popup window, making it easier to determine the currently-assigned link group.

■ Accessing the CH LINK MODE popup window

1. In the Function Access Area, press the CH JOB button.

2. Press the CH LINK button to open the CH LINK MODE popup window.



3. Use the [SEL] keys or the channel display field to select the channels that you want to link; the link indicator will show the link group.

If a channel belonging to a link group is selected, the associated link group is shown. The LINK PARAMETER field and SEND PARAMETER field show the link settings.

While you hold down the [SEL] key of a channel that does not belong to any link group, the link indicator shows the link group that will be created next. The LINK PARAMETER field and SEND PARAMETER field show the settings of the link group that had been previously displayed.

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Monitor and Cue

Extended cue functions

The cue monitor level range has been expanded to –30 dB – +20 dB.

Make this setting in the CUE popup window.

■ Accessing the CUE popup window

1. **In the Function Access Area, press the MONITOR button to access the MONITOR screen.**

2. **Press the CUE popup display button.**

Use the knob to adjust the monitor level in the range of –30 dB – +20 dB.

Meters

Added functions for meter display

PRE GC METER and POST DIGITAL GAIN METER have been added to the METERING POINT field of the METER screen. In addition, the name of PRE HPF has been changed to PRE D.GAIN.

Select the meter point at which the level will be detected.

■ For INPUT METER

- **PRE GC** ..... Immediately before GAIN COMPENSATION
- **POST D.GAIN** ..... Immediately after DIGITAL GAIN

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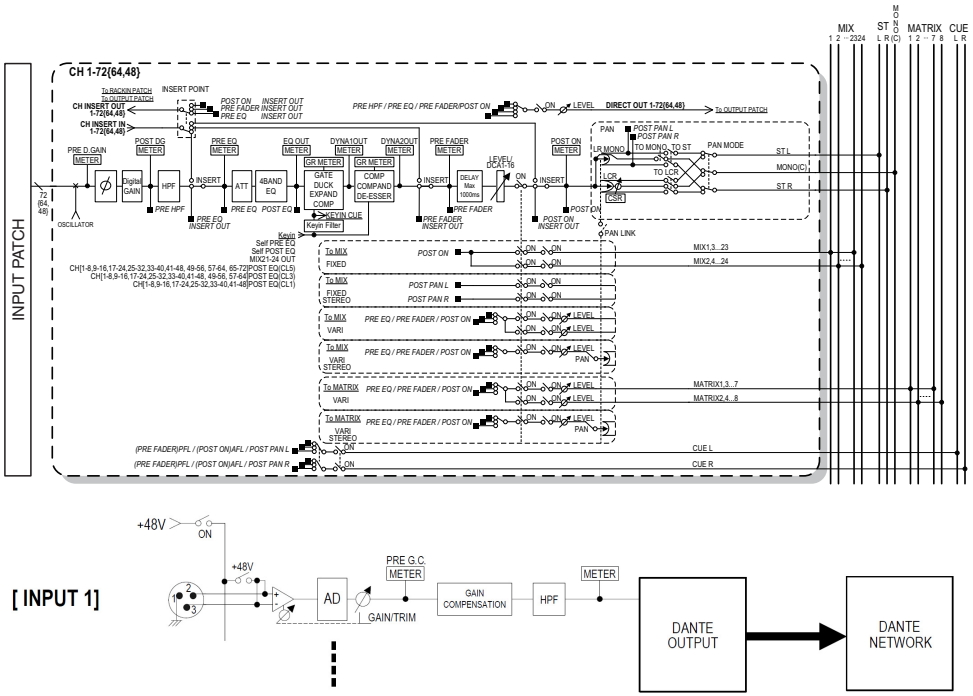

Graphic EQ, Effects, and Premium Rack

Improvements in popup window operation

In the EFFECT popup window, GEQ popup window, and PREMIUM RACK popup window, you can now use the [SEL] keys to switch channels.

In the EFFECT popup window, pressing a top panel [SEL] key while editing an effect parameter will switch the screen to the effect that is inserted in that channel. The same will occur in the GEQ popup window and the PREMIUM RACK popup window. You can also switch from the EFFECT popup window to the GEQ popup window or the PREMIUM RACK popup window.

The following items will change in conjunction with the channel being operated.

- Selected channel indication in the Function Access Area
- Channel being operated in the synchronized CL Editor

If no insert settings have been made in the channel to which you switched, a dialog box informing you of this will appear.

Improved display for tap tempo function

If TAP TEMPO is assigned to a user defined key, and you are specifying the BPM (tempo value) by pressing that key, a popup window like the following will now appear.

■ Tap tempo popup window

NOTE

This popup window will not appear if the EFFECT EDIT popup window in which you're specifying tap tempo is open.

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I/O device and external head amp

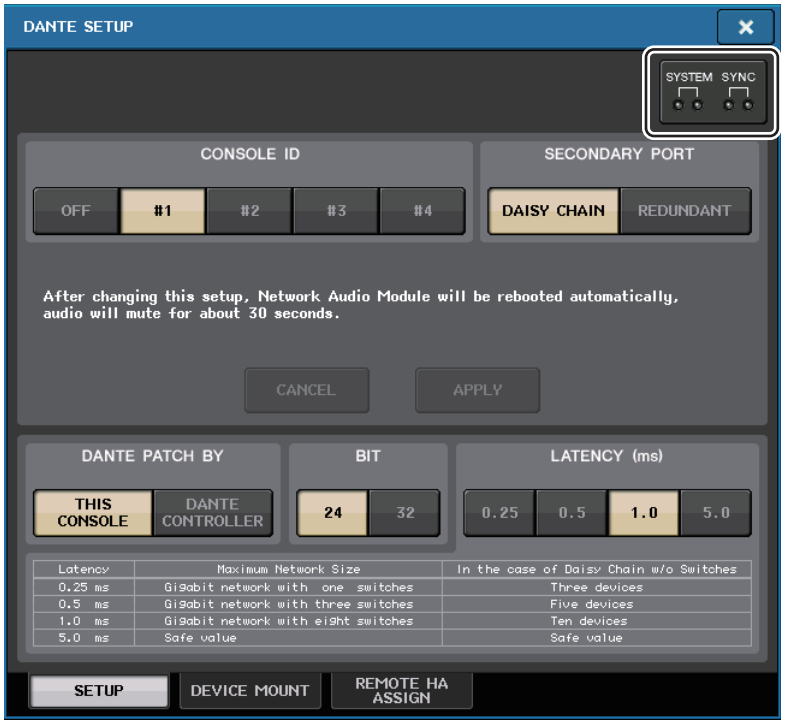
Added display functions for device status

You can now use the touch screen to verify the status of a connected CL series or R-series unit (except the Ro8-D) or the Dante status.

In order to verify the status of an R-series unit from the console, it must be assigned to REMOTE HA in DANTE SETUP.

CL series

The SETUP field of the DANTE SETUP screen shows indicators for the status of the CL series console and the Dante network.



R-series

The Rio field of the I/O DEVICE screen shows indicators for the status of the R-series units and the Dante network.

For firmware that predates support for V1.61, the version indication will be yellow and the indicator will be unlit.

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Messages

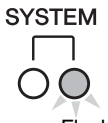
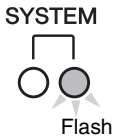
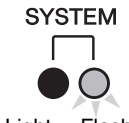
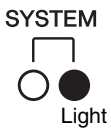
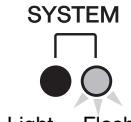
Error, warning, and information messages are displayed. Messages are also displayed in the Dante Controller Error Status field.

Each indicator lights or flashes as described below:

No call-out	The indicator is off.
Light	The indicator remains lit steadily.
Flash	The indicator continues to flash.
Flash x2	The indicator flashes twice cyclically.
Flash x3	The indicator flashes three times cyclically.

■ Error Messages

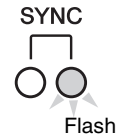
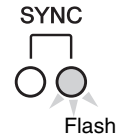
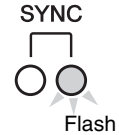
The SYSTEM indicators will remain lit/blinking as follows until the problem has been resolved. If service is necessary, please contact the Yamaha service center listed in the CL5/CL3/CL1 owner's manual.

SYSTEM Indicators	Description	Possible Solution
	An internal error has occurred.	The device has failed. Contact your Yamaha dealer for repair.
	The MAC address setting has been corrupted and no communication can occur via Dante.	
	The internal memory has been corrupted.	Use the front-panel DIP switches to set START UP MODE to REFRESH, then restart the unit. If the problem persists after setting START UP MODE back to RESUME, consult your Yamaha dealer.
	UNIT ID is not unique.	Set a unique UNIT ID number for the Dante network.
	The DIP switches are not set correctly.	Check the DIP switch settings, and set them correctly.
	Dante flow number limit was exceeded.	Examine the Dante network routing.

■ Warning Messages

The indicators will light and/or flash as shown until the cause is resolved.

If the green [SYNC] indicator is unlit, the unit's clock is unconfirmed.

SYNC Indicators	Description	Possible Solution
	The word clock is not set correctly.	Set the clock master and sampling frequency correctly on the CL5/CL3/CL1-native device or in Dante Controller.
	Dante Network circuit is broken.	Make sure that the Ethernet cables are not removed or short-circuited.
	Other Dante-compatible devices cannot be found due to an incorrectly-wired Dante Network.	Make sure that the Ethernet cables are connected correctly.

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If the green indicator is flashing, the unit is the clock master.

If the green indicator is lit, the unit is the clock slave and the clock is synchronized.

SYNC Indicators	Description	Possible Solution
SYNC Light or flash Light	A non-GbE-compatible device is connected.	When transferring audio via Dante, use device that supports GbE.
SYNC Light or flash Flash	The SECONDARY connector has taken over communications during redundant network operation.	Check the circuit connected to the PRIMARY connector.
SYNC Light or flash Flash x2	An abnormality has occurred on the circuit connected to the SECONDARY connector during redundant network operation.	Check the circuit connected to the SECONDARY connector.

■ Information Messages

The status is shown by the lit/flashing state of the indicator.

If the orange [SYNC] indicator is unlit, the unit is operating normally.

If the green [SYNC] indicator is unlit, the unit's clock is unconfirmed.

SYNC Indicators	Description	Explanation
SYNC Light	Synchronization is occurring.	Please wait until the unit synchronizes completely. It may take up to 45 seconds to synchronize completely. (If the DIP switches of an R-series unit are set to REFRESH, synchronization will not be completed until the CL series unit that is set to "with RECALL" has started up.)
SYNC Flash	The unit is functioning correctly as the word clock master.	The unit is operating as the word clock master.
SYNC Light	The unit is functioning correctly as the word clock slave.	The unit is operating as the clock slave and the clock is synchronized.

Improvements in I/O device settings

When mounting an I/O device on the Dante audio network, the settings and indications have been improved so that the units can be differentiated by their device type.

The following device labels are detected as supported devices.

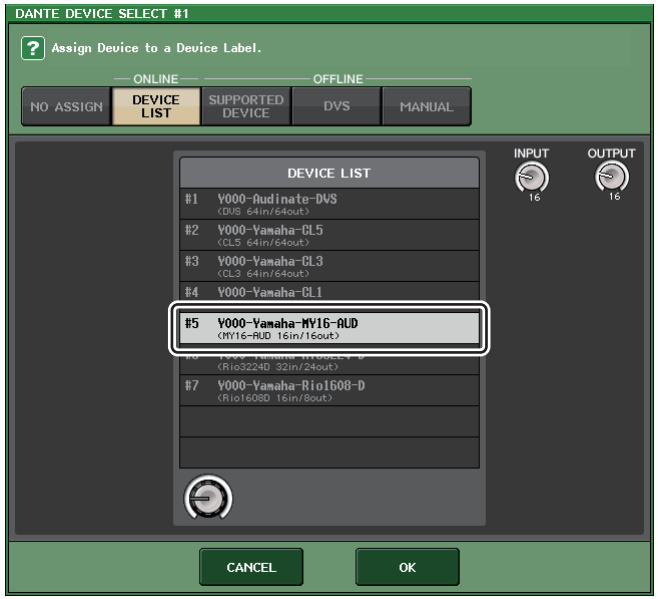
Y###-**********

is a three-digit hexadecimal number (000–FFF) consisting of the digits 0–9 and the uppercase characters A–F

* indicates any desired character (alphabetical uppercase or lowercase, numerals, or - (hyphen) may be used)

Up to 31 characters including the 'Y' are supported.

The DEVICE LIST field of the DEVICE SELECT popup window shows the device label and device type.



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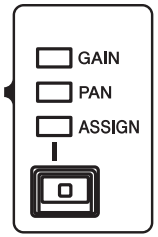
User settings

Added functions for the GAIN/PAN/ASSIGN knobs (assignable encoders)

Functions have been added to the assignable encoders in SENDS ON FADER mode.



■ If ASSIGN is selected by the top panel [GAIN/PAN/ASSIGN] key

Use the assignable encoders to adjust the channel levels.

Channel name display indication

Channel level
Adjust using the assignable encoders.

Send level to MIX/MATRIX bus
Adjust using the top panel faders.

■ If PAN is selected by the top panel [GAIN/PAN/ASSIGN] key

Use the assignable encoders to adjust the pan of the send from the channel to the MIX/MATRIX bus (buses that are assigned to stereo send in the BUS SETUP screen).

Channel name display indication

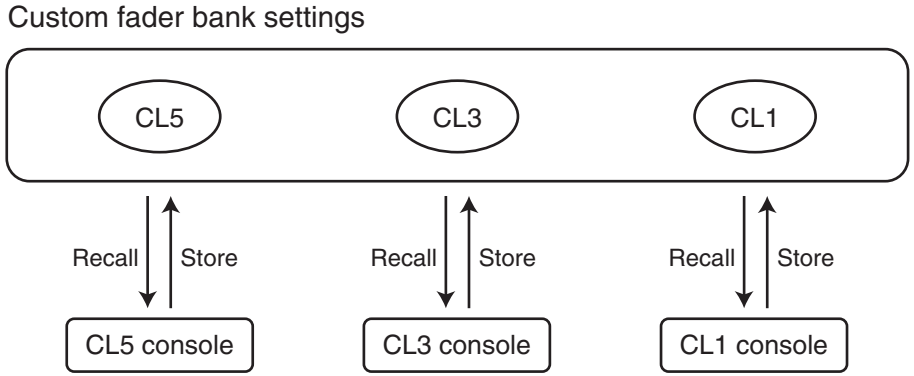
Pan of the send from the channel to the MIX/MATRIX bus
Adjust using the assignable encoders.

Send level to MIX/MATRIX bus
Adjust using the top panel faders.

Added custom fader bank functions

Custom fader bank settings can now be stored/recalled for individual scenes.

Custom fader bank settings are separated into areas for each model and stored together in the scene data.



NOTE

Custom fader bank settings differ between models, and are not compatible. For example, custom fader bank settings included in a scene stored by the CL5 will not be reproduced if that scene is recalled on the CL3 or CL1. The settings must be created and stored on the CL3 or CL1.

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■ Focus function

For the focus function, you can specify for each scene whether custom bank settings will be recalled (loaded).

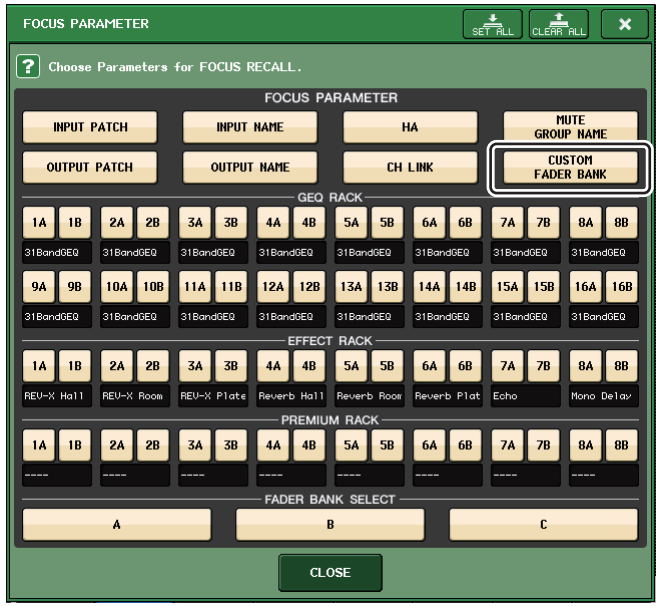
1. **Press the SCENE field of the Function Access Area.**

2. **Press the FOCUS tab at the bottom of the SCENE LIST window.**

Custom bank settings are included in OTHER PARAMs.

3. **Press the SET button of the scene for which you want to make settings; the FOCUS RECALL popup window will appear.**

4. **Press a button in the FOCUS PARAMETER field to access the FOCUS PARAMETER popup window.**



5. **Verify the object of focus.**

6. **Press the CLOSE button to close the popup window; then perform a recall operation.**

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■ Recall Safe function

In the Recall Safe function, you can specify that custom bank settings of all scenes will be globally excluded from recall operations.

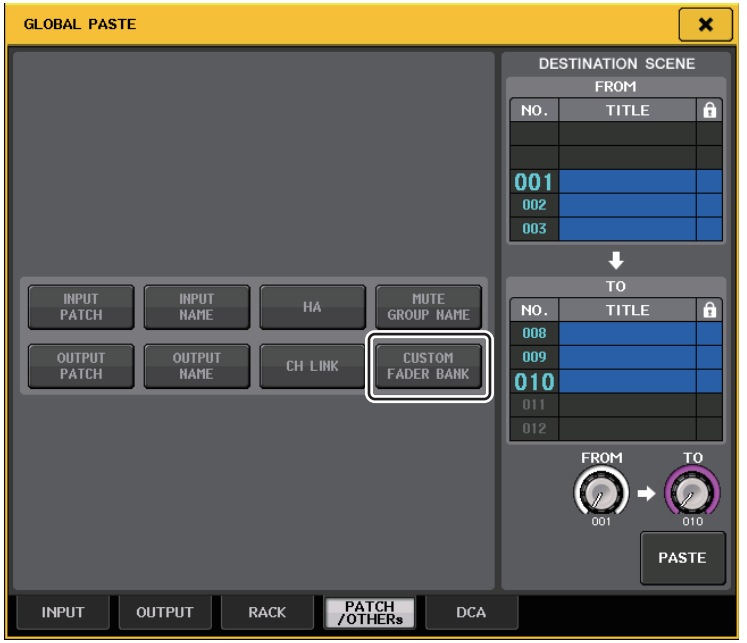
1. **In the Function Access Area, press the CH JOB button to access the CH JOB popup window.**
2. **Press the RECALL SAFE button to access the RECALL SAFE MODE popup window.**
3. **Press the GLOBAL RECALL SAFE field to access the GLOBAL RECALL SAFE popup window.**

4. **Press the CUSTOM FADER BANK button to specify it as the object of recall safe.**
5. **Press the CLOSE button to close the popup window; then perform a recall operation.**

■ Global Paste function

The global paste function lets you copy and paste the custom bank settings of the current scene to scene data in memory.

1. **In the Function Access Area, press the SCENE field to access the SCENE LIST window.**
2. **Press the GLOBAL PASTE button located in the upper part of the SCENE LIST window to open the GLOBAL PASTE window.**
3. **Select the PATCH/OTHERs tab.**



4. **Select the CUSTOM FADER BANK button.**
5. **In the DESTINATION SCENE area, select the range of paste-destination scenes.**
6. **Press the PASTE button.**

NOTE

- If the internal data of the CL console was loaded from a USB flash drive as a package, load the user authentication key as necessary. The custom fader bank settings of the user who loaded the data will be applied.
- When in PREVIEW mode, changes from CL Editor are not reflected immediately. They will be applied when you exit PREVIEW mode.

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Added load/save functions

CL series settings can now be loaded individually from a USB flash drive, or saved individually to a USB flash drive.

Loading settings from a USB flash drive

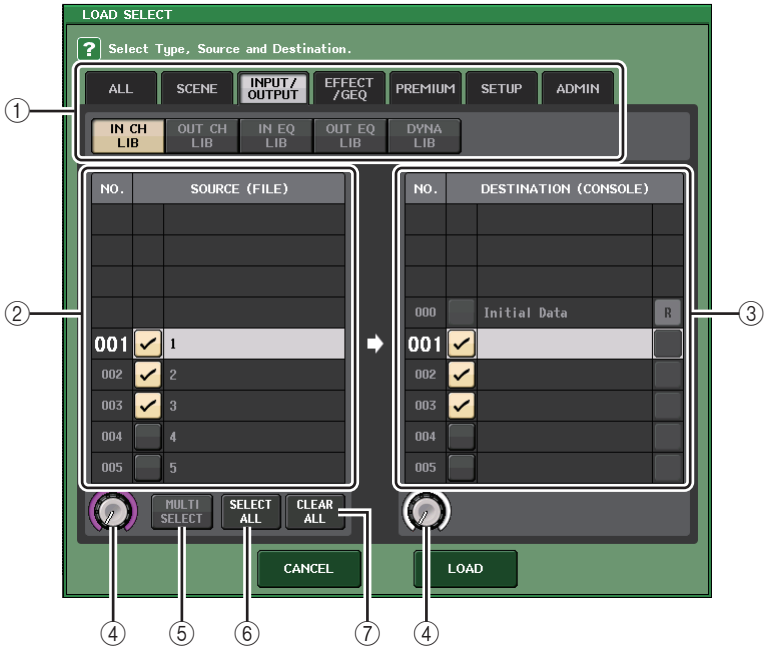
Follow the steps below to load CL settings from the USB flash drive into the CL series console.

1. In the Function Access Area, press the SETUP button to access the SETUP screen.

2. Press the SAVE/LOAD button to access the SAVE/LOAD popup window.

3. To select the file that you want to load, press the name of the desired file in the file list, or rotate the corresponding multifunction knob on the panel.

4. Press the LOAD button to access the LOAD SELECT popup window.



① TYPE field
Selects the type of data to be loaded.

② SOURCE field
This area lists the data that is saved on the USB flash drive.

③ DESTINATION field
Indicates the load-destination.

④ Data selection knob
This knob selects the data shown in the field.

⑤ MULTI SELECT button
By pressing this button you can make a selection containing multiple items of data.

⑥ SELECT ALL button
Press this button to select all items.

⑦ CLEAR ALL button
Press this button to clear all selections.

5. Press the tabs and buttons of the TYPE field to select the type of data that you want to load.

The content shown in the TYPE field will vary depending on the tab you select.

- **ALL tab**
  All items will be the target of the operation.
- **SCENE tab**
  Scene memories will be the target of the operation.
- **INPUT/OUTPUT tab**
  The following table lists the items that you can select.

Buttons	Data content
IN CH LIB	Input channel library
OUT CH LIB	Output channel library
IN EQ LIB	Input EQ library
OUT EQ LIB	Output EQ library
DYNA LIB	Dynamics library

- **EFFECT/GEQ tab**
  The following table lists the items that you can select.

Buttons	Data content
EFFECT LIB	Effect library
GEQ LIB	GEQ library

- **PREMIUM tab**
  The following table lists the items that you can select.

Buttons	Data content
5033 LIB	Portico 5033 library
5043 LIB	Portico 5043 library
U76 LIB	U76 library

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Buttons	Data content
Opt-2A LIB	Opt-2A library
EQ-1A LIB	EQ-1A library
DynaEQ LIB	DynamicEQ library

- **SETUP tab**

The following table lists the items that you can select.

Buttons	Data content
MIXER SETUP	Mixer setup
OUTPUT PORT	Output ports
MONITOR	CUE/MONITOR/OSCILLATOR/TALKBACK
MIDI SETUP	MIDI Setup
MIDI PGM	MIDI program changes
MIDI CTL	MIDI control changes
Dante In Patch	DANTE input patch library

NOTE

If you load output port items individually, the settings of the channel assigned to the port will not be reflected. Recall them after loading a scene that includes input/output patching with those channel settings.

- **ADMIN tab**

The following table lists the items that you can select.

Buttons	Data content
ADMIN PREF	PREFERENCE (For administrator)
ADMIN UDEF	USER DEFINED KEYS/USER DEFINED KNOBS (For administrator)
ADMIN FADER	CUSTOM FADER BANK (For administrator)
GUEST PREF	PREFERENCE (For guest)
GUEST UDEF	USER DEFINED KEYS/USER DEFINED KNOBS (For guest)
GUEST FADER	CUSTOM FADER BANK (For guest)
GUEST LEVEL	USER LEVEL (For guest)

6. In the SOURCE field, add a check mark (✓) to select the data that you want to load.

If you want to load multiple items of data in a single operation, press the MULTI SELECT button.

7. In the DESTINATION field, add a check mark (✓) to the load-destination.

8. Press the LOAD button.

NOTE

If the number of loadable data items in the DESTINATION list is less than the number of items being loaded, the allowable number of data items will be loaded.

Saving the CL console's settings on a USB flash drive

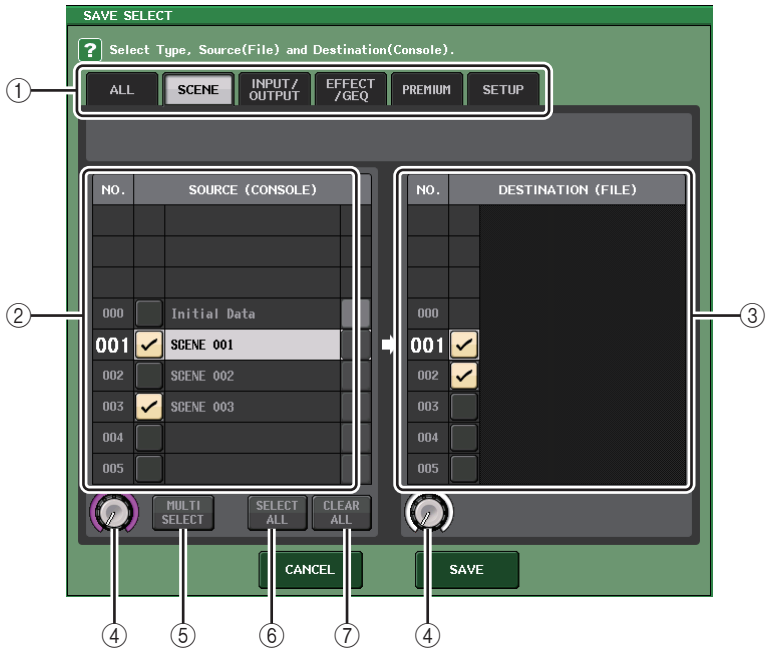
Here's how to save the CL console's internal data on a USB flash drive.

1. In the Function Access Area, press the SETUP button to access the SETUP screen.

2. Press the SAVE/LOAD button to access the SAVE/LOAD popup window.

3. If necessary, press the directory icon and change the directory.

4. Press the SAVE button to access the SAVE SELECT popup window.



① **TYPE field**

This specifies the types of data to be saved.

② **SOURCE field**

This shows the internal data of the CL series console.

③ **DESTINATION field**

Indicates the save-destination.

④ **Data selection knob**

This knob selects the data shown in the field.

⑤ **MULTI SELECT button**

By pressing this button you can make a selection containing multiple items of data.

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⑥ **SELECT ALL button**
Press this button to select all items.

⑦ **CLEAR ALL button**
Press this button to clear all selections.

5. Press the tabs and buttons of the TYPE field to select the type of data that you want to save.

The content shown in the TYPE field will vary depending on the tab you select.

- **ALL tab**
  All items will be the target of the operation.
- **SCENE tab**
  Scene memories will be the target of the operation.
- **INPUT/OUTPUT tab**
  The following table lists the items that you can select.

Buttons	Data content
IN CH LIB	Input channel library
OUT CH LIB	Output channel library
IN EQ LIB	Input EQ library
OUT EQ LIB	Output EQ library
DYNA LIB	Dynamics library

- **EFFECT/GEQ tab**
  The following table lists the items that you can select.

Buttons	Data content
EFFECT LIB	Effect library
GEQ LIB	GEQ library

- **PREMIUM tab**
  The following table lists the items that you can select.

Buttons	Data content
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- **SETUP tab**
  The following table lists the items that you can select.

Buttons	Data content
MIXER SETUP	Mixer setup
OUTPUT PORT	Output ports
MONITOR	CUE/MONITOR/OSCILLATOR/TALKBACK
MIDI SETUP	MIDI Setup
MIDI PGM	MIDI program changes
MIDI CTL	MIDI control changes
Dante In Patch	DANTE input patch library

NOTE

- If you save output port items individually, the settings for the channel assigned to the port will not be saved. You will also need to save the scene that includes the input/output patching for those channel settings.
- Items that are included in the ADMIN tab when loading items individually will be included in ALL when saving.

6. In the SOURCE field, add a check mark (✓) to select the data that you want to save.

If you want to save multiple items of data in a single operation, press the MULTI SELECT button.

7. In the DESTINATION field, add a check mark (✓) to the save-destination.

8. Press the SAVE button to access the FILE SAVE popup window.

9. Enter a file name or comment, and press the SAVE button.

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Added function for recovering from USB overcurrent

Even if the connection with the USB device was stopped because an overcurrent condition occurred at the USB port, it is now possible to reconnect the USB device without restarting.

Recovery procedure

After removing the cause of the overcurrent at the USB port, press the location that shows “USB REMOUNT” at the FORMAT button of the SAVE/LOAD screen.

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Other functions

Improvements to the channel name display

Improvements have been made to the channel name display and channel color indicator.

The channel on/off status is now shown in SENDS ON FADER mode.

Channel on

Channel off

If NAME DISPLAY is set to “NAME ONLY” in the PREFERENCE page of the USER SETUP popup window, the channel number is now shown.

Channel number indication

Added channel color

Black can now be specified as a channel color. If black is selected for a channel, its channel color indicator will be unlit.

Make this setting in the CH COLOR/ICON popup window.

■ Channel color setting

1. **Access the OVERVIEW screen that includes the input channel whose channel color you want to specify.**
2. **Press the channel number/channel name field of that channel to access the PATCH/NAME popup window.**
3. **Select a channel color.**

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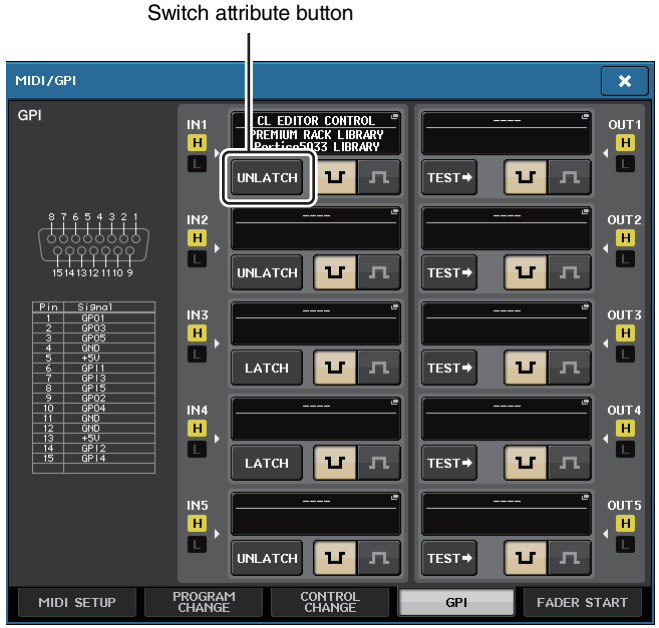
Added GPI functions

You can now select the attributes (latched or unlatched) of an external switch connected to a GPI IN port.

■ GPI settings

1. **In the Function Access Area, press the SETUP button to access the SETUP screen.**
2. **Press the MIDI/GPI button to access the MIDI/GPI screen.**
3. **Press the GPI tab.**



Each time you press a switch attribute button, its indication will alternate between LATCH and UNLATCH.

LATCH LATCH (a switch that alternately turns on/off each time it is pressed) is selected.

UNLATCH UNLATCH (a switch that is on only while pressed and is off when released) is selected.

Initializing the Dante audio network settings

It is now possible for Dante-related settings to also be initialized to their factory-set state when an error occurs on the Dante audio network.

NOTICE

When you initialize, all console settings including the Dante audio network settings that had been previously saved in memory will be lost.

Proceed with the following operation only if you are very sure you want to do this!

1. **While holding down the SCENE MEMORY [STORE] key and [INC] key on the panel, turn on the power to the CL console.**
2. **A message indicates that initialization is complete; press the CLOSE button.**

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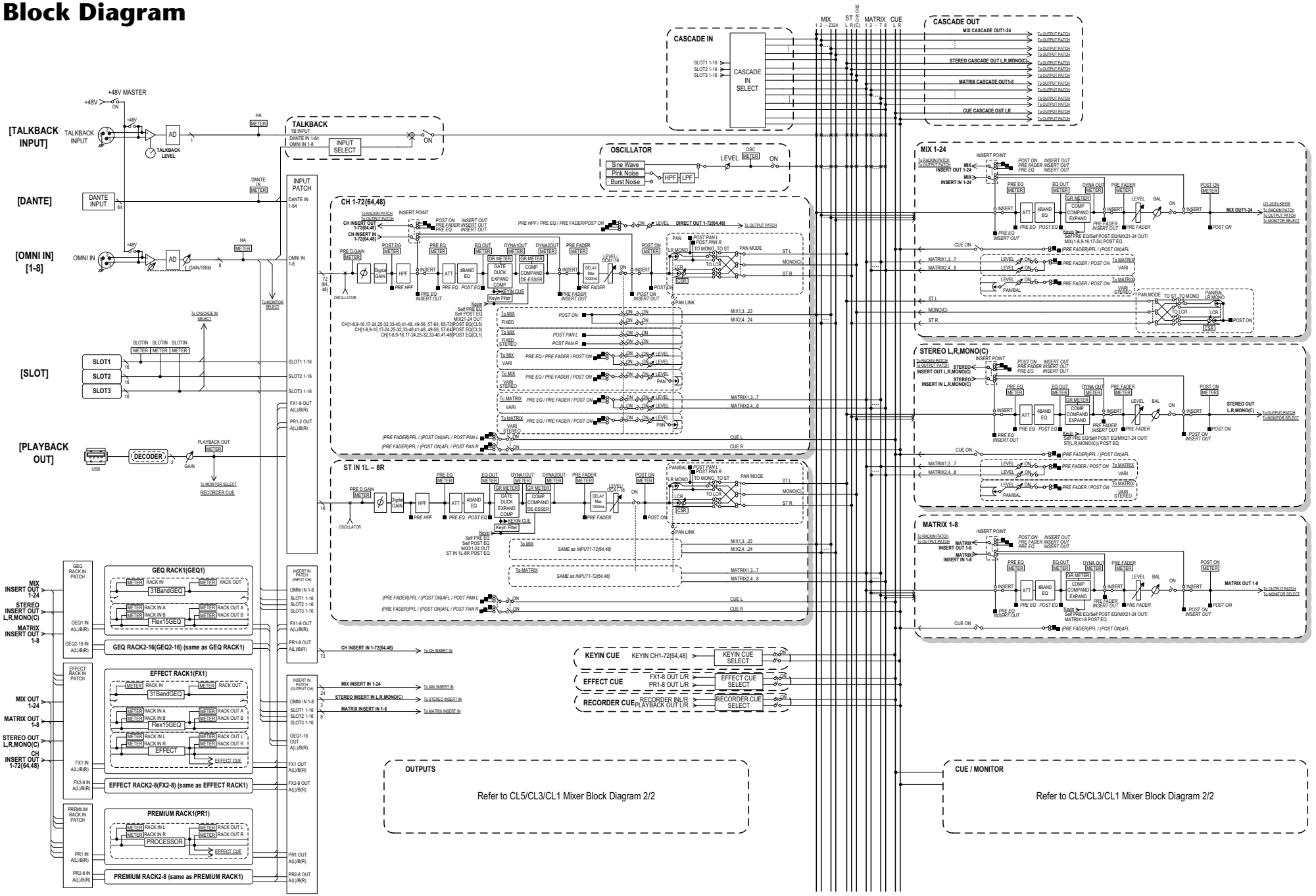
Block Diagram



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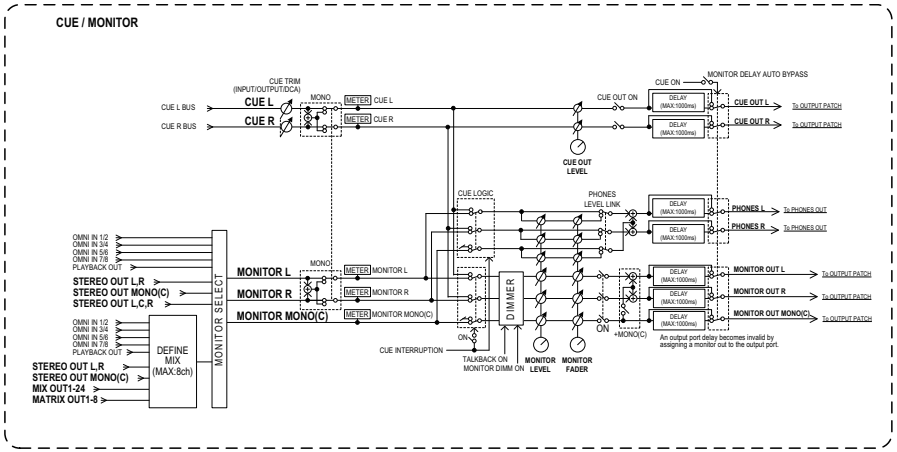

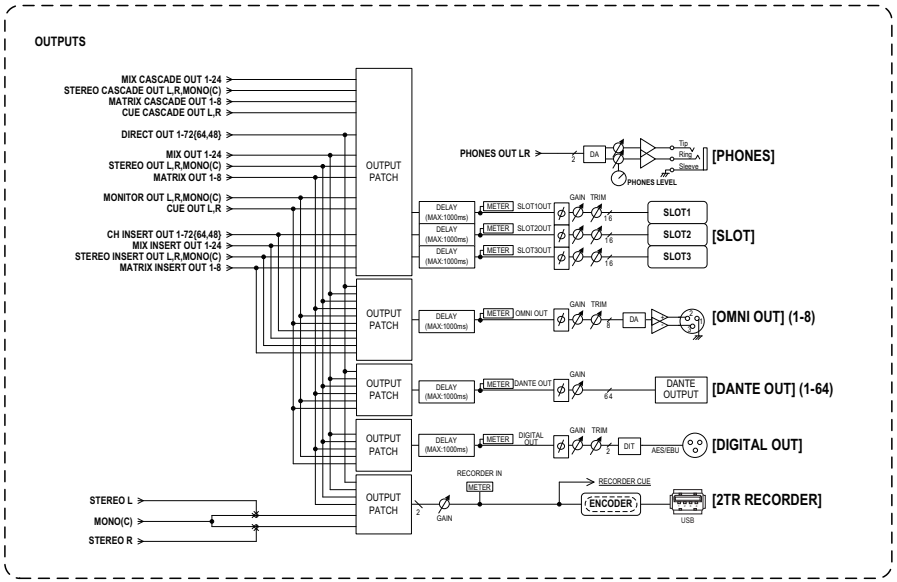

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