



Pro Tools | S6 Guide

Software Version 1.4

Legal Notices

© 2014 Avid Technology, Inc., ("Avid"), all rights reserved. This guide may not be duplicated in whole or in part without the written consent of Avid. 003, 192 Digital I/O, 192 I/O, 96 I/O, 96i I/O, Adrenaline, AirSpeed, ALEX, Alienbrain, AME, AniMatte, Archive, Archive II, Assistant Station, AudioPages, AudioStation, AutoLoop, AutoSync, Avid, Avid Active, Avid Everywhere, Avid Advanced Response, Avid DNA, Avid DNxcel, Avid DNxHD, Avid DS Assist Station, Avid Ignite, Avid Liquid, Avid Media Engine, Avid Media Processor, Avid MEDIArray, Avid Mojo, Avid Remote Response, Avid Unity, Avid Unity ISIS, Avid VideoRAID, AvidRAID, AvidShare, AVIDstripe, AVX, Beat Detective, Beauty Without The Bandwidth, Beyond Reality, BF Essentials, Bomb Factory, Bruno, C|24, CaptureManager, ChromaCurve, ChromaWheel, Cineractive Engine, Cineractive Player, Cineractive Viewer, Color Conductor, Command|8, Control|24, Cosmonaut Voice, CountDown, d2, d3, DAE, D-Command, D-Control, Deko, DekoCast, D-Fi, D-fx, Digi 002, Digi 003, DigiBase, Digidesign, Digidesign Audio Engine, Digidesign Development Partners, Digidesign Intelligent Noise Reduction, Digidesign TDM Bus, DigiLink, DigiMeter, DigiPanner, DigiProNet, DigiRack, DigiSerial, DigiSnake, DigiSystem, Digital Choreography, Digital Nonlinear Accelerator, DigiTest, DigiTranslator, DigiWear, DINR, DNxchange, Do More, DPP-1, D-Show, DSP Manager, DS-StorageCalc, DV Toolkit, DVD Complete, D-Verb, Eleven, EM, Euphonix, EUCON, EveryPhase, Expander, ExpertRender, Fairchild, FastBreak, Fast Track, Film Cutter, FilmScribe, Flexevent, FluidMotion, Frame Chase, FXDeko, HD Core, HD Process, HDpack, Home-to-Hollywood, HyperSPACE, HyperSPACE HDCAM, iKnowledge, Impact, Improv, iNEWS, iNEWS Assign, iNEWS ControlAir, InGame, Instantwrite, Instinct, Intelligent Content Management, Intelligent Digital Actor Technology, IntelliRender, Intelli-Sat, Intelli-Sat Broadcasting Recording Manager, InterFX, Interplay, inTONE, Intraframe, IS Expander, IS9, IS18, IS23, IS36, ISIS, IsoSync, LaunchPad, LeaderPlus, LFX, Lightning, Link & Sync, ListSync, LKT-200, Lo-Fi, MachineControl, Magic Mask, Make Anything Hollywood, make manage move|media, Marquee, MassivePack, MassivePack Pro, Maxim, Mbox, Media Composer, MediaFlow, MediaLog, MediaMix, Media Reader, Media Recorder, MEDIArray, MediaServer, MediaShare, MetaFuze, MetaSync, MIDI I/O, Mix Rack, Moviestar, MultiShell, NaturalMatch, NewsCutter, NewsView, NewsVision, Nitris, NL3D, NLP, NSDOS, NSWIN, OMF, OMF Interchange, OMM, OnDVD, Open Media Framework, Open Media Management, Painterly Effects, Palladium, Personal Q, PET, Podcast Factory, PowerSwap, PRE, ProControl, ProEncode, Profiler, Pro Tools, Pro Tools|HD, Pro Tools LE, Pro Tools M-Powered, Pro Transfer, QuickPunch, QuietDrive, Realtime Motion Synthesis, Recti-Fi, Reel Tape Delay, Reel Tape Flanger, Reel Tape Saturation, Reprise, Res Rocket Surfer, Reso, RetroLoop, Reverb One, ReVibe, Revolution, rS9, rS18, RTAS, Salesview, Sci-Fi, Scorch, ScriptSync, SecureProductionEnvironment, Shape-to-Shape, ShuttleCase, Sibelius, SimulPlay, SimulRecord, Slightly Rude Compressor, Smack!, Soft SampleCell, Soft-Clip Limiter, SoundReplacer, SPACE, SPACESHift, SpectraGraph, SpectraMatte, SteadyGlide, Streamfactory, Streamgenie, StreamRAID, SubCap, Sundance, Sundance Digital, SurroundScope, Symphony, SYNC HD, SYNC I/O, Synchronic, SynchroScope, Syntax, TDM FlexCable, TechFlix, Tel-Ray, Thunder, TimeLiner, Titansync, Titan, TL Aggro, TL AutoPan, TL Drum Rehab, TL Everyphase, TL Fauxlder, TL In Tune, TL MasterMeter, TL Metro, TL Space, TL Utilities, tools for storytellers, Transit, TransJammer, Trillium Lane Labs, TruTouch, UnityRAID, Vari-Fi, Video the Web Way, VideoRAID, VideoSPACE, VTEM, Work-N-Play, Xdeck, X-Form, and XMON are either registered trademarks or trademarks of Avid Technology, Inc. in the United States and/or other countries. The Interplay name is used with the permission of the Interplay Entertainment Corp. which bears no responsibility for Avid products. All other trademarks are the property of their respective owners.

Bonjour, the Bonjour logo, and the Bonjour symbol are trademarks of Apple Computer, Inc.

Thunderbolt and the Thunderbolt logo are trademarks of Intel Corporation in the U.S. and/or other countries.

Portions of this software are copyright 2009 The FreeType Project (www.freetype.org). All rights reserved.

This product may include software developed by the OpenSSL Project for use in the OpenSSL Toolkit (<http://www.openssl.org/>)

This product may be protected by one or more U.S. and non-U.S. patents. Details are available at www.avid.com/patents.

Product features, specifications, system requirements, and availability are subject to change without notice.

Guide Part Number 9329-65534-00 REV A 02/15

Contents

Part I Introduction

- Chapter 1. Introduction** 1
 - System Configurations 1
 - System Requirements and Compatibility 3
 - Activation and Registration 3
 - About This Guide 3
 - Resources 4

Part II Getting Started

- Chapter 2. Introduction to the Touchscreen** 6
- Chapter 3. First Time Setup** 8
 - Connecting S6 to a Network 8
 - Starting Up and Shutting Down the System 10
 - Setting up S6 for the First Time 11
- Chapter 4. Master Module Screens** 23
 - Home Screen 24
 - Tracks Screen 36
 - Monitoring Screen 41
 - Settings Screen 43
 - About 43
 - Workstations 43
 - Surface 43
 - Soft Keys 44
 - Preferences 44
- Chapter 5. Soft Keys** 51
 - Quick Start 51
 - Soft Keys Editor 52
 - Creating Soft Keys 53
 - Special Soft Key Functions 59
 - Recall Workstations from Soft Keys 61

Part III Using S6

Chapter 6. Common S6 Tasks	63
Nudging and Banking	64
Selecting Tracks	65
Attentioning Tracks	67
Assigning Track Input and Output	68
Record Enabling Tracks	70
Automation	72
Using the Transport and Jog/Shuttle Controls	74
Pro Tools Commands Using the Track Color / Modifier Keys	76
Working with VCAs	78
Editing from the Surface	79
Chapter 7. Plug-ins and Sends	81
Plug-ins	81
Sends	84
Chapter 8. Layouts	86
Layouts Screen	86

Part IV S6 Modules

Chapter 9. S6 Master Modules	94
Master Module	95
Automation Module	103
Chapter 10. S6 Channel Modules	108
Fader Module	108
Process Module	113
Knob Module	118
Display Module	121

Part V Appendix

Appendix A. GPIO	126
Appendix B. EQ and DYN Parameters in Expand Mode	128

Part I: Introduction

Chapter 1: Introduction

Pro Tools® | S6 is a professional, 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, and control multiple audio applications at once. S6 is flexible and scalable. Modules can be arranged in many different combinations, and additional modules can be added later to address workflow changes and/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 from the S6 control surface. The Master Module and Automation Module each have two Soft Keys sections 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. The Display Module can display high-resolution, multichannel colored meters, waveforms, and functions.

S6 offers six types of 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. The Master Module displays the Home, Tracks, Monitoring, and Settings Screens. All S6 configurations must have one Master Module.

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

Fader Module Each of its eight strips has a motorized fader, meter, navigation and automation switches, Attention key, and display.

Process Module Each of its eight strips has one knob section with multiple function switches.

Knob Module Each of its eight strips has four knob sections.

Display Module each of its eight strips can display metering, waveforms, and functions.

System Configurations

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

S6 M10 Built around the M10 Master Module, it is suitable for smaller configurations, accommodates 8 to 24 fader strips per frame, supports up to two connected workstations, and does not support Display Modules.

S6 M40 Built around the M40 Master Module, it is suitable for larger configurations, more powerful than the S6 M10 system, supports up to eight connected workstations, and supports Display Modules.

For the S6 system in Figure 2, “16” refers to the number of fader strips in the system, and “5” refers to the number of knobs per fader strip.

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.

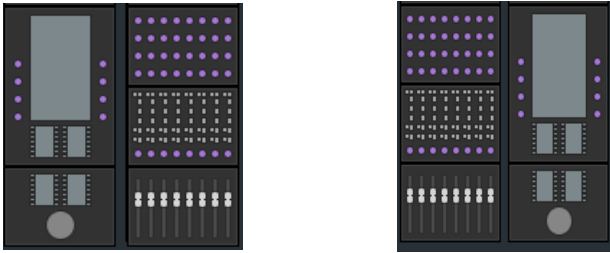


Figure 1. Two 8-strip S6 M10 arrangements

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

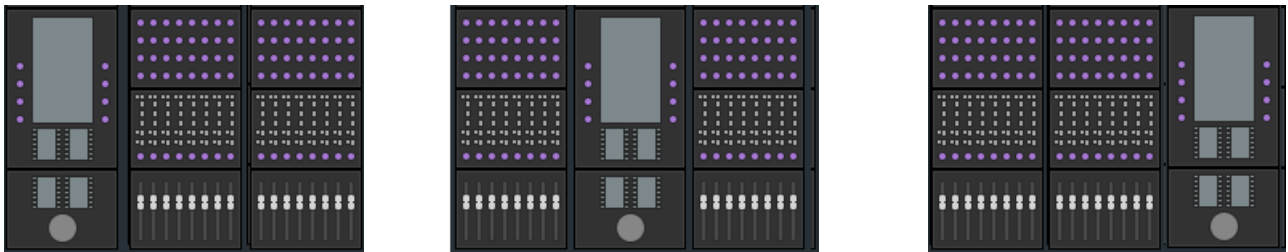


Figure 2. Three 16-strip S6 M10 arrangements with Master Modules to the left, in the center, and to the right of the Channel Modules

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.

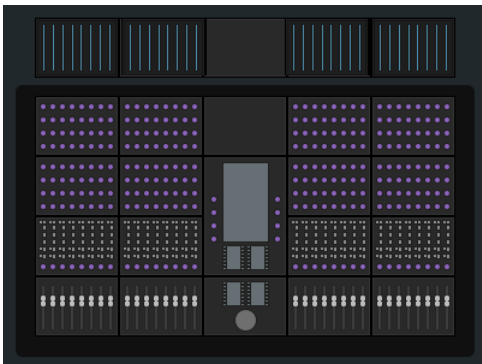


Figure 3. 32-strip S6 M40 arrangement with Display Modules

Options

A number of options are available including Fill Panels, Producers Desk, Keyboard Tray, Script Tray, SpeakerDecks, and VESA Monitor Mount.

System Requirements and Compatibility

S6 Software version 1.4 requires Pro Tools 11.2.2 or later., and is also compatible with other EUCON™-aware applications. Some features require Pro Tools 11.3.1 or later, as noted in this guide.

For a list of supported applications, system requirements, and other compatibility information, visit:

<http://www.avid.com/US/products/Avid-S6/tech-specs>

Activation and Registration

As soon as you have assembled your S6 system and confirmed a successful hardware installation, activate your S6 system software on-line. Use the alphanumeric code on the included *S6 System Software Activation Card* to activate and download all S6 system software and documentation.



Be sure to Activate your purchase using the Activation card included with the Master Module so you can receive software updates directly in your Avid account. Check your Avid account for system software updates, Workstation software, and monitor control software (XMON EUCON software, and Studio Monitor Pro).

Registering

By registering, you become eligible to receive the following:

- Technical support information
- Software update and upgrade notices
- Hardware warranty information

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
File > Save	Choose Save from the File menu
Control+N	Hold down the Control key and press the N key
Control-click	Hold down the Control key and click the mouse button
Right-click	Click with the right 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.

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 and Product Registration

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.

<https://www.avid.com/US/account/orientation>

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.

<https://www.avid.com/US/Support/index.html>

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.

Check out the series of Get Started Fast with S6, available from the main S6 product page:

<http://www.avid.com/US/products/avid-S6>

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/US/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: Introduction to the Touchscreen

Each S6 system must include a Master Module which, along with the Automation Module, forms the *master section* of the console. The Master Module provides knobs, switches, and a touchscreen that let you quickly and intuitively do the following:

- Configure and manage your system
- Navigate through your session's tracks
- Perform many recording, monitoring, routing, and mixing tasks

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.

Touch, Hold, and Drag

Touch an object, hold briefly, then drag it to another location.

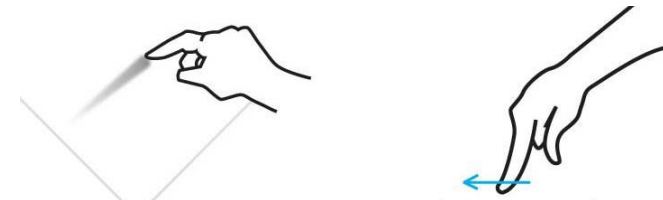


Touch, hold, and drag an object to a new location

Swipe

Touch and drag quickly left/right/up/down to do the following:

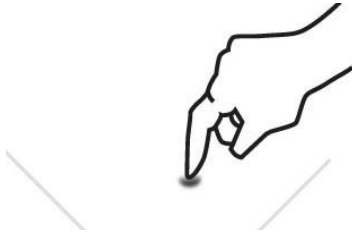
- Scroll the current page
- Move between different Settings pages
- Scroll between parameters in the Function Editor
- Scroll in the Track Matrix, Track Scroller, Meter Scroller, and Function Scroller



Swiping to scroll between pages

Stop Scrolling

Tap the touchscreen once and release to stop scrolling.



Touching 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 39).

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 had two or more plug-ins).



Two-finger pinch and stretch

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).

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.

Chapter 3: First Time Setup

Connecting S6 to a Network

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.

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:

- DHCP (Dynamic Host Configuration Protocol) server in the Master Module
- External, third-party DHCP device, such as a standalone router or corporate network remote server

⚠ 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.

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.
- 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.

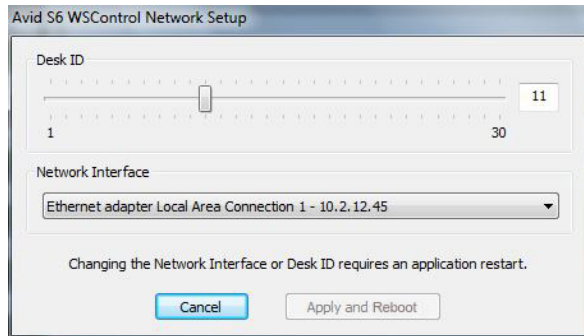
To connect your workstation to a WAN:

- 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 one of 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.



WSControl icon in Windows system tray

4 Select Network Setup.



Setting the Desk ID in the Avid S6 WControl 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 WControl.



See “Configuring Multiple S6 Systems on One Network” on page 15 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 192.168.2.253
Default Gateway	192.168.2.254
DNS Gateway	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 these routers from Cisco:

- Linksys E3200
- Linksys EA6500

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” on page 15 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.

Starting Up and Shutting Down the System

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 Shutdown/logout and check your Avid account for the most recent update.
- 5 Follow the installation directions that accompany the update.
- 6 Proceed to “Setting up S6 for the First Time” on page 11.

Shutting Down


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

To shut down the Master Module only:

- Navigate the touchscreen to the Settings > About page and touch Shut Down.

To power off the entire system:

- 1 Shut down the Master Module.

 *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

On each modules, a switch LED indicates power and connection status while the Master Module starts up.


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)

- 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 “Setting up S6 for the First Time” on page 11.
- 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. (

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.

Setting up S6 for 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 important S6 System Software before configuring the surface. See “Starting Up the System for the First Time” on page 10.

This section shows you how to do the following:

- Configure your S6 surface modules
- Connect S6 to your workstation(s)
- Enable EUCON connectivity in your audio application

Configuring the S6 Surface

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

To configure your S6 surface:

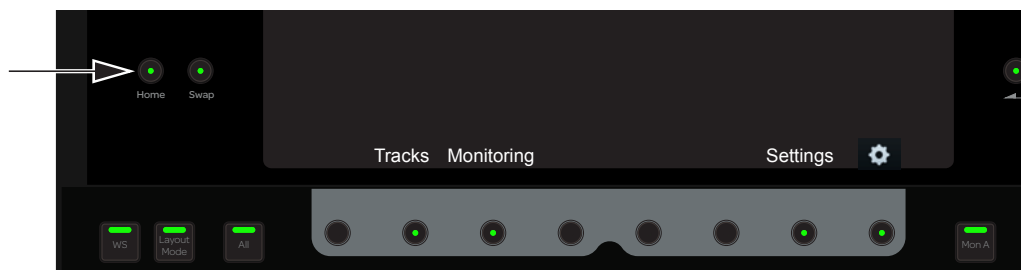
- 1 Access the Settings pages by doing either of the following:
 - Press the **Settings** switch on the Master Module.



Settings switch on the Master Module

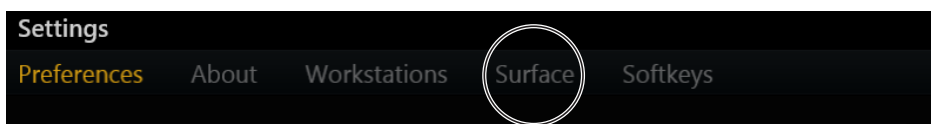
- From the Home screen, touch Settings at the lower-right of the Home screen to display the Settings screen.

 You can also press the Master Module Main Menu switch below Settings.




Home switch on the Master Module

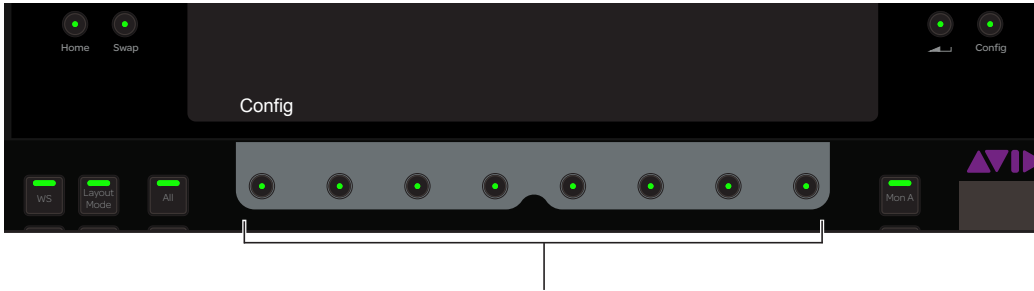
- 2 Touch Surface along the top of the Settings screen to open the Surface page.



Top of Settings screen

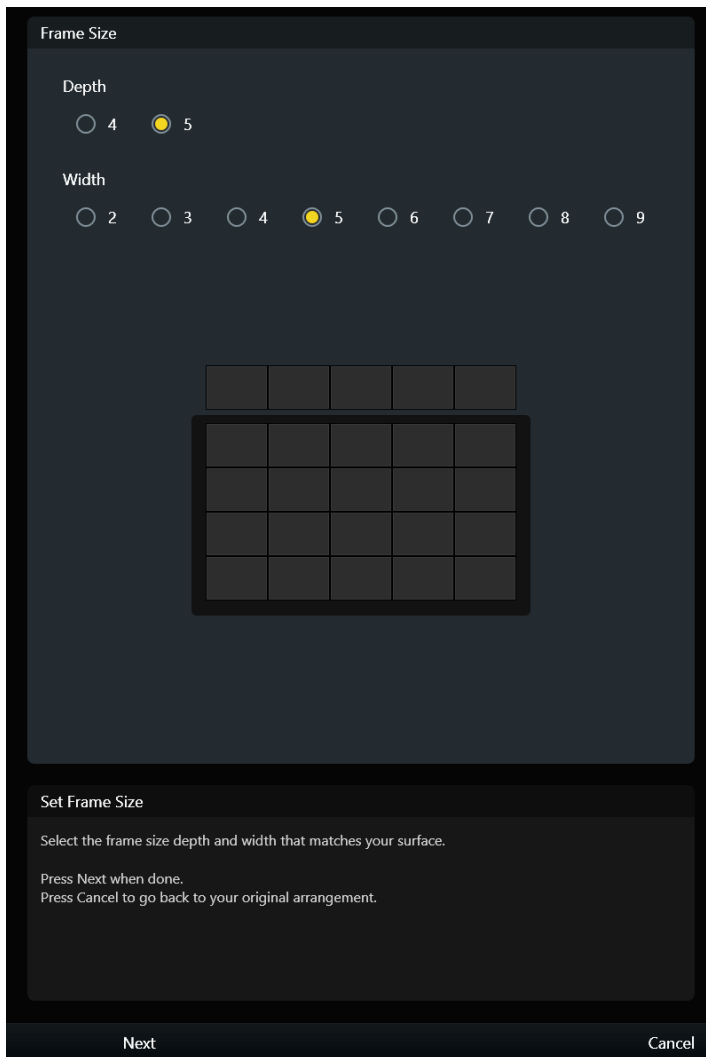
3 Touch Config at the bottom-left of the Surface screen.

 *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.*




Main Menu switches

4 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).



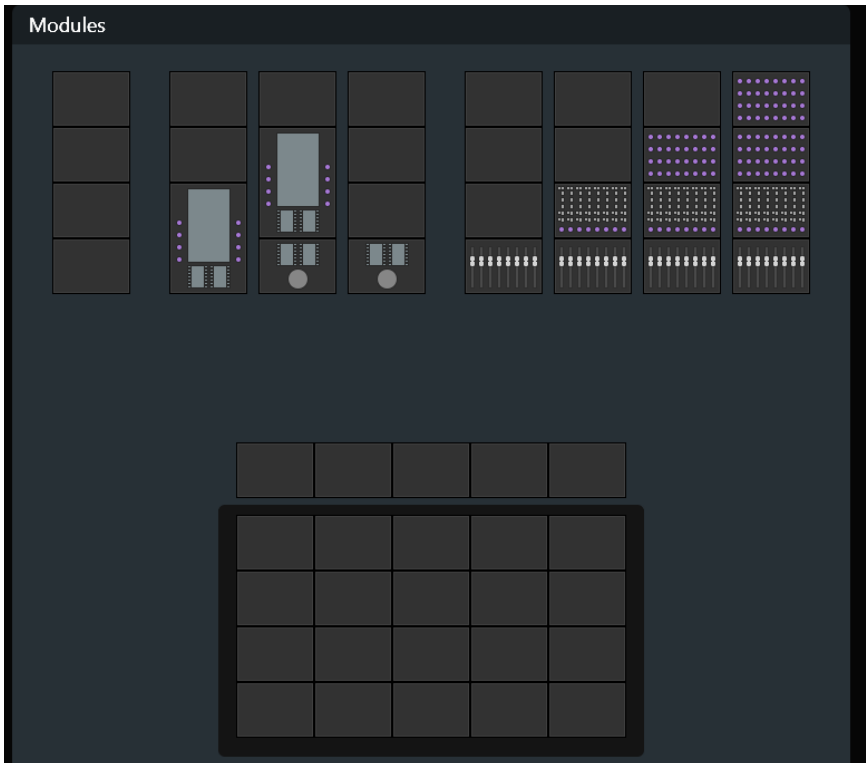
Setting Frame Size in the Settings > Surface page

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

5 Select your Frame Width.

Select the number of chassis assembled to form the system Frame.

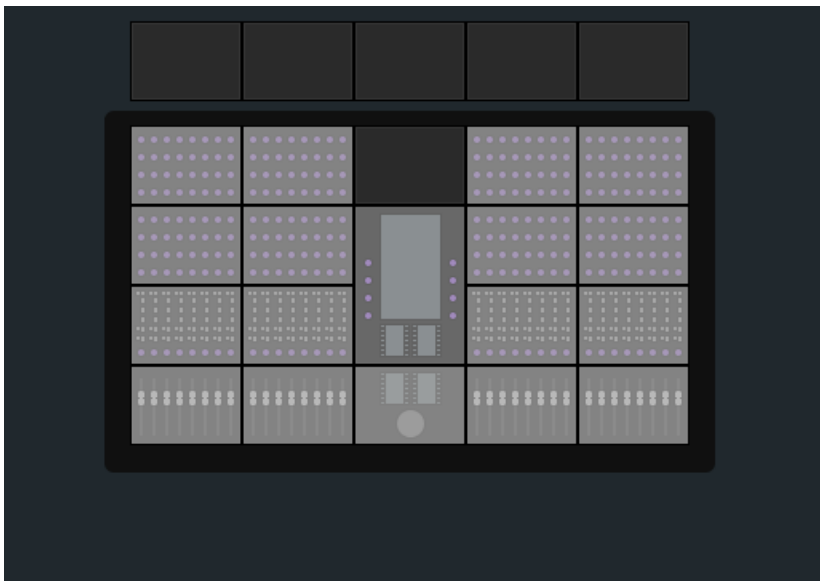
6 Touch Next at the bottom-left to continue to the Modules page.



Modules

7 Drag the module stacks to the frame diagram until it matches your physical arrangement of modules. All allowable module combinations are displayed.

- 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.



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

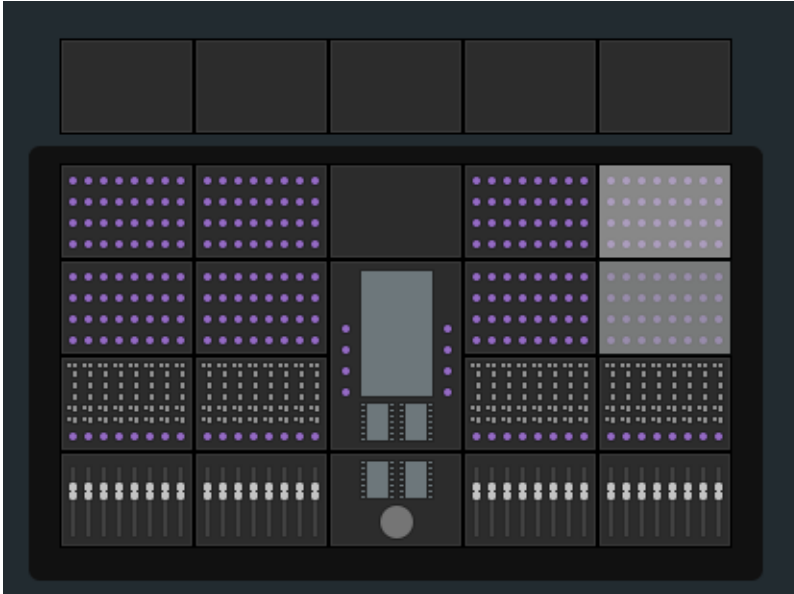


Figure 4. Confirming modules

11 If you do not have Display Modules to assign, touch Done to accept the new arrangement and complete the process.

12 Drag each numbered Display Module icon to the frame diagram so it matches the number shown on the physical Display Module.

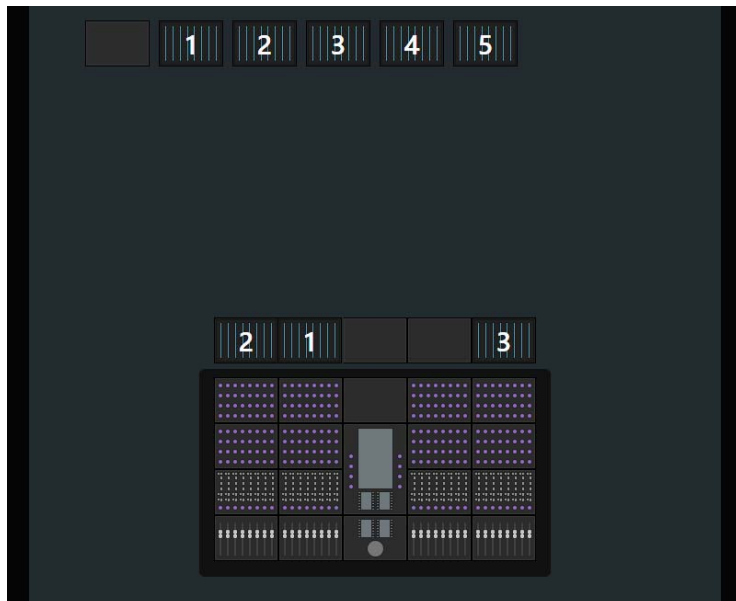


Figure 5. Assigning Display Modules

13 When you are done, touch Next.

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

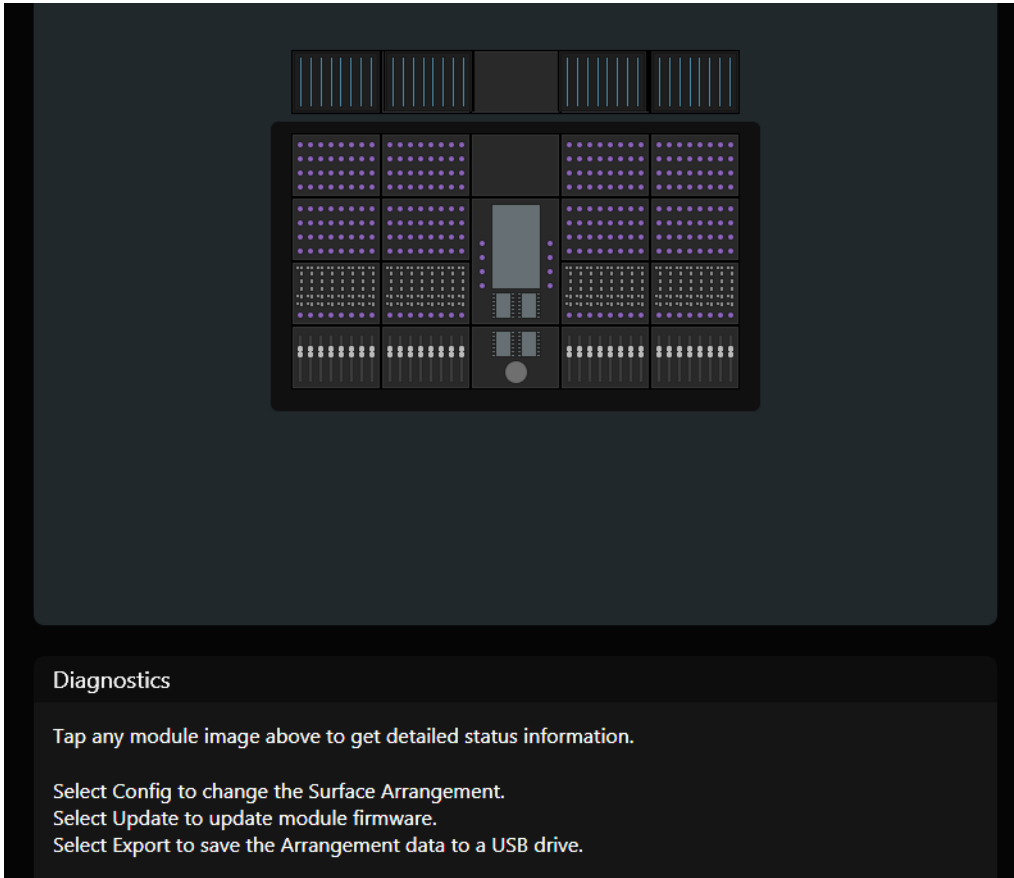


Figure 6. Finished Surface Arrangement

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.



Local Options

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

The message outlined in yellow in Figure 7 informs 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.

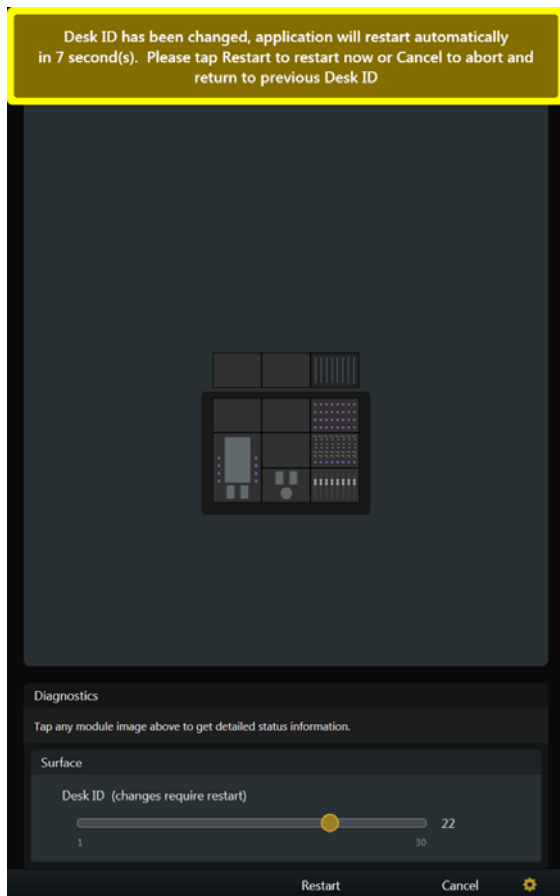


Figure 7. Desk ID Surface parameter

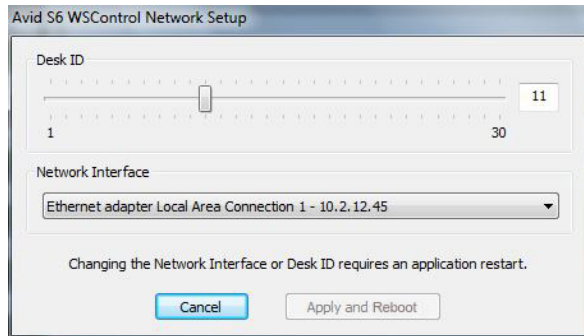
- 3 On the workstation that will connect to this S6 system, do one of the following:
 - Mac: Click the WControl icon in the Mac menu bar at the top-right of the screen.
 - or –
 - Windows: Right-click the WControl icon in the system tray at the bottom-right of the screen.



WControl icon in Windows system tray

- 4 Select Network Setup.

- 5 In the Avid S6 WControl Network Setup dialog, set the Desk ID to the same number as in step 1.



Setting the Desk ID in the Avid S6 WControl Network Setup dialog

- 6 If your workstation has multiple networks attached, make sure the Network Interface selected is the one connected to your S6.
- 7 If you only changed the Desk ID, click Apply to restart WControl.
- 8 If you changed the Network Interface, click Apply and Relaunch (Mac) or Apply and Restart (Windows) to reboot the workstation and restart WControl.

Connecting S6 to Workstations

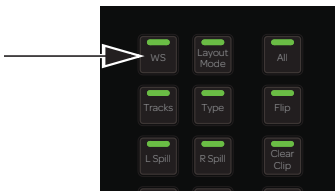
In order to control an audio application with S6, you must first install Mac or Windows S6 Workstation software on the desired computer. Then you connect that workstation to S6 using the Settings > Workstations page.

Multiple workstations can be connected to S6 at once, but only one is *attended* at a time. The attended workstation has exclusive access to the S6 surface. A workstation can be selected but not attended so you can derive information about the workstation, its applications, and EUCON version. Custom names can be assigned to connected workstations.

 *EUCON™ software installs into a default directory for all EUCON devices (such as System 5, S3 and S6) allowing co-install of all software for these devices. You do not need to uninstall and re-install when switching between EUCON control surfaces.*

To connect a workstation to S6:

- 1 Press **Home** on the Master Module.
- 2 Touch **Settings** at the lower right of the Home screen, or press its corresponding Main Menu switch.
- 3 To open the Workstations page, do one of the following:
 - Touch Workstations at the top of the Settings screen.
 - or –
 - Press the **WS** switch on the Master Module (top-left Navigation Switch).



WS switch

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

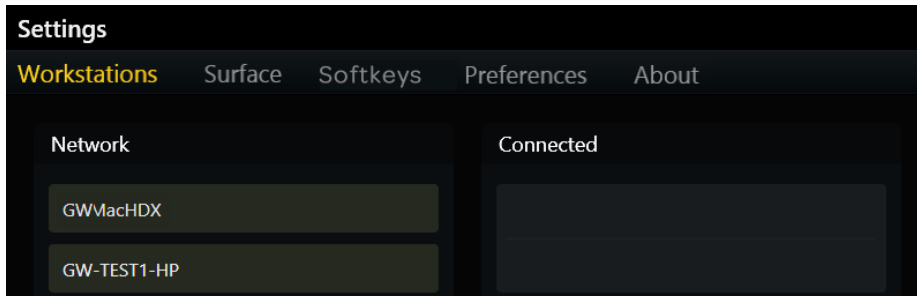


Figure 8. Top of Settings > Workstations page

- 4 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 attended, which is indicated by an orange (upper half) and blue (lower half) rectangular outline.
 - In Figure 9, the workstation in the Connected list is selected and attended, and Pro Tools is the focused application.

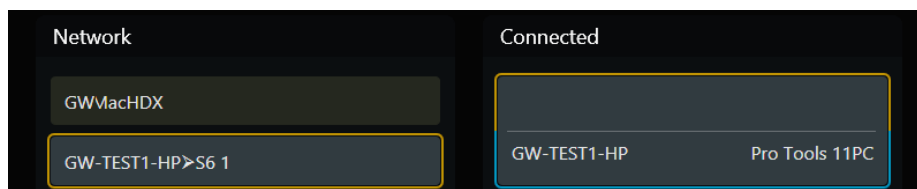


Figure 9. Connected workstation

To connect multiple workstations at the same time:

- 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 10, 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 10, GWMAC-2-Mac-Pro is selected (orange outline).

To enter a custom name for a workstation:

- Double-tap the blank area at the top of the Connected box for that workstation, then enter a name using the on-screen keyboard.

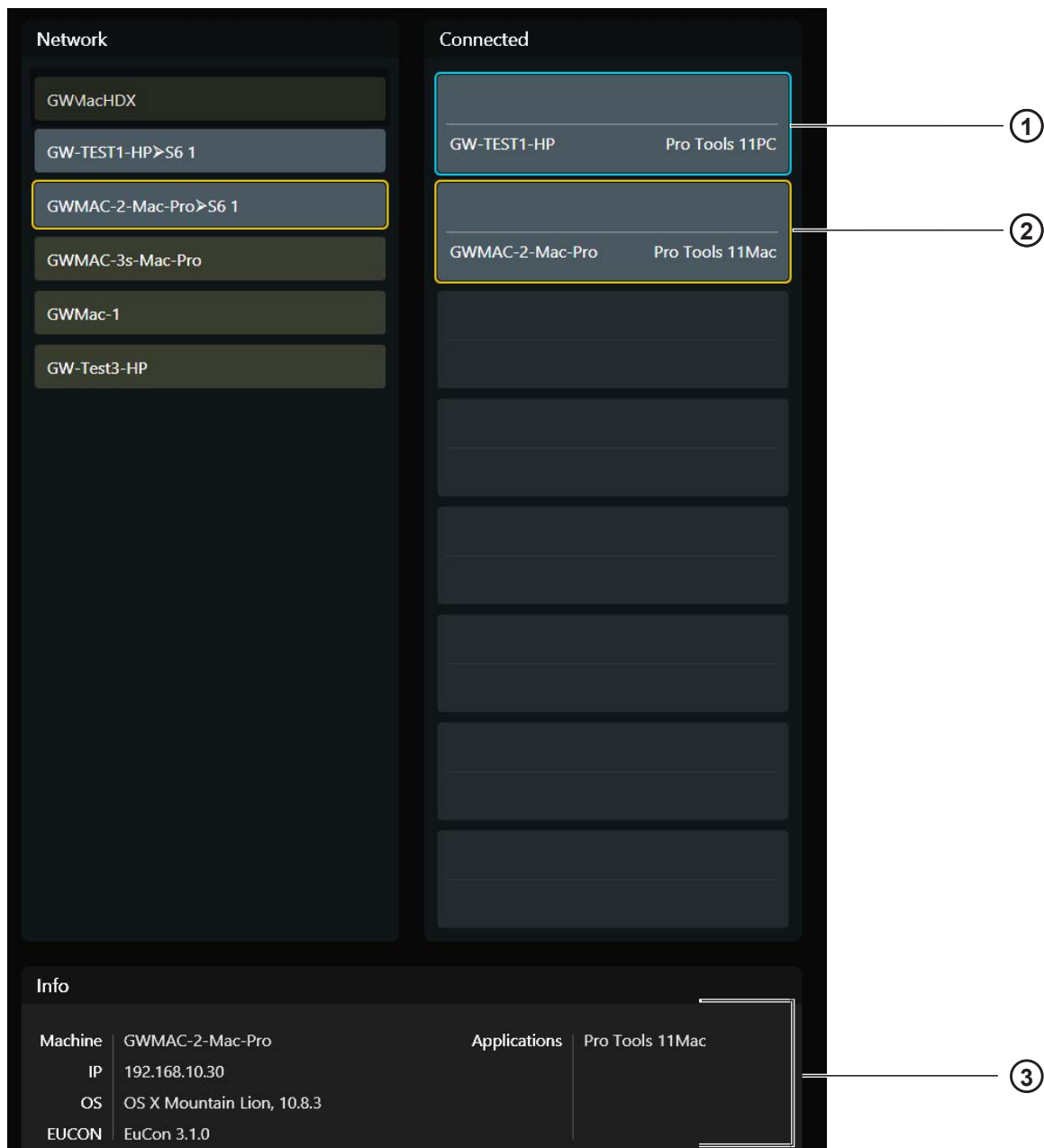


Figure 10. Attentioned (1) and selected (2) workstations with Info area (3)

Workstation Status

Connected A connected workstation is indicated by a gray rectangle (see Figure 11).

Offline A connected workstation can become *offline* if WSControl was shut down properly on that workstation (see Figure 12).

Unreachable A connected workstation can become *unreachable* if the workstation or WSControl crashed, or the workstation's Ethernet cable was disconnected (see Figure 13).

Network Connection Interrupt A connection to a workstation is experiencing an interrupt.

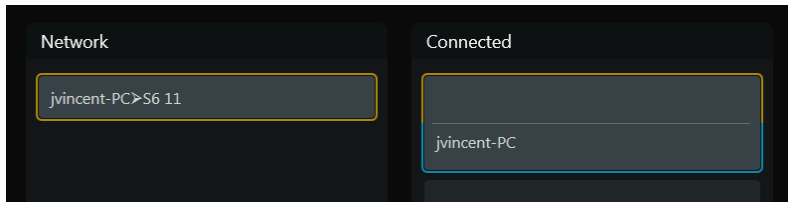


Figure 11. Workstation connected

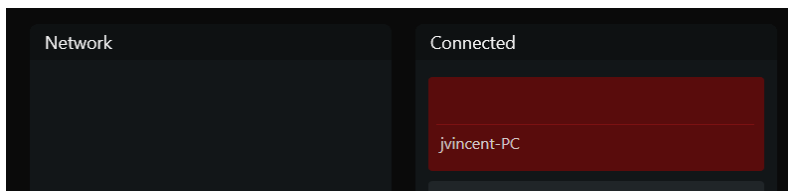


Figure 12. Workstation offline

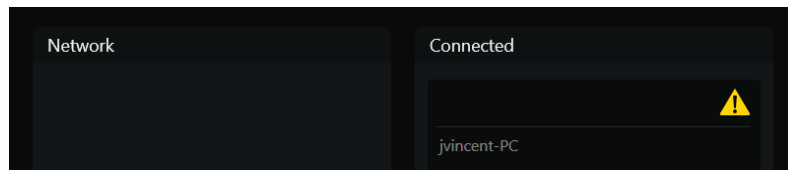


Figure 13. Workstation unreachable

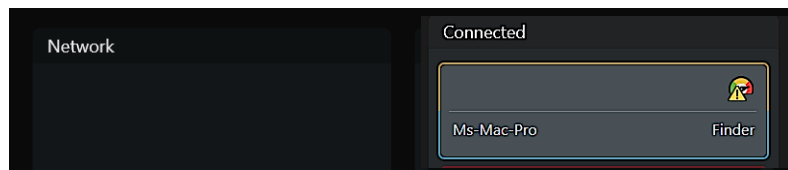


Figure 14. Workstation network connection interrupted

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 information 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.
- 2 Tap Graphs (or press its Soft Key).
- 3 Tap to select a different Workstation (if available) to see graphs for that workstation.

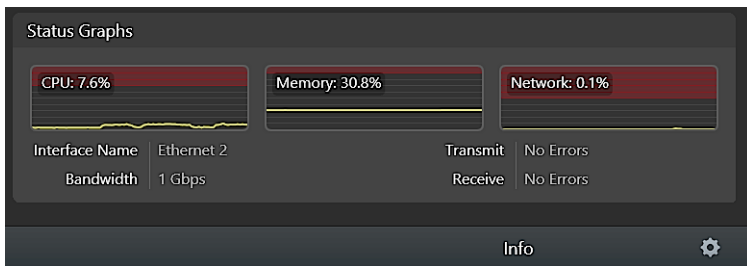


Figure 15. Workstations > Graphs display

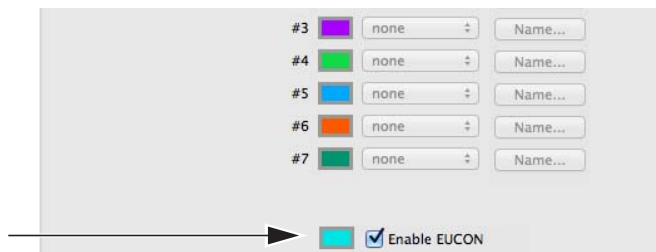
- 4 To exit, tap Info or navigate to any other page.

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.

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” on page 8.
- 2 Launch Pro Tools.
- 3 Choose Setup > Peripherals, and click the Ethernet Controllers page.
- 4 Select Enable EUCON.



Pro Tools Setup > Peripherals > Ethernet Controllers


- 5 Click OK. After a quick scan, S6 is ready to use with Pro Tools. You do not need to configure any other Ethernet Controllers settings.
- 6 Connect the workstation running Pro Tools to S6. If you did not yet connect it, see “Connecting S6 to Workstations” on page 18.
- 7 Open a Pro Tools session if one is not already open.

- 8** Click in any Pro Tools window to bring it into focus.
- 9** Verify that the Mix window displays a blue border around each Pro Tools track name.
- 10** Verify that the S6 displays track names and other relevant session data.

Chapter 4: Master Module Screens

This chapter explains the four Master Module screens:

Home Screen Lets you select and edit the 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, 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.

Settings Screens Let you set up the control surface, manage workstations, create and edit Soft Keys, and set S6 operational Preferences. The About page displays software version information and lets you Logout and Shutdown.

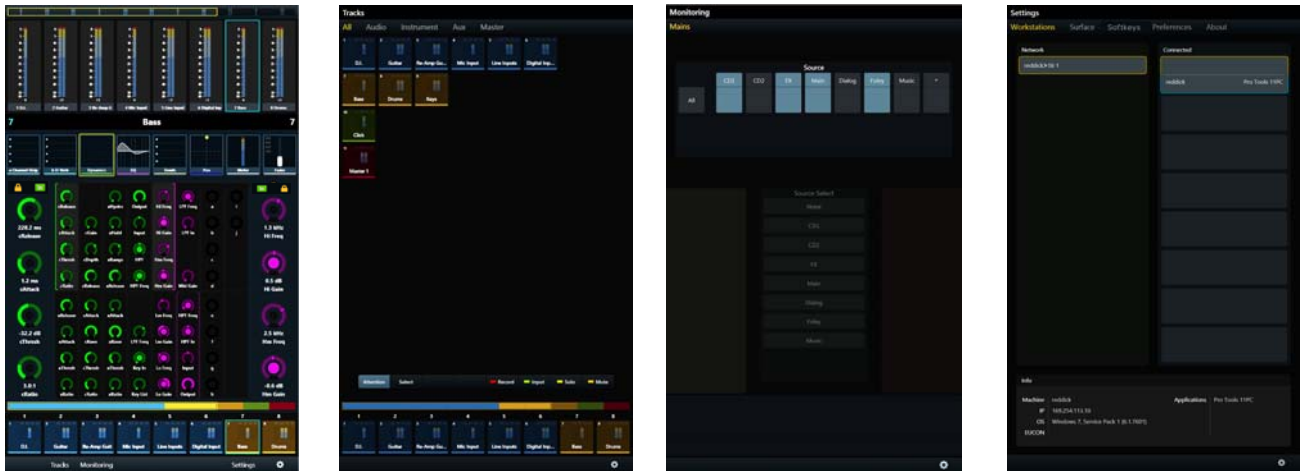


Figure 16. The four Master Module Screens: Home, Tracks, Monitoring, and Settings

To display other Screens from the Home screen:

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

To display the Home screen from any other screen:

- Press **Home** (5 on left of Figure 17) on the Master Module.

Home Screen

The Home screen provides the following:

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 the Attention Track functions.

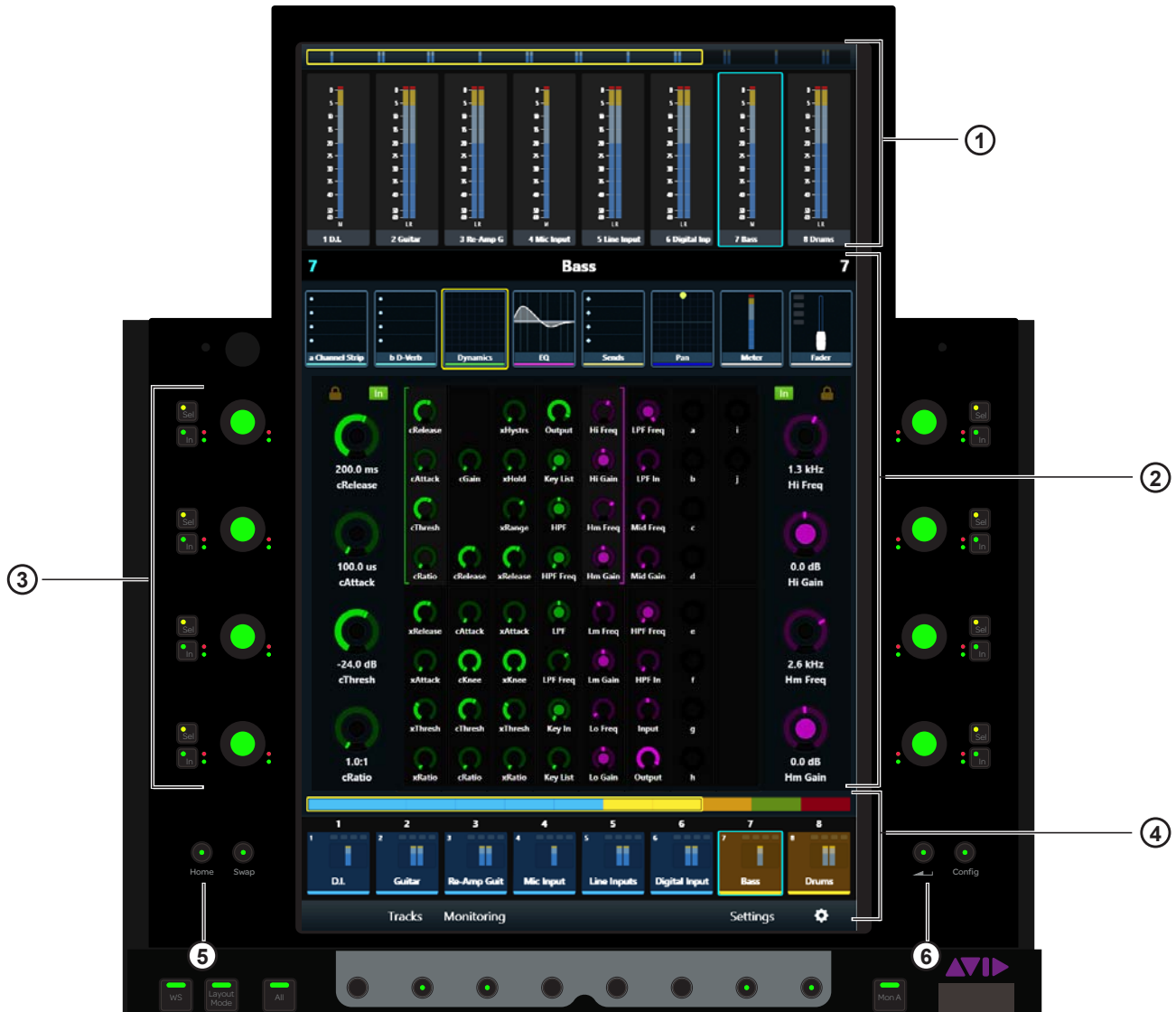


Figure 17. Home screen

- 1 - Meter Scroller
- 2 - Attention Track Editor
- 3 - Attention Track Knobs
- 4 - Track Scroller
- 5 - Home Switch
- 6 - Back Switch

Attentioning a Track

One track at a time can be *attentioned* to the:

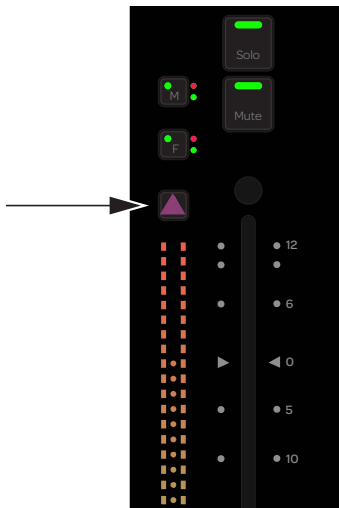
- Attention Track Editor in the Home screen on the Master Module.
 - and –
- Attention Track Fader on the Automation Module.

To attention a track from the Home screen:


- Tap a track in the Track Scroller.
 - or –
- Tap a track in the Meter Scroller (see “Home Screen Options” on page 34 to set this preference).

To attention a track from the Fader Module:

- Press the **Attention** key on the desired track’s Fader Module strip.



Attention key on a Fader Module strip

 See “Attentioning Tracks” on page 67 for additional ways to attention tracks.

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 18. 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	Function
Red	Input
Light Blue	Ins
Green	Dyn
Magenta	EQ
Blue	User
Yellow	Sends
Blue	Pan
Fuchsia	Edit
Dark Green	Grp
Orange	Bus

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" on page 34).

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



Figure 19. 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 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.

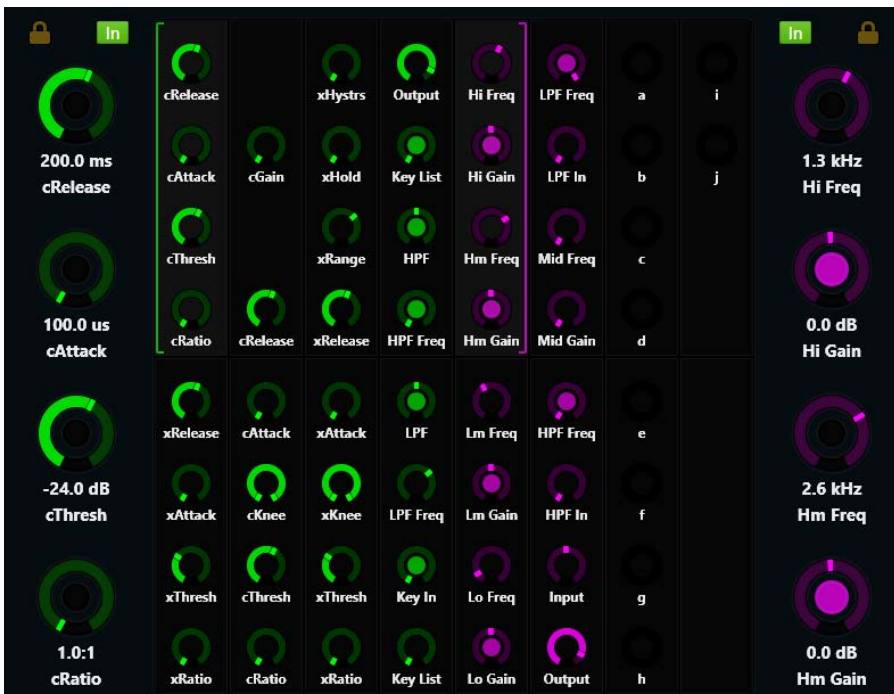


Figure 20. Function Editor

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” on page 30).

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 20) indicates the controls to its right are assigned to the left Attention Track Knobs.
- A right bracket (purple in Figure 20) indicates the controls to its left are assigned to the right Attention Track Knobs.

Using Page Switches to Navigate Attention Track Knobs

You can use switches on the Master Module to page functions and focus the touchscreen knobs on different parameters. When the Master Module **Shift** switch is held down, the four switches at the bottom left and right of the touchscreen enter Page mode as indicated by their LEDs lighting purple.

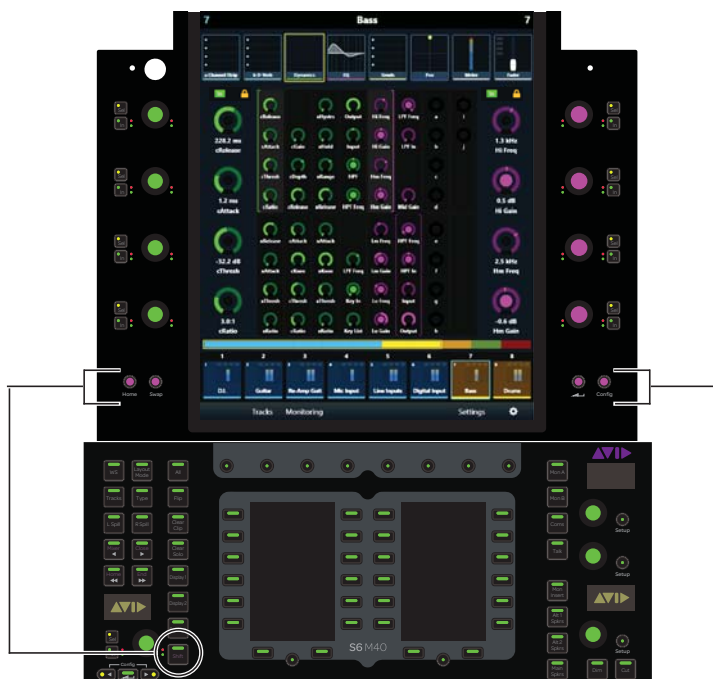



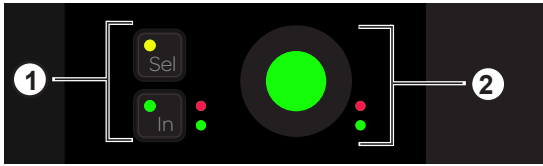
Figure 21. Shift and Page switches on the Master Module

When in Page mode, the **Home** and **Swap** switches page the Left knobs to their previous or next pages, and the **Back** () and **Config** switches page Right knobs. A focused knob group can page even if the knobs are locked.

If both sides of the touchscreen are showing knobs from the same function, each set of **Page** switches page both knob groups. If a different function is focused on each side of the touchscreen, the **Page** switches operate separately on each side.

Using the Attention Track Knobs

Each Attention Track Knob section provides a dual-function knob with **In** and **Sel** switches. 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; 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 Q and Frequency for an EQ plug-in, or pre- and post-fader for a send.

Function Editor Knob Types

Four virtual knob types are used to represent the different kinds of S6 parameters in the Function Editor. Figure 22 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, which emphasizes that 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.

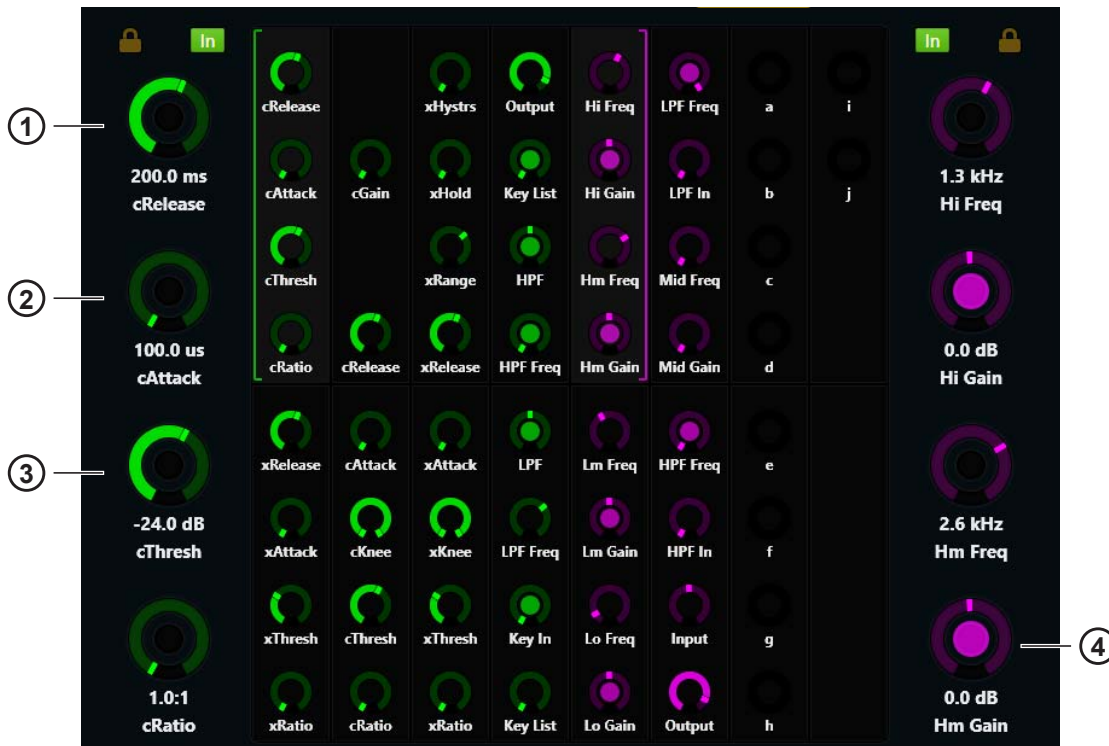



Figure 22. Knob types used in the Function Editor

Locking the Knobs

When a new function is selected from the Function Scroller, its first parameter bank is assigned to the Attention Track Knobs. You can prevent this automatic assignment by locking the Attention Track Knobs (left, right, or both sides) to their current parameters (see Figure 23).

 *Since locking does not persist when a new track is attentioned, parameters from different tracks cannot be locked to the Attention Track Knobs.*

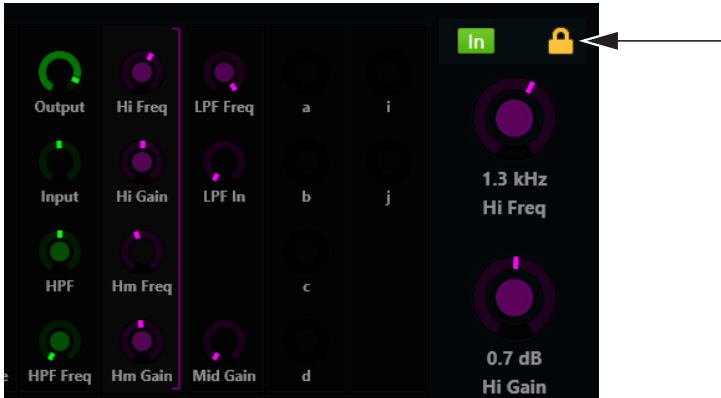



Figure 23. The right Attention Track Knobs are locked

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.*

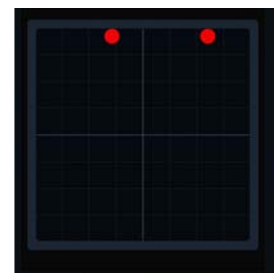
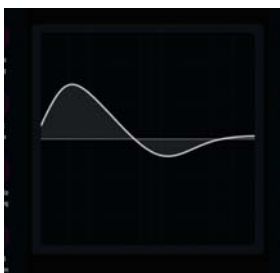
Functions with Additional Editing Features

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 automatically displayed for a variable length of time when a parameter is adjusted. For more information, see “Function and Knob Page Settings” on page 34.*



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.

To expand collapsed plug-in inserts:

- Use the two-finger stretch gesture anywhere in the Function Scroller.
 - or –
- 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



Fader function with record and mute enabled

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 Track or Meter 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 Track and Meter Scrollers use the Universe View. The Universe bar is the rectangular scroll indicator (see Figure 25).

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.

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” on page 34).
- 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 24. 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.

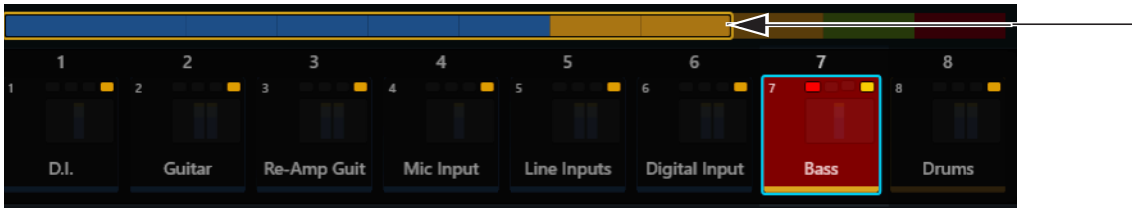


Figure 25. Track Scroller with Universe bar; Bass is record enabled, muted, and attentioned

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” on page 34 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 26).

To close the Home Screen Options:

- Touch the Local Options icon again or touch outside the Home Screen Options page.

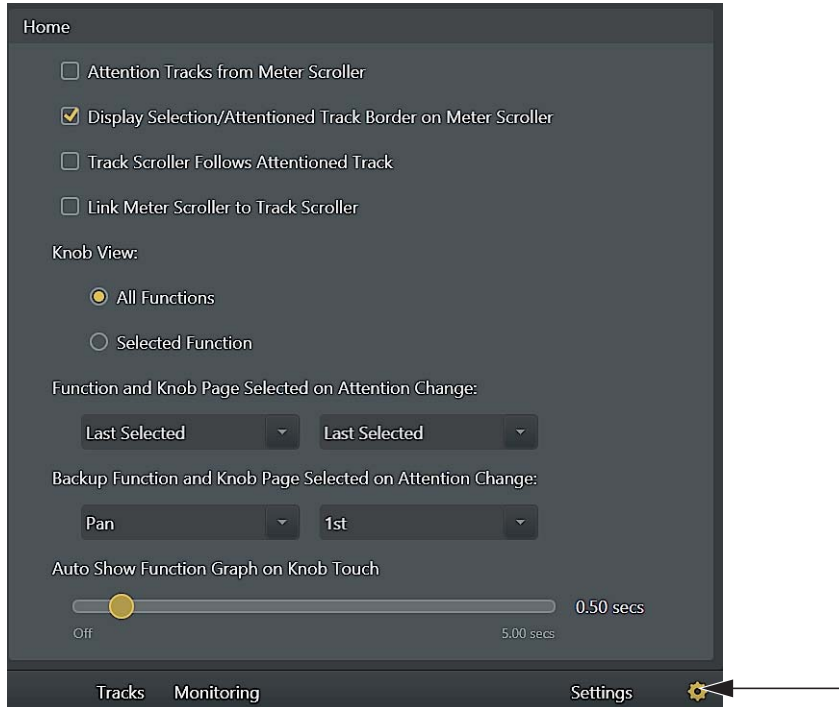


Figure 26. Home Screen Options with Local Options icon on the right

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.

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.

Function and Knob Page 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 Navigate to the Home screen and tap the Local Options (gear) icon.
- 2 Tap to display the first (left-most) drop down menu for 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. Not all functions are available in all applications.
- 3 Tap to display the second (right-most) drop down menu.

In Figure 27, 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.

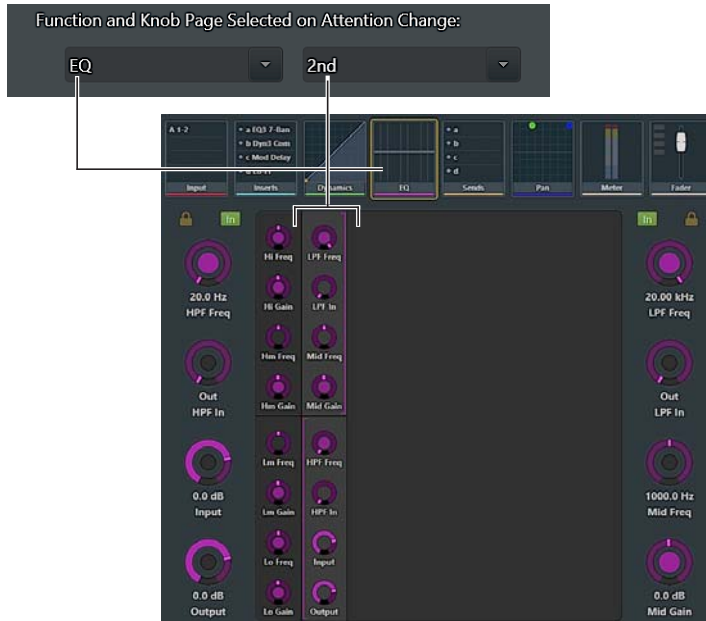


Figure 27. Home screen showing default function (EQ) and Knob Page (2nd) as defined in Home screen Local Options

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 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).

Tracks Screen

The Tracks screen lets you:

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

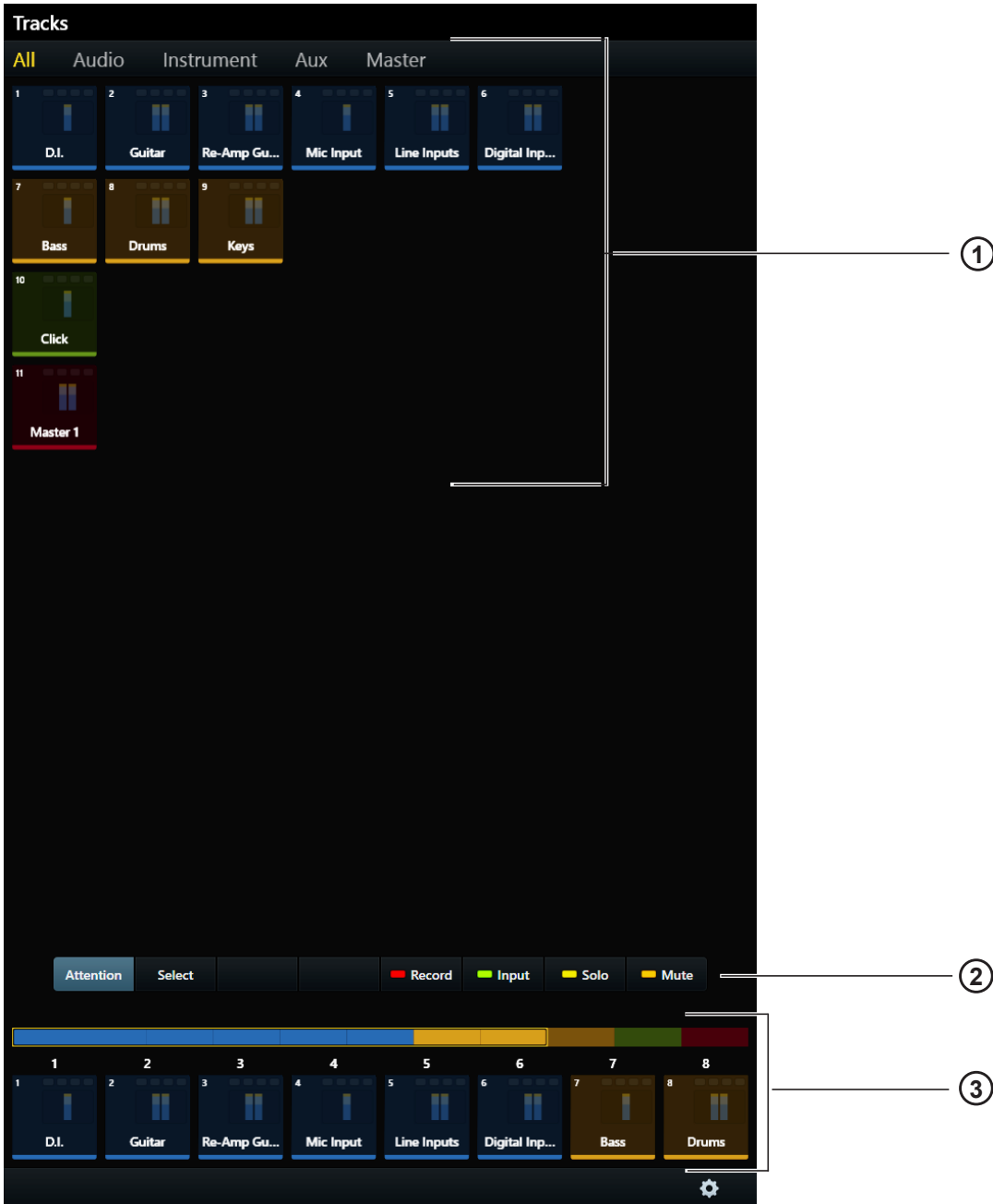


Figure 28. Tracks screen

- 1 - Track Matrix
- 2 - Attention, Select, Record, Input, Solo, and Mute controls
- 3 - Track Scroller

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 different track type from the tabs at the top of the Tracks screen.
– or –
- Swipe the Track Matrix horizontally to scroll between track types.



If your audio application also supports track colors, these are two powerful methods by which to differentiate and locate tracks. For example, Figure 28 shows All, Audio, Instrument, Aux, and Master track types for Pro Tools.

Track Matrix Controls

The Attention, Select, Record, Input, Solo, and Mute controls (2 in Figure 28) 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 display changes to the Home screen unless Auto-Bank to Attentioned Track is selected (see “Auto-Bank to Attentioned Track” on page 40).
 - 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, 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.



See “Channel Selection Mode” on page 39.

Selected tracks have an orange outline in the Track Matrix, Track Scroller, and Meter Scroller (see “Home Screen Options” on page 34).

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.

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.

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 “Track Scroller” on page 33 to learn about its 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” on page 39.)

Track Selector Options



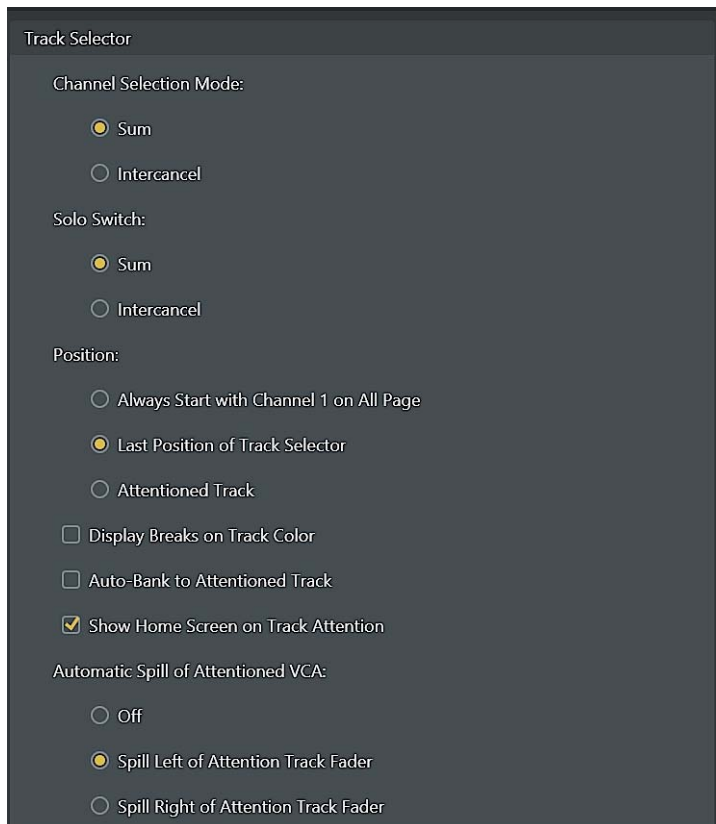
Figure 29. Track Scroller with Local Options icon at far right

To display the Track Selector Options:

- Touch the Local Options icon at the lower right of the Tracks screen.

To close the Track Selector Options:

- Touch the Local Options icon again or touch outside Track Selector Options.



Track Selector Options

Channel Selection Mode

Channel Selection Mode offers 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 functions are implemented by the audio application.*

Solo Switch offers Intercancel and Sum functionality:

Sum Each soloed track is added to the existing selection.

Intercancel Each soloed track replaces currently soloed track(s).

Position

This determines 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 on their own line.

Auto-Bank to Attentioned Track

When selected, each track attentioned automatically banks the surface so the track appears on the right-most strip if the Automation Module is to the right of the Fader Module(s). The track appears on strip 1 if the Automation Module is to the left of the Fader Module(s). 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.

Automatic Spill of Attentioned VCA

You can configure VCAs to automatically spill to the left or to the right of the Attention Track Fader (on the Automation Module) when a VCA is attentioned.

To configure VCA auto-spill:

- 1 Navigate to the Tracks page.
- 2 Touch the Local Options icon (gear) in the lower right corner to open the Tracks Settings screen.
- 3 Tap to choose any of the following options in the Automatic Spill of Attentioned VCA section:

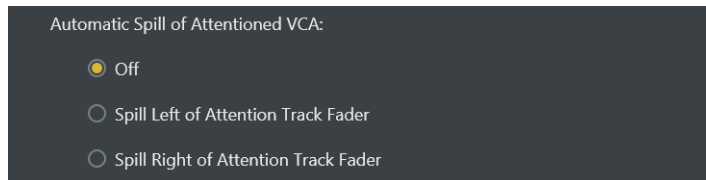



Figure 30. VCA Spill options in the Tracks Settings screen

Off No auto-spill (VCAs must be spilled manually).

Spill Left of Attention Track Fader When enabled, attentioning a VCA automatically spills its members to the left of the Attention Track Fader.

Spill Right of Attention Track Fader When enabled, attentioning a VCA automatically spills its members to the right of the Attention Track Fader.

 *Spilled VCA members store and recall their knob function (such as EQ, Dynamics, or Pan).*

Monitoring Screen

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

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

The Monitoring screen can be locked to the current audio application using the Setup switch on the Master Module (see “Monitor Select Controls and Display” on page 102).

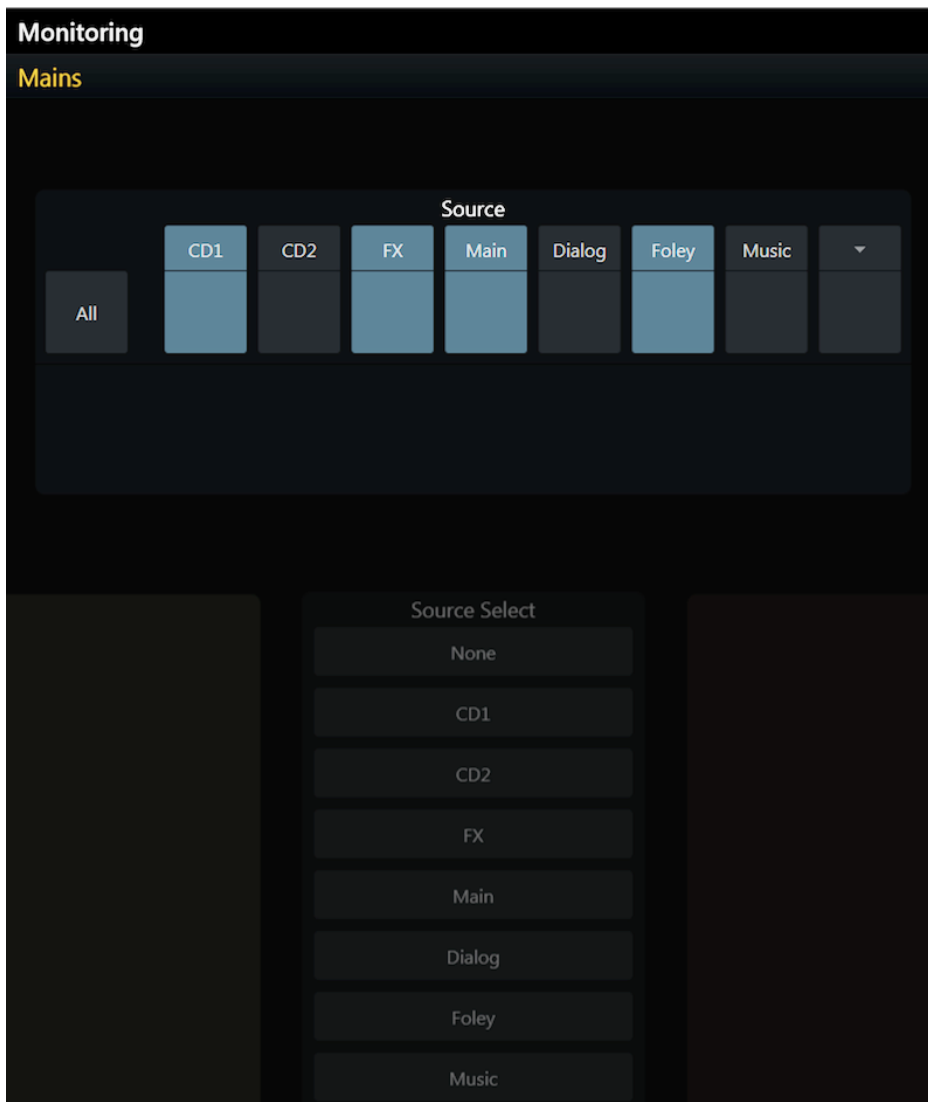


Figure 31. Monitoring screen with Sources on and off

Source Select and other choices are determined by the focused monitoring application (whether XMON EUCON, or Studio Monitor Pro 2).

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 31 CD1, FX, Main, and Foley are on.

Monitoring Screen Local Options

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

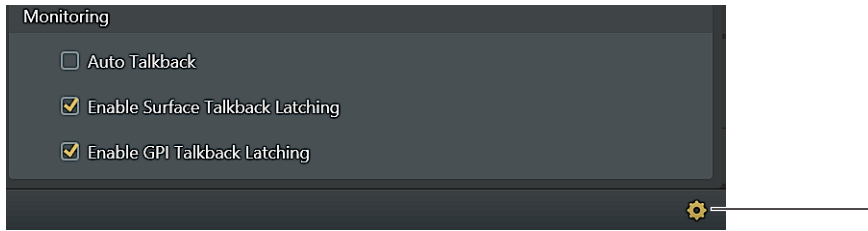


Figure 32. Monitoring Local Options icon

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 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).

Settings Screen

The Settings screen lets you connect workstations, configure your system, add or remove modules, create and edit Soft Keys, and set S6 operational preferences.

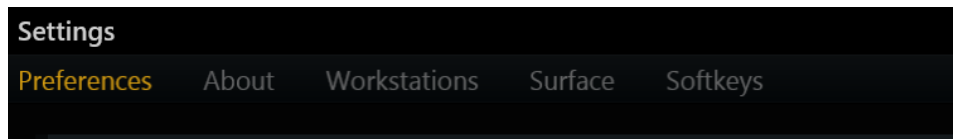


Figure 33. Settings screen with Preferences page selected

To go to the Settings pages:

- 1 Do either of the following:
 - Press the **Settings** switch on the Master Module.
 - From the Home screen, touch **Settings** at the lower-right of the Home screen.
- 1 To display different Settings pages:
 - Touch Workstations, Surface, Softkeys, Preferences, or About at the top of the Settings screen.
 - or –
 - Swipe the Settings screen horizontally.

The following sections describe each Settings page.

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 before powering down the system.*

Workstations

To open the Workstations page:


- Touch Workstations at the top of the Settings screen.
 - or –
- Press the **WS** navigation switch on the Master Module.

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. A workstation can be selected but not attentioned so you can derive information about the workstation, its applications, and EUCON version.

 See “Connecting S6 to Workstations” on page 18.


Surface

This page lets you configure your S6 surface arrangement. You will need to configure the surface only when you first set up or modify S6.

 See “Configuring the S6 Surface” on page 11.

Soft Keys

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

 See Chapter 5, “Soft Keys.”

Preferences

This page lets you set global S6 surface, workstation, and transport preferences. Scroll the Preferences screen down or up to access different sections.

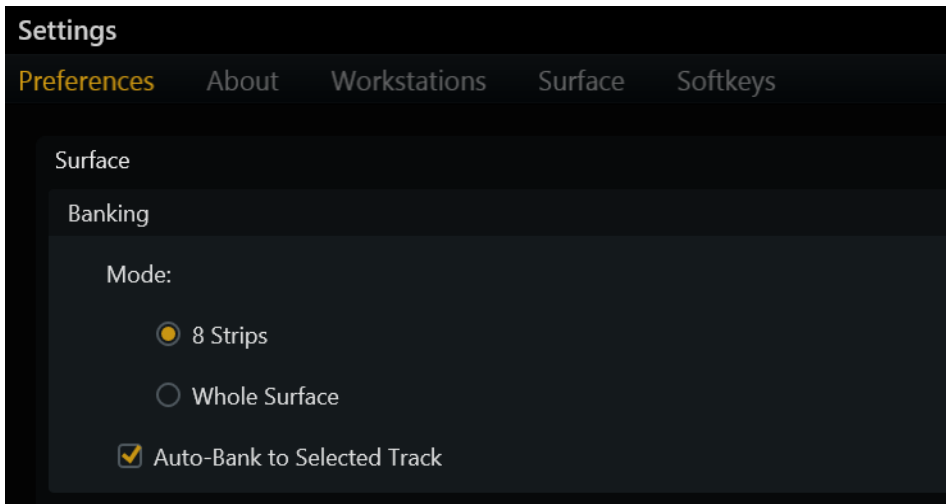


Figure 34. Surface preferences

Surface

The Surface section contains Banking, Strips, Knobs, Brightness, Soft Keys, GPIO and Language settings.

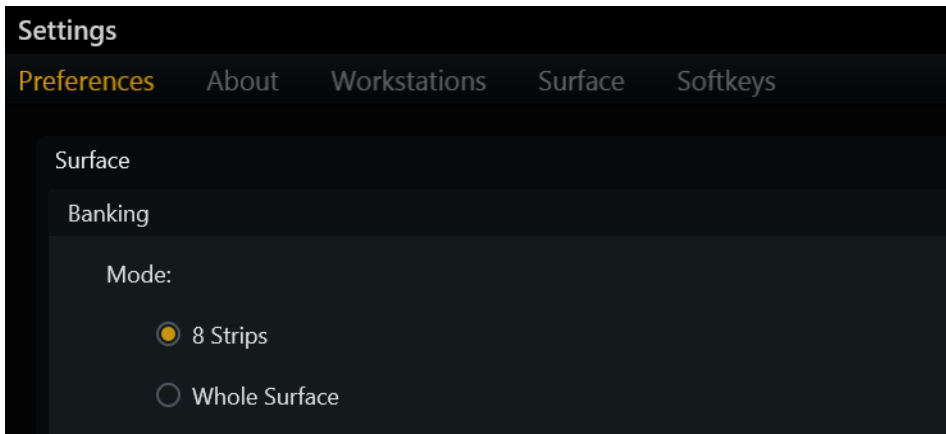


Figure 35. Surface preferences

Banking

Two Mode buttons 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

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).

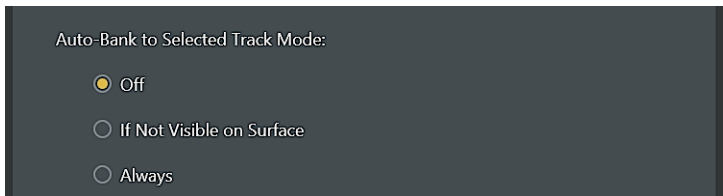


Figure 36. Settings > Preferences, Surface Banking

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.

Strips

The Strips preference settings control the behavior of hardware strips (on Fader Modules, and the Attention Track on the Automation Module).

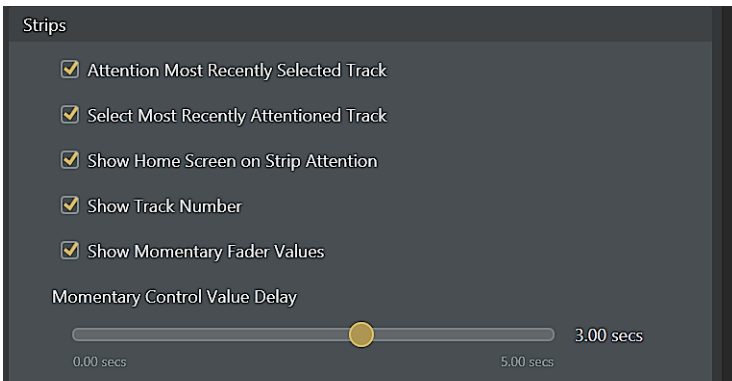


Figure 37. Settings > Preferences, Strips

Attention Most Recently Selected Track

Selecting a track by pressing its **Select** switch also attentions that track.

Select Most Recently Attentioned Track

Attentioning a track by pressing its **Attention** key also selects that track.

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 “Function and Knob Page Settings” on page 34 for more information.

Show Track Number

When enabled, strip OLEDs show the track number assigned by the parent DAW to the left of the Track name.

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.

To specify fader value display:

1 Navigate to Settings > Preferences.

In the Strips section, adjust the Momentary Control Values slider to the desired length of time (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” on page 35.

Knobs

Settings in the Knobs section let you control how functions and parameters are displayed across Knob Modules.

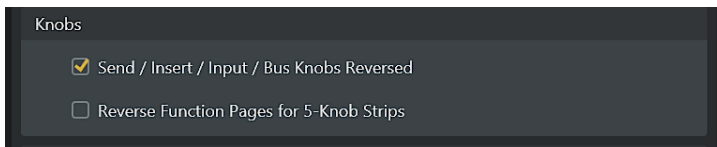


Figure 38. Settings > Preferences, Knobs section

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. For example, enable Reverse Function Pages for 5-Knob Strips to have EQ plug-in parameters start with low frequency parameters instead of high (or the opposite, depending on the default mapping of that plug-in).

Brightness

These settings manage the brightness of various S6 components, and can help save energy.

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.

Soft Keys

These settings turn Soft Key switch LEDs on or off, and choose how Workstation choices are displayed in the Soft Keys.

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.

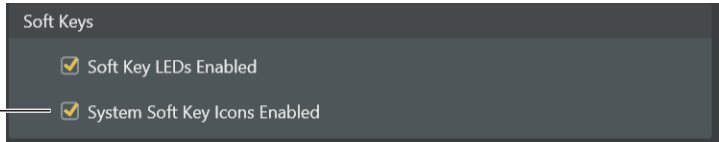


Figure 39. Soft Keys section in Settings > Preferences

When enabled, the Layout and Workstation Soft Keys display the following icons:

Icon	Indicates
	Layouts
	Workstation Mac
	Workstation Windows
	Workstation (generic)
	Workstation error

For more information, see Chapter 5, “Soft Keys.”

GPIO

The settings in this section let you configure General Purpose input and output behavior. 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.

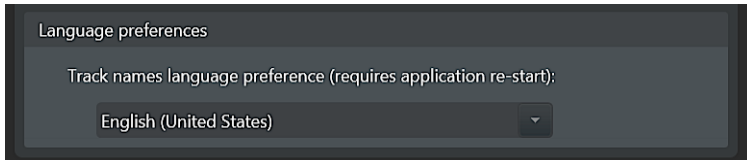


Figure 40. Language Preferences in Settings > Preferences.

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 include general options, Solo functionality, and KVM switch support.

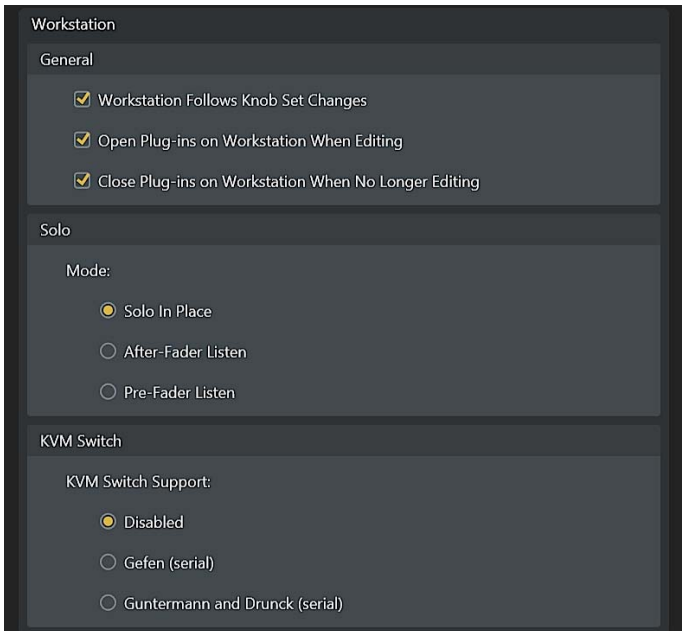


Figure 41. Workstation preferences

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 Module 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.

Close Plug-ins on Workstation When No Longer Editing

Closes plug-in windows when another function is selected on the surface.

Solo



Solo modes are implemented differently by each audio application.

In Pro Tools, Solo Mode has three settings:

Solo In Place 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).

KVM Switch

S6 can be used with specific KVM switches to let a single display follow S6 workstation focus. In the KVM Switch section of the S6 Settings > Preferences screen, you can enable serial control of either of the following:

- Gefen (<http://www.gefen.com/kvm/dproductlisting.jsp?listingCategory=Switchers>)
- Guntermann and Drunck (<http://www.gdsys.de/en/products/kvm-switches/>)

When either of these options is enabled and the corresponding KVM switch is connected to the COM port on the back of the Master Module (9-pin male), the display follows S6 Workstation focus.

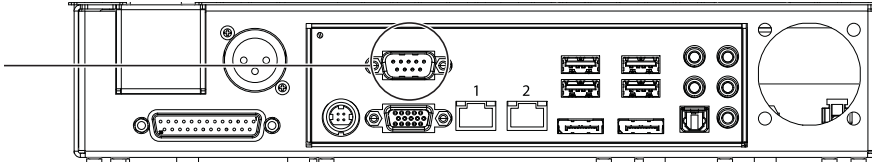


Figure 42. COM port for serial KVM connection



If your KVM does not respond, contact Avid Customer Service for help with specific settings that may be required.

Display

These settings let you set the view layout for all Display Modules, and set the Waveform Zoom level.

Layout

Tap the Layout field to select a view for all Display Modules.

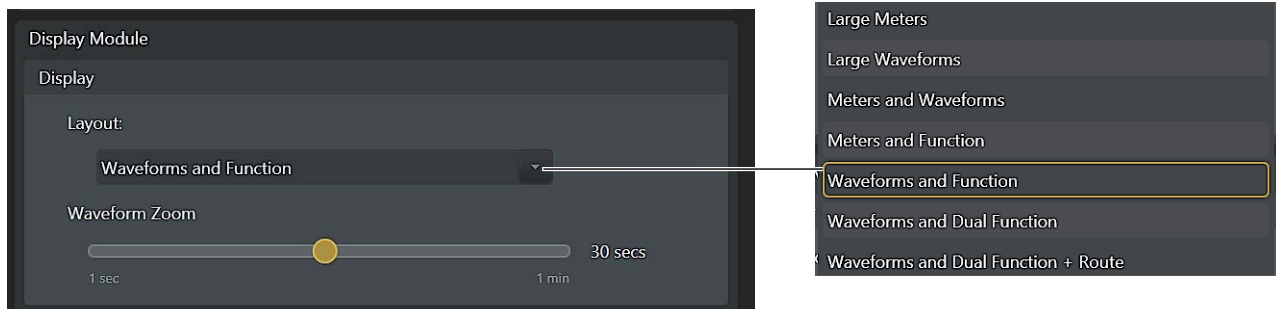


Figure 43. Settings > Preferences, Display Module

The Display Module has 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” on page 121 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.
- 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, the current input and output assignments for each track are shown below the functions.
- Group name, Group ID and color are shown on Display Modules for each strip in Function views. To see all Group assignments for a track, press **Grp** on the Process Module.

Touching or adjusting a knob displays the value for that knob, and reverts back as determined by the current setting of the Momentary Control Value Delay.

Waveform Zoom

You can adjust the zoom of waveforms shown on Display Modules from 1 second up to 60 seconds. Waveform Zoom be adjusted during playback.



*On the Master Module, the **Display 1** switch zooms out by 10 seconds, and **Display 2** zooms in 10 seconds. Hold the Master Module **Shift** switch while pressing **Display 1** or **Display 2** to zoom out or in 1 second, respectively.*

Chapter 5: Soft Keys

S6 provides a Soft Key Editor in the Settings screen for creating and managing Soft Keys on the Master Module and Automation Module. You can add, delete, rename and color Soft Keys. EUCON commands and page jumps can be assigned to each Soft Key. Full-color icons can be assigned to both the active and inactive states, and background colors and names can be changed.

Multi-EUCON commands, and multi-DAW macros are not supported.

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, 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).

To backup your custom Soft Keys, navigate to `c:\Program Files\Avid\S6\Appsets` on the Master Module (log out, log back in as Administrator, then open the File Explorer tile).

Quick Start

To get started using the Soft Key Editor,

To get to the Soft Keys page, do the following:

- 1 Press the **Settings** switch in the Master Module Navigation switch section.
- 2 Tap **Soft Keys** at the top of the screen.
- 3 Use the Help Text instructions at the bottom of the default Soft Key Editor page (see Figure 44 on page 52).
- 4 For step-by-step instructions to create a new Soft Key, see “Creating Soft Keys” on page 53.

Soft Keys Editor

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

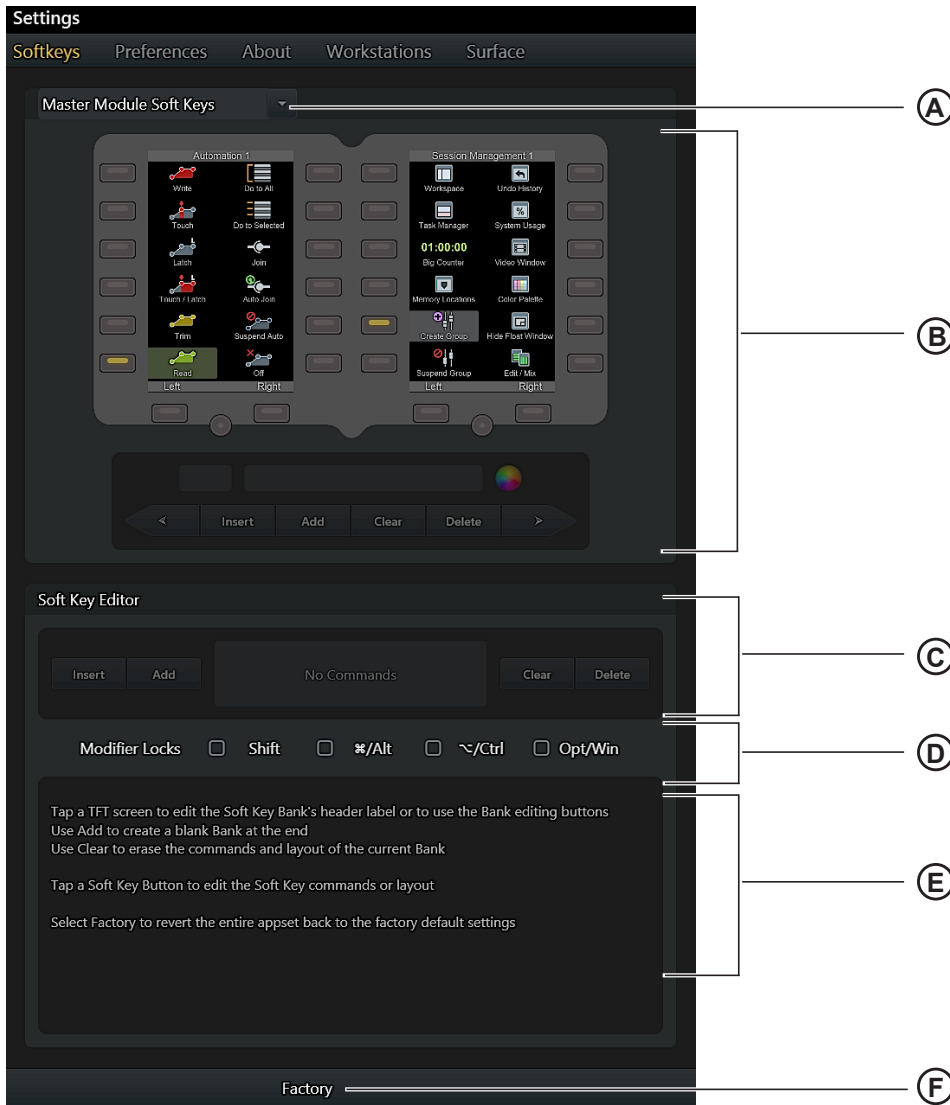


Figure 44. Soft Key Editor default screen

- A – Module Selector** Touch to choose to target Soft Keys on the Master or Automation Module
- B – Soft Key Banks and Commands** Displays Soft Key banks and assignments on 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 – Factory** Reset the Soft Key Editor to its default set of Soft Keys (any custom Soft Keys will be deleted).

Once you begin editing or creating Soft Keys, the lower section 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.

Creating Soft Keys

This section gives an example of how to create a new Soft Key bank, how to define navigation keys for the new bank, and gives an example of how to create a new Soft Key.

Creating a New Soft Key Bank

To create a new Soft Key:

- 1 In the Soft Key Editor, select the module and 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 45. Module Selector

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



Figure 46. Automation Module Soft Keys, Right set, selected (Add command, below)

- 3 Tap Add in the Bank commands section to create a new, empty bank. New banks are added after the last existing Bank in that set. New banks are automatically numbered. (To create a new bank between existing banks, tap Insert; the new bank will be inserted after 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 close the on-screen keyboard.
- Tap the Color Picker and tap to select a color for the bank name text. Tap Done (or tap anywhere outside the Color Picker) to close it and return to the Soft Key Editor.



Figure 47. Naming a new Soft Key bank

⚠ Customizing any Transport or Wheel switch assignment will require you to reassign all Transport or Wheel switches (including Play, Stop, Record, Jog, Scrub, and others that you want to use). Prior to S6 software v1.3, these switches were assigned to their standard functions by the factory Appset. However, once any switch on either section is re-assigned from the Soft Key Editor, both sections look to the newest Appset for their assignments. Use the Soft Key Editor to reassign all desired Transport and Wheel functions to their switches after customizing any assignment in these sections. Or reset all Soft Keys to their default assignments by tapping Factory at the bottom of the Soft Key Editor (all custom Soft Key assignments will be lost).

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 48.



Figure 48. 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).

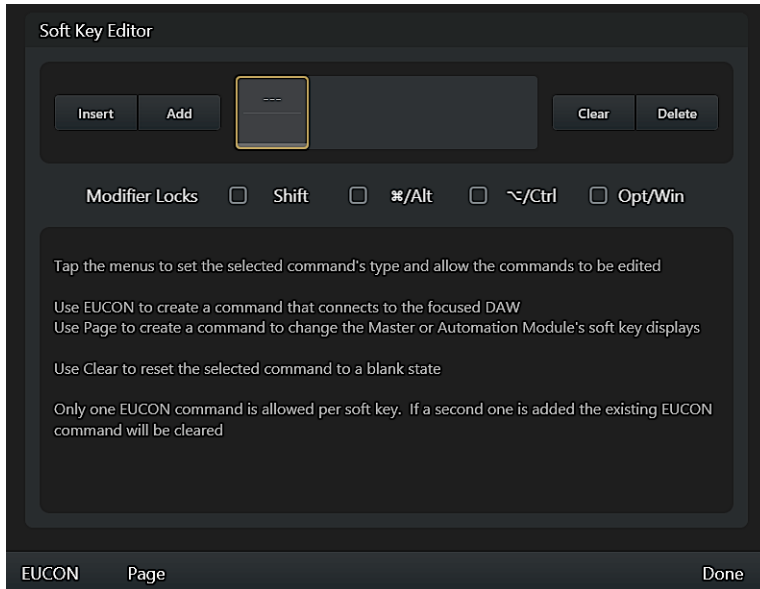


Figure 49. Soft Key Editor after a command block has been added

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

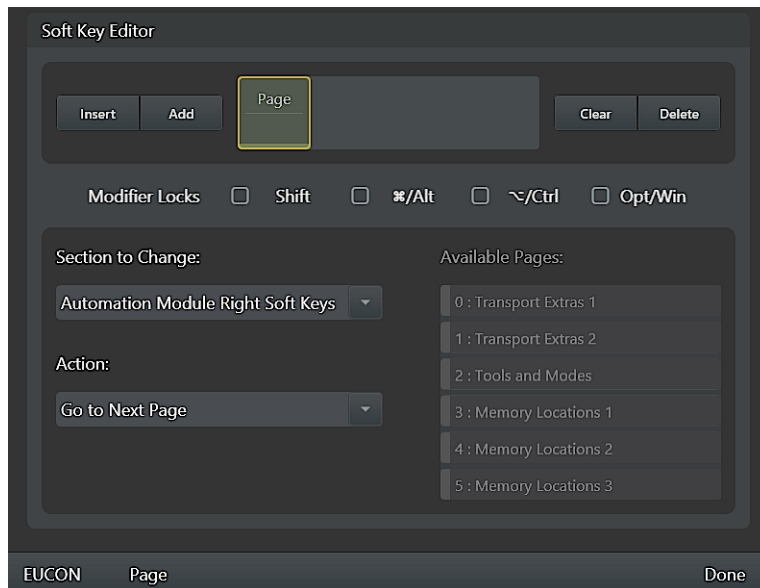


Figure 50. Page commands

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 48, you would typically choose Go to Previous Page). If instead you choose Jump to Specified Page, the Available Pages list to the right illuminates; tap to 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 51.

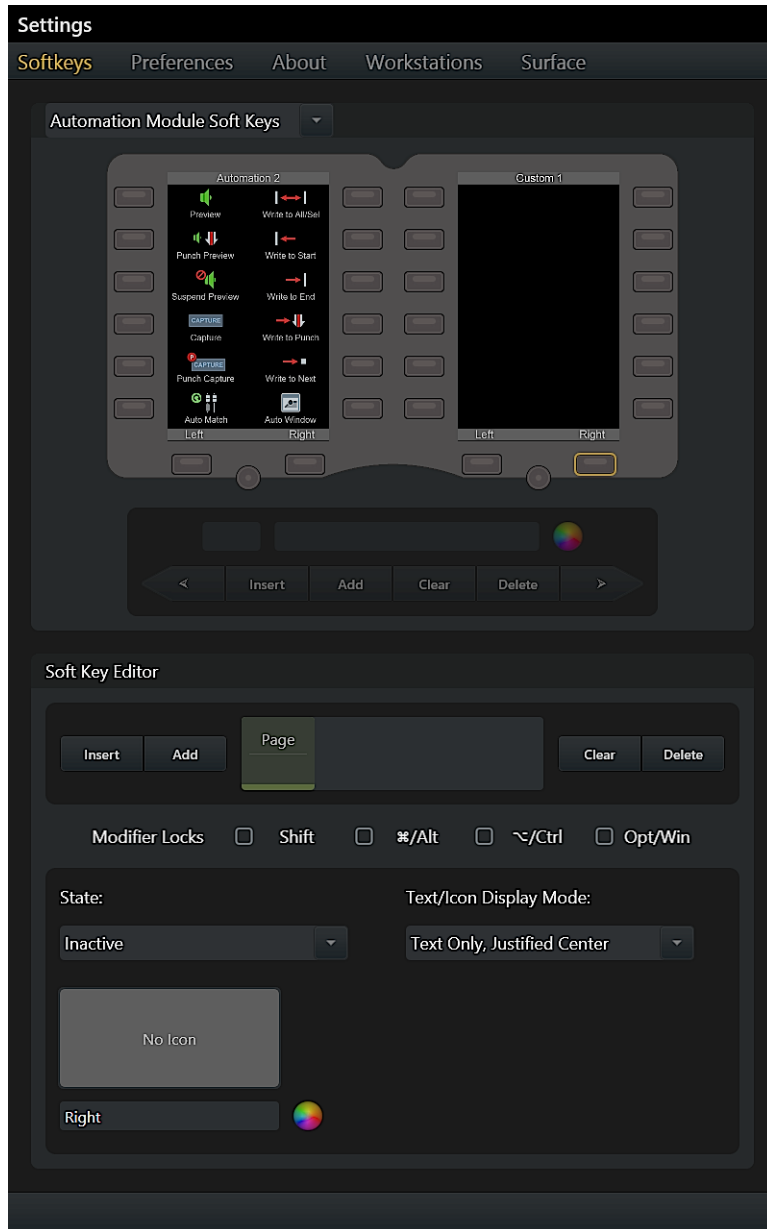


Figure 51. Left and Right navigation keys defined for a Soft Key bank

Creating a New Soft Key

This section shows how to create a new Soft Key.

To create a new Soft Key:

- 1 Tap to select a Soft Key in a bank. When selected, the key is highlighted in yellow. The lower half of the Soft Key Editor displays commands for defining the Soft Key.



Figure 52. A selected Soft Key



You do not have to create new Soft Keys in empty slots, you can also create them in secondary layers for existing Soft Keys. For more information, see “About Modifier Locks” on page 59.

- 2 Tap Add in the Soft Key Editor section. A Soft Key block appears in the center of the Editor section.
- 3 Tap the Soft Key block to select it. It becomes highlighted in yellow.
- 4 Tap EUCON or Key at the bottom of the screen. The block becomes highlighted and displays EUCON, and the hierarchical listing of available EUCON commands appears (or the available Key commands, which includes alpha, numeric, and Function keys).

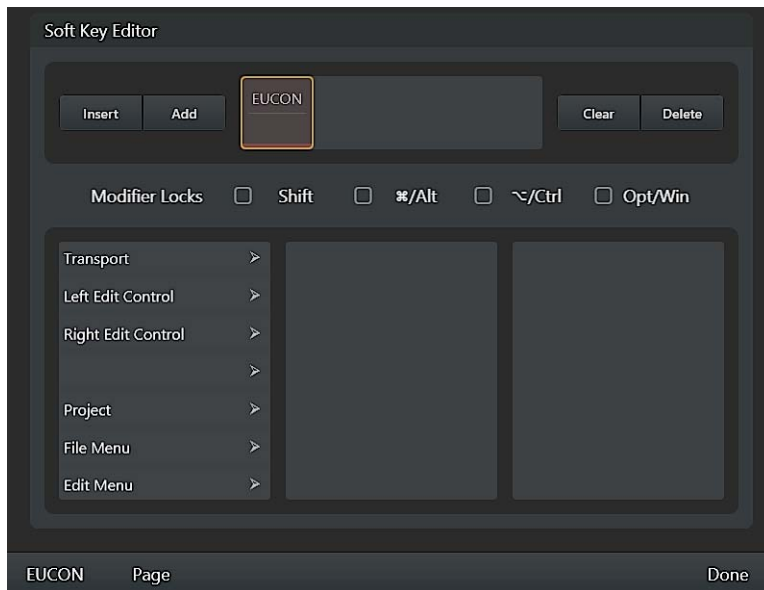


Figure 53. Soft Key Editor with one block added

- Use the hierarchical EUCON command lists to navigate to and select the desired command. For example, scroll to and then tap Window Menu, then scroll to and tap Big Counter.

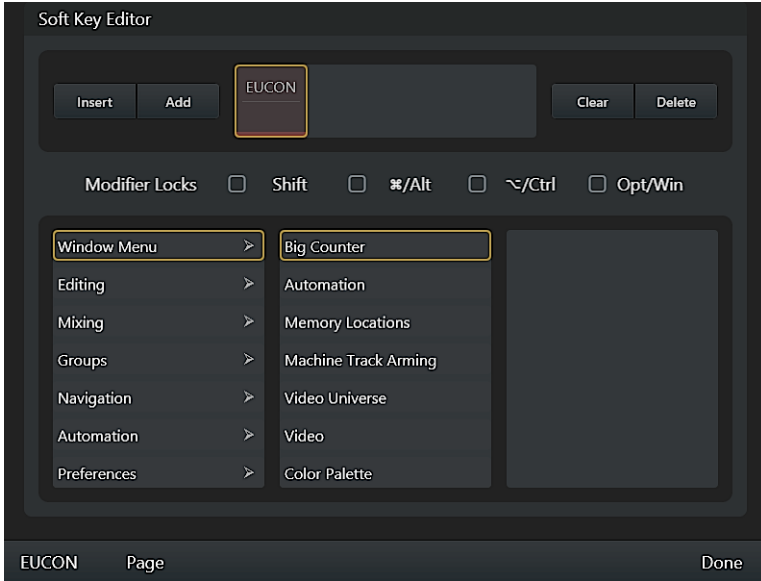


Figure 54. Selecting Big Counter

- Tap Done (or tap the Soft Key block) to close the EUCON command menus.
- Tap Text/Icon Display Mode 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.

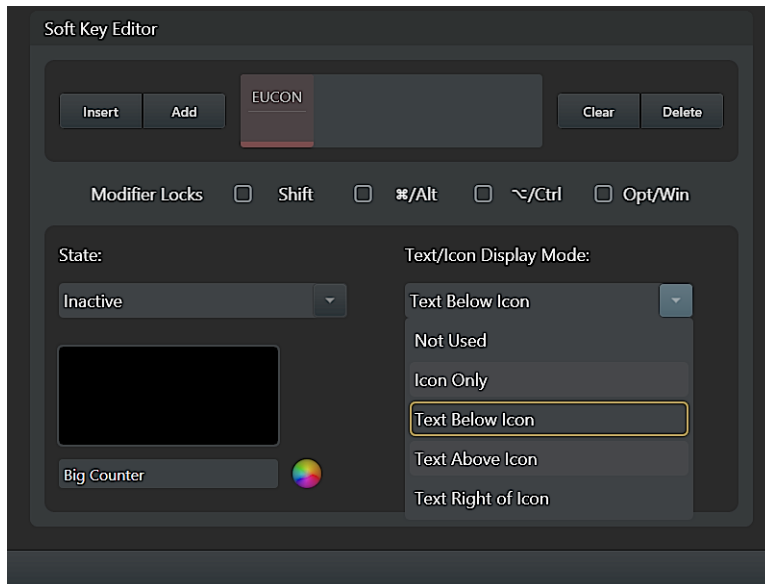



Figure 55. Text/Icon Display Modes

- 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 (it 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 close it and 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.

- Tap the Color Picker and tap to select a color for the text 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 for the Big Counter, we defined text for the Active state as “Hide Big Counter” as shown in Figure 56.

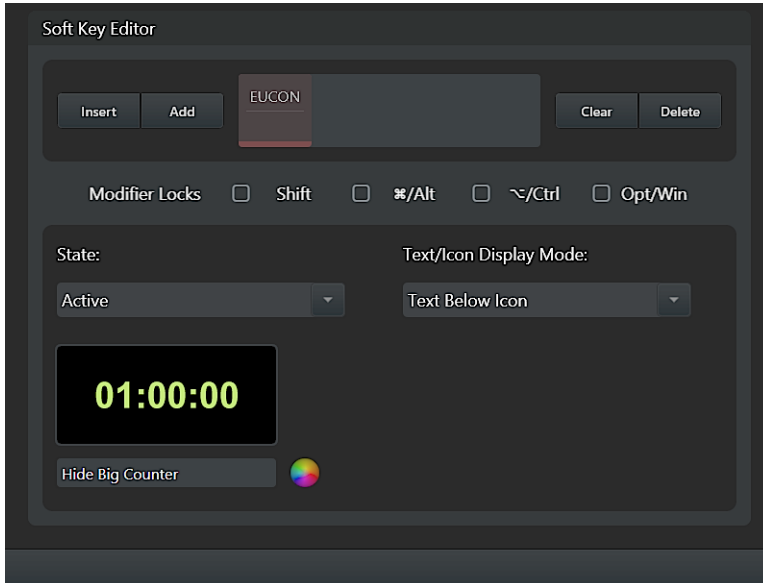


Figure 56. Active state example

- 9 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.

Special Soft Key Functions

About Modifier Locks

New Soft Keys do not need to be created in new banks or empty Soft Keys, they can also be created in modifier-driven layers for existing Soft Keys.


The Modifier Locks section lets you “lock” the available 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.

For example, in the previous section we defined a new Soft Key to show and hide the Pro Tools Big Counter window. To have an additional window display choice (such as Track Arming) available on that same Soft Key, and in the same Soft Key bank, tap **Shift** in the Modifier Locks section (a check appears indicating it is locked on), then select and define the Soft Key to open and close the Track Arming window.

Once defined, you can toggle the Soft Key view between modifier “layers” by holding down the associated modifier. For example, in default view our new bank shows our Big Counter Soft Key on key 1. Holding down **Shift** on the Fader Module shows our Track Arming command on the same key, in the same bank.

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 57) before selecting a Wheel switch to edit.

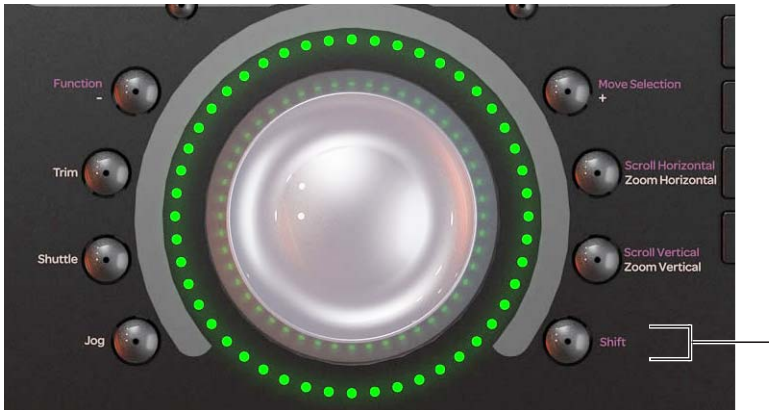


Figure 57. Wheel Shift

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.

When you add a command to a selected Soft Key, you can choose EUCON, Page, or Key commands.

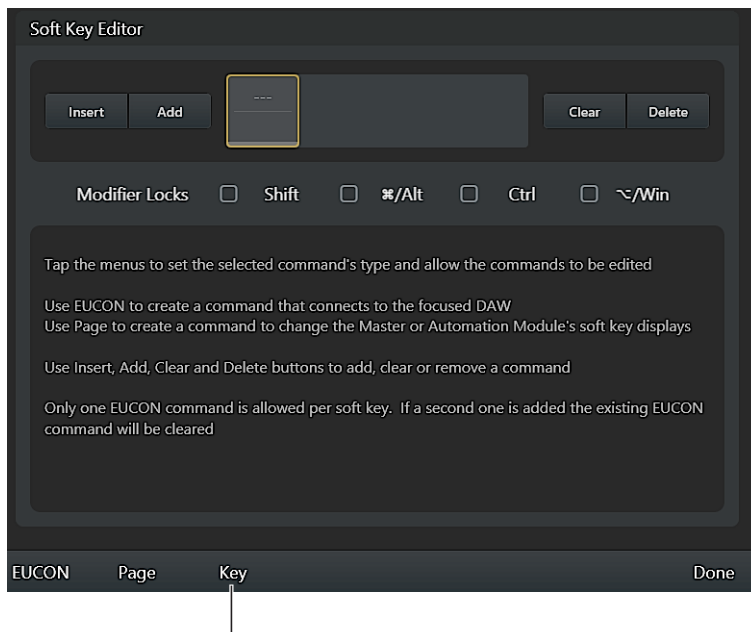


Figure 58. Key selector in the Soft Key Editor

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).

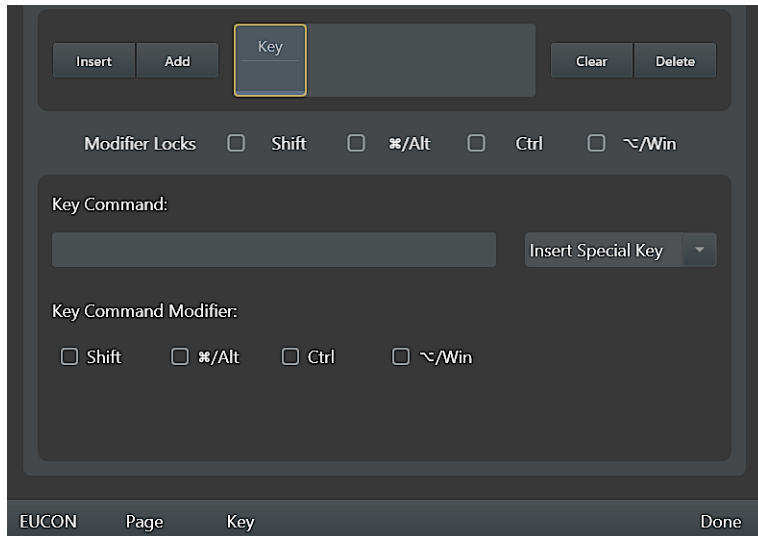



Figure 59. Key Command settings in the Soft Key Editor

Recall Workstations from Soft Keys

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

 You can also recall Layouts from the Soft Keys. For more information, see “Recalling Layouts from Soft Keys” on page 91.

To attention Workstations from the Soft Keys:

- 1 Make sure all Workstations are connected (Settings > Workstations).
- 2 Press **Shift + WS** on the Master Module. The left bank of Soft Keys on the Master Module displays the available Workstations.
- 3 Press the corresponding Soft Key switch to attention the corresponding Workstation.

 You can configure S6 to include or exclude system icons from Workstation Soft Keys. See “System Soft Key Icons” on page 47.

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

Unlike standard Soft Keys, Workstations do not need to be defined, and cannot be edited, in the Soft Key Editor.

Part III: Using S6

Chapter 6: Common S6 Tasks

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


- “Nudging and Banking” on page 64
- “Selecting Tracks” on page 65
- “Attentioning Tracks” on page 67
- “Assigning Track Input and Output” on page 68
- “Record Enabling Tracks” on page 70
- “Automation” on page 72
- “Using the Transport and Jog/Shuttle Controls” on page 74
- “Pro Tools Commands Using the Track Color / Modifier Keys” on page 76
- “Working with VCAs” on page 78
- “Editing from the Surface” on page 79



To learn how to work with inserts and sends, see Chapter 7, “Plug-ins and Sends.” To learn how to use track Layouts, see Chapter 8, “Layouts.”

Nudging and Banking

Several keys on the Master Module Navigation section nudge and bank channels assigned to the surface.

 For additional ways to arrange tracks on the surface, see Chapter 8, “Layouts.”

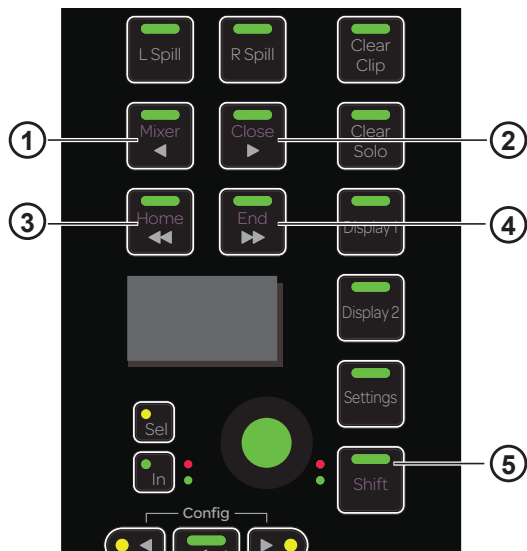


Figure 60. Nudge left (1), Nudge right (2), Bank left (3), Bank right (4), and Shift (5) switches

Nudge

To nudge left by one track:

- Press ◀/Mixer.

To nudge right by one track:

- Press ▶/Close.

Bank

The number of tracks to bank and other useful options are set in the Settings > Preferences page (see “Banking” on page 44).

To bank left:

- Press ◀◀/Home.

To bank right:

- Press ▶▶/End.

The following commands refer to the **Shift** Navigation Switch (5 in Figure 60), *not* the **Shift** key 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.

Selecting Tracks

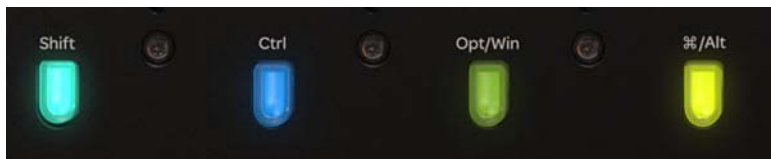
You can select tracks from the Fader Module and the Master Module. Selected tracks have an orange outline in the Track Scroller and Track Matrix.

 *Sum and Intercancel modes affect track selection on the Fader Module and Track Matrix. See “Channel Selection Mode” on page 39 for more information.*

 *You can also set track Attention to follow Select, and vice versa. See “Strips” on page 45.*

Selecting Tracks Using the Fader Module

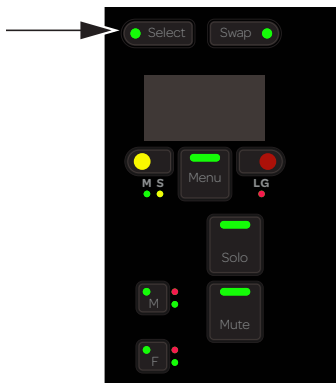
The steps in this section refer to the Fader Module **Shift** and **Ctrl** Track Color / Modifier keys at the bottom of Fader Module strips 1 and 2, respectively. These keys help execute Pro Tools commands only, and they are equivalent to their QWERTY counterparts.



Fader Module Shift and Ctrl keys

To select a single track from the Fader Module:

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



Fader Module Select switch

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 discontinuous 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.

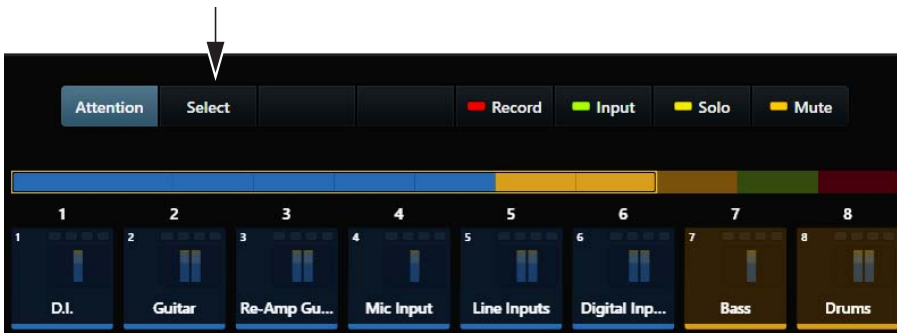
To select all Pro Tools tracks on the surface:

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

Selecting Tracks Using the Master Module

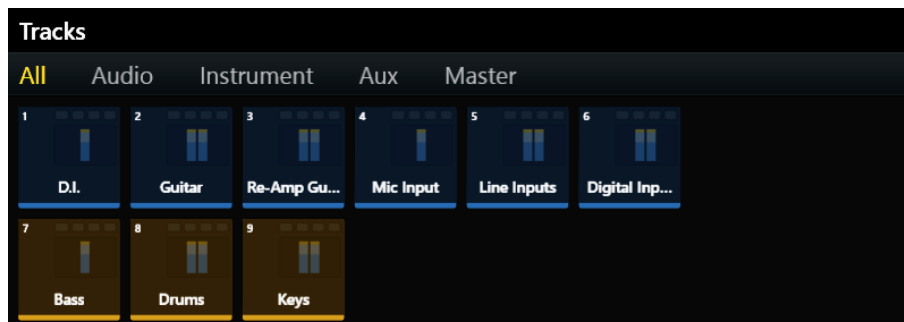
To select tracks using the Master Module:

- 1 Display the Tracks screen by touching Tracks or pressing its switch at the bottom of the Home screen.
- 2 Touch Select.



Select tab on the Tracks screen

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



Track Matrix

- 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).

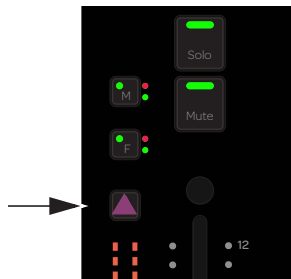
Attentioning Tracks

You can display, edit, and control the Attention Track using the Attention Track Editor (Home screen) and Attention Track Fader (Automation Module).

 You can also set track Attention to follow Select, and vice versa. See “Strips” on page 45.

To attention a track from the Fader Module:

- Press the desired track’s **Attention** key on the Fader Module.



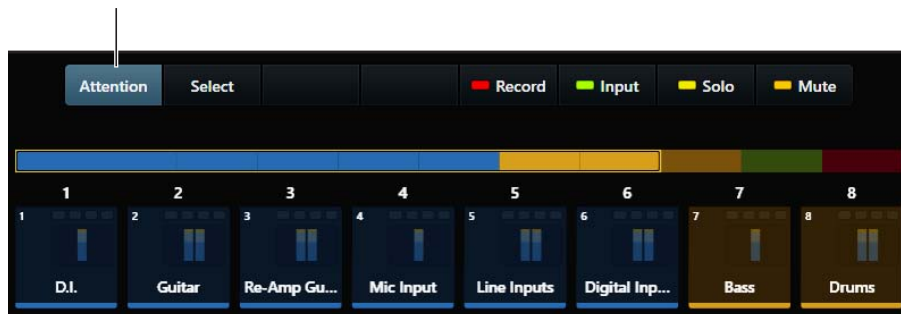
Attention key on Fader Module strip

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

- Tap a track in the Track Scroller.
 - or –
- Tap a track in the Meter Scroller (see “Home Screen Options” on page 34 to set this preference).

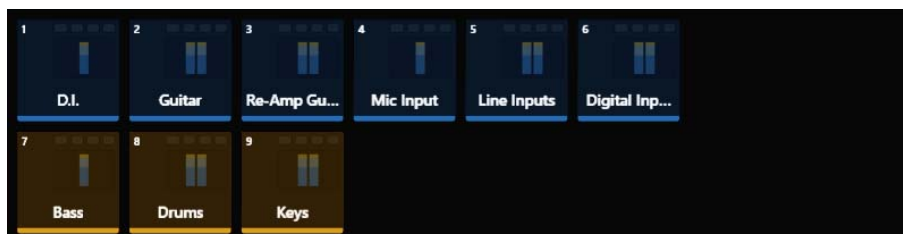
To attention a track from the Tracks screen on the Master Module:

- 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.



Track Matrix

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

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 you are using:

- For Pro Tools 11.3 and 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.

With Pro Tools 11.3.1 and later, the Input and Output knob sets have changed to simplify signal routing.

Input Assignment

(Requires Pro Tools 11.3.1 or later)

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 61, 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 61, 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 61. 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 62, left image). The first knob in the Knob Module shows the current input assignment for the track (see Figure 62, right image). If no Knob Module is present for that strip, the current assignment appears in the Process Module encoder display.

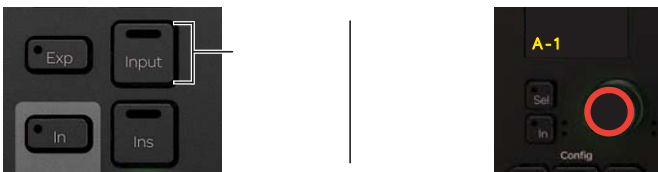



Figure 62. Input switch on Process Module (at left) and top level input knob set (at right)

- 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

(Requires Pro Tools 11.3.1 or later)

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.

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.

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

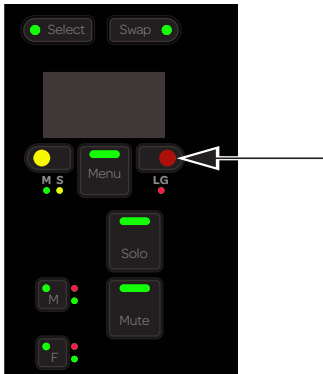
The steps below refer to the Fader Module **Shift** and **Ctrl** Track Color / Modifier keys at the bottom of Fader Module strips 1 and 2, respectively. These keys help execute Pro Tools commands only, and they are equivalent to their QWERTY counterparts.

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

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.

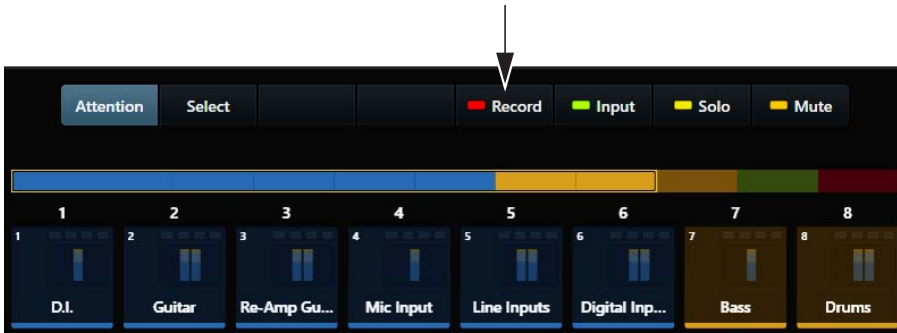
To record enable all selected Pro Tools tracks on the surface:

- 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

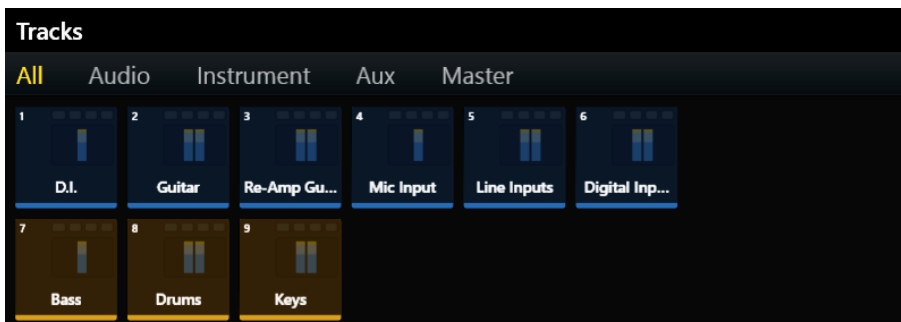
To record enable tracks using the Master Module:

- 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

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.

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 also indicate Trim automation and automation writing.



The default Pro Tools appset provides track automation modes on the Master Module left Soft Key bank (the Automation 1 page). You can also use the Automation Module left Soft Key bank default page 1 (Automation 2) to enable and disable different automation types (such as volume, mute, and plug-in).

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 **Select** switch to set that track to that automation mode.

To toggle Trim Automation on and off:

- On a Fader Module, press **M**.
– or –
- Make sure the track is already in any Write mode. Then, on the Master or Automation Module Soft Keys, hold the soft key for Trim and press a Fader Module **Select** switch to enable Trim automation on that track.

This table provides the automation modes 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 + T	0	1
Read + T	0	1
Touch + T	1	1
Latch + T	1	1
Touch/Latch + T	1	1
Write + T	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.

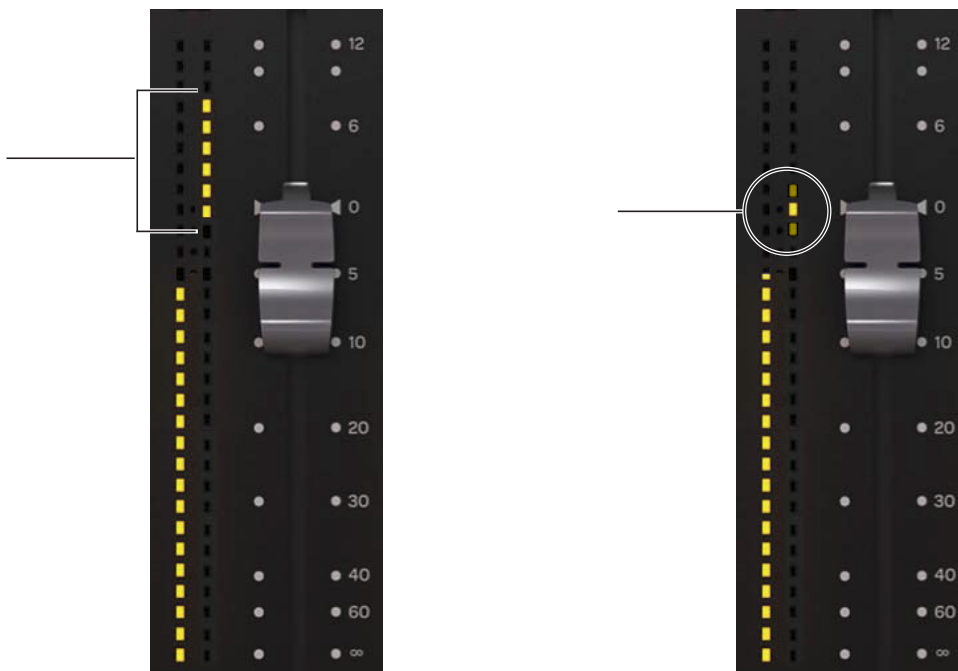



Figure 63. Automation Trim meter when editing Trim data (left) and Write indication (right) in strip meters

Using the Transport and Jog/Shuttle Controls

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

Using the 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 5, “Soft Keys.”

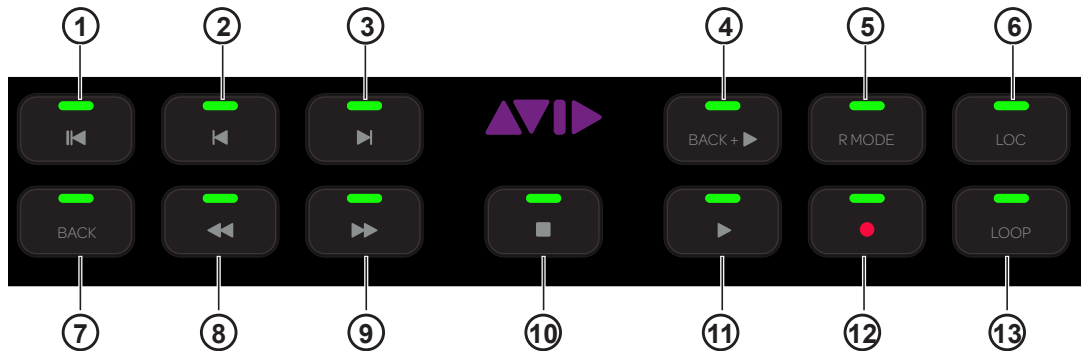
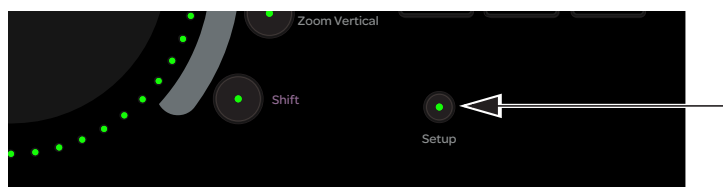


Figure 64. Transport controls

- 1 – **Return to Zero** Press to return to the beginning of the session.
- 2 – **Previous** Press **Previous** to tab back (navigate to the previous marker, cue point, region boundary, or transient).
- 3 – **Next** Press **Next** to tab forward (navigate to the next marker, cue point, region boundary, or transient).
- 4 – **Back and Play** Press to move the current playback location backward by the Back/Forward Amount and automatically begin playback.
- 5 – **Record Mode** Press to cycle through available recording modes (such as Destructive Record, Loop Record, and QuickPunch).
- 6 – **Loc** This control is not implemented.
- 7 – **Back** Press to move the current playback location backward by the Back/Forward Amount.
- 8 – **Rewind** Press **Rewind** to navigate backward.
- 9 – **Forward** Press **Forward** to navigate forward.
- 10 – **Stop** Press **Stop** to stop the transport.
- 11 – **Play** Press **Play** to play.
- 12 – **Record** Press **Record** to arm the transport for recording.
- 13 – **Loop Record** Press **Loop** to toggle Loop Playback on/off. (For Loop Record, use the Record Mode switch described above.)

Setup


When active, the Transport section locks to the focused application on the attentioned workstation.



Setup switch

Using the Jog/Shuttle Wheel

The Jog/Shuttle Wheel can be assigned to several functions by enabling one of the mode switches. An LED ring surrounding the Jog/Shuttle Wheel indicates wheel position and other values, depending on the current function of the wheel.

 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 5, “Soft Keys.”

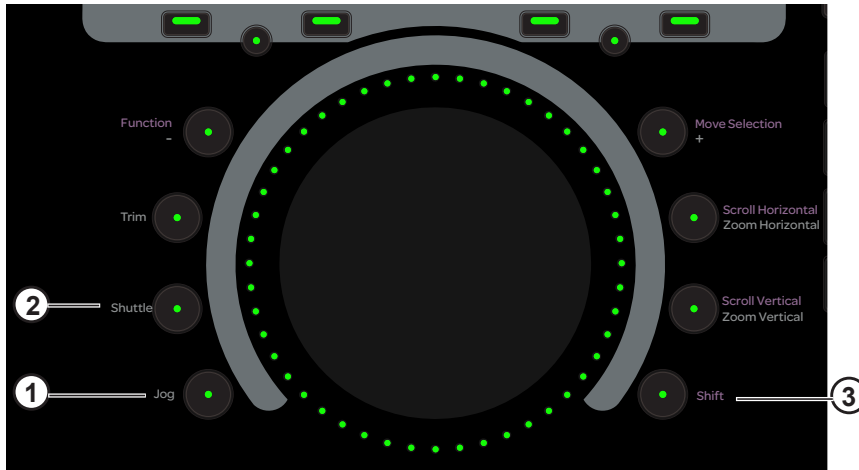


Figure 65. Jog/Shuttle Wheel with Jog (1), Shuttle (2), and Shift (3) switches

+ (**Shift+Move Selection**), **Function/-**, and **Trim** 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.

The following switches determine the function of the Jog/Shuttle Wheel.

Shift

Hold down **Shift** (3 in Figure 65) to access the secondary (upper) Jog/Shuttle Wheel functions.

Scroll and Zoom

The primary function of both mode switches is zoom, and the secondary function is scroll. Activate **Shift** to access the secondary functions.

Zoom Horizontal Rotate the wheel clockwise to zoom in horizontally; rotate counterclockwise to zoom out.

Zoom Vertical Rotate the wheel clockwise to zoom in vertically; rotate counterclockwise to zoom out.

Scroll Horizontal Rotate the wheel clockwise to scroll the window to the right; rotate counterclockwise to scroll to the left.

Scroll Vertical Rotate the wheel clockwise to scroll the window down; rotate counterclockwise to scroll up.

Move Selection

Rotate the wheel to move the edit/play selection earlier or later (this moves the current selection range, not clips or data).

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

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).

To set a parameter to its default value:

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

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

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.

To reveal controls in Pro Tools:

- 1 Hold down **Control + Command** (Mac) or **Ctrl + Win** (Windows).
- 2 Touch a fader or knob to reveal that control in Pro Tools.

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's header.
This toggles the automation status for all controls in that plug-in.

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 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.

“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.

OK and Cancel

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.

Working with VCAs

S6 provides the following VCA features.

Adjusting VCA Slave Levels

When a VCA is banked to the surface, you can adjust track level of its slave tracks 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 **<** and **>** 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 let you quickly expand (or “spill”) VCA slave tracks to adjacent faders.

The **M**, **S**, and **LG** LED indicators on the Fader Module show whether the track is a Master (M) or Slave (S), and whether it is in a Group (LG). The Menu switch, along with either switch above the M/S or LG indicators, let you spill and unspill.

 You can also spill VCAs automatically when they are attentioned. See “Automatic Spill of Attentioned VCA” on page 40.

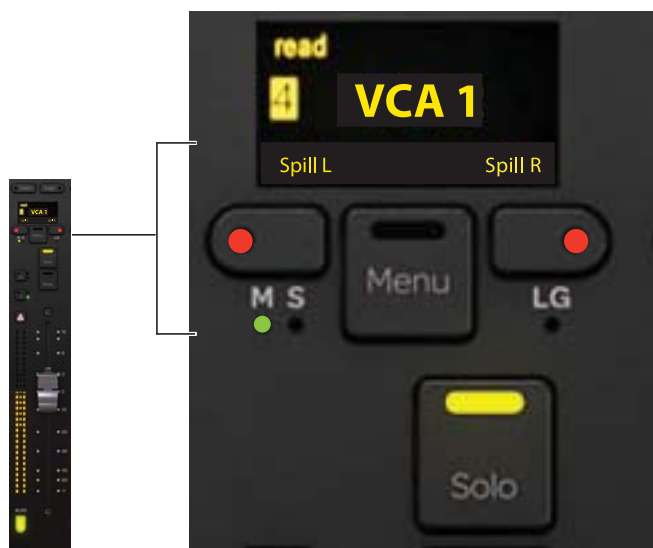




Figure 66. Spill controls and indicators when Menu switch is pressed, showing a VCA slave (S indicator LED lit yellow)

To spill VCA tracks:

- 1 Bank any VCA master to the surface. VCA masters are indicated on the Fader Module by a lit **M** LED.

 To have tracks spill to the immediate left or right of the master section, attention the VCA master first.

- 2 Press and hold **Menu** on that strip; The strip OLED shows Spill L and Spill R above the two switches next to Menu (see Figure 66). If the strip is the first or last strip in the system, only the one possible choice right or left) is available. While still holding **Menu**, press either adjacent switch to spill VCA slaves to the left or right. The spill occupies as many strips as necessary, temporarily replacing previously banked tracks.

 Even when a VCA is attentioned, use the Menu switch and adjacent L/R switches directly above the Attention Track fader, not the **L Spill** or **R Spill** switches on the Automation Module.

- 3 To unspill, press the lit **Menu** switch. You can also unspill by pressing Menu on any spilled track, by banking, or by recalling a Layout.

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. 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 67. 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 a fixed value and knob acceleration.

Visual feedback is provided both in the Pro Tools Edit window and on the channel Display Modules by a variety of yellow outlines 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” on page 50.

- 2 On a Process Module, press **Edit** on the strip you want to edit. The Knob Module for that strip lights in fuchsia and displays 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” on page 115.

- 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 67).

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 67. 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 68). Brackets appear when trimming or adjusting fades.



Figure 68. Pro Tools indication of a clip targeted for editing from S6



Display Module Waveform views only show and edit 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 69.

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 69.

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 69.

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 69.

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 69.

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.

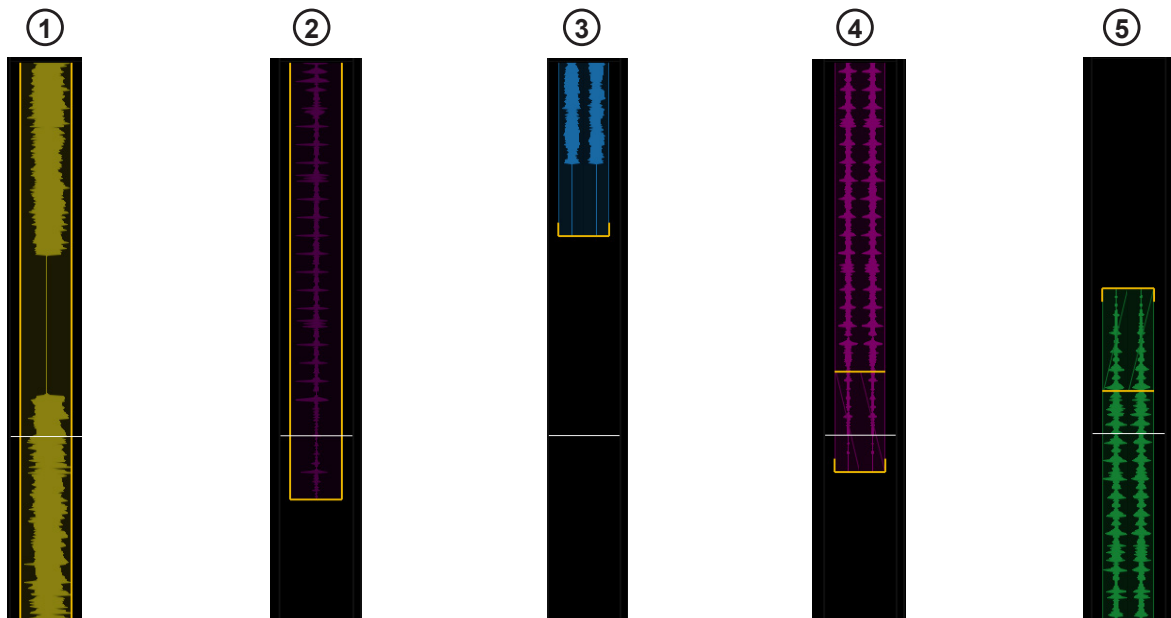


Figure 69. Clip editing indicators

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**).

Chapter 7: Plug-ins and Sends

This chapter 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. You can also access only EQ plug-ins or only dynamics plug-ins. Plug-in parameter mapping depends on the selected knob set, 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. To see where EQ and Dyn parameters are mapped in Expand mode, see Appendix B, “EQ and DYN Parameters in Expand Mode.”

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” on page 34).
- 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” on page 39.)

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” on page 28).

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. For information on Expand mode (which supports many functions, not just plug-ins and sends), see “Expand” on page 115.

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” on page 46.

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” on page 115.*

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” on page 124.

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.
 - 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” on page 28).

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” on page 115.

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 and sends are displayed, and how plug-in parameters are displayed, in **Settings > Preferences**. For more information, see “Knobs” on page 46.

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.

Chapter 8: 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 saved and loaded to/from disk for each session, and 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.

Layouts Screen

Figure 70 shows the Tracks screen with Layouts Mode enabled.



Figure 70. 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** In addition to the standard Tracks screen commands (such as Attention and Select), an Assign command is visible when in Layouts mode. When Assign is enabled, Layouts commands replace the Record, Input, Solo, and Mute buttons.
- 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 screen when in Layouts Mode: Recall, Store, Edit, Load, and Save. Layouts commands can be activated by tapping them on the screen, or by pressing the corresponding Soft Keys directly below the Touchscreen.

Creating Layouts

To create a Layout:

- 1 Press **Layout Mode** on the Master Module to enter Layout Mode.

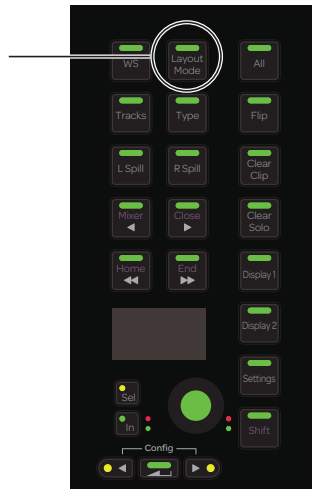


Figure 71. Layouts mode switch

If you are creating the first Layout, the strip scroller will be blank. Otherwise, tracks from the last recalled Layout (if any) are displayed in the lower scroller.

- 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, tap **Clear All** to remove all tracks from the scroller.
- 2 Tap **Assign** to enable Assign mode. **Clear Strip** and **Clear All** appear to the right, and a banner appears across the top of the screen as shown in Figure 72.

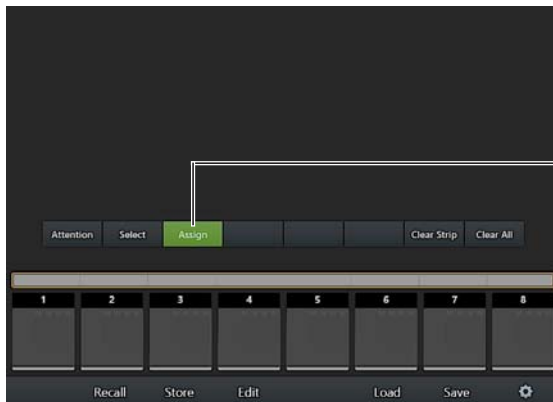


Figure 72. Assign mode enabled in the Layouts screen

3 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 73. Once any tracks are selected, a button Select None appears; tap it to clear the current selection of tracks.



Figure 73. Three tracks selected to add to the Layout (green outline)

4 Tap a strip block at the bottom of the screen to place the currently selected track(s) starting on that strip. On systems with 16 or more fader strips, use the Strip Universe scroller to navigate to other strips beyond the eight shown.



Figure 74. 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.


5 Repeat the previous steps to add and arrange other tracks in the Layout.

6 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 “Recall Workstations from Soft Keys” on page 61

7 When you have selected and placed tracks onto strips, tap Store.

 If you create or modify a Layout but press Recall before storing it as a new Layout, a backup Layout will be created in the next available block in the grid. The Layout will be automatically named and numbered, such as “Backup_01.” If there are no tracks assigned, no backup will be created.

The Layouts grid appears. In the Strip scroller, all strips are outlined in bright green as shown in Figure 75, indicating they will be stored (and recalled) with the Layout.

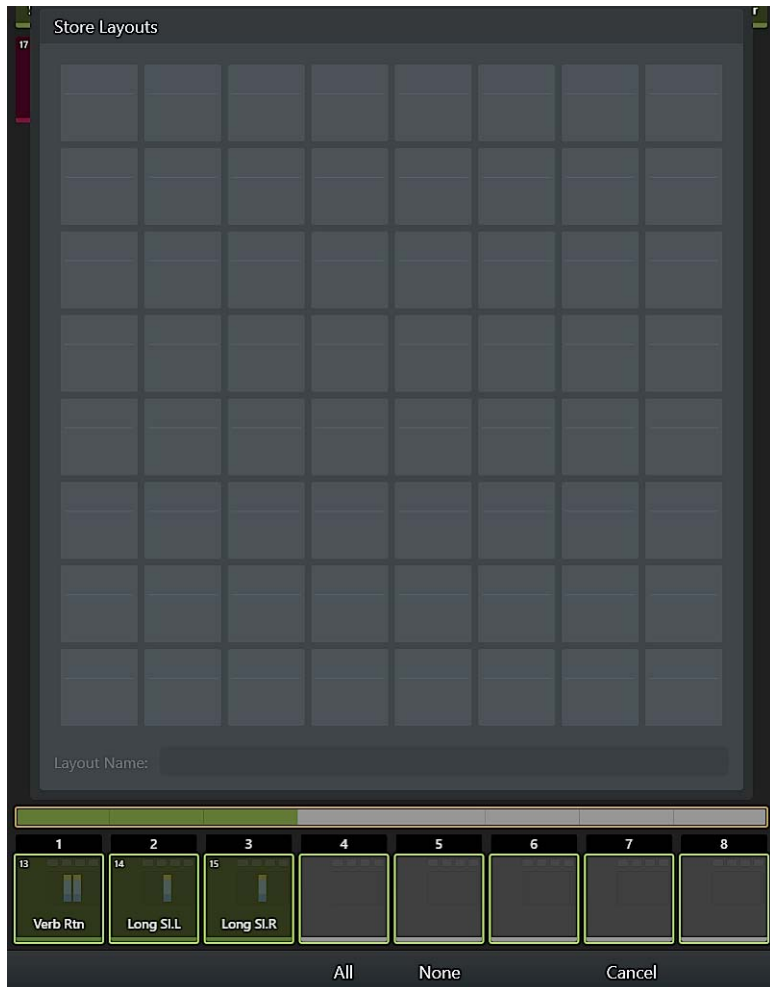


Figure 75. Layouts Store grid

8 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 include 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, will remain on their previously displayed tracks. For example, in Figure 76 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).

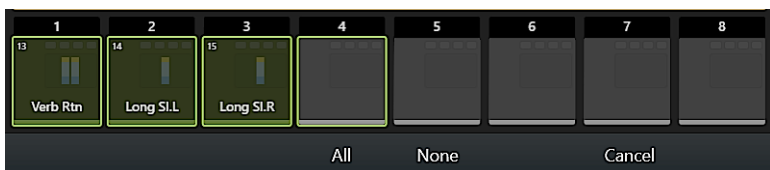


Figure 76. Four strips selected to be stored; three with tracks and one blank.

- 9 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.

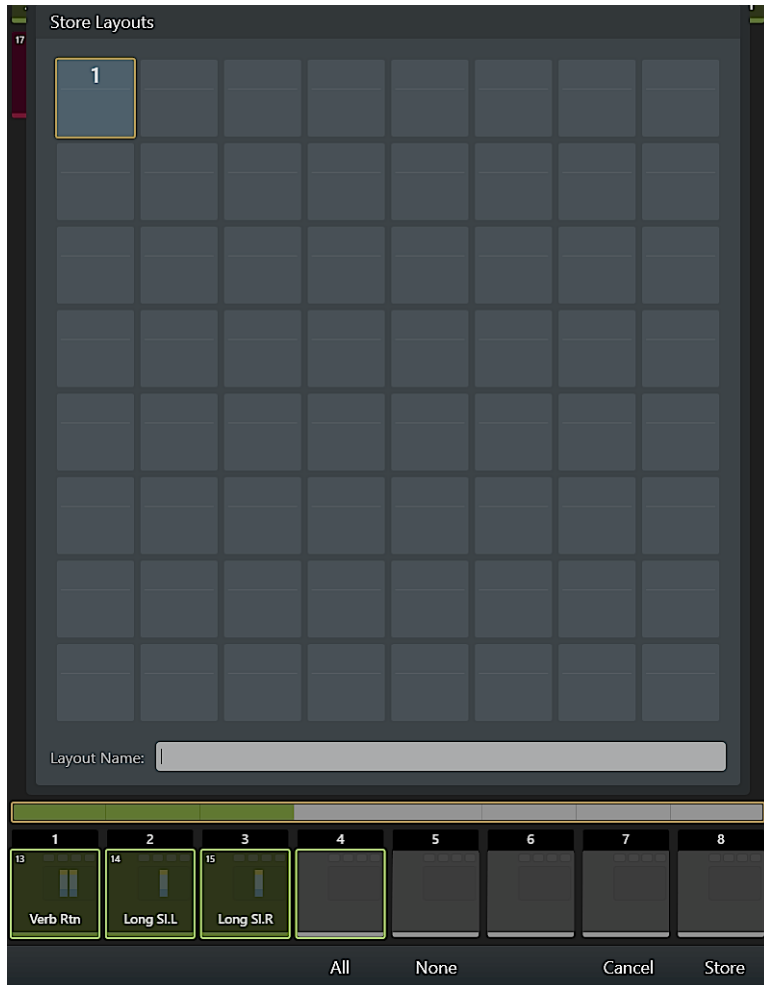


Figure 77. Layouts Store grid

- 10 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.

To exit Layout Mode:

- Press **Layout Mode**. The system returns to Banking mode and displays tracks from the currently focused DAW.

Recalling Layouts

Layouts can be recalled from the Touchscreen or from the Soft Keys. Layouts (and spilled tracks) store and recall the knob function (such as EQ, Dyn, or Sends) assigned when the Layout was stored.

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 Press **Layout Mode** on the Master Module, then tap Recall.

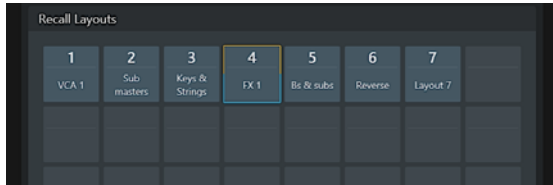


Figure 78. Layouts Recall grid

- 2 In the Layout Recall grid, tap to recall the desired Layout. The surface updates to match the location and order of tracks in the Layout.
- 3 Tap Done to close the Layout Recall grid.

Recalling Layouts from Soft Keys

Once stored (or loaded), 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.

To recall Layouts from the Soft Keys:

- 1 Store or load Layouts in the current session.
- 2 Press **Shift+Layout Mode** on the Master Module. The Soft Keys on the Master Module display the currently available Layouts.



You can configure S6 to include or exclude the fader icons from Layouts Soft Keys. See “System Soft Key Icons” on page 47.

- 3 Press the corresponding Soft Key switch to recall that Layout.
- 4 To exit Layout Recall mode, press **Shift+Layout Mode** again.

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.

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.

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 and Loading Layout Sets

Layouts can be saved and loaded to/from disk. 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 are saved as a set (you cannot save individual Layouts).

To save Layouts:

- 1 In the Layouts screen, tap Save.
- 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:

- 1 In the Layouts screen, tap Load.
- 2 In the dialog that appears, tap to select the desired set of Layouts, then tap Open.

Part IV: S6 Modules

Chapter 9: S6 Master Modules

Each S6 system has *master* and *channel* modules. This chapter describes the master modules (Master Module and Automation Module).



Master and Automation Modules

Master Module

This section identifies the hardware features on the Master Module that controls the S6 system.

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 79. 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

Home Screen

This section identifies the different elements of the Home screen.

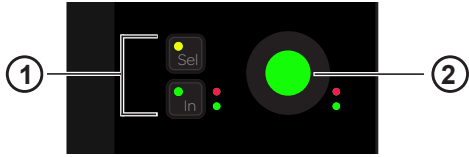
 For operational information, see Chapter 4, “Master Module Screens.”



Figure 80. 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).

 See “Automation” on page 72.

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.

Assigning Parameters to the Attention Track Knobs

To assign a bank of four parameters to the right or left Attention Track Knobs:

- 1 Select a different group of four parameters in the Function Editor.
A bracket flashes slowly around the four selected parameters.
- 2 Before the bracket stops flashing, touch or turn an Attention Track Knob.
The four new parameters now appear on that knob’s side.
A left bracket (green in Figure 81) indicates the controls to its right are assigned to the left Attention Track Knobs.
A right bracket (purple in Figure 81) indicates the controls to its left are assigned to the right Attention Track Knobs.




Figure 81. Function Editor with brackets indicating which parameters are assigned to left (green) and right (purple) Attention Track Knobs

Home Screen Local Options


The Local Options (gear) icon opens the Home Screen settings, where you can customize many aspects of Home screen display and operation. See “Home Screen Options” on page 34

Home and Back Switches

 *The Master Module switch labeled “2” in Figure 82 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 includes reverb, 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.*

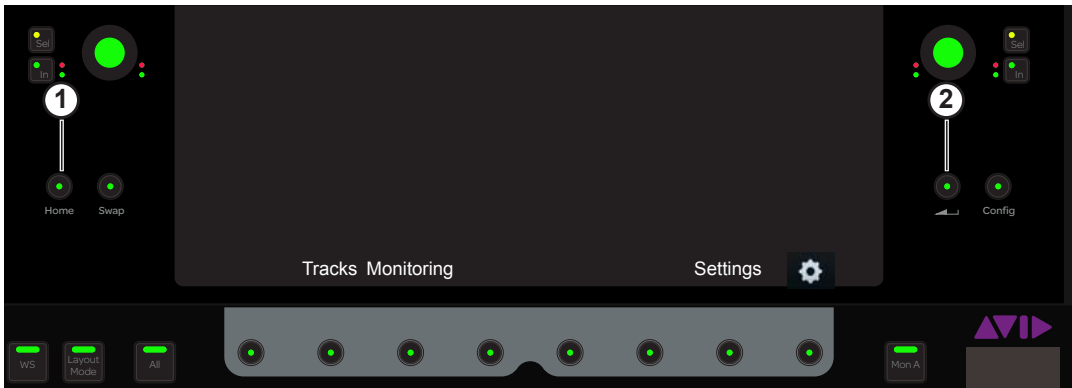
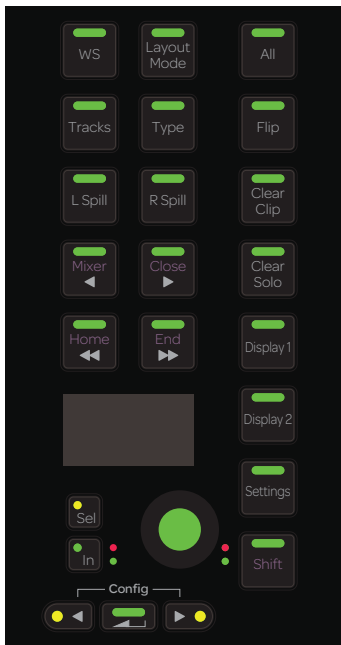


Figure 82. Home (1) and Back (2) switches

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” on page 28.)

Navigation Switches



Navigation switches

WS Displays the Workstations page on the Settings screen (see “Workstations” on page 43).

Layout Mode Enables Layout Mode. **Shift + Layout Mode** lets you recall Layouts from the Soft Keys. (See Chapter 8, “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. **<Page>** and **Back** switches on each strip let you navigate through functions and parameters.

Tracks Jumps to Tracks screen.

Clear Clip Clears Clip (over) indicators from the meters.

</Mixer Nudges the surface 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 right. **Shift + >/Close** closes the audio application’s front window.

Clear Solo Clears all soloed channels.

<</Home Banks the surface left. **Shift + <</Home** banks the surface so track 1 appears on fader strip 1 (left-justified).

>>/ End Banks the surface right. **Shift + >>/ End** banks the surface so the last track appears on the last fader strip (right-justified).

 See also “Banking” on page 44

Display 1 Zooms all Display Module Waveform views out by 10 seconds. **Shift + Display 1** zooms out by 1 second.

Display 2 Zooms all Display Module Waveform views in by 10 seconds. **Shift + Display 2** zooms in by 1 second.

Settings Jumps to Preferences screens.

Shift Holding this Shift key accesses secondary functions on Master Module switches as described above, and enables the touch-screen Page switches (see “Using Page Switches to Navigate Attention Track Knobs” on page 28).

The following controls are not implemented: **Type**, **Flip**, **L Spill**, **R Spill**



*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 Sections

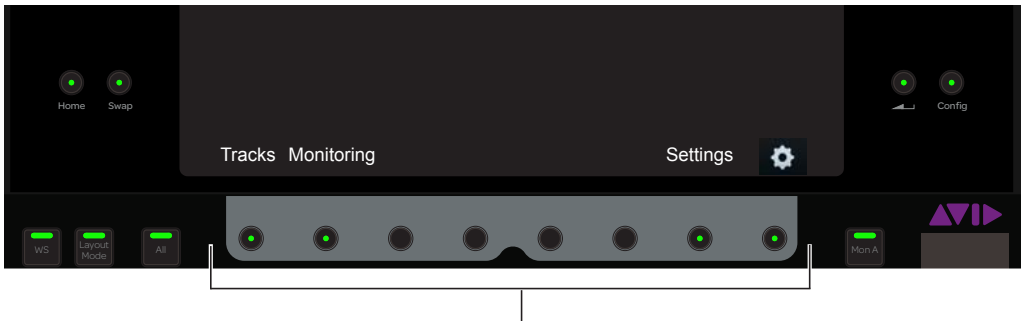
The Master Module provides two Soft Keys sections, each with twelve Soft Keys surrounding its own high resolution TFT display. Soft Keys navigation switches at the bottom let you move to additional Soft Keys pages.



Soft Keys section with soft keys (1) and navigation switches (2)

Each Soft Keys section has its own Soft Keys pages. You can customize Soft Keys using the Soft Key Editor (see Chapter 5, “Soft Keys”).

Main Menu Switches

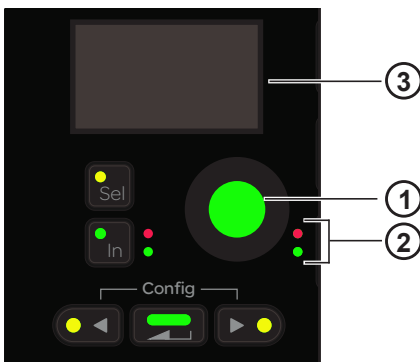


Main Menu switches

These context-sensitive switches light when active. The function of any active switch is displayed on the touchscreen directly above that switch.

Custom Knob Section

This control is not implemented.




Custom knob section with knob (1), knob automation LEDs (2), and OLED display (3)

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 fold-down 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, adjusting 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.

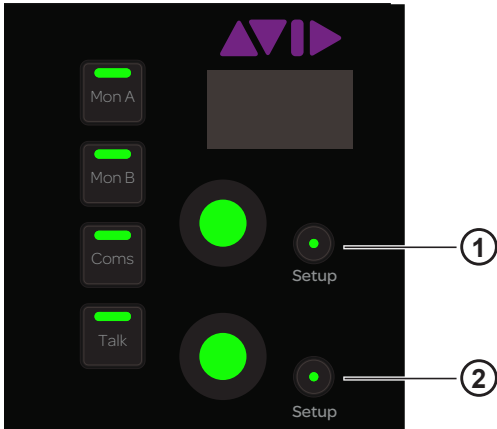


Figure 83. Monitor Select Controls

Setup (1) Locks the monitoring controls and Monitoring screen to the present audio application. When lit, the current application will retain monitor control when focusing on another application or attentioning a different workstation.


Setup (2) Displays the Monitoring screen (see “Monitoring Screen” on page 41).

Mon A Selects Monitor A.

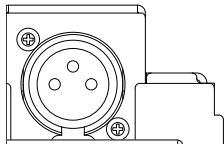
Mon B Selects Monitor B.

Coms This control is not implemented.

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” on page 42.*

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” on page 109 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 84. Soft Keys section with Soft Keys (1) and navigation switches (2)

Each Soft Keys section has its own Soft Keys pages. You can customize Soft Keys using the Soft Key Editor (see Chapter 5, “Soft Keys”).

Jog/Shuttle Wheel

The Jog/Shuttle Wheel can be assigned to several functions by enabling one of the mode switches. An LED ring surrounding the Jog/Shuttle Wheel indicates wheel position and other values, depending on the current function of the wheel.

 This section identifies the function of these switches in the default Pro Tools appset. To learn how to use these switches with Pro Tools, see Chapter 6, “Common S6 Tasks.” Wheel switches can be customized using the Soft Key Editor. For more information, see Chapter 5, “Soft Keys.”

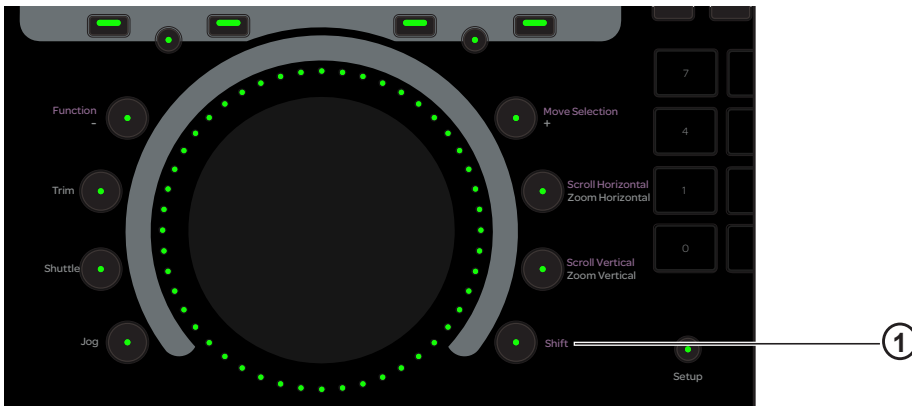


Figure 85. Jog Wheel, mode switches, and Shift key (1)

Shift

Hold down **Shift** (“1” in Figure 85) to access the secondary (upper) Jog/Shuttle Wheel functions.

Wheel Switches

The following switches determine the function of the Jog/Shuttle Wheel.

Switch	Shift function	Note
Jog		
Shuttle		
Trim		Not implemented
–	Function	Not implemented
+	Move Selection	“+” Not implemented
Zoom Horizontal	Scroll Horizontal	
Zoom Vertical	Scroll Vertical	
Shift		

Locate Displays and Controls

The Automation Module Locate controls include the Time Code and Locate Display, and Locate soft keys.



This section describes functions in the default Pro Tools appset. Switches can be customized using the Soft Key Editor. For more information, see Chapter 5, “Soft Keys.” For other DAWs, consult the documentation from the manufacturer.

Time Code Display

This display shows the absolute time code at the current transport location.



Figure 86. Time Code and Locate display

Locate Switches

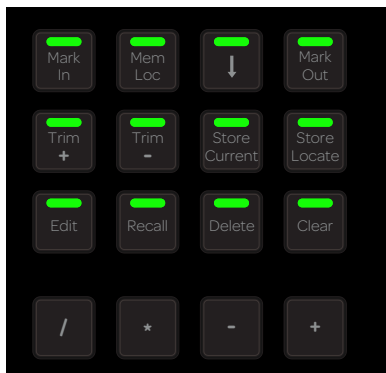


Figure 87. Locate Soft Keys

Mark In Places the Edit cursor (selection start) at the current timeline location.

Mem Loc Opens the Memory Locations window where you can view and recall memory locations.




(Down Arrow) Opens the New Memory Locations window where you can configure markers, memory locations, and window configurations.

/ Focuses the numeric keypad (and computer keyboard) on the Edit Selection indicators in the Edit window toolbar. Press repeatedly to cycle through the Start, End, and Length fields.

* Focuses the numeric keypad (and computer keyboard) on the first field of the Main Counter.

-/+ Nudge the play cursor earlier (-) or later (+) by the current Nudge value.

Trim +, Trim -, Store Current, Store Locate, Edit, Recall, Delete, and Clear are not yet implemented.

 You can define your own functions for these switches using the Soft Key Editor. For more information, see Chapter 5, “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).

 Numeric Keypad switches can be customized using the Soft Key Editor. For more information, see Chapter 5, “Soft Keys.” For other DAWs, consult the documentation from the manufacturer.

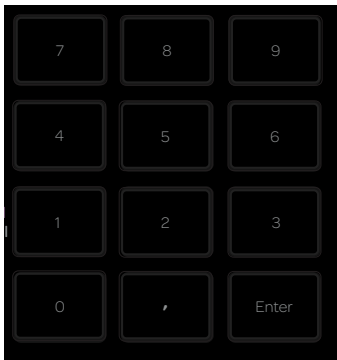


Figure 88. Numeric Keypad

Transport Controls

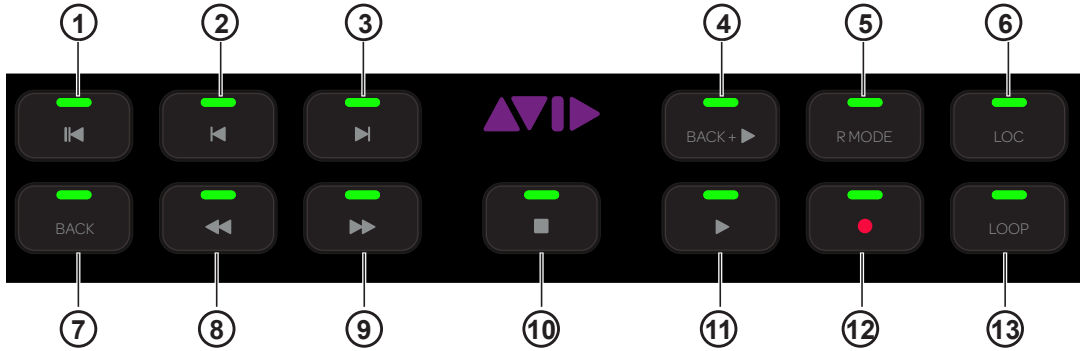


Figure 89. Transport controls



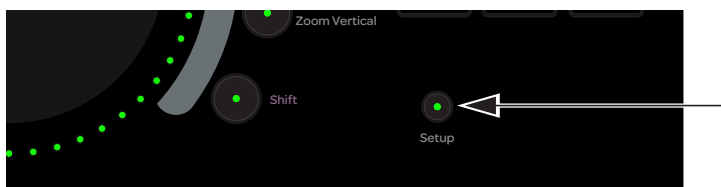
This section identifies the function of Transport switches in the default Pro Tools appset. To learn how to use these switches with Pro Tools, see Chapter 6, “Common S6 Tasks.” Transport switches can be customized in the Soft Key Editor. For more information, see Chapter 5, “Soft Keys.”

Transport switches. Item numbers refer to “Transport controls” on page 107.

Item	Function
1	RTZ (Return to Zero)
2	Previous
3	Next
4	Back and Play
5	Record Mode
6	Loc
7	Back
8	Rewind
9	Forward
10	Stop
11	Play
12	Record
13	Loop Record

Setup


When active, the Transport section locks to the focused application on the attentioned workstation.



Setup switch

Chapter 10: 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 9, “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 90 and explained in the following sections.

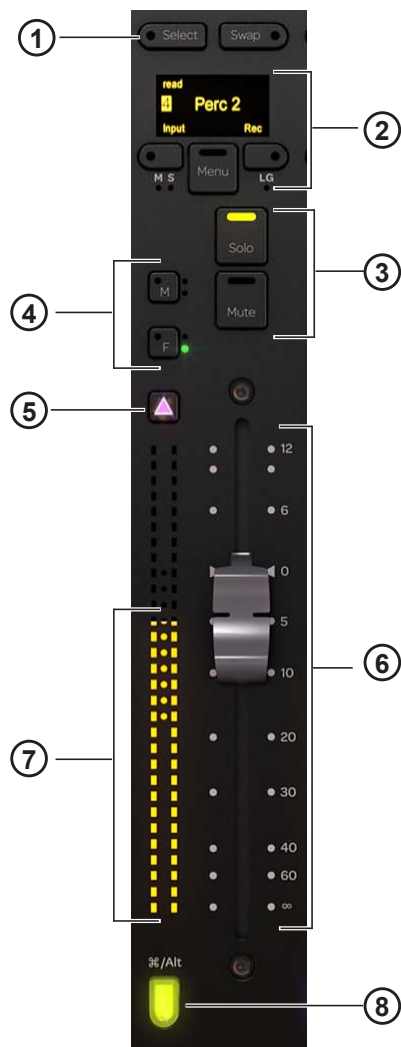


Figure 90. Fader strip

- 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.

 See “Selecting Tracks” on page 65, and “Channel Selection Mode” on page 39 to learn about track selection and modes.

Swap This control is not implemented.

OLED

Displays the track name, number, automation mode, and record and input indicators.



Input (1) and Record (2) switches, OLED (3)

 Track numbers can be shown or hidden using the Show Track Numbers preference setting. See “Strips” on page 45.

Input and Record Switches

Input

Toggles the Input Monitor status of the track.

When tracks are enabled for input monitoring:

- The track’s input is routed directly to its output, bypassing track plug-ins and functions.
- The **Input** switch lights yellow.
- The track Input indicator lights yellow in the Track Scroller and Track Matrix.

Rec

Toggles the record enable status of the track.

When tracks are record enabled:

- They are armed for recording.
- **Rec** on the Fader Module flashes red.
- Their Recording indicators flash red in the Track Matrix, Track Scroller, and Fader in the Function Scroller.
- Their Fader in the Function Scroller and entire track in the Meter Scroller flash red.

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

Menu

Puts the Input and record switches into VCA Spill mode. When Menu is held down:

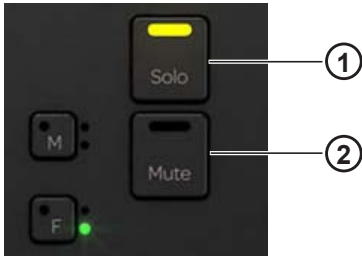
- The Input switch becomes Spill Left (as shown in the OLED).
- The Record switch becomes Spill Right (as shown in the OLED).

For more information, see “Working with VCAs” on page 78.


Mute and Solo Switches

Mute Mutes the track and lights when active.

Solo Solos the track and lights when active.

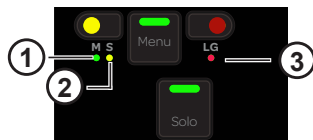


Solo (1) and Mute (2) switches

 Solo selection can inter cancel or sum. See “Solo Switch” on page 40.

Master, Slave, and Link Indicators

These indicators identify VCA masters and slaves (when spilled). For more information, see “Working with VCAs” on page 78.



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.

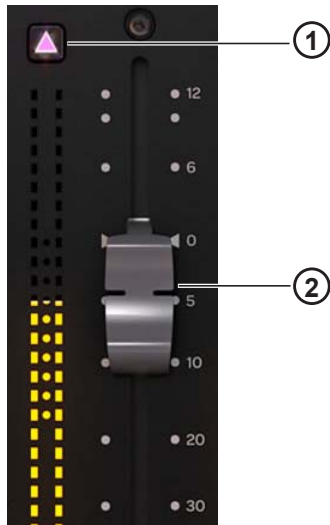
 To learn how these LEDs indicate automation status, see “Automation” on page 72

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” on page 45.

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 page 76 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.

The Mac and PC Track Color / Modifier keys are shown in the figure below.



Track Color / Modifier keys


Track Color / Modifier Key functions for Mac and Windows

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

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 83.



Process Module

Process Module Strip

Each strip provides the following controls and displays.



Figure 91. 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, 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). Expand mode uses Knob or Process Modules in the same chassis as the track. To see where EQ and Dyn parameters are mapped in Expand mode, see Appendix B, “EQ and DYN Parameters in Expand Mode.”

To enable Expand mode on a strip:

- 1 Press **Exp** on the Process Module (see Figure 92). Multiple strips can be in Expand mode simultaneously.



*To put all strips into 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).*



Figure 92. Exp (Expand) switch on the Process Module

The most recently selected strip/function is expanded, and selecting a different function on a strip in Expand mode replaces the currently expanded function view. 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.

- 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.
 - 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.
- 3 To take a strip out of Expand mode, press its lit **Exp** switch.


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 68.

Inserts, Dynamics, EQ, and User

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 assign Inserts to the Knob Module:

- Press **Ins**.

To assign Dynamics to the Knob Module:

- Press **Dyn**.

To assign EQ to the Knob Module:


- Press **EQ**.

To assign Inserts to the Knob Module:

- Press **Ins**.

To assign Instrument plug-ins to 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

(Pro Tools HDX with HEAT Only)

To access HEAT controls:

- Press and hold **Ins**.

Sends, Pan, Edit, Grp, Bus

To assign Sends to the Knob Module:

- Press **Sends**.

To assign Pan to the Knob Module:

- Press **Pan**.

To assign Edit functions:


- Press **Edit** on any strip assigned to an audio track. (See “Editing from the Surface” on page 79.)

To assign Groups to the Knob Module:

- Press **Grp**.

To assign Buses (outputs) to the Knob Module:

- Press **Bus**.

 For more information, see “Assigning Track Input and Output” on page 68.

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 and **Sel**


Each knob section includes **In** and **Sel** switches.

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 “Automation” on page 72.

Knob Navigation Switches

At the bottom of the Process Module are knob navigation switches.




Figure 93. ◀ (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.

 See “Editing a Plug-in Using the Process Module” on page 83.

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.

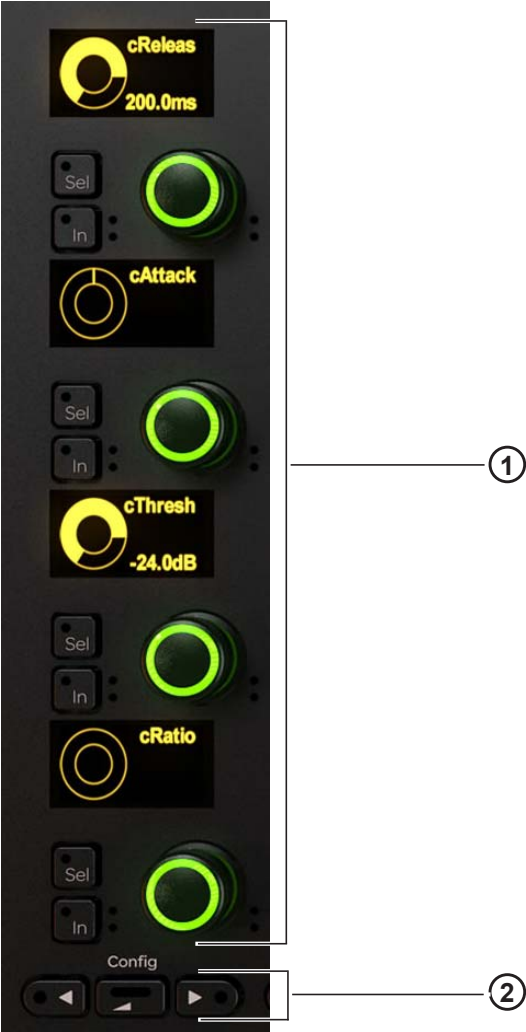
The Knob Module lets you adjust function parameters, toggle them in and out, and select them for editing operations.



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 strip

- 1 - Knob Sections
- 2 - Navigation Switches

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 the track name and number and the parameter value.



OLED (1), knob (2), and In and Sel switches (3) for the knob

In and Sel


Each knob section includes **In** and **Sel** switches.

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 “Automation” on page 72.

Knob Navigation Switches

At the bottom of the Knob Module are the navigation switches.

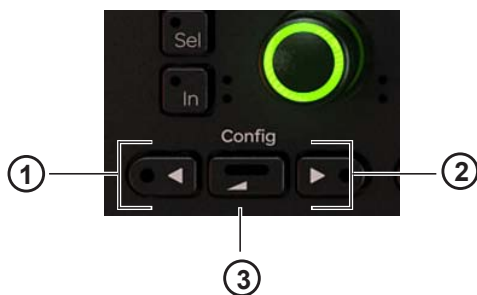



Figure 94. ◀ (1), Back (2), and ▶ (3) navigation switches

◀ ▶ 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 82.

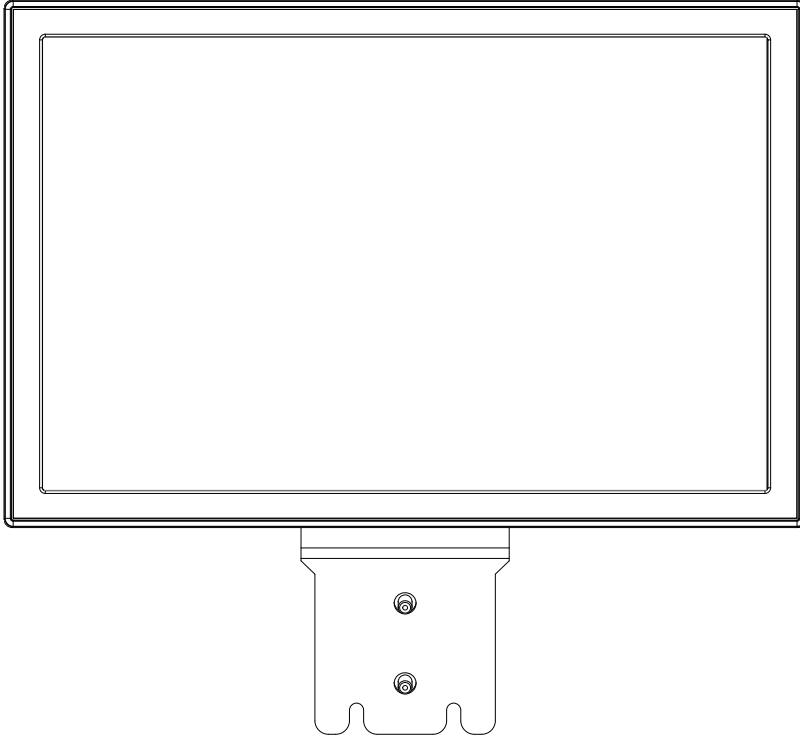
Display Module

The Display Module has a TFT display and mounting bracket and can display eight tracks. The underside of the Display Module has power and Ethernet connectors.

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” on page 49 to set the display layout.

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. Group name and ID are shown while in any function view. All other display layouts can show 7.1-channel meters.



Display Module

 *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 95 and Figure 96 on page 122, Figure 97 and Figure 98 on page 123, and Figure 99 on page 124.

Figure 95. Large Meters

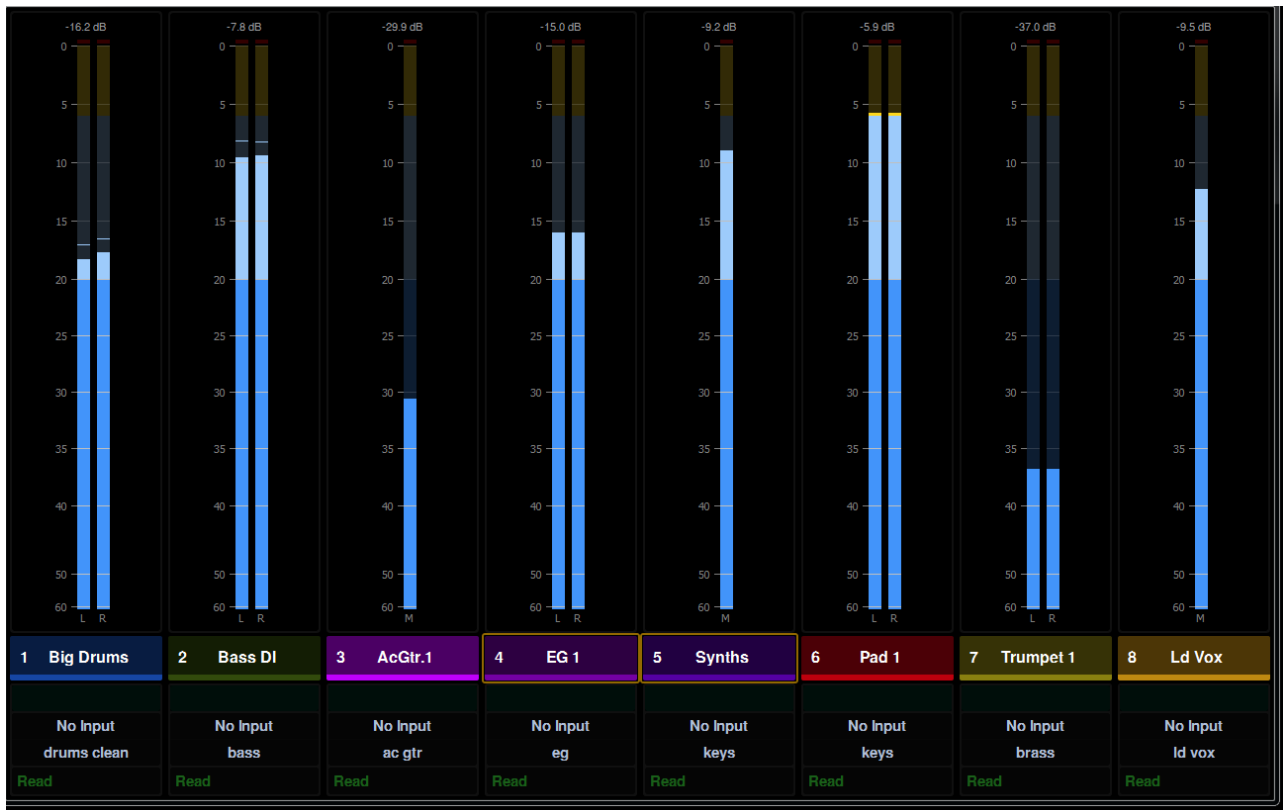


Figure 96. Large Waveforms



Figure 97. Meters and Waveforms

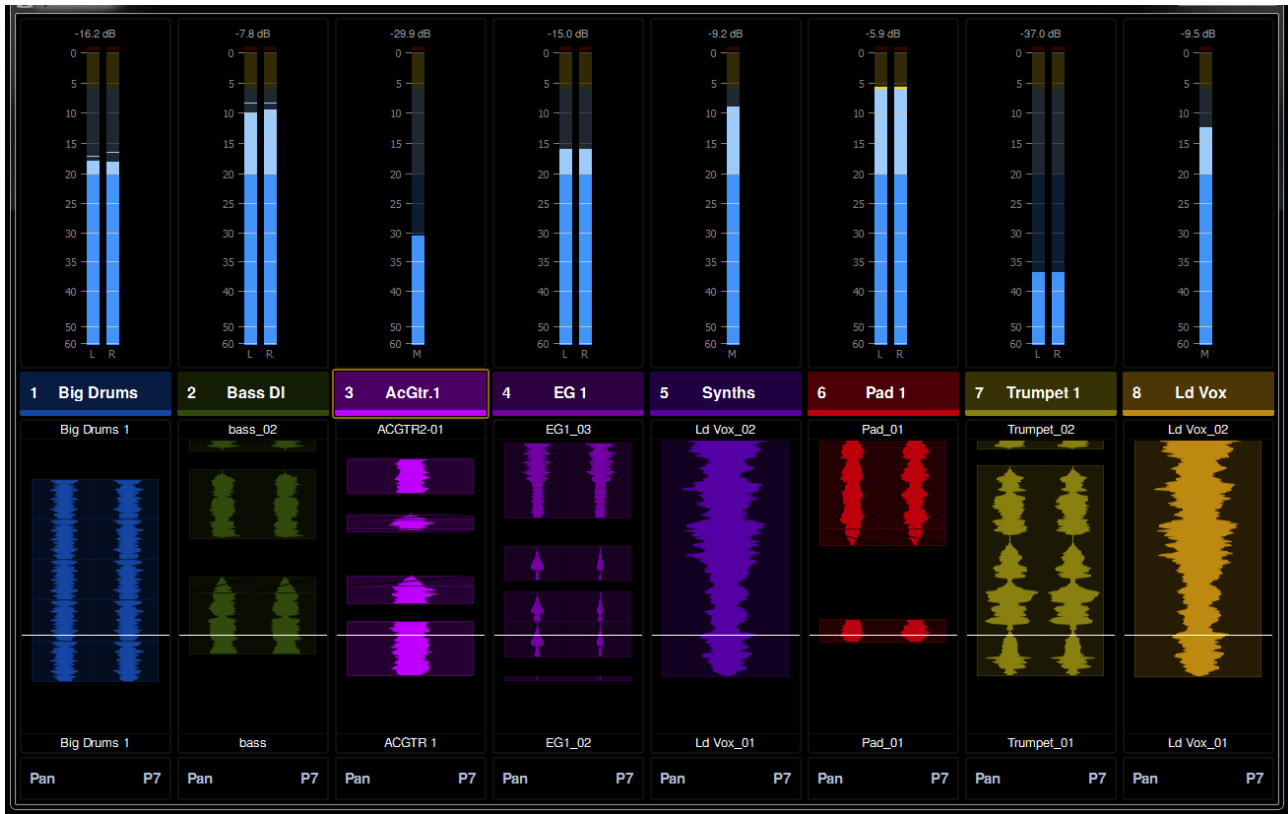


Figure 98. Meters and Function



Figure 99. Waveforms and Function



Variable Waveform Zoom

When set to any Waveform view, the zoom resolution of all Display Modules can be set between 1 second and 60 seconds in the Settings > Preferences screen. For more information, see “Waveform Zoom” on page 50.

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.)

Unclaiming Display Modules

To unclaim a Display Module:

- 1 Create a file named “unclaim.txt” and copy it to a FAT-formatted USB flash drive.
- 2 Plug the USB drive into the Display Module you want to unclaim. After a few seconds, the Display Module screen displays a message that the process is complete.

Part V: 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 102) provides 8 channels of GPI input and 8 channels of GPI output. The inputs are opto-isolated, and the outputs are relays.

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 42.

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 100. 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 127.

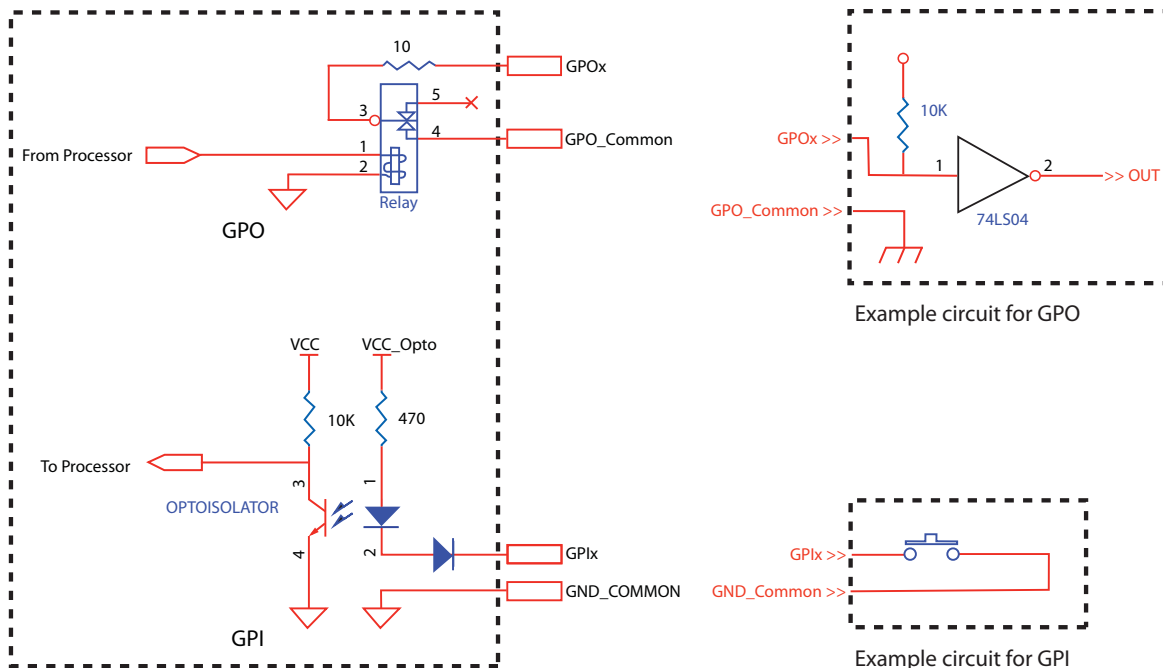


Figure 101. Example GPI output and input diagrams

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

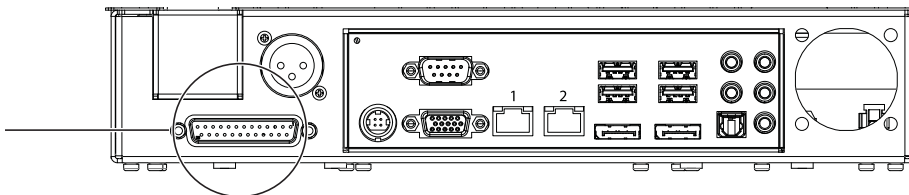



Figure 102. GPIO port on the back of the Master Module

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 Type	HPF Q or Slope	LPF Type	LPF Q or Slope			LF Type	LF Q or Slope	LMF Type	LMF Q or Slope	MF Type	MF Q or Slope	HMF Type	HMF Q or Slope	HF Type	HF Q or Slope
HPF Type	HPF Freq	LPF Type	LPF Freq		Input Gain	LF Type	LF Freq	LMF Type	LMF Freq	MF Type	MF Freq	HMF Type	HMF Freq	HF Type	HF Freq
HPF In/Out	HPF Q or Slope Alt	LPF In/Out	LPF Q or Slope Alt		Output 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**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.



Avid
280 N Bernardo Avenue
Mountain View, CA 94043 USA

Technical Support (USA)
Visit the Online Support Center at
www.avid.com/support

Product Information
For company and product information,
visit us on the web at www.avid.com