

Yammie Change Recorder Application for Yamaha Digital Consoles

This is the initial documentation for this free application. If you have questions or comments, please contact me at andy@checkcheckonetwo.com

Overview:

This program was designed to help overcome the difficulty in using scenes in Yamaha Digital consoles to record changes from song to song and show to show. The difficulty comes in that if you have a scene that you use for a particular show, and want to simply have a few changes made (for example, turn up the guitar in mix 2 for this particular song) it is quite difficult to have this change made without affecting any other changes that have been made since that scene was last saved. Safe and Focus can be used, but they can be difficult and confusing to use accurately. The PM5D does a much better job of handling incremental changes, but I still wanted an easier way.

This program simply records changes made. So you can recall a scene for your soundcheck, make any changes necessary and save them to your “default” scene for that show. Then if you need the guitar up in mix 2 during the 2nd song, you can “play” that scene in my software, and it only changes that one setting. Even if many changes happened between soundcheck and the 2nd song, and even if they didn’t get saved, none of those changes will be affected, EXCEPT the change that you recorded. In this example, increasing the guitar to mix 2.

You can see that this would make it very easy to have “just the changes” needed for each song recorded, and if somewhere during a show the bass guitar eq gets adjusted, you know that that eq change won’t be lost when you “play” the next scene in Yammie (assuming the bass guitar eq was not part of the Yammie “scene”).

The other interesting thing is that a collection of scenes will work on several Yamaha consoles. As long as you have your “default” scene for the show, you can use the show and scene files and Yammie on a different console and the changes will work. (within the limitations of the NRNP messages available on each console)

I wrote this program because I wanted a “better” way than the standard Yamaha Scene system, and also teach myself VB 2008. I hope you find it useful.

Requirements:

Windows PC with .Net 2.0 or greater. Probably won't work on Windows 98 or lower.

Midi Interface for consoles without USB connections (currently the LS9 and M7CL)

A Yamaha Digital Console. Application has been tested on LS9, M7CL and PM5D. Program should work for DM series and possibly O1V series as well.

Setup:

Unzip files, and double-click "setup.exe". Program will install itself and add an item to Start Menu. Program will associate itself with .ysn (Scene) and .ysw (Show) files, so double-clicking either of those files will load the application.

Use add/remove programs to uninstall the application and remove file associations.

For the LS9 and M7CL you will need to install a midi interface. Anything with a midi in and midi out should work. With the PM5D and DM series, you can use the USB connection and the Yamaha USB-Midi Driver (same one you would use for Studio Manager) to make the connection.

On the Yamaha console, you need to go to the midi setup page and enable "Midi Control Change" for input (RX) and output (TX), and select the appropriate midi connection – either the Midi connections if using an external Midi interface, or USB if using the Yamaha USB-Midi driver. Select "NRNP" for the control change mode. Instructions on how to do this are in the manual for your particular console.

Connect your PC to the Console.

Download the sample files and load **show1.ysw**.

Click on the **Midi** button on the application. Select the appropriate midi input and output. If all is good, the Midi Button will light up green.

Click **Play** or **Go+** on the application and you should see the faders on the console move. If you do not, you probably have not set the settings in the Yamaha console correctly, or have your Midi connections wrong. Double-check that you have "NRNP" selected in the Midi Control Change settings on the console, not "Table".

Operation:

Pressing **Play** will play the current scene to the console and make changes.

Pressing **Record** will start recording the changes you make on the console to the current scene. **Stop** will stop recording changes.

Pressing **Go +** will play the selected scene and advance to the next enabled scene.

Move Up and Move Down buttons can be used to rearrange the scenes within the show. Multiple scenes can be selected for moving.

Right-clicking on the scene menu brings up menu where you can play specific changes (multiple selections are allowed) or delete selected changes. Play is useful to check what a particular recorded change does.

Open opens a new Scene or Show File

Save Saves a Scene or Show File

Add adds the current scene to the current show. Multiple copies of the same scene can be added.

To clear the scene or show, left-click in the top left corner of the list (highlighting all rows) and press delete. Ctrl-A can be also used to select all rows.

Clicking on the Yammie Logo takes you to the application web page.

Files created on one console SHOULD work on other consoles, but there are some limitations where certain functions are not supported on all consoles, or function numbers do not match between consoles.

Limitations:

There are many functions on the consoles that can not be recorded. This is due to limitations in Yamaha's support of NRNP commands for all their functions. Here are a few, but by no means all the un-recordable functions:

ALL:

- Patch and routing
- Effect selection (individual effects parameters can be recorded)
- EQ type (Type I or Type II)
- Channel names, icons and other labels

- UDKs

LS9/M7CL:

- Internal HA gain
- Internal HPF
- Slot Output Phase
- Slot Output Att