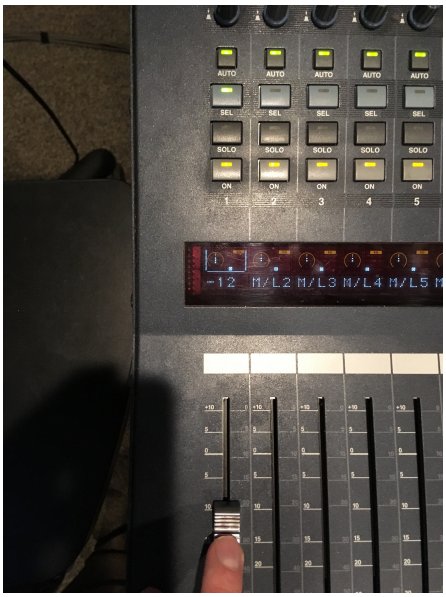
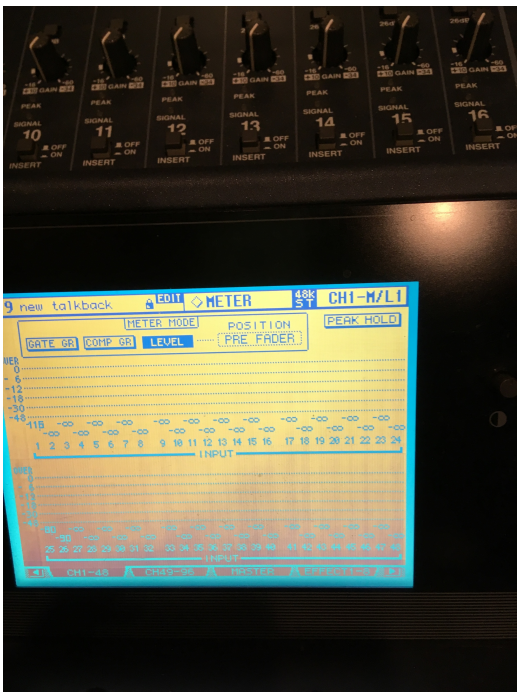
DM 2000 Mixer

The Yamaha DM 2000 is capable of storing many patches **Scenes**. You can store a new **Scene** for a project should you need to, but for now just use **Scene 09 – CCRMA Studio A**. These **Scenes** function as a set of default presets for the mixer and the various speaker routing combinations. The DM2000 is often somewhat malevolent and is best approached with patients and reverence!

Performing any actions with a fader causes the **SEL** (Selected) light above the Solo button to turn on.



Any changes you might make on the desk - routing, panning, aux sends etc. - will now change for that specific channel. So be careful that you are actually making the changes you want to make on the channel you want to make them on – double check that the **SEL** light is on and that the name on the channel also appears on the top right hand corner of the large LED display.



To access a mixer patch/scene:

Use the arrow keys in the **DISPLAY MEMORY** section of the mixer to selected the number of the desired patch (likely 09). The press **RECALL**

Alternatively -

Press the diamond **Display** button in the **SCENE MEMORY** section on the right hand side of the mixing desk

Pressing this or any of the other diamond shaped buttons in the **DISPLAY ACCESS** section to the left of the main LED panel will cycle through the various sub-menus and pages associated with that button/function. Navigate to the following page and select **RECALL**

Given that your inputs, outputs, sample rate, word clock etc. have been set in the patch/scene or by the MOTU/Apogee it is likely that the other diamond shaped button you will be most interested in is the **METER** Button. You may need to press this button a number of times in order to reach the page/menu shown on the LED screen in the photo.

Now you will want to see your signal coming into the mixer.

See the Main Studio Instructions for more on the Signal/Speaker/Monitor Routing

If you connect - via the 1/8-inch jack of the Rapco - your laptop signal will now magically/curiously appear on Channels 21 and 22 of the **METER** page on the main LED screen

SEE MAIN STUDIO INSTRUCTIONS FOR MORE DETAILS

Layers

Note: the DM2000 has only 24 faders. However, these faders do control all of the 96 possible channels by the use of several different LAYERS – 1 to 24, 25 to 48, etc.

To access any *layer* press one of the **LAYER** buttons below and a little to the left of the SCENE MEMORY section.

The faders will adjust automatically/remember their position for each layer until you exit the scene/patch. Channels 1-16 come from the Live Room, Channels 21-22 are for audio from a laptop, and Channel 24 is for Talkback. Flipping to LAYER 25-26 you will find the stereo return from the Mac, while 27-28 and 29-30 (via Omni Outs 5 and 6 via Aux 5 and 6) control the level of signals to the headphone amps on the Live Room. (Don't forget to set up outputs in your software to send headphone mixes)

The larger display bar at the back of the desk will give a level indication for whatever **LAYER** is currently selected

A Debug Note: If you are in the studio, unless you are using the re-amp snake, make sure that the FADER MODE below and to the left of the DISPLAY ACCESS section is set to FADER and not AUX/MTRX.

We will shortly install another MOTU interface so you can send multichannel outputs from your own laptop to the DM2000 and mix on the Studio Speakers. In the interim use **Studios D** or **E** for this.

Output from the Linux machine will show up on Channels 73-88

SEE MAIN STUDIO INSTRUCTIONS FOR MORE DETAILS ON SPEAKER/MONITOR