YAMAHA

STUDIO MANAGER

Version 2

Owner's Manual

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❏ **Yamaha Pro Audio global site**
http://www.yamahaproaudio.com/

❏ **Yamaha synth.com**
http://www.yamahasynth.com

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* Specifications and descriptions in this owner's manual are for information purposes only. Yamaha Corp. reserves the right to change or modify products or specifications at any time without prior notice. Since specifications, equipment or options may not be the same in every locale, please check with your Yamaha dealer.
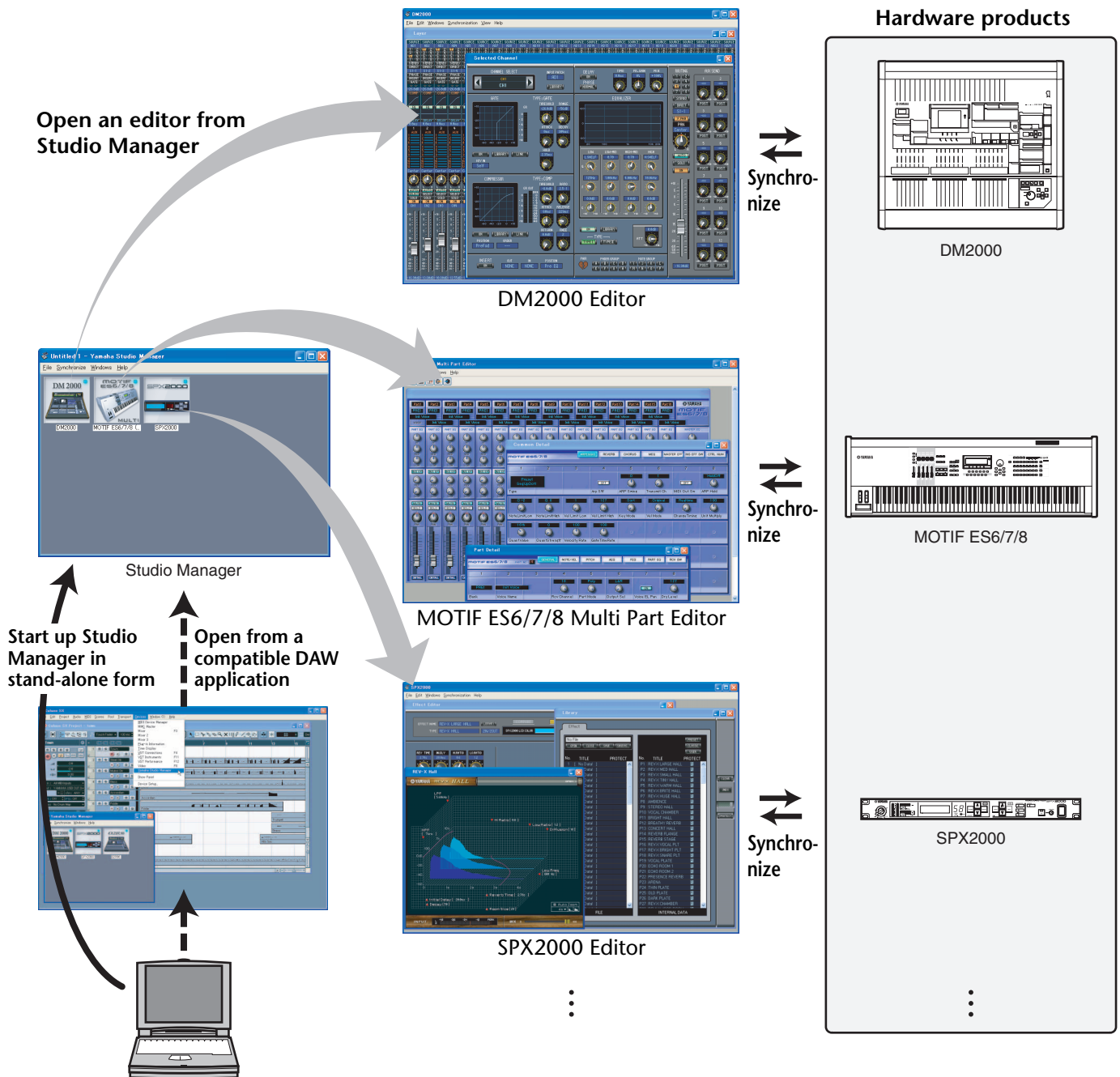
Description of menus and buttons

In the event that menu and button names on a Windows system are different from those on a Macintosh, this manual uses the Windows menu and button names followed by the Macintosh menu and button names in parentheses.

Overview of Studio Manager

Studio Manager is a cross-platform application that enables you to start multiple Editors that control YAMAHA hardware products remotely, and to save multiple Editor settings.

You can run Studio Manager as a stand-alone application, or as a plug-in within DAW applications that are compatible with Studio Connections, such as Cubase SX 3.0 or later. In either case, the basic functionality is the same. For the latest information on compatible DAW applications, refer to the following website.

http://www.studioconnections.org/

Hardware products

Open an editor from Studio Manager

DM2000 Editor

Synchro-nize

DM2000

Studio Manager

Start up Studio Manager in stand-alone form

Open from a compatible DAW application

MOTIF ES6/7/8 Multi Part Editor

Synchro-nize

MOTIF ES6/7/8

SPX2000 Editor

Synchro-nize

SPX2000

The settings of each editor can be saved and recalled together from Studio Manager or the DAW application. In other words, you can change the settings of your entire system in a single operation by recalling the settings for multiple devices from Studio Manager or your DAW application.

When you want to save setting files, you can do this from Studio Manager to recall multiple devices at once, or from an individual Editor to recall only a specific device. When you save your settings in your DAW application, the Studio Manager settings will also be saved together with the DAW application file, and can also be recalled in the same way.

To use Studio Manager, you must first perform the following operations:

1. Start and configure Studio Manager (see page 3).

2. Start and configure an Editor.

3. Synchronize the application with the corresponding hardware product (see page 5).

For more information on using the Editors, refer to the Owner's Manual for the Editors.

Starting and Configuring Studio Manager

1 Start Studio Manager.

As a stand-alone application in Windows 2000/XP: Click the Start button, move the cursor to [Programs (All Programs)], then [YAMAHA Studio Manager], then click [Studio Manager].

As a stand-alone application in Mac OS X: Select and open the "Applications" folder, the "YAMAHA" folder, then the "Studio Manager" folder, then double-click "SM2."
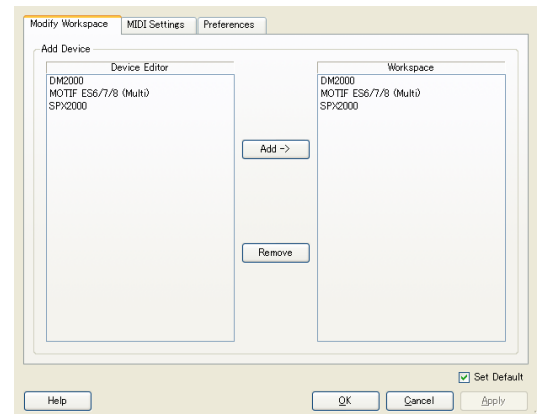
Cubase versions SX 3.0 and later: From Cubase's [Device] menu, choose [Yamaha Studio Manager] to open the Studio Manager window. (Studio Manager starts running when Cubase is started.)

2 Select the devices you want to edit.

In the Setup window, open the Modify Workspace page. The Device Editor section lists the names of the installed devices.

Highlight the desired device name, then double-click it or click the [Add->] button.

The selected device name is added in the Workspace section.

> **NOTE:** Use the following button and checkbox, if necessary:
> [Remove]............Removes the selected device from the Workspace section.
> [Set Default]........Mark this checkbox, then click the [Apply] or [OK] button. The next time you start Studio Manager, the current Setup window settings will be automatically selected.
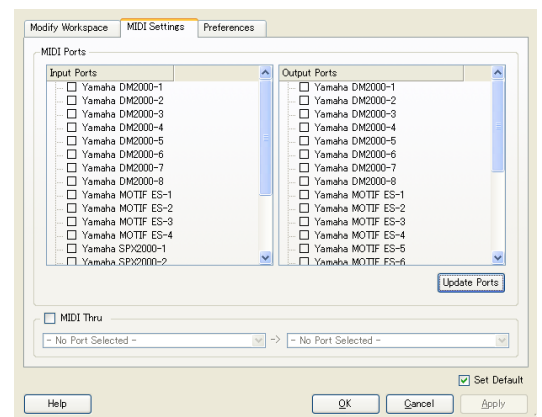
3 Specify the desired MIDI ports.

Select the [MIDI Settings] tab and specify the MIDI In/Out Ports to which the hardware product are connected. However if you want to use Studio Manager in Cubase, you'll need to specify that MIDI port within Cubase.

> **NOTE:** To activate MIDI ports in Studio Manager, you must specify the MIDI ports in this MIDI Ports tab and in the Editor for the console or device.

> **NOTE:** Use the following button, checkboxes, and pull-down options, if necessary.
> [Update Ports] .... If you click this button, Studio Manager will search for MIDI ports that have been enabled since you started the application. If no port is detected, restart Studio Manager.
> [MIDI Thru] .... If you mark this checkbox, then use the pull-down options to select a port for MIDI In/Out, a MIDI signal will be input from a port assigned as MIDI In, and routed to and output from a port assigned as MIDI Out.
> [Set Default] .... Mark this checkbox, then click the [Apply] or [OK] button. The next time you start Studio Manager, the current Setup window settings will be automatically selected.

4 Click [OK].

The Setup window closes, and the Studio Manager window becomes active, with the icon of the device you selected in step 2 shown in the workspace.

5 Double-click the icon for the hardware product you want to edit to open its Editor.

> **NOTE:** *Right-clicking the mouse in the window will display a pop-up menu (see page 8).*

> **NOTE:** *To change the icon name, select the icon, then click the name.*

> **NOTE:** *Use the following box, if necessary.*
> [MIDI Thru Ch.].. *This field appears if MIDI Thru is enabled.*
> *If you select "Original," a MIDI signal will be output to the output channel that has the same number as the input channel.*
> *If you select any channel from "1" through "16," MIDI signals of all channels received at the input port will be combined and output to the specified channel.*

Studio Manager window

Quitting Studio Manager

Select [Exit] from the [File] menu in the Studio Manager window (select [Quit SM2] from the [SM2] menu). If there are no unsaved changes, all windows close and Studio Manager quits. If there are unsaved changes, a message asking whether you want to save the changes appears. You can also quit Studio Manager by clicking the Close button in the Studio Manager window.

If you're using Studio Manager in your DAW application, quitting your DAW application will also quit Studio Manager. Simply closing the Studio Manager window does not quit Studio Manager. When you save your DAW application file, the Studio Manager settings are also saved within that file.

Synchronizing with your hardware product

In some cases, such as when Studio Manager starts up for the first time, the parameter settings on the hardware product and the parameter settings in Studio Manager (in the devices' Editor) may be different. Therefore, you must first synchronize the parameter settings on the hardware product with those in Studio Manager (in the corresponding Editors). Follow the steps below to synchronize Studio Manager with the hardware product.

> **NOTE:** You can also synchronize the parameter settings with the corresponding hardware product in each Editor. For information on using the Editors, refer to the Owner's Manual for the Editors.

1 Select [Synchronize], then [Recall...] in the Studio Manager window.

The following window opens.

2 Select whether you want to transfer your settings to Studio Manager (each Editor), or hardware product.

Choose "Select direction of data transfer" or "According to editor setting" for each Editor.

- **Select direction of data transfer**

    You can select the data transfer direction in Studio Manager.

    [To Hardware]: Transfers the current settings from Studio Manager (each Editor) to your hardware product.

    [From Hardware]: Transfers the settings from your hardware product to Studio Manager (Editor).
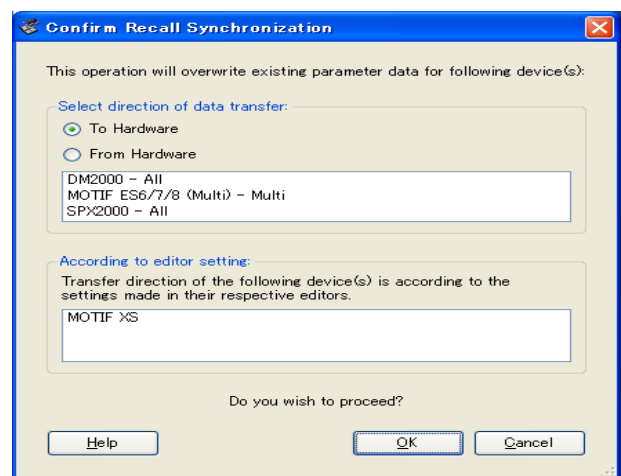
- **According to editor setting**

    The data transfer direction will be determined by the settings in the Editor.
    For more information, refer to the instruction manual for the Editor.

3 Click [OK].

The synchronizing process begins.

> ⚠ *Do not operate the hardware product while synchronization is in progress.*

Working with Files

You can save the various parameter setting files either as a complete set using Studio Manager or your DAW application, or individually using each Editor. The following table shows how to manage your setting files.

Creating a new file	Choose [New] from the [File] menu. (only if Studio Manager is running as stand-alone)
Opening a previously saved file	Choose [Open (Import)] from the [File] menu.
Saving the current file	Choose [Save] from the [File] menu. (only if Studio Manager is running as stand-alone)
Saving the current file with a new name	Choose [Save As... (Export)] from the [File] menu.

If you save a file in the Studio Manager window, all selected Editor settings are saved in a file with a file extension of ".YSM". If the "Automatically synchronize on file load" preference (see page 7) is turned on, opening a file will recall the entire set of system settings (Recall function).

If you're using Studio Manager with your DAW application, the settings of all selected Editors will be saved together within the file of the DAW application. If desired, you can also save files from Studio Manager, and then open them from Studio Manager running as a stand-alone application.

If you save a file in an Editor, only that Editor's settings are saved in a file.

> **NOTE:** When you create a new file, or open a previously saved file, a message appears asking whether you want to save the currently-open file. Click [Yes] to save the current file and open another. Click [No] to open another without saving the current one. Click [Cancel] to cancel the operation.

Mapping MIDI Ports

If MIDI ports specified in Editors are not enabled on the computer (e.g., when you open a file on another computer), it's convenient to change all MIDI port settings together in the Re-map MIDI Ports window (shown on the right). Choose [Re-map MIDI Ports] from the [File] menu to display the window.
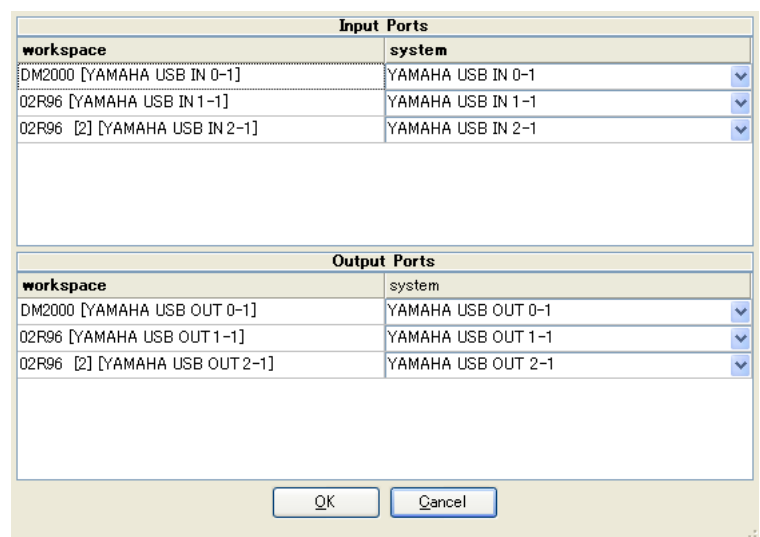
> **NOTE:** This function is not available if you're using Studio Manager in your DAW application.

❑ **Workspace**

This column lists the MIDI ports specified in Editors by the corresponding device names and [port names].

❑ **System**

This column lists the MIDI ports enabled on the computer. If the ports listed in the Workspace column and the ports listed in the System column do not match, click the port name in the System column to display a pull-down menu, then select a matching port from the menu.
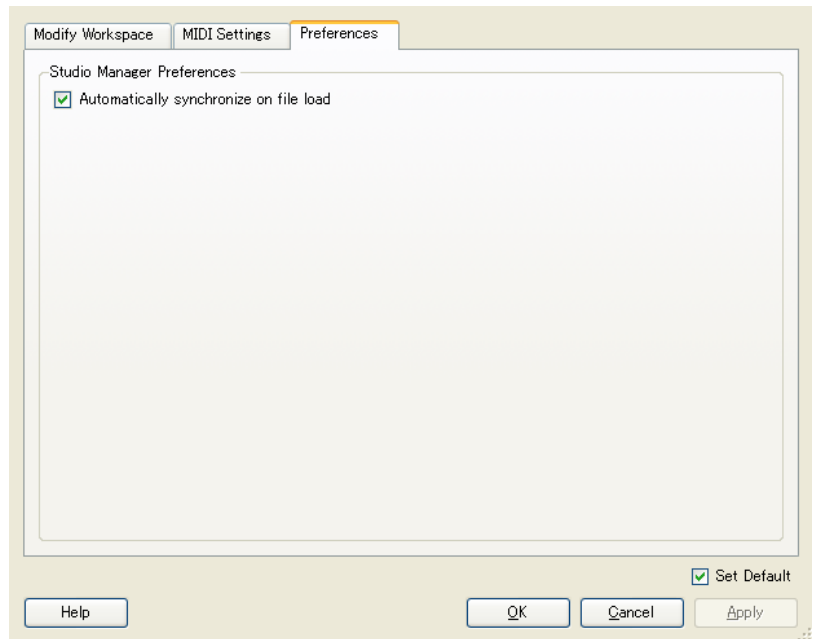
Setting Preferences

You can also change the preference settings, if necessary. Choose [Setup…] from the [File] menu, then click the [Preferences] tab to display the window shown on the right.

Automatically synchronize on file load: When you open a file in the Studio Manager window or open a file of your DAW application, Studio Manager (Editors) will automatically synchronize with the corresponding hardware product. In this way, Studio Manager performs the Recall function to recall the entire system settings automatically when you open a file.

Set Default: Mark this checkbox, then click the [Apply] or [OK] button. The next time you start Studio Manager, the current Setup window settings will be automatically selected.

Menu Bar/Pop-up Menu

Menu Bar

❏ File Menu

New* (Ctrl+N / ⌘+N)	Creates a new file.
Open (Ctrl+O/⌘+O) Import (Ctrl+I/⌘+I)	Opens a previously saved file.
Save* (Ctrl+S /⌘+S)	Saves the current file.
Save As Export (Ctrl+E/⌘+E)	Saves the current file with a different name.
Setup	Open the Setup window to configure Studio Manager. Click a tab at the top of the window to select the Modify Workspace page (see page 3), MIDI Ports page (see page 3), or Preferences page (see page 7). On a Macintosh computer, choose [Preferences] from the [SM2] menu.
Re-map MIDI Ports*	Opens the Re-map MIDI Ports window (see page 6).
Exit* (Ctrl+Q)	Quits Studio Manager. On a Macintosh computer, choose [Quit SM2] from the [SM2] menu.

* If you're using Studio Manager with your DAW application, these menu items will not appear.

❏ Synchronize Menu

Recall	Synchronizes Studio Manager (Editors) with the corresponding hardware product (see page 5).

Lists the Editors for which a window is currently open. When you select an Editor, the corresponding Editor window becomes active.

❏ **Help Menu**

Manual (F1)	Displays this manual in Adobe PDF format.
About Yamaha Studio Manager	Displays the information (such as a version number) of Studio Manager. On a Macintosh computer, choose [About Yamaha Studio Manager] from the [SM2] menu.

Pop-up Menu

Right-click the mouse on an icon in the Studio Manager window (on a Macintosh computer, click an icon while holding down the [control] key) to display the following pop-up menu.

Open/Show	Opens/activates the selected Editor.
Close	Closes the selected Editor.
Synchronize	Synchronizes with the corresponding device.
Recall Enabled	Specifies whether the Recall function will be performed for the corresponding device. If this check box is checked, Studio Manager will perform the Recall function for the corresponding device and the indicator located in the upper right corner of the corresponding icon will light up.
Configure Recall	If the corresponding device is selected for the Recall function, you can specify the data items to be synchronized using this sub-menu. The sub-menu contents vary with the Editor. Some Editors enable you to select only a single data item, and some enable you to select multiple data items.
Remove	Deletes the selected icon from the Studio Manager window.

Right-click the mouse anywhere except on any icon in the Studio Manager window (on a Macintosh computer, click anywhere except on any icon while holding down the [control] key) to display the following pop-up menu.

Modify Workspace	Opens the Modify Workspace page in the Setup window (see page 3).
Arrange by Name	Check this to sort the icons by name.
Left to Right	Check this to position icons from left to right.
Top to Bottom	Check this to position icons from top to bottom.

Operation within Cubase

If you're using StudioManager with Cubase SX 3.0 or a later version of Cubase, you can also control the various Editors from within Cubase as follows.

Using Studio Manager from within Cubase enables you to transmit and receive through the same port MIDI performance data and MIDI control signals from the Editor.
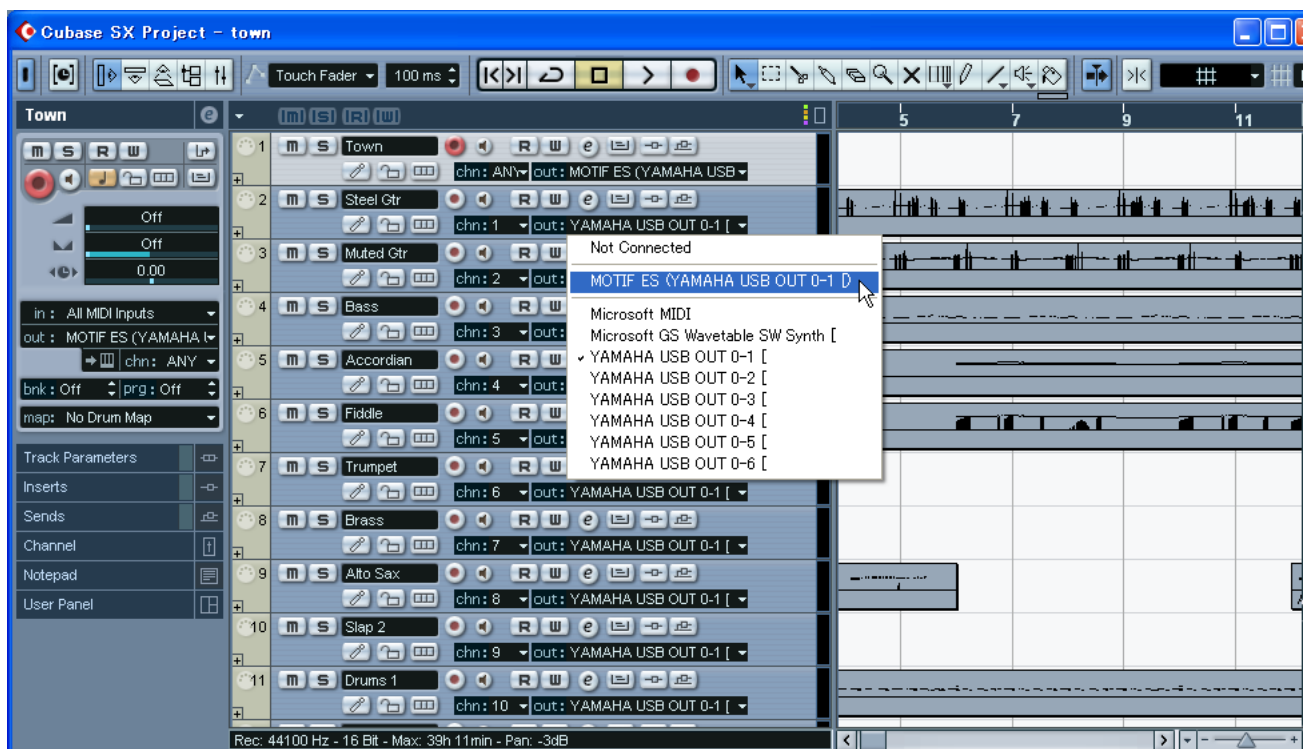
If your Editor supports OPT2, you can also use Recall and Audio Integration.

Starting and Configuring Studio Manager

Start Studio Manager, select the devices you want to edit, and specify the desired MIDI ports using the Editor (see page 3).

Virtual MIDI port display

The MIDI port used by an Editor selected in Studio Manager is shown within Cubase as the MIDI port for that device name. You can assign this port to a MIDI track.

Audio Integration

You can open the editor directly and edit the hardware device in the same way as you would open the control panel of a VST instrument.

For details about Audio Integration, visit our web site at:

http://www.studioconnections.org/

Starting an Editor from Cubase

If you've assigned the editor to a MIDI port, you can open the editor from Cubase's "Open Device Panel" button.

Supported editors

As of this date (May 2008), the following editors are StudioManager-compatible.

Editor	OPT compatibility	Audio Integration	Supported hardware
LS9 Editor	OPT2		LS9-16/LS9-32
PM5D V2 Editor	OPT2		PM5D V2.x
DSP5D Editor	OPT2		DSP5D
PM5D Editor	OPT2		PM5D
M7CL Editor	OPT2		M7CL
DM2000 Editor	OPT2		DM2000
02R96 Editor	OPT2		02R96
DM1000 Editor	OPT2		DM1000
01V96 Editor	OPT2		01V96
SPX 2000 Editor	OPT2	✔	SPX2000
01X Editor	OPT2		01X
MOTIF-RACK XS Editor	OPT2	✔	MOTIF-RACK XS
MOTIF XS Editor	OPT2	✔	MOTIF XS 6/7/8
MOTIF ES6/7/8 Multi Part Editor	OPT2	✔	MOTIF ES 6/7/8
MOTIF ES6/7/8 Voice Editor	OPT2	✔	MOTIF ES 6/7/8
S90 ES Multi Part Editor	OPT2	✔	S90 ES
S90 ES Voice Editor	OPT2	✔	S90 ES
MO6/MO8 Multi Part Editor	OPT2	✔	MO6/MO8
MO6/MO8 Voice Editor	OPT2	✔	MO6/MO8
MOTIF-RACK ES Multi Part Editor	OPT2	✔	MOTIF-RACK ES
MOTIF-RACK ES Voice Editor	OPT2	✔	MOTIF-RACK ES
MOTIF-RACK Multi Part Editor	OPT2	✔	MOTIF-RACK
MOTIF-RACK Voice Editor	OPT2	✔	MOTIF-RACK
GTRC	OPT2		Available on any MIDI device
Voice Editor for MOTIF6/7/8	OPT(*)		MOTIF 6/7/8
Voice Editor for S90	OPT(*)		S90
Voice Editor for S08	OPT(*)		S08
VL Visual Editor	OPT(*)		PLG100-VL/PLG150-VL
DX Simulator	OPT(*)		PLG100-DX/PLG150-DX
AN Expert Editor	OPT(*)		PLG150-AN
Plug-in Board Editor for PLG150-DR	OPT(*)		PLG150-DR
Plug-in Board Editor for PLG150-PC	OPT(*)		PLG150-PC

*: Can also be opened from Studio Manager, but there are some limitations (see below) on the functionality.
- Not supported by the Macintosh version.
- When saving all settings together from Studio Manager or a DAW application, only some settings will be saved; this means that Recall is not supported.
- Cubase's virtual MIDI port display (see page 9) is not supported.
- The editor cannot be opened directly from Cubase (see page 9)

About Open Plug-in Technology

Open Plug-in Technology (OPT) is a software format that enables you to control MIDI devices from a music DAW application software. For example, this allows you to start up and operate various parts of your music system, such as plug-in board editors, and mixing control editors - directly from an OPT-compatible sequencer, without having to use each separately. OPT also makes it unnecessary to set MIDI drivers for each application, streamlining your music production system and making all operations more convenient and seamless.

In addition to the original OPT, there is also Open Plug-in Technology Version 2 (OPT2), designed for use with the Recall software. Studio Manager is a host application that supports OPT 2.

❏ About the OPT Levels and Overview

The host application and its compatibility with OPT is divided into three levels, as shown below.
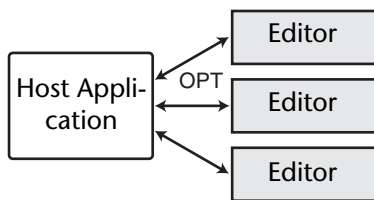
Level 1: OPT Panels provides basic support for opening and displaying OPT control panels that can transmit data via the client's external MIDI ports. Typically this will allow basic hardware editor control panels to operate properly.

Level 2: OPT Processors provides support for real-time MIDI processors and panel automation. Typically this will allow both real-time and offline MIDI effects to operate properly and supply automation to OPT panels.

Level 3: OPT Views provides support for edit views and MIDI processors/panels that require direct access to client program storage structures. Typically this will allow sophisticated MIDI edit views to be supported.
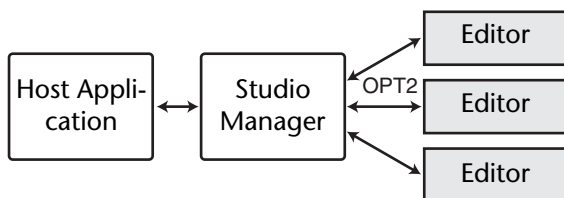
OPT-compatible plug-in software is connected directly to an OPT-compatible host application.

❏ About the OPT2 Overview

OPT2 is a software plug-in format that is a further development of OPT Level 1 (Panels), and adds functionality that allows Studio Connections to be implemented.

Plug-in software compatible with OPT2 is indirectly connected to the DAW application compatible with Studio Connections, via the Studio Manager.