



01X Supplementary Manual

Using the 01X with Cubase SX 3

To all 01X users — thank you for your continued use of the Yamaha 01X Digital Mixing Studio!

Since the 01X was first released, software programs that can be used with the device have undergone revisions. The original Cubase SX is now up to version 3, and the changes in the software naturally affect how the 01X is used with it. This supplementary manual is a revision of the original manual (pages 66 to 83) and has been updated to reflect the changes in Cubase SX 3.

NOTE

In these instructions, the 01X with firmware version 1.03 was used with Cubase SX version 3.1.0.933 running on Windows XP.

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Recording/Playback/Remote Control

You've seen how the 01X is a full-featured stand-alone mixer and an exceptionally versatile front-end mixer for recording and mixdown with a computer system. In this section, you'll discover that it's also a convenient, comprehensive control surface for your audio sequencer or DAW (digital audio workstation).

The 01X gives you tape recorder style transport controls, a wealth of buttons for navigating and controlling your song, and most importantly, lets you use the faders, knobs and channel buttons ([SEL] buttons and [ON] buttons) for mixing your sequencer tracks in real time. Full automation — with moving faders — is implemented, and you can even change and automate EQ and effect settings for each track. In short, the 01X provides a completely transparent hardware link with your computer-based music production.

Templates are included for most major DAW applications and MIDI/audio sequencers, including Cubase SX/SL, Nuendo, Logic, SONAR, and Digital Performer. Naturally, the Yamaha SQ01 V2 is supported as well.

Throughout this section, we've used Cubase SX 3 (running on Windows XP) for the examples, but most or all of these control features are available for the other supported sequencers as well. If you're familiar with the concepts and basic functions covered here, and are aware how they apply to your own particular sequencer, you should have no problem learning from these instructions, no matter what sequencer you use.

NOTE

- The example below uses mLAN Auto Connector.
- For Mac OS X users:
Even though these instructions cover use of Cubase SX 3 running on Windows XP, operations with Mac OS X are identical, unless indicated otherwise.
- Keep in mind that some of the control features covered here may not be implemented on all of the compatible software programs.
- Remote control is only possible when the version of your particular DAW application and operating system matches the system requirements. For details, see the separate Installation Guide.
- The latest information can be found at the website below.
<http://www.yamahasynth.com>

Setting up

Open or record a song in Cubase SX 3, and as you read through this section, try out the controls with the song. (Ideally, the song should have several tracks of audio and/or MIDI data.)

Install the mLAN driver and connect your computer to the 01X

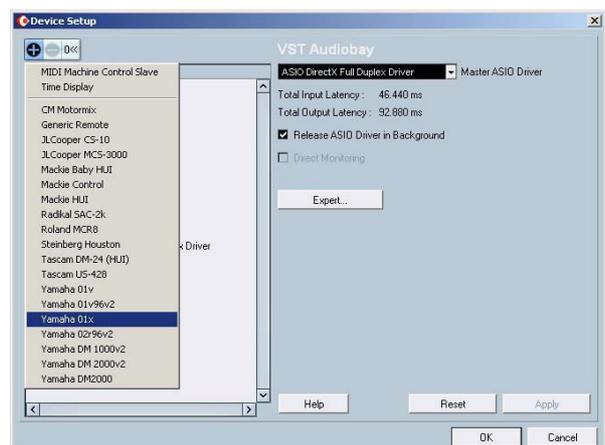
For details on setting up your computer and DAW application for use with the 01X, see the separate Installation Guide.

Here, we'll show you how to set up Cubase SX 3 for mLAN connection with the 01X.

• Remote control setup

Before you can use the 01X with Cubase SX 3, you'll need to specify the particular hardware control set that Cubase recognizes.

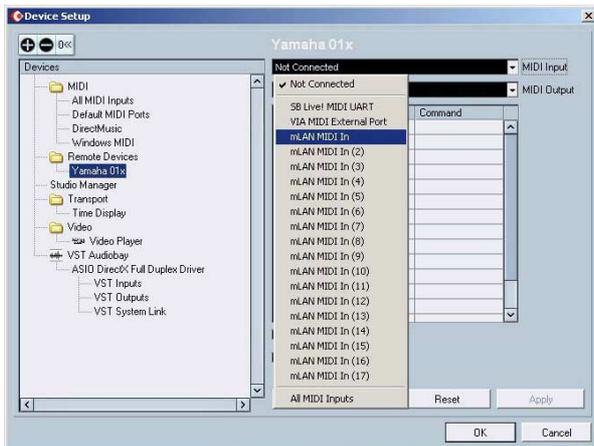
- ① From the Devices menu, select "Device Setup..."
- ② Click on the "plus" button (+) at the top left. This calls up a list of devices that can be used to control Cubase SX 3.



- ③ From the pull-down list that appears, select “Yamaha 01X.”

The Yamaha 01X will now be listed in the Remote Devices folder.

- ④ The next step is to specify the MIDI In and Out ports for remote control operation.



Click on “Yamaha 01X” in the Remote Devices folder, then click the arrow next to “MIDI Input” and select the unnumbered mLAN MIDI In port. This corresponds to Port 1, which should be used for the remote control functions.

- ⑤ Do the same for the MIDI Output parameter, selecting the unnumbered mLAN MIDI Out port.

NOTE

• For details on which mLAN MIDI port numbers are available for the 01X, see page 95.

- ⑥ When finished, click “Apply” to enter the changes, then click “OK.”

- ⑦ Enable the 01X for remote control of Cubase SX 3. Press the [UTILITY] button, then press knob 1 to call up the REMOTE SELECT page. Press knob 3 to select CUBASE/NUENDO, then press knob 8 (YES). Finally, press the [REMOTE] button on the 01X panel to enable the Remote mode (the button lamp lights).

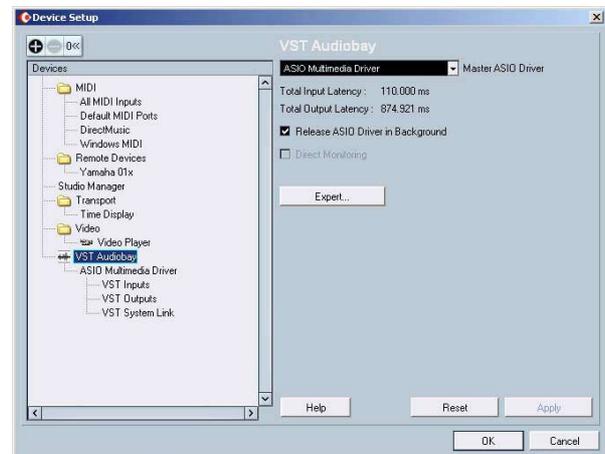
Keep in mind that, unless indicated otherwise, the Remote mode should be enabled throughout the remainder of this section on using the 01X with Cubase SX 3.

• Audio and MIDI setup

Since the mLAN connection serves not only as a control surface for Cubase SX 3 but also as an audio and MIDI, you’ll need to make the appropriate audio and MIDI settings in Cubase SX 3. Many of the necessary settings are automatically made when you run the mLAN Auto Connector (see the separate Installation Guide); this section covers other important settings made after running Auto Connector.

Audio setup

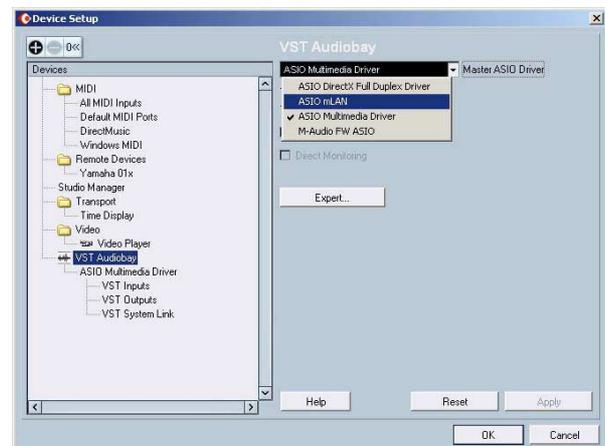
- ① From the Devices menu, select “Device Setup...”
- ② Select “VST Audiobay.”



- ③ Click the Master ASIO Driver pull-down menu, and select “ASIO mLAN.”

NOTE

• For Mac OS X, select “mLAN Network.”



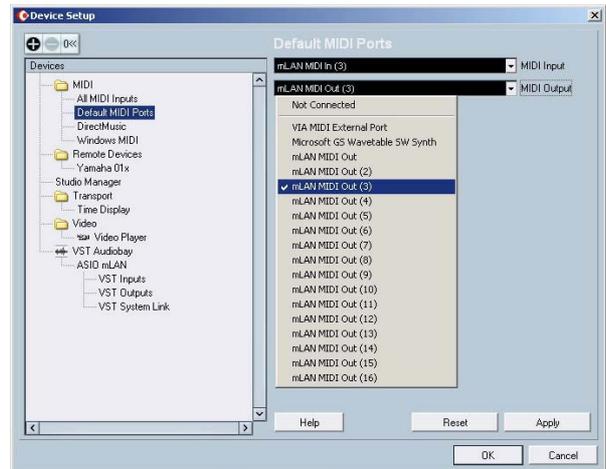
- At the prompt that appears, click “Switch” to activate the new setting.



- When finished, click “Apply” to enter the changes, then click “OK.”

MIDI setup

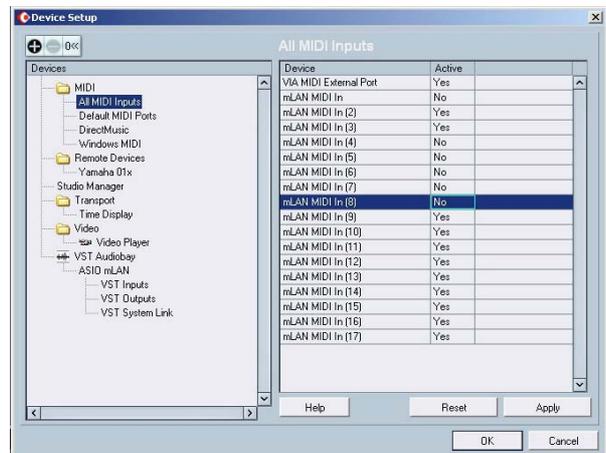
- From the Devices menu, select “Device Setup...”
- Select “Default MIDI Ports” from the list.
- Set the MIDI Input and Output ports.
Click on the arrow to call up the pull-down menu for each setting, Input and Output. If you intend to use the 01X as a MIDI interface (with the MIDI A and B terminals on the rear panel), set these to mLAN MIDI Port 2 or 3.



- Click “Apply” to enter the changes.
- Select “All MIDI Inputs” from the list at left.
- In the list at right, disable mLAN MIDI In Ports 1 and 4 - 8, by clicking on “Yes” in the appropriate Active column box and changing it to “No” (as shown).

NOTE

• For Mac OS X, disable ports 1, 4, and 5.



Port 1 is the unnumbered selection. Ports 2 and 3 should remain active (“Yes”). Make sure the settings correspond to the example above.

- ⑦ When finished, click “Apply” to enter the changes, then click “OK.”

NOTE

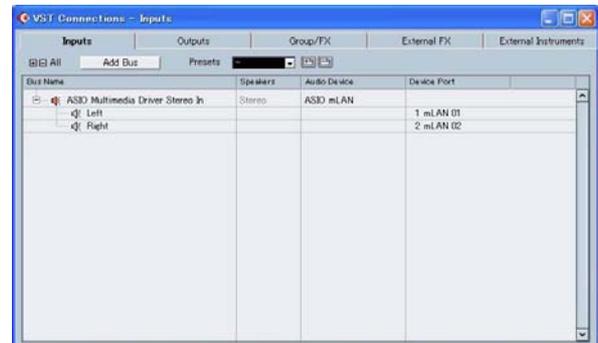
- For details on which mLAN MIDI port numbers are available for the 01X, see page 95.

Setting the Inputs and Outputs

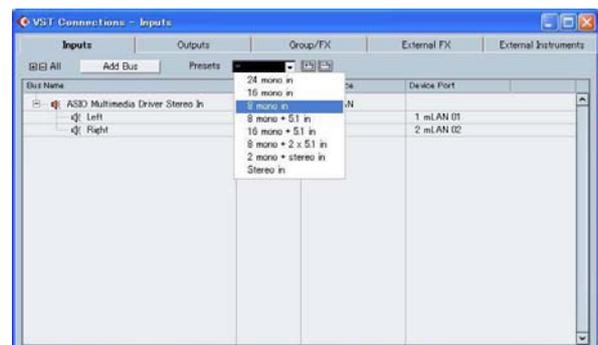
This operation shows you how to make specific input and output assignments for the mLAN channels within Cubase SX 3. Keep in mind that since each song or project can have a different input/output assignment scheme, this must be set separately for each song. However, you can also save each assignment scheme as part of a project template and then instantly call up the desired template as needed. For example, you could have eight (or more) channels of input for band recording, or want to set up separate output channels for use with external signal processors.

• Inputs

- ① From the Devices menu, select “VST Connections.”
- ② Click on the Inputs tab.

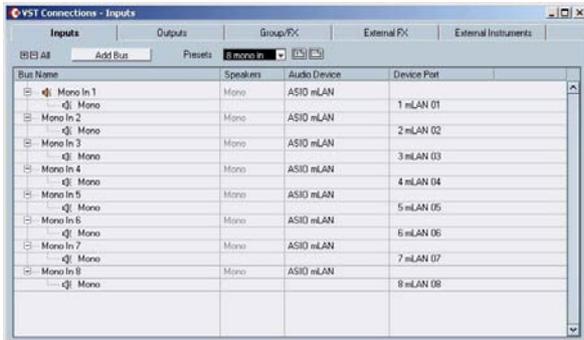


- ③ Select the desired Input preset.



Notice that a variety of input configurations are available from this preset menu. This is an exceptionally easy and convenient way to re-configure the input assignments for the system. However, if you don't see anything here that fits your particular application, you can easily create your own input setup by using the “Add Bus” button.

In this example, we've selected "8 mono in." The new bus configuration should look like this:



- When finished, click the Close ("X") box at the top right.



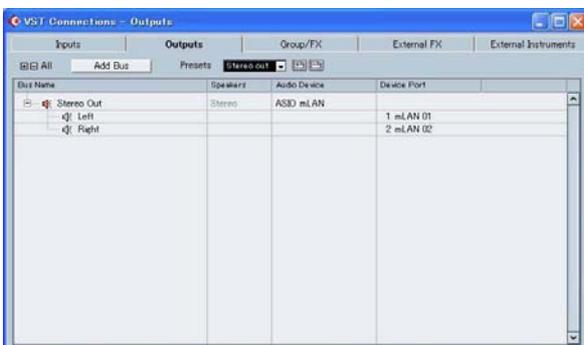
When the 01X is set to 96kHz/88.2kHz operation, mLAN output (from 01X to the computer) is limited to 16 channels. In this case, the maximum number of input channels that can be activated is 16.

• Outputs

- From the Devices menu, select "VST Connections."
- Click on the Outputs tab.
- Select the desired Output preset.

As with Inputs above, there are a variety of common configurations available from this preset menu. If you don't see anything here that fits your particular application, you can easily create your own output setup by using the "Add Bus" button.

In this example, we've selected "Stereo out." The new bus configuration should look like this:



- When finished, click the Close ("X") box at the top right.

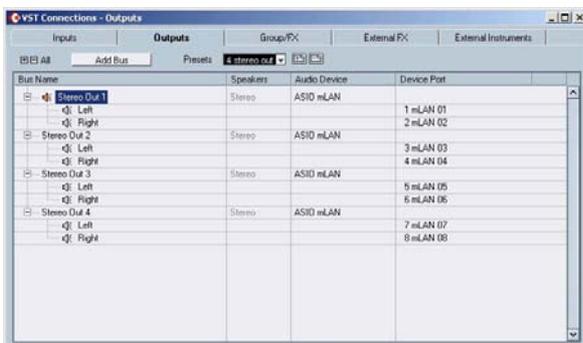


When you are using WDM and ASIO simultaneously, refer to "Setting in the mLAN Auto Connector" in the separate Installation Guide.

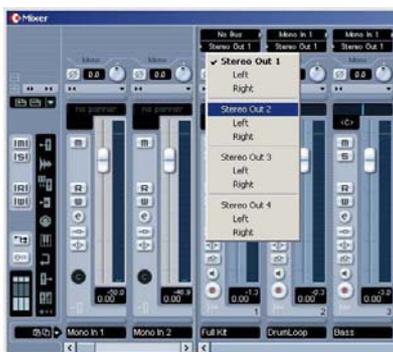
● Using multiple output buses

Normally, individual tracks are all assigned to the same output(s). However, if you've set up the output configuration for multiple stereo outputs, you can assign different tracks to different outputs and create separate group buses for similar tracks. For example, you could route all drum tracks to one group, strings and pad sounds to a second group, and backing vocals to a third, and so on.

- 1 From the Devices menu, select "VST Connections." (Or press F4, the default shortcut.)
Set the Output configuration as desired. In this example, we've selected "4 stereo out."



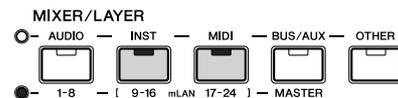
- 2 From the Devices menu, select "Mixer." (Or press F3, the default shortcut.)
- 3 Make the desired stereo bus assignments for each track.
Click on the Output Routing box (the second box at the top of each audio channel strip), and select the desired output bus from the pull-down menu.



NOTE

- The Routing boxes shown above only appear if audio tracks have been created. Make sure to create the desired audio tracks before performing step 3. (To create an audio track, select "Add Track" from the Project menu and click on "Audio" in the pull-down menu.)

- 4 Set the 01X to Internal operation by pressing the [INTERNAL] button (the lamp lights).
- 5 Enable Monitor B. (Press the [MONITOR A/B] button so that the lamp is off.)
- 6 Use the MIXER/LAYER buttons on the 01X to select the appropriate mLAN output group. Press the [INST] (9-16; mLAN 1-8) button to select mLAN channels 9 - 16, and press [MIDI] (17-24; mLAN 17-24) button to select mLAN channels 17 - 24.



- 7 Use the appropriate faders to set the levels.
The mLAN outputs from the DAW/computer are now routed to the input channels of the 01X (channels 9 - 24), and can be processed and mixed along with channels 1 - 8.

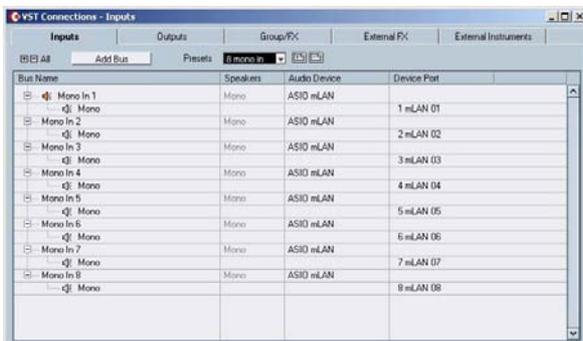
NOTE

- When inputting stereo signals, use odd/even input channels in stereo pair configuration (for example, 9 and 10). (See page 102.)

● Recording audio

In this section, you'll learn how to record an audio input signal from the 01X to the computer.

- 1 Connect the instrument or microphone to the 01X and set the level(s).
Make sure the 01X is set to Internal mode (press the [INTERNAL] button so that it lights). Also, set the [MONITOR A/B] switch to monitor the 01X sound. (In the default condition, the button lamp should be off.)
- 2 From the Devices menu, select "VST Connections."
(Or press F4, the default shortcut.)
Set the Input configuration as desired. (Here, we'll use the same "8 mono in" configuration we used on page 70.)



- 3 Set up Cubase SX 3 for recording an audio track.
Use an existing audio track in the song or create a new audio track if necessary.
- 4 Click on the newly created track in the Project window, and call up the Inspector window for the track (shortcut: Alt + I).

- 5 Enable the desired input for the track.
Click at the track name at the top of the Inspector window to call up the track parameters (as shown below), then click in the Input Routing box and select the desired input bus from the pull-down menu.



Also, set the desired output bus. If you are using the same output scheme as the simple one described on page 70, set this (or keep it set) to Bus 1.

- 6 Select the track to be recorded and record as usual from Cubase SX 3.
After recording, play back the song/track. If you've made the proper setting in step 5 above, you should be able to hear the new track without having to change the Monitor setting for the track.

Select the Remote setting to match your sequencer

- ① Make sure your computer is on and the mLAN driver is active.
Refer to the explanation in the separate Installation Guide.
- ② Press the [UTILITY] button.
- ③ Press knob 1 to select the REMOTE SELECT page.
- ④ Select the appropriate sequencer.
Since we'll be using Cubase SX 3 throughout these examples, press knob 3 (CUBASE/NUENDO). If you are using another sequencer, press the appropriate knob.
- ⑤ Press knob 8 (YES) to actually change the setting.

Enable the Remote mode and start up your sequencer

- ① Enable the Remote mode.
Press the [REMOTE] button. The 01X is set to standby.

```
REMOTE MODE <CUBASE/NUENDO>
```

```
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
```

For details on how to start up each DAW application for Remote Control, see the separate Installation Guide.

- ② Start your sequencer program.
Once your sequencer is up and running and a song has been loaded, the 01X reads the data of the song (track names, level/pan settings, etc.) and reconfigures the entire mixer accordingly. This means that the faders may move into position and the track names (up to six characters) appear in the display.

```
Pan          Pan Left-Right      Page:01/02
FullKi DrumLo Bass Guitar String Bass Percus Cello
```

```
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
```

Working in the Project window

In Cubase SX 3, make sure the Project window is on top. This is the main working area in the sequencer and shows all tracks from top to bottom. You can call this up from the 01X by holding [SHIFT] and pressing [TRACK (F1)].



Notice that the names of the first eight tracks appear in the display.

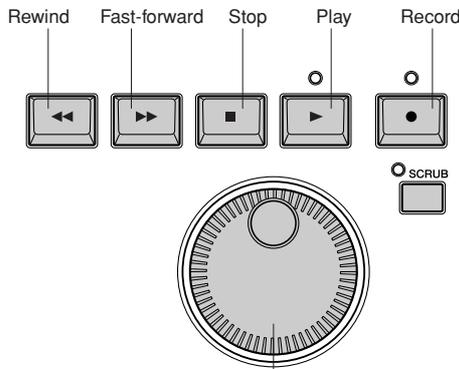
```
Pan          Pan Left-Right      Page:01/02
FullKi DrumLo Bass Guitar String Bass Percus Cello
```

```
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
```

If there are more than eight tracks in your song, use the BANK [◀/▶] (Left/Right) buttons to call up and display the other tracks (in banks of eight).

Using the transport controls

These buttons let you control Cubase SX 3 in the same way as using a tape recorder.



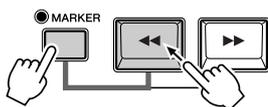
Dial
This is like a jog/shuttle wheel on a video deck, and gives you an even faster way to move the song position in the window.

No matter what window is active, you can use these to control song playback/recording and navigate through the song. Also keep in mind that all of your computer shortcut keys are active if you want to use them—even while using the 01X as a remote control.

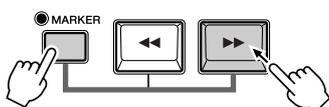
Using markers

Hold down [MARKER] and use the [◀◀] (rewind)/[▶▶] (fast-forward) buttons. If you've set up markers in the song, these can be used to jump among the marker points. Keep in mind that markers are not selected here in numerical order, but rather in the sequential order they appear in the song. This lets you easily step through the markers as they appear in the song's time line.

● Previous marker



● Next marker

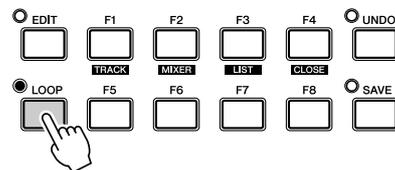


Programming markers

If you haven't set up a marker or want to program a new one, you can do this from the 01X, too. Move to the desired song position, then press the [WRITE] button. A new marker is set for the current position.

Cycle playback

In Cubase SX 3, you can loop playback between the left and right locators. To turn this on/off, press the [LOOP] button. The [LOOP] lamp lights to indicate Loop is active.



Selecting and arming tracks

There are two ways (below) to select a track remotely. Notice that selecting a track also automatically arms (enables) it for recording.

● Use the [^/∨] (Up/Down) cursor buttons.

Press these to select the previous or next track in the Project window. (Note that the track is highlighted in Cubase SX 3, and the corresponding channel [SEL] button on the 01X lights.) These buttons serve the same function as the up/down keys on your computer keyboard.

● Press the [SEL] button of the appropriate track.

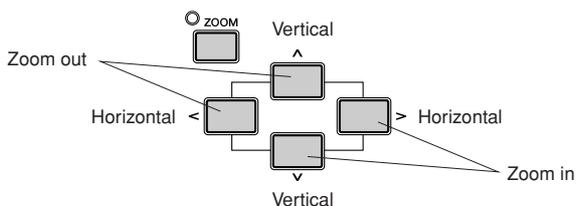
Use the BANK [◀/▶] (Left/Right) buttons if necessary to select the desired 'bank' of eight tracks, then press the appropriate [SEL] button.

Zoom

The Zoom controls are another navigation convenience. No longer do you have to mouse with the zoom sliders or the magnifying glass tool or use the Zoom submenu in the sequencer. You'll soon appreciate how easy it is to navigate through your song and change the views of your song data — right from the 01X.

In the Project window for example, you may want to zoom out vertically and see more tracks at a time. Or you may want to zoom in horizontally and see more detail in a few number of measures. Zooming in and out can also help you in the Sample Editor, letting you examine details in the wave or seeing the 'entire picture' as needed.

- ① To use Zoom, press the [ZOOM] button so that the lamp is lit, then press one of the cursor buttons to zoom in or out, vertically or horizontally, as desired.



- ② Zoom can be used in the main Project view, or in any of the editors.

Working in the Mixer window

Mixer control — using the faders and knobs

- ① Hold down [SHIFT] and press the [MIXER (F2)] button to call up the Mixer window.



- ② While the song is playing, move one of the faders. Notice that the corresponding channel fader in Cubase SX 3 moves as well.

NOTE

- The response of the fader in the display is immediate, but you might hear a delay between a fader move and the resulting change in sound. For details on optimizing your system and minimizing latency, refer to the documentation of your sequencer.

- ③ Turn the knob on the channel to adjust the pan setting.

HINT

Flip

- Even though the knob is an intuitive, natural control for adjusting pan, you may want to use the fader instead. To do this, press the [FLIP] button (the LED lights). This "flips" the assignment of the faders and the knobs — letting you control pan with the faders and volume with the knobs. The Flip feature works in any parameter page that has both fader and knob controls.

Using Mute/Solo

First make sure the [AUTO R/W], [SOLO] and [RECORDY] buttons are off, and use the BANK [◀/▶] (Left/Right) buttons (if needed) to call up the desired set of tracks on the 01X.

• To Mute a track:

Press the [ON] button of the channel you want to mute (or un-mute).

• To Solo a track:

First press the [SOLO] button (the button lights), then press the [ON] button of the channel you want to solo.

Using the EDIT button

With a MIDI track selected, pressing the [EDIT] button allows you to instantly call up the MIDI Channel Settings window for the track.

MIDI tracks — MIDI Channel Settings window

- ① Use the [^/∨] (Up/Down) cursor buttons to select one of the MIDI tracks in the song.
- ② Press the [EDIT] button.
This calls up the MIDI Channel Settings window for the selected MIDI track, allowing you to make settings for the insert and send effects (MIDI effects only).



- ③ To close the Editor, hold down [SHIFT] and press [CLOSE (F4)].
Alternately, you could call up another window (using the [TRACK] or [MIXER] buttons), if you want to keep the Editor window active in the background.

Audio tracks — VST Audio Channel Settings window

When an audio track is selected, you can use the same operation to call up the VST Audio Channel Settings window. Use the cursor buttons as described above to select the desired audio track, then press the [EDIT] button to call up VST Audio Channel Settings window. From here you can make settings for the insert and send effects as well as the channel EQ.



Automation

Continuous automation — using Auto Read/Write

This is one of the most powerful of the control surface features of the 01X. Not only does it let you automate your sequencer mixes in coordination with the 01X, all physical fader moves are completely automated as well, moving along with the song playback.

The following is a brief explanation on how to use the 01X to record and play back volume automation on a specific track. Except where indicated, all control/button references are to the 01X panel.

● What parameters can I automate?

All automation parameters available for a track are directly controllable from the 01X. To access these:

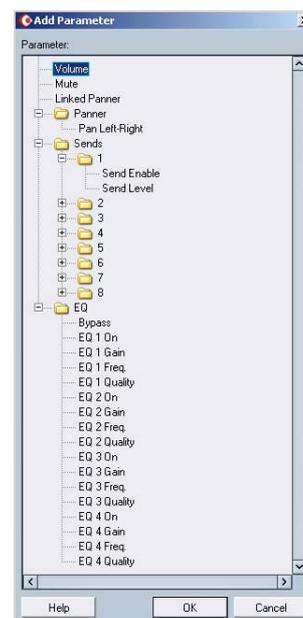
- 1 In the Track list of Cubase SX 3, click the small [+] button (Show/Hide Automation) at the bottom left of the track to call up the automation track(s).
- 2 Click on the down arrow button next to the current parameter (in this case, Volume) at top right to show the available parameters.



NOTE

- If the down arrow isn't shown, you may need to drag the right border of Track list and widen the column until it appears.

- 3 Click on "More..." from the pull-down menu to call up the Add Parameter list. Any and all of the track parameters in this list can be controlled directly from the 01X!



■ Operation

- ① Select the desired channel/track.
Press the appropriate [SEL] button or use the [^/∨] (Up/Down) cursor buttons.
- ② Activate Read/Write automation.
Press [AUTO R/W] (the button lights), then press the [ON] button of the channel, repeatedly if necessary, until both “R” (Read) and “W” (Write) are on in Cubase SX 3.

Keep in mind that while the [AUTO R/W] button is lit, all channel [ON] buttons are used for Automation Read/Write. (If you want to mute channels with the [ON] buttons, turn [AUTO R/W] off.)
- ③ Display the Volume parameter for the track.
This step isn’t necessary for writing the data, but it conveniently lets you see the changes you make in Cubase SX 3 — as you make them. Click the small [+] button (Show/Hide Automation) at the bottom left of the track, then select Volume at the top right.

You can display other parameters in the same way (such as Pan), and have them all shown at the same time.
- ④ Start playback.
- ⑤ Move the fader to change the volume.
As soon as you move the fader, automation is recorded. You’ll see in the Cubase SX 3 display that any volume automation recorded previously is replaced with your current moves. Keep in mind that you can also adjust the pan setting at the same time by using the channel knob.

If you want, you can record automation for any of the other parameters. For example, pressing one of the EQ buttons calls up the EQ parameters, from which you can change (and write) settings. (See page 79.) Just remember to select the desired parameter page BEFORE starting playback in step 3 above.
- ⑥ As soon as you’re finished recording and while the [SEL] button is flashing, press the [SEL] button of the channel to stop Write automation of the fader.
If any previous automation data exists past this point, it will be kept. This lets you punch-in and punch-out fader moves (or, more accurately, “touch-in” and “touch-out”), and maintain the previous fader settings before and after the latest changes.



About touch-in and touch-out

- Moving a fader during automation-write automatically sends data (touch-in), but stopping the fader at a point does not instantly stop the data write process (touch-out). If you are using a mouse to move the faders, the computer will recognize when you stop (when the mouse button is released). With the 01X controls, the computer has no idea when you release the fader, so you’ll need to “tell” it when you want to stop (by pressing the [SEL] button above). Alternately, you could just do nothing and after a certain amount of time, the 01X will tell the computer to stop writing. The Fader Touch Timeout parameter (page 88) sets the amount of time of fader inaction before writing is stopped. When the [SEL] button is flashing, pressing the [SEL] button stops data writing before Timeout elapses.

- ⑦ Stop playback.
- ⑧ Activate Read automation.
With [AUTO R/W] on (the button is lit), press the [ON] button of the channel, repeatedly if necessary, until only “R” (Read) is on in Cubase SX 3.
- ⑨ Play back the section to hear the newly edited changes.

Editing EQ settings

In this section, we'll be making edits to individual tracks again — but this time from the Channel Settings window. This window not only has a volume fader and pan control, it also features a complete EQ control window, and gives you basic controls for all your effects. Keep in mind that EQ can only be used on audio tracks.

- ① Call up the Project window.
- ② Select the desired audio track.
Do this within Cubase SX 3 or press the [SEL] button of the corresponding channel.
- ③ Click on the “e” button (Edit Channel Settings) in the selected audio track box.
This calls up the VST Audio Channel Settings window for the channel.

NOTE

- If the “e” button isn't shown, you may need to drag the right border of Track list and widen the column until it appears.



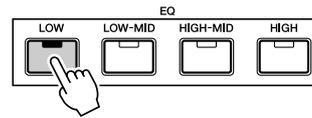
EQ lo “Power” button

Make sure to click on the “Power” button (shown above) for each frequency band you want to adjust. Naturally, you can use the corresponding fader and knob on the O1X here to control volume and pan, respectively.

HINT

- Notice that you can select different tracks here by pressing the appropriate [SEL] button — without having to leave the Channel Settings window.
- You can also select plug-in instrument channels for EQ processing. (See the Hint, “Controlling effects for plug-in instruments” on page 81.)

- ④ Press one of the EQ buttons to call up EQ control. Pressing any one of the EQ buttons will call up the same menu.



| Gain1 | Freq1 | Q1 | On1 | Gain2 | Freq2 | Q2 | On2 |
|-------|-------|----------|-----|-------|-------|----|------------|
| EQ+ | | Full Kit | | | | | Page:01/02 |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |

- ⑤ Use the DISPLAY [^/∨] (Up/Down) buttons to change display pages. You can also repeatedly press the same EQ button (for example, [LOW]) to switch among the display pages.

Page 1 contains the EQ controls for frequency bands 1 and 2 (lo and lo mid), while Page 2 contains the EQ controls for bands 3 and 4 (hi mid and hi).

| Gain1 | Freq1 | Q1 | On1 | Gain2 | Freq2 | Q2 | On2 |
|-------|-------|----------|-----|-------|-------|----|------------|
| EQ+ | | Full Kit | | | | | Page:02/02 |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |

| Gain3 | Freq3 | Q3 | On3 | Gain4 | Freq4 | Q4 | On4 |
|-------|-------|----------|-----|-------|-------|----|------------|
| EQ+ | | Full Kit | | | | | Page:02/02 |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |

- ⑥ Adjust the parameters.
Use the knobs to change the settings, or turn [FLIP] on and use the faders.
Notice the EQ response curve in the window, and watch how it mirrors the changes you make. If the curve does not change, make sure you've enabled the EQ band in the display page (or in Cubase SX 3).

NOTE

- Any changes you make from your computer keyboard or mouse will automatically be reflected in the O1X as well — in other words, the values will change, and if FLIP is on, the faders will move.

Editing Effect settings

The 01X can also be used to edit the plug-in effects in Cubase SX 3.

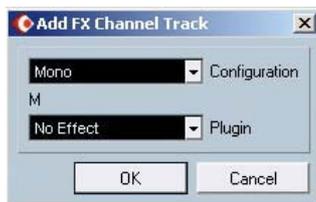
Using the 01X to control the effects in Cubase SX 3 is essentially a three-stage operation: 1) creating an FX Channel track, 2) adjusting the send levels, and 3) changing the effect settings.

1) Creating an FX Channel track

The first step in setting up the plug-in effects is to create an FX Channel track. Multiple effects can be assigned to this independent channel, which can be then used as a send destination for the audio tracks. The send level to the effect(s) is controlled independently from each track. (For further details and instructions on using the plug-in effects within Cubase SX 3, refer to the Cubase SX 3 Getting Started book and other documentation included with the software.)

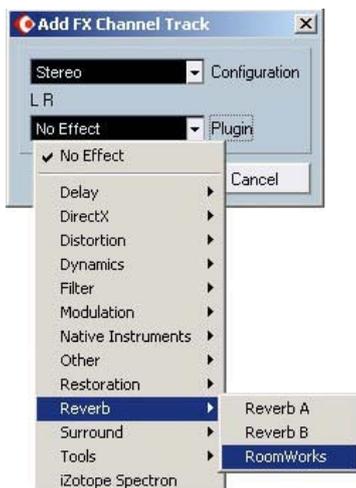
- From the Project menu, select “Add Track,” then select “FX Channel.”

Alternately, you can right-click in the empty grey area at the bottom of the Track list and select “Add FX Channel Track” from the pull-down menu.



- Click on the Configuration box and set this to “Stereo.”

- Click on the Plugin box, and select the desired effect from the pull-down menu.



- Click “OK.”

The FX Channel track is automatically selected and enabled, and the control panel for the selected effect is automatically called up.



2) Adjust the send levels

- 1 Select the desired audio channel.

Use the [SEL] buttons (and the BANK [◀/▶] (Left/Right) buttons, if necessary). Note that the display windows in Cubase SX 3 change as well — letting you directly select the Channel Settings window for any track.

NOTE

- Only audio channels can be controlled from the 01X. MIDI channels (and MIDI effects) can be called up, but effect control is not implemented. However, keep in mind that you CAN control EQ and effects of the plug-in instruments (see below).

HINT

Controlling effects for plug-in instruments

- Even though the plug-in instruments (plug-in synthesizers, drum machines, samplers, etc.) are technically MIDI instruments, their audio signals are fair game for processing with the EQ and effects. To control these from the 01X, use the BANK [◀/▶] (Left/Right) buttons (if necessary) and the [SEL] buttons to select the appropriate plug-in audio channel. (Make sure NOT to select the normal MIDI track channel here.)
- 2 In Cubase SX 3, make sure that the desired track is selected, then click on the Sends bar in the Inspector to show the active sends.
 - 3 Click on the dark box labeled “s1” and select the FX Channel you created.



- 4 Call up the Send parameters by pressing the [SEND] button.
- 5 From Page 1, use the knobs to adjust the effect send level for each effect (1 - 8).



| | | | | | | | |
|---------|-------|-------|----------|-------|-------|-------|------------|
| Level | Level | Level | Level | Level | Level | Level | Level |
| FX Send | | | Full Kit | | | | Page:01/04 |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |

- 6 If necessary, turn the desired effect on or off. Call up Page 2 of the Send parameters with the DISPLAY [^/∨] (Up/Down) buttons, then use the corresponding knob to turn the effect (1 - 8) for the channel on or off.

| | | | | | | | |
|---------|------|------|----------|------|------|------|------------|
| FX0n | FX0n | FX0n | FX0n | FX0n | FX0n | FX0n | FX0n |
| FX Send | | | Full Kit | | | | Page:02/04 |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |

Select other pages in the Send parameters with the DISPLAY [^/∨] (Up/Down) buttons and make the appropriate settings as needed:

Page 3: Pre/Post

Page 4: FX bus

3) Change the effect settings

- 1 Press the [EFFECT] button. Each press of the [EFFECT] button toggles between MFX (Master) and FX (Send).
- 2 If multiple FX Channel tracks have been created, use the channel 1 knob to select the desired FX track, 1 - 8. The effect name is shown at the top of the LCD. If the effect slot has no effect, “No Effect” is shown.
- 3 Use the DISPLAY [^/∨] (Up/Down) buttons to select the effect parameter pages. Some effects have few pages (3 or 4), others have many. (Some effects, such as Steinberg Step Filter, feature several dozen parameter pages.)

| | | | |
|---------|----|-----------|-----------------|
| FX 1 | On | Roomworks | Default Program |
| Send FX | | | Page:01/04 |
| 1 | 2 | 3 | 4 |

- 4 Use the knobs to adjust the parameters.

HINT

- You can also select plug-in instrument channels for audio processing (EQ, and effects). (See the Hint above, “Controlling effects for plug-in instruments.”)
- For ease in editing, you may want to call up the particular effect edit window so that you can see the parameters in Cubase SX 3 as you tweak them. For the Send Effects, click the appropriate “e” button in the right column of effects in the Channel Settings window.

Other control features

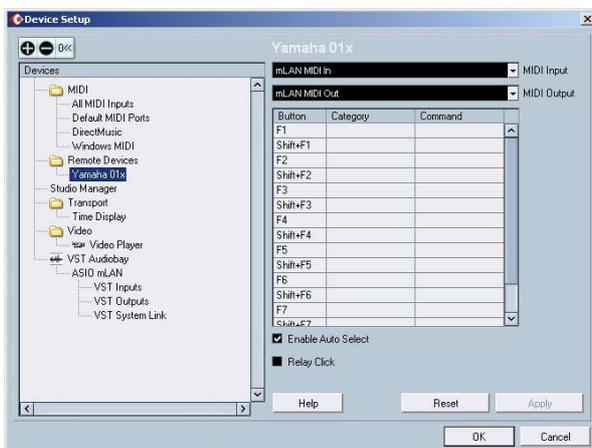
Using the Function buttons

The eight Function buttons [F1] - [F8] provide a powerful and versatile way to customize DAW control and streamline your recording, editing and mixing work. Just as with the Key Commands, these buttons can be assigned to any desired function, operation or command. Used in conjunction with the [SHIFT] button, you can program up to thirteen different key commands for instant, one-touch control from the 01X.



● Assigning the Function buttons

- 1 From the Devices menu, select “Device Setup...”
- 2 Select “Yamaha 01X” from the list.

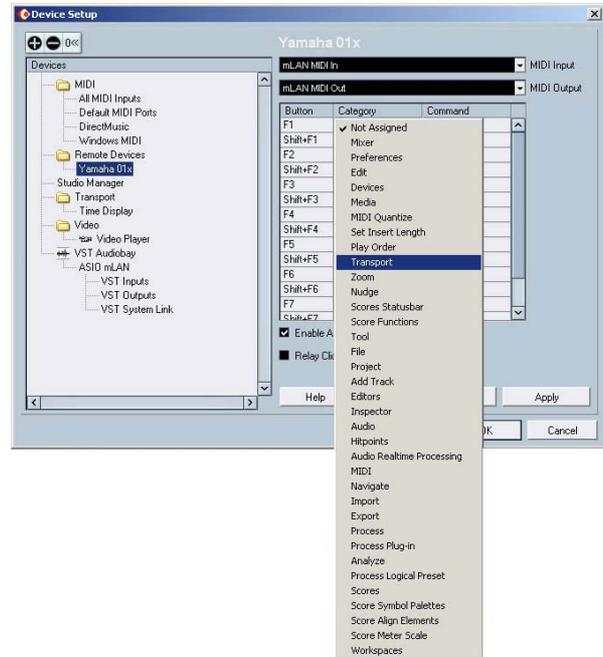


NOTE

- Some Cubase versions enable you to select “Yamaha 01X” from the Devices menu.

- 3 In the chart next to the button you wish to assign, click the Category cell. From the pull-down menu, select the desired Category.

For details on the available Categories and Commands, refer to the Cubase SX 3 documentation.



- 4 Next, click the Command cell for the button, and select the desired Command from the pull-down menu.

- 5 Repeat steps 3 and 4 above to program the other Function buttons and their [SHIFT] combinations.

NOTE

- The [SHIFT] combinations with [F1], [F2] and [F4] are reserved for other functions (TRACK, MIXER and CLOSE), and cannot be programmed.

- 6 Click [Apply] to enter the settings, then click [OK].

Undo

The [UNDO] button performs the same function as Undo in the sequencer — allowing you to cancel the last edit made and restore the previous condition of the song.

You can also execute Redo from the 01X. Simply hold down the [SHIFT] button and press [UNDO]. The last edit you made will be repeated, cancelling the just-made Undo.

Saving your song

You can also conveniently save your song from the 01X panel, by simply pressing the [SAVE] button.



- For more information on the Remote Functions, refer to the Remote Function List (page 104).



Yamaha Web Site (English only)
<http://www.yamahasyth.com/>
Yamaha Manual Library
<http://www.yamaha.co.jp/manual/>