

M-16DX 16-Channel Digital Mixer



Using Scenes on the M-16DX

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M16DXWS16

About the Workshop Booklets

The EDIROL M-16DX 16-Channel Digital Mixer delivers the power of digital mixing to musicians at an incredibly affordable price. This crystal-clear 24-bit digital mixer supports sample rates up to 96 kHz, and it's extremely flexible, with a wide range of analog and digital inputs and outputs, and effects. The M-16DX's USB connectivity makes it an ideal partner for a computer-based digital audio workstation, and features such as its pro EQ and the innovative Room Acoustic Control make it an excellent live mixer as well.

Each M-16DX Workshop Series booklet focuses on one M-16DX topic, and is intended as a companion to the *M-16DX Owner's Manual*.

The M-16DX Workshop booklets require M-16DX O.S. Version 2.00 or higher. You can download the latest O.S. for free from www.RolandUS.com/EDIROL.

About This Booklet

One of the best things about a digital mixer is its ability to remember your settings for you and to instantly recall them. The M-16DX remembers your settings as “scenes.” When you recall a scene, the M-16DX automatically sets itself up for you in a heartbeat, sparing you from having to remember your settings or write them down. This booklet explains how to use scenes on the M-16DX.

Understanding the Symbols in This Booklet

Throughout this booklet, you'll come across information that deserves special attention—that's the reason it's labeled with one of the following symbols.



A note is something that adds information about the topic at hand.



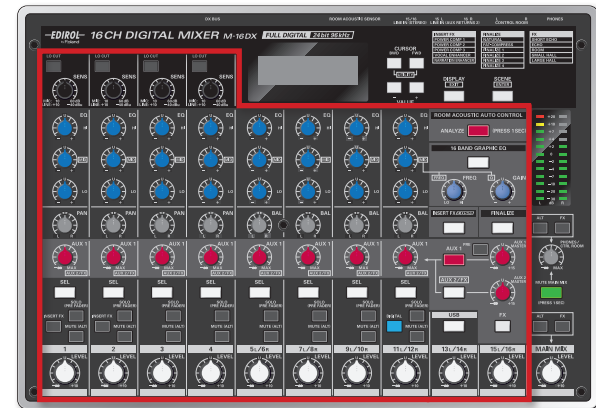
A tip offers suggestions for using the feature being discussed.



Warnings contain important information that can help you avoid possible damage to your equipment, your data, or yourself.

Scenes and Scene Mode

The M-16DX contains 16 scenes, each of which stores settings for most of M-16DX mixer—shown outlined in red below—including your effect settings. (The MAIN MIX and PHONES/CTRL settings aren't stored in a scene since you'll often want to maintain separate control of these things.)



Scenes include the currently selected RAC response curve and level.

You work with scenes in a special operating mode called “Scene mode.”

Scene Mode Setup

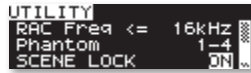
Scene mode can be

- *locked*—so that scenes can be recalled, but not altered or created. When you've already perfected your scenes and want to recall them without worrying about inadvertently changing them, turn on SCENE LOCK. If you attempt to change any settings when you're in locked Scene mode, the M-16DX displays “PANEL Locked Now SCENE Mode.”
- *unlocked*—so that scenes can be set up, saved, and recalled. This is the way you'll have Scene mode configured when you're creating scenes.



Locking or Unlocking Scene Mode

- 1 Hold down the CURSOR BWD and FWD buttons at the same time to display the UTILITY menu.
- 2 Press FWD until the SCENE LOCK value is highlighted onscreen.



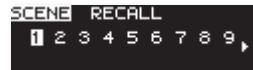
- 3 To:
 - *unlock Scene mode*—press the VALUE - button to set SCENE LOCK to OFF.
 - *lock Scene mode*—press VALUE + to set SCENE LOCK to ON.
- 4 Press DISPLAY-EXIT when you're done.



You can lock or unlock Scene mode from within Scene mode, or before you enter it.

Getting In and Out of Scene Mode

To enter Scene mode, press the SCENE button so it lights. The M-16DX enters Scene mode, loads Scene 1, and then the SCENE RECALL screen appears.



SCENE
ENTER



To leave Scene mode

- *from the SCENE RECALL screen*—press the lit SCENE button so its light goes out.
- *from some other screen*—press SCENE to return to the SCENE RECALL screen, and then press SCENE again to exit Scene mode and turn off the SCENE button light.

SCENE
ENTER



Making a Scene



Before creating a scene, be sure to unlock Scene mode as described in “Locking or Unlocking Scene Mode.”

- 1 If:
 - *Scene mode isn't already on*—press the SCENE button to enter Scene mode and display the SCENE RECALL screen.
 - *you're currently viewing a screen other than the SCENE RECALL screen*—press SCENE to return to the SCENE RECALL screen.



If you'd like to use a pre-existing scene as a starting point for your new one, use the CURSOR FWD button to select and load that scene now. (You can move backward through the scenes using the BWD button if you need to.)



You can also tweak, or edit, a pre-existing scene by selecting it now.



If you're not basing your new scene on an older one, the scene you select now doesn't really matter since you're using it only until you save your new scene when you're done setting it up. At that point, you can store the new scene in any scene memory location you like.

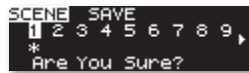
- 2 Set up the M-16DX as desired. Any settings you make now—other than the MAIN MIX and PHONES/CTRL settings—will be included in your new scene.



Once the M-16DX is set up the way you want it to be, be sure to store the new scene as described in the next section. Otherwise, its settings will be lost if you select another scene, exit Scene mode, or power off the M-16DX.

Saving a Scene

- 1 After setting up your new scene as described in the previous section of this booklet, you'll probably be on some screen other than the SCENE RECALL screen—if this is true, press the SCENE button to return to the SCENE RECALL screen. Scenes are always saved from the SCENE RECALL screen.
- 2 Hold down the SCENE button for one or two seconds until the SCENE SAVE screen appears and the SCENE button begins flashing.



The scene in which you've been working has an asterisk beneath it.

- 3 Use the CURSOR FWD and/or BWD button to select the scene memory location in which you'd like to store the new scene.
- 4 Press the SCENE button again to store the new scene in the selected location.



Recalling a Scene

- 1 If:
 - *Scene mode isn't already on*—press the SCENE button to enter Scene mode and display the SCENE RECALL screen.
 - *you're currently viewing a screen other than the SCENE RECALL screen*—press SCENE to return to the SCENE RECALL screen.
- 2 Press the CURSOR FWD button to select and recall the desired scene. (You can use the CURSOR BWD button to move backward through the 16 scenes.)



The End

We hope you've found this workshop helpful. You'll find other M-16DX Workshop booklets available for downloading at www.RolandUS.com/EDIROL.