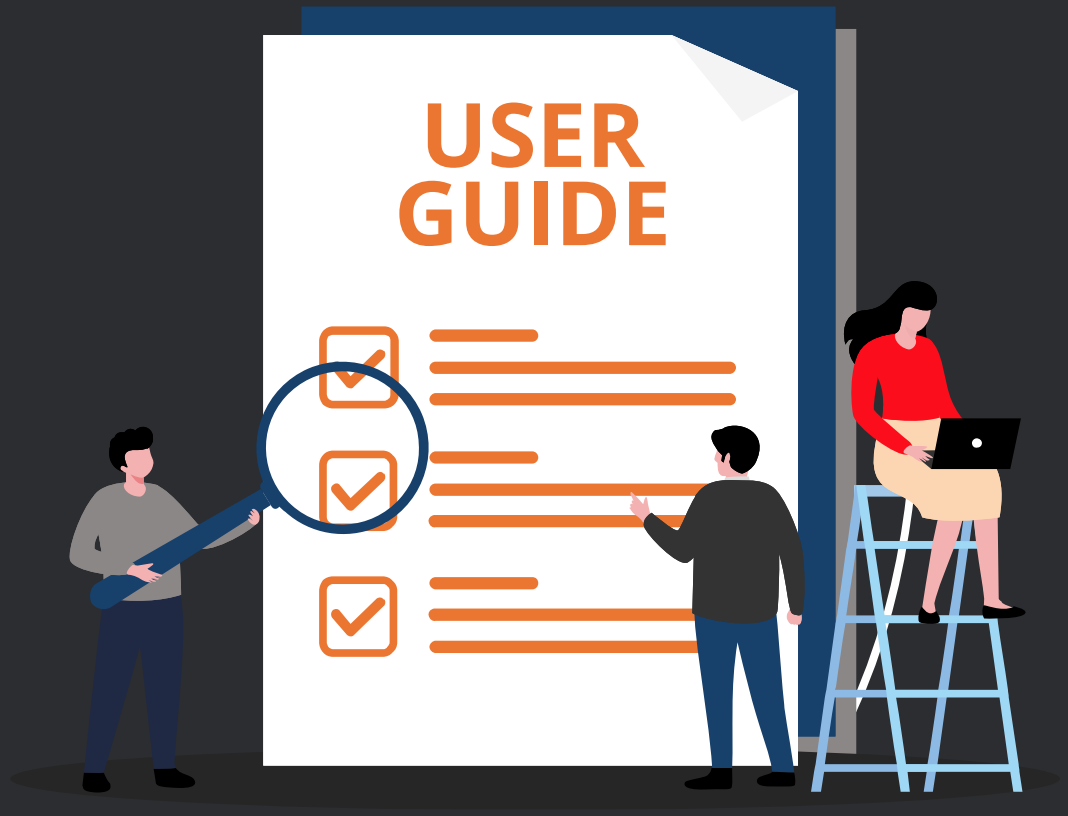
TF Console User Guide



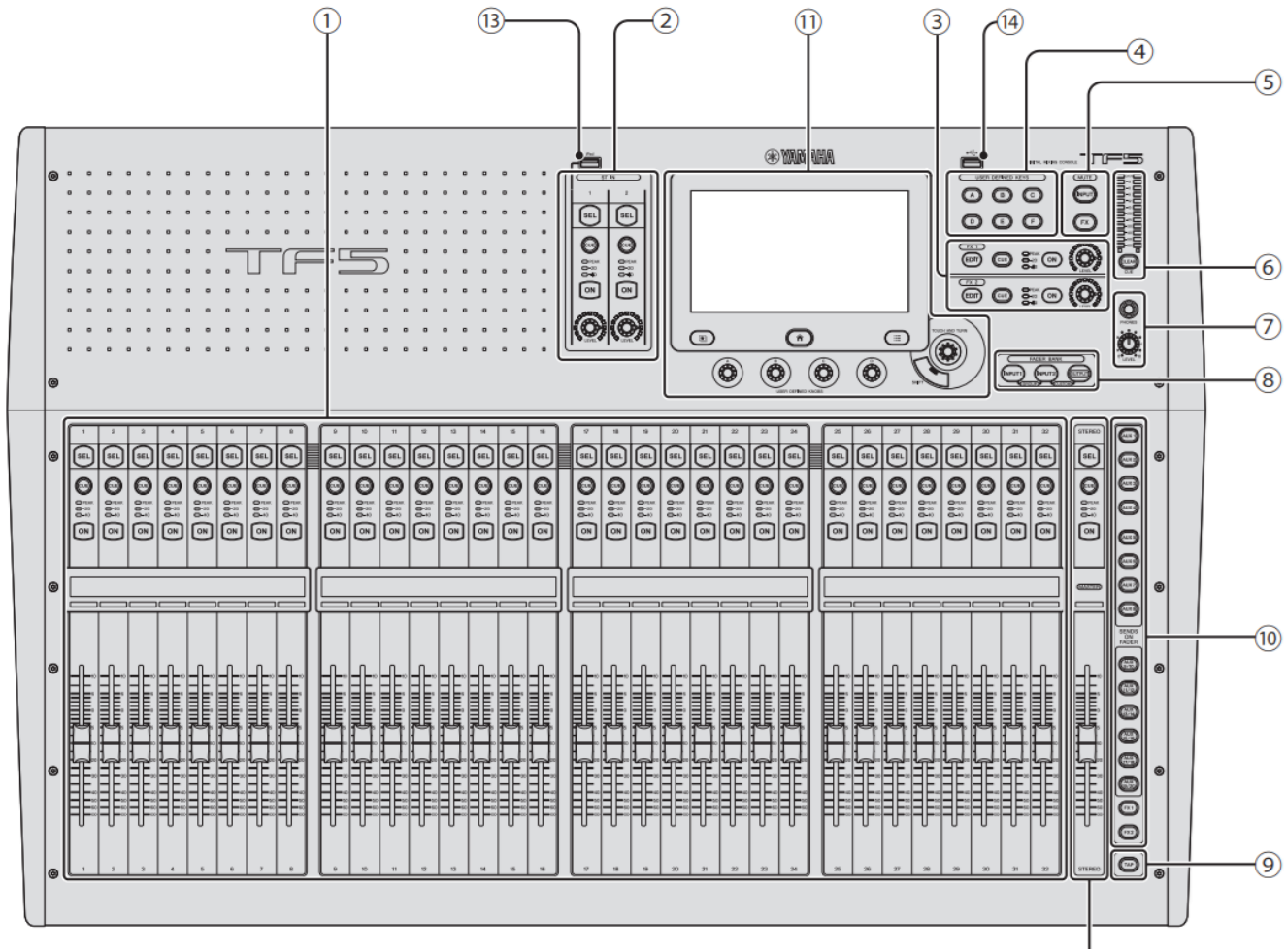
SNAGGLETOOTH
REHEARSAL STUDIOS

TF Console User Guide

Table of Contents

3. Console Layout
5. Recalling A Scene
7. Overview Screen
9. Channel View Screen
10. Adjusting Gains
11. Adjusting EQ
12. 1-Knob Control
13. Room Layout and Auxes
15. Building Custom Mixes
18. The Subwoofer
19. Headphone Jack/Cue Mixes
21. Using Onboard FX
26. The Stereo Inputs (ST IN's)
27. Bluetooth Setup
28. USB 2-Track Recorder
31. Multitracking Over USB

The Yamaha TF Console

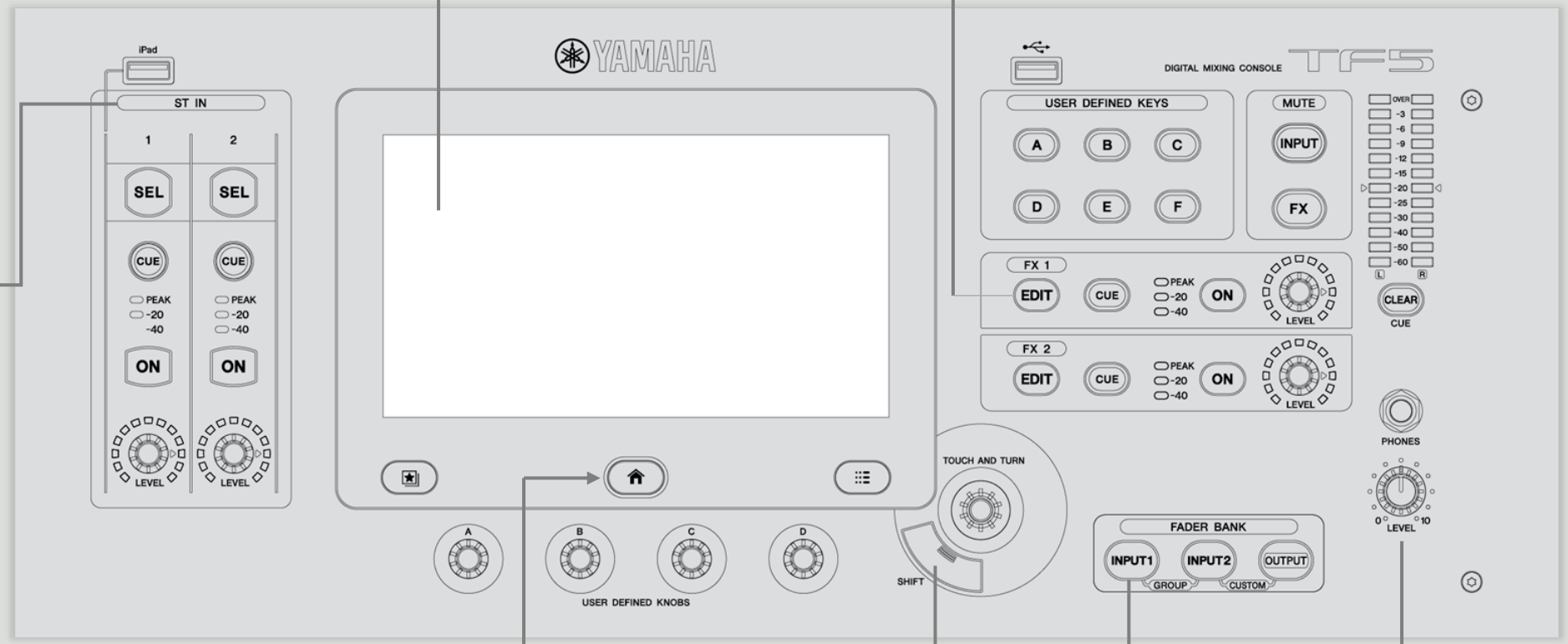


1. Channel strip section (page 13)
2. ST IN (stereo input) section (page 13)
3. FX effect section (page 14)
4. USER DEFINED KEYS section (page 14)
5. MUTE section (page 14)
6. METER section (page 14)
7. Headphones (page 14)
8. FADER BANK section (page 15)
9. TAP key (page 15)
10. SENDS ON FADER section (page 15)
11. Display section (page 15)
12. Stereo/MASTER section (page 17)
13. iPad connector (page 17)
14. USB connector (page 17)

Load a Scene

FX Section

Stereo In Section



Home Button

Touch and Turn Knob

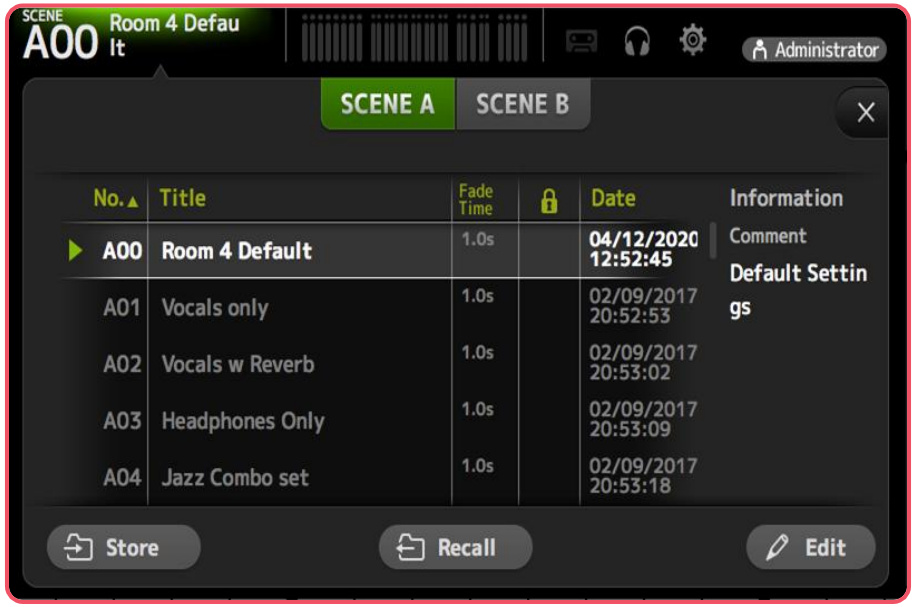
Fader Bank Select Section

Headphone Jack

Before Getting Started

We recommend you start by loading one of our preset Scenes. This will load pre-configured settings for the routing and levels for your band. We recommend starting with **ROOM X DEFAULT**

Tap the upper left corner up the screen to open the SCENE window

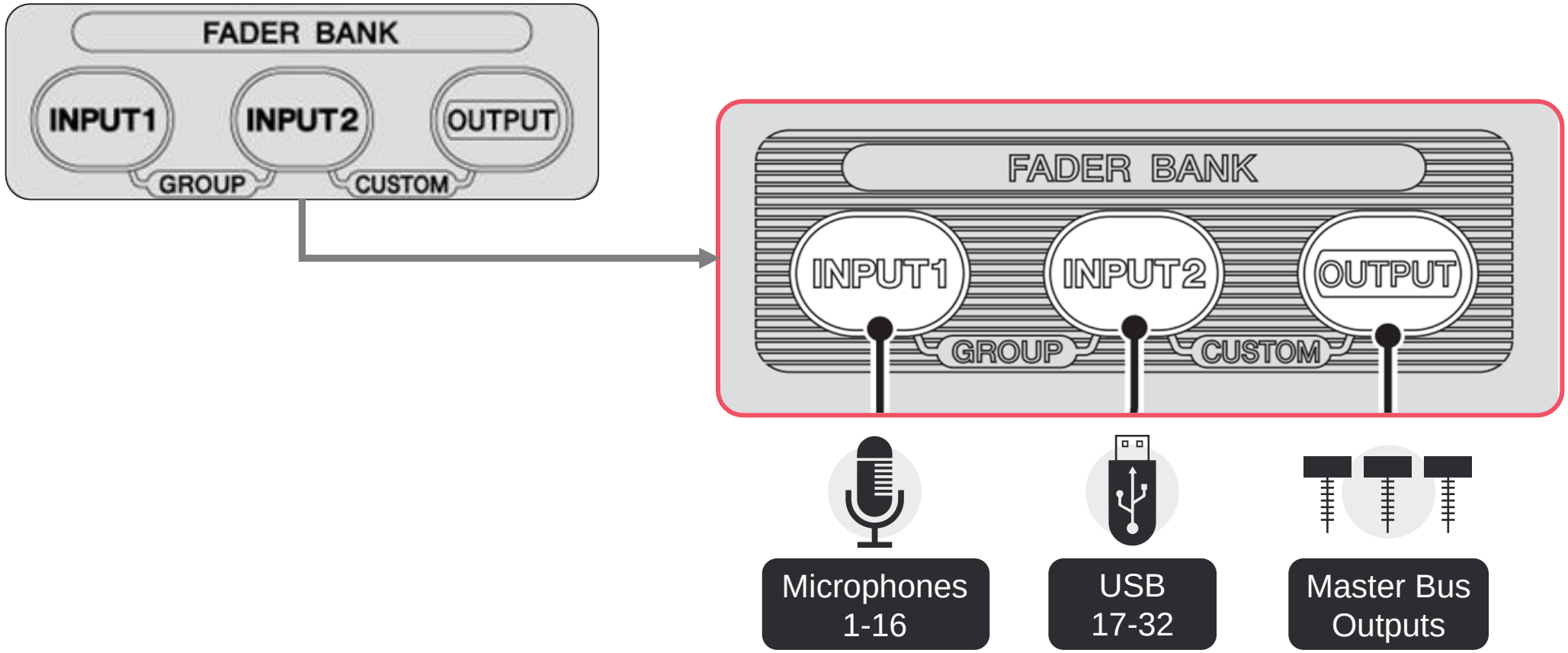


Select the Scene you wish to use and press RECALL

Before Getting Started

Check the “Fader Bank” section to the right of the “Touch and Turn” knob.

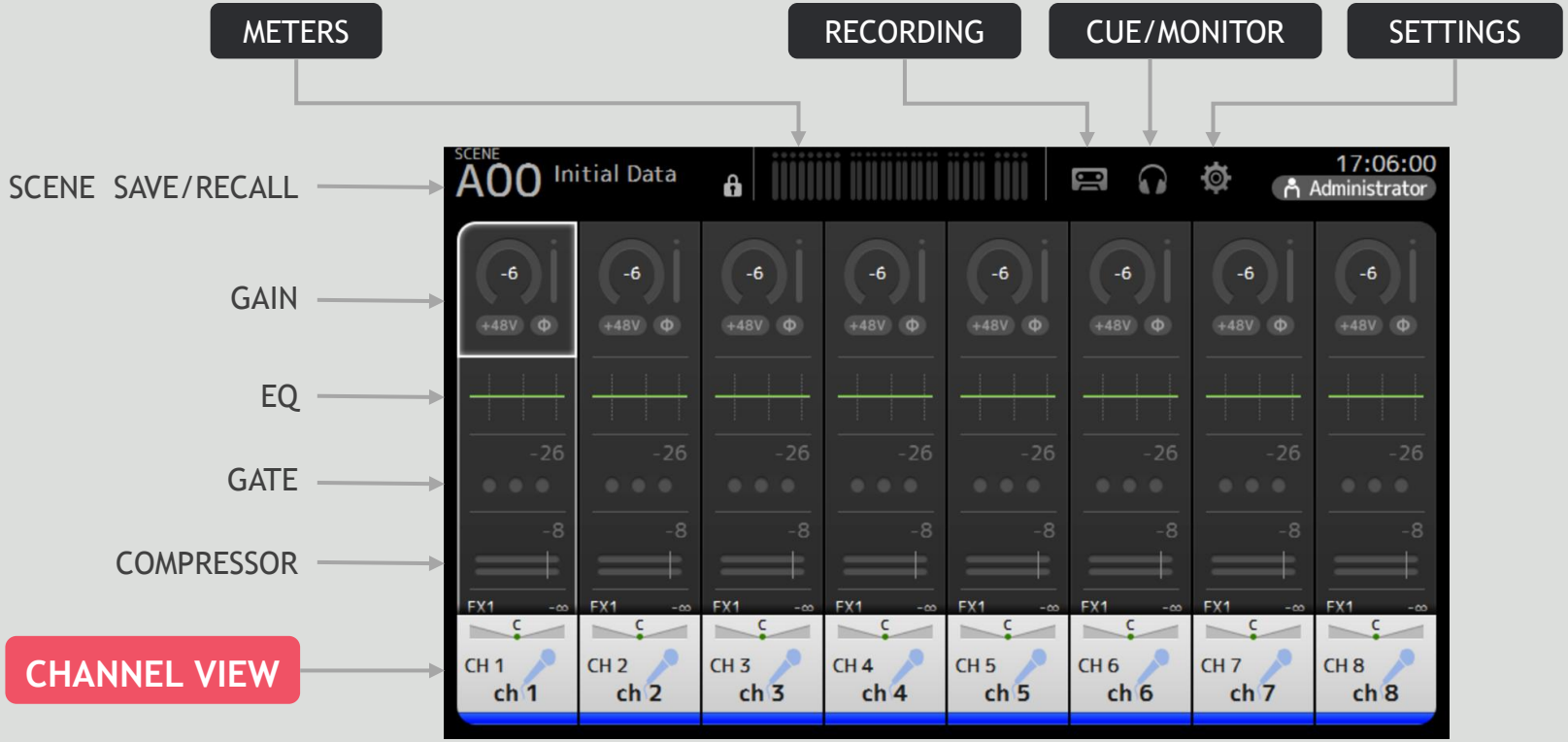
Ensure that **INPUT 1** is Selected



The Overview Screen

Tap the HOME button to bring up the Overview Screen

This screen shows you multiple parameters and levels for 8 channels at a time.
Press the HOME button again to view additional parameters (FX sends, Aux Sends, etc.)

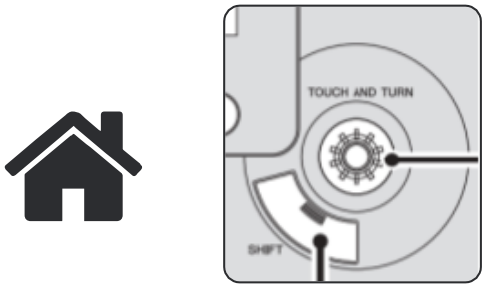


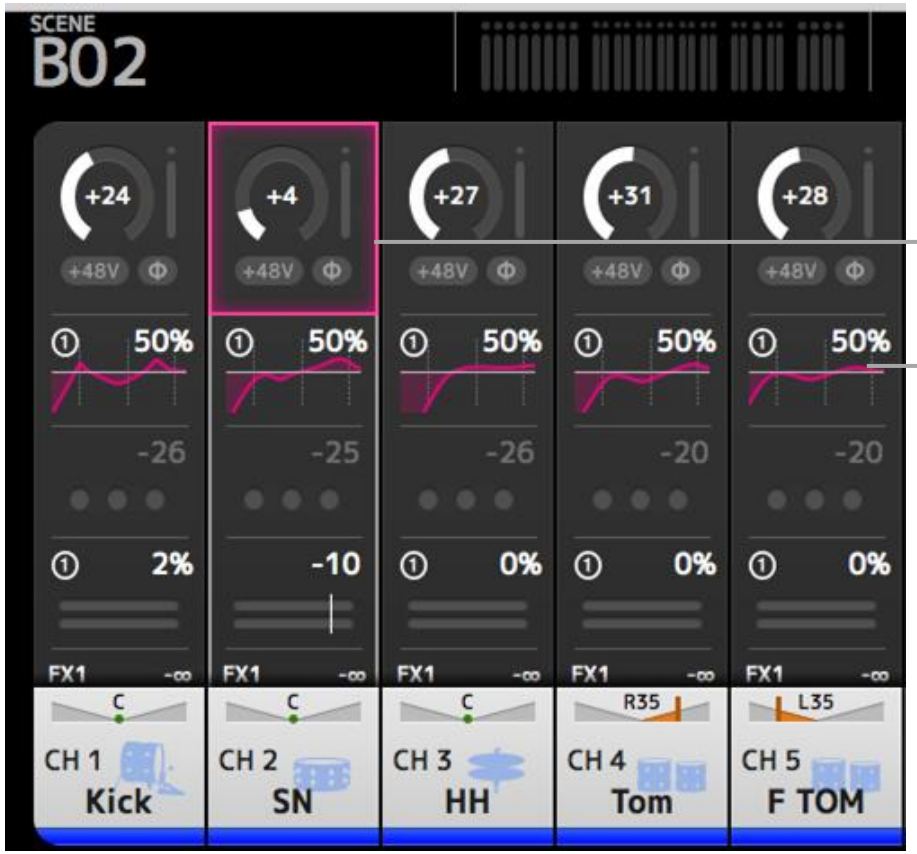
Scroll left and right for more tracks

Scroll down for FX Sends, Aux Sends, etc...

Adjust Parameters

Tap an area once to select it for use with the Touch and Turn knob
Tap again to open its configuration page
Press the HOME button at any point to return to the Overview Screen

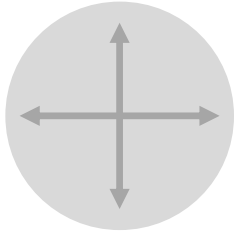




A Pink Box around an area means that the Touch and Turn Knob adjusts that parameter

Parameter drawn in Pink means that 1-Knob Control is Active

Scroll left and right for more tracks

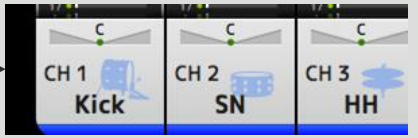


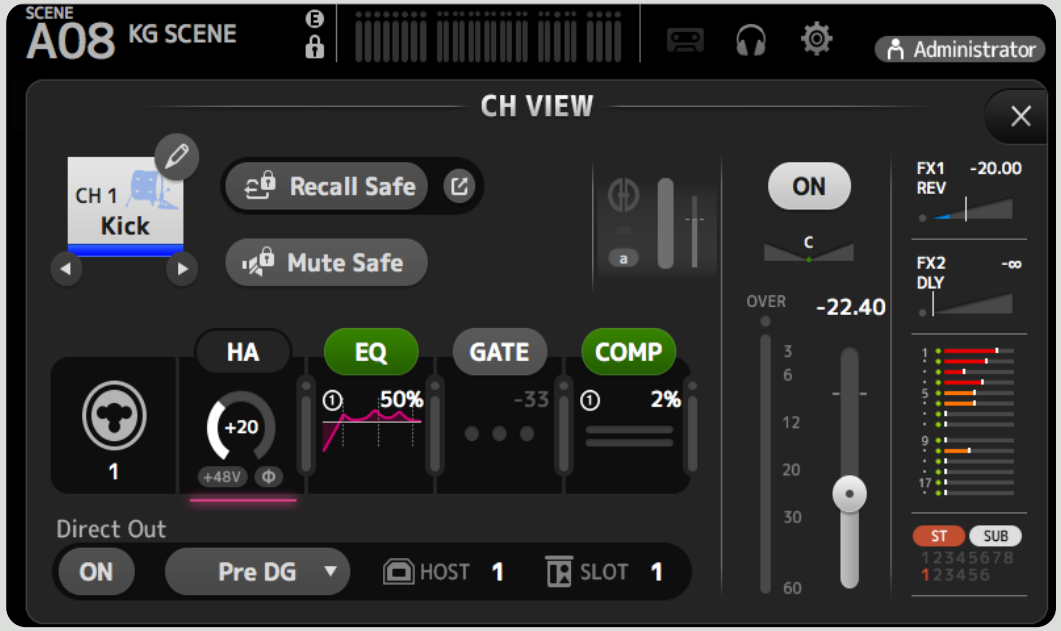
Scroll down for FX Sends, Aux Sends, etc...

The Channel View Screen

More ways to control individual channel's parameters

Double click the track's name to bring up the Channel View





Here you can access all parameters for a given channel.

Tap them for control with the Touch and Turn Knob, or double tap them to enter their config page

Tap the HOME button at any point to return to the Overview Screen

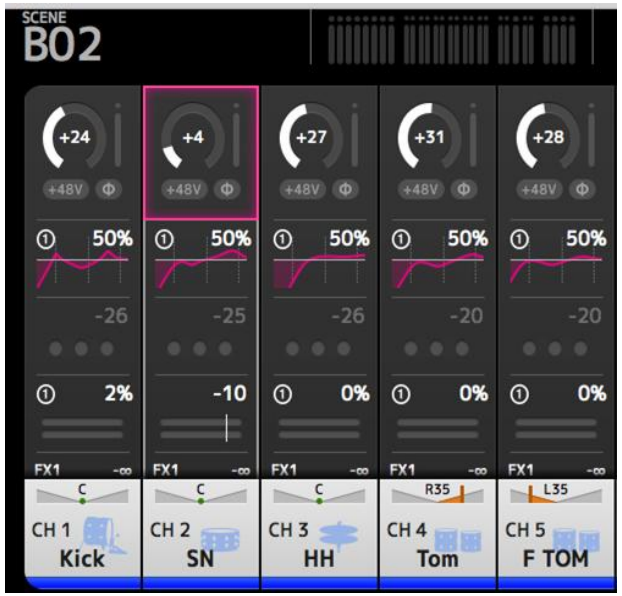
Adjusting Gains

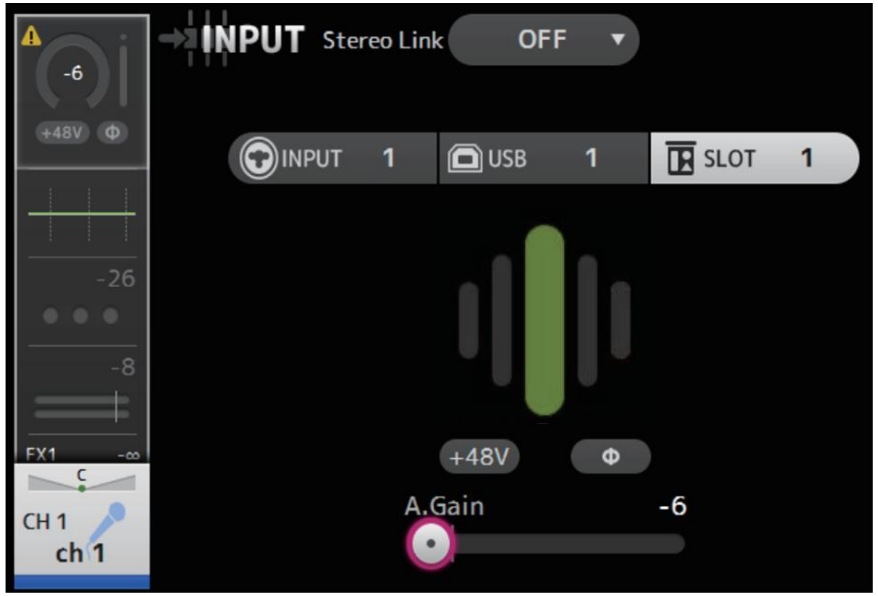
Tap the INPUT area once to select it, and adjust it with the Touch and Turn Knob.

Touch or select other channels and adjust their gains as well

Tap it twice to enter the INPUT config page.

Use the A.GAIN slider or the “TOUCH AND TURN” KNOB to adjust input gain until the meter stays mostly in the green





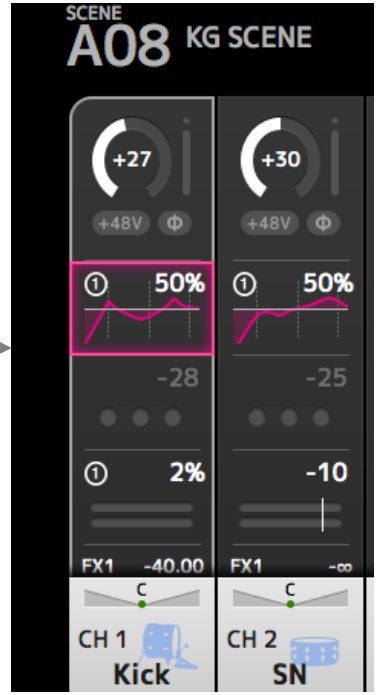
From either view, simply select a new track to edit the same parameter on a different track

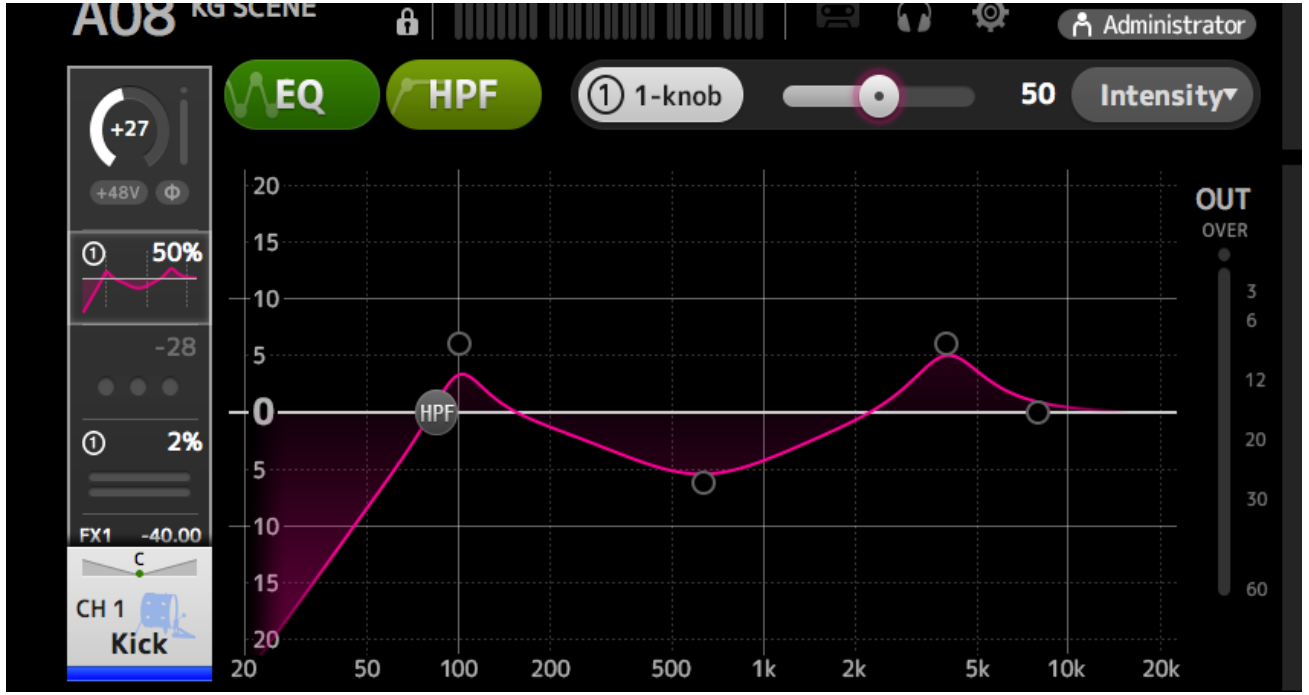
Adjust the EQ or Other Parameters

Just like you did with the GAIN, tap a different area once to select it, and adjust it with the Touch and Turn Knob

Tap the section a second time to bring up the EQ page
From here you can draw the EQ on the touchscreen, or adjust it with the Touch and Turn Knob

EQ Box →





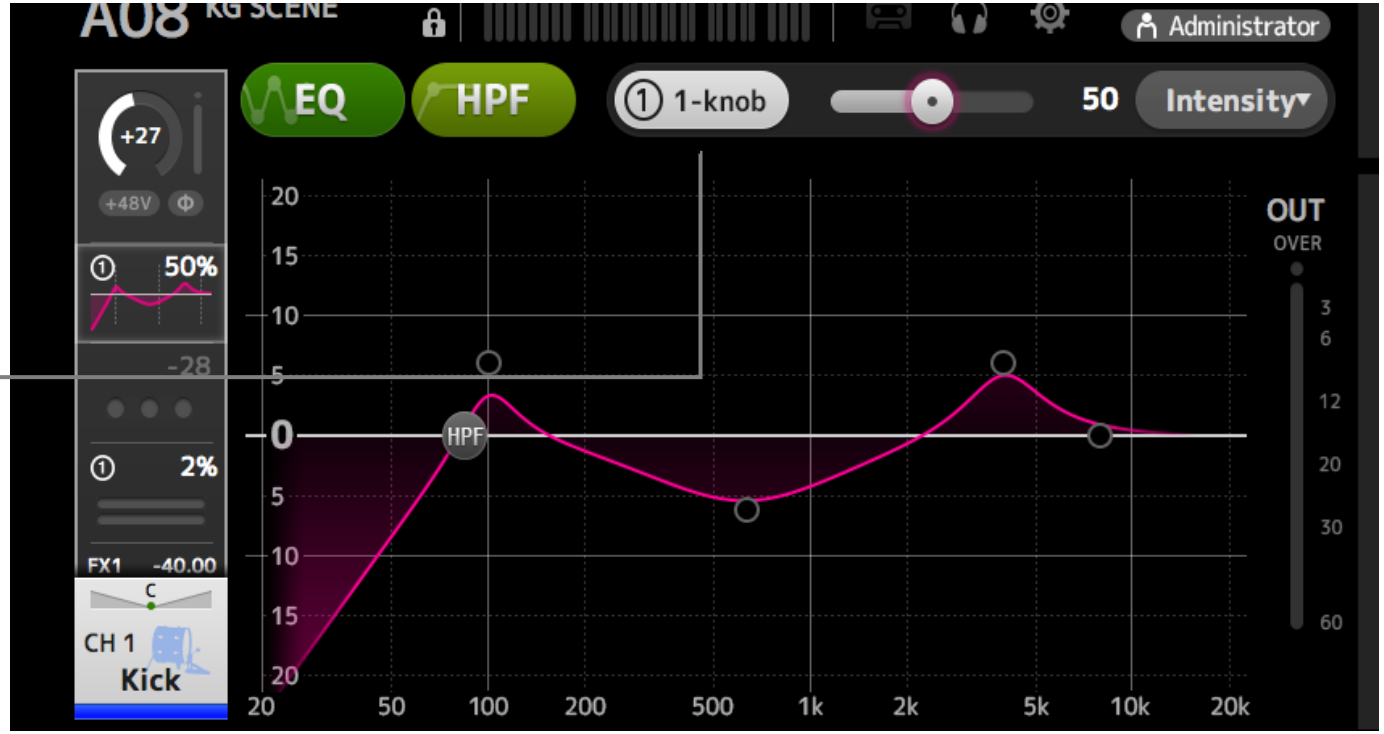
About 1-Knob Control

Yamaha offers an “easy” mode called 1-Knob Control, offering simplified controls using the Touch and Turn Knob. Here it is shown for EQ, but is available for the GATE and COMPRESSOR as well

The Parameter will be drawn in Pink indicating that **1-Knob Control Mode is activated.**

Toggle the 1-knob button to deactivate.

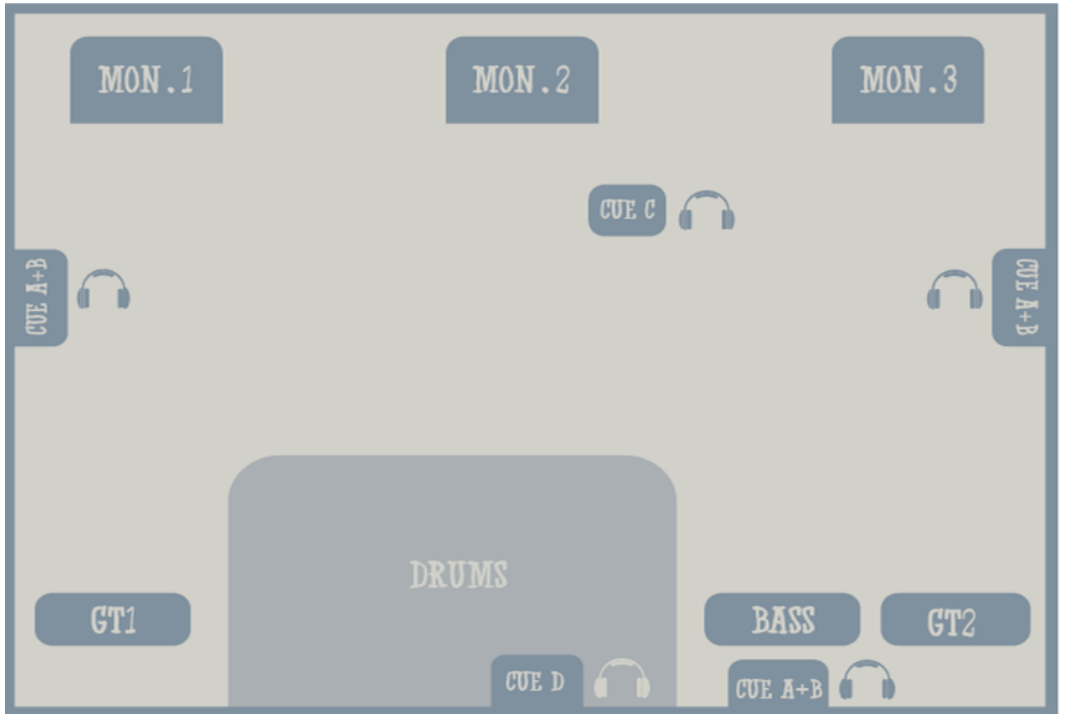
Line will turn **Green** when **1-Knob Control is deactivated.**



Speakers, Auxes, and Cue Mixes

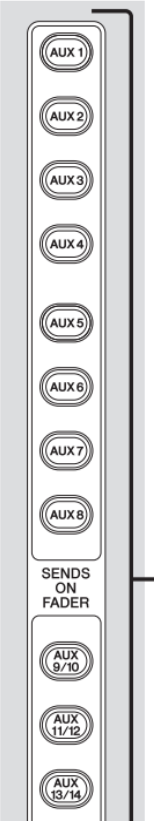
You'll notice the several speakers (Monitors) and Headphone stations around the stage. Using the consoles AUX Busses, you are able to create individual mixes to send to each one of those "destinations".

A sample layout of a typical room



Consult your room's layout to determine what Aux feeds each Destination

AUX Sends + Destinations

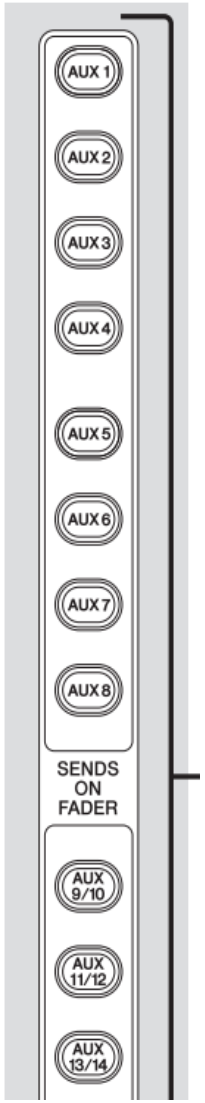


Mon 1
Mon 2
Mon 3
Sub

Cue A
Cue B
Cue C

We use the team "Cue Mix" to refer to a Headfone Feed

Using SENDS ON FADERS



Build a custom mix for each Monitor or Headphone Feed

You can build individual mixes for each of your room's destinations.

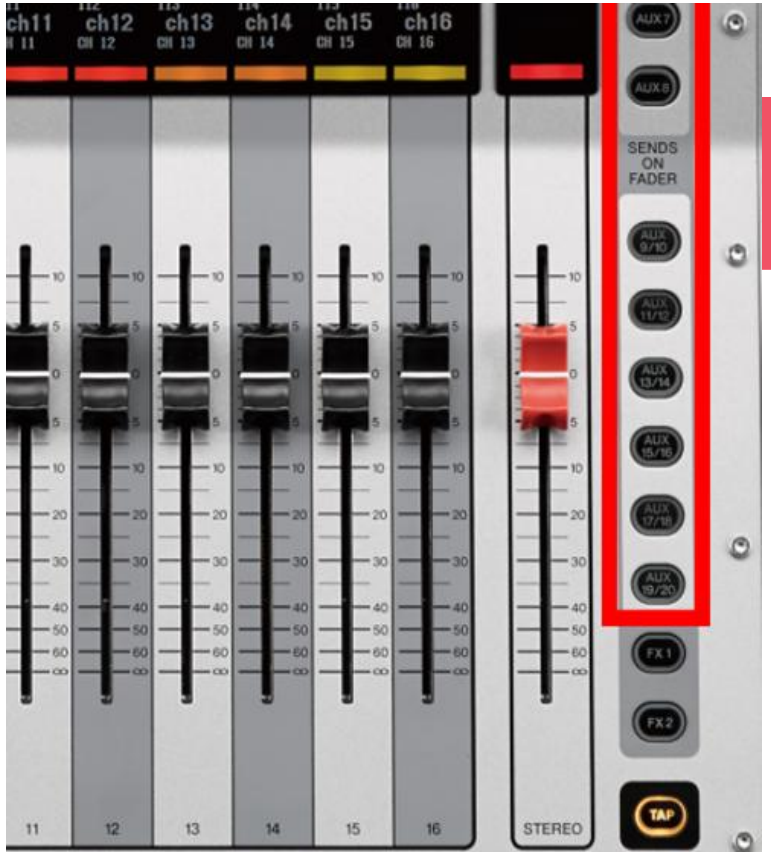
By selecting an AUX from the SENDS ON FADERS section, you can use the console's faders and volume knobs to build a custom mix for each destination.

Try pressing the different AUX buttons and watch the faders jump to reflect that current mix.

Stereo Ins and FX's level knobs act just like faders - choose your AUX and customize those levels as well!

Building Custom Mixes

Build a custom mix for each Monitor or Headphone Feed



SENDS ON FADERS SECTION

CHANNEL FADERS

MASTER FADER

Choose the destination (Monitor, Cue Mix, etc) and determine its associated AUX bus

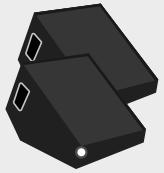
Select that AUX from the SENDS ON FADERS section

Bring up the CHANNEL FADERS (ST IN & FX level knobs too!) and build your mix

Adjust overall level with RED MASTER FADER

Creating Custom Mix Tips:

Start with just vocals, slowly add in more to taste



Monitors are meant to augment what you can't hear - add in what you need to hear more of, leave out what you can already hear.

If you want "Drums" in Monitors - start with just Kick and Snare. 99% of the time you won't need more than that. OH's and Tom mics belong more in Headphones, not Monitors.

Use a preset SCENE - choose one that suits you the best. Just using Headphones, no Monitors? Try the "Headphones Only" scene!

The MASTER FADER

Build a custom mix for each Monitor or Headphone Feed

The red MASTER FADER controls the overall level of a bus.

The “Stereo Bus” feed is what the overall mix levels will be if you choose to connect your DAW to record .

However, when an AUX is selected instead, the MASTER FADER light will flash **BLUE** alerting you are controlling an AUX, not the STEREO BUS.

De-selecting an AUX will return the fader to it’s default behavior.

The Subwoofer

Many rooms have a subwoofer fed from Aux 4 - SUB Bus

Subwoofers only reproduce extreme low frequencies, so only certain instruments will benefit from being sent to the SUB. Instruments like:

- Kick drum
- Bass guitar
- Some synthesizers

Subwoofers are often designed to be “felt” more than “heard”. When adjusting sub levels, bring up kick fader slowly, toggling ON button on and off to compare how it sounds with and without the sub.

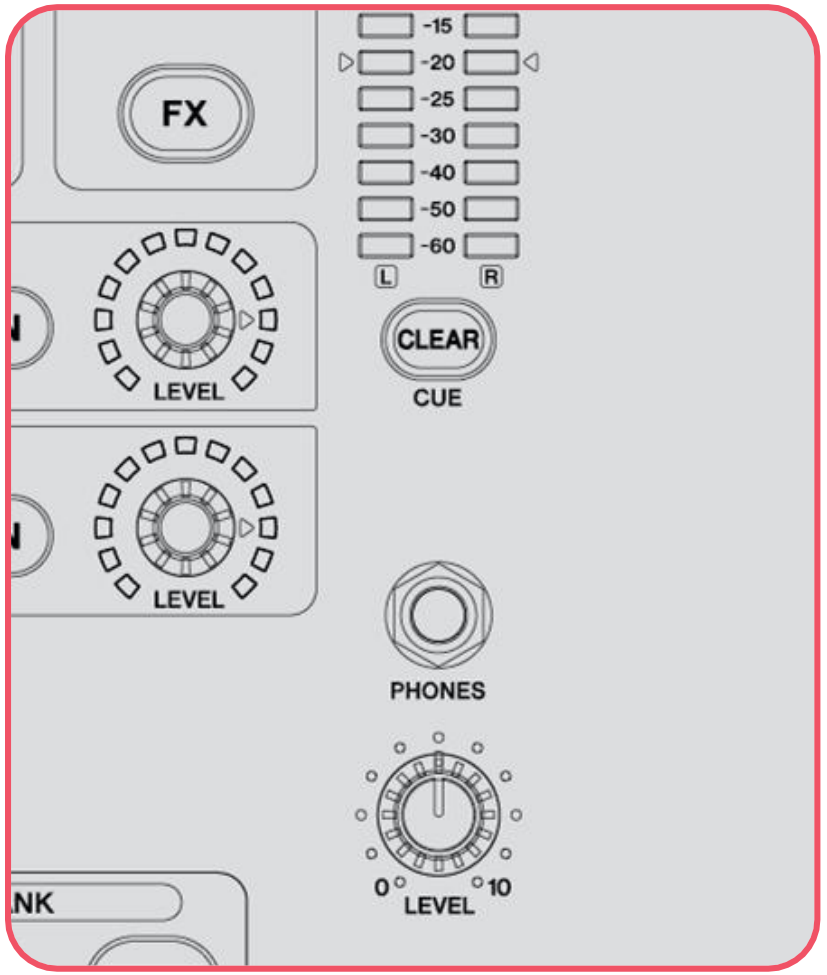
Creating Custom Mix Tips:

By using the built-in Headphone Jack, you are able to listen to different sources and mixes straight from the console.

By default, the Headphone Jack will reflect the STEREO BUS.

However, using the CUE feature, you can listen to other sources - individual microphones, selected channels, or even whole mixes

When a CUE button is pressed, the “CLEAR” button will flash, letting you know you are listening to the CUE bus rather than the STEREO BUS.
Press “CLEAR” button to cancel this and return to monitoring the Stereo bus.



Auditioning Different Sources with the CUE Bus

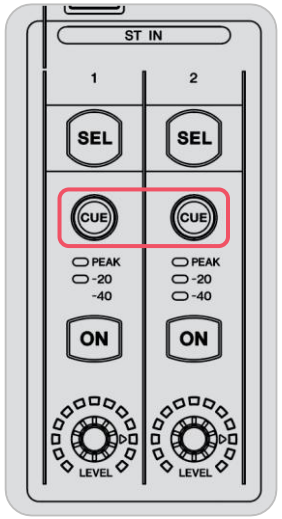
This can be useful for listening to different microphones in isolation, or to listen to an AUX bus while you are building that mix.

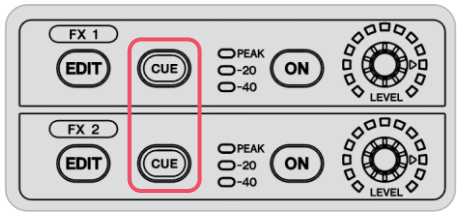
To Audition individual sources:

Pressing a channel's "CUE" button routes this signal direct to the Headphone Jack via the CUE bus.

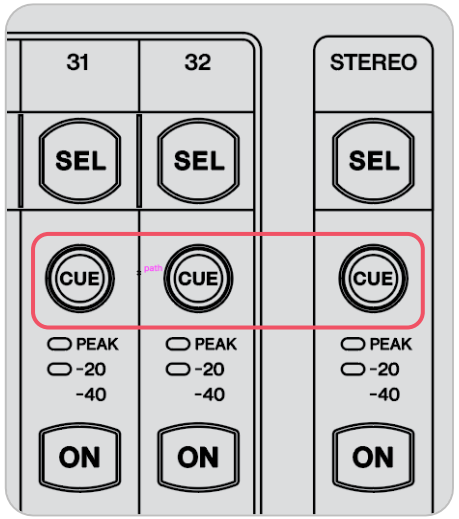
CLEAR

Pressing multiple buttons adds them all to the CUE bus. Clear the selection using the CLEAR button near the Headphone Jack.





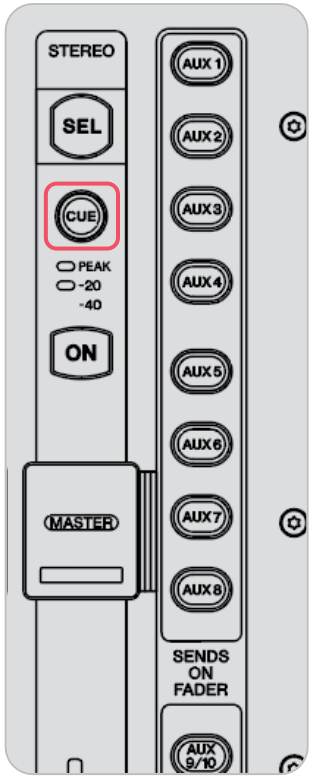
Cue buttons can be found on every channel, FX, Stereo In, and Master Fader too



To Audition to an AUX mix:

Select the AUX you wish to listen to from the SENDS ON FADERS section

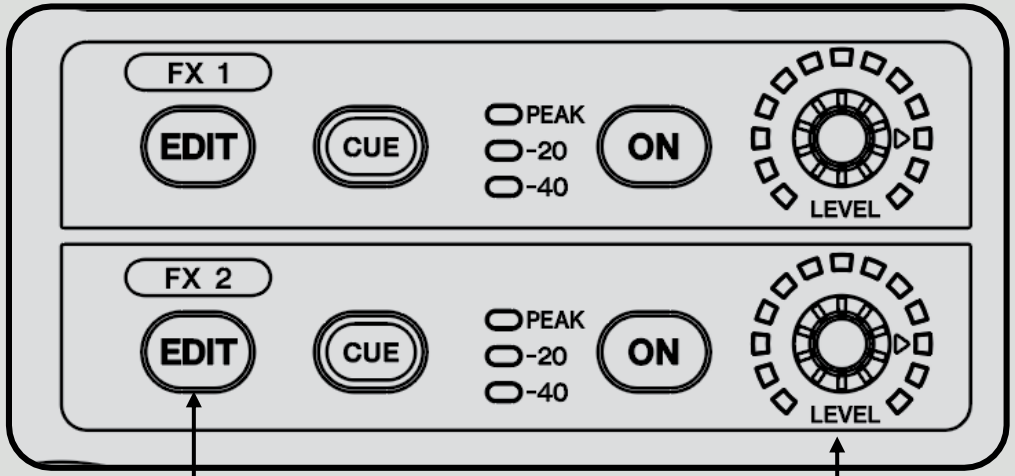
Press the CUE button on the Master Fader.



USING ON BOARD EFFECTS

The console offers two different Effects Machines, controlled from the FX Section found to right of the SCREEN

THE FX SECTION



Tap the EDIT button to bring up it's config page

Adjust its Level to the current bus

We have these pre-configured as:
FX 1 - Reverb
FX 2 - Delay

But these are editable by pressing the FX's "EDIT" button

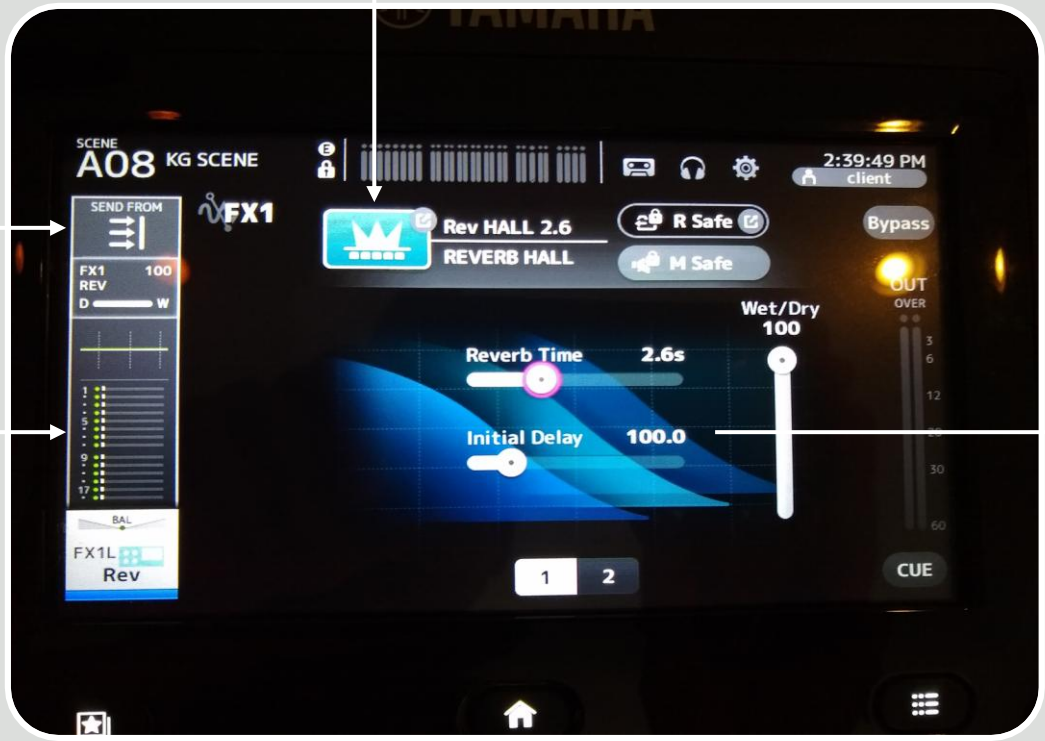
The Effects Config Page

Click the FX's EDIT button to bring up this page

Change FX Type

Adjust levels to FX

Adjust FX Level to Busses



Adjust Parameters

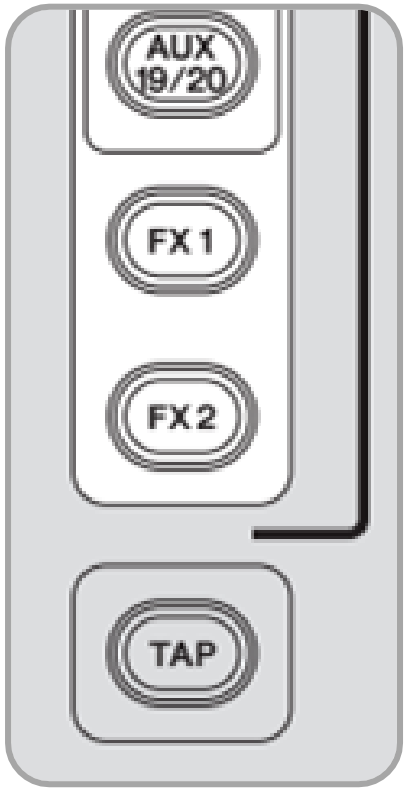
Sending channels to the Effects

Easiest way get signals to the FX unit is to use SENDS ON FADERS method, and build a mix to the FX Machines just like you would any other destination.

Just like building any other custom mix, use the following method:

- Select the FX you wish to control from the SENDS ON FADERS section
- Bring up the faders you wish to send to that FX.

Using the SENDS ON FADERS method



Select the FX 1/FX 2 AUX to use the channel faders to control the amount sent to the FX

For example, to get REVERB on the Vocal Mics:

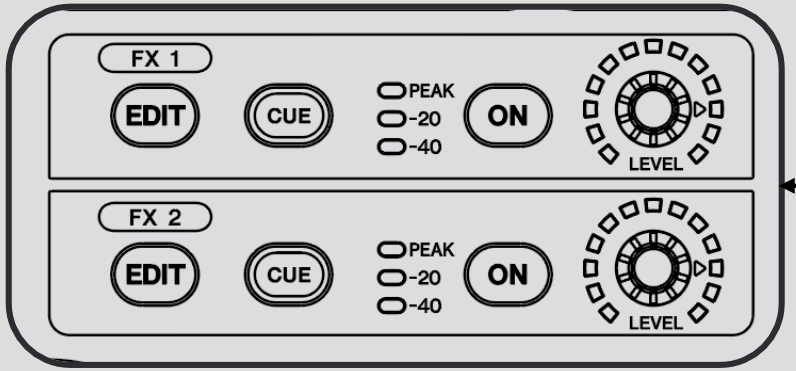
press the FX 1 button in the AUX Section
Bring up corresponding faders (Voc 1, 2, 3)

Routing FX to Monitors/Headphones

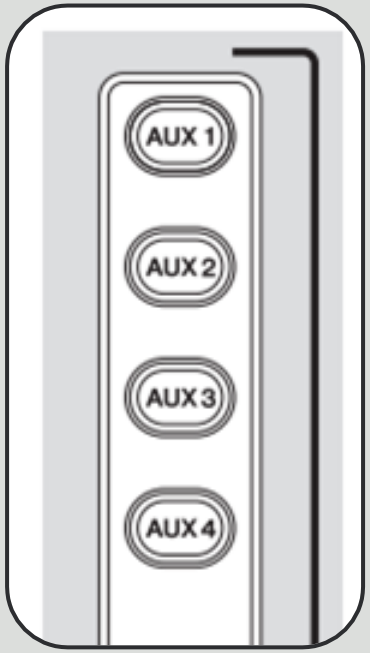
Now that you've sent signals to the FX Machines, you can control how much of that effect gets sent to each destination.

Some players may want more than others, or some, not at all.

Simply first select the Aux Mix you want to control, then adjust the FX Level knob to taste.



Adjust its Level to the current bus



Mon 1

Mon 2

Mon 3

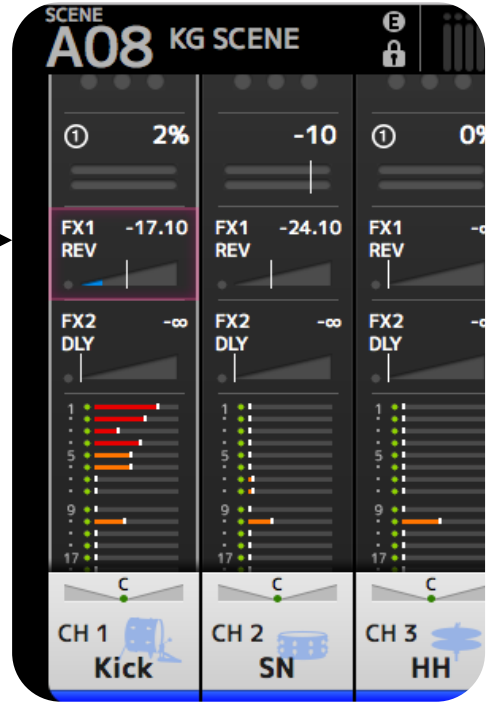
Sub

More Ways to use FX

The console often offers multiple ways to do certain things. Here are some other ways to control the FX/Levels

From the Overview Screen (Home Button)

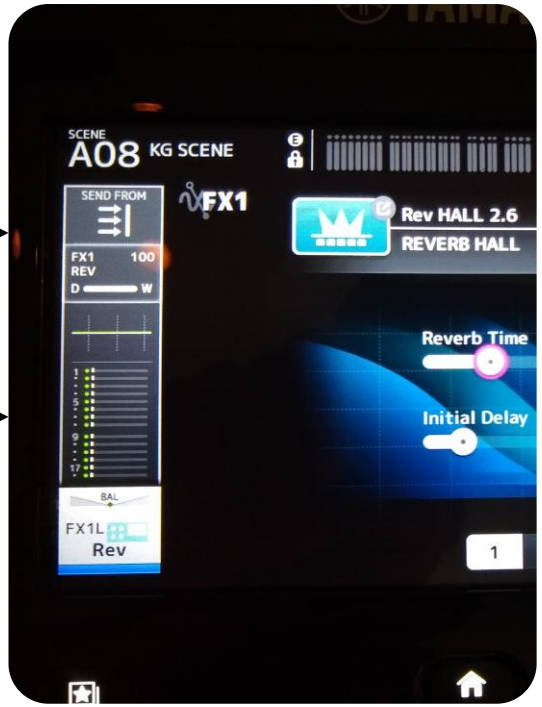
Tap the box of the FX you wish to control, then adjust the send to it using the Touch and Turn Knob



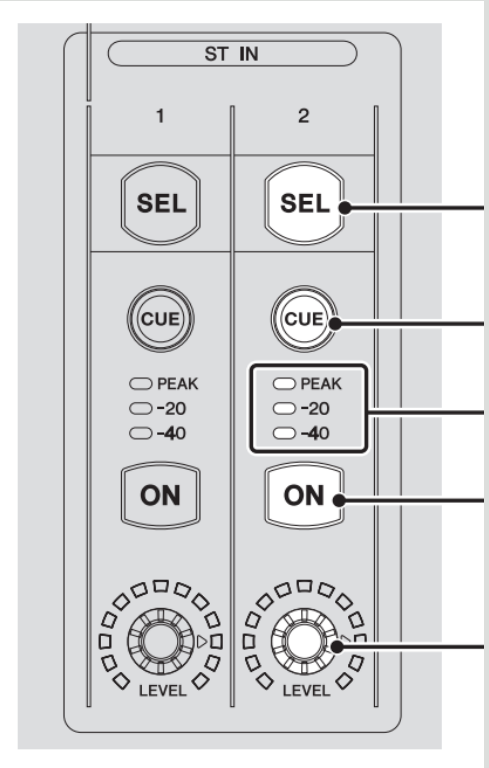
From the Effects Config Page (FX EDIT button)

Adjust levels to FX

Adjust FX Level to Auxes



Playing back from the Stereo Inputs



Each console has two Stereo Inputs fed by RCA jacks

This may be fed from an Aux Cable, a Bluetooth Receiver, or from the Drummer's Aux Input, depending on the room

Ensure channel is ON

Adjust level using rotary knobs. Like any other source, you can set an individual level for each custom mix

The ST IN Section
found to the left of the console

Sync your Device to Bluetooth Receiver

To play music over bluetooth, you must sync your device to the receiver. Follow these instructions

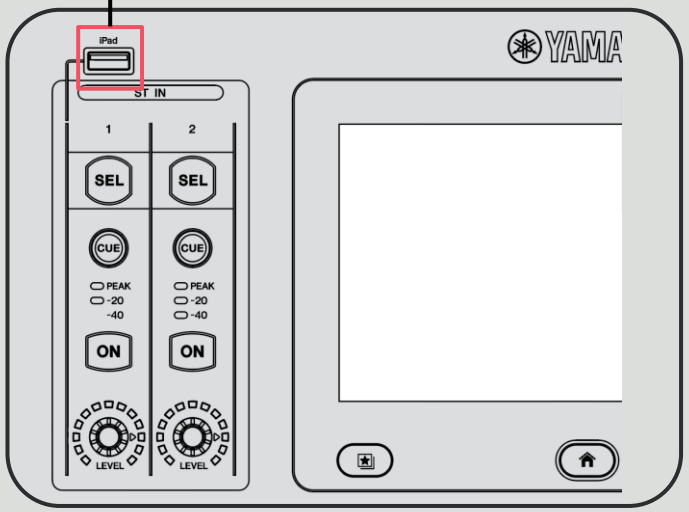
1. Press and hold the pairing button on front of unit for 3 seconds. Status light will flash quickly indicating unit is in Pairing Mode
2. On your device, open Bluetooth Settings and connect to DN-200BR
3. Status light will turn solid when connected
4. Remember to turn up the volume on your device!

- Light will turn off when not connected to any device
- While paired with a Bluetooth device, other Bluetooth devices cannot pair to it. You must unpair (“disconnect”) the current Bluetooth device from DN-200BR to make it available to others.

Using the built in 2-Track Recorder

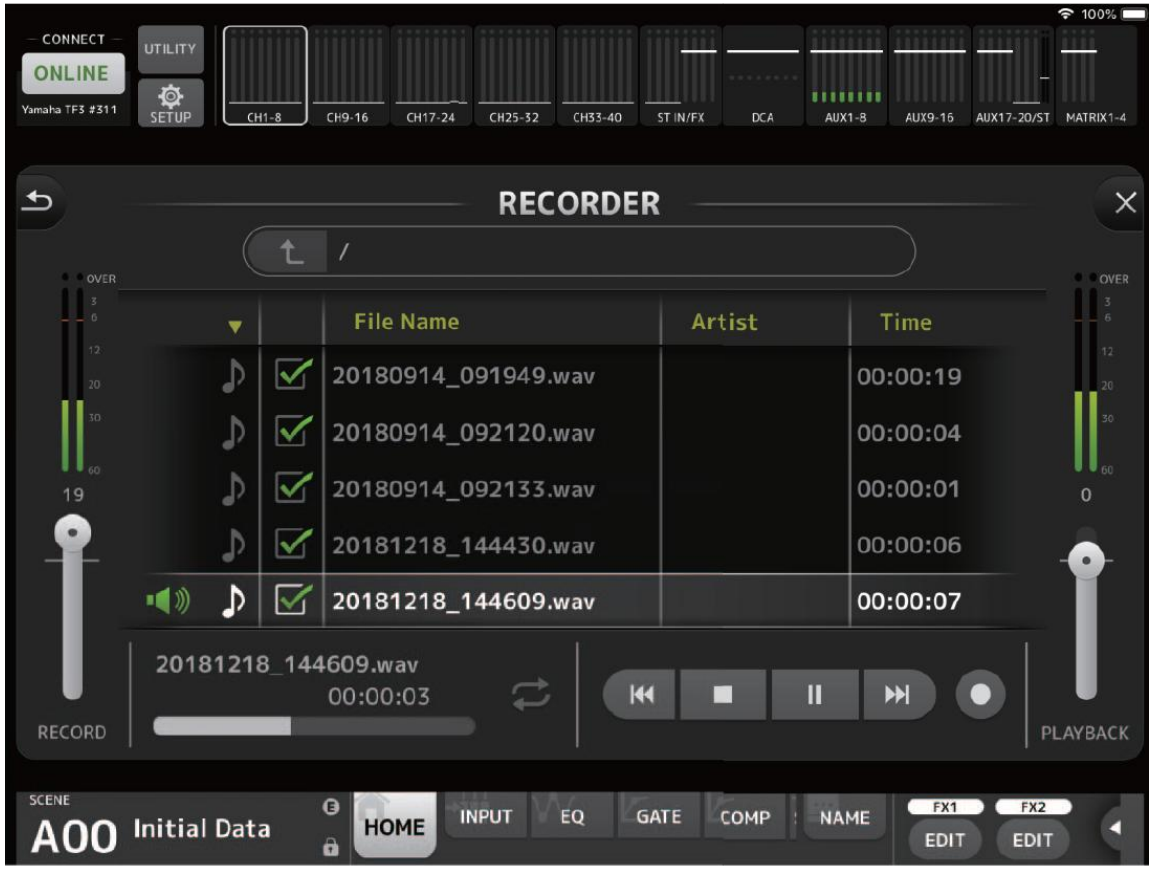
You can record your rehearsals by using the built in 2-Track digital recorder.
By default, this is fed from the STEREO BUS.

Insert a FAT32 formatted USB flash drive into the jack labeled iPad.



Tap the CASSETTE icon in the SCREEN to open the Recording Section or plug in your computer via usb.

The Recorder Screen



Use this screen to start/stop/manage new recordings

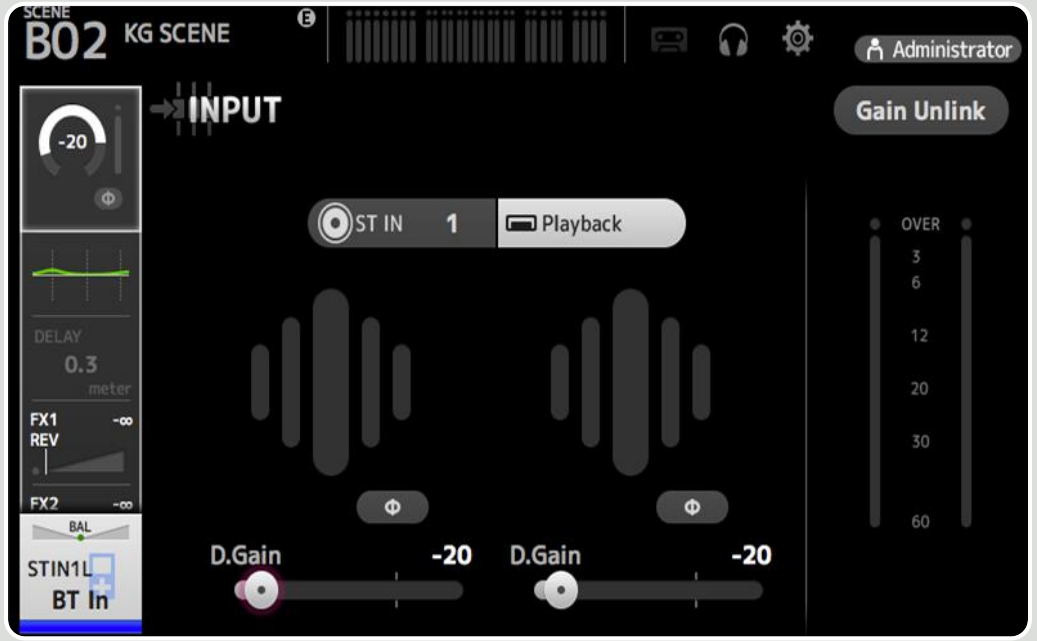
Listening to Playback from the Recorder

Playback from USB comes through one of the two STEREO INPUTS
By default, these inputs are set to the Analog Inputs, and must be changed to hear USB playback.

To configure for USB Playback:

Select the desired Stereo Input, then open that channels GAIN settings.

From here you can change it's input from ST IN to USB Playback



To enable USB playback, change the INPUT of the Stereo In to "Playback" via the channel's GAIN settings

Multitrack Recording

By plugging in the attached USB cable to your laptop, you can use the Console as a built in 32 channel In/Out Interface, for use with your DAW.

For Windows, download the Yamaha Steinberg USB Driver here:

https://tinyurl.com/wobhavy

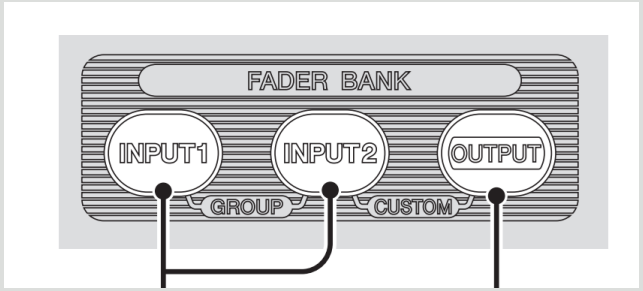
For Mac, no additional drivers are required

Multitrack Recording and Playback

By default, only Faders 17-32 are set to receive USB Outputs 17-32. To access these faders, change the FADER BANK selection to Input 2

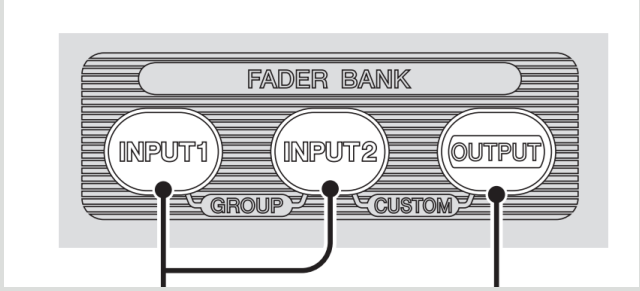
To use all 32 USB Outputs, load “USB Multitrack” scene from SCENE SELECT page.

Default Layout (Most Scenes)



- Mics 1-16
- USB Outputs 17-32
- Master Bus Outputs

USB Multitrack Scene Layout



- USB Outputs 1-16
- USB Outputs 17-32
- Master Bus Outputs