



Ramses MSC

Console Control System

Tutorial guide



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Ramses MSC Tutorial Guide

PRELIMINARY

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Introduction

This is the guide for people who don't like guides. It aims to get you mixing as quickly as possible, as well as introduce you to the primary concepts that the Ramses Console uses in its operation.

For more detail on the operation of your Ramses Console, please refer to the User Reference Manual available from your Ramses Console dealer or download it at:

www.merging.com

Scope

This guide is written for Ramses Console software version V1.5.3.2646. Although most of what is outlined here will be relevant to other versions of the software, please check with your dealer to determine if there is a more recent version available.

Please note also, that this manual is designed to familiarise you with your Console and does not cover the functionalities of Pyramix.

Important Note:

This tutorial manual does not cover the two main options of Ramses namely:

- Arc option
- Edit Bay option

Please refer to the related documents for information about those options.

Terminology

For the purpose of all Ramses Console™ documentation we use the following terms:

Channel -

A mixer channel on the audio engine represented by the controls on the Ramses Console™. This can also refer to bus masters such as Mix or Aux Bus Masters.

Slot or Physical Channel Slot

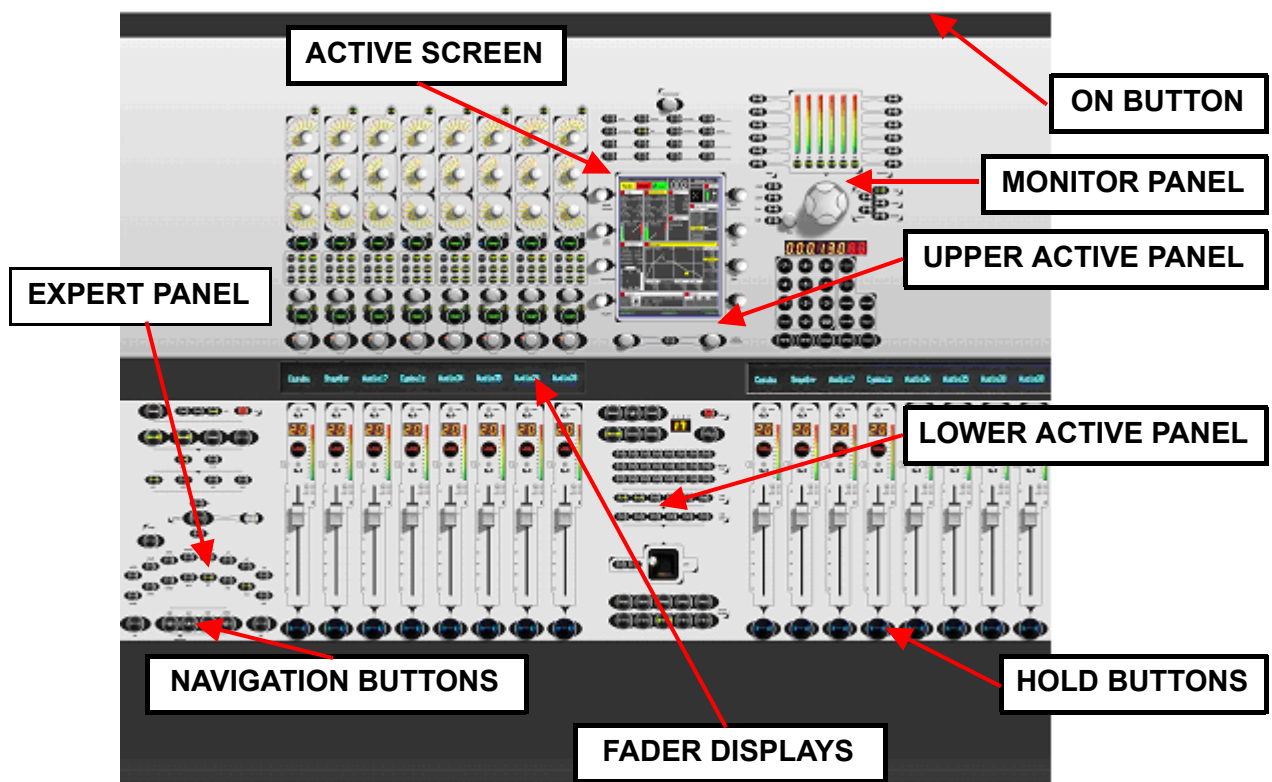
The physical channel controls present in your Ramses Console™. You will either have 8, 16 or 24 of these, depending on the model and configuration of your console. A Slot can have any channel selected to it.

Ergonomic Spread

The collection of channels/paths currently present on the console. An Ergonomic Spread can be stored, recalled, modified etc...

Touch Screen Button

Refers to an area of the touch screen that must be touched to perform a function, not a hardware button.



The Basics

How to turn your console on

Assuming the Console has been correctly installed and is plugged into mains power - simply pressing the black 'on' button on the right side of the Ramses rear panel will power on the console. The boot process will take approximately one to two minutes.

How to turn your console off

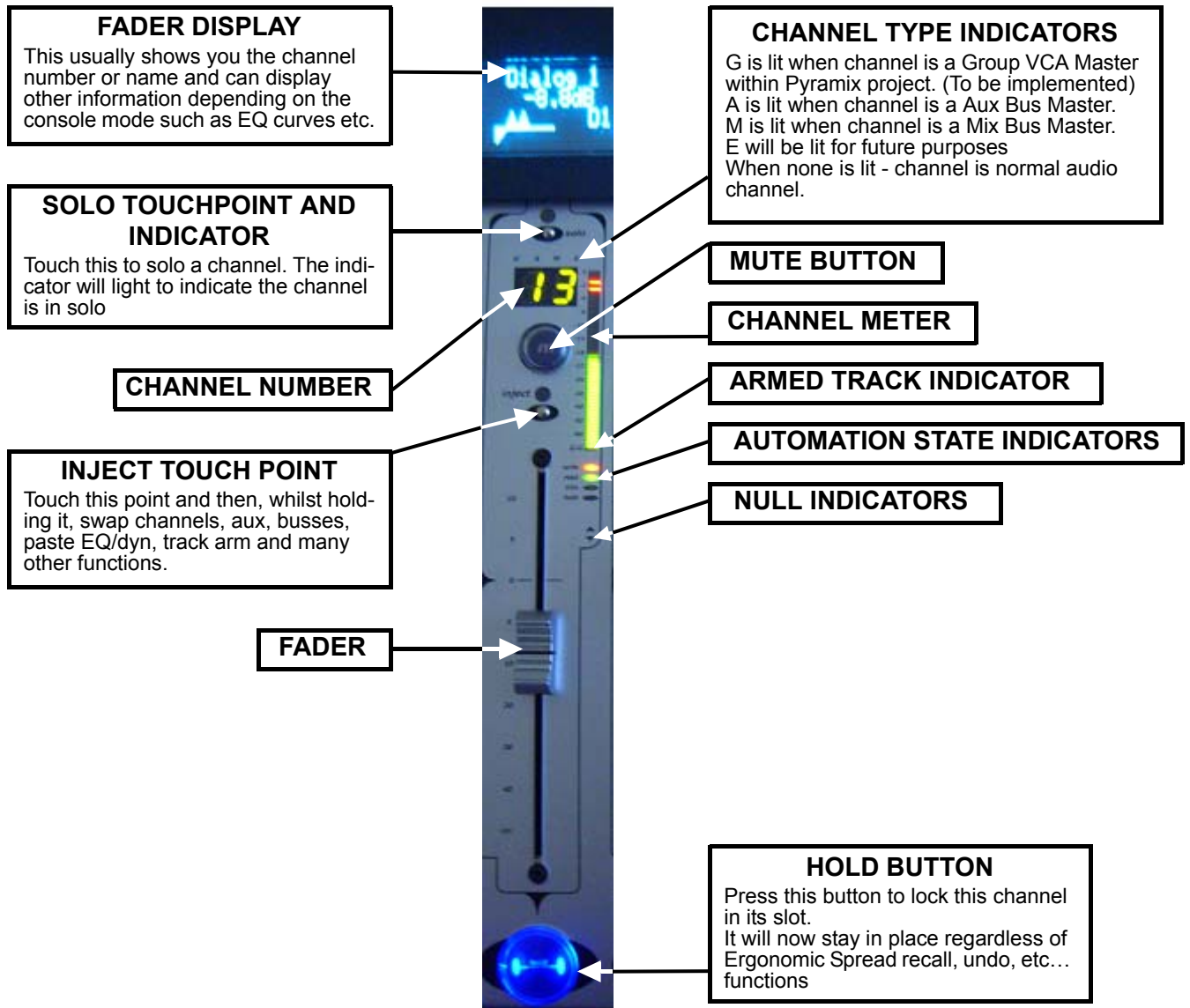
Press the **SYSTEM** Button on the Upper Active Panel, then press the **SHUTDOWN** Active Screen Touch Button, then confirm by pressing the **CONFIRM** Active Screen Touch Button.

How to load your project

Once your Console is booted, you should be able to load a project in Pyramix and start mixing. Note it is important that the console is fully powered up before you load your project.

Please refer to the application notes specific to your engine (also available from the above website) for guidelines as to how to best set up Ramses within the networked environment.

Important Fader Panel Indicators



The Active Screen (Touch Screen)


The blue touch screen in the **Upper Active Panel** gives you access to the more 'set and forget' type parameters for the currently active channel. It can also be used to set system parameters, call special functions etc. but most of the time it will display channel parameters.

If the Active Screen is currently displaying a System page, you can return to the channel display at any time by pressing the **EXIT** Touch Button at the bottom of the display.

When the main **Channel Page** is shown, the four dual-concentric encoders arranged on either side of the screen are dedicated to controlling EQ and Dynamics parameters. Each encoder's current function will be labelled on the screen adjacent to the controls.

The three controls below the **Active Screen**; the **Active Encoder**, the **Active Button** and the **Active Knob** are modal i.e. they change function and generally follow whichever control has last been touched on a channel strip, or whatever parameter is touched on the **Active Screen** (highlighted). The parameters they currently control are displayed at the bottom of the **Active Screen**. In this way, any parameter on the **Active Screen** can be selected by touching the screen and then updated using the Active controls. Try it - touch a parameter on the **Active Screen** and turn the **Active Encoder**. Now try pressing the **Active Button**.

Channel Page Main Indicators



The screenshot displays the Ramses MSC Channel Page Main Indicators. The interface is divided into several sections:

- Automation Status:** Indicated by a box at the top left, pointing to the 'Solo' and 'Mute' buttons.
- Channel Strip Number:** Indicated by a box at the top center, pointing to the '001' display.
- Channel Strip Lock:** Indicated by a box at the top right, pointing to the 'Lock' button.
- EQ Band Selection:** Indicated by a box at the bottom center, pointing to the '2 Peak' button in the Equaliser section.

The interface also includes sections for Dynamics 1 and 2, Auxiliary Sends, Plugins, Pan Surround, and Outputs.

EQ and Dynamics in Main Channel Page

Assuming **Showcode** is set to **False** in the relevant configuration page then the Main Channel Page remains visible when the **EQ** or **Dynamics** areas are touched. These areas are then highlighted to indicate that the dual concentric controls are active.

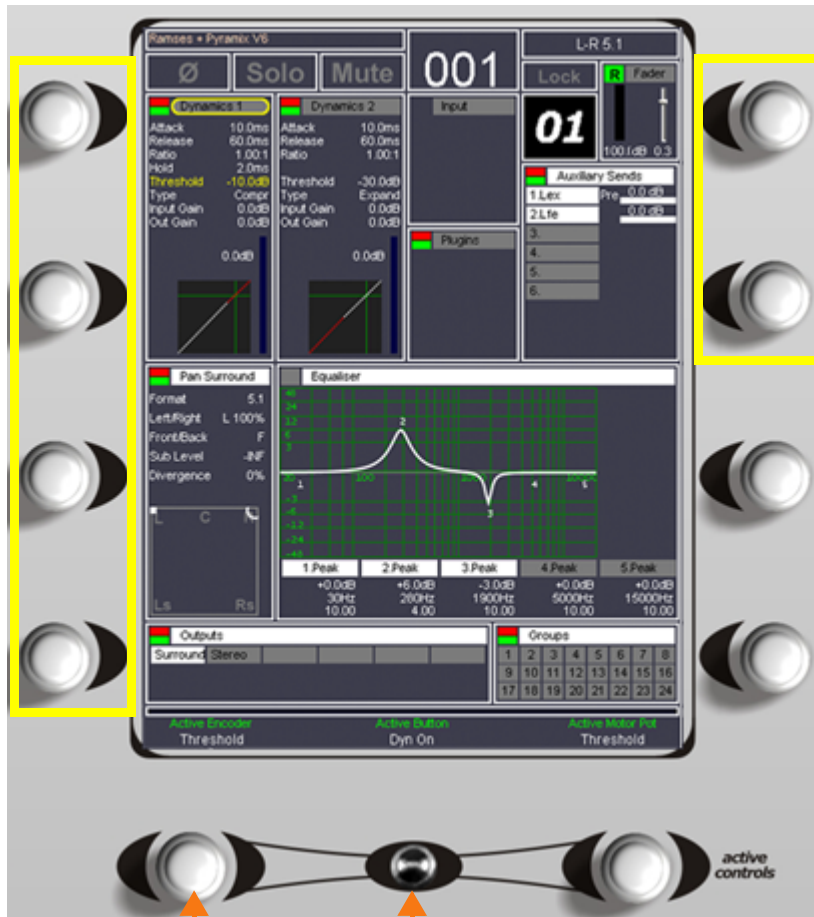
DYNAMICS

Top = Attack
Ring = Release

Top = Ratio
Ring = Hold

Top = Threshold
Ring = Type

Top = Input Gain
Ring = Output Gain



EQ

Top = gain
Ring = frequency

Top = Q
Ring = Type

Fine Tune

On / Off Bypass

Navigation Buttons

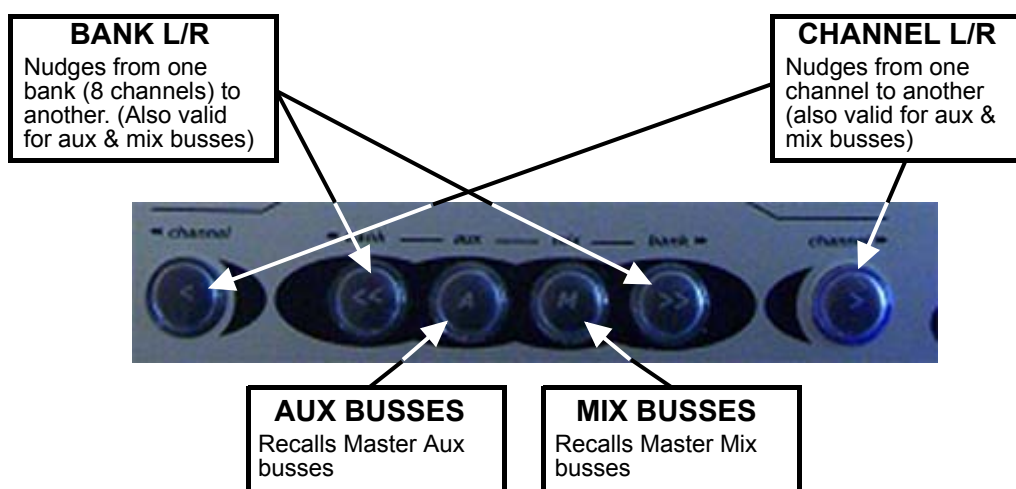
Terminology

Selection of channels is referred to as channel **slots** to avoid confusion with a Pyramix channel/strip.

A fader layout refers to an **Ergonomic Spread** (fader layouts)

There are several ways of getting the channels you need to see in front of you.

- by recalling one of the 8 (previously stored) ergonomic spreads
- by using the bank (left & right) navigation
- by using the fader nudge (left & right) navigation
- by **injecting**/swapping a channel into a slot

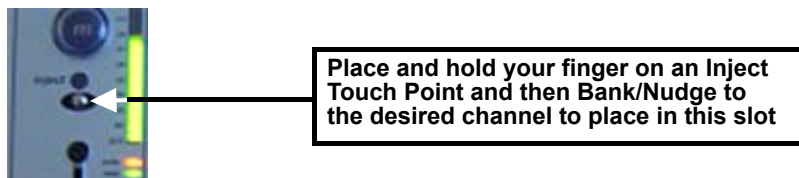


Tips & Tricks

- To reset the console to its initial state, press **Bank left** a few times
- To modify a bus aux/mix quickly, press **AUX** and hold, add your change and release
- **Nudge** and **Bank** are also valid for navigating through aux/mix busses

Inject

Inject enables you to quickly select a single channel into any available slot.



Simply hold your finger on a channel **Inject Touch Point**, and **Bank/Nudge** left or right through the available channels. You can also use the **Inject Touch Point** to interrogate settings on several channels (EQ's) seeking for a desired preset. In this way you can interrogate dozens of channels quickly without shifting your focus.

Tips & tricks:

- To swap the channels selected into Slots 4 and 8; touch the **Inject Points** on the two Slots at the same time and - the channels touched are swapped.
- To inject an aux/mix bus into a slot; hold **Inject** and then press **AUX A** and **Bank/Nudge** up to the desired bus - release **Inject** and **AUX A**. Note that the blue **A** led indicates that it is an **Aux Master** bus

Hold



The large blue **Hold** buttons at the bottom of each channel slot allow channels to be locked into their physical slots. Press a **Hold** Button (or wipe across it with the heel of your palm) and now the channel selected will **NOT** move! It will stay selected to that slot regardless of any other action such as **Inject**, **Bank** or **Nudge**, recalling an **Ergonomic Spread**, **Undo** etc... This is useful for **Master** busses or anything else you want to ensure instant access to.

Undo/Redo

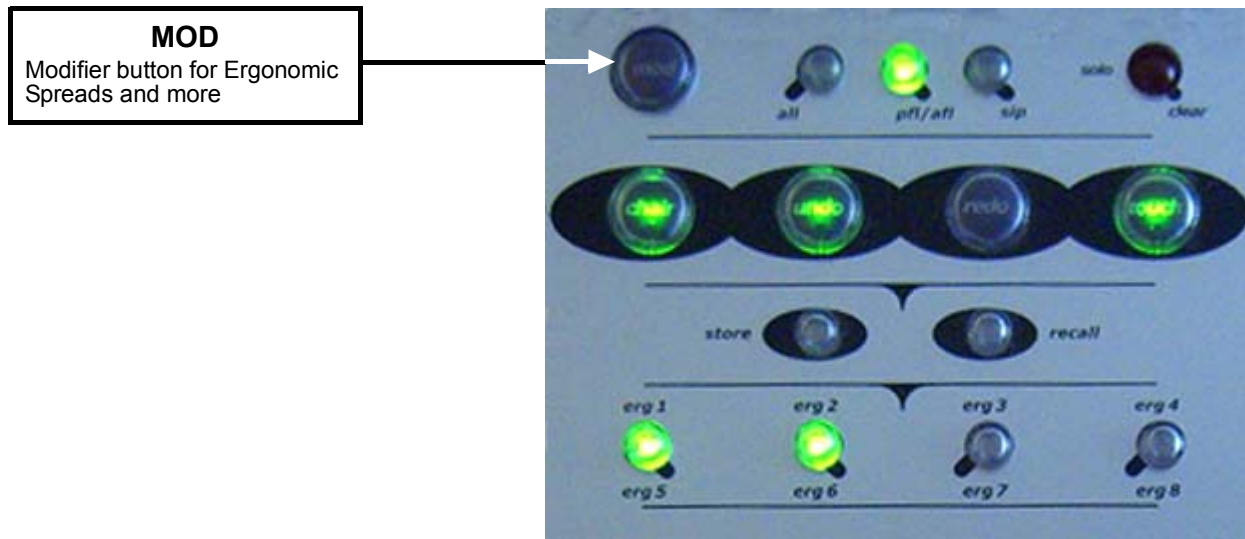


The **Undo/Redo** buttons refer only to **Ergonomic Spreads**. They are in no way related to actual mixer parameters. So pressing **Undo** recalls that last **Ergonomic Spread** you had in front of you. There are 100 levels of **Undo** and **Redo**. Use this to quickly get back to the channels you had a second ago.

Note: **Hold** buttons over-ride the **Undo/Redo** and **Recall** of **Ergonomic Spreads**.

How to Store an Ergonomic Spread

If you have an Ergonomic Spread in front of you that you like and wish to recall at will, you can either save it into one of the four Hot-keys (**erg 1 - 4**) on the **Expert Panel** (for one-touch recall), or into four memories (**erg 5 - 8**) using the **MOD** (modifier) button (for two-touch recall).



How to store an Ergonomic Spread into a hotkey

Press the **Store** button on the **Expert Panel** and then press the Hotkey (**erg 1 - 4**) you wish to store the Spread into. You can tell which Hotkeys contain Spread information since, once in Store mode, any Hotkey with an Ergonomic Spread Stored will be illuminated. The same applies for the 4 ergonomic spreads (**erg 5 - 8**) using the **mod** key. Hold **mod**, press **store** and then select and press the desired Hotkey.

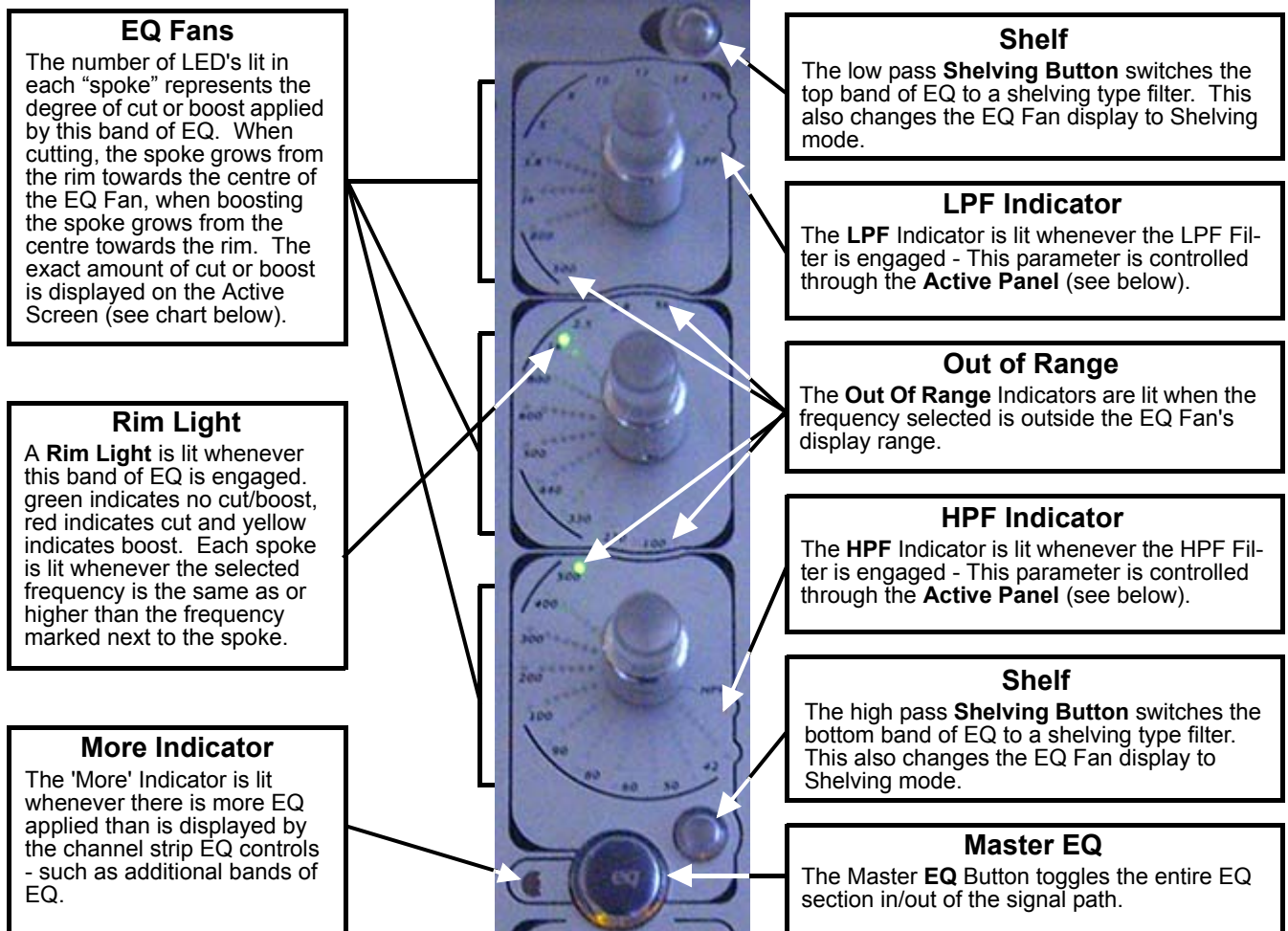
How to Recall an Ergonomic Spread from a hotkey

Simply press the relevant Hotkey (for **erg 1 - 4**) and the **mod** button and Hotkey for **erg 5 - 8**.

Note: This does not over-ride channels with **Hold** buttons lit.

EQ Section

Each Channel Strip has a series of dedicated EQ controls. There are three Dual Concentric Encoders, the top of which control the gain and the bottom the frequency for each band. The settings of each EQ band are displayed using the EQ Fans around each encoder.



EQ Fan Spoke Display

No Spoke LEDs illuminated	=	No Cut or Boost Applied
1 Spoke LEDs illuminated	=	up to 1.99 dB Cut or Boost
2 Spoke LEDs illuminated	=	2 to 3.99 dB Cut or Boost
3 Spoke LEDs illuminated	=	4 to 5.99 dB Cut or Boost
4 Spoke LEDs illuminated	=	6 to 9.99 dB Cut or Boost
5 Spoke LEDs illuminated	=	10 to 14.99 dB Cut or Boost
6 Spoke LEDs illuminated	=	more than 15 dB Cut or Boost

For access to EQ controls additional to those on the channel strip, such as Q, band in/out and Filter controls - use the **Active Panel**. Please see: **The Active Screen (Touch Screen)** on page 11.

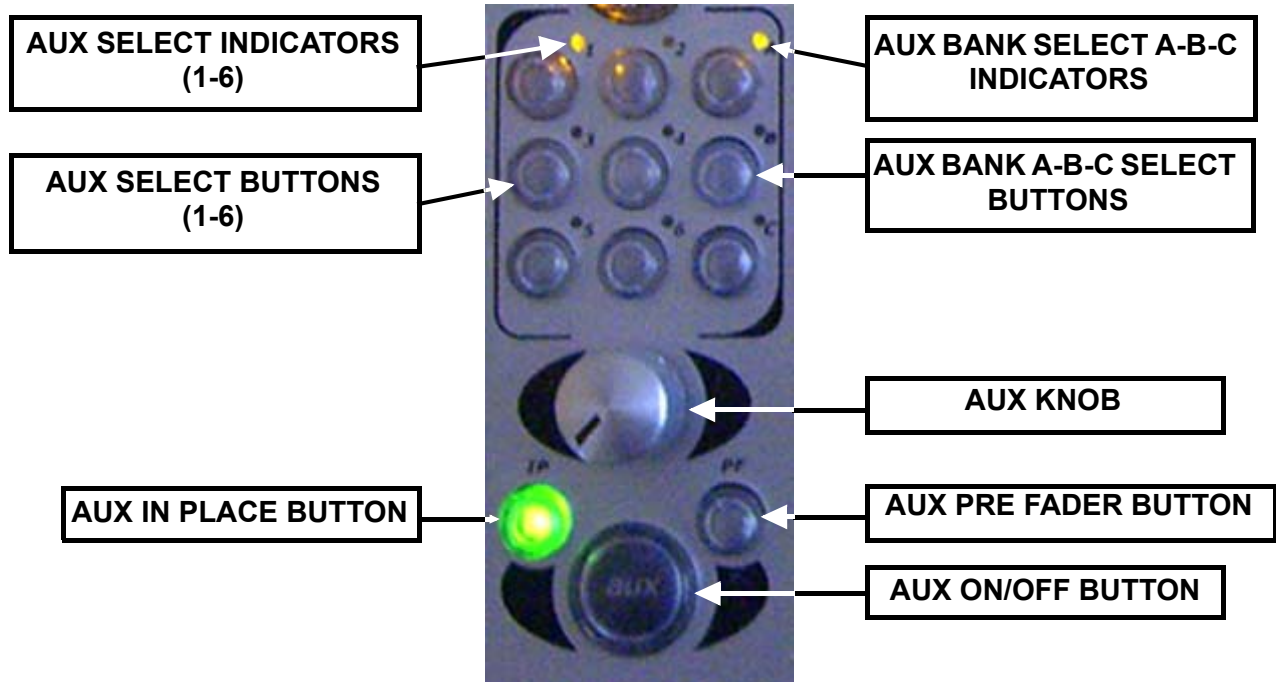
Tips & tricks:

- to change the "Q" factor directly from the strip you can use the dual-concentric encoder. Simply press and hold "**mod**" then turn the top encoder to change the "Q" factor of the EQ band.

Aux Section

The Aux section allows control over 12 discreet Aux Sends per channel (1 to 8 channels), and 6 Sends for N-1 Mixes and/or Talkbacks. You can also see the settings for all Aux's on the Active Screen. **Please see: The Active Screen (Touch Screen) on page 11.**

The sends are divided into three banks (A,B,C). A & B are for standard Aux's and bank C is used for N-1 (mix minus) Mixes and talkback (please refer to the monitor section of the Pyramix User Manual)



How to select an Aux

Press its Aux Select Button - the yellow **Selected** indicator will light above that button.

How to select another Aux Bank

Press its Aux Bank Button - the yellow **Selected** indicator will light above that button.

How to turn the selected Aux on/off

Press the **Aux** Button.

How to change the send level of the selected Aux

Turn the **Aux** Knob.

How to set the Pre-Post status of the selected Aux

Press the **PF** (Pre Fader) button (lit = pre fader).

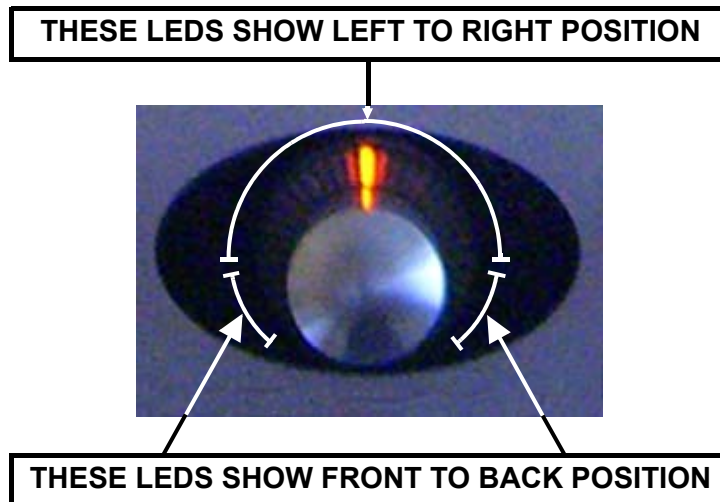
How to set the In Place (IP) status of the selected Aux

Press the **IP** (In Place) button (lit = in place). Refer to Pyramix Manual for more details.

Pan

The **Pan** encoder on the channel strip allows pan control from left to right in the pan field. For surround panning, use the **Joystick** on the **Active Panel**. Please see: **How to Pan using the Joystick** on page 21 . **Divergence** and **LFE** controls can also be updated from the Active Panel.

The channel strip **Pan** encoders display surround information as well as the left to right position. There will always be a single LED to indicate the left to right position - this LED travels from 9 o'clock to 3 o'clock across the top of the encoder. If there is any front to back information, the bottom 5 LED's below this line display this position.



Additionally:

- If there is no front-to-back information, the bottom front-to-back LEDs will not be lit.
- If the pan position is all the way to the front, the bottom front-to-back LEDs will not be lit.
- If there is front-to-back information but the pan position is all the way to the left, only the left front-to-back LED will be lit.
- If there is front-to-back information but the pan position is all the way to the right, only the right front-to-back LED will be lit.

Upper and Lower Active Panels

With the exception of the Quick Locator controls at the very bottom of the Lower Active Panel, and the System, Templates etc buttons at the very top of the Upper Active Panel, the controls on the Active Panel (upper and lower) give access to all the parameters for the currently 'active' channel. The Active Panel is 'self-assigning', meaning that whenever you move a control on a channel strip you will attract the active panel to that channel. Thus, whenever you need to delve a little deeper into a channels parameters - the active panel is usually already there ready to go. To select a channel to the active Panel, simply touch its fader or it's inject point.

Tips & tricks:

- In order to lock the Active Panel to a given channel - simply touch the channel number in the Active Screen - the channel number on the screen now reverses and the Active Panel is now prevented from re-assigning. To unlock the active panel, simply touch the number again.

Once you have selected the active panel to the channel you wish to update, simply use any of the controls present to update that channel's parameters.

How to Pan using the Joystick

If you are mixing into multiple stems, the Joystick (as well as all the channel pan encoders) controls the pan position of the currently selected mix stem according to the Stem Select buttons (see below). Once you have selected the Stem you wish to control the pan into, simply grab the joystick and go!

Pan Locking

The **L - R** buttons allow you to do the following depending on the combination:

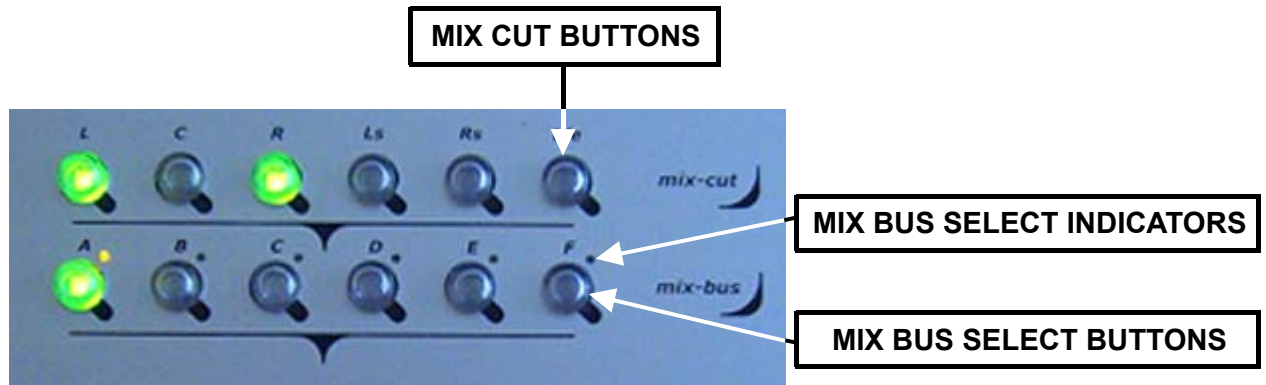
- **L** - locks the pan to horizontal panning
- **R** - locks the pan to vertical panning
- **L+R** locks all panning for the channel



How to assign a channel to mix bus(stem) or deselect from mix busses(mix cut)

On the **Lower Active Panel** the **Mix Bus** buttons select a given bus-stem. The yellow lights above each Mix Bus button display the currently selected bus-stem. Once selected, you can now choose which busses of that stem you wish to send your signal to simply by pressing the Mix Bus buttons. Lit buttons indicate

that the signal is being sent to this bus (the level is determined by the panner and fader). Unlit buttons indicate that this signal is not being sent to this bus.

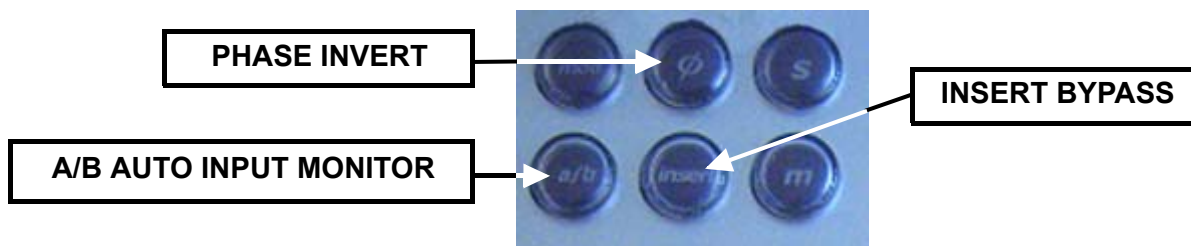


How to Assign a Signal to Group Busses

Any signal, once brought to the active panel, can be assigned to one of 24 Group Busses by pressing any of the dedicated **grp-bus 1-24** (Group Bus) buttons on the Lower Active Panel.



Other Functions on the Lower Active Panel



- \emptyset Phase Invert
- **a/b** auto input monitoring
- **insert** bypasses the physical insert on the channel (future release)

Plugins

Assuming that on each strip a **Strip Tools** (or equivalent) is installed in your Pyramix template. Those plugins will appear in your **Active Screen**.

Note: In a second phase, this document will be updated with details about how to manage Merging Technology plugins and others such as VST plugins.

Modifiers

The modifiers allow you to change Automation/Mute/Unity and Track Arming parameters of any channel.

Note: Please refer to the Pyramix Manual for detailed information concerning automation.

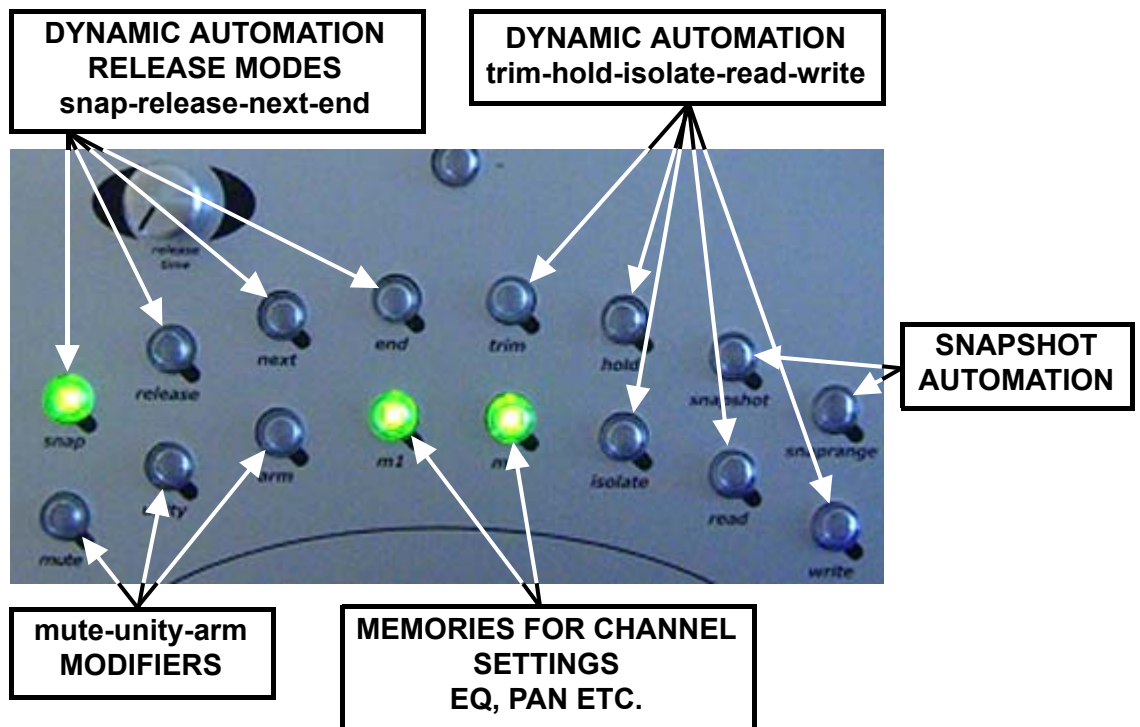
Automation

Dynamic automation buttons can be activated or changed on each strip individually by pressing the desired status button and holding it while touching the desired fader (The status feedback led will change on the channel accordingly)



AUTOMATION STATE INDICATORS

The Release mode can be changed while reading/writing. Note that the **Release Knob** changes the release time during automation recording.



Note: Snapshot automation will be available on a later version.

Tips & tricks:

- If, while recording an automation pass in for example, **hold and write to end**, you decide to snap back to the previous automation path without stopping the playback, just press **snap** and touch the desired fader and it will snap back.
- If you press **write** (auto-write) and **all**, it will apply it to all available channels

Modifier

For **mute**, **unity** and **arm**. Press the desired function and touch **inject** on the desired channel.

Tips & tricks:

- If you press and hold a modifier then press **all**, the change will be applied to all channels
- If you press and hold **unity**, you can restore EQ's or aux settings to the default by pressing the **EQ** or the **aux** main buttons
- If you press and hold a modifier **and Write Isolate** or **Read** this will change the Pyramix Master Automation Status

Modifier Memory Buttons

The **m1** and **m2** buttons are Memory locations. These allow a user selectable parameter, or a series of parameters, to be applied to any channel using **inject**. In effect, these buttons act as clipboards.

How to copy parameters from one channel to another

1. Hold down either the **m1** or **m2** button.
2. Specify the parameters you would like to copy - turn an **EQ Encoder**, press a **Stem Select** button, Turn a **Pan** knob etc. (the parameter will not change - you are simply telling the console which values you wish to copy).
3. While holding down the **m1** or **m2** button, touch any **inject** button - the parameters will now be applied to the channel.

Once you have copied some parameters into a memory it can be used again at any time. The information held in that memory (clipboard) is only lost the next time you hold the button down and touch a channel strip control - at which point the process begins again.

The following controls/parameters are available to be copied:

- EQ encoders - Either just gain or just frequency - or both. Turn the part of the encoder you wish to copy.
- Entire EQ Section - Press the EQ Master button.
- All parameters for one Aux - press an AUX select button (copies Aux level, on/off state and pre/post state).
- All parameters for all Auxes - Press the Aux Master button.
- Pan - move the Pan encoder on the channel strip to copy left-right information, or the joystick to copy front-to-back information.
- Bus assign - Press a Stem Select button to copy the currently assigned busses, or press a mix bus button to copy the state of just that bus for that stem.
- Any Parameter on the Active Screen - Turn any Active panel encoder to copy that parameter.
- An Entire Dynamics section - Touch the Dynamics section you wish to copy on the touch screen.

Note: There are further copy possibilities to come and more storage by utilizing a library.

Solo



SOLO TOUCH POINT

To solo a channel, when it is present in a **Slot**, touch the **Solo Touch-Point** near the top of the fader panel. Touch it again to cancel the solo.

Whenever any channel is in solo, the two red Master Solo indicators light.



SOLO CLEAR ALL

To clear all solos simply touch either of the Master Solo Indicators

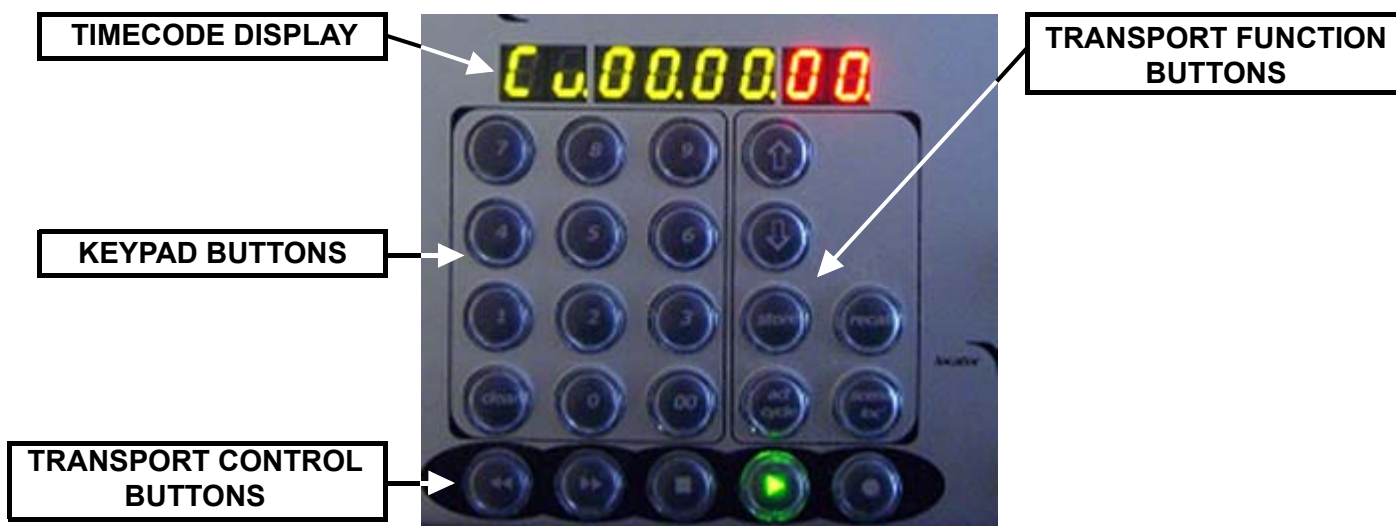


Transport Controls

The Ramses MSC Console™ has two sets of transport controls. The main Transport Controls on the **Monitor Panel** and the Ramses Locator on the **Lower Active Panel**.

Note: The optional **Edit Bay** has dedicated transport controls.

The Main Transport Controls



The TimeCode display can be in either one of two modes, active or data entry mode. When active it will always display the current TimeCode location. When in data entry mode, it can be used to enter TimeCode numbers from the keypad, recall numbers from the memory locations, interrogate memory locations etc... Whenever the display is in data entry mode, all the decimal points in the display are lit. Whenever you see these points - that's your indicator that it is not currently telling you where you are.

There are 10 memory locations in the main transport controls - the keypad numbers 0-9. There are also four memory locations in the Ramses Locator controls described below

The transport buttons themselves behave as per your engine. They are in fact exact duplicates of the transport buttons on your engine.

Note that the 10 memory location are independent of your Pyramix markers.

How to manually enter a number into the Timecode Display

Press keypad numbers. The display goes into Data Entry Mode and digits are entered into the right most character and then scrolled across to the left as per most timecode devices.

How to reset the display to 00.00.00.00



Press the **clear** button.

How to reset the display to Active Mode at any time



Press the **clear** button twice quickly.

How to capture a TimeCode location while the display is in active mode



Press the Mark button. The number present when the Mark button is pressed will be displayed in the TimeCode display in Data Entry mode. It can now be stored or located to (see below)

How to store a TimeCode location



You can store a TimeCode location into any of the 0 - 9 keypad memory locations (or the Quick Locate 1-4 memory locations) simply by entering the number you wish to store using the keypad (or capture it using the Mark function described above) then press **store** and then the Keypad or Ramses Locate button you wish to store into.

How to locate to the currently displayed TimeCode location



If you have entered a number manually, recalled it using the recall function or by using **mark** you can locate to this number at any time by pressing the **scene loc** Button

How to locate to a stored TimeCode location



Press **recall**, then the keypad **0-9** button or Ramses Locator button that contains the number you wish to use. This number will now be displayed on the TimeCode display in Data Entry mode. Now press the **scene loc** button.

How to initiate 'Cycle' mode



Press the **cycle** button. This button toggles Cycle mode on/off.

Quick Locator Controls

The Ramses Locator features duplicates of the transport controls on the Main Transport Block as well as including four Quick Locators. The Quick Locators are designed to give you instant access - one button press - to the most important locations in your project.



How to store a TimeCode location into a Quick Locate memory button

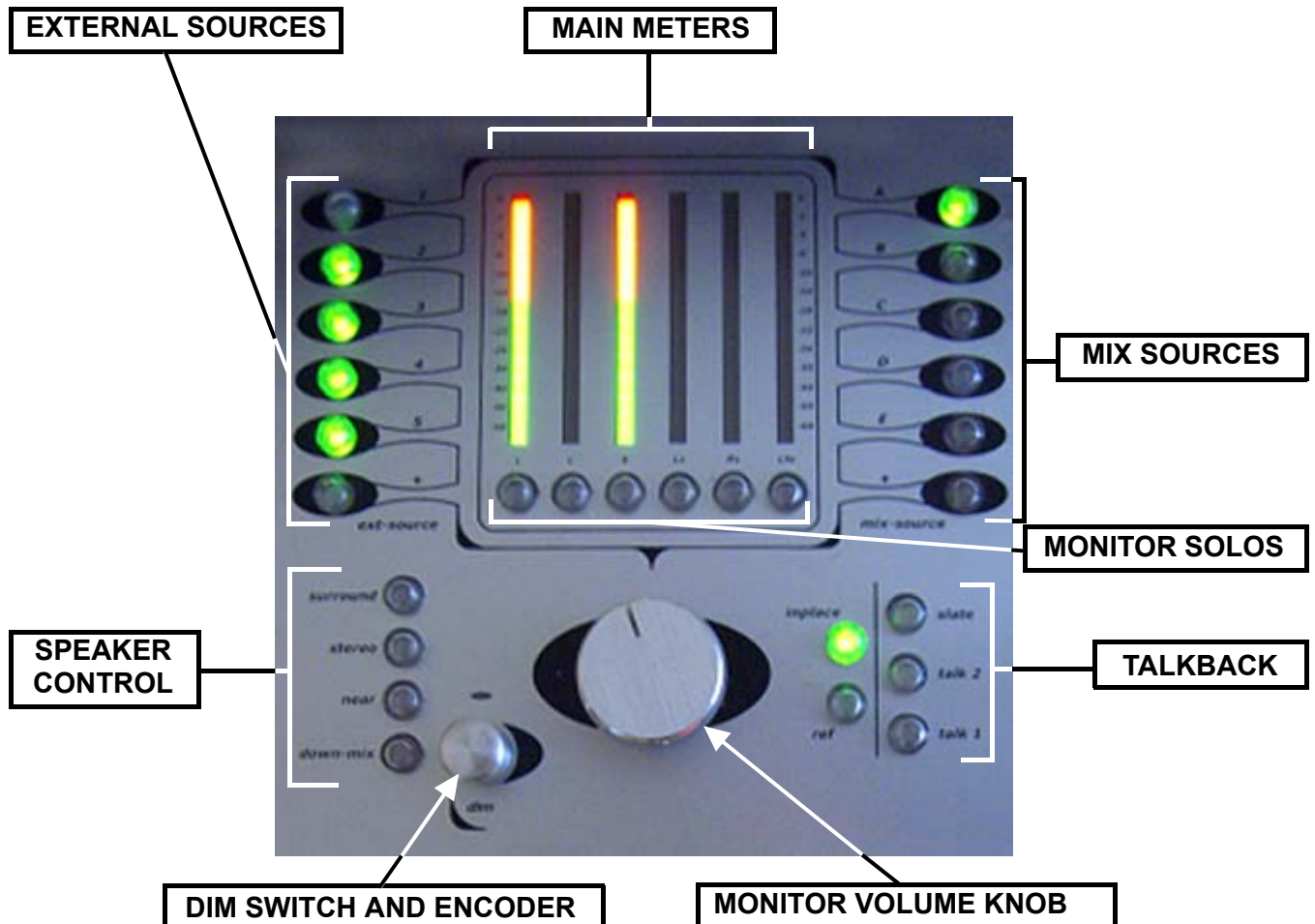
Press any Memory button 1-4 and hold it for three seconds. The TimeCode location at which the button was first pressed is now stored into that button. You can also use the 'Store' functions on the Main Locator controls to store TimeCode locations into these buttons.

How to locate to a TimeCode location stored in a Quick Locate Button

Press the button. If you were in **Play**, the transport will continue to play after relocating, if in any other mode, the transport will **Stop** after locating.

Monitoring

The Ramses MSC Console™ features controls for a sophisticated and flexible monitoring and routing system.



How to turn the volume of the monitors up or down

Turn the Monitor Volume knob.

How to select an Internal Mix Bus to the monitors and Master Meters

Press any Mix Source button. Press **mod** + Mix Source to add Sources. Toggles through Mix sources with the +

How to select an External Source to the monitors and Master Meters

Press any External Source button. Press **mod** + External Source to add External Sources. Toggles through External Source with the +

How to solo any Speaker Output

Press any Monitor solo button. Use the In Place (when lit) to have the solo in place, unlit is in centre speaker

How to Dim the speakers

Press down on the **dim** encoder/button.

How to set the Dim level

After engaging Dim, turn the **dim** encoder.

How to select a different speaker set

Press one of the **surround**, **stereo** or **near** Buttons. The three first active Speaker sets set in the Pyramix Monitor section will be the ones corresponding to the Ramses speaker sets.

How to fold-down the current Monitor set to a down-mix (mono)

Press the **down-mix** button to toggle through available down-mixes

How to switch the monitors to a predetermined reference level

Press the **ref** button.

How to set the reference level for your monitors

Hold down the **ref** Button for three seconds and then move the Volume knob to the desired level. (not sure it works ??)

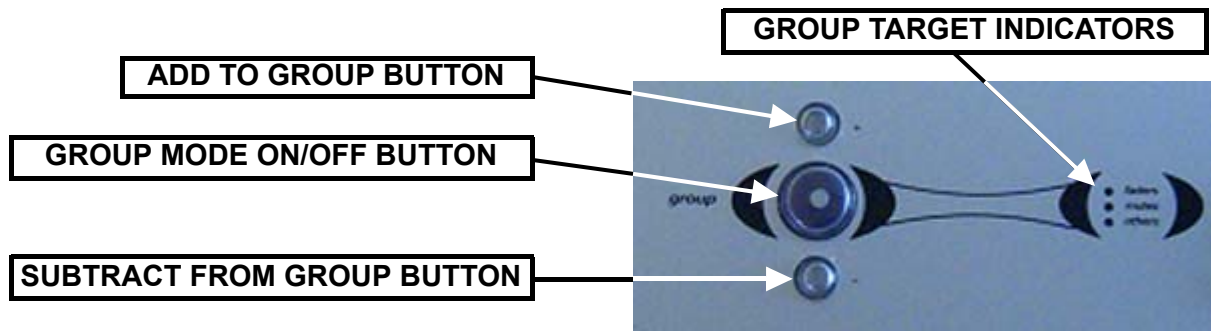
Note: Please refer to the Pyramix manual for more details about the Monitor section

Tips & tricks:

- By holding an external source (eg betacam/external source 1 with four inputs) and touching inject; it'll connect automatically the input connection of the betacam to the injected channel, ready to record. This allows you to have all needed inputs (mic inputs, machines etc) setup in the monitor section as external sources and to use an easy way to route inputs to channels.

Fader and Mute etc. Grouping

Grouping on the Ramses Console™ is simple, fast and flexible. The buttons that control the grouping functions are found on the Expert Panel. Press the **group** button to enter Group mode. Whenever you are in Group mode, one of the three Group indicators will be illuminated to indicate the group 'target'; which types of controls you are grouping - **faders**, **mutes** or **others**. Once in Group mode, to modify an existing group, you must first select the group that you wish to modify by touching any of its members. Once the group to be modified is selected you can select 'add to group' mode by pressing the '+' button, or 'subtract from group mode' by pressing the '-' button.



How to find out which channels are grouped

Press the **group** button. You are now in Group mode and the UPO indicators of all members of all groups (of the type last selected - Faders, mutes, others) are displayed. The default is faders. To exit Group mode - press the **group** button again.

To change to a different group type - touch the type of control you wish to interrogate (for example any fader), touch the SOLO-CLEAR touch point to exit grouping mode without having made any changes, and then press the Group button again.

How to make a new group

Press the **group** button (if not already in group mode) and then touch the first fader you wish to add to the group. The console, realising that since the fader was not already in a group that you wish to create a new group, will now automatically go into 'add to group mode' and the + Button will illuminate. Now simply touch any other fader you wish to add to the group. Each fader touched is immediately added to the group. When finished, press **group** to exit grouping mode.

How to update the relationship between fader levels of group members

Simply touch any one fader belonging to the group and then adjust any other fader. As long as more than one fader in the group is touched, you can adjust the fader relationships at will. You do not have to be in Group mode to do so.

How to add/remove members from a group

Press the **group** button (if not already in Group mode) at this point all members of all groups will be displayed on the TFT feedback screen. Select the group that you wish to modify by either touching any fader, belonging to that group. Now only the members of the group you have just selected will be displayed. Once you have selected the group, press either the + button to add members to the group or the - button to remove members from the group. Once in Group - or + mode, simply touch any fader to add or remove this channel from the group. You can change back and forth between + and - modes simply by pressing the - and + buttons. When complete, press the **group** button to exit Group mode.

Tips & tricks:

- By holding an external source (eg betacam/external source 1 with four inputs) and touching **inject**; it will automatically connect the input connection of the betacam to the injected channel, ready to record. This allows you to have all necessary inputs (mic inputs, machines etc) setup in the monitor section as external sources and offers an easy method of routing inputs to channels.
- Once you have entered Grouping mode and then selected the Group you wish to work on, you can at any time switch between 'Add to group' and 'subtract from group' modes simply by pressing the - and + Buttons.
- How to escape Group mode discarding any changes you have made since entering Group mode; Touch the **solo clear** indicator.
- To group two faders together (providing they are not already in a group), simply hold the two faders you wish to group - and tap the **group** Button twice. The faders are now grouped.
- To recall a group complete with all its contents (e.g. five faders) onto the control surface, press **Recall** on the **Expert Panel** then the **Group Mode ON/OFF** button and touch the fader you want the first fader of the group to appear on.

How to make a mute group

Enter grouping mode by pressing the **group** button, then tap the first mute you wish to group. The console, realising that since the mute was not already in a group that you wish to create a new group, will now automatically go into 'add to group mode' and the + Button will illuminate. The Mute Target indicator will now also light to show that you are now grouping mutes. Now touch any other mute you wish to add to the group to add that mute to the group. Each mute touched is immediately added to the group. When finished, press **group** to exit grouping mode. Next time you go into group mode, you will still have mutes selected as the grouping target. To change to a different grouping target, touch the type of control you wish to group, touch the **solo-clear** touch point to exit grouping mode, then press **group** again to re-enter the Group mode.

Templates (Console Setups)

A console setup, or SET, consists of Scribble Strip images, Groups, stored Ergonomic Spreads and stored Timecode locations.

Up to 14 different SETS can be stored and recalled at will. It is useful to associate these with projects you are working on.

The last one (number 14) will store SET into your Pyramix project (*.pmx file) so that when you move it to another location with a Ramses Console™, or you want to recall it one year later, you won't lose your fader grouping, ergonomic spreads etc.

SET information is automatically updated and stored as you use the console.

How to change to a different SET

Press the **template** button on the **Upper Active Panel**. You will now see 14 different **SET** buttons. If a SET has no information stored in it, it is dim grey. If it has information stored, it is displayed as white and the currently selected set is highlighted in light grey. To change to a different set, simply press the set you wish to change to and then exit the Template Page.

How to copy a SET from one location to another

Press the **template** button on the **Upper Active Panel**. Select the SET you wish to copy from. Press the Copy Active Screen button, it will then change and say select. Now select which SET you wish to copy the information into. Once this is done the button will ask you if you wish to make the new SET the same as the first SET selected. Hit the Active Screen button again and the command is completed.

How to initialise a SET

Press the **template** Button on the Upper Active Panel. Now touch the Active Screen DELETE button. You are now asked for which SET you wish to delete, touch any SET and then confirm by pressing the Delete Active Screen button.

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