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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.
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

**FADER DISPLAY**
This usually shows you the channel number or name and can display other information depending on the console mode such as EQ curves etc.

**SOLO TOUCHPOINT AND INDICATOR**
Touch this to solo a channel. The indicator will light to indicate the channel is in solo.

**CHANNEL TYPE INDICATORS**
- G is lit when channel is a Group VCA Master within Pyramix project. (To be implemented)
- A is lit when channel is a Aux Bus Master.
- M is lit when channel is a Mix Bus Master.
- E will be lit for future purposes
- When none is lit - channel is normal audio channel.

**CHANNEL NUMBER**

**INJECT TOUCH POINT**
Touch this point and then, whilst holding it, swap channels, aux, busses, paste EQ/dyn, track arm and many other functions.

**MUTE BUTTON**

**CHANNEL METER**

**ARMED TRACK INDICATOR**

**AUTOMATION STATE INDICATORS**

**NULL INDICATORS**

**FAADER**

**HOLD BUTTON**
Press this button to lock this channel in its slot.
It will now stay in place regardless of Ergonomic Spread recall, undo, etc… functions
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

- Automation Status
- Channel Strip Number
- Channel Strip Lock
- EQ Band Selection
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.
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 Fans**
The number of LED's lit in each “spoke” represents the degree of cut or boost applied by this band of EQ. When cutting, the spoke grows from the rim towards the centre of the EQ Fan, when boosting the spoke grows from the centre towards the rim. The exact amount of cut or boost is displayed on the Active Screen (see chart below).

**Rim Light**
A Rim Light is lit whenever this band of EQ is engaged; green indicates no cut/boost, red indicates cut and yellow indicates boost. Each spoke is lit whenever the selected frequency is the same as or higher than the frequency marked next to the spoke.

**More Indicator**
The ‘More’ Indicator is lit whenever there is more EQ applied than is displayed by the channel strip EQ controls - such as additional bands of EQ.

**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

**Shelf**
The low pass Shelving Button switches the top band of EQ to a shelving type filter. This also changes the EQ Fan display to Shelving mode.

**LPF Indicator**
The LPF Indicator is lit whenever the LPF Filter is engaged - This parameter is controlled through the Active Panel (see below).

**Out of Range**
The Out Of Range indicators are lit when the frequency selected is outside the EQ Fan’s display range.

**HPF Indicator**
The HPF Indicator is lit whenever the HPF Filter is engaged - This parameter is controlled through the Active Panel (see below).

**Master EQ**
The Master EQ Button toggles the entire EQ section in/out of the signal path.
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 "\textit{mod}" then turn the top encoder to change the "Q" factor of the EQ band.
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 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 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.

**THESE LEDS SHOW LEFT TO RIGHT POSITION**

**THESE LEDS SHOW FRONT TO BACK 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 be 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**
- Ø Phase Invert
- a/b auto input monitoring
- *insert* bypasses the physical insert on the channel (future release)
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).

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

**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.

**Note:** Snapshot automation will be available on a later version.
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.
Whenever any channel is in solo, the two red Master Solo indicators light.

**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.

**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 (e.g., 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 loose 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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