LCD Display

High-resolution color display graphically shows the details of parameter values. Displayed objects, icons and value curves support intuitive operation.

Virtual Rack

Main Screen

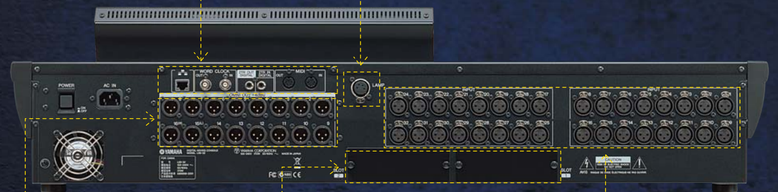
Channel EQ

USB Memory Recorder/Player

Rear Panel

1 Digital terminals
Ethernet terminal allows communication with a PC using the control software freely downloadable from the Yamaha website. Word clock in/out via BNC connector with 75-ohm input termination. SPDIF digital two track audio input and output. MIDI input and output.

3 Lamp connector (LS9-32)
This four-pin female XLR output jack supplies power to a separately sold gooseneck lamp (such as the Yamaha LA5000).



LS9-32

2 OMNI Output
These XLR-3-32 male jacks are used mainly for the Stereo L/R, Mono, Mix, and Matrix output. Each output has independent delay and phase capability for the compensation of speaker alignment. The maximum output level is +24dB by default, and changeable to +18dB.

4 Mini-YGDAI slot
These slots allow Yamaha optional mini-YGDAI I/O cards to be inserted for expanding the number of input and output in analog or digital format as required. When using this card for bus-cascade, the two consoles work as one with double inputs. (LS9-32 has 2slots, LS9-16 has a 1slot.)

5 Analog Input
These are balanced XLR-3-31 female jacks for the analog audio input signal from the microphone level to line level. Head amplifier gain can be stored as scene data.

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LPA525
P10019044
Printed in Japan

PRINTED WITH SOY INK
This document is printed on chlorine-free (ECF) paper with soy ink.

YAMAHA

DIGITAL MIXING CONSOLE

LS9

Quick Reference

OVERVIEW

A Main Operation Panel

This is the main area for editing major parameters on the console.
The color LCD graphically shows the details of parameters. There are buttons for changing the displayed menus, and for selecting output buses to edit. There are also knobs and buttons for editing parameter values. Some major parameters can be accessed instantly. There is a USB port for USB memory on the right hand side of this panel.

B Channel Module

This is the basic area for the channel control.
There are precision 100mm motor faders. The layer structure allows the fader function to be changed based on the selected layer. There are 4 layers. The first two layers are for controlling the input channel. The third layer is for controlling the master level of the MIX/Matrix output. The fourth layer is for customizable faders. Each fader has six-segment LED meter, [ON], [CUE], and [SEL] buttons.

C Master and User Defined Keys

The main master level fader and user defined keys are located in this area. 100mm motor fader is available for the Stereo L/R output master control. There are 12 User Defined Keys. These keys execute assigned functions such as changing a scene, switching talkback, switching the oscillator, etc.

LS9-32	Net Weight	Dimensions (W x H x D mm)
	19.4kg	884 x 220 x 500

LS9-16	Net Weight	Dimensions (W x H x D mm)
	12kg	480 x 220 x 500

A Main Operation Panel

1 DISPLAY ACCESS Section

The keys change the main menu of the LCD.
[SCENE MEMORY] Store/recall scenes, set fade time, edit library, etc.
[MONITOR] Set monitor source, monitor mode, talkback oscillator, etc.
[SETUP] Set user level, User Defined Keys, console lock, word clock, MIDI, etc.
[CANNEL JOB] Copy/move channel, etc.
[RECORDER] Control 2 track USB memory Recorder/Player
[METER] Display input/output meter, set meter insertion point, etc.
[RACK1-4] Set Virtual Rack for effects and graphic EQs

2 LAYER Section

There are 4 layers for changing the fader function.
The first layer is for controlling input channels 1 ~ 32 (1 ~16)*. The second layer is for controlling input channels 33 ~ 64 (17 ~ 32)*. The third layer is for controlling the master level of the MIX/Matrix output. The fourth layer is for customizable faders allowing any frequently-used fader to be assigned to this page.
*= LS9-16

3 MIX/MATRIX SELECTS Section

These buttons are for selecting the controlled MIX/MATRIX bus for applying the setup on that bus. The send level from the input to this selected output bus can be controlled by the SELECTED SEND encoder of the SELECTED CHANNEL area. Double-pressing this selected button changes the fader to control the send level from the input to that selected output bus.

4 LCD Section

The color LCD shows all parameters on the console. The main menu is changed by selecting the DISPLAY ACCESS section. The brightness of the display can be set using the SETUP menu.

5 STEREO METER and CUE Section

The precision L/R stereo meter consists of 32 segment LEDs. The CUE LED lights when a channel's cue is active. Any cue can be canceled immediately by pressing the CLEAR button.

6 SELECTED CHANNEL Section

Major parameters of each channel can be operated in this area, such as Gain, Pan, Threshold level of Dynamics, EQ, and Send Level. Channels can be edited by pressing the SEL key attributed to each fader. The HOME key is useful for returning to the normal menu from any menu.

7 DATA ENTRY Section

There are cursor buttons, data increment/decrement buttons, and a wheel for entering parameter values and controlling scene store/recall in this section.

8 USB port Section

USB memory can be connected for USB Memory Recorder/Player and data save/load. This memory also works as a USB key for restricting user and operation levels.

B Channel Module

1 SEL button

When this button is pressed, the parameters belonging to this channel are ready to be edited by recalling to the SELECTED CHANNEL section. This button can be used for creating a Mute Group. Some of the parameters including the phase, EQ and fader position can be reset to the default value by using the SEL button and User Defined Key.

2 CUE button

This button activates cue monitor of respective channel. CUE buttons light alternately or multiply through the channels based on the cue mode.

3 Meter

Input level meter consists of six-segment LEDs. The meter insertion point can be selected as pre/post EQ, post fader, etc.

4 Fader

The level is controlled by a durable 100mm motor fader. When Sends on Fader mode is selected, the fader position corresponds to the send level from each input to the selected output. When Mix/Matrix is selected the fader position shows the output master level. When a scene is recalled the fader moves instantly to the target position or moves with the applied fade time.

5 STEREO INPUT

There are four stereo inputs, and the input level can be controlled using the encoder knobs. The SEL key belonging to the stereo function alternately switches between L and R.

C Master and User Defined Keys

1 Master

STEREO L/R level is controlled via precision 100 mm motor fader.

2 USER DEFINED KEYS

These buttons activate assigned functions such as recall a specific scene, access a specific menu (bookmark), activate Mute Group or oscillator, set delay time by tapping, etc. Channel information can be reset to the default values as needed by pressing the SEL button of that channel.