GLOBAL MASTER MODULE OVERVIEW

A. Master Touch Button and LED
   Turns Master Touch on and off and indicates Master Touch status.

B. Mute RECORD LED
   This LED is used as a global mute Touch Record and Lock Record indicator and a global
   RSI indicator.

C. Mute RECORD Button
   This button is used to globally mute Touch Record or Lock Record modes. When RSI is
   enabled, this button (used in conjunction with SELECT) is also used to globally toggle
   through mute RSI.

D. SOLO Button and LED
   When used with the Global Master SHIFT, this button will enable and disable Solo. Solo
   also selects between momentary and latching button operation, as well as serving
   as a global Solo cancel.

E. SELECT Button and LED
   This button is used in conjunction with the mute or fader
   RECORD buttons for global RSI assignment and interrogation
   and for selection and interrogation of Groups and Links.

F. Fader RECORD LED
   This LED is used as a global fader Touch Record and Lock
   Record indicator as well as a global fader RSI indicator.

G. Fader RECORD Button
   This button is used to globally toggle between fader Touch
   Record or Lock Record modes. When RSI is enabled, this
   button (used in conjunction with SELECT) is also used to
   globally toggle between fader RSI.

H. MATCH LEDs
   Inactive

I. AUTOMATIC MATCH LED
   This LED is used as a global Match and Auto Match indicator.

J. MATCH Button
   When pressed, a Match is performed on a global level. When
   used in conjunction with the fader RECORD button, Auto Match will be activated for all faders.

RSI = (Ready • Safe • Isolate)
LED = flashing on solid off
To set RSI state: 1. press RSI button (Global Master)
2. press & hold SELECT button
3. press RECORD button until desired RSI state (see LED)
4. press RSI again to disable the RSI assign mode.

TOUCH Record = upon fader release, will resume playing the moves in the underlying pass with
the (±) level offset until end of mix.

LOCK Record = upon fader release, will continue to record at the level where you released it
until the playback is stopped (or RUN = off), or end of mix. If stopped (or RUN = off), a (±)
level offset will be kept on the underlying pass until the end of the mix.

AUTO/MATCH = the automation begins playing back pass until you touch the fader and any
new positions/moves will be recorded over that pass. Upon release, the fader will return back
(glide) to Automatically Match the underlying pass level in progress. (Set “glide times” under
“options” menu – or click on “Glide Times” on the main Flying Fader screen).

GROUP
1. press GROUP (on Global Master)
2. press SELECT on channel to be the
   the Group Master.
3. press SELECT on each channel you
   want to add to the group.
4. press SELECT button on the Group
   Master again to complete process.

LINK
1. press LINK (on the
   Global Master)
2. press SELECT on any
   channel you want in
   the Link.
   (the LED will flash)
3. press SELECT on each
   channel you want to
   add.
4. press SELECT on the
   channel that has a
   flashing LED (as in #2)

1. Set RSI mode to Ready
   (i.e. RECORD LED flashing)
2. press RECORD button until...
   - for TOUCH (both RECORD and AUTO
     MATCH LED are off)
   - for LOCK (RECORD LED is on, AUTO
     MATCH LED is off)
   - for AUTO/MATCH simultaneously
     press the RECORD and MATCH buttons.