



Whats New in Pro Tools | S6

Version 2.1

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Product features, specifications, system requirements, and availability are subject to change without notice.

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Chapter 1: Introduction

This document describes the new and changed features in S6 Software version 2.1 for Pro Tools® | S6 systems.



*For a complete description of features, see **New and Changed Features in S6 Software v2.1**.*

System Requirements and Compatibility

S6 Software version 2.1 requires the following:

- S6 v2.1 software license
- Pro Tools 12.3 or higher
- or –
- Other EUCON™-enabled applications.(check with the manufacturer for compatibility information and requirements).

For a list of supported applications, system requirements, and other compatibility information, visit:

<http://www.avid.com/products/Avid-S6/tech-specs>

DAW Compatibility

At the time of this writing, S6 Software v2.1 is compatible with the following (or higher versions):

- Avid Pro Tools 12.3
- Steinberg Nuendo 7
- Steinberg Cubase 8
- Apple Logic 10
- Merging Pyramix 8.x Native only
- Merging Pyramix 9.x
- Avid Studio Monitor Pro
- Avid XMON S6
- DAD/NTP Technology PRO | MON monitor control

WSControl Application Compatibility

- The WSControl application is compatible with Mac OS X 10.8.5 or higher (including OS X 10.11/El Capitan), and Windows 7 or higher (including Windows 10). Check compatibility for individual EUCON-compatible workstation software.

Compatibility Information for S6 WSControl v2.x and EuControl Co-Installation (EUCON-3745)

S6 software v2.0 added the ability to automatically save and load S6 layouts to/from sessions running on a designated workstation. If you use both S6 and S3/Artist series controllers on the same workstation, be sure to update EuControl software to v3.3.0 or higher before using S6 v2.1 or higher to prevent S6 layouts from being overwritten by any associated with S3/Artist controllers. To get the latest version of EuControl software, visit: www.avid.com/artistsupport

Product Activation and Registration, and Software License Activation

As soon as you have assembled your S6 system and confirmed a successful hardware installation, activate your S6 system software on-line. Use the alphanumeric code on the included *S6 System Software Activation Card* to activate and download all S6 system software and documentation.

If you are upgrading a system, check your Avid account for the latest S6 system software.



Be sure to activate your purchase using the Activation Card included with the Master Module so you can receive software updates and your software License Activation ID directly in your Avid account. Check your Avid account for system software updates, Workstation software, and monitor control software (XMON EUCON software, and Studio Monitor Pro).

Registering

By registering, you become eligible to receive the following:

- Technical support information
- Software update and upgrade notices
- Hardware warranty information

Software License Activation Information

After installing the S6 MasterModule software v2.1, you will be prompted to activate your software license. Follow the instructions on-screen to activate your S6 Software v2.1 software license (instructions can also be found in [Updating S6 System and Workstation Software](#)). After activating your software license, follow the on-screen instructions to update module firmware.

About This Guide

This guide explains how to assemble your Avid S6 system.

Conventions Used in This Guide

All of our guides use the following conventions to indicate menu choices and key commands:

Convention	Action
File > Save	Choose Save from the File menu
Control+N	Hold down the Control key and press the N key
Control-click	Hold down the Control key and click the mouse button
Right-click	Click with the right mouse button

The names of **Commands**, **Options**, and **Settings** that appear on-screen are in a different font.

The names of switches and keys on the control surface are shown in bold (such as **Select**). In addition, the **Shift** switch on the Master, Fader, or Joystick Module is always shown in bold to distinguish it from the Shift switch on the computer keyboard.

The following symbols are used to highlight important information:



User Tips are helpful hints for getting the most from your system.



Important Notices include information that could affect your data or the performance of your system.



Shortcuts show you useful keyboard or mouse shortcuts.



Cross References point to related sections in this guide and other Avid guides.

How to Use this PDF Guide

These are some useful features of this PDF:

- The Bookmarks on the left serve as a continuously visible table of contents. Click on a subject heading to jump to that page.
 - Click a + symbol to expand that heading to show subheadings. Click the – symbol to collapse a subheading.
- The Table of Contents provides active links to their pages. Select the hand cursor, allow it to hover over the heading until it turns into a finger. Then click to locate to that subject and page.
- All cross references in **blue** are active links. Click to follow the reference.
- Select Find from the Edit menu to search for a subject.

Resources

The Avid website (www.avid.com) is your best online source for information to help you get the most out of your Avid system. The following are just a few of the services and features available.

Account Activation, Product Registration, and License Activation

Activate your product to access downloads in your Avid account (or quickly create an account if you don't have one). Register your purchase online, download software, updates, documentation, and other resources. Activate your software license

<https://www.avid.com/account>

Support and Downloads

Contact Avid Customer Success (technical support); download software updates and the latest online manuals; browse the Compatibility documents for system requirements; search the online Knowledge Base or join the worldwide Avid user community on the User Conference.

<https://www.avid.com/Support/index.html>

For S6 support, trouble-shooting, and downloads, visit:

<http://avid.force.com/pkb/articles/faq/Avid-S6-Support>

Training and Education

Study on your own using courses available online or find out how you can learn in a classroom setting at an Avid-certified training center. For example, check out the series of Get Started Fast with S6, available from the main S6 product page:

<http://www.avid.com/products/avid-S6>

Products and Developers

Learn about Avid products; download demo software or learn about our Development Partners and their plug-ins, applications, and hardware.

<https://www.avid.com/Products/index.html>

News and Events

Get the latest news from Avid or sign up for an S6 demo.

Chapter 2: New and Changed Features in S6 Software v2.1

S6 Software v2.1 includes the following new and changed features:

- **Master Joystick Module**
- **New and Changed Preference Settings**
- **Ethernet KVM and Redesigned KVM Settings**
- **Bank and Nudge Switch LEDs**
- **Monitoring Additions and Improvements**
- **VCA Spill Improvements**
- **Spill Tracks by Type**
- **VCA Spill Improvements**
- **Flip Mode Enhancements**
- **Selecting Insert Slots for Expand Zone and Home Screen Function Views**
- **Mic Pre Input Parameter Layout Improvements**
- **Improved Knob Response for EQ and Other Parameters**
- **Inserts Shown in Distinct Colors on Master Module**
- **Soft Keys Additions and Enhancements**
- **Link and Inverse Pan Control**
- **New Surface Arrangement and Network Options**



*S6 v2.1 requires a new software license. For instructions on how to activate your v2.1 license, see **Updating S6 System and Workstation Software**.*



Be sure to check the S6 Software v2.1 ReadMe for additional information.

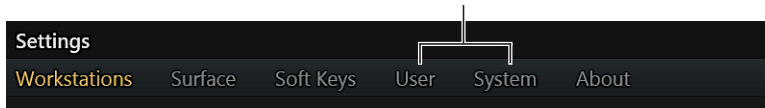
New and Changed Preference Settings

Additions and changes to Preference settings include the following:

- [User and System Preferences](#)
- [New and Changed Preference Settings](#)
- [Saving and Loading User Preferences](#)
- [Ethernet KVM and Redesigned KVM Settings](#)

User and System Preferences

The Settings screen has been reorganized and now provides two separate tabs for Preferences (User and System).



Settings tabs

User Preferences Banking, Strips, Layouts, Knobs, Soft Keys, Workstation (General), Solo, and Display Module settings. User Preferences also store custom speaker output and monitor names (see [Monitoring Additions and Improvements](#)).

- Some settings previously located in Tracks Local Options have been moved (see [Tracks Settings Now in User Preference Settings](#)).
- User Preference settings can now be stored and loaded (see [Saving and Loading User Preferences](#)).

System Preferences AutoLoad User Preferences, Brightness, GPIO, Language, and Workstation KVM (enable) settings.

New and Changed Preference Settings

S6 v2.1 includes new System Preferences to enable KVM switching and to enable automatic loading of User settings, as well as a new User Preference for the Master Joystick Module. Several settings previously available in the Track Local Options page are now provided in the Strips section of User Preferences.

KVM Enable

This new setting is located in the Workstation KVM section of the **Settings > System** tab.

- When enabled, a dedicated KVM tab appears across the top of the Settings screen, providing controls for serial and Ethernet KVM switches. For more information, see [Ethernet KVM and Redesigned KVM Settings](#).

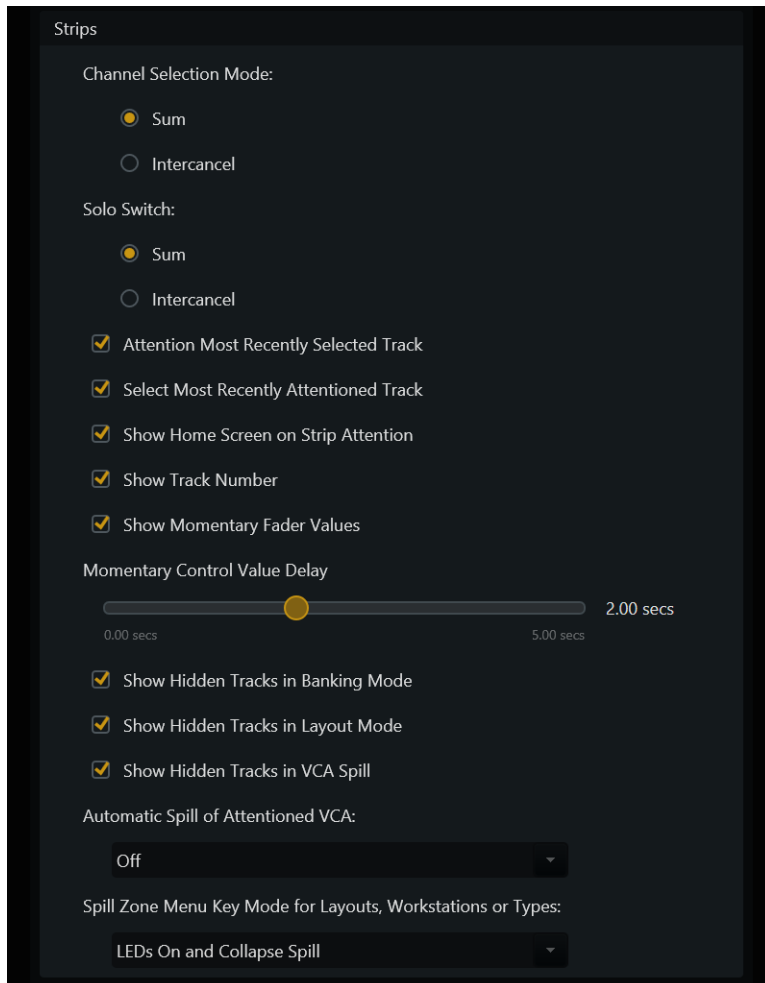
Remember Joystick Knobs by Track

This new setting is located in the Knobs section of the **Settings > User** tab.

- When enabled, the assignment of pan parameters to Master Joystick Module knobs is maintained for each track when attentioned.
- When not enabled, attentioning a new track to either joystick inherits the knob assignments of the previously attentioned track.

Tracks Settings Now in User Preference Settings

In earlier versions of S6 software, the Channel Selection Mode, Solo Switch and Automatic Spill of Attentioned VCAs settings were provided in the Tracks > Local Options screen. These settings are now provided in the Strips section of the Settings > User screen. This consolidates the location of these strip-related settings, and lets them be saved and loaded along with other User Preference settings.



Strips section in Settings > User

Knob Sensitivity

The labels on Knob Sensitivity and Pan Sensitivity controls now range from Fine to Coarse (replacing the previous range of Minimum to Maximum).



Knobs Sensitivity control in Settings > User

New Tracks Local Option

A new Tracks Local Option setting, Auto Select Joystick Strips when Storing Layouts, determines the initial state of the joystick blocks when storing Layouts. For more information, see [Joysticks and Layouts](#).

Home Screen Local Options

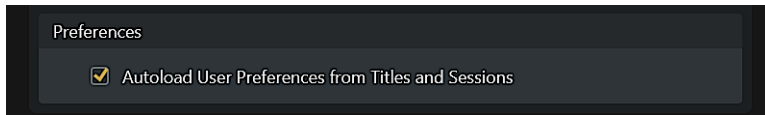
The selectors for primary and backup Expand and Function views now let you specify insert slots. For more information, see [Selecting Insert Slots for Expand Zone and Home Screen Function Views](#).

Saving and Loading User Preferences

User Preferences are automatically stored along with Layouts to Title files on the Master Module, and to session files on any designated workstation. User Preferences can also be saved and loaded separately using the Save and Load commands in the User Preferences screen. System settings persist and are not stored with, or affected by recall of, User settings.

To enable loading of User Preferences:

- 1 Navigate the touchscreen to the **Settings** screen, tap **User**, and configure the available settings as desired.
- 2 Tap the **System** tab at the top of the screen.
- 3 In the Preferences section at the top of the screen, tap to enable **Autoload User Preferences from Titles and Sessions**.




Settings > System, Autoload User Preferences enabled

To load User Preferences from a Title file:

- 1 Enable the System Preference setting **Autoload User Preferences from Titles and Sessions**.
- 2 On the Master Module, press **Tracks**.
- 3 Touch **Load**, select the desired Title and touch **Open**.

To configure automatic loading of User Preferences:

- 1 Enable the System Preference setting **Autoload User Preferences from Titles and Sessions**.
- 2 Designate a workstation application for automatic store/recall of Layouts by doing the following:
 - On the Master Module press **WS**, then make sure the desired Workstation is selected in the Master Module Soft Keys. If necessary, press its Soft Key to focus it.
 - Press the Soft Key corresponding to the desired application (a blue star appears next to the designated application).

 *For complete instructions on designating workstations from the Soft Keys or from the Workstation screen, see the S6 Guide.*

To save or load User Preferences manually:

- 1 Navigate to **Settings > User**.
- 2 Do either of the following:
 - To save the current User Preference settings, touch **Save** and then name and save the file.
 - To load a saved User Preferences file, touch **Load**, select the desired file, and touch **Open**.

Location of Titles

By default, S6 Titles files are stored in the following default location:

C:\ProgramData\Avid\S6\Titles

If the ProgramData folder is hidden, do the following to show it:

- 1 Navigate the touchscreen to the **Settings > About** page and press **Logout**.
- 2 Select **Administrator**. When prompted enter the following default password: **password**
- 3 Click the **File Explorer** tile.
- 4 In Explorer, tap **View**, then tap **Options**.
- 5 In the Folder Options dialog, tap to select the **View** tab, then tap to enable **Show Hidden folders, files, and drives**.

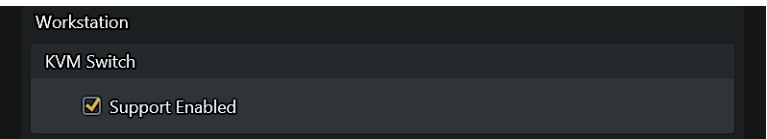
Ethernet KVM and Redesigned KVM Settings

S6 now supports Ethernet KVM switches in addition to serial switches. Settings are enabled and accessed in the System preferences tab.

Enabling KVM

To configure KVM:

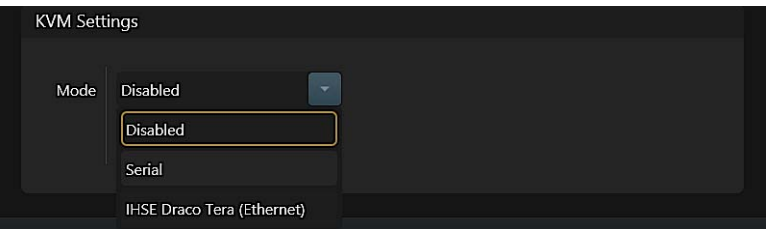
- 1 Navigate the touchscreen to **Settings > System**.
- 2 Scroll to the Workstation section and under KVM Switch tap **Support Enabled** to enable it (a check mark appears).



KVM Switch enabled

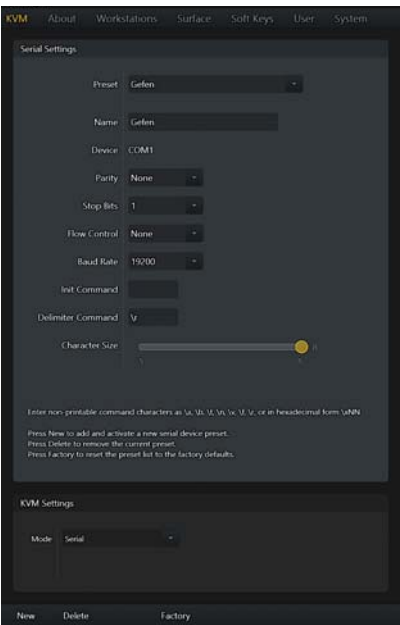
When KVM support is enabled, an additional tab (KVM) appears across the top of the touchscreen.

- 3 Tap the KVM tab at the top of the Settings screen to display the KVM Settings page.
- 4 Select your KVM switch type (Serial, or IHSE (Ethernet)) from the KVM Settings > Mode selector at the bottom of the page. S6 supports serial KVM switches from Geffen, and Guntermann and Drunck, and Ethernet controlled switches from IHSE.



KVM mode selector

- 5 The upper part of the page displays settings for the chosen type of switch.




KVM settings for Serial (left) and IHSE (right)

Serial KVM

To configure a serial KVM switch:

- Enter the serial settings specific to your device. Refer to the documentation from the manufacturer (the default settings will work for most models).

Ethernet KVM

 Either the S6 Ethernet network or a second Network can be used for connecting to the KVM. For more information, see [Support for Multiple, Selectable Network Connections](#).

To configure an Ethernet KVM switch:

- 1 Tap the IP field and type the IP address using the on-screen keyboard.

 To determine the switch IP address, refer to the documentation from the manufacturer.

Once a valid IP address has been entered and S6 is able to connect to the Ethernet controlled KVM switch, the Inputs and Outputs lists populate with available devices.

- 2 Drag a source from the Workstation Inputs list and drop it on the desired slot (workstation) in the KVM Assignments list.
- 3 Drag one or more destinations from the Terminal Outputs list to the same KVM Assignment slot.

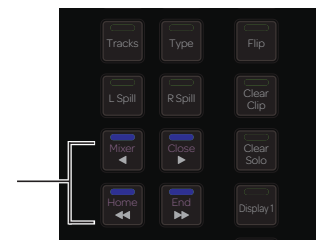
To update the lists of available sources and destinations:

- Tap the Sync button.

Bank and Nudge Switch LEDs

The Bank and Nudge switch LEDs now light in different colors that correspond to the element focused for banking or nudging.

For example, when the system is in standard Banking mode, one or more of the Bank and/or Nudge switches light blue to indicate that pressing them will bank or nudge tracks.



Bank and Nudge switches

Whenever an element is spilled into a Spill Zone, pressing the corresponding **L Spill** or **R Spill** switch so that it lights white enables that zone for banking and nudging. In this state, the Bank/Nudge switches light in the same color as the spilled element.

Color indication of Bank and Nudge switch LEDs

L Spill / R Spill LEDs	Bank/Nudge LEDs	Indicates
Off	Light Blue	Banking mode
White	Dark Green	VCA spilled to zone
	Dark Blue	Layout spilled to zone
	Light Blue	Track Type or Workstation spilled to zone

Monitoring Additions and Improvements

You can now see monitor Mute status on the Master Module, and rename speaker outputs and monitor labels.

Monitor Mute Indication

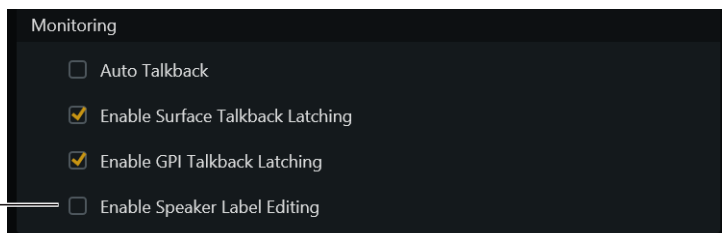
The Monitoring and Studio/Talk knobs on the Master Module, as well as the Master Module knobs when viewing the Monitoring screen, now light red when their corresponding signal is muted.

Custom Names for Speaker Outputs and Monitor Labels

You can enter custom names for some or all speaker outputs and monitor labels directly from the Touchscreen. Names and labels are stored with User Preferences. (See [Saving and Loading User Preferences](#)). Custom naming is enabled (or disabled) from the Monitoring Local Options screen.

To enable speaker and monitor naming:

- 1 Make sure S6 is focused on (or locked to) XMON EUCON or SMP 2.
- 2 Navigate the Touchscreen to the Monitoring screen (from the Home screen, press Monitoring).
- 3 Tap the Local Options (gear) icon.

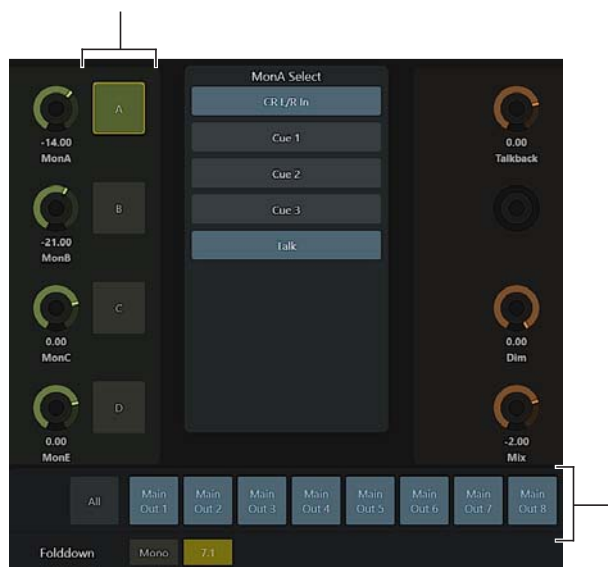


Enable Speaker Label Editing setting in Monitoring Local Options

- 4 Click to enable the option Enable Speaker Label Editing.
- 5 Tap the Local Options (gear) icon again to hide the Monitoring Local Options settings.

To enter custom speaker names or monitor labels:

- 1 In the Monitoring screen, double-tap a monitor label (A–D) next to the knobs, or a speaker tile along the bottom of the screen. The tapped tile becomes highlighted, and the on-screen keyboard appears.



Monitor labels and Speaker names in the Monitoring screen.

- 2 Enter a name, then tap Enter to hide the keyboard.
- 3 Repeat to enter custom names for other speakers and monitors.
- 4 To prevent items from being renamed unintentionally (such as when selecting speakers to mute), open the Monitoring Local Options screen and disable the option to **Enable Speaker Label Editing**. Custom names persist.

To reset names to their default names:

- 1 In the Monitoring screen, double-tap a speaker tile along the bottom of the screen.
- 2 Delete the name for the speaker, then tap Enter to hide the keyboard.
The speaker is renamed to its default name as provided by the monitoring application (such as XMON).
- 3 Repeat to clear custom names for other speakers.

Layout Mode Improvements

S6 v2.1 provides new ways to exit Layout mode and return to Banking mode.

To exit Layout Mode after recalling a Layout from the Soft Keys:

- Press the Soft Key for the currently recalled Layout.

The Soft Key switch LED for the currently recalled Layout will be lit or unlit depending on the User Preference setting **Soft Key LEDs Enabled** (Settings > User, Soft Keys). In addition, the User Preference setting **Auto Close Surface Recall Soft Keys** determines whether or not the Soft Keys return to their previous view after recalling a Layout.

To exit Layout Mode by spilling a Track Type:

- On the Master Module, press **Type** and then select a Track Type (such as All, Audio, or MIDI) by pressing the corresponding Soft Key.

The surface switches to Banking mode with the selected Track Type on the strips.

Spill Tracks by Type

You can now spill tracks by type (such as All, Audio, Aux, and Master) across as many strips as needed.

To spill tracks by type across the surface:

- 1 On the Master Module, make sure neither spill switch is enabled (**L Spill** or **R Spill**).
- 2 Press **Type**, then press a Master Module Soft Key to spill all tracks of the corresponding type across as many strips as required.
- 3 To exit, recall a Layout or Workstation, or repeat the previous steps and press the Soft Key for All.



Pressing any Type key while in Layout mode enables Banking Mode, exiting Layout mode.

VCA Spill Improvements

When working with VCAs that include other VCAs as members, you can now use the **Menu** switch to unspill one level at a time, or to completely unspill and exit VCA spill.

To unspill an individual VCA:

- Press a **Menu** switch once.

To unspill all:

- Press and hold a **Menu** switch for longer than one second.

Flip Mode Enhancements

Automation Mode indicator LEDs now follow parameters when in Flip mode.

Selecting Insert Slots for Expand Zone and Home Screen Function Views

You can now specify individual inserts slots (1–10) as default Function views for Attention Track Knob Modules (Expand Zones) and the Home screen.

Navigate to the Home screen and tap the Local Options (gear) icon. Tap the selectors for 1st and 2nd Expand Knob Function and Backup Function (for Expand Zones), or for Function and Backup Function (for the Home screen) and choose an Insert (1–10) slot to make it the default view.

Mic Pre Input Parameter Layout Improvements

Input function parameters for remote controlled mic preamp inputs have been rearranged for a more intuitive layout, and now appear as shown in the following table.

Knob	Parameter
1	Input Assign
2	Gain
3	Phantom
4	Phase
5	HPF
6	Pad
7	Source
8	Impedance

Improved Knob Response for EQ and Other Parameters

The resolution of knobs for some functions (such as EQ frequency) has been increased, letting S6 get to all available values. Hold down **Cmd/Alt** (Mac) or **Ctrl** (Windows) while turning a knob to adjust with maximum (fine) resolution. Note that if the Knob Sensitivity control in the Knobs section of the Settings > User screen is all the way to the left (Fine), these modifier keys have no effect.

Inserts Shown in Distinct Colors on Master Module

When more than one plug-in of the same type or category is inserted on a single track, the Master Module knobs light in slightly different colors to differentiate plug-in controls. For example, multiple EQ plug-ins are shown in different shades of magenta.

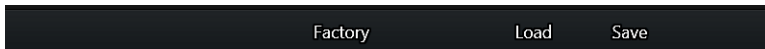
Soft Keys Additions and Enhancements

S6 v2.1 provides the following new and changed Soft Keys features:

- **Save and Load Soft Key Appsets**
- **New Soft Keys for Pro Tools**
- **Navigate Soft Key Banks from the Numeric Keypad**
- **Soft Keys for Pyramix**

Save and Load Soft Key Appsets

The Soft Keys screen (Settings > Soft Keys) now provides Save and Load buttons to store and load Appset files. Use Save to save custom Soft Key assignments for archiving and transfer. Use Load to recall saved Appsets for a specific project or when you move to a different system. You can also load Appsets from earlier versions of the current DAW.



Factory, Load, and Save commands in Settings > Soft Keys

Location of Custom Appsets

S6 Appset files are stored in the following default location:

C:\ProgramData\Avid\S6\Appsets

If the ProgramData folder is hidden, do the following to show it:

- 1 Navigate the touchscreen to the Settings > About page and press Logout.
- 2 Select Administrator. When prompted enter the following default password: password
- 3 Click the File Explorer tile.
- 4 In Explorer, tap View, then tap Options.
- 5 In the Folder Options dialog, tap to select the View tab, then tap to enable Show Hidden folders, files, and drives.

New Soft Keys for Pro Tools

Pro Tools commands for Track Commit, as well as various Solo functions, are now EUCONized and available in the Soft Keys.

The default Appset for the current version of Pro Tools has been updated with the following new and improved assignments. To access new default Soft Key assignments, press **Factory** at the bottom of the Soft Key Editor page.



If you have customized your Soft Keys, use the Save and Load feature in the Soft Key editor to ensure your custom Appset is saved. Then restore the Factory appset to see the new assignments for Pro Tools. To restore your custom appset, use the Load command.

Show / Hide These new commands, accessed from the Master Module Left Soft Keys bank, let you easily show or hide any track type for tracks in standard banking mode in Pro Tools. This includes Inactive Tracks, All Tracks and Selected Tracks. When the new Show / Hide page jump key is pressed, the Soft Keys populate both Master Module Soft Key banks.

Automation Preferences The Master Module Automation Left Auto4 page now has a page jump key Auto Prefs that navigates to a dedicated page of Automation Preferences such as Allow Latch Prime in Stop, and No Write to Automation Warnings.

Solo Setup, MIDI Setup and Video Setup The Master Module Right bank now includes the following in the Tools and Setup Menus (from the default Session 1 page, press the Soft Key for Setup):

- Solo Setup includes Solo Mode (SIP, AFL, or PFL) and Solo switch logic (Latch, X-OR, or Momentary).
- MIDI Setup includes commands such as MIDI Studio Setup, Track Offsets, MIDI Thru, and All Notes Off.
- Video Setup includes functions such as Video Track Online, Next Video Track Online, Video Out PCIe and Window controls over Video Window and Video Universe Window.

Import & Export The Master Module Right > Session2 page now features a page jump key Import & Export that navigates to a page with import and export functions such as Export AAF / OMF, Import MIDI, Export Session Info as Text, and others.

Edit Window Preferences Automation Right under Workflow now features all of the important Edit Window preference toggles such as Link Track and Edit Selection, Automation Follows Edit, and Insertion Follows Playback, as well as Commit Track (Pro Tools only).

Pan Window Master Module Right > Session1 now includes the command Pan Window that opens/closes the Pro Tools Output window for the currently selected track.

Zoom and Track Size Automation Right > Tools provides a page jump to a dedicated page with Zoom and Track Size functions such as Fit all in window, Zoom to Selection, Zoom to Session, Waveform heights, and Waveform Reset.

Navigate Soft Key Banks from the Numeric Keypad

While holding **Shift** on a Fader Module, you can press the numeric keys on the Numeric Keypad to navigate Soft Key banks on the Master and/or Automation Module to different pages, as described in the following table.

Fader Module Shift + Numeric Assignments for the Numeric Keypad


Numeric Keypad Switch (Hold Fader Module Shift while Pressing)	Function	Description
0	Default	The default Soft Key pages are shown in all banks
1	Automation	All four banks of Soft Keys display Automation pages
2	Automation Alt 1	Automation pages 1 and 2 appear on the Automation Module Soft Key banks (useful when Layouts are shown in both the left and right Soft Key banks)
3	Automation Alt 2	Automation page 1 appears on the right Master Module Soft Key bank (useful when Layouts are shown on only the left bank)
4	Management	Session management pages appear on all banks
5	Satellites & Machines	All four banks display pages for Satellites, Machine Control, Solo (SIP/AFL/PFL, and switch behavior), and more
6	Configuration	Editor Interface, Tools and Setup, Session Management 1, and Counters & Scrolling pages appear on the four banks
7	Editing	Pages and commands to edit Clips, Selections, and Tracks
8	MIDI	MIDI composition, creation, and editing commands
9	Recording	Commands for recording, tracking, and Playlists

Soft Keys for Pyramix

A set of default Soft Keys for Merging Technologies' Pyramix is now installed along with other appsets for S6.

Link and Inverse Pan Control

You can now control Pro Tools stereo pan Link and Inverse Link from S6 channel strips, and from the Master Module.

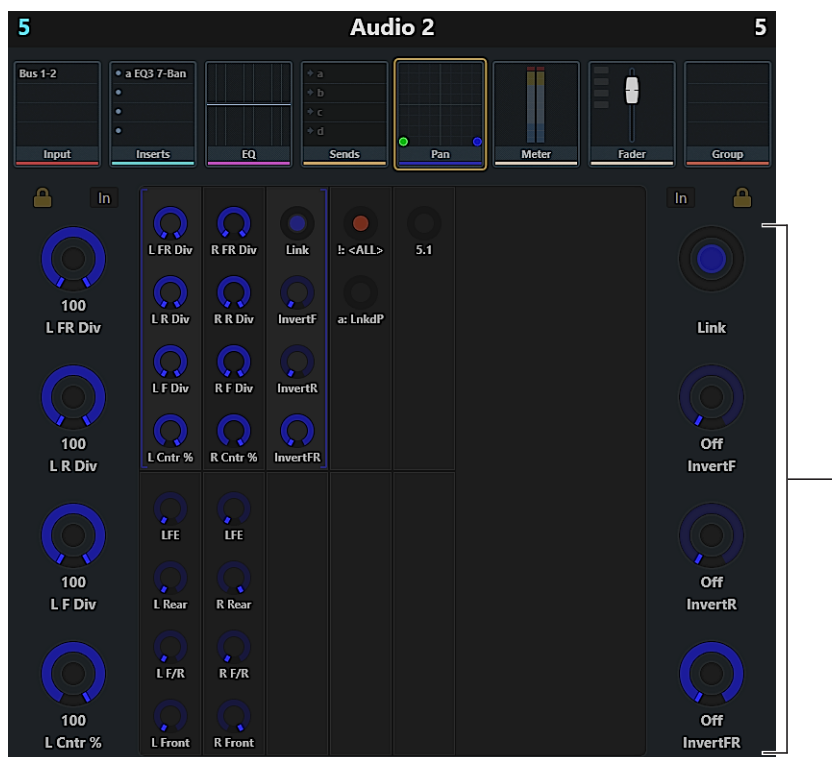
 These controls are also available on the Master Joystick Module. See [Master Joystick Module](#).

To access stereo link controls from a channel strip:

- 1 On S6, bank or nudge the surface to access a stereo or LCR track that is routed to a greater-than-stereo output.
- 2 Do any of the following to navigate to the desired parameter (Link, Inv F, Inv R, or Inv F/R). Not all parameters are available in all track formats.
 - On the Process Module, make sure Pan is shown in the strip display and then press the encoder < or > switches to navigate the encoder to the desired parameter.
 - Press the **Pan** switch in that track's strip, then press the Knob Module < or > switches to navigate to the desired parameter.
 - Press the **Pan** function switch, then press **Exp** in that strip to enable Pan Expand mode.
- 3 Press the encoder **In** switch for the desired parameter to toggle it on/off.

To access stereo link controls from the Master Module:

- 1 Attention a stereo or LCR track.
- 2 Tap to select the Pan function block.
- 3 Assign the Link, InvF, InvR, and InvR controls to the knobs (tap their column on-screen, then touch either set of knobs).



Pan controls on the Home screen

- 4 Press the **In** switch for the knob that corresponds to the desired linking control to toggle it on/off.

New Surface Arrangement and Network Options

The Settings > Surface screen now provides four new surface configuration options to support the new Master Joystick Module. In addition, you can now utilize both Ethernet ports on the Master Module for Ethernet KVM support, and to connect to a WAN to more easily transfer S6 Titles, User Preferences, custom appsets and other data.

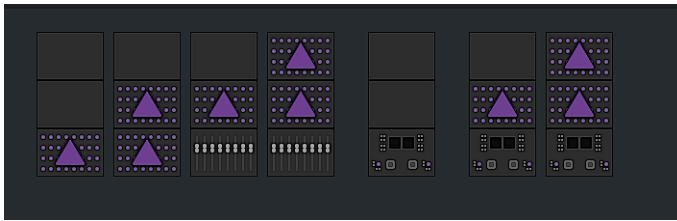
To configure the surface for a Master Joystick Module:

- 1 Go to Settings > Surface, then touch Config (or press its Main Menu switch).
Buttons for Surface, Expand, L Spill, and R Spill, appear across the bottom of the screen.
- 2 Press Surface.
- 3 Select your Frame Depth and Frame Width using their drop-down selectors, then press Next.

💡 A new 10-wide Frame Width is now available.

At the top of the screen, allowable module arrangements appear in columns. There are two pages of these columns, available by swiping them to the left or right.

- 4 Swipe the displayed module stacks to the left to show the available arrangements for Expand Knob Modules and Master Joystick Modules.




Module arrangements for Attention Track Expand modules and Master Joystick Modules in Settings > Surface > Config

- 5 To display the first page of arrangements, swipe to the right.
- 6 Drag module stacks to the frame diagram until it matches your physical arrangement of modules.
All allowable module combinations are displayed.

Support for Multiple, Selectable Network Connections

You can connect the S6 Master Module to up to two networks simultaneously and choose between them in order to utilize Ethernet KVM switches, and/or to save Titles, User Preferences, custom Soft Key Appsets, and other S6 data to a WAN.

 *The following instructions are recommended primarily for single operator systems and basic S6/network configurations. There are many other options to configure systems without using the internal DHCP server. For more information and advanced configuration instructions, see the S6 Support article on our Knowledge Base. This information is updated frequently as more supported workflows are added so check back regularly. <http://avid.force.com/pkb/articles/faq/Avid-S6-Support>.*

To connect the Master Module to a different network in addition to the S6 EUCON network:

- 1 Make sure you are using the internal DHCP server for the S6 Network (Ethernet port 2 on the back of the Master Module).
- 2 Connect the other port (Ethernet port 1 on the back of the Master Module) to your other network.
- 3 Navigate the touchscreen to Settings > About, and choose Shut Down. Wait until the Master Module has completely shut down.
- 4 Start the Master Module by pressing the switch on the top panel, behind the touchscreen (near the Talkback Thru port).
The following message should appear on the Master Module when it restarts.

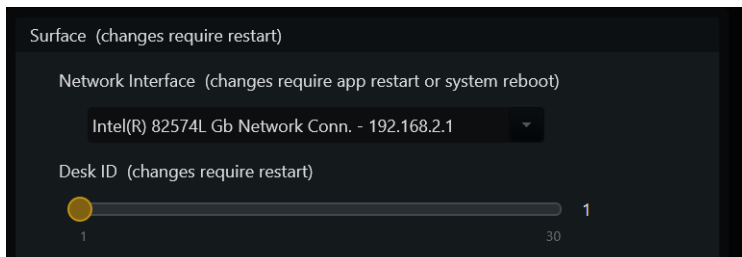
More than one Network Interface detected. Please go to the Surface Page settings and select the interface used for the surface

Multiple Networks message

If it does not, make sure port 1 has a valid network connection and IP address, and restart the Master Module again.

- 5 Go to Settings > Surface, click the Network Interface selector, and choose the correct adapter for the S6.

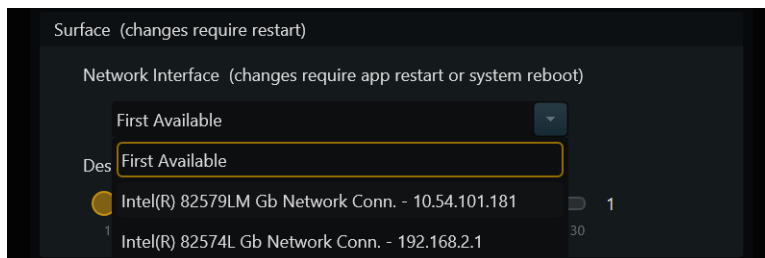
If the Internal DHCP settings haven't been changed then this will be the network with 192.168.2.1 address as shown below.



Network interface configured for S6


To revert to a single (EUCON) network:

- 1 Go to Settings > Surface, click the Network Interface selector, and choose First Available.



Network Interface configured for just S6 (EUCON) network


- 2 Remove the network cable from Master Module port 1, then restart S6.

 *If you remove the cable without restarting, the next time the system is restarted a warning message is displayed. Follow the on-screen instructions to reset the Network Interface to First Available and restart.*

Chapter 3: Master Joystick Module

This section explains the following Master Joystick Module (MJM) operations:

- **Calibrating the Joysticks**
- **Assigning Tracks to the Joysticks**
- **Writing Automation with the Joysticks**
- **Constraining the Joysticks to X or Y**
- **Advanced Pan Parameters**
- **Assigning Other Parameters to the Joysticks**
- **Joysticks and Layouts**

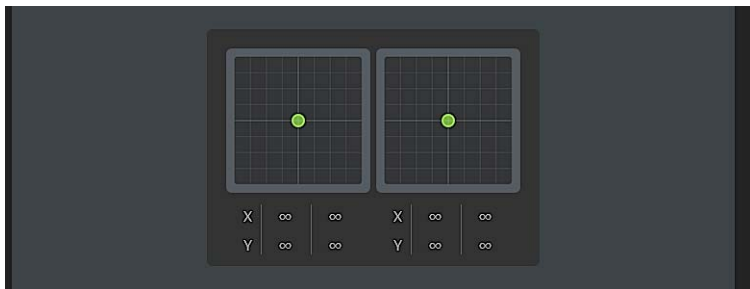
 For installation instructions and module specifications, see the *S6 Master Joystick Module.pdf*.

Calibrating the Joysticks

After installing the MJM and configuring your surface arrangement, calibrate the joysticks to optimize their response. You can calibrate the joysticks at any time.

To calibrate the joysticks:

- 1 Navigate the Touchscreen to **Settings > Surface**, then press **Config** at the bottom of the screen.
- 2 Tap Joystick (or press the switch directly below it) along the bottom of the screen.
- 3 Follow the instructions on-screen to calibrate the joysticks:
 - Move each joystick through their entire range until the displayed values stop changing.



Joystick Calibration screen in Settings > Surface, Config

- 4 Press **Done** to accept the new calibration, or press **Cancel** to exit without changing the calibration settings.

Assigning Tracks to the Joysticks

To assign a track to the joysticks:

- 1 Do either of the following:
 - On a Fader Module, press the **Attention** key for the desired track.
 - On the Master Module, navigate the touchscreen to the Tracks page and make sure Attention is enabled, then touch a track block in the track matrix or track scroller.



Figure 1. Attention tab in the Tracks screen

The attentioned track is assigned to the first (left) joystick. If the track has dual panners (such as with a Pro Tools stereo track) the left and right channels of the track are assigned to the left and right joysticks, respectively.

- 2 To assign a different track to the first joystick, wait two or more seconds and then Attention the new track.
- 3 To assign a track to the second joystick, Attention that track within two seconds of assigning the first track.
The center screen shows the current pan position as a green dot. If the track is automation write-enabled, the dot is red.



Joystick assignments can be stored and recalled with Layouts (see [Joysticks and Layouts](#)).

- 4 To pan, move the corresponding joystick.
You can also use the encoders to control a single pan parameter at a time. Use the encoder Page switches (< and >) to navigate the encoder to the desired parameter.

Channel Switch and Encoder Sections

Each joystick provides channel switch and encoder sections.

Channel switches include **Attention**, **Solo**, **Mute**, **Record Enable**, and automation switches (**M** and **F**), as well as a display, all of which function just like those on Fader Modules. Unlike channel displays on Fader Modules, however, those on the MJM show track Name but not values.

Each encoder section provides a dual-function (press/rotate) knob, with **In**, **Sel**, **Back**, and Page (**<** **>**) switches as found on Process Modules. On the MJM, the encoder section controls let you adjust pan parameters only. The knobs and **In** switches have automation indicator LEDs. You can navigate the encoders and displays to pan parameters using the Page switches.



Channel and encoder sections



While the MJM encoder controls access pan parameters only, you can assign the joysticks to adjust other types of parameters. See [Assigning Other Parameters to the Joysticks](#).

Remember Joystick Knobs by Track

A new setting, Remember Joystick Knobs by Track, is provided in the Knobs section of the Settings > User tab.

- When enabled, the assignment of pan parameters to MJM knobs is remembered and restored for each attentioned track.
- When not enabled, attentioning a new track to either joystick inherits the knob assignments of the previously attentioned track.

Writing Automation with the Joysticks

To automate pan or other parameters assigned to the joysticks:

- 1 Make sure the desired type of automation is enabled.
For example, in Pro Tools choose Window > Automation and make sure Pan or other function types are enabled for automation.
- 2 Put the track into an automation Write mode (such as Touch or Touch/Latch).
On the joystick display, the pan dot turns red.



Joystick screen while writing automation

- 3 Begin playback and move the joysticks.
The Automation indicator LEDs flash red while automation is written.
- 4 To punch out, press the track **F** switch on the Master Joystick or Fader Module.

Punching Automation In/Out with the In Switch

The **In** switch punches the joystick in, writing automation at its current location. Note that when a track is in a Touch write mode, the green LED on the **In** switch lights indicating that it is simulating a touch. The system reacts as if you are holding a joystick, preventing a normal punch out from the **F** key. To punch out, either touch the joystick, stop the transport, or press the **In** switch again.

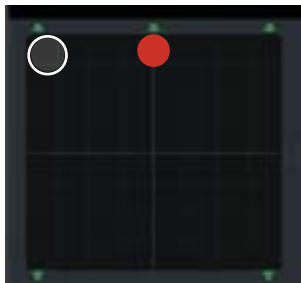
In Touch automation mode the **In** switch punches the joystick out (if writing). To punch out of Latch mode, press the **F** switch.

Instant and Pickup Modes for Automation Takeover

By default, joysticks begin writing new automation instantly while in Write mode, as soon as they are touched while in Touch, Latch, or Touch/Latch mode, or when they are punched in via their **In** switch. You can instead enable joystick Pickup Mode to enable “pass-through” writing, in which the joysticks only begin writing automation when they are moved onto (take over) the same position as existing automation.

To enable Pickup mode:

- 1 On the MJM, press the **Pickup Mode** switch so that it lights white.
- 2 Make sure the desired automation type is enabled, and that the assigned track is in any automation write mode.
On the Joystick Module display, the pan dot turns red.
- 3 Begin playback, then touch the corresponding joystick.
As soon as you touch a joystick, the screen shows a semi-transparent white dot representing the current joystick position.



Pickup mode joystick indicator (white, at left) and existing pan position (red)

- 4 To begin writing automation, use the joystick to move the white dot so it is on top of the red dot.
Automation writing begins. The Automation indicator LEDs flash red while automation is written.
- 5 To punch out, press the **F** switch on the Joystick or Fader Module.

Constraining the Joysticks to X or Y

Both joysticks provide X and Y switches that toggle the corresponding axis on or off. These switches do not restrict physical movement of the joysticks; they only determine how pan or other assigned parameters respond to the joystick movement.

X When lit, the assigned parameter responds to joystick movement along the X (horizontal) axis.

Y When lit, the assigned parameter responds to joystick movement along the Y (vertical) axis.



X and Y enabled

By enabling only one of these switches (X or Y), you can constrain pan moves to a single axis. For example, to pan an element from side Left to side Right without affecting its front/rear location, disable **Y**. Moving the joystick left-to-right pans the track from side to side only, while its front/rear position is unaffected by any vertical movement of the joystick, similar to panning left-to-right using a single knob.

When both switches are unlit, the joysticks have no affect on the assigned parameter.

Advanced Pan Parameters

The MJM lets you adjust Divergence, Center Percentage, and LFE, and configure stereo track pan Link settings.

 Available pan parameters can vary depending on the audio application. Refer to the documentation from the manufacturer.

Adjusting Divergence, Center Percentage, and LFE

The MJM lets you adjust and automate advanced pan parameters including Divergence, Center Percentage, and LFE using the encoder sections next to either joystick.

To adjust Divergence, Center Percentage, or LFE from the MJM:

- 1 Attention a track to assign it to a joystick.
- 2 In the encoder section for that joystick, press a lit < or > (Page) switch to navigate to the desired parameter.



Figure 2. Encoder sections, < and > (Page) switches

- 3 Rotate the encoder to adjust the selected parameter.
When the attentioned track is stereo, the encoder display shows L or R along with the parameter name.

Parameter names are abbreviated as shown in the following table.

Parameter abbreviations in the Encoder display

Parameter	Function	Displayed on Joystick Module
LFE	Adjusts track contribution to the LFE channel	Above the joystick display
Cntr %	Adjusts the Center Percentage value	Dims or brightens the displayed Center speaker
F Div	Adjusts the Front Divergence value	Dark blue on the joystick display
R Div	Adjusts the Rear Divergence value	
F/R Div	Adjusts the Front/Rear Divergence value	

Parameters are displayed on the joystick display as shown in the following example image.

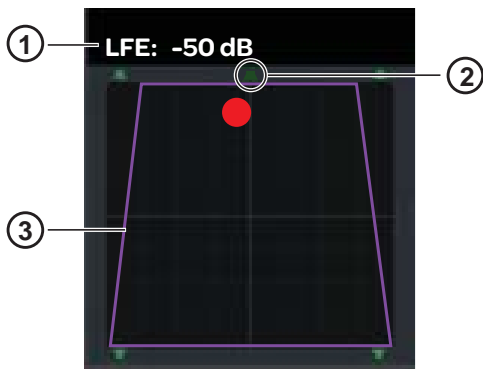


Figure 3. Advanced pan parameters on the joystick display: 1) LFE, 2) Center Percentage at 25%, and 3) Divergence with F Div at 75%

 LFE, Center Percentage, and Divergence can also be adjusted from channel strips, and from the Master Module by selecting the Pan function.

Linked and Inverse Panning

You can control Pro Tools stereo Link and Inverse pan settings using the MJM Link switches and encoders, from channel strip Pan controls, and from the Master Module.

To configure panner link and inverse pan settings from the MJM:

- 1 Attention a stereo or LCR track to assign its left and right signals to the two joysticks.
- 2 Do either of the following:
 - To use the dedicated Link switches, press any of the following so they become lit to enable their function.



Figure 4. Link and Inverse Pan switches

- To use the MJM encoders, navigate to the desired Link parameter by pressing either lit < or > (Page) switch until the desired Link parameter is shown in the Encoder display. Then press the encoder **In** switch so it is lit (to enable) or unlit (not enabled).

1 – Pro Tools Stereo Link

The Link switch (**1** in Figure 4) links or unlinks left and right channels of a stereo pair.

- When lit, channels are linked. When Link is enabled but no Inverse modes are enabled, both channels respond identically when either joystick is moved. If any Inverse mode switches are enabled, linking behaves as described below.
- When unlit, channels are unlinked and can be independently positioned using their corresponding joystick. In addition, any currently enabled Inverse pan modes are ignored.

2 – Front Back (Inverse Front/Rear)

When enabled and lit, the Inverse Front/Rear switch (**2** in Figure 4) inverts front and rear pan control linking.

3 – Front

When enabled and lit, Front (**3** in Figure 4) inverts left and right pan control linkage across the front.

4 – Rear (< > Rear)

When enabled and lit, Rear (**4** in Figure 4) inverts left and right pan control linkage across the rear.

💡 To adjust these parameters from channel strips or the Master Module, see [Link and Inverse Pan Control](#).

Assigning Other Parameters to the Joysticks

(Func X Y)

The **Func X-Y** switches enable joystick Assign mode, which lets you assign parameters from the track currently attentioned on each joystick to the X and Y planes.

- X is the horizontal axis, where moving left to right adjusts parameters from low to high, respectively.
- Y is the vertical axis, where moving from the bottom to the top adjusts parameters from low to high, respectively.

For example, you can use this capability to control plug-ins that have their own panners.

Parameter assignments to the joysticks are maintained for as long as the current session is open.

To assign parameters:

- 1 Press either **Func X-Y** switch.
If parameters have already been assigned to the corresponding joystick (left or right), the switch LED lights solid green and the names of assigned parameters are shown above the joystick display.
If no parameters are assigned, it flashes green. Proceed to step 3.
- 2 On the MJM, press **Shift + Func X-Y/Setup**.
The **Func X-Y** switch LED flashes to indicate joystick Assign mode.
- 3 Touch any encoder on the attentioned track on a Process, Knob, or Master Module to assign it to X.
The parameter name and value appears at the top of the display.
If only one function needs to be assigned to X, press **Func X-Y** again. The pan dot lights purple and **Func X-Y** lights solid green and stops flashing.
- 4 To assign a second parameter to Y, touch another encoder on the attentioned track while **Func X-Y** is still flashing.
Parameter names and values are shown on the display temporarily replacing the speaker icons, the pan dot lights purple, and **Func X-Y** lights solid green and stops.
- 5 Move the joystick to adjust the assigned parameters.
- 6 To return the joysticks to controlling track pan, press **Func X-Y** again (the LED becomes unlit).
- 7 Press **Func X-Y** again to return to controlling the assigned parameters.



You can also utilize the X and Y Enable switches while in joystick Assign mode. See [Constraining the Joysticks to X or Y](#).

Joysticks and Layouts

In Layout Assign mode, the strip scroller shows the two joystick strips in their position relative to the rest of the surface, labeled Joy 1 and Joy 2.



Figure 5. Joysticks in the Strip scroller of the Layouts screen

You can assign tracks to joystick strips just as you would normal strips, and track assignments are stored and recalled with Layouts. When a Layout is first recalled, its assigned tracks appear on the Joysticks.

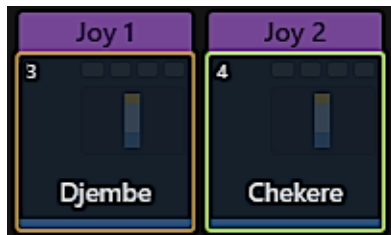


Figure 6. Joystick 1 (left) assigned but not stored in a Layout, and Joystick 2 (right) assigned and enabled to be stored (green highlight)

Attentioning different tracks after the recall puts those tracks on the joystick(s) as in banking mode.

Auto Select Joystick Strips when Storing Layouts

The new Tracks Local Option setting Auto Select Joystick Strips when Storing Layouts determines the initial state of the joystick blocks when storing Layouts. The default setting is off.

This setting only affects the initial state of the Joystick strip blocks (whether enabled or not). You can tap to include or exclude them while storing the Layout.

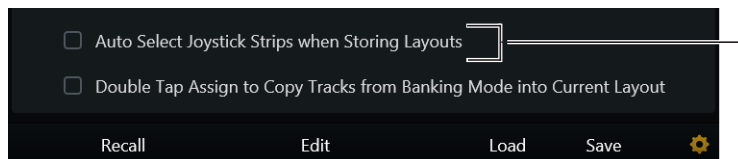


Figure 7. Joystick and Layout setting in Tracks Local Options

When not enabled Joy 1 and Joy 2 blocks are unlit (no green highlight) when storing a Layout, meaning their assignments will not be stored and recalled with the current Layout. You can override this default state by tapping Joy 1 or Joy 2 so that they light green.

When enabled Joy 1 and Joy 2 blocks are automatically lit (green highlight) when storing a Layout, meaning their assignments will be stored and recalled with the current Layout. You can override this state by tapping so they become unlit.

Chapter 4: Updating S6 System and Workstation Software

The process for updating S6 software and activating the requires software license involves these steps:

- **Downloading and Transferring Software Updates**
- **Logging in as Administrator and Updating Master Module Software**
- **Activating Your Software License**
- **Installing S6 Supporting Software**



These instructions apply to customers with support contracts who are entitled to the latest software release. If you are configuring a new S6 system for the first time, refer to the S6 Guide for instructions.

Downloading and Transferring Software Updates

To download S6 software and other resources:

- 1 On a separate computer navigate to www.account.avid.com and log in to your Avid Master Account.



If you have not yet created your Avid account, refer to the S6 Guide for complete instructions.

- 2 Navigate to Products Not Yet Downloaded to retrieve your download code and Activation ID #.
- 3 Retrieve your Activation ID number (My Products and Subscriptions > S6 Software Updates).
You will use this number later to activate your new software license.
- 4 Click Download Now.
After a few moments you will be taken to the S6 section of your My Products and Subscriptions page where software updates, Workstation software, documentation, and other resources are available.
- 5 Download the latest versions of the S6 Master Module Software, Workstation (Mac and Windows), and S6 documentation from your Avid account to your computer.
- 6 Insert a USB flash drive into an available USB port on your computer.



Do not use the System Restore USB drive! Use a separate USB flash drive.

- 7 If necessary, extract (decompress) the .ZIP file containing the Master Module software to unzip it.
- 8 Copy the resulting file (.exe) to the top (root) level of your USB drive, then remove (eject) the USB drive.

Logging in as Administrator and Updating Master Module Software

To install and update S6 Master Module software:

- 1 If you have not already done so, navigate the touchscreen to the Settings > About page and press Logout.
- 2 Select Administrator. When prompted enter the following default password:
password
- 3 Click the File Explorer tile.
- 4 Plug the USB flash drive with the downloaded S6 Master Module installer into one of the available USB ports on the back of the Master Module. The USB drive appears in the left hand column under Computer.

- 5 Tap on the USB flash drive to see the contents.
- 6 Launch (run) the S6MasterModuleInstall software from the flash drive by double-tapping on the icon.
Follow the instructions on-screen. After the installer has completed you will be prompted to restart the system.
- 7 Tap **Yes** to restart the system immediately.
When the system restarts, the Software License Activation screen appears.
- 8 Proceed to **Activating Your Software License**.

Activating Your Software License

S6 Master Module software is licensed and must be activated (offline or online) before it can be used.

Offline Activation Requires a separate computer and USB flash drive.

Online Activation Requires the Master Module be connected to the Internet.

We suggest reading each section first to help decide which method you want to utilize, and to familiarize yourself with the process.

If you are updating from S6 v1.4.x or earlier, you will need to provide your System ID #. For instructions on finding your System ID, see the *S6 Guide* v2.1 (included with other S6 documentation available for download from your Avid account).

Offline Activation

Make sure you have collected the required System ID# and software Activation number, installed the new software and restarted your system.

To activate S6 software using offline activation:

- 9 After the system has restarted, the Software License Activation screen appears.

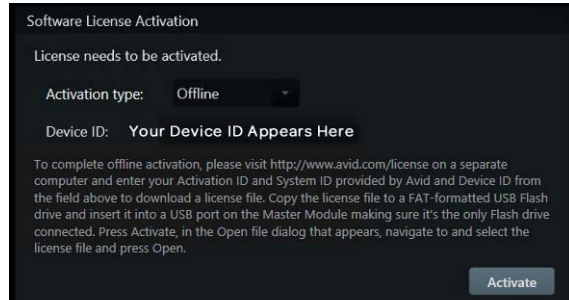


Figure 1. S6 Software License Activation screen for offline activation

- 10 Make sure Offline is selected for the Activation Type. If not, click the selector and choose Offline.
- 11 On a separate computer go to <http://www.avid.com/license> to access the Software License Activation page.

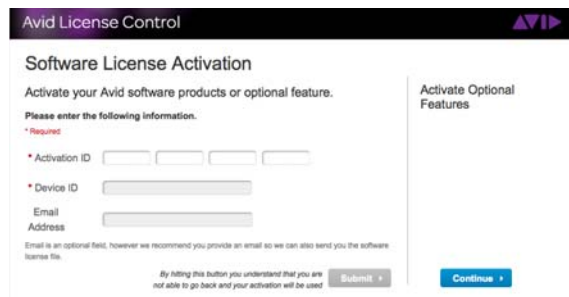


Figure 2. Software License Activation page

- 12 Enter the following information, making sure to enter all characters and numbers correctly (fields are not case-sensitive):
 - Enter your Activation ID into the Activation ID field. Once entered, a field for System ID appears.
 - Enter your Device ID (shown on the S6 Software License Activation screen) into the Device ID field.
 - Enter your System ID into the System ID field.
 - (Optional) Enter the email address associated with your Avid account to receive an email with a copy of your license file. When a valid ID number is entered into each field, a green check mark appears. If any characters are incorrect, or if the correct number of characters has not been entered, an error message appears.
- 13 Click **Submit**, then follow the instructions on-screen to do the following:
 - Download the license file to your computer, then transfer the license file to a USB flash drive.

⚠ Do not use the System Restore drive. Use a separate USB flash drive (not included), formatted as FAT or FAT32.

 - Remove the USB drive from your computer, then insert it into one of the USB ports on the back of the Master Module.
- 14 On the S6 touchscreen, tap **Activate**. A standard Windows Open dialog appears.
- 15 Navigate the dialog to the USB drive, select the downloaded license file (“S6xxx.bin”) and tap **Open**.
After a few moments your software will be activated.
- 16 After activating your software, if you are prompted to update module firmware after the system restarts do the following:
 - Navigate to the **Settings > Surface** page and press **Update**.

💡 If no Update option is displayed either the system hasn't completely booted yet, or a module is selected on that screen. Wait for the system to finish starting up, and be sure no module is selected on-screen.

 - When prompted, confirm the update and then wait until all modules have updated (which can take several minutes). Do not turn off any modules during this process. The screen displays a message confirming that the update has completed.
- 17 Proceed to **Installing S6 Supporting Software**.

Online Activation

Online Activation requires the Master Module to be connected directly to the Internet.

- If your Master Module is already connected to the Internet (via Ethernet port 1 on the Master Module), skip to step 4.
- If your Master Module port 1 is already connected to a recommended router, but the router is not connected to the Internet, you must connect the WAN port of the router to the Internet. After doing so, skip to step 4.
- If you are currently using port 2 (S6 internal DHCP), you must first shut down, connect port 1 to the Internet, restart, update S6 Master Module software, and then Activate as explained beginning in step 1, below.

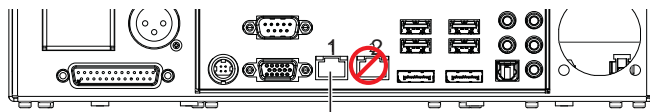


Figure 3. Master Module back panel Ethernet ports 1 (left) and 2 (right)

💡 The S6 Master Module supports dual network connections. For more information, see [Support for Multiple, Selectable Network Connections](#).

To activate S6 software using online activation:

- 1 Navigate the Master Module to **Settings > About**, and choose **Shutdown**.
 - 2 Connect the Master Module to the Internet by connecting a network cable to Ethernet port 1 on the back of the Master Module.
- ⚠** When activating S6 software, connect only to port 1, not port 2.
- 3 Restart the Master Module.
 - 4 Make sure you have collected the required System ID# and software Activation number.

- 5 After the system has restarted, the Software License Activation screen appears.
Help text appears in the lower half of the screen.

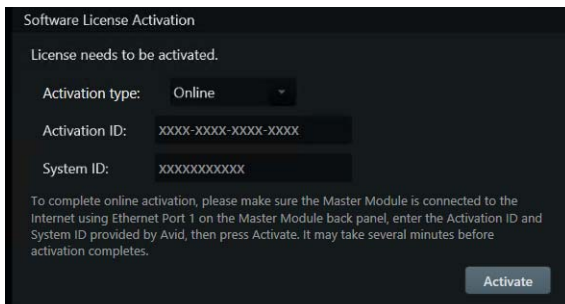




Figure 4. S6 Software License Activation screen for online activation

- 6 Make sure Online is selected for the Activation Type. If it is not, click the selector and choose Online.
 - 7 Enter your Activation ID and System ID numbers. (Fields are not case-sensitive.)
When the correct number of characters are entered into each field, a green check mark appears. Note that this only verifies the number of characters entered, not the accuracy of the characters (double-check that you have entered the correct IDs).
 - 8 Tap Activate. After a few moments your software will be activated.
 - 9 If you had to disconnect and reconnect your Master Module before activating, do the following:
 - Ignore any messages to update firmware for now.
 - Go to Settings > About, and press Shutdown. Wait for the Master Module to fully shut down.
 - Reconnect all devices as they were prior to activation.
 - Restart the Master Module.
 - 10 After activating your software, if you are prompted to update module firmware after the system restarts do the following:
 - Navigate to the Settings > Surface page and press Update.
-  *If no Update option is displayed either the system hasn't completely booted yet, or a module is selected on that screen. Wait for the system to finish starting up, and be sure no module is selected on-screen.*
- When prompted, confirm the update and then wait until all modules have updated (which can take several minutes). Do not turn off any modules during this process. The screen displays a message confirming that the update has completed.
- 11 Proceed to **Installing S6 Supporting Software**.

Installing S6 Supporting Software


Your Avid Master Account also provides workstation software for Windows and Mac, and S6 documentation. XMON EUCON and Studio Monitor Pro2 software options are included in these installers.

Whenever you update S6 system software you must also update workstation software on all connected workstations.

 *EUCON now installs into a default directory for all EUCON devices (including, Artist Series, S3, System 5 and S6) allowing co-install of all software for these devices. In practice, this means you do not need to uninstall and re-install EUCON software when switching between different EUCON control surfaces.*

After updating S6 system software, do the following:

- 1 If you have not already done so, on a separate computer navigate to account.avid.com, log in to your Avid Master Account (or create one if you have not already done so), and download WControl (workstation) software, documentation, and other resources from the My Products and Subscriptions section under S6 Software Updates.

 *You can download these components directly to the workstation(s) you plan to use with S6, or to a USB flash drive as described in the following steps.*

- 2 If necessary, transfer the installers to a USB flash drive.

 *Do not use the included System Restore USB drive! Use a separate USB flash drive.*

To install WControl (workstation) software:

- 1 Insert the USB drive containing the downloaded WControl installer into an available USB port on your workstation.
- 2 Navigate to the USB drive, double-click the Workstation Software installer and follow the instructions on-screen. To install XMON EUCON or Studio Monitor Pro2 (Windows only) make sure their options are checked.



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