# Contents

**Introduction** .......................................................................................................................... 1
  - System Requirements and Compatibility ................................................................. 1
  - Product Activation and Registration, and Software License Activation .................. 2
  - About This Guide ........................................................................................................... 3
  - How to Use this PDF Guide ......................................................................................... 3
  - Resources ....................................................................................................................... 4

**S6 Software v3.6.1 QuickStart** ............................................................................................. 5
  - Dolby Atmos Overview ............................................................................................... 5
  - Expand Faders 9–16 ...................................................................................................... 8
  - Other New and Improved Features ........................................................................... 8

**New and Changed Features in**
**S6 Software v3.6.1** ............................................................................................................... 9
  - Important! ...................................................................................................................... 9
  - Dolby Atmos ............................................................................................................... 10
  - Master Joystick Module Features for Dolby Atmos ................................................. 18
  - New Features for Expand Faders .............................................................................. 24
  - Soft Keys .................................................................................................................... 25
  - Resetting User Preferences to Factory ..................................................................... 26
  - Monitoring - Icons for DADman Monitor Tracks ..................................................... 26

**Updating S6 System and Workstation Software** .................................................................... 27
  - Downloading and Transferring Software Updates ................................................... 27
  - Logging in as Administrator and Updating Master Module Software .................. 28
  - Activating Your Software License ............................................................................ 28
  - Installing S6 Supporting Software .......................................................................... 31
Chapter 1: Introduction

This document describes the new and changed features in S6 Software version 3.6.1 for Pro Tools® | S6 systems.

- For an overview of new and changed functionality, see S6 Software v3.6.1 QuickStart.
- For complete descriptions of features, see New and Changed Features in S6 Software v3.6.1.

System Requirements and Compatibility

S6 Software version 3.6.1 requires the following:

- Valid S6 software license
- Pro Tools 12.8 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/pro-tools-s6/specifications

DAW Compatibility At the time of this writing, S6 Software v3.6 is compatible with the following (or higher versions):

- Avid Pro Tools 12.8 (Dolby Atmos® support requires Pro Tools | HD)
- 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
- Pro Tools | MTRX
- ProMon (DADman) for Pro Tools | MTRX and NTP Technology AX32

WSControl Application Compatibility The WSControl application is compatible with Mac OS 10.9.5 or higher (including Mac OS 10.11/"El Capitan” and 10.12/”Sierra”), and Windows 7 or higher (including Windows 10). Check compatibility for individual EUCON-compatible workstation software.

Important!

The EUCON performance improvements introduced in v3.5 make it and all later versions (including v3.6.1) incompatible with v3.4.x and previous versions of EUCON and EuControl. As a result, version 3.5 and future versions must not be run on the same network (subnet) as any 3.4.x or previous EUCON Surface software.

- To get the latest version of EuControl software for S3, Dock, and Artist Series, download them from your Avid Account or visit http://www.avid.com/en/products/artist-control/learn-and-support.
- For System 5-MC and MCPro, visit System 5-MC and MC Pro Documentation and Software.
- For System 5, use version 6.1 or later. For more information, visit http://avid.force.com/pkb/articles/user_guide/System-5-and-S5-Fusion
  For System 5 software downloads, log in to your Avid Account or contact Avid support for details.
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 online. Use the alphanumeric code on the S6 System Software Activation Card included with your Master Module 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).

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 new S6 MasterModule software, you might be prompted to activate or update your software license. S6 software licenses are valid for the entire year of the currently valid Support Contract.

In versions of S6 software prior to v3.5, a new license was required for each major release. All customers with current Support Contracts who are upgrading from v2.2.1 or earlier must activate the new version (such as v3.6) by registering your System ID, in order to transition to the new yearly license system and download S6 v3.6 software.

To receive your Activation ID, go to https://my.avid.com/products/Hardware/console and log into your Avid Account (or create one). Follow the instructions on-screen to enter your System ID. For information about locating your System ID, see this article on our Knowledge Base:

http://avid.force.com/pkb/articles/faq/How-to-find-S6-System-ID

Once the new version is activated, you will not need to activate a new license for any software updates that are released for the duration of your current Support Contract. After you activate your license your Avid Account will be updated with the new S6 software for you to download, and will also show your Support Contract dates.
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:

<table>
<thead>
<tr>
<th>Convention</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>File &gt; Save</td>
<td>Choose Save from the File menu</td>
</tr>
<tr>
<td>Control+N</td>
<td>Hold down the Control key and press the N key</td>
</tr>
<tr>
<td>Control-click</td>
<td>Hold down the Control key and click the mouse button</td>
</tr>
<tr>
<td>Right-click</td>
<td>Click with the right mouse button</td>
</tr>
</tbody>
</table>

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 Care (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/learn-and-support

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 video tutorials, available on YouTube:

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: S6 Software v3.6.1 QuickStart

Select an item to get an overview of the new functionality, then follow links for more detailed descriptions.

Dolby Atmos Overview
Other New and Improved Features

Dolby Atmos Overview
(Requires Pro Tools | HD 12.8 or Higher)

S6 supports Dolby Atmos® busing, panning, and metering in Pro Tools, providing intuitive feedback and ergonomic control for Dolby Atmos parameters. Two-dimensional (2D) and 3D/Theater Mode views are available.

The following figure shows the 2D view for Dolby Atmos on the Master Module for a stereo track, and identifies its Dolby Atmos-specific parameters and controls. Other than 3D/Theater mode toggling, all Dolby Atmos controls are also available from Pan knobs on channel modules.

Dolby Atmos controls on the Master Module touchscreen, standard 2D view, showing a track assigned to a stereo-to-7.1.2 bus
3D/Theater Mode

The following figure shows the S6 panning grid for a stereo track when 3D/Theater mode is enabled. Room view can be rotated up, down, left, and right. 3D/Theater mode on/off state and room rotation are stored in and recalled with User Preferences.

Panning in 3D mode is similar to standard 2D, the only difference being the room view and Indication of Height, Proximity, and Location in 3D/Theater Mode.

3D/Theater mode

The Pan block in the Function scroller shows the 3D room view when 3D/Theater mode is enabled. (3D view can also be shown and rotated on the MJM.)

Dolby Atmos Panning QuickStart

Panning in Dolby Atmos from the Master Module involves the following basic steps:

1. Configuring Pro Tools bus/object assignments and Dolby Atmos Renderer communication as necessary (see the Pro Tools documentation for more information).

2. Configuring Dolby Atmos Parameters (Room View, Zone Mask, Height Mode, Size and other settings) for each track.

To pan automatically in three dimensions:

- Enable Wedge, Sphere, or Ceiling mode (see Selecting a Height Mode) then do the following:
  - Drag the pan dot left or right to pan the element left-to-right, or use the Front knob.
  - Drag the dot up (towards the top of the touchscreen) or down to pan to the front and rear, respectively, or use the F/R knob. Height is automatically calculated based on the current Height Mode and pan location.

To control Height manually:

- Enable Freeform mode and do the following:
  - Press and hold Shift on the Master Module, then drag the dot up or down to increase or decrease Height, respectively, or use the Height knob. You do not need to press Shift prior to panning; press/hold and Shift at any time to engage or disengage Height.
  - To resume touch panning to front, left, right, or rear, release Shift.
Master Joystick Module Atmos Overview

To access Atmos parameters on the MJM:

- Attention: a track that is routed to a Dolby Atmos bus in Pro Tools. The surround panner appears on one joystick if the track is mono, or both if the track is stereo.

💡 You can optimize track assignment using the Assign Right Joystick Timeout setting.

For more information, see Master Joystick Module Features for Dolby Atmos.
**Expand Faders 9–16**

Fader maps for strip and Attention Expand Faders can now include up to 16 parameters per map. The User 1 and User 2 switches bank between the two sets of 8 strips while assigning parameters to faders or when a fader map is recalled on a Fader Module.

In addition, a new preference in Settings > System lets you Merge Recalled Expand Faders with Current Faders. For more information, see New Features for Expand Faders.

**Other New and Improved Features**

- Soft Keys
- Resetting User Preferences to Factory
- Monitoring - Icons for DADman Monitor Tracks
Chapter 3: New and Changed Features in S6 Software v3.6.1

S6 Software v3.6.1 provides the following new and changed features in the following areas:

- Dolby Atmos
- New Features for Expand Faders
- Soft Keys
- Resetting User Preferences to Factory
- Monitoring - Icons for DADman Monitor Tracks

💡 S6 v3.6.1 may require a new software license. For instructions, see Updating S6 System and Workstation Software.

Information icon: Check the S6 Software v3.6.1 ReadMe for additional information.

Important!

The EUCON performance improvements introduced in v3.5 make it and all later versions (including v3.6.1) incompatible with v3.4.x and previous versions of EUCON and EuControl. As a result, version 3.5 and future versions must not be run on the same network (subnet) as v3.4.x or any previous EUCON surface software.

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- For System 5-MC and MC Pro, visit System 5-MC and MC Pro Documentation and Software.
- For System 5, use version 6.1 or later. For more information, visit: http://avid.force.com/pkb/articles/user_guide/System-5-and-S5-Fusion
  For System 5 software downloads, log in to your Avid Account or contact Avid support for details.
Dolby Atmos
(Requires Pro Tools | HD 12.8 or Higher)

S6 supports Dolby Atmos® busing, panning, and metering in Pro Tools, providing intuitive feedback and ergonomic control for Dolby Atmos parameters directly from the S6 Master Module, Master Joystick Module (MJM), and other S6 modules.

Dolby Atmos Controls and Displays

The following figure and table highlight the unique Dolby Atmos-specific additions in the Pan function view on the Master Module touchscreen. These and other parameters can be assigned to knobs on the Master Module, and to knobs on the MJM, Knob, and Process Modules. The MJM provides additional ways to control parameters (see Master Joystick Module Features for Dolby Atmos). Object/Bus toggling is also available in S6 Soft Keys.

Default Dolby Atmos controls on the Master Module touchscreen, standard 2D view, showing a stereo-to-7.1.2 panner

The Dolby® format formerly known as 9.1 is now referred to as 7.1.2. To learn more about Dolby Atmos and its parameters, refer to the information available from Dolby.

<table>
<thead>
<tr>
<th>Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Zones Selector and Indicator</td>
</tr>
<tr>
<td>2</td>
<td>Height Mode Selectors and Indicator</td>
</tr>
<tr>
<td>3</td>
<td>Size</td>
</tr>
<tr>
<td>4</td>
<td>Height</td>
</tr>
<tr>
<td>5</td>
<td>Height Indicators (Ceiling Speakers)</td>
</tr>
<tr>
<td>6</td>
<td>Speaker Snap</td>
</tr>
<tr>
<td>7</td>
<td>3D (Theater Mode)</td>
</tr>
</tbody>
</table>
Accessing Dolby Atmos Parameters

You can control and automate Dolby Atmos parameters from the Master Module, channel strips, and the Master Joystick Module. The following sections show how to pan in Dolby Atmos from the Master Module in 2D or 3D / Theater Mode. Pan knobs, controls and indicators are similar when adjusting Pan from channel strips. See the S6 Guide.pdf for information on Pan, strip Expand, and Attention Expand Zones. If your system includes an MJM, see also Master Joystick Module Features for Dolby Atmos.

To access Dolby Atmos parameters:

1. Attention a track that is routed to a Dolby Atmos bus in Pro Tools. If your system includes an MJM, the surround panner appears on one joystick if the track is mono, or both if the track is stereo.

2. For modules other than an MJM, enable the Pan function on the desired module by doing the following:
   • On the Master Module, navigate to the Home screen and drag the Pan function block down to display Pan in the touchscreen.
   • To use knobs and switches in a channel strip, press the Process Module Pan switch in the strip for the desired track and navigate the knobs to specific Pan parameters by pressing the lit < or > switches on the Knob or Process Module.

Dolby Atmos Panning on the Master Module

Dolby Atmos on the Master Module is similar to standard panning, with the addition a few Dolby Atmos-specific parameters.

Panning in Dolby Atmos involves the following steps:

1. Configuring Dolby Atmos Renderer communication and Pro Tools bus/object assignment (see Pro Tools documentation).

2. Configuring Dolby Atmos Parameters (Room View, Zone Mask, Height Mode, Size and other settings) for each track.

To pan automatically in three dimensions:

- Enable Wedge, Sphere, or Ceiling Height Mode (see Selecting a Height Mode) then do the following:
  • Drag the pan dot left or right to pan the element left-to-right, or use the Front knob.
  • Drag the dot up (towards the top of the touchscreen) or down to pan to the front and rear, respectively, or use the F/R knob. Height is automatically calculated based on the current Height Mode and pan location.

To control Height manually:

- Enable Freeform Height Mode and do the following:
  • Press and hold Shift on the Master Module, then drag the dot up or down to increase or decrease Height, respectively. Or use the Height knob to increase and decrease height. You can press/hold and Shift at any time to engage or disengage Height. To resume touch panning to front, left, right, or rear, release Shift.

Manually Controlling Height From Knobs or the Touchscreen

On the touchscreen you can control Height via dragging by engaging Shift.

To adjust Height from the touchscreen:

1. Set the Height Mode to Freeform (see Selecting a Height Mode).

2. Press and hold Shift on the Master Module, then drag the pan dot up or down to increase or decrease Height, respectively. You do not need to press Shift prior to panning; press/hold and Shift at any time to engage or disengage Height.

3. To resume touch panning to front, left, right, or rear, release Shift.

Indication of Pan Height

When any Height Mode is enabled in standard (2D) view, the current Height position is indicated by the size of the pan dot. The larger the pan dot, the higher the position. (Note that Height is indicated differently in 3D / Theater Mode.)

A signal at maximum Height (large green pan dot, Left) and minimum Height (small blue pan dot, Right) in standard 2D Pan view.
Bus and Object Indicators and Controls

The color of the pan dot indicates bus/object assignment and automation status.

Pan Dot Color Indication

<table>
<thead>
<tr>
<th>Pan Dot Color</th>
<th>Object/Bus Indication</th>
<th>Automation Mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>Green</td>
<td>Bus</td>
<td>Read</td>
</tr>
<tr>
<td>Orange</td>
<td>Object</td>
<td>Read</td>
</tr>
<tr>
<td>Red</td>
<td>Any</td>
<td>Any Write mode</td>
</tr>
<tr>
<td>Yellow</td>
<td>Any</td>
<td>Off</td>
</tr>
<tr>
<td>Gray</td>
<td>Object, but off/bypassed</td>
<td></td>
</tr>
</tbody>
</table>

Object/Bus Automation

The Pro Tools Object/Bus Automation control is available as a Soft Key.

- In the factory Soft Keys for S6 v3.6.1, Enable Object/Bus Automation is provided in the Automation 4 page (left bank of Automation Module Soft Keys).
- Enable Object/Bus Automation is also available in the Soft Key Editor for assigning to custom Soft Keys.

Enable Object/Bus Automation Soft Key in S6 v3.6.1

<table>
<thead>
<tr>
<th>Command</th>
<th>Command Type</th>
<th>Category 1</th>
<th>Category 2</th>
<th>Category 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable Object/Bus Automation</td>
<td>EUCON &gt; Automation &gt;</td>
<td>Write Enable &gt;</td>
<td>Enable Object/Bus Auto</td>
<td></td>
</tr>
</tbody>
</table>

Configuring Dolby Atmos Parameters
(View Mode, Zones, Height Mode, Size, Height, and Speaker Snap)

Configure these Dolby Atmos settings as needed on each track.

Selecting the Room View Mode

The panner can be viewed in standard two dimensional mode, or in 3D/Theater mode. 3D/Theater mode on/off and rotation are global settings that affect all tracks/panners, and are stored in (and recalled with) User Preferences.

To toggle View Mode on the Master Module:

- On the Master Module tap to enable the 3D button located below the panner grid. When lit, Theater mode is displayed.
- On the MJM press Setup below the two panner grids. When the Setup switch LED is lit, Theater mode is displayed.

Panning grid in standard 2D view (3D button not enabled, shown at left) and 3D/Theater mode enabled (shown at right)
The following sections explain Dolby Atmos controls common to both views. For unique 3D controls, see 3D / Theater Mode.

Selecting a Zone

You can select a Zone for each track, and for each side of unlinked stereo tracks.

To select a Zone from the Master Module for the currently attentioned track:

- Rotate the knob for Zone until the desired Zone is selected. Or tap and hold the Zone icon and select an available zone.

Indication of Zone Status

The following table shows how Speaker icons indicate status in the Master Module and MJM panner grids.

Speaker Status Indication

<table>
<thead>
<tr>
<th>Icon</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Speaker icons light solid green when fully enabled.</td>
</tr>
<tr>
<td></td>
<td>Speaker icons are unlit (gray) when not enabled.</td>
</tr>
<tr>
<td></td>
<td>When a different Zone is enabled in Left versus Right sides of a stereo track, half of each speaker is green or gray to indicate status for L versus R.</td>
</tr>
<tr>
<td></td>
<td>Center and Side speakers are dimmed relative to Center% and Side% settings, respectively.</td>
</tr>
<tr>
<td></td>
<td>When 3D/Theater mode is enabled, no speaker icons are shown.</td>
</tr>
</tbody>
</table>
Selecting a Height Mode

You can select the Height Mode for each track, and for each side of an unlinked stereo signal.

Dolby Atmos Height modes include “automatic” height panning modes (Wedge, Sphere, and Ceiling) and “manual” (FreeForm).
- In automatic modes pan height is derived automatically based on element position and size.
- In FreeForm mode you can manually control pan height. You can also toggle Height mode on/off.

To select a Height Mode from the Master Module:

1. Do either of the following:
   - Rotate the knob for Height Mode until the desired mode is selected (such as Free Form, Wedge, Sphere, or Ceiling).
   - Tap and hold the Height Mode icon below the panner grid, then select an available mode from the pop-up menu.

2. If you want to turn Height mode off, do either of the following:
   - Tap and hold the Height Mode icon below the desired panner grid and select X.
   - Press the lit In switch next to the Height knob (not the Height Mode knob). When unlit, Height is off.

Indication of Height Mode

On the Master Module and MJM panner grids, the Height Mode icon indicates the current Height Mode.

### Height Mode Indication

<table>
<thead>
<tr>
<th>Icon</th>
<th>Mode</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>FreeForm</td>
</tr>
<tr>
<td></td>
<td>Wedge</td>
</tr>
<tr>
<td></td>
<td>Sphere</td>
</tr>
<tr>
<td></td>
<td>Ceiling</td>
</tr>
<tr>
<td></td>
<td>Off</td>
</tr>
</tbody>
</table>

The Height (Ceiling Speakers) indicate Height Mode status as follows:

**Speaker Status Indication**

<table>
<thead>
<tr>
<th>Icon</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![Icon]</td>
<td>Ceiling Speaker icons light solid green when enabled and active.</td>
</tr>
<tr>
<td>![Icon]</td>
<td>Ceiling Speaker icons are unlit (gray) when not enabled/inactive.</td>
</tr>
<tr>
<td>![Icon]</td>
<td>When Height Mode is enabled on only one side (Left or Right) of an unlinked stereo track, half of each Ceiling Speaker is green or gray to indicate active/inactive status for side.</td>
</tr>
</tbody>
</table>
Adjusting Size
You can adjust Size for each track, and for each side of unlinked stereo tracks, using knobs on any module in Pan view.

**To adjust Size:**
- Rotate the knob for Size.

**Indication of Size**
When Size is set to any value above 0/off, a transparent grid (or cube if in 3D/Theater mode) surrounds the pan dot. The grid/cube gets larger as Size is increased, and smaller as it is decreased.

Speaker Snap
You can toggle Dolby Atmos Speaker Snap on or off for tracks assigned to an Object.

**To toggle Speaker Snap on or off:**
- Do either of the following:
  - Press the In switch next to the Zone Mask knob. When In is lit, Speaker Snap is on. When unlit, it is off.
  - Tap and the Speaker Snap icon below the desired panner grid. When lit, Speaker Snap is on. When unlit, it is off.

💡 Do not confuse Atmos Speaker Snap with the Pro Tools panner ability to click a speaker icon to “jump” the pan dot to a location.
3D / Theater Mode

3D/Theater mode provides a 3D room view that can be rotated. 3D/Theater mode can be enabled separately for the Master Module and for the Master Joystick Module (if any). On/off and rotation are stored in (and recalled with) User Preferences.

To toggle View Mode:

- Tap the 3D button below the panner grid. When lit, the 3D room view is shown in the pan grid and Function scroller Pan block. The on-screen 3D button does not change view mode on the MJM (even if Use 3D Panner on Joystick Module is enabled). However, rotating any room view rotates all S6 3D room views (Master Module and all MJMs).

Indication of Height, Proximity, and Location in 3D/Theater Mode

Height  Adjusting the Height value raises or lowers the Height plane. See 1 in the figure, below.

Proximity  The size of the pan dot indicates proximity (whether the element is closer or further away relative to the current view). The pan dot appears smallest when panned furthest away and largest when panned nearest (see 2 in the figure, below).

Location  Pan lines appear on the Height plane to indicate Left/Right and Front/Rear location. See 3 in the figure, below.

Screen  The Screen image provides a visual reference for the front room in all views. See 4 in the figure, below.

![3D/Theater mode indication of Height (1), proximity (2), location (3), and screen/front reference (4)](image)

Rotating the Room View

You can rotate the 3D room view by swiping, or using 3D Panner Preferences. Rotation is global for all 3D panners on all tracks (not just the currently attentioned track), on the Master Module and MJMs (if any). Pro Tools panner views are unaffected.

To rotate the room view manually from the pan grid:

1. Press and hold Shift on the Master Module (in the Navigation switch section). The 3D button changes to the Rotate icon while Shift is held.

2. Continue holding down Shift and tap the Rotate icon so it becomes lit, then swipe the room view with one finger to rotate the view.

💡 Once you release Shift you exit Rotation mode. To continue rotating, repeat the entire sequence (Shift + Rotate icon + swipe).

3D Panner Preferences

To configure 3D Panner Preferences:

1. Go to Settings > User and navigate the User screen to the 3D Panner section.

2. Configure the following as desired:

Use 3D Panner on Joystick Module  Toggles MJM 3D room view on/off globally (all screens on all MJMs).

3D Panner Ceiling/Floor Rotation  Rotates the 3D room view up and down on the Master Module and MJM (if enabled).

3D Panner Left/Right Rotation  Rotates the MJM 3D room view left and right on the Master Module and MJM (if enabled).
The following figure shows the 3D Panner when Ceiling/Floor Rotation is set to 90.

To reset 3D view to its default view, set both Rotation sliders to 0.

**Touch Panning in 3D/Theater Mode**

Touch panning in 3D mode is similar to standard 2D, the only difference being the room view and Indication of Height, Proximity, and Location in 3D/Theater Mode.

**To pan automatically in three dimensions:**

- Enable Wedge, Sphere, or Ceiling Height Mode (see Selecting a Height Mode) then do the following:
  - Drag the pan dot left or right to pan the element left-to-right, or use the Front knob.
  - Drag the dot up (towards the top of the touchscreen) or down to pan to the front and rear, respectively, or use the F/R knob.
  - Height is automatically calculated based on the current Height Mode and pan location.

**To control Height manually:**

1. Enable FreeForm Height Mode.

2. Press and hold Shift on the Master Module, then drag the dot up or down to increase or decrease Height, respectively. Or use the Height knob to increase and decrease height.

   You can press/hold and Shift at any time to engage or disengage Height. To resume touch panning to front, left, right, or rear, release Shift.
Master Joystick Module Features for Dolby Atmos

(Requires Pro Tools 12.8)

Pan and other Dolby Atmos parameters can be adjusted from the MJM using the joysticks, knobs, and switches. Height Adjust mode lets you use one joystick to pan and the other to adjust Height. The panner grid on the MJM includes indicators for Height, Height Mode, Speaker Snap, and Zones. Both standard 2D and 3D/Theater mode views are available, with settings to control 3D view and optimize track-to-joystick assignment in Settings > User.

💡 For more information about assigning tracks, using knobs, and mapping custom parameters to joysticks see the S6 Guide.pdf.

To access Dolby Atmos parameters on the MJM:

- Attention a track that is routed to a Dolby Atmos bus in Pro Tools. The surround panner appears on one joystick if the track is mono, or both if the track is stereo.

The following figure and table identify the primary Dolby Atmos indicators and controls on the MJM for a mono track.

MJM with a mono Dolby Atmos track on the left joystick, 2D view

<table>
<thead>
<tr>
<th>Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 LFE</td>
<td>Indicates the current LFE value.</td>
</tr>
<tr>
<td>2 Height Mode</td>
<td>Indicates the current Height mode (FreeForm, Wedge, Sphere, or Ceiling, or X (off)).</td>
</tr>
<tr>
<td>3 Speaker Snap</td>
<td>Indicates on/off status of Speaker Snap.</td>
</tr>
<tr>
<td>4 Zone</td>
<td>Indicates the current Zone. Speakers around the grid enable or disable as appropriate for each mask.</td>
</tr>
<tr>
<td>5 Height Indicators</td>
<td>When lit, indicate that any Height mode is active. When unlit (gray), indicate that no Height Mode is active.</td>
</tr>
<tr>
<td>(Ceiling Speakers)</td>
<td></td>
</tr>
<tr>
<td>6 Shift</td>
<td>• Pressing Shift + Alt 1/Y leaves X/Y on the current joystick, enables Freeform Height mode (and enables Height mode if it was off) and maps the opposite joystick to Height.</td>
</tr>
<tr>
<td></td>
<td>• Pressing Shift + Mode/X cycles through Height modes.</td>
</tr>
<tr>
<td>7 Setup</td>
<td>• Toggles 3D/Theater mode on or off.</td>
</tr>
<tr>
<td></td>
<td>• When 3D/Theater mode is enabled, pressing and holding Setup lets you rotate the room view using its joystick.</td>
</tr>
</tbody>
</table>

The pan dot indicates bus/object assignment identically to the Master Module (see Bus and Object Indicators and Controls).
Dolby Atmos Panning on the Master Joystick Module

The MJM joysticks and knobs pan in Dolby Atmos similar to standard surround or stereo, with additional options for manually controlling Height, engaging 3D/Theater mode, and rotating the room view as described in the following sections.

**Panning in Dolby Atmos involves the following steps:**

1. Configuring Pro Tools bus/object assignment and Dolby Atmos Renderer communication as described in your Pro Tools documentation.

2. Attentioning a track that is routed to a Dolby Atmos bus in Pro Tools, to assign that track to the MJM. (See also Assign Right Joystick Timeout).

3. Configuring stereo Link settings if desired (Atmos parameters follow Link state but not Inverse settings).

4. Configuring Dolby Atmos Parameters from the Master Joystick Module for each track.

To pan automatically in three dimensions:

1. Enable Wedge, Sphere, or Ceiling mode (see Selecting a Height Mode from the MJM) then do the following:
   - Move the joystick left or right (X axis) to pan left/right, or use the Front knob.
   - Move the joystick up or down (Y axis) to pan front/rear, or use the F/R knob.

   Height is automatically calculated based on the current Height Mode and pan location.

To adjust Height manually, see Manually Controlling Height from the MJM.

**Manually Controlling Height from the MJM**

You can control Height from MJM knobs, or using a joystick by enabling Height Adjust mode.

To control Height from an MJM knob:

1. Attention a Dolby Atmos track to assign it to a joystick.

2. Enable FreeForm Height mode by pressing that joystick’s Shift + Mode/X switches repeatedly until the FreeForm icon is displayed above the MJM panner grid.

3. Press a lit < or > switch next to the that joystick’s knob to navigate the knob to Height.

4. Rotate the knob to adjust Height.

5. Press the knob’s In switch to toggle Height on/off. When lit green, Height is on; when unlit Height is off.
To control Height from an MJM joystick:

1. Attention a Dolby Atmos track to assign it to a joystick.

2. On the MJM, press Shift + Alt 1/Y in the switches above the joystick assigned to the desired track (see 2 in the figure below). The opposite joystick becomes a Height control (Z axis), with the current Height value displayed above. The attentioned joystick continues to control X/Y pan. In addition:
   - **Freeform** Height mode is automatically enabled for the track, and Height is also enabled if it was off.
   - The knob below that joystick maps to Size.

![MJM panner grid in Height Adjust mode; a mono track at front/center, Height at minimum (0) / joystick 2 all the way down](image1)

   *With stereo tracks you can engage Height mode from either set of joystick switches to put Height on either your right or left.*

3. Enable or disable Pickup mode for the joystick now assigned to Height by pressing its **Pickup Mode** switch:
   - When enabled, the **Pickup Mode** switch is lit white indicating the joystick is in Pickup (pass-through) mode. In this mode a white circle appears in the Height panner grid representing the current physical position of the joystick. Height will not be changed until you move the joystick so the white circle joins the green dot (the green dot represents the current Height value).
   - When disabled, the **Pickup Mode** switch is unlit indicating Takeover mode. In this mode, Height is changed as soon as the joystick is touched.

4. To increase Height move the Height joystick up. To decrease Height move it down.
   In the MJM panner grid the pan dots become larger as Height is increased, and smaller as Height is decreased. The current Height value 0–100 is shown above the MJM pan grid assigned to Height.

![MJM panner grid in Height Adjust mode; the same mono track at front/center, but Height at maximum (100) / joystick 2 all the way up](image2)

5. To exit Height mode, press Shift + Alt 1 again or attention a new track.
Configuring Dolby Atmos Parameters from the Master Joystick Module
(View Mode, Zone, Height Mode, Size, Height, and Speaker Snap)

You can control and automate Dolby Atmos parameters using the joysticks, knobs, and switches on the MJM. The following instructions assume you have already attentioned a track that is assigned to a Dolby Atmos bus in Pro Tools.

Selecting the View Mode

The MJM panners can be viewed in standard 2D mode, or in 3D/Theater mode, separately from the Home screen Pan view on the Master Module. MJM View mode, room rotation (if any) and other 3D settings are stored in and recalled with User Preferences.

To toggle View Mode on the MJM:

- Do either of the following:
  - Press Setup below the two panner grids. When the Setup switch LED is lit, Theater mode is displayed on the MJM. The MJM Setup switch does not change view mode on the Master Module.
  - Go to Settings > User, and in the 3D Panner section enable or disable the Use 3D Panner on Joystick Module setting. MJM 3D on/off is available as a Soft Key.

MJM Setup switch, 3D/Theater mode enabled

- Go to Settings > User, and in the 3D Panner section enable or disable the Use 3D Panner on Joystick Module setting.

Rotating the Room View from the MJM

You can rotate the 3D room view for “top down” or other alternate views using a joystick, or using 3D Panner Preferences. Rotation is global, affecting 3D panner view on all tracks (not just the currently attentioned track) on the MJM and Master Module. The 3D Panner Preferences section also provides a setting to optimize how tracks are assigned to pairs of joysticks.

To rotate the MJM 3D view using a joystick:

- Press and hold Setup, then move the corresponding joystick to rotate its room view.

To configure room view and other 3D Preferences:

- See 3D Panner Preferences.
**Assign Right Joystick Timeout**

The Assign Right Joystick Timeout setting determines the time window within which attentioning an additional track assigns that track to the right joystick, letting you optimize how tracks can be assigned to the different joysticks on Master Joystick Modules.

In previous versions of S6 software the joystick timeout was fixed at two seconds. Attentioning two tracks within two seconds of each other assigned the first attentioned track to the left joystick and the second track to the right joystick. Attentioning the second track two or more seconds after attentioning the first track assigned that second attentioned track to the left joystick (replacing the previously assigned track).

You can now specify the time range for joystick assignment to between 0 and 3 seconds in Settings > User.

- A setting of 0/Off means the right joystick will not be assigned to a different track than the left joystick.
- Any setting of 0.25 seconds or higher specifies the time window in which attentioning an additional track assigns that track to the right joystick.

**Selecting a Zone from the MJM**

To select a Zone from the MJM:

1. Press a lit < or > switch next to the channel encoders of the appropriate joystick until Zone Mask appears on a knob.
2. Rotate the knob to selected the desired Zone.
3. To toggle Speaker Snap on/off, press the In switch next to the Zone Mask knob.

**Selecting a Height Mode from the MJM**

To select a Height Mode from the MJM:

1. On the MJM switches above the joystick currently assigned to the attentioned track, press Shift + X/Mode to cycle through available Height Modes (see 1 in the figure below). The current Height Mode is indicated above the MJM panner grid.

2. If you want to turn Height off from the MJM, press a lit < or > switch to navigate the channel encoder to Height (not Height Mode), then press the lit In switch next to the Height knob. When unlit, Height is off.
Adjusting Size from the MJM

You can adjust Size from the MJM using the channel knobs next to either joystick.

To adjust Size from the MJM:

- Press a lit < or > switch next to the channel encoders of the appropriate joystick until Size is displayed.
  
  Or enable MJM Height mode. Size is automatically mapped to the channel knob when the MJM is in Height mode (see *Manually Controlling Height from the MJM*).

When Size is set to any value above 0/off, a transparent grid surrounds the corresponding pan dot standard 2D view, or a transparent cube in 3D/Theater mode. The greater the Size setting, the larger the grid/cube. For an example, see *Indication of Size*.

Toggling Speaker Snap On or Off

You can toggle Speaker Snap on or off for tracks assigned to an Object.

To toggle Speaker Snap on or off from the MJM:

1. Press the lit < or > switches next to the channel encoders of the appropriate joystick until Zone Mask appears on a knob.
2. Press the lit In switch next to the Zone Mask knob. When In is lit, Speaker Snap is on. When unlit, it is off.

*Do not confuse Dolby Atmos Speaker Snap with the Pro Tools panner ability to click a speaker icon to “jump” the pan dot to a location.*
New Features for Expand Faders

Fader maps for strip and Attention Expand Faders can now include up to 16 parameters per map. When loading fader maps from Titles or sessions, you can choose to merge stored maps with those currently present on the surface, or have stored maps replace current maps.

Expand Fader Maps 9–16 Banking

The User 1 and User 2 switches bank between the two sets of 8 strips while assigning parameters to faders or when a fader map is recalled on a Fader Module. These switches light to indicate the available bank (press a lit User switch to bring the corresponding bank to the faders).

User 2 switch lit in Expand Faders mode (press to access Expand Faders 9–16)

The modifier switches Shift, Ctrl, Opt/Win, and Cmd/Alt remain available on the Fader Module when in Expand mode.

Merge Recalled Expand Faders with Current Faders

A new Auto-Load preference to Merge Recalled Expand Faders with Current Faders is available in Settings > System.

- When enabled, opening a session or loading a Title loads and merges only stored fader maps that are not already present on the S6
- When disabled, opening a session or loading a Title replaces all currently present fader maps with those stored in the session or Title.

Auto-Load preference to Merge Recalled Expand Faders With Current Faders, in Settings > System
Saving and Transferring Expand Fader Maps
(Save, Load, Auto Load, and Transfer)

Expand Fader maps are stored in User Preferences along with most S6 settings and attributes, including User Settings, Layouts, and Spill Zone states.

You can manually save User Preference files from the Settings > User page using the Save and Save As commands. These commands let you name the file and choose a location on the Master Module. To archive or transfer your settings and fader maps, go to Settings > About, press Logout, then in the File Explorer navigate to your saved file and transfer it via USB or to an available network destination.

You can also have User Preferences, custom fader maps and other settings stored in sessions, and configure S6 to automatically load some or all attributes from that session or project. To utilize session storage and automatic loading, first designate a workstation and application, then configure Auto Load settings in Settings > System.

- Designating a workstation and application tells S6 to store settings and attributes into sessions or projects on that workstation and application.
- Auto Load settings tell S6 which attributes to load from those sessions or projects.

Store attributes in session/project templates (if your application supports them) to be able to access custom fader maps, Layouts, and other attributes in future work.

For more information, see the S6 Guide.pdf.

Soft Keys

The following table lists new Pro Tools commands available for assignment in the Soft Key Editor. These include commands for Object/Bus Toggle Automation mode on/off (Atmos tracks only), and to toggle 3D view on/off on Master Joystick Modules.

_MJJM 3D Soft Key in S6 v3.6.1_

<table>
<thead>
<tr>
<th>Command</th>
<th>Command Type</th>
<th>Category 1</th>
<th>Category 2</th>
<th>Category 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Use 3D Panner on Joystick Module</td>
<td>Surface &gt;</td>
<td>Surface Options &gt;</td>
<td>3D Panner &gt;</td>
<td>Use 3D Panner Joystick Mdl</td>
</tr>
<tr>
<td>Enable Object/Bus Automation</td>
<td>EUCON &gt;</td>
<td>Automation &gt;</td>
<td>Write Enable &gt;</td>
<td>Enable Object/Bus Auto</td>
</tr>
</tbody>
</table>

New QuickView for Preferences (Shift + *)

The factory appset for S6 version 3.6.1 includes a new Settings QuickView that brings many of the most frequently used S6 Preference settings together across the Master Module and Automation Module Soft Key banks.

To access Settings view:

1. Hold Shift on a Fader Module and then press the * (asterisk) switch on the Automation Module, just above the numeric keypad.

The four Soft Key banks on the Master and Automation Module jump to Settings view.

- Home Screen and Track Local Options appear in the Master Module left Soft Keys bank.
- System and General settings appear in the Master Module right Soft Keys bank.
- Surface Strips & Displays appear in the Automation Module left Soft Keys bank.
To return to the home view on all Soft Key banks, press any Close key below each bank.

💡 If you have customized any Soft Keys, use the Save command in Settings > Soft Keys to store them for archiving or transfer. Press Factory to reset all Soft Keys to their factory default assignments. To restore your saved custom Soft Keys, use Load.

**Resetting User Preferences to Factory**

The Settings > User page provides a Factory command to reset all User Settings to their factory defaults.

To save a copy of any custom User Settings use the Save command in Settings > User.

**Monitoring - Icons for DADman Monitor Tracks**

(Requires Pro Tools | MTRX or AX32)

When using a Pro Tools | MTRX with S6, Track Type icons identify different channel types to simplify spilling Control Room elements.
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.pdf for complete network and configuration instructions.

### Network Configuration Settings

Installing a new version of S6 software overwrites any custom network settings you have configured. For example, if you have customized the IP range for the local Master Module DHCP server, they will be reset to the 192.168.2.x range. If you have manually changed the S6 IP range you will have to re-enter your custom settings after installing the latest S6 software on the Master Module.

For additional information see the S6 Networking Guidelines.pdf, available for download from your Avid Account and from the Avid S6 Support article on our Knowledge Base.

### 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 redeem your download code and Activation ID #.

3. Retrieve your Activation ID number (My Products and Subscriptions > S6 x.x Software Updates).
   You will use this number later to activate your new software license.

4. Go to the Products Not Yet Downloaded section and 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.
   - If after restarting the Software License Activation screen appears, proceed to Activating Your Software License.
   - If not, proceed to Installing S6 Supporting Software.

Activating Your Software License

S6 Master Module software is licensed and must be activated if prompted to do so after installation. If the Software License Activation screen appears, use either of the following methods to activate.

Offline Activation Requires a separate computer and USB flash drive.

Online Activation Requires the Master Module be connected to the Internet to allow license Activation and Deactivation.

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

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:

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

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

![Avid License Control](image)

Figure 2. Software License Activation page

11 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, and until the correct number of characters has been entered, an error message appears.

12 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.

   **Warning**: 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 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.

15 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.

   **Warning**: 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 (indicated by a lit rectangle surrounding that module).

   - 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.

16 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.

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.
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.
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.

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 the S6 Guide.

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.
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.

Figure 4. S6 Software License Activation screen for online activation

When S6 is connected to the S6 Licensing server, a Deactivate button becomes available on the About page. This is provided to help manage multiple S6 systems and licenses.

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.
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 (indicated by a lit rectangle surrounding that module).]

- 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.

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). This lets you co-install 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 WSControl (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 WSControl (workstation) software:

1. Insert the USB drive containing the downloaded WSControl 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.