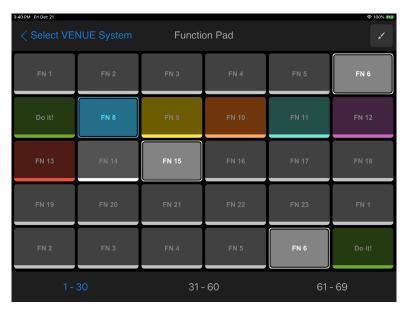


Avid VENUE | Function Pad App

Avid VENUE | Function Pad app for iOS lets you access Function switch assignments from your iPad or iPhone. Function assignments can be color coded within the app for easier navigation.



VENUE | Function Pad app (Demo Mode shown)

VENUE | Function Pad easily connects to a supported VENUE | S6L system using Wi-Fi. Up to 16 instances of the Function Pad app can be connected simultaneously, and the Function Pad app and VENUE | On-Stage app can also be connected simultaneously.

You can also run the Function Pad app in Demo mode without having to connect to a VENUE system.

System Requirements

VENUE | Function Pad is compatible with VENUE | S6L (requires VENUE software version 6.1 or higher).

VENUE | Function Pad is compatible with iPads and iPhones running iOS 10 or higher.

Installing and Connecting VENUE | Function Pad

Installing VENUE | Function Pad requires the following steps:

- Installing VENUE Software
- Installing VENUE | Function Pad on Your Mobile Device
- · Connecting a Wireless Router or WAP
- Launching Function Pad to select and connect to a VENUE system.

Installing VENUE Software

VENUE software version 6.1 or later must be installed on your S6L system. For complete software installation instructions, see the most recent edition of the *VENUE S6L Installation.pdf*, available for download from your Avid account.

Function Pad also includes a Demo mode that you can run without needing to be connected to a supported VENUE system.

Installing VENUE | Function Pad on Your Mobile Device

To install the VENUE | Function Pad app:

- 1 On your iPad, open the App Store.
- 2 In the Search box, enter "VENUE | Function Pad," then tap Search.
- 3 Locate the app on-screen, tap Get, then tap Install.
- 4 When installation is complete, tap Open.
- 5 Proceed to Connecting a Wireless Router or WAP.

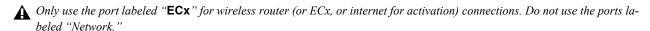


Connecting a Wireless Router or WAP

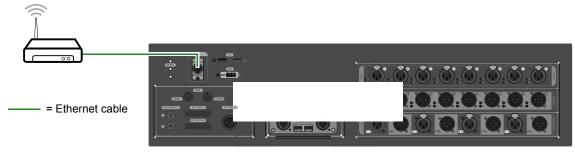
Standard wireless routers or WAP devices can be connected to the **ECx** port on your S6L control surface.

To connect a wireless router or WAP device to your VENUE system:

1 Connect one end of a standard Ethernet cable to the **ECx** port on your S6L control surface.



2 Connect the other end of the cable to the Ethernet port on the router or WAP. (On routers, connect to a LAN port, not WAN.)



Router connected to ECx port on the back panel of the S6L control surface

3 Connect your iOS device to the wireless network associated with the router that is connected to your VENUE system.

For additional security, it is recommended to use a secured closed Wi-Fi network for console control.

For optimal performance, use the least congested Wi-Fi frequency (5 GHz or 2.4 GHz) and channel. Please refer to your wireless router's documentation for information on how to change these parameters.

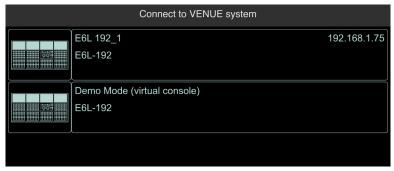
Launching Function Pad

Launch Function Pad as you would any app on your mobile device (tap its icon).



Icon for Avid VENUE | Function Pad

Function Pad finds all compatible VENUE systems on the Wi-Fi network and displays the Connect screen.



Connect to VENUE System

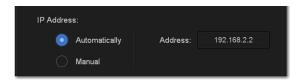
To connect Function Pad to a VENUE system:

On the Connect screen, tap to choose one of the listed systems.
(Choose Demo mode to tour the Function Pad app without connecting to a system.)

If you don't see your VENUE system listed, make sure it is configured to get its IP Address Automatically (see next).

To set the IP address in VENUE automatically:

- 1 On the external VENUE software screen, go to the Options > Interaction tab.
- 2 In the Ethernet Control section, under IP Address select Automatically.



Ethernet Control section of VENUE Options > Interaction

As long as your mobile device is connected to the Wi-Fi network and that Wi-Fi router or WAP is connected to the **ECx** port, connection is automatic.

About ECx and Function Pad

ECx Ethernet Control and the Function Pad app (as well as VENUE | On-Stage) can be used simultaneously. Function Pad is always enabled and is not dependent on or affected by enabling VNC control for ECx in Options > Interaction.

Using the Function Pad App

Using VENUE | Function Pad to control S6L Function switch assignments is simple and intuitive. Once the mobile device is connected to a VENUE system, default Function view is shown. Function switch assignments are shown across six columns and up to five rows per screen (the number of rows varies depending on the device being used). Tabs along the bottom let you access additional Function switches.

Function switch assignments are ordered according to the number of their assigned Function switch (Trigger). Note that Function switches that are not assigned to Events are not shown.



Function Pad app (Demo mode shown)

Only Function switch assignments are available (not Events with triggers assigned to other switches or controls).

To execute a Function:

• Tap a tile in the Function Switch screen.

To see more member channels:

■ Tap a tab along the bottom (such as 31–60).

You can color code tiles at any time to make it easier to identify Function switch assignments.

To color code a Function switch assignment:

- 1 Tap the Paint icon and select a color.
- 2 Tap the desired Function switch assignment.

If you delete a Function switch assignment in the Events tab of VENUE software, its tile location in the Function Pad app retains the previous color assignment when that same tile location is used for a new Function switch assignment.

To add assignments for the Function Pad app:

Create new Events and assign their triggers to Function switches, as described in Examples.

(See the VENUE S6L System Guide.pdf for additional information about creating and editing Events.)

Examples

Example 1: Tap Tempo

For delay plug-ins that support Tempo Sync you can create an Event for Tap Tempo that a performer can drive from the stage using the VENUE Function Pad app.

To create a Tap Tempo Event for the Function Pad app:

- 1 Go to Options > Misc and locate the Tap Tempo section.
- 2 Turn on global tempo sync for the system by selecting the On switch directly below the Tempo encoder so that it lights (on).
- 3 Enable Tempo Sync in the desired delay plug-in by navigating to that plug-in and enabling its tempo sync button. Repeat for other delay plug-ins you want to sync.
- 4 Go to Control > Events and create a new Event. Name the event "Tap Tempo."
- **5** From the Triggers Add menu select a Function switch.
- 6 From the Actions Add menu select Tap Tempo.

In the Function Pad app, a tile for Tap Tempo becomes available. The tile automatically flashes at the currently defined tempo. Tap the tile to set a new tempo.



Function Pad app showing default Function assignments (1-9) and a custom assignment for Tap Tempo

Example 2: Controlling Pro Tools Playback

By creating Function switch assignments for Pro Tools transport commands, and to recall VENUE snapshots that are linked to Pro Tools Markers, you can control playback remotely from the Function Pad app to check monitor mixes on stage for different songs or scenes.

To use the Function Pad app for remote Pro Tools Transport control:

- 1 Optional: Link VENUE snapshots to Pro Tools Markers so that recalling each snapshot locates Pro Tools playback to song start, scenes, or other locations. (For instructions, see the VENUE S6L Live Recording Guide.pdf.)
- 2 Go to Control > Events and create a new Event. Name the event "Play."
- 3 From the Triggers Add menu select a Function switch.
- 4 From the Actions Add menu select Pro Tools > Play.
- **5** Repeat the above steps to add a Function switch event for Pro Tools > Stop.
- 6 Optional: Create additional Function switch Events to recall VENUE snapshots that are linked to Pro Tools Markers.
 - Create a new Event for each desired snapshot/marker and give each Event a custom name (such as the song, scene, or location).
 - From the Triggers Add menu select a Function switch.
 - From the Actions Add menu select Snapshots > Recall Snapshot, then choose the desired snapshot from the sub-menu.
- 7 See the earlier instructions to color code the new assignments in the Function Pad app.