YAMAHA

Caution on connecting LS9 console and LS9 Editor via LAN

When you connect the LS9 console and a computer running LS9 Editor via Local Area Network (LAN), such as office buildings or school campuses, please be careful with the following while consulting with your network administrator.

■ Since the LS9 console does not support DHCP, set the IP address manually. Please ensure that you do not have a duplicate IP address assignment on the same network..

■ When a sufficient bandwidth for the communication between the LS9 console and LS9 editor cannot be secured due to the network load increase, the LS9 console or LS9 Editor response may become slow. It is recommended to use a network with a transmission rate of 100Mbps or more.

■ Rough indications of the communication load between the LS9 console and LS9 Editor are as follows:
   ・ While performing synchronization process between the LS9 console and LS9 Editor, a communication load of approximately 200 kbps occurs.
   ・ When the LS9 console and LS9 Editor are connected online, a constant communication of meter data causes approximately 200 kbps load. When disabling the Level Meter from the System Setup screen of the LS9 Editor, constant communication load will reduce to approximately 2kbps.

■ If your LAN encounters illegal data that contains a computer virus, this may cause the LS9 console or LS9 Editor to malfunction unexpectedly.

If you are concerned about the conditions above, a dedicated network or separate network using a VLAN can be established in order to make the communication between LS9 and LS9 Editor more stable.