

# TASCAM

# Sonicview Control

## USER'S MANUAL

## V2.2



# 1 - Sonicview Control operation

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## Overview

TASCAM Sonicview Control software is designed for the operation of Sonicview 16 and Sonicview 24 models.

This software supports a wide range of functions, from building systems that use Sonicview 16 and Sonicview 24 to daily management and operation.

For screen operation procedures that are the same as on the Sonicview units, refer to the Sonicview Reference Manual while reading this guide.

**Before using this software, read the Software Use License Agreement and agree to its terms.**

## Conventions used in this manual

In this manual, we use the following conventions:

- Smart phones, tablets and computers are called "devices".
- Messages that appear on the device are shown in quotes like this: "OK".
- Additional information is introduced in the styles below when needed:

### TIP

These are tips about how to use the unit.

### NOTE

These provide additional explanations and describe special cases.

### ATTENTION

Failure to follow these instructions could result in damage to equipment or lost data, for example.

### CAUTION

Failure to follow these instructions could result in injury.

## Trademarks

- TASCAM is a registered trademark of TEAC Corporation.
- Microsoft, Windows and Windows Media are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.
- Apple, Mac, macOS, iPadOS and the App Store are trademarks of Apple Inc. in the U.S. and other countries.
- The App Store is a service mark of Apple Inc.
- IOS is a trademark or registered trademark of Cisco Systems, Inc. in the U.S. and other countries and is used under license.

Other company names, product names and logos in this document are the trademarks or registered trademarks of their respective owners.

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## Operating environment

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### iPadOS devices

### Supported operating systems

iPadOS 18  
iPadOS 17

### Supported devices

iPad with arm64 or newer processor

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## Windows

### Supported operating systems

Windows 11 (64bit)  
Windows 10 (64bit)

### Computer hardware requirements

Computer running Windows that has Direct X11 hardware support

### CPU

Intel Core i series or newer recommended

### Memory

8 GB or more (at least 16 GB recommended)

### Open disc space

At least 150 MB

### Screen resolution/number of colors

1280×1024 (SXGA) or higher  
True Color (32-bit) recommended

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## Mac

### Supported operating systems

macOS Sequoia (15)  
macOS Sonoma (14)

### Supported models

Macs with Intel Core i/Apple M series processors

### Memory

8 GB or more (at least 16 GB recommended)

### Open disc space

At least 150 MB

### Screen resolution

1280×1024 (SXGA) or higher

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## Sonicview unit and dedicated software

### Supported devices

Sonicview 16  
Sonicview 24

### Firmware version\*

Ver 2.2

### Dedicated software

TASCAM Sonicview Control

### Software version\*

Ver 2.2

\* We request that you always use the latest firmware and software versions. For information about the latest firmware and software, check the TASCAM website.  
<https://tascam.jp/int/>

## Installing the dedicated software

### iPadOS devices

1. Connect the iPad to the Internet.
2. Search for the TASCAM Sonicview Control app on the App Store. Then, download and install it.
  - Please be aware that you are responsible for any transmission costs related to Internet connection.

### Windows

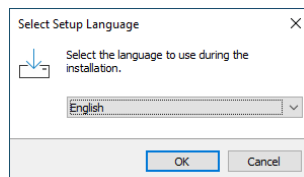
This section explains the procedures to install TASCAM Sonicview Control.

#### NOTE

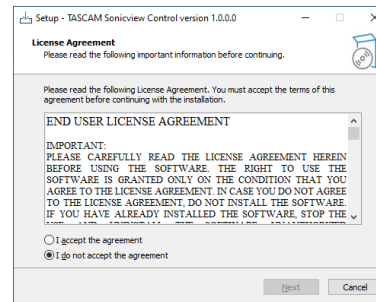
If TASCAM Sonicview Control is currently running, quit it before starting installation.

1. Connect the computer you are using to the Internet.
2. Download the TASCAM Sonicview Control application installer from the TEAC Global Site (<https://teac-global.com/>).
  - Please be aware that you are responsible for any transmission costs related to Internet connection.
3. Decompress the file after downloading, and double-click the TASCAM\_Sonicview\_Control\_installer\_x.x.x.exe file ("x.x.x" is the version) to launch the installer.
 

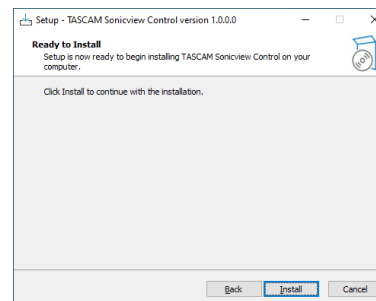
When the installer language selection screen opens, select the language you want and click the "OK" button.



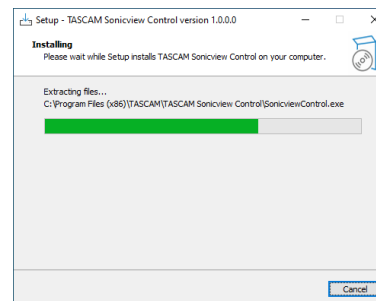
4. The software license agreement screen opens. Select "I accept the agreement" to agree to the license, and click "Next" to continue.



5. The installation duration completion screen opens. Click the "Install" button.

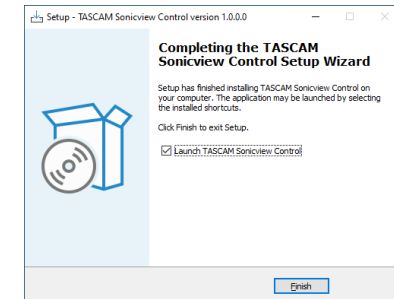


6. The installation progress screen opens. To cancel installation at this time, click the "Cancel" button.



7. The installation completion screen opens. To launch TASCAM Sonicview Control immediately, click the "Finish" button.

To launch TASCAM Sonicview Control later, remove the check (☑) from the box next to "Launch TASCAM Sonicview Control", and then click the "Finish" button.



This completes installation of the software.

# 1 - Sonicview Control operation

## Mac

### NOTE

- If TASCAM Sonicview Control is currently running, quit it before starting installation.
- While installing the TASCAM Sonicview Control application for Mac, a warning message like this might appear: "TASCAM\_Sonicview\_Control.pkg" can't be opened because it was not downloaded from the Mac App Store." If a message like this appears, follow the instructions in "Working with Gatekeeper" on page 6 and then proceed with the installation.

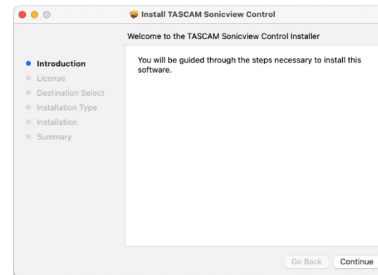
1. Connect the computer you are using to the Internet.
2. Download the latest TASCAM Sonicview Control app for the operating system you are using from the TEAC Global Site (<https://teac-global.com/>) and save it on the computer being used.
3. "TASCAM\_SonicviewControl\_x.x.x.dmg" (x.x.x is the software version), which is the saved disk image file for the TASCAM Sonicview Control app for Mac. Then, double-click "TASCAM\_Sonicview\_Control.pkg" inside the folder that opens.
4. Double-click "TASCAM\_SonicviewControl\_x.x.x.dmg" (x.x.x is the software version), which is the saved disk image file for the TASCAM Sonicview Control app for Mac. Then, double-click "TASCAM\_Sonicview\_Control.pkg" inside the folder that opens.



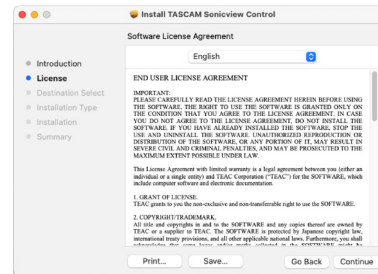
### NOTE

Depending on the computer's settings, the downloaded zip file might not have opened automatically. In this case, open the zip file first and then double-click the disk image file.

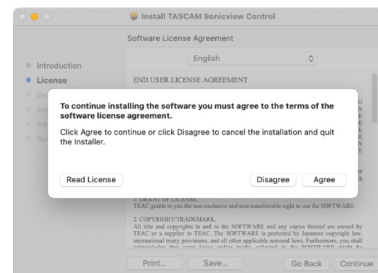
5. When the installer starts, click the "Continue" button.



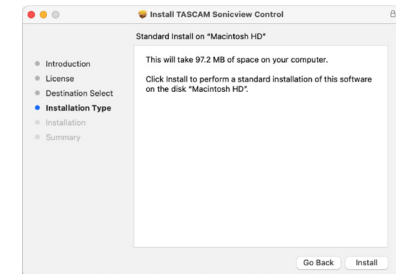
6. Next, select the desired language and click the "Continue" button.



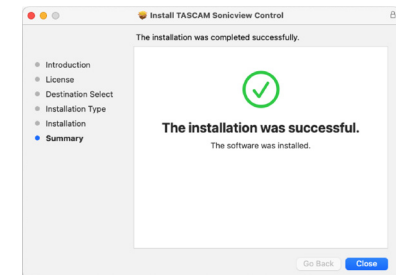
7. Click the "Read License" button and check the contents of the Software License Agreement. If you agree to the contents, click "Agree". Then, click the "Next" button.



8. Click the "Install" button in the window that opens to start installation.



9. The following screen appears when installation has completed. Click the "Close" button.



This completes installation of the software.

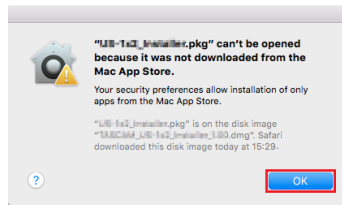
## Working with Gatekeeper

When using mac OS, depending on the Gatekeeper security function setting, a warning message might appear during installation.

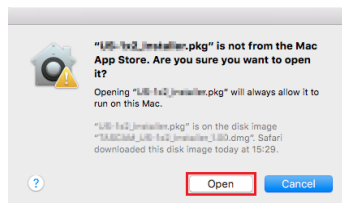
The solution depends on the warning message shown. See the following explanations for details.

## When the Gatekeeper setting is “Allow applications downloaded from: the Mac App Store”

The following security warning might be shown: “TASCAM\_Sonicview\_Control.pkg” can’t be opened because it was not downloaded from the Mac App Store.”



In this case, click the “OK” button to close the message. Then, control-click (or right-click) the file and click “Open” in the menu. When the “TASCAM\_Sonicview\_Control.pkg” can’t be opened because it was not downloaded from the Mac App Store. Are you sure you want to open it?” security warning message appears, click the “Open” button.



This warning message might also appear when the Gatekeeper setting is something other than “Allow applications downloaded from: the Mac App Store.”

The “TASCAM\_Sonicview\_Control.pkg” can’t be opened because it was not downloaded from the Mac App Store.” security warning might be shown again, and the file might not be able to be opened.



In this case, copy the file from the folder where it is to the desktop or another folder, and then open it. Alternatively, change the Gatekeeper settings to “Allow apps downloaded from: App Store and identified developers” and try opening it again.

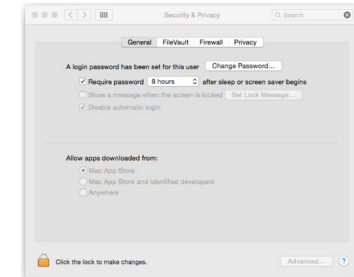
## When the Gatekeeper setting is not “Allow applications downloaded from: the Mac App Store”

The following security warning might be shown: “TASCAM\_Sonicview\_Control\_x.x.x.dmg” (x.x.x is the version number) is an application downloaded from the Internet. Are you sure you want to open it?” In this case, click the “Open” button.



## Changing the Gatekeeper setting

The Gatekeeper setting can be changed using the “Allow applications downloaded from:” item on the “General” page of the “Security & Privacy” pane of the System Preferences. To change this, you must click the lock icon (🔒) at the bottom left and enter a password to unlock the settings.



This setting will lock again when you click the 🔒 button or type command-Q to close the System Preferences or when you click “Show All” to close the open pane.

### ATTENTION

Changing the Gatekeeper setting could result in security risks. If you changed the Gatekeeper setting to decrease security (use one of the lower settings), set it back to the original setting after installing the application.

## TASCAM Sonicview Control operation modes

TASCAM Sonicview Control has the following operation modes.

- Offline Editor mode
- Remote mode

### Offline Editor mode

- This is a mode for editing snapshots and all system data off-line when the Sonicview unit is not connected.
- The Offline Editor mode can be used to check content that can be set using TASCAM Sonicview Control.
- Snapshot settings data and All System Data sets that have been edited in Offline Editor mode can be exported to SD cards and USB flash drives and then imported to Sonicview units.
- Snapshot settings data and All System Data sets that have been set on Sonicview units and exported to SD cards and USB flash drives can also be edited in TASCAM Sonicview Control.

#### NOTE

- Offline Editor mode is not supported on iPadOS devices.
- Snapshot settings data and All System Data sets are saved and recalled within the application management area, and can be backed up to and restored from folders selected on Windows/Mac computers.
- When using Offline Editor mode, the current editing state can be backed up when quitting the application. The editing state will be backed up in the application management area on the computer. The backed-up editing state will be reopened the next time.
- Some items cannot be used for some functions.
- Operations that require pressing two buttons simultaneously are not supported.

### Remote mode

When the Sonicview and the other device are connected to a network, the Sonicview can be operated using Sonicview Control on that device.

#### NOTE

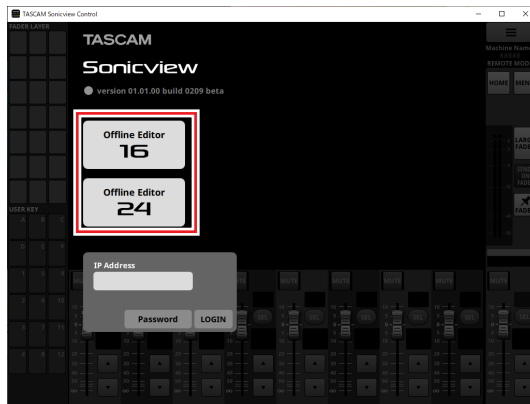
- Sonicview Control can only control one Sonicview unit at a time. Multiple Sonicview units cannot be controlled at the same time. Moreover, only one Sonicview unit can be connected to Sonicview Control at a time.
- Some items cannot be used for some functions.
- Some menu items cannot be used in Remote mode.
- Operations that require pressing two buttons simultaneously are not supported.

## Using Offline Editor mode

1. Launch TASCAM Sonicview Control.  
The Login Screen will open.
2. Tap “Offline Editor 16” or “Offline Editor 24” on the Login Screen.
  - Tap “Offline Editor 16” on the Login Screen to create or edit data for a Sonicview 16.
  - Tap “Offline Editor 24” on the Login Screen to create or edit data for a Sonicview 24.

### NOTE

The TASCAM Sonicview Control version is shown at the top left of the Login Screen.



In Offline Editor mode, log in to the application.

In Offline Editor mode, “OFFLINE EDITOR” will be shown in the application screen information display area. (See “⑦ Information display area” on page 12.)





# 1 - Sonicview Control operation

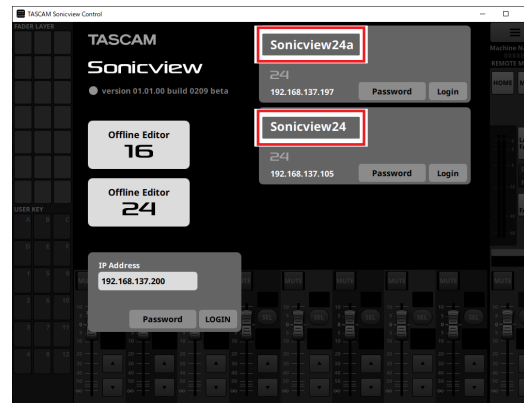
## Using Remote mode

1. Turn the Sonicview on.
2. Connect the Sonicview ETHERNET port to a router. (We recommend using LAN cables that are category 6 or higher.)
3. Connect the devices running TASCAM Sonicview Control to the network by Wi-Fi or with wired connections to the router.

### ATTENTION

Connect the Sonicview and the other device to the same router. If connections are made through multiple hubs and routers, the application might not be able to detect devices on the network using UPnP multicasting. Even when the Sonicview unit and the other device are connected to the same hub or router, detection might not be possible depending on the hub or router model being used. For further information, please contact your network administrator.

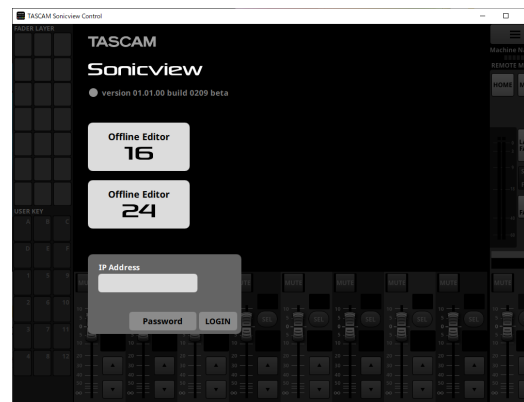
4. Launch TASCAM Sonicview Control.  
The Login Screen will open.



- If multiple Sonicview units are connected by LAN, they will all appear on the Login Screen.
- The names set as the Machine Name on the Network Setup Screen of the Sonicview units are shown in red frames. If multiple Sonicview units are on the same network, we recommend setting names that make them easy to identify.

### NOTE

- The TASCAM Sonicview Control version is shown at the top left of the Login Screen.
- If all Sonicview units are off or a Sonicview cannot be detected on the network, the following Login Screen will appear.



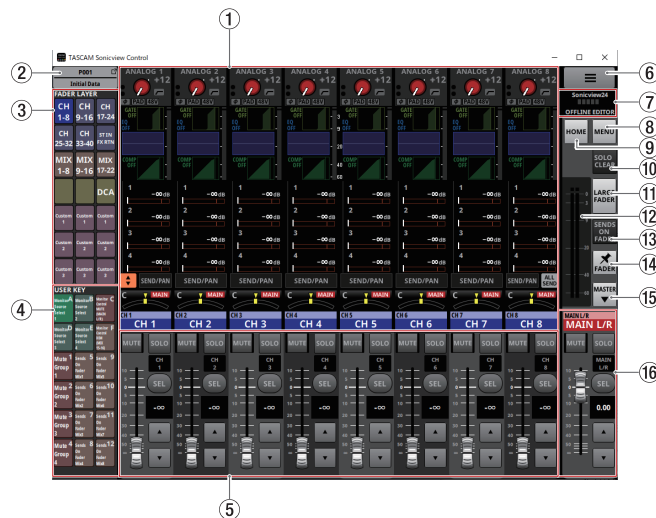
5. Tap the Sonicview that you want to log in to.  
The administrator password of the selected item in the list can be input.  
Select the Sonicview that you want to set or check and log in.

### NOTE

- The password used to connect to the network is set on the Network Setup Screen on the Sonicview in advance. To set the password, see "Network Setup Screen" in "4 – Mixer configuration and other settings" of the Sonicview Reference Manual.
  - The IP address can also be input in the IP Address field to log in.
6. When the connection between the Sonicview and the device has been established, log in to the application in Remote mode.  
In Remote mode, "REMOTE MODE" will be shown in the application screen information display area. (See "⑦ Information display area" on page 12.)



## Screen overview



### ① Touchscreen display area

- This shows the Home Screen and settings screens that are shown on a single Sonicview touchscreen. Operation of the Home Screen and settings screens are the same as on the Sonicview touchscreen.

- Tap the following areas on the Home Screen to show the selection frame.

- INPUT area
- SEND area
- PAN area



Doing this will replace the Channel Section (⑤) with the Keypad.

The parameter indicated by the yellow frame can be adjusted. (See "Parameter adjustment procedures" on page 14.)

- Tap the following areas on the Home Screen to switch to the corresponding MODULE screens.

- GATE/EXPANDER/DE-ESSER area
- HPF/EQ area
- COMP/DUCKER area
- NAME area
- SEND/PAN button
- Selected INPUT area
- Selected SEND area
- Selected PAN area



Doing this will replace the Channel Section (⑤) with the Keypad.

Tap a parameter to show the yellow frame, enabling its value to be changed.

The parameter indicated by the yellow frame can be adjusted. (See "Parameter adjustment procedures" on page 14.)

### NOTE

The selected FADER LAYER module names are shown below the Keypad area. The button for the module being shown in the Touchscreen Display Area will appear highlighted.

# 1 - Sonicview Control operation

## ② Snapshot button

- This shows the number and name of the current snapshot.
- Tap this button to open the Snapshot List Screen in the Touchscreen Display Area.



For operation of the Snapshot List Screen, see “Snapshot List Screen” in “8 – Saving and recalling setting data” of the Sonicview Reference Manual.

### NOTE

If a snapshot is recalled from the Sonicview unit itself when the operation mode is “REMOTE MODE”, it might not match the current snapshot (last stored/recalled Snapshot) in Sonicview Control, and the snapshot number and name might be shown blinking.

## ③ FADER LAYER buttons

- Tap these buttons to switch the FADER LAYER in 8-channel groups. The last tapped button will be highlighted, showing that it is selected. Switching the FADER LAYER will change the display to correspond to the current layer, including the module faders, the MUTE/SEL buttons and the Touchscreen Display Area.
- The FADER LAYER assigned to each button and its highlighted color can be set freely by opening Menu Screen > Front Panel Setup menu > Layer/Master Fader Setup. To set FADER LAYER button settings, see “Layer Key SETUP page” in “4 – Mixer configuration and other settings” of the Sonicview Reference Manual.
- The Custom 1–7 buttons will show the custom layer names set on the Custom Layer Name Screen. (See “Application Menu Screen” on page 19.)

## ④ USER KEY buttons

Functions and colors can be freely assigned to these buttons. When functions that have different statuses are assigned to these buttons, they will be highlighted according to the status. The content set using USER LABEL (User key) can be shown for the USER KEY buttons.

To set USER KEY button settings, see “USER DEFINED CONTROLS Screen” in “4 – Mixer configuration and other settings” of the Sonicview Reference Manual.

### NOTE

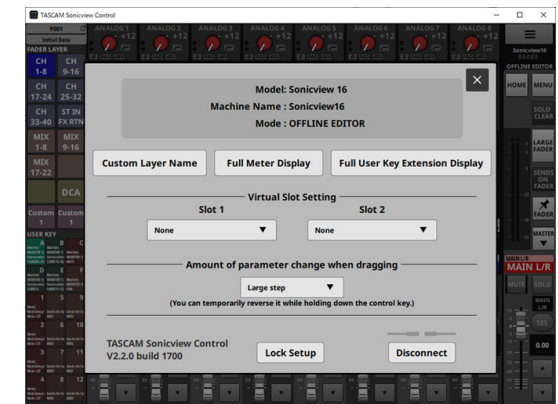
Snapshot target keys, which require two keys to be pressed simultaneously on the Sonicview unit, can be pressed sequentially in Sonicview Control to execute the function.

## ⑤ Channel Section

This shows MUTE, SOLO and SEL buttons and the channel faders of the Sonicview Channel Section. (See “Channel Section” on page 15.)

## ⑥ ≡ button

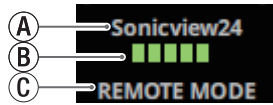
Tap this button to open the application Menu Screen. (See “Application Menu Screen” on page 19.)



# 1 - Sonicview Control operation

## ⑦ Information display area

This shows the following information.



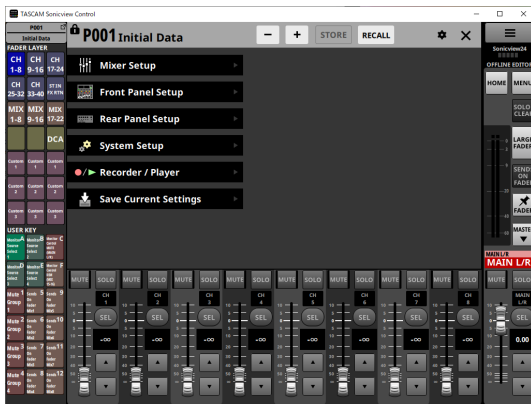
- Ⓐ This is the Machine Name on the network.
- Ⓑ When operating in REMOTE MODE, this shows the transmission speed between the logged-in Sonicview and Sonicview Control.
- Ⓒ This shows the operation mode.  
(REMOTE MODE/OFFLINE EDITOR)

### NOTE

When 2 or fewer Ⓑ indicators are lit, operation of the app could be impeded. For further information, please contact your network administrator.

## ⑧ MENU button

Tap this button to open the Menu Screen in the Touchscreen Display Area.



For menu operation, see “Menu Screen” in “2 – Names and Functions of Parts” of the Sonicview Reference Manual.

### NOTE

The menu items that can be used depend on the application operation mode.  
Menu items that cannot be selected will appear dark gray.

## ⑨ HOME button

When the Menu Screen or a settings screen is open, tap this to reopen the Home Screen on the touchscreen.

## ⑩ SOLO CLEAR button

- The SOLO CLEAR button lights when any module is being soloed.
- Tap the SOLO CLEAR button when it is lit to end soloing of all channels.

## ⑪ LARGE FADER button

Tap this button to expand the Channel Section to show channel faders that fill the screen.



### NOTE

- Tap a channel fader level display area to switch to the following screen.



The parameter indicated by the yellow frame can be adjusted.  
(See “Parameter adjustment procedures” on page 14.)

- Tap the LARGE FADER button when it is highlighted to return the Channel Section to its normal display size.

# 1 - Sonicview Control operation

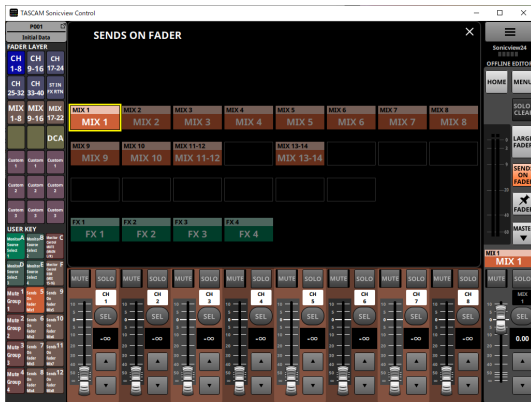
## 12 Output meters

These are output meters for the MAIN L/R bus.  
The OVER indicators light red when they reach or exceed  $-0.00026$  dBFS (16-bit full-scale value).

## 13 SENDS ON FADER button

Tap this button to turn on/off Sends On Fader mode.

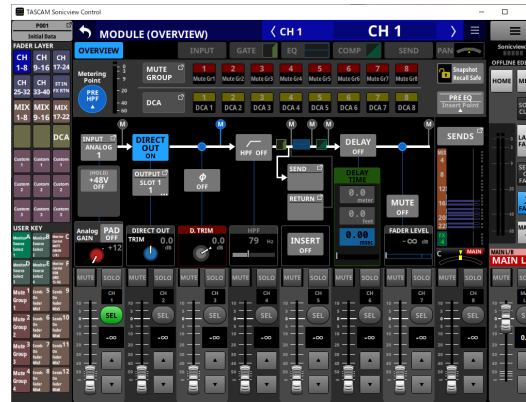
- When the SENDS ON FADER button is on (Sends On Fader mode is on), this button will be highlighted and the unit will operate as follows.
  - The SENDS ON FADER screen will open in the Touchscreen Display Area.
  - The channel faders are switched to send level controls for the buses selected on the SENDS ON FADER Screen. The level display areas will also become the colors of selected bus modules.
  - The Master Section will switch to showing the bus master module selected on the SENDS ON FADER Screen.



- Tap this button when the SENDS ON FADER Screen is shown to end Sends On Fader mode. This will close the SENDS ON FADER Screen and show the MAIN L/R master module in the Master Section again.

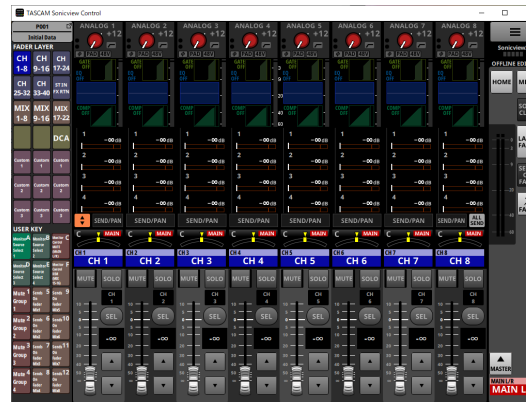
## 14 FADER pin button

Tap this button to turn channel fader display on/off.  
When this button is on, it will appear highlighted and channel faders will always be shown in the Channel Section.



## 15 MASTER / button

Tap this button to open the Master Section.



Tap the  button when the Master Section is closed to open it.

## 16 Master Section

This shows MUTE and SEL buttons and the channel faders of the Sonicview Master Section. (See "Master Section" on page 17.)

## Parameter adjustment procedures

### Procedures when the selection frame is visible on the Home Screen



Values can be changed using the following procedures.

- Tap a parameter to show the yellow frame, enabling its value to be changed.
- Move the mouse cursor to inside the yellow frame in the Touchscreen Display Area, and drag left and right to change the value. On iPadOS devices, tap the yellow frame and then drag left and right to change the value.
- Dragging left and right while pressing the Ctrl key (Windows) on the keyboard will change the value with higher resolution (default). On Mac computers, drag left and right while pressing the command key on the keyboard.
- The resolution of drag operations can be changed using the "Holding a Ctrl key during a drag operation button" item on the Application Menu Screen (⑥). (See "⑥ Amount of parameter change when dragging button" on page 19.)
- Values can be changed by tapping number buttons followed by the Enter button in the Keypad area.
- When the PAN area is selected, tap the +/- button to reverse R (right) and L (left) values.
- Default GEQ input values are negative. Change the sign as necessary with the +/- button.
- Values can be changed by tapping the ▲ and ▼ buttons.

#### NOTE

Tapping the Keypad Off button will revert the Channel Section (⑤) to showing faders.

### Procedures when a MODULE or MENU screen is open



- Values can be changed by tapping the ▲ and ▼ buttons.
- Tap a parameter in the Touchscreen Display Area to enable its value to be changed, showing the yellow frame and the number buttons in the Keypad area.



- Tap a parameter in the Touchscreen Display Area to show the yellow frame, enabling its value to be changed. Move the mouse cursor to inside the yellow frame showing the parameter in the Touchscreen Display Area, and drag left and right to change the value. On iPadOS devices, tap the yellow frame and then drag left and right to change the value.

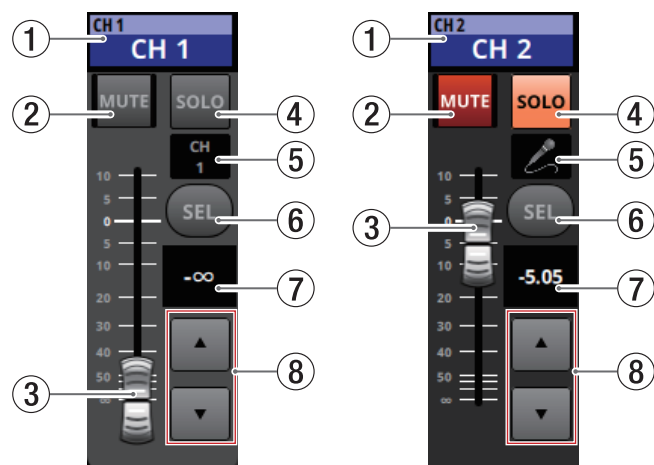
- Dragging left and right while pressing the Ctrl key (Windows) on the keyboard will change the value with higher resolution (default). On Mac computers, drag left and right while pressing the command key on the keyboard. The resolution of drag operations can be changed using the "Holding a Ctrl key during a drag operation button" item on the Application Menu Screen (⑥). (See "⑥ Amount of parameter change when dragging button" on page 19.)
- Values can be changed by tapping number buttons followed by the Enter button in the Keypad area.
- When the PAN area is selected, tap the +/- button to reverse R (right) and L (left) values.
- Default GEQ input values are negative. Change the sign as necessary with the +/- button.

#### NOTE

- Tapping the Keypad Off button will revert the Channel Section (⑤) to showing faders.
- Tapping the ESC button will change the keypad in the Channel Section (⑤) to ▲/▼ buttons that can change values.
- On the MODULE (Audio Follow Video) Screen, ON LEVEL and OFF LEVEL can be dragged up and down to change their values.

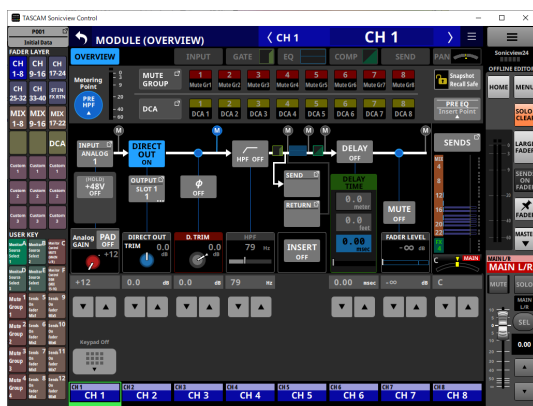


## Channel Section



### ① Home screen name area

- This shows the same information as the name area on the Home Screen for the assigned module (module name, user module name, DCA assignment, Mute Group assignment).
- Tap this area to open the MODULE (OVERVIEW) Screen for the selected module in the Touchscreen Display Area.



Tap a highlighted SEL button (⑤) to return to the Home Screen.

### ② MUTE button

- When in OFFLINE EDITOR operation mode, this mutes/unmutes the module assigned to the selected layer.
- When in REMOTE MODE, press and hold this button to switch muting on/off.

Operation mode	On	Off
OFFLINE EDITOR		
REMOTE MODE (with the word "HOLD")		

- When a MUTE button is on (highlighted), the signal of the corresponding module is muted.
- Depending on the DCA or Mute Group, the button will blink when muted.
- When the SENDS ON FADER button is on (Sends On Fader mode is on), these turn sends on/off to the selected bus from the modules assigned to the selected layer (send off when MUTE button lit, send on when MUTE button unlit). For modules that do not have a send on/off function for the subject bus, however, these mute/unmute the corresponding module. (For example, this applies when the subject bus is FX1 and the module is FXRTN1 or the subject bus is MIX1 and the module is MIX1.)
- When in REMOTE MODE, if the SENDS ON FADER button is on (Sends On Fader mode is on), press and hold this button to switch on/off the send to the selected bus from the modules assigned to the selected layer.

### ③ Channel fader

- When the SENDS ON FADER button is off (Sends On Fader mode is off), these adjust the fader levels for the modules assigned to the selected layer.
- When the SENDS ON FADER button is on (Sends On Fader mode is on), these adjust the send levels to the selected bus for the modules assigned to the selected layer.
- Drag the channel fader up and down to adjust the fader level.
- The gain value of the channel fader is shown in the channel fader level display area (⑦).

#### NOTE

Double-tap the fader to set it to "0.00".

# 1 - Sonicview Control operation

## ④ SOLO button

- These turn soloing on/off for modules assigned to the selected layer.
- When these buttons are on (highlighted), the signals of the corresponding modules are sent to the SOLO L/R bus.
- These buttons will blink if soloing is on because of DCA.

## ⑤ Module icon or user module name

- This shows the user module name. If the name has not been defined, the module name will be shown as "CH 1", for example. If a module icon has been set, it will be shown.
- Tap this area when a module name is shown to open the MODULE NAME Screen for that module.



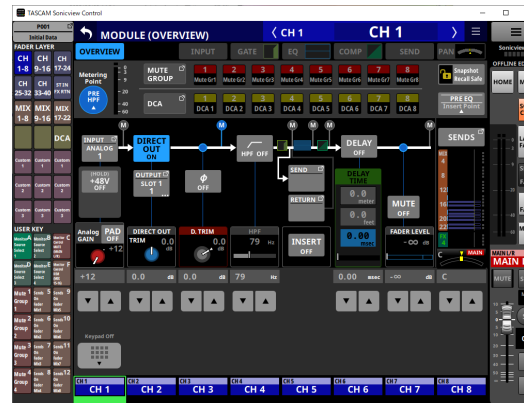
Tap this area when an icon is shown to open the icon setting screen for that module.

### NOTE

For MODULE NAME Screen operation, see "User module name entry and editing procedures" in "7 – Other module parameter settings screens" of the Sonicview Reference Manual.

## ⑥ SEL button

Tap this button to open the MODULE Screen for the module assigned in the Touchscreen Display Area to the selected layer.



## ⑦ Channel fader level

- When the SENDS ON FADER button is on (Sends On Fader mode is on), the background color of this area becomes the color set for the bus assigned to SENDS ON FADER operation.
- This shows the level of the channel fader to the left of it as a number.  
Range:  $-\infty$ ,  $-120$ — $+10.0$  (default: 0.0)
- Tap this area to hide the Touchscreen Display Area and switch to the following.



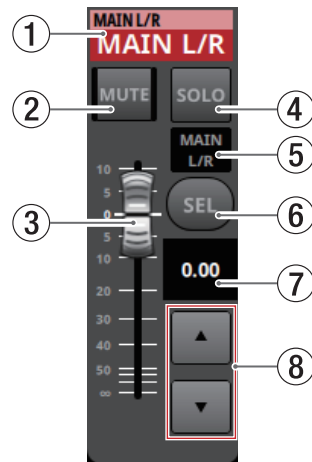
The parameter indicated by the yellow frame can be adjusted. (See "Parameter adjustment procedures" on page 14.)

## ⑧ Channel fader adjustment buttons

Tap the ▲ and ▼ buttons to adjust the channel fader in steps.

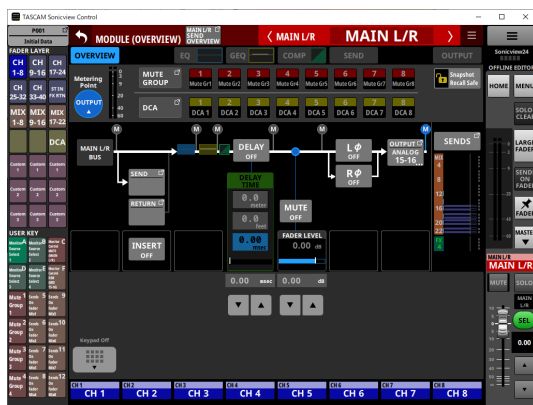


## Master Section



### ① Home screen name area

- This shows the same information as the name area on the Home Screen for the assigned module (module name, user module name, DCA assignment, Mute Group assignment).
- Tap this area to switch the Touchscreen Display Area to the MODULE (OVERVIEW) Screen for the MAIN L/R master module.



Tap a highlighted SEL button (⑤) to return to the Home Screen.

### ② MUTE button (MASTER)

- When the SENDS ON FADER button is off (Sends On Fader mode is off), this becomes a MUTE button for the module assigned to the MASTER slot on the Custom Layer Setup page of the Layer Key Setup Screen (MAIN L/R by default).
- When the SENDS ON FADER button is on (Sends On Fader mode is on), this becomes a MUTE button for the selected bus master module.
- When in OFFLINE EDITOR operation mode, this mutes/unmutes the module assigned to the selected layer.
- When in REMOTE MODE, press and hold this button to switch muting on/off.

Operation mode	On	Off
OFFLINE EDITOR		
REMOTE MODE (with the word "HOLD")		

- When a MUTE button is on (highlighted), the signal of the corresponding module is muted.
- Depending on the DCA or Mute Group, the button will blink when muted.

### ③ MASTER fader

- When the SENDS ON FADER button is off (Sends On Fader mode is off), this adjusts the fader level of the module assigned to the MASTER slot on the Custom Layer Setup page of the Layer Key Setup Screen (MAIN L/R by default).
- When the SENDS ON FADER button is on (Sends On Fader mode is on), this adjusts the fader level of the selected bus master module.
- Drag the MASTER fader up and down to adjust the fader level.
- The gain value of the MASTER fader is shown in the MASTER fader level display area (⑥).

#### NOTE

Double-tap the fader to set it to "0.00".

### ④ SOLO button (MASTER)

- This turns soloing on and off.
- When the SENDS ON FADER button is off (Sends On Fader mode is off), this becomes a SOLO button for the module assigned to the MASTER slot on the Custom Layer Setup page of the Layer Key Setup Screen (MAIN L/R by default).
- When the SENDS ON FADER button is on (Sends On Fader mode is on), this becomes a SOLO button for the selected bus master module.
- When this button is on (highlighted), the signal of the corresponding module is sent to the SOLO L/R bus.
- This button will blink if soloing is on because of DCA.

### ⑤ Module icon or user module name

- This shows the user module name. If the name has not been defined, the module name will be shown as "MAIN L/R", for example. If a module icon has been set, it will be shown.
- Tap this area when a module name is shown to open the MODULE NAME Screen for that module.



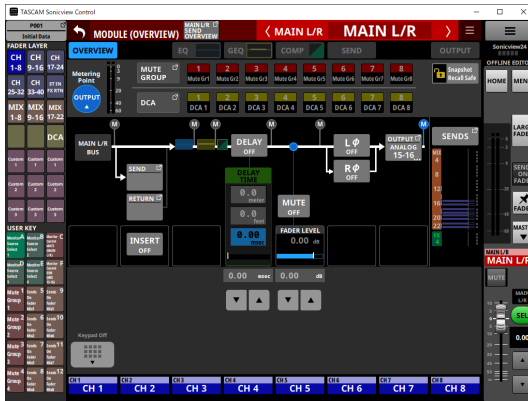
Tap this area when an icon is shown to open the icon setting screen for that module.

#### NOTE

For MODULE NAME Screen operation, see "User module name entry and editing procedures" in "7 – Other module parameter settings screens" of the Sonicview Reference Manual.

## ⑥ SEL button (MASTER)

- When the SENDS ON FADER button is off (Sends On Fader mode is off), this becomes a SEL button for the module assigned to the MASTER slot on the Custom Layer Setup page of the Layer Key Setup Screen (MAIN L/R by default).
- When the SENDS ON FADER button is on (Sends On Fader mode is on), this becomes a SEL button for the selected bus master module.
- Tap this button, highlighting it, to open the MODULE Screen for that module in the Touchscreen Display Area. If the MODULE Screen shown for a module has been changed in the Touchscreen Display Area, the corresponding SEL button will appear highlighted.



## ⑦ MASTER fader level

- When the SENDS ON FADER button is on (Sends On Fader mode is on), the background color of this area becomes the color set for the bus assigned to SENDS ON FADER operation.
- This shows the level of the MASTER fader to the left of it as a number.  
Range:  $-\infty$ ,  $-120$ — $+10.0$  (default: 0.0)
- Tapping this area will replace the Channel Section (⑤) with the Keypad.



The parameter indicated by the yellow frame can be adjusted. (See "Parameter adjustment procedures" on page 14.)

## ⑧ MASTER fader adjustment buttons

Tap the ▲ and ▼ buttons to adjust the MASTER fader in steps.

## Application Menu Screen



### ① Model

This shows the model of the device (Sonicview 16 or Sonicview 24) subject to operation or editing.

### ② Machine Name

This shows the name set on the Machine Name Screen.

### NOTE

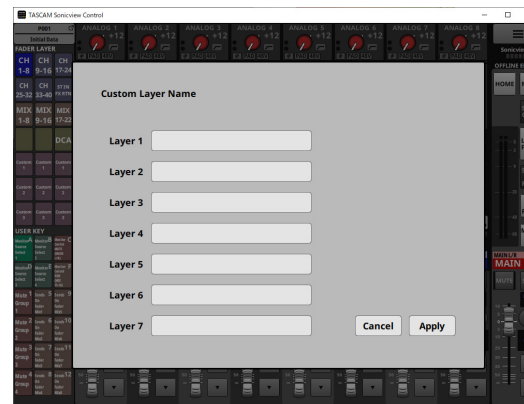
The Machine Name is set on the Network Setup Screen on the Sonicview in advance. To set the Machine Name, see “Network Setup Screen” in “4 – Mixer configuration and other settings” of the Sonicview Reference Manual.

### ③ Mode

This shows the operation mode.

### ④ Custom Layer Name button

Tap this button to open the Custom Layer Name Screen.



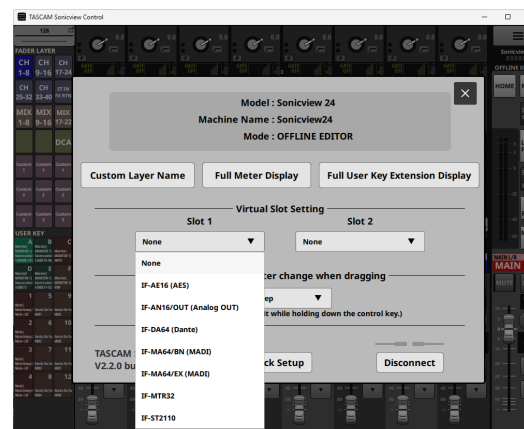
On this screen, the custom layer names shown for the Custom 1–7 buttons can be set. (See “③ FADER LAYER buttons” on page 11.)

### NOTE

These are not shown on the Sonicview itself.

### ⑤ Virtual Slot Setting

If the operation mode is OFFLINE EDITOR, set these according to the cards that are expected to be installed in the expansion card slots (SLOT 1/SLOT 2) of the Sonicview.

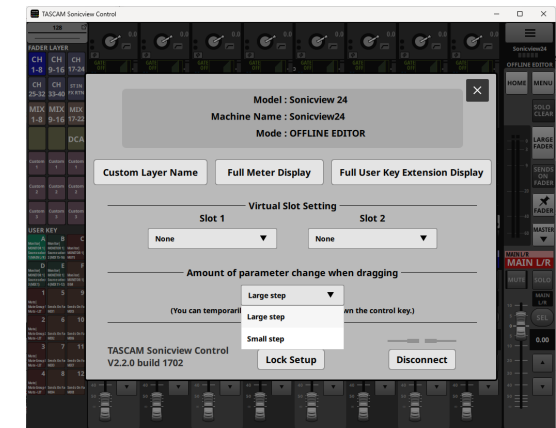


### NOTE

This is not saved with All System Data.

### ⑥ Amount of parameter change when dragging button

- This shows the setting for the resolution used when dragging.
- Tap this area to open a window where the resolution can be selected.



Option	Meaning
Large step (default)	The amount of change will be larger when dragging.
Small step	The amount of change will be smaller when dragging.

### NOTE

When the operation mode is “Large step”, small step mode can be temporarily activated by pressing Ctrl key on Windows or the command key on Mac while dragging. When the operation mode is “Small step”, this will temporarily activate large step mode.

# 1 - Sonicview Control operation

## ⑦ TASCAM Sonicview Control

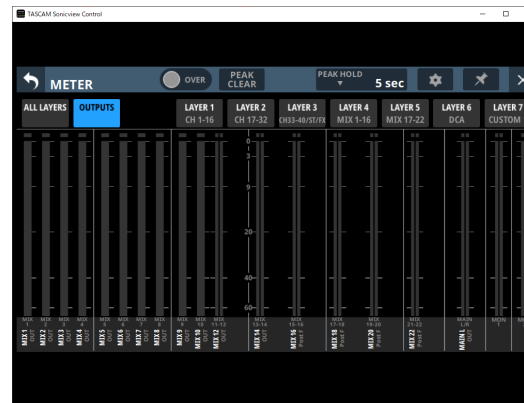
This is the version of this software (TASCAM Sonicview Control).

## ⑧ ✕ button

Tap this button to close the application Menu Screen.

## ⑨ Full Meter Display button

Tap this button to show the meters on the full screen.



Tap the Back button at the top left or the Close button at the top right to end this mode.

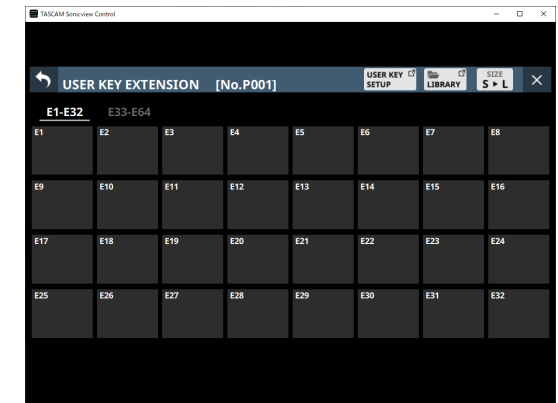
## NOTE

The same operations as on the main unit can also be used to show them at normal size.



## ⑩ Full User Key Extension Display button

The USER KEY EXTENSION Screen can be shown on the full screen.



Tap the Back button at the top left or the Close button at the top right to end this mode.

## NOTE

The same operations as on the main unit can also be used to show them at normal size.

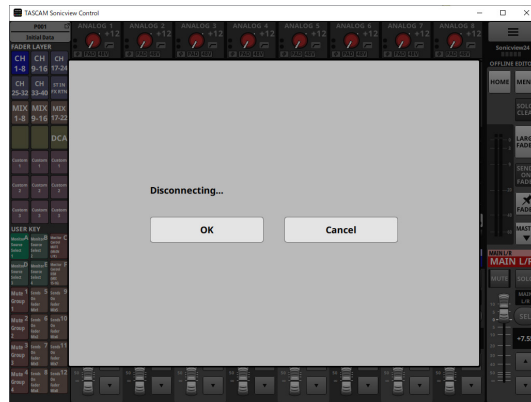


# 1 - Sonicview Control operation

## ⑪ Disconnect button

When **REMOTE MODE** is the operation mode

Tap this button to open the following screen.



### OK button

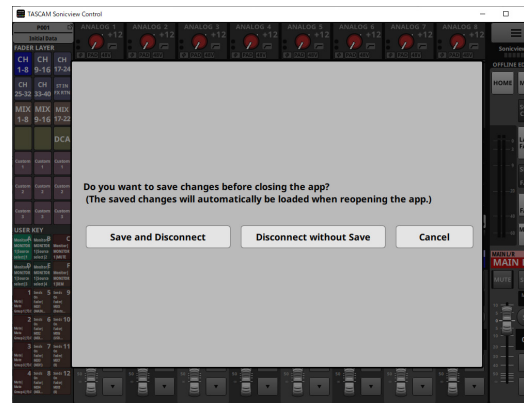
Tap this button to close this window and return to the Login Screen.

### Cancel button

Tap this button to return to the app menu screen.

When **OFFLINE EDITOR** is the operation mode

Tap this button to open the following screen.



### Save and Disconnect button

Tap this button to back up the current editing state and return to the Login Screen.

The editing state will be backed up in the application management area on the computer. The backed-up editing state will be reopened the next time.

### Disconnect without Save button

Tap this button to return to the Login Screen without backing up the current editing state.

### Cancel button

Tap this button to return to the app menu screen without backing up the current editing state.

### ATTENTION

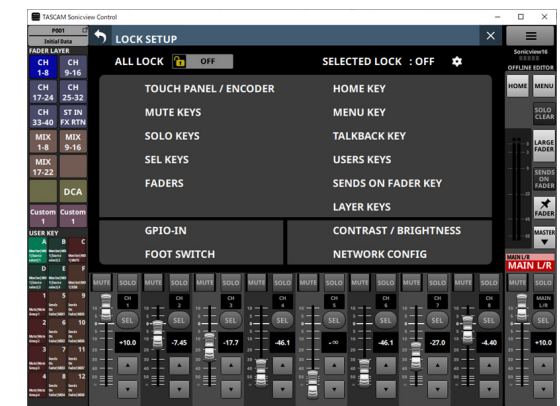
- If the app is quit without backing up, setting data changes will be lost.
- Backing up will cause the previously backed up editing state to be lost.

### NOTE

Sonicview 16 and Sonicview 24 editing states are saved separately.

## ⑫ Lock Setup button

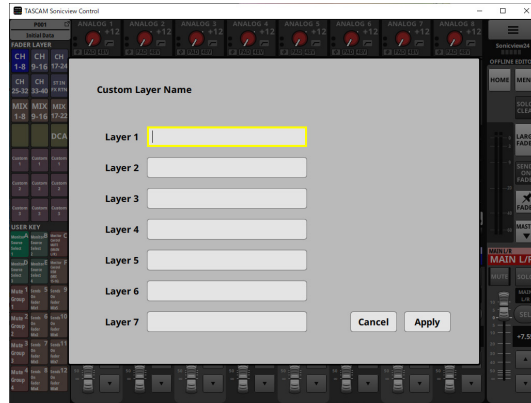
This opens the Lock Setup Screen.



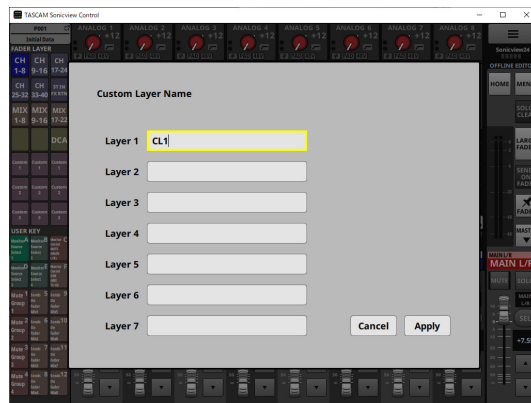
Parts other than the touchscreens will also be disabled according to the content locked with these settings.

## Custom Layer Name settings

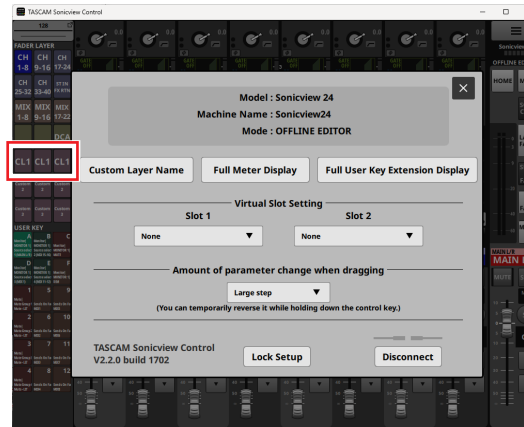
1. Open the Custom Layer Name Screen.
2. Tap a custom layer name input area.  
Selecting will make a yellow frame appear.



3. Use a keyboard to input the custom layer name.  
The maximum number of characters is 16.



4. Repeat steps 2 and 3 as necessary.
5. Tap the Apply button to confirm the input custom layer names and return to the application Menu Screen.  
Tap the Cancel button to discard the name settings and return to the application Menu Screen.



These settings will be applied to the FADER LAYER Custom 1–7 button names.



# 2 - Saving and recalling setting data

## Snapshot function operations

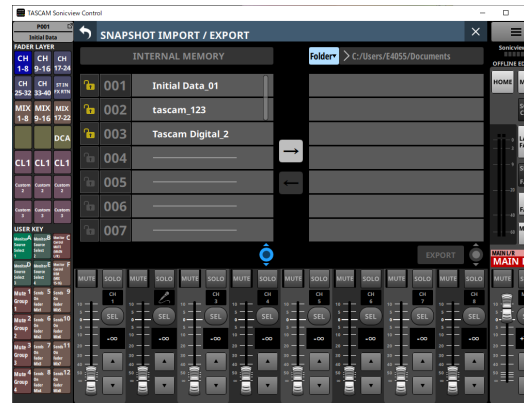
Snapshot function operations and Snapshot setting data management and editing is conducted on the Snapshot List Screen. For operation of the Snapshot List Screen, see “Snapshot List Screen” in “8 – Saving and recalling setting data” of the Sonicview Reference Manual.

### ATTENTION

- The following operations are not possible when the Sonicview Control operation mode is REMOTE MODE.
  - Snapshot importing and exporting
- If a snapshot created with firmware version 1.1.0 is recalled by firmware version 1.0.x, proper operation will not be possible, so the following restrictions apply.
  - Snapshots created with firmware version 1.1.0 cannot be imported by firmware version 1.0.x. (Snapshots created by firmware version 1.0.x can be imported by firmware version 1.1.0.)
- Use the Ver 1.0.x offline editor to create data for use with Ver 1.0.x.

## Snapshot importing and exporting overview

- When in OFFLINE EDITOR operation mode, the selected folder on the Windows/Mac computer that Sonicview Control is running on becomes the source for imports and the destination for exports, and the SNAPSHOT IMPORT/EXPORT Screen media selection button becomes the Folder button.



Tap the Folder button to open a window for selecting the folder on the Windows/Mac computer that Sonicview Control is running on.

- For Snapshot importing and exporting operations, see “Importing Snapshots” and “Exporting Snapshots” in “8 – Saving and recalling setting data” of the Sonicview Reference Manual.

## LIBRARY operations

When in OFFLINE EDITOR operation mode, LIBRARY settings data can be managed and edited on each LIBRARY Screen. For operation of each LIBRARY Screen, see “LIBRARY Screens” in “8 – Saving and recalling setting data” of the Sonicview Reference Manual.

### ATTENTION

When the Sonicview Control operation mode is REMOTE MODE, LIBRARY function operations are not supported and LIBRARY buttons will not be shown on MODULE screens.

### All System Data operations

When in OFFLINE EDITOR operation mode, use the ALL SYSTEM DATA Screen to save to and load from folders selected on the Windows/Mac computer.

#### ATTENTION

- These operations are not possible when the Sonicview Control operation mode is REMOTE MODE.
- If a snapshot created with firmware version 1.1.0 is recalled by firmware version 1.0.x, proper operation will not be possible, so the following restrictions apply.
  - All System Data created with firmware version 1.1.0 cannot be restored with firmware version 1.0.x. (All System Data created by firmware version 1.0.x can be restored with firmware version 1.1.0.)
- Use the Ver 1.0.x offline editor to create data for use with Ver 1.0.x.

### Saving and loading all system data

- When in OFFLINE EDITOR operation mode, tap the SAVE button on the ALL SYSTEM DATA Screen to open a window for the selection of files on the Windows/Mac computer that Sonicview Control is running on. Specify the name of the file to save and save the All System Data.
- When in OFFLINE EDITOR operation mode, tap the LOAD button on the ALL SYSTEM DATA Screen to open a window for the selection of files on the Windows/Mac computer that Sonicview Control is running on. Specify the name of the file to load and load the All System Data.
- When OFFLINE EDITOR is the operation mode, tapping the Factory RESET button will delete all snapshots and types of library files as well as restore edited content to the default state.



# TASCAM

TEAC CORPORATION

1-47 Ochiai, Tama-shi, Tokyo 206-8530 Japan

<https://tascam.jp/jp/>

TEAC AMERICA, INC.

10410 Pioneer Blvd., Unit #3, Santa Fe Springs, CA 90670, U.S.A

<https://tascam.com/us/>

TEAC UK Ltd.

Luminous House, 300 South Row, Milton Keynes, Buckinghamshire, MK9 2FR, UK

<https://www.tascam.eu/en/>

TEAC EUROPE GmbH

Bahnstrasse 12, 65205 Wiesbaden-Erbenheim, Germany

<https://www.tascam.eu/de/>

TEAC SALES & TRADING(SHENZHEN) CO., LTD

Room 817, Xinian Center A, Tairan Nine Road West, Shennan Road, Futian District, Shenzhen, Guangdong Province 518040, China

<https://tascam.cn/cn/>