High-resolution color display graphically shows the details of parameter values. Displayed objects, icons and value curves support intuitive operation.

Digital terminals
Enhanced terminal-driven communication with a PC using the control software freely downloadable from the Yamaha website. Word clock input/output, SMPTE digital two-track audio input/output, and AES16 support.

Lamp connector (L5-32)
The four-pin female XLR output jack supplies power to a separately sold gooseneck lamp (such as the Yamaha LA5000).

OMNI Output
These XLR-3-32 male jacks are used mainly for the Stereo L/R, Mono, Mix, and Matrix output. Each output has independent delay and phase capability for the compensation of speaker alignment. The maximum output level is +24dB by default, and changeable to +18dB.

Mini-YGDAI slot
These slots allow Yamaha optional mini-YGDAI I/O cards to be inserted for expanding the number of input and output channels as required. When using this card for bus-cascade, the two consoles work as one with double inputs. (LS9-32 has 2 slots, LS9-16 has a 1 slot.)

Analog Input
These balanced XLR inputs are used for the analog audio input. Head amplifier gain can be stored as scene data.
### Main Operation Panel

This is the main area for editing parameters on the console. The 16 LED图形ically shows the details of parameters. There are buttons for changing the displayed menus, and some parameters can be accessed instantly.

### Channel Module

This is the basic area for the channel control. There are 12 User Defined Keys. These keys are for selecting output buses to edit. There are 12 User Defined Keys. These keys are for selecting output buses to edit. The keys change the main menu of the LCD and data save/load. This memory can be connected as a USB memory. The USB port also works as a USB key for the Virtual Rack for effects and graphic EQs.

### Master and User Defined Keys

These buttons activate assigned functions such as controlling the master level, user-defined keys, console lock, etc. There are 12 User Defined Keys. These keys are for selecting output buses to edit. Each key is useful for returning to the normal menu.

### DISPLAY ACCESS Section

These are the keys for changing the main menu of the LED displays. The main menu can be selected as LCD, METER, SETUP, etc.

### MASTER Section

This button is for controlling the master channel. The Master function is available in the main menu. The SPOT function can be used in the main menu. The Mono fader is for controlling the master level of the MIX/MATRIX output. The Mono fader is for controlling the master level of the MIX/MATRIX output.

### SELECTED CHANNEL Section

These buttons are for selecting the desired channel. The MIX/MATRIX SELECTS Section is used to select the MIX/MATRIX output. These buttons are used to select the desired channel.

### FADER Section

This button is for controlling the master level. The FADER section is used to control the master level. The STEREO INPUT section is used to control the master level.

### DATA ENTRY Section

These buttons are used for entering parameter values and controlling the main menu. These buttons are used for entering parameter values and controlling the main menu.