The instructions

Professional digital mixer

Digital Mixer

- Please read the instructions carefully before using the product
- Please keep the instruction for future reference

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For your safety and to avoid warranty lapses please read this section carefully

Safety Symbol Guide

For your safety and effective warranty, please read all the text carefully

warning



This lightning arrow symbol is used to alert the user to the presence of uninsulated dangerous voltages in the product housing that may be sufficient to constitute an electric shock hazard.

Matters needing attention



The exclamation mark and equilateral triangle are designed to remind the user of the important operation and repair and maintenance instructions in the instruction manual of the appliance.

annotation



Contains important information and helpful tips about what your device is up and running.

Safety warnings for headsets



Contains important information and useful tips about the headset output and monitoring levels.Recommended impedance of headset >=150Ohms

Important safety instructions

· Read these instructions

· Keep these explanatory documents

· Pay attention to all warning signs

· Follow all instructions

· Do not use the device near water or wet locations

· Clean with dry cloth only

· Do not block any vents and install according to factory's instructions.

Do not install near primary heat sources, such as radiators, heaters, stoves, or other heat-generating devices (including power amplifiers).

Do not damage the electrode or grounding plug used for the safety day. One type is a plug with two plugs, one of which is larger than the other. One type is two plugs and one of which is larger than the other.Please find an electrician to replace the old socket. The protected power cord should not be trampled or squeezed, and it is convenient for the plug to be pulled out from the equipment.

Only applicable to accessories/accessories specified by the manufacturer.

Use only the cart, stand, tripod, or table specified by the manufacturer or sold with the equipment. When using the cart, care must be taken to prevent the combined equipment from tipping over and injuring itself.

Unplug the device if it is not in use for a long time or during a thunderstorm.

When the equipment has been damaged and must be repaired, please call professional maintenance personnel, such as the power cord, plug is damaged, liquid splashed, has been wet or wet, or has been dropped, can not work properly.

Warning:

· In order to reduce the risk of fire and electric shock, do not expose the equipment to rain or moisture.

· Do not make the equipment drop water, splash water, and do not put objects containing liquid on the equipment, such as vases.

· Unlit fires, such as candles, should not be placed on the equipment.

· Vents should not be blocked, such as newspapers, cloth and other flammable materials.

· The equipment must be grounded.Never disconnect safely from the main power supply.

· Easily disconnect the power plug from the main power outlet when the device is in use

· If any part of the power cord is damaged, the whole power cord needs to be replaced.

The following information is for reference only

The color of the wire in the main power cord is shown as follows:

To green

Zero blue

The line of fire brown

· If the color of the wire is inconsistent with the terminal mark of the main power outlet, click:

· Green and yellow wires must be connected to terminals marked with the letter E or with ground marks.

· The blue wire must be connected to terminals marked with the letter N.

· Brown electronic wires must be connected to terminals marked with the letter L.

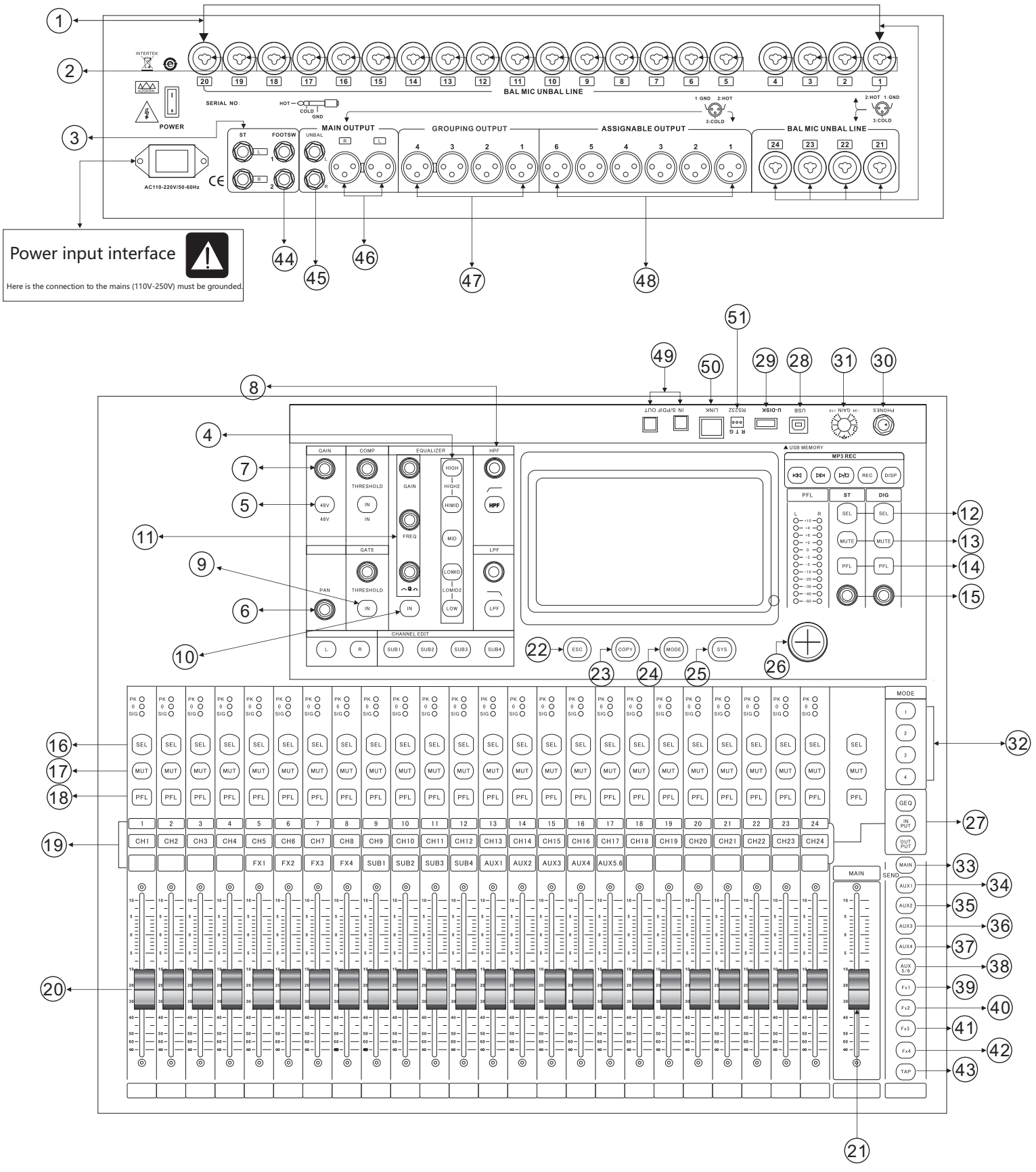
· Ensure that these colors strictly comply with socket changes.

Note: It is recommended that all products for maintenance and service should be approved by the manufacturer.

The company does not accept any damage caused by unauthorized repair personnel or repairs

Loss or liability of any kind.

Through the figure



A quick guide

To familiarize you with the product as quickly as possible, this manual has a quick guide, where you can find it quickly

Console information and functions.

1: Microphone Input Connect your microphone here. If you are using a capacitive microphone, make sure the 4 8 V Phantom power switch on the EQ control area is switched on

Warning: Do not turn on the phantom power until you have connected the microphone.

2: The line input is connected to the line signal source, such as: synthesizer, drum set, etc.

3: stereo input port here is connected to the stereo signal input end, non-balanced input.

4: Parametric equalizer Parametric equalizer shortcut keys are: treble, medium treble, medium bass, bass (from top to bottom)

5: phantom power button This button is lit, indicating that the mi-c socket has 4 8 V voltage.

Note: Do not turn on the phantom power until you have connected the microphone.

6: Audio and Image Control Knob Use this knob to control stereo sound field positioning.

7: Gain Control Adjustment This knob can increase or decrease the input signal level.

8: high pass knob to adjust this knob can reduce the low frequency signal.

9: Noise door switch This button is lit, indicating that the noise door is in effect.

1 0: E Q Edit Key This button is lit to indicate that E Q Equalizer is active

1 1: Equalizer knob from bottom to top meaning respectively: bandwidth, frequency, current equalizer gain.

1 2: The channel selection key S T 1 7/1 8 D I G (number) is lit, indicating that the channel is selected and the channel parameters can be edited

1 3: Mute Switch S T 1 7/1 8 D I G Channel Mute Switch. When this button is turned on, you will not hear the signal of this channel

1 4: monitor switch S T 1 7/1 8 D I G When this button is pressed the signal will be output from monitor and earphone.

The current knob controls the volume level of the channel.

1 6: channel selection key This button is lit to indicate that the channel is selected and the channel parameters can be edited.

17: When this button is turned on, you will not be able to hear the signal of this channel.

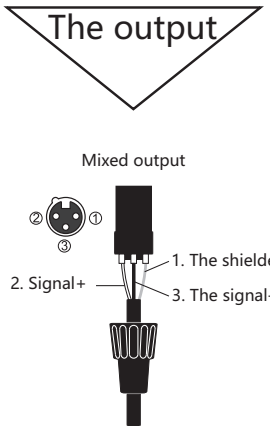
Stereo input

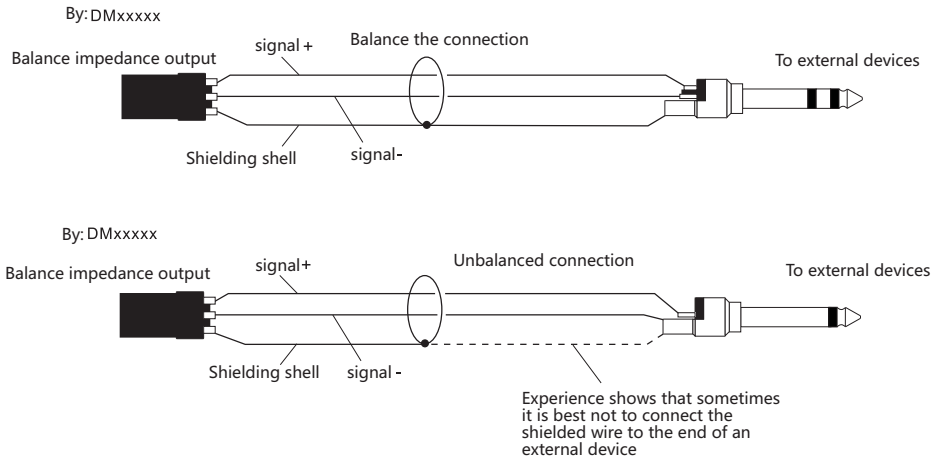


These use 3.5 Lotus input ports.Use this as a source input, such as a keyboard instrument, drum set, synthesizer, tape player, or signal returned from a processor. This input is an anti-interference, low-noise balanced input, but you can use it as an unbalanced input source through wiring, and then keep the short length of the cable to reduce the interference brought by the cable.Note that the ring must be grounded if the input source is unbalanced.The mono input source can be divided into two channels only through the left jack.

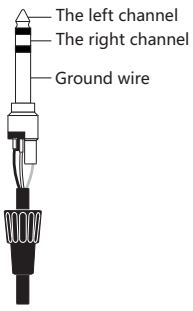
Mixed output

The MX output at XLR is wired as follows, incorporating impedance balance, allowing long cables to connect power amplifiers and other equipment.





The headset



The headphone output is 3 pins Ø6.35 jack, and the wiring as shown on the left is balanced, allowing long cables to connect to the power amplifier and other devices.

18: When this button is pressed the signal will be output from the monitor and the earphone.

1 9:1-2 4 G E Q G E Q represents the equalization gain adjustment of the output channel, and the equalization gain is controlled by the corresponding pushers

1 9: C H I-C H 2 4 I N P U T corresponds to the volume of each input channel, controlled by the push

1 9: F X 1-a U X 5.6 effect volume and output channel volume, controlled by the pusher

20: channel pusher This is used to control the level of the supply bus and attenuate the transmission (electric pusher)

21: main output push for mixed main output level attenuation and lift (electric push)

2 2: Exit key Exit from the menu key to the L O G O interface

When editing a channel parameter, you want other channels to be the same as this channel parameter. Press C, O, P, Y, and the display screen shows that channel X is copied to any channel 1-2, 4. Click the channel to be copied, and press C, O, P, Y again.

2.4: Mode call key This key is lit to indicate the user mode store and call state.

25: System setting button Press this button to edit I/P network, language, local software number, etc.

26: Multi-function knob This knob cooperates with the touch screen for parameter adjustment.

27: I/O G/E/Q refer to 9 for operation.

28: B-type U S B socket here can connect your computer with the mixer communication, such as U S B sound card, computer interface control.

29: external USB flash disk jack here you can insert your USB flash disk to play music, or recording signals.

30: Monitor the headphone jack Insert your headphone into this jack. It is recommended that the impedance of the headphone be greater than 1 50 O H M

31: Monitoring level knob This knob is used to control the monitoring signal size level

3 2: Mode selection button for quick invocation of four scene modes.

3 3: M A I N M A I N light indicates the current input channel to the main output dispatch volume, volume is controlled by the corresponding push.(Input channel from C H 1 - C H 2 4, stereo)

3 4: A U X 1 A U X 1 A U X 1 light indicates the current input channel to A U X 1 dispatching volume, volume is controlled by the corresponding push.(Input channel from C H 1 - C H 2 4, stereo)

3 5: A U X 2 A U X 2 indicates the current input channel to A U X 2 dispatching volume, volume is controlled by the corresponding push.(Input channel from C H 1 - C H 2 4, stereo)

3 6: A U X 3 A U X 3 A U X 3 light indicates the current input channel to A U X 3 dispatch volume, volume is controlled by the corresponding push.(Input channel from C H 1 - C H 2 4, stereo)

3 7: A U X 4 A U X 4 indicates the current input channel to A U X 4 dispatching volume, volume is controlled by the corresponding push.(Input channel from C H 1 - C H 2 4, stereo)

38: A U X 5-6 A U X 5-6 A U X 5-6 light indicates the current input channel to A U X 4 dispatch volume, volume is controlled by the corresponding push.(Input channel from C H 1 - C H 2 4, stereo)

39: F X 1 F X 1 light indicates the current input channel to F X 1 effect 1 dispatch volume, volume is controlled by the corresponding push.(Input channel from C H 1 - C H 2 4, stereo)

40: F X 2 F X 2 light indicates the current input channel to F X 2 effect 2 dispatching volume, volume is controlled by the corresponding push.(Input channel from C H 1 - C H 2 4, stereo)

41: F X 3 F X 3 light indicates the current input channel to F X 2 effect 2 dispatching volume, volume is controlled by the corresponding push.(Input channel from C H 1 - C H 2 4, stereo)

42: F X 4 F X 4 light represents the current input channel to F X 2 effect 2 dispatching volume, volume is controlled by the corresponding push.(Input channel from C H 1 - C H 2 4, stereo)

43: Effect 1: Short Delay Medium Delay Long Delay is the beat effect; effect 2: Short Delay Medium Delay is the beat effect. Click Tap to change the echo Delay time.

44: effect switch jack here is connected to the foot switch, the site can be connected here if necessary.

45: L/R 6.35 output outlet 6.35 unbalanced output signal to the power amplifier or other sound amplification system.

46: L/R balanced output L R signal to the power amplifier or other amplification system.

The output input channel groups the output channel to the power amplifier or other sound amplification system.

48: A U X 1.2.3.4, 5, 6 A U X 1.2.3.4 Auxiliary output channels to the power amplifier or other sound amplification system.

49: fiber input, output I N port is connected to the fiber input, O U T port is connected to the fiber signal output end.

50: Network cable interface It is a standard R J 4 5 port, connected to external devices for communication control of the device for real-time operation.

51: Serial interface here is connected to the central control or other equipment for online control.

Effects menu detail

Mod-FX

Chorus , Flanger , Panning , Phaser , SineChorus , Tremolo ,

StepPhaser , Vibrato　　Type of effect mode

EffectLevel　　Effect output volume

Level：0%--100%　　Effect output volume size

Parameters　　parameter

Deltime：0.66ms--20ms　　Delay time, 0.66ms minimum, 20ms maximum

Feedback：0%--100%　　Effect repetition

PreHP：0HZ--1200HZ　　Effect of qualcomm

HDamp：0%--100%　　Effectiveness high frequency "excitation"

Rate：0.02HZ--5.80HZ

Depth：0%--100%　　Effect density adjustment

TremShape：0

Foot SW Mode：FX1 , Fx2 , FX1+FX2　　Effect foot switch mode

Reverb/Delay

Spring 65，Hall，CathedrL ,　　Reverb effect type

Slap-Back ,Short Delay ,Medium Delay ,Long Delay　　Type of echo effect

Delay Reverb1,Delay Reverb 2　　Types of echo and reverberation effects

Delay Reverb1,Delay Reverb 2　　Types of reverberation and echo effects

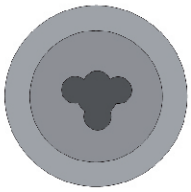
Effects of submenu details

Reverb	reverberation
Levelrev：0%--100%	Reverb output volume
PreHp：0HZ--1200HZ	High-pass effect 0Hz -- 1200Hz
PreDelay：0ms--127ms	Delay in advance
TimeRev：0%--200%	Reverberation time
HDamp：0.00%--100%	Reverb high frequency "excitation"
Tone：−12db---6db	Effect "tone" gain adjustment
ToneFreq：0-127	Tone frequency
Delay	Time delay
LevelDel：0%--100%	Echo effect output gain size
PreLP：1500HZ--8000HZ	Echo effect Low pass frequency
TimeDel：0ms--1200ms	The echo time
Feedback：0%--100%	Effect repetition

Effects menu detail

Wah-Wah	Professional effect "Wah-wah”
Filter:0-8000HZ	Effect frequency, 0-8K with the effect of use
Resonance:0%--100%	Resonance than
Auto Wah：0.00%--100%	Automatic "wow" sound ratio
Type：LPF BPF	Effect low pass type
Distortion	Professional effector effect "distortion effect”
Distortion ON/OFF	Distortion effect on or off
Distortion Type	Distortion type (divided into 7 distortion effect types)

Tube1" " Tube2" "Tube3" "Hyperbolic"	
"Parabolic1" "Raw"	Select the appropriate distortion effect to use
PreGain 0.00%--100%	Distortion effect output volume size
Filter：0--8000HZ	Frequency 0-8K, with the effect of use
Resonace：0.00%--100%	Resonance than
Rc-LPF：1500HZ--8000HZ	Through 1500 hz - 8000 hz
PostGain：0.00%--100%	Put the gain in advance
Pitch-Shift	modulation
Light Detune	Modulation mode
½ Tone：−12---+12	Up and down 12 tones
Fine Tone ：0--127	Adjust "coarse" and "fine"
Filter：0--8000HZ	Frequency 0-8K, with the effect of use
Resonance 0%--100%	Resonance than
Dry/wer-Mix：0%--100% "	Dry "wet" ratio, direct sound to effect ratio



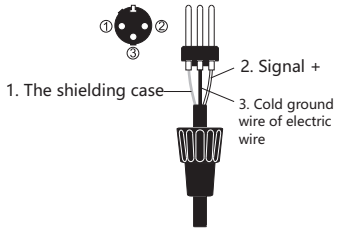
The wiring diagram

Microphone input

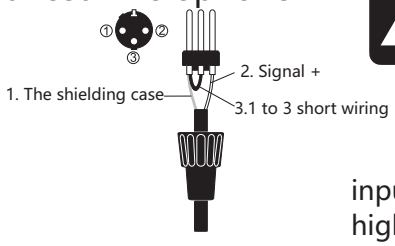
The input

These use 3-pin 6.35 jacks, or 2-pin mono jacks with cold (-VE) end input ground.Use this as a source input, such as a keyboard instrument, drum set, synthesizer, tape player, or signal returned from a processor. This input is an anti-interference, low-noise balanced input, but you can use it as an unbalanced input source through wiring, and then keep the short length of the cable to reduce the interference brought by the cable.Note that the ring must be grounded if the input source is unbalanced.The mono input source can be divided into two channels only through the left jack.

Balanced microphone XLR

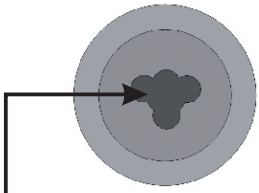


Unbalanced microphone XLR



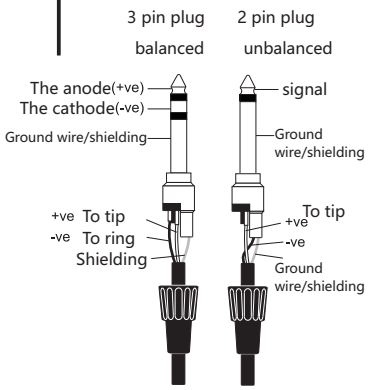
Do not use unbalanced microphone power supply. This voltage can cause serious damage when connected to the 2 and 3 pins of the balanced plug. The balanced dynamic microphone can work normally with the phantom power supply. Contact your microphone manufacturer for details

The input gain knob can be used to set the input level. The line input provides the same gain range as the MIC input, but is suitable at high input impedance, with a sensitivity of less than 20dB, which is suitable for most line sources.



warning

To avoid self - excitation due to input channel level overload, turn the gain knob counterclockwise when high level is input from LINE



Line input

Use a 3-pin Ø6.35 jack, or a 2-pin mono at 6.35 jack. This negative electrode is automatic into the ground.A microphone using this input, such as a keyboard instrument, drum set, synthesizer, tape drive, or DI box.This input is low noise and anti-interference, but you can use unbalanced input by wiring and then reduce the interference caused by cable length etc.Note: if this is an unbalanced input source the ring must be grounded.Use the Gain button to set the input level, turn this button counterclockwise, and unplug the MIC connection when using LINE input

Headset

Phone: Output is a 3-pin Ø6.35 jack, wiring as shown in stereo output, ideal headset impedance or greater than 1500Hm,80Hm is not recommended.

Polarity (phase)

You are as familiar as possible with the concept of phase in electrical signals, which is especially important for balancing audio signals so that they can effectively cancel out external interference.So two microphones picking up the same signal can cancel out the output, because if you have a cable with a positive and a negative connection, the signal is severely impaired, which is a real problem with the opposite phase, but be very careful with the audio cable connection when you have two microphones next to each other.

Earthing and shielding

For best performance, check all signal interfaces where possible, use balanced connections.The noise junction and all shields are connected to ground.In some cases, avoid ground or ground "loops" and ensure that all cable shields and other signals are connected to the ground, and only at the input source, not at both ends.If an unbalanced connection is unavoidable, use the following wiring method to reduce noise.

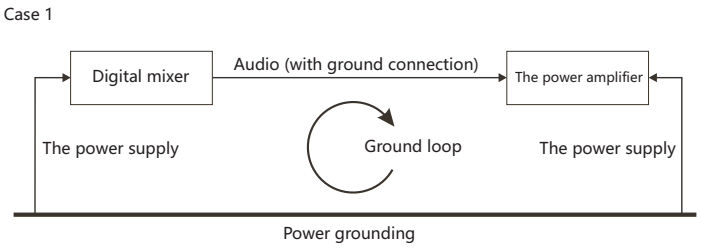
• On the input side, similarly balance the unbalanced input source with a double shielded cable.

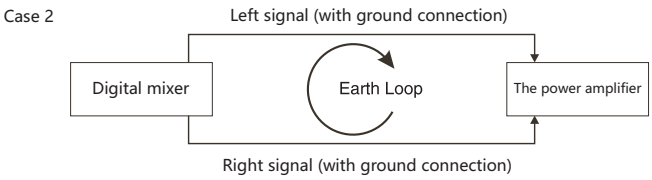
· On the output, connect the signal to the +VE output pin and the ground of the output device to the -VE.If double shielded wires are used, only use the shielded wires at the end of the mixer.

· Keep audio cables or audio equipment away from thyristor dimmers or power cords.

· Immunity can be improved by using low impedance input sources such as high quality professional microphones or state of the art audio equipment. Avoid cheap high impedance microphones.

It is still a good idea to ground and shield your system, even with high quality cables. The above is a recommended guide. If your system is still buzzing, the ground/ground loop is the most likely cause.Two examples of how grounding might occur are shown below.





warning

Under no circumstances should the AC power supply be grounded from the main power supply

Problem solving

• It is basically resolvable within the scope of user use if the following basic rules are followed

· Know the block diagram of your mixer.(see pages 6-13)

· Know what devices are controlled or connected in the system.

· Understand common points of failure.

The block diagram is a typical sketch of all the components of this console, showing how they are connected together and how the signals flow through the system. Once you are familiar with the various component modules, you will find the block diagram easy to track. You will gain an understanding of the internal structure of the console, which is very useful.

Each component has a specific function, and you won't know until you know what each part does, if there is a real failure.Many failures are the result of neglecting the wrong connection or setting.Basic troubleshooting is processed through logical thinking, and the problem is traced and eliminated through the console signal path.

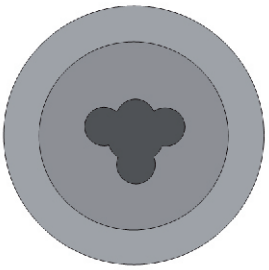
· Switch input connections Check the presence of input sources, and check the microphone and line inputs.

· Reroute signals to other inputs by using insertion points to eliminate selected channels.

· Routing to different outputs or secondary transmissions in the main control area to identify problems.

· Compare the difference between the Settings of the suspect channel and the adjacent channel, and use PFL to listen for the signal of each selected channel.

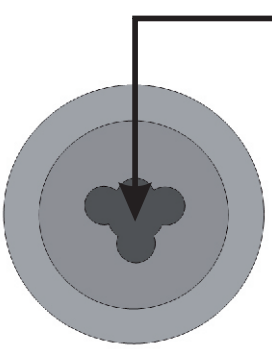
Function detail and description



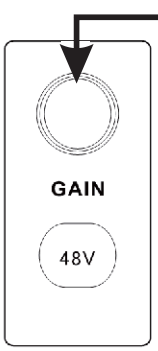
This microphone input uses an XLR type connector block designed to suit a wide range of balanced or unbalanced signals, professional dynamics, preferably capacitive or aluminum band microphones.Since they are low impedance, you can use a low cost high impedance microphone, but the background noise will be higher. If you turn on the Phantom Power (below the Parameter EQ panel), this socket provides +48V for a professional capacitive microphone.

The +48V power can only be turned off to connect the condenser microphone, and all output pushers can only be turned off to turn the +48V power on or off to avoid damaging the mixer or external equipment.

Be careful, it can be damaged when using unbalanced input sources. There is a phantom voltage on pins 2,3 of the XLR connector. If you want to use LINE input, unplug the microphone and set the input level with the Gain button



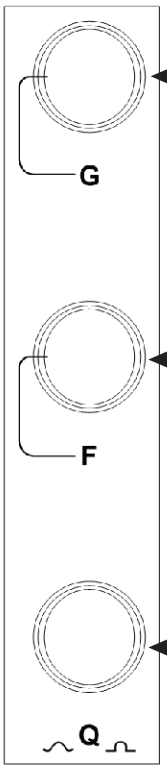
Use 3 pin jack of A specification, in addition to using this as A microphone input sources, such as keyboard instruments, drums, synthesizer, machine, or the guitar, this input is balance for low noise and high quality professional equipment, but you can be as the unbalanced input source through connection as shown below, you still keep cable length as short as possible, if you want to use the microphone jack to remove MIC input, input level using GAIN knob Settings.



This button sets the amount of residual signal source to the mixer; too high, this channel overloads signal distortion: too low, this background noise will be more pronounced in the mixer output and you will not be able to get enough signal levels.Note: Some audio equipment, especially home equipment, runs at lower levels (-10dB) than professional equipment and therefore requires a high gain to achieve the same output level.

It goes down to the left, it goes up to the right.The number on the right display can be adjusted from -32 to +10dB

Function detail and description



Adjustment of parameter equalization

4.1 Q value adjustment

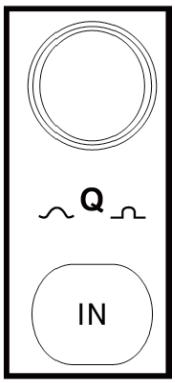
The Q value is the ratio of the central chin rate to its bandwidth.It is observed that the value of left-turn decreases and the value of right-turn increases (0.3-15). The result is that the smaller the value is, the wider the center frequency point is; the larger the opposite value is and the narrower the center band is.

4.2 Frequency adjustment

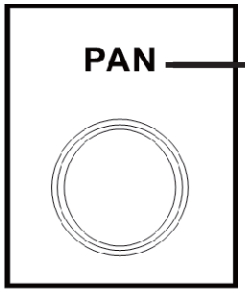
Frequency refers to the central frequency point.Observe that the left-turn frequency of the display decreases and the right-turn frequency increases (20Hz-20KHz). This frequency point can be adjusted. Select the desired frequency point.For example, the high pitch is 2kHz-16kH2.The medium frequency is 250-2kHz and the low frequency is 20Hz-250Hz.These are all general frequencies.

4.3 Profit adjustment

Gain is the increase and decrease of the level.Turning left can reduce attenuation by up to 12dB, and turning right can increase attenuation by up to 12dB.Such as some types of microphone hiss or excessive tooth sound, in the high frequency can do appropriate attenuation, wheat blasting sound can do appropriate attenuation of low chin.However, these are all changes in the audio characteristics, you can carefully tune, listen carefully, to achieve your satisfactory effect.



This key indicates whether EQ adjustment is required. When EQ is turned on, it indicates that EQ is active and editable, otherwise it is not editable.

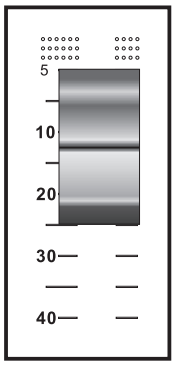


This control sets the channel signal to the left and right hybrid bus, allowing you to locate the input source for a smooth transition in the stereo sound field, and when this control is completely left or right you can make the signal output either left or right separately.

Function detail and description



When this switch is turned on, it is mute. There is no signal in this channel.Except for the auxiliary before being selected.



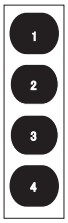
The 100mm electric push, designed for signal smoothing control on the channel, delivers a balanced mix of signals to the output processing area.When the input gain is set correctly, you can get the best control.



When this PFL switch is switched on, the push front signal is sent to the headset, monitor and level indication.This is an effective listening method without interrupting the main mixing signal. For adjustment or problem tracking, when the PFL on the console is pressed the listening output automatically converts from the mixed output.

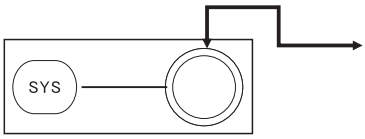


This button is lit, indicating that this channel is the current channel, and all parameters of this channel can be modified and edited with the touch screen.



When you are not familiar with the tuning parameter Settings, or when the parameter adjustment is not ideal and cannot be recovered, you can use the inherent mode function of the machine to relieve your embarrassment and helplessness.

Function detail and description



This knob combined with the touch screen can quickly adjust the parameters of each channel, such as delay, volume, effect type selection.

MODE

Press the "Mode" key, and the screen will jump to the MODE menu and select the MODE number to be saved (MODE number 1-20). Then click the "Save Mode" button at the bottom of the screen, and a dialog box will pop up: "If you want to save the data of MODE X, click" OK ".

MP3

This key is a shortcut key for MP3. In any interface, you can directly press the MP3 key to enter the MP3 menu, and you can play and record MP3. This playback is double decoding.

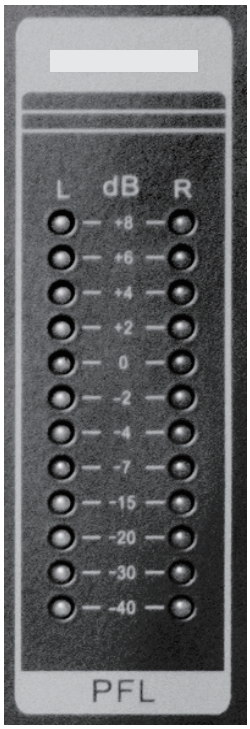
COPY

This button is a copy function. Once the gain balance and other parameters of a channel are set, all the Settings of this channel can be quickly copied to other channels. All parameters regulated by CH1-CH16 can be copied to other channels quickly in the form of copy.

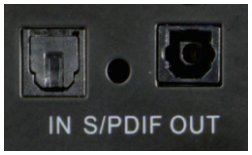
TAP

Press Eff2 to enter the effect menu, and the effect preset mode 08,09 and these two effects are the beat effect. When the effect is set to the beat effect, the button flicker can be set to the main menu and the TAP key can be directly pressed to control the delay echo time.

Function detail and description



This tricol peak light level indicator usually shows mixed right channel and mixed left channel output levels to give you a warning of signal overload. The aim is to keep the peak signal level in the yellow section for best performance.Similarly, if the output level is too low and almost all the level indications are not on, this background noise level may become prominent, and the input level is carefully set for best performance.When any PFL switch is pressed, this level indicator switches to the selected PFL signal, and the display's level indicator is synchronized with it.



This interface is optical fiber input and output. Switching in the digital channel, click on the audio source to select the sound card with FN knob, click on the audio source to select the sound card with FN knob.

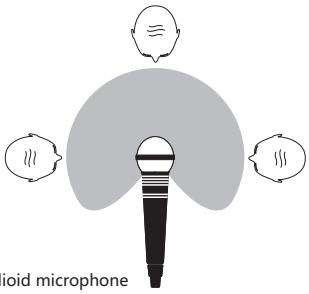
Many professional capacitive microphones require an illusion power supply, this device provides this power supply voltage for the microphone to turn on this switch, 48V power is added to the corresponding channel microphone input, and each channel is independent, this button light indicates that the power supply is effective.





Warning: note that non-balanced microphones may be damaged by phantom power. Balanced moving coils generally use phantom power switches. Contact your microphone manufacturer for assistance.Always set all output pushers to a minimum before inserting the microphone and turning on the phantom power to avoid damage to external devices.

The final output from your sound system should be equally good, except for weak connections. Especially important is the quality of the input signal source, since this is the starting point of the connection, then you need to be very familiar with the control function of your mixer.So you have to enter it correctly, including the location of the microphone and the importance of the input channel Settings, however, any number of Settings must take into account the live performance and the unpredictability of happening.The mixer must then be set up to provide a redundant range of controls to compensate for microphone position changes, and the large number of audience absorption effects from different acoustic features of the audition, as shown in the figure



Cardioid microphone



Super heart-shaped microphone



Omnidirectional microphone

Arrangement of Microphones

Careful microphone placement and selection - if appropriate is one of the successes of sound amplification.The figure on the left shows the most common types of microphones and the different ways of picking up sound.Heart-shaped microphones are most sensitive to sound from the front, while super-heart-shaped microphones provide more directionality and less sound pickup on the back of the microphone. As a recording artist or instrument sound is the most ideal type, which is important to reject unwanted sound with feedback elimination.By placing the microphone as close to your body as possible and aiming at the input source, you can mute unwanted sounds and reduce the gain of the mixer to avoid feedback.Also choose a good text with no obvious balance of placement.There is no definitive standard yet - let your ears tell.Finally achieve the desired effect is a good position.

Initial setup

Once you have connected your system (see the Connections and Wiring section of this manual) be prepared to set the initial position for your mixer.Set the independent input channel as follows:

Connect your input source (microphone, keyboard instrument, etc.) to the desired input.

Warning

Connect the phantom power microphone before +48V power is turned on.Make sure the PA system is turned off when switching the phantom power.

* Set the main push at 0, the input push at 0, set the power amplifier level at about 70%.

* Enter a standard level signal on channel 1 and press the PFL button to check the level indication level.

* Adjust the input signal so that the level indicator shows the yellow region, and make the largest input level the first red one

The LED displays occasionally.Allows enough dynamic margin for normal operation to accommodate peaks with maximum levels (see

Note).

* Repeat this step for other channels. As more channels increase on the mixer table, the level indicator will enter the red area

Domain.If the signal level is overloaded, it needs to be adjusted with the main pusher.

* Listen carefully for feedback sound features, and if you cannot get satisfactory feedback of the input signal check the microphone with

Place the speakers and rearrange them.If the feedback persists, a schema equalizer must be used to subtract the system

The general frequency response, especially of resonant sound.

Comments:

Begin to initialize your mixer Settings.It is important to remember that during a live performance, many factors can affect the sound.For example, the size of the audience is important!You can start by building the mixer and work your way through it: listen carefully to each component and watch for any signs that the level indicator is overloaded. If this occurs, go back to the appropriate channel trimmer or adjust the main push so that the signal is not loaded.

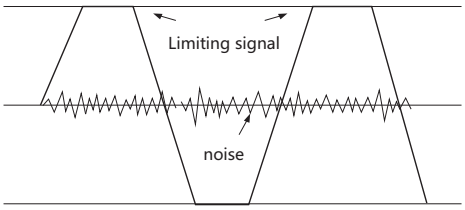
Remember that mixing table is mixing table, not be work is put, increase the work that total level is work is put, if cannot provide enough level, the possibility is work is put to use too small, power is not enough.Choose your amplifier carefully. Do not try to increase output levels by compensating power with a mixer.

Comments:

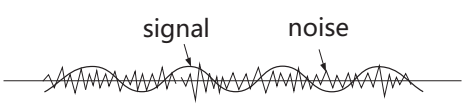
The level of any signal source at the final output is affected by many factors, mainly input gain control, channel pushers and master pushers.You should try to get a good balance between signals and use the microphone gain as much as possible, as described in the pusher setup above.If the input gain is set for smooth mixing, the channel push needs to be pushed down a little more, leaving enough travel to compensate but with a large risk of feedback, so the push move will have a very important effect on the output level.There will also be false possibilities, such as limiting due to channel signal overload.

If the gain setting is too low, you won't find enough gain on the pushers to generate a sufficient signal level, and the background noise will be more pronounced.

As shown below.



If the signal level is too high, limiting distortion may occur



If the signal level is too low, the signal may be masked by noise

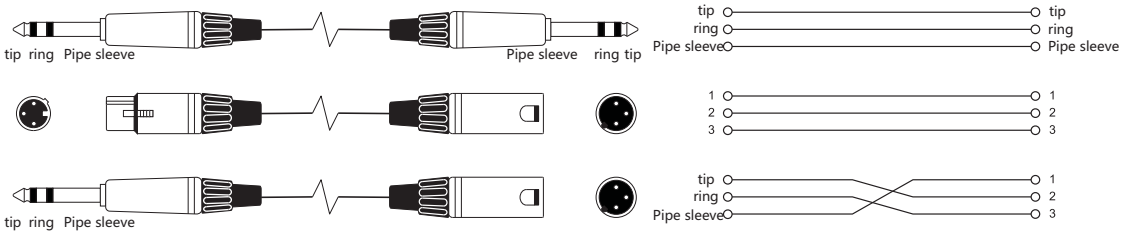
Typical connectors

Audio cable for digital mixer

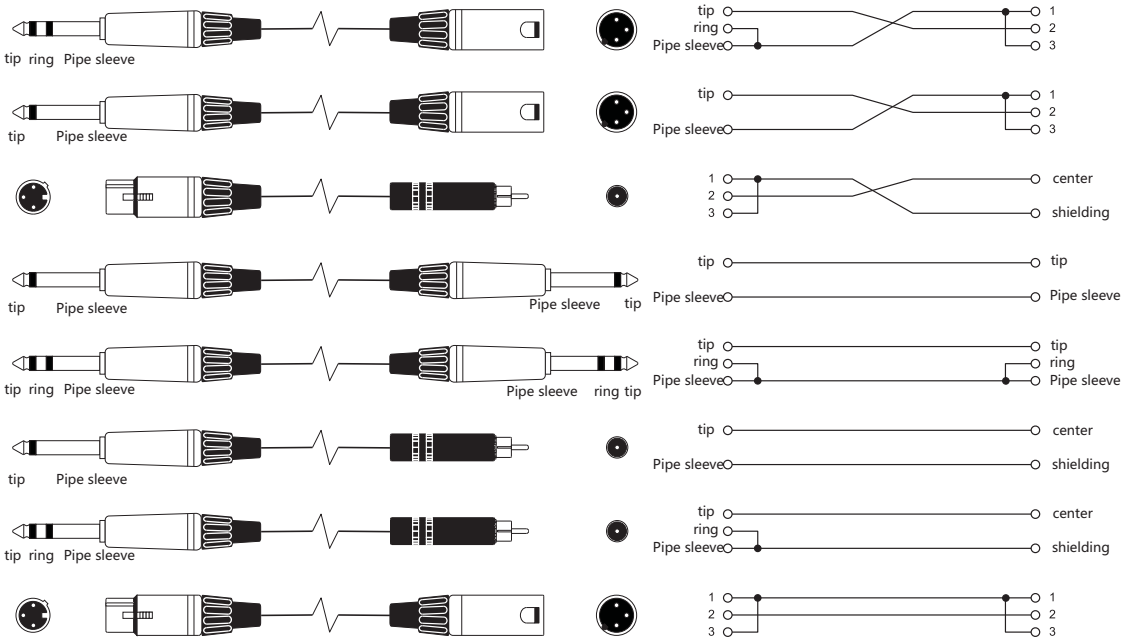


Balanced plug　　3 pin 6.35 plug　　2 pin 6.35 plug　　Lotus plug

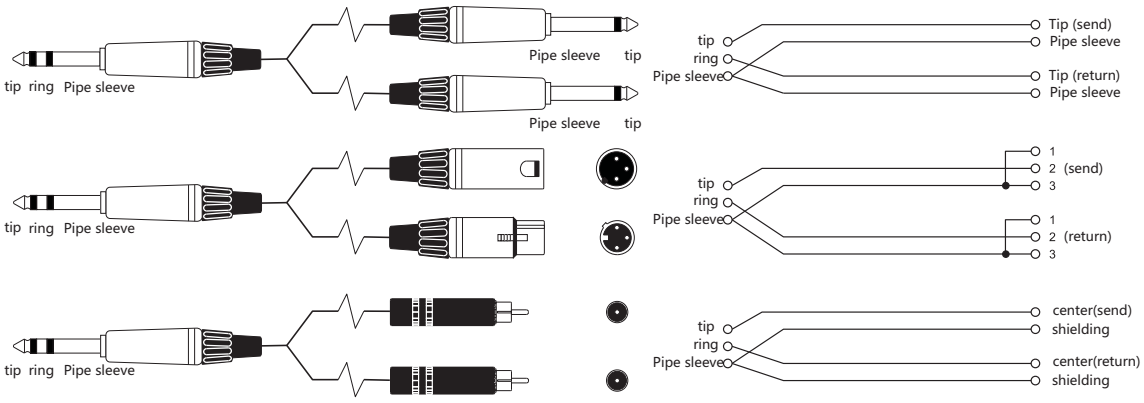
Balance - line input, mixed L&R output, stereo input, auxiliary output



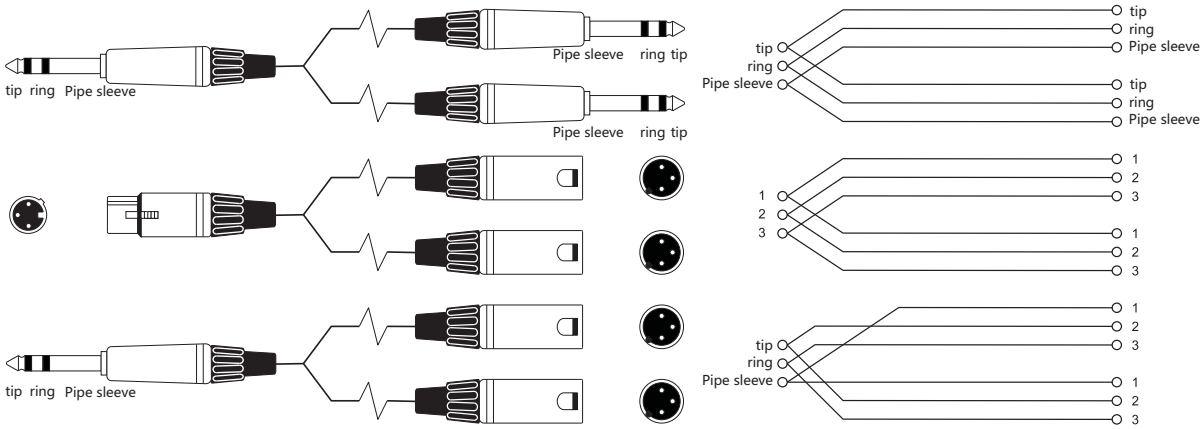
Unbalanced - direct output, listening output, stereo return output



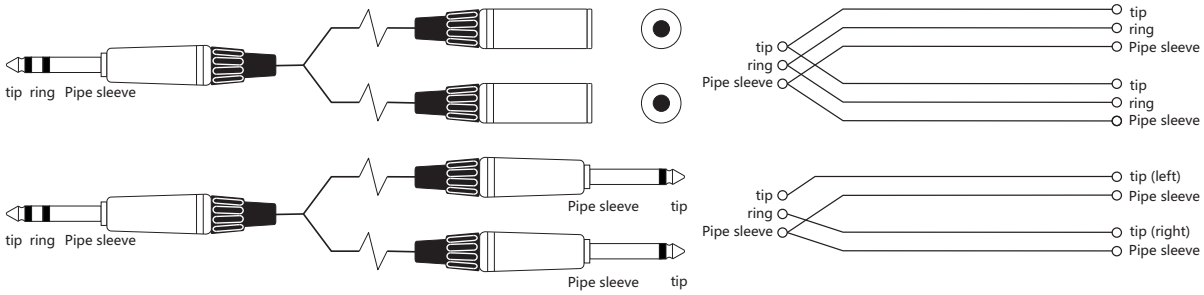
Insert cable - mono plug



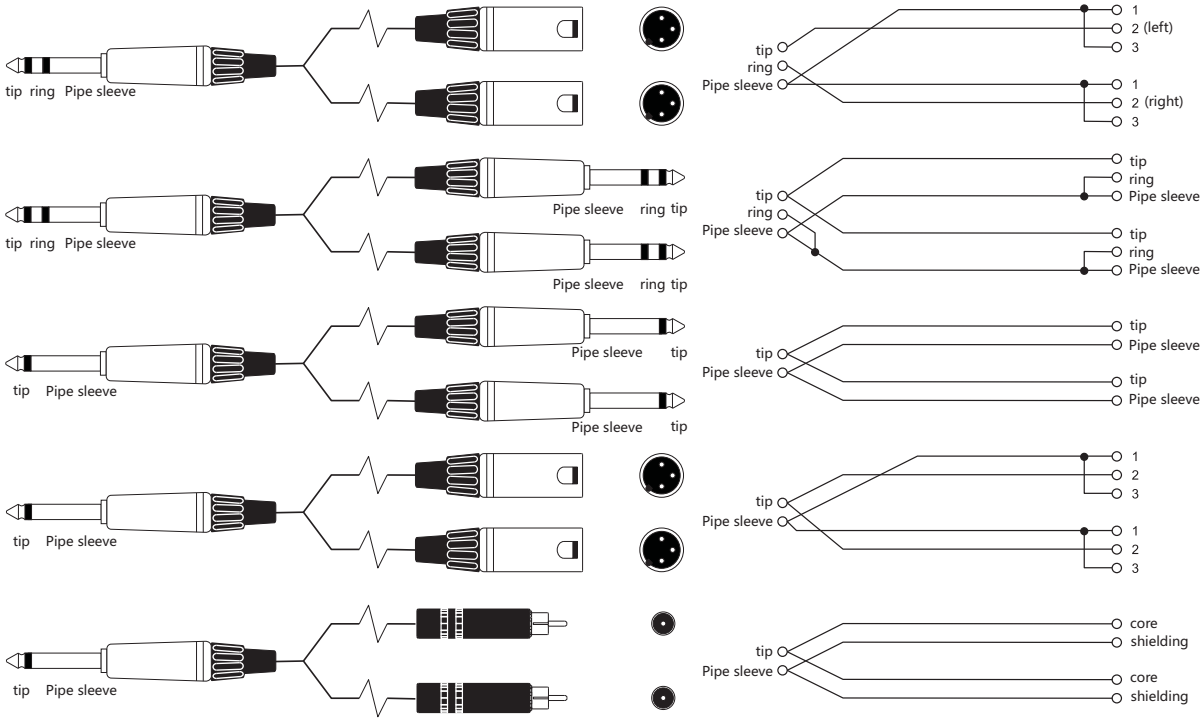
Y-type cable (balanced)



Separate connection of headphone



Y-type cable (non-balanced)



Product parameters

· Developed based on Linux operating system, without fear of virus, running more safely and stably with 4-core CPU processor, 1G main frequency and 17 seconds fast
Quickly start up, faster running speed, Chinese and English interface, free switching, easier to use
· Local 16 MIC/ LINE input,2 sets of Lotus jack stereo input,1 set of digital input: optical fiber/sound card, MP3
(M20) 10 channel signal output (main output L,R,8 channel AUX1-8 output)
(M24/M32) 12 signal output (main output L,R,10 AUX1-10 output,)
Remote audio extension 16 MIC/LINE input, 8 signal output
(M20) A total of 32 MIC/LINE inputs and 18 mixer signal outputs
(M24) A total of 40 MIC/LINE inputs and 20 mixed signal outputs
(M32) A total of 48 MIC/LINE inputs and 20 mix signal outputs
· Channel color liquid crystal display is more intuitive and convenient.
· Channel with TFT LCD display, channel name can be customized edit.
· MIC input gain adjustment (digital gain)
· MIC input channel and even stereo modulation
· +48V phantom power supply (MIC channels can be opened and closed independently)
· Built-in voltage limiter, noise gate, high-low pass filter, 5-segment parameter equalization, delay.
· Quick copy of channel parameters
· Input/output EQ ON/OFF
· Multi-function knob
· Each channel is equipped with multi-function menu, mute voice and monitoring
· All channels are equipped with 100MM electric push rods, signals and peak lights [(M20-16)(M24-24)]
(M32-28)ALPS Electric Pushers]
· AUX output (Push front/rear)
· Output processing: high-low pass filtering, 15-segment parameter equalization, compressor, delay, phase
· 8 DCA marshals 8 mute marshals
· Digital recording function
· Double row 3-color 12-level indicator light
· Built-in sound card (MP3, PC play music directly)
· 4 quick scene invocation modes, 100 scene storage, scene name can be customized, scene seamless switching, without breaking tone
· Storage and fetching of user parameters (which can be managed on PC)
· Built-in local two independent DSP effector,
· FX foot switch interface
· Fiber optic input/output
· Multi-operating system control software (iOS system, Android system, Windows system)
· 7-inch 1024*600 capacitive touch screen
· User can customize layer, output mixed editing function, channel name can be customized editing.

Product warranty and matters needing attention

All products to be repaired and maintained please entrust agents, or according to the address indicated on the back page to the manufacturer or special maintenance department.Please be sure to fill in your name, address, postal code, telephone number, and purchase invoice.Also include a brief description of the problem and your request for service: send along a warranty card.

For non-repair services or accessories such as batteries, chargers, microphones, please write down the name and quantity.

Product implementation of the national three guarantees policy, product warranty for one year, accessories warranty three months purchase date shall prevail.Please keep your warranty card and purchase invoice.

Any damage caused by exceeding the limit of the use of the product, as well as the damage caused by operating error and violation of the general use of the product is not covered by the warranty.

The damage caused by self-disassembly and repair is not covered by the warranty.

For repair services not included in the warranty, the appropriate fees will be charged.

If there is any typographical error or the wording is incorrect, please understand that the product design specifications are subject to change without prior notice.