

# PSSOUND DGM-1608

## Mixer product user manual

---

### Table of contents

1.Introduction.....	3
2.Specifications.....	4
3.packing list.....	5
4.Interface/Key Description.....	5
4.1.Front panel: .....	5
4.2.Back panel: .....	6
5.Instructions for use.....	6
5.1.Software and Documentation Downloads .....	6
5.2.PC software login.....	7
5.3.Main interface .....	7
5.4.input channel.....	8
5.4.1.OverviewOverview .....	8
5.4.2.Config configuration .....	9
5.4.3.EQ equalizer.....	10
5.4.4.Comp compressor.....	11
5.4.5.Gate noise gate.....	12
5.4.6.AUX Sends .....	13
5.4.7.FX Sends .....	13
5.5.output channel .....	14
5.5.1.Overview .....	14
5.5.2.config configuration.....	15
5.5.3.PEQ parametric equalizer .....	15
5.5.4.GEQ graphic equalizer .....	16
5.5.5.comp/Limiter compressor .....	17
5.5.6.Anti-Feedback feedback suppression.....	18
5.6.FX channel .....	19
5.6.1.Overview.....	19
5.6.2.config configuration.....	20
5.6.3.EQ equalizer.....	20
5.6.4.AUX sends.....	21
5.6.5.Effect type.....	22
5.7.play/record .....	28
5.8.Other functions .....	29
5.8.1.MenuSettings .....	29
5.8.2.DCA Groups .....	30

5.8.3.MUte Groups interface.....	31
5.8.4.Scene scene configuration.....	32
5.8.5.Noise Generator Noise Generator.....	33
5.8.6.RTA real-time analyzer.....	34
5.8.7.Level overview.....	34
5.8.8.Auxiliary overview.....	35
6.Warranty Regulations.....	35
7.contact us.....	<b>Ошибка! Закладка не определена.</b>

# 1. Introduction

The Mixer digital mixing console effectively integrates the digital mixing system with innovative design and powerful DSP functions, and adopts a new concept of integrating modern digital and traditional operations, bringing users a very professional functional experience. Its compact body, simple operation interface, and professional sound mixing effects can not only play an excellent role in a professional performance, but also fully satisfy the inexperienced individual users to provide powerful effects.

The Mixer has powerful processing power and advanced functions, and can quickly call up the mixing interface for the convenience and speed brought by the design of the software operation process. The convenient and fast operation experience allows everyone to enjoy the convenience and powerful functions of the digital mixer.

## Product Features:

- 16 analog inputs (8 digital gain mic preamp channels, 4 Stereo input channels, 2 high-impedance mono channels, 2 USB playback channels) minimal distortion and ultra-low noise floor, adjustable multi-function parameters, good consistency brought by digital gain, can effectively prevent false positives operate;
- 7-inch high-definition touch screen, friendly software interface, clear navigation design; digital encoder and operation panel composed of special keys, all settings can be performed quickly and conveniently;
- 4 built-in effects, used for In the field of singing and performance, built-in effects can simplify system wiring; the device comes with effect modules such as classic reverb and large room reverb; FX sound effects can be returned to the mix using a dedicated return channel without occupying mono and stereo inputs aisle;
- Scene storage is one of the most practical and significant features that differentiates it from analog mixers. 30A complete scene, all scenes can be exported to an external storage device for storage backup, so that it can be called at any time later;

## Features:

- ✧ 16 analog inputs, low noise floor, adjustable multi-function parameters;
- ✧ Built-in USB recording and playback function, support APE\MP3\FLAC\WAV lossless audio format;
- ✧ 8-channel DCA grouping, 8-channel mute grouping, input and output, effect channels can be programmed;
- ✧ Each input channel has 4-band parametric equalizer, compressor, noise gate, polarity, delay;
- ✧ Each output channel has 6-segment parametric equalizer, 31-segment graphic equalizer, high and low pass filter, compressor, delay, feedback suppression algorithm;

- ✧ Supports 30 sets of scene presets, and can be imported into USB storage for easy backup and recall;
- ✧ Built-in: sine wave, white/pink noise signal generator;
- ✧ Unique Link connection function, can set adjacent channel binding; Anti-collision, misoperation panel lock;

## 2. Specifications

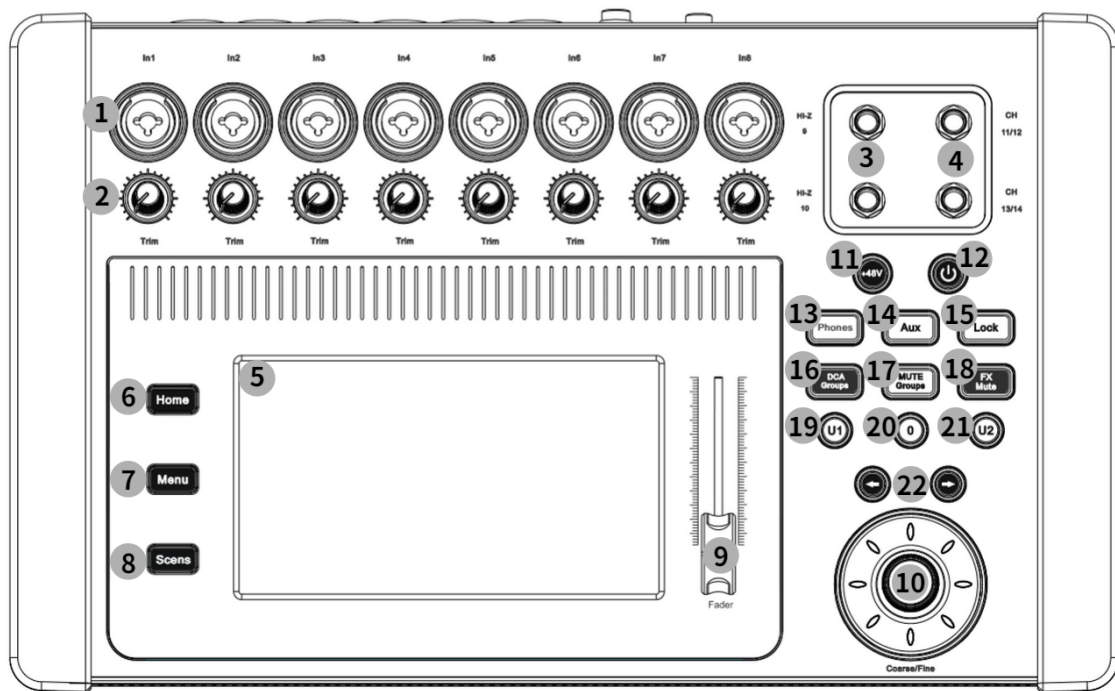
Total Harmonic Distortion & Noise	<0.002% @ 18dBu A+ weight
Frequency Response (20~20KHz)	20HZ ~ 20K HZ , ±0.2dB
Sampling Rate	48K
quantization bits	24bit
signal to noise ratio	-90dBu
Maximum level (input)	+20dBu, Balanced
Maximum level (output)	+15dBu, Balanced
phantom power	48V
A/D dynamic range	100dB
D/A dynamic range	100dB
Input to output dynamic range	108dB
Input impedance (balanced)	20K Ω
Output impedance (balanced)	100 Ω
Channel isolation@1KHz	100dB
Operating temperature	0°C -55°C
Working power	19/2A
Power consumption	30W
size	410mm×253.5mm×69mm

### 3. packing list

host	Power Adapter	Storage Box
1 PSC	1 PSC	1PSC

### 4. Interface/Key Description

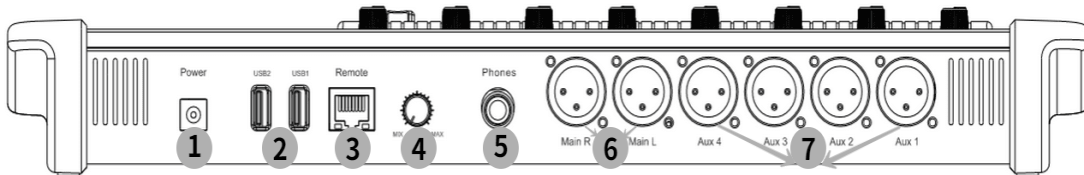
#### 4.1. Front panel:



- ① CH1-CH8: Balanced XLR/TRS combination mono input interface;
- ② Trim knob: Before analog-to-digital conversion, channels 1-8 adjust the analog input signal level;
- ③ HI-Z 9-10: Hi-Z mono channel, suitable for instrument input;
- ④ CH11-CH14 : TRS stereo input interface;
- ⑤ 7-inch high-definition LCD touch screen;
- ⑥ Home button: return to the main interface;
- ⑦ Menu button: enter the display control and system setting interface;
- ⑧ Scene button: enter the scene preset interface
- ⑨ FADER: volume fader;
- ⑩ Data Wheel: Change the selected value or position to fine-tune parameters and scroll through the list;
- 11 +48V button: open the phantom power supply interface, view all channels on/off the phantom power supply state;

- 12 screen button;
- 13 Phones button: monitor level volume control;
- 14 AUX button: Navigate to the AUX overview interface;
- 15 Lock button: The operating system interface is locked to prevent misoperation (default password:123456);
- 16 DCA Groups button: Navigate to the interface where you can control and edit DCA groups;
- 17 Mute Groups button: Navigates to the interface where you can control and edit mute groups;
- 18 FX Mute button: mute or unmute all effect channels;
- 19 U1 button: user-defined button;
- 20 O button: reset the current output channel gain value to the default value (0dB);
- 21 U2 button: user-defined button;
- 22 Keys: Navigate left or right; ← →

#### 4.2. Back panel:



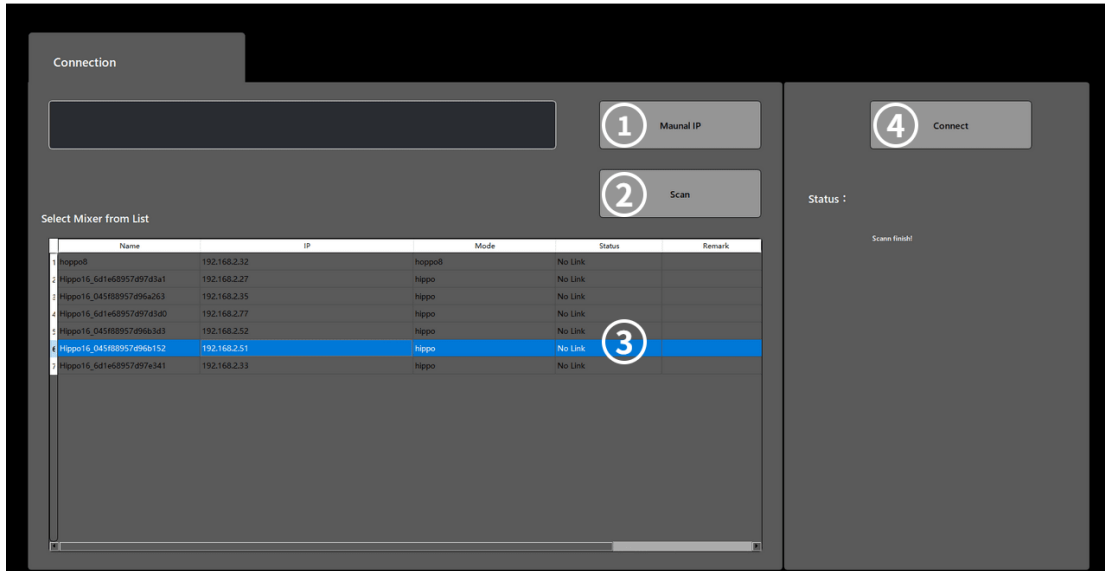
- ① Power Supply: Please use the power supply provided with the mixer, do not use other power supplies instead;
- ② USB 2.0(Type A): used to connect USB storage devices and WIFI adapters;
- ③ Remote: Ethernet interface, used to connect to PC interactive software;
- ④ Trim knob; used to adjust the signal level of the monitor interface;
- ⑤ Monitor: Stereo TRS interface when the monitor channel is activated the line or headphone output is transferred to this output channel;
- ⑥ Main R/L: Balanced XLR male connector;
- ⑦ AUX: Auxiliary output 1 to 4 channels, balanced XLR male connector;

## 5. Instructions for use

### 5.1. Software and Documentation Downloads

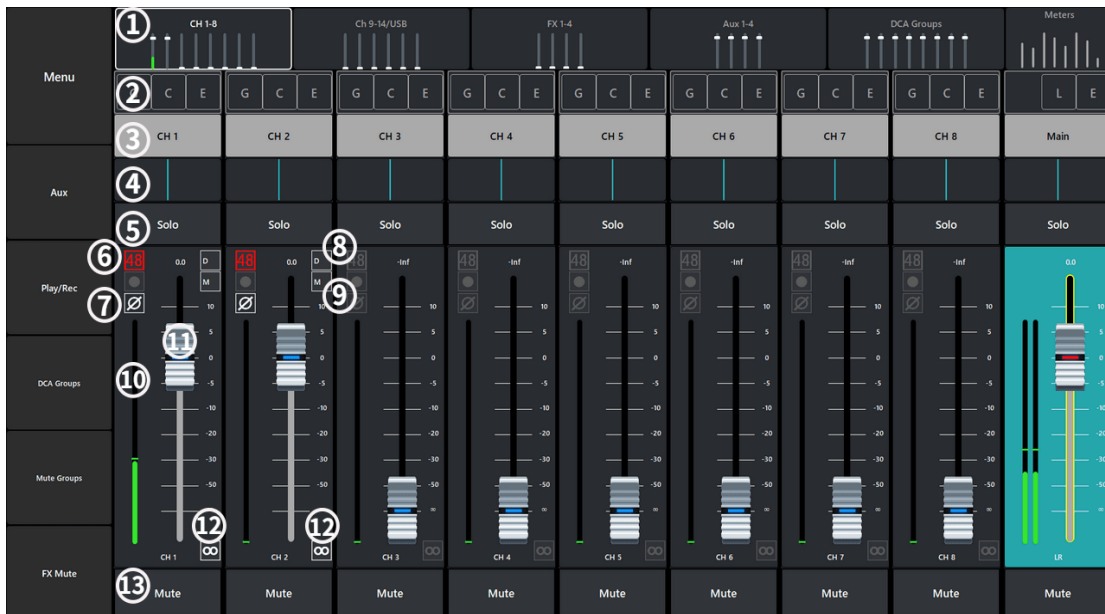
- ① View the IP address of the device: Enter [Menu] [Network] to view the IP address information of the device, which is automatically assigned by DHCP by default, and you can choose to manually set the IP address;
- ② Download: Open the browser, enter the IP address of the device, and click "Enter" to navigate to the download interface. Three download options are provided: audio file, operation guide/user manual, interactive software download (support system Windows, Android, macOS, linux);
- ③ Default password: (LOCK, scene reset password) 123456;

## 5.2. PC software login connection



- ① ManualIP: Enter the IP address to manually search for the device to connect;
- ② Scan: Search for devices, all devices in the same network segment can be found;
- ③ Device list: display online device name, IP address and other information;
- ④ Connect: Select the device in the list, click "Connect" to connect, and automatically jump to the main interface;

## 5.3. Main interface

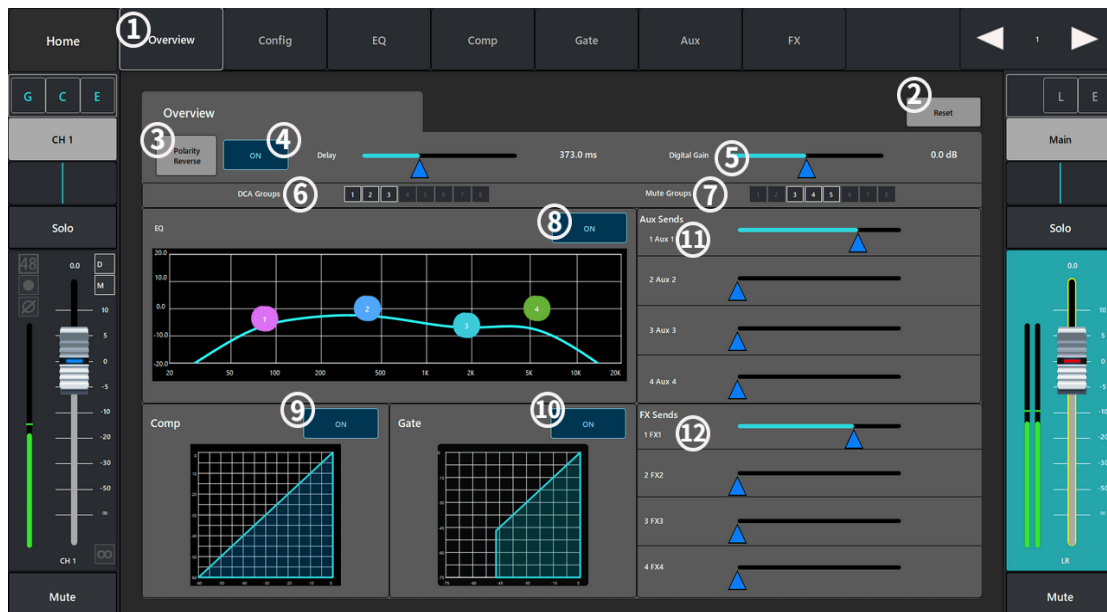


- ① Navigation bar: display the channel type and channel range;
- ② Function overview: show that the current channel is turned on (GEQ, COMP, Gate)Function;
- ③ Channel name: display the channel name (customizable name), touch to navigate to the channel configuration interface;

- ④ Sound and image slider: adjust the distribution image of the sound source in the space, touch and slide or use the data wheel to adjust;
- ⑤ Solo: route the channel signal to the monitor interface;
- ⑥ 48: Shows that the channel has turned on phantom power supply;
- ⑦ o: display that the channel has changed the polarity of the input signal;
- ⑧ D: Displays that the current channel has been programmed into the DCA group;
- ⑨ M: Displays that the current channel has been programmed into the Mute group;
- ⑩ Level meter: display the real-time signal level of the current channel;
- 11 Channel fader: Touch the fader to slide to adjust the current channel gain;
- 12 LINK: Link the channel with the adjacent channel, the channel settings will be copied to the adjacent channel;
- 13 Mute: The channel is muted (displayed in red), and it is displayed in orange to indicate that the channel is muted by a mute group or a DCA group;

## 5.4. input channel

### 5.4.1. Overview Overview

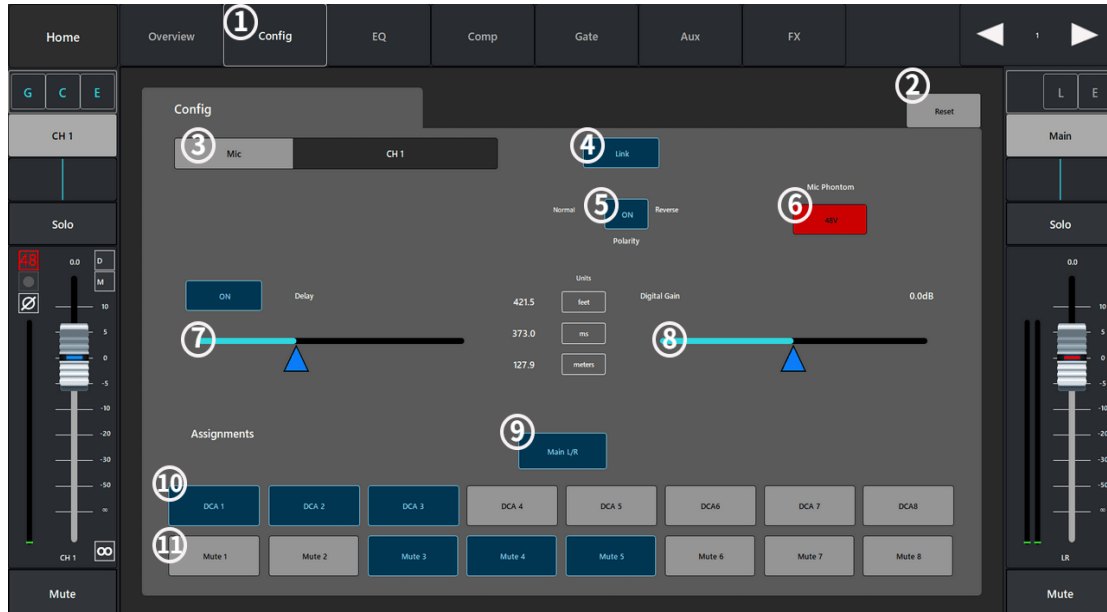


- ① Overview: Displays the enabled channel controls for the current channel;
- ② Reset: restore all parameter configurations of the interface to the default state;
- ③ Polarity Reverse: Change the polarity of the current input signal;
- ④ Delay: Display delay configuration and delay information;
- ⑤ Digital Gain: Control channel digital gain (+/-15dB) via slider;
- ⑥ DCA Groups: Displays the channel has been assigned to DCA group;
- ⑦ Mute Groups: Displays the channel assigned to the mute group;
- ⑧ EQ(ON/OFF): Turn on/off the equalizer, and display the curve graph of the equalization area;



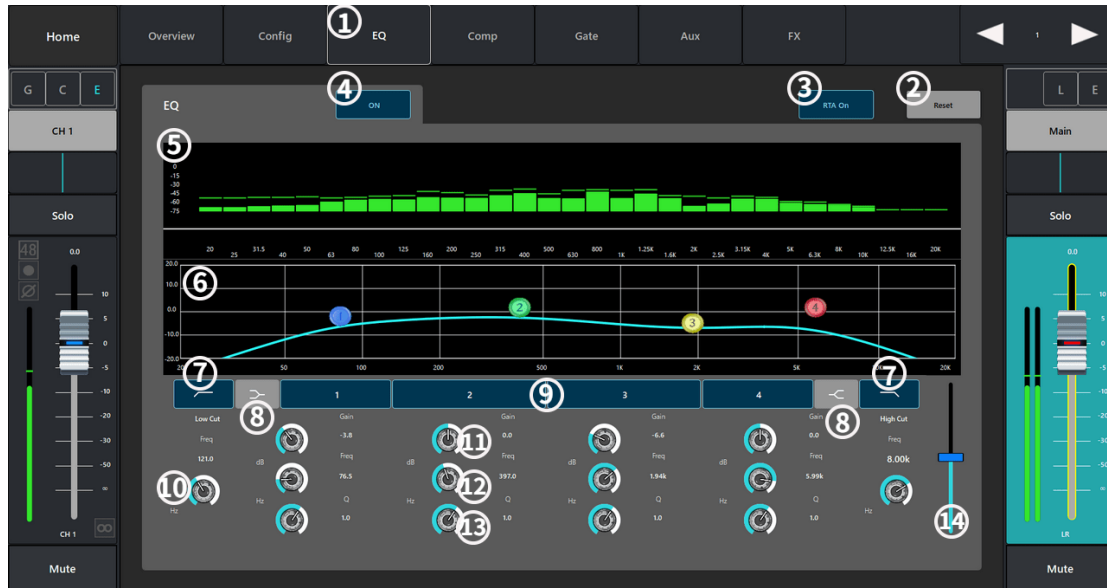
- ⑨ Comp(ON/OFF): Turn on/off the compressor and display the graph;
- ⑩ Gate(ON/OFF): Turn on/off the noise gate and display the graph;
- 11 AUX Sends: Send the current channel signal to the AUX auxiliary output channel;
- 12 FX Sends: Send the current signal to the FX effect channel;

## 5.4.2. Config configuration



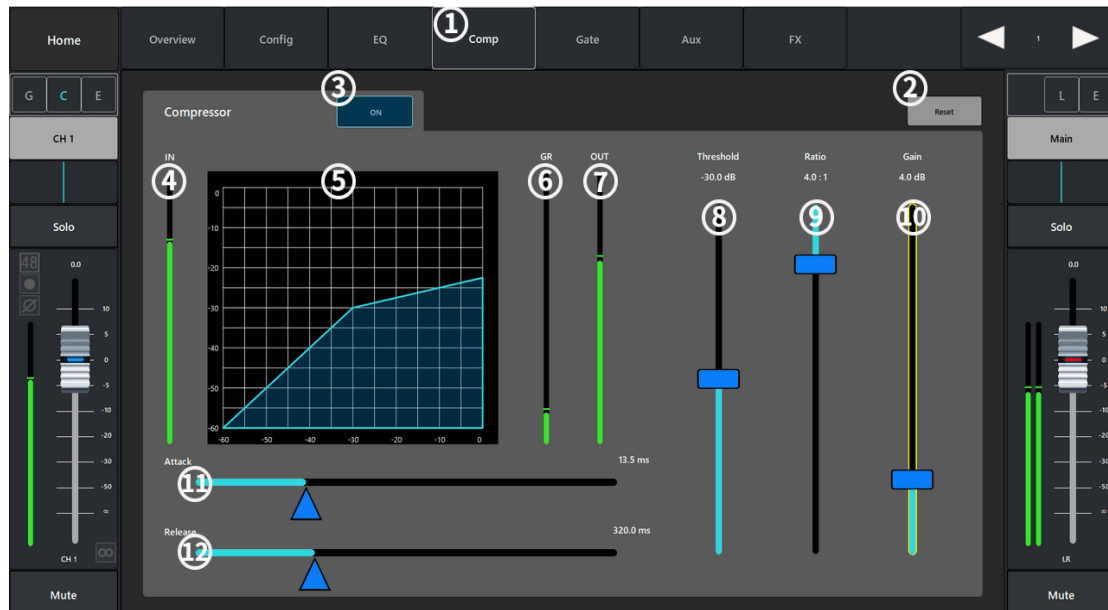
- ① Config: parameter configuration interface;
- ② Reset: restore the current interface parameter configuration to the default value;
- ③ MIC: Display the channel name, touch it to display the keyboard to customize the channel name;
- ④ Link: Link the channel with the adjacent channel, the channel settings will be copied to the adjacent channel;
- ⑤ Polarity: Change the polarity of the input signal of the current channel;
- ⑥ Mic Phantom: Turn on or off the phantom power supply for this channel;
- ⑦ Delay: Turn on or turn off the current channel delay (delay range: 0-1000ms);
- ⑧ Digital Gain: Control channel digital gain by slider (+/-15dB);
- ⑨ Main L/R: Route the channel signal to the Main channel output;
- ⑩ DCA Groups: Displays the channel has been assigned to DCA group;
- 11 Mute Groups: Displays the channel assigned to the mute group;

### 5.4.3. EQ equalizer



- ① EQ equalizer configuration interface;
- ② Reset: restore the current interface parameter configuration to the default value;
- ③ RTA On: turn on/off the real-time analyzer;
- ④ ON button: turn the equalizer on or off;
- ⑤ RTA display: display channel signal amplitude and peak value;
- ⑥ Parametric equalizer icon: Graphically represent the equalizer curve according to the parameter configuration;
- ⑦ Low-cut filter/high-cut filter button: The filter takes the frequency set by the frequency controller as the cutoff frequency, and attenuates frequencies above or below the cutoff frequency;
- ⑧ Low frequency shelving filter/high frequency shelving filter: The equalizer Band 1 and Band 4 are changed from parametric filters to shelving filters, and no bandwidth control is provided after the shelving filter is enabled;
- ⑨ Band 1-4 buttons: enable/disable the relevant parametric equalizer band, the band is fully parameterized, and the frequency range is 20Hz-40KHz;
- ⑩ Freq: Set the cutoff frequency of the low-cut/high-cut filter;
- 11 Gain: Adjust the gain at the frequency setting of the relevant equalizer band, ranging from -15dB to +15dB;
- 12 Freq : Set the center frequency of the relevant equalizer band. If the shelving filter is enabled, the Freq control is used to set the corner frequency of the shelving filter;
- 13 Q knob: Adjust the bandwidth of the relevant equalizer band, the bandwidth control will be hidden after the shelf filter is selected;
- 14 The auxiliary slider is suitable for parameter fine-tuning;

## 5.4.4. Comp compressor



- ① Comp compressor configuration interface;
- ② Reset: restore all parameter settings in this interface to their default values;
- ③ ON: turn on/off the compressor;
- ④ IN: Display the input level;
- ⑤ Compressor icon: Compressor curve graph with horizontal scale from 0dB to -60dB;
- ⑥ GR: Displays the signal level attenuated by the compressor;
- ⑦ Out: Displays the output level processed by the compressor;
- ⑧ Threshold: Set the threshold at which the compressor starts to attenuate the signal level, and starts to work when the input signal exceeds the threshold;
- ⑨ Ratio: Set the input/output compression ratio when the input signal exceeds the threshold;
- ⑩ Gain: Adjust the total output gain to compensate for the level of the signal lost after compression;
- 11 Attack: When the signal exceeds the threshold, set the compressor to start workingstart uptime;
- 12 Release: When the signal is below the threshold, set the compressor to stop compressingfreedtime;

## 5.4.5. Gate noise gate



- ① Gate noise gate configuration interface;
- ② Reset: restore all parameter settings in this interface to their default values;
- ③ ON: open/close the noise gate;
- ④ IN: input level;
- ⑤ Noise gate diagram: noise gate curve graph, the horizontal scale is 0dB to -75dB;
- ⑥ GR: Displays the signal level reduced by the noise gate;
- ⑦ OuT: Displays the output level after noise gate processing
- ⑧ Threshold: Set the threshold for allowing the audio signal to pass, when the signal is lower than the threshold, it will be attenuated by the noise gate;
- ⑨ Attenuation: When the input signal is lower than the threshold, set the attenuation of the output signal;
- ⑩ Hold: Sets the time the noise gate remains open after it is turned on and how long the noise gate remains open when the input level drops below the threshold;
- 11 Attack: When the signal exceeds the threshold, set the noise gateresponsespeed;
- 12 Release: Set the noise gate to attenuate the audio signal when the signal is lower than the thresholdresponsespeed;

## 5.4.6. AUX Sends



- ① AUX auxiliary send configuration interface;
- ② Reset button: restore all parameter settings in this interface to the default values;
- ③ Auxiliary output channel name;
- ④ Aux Send Slider: Set the audio signal level sent from this channel to the AUX output channel;
- ⑤ Display the gain value of the current sending channel;
- ⑥ Mute: Mute the aux send channel without affecting any other aux outputs or sends;
- ⑦ Touch the drop-down box to choose to send the Pre\_Fdr/Post\_Fdr/Pre\_Dyn/Per\_All signal to the AXU output channel;

## 5.4.7. FX Sends

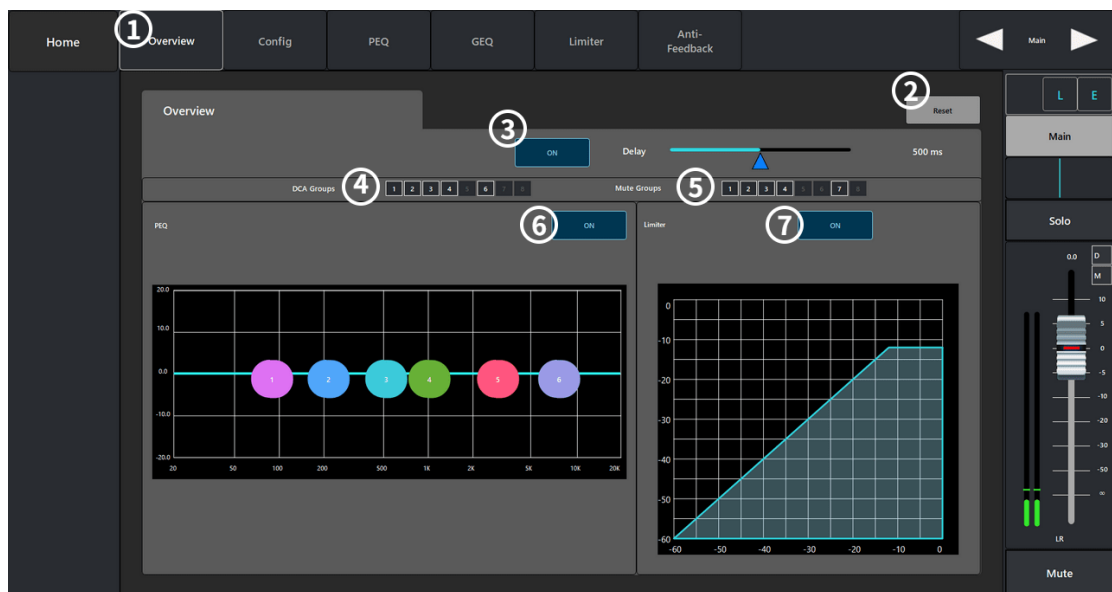


- ① FX effect sending configuration interface;
- ② Reset: restore all parameter settings in this interface to their default values;
- ③ FX effect channel name;

- ④ Send slider: Set the level of the audio signal sent to the effect mix for this channel;
- ⑤ Display the gain value of the current sending channel;
- ⑥ Tap the drop-down to select the effect type;
- ⑦ Touch the drop-down box to choose to send the Pre\_Fdr/Post\_Fdr signal to the FX channel;

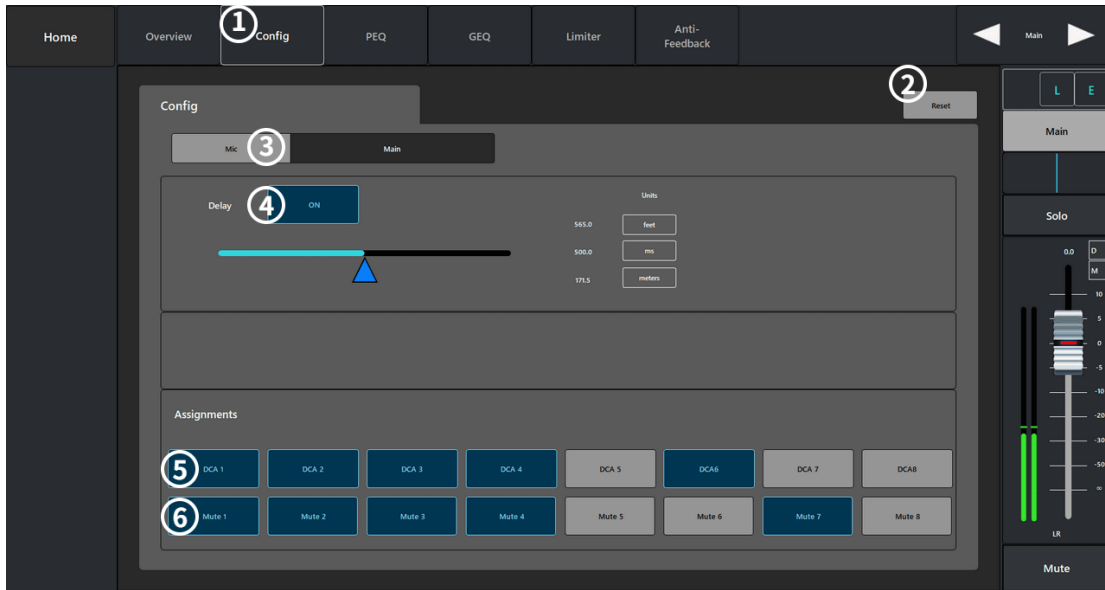
## 5.5. output channel

### 5.5.1. Overview



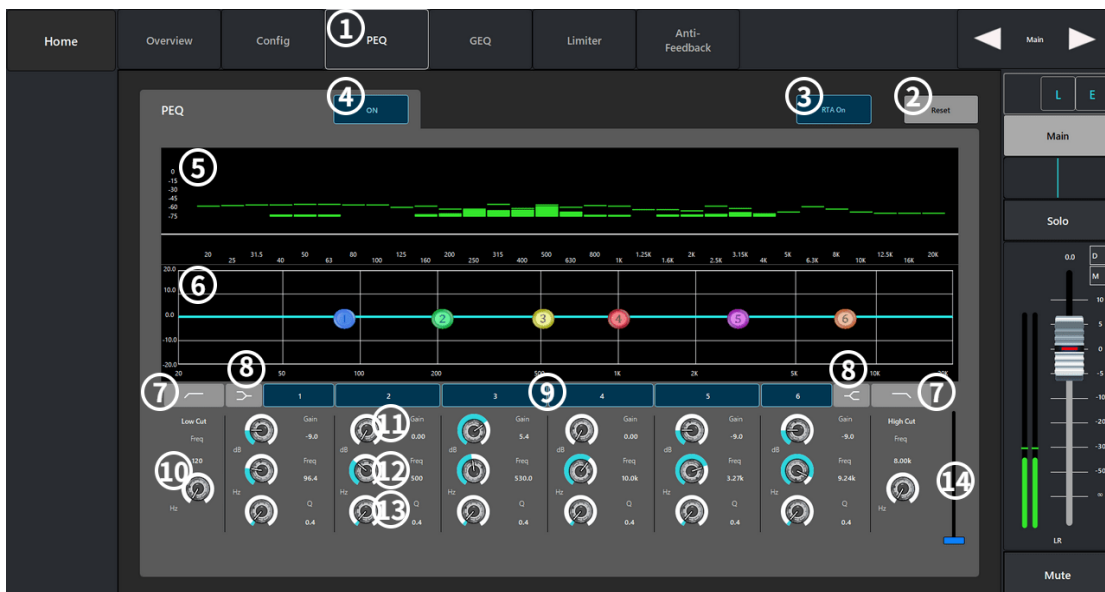
- ① Overview overview interface;
- ② Reset: restore all parameter settings in this interface to their default values;
- ③ Delay: Display delay configuration and delay information;
- 12 DCA Groups: Displays the channel has been assigned to DCA group;
- 13 Mute Groups: Displays the channel assigned to the mute group;
- ④ (GEQ) ON: Turn the equalizer on or off;
- ⑤ (Limiter) ON: Turn on or off the compressor;

## 5.5.2. config configuration



- ① Config: parameter configuration interface;
- ② Reset: restore all parameter settings of the interface to their default values;
- ③ Mic: Display the channel name, touch the display keyboard to customize the channel name;
- ④ ON: Turn on or off the delayer, and display the delay configuration and information;
- ⑤ DCA Groups: Displays the channel has been assigned to DCA group;
- ⑥ Mute Groups: Displays the channel assigned to the mute group;

## 5.5.3. PEQ parametric equalizer



- ① PEQ parametric equalizer configuration interface;
- ② Reset: restore the current interface parameter configuration to the default value;
- ③ RTA On: turn on/off the real-time analyzer;

- ④ ON: turn the equalizer on or off;
- ⑤ RTA display: display channel signal amplitude and peak value;
- ⑥ According to the equalizer parameter configuration, the equalizer curve is represented graphically;
- ⑦ Low-cut/high-cut filter: The filter takes the frequency set by the corresponding frequency controller as the cutoff frequency, and attenuates the frequencies above or below the cutoff frequency;
- ⑧ Low Cut Shelf/High Shelf Filter: Change EQ Band 1 to Channel 6 from parametric filter to shelving filter, no bandwidth control is provided when shelving filter is enabled;
- ⑨ Enable or disable the parametric equalizer for different frequency bands;
- ⑩ Freq (low-cut/high-cut): Set the knee frequency of the low-cut/high-cut filter;
- 11 Gain: Adjust and display the gain under the frequency setting of the relevant equalizer band, ranging from -15db to +15dB;
- 12 Freq: Adjust and display the center frequency of the equalizer. The center frequency range of all frequency bands is 20Hz to 20KHz. If the shelving filter is enabled, the Freq control is used to set the corner frequency of the shelving filter;
- 13 Q: Adjust the bandwidth of the relevant equalizer band, select the shelf filter, the bandwidth control will be hidden;
- 14 The auxiliary slider is suitable for parameter fine-tuning;

## 5.5.4. GEQ graphic equalizer



- ① GEQ graphic equalizer configuration interface;
- ② Reset: restore the current interface parameter configuration to the default value;
- ③ RTA On: turn on/off the real-time analyzer;
- ④ ON: turn the equalizer on or off;
- ⑤ RTA display: display channel signal amplitude and peak value;
- ⑥ Graphic equalizer: 31-band graphic equalizer control, select the corresponding frequency



band and push the slider to set the parameters;

### 5.5.5. comp/Limiter compressor



- ① Comp: Compressor configuration interface;
- ② Reset: restore all parameter settings in this interface to their default values;
- ③ ON: turn on/off the compressor;
- ④ IN: Display the input level;
- ⑤ Compressor icon: Compressor curve graph with horizontal scale from 0dB to -60dB;
- ⑥ GR: Displays the signal level attenuated by the compressor;
- ⑦ Out: Displays the output level processed by the compressor;
- ⑧ Threshold: Set the threshold at which the compressor starts to attenuate the signal level, and starts to work when the input signal exceeds the threshold;
- ⑨ Ratio: Set the input/output compression ratio when the input signal exceeds the threshold;
- ⑩ Gain: Adjust the total output gain to compensate for the level of the signal lost after compression;
- 11 Attack: When the signal exceeds the threshold, set the compressor to start working response time;
- 12 Release: When the signal is below the threshold, set the compressor to stop compressing response time;

## 5.5.6. Anti-Feedback feedback suppression



- ① Anti-Feedback: parameter configuration interface;
- ② Reset: restore all parameter settings in this interface to their default values;
- ③ ON: enable/disable feedback suppression;
- ④ NO Lock: Display the currently recognized feedback frequency;
- ⑤ Manual Kill: When a suspicious feedback frequency is identified, touch this button to apply a filter at that frequency;
- ⑥ Display: Display the howling point and attenuation of different frequencies captured by the filter;
- ⑦ Filters : Enable or disable filters for different frequency bands:
- ⑧ Freq: Set the center frequency of the filter;
- ⑨ Cut: Set the filter attenuation;
- ⑩ Filter Depth%: Increase or decrease the depth of all filters;
- 11 Filter Q: Set all filter bandwidths;
- 12 Noise: Noise gain setting;
- 13 The auxiliary slider is suitable for parameter fine-tuning;

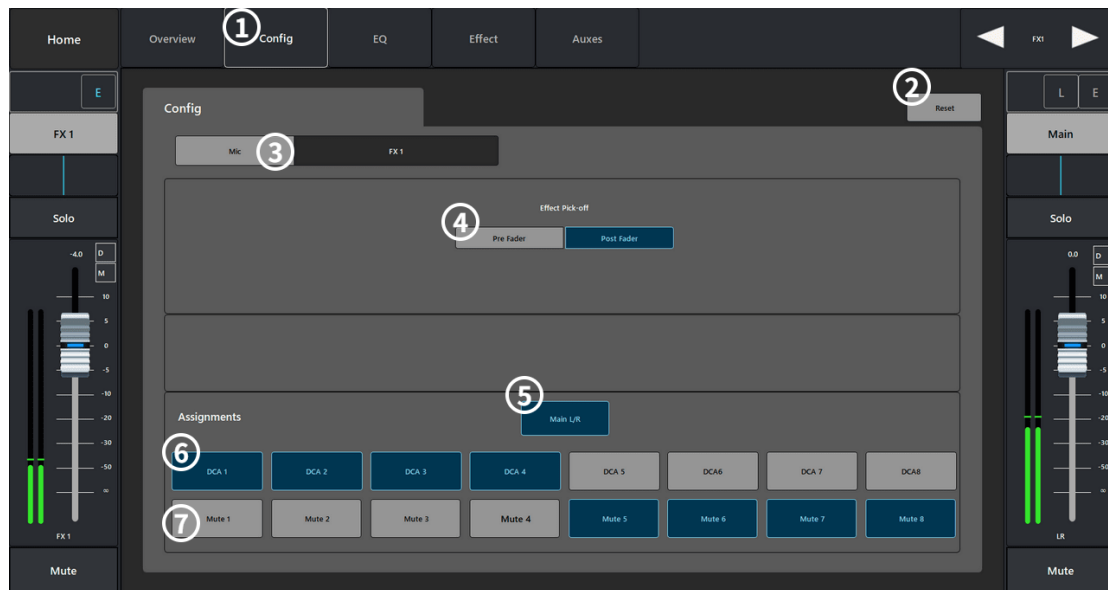
## 5.6. FX channel

### 5.6.1. Overview



- ① Overview overview interface;
- ② Reset: restore all parameter settings in this interface to their default values;
- ③ Effect Pick OFF: Select Pre\_Fdr/Post\_Fdr signal;
- ④ Delay: Display delay configuration and delay information;
- ⑤ DCA Groups: Displays the channel has been assigned to DCA group;
- ⑥ Mute Groups: Displays the channel assigned to the mute group;
- ⑦ ON: Open the overview graph of the equalizer curve;
- ⑧ AUX Sends: Send the current effect signal to the auxiliary output channel;

## 5.6.2. config configuration



- ① Config: parameter configuration interface;
- ② Reset: restore all parameter settings of the interface to their default values;
- ③ Mic: Display the channel name, touch the display keyboard to customize the channel name;
- ④ Effect Pick OFF: Select Pre\_Fdr/Post\_Fdr signal;
- ⑤ Main L/R: Send the current channel signal to the main output channel;
- ⑥ DCA Groups: Displays the channel has been assigned to DCA group;
- ⑦ Mute Groups: Displays the channel assigned to the mute group;

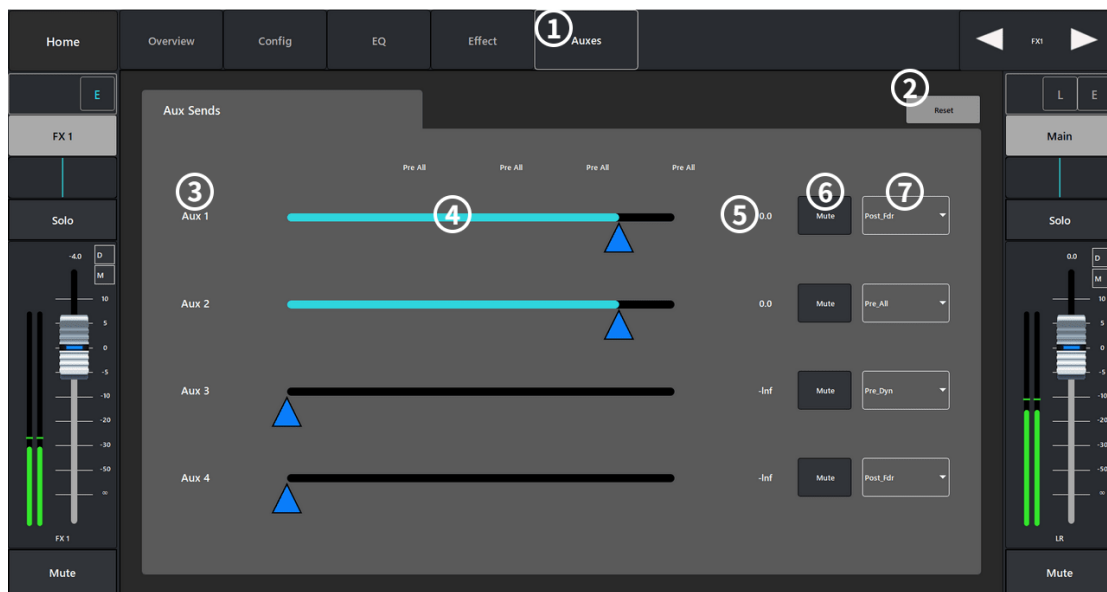
## 5.6.3. EQ equalizer



- ① EQ:parameter configuration interface;
- ② Reset: restore the current interface parameter configuration to the default value;

- ③ RTA On: turn on/off the real-time analyzer;
- ④ ON: turn the equalizer on or off;
- ⑤ RTA display: display channel signal amplitude and peak value;
- ⑥ According to the equalizer parameter configuration, the equalizer curve is represented graphically;
- ⑦ Low-cut/high-cut filter: The filter takes the frequency set by the corresponding frequency controller as the cutoff frequency, and attenuates the frequencies above or below the cutoff frequency;
- ⑧ Enable or disable the parametric equalizer for different frequency bands;
- ⑨ Freq: Set the corner frequency of the low-cut/high-cut filter;
- ⑩ Gain: Adjust and display the gain under the frequency setting of the relevant equalizer band, ranging from -15db to +15dB;
- 11 Freq: Adjust and display the center frequency of the equalizer. The center frequency range of all frequency bands is 20Hz to 20KHz. If the shelving filter is enabled, the Freq control is used to set the corner frequency of the shelving filter;
- 12 The auxiliary slider is suitable for parameter fine-tuning;

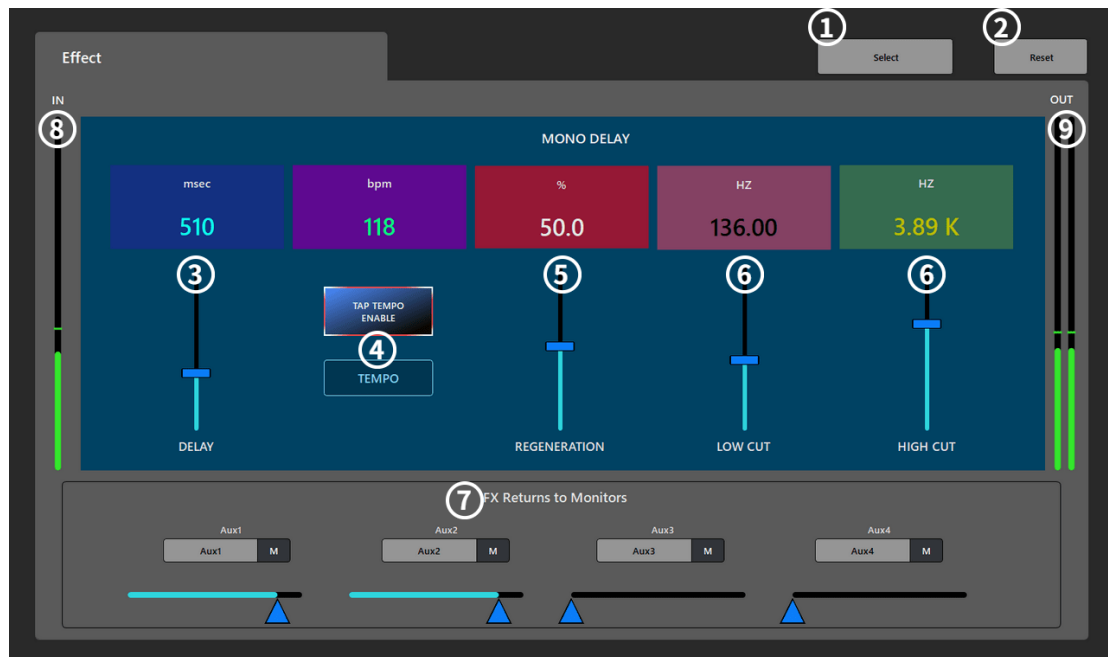
## 5.6.4. AUX sends



- ① AUX auxiliary send configuration interface;
- ② Reset button: restore all parameter settings in this interface to the default values;
- ③ Auxiliary output channel name;
- ④ Aux Send Slider: Set the audio signal level sent from this channel to the AUX output channel;
- ⑤ Display the gain value of the current sending channel;
- ⑥ Mute: Mute the aux send channel without affecting any other aux outputs or sends;
- ⑦ Touch the drop-down box to select to send Pre\_Fdr/Post\_Fdr/Pre\_Dyn/Per\_All signals to the AXU output channel;

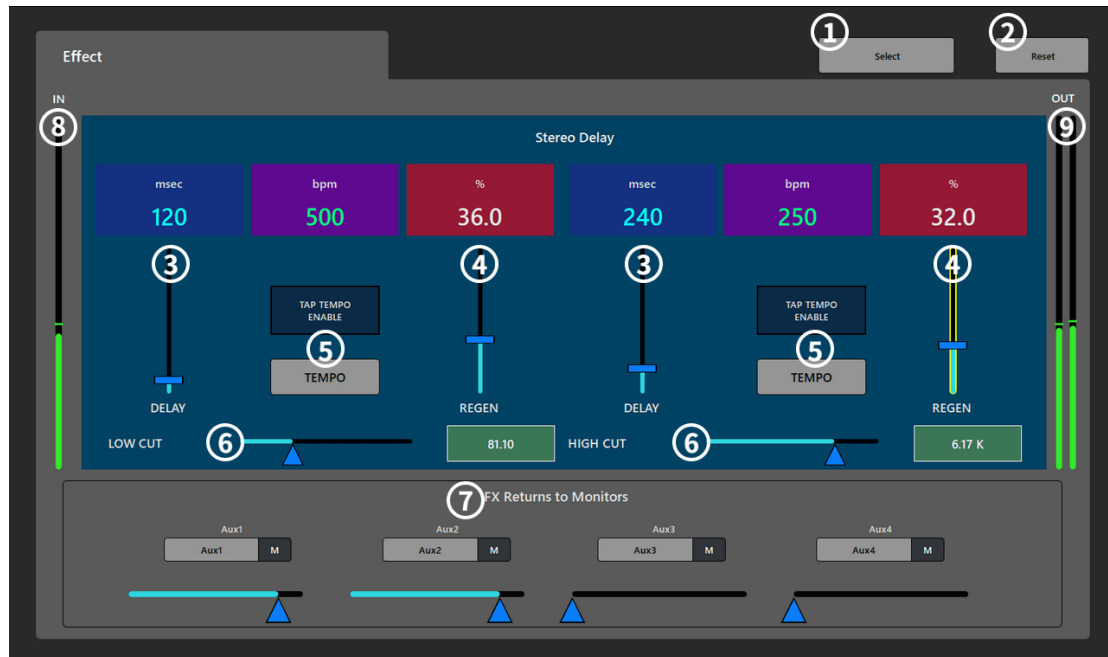
## 5.6.5. Effect type

### 5.6.5.1. MONO DELAY mono echo



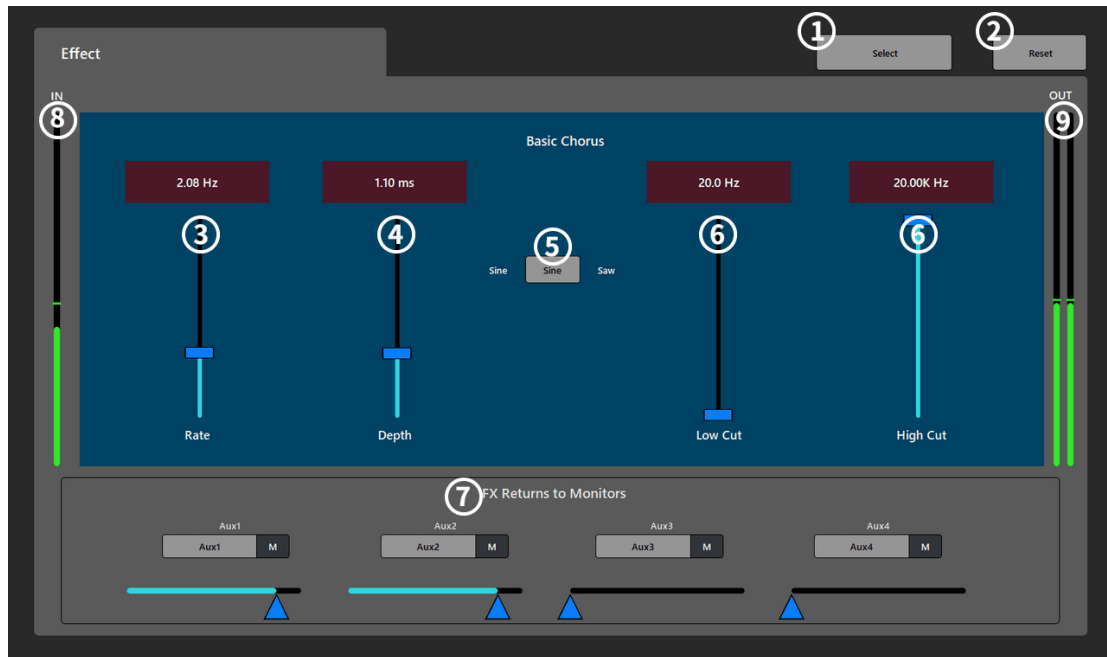
- ① Select: Effect type switch;
- ② Reset: restore all parameter settings in this interface to their default values;
- ③ Delay: Set the delay time in milliseconds;
- ④ Tap Tempo: Set the rhythm of regeneration by touch;
- ⑤ Regeneration: Settingsecho attenuation ratio,The echoes gradually gradually according to the ratio rangeattenuation;
- ⑥ Low/HIGH Cut: Attenuate or cut the sound below this set frequency, the range is between 20Hz and 20KHz
- ⑦ FX Returns to Monitors: The current effect is sent to the auxiliary output channel;
- ⑧ IN: Signal level without effect processing,
- ⑨ OUT: the level after effect processing;

## 5.6.5.2. Stereo Delay Stereo Echo



- ① Select: Effect type toggle;
- ② Reset: restore all parameter settings in this interface to their default values;
- ③ Delay: Set the delay time in milliseconds;
- ④ REGEN: set upecho attenuation ratio, The echoes gradually according to the ratio range attenuation;
- ⑤ Tap Tempo: Set the rhythm of regeneration by touch;
- ⑥ Low/HIGH Cut: Attenuate or cut the sound below this set frequency, the range is between 20Hz and 20KHz
- ⑦ FX Returns to Monitors: The current effect is sent to the auxiliary output channel;
- ⑧ IN: Signal level without effect processing,
- ⑨ OUT: the level after effect processing;

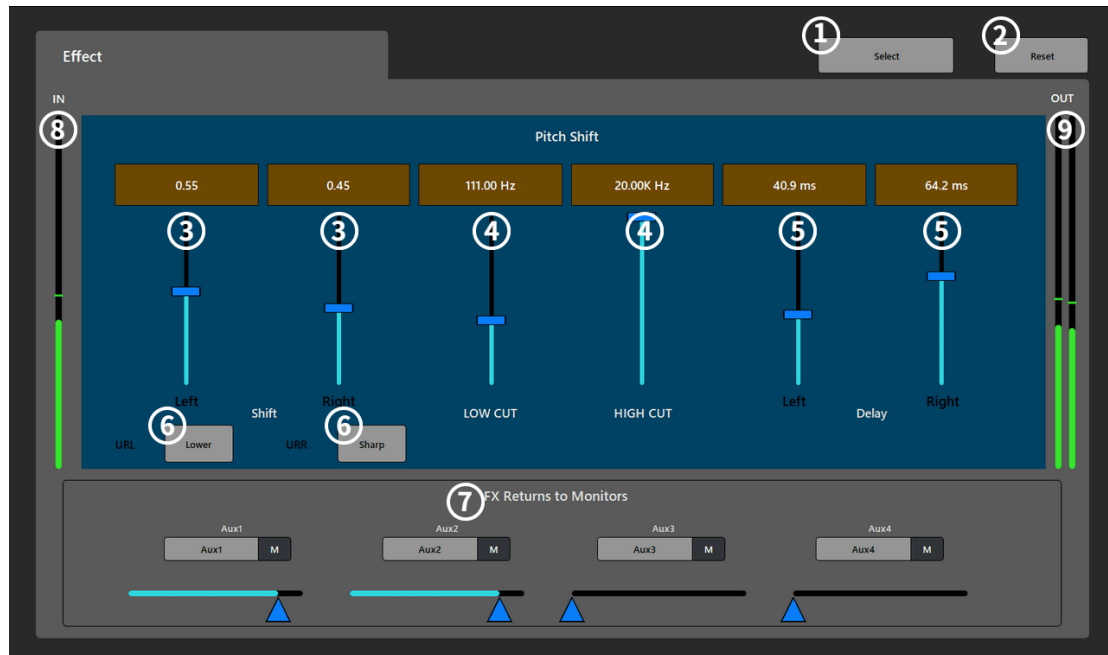
### 5.6.5.3. Basic Chorus



- ① Select:Effect type switch;
- ② Reset: restore all parameter settings in this interface to their default values;
- ③ RateSlider:Set the speed of the pitch change;
- ④ Depth slider:Set the audio signal adjustmenttime limit
- ⑤ Sine/Saw option: select pitch change mode;
- ⑥ Low/HIGH Cutslider: Attenuate or cut the sound below the set frequency, the range is between 20Hz and 20KHz;
- ⑦ FX Returns to Monitors: The current effect is sent to the auxiliary output channel;
- ⑧ IN: Signal level without effect processing,
- ⑨ OUT: the level after effect processing;

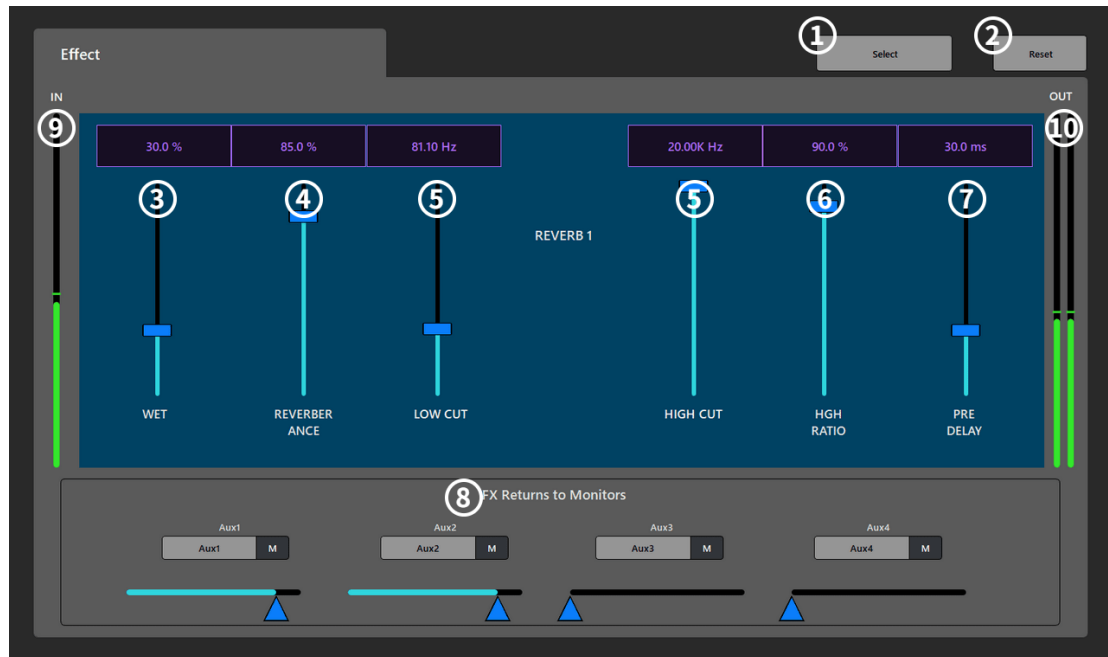


### 5.6.5.4. Pitch Shift



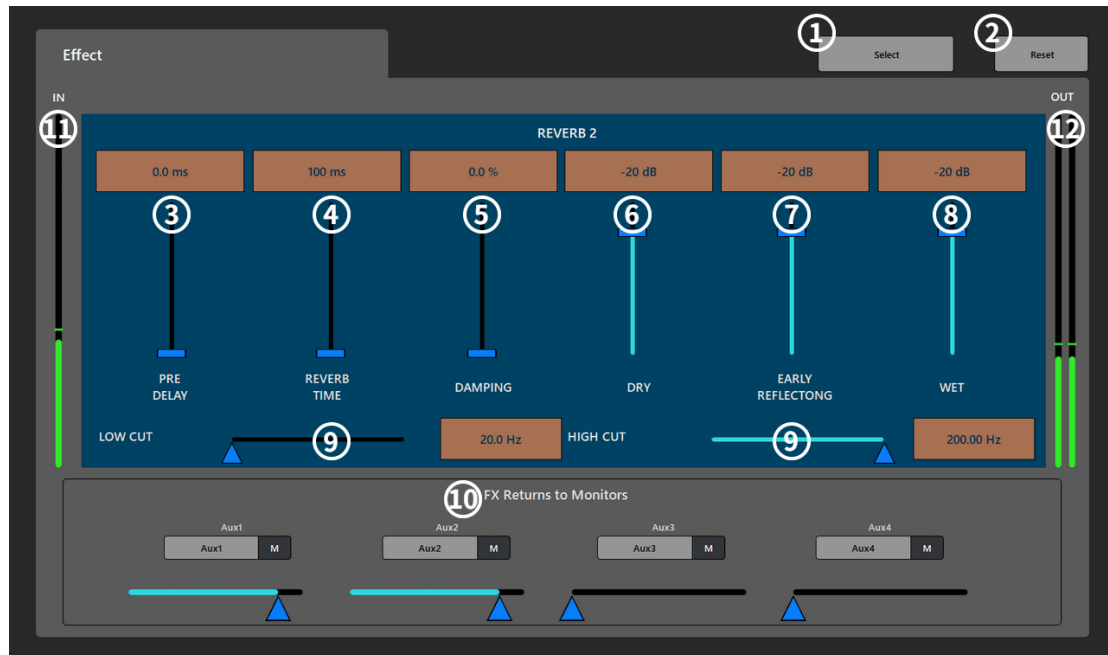
- ① Select:Effect type switch;
- ② Reset: restore all parameter settings in this interface to their default values;
- ③ Left/Right:Control the sliding amount of the two outputs through the slider;
- ④ Low/HIGHCut: Attenuate or cut the sound below this set frequency, the range is between 20Hz and 20KHz;
- ⑤ Left/Right:push the slider,will change the pitch range in semitone intervals;
- ⑥ Lower/Sharp: Choose to raise or lower the pitch;
- ⑦ FX Returns to Monitors: The current effect is sent to the auxiliary output channel;
- ⑧ IN: Signal level without effect processing,
- ⑨ OUT: the level after effect processing;

### 5.6.5.5. REVERB-1 dense reverb



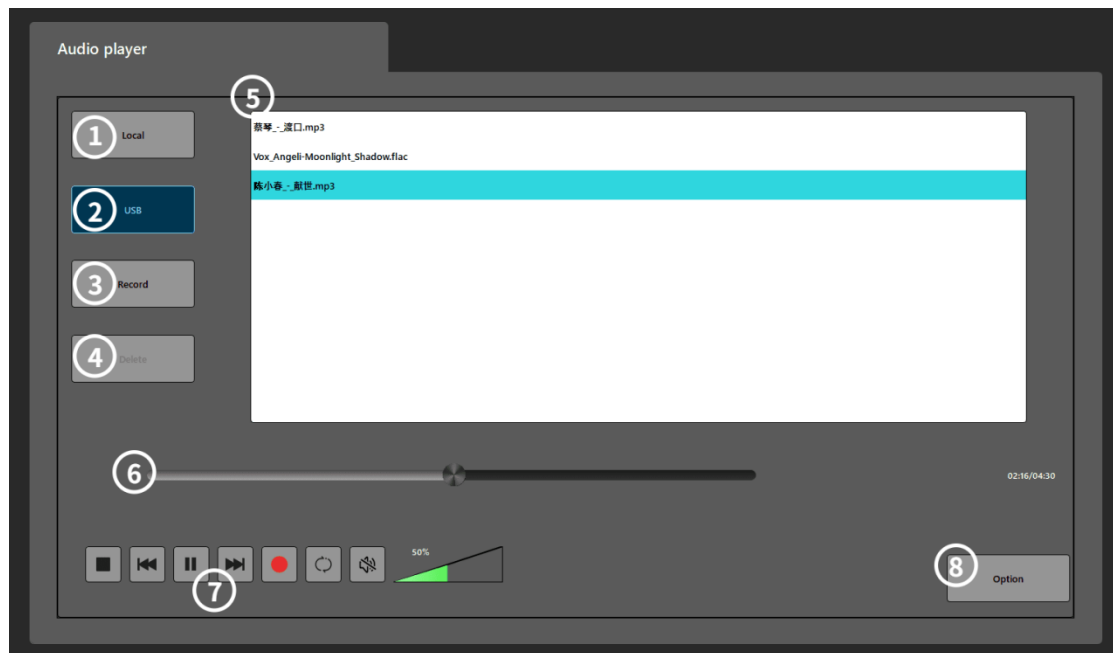
- ① Select:Effect type switch;
- ② Reset: restore all parameter settings in this interface to their default values;
- ③ WET:Wet gain control;
- ④ ReverberAnce:Adjusts the total amount of delayed signal returned to the input channel, therebychange the reverb;
- ⑤ Low/HIGH Cut: Attenuate or cut the sound below this set frequency, the range is between 20Hz and 20KHz;
- ⑥ HGH Ratio: Change the total amount of high frequency reflections;
- ⑦ Pre Delay:Change the pre-delay time;
- ⑧ FX Returns to Monitors: The current effect is sent to the auxiliary output channel;
- ⑨ IN: Signal level without effect processing,
- ⑩ OUT: Electricity after effect processing

### 5.6.5.6. REVERB-2dense reverb



- ① Select button:Effect type switch;
- ② Reset button: restore all parameter settings in this interface to their default values;
- ③ Pre Delay:change pre-delaytime;
- ④ ReverbTIME:Set the reverberation time;
- ⑤ DAMPING:High frequency attenuation control;
- ⑥ DRY: setdirect sound gain;
- ⑦ Early Reflectong: SettingsEarly reflection gain;
- ⑧ WET:set upWet gain;
- ⑨ Low/HIGH Cut: Attenuate or cut the sound below this set frequency, the range is between 20Hz and 20KHz;
- 11 FX Returns to Monitors: The current effect is sent to the auxiliary output channel;
- 12 IN: Signal level without effect processing,
- 13 OUT: Electricity after effect processing

## 5.7. play/record



- ① Local: List of local music files;
- ② USB: List of audio source files in external USB (type A) mobile hard disk device;
- ③ Record: Recording file list;
- ④ Delete: Only local files and recorded files are allowed to be deleted;
- ⑤ List: Display the current list track, touch to select the play track;
- ⑥ Audio file playback progress bar, slide to determine the playback position;
- ⑦ Playback control: stop, previous track, pause, next track, record, play mode, mute, volume adjustment;
- ⑧ Option: Navigate to the recording interface;

## 5.8. Other functions

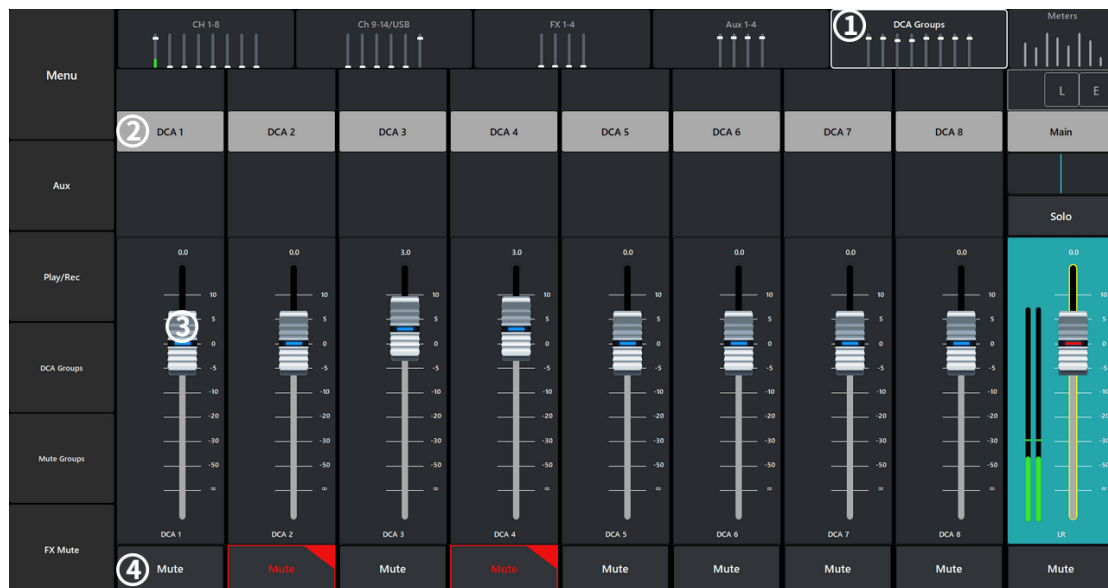
### 5.8.1. MenuSettings



- ① DCA Groups: Navigate to the DCA group interface;
- ② RTA: Navigate to the real-time analyzer interface;
- ③ FX Overview: Navigate to the effector preview interface;
- ④ Noise Generator: Noise generator, including sine wave, pink noise, white noise signal;
- ⑤ Scenes: scene setting interface, providing 30 scenes;
- ⑥ Clear: One-key clear function (gain, algorithm, pan, mute);
- ⑦ Copy/Paste: Copy/Paste, you can copy the current channel configuration parameters to other channels, only the same type of channels can copy and paste each other;
- ⑧ Update: Upload audio files to the device through the PC;
- ⑨ Initialize Cfg: Clear the current scene file configuration;
- ⑩ Scan Mixer: The PC side is connected to the device side (the next page provides login connection instructions);
- 11 Upload Software: Upgrade the device through PC software;

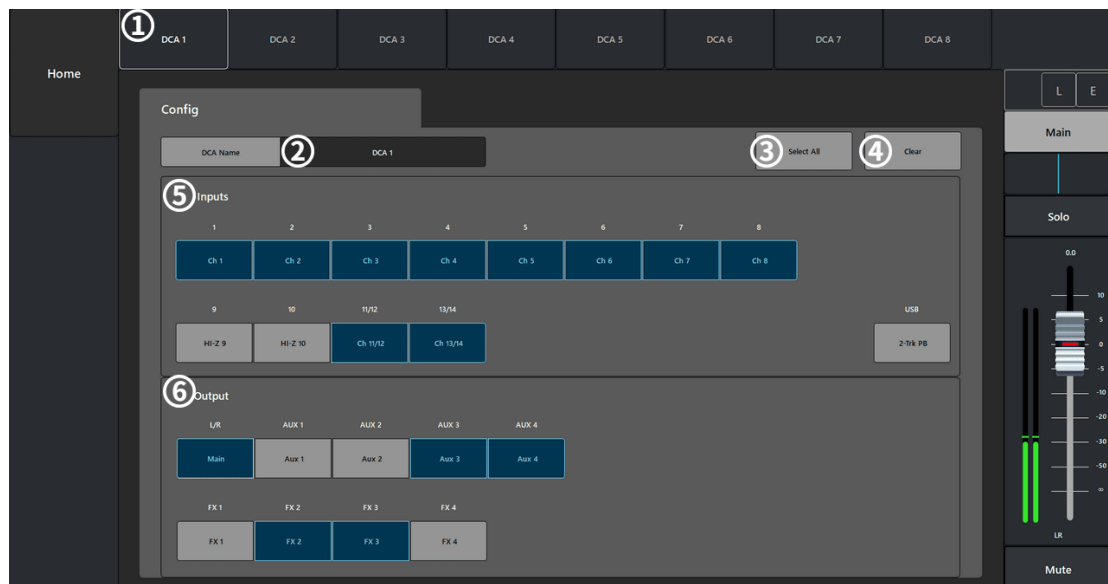
## 5.8.2. DCA Groups

### 5.8.2.1. DCA Groups main interface



- ① DCA Gougou: the main interface of DCA grouping;
- ② DCA group channel name;
- ③ The DCA group channel fader can control the gain of all channels programmed into the group;
- ④ Mute: group channel mute;

### 5.8.2.2. DCA Groups configuration interface



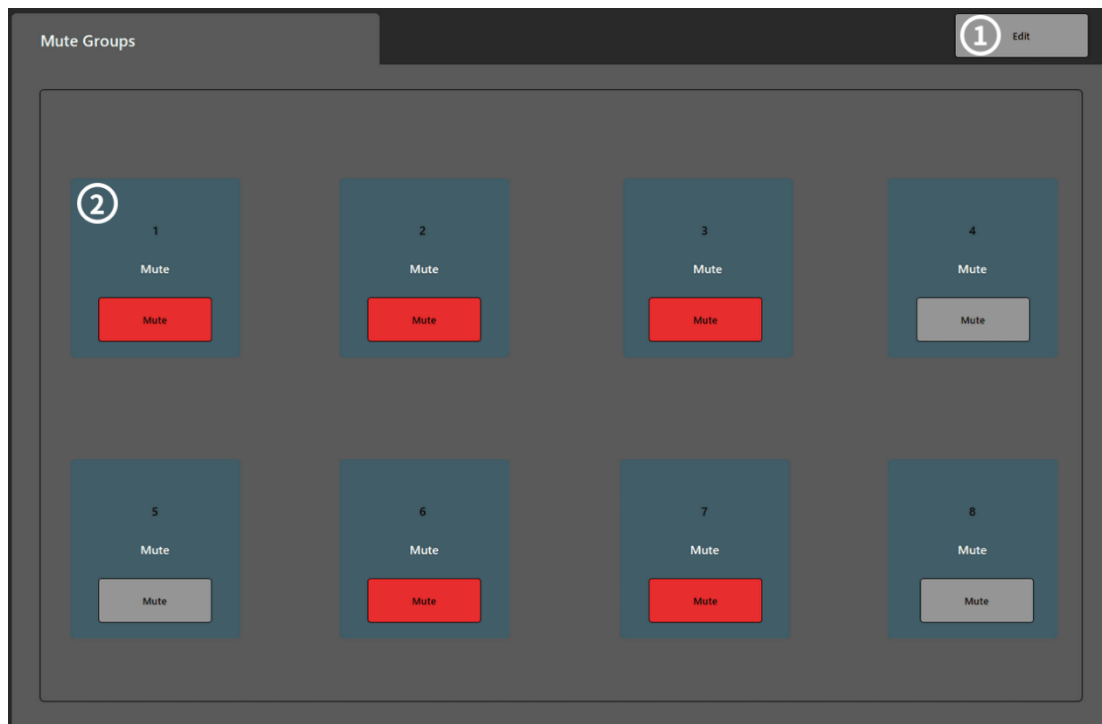
- ① DCAGrouping options:chooseCanRelated DCA Groups for Editing;
- ② DCA Name: Display the group channel name, and the name can be customized and modified;
- ③ Select All: All channels are selected and assigned to the DCA group;

- ④ Clear Assignments: Clears all assignments in the selected DCA group;
- ⑤ ⑥: Touch the channel's assign button to add the channel to the selected DCA group, enter/Output and effects return all can be assigned to DCA groups;

About DCA groups When a channel is programmed into one or more DCA groups, the output of that channel is equal to the sum of all faders in the DCA group plus the value of the channel fader. When a channel is programmed into one or more DCA groups During DCA grouping, if the audio signal of this channel needs to pass through, the mute of this channel and all DCA groups must be canceled. The same principle applies when a channel belongs to a DCA and mute group. If the audio signal of this channel needs to pass through, all groups must be unmuted.

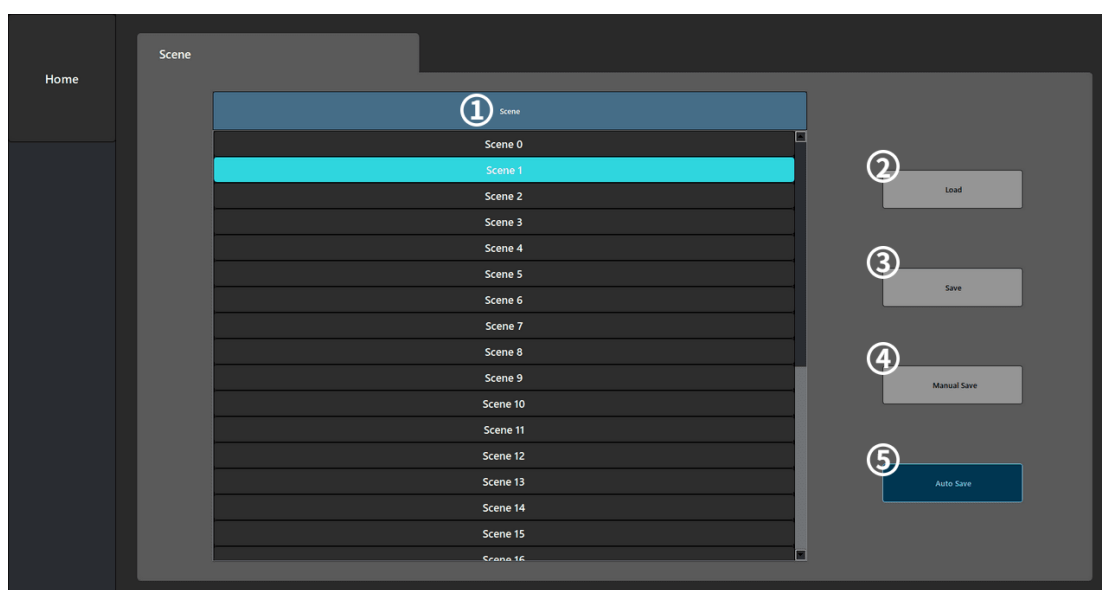
### 5.8.3. Mute Groups interface





- ① mute group selectionitem:chooseCanMute groups for editing;
- ② Mute Name: Group channel name display, can be customized to modify the name
- ③ Mute:rightalreadyChannels assigned to mute groups activate muteorunmute;
- ④ Select All: select all orclearallMute group assignment;
- ⑤ Close Edit:after touchNavigate toMute Group Muteinterface, as shown in Figure 2;
- ⑥ Assign button: touch the channelname can bechannel plusIncorporatedSelected DCA group;
- ⑦ When a channel is muted by a mute group, the mute button for that channel will turn orange. When a channel is muted via the channel mute button and mute group, the channel's mute button turns red. For the audio signal to pass, all mutes associated with the channel must be removed;

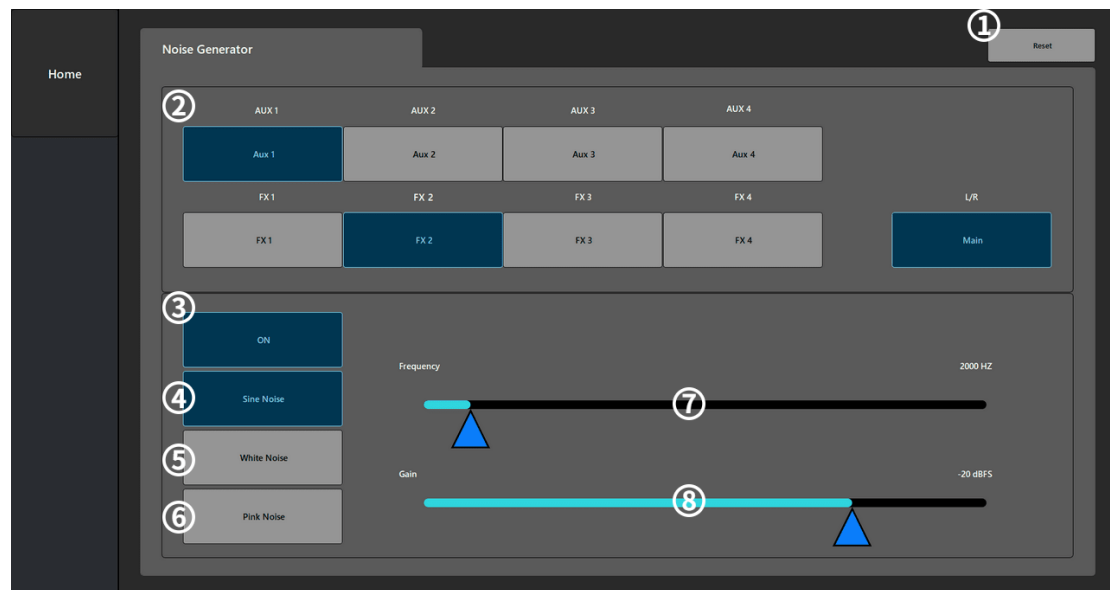
#### 5.8.4. Scene scene configuration





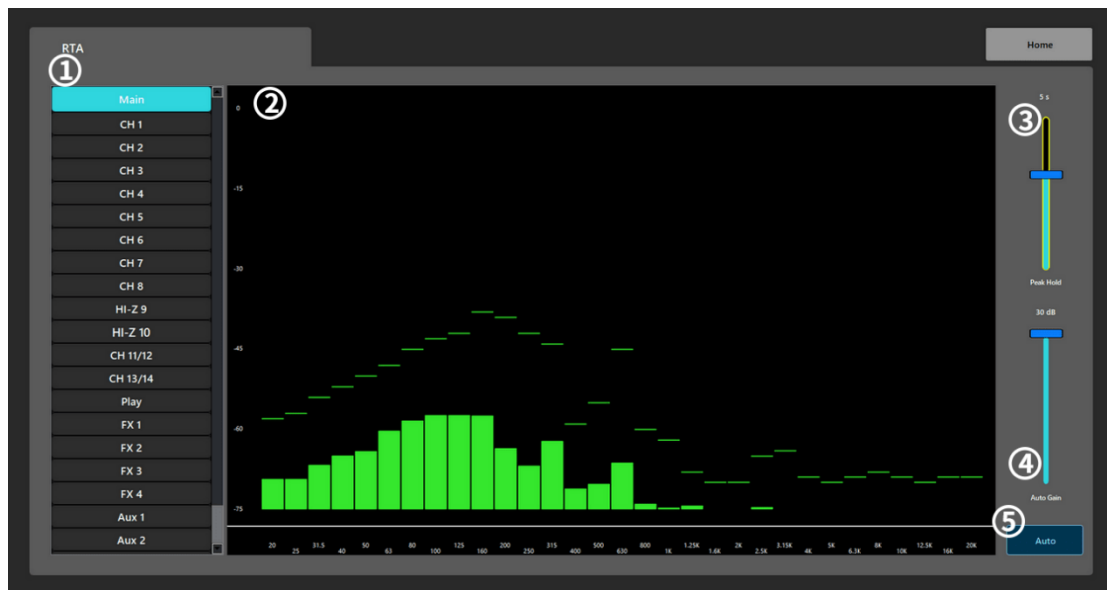
- ① Scene: Scene list, select the scene to edit by drop-down slider;
- ② Load button: tap the scene number in the list to load;
- ③ Save button: Save button, suitable for saving the current scene content to another scene;
- ④ Manual Save button: Manually save the current scene;
- ⑤ Auto Save button: automatically saves the scene, and saves all parameter settings based on the last operation of the user;

### 5.8.5. Noise Generator Noise Generator



- ① Noise Generator noise generator configuration interface;
- ② Assign button: touch the channel name to assign the noise to the output of this channel;
- ③ ON: Turn on or off the noise generator;
- ④ Sine Noise: Enable sine wave signal output;
- ⑤ White Noise: Enable white noise signal output;
- ⑥ Pink Noise: Enable pink noise signal output;
- ⑦ Frequency: Set the noise output frequency;
- ⑧ Gain slider: Set the noise output signal level;

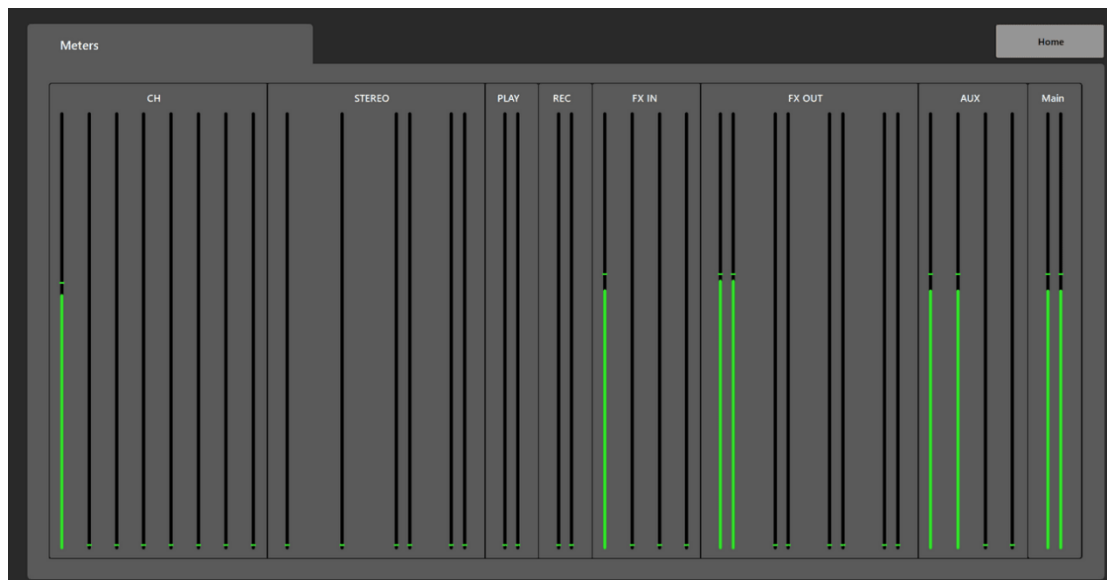
### 5.8.6. RTA real-time analyzer



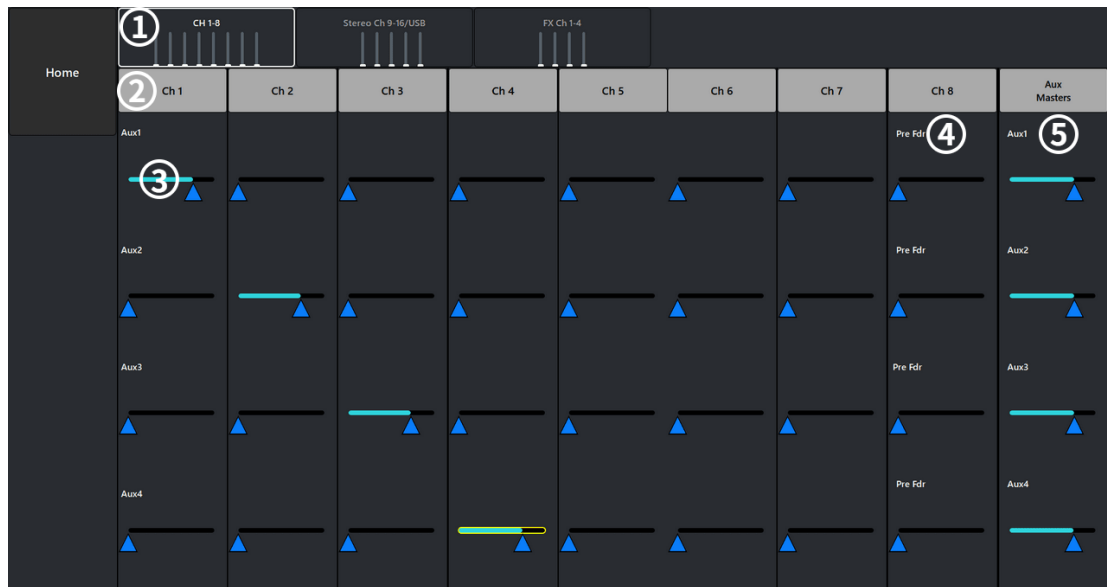
RTA real-time analyzer sources mainly include input channels, playback channels, Main L/R, AUX auxiliary output, and FX effects. Real-time analysis can be performed by selecting different signal sources;

### 5.8.7. Level overview

Level overview for displaying real-time level information for all input/output channels



## 5.8.8. Auxiliary overview



- ① You can select groups CH1-8, HI-Z 9-10/Stereo CH11-14/SUB, FX effects in the navigation bar;
- ② input channel name;
- ③ control slider:for adjustment assistancesentsignal level;
- ④ Pre Fdr: Displays where the signal is sent (before or after the fader);
- ⑤ Aux Master: Adjust the overall level of the auxiliary output;

## 6. Warranty Regulations

- In mainland China, the warranty period for this product is 2 years.
- Product performance failure caused by non-human damage during the warranty period can enjoy three guarantees service.

**The warranty card becomes effective after being stamped by the sales unit. Alteration is invalid!**

- The following situations (including but not limited to this) are not within the scope of the Three Guarantees service:
  - There is no warranty card or a valid invoice is missing or the date has exceeded the validity period of the Three Guarantees service;
  - Damage caused by not using, maintaining and managing according to the requirements of the product instruction manual;
  - The product model or code on the warranty certificate does not match the actual product;
  - Damage caused by dismantling and repairing by unauthorized service providers;
  - Normal discoloration, wear and tear during product use are not covered by the warranty;
  - The product cannot be used due to the user's own network, please consult the customer service staff.