

Zero-Latency Monitoring with your Multimix USB:

Latency is the amount of time it takes for a signal (such as your voice or instrument) to get converted into digital audio, recorded into your program (such as Cubase LE), and then sent back out to your speakers (or headphones) for you to hear what you are playing. This delay is usually only a few milliseconds, but it is long enough to distract, disorient, and otherwise annoy anyone trying to record him/herself (especially if you're trying to record on top of existing tracks in a program like Cubase LE).

You can set up your Multimix USB mixer to monitor yourself without any latency. This zero-latency monitoring is extremely useful because it allows you to hear yourself while you're recording without any irritating delayed echoes. To set up zero-latency monitoring, follow these instructions:

Installing and Configuring the Multimix in Windows XP:

Setting up the Multimix is very easy—all you have to do is plug in the power cable and connect the USB cable from the PC to the Multimix and you're ready to go. No software installation is necessary under Windows XP.

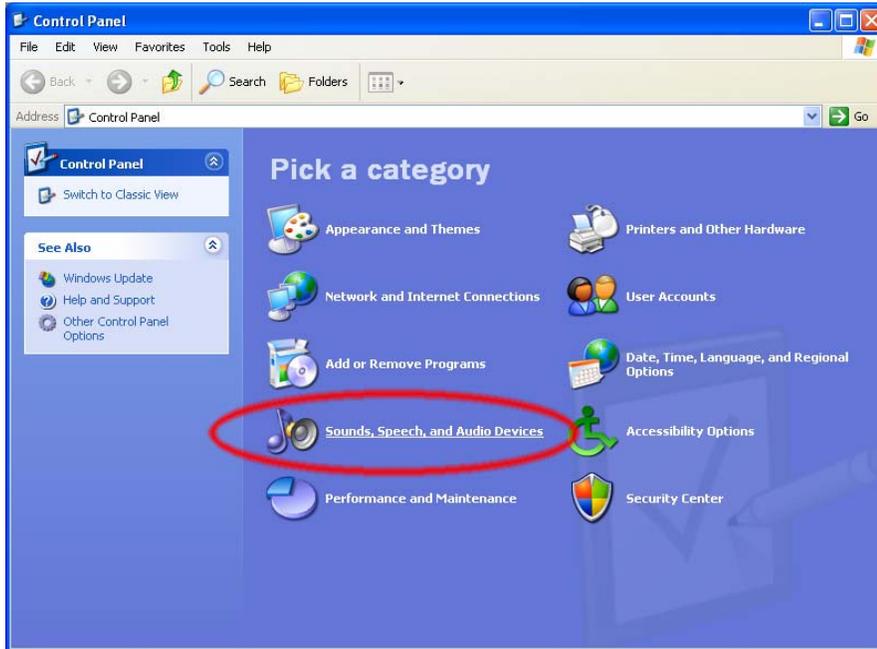
Maximizing Stability and Performance in Windows XP:

The following is not required, but for better performance and increased stability, we recommend you set up Windows to route non-Cubase sounds to another sound output on your computer (most computers have built-in sound nowadays and you can route non-Cubase sounds to that output). You can do this by following these instructions:

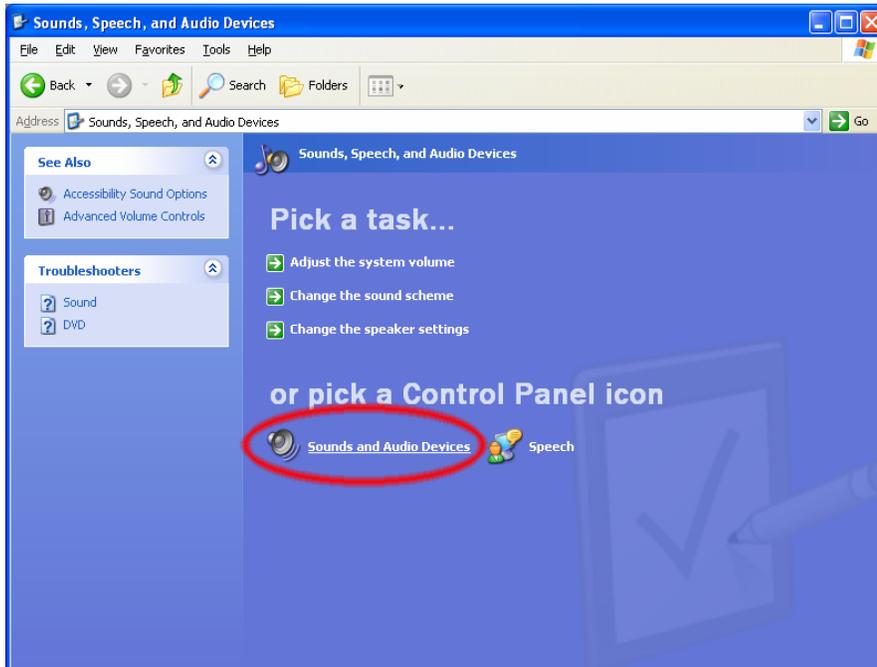
1. Open the Windows **Control Panel**.



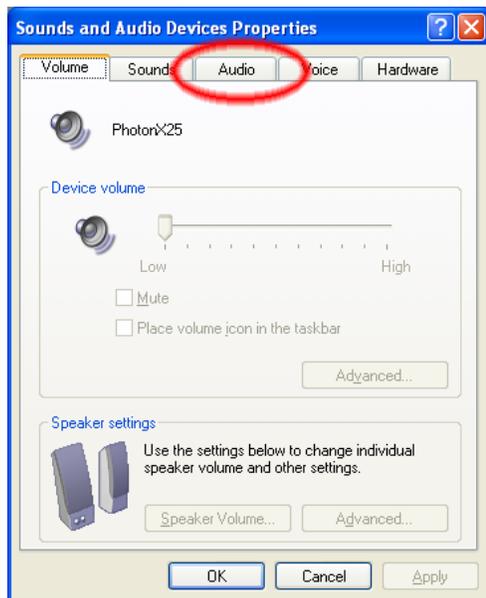
2. Click **Sounds, Speech, and Audio Devices**.



3. Next, click **Sound and Audio Devices**.



4. Click the **Audio** tab.

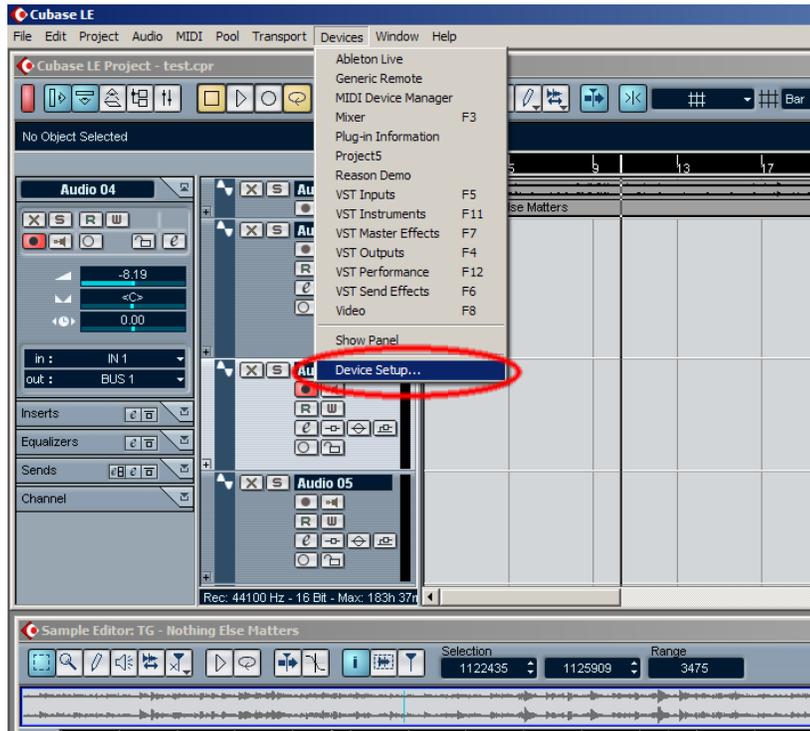


5. Under **Sound Playback**, select anything *OTHER* than “USB Audio CODEC.” The “USB Audio CODEC” is your Multimix Mixer and you don’t want to have your regular Windows sounds (i.e., the Windows BING! and other sounds from messaging, email, and other programs) being routed to the Multimix. By selecting anything *other* than “USB Audio CODEC,” you’re having Windows route all non pro-audio sounds elsewhere and freeing up your Multimix for recording purposes only. Doing this will increase stability and potentially improve sound quality.

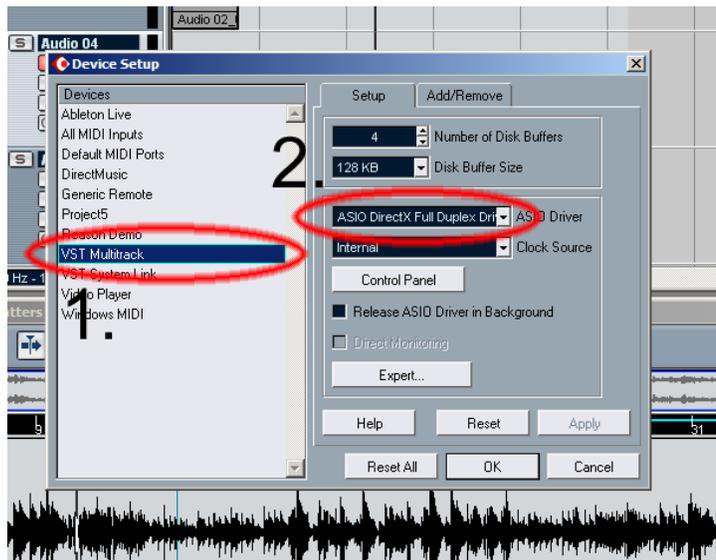


Configure Cubase LE to work with the Multimix:

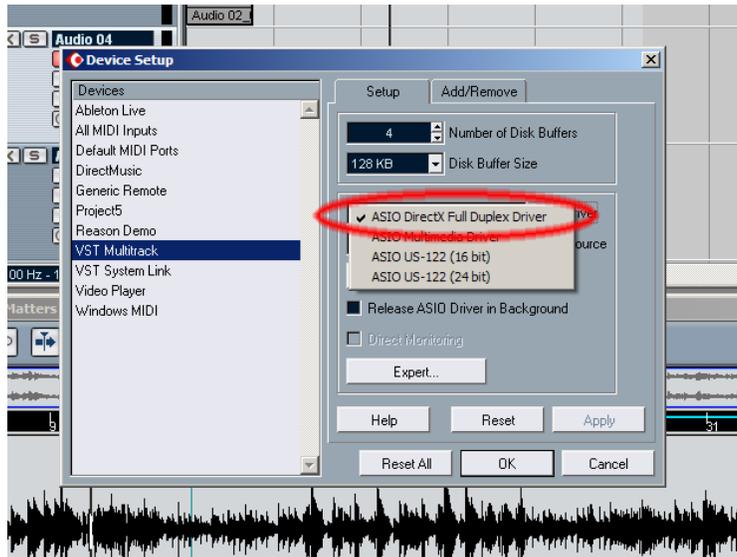
1. Open **Device Setup** under the **Devices** menu.



2. Under the **Devices** column, click **VST Multitrack**. Then open the **ASIO Driver** drop down menu.



3. Select “ASIO DirectX Full Duplex Driver.”



4. Click OK to exit. Cubase is now routing audio to your Multimix mixer.

Multimix 8USB users:

1. Turn down the **LEVEL**, **MAIN MIX**, and **HDPH/CTRL RM** knobs.
2. Make sure that the **2 TK TO MIX** button is DOWN and the **2 TK TO CTRL ROOM** button in UP, otherwise you'll hear horrible (and LOUD!) feedback when you turn up the **MAIN MIX** knob later.
3. Connect the **2 TRACK OUT** of the mixer to the **2 TRACK IN** with an RCA cable.
4. Record-Enable a track in Cubase LE and make sure input monitoring is turned off in the program (if input monitoring is on, you'll hear a delayed echo of your voice or instrument because of computer latency.)



5. Set each channel's **GAIN** and **LEVEL** knobs so that you're getting good level without lighting the **PEAK** indicator on the mixer.

The **MAIN MIX** knob now acts like a master-volume knob for all your mic/line inputs. Adjust this knob until you're getting good levels into Cubase.

The **HDPH/CTRL RM** knob now controls the loudness of your headphones (or studio monitors), but does not affect recording levels in Cubase. You can set this level to a comfortable setting (or even off) without affecting what gets recorded into Cubase.

You can now can record into your computer without any latency.

Multimix 12/16USB:

1. Turn down the **HDPH/CTRL RM** knob along with the **LEVEL** and **MAIN MIX** faders.
2. Make sure that the **2 TK TO HDPH/CTRL RM** and **MIX TO HDPH/CTRL RM** buttons are DOWN.
3. Record-Enable a track in Cubase LE and make sure input monitoring is turned off in the program (if input monitoring is on, you'll hear a delayed echo of your voice or instrument because of computer latency.)



4. Set each channel's **GAIN** knob and **FADER** so that you're getting good level without lighting the **CLIP** indicator on the mixer.

The **MAIN MIX** fader on the lower right now acts like a master-volume control for all your mic/line inputs. Adjust this fader until you're getting good levels into Cubase.

The **HDPH/CTRL RM** knob controls the levels of your headphones (or studio monitors), but does not affect recording levels in Cubase. You can set this level to a comfortable setting (or even off) without affecting what gets recorded into Cubase.

You can now can record into your computer without any latency.