



StudioLive™ RM32AI RM16AI Applications Guide



1. General Control and Recording

Control for RM mixers can be done via FireWire or Network connection. Network control requires connecting the mixers to the network via a hardwired Ethernet connection or WiFi connection.

AVB audio transport and control is done either over a network consisting of an AVB switch connected to a WiFi Router (both the AI Console and RM Mixer must be hardwired to the AVB switch in this case) or by Direct Connection of the AI Console to the RM mixer via an Ethernet cable in combination with wireless connection of both mixers to a WiFi Router. To use the Direct Connection method,

both mixers must have the WiFi adapters installed and both must be connected via WiFi to the same network/router.

Recording is currently only possible over a FireWire connection, although a future update will also allow recording via an AVB or Dante Ethernet connection. FireWire recording is supported on all available option cards (Included FireWire 800 card, Dante option card, & AVB option card)

Note: A FireWire 800 cable of 3 meters or less is recommended for best performance. Bilingual FireWire 800/400 cables will limit performance and are not recommended.

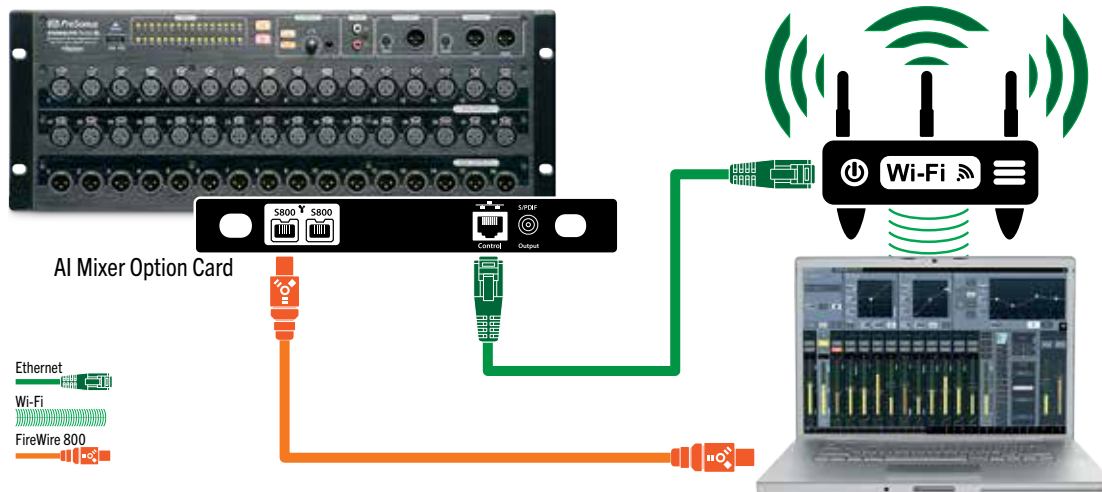
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Ethernet Control + FireWire Recording

Wireless Control via Router

FireWire Recording — Available NOW!

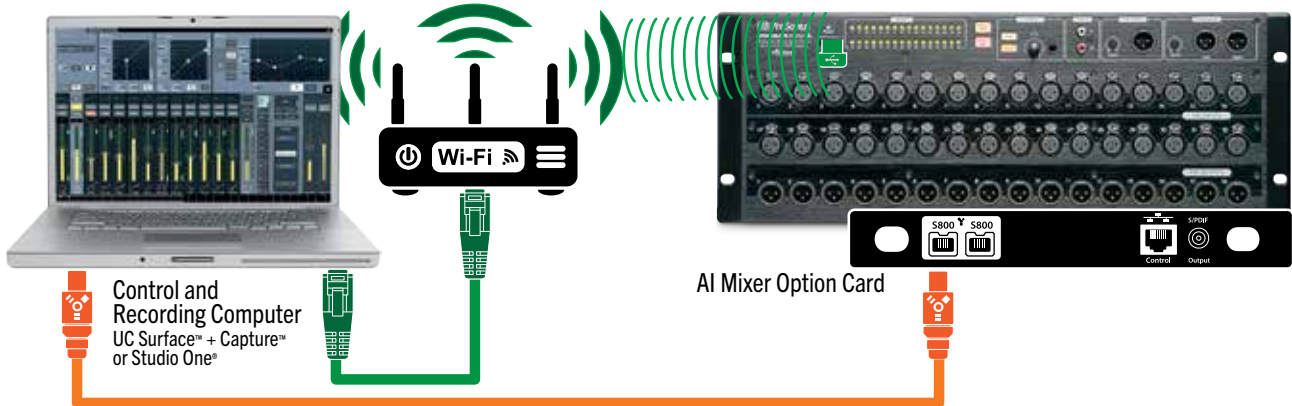


Control and Recording Computer
UC Surface™ + Capture™ or Studio One™

FireWire Recording — Available NOW!

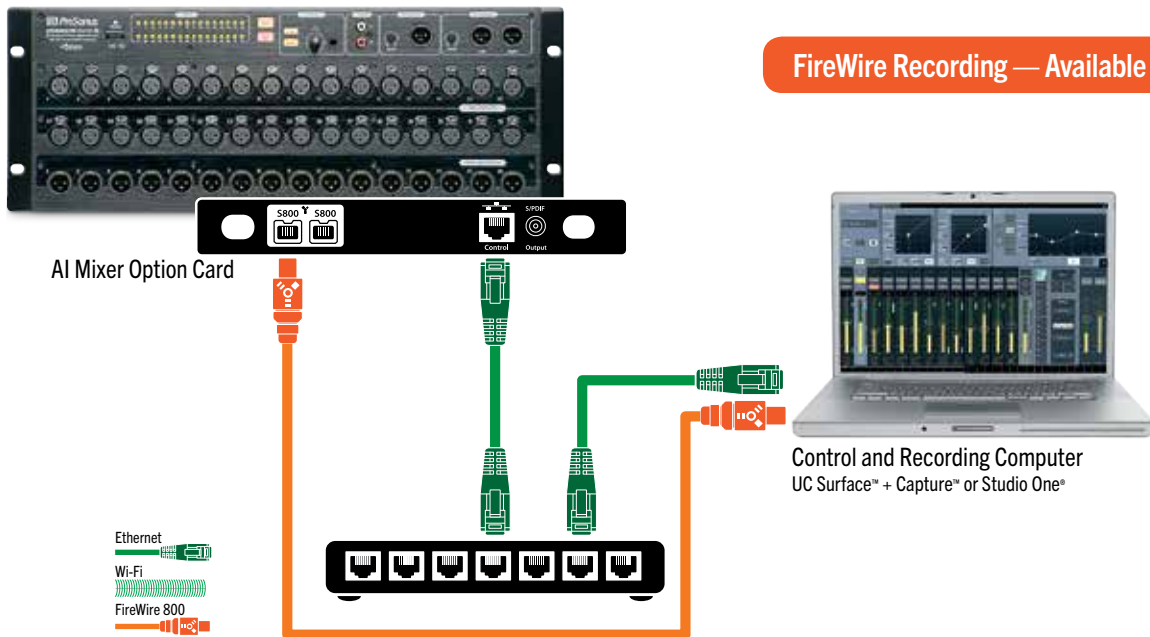
Ethernet Control + FireWire Recording

Wireless Control via Wi-Fi Dongle



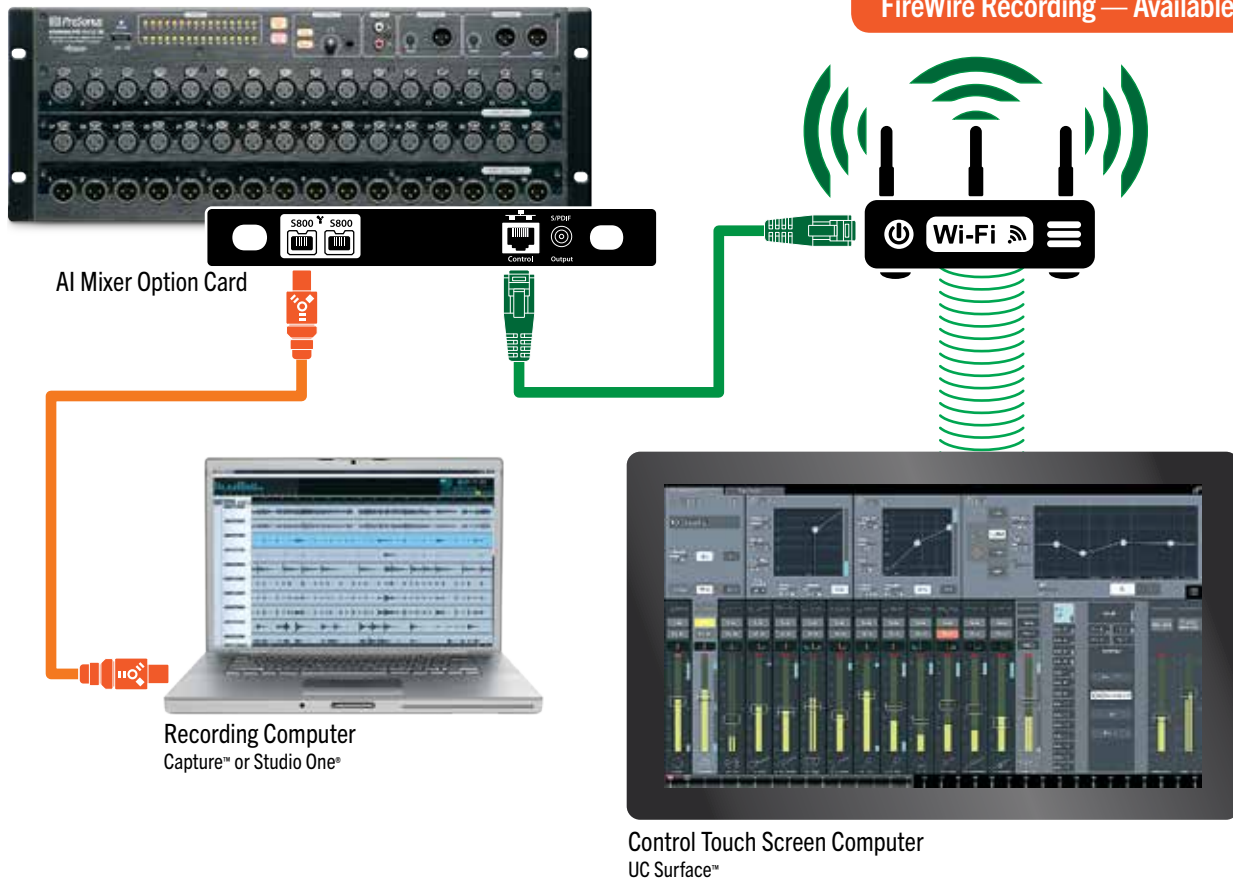
Ethernet Control + FireWire Recording

Wired Ethernet Control

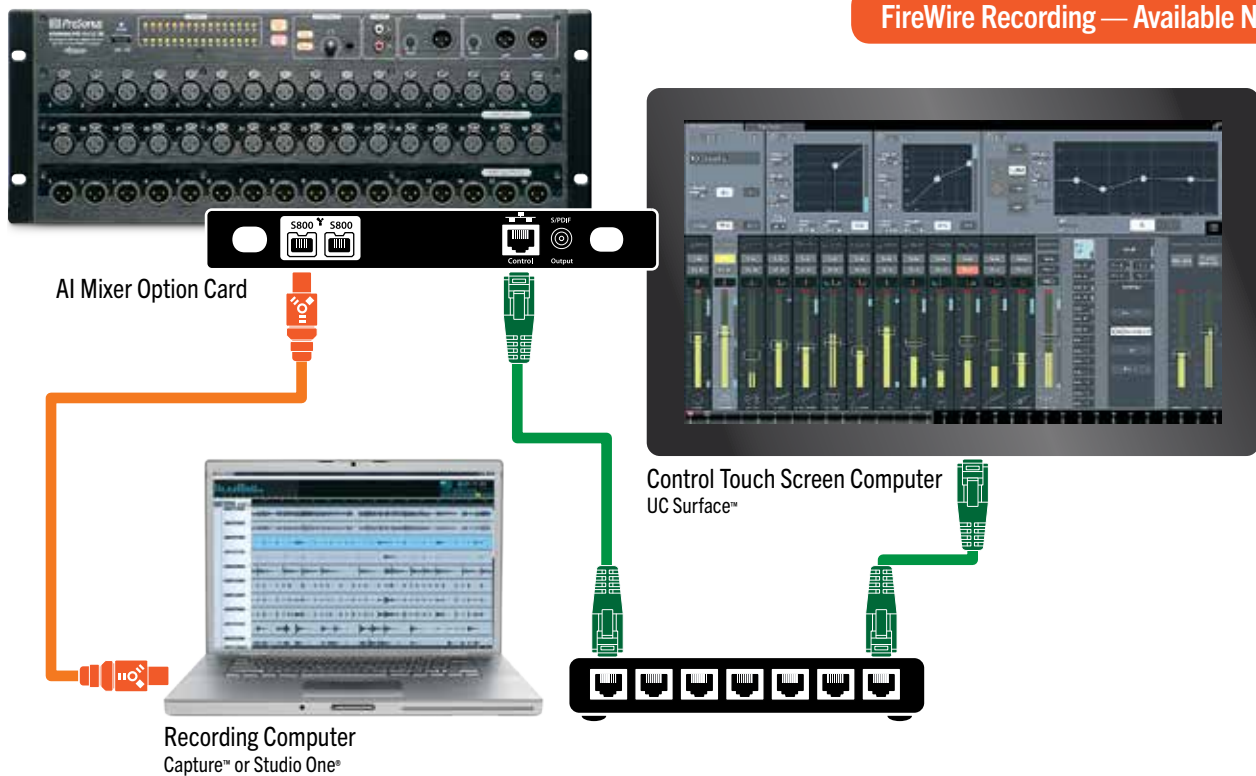


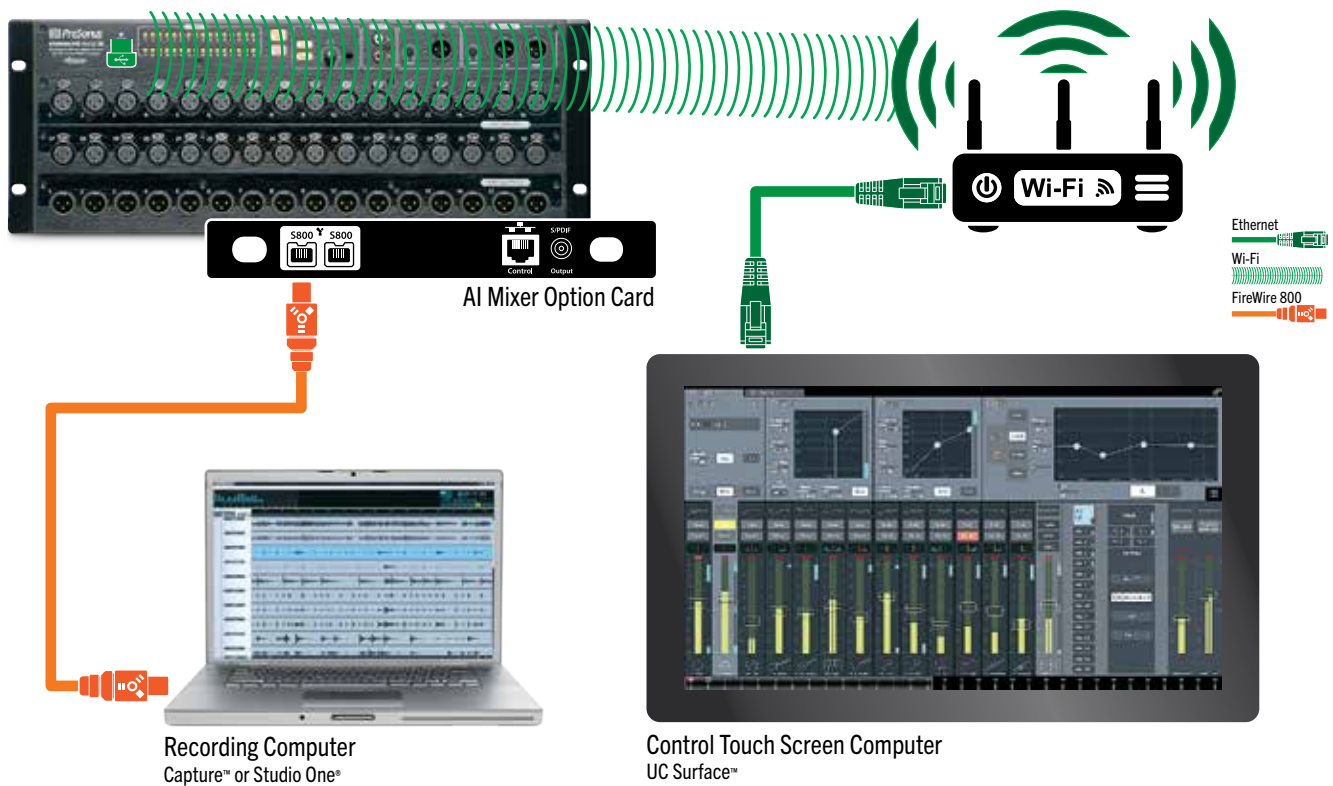
FireWire Recording — Available NOW!

FireWire Recording — Available NOW!



FireWire Recording — Available NOW!





Dante™ Control and Recording — Coming 2015

Dante recording can be done using the Dante Virtual Sound Card software and drivers for Mac and PC (included with the purchase of the Dante option card). Visit Audinate for more information on the Dante virtual sound card (<https://www.audinate.com/products/software/dante-virtual-soundcard>).

FireWire recording: The Dante option card will also support

recording via FireWire while simultaneously sending and receiving streams over the network via Dante. In this case the Dante Ethernet connection from the mixer must also be used for control.

UC Surface™ wireless control: While the mixer does not support simultaneous wireless and Dante Ethernet connectivity you can connect a control computer

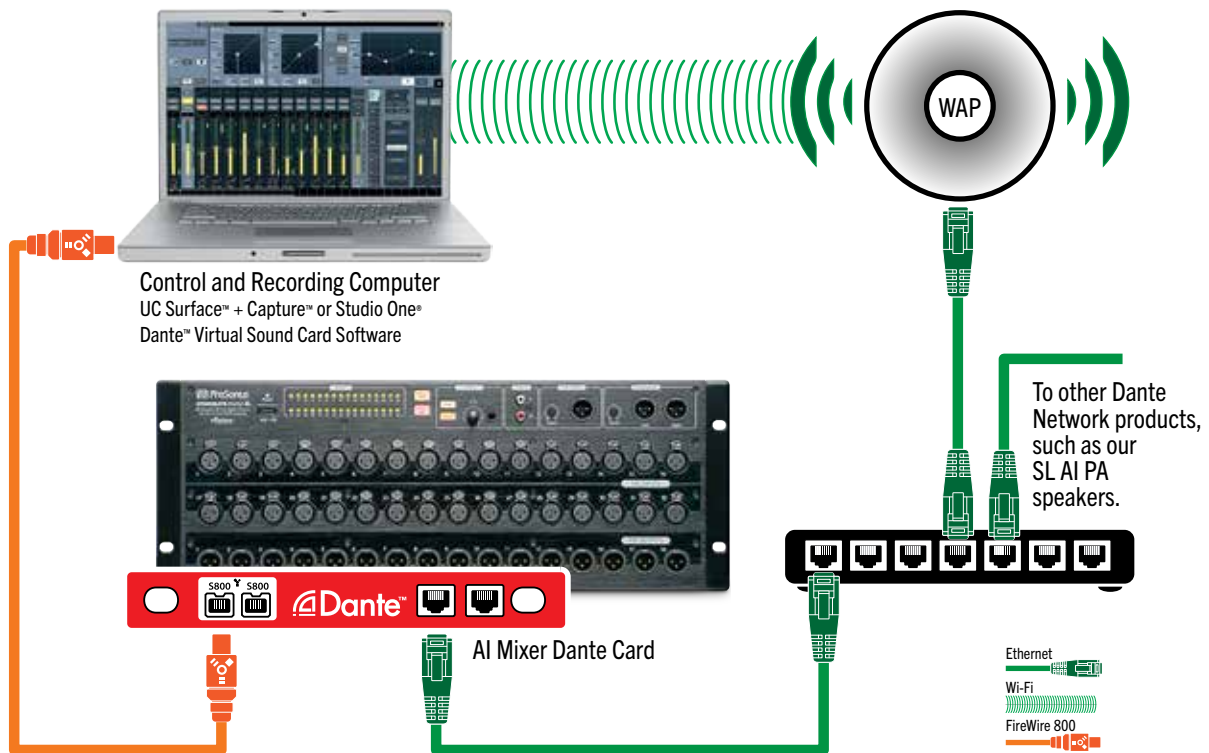
wirelessly using a wireless access point connected to your network router. Note: in order to use a wireless access point on a Dante network special care must be taken to filter the Dante packets and avoid flooding the wireless network. Please refer to the Audinate “*Configuring ACL filtered VLANs for Multicast Traffic Management*” document.



Dante™ Control & Recording — Coming 2015

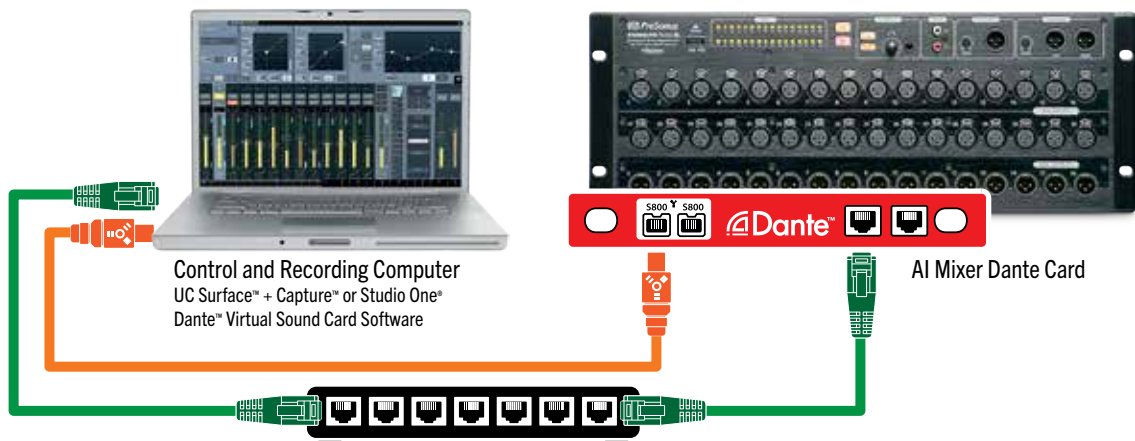
Ethernet Control + FireWire Recording

Wireless Dante™ Control via Wi-Fi

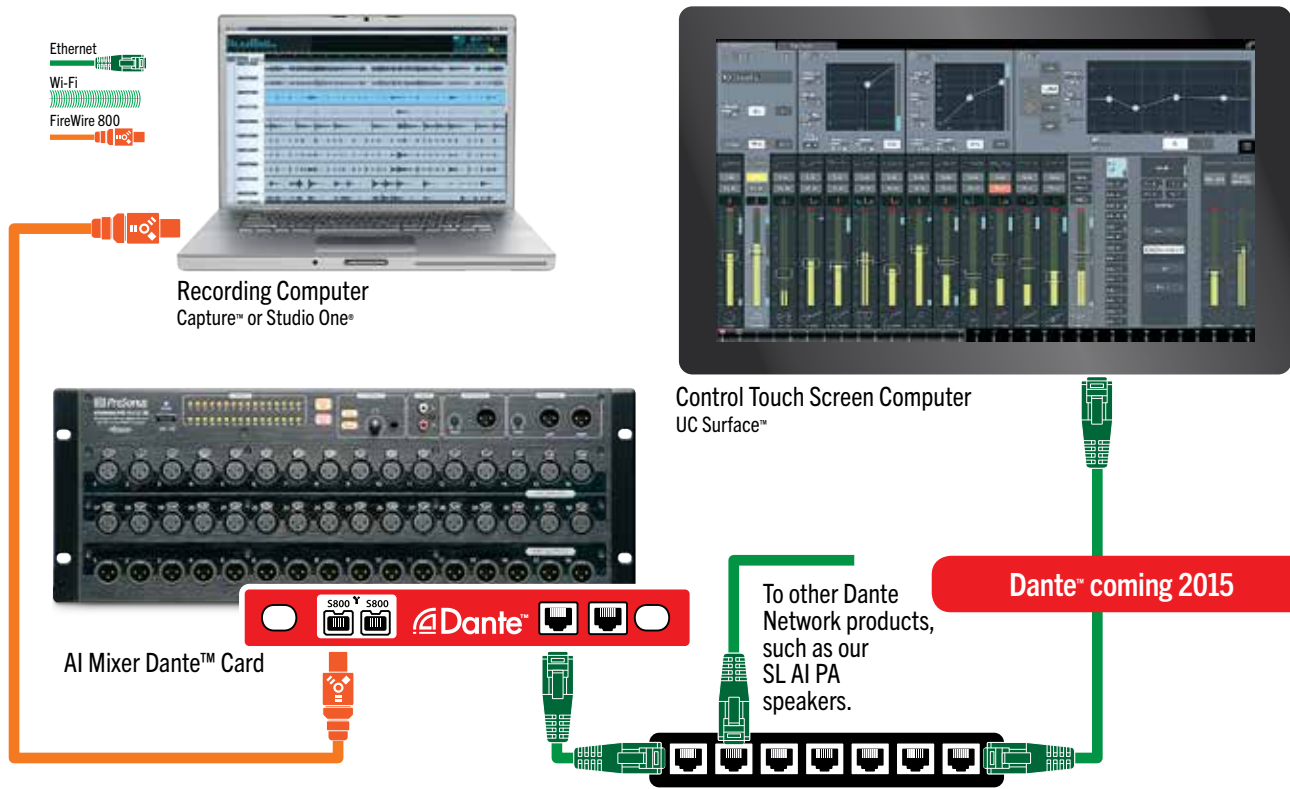
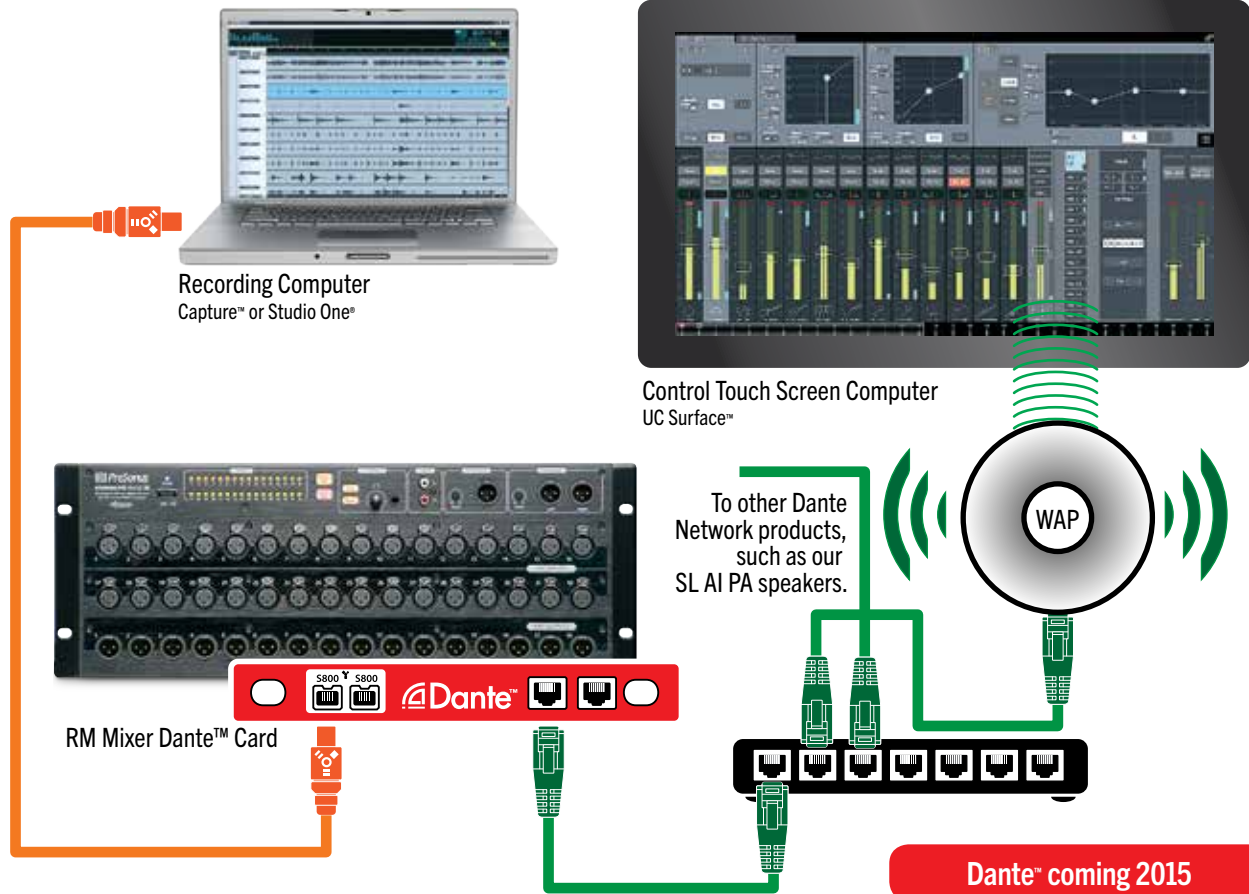


Ethernet Control + FireWire Recording

Wired Ethernet Dante™ Control



Dante™ Control & Recording — Coming 2015



AVB Control and Recording — Coming 2015

AVB recording can be done with a compatible Mac computer using the built-in Core Audio support. Any Mac computer with a Thunderbolt port running OS 10.9 or later is supported. AVB recording to a PC currently requires 3rd party Ethernet cards and drivers.

FireWire recording: The AVB option card will also support recording via FireWire while

simultaneously sending and receiving streams over the network via AVB. In this case the AVB Ethernet connection from the mixer must also be used for control.

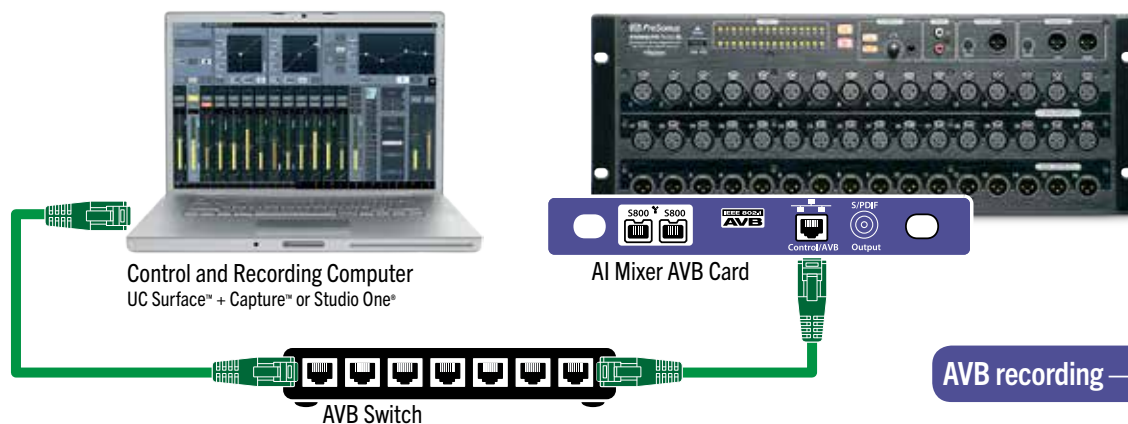
UC Surface™ wireless control: While the mixer does not support simultaneous wireless and AVB Ethernet connectivity you can connect a control computer wirelessly using a wireless access

point connected to your network router. Note: because AVB switches are designed to manage the AVB traffic along with standard network traffic there's no need for special configuration to support a wireless access point.



Ethernet Control + AVB Recording

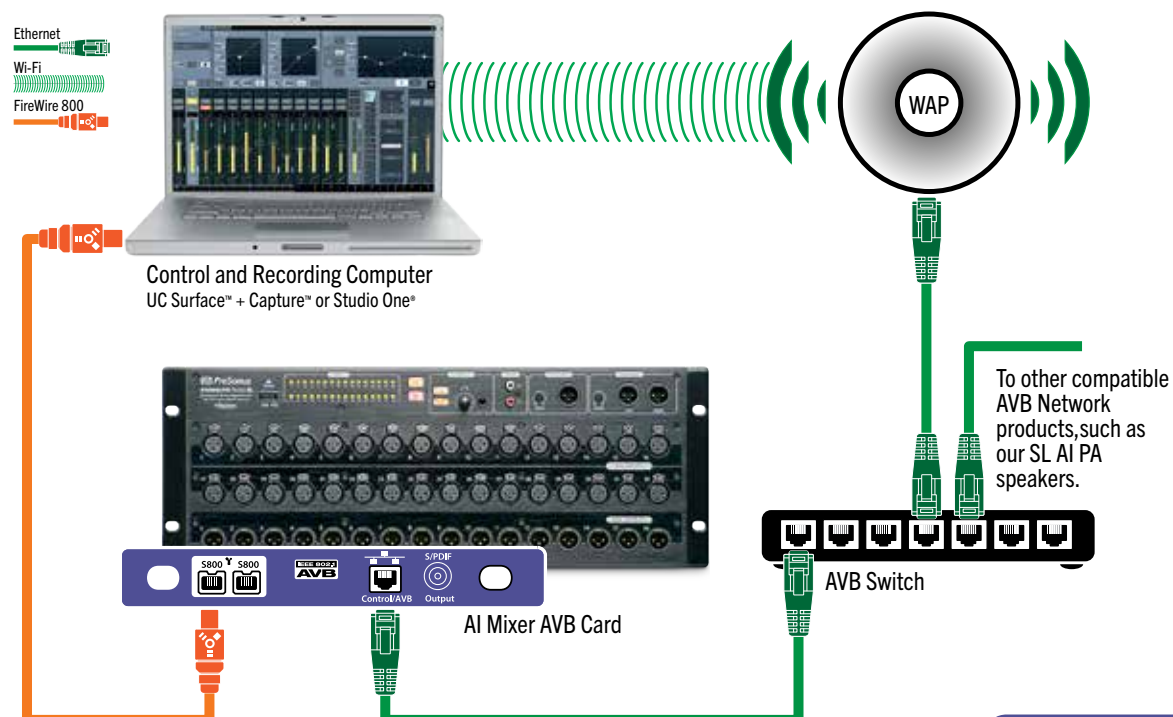
Wired Ethernet AVB Control



AVB recording — Coming 2015

Ethernet Control + FireWire Recording

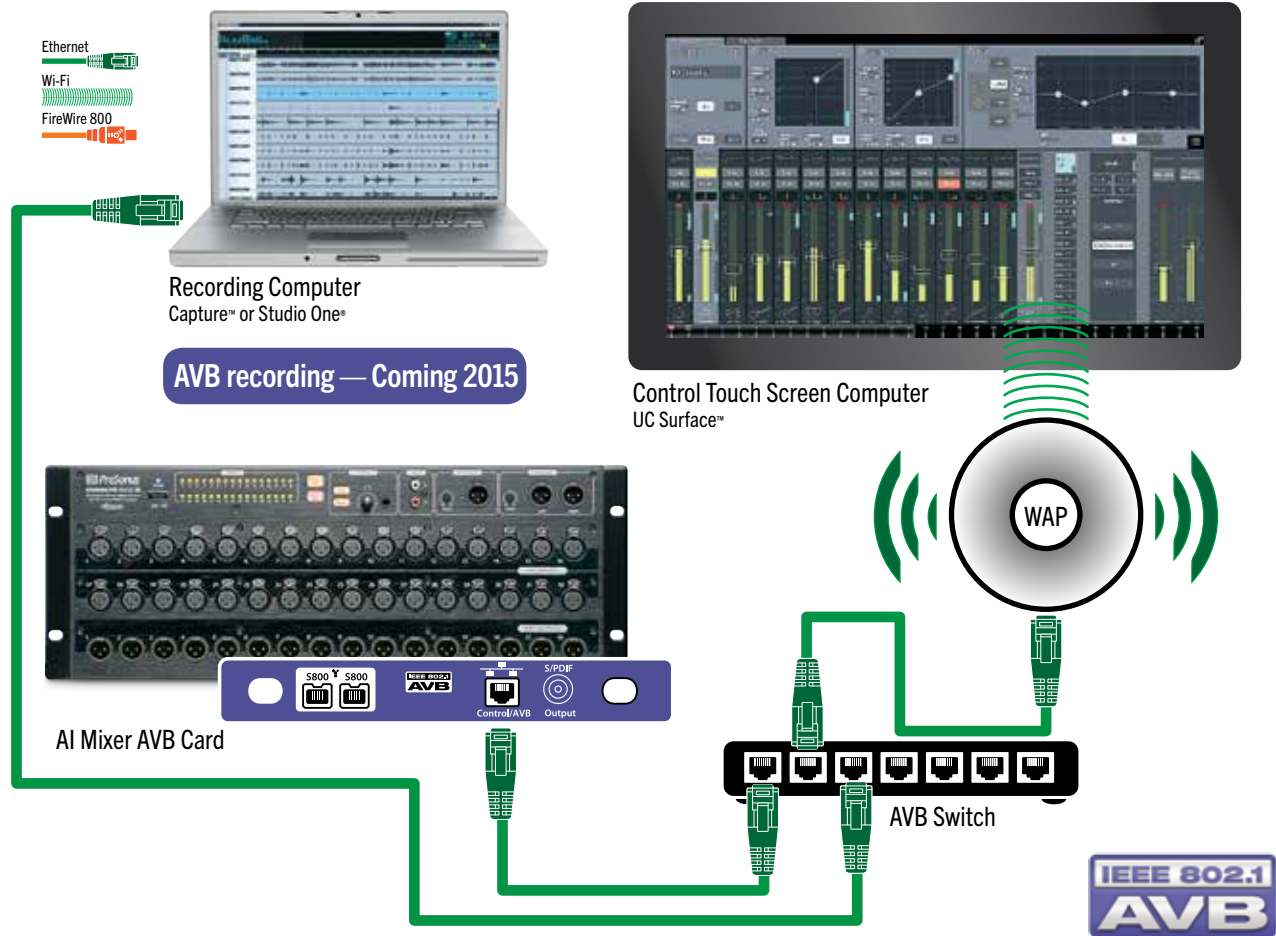
Wireless AVB Control via Wi-Fi



AVB — Available NOW!

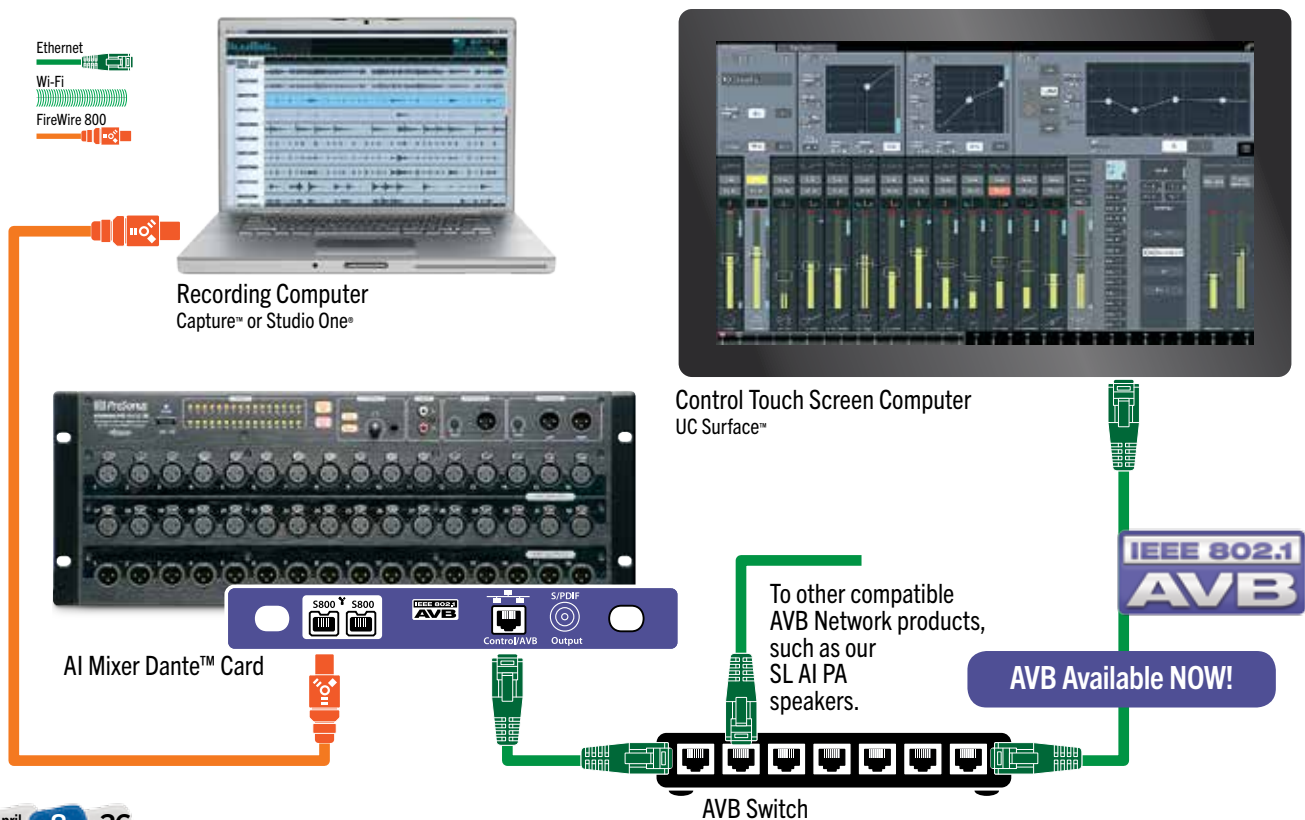
Ethernet Control + AVB Recording

Wireless Touch Screen Computer Control via Wi-Fi



Ethernet Control + FireWire Recording

Wired Ethernet AVB Touch Screen Computer Control



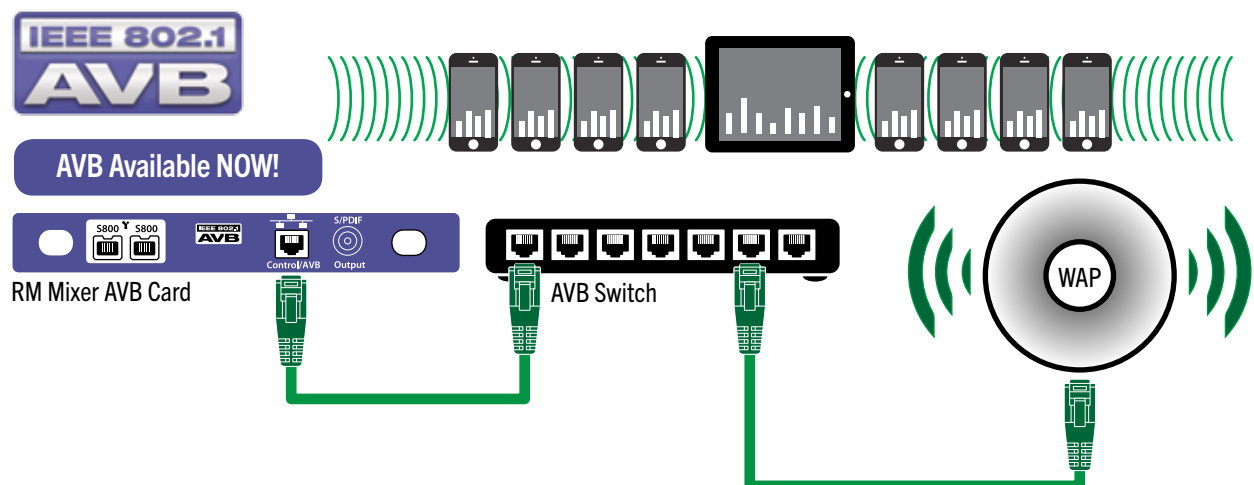
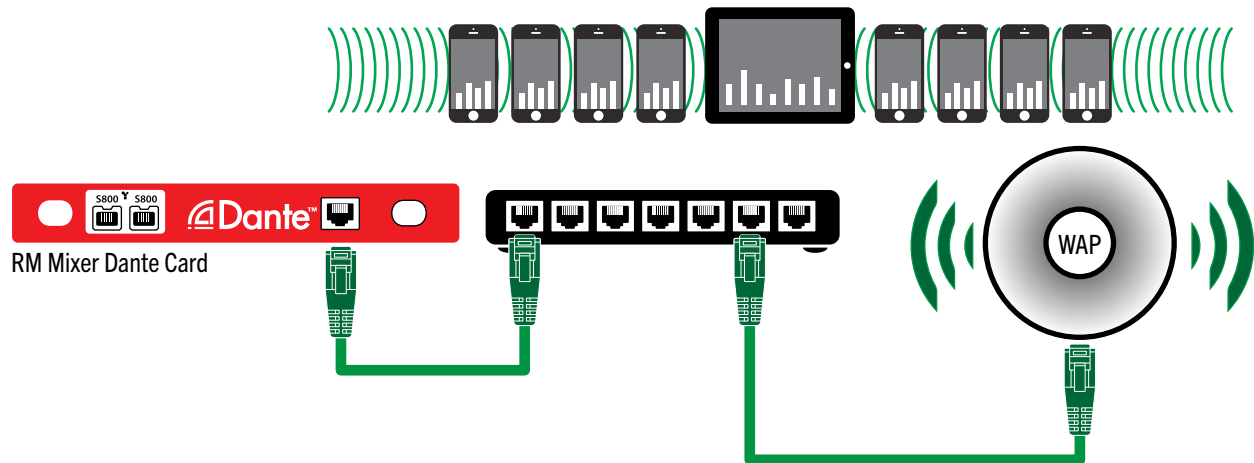
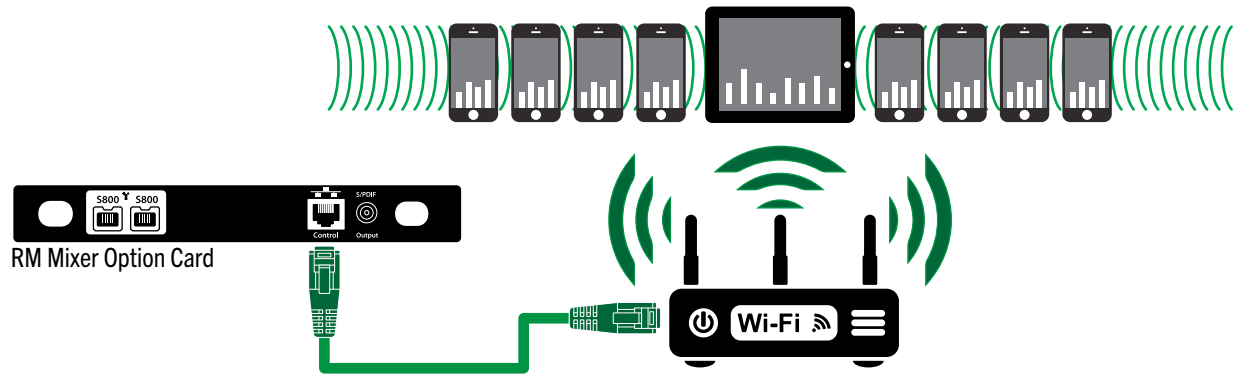
2. UC Surface™ for iPad's, QMix-AI for iPhone's

UC Surface control can also be done with one or more iPads using a Wi-Fi router.

Sixteen iPhones can take advantage of QMix-AI, our advanced

personal monitor mix control system.

In most applications, we recommend the use of a Wi-Fi router or access point for best results.



3. Cascaded Mixer Control and Recording

Control for the RM mixers is done via network control only. This can be done with either a wired Ethernet connection or wirelessly with the included USB Wi-Fi dongle.

NOTE: Recording via Ethernet (Dante or AVB) requires a wired Ethernet connection for recording and control (control will not work

with the USB Wi-Fi dongle used simultaneously with a wired Ethernet connection).

Cascading is currently only supported via a FireWire connection between two mixers.

FireWire recording can be done with the FireWire 800, Dante, or AVB option cards.

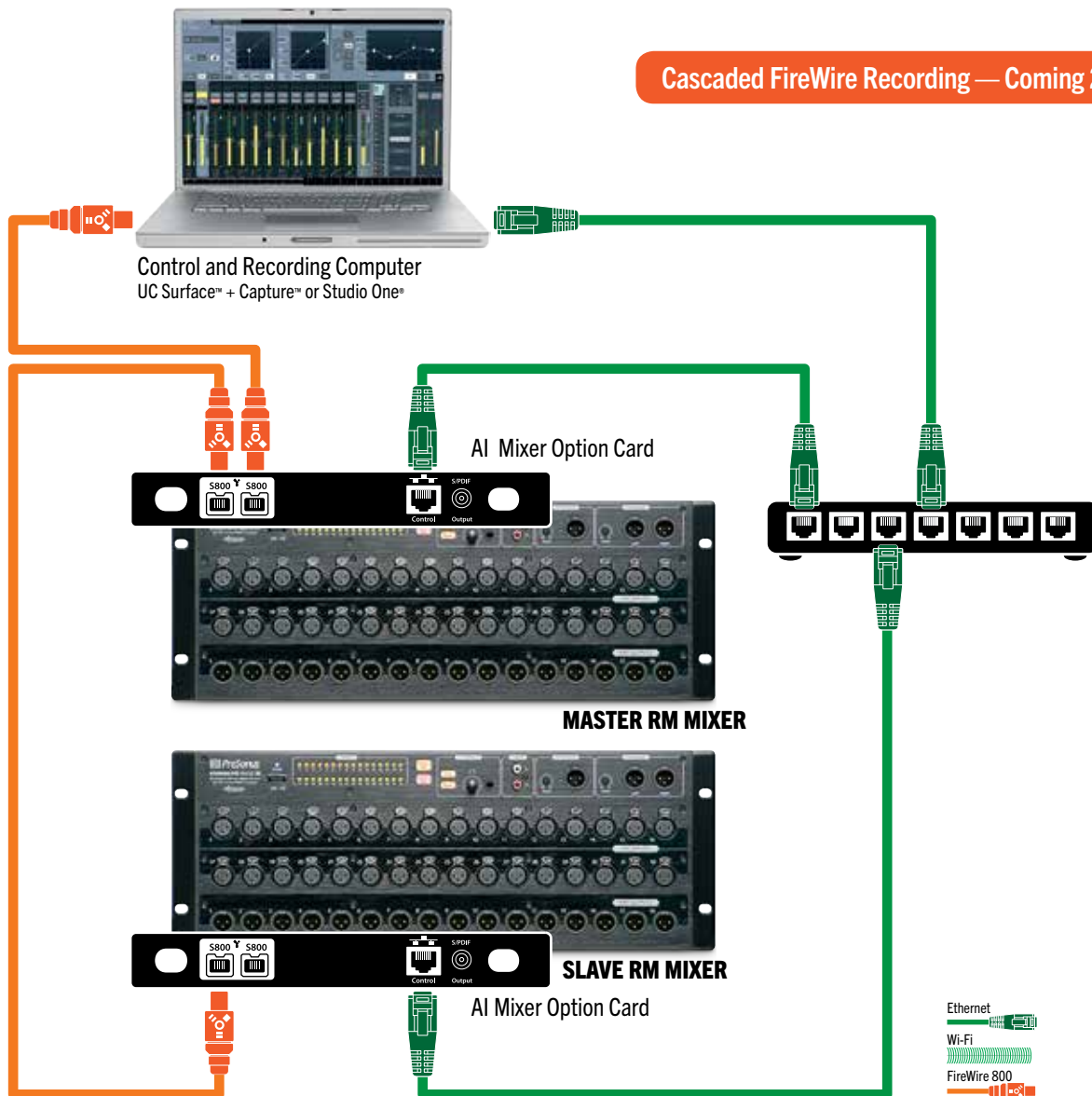
Note: the FireWire cable length will limit the distance your recording computer can be from the mixer.



Ethernet Control + FireWire Recording

Wired Ethernet Computer Control

CASCADING



Cascaded FireWire Recording — Coming 2015

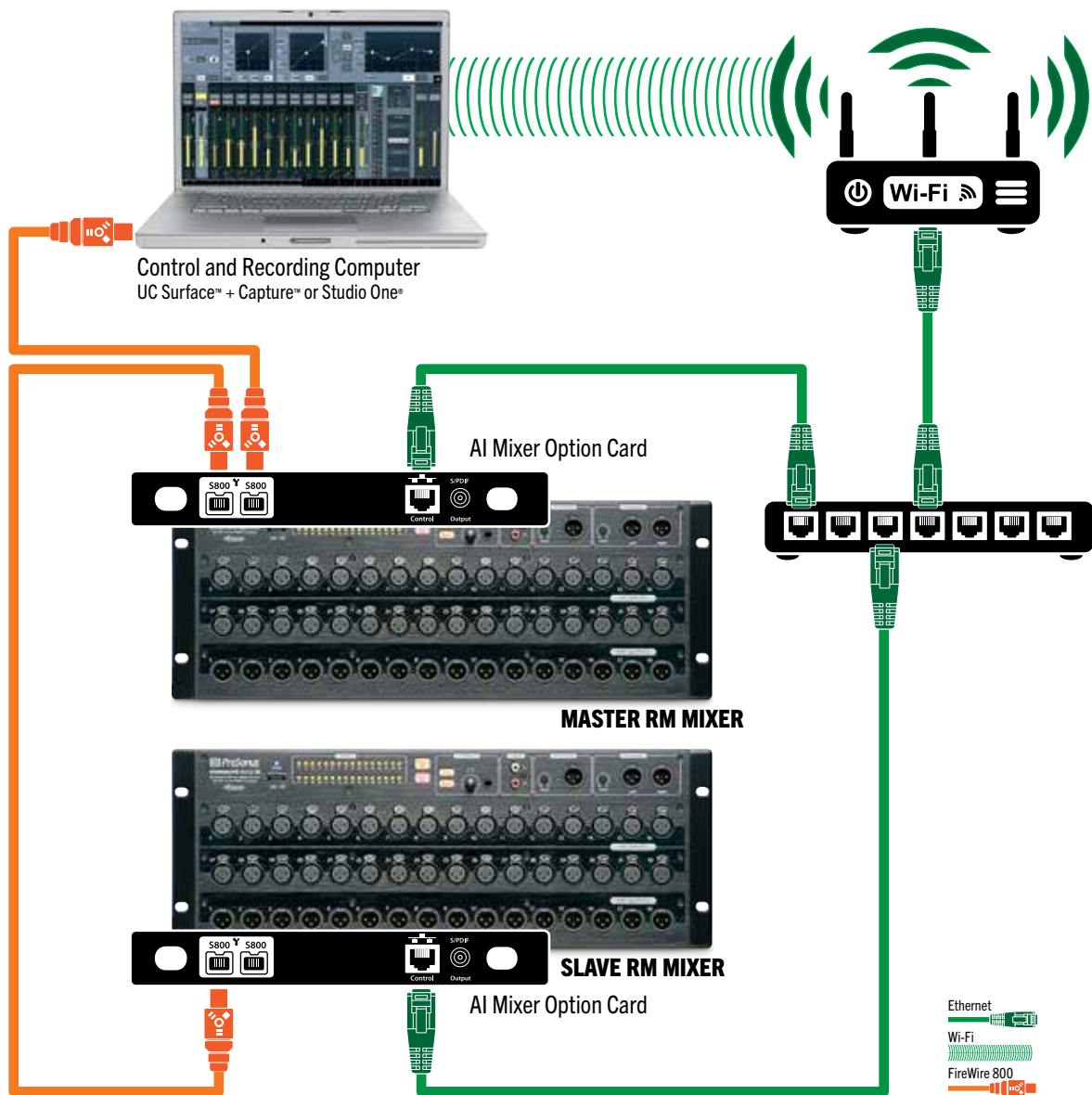


Cascaded FireWire Recording — Coming 2015

Ethernet Control + FireWire Recording

Ethernet Computer Control via Wi-Fi

CASCADING



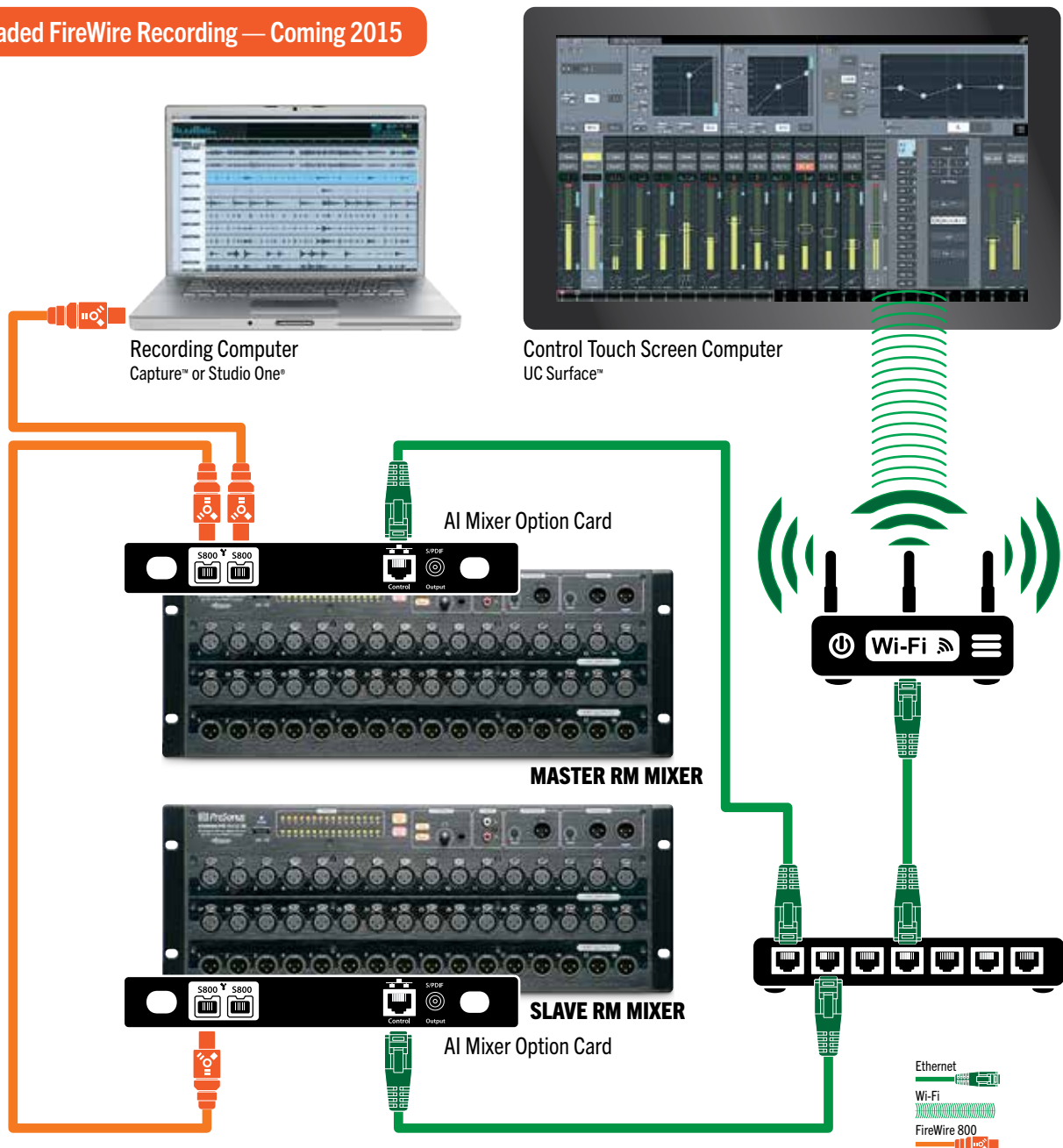


Ethernet Control + FireWire Recording

Ethernet Touch Screen Computer Control via Wi-Fi

CASCADING

Cascaded FireWire Recording — Coming 2015



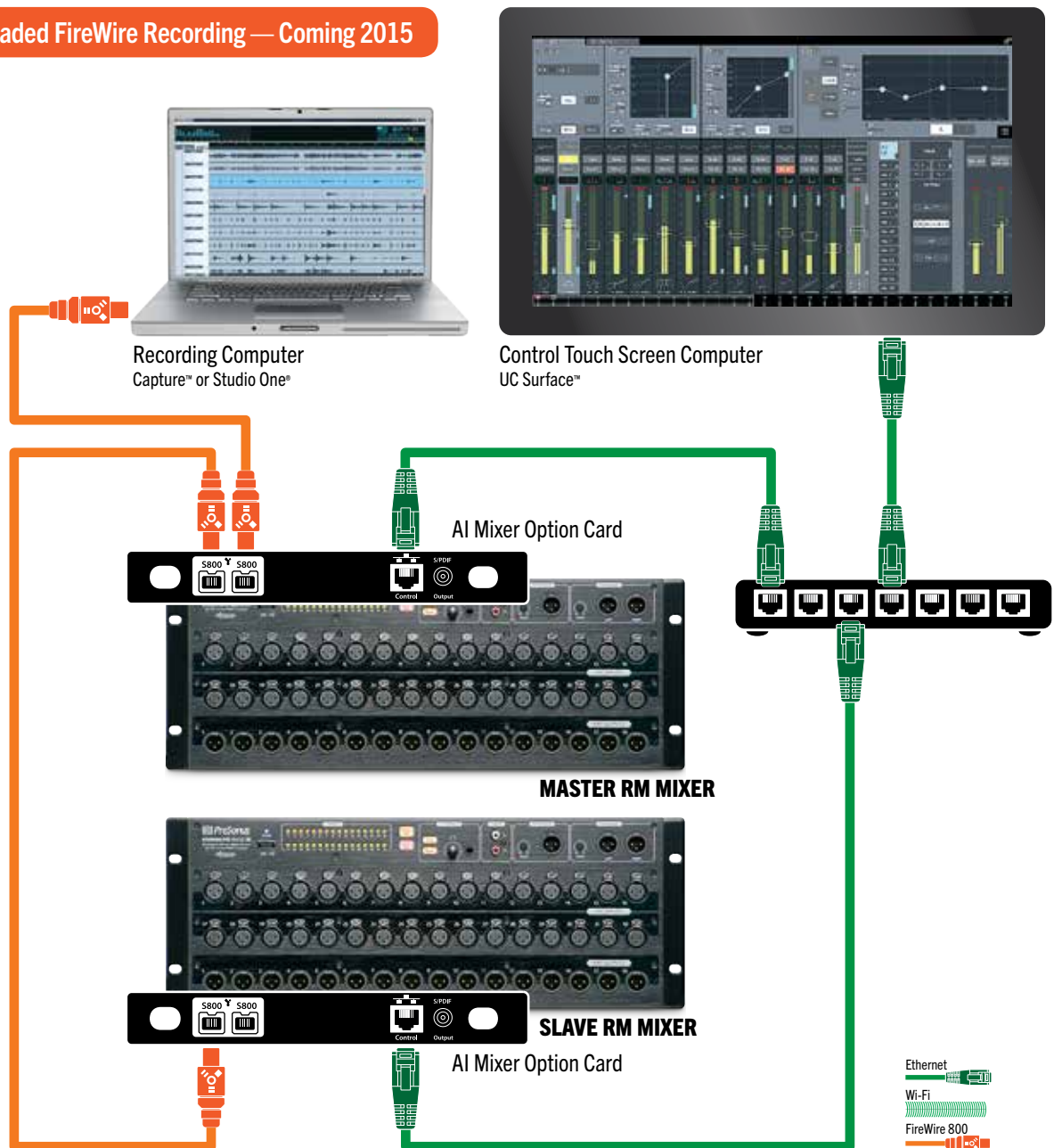


Ethernet Control + FireWire Recording

Wired Ethernet Touch Screen Computer Control

CASCADING

Cascaded FireWire Recording — Coming 2015



AVB Recording — Coming 2015

AVB recording can be done with a compatible Mac computer using the built-in Core Audio support. Any Mac computer with a Thunderbolt port running OS 10.9 or later is supported. AVB recording to a PC currently requires 3rd party Ethernet cards and drivers.

Wireless control: While the mixer does not support simultaneous wireless and AVB Ethernet connectivity you can connect a control computer wirelessly using a wireless access point connected to your network switch. Note: because AVB switches are designed to



manage the AVB traffic along with standard network traffic there's no need for special configuration to support a wireless access point.

Ethernet Control + **AVB** Recording

Wired Ethernet Computer Control

CASCADING

Cascaded AVB Recording — Coming 2015



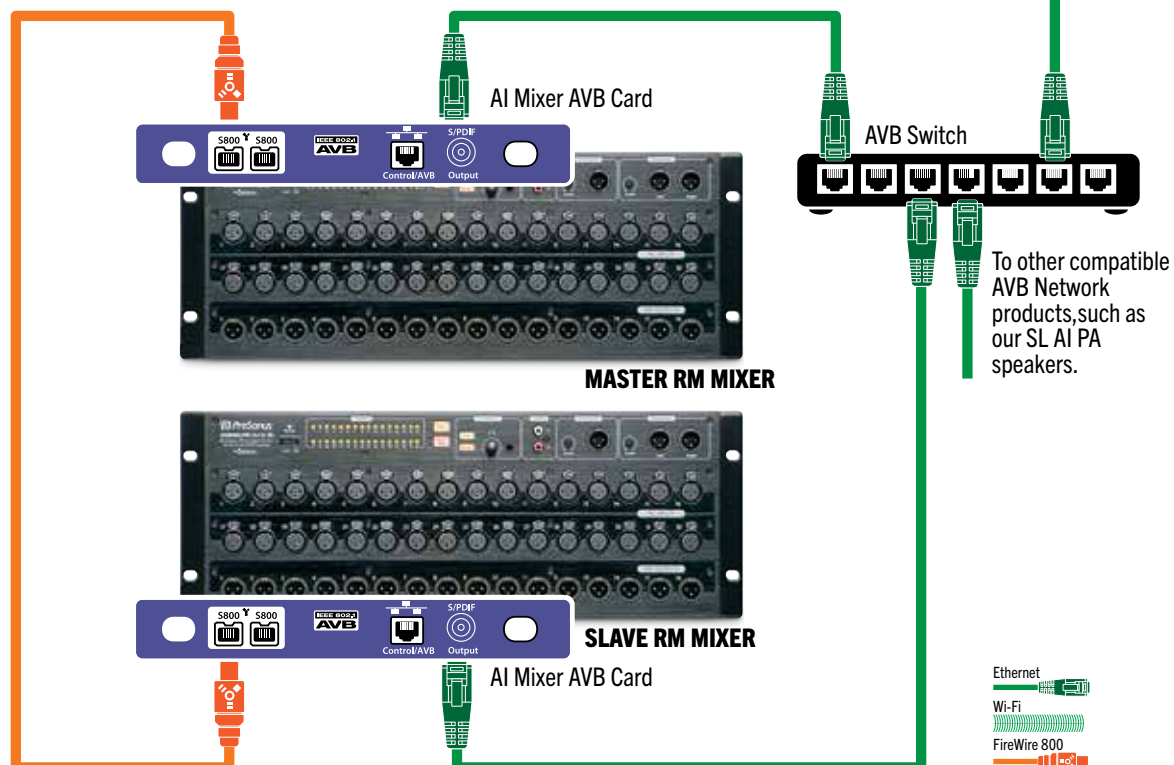
Control and Recording Computer
UC Surface™ + Capture™ or Studio One®

OR



Control and Recording Touch Screen Computer
UC Surface™ + Capture™ or Studio One®

OR



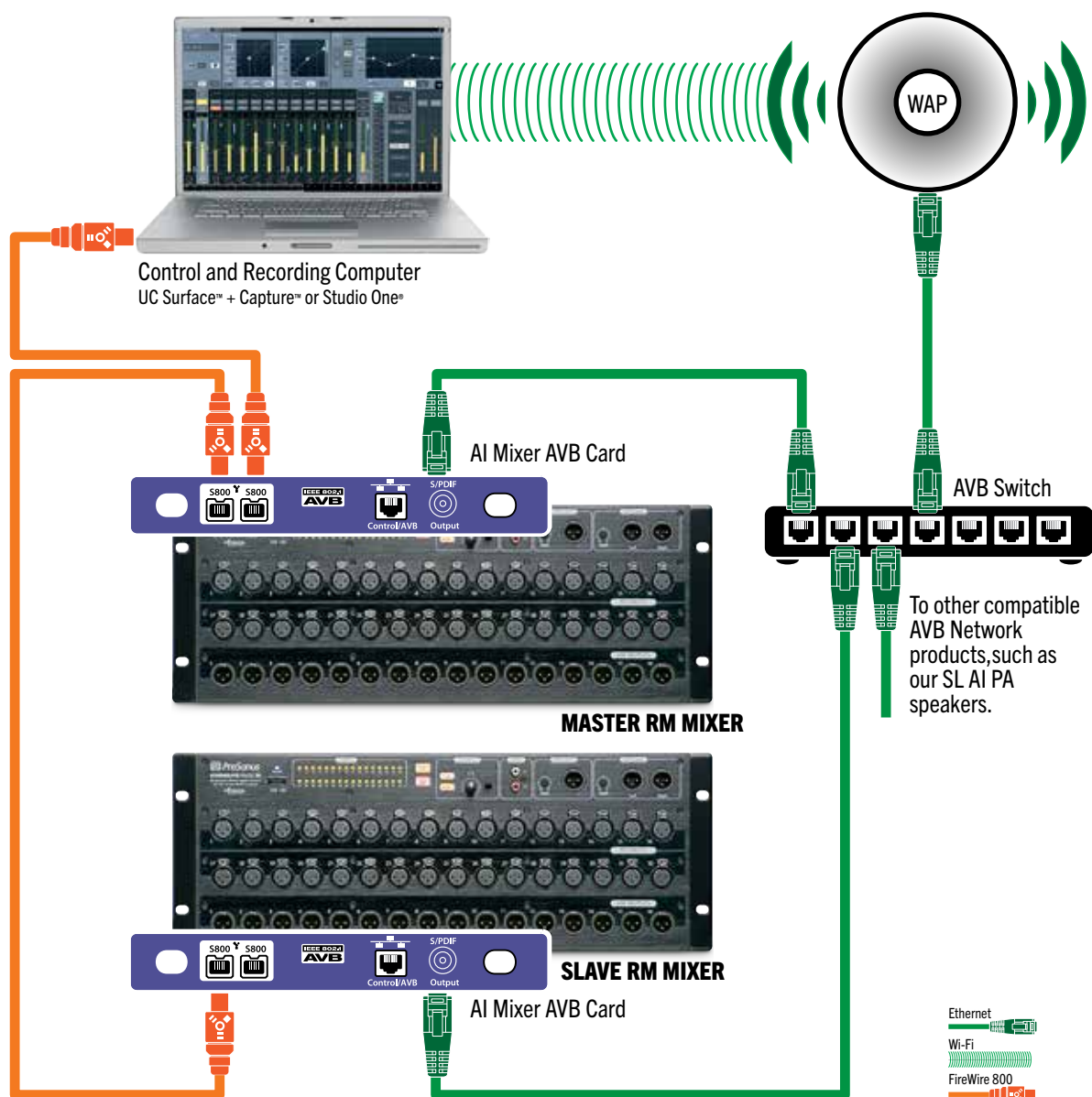


Cascaded AVB Recording — Coming 2015

Ethernet Control + FireWire Recording

Ethernet Computer Control via Wi-Fi

CASCADING





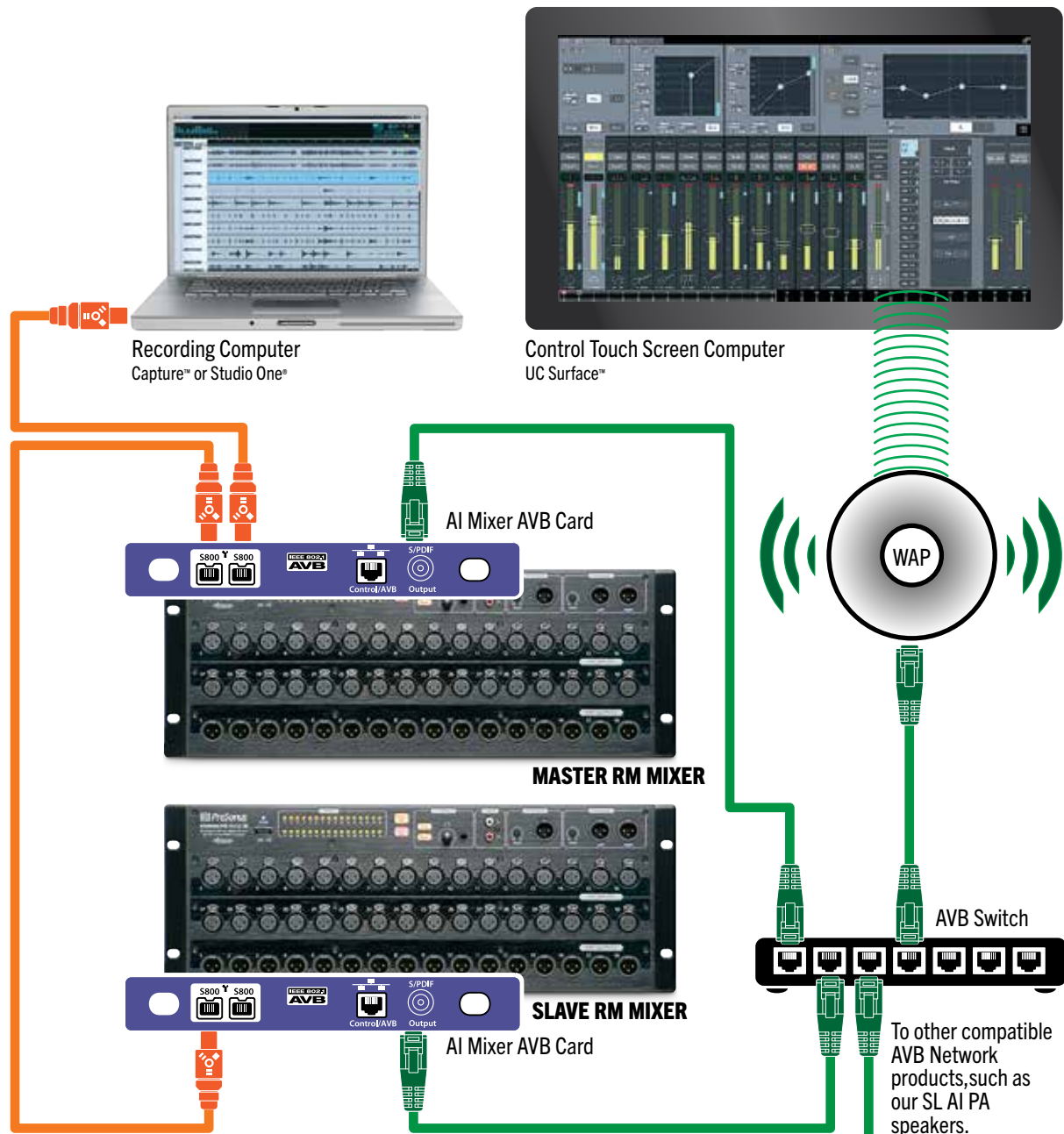
Cascaded AVB Recording — Coming 2015



Ethernet Control + FireWire Recording

Wired Ethernet Computer Control

CASCADING



Cascaded Dante™ Recording — Coming 2015

Dante recording can be done using the Dante Virtual Sound Card software and drivers for Mac and PC (included with the purchase of the Dante option card). Visit Audinate for more information on the Dante virtual sound card <https://www.audinate.com/products/software/dante-virtual-soundcard>

Wireless control: While the mixer does not support simultaneous wireless and Dante Ethernet connectivity you can connect a control computer wirelessly using a wireless access point connected to your network router. Note: in order to use a wireless access point on a

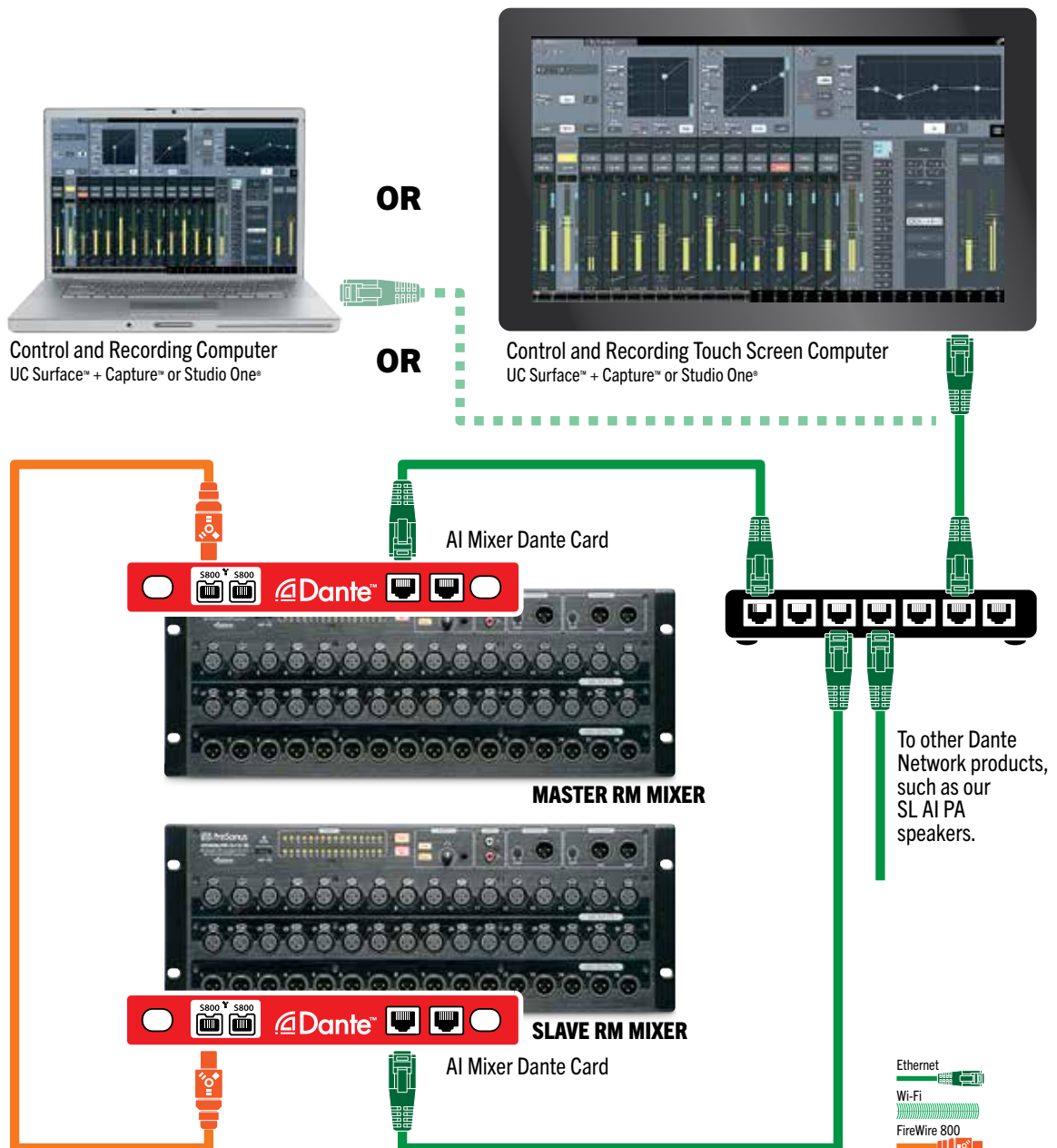
Dante network special care must be taken to filter the Dante packets and avoid flooding the wireless network. Please refer to the Audinate “Configuring ACL filtered VLANs for Multicast Traffic Management” document.



Ethernet Control + **Dante™** Recording

Wired Ethernet Computer Control

CASCADING



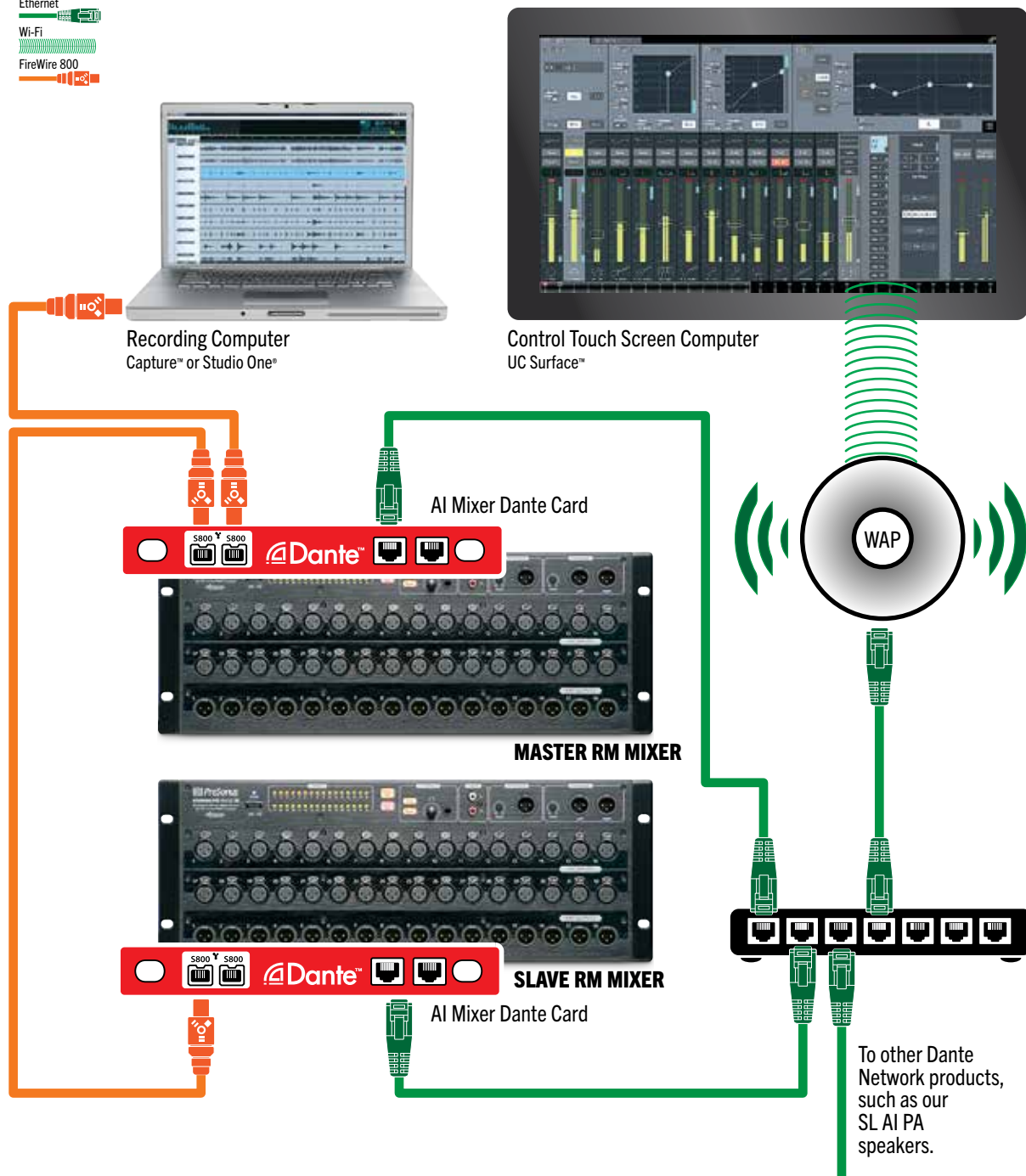
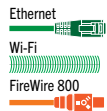


Cascaded Dante® Recording — Coming 2015

Ethernet Control + FireWire Recording

Ethernet Computer Control via Wi-Fi

CASCADING



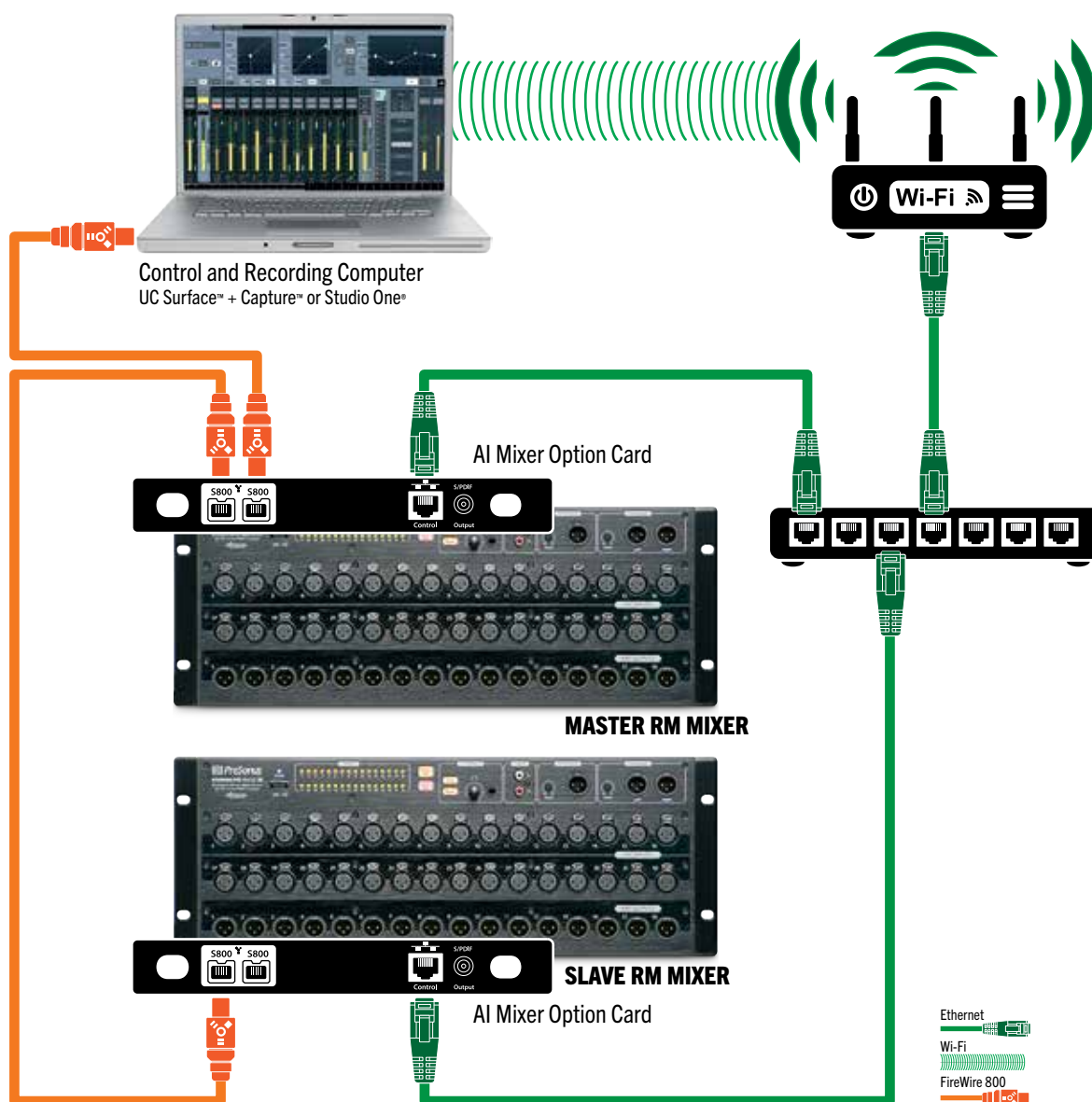


Cascaded Dante® Recording — Coming 2015

Ethernet Control + FireWire Recording

Ethernet Computer Control via Wi-Fi

CASCADING



Remote AVB Stage Box — AVAILABLE NOW!

StudioLive AI console and rack mixers can be networked together using the AVB option card. When connected on an AVB network the mixers can be used to share inputs and mixes to deliver remote IO workflows.

AVB recording can be done with a compatible Mac computer using the

built-in Core Audio support. Any Mac computer with a Thunderbolt port running OS 10.9 or later is supported. AVB recording to a PC currently requires 3rd party Ethernet cards and drivers.

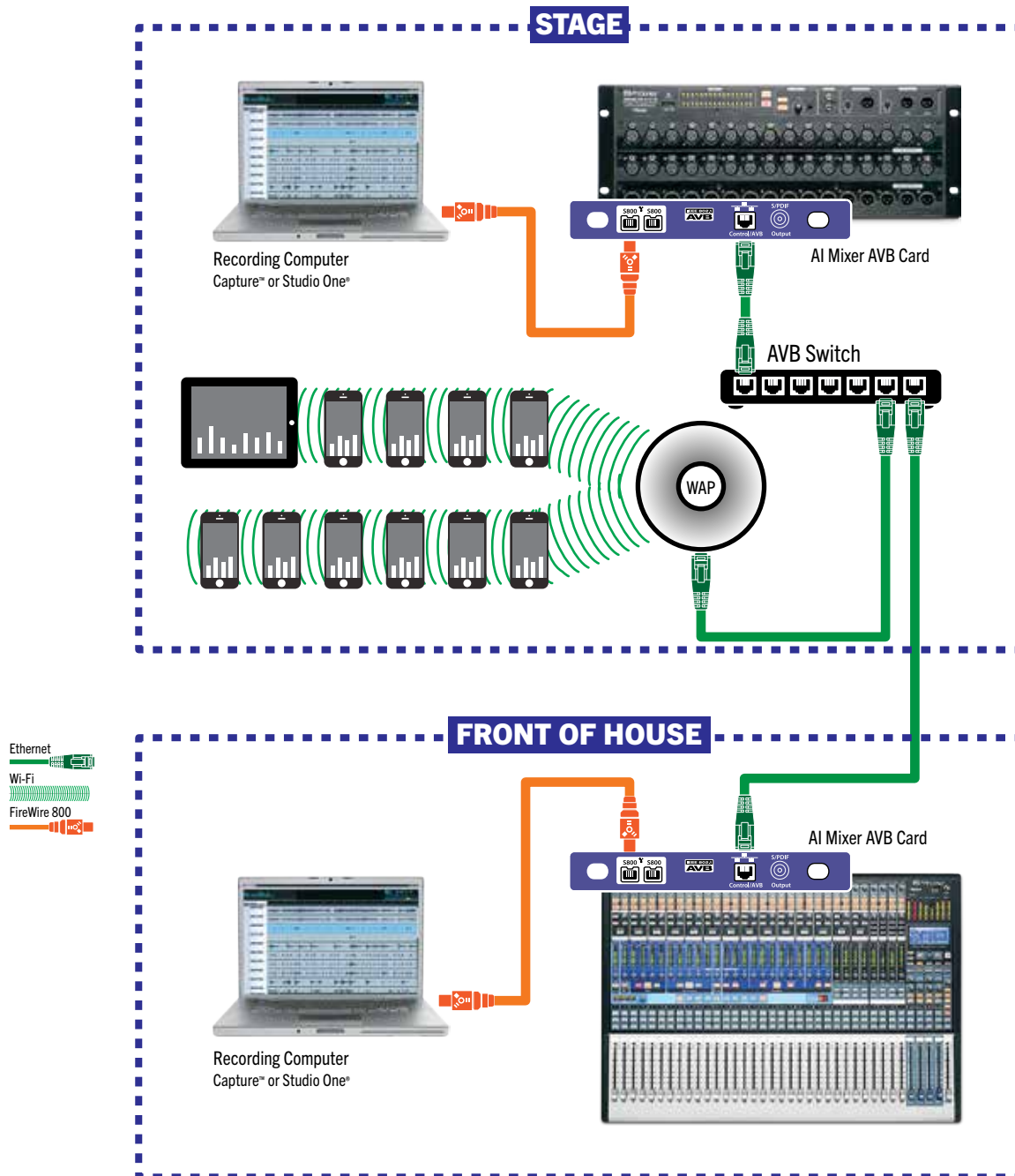
Wireless control: While the mixer does not support simultaneous wireless and AVB Ethernet

connectivity you can connect a control computer wirelessly using a wireless access point connected to your network switch. Note: because AVB switches are designed to manage the AVB traffic along with standard network traffic there's no need for special configuration to support a wireless access point.

Wired Ethernet Control + FireWire Recording

AVB Audio Transport

STAGE BOX



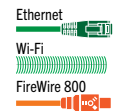
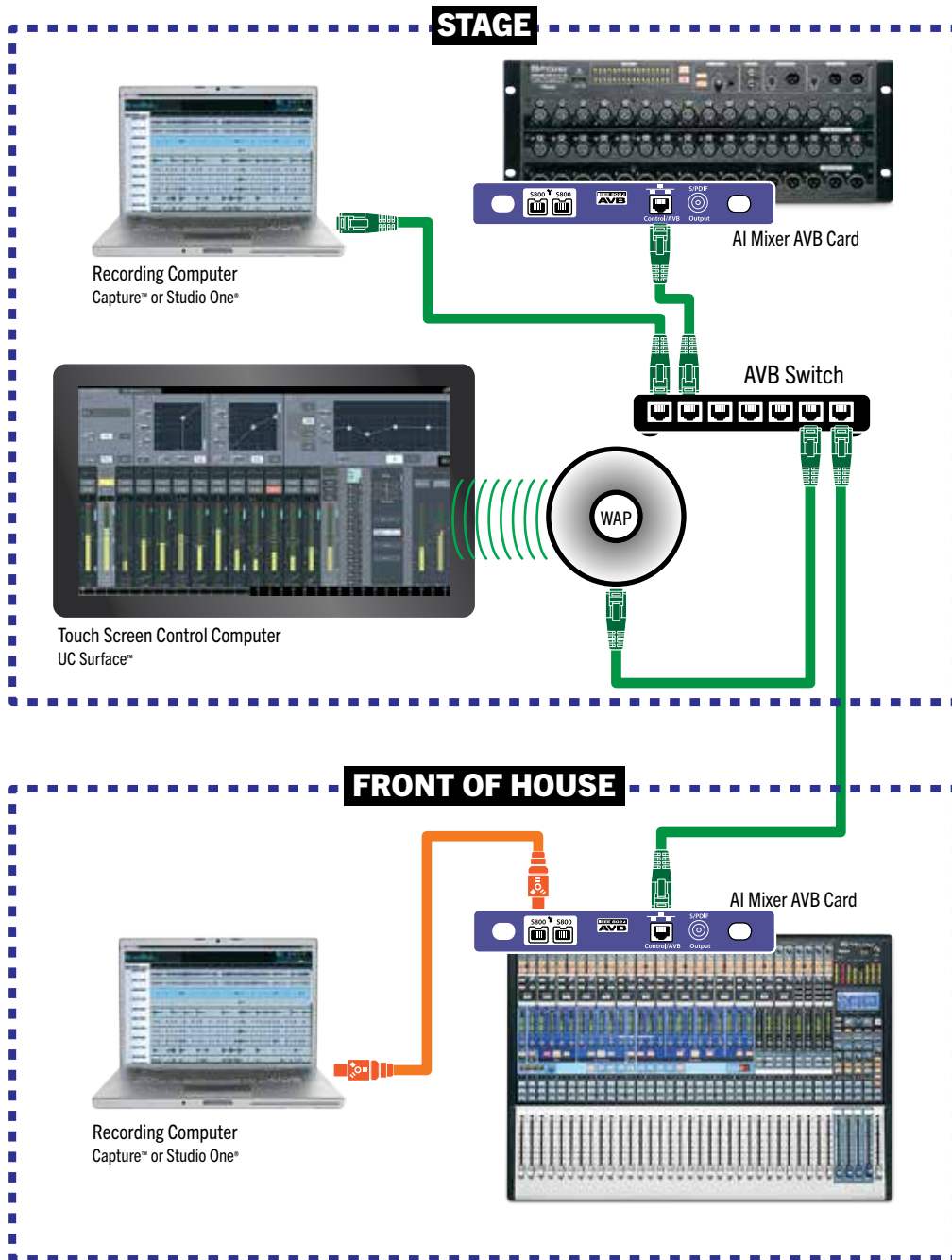
Remote AVB Stage Box — Coming Soon



Wired Ethernet Control + **AVB** and / or FireWire Recording

AVB Audio Transport

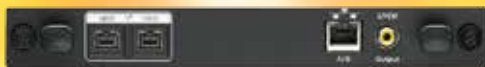
STAGE BOX



4. Remote Stage Box / Mixer Control AVAILABLE NOW!

SL-AVB-MIX Option Card

for StudioLive 16.4.2AI, 24.4.2AI & 32.4.2AI mixers.



Turn an RM32AI or RM16AI into a stage box and monitor mixer for any StudioLive AI FOH console. Use a single CAT5 cable as a snake.



- Replace heavy, noisy analog copper snake with a single Ethernet cable
- Adds a complete monitor mixer on stage
- 16 more aux mixes
- Separate Fat Channel processing and reverb/delay FX from FOH
- Control from UC Surface® on a Windows® 8 touch computer, Mac® or PC laptop, or iPad®
- Individual artist mix control with QMix-AI for iPhone
- FOH can source inputs from the local analog, FireWire, or remote RM mixer
- Stage RM mixer can source inputs from the local analog or remote FOH mixer
- Control RM AI mixer preamps from StudioLive AI console mixer FOH
- Linked Talkback, Scene save and recall
- Simple one-step connection takes care of all default routing and setup

Introducing the next phase of Active Integration. The new SL-AVB-MIX AVB option card for StudioLive AI mixers lets you connect your AI Console mixer to an RM AI mixer for reliable, low latency audio networking and control. You can even adjust the on-stage RM mixer's XMAX™ mic preamps directly from your front of house console.

All StudioLive RM mixers ship with the AVB card already installed and will only need a firmware update to turn on this functionality!

Audio networking provides new, simpler ways to connect your audio gear and save the time, money and weight that comes with reels of copper audio snakes.

Unlike other networked stage boxes,

using the RM mixer actually expands your mix system with a dedicated monitor mixer complete with its own Fat Channel processing and effects independent of what's being used at FOH.



With PreSonus AVB networking, we take the complexity out of the setup. You can take advantage of a networked audio system without needing an IT degree.

While we have lots of plans for expanding the capabilities of the PreSonus AVB network system, we've kept this first launch phase simple and focused on use as a remote stage box with monitor mixing system. The following Q&A details what the system can and can't do at this time.

How many mixers can I connect together?

At this time two mixers can be connected via PreSonus AVB. One AI Console mixer at FOH and one AI RM mixer at stage.

Can I connect any AI Console mixer with any RM mixer?

Yes, any of the three models of AI Console mixers (32.4.2AI, 24.4.2AI, 16.4.2AI) can connect with any of the two AI RM mixers (RM32AI, RM16AI).

Can I connect the two mixers directly (without a switch)?

Yes, a single Ethernet cable from the FOH AI Console mixer to the Stage RM mixer is all that's needed to establish a PreSonus AVB connection. When connected without an AVB switch, wireless control is accomplished by using the included Wi-Fi dongle to connect the mixers to a wireless router (see diagram below).

Do I need a special switch/router to use PreSonus AVB?

Yes, if you plan on using a switch in your setup the switch must be a qualified AVB switch. At this time we've qualified the following AVB switches to work with the PreSonus AVB network.

Brand	Model
MOTU	AVB Switch
Extreme Networks	Summit X440-8t / Software: ExtremeXOS 15.4.1.2 / Hardware: Rev 11.0

How do I set up wireless control for the mixers?

When connected without an AVB switch, wireless control is accomplished by using the included Wi-Fi dongle to connect the mixers to a wireless router. When connected with an AVB switch, wireless control is accomplished by connecting a wireless router to an open port on the AVB switch.

How many channels can I send across the network?

At this time up to 32 input channels from the stage RM mixer, up to 32 input channels from the FOH AI Console mixer, Main L/R from the FOH AI Console mixer, and Talkback from the FOH AI Console are routed across the network.

Can I send channels pre or post Fat Channel processing?

Yes, setting up an individual channel's digital send as either Pre or Post DSP will route the network send for that channel from before or after the Fat Channel processing.

Do the main mix outputs from my FOH AI Console mixer show up on the Stage RM mixer?

Yes, in the PreSonus AVB Stage Box/Mixer configuration, the Stage RM mixer will source its Main Left and Right outputs from the networked FOH AI Console mixer instead of the local RM mixer main mix.

Can I use the Aux and Main mixes on the Stage RM mixer?

All Aux mixes are available to use as monitor mixes on the Stage RM mixer complete with Fat Channel processing. At this time, the Main L/R mix is not available since the Main L/R outputs on the Stage RM mixer will be sourced from the FOH AI Console mixer main L/R mix.

Can I send Aux mixes between mixers?

At this time only the Main L/R mix from the FOH AI Console mixer is routed across the network. All Aux mixes remain local to the mixer they are on. This is planned for a future update.

Can I control the RM mixer preamps from the AI Console mixer at FOH?

Yes, in the PreSonus AVB Stage Box/Mixer configuration, any input on the FOH AI Console mixer that is sourced from the networked Stage RM mixer can control the preamp gain, +48V, and polarity directly from the console.

The +48V and Polarity button on the associated channel will now control the remote Stage RM mixer input.

The Value encoder in the Master Control section of the FOH AI Console mixer will control the remote Stage RM mixer preamp gain for the currently selected channel.

Can I connect a computer via FireWire for recording and playback?

Yes, you may connect a computer for playback and recording via FireWire at the FOH AI Console mixer. At this time FireWire playback/recording is not supported at the Stage RM mixer while in Stage Box/Mixer configuration.

Can you connect a computer via AVB Ethernet for recording and playback?

At this time the PreSonus AVB network does not support Ethernet computer connections for audio playback and recording. This is planned for a future update.

Can I send FireWire inputs across the network?

Yes, when a computer is connected to the FOH AI Console mixer for FireWire playback, any input that is sourced from the FireWire input will also send that FireWire source across the network allowing the Stage RM mixer to source the same input for monitor mixing.

Can I use UC Surface, QMix, and VSL to control the system?

Yes, the RM mixer supports UC Surface and QMix-AI and the AI Console mixer supports VSL-AI, SL-Remote AI, and Qmix-AI. In the future the AI Console mixers will also be controlled from UC Surface.

Can I customize the channel routing between mixers?

At this time the network routing between mixers is fixed to provide a simple and reliable setup with as little confusion as possible. In the future we'll be adding flexible routing support.

Can I control the Aux mixes on the RM mixer from the AI Console mixer at FOH?

There is no control of the RM mixes from the FOH AI Console mixer. The best way to control the Stage RM Aux mixes from FOH is to use a computer or iPad running UC Surface.

Can I control the Fat Channels on the RM mixer from the AI Console mixer at FOH?

At this time there is no way to control the fat channel processing on the Stage RM mixer from the FOH AI Console mixer. The best way to control the Stage RM Fat Channel processing from FOH is to use a computer or iPad running UC Surface.

How does talkback work between the two mixers?

When set up in the PreSonus AVB Stage Box/Mixer configuration, the Talkback input on the FOH AI Console mixer is automatically routed as the talkback source for the Stage RM mixer. Pressing Talkback on the FOH mixer also engages Talkback on the Stage mixer. All you have to do is choose which mixes you want to the talkback, to be routed to the Stage RM mixer using UC Surface.

Can I route inputs from the AI Console mixer at FOH back to the RM mixer on stage?

Yes, all inputs at the FOH AI Console mixer are available as network sources for the Stage RM mixer inputs. This is great if you have wireless mic receivers or playback sources at FOH that need to be routed into the stage aux mixes.

Will this system work with Dante networking?

No, at this time Dante and AVB are not compatible. We will be offering a Dante option card for our mixers soon that will allow them to be used on a Dante network.

Will this system work with AES67 or Ravenna?

No, at this time we have no support for AES67 or Ravenna.

Will this system work with AVB products from other manufacturers?

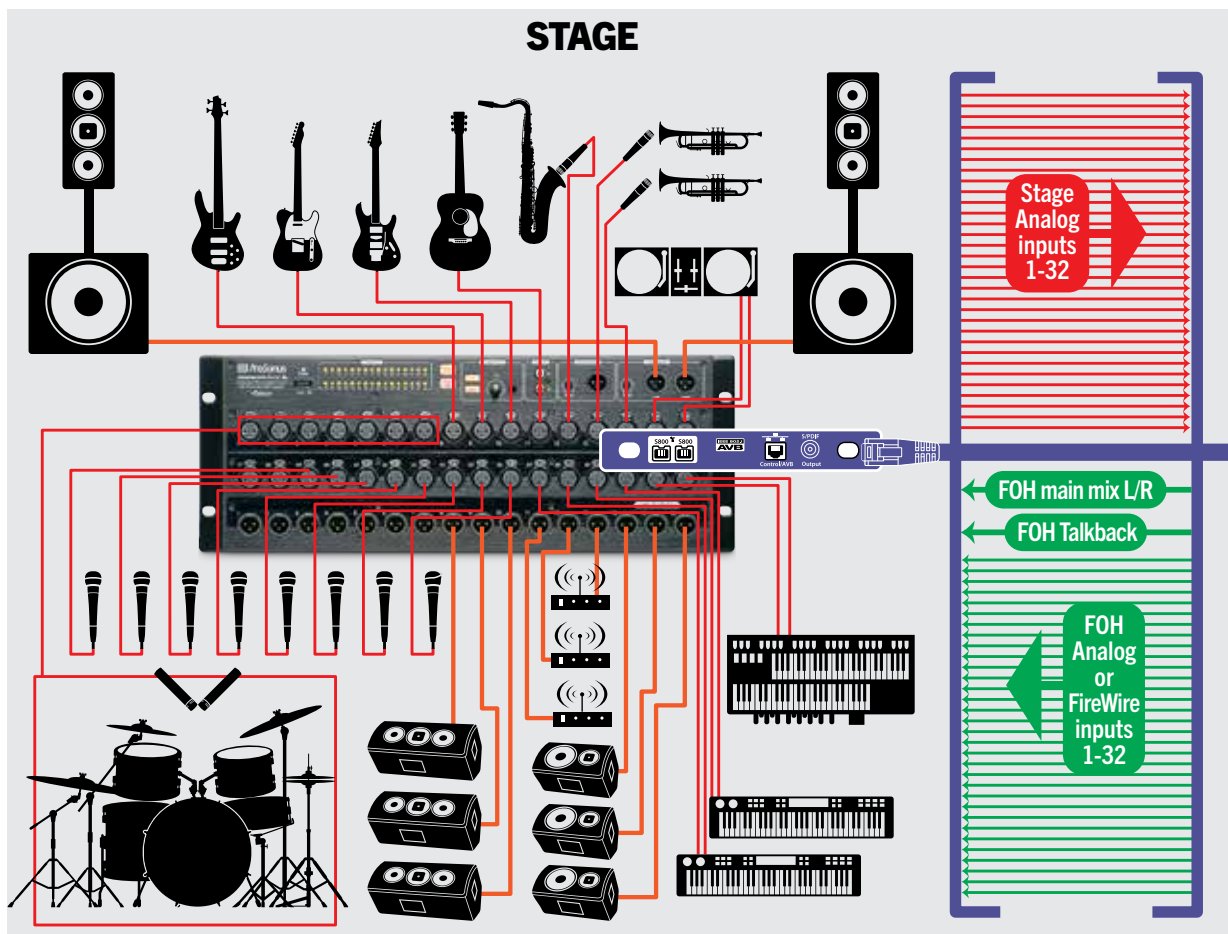
With this initial release, the PreSonus AVB network only supports PreSonus AVB products. Support for other AVB products will be added in a future update.

Does this system work with the StudioLive AI loudspeakers?

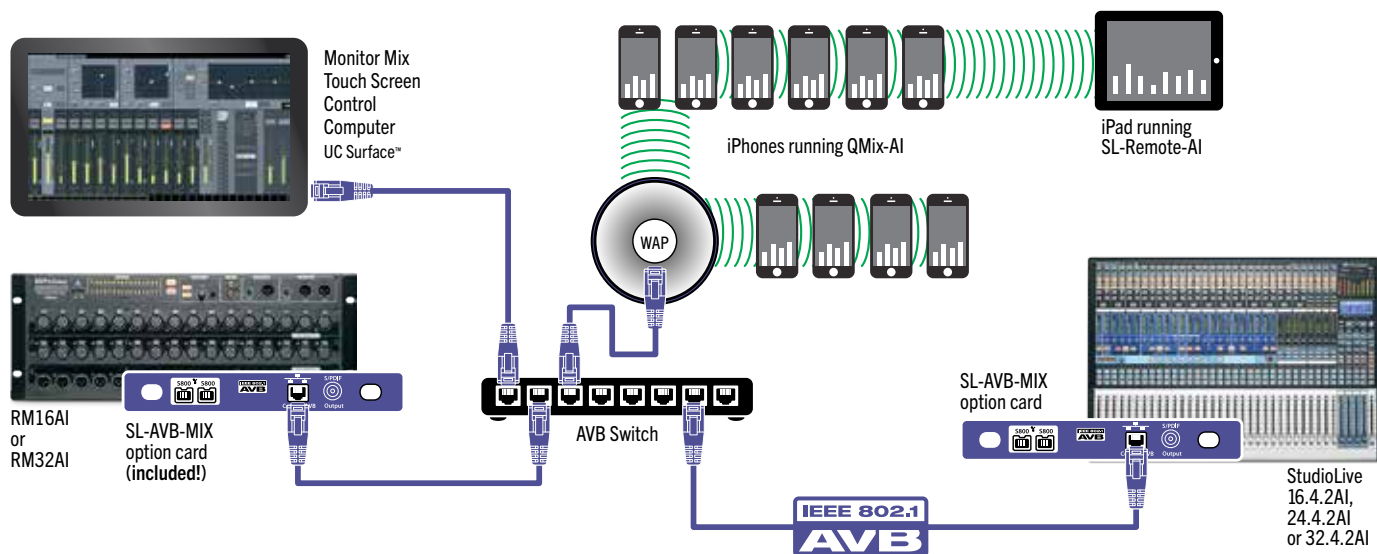
An AVB option card for the PreSonus SL AI loudspeakers will ship in Q2 2015. When the AVB option is available for the speakers, we'll support their use on the PreSonus AVB network along with our mixers.

Will PreSonus AVB networking work at 96kHz?

Not at this time. While our StudioLive AI mixers all support 96kHz operation, the AVB option card does not yet support 96kHz. This will be added in a future update.



Option 1: AVB Switch between RM Stage Box and StudioLive FOH Console



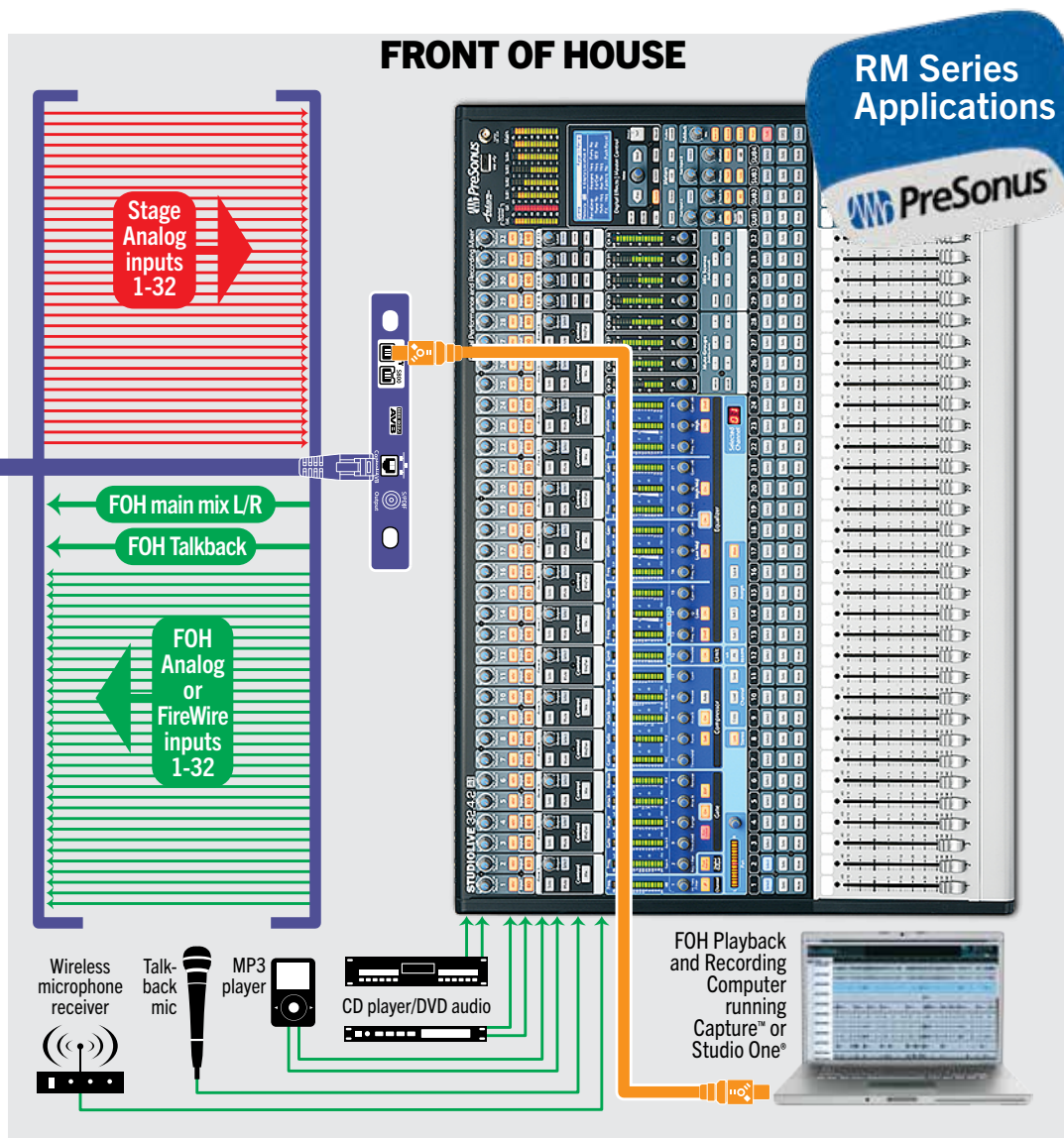
Five simple steps for using a StudioLive RM mixer as a stage box for a StudioLive AI Console mixer.

- 1. Connect mixers** — direct peer to peer or through an AVB switch.
- 2. Turn on Stage Box option** — from the FOH AI Console mixer Master Control screen, page down to digital option, select stage box option and change to “on” (this automatically configures the default system configuration and routing).
- 3. Select the channels you want to source remotely.**
FOH inputs can be sourced from local inputs or stage.
Stage inputs can be sourced from local input or from front of house.
- 4. Set up your mix**— Main mix at FOH sent to both FOH outputs and Stage main L/R outputs plus you have up to 14 aux mixes and 4 subgroups at FOH and an additional 16 aux mixes at stage.
- 5. Save and recall your scene set-ups** Saving and recalling at FOH saves settings for both mixers, saving and recalling at Stage is local to the stage making it easy to manage different monitor mixes independent of FOH.

Your snake is now one single CAT5 cable.

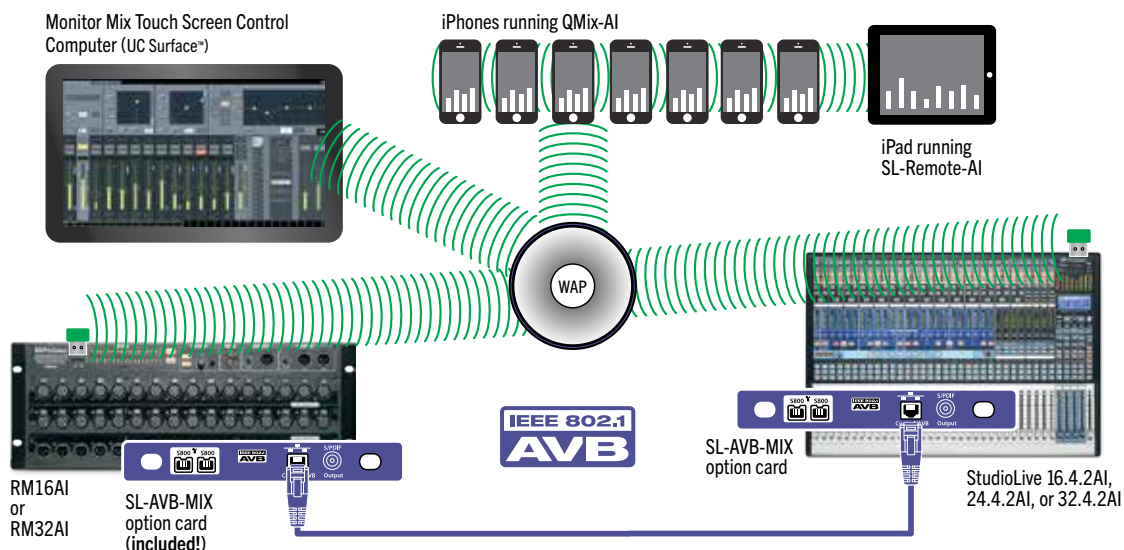


instead of a heavy, expensive, bulky copper hose monster that people always trip on.



Option 2: No switch between RM Stage Box and StudioLive FOH Console

Wireless control connected via USB “dongle” on each StudioLive mixer



Any StudioLive AI family mixer can be used as a remote stage IO, including the RM series rack mixers. Since the RM series is a complete mixer in a stage box form factor it can be used both as remote IO and a complete monitor mixer.

Control for the RM mixers is done via network control only. This can be done with either a wired Ethernet connection or wirelessly with the included USB Wi-Fi dongle.

NOTE: Recording via Ethernet (Dante or AVB) requires a wired Ethernet connection for recording and control (control will not work with the USB Wi-Fi dongle used simultaneously with a wired Ethernet connection).

Gain sharing — coming soon

StudioLive AI mixers will support automatic gain compensation to manage gain sharing with shared inputs on a Dante or AVB network. When gain compensation is activated on an input, any change to the preamp gain on that input will also

apply digital trim to compensate for the gain change resulting in consistent gain staging for all listeners on the network.

Since the compensation happens at the input of all StudioLive AI mixers (including RM rack mixer), it's not necessary for other mixers on the network to compensate for changes in the preamp gain.

This means that any mixer or device from any manufacture on the network will benefit from PreSonus StudioLive gain compensation.

Remote Dante stage box — coming 2015

StudioLive AI mixers can be networked together using the Dante option card. When connected on a Dante network the mixers can be used to share inputs and mixes to deliver remote IO workflows.

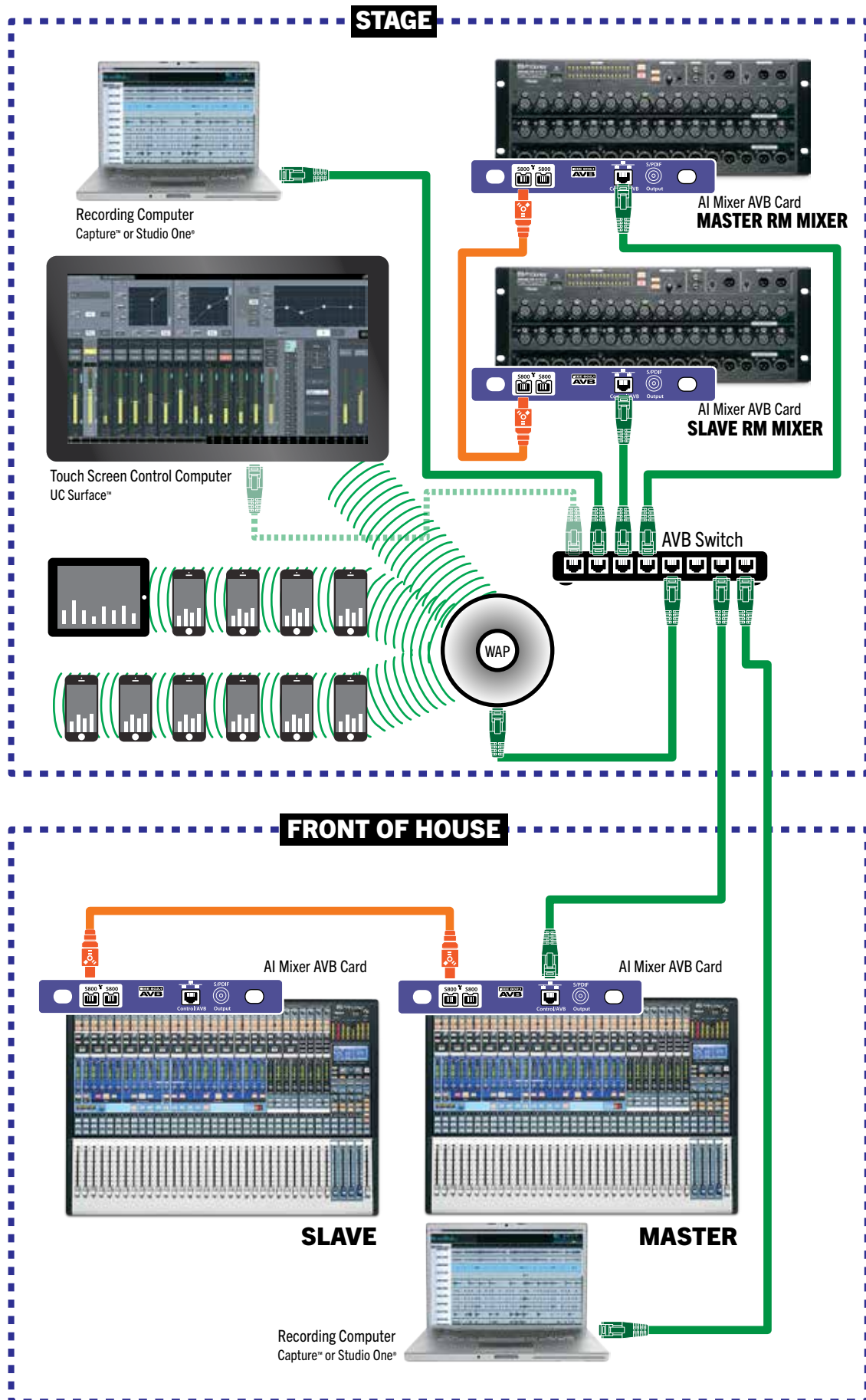
Dante recording can be done using the Dante Virtual Sound Card software and drivers for Mac and PC (included with the purchase of the Dante option card). Visit Audinate for

more information on the Dante virtual sound card <https://www.audinate.com/products/software/dante-virtual-soundcard>

Wireless control: While the mixer does not support simultaneous wireless and Dante Ethernet connectivity you can connect a control computer wirelessly using a wireless access point connected to your network switch. Note: in order to use a wireless access point on a Dante network special care must be taken to filter the Dante packets and avoid flooding the wireless network. Please refer to the Audinate “Configuring ACL filtered VLANs for Multicast Traffic Management” document.



Remote AVB Stage Box — AVAILABLE NOW! AVB Recording coming 2015

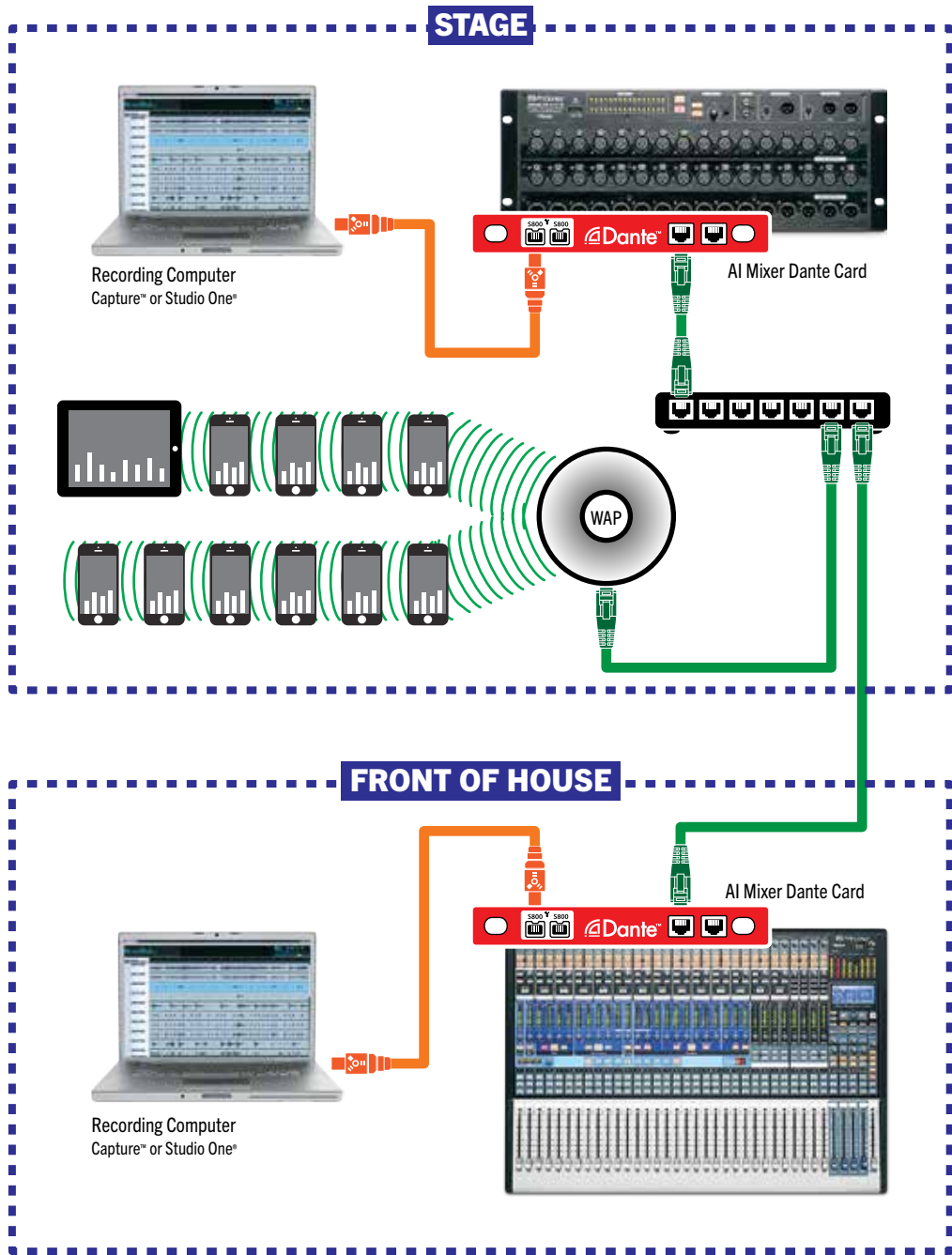


Dante™ Remote Stage Box — Coming 2015

Wired Ethernet Control + FireWire Recording

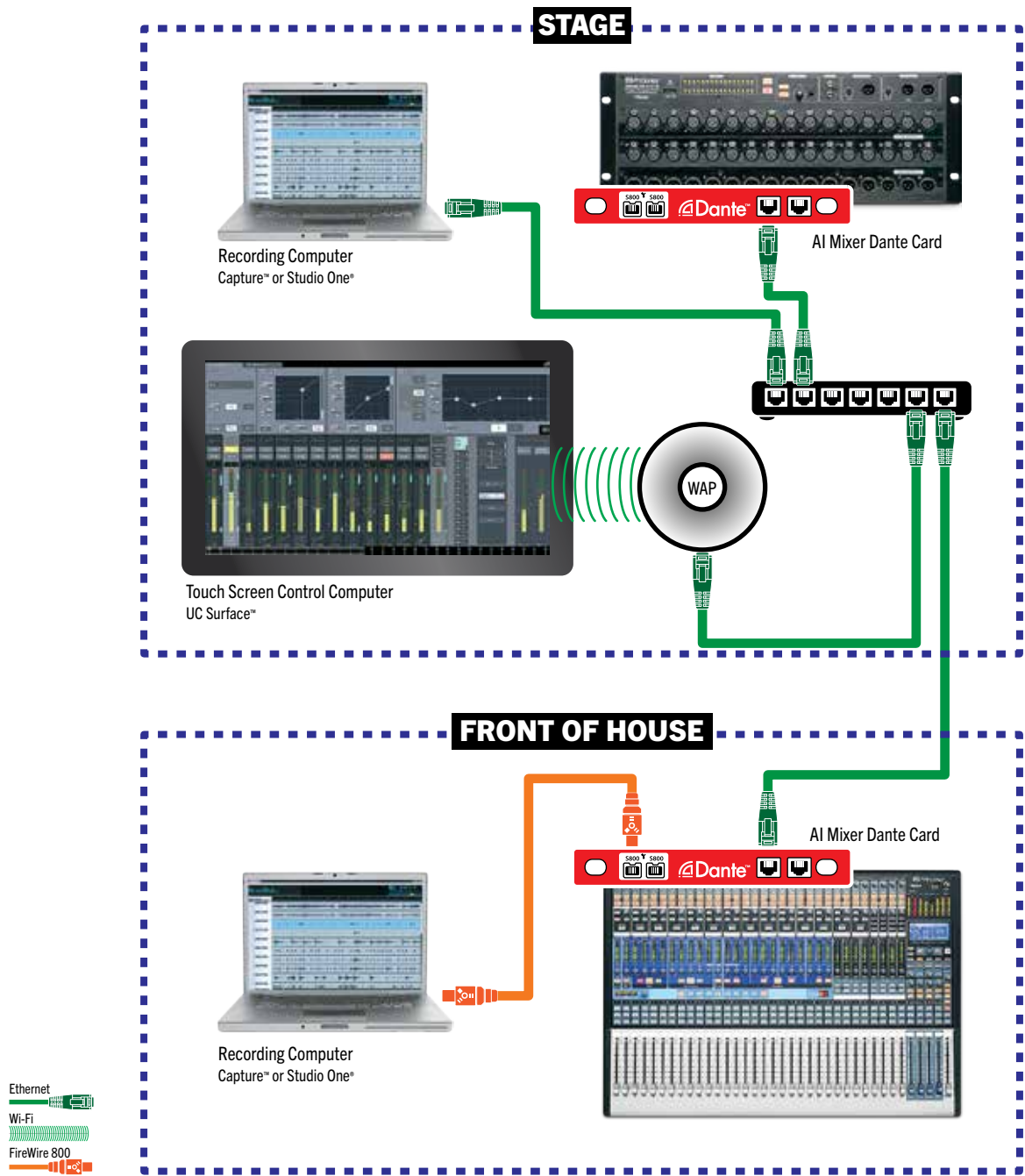
Dante Audio Transport

STAGE BOX

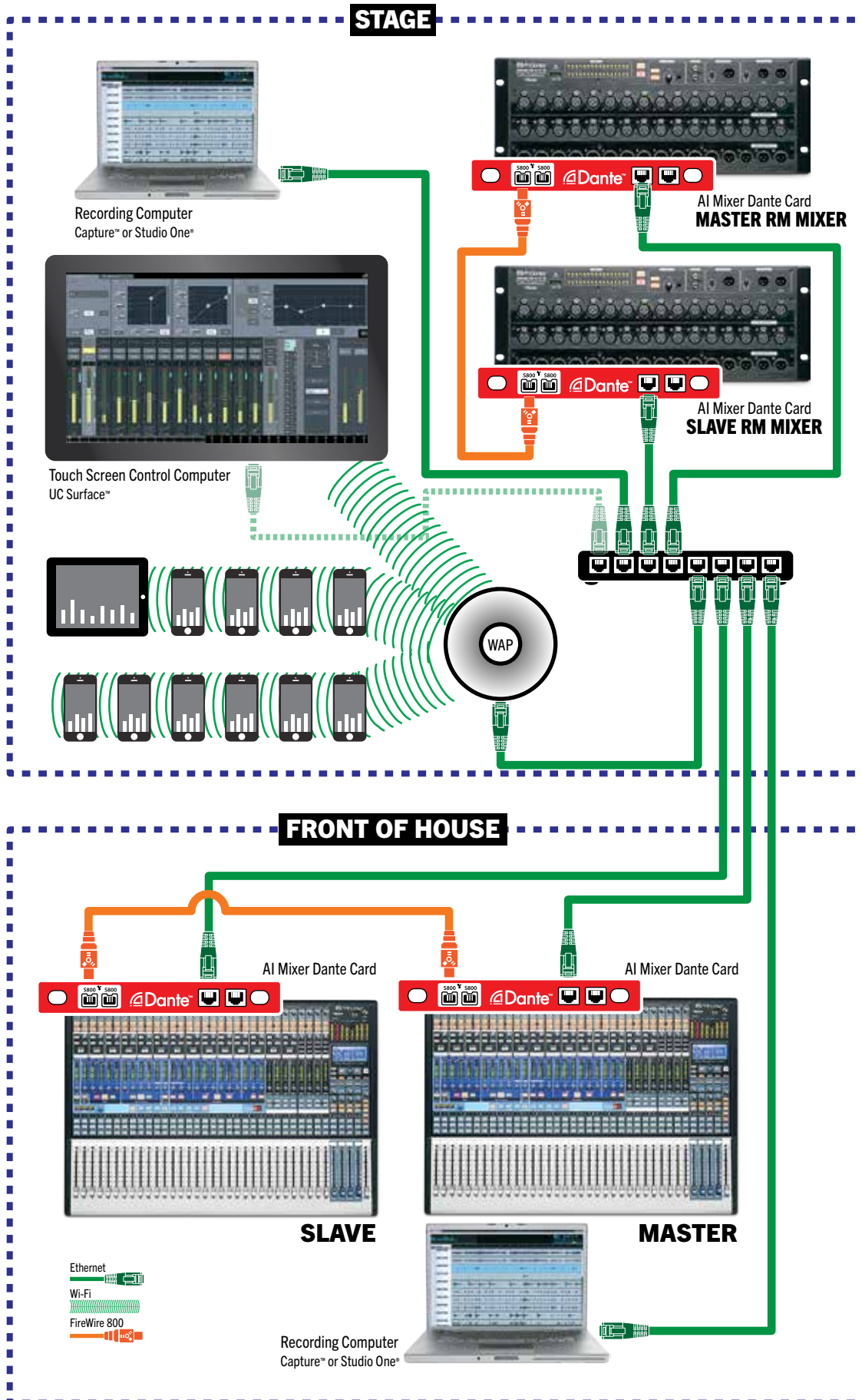


Dante™ Remote Stage Box — Coming 2015

Wired Ethernet Control + **Dante** and / or FireWire Recording **Dante Audio Transport** **STAGE BOX**



Dante™ Remote Stage Box with RM Cascading — Coming 2015



5. Multiple Autonomous Networked Mix Systems – Coming Q1 2015

Control for the RM mixers is done via network control only. This can be done with either a wired Ethernet connection or wirelessly with the included USB Wi-Fi dongle.

NOTE: Recording via Ethernet (Dante or AVB) requires a wired Ethernet connection for recording and control (control will not work with the USB Wi-Fi dongle used simultaneously with a wired Ethernet connection).

Cascading is currently only supported via a FireWire connection between two mixers.

Multiple AI Console & RM Dante Networked Mix Systems – Coming soon

Dante recording can be done using the Dante Virtual Sound Card software and drivers for Mac and PC

(included with the purchase of the Dante option card). Visit Audinate for more information on the Dante virtual sound card <https://www.audinate.com/products/software/dante-virtual-soundcard>

Wireless control: While the mixer does not support simultaneous wireless and Dante Ethernet connectivity you can connect a control computer wirelessly using a wireless access point connected to your network switch.

Note: in order to use a wireless access point on a Dante network special care must be taken to filter the Dante packets and avoid flooding the wireless network. Please refer to the Audinate “*Configuring ACL filtered VLANs for Multicast Traffic Management*” document.

Multiple AI Console & RM AVB Networked Mix Systems – Coming soon

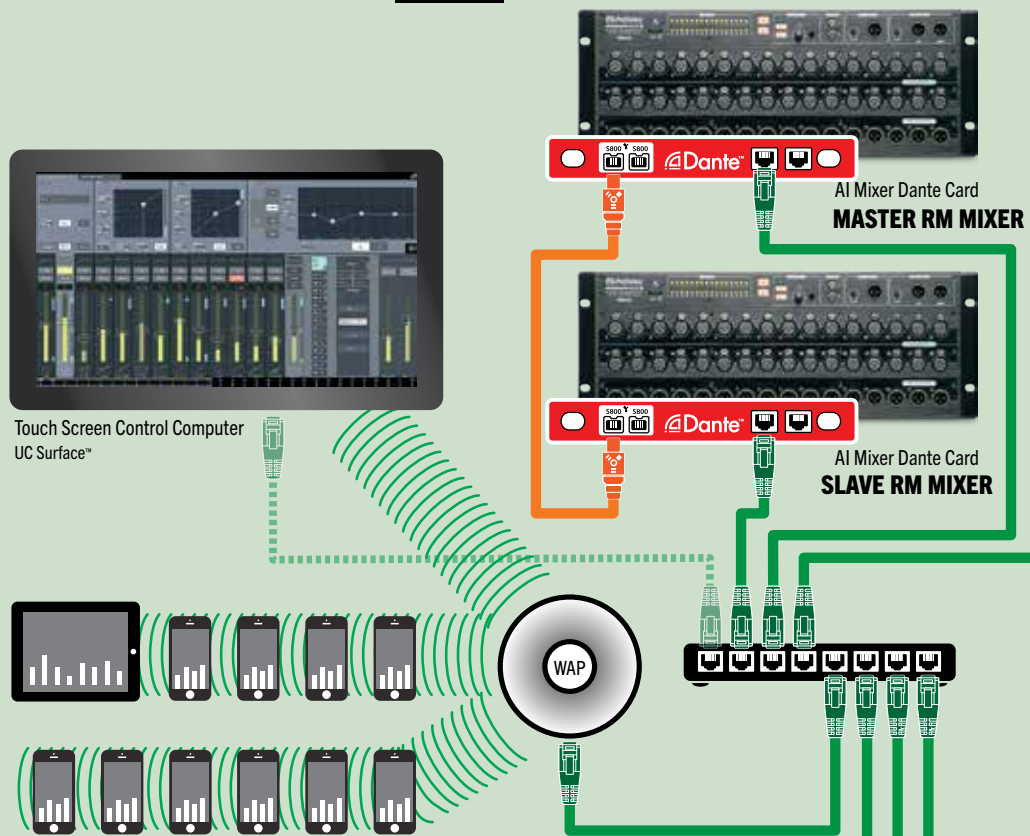
AVB recording can be done with a compatible Mac computer using the built-in Core Audio support. Any Mac computer with a Thunderbolt port running OS 10.9 or later is supported. AVB recording to a PC currently requires 3rd party Ethernet cards and drivers.

Wireless control: While the mixer does not support simultaneous wireless and AVB Ethernet connectivity you can connect a control computer wirelessly using a wireless access point connected to your network switch. Note: because AVB switches are designed to manage the AVB traffic along with standard network traffic there’s no need for special configuration to support a wireless access point.

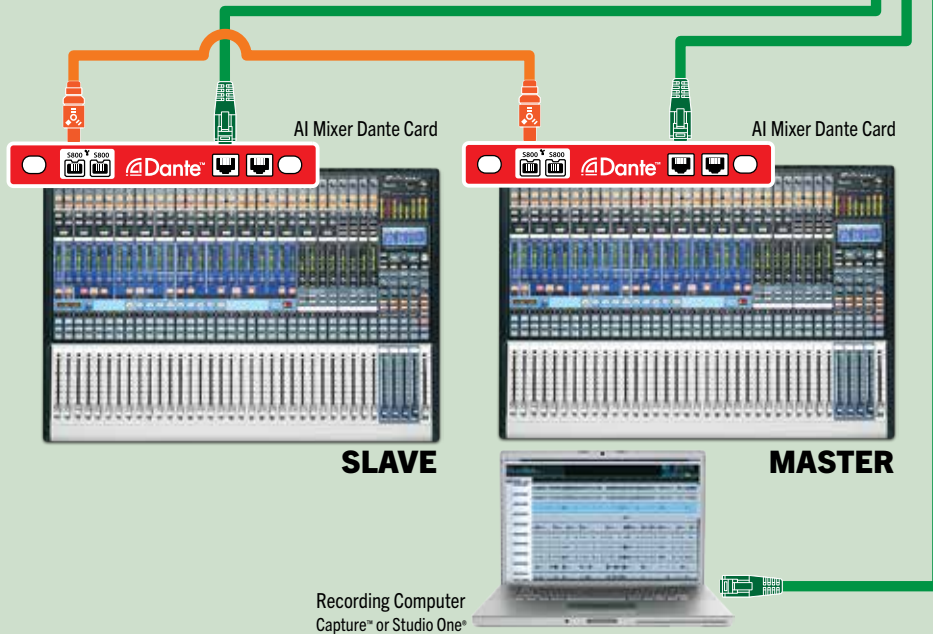


MAIN PERFORMANCE ROOM

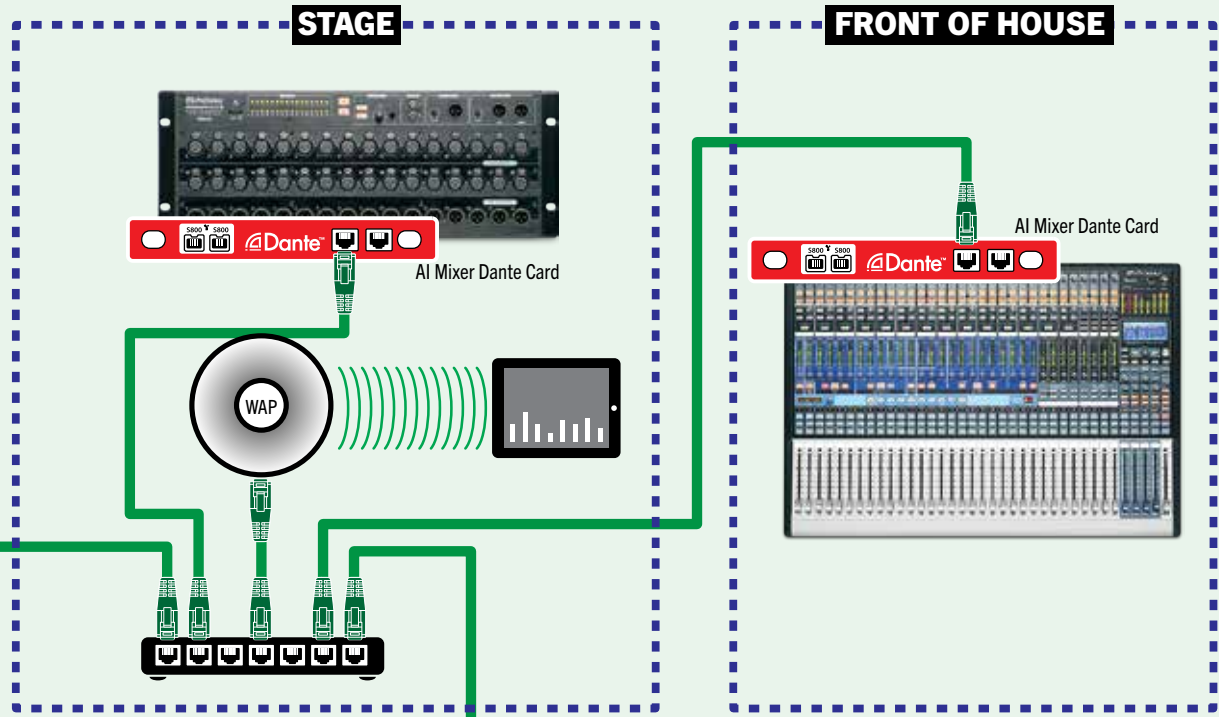
STAGE



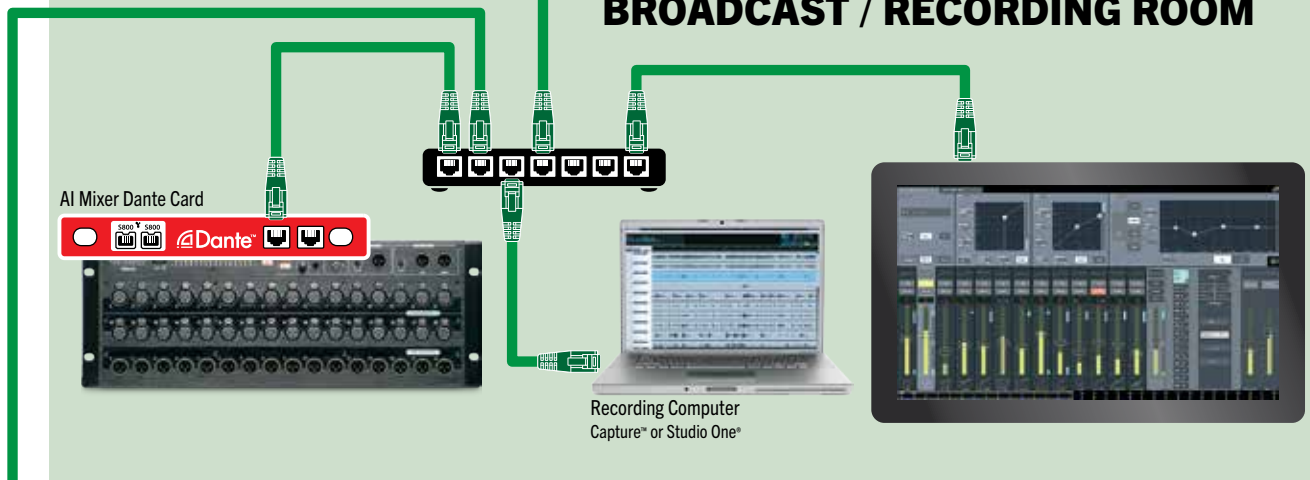
FRONT OF HOUSE



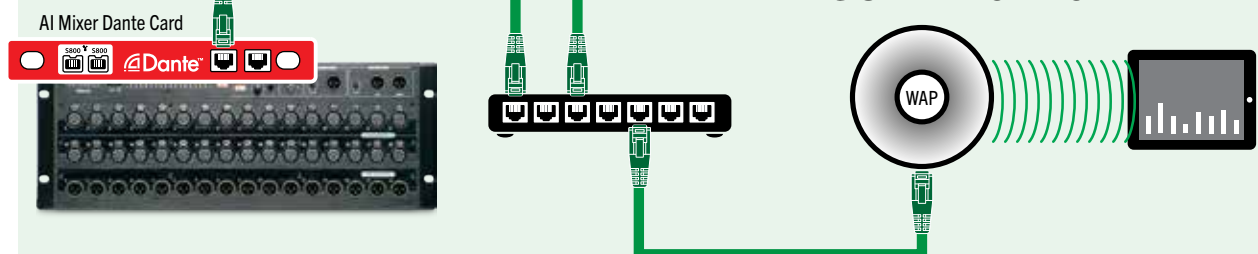
SMALL PERFORMANCE ROOM



BROADCAST / RECORDING ROOM

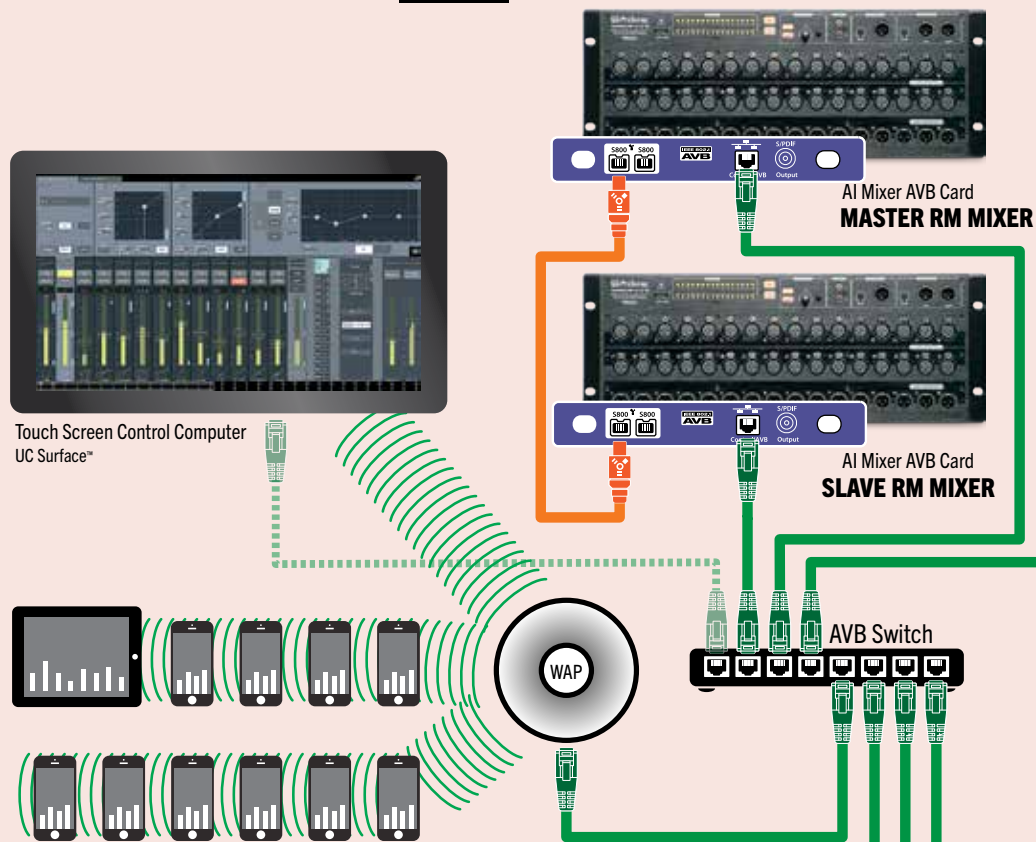


MOBILE PERFORMANCE / RECORDING RIG

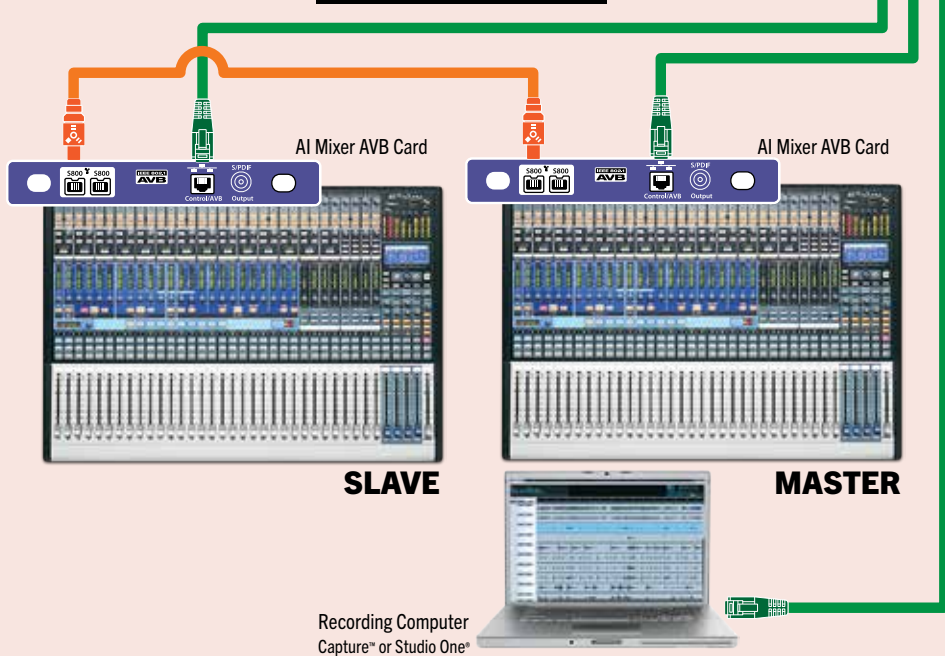


MAIN PERFORMANCE ROOM

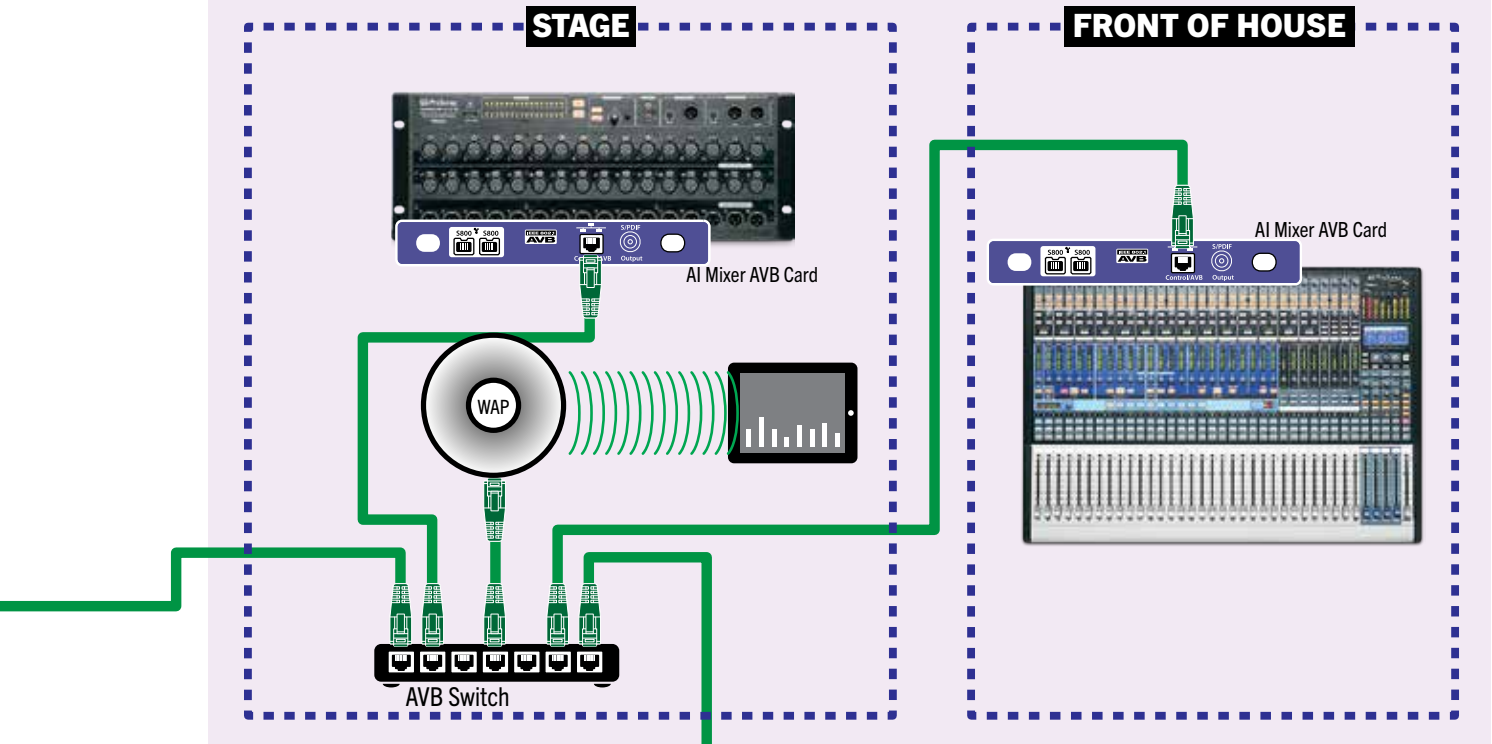
STAGE



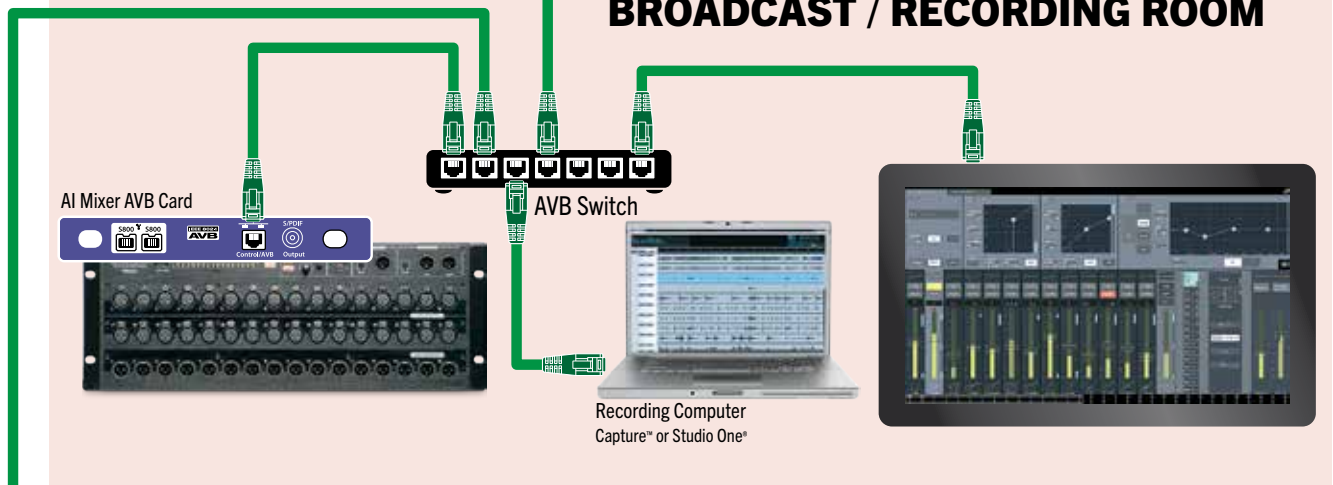
FRONT OF HOUSE



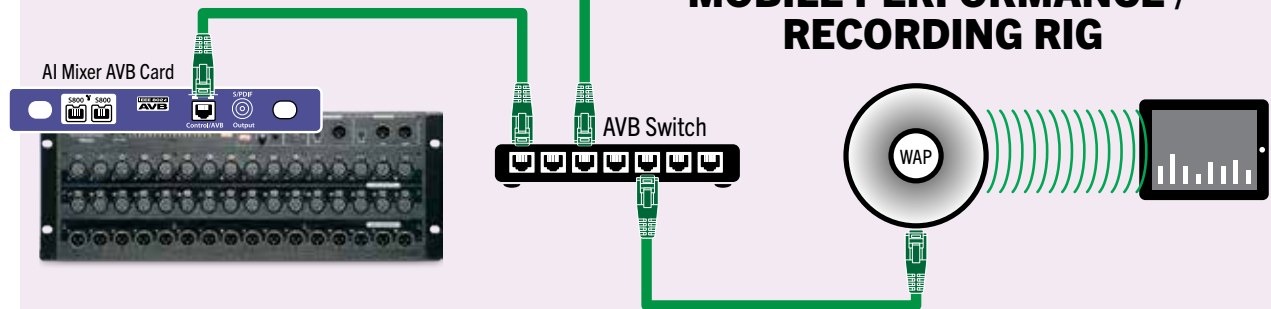
SMALL PERFORMANCE ROOM

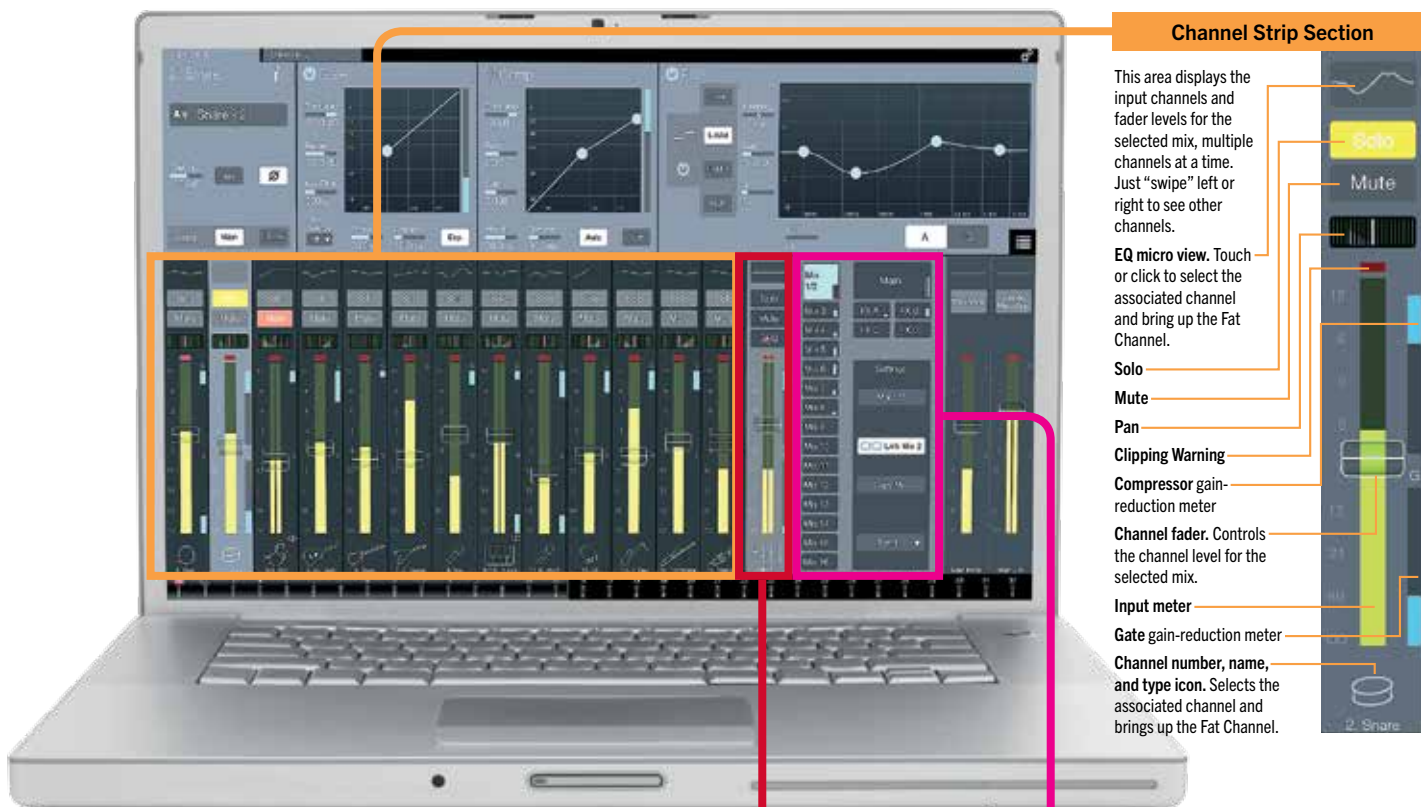


BROADCAST / RECORDING ROOM



MOBILE PERFORMANCE / RECORDING RIG





Channel Strip Section

This area displays the input channels and fader levels for the selected mix, multiple channels at a time. Just "swipe" left or right to see other channels.

EQ micro view. Touch or click to select the associated channel and bring up the Fat Channel.

Solo

Mute

Pan

Clipping Warning

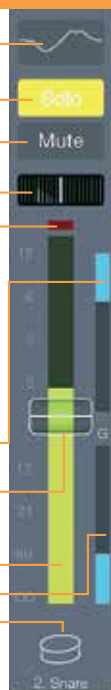
Compressor gain-reduction meter

Channel fader. Controls the channel level for the selected mix.

Input meter

Gate gain-reduction meter

Channel number, name, and type icon. Selects the associated channel and brings up the Fat Channel.



UC surface

We chose the term "battle-ready" to describe UC Surface because it's the first on-screen mix control application to truly handle the spontaneous and often chaotic demands of live mixing.

All primary mixing functionality is at your fingers without the need to navigate complex views or deep menus.

Displays automatically change context depending on what you're trying to adjust.

And you can see all critical level functions at a glance.

You can simultaneously run Front of House from a touch screen, mix monitoring from a laptop to the side or on-stage and also roam around the venue with an iPad.

Flex Master Channel Strip



The Flex Master channel strip shows the master channel for the selected mix. For example, when Mix 3 is selected, the Flex Master is the main output for Mix 3.

EQ micro view. Selects the associated Mix master and brings up the Fat Channel.

Solo

Mute

GEQ or FX Edit. Opens the associated graphic EQ or effects editor in the Fat Channel area.

Clipping warnings.

Compressor gain-reduction meter

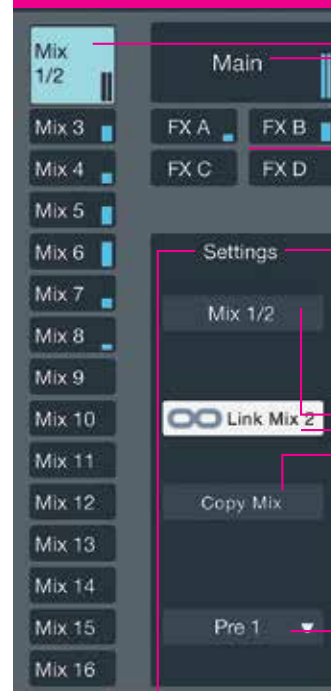
Mix fader

Output meter

Gate gain-reduction meter

Mix number, name, and type icon. Selects the associated Mix master and brings up the Fat Channel.

Mix Selection Area



This is the primary navigation area for RM mixers. Here you select the mix that's currently being controlled by the channel faders. This is also where you'll find the settings for each mix.

Mix selection buttons

Main Mix Select button

FX Mix selection buttons

Mix settings and Filter Groups area includes...

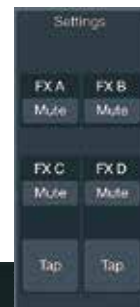
Mix name. Select to rename.

Stereo Link. Select to link two adjacent mixes for stereo operation.

Copy/Paste. Copies the currently selected mix so you can paste into other mixes.

Mix Position. Selects routing position for the selected mix (Pre 1, Pre 2, Post).

FX Settings. When an FX mix is selected, this area provides quick access to all FX mutes and Tap Tempo buttons for the delay effects.



The Meter Bridge shows the input meters for all available channels. A highlighted window shows the channels that are currently displayed in the input channel area. You can use the Meter Bridge to navigate to a specific channel by selecting the channel to "jump" the input channel view to that area or drag the highlighted window to scroll to that area. You can also swipe the input channel area to scroll through the available channel, and the highlighted window in the Meter Bridge will follow your location.



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