|  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
|  |  |  |  |  |






$\qquad$













 

|  |  |
| :---: | :---: |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
| － |  |
| \％ |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |





部舟品言








－성 붑

© ©




这語䛿言

|  |  |
| :---: | :---: |

[^0]
 SyOLIINNOJ IndInO dTX \＆／1






## SOUND CHECK

In a live sound reinforcement system, the input signals to the mixer will come from the microphones and instruments. Each microphone or instrument must be connected to one of the mixing console inputs. It is preferred to have as many of the stage instruments as possible plugged into the mixer. This allows for the best overall control of the instruments as they are mixed together and then amplified by the system. The mixer can be operated on the stage or from a remote location in the audience using a "snake cable" to bring the signals from the stage to the mixer. The advantage of the remote operation allows the performance to be mixed from the audience's perspective. NOTE: Most snake cables are not designed for speaker connections.

## THE SOUND CHECK

The sound check takes some skill but mostly patience from the performers and especially "you" the system operator. If you get frustrated during the sound check, the sound may suffer due to things missed in the sound check. The basic sound check follows this format: First test all microphones and other input devices(direct boxes, etc.) before the performers are included in the sound
check. A good thing to also check here is feedback in the monitors from the microphones. Good positioning of the monitors and the use of a graphic equalizer solves most major monitor feedback problems. Now for a sound check with the performers. First set the level of each performer individually and in cases where a performer has multiple microphones such as drummers, set each drum mic individually then the drum set as a whole. This is also a good time to make some channel EQ control adjustments to tailor the sound of the individual performers and instruments. After setting each individual, have the performers run through a song. Don't hesitate to stop the performers if something needs to be adjusted or a performer or microphone needs to be heard solo again. Remember the sound check is not a rehearsal but a system check. It is always a good idea for the operator to have a microphone to inform the performers of what is needed during the sound check. If a monitor system is being used, the operator's microphone should only be directed through the monitors when addressing the on stage performers, especially if something needs to be checked during the show.

## CHANNEL CONNECTIONS AND SUB-MIXING

 outputs from the instrument. Then use the PAN controls on the two channels to pan hard left and right for a stereo mix. If a pair of individual channels are not available, one of the stereo returns in the master section can be used.

Whenever possible, try to group all related instruments or mics near each other on the mixer. For example: put all drum mics on channels 1 through 8 , guitars, bass and keyboards on 9 through 16, and vocals on 17 through 24. This will make mixing, channel assigning and sub-mixing easier to manage.

## SUB-MIXING

The 4 bus section on the C 44 mixers can be used for main outputs, surround outputs, side fills, outputs to a multi-track recorder, etc. but the most common use is for sub mixing. Sub grouping is the process of assigning multiple channels to a sub group fader in the master section. This is usually done to decrease the number of faders needed to adjust a group of channels. For example: a drum kit with 6 or more microphones mixed in mono can be assigned to a sub-mix fader. If the drums need to be adjusted in the main mix, only one group fader needs to be adjusted instead of 6 channel faders. The individual microphones all use different fader settings, so it is important to get a balanced mix of the entire drum kit during the sound check. The drum sub-group fader is then assigned to the L-R main faders. For a mono mix, use the channel pan controls to pan the audio "hard left" and the audio will only be assigned to sub- group fader 1 or 3 . Panning "hard right" will bus the audio to sub-mix faders 2 or 4. Always keep channel and sub group faders higher than the master L-R faders. Using the L-R fader or sub group fader to boost the level of a week channel signal can result in excess noise.


## MASTER OUTPUTS

The main amps and speakers should contain an overall mix of all channels. The sub-group faders 1-4 can have certain channels assigned to them before the mix arrives at the master L$R$ faders. This is known as sub-mixing and can improve the efficiency of mixing a large number of channels (see above). The four independent monitor mixes should use the MON 1 through MON 4 sends. On the channel these sends are pre-EQ, pre-fader. The MONO output can be used for a main mono mix, a center mix or as a subwoofer output.
The sub group outputs can also be used as side or back fill speakers. Long rooms can have poor sound at the back of the room. Set up a set of back fill loudspeakers to fill in and add a digital delay to the main speakers to correct the time delay from front to back. This can improve the sound of the room considerably.

## The diagram depicts a standard live sound system

1. Stereo $E Q$ and power amp for the main speakers on the Left/Right outputs.
2. Stereo power amp and EQ for two monitor mixes on the MON 1 and MON 2 outputs.
3. Bridged power amp for a subwoofer on the MONO output.
4. Power amp for side fill or back of room fill on the Group outputs.
5. External effects processor in the EFF2 and EFF3 return loop.

## INSERTS AND DIRECT OUTS

## FULL INSERT

The insert jack is a Tip Ring Sleeve (TRS) $1 / 4$ " phone jack, where the tip is the send, the ring is the return and the sleeve is ground. When used as an insert point or in full INSERT mode, the channel is opened up to allow an external piece of equipment to be inserted into the channels signal path. The signal coming from the microphone preamplifier will be forced to go through the external equipment before it can continue back through the channel, reentering before the channel EQ controls. Most external equipment is not set up for the TRS plug directly so an adapter cable such as the Carvin AP1 or PP10 is required. Plug the $1 / 4$ " stereo TRS end into the mixer insert all the way. The two mono $1 / 4$ " TS jacks at the opposite end are the send and return cables. If both an INSERT and a DIRECT out is required, " $Y$ " the SEND cable.


## DIRECT OUT

Plug a $1 / 4$ " mono cable "half way" into the Channel Insert Jack. The "half" insert connection creates a send signal without breaking the channels signal path. The insert in this mode is no longer used as an insert but becomes what is called an DIRECT out.


## ADJUSTING THE 9-BAND EQ

When the 9 band graphic EQ sliders are in their "center" position, they do not affect the audio signal. When the EQ sliders are raised or lowered from this position, they boost or cut respectively a narrow band of frequencies. To reduce feedback in the low frequency range, try lowering one of the 63,125 or 250 Hz sliders. High frequency feedback is reduced by lowering one of the 2 k or 4 k Hz sliders. To help with feedback reduction, the main speaker should always be placed in front of the microphones.
For tone enhancement, you may want to raise the 63, 125 (for deeper bass) and the 4, 8 and 16 k (for crisper highs). At the same time you may want to reduce the mid frequency at 1 k forming a "smile" curve as shown.


## MULTI-TRACK MIXDOWN

Follow this set up for mixing down to a two track recorder Connect the Multi-track recorders' outputs to the line inputs of the channels. Use the headphones or connect a professional power amplifier (Carvin's DCM power amps) and high quality studio monitors (Carvin's SRS6.5) to your main L/R outputs to monitor your mixdown sessions. Mixing is a practiced skill. A trained ear will know when to add EQ, effects, compression, gate. Listen to your favorite CD through the same headphones or monitoring system you plan to mix through. Note each instrument's level and position in the stereo mix. Use this as a guide to help mix your project.

## MULTI-TRACK RECORDING

A multi-track recorder can be connected to the Channel Insert jacks (1/2 plugged). This set up could be used with a live set up to record a live show.


## USB AND S/PDIF

Models that feature USB and S/PDIF connectors offer an added interface for recording. Connecting a USB cable between a computer and a USB equipped Carvin mixer will allow recording on a computer with compatible USB drivers and software. The L-R stereo mix is sent via the USB cable and the RECORD LEVEL offers fine tuning of the output level. Inversely, you can bring audio in from computer playback via USB. The audio comes into the TAPE IN bus on the mixer. The S/PDIF connector can be used to bring in digital audio to a computer through USB. This is useful for transferring digital audio sources such as DAT to the computer. It can also be used to convert playback from the computer into S/PDIF out. This is useful for creating a digital backup of computer recorded audio to another digital recorder. The USB and S/PDIF feature up to $48 \mathrm{kHz}, 16$ BIT audio resolution.


[^0]:    
    
    

    ## $\stackrel{\text { en }}{\text { On }}$

