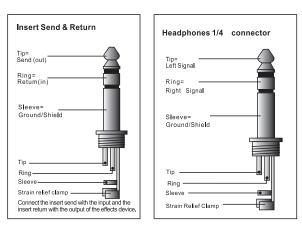


Various connector types



Wiring diagram of insert cable and headphones plug

Specification

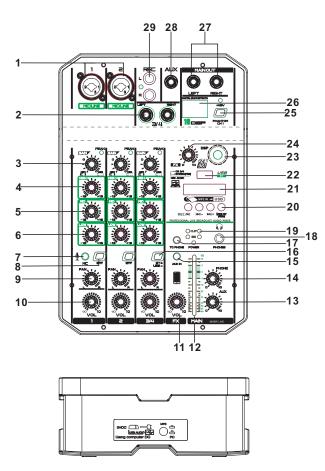
Product Introduction

This is a multifunction 4/6 channel mixer console with sound card. It can meet users' many demands, such as home music production, live streaming, K song cover and so on.

Product Feature

The mixer engaged with input gain, high and low sound adjustment. The bu-ilt in 48V phantom power is suitable for power supply to Condenser microp-hone directly. High-definition headset output port, MP3 player, with sound card, can connect with PC directly.

The mixer is small and light weight, can be directly connected to the PC's U -SB to power supply directly, no need extra power required. Can be operat -ed by USB connection to a computer, eliminates the hassle of using an ext -ernal adapter, you can use mobile power, USB or AC/DC adapter to power supply too.



1. Mono Channel Input Jack

MIC/LINE: it can connect XLR jack and phone type jack. Connect microphones or instruments you need to use.

2. Stereo Input Jack

Used to connect line level instruments, such as Electronic keyboard and sound equipment. Can offer two kinds jacks: Phone type and RCA pin type.

3. (Gain) Knob

Used to adjust input signal's Gain.

4. (HIGH) Knob

Adjust this knob, you can control high sound tone of this channel.

5. (Mid) Knob

Adjust this knob, you can control mid sound tone of this channel.

6. (Low) Knob

Adjust this knob, you can control low sound tone of this channel.

7. 3.5MM 5V Condenser Microphone Interface

8. (EFX) Button

This the channel effect input button.

9. PAN Button

These knobs adjust the amout of channel signal sent to the left versus the right outputs. On mono channels these controls act as pan pots. On hybrid and stereo channels, they work like the balance control on a home stereo. They do not affect the aux mon or FX mixes.

10. VOL Channel Button

These button control the channel's level from off, to unity gain, on up to 10dB of additional gain.

11. VOL FX Button

Adjust this knob, you can control effect tone of the all channel.

12. VOL Main Fader

Adjust this knob, you can control tone of the all channels.

13. VOL Aux Button

Adjust this knob, you can control tone of the AUX output.

14. VOL Phone Button

Adjust this knob, you can control tone of the phone interface output.

15. 3.5MM AUX Input Interface

16. (ST/USB) Knob

Used to switching the input signal between ST and USB.

17. 3.5MM TO Phone Interface

The signal can be transmitted between the mixer and the mobile phone, and live broadcast in real time.

18. Headphone lack

19. Signal Output Status Display/Power Indicator Light

20. MP3 Main Control Key

Short press pause/play, long press switching to recording status, recording the m -ain stereo output signal to USB storage. Short press previous track, long press red -uce volume.

Short press next track, long press increase volume

MODE: function key, short press switch to LINE/BT/PC working status. Long press switching to loop mod.

21. Mp3 Main Control display

Display MP3 operating control and playing status.

22. MP3 USB Jack

23. 16 DSP Effect Choosing Knob. Effect list:

01-REVERB HALL1	05-REVERB PLATE	09-REVERB STAGE 1	13-CHORUS FX 1
02-REVERB HALL2	06-HALL ECHO	10-REVERB STAGE 1	14-AUTO WAHWAH
03-REVERB ROOM1	07-KARAOKE ECHO	11-AMBIENCE FX	15-CHORUS FX2
04-REVERB ROOM2	08-VOCAL ECHO	12-PITCH EFFECT	16-PHASER

24. Effect Adjustment Knob

25. Phantom Power Button

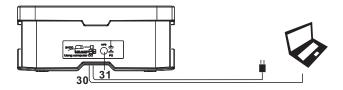
26. 16 DSP Display

27. Stereo Output Jack

28. AUX Sending Interface

29. Recording Terminal

This set of ports is used for stereo main sound output connection plus recording interface.



30. USB Sower Supply Interface

Can be connected to an external 5V power supply or USB interface of the computer. When connect with the computer it have external sound card function.

31. MP3/PC Connect

The power supply way is connecting with computer, Press this button to switch MP3/PC connect working status, If power supply way is external 5V power supply, it can only switch to MP3 corresponding location.