

CUST X2B Solutions (CUST X2B SOLU) Automixer Setup in Midas PRO Series Consoles

Bring It Alive.

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Why (Why Do We Exist?)

We Empower. You Create.

We at Music Tribe believe that our sole purpose is to empower you to become the most creative you can be.

We believe in obsessively* empowering you through our Brand Tribes – Midas, Klark Teknik, Lab Gruppen, Lake, Tannoy, Turbosound, TC Electronic, TC Helicon, Behringer, Bugera, Auratone and Coolaudio.

Empowering you to create and receive appreciation is the key to our happiness.

That's why we exist.

Uli Behringer

*Obsession = The domination of one's thoughts or feelings by a persistent idea, image or desire.



Introduction



This document is intended to explain the principles of the automixer operation and inspire users to seek their own solutions.

The proposed methods of use is the most commonly used approach but it is not the only applicable method.

More can be found at: community.musictribe.com/

Setting Up an FX Engine in FX Rack



The first step is to “install” the automixer in the virtual effect rack of the console.

There are two ways to get to this rack:

1. via Home menu
Home/Rack Units/Effects
2. via the **Effects/Graphics** shortcut button - right next to the trackball



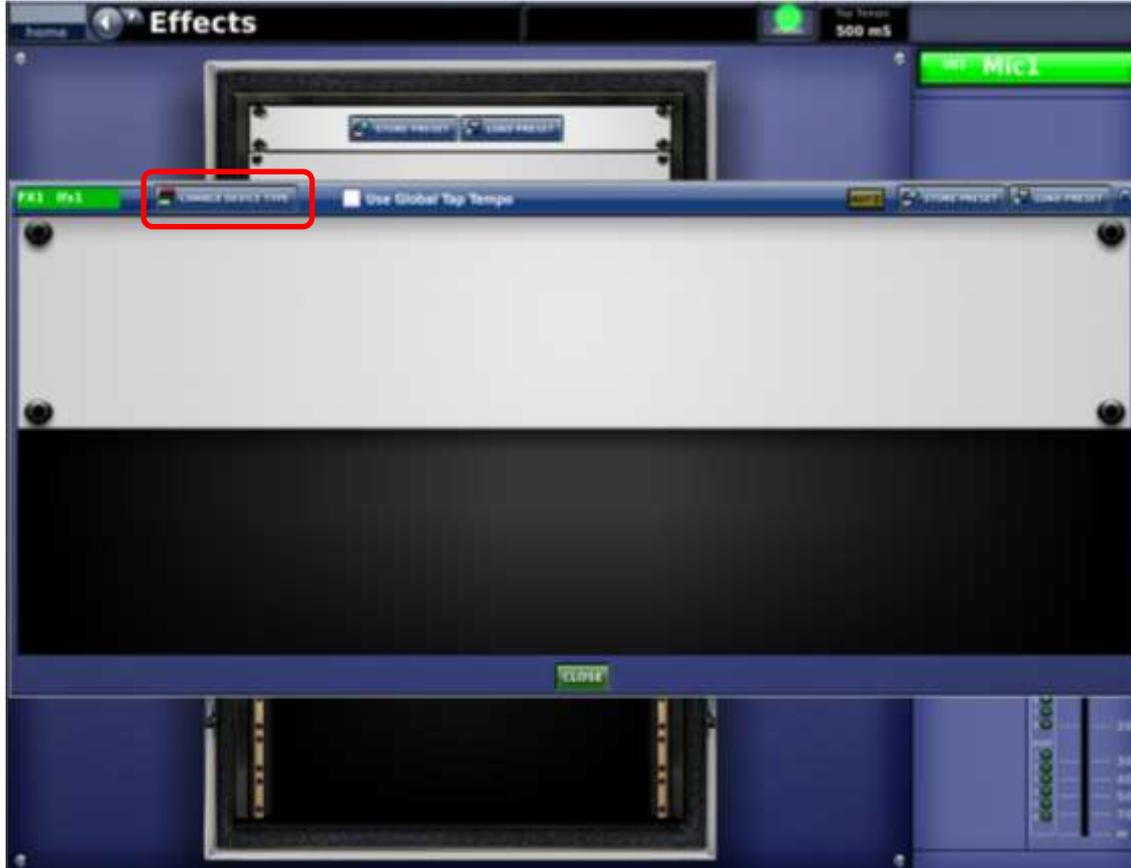
Setting Up an FX Engine in FX Rack



An 8-channel automixer can be installed in each of the available slots.

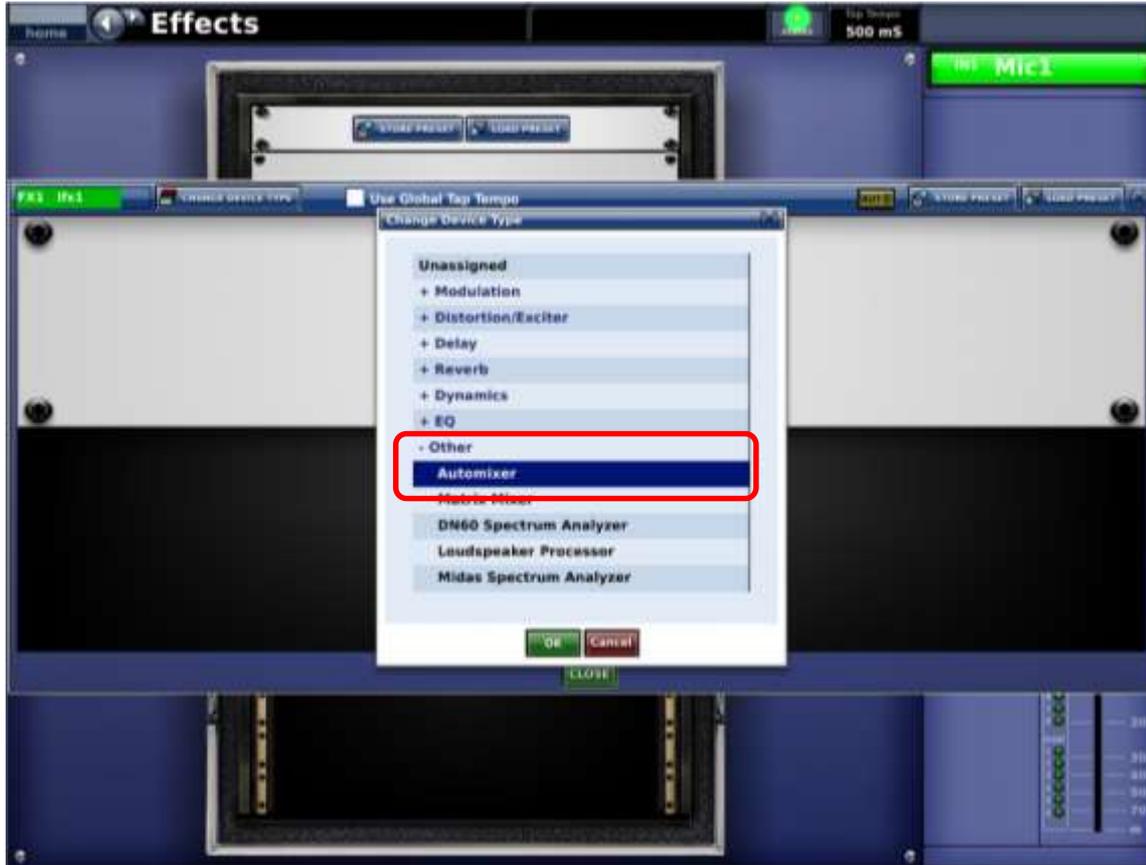
If you need more channels, you can add another device. Up to 3 slots can be used together for 24 channels of Automixer.

Setting Up an FX Engine in FX Rack



The "CHANGE DEVICE TYPE" button allows you to select the virtual processor you are interested in.

Setting Up an FX Engine in FX Rack



The Automixer can be found in the submenu "Other". Clicking on this name will assign this processor to the selected slot.

Automixer



The device has 8 input channels and 1 output channel. The output channel of the Automixer should be patched to:

- the console's input channels
- aux buses, working in group mode and then to the main buses.

The priority knob determines which signal is the most important. This allows, for example, to favour the host of a discussion over the participants.

Automixer



In each channel of the Automixer there are two meters: input signal and gain (blue meter). There is also an "OVERRIDE" button and a "NO GRP" button, which allows you to assign to any of the 3 groups.

Automixer



By default, the device acts as an 8-channel Automixer. This means that we can control 8 signals at the same time. Depending on the settings of the "PRIORITY" parameter, some may be varied in level more than others.

However, the device can be divided into **3 independent groups**. Assigning a channel to a given group will cause the attenuation of that channel according to the "PRIORITY" parameter within the group.

Moreover, groups can be set to override others – in a real-life example, "host group" may override "participants group".

Automixer



The Automixer can be cascaded. Up to 3 devices in the effect rack will act as one device.

In this way, one 24-channel mixer at our disposal.

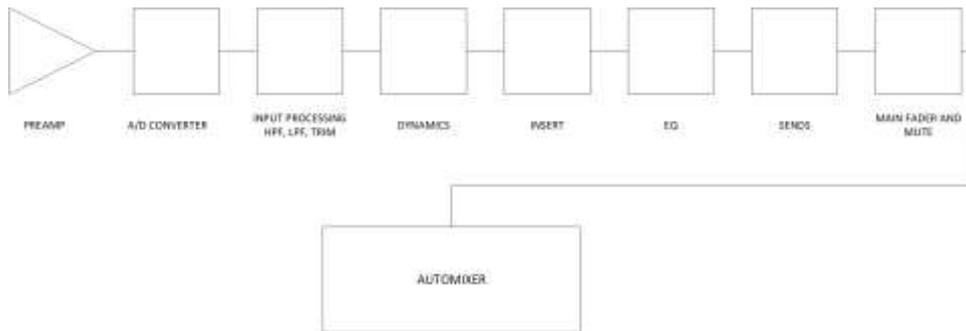
The assignment to groups can also be cross-unit.

Patching and Routing



How to connect an Automixer?
There are at least a few methods - one of them can be to send a signal directly from A/D converters to the input of the Automixer.
However, there is a better method that is much better or a number of reasons.

Patching and Routing



The best way to connect the Automixer is to use direct outputs. They should be set in such a way that the signal is picked up after the **fader** and **mute**. This can be done in the configuration section of each input channel. In this method, channels are not routed to main buses.

Patching and Routing



Why patch this way?

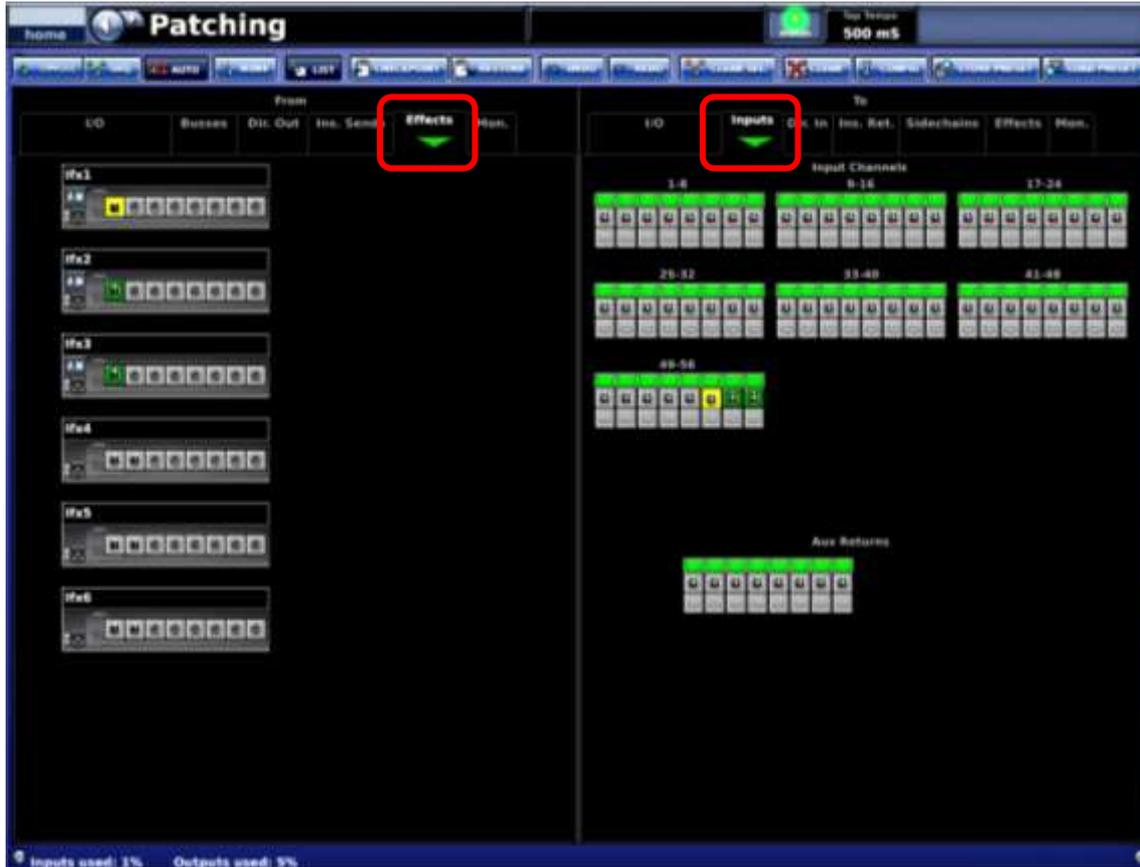
1. All channel processing is still available for tweaking & smoothing out signal (ie. Deesser, compression)
2. Muting channel affects Automixer – when microphone is moved offstage (and muted) – it stops affecting other channels in the Automixer.

Patching and Routing



To send signals from channels, navigate to the patching screen and select DIR OUT and the EFFECTS tabs. Then select the channels you wish to use and connect them with the inputs of Automixer.

Patching and Routing



Then return with the Automixers summed output signal to the input channel(s) or aux bus(es) - configured as groups. Then route the signals to the main bus.





- Although device is called “Automixer”, there’s always a need of involvement of a person – i.e. The Automixer will not remove feedback or harsh sounds from vocals. It simply controls levels.
- Although there’s no restriction on usage of this device – please keep in mind that it has been primarily designed for speech applications. Thus, it may not work as desired in musical or theatre situations. Please try to analyse the application first.

Bring It Alive.