

Quick Start

Multitrack Recording Step-by-Step

This Quick Start is meant as a “step-by-step, how-to” reference for setting up the recorder and making music with the MixPre-10M right out of the box.

For more information on features and steps mentioned in this procedure, refer to the product’s User Guide.

To begin multitrack recording:

1. Connect power.
 - ▶ Provide at least one power source, either batteries (via included sled) or AC adaptor (included).
2. Power up the MixPre 10M.
 - ▶ Slide the power switch (left side panel) to On. The MixPre will boot and light up.
3. Connect an audio source.
 - ▶ Connect an audio source, either a microphone, line or instrument line-level signal to one of the input jacks on the side panels.
4. Connect headphones.
 - ▶ Connect your preferred headphones to the headphone jack on the right side panel.
5. Insert & Format Media — Insert a Class 10 SD card into the slot on the rear of the MixPre-10.

(A) Tap . The Main menu appears with multiple pages of settings.



(B) Tap  (the Dots icon) to “page” through the sub-menu.

① *The number of dots indicate the number of pages; the solid dot shows what page is displayed.*

(C) Tap SD Card > Edit > Format.

(D) Tap OK to confirm formatting of the card.

⚠ Warning - all data on the SD card will be erased!

(E) Tap  to return to the Home screen.

6. Create a project.

(A) Tap .

(B) Tap Project > New.



(C) Tap Name to customize the name of the new project.

① *If no custom name is provided, the MixPre-10M creates new projects with unique names, such as Song 1, Song 2, etc. by default.*

(D) Tap Sample Rate to select from available rates.

(E) Tap Create.

7. Configure an input.

(A) Press the Channel knob associated with the track onto which you want to record. For example, press knob 1 to record on track 1.

The Channel screen appears.



(B) Tap Input and use the HP encoder to select a source for the track. Options include: Mic, Line, Aux In, and USB In.

(C) Select Phantom if your microphone, DI or other device requires +48v phantom power to operate.

(D) Tap Back to return to Channel screen.

(E) Tap Arm to arm the track for recording. The circle on the button appears red when track is armed.

(F) To hear the input as you adjust gain, first turn the Channel knob until

fader setting is 0dB. Then, tap Gain (on Channel screen) and turn the HP encoder to adjust input sensitivity for the source.

If possible, adjust with signal coming in at the intended level and observe the LED ring around the Channel knob. Aim for the LED ring to remain green for the majority of the time. If unsure where to start, set the gain to 35dB for mic sources, 10dB for line sources, and make adjustments as needed.

① *The Gain adjustment will time out after five seconds.*

(G) Tap the Dots icon to access “page” 2 of settings, such as Pan, Reverb, Air, etc. Set any/all of them as desired.

(H) Enable Linking if your source is a stereo instrument such as a keyboard, drum machine, or computer output.

(I) Tap  to return to the Home screen.

8. Set up metronome.

(A) Tap .

(B) Page through submenu and tap Metronome. You will hear a preview of the metronome in headphones while in this sub-menu.

(C) Make adjustments to the volume and to fit your intended time signature and tempo.

(D) Tap Count-in to select how many measures the metronome will count at the beginning before recording begins.

(E) On page 2 of the Metronome sub-menu, tap On During... to determine when you'll hear the metronome. Options include: Count-in, Record, or Play.

(F) Tap . The metronome preview will stop.

(G) Tap  to access the Music Control menu. Then tap  to activate the metronome. The Metronome icon will illuminate orange when active.

① *The metronome will only start when the MixPre enters record and/or play according to the On During... settings previously configured.*

9. From the Home screen, ensure the track number you intend to record is red, indicating it is armed and ready to record. You should also see input levels on the meter view.

10. Push the Transport control (joystick) up toward the REC position to record and play music!

11. Press in the joystick once to stop recording. Press it again (twice) to return to the beginning of the recording.

12. Push the joystick down toward the PLAY symbol to playback the recording. During playback, you can change the track Level, Reverb, Air, Pan, Solo,

and Mute settings.

① *You can only use Air on one track at a time.*

13. (Optional) Should you want to scrap the recording and try again, tap  and then tap History. Using the HP encoder, rotate to highlight and select Restart Song.
14. To lay another track over the just-recorded track, configure an input and proceed from there. See step 7. *Configure an input.*
15. After laying down all of your tracks, play your song and adjust track mix levels, pans, reverb, air, etc.
16. When you have a mix that you like, you can easily share your file by using the Render feature.
 - (A) Tap  and then tap Render.
 - (B) Select the format you want to use to render (export) the file. Options include: Wav stereo, AAC stereo, or Wav All Isos.

This will perform a real-time render of your project. Feel free to dynamically adjust mix levels, pans, reverbs etc during the render process.
17. Most importantly, have fun creating music! No saving of the project need be done, since the MixPre automatically takes care of that for you.