



Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for RANE MPE 28. You'll find the answers to all your questions on the RANE MPE 28 in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

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QUICK START

Reading owners manuals is like eating vegetables—a nuisance which is necessary, at least according to your mother. It ensures longevity and proper operation of your systems but chocolate soda is more fun. In the event you want to find a short-cut we provide this section to help you avoid the spinach. At least read this and save the rest for later. And remember—clean your plate, people are starving somewhere.

Upon initial power-up, you should see the words "RANE MPE 28... X.X" (the current revision level) scroll by in the SYSTEM display window. Then the SYSTEM display indicates the last memory location used before the power was turned off, and the green MEMORY indicator lights. The MPE 28 is now ready to use.

(The MPE 28 has two levels of security lockout. If you think your unit may be in either of these lockout modes, please consult the enclosed MPE Users Guide for further instructions.)

Two terms need to be learned early on. The first is Stored Memory. Stored Memory is any of the 128 locations provided for curves. The second is Working Memory. Working Memory is a scratch-pad location used for changing curves before you put them into Stored Memory. Working Memory is also what you hear.

The first few Stored Memory locations (programs 1 to 11) were preset at the factory. A table of these is in the MPE Users Guide Appendix. In the beginning these give you instant curves for experimenting. If you want a different curve, press the UP/DOWN buttons to scroll, or directly enter a Stored Memory number via buttons 0 through 9 (observe the red SYSTEM display). Please note that all Stored Memory numbers must be at least two digits; e.g., Stored Memory number 4 is entered as 04, etc. For direct access to Stored Memory locations above 99, push the 100 button, then the next two digits. For example, to recall Stored Memory 125, press 100, 2 and 5, and you will have arrived! Once the last digit is entered, the Stored Memory is instantly called up (what you see is what you hear).

Changing the overall level or equalizer curve requires the use of the EQ Edit mode. Push the EQ button (repeated operation cycles between the first half of the frequencies, the second half and neither) to select the frequencies you wish to modify. Now press LEVEL or the frequency button desired (the yellow LED lights). Next scroll the UP/DOWN buttons until the desired level shows on the green EQUALIZER display. When finished editing, push the STORE button once, enter a new Stored Memory number if needed, then push STORE again to place the new curve into the Stored Memory shown on the SYSTEM display. Presto facto, it's Miller time. See the enclosed MPE Users Guide for further details.

The MPE 28 presets can be recalled either by front panel or externally through MIDI. If you have a PC with a MIDI interface, Rane can supply you with a DOS graphic editor program just for asking (no charge). If you have a Mac, see the Galaxy Universal Librarian from Opcode Systems. Other software companies may have other librarians that will work. If you would like to change presets with external switches, check out the Rane RPS 4 Remote Program Selector.

CAUTION: NEVER CONNECT ANYTHING EXCEPT RANE MODELS RS 1, RA P 10 OR PFS 8 AC POWER SUPPLIES TO THE RED THING THAT LOOKS LIKE A TELEPHONE JACK ON THE REAR OF THE MPE 28. This is a low-voltage AC power input and requires some special attention if you use anything except an approved Rane power supply.

SYSTEM CONNECTION

When connecting the MPE 28 to other components in your system for the first time, leave the power supply for last. This will give you a chance to make mistakes and correct them before any damage is done to fragile components in the system.

INPUT. The input on the MPE 28 is balanced/unbalanced. This means that standard 1/4" connectors on the ends of any good quality cable will work well between your signal sources, signal processing and amplification. If balanced 1/4" input is your choice, use a Tip-Ring-Sleeve connector; wire the tip as hot (+), the ring as return (-), and the sleeve as signal ground. The MPE 28 also gives you the opportunity to use a 3-pin (XLR) input connector. Balanced operation through this input requires pin 2 be used as hot (+), pin 3 as return (-), and pin 1 as signal ground. Unbalanced sources

require that pin 1 be connected to pin 3 on the input connector only. Therefore, pin 2 is hot, pins 1 and 3 are signal ground.

OUTPUT. The MPE 28 offers a similar choice of output connector and the wiring is the same as far as polarity of pins is concerned. When hooking up an unbalanced Output using the 3-pin, disregard the italics in the preceding paragraph. DO NOT connect pin 3 to pin 1. Leave it open, please. Thank you.

You should be aware, also, that just because we indicate that a sleeve on a 1/4" or pin one on a 3-pin is used for grounding, it is not always wise to use it. Rane Note 110 (included with your unit) goes into the reasons and logic behind all of this madness. Please have a look at it to try to attain the best performance possible from your MPE 28.



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Manual abstract:

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The MPE 28 is now ready to use. (The MPE 28 has two levels of security lockout. If you think your unit may be in either of these lockout modes, please consult the enclosed MPE Users Guide for further instructions.) Two terms need to be learned early on. The first is Stored Memory.

Stored Memory is any of the 128 locations provided for curves. The second is Working Memory. Working Memory is a scratch-pad location used for changing curves before you put them into Stored Memory. Working Memory is also what you hear. The first few Stored Memory locations (programs 1 to 21) were preset at the factory.

A table of these is in the MPE Users Guide Appendix. In the beginning these give you instant curves for experimenting. If you want a different curve, press the UP/DOWN buttons to scroll, or directly enter a Stored Memory number via buttons 0 through 9 (observe the red SYSTEM display). Please note that all Stored Memory numbers must be at least two digits; e.g., Stored Memory number 4 is entered as 04, etc. @@@@ Push the EQ button (repeated operation cycles between the first half of the frequencies, the second half and neither) to select the frequencies you wish to modify. Now press LEVEL or the frequency button desired (the yellow LED lights). Next scroll the UP/DOWN buttons until the desired level shows on the green EQUALIZER display. @@ Presto facto, it's Miller time.

See the enclosed MPE Users Guide for further details. @@@@ If you have a Mac, see the Galaxy Universal Librarian from Opcode Systems. Other software companies may have other librarians that will work. If you would like to change presets with external switches, check out the Rane RPS 4 Remote Program Selector. CAUTION: NEVER CONNECT ANYTHING EXCEPT RANE MODELS RS 1, RAP 10 OR FRS 8 AC POWER SUPPLIES TO THE RED THING THAT LOOKS LIKE A TELEPHONE JACK ON THE REAR OF THE MPE 28. This is a low-voltage AC power input and requires some special attention if you use anything except an approved Rane power supply. SYSTEM CONNECTION When connecting the MPE 28 to other components in your system for the first time, leave the power supply for last. This will give you a chance to make mistakes and correct them before any damage is done to fragile components in the system. INPUT. The input on the MPE 28 is balanced/unbalanced.

This means that standard 1/4" connectors on the ends of any good quality cable will work well between your signal sources, signal processing and amplification. If balanced 1/4" input is your choice, use a Tip-Ring-Sleeve connector; wire the tip as hot (+), the ring as return (-), and the sleeve as signal ground. @@@@ Therefore, pin 2 is hot, pins 1 and 3 are signal ground. OUTPUT. @@@@ DO NOT connect pin 3 to pin 1.

Leave it open, please. Thank you. @@@@ Please have a look at it to try to attain the best performance possible from your MPE 28. FRONT PANEL DESCRIPTION 1. BYPASS.

Pressing this button toggles between Bypass and Active modes (LED on = BYPASS). 2. CURVE WEIGHT. The CURVE WEIGHT button weights curves; hammers let you hammer things and wrenches let you wrench things. See the MPE Users Guide for details on summing two curves together. 3. STORE.

Pressing this control transfers the contents of Working Memory into Stored Memory at a location selected by either the number keys or the UP/DOWN buttons. Pressing STORE once prompts the user for the Stored Memory location; pressing it again writes the information to Stored Memory. 4.

OL. Overload (OL) indicator. @@ 5. EQUALIZER Display. @@ The MPE 28 must be in the EQ Edit mode to activate this display. 6. EQ. @@ 7. LEVEL / EXPRESS. @@ When not in the EQ Edit mode, this button sets Expression parameters.

@@ Please see the MPE Users Guide for further information. 8. 31.5Hz / 800Hz / BANK. @@@@ 9.

40Hz / 1kHz / 100 / OCTAL A/B. @@@@ 10. 50Hz / 1.25kHz to 500Hz / 12.5kHz.

@@@@ To find out about their uses, please see the MPE Users Guide. 11. 630 / 16kHz / FUNCTION. @@@@ Again we must reference the MPE Users Guide for details. Sorry. 12. UP & DOWN. Used to increase or decrease parameters in all operating modes. 13. SYSTEM Display.

@@ 14. MEMORY. Used to enter the Normal Operating mode. A flashing LED indicates Working Memory differs from Stored Memory. @@@@ 15.

CHANNEL. @@ Flashing indicates MIDI OMNI mode is on. Change the MIDI Channel by using the UP/DOWN buttons, or number keys. Pressing this button again returns the unit to Normal Operating mode. 16.

MAP. @@ 3-Pin INPUT. Active balanced input: Pin 2 is (+), pin 3 is (-), pin 1 is signal ground, and the shell is chassis ground. For unbalanced use, connect pins 3 and 1 together and drive pin 2. 2.

1/4" INPUT. This is a tip-ring-sleeve (TRS) balanced input connector. Tip is (+), ring is (-), and sleeve is ground. For unbalanced operation, use either a TS or TRS plug. If using a TRS plug, connect the ring & sleeve together.

3. 3-Pin OUTPUT. Active balanced output: Pin 2 is (+), pin 3 is (-), pin 1 is signal ground, and the shell is chassis ground. 4. 1/4" OUTPUT. This is a tip-ring-sleeve (TRS) balanced output connector. Tip is (+), ring is (-), and sleeve is ground. For unbalanced operation, use a TRS plug; connect your hot lead to the tip, ground to the sleeve and leave the ring open. 5. MIDI IN.

This connector allows the MPE 28 to respond to external MIDI control. 6. MIDI OUT. This connector transmits MIDI Program Changes, etc., to the input of another MIDI device. 7. MIDI THRU. This output contains all the MIDI information exactly as it comes into the MIDI input. None of the controls on the MPE 28 have any effect on this output. Normally used for daisy-chaining purposes.

8. Remote Power Supply Input. USE ONLY A RANE MODEL RS 1, RAP 10, FRS 8 OR OTHER REMOTE AC POWER SUPPLY APPROVED BY RANE. The MPE 28 is supplied with a remote power supply suitable for connection to this input jack. Consult the factory for replacement or substitution.

9. GROUND LIFT Switch. @@ Typically, a system is quieter in the LIFT position. See CHASSIS GROUNDING note on last page for details. 10.

Chassis Ground Point. A 6-32 screw is used for chassis grounding purposes. @@@@ EDITING CURVES. @@@@ Next scroll the UP/DOWN buttons until the desired Level shows on the green EQUALIZER display. When finished editing, push the STORE button once. The number in the SYSTEM display starts blinking to remind you to select a location, or to use the current one. Enter a new number if needed, then push STORE again to place the new curve into the Stored Memory location shown.



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The MPE Users Guide should be consulted for further details. STORING CURVES. Any curve may be stored in any or all of the 128 memory locations.

Once stored, this location is referred to as the Stored Memory location. To begin the process, press STORE once. This causes the SYSTEM display to begin blinking the current Stored Memory location number. @@@@When the correct location is displayed, press STORE again. @@COMPARING CURVES. A most useful feature is the ability to compare the changes you have just made with what is in the Stored Memory location. The MPE 28 makes this easy by using the MEMORY button when in the EQ Edit mode. All changes to the Working Memo comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules, and similar requirements found in European specifications VDE 0871/0875. @@@@This ties signal ground to chassis ground.

If after hooking up your system it exhibits excessive hum or buzzing, there is an incompatibility in the grounding configuration between units.

Here are some things to try: 1. Try combinations of lifting grounds on units supplied with Ground Lift switches (or links). 2. Verify all chassis are tied to a good earth ground. 3.

Units with outboard power supplies do not ground the chassis through the line cord. Make sure these units are solidly grounded by tying the Chassis Ground Point to known earth ground (such as a power amplifier chassis). Use a star washer to guarantee proper contact. ©Rane Corporation 10802 47th Avenue West, Mukilteo WA 98275-5098 TEL(206) 355-6000 FAX(206) 347-7757 All features & specifications subject to change without notice. 520-259 MAY94 .



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