

Manual abstract:

Turn all the level control knobs fully to the left (minimum). These include the [GAIN] knobs (white), [LEVEL] knobs (white), and [STEREO LEVEL] knob (red). Set the equalizer knobs (green) to the center "D" position. Applying Effects The MG10XU features high-quality built-in signal processing effects that are in the same league as our famed SPX effect processor series. Applying effects (as described below) allows you to simulate the acoustics of different performance environments. Troubleshooting Power does not come on. FF Did you properly plug the power adaptor into an appropriate AC outlet? FF Did you firmly and securely connect the power plug? Owner's Manual Welcome Thank you for purchasing the Yamaha MG10XU/MG10 Mixing Console. Please read this manual thoroughly to get the most out of the product and ensure long-term, trouble-free use. After reading this manual, keep it readily available for future reference. • In this manual, " " is used to indicate contents unique to the MG10XU and " " is used to indicate contents unique to the MG10.

The contents are common if those logos are not indicated. • In this manual, all panel illustrations show the MG10XU panel, unless otherwise specified. • The illustrations as shown in this manual are for instructional purposes only, and may appear somewhat different from those on your device. • Steinberg and Cubase are registered trademarks of Steinberg Media Technologies GmbH. @@@@FF Are any connecting cables shorted or damaged? @@FF Are the [PAD] switches turned on (O)? Turn the switch off (N).

@@) FF Is the [STEREO MUTE] switch turned on (O)? (If the switch is turned on (O), the sound is not output from the [MONITOR OUT] jack/[PHONES] jack, since this mutes the sound of the stereo bus. 5 3 4 LEVEL 4 STEREO LEVEL 4 Sound is faint, distorted, or noisy. FF Are the [PEAK] LEDs lit? Lower the [GAIN] knobs of all relevant channels, or turn on (O) the [PAD] switches. FF Are the [GAIN] knobs and [LEVEL] knobs of all relevant channels, and the [STEREO LEVEL] knob set too high? Included Accessories • AC power adapter • Precautions: Please read this thoroughly before using the product.

Warranty information for Europe is also included in this leaflet.

• Technical Specifications (English only): Includes block diagram, dimensions, general specifications, and input/output characteristics. • Cubase AI Download Information (MG10XU only): Contains the access code necessary for downloading the Steinberg DAW software "Cubase AI." Visit the following Yamaha website for downloading and installing Cubase AI, and information on making necessary settings. http://www.yamahaproaudio.com/mg_xu/ • Owner's manual (this leaflet) 6 If you connect a device with high output level, such as a CD player or an electric keyboard, to one of the channels 1 to 4, turn on (O) the [PAD] switch of the corresponding channel*. *Channel: Location or path where sound is input. Channel 1 Turn the [PROGRAM] knob to select a desired effect program number from the effect program list. The currently selected effect program number flashes on the display. NOTE For details about the effect programs, refer to the "Effect Programs" list below.

FF Are the "PEAK" (red) lamps of the level meter lit? Set the [LEVEL] knobs of all relevant channels and the [STEREO LEVEL] knob to appropriate levels. FF Is the volume from the connected device too loud? Lower the volume of the connected device.) FF Is the [TO MON N/TO STO] switch set to [TO STO]? (If you set the switch to [TO STO] when you use the DAW software, a loop may be produced depending on the setting of DAW software, possibly resulting in feedback. When recording while listening to the sound via a computer, be sure to set the switch to [TO MON N]. 2 3 4 5 Press the [PROGRAM] knob to actually select it. The desired effect program is selected. Turn on (O) the [FX ON] switch. Set the [FX RTN LEVEL] knob to the "L" position. Turn the [FX] knob of the channel to which you want to apply the effect to adjust the effect amount. Quick Start Guide STEP 1 Connecting external devices, such as speakers, microphones and instruments 1 2 Make sure that all devices to be connected to the unit are turned off.

Connect speakers, microphones and instruments referring to the connection example below. PAD Channel number NOTE If you are using condenser microphones, turn on (O) the [PHANTOM +48V] switch. The sound of vocals and speech isn't clear enough. FF Turn on (O) the [HPF] switches. The sound becomes clearer.

FF Adjust the equalizer knobs (example: lower the [LOW] knobs, raise the [HIGH] knobs). No effect is applied () Connection Example Top Panel Microphones Microphones Electric keyboard Electric acoustic guitar Footswitch (Yamaha FC5; MG10XU only) Powered monitor speaker Powered speaker Headphones 7 8 Make sure that the volume of a powered speaker or amplifier is set to the minimum. Turn on the power to the connected devices in the following order: (microphone), [/I] (this unit) turning the power off. Effect Programs No. Program Parameter Reverb Time Room Size Description Reverb simulating a large space such as a concert hall.

1 REV HALL 1 2 REV HALL 2 3 REV ROOM 1 4 REV ROOM 2 FF Did you turn on (O) the [FX ON] switch? FF Did you set the [FX RTN LEVEL] knob to an appropriate level? FF Are the [LEVEL] knobs and [FX] knobs of all relevant channels raised enough? (instrument), (speakers). (audio device) NOTICE Follow this order to prevent any loud, unexpected noise from the speakers. Reverse the order when Reverb simulating the acoustics of a small space (room). 9 Mounting to a Microphone Stand The unit can be mounted onto a microphone stand as illustrated at right, by using the optionally available Yamaha BMS-10A microphone stand adaptor. For instructions on mounting, refer to the BMS-10A Owner's Manual. Set the [STEREO LEVEL] knob to the "L" position. 5 REV STAGE 1 6 REV STAGE 2 Reverb simulating a large stage. Simulation of a metal-plate reverb unit, producing a more hard-edged reverberation. A short reverb that is ideal for use with a drum kit. An effect which isolates only the early reflection components from reverberation, creating a 'flashier' effect than conventional reverb.

@@@An effect which repeats the same sound only once. Shortening the delay time produces a doubling effect. Feedback delay adding multiple delayed signals. Echo designed for conventional vocals. Echo designed for karaoke (sing-along) applications. Cyclically changes the phase to add modulation to the sound.

@@@Multiplies the sound for thicker texture. An effect which cyclically modulates the volume. A wah-wah effect with cyclical filter modulation.

@@Recreates the lo-fi sound of an AM radio.

The [PARAMETER] knob adjusts the frequency band to be emphasized.



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