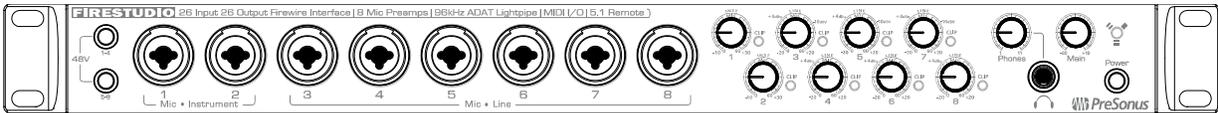


FIRESTUDIO

26 I/O 24-bit/96 kHz Recording Interface



User's Manual
Version 3.0



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PRESONUS LIMITED WARRANTY

PreSonus Audio Electronics Inc. warrants this product to be free of defects in material and workmanship for a period of one year from the date of original retail purchase. This warranty is enforceable only by the original retail purchaser. To be protected by this warranty, the purchaser must complete and return the enclosed warranty card within 14 days of purchase. During the warranty period, PreSonus shall, at its sole and absolute option, repair or replace, free of charge, any product that proves to be defective on inspection by PreSonus or its **authorized service representative**. To obtain warranty service, the purchaser must first call or write PreSonus at the address and telephone number printed below to obtain a Return Authorization Number and instructions about where to return the unit for service. All inquiries must be accompanied by a description of the problem. All authorized returns must be sent to the PreSonus repair facility postage prepaid, insured, and properly packaged. PreSonus reserves the right to update any unit returned for repair. PreSonus reserves the right to change or improve the design of the product at any time without prior notice. This warranty does not cover claims for damage due to abuse, neglect, alteration, or attempted repair by unauthorized personnel and is limited to failures arising during normal use that are due to defects in material or workmanship in the product. Any implied warranties, including implied warranties of merchantability and fitness for a particular purpose, are limited in duration to the length of this limited warranty. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you. In no event will PreSonus be liable for incidental, consequential, or other damages resulting from the breach of any express or implied warranty, including, among other things, damage to property, damage based on inconvenience or on loss of use of the product, and, to the extent permitted by law, damages for personal injury. Some states do not allow the exclusion of limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which vary from state to state. This warranty only applies to products sold and used in the United States of America. For warranty information in all other countries please refer to your local distributor.

PreSonus Audio Electronics, Inc.
7257 Florida Blvd.
Baton Rouge, LA 70806
www.PreSonus.com



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SAFE OPERATION GUIDELINES

To avoid damage to your FireStudio and your other audio equipment please review and adhere to the following safety guidelines:

- ❖ Follow the safety guidelines in the manual.
- ❖ Do not drop your FireStudio.
- ❖ Do not install the unit near a heat source (radiators, heat registers, amplifier heat sinks, etc.).
- ❖ Do not expose your FireStudio to liquids. Do not place containers filled with liquids near your FireStudio.
- ❖ Do not allow dust particles to collect in excess on your FireStudio. Keeping the unit covered when not in use is highly recommended and will extend the life of your product.
- ❖ Protect the power supply and its cord from being walked on, wheeled over, or pinched. If the power supply becomes damaged, purchase a new one.
- ❖ Unplug your FireStudio when not in use for long periods of time and during electrical storms, hurricanes, tornadoes, and other extreme weather.
- ❖ Use only the attachments/accessories recommended or manufactured by PreSonus for your FireStudio.
- ❖ All domestic PreSonus products should be serviced at the PreSonus factory in Baton Rouge, Louisiana. If your FireStudio requires a repair, contact techsupport@presonus.com to arrange for a return-authorization number. Customers outside the U.S. should contact their local distributor. Your distributor's contact information is available at www.presonus.com

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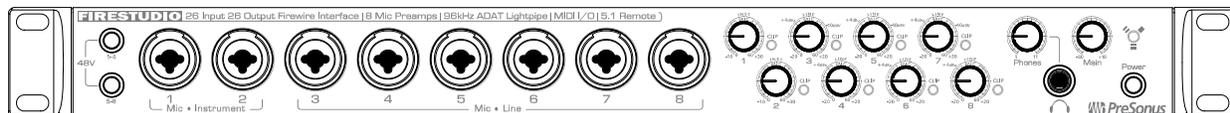
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OVERVIEW

1.1 INTRODUCTION



Thank you for purchasing the PreSonus FireStudio. PreSonus Audio Electronics has designed the FireStudio utilizing high-grade components to ensure optimum performance that will last a lifetime. The FireStudio is equipped for professional-quality computer recording, with 24-bit, 96 kHz converters; 8 PreSonus XMAX microphone preamplifiers; Dual SMUX, 96 kHz ADAT; BNC word clock; S/PDIF and MIDI I/O; Universal Control software; Studio One Artist music-production software; and the optional MSR Monitor Station Remote. All you need is a computer with a FireWire connection, a few microphones and cables, monitor speakers or headphones, and your instruments!

PreSonus Audio Electronics is committed to constant product improvement, and we value your suggestions highly. We encourage you to contact us at 225-216-7887 with questions or comments about your PreSonus FireStudio. We believe the best way to achieve our goal of constant product improvement is by listening to the real experts: our customers.

We suggest that you read this manual to familiarize yourself with the features, applications, and connection procedure for your FireStudio before connecting it to your computer.

Thank you, again, for buying our product. Enjoy your FireStudio!

OVERVIEW

1.2 FEATURES

The FireStudio is a powerful and affordable computer recording system. The FireStudio comes equipped with eight high-quality PreSonus XMAX microphone preamps, MIDI I/O, SPDIF, Dual SMUX 96k ADAT, BNC word clock and rock solid drivers, as well as a plethora of music recording and production software.

Summary of FireStudio features

- High-speed FireWire (IEEE 1394)
- 24-bit / 96 kHz sampling rate
- 26 simultaneous inputs and outputs
- 8 Class A XMAX microphone preamplifiers
- 2 Insert channels
- 8 Analog line inputs
- 2 Instrument inputs
- 16 Channels of ADAT optical I/O (8 channels via 96k dual S/MUX)
- 10 balanced TRS outputs
- S/PDIF and MIDI I/O
- JetPLL jitter control for improved imaging and clarity
- High performance A/D D/A converters
- OS X and Windows compatible
- MSR Monitor Station Remote (Optional)

The FireStudio includes PreSonus Studio One Artist recording software, which comes with over 4 GB of plug-ins, loops, and samples, giving you everything you need for music recording and production.

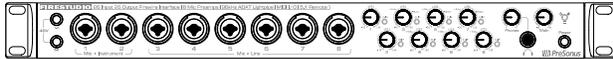
Summary of Studio One Artist features

- Unlimited track count
- Unlimited inserts and sends
- 20 high-quality native effects plug-ins
 - Amp Modeling (Ampire)
 - Delay (Beat Delay)
 - Distortion (Redlight Distortion)
 - Dynamic Processing (Channel Strip, Compressor, Limiter, Tricomp)
 - Equalizer (Channel Strip, Pro EQ)
 - Modulation (Autofilter, Chorus, Flanger, Phaser, X-Trem)
 - Reverbs (MixVerb, Room Reverb)
 - Utility (Binaural Pan, Mixtool, Phase Meter, Spectrum Meter, Tuner)
- Over 4 GB of loops, samples, and instruments, featuring:
 - Presence: Virtual Sample Player
 - Impact: Virtual Drum Machine
 - SampleOne: Virtual Sampler
 - Mojito: Virtual Analog-Modeled Subtractive Synthesizer
- Innovative and intuitive MIDI mapping
- Powerful drag-and-drop functionality for faster workflow
- OS X and Windows compatible

OVERVIEW

1.3 WHAT IS IN THE BOX

Your FireStudio package contains the following:



- FireStudio recording interface



- 6-foot, 6-pin-to-6-pin FireWire cable



- Power supply



- Software installation discs:
 - PreSonus FireStudio Universal driver installer
 - Studio One Artist installation DVD



- PreSonus warranty card

OVERVIEW

1.4 SYSTEM REQUIREMENTS

Here are the computer-system requirements for FireStudio and Studio One Artist.

- Macintosh
 - Operating Systems:
 - Mac OS X 10.4.11 or Mac OS X 10.5.2 or higher
 - Hardware:
 - Minimum:
 - PowerPC G4 1.25 GHz or Intel Core Solo 1.5 GHz processor
 - 1 GB RAM
 - DVD drive
 - Recommended:
 - PowerPC G5 or better or Intel Core Duo or Intel Xeon processor or better
 - 2 GB or more RAM
 - DVD drive

- Windows PC
 - Operating Systems:
 - Windows XP or Vista
 - Hardware:
 - Minimum:
 - Intel Pentium 4 1.6 GHz processor or AMD Athlon 64 (Turion)
 - 1 GB RAM
 - DVD drive
 - Recommended:
 - Intel Pentium 4 2.8 GHz EM64T or better or AMD Athlon 64 3000+ or better
 - 2 GB or more RAM
 - DVD drive

NOTE: The speed of your processor, amount of RAM, and size and speed of your hard drives will greatly affect the overall performance of your recording system. A more powerful system (faster processor with more RAM) allows for lower latency (signal delay) and better overall performance.

GETTING STARTED

2.1 HARDWARE INSTALLATION

This installer and driver can be used for any interface in the FireStudio family line (FireStudio, FireStudio Lightpipe, FireStudio Tube, FireStudio Project, FireStudio Mobile and StudioLive 16.4.2). For more information on the Universal Control application and multiple interface integration, please review Sections 3.1 and 4.1.

2.1.1 Installation in Microsoft Windows

After you insert the installation CD into your CD or DVD drive, the FireStudio installer will take you through each step of the installation process. Please read each message carefully, ensuring especially that you do not connect your FireStudio until the installer has finished and you have rebooted your computer.

The FireStudio Installer was designed to be as simple and easy to follow as possible. Please read each message carefully to ensure that the FireStudio driver is properly installed.

Before continuing the FireStudio Installation Setup, please close all applications and disconnect your FireStudio from your computer. If you see any Windows Security alerts, click "Install this driver software anyway" (Vista) or "Continue anyway" (XP).

At the end of the installation, you will be prompted to reboot your computer to complete the installation. Click "Finish" to automatically restart your PC. Once your computer has rebooted, connect the FireStudio. When the Found New Hardware wizard launches, follow the recommended steps. When the sync light remains solid blue, your FireStudio is synced to your computer and is ready to use!

2.1.2 Installation in Mac OS X

After inserting the installation CD into your disc drive, browse the disc and run the FireStudio installer, which will take you through each step of the installation process. Please read each message carefully, ensuring especially that you do not connect your FireStudio until the installer has finished and you have rebooted your computer.

To begin installing the FireStudio driver on your Mac, double click on the FireStudio logo. The FireStudio installer requires that your user password be entered as a security measure. Once you have entered your password, click "OK" to proceed with the rest of the installation.

When the Installer has finished, connect your FireStudio to your computer with a FireWire cable. Once the sync light is solid blue, your FireStudio is ready to use.

GETTING STARTED

2.2 STUDIO ONE ARTIST

Every PreSonus interface comes complete with Studio One Artist recording software. Whether you are about to record your first album or your 50th, Studio One Artist provides you with all the tools necessary to capture and mix a great performance. As a valued PreSonus customer, you are also eligible for an upgrade discount for Studio One Pro when you are ready to master your work, create a digital version for the Web, or incorporate third-party VST plug-ins into your recording process. For more details on the Studio One Pro upgrade program for PreSonus customers, please visit www.presonus.com.

2.2.1 Installation and Authorization

Once you have installed the FireStudio drivers and connected your FireStudio, you can use the PreSonus Studio One Artist music-production software included with your FireStudio to begin recording, mixing, and producing your music. To install Studio One Artist, insert your installation disc into your computer's DVD drive. Follow the onscreen instructions to complete the installation process.

	<p>Installing Studio One Artist</p> <p>To Install Studio One Artist, insert your Studio One Artist installation DVD into your computer's DVD drive.</p> <p>PC Users: Launch the Studio One Artist installer and follow the onscreen instructions.</p> <p>Mac Users: Simply drag the Studio One Artist application into the Applications folder on your Macintosh HD.</p>
	<p>Create a User Account</p> <p>After installing Studio One Artist, launch the program, and the Activate Studio One menu will appear. If you are a new Studio One user, you will need to create a user account. Follow the Create Account link if your computer is connected to the Internet. Once you have created your account, continue to Activating Studio One Artist Online.</p> <p>If your computer is not connected to the Internet, visit the Studio One product page at www.presonus.com on an Internet-connected computer to create your account. After you have created your account, skip to Activating Studio One Artist Offline.</p>
	<p>Activating Studio One Artist Online</p> <p>Now that you have created a user account, you can activate your copy of Studio One Artist. Launch Studio One Artist, and the Activate Studio One menu will appear.</p> <p>Click on the Activate Online link and enter your previously created account Username, Password, and the Product Key you received with the Studio One Artist installation disc. Click on the Activate button to finish the activation process.</p>

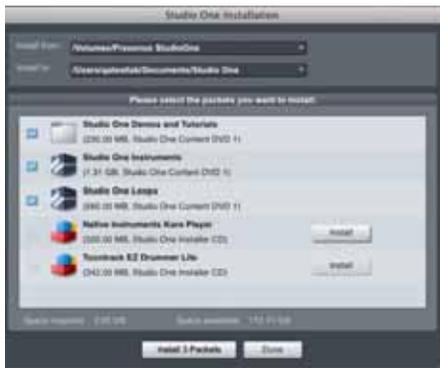
GETTING STARTED



Activating Studio One Artist Offline

Once you have created a user account, launch Studio One Artist. From the Activate Studio One Menu, click on the Activate Offline link. Follow the instructions to log in to your previously created user account, register the product, and obtain a license file.

Next, copy the license file to the computer on which Studio One has been installed, and locate the license file as instructed in the Activate Studio One menu. The activation process is now complete.



Installing Bundled Content for Studio One Artist

Studio One Artist comes bundled with an array of demo and tutorial material, sampled instruments, loops, samples, and unique third-party content. The Studio One Artist bundle includes all that you need to begin producing music.

Upon completing the Studio One Artist installation and activation process, the Studio One Content Installer will appear. If it does not appear, navigate to Help/Studio One Installation.

At the top of the installation menu, select the source from which the content will be installed, as well as the location where you wish to install the content. The source of the content will be the same DVD from which you installed Studio One Artist. By default, Studio One Artist will point to your DVD drive as the content source. Listed in the installation menu are separate entries for each available item. Click in the checkbox next to each item you wish to install, then click on the Install Packages button at the bottom left of the menu to install the selected content.

When finished installing content, click on the Done button to exit the menu.

Studio One Artist content can be installed at any time by accessing the Help/Studio One Installation menu. If you choose not to install any portion of the content, you can install it at a later time.

2.2.2 Enabling the FireStudio Driver

Studio One Pro and Studio One Artist are designed with PreSonus interfaces in mind. Your FireStudio is already integrated into Studio One Artist, so setup is quick and easy. When Studio One Artist is launched, by default you will be taken to the Start page. On this page, you will find document-management and device-configuration controls, as well as a customizable artist profile, a news feed, and links to demos and tutorials from PreSonus. If you have an Internet connection on your computer, these links will be updated as new tutorials become available on the PreSonus Web site.

Complete information on all aspects of Studio One Artist is available in the Reference Manual PDF located on the Studio One Artist Installation disc. The information in this manual covers only the most basic aspects of Studio One Artist and is intended to get you set up and recording as quickly as possible.

GETTING STARTED

<ul style="list-style-type: none">• Start Page: Setup Area 	<p>Shows Active Audio Driver and Sample Rate and Provides Quick Links to Configure Audio and MIDI</p> <p>In the middle of the Start page, you will see the Setup area. Studio One Artist automatically scans your system for all available drivers and selects a driver. By default, it will choose a PreSonus driver if one is available.</p>
 	<p>Selecting a Different Audio Driver From the Start Page</p> <p>If you do not see "PreSonus FireStudio" on the Start page when you launch Studio One, click on the Configure Audio Devices link in the Setup area to open the Audio Setup Options window.</p> <p>In the Audio Device menu, select "PreSonus FireStudio." Click the Apply button and then OK.</p>

After you have verified that the PreSonus FireStudio driver has been detected, please continue to Section 2.2.3 to set up your external MIDI devices. If you do not have any MIDI devices to connect at this time, please skip to Section 2.2.4.

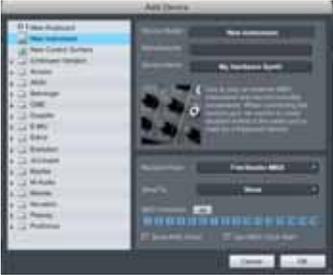
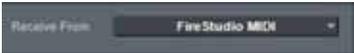
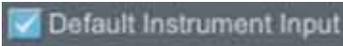
2.2.3 Configuring your MIDI devices

From the External Devices window in Studio One Artist, you can configure your MIDI keyboard controller, sound modules, and control surfaces. This section will take you through setting up your MIDI keyboard controller and sound module with the FireStudio. Please consult the Reference Manual located on your Studio One Artist installation DVD for complete setup instructions for other MIDI devices.

Setting up an external MIDI keyboard controller from the Start page.

A MIDI keyboard controller is a hardware device that is generally used for playing and controlling other MIDI devices, virtual instruments, and software parameters. In Studio One Artist, these devices are referred to as Keyboards, and they must be configured before they are available for use. In some cases, your MIDI keyboard controller is also used as a tone generator. Studio One Artist views the two functions of these types of hardware as two different devices: a MIDI keyboard controller and a sound module. The MIDI controls (keyboard, knobs, faders, etc.) will be set up as a Keyboard. The sound module will be set up as an Instrument.

GETTING STARTED

	<p>1) From the Setup area in the Start page, you can also set up your external MIDI devices. Before we set up a new Song for recording, let's take a moment to configure external devices. Connect the MIDI Out of your external MIDI controller to the MIDI In of your FireStudio.</p>
	<p>2) Click on the Configure External Devices link in the Setup area on the Start page to launch the External Devices window.</p> <p>Click the Add button.</p>
	<p>3) The Add Device window will launch.</p> <p>From the menu on the left, select "New Keyboard." At this point, you can customize the name of your keyboard by entering the manufacturer and device names.</p> <p>Specify which MIDI channels will be used to communicate with this keyboard. For most purposes, you should select all MIDI channels. If you are unsure of which MIDI channels to select, we suggest you select all 16.</p>
	<p>4) In the Receive From drop-down menu, select the MIDI interface input from which Studio One Artist will receive MIDI data. In this case, choose "FireStudio MIDI."</p> <p>In the Send To drop-down menu, select the MIDI interface output from which Studio One Artist will send MIDI data to your keyboard (also labeled "FireStudio MIDI"). If your keyboard controller does not need to receive MIDI data from Studio One (say, for moving motorized faders and the like), you can leave this unselected. If your keyboard does need to receive MIDI data, you must connect a MIDI cable from the MIDI output of the MIDI breakout cable to the MIDI input of the keyboard.</p>
	<p>5) If this is the only keyboard that you will use to control the virtual instruments and your external synthesizers in Studio One Artist, you should check the box next to Default Instrument Input. This will automatically assign your keyboard to control all MIDI devices in Studio One Artist.</p> <p>Click OK.</p> <p>If you have a sound module you'd like to connect, leave the External Devices window open and proceed to the next part of this section. If not, you can close this window and skip to Section 2.1.4.</p>

Setting up an external MIDI sound module from the Start page:

GETTING STARTED

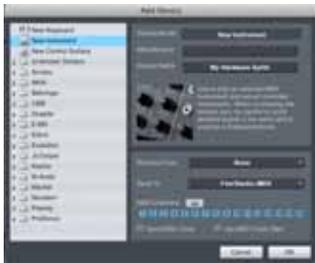
MIDI instrument controllers (keyboards, MIDI guitars, etc.) send musical information in the form of MIDI data to tone modules, which respond by generating sound, as instructed. Tone modules can be standalone sound devices or can be integrated into a controller, as with a keyboard synthesizer. Studio One Artist refers to all tone generators as Instruments. Once you have set up your MIDI keyboard controller, take a moment to configure your sound module.



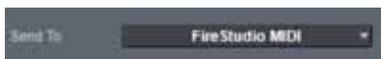
- 1) Connect the MIDI In of your external sound module to the MIDI Out of with your FireStudio.



- 2) In the External Devices window, click the Add button.



- 3) The Add Device window will launch.
From the menu on the left, select "New Instrument." At this point, you can customize the name of your sound module by entering the manufacturer and device names.
Specify which MIDI channels will be used to communicate with this keyboard. For most purposes, you should select all MIDI channels. If you are unsure of which MIDI channels to select, we suggest you select all 16.

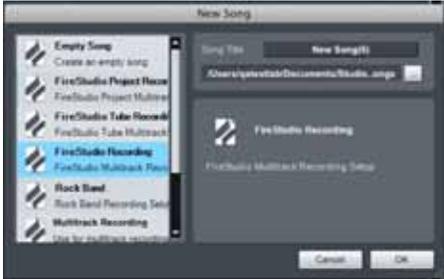
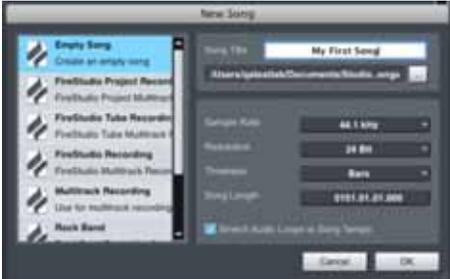
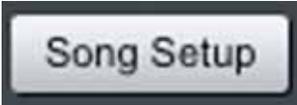


- 4) In the Send To drop-down menu, select the MIDI-interface output from which Studio One Artist will send MIDI data to your sound module, in this case, choose "FireStudio MIDI."
In the Receive From drop-down menu, select the MIDI-interface output from which Studio One Artist will receive MIDI data from your sound module (also labeled "FireStudio MIDI"). In most cases, your sound module will not need to send information to Studio One, so you can leave this unspecified.
Click OK and close the External Devices window. You are now ready to start recording in Studio One Artist. Sections 2.2.4 through 2.2.6 will go over how to set up a Song and will discuss some general workflow tips for navigating through the Studio One Artist environment.

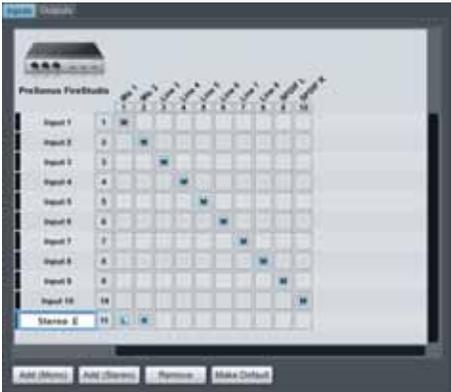
GETTING STARTED

2.2.4 Configuring Audio I/O

Now that you've configured your MIDI devices, let's create a new Song and set up your default Audio I/O.

	<p>1) From the Start page, select "Create a new Song."</p>
	<p>2) In the browser window, name your Song and choose the directory in which you'd like it saved. You'll notice a list of templates on the left. The FireStudio template will create a Song with a track for each of the available inputs. Every track is armed for recording, and no further setup is required. Simply select this template and click "OK."</p> <p>The rest of this section will guide you through creating a Song from an empty session.</p>
	<p>3) To begin a new Song, select "Empty Song" from the Templates list. At this point, you should give your Song a name and select your preferred sample rate and bit depth. You can also determine the length of your Song and the type of time format you would like to use (Notation Bars, Seconds, Samples, or Frames). Click the OK button when you are finished.</p> <p>If you plan on importing loops into your Song, you may want to select "Stretch Audio Loops to Song Tempo" so that any loop of a known BPM (like those in the included content library) will import at the correct tempo.</p>
	<p>4) When the Song window launches, launch the Audio Setup window by going to File Options... (PC) or Studio One Preferences (Mac), and click on the Audio Setup button.</p>
	<p>5) Click on the Song Setup button to open the Song Setup window, then click on the on the Audio I/O Setup icon.</p>

GETTING STARTED



- 6) Click on the Inputs tab in the Audio I/O Setup window, and you will see all of the available inputs on your FireStudio. At this time, you can add the number and type of inputs you plan to use. We recommend that you create a mono input for each of the 26 inputs on your FireStudio. If you plan on recording in stereo, you should also create a stereo bus and assign it to the appropriate set of inputs. You can remove any bus by simply selecting it and clicking the remove button. To customize the name of your buses, double-click on the default name to open a text box. When you have finished typing, hit Enter.

If you would like the same inputs to be available every time you launch Studio One Artist, click the "Make Default" button.



- 7) Click on the Outputs tab, and you will see all of the available outputs on your FireStudio. At this time, you can add the number of output buses to which you would like to have access and can give them custom names.

In the lower right corner, you will see the Audition select menu. This allows you to choose the output from which you will audition audio files prior to importing them into Studio One Artist. In general, you will want this to be the Main Out bus.

If you would like this output configuration available every time you launch Studio One Artist, click the Make Default button.

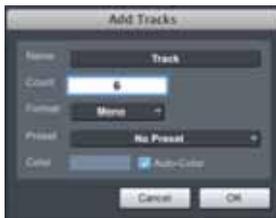
2.2.5 Creating a Song

Now that you've configured your MIDI and Audio I/O and created a new Song, let's go through some of the basics of Studio One Artist so you can start recording!

Creating Audio Tracks

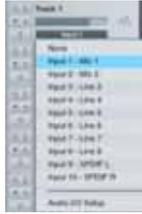


In the upper left corner of the Arrange window, you will notice several buttons. The middle button is the Add Tracks button. Click this button to bring up the Add Tracks window.



In the Add Tracks window, you can select the number and type of Tracks you'd like to create (Mono Audio, Stereo Audio, Instrument, or Automation) and can customize the name and the color.

GETTING STARTED



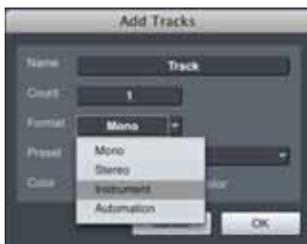
Once you have added your Tracks, you can assign the input by simply clicking on the input to which a Track is currently assigned. This will bring up your inputs list. You can also access the Audio I/O Setup from here.

If you would like to add a Track for each of the available inputs and have the routing automatically assigned, simply go to Track | Add Tracks for All Inputs.

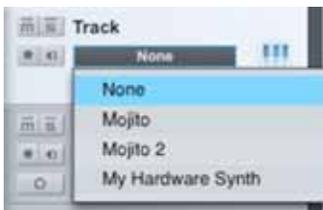
To begin recording, create an audio track, assign it to Input 1, and connect a microphone or instrument to Channel 1 on the front panel of the FireStudio. Select the record enable (⏺) and monitor (🔊) on your track in Studio One Artist. Turn up the Channel 1 gain knob on the front panel of the FireStudio while speaking/singing into the microphone or playing your instrument. You should see the input meter in Studio One Artist react to the input. Adjust the gain so the input level is near its maximum **without clipping**.

Connect a set of headphones to the FireStudio headphone output. You may also wish to connect monitors to the FireStudio's Main Outs. You are now ready to record. For complete instructions, please consult the Studio One *Reference Manual*, which is located on your Studio One Artist Installation DVD.

Creating MIDI Tracks



Click on the Add Tracks button. When the Add Tracks window launches, select Instrument as the Track Format and click the OK button.



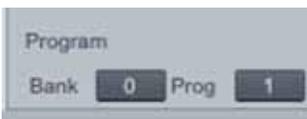
To assign your MIDI input, click on the MIDI Inputs list and select your external sound module.

If you have added Virtual Inputs to your session, you will also see them as available inputs.

If you selected your MIDI keyboard controller as the default keyboard, it will already be selected. If not, choose your MIDI controller from Output menu directly below.



To the left of the Add Track button, you will find the Inspector button. Click it to display more parameters for the selected track.



At the bottom of the Inspector menu, you will see your Bank and Program selections. From here, you can remotely change the patch on your sound module.

GETTING STARTED

Please Note: MIDI data does not contain audio signals. To hear your sound module, you must connect the audio output of the sound module to a FireStudio audio input, then connect the FireStudio's audio outputs to a sound system. (You also can listen on headphones, using the FireStudio's headphone output.) When you are ready to mix your Song, you must convert the recorded MIDI data to an audio waveform by recording a new audio track.

Adding Virtual Instruments and Plug-in Effects to your Song

You can add plug-ins and Instruments to your Song by dragging-and-dropping from the browser. You can also drag an effect or group of effects from one channel to another, drag in customized effects chains, and instantly load your favorite virtual-instrument patch without ever scrolling through a menu.

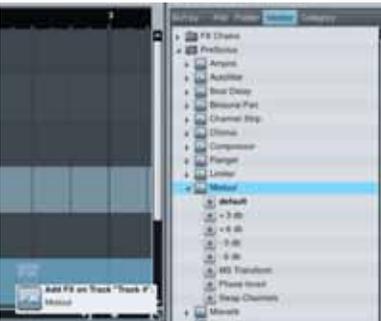


In the lower right corner of the Arrange window are three buttons. The Edit button opens or closes the Audio editor or the MIDI piano-roll editor, depending on what type of track is selected. The Mix button opens and closes the mixer window.

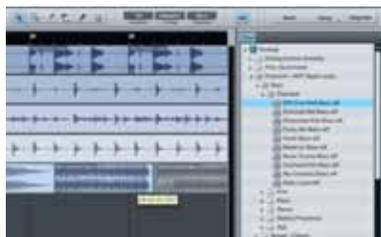
The Browse button opens the Browser window, which displays all of the available virtual instruments, plug-in effects, audio files, and MIDI files, as well as the pool of audio files loaded into the current session.



To add a virtual instrument to your session, click the Browse and Instrument buttons to open the Instrument Browser. Select the instrument or one of its patches from the Instrument Browser and drag it into the Arrange view. Studio One Artist will automatically create a new track and load the Instrument as the input.



To add a plug-in effect to a track, click the Effects button and select it or one of its presets in the Effects Browser, then drag it over the track to which you would like to add it.



Audio and MIDI files can also be quickly located, auditioned, and imported into your Song by dragging them from the File Browser into the Arrange view. If you drag the file to an empty space, a new track will be created with that file placed at the position to which you dragged it. If you drag the file to an existing track, the file will be placed as a new part on the track.

GETTING STARTED

2.2.6 Cue Mix and the FireStudio

In Studio One, it is possible to quickly and easily create multiple cue mixes. A cue mix is separate from the main mix and is usually provided to musicians for monitoring purposes during recording.

For instance, when recording vocals, the engineer and vocalist will probably want to hear different mixes. Most vocalists want to hear more of their vocals in the mix, possibly with some reverb to make it sound natural, while the engineer might focus on how the performance balances with the rest of the mix. Together, Studio One and a FireStudio make this simple.

	<p>1) You can create a cue mix and send it to any of 18 outputs on your FireStudio (General Purpose, ADAT 1 out, and S/PDIF). You simply need to create an output bus and enable Cue Mix. To begin, create a new Song, open the Song Song Setup. Click on the Audio I/O Setup icon, switch to the Outputs tab, and add a new Stereo Output channel.</p>
	<p>2) Specify that this output is a cue-mix output by clicking on the channel's Cue Mix checkbox. You can create a cue mix for any or all of your audio interface's available stereo outputs. You can customize each Cue Mix name by double-clicking on the default name.</p>

When you are finished, click "Apply" and then "OK" to exit.

The Cue Mix Object



Once you have created a Cue Mix output, you will notice a special Send object in the channels of the Console. This Send object is called a Cue Mix object. In the Small Console view, Cue Mix objects appear in the far left column of the extended channel. In the Large Console view, Cue Mix objects appear below the Send device rack on each channel.

▪ Activate Button



Sends a Channel to the Cue Mix

To completely remove any channel from a cue mix, simply deactivate the Cue Mix object for that channel.

GETTING STARTED

<ul style="list-style-type: none">▪ <u>Horizontal Level Fader</u> 	<p>Sets the Volume of the Channel for the Cue Mix</p> <p>By default this level will be identical to the level set on the channel's fader. Once you move the Cue Mix level fader, the volume of that channel in the Cue Mix will be independent of the main mix or any other Cue Mix in the session.</p>
<ul style="list-style-type: none">▪ <u>Horizontal Pan Fader</u> 	<p>Sets the Pan Position of the Channel for the Cue Mix</p> <p>By default, the pan position will be identical to the position set in the main mix. Once you change the pan position in the Cue Mix, the panning for that channel will be independent of the main mix or any other Cue Mix in the session.</p>
<ul style="list-style-type: none">▪ <u>Lock to Channel Button</u> 	<p>Locks the Volume and Panning in the Cue Mix Object to the Levels Set in the Main Mix</p> <p>By default, the Lock to Channel button is enabled, and level and pan values are locked to the Channel level and pan faders. This means that each cue mix will be identical to the main mix in the Console. Changing the level or panning in the main mix will change the level or panning in the cue mix. However, changing the level or panning in the Cue Mix object will unlock both settings, allowing independent control of level and panning for each channel in each cue mix. Thus, the level and panning for channels in a cue mix can be completely different from the related level and pan in the main mix. At any time, you can lock the cue-mix level and pan back to the channel settings by clicking on the Lock to Channel button.</p>
<ul style="list-style-type: none">▪ <u>Zero-Latency Switch</u> 	<p>Enables Zero-Latency Monitoring for FireStudio Inputs</p> <p>Cue mixes are normally used in a recording situation in which one or more live inputs need to be monitored. FireStudio interfaces feature internal hardware mixers that provide zero-latency monitoring via the device window in the Universal Control. While these mixers are easy to use, Studio One makes it even easier by allowing you to control the mixers from within the software. Using this feature only involves clicking just this one button.</p>

You will notice that the FireStudio Device Window remains active while Studio One Artist is open. Because of the powerful routing flexibility in the FireStudio Device window, FireStudio owners have the choice to use either the FireStudio Device window or Studio One Artist's Cue Mix feature to create their monitor mixes. Please note: once Studio One Artist launches, DAW streams 1 through 18 will be patched to Outputs 1 through 18 on the Outputs/Router tab. If you make any changes to the FireStudio Outputs/Router tab while Studio One Artist is open, and you want to use Cue Mix, you will need to repatch the DAW streams to their respective outputs. For more information on Universal Control and the FireStudio device window, please review Section 3.1. Because of FireWire streaming limitations, cue-mix zero-latency monitoring is not available when daisy-chaining multiple FireStudio-family interfaces.

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The Main Output as a Cue Mix

It is possible to designate the main output in Audio I/O Setup as a cue mix. This is helpful if you often record yourself require quick access to zero-latency monitoring for live inputs. When the main output is designated as a cue mix, a Zero Latency button will appear on any audio channel with an assigned audio input in the Console, below the Mute, Solo, Record, and Monitor buttons.

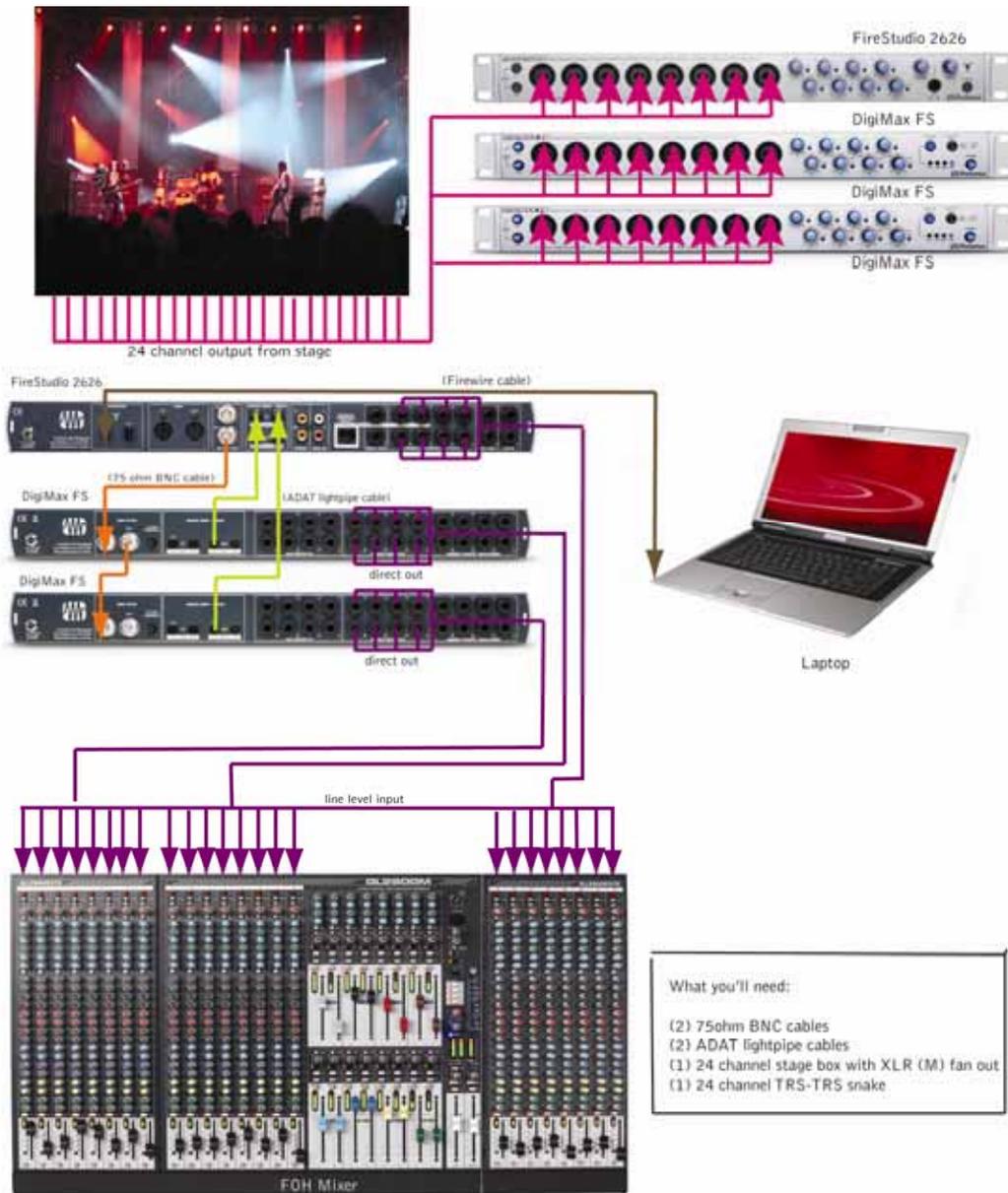
With the Zero Latency button and Monitor Enable both engaged, you will hear the live zero-latency input straight from your FireStudio (as opposed to through software). As such, you will no longer hear the effects of any inserts on the channel. However, you will still hear the result of any sends on the channel, as Bus and FX Channels will still output normally.

GETTING STARTED

2.3 SAMPLE HOOK UP DIAGRAMS

With the FireStudio, you can simultaneously record and play back up to 26 channels. Since it is loaded with eight preamplifiers, you can plug in eight microphones to the FireStudio. Using the ADAT optical and S/PDIF inputs, you can connect external A/D devices like the DigiMax FS. This makes recording extremely easy. All you need are microphones, cables, and monitor speakers.

2.3.1 Mobile Recording with the FireStudio and Two DigiMax FS



CONTROLS AND CONNECTIONS

3.1 UNIVERSAL CONTROL AND THE FIRESTUDIO



Like all members of the FireStudio family of interfaces, the FireStudio is compatible with Universal Control. Universal Control is a powerful, flexible, and easy to use control-panel application that enables you to create 9 mixes from your input and output signals and lets you patch any input or playback stream to the first 18 of your FireStudio outputs. This application also allows you to daisy-chain FireStudio-family interfaces. The FireStudio can be connected to up to 3 other FireStudio-family devices, creating a system with a maximum of 52 inputs and outputs.

Universal Control consists of the Launch window and the Device window. In the Launch window, you can set basic parameters such as sample rate, clock source, and buffer size. The Device window of the FireStudio is the FireStudio Mixer. The Mixer section of the Universal Control Panel was designed to look and feel like a hardware mixer, so most of the features may already be familiar to you. From this mixer, you can create a zero-latency mix for each output and can route playback streams from your host application.

3.1.1 Universal Control Application Icon



If you are using Microsoft Windows, once you have successfully installed your FireStudio, the Universal Control will be available from the Notification Area of your taskbar (typically at the bottom right corner of your screen, near the clock).

The Universal Control icon is red when your FireStudio is disconnected or not installed and blue when the FireStudio is connected and properly installed.

Open the Universal Control by double-clicking the blue Universal Control icon or by right-clicking the icon and selecting "Open PreSonus Universal Control."

Right-click the Universal Control icon and select "Quit" to exit the Universal Control application and remove it from your taskbar. The Universal Control application can also be accessed from the PreSonus folder in the Start Menu.

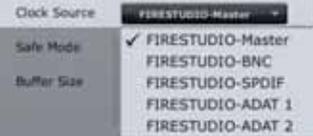
Mac OS X users will find the Universal Control application in the Applications folder. We recommend that you move it to your Dock for easy access.



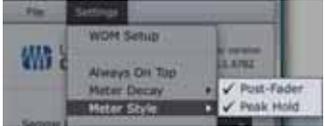
CONTROLS AND CONNECTIONS

3.1.2 Launch Window

From the Launch Window, you can set all the basic controls for your FireStudio.

<p>▪ <u>Sample Rate Selector</u></p> 	<p>Changes FireStudio Sample Rate</p> <p>You can set the sample rate to 44.1, 48, 88.2, or 96 kHz. A higher sample rate will increase the fidelity of the recording but will increase the file size and the amount of system resources necessary to process the audio.</p>
<p>▪ <u>Buffer Size Selector</u></p> 	<p>Changes the FireStudio Buffer Size (Windows PCs Only)</p> <p>You can set the buffer size from 64 to 4,096 samples. The buffer size determines the latency, which is the roundtrip time it takes audio data to be converted from analog to digital and back to analog. As a general rule, the higher the buffer size, the better the system performance, but the less playable virtual instruments become. In general, 512 samples (11 to 12 milliseconds) will provide you with a buffer that is large enough for optimum system performance, but small enough to be unobtrusive. You should set your buffer size and sample rate prior to launching your host application.</p> <p>On Macintosh, the buffer size is set from inside your host application.</p>
<p>▪ <u>Operation Mode</u></p> 	<p>Changes How the FireStudio Driver's Buffer Size is Set</p> <ul style="list-style-type: none">• Normal Mode. Input and Output buffers are both identical to the Buffer Size setting.• Safe Modes 1-3. Increases the Output buffer size for added stability.
<p>▪ <u>Clocksource</u></p> 	<p>Changes the Clock Source for the FireStudio</p> <p>The clock source setting will determine the port from which the FireStudio is receiving word-clock information. This keeps the FireStudio in sync with other digital devices. You can choose between Internal, BNC, S/PDIF, ADAT 1, or ADAT 2.</p> <p>In general, you will want the FireStudio to be your master clock, in which case you should set the clock to "FireStudio - Master." This setting also means that your FireStudio is generating word clock and sending this information out of its digital outputs.</p> <p>If you want the FireStudio to receive sync from an external device, choose the digital input to which the external device is connected (i.e. S/PDIF, ADAT, or BNC Wordclock). The FireStudio's sync light will flash from blue to red. When the FireStudio is in sync, the light will be blue.</p> <p>Please note: When slaved to an external clock, the FireStudio will not automatically change its sample rate to match the external clock. As a result, it may fail to sync to the clock source. If your FireStudio is not syncing to an external source, make sure that both your master device and the FireStudio are set to the same sample rate.</p>

CONTROLS AND CONNECTIONS

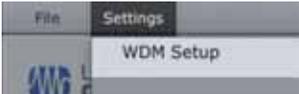
<ul style="list-style-type: none">▪ <u>Device Window Button</u> 	<p>Opens the Device Window</p> <p>Click on this button to open the FireStudio Device window.</p> <p>To give your FireStudio a custom name, double-click on the default label (FireStudio) to open a text field. When you have finished entering your custom name, hit the Enter key.</p>
<ul style="list-style-type: none">▪ <u>File Menu</u> 	<p>Opens and Closes Launch and Device Windows</p> <p>From the File menu of the Launch Window, you can open and close both windows, as well as quit the Universal Control application.</p> <ul style="list-style-type: none">• Close Window. Closes just the Launch window.• Show All Devices. Opens the Device window for all of the connected FireStudio-family interfaces.• Close All Devices. Closes the Device window for all of the connected FireStudio-family interfaces.• Quit. Quits the Universal Control application.
<ul style="list-style-type: none">▪ <u>Settings: Check Firmware</u> 	<p>Automatically Scans Your FireStudio and Updates the Firmware</p> <p>A firmware updater is built into the Universal Control application. Periodically, a driver update will require that the firmware on your FireStudio be updated. Whenever you install an update for the Universal Control or add a new FireStudio-family product to your system, you should use this feature to ensure that the firmware is up to date. If the firmware needs to be updated, the update application will launch automatically.</p>
<ul style="list-style-type: none">▪ <u>Settings: Run at Startup</u> 	<p>Launches the Universal Control Application Automatically on Startup (Windows PCs Only)</p> <p>When this is enabled, the Universal Control application will automatically launch each time you boot your Windows PC.</p>
<ul style="list-style-type: none">▪ <u>Settings: Meter Style</u> 	<p>Provides options for Metering in the Device Window.</p> <p>From the Launch Window, you can determine how your Inputs and DAW streams are metered in the Device Window.</p> <ul style="list-style-type: none">• Post-Fader. Displays the metering for any signal after it has been boosted or attenuated by the channel fader. By default, all metering is Pre-Fader position.• Peak Hold. When this is enabled, the clip indicator on any given channel will remain illuminated until manually cleared, even if the signal is no longer clipping. This is enabled by default.

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<ul style="list-style-type: none">▪ Settings: Meter Decay 	<p>Sets the Response Time for the Meters in the Device Window</p> <p>The Universal Control gives you the option to set the response time for the meters in the Device Window. By default, this is set to Normal. Enable Slow Meter Decay for more accurately meter the peaks and falls of the signal. Enable Fast Metering to monitor your signal in realtime.</p>
<ul style="list-style-type: none">▪ Settings: Always On Top 	<p>Allows the Launch Window to Stay in View When Other Applications Are in Use</p> <p>When this is enabled, the Launch window will remain in the foreground when other applications are active, rather than being in the background behind the current application's window.</p>

3.1.3 WDM Settings (PC only)

Like the rest of the FireStudio family of interfaces, the FireStudio features advanced WDM features that enhance its use as an audio interface. In the Settings menu of the Launch window, you will find the WDM Setup option. From here you can configure your WDM input and output streams.

	<ol style="list-style-type: none">1) In the Lancher window, go to Settings WDM Setup.
	<ol style="list-style-type: none">2) The WDM Channel Mapper window will open. By default, WDM Outputs 1 and 2 are routed to FireStudio DAW Streams 1 and 2. To change the default routing, simply select WDM Output 1 and 2 and drag them to your preferred output pair.

CONTROLS AND CONNECTIONS

3.1.4 The Device Window: Overview

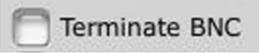
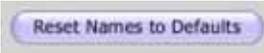
The FireStudio is a revolution in PreSonus interface design because of the flexible routing and mixing capabilities of the FireStudio Device window in the Universal Control application. In the Device window, you can:

- Create up to 9 different stereo mixes of inputs and playback streams for flexible zero-latency monitor mixing (i.e. not everyone in the band has to listen to the same thing)
- Create sends and returns for any input to incorporate external processors with zero latency.
- Provide every input with its own hardware output to incorporate a large format console or another recording device
- Send mixes out of analog and digital outputs simultaneously
- Route playback streams to separate physical outputs for live mixing

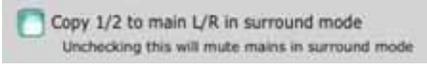
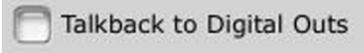
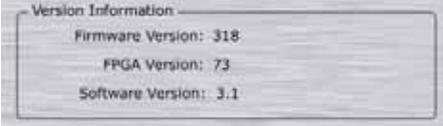
The FireStudio Device window consists of three sections: Mixer, Outputs/Router Matrix, and Hardware Settings. We'll go through each of these sections individually.

3.1.5 The Device Window: Hardware Settings Tab

In the Device window, you can set all the basic controls for your FireStudio, including the features that are enabled when an MSR is connected.

<ul style="list-style-type: none"> ▪ FireStudio Settings: Terminate BNC 	<p>Terminates BNC</p> <p>Check this box to terminate the BNC word-clock input. This may be necessary to achieve stable sync depending on the external device to which you are syncing. If this device is not self terminating, use this box.</p>
<ul style="list-style-type: none"> ▪ FireStudio Settings: Expanded Mix Mode 	<p>Allows Access to All 26 Inputs (44.1 and 48 kHz Only)</p> <p>Enabling Expanded Mix Mode replaces DAW playback streams 9-16 with ADAT 2 inputs 17-24. This allows you to create zero-latency monitor mixes with all 26 inputs and 8 individual playback streams from your DAW application.</p>
<ul style="list-style-type: none"> ▪ FireStudio Settings: Quick Route 	<p>Allows You to Route a Monitor Mix to the Desired Output From the Mixer Tab</p> <ul style="list-style-type: none"> ▪ Digital Mode. When Digital Mode is selected, you will have the option to route the selected monitor mix to ADAT outputs 9/10, 11/12, 13/14, or 15/16 or to S/PDIF outputs 17/18. ▪ Monitor Mode. When Monitor Mode is selected, you can route the selected Mix to the main outputs or to any of the headphone outs. You also can have the mixes automatically route to one of these same outputs as you tab through your nine monitor mixes. <p><i>The Quick Route features will be discussed in greater detail in section 3.1.7.</i></p>
<ul style="list-style-type: none"> ▪ FireStudio Settings: Reset Names to Defaults 	<p>Resets User-Defined Names</p> <p>Clicking this button will reset all user-defined names for Mixes and Inputs in the FireStudio Device window to factory defaults.</p>

CONTROLS AND CONNECTIONS

<ul style="list-style-type: none">▪ <u>MSR Settings: Copy 1/2 to Mains in Surround Mode</u> 	<p>Allows You to Use Mute or Enable Your Main Monitors in Surround Mode</p> <p>Enabling this feature allows you to use the monitors connected to the Main L/R outputs as your front left/right pair in Surround mode, without having to recable anything. If you use a different set of monitors for stereo mixing, disabling this feature will automatically mute these monitors when you switch into Surround mode.</p>
<ul style="list-style-type: none">▪ <u>MSR Settings: Talkback to Digital Outs</u> 	<p>Sends the Talkback Mic to All Available Outputs on the FireStudio</p> <p>When this feature is enabled, the talkback mic on the MSR will be routed to the S/PDIF and ADAT outputs (to ADAT 1 output only when operating at 44.1 kHz and 48 kHz). If you are using your digital outputs for something other than additional monitoring, you should disable this feature.</p>
<ul style="list-style-type: none">▪ <u>Version Information</u> 	<p>Displays Information About Your FireStudio</p> <p>This section displays the current firmware and FPGA version of your FireStudio, as well as the version number of the Universal Control application.</p>

3.1.6 The Device Window: Outputs / Router Matrix

True to its name, the Outputs/Router Matrix is the section of the FireStudio Device window where you have full control of the physical outputs of your FireStudio. The Matrix Router allows you to create custom routings of inputs and playback streams to any output. With the Outputs/Router Matrix you can:

- Route a monitor mix to a stereo output
- Assign every input and playback stream to its own output
- Do quick AD/DA conversion on the fly

The Matrix Router can do it all quickly and easily. This is the virtual patch bay for your FireStudio recording environment.

A quick note on playback streams: *Whenever you see "DAW" in the FireStudio Device window, this is a playback stream from your host application (or DAW). Traditionally, if you want to route a track in your DAW to a physical output on your interface, you assign this output in your host application. Because the FireStudio Device window provides much more flexible routing, you can now route this same track to one output or to every output, by itself or as part of a mix.*

For example, if you choose "FireStudio Out 4" for a track or virtual instrument in your DAW, FireStudio Out 4 will indicate a virtual output rather than a physical output. This track is now "DAW 4" in the FireStudio Device window. The track can still be routed to the FireStudio's physical output 4, but you can also route it to output 2 or 16 and include it in the monitor mix assigned to outputs 7 and 8. We'll get to that a little later.

Please note: ADAT 2 outputs (FireStudio outputs 17-24) can be directly accessed from your DAW application; no additional routing is available in the FireStudio Device window.

CONTROLS AND CONNECTIONS

Inputs and Playback-Stream Routing

Along the left side of the router matrix, there are two tabs: "Inputs" and "Playback." When the Inputs tab is selected, the matrix will show any inputs that have been routed. When the Playback tab is selected, you can view your playback streams or virtual DAW outputs in the router matrix. The Router Matrix patches the selected input or playback stream directly to the specified output.

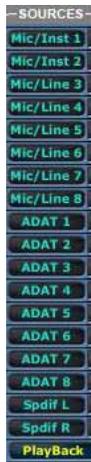
- **Inputs/Source 1 Tab**



Selecting this tab will allow you to view your analog, ADAT 1, and S/PDIF inputs in the router matrix.

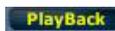
If you are in Expanded Mix Mode, this tab will be named "Source 1."

- **Input Source**



When the Inputs tab is selected, you will see a list of your physical inputs (Mic/Inst 1, Mic/Inst 2, etc.). Clicking on any box in the row next to each input will assign it to the output at the bottom of that column.

- **Playback Source Viewer**



If you assign a playback stream to an output on the Playback or Source 2 tab, this routing will be shown in the row directly above that output.

CONTROLS AND CONNECTIONS

- **Playback/Source 2 Tab**



Selecting this tab will allow you to view your DAW playback streams in the router matrix.

If you are in Expanded Mix Mode, this tab will be named "Source 2". You will be able to view DAW playback streams 1-10 and the ADAT 2 inputs.

- **Playback Source**



When the Playback tab is selected, you will see a list of your virtual DAW outputs (DAW 1, DAW 2, etc.). Clicking on any box in the row next to each playback channel will assign it to the output at the bottom of the column.

Remember, these DAW outputs are streaming directly from your host application. If you wish to assign a virtual instrument or a previously recorded track to one of these playback streams, you must first route the output of that track in your host application. (e.g., "FireStudio DAW Channels 1-16 and 25-26" in your DAW's output selection translates to "DAW 1-16 and 17-18" in the FireStudio Device window. Remember FireStudio DAW Channels 17-24 are not accessible through the FireStudio Device window. Rather, they are directly routed to the ADAT 2 output.)

If you are in Expanded Mix mode, you will also be able to route your ADAT 2 inputs on this tab.

- **Input Source Viewer**



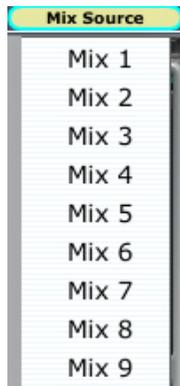
If you assign an input to an output on the Input or Source 1 tab, this routing will be shown in the row directly above that output.

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Mix Routing to Outputs

In addition to being able to patch any input to any output, you can also assign up to nine different stereo mixes to any pair of outputs and can assign your main outputs and headphone outputs to mimic a physical output.

▪ Mix Source Button



Clicking on the Mix Source button above the desired pair of outputs allows you to assign any one of the nine stereo monitor mixes that the FireStudio Device window allows you to create.

The Mix Source buttons are visible regardless of which router tab is currently active. When you have assigned a monitor mix to a pair of outputs, the button will show the name of that mix.

▪ Router Presets



The FireStudio Device window allows you to save six router presets. To save a routing scheme, simply click "Save" and then one of the preset numbers. To recall a preset, simply click on the number.

The Default button resets the Router matrix so that each playback stream is routed to its own output.

▪ Main Assign Section



The main L/R outputs and each of the headphone outputs can be assigned to mimic any physical output.

To assign one of these monitor outputs, click on its button. It will turn blue. Mouse over to the output you wish to mimic, and you will see a volume potentiometer appear over the output. Left-click this image to audition the output. Double left-click it to assign. Click on the monitor output button again to lock your selection.

Please note: The MSR must be connected for Phones 2 and 3 to be accessible.

▪ Main Assign LEDs



Once you have assigned the main or headphone outputs to a particular output pair, an LED will light up above those faders, indicating an assignment has been locked.

- **MO:** Main Output
- **P1:** Phones 1
- **P2:** Phones 2
- **P3:** Phones 3

CONTROLS AND CONNECTIONS

Output Faders

At the bottom of the Outputs/Router tab, you will see all of your physical outputs enumerated (Analog 1 through S/PDIF R). Each output is visually represented as a fader.

<ul style="list-style-type: none">▪ Channel Fader 	<p>The fader controls the volume of the signal on any given output. A meter to the right of the fader indicates the level in real time.</p>
<ul style="list-style-type: none">▪ Real-time Decibel Readout 	<p>Above the meter on each channel strip, you will see a number. This is the decibel (dB) level of the signal being routed to that output.</p>
<ul style="list-style-type: none">▪ Fader Attenuation 	<p>Below the meter you can see the fader attenuation (-96 to 0 dB). Unity is indicated by 0 dB and is achieved by raising the fader all the way up. When the fader is at its lowest position, the value will be -96 dB.</p>
<ul style="list-style-type: none">▪ Clip Indicator 	<p>Each meter is equipped with a clip indicator to alert you should your levels get too hot. A red "C" will illuminate when the track has clipped and will remain illuminated until it has been reset. To reset the meter, simply click on the "C".</p>
<ul style="list-style-type: none">▪ Stereo Link 	<p>The Link button joins outputs into stereo pairs. To enable this, simply click on the word "LINK." The letters will turn blue. To separate the channels, click the word "LINK" again. When channels are linked, the volume of both will be controlled with either fader.</p>
<ul style="list-style-type: none">▪ Mute 	<p>The Mute button cuts all signal coming from the specified output. If the channels are linked, muting either of the channels will mute both.</p>

CONTROLS AND CONNECTIONS

3.1.7 The Device Window: Mixer tab

The FireStudio Device window allows you to create 9 stereo monitor mixes. The mixes can be renamed and saved. You can also rename your inputs and playback streams.

It is important to mention that these mixes have no effect on what is being recorded in your host application. This has obvious advantages. However, it is vital to remember that lowering the fader in the FireStudio Device window on a channel strip that is clipping will not lower the signal that may also be clipping in your host application. You must set the level for the recording using the physical trim pots on the face of the FireStudio. If your signal is too hot in your DAW, it is these pots that will need to be lowered.

The Mixer is made up of 18 inputs and 18 playback streams (Standard Mode) or 26 inputs and 10 playback streams (Expanded Mix Mode), each with its own channel strip. Just like in the Outputs / Router Matrix, you have control both over your physical inputs and your playback streams from your host application.

Across the top row, you will see your Analog, S/PDIF, and ADAT 1 inputs. Across the bottom row, you will see your playback streams. In Expanded Mix Mode, you will also see your ADAT 2 inputs. These playback streams come directly from your host application. Each track or Virtual instrument in your session can be assigned from within your host application to a FireStudio output. This output will be reflected as a corresponding DAW channel in the FireStudio Device window.

Channel Fader Controls

Each input and playback stream is equipped with its own fader strip. This strip has all the same features as a classic physical console.

<ul style="list-style-type: none">▪ <u>Channel Fader</u> 	<p>The fader controls the volume of the signal on any given output. The signal is metered in realtime directly to the right of the fader.</p>
<ul style="list-style-type: none">▪ <u>Pan Slider</u> 	<p>Above each fader you will see a box with a vertical line. This is your pan control. As you move the pan to the left or right of center, the "C" below it will change to reflect that channel's current pan position.</p>
<ul style="list-style-type: none">▪ <u>Real-Time Decibel Readout</u> 	<p>Above the meter on each channel strip, you will see a number. This is the decibel (dB) level of the signal being routed to that output.</p>

CONTROLS AND CONNECTIONS

<ul style="list-style-type: none"> ▪ <u>Fader Attenuation</u> 	<p>Below the meter you can see the fader attenuation (-96 to 0 dB). Unity is indicated by 0 dB and is achieved by raising the fader all the way up. When the fader is at its lowest position, the value will be -96 dB.</p>
<ul style="list-style-type: none"> ▪ <u>Mute Button</u> 	<p>Below each fader is the Mute button for that channel. Engaging the Mute button will mute that input or playback stream on the current mix only.</p>
<ul style="list-style-type: none"> ▪ <u>Solo Button</u> 	<p>Below each meter is the Solo button for that channel. Engaging the Solo button will mute all other inputs and playback streams that are not also soloed in the current mix.</p>
<ul style="list-style-type: none"> ▪ <u>Clip Indicator</u> 	<p>Each meter is equipped with a clip signal. A red "C" will illuminate when the track has clipped. To reset the meter, simply click on the "C" .</p> <p><i>Please note: The metering in the FireStudio Device window is completely independent of your host application. If an input signal is clipping while being recorded, lowering the volume in the FireStudio Device window will not lower the volume in your DAW application. Be sure to monitor your inputs in you DAW as well as the monitor mixes you are creating in the FireStudio Device window. If a signal is clipping in your DAW, you must adjust the physical trim pot on the face of the FireStudio.</i></p>
<ul style="list-style-type: none"> ▪ <u>Link Button</u> 	<p>The Link button joins outputs into stereo pairs. To enable this, simply click on the word "LINK." The letters will turn blue. To separate the channels, click the word "LINK" again. When channels are linked, the volume of both will be controlled with either fader.</p>

Master Fader

Each mix has its own master fader control independent of the Outputs / Router Matrix.

<ul style="list-style-type: none"> ▪ <u>Master Fader</u> 	<p>The Master Fader for each mix has all the same features as the output faders on the Outputs/Router Matrix tab. For a complete detailing of each feature, please review the Output Fader portion of Section 3.1.5.</p>
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CONTROLS AND CONNECTIONS

Quick Route section

During a recording session, time is of the essence. The Quick Route section allows you to assign the current monitor mix to the any physical output without bringing up the Outputs/Router matrix. As explained in section 3.1.4, there are two modes for the Quick Route option: Digital and Monitors. When Digital is enabled, all 18 of the outputs available in the FireStudio Device window are visible.

See below:

▪ Quick Route: Digital



Selecting any or all of the output buttons will route the current mix to the enabled output. The buttons will turn blue when enabled.

When “Monitors” is selected on the Hardware Settings tab, the Quick Route section allows you to assign the current mix to any analog output and to automatically route the current mix to either the Main outs or to one of the headphone outputs. This enables you to quickly preview mixes as you scroll through the nine monitor mixes. Please note: the digital outputs are still accessible and the mixes can still be routed to them on the Outputs/Router Matrix.

▪ Quick Route: Monitors

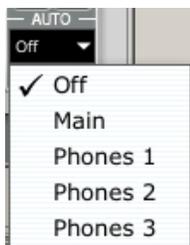


Selecting any of the output buttons will route the current mix to the enabled output.

- **MO:** Main Output
- **P1:** Phones 1
- **P2:** Phones 2
- **P3:** Phones 3

Please note: The MSR must be connected for Phones 2 and 3 to be accessible.

▪ Quick Route: Auto



The Auto feature will automatically route whatever mix is currently selected to a chosen monitor output. This allows you to switch between mixes without having to select a new monitor routing each time.

CONTROLS AND CONNECTIONS

3.1.8 The Device Window: Naming inputs and mixes

You can customize the names of inputs, playback streams, and mixes on the FireStudio Device window. Once these names have been changed on the Mixer tab, the changes will be reflected on the Output/Router Matrix tab, making it easy to know at a glance what is connected to each input and for whom each monitor mix was created.

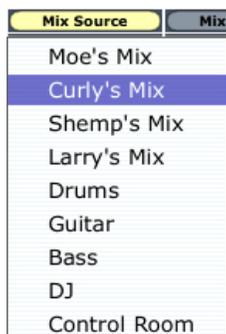
To name your mixes, simply right-click or CTRL-click on the mix name you wish to change. A text box will appear where you can type in the new name.



In this way, you can name all nine monitor mixes.



Once you have named all your mixes, you will see these same custom names on the Output/Router Matrix when you click on a Mix Source button.

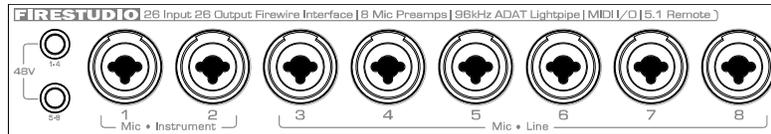


You can also name your inputs and playback streams. Each mix will reflect the changes you make to the scribble strip on each channel and, again, these changes will also be viewable on the Output/Router Matrix. To change the inputs, simply double-left-click on the input name and type the name you wish to use instead.

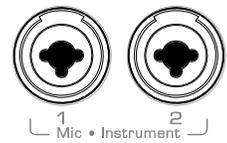
Renaming your inputs and mixes allows you to fully customize your FireStudio Device window for faster mixing and routing and lets you get down to the business of making a successful recording.

CONTROLS AND CONNECTIONS

3.2 FRONT PANEL LAYOUT



- **Microphone Preamplifier.** Your FireStudio is equipped with eight custom designed PreSonus XMAX microphone preamplifiers for use with all types of microphones (including dynamics, condensers, and ribbons). As well as instruments and line-level signals. The PreSonus preamplifier design employs a Class A input gain stage. This arrangement results in ultra-low noise and wide gain control, allowing you to boost desirable signal without increasing unwanted background noise.
 - **48-Volt Phantom Power.** The FireStudio has 48V phantom power available in two groups via button switches on the front panel. The top button activates phantom power for channels 1-4. The bottom button activates phantom power for channels 5-8.
 - XLR-connector wiring for phantom power:
 - Pin 1 = Ground
 - Pin 2 = +48V
 - Pin 3 = +48V
 - **+14 dBu Headroom.** The FireStudio microphone preamplifier has +14 dBu headroom. This feature gives you wide dynamic range and excellent transient-response characteristics.
 - **Combo Connectors.** Each channel of the FireStudio has a Combo mic/line connector. This connector lets you use either female ¼" phone or XLR connectors in the same jack. The ¼" inputs on channels 3-8 are line-level inputs. When these inputs are engaged, the microphone-preamp circuit is bypassed.

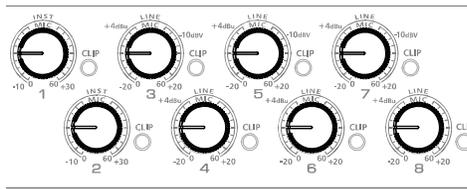


- **Instrument Inputs (Channels 1 and 2).** The ¼" TS connector on Channels 1 and 2 are for use with an instrument (guitar, bass, etc.). When an instrument is plugged into the ¼" input, a high impedance input buffer is switched into the preamp circuit and the FireStudio becomes an active instrument preamplifier.

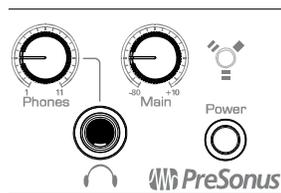
*NOTE: Active instruments are those that have an internal preamp or a line-level output. Active instruments should be plugged into a line input rather than into an instrument input. Plugging a line-level source into the instrument inputs on the front of the FireStudio not only risks damage to these inputs but also results in a very loud and often distorted audio signal. **Therefore, don't plug a line-level source into the combo jacks of channels 1 or 2.***

These two channels also feature a send and return on the back panel of the FireStudio. The return inputs can be used as line-level inputs for these two channels if instrument preamps are not needed.

CONTROLS AND CONNECTIONS



- **Input Gain/Trim Control.** These knobs provide the following gain structure:
 - *XLR Microphone Inputs:* 54 dB of variable gain (-4 dB to +50 dB)
 - *TS 1/4" Instrument/Hi-Z Inputs:* 54 dB of variable gain (-4 dB to +50 dB)
 - *TRS 1/4" Line Inputs:* 32 dB of variable gain (-16 dB to +16 dB trim adjustment)



- **Main.** The Main knob controls the output level for the main outputs on the back of the FireStudio and has a range of -80 db to +10 dB.
- **Phones.** The Phones knob controls the output level of the headphone output on the front of the unit. Notice the volume indicator goes to 11; use this setting with extreme caution.
- **1/4" Headphone Jack.** This is where you connect your headphones to the FireStudio.
- **Red-Blue Power/Sync Light.** This light is a clock source (sync) indicator. It lets you know if your unit is receiving word clock correctly. Word clock is a signal with which digital devices sync frame rates. Proper word-clock sync prevents digital devices from having pops, clicks, or distortion in the audio signal due to mismatched digital-audio transmission.
 - **Blue.** FireStudio is correctly synced via FireWire, external ADAT, S/PDIF, or BNC word clock.
 - **Flashing Red and Blue.** Sync invalid or not present.
- **Power Button.** Push this button to turn your FireStudio on. The button will illuminate blue. Push it again to power down your FireStudio.

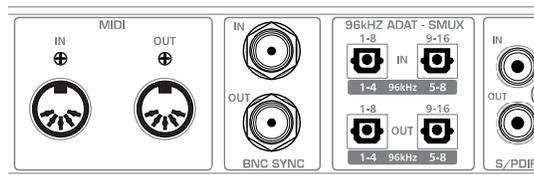
CONTROLS AND CONNECTIONS

3.3 BACK PANEL LAYOUT



- **Power Adapter Input.** This is where you plug in the proprietary power supply. The FireStudio features a locking connector to ensure solid power connectivity.
- **FireWire Ports.** There are two standard six-pin FireWire ports on the back of the FireStudio. Either (and only one) should be used to connect your FireStudio to a FireWire port on your computer. If your computer has a four-pin connector (commonly found on laptops), you will need a four-to-six-pin connector to connect your FireStudio to your computer.

Use the second FireWire port to connect additional FireWire devices to your computer (such as external hard drives).



- **MIDI Input and Output.** MIDI stands for "Musical Instrument Digital Interface." However, MIDI can be used for many things other than instruments and sequencing. The MIDI inputs and outputs on the back of the FireStudio allow connection to a variety of MIDI-equipped hardware, such as keyboard controllers, and can be used to send and receive MIDI Machine Control and MIDI Time Code.

Note: *MIDI does not carry audio signals but is frequently used to trigger or control an audio source, such as a virtual instrument or hardware synthesizer. You should ensure that MIDI data is correctly sent and received by the appropriate hardware or software. You may also need to route hardware sound sources' audio to the FireStudio. Please consult the User's Manual of your MIDI devices for help with MIDI setup and usage.*

- **BNC Input and Output.** These allow the FireStudio to receive and transmit word clock to and from other digital audio devices.

You will need to select "wordclock" as the Clock Source and set the sample rate to correspond to the external device in the Universal Control Launch window when using the BNC input. A 75Ω BNC word-clock cable is required to achieve proper sync.

CONTROLS AND CONNECTIONS

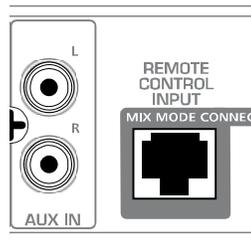
- **ADAT-S/MUX Input and Output** These are the ADAT-S/MUX connections for your external digital devices. When recording or playing back at 44.1 kHz or 48 kHz, each ADAT I/O will provide 8 of the 16 channels consecutively from left to right. When recording or playing back at 88.2 kHz or 96 kHz, each connection will provide 4 of the 8 channels.
 - **ADAT 1:** Channels 1-8 (44.1/48 kHz) or 1-4 (88.2/96 kHz)
 - **ADAT 2:** Channels 9-16 (44.1/48 kHz) or 5-8 (88.2/96 kHz)

The ADAT-S/MUX I/O also allows the FireStudio to send and receive word clock to external digital devices.

You should select "ADAT 1" or "ADAT 2" as the Clock Source and set the sample rate to correspond the external device in the Universal Control Launch window when using one of these inputs for external sync.

- **S/PDIF In and Out Jacks.** The S/PDIF standard allows two channels of audio to be transmitted at rates up to 24 bit, 96 kHz. The S/PDIF I/O also allows the FireStudio to send and receive word clock to external digital devices.

You should select "S/PDIF" as the Clock Source and set the sample rate to correspond to the external device in the Universal Control Launch window when using the S/PDIF input for external sync.

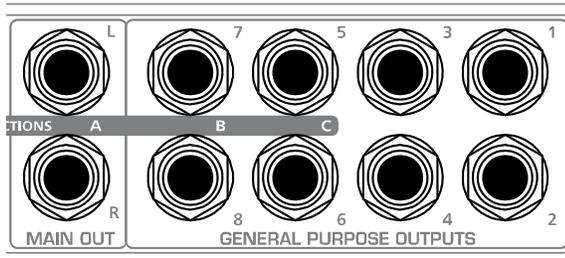


- **Aux Input.** This unbalanced stereo RCA input is for use with any device with an analog RCA output.

This input is only available when the MSR is connected. It allows quick comparison of your internal mix with other playback material (e.g., comparing your mix to a CD). To listen to this input, select the Aux button on your MSR.

- **Remote Control Input.** This is the connection for the optional MSR: Monitor Station Remote. The MSR connects to the FireStudio with a standard CAT5 (Ethernet) cable.

CONTROLS AND CONNECTIONS



- **Main Output.** This stereo TRS output derives its source signal from the FireStudio Device window, as described in Section 3.1.6. This output level is attenuated by the Main Level control on the front panel of the FireStudio.
- **General Purpose Line Outputs (TRS Balanced).** These are general-purpose line-level outputs. All eight line outputs can be accessed in the FireStudio Device window and can be used for separate mixes, additional speakers, external effects processors, etc.

Both the Main Output and the General Purpose outputs have additional functionality when an MSR is connected to the FireStudio.

When using the MSR for monitor switching the outputs are routed as follows:

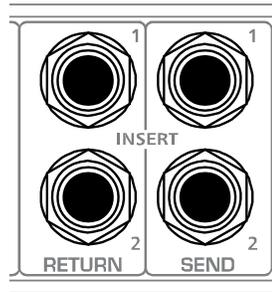
- **Main Output Left/Right.** Monitor set A
- **General Purpose Outputs 7/8.** Monitor set B
- **General Purpose Outputs 5/6.** Monitor set C

When using the MSR for 5.1 surround-sound monitoring, the General Purpose outputs are assigned as follows:

- **General Purpose Output 1:** Front Left
- **General Purpose Output 2:** Front Right
- **General Purpose Output 3:** Rear Left
- **General Purpose Output 4:** Rear Right
- **General Purpose Output 5:** Front Center
- **General Purpose Output 6:** Sub

As mentioned in section 3.1.5, the Main Outputs can be used as the Front Left and Front Right monitors when mixing in surround, or they can be assigned separately from the surround monitors.

CONTROLS AND CONNECTIONS



- **Return 1 and 2 (Line Inputs).** These are the line-level inputs for channels 1 and 2. Their gain structure is identical to the 1/4" inputs for channels 3-8 and are typically used for signals not requiring preamplification (CD/MP3 players, effects processors, etc.). These inputs are normalised to the channel 1 and 2 preamp outputs, so they take precedence over the corresponding Mic/Instrument input on the front of the FireStudio. (This means that if a cable is plugged into the channel 1 return input on the rear of the FireStudio, the channel 1 Mic/Instrument input will be inactive, and it will become active again when the cable is removed from return input 1.)
- **Send 1 and 2 (Preamp 1 and 2 Outputs).** These 1/4" jacks are balanced outputs of the preamps on channels 1 and 2. They are half-normalled to the preamp inputs 1 and 2, so plugging a cable into either of the preamp outputs does not interrupt the signal flow from the preamps to the AD converter.

Note: The Send outputs are typically used for patching in external signal processors (such as compressors, limiters, EQs, and de-essers) to process the audio signals on channels 1 or 2. These outputs are not connected to the digital-to-analog converters and so are only capable of routing the input signals from channels 1 and 2. If you need to route recorded audio or input from channels 3 through 8, you will need to use the FireStudio Device window to route the input to one or more of the General Purpose Outputs.

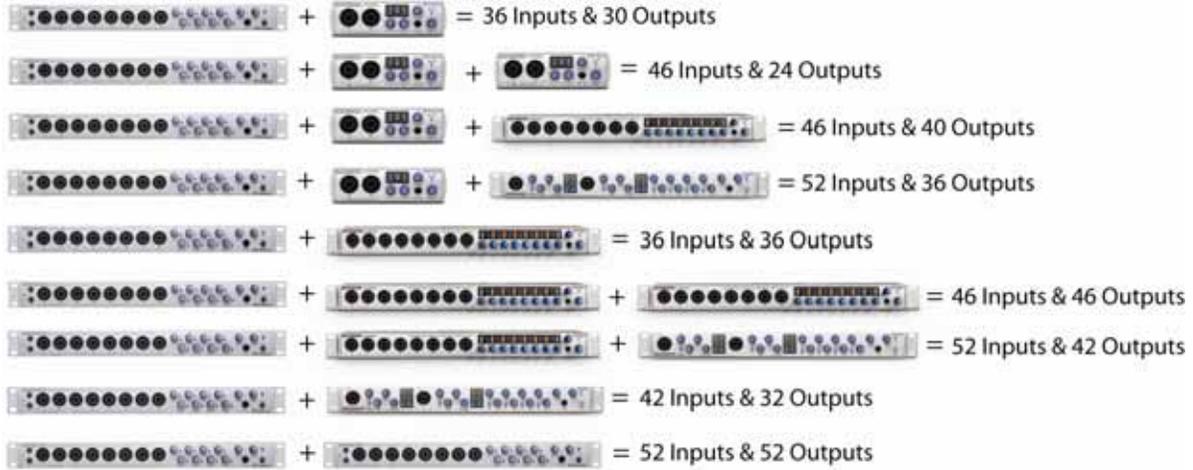
4.1 USING MULTIPLE FIRESTUDIO-FAMILY INTERFACES

Universal Control allows you to connect up to two FireStudios or to connect any member of the FireStudio family of interfaces with any other. Once you have installed the Universal Control and FireStudio-family driver on your computer, no further installation is required for any FireStudio product to connect to your system.

PreSonus supports the connection of up to four devices or a limit of 52 inputs and outputs (whichever comes first) to any one system at a time. However, the ability to use more than two units simultaneously depends on your computer's specifications and optimization. If you plan to use three or more units at the same time, installation of a dedicated FireWire bus with a tested and approved FireWire chipset and at least 2 GB of RAM is highly recommended. A list of approved chipsets can be found in Section 5.1 of this manual. Updated lists are available at www.presonus.com.

Below is a diagram showing the possible device combinations that you can use with your FireStudio Mobile and the resulting input and output count.

TECHNICAL INFORMATION



TECHNICAL INFORMATION

How to Cascade Multiple FireStudio Interfaces:

The first time you add any FireStudio-family interface to your system, please follow these guidelines:

1. Go to www.preonus.com and check for the latest version of the Universal Control application.
2. Connect and sync each of your FireStudio-family interfaces to your computer separately before cascading them.
3. Once a unit is individually connected, launch the Universal Control application. In the Launch window, go to Settings | Check Firmware and verify that each unit has the latest firmware.
4. When the last unit has been updated, connect a second unit to the auxiliary FireWire port on the back of the first unit. Allow the second unit to sync to your computer.
5. Connect additional units to your computer in this manner, one at a time, allowing each to sync before connecting another FireStudio-family interface.
6. Once all your units are connected and synced, launch the Universal Control application. The individual Device Window Buttons will be shown in the Launch window in the order of their internal ID number. The unit with the lowest ID number will always be at the top of the list. This unit will also be the first set of inputs and outputs your DAW application sees. The unit with the next highest ID number will be the next set, and so on. Because of this, it is important to cascade your FireStudio interfaces in the proper order from your computer so that you know which input belongs to which unit.

Please note: The order of the inputs and outputs in your FireStudio chain cannot be altered.

If you are using two or more of the same model (e.g., two FireStudios), you will need to look at the serial number on the bottom of each unit (the internal ID number is the same as the unit's serial number) and connect them to your computer from lowest to highest. You may also wish to give each unit a custom name. To do so, simply double-click on the name badge on each unit's Device Window button to open a test box. Once you have typed the custom name, hit the Enter key.

If you are using two or more different FireStudio family interfaces, make sure to reconnect them in the order that their individual Device Window Buttons appear in the Launch window. Connecting your units in this order will produce the best performance and will put your inputs and outputs in the correct order.

It is important to mention that the inputs and outputs on each unit in the chain are independent from one another. This means that you cannot monitor the inputs from the first unit in the chain through the outputs on the second unit in the chain unless you create a mix from within your DAW application. To easily maintain zero-latency mixing between the daisy-chained units, dedicate a set of outputs and a set of inputs from each device in the chain to send a receive a mix in the Universal Control application.

TECHNICAL INFORMATION

5.1 TROUBLESHOOTING

Many technical issues can arise when converting a standard computer into a digital audio workstation (DAW). PreSonus can only provide support for issues that directly relate to the FireStudio interface and Studio One Artist software. It may be necessary to contact the manufacturer of the computer, operating system, and third-party DAW software to obtain additional technical support. PreSonus does not provide support for issues regarding operating systems, additional hardware, or non-PreSonus software. Please check our Web site, www.presonus.com, regularly for software information and updates, firmware updates, and technical support. You also can get technical assistance by calling PreSonus at 225-216-7887 Monday through Friday between the hours of 9 a.m. and 6 p.m. Central Time. PreSonus Technical Support can also be contacted during the same hours via email at techsupport@presonus.com.

Pops and Clicks

Pops and clicks in either your input or playback audio are typically caused by momentary losses of synchronization between the FireStudio and its clock source. This can be due to a FireWire card that is not suited for FireWire audio devices or to a lack of CPU power or available memory. Try closing all unnecessary programs, increasing the buffer size in the FireStudio Device window, and optimizing your operating system for audio.

Pops and clicks exclusive to the digital inputs or outputs are typically caused when the FireStudio is not digitally synced to the external digital device. If this is the case, ensure your FireStudio and external digital device are properly synced. *Please consult your external device's user manual for details on syncing it to your FireStudio.*

Flashing Sync Light

The FireStudio's Sync light flashes red and blue when it is not synced. Check the FireWire cable to ensure that it hasn't become disconnected. If you are using an external digital device, and your Clock Source is set to the correct digital input, set the sample rate in the Universal Control launch window to the same sample rate as that of your master clock. If you are not using an external device to generate word clock, open the Universal Control Launch window and set the Clock Source to "Internal."

Audio Dropouts

Audio dropouts can occur when the speed of your processor cannot process the audio buffer fast enough. Increase your buffer size in the FireStudio Device window and try the different Operation Modes on the Hardware Settings tab.

No Input Signal on Channels 1-8

1. Check your mic cable. In order to access the microphone preamp, you must use an XLR cable. The TRS connection in the combo jacks for inputs 3-8 bypass the microphone preamp entirely.
2. Make sure the microphone does not require phantom power. If it does, press the 48V button. *Note: Engaging phantom power will place +48V on channels 1-4. Ensure nothing will be damaged by phantom power being present on the adjacent channel.*
3. If there is no signal on Channel 1 or 2, make sure nothing is plugged into the line input on the rear of the FireStudio. The return inputs on channels 1 and 2 take precedence over the combo input on the front of the unit for channels 1 and 2. If a cable is plugged into the return input on channel 1, then the mic/instrument input on channel one will be inactive until the cable is removed from return input 1.

TECHNICAL INFORMATION

Recommended FireWire Chipsets

The FireStudio will work with a wide range of FireWire cards and configurations. However, due to the plethora of FireWire chipsets currently on the market, it is not possible to thoroughly test each one for compatibility. Most users will not need to alter their current PC configuration to use their FireStudio. The following FireWire chipsets, however, have been tested and approved for use with the FireStudio:

- Agere/LSI FW323-06
- TI TSB43AB23
- VIA VT6308
- VIA VT6306 (On some older motherboards this chipset will only support a limited number of playback channels: 32 channels at 44.1 or 48 kHz; 16 channels at 88.2 or 96 kHz.)

These chipsets are available on a wide range of motherboards and PCI/PCMCIA FireWire cards. Here is a brief list of manufacturers and models of PCI FireWire cards:

- Lucent IEEE 1394a
- Syba SD-LUD-4F
- HP PA997A
- Eforcity PCRDFW31CON1
- Sabrent SBT-VT6306
- Micropac Technologies SBT-VT6306
- SIIG NN-400012-S8

Please note: manufacturers may change chipsets at any time, so it is recommended to verify these models still employ a chipset in the above list prior to purchasing.

At the time of the publication of this manual, PreSonus only recommends the following Express cards:

- ADS Pyro 1394a
- StarTech EC13942

Known Incompatible Hardware

- **ATI RADEON 9000/9001 IGP video chipset.** Symptoms are consistent click and pops during audio playback. This video chipset is only found in PC laptops and is entirely integrated as the computer's only video controller. PreSonus strongly recommends that users do not purchase a system with this chipset as there is currently no workaround for this incompatibility.
- **USB/FireWire and s400/s800 combo cards.** Symptoms usually include no audio recording/playback, even though the device will install and sync, and erratic audio performance. Rarely, combo cards will prevent the device from installing or achieving a stable sync. We recommend FireWire cards that have S400 FireWire connections only.
- **FireWire cards with NEC chipsets.** Symptoms include installation issues, erratic audio, and extraneous static and noise.
- **Motherboards with nForce4 chipsets.** Symptoms include reduced to very poor performance, especially if using the onboard FireWire connection. Installing a PCIe (not PCI) FW400-only card with an approved chipset is a known workaround but might not allow full performance.

TECHNICAL INFORMATION

5.2 SPECIFICATIONS

Microphone Preamp (XLR Balanced)

Frequency Response (+0, -0.5 dB)	20 Hz to 50 kHz
Frequency Response (+0/-3.0 dB)	20 Hz to 150 kHz
Input Impedance	1600Ω
THD + N (unwtd, 1 kHz @ +4 dBu Output, Unity Gain)	< 0.003%
EIN (unwtd, 55 dB Gain, 150Ω Input, 20 Hz to 22 kHz)	-126 dBu
S/N Ratio (Unity Gain, unwtd, Ref = +4 dBu, 20 Hz to 22 kHz)	>101 dB
Common Mode Rejection Ratio (1 kHz, 55 dB Gain)	>55 dB
Gain Control Range (+/- 1 dB)	-6 dB to 55 dB
Maximum Input level (Unity Gain, 1 kHz@0.5% THD+N)	+17 dBu
Phantom Power (+/- 2 VDC)	+48 VDC

Instrument Input (1/4" TRS, Channels 1 and 2)

Input Impedance	1 MΩ
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Line Inputs (1/4" TRS, Channels 3-8)

Frequency Response (+0, -5 dB)	20 Hz to 50 kHz
Frequency Response (+0/-3.0 dB)	20 Hz to 150 kHz
Input Impedance	10 kΩ
THD + N (unwtd, 1 kHz @ +4 dBu Output, Unity Gain)	< 0.003%
S/N Ratio (Unity Gain, unwtd, Ref = +4 dBu, 20 Hz to 22 kHz)	>101 dB
Gain Control Range (+/- 1 dB)	-9 dB to +12 dB
Maximum Input level (Unity Gain, 1 kHz @ 0.5% THD+N)	+23 dBu

Signal Level LEDs

Clip (+/- 0.5 dBu)	+18 dBu
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Digital Audio

ADC Dynamic Range (A-wtd, 48 kHz)	107 dB
DAC Dynamic Range (A-wtd, 48 kHz)	110 dB
Bit Depth	24 bits
Reference Level for 0 dBFS	+18 dBu
Internal Sample Frequency Selections (kHz)	44.1, 48, 88.2, 96
BNC Word Clock Output Level (75Ω)	4.5V
BNC Word Clock Input Level Range	3.0 to 5.5V

Clock

Jitter	<20 ps RMS (20 Hz – 20 kHz)
Jitter Attenuation	>60 dB (1 ns in => 1 ps out)

Power

Input Voltage Range	18 to 30 VDC
Power Requirements (Continuous)	24W
External Switching Power Supply	90-230 VAC/35W (Factory-configured for country of destination.)

As a commitment to constant improvement, PreSonus Audio Electronics, Inc., reserves the right to change any specification stated herein at any time, without notification.