



Musician Plugin

USER GUIDE

SOUND  **DEVICES**

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Warning! This device can drive headphones to potentially dangerous levels. Do not listen at high volume levels for long periods.

Read and fully understand this manual before operation.

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This table provides the revision history and cross-reference links to "what's new" in this guide.

REV #	DATE	VERSION	DESCRIPTION
1-A	08/19	A	v4.00 Initial release

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Key Features

The Musician Plugin brings the essence of computer-based music production software to the super-compact MixPre-3, -6 and -10 II recorders.

It includes the following features:

- Track Laying
- Overdubbing
- Punch In/Out
- Track Bouncing
- Reverb and Vocal Air Effects
- Metronome
- Input to Track Routing
- Rendering
- Importing

The Musician Plugin allows simultaneously recording, playback, mixing, monitoring, layering and overdubbing of up to 12 tracks. Use the Bounce feature to free up more tracks if needed. After your song is complete, you can mix and render (export) it for sharing with others.

With the plugin activated, there are two types of projects: the original Audio project and a new Music project. In a Music project, you can start recording, layering and overdubbing tracks, just like a DAW.

While in Music Mode, the MixPre-3 II lets you record three inputs simultaneously, the MixPre-6 II allows you to record six inputs at once, and the -10 II permits up to eight.

① *Music projects are limited to 96kHz.*

The built-in metronome helps you to keep your performance in time while the reverb and vocal air effects add character to your recording and can aid in inspiring a great performance. The vocal air effect is a combination of EQ and compression that results in an airy sheen and intimacy to vocals, popular today with singer/songwriters.

Installing and Activating the Plugin


The Musician plugin may be purchased from the [Sound Devices online store](#).

To install and activate the plugin:

1. Purchase and download the LIC license to an SD card.

① *The Musician plugin is licensed to a MixPre recorder and its serial number. It cannot be transferred to another device or to multiple MixPre devices.*

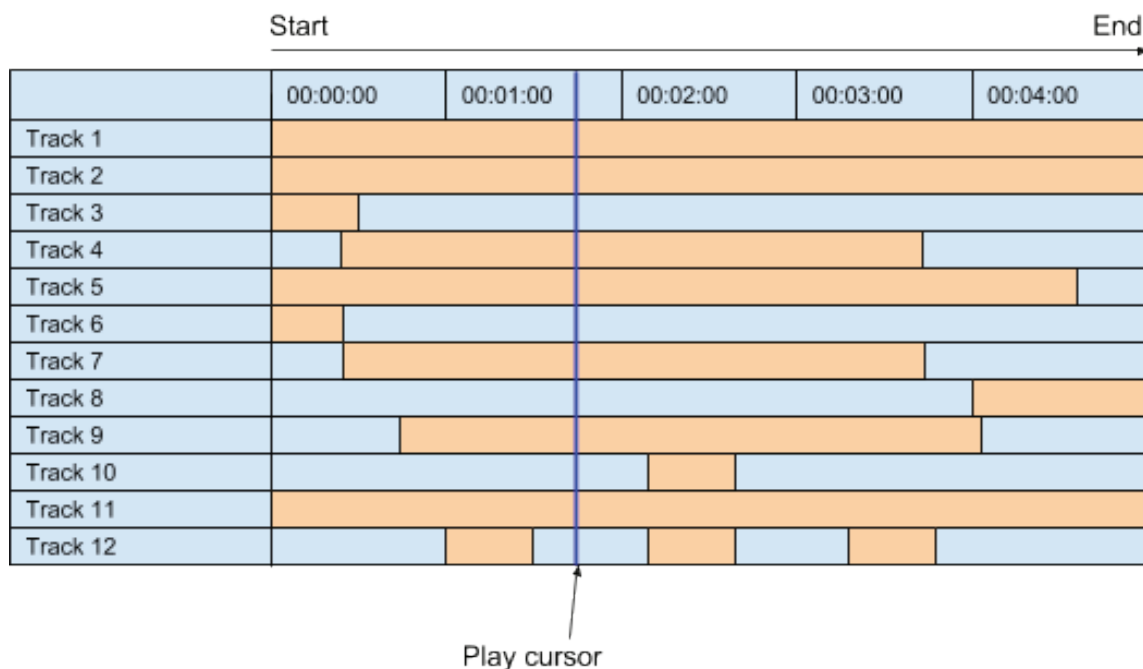
2. Insert the SD card into the MixPre and turn on the recorder.

1. Tap .
2. Tap System > Plugins.
3. Tap Apply Plugins. This installs the license and activates the plugin. The MixPre will reboot.

Music Projects

Each Music project's folder on the SD card stores the song's audio files and settings. This makes it easy to organize, share, and copy your musical creations. The project folder also includes a session file that enables the MixPre to control precisely where on the timeline and on which track the project's recorded audio files should be played back.

A Music project operates like a typical DAW and as such you can visualize it in much the same way. A play cursor moves across a horizontal timeline and audio tracks (referred to as 'channels' in the MixPre) are laid out as rows. A song always starts at 00:00:00:0 (hh:mm:ss:tenths), bar 1.



Multiple projects can be stored on an SD card. The MixPre can quickly switch between any of the music projects stored on the SD card. Only one project is active at any one time.

Folder Structure

A Music project folder contains the following files:

- The project's recorded audio WAV files. Each track is represented by a single monophonic WAV file.

① *The file name is derived from the date and time the recording was finished. For example, a recording finished at 1:33 PM (13:33) on the 23rd of March 2018 would have a name like this: 001-032318-133300*

See *Music Project History* for more about the recorded files.

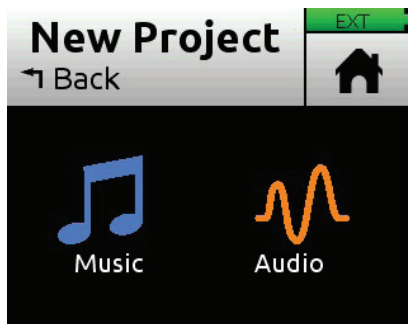
- A render folder containing all rendered audio files and a SESSION.XML file which manages how audio files are played back as well as storing settings for the project.

You can view the contents of a Project folder on a computer.

Creating a New Music Project

To create a new Music project:

1. Tap .
2. Tap Project > New > Music.




3. Enter a name and tap OK. By default the name is Song followed by a numerical value, such as Song1.
4. Tap Create. The new Music project is created with its name shown at the top of the Home screen.

① *When switching between new and existing Music and Audio projects, the MixPre reconfigures to optimize performance for each project type. This reconfiguration will restart the unit.*

Import Recording

When creating a new Music project, you may choose to import a WAV audio file up to 12 tracks as the foundation for your project. This is ideal for importing multitrack audio from a DAW should to continue development of a song in the MixPre. A backing track can be created in your DAW for a live performance. The MixPre will function as an all-in-one playback device and mixer during the show.


To create a project based on a non-native poly WAV file:

1. Tap .
2. Tap Project > New > Music > Import Recording.
3. Select your file from the those available on the SD card:
 - ▶ Use the HP encoder to select a WAV file from the root of the SD card.
 - ▶ Scroll to and select the an Audio project folder first, then choose a WAV file to import it from within the folder.

Opening an Existing Music Project

Open an existing song to continue working on it.

To open a Music project:

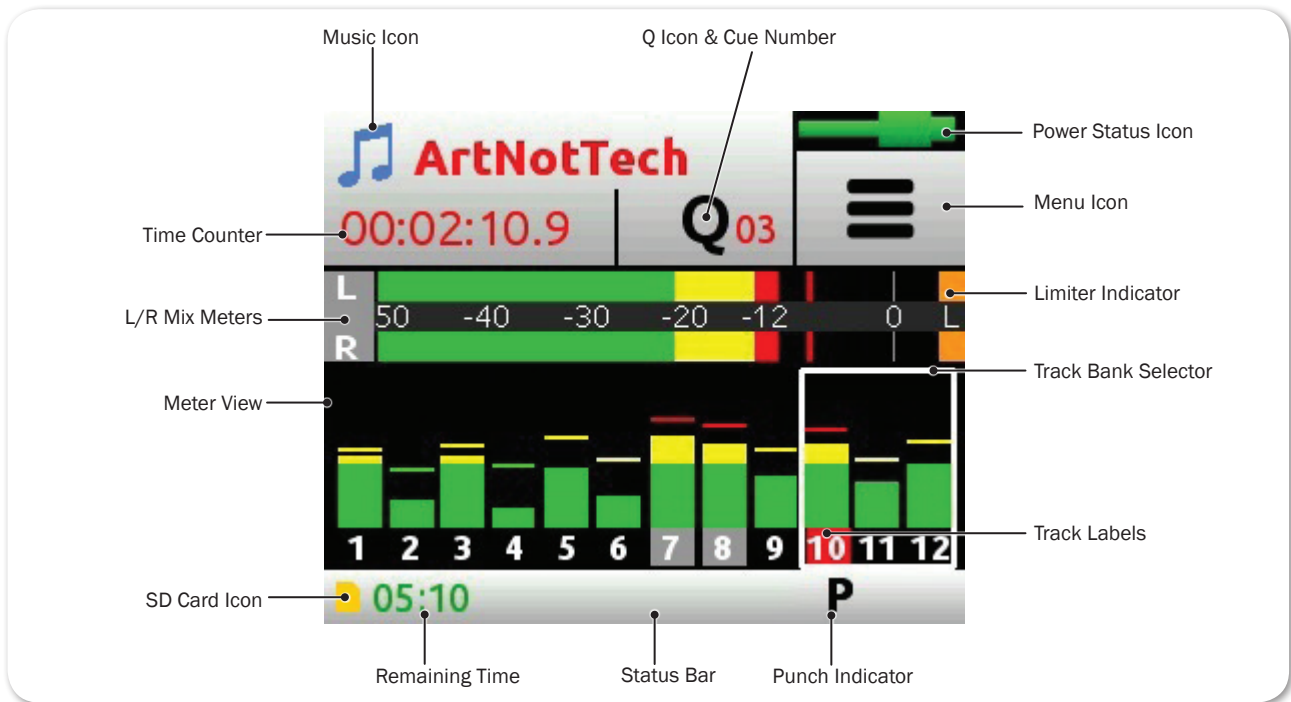
1. Tap .
2. Tap Project > Open. A list of all projects on the SD card are displayed. Music projects are identified by the Music Notes icon.
3. Scroll through the list and press the HP encoder to select the one you want.

Once selected, the project is opened and the Home screen is displayed. You are ready to start recording.

- ① *When switching from the current project to another project the MixPre auto-saves the current project's state.*




Home Screen for Music Projects

When a Music project is active the home screen appears as follows:



① The sample image shows the Home screen on a MixPre-3 II, as indicated by the Track Bank Selector (white box) around three meters. This appears differently on the MixPre-6 II and MixPre-10 II.

While in Music Mode the MixPre home screen has different options compared to Audio Mode:

PROJECT	NAME	ICON	DESCRIPTION
Music	Music Notes icon		Indicates that the current project is a Music project. Tap this icon to access the Music Control menu.
Audio	Audio File icon		Indicates that the current project is an Audio project. Tap this icon to access the File List.
Both	Current file name		Displays current name of active Music project or audio file.
Both	Time counter		For Music projects, the time counter indicates the current Song Position in hh:mm:ss:tenths. All songs start at 00:00:00:0. For Audio projects, the time counter displays timecode.
Both	Q icon		Displays numerical cue markers. When playing or recording, tapping this icon sets a cue mark at current location. When stopped, tapping this icon provides access to the Cue Points menu. For more information, see <i>Working with Cue Points</i> .

PROJECT	NAME	ICON	DESCRIPTION
Music	Meter Views		When a Music project is active, only one meter view is available. It displays the metering for the 12 tracks and stereo mix, LR. Tap meters to switch track banks. For more information, see Copying to a USB Drive .
Audio			When an Audio project is active, three different meter views are available, and you can cycle through the views by tapping the meters.
Music	Status bar		Cycle status information by touching: <ul style="list-style-type: none"> • Song status: current bar position as well as Punch and Metronome, rendering status, and remaining time: In idle or record, the remaining time field displays remaining time on the SD card. In play, the field displays remaining time to the end of the song. • USB drive status: remaining space on drive, if present, and when it is actively copying • Date & Time
Audio			Cycle status information by touching: <ul style="list-style-type: none"> • SD card status: card/drive activity, available recording time, file duration, elapsed time, and headphone preset • USB drive status: remaining space on drive, if present, and when it is actively copying • Sample rate and bit depth • Date and time

Music Control Menu

The Music Control menu provides access to the project's History list, Cue list, the Render and Metronome features, and the Solo/Mute screen.


To access the Music Control menu:

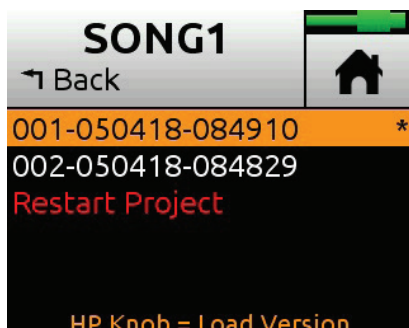
► Tap .

Music Project History

Each recording is logged as an item (revision) in the History list. This makes it easy to undo to an earlier recording or redo to a later recording. This is ideal for quickly retracking a bad take or comparing different takes. The History list is in chronological order with the most recent recording at the top.

To access the History list and switch to an earlier or later recording:

1. Tap  to open the Music Control menu.
2. Tap History. The History list appears.



3. Use the HP encoder to select a file in the list. The current recording is indicated by an asterisk (*) after its revision's file name.

① *The revision's file name is derived from the date and time the recording was finished. A recording finished at 2:22 PM (14:22) on the 12th of March 2018 would have a name like this: 001-031218-142200*

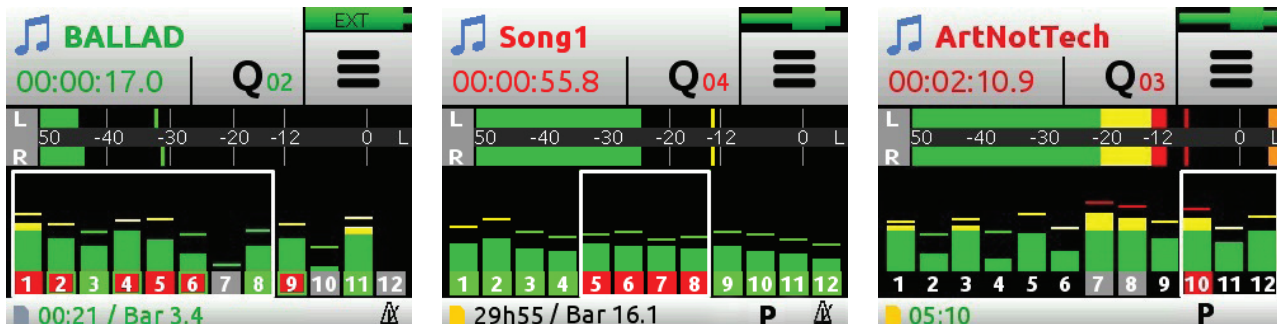
To restart the current project from scratch:

- ▶ From the History list, scroll to the bottom, and select Restart Song.
- ▶ ***This will clear all audio from the project and cannot be undone. The audio files will remain in the project folder and can be accessed using a computer.***

Track Bank Selector

A Track Bank Selector is used to select which group of tracks you want to control with the knobs on the front panel.

The Track Bank Selector appears as a white box (or boxes) around the selected tracks. The following images show examples of different selected tracks, on MixPre-10 II (left), MixPre-6 II (center), and MixPre-3 II (right):



To switch track banks on a MixPre-3 II:

- ▶ Tap meters to cycle through each trio of tracks: 1-3, 4-6, 7-9, and 10-12.

To switch track banks on a MixPre-6 II:

- ▶ Tap meters to cycle through each quartet of tracks: 1-4, 5-8, and 9-12.

On the MixPre-10 II, the top row of four Channel knobs always control tracks 1-4.

To switch track banks on a MixPre-10 II:

- Tap meters to toggle control of bottom four knobs from tracks 5-8 to 9-12.

When a track bank is switched, rotating a Channel knob in the newly selected bank will not have an effect on level until it reaches its previously stored fader value. As soon as it reaches that value, the gain will adjust normally in relation to the knob's rotational position.

- ① *Upon switching track banks, if the knob's rotational position is not aligned with its fader value, the LEDs for that knob will illuminate with a pulsing orange light. This will stop once position and value are re-aligned.*

When adjusting the Channel knob, its fader value along with the previously stored value is shown in orange text at the top of the Home screen and Channel screens until it reaches its previously stored value, at which point it changes to black text.

For example:



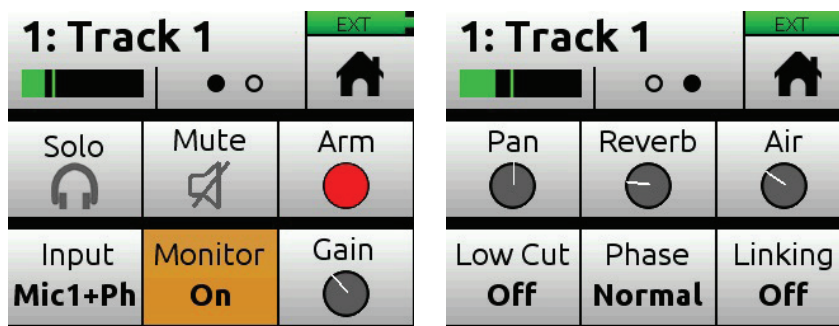
In the above example, the Channel knob for track 9 must be rotated clockwise, as indicated by the arrow, from its current fader value of -18dB. After it reaches the track's previously stored value of -15dB, the mix level will start to be affected.

- ① *Adjust the Channel knob a small fraction to display the stored value and arrow in orange text. The displayed arrow and stored value will inform you which way to rotate the knob.*

Channel Screens for Music Projects

To access the Channel screen:

- Push in a Channel knob.



Each Channel screen provides two pages of settings—indicated by Dots icon. Tap the Dots icon to switch pages.

SETTINGS	DESCRIPTION OR SECTION FOR MORE INFORMATION
Solo & Mute	See <i>Using Solo/Mute</i>
Arm	Tap to arm a track.
Input	See <i>Setting Input Source</i>
Monitor	See <i>Enabling Monitoring</i>
Gain	Tap to set the trim gain (pre-fader gain) for the channel. This gain determines the signal level on the channel's individual (ISO) track.
Pan	Tap to set the position of the track in the LR stereo mix. The range has 33 positions from L16 (fully left) to C (Center) to R16 (fully right).
Reverb & (Vocal) Air	See <i>Using Reverb & Rendering a Vocal Air Effect</i>
Low Cut	Use Low Cut to attenuate undesirable low frequencies such as mic handling noise and wind noise.
Phase	See <i>Toggling Phase Inversion</i>
Linking	See <i>Stereo Track Linking</i>

Setting Input Source

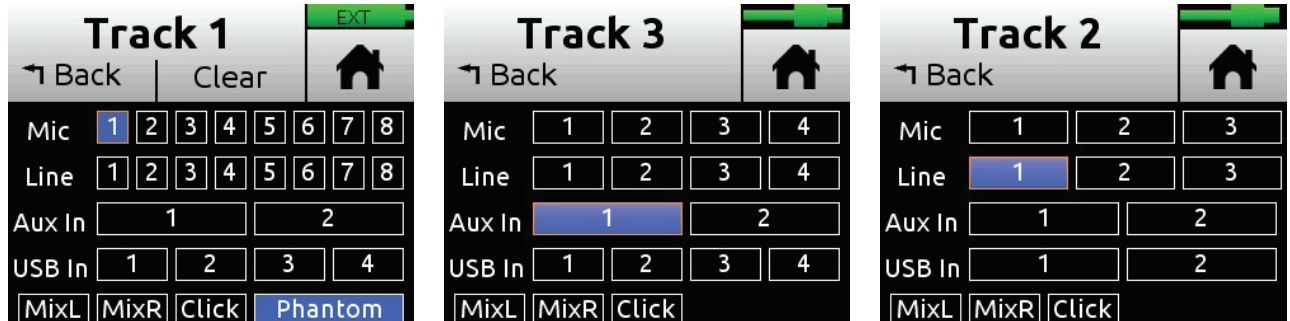
The MixPre-3 II accepts XLR mic/line, 3.5 mm (Aux In), and USB sources. The MixPre-6 II and MixPre-10 II accept XLR/¼-inch combo mic/line, 3.5 mm (Aux In), and USB sources. You can route any of these physical inputs to any track via the Channel screen.

Any input can be routed to any track reducing the need to re-plug inputs when you want to record an input to a different track. You can also select as a source the MixPre's mixer outputs (see *Bouncing*), a metronome click (see *Metronome*) or turn on Phantom power.

To route input sources for tracks:

1. Enter the Channel screen, tap Input.

The Routing screen appears similar to those shown in these examples from MixPre-10 II (left), MixPre-6 II (center), and MixPre-3 II (right).



2. Select an input for the track. A track can only have one live input source.
3. Select Phantom to turn on Phantom power for a Mic source. Phantom toggles 48 V Phantom on and off. Turn Phantom on if a condenser microphone is being used.
 - ① *Phantom is only an option when a Mic source is selected.*
4. Select Click as an input for your track if you want to record the metronome click into your song. This is useful should you want to later import the song into a DAW to develop the song further. The recorded metronome will allow you to set the DAW's tempo and internal metronome so that it is perfectly aligned with the MixPre recording. For more information, see *Metronome*.
 - ① *TIP: (10 II only) If you don't have a mic handy and want to quickly record a rough scratch track of a song idea and are not too concerned about the audio quality, you can use the built-in slate mic. To select this as an input, first set Inputs>Aux In Mode to Slate Mic, and then from the (Channel > Input) Routing screen, select Slate Mic. Note that Slate Mic will only appear as an Aux In option on the Routing screen when Aux In Mode is set to Slate Mic.*

Enabling Monitoring

The Monitoring feature lets you hear the live input signal during playback. This is useful for practicing along with already recorded tracks or performing live to a backing track.

To enable monitoring:

- Enter the Channel screen, tap Monitor. The button appears orange when on, except if input is off.




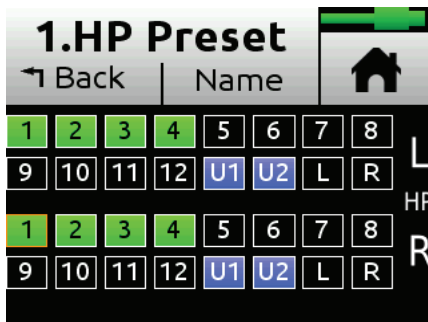
USB Headphone Monitoring

In Music Mode, the headphone input can be routed directly from a computer USB source while connected via USB-C.

Creating a custom headphone preset allows for monitoring audio from the Mix-Pre while simultaneously streaming audio from a DAW.

To create a custom headphone preset:

1. Tap 
2. select Edit HP Preset.
3. Scroll to the input to be included in the preset and press in on the headphone encoder.



Incorrect routing of USB sources within the input or headphone matrix may cause feedback.

Using Solo/Mute

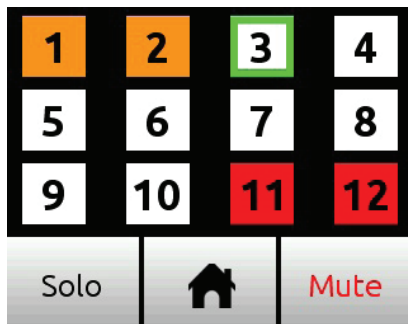
In Music projects, muting or soloing is accessible in:


- Each track's Channel screen, tap Mute to mute the selected track. This removes the signal from recorded tracks, mix and all outputs. When muted, the channels LED ring will glow red. Multiple tracks may be muted at the same time.
- Each track's Channel screen, tap Solo to hear only the selected track (pre-fade/pre-effects) in both ears of the headphone output. When a track is soloed, the channel LED ring will flash orange. Multiple tracks may be soloed at the same time.

All 12 tracks' Solos and Mutes may be viewed and set from the Solo/Mute screen.

To solo or mute tracks from the Solo/Mute screen:

1. Tap . The Music Control screen appears.
2. Tap Solo/Mute. The Solo/Mute screen appears.



3. Do either of the following:
 - ▶ Tap either Solo or Mute and then tap track(s) to select them. Soloed channels appear orange; muted tracks appear red.
 - ▶ Use the HP encoder to highlight (green outline) a track and then tap either Solo or Mute.
4. Tap  to exit the screen.

Using Reverb


Reverb sets how much reverb is added to a track in the LR mix. Only the mix is affected, not the individual recorded tracks. To render the reverb effect onto the individual recorded tracks, you must use the Bounce feature.

To adjust reverb:

- From the Channel screen, tap Reverb and turn encoder. Range is Off, -50dB to 0 dB in 1 dB increments.

The MixPre has selectable reverb characteristics such as type, decay, predelay, etc. Max sampling rate for reverb is 48 kHz.

To configure Reverb:

1. Tap .
2. Page through submenu and tap Reverb.
3. Tap any of the following settings and adjust values accordingly:

SETTING	OPTIONS
Reverb Type	Off, Plate, Hall, Room
Reverb Decay	0.1 - 5.0 seconds
Reverb Pre-Delay	0 - 40 ms
Reverb HF Damp	Off, 0-20

Rendering a Vocal Air Effect

Applying Vocal Air to a lead vocal can help it stand out in a mix. Set how much Air is added to a track in the LR mix by selecting Off, or 1%-100%. Only the mix is affected, not the individual recorded tracks. To render the Air effect into the individual recorded tracks, you must use the Bounce feature.

- ① *Air can only be applied to one track at a time. If Air is applied to a track, but it appears grayed out on that track's Channel screen it is unavailable. Air must first be turned off on the track to which it is currently applied. To add Air to multiple vocals, you can use the Bounce feature.*

Toggle Phase Inversion

Phase inversion, also known as polarity reversal, can be used to prevent signal cancellation when a source is dual-mic'd from opposite directions (e.g. overheads on a drum kit) or to compensate for incorrectly wired, balanced cables.

To toggle a track's phase inversion:

- From the Channel screen, tap Phase.

Punching In/Out

Punching allows recording on armed tracks while playing back existing un-armed tracks. Automatic punching is a commonly used technique that allows you to play along with existing audio and have the recorder automatically and seamlessly drop into and out of record at predetermined points. The MixPre can punch in/out on a new track or over existing tracks.

Punching in/out over existing material (known as overdubbing) replaces the existing track audio between the Record In and Out points with new audio.

To manually punch in/out:

1. Arm the tracks on which you want to punch in/out.
2. While playing back, at the desired point, press REC to punch in; the MixPre will start recording on the armed tracks. The REC control illuminates solid red.
3. Press REC again to punch out; the MixPre will stop recording but continue playing back.

To automatically punch in/out:

1. Set Record In and Record Out points to where you want the MixPre to automatically punch in and out. If a Record In or Out point is set, a 'P' is displayed in the status bar to indicate that automatic punching is enabled. See *Working with Cue Points*.
2. Use Play In and Stop Q-Points to set pre-roll and/or post-roll as necessary. Setting a few bars of pre-roll allows you to play along with existing audio before recording. Use the Track 'Monitor' button to monitor either track playback or your live input during pre-roll and post-roll, depending on your preference.
3. Press REC. The transport joystick LED on the 10 II (or REC button on the 3 II and 6 II) will illuminate green and the MixPre will start playing from the Play In point if set, or from the current playback cursor position if not set. When the Record In point is reached, the MixPre will automatically start recording on the armed tracks and the joystick LED (or REC button) will






illuminate red. Recording will continue until the Record Out point is reached (if set) at which point the MixPre will return to playback. Playback will stop when the Stop point (if set) is reached.

- ① See *Working with Cue Points* for more information on clearing and disabling Play In, Record In/Out, and Stop points.


Working with Cue Points

The Musician Plugin uses cue points to easily locate points of interest and set up automatic punch in/out regions.

There are different types:

ICON	TYPE	DESCRIPTION
	Cue mark (01, 02, etc)	Cue marks are cue points that define a specific position of interest within a song, which may be used to “cue” or relocate to that point quickly and easily. You may have up to 99 such cues per song. For example, set a cue at the start of a verse or chorus. You can name cues for easy identification. Cue marks may also be set as Play In, Record In, Record Out, or Stop points.
	Play In	Defines when playback begins. Typically used as pre-roll before punch in (Record In).
	Record In	Defines when automatic recording begins (the start of the Punch In/Out region).
	Record Out	Defines when automatic recording ends (the end of the Punch In/Out region).
	Stop	Defines when playback stops. Typically used as post-roll after a punch out (Record Out).

To add Play In and Record In/Out and Stop cue points:

- While stopped, tap the Q icon , located at the top of the Home screen. The Cue Points menu appears.



- Tap each button (according to icons shown in previous table) to add that cue point at current song position. This may be done while stopped, paused, or during playback.



- ① *It is not possible to place an In point after an Out point. It is also not possible to have more than one In or Out point of each type (Play or Record).*

Alternatively, you can create cue marks and set them as Play In, Record In/Out, or Stop points from the Cue-List.

To set a cue marks as a Play In, Record In/Out, or Stop point:

1. From the Cue List, select a cue.
2. Tap Set As.
3. Tap Play In, Record In, Record Out, or Stop to set the selected cue mark as an In/Out point for recording or playback.

Previewing cue marks:

Previewing plays a few seconds of a project from a cue mark. If the cue mark is slightly late or early, use the move function to fine tune its position. Previewing cue marks is available only within the Musician Plugin.

To preview cue marks:

- ▶ Select one in the Cue List and press Play.

To jump between cue marks:

- ▶ While playing or paused, press in and hold the Play button, and then turn the HP encoder to jump to the next or previous cue mark.

Bouncing

Bouncing allows you to combine multiple tracks into just one or two thereby freeing up tracks for further overdubbing. It is also used to simplify mixdowns by grouping multiple tracks, or burning in reverb or air effects into an ISO track.

In the MixPre, the bounce mix is derived from the LR mix.

To bounce:

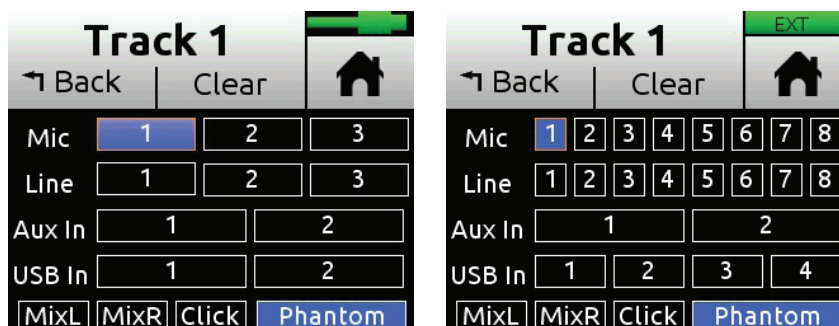
1. Decide to which track(s) you want to bounce. These are called destination tracks.
2. In the destination tracks' channel screens, set Input to MixL, MixR, or both. Your choice will depend on whether you want to do a mono, stereo, or dual mono bounce. To stereo bounce to tracks 1 and 2, set track 1 to MixL and track 2 to MixR. If you are doing a mono bounce to track 3, set track 3 to both MixL and MixR.

① *Any track that is set to MixL or MixR is removed from the LR mix to prevent feed-back. You can adjust the level of the recorded bounce using the LR gain control - tap the L(left) mix meter in the home screen to quickly access LR gain.*
3. Decide which track or tracks to bounce from. These are called source tracks.
4. Mute all tracks except the source and destination tracks.
5. Disarm all tracks except for the destination tracks.
6. Set the source track levels, pans, reverb and air effects as required. Effects are burned in to the destination track(s).
7. You are now ready to bounce.
8. Manually start recording or use auto-punch to begin bouncing from the required location. As with normal recording, bouncing is a real-time process where you can dynamically adjust the source track levels, pans, and effects.
9. Press stop to finish the bounce at any time.
10. Disarm and unroute MixL and MixR from the destination tracks.
11. To hear your bounce, start playback from roughly where the bounce started. Adjust mix level, pan, reverb and air accordingly.

The original source tracks can be muted or cleared to hear the bounce in isolation.

To clear a track:

1. Access its Channel screen.
2. Tap Input, and then tap Clear.
Examples: MixPre-3 II (left) & MixPre-10 II (right)



Clear is only displayed if the track contains audio.

Clearing tracks removes them from the project entirely. The files still exist, but they can only be accessed from a computer.


3. Tap Yes to confirm removal of track audio from the project.

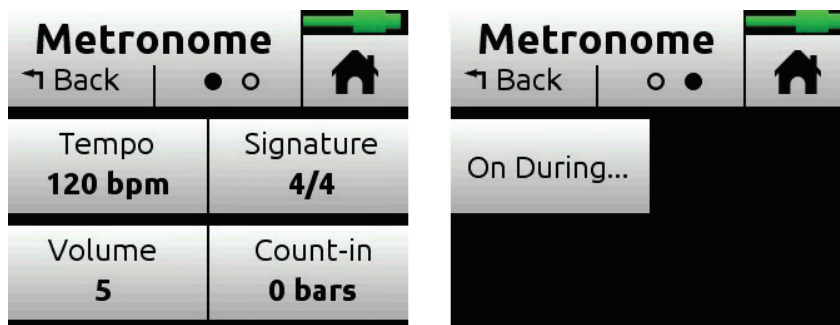
Metronome

The metronome is an audible click that is used to help perform in time while recording. The metronome also provides a count-in before rolling. The first beat of the bar is represented by a higher pitched click than the other beats of the bar. The metronome click is summed with the LR mix and as such can be heard when the headphones or outputs are set to LR.

The metronome may also be recorded to a track. Select Click in a track's Input screen.

To set up the metronome:


1. Tap .
2. Tap Metronome, then do any or all of the following:



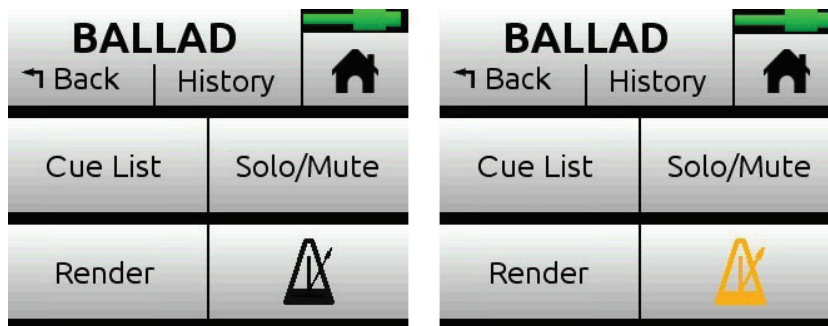
① *You will hear a preview of the metronome while in this screen.*

- ▶ Tap Signature and set the beat (time signature) for the song. Options include: 1/4, 2/4, 3/4, 4/4, 5/4, 6/4, 7/4, 8/4, 6/8, 7/8, 9/8.
- ▶ Tap Tempo and set the song tempo (metronome click rate) by tapping the arrows or using the HP encoder to adjust the tempo bpm (beats per minute) value. Range is 40 to 240 bpm.
- ▶ Tap Volume to set the volume of the metronome click.
- ▶ Tap Count-in to set the number of count-in bars you want before recording starts. Range is 0 to 8 bars.
- ▶ Tap On During... to set when the metronome is active. Options include: Record, Play, or Count-in.

To enable the metronome:

- ▶ From the Music Control menu, tap the  Metronome button. The Metro-

nome icon will illuminate orange when active.



- ① The Metronome button will be disabled (appearing grayed out but with an orange icon) whenever Click is assigned as a track's input source.

Record Settings

With the Musician plugin, the Record submenu provides access to the settings detailed in the following table:

SUB-MENU	DESCRIPTION	OPTIONS
L&R Gain	Sets the gain for the LR mix.	• -30 - 0 dB (1 dB increment)
	① <i>Tip: You can quickly access L&R Gain by tapping the L (left) horizontal meter on the Home screen.</i>	
AAC Quality	Sets the quality value for AAC rendering. For more information, see <i>Scroll to and select the an Audio project folder first, then choose a WAV file to import it from within the folder..</i>	<ul style="list-style-type: none"> • 32 kbps • 64 kbps • 128 kbps • 192 kbps • 256 kbps

To access the Record submenu:

- Tap , then Record.

Sharing Projects


Projects can be shared by uploading the session or handing off the SD card or USB drive.

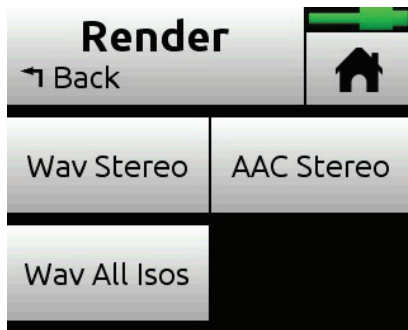
There are multiple ways to share a project:

- Copy Project Folder - ideal for collaborating with other MixPre users. They can load the whole project from an SD card and continue working from where you left off.
- ① *Project compatibility is model-specific. For instance, a music project created using a MixPre-10 II is compatible with another MixPre-10 II with the Musician plugin.*
- Render a Wav or AAC Stereo File - ideal for sharing your latest mix with friends and band members
- ① *An AAC file is like an .mp3 audio file, except it has better quality for similar bit rates.*

- Render all individual tracks (also known as ISOs) as monophonic files - ideal for importing into a DAW for further production.

To render a project:

1. Tap .
2. Tap Render.



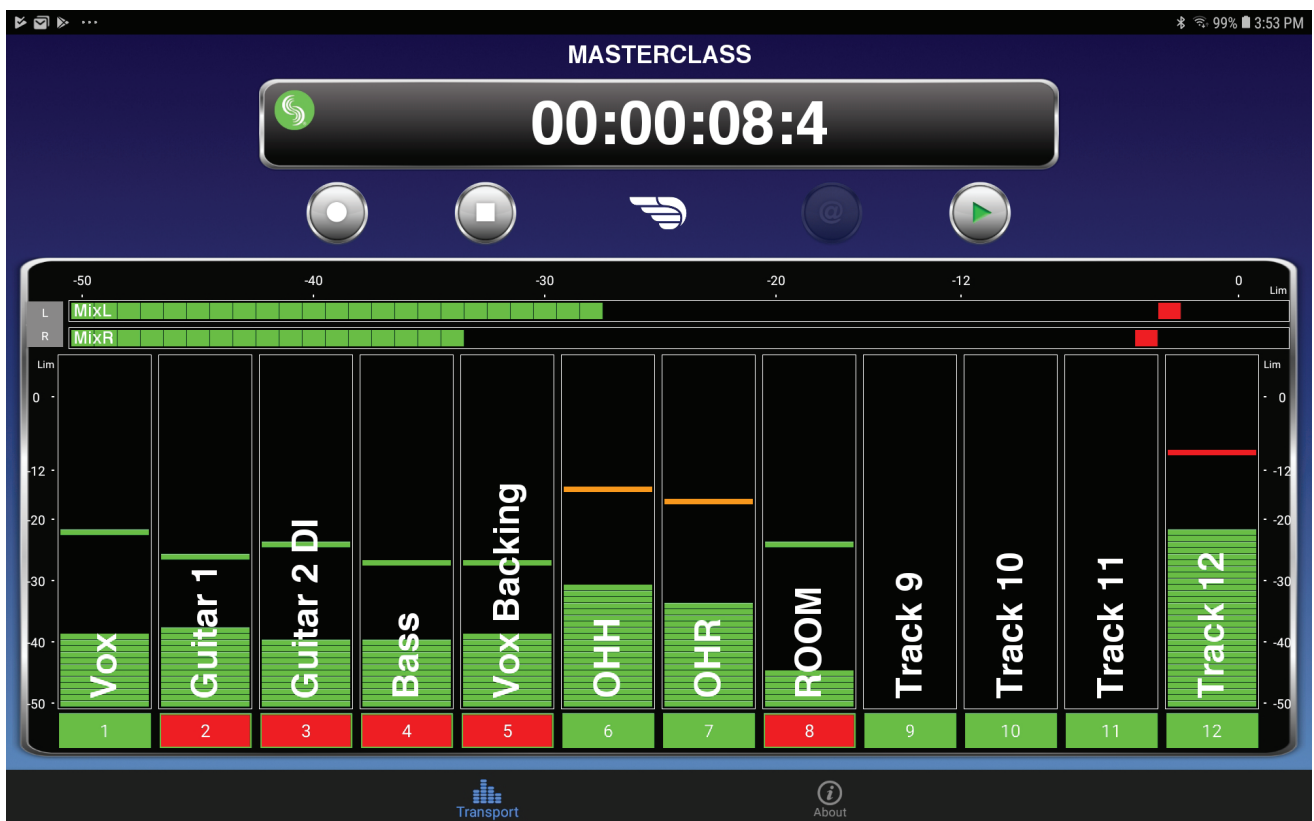
3. Select a format. Options include:
 - Wav Stereo - performs a real-time render of the LR mix to an uncompressed 2ch stereo wav file. All track level, pan, mute, reverb and air adjustments made during rendering are reflected in the resulting stereo wav file.
 - AAC Stereo - performs a real-time render of the LR mix to a compressed 2ch stereo AAC file. AAC files are much smaller in size than a WAV file and so are faster to share over the internet. All track level, pan, mute, reverb and air adjustments made during rendering are reflected in the resulting AAC file.
- ① *The bit rate for AAC rendering is set via Main Menu > Record > AAC Quality. Options for AAC bit rates are: 32, 64, 128, 192, or 256 kbps. The higher the number, the better the quality.*
- Wav All Isos - performs a real-time render of all isolated (individual) tracks each to their own monophonic wav file. This is the ideal option for importing all tracks into a DAW. To synch tracks drag them to zero on your DAW's timeline.

Music Projects via Wingman

The Wingman app includes support of Bluetooth connection to any MixPre II model with the Musician Plugin activated.

When connecting to a MixPre, Wingman's user interface changes based on the model to which it connects and the type of project opened on the MixPre.

In Music projects the Transport view displays a single meter view with all 12 tracks. The File List icon is removed from the Tab bar for Music projects. In addition to Record and Stop, the Transport control buttons include a Play button for playback, as opposed to the False Take (or "Undo") button provided in Audio projects. In Music projects, when playing back or overdubbing, labels for on but disarmed tracks appear green.



- ① Custom naming and arming of tracks may be done in Transport view (shown above) on large screen mobile devices, like tablets, or in Track view on smaller screen mobile devices, like smartphones.

Akai MidiMix Interface Functions in Music Projects



FUNCTION	MUSIC PROJECTS
Fader Bank Switching	Bank Left = Select fader bank to the left Bank Right = Select fader bank to the right
User-Definable Shortcut Buttons	Solo + Bank Left Solo + Bank Right
Record	via user-definable shortcut
PLAY	via user-definable shortcut
STOP	via user-definable shortcut
FFWD X2, X16	via user-definable shortcut
RWD X2, X16	via user-definable shortcut
Skip Next File	--
Skip Prev File	--
Skip Next Mark	via user-definable shortcut (Fast Forward)
Skip Prev Mark	via user-definable shortcut (Rewind)
Return to Zero	via user-definable shortcut (Stop twice)
Shuttle	Only via MixPre
Record Arm	REC Arm button
Record Arm Status	Red REC Arm button when armed
Input Monitor	Solo + REC Arm buttons
Input Monitor Status	Red REC Arm button when Solo is pressed

FUNCTION	MUSIC PROJECTS
Channel Screen Access	Press Bank Left/Right and REC Arm to access channel screen
Faders	Linear faders 1-8
Trims	Top row knobs
Pans	Bottom row knobs
Reverb	Middle row knobs
Low Cut	Only via MixPre
Mute	Mute button
Solo	Solo + Mute buttons
Mute Status	Yellow Mute button
Solo Status	Yellow Mute button when Solo is pressed
L/R (Stereo) Output Gain	Master fader
L/R (Stereo) Output Mute	via user-definable shortcut
X1/X2 Mute (10 II only)	via user-definable shortcut
Tone	via user-definable shortcut
Metronome	via user-definable shortcut
Create Q	via user-definable shortcut
Undo	Only via History List on MixPre
Internal Mic (10 II only)	Only via Input patchbay
SEND ALL Button	Sends all current fader, knob settings to MixPre

Korg NanoKontrol 2 Interface Functions in Music Projects



FUNCTION	MUSIC PROJECTS
Fader Bank Switching	Track < button = Select fader bank to the left Track > button = Select fader bank to the right
User-Definable Shortcut Buttons	Cycle + Marker Set Cycle + Marker < Cycle + Marker > Cycle + << Cycle + >>

FUNCTION	MUSIC PROJECTS
Record	Record button
PLAY/Pause	Play button
STOP	Stop button
FFWD X2, X16	Hold >> button
RWD X2, X16	Hold << button
Skip Next File	--
Skip Prev File	--
Skip Next Mark	Tap >> button
Skip Prev Mark	Tap << button
Return to Zero	Tap Stop when stopped
Shuttle	Only via MixPre
Record Arm	R button
Record Arm Status	Red R button when armed
Input Monitor	Cycle + M button
Input Monitor Status	Red M button when Cycle pressed
Channel Screen Access	Cycle + S button
Faders	Linear faders 1-8
Trims	Rotary knobs (set to trim)
Pans	Rotary knobs (set to pan)
Reverb	Rotary knobs (set to reverb)
Low Cut	Only via MixPre
Mute	M button
Solo	S button
Mute Status	Red M button
Solo Status	Red S button
L/R (Stereo) Output Gain	Only via MixPre
L/R (Stereo) Output Mute	via user-definable shortcut
X1/X2 Mute (10 II only)	via user-definable shortcut
Tone	via user-definable shortcut
Metronome	via user-definable shortcut
Create Q	Marker Set button
Undo	Only via History List on MixPre
Internal Mic (10 II only)	Only via Input patchbay

Korg NanoKontrol Studio Interface Functions in Music Projects



FUNCTION	MUSIC PROJECTS
Fader Bank Switching	Track < button = Select fader bank to the left Track > button = Select fader bank to the right
User-Definable Shortcut Buttons	Cycle + Marker Set Cycle + Marker < Cycle + Marker > Cycle + << Cycle + >>
Record	Record button
PLAY	Play button
STOP	Stop button
FFWD X2, X16	Hold >> button
RWD X2, X16	Hold << button
Skip Next File	--
Skip Prev File	--
Skip Next Mark	Tap >> or Marker > button
Skip Prev Mark	Tap << or Marker < button
Return to Zero	Tap < or Stop when stopped
Shuttle	Press MixPre HP encoder or set Shuttle as a shortcut, then use selected shortcut and scrub wheel.
Record Arm	REC Arm button
Record Arm Status	White REC Arm button when armed
Input Monitor	Select button
Input Monitor Status	White Select button

Novation LaunchControl XL Interface Functions in Music Projects



FUNCTION	MUSIC PROJECTS
Fader Bank Switching	Track Select < button = Select fader bank to the left Track Select > button = Select fader bank to the right
User-Definable Shortcut Buttons	UP DOWN Device + UP Device + Down Device + Left Device + Right
Record	via user-definable shortcut
PLAY	via user-definable shortcut
STOP	via user-definable shortcut
FFWD X2, X16	via user-definable shortcut
RWD X2, X16	via user-definable shortcut
Skip Next File	--
Skip Prev File	--
Skip Next Mark	via user-definable shortcut
Skip Prev Mark	via user-definable shortcut
Return to Zero	via user-definable shortcut (Stop twice)
Shuttle	Only via MixPre
Record Arm	Select Record Arm, then Track Control button
Record Arm Status	Red Track Control button when Record Arm is selected

FUNCTION	MUSIC PROJECTS
Input Monitor	Track Focus buttons
Input Monitor Status	Illuminated Track Focus button Monitor is On
Channel Screen Access	Hold Device button, then Track Focus button
Faders	Linear Faders 1-8
Trims	Top row of knobs
Pans	Bottom row of knobs
Reverb	Middle row of knobs
Low Cut	Only via MixPre
Mute	Select Mute, then Track Control button
Solo	Select Solo, then Track Control button
Mute Status	Red Track Control button when Mute is selected
Solo Status	Flashing Track Control button when Solo is selected
L/R (Stereo) Output Gain	Only via MixPre
L/R (Stereo) Output Mute	via user-definable shortcut
X1/X2 Mute (10 II only)	via user-definable shortcut
Tone	via user-definable shortcut
Metronome	via user-definable shortcut
Create Q	via user-definable shortcut
Undo	Only via History List on MixPre
Internal Mic (10 II only)	via Input patchbay only

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- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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