**PS22 Prostudio
Software**

# maono PS22 Prostudio Software Instructions

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## Product Specifications

- **Model:** Maono PS22 Routing Center
- **Inputs:** MIC In 1/2, VC In 1/2, VC In 3/4, Loopback 1/2
- **Outputs:** HP Out 1/2
- **OTG Switch:** Yes

## Product Usage Instructions

### Direct Monitoring:

Direct monitoring allows you to hear the sound from hardware MIC1/INST1 and MIC2/INST2 in real-time. This is useful for adjusting microphone placement or instrument tones. To enable direct monitoring, turn the MIX knob all the way to the left (INPUT).

### Indirect Monitoring:

- Indirect monitoring lets you hear only the audio from your computer, which is useful when using audio processing software like DAWs. Turn the MIX knob all the way to the right (DAW) to enable indirect monitoring.

### Mix of Direct and Indirect Monitoring:

- If you want to hear a blend of both direct and indirect sound sources, set the MIX knob to the middle position. This allows you to adjust the blend ratio using the knob.

### Routing Center:

**Input:**

- MIC In 1/2 are hardware input channels for microphones and instruments. Virtual channels (VC In 1/2, VC In 3/4) can be set as default input/output devices in Windows settings. Use these virtual channels to receive audio from various applications.

**Output:**

- HP Out 1/2 are the headphone and main outputs of PS22. Set your computer's audio output to Maono HP Out 1/2 to hear audio through these outputs.

**Send:**

- To send audio from input to output, route the signal accordingly. Loopback 1/2 signals can be sent to HP Out 1/2.
- Virtual channels (VC Out 1/2) allow routing of audio from inputs to virtual channels for applications like recording and streaming.

**OTG Switch:**

- When the OTG Switch is enabled, you can send audio from HP Out 1/2 to a connected smartphone or tablet via USB-C port on the PS22.
- This feature is useful for recording, streaming, or making calls from your smartphone without affecting computer recordings.

## Using Instructions

-  With the MIX knob on the PS22, you can select which audio source to hear.

-  Turning it all the way to the left (INPUT) allows you to directly monitor the sound from hardware MIC1/INST1 and MIC2/INST2.

-  Turning it all the way to the right (DAW) allows you to only hear the audio from the computer.

-  Turning it to the middle allows you to hear a 50% mix of the sound from MIC1/INST1, MIC2/INST2, and the computer audio, and you can adjust the blend ratio by turning the knob.

**Direct monitoring (also known as real-time monitoring, no-latency monitoring)**

-  You can only hear the sound of hardware MIC1/INST1 and MIC2/INST2, and adjust the microphone placement accordingly, or choose a different microphone to match your voice, or adjust the tone of musical instruments such as the guitar in real-time. This allows you to hear the dry sound.

**Indirect monitoring (only monitoring the audio from the computer)**



-  If you are using audio processings through a DAW (such as Cubase, Pro Tools, Logic pro, Studio one, etc.), usually you only need to hear the wet sound processed by the DAW to monitor the specific changes in the sound.
- **Note:** Using indirect monitoring may avoid the echoes caused by phase cancellations.

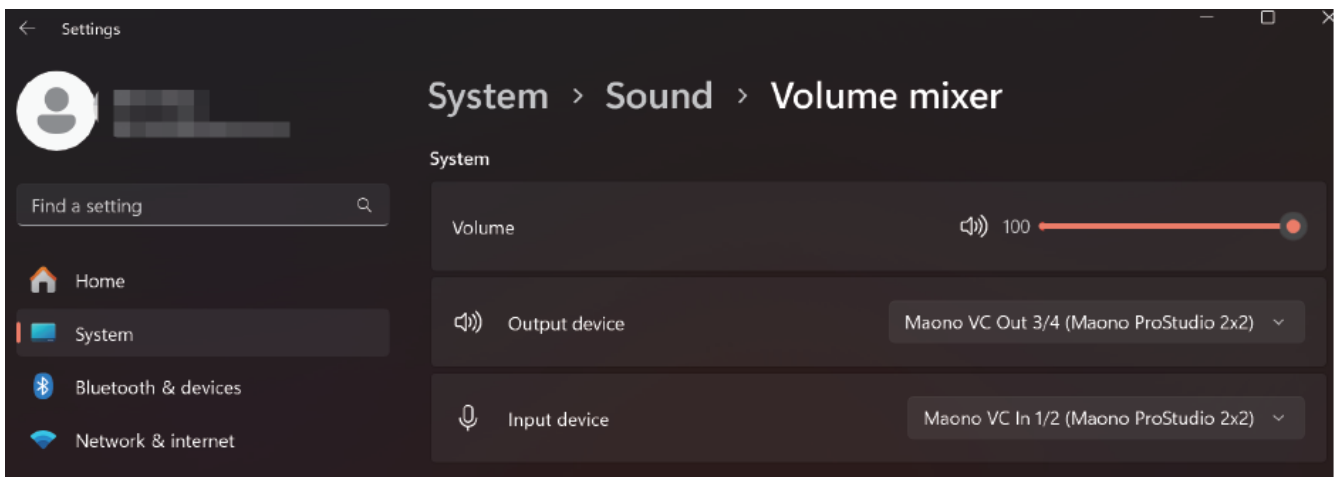**Mix of direct monitoring and indirect monitoring**



-  In some cases, you may want both dry and wet sound presented in your headphones.
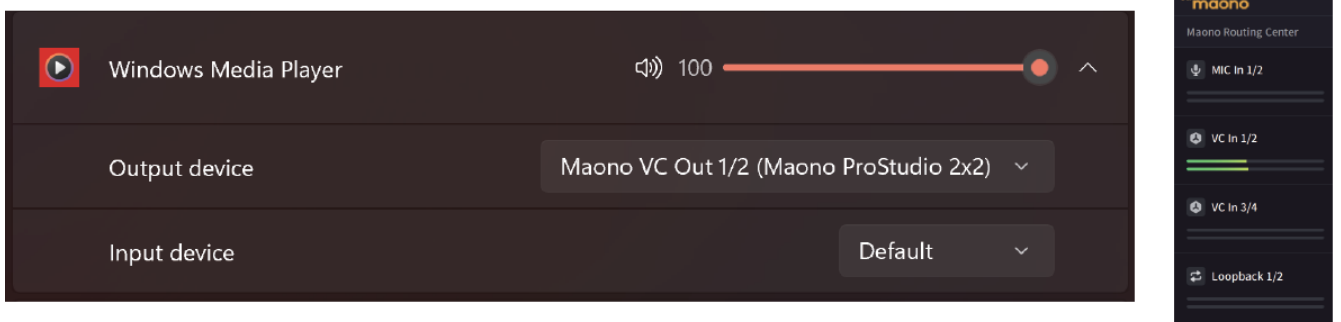
## Routing Center
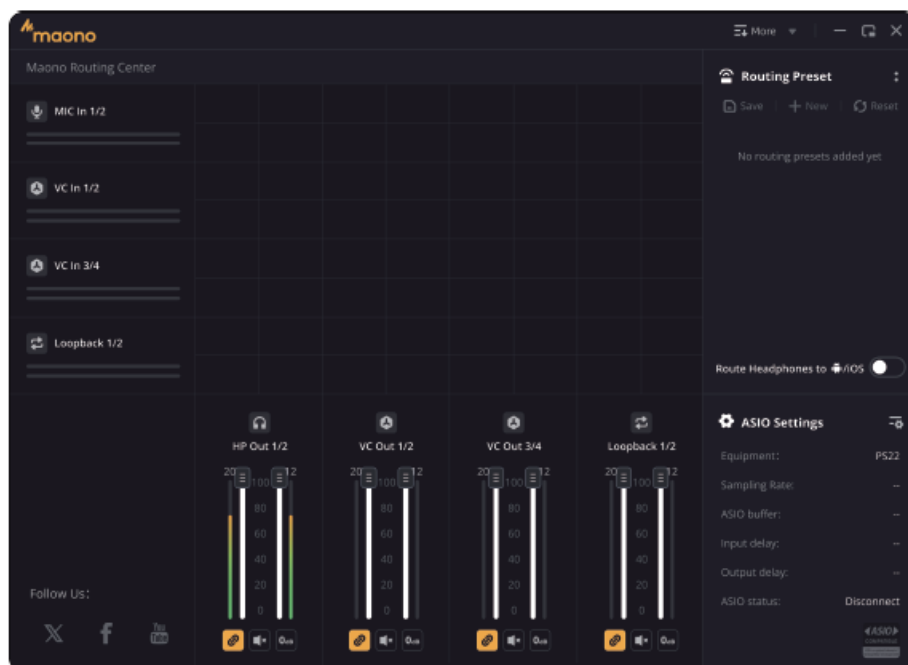


## Input

- MIC In 1/2 are the PS22's two hardware input channels for microphones and instruments.

- VC In 1/2 are virtual channels. You can set the default input and output device of Windows to any of the virtual channels in Settings > System > Sound > Volume Mixer. You can also assign the output device for each application in this Windows settings page.



- For example, the output device of Windows Media Player App is set to VC Out 1/2 and music is being played, VC In 1/2 on the UI will display the input level. You can use these virtual channels to receive audio from DAW, video games, or other applications.
- VC In 3/4 and Loopback 1/2 are also virtual channels and can be used the same way.

**Output**

- HP Out 1/2 are the hardware headphone and main outputs of PS22. When the computer's audio settings are set to output to Maono HP Out 1/2 and music is played, HP Out 1/2 will display the output level.

**Send**
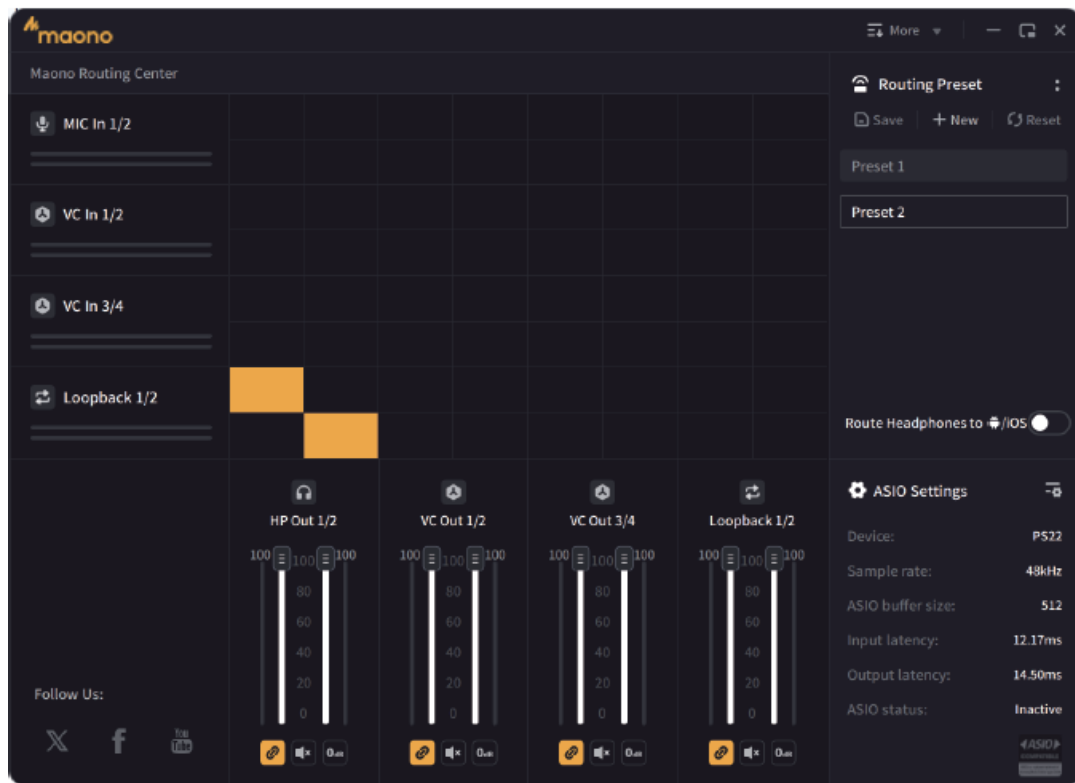
- If you want to send the audio from input to output, you need to route the signal as shown above.
- The signals of Loopback 1/2 are being sent to HP Out 1/2.
- Each block represents a mono channel, so usually you need to send them in pairs.
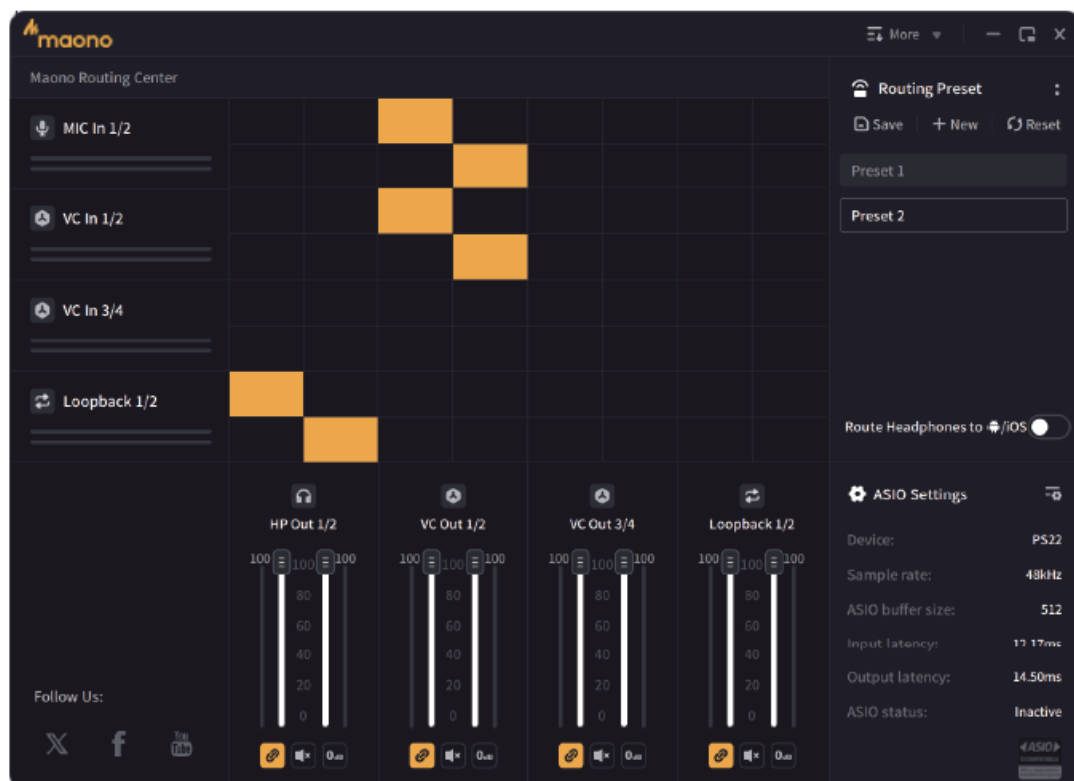


- You can also mix the audio of the several inputs to a single output as shown above.
- VC Out 1/2 are virtual channels, you can route audio from inputs to virtual channels. Third-party software can receive the audio from virtual input device VC In 1/2, which is very helpful in recording and streaming applications.
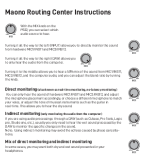
**OTG Switch**

- If OTG Switch is enabled, you can send the audio signal of HP Out 1/2 to the smartphone or tablet connected to the rightmost USB-C port on the PS22. This is useful when you want to record to a smartphone, stream from a smartphone, or make calls.
- You can hear the audio in the headphones from smartphone playback, but it will not be recorded to the computer.

## FAQ

- **Q:** How do I adjust the monitoring levels?
  - **A:** You can adjust the monitoring levels by turning the MIX knob on the PS22. Turn it left for direct monitoring, right for indirect monitoring, and to the middle for a mix of both.
- **Q:** Can I use virtual channels for specific applications?
  - **A:** Yes, you can assign virtual channels as input/output devices for specific applications in Windows settings. This allows you to route audio from different sources effectively.

## Documents / Resources



**maono PS22 Prostudio Software** [pdf] Instructions
PS22, PS22 Prostudio Software, Prostudio Software, Software

## References

- **User Manual**