

# PYLE Console System Sound Mixing Board User Manual

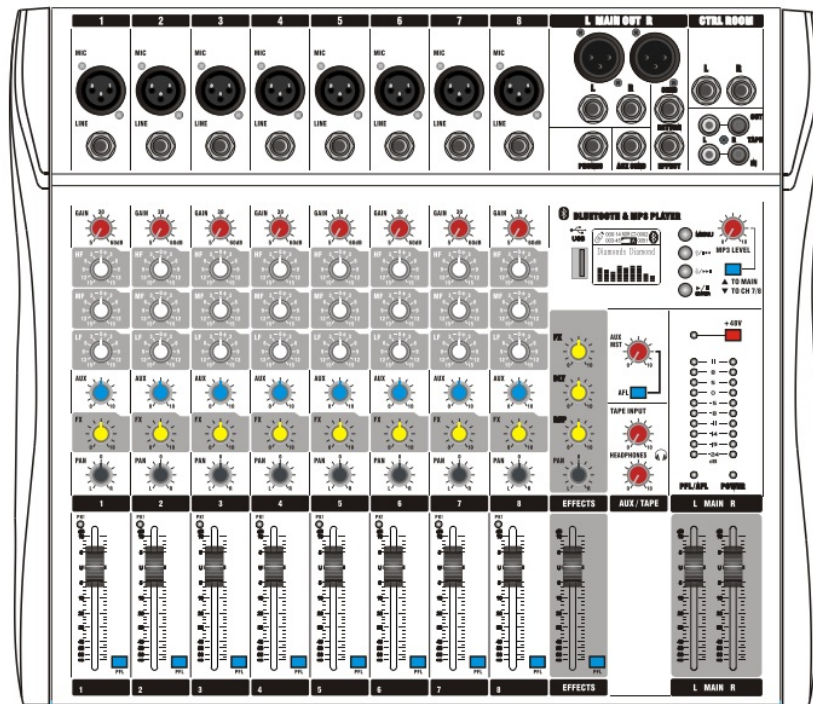
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# PYLE

**PYLE Console System Sound Mixing Board**



## PRODUCT FEATURES

- 6, 8, 10, 12 channel frame
- Individual phantom power
- Ultra low noise mix head amp design
- BLUETOOTH & Mp3 player/recorder with concise human-machine interactive interface
- Digital effect processor

## Limited One Year Warranty

- For this product, we guarantee that there are no defects either in the materials or in the craftsmanship for a period of one year from the purchasing date of the original buyer.
- To ensure the high level of performance and reliability for which this equipment has been designed and manufactured please read this manual before use. In the event of a failure, notify and return the defective unit to us as soon as possible, or to our authorized agent, for repair under warranty subject to the following conditions:

## Conditions of Warranty

1. This device has been installed and operated in accordance with the instructions in this manual.
2. This device has not been subject to misuse either intended or accidental, neglect, or alteration other than as described in this manual, or as approved by us.
3. Any necessary adjustment, alteration or repair has been carried out by us or our authorized agent.
4. The content of the warranty does not include the wear and tear of the faders.
5. The defective unit is to be returned carriage prepaid to us or our authorized agent with proof of purchase.
6. Units to be returned should be well-packed to avoid transit damage.

In certain territories, the terms may vary. Check with our agent for any additional warranty that may apply.

## General Precautions

- **Damage:** To prevent damage to the controls and cosmetics avoid placing heavy objects on the control surface, scratching the surface with sharp objects, or rough handling and vibration.
- **Environment:** Protect from excessive dirt, dust, heat and vibration when operating and storing. Avoid tobacco ash, smoke, drinks spillage, and exposure to rain and moisture. If the console becomes wet, switch off and remove mains power immediately. Allow to dry out thoroughly before using again.
- **Cleaning:** Avoid the use of chemicals, abrasives or solvents. The control panel is best cleaned with a soft brush and dry lint-free cloth. The faders, switches and potentiometers are lubricated for life. The use of electrical lubricants on these parts is not recommended. The fader and potentiometer knobs may be removed for cleaning with a warm soapy solution. Rinse and allow to dry fully before refitting them.
- **Lifting:** To avoid injury to yourself or damage to the equipment take care when lifting, moving or carrying the console.
- **Transporting:** The console may be transported as a free-standing unit or mounted in a purpose built flight case. We recommend that the console is surrounded by shock absorbent foam to protect it from damage during transit. Always use adequate packing if you need to ship the unit. Protect the controls to avoid damage when moving the console.
- **Hearing:** To avoid damage to your hearing do not operate any sound system at excessively high volume. This also applies to any close-to-ear monitoring such as headphone and IEM transducers. Continued exposure to high volume sound can cause frequency selective or wide range hearing loss.

## Important Safety instructions

**PRECAUTIONS:** Please read the following instructions before proceeding.

- **Read instructions:** Read and retain these safety and operating instructions for future reference. Adhere to all warnings printed here and on the console. Follow the operating instructions printed in this User Guide.
- **Do not remove cover:** Operate the console with its underside cover correctly fitted. Disconnect mains power by unplugging the power cord if the cover needs to be removed for setting internal options. Refer this work to competent technical personnel.
- **Power Sources:** Connect the console to a mains power outlet only of the type described in this User Guide and marked on the rear panel. Use the power cord with sealed mains plug appropriate for your local mains supply as provided with the console. If the provided plug does not fit into your outlet consult your service agent for assistance.
- **Power cord routing:** Route the power cord so that it is not likely to be walked on, stretched or pinched by items placed upon or against it.
- **Grounding:** Do not defeat the grounding and polarization means of the power cord plug. Do not remove or tamper with the ground connection in the power cord .
- **Warning:** This equipment must be earthed.
- **Water and moisture:** Do not expose the device to rain or dampness, use it in damp or wet conditions, or place containers on it containing liquids which might spill into any openings.
- **Ventilation:** Do not obstruct the rear and top ventilation openings, or position the console where the air flow is impeded. If the console is to be operated in a flight case, plinth or other furniture, ensure that it is constructed to allow adequate ventilation.

- **Heat and vibration:** Do not locate the console in a place subject to excessive heat or direct sunlight to prevent fire hazard. Locate the console away from any equipment generating heat and excessive vibration.
- **Servicing:** Switch off the equipment and unplug the power cord immediately if it is exposed to moisture, spilled liquid, objects fallen into the openings, the power cord or plug become damaged, during lightening storms, or if smoke, odour or noise is noticed. Refer servicing to qualified technical personnel only.
- **Installation:** Install the console in accordance with the instructions printed in this User Guide.
- Do not connect the output of power amplifiers directly to the console. Use audio connectors and plugs only for their intended purpose.

## Introduction

- Welcome the latest generation of the popular mixing consoles. We have tried to keep this user guide brief and to the point. Please read it fully before starting. Included is information on installing, connecting and operating the console, panel drawings, system block diagram and technical specification. For further information on the basic principles of audio system engineering, please refer to one of the specialist publications and resources available from bookshops, audio equipment dealers and the internet.
- Whilst we believe the information in this guide to be reliable we do not assume responsibility for inaccuracies. We also reserve the right to make changes in the interest of further product development.

## Introducing the mixer

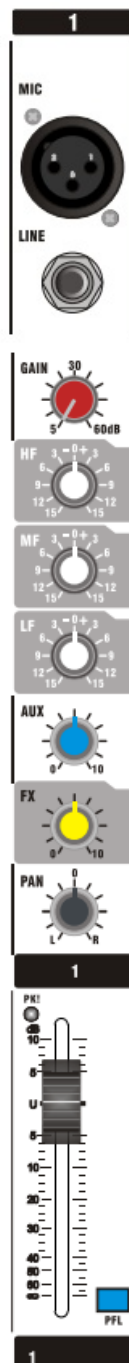
This is a an analogue mixing console for professional audio applications. Whether out on the road touring, in a small meeting room, a bar or earning it's keep in rental stock, the mixer provides the perfect solution to provide simple and convenient connections, and quickly form a sound amplifying system. Engineered to the same exacting standards as our top of the range consoles it ensures the highest reliability and finest sonic performance.

### Introducing brief functions:

- 6, 8, 10 , 12 channel frame
- LR main mix
- 2Aux sends
- Recording
- Responsive 3 band EQ
- Individual phantom power
- Channel and master meters
- 60mm dust protected faders
- 2-Track monitoring and replay to LR
- Headphones and local monitor outputs
- Dedicated stereo, peak-retaining monitor meters
- Electronically balanced XLR outputs with +26dBu drive capability
- Preamp +34dBu maximum input capability for mic or line
- Ultra low noise mix head amp design
- BLUETOOTH & Mp3 player/recorder with concise human-machine interactive interface
- Digital effect processor

- Metal jacks, gold-plated XLRs, sealed pots and switches
- External power adapter power supply

## The MONO input channel



### • MIC/LINE IN XLR AND TRS JACKS

These jacks are used for microphone or line level signals. If you use XLR jack, it can give a massive headroom for the channel's pre-amp with +34dBu maximum input power. Two inputs are both balanced, but they can handle unbalanced signals when required. MIC XLR jack feeds microphones requiring phantom power such as condensers via 6k8 ohm resistors to provide +48V DC power to pins 2 and 3.

**Warning:** When +48V phantom power is selected, do not connect the unbalanced sources or cables to the XLR input. To avoid loud clicking sound, always turn the channel off when switching on or off the +48V power, and when plugging or unplugging cables.

### • GAIN

Adjusts the input sensitivity to match the connected source to the internal 0dBu operating level of the channel. It provides a variable range of 40dB, from +0 to +40dB gain (MIC), or from -20 to +20dB (LINE, PADDED MIC). In co-ordination with the monitor system and the main level meters, adjust the gain knob for a metering average of "0" for the channel with loudest moment lighting "+6". Important instructions for the channel's level setting: Use PFL to set the gain control and to determine the correct level of the signals going through each channel. The main LR meters provide high-definition display for the channel's signal level. Use the fader to balance each signal in the mix. To ensure optimum gain structure, we do not recommend the way of mixing by setting the fader to "0" position and using gain control to mix.

- **EQ**

- A responsive 3-band EQ (equalizer) provides independent controls for 3 frequency bands. The HIGH and LOW bands are shelving filters, which affect respectively the high frequencies above 12 KHz and the low frequencies below 80 Hz. The MID band is a bell shaped peak/dip filter, which affect the frequencies centering near 2.5KHz.
- All frequency bands can increase or decrease up to 15dB, and have a center detent position of 0dB. The overlapping frequency range allows you to deal with the challenging sound source problems with ease when using frequency band combinations.

- **AUX send**

These rotary controls adjust how much channel signal will be mixed to the aux out.

- **FX send**

When you want to get echo effect of each channel, you can adjust the level of installed echo by this.

- **PAN**

This has a function which distributes the signal level between left and right channels to make a stereo sound effect.

- **PEAK!**

This is the lamp which indicates the input signal level of this appliance (regardless of output) when GAIN volume level is adjusted.'

- **FADER**

These are used for adjusting the volume of signal sources, which are connected to the relevant channels.

- **PFL**

You can monitor the signal of the only channel on which PFL switch is turned "ON" through the headphone (In this time, the other channels Are automatically out off.)

## **Effects channel**



- **EFFECTS SENDS SIGNAL MAIN CONTROL (FX)**

Adjusts the total volume of the effect sends bus signals sent to the console's internal effects processor and output.

- **DELAY TIME SPAN OF THE EFFECTS PROCESSOR (DELAY)**

Adjusts the length of the time span between each echo in the effector to simulate the reverb effects of spaces of different sizes.

- **REPEATS**

Adjusts the times and depth of the echoes of the effector.

- **PAN**

This has a function which distributes the signal level between left and right channels to make a stereo sound effect.

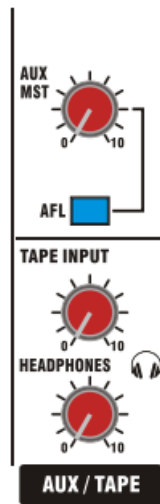
- **PFL**

When you want to monitor echo sound & external effector sound, you can adjust this control through the headphone.

- **EFFECTS FADE**

These are used for adjusting the volume of signal sources, which are connected to the relevant channels.

## **AUX/ TAPE/ PHONES**



- **AUX SEND**

Adjusts the volume from the output jack of the AUX SEND channel in order to match the external devices ..

- **AFL**

When you want to monitor echo sound & external effector sound, you can adjust this control through the headphone.

- **TAPE input Level**

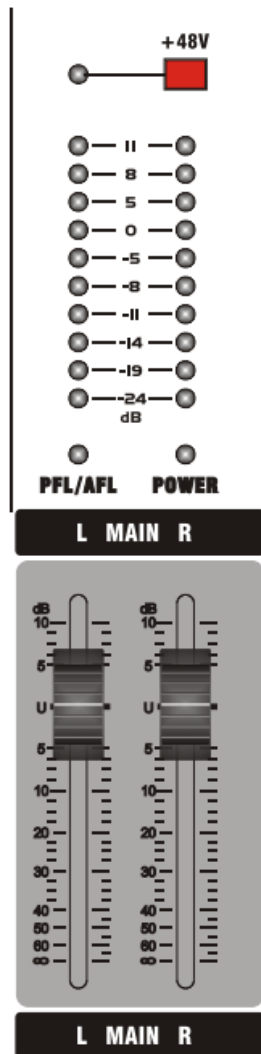
Adjusts the volume of a 2-track device or CD replay to the main channel L/R .

- **PHONES LEVEL**

Adjusts the volume of the monitor headphone. Use a proper volume to avoid the damage to your hearing.

## **Main mix & Meter**





- **+48V Phantom Power Switch**

+48VDC switch supplies power to the channel's XLR input, providing power for the microphone requiring phantom power or DI-BOX. The power currents are restrictive, providing power to the XLR socket's pin 2 and pin 3 of the mono input channel via 6k 8 ohm resistors.

**Warning:** When selecting phantom power, do not connect unbalanced sources or cables to the input. To avoid big clicking sound, mute the channel when turning on or off the +48V power.

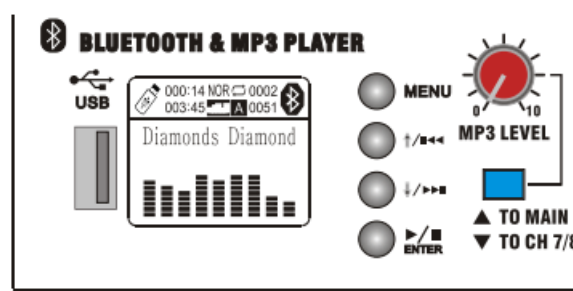
- **Main Level Meters**

In normal condition, it shows the output level of the main mix signals. When any channel's PFL/AFL button is pressed down, it switches to show the signal level of that channel.

- **Working Condition Indicator**

- **POWER:** Power indicator. It lights to show working starts
- **PFL/AFL:** Monitoring condition indicator. When the light turns on, the console is under the monitoring condition, with the main level meters showing the signal level of the monitor channel, and the channel signal is monitored from the headphone monitor output.
- **FADER:** Adjusts the output level of the main mix, providing a normal boost from 0dB to +1 0dB.

## BLUETOOTH & MP3 PLAYER



- **MENU** The main menu key, press lightly to enter the multi-level settings.

- **↑/II<<** Backward/Last One selection key;

- **↓/▶▶** Fast forward/Next One selection key;

- **▶/||/ENTER** PLAY, PAUSE, and ENTER keys.

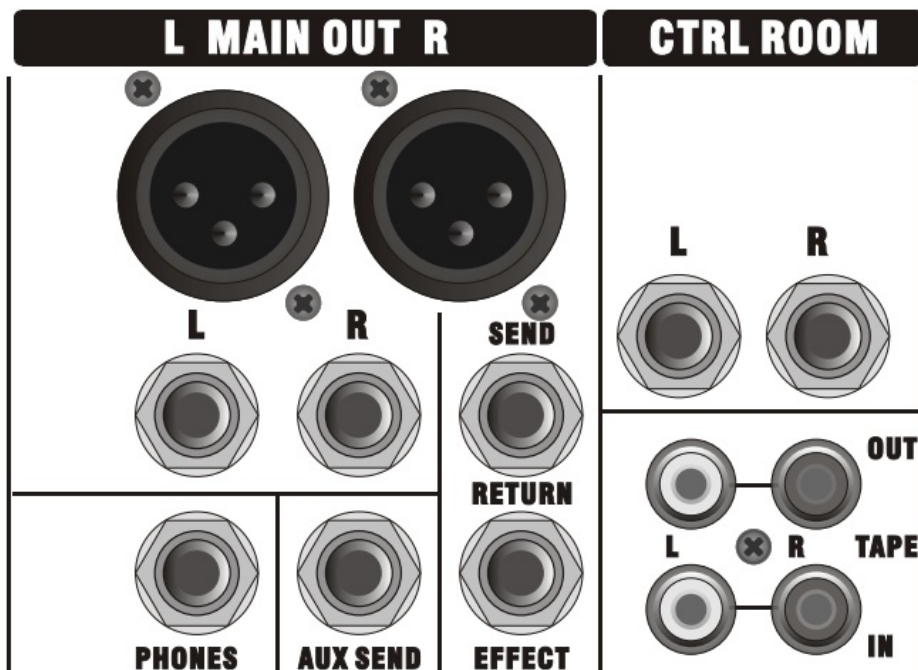
- **MP3 LEVEL**

Adjusts the main volume of the playing MP3 player.

- **PLAYER ROUTE**

When the key is up, the MP3 playing signal will go directly to the main channel UR outputs. When it's down, the signal is sent to the CH 7/8 channel processing. At this time, the CH 7/8 channel input jack cannot be occupied. Thus, the output signal from the MP3 player can go into the CH 7/8 channel for processing and be redirected to various output ends.

## Main output sections



- **LOUT/R OUT**

The console's main mix output is XLR & JACK. Land R output usually sends signals to the indoor PA (public address) system for live sound mixing, or to a 2-track recorder for studio mixing.

- **CTRL ROOM OUT**

Unbalanced TRS output is post-level and post monitor-signal. These jacks are used for sending signals to the

local speakers or other monitor systems.

- **PHONES**

Unbalanced TRS jack. You can insert a headset, listening on a local monitor output. We recommend that you use closed headphones of 30 to 600 ohm impedance. Please note: Adjust the volume to avoid hearing damage

- **AUX SENDS OUT**

Unbalanced TRS jack outputs AUX SEND AUX signals, which is for sending to monitor, effects devices such as echo and delay, and special mixing requirements.

- **EFFECT SEND**

These are to be connected with external digital reverb & effect equipment.

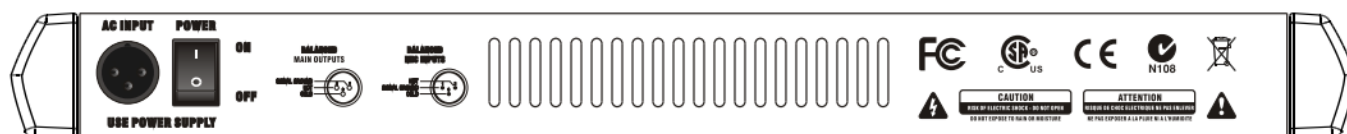
- **EFFECT RETURN**

These are to be connected with external digital reverb & effect equipment.

- **TAPE IN and OUT**

RCA input and output connects popular recording and playing equipment, such as CD, MiniDisc, computer and cassette player. The rated line level is -2dBu. 2-track sends are normally post-fader and after LR mix, regardless of how the setting of mode switching is. 2-track returns can be used for monitoring mono or stereo recording, or serve as a simple input of replay content and background music.

## Rear panel function



## Power Connection and Power Switch

- The pure mixer varieties use external power adaptor for power supply. Before connecting the power, make sure the power voltage of the power adaptor equipped with this console is in conformity with the local electrical voltage. When the power switch of this console is at “off” position, all devices after this console should be at “off” position.
- After you plug the power adaptor properly to the power input socket of this console, you should screw the nut going with the plug tightly and firmly. Only use the power adaptors equipped or approved by our company.

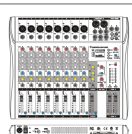
## Specifications

- **Maximum input level**
  - **MIC** +24dBu
  - **Line** +24dBu
  - **Other Line** +20dbu
- **Maximum output level**
  - **XLR** +26dBu
  - **TRS** +20dBu
- **Master meters** 10 segment -24dB to CLIP
- **Channel meters** 1 LED signal indication
- **Frequency response** 20Hz to 30KHz 0.5dB

- **CMRR (MIC 1kHz) >75dB**
- **THD + N <0.01 % (Channel to mix out)**
- **Crosstalk at 1 kHz**
  - **Fader shutoff >85dB**
  - **Mute shutoff >85dB**
  - **Inter channel >82dB**
- **Noise, rms 22Hz to 22KHz**
  - **EIN -122dBu**
  - **Residual output noise <-90dBu**
  - **L/R main mix noise <-82dBu**
  - **Aux mix noise <-82dBu**
- **MONO EQ**
  - **LF, shelving, +/-15dB, 12KHz**
  - **HM, peak/dip, + /-15dB, 2.5KHz**
  - **LF, shelving, + /-15dB, 80Hz**
- **Mono channel**
  - **XLR balanced, pin 2 hot, 2K ohm, Sensitivity -40 to +14 dBu**
  - **TRS balanced, tip hot, 1 OK ohm, Sensitivity -20 to+14 dBu**
  - **XLR, phantom +48V**
- **2-track return RCA, unbalanced, 4K ohm, -2 dBu**
- **2-track send RCA, unbalanced, <75 ohm, -2 dBu**
- **L/R output XLR balanced, pin 2 hot, <75 ohm, +4 dBu, Max. +22 dBu**
- **FX/AUX output TRS unbalanced, tip hot, <75 ohm, -2 dBu, Max. +18 dBu**
- **Headphones TRS, tip L, ring R, 30 to 600 ohm headphones recommended**
- **Max. Power input power 40watts**

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## Documents / Resources

	<p><a href="#">PYLE Console System Sound Mixing Board</a> [pdf] User Manual</p> <p>Console System Sound Mixing Board, System Sound Mixing Board, Sound Mixing Board, Mixing Board, Board</p>
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## References

- [User Manual](#)