M-16DX 16-Channel Digital Mixer



Using the M-16DX as an Onstage Submixer

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M16DXWS20

About the Workshop Booklets

The EDIROL M-16DX 16-Channel Digital Mixer delivers the power of digital mixing to musicians at an incredibly affordable price. This crystal-clear 24-bit digital mixer supports sample rates up to 96 kHz, and it's extremely flexible, with a wide range of analog and digital inputs and outputs, and effects. The M-16DX's USB connectivity makes it an ideal partner for a computer-based digital audio workstation, and features such its pro EQ and the innovative Room Acoustic Control make it an excellent live mixer as well.

Each M-16DX Workshop Series booklet focuses on one M-16DX topic, and is intended as a companion to the *M-16DX Owner's Manual*.

The M-16DX Workshop booklets require M-16DX O.S. Version 2.00 or higher. You can download the latest O.S. for free from *www.RolandUS.com/EDIROL*.

About This Booklet

If you're a performer who's got an onstage setup of any complexity, you can use the M-16DX as an onstage submixer that sends a high-quality mix of what you're doing to the house engineer while providing you your own monitoring setup. This booklet explains how to use the M-16DX for this purpose.

Understanding the Symbols in This Booklet

Throughout this booklet, you'll come across information that deserves special attention—that's the reason it's labeled with one of the following symbols.

A note is something that adds information about the topic at hand.

A tip offers suggestions for using the feature being discussed.

Warnings contain important information that can help you avoid possible damage to your equipment, your data, or yourself.

The Setup

In order for you to use the M-16DX in the way we're about to describe, your house engineer is going to have to be willing and able to send you a monitor feed that doesn't include the submix you're sending him or her. Obviously, this monitor feed will be just for you, since the other people you're playing with will want you in their monitors.

1. Connect all of your instruments and/or mics to M-16DX imput channels, holding aside one stereo or mono input channel for the monitor feed from your house engineer. (This will depend on whether the engineer is sending you a mono or stereo monitor feed.)
2. Connect your monitor speakers or headphone setup to the M-16DX's CONTROL ROOM L and R outputs, or connect stereo headphones to the M-16DX's PHONES jack.

You listen to these:



3. Send the M-16DX's MAIN OUT L and R jacks to the house engineer, and control its overall level using the M-16DX's MAIN MIX LEVEL knob.



You send these to the house engineer.

4. Blend all of your instruments together—using the M-16DX's channel-strip LEVEL knobs, EQ, and effects, as applicable—and send them to your main mix.
5. Make sure that the ALT button in the MAIN MIX area of the M-16DX isn't pressed in.



6 If there's any signal only you should hear—a sampler on which you want to be able to preview sounds onstage, for example, or a tuning reference—press in the MUTE/ALT button on its channel strip.



7 Connect the monitor feed from the house engineer to the unused M-16DX input channel you've held aside for this purpose.

8 Press in the MUTE/ALT button for the channel strip carrying the monitor feed.

9 In the M-16DX's PHONE/CTRL ROOM area, press in the ALT button so that your "hidden" signals go to your monitoring setup.



10 Make sure that the M-16DX's MUTE MAIN FEED button isn't lit so that your instruments and/or mics go into the Control Room bus you're listening to. Hold it down for a second to turn it off if necessary.

11 Adjust the house-monitor feed level against your own signals using the LEVEL knob for the feed's channel strip.

The End

We hope you've found this workshop helpful. You'll find other M-16DX Workshop booklets available for downloading at *www.RolandUS.com/EDIROL*.