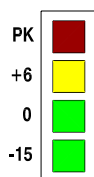
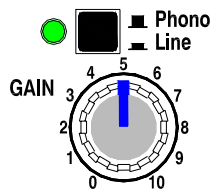
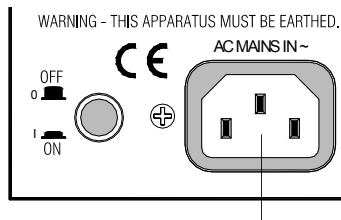
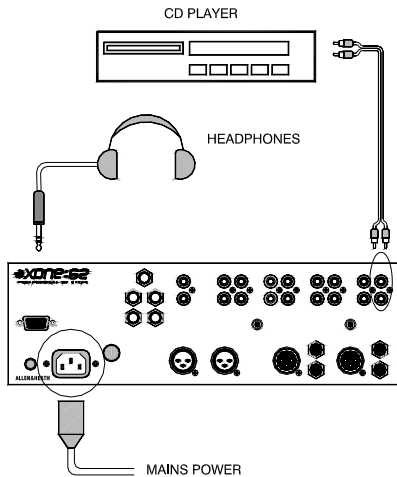


# Quick Start

We recommend that you read through all sections of this User Guide before starting. However, we provide these notes so that you can plug up and experiment with sounds from your **XONE:62** immediately if you prefer to read the full guide later. Please note that you should first read and understand the **Important Safety Instructions** printed at the beginning of this guide. The following simple procedure requires a CD player and headphones. Alternatively you can connect a pair of turntables and start mixing right away. Please read the rest of this guide before connecting to your amplifier and speaker systems.



**1 Set all controls to their starting condition.** Set all FADERS, GAIN, AUX, VCF, RESONANCE, HEADPHONES and BOOTH MONITOR controls minimum. Set PAN and EQ controls to their detented centre position. Set all switches to their up position.

**2 Plug in a CD player.** This provides a good stereo audio source as a starting point. Plug into CH3 line input as shown. Do not use the phono input for CD or other line level sources as this is intended for turntables with magnetic cartridges requiring RIAA equalisation.


**3 Plug in the headphones.** Plug into the top panel PHONES socket. Use the best headphones you can afford for your application. We recommend the professional grade closed-ear type of 30 to 100ohms impedance, and with 1/4" TRS jack plug. Avoid using the popular mini jack to 1/4" adapters as these can quickly prove unreliable.

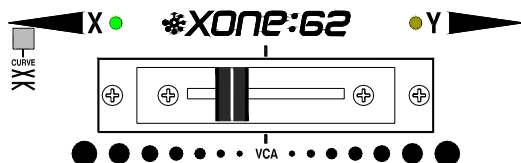
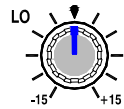
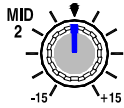
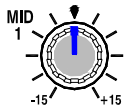
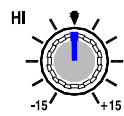
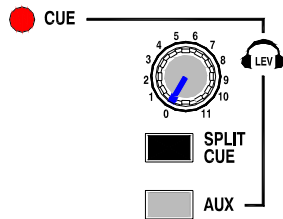
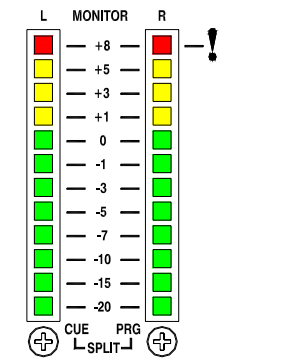
**4 Connect AC mains power.** Check first that the correct mains lead with sealed plug suitable for your local supply has been provided with your console. Plug into the AC MAINS IN socket making sure the connector is pressed fully in.

**5 Switch the console on.** Press the rear panel ON/OFF switch. Check that the green and red XY leds above the crossfader both light. You may notice that the console meters flash briefly. This is normal during power up.

**6 Select the line source.** Press the CH3 source select switch. This lights red to indicate that the line source is selected.

**7 Adjust the channel gain.** Start the CD player. Adjust CH3 GAIN control until the average music level lights the channel meter green 0 led with loudest peaks lighting the yellow +6 led. If no signal is present check that the music source is playing and the correct input is selected.

 **Reduce GAIN if the red PK Led lights. This indicator is a warning that the signal is approaching clipping and that distortion may result if the level increases further.**



**8 Check the sound using the Cue system.** With the music playing press the large CUE switch. The switch lights as well as the master CUE led to show that the cue monitor is active. The channel signal is now sent to the headphones. Slowly turn up the headphones level control until you hear the music.

**⚠ Avoid listening to loud headphones levels for long periods as this may damage your hearing.**

The channel signal is now displayed on the main monitor meters giving you finer control in setting the gain. Note that the cue system lets you monitor the channel signals pre-fader. In other words you can check or cue any source before you raise its fader to bring it into the mix.

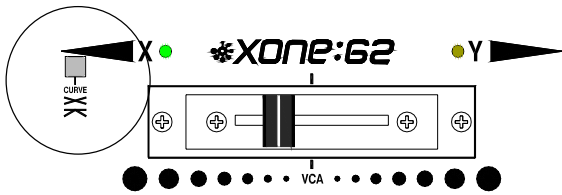
**9 Route the signal to the main Mix output.** Release the CUE switch. The CUE led turns off and the headphones and monitor meters go quiet. Raise CH3 fader to its top '0' position. Raise the MIX master rotary control to maximum. With the XFADE ON switch in its up position the signal is routed direct to the mix. The signal is now displayed on the main meters at the same level as the channel meter. The level is now the same throughout the console signal path, as set by the channel gain control. This is the ideal setting with meters averaging 0dB so giving the best signal-to-noise performance while maintaining plenty of headroom to avoid clipping.

**10 Listen to the main MIX output.** The music should be heard in the headphones. If not, then check that the AUX switch is released and that no CUE switches are selected.

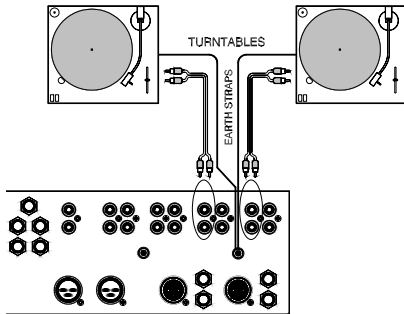
**11 Check the effect of the Stereo EQ.** Press CH3 EQ ON switch. This lights to show that the signal is routed through the equaliser. Now try the effect of each of the 4 frequency bands. The EQ is designed for creative live performance control and provides a safe +6dB boost and a massive -26dB cut. Experiment with cutting rather than boosting frequencies to create dramatic effects. These can be punched in or out using the EQ ON switch.

**12 Route through the Crossfader.** Press XFADE ON to route the signal through the crossfader rather than direct to the mix. The green X led lights indicating that the channel is assigned to the left (X) side of the crossfader. Press the XY switch to assign the signal to the right (Y) side. The yellow Y led lights. Note the green X and yellow Y led above the crossfader to help you see where the channels are routed.

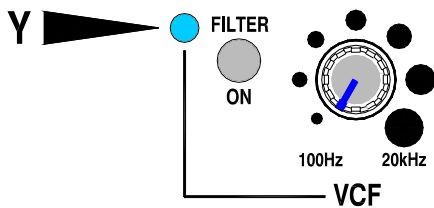
**13 Using the Crossfader.** This lets you fade between signals routed to either side, typically to fade smoothly into a new music track or to creatively layer sounds when scratch or cut mixing. Experiment further by connecting two CD decks or turntables and assigning one to X, the other to Y. Use XFADE PAN to adjust the balance between the left and right mix, either to correct an imbalance or as an effect in its own right.



**14 Changing the crossfader curve.** The little switch to the left of the crossfader sets which curve is active. This is underpanel so that it is not accidentally changed during performance. Use a pen tip or similar pointed object to change the setting. In the normal up position the signal dips by 6dB at the middle position for smooth fading between tracks. Press the switch for a dipless response where the signal starts to dip only once the fader has passed the mid position. This is better suited to scratch or cut mixing where you layer the sounds.

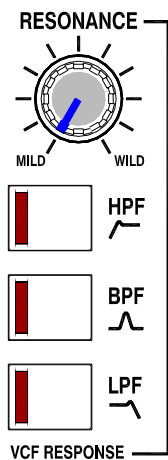


**15 Crossfader mixing.** At this point you may wish to plug in a pair of turntables and experiment with DJ mixing. Plug into CH3 and CH4 phono inputs if your turntables require RIAA equalisation. If not, plug into the line inputs. Remember to connect the turntable earth leads to the console chassis earth terminal. Use CUE to set up the channel gain as you did in step 7. Route CH3 to X and CH4 to Y of the crossfader.



**16 Adding VCF filter effects.** Each side of the crossfader features a stereo Voltage Controlled Filter which presents the DJ with a unique set of live performance tools to create subtle or startling tonal effects. With the signal assigned to the Y side of the crossfader, and the crossfader moved fully to the right, the music is routed to the mix and should be heard on the headphones. Press the Y FILTER switch to route the signal through the analogue filter section. The blue led lights to show that the filter is active. Check that the large LPF switch is illuminated indicating that the power up default lo-pass filter type is active. The sound should change to a rumbling bass line with higher frequencies removed.

**17 Sweep the filter frequency.** Turn the VCF control clockwise and you should progressively hear higher audio frequencies returning to the mix. This control sweeps the effect from low to high frequency.



**18 Adjust the filter resonance.** Slowly turn the RESONANCE control clockwise as you sweep the frequency and you should hear the 'Q' or 'sharpness' of the effect changing from subtle to drastic as the roll-off knee sharpens and frequency boost is added.

**▲ Increasing resonance boosts a narrow band of selected frequencies. Make sure you reduce the channel gain if the red peak meters start to flash.**

**19 Change the filter type.** Press one or any combination of the large HPF, BPF and LPF filter type switches to experiment with different performance effects. For example pressing HPF and LPF together produces a notch effect. Once you are familiar with the creative power of these filters you can apply them to your performance. More information is available later.

Now... continue to read through the rest of this User Guide.