

# GET STARTED STRAIGHT OUT OF THE BOX

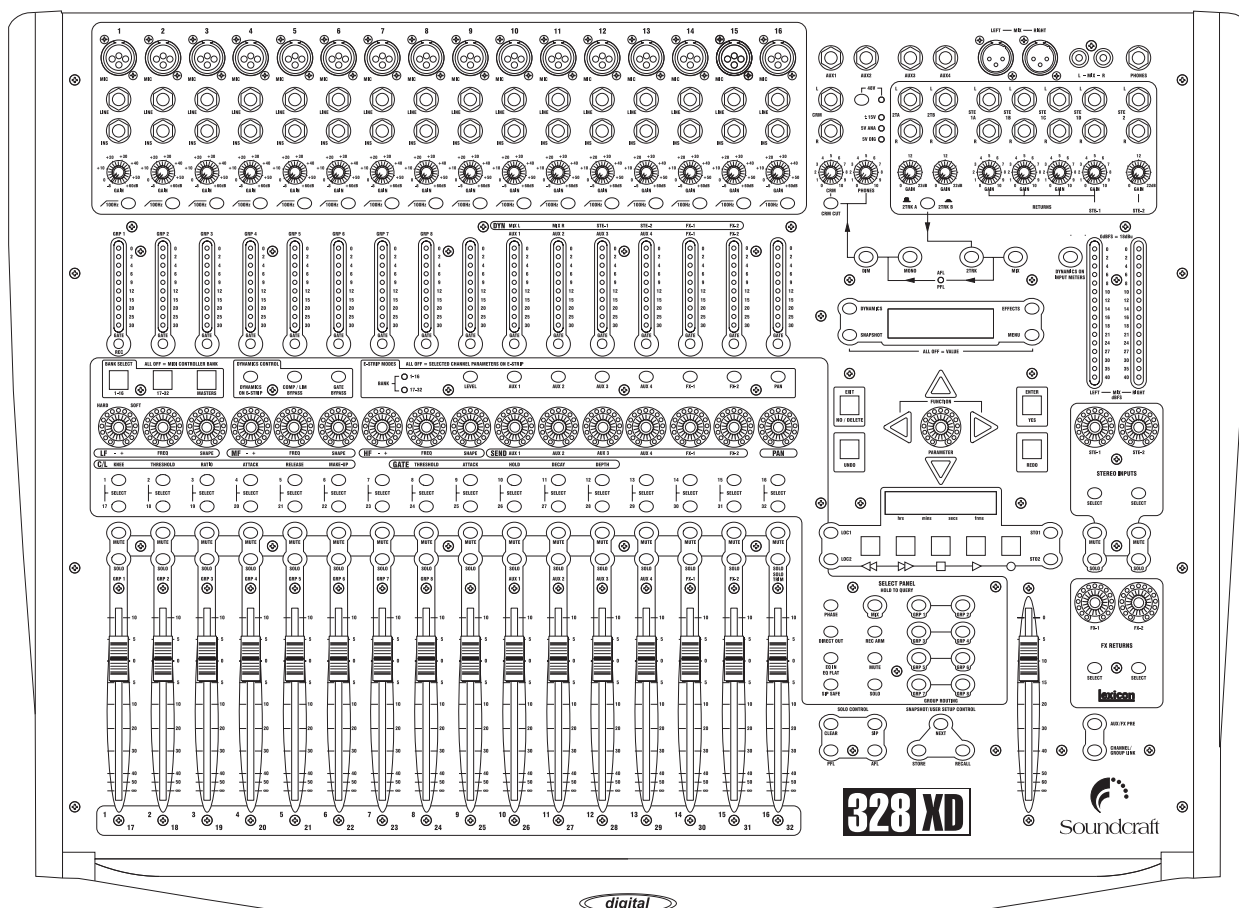
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## GET STARTED STRAIGHT OUT OF THE BOX

If you are one of those people who just has to 'get your hands dirty' before you read through the Reference Manual then this section is for you!

The goal of this short section is to take you quickly through the basic features of the 328XD.

We will input a signal on Channel 1, route it to the Mix outputs, add some EQ and compression, and then some reverb. Finally we will store all the settings we have made as a Snapshot.



## LET'S GET STARTED

Right, so you've managed to get the 328XD out of the box. Congratulations, you've passed the first test and can now move on.

Plug the power cable into the nearest mains output (you'd be amazed how many people get this bit wrong) and switch the 328XD on with the power switch located at the back right hand side of the console next to the mains input. You will see very quickly that every switch and LED on the mixer lights up briefly. The LCD display will indicate boot progress, which should take about a minute to complete. Once boot up is complete and Mr Munch has reached the end of the LCD display, the 328XD is ready to go.



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System Booting..
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## AUDIO HOOK-UP

For the purpose of this section we will assume that there is a microphone plugged into **MIC Input 1** and an amplifier with some speakers connected to the left and right Control Room (**CRM**) outputs.

## OKAY LET'S MAKE SOME NOISE

Before starting, ensure that the Control Room outputs are connected to your monitoring system, that the **CRM** out level is fully down (anti-clockwise) and that the **MIX** fader is set to 0. You should also check that the **CRM CUT** switch is not activated. If the **CLEAR** switch in the Solo Control panel is illuminated, press it to ensure that no channels are soloed.

- Press the SELECT button for **Channel 1** (it should illuminate with a cool shade of green) to activate the E-Strip and Select Panel for Channel 1. Make sure that the **MIX** switch in the SELECT panel is selected.
- Pull the **Channel 1** fader fully down, and press the Channel 1 **MUTE** switch. This will prevent any chance of a sudden feedback howl, if your microphone happens to be too close to your speakers.
- Plug in a Microphone, and if it requires 48V Phantom Power, press the **48V** button.
- Make sure that the BANK SELECT switch is set to 1-16 and ensure that the **DYNAMICS ON METERBANK** switch to the left of the stereo output meters is not selected. This ensures that the faders are set to control level from analogue inputs 1-16 and the meters are set to indicate input level for analogue inputs 1-16.
- Turn the analogue GAIN control slowly until a good level is seen on the **Channel 1** input meter. As a guide, your loudest peaks should occasionally light the top red LED. This will ensure you have a good signal to noise ratio.

- Now de-select the Channel 1 MUTE button in the **SELECT PANEL** and bring up the Channel 1 fader level. You should now see level showing in the LEFT/RIGHT output meters indicating that the input signal is reaching the Mix bus.
- Once you have a good amount of level on the left/right output meters, turn up the **CRM** level control to monitor the signal in your speaker system.

Great! Let's get a little more creative...

## USING THE E-STRIP FOR EQUALIZATION, PANNING AND AUXILIARY/EFFECTS ROUTING

Now that you have some audio running through the console, let's check out the E-Strip (see **Section 3B** for an in depth look at this feature).

- When you press the analogue input Channel 1 **SELECT** button, the E-Strip instantly becomes active for that channel. You now have access to the 3 band **EQ**, 4 **AUX** sends, 2 **FX** sends and the **PAN** control for Channel 1. These controls function just as you would expect those of an analogue console to function. Their current settings will remain even when you change the mode of the E-Strip.
- Ensuring that none of the four LCD mode switches are illuminated in the MASTER section will then set the LCD to display precise value adjustments for any of the controls found on the E-Strip. If one of the switches is already lit, press it again to set the LCD mode to VALUE. The LCD will then automatically follow to display whichever E-Strip parameter you adjust for whichever channel you choose to select. With the LCD in this mode, the PARAM encoder beneath the LCD display will also be automatically active for the currently or last adjusted parameter on the E-Strip.

## LET'S ADD SOME COMPRESSION TO THE SIGNAL

Using the 328XD internal dynamics processors is just like working with an external dynamics processor patched into the channel's insert point, but without the need for additional cables or indeed the external processor. There is also the added bonus that the signal is kept in the digital domain at all times.

To access control of the dynamics parameters for analogue input Channel 1, ensure that the Channel 1 SELECT switch is still active, and press the DYNAMICS ON E-STRIP switch in the Dynamics Control panel. The E-Strip will indicate the current settings of the dynamics parameters available. Press the DYNAMICS switch to the upper left of the LCD display to view the parameter values numerically.

The COMP/LIM BYPASS and GATE BYPASS switches indicate the bypass status of the two stages of the dynamics processor. The factory default state is to have bypass enabled for both compressor and gate on all input channels. The switch is lit to indicate BYPASS = ON.

If enabled, disable COMP/LIM BYPASS and make the adjustments you wish to make using the rotary encoders of the E-Strip.

To observe the gain reduction levels, press the DYNAMICS ON METERBANK switch to the left of the main Mix meters. To return the meters to displaying the (post-dynamics) input levels, simply deselect the DYNAMICS ON METERBANK switch.

For more information on how to use the internal dynamics processors, consult **Section 3B Part 3**.

## OKAY NOW FOR SOME REVERB

Similarly, the use of the 328XD's internal Lexicon effects processors avoids the use of an external processor and cables, and keeps the signal in the digital domain. Unlike the dynamics processors, however, the effects processors are not placed 'in-line', but instead they act as if connected to virtual auxiliary outputs 5 & 6. As we will see, send levels from individual channels are controlled from the E-Strip.

- Firstly press the **EFFECTS** button so that it illuminates. The LCD display will show the Lexicon effects processor related menus.
- Use the **PARAM** encoder or the ▲▼ arrow keys to select the **FX 1 Presets** menu - it will flash.
- Press the **ENTER** button. The < **FX Presets** > **Factory/User** menu will be displayed in the LCD display.
- Press the ENTER button again to bring up the library of preset effects. Select 1:Large Hall using either the PARAM encoder or the ▲▼ arrow keys, then press the ENTER button to load the effect parameters.
- Press the MASTERS button in the BANK SELECT panel. This will switch the faders and bargraph meters to display the output levels of Groups 1 - 8, FX 1 & 2 and Auxes 1 - 4 so that we can see the level of signal being sent to FX Processor 1 from the FX 1 send of Channel 1. Ensure that the FX 1 master send fader (fader 14) is at 0dB.
- Turn the FX Return 1 level control fully down.
- Make sure that Channel 1 is still selected, and using the FX 1 encoder (encoder 14) on the E-Strip, slowly raise the FX 1 send level until you see a good amount of signal showing on the bargraph meter labeled FX 1 (meter 14).
- Now turn up the level of FX Return 1 to blend the amount of reverb you want routed to the mix bus.



Use the legending above the rotary encoders to determine their function when the E-Strip is acting in Dynamics mode. Note that Encoders 7 and 13-16 are unused.



It is always good practice to send as much signal as possible into the effects processors from the individual FX Sends on the channels, and have the level of the FX Return at a lower level. This way a good signal to noise ratio is achieved.

## STORING THE SETTINGS IN THE SNAPSHOT MEMORY LOCATIONS

All of the adjustments we have just made, with the exception of the analogue gain adjustment, can be stored in the SNAPSHOT library for later recall.

- Press the SNAPSHOT button in the Master section. This will bring up the SNAPSHOT menu in the LCD display.
- Use the ▲▼ arrow keys or the PARAM encoder to select SNAPSHOT memory location #01 or another empty location. It will flash when selected.
- In the SNAPSHOT panel press the **STORE** button.
- The LCD display will read 'Saved Snapshot!' and then revert to show SNAPSHOT #001
- To give the SNAPSHOT a name press the ENTER button. Use the ◀▶ cursor keys to select the character you want to change and the PARAM encoder to select the desired letter or number.

Using the FUNCTION keys, characters can be deleted. To delete from left to right, press and hold the left cursor key and press the right cursor key once for each character to be deleted. Similarly, to delete characters from right to left, press and hold the right cursor key and then press the left cursor key once for each character to be deleted.

- Press the ENTER button to store the new name.

For more information on Snapshot parameters, refer to **Section 3G** and **Section 3J Part 5.15**.

Well that's it! You have now successfully completed a basic overview of how the 328XD operates.

**Section 3** of the manual gives an in depth view of all of the functions available on the 328XD. Have fun!