

M-16DX 16-Channel Digital Mixer



Using the M-16DX with SONAR™

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M16DXWS08

About the Workshop Booklets

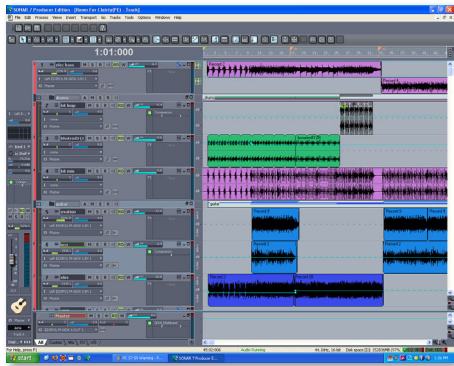
The EDIROL M-16DX 16-Channel Digital Mixer delivers the power of digital mixing to musicians at an incredibly affordable price. This crystal-clear 24-bit digital mixer supports sample rates up to 96 kHz, and it's extremely flexible, with a wide range of analog and digital inputs and outputs, and effects.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

The M-16DX makes a great companion to a digital audio workstation—or “DAW”—on a personal computer. To learn the basics of using the M-16DX with a DAW, see the Workshop booklet *Using the M-16DX with a DAW*. Then come back here for specific instructions on using the M-16DX with SONAR 7™. You can even control SONAR directly from your M-16DX—see the *Using the M-16DX as a DAW Controller* Workshop booklet to learn how.



We'll assume you know how to operate SONAR—otherwise, consult SONAR's built-in documentation in its Help menu. We'll also assume the M-16DX is connected to your PC, and that they're both powered-up.

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.



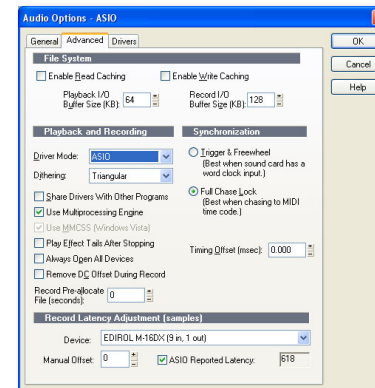
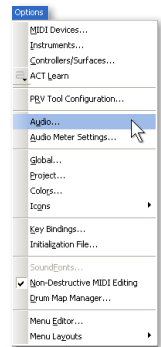
A tip offers suggestions for using the feature being discussed.



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

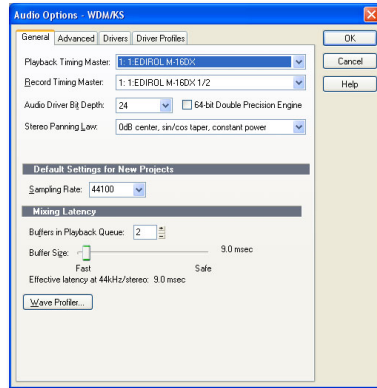
Configuring SONAR for Use with the M-16DX

- 1 After launching SONAR, select **Audio...** from the Options menu to open the Audio Options window, and then click the Advanced tab.
- 2 Set Driver Mode to ASIO.

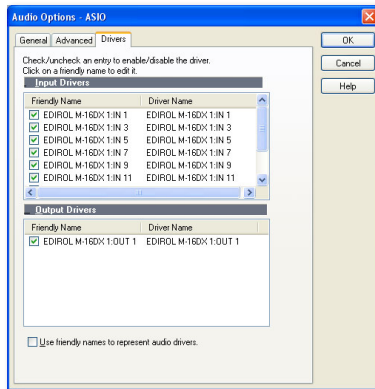


While the M-16DX can also work in WDM/KS mode, we recommend using ASIO in programs that support its use, such as SONAR.

- 3 Click the General tab.



- 4 Set Playback Timing Master to 1: EDIROL M-16DX:OUT 1.
- 5 Set Record Timing Master to 1: EDIROL M-16DX:IN 1.
- 6 Set Sampling Rate to the M-16DX's sampling rate.
- 7 Click the Drivers tab.



The M-16DX channels are here as pairs of input drivers named for their odd-numbered channel—active inputs are checkmarked.

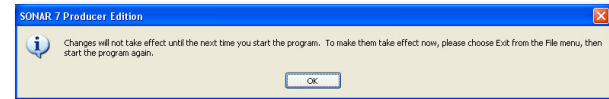
- 8 To activate a pair of inputs that are currently turned off, checkmark the pair. To turn off a pair of inputs, remove its checkmark.



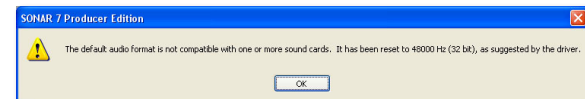
If you'll be recording the M-16DX's main stereo mix, make sure that the 9: EDIROL M-16DX1:IN 17 driver is selected—that's the main mix.

- 9 Click OK to exit the Audio Options window.

When you close the Audio Options window, Windows asks you to relaunch SONAR for your new settings to take effect.



If you selected a sampling rate other than the one the M-16DX is using in Step 6, you'll see a message saying that SONAR's sampling rate will be automatically reset to match the M-16DX when you leave the Audio Options window.



To use another sampling rate, change the M-16DX's rate first as described in the *Using the M-16DX with a DAW Workshop* booklet.



If you want to work on a project in which audio's already been recorded, set the M-16DX's sample rate to match the project's.



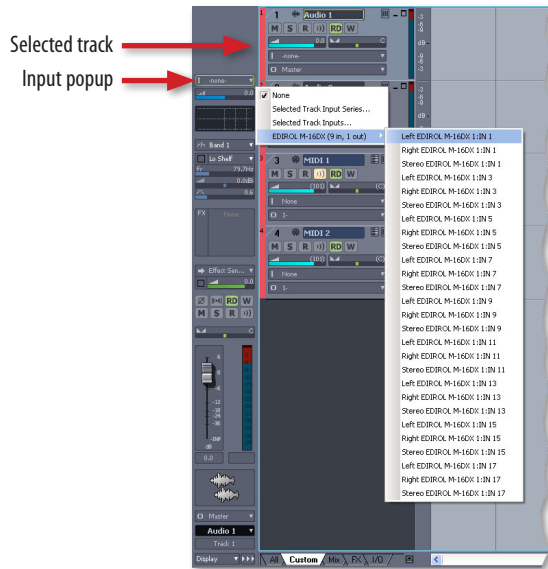
If you changed the Audio Options window's Driver Mode setting from ASIO to WDM/KS for some reason in Step 2, when you restart SONAR, Windows XP Wave Profiler may ask you if it's okay to run some timing tests on your audio hardware. Click Yes.

Setting Up a Track for Recording

Selecting Audio to Record

To set up a track for recording

- 1 Click the desired track in the Track window to display its channel strip at the lower left corner of the SONAR window as shown here.



In this illustration, we're displaying all of the available channel strip elements. To do this, click and hold the Display popup beneath the strip and checkmark the desired channel strip elements.



- 2 Click the Input popup menu at the top of the strip, and select what you want to record from the M-16DX. To record
 - a mono input channel to which a mic or instrument is connected—select the desired Left or Right M-16DX channel.
 - a stereo input channel to which you've connected a keyboard or some other stereo device—select the desired stereo pair's odd-numbered Stereo channel.
 - one side of a stereo input channel—select the desired Left or Right channel.
 - the stereo main mix bus—select Stereo EDIROL M-16DX 1:IN 17. (Make sure the M-16DX's USB button isn't lit.)

Setting the Track's Output

- 1 From the track's Output popup menu at the bottom of the strip, select **Master**.
- 2 Click the Master track at the bottom of the Track window, and check its Output popup menu—it should be set to use the M-16DX's OUT 1 driver. If it's not, set the Master's output to EDIROL M-16DX 1:OUT 1.

Turn Off Software Monitoring

- 1 If the track's channel strip isn't visible, click the track in the Track window.
- 2 Click the channel's Input Echo button so it's not lit.



As we noted in the *Using the M-16DX with a DAW Workshop* booklet, you do have the option of listening through SONAR if you want to hear its effects as you record. However, since you'll encounter latency doing this, we recommend listening directly through the M-16DX.

Troubleshooting

If you have any problems playing or recording audio in SONAR, check its built-in online Help in the Help menu. As we noted in the *Using the M-16DX with a DAW* booklet, you can also find Windows XP troubleshooting tips at MusicXP.net at http://musicxp.net/tuning_tips.php.

You can also click the ASIO Panel... button in the Audio Options window—this opens the M-16DX's control pane. Raising the Audio Buffer Size value can reduce pops and clicks, though it will also increase latency if you're working with soft synths in SONAR. Likewise, you may want to try checking the Use Smaller ASIO Buffer Size ASIO Setting checkbox.

The End

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

