

Studio One® Integration and Quick Start for StudioLive® Series III Mixers

Reference Manual



Studio One Artist

Table of Contents

1 Studio One Artist Quick Start — 1

1.1 About This Manual — 1

2 Installation and Authorization — 3

2.1 Downloading and running the Studio One installer. — 3

2.2 Authorizing Studio One — 3

2.3 Installing bundled content for Studio One Artist. — 3

3 Getting Started — 5

3.1 Configuring Audio Devices — 5

3.2 Configuring MIDI Devices — 6

3.2.1 Setting Up an External MIDI Keyboard Controller — 6

3.2.2 Setting Up an External MIDI Sound Module — 8

3.3 Creating a New Song — 9

3.3.1 Configuring Your I/O — 10

3.3.2 Creating Audio and MIDI Tracks — 11

3.3.3 Recording an Audio Track — 12

4 Adding Virtual Instruments, Effect, and Files — 14

4.1 Opening the browser — 14

4.2 Drag-and-drop virtual instruments — 14

4.3 Adding Effects — 15

4.4 Drag-and-Drop Audio and MIDI Files — 15

5 StudioLive Integration — 16

5.1 Integrated StudioLive Controls — 16

5.1.1 Controlling Remote Mic Preamps (Series III and RM/RML-series only) — 16

5.1.2 Fat Channel Plug-in — 17

5.2 Mixing Capture Sessions — 19

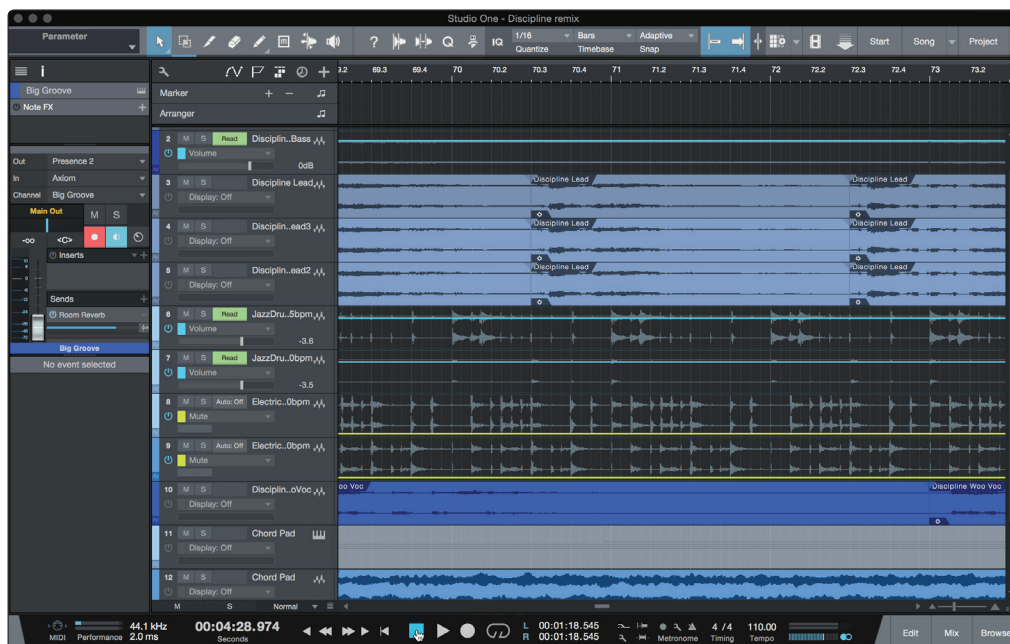
5.3 Setting Up Cue Mixes for StudioLive Series III Consoles — 20

5.3.1 Step 1: Setting Up Your Mixer — 20

5.3.2 Configuring Audio Routing in Studio One — 22

5.3.3 Creating a Headphone Mix — 24

1 Studio One Artist Quick Start



Studio One Artist contains everything you need to jump start your recordings and production. Featuring a fast, flow-oriented, drag-and-drop interface, Studio One Artist was built by creative people for creative music production. And nowhere is this more apparent than while working with StudioLive Series III mixers and Studio One.

The unique bidirectional control options make Studio One and StudioLive Series III mixers an ideal combination for any sized studio.

1.1 About This Manual

We suggest that you use this manual to familiarize yourself with Studio One Artist before trying to use it with your mixer. This guide assumes that you have followed the installation and connection procedures described in the *Using Your StudioLive as an Audio Interface with Universal Control Reference Guide*.

You cannot use your StudioLive as the audio interface for Studio One Artist without installing Universal Control. If you have not already done so, *please download and install Universal Control and review the Using Your StudioLive as an Audio Interface with Universal Control Reference Guide before proceeding*.

This guide outlines basic features and functions of Studio One Artist as well as advanced integration features that are unique to StudioLive mixers. A complete Reference Manual is located in the Help Menu inside Studio One.

Throughout this guide you will find **Power User Tips**. These tips provide useful hints on how to best use Studio One Artist and take advantage of unique workflow functions and features.

This guide provides a general overview of Studio One Artist as well as more advanced explanations of the integration features available within Studio One for StudioLive Series III mixers. The following companion guides are also available:

Hardware Guides:

- **StudioLive Series III Console Mixer Owner's Manual.** Use this reference guide to understand all the hardware functions on your StudioLive Series III console mixer (StudioLive 64S, StudioLive 32S, StudioLive 32SX, StudioLive 32SC, StudioLive 32, StudioLive 24, StudioLive 16).
- **StudioLive Series III Rackmount Mixer Owner's Manual.** Use this reference guide to understand all the hardware functions on your StudioLive Series III rackmount mixer (StudioLive 32R, StudioLive 24R, StudioLive 16R).

Software Guides:

- **Capture 3 Reference Manual.** Included with StudioLive mixers is Capture, a digital-audio multitrack-recording application designed to make recording quick and easy.
- **Networking for StudioLive Remote Control.** This guide will assist you in creating a LAN network to remote control your StudioLive from a computer, tablet, or mobile device.
- **QMix-UC Reference Manual.** This guide describes the features and functions of QMix-UC with every StudioLive mixer model. QMix-UC lets up to 16 users remotely control the Aux Mixes on your StudioLive using their smartphone.
- **UC Surface Reference Manual.** This guide describes the features and functions of UC Surface with every StudioLive mixer model. UC Surface can be used to remotely control every function on your StudioLive mixer or specific functions, depending on the set permissions, or to turn your tablet into additional screens for your mixer.
- **Using Your StudioLive as an Audio Interface with Universal Control Reference Guide.** This guide describes the features and functions of Universal Control as well as how to use your StudioLive mixer as an audio interface with your favorite DAW application.

Additional Resources:

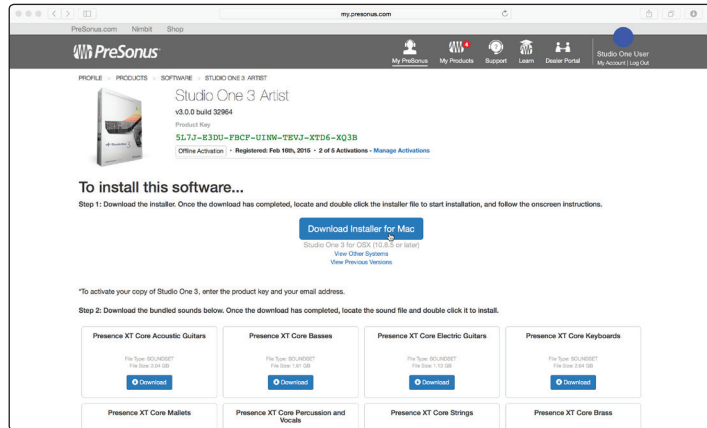
- **StudioLive Series III AVB Networking Guide.** This manual covers advanced AVB audio networking configuration for the StudioLive Series III mixers.
- **StudioLive Series III Stage box Mode Addendum.** The StudioLive Series III rackmount mixers (StudioLive 32R, StudioLive 24R, StudioLive 16R) can be used as advanced stageboxes for StudioLive Series III console mixers (StudioLive 64S, StudioLive 32S, StudioLive 32SX, StudioLive 32SC, StudioLive 32, StudioLive 24, StudioLive 16).
- **StudioLive Series III Studio One DAW Control Addendum.** StudioLive Series III console mixers (StudioLive 64S, StudioLive 32S, StudioLive 32SX, StudioLive 32SC, StudioLive 32, StudioLive 24, StudioLive 16) can be used to control Studio One and Studio One Artist.
- **StudioLive Series III HUI Emulation DAW Control Addendum.** StudioLive Series III console mixers (StudioLive 64S, StudioLive 32S, StudioLive 32SX, StudioLive 32SC, StudioLive 32, StudioLive 24, StudioLive 16) can be used to control Pro Tools using HUI emulation.
- **StudioLive Series III MCU Emulation DAW Control Addendum.** StudioLive Series III console mixers (StudioLive 64S, StudioLive 32S, StudioLive 32SX, StudioLive 32SC, StudioLive 32, StudioLive 24, StudioLive 16) can be used to control Pro Tools using MCU emulation.

2 Installation and Authorization

Once you have installed the drivers for your audio interface and connected it to your computer, you can use the included PreSonus Studio One Artist music-production software to begin recording, mixing, and producing your music. To install Studio One Artist, log into your My PreSonus account and register your interface. Your product key for Studio One Artist will automatically be registered to your My PreSonus account with your hardware registration.

2.1 Downloading and running the Studio One installer.

To install Studio One Artist, download the Studio One Artist installer from your My PreSonus account to the computer on which you will use it.



- **Windows users:** Launch the Studio One Artist installer and follow the onscreen instructions.
- **Mac users:** Drag the Studio One Artist application into the Applications folder on your Mac hard drive.

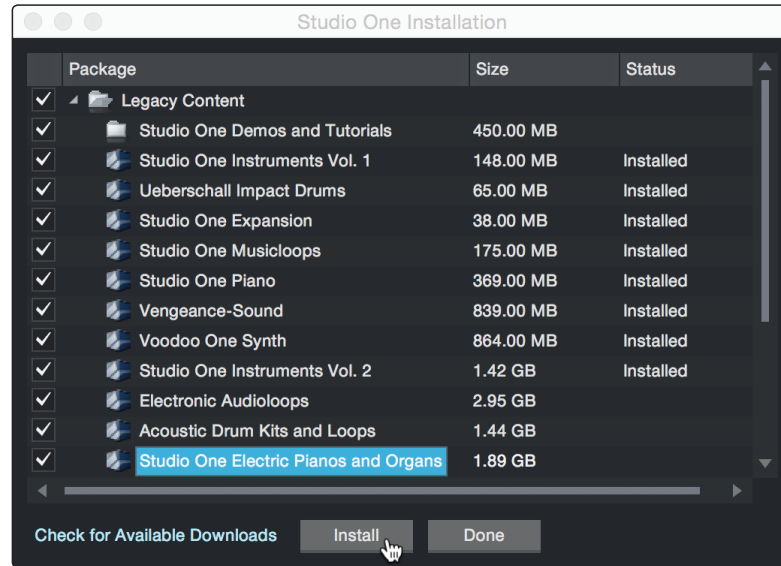
2.2 Authorizing Studio One

When Studio One is launched for the first time on your computer, it will communicate with your My PreSonus account and verify your registration. To ensure a seamless authorization process, make sure to download your installer to the computer on which you will be using it and be sure that your computer is connected to the Internet when you launch the application for the first time.

2.3 Installing bundled content for Studio One Artist.

Studio One Artist comes bundled with an array of demo and tutorial materials, instruments, loops, and samples. The Studio One Artist bundle includes all that you need to begin producing music.

The first time you launch Studio One Artist, you will be prompted to install its companion content. Select the content you wish to add and click “Install.” The content will automatically begin to download and install from your My PreSonus user account.



Power User Tip: You may be prompted to enter your My PreSonus user account information. Clicking “Remember Credentials” will allow you to have immediate access to any content you purchase from the PreSonus Marketplace.

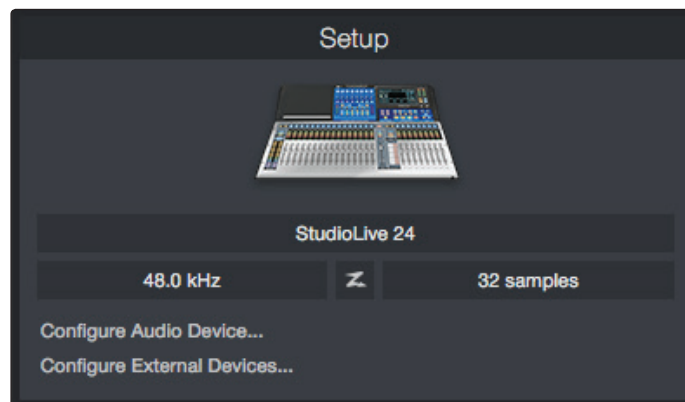
3 Getting Started

Studio One Artist was designed to work with PreSonus interfaces and provides unique interoperability and simplified setup. When Studio One Artist is launched, by default you will be taken to the Start page. On this page, you will find document-management and device-configuration controls, as well as a customizable artist profile, a news feed, and links to demos and tutorials from PreSonus. If you have an Internet connection on your computer, these links will be updated as new tutorials become available on the PreSonus Web site.

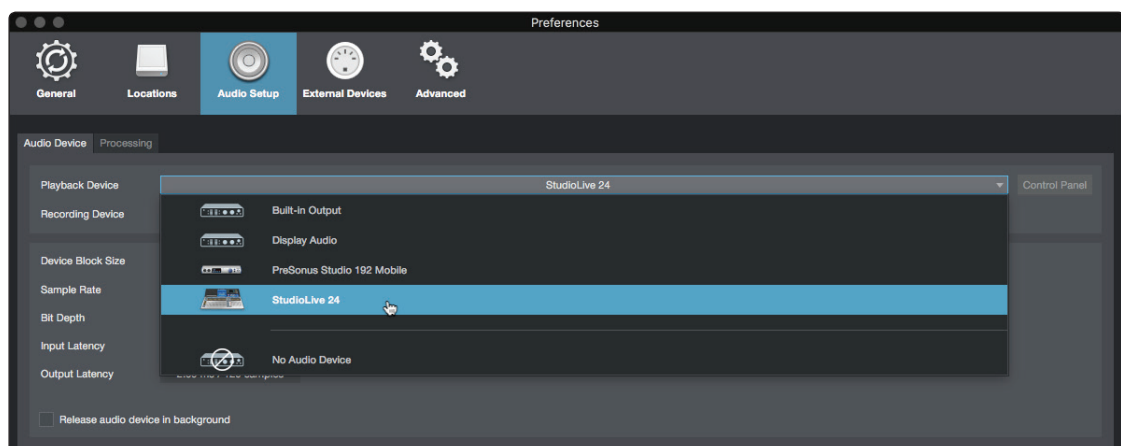
Complete information on all aspects of Studio One Artist is available in the Reference Manual PDF located within Studio One. The information in this tutorial covers only the basic aspects of Studio One Artist and is intended to get you set up and recording as quickly as possible.

3.1 Configuring Audio Devices

1. In the middle of the Start page, you will see the Setup area. Studio One Artist automatically scans your system for all available drivers and selects a driver. By default, it will choose a PreSonus driver if one is available.



2. If you do not see your device listed on the Start page when you launch Studio One, click on the Configure Audio Devices link in the Setup area to open the Options window.



In the Options window, click on the Audio Setup tab and select your device driver from the pull-down.

3.2 Configuring MIDI Devices

From the External Devices window in Studio One Artist, you can configure your MIDI keyboard controller, sound modules, and control surfaces. This section will guide you through setting up your MIDI keyboard controller and sound modules. Please consult the Reference Manual located within Studio One for complete setup instructions for other MIDI devices.

If you are using a third-party MIDI interface or USB MIDI-controller keyboard, you must install any required drivers for these devices before beginning this section. Please consult the documentation that came with your MIDI hardware for complete installation instructions.

If you do not have any MIDI devices, please skip to Section 3.3.

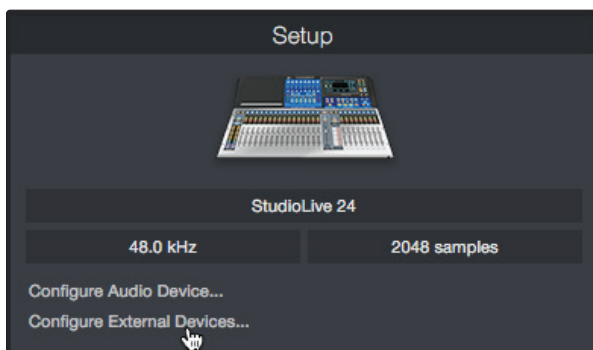
3.2.1 Setting Up an External MIDI Keyboard Controller

A MIDI keyboard controller is a hardware device that is generally used for playing and controlling other MIDI devices, virtual instruments, and software parameters. In Studio One Artist, these devices are referred to as Keyboards, and they must be configured before they are available for use. In some cases, your MIDI keyboard controller is also used as a tone generator. Studio One Artist views the controller and tone-generation functions as two different devices; a MIDI keyboard controller and a sound module. The MIDI controls (keyboard, knobs, faders, etc.) will be set up as a Keyboard. The sound modules will be set up as an Instrument.

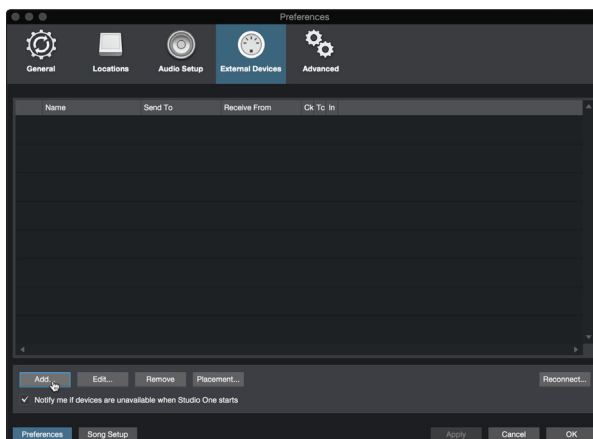
You can set up your external MIDI devices from the Setup area in the Start page. Before setting up a new Song for recording, take a moment to configure external devices.

Make sure you have connected the MIDI Out of your external MIDI controller to a MIDI In on your PreSonus audio interface (if available) or other MIDI interface. If you are using a USB MIDI controller, connect it to your computer and power it on.

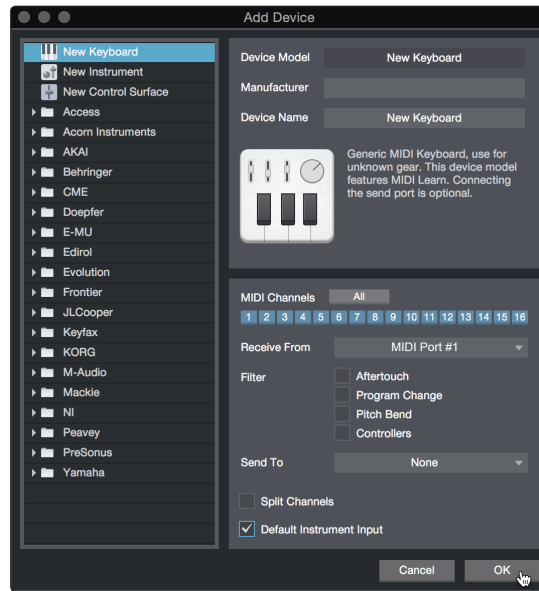
1. Click on the Configure External Devices link in the Setup area on the Start page to launch the External Devices window.



2. Click the Add button. This will launch the Add Device window.



- From the menu on the left, select your MIDI controller from the list of manufacturers and models. If you do not see your MIDI controller listed, select New Keyboard. At this point, you can customize the name of your keyboard by entering the manufacturer and device names.



- You must specify which MIDI channels will be used to communicate with this keyboard. For most purposes, you should select all MIDI channels. If you are unsure of which MIDI channels to choose, select all 16.
- Studio One allows you to filter out specific control functions. If you would like Studio One to ignore Aftertouch, Pitch Bend, Program Change, or All CC messages, enable filtering for any or all of these messages.
- In the Receive From drop-down menu, select the MIDI interface input from which Studio One Artist will receive MIDI data (that is, the MIDI port to which your keyboard is connected).

Power User Tip: In the Send To drop-down menu, select the MIDI interface output from which your Studio One Artist will send MIDI data to your keyboard. If your keyboard controller doesn't need to receive MIDI data from Studio One, you can leave this unselected.

- If this is the only keyboard that you will use to control your external synthesizers and virtual instruments, you should check the box next to Default Instrument Input. This will automatically assign your keyboard to control all MIDI devices in Studio One Artist.
- Click OK.

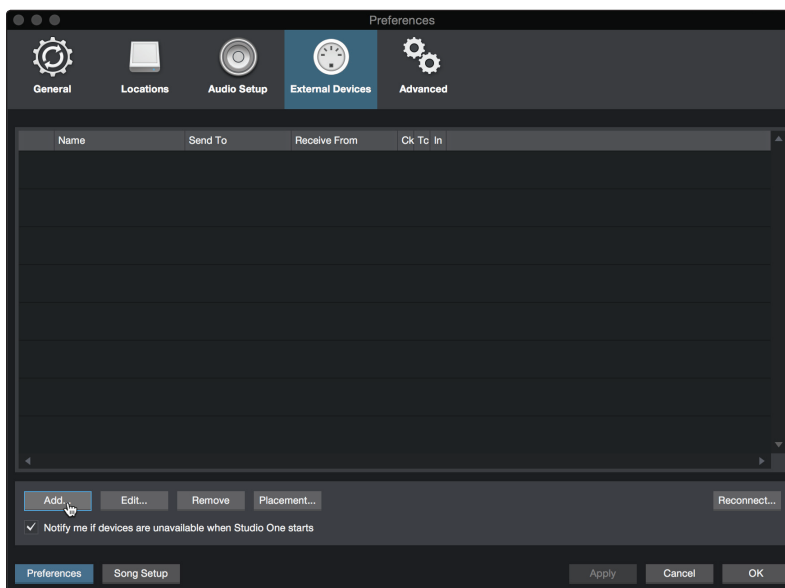
If you have a sound module that you'd like to connect, leave the External Devices window open and proceed to the next part of this section. If not, you can close the window and skip to the next section.

3.2.2 Setting Up an External MIDI Sound Module

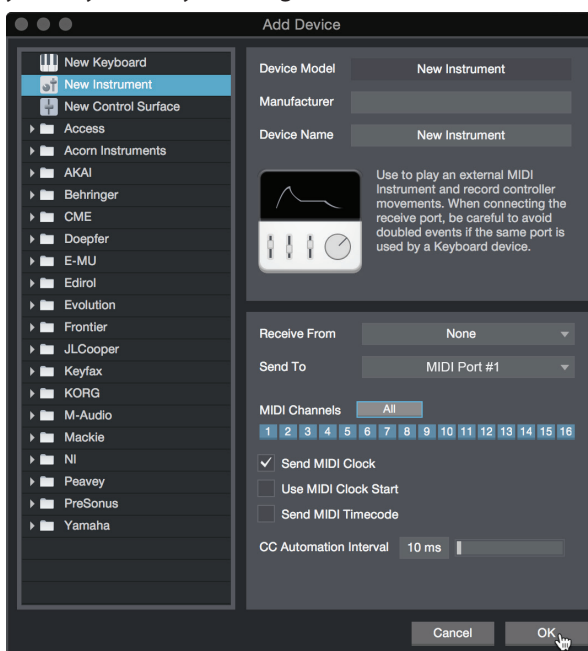
MIDI instrument controllers (keyboards, MIDI guitars, etc.) send musical information in the form of MIDI data to tone modules and virtual instruments, which respond by generating sound, as instructed. Tone modules can be standalone sound devices or can be integrated into a MIDI instrument, such as a keyboard synthesizer. Studio One Artist refers to all tone generators as Instruments. Once you have set up your MIDI keyboard controller, take a moment to configure your sound module.

Make sure you have connected the MIDI In of your external sound module to the MIDI Out of your MIDI interface.

1. In the External Devices window, click the Add button.



2. Select your device in the menu on the left. If your device is not listed, select New Instrument. At this point you can customize the name of your keyboard by entering the manufacturer and device names.



3. Specify which MIDI channels will be used to communicate with this sound module. For most purposes, you should select all MIDI channels. If you are unsure of which MIDI channels to select, we suggest you select all 16.

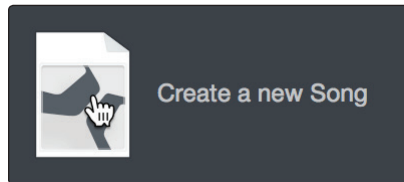
4. In the Send To menu, select the MIDI interface output from which Studio One Artist will send MIDI data to your sound module. Click OK and close the External Devices window. You are now ready to start recording in Studio One Artist.

The next section will describe how to set up a Song and will discuss some general workflow tips for navigating through the Studio One Artist environment.

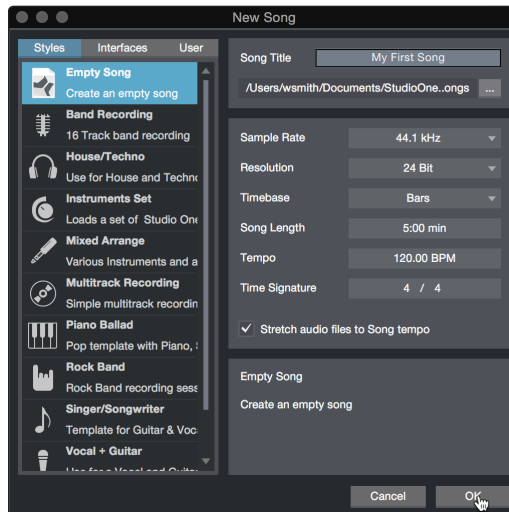
3.3 Creating a New Song

Now that you've configured your audio and MIDI devices, let's create a new Song. We'll start by setting up your default audio I/O.

1. From the Start page, select Create a New Song.



2. In the New Song window, name your Song and choose the directory in which you'd like it saved. From the Interfaces tab, you can select custom templates for your StudioLive mixer that will set all configuration and I/O settings for you. The rest of section will describe creating a Song from an empty session.

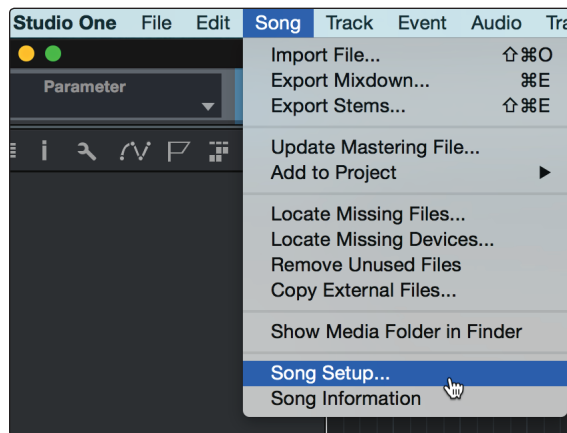


3. Select Empty Song from the Templates list. At this point, you should give your Song a name and select your preferred sample rate and bit depth for recording and playback. You can also set the length of your Song and the type of time format you would like the timeline to follow (notation bars, seconds, samples, or frames). Click the OK button when you are finished.

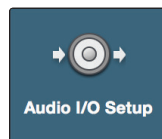
Power User Tip: If you plan to import loops into your Song, make sure that the *Stretch Audio Files to Song Tempo* option is selected. This will automatically import loops at the correct BPM.

3.3.1 Configuring Your I/O

1. Click on Song | Song Setup to set your sample rate and resolution and configure your audio I/O.



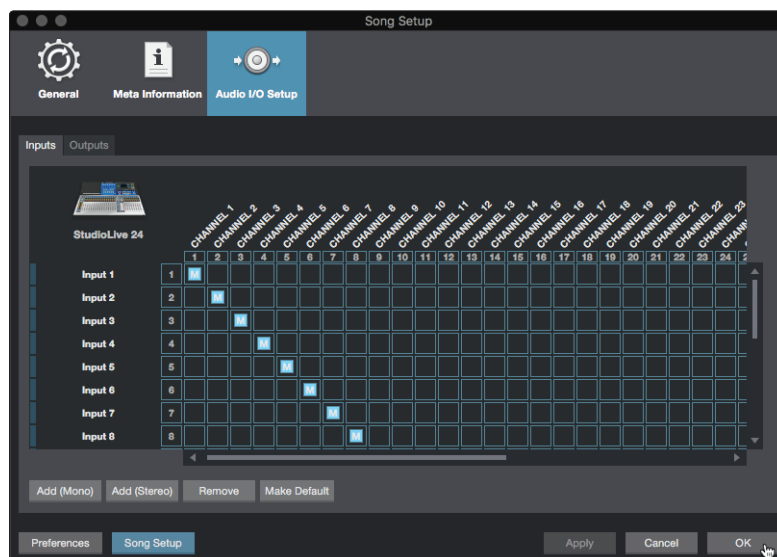
2. Click on the Audio I/O Setup tab.



3. From the Inputs tab, you can enable any or all of the inputs on your StudioLive mixer that you'd like to have available. With the exception of the StudioLive 16R, every StudioLive Series III mixer provides 64 inputs and 64 outputs. Depending on your session size, you may or may not wish to enable every USB I/O stream.

In general, we suggest that you create a mono input for each input channel on your StudioLive mixer that is connected to a physical input, either via the onboard inputs or over the network. If you plan on recording in stereo, you can create stereo channels as needed for the desired inputs on your mixer.

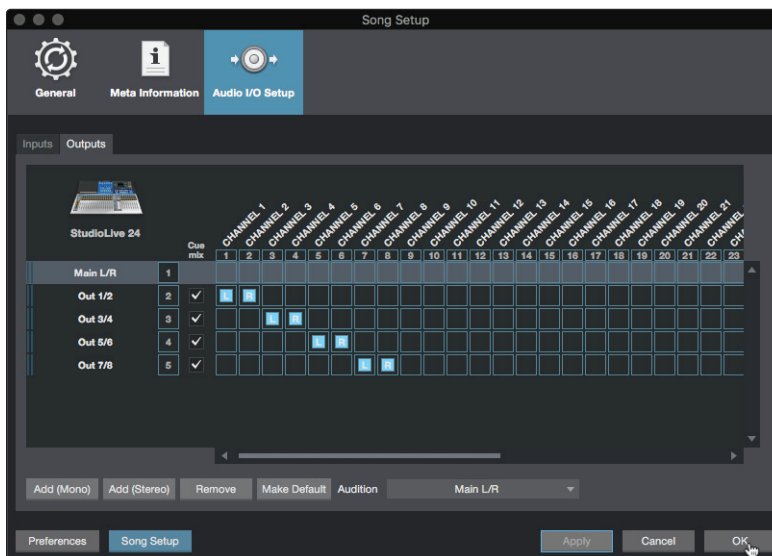
You can give each input a custom name by simply clicking on the default name. Press the TAB key to edit the next name.



- Click on the Outputs tabs to enable any or all of the USB returns to your StudioLive Mixer. Again, with the exception of the StudioLive 16R, every StudioLive Series III mixer is equipped with 64 USB streams that can be returned to any channel on the mixer.

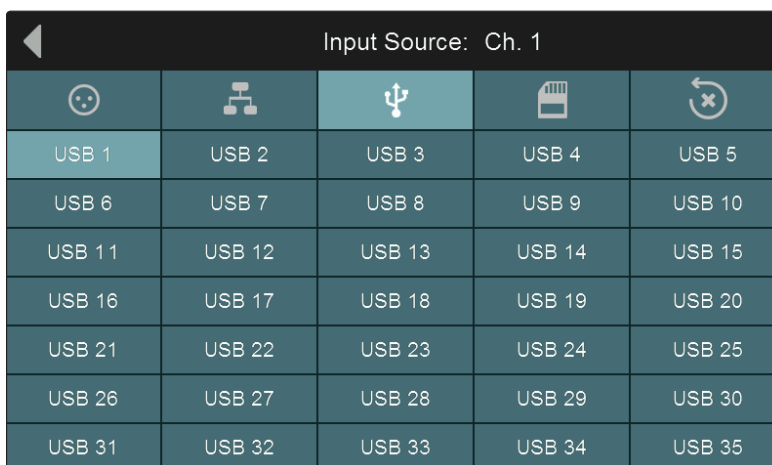
It is recommended that you enable a USB return for every input channel on your StudioLive mixer. This will make it easier to create monitor mixes or quick mix downs using the mixing facilities on your StudioLive.

In the lower right corner, you will see the Audition select menu. This allows you to choose the output from which you will audition audio files prior to importing them into Studio One Artist. In general, you will want this to be the main output bus. You can give each output a custom name by simply clicking on the default name. Press the TAB key to edit the next name.



Power User Tip: If you would like this I/O configuration to be the same every time you open Studio One, click the Make Default button.

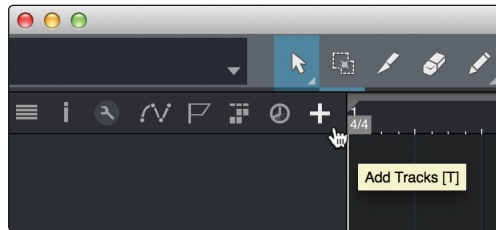
There are several ways to mix using your StudioLive mixer in Studio One. If you would like to mix on your StudioLive, rather than within Studio One, create one mono output for every Digital Return. By default, USB Returns are patched to their corresponding channel on your StudioLive mixer, however any USB Return can be routed to any input channel from the Input Source menu on your StudioLive console Touch Display or from UC Surface:



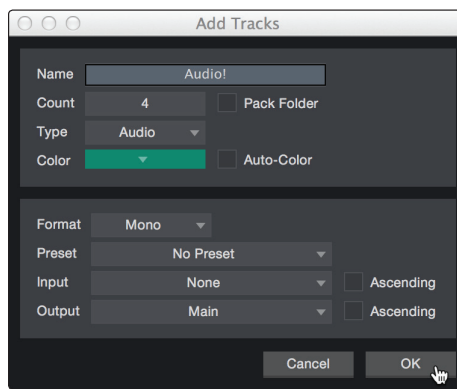
If you would like to mix inside Studio One, you will need to create at least one stereo output for the Main bus. In general, it is recommended that you use the Tape Left/Right Return for Series III mixers as this allows you to return audio to your mixer without using a channel on your StudioLive. By default, USB Returns 63-64 are the source for the Tape input. This can be changed in the Input Source menu as well.

3.3.2 Creating Audio and MIDI Tracks

1. In the upper left corner of the Arrange window, you will notice several buttons. The button furthest to the right is the Add Tracks button. Click on this button to open the Add Tracks window.

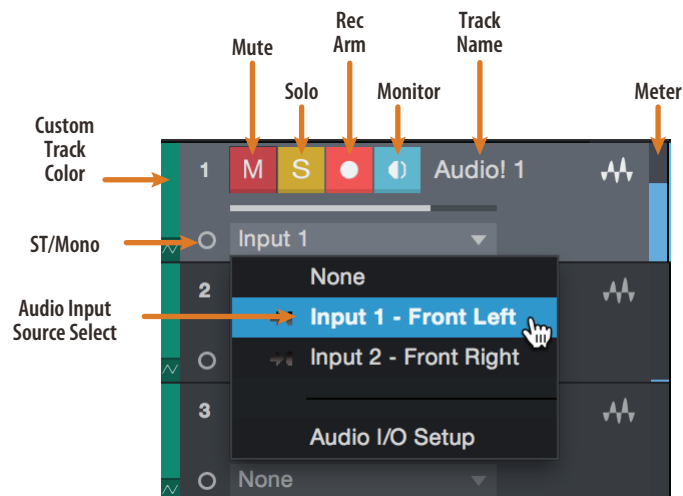


2. In the Add Tracks window, you can customize the track name and color, add a preset rack of effects, and set the physical source for the input and output of your audio tracks. Most important, you can select the number and type of tracks you'd like to create.



- **Audio.** Use this track type to record and playback audio files.
- **Instrument.** Use this track to record and playback MIDI data to control external MIDI devices or Virtual Instrument plug-ins.
- **Automation.** This track type lets you create automated parameter controls for your session.
- **Folder.** This track helps you to manage your session as well as to quickly edit multiple tracks at once.

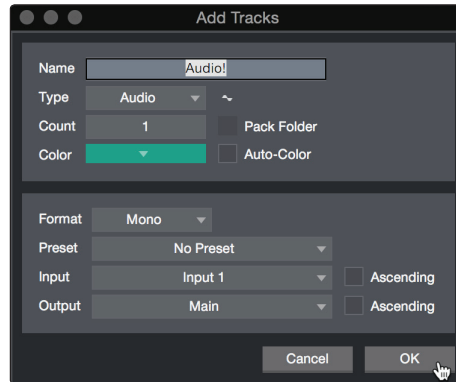
Power User Tip: If you would like to add an audio track for each of the available inputs, simply go to **Track | Add Tracks for All Inputs**.



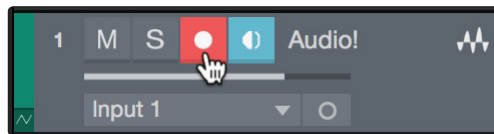
Note: MIDI tracks are nearly identical to Audio tracks. The Input Source list for MIDI tracks lists available external MIDI devices as well as any virtual instruments that have been added to the Song.

3.3.3 Recording an Audio Track

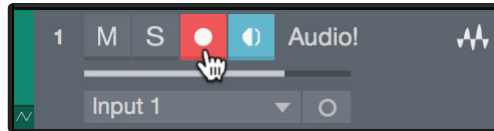
1. To begin recording, create an audio track from the Add Tracks window, set its input to Input 1 on your StudioLive mixer, and connect a microphone to the same input.



2. Select Record Enable on the track.



3. Turn up the Input 1 level on your mixer while speaking/singing into the microphone. This can be done from your mixer's control surface, or from Studio One.



4. You should see the input meter in Studio One Artist react to the input. Adjust the gain so the input level is near its maximum without clipping (distorting).

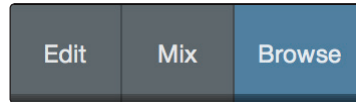
You are now ready to start recording. For complete instructions, please consult the Studio One Reference manual located in Help | Studio One Reference Manual.

4 Adding Virtual Instruments, Effect, and Files

You can add plug-ins and instruments to your Song by dragging-and-dropping them from the browser. You can also drag an effect or group of effects from one channel to another, drag in customized effects chains, and instantly load your favorite virtual-instrument preset without ever scrolling through a menu.

4.1 Opening the browser

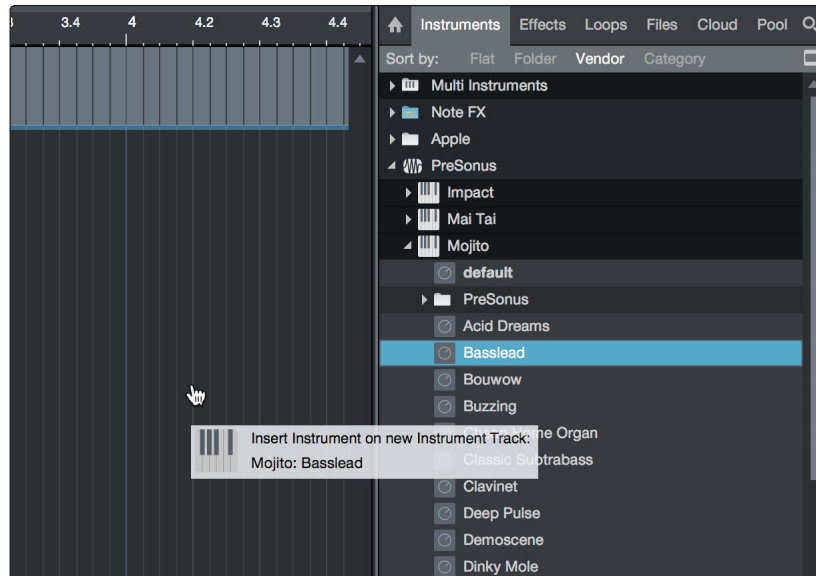
In the lower right corner of the Arrange window are three buttons:



- The Edit button opens and closes the audio and MIDI editors.
- The Mix button opens and closes the Mixer window.
- The Browse button opens the browser, which displays all of the available virtual instruments, plug-in effects, audio files, and MIDI files, as well as the pool of audio files loaded into the current session.

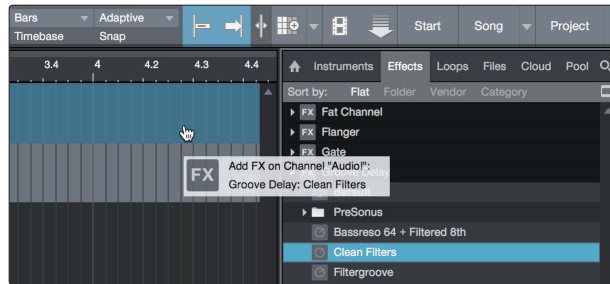
4.2 Drag-and-drop virtual instruments

To add a virtual instrument to you session, open the browser and click on the Instrument button. Select the instrument or one of its patches from the instrument browser and drag it into the Arrange view. Studio One Artist will automatically create a new track and load the instrument as the input.



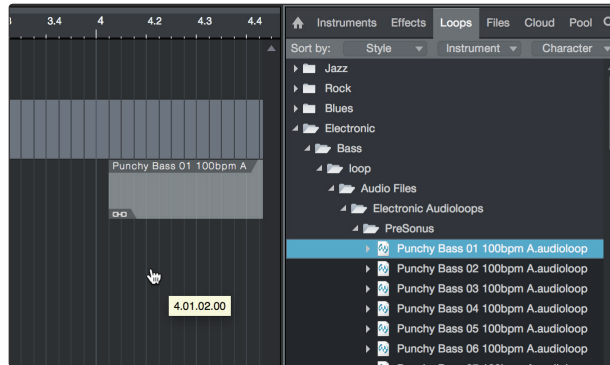
4.3 Adding Effects

To add a plug-in effect to a track, click the Effects button in the browser and select the plug-in or one of its presets in the effects browser. Drag-and-drop the selection over the track to which you would like to add the effect.



4.4 Drag-and-Drop Audio and MIDI Files

Audio and MIDI files can be quickly located, auditioned, and imported into your Song by dragging them from the file browser into the Arrange view. If you drag the file to an empty space, a new track will be created with that file placed at the position to which you dragged it. If you drag the file to an existing track, the file will be placed as a new part on the track.



5 StudioLive Integration

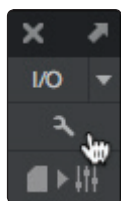
When connected to Studio One as an audio interface, your StudioLive mixer is an integrated extension of your recording environment. The exclusive hybrid Fat Channel plug-in runs on your mixer's DSP and in Studio One on your computer, so you can record and monitor with StudioLive-based processing and seamlessly switch to the Studio One Fat Channel for playback.

StudioLive Series III mixers are also provided with remote preamp controls from within Studio One so you can recall recording session input controls in addition to your audio.

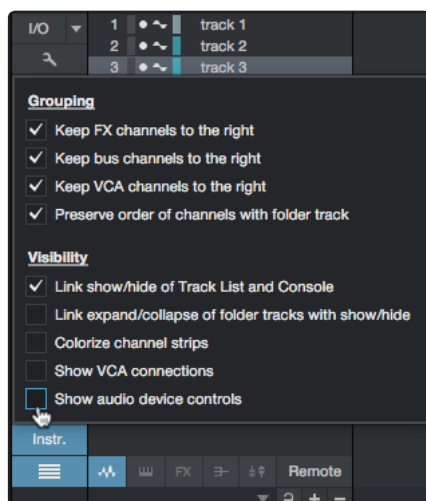
From Studio One, you also have the option to set up cue mixes that allow you to monitor through your mixer and create custom mixes within Studio One without creating an aux mix on your StudioLive.

5.1 Integrated StudioLive Controls

Studio One offers integrated controls for StudioLive mixers allowing you to remotely control both your StudioLive preamps and the Fat Channel. As soon as you select a StudioLive mixer as the audio interface for Studio One and create an audio track for any mixer input, you will find these controls in the console view in Studio One. It should be noted that these controls are bidirectional, so changes made in Studio One are reflected on your mixer and vice versa.



You can choose to hide the Fat Channel and Preamp controls for your StudioLive mixer from the Console Options menu.



Simply uncheck the box next to "Show audio device controls."

5.1.1 Controlling Remote Mic Preamps



Once an audio channel is created and configured to use one of the StudioLive's input channel as the source, preamp controls for that channel on your StudioLive will be available in the Studio One console.

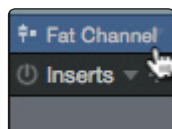
Above the channel in Studio One, you will find controls for phantom power, polarity, and trim. These control remotely control the physical controls on your StudioLive mixer as well as mirror the controls in UC Surface.

To adjust the input trim, click and hold on the dB read-out. This will open a slider control.

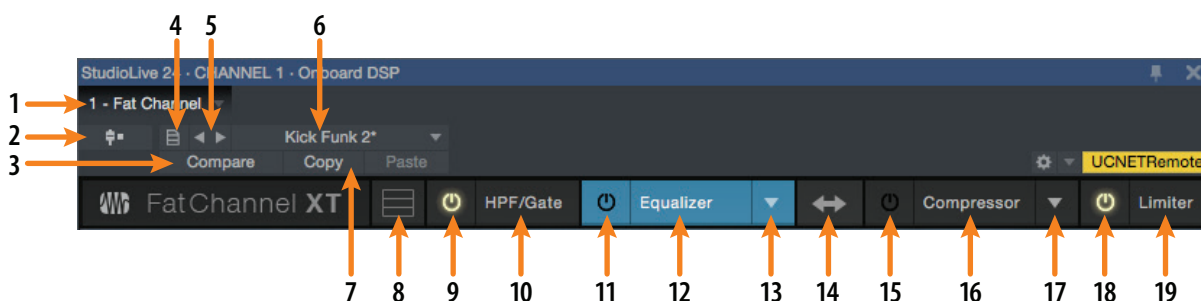
5.1.2 Fat Channel Plug-in



Studio One offers an exclusive hybrid plug-in format that allows the Fat Channel plug-in to run either on the DSP engine onboard your StudioLive mixer or on your computer's processor in Studio One. So, while you're recording, the plug-in runs on your mixer's DSP. While you're playing back, it's running on your computer.

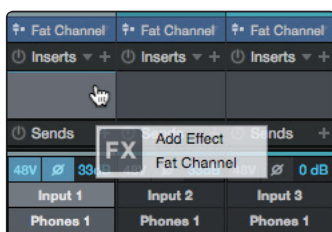


The StudioLive instance of the Fat Channel plug-in is automatically loaded into the mixer as soon as you select one of the analog inputs on your StudioLive as the source for an audio track. It will show up in blue above the inserts in the console.



1. **Current Channel.** Displays the channel on which the current Fat Channel plug-in is running.
2. **Apply DSP to Input Signal.** Prints the Fat Channel processing on the recorded audio.
3. **Compare.** Use this button to switch between two different Fat Channel settings.
4. **Preset Menu.** Click to view Store/Recall/Export/Import options for Fat Channel presets.
5. **Next / Prev track.** Advances to the next or previous track on which a Fat Channel is inserted.

6. **Preset List.** Click here to view the list of stored Fat Channel presets.
7. **Copy / Paste.** Use these buttons to copy settings from one channel to another.
8. **Stacked Mode.** By default, the Fat Channel displays one component at a time. Enabling Stacked Mode will allow you to view all the Fat Channel components as a single insert (*As shown at the beginning of Section 5.1.2*).
9. **Gate On / Off.** Enables / disables the Noise Gate in the Fat Channel signal path.
10. **View HPF / Gate.** Click to view the High Pass Filter and Noise Gate controls.
11. **EQ On / Off.** Enables / disables the EQ in the Fat Channel signal path.
12. **View EQ.** Click to view the Equalizer controls.
13. **EQ Models.** Click to select the Equalizer model you'd like to use. If you have purchased any Fat Channel add-on EQ models, they will be available here.
14. **EQ <-> Compressor.** Click to swap the EQ and the Compressor in the signal path.
15. **Compressor On / Off.** Enables / disables the EQ in the Fat Channel signal path.
16. **View Compressor.** Click to view the Compressor controls.
17. **Compressor Models.** Click to select the Compressor model you'd like to use. If you have purchased any Fat Channel add-on Compressor models, they will be available here.
18. **Limiter On/Off.** Enables / disables the Limiter in the Fat Channel signal path.
19. **View Limiter.** Click to view the Limiter controls.

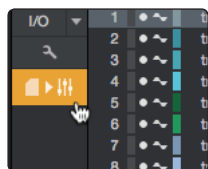


To listen to your recording through the same Fat Channel processing as the audio you are monitoring, drag the DSP Fat Channel plug-in down to the channel insert. This will load an instance of the native Fat Channel plug-in.



By default, the “link to DSP button” will be enabled. This links the parameter controls between the native and DSP Fat Channel plug-in instances. So, editing either will change both.

Power User Tip: You can also drag in your favorite Fat Channel plug-in presets from the Browser. Once inserted on your channel, clicking the “link to DSP” button will copy that preset to your DSP Fat Channel. This bidirectional workflow allows you to copy settings from your DSP Fat Channel to your DAW insert or vice versa.



When DSP Fat Channel settings have been saved with a Studio One session, you will be given the option to restore these settings on the mixer.

5.2 Mixing Capture Sessions

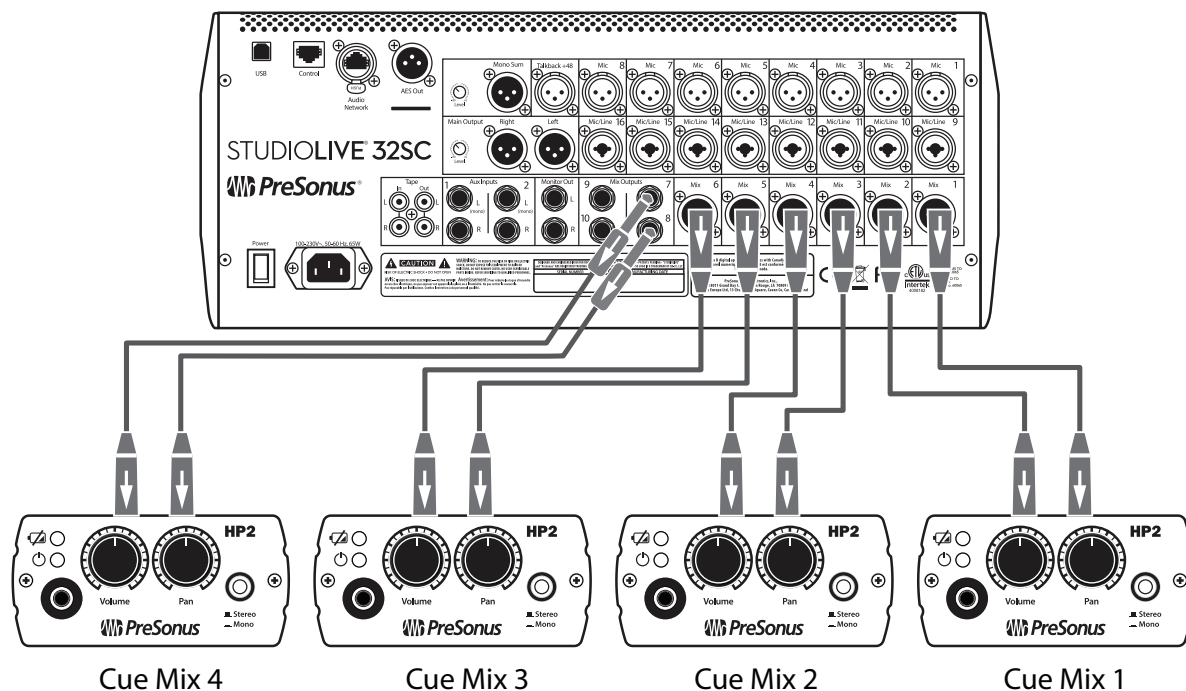
If your Capture Session has a StudioLive mix scene saved with it, your Studio One mixer will load the scene into its console, complete with all your Fat Channel settings, fader levels, FX sends, mutes, solos, pan settings, and bus assignments. This allows you to mix your Capture sessions with the same Fat Channel settings you used live, even when you're away from your StudioLive mixer. Studio One will create four FX buses and preserve any channel sends to them; however you will need to drag and drop your favorite reverb and delay plug-ins on these buses as there are no Native versions of the StudioLive reverb and delay engines. For linked channels, Studio One will also load the Binaural Pan plugin to maintain the width control provided by your StudioLive mixer for stereo channels.



5.3 Setting Up Cue Mixes for StudioLive Series III Consoles

Because StudioLive Series III console mixers offer a DAW control mode for Studio One, they are a natural fit for any studio environment using Studio One as the main DAW. Cue Mixes can be set up two different ways. You can use the FlexMixes on your StudioLive mixer to create aux mixes for your musicians, or you can control the entire routing from within Studio One. The former approach is great for initial tracking. The latter makes doing punch-ins and post-production recording more flexible and simpler. This section will go through the routing for this latter application.

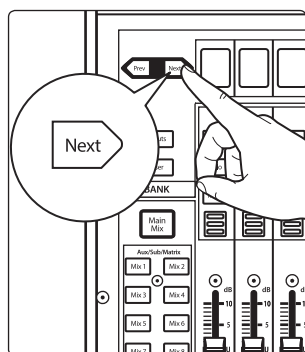
5.3.1 Step 1: Setting Up Your Mixer



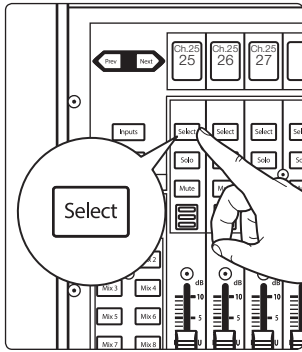
In this setup, we'll be setting up four stereo Cue Mixes using the last eight Digital Returns on your mixer. This scenario assumes that you are not using these inputs for other purposes. Other options for your Cue Mix returns are the Aux Inputs and the Tape Return. However, the same principles apply regardless of which Digital Return you wish to use.

In our example, we will be using FlexMixes 1-8 for our headphone mixes.

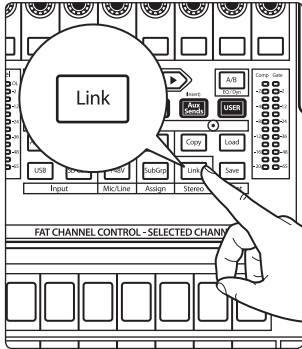
Configuring your Cue Mix Return Channels:



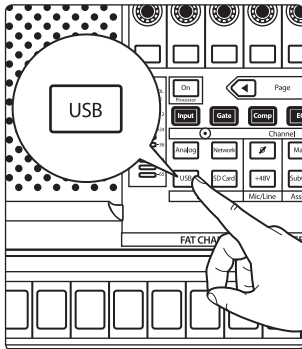
1. On your mixer, bank over to Inputs 25-32.



2. Press the Select button on Channel 25.



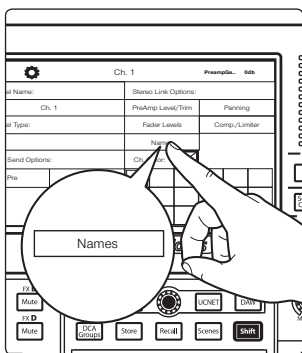
3. Press the Link button to stereo link Inputs 25-26.



4. Press the USB button to return audio from Studio One to Inputs 25-26.



5. Press the Channel Settings gear on the Touchscreen.



6. Enable Names in Stereo Link options.

7. Name Channel 25 "Cue Mix 1"

8. Repeat Steps 1-5 for Channels 27, 29, and 31, naming each Cue Mix 2, Cue Mix 3, and Cue Mix 4 respectively.

Configuring your Monitor Mixes

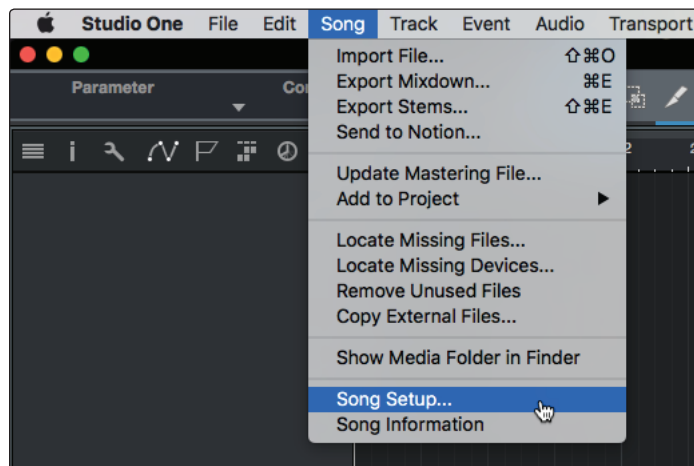
1. Select Mix 1 and link it to Mix 2.
2. Bank over to Channels 25-26 and raise the faders to unity.
3. Repeat Steps 1-2 for Mixes 3, 5, and 7 with Channels 27-28, 29-30, and 31-32 respectively.

5.3.2 Configuring Audio Routing in Studio One

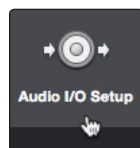
You can set up monitor mixes within Studio One using Cue Mixes. This feature gives you the ability to create monitor mixes with pre-recorded material without having to route everything back to your mixer. This is a great option for people mixing “in the box” or when you have just a few extra backing vocals to add at the end of a large session.

Simply designate a pair or pairs of outputs as a cue mix, and you’ll find the Cue Mix controls in your Studio One mixer. You can create a cue mix and send it to any Digital Return on your StudioLive mixer where it can then be routed to any output.

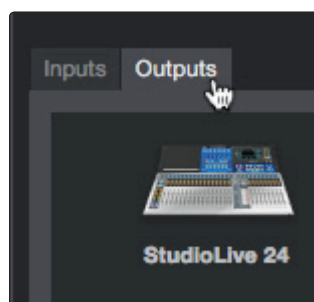
1. From the Song menu, select “Song Setup.”

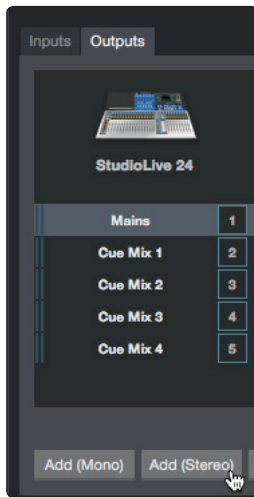


2. Click on Audio I/O Setup.



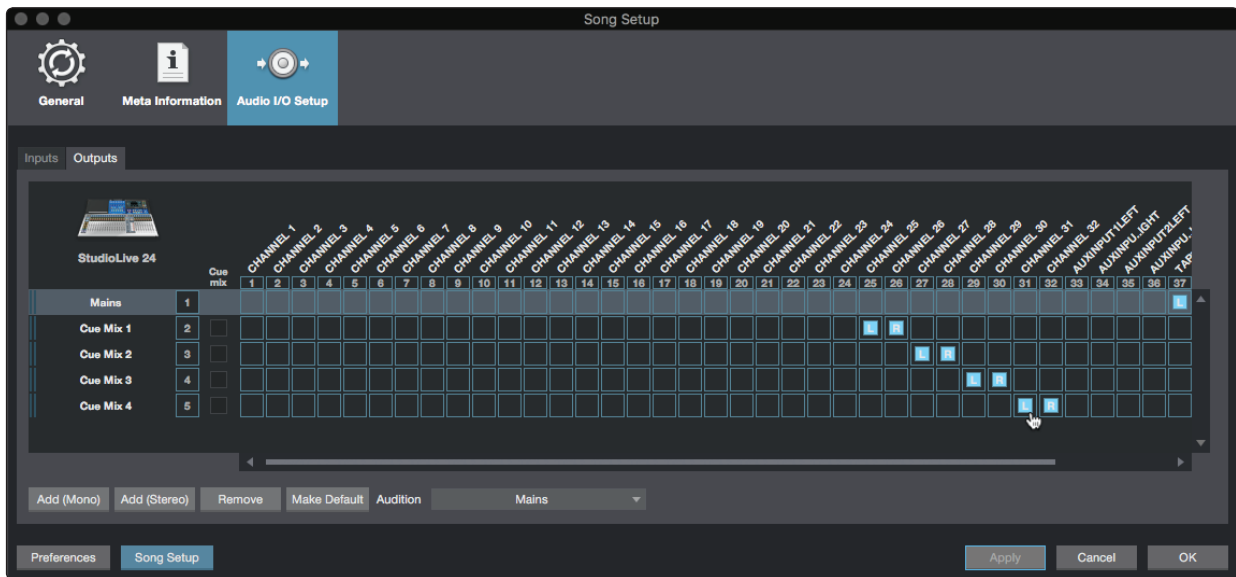
3. Click on the Outputs tab.



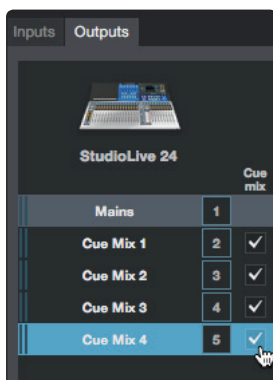


4. Add four new Stereo buses and label them Cue Mix 1, Cue Mix 2, Cue Mix 3, and Cue Mix 4, respectively.

5. Route "Cue Mix 1" to Channels 25-26, "Cue Mix 2" to Channels 27-28, "Cue Mix 3" to Channels 29-30, and "Cue Mix 4" to Channels 31-32.

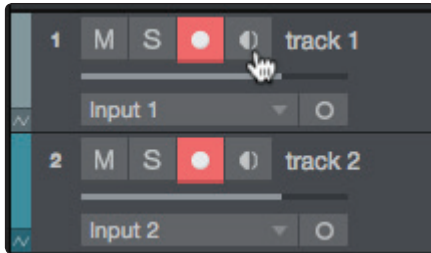


6. Check the box next to "Cue Mix" beside each of your new buses.
7. Click "Apply" and then "OK" to complete.



5.3.3 Creating a Headphone Mix

Now that your mixer and your Studio One session are configured, you can create a monitor mix. For the purposes of our tutorial, we will set up the headphone mix for Cue Mix 1 only. You can use these same steps for the other mixes as well.



For every channel you are monitoring live while recording, you must disengage the Studio One monitoring option. You will be monitoring these channels from your console, not through Studio One.



For the rest of the tracks in Studio One, you will be using the Cue Mix 1 object in the Studio One mixer to set the level in your headphone mix.

The overall level of the playback channels is controlled by Channels 25 and 26 in FlexMix 1-2.

Power User Tip: Cue Mixes can be controlled from your mixer while in DAW mode for Studio One. While DAW mode is active, Mix 9 controls the mix levels for Cue Mix 1. See the StudioLive Series III DAW Mode for Studio One Addendum for more details.

Added bonus: PreSonus' previously Top Secret recipe for . . .

Red Beans and Rice

Ingredients:

- 1 lb dried Red Kidney Beans
- 1 large onion (diced)
- 3 celery stalks (diced)
- 1 large green bell pepper (diced)
- 6-8 C vegetable stock
- 1 Tbs. Old Bay seasoning
- ½ fresh parsley
- 2 tsp. kosher salt
- 2 Tbs. olive oil
- 1 smoked ham hock (optional)

Cooking instructions:

1. Rinse red beans in cold water.
2. In a pressure cooker, heat olive oil on medium high. Sauté onion, celery, bell pepper, beans, and ham hock (if using) until onions are translucent.
3. Stir in Old Bay, parsley, and salt.
4. Add vegetable stock until beans and vegetables are covered.
5. Close pressure cooker and bring to full pressure on high heat.
6. Reduce heat to low while maintaining full pressure. Cook for 40 minutes.
7. Allow pressure to drop naturally (20-30 minutes).
8. Remove lid and crush with a potato masher until creamy.
9. Correct seasoning with salt and pepper if necessary.
10. Serve over rice with hot sauce and grilled Andouille sausage (optional).

Studio One® Integration and Quick Start for StudioLive® Mixers

Reference Manual



Studio One Artist



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