

USB

The FX2 mixer console allows the user to record or playback MP3's directly to a memory stick or to stream audio to and from a computer or external recording device. You can also save all presets and settings to a settings file on a memory stick, which you can recall later.

(Note: Only one USB output may be used at a time. It is suggested that you disconnect a USB cable before connecting a memory stick, and that you disconnect a memory stick before connecting a USB cable.)

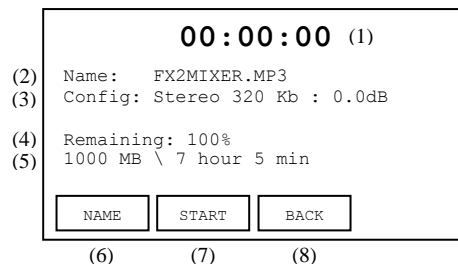
MP3 Recording:

The FX2 mixer can record MP3's at a sample rate of 48k, and bit rates are selectable between 96kbps and 320kbps.

Navigate to the "Digital I/O" screen and select "Memory Stick". A screen will appear describing the proper use of the USB ports. You can select "Hide" to clear the screen so it won't appear again. (Note: the screen will appear again after a power cycle). After you've selected "Ok" or "Hide", the message "Media Not Detected, Please Re-Insert Memstick" will appear until a memory stick is connected to the USB port.

Once connected, the memory stick will be evaluated for available space. When ready, a menu will appear allowing the user to select "MP3 Playback", "MP3 Playback Settings", "MP3 Record", or "MP3 Record Settings". To change MP3 Record Settings, navigate to the "MP3 Record Settings" screen, which will allow you to change the MP3 Record Gain and Bit Rate. Once your settings are how you would like them, select "Back" and navigate to the "MP3 Record" screen to begin recording.

By default, the mixer will record to a file named "FX2MIXER.MP3". You can change the name by selecting "Name" at the bottom left corner of the screen. If you attempt to record a file with a name that is already present on the memory stick, the name will automatically change to "YOURNAME-1.MP3". This allows you to stop a recording and immediately start another recording, which is very helpful in live sound scenarios when you want to separate songs or acts to different tracks but don't have time to rename the file. MP3 files will always be recorded to the root directory of the memory stick.



1. Recording Time
2. File Name (defaults to "FX2MIXER.MP3")
3. Current Configuration (bitrate : gain)
4. Percent Space Remaining
5. Space Remaining in MB \ Record Time Remaining (based on current configuration)
6. Change File Name
7. Start/Stop recording
8. Exit MP3 Record Screen

MP3 Playback:

The FX2 mixer can playback MP3's at sample rates of 44.1kHz and 48kHz.

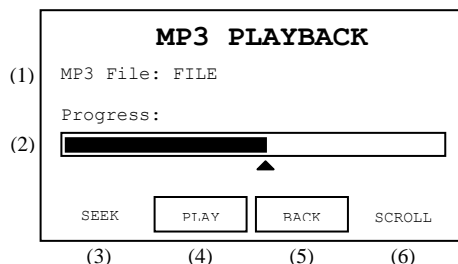
Navigate to the "Digital I/O" screen and select "Memory Stick". A screen will appear describing the proper use of the USB ports. You can select "Hide" to clear the screen so it won't appear again. (Note: the screen will appear again after a power cycle). After you've selected "Ok" or "Hide", the message "Media Not Detected, Please Re-Insert Memstick" will appear until a memory stick is connected to the USB port.

A menu will appear allowing the user to select "MP3 Playback", "MP3 Playback Settings", "MP3 Record", or "MP3 Record Settings". To change MP3 Playback Settings, navigate to the "MP3 Playback Settings" screen where you can change the option of

Continuous Playback. When enabled, this option will tell the MP3 player to automatically continue to the next MP3 in the directory once an MP3 is finished playing (or the next song in the playlist if an M3U playlist is currently playing). If the current MP3 playing was the last in the directory, the player will loop back to the first song in the directory. When disabled, the MP3 will automatically stop when an MP3 is finished playing. Once your settings are how you would like them, select “Back” and navigate to “MP3 Playback”, which will bring you to the MP3 File Browse screen.

Once in the MP3 File Browse screen, you may select an MP3 file to play. The File Browse screen will only show Directories (marked with “<DIR>” on the right side of the screen), MP3 files (with the .mp3 extension excluded), and M3U playlist files (marked with “<PL>” on the right side of the screen). For M3U playlists, all MP3’s included in the playlist must be in the same directory as the M3U file in order for the MP3’s to play correctly.

If you are in the root directory of the memory stick, “[ROOT]” will be displayed at the top of the list. Select a directory to view the files in that directory, or select “[UP DIR]” to back out of a directory. Once an MP3 or M3U file is selected, the MP3 Playback screen will be shown:



1. MP3 File Name
2. Progress Indicator
3. Seek MP3 Files
4. Play/Pause MP3 File
5. Exit Playback Screen
6. Scroll through current file/Select position in file

To scroll to a position in the song, spin the right encoder until the progress indicator triangle indicates the desired position, then press the right encoder to set the position.

Playback through this port may be assigned to the last stereo channel by assigning the “Input Select” button to the “USB” position. It may then be routed anywhere throughout the console by using the Aux Sends or Bus assignment buttons on that channel strip.

Audio I/O on USB B port:

The USB B port streams 48k sample rate, 24 bit audio to and from an external computer or other recording device. To access this mode, navigate to the “Digital I/O” screen and select “USB Audio I/O”. A screen will appear describing the proper use of the USB ports. You can select “Hide” to clear the screen so it won’t appear again. (**Note:** the screen will appear again after a power cycle). After you’ve selected “Ok” or “Hide”, a menu will appear allowing the user to select “Start Computer Mode” or “Computer Settings”.

To change Computer Settings, navigate to the “Computer Settings” screen where you can change the Computer Record Gain. (**Note:** this gain will only be applied to audio being streamed from the mixer to the computer, not to audio being streamed from the computer to the mixer). You can change the Computer Record Gain to a value between -12.0dB and 12.0dB. Once your settings are how you would like them, select “Back” and navigate to “Start Computer Mode”. A screen will show a message saying “Change Mode to USB Audio I/O?”. Select “Ok” to start Computer Mode or “Cancel” to exit this screen. If you select “Ok”, a screen will appear that says “Setting Up Computer Mode...”. If the setup is successful, a screen will appear that says “Computer Mode Setup Successful”.

Once you are in computer mode, your computer will essentially treat the mixer as a soundcard. Make sure you’ve correctly selected the Peavey FX2 as your default playback and recording audio device on your computer. If you don’t and you continue to try and use the FX2 as the computer’s audio device, the mixer will not function properly. Also, make sure all the record and playback levels on your computer are correct for your specific situation.

When streaming audio from the computer to the mixer, playback through this port may be assigned to the last stereo channel by assigning the “Input Select” button to the “USB” position. It may then be routed anywhere throughout the console by using the Aux Sends or Bus assignment buttons on that channel strip.

Save/Load User Settings:

The FX2 mixer allows you to save all user presets and settings to a file on a memory stick, which you can use to save presets for a specific venue or to transfer settings to another FX2 mixer.

Navigate to the “Digital I/O” screen and select “Utility”. Select “User Settings”, which will bring you to a screen allowing you to “Save User Settings” or “Load User Settings”.

To save your settings, select “Save User Settings” from the “User Settings” screen. The message “Media Not Detected, Please Re-Insert Memstick” will appear until a memory stick is connected to the USB port. A screen will then appear allowing you to save your settings to an FX2 file on the memory stick. The default name for the file is “SETTINGS.FX2”, although you can rename this file by selecting “Name”. If you attempt to save a file with a name that is already present on the memory stick, a screen will appear asking if you would like to replace the file or cancel the save process. Once the file has been saved to the memory stick, a screen should appear that says “Save Successful”.

To load your settings, select “Load User Settings” from the “User Settings” screen. The message “Media Not Detected, Please Re-Insert Memstick” will appear until a memory stick is connected to the USB port. Once you connect the memory stick, a screen will appear that displays the memory stick file structure. This screen will only show Directories (marked with “<DIR>” on the right side of the screen) and FX2 files (with the .fx2 extension excluded). To load an FX2 file, select the desired FX2 file. Once the file has been loaded and all the settings have been updated (about 1-2 seconds) a screen should appear that says “Load Successful”.