

TURTLE BEACH SYSTEMS

*Online Help System*

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## MultiSound Audio Mixer

### OUTPUT MIXER OVERVIEW

The MultiSound audio mixer allows the user to adjust the volume levels of the various audio devices on the MultiSound board. The paragraphs below describe the elements of the mixer.

#### Gang

The gang button, when selected, allows both the left and right slider to be moved in tandem. This allows ease of use when the user wants both values to stay at the same relative level.

#### Mute

The mute button, when selected, silences the input of the corresponding slider. The mute button on the master slider silences all output from the MultiSound.

### LEVELS

This function is used to set the input levels on the MultiSound.

#### Wave Sliders

The Wave sliders control the audio level of Microsoft .wav format audio files played out through the MultiSound.

#### MIDI Sliders

The MIDI sliders control the output volume of the Proteus 1/XR synthesizer on the MultiSound. The MIDI slider is always ganged. There is no gang button for this slider since the Proteus does not have individual channel output volume control.

#### AUX Sliders

The AUX slider sets the output volume of the auxiliary input source.

#### IN Sliders

The IN slider sets the output volume of the record in input source.

#### MASTER

The MASTER slider controls the overall output volume of the MultiSound.



## **MultiSound MIDI Patch Bay**

### **PATCH BAY OVERVIEW**

The MultiSound MIDI patch bay is used to configure the MIDI routing on the board. For most applications the midi-mapper or the MultiSound individual devices should provide the required functionality. Use this utility only when you are unable to get the desired configuration using these devices. When configuring your MIDI using the patch bay, be sure to select the MultiSound Patch Bay as your MIDI device from the application. The yellow LED's next to the buttons tell which configuration is currently active.

### **WINDOWS MIDI**

Use this selection to route all MIDI connections internally. This will hook the Proteus in and out on the MultiSound directly to windows.

### **EXTERNAL MIDI**

Use this to route all MIDI connections externally. This will hook the Proteus in and out on the MultiSound directly to the external MIDI ports. Use this to access the Proteus from an external keyboard.

### **CUSTOM MIDI**

Use this to hand set the MIDI connections on the board. For a full explanation of these connections consult your MultiSound manual.

### **SAVE**

Press this button to save the current MIDI patcher settings as the start-up default values.



## MultiSound Record Prepare Utility

### RECORD PREPARE OVERVIEW

The prepare record utility allows the user to monitor and adjust the record level, calibrate the analog to digital converters, and hold the highest peak during a record session.

### METERS

The left and right VU meters track the current record signal level. Since this level equates to the digital quantization level, going over '0dB' will cause considerable distortion.

The red needles indicate the currently held highest peak value. To reset these values click on the RESET PEAKS button.

### MONITOR

This button allows the user to monitor the record source even if the record input is muted on the MultiSound.

### SAVE

This button saves the current state of the prepare record utility as the system start up default.

### LEVELS

This function is used to set the input levels on the MultiSound.

### CALIBRATE

This button brings up a dialog to allow the user to calibrate the A/D converters on the MultiSound. Use this before recording to get the best performance from your MultiSound. The calibrate dialog has several options as listed below.

### SAMPLE RATE

This selects the sample rate to which the converters will calibrate. Select the sample rate that you will be recording at.

### SOURCE

Select the ground to which you want to calibrate. Usually you will want to calibrate to the analog ( signal ) ground while no source material is present.

### SAVE

This saves the current calibration setup as the default at power up time.



## **MultiSound Proteus 1/XR Front Panel**

### **PROTEUS FRONT PANEL OVERVIEW**

This program emulates the front panel of a Proteus 1/XR rack mount synthesizer module. It is intended for users who are familiar with the Proteus or those who own the Proteus Operation Manual. This manual can be obtained from Turtle Beach Systems. For more information contact us at:

(717) 843-6916

### **ENABLE/DISABLE AUDITION**

This enables the user to audition the current Proteus sound using an external keyboard. When disabled the application will not read the external port.

### **PRESETS...**

This menu item brings up a dialog which allows the user to manage the Proteus patches. The save user allows the user to save the current patches into a file. This can then be recalled using the load user button. The other loadable files include general MIDI and the Proteus 1/XR factory presets.



## Input Levels Dialog

### INPUT LEVELS OVERVIEW

This dialog allows the user to adjust the input level settings for the auxilliary and the record input on the MultiSound board. The level adjusted depends on the selection in the level select box.

### PRESETS

These are preset input levels that may be called up. Although they may not suit your particular input device, they should be set for most CD-ROMs and CD players. The disable button is used to disable the selected input.

### SCALE

This allows you to select the format of the slider value display. The options are:

%	Percent signal attenuation
dBr	Decibels
Vrms	RMS voltage for maximum input

### GANG

This button when selected allows the left and right sliders to be moved in tandem.

### SAVE

This saves the input levels so they will be set by default at power up time.

### DONE

This closes the level adjustment dialog and returns to the application.

