



# Quick Guide

## Getting sound out of the system

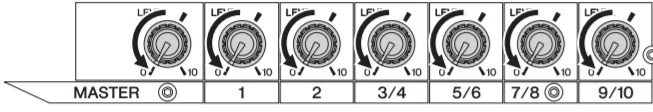
Using the included speaker, set up the system and try it out.

**1 Connect the included speaker and your instruments to the mixer.**  
Connect the included speaker (500S) to the SPEAKER jack. Connect the sources (microphone, other instruments) to the input jacks. For details, see "Connection Example."

**Caution** Before connecting any devices, make sure to turn off the power for all devices (including microphones). Also, before turning the power on or off, set the volume levels on all devices to minimum.

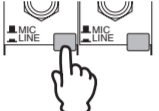
**NOTE:** For best results when connecting an electric guitar or bass guitar to the mixer, use a direct box, preamp (guitar amp), or amp simulator.

**2 Set the mixer's LEVEL controls and MASTER LEVEL control to the minimum (zero).**



**3 Depending on the device used, set the MIC/LINE switch to MIC (M) or LINE (L) as appropriate.**

For low-level signals (such as that of microphones), set the switch to the MIC (M) position. For high-level signals (such as keyboard instruments and audio equipment), set the switch to the LINE (L) position.



**NOTE:** When using a condenser microphone, set the PHANTOM switch to ON.

**4 Turning the power on**

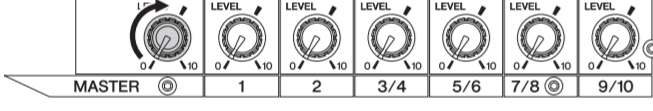
First, turn on the power to any connected devices, then turn the STAGEPAS 250M power on. If you've connected powered speakers to the mixer, turn on the power of the mixer first, then the powered speakers.



**Caution** To avoid any loud, unexpected noise from the speakers, first turn on the power to those connected devices that are closest to the sound source.

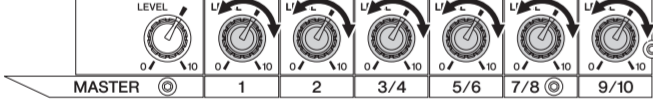
**Example:** Sound source (CD player or instrument) → STAGEPAS 250M → (Power amplifier)  
When turning off the power to the system, reverse the order described above.

**5 Set the MASTER LEVEL control to the optimum position (indicated by the arrow).**



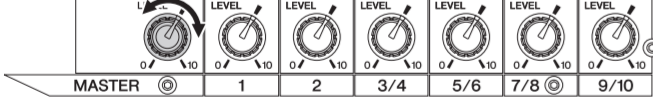
**6 While playing your instrument or singing into the microphone, adjust the LEVEL control of the corresponding channel.**

Adjust the LEVEL Control of the corresponding channel so that the "0" LED lights up momentarily.



**7 Use the MASTER LEVEL control to adjust the overall volume.**

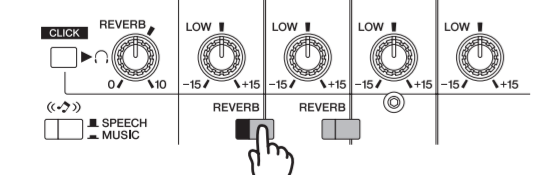
**Caution** If the LIMITER indicator flashes continuously, the internal power amplifier section is being excessively overloaded and may malfunction.



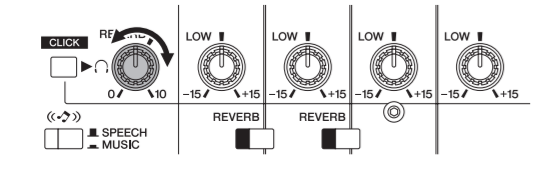
## Applying reverb or echo to the sound

Reverb recreates the warm ambience of an actual performance space, such as a concert hall or a night club.

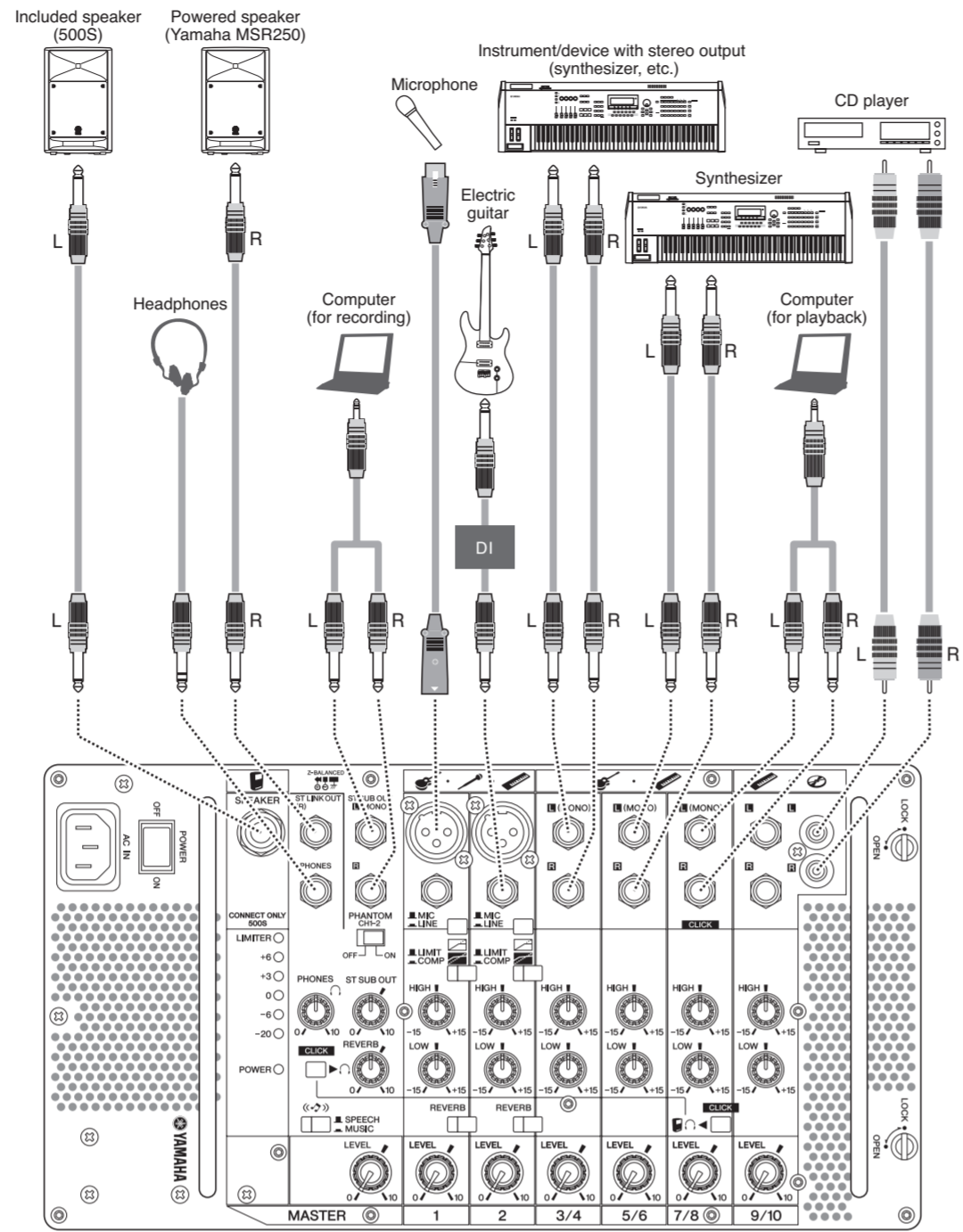
**1 For each channel you want to apply reverb, set the corresponding REVERB switch to ON (L).**



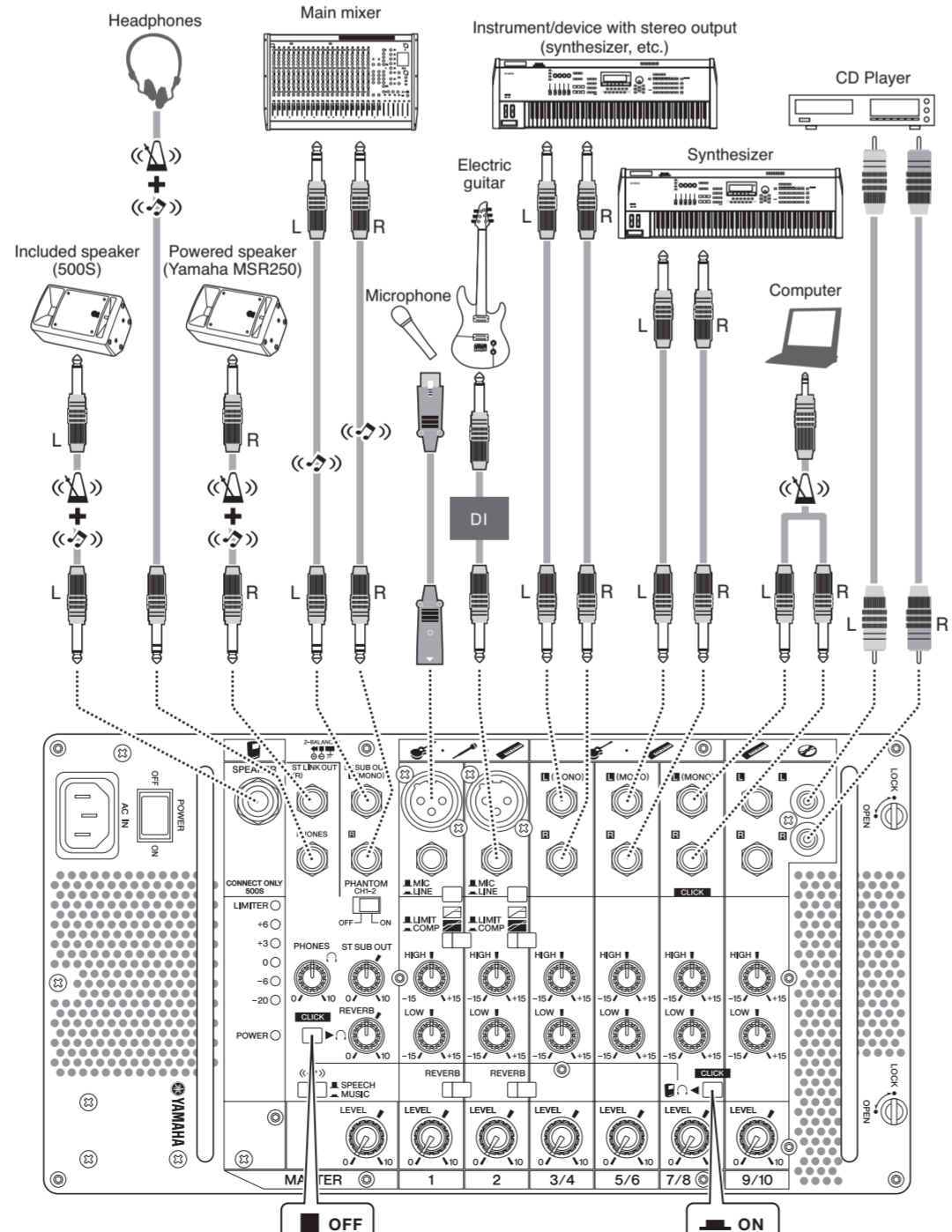
**2 Use the REVERB control to adjust the overall reverb.**



## Connection Example 1



## Connection Example 2



## Controls and Functions

**1 AC IN jack**  
Connect the included power cord here.

**Caution** Be sure to use the included power cord. Use of other cords may result in malfunction, heat generation, or fire.

**2 POWER switch**  
For turning the power to the mixer on and off.

**22 LEVEL meter**  
The LEVEL meter shows the level of the output signal from the SPEAKER jack.

**Caution** If the LIMITER flashes continuously, the internal power amplifier section is being excessively overloaded and may malfunction. Reduce the output level with the MASTER LEVEL control so that the indicator flashes only briefly on the highest transient peaks.

**23 POWER indicator**  
This lights when the POWER switch is ON. When the indicator flashes, the protection circuit is operating. Check that the speaker cable is correctly connected to the mixer and reapply the power.

**3 SPEAKER jack (for included speaker 500S only)**

This outputs the mixed monoaural L+R signal channels from 1 to 9/10 and the level is adjusted with the MASTER LEVEL control. Connect only the included speaker (500S).

**4 ST LINK OUT R jack**

This outputs signals from R (even) channels only. When inserting a plug to this jack, only signals from the L (odd) channels are supplied to the SPEAKER jack. The output level is adjusted with the MASTER LEVEL control. Used with the SPEAKER jack, this lets you output the signals in stereo from the speakers.

**5 PHONES jack**

This outputs the mixed signal channels from 1 to 9/10, and the level is adjusted with the PHONES control. Connect a set of headphones here.

**6 ST SUB OUT L (MONO) / R jacks**

These output the mixed signal channels from 1 to 9/10, and the level is adjusted with the ST SUB OUT control. You can use these jacks, for example, to connect a main mixer. These impedance balanced jacks allow a longer cable to be connected with the use of a balanced cable.

**7 ST SUB OUT control**

Determines the signal level output from the ST SUB OUT jacks.

**8 PHONES control**

Determines the signal level output from the PHONES jack.

**9 Channel input jacks (CH 1, 2)**

For connecting a guitar, microphone, keyboard or other instrument/device. Set the MIC/LINE switch to MIC or LINE for channels 1, 2, depending on the level of the input signal.

**NOTE:** On any given channel, you may use either XLR or phone jack, but not both. Please connect to only one of these jacks on each channel.

**10 Stereo channel input jacks (CH 3/4, 5/6, 7/8, 9/10)**

Input the left and right channels of a stereo signal into the respective odd and even channels of the mixer. These inputs are intended mainly for use with instruments and equipment having stereo outputs, such as a synthesizer or CD player.

**NOTE:** The channel 9/10 input provides two sets of jacks—both phone jacks and RCA-pin jacks. Either one of these jacks may be used, but not both at the same time. Please connect to only one of these jacks on each channel.

**11 MIC/LINE switch**

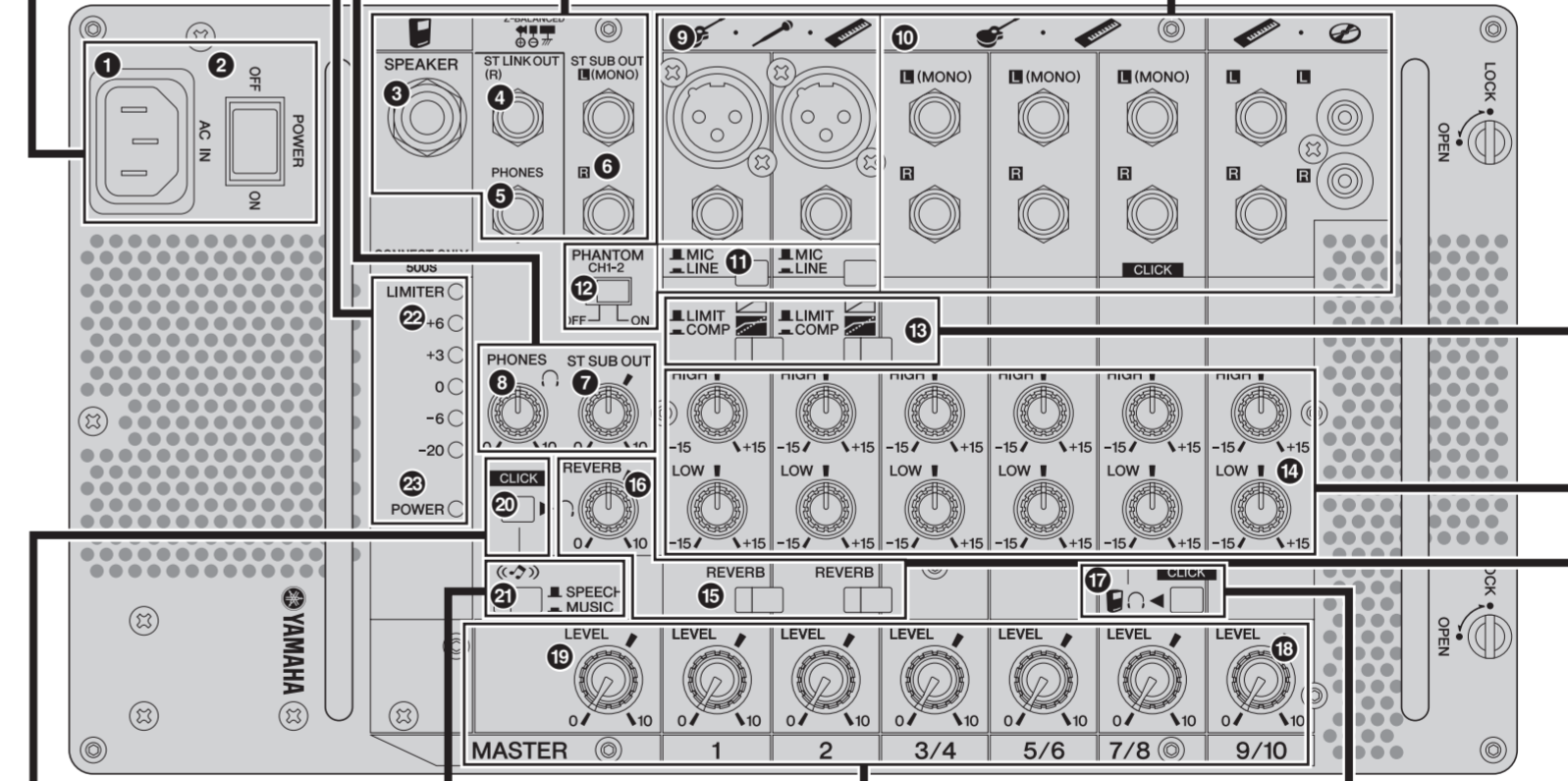
Set this switch to MIC or LINE for channels 1, 2, depending on the level of the input signal. For low-level signals (such as that of microphones), set the switch to the MIC (M) position. For high-level signals (such as keyboard instruments and audio equipment), set the switch to the LINE (L) position.

**Caution** To avoid damage to speakers, be sure to turn off amplifiers (or powered speakers) before setting this switch to MIC or LINE. We also recommend that you turn the MASTER LEVEL control to the minimum setting before operating the switch, to avoid excessively loud noises that could cause hearing loss or device damage.

**12 PHANTOM switch**

If you set the switch on, the mixer supplies phantom power on to the XLR mic input jacks on the channels 1, 2.

- Be sure to leave this switch OFF if the device or instrument that you are using does not require phantom power.
- When using phantom power, do not connect any devices other than condenser microphones to the XLR input jacks. Other devices may be damaged if connected to phantom power. This precaution does not apply to balanced dynamic microphones, however, as these will not be affected by phantom power.
- To avoid damage to speakers, be sure to turn off amplifiers (or powered speakers) before turning this switch on or off. We also recommend that you turn the MASTER LEVEL control to the minimum setting before operating the switch, to avoid excessively loud noises that could cause hearing loss or device damage.



**20 CLICK switch (for headphones)**

Set this switch to ON to assign the click/metronome sounds to only the PHONES jack when the CLICK switch at the channel 7/8 is ON.

**21 SPEECH/MUSIC switch**

Set this switch to SPEECH (S) to optimize the mixer settings and sound quality for speech purposes and announcements. Set this to MUSIC (M) to optimize the mixer for musical performance. The switch lights up in yellow when it is set to MUSIC (M).

**18 LEVEL control**

Use these controls to adjust the volume balance among the various channels.

**Caution** To reduce noise, set any LEVEL controls on unused channels to the minimum.

**19 MASTER LEVEL Control**

Determines the volume of the signal output from the SPEAKER jack. This allows you to adjust the overall volume without changing the relative volume balance among the various channels (made with the LEVEL controls) or the tone settings (made with the Equalizer).

**17 CLICK switch (for headphones/speaker)**

Set this switch to ON to assign the click (metronome) sounds that sent to the channel 7/8 to the PHONES jack, SPEAKER jack, and ST LINK OUT R jack, but not to the ST SUB OUT jacks.

**15 REVERB switch**

Set this switch to ON to recreate the rich ambience of various performance environments, such as a concert hall or a night club. The switch lights up in green when REVERB is ON (L).

**16 REVERB control**

Determines the overall level of the reverb or echo that is applied to the output signal. For best results, this level should not be set very high, to avoid possible feedback and to prevent the sound from becoming "muddy" with too much reverb.

**13 LIMIT/COMP switch**

Set this switch to COMP (C) to apply compression, or set it to LIMIT (L) to apply limiting. By compressing excessive peaks of input signals and bringing up the level of overly soft parts, compression raises the overall volume without introducing distortion. Compression can be used to make a mix sound louder and have more punch. The Limiter is used to suppress excessive input signals and bring them down to an adequate level. The switch lights up in yellow when it is set to COMP (C).

**14 Equalizer**

**HIGH:** Determines the level of the high frequency band for each channel. Rotating the knob clockwise boosts the high frequencies and produces a clearer, crisper sound. If you start getting feedback (a high-pitched squealing sound) or you want to make the sound softer and less harsh, turn the knob counterclockwise slightly.

**LOW:** Determines the level of the low frequency band for each channel. Rotating the knob clockwise boosts the low frequencies and produces a deeper, warmer sound. If you start getting feedback or you want to make the sound less boomy, turn the knob counterclockwise slightly.