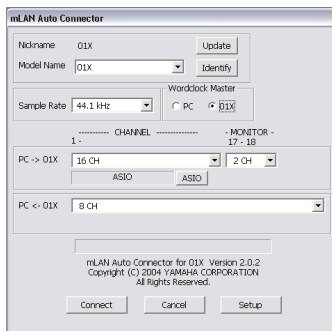
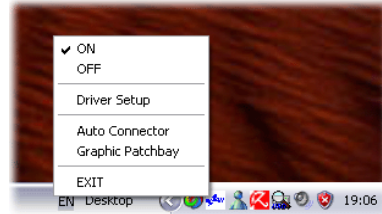


SETTING UP THE 01X WITH CUBASE SX3

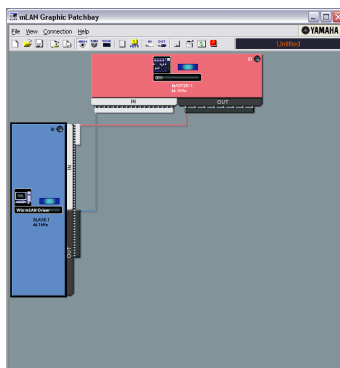
mLan Manager

You can either go straight to the Graphic Patchbay and create your connections there, or use the AutoConnector to create an initial set of connections for you. Lets start with the AutoConnector. Select "Auto Connector" from the mLan Manager System Tray icon by left-clicking the icon (the menu shown to the right will pop-up)

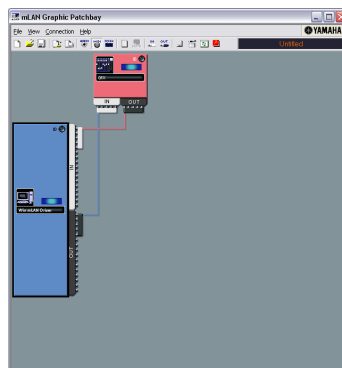


This will start the Auto Connector program. Set up the options as shown in the example to the left. This will create connections giving you 16 channels to playback from the PC to the 01x (plus two extra channels for your monitor mix) and 8 channels to record from the 01x to the PC. Click "Connect" and the initial connections will be created. These settings are remembered and it will not be necessary to do this each time you use your 01x.

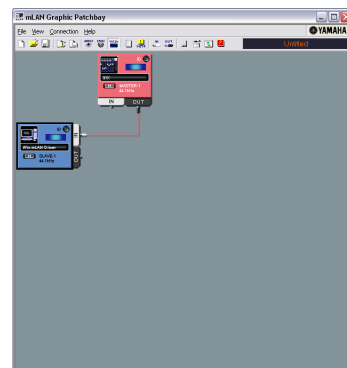
You can view the connections that have been created by entering the Graphic Patchbay which can also be run from the mLan Manager System Tray icon as explained above. The connections created will look something like this:



Audio



MIDI



Wordclock

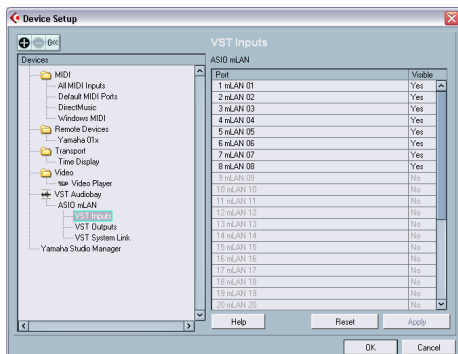
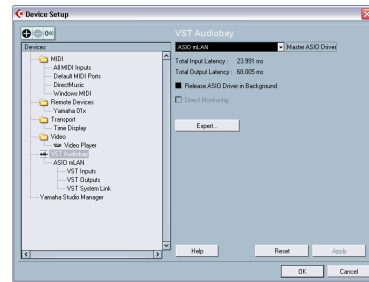
In the above examples, the 01x has been made the "Wordclock Master". You can achieve this by clicking on the 01x (the "salmon pink" box) to select it and then clicking the "One Master" icon (MSTR). This will set the 01x to be the Wordclock Master. This has the advantage of allowing you to use your 01x as a mixer without needing to have your PC switched on and have the mLan drivers running.

Cubase SX3 Devices

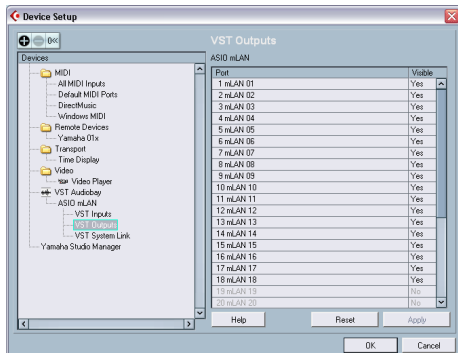
The first thing to do in Cubase is to select the mLAN ASIO drivers in the VST Audiobay. In Cubase, choose "Device Setup" from the "Devices" menu (it is the bottom menu item). You should see a dialog as in the example to the right. If "ASIO mLAN" is not already selected as the Master ASIO Driver,



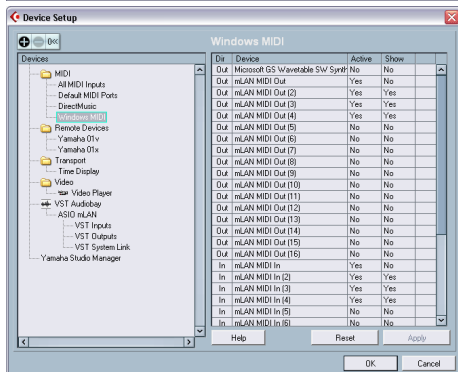
as the Master ASIO Driver, choose it from the dropdown list as shown here to the left. Click the "Apply" button to save this setting. We now move through the menu pages below the VST Audiobay to complete the 01x configuration.



On the VST Inputs page, set "mLAN 01" thru to "mLAN 08" ports as visible (click on the Yes/No indicator until it displays "Yes") and all the remaining ports to be not visible. Click the "Apply" button to save this setting.



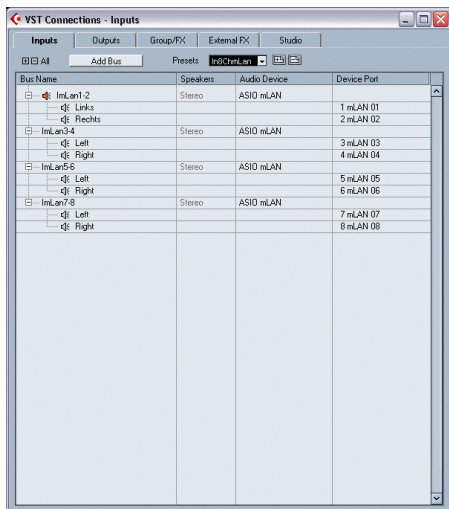
Repeat the procedure in the VST Outputs page setting ports "mLAN 01" thru to "mLAN 18" as visible and all the remaining ports to be not visible. Click the "Apply" button to save this setting.



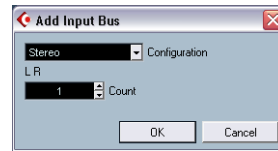
Now moving to the "Windows MIDI" page set the "mLAN MIDI" device parameters as shown to the left.

This has completed the configuration of the connections available to Cubase and we now move on to setting up the input, output and audition busses within a project.

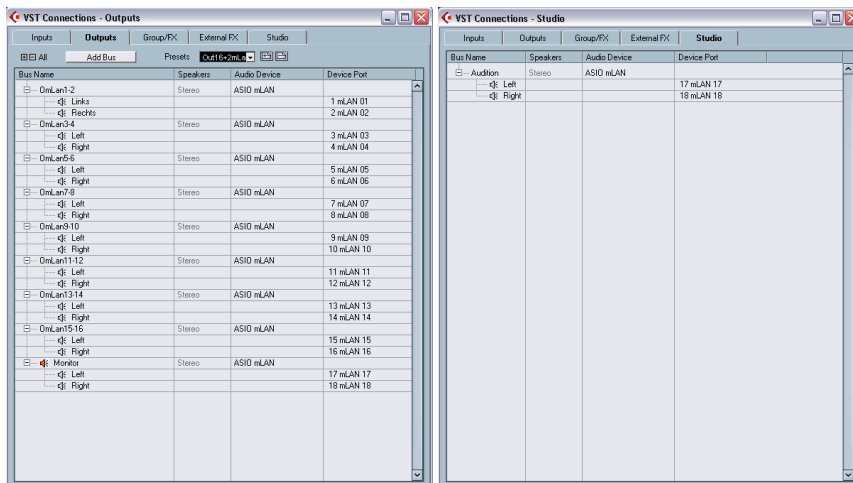
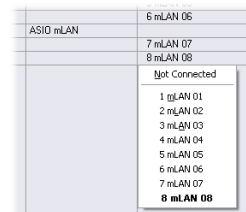
Cubase SX3 Busses



Open a new empty project. From the "Devices" menu, choose "VST Connections" or press F4. This will open a new dialog box. If not already selected, click on the "Inputs" tab to make it visible. You now need to create the busses for the 8 input channels from the 01x. click on the "Add Bus" button. A dialog appears as shown to the right. Choose "Stereo" or "Mono" from the configuration menu and click OK. This will create a new mono or stereo bus. Repeat until you have created your 8 input



busses (either 8 Mono, 4 stereo or some other combination). For each bus, click on the "Device Port" column to choose the physical device bus to connect to this VST input bus as shown to the right.



The same procedure is repeated in the "Outputs" and the "Studio" tab to assign the output and audition busses. At this point it is a good idea to save these setups on each tab as a preset by clicking the "+" icon to the right of the

"Presets" dropdown. This will allow you to recall these set-ups instantly each time you create a new project.

You are now able to choose these busses from the VST Mixer or Part Inspector as required. Some examples are shown below.

