

This part of the guide will describe the functions of the kX Mixer application. If you would like to know more information about parts of the mixer, read the kX Helpfile.

Note for all channel sliders:



The boxes containing the numbers show volume in dB

The sliders control the volume level

The arrow on the left hand side resets volume to "0"

The small circle on the bottom left mutes and unmutes the channel (blue= un-muted, gray= muted)

The pair of circles on the bottom right selects whether the stereo pair of sliders operated together, ie move one slider, the other moves as well.

(both blue = operated together, one gray= operated seperately) Note this option is only available for stereo channels

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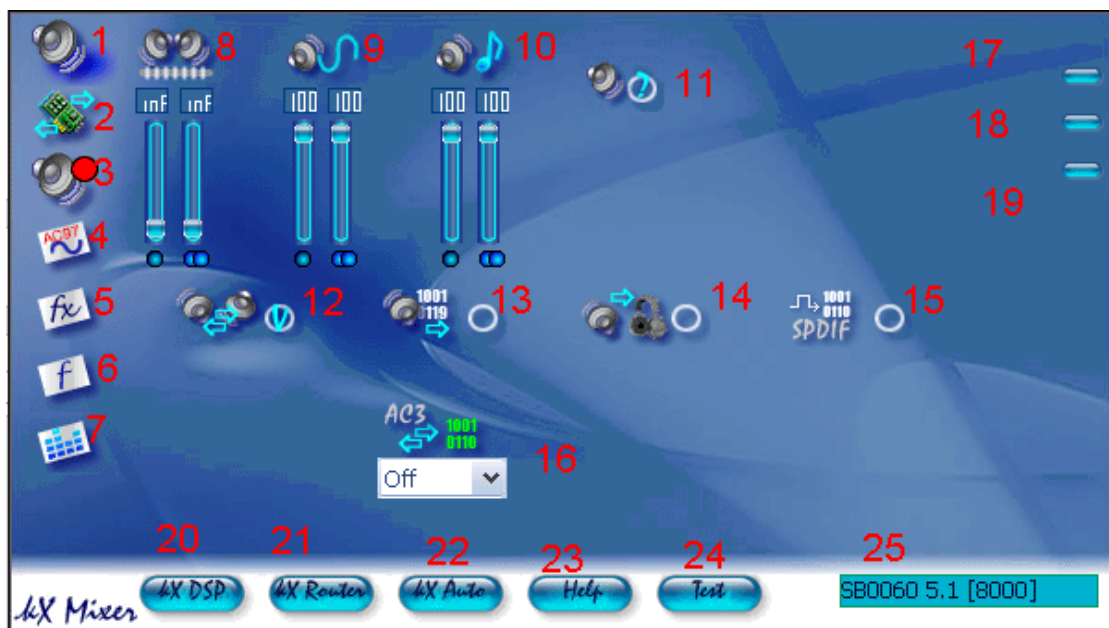
[kX Router Window](#)

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Front Page

The first view we have when the mixer is opened is this one.



Page select:

1. This button will take us back to this page when we are in another page.
2. This button will take us to the Inputs and Outputs Page.
3. This button will take us to the Recording Page.
4. This button will take us to the AC-97 Page.
5. This button will take us to the Effects Page.
6. This button will take us to the Soundfont Page.
7. This button will take us to the Analyzer/Peak Metre Page.

Level Control

8. This slider controls the master volume.
9. This slider controls the volume of all Wave sounds, ie music from Winamp.
10. This slider controls Soundfont Volume.

Options

11. This button opens up the Speaker setup window.
- 12*. This option selects whether front and rear physical outputs are swapped. (see [here](#) for reason).
- 13*. This option selects whether the card is in Digital Output Only mode (With analog outputs turned off).
- 14*. Selects whether the headphones will be routed sub/centre output (Wave 8/9).
- 15*. This option selects whether the card is in S/PDIF passthrough mode, ie the card does not process SP/DIF streams.
- 16*. This option selects which S/PDIF output is in AC-3 Passthrough mode, ie to an external Dolby Digital Decoder.

Program Controls

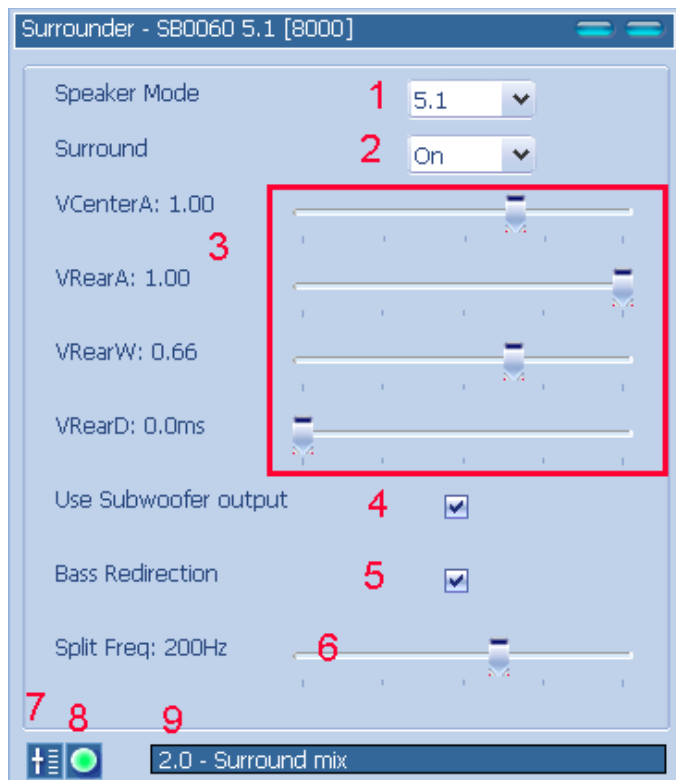
17. This button closes the mixer.
18. This button minimizes the mixer.
19. This button shows information on the current version of the kX Drivers.

Windows

20. This button opens the DSP window.
21. This button opens the router window.
22. This button opens the automation window.
23. This button opens the kX Helpfile.
24. This button opens the Speaker test window.
25. This shows the model of the soundcard you are using. (If more than one compatible soundcard is used, it selects which sound card the mixer is controlling).

*Note: Not all functions are available and work on some cards.

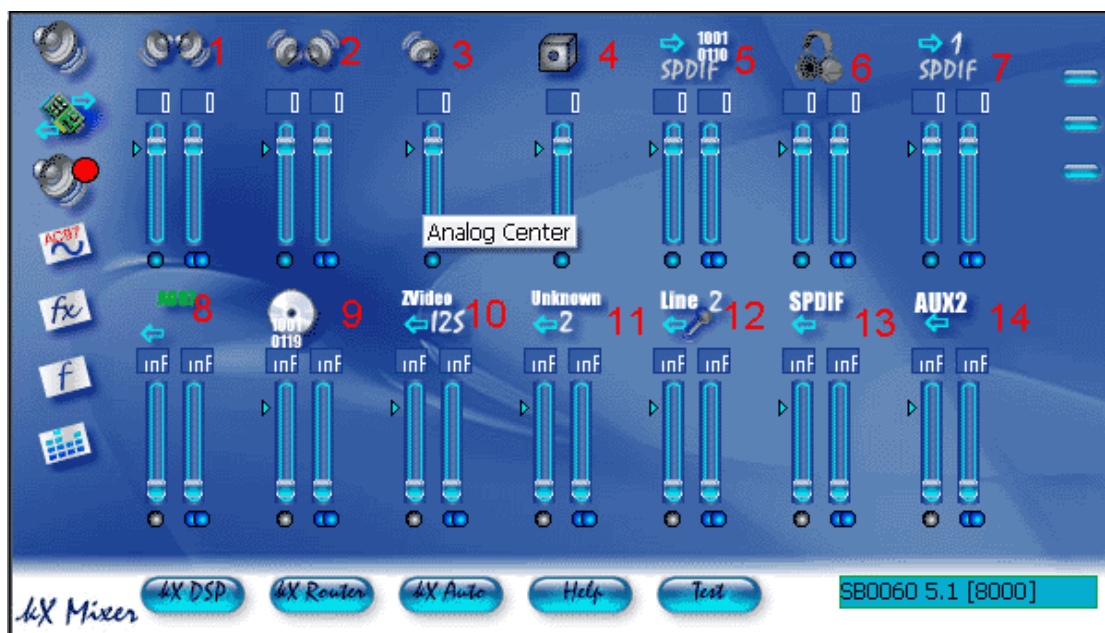
Surrounder Window



1. Sets the speaker setup for kX to use.
2. Turns the surround outputs on (rear,LFE,centre).
3. Surround Settings.
4. Turns LFE output on.
5. Redirects bass audio from current play and sends to LFE.
6. Chooses the frequency at which to start sending to LFE.
7. Resets the Surrounder Window .
8. Mutes output
9. Drop-down list of presets

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Ins and Outs Page



Outputs

1. Front Speaker Volume
2. Rear Speaker Volume
- 3*. Centre Speaker Volume

- 4*. LFE Speaker Volume
- 5. Generic S/PDIF Volume
- 6*. Headphones Volume
- 7. S/PDIF1 Volume

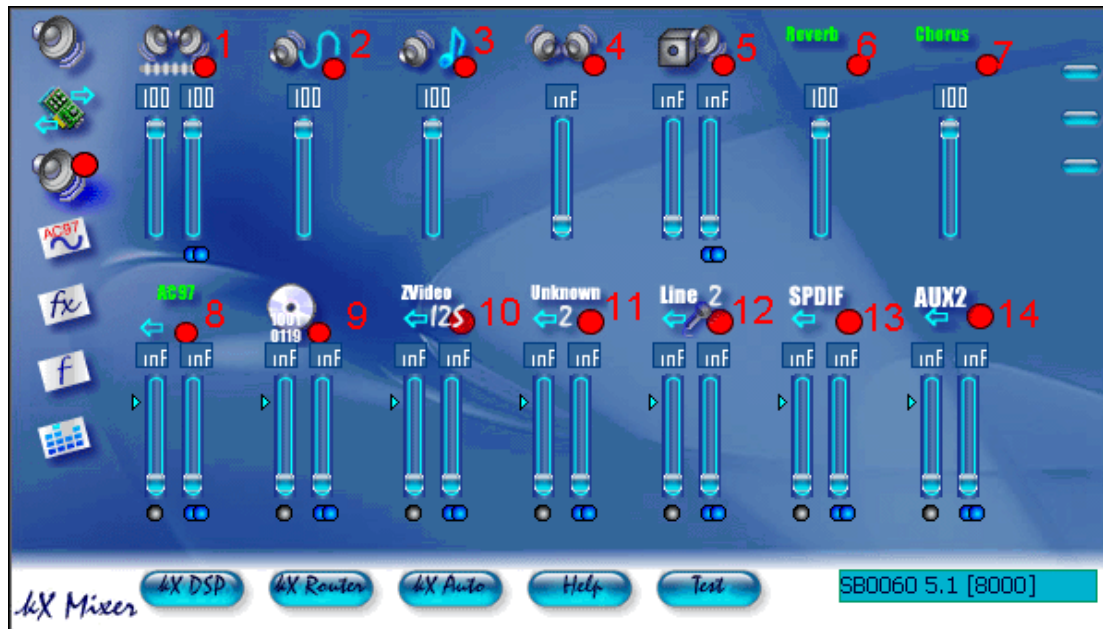
Inputs

- 8. AC-97 Level
- 9*. CD S/PDIF Level
- 10*. I2S(Inter IC Sound) Level
- 11*. Unknown Level
- 12*. Line-In/Mic 2 Level
- 13*. Coax/Optical SP/DIF In
- 14*. Aux 2 In

*Note these channels require hardware support, ie Live! 5.1, Live! Drive etc

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Record Window



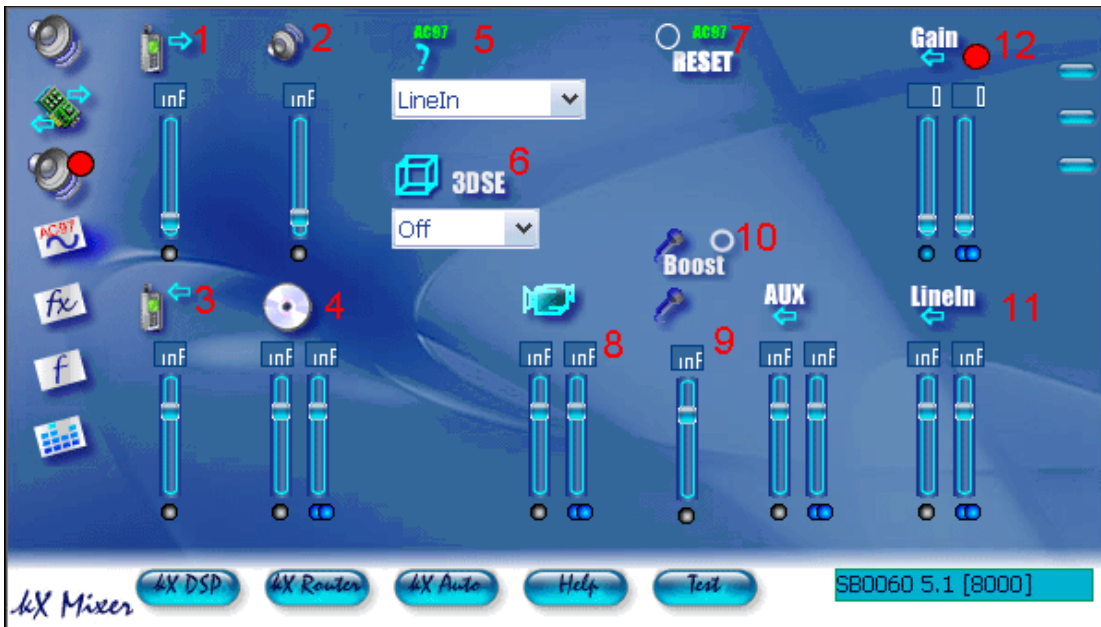
1. Master Record Level

- 2. Wave Record Level(This is what you hear, and I strongly recommend you mute this)
- 3. Soundfont Record Level
- 4. Rear Channel (6/7) Record Level (I recommend you mute this)
- 5*. LFE/Centre Record Level (I recommend you mute this)
- 6. Reverb Effect Record - Use this if you wish to record the reverb effect signal)
- 7. Chorus Effect Record - Use this if you wish to record the chorus effect signal)
- 8. AC-97 Record Level (If you are using onboard inputs (mic,line in etc) set the to "0"dB and unmute)
- 9*. CD S/PDIF record level
- 10*. I2S in Record Level
- 11*. Unknown Record Level
- 12*. Line In2/Mic2 Record Level
- 13*. Coax/Optical S/PDIF Record Level
- 14*. Aux2 Record Level

*Note these channels require hardware support, ie Live! 5.1, Live! Drive etc

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AC-97 Page



1. TAD (Telephone Answering Device) Out Level
2. PC Speaker Level
3. TAD (Telephone Answering Device) In Level
4. Analog CD Audio Level
5. Recording Source (Sends the signal from this to the record page)
6. 3D Stereo Enhancement (Has 4 settings, Low,Med,High,Off)
7. Reset page to default settings
8. Video Sound In Level
9. Microphone Level
10. Mic Boost (Amplifies mic signal by 20dB)
11. Line In Level
12. AC-97 Gain (Amplifies all AC-97 signals)

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Effects Page



1. Amount of reverb effect added to audio playing (Only with default DSP settings)
2. Amount of chorus effect added to audio playing (Only with default DSP settings)

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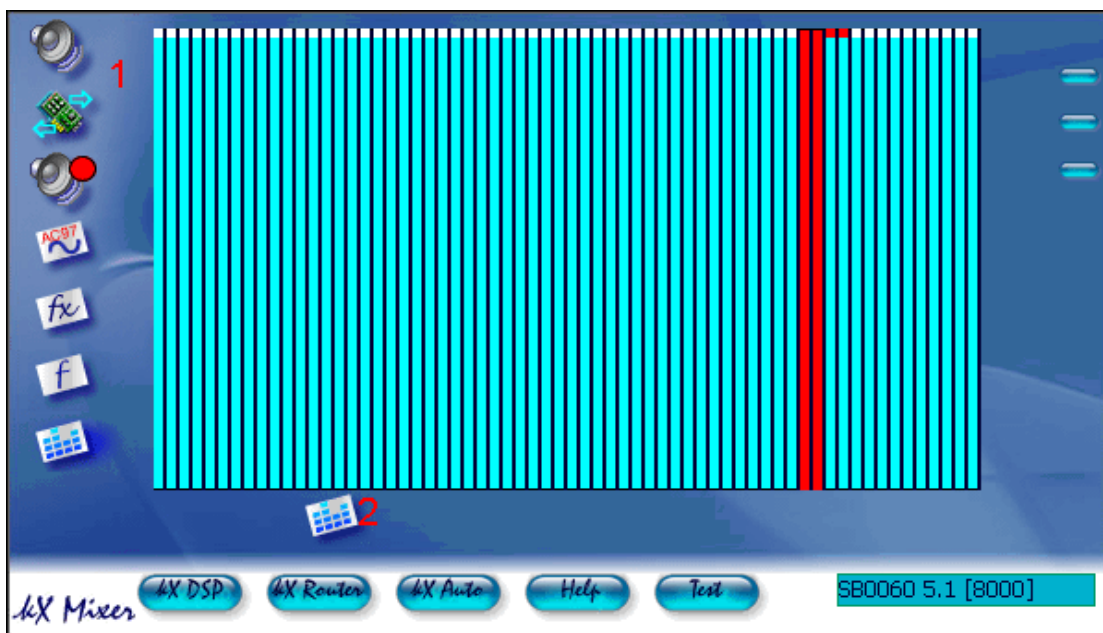
Soundfont Page



1. Shows soundfont backs loaded
2. Provides information on loaded soundfonts
3. Opens browse dialog, to load soundfonts
4. Loads soundfont profile
5. Saves soundfont profile
6. Unloads all soundfonts
7. Shows memory used by soundfonts

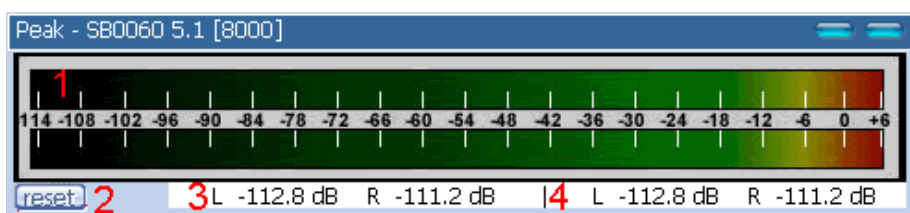
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Analyzer/Peakmetre Page



1. Shows active channels (Blue = Synth, Red = Wave, Green = ASIO)
2. This button opens the Peak Metre

Peak Metre Window

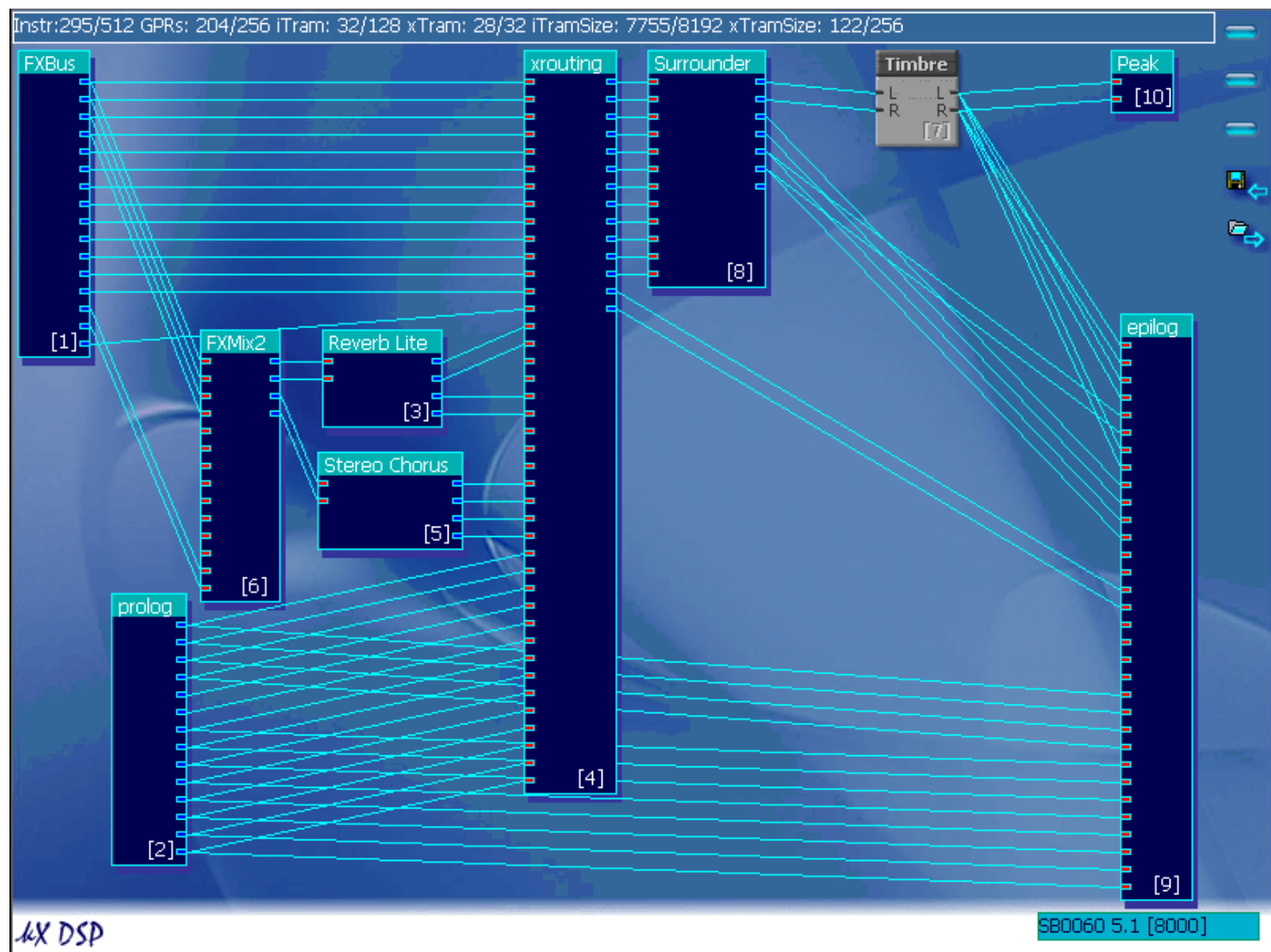


1. Shows the level of the Front Channel (Wave 4/5)

2. Resets Counters
3. Counter Showing Current Level
4. Counter Showing Highest Level

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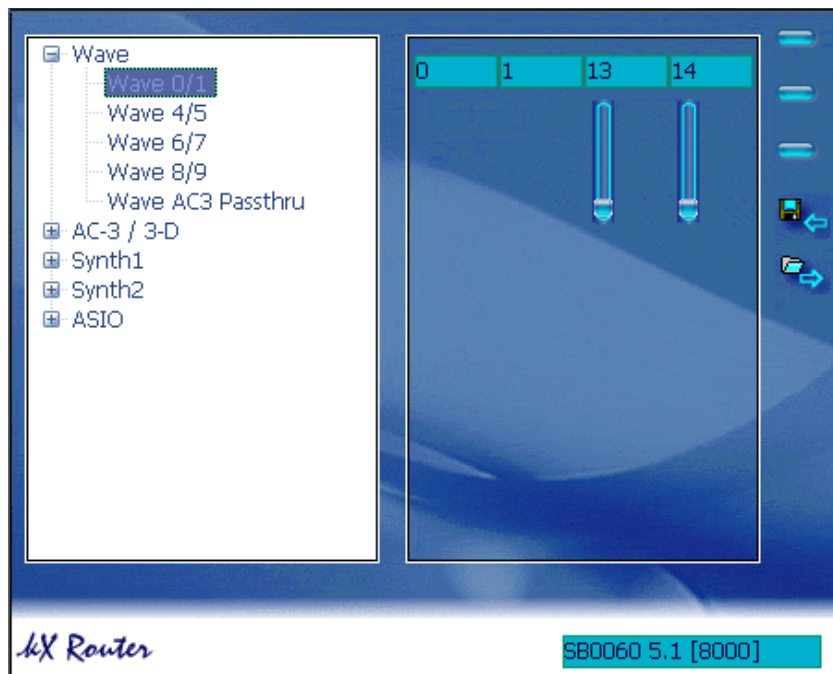
kX DSP Window



This window is where all the advanced routing of inputs, outputs and effects is done. More information [here](#).

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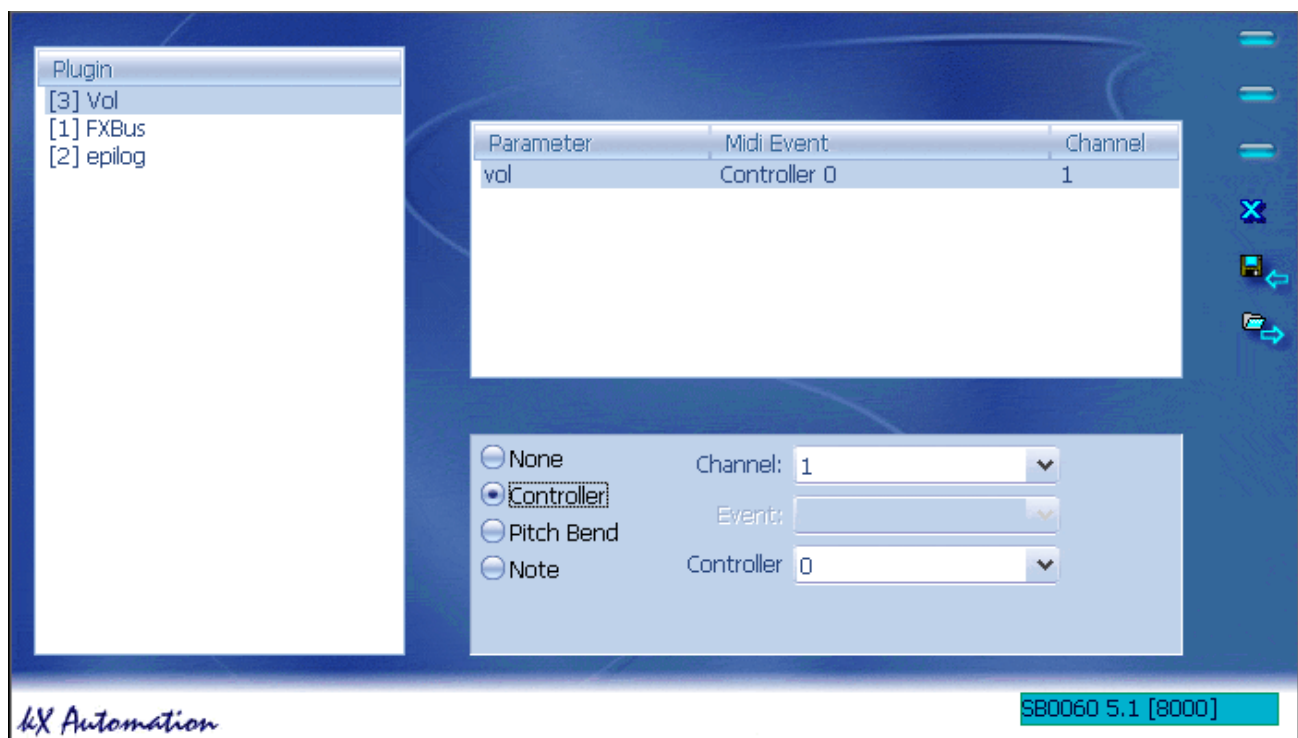
kX Router Window



This window is where the generated audio (Wave from Winamp, Soundfonts or ASIO outputs) is routed to the FXBus in the DSP for effects and processing.

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kX Automation Window



This window is where you can set midi control values for modules in the DSP, for control in VST host sequencers when using the kX VSTi plugin.

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Speaker Test Window



This window is the speaker test, clicking on the icon of the speaker will emit a sound from the speaker, and clicking on "TEST" will test all speakers, one after the other. This is to help you setup your speakers correctly.

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