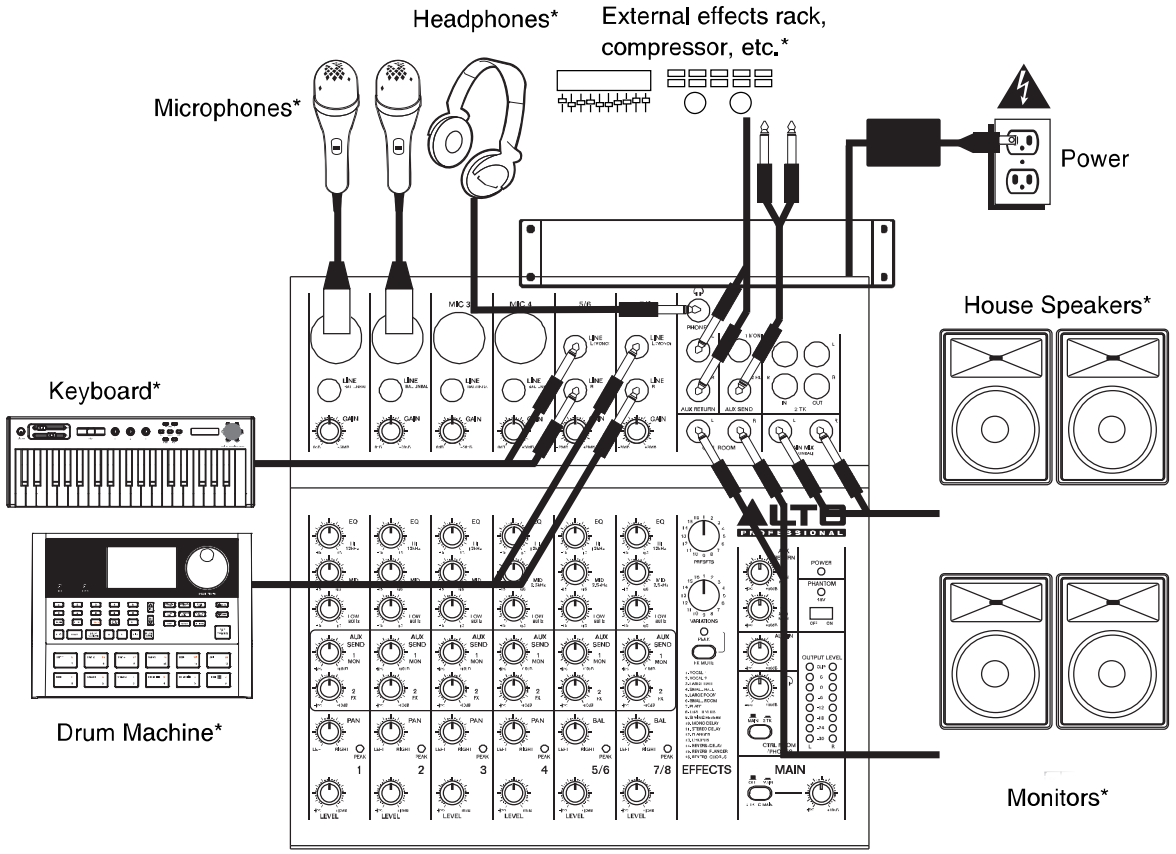
ALTO PROFESSIONAL

ZMX122FX

BOX CONTENTS

- ZEPHYR mixer
- Power adapter
- Quickstart Guide
- Safety Instructions & Warranty Information booklet

CONNECTION DIAGRAM

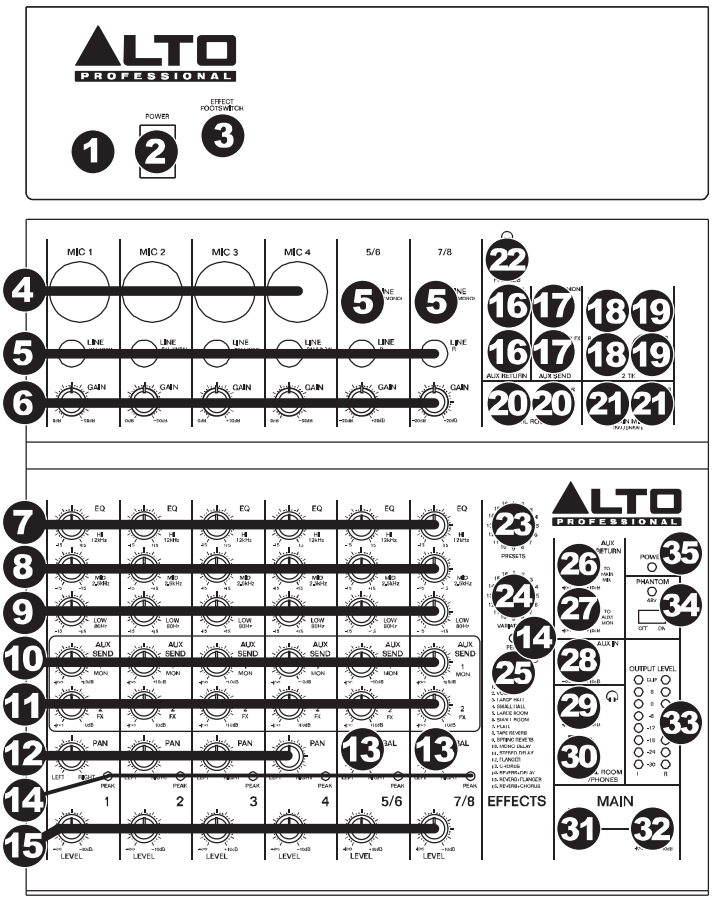


** not included*

Notes:

- *Microphones, monitors, amplifier, speakers, cables, etc. are not included.*
- *To reduce electrical hum at high gain settings, keep the mixer's power supply away from your guitar cable and the mixer's channel inputs.*
- *To use an external effects rack unit, compressor, etc., use a Y-cable (1/4" stereo to two 1/4" mono) to connect the AUX SEND "2 FX" output to the left and right inputs your external device. Connect the outputs of your external device to the left and right AUX RETURN INPUTS.*

FEATURES



1. **POWER IN –** Use the included power adapter to connect the mixer to a power outlet. While the power is switched off, plug the power supply into the mixer first, then plug the power supply into a power outlet.
2. **POWER SWITCH –** Turns the mixer on and off. Turn on the mixer after all input devices have been connected and before you turn on amplifiers. Turn off amplifiers before you turn off the mixer.
3. **FOOTSWITCH –** When a latching-style footswitch is connected to this jack with a 1/4" TRS cable, it can be pressed to allow all channels to bypass the mixer's internal effects processor.
4. **MIC INPUT –** Connect a microphone to these inputs with an XLR cable.
5. **LINE INPUT * –** Connect line-level devices to these inputs with 1/4" cables.
6. **GAIN –** Adjusts the channel audio level (pre-fader and pre-EQ gain). Adjust this so that the PEAK LED just barely lights up during the loudest parts of the song.
7. **HI EQ (TREBLE) –** Adjusts the high (treble) frequencies of the channel.
8. **MID EQ –** Adjusts the mid-range frequencies of the channel.
9. **LOW EQ (BASS) –** Adjusts the low (bass) frequencies of the channel.
10. **AUX SEND 1 MON –** Adjusts the channel audio (pre-EQ) level that is sent to the AUX SEND output labeled "1 MON." You can use this to create a custom monitor mix for yourself or your musicians.
11. **AUX SEND 2 FX –** Adjusts the channel audio (post-EQ) level that is sent to the mixer's internal effects processor. Turn this up for the channels that you want internal effects applied to. You can use this to apply external effects to individual channels.
12. **CHANNEL PAN –** Adjusts the (mono) channel's position in the stereo field.
13. **BALANCE (CH 5/6 & 7/8) –** Adjusts the balance between Channels 5 and 6 and Channels 7 and 8.
14. **PEAK LED –** The LED will flash if the signal is clipping. If this happens, decrease the setting of the GAIN knob or CHANNEL VOLUME knob.
15. **CHANNEL VOLUME –** Adjusts the audio level on the channel.
16. **AUX RETURN INPUTS ** –** You can connect the outputs of an external device to these inputs with 1/4" mono cables. This is usually used for outboard effects devices but can also be used like an extra input channel for synthesizers, drum machines, etc. If your source is mono, plug it into the left jack and it will be heard on both the left and right sides.
17. **AUX SEND OUTPUTS ** –** You can use a 1/4" TRS cable to connect the AUX 1 MON output to the input of an external amplifier or active monitor to create a custom monitor mix for onstage musicians. You can adjust this level with the AUX RETURN LEVEL knob labeled "TO AUX 1 MON." To use an external effects rack unit, compressor, etc. with the mixer, you can use a Y-cable to connect the AUX 2 FX output to the input of your external device, then connect the outputs of the device to the AUX RETURN INPUTS of the mixer.
18. **2-TRACK INPUTS –** You may connect these inputs to the outputs of an external sound source using a standard stereo RCA cable (sold separately). You can send this channel to the monitor mix (using the MAIN/2-TRACK switch) and/or the main mix (using the 2-TRACK TO MAIN switch).
19. **2-TRACK OUTPUTS –** You may connect these outputs to the inputs of an external recording device using a standard stereo RCA cable (sold separately).
20. **CTRL ROOM OUTPUTS –** Use standard 1/4" cables to connect these outputs to your monitor or amplifier system. The level of these outputs is controlled by the CTRL ROOM / PHONES knob.
21. **MAIN MIX OUTPUTS –** Use standard 1/4" cables to connect these outputs to the house speaker or amplifier system. The level of these outputs is controlled by the MAIN VOLUME knob.
22. **PHONES –** Connect your 1/4" stereo headphones to this output. The CTRL ROOM / PHONES knob controls the volume.

** When using LINE INPUTS 5/6, 7/8, and the AUX RETURNS:*

- *If only the left channel is used, the signal will be heard in both left and right channels and the balance will not be adjustable.*
- *If only the right channel is used, the signal will be heard in the right channel only.*

*** To use an external effects rack unit, compressor, etc., use a Y-cable (1/4" stereo to two 1/4" mono) to connect the AUX SEND "2 FX" output to the left and right inputs your external device. Connect the outputs of your external device to the left and right AUX RETURN INPUTS.*

23. **EFFECTS SELECTOR –** Selects the effect that the mixer's internal effects processor will apply to the various channels. Each channel can send different levels of audio to the processor by adjusting their FX POST SEND knobs. See the EFFECTS section for an explanation of the available effects.
24. **VARIATIONS SELECTOR –** Selects the amount of the effect applied to the various channels.
25. **FX MUTE –** Press this button to mute/unmute the effects.
26. **AUX RETURN TO MAIN MIX –** Adjusts the volume of the signal being sent into the AUX RETURN INPUTS and routed to the MAIN MIX OUTPUTS.
27. **AUX RETURN TO AUX 1 MON –** Adjusts the volume of the signal being sent into the AUX RETURN INPUTS and routed to the CTRL ROOM OUTPUTS.
28. **2-TRACK LEVEL –** Adjusts the input signal level of the 2-TRACK INPUTS.
29. **CTRL ROOM / PHONES –** Adjusts the volume of the CTRL ROOM OUTPUTS and your headphones.
30. **MAIN / 2-TRACK –** Press this button to select which signal is routed to the CTRL ROOM OUTPUTS and your headphones – the main mix or the signal from the 2-TRACK INPUTS.
31. **2-TRACK TO MAIN –** Press this button to select which signal is routed to the MAIN MIX OUTPUTS – the main mix or the signal from the 2-TRACK INPUTS.
32. **MAIN VOLUME –** Adjusts the volume of the MAIN OUT.
33. **LED METERS –** Shows the audio level of the main mix. Turn the volume down if the CLIP LED lights up excessively.
34. **PHANTOM POWER –** This switch activates and deactivates phantom power. When activated, phantom power supplies +48V to the XLR mic inputs and the LED above the switch will be lit. Please note that most dynamic microphones do not require phantom power, while most condenser microphones do. Consult your microphone's documentation to find out whether it needs phantom power.
35. **POWER LED –** Illuminates when the mixer is on.

EFFECTS

TO HEAR THE EFFECTS ON A CHANNEL: Use the EFFECTS SELECTOR to choose one of the effects below, adjust the parameter with the VARIATIONS SELECTOR, then turn up the FX POST SEND for that channel.

#	PRESET	DESCRIPTION	PARAMETER	RANGE
1	VOCAL 1	Reverb, simulating a room with a small delay time.	Decay time Pre-delay	0.8~1.1s 0~79ms
2	VOCAL 2	Reverb, simulating a small space with a slight decay time.	Decay time Pre-delay	0.8~2.5s 0~79ms
3	LARGE HALL	Reverb, simulating a large acoustic space.	Decay time Pre-delay	3.6~5.4s 23~55ms
4	SMALL HALL	Reverb, simulating the acoustics of a stage space.	Decay time Pre-delay	1.0~2.9s 20~45ms
5	LARGE ROOM	Reverb, simulating a studio with many early reflections.	Decay time Pre-delay	2.9~4.5s 23~55ms
6	SMALL ROOM	Reverb, simulating a bright studio room.	Decay time Pre-delay	0.7~2.1s 20~45ms
7	PLATE	Simulates bright plate reverb.	Decay time Pre-delay	0.6~6.1s 10ms
8	TAPE REVERB	Simulates classic tape delay created by multiple playback heads.	Decay time Pre-delay	1.3~5.4 0~84ms
9	SPRING REVERB	Simulates the lightly stretched sound of spring reverb from analog transducers.	Decay time Pre-delay	1.3~5.4s 0~84ms
10	MONO DELAY	Reproduces the signal after a small period of time.	Delay period	60~650ms
11	STEREO DELAY	Reproduces the signal after a small period of time with a slight difference between the two stereo channels.	Delay period Feedback	210~400ms 37~73%
12	FLANGER	Classic stereo flanging effect, similar to a jet plane taking off.	Rate	0.16~2.79Hz
13	CHORUS	Simulates the full, complex, watery sound of several instruments playing the same thing.	Rate	0.5~5Hz
14	REVERB+DELAY	Delay effect with room reverb.	Delay period Reverse decay time	211~375ms 1.0~2.9s
15	REVERB+FLANGER	Stereo flanger effect with room reverb.	Flanger rate Reverse decay time	0.16~2.52Hz
16	REVERB+CHORUS	Stereo chorus effect with room reverb.	Chorus rate Reverse decay time	0.5~4.74Hz 1.5~2.9s