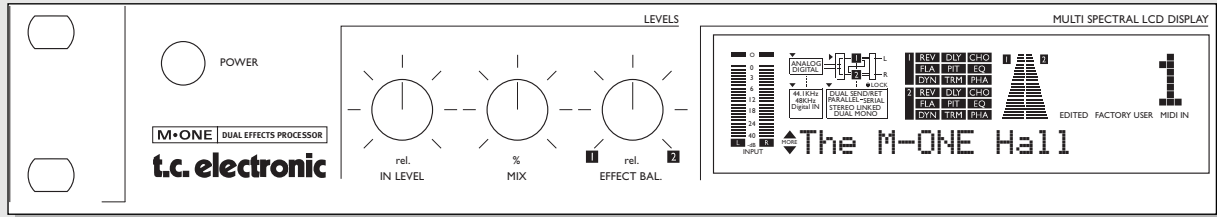




# QUICK GUIDE



## POWER button

Power on/off.

## IN LEVEL knob

Adjusts the Input level.

## MIX knob

Adjusts the global mix between dry and wet signal. Fully clockwise is 100% effect.

## EFFECT BAL knob

Adjusts the balance between the two Engines.

## INPUT Meters

The Peak meter shows the Input level of left/right channels. The meter range is: 0, -3, -6, -12, -18, -24, -40.

## OVERLOAD LEDs

The OVERLOAD LEDs indicate one of two situations:

- The Input level is too hot and therefore overloading.
- There is an internal DSP overflow.

The Overload LED is lit when 1 sample is @ 0dBFS.

## ANALOG/DIGITAL LED

ANALOG/DIGITAL indicator states the selected Input. Input type is selected in the "I/O Setup" menu.

## SAMPLE RATE indicator

The SAMPLE RATE indicator shows the clock source and the incoming master clock. The icon "Digital In" will be blinking if no clock or unacceptable clock is found.

## ROUTING indicator

Indication of what Routing mode the M-ONE currently is using.

## ALGO Indicator

Shows the currently used algorithms in each of the two Engines.

## DYNAMIC meters 1+2

These two meters show the gain reduction when an Engine is running Dynamic algorithms.

The Dynamic algorithms are: Compressor, Limiter, Gate, Expander and De-esser.

## DISPLAY

Displays the preset number and the preset type: Factory or User.

## EDITED icon

This icon will be lit as soon as the current recalled preset has been modified.

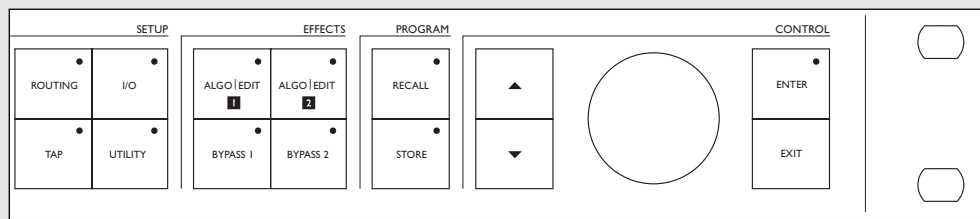
## FACTORY/USER icon

Shows whether you are operating in the Factory or the User bank.

## MIDI IN icon

Shows any incoming MIDI information.

# QUICK GUIDE



## **ROUTING key**

Press the ROUTING key to set the Engine Routing. The options are: Dual Send /Ret, Parallel, Parallel/Serial, Serial, Stereo, Dual Mono.

## **I/O SETUP**

Basic parameters are set here.

- Input source - Analog/Digital.
- Sample Rate - 44.1/48kHz/DI.
- Bypass Mode - See Bypass keys 1 and 2.
- Global Output level.
- Input level sensitivity: Consumer (-10dBu) or professional (+4 dBu).
- Dither 16, 20 or 24(off).

## **TAP key**

Tap this key to enter global Tap tempo and to enter the Tap menu. Subdivision of the tapped tempo is setup in this menu. The tapped tempo can be used for Delay time, Chorus rate etc.

## **UTILITY**

MIDI, SysEx-ID, Routing-lock, Bypass mode and Pedal function.

## **ALGO/EDIT 1+2**

Press this key to enter the Edit display and the Algorithm Change display of the currently selected Engine.

## **BYPASS keys 1 and 2**

The Bypass mode is set up in Utility. There are three different Bypass modes:

- 1 0% Mix:  
The Input signal is passed directly to the Output.
- 2 Fx Input:  
Cuts only the Engine Input in order to let the effect "ring out", but will still leave the same amount of dry signal coming through.
- 3 Fx Output:  
Cuts only the Engine Output in order to kill the Fx instantaneously, but leaves the same amount of dry signal coming through.

## **RECALL key**

Selects the Recall menu. Select a desired preset using the CONTROL wheel and press the ENTER key to enter/load the selected preset.

## **STORE key**

Selects the Store menu. Presets can be stored in the User bank only. Location is selected using the CONTROL wheel. Operation is confirmed using ENTER.

## **CURSOR UP/DOWN**

Use the cursors to move around in the display.

## **ENTER key**

Confirms operations. The ENTER key LED will indicate when this key can be used.

## **EXIT key**

Is used to exit a menu or to disapprove an action.

## **CONTROL wheel**

Is used to change values.

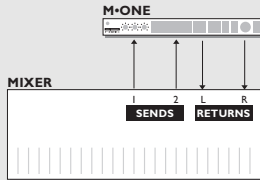
# QUICK GUIDE

## Setting up the M•ONE

This explains a couple of the most commonly used setups:

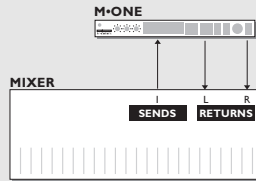
- Connect the M•ONE as illustrated below, using balanced 1/4" jack cables.
- Press the ROUTING key to enter the Routing display.
- Use the CONTROL wheel to select Routing. The ENTER key is now blinking.
- Press ENTER to activate the selected Routing.

### Dual Input Mode



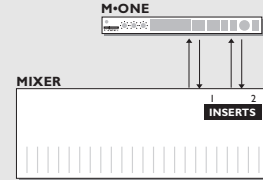
With this setup the two Engines are used as separate stereo effects with a common 2 channel Output. Example: Feed the two M•ONE engines with signal from e.g. two separate Aux-sends from your mixer. Connect the M•ONE L/R Output to a stereo L/R return on your mixer.

### Serial Mode



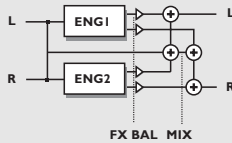
In Serial mode Engine 1 is always routed before Engine 2. The Output of Engine 1 is routed directly to the Input of Engine 2. Example: Use a De-esser in Engine 1 and a Reverb in Engine 2.

### Dual Mono Mode

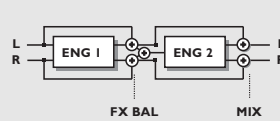


In this mode the M•ONE works as two completely independent mono units. This would be a typical setup when using the M•ONE as two Compressors, Limiters, De-esser or basically any combination of two non stereo Effects

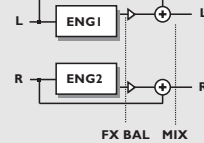
### Dual Input Routing



### Serial Routing



### Dual Mono Routing



## How to change algorithms:

- Press the ALGO/EDIT 1 or 2 depending on which Engine's algorithm you wish change.
- Select algorithm using the CONTROL wheel.
- Press ENTER to confirm.