

- **What Exactly is MORE YOU?**
- **Quick Start Guide:** Get recording in 5 minutes!
- **In-Depth Manual:** Refer to as needed

# What exactly is MORE YOU?

A massively powerful USB audio interface and personal monitoring system that can be expanded to handle up to 24 inputs x 20 outputs. And it does **MUCH MORE**.

There are many USB audio interfaces out there—why is **MORE YOU** better?

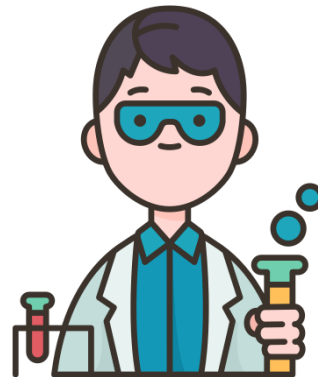
- **Expandability:** By adding 2X/4X/8X units to your system, you can easily add channels as your needs grow.
- **“MORE YOU”** means **YOU HEAR WHAT YOU NEED** at all times.
  - Level and Reverb control
  - Complete 24-Channel Discreet Headphone Mixing System INCLUDED
- And... so many other cool features (read on!)

## Introduction: Welcome to MORE YOU

Why call a product **MORE YOU**?

- The purpose of the MORE YOU system is to give YOU (the musician, singer, electronic artist, etc.) the tools you need and eliminate anything that gets between you and the music. Too many products are made **by** sound engineers, **for** sound engineers; these products miss the whole point—which is, making music **FAST**. No more wasting money on features and channels you don't need, mountains of cables, and pages and pages of complicated instructions!

Most Recording Equipment is made for Engineers....

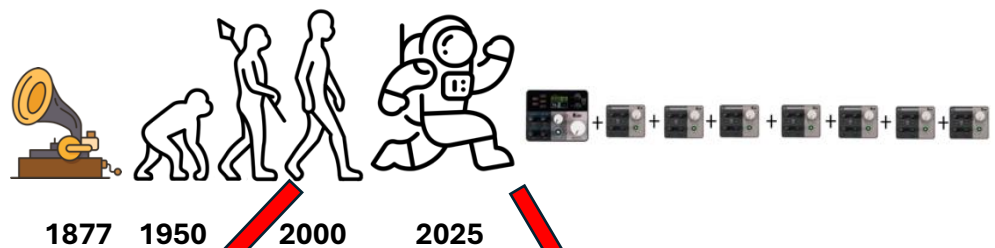


**MORE YOU** is made for...  
**Musicians WHO MAKE MUSIC!**

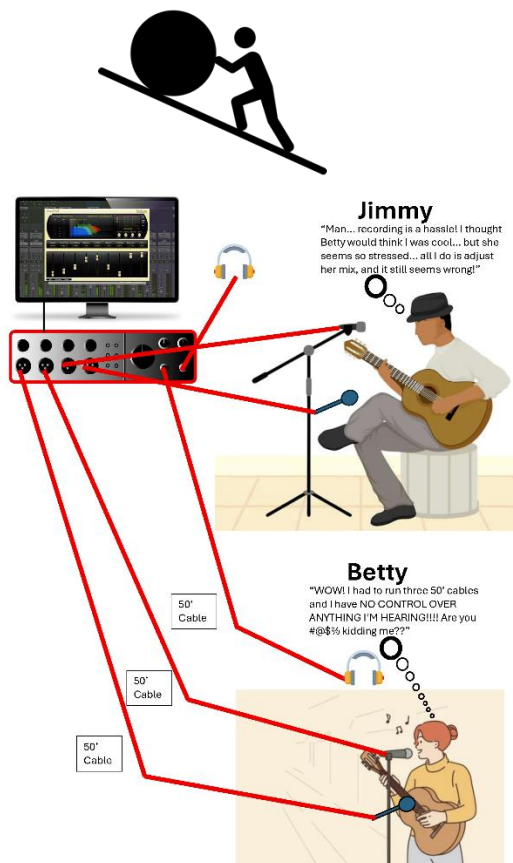
# The Recording Rabbit Hole....



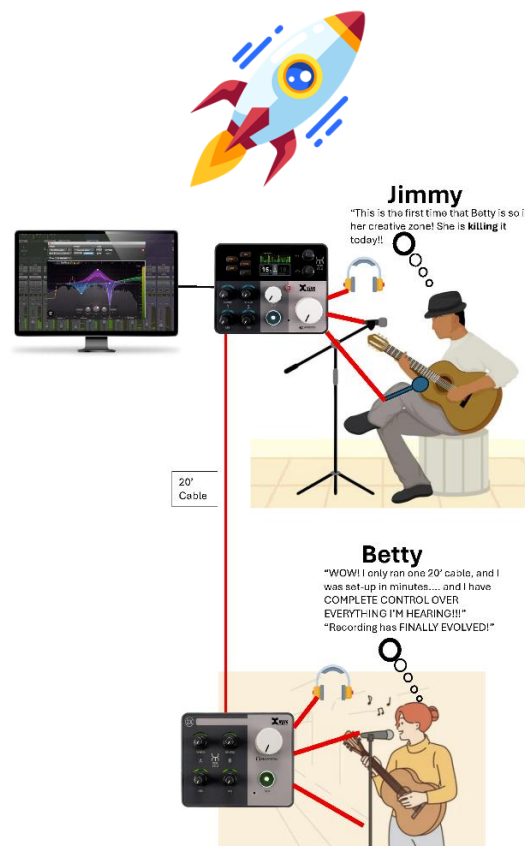
Typically, a musician who decides to get into computer-based audio recording goes down a rabbit hole of USB interfaces, headphone monitoring systems, and huge amounts of cables. As more musicians turn to home recording, it can be an endless challenge that is often abandoned, as it can be too technical and requires too many different pieces of equipment to succeed. We've spoken to many musicians who spend thousands of dollars on recording gear and end up giving up without the results they thought they would achieve. For 1.5 million years, early humans could only think of one tool: the handaxe. In 1877, Edison invented audio recording. **For the past 20-plus years, USB interfaces have changed very little:** putting preamps miles away from sound sources, giving musicians very little control of headphone mixes, no Talkback communication, and no expandability.



## Why do we work the way we work...



## To the MORE YOU FUTURE...



# Join the revolution... MAKE MORE MUSIC!

...and get off the never-ending “upgrade trail”.

The design of MORE YOU has ONE MISSION: making recording fun, hassle-free and expandable as your needs grow.

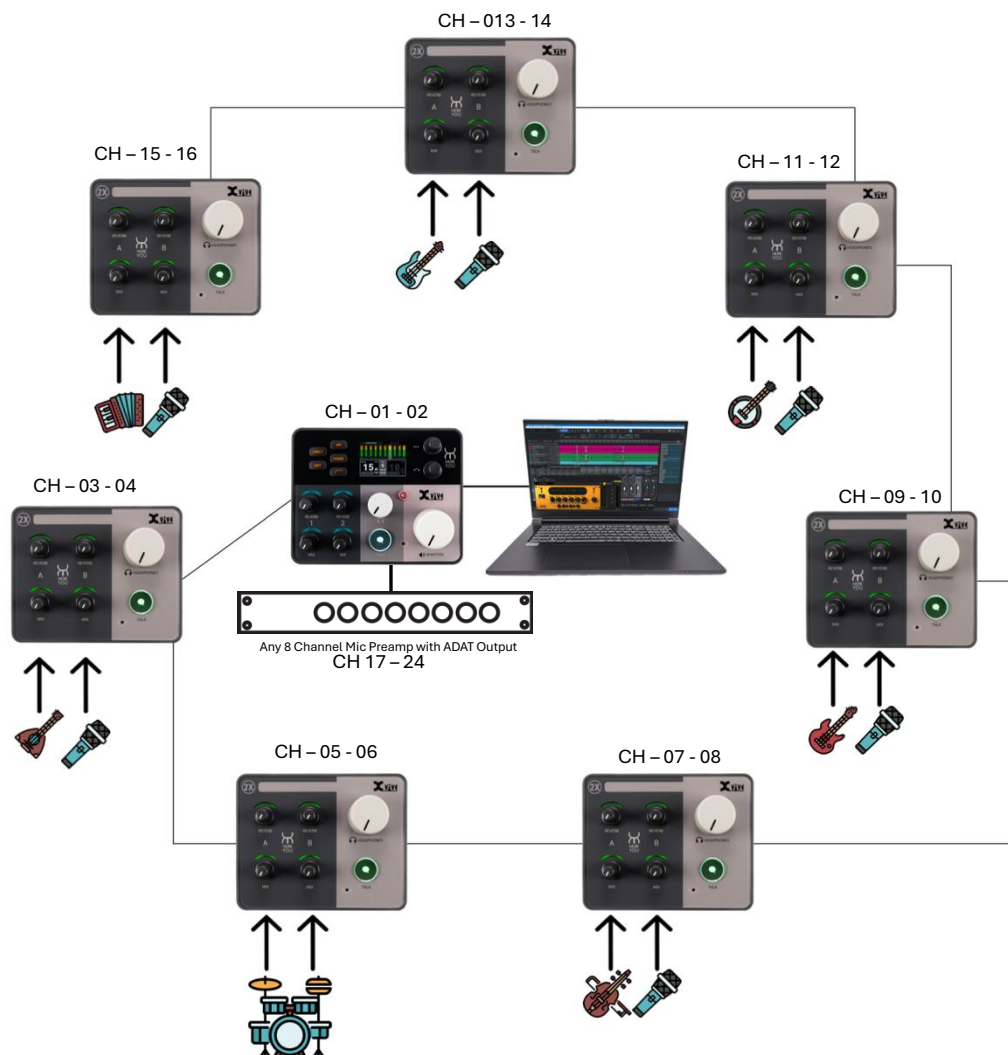
**MORE YOU** delivers the **best** audio interface solution, with unique features that make recording fun and easy—without the hassles of conventional audio interfaces.

**MORE YOU** is a major step forward in music recording, offering you a USB Audio Interface that grows with you as your musical career grows.

**MORE YOU** is so much more than a standard USB audio interface—it’s the **next generation** of audio interface technology.

## Fully-expanded MORE YOU System - Shown with 24 Inputs:

**MORE YOU** is the first **EXPANDABLE** audio interface, meaning you can add more channels as your needs grow.



# QUICK START GUIDE ...Get Recording in 5 Minutes!

**MORE YOU 12-Step Program:** No one likes manuals... but at a minimum, if you read the next 2 pages, you will be recording in 5 minutes... It's ONLY 12 steps!

1. **MORE YOU Hub** – Plug in the HUB from the USB-C Port to the USB-C input of your computer (use a USB-C to USB-A cable if your computer only has a USB-A input).
  - a. Power note: if you're using ONE HUB and ONE 2X, your computer can power both units.
  - b. NOTE: If you're using a larger system such as ONE HUB and FIVE 2X units, that's when you'll need a 65W USB-C power source. See pages 8 and 9 for more details.



2. **IF YOU ONLY HAVE A HUB, SKIP THIS STEP:**
  - a. **MORE PORT** – **THIS ONLY APPLIES if you're using a HUB and a 2X.** Plug the male end of a standard microphone cable (up to 100' long) into the MORE PORT OUT on the HUB. Then, plug the female end of the cable into the MORE PORT IN on the MORE YOU 2X/4X/8X expansion unit.
  - b. **NOTE: Since the cable is carrying power as well as audio, the output plug of the MORE PORT is female (not male)**—the opposite of standard audio wiring, which has the signal traveling from the female end of the cable to the male end. See page 12 for more info.
3. **Studio Speakers** – If you have studio monitor speakers, connect them to the 1/4" TRS L and R outputs on the back of the HUB. You will need either TRS-to-TRS or TRS-to-XLR cables, depending on your speaker inputs.
4. **Studio Speaker Level** – Use the BIG KNOB (with the word "Monitors" below) to adjust the volume of your studio speakers. Always start with the Monitors knob all the way counterclockwise (all the way down), then slowly bring it up.
5. **Headphones** – Plug your studio headphones (or in-ear monitors) into the Headphone jack on the front of the HUB. Both 1/4" and 1/8" jacks are provided.
6. **Input Source** – Plug in your microphone and/or instrument (guitar, bass, keyboard, etc.). Note that the jacks are "combo style", so they accept either a 1/4" or XLR input.
7. **DAW** – In your DAW of choice (Pro Tools, Ableton, Logic, Cubase, Studio One, etc.), you will need to create a track. You will also need to set the track's INPUT to MORE YOU INPUT 1, and you will want to set the output of that track to MORE YOU OUTPUT 1 and 2. See your DAW manual for specific details.
  - a. **We highly recommend that you eventually name the INPUTS and OUTPUTS in your DAW.** See Page 28 and 29.
8. **Top Section of HUB** – this is used for Preamp functions, and headphone mix functions.



Top Encoder knob

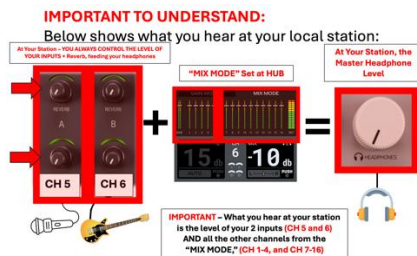


Lower Encoder knob



- a. **Using the Top Encoder** (to the right of the **3 dots**) will allow you to select your inputs. If you only have a HUB, you will only be able to select INPUTS 1 and 2. As you expand with 2X/4X/8X expansion units, these other channels will show up and you will be able to select them.
  - b. **FOR EXAMPLE** – If you have a vocal mic plugged into Input #1 on the HUB, you first select channel 1 with the top encoder. You then **use the bottom encoder knob to set the gain of the selected input**. The bank of buttons to the left of the HUB screen can be used to select other preamp options. These include: 48V (phantom power), PHASE (reverse), HI PASS (filter for cutting low frequencies), DIRECT (monitor direct input or effected signal from DAW), and INST (for unbalanced instrument inputs).
  - c. **Using the top encoder knob, switch to Channel 2**, and choose your preamp settings for Channel 2.
  - d. **AUTO GAIN – Note: In GAIN Mode**, if you press the lower encoder, it will give you two Auto Gain choices: one is for the selected channel only, and one option is for ALL CHANNELS. When you make your selection, just click a second time to set the Auto Gain.
9. **MORE YOU – “MIX” and “REVERB” knobs in the lower section of HUB:** The MIX 1 and MIX 2 knobs allow you to immediately adjust the level of each of the two inputs (mic/instrument, etc.) and add REVERB. NOTE: this will only affect what **you** hear in **your** headphones. THIS is the MORE YOU part of MORE YOU!
10. **Discreet Headphone Mix** – If you click the Top Encoder knob you will switch to an ingenious mode called “LIVE MIX.” In a nutshell, this is a common mix that all other musicians will hear... with one cool feature: **your local inputs on your MORE YOU box are controlled with the knobs in the MORE YOU section, JUST FOR YOU**. Everyone else (as you add 2X/4X/8X units) hear the LIVE MIX + their local inputs.

#### MORE YOU Monitoring:



11. Now you should be able to record to your DAW with your HUB’s two inputs.
12. **The RED PILL or the BLUE PILL: IMPORTANT** – If, for some reason, you don’t hear your DAW coming out of your speakers, you may want to check that the button near your BIG KNOB labeled “MONITORS” is set to the **RED setting**. There is also an advanced setting (the BLUE setting) that allows you to monitor the MORE YOU internal headphone system through you studio monitors. More on this later—but for now, just make sure the button is on the RED setting.



**Studio Monitor = RED MODE**



**The rest of this manual is for later reference, as you need it!  
For now, MAKE MUSIC and GET RECORDING!**

# In-Depth Manual

It all starts with the **MORE YOU HUB**: the centerpiece of your studio



**HUB, defined:** MORE YOU HUB will be the centerpiece of your studio.

- At its heart, MORE YOU HUB is your musical partner... and much more.
- It's a USB **Expandable Audio Interface**. But that's just the beginning...
- The MORE YOU HUB is the first building block of an expanded MORE YOU system.
- On the HUB, you start with two input channels and two output channels.
- If you need more inputs, you simply add expander units, such as More You 2X/4X/8X.
- Your MORE YOU System can grow to a full 24 inputs and 20 outputs... **never becoming obsolete, and growing as your needs grow.**

**A few things you can do with the HUB:**

- **Front-Panel Inputs**
  - **2 Mic Line Inputs** - This is where you plug in:
    - Microphone (singer, or acoustic instrument that needs to be mic'd)
    - Instrument (guitar, bass, keyboard, etc.)
  - **Getting Sound to Your Studio Monitors:**
    - **Two Outputs** that feed your Studio Monitors (1/4" TRS Outputs labeled 1 and 2)
    - **Studio Level Big Knob** - this controls the volume from your studio monitors
- **Getting Sound to Your Headphones or In-Ear-Monitors:**
  - **Two Headphone Jacks on front panel** - 1/8" and 1/4"
  - **Headphone Master Level Control**
- **The MORE YOU part:**
  - **Level** – separate control for each of your Inputs
  - **Pan** – separate control each Inputs is independent (L, C, R and anywhere in between). Note: Pan is set in the Live Mixer
  - **Reverb** – separate control for each of your Inputs
  - **Built-in 24-Channel Discreet Headphone Monitoring System**
    - Regarding all MORE YOU INPUTS:
      - All Inputs are **Stereo or Mono inputs with full pan control** (see Live Mix)
      - EVERY INPUT on the MORE YOU system is a "Direct Input", meaning that you always hear your input before the computer does, with no latency.
  - TalkBack – Communication between all musicians is key
- **Other Features you will learn about later on:**
  - MIDI In/Out
  - ADAT In
  - MORE PORT - expanding your MORE YOU system with 2X/4X/8X units

# Expanding Your Studio:



When you need more channels to record more musicians, simply add MORE YOU expansion units.

The 2X adds 2 channels to your MORE YOU Studio.



## 2X

Or, get even more channels with the 4X and 8X, **COMING SOON:**

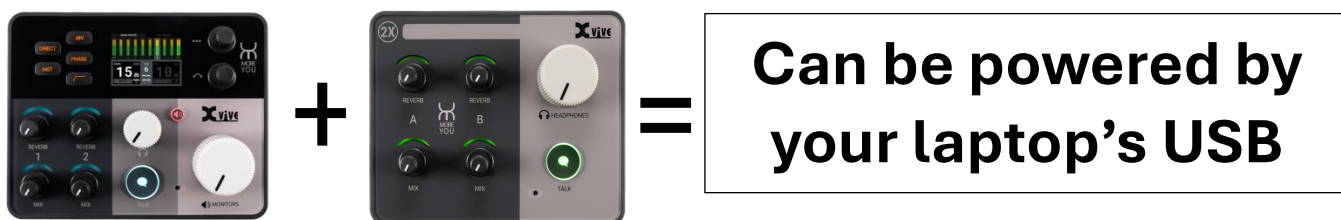


## 4X



## 8X

# POWER: one HUB and one 2X



When using a single HUB and one 2X Expansion Unit: **ONLY** connect a USB cable between the Hub's USB-C port (NOT the "POWER" port) and your computer's USB port.

## Only plugging into your Computer USB-C:

- Your computer can power one Hub and one 2X connected to the HUB via the MORE PORT.
- If you are only using a single HUB, please note **100% of your power will come from your computer.**

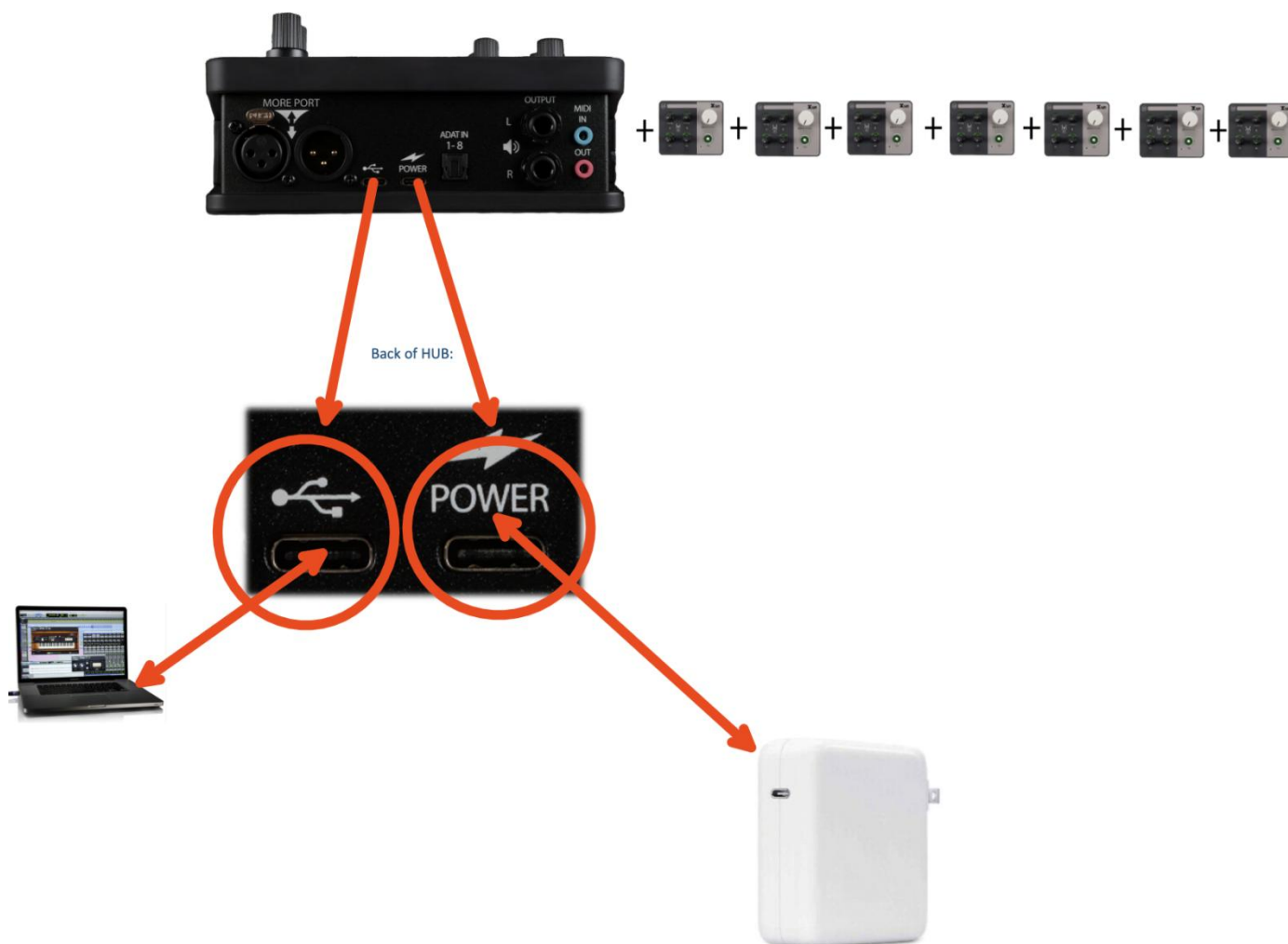


# POWER: 3 to 8 Units



## To power a larger system (more than 2 units):




- Connect the Hub's USB-C output to your computer using a USB cable (for audio).
- Plug the USB POWER into a USB-C Power supply (for power).
- When you power on the HUB it will indicate how many units your power supply can power.
- If you're creating a full 8-station system, PLEASE USE A 65W USB-C Power Supply



# IMPORTANT: USB-C Power

**NOTE:** When you turn on the HUB, it will display how much voltage your USB-C power adapter has and HOW MANY units you can connect.

**Chart - Shows USB-C Power:**

<b>ONLY Computer's USB-C</b>	<b>No Extra Power Required</b>	<b>1 Hub</b>	<b>1 2X</b>	<b>2 Units Total</b> 
<b>30W USB-C Power Supply</b>	<b>Connect to USB-C Power Adapter</b> <i>(NOTE: If recording, you will still need to connect your computer to the USB-C port as well, for audio)</i>	<b>1 Hub</b>	<b>4 2X</b>	<b>3 to 5 Units Total</b> 
<b>65W USB-C Power Supply</b>	<b>Connect to USB-C Power Adapter</b> <i>(NOTE: If recording, you will still need to connect your computer to the USB-C port as well, for audio)</i>	<b>1 Hub</b>	<b>7 2X</b>	<b>6 to 8 Units Total</b> 

## USB-C Power Chart **WE RECOMMEND GETTING A 65W USB POWER SUPPLY**

<b>Computer USB-C</b>	<b>No Extra Power Required</b>	<b>1 Hub</b>	<b>1 2X</b>	<b>2 Units Total</b>
<b>30W USB-C</b>	<b>Connect to USB-C Power Adapter</b>	<b>1 Hub</b>	<b>4 2X</b>	<b>5 Units Total</b>
<b>65W USB-C</b>	<b>Connect to USB-C Power Adapter</b>	<b>1 Hub</b>	<b>7 2X</b>	<b>8 Units Total</b>

# MORE PORT CABLES

**What is MORE PORT? The MORE PORT (on the back of each Hub or 2X unit) carries up to 40 channels of Audio, Power, and TalkBack.**

- You can use **standard XLR Audio cables** to connect units via the MORE PORT. If you're using Audio XLR cables, the max cable length is 25 feet.
- You can also use **DMX cables** (XLR cables designed for Data instead of Audio, recommended for longer cable runs).
  - Please note that DMX cables are better to use, especially if you're using cables longer than 25 feet.

## IMPORTANT: MORE PORT and Gender

- Normally XLR output jacks for standard audio cables are male, but MORE PORT uses the opposite (female). **This is not a mistake.** This is because the cables carry voltage, and if the gender was not opposite, you would have XLR pins that could potentially shock the user if pins are exposed on cable ends.
- The jacks are labeled on the back.



## Cable Lengths:

The system can handle a maximum of 275' of cable between ALL units.  
Max cable length is 100' between 2 units.

- Max individual cable length is 100' between units. We suggest that you run the longest cable between the HUB and first 2X unit.

## Example cable lengths between units:

			MAX/EXTREME - Example	Suggested/Example	Typical - Suggested/Example
Hub (unit #1)	CONNECTED TO	2X (unit #2)	<b>100' cable (DMX)</b>	<b>50' (DMX)</b>	<b>50' (DMX)</b>
2X (unit #2)	CONNECTED TO	2X (unit #3)	<b>50' cable (DMX)</b>	<b>50' (DMX)</b>	25' cable (XLR)
2X (unit #3)	CONNECTED TO	2X (unit #4)	25' cable (XLR)	<b>50' DMX)</b>	25' cable (XLR)
2X (unit #4)	CONNECTED TO	2X (unit #5)	25' cable (XLR)	25' cable (XLR)	25' cable (XLR)
2X (unit #5)	CONNECTED TO	2X (unit #6)	25' cable (XLR)	25' cable (XLR)	25' cable (XLR)
2X (unit #6)	CONNECTED TO	2X (unit #7)	25' cable (XLR)	25' cable (XLR)	25' cable (XLR)
2X (unit #7)	CONNECTED TO	2X (unit #8)	25' cable (XLR)	25' cable (XLR)	25' cable (XLR)
			<b>275'</b> <b>TOTAL CABLE LENGTH</b>	<b>250'</b> <b>TOTAL CABLE LENGTH</b>	<b>200'</b> <b>TOTAL CABLE LENGTH</b>

# Getting Around the HUB:



## THE TOP SECTION

- Select Channel, set GAIN settings, and Discreet Headphone Mix:



## THE BOTTOM SECTION

These controls allow you to adjust:

- MORE YOU Real-time Mix and Reverb
- Headphones Level
- Studio Monitor Level Control
- TalkBack: real-time communication between all units/musicians

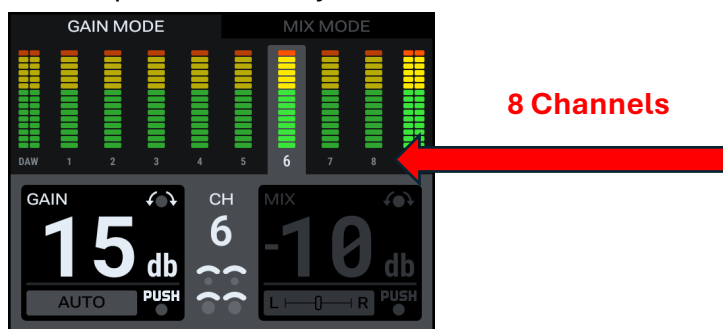


# MORE YOU Screens - Displayed Channels

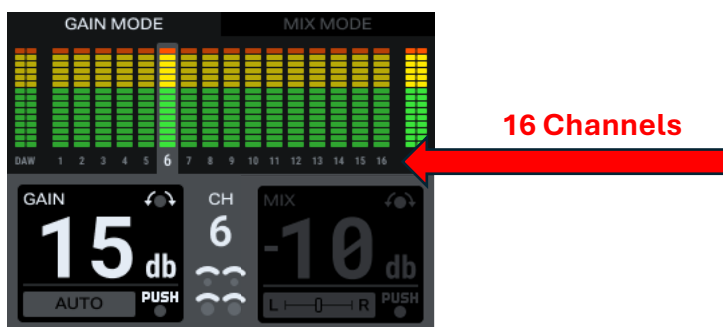
Depending on the number of expansion units that you have connected to the MORE PORT, the HUB screen will change.

**IMPORTANT:** By default, **the screen will always show 8 Channels.**

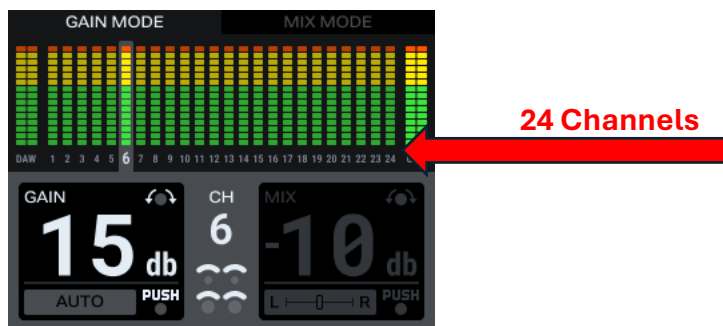
What this means is that if you ONLY HAVE THE HUB, you will only be able to select channels 1 and 2. As you add expansion units, you will then be able to use channels 3 through 8.



As you expand your system beyond 8 Channels, you will then see 16 Channels



A fully expanded MORE YOU System will show 24 Channels (16 MORE YOU channels, and 8 ADAT channels (17-24)):



# MORE YOU HUB – User Interface



- Every effort has been made to SIMPLIFY the User Interface on the MORE YOU System.
- The **Upper Encoder knob** allows you to **select a channel**.
- The **Lower Encoder knob** allows you to instantly **set the Gain** for the Selected Channel.



The 3 dots indicate moving to a Channel

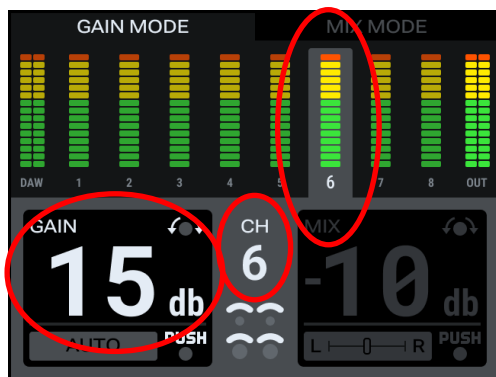
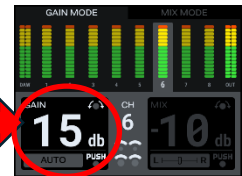
**IMPORTANT - Upper Encoder: Selects the Channel**



**IMPORTANT - Lower Encoder: Adjusts the value**

The Arrows indicate this is used to set a value for the selected channel.

**IMPORTANT - Lower Encoder: Adjusts the value**



You can CLEARLY see in the MIDDLE OF THE SCREEN, that you have selected Channel 6, it is also highlighted in the meter above.

Please also NOTE that you are in GAIN MODE (see upper left of screen). Because you are in the GAIN mode, the left side of the lower screen is active and allows you to adjust GAIN for the selected Channel. In this example, Channel 6 is set to 15 dB of Gain.

# User Interface in Use:



**NOTE:** The screen above shows an expanded MORE YOU system with 24 channels; the screen changes to reflect the number of expansion units connected to your HUB.

**In the example above, you can see the following information:**

1. We have channel 6 selected (this was selected with the top encoder)
2. The lower encoder will change the Gain (15dB in our example)
3. As you change the Gain on the selected channel, you will see the real-time meter reflect your gain setting.

**TO RECAP:** Basically, you will use the **UPPER encoder knob** to Select the Channel you wish to adjust, and the **LOWER encoder knob** to adjust the Gain for the selected channel.

# MORE YOU HUB – 2X Emulation:



## **SUPER-COOL ALERT! You can use HUBs as 2X units...**

What does that mean? Let's say you have a band with each member owning a HUB so they can all record separately at their own home studios. When the band gets together to record, they can simply connect all their units with the MORE PORT to create one large interface.

Logically, a HUB must always be first in line, and its screen will show all HUB functions. This makes the most sense, as it is the unit that is also connected to the computer via USB.

But you then can put other HUBs in 2X emulation mode and add 2X, 4X, and 8X units in any position.

The HUBs that are acting as 2X units will act like a 2X, meaning you still use the Master HUB connected to the computer to set the GAIN and LIVE MIX functions for all units. REMEMBER the non-Master HUB is now acting as a 2X...

### **IMPORTANT:**

When a HUB is used in any position other than the first position, the screen will show:  
**"2X EMULATION MODE"**

### **Example:**

CH 01 - 02	HUB (Master HUB always in position #1)
CH 03 - 04	2X
CH 05 - 06	HUB (2X Emulation mode)
CH 07 - 08	HUB (2X Emulation mode)
CH 09 - 16	8X

# MORE YOU Channel Colors:

One super-handy feature: all units are color-coded.

What this means is, for each unit in a system, the LEDs above the knobs on each HUB/2X/4X/8X unit will display a different color.

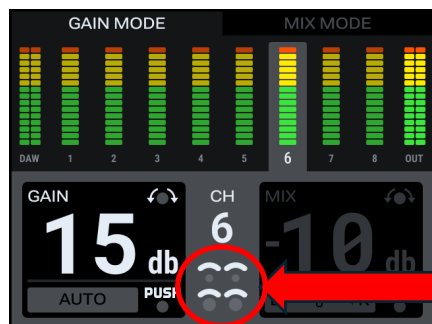
IMPORTANT: The same color is also shown right below the Channel Number in the middle of the HUB screen. So, if you're ever wondering what channel someone is on in a session (for example, to adjust Gain or Live Mix blend on their channel), you could just ask them over the TalkBack, "hey, what color is your box?" If the person says, "Blue," you can instantly locate where to control them on the HUB screen BY COLOR. HOW COOL IS THAT?!

As you add units to your system, you will notice that the LED colors on each box are all different. The TalkBack button also lights up with the same color/colors.

Unit positions	Unit	MORE YOU CH	LED COLOR
MORE YOU Position 01	HUB	CH 01 - 02	WHITE
MORE YOU Position 02	2X	CH 03 - 04	YELLOW
MORE YOU Position 03	2X	CH 05 - 06	BLUE
MORE YOU Position 04	2X	CH 07 - 08	RED
MORE YOU Position 05	2X	CH 09 - 10	RED/YELLOW
MORE YOU Position 06	2X	CH 11 - 12	RED/BLUE
MORE YOU Position 07	2X	CH 13 - 14	BLUE/YELLOW
MORE YOU Position 08	2X	CH 15 - 16	BLUE/RED



Channel LED Colors  
always show in the  
MORE YOU Mix area



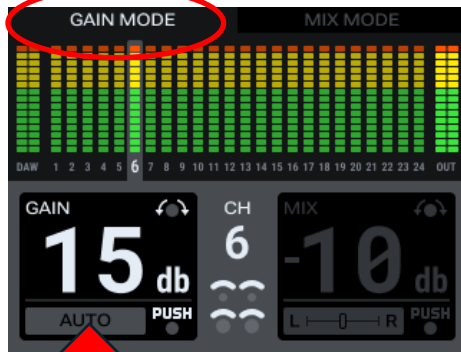
Channel LED Colors  
always show on HUB screen,  
below CH number

# The Top Section of the HUB Screen is used for two functions:

**1 – GAIN MODE** is used to set Preamp Gain.

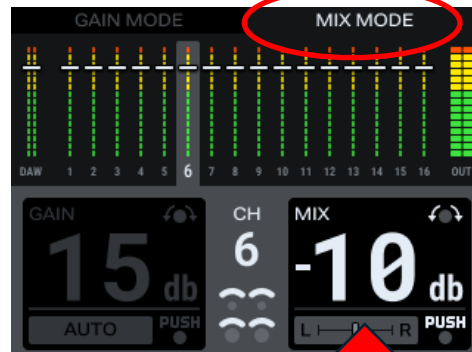
**2 – MIX MODE** is used to set the headphone mix everyone is hearing

**“GAIN MODE”**



**IMPORTANT:** Note that while you are in **GAIN MODE**, the **LOWER LEFT SIDE** of the screen is **ACTIVE**.

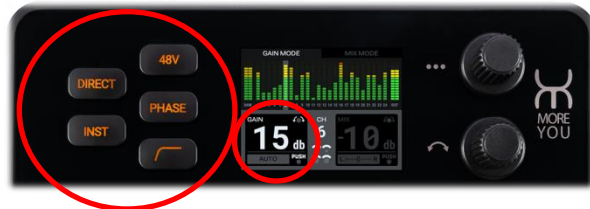
**“MIX MODE”**



**IMPORTANT:** Note that while you are in **MIX MODE**, the **LOWER RIGHT SIDE** of the screen is **ACTIVE**.

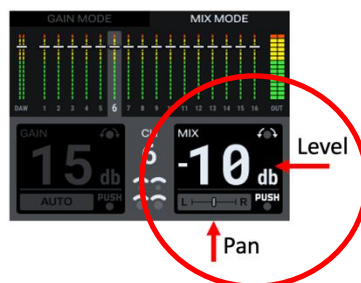
## 1. "Preamp" setting

- **GAIN** – Use Lower Encoder to set Gain.
- The **preamp buttons** to the left are selected for **each selected channel**:
  - **Direct** (this will be explained in a separate section)
  - **INST**
  - **48V Phantom Power**
  - **Phase**
  - **Hi-Pass Filter**



## 2. "MIX MODE" or the "Live Mixer" settings are used to set the relative level that everyone will hear for the Headphone Internal Cue System.

- In MIX MODE, you have **Level and Pan controls** for every input.



# GAIN: Manual

## For those who are new to recording: Gain and Different Sources

Whenever you plug a source such as an instrument or microphone into an Input, you must set the "GAIN Level" to suit the type of source you're plugging in. You may have noticed that singers, for example, can have very different dynamics from singer to singer. Some modern singers barely whisper into the microphone, and others scream very loud! This is exactly why we must set a Gain Level for each input that matches the type of source. If Gain is not set properly, you will get distortion from overloading the input if it is set too high.

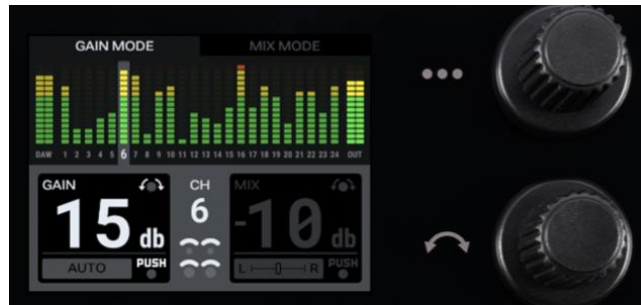


## Preamp Settings

- **Gain** – 60 dB of gain in 1 dB increments – this is an analog preamp that is digitally controlled. Use the lower encoder to manually set the preamp gain of the selected channel.
  - **Auto Gain** make sure to see the next page for Auto Gain info.
- **In addition to manual GAIN, the buttons to the left of the screen are selectable PER CHANNEL and offer many useful preamp controls:**
  - 48V** ○ **48V** – Phantom Power – clicking this on to apply to a channel will power condenser mics and active direct boxes.
  - PHASE** ○ **Phase** – you can flip the PHASE on any channel by 180 degrees. This is often helpful when recording a source with multiple microphones such as drums.
  - Hi-Pass Filter** ○ **Hi-Pass Filter** – this is used on some sources to cut the frequencies below 100 Hz. It can clean up microphones that do not need lower frequencies.
  - INST** ○ **INST** – If you're plugging an instrument into one the front combo jacks you can set this to INST. For highest quality, you many want to consider using a DI box and just apply GAIN as normal.
  - DIRECT** ○ **DIRECT** – this is an advanced setting that is described in detail on page "POST-DAW Plugin Monitoring." Basically, this allows you to turn the DIRECT monitoring on/off, on a per-channel basis. It allows you to use plugins in your DAW—such as Amp Simulators for guitar or bass, or "Auto-Tune" plugins for vocals—and then choose whether you hear the effected signal (DIRECT off) or your input signal without the effect applied (DIRECT on).

# GAIN: AUTO GAIN

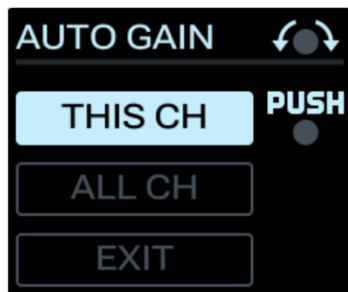
Luckily, MORE YOU also features “Auto Gain”



**IMPORTANT:**  
Simply Click the  
lower encoder to  
enter the AUTO  
GAIN menu.

**Auto Gain “THIS CH”** will only apply Auto Gain to the currently selected Channel.

**Auto Gain “ALL CH”** will apply Auto Gain to ALL MORE YOU Channels.



**IMPORTANT:** After clicking your choice, AUTO GAIN will listen and automatically adjust Gain. We recommend that the person/persons play the LOUDEST section of the part or song to set Gain to the loudest part.

# MORE YOU – MIX MODE

## Simply keeping everyone happy

When recording, YOU should have immediate control over what YOU are hearing in your headphones or in-ear monitors. WHY MUST WE ALWAYS ASK THE ENGINEER TO ADJUST THE LEVEL OF OUR VOICE OR INSTRUMENT?

MORE YOU offers an ingenious interface that basically gives you DIRECT control of the level of YOUR INPUTS, and a consistent Mix everyone else hears. That's why the product is called "MORE YOU."



In practice, what this means is that the Level of **your Inputs** in **your headphones (as well as the amount of optional Reverb on each Input)** is under **ONLY YOUR CONTROL**. The changes you make on the MORE YOU unit that you're plugged into only adjusts what YOU are hearing. The LIVE MIX is what everyone else is hearing of your inputs and all the other inputs in the system, except their own inputs.



That may sound complex... BUT IT IS ACTUALLY THE OPPOSITE. You get what you need, always under your control. What you will quickly find is that once you give each person direct control of their INPUTS, most monitoring issues GO AWAY.

**MIX MODE**

**IMPORTANT**

Remember EVERY INPUT can be treated as MONO or Stereo.

You have **LEVEL** control and

You have **PAN** control

**24 Total Channels**

CH 1/2 CH 2/3 CH 4/5 CH 6 CH 9/10 CH 11/12 CH 13/14 CH 15/16

CH 17 – 24

Any 8 Channel Mic Preamp with ADAT Output

# MORE YOU – MIX MODE

## Simply keeping everyone happy...continued

All inputs that plug into a local HUB or 2X/4X/8X unit are always available on the local box MIX knobs.

**FOR EXAMPLE:**



# MORE YOU Headphone Mix RECAP:



**IMPORTANT** - The MAGIC of MORE YOU is that your local inputs are “removed” from the MIX MODE, and are overridden by your LOCAL MIX LEVELS on your Hub or 2X/4X/8X. Everyone else hears your levels as set in the MIX MODE, meaning the changes you make at your box are **ONLY HEARD BY YOU**.... thus “MORE YOU”...

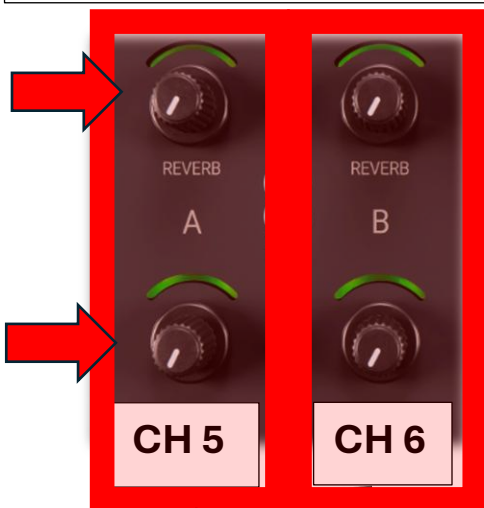
## IMPORTANT TO UNDERSTAND:

Below shows what you hear at your local station:

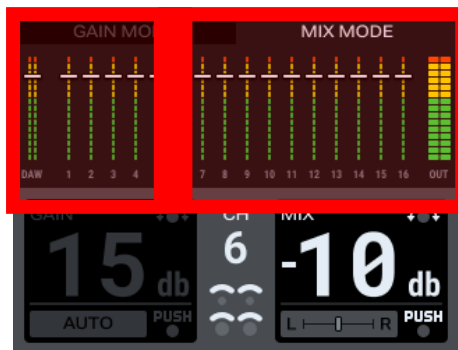
At Your Station – YOU ALWAYS CONTROL THE LEVEL OF YOUR INPUTS + Reverb, feeding your headphones

“MIX MODE” Set at HUB

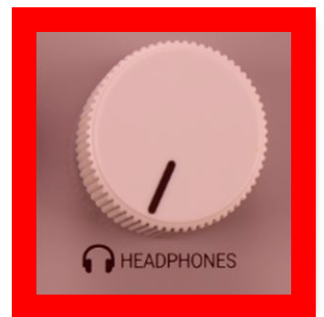
At Your Station, the Master Headphone Level



+



=



**IMPORTANT** – What you hear at your station is the level of your 2 inputs (**CH 5 and 6**) AND all the other channels from the “MIX MODE,” (**CH 1-4, and CH 7-16**)

# Studio Monitor Mixes



TRS 1/4" OUTPUTS

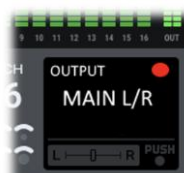


The Big Knob is the Master Level going to Studio Speakers

The small button (between the Monitor Level Control and the Headphone Level Control) selects what you're sending to your studio monitors.

For the most part, you can leave this on the RED setting, which will send your DAW MAIN MIX (recording mix) to your studio monitors

RED button on: monitors the DAW MAIN MIX



BLUE button on: monitors the MORE YOU LIVE MIX



The Blue Setting will send the LIVE MIX (headphone mix) to your studio monitors. This can be helpful to quickly hear what musicians are hearing.

# TALKBACK:

ALL MORE YOU UNITS feature TalkBack.

Press the TALKBACK button, and everyone will hear you at all stations.



# MIDI:



MIDI IN and OUT is on the back of the HUB on via 1/8" plugs.

MORE YOU uses Type 1 MIDI in regard to TRS wiring.

1/8"-to-standard-MIDI-DIN cables are widely available from many vendors.

# ADAT:



MORE YOU HUB has an ADAT 8-channel input.

You can use this to connect external ADAT units, such as an 8-channel preamp with an ADAT output.

When you connect to the ADAT INPUT, these 8 inputs will show on the screen as Inputs 17 – 24, and are listed as ADAT Inputs.

# DAW Output Options

Advanced Feature.



NOTE: This is a completely optional, more advanced feature.

In the LIVE MIX, MORE YOU allows you to select what Outputs you are monitoring from the DAW. You need to scroll all the way LEFT and be on the DAW Channel in either GAIN or MIX MODE. When DAW is selected, use the lower encoder to switch between “MAIN” and CUE. This is the SOURCE that is feeding from the DAW into the LIVE MIX of MORE YOU.

## BASIC MODE: MAIN

The most common thing to do is to just monitor the MAIN L and R Output from your DAW. This is how most interfaces work.

## ADVANCED MODE: CUE

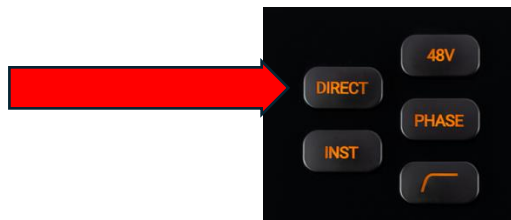
As you develop as a recording engineer you may like to work in a more advanced way. A more advanced way to work is to send the musicians a separate AUX MIX from your DAW. The main benefit is that the MIX going to your studio monitors can be separate from what you are sending musicians. This is very convenient as you can do things like SOLO channels and have that ONLY BE HEARD IN YOUR STUDIO MONITORS, and have a separate AUX CUE Mix from your DAW that stays consistent and does not change based on what you are doing to the MAIN DAW MIX.

**IMPORTANT: If you are not hearing your DAW in your headphone mix (LIVE MIX)... it's most likely because you are in CUE mode.**

# POST DAW Plugin Monitoring

## Advanced Feature.

MORE YOU allows every channel to be switched out of “DIRECT” mode. This is an option in the Preamp section.



When a channel is taken out of DIRECT mode, this means that you can send an output from your DAW on that same channel, and “RETURN” that channel POST-DAW-PLUGIN.

If you’re going to try this feature, we suggest that you use an AUX send on a Channel set to output on the corresponding MORE YOU channel, and set that AUX send to PRE-FADER Send.

For example: Let’s say you have your guitar plugged into MORE YOU channel input number 5.

You first scroll over to CH5 in GAIN MODE on the HUB, and turn off the DIRECT button.

Now go to your DAW Channel, and set up a PRE-FADER AUX output sending to MORE YOU OUTPUT number 5.

See the next page for a demonstration in PRO TOOLS that shows the routing settings.

This is an advanced feature that may take some time to understand the first time you set it up. But once you understand the concept, it’s very easy to do.

Think about how convenient it will be to put a Guitar Amp plugin on your guitar input and be able to control your guitar AND amp plugin right at your MORE YOU station!



# Routing in a Typical DAW:

This illustration shows a typical 16 Input Band Recording Setup:



AUX	+ MORE CUE
DAW Cue Mix	
AUX	+ MORE 09
Input	I/O MORE IN 9
Output	MOREMAIN

**Aux Send** – Used to Create Cue Mix from DAW tracks. The example is showing an open Aux send with fader for quick adjustment purposes.

**Aux Send - Post DAW AUX Output Feed** – put same output CH as Input. Example: on this channel the **Input is set to Channel 9**, simple set an Aux to send to **MORE YOU Output 9**

**Input Channel** (MORE IN 01 to 16 + 17 to 24 ADAT IN)

**Output Channel** = MORE YOU Main L/R

# SUGGESTED DAW INPUT NAMING:

## 24 INPUTS x 20 OUTPUTS:

The INPUTS and OUTPUTS of MORE YOU are actually all named. For instance, if you look at the Mac application called Audio MIDI, and look at the AUDIO DEVICES, you will see our nice, neat, naming convention.

What can be confusing is that DAWs often do not reference these names... Some DAWs allow you to name your INPUTS and OUTPUTS... some do not.

If your DAW allows you to name your INPUTS and OUTPUTS, we **HIGHLY RECOMMEND** you name them using the following naming convention:

If you do not name your INPUTS and OUTPUTS, things can be confusing.

**IMPORTANT: Suggested Naming of INPUTS in your DAW:**

Example: Pro Tools – INPUT Naming Convention

Show Last Saved Setup			A - MoreYou Hub																							
			Analog												Optical											
	Name ▲	Format	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
✓	▼ MORE YOU 1-2	Stereo	L	R																						
	MORE YOU 1	Mono	M																							
	MORE YOU 2	Mono		M																						
✓	▼ MORE YOU 3-4	Stereo			L	R																				
	MORE YOU 3	Mono			M																					
	MORE YOU 4	Mono				M																				
✓	▼ MORE YOU 5-6	Stereo				L	R																			
	MORE YOU 5	Mono				M																				
	MORE YOU 6	Mono					M																			
✓	▼ MORE YOU 7-8	Stereo					L	R																		
	MORE YOU 7	Mono					M																			
	MORE YOU 8	Mono						M																		
✓	▼ MORE YOU 9-10	Stereo							L	R																
	MORE YOU 9	Mono							M																	
	MORE YOU 10	Mono								M																
✓	▼ MORE YOU 11-12	Stereo									L	R														
	MORE YOU 11	Mono									M															
	MORE YOU 12	Mono										M														
✓	▼ MORE YOU 13-14	Stereo											L	R												
	MORE YOU 13	Mono											M													
	MORE YOU 14	Mono												M												
✓	▼ MORE YOU 15-16	Stereo													L	R										
	MORE YOU 15	Mono													M											
	MORE YOU 16	Mono														M										
✓	▼ MORE YOU ADAT 1-2	Stereo														L	R									
	MORE YOU ADAT 1	Mono														M										
	MORE YOU ADAT 2	Mono															M									
✓	▼ MORE YOU ADAT 3-4	Stereo																L	R							
	MORE YOU ADAT 3	Mono																M								
	MORE YOU ADAT 4	Mono																	M							
✓	▼ MORE YOU ADAT 5-6	Stereo																		L	R					
	MORE YOU ADAT 5	Mono																		M						
	MORE YOU ADAT 6	Mono																			M					
✓	▼ MORE YOU ADAT 7-8	Stereo																				L	R			
	MORE YOU ADAT 7	Mono																				M				
	MORE YOU ADAT 8	Mono																					M			

## SUGGESTED DAW OUTPUT NAMING:

### IMPORTANT: Suggested Naming of OUTPUTS in your DAW:

### Example: Pro Tools – OUTPUT Naming Convention

[illegible]

X MORE  
YOU

**ROCK ON!**