

Maono Routing Center Instructions



With the MIX knob on the PS22, you can select which audio source to hear.

Turning it all the way to the left (INPUT) allows you to directly monitor the sound from hardware MIC1/INST1 and MIC2/INST2.

Turning it all the way to the right (DAW) allows you to only hear the audio from the computer.



Turning it to the middle allows you to hear a 50% mix of the sound from MIC1/INST1, MIC2/INST2, and the computer audio, and you can adjust the blend ratio by turning the knob.



Direct monitoring (also known as real-time monitoring, no-latency monitoring)

You can only hear the sound of hardware MIC1/INST1 and MIC2/INST2, and adjust the microphone placement accordingly, or choose a different microphone to match your voice, or adjust the tone of musical instruments such as the guitar in real-time. This allows you to hear the dry sound.

Indirect monitoring (only monitoring the audio from the computer)

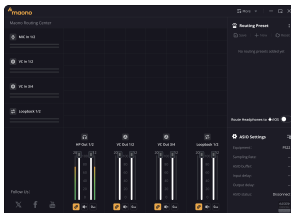
If you are using audio processings through a DAW (such as Cubase, Pro Tools, Logic pro, Studio one, etc.), usually you only need to hear the wet sound processed by the DAW to monitor the specific changes in the sound.

Note: Using indirect monitoring may avoid the echoes caused by phase cancellations.

Mix of direct monitoring and indirect monitoring

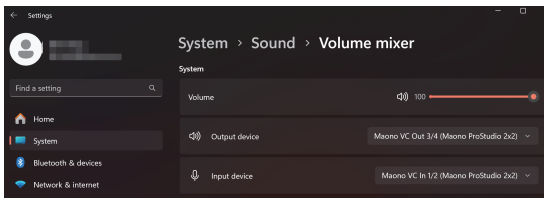
In some cases, you may want both dry and wet sound presented in your headphones.

Routing Center

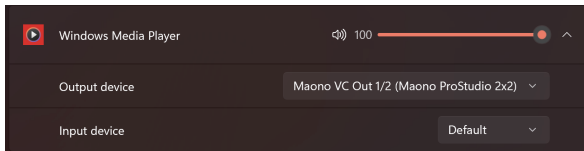


I. Input

MIC In 1/2 are the PS22's two hardware input channels for microphones and instruments.



VC In 1/2 are virtual channels. You can set the default input and output device of Windows to any of the virtual channels in Settings > System > Sound > Volume Mixer. You can also assign the output device for each application in this Windows settings page.



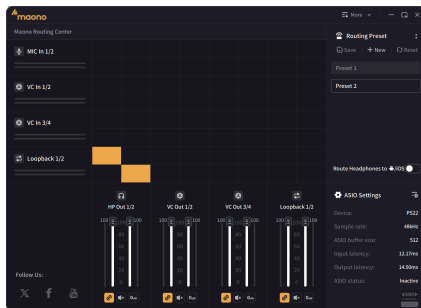
For example, the output device of Windows Media Player App is set to **VC Out 1/2** and music is being played, **VC In 1/2** on the UI will display the input level. You can use these virtual channels to receive audio from DAW, video games, or other applications.

VC In 3/4 and **Loopback 1/2** are also virtual channels and can be used the same way.

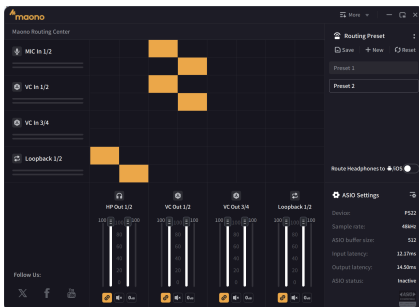
II. Output

HP Out 1/2 are the hardware headphone and main outputs of PS22. When the computer's audio settings are set to output to Maono HP Out 1/2 and music is played, HP Out 1/2 will display the output level.

III. Send



If you want to send the audio from input to output, you need to route the signal as shown above. The signals of **Loopback 1/2** are being sent to **HP Out 1/2**. Each block represents a mono channel, so usually you need to send them in pairs.



You can also mix the audio of the several inputs to a single output as shown above.

VC Out 1/2 are virtual channels, you can route audio from inputs to virtual channels. Third-party software can receive the audio from virtual input device **VC In 1/2**, which is very helpful in recording and streaming applications.

IV. OTG Switch

If OTG Switch is enabled, you can send the audio signal of HP Out 1/2 to the smartphone or tablet connected to the rightmost USB-C port on the PS22. This is useful when you want to record to a smartphone, stream from a smartphone, or make calls.

You can hear the audio in the headphones from smartphone playback, but it will not be recorded to the computer.