

User Guide

dspMixFx

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Introduction

About dspMixFx UR-C

This software is for operating the convenient built-in DSP mixer and DSP effects in UR-C/URX-C series devices.

dspMixFx allows you to mix input signals down to one stereo output.

A number of DSP effects for processing the input signals are provided.

Since the processing/mixing is hardware-based, there is no monitoring latency.

Connecting to an iOS Device (UR44C/URX44C/UR816C only)

You can use an iOS device to operate the built-in DSP mixer and DSP effects via Wi-Fi.

dspMixFx Remote Bridge must be installed on the Windows/Mac machine to which the iOS device is tethered via Wi-Fi.

For details, refer to the “dspMixFx Remote Bridge User’s Guide.”

Startup

Before Using the Software

dspMixFx is included in TOOLS for UR-C/URX-C.

For installation instructions, refer to the Setup Guide for UR-C/URX-C series devices.

Opening dspMixFx

Windows

[All Programs] or [All apps] → [dspMixFx UR-C]

Mac

[Application] → [dspMixFx UR-C]

Operating the Tool Area

This is the area for configuring the overall common settings of dspMixFx UR-C.



1 Quit

Quits dspMixFx UR-C.

2 Minimize

Minimizes the dspMixFx UR-C window.

3 File

Displays four different menus.

Menu	Descriptions
Open	Opens the settings file of dspMixFx UR-C.
Save	Saves the settings file of dspMixFx UR-C to a computer.
Import Scene	Imports a scene from a dspMixFx UR-C settings file. Select a file in the dialog box. The [IMPORT SCENE] window is displayed. On the left side of the [IMPORT SCENE] window, select the dspMixFx UR-C settings file and scene to import. On the right side of the [IMPORT SCENE] window, select the import destination. Click [OK] to import the scene.
Initialize All Scenes	Initialize all the saved scenes.

4 Scene

Indicates the scene name. You can change the scene name by clicking on it. Clicking the button on the right (▼) opens the window for calling up other scenes.Call up the desired scene by clicking it.

5 Store

Opens the Scene Store window. Enter the desired scene name into the STORE NAME field. Select the destination for storing the scene in the No. NAME field. Click [OK] to store the scene.

6 Selecting windows

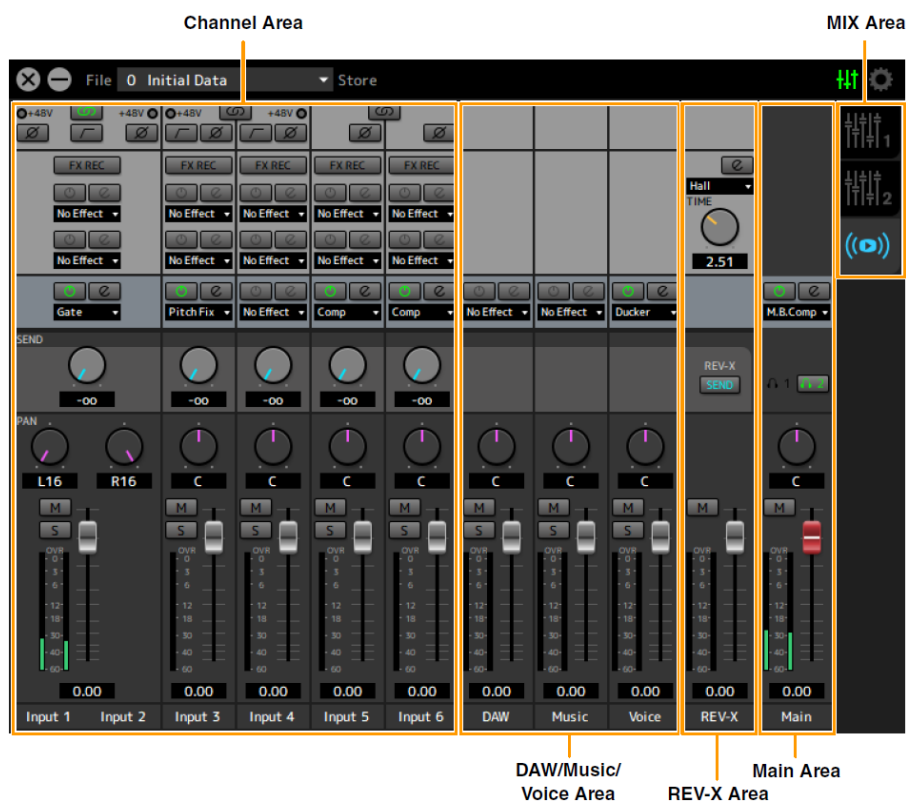
Selects the desired dspMixFx UR-C window. The selected window icon lights in green.

Menu	Description
	Main Window
	Setup Window
	Meter Window
 (UR24C only)	Indicates the monitor mode settings. DAW: white DJ: red Clicking this opens the Setup Window.

Operating the Main Window

This window is for configuring the entire signal flow. The Main Window consists of five areas.

- [Channel Area](#)
- [DAW/Music/Voice Area](#)
- [REV-X Area](#)
- [Main Area](#)
- [MIX Area](#)



UR24C only

The Main Window consists of six areas: the five areas mentioned above and an Output Area.

- [Output Area \(UR24C only\)](#)



Channel Area

This is the area for configuring the input channel settings.

[Example when Streaming is selected (REV-X Send is turned on)]



1 Channel Link

Turns on (lit) and off (unlit) the channel link function of two adjacent channels. When this is on, two mono channels will become one stereo channel.

2 +48V

Indicates the on (lit) and off (unlit) status of the phantom power function of the device.

3 High Pass Filter

Turns on (lit) and off (unlit) the high pass filter. To select the cutoff frequency of the high pass filter, use the “Setup Window.”

UR44C/URX44C: Not available on [LINE INPUT 5/6].

4 Phase

Turns on (lit) and off (unlit) the phase inversion of the signal.

5 FX REC

Turn the FX REC (effect recording) on and off.

Settings	Description
On (lit)	Applies an effect to both the monitor signal (sent to the device) and the recording signal (sent to the DAW software).
Off (unlit)	Applies an effect to only the monitor signal (sent to the device).

6 Effect On/Off

Turns the Effect on (lit) and off (unlit).

7 Effect Edit

Opens (lit) and closes (unlit) the selected effect setup window.

8 Effect Type

Selects the effect type.

Settings: No Effect, Ch.Strip, Clean, Crunch, Lead, Drive, Pitch Fix

NOTE

The maximum number of effects that can be used simultaneously is limited. Refer to “Limitations on the use of effects” in the User Guide for your UR-C/URX-C series device.

9 Streaming Effects

Displayed only when Streaming mix has been selected in the MIX area.

This effect is applied only to the audio played in the streaming mix. It does not affect the output signal from each channel to DAW.

No Effect, Gate, or Comp can be selected as the effect type.

10 REV-X Send

Adjusts the signal level which is sent to REV-X. This setting can only be configured when REV-X Send is enabled in the REV-X area.

Range: $-\infty$ dB–+6.00 dB

11 REV-X Send Value

Displays and adjusts the REV-X send value. Enable editing of the value by double clicking the number. This setting can only be configured when REV-X Send is enabled (lit) in the REV-X area.

12 Pan

Adjusts the Pan.

UR22C/URX22C: Displayed only when Streaming mix has been selected in the MIX area.

Range: L16–C–R16

13 Pan Value

Displays and adjusts the Pan value. Enable editing of the value by double clicking the number.

14 Mute & Solo

Turns the Mute (M) & Solo (S) on (lit) and off (unlit).

15 Level Meter

Indicates the signal level. Peak hold is normally set to on.

Display color	Description
Green	Up to -18 dB
Yellow	Up to 0 dB
Red	If Clipped

16 Fader

Adjusts the signal level.

On the UR22C, URX22C, and UR24C, this can be used only when Streaming mix has been selected in the MIX area.

When the normal mix is selected, the level value set by the MIX knob on the front panel is displayed and this cannot be operated.

Range: $-\infty$ dB—+6.00 dB

17 Fader Value

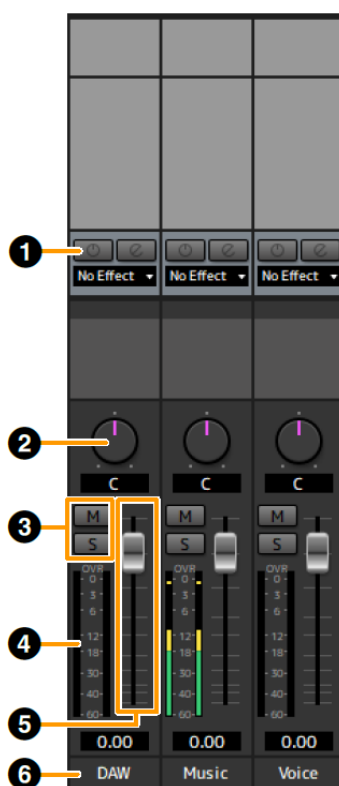
Displays and adjusts the Fader Value. Enable editing of the value by double clicking the number.

DAW/Music/Voice Area

This is the area for configuring the DAW channel settings.

When connected to a computer, a Music channel and a Voice channel have been added. (The Music channel and Voice channel are not displayed when connected to iPad or iPhone.)

[Example when Streaming is selected]



① Streaming Effects

Displayed only when Streaming mix has been selected in the MIX area.

This effect is applied only to the audio played in the streaming mix.

No Effect and Ducker can be selected as the effect type.

② Balance

Adjusts the volume balance of the left and right channels.

Range: L16–C–R16

③ Mute & Solo

Turns the Mute (M) & Solo (S) on (lit) and off (unlit).

④ Level Meter

Indicates the signal level. Peak hold is normally set to on.

Display color	Description
Green	Up to -18 dB
Yellow	Up to 0 dB
Red	If Clipped

⑤ Fader

Adjusts the signal level.

On the UR22C, URX22C, and UR24C DAW channel, this can be used only when Streaming mix has been selected in the MIX area.

When the normal mix is selected, the level value set by the MIX knob on the front panel is displayed and this cannot be operated.

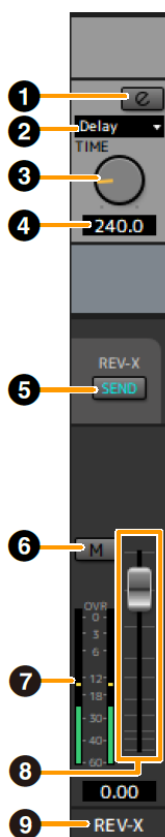
Range: $-\infty$ dB—+6.00 dB

⑥ Channel Name

You can input text for each channel by double clicking on each channel.

REV-X Area

This is the area for configuring the REV-X channel settings.



1 REV-X Edit

Opens (lit) and closes (unlit) the “REV-X” setup window.

2 REV-X Type

Selects the REV-X type.

Settings: Hall, Room, Plate, Delay

3 REV-X Time

Adjusts the reverb time of REV-X. This parameter links to Room Size. The adjustable range varies depending on REV-X type.

REV-X Type	Range
Hall	0.289 sec–29.0 sec
Room	0.260 sec–26.0 sec
Plate	0.333 sec–33.3 sec
Delay	0.0001 sec–1.3 sec

4 REV-X Time Value

Displays and adjusts the REV-X Time value. Enable editing of the value by double clicking the number.

5 REV-X Send

Enables the REV-X send for the MIX you want to operate.

⑥ Mute

Indicates the on (lit) and off (unlit) status of the Mute.

⑦ Level Meter

Indicates the signal level. Peak hold is normally set to on.

Display color	Description
Green	Up to -18 dB
Yellow	Up to 0 dB
Red	If Clipped

⑧ REV-X Return Fader

Adjusts the return level of REV-X.

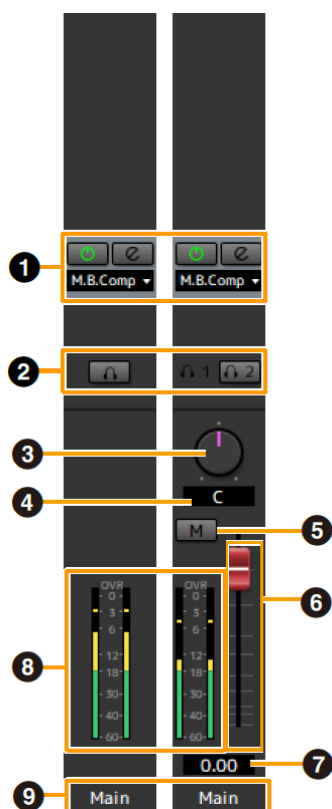
⑨ Channel Name

You can input text for each channel by double clicking on each channel.

Main Area

This is the area for configuring the main channel settings.

[Example when Streaming is selected]



1 Streaming Effects

Displayed only when Streaming mix has been selected in the MIX area.

This effect is applied only to final stage of the streaming mix.

No Effect and Multi-Band Compressor (M.B.Comp) can be selected as the effect type.

2 MONITOR/PHONES

UR22C/URX22C/UR24C: Select the mix that will be output to the MAIN OUTPUT and the PHONES jack.

UR44C/URX44C/UR816C: Turns the two headphones output on (lit) or off (unlit). You can output the MIX selected in the MIX area to the PHONES by turning this on.

NOTE

UR44C/URX44C: With [PHONES 2], either MIX 1 / MIX 2/Streaming can be selected.[PHONES 1] is fixed to MIX 1 and cannot be changed.

UR816C: With [PHONES 1] / [PHONES 2], MIX 1, MIX 2, MIX 3, MIX 4, or Streaming can be selected.

3 Balance

Adjusts the volume balance of the left and right channels.

Range: L16–C–R16

4 Balance Value

Displays and adjusts the Balance value. Enable editing of the value by double clicking the number.

5 Mute

Turn the mute function on (lit) and off (unlit).

6 Master Fader

Adjusts the signal level.

Range: $-\infty$ dB–+6.00 dB

7 Master Fader Value

Displays and adjusts the Master Fader value. Enable editing of the value by double clicking the number.

8 Level Meter

Indicates the signal level.

9 Channel Name

You can input text for each channel by double clicking on each channel.

MIX Area

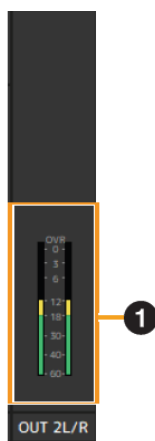
This is the area for selecting the MIX you want to configure.

You can copy the Main Window settings of the MIX by dragging and dropping.

On the UR816C, when Streaming is selected in GENERAL SETTINGS > Mix4 on the setup screen, Mix4 switches to Streaming.

**Output Area (UR24C only)**

This section indicates the output signal level of the Output area.

**1 Level Meter**

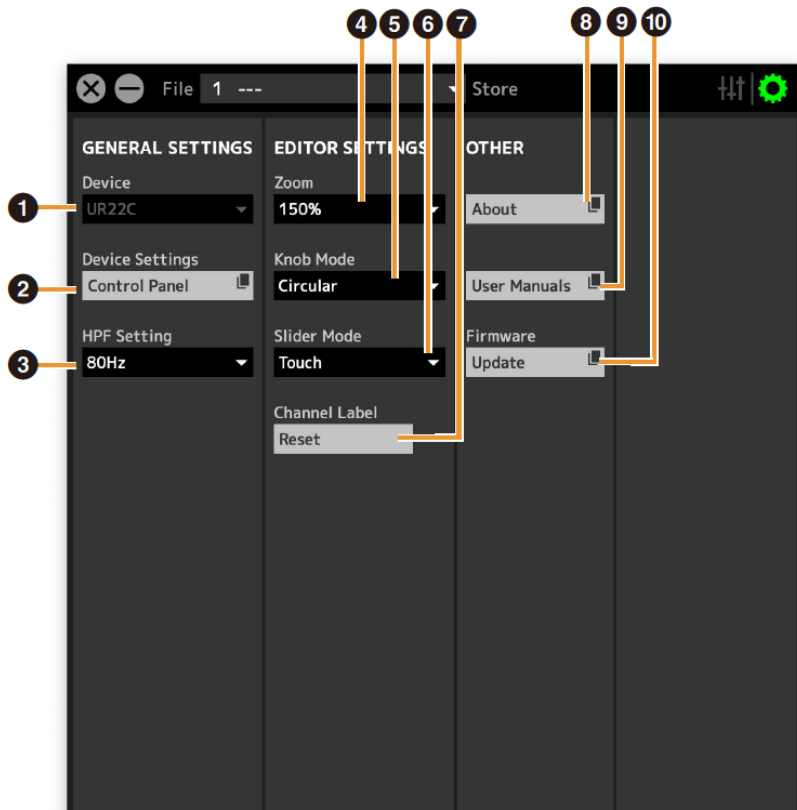
Indicates the signal level. Peak hold is normally set to on.

Display color	Description
Green	Up to -18 dB
Yellow	Up to 0 dB
Red	If Clipped

Operating the Setup Window

This window is for configuring the common settings of the device.

When Connected to a Computer



❶ Device

If multiple dspMixFx devices are connected, select the device you want to operate.

❷ Device Settings

Opens the Control Panel.

❸ HPF Setting

Selects the cutoff frequency of the high pass filter.

UR44C/URX44C: Not available on [LINE INPUT 5/6].

Options: 120 Hz, 100 Hz, 80 Hz, 60 Hz, 40 Hz

❹ Zoom

Changes the window size.

Options: 100%, 150%, 200%, 250%, 300%

❺ Knob Mode

Selects the method of operating the knobs on dspMixFx UR-C.

Settings	Description
Circular	Drag in a circular motion to increase and decrease the parameter. Drag on a dial clockwise to increase, and counterclockwise to decrease. If you click any point on the knob, the parameter will jump there instantly.

Settings	Description
Linear	Drag in a linear motion to increase and decrease the parameter. Drag upward or rightward to increase, and downward or leftward to decrease. Even if you click any point on the knob, the parameter will not jump there.

6 Slider Mode

Selects the method of operating the sliders and faders on dspMixFx UR-C.

Settings	Description
Jump	Click any point on the slider and fader to increase and decrease the parameter. If you click any point on the slider and fader, the parameter will jump there instantly.
Touch	Drag the handle of the slider and fader to increase and decrease the parameter. Even if you click any point on the slider and fader, the parameter will not jump there.

7 Channel Label Reset

Resets all edited channel names at once.

8 About

Indicates the version of the firmware and software.

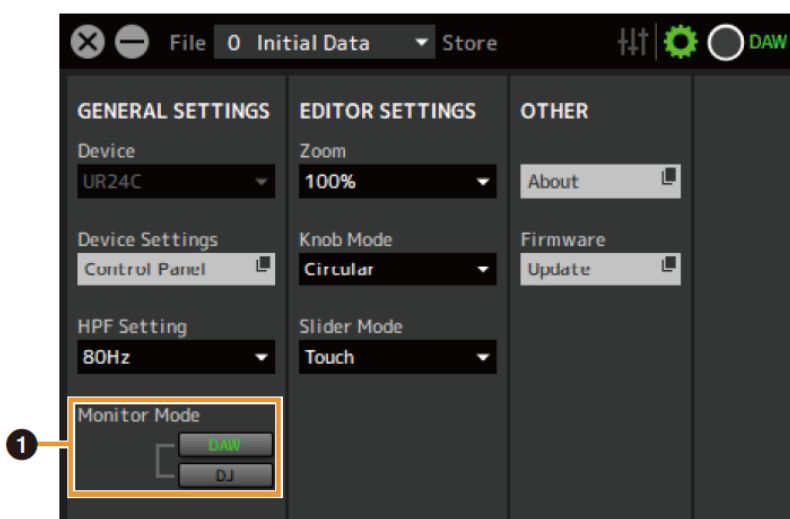
9 User Manuals

Clicks to open the “dspMixFx User Guide” (this guide) in your browser.

10 Firmware

Updates the firmware of the device.

UR24C only

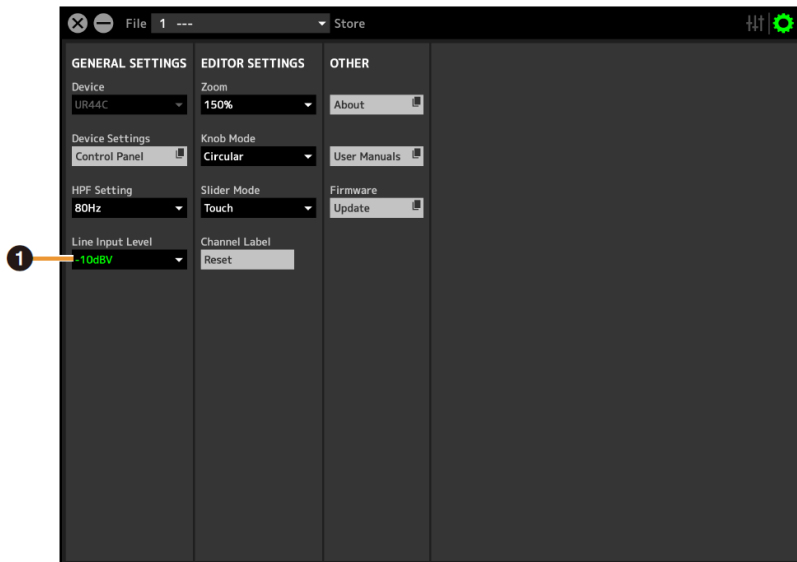


1 Monitor Mode

Switches the mode settings.

Options: DAW, DJ

UR44C/URX44C only

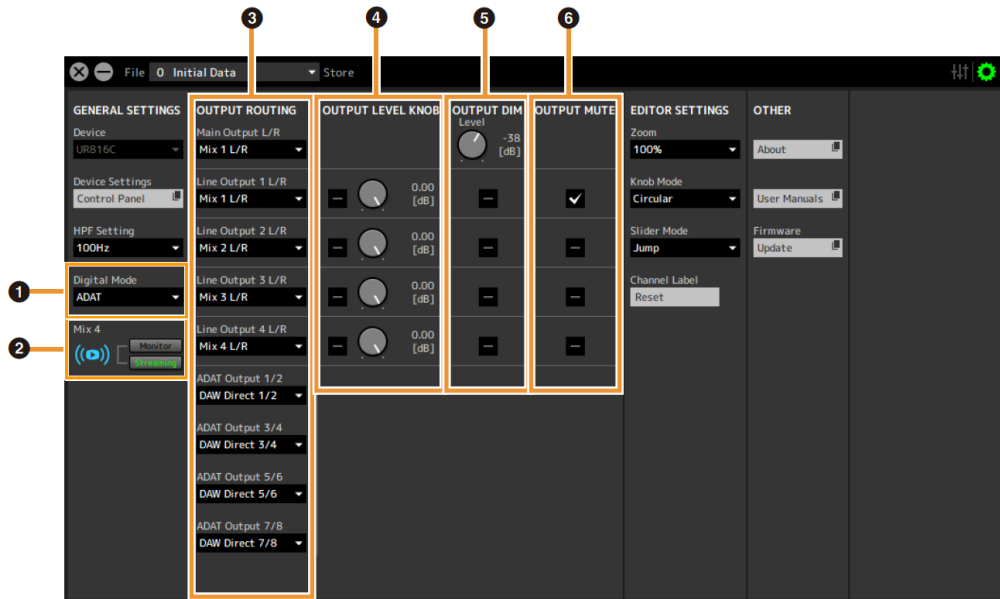


① Line Input Level

Selects the input signal level of [LINE INPUT 5/6].

Options: +4 dBu, -10 dBV

UR816C only



① Digital Mode

Selects the input and output signal format of the [OPTICAL IN] and [OPTICAL OUT] jacks.

Option	Description
ADAT	Input and output signals of up to 8 channels.
S/PDIF	Input and output of 2-channel (stereo) signals.

When ADAT is selected, the input and output signals of up to eight channels at 44.1 kHz and 48 kHz, or up to four channels at 88.2 kHz and 96 kHz, or up to two channels at 176.4 kHz and 192 kHz.

When S/PDIF is selected, the input and output signals of up to two channels at any available sample rate.

2 Mix4

Selects whether to use Mix4 as either a streaming mix or as a monitor mix.

3 OUTPUT ROUTING

Selects the MIX of the output jacks on the device. The number of OUT options displayed here varies depending on the sample rate or DIGITAL MODE setting.

ADAT

Output jack	Options
Main Output L/R	MIX1 to MIX4
Line Output 1 L/R to 4 L/R	MIX1 to MIX4 DAW Direct 1/2 to 7/8* ADAT 1/2 to 7/8*
ADAT Output 1/2 to 7/8*	MIX1 to MIX4 DAW Direct 1/2 to 7/8 Input 1/2 to 7/8

*The number of channels differs depending on the sample rate.

S/PDIF

Output jack	Options
Main Output L/R	MIX1 to MIX4
Line Output 1/2 to 7/8	MIX1 to MIX4 DAW Direct 1/2 to 7/8* S/PDIF In L/R
S/PDIF Output L/R	MIX1 to MIX4 DAW Direct 1/2 to 7/8 Input 1/2 to 7/8

*The number of channels differs depending on the sample rate.

4 OUTPUT LEVEL KNOB

Determines the [LINE OUTPUT] jack which is to be affected by the [OUTPUT] knob on the front panel.

5 OUTPUT DIM

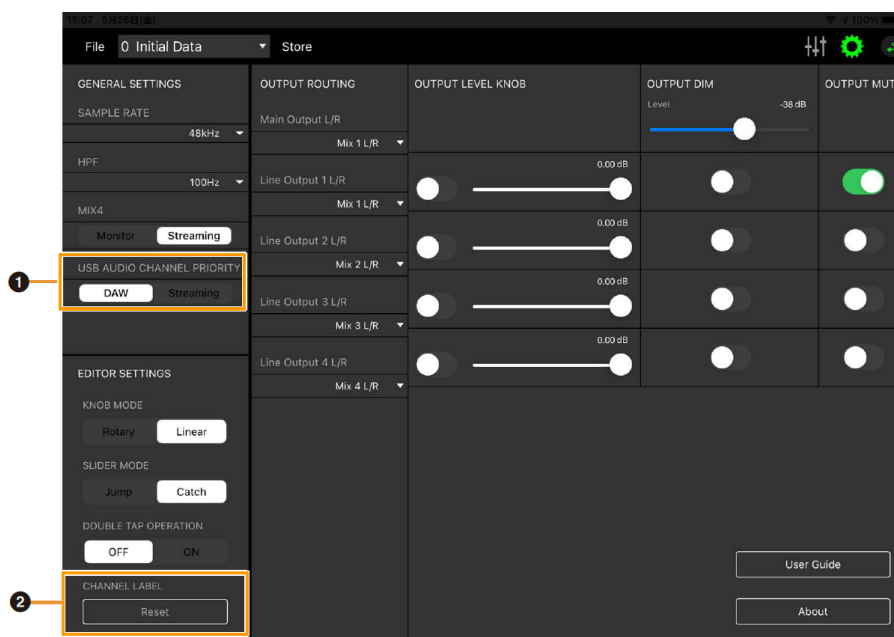
Determines the [LINE OUTPUT] jack which is to be affected by the [DIM] switch on the front panel. Also, this adjusts the attenuation level when the [DIM] switch is on.

6 OUTPUT MUTE

Determines the [LINE OUTPUT] jack which is to be affected by the [MUTE] switch on the front panel.

When Connected to an iPad/iPhone

This section describes how to operate the dspMixFx app for iPad/iPhone.



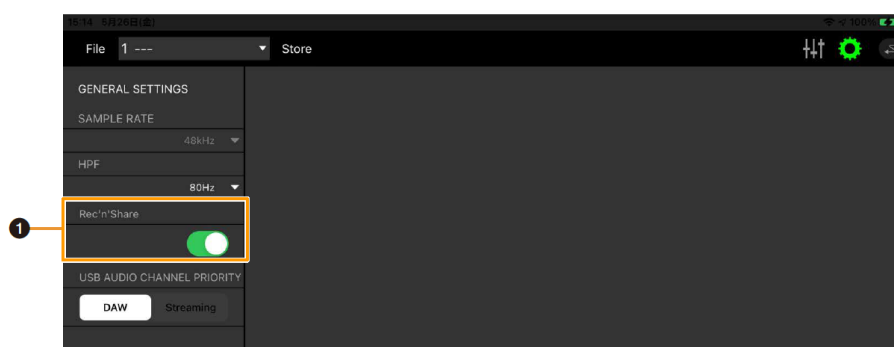
1 USB AUDIO CHANNEL PRIORITY

Selects the order of the channels to be output from the UR-C to the iPad/iPhone. If DAW is selected, the signals will be arranged in the order of signals output directly to the DAW from the input channels and the output from the streaming mix will be added to the end. If Streaming is selected, the output from the streaming mix is arranged first. When used for streaming, it is recommended that you select "Streaming."

2 CHANNEL LABEL

Resets all edited channel names at once.

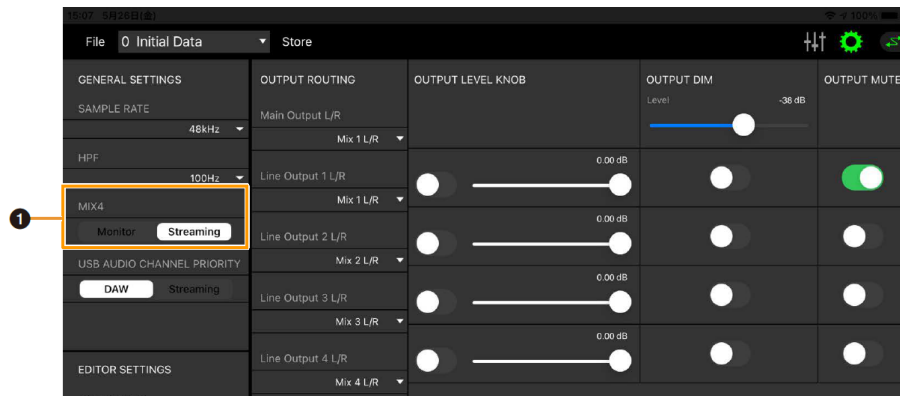
UR22C/URX22C only



1 Rec'n'Share

Please turn this parameter on when using the Rec'n'Share application. There are 2IN/2OUT send & receive channels for the iPad/iPhone and USB audio, which allows audio to be sent to and received from the Rec'n'Share application.

UR816C only

**1 Mix4**

Selects whether to use Mix4 as either a streaming mix (Streaming) or as a monitor mix (Monitor).

Effect

There are two categories of dspMixFx effects, based on their intended use.

1. Standard Effect

These effects are suitable for general purposes such as music production and instrument performance. They are categorized as follows in each area of the Main Window.

Channel Effect

- [Sweet Spot Morphing Channel Strip](#)
- [Guitar Amp Classics \(Clean, Crunch, Lead, Drive\)](#)
- [PITCH FIX](#)

REV-X Area Effect

- [REV-X \(Hall, Room, Plate\)](#)
- [Delay](#)

2. Streaming Effect

These effects are applied to the streaming mix. They are categorized as follows in each area of the Main Window.

Channel Effect

- [GATE](#)
- [COMPRESSOR](#)

DAW/Music/Voice Effect

- [DUCKER](#)

Main Area Effect

- [MULTI-BAND COMPRESSOR](#)

Sweet Spot Morphing Channel Strip

The Sweet Spot Morphing Channel Strip (“Channel Strip” for short) is a multi-effect that combines compression and EQ. Advanced sound engineering know-how is condensed into a number of convenient presets that can be simply and instantly recalled, for professional results.

Six channel strips are provided, and each can be assigned to the monitor sound only, or to both the monitor and recorded sound.

The Channel Strip equipped with the device and the Channel Strip of the VST Plug-in version have the same parameters. When using the Channel Strip on Cubase series programs, you can share the settings between the built-in Channel Strip and the Channel Strip of the VST Plug-in version as a preset file.

Also, when assigning the Channel Strip of the VST Plug-in version to the effect slot on Cubase series programs, select it from the [Dynamics] category (in the case of the default settings).

For more information about the VST Plug-in version, refer to the “Basic FX Suite Operation Manual.”

How to Open the Window

· From dspMixFx UR-C

Select the “Channel Strip” from the “Effect Type”, then click “Channel Strip Edit” in the section “Channel Area.”

· From Dedicated Windows for Cubase Series

Select the “Channel Strip” from the “Effect Type”, then click “Channel Strip Edit” in the section “Input Settings Window.”

[Common to Compressor and Equalizer]



① MORPHING

Adjusts the parameter of the Sweet Spot Data.

You can simultaneously adjust the compressor and equalizer settings which are set to five points around this knob by turning this knob. When you set the knob between two adjacent points, the compressor and equalizer settings will be set to an intermediate value.

② Sweet Spot Data

Selects the Sweet Spot Data.

③ OUTPUT

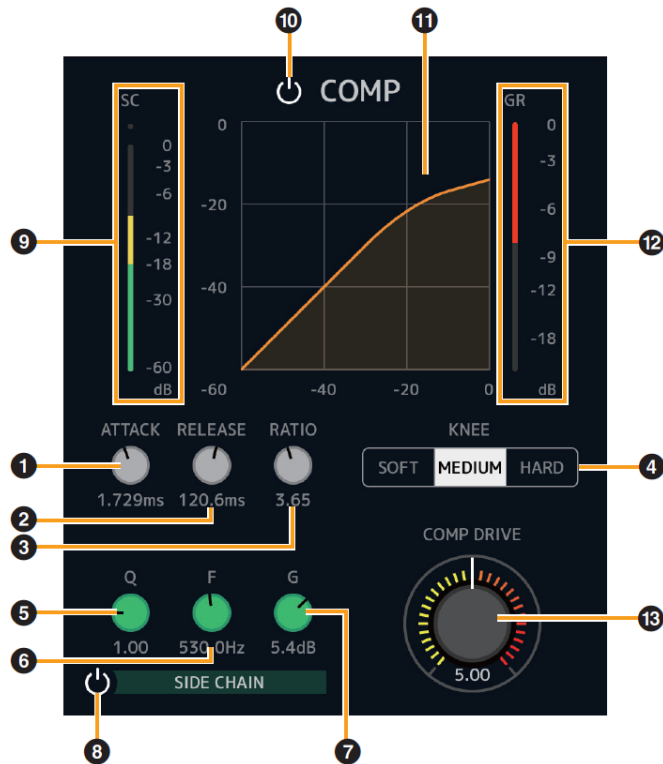
Adjusts the total gain of the Channel Strip.

Range: -18.0 dB–+18.0 dB

④ Level Meters

Indicates the input and output levels of the Channel Strip.

[Compressor]



❶ ATTACK

Adjusts the attack time of the compressor.
Range: 0.092 msec–80.00 msec

❷ RELEASE

Adjusts the release time of the compressor.
Range: 9.3 msec–999.0 msec

❸ RATIO

Adjusts the ratio of the compressor.
Range: 1.00–∞

❹ KNEE

Selects the knee type of the compressor.

Options	Description
SOFT	Produces the most gradual change.
MEDIUM	Results in a setting midway between SOFT and HARD.
HARD	Produces the sharpest change.

❺ SIDE CHAIN Q

Adjusts the band width of the side chain filter.
Range: 0.50–16.00

❻ SIDE CHAIN F

Adjusts the center frequency of the side chain filter.
Range: 20.0 Hz–20.0 kHz

7 SIDE CHAIN G

Adjusts the gain of the side chain filter.

Range: -18.0 dB–+18.0 dB

8 SIDE CHAIN On/Off

Turns the side chain on (lit) and off (unlit).

9 SC Meter

Indicates the trigger signal level for the side chain.

10 COMPRESSOR On/Off

Turns the compressor on (lit) and off (unlit).

11 Compressor Curve

This graph indicates the approximate compressor response. The vertical axis indicates the output signal level, and the horizontal axis indicates the input signal level.

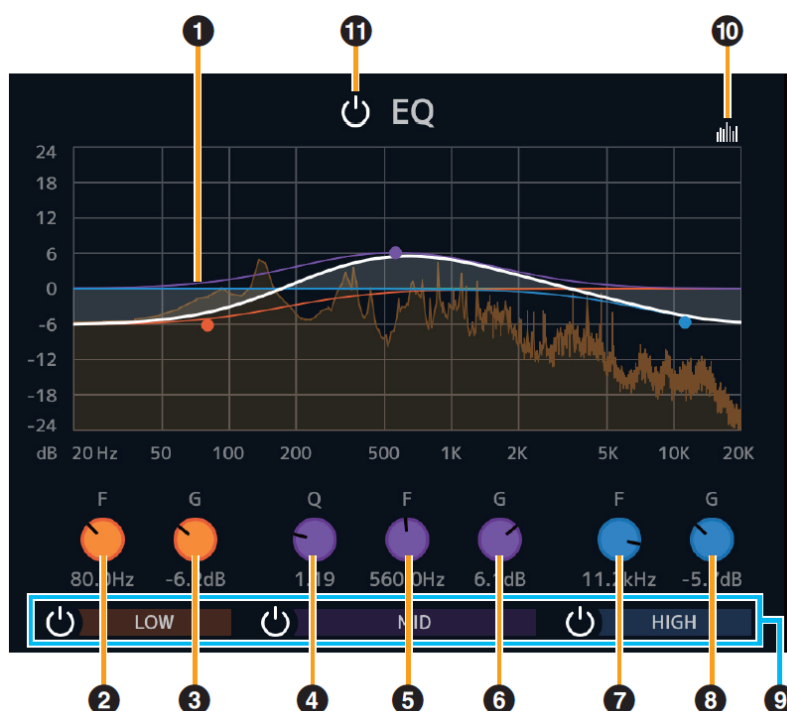
12 Gain Reduction Meter

Indicates the gain reduction.

13 COMP DRIVE

Adjusts the degree to which the compressor is applied. The higher the value, the greater the effect.

Range: 0.00–10.00

[Equalizer]**1 Equalizer Curve**

This graph indicates the characteristics of the 3-band equalizer.

The vertical axis indicates the gain, and the horizontal axis indicates the frequency. You can adjust LOW, MID, and HIGH by dragging each handle in the graph.

2 LOW F

Adjusts the center frequency of the low band.

Range: 20.0 Hz–1.00 kHz

3 LOW G

Adjusts the gain of the low band.

Range: -18.0 dB–+18.0 dB

4 MID Q

Adjusts the band width of the middle band.

Range: 0.50–16.00

5 MID F

Adjusts the center frequency of the middle band.

Range: 20.0 Hz–20.0 kHz

6 MID G

Adjusts the gain of the middle band.

Range: -18.0 dB–+18.0 dB

7 HIGH F

Adjusts the center frequency of the high band.

Range: 500.0 Hz–20.0 kHz

8 HIGH G

Adjusts the gain of the high band.

Range: -18.0 dB–+18.0 dB

9 EQ Band On/Off

Turns each EQ band on (lit) and off (unlit) individually.

10 Spectrum Display On/Off

Turns the Spectrum Display of the Equalizer Curve on (lit) and off (unlit).

11 EQ On/Off

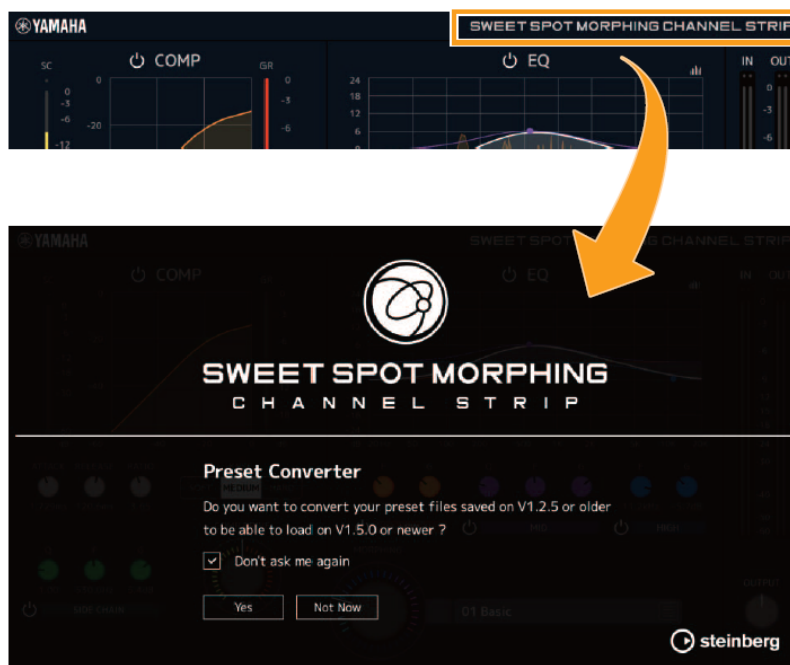
Turns the equalizer on (lit) and off (unlit).

If you are using Sweet Spot Morphing Channel Strip V1.2.5 or earlier

Added the Preset Converter window to convert Presets made by Sweet Spot Morphing Channel Strip V1.2.5 or earlier to be compatible with V1.5.0 or later.

The Preset Converter window automatically appears when opening the Sweet Spot Morphing Channel Strip. If you want to prevent it from appearing, check “Don’t ask me again” and will not open the next time.

If the Preset Converter does not appear automatically or if you want to display it manually, click the logo in the upper right corner of the Sweet Spot Morphing Channel Strip window.



Click the “Yes” button to enable use of Presets saved in previous versions.

Click the “Not Now” button to open the plug-in without converting the previous Presets.

NOTICE

* Presets created by V1.5.0 or later are not compatible with V1.2.5 or earlier.

* When V1.5.0 or later has been installed to the computer that was using V1.2.5 or earlier, the Mono version of the V1.2.5 or earlier will remain. If you open a project file with V1.2.5 or earlier in this state, the plug-in V1.2.5 or earlier will be loaded to the channel to which the Mono version has been assigned. If you want to replace it to one of V1.5.0 or later, re-select the appropriate channel plug-ins to V1.5.0 or later.

Guitar Amp Classics

Guitar Amp Classics are guitar amp simulations that make extensive use of advanced Yamaha modeling technology.

Four amp types with different sonic characteristics are provided.

The Guitar Amp Classics equipped with the device and the Guitar Amp Classics of the VST Plug-in version have the same parameters. When using the Guitar Amp Classics on Cubase series programs, you can share the settings between the built-in Guitar Amp Classics and the Guitar Amp Classics of the VST Plug-in version as a preset file. Also, when assigning the Guitar Amp Classics of the VST Plug-in version to the effect slot on Cubase series programs, select it from the [Distortion] category (in the case of the default settings). Note that Guitar Amp Classics equipped with the device cannot be used when the sample rate is set to 176.4 kHz or 192 kHz. For more information about the VST Plug-in version, refer to the “Basic FX Suite Operation Manual.”

How to Open the Window

· From dspMixFx UR-C

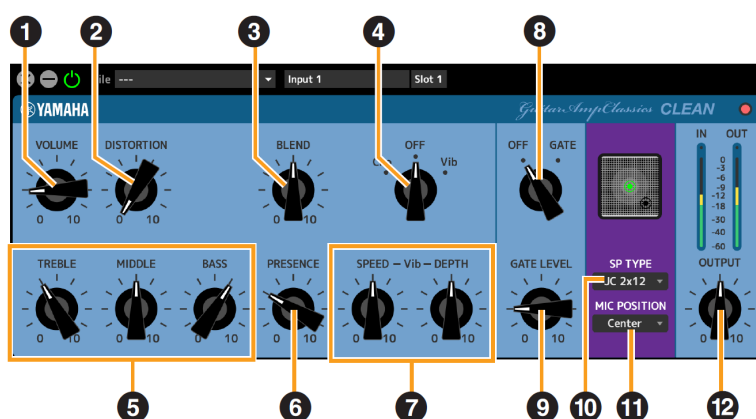
Select the “Guitar Amp Classics” from the “Effect Type”, then click “Effect Edit” in the section “Channel Area.”

· From Dedicated Windows for Cubase Series

Select the “Guitar Amp Classics” from the “Effect Type”, then click “Effect Edit” in the section “Input Settings Window.”

CLEAN

This amp type is optimized for clean tones, effectively simulating the tight brilliance of transistor amplifiers. The tonal character of this amp model provides an ideal platform for recording with multi-effects. It also features built-in chorus and vibrato effects.



① VOLUME

Adjusts the amplifier's input level.

② DISTORTION

Adjusts the depth of distortion produced.

③ BLEND

Adjusts the balance between the direct and effect sound.

④ Cho/OFF/Vib

Turns the Chorus or Vibrato effect on or off. Set to [Cho] to turn the Chorus effect on, or to [Vib] to turn the Vibrato effect on.

⑤ TREBLE/MIDDLE/BASS

These three controls adjust the amplifier's tonal response in the high, middle, and low frequency ranges.

⑥ PRESENCE

Can be adjusted to emphasize the high frequencies and overtones.

7 SPEED/DEPTH

These controls adjust the speed and depth of the Vibrato effect when it is on.

The SPEED and DEPTH controls only work with the Vibrato effect, and are disengaged when the Cho/OFF/Vib control, above, is set to "Cho" or "OFF."

8 OFF/GATE

Turns the noise gate on and off.

9 GATE LEVEL

Adjusts the gate level.

10 SP TYPE

Selects the type of cabinet.

For more information about the characteristics of each type, refer to the Guitar Amp Classics Reference section "[Cabinet types and characteristics](#)."

Type and configuration: BS 4×12", AC 2×12", AC 1×12", AC 4×10", BC 2×12", AM 4×12", YC 4×12", JC 2×12"

11 MIC POSITION

Selects the position of the virtual microphone for placement in front of the cabinet. You can also select the microphone position by clicking on the speaker image.

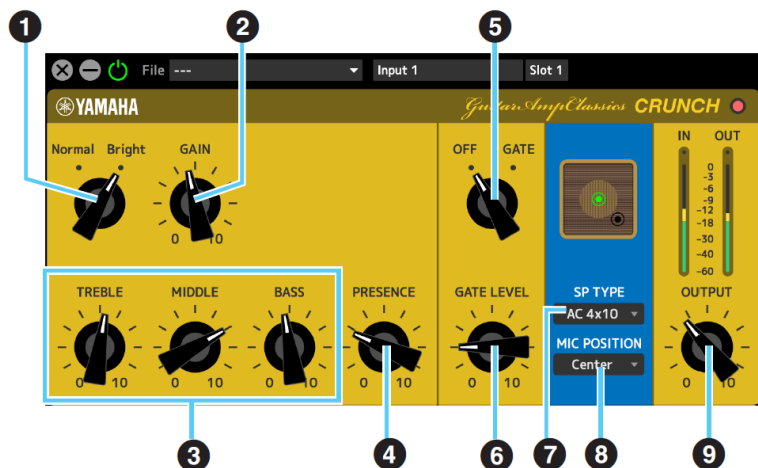
Position	Description
Center	Microphone placement aiming at the center of the speaker cone.
Edge	Microphone placement aiming at the edge of the speaker cone.

12 OUTPUT

Adjusts the final output level.

CRUNCH

This is the amp type to use when you want lightly overdriven crunch tones. The CRUNCH model simulates the type of vintage tube amplifiers that are favored for blues, rock, soul, R&B, and similar styles.



1 Normal/Bright

Selects a normal or bright tonal character. The [Bright] setting emphasizes the high-frequency overtones.

2 GAIN

Adjusts the input level applied to the preamp stage. Rotate clockwise to increase the amount of overdrive produced.

3 TREBLE/MIDDLE/BASS

These three controls adjust the amplifier's tonal response in the high, middle, and low frequency ranges.

4 PRESENCE

Can be adjusted to emphasize the high frequencies and overtones.

5 OFF/GATE

Turns the noise gate on and off.

6 GATE LEVEL

Adjusts the gate level.

7 SP TYPE

Selects the type of cabinet.

For more information about the characteristics of each type, refer to the Guitar Amp Classics Reference section "[Cabinet types and characteristics](#)."

Type and configuration: BS 4×12", AC 2×12", AC 1×12", AC 4×10", BC 2×12", AM 4×12", YC 4×12", JC 2×12"

8 MIC POSITION

Selects the position of the virtual microphone for placement in front of the cabinet. You can also select the microphone position by clicking on the speaker image.

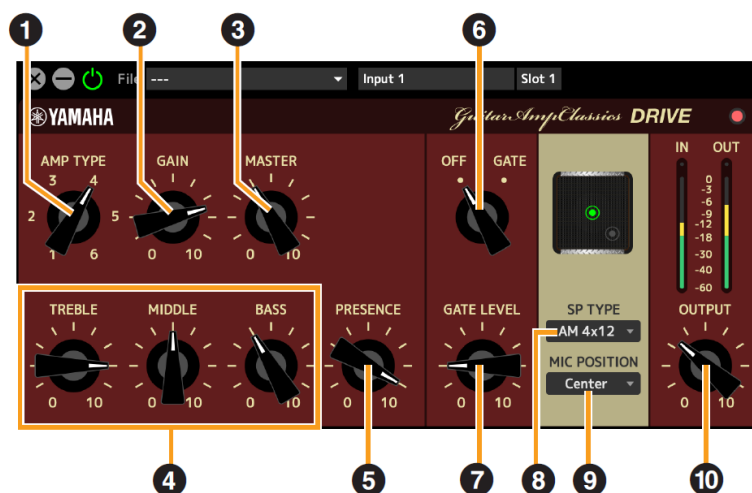
Position	Description
Center	Microphone placement aiming at the center of the speaker cone.
Edge	Microphone placement aiming at the edge of the speaker cone.

9 OUTPUT

Adjusts the final output level.

DRIVE

The DRIVE amp type provides a selection of distortion sounds that simulate the tonal character of various highgain tube amplifiers. From mildly overdriven crunch to heavy distortion suitable for hard rock, heavy metal, or hardcore styles, this model offers a wide range of sonic capabilities.



1 AMP TYPE

Six amplifier types are provided.

Types 1 and 2 feature relatively mild distortion that allows picking nuances to come through naturally.

Types 3 and 4 have more pronounced overtones, resulting in a fat, soft tone. Types 5 and 6 deliver wilder, aggressive distortion with a tight attack.

The even-numbered amp types have greater presence and range than the odd-numbered types.

2 GAIN

Adjusts the input level applied to the preamp stage. Rotate clockwise to increase the amount of distortion produced.

3 MASTER

Adjusts the output level from the preamp stage.

4 TREBLE/MIDDLE/BASS

These three controls adjust the amplifier's tonal response in the high, middle, and low frequency ranges.

5 PRESENCE

Can be adjusted to emphasize the high frequencies and overtones.

6 OFF/GATE

Turns the noise gate on and off.

7 GATE LEVEL

Adjusts the gate level.

8 SP TYPE

Selects the type of cabinet.

For more information about the characteristics of each type, refer to the Guitar Amp Classics Reference section "[Cabinet types and characteristics](#)."

Type and configuration: BS 4×12", AC 2×12", AC 1×12", AC 4×10", BC 2×12", AM 4×12", YC 4×12", JC 2×12"

9 MIC POSITION

Selects the position of the virtual microphone for placement in front of the cabinet. You can also select the microphone position by clicking on the speaker image.

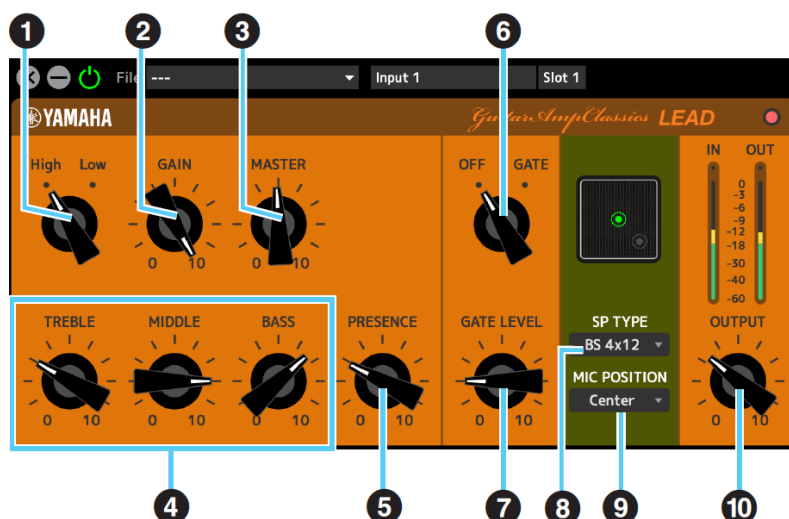
Position	Description
Center	Microphone placement aiming at the center of the speaker cone.
Edge	Microphone placement aiming at the edge of the speaker cone.

10 OUTPUT

Adjusts the final output level.

LEAD

The LEAD amp type simulates a high-gain tube amp that is rich in overtones. It is ideally suited to playing lead guitar lines that will project well in an ensemble, but it can also be set up for crisp accompaniment tones as well.



1 High/Low

Selects the amp output type. The [High] setting simulates a high-output amp, and allows the creation of more distorted tones.

2 GAIN

Adjusts the input level applied to the preamp stage. Rotate clockwise to increase the amount of distortion produced.

3 MASTER

Adjusts the output level from the preamp stage.

4 TREBLE/MIDDLE/BASS

These three controls adjust the amplifier's tonal response in the high, middle, and low frequency ranges.

5 PRESENCE

Used to emphasize the high frequencies and overtones.

6 OFF/GATE

Turns the noise gate on and off.

7 GATE LEVEL

Adjusts the gate level.

8 SP TYPE

Selects the type of cabinet.

For more information about the characteristics of each type, refer to the Guitar Amp Classics Reference section "[Cabinet types and characteristics.](#)"

Type and configuration: BS 4x12", AC 2x12", AC 1x12", AC 4x10", BC 2x12", AM 4x12", YC 4x12", JC 2x12"

9 MIC POSITION

Selects the position of the virtual microphone for placement in front of the cabinet. You can also select the microphone position by clicking on the speaker image.

Position	Description
Center	Microphone placement aiming at the center of the speaker cone.
Edge	Microphone placement aiming at the edge of the speaker cone.

10 OUTPUT

Adjusts the final output level.

Guitar Amp Classics Reference

Using the GAIN, MASTER, and OUTPUT Controls

The tonal character of the DRIVE and LEAD amp types can be adjusted over a wide range via the GAIN, MASTER, and OUTPUT controls.

GAIN adjusts the level of the signal applied to the preamp stage, affecting the amount of distortion produced. MASTER adjusts the output level from the preamp stage that is then fed to power amp stage. The GAIN and MASTER control settings have a large effect on the final sound, and the MASTER control may need to be turned up fairly high in order to drive the power stage sufficiently for optimum tone. The OUTPUT control adjusts the final output level from the amp model without affecting the distortion or tone, and is useful for adjusting the guitar's volume without changing any other aspects of the sound.

Cabinet types and characteristics

The following table shows the cabinet characteristics that are common to each of the four types: [CLEAN](#), [CRUNCH](#), [DRIVE](#), and [LEAD](#).

SP TYPE	Characteristics	Speaker configuration
BS 4×12	British flat stack type with rich cabinet resonance.	4×12"
AC 2×12	American combo type cabinet, featuring a clear tone for versatile use in various music genres.	2×12"
AC 1×12	American combo type cabinet, featuring a clear tone for ensemble use.	1×12"
AC 4×10	American combo type cabinet, featuring a bright tone reminiscent of more traditional guitar sounds.	4×10"
BC 2×12	British combo type cabinet, ideal for distortion sounds and featuring a wide range with broad treble response.	2×12"
AM 4×12	American stack type cabinet, ideal for matching with high-power amplifiers and featuring a clear sound contour.	4×12"
YC 4×12	Yamaha F series combo type cabinet, featuring a rich midrange and a mild high range.	4×12"
JC 2×12	Japanese combo type cabinet, ideal for clean sounds, and featuring a rich mid-high range plus modulation effects.	2×12"

PITCH FIX

Adjusts the pitch and formant, and processes the microphone sound. It can also correct to a specified pitch. This unit has one Pitch Fix available. Sampling frequencies of 44.1 kHz or 48 kHz can be used. This cannot be used for channels with Channel Link turned on.

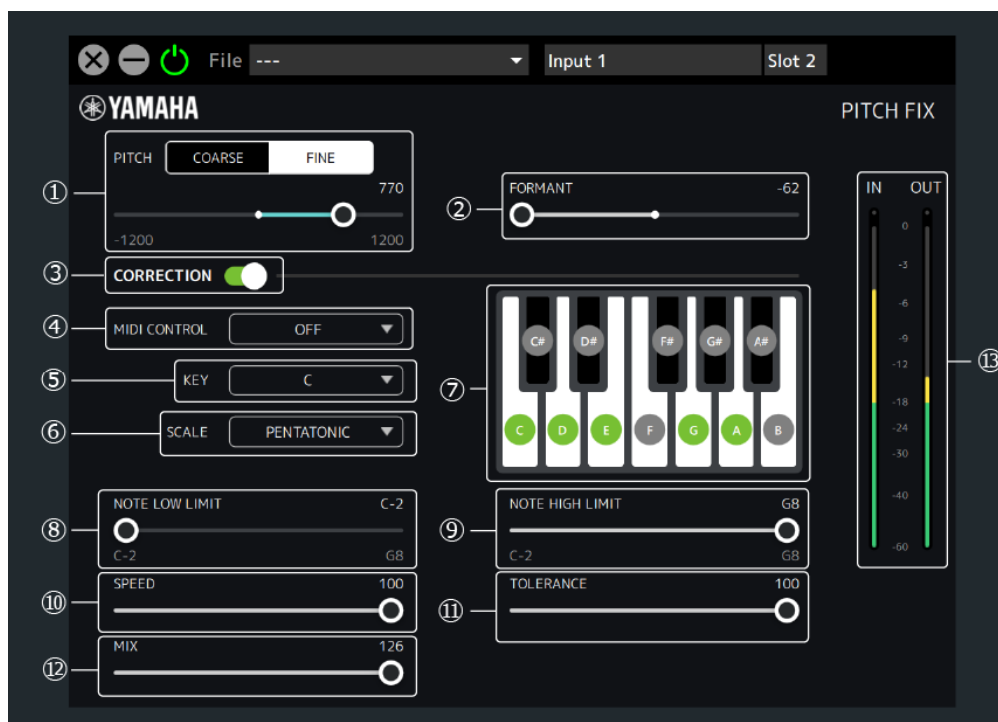
How to Open the Screen

· From dspMixFx UR-C

In the MIX area, after selecting Pitch Fix from “Effect Type” in the channel area, click “Edit effect.”

· From Dedicated Windows for Cubase Series

Select Pitch Fix from “Effect Type” in the effect setting area. Click “Edit effect” to start dspMixFx UR-C, and the dspMixFx UR-C PITCH FIX screen will open.



① PITCH

Adjusts the pitch within a range of one octave up or down. Select the pitch adjustment unit from COARSE (semitones) or FINE (cents).

When COARSE is selected: -12–+12 (semitones)

When FINE is selected: -1200–+1200 (cents)

② FORMANT

Adjusts the formants.

A low value gives a deeper voice quality, and a high value gives a higher voice quality.

Range: -62–+62

③ CORRECTION

Turns the function to correct to the specified scale ON/OFF. When CORRECTION is OFF, parameters ④ and after are unavailable.

④ MIDI CONTROL

Uses MIDI note messages to set the scale correction. It supports both the MIDI IN connector on the main unit and USB MIDI.

Setting	Description
OFF	The MIDI setting function is disabled.
SETTING	<p>In this setting, 6 SCALE can be set to CUSTOM or anything other than CHROMATIC. If CHROMATIC is selected as SCALE already, it will be changed to CUSTOM.</p> <ul style="list-style-type: none"> • When SCALE is set to CUSTOM: The scale is specified instead of using the 7 Keyboard buttons. When a Note On message of the same scale as the specified scale is received, the specified scale will be cancelled. Also, this sets 8 NOTE LOW LIMIT / 9 NOTE HIGH LIMIT to the range of the entered scale. Note Off is not supported. • When SCALE is not set to CUSTOM: The key of the last note entered is set to the 5 KEY.
REAL TIME	<p>Specifies the scale correction in real time using Note On/Off. In this setting, 6 SCALE can be set to CUSTOM or SINGLE. If something other than SINGLE is selected as SCALE already, it will be changed to CUSTOM.</p> <ul style="list-style-type: none"> • When SCALE is set to CUSTOM: This specifies all of the scales with Note On. • When SCALE is set to SINGLE: This specifies the last Note On scale.

5 KEY / 6 SCALE

Selects Key and Scale to specify the scale to be corrected. The specified scale is reflected in the **7** Keyboard buttons.

KEY Range: C, C#, D, ..., A#, B

SCALE Setting: CUSTOM, SINGLE, MAJOR, NATURAL MINOR, HARMONIC MINOR, MELODIC MINOR, PENTATONIC, CHROMATIC

7 Keyboard buttons

The selected **5** KEY and **6** SCALE are displayed. You can select the sound to be corrected by operating the Keyboard buttons (SCALE will change to CUSTOM). When **4** MIDI CONTROL is set to SETTING or REAL TIME, the Keyboard buttons cannot be operated.

8 NOTE LOW LIMIT / 9 NOTE HIGH LIMIT

Specifies the upper and lower limits of the input pitch to be corrected. (For example, if you want to always correct the scale from C3 to B3 even if the octave of the input sound is different, set NOTE LOW LIMIT to C3 and NOTE HIGH LIMIT to B3.)

Range: C-2, C#-2, ..., F#8, G8

NOTE

Pitch correction is only enabled when at least one key on the keyboard within the specified pitch range is played. For example, if NOTE LOW LIMIT is set to C3 and NOTE HIGH LIMIT is set to E3, pitch correction is not applied if only the F key is played on the keyboard.

10 SPEED

Sets the speed at which the input sound is corrected to the target scale.

Range: 0–100

11 TOLERANCE

Sets the sensitivity to pitch changes.

Range: 0–100

12 MIX

Adjusts the volume balance before and after scale correction. The higher the value, the louder the volume after scale correction.

Range: 0–126

13 Level Meter

Displays the signal level. The Peak Hold is always ON.

Display Color	Description
Green	Up to -18 dB
Yellow	Up to 0 dB
Red	If Clipped

REV-X

REV-X is a digital reverb platform developed by Yamaha for pro audio applications.

One REV-X effect is included in this unit. Input signals can be sent to the REV-X effect, and the REV-X effect is applied only to the monitor outputs. Three types of REV-X are available: Hall, Room, and Plate.

The hardware REV-X equipped with the device and REV-X of the VST Plug-in version have essentially the same parameters. However, the [OUTPUT] and [MIX] parameters are only available in the VST Plug-in version. When using REV-X on Cubase series programs, you can share the settings between the built-in REV-X and REV-X of the VST Plug-in version as a preset file. Also, when assigning REV-X of the VST Plug-in version to the effect slot on Cubase series programs, select it from the [Reverb] category (in the case of the default settings).

For more information about the VST Plug-in version, refer to the “Basic FX Suite Operation Manual.”

The built-in REV-X is equipped with an “FX Bus” that is used for sending the signal from DAW software to REV-X (UR44C/URX44C/UR816C only). To send the recorded audio data to REV-X, you can check the sound with REV-X, which is used for monitoring while recording.

How to Open the Window

· From dspMixFx UR-C

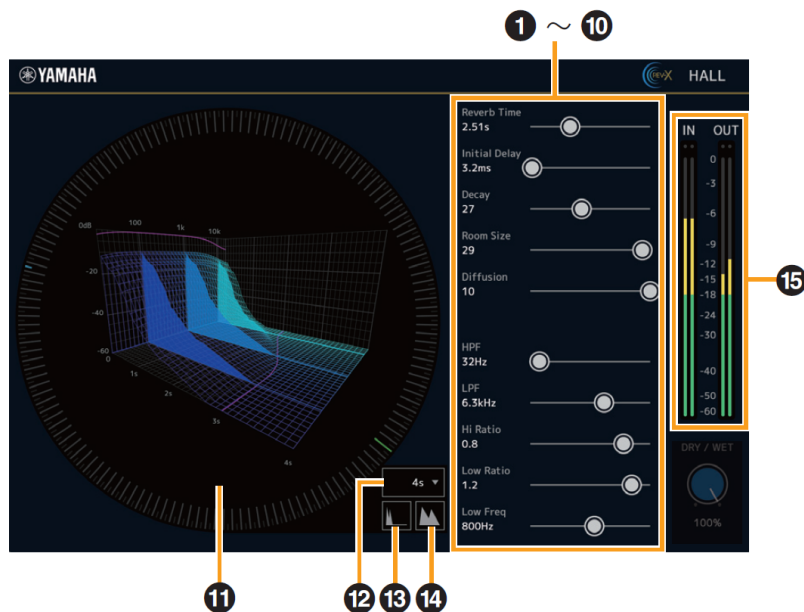
Click “REV-X Edit” in the section “REV-X Area.”

· From Dedicated Windows for Cubase Series

Click “REV-X Edit” in the section “Reverb Routing Window.”

REV-X

This section uses the Hall type of REV-X as an example.



① Reverb Time

Adjusts the reverb time. This parameter links to Room Size.

The adjustable range varies depending on the REVX type.

REV-X type	Range
Hall	0.289 sec–29.0 sec
Room	0.260 sec–26.0 sec
Plate	0.333 sec–33.3 sec

② Initial Delay

Adjusts the time that elapses between the direct, original sound and the initial reflections that follow it.

Range: 0.1 msec–200.0 msec

③ Decay

Adjusts the characteristic of the envelope from the moment the reverberation starts to the moment it attenuates and stops.

Range: 0–63

④ Room Size

Adjusts the size of the simulated room. This parameter links to Reverb Time.

Range: 0–31

⑤ Diffusion

Adjusts the spread of the reverberation.

Range: 0–10

⑥ HPF

Adjusts the cutoff frequency of the high pass filter.

Range: 20 Hz–8.0 kHz

⑦ LPF

Adjusts the cutoff frequency of the low pass filter.

Range: 1.0 kHz–20.0 kHz

⑧ Hi Ratio

Adjusts the duration of reverberation in the high frequency range by using a ratio relative to the Reverb Time. When you set this parameter to 1, the actual specified Reverb Time is fully applied to the sound. The lower the value, the shorter the duration of reverberation in the high frequency range.

Range: 0.1–1.0

⑨ Low Ratio

Adjusts the duration of reverberation in the low frequency range by using a ratio relative to the Reverb Time. When you set this parameter to 1, the actual specified Reverb Time is fully applied to the sound. The lower the value, the shorter the duration of reverberation in the low frequency range.

Range: 0.1–1.4

⑩ Low Freq

Adjusts the frequency of the Low Ratio.

Range: 22.0 Hz–18.0 kHz

⑪ Graph

Indicates the characteristics of reverberation. The vertical axis indicates the signal level, the horizontal axis indicates the time, and the Z-axis indicates the frequency. You can adjust the characteristics of reverberation by dragging the handles in the graph.

⑫ Time Axis Setting

Selects the display range of the time (horizontal axis) on the graph.

Display range: 500 msec–50 sec

⑬ Zoom Out

Zooms out the display range of the time (horizontal axis) on the graph.

14 Zoom In

Zooms out the display range of the time (horizontal axis) on the graph.

15 Level Meters

Displays the input/output level from REV-X.

Software operation

- You can reset certain parameters to their default values by holding the [Ctrl]/[Command] key while you click on the appropriate knobs, sliders, and faders.
- You can adjust the parameters more finely by holding the [Shift] key while you drag on the appropriate knobs, sliders, and faders.

DELAY

You can select Delay as an effect type in the REV-X area.
These can be used with all sampling frequencies.

How to Open the Screen

· From dspMixFx UR-C

After Delay is selected in the REV-X area, click “REV-X Edit.”

· From Dedicated Windows for Cubase Series

Select Delay for “REV-X Type” in the effect setting area. Click “REV-X Edit” to start dspMixFx UR-C, and the dspMixFx UR-C Delay screen will open.



① Graph

Visually displays Delay settings and their effects. Cannot be operated.

② MONO/STEREO switching

Switches the delay type.

MONO: The left and right delay times will be the same.

STEREO: This effect applies a delay alternately to the left and right. This cannot be selected when the sampling frequency is 176.4 kHz or 192 kHz.

③ DELAY TIME

Sets the delay time.

Range: 0.1 ms–1300.0 ms

④ FEEDBACK

Sets the amount of delay feedback.

Range: 0–63

⑤ HIGH RATIO

Sets the amount of high frequency component included in the feedback.

Range: 0.1–1.0

GATE

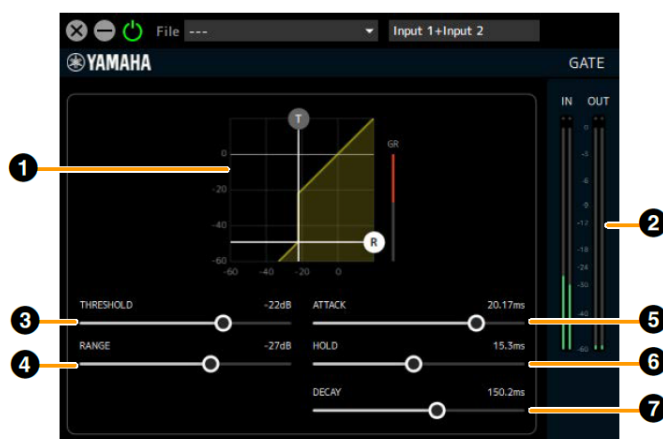
If a signal that is lower than the THRESHOLD is input, this reduces the output by a fixed value (RANGE). Use this when you do not want environmental noise to be added to the stream. This can be used as a streaming effect in the path from the input channel to the streaming mix, but does not affect the recording signal sent from the channel to the DAW.

This unit has two Gates available. These can be used with all sampling frequencies.

How to Open the Screen

This is displayed when Streaming mix is selected in the dspMixFx UR-C's MIX area, select Gate in the channel area's "Streaming Effect Type", and then click "Edit effect."

Operations cannot be performed from the Cubase series dedicated screen.



1 Graph

This visually displays the gate's THRESHOLD and RANGE settings. You can also operate the (T) handle for THRESHOLD and the (R) handle for RANGE.

2 Gain Reduction Meter

This displays the amount of gain reduction for the gate.

3 THRESHOLD

Sets the threshold level at which the gate effect is applied.

Range: -72 dB–0 dB

4 RANGE

Sets the amount of attenuation when the gate effect is applied.

Range: $-\infty$, -72 dB–0 dB

5 ATTACK

Sets how quickly the gate opens after the input signal level exceeds the THRESHOLD.

Range: 0.092 ms–80.00 ms

6 HOLD

Sets the time to wait before the gate begins to close after the input signal level drops below THRESHOLD.

Range: 0.02 ms–1960.0 ms

7 DECAY

Sets how quickly the gate closes after the input signal has passed the HOLD wait time.

Range: 9.3 ms–999.0 ms

COMPRESSOR

Volume changes can be adjusted by compressing the portion of the signal level that exceeds the THRESHOLD. This can be used as a streaming effect in the path from the input channel to the streaming mix, but does not affect the recording signal sent from the channel to the DAW.

This unit has two Compressors available. These can be used with all sampling frequencies.

How to Open the Screen

This is displayed when Streaming mix is selected in the dspMixFx UR-C's MIX area, select Comp in the channel area's "Streaming Effect Type", and then click "Edit effect."

Operations cannot be performed from the Cubase series dedicated screen.



1 Graph

Visually displays the compressor's THRESHOLD, RATIO and GAIN settings. You can also operate the (T) handle for THRESHOLD and the (R) handle for RATIO.

2 Gain Reduction Meter

Displays the amount of gain reduction for the compressor.

3 THRESHOLD

Sets the threshold level at which the compressor effect is applied.

Range: -54 dB–0 dB

4 RATIO

Sets the amount of compression for the compressor.

Range: 1.00:1–INF:1

5 GAIN

Sets the output level of the compressor. When Auto Makeup is on, this will be set automatically and cannot be operated.

Range: 0.0 dB–18.0 dB

6 Auto Makeup

When set to ON, the GAIN is automatically set using the THRESHOLD and RATIO settings.

7 ATTACK

Automatically sets the speed at which the compressor effect reaches its maximum once the input signal level exceeds the THRESHOLD.

Range: 0.092 ms–80.00 ms

8 RELEASE

This is the time it takes for the compressor effect to disappear after the input signal falls below the THRESHOLD.

Range: 9.3ms–999.0ms

9 KNEE

Sets the smoothness (sharpness) of volume changes near the THRESHOLD setting level.

Options	Description
SOFT	The volume changes naturally.
MEDIUM	Between Hard and Soft.
HARD	The volume changes are noticeable.

DUCKER

Automatically attenuates the sound of the DAW/Music/Voice channel for the input audio from the Input1/2 and Voice channels. You can create an environment in which the background music is played at a low volume while you are talking on the microphone or while you are talking from the chat application, and then the background music is played at the original volume in all other cases.

It can be used as a streaming effect for routes from the DAW/Music/Voice channels to the streaming mix. This unit has 2 duckers available. These can be used with all sampling frequencies.

How to Open the Screen

This is displayed when Streaming mix is selected in the dspMixFx UR-C's MIX area, select Ducker in the DAW/Music/Voice area's "Streaming Effect Type", and then click "Edit effect." Operations cannot be performed from the Cubase series dedicated screen.



1 Graph

Visually displays the change in output level over time from the beginning of the Ducker effect to the end of effect. You can also operate the (A) handle for ATTACK, the (D) handle for DECAY, and the (R) handle for RANGE.

2 Gain Reduction Meter

Displays the amount of gain reduction for the ducker.

3 DUCKER SOURCE

Sets the signal used to determine the strength of the ducker.

You can configure the settings for multiple signals.

INPUT1: Signal from Input1 channel to Streaming mix (post-fader)

INPUT2: Signal from Input2 channel to Streaming mix (post-fader)

VOICE: Signal from Voice channel to Streaming mix (postfader)

4 THRESHOLD

Sets the threshold level at which the ducker effect is applied.

Range: -60 dB-0 dB

5 RANGE

Sets the amount of attenuation when the ducker effect is applied.

Range: -70 dB-0 dB

⑥ ATTACK

Sets how quickly the volume lowers after the input signal level exceeds the THRESHOLD.

Range: 0.092 ms–80.00 ms

⑦ DECAY

Sets how quickly the volume returns after the input signal level falls below the THRESHOLD.

Range: 1.3 ms–5.0 s

MULTI-BAND COMPRESSOR

By using a multi-band compressor algorithm and setting the compressor for each LOW/MID/HIGH band, you can suppress changes in the stream volume and increase the sound pressure.

Can be used at the final output stage of a streaming mix.

This can be used when the sampling frequency is 44.1 kHz, 48 kHz, 88.2 kHz or 96 kHz.

How to Open the Screen

This is displayed when Streaming mix is selected in the dspMixFx UR-C's MIX area, then select M.B. Comp in the channel area's "Streaming Effect Type", and then click "Edit effect."

Operations cannot be performed from the Cubase series dedicated screen.

[When Graph (Band Division Overview) is clicked]



① Graph (Band Division Overview)

Sets the band division for each of the LOW/MID/HIGH bands and displays the level of each band in simplified form.

Use the (L) handle to set LOW GAIN, the (M) handle to set MID GAIN, and the (H) handle to set HIGH GAIN. The L-M XOVER settings can be operated using the (L-M) handle and the M-H XOVER settings can be operated using the (M-H) handle.

Click this area to display the parameters for ③-⑦ below.

② 1-knob

This function controls the effect of Multi-Band Compressor with a single slider. When 1-knob is turned on, a slider will appear, and you can operate the slider to control THRESHOLD, RATIO, and GAIN of each band. ATTACK, RELEASE and XOVER frequencies are fixed values. 1-knob will be displayed when you click on any graph.

[When 1-knob is off]



[When 1-knob is on]



③ LOW GAIN

Sets the volume of the LOW band.

Range: $-\infty$, -60 dB +18 dB

4 MID GAIN

Sets the volume of the MID band.

Range: $-\infty$, -60 dB–+18 dB

5 HIGH GAIN

Sets the volume of the HIGH band.

Range: $-\infty$, -60 dB–+18 dB

6 L-M XOVER

Sets the crossover frequency between the LOW band and MID band.

Range: 21.2 Hz–4.00 kHz

7 M-H XOVER

Sets the crossover frequency between the MID band and HIGH band.

Range: 42.5 Hz–8.00 kHz

[When LOW band graph is clicked]

**8 LOW Band Graph**

Visually displays the LOW band compressor's THRESHOLD, RATIO and GAIN settings. You can also operate the (T) handle for THRESHOLD and the (R) handle for RATIO. Also displays a gain reduction meter to the right of the graph. Also displays a gain reduction meter to the right of each graph. Click this area to display the parameters for 9–14 below.

9 BYPASS (LOW)

Turns the LOW band compressor bypass on or off.

10 ATTACK TIME (LOW)

Sets the LOW band compressor attack time.

Range: 1 ms–200 ms

11 RELEASE TIME

Sets the compressor (Common to all bands) release time.

Range: 10 ms–3000 ms

12 THRESHOLD (LOW)

Sets the LOW band compressor THRESHOLD.

Range: -54 dB–-6 dB

13 RATIO (LOW)

Sets the LOW band compressor RATIO.

Range: 1.0:1–20.0:1

14 GAIN (LOW)

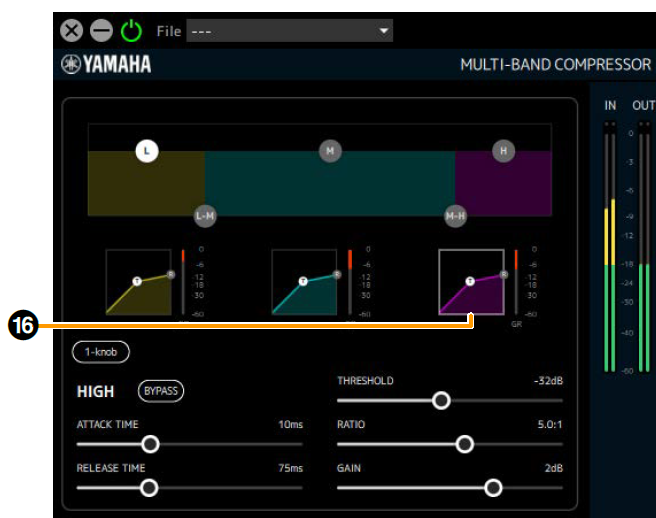
Same as 3.

[When MID band graph is clicked]

**15 MID Band Graph**

Visually displays the MID band compressor's THRESHOLD, RATIO and GAIN settings. You can also operate the (T) handle for THRESHOLD and the (R) handle for RATIO. Also displays a gain reduction meter to the right of the graph. Also displays a gain reduction meter to the right of each graph. Clicking on this area displays the parameters of the MID band compressor. (The details for each parameter are the same as for the LOW band.)

[When HIGH band graph is clicked]

**16 HIGH Band Graph**

Visually displays the HIGH band compressor's THRESHOLD, RATIO and GAIN settings. You can also operate the (T) handle for THRESHOLD and the (R) handle for RATIO. Also displays a gain reduction meter to the right of the graph. Clicking on this area displays the parameters of the HIGH band compressor. (The details for each parameter are the same as for the LOW band.)

DAW Software

Cubase AI allows you to record and edit audio through dspMixFx. For detailed instructions, refer to the “Cubase AI Operation Manual” on the Steinberg website.

If you are using DAW software other than the Cubase series, refer to the User Guide for your UR-C/URX-C series device for setup instructions.

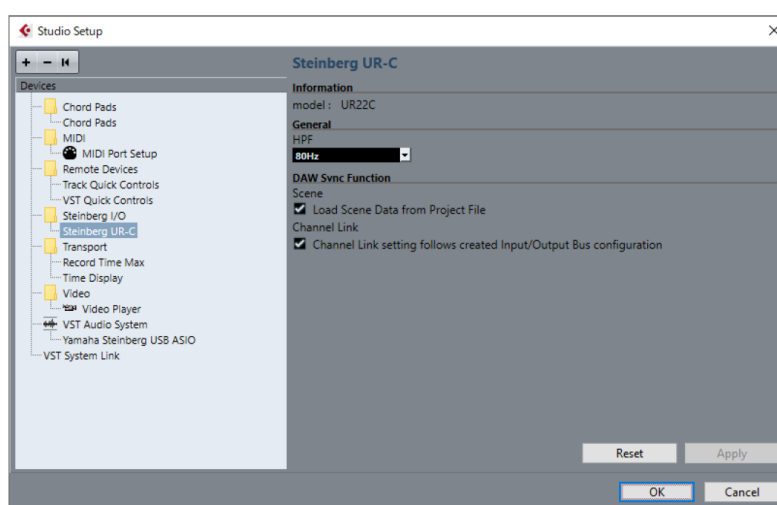
Dedicated Windows for Cubase Series (DAW)

These are the windows for configuring the device settings from Cubase series software. The dedicated windows for Cubase series allow you to configure the parameters which are configured by dspMixFx UR-C. Two types of windows are available: Input Settings and Hardware Setup.

Input Settings Window



Hardware Setup Window



How to Open the Window

Input Settings Window

In the Cubase series menu, select [Project] → [Add Track] → [Audio] to create an audio track, and then click the [URxxC] tab displayed in the inspector on the left side of the screen. (xx will be replaced with the model name of your device.)

Hardware Setup Window

- **From the Cubase series menu**

Select [Studio] → [Studio Setup], then select the [Steinberg UR-C] on the [Steinberg I/O] on the left side.

- **From Input Settings Window**

Open the Input Settings Window and click [Hardware Setup] in the header area.

Input Settings Window

This window is for configuring the input settings of the device. The signal flow is from top to bottom. The settings on this window (except for the +48V indicator) are saved to the Cubase project file.

The Input Settings Window is displayed on the audio track routing as URxxC. (xx will be replaced with the model name of your device.)

Header Area

Displays the names of connected devices and opens/closes the Editor.



1 model

Displays the model name (URxxC) in use. Switch between displayed or not displayed for the Input Settings Window by clicking it.

2 Hardware setup

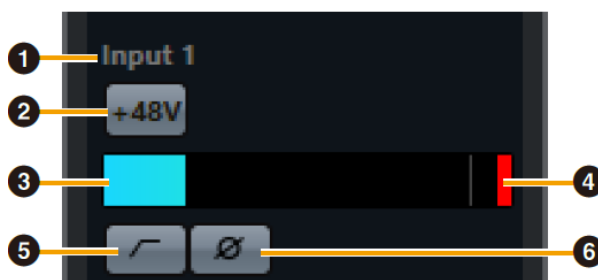
Opens the Hardware Setup Window.

3 Editor Active

Opens dspMixFx UR-C.

Hardware Inputs Settings area

This area is used to set parameters related to the UR44C inputs.



4 Port name

Displays the name of the port which is being used for input to the track of the device.

5 +48V

Indicates the on (lit) and off (unlit) status of the phantom power function of the device.

6 Input meter

Displays input levels.

7 Meter Clip

Displays the input meter clip when clipping occurs. Click this to stop this display.

8 High Pass Filter

Turns on (lit) and off (unlit) the high pass filter (URX44C: Not available on [LINE INPUT 5/6]).

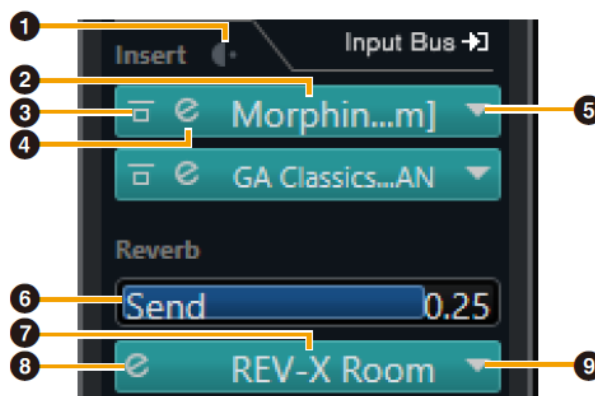
To select the cutoff frequency of the high pass filter, use the "Hardware Setup Window" in the section "dspMixFx UR-C."

⑨ Phase

Switches phase inversion on (lit) and off (unlit). Shows L, R when stereo is selected.

Effect Settings area

This area is used to set parameters related to the UR44C input/output port effects.



① Pre/Post

Used to select the insertion point for the effect.

② Effect Name

Displays the names of the applied effects.

③ Effect Bypass

Enables/bypasses the effect.

④ Effect Edit

Displays the Effect Edit window.

⑤ Effect Type

Selects the effect type.

Settings: No Effect, Ch.Strip, Clean, Crunch, Lead, Drive, Pitch Fix

NOTE

The maximum number of effects that can be used simultaneously is limited. Refer to “Limitations on the use of effects” in the User Guide for your UR-C/URX-C series device.

⑥ REV-X Send

Adjusts the signal level which is sent to REV-X.

Range: $-\infty$ dB–+6.00 dB

⑦ REV-X Name

Displays the selected REV-X type.

⑧ REV-X Edit

Opens the “REV-X” setup window.

⑨ REV-X Type

Selects the REV-X type.

Settings: Hall, Room, Plate, Delay

Outputs area

This area is used to set parameters related to hardware outputs.



1 Mix Bus name

Displays the Mix Bus name of the hardware output. The output bus of the track must be connected to this Mix bus.

2 Output meter

Displays meters for the hardware Mix Bus connected to hardware outputs.

3 Meter Clip

Displays the input meter clip when clipping occurs. Click this to stop this display.

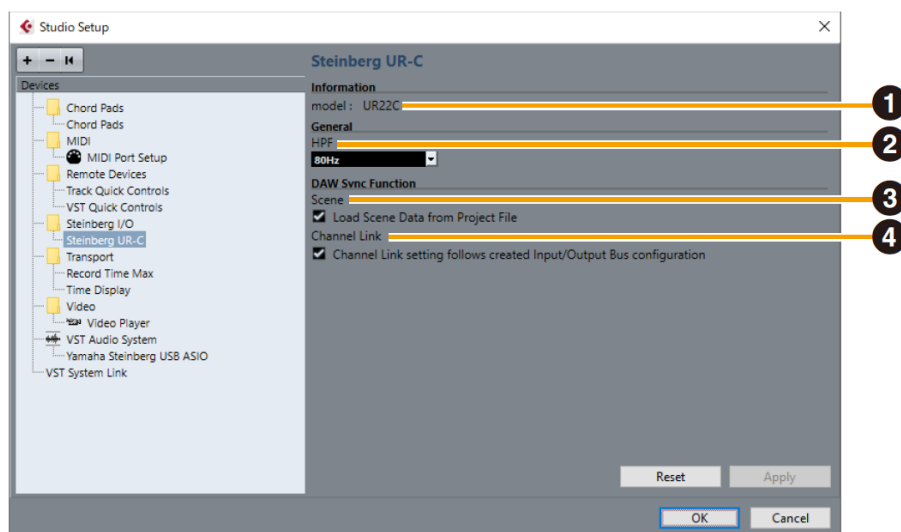
4 Headphones

UR22C/URX22C: Headphone 1 is on at all times.

UR44C/URX44C/UR816C: Patches headphones to the hardware Mix Bus connected to hardware outputs.

Hardware Setup Window

This window allows you to configure general hardware settings and Cubase-linked function settings.



1 model

Displays the name of the device.

2 HPF

Selects the cutoff frequency of the high pass filter (URX44C: Not available on [LINE INPUT 5/6]).

Settings: 120 Hz, 100 Hz, 80 Hz, 60 Hz, 40 Hz

3 Scene

When a Cubase project file that includes scenes for the device is imported, the scene information is automatically applied to the device.

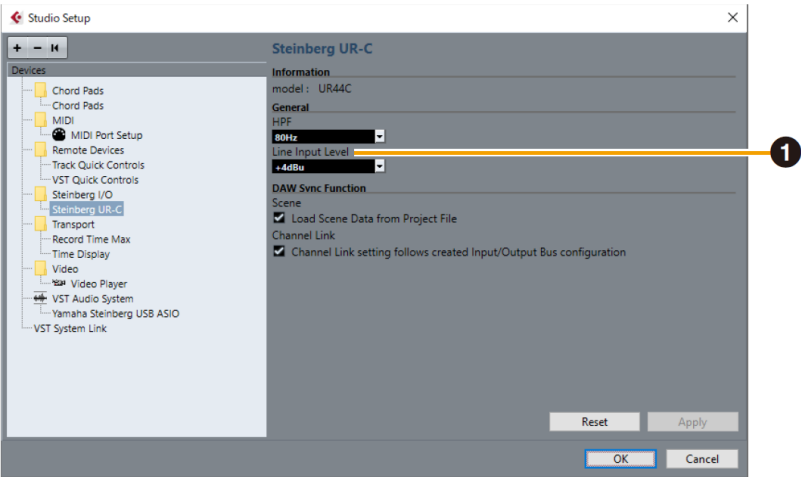
NOTICE

Data saved to the device will be overwritten.

4 Channel Link

Automatically configures stereo links based on the bus configuration in use.

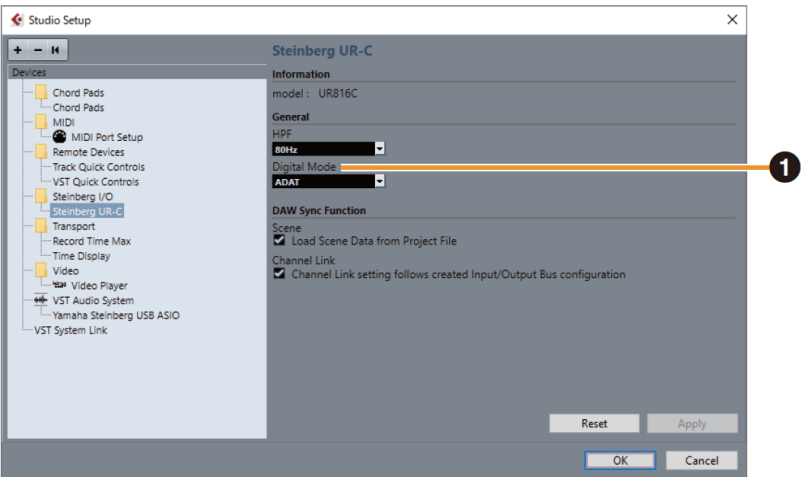
UR44C/URX44C only



1 LINE Input Level

Selects the input signal level of [LINE INPUT 5/6].
Options: +4 dBu, -10 dBV

UR816C only



1 Digital Mode

Selects the input and output signal format of the [OPTICAL IN] and [OPTICAL OUT] jack.

Options	Description
ADAT	Input and output signals of up to 8 channels.
S/PDIF	Input and output 2 channel signals.

With the ADAT format, the number of channels for input and output signals varies depending on the sampling frequency.

44.1 kHz/48 kHz: 8 channels

88.2 kHz/96 kHz: 4 channels

176.4 kHz/192 kHz: 2 channels

With the S/PDIF format, a 2-channel signal is input and output at all sampling frequencies.

Update

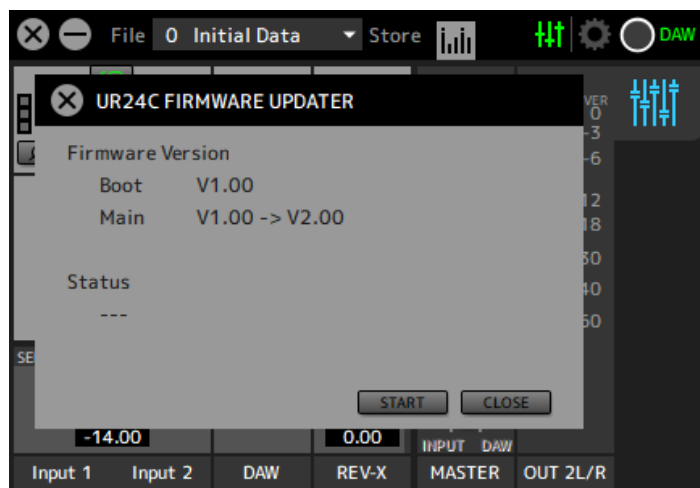
Updating the Firmware

You can update the firmware for a UR-C/URX-C device from dspMixFx UR-C.

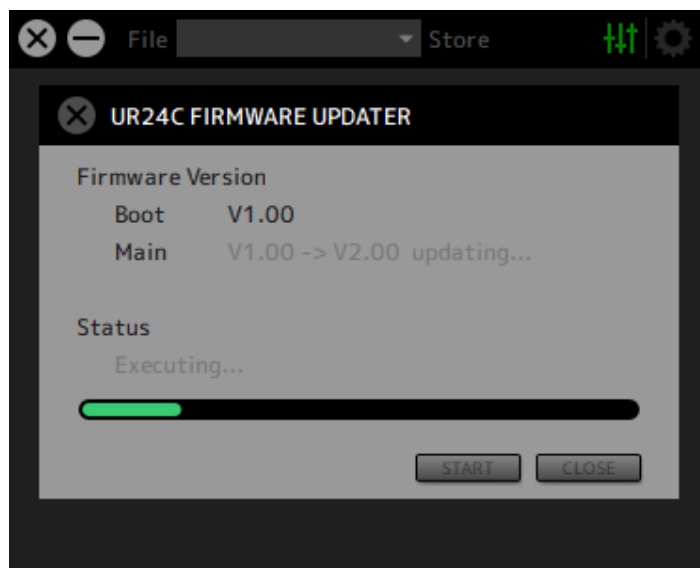
1. Connect a UR-C/URX-C device with a firmware version older than the firmware version for dspMixFx UR-C installed on your computer. After connecting the device, the FIRMWARE UPDATER window will open automatically.

NOTE

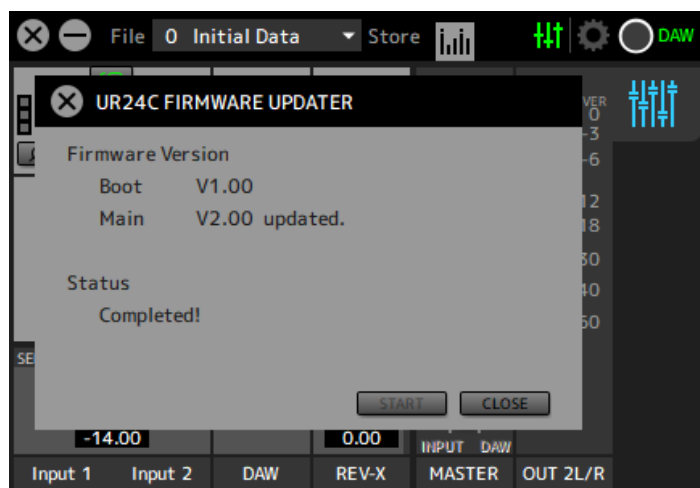
If you want to cancel the update, click the [CLOSE] button.



2. Click the [START] button to start the firmware update.



3. After the update is complete, press the [CLOSE] button to close the screen.



NOTE

If you cancel in step 1, you can always update the firmware from [Firmware] on the setup screen.

