

Noah Mixer

Controls

VU Meter
Channel Strip
The Master Channel



NOAH - Tactive Instrument Modeller

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fidelity at work.

Noah Mixer

Open the Mixer, which is permanently loaded, from the Live Bar. The Mixer not only controls the levels of the various audio signals, it is also used to load and merge the effects devices and their presets.

Mixer channel strips 1-4 correspond to the Instrument slots. In *Single Mode*, only the first channel strip will be displayed, whereas in *Multi Mode* two (Noah) or four (Noah EX) channel strips will be displayed. Two further channel strips control, respectively, the signal from the analog input (A In) and the USB audio input (USB).



Depending on the operating mode (Single or Multi) and the hardware version (Noah or Noah EX), a different number of channels trips will be displayed.

Controls

VU Meter

The level meters operate as peak meters whereby they display the maximum signal levels (as opposed to average levels). A *peak hold* function holds the signal peaks in the display temporarily. A *margin* display lies beneath each meter. This indicates the highest peak level reached since the last margin reset (button below Master VU Meter). The margin reset function clears (resets) all margin displays.

Each 'LED' is associated with a specific signal level and lights up when that level is reached or exceeded.

Red LED: The red LED indicates a level of -0.01dB. Strictly speaking this is not an *over* condition, but it does indicate a very high signal level. To be safe don't allow analog input signals to exceed -3.0dB.

With digital signals, such as those from a wave player, you can let the red LED flash more frequently. This does not indicate overs, just a high signal level. If the digital input signal has been

compressed and normalized to
flash more often.

Master VU Meter

1. Yellow LED: -1.0dB

2. Yellow LED: -3.0dB

3. Yellow LED: -4.0dB

4. Yellow LED: -6.0dB

5. Yellow LED: -9.0dB

6. Yellow LED: -12.0dB

Green LEDs (1-11):
-15.0dB,
-18.0dB,
-24.0dB,
-30.0dB,
-36.0dB,
-42.0dB,
-48.0dB,
-54.0dB,
-60.0dB,
-66.0dB,



Signal LED:

-96.0dB

Channel VU Meter

1. Yellow LED: -1.0 dB

2. Yellow LED: -3.0dB

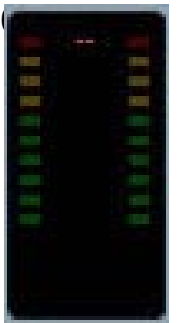
3. Yellow LED: -6.0dB

Green LEDs (1-6):

-12.0dB,
-18.0dB,
-24.0dB,
-36.0dB,
-48.0dB,

Signal LED: -96.0dB

It is normal for the *Signal LED* to remain lit when an analog source is connected to the respective input. This is because most analog devices have a signal-to-noise ratio of less than 96dB.



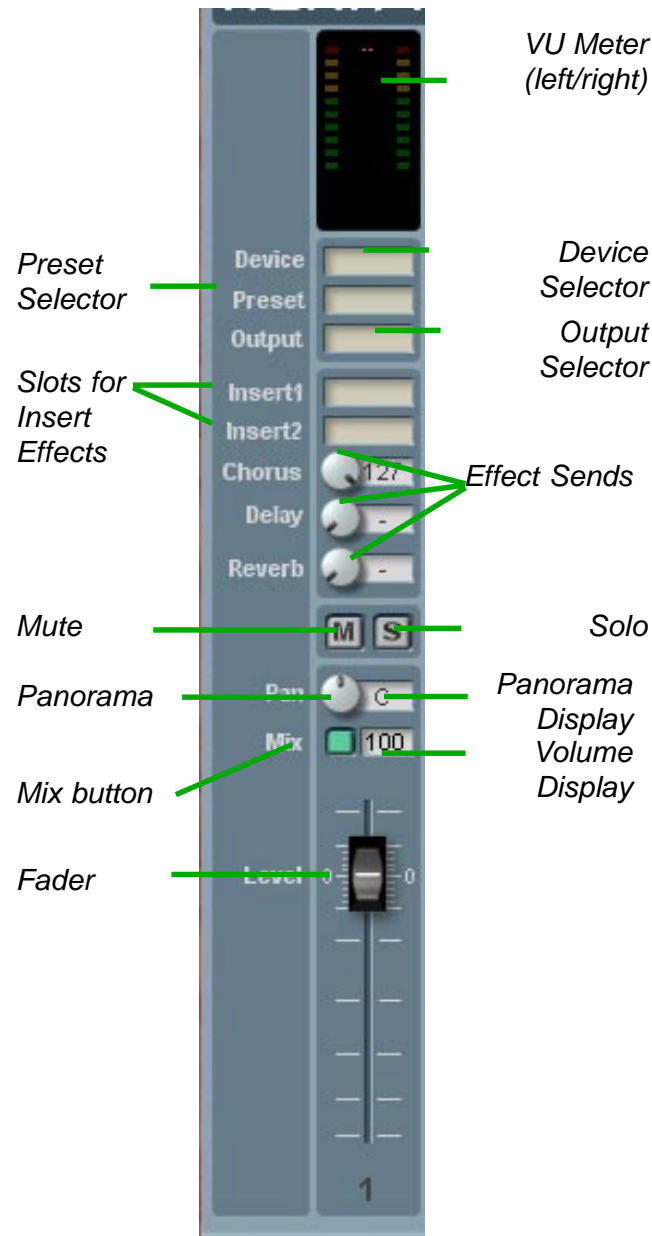
Channel Strip

Gain (A In and USB channel strips only): The Gain control adjusts the input sensitivity of the channel so you can balance the levels of the input sources before further processing in the mixer.

The text field displays the current value. You can also enter a numeric value directly into the text field.

Device (channel strip 1-4 only): Here you can select an instrument to load into the respective slot. Right-click (PC) or <Ctrl>-Click (Mac) on this field to pop up a list of available instruments

Preset (channel strip 1-4 only): Select a preset for the currently loaded instrument. Right-click (PC) or <Ctrl> + Click (Mac) on this field to open a pop-up list of presets sorted by banks. Select Load to open additional preset list files for the instrument.



Output: Select the destination for the channel strip's signal. Right-click (PC) or <Ctrl> + Click (Mac) on this field to open a pop-up list of destinations and route the signal to the Master bus (Mix) or directly to one of Noah's outputs.

Aux effects cannot be applied to a channel strip's signal when it is routed directly to an output instead of to the Master bus.

Insert1/2: Each channel strip provides two Insert slots for effects. However, only a maximum of two insert effects can be loaded simultaneously, one in one of the *Insert1* fields and one in one of the *Insert2* fields. Click with the right mouse button on the field to select an effect. Doubleclick on the field to open the effect's control panel. Also, in *Multi* mode only a maximum of two Insert slots are available.

Chorus / Delay / Reverb : These controls adjust the proportion of the channel signal sent to the respective effects.

Aux effects cannot be applied to a channel strip's signal when it is routed directly to an output instead of to the Master bus.

M (Mute): Silences the channel in the output or mix.

S (Solo): Switches the channel into Solo mode whereby all other channels are muted. More than one channel can be in solo at a time.

Balance: Controls the perceived signal position in the stereo field.

Mix: By default, the signal from a channel strip is routed to the Master Bus (Mix). Pressing the Mix button will remove this channel strip's signal from the Master Bus. If the channel has been assigned to a Direct Output using the *Output* parameter, the signal will still be available at this output.

You can e.g. use this option to remove the slots for the Analysis and Synthesis inputs of the Vocoder from the Master Bus, thus preventing these signals to appear on the Mixer output in addition to the Vocoder's own output signal.

Level: Fader level display.

Fader: Controls the channel's output volume.

1-4: The channel strips correspond to slots 1-4.

Depending on the operating mode (*Single* or *Multi*) and the hardware version (Noah or Noah EX), a different number of channels trips will be displayed.

A In

Channel strip for the analog inputs.

Left: Switches the channel to Mono. Only the signal from the left analog input is used.

USB

Channel strip for the USB inputs.

Right: Routes the signal from the right analog input to the USB channel of the mixer. Incoming USB signals can not be used in this case.

The Master Channel

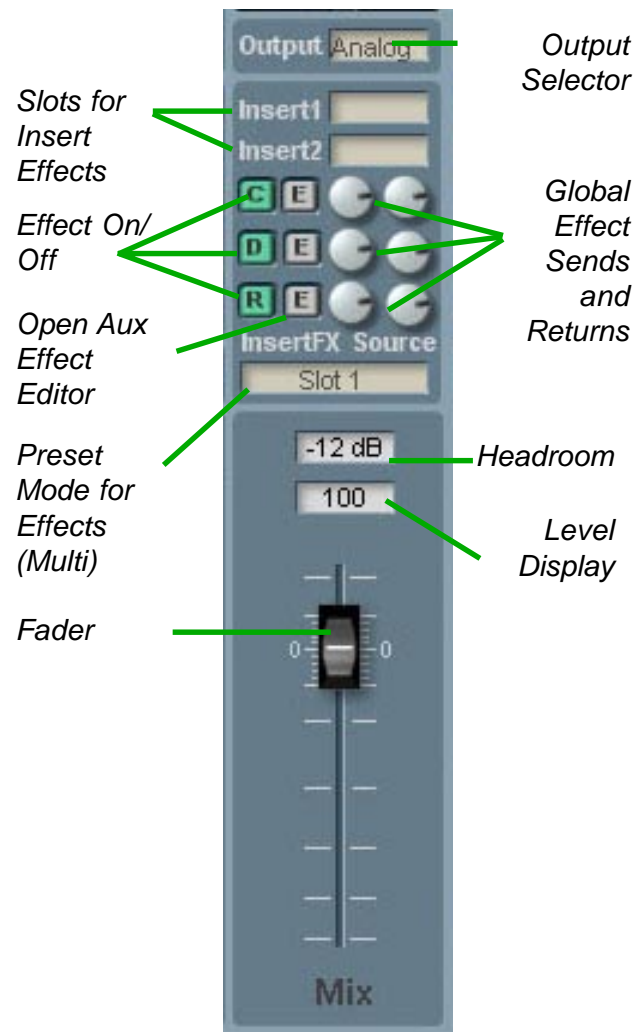
Output: Selects the output to which the channels will be routed (Mix/ADAT/USB). Right-click (PC) or <Ctrl> + Click (Mac) on this field to open a pop-up list of available outputs.

Insert1/2: The Master channel also provides two Insert slots for insert effects which, in this case will, be applied to all channels. However, only a maximum of two Insert effects can be loaded simultaneously. Click with the right mouse button on the field to select an effect. Doubleclick on the field to open the effect's control panel.

C / D / R: These buttons switch the individual chorus, delay or reverb effects on or off.

E: Opens the editor for the respective chorus, delay or reverb effect.

Send: Controls the effect send level for the respective chorus, delay, or reverb effect.



Return: Controls the effect return level for the respective chorus, delay, or reverb effect.

InsertFX Source (displayed in *Multi* mode only): In Multi Mode, you may at times wish to apply the Insert effect settings from a Single Mode preset instead of those of the Multi preset itself. In this case, use Effect Source to select the slot in which that instrument is loaded (see also the relevant section of the Effects chapter).

An appropriate set of choices for the parameters of the aux effects is provided in the Aux editor.

Headroom: Use this controller to turn down the volume of the Master bus. This will give you more headroom. Simply enter the desired value between -186 dB and 0 dB in the text field.

Internally, the Mixer allows for 12 dB of headroom. Overloading should never occur, even when all channels are in use.

The Master Section inserts come before the master fader and receive a signal which is attenuated by -12 dB, thus providing these inserts with a similar amount of headroom.

The Aux busses are designed with zero headroom in order to guarantee a maximum effect signal level. If overloading should occur, it can be eliminated by lowering the send levels.

Level Display: This field displays the value of the fader position (0-127).

Fader: Controls the master output level.

Margin: Resets all margin fields.

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